

DSTB September 2021 Report

September 29, 2021

1 GSF Sigma DS Geo TB Report September 2021

1.1 Load Data

```
[ ]: import pandas as pd
import math
file_paths = ['phase_1.csv', 'phase_2.csv', 'phase_3.csv', 'phase_4.csv']
data = []

for i in range(len(file_paths)):
    try:
        data.append(pd.read_csv(file_paths[i], index_col=0).
↳drop_duplicates().fillna(0))
    except:
        continue

[ ]: data[-1]['pointsPerGP'] = round(data[-1]['territoryPointsContributed'] /
                                     (data[-1]['shipGP']+data[-1]['characterGP']), 3)
avgPointsPerGP = round(data[-1]['pointsPerGP'].mean(), 3)
```

1.2 Input

1.2.1 Sandbagging

```
[ ]: tbType = 'DS'

sbag_1_top = False
sbag_1_mid = False
sbag_1_bottom = False

sbag_2_top = False
sbag_2_mid = False
sbag_2_bottom = False

sbag_3_top = False
sbag_3_mid = False
sbag_3_bottom = False
```

1.2.2 Shards and Stars

Wat shards: 36

Phase 1	Phase 2	Phase 3	Phase 4
x	3	3	3
3	3	3	1
3	3	3	2

1.3 Calculations

1.3.1 TB Points per CM

LS GEO TB

```
[ ]: if (tbType == 'LS'):  
    p1_ships_1 = [0,523900]  
    p1_ships_2 = [0,0]  
    p2_ships_2 = [0,0]  
    p3_ships_2 = [0,0]  
    p4_ships_2 = [0,0]  
  
    if(sbag_1_top):  
        p2_ships_1 = p1_ships_1  
    else:  
        p2_ships_1 = [0,900000]  
    if(sbag_2_top):  
        p3_ships_1 = p2_ships_1  
    else:  
        p3_ships_1 = [0,1800000]  
    if(sbag_3_top):  
        p4_ships_1 = p3_ships_1  
    else:  
        p4_ships_1 = [0,2750000]  
  
    p1_ground_1 = [0,403000,573500,840000,1155000]  
    p1_ground_2 = [0,403000,573500,840000,1155000]  
  
    if(sbag_1_bottom):  
        p2_ground_1 = p1_ground_1  
        p2_ground_2 = p1_ground_2  
    else:  
        p2_ground_1 = [0,434000,704000,1014750,1377000]  
        p2_ground_2 = [0,434000,704000,1014750,1377000]  
    if(sbag_2_bottom):  
        p3_ground_1 = p2_ground_1  
        p3_ground_2 = p2_ground_2  
    else:  
        p3_ground_1 = [0,464000,775500,1105000,1627500]
```

```

        p3_ground_2 = [0,464000,775500,1105000,1627500]
    if(sbag_3_bottom):
        p4_ground_1 = p3_ground_1
        p4_ground_2 = p3_ground_2
    else:
        p4_ground_1 = [0,511500,867000,1242500,1837500]
        p4_ground_2 = [0,511500,867000,1242500,1837500]

    p1_ground_3 = [0,403000,573500,840000,1155000]
    p1_ground_4 = [0,523900,745550,1092000,1501500]
    p1_ground_5 = [0,0,0,0,0]

    if(sbag_1_mid):
        p2_ground_3 = p1_ground_3
        p2_ground_4 = p1_ground_4
        p2_ground_5 = p1_ground_5
    else:
        p2_ground_3 = [0,434000,704000,1014750,1377000]
        p2_ground_4 = [0,434000,704000,1014750,1377000]
        p2_ground_5 = [0,564200,915200,1319175,1790100]
    if(sbag_2_mid):
        p3_ground_3 = p2_ground_3
        p3_ground_4 = p2_ground_4
        p3_ground_5 = p2_ground_5
    else:
        p3_ground_3 = [0,464000,775500,1105000,1627500]
        p3_ground_4 = [0,464000,775500,1105000,1627500]
        p3_ground_5 = [0,0,0,0,0]
    if(sbag_3_mid):
        p4_ground_3 = p3_ground_3
        p4_ground_4 = p3_ground_4
        p4_ground_5 = p3_ground_5
    else:
        p4_ground_3 = [0,511500,867000,1242500,1837500]
        p4_ground_4 = [0,664950,1127100,1615250,2388750]
        p4_ground_5 = [0,867000,1837500,0,0]

```

DS GEO TB

```

[ ]: if (tbType == 'DS'):

    p1_ships_1 = [0,0]
    p1_ships_2 = [0,0]
    p2_ships_1 = [0,825000]
    p2_ships_2 = [0,1072500]

    if(sbag_2_top):
        p3_ships_1 = p2_ships_1

```

```

    p3_ships_2 = p2_ships_2
else:
    p3_ships_1 = [0,1665000]
    p3_ships_2 = [0,2164500]
if(sbag_3_top):
    p4_ships_1 = p3_ships_1
    p4_ships_2 = p3_ships_2
else:
    p4_ships_1 = [0,2750000]
    p4_ships_2 = [0,0]

p1_ground_1 = [0,187500,297500,500000,792000]
p1_ground_2 = [0,187500,297500,500000,792000]

if(sbag_1_bottom):
    p2_ground_1 = p1_ground_1
    p2_ground_2 = p1_ground_2
else:
    p2_ground_1 = [0,270000,420000,708000,1080000]
    p2_ground_2 = [0,270000,420000,708000,1080000]
if(sbag_2_bottom):
    p3_ground_1 = p2_ground_1
    p3_ground_2 = p2_ground_2
else:
    p3_ground_1 = [0,336000,540000,910000,1352000]
    p3_ground_2 = [0,336000,540000,910000,1352000]
if(sbag_3_bottom):
    p4_ground_1 = p3_ground_1
    p4_ground_2 = p3_ground_2
else:
    p4_ground_1 = [0,405000,675000,1038500,1564000]
    p4_ground_2 = [0,405000,675000,1038500,1564000]

p1_ground_3 = [0,187500,297500,500000,792000]
p1_ground_4 = [0,187500,297500,500000,792000]
p1_ground_5 = [0,0,0,0,0]

if(sbag_1_mid):
    p2_ground_3 = p1_ground_3
    p2_ground_4 = p1_ground_4
    p2_ground_5 = p1_ground_5
else:
    p2_ground_3 = [0,270000,420000,708000,1080000]
    p2_ground_4 = [0,270000,420000,708000,1080000]
    p2_ground_5 = [0,351000,546000,920400,1404000]
if(sbag_2_mid):
    p3_ground_3 = p2_ground_3

```

```

        p3_ground_4 = p2_ground_4
        p3_ground_5 = p2_ground_5
    else:
        p3_ground_3 = [0,336000,540000,910000,1352000]
        p3_ground_4 = [0,336000,540000,910000,1352000]
        p3_ground_5 = [0,0,0,0,0]
    if(sbag_3_mid):
        p4_ground_3 = p3_ground_3
        p4_ground_4 = p3_ground_4
        p4_ground_5 = p3_ground_5
    else:
        p4_ground_3 = [0,405000,675000,1038500,1564000]
        p4_ground_4 = [0,405000,675000,1038500,1564000]
        p4_ground_5 = [0,1350050,2033200,0,0]

```

1.3.2 CM Points

```

[ ]: global ground_missions
ground_missions = {}
ground_missions[1] = [p1_ground_1, p1_ground_2,
                      p1_ground_3, p1_ground_4, p1_ground_5]
ground_missions[2] = [p2_ground_1, p2_ground_2,
                      p2_ground_3, p2_ground_4, p2_ground_5]
ground_missions[3] = [p3_ground_1, p3_ground_2,
                      p3_ground_3, p3_ground_4, p3_ground_5]
ground_missions[4] = [p4_ground_1, p4_ground_2,
                      p4_ground_3, p4_ground_4, p4_ground_5]

global ship_missions
ship_missions = {}
ship_missions[1] = [p1_ships_1, p1_ships_2]
ship_missions[2] = [p2_ships_1, p2_ships_2]
ship_missions[3] = [p3_ships_1, p3_ships_2]
ship_missions[4] = [p4_ships_1, p4_ships_2]

global max_ground
max_ground = {}
max_ground[1] = \
    ↪p1_ground_1[4]+p1_ground_2[4]+p1_ground_3[4]+p1_ground_4[4]+p1_ground_5[4]
max_ground[2] = p2_ground_1[4]+p2_ground_2[4] + \
    p2_ground_3[4]+p2_ground_4[4]+p2_ground_5[4]
max_ground[3] = \
    ↪p3_ground_1[4]+p3_ground_2[4]+p3_ground_3[4]+p3_ground_4[4]+p3_ground_5[4]
max_ground[4] = p4_ground_1[4]+p4_ground_2[4] + \
    p4_ground_3[4]+p4_ground_4[4]+p4_ground_5[2]

global max_ships

```

```

max_ships = {}
max_ships[1] = p1_ships_1[1]+p1_ships_2[1]
max_ships[2] = p2_ships_1[1]+p2_ships_2[1]
max_ships[3] = p3_ships_1[1]+p3_ships_2[1]
max_ships[4] = p4_ships_1[1]+p4_ships_2[1]

```

1.4 Low Performers

1.4.1 Lowest TB Points per GP

```

[ ]: n = 10
low_ppg = data[-1]['pointsPerGP'].sort_values().head(n)
print(low_ppg)

```

```

name
Eddie87                1.486
Plucky Haydon          1.761
wamakima5004           2.284
LGuy 21                2.885
Ben8cv                 3.215
SloppySaberFlavor      3.431
Maxaron Lexilon        4.242
Masajj Vemtits         4.466
OttoVonGens            4.710
Exeel                  4.854
Name: pointsPerGP, dtype: float64

```

1.4.2 Lowest CM Waves Completed

```

[ ]: if len(data) == 4:
    cm = data[3]['combatMissionWavesCompleted'] -
    ↪data[2]['combatMissionWavesCompleted']
else:
    cm = data[-1]['combatMissionWavesCompleted']
low_cm = cm.sort_values().head(n)
print(low_cm)

```

```

name
Theflavorgreen        2
Ben8cv                 4
Eddie87                4
M1TTH                 5
Wolfman314             5
The Wall               5
SloppySaberFlavor     5
Plucky Haydon          5
MINI Stewabob          6
BabyYodaHitta          6

```

Name: combatMissionWavesCompleted, dtype: int64

1.4.3 Lowest TB Points

```
[ ]: low_tb = data[-1]['territoryPointsContributed'].sort_values().head(n)
      print(low_tb)
```

name	
Eddie87	7358173
Plucky Haydon	10605432
wamakima5004	13838458
LGuy 21	18126247
SloppySaberFlavor	19791269
Ben8cv	19840931
M1TTH	22416536
BabyYodaHitta	23493611
Larping Soccer Moms	24819078
PadawanTano	25326213

Name: territoryPointsContributed, dtype: int64

1.5 Top Performers

1.5.1 Highest TB Points per GP

```
[ ]: high_ppg = data[-1]['pointsPerGP'].sort_values(ascending = False).head(n)
      print(high_ppg)
```

name	
Dark Penguin	9.063
PadawanTano	9.045
Argarax	8.506
ilekkund2	8.484
Loadage	8.421
BabyYodaHitta	8.108
Obi Won Sebroni	7.859
MINI Stewabob	7.695
AKB	7.388
Doomslug the Destroyer	7.384

Name: pointsPerGP, dtype: float64

1.5.2 Highest Combat Waves Completed

```
[ ]: high_cm = cm.sort_values(
      ascending=False).head(n)
      print(high_cm)
```

name	
s o l o	16
Argarax	16

Guntha Arbos	15
Loadage	14
BOHICA	13
AKB	12
Baxston Kane	12
OttoVonGens	12
Dark Penguin	12
Elros Halfelven	12

Name: combatMissionWavesCompleted, dtype: int64

1.5.3 Highest TB Points

```
[ ]: high_tb = data[-1]['territoryPointsContributed'].sort_values(
    ascending=False).head(n)
print(high_tb)
```

name	
s o l o	56218460
ilekkund	51733903
Loadage	48214623
BOHICA	47456736
Baxston Kane	46460696
Zhil Axflow	45725155
Argarax	43354950
AKB	43224459
Heywood Jablowme	41089981
Philo Beddoe	40438463

Name: territoryPointsContributed, dtype: int64

1.6 Guild Performance

```
[ ]: def toPoints(points,waves):
    i = 0
    point_value = pd.Series([0]*len(waves),index = waves.index)
    while(i<len(waves)):
        point_value[i] = points[waves.iloc[i].astype('int64')]
        i+=1
    return point_value
```

```
[ ]: def percents(df,phase):
    if(not ("Ch 5" in df.columns)):
        df['Ch 5'] = [0]*len(df)

    if(not ("Fl 1" in df.columns)):
        df['Fl 1'] = [0]*len(df)

    if(not ("Fl 2" in df.columns)):
        df['Fl 2'] = [0]*len(df)
```



```

    df['ground'] = toPoints(ground_missions[phase][0], df['Ch_
→1'])+toPoints(ground_missions[phase][1], df['Ch_
→2'])+toPoints(ground_missions[phase][2], df['Ch_
→3'])+toPoints(ground_missions[phase][3], df['Ch_
→4'])+toPoints(ground_missions[phase][4], df['Ch 5'])

    df['ship'] = toPoints(ship_missions[phase][0], df['Fl 1'])+ \
        toPoints(ship_missions[phase][1], df['Fl 2'])

    df['ground_perc'] = round((df['ground']/max_ground[phase])*100, 0)

    df['ship_perc'] = round((df['ship']/max_ships[phase])*100, 0)

    ground_perc = df['ground_perc'].mean()
    ship_perc = df['ship_perc'].mean()

    return (ground_perc,ship_perc)

```

1.6.1 Percent of Combat Mission Points per Phase

```

[ ]: perc = list()
    for i in range(len(data)):
        (ground_perc, ship_perc) = percents(data[i], i + 1)
        if math.isnan(ship_perc):
            ship_perc = 0
        if math.isnan(ground_perc):
            ground_perc = 0

        perc.append([str(ground_perc) + '%', str(ship_perc) + '%'])

    for i in range(len(data),4):
        perc.append(['NA', 'NA'])

    perc_points = pd.DataFrame(perc, index=[
        'Phase 1', 'Phase 2', 'Phase 3', 'Phase 4'],
→columns=['Ground', 'Ships'])
    print(perc_points)

```

	Ground	Ships
Phase 1	75.16326530612245%	0%
Phase 2	70.72%	29.12%
Phase 3	74.78%	45.42%
Phase 4	36.28%	72.0%

1.6.2 Percent of CM Completed by Player

```
[ ]: player_perc = pd.DataFrame()
for i in range(len(data)):
    ground_name = 'P' + str(i+1) + 'G'
    ship_name = 'P' + str(i+1) + 'S'
    player_perc[ground_name] = data[i]['ground_perc']
    player_perc[ship_name] = data[i]['ship_perc']
print(player_perc)
```

	P1G	P1S	P2G	P2S	P3G	P3S	P4G	P4S
name								
Obi Won Sebroni	82.0	NaN	56.0	57.0	41.0	57.0	21.0	100.0
Masajj Vemtits	100.0	NaN	0.0	0.0	100.0	0.0	27.0	100.0
Doomslug the Destroyer	65.0	NaN	0.0	0.0	67.0	43.0	26.0	100.0
Larping Soccer Moms	75.0	NaN	94.0	0.0	73.0	0.0	38.0	0.0
Elros Halfelven	91.0	NaN	94.0	0.0	92.0	0.0	48.0	100.0
AKB	100.0	NaN	94.0	0.0	92.0	100.0	48.0	100.0
SloppySaberFlavor	66.0	NaN	81.0	0.0	25.0	0.0	22.0	0.0
Agave	91.0	NaN	100.0	0.0	92.0	100.0	37.0	100.0
ONE	72.0	NaN	82.0	57.0	0.0	0.0	40.0	0.0
Philo Beddoe	75.0	NaN	100.0	57.0	84.0	57.0	41.0	100.0
Loadage	100.0	NaN	100.0	100.0	92.0	100.0	68.0	100.0
BOHICA	91.0	NaN	100.0	57.0	100.0	100.0	52.0	100.0
ilekkund	100.0	NaN	100.0	100.0	92.0	100.0	43.0	100.0
ilekkund2	100.0	NaN	100.0	43.0	75.0	100.0	40.0	100.0
Argarax	100.0	NaN	100.0	57.0	92.0	43.0	69.0	100.0
MINI xipokemastrix	100.0	NaN	94.0	57.0	42.0	0.0	44.0	0.0
The Wall	72.0	NaN	79.0	57.0	77.0	0.0	23.0	0.0
TacoPizza	91.0	NaN	100.0	57.0	100.0	0.0	31.0	100.0
Baxston Kane	100.0	NaN	100.0	57.0	92.0	100.0	48.0	100.0
GANIC	82.0	NaN	94.0	0.0	92.0	0.0	34.0	0.0
Heywood Jablowme	91.0	NaN	100.0	0.0	84.0	0.0	41.0	100.0
Dark Penguin	100.0	NaN	87.0	43.0	92.0	100.0	48.0	100.0
PadawanTano	72.0	NaN	87.0	0.0	69.0	0.0	32.0	100.0
Guntha Arbos	81.0	NaN	81.0	0.0	100.0	0.0	69.0	0.0
s o l o	100.0	NaN	100.0	100.0	100.0	100.0	69.0	100.0
BabyYodaHitta	59.0	NaN	52.0	0.0	48.0	57.0	21.0	100.0
Flywire	0.0	NaN	0.0	0.0	100.0	100.0	46.0	100.0
OttoVonGens	100.0	NaN	25.0	0.0	92.0	100.0	49.0	100.0
MINI Stewabob	75.0	NaN	0.0	0.0	67.0	57.0	26.0	0.0
Exeel	91.0	NaN	62.0	100.0	0.0	0.0	40.0	100.0
Calens	82.0	NaN	87.0	0.0	75.0	43.0	34.0	100.0
Zhil Axfow	100.0	NaN	94.0	100.0	92.0	100.0	44.0	100.0
Eddie87	72.0	NaN	0.0	0.0	0.0	0.0	17.0	0.0
Neeb	82.0	NaN	87.0	0.0	84.0	57.0	26.0	0.0
Promethean	91.0	NaN	100.0	0.0	92.0	0.0	31.0	0.0
EvilCoyote2011	100.0	NaN	100.0	0.0	100.0	57.0	37.0	100.0

Higgs	72.0	NaN	87.0	57.0	75.0	43.0	26.0	100.0
Ben8cv	91.0	NaN	100.0	0.0	6.0	0.0	13.0	100.0
ShootMeow	91.0	NaN	100.0	0.0	92.0	57.0	42.0	100.0
joker	16.0	NaN	81.0	57.0	85.0	43.0	38.0	100.0
Gryphix	82.0	NaN	100.0	43.0	100.0	100.0	44.0	100.0
LGuy 21	50.0	NaN	0.0	0.0	92.0	0.0	21.0	100.0
Plucky Haydon	91.0	NaN	0.0	0.0	0.0	0.0	19.0	100.0
Zlada14	75.0	NaN	100.0	43.0	100.0	0.0	31.0	0.0
Theflavorgreen	66.0	NaN	32.0	57.0	48.0	57.0	10.0	0.0
Chaunce	0.0	NaN	25.0	100.0	100.0	100.0	44.0	100.0
wamakima5004	0.0	NaN	25.0	0.0	84.0	0.0	38.0	0.0
Wolfman314	0.0	NaN	94.0	0.0	100.0	100.0	17.0	100.0
Maxaron Lexilon	0.0	NaN	62.0	0.0	92.0	100.0	25.0	100.0

1.6.3 Average TB Points per GP

```
[ ]: print(avgPointsPerGP)
```

6.059

1.6.4 Guild TB Points and TB Points per GP

```
[ ]: data[-1].loc[:,['territoryPointsContributed','pointsPerGP']].
      ↪sort_values(by=['territoryPointsContributed'], ascending=False)
```

```
[ ]:
      territoryPointsContributed  pointsPerGP
name
s o l o                        56218460      7.214
ilekkund                      51733903      7.123
Loadage                       48214623      8.421
BOHICA                        47456736      6.786
Baxston Kane                   46460696      7.110
Zhil Axfo                      45725155      7.335
Argarax                       43354950      8.506
AKB                           43224459      7.388
Heywood Jablowme              41089981      5.952
Philo Beddoe                  40438463      6.972
EvilCoyote2011                40414678      6.841
ilekkund2                     40331398      8.484
ShootMeow                     40072528      6.316
Gryphix                       39936997      6.019
Dark Penguin                  38534918      9.063
Calens                        38131246      6.354
Agave                         37744694      6.438
Neeb                          37094914      6.441
Higgs                         36900654      6.768
Elros Halfelven               36889995      5.947
TacoPizza                    36865508      7.090
```

Wolfman314	36615103	5.884
Guntha Arbos	35349314	5.669
Chaunce	35048463	5.435
ONE	34647747	5.562
Zlada14	33402608	5.530
OttoVonGens	32842378	4.710
joker	32017230	6.333
GANIC	31812993	6.630
Flywire	31017462	5.643
Doomslug the Destroyer	30797676	7.384
Exeel	30553680	4.854
Obi Won Sebroni	28596418	7.859
The Wall	28262665	5.599
Promethean	28139242	5.234
Maxaron Lexilon	27261396	4.242
MINI Stewabob	26743510	7.695
Theflavorgreen	26425209	5.132
Masajj Vemtits	26370242	4.466
MINI xipokemastrix	25514414	6.056
PadawanTano	25326213	9.045
Larping Soccer Moms	24819078	7.282
BabyYodaHitta	23493611	8.108
M1TTH	22416536	4.982
Ben8cv	19840931	3.215
SloppySaberFlavor	19791269	3.431
LGuy 21	18126247	2.885
wamakima5004	13838458	2.284
Plucky Haydon	10605432	1.761
Eddie87	7358173	1.486