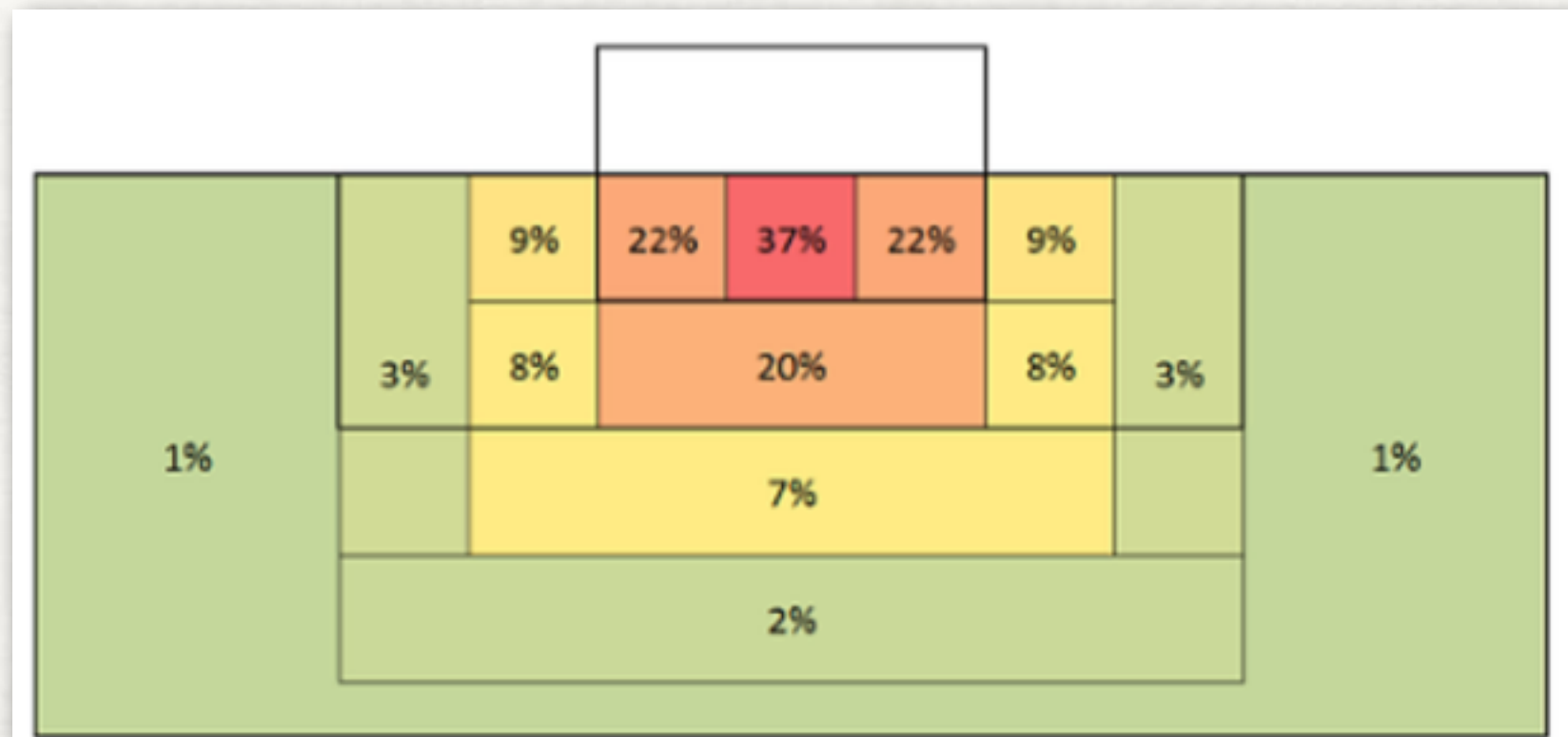


EXPECTED GOALS ANALYSIS IN FOOTBALL

EXPECTED GOALS

Expected Goals (xG) is the probability of whether a given a shot will result in a goal. It is a number between 0 and 1.

The closer the shot, the more likely it is to convert the shot to a goal. An xG of 1 is the highest value a single shot can be, which implies the player has 100% chance of scoring.



DATA SET

- The data set contains 9074 football matches from 2011 to 2017.
- Individual ability is not factored in the model.
- Teams and players information were removed from the data set, before running any algorithms.

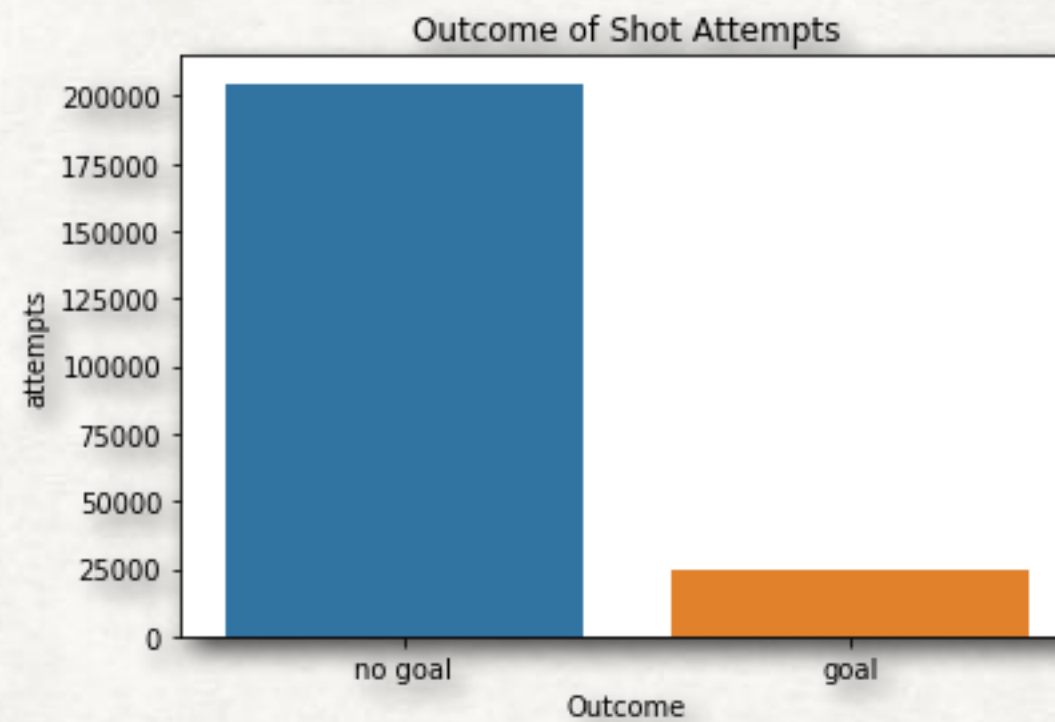


SHOT ATTEMPTS

229135 shot attempts

24441 goals

10.67% scoring



ALGORITHMS

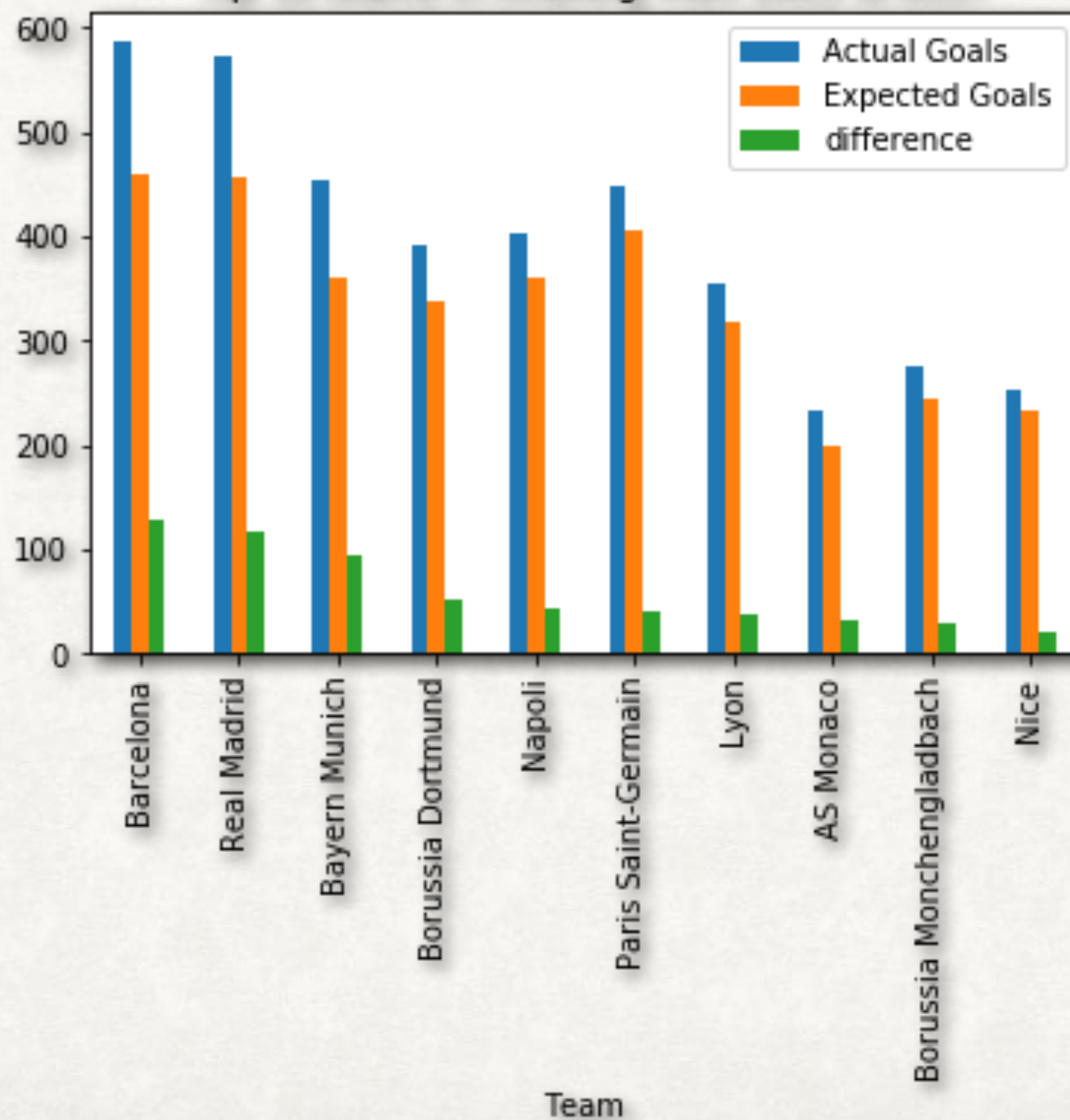
- XGBoost
- Logistic Regression
- Gradient Boosting
- Random Forest
- AdaBoost
- Multi-Layer Perception
- Over 91% accuracy

- Teams or Players are ranked by the difference between actual goals and expected goals (xG) from the model

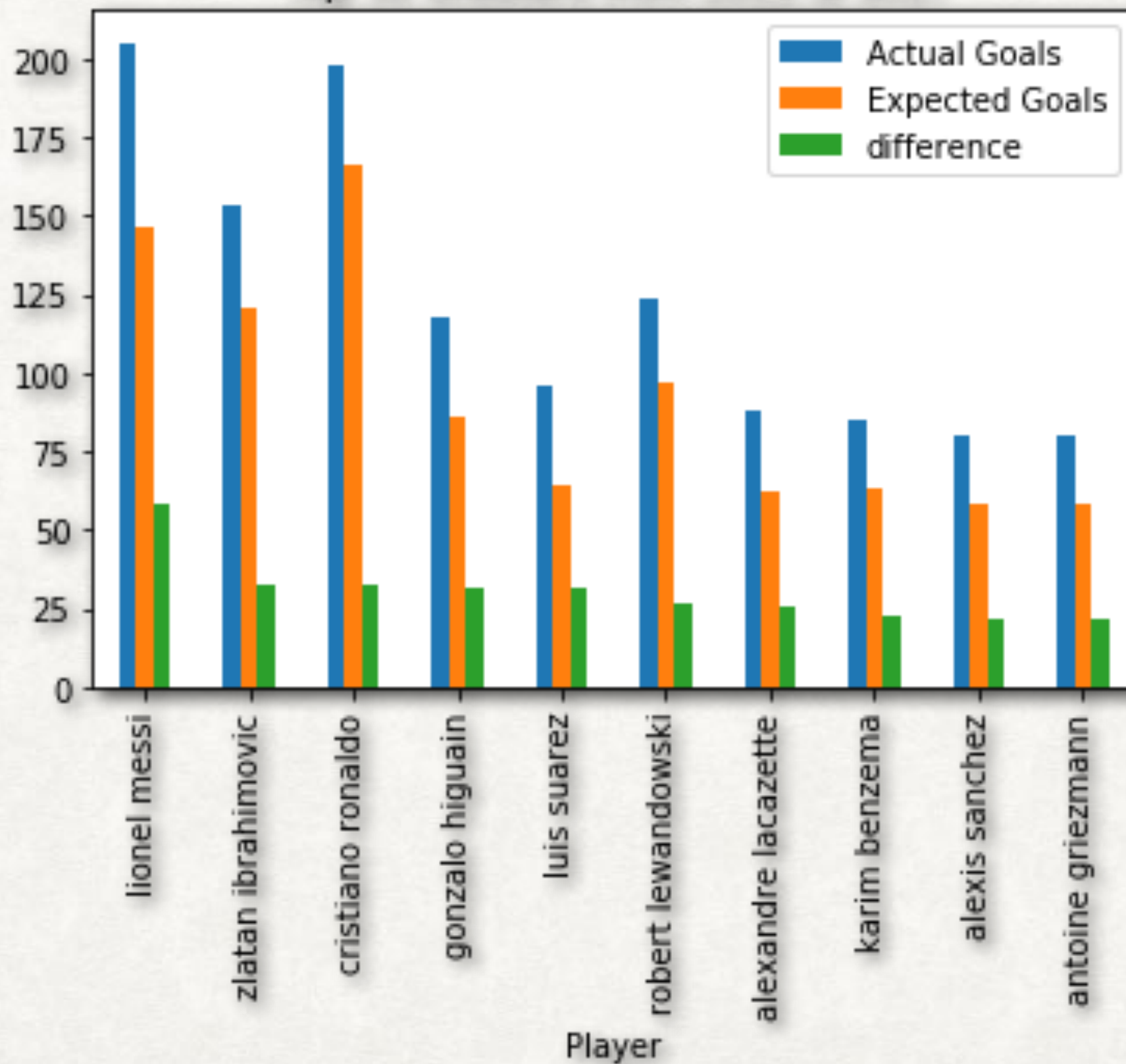
Actual Goals	Expected Goals	Difference
30	8.1	21.9

- The higher the difference, the better the team/player is

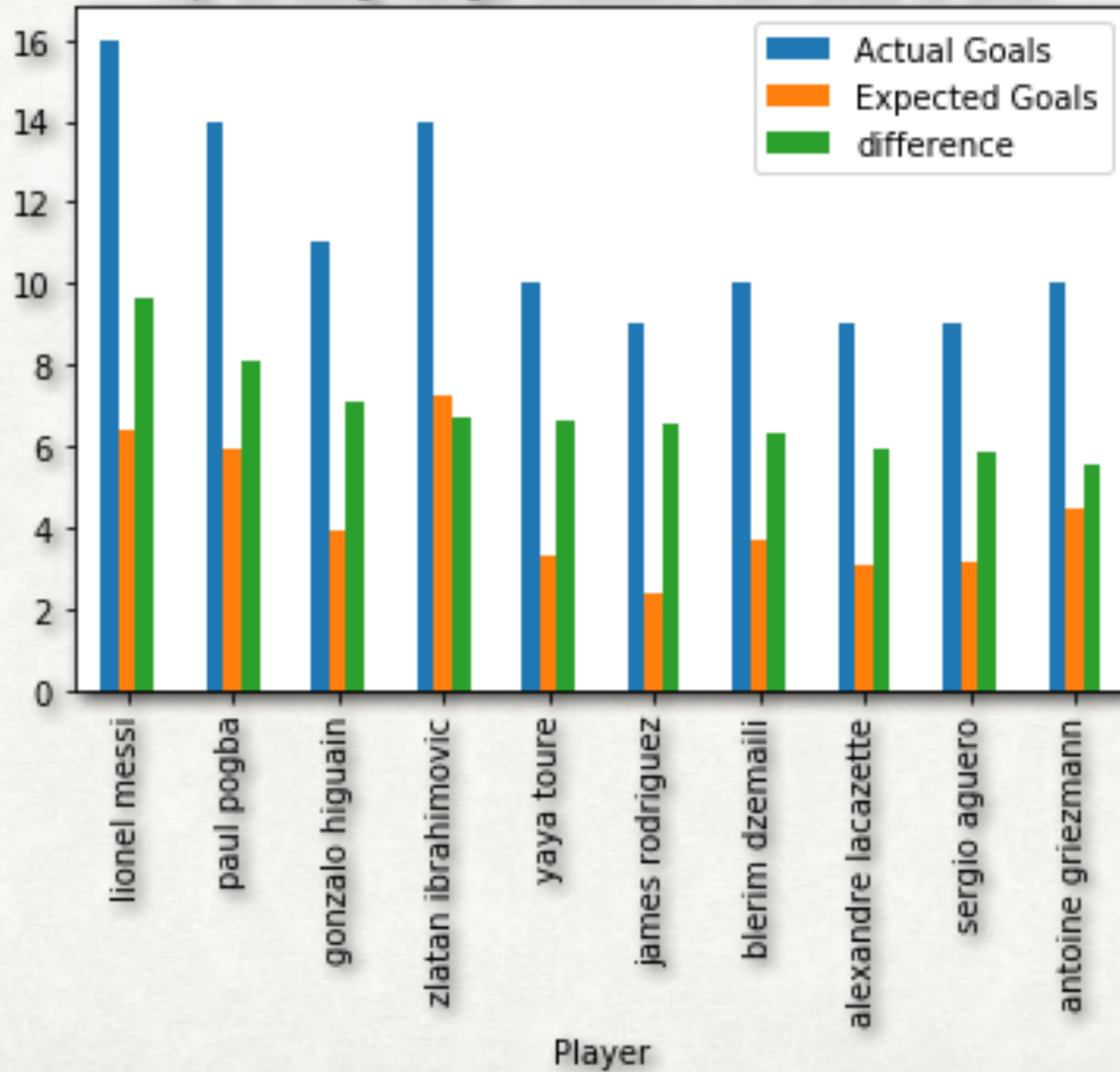
Top 10 teams in finishing from 2011 to 2017



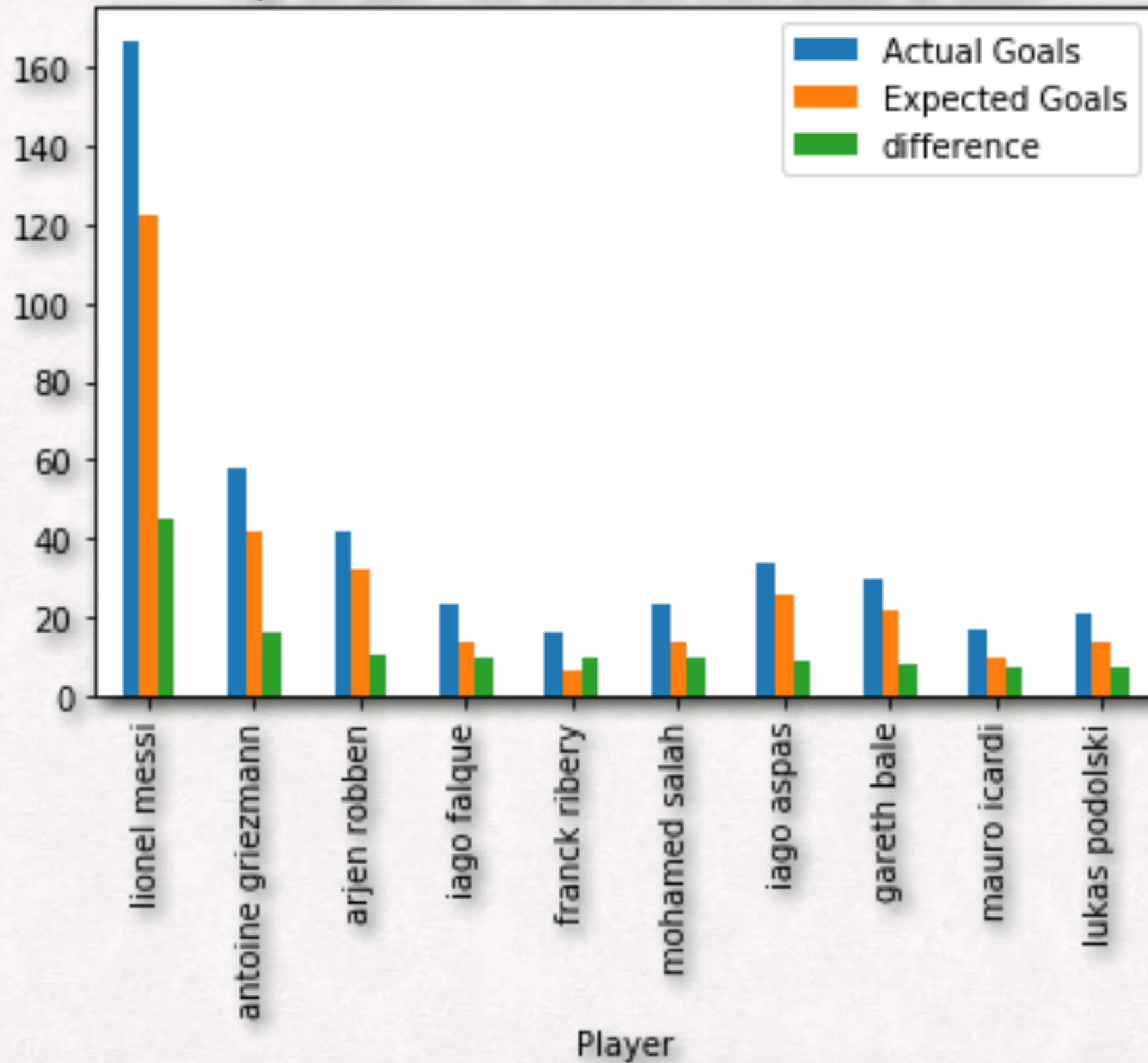
Top 10 Shooters from 2011 to 2017



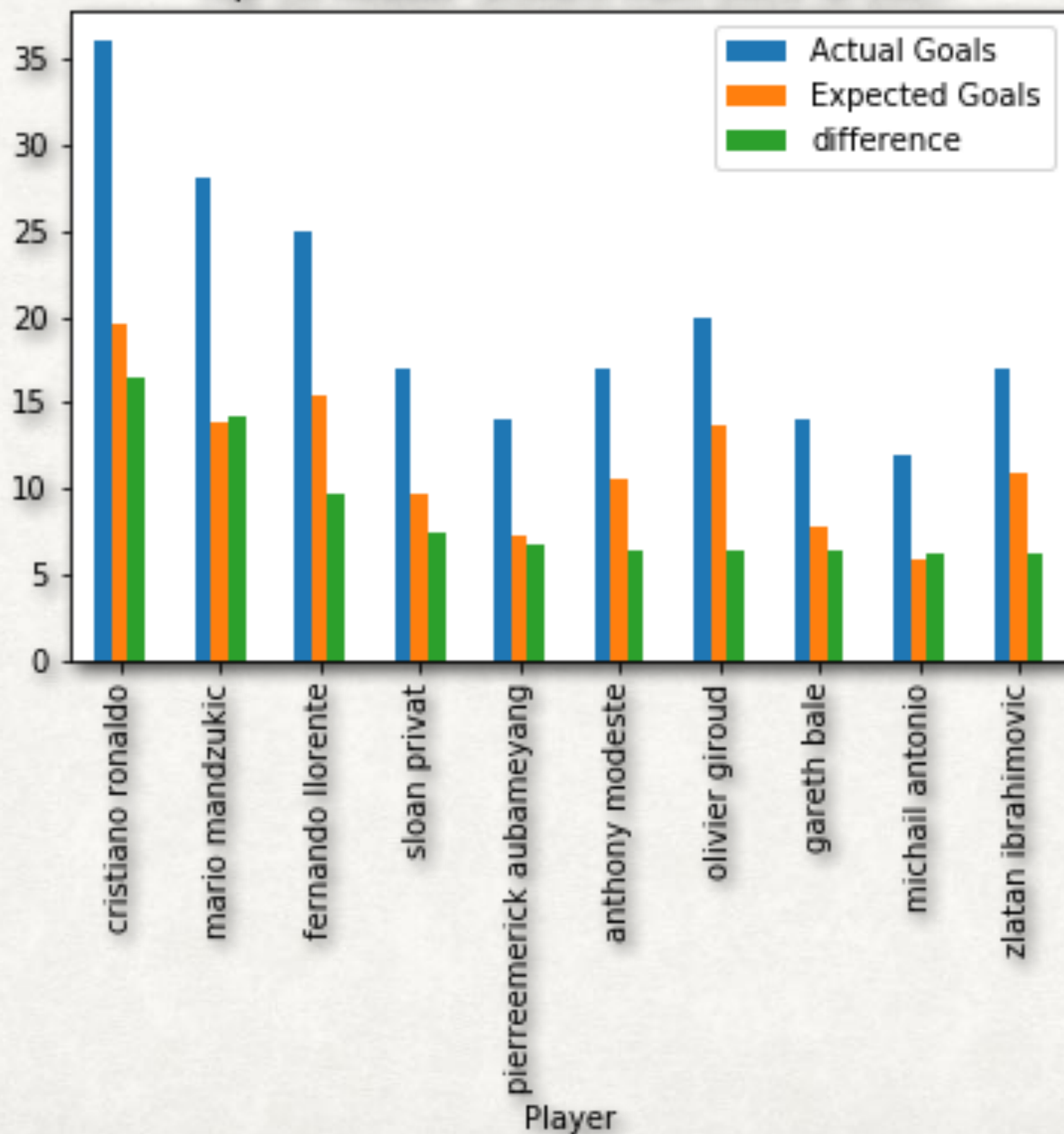
Top 10 Long Range Shooters from 2011 to 2017



Top 10 Left Foot Scorers from 2011 to 2017



Top 10 Header Scorers from 2011 to 2017



FUTURE WORK

- Account for defensive team positioning
- Calculate xG for goalkeepers
- Find out why English Premier League not among the top
- Increase number of layers in neural network
- Calculate expected points for teams