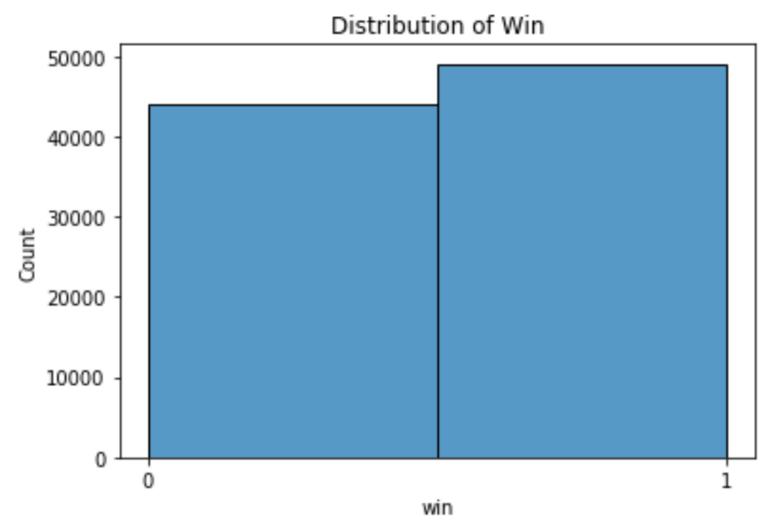


Répartition des joueurs du jeu de données à travers le monde

Win rate over the dataset : 52.71 % Loose rate over the dataset : 47.29 %



Histogramme de la variable victoire

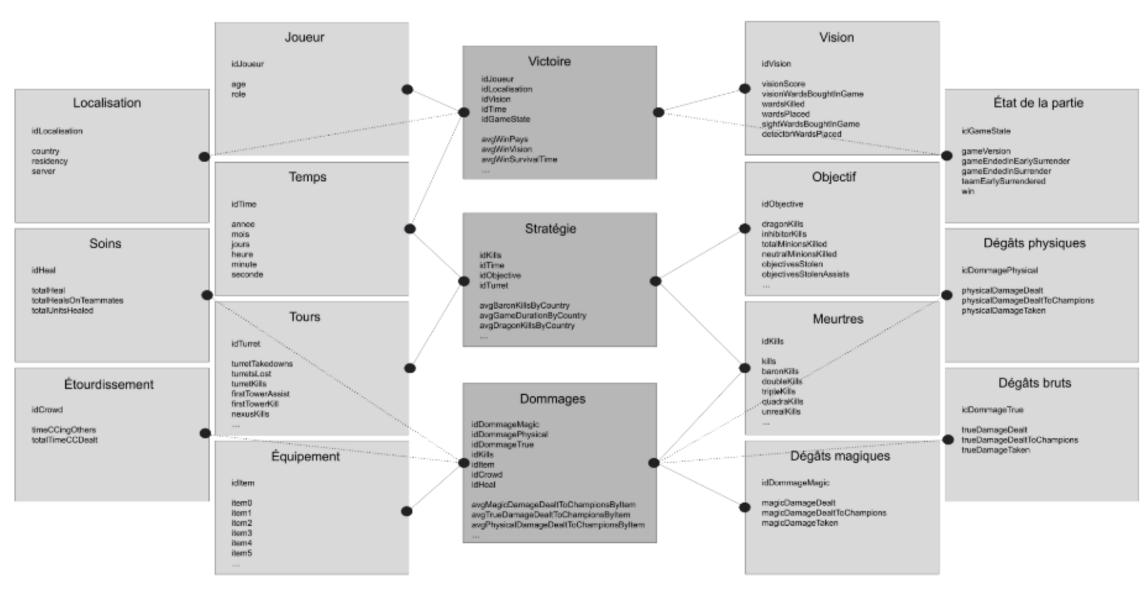


Schéma en constellation

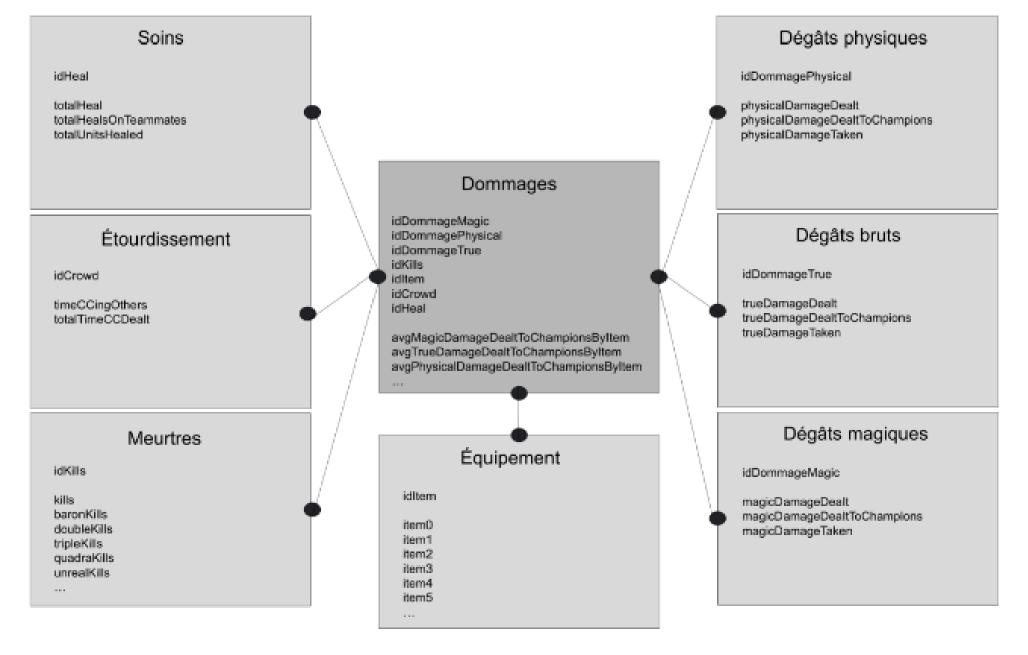


Schéma en étoile du fait Dommages

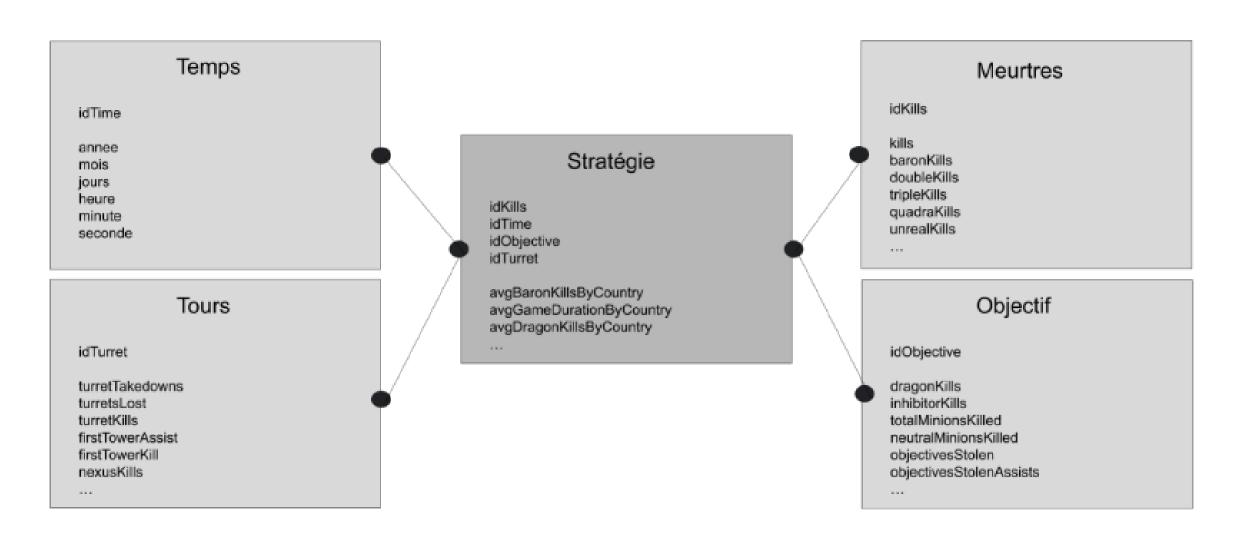


Schéma en étoile du fait Stratégie

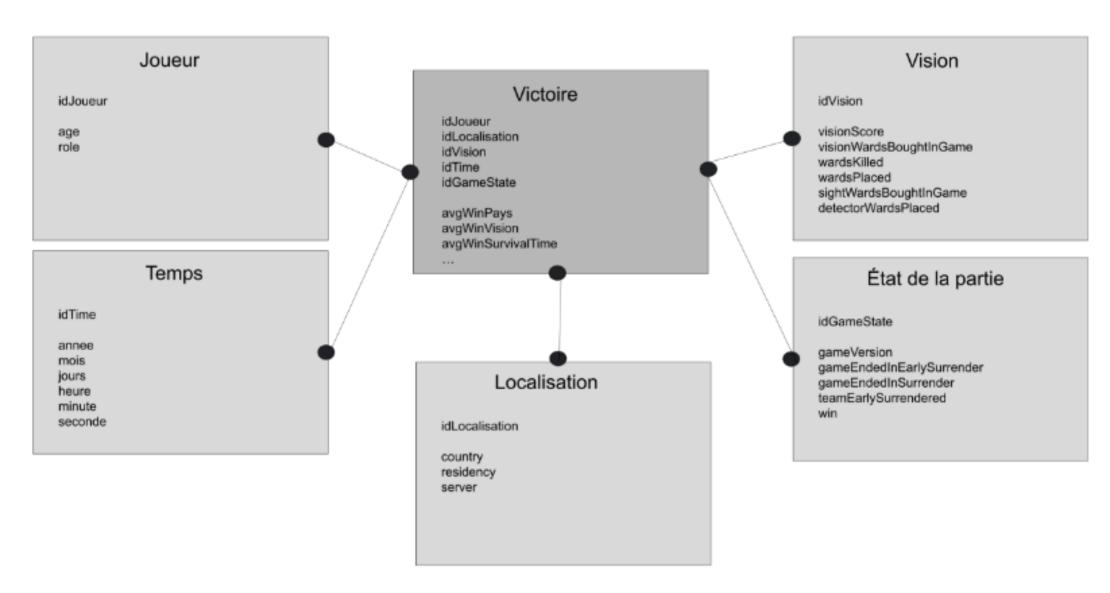
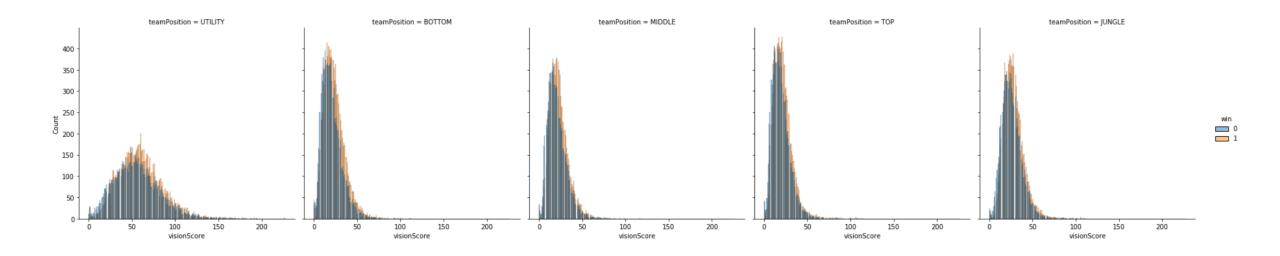


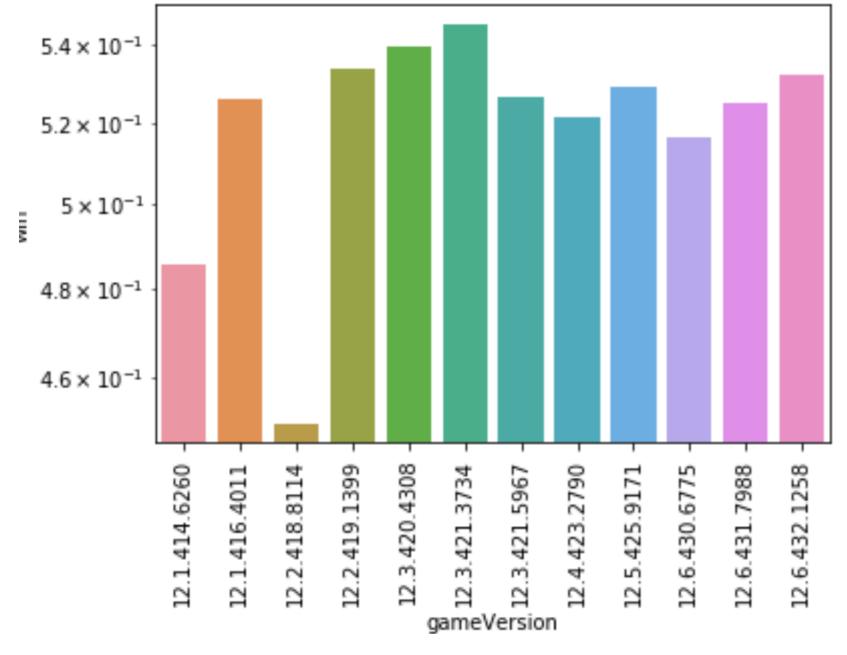
Schéma en étoile du fait Victoire

First blood rate per victory status 6000 5000 4000 firstBloodKill 3000 2000 1000 win

First blood par statut de victoire



Distribution du score de vision par rôle et par statut de victoire

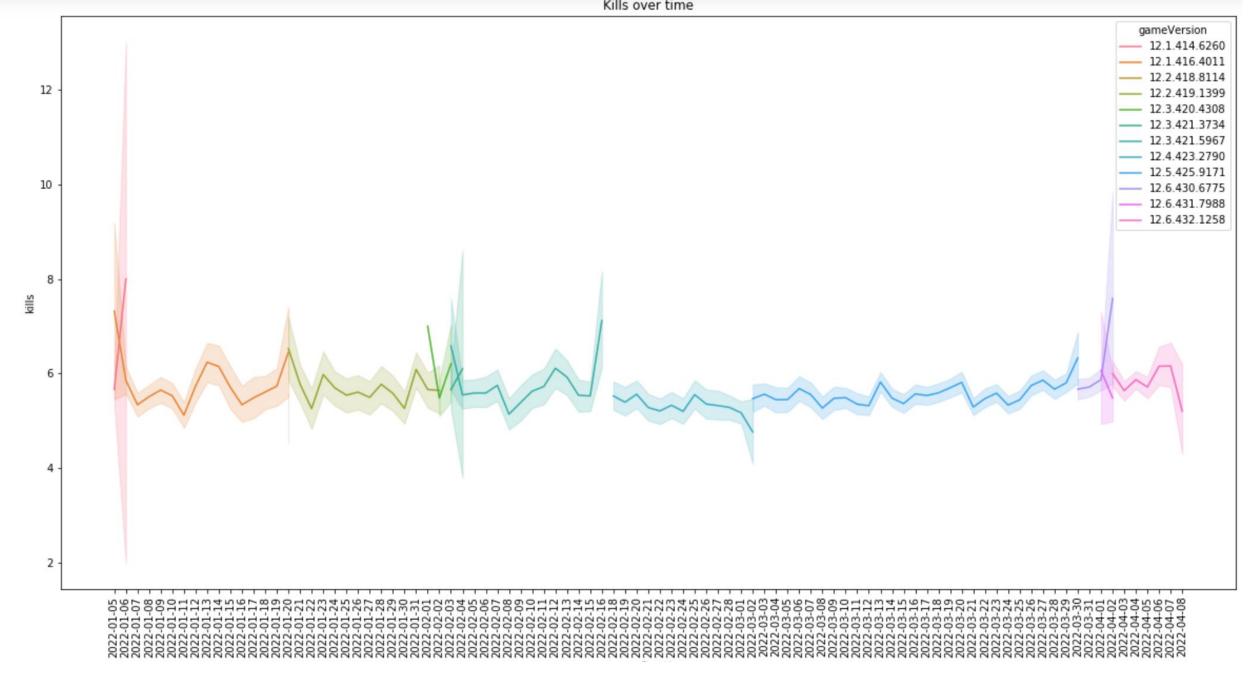


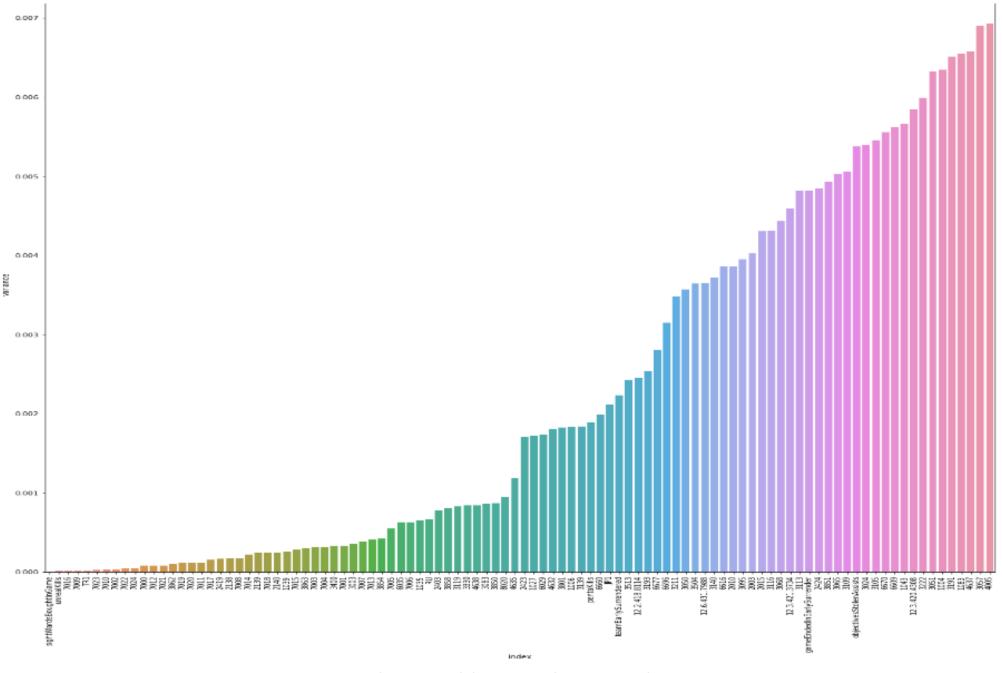
Taux de victoire par version du jeu

12.5.425.9171	43955	
12.4.423.2790	10555	
12.1.416.4011	9976	
12.3.421.5967	7891	
12.6.432.1258	7037	
12.2.419.1399	6449	
12.6.430.6775	4928	
12.1.414.6260	762	
12.3.420.4308	547	
12.3.421.3734	429	
12.6.431.7988	341	
12.2.418.8114	229	
Name: gameVersion	on dtyne:	int64

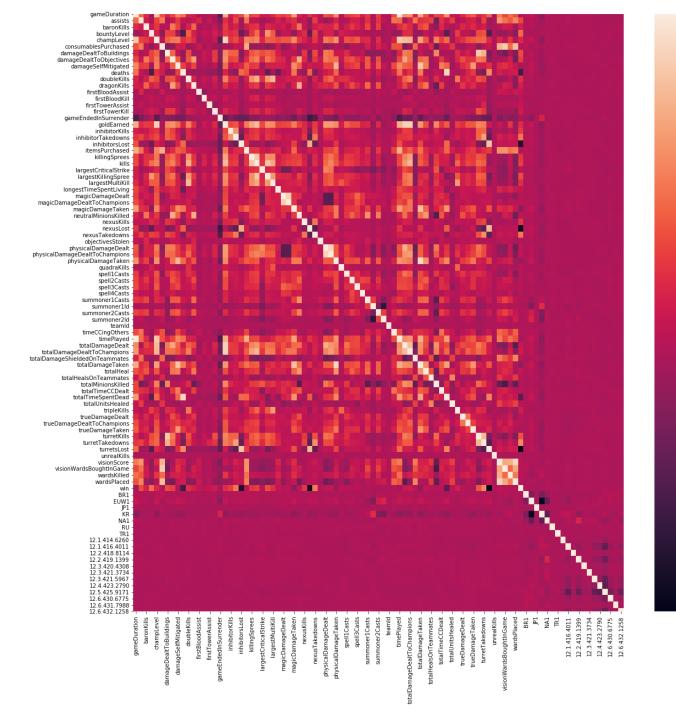
Name: gameVersion, dtype: int64

Distribution des matchs par version du jeu





Top 100 des variables avec le moins de variance



- 0.8

- 0.6

- 0.4

- 0.2

- 0.0

-0.2

-0.4

-0.6

	precision	recall	†1-score	support		precision	recall	f1-score	support
	0 0.971 0.96	0.96 0.97	0.96 0.97	13353 14577		0.95 1 0.95	0.94 0.95	0.94 0.95	13261 14669
accurac macro av weighted av	g 0.97	0.97 0.97	0.97 0.97 0.97	27930 27930 27930	accuracy macro ava weighted ava	g 0.95	0.95 0.95	0.95 0.95 0.95	27930 27930 27930
SVM				Decision Tree					
	precision	recall	f1-score	support		precision	recall	f1-score	support
0 1	0.09 0.97	0.72 0.54	0.16 0.69	1613 26317	0 1	0.94 0.42	0.59 0.88	0.73 0.57	20902 7028
accuracy macro avg weighted avg	0.53 0.92	0.63 0.55	0.55 0.43 0.66	27930 27930 27930	accuracy macro avg weighted avg	0.68 0.81	0.74 0.67	0.67 0.65 0.69	27930 27930 27930

Random Forest Naive Bayes

0.6

0.8

1.0

1.2

0.0

0.2

0.4