AS Roma & Winning Elevens

Danny Moncada September 29th, 2019

Business Problem:

We have been hired by AS Roma as their resident data scientist to find patterns that our coach can exploit to increase success on the field and decrease failure. Specifically, he is looking for non-obvious patterns because he has learned all of the obvious ones through experience. He has asked us to use associations rules for this analysis and we have been provided data (euro_soccer.sqlite) to conduct our tests.

We have decided to take a multi-stepped approach to our proposed challenge. First, we want to determine what traits are specific to "successful" teams and what traits are specific to "losing" teams. We are going to do this by analyzing the top 4 teams in the top 4 leagues (16 teams total) and by analyzing the bottom 4 teams in the top 4 leagues (16 teams). We have chosen to focus on the top 4 leagues for determining these overall trends because AS Roma is part of Serie A, which is a competitive league. If we had focused on lower-tier leagues, there would be the potential for associations to appear that could not be applied to AS Roma.

After determining what "successful" and "losing" teams do in the top leagues (formations, # of shots, penalties, defense focus, offense focus, etc.), we will shift our attention to what makes great players. Though we would all love to say to simply hire Ronaldo or Messi, we understand that this simple solution is not feasible for AS Roma. However, we may learn insights into what types of players "successful" teams are most looking for. These characteristics may be speed, attacking rating, defense rating, crossing, heading, short pass, etc. After determining what characteristics make up the best players, which in turn make the best teams, we will move onto compiling our conclusions.

With these recommendations, we hope to tell our coach what hidden trends can help AS Roma become a more successful team. We hope to identify key characteristics in players, as well as key insights into team play that can lead AS Roma to victory.

Specifically, we hope to come up with actions that the Manager of Roma can take to get Roma in the top 4 teams in their Series so that they can go onto the Championship.

Definition of Success:

The top 4 teams in each league go on to the Championship which is tied to financial reward and prestige; finishing each season in the top 4 teams is what our team is defining as success. While it is hard to guarantee a top 4 finish, we are aiming to greatly increase the likelihood of Roma finishing there.

An Overview of team statistics

```
## Warning: package 'ggplot2' was built under R version 3.6.2
## Warning: package 'dplyr' was built under R version 3.6.2
##
## Attaching package: 'dplyr'
## The following objects are masked from 'package:stats':
##
## filter, lag
```

```
## The following objects are masked from 'package:base':
##
       intersect, setdiff, setequal, union
##
## Warning: package 'arules' was built under R version 3.6.2
## Loading required package: Matrix
##
## Attaching package: 'arules'
## The following object is masked from 'package:dplyr':
##
       recode
## The following objects are masked from 'package:base':
##
       abbreviate, write
## Warning: package 'lubridate' was built under R version 3.6.2
##
## Attaching package: 'lubridate'
## The following object is masked from 'package:base':
##
##
       date
## Warning: package 'sqldf' was built under R version 3.6.3
## Loading required package: gsubfn
## Warning: package 'gsubfn' was built under R version 3.6.2
## Loading required package: proto
## Warning: package 'proto' was built under R version 3.6.2
## Loading required package: RSQLite
## Get country and league names and have a final master match table
master_df <- sqldf("SELECT m.id, c.name AS country, 1.name AS league, season, date, home_team, away_tea
                   game_winner, game_loser, winner_goals, loser_goals, year, month
                   FROM match_away_teams m
                   INNER JOIN country_df c
                   ON m.country_id = c.id
                   INNER JOIN league_df 1
                   ON m.league_id = 1.id")
head(master df)
```

```
id country
                                 league
                                           season
                                                         date
                                                                      home_team
## 1 1 Belgium Belgium Jupiler League 2008/2009 2008-08-17
                                                                       KRC Genk
## 2 2 Belgium Belgium Jupiler League 2008/2009 2008-08-16 SV Zulte-Waregem
## 3 3 Belgium Belgium Jupiler League 2008/2009 2008-08-16 KSV Cercle Brugge
## 4 4 Belgium Belgium Jupiler League 2008/2009 2008-08-17
                                                                       KAA Gent
## 5 5 Belgium Belgium Jupiler League 2008/2009 2008-08-16
                                                                  FCV Dender EH
     6 Belgium Belgium Jupiler League 2008/2009 2008-09-24
                                                                    KV Mechelen
##
             away_team home_team_goal away_team_goal game_result total_goals
## 1
          Beerschot AC
                                                     1
                                     1
                                                                              0
## 2
     Sporting Lokeren
                                     0
                                                     0
                                                               tie
## 3
        RSC Anderlecht
                                     0
                                                     3
                                                              away
                                                                              3
                                     5
                                                     0
                                                                              5
             RAEC Mons
## 4
                                                              home
## 5 Standard de Liège
                                     1
                                                     3
                                                                              4
                                                              away
                                                                              2
## 6
        Club Brugge KV
                                     1
                                                     1
     game_winner game_loser winner_goals loser_goals year month
## 1
                                        1
                                                     1 2008
             tie
                        tie
                                        0
                                                     0 2008
## 2
                                                                8
             tie
                        tie
## 3
            8635
                        9984
                                        3
                                                     0 2008
                                                                8
## 4
                                        5
                                                     0 2008
                                                                8
            9991
                        9998
## 5
            9985
                        7947
                                        3
                                                     1 2008
                                                                8
## 6
                        tie
                                        1
                                                     1 2008
                                                                9
             tie
```

This is a base table for different types of analyses. We can use this to get counts of winners by Season/League - who are top performing teams?

```
## Show the top four leagues - by home winners
best_home_league[1:4,]
```

Interpretation:

The 4 leagues with the most home team wins are England Premier League, France Ligue 1, Italy Serie A, and Spain LIGA BBVA.

id country league season date

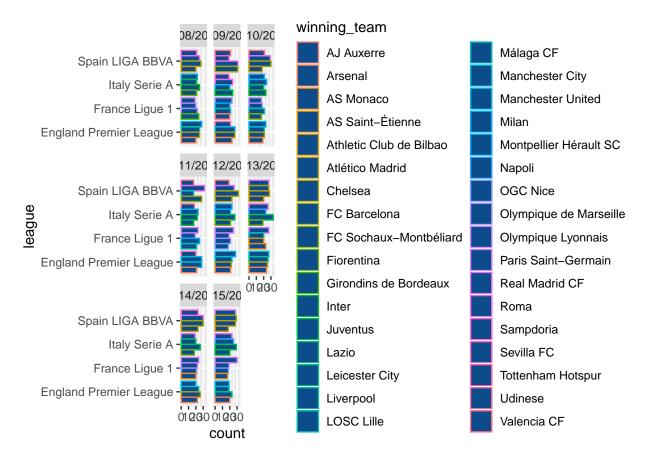
```
## 2 1730 England England Premier League 2008/2009 2008-08-16
## 3 1731 England England Premier League 2008/2009 2008-08-16
## 4 1732 England England Premier League 2008/2009 2008-08-16
## 5 1733 England England Premier League 2008/2009 2008-08-17
## 6 1734 England England Premier League 2008/2009 2008-08-16
            home team
                                  away_team home_team_goal away_team_goal
## 1 Manchester United
                           Newcastle United
                                                         1
## 2
               Arsenal West Bromwich Albion
                                                         1
                                                                         0
## 3
                                                         0
            Sunderland
                                 Liverpool
                                                                         1
## 4
       West Ham United
                             Wigan Athletic
                                                         2
                                                                         1
                                                                         2
## 5
           Aston Villa
                            Manchester City
                                                         4
                           Blackburn Rovers
                                                         2
## 6
               Everton
    game_result total_goals game_winner game_loser winner_goals loser_goals
## 1
                           2
                                     tie
            tie
                                                tie
                                                                1
## 2
            home
                           1
                                    9825
                                               8659
                                                                1
                                                                            0
## 3
                                    8650
                                               8472
                                                                            0
                           1
                                                               1
           away
                                                               2
## 4
                           3
                                    8654
                                               8528
                                                                            1
           home
## 5
                           6
                                  10252
                                               8456
                                                               4
                                                                            2
           home
## 6
            away
                           5
                                    8655
                                               8668
                                                               3
##
   year month
## 1 2008
## 2 2008
## 3 2008
## 4 2008
## 5 2008
## 6 2008
## OK! Now we're getting somewhere. We have a data set with just the league matches
## that we care about - our top four leagues.
## Now we need to see who our top four teams for each league are - we can do this
## by season
## Let's just get counts of wins - regardless of home or away - and sort by team
all wins df <- sqldf("SELECT season, league, CASE WHEN game result = 'home' then home team WHEN game re
                     FROM best_league_matches")
head(all_wins_df)
##
        season
                               league
                                                result
## 1 2008/2009 England Premier League
                                                   tie
## 2 2008/2009 England Premier League
                                               Arsenal
## 3 2008/2009 England Premier League
                                             Liverpool
## 4 2008/2009 England Premier League West Ham United
## 5 2008/2009 England Premier League
                                           Aston Villa
## 6 2008/2009 England Premier League Blackburn Rovers
## Get the winning teams for each season and league
top_teams_by_wins_df <- sqldf("SELECT season, league, result as winning_team, count(result) as num_wins
                              FROM all_wins_df
                              WHERE result != 'tie'
                              GROUP by season, league, winning_team
```

1 1729 England England Premier League 2008/2009 2008-08-17

```
## Create a league position column so that we can just grab the toup four of each season
top_teams_by_wins_df <- top_teams_by_wins_df %>%
group_by(season, league) %>%
mutate(league_position = rank(-num_wins, ties.method = "first"))

top_four_teams <- filter(top_teams_by_wins_df, league_position <= 4)

ggplot(top_four_teams) +
    aes(x = league, colour = winning_team, weight = num_wins) +
    geom_bar(position = "dodge", fill = "#0c4c8a") +
    scale_color_hue() +
    coord_flip() +
    theme_gray() +
    facet_wrap(vars(season))</pre>
```



```
## OK So I have a list of teams that are consistently peforming well, top four in each league
## I want to see what attributes their team consistents of
## Let's get the list of team names

## I subset my winning teams
winning_teams <- unique(top_four_teams$winning_team)

## only need the api_id and team_name</pre>
```

```
team_cols <- c("team_api_id", "team_long_name")</pre>
## A lot of transformations at once!
## Filter out just the winning teams
winning_teams_df <- filter(team_df, team_long_name %in% winning_teams)
## Filter out on the columns that I want
winning_teams_df <- winning_teams_df[team_cols]</pre>
## Merge the data sets together - last thing I will do is a look-up to convert the date to a league sea
\#\# I want to filter on the league seasons where the team actually did well
## Then I will create summary statistics on this
## Look at the Team Attribute DF
head(team_atts_df)
     id team_fifa_api_id team_api_id
                                                       date buildUpPlaySpeed
## 1
                      434
                                 9930 2010-02-22 00:00:00
## 2 2
                      434
                                  9930 2014-09-19 00:00:00
                                                                           52
## 3 3
                      434
                                  9930 2015-09-10 00:00:00
                                                                           47
## 4
     4
                       77
                                 8485 2010-02-22 00:00:00
                                                                           70
                       77
                                  8485 2011-02-22 00:00:00
## 5
     5
                                                                           47
## 6 6
                       77
                                  8485 2012-02-22 00:00:00
     \verb|buildUpPlaySpeedClass| buildUpPlayDribbling| buildUpPlayDribblingClass|
## 1
                   Balanced
## 2
                   Balanced
                                               48
                                                                       Normal
## 3
                   Balanced
                                               41
                                                                       Normal
                       Fast
## 4
                                               NA
                                                                       Little
## 5
                   Balanced
                                               NA
                                                                       Little
## 6
                   Balanced
                                               NA
                                                                       Little
     buildUpPlayPassing buildUpPlayPassingClass buildUpPlayPositioningClass
## 1
                      50
                                            Mixed
                                                                      Organised
## 2
                      56
                                            Mixed
                                                                      Organised
## 3
                      54
                                            Mixed
                                                                      Organised
                      70
                                             Long
                                                                      Organised
## 5
                      52
                                            Mixed
                                                                      Organised
## 6
                      62
                                            Mixed
                                                                      Organised
     chanceCreationPassing chanceCreationPassingClass chanceCreationCrossing
## 1
                         60
                                                 Normal
## 2
                                                                              63
                         54
                                                  Normal
## 3
                         54
                                                 Normal
                                                                              63
## 4
                         70
                                                  Risky
                                                                              70
## 5
                                                                              48
                         53
                                                 Normal
## 6
                         45
                                                  Normal
                                                                              70
     chanceCreationCrossingClass chanceCreationShooting
## 1
                           Normal
## 2
                           Normal
                                                        64
## 3
                           Normal
                                                        64
## 4
                                                        70
                             Lots
## 5
                           Normal
                                                        52
## 6
                             Lots
     \verb|chanceCreationShootingClass|| chanceCreationPositioningClass||
```

```
## 2
                           Normal
                                                         Organised
## 3
                           Normal
                                                         Organised
## 4
                             Lots
                                                         Organised
## 5
                           Normal
                                                         Organised
## 6
                           Normal
                                                         Organised
     defencePressure defencePressureClass defenceAggression
## 1
                                     Medium
                   50
## 2
                   47
                                     Medium
                                                            44
## 3
                   47
                                     Medium
                                                            44
## 4
                   60
                                     Medium
                                                            70
## 5
                   47
                                     Medium
                                                            47
## 6
                   40
                                     Medium
                                                            40
##
     defenceAggressionClass defenceTeamWidth defenceTeamWidthClass
## 1
                       Press
                                            45
                                                               Normal
## 2
                       Press
                                            54
                                                               Normal
## 3
                       Press
                                            54
                                                               Normal
                                            70
## 4
                      Double
                                                                 Wide
## 5
                       Press
                                            52
                                                               Normal
## 6
                       Press
                                            60
                                                               Normal
##
     defenceDefenderLineClass
## 1
                         Cover
## 2
                         Cover
## 3
                         Cover
## 4
                         Cover
## 5
                         Cover
## 6
                         Cover
## Reconfigure the date field so I can create a "season" flag
team_atts_df$date <- as.Date(team_atts_df$date, "%Y-%m-%d %H:%M:%S")
team_atts_df$year<-year(as.POSIXlt(team_atts_df$date, format="\"Y-\"m-\"d"))
team_atts_df$month<-month(as.POSIX1t(team_atts_df$date, format="%Y-%m-%d"))
head(team_atts_df)
##
     id team_fifa_api_id team_api_id
                                             date buildUpPlaySpeed
## 1 1
                      434
                                 9930 2010-02-22
                                                                 60
## 2 2
                      434
                                 9930 2014-09-19
                                                                 52
## 3
     3
                      434
                                 9930 2015-09-10
                                                                 47
## 4
                       77
                                 8485 2010-02-22
                                                                 70
## 5
     5
                       77
                                 8485 2011-02-22
                                                                 47
## 6
                       77
                                 8485 2012-02-22
     buildUpPlaySpeedClass buildUpPlayDribbling buildUpPlayDribblingClass
##
## 1
                   Balanced
                                               NA
                                                                       Little
## 2
                                               48
                   Balanced
                                                                       Normal
## 3
                   Balanced
                                               41
                                                                       Normal
## 4
                       Fast
                                               NA
                                                                       Little
## 5
                   Balanced
                                               NA
                                                                       Little
                   Balanced
                                               NA
                                                                       Little
##
     buildUpPlayPassing buildUpPlayPassingClass buildUpPlayPositioningClass
## 1
                      50
                                            Mixed
                                                                      Organised
## 2
                      56
                                            Mixed
                                                                      Organised
## 3
                      54
                                            Mixed
                                                                      Organised
## 4
                      70
                                             Long
                                                                      Organised
```

Organised

Normal

1

```
## 5
                       52
                                               Mixed
                                                                           Organised
## 6
                       62
                                               Mixed
                                                                           Organised
##
     chanceCreationPassing chanceCreationPassingClass chanceCreationCrossing
## 1
                           60
                                                     Normal
## 2
                           54
                                                     Normal
                                                                                    63
## 3
                                                     Normal
                                                                                    63
                           54
## 4
                           70
                                                      Risky
                                                                                    70
## 5
                           53
                                                     Normal
                                                                                    48
## 6
                           45
                                                     Normal
                                                                                    70
##
     {\tt chance Creation Crossing Class\ chance Creation Shooting}
                             Normal
## 2
                             Normal
                                                            64
## 3
                             Normal
                                                            64
## 4
                                                            70
                               Lots
## 5
                             Normal
                                                            52
## 6
                               Lots
                                                            55
##
     {\tt chance Creation Shooting Class}\ {\tt chance Creation Positioning Class}
## 1
                             Normal
                                                             Organised
## 2
                             Normal
                                                             Organised
## 3
                             Normal
                                                             Organised
## 4
                               Lots
                                                             Organised
## 5
                             Normal
                                                             Organised
## 6
                             Normal
                                                             Organised
     defencePressure defencePressureClass defenceAggression
## 1
                    50
                                       Medium
## 2
                    47
                                       Medium
                                                                44
## 3
                    47
                                       Medium
                                                                44
## 4
                                       Medium
                                                                 70
                    60
## 5
                                                                47
                    47
                                       Medium
## 6
                    40
                                       Medium
                                                                40
     \tt defence Aggression Class\ defence Team Width\ defence Team Width Class
##
## 1
                        Press
                                               45
                                                                    Normal
## 2
                        Press
                                               54
                                                                    Normal
## 3
                                               54
                                                                    Normal
                        Press
## 4
                       Double
                                               70
                                                                      Wide
## 5
                        Press
                                               52
                                                                    Normal
## 6
                        Press
                                               60
                                                                    Normal
##
     defenceDefenderLineClass year month
## 1
                           Cover 2010
## 2
                           Cover 2014
## 3
                           Cover 2015
## 4
                           Cover 2010
                                            2
## 5
                                            2
                           Cover 2011
## 6
                           Cover 2012
                                            2
```

AND t.month = m.month INNER JOIN winning_teams_df w ON w.team_api_id = t.team_api_id ORDER BY season, team")

Take a look at the data and some sample columns

head(team_att_season_df)

##		<pre>id team_fifa_api_id</pre>	team_api_id		team	
##	1	107 57	8583	AJ .	Auxerre	
##	2	836 69	9829	AS	Monaco	
##	3	1119 1819	9853	AS Saint-	Étienne	
##	4	71 1	9825		Arsenal	
##	5	89 448	8315	Athletic Club de	Bilbao	
##	6	95 240	9906	Atlético	Madrid	
##		buildUpPlaySpeed buildUpPlaySpeedClass buildUpPlayDribbling				
##	1	30		Slow	NA	
##	2	35	Bal	anced	NA	
##	3	65	Bal	anced	NA	
##	4	66	Bal	anced	NA	
##	5	60	Bal	anced	NA	
##	6	64		anced	NA	
##		buildUpPlayPassing bui	lldUpPlayPas	singClass buildUp	PlayPosition	${ t ningClass}$
##	_	70		Long		Organised
##		55		Mixed		Organised
##	-	65		Mixed		Organised
##	_	30		Short		Free Form
	5	45		Mixed		Organised
##	6	30	_	Short		Free Form
##		chanceCreationPassing	chanceCreat		hanceCreation	
##		35		Normal		65
##	_	65		Normal		55
##		55		Normal		60
##		30		Safe		45
## ##		35		Normal		70
	О	65	rCloss shows	Normal		50
##	1	chanceCreationCrossing	gcrass chanc Jormal	ecreationshooting 35		
##			Normal Normal	45		
##			Jormal	60		
##			Jormal	35		
##		1	Lots	55		
##		P.	Normal	70		
##	Ü	chanceCreationShooting			ingClass	
##	1		Jormal		rganised	
##			Vormal		rganised	
##			Vormal		rganised	
##	4		Vormal		ree Form	
##	_		Vormal		rganised	
##			Lots		ree Form	
##		defencePressure defencePressureClass defenceAggression				
##	1	30		eep	55	
				=		

```
## 2
                                      70
                                                                                High
                                                                                                                           65
## 3
                                                                                                                           30
                                      30
                                                                               Deep
## 4
                                                                               Deep
                                      30
                                                                                                                           40
## 5
                                                                                                                           70
                                      30
                                                                                Deep
## 6
                                      70
                                                                               High
          \tt defence Aggression Class \ defence Team Width \ defence Team Width Class
##
## 1
                                               Press
                                                                                          30
                                                                                                                                 Narrow
## 2
                                                                                          70
                                               Press
                                                                                                                                     Wide
## 3
                                           Contain
                                                                                          30
                                                                                                                                 Narrow
## 4
                                                                                          50
                                                                                                                                 Normal
                                               Press
## 5
                                             Double
                                                                                           35
                                                                                                                                 Normal
## 6
                                                                                           55
                                                                                                                                 Normal
                                               Press
         {\tt defenceDefenderLineClass\ year\ month}
##
                                                                                              season
                                                                                  2 2009/2010
## 1
                                                   Cover 2010
## 2
                                                   Cover 2010
                                                                                    2 2009/2010
## 3
                                    Offside Trap 2010
                                                                                    2 2009/2010
## 4
                                                   Cover 2010
                                                                                    2 2009/2010
## 5
                                                   Cover 2010
                                                                                    2 2009/2010
## 6
                                    Offside Trap 2010
                                                                                    2 2009/2010
## OK I have a huge list of columns to the right hand side of season and team
## right hand side
## Let's make some rules
## Attacking Team Attributes - remove buildUpPlayDribbling due to NULL values
attack <- c('buildUpPlaySpeed', 'buildUpPlaySpeedClass', 'buildUpPlayPassing',
                          'buildUpPlayPassingClass', 'buildUpPlayPositioningClass')
## Midfield Team Attributes
midfield <- c('chanceCreationPassing', 'chanceCreationPassingClass', 'chanceCreationCrossing', 'chanceCreationCrossing', 'chanceCreationPassingClass', 'chanceCreationCrossing', 'chanceCreationPassingClass', 'chanceCreationCrossing', 'chanceCreationPassingClass', 'chanceCreationCrossing', 'chanceCreationPassingClass', 'chanceCreationCrossing', 'chanceCreationPassingClass', 'chanceCreationCrossing', 'chanceCreationPassingClass', 'chanceCreationCrossing', 'ch
                               'chanceCreationShooting', 'chanceCreationShootingClass', 'chanceCreationPositioningClass'
## Defense Team Attributes
defense <- c('defencePressure', 'defencePressureClass', 'defenceAggression', 'defenceAggressionClass',</pre>
                            'defenceTeamWidth', 'defenceTeamWidthClass', 'defenceDefenderLineClass')
attack_df <- team_att_season_df[, attack]
midfield_df <- team_att_season_df[, midfield]
defense_df <- team_att_season_df[, defense]</pre>
## Summary of top four teams' offensive numeric attributes
## Average build up play speed is 52/100 and passing (accuracy) is 45/100 - Roma can do better here!
summary(dplyr::select_if(attack_df, is.numeric))
## buildUpPlaySpeed buildUpPlayPassing
## Min.
                       :20.00
                                            Min.
                                                           :20.0
## 1st Qu.:45.00
                                             1st Qu.:36.0
## Median :50.50
                                            Median:47.0
## Mean :52.46
                                            Mean
                                                         :45.6
```

```
## 3rd Qu.:63.25
                                               3rd Qu.:52.0
## Max. :78.00
                                              Max. :70.0
# buildUpPlaySpeed buildUpPlayPassing
# Min.
                   :20.00
                                      Min.
                                                          :20.0
# 1st Qu.:45.00
                                       1st Qu.:36.0
# Median :50.50
                                       Median :47.0
# Mean :52.46
                                       Mean :45.6
# 3rd Qu.:63.25
                                          3rd Qu.:52.0
# Max. :78.00
                                          Max. :70.0
## Balanced speed for building up play, mix of long/short passing for build up play
## build up position is organized - teams that are successful play with balance (can we exploit this wi
dplyr::select_if(attack_df, is.character) %>%
    group_by(buildUpPlaySpeedClass, buildUpPlayPassingClass, buildUpPlayPositioningClass) %>%
    summarise(Freq = n()) %>%
    arrange(-Freq)
## # A tibble: 14 x 4
## # Groups: buildUpPlaySpeedClass, buildUpPlayPassingClass [9]
             buildUpPlaySpeedCla~buildUpPlayPassingCl~buildUpPlayPositioning~
                                                                                                                                                                     Freq
                                                                                                                                                                     <int>
##
             <chr>
                                                             <chr>
                                                                                                               <chr>
##
     1 Balanced
                                                             Mixed
                                                                                                               Organised
                                                                                                                                                                          132
## 2 Fast
                                                            Mixed
                                                                                                               Organised
                                                                                                                                                                            17
## 3 Balanced
                                                            Mixed
                                                                                                              Free Form
                                                                                                                                                                            13
## 4 Balanced
                                                            Short
                                                                                                              Organised
                                                                                                                                                                            10
## 5 Balanced
                                                            Short
                                                                                                              Free Form
                                                                                                                                                                              8
## 6 Fast
                                                                                                                                                                              5
                                                            Long
                                                                                                              Organised
## 7 Fast
                                                            Mixed
                                                                                                              Free Form
                                                                                                                                                                              4
## 8 Fast
                                                            Short
                                                                                                              Free Form
                                                                                                                                                                              3
## 9 Slow
                                                            Mixed
                                                                                                              Organised
                                                                                                                                                                              3
## 10 Slow
                                                            Short
                                                                                                              Free Form
                                                                                                                                                                              3
## 11 Slow
                                                            Short
                                                                                                               Organised
                                                                                                                                                                              3
## 12 Balanced
                                                                                                               Organised
                                                                                                                                                                              1
                                                            Long
## 13 Fast
                                                             Short
                                                                                                               Organised
                                                                                                                                                                              1
## 14 Slow
                                                                                                               Organised
                                                                                                                                                                              1
                                                             Long
           build \textit{UpPlaySpeedClass} \ build \textit{UpPlayPassingClass} \ build \textit{UpPlayPositioninqClass}
    1 Balanced
                                                            Mixed
                                                                                                                   Organised
                                                                                                                                                                                        132
                                                                                                                                                                                          17
    2 Fast
                                                            Mixed
                                                                                                                   Organised
head(midfield_df)
##
           {\tt chance Creation Passing\ chance Creation Passing Class\ chance Creation Crossing\ chance Cr
## 1
                                                      35
                                                                                                          Normal
                                                                                                                                                                        65
## 2
                                                      65
                                                                                                          Normal
                                                                                                                                                                       55
## 3
                                                                                                          Normal
                                                                                                                                                                       60
                                                      55
## 4
                                                      30
                                                                                                              Safe
                                                                                                                                                                       45
## 5
                                                                                                          Normal
                                                                                                                                                                       70
                                                      35
## 6
                                                      65
                                                                                                          Normal
                                                                                                                                                                       50
##
           {\tt chance Creation Crossing Class\ chance Creation Shooting}
## 1
                                                          Normal
## 2
                                                          Normal
                                                                                                                        45
```

```
## 3
                                                     Normal
                                                                                                           60
## 4
                                                    Normal
                                                                                                           35
## 5
                                                        Lots
                                                                                                           55
## 6
                                                                                                           70
                                                    Normal
##
          \verb|chanceCreationShootingClass|| chanceCreationPositioningClass||
## 1
                                                    Normal
                                                                                                             Organised
## 2
                                                    Normal
                                                                                                             Organised
## 3
                                                    Normal
                                                                                                             Organised
## 4
                                                    Normal
                                                                                                             Free Form
## 5
                                                    Normal
                                                                                                             Organised
## 6
                                                        Lots
                                                                                                             Free Form
## Summary of top four teams' midfield numeric attributes
## Average chance creation from passing is 53/100, from crosses is 55/100, and shooting from midfield i
summary(dplyr::select_if(midfield_df, is.numeric))
       chanceCreationPassing chanceCreationCrossing chanceCreationShooting
                                                                   :20.00
##
       Min.
                      :28.00
                                                    Min.
                                                                                                   Min.
                                                                                                                 :23.00
## 1st Qu.:46.00
                                                    1st Qu.:50.00
                                                                                                   1st Qu.:50.00
## Median :50.50
                                                    Median :56.00
                                                                                                   Median :54.50
## Mean
                    :53.19
                                                    Mean
                                                                :55.58
                                                                                                   Mean
                                                                                                                :55.75
                                                    3rd Qu.:65.00
                                                                                                   3rd Qu.:67.00
       3rd Qu.:65.00
## Max.
                     :77.00
                                                    Max.
                                                                   :80.00
                                                                                                   Max.
                                                                                                                 :80.00
# chanceCreationPassing chanceCreationCrossing chanceCreationShooting
# Min.
                 :28.00
                                               Min.
                                                               :20.00
                                                                                              Min.
# 1st Qu.:46.00
                                                1st Qu.:50.00
                                                                                               1st Qu.:50.00
# Median :50.50
                                                Median :56.00
                                                                                               Median :54.50
# Mean :53.19
                                                Mean :55.58
                                                                                               Mean :55.75
# 3rd Qu.:65.00
                                                3rd Qu.:65.00
                                                                                               3rd Qu.:67.00
# Max. :77.00
                                                Max. :80.00
                                                                                               Max. :80.00
## Successful teams create chances from midfield normally, from cross normal, and shooting opportunitie
## And are organized in there positioning. Nothing too suprising about that.
dplyr::select_if(midfield_df, is.character) %>%
    group_by(chanceCreationPassingClass, chanceCreationCrossingClass, chanceCreationShootingClass, chanceCreationPassingClass, chanceCreationPassi
    summarise(Freq = n()) %>%
    arrange(-Freq)
## # A tibble: 27 x 5
## # Groups:
                              {\tt chance Creation Passing Class, chance Creation Crossing Class,}
              chanceCreationShootingClass [15]
## #
            chanceCreationP~ chanceCreationC~ chanceCreationS~ chanceCreationP~
##
                                              <chr>
                                                                                 <chr>
##
            <chr>
                                                                                                                    <chr>
##
     1 Normal
                                              Normal
                                                                                 Normal
                                                                                                                   Organised
##
       2 Normal
                                              Normal
                                                                                 Lots
                                                                                                                   Organised
## 3 Normal
                                              Normal
                                                                                 Normal
                                                                                                                   Free Form
## 4 Normal
                                              Lots
                                                                                 Normal
                                                                                                                   Organised
## 5 Normal
                                              Normal
                                                                                Lots
                                                                                                                   Free Form
## 6 Risky
                                              Lots
                                                                                 Normal
                                                                                                                   Organised
## 7 Risky
                                              Normal
                                                                                Lots
                                                                                                                   Free Form
                                              Normal
                                                                                Normal
## 8 Risky
                                                                                                                   Organised
```

Organised

Lots

Normal

9 Risky

```
## 10 Normal
                                                     Little
                                                                                             Normal
                                                                                                                                      Free Form
## # ... with 17 more rows, and 1 more variable: Freq <int>
         chance {\it Creation Passing Class\ chance Creation Crossing Class\ chance {\it Creation Points} and {\it 
                                                                        Normal
                                                                                                                                          Normal
# 1 Normal
                                                                                                                                                                                                             Organised
# 2 Normal
                                                                         Normal
                                                                                                                                          Lots
                                                                                                                                                                                                             Organised
head(defense df)
##
           defencePressure defencePressureClass defenceAggression
## 1
                                          30
                                                                                       Deep
                                          70
## 2
                                                                                                                                      65
                                                                                       High
## 3
                                          30
                                                                                       Deep
                                                                                                                                      30
## 4
                                          30
                                                                                                                                      40
                                                                                       Deep
## 5
                                          30
                                                                                                                                      70
                                                                                       Deep
## 6
                                          70
                                                                                       High
                                                                                                                                      34
           {\tt defenceAggressionClass\ defenceTeamWidth\ defenceTeamWidthClass}
## 1
                                                   Press
                                                                                                   30
                                                                                                                                             Narrow
## 2
                                                   Press
                                                                                                  70
                                                                                                                                                 Wide
## 3
                                              Contain
                                                                                                  30
                                                                                                                                             Narrow
## 4
                                                   Press
                                                                                                  50
                                                                                                                                             Normal
## 5
                                                 Double
                                                                                                  35
                                                                                                                                             Normal
## 6
                                                   Press
                                                                                                  55
                                                                                                                                             Normal
           defenceDefenderLineClass
## 1
                                                        Cover
## 2
                                                        Cover
## 3
                                       Offside Trap
## 4
                                                        Cover
## 5
                                                        Cover
## 6
                                        Offside Trap
## Summary of top four teams' defense numeric attributes
summary(dplyr::select_if(defense_df, is.numeric))
## defencePressure defenceAggression defenceTeamWidth
## Min.
                         :23.00 Min.
                                                              :30.00
                                                                                        Min.
                                                                                                         :30.00
## 1st Qu.:40.00
                                           1st Qu.:45.00
                                                                                         1st Qu.:49.00
## Median :49.00
                                           Median :49.00
                                                                                         Median :53.50
## Mean
                      :48.36
                                              Mean :50.67
                                                                                         Mean :53.39
         3rd Qu.:56.00
                                              3rd Qu.:57.00
                                                                                         3rd Qu.:60.00
## Max.
                       :70.00
                                              Max.
                                                              :70.00
                                                                                         Max. :70.00
# defencePressure defenceAggression defenceTeamWidth
# Min.
                 :23.00 Min.
                                                       :30.00
                                                                                    Min. :30.00
                                         1st Qu.:45.00
# 1st Qu.:40.00
                                                                                    1st Qu.:49.00
                                                                                    Median :53.50
# Median :49.00
                                         Median :49.00
# Mean
                  :48.36
                                         Mean :50.67
                                                                                    Mean :53.39
# 3rd Qu.:56.00
                                          3rd Qu.:57.00
                                                                                    3rd Qu.:60.00
# Max. :70.00
                                         Max. :70.00
                                                                                    Max. :70.00
dplyr::select_if(defense_df, is.character) %>%
    group_by(defencePressureClass, defenceAggressionClass, defenceTeamWidthClass, defenceDefenderLineClas
```

```
## # A tibble: 22 x 5
               defencePressureClass, defenceAggressionClass,
## # Groups:
       defenceTeamWidthClass [14]
      defencePressure~ defenceAggressi~ defenceTeamWidt~ defenceDefender~
##
##
      <chr>>
                                                          <chr>>
                       <chr>
                                         <chr>
## 1 Medium
                       Press
                                        Normal
                                                          Cover
## 2 Medium
                                                          Offside Trap
                       Press
                                        Normal
## 3 Medium
                       Press
                                        Wide
                                                          Cover
## 4 Deep
                       Press
                                        Normal
                                                          Cover
## 5 Medium
                       Double
                                        Normal
                                                          Cover
## 6 Medium
                       Contain
                                        Normal
                                                          Offside Trap
## 7 Deep
                       Double
                                        Normal
                                                          Cover
## 8 High
                       Double
                                        Wide
                                                          Cover
## 9 High
                                        Wide
                       Double
                                                          Offside Trap
                                        Wide
## 10 High
                       Press
## # ... with 12 more rows, and 1 more variable: Freq <int>
\# defence Pressure Class defence Aggression Class defence Team Width Class defence Defender Line Class Frequency \#
# 1 Medium
                         Press
                                                 Normal
                                                                        Cover
                                                                                                   151
# 2 Medium
                         Press
                                                 Normal
                                                                        Offside Trap
                                                                                                     12
## Now that we've analyzed our successful teams, we should check what the team attributes say about Rom
## We want to see if there is area for improvement, either in attack, midfield, or defense
## Get team attributes for AS Roma
roma_att_season_df <- sqldf("SELECT DISTINCT t.id, t.team_fifa_api_id, t.team_api_id, team_long_name as
                                buildUpPlayPassing, buildUpPlayPassingClass, buildUpPlayPositioningClas
                            chanceCreationCrossing, chanceCreationCrossingClass, chanceCreationShooting
                            defencePressure, defencePressureClass, defenceAggression, defenceAggression
                            defenceTeamWidthClass, defenceDefenderLineClass, t.year, t.month, m.season
                            FROM team_atts_df t
                            INNER JOIN matches_df m
                            ON t.year = m.year
                            AND t.month = m.month
                            INNER JOIN team_df tm
                            ON tm.team_api_id = t.team_api_id
                            WHERE tm.team_long_name = 'Roma'
                            ORDER BY season, team")
head(roma_att_season_df)
       id team_fifa_api_id team_api_id team buildUpPlaySpeed
## 1 1104
                                  8686 Roma
                                                           70
                        52
## 2 1105
                        52
                                  8686 Roma
                                                           64
## 3 1106
                                  8686 Roma
                        52
                                                           60
## 4 1107
                        52
                                  8686 Roma
                                                           53
## 5 1108
                                                           67
                        52
                                  8686 Roma
## 6 1109
                        52
                                  8686 Roma
```

summarise(Freq = n()) %>%

arrange(-Freq)

buildUpPlaySpeedClass buildUpPlayPassing buildUpPlayPassingClass

```
## 1
                        Fast
                                               30
                                                                      Short
## 2
                   Balanced
                                               30
                                                                      Short
## 3
                   Balanced
                                               40
                                                                     Mixed
## 4
                   Balanced
                                               55
                                                                     Mixed
## 5
                       Fast
                                               38
                                                                     Mixed
## 6
                       Fast
                                               47
                                                                     Mixed
     buildUpPlayPositioningClass chanceCreationPassing
                         Free Form
## 1
                         Organised
## 2
                                                        67
## 3
                         Free Form
                                                        65
## 4
                         Organised
                                                        77
## 5
                                                        73
                         Organised
## 6
                         Organised
                                                        71
##
     chanceCreationPassingClass chanceCreationCrossing
## 1
                           Normal
## 2
                            Risky
                                                        50
## 3
                           Normal
                                                        35
## 4
                            Risky
                                                        75
## 5
                                                        64
                            Risky
## 6
                            Risky
                                                        54
##
     chanceCreationCrossingClass chanceCreationShooting
## 1
                            Normal
## 2
                            Normal
                                                          65
## 3
                            Normal
                                                          50
## 4
                              Lots
                                                          56
## 5
                            Normal
                                                          56
## 6
                            Normal
                                                          66
     \verb|chanceCreationShootingClass| chanceCreationPositioningClass|
## 1
                                                           Free Form
                              Lots
## 2
                            Normal
                                                           Free Form
## 3
                                                           Free Form
                            Normal
## 4
                            Normal
                                                           Free Form
## 5
                            Normal
                                                           Free Form
## 6
                            Normal
                                                           Free Form
##
     defencePressure defencePressureClass defenceAggression
## 1
                   55
                                      Medium
## 2
                   46
                                      Medium
                                                              47
## 3
                   35
                                      Medium
                                                              45
## 4
                   49
                                      Medium
                                                              47
## 5
                   36
                                      Medium
                                                              57
## 6
                   36
                                      Medium
                                                              57
##
     {\tt defenceAggressionClass\ defenceTeamWidth\ defenceTeamWidthClass}
## 1
                     Contain
                                              70
                                                                    Wide
## 2
                        Press
                                              50
                                                                 Normal
## 3
                        Press
                                              50
                                                                 Normal
## 4
                        Press
                                              53
                                                                 Normal
## 5
                        Press
                                              34
                                                                 Normal
## 6
                       Press
                                              48
                                                                 Normal
     defenceDefenderLineClass year month
                                                season
## 1
                                          2 2009/2010
                  Offside Trap 2010
## 2
                  Offside Trap 2011
                                          2 2010/2011
## 3
                  Offside Trap 2012
                                          2 2011/2012
## 4
                  Offside Trap 2013
                                          9 2013/2014
                          Cover 2014
## 5
                                          9 2014/2015
```

```
## Subset each set of attributes similarly to the top 4 teams above
roma_attack_df <- roma_att_season_df[, attack]</pre>
## Summary of offensive numeric attributes
## Average build up play speed is 63/100 and passing (accuracy) is 40/100 - area for improvement?
summary(dplyr::select_if(roma_attack_df, is.numeric))
## buildUpPlaySpeed buildUpPlayPassing
         :53.00
## Min.
                   Min. :30.00
## 1st Qu.:61.00 1st Qu.:32.00
## Median :65.50
                  Median :39.00
## Mean :63.67
                  Mean
                          :40.00
## 3rd Qu.:67.75
                  3rd Qu.:45.25
## Max. :70.00
                    Max. :55.00
# buildUpPlaySpeed buildUpPlayPassing
# Min. :53.00 Min. :30.00
                1st Qu.:32.00
# 1st Qu.:61.00
                Median :39.00
# Median :65.50
# Mean :63.67 Mean :40.00
# 3rd Qu.:67.75 3rd Qu.:45.25
                Max. :55.00
# Max. :70.00
## Roma tends to play fast, with a mixed set of passing, but keep an organized shape
dplyr::select_if(roma_attack_df, is.character) %>%
 group_by(buildUpPlaySpeedClass, buildUpPlayPassingClass, buildUpPlayPositioningClass) %>%
 summarise(Freq = n()) %>%
 arrange(-Freq)
## # A tibble: 5 x 4
## # Groups: buildUpPlaySpeedClass, buildUpPlayPassingClass [4]
    buildUpPlaySpeedCla~buildUpPlayPassingCl~buildUpPlayPositioningC~Freq
##
    <chr>
                         <chr>
                                               <chr>>
                                                                       <int>
## 1 Fast
                                                                           2
                         Mixed
                                               Organised
## 2 Balanced
                         Mixed
                                               Free Form
                                                                           1
## 3 Balanced
                         Mixed
                                               Organised
                                                                           1
## 4 Balanced
                         Short
                                               Organised
                                                                           1
## 5 Fast
                                               Free Form
                         Short
\# build UpPlaySpeed Class build UpPlayPassing Class build UpPlayPositioning Class Freq
# 1 Fast
                         Mixed
                                                Organised
## Get Roma's midfield attributes
roma_midfield_df <- roma_att_season_df[, midfield]</pre>
## Creative passing from midfield, not much crossing, 60/100 creating chances from shots
summary(dplyr::select_if(roma_midfield_df, is.numeric))
## chanceCreationPassing chanceCreationCrossing chanceCreationShooting
## Min. :60.00
                        Min.
                                               Min. :50.00
                                :35.00
```

```
## 1st Qu.:65.50
                                              1st Qu.:51.00
                                                                                           1st Qu.:56.00
## Median :69.00
                                               Median :57.00
                                                                                           Median :60.50
## Mean :68.83
                                               Mean :56.33
                                                                                           Mean :60.50
## 3rd Qu.:72.50
                                                3rd Qu.:63.00
                                                                                           3rd Qu.:65.75
## Max. :77.00
                                                Max. :75.00
                                                                                           Max.
                                                                                                       :70.00
\# chance Creation Passing chance Creation Crossing chance Creation Shooting
# Min. :60.00
                                        Min. :35.00
                                                                                     Min. :50.00
# 1st Qu.:65.50
                                           1st Qu.:51.00
                                                                                     1st Qu.:56.00
# Median :69.00
                                         Median :57.00
                                                                                     Median :60.50
                                           Mean :56.33
# Mean :68.83
                                                                                     Mean :60.50
# 3rd Qu.:72.50
                                            3rd Qu.:63.00
                                                                                       3rd Qu.:65.75
                                            Max. :75.00
# Max. :77.00
                                                                                       Max. :70.00
## Found a much better way to summarize this data! Awesome.
## Risky chance creation, free form creation / positioning - fluid midfield
dplyr::select_if(roma_midfield_df, is.character) %>%
   group_by(chanceCreationPassingClass, chanceCreationCrossingClass, chanceCreationShootingClass, chance
           summarise(Freq = n()) %>%
                  arrange(-Freq)
## # A tibble: 4 x 5
## # Groups: chanceCreationPassingClass, chanceCreationCrossingClass,
             chanceCreationShootingClass [4]
         chanceCreationP~ chanceCreationC~ chanceCreationS~ chanceCreationP~ Freq
##
                                        <chr>
                                                                        <chr>
                                                                                                        <chr>
                                                                                                                                        <int>
## 1 Risky
                                        Normal
                                                                        Normal
                                                                                                        Free Form
                                                                                                                                               3
## 2 Normal
                                        Normal
                                                                        Lots
                                                                                                       Free Form
                                                                                                                                               1
## 3 Normal
                                        Normal
                                                                        Normal
                                                                                                       Free Form
                                                                                                                                               1
## 4 Risky
                                        Lots
                                                                        Normal
                                                                                                       Free Form
\# chance Creation Passing Class chance Creation Crossing Class chance Creation Shooting Class chance Creation Positive Creation Positiv
   1 Risky
                                                           Normal
                                                                                                               Normal
                                                                                                                                                                    Free Form
## Get defensive attributes for Roma
roma_defense_df <- roma_att_season_df[, defense]</pre>
## Summary of defensive numeric attributes
## Low pressure, low agression, 50/100 team width
summary(dplyr::select_if(roma_defense_df, is.numeric))
## defencePressure defenceAggression defenceTeamWidth
## Min. :35.00 Min. :30.00
                                                                      Min. :34.00
## 1st Qu.:36.00 1st Qu.:45.50
                                                                      1st Qu.:48.50
## Median :41.00 Median :47.00
                                                                      Median :50.00
## Mean :42.83 Mean :47.17
                                                                      Mean :50.83
## 3rd Qu.:48.25
                                     3rd Qu.:54.50
                                                                      3rd Qu.:52.25
## Max.
                 :55.00 Max. :57.00
                                                                      Max. :70.00
# defencePressure defenceAggression defenceTeamWidth
# Min. :35.00 Min. :30.00 Min. :34.00
# 1st Qu.:36.00 1st Qu.:45.50 1st Qu.:48.50
```

```
# Median :41.00 Median :47.00 Median :50.00
# Mean :42.83 Mean :47.17
                                   Mean :50.83
# 3rd Qu.:48.25
                 3rd Qu.:54.50
                                    3rd Qu.:52.25
                                    Max. :70.00
# Max. :55.00
                 Max. :57.00
## Summary of defensive categorical attributes
## they play the press, normal team shape and a high line due to their offside trap scheme - maybe this
dplyr::select_if(roma_defense_df, is.character) %>%
 group_by(defencePressureClass, defenceAggressionClass, defenceTeamWidthClass, defenceDefenderLineClas
  summarise(Freq = n()) %>%
 arrange(-Freq)
## # A tibble: 3 x 5
## # Groups: defencePressureClass, defenceAggressionClass,
      defenceTeamWidthClass [2]
##
    defencePressure~ defenceAggressi~ defenceTeamWidt~ defenceDefender~ Freq
     <chr>
                     <chr>
##
                                       <chr>
                                                        <chr>
                                                                         <int>
                                                        Offside Trap
## 1 Medium
                     Press
                                       Normal
                                                                             3
## 2 Medium
                     Press
                                       Normal
                                                        Cover
                                                                             2
## 3 Medium
                     Contain
                                       Wide
                                                        Offside Trap
                                                                             1
\# defence Pressure Class defence Aggression Class defence Team Width Class defence Defender Line Class Frequency \#
                                              Normal
#1 Medium
                       Press
                                                                     Offside Trap
```