

Glossary for The Machine's Soccer Predictions

Column	Definition
ID	Unique identifier for each game
gamedate	Date of game
Day	Game day of week
Time	Game start time (local time)
League	Name of competition
HomeTeam	Home team name
AwayTeam	Away team name
bet_type	Simplified bet type (i.e. all alternate spreads/asian handicaps are grouped into "Alt Spread")
HOY.Odds	Home/Over/Yes odds - If the bet is a side (Moneyline, Spread, Draw No Bet) these are the odds for a wager on the home team. For any total bets, these are the odds for the Over. For Both Teams To Score (BTTS) these are the odds for a "Yes" bet.
HOY.SpreadTotal	Home/Over/Yes Spread or Total - If the bet is a side, this will be the spread (if the home team is favored, this value will be negative). If it is a total, this is the total.
D.Odds	Draw Odds (Null for any bet other than 3-Way Moneyline)
AUN.Odds	Away/Under/No odds - If the bet is a side, these are the odds for a wager on the away team. For any total bets, these are the odds for the Under. For Both Teams To Score these are the odds for a "No" bet.
AUN.SpreadTotal	Away/Under/No Spread or Total - If the bet is a side, this will be the spread (if the away team is favored, this value will be negative). If it is a total, this is the total.
Home_pred	The Machine's prediction for the number of goals the home team will score (using a regression model)
Away_pred	The Machine's prediction for the number of goals the away team will score (using a regression model)
HOY_ImpliedOdds	HOY.Odds converted into a percent. If the odds are +100 (EVEN), that implies a 50% chance that this outcome will occur. Odds of -200 implies a 67% chance the outcome will occur, +200 implies 33%, etc.
AUN_ImpliedOdds	AUN.Odds converted into a percent
D_ImpliedOdds	D.Odds converted into a percent
HOY_ProjOdds1	The Machine's prediction for what the HOY Odds should be, based on prediction method 1. Method 1 uses each team's predicted number of goals to create a distribution of possible outcomes, and assign a probability to each one.
AUN_ProjOdds1	The Machine's prediction for what the AUN Odds should be, based on prediction method 1
D_ProjOdds1	The Machine's prediction for what the Draw Odds should be, based on prediction method 1
HOY_ProjOdds2	The Machine's prediction for what the HOY Odds should be, based on prediction method 2. Method 2 uses a classification model for each different bet type to assign a probability to each possible game outcome.
AUN_ProjOdds2	The Machine's prediction for what the AUN Odds should be, based on prediction method 2
D_ProjOdds2	The Machine's prediction for what the Draw Odds should be, based on prediction method 2
HOY_ProjOdds	The average of HOY_ProjOdds1 and HOY_ProjOdds2
AUN_ProjOdds	The average of AUN_ProjOdds1 and AUN_ProjOdds2
D_ProjOdds	The average of D_ProjOdds1 and D_ProjOdds2
HOY.Odds_Diff	The difference (or edge) between HOY_ImpliedOdds and HOY_ProjOdds. Positive values indicate The Machine thinks this outcome is more likely to occur than the odds imply.
AUN.Odds_Diff	The difference between AUN_ImpliedOdds and AUN_ProjOdds
D.Odds_Diff	The difference between D_ImpliedOdds and D_ProjOdds
Pick	Which side of the bet has the highest Odds_Diff, i.e. the side of the bet The Machine suggests that you bet on.
Pick_Odds	Odds of the suggested pick
Pick_SpreadTotal	Spread or Total of the suggested pick
Pick_WinProb	The Machine's predicted probability that the suggested bet will win
Pick_LoseProb	The Machine's predicted probability that the suggested bet will lose
Pick_Edge	The difference between the Implied Odds and Projected Odds for the suggested pick
Fract_Odds	Fractional Odds: The multiple of your wager that you will receive if the bet wins. This is equal to a bet's decimal odds minus 1. A +100 bet will have fractional odds of 1 (your winnings on this bet would be your wager times 1). This is used in the Kelly Criteria calculation.
Kelly_Criteria	Kelly Criteria (KC): The suggested percentage of your bankroll you should wager on the suggested pick. I do not suggest following this suggestion strictly, but instead you can use this as a guide to which bets The Machine is more confident in. The higher the KC, the more confident The Machine is. Beware - if the KC is extremely high, it is possible that the oddsmakers know something that The Machine doesn't. Be cautious of these.
EV	Expected Value: The expected value this bet would return over a large number of wagers. If a +100 bet has a projected 51% chance of winning and a 49% chance of losing, the EV on this bet would be 0.02 units per unit wagered if you made this bet a large number of times.
bet_type_full	More specific bet type
Machine_Odds	What The Machine thinks the odds should be for the suggested pick
KC_tier	KC rounded down to the nearest 0.05
run_timestamp	Date and time that the prediction was generated