# League of Legends • Win Probability

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## League of Legends

- Riot Games, 2009
- 5v5 MOBA





## League of Legends

- Over 100M unique viewers
- \$310M Broadcast Deal (Huya)







#### **Roles:**

- Top
- Jungle
- Mid
- ADC (Ranged)
- Support



#### Kills

Force respawn timer













Force respawn timer



Defend the Nexus













Force respawn timer



Defend the Nexus



#### Gold

Buys powerful items



# ° It depends.



## Win Probability



https://public.tableau.com/app/profile/dayv.doberne/viz/TS Mvs CLG2016NACLSSpringPlayoffs/Dashboard1?publish=yes



# Data and Methods







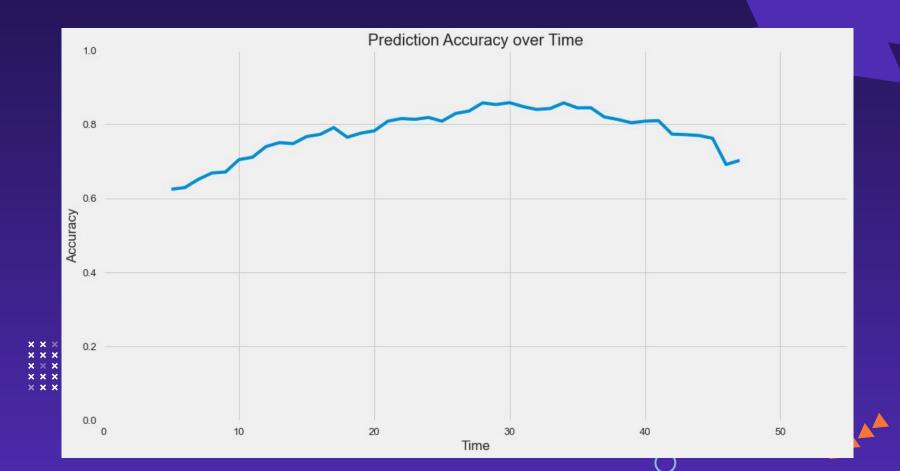
#### **Data and Methods**

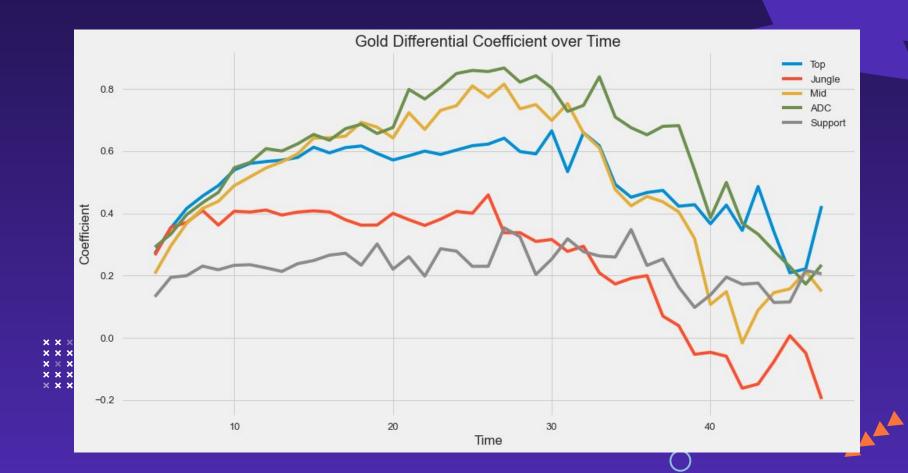
- 7.6K Professional matches from 2015-2017
- Logistic Regression
- scikit-learn, pandas

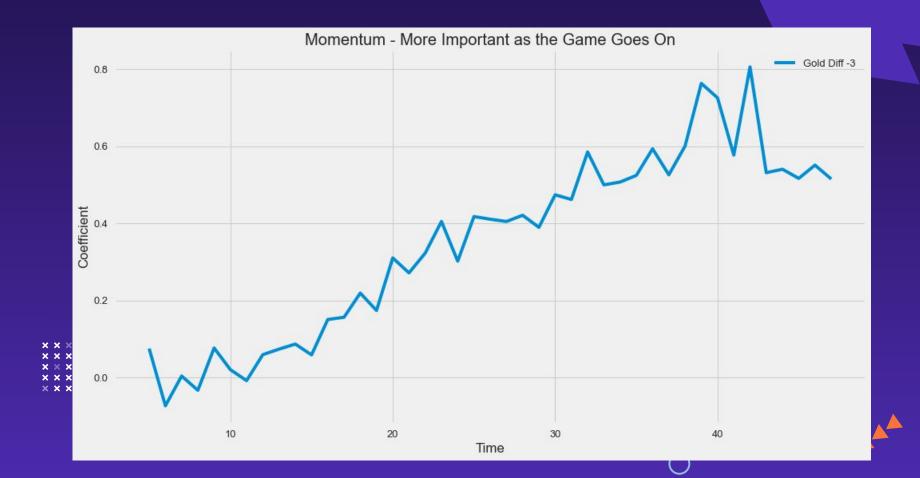
Google Sheets, Tableau, seaborn







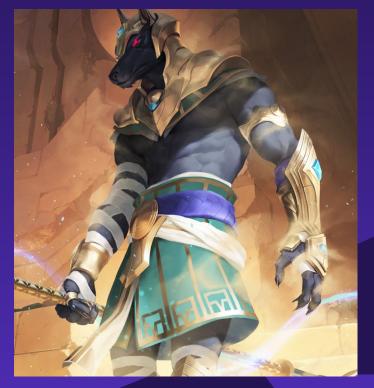




## Improving the Model

More and more recent match data

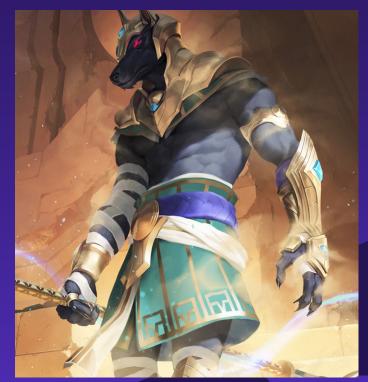




## Improving the Model

- More and more recent match data
- Using champions and time as features

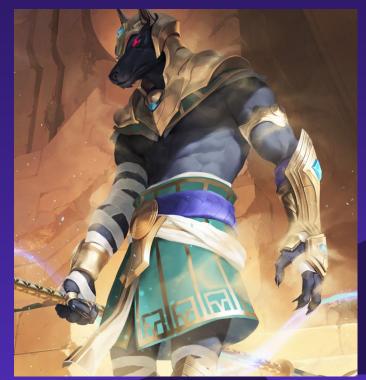




## Improving the Model

- More and more recent match data
- Using champions and time as features
- League of Legends API





## Win Probability



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## Thanks!



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5-9

Top Lane
Gold Differential









5-9

Top Lane
Gold Differential

10-15

**ADC Gold Differential** 





5-9

Top Lane
Gold Differential

10-15

**ADC Gold Differential** 

16-19

Mid Lane Gold Differential





5-9

Top Lane
Gold Differential

20-38

**ADC Gold Differential** 



10-15

**ADC Gold Differential** 

16-19

Mid Lane Gold Differential



5-9

Top Lane
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16-19

Mid Lane Gold Differential 20-38

**ADC** Gold Differential



39+

Momentum (Recent Gold Differential)







