Views Machine Learning Features Descriptions

Design Name	Feature Views
Version Date	17.06.2021 02:46:56
Version Comment	
Model Name	Views Machine Learning Features

View Name	FOOTBALL.DISTANCE_PERCENTAGE_IND_V
Select Statement	CREATE OR REPLACE VIEW DISTANCE_PERCENTAGE_IND_V AS select id , player_id , game_id , club_id , parameter_code , half_indicator , difference_start_end_prr_ind full_bin , full_game_ind , order_column , ORDER_COLUMN_CONTINUATION , sum_distance , avg_total_distance , round((sum_distance/avg_total_distance)*100,1) perc_comp_avg_sum_total_distance , distance_reached_full_game_ind_f (p_player_id => player_id, p_game_id => game_id, p_club_id => club_id, p_parameter_code => parameter_code, p_full_game_ind => full_game_ind, p_percentage => 90, p_avg_distance => avg_total_distance)avg_sum_total_distance_90_ind , distance_reached_full_game_ind_f (p_player_id => player_id, p_game_id => game_id, p_club_id => club_id, p_parameter_code => parameter_code, p_full_game_ind => full_game_ind, p_percentage => 95, p_avg_distance => avg_total_distance)avg_sum_total_distance_95_ind , distance_reached_full_game_ind_f (p_player_id => player_id, p_game_id => game_id, p_club_id => club_id, p_parameter_code => parameter_code, p_full_game_ind => full_game_ind, p_percentage => 100, p_avg_distance => avg_total_distance)avg_sum_total_distance_100_ind , determine_power_reached_game_ind (p_player_id =>player_id, p_game_id => game_id) avg_sum_power_ind , distance , avg_distance_order_column avg_distance_bin , round((distance/avg_distance_order_column)*100,1) perc_comp_avg_distance_bin , case when round((distance/avg_distance_order_column)*100,1) >= 100 then 1 else 0 end avg_distance_bin_ind , avg_sum_distance_order_column avg_sum_distance_bin , round((sum_distance/avg_sum_distance_order_column)*100,1) perc_comp_avg_sum_distance_avg , case when round((sum_distance/avg_sum_distance_order_column)*100,1) >= 100 then 1 else 0 end avg_sum_distance_bin_ind from AGG_GAME_ROLLING_AVG_DISTANCE_T where AVG_DISTANCE_ORDER_COLUMN <>0

Columns

No	Column Name	PK	FK	M	Data Type	Security
1	id				NUMBER (9)	
2	player_id				NUMBER	
3	game_id				NUMBER (9)	
4	club_id				NUMBER	
5	parameter_code				VARCHAR2 (5 BYTE)	
6	half_indicator				VARCHAR2 (3 BYTE)	
7	full_bin				VARCHAR2 (3 BYTE)	
8	full_game_ind				VARCHAR2 (3 BYTE)	
9	order_column				NUMBER	
10	ORDER_COLUMN_CONTINUATION				NUMBER	
11	sum_distance				NUMBER	
12	avg_total_distance				NUMBER	
13	perc_comp_avg_sum_total_distance				NUMBER	
14	avg_sum_total_distance_90_ind				NUMBER	
15	avg_sum_total_distance_95_ind				NUMBER	
16	avg_sum_total_distance_100_ind				NUMBER	
17	avg_sum_power_ind				NUMBER	
18	distance				NUMBER	
19	avg_distance_bin				NUMBER	
20	perc_comp_avg_distance_bin				NUMBER	
21	avg_distance_bin_ind				NUMBER	
22	avg_sum_distance_bin				NUMBER	
23	perc_comp_avg_sum_distance_avg				NUMBER	
24	avg_sum_distance_bin_ind				NUMBER	

View Name	FOOTBALL.ML_EE_V
Select Statement	CREATE OR REPLACE VIEW ML_EE_V AS select AGGREGATED_GAME_DATA_ID ,PLAYER_ID ,GAME_ID ,CLUB_ID ,PARAMETER_CODE ,BIN ,ORDER_COLUMN_CONTINUATION ,HALF_INDICATOR ,FULL_BIN_IND ,FULL_GAME_IND ,LP_EE_BIN ,LP_AVERAGE_EE_BIN , round((LP_EE_BIN/LP_AVERAGE_EE_BIN)*100,1) PERC_LP_EE_LP_AVG_EE_BIN , case when round((LP_EE_BIN/LP_AVERAGE_EE_BIN)*100,1) >= 100 then 1 else 0 end LP_EE_LP_AVG_EE_bin_ind ,LP_SUM_EE_BIN ,LP_AVERAGE_SUM_EE_BIN , round((LP_SUM_EE_BIN/LP_AVERAGE_SUM_EE_BIN)*100,1) perc_PERC_LP_EE_LP_AVG_EE_SUM_BIN , case when round((LP_SUM_EE_BIN/LP_AVERAGE_SUM_EE_BIN)*100,1) >= 100 then 1 else 0 end PERC_LP_EE_LP_AVG_EE_SUM_BIN_IND ,LP_AVG_SUM_TOTAL_EE ,determine_ee_total_f(player_id,game_id,parameter_code,'LP') lp_overall_total_sum , case when round((determine_ee_total_f(player_id,game_id,parameter_code,'LP')/ LP_AVG_SUM_TOTAL_EE)*100,1) >= 100 then 1 else 0 end LP_TOTAL_IND ,IP_EE_BIN ,IP_AVERAGE_EE_BIN , round((IP_EE_BIN/IP_AVERAGE_EE_BIN)*100,1) PERC_IP_EE_IP_AVG_EE_BIN , case when round((IP_EE_BIN/IP_AVERAGE_EE_BIN)*100,1) >= 100 then 1 else 0 end IP_EE_IP_AVG_EE_bin_ind ,IP_SUM_EE_BIN ,IP_AVERAGE_SUM_EE_BIN , round((IP_SUM_EE_BIN/IP_AVERAGE_SUM_EE_BIN)*100,1) perc_PERC_IP_EE_IP_AVG_EE_SUM_BIN , case when round((IP_SUM_EE_BIN/IP_AVERAGE_SUM_EE_BIN)*100,1) >= 100 then 1 else 0 end PERC_IP_EE_IP_AVG_EE_SUM_BIN_IND ,IP_AVG_SUM_TOTAL_EE ,determine_ee_total_f(player_id,game_id,parameter_code,'IP') ip_overall_total_sum , case when round((determine_ee_total_f(player_id,game_id,parameter_code,'IP')/ IP_AVG_SUM_TOTAL_EE)*100,1) >= 100 then 1 else 0 end IP_TOTAL_IND ,HP_EE_BIN ,HP_AVERAGE_EE_BIN , round((HP_EE_BIN/HP_AVERAGE_EE_BIN)*100,1) PERC_HP_EE_HP_AVG_EE_BIN , case when round((HP_EE_BIN/HP_AVERAGE_EE_BIN)*100,1) >= 100 then 1 else 0 end HP_EE_HP_AVG_EE_bin_ind

```sql
,HP_SUM_EE_BIN
,HP_AVERAGE_SUM_EE_BIN
,    round((HP_SUM_EE_BIN/HP_AVERAGE_SUM_EE_BIN)*100,1)
perc_PERC_HP_EE_HP_AVG_EE_SUM_BIN
,    case when round((HP_SUM_EE_BIN/HP_AVERAGE_SUM_EE_BIN)*100,1) >= 100 then 1 else 0 end
PERC_HP_EE_HP_AVG_EE_SUM_BIN_IND

,HP_AVG_SUM_TOTAL_EE
,determine_ee_total_f(player_id,game_id,parameter_code,'HP') hp_overall_total_sum
,    case when round((determine_ee_total_f(player_id,game_id,parameter_code,'HP')/
HP_AVG_SUM_TOTAL_EE)*100,1) >= 100 then 1 else 0 end HP_TOTAL_IND

,EP_EE_BIN
,EP_AVERAGE_EE_BIN
,    round((EP_EE_BIN/EP_AVERAGE_EE_BIN)*100,1) PERC_EP_EE_EP_AVG_EE_BIN
,    case when round((EP_EE_BIN/EP_AVERAGE_EE_BIN)*100,1) >= 100 then 1 else 0 end
EP_EE_EP_AVG_EE_bin_ind

,EP_SUM_EE_BIN
,EP_AVERAGE_SUM_EE_BIN
,    round((EP_SUM_EE_BIN/EP_AVERAGE_SUM_EE_BIN)*100,1) perc_PERC_EP_EE_EP_AVG_EE_SUM_BIN
,    case when round((EP_SUM_EE_BIN/EP_AVERAGE_SUM_EE_BIN)*100,1) >= 100 then 1 else 0 end
PERC_EP_EE_EP_AVG_EE_SUM_BIN_IND

,EP_AVG_SUM_TOTAL_EE
,determine_ee_total_f(player_id,game_id,parameter_code,'EP') ep_overall_total_sum
,    case when round((determine_ee_total_f(player_id,game_id,parameter_code,'EP')/
EP_AVG_SUM_TOTAL_EE)*100,1) >= 100 then 1 else 0 end EP_TOTAL_IND

,MP_EE_BIN
,MP_AVERAGE_EE_BIN
,    round((MP_EE_BIN/MP_AVERAGE_EE_BIN)*100,1) PERC_MP_EE_MP_AVG_EE_BIN
,    case when round((MP_EE_BIN/MP_AVERAGE_EE_BIN)*100,1) >= 100 then 1 else 0 end
MP_EE_MP_AVG_EE_bin_ind

,MP_SUM_EE_BIN
,MP_AVERAGE_SUM_EE_BIN
,    round((MP_SUM_EE_BIN/MP_AVERAGE_SUM_EE_BIN)*100,1)
perc_PERC_MP_EE_MP_AVG_EE_SUM_BIN
,    case when round((MP_SUM_EE_BIN/MP_AVERAGE_SUM_EE_BIN)*100,1) >= 100 then 1 else 0 end
PERC_MP_EE_MP_AVG_EE_SUM_BIN_IND

,MP_AVG_SUM_TOTAL_EE
,determine_ee_total_f(player_id,game_id,parameter_code,'MP') mp_overall_total_sum
,    case when round((determine_ee_total_f(player_id,game_id,parameter_code,'MP')/
MP_AVG_SUM_TOTAL_EE)*100,1) >= 100 then 1 else 0 end MP_TOTAL_IND
,LP_AVG_SUM_TOTAL_EE+IP_AVG_SUM_TOTAL_EE+HP_AVG_SUM_TOTAL_EE+EP_AVG_SUM_TOTAL_EE
+MP_AVG_SUM_TOTAL_EE avg_sum_total_EE
,determine_ee_total_f(player_id,game_id,parameter_code,'LP')+
determine_ee_total_f(player_id,game_id,parameter_code,'IP')+
determine_ee_total_f(player_id,game_id,parameter_code,'HP')+
determine_ee_total_f(player_id,game_id,parameter_code,'EP') +
determine_ee_total_f(player_id,game_id,parameter_code,'MP') game_sum_total_ee
,    case when round((determine_ee_total_f(player_id,game_id,parameter_code,'LP')+
determine_ee_total_f(player_id,game_id,parameter_code,'IP')+
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determine_ee_total_f(player_id,game_id,parameter_code,'HP')+
determine_ee_total_f(player_id,game_id,parameter_code,'EP') +
determine_ee_total_f(player_id,game_id,parameter_code,'MP'))
/(LP_AVG_SUM_TOTAL_EE+IP_AVG_SUM_TOTAL_EE+HP_AVG_SUM_TOTAL_EE+EP_AVG_SUM_TOTAL_EE
+MP_AVG_SUM_TOTAL_EE)*100,1) >= 100 then 1 else 0 end EE_TOTAL_100_IND
, case when round((determine_ee_total_f(player_id,game_id,parameter_code,'LP')+
determine_ee_total_f(player_id,game_id,parameter_code,'IP')+
determine_ee_total_f(player_id,game_id,parameter_code,'HP')+
determine_ee_total_f(player_id,game_id,parameter_code,'EP') +
determine_ee_total_f(player_id,game_id,parameter_code,'MP'))
/(LP_AVG_SUM_TOTAL_EE+IP_AVG_SUM_TOTAL_EE+HP_AVG_SUM_TOTAL_EE+EP_AVG_SUM_TOTAL_EE
+MP_AVG_SUM_TOTAL_EE)*100,1) >= 95 then 1 else 0 end EE_TOTAL_95_IND
, case when round((determine_ee_total_f(player_id,game_id,parameter_code,'LP')+
determine_ee_total_f(player_id,game_id,parameter_code,'IP')+
determine_ee_total_f(player_id,game_id,parameter_code,'HP')+
determine_ee_total_f(player_id,game_id,parameter_code,'EP') +
determine_ee_total_f(player_id,game_id,parameter_code,'MP'))
/(LP_AVG_SUM_TOTAL_EE+IP_AVG_SUM_TOTAL_EE+HP_AVG_SUM_TOTAL_EE+EP_AVG_SUM_TOTAL_EE
+MP_AVG_SUM_TOTAL_EE)*100,1) >= 90 then 1 else 0 end EE_TOTAL_90_IND
from AGG_GAME_ROLLING_AVG_ENERGY_t
```

Columns

No	Column Name	PK	FK	M	Data Type	Security
1	AGGREGATED_GAME_DATA_ID				NUMBER	
2	PLAYER_ID				NUMBER	
3	GAME_ID				NUMBER (9)	
4	CLUB_ID				NUMBER	
5	PARAMETER_CODE				VARCHAR2 (5 BYTE)	
6	BIN				NUMBER	
7	ORDER_COLUMN_CONTINUATION				NUMBER	
8	HALF_INDICATOR				VARCHAR2 (3 BYTE)	
9	FULL_BIN_IND				VARCHAR2 (3 BYTE)	
10	FULL_GAME_IND				VARCHAR2 (3 BYTE)	
11	LP_EE_BIN				NUMBER	
12	LP_AVERAGE_EE_BIN				NUMBER	
13	PERC_LP_EE_LP_AVG_EE_BIN				NUMBER	
14	LP_EE_LP_AVG_EE_BIN_IND				NUMBER	
15	LP_SUM_EE_BIN				NUMBER	
16	LP_AVERAGE_SUM_EE_BIN				NUMBER	
17	PERC_PERC_LP_EE_LP_AVG_EE_SUM_BIN				NUMBER	
18	PERC_LP_EE_LP_AVG_EE_SUM_BIN_IND				NUMBER	
19	LP_AVG_SUM_TOTAL_EE				NUMBER	
20	LP_OVERALL_TOTAL_SUM				NUMBER	
21	LP_TOTAL_IND				NUMBER	

No	Column Name	PK	FK	M	Data Type	Security
22	IP_EE_BIN				NUMBER	
23	IP_AVERAGE_EE_BIN				NUMBER	
24	PERC_IP_EE_IP_AVG_EE_BIN				NUMBER	
25	IP_EE_IP_AVG_EE_BIN_IND				NUMBER	
26	IP_SUM_EE_BIN				NUMBER	
27	IP_AVERAGE_SUM_EE_BIN				NUMBER	
28	PERC_PERC_IP_EE_IP_AVG_EE_SUM_BIN				NUMBER	
29	PERC_IP_EE_IP_AVG_EE_SUM_BIN_IND				NUMBER	
30	IP_AVG_SUM_TOTAL_EE				NUMBER	
31	IP_OVERALL_TOTAL_SUM				NUMBER	
32	IP_TOTAL_IND				NUMBER	
33	HP_EE_BIN				NUMBER	
34	HP_AVERAGE_EE_BIN				NUMBER	
35	PERC_HP_EE_HP_AVG_EE_BIN				NUMBER	
36	HP_EE_HP_AVG_EE_BIN_IND				NUMBER	
37	HP_SUM_EE_BIN				NUMBER	
38	HP_AVERAGE_SUM_EE_BIN				NUMBER	
39	PERC_PERC_HP_EE_HP_AVG_EE_SUM_BIN				NUMBER	
40	PERC_HP_EE_HP_AVG_EE_SUM_BIN_IND				NUMBER	
41	HP_AVG_SUM_TOTAL_EE				NUMBER	
42	HP_OVERALL_TOTAL_SUM				NUMBER	
43	HP_TOTAL_IND				NUMBER	
44	EP_EE_BIN				NUMBER	
45	EP_AVERAGE_EE_BIN				NUMBER	
46	PERC_EP_EE_EP_AVG_EE_BIN				NUMBER	
47	EP_EE_EP_AVG_EE_BIN_IND				NUMBER	
48	EP_SUM_EE_BIN				NUMBER	
49	EP_AVERAGE_SUM_EE_BIN				NUMBER	
50	PERC_PERC_EP_EE_EP_AVG_EE_SUM_BIN				NUMBER	
51	PERC_EP_EE_EP_AVG_EE_SUM_BIN_IND				NUMBER	
52	EP_AVG_SUM_TOTAL_EE				NUMBER	
53	EP_OVERALL_TOTAL_SUM				NUMBER	
54	EP_TOTAL_IND				NUMBER	
55	MP_EE_BIN				NUMBER	
56	MP_AVERAGE_EE_BIN				NUMBER	
57	PERC_MP_EE_MP_AVG_EE_BIN				NUMBER	

No	Column Name	PK	FK	M	Data Type	Security
58	MP_EE_MP_AVG_EE_BIN_IND				NUMBER	
59	MP_SUM_EE_BIN				NUMBER	
60	MP_AVERAGE_SUM_EE_BIN				NUMBER	
61	PERC_PERC_MP_EE_MP_AVG_EE_SUM_BIN				NUMBER	
62	PERC_MP_EE_MP_AVG_EE_SUM_BIN_IND				NUMBER	
63	MP_AVG_SUM_TOTAL_EE				NUMBER	
64	MP_OVERALL_TOTAL_SUM				NUMBER	
65	MP_TOTAL_IND				NUMBER	
66	AVG_SUM_TOTAL_EE				NUMBER	
67	GAME_SUM_TOTAL_EE				NUMBER	
68	EE_TOTAL_100_IND				NUMBER	
69	EE_TOTAL_95_IND				NUMBER	
70	EE_TOTAL_90_IND				NUMBER	

View Name	FOOTBALL.ML_SPEEDZONE_V
Select Statement	CREATE OR REPLACE VIEW ML_SPEEDZONE_V

```
CREATE OR REPLACE VIEW ML_SPEEDZONE_V
AS
select
ID
,AGGREGATED_GAME_DATA_ID
,PLAYER_ID
,GAME_ID
,STARTTIME
,ENDTIME
,PARAMETER_CODE
,HALF_INDICATOR
,DIFFERENCE_START_END_PRR_IND
,FULL_GAME_IND
,BIN
,ORDER_COLUMN_CONTINUATION
,CLUB_ID
,VLIR
,AVG_VLIR
,     round((VLIR/AVG_VLIR)*100,1) PERC_VLIR_AVG_VLIR_BIN
,     case when round((VLIR/AVG_VLIR)*100,1) >= 100 then 1 else 0 end PERC_VLIR_AVG_VLIR_BIN_IND
,SUM_VLIR
,vlir_average_sum_bin
,     round((SUM_VLIR/vlir_average_sum_bin)*100,1) PERC_SUM_VLIR_AVG_SUM_VLIR_BIN
,     case when round((SUM_VLIR/vlir_average_sum_bin)*100,1) >= 100 then 1 else 0 end
PERC_SUM_VLIR_AVG_SUM_VLIR_BIN_IND
,vlir_average_sum_total
,determine_speedzone_total_f(player_id,game_id,parameter_code,'VLIR') vlir_overall_total_sum
,case when round((determine_speedzone_total_f(player_id,game_id,parameter_code,'VLIR')/
vlir_average_sum_total)*100,1) >= 100 then 1 else 0 end vlir_TOTAL_IND
,LIR
,AVG_LIR
,     round((LIR/AVG_LIR)*100,1) PERC_LIR_AVG_LIR_BIN
,     case when round((LIR/AVG_LIR)*100,1) >= 100 then 1 else 0 end PERC_LIR_AVG_LIR_BIN_IND
,SUM_LIR
,lir_average_sum_bin
,     round((SUM_LIR/lir_average_sum_bin)*100,1) PERC_SUM_LIR_AVG_SUM_LIR_BIN
,     case when round((SUM_LIR/lir_average_sum_bin)*100,1) >= 100 then 1 else 0 end
PERC_SUM_LIR_AVG_SUM_LIR_BIN_IND
,lir_average_sum_total
,determine_speedzone_total_f(player_id,game_id,parameter_code,'LIR') lir_overall_total_sum
,case when round((determine_speedzone_total_f(player_id,game_id,parameter_code,'LIR')/
lir_average_sum_total)*100,1) >= 100 then 1 else 0 end lir_TOTAL_IND

,MIR
,AVG_MIR
,     round((MIR/AVG_MIR)*100,1) PERC_MIR_AVG_MIR_BIN
,     case when round((MIR/AVG_MIR)*100,1) >= 100 then 1 else 0 end PERC_MIR_AVG_MIR_BIN_IND
,SUM_MIR
,mir_average_sum_bin
,     round((SUM_MIR/Mir_average_sum_bin)*100,1) PERC_SUM_MIR_AVG_SUM_MIR_BIN
,     case when round((SUM_MIR/mir_average_sum_bin)*100,1) >= 100 then 1 else 0 end
PERC_SUM_MIR_AVG_SUM_MIR_BIN_IND
,mir_average_sum_total
```

```
,determine_speedzone_total_f(player_id,game_id,parameter_code,'MIR') mir_overall_total_sum
,     case when round((determine_speedzone_total_f(player_id,game_id,parameter_code,'MIR')/
mir_average_sum_total)*100,1) >= 100 then 1 else 0 end mir_TOTAL_IND

,HIR
,AVG_HIR
,     round((HIR/AVG_HIR)*100,1) PERC_HIR_AVG_HIR_BIN
,     case when round((HIR/AVG_HIR)*100,1) >= 100 then 1 else 0 end PERC_HIR_AVG_HIR_BIN_IND
,SUM_HIR
,hir_average_sum_bin
,     round((SUM_HIR/hir_average_sum_bin)*100,1) PERC_SUM_HIR_AVG_SUM_HIR_BIN
,     case when round((SUM_HIR/hir_average_sum_bin)*100,1) >= 100 then 1 else 0 end
PERC_SUM_HIR_AVG_SUM_HIR_BIN_IND
,hir_average_sum_total
,determine_speedzone_total_f(player_id,game_id,parameter_code,'HIR') hir_overall_total_sum
,     case when round((determine_speedzone_total_f(player_id,game_id,parameter_code,'HIR')/
hir_average_sum_total)*100,1) >= 100 then 1 else 0 end hir_TOTAL_IND

,VHIR
,AVG_VHIR
,     case when avg_vhir = 0 then 0 else round((VHIR/(AVG_VHIR))*100,1) end PERC_VHIR_AVG_VHIR_BIN
,     case when avg_vhir = 0 then 0 else case when round((VHIR/AVG_VHIR)*100,1) >= 100 then 1 else 0
end end PERC_VHIR_AVG_VHIR_BIN_IND
,SUM_VHIR
,vhir_average_sum_bin
,     case when avg_vhir = 0 then 0 else round((SUM_VHIR/vhir_average_sum_bin)*100,1) end
PERC_SUM_VHIR_AVG_SUM_VHIR_BIN
,     case when avg_vhir = 0 then 0  else case when round((SUM_VHIR/vhir_average_sum_bin)*100,1) >=
100 then 1 else 0 end end PERC_SUM_VHIR_AVG_SUM_VHIR_BIN_IND
,vhir_average_sum_total
,determine_speedzone_total_f(player_id,game_id,parameter_code,'VHIR') vhir_overall_total_sum
, case when round((determine_speedzone_total_f(player_id,game_id,parameter_code,'VHIR')/
vhir_average_sum_total)*100,1) >= 100 then 1 else 0 end vhir_TOTAL_IND
, VLIR_average_SUM_TOTAL+LIR_average_SUM_TOTAL+MIR_average_SUM_TOTAL
+HIR_average_SUM_TOTAL+VHIR_average_SUM_TOTAL average_sum_total_distance
,determine_speedzone_total_f(player_id,game_id,parameter_code,'VLIR')+
determine_speedzone_total_f(player_id,game_id,parameter_code,'LIR')+
determine_speedzone_total_f(player_id,game_id,parameter_code,'MIR')+
determine_speedzone_total_f(player_id,game_id,parameter_code,'HIR') +
determine_speedzone_total_f(player_id,game_id,parameter_code,'VHIR') game_sum_total_distance
, case when round((determine_speedzone_total_f(player_id,game_id,parameter_code,'VLIR')+
determine_speedzone_total_f(player_id,game_id,parameter_code,'LIR')+
determine_speedzone_total_f(player_id,game_id,parameter_code,'MIR')+
determine_speedzone_total_f(player_id,game_id,parameter_code,'HIR') +
determine_speedzone_total_f(player_id,game_id,parameter_code,'VHIR'))
/(VLIR_average_SUM_TOTAL+LIR_average_SUM_TOTAL+MIR_average_SUM_TOTAL
+HIR_average_SUM_TOTAL+VHIR_average_SUM_TOTAL)*100,1) >= 100 then 1 else 0 end
TOTAL_100_IND
, case when round((determine_speedzone_total_f(player_id,game_id,parameter_code,'VLIR')+
determine_speedzone_total_f(player_id,game_id,parameter_code,'LIR')+
determine_speedzone_total_f(player_id,game_id,parameter_code,'MIR')+
determine_speedzone_total_f(player_id,game_id,parameter_code,'HIR') +
determine_speedzone_total_f(player_id,game_id,parameter_code,'VHIR'))
/(VLIR_average_SUM_TOTAL+LIR_average_SUM_TOTAL+MIR_average_SUM_TOTAL
+HIR_average_SUM_TOTAL+VHIR_average_SUM_TOTAL)*100,1) >= 95 then 1 else 0 end TOTAL_95_IND
, case when round((determine_speedzone_total_f(player_id,game_id,parameter_code,'VLIR')+
determine_speedzone_total_f(player_id,game_id,parameter_code,'LIR')+
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determine_speedzone_total_f(player_id,game_id,parameter_code,'MIR')+
determine_speedzone_total_f(player_id,game_id,parameter_code,'HIR') +
determine_speedzone_total_f(player_id,game_id,parameter_code,'VHIR'))
/(VLIR_average_SUM_TOTAL+LIR_average_SUM_TOTAL+MIR_average_SUM_TOTAL
+HIR_average_SUM_TOTAL+VHIR_average_SUM_TOTAL)*100,1) >= 90 then 1 else 0 end TOTAL_90_IND
from AGG_GAME_ROLLING_AVG_SPEEDZONE_V

Columns

No	Column Name	PK	FK	M	Data Type	Security
1	ID				NUMBER (9)	
2	AGGREGATED_GAME_DATA_ID				NUMBER (9)	
3	PLAYER_ID				NUMBER	
4	GAME_ID				NUMBER (9)	
5	STARTTIME				NUMBER (9)	
6	ENDTIME				NUMBER (9)	
7	PARAMETER_CODE				VARCHAR2 (5 BYTE)	
8	HALF_INDICATOR				VARCHAR2 (3 BYTE)	
9	DIFFERENCE_START_END_PRR_IND				VARCHAR2 (3 BYTE)	
10	FULL_GAME_IND				VARCHAR2 (3 BYTE)	
11	BIN				NUMBER	
12	ORDER_COLUMN_CONTINUATION				NUMBER	
13	CLUB_ID				NUMBER	
14	VLIR				NUMBER	
15	AVG_VLIR				NUMBER	
16	PERC_VLIR_AVG_VLIR_BIN				NUMBER	
17	PERC_VLIR_AVG_VLIR_BIN_IND				NUMBER	
18	SUM_VLIR				NUMBER	
19	VLIR_AVERAGE_SUM_BIN				NUMBER	
20	PERC_SUM_VLIR_AVG_SUM_VLIR_BIN				NUMBER	
21	PERC_SUM_VLIR_AVG_SUM_VLIR_BIN_IND				NUMBER	
22	VLIR_AVERAGE_SUM_TOTAL				NUMBER	
23	VLIR_OVERALL_TOTAL_SUM				NUMBER	
24	VLIR_TOTAL_IND				NUMBER	
25	LIR				NUMBER	
26	AVG_LIR				NUMBER	
27	PERC_LIR_AVG_LIR_BIN				NUMBER	
28	PERC_LIR_AVG_LIR_BIN_IND				NUMBER	
29	SUM_LIR				NUMBER	
30	LIR_AVERAGE_SUM_BIN				NUMBER	

No	Column Name	PK	FK	M	Data Type	Security
31	PERC_SUM_LIR_AVG_SUM_LIR_BIN				NUMBER	
32	PERC_SUM_LIR_AVG_SUM_LIR_BIN_IND				NUMBER	
33	LIR_AVERAGE_SUM_TOTAL				NUMBER	
34	LIR_OVERALL_TOTAL_SUM				NUMBER	
35	LIR_TOTAL_IND				NUMBER	
36	MIR				NUMBER	
37	AVG_MIR				NUMBER	
38	PERC_MIR_AVG_MIR_BIN				NUMBER	
39	PERC_MIR_AVG_MIR_BIN_IND				NUMBER	
40	SUM_MIR				NUMBER	
41	MIR_AVERAGE_SUM_BIN				NUMBER	
42	PERC_SUM_MIR_AVG_SUM_MIR_BIN				NUMBER	
43	PERC_SUM_MIR_AVG_SUM_MIR_BIN_IND				NUMBER	
44	MIR_AVERAGE_SUM_TOTAL				NUMBER	
45	MIR_OVERALL_TOTAL_SUM				NUMBER	
46	MIR_TOTAL_IND				NUMBER	
47	HIR				NUMBER	
48	AVG_HIR				NUMBER	
49	PERC_HIR_AVG_HIR_BIN				NUMBER	
50	PERC_HIR_AVG_HIR_BIN_IND				NUMBER	
51	SUM_HIR				NUMBER	
52	HIR_AVERAGE_SUM_BIN				NUMBER	
53	PERC_SUM_HIR_AVG_SUM_HIR_BIN				NUMBER	
54	PERC_SUM_HIR_AVG_SUM_HIR_BIN_IND				NUMBER	
55	HIR_AVERAGE_SUM_TOTAL				NUMBER	
56	HIR_OVERALL_TOTAL_SUM				NUMBER	
57	HIR_TOTAL_IND				NUMBER	
58	VHIR				NUMBER	
59	AVG_VHIR				NUMBER	
60	PERC_VHIR_AVG_VHIR_BIN				NUMBER	
61	PERC_VHIR_AVG_VHIR_BIN_IND				NUMBER	
62	SUM_VHIR				NUMBER	
63	VHIR_AVERAGE_SUM_BIN				NUMBER	
64	PERC_SUM_VHIR_AVG_SUM_VHIR_BIN				NUMBER	
65	PERC_SUM_VHIR_AVG_SUM_VHIR_BIN_IND				NUMBER	
66	VHIR_AVERAGE_SUM_TOTAL				NUMBER	

No	Column Name	PK	FK	M	Data Type	Security
67	VHIR_OVERALL_TOTAL_SUM				NUMBER	
68	VHIR_TOTAL_IND				NUMBER	
69	AVERAGE_SUM_TOTAL_DISTANCE				NUMBER	
70	GAME_SUM_TOTAL_DISTANCE				NUMBER	
71	TOTAL_100_IND				NUMBER	
72	TOTAL_95_IND				NUMBER	
73	TOTAL_90_IND				NUMBER	