1. Raw Play-By-Play Data

Player	Team	Play Attempt	Result ...
A	Man. U	Pass	Fail
B	Liverpool	Goal	Success

2. Graph Extraction

3. Feature Learning

Hand-Crafted

node2vec

Graph Conv. Network (GCN)

4. t-SNE Clustering

T-SNE on home and away team embeddings (normalized)

- draw
- home win
- home loss

$\vec{x}$
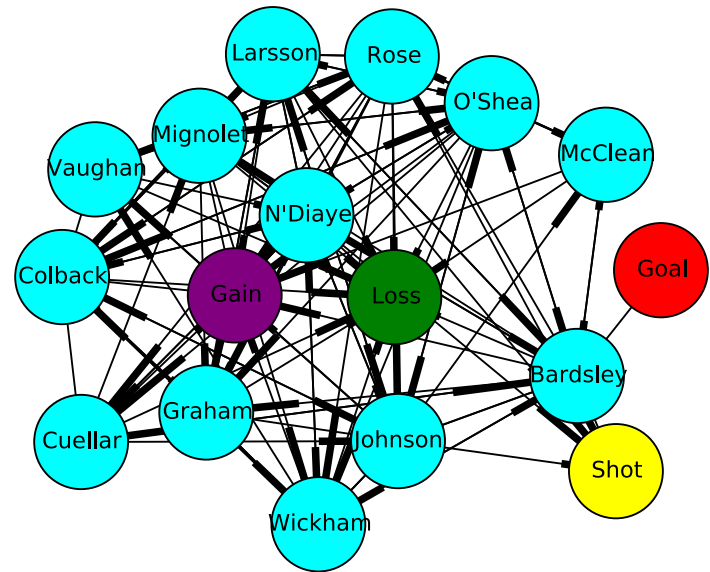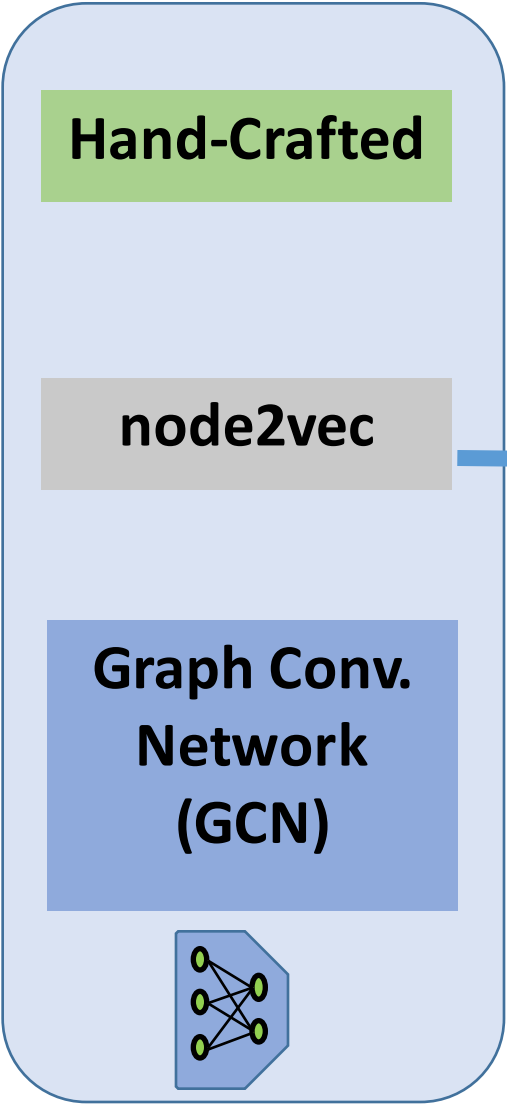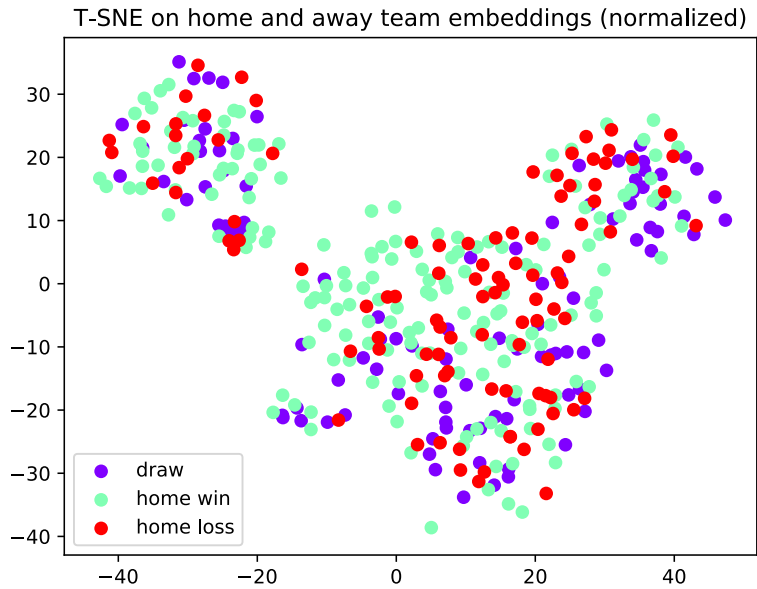
5. Game Outcome Prediction

$\vec{x}$

Logistic

SVM

$y = \{win, loss, draw\}$