# FifaSkillsChallenge

August 8, 2020

## 0.1 Fifa 2018 ML Model for Value Prediction

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```
[1]: import pandas as pd
import numpy as np
import seaborn as sns
import matplotlib.pyplot as plt
%matplotlib inline
```

We need to load the data and clean it. The data is not encoded with 'utf-8' so we need to load find its encoding and use that instead

```
[2]: tempdata = open("Skills_Verification_Data_FIFA_18 (2) (1) (1) (1).csv")
print("The file's encoding is ",tempdata.encoding)
fifa_df = pd.read_csv(tempdata,encoding = 'cp1252', low_memory=False).

→dropna(how="all", inplace=False)
fifa_df.head()
```

The file's encoding is cp1252

[2]:		No	ID			N	ame	Age	National	lity	Overall	Potenti	.al \	
	0	0.0	158023.0		L.	Me	ssi	31.0	Argent	ina	94.0	94	. 0	
	1	1.0	20801.0	Crist	iano R	lona	ldo	33.0	Portu	ıgal	94.0	94	.0	
	2	2.0	190871.0		Ney	mar	Jr	26.0	) Bra	zil	92.0	93	3.0	
	3	3.0 193080.0			De Gea		27.0	) Sp	Spain		93.0			
	4	4.0	192985.0	I	K. De	Bru	yne	27.0	) Belg	gium	91.0	92	2.0	
							-							
				Club	Val	ue	Wage	·	Penalties	s C	omposure	Marking	\	
	0		FC Barc	elona	€110.	5M	\$565	<u></u>	75.0	)	96.0	33.0		
	1		Juv	entus	€7	7M	\$405	<u></u>	85.0	)	95.0	28.0		
	2	Pari	s Saint-Ge	rmain	€118.	5M	\$290	)	81.0	)	94.0	27.0		
	3	Ma	nchester U	nited	€7	2M	\$260	)	40.0	)	68.0	15.0		
	4		Manchester	City	€10	2M	\$355	5	79.0	)	88.0	68.0		
		Stan	dingTackle	Slidir	ngTack	de (	GKDiv	7ing	GKHandli	ng (	GKKicking	GKPositi	oning	\
	0	.5 5 5111	28.0		•	5.0		6.0		1.0	15.0		14.0	
	1		31.0			3.0		7.0		1.0	15.0		14.0	
	2		24.0			3.0		9.0		9.0	15.0		15.0	

```
3
              21.0
                              13.0
                                        90.0
                                                      85.0
                                                                 87.0
                                                                                 88.0
4
              58.0
                              51.0
                                        15.0
                                                      13.0
                                                                  5.0
                                                                                 10.0
  GKReflexes
0
          8.0
         11.0
1
2
         11.0
3
        94.0
         13.0
```

[5 rows x 55 columns]

We need to clean some of the data. A lot of columns contain data that can be converted to numerical.

## 0.2 Predicting 'Value' with Machine Learning Models

Before even building a model, we can find the features that are most likely to predict 'Value', these variables will have strong positive or negative correlations with 'Value', which indicates that they help explain the variance.

```
[4]: correlations = fifa_df_clean.corrwith(fifa_df_clean['Value']).

→sort_values(ascending=False)

print(correlations[abs(correlations) > 0.2])
```

```
Value
                              1.000000
Overall
                             0.833731
Potential
                             0.777904
Wage
                             0.754149
Reactions
                             0.623651
International Reputation
                             0.423654
Composure
                             0.395891
Finishing
                             0.305001
Vision
                             0.298988
Agility
                             0.297495
Acceleration
                             0.281586
```

```
Positioning
                             0.270860
Volleys
                             0.268087
SprintSpeed
                             0.258000
BallControl
                             0.257387
LongShots
                             0.252038
Penalties
                             0.250978
ShortPassing
                             0.246763
Dribbling
                             0.243432
                             0.241397
FKAccuracy
Curve
                             0.235706
Skill Moves
                             0.231791
                             0.225658
Balance
LongPassing
                             0.210275
Age
                            -0.220359
No
                            -0.734687
```

dtype: float64

We sorted the correlations in descending order. Clearly 'Value' is perfectly correlated with 'Value', and strangely enough, No is also strongly negatively correlated with the 'Value'. This indicates the rows are in roughly descending order, but is not actually a sensible predictor of 'Value'. We will ignore 'No' and 'Value' and use every other attribute whose correlation is greater than 0.2.

```
[5]: features = correlations[abs(correlations) > 0.2].index
features = features.drop(['Value','No'])
```

Now we will make a new dataframe with the desired features, and another with the 'Value's. We will then perform our train test split to set aside some rows for validation after training the model.

Ordinary Least Square Regression We will start by training an ordinary least squares regression model on the selected features. Since we are starting with Linear Regression, we are ignoring the variables that could be used categorically. It is possible to make use of them but not necessarily worth the time right off the bat. We could use techniques such as one-hot encoding to try to leverage them in our regression model, but we will not be doing that for now. We will also be using KFold cross-validation method reduce overfitting during training.

```
[7]: from sklearn.linear_model import LinearRegression
    from sklearn.model_selection import KFold

fig=plt.figure(figsize=(12,8), dpi= 100, facecolor='w', edgecolor='k')

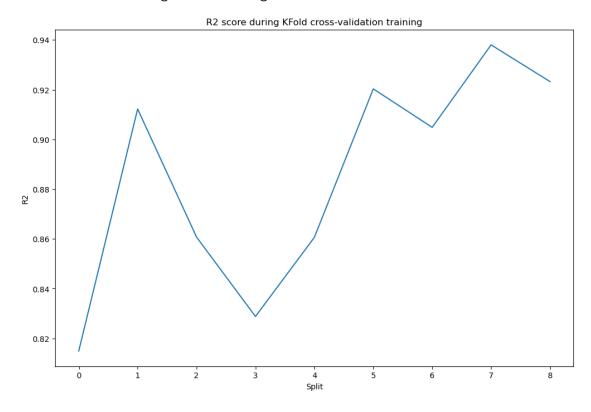
lr_model = LinearRegression()
    r2_scores = []
```

```
kfold = KFold(n_splits = 9, shuffle=True, random_state=5)
for i, (train,test) in enumerate(kfold.split(X_train, y_train)):
    lr_model.fit(X_train.iloc[train,:], y_train.iloc[train])
    score = lr_model.score(X_train.iloc[test,:],y_train.iloc[test])
    r2_scores.append(score)

plt.plot(r2_scores)
plt.title('R2 score during KFold cross-validation training')
plt.xlabel('Split')
plt.ylabel('R2')

print("The mean R2 score during the training was ",np.array(r2_scores).mean())
```

The mean R2 score during the training was 0.88486356105551



Now we can validate the model on the withheld 'test' set.

```
[8]: validation_score = lr_model.score(X_test,y_test)
print('The R2 on the test set was ', validation_score)
```

The R2 on the test set was 0.919977904345087

This has a pretty good R2 value, but that just tells us that the regression model does a pretty good job representing the variance in the data set. #### We can determine from the coefficients what

the most important variable for prediction is:

```
[9]: print("The most important feature for predicting 'Value' is ",features[np.

→argmax(lr_model.coef_)]," which has a coefficient of ",lr_model.coef_.max())
```

The most important feature for predicting 'Value' is Overall which has a coefficient of 5.691820876728239

There are other ways that we can assess the model performance.

#### RMSE:

Train: 4.982261013093777 Test: 4.259356249221708

Max Error:

Train: 33.84808006416739 Test: 18.634921567114702

Mean Absolute Error:

Train: 3.467346061156851 Test: 3.1036554658122224

These metrics tell us a little bit more about the performance of our model. The Root Mean Squared error tells us that the standard deviation of our residuals is 4.5 million Euros. The max error shows that the worst prediction we made was off by around 18.5 million(on the test set) and 33.5 million(on the training set) and finally, the Mean Absolute Error tells us that our literal mean error is around 3 million Euros. Scanning the data, these errors seem low in comparison to a lot of the 'Value's, but not all. We can come up with another metric to assess the performance of our model, a heuristic approach. We will find the standard deviation of the 'Value' attribute and use it to give ourselves a threshold or tolerance for the error under which we will declare our model 'Accurate'.

```
[11]: value_std = fifa_df_clean.Value.std()
print("Standard deviation of the 'Value' variable: ",value_std)
```

Standard deviation of the 'Value' variable: 16.51781644769068

With this we could calculate our accuracy by determining what number of the predictions are within one standard deviation of their value, but I think we can be a little bit more stringent than that. We will calculate what percentage the standard deviation is of the maximum 'Value' and use that percentage error as our tolerance for accuracy.

```
[12]: max_value = fifa_df_clean.Value.max()
  tolerance = value_std/max_value
  print("Our tolerance will be ", tolerance*100, "%")
```

Our tolerance will be 13.939085609865554 %

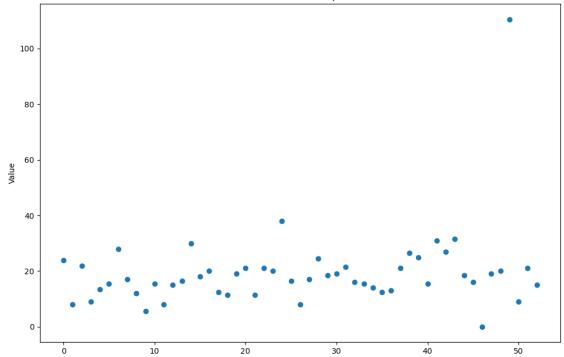
With this new threshold tolerance for accuracy, we have an accuracy of:  $64.90066225165563\ \%$ 

Not bad! With our Ordinary Least Squares regression model and our somewhat stringent metric, we managed to achieve an accuracy of  $\sim 65\%$  using less than 25 variables. Our metric required that our prediction was within  $\sim 13.9\%$  of the true value. Let's take a look at the values for which we weren't able to make this threshold.

The mean value of the wrong predictions is: 19.5188679245283

The threshold for the mean of the incorrect predictions is: 2.7207517100765877





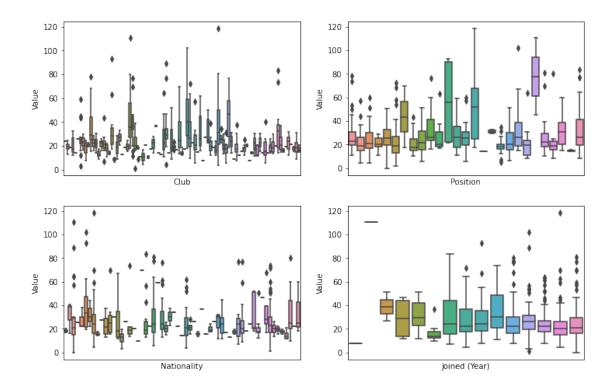
We should expect that the threshold would be harder to meet for the lower 'Value's. The mean of the missed values is 19.5 million, the threshold 13.9% for this mean is around 2.7 million. For a dataset that includes 'Value's over 100 million, this is pretty precise and its no surprise that the model couldn't manage accuracy on these players. This could potentially be addressed by categorical variables or by removing outliers. We will examine outliers such as "Superstars" later as a business question.

**Decision Trees and more** We also want to try to take advantage of our categorical variables, which will require a little bit more cleaning to prepare. These variables can be very valuable to decision trees and algorithms like Ada Boost and Random Forests. We will use these and see how well they perform.

We start with the cleaning, I have identified some columns as great categorical candidates to inform our model:

We can take a look at a few of these variables and see if they have clear "classes" amongst them.

C:\Users\andyr\anaconda3\lib\site-packages\ipykernel\_launcher.py:16:
UserWarning: Matplotlib is currently using
module://ipykernel.pylab.backend\_inline, which is a non-GUI backend, so cannot
show the figure.
 app.launch\_new\_instance()



It does appear that we have some separate classes going on here. We can also see many of the outliers that probably caused us issues with the Linear Regression model. We will use the codes for the categories rather than the category names themselves.

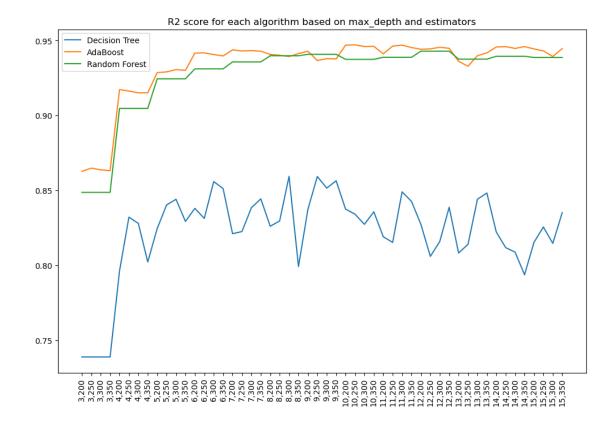
```
[17]: fifa_df_clean["Nationality"] = fifa_df_clean["Nationality"].cat.codes
    fifa_df_clean["Preferred Foot"] = fifa_df_clean["Preferred Foot"].cat.codes
    fifa_df_clean["Work Rate"] = fifa_df_clean["Work Rate"].cat.codes
    fifa_df_clean["Position"] = fifa_df_clean["Position"].cat.codes
    fifa_df_clean["Joined (Month)"] = fifa_df_clean["Joined (Month)"].cat.codes
    fifa_df_clean["Club"] = fifa_df_clean["Club"].cat.codes
```

We are also going to include the variables that have the good correlation with 'Value'.

We are going to use Decision Trees, the most basic. Ada Boost to provide a refined Decision Tree with more and more accurate classes and a Random Forest.

```
[19]: from sklearn.tree import DecisionTreeRegressor from sklearn.ensemble import AdaBoostRegressor, RandomForestRegressor
```

```
[20]: def train trees(max depth, n estimators, random state):
          dtmodel = DecisionTreeRegressor(max_depth = max_depth)
          abmodel = AdaBoostRegressor(DecisionTreeRegressor(max_depth = max_depth),__
       →n_estimators = n_estimators, random_state = random_state)
          rfmodel = RandomForestRegressor(max_depth=max_depth, random_state = __
       →random_state)
          dtmodel.fit(X_dt_train, y_dt_train)
          abmodel.fit(X_dt_train, y_dt_train)
          rfmodel.fit(X_dt_train, y_dt_train)
          dtscore = dtmodel.score(X_dt_test,y_dt_test)
          abscore = abmodel.score(X_dt_test,y_dt_test)
          rfscore = rfmodel.score(X_dt_test,y_dt_test)
          return (dtmodel,abmodel,rfmodel,dtscore,abscore,rfscore)
[21]: dtscores = []
      abscores = []
      rfscores = []
      labels = []
      for i in range (3,16):
          for j in np.arange(200, 351, 50):
              (\_,\_,\_,dts,abs,rfs) = train\_trees(i, j, 5)
              labels.append(str(i)+','+str(j))
              dtscores.append(dts)
              abscores.append(abs)
              rfscores.append(rfs)
[22]: fig=plt.figure(figsize=(12,8), dpi= 100, facecolor='w', edgecolor='k')
      plt.plot(labels,dtscores)
      plt.plot(labels,abscores)
      plt.plot(labels,rfscores)
      plt.title("R2 score for each algorithm based on max depth and estimators")
      plt.legend(["Decision Tree", "AdaBoost", "Random Forest"])
      locs, lab = plt.xticks()
      plt.setp(lab, rotation=90);
```



AdaBoost and the Random Forest level out for the most part sowe will choose one of the options for AdaBoost that spikes around a max depth of 13, say 13,250

### RMSE:

Train: 0.43728182580772934 Test: 3.9020154513592082

Max Error:

Train: 2.5 Test: 20.0

Mean Absolute Error:

Train: 0.16486263736263737 Test: 2.225953105423304

The results above make are suspicious of some overfitting, but the metrics are still pretty good, we will move on to calculating our heuristic.

```
[24]: residuals_ab = (y_ab_pred - y_dt_test)
no_accurate_ab = residuals_ab[np.abs(residuals_ab)/y_dt_test <= tolerance].

→count()
print("With this new threshold tolerance for accuracy, we have an accuracy of:

→",no_accurate_ab/y_dt_test.count()*100 , "%")
```

With this new threshold tolerance for accuracy, we have an accuracy of:  $82.11920529801324\ \%$ 

With this method we got an accuracy of 82%, which is quite good! To improve this score we could also spent some time playing around with features, and investigating the possibility of overfitting as possibly indicated from the features above. We will determine the most important feature really quickly.

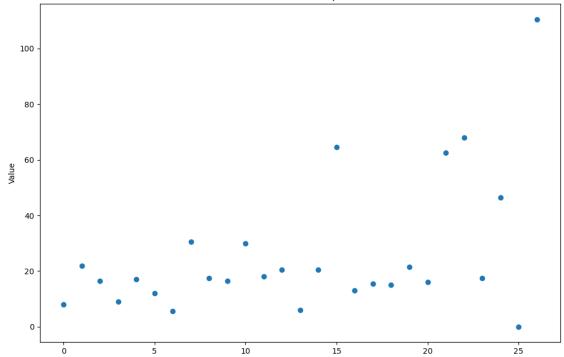
```
[25]: top_features = np.array(ab.feature_importances_).argsort()[::-1][:5]
    print("The top 5 features are:")
    for i in range(len(top_features)):
        print(features[top_features[i]])
```

```
The top 5 features are:
Potential
Overall
Reactions
Wage
Age
```

Like before we will look at the Values of the rows that we mis-predicted.

The mean value of the wrong predictions is: 25.925925925925927
The threshold for the mean of the incorrect predictions is: 3.6138370099651436





While we have much fewer inaccurate predictions, the average is a bit higher and we see some errors right in the middle range. With more time we could take a look at why this is happening. It also seems that accounting for outliers may help quite a bit with the training of these models as well. We could also take a look at other models for the regression problem, or penalties such as Ridge, Lasso or Elastic Net. We could also examine the bias versus the variance in our models to try to find the right balance. But for now, this is all we are going to do when it comes to the prediction of Value.

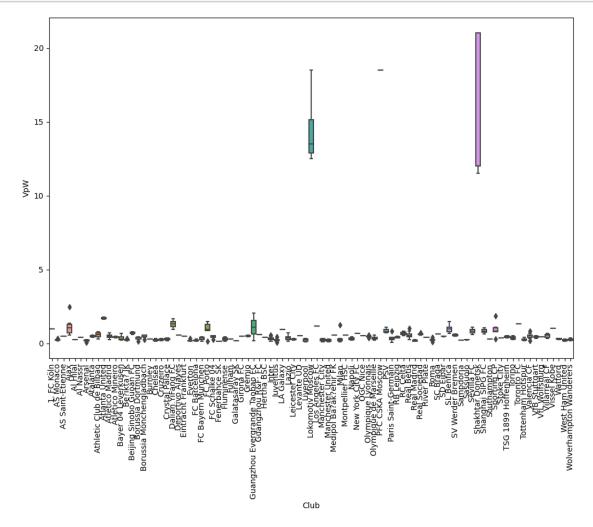
## 0.3 Data Exploration and Business Questions

While cleaning the data for the machine learning models, I became interested in the effects of the classes such as 'Club'. I think that a good starting place for exploration and an appropriate Business question is, "How do 'Value's distribute amongst these Clubs". With that in mind we will start splitting up the data and visualizing it. To examine this question, we will create a new attribute,  $VpW = \frac{Value}{Wage}$  which can help us identify business value of a player. We also need to bring our categories back to make sense of what we see.

```
[27]: fifa_df_clean['VpW'] = fifa_df_clean['Value']/fifa_df_clean['Wage']
    fifa_df_clean["Nationality"] = fifa_df["Nationality"].astype("category")
    fifa_df_clean["Club"] = fifa_df["Club"].astype("category")
    fifa_df_clean["Preferred Foot"] = fifa_df['Preferred Foot'].astype("category")

fifa_df_clean["Work Rate"] = fifa_df["Work Rate"].astype("category")
    fifa_df_clean["Position"] = fifa_df["Position"].astype("category")
```

```
[28]: fig=plt.figure(figsize=(12,8), dpi= 100, facecolor='w', edgecolor='k')
sns.boxplot(x="Club", y="VpW", data=fifa_df_clean)
locs, lab = plt.xticks()
plt.setp(lab, rotation=90);
```



Clearly something fishy is going on here, we can look at the data to find out why these Clubs have such a atypical distribution of VpW's

[29]: 286 1.0 288 1.0 301 1.0

```
381 1.0

386 1.0

405 1.0

453 1.0

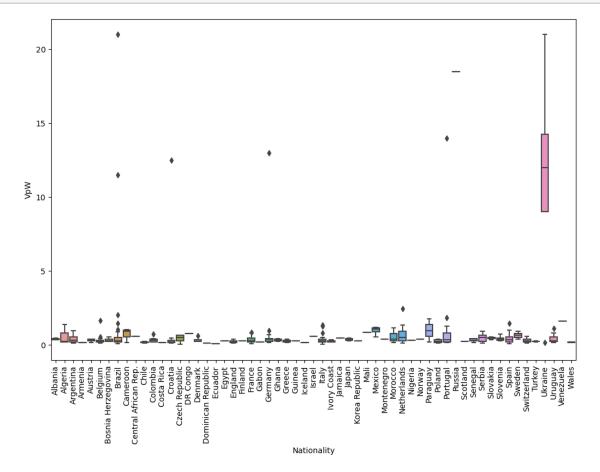
473 1.0

484 1.0

Name: Wage, dtype: float64
```

Well, it appears that some of these clubs are not paying their players or don't release Wage information, it could also be clerical errors or perhaps autofilled due to lack of data. In reality, this would be a time to go talk to a subject matter expert and figure out what is going on with our data, but we will forge ahead with the assumption that we can hire the players for the wages given. Let's take a look if this lack of pay is related to Nationality.

```
[30]: fig=plt.figure(figsize=(12,8), dpi= 100, facecolor='w', edgecolor='k')
sns.boxplot(x="Nationality", y="VpW", data=fifa_df_clean)
locs, lab = plt.xticks()
plt.setp(lab, rotation=90);
```

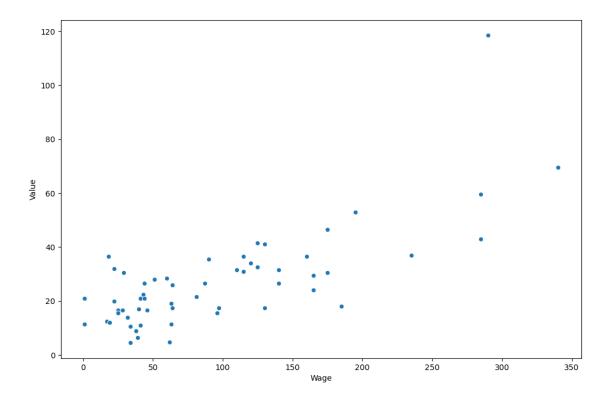


```
[31]: 286
      288
              1.0
      301
              1.0
      381
              1.0
      386
              1.0
      405
              1.0
      453
              1.0
      473
              1.0
      484
              1.0
      Name: Wage, dtype: float64
```

We found the same indices by looking at wages for Ukraine and Russia, so it seems like these anomolies in the data are related to the country that the player is from. I don't think we can do any more with these underpaid players without more background information so instead we will try to figure out what is going on with the other outliers.

```
[32]: fig=plt.figure(figsize=(12,8), dpi= 100, facecolor='w', edgecolor='k')
outliers = fifa_df_clean['Nationality'] == "Brazil"
df_vpw_outliers = fifa_df_clean[outliers]
sns.scatterplot(x ='Wage', y='Value', data = df_vpw_outliers)
```

[32]: <matplotlib.axes.\_subplots.AxesSubplot at 0x17effa342c8>



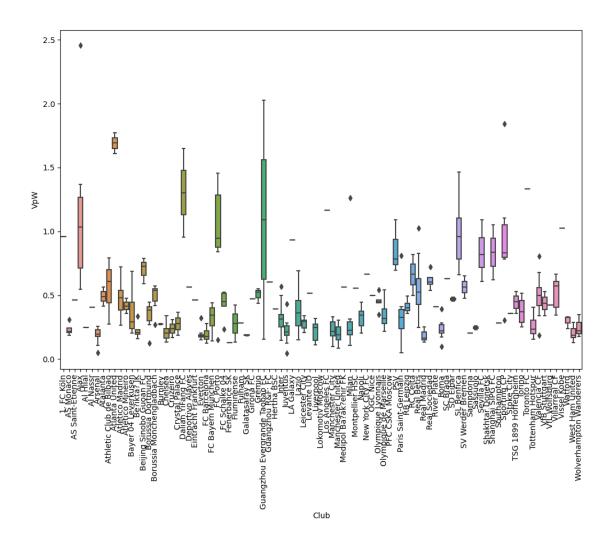
Once again, it seems like we have some underpaid players. My guess is that unless we eliminate these ridiculously low wages, we would use this data to put together a team of players whose cost is not representative of reality. We could use a Linear Regression model or other Machine Learning model trained on the players whose Wage is greater than 1, and reassign Wage for the players. For the sake of time we will just remove the players whose Wage is 1.

```
[33]: fifa_df_wage = fifa_df_clean[fifa_df_clean['Wage'] > 1] print(len(fifa_df_wage))
```

490

Now that we got rid of those irrationally paid players, we will look at Clubs again.

```
[34]: fig=plt.figure(figsize=(12,8), dpi= 100, facecolor='w', edgecolor='k')
sns.boxplot(x="Club", y="VpW", data=fifa_df_wage)
locs, lab = plt.xticks()
plt.setp(lab, rotation=90);
```



Things look a lot more interesting now, and it is clear that the Clubs have very different distributions of VpW. Since there are 23 players on a FIFA team (I looked it up) let's take a look at the top 23 'VpW' players and their wages.

```
[35]: top_vpw = fifa_df_wage.sort_values(by=['VpW'], ascending=False).iloc[:23] top_vpw[['Name','Wage','VpW','Value']]
```

```
[35]:
                        Name
                               Wage
                                           VpW
                                                Value
      226
                  M. de Ligt
                                     2.454545
                                                 27.0
                               11.0
           Anderson Talisca
                                                 36.5
      166
                               18.0
                                     2.027778
            Bruno Fernandes
                               22.0
                                     1.840909
                                                 40.5
      114
      418
                  M. Almirón
                               11.0
                                     1.772727
                                                 19.5
      173
                 Y. Carrasco
                                     1.650000
                                                 33.0
                               20.0
      345
                 J. Martínez
                               14.0
                                     1.607143
                                                 22.5
      342
                    Grimaldo
                                     1.464286
                                                 20.5
                               14.0
      112
                 Alex Telles
                               22.0
                                     1.454545
                                                 32.0
      94
                  Y. Brahimi
                               28.0
                                     1.392857
                                                 39.0
```

```
323
          F. de Jong 19.0 1.368421
                                       26.0
293
          S. Giovinco
                      15.0
                            1.333333
                                       20.0
187
      Danilo Pereira 21.0
                            1.285714
                                       27.0
       G. Donnarumma 23.0
229
                            1.260870
                                       29.0
371
            J. Corona 18.0 1.194444
                                       21.5
397
              C. Vela 15.0
                            1.166667
                                       17.5
171
           H. Ziyech 28.0
                            1.160714
                                       32.5
               Pizzi 22.0 1.159091
194
                                       25.5
274
           S. Coates 19.0
                                       21.0
                            1.105263
329
           H. Lozano 22.0
                            1.090909
                                       24.0
           Q. Promes 28.0
                                       30.5
170
                            1.089286
436
                Rafa 17.0 1.088235
                                       18.5
                                       30.5
205
               Oscar 29.0 1.051724
426
            A. Onana 14.0 1.035714
                                       14.5
```

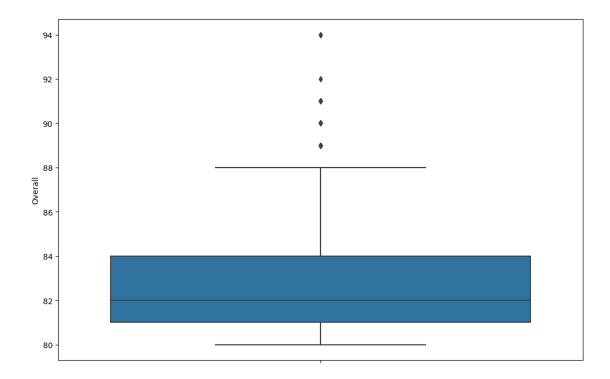
```
[36]: print("Using our top 23 VpW players, we get a team that costs us: ")
print("$",top_vpw['Wage'].sum())
print("This budget team gives us a Value of: ")
print(top_vpw['Value'].sum()," million Euros")
```

```
Using our top 23 VpW players, we get a team that costs us: $ 450.0
This budget team gives us a Value of: 608.5 million Euros
```

For less than a single one of the "superstars", we can get a value of 608.5 million Euros, probably 6 times the value of a superstar...but that is our entire team. Great on a budget, but could we actually win any games? We can't answer that question with our data, but we can certainly look at our "Overall" scores and whether we even have the right players for the positions we need! Before we look at our team, lets get an idea of what the "Overall" scores look like amongst our data. We also should take a look what what positions we need to put together a legitimate team.

```
[37]: fig=plt.figure(figsize=(12,8), dpi= 100, facecolor='w', edgecolor='k')
sns.boxplot(y="Overall", data=fifa_df_clean)
locs, lab = plt.xticks()
plt.setp(lab, rotation=90);
print("The mean 'Overall' score of a player in our data is: ",fifa_df_clean.
→Overall.mean())
```

The mean 'Overall' score of a player in our data is: 82.8942115768463



So, the average for players in our data is right around 82. Next, we look into team compositions and viable team strategies. I used the following site Soccer Team Composition. With what we know, lets take a look at our "Budget" team.

```
[38]: print("Our team's mean 'Overall' score is: ", top_vpw.Overall.mean()) top_vpw[['Name','Position','Overall']]
```

Our team's mean 'Overall' score is: 82.08695652173913

[38]:		Name	Position	Overall
	226	M. de Ligt	RCB	82.0
	166	Anderson Talisca	CAM	83.0
	114	Bruno Fernandes	LCM	84.0
	418	M. Almirón	CAM	80.0
	173	Y. Carrasco	LM	83.0
	345	J. Martínez	LS	81.0
	342	Grimaldo	LB	81.0
	112	Alex Telles	LB	84.0
	94	Y. Brahimi	LM	85.0
	323	F. de Jong	LDM	81.0
	293	S. Giovinco	CF	82.0
	187	Danilo Pereira	CDM	83.0
	229	G. Donnarumma	GK	82.0
	371	J. Corona	RM	81.0
	397	C. Vela	RW	81.0

171	H. Ziyech	RAM	83.0
194	Pizzi	LCM	83.0
274	S. Coates	RCB	82.0
329	H. Lozano	LS	81.0
170	Q. Promes	RM	83.0
436	Rafa	RW	80.0
205	Oscar	LCM	83.0
426	A. Onana	GK	80.0

Already, we know that our team is slightly below average. As for player positions, we have a bunch of Acronyms, lets use the categories from the link above to analyze if we can manage to put together a '4-3-3' or '4-4-2' formation. For Defensive Positions we have ['CB','LB','RB','LWB','RWB','SW'] For Midfield Positions we have ['DM','CM','AM','LM','RM'] For Offensive Positions we have ['CF','S','SS'] And we always need a ['GK'] Let's make a new column to label our players.

```
[39]: defensive = ['CB', 'LB', 'RB', 'LWB', 'RWB', 'SW']
      midfield = ['DM','CM','AM','LM','RM']
      offensive = ['CF', 'S', 'SS']
      offMid = ['RW','LW','LF','RF']
      # I added wings(RW, LW, LF, RF) after looking at https://www.fifauteam.com/
       \rightarrow fifa-ultimate-team-positions-and-tactics/
      goalkeeper = ['GK']
      top_vpw['Position Type'] = top_vpw['Position'].apply(lambda x: "Defense" if_
       \rightarrowany(pos in x for pos in defensive)
                                                                            else "Midfield"
       →if any(pos in x for pos in midfield)
                                                                            else⊔
       →"Offensive" if any(pos in x for pos in offensive)
                                                                            else "OffMid" L
       →if any(pos in x for pos in offMid)
                                                                            else "Goalie" L
       \hookrightarrowif "GK" in x
                                                                            else "Error")
```

```
[40]: top_vpw[['Position','Position Type']]
```

```
[40]:
          Position Position Type
                RCB
                           Defense
      226
      166
                CAM
                          Midfield
      114
                LCM
                          Midfield
      418
                CAM
                          Midfield
      173
                          Midfield
                 LM
      345
                 LS
                         Offensive
      342
                 LB
                           Defense
      112
                 LB
                           Defense
      94
                 LM
                          Midfield
      323
                LDM
                          Midfield
```

```
293
          CF
                  Offensive
187
         CDM
                   Midfield
229
           GK
                      Goalie
           RM
371
                   Midfield
397
          RW
                      OffMid
                   Midfield
171
         RAM
194
         LCM
                   Midfield
274
         RCB
                    Defense
329
          LS
                  Offensive
170
          RM
                   Midfield
436
                      OffMid
          RW
205
         LCM
                   Midfield
426
           GK
                      Goalie
```

It looks like we can put together a team, but we would have no backup Defense players if we played a 4-x-x. We have a massive number of Midfielders, two Goalies and five Offensive players. I think we could probably put together a lot better team composition and probably achieve a better 'Overall' score as well. For our next business question, we are going to take a closer look at positions and put together a team based on a proposed composition.

```
[41]: fifa_df_clean['Position Type'] = fifa_df_clean['Position'].apply(lambda x:⊔

→"Defense" if any(pos in x for pos in defensive)

else "Midfield"⊔

→if any(pos in x for pos in midfield)

else

→"Offensive" if any(pos in x for pos in offensive)

else "OffMid"⊔

→if any(pos in x for pos in offMid)

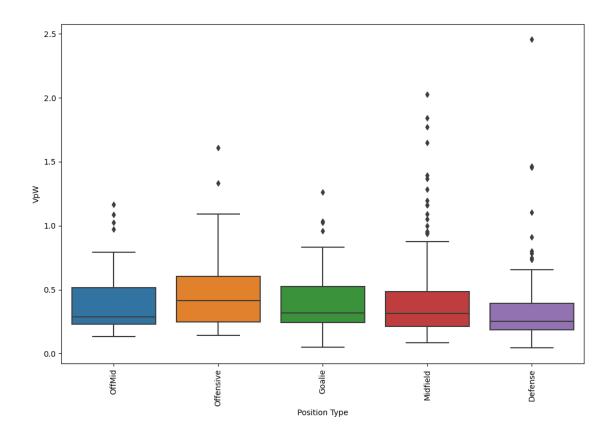
else "Goalie"⊔

→if "GK" in x

else "Error")

fifa_df_positions = fifa_df_clean[fifa_df_clean.Wage > 1]
```

```
[42]: fig=plt.figure(figsize=(12,8), dpi= 100, facecolor='w', edgecolor='k')
sns.boxplot(x="Position Type", y="VpW", data=fifa_df_positions)
locs, lab = plt.xticks()
plt.setp(lab, rotation=90);
```



Let's put together a team! We want to grab the top 5 dedicated Offense, the top 4 dedicated Midfield, the top 4 Offensive/Midfield, the top 7 Defensive, and the top 3 Goalies.

```
[43]: offMid_df = fifa_df_positions[fifa_df_positions["Position Type"] == "OffMid"]
      offensive df = fifa df positions[fifa df positions["Position Type"] == |
      →"Offensive"]
      midfield df = fifa df positions[fifa df positions["Position Type"] ==__
       →"Midfield"]
      defensive_df = fifa_df_positions[fifa_df_positions["Position Type"] ==_u
      →"Defense"]
      goalie_df = fifa_df positions[fifa_df positions["Position Type"] == "Goalie"]
      top_OffMid = offMid_df.sort_values(by=['VpW'], ascending=False).iloc[:4]
      top_offensive = offensive_df.sort_values(by=['VpW'], ascending=False).iloc[:5]
      top_defensive = defensive_df.sort_values(by=['VpW'], ascending=False).iloc[:7]
      top_midfield = midfield_df.sort_values(by=['VpW'], ascending=False).iloc[:4]
      top_goalie = goalie_df.sort_values(by=['VpW'], ascending=False).iloc[:3]
      our_team = top_OffMid.append([top_offensive,__
       →top_defensive,top_midfield,top_goalie])
      our team
```

[43]:		No	ID	Na	me A	ge I	Nation	ality	Overall	Potentia	L \
	397	397.0	169416.0	C. Ve	la 29	.0	M	exico	81.0	81.0	)
	436	436.0	216547.0	Ra	fa 25	.0	Por	tugal	80.0	83.0	)
	76	76.0	41.0	Inies	ta 34	.0		Spain	86.0	86.0	)
	375	375.0	190972.0	E. Salv	io 27	.0	Arge	ntina	81.0	81.0	)
	345	345.0	207877.0	J. Martín	.ez 25	.0	Vene	zuela	81.0	84.0	)
	293	293.0	184431.0	S. Giovin	.co 31	.0		Italy	82.0	82.0	)
	329	329.0	221992.0	H. Loza	no 22	.0	M	exico	81.0	86.0	)
	204	204.0	189068.0	B. Do	st 29	.0 1	Nether	lands	83.0	83.0	)
	480	480.0	199069.0	V. Aboubak	ar 26	.0	Cam	eroon	80.0	82.0	)
	226	226.0	235243.0	M. de Li	gt 18	.0 1	Nether	lands	82.0	91.0	)
	342	342.0	210035.0	Grimal	.do 22	.0		Spain	81.0	87.0	)
	112	112.0	212462.0	Alex Tell	es 25	.0	В	razil	84.0	87.0	)
	274	274.0	197655.0	S. Coat	es 27	.0	Ur	uguay	82.0	83.0	
	175	175.0	207863.0	Feli	pe 29	.0	В	razil	83.0	83.0	)
	488	488.0	194022.0	André Almei	da 27	.0	Por	tugal	80.0	80.0	)
	428	428.0	224334.0	M. Acu	ña 26	.0	Arge	ntina	80.0	80.0	)
	166	166.0	212523.0	Anderson Talis		.0	В	razil	83.0	90.0	)
	114	114.0	212198.0	Bruno Fernand	es 23	.0	Por	tugal	84.0	88.0	)
	418	418.0	230977.0	M. Almir			Par	aguay	80.0	84.0	
	173	173.0	208418.0	Y. Carras	co 24	.0	Ве	lgium	83.0	86.0	)
	229	229.0	230621.0	G. Donnarum				Italy	82.0	93.0	
	426	426.0	226753.0	A. Ona	na 22	.0	Cam	eroon	80.0	85.0	)
	237	237.0	221087.0	Pau Lóp	ez 23	.0		Spain	82.0	87.0	)
				<b>a.</b> 1					a		,
	207			Club	Value	•	-	Marking		O	\
	397			Los Angeles FC	17.5			31.0		22.0	
	436			SL Benfica	18.5			23.0		38.0	
	76			Vissel Kobe	21.5			67.0		57.0	
	375			SL Benfica	18.5			49.0		60.0	
	345			Atlanta United	22.5			20.0		20.0	
	293 329			Toronto FC PSV	20.0			23.0		29.0 35.0	
	204				24.0			45.0 38.0		45.0	
	480			Sporting CP FC Porto	26.0			44.0		23.0	
	226				18.0 27.0			84.0		23.0 84.0	
	342			Ajax SL Benfica	20.5			73.0		78.0	
	112			FC Porto	32.0			80.0		81.0	
	274				21.0			84.0		85.0	
	175			Sporting CP FC Porto	20.0			85.0		85.0	
	488 428			SL Benfica	12.0 12.5			82.0 78.0		82.0 80.0	
	428 166	Guange	hou Evere	Sporting CP	36.5			78.0 55.0		62.0	
	114	Guangz	mon rvergi	cande Taobao FC Sporting CP	40.5			63.0		66.0	
	418			Atlanta United	19.5			43.0		53.0	
	173		D-	alian YiFang FC	33.0			58.0		39.0	
	229		De	_	29.0			20.0		14.0	
	229			Milan	29.0	23	.0	20.0		14.0	

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```
418 1.772727 Midfield
173 1.650000 Midfield
229 1.260870 Goalie
426 1.035714 Goalie
237 1.023810 Goalie
```

[23 rows x 59 columns]

```
[44]: print("Using our new team, we get a team that costs us: ")
print("$",our_team['Wage'].sum())
print("Which gives us a Value of: ")
print(our_team['Value'].sum()," million Euros")
print("Now our 'Overall' score is: ")
print("Our team's mean 'Overall' score is: ", our_team.Overall.mean())
```

```
Using our new team, we get a team that costs us:

$ 416.0

Which gives us a Value of:

526.0 million Euros

Now our 'Overall' score is:

Our team's mean 'Overall' score is: 81.78260869565217
```

Oh no! Our 'Value', 'Overall' and even our cost went down, but we have the right players for the positions! Perhaps we should take into account "starters" and "relief" players, perhaps we could get more granular into positions and formations, develop teams around strategies we might have. Think of what we could do if we had more data such as team performance, full team player data and a subject matter expert to refer to for even more insight. At this point we could examine the traits like "Potential", create new attributes combining Potential and Overall, create an algorithm to maximize an attribute under a certain budget and more! We will stop here though, as this is a homework assignment for a job interview and I don't want to dive any further down the rabbit hole. Thanks for the fun, now I have to get back to working overtime this weekend for my current job!