

A Needle in a Data Haystack project

1.1 Writeup

- Project Title: Sports – Stats & Facts
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- Link to the project repository on github: <https://github.com/jjgold012/data-science>
- **Important**: Limited by size, the code we provided in the code_group11 file contains only the .py files we used in our project without the data. Thus, in order to enjoy the full functionality, one should download the repository's contents from the above link.
- We also included a video sample of the project's GUI found as 'project_clip.mp4' in the repository.
- Problem description: We set to evaluate the precision in predicting a sport event result (who'll be the winner). Our initial assumption is that sport events are hard to predict because there are a lot of variables to consider, and sport involve a large portion of luck.
- Data: We found many data on sport types in .csv and .xls formats. Those files were found in different betting websites and forums that share them, such as bet365.
Each excel contains data on many matches occurred over years/seasons (we got from about 4 years of data in hockey to about 40 years in football) and betting odds from betting websites. The main attributes we addressed are: match date, the league/tournament, names of competing teams, score of each team, the winner and the betting odds.
The different sport types we collected and the amount of records are:
soccer – 113157
football – 35795 for american and 1508 for australian
basketball – 11021
hockey – 6848
rugby – 2563
tennis – 41187 for men and 24705 for women
cricket – 194
Summing up for a total of 236978 records.
Total amount of space used for repository: 466MB

- We took all the excel files we downloaded and inserted into SQL tables, with scripts we wrote, the columns we thought are interesting the most which are mentioned above, and created a table for each sport type. All can be found in the git folder. After doing so we were able to perform any SQL queries we wanted and display it in different ways. We decided to display the queries as facts and as graphs. Every detail can be observed using an easy-to-use software we developed, which can hopefully be installed and executed in your computer (in case problems occur, we also added a nice sample video demo 😊)
- Experiments: Our project was involved mostly handling and creating the database, it required an extensive search online for data from betting companies. Given the data we managed to put our hand on, we did come to a conclusion that sport is very unpredictable (about 25 percent on avg of the betting companies prediction were wrong as shown by the query result on our database below).
- Future work: First, there can be more features to add to the GUI such as more charts involving betting odds statistics (we only included about 15 charts below) and find more cool things to do with the data. It is possible to extend the tables we built and add a column of the referee and reveal dark secrets about them, like their favorite team that barely lose while the referee is in charge. Also, we can decide, by the months matched where played, what is the season with the highest chance to predict scores and make a lot of money. Can look for the temperature in that day and check if the weather affects game result. Another possibility for future work is to expand the data to other sport types, like cycling, horse racing, F1 and the Olympics.
- Conclusion: We managed to collect various data and establish a decent sports DB. Using the data we were able to obtain valuable and solid information about teams/players over the course of more than a decade. We believe that it is possible to predict future game results at some high probability based on this data, and maybe even help the betting sites to be more accurate (for example, we saw in the 'underdog' chart (see below) that the amount of wrong predictions is roughly around 25% for the majority of sports).

README

Project technical information

- The database is stored on localhost MySQL Server 5.7
- We used python 2.7.13 for establishing the database, while the GUI runs with python 3.
- The database runs on 'root' user with no password using charset 'utf-8'.
- Some of the queries we used can be found in 'queries.txt' which is placed in the main folder 'data-science'.

Installation instructions

1. Download and install MySQL Server 5.7: <https://dev.mysql.com/downloads/installer/>
2. Download and install the preferred python version: <https://www.python.org/downloads/>
3. Install the required packages (see below).
4. Run the file 'run.py'

This should create and fill the database which then can be queried using SQL statements.

5. Run the file 'projectGUI.py'

This should display the GUI as shown in the video.

Pip modules required for the project to run

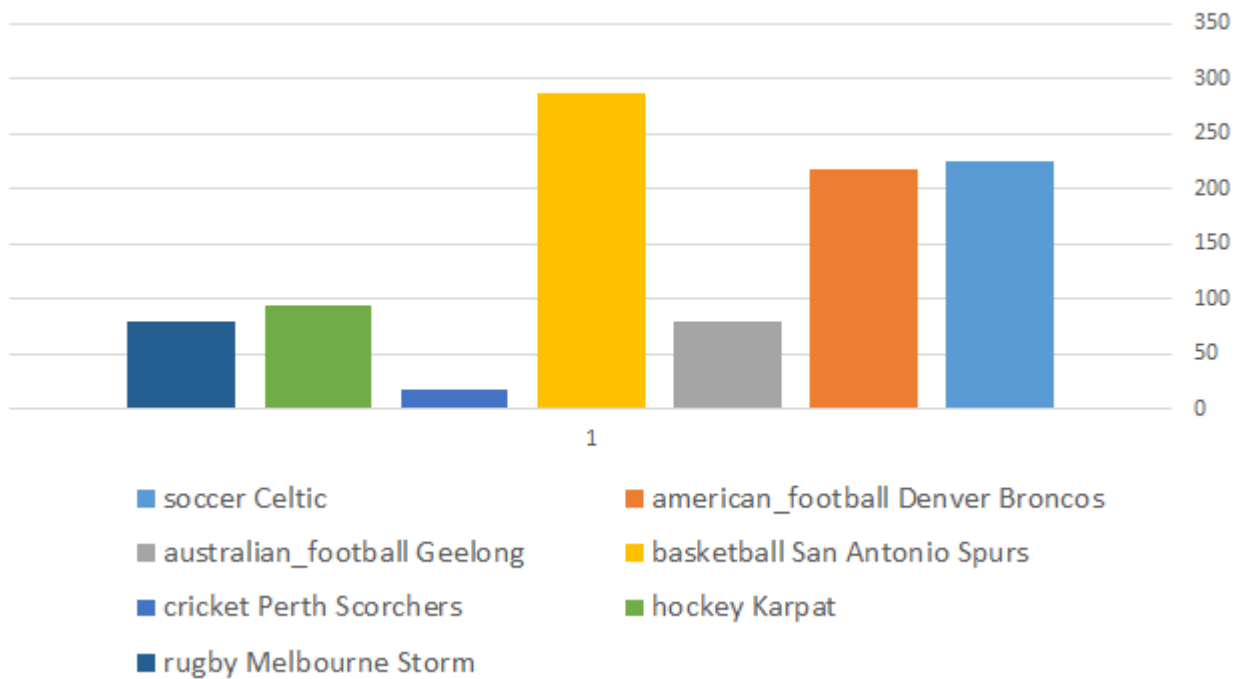
DB modules:

- pymysql
- xlrd
- dateutil
- calendar

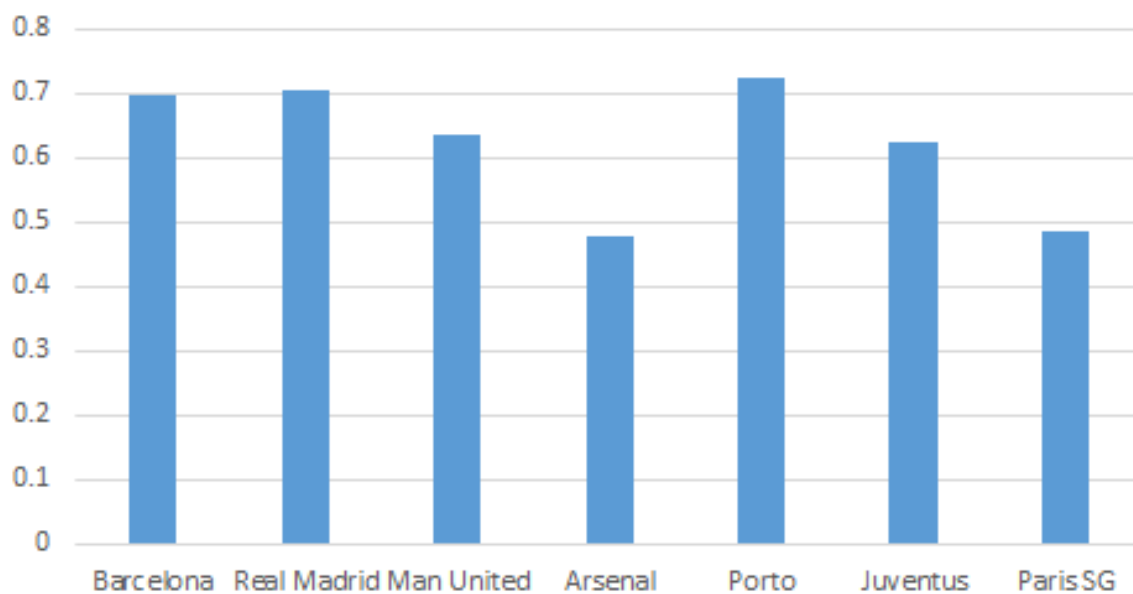
GUI modules:

- tkinter
- matplotlib
- pymysql

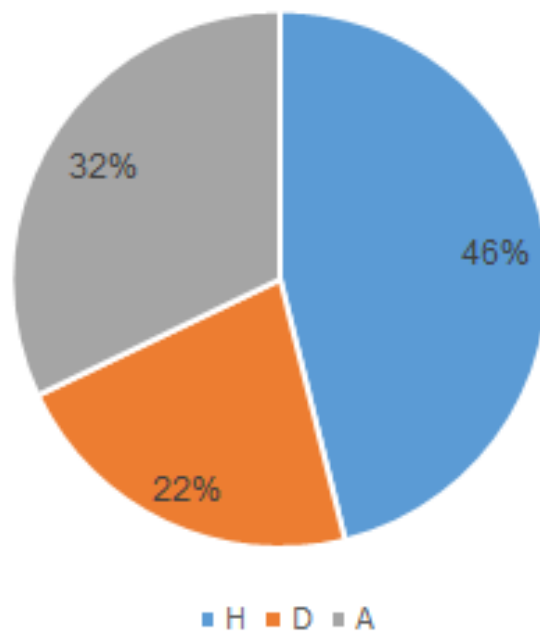
Most successful teams by amount of wins at home per sport



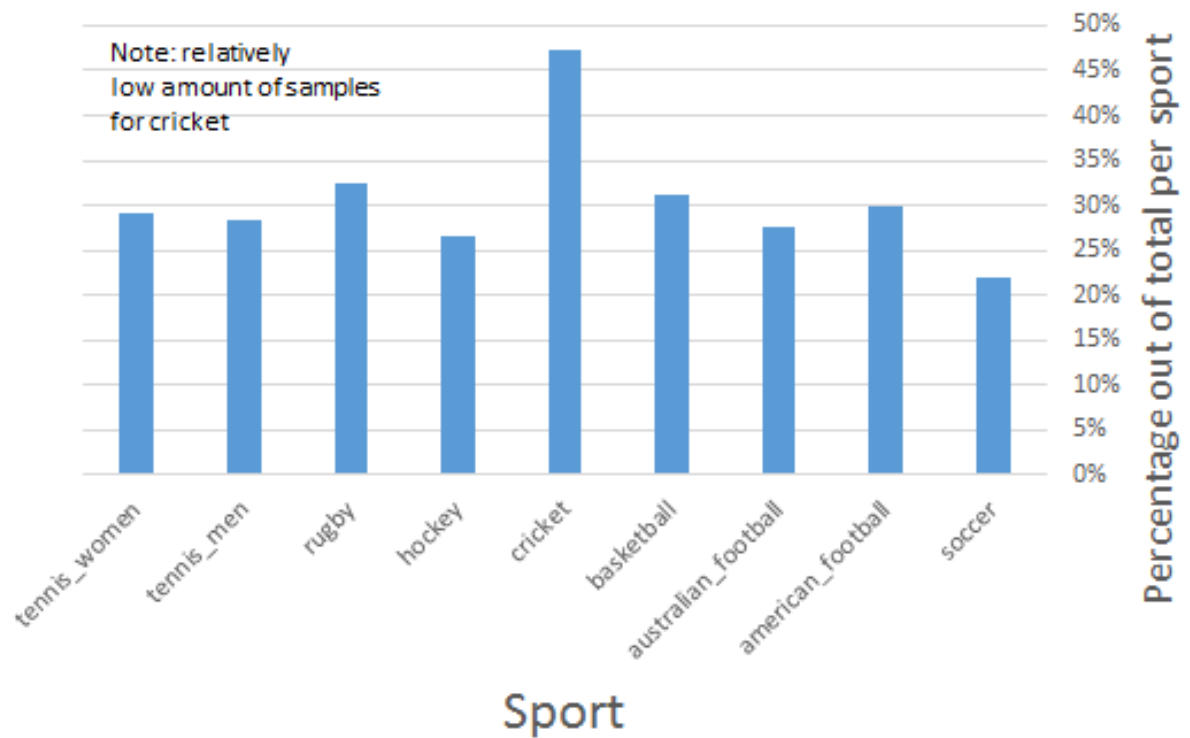
wins/total soccer



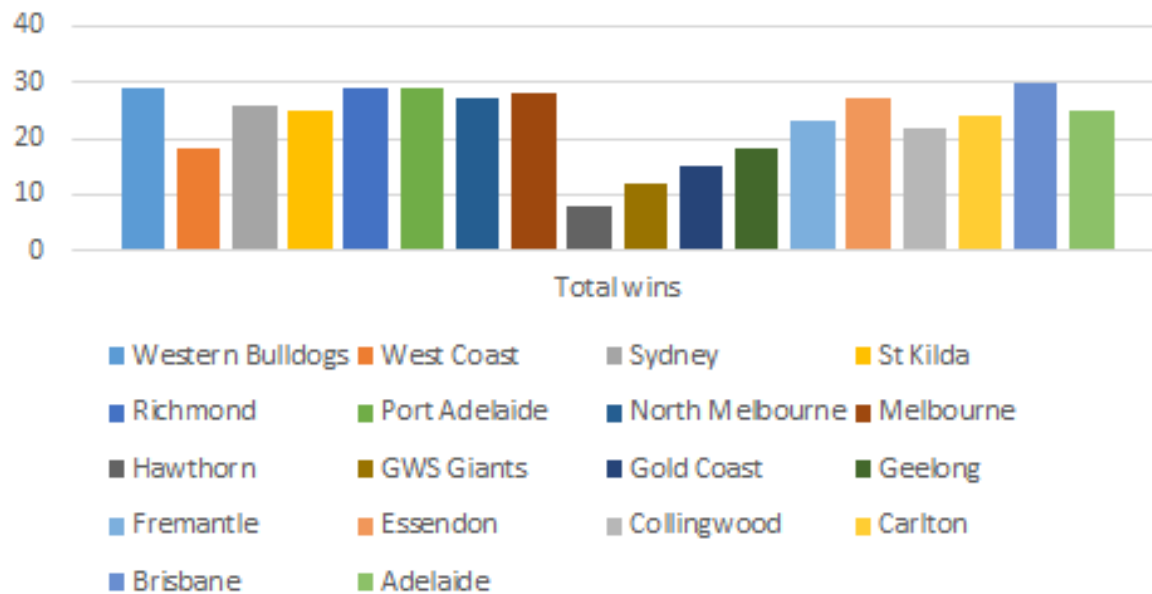
Winner distribution hockey



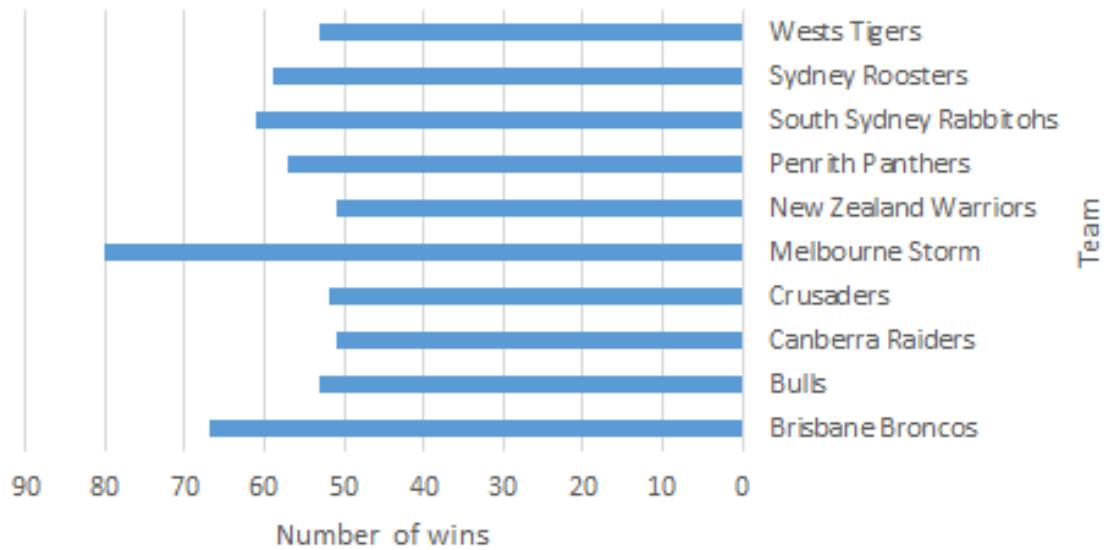
Underdog chart (wrong betting predictions)



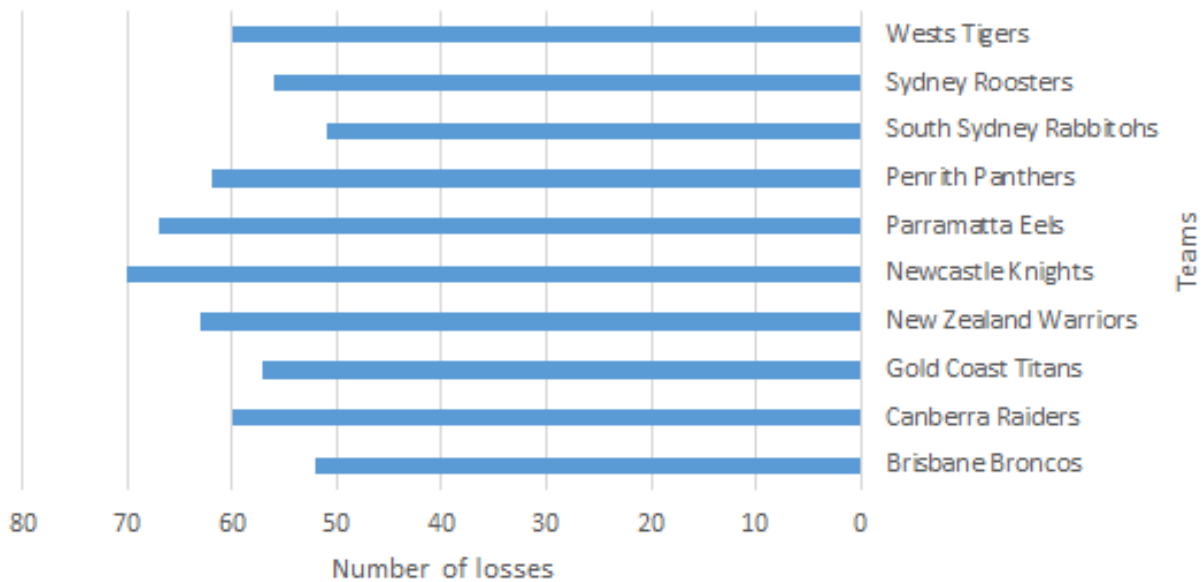
Total wins as underdog aus_football



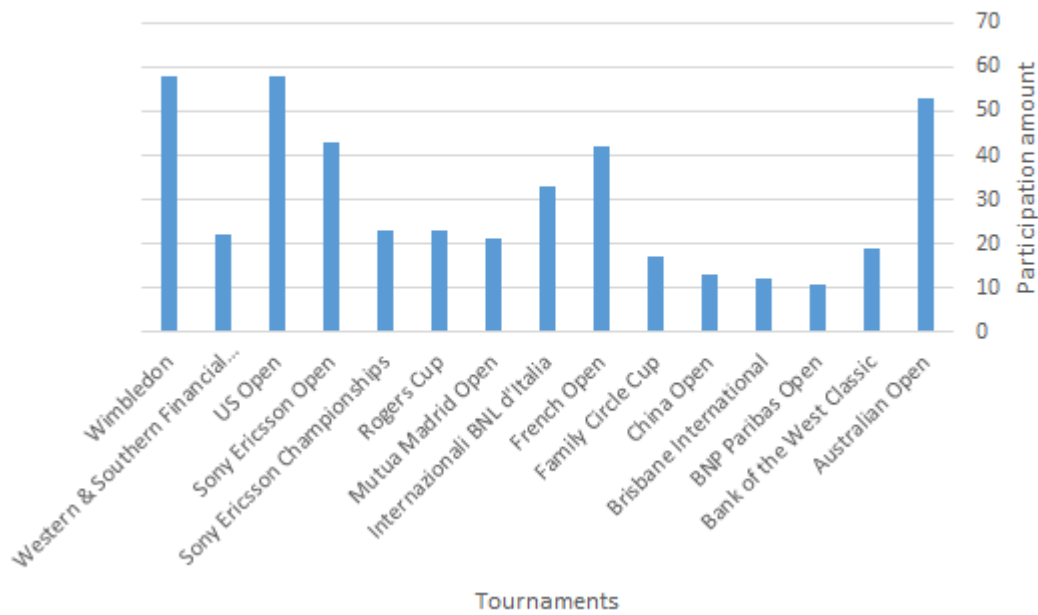
Top 10 winning teams at home in rugby



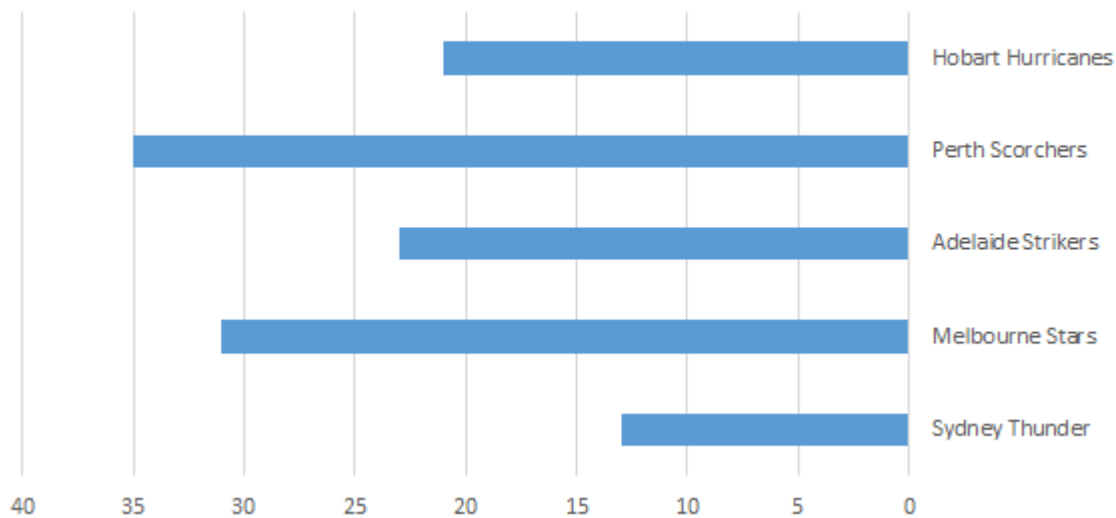
Top 10 losing away teams rugby



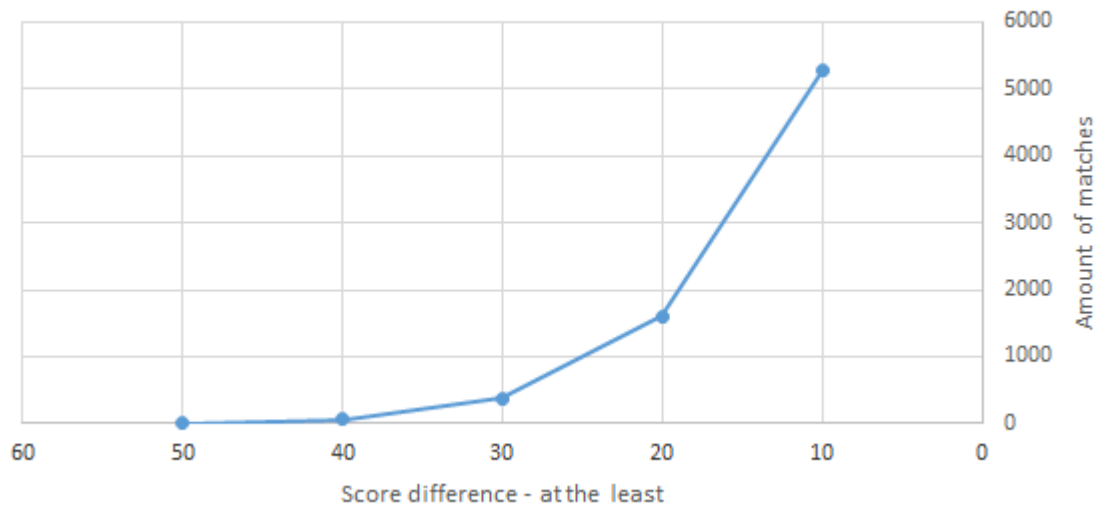
Participation of Serena in various tournaments
(women_tennis)



Cricket total wins for selected teams



Basketball matches ended with notable score differences



Basketball matches by betting odds difference

