Predicting the potential of soccer players

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Outline

- Goal
- Data + tensors 101
- Data analysis with tensors
- Data challenges
- Tensor-based method for predictions
- Conclusions

Contributions





Data from the FIFA games

33 skills

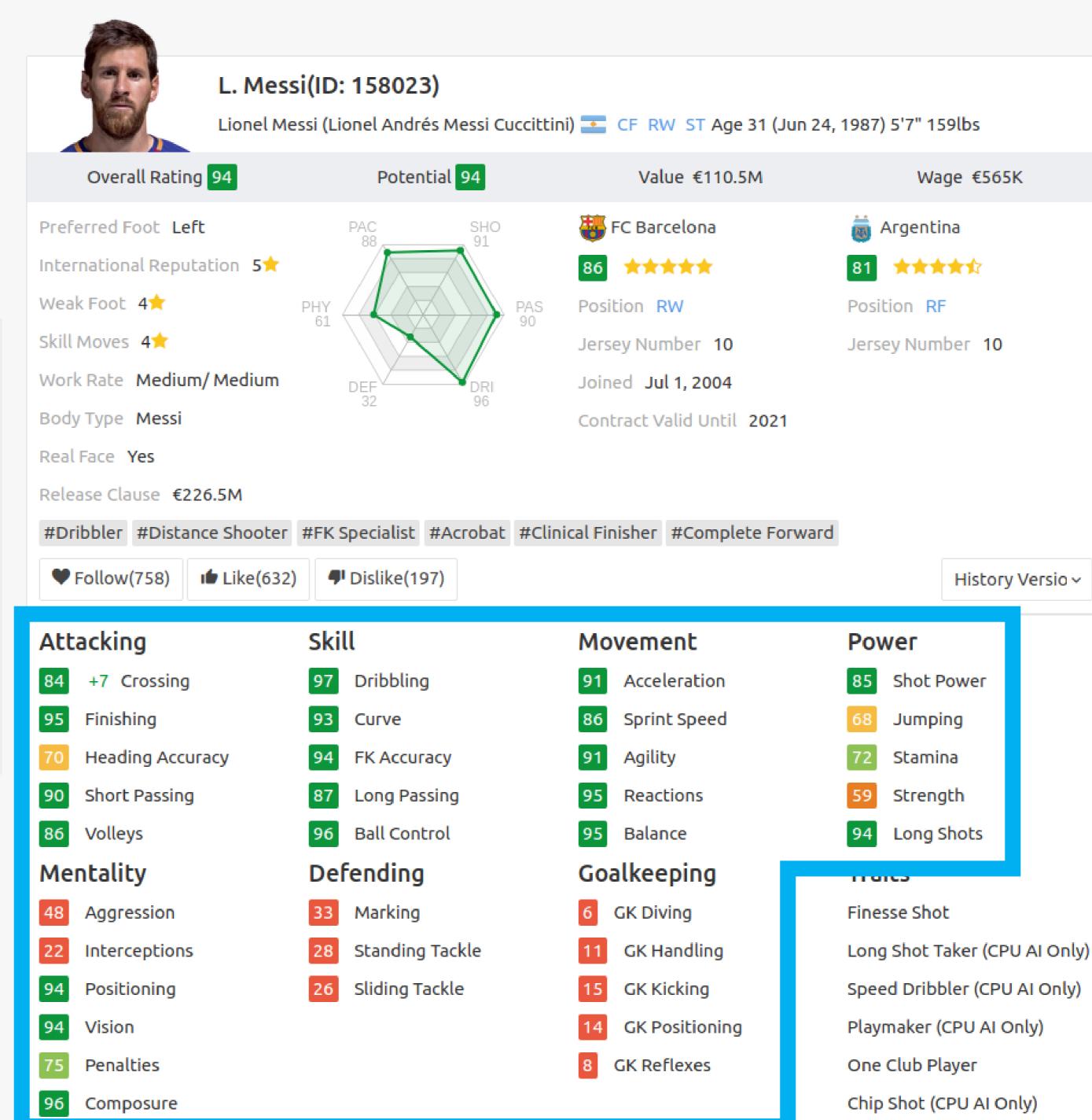
Updated regularly

Temporal analyses

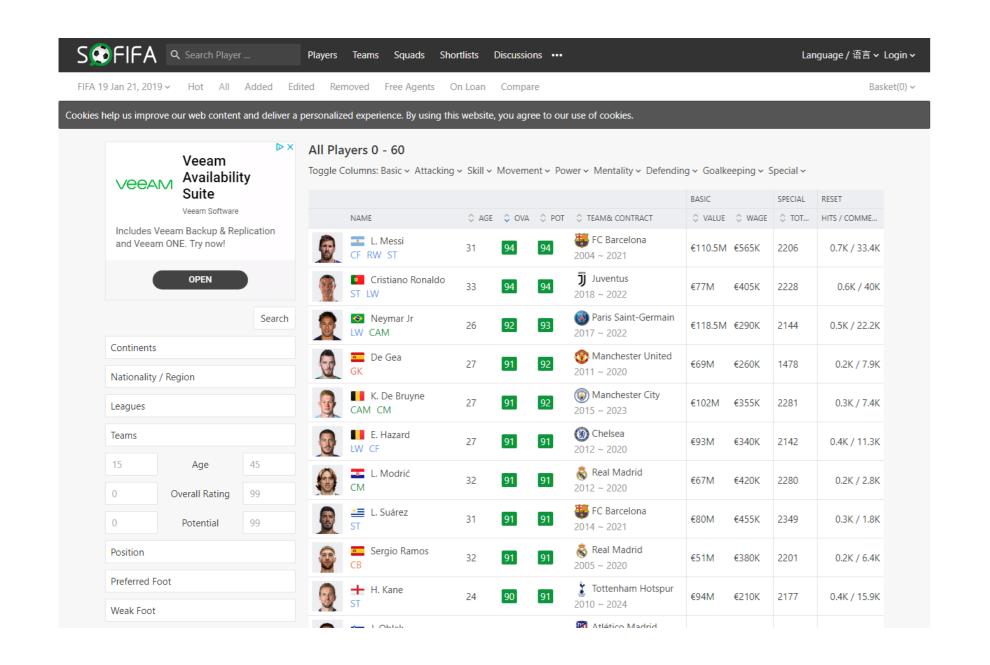
Online (SoFIFA)

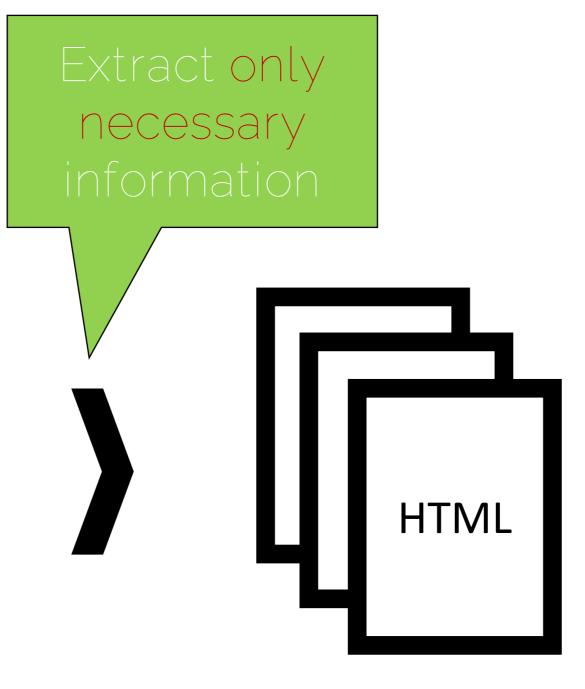
±18.000 players

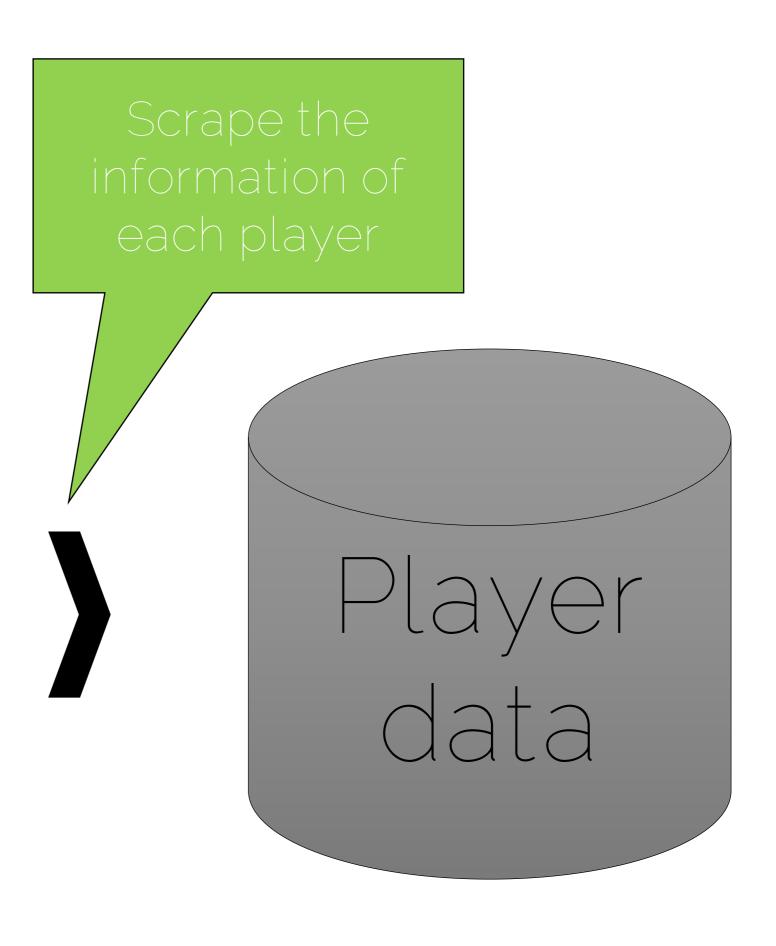
Real Overall Rating 88+2 88+2 93+2 92+2 93+2 93+2 93+2 84+2 91+2 LDM CDM RDM RWB LWB RB 47+2 59+2



Scraping the data





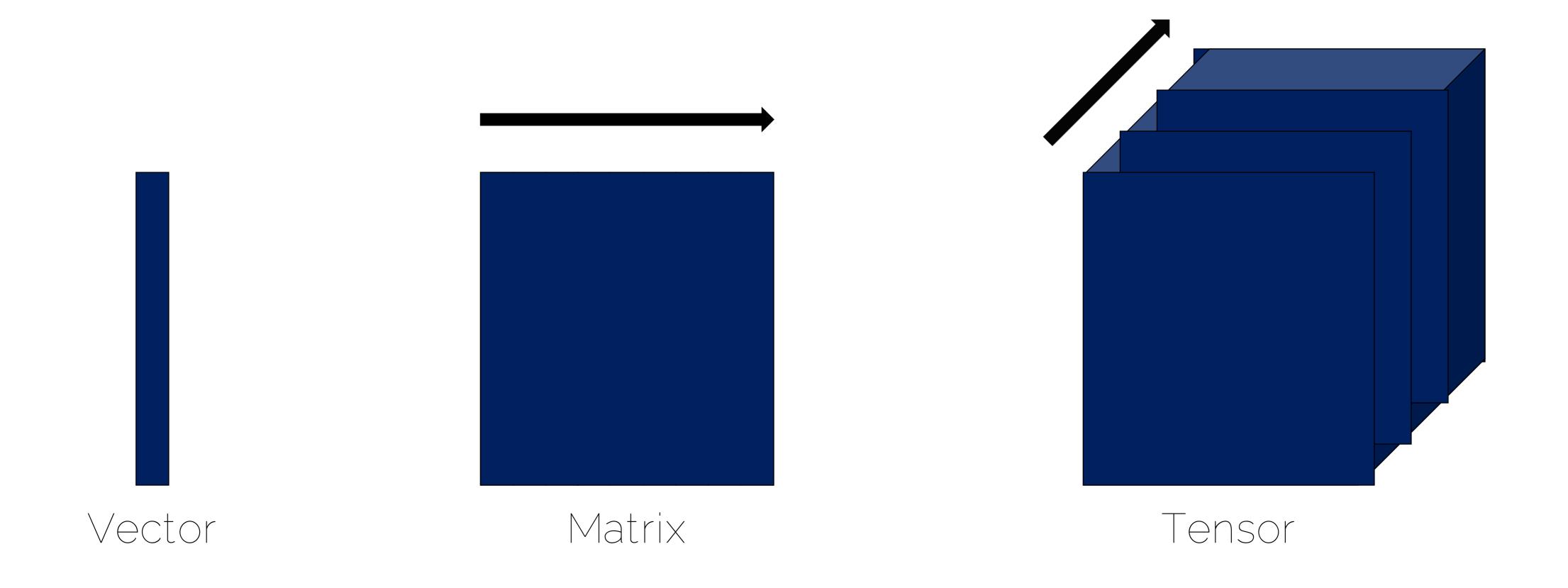


SoFIFA website

HTML pages

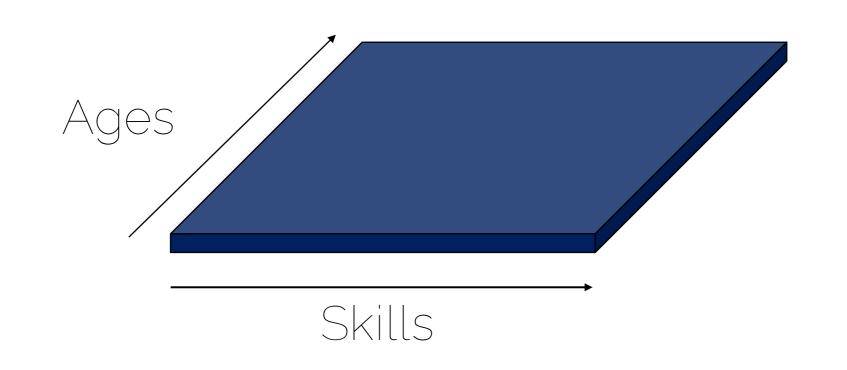
HDF5 file

Tensors



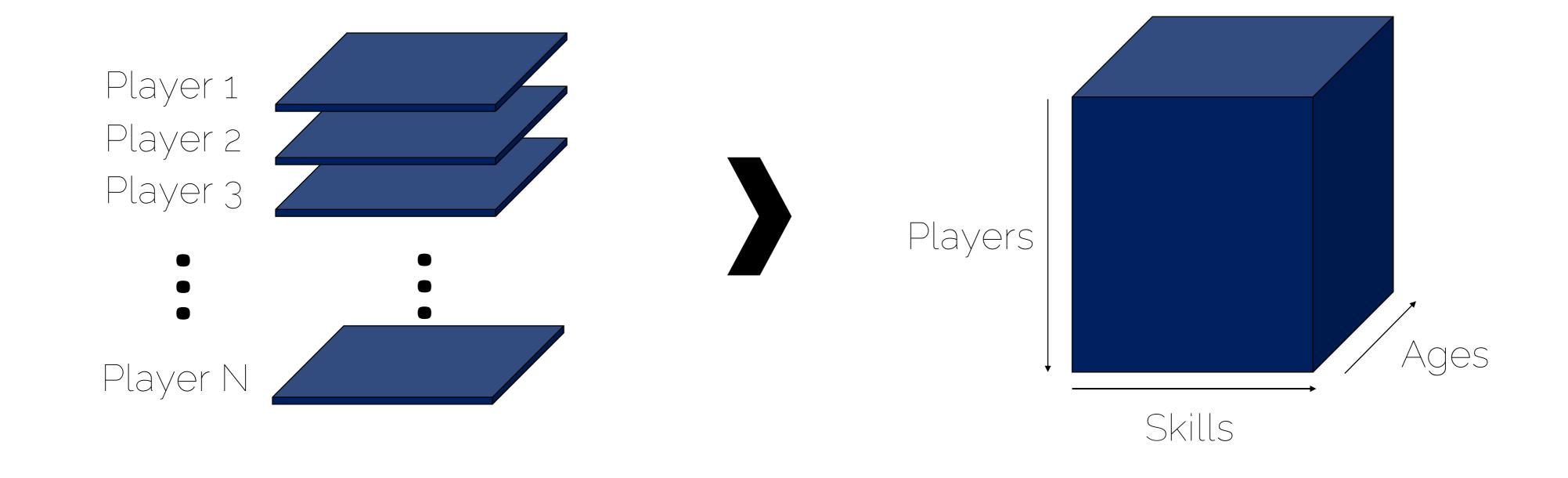
Only 3-dimensional tensors are considered!

Data tensor



One matrix per player

Skills over time



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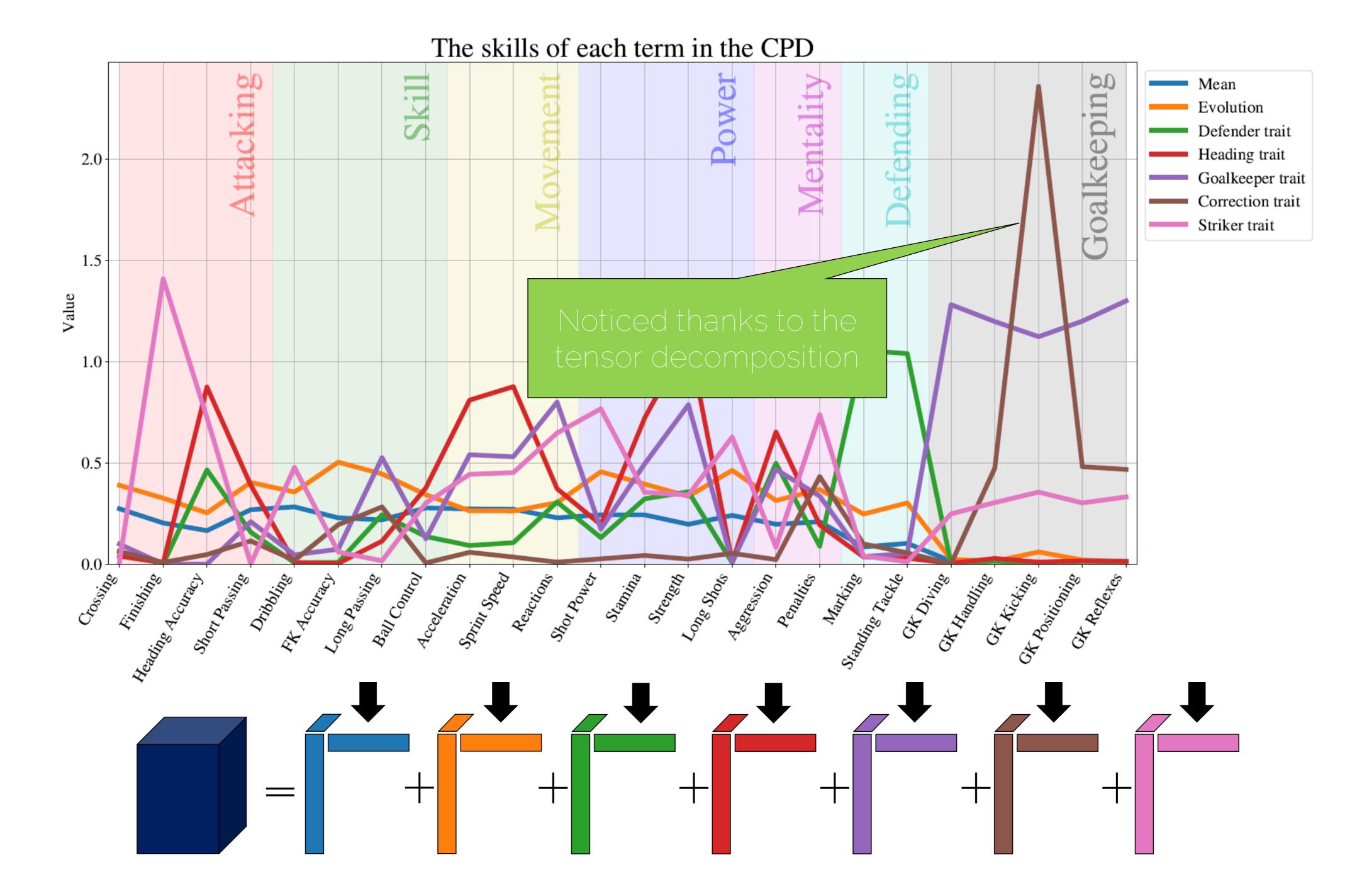
Canonical polyadic decomposition

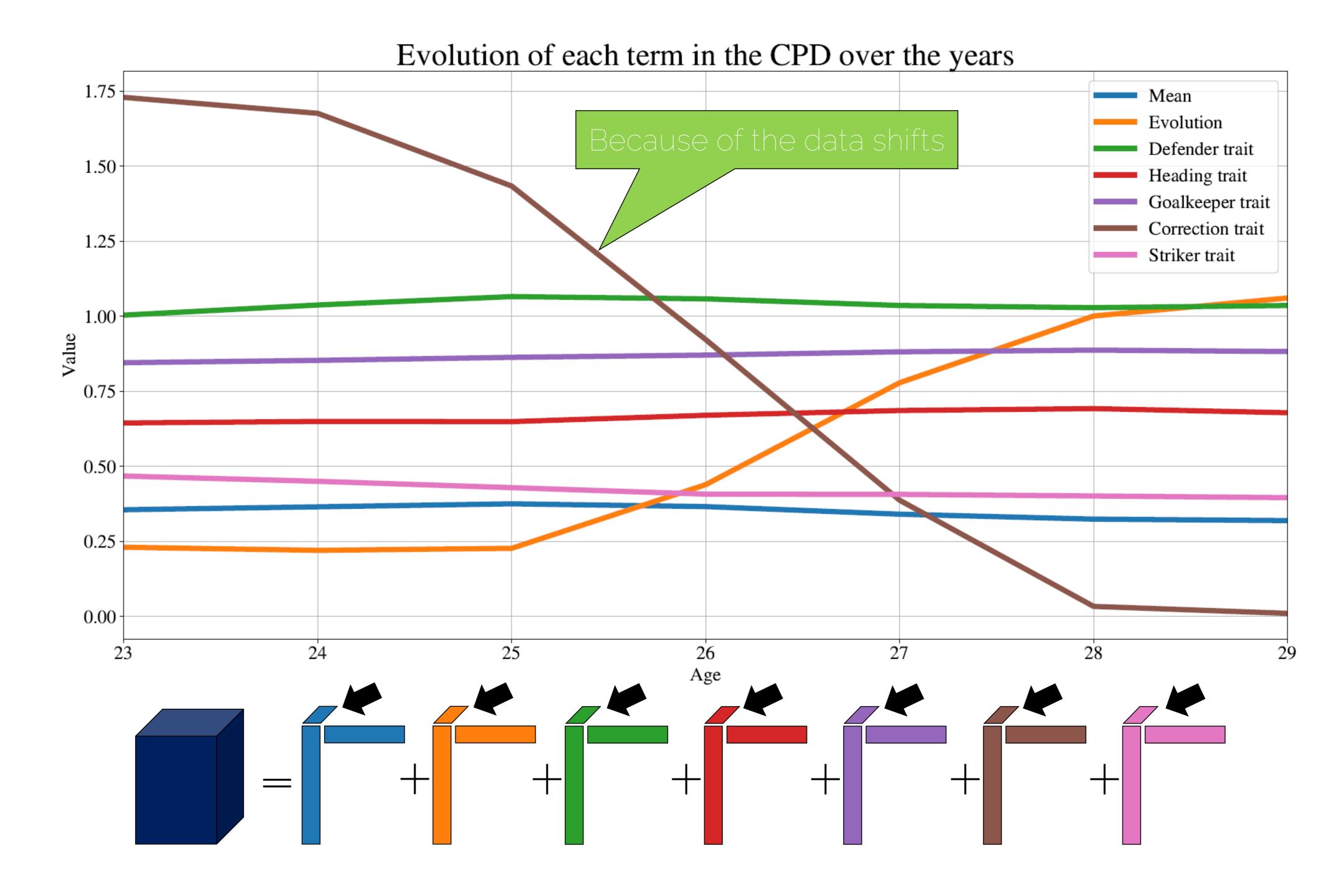
- Sum of rank-1 tensors
- Extract latent structures
- Intuitive

Number of rank-1 terms is the rank of the tensor

CPD analysis

- Rank-7 approximation of the data tensor
- Non-negative factorization used
- Each term can be interpreted intuitively





Mean	Evo.	Def.	Head.	GK	Corr.	Striker
812	27	0	0	0	6	46
767	35	27	0	0	10	15
573	15	57	21	6	17	8
98	12	8	5	75	2	30



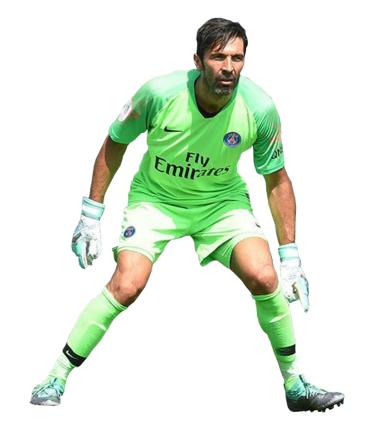
Lionel Messi



Luka Modric



Giorgio Chiellini



Gianluigi Buffon

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- Attacker
- One of the best players
 ever
- One of the best goal scorers ever
- Small player: 1.70m

Lionel Messi

Luka Modric



Giorgio Chiellini



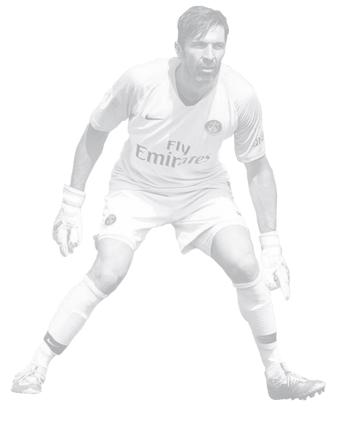
Gianluigi Buffon

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- Cold start problem
- Human subjectivity
- Irrelevant skills
- Artificial boosts
- Big corrections
- Event-related



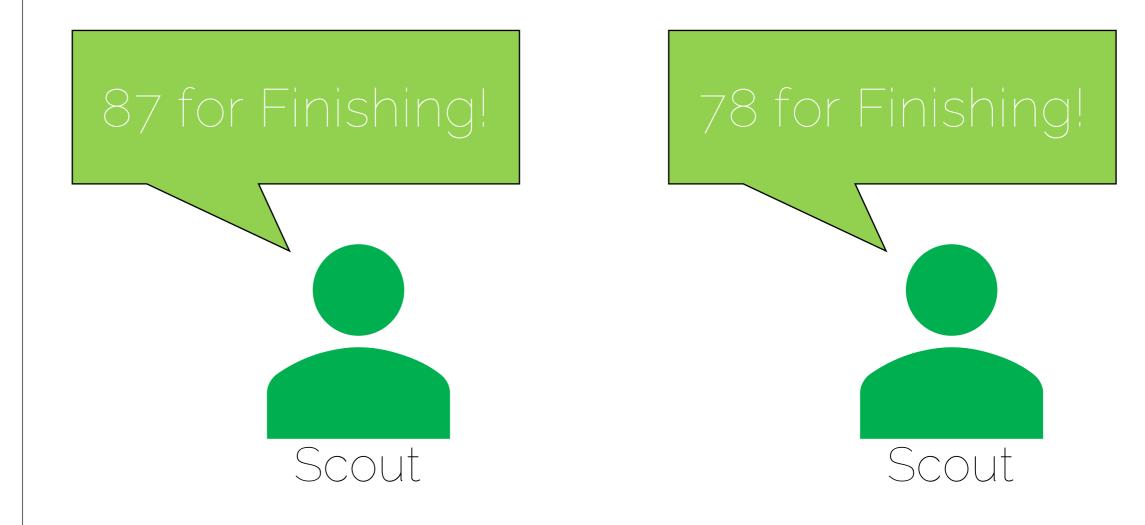
Rating skill 1:?
Rating skill 2:?

•

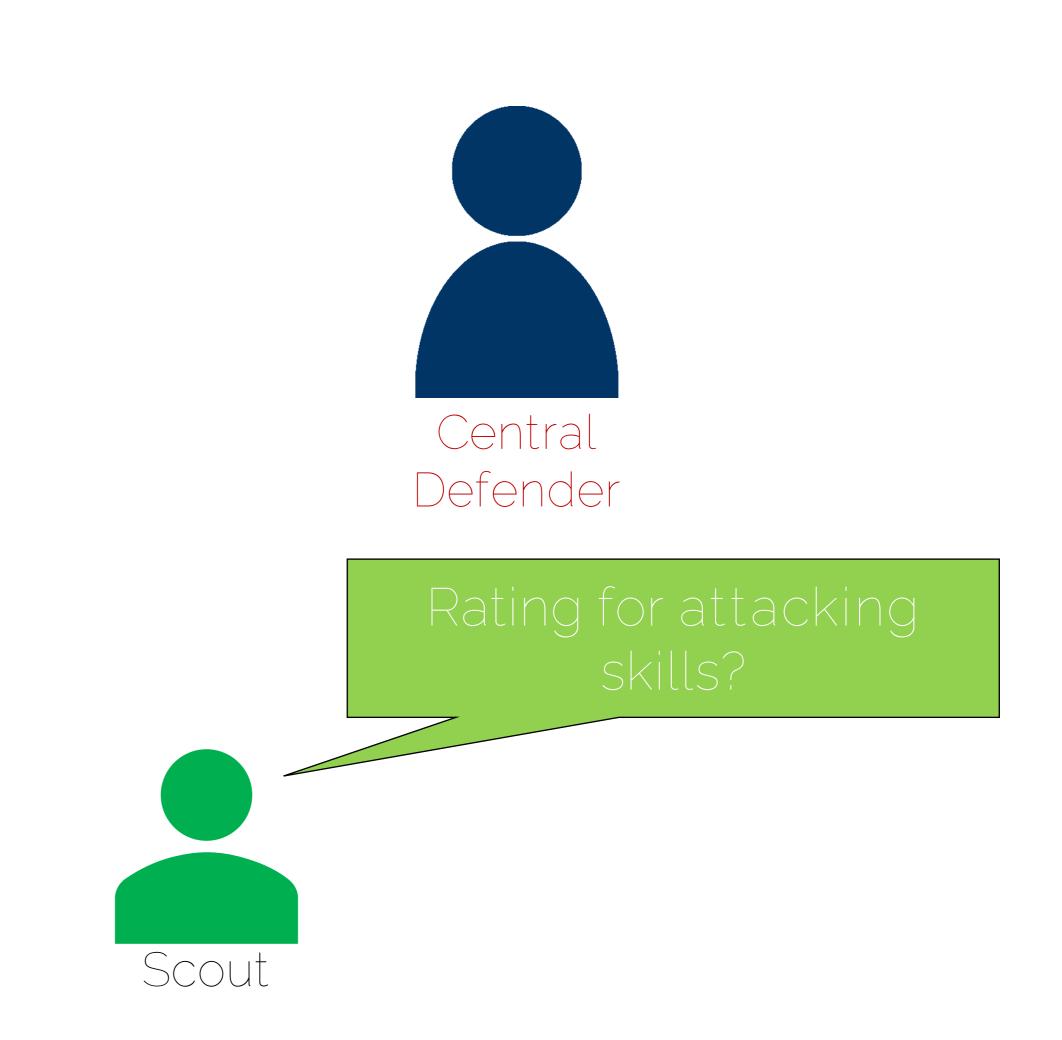
Rating skill 33:?

- Cold start problem
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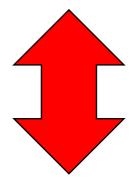
- Cold start problem
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FIFA overall rating: 78 86



Real life estimated rating: 86



Manually boost the rating!

- Cold start problem
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Individual

Marking: 67 Standing Tackle: 72 Sliding Tackle: 68



Marking: 78 (+11)
Standing Tackle: 86 (+14)
Sliding Tackle: 76 (+8)

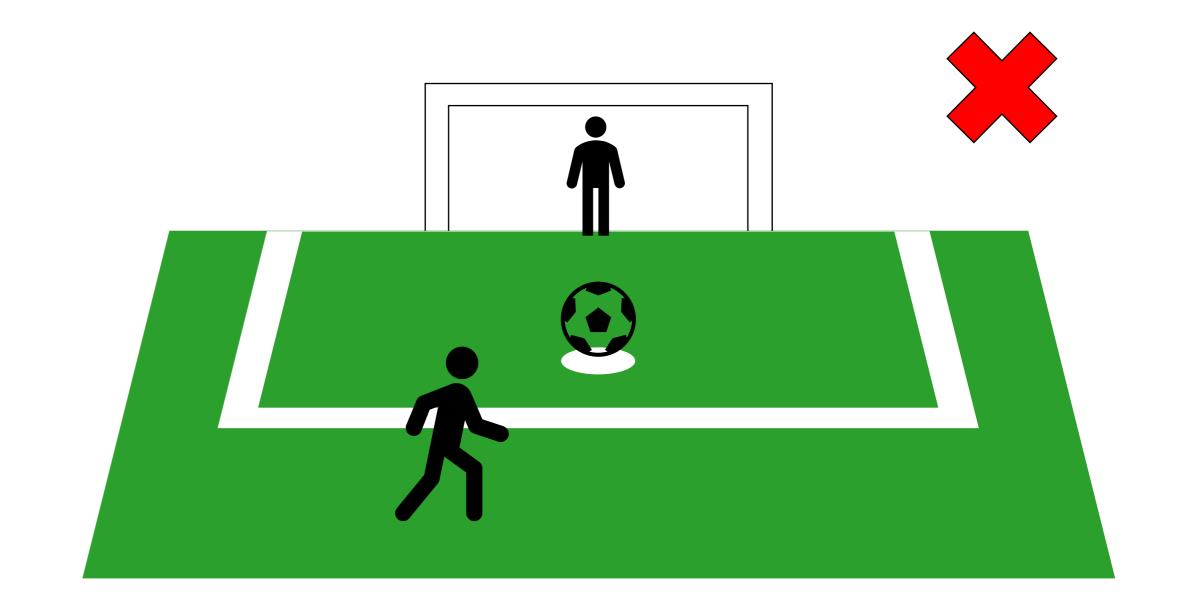
Collective

FIFA 10 → FIFA 11

GK Kicking for all field players:



- Cold start problem
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PENALTY MISS

Next update:

Penalty Kicking: 15

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Baseline models

No evolution baseline

Use last known age for all predictions

	21	22	23	24	25	26	27
Crossing	64	66	67	67	67	67	67
Finishing	81	84	88	88	88	88	88
Heading	72	72	74	74	74	74	74

Predictions

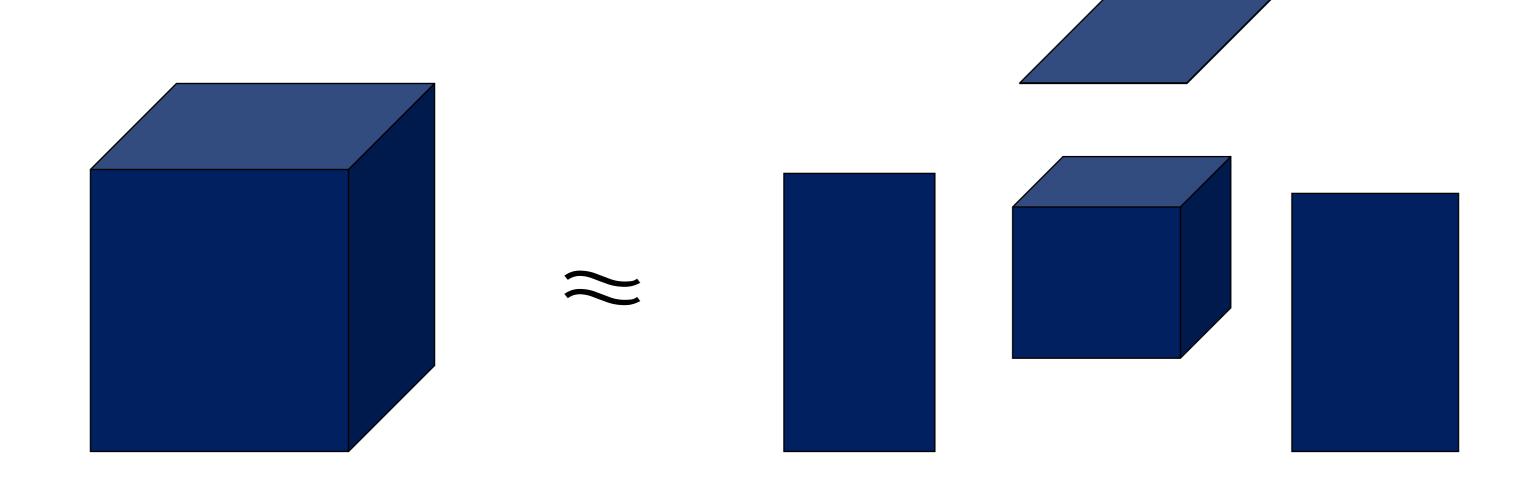
10-nearest neighbours method

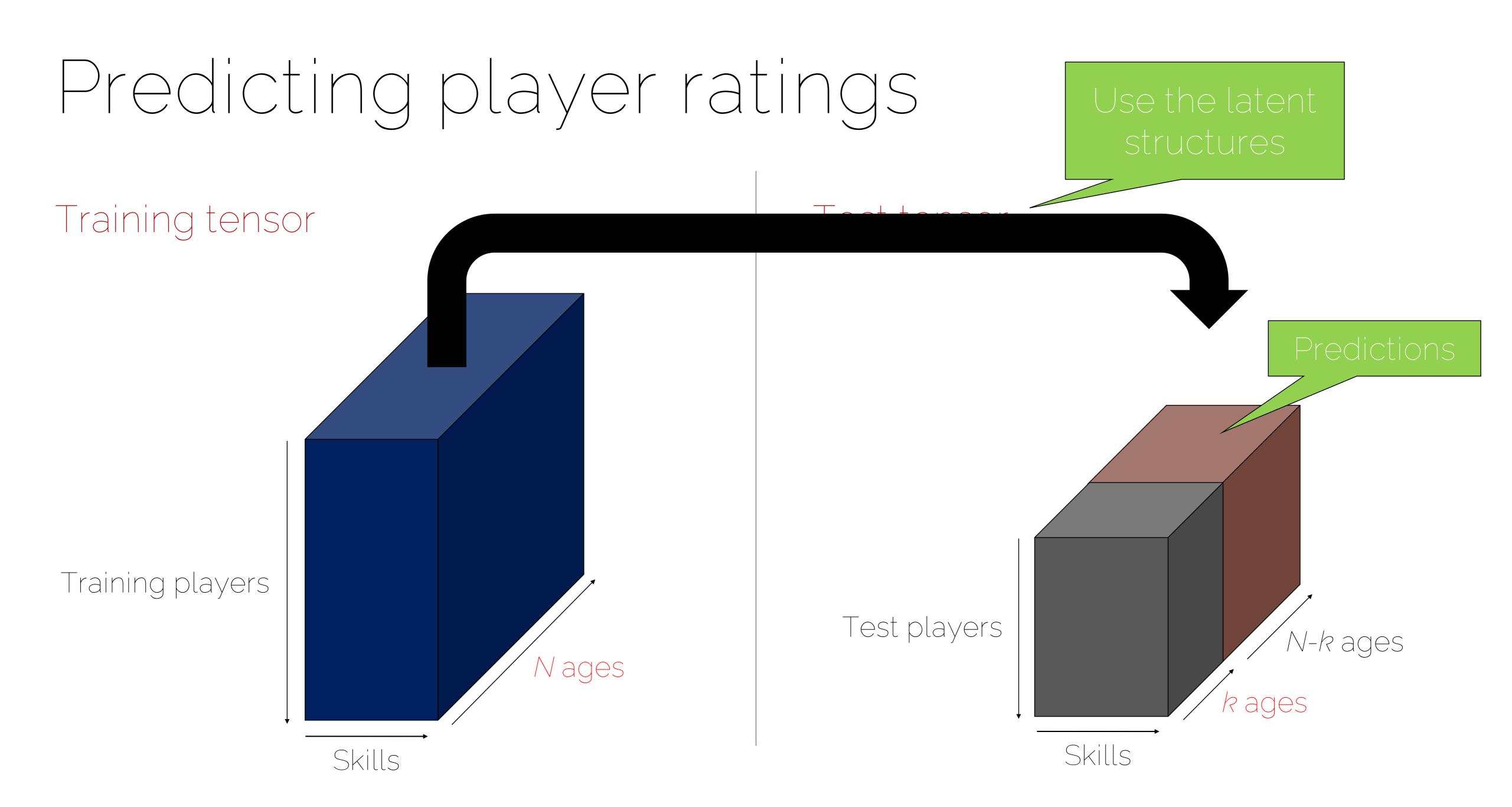
Find 10 nearest neighbours using a distance function

Make predictions based on these <u>similar</u> players

Tucker decomposition

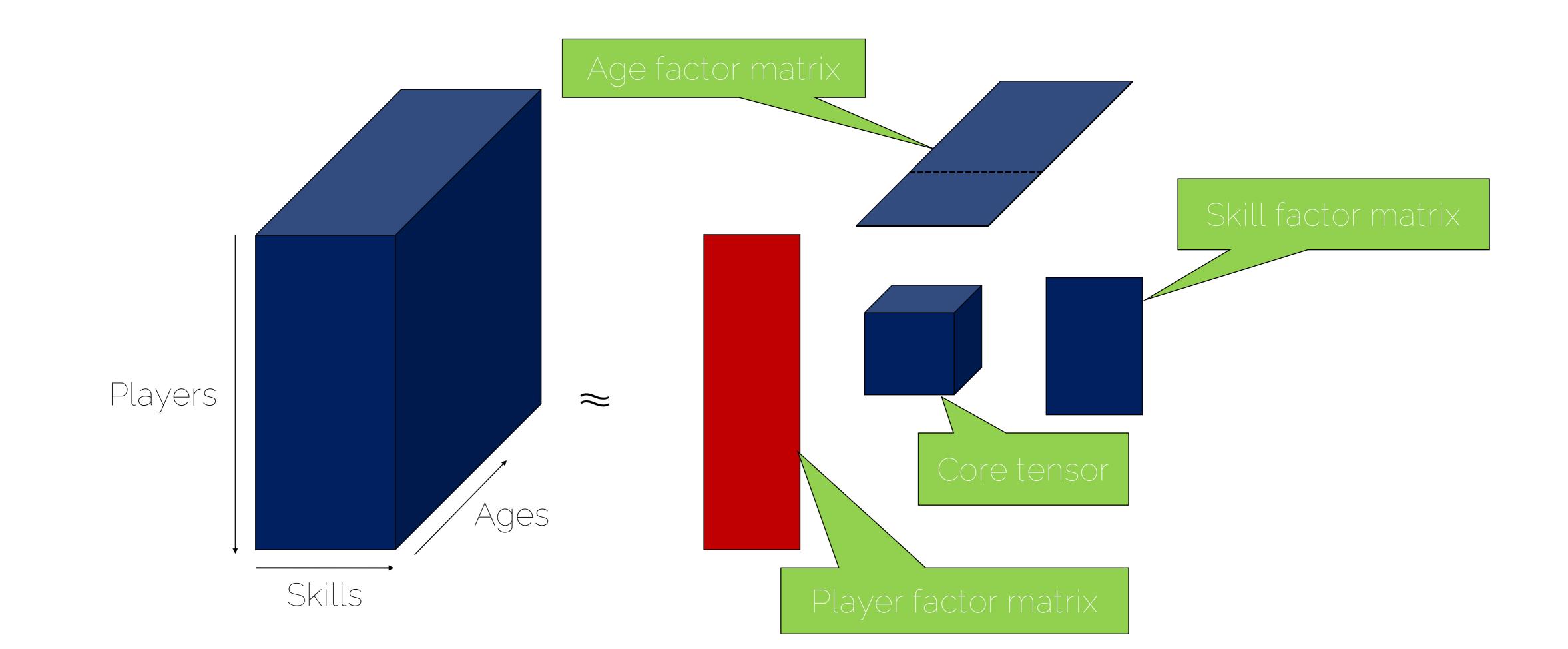
- Higher-order analogue of PCA
- Compression
- Core tensor + factor matrices





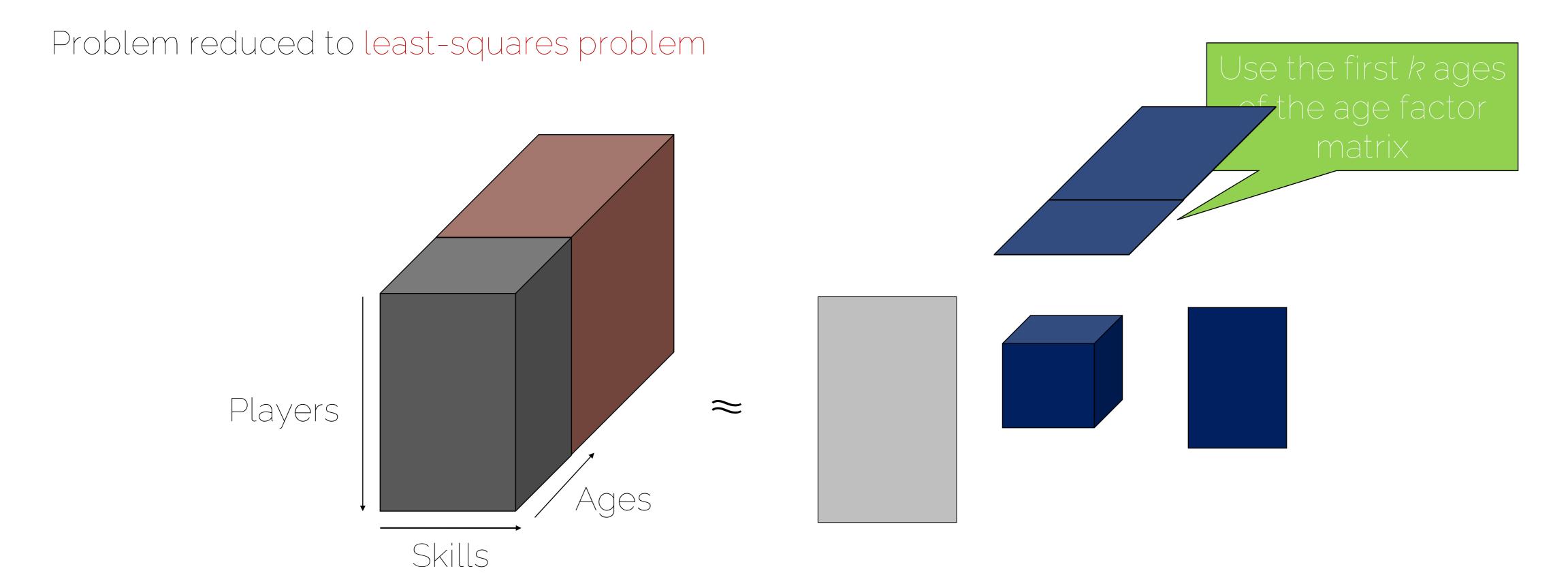
Predicting player ratings

Compute Tucker decomposition of the training tensor

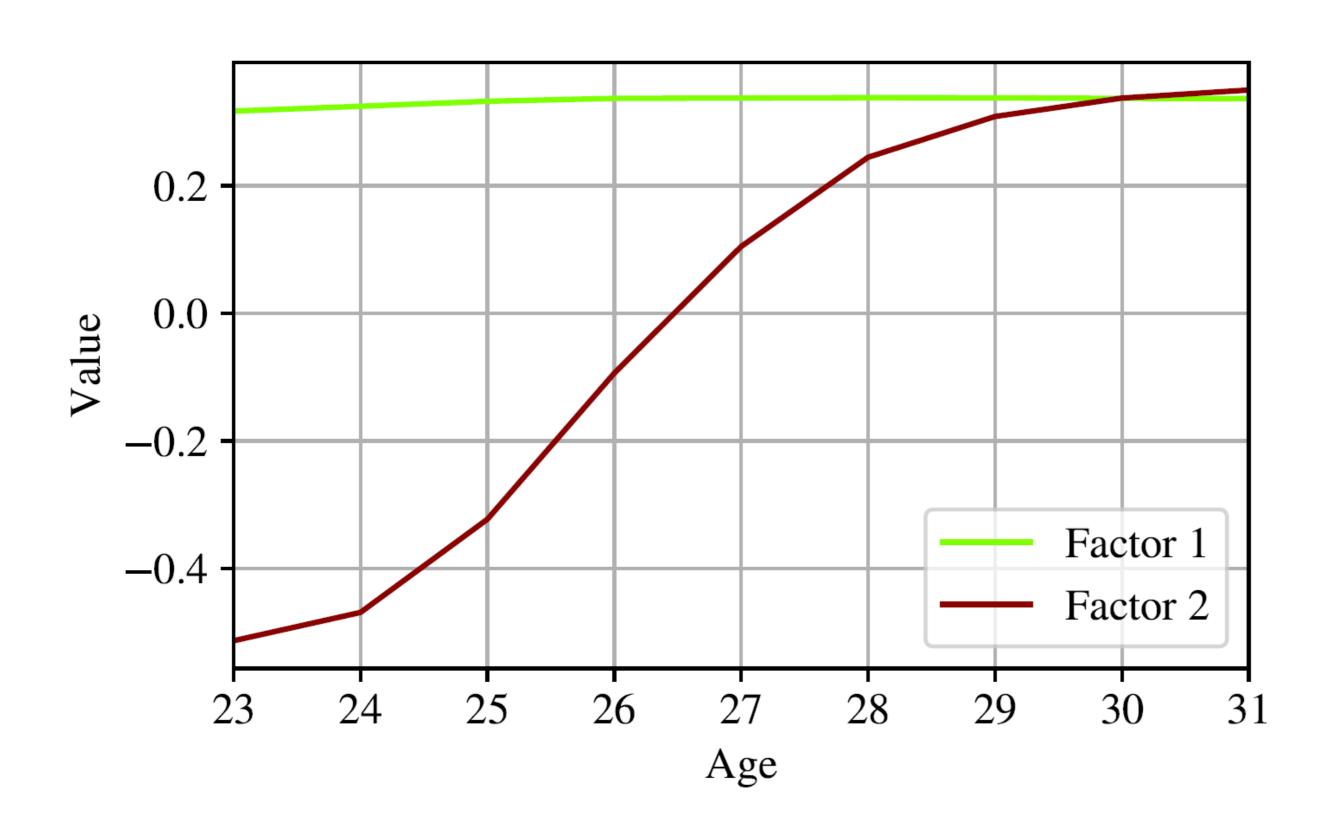


Predicting player ratings

Use the core tensor, skill factors matrix and truncated age factor matrix



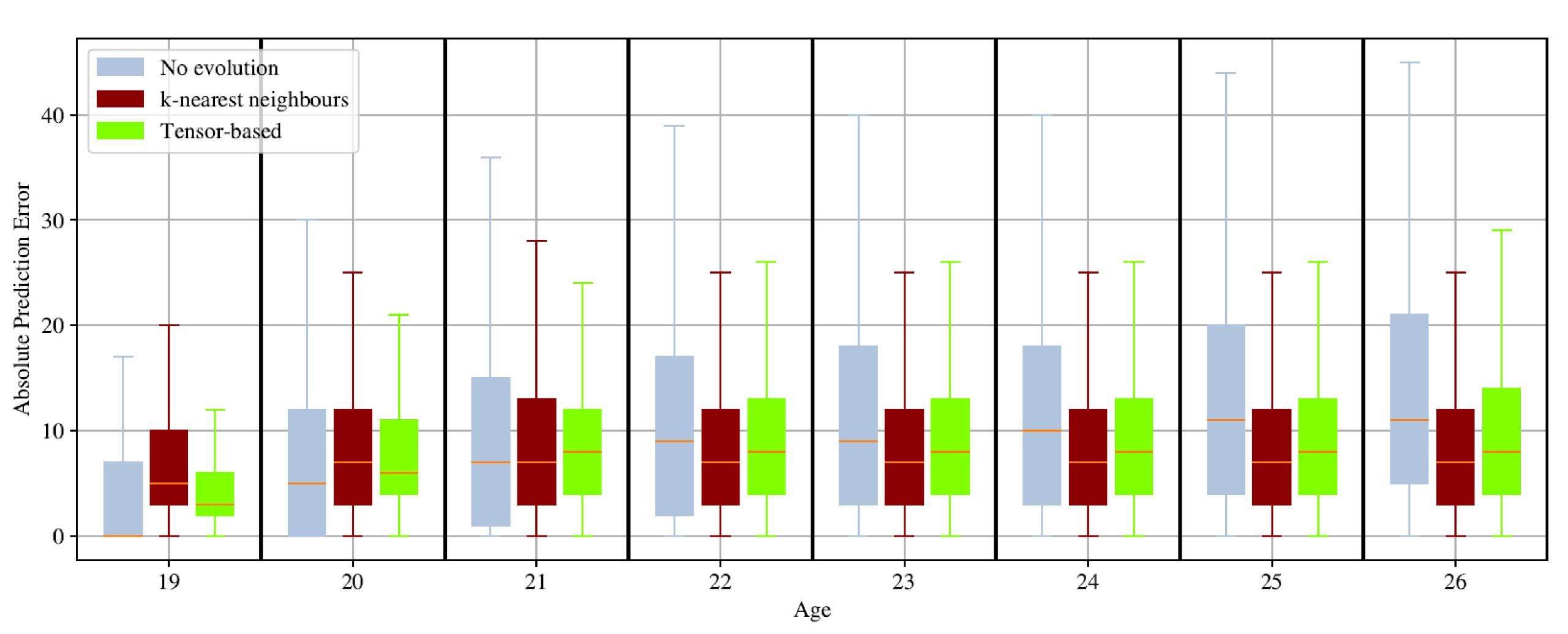
No complicated evolutions



- Two age factors
- Factor 1 no evolution
- Factor 2 normal incline/decline

K-NN best for younger ages

Given: 18 Predicted: 19-26



Mean Absolute error

Method	[19,26]	[24,31]	[27,34]
Noevolution	10.45	8.23	6.9
10-nearest neighbors	8.31	7.82	7.67
Tensor-based method	8.57	7.71	6.74

- 10-nearest neighbors best for the younger ages
- Tensor-based method best for the other age ranges
- Same trend for all age ranges

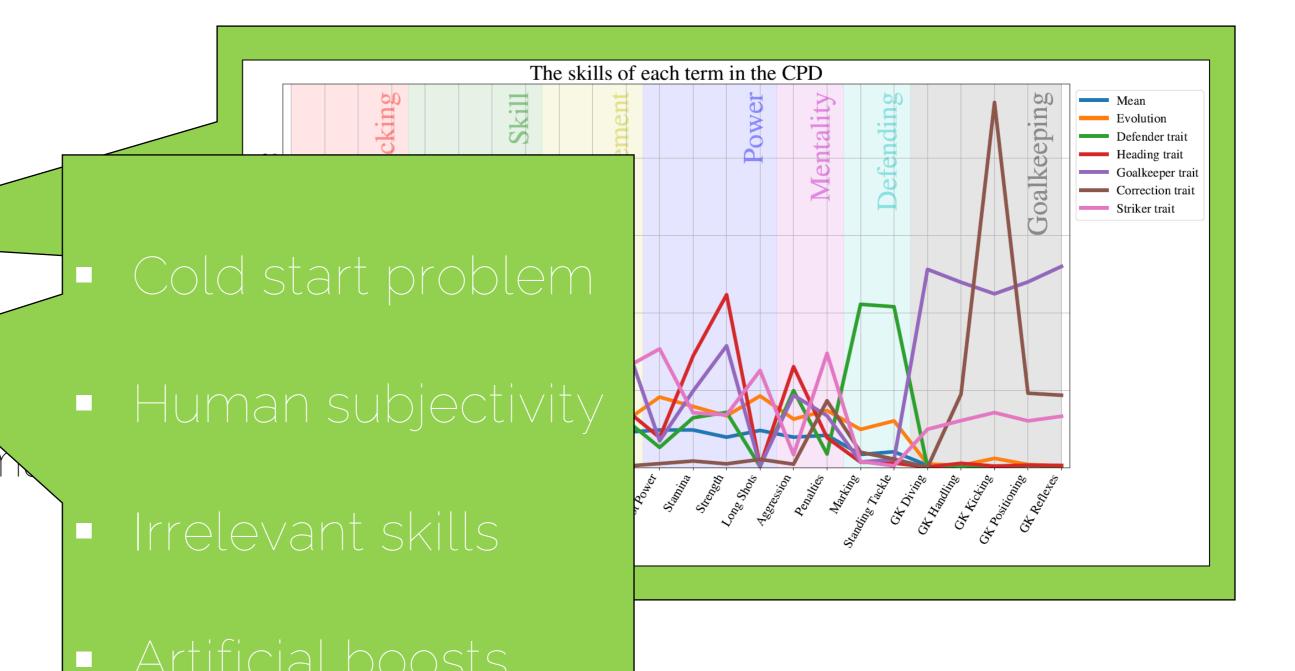
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Conclusions

- Players consists of different traits
- Data not useful for temporal analyses
- Tensor-based method good overall perform



[19,26]	[24,31]	[27,34]
10.45	8.23	6.9
8.31	7.82	7.67
8.57	7.71	6.74
	10.45 8.31	10.45 8.23 8.31 7.82

