**Player Z-Score:** a statistics term that refers to the number of standard deviations of a given data point, above or below, the mean (average) of the population. It is also referred to as a standard score. On this site, we are using the Z-Score to visualize the relative salary% for each player, by year and team.

**Cap Hit**: a player’s cap hit is determined as the average annual value of their current contract. A player’s cap hit is not necessarily how much they are paid in a given year, but how much they will count against a team’s salary cap during that season.

**Salary Cap:** the maximum amount of money a team can pay its players in a given year. In 2017, the cap was $167 million; in 2021 the cap was 182.5 million. The cap is not necessarily the same for every team in a given year, since unspent cap from the previous year is rolled over to the next.

**Total Salary Cap:** the total salary cap used for this analysis included the salary cap of active players, injured reserves, and the practice squad. The analysis did not include dead cap or dead money.

**Dead Money:** when a player is cut or traded, this is the guaranteed money left on a player’s contract at the time they were let go.

**SOV:** strength of victory is the combined record of all teams that were beaten in that schedule

**SOS:** strength of schedule is the combined record of all teams in a schedule

**Machine Learning (ML):** the use of statistical algorithms to perform tasks such as learning from data patterns and making predictions

**OHE:** one-hot encoding is a technique used to preprocess values in order for a neural network to understand and evaluate categorical variables. OHE identifies unique column values and splits the single categorical column into a series of columns.

**ETL:** the extract, transform, and load process reads the data, cleans and structures the data, and writes the data into a database for storage

**Random Forest Regressor:** type of ensemble learning model that combines multiple smaller models into a more robust and accurate model