* All current features:
  + Game Context
    - is\_home
    - temp
    - wind
    - rest\_days
    - short\_rest
    - bye\_week
  + Team Prior Game Stats
    - Passing
      * team\_pass\_att\_prior1
      * team\_pass\_cmp\_prior1
      * team\_pass\_yds\_prior1
      * team\_pass\_td\_prior1
      * team\_pass\_int\_prior1
      * team\_pass\_sacked\_prior1
    - Rushing
      * team\_rush\_att\_prior1
      * team\_rush\_yds\_prior1
      * team\_rush\_td\_prior1
    - Other Offense
      * team\_first\_down\_prior1
      * team\_plays\_offense\_prior1
      * team\_score\_prior1
    - Mistakes & Penalties
      * team\_turnovers\_prior1
      * team\_penalties\_prior1
      * team\_penalties\_yds\_prior1
    - Kicking
      * team\_fga\_prior1
      * team\_fgm\_prior1
      * team\_xpa\_prior1
      * team\_xpm\_prior1
  + Opponent Prior Game Stats
    - Passing
      * opp\_pass\_att\_prior1
      * opp\_pass\_cmp\_prior1
      * opp\_pass\_yds\_prior1
      * opp\_pass\_td\_prior1
      * opp\_pass\_int\_prior1
      * opp\_pass\_sacked\_prior1
    - Rushing
      * opp\_rush\_att\_prior1
      * opp\_rush\_yds\_prior1
      * opp\_rush\_td\_prior1
    - Other Offense
      * opp\_first\_down\_prior1
      * opp\_plays\_offense\_prior1
      * opp\_score\_prior1
    - Mistakes & Penalties
      * opp\_turnovers\_prior1
      * opp\_penalties\_prior1
      * opp\_penalties\_yds\_prior1
    - Kicking
      * opp\_fga\_prior1
      * opp\_fgm\_prior1
      * opp\_xpa\_prior1
      * opp\_xpm\_prior1
* Plain Features – no metrics

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* 3 Features Added – Bye week flag, short rest flag – 6 or less days rest, rest days since last game

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* Added team\_losses\_pre, team\_wins\_pre, and team\_win\_prev1

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* Added rolling average for A screenshot of a computer program

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* Calibrated both models to go from confidence percentage to actual win percentage odds through mapping functions

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* Deleted extra point makes and attempts for tteam and opp, deleted fgmprior, and deleted team penalty yds prior

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* Added so many derivative features and 120 injury features

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A screen shot of a graph

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* Added final dummy one hot encoded variables – surface and stadium type

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* Total features before deletion
  + ['is\_home', 'temp', 'inj\_', 'inj\_C', 'inj\_CB', 'inj\_DE', 'inj\_DT', 'inj\_FB', 'inj\_G', 'inj\_K', 'inj\_LB', 'inj\_LS', 'inj\_P', 'inj\_QB', 'inj\_RB', 'inj\_S', 'inj\_T', 'inj\_TE', 'inj\_WR', 'sev\_', 'sev\_C', 'sev\_CB', 'sev\_DE', 'sev\_DT', 'sev\_FB', 'sev\_G', 'sev\_K', 'sev\_LB', 'sev\_LS', 'sev\_P', 'sev\_QB', 'sev\_RB', 'sev\_S', 'sev\_T', 'sev\_TE', 'sev\_WR', 'prac\_sev\_', 'prac\_sev\_C', 'prac\_sev\_CB', 'prac\_sev\_DE', 'prac\_sev\_DT', 'prac\_sev\_FB', 'prac\_sev\_G', 'prac\_sev\_K', 'prac\_sev\_LB', 'prac\_sev\_LS', 'prac\_sev\_P', 'prac\_sev\_QB', 'prac\_sev\_RB', 'prac\_sev\_S', 'prac\_sev\_T', 'prac\_sev\_TE', 'prac\_sev\_WR', 'inj\_qb\_flag', 'inj\_skill', 'inj\_ol', 'inj\_dl', 'inj\_secondary', 'inj\_front7', 'inj\_total', 'sev\_qb', 'sev\_skill\_mean', 'sev\_ol\_mean', 'sev\_dl\_mean', 'sev\_secondary\_mean', 'sev\_total\_mean', 'prac\_sev\_total\_mean', 'inj\_\_prior1', 'inj\_C\_prior1', 'inj\_CB\_prior1', 'inj\_DE\_prior1', 'inj\_DT\_prior1', 'inj\_FB\_prior1', 'inj\_G\_prior1', 'inj\_K\_prior1', 'inj\_LB\_prior1', 'inj\_LS\_prior1', 'inj\_P\_prior1', 'inj\_QB\_prior1', 'in7j\_RB\_prior1', 'inj\_S\_prior1', 'inj\_T\_prior1', 'inj\_TE\_prior1', 'inj\_WR\_prior1', 'sev\_\_prior1', 'sev\_C\_prior1', 'sev\_CB\_prior1', 'sev\_DE\_prior1', 'sev\_DT\_prior1', 'sev\_FB\_prior1', 'sev\_G\_prior1', 'sev\_K\_prior1', 'sev\_LB\_prior1', 'sev\_LS\_prior1', 'sev\_P\_prior1', 'sev\_QB\_prior1', 'sev\_RB\_prior1', 'sev\_S\_prior1', 'sev\_T\_prior1', 'sev\_TE\_prior1', 'sev\_WR\_prior1', 'prac\_sev\_\_prior1', 'prac\_sev\_C\_prior1', 'prac\_sev\_CB\_prior1', 'prac\_sev\_DE\_prior1', 'prac\_sev\_DT\_prior1', 'prac\_sev\_FB\_prior1', 'prac\_sev\_G\_prior1', 'prac\_sev\_K\_prior1', 'prac\_sev\_LB\_prior1', 'prac\_sev\_LS\_prior1', 'prac\_sev\_P\_prior1', 'prac\_sev\_QB\_prior1', 'prac\_sev\_RB\_prior1', 'prac\_sev\_S\_prior1', 'prac\_sev\_T\_prior1', 'prac\_sev\_TE\_prior1', 'prac\_sev\_WR\_prior1', 'inj\_qb\_flag\_prior1', 'inj\_skill\_prior1', 'inj\_ol\_prior1', 'inj\_dl\_prior1', 'inj\_secondary\_prior1', 'inj\_front7\_prior1', 'inj\_total\_prior1', 'sev\_qb\_prior1', 'sev\_skill\_mean\_prior1', 'sev\_ol\_mean\_prior1', 'sev\_dl\_mean\_prior1', 'sev\_secondary\_mean\_prior1', 'sev\_total\_mean\_prior1', 'prac\_sev\_total\_mean\_prior1', 'team\_pass\_att\_prior1', 'team\_pass\_cmp\_prior1', 'team\_pass\_yds\_prior1', 'team\_pass\_td\_prior1', 'team\_pass\_int\_prior1', 'team\_pass\_sacked\_prior1', 'team\_rush\_att\_prior1', 'team\_rush\_yds\_prior1', 'team\_rush\_td\_prior1', 'team\_first\_down\_prior1', 'team\_turnovers\_prior1', 'team\_penalties\_prior1', 'team\_fga\_prior1', 'team\_plays\_offense\_prior1', 'team\_score\_prior1', 'opp\_pass\_att\_prior1', 'opp\_pass\_cmp\_prior1', 'opp\_pass\_yds\_prior1', 'opp\_pass\_td\_prior1', 'opp\_pass\_int\_prior1', 'opp\_pass\_sacked\_prior1', 'opp\_rush\_att\_prior1', 'opp\_rush\_yds\_prior1', 'opp\_rush\_td\_prior1', 'opp\_first\_down\_prior1', 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'team\_plays\_offense\_ewm', 'team\_pass\_sacked\_ewm', 'team\_fga\_ewm', 'opp\_pass\_yds\_ewm', 'opp\_rush\_yds\_ewm', 'opp\_pass\_td\_ewm', 'opp\_rush\_td\_ewm', 'opp\_turnovers\_ewm', 'opp\_score\_ewm', 'opp\_pass\_att\_ewm', 'opp\_rush\_att\_ewm', 'opp\_first\_down\_ewm', 'opp\_penalties\_ewm', 'opp\_plays\_offense\_ewm', 'opp\_pass\_sacked\_ewm', 'team\_pass\_ypa\_roll3', 'team\_pass\_ypa\_roll5', 'team\_pass\_ypa\_roll10', 'team\_pass\_ypa\_season', 'opp\_pass\_ypa\_roll3', 'opp\_pass\_ypa\_roll5', 'opp\_pass\_ypa\_roll10', 'opp\_pass\_ypa\_season', 'team\_pass\_td\_rate\_roll3', 'team\_pass\_td\_rate\_roll5', 'team\_pass\_td\_rate\_roll10', 'team\_pass\_td\_rate\_season', 'opp\_pass\_td\_rate\_roll3', 'opp\_pass\_td\_rate\_roll5', 'opp\_pass\_td\_rate\_roll10', 'opp\_pass\_td\_rate\_season', 'team\_rush\_ypc\_roll3', 'team\_rush\_ypc\_roll5', 'team\_rush\_ypc\_roll10', 'team\_rush\_ypc\_season', 'opp\_rush\_ypc\_roll3', 'opp\_rush\_ypc\_roll5', 'opp\_rush\_ypc\_roll10', 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'diff\_pass\_td\_roll5', 'diff\_pass\_td\_roll10', 'diff\_pass\_td\_season', 'diff\_rush\_td\_roll3', 'diff\_rush\_td\_roll5', 'diff\_rush\_td\_roll10', 'diff\_rush\_td\_season', 'diff\_turnovers\_roll3', 'diff\_turnovers\_roll5', 'diff\_turnovers\_roll10', 'diff\_turnovers\_season', 'diff\_score\_roll3', 'diff\_score\_roll5', 'diff\_score\_roll10', 'diff\_score\_season', 'diff\_first\_down\_roll3', 'diff\_first\_down\_roll5', 'diff\_first\_down\_roll10', 'diff\_first\_down\_season', 'diff\_pass\_ypa\_roll3', 'diff\_pass\_ypa\_roll5', 'diff\_pass\_ypa\_roll10', 'diff\_pass\_ypa\_season', 'diff\_rush\_ypc\_roll3', 'diff\_rush\_ypc\_roll5', 'diff\_rush\_ypc\_roll10', 'diff\_rush\_ypc\_season', 'diff\_pass\_td\_rate\_roll3', 'diff\_pass\_td\_rate\_roll5', 'diff\_pass\_td\_rate\_roll10', 'diff\_pass\_td\_rate\_season', 'diff\_fd\_rate\_roll3', 'diff\_fd\_rate\_roll5', 'diff\_fd\_rate\_roll10', 'diff\_fd\_rate\_season', 'diff\_pass\_rate\_roll3', 'diff\_pass\_rate\_roll5', 'diff\_pass\_rate\_roll10', 'diff\_pass\_rate\_season', 'diff\_rush\_rate\_roll3', 'diff\_rush\_rate\_roll5', 'diff\_rush\_rate\_roll10', 'diff\_rush\_rate\_season', 'point\_diff\_roll3', 'point\_diff\_roll5', 'point\_diff\_roll10', 'point\_diff\_season', 'team\_win\_pre', 'team\_games\_pre', 'team\_win\_pct\_pre', 'opponent\_win\_pct\_pre', 'team\_sos\_win\_pct\_roll3', 'opp\_sos\_win\_pct\_roll3', 'team\_sos\_win\_pct\_roll5', 'opp\_sos\_win\_pct\_roll5', 'team\_sos\_win\_pct\_roll10', 'opp\_sos\_win\_pct\_roll10', 'team\_point\_diff\_roll3', 'team\_point\_diff\_roll5', 'team\_point\_diff\_roll10', 'league\_avg\_pd', 'league\_point\_diff\_roll3', 'league\_point\_diff\_roll5', 'league\_point\_diff\_roll10', 'team\_adj\_point\_diff\_roll3', 'team\_adj\_point\_diff\_roll5', 'team\_adj\_point\_diff\_roll10', 'team\_win\_streak\_pre', 'team\_loss\_streak\_pre', 'blowout\_rate\_roll3', 'close\_game\_rate\_roll3', 'blowout\_rate\_roll5', 'close\_game\_rate\_roll5', 'blowout\_rate\_roll10', 'close\_game\_rate\_roll10', 'temp\_bin\_le\_32', 'temp\_bin\_33\_60', 'temp\_bin\_61\_80', 'temp\_bin\_gt\_80', 'extreme\_cold', 'wind2', 'is\_home\_x\_temp', 'roof\_dome', 'surface\_turf', 'week\_number', 'week\_scaled', 'late\_season', 'team\_wins\_pre', 'must\_win\_proxy', 'team\_fg\_per\_play\_rate\_roll3', 'team\_fg\_per\_play\_rate\_roll5', 'team\_fg\_per\_play\_rate\_roll10', 'team\_pass\_ypa\_season\_z', 'team\_rush\_ypc\_season\_z', 'team\_fd\_rate\_season\_z', 'int\_is\_home\_\_team\_win\_pct\_pre', 'int\_is\_home\_\_diff\_pass\_ypa\_roll5', 'roof\_closed', 'roof\_dome.1', 'roof\_open', 'roof\_outdoors', 'surface\_a\_turf', 'surface\_astroplay', 'surface\_astroturf', 'surface\_fieldturf', 'surface\_grass', 'surface\_matrixturf', 'surface\_nan', 'surface\_sportturf', 'roof\_retractable', 'point\_diff\_prior1', 'rest\_days', 'short\_rest', 'bye\_week', 'team\_win\_prev1', 'team\_losses\_pre']
* Drops
  + Pre-screen dropped: 42
  + inj\_: Constant (≤1 unique value)
  + inj\_FB: Near-zero variance: freq\_ratio=67.7, unique\_pct=0.1%
  + inj\_LS: Near-zero variance: freq\_ratio=32.0, unique\_pct=0.0%
  + inj\_P: Near-zero variance: freq\_ratio=26.9, unique\_pct=0.0%
  + sev\_: Constant (≤1 unique value)
  + sev\_FB: Near-zero variance: freq\_ratio=201.7, unique\_pct=0.1%
  + sev\_K: Near-zero variance: freq\_ratio=52.2, unique\_pct=0.1%
  + sev\_LS: Near-zero variance: freq\_ratio=133.8, unique\_pct=0.1%
  + sev\_P: Near-zero variance: freq\_ratio=129.4, unique\_pct=0.1%
  + prac\_sev\_: Constant (≤1 unique value)
  + prac\_sev\_FB: Near-zero variance: freq\_ratio=201.6, unique\_pct=0.1%
  + prac\_sev\_K: Near-zero variance: freq\_ratio=52.9, unique\_pct=0.1%
  + prac\_sev\_LS: Near-zero variance: freq\_ratio=137.7, unique\_pct=0.1%
  + prac\_sev\_P: Near-zero variance: freq\_ratio=92.1, unique\_pct=0.1%
  + inj\_\_prior1: Constant (≤1 unique value)
  + inj\_FB\_prior1: Near-zero variance: freq\_ratio=74.0, unique\_pct=0.1%
  + inj\_LS\_prior1: Near-zero variance: freq\_ratio=33.4, unique\_pct=0.0%
  + inj\_P\_prior1: Near-zero variance: freq\_ratio=27.7, unique\_pct=0.0%
  + sev\_\_prior1: Constant (≤1 unique value)
  + sev\_FB\_prior1: Near-zero variance: freq\_ratio=230.7, unique\_pct=0.1%
  + sev\_K\_prior1: Near-zero variance: freq\_ratio=54.8, unique\_pct=0.1%
  + sev\_LS\_prior1: Near-zero variance: freq\_ratio=141.7, unique\_pct=0.1%
  + sev\_P\_prior1: Near-zero variance: freq\_ratio=133.0, unique\_pct=0.1%
  + prac\_sev\_\_prior1: Constant (≤1 unique value)
  + prac\_sev\_FB\_prior1: Near-zero variance: freq\_ratio=230.6, unique\_pct=0.1%
  + prac\_sev\_K\_prior1: Near-zero variance: freq\_ratio=57.6, unique\_pct=0.1%
  + prac\_sev\_LS\_prior1: Near-zero variance: freq\_ratio=155.6, unique\_pct=0.1%
  + prac\_sev\_P\_prior1: Near-zero variance: freq\_ratio=95.9, unique\_pct=0.1%
  + league\_avg\_pd: Constant (≤1 unique value)
  + league\_point\_diff\_roll3: Constant (≤1 unique value)
  + league\_point\_diff\_roll5: Constant (≤1 unique value)
  + league\_point\_diff\_roll10: Constant (≤1 unique value)
  + temp\_bin\_le\_32: Near-zero variance: freq\_ratio=21.2, unique\_pct=0.0%
  + extreme\_cold: Near-zero variance: freq\_ratio=21.2, unique\_pct=0.0%
  + is\_home\_x\_temp: Near-zero variance: freq\_ratio=34.0, unique\_pct=1.9%
  + roof\_open: Near-zero variance: freq\_ratio=54.4, unique\_pct=0.0%
  + surface\_a\_turf: Near-zero variance: freq\_ratio=41.1, unique\_pct=0.0%
  + surface\_astroplay: Near-zero variance: freq\_ratio=151.4, unique\_pct=0.0%
  + surface\_astroturf: Near-zero variance: freq\_ratio=26.1, unique\_pct=0.0%
  + surface\_matrixturf: Near-zero variance: freq\_ratio=20.4, unique\_pct=0.0%
  + surface\_nan: Near-zero variance: freq\_ratio=405.5, unique\_pct=0.0%
  + roof\_retractable: Constant (≤1 unique value)

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A screenshot of a computer

AI-generated content may be incorrect.

A screen shot of a computer screen

AI-generated content may be incorrect.

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* Performed feature pruning by low importance rankings, jagged reliability curve still but by further calibrating my model I was able to have it more profitable rather than losing 30 units

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A screenshot of a computer

AI-generated content may be incorrect.

A screen shot of a graph

AI-generated content may be incorrect.

A screenshot of a computer

AI-generated content may be incorrect.

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