



?

League of legends api 데이터 분석

팀 유저 이름

강민수, 정영화

발표일자

2023-12-04





시작



게임의 승패를 예측할 수 있을까?



시작

데이터 추출

데이터 전처리

데이터 분석
머신러닝



목차

I : api 호출

II : 데이터 전처리

III : 통계분석 및 시각화

IV : 머신러닝

V : 결론



목차를 입력하세요.



챌린저 유저



puuid 값



매치 정보



상세 매치

챌린저 300명의 유저정보



챌린저 유저

summonerId



puuid 값



매치 정보



상세 매치

매치 api 사용을 위한 puuid 값 호출



summonerId



puuid



챌린저 유저

puuid 값

매치 정보

상세 매치

매치 고유값 호출



summonerId



puuid



matchId



챌린저 유저

puuid 값

매치 정보

매치 상세

매치 상세 데이터값 호출


```
function getUserApi(number) {
  var url =
'https://kr.api.riotgames.com/lol/league/v4/grandmasterleagues/by-queue/RANKED_SOLO_5x5';
  var queryParams = {
    'api_key': api_key
  };
  $.ajax({
    url: url,
    type: 'GET',
    data: queryParams,
    success: function (json) {
      var max_number = number+20;
      for (number; number < max_number; number++) {
        var summoner_id =
json.entries[number].summonerId;
        getPuuidApi(summoner_id);
      }
    },
  });
}
```

```
setTimeout(function () {
  if (call_count !=100) {
    call_count+=20;
    getUserApi(call_count)
  }
  else
  {
    filter_match_ids = [...new
Set(match_ids)];
    duplicationMatchIds();
  }
},40000);
}
```

```
function getPuuidApi(summoner_id) {
  var url =
'https://kr.api.riotgames.com/lol/summoner/v4/summoners/' + summoner_id;
  var queryParams = {
    'api_key': api_key
  };
  $.ajax({
    url: url,
    type: 'GET',
    data: queryParams,
    success: function (json) {
      var puuid = json.puuid;
      getMatchCode(puuid);
    }
  });
}
```

```
function getMatchCode(puuid) {
  var url =
'https://asia.api.riotgames.com/lol/match/v5/matches/by-puuid/' + puuid +
'/ids';
  var queryParams = {
    'count': '5',
    'api_key': api_key
  };
  $.ajax({
    url: url,
    type: 'GET',
    data: queryParams,
    success: function (json) {
      for (var i = 0; i < json.length; i++) {
        match_ids.push(json[i]);
      }
    }
  });
}
```

```
function duplicationMatchIds() {
  var max_match_count = match_count
+20;
  var check = true;
  setTimeout(function () {
    for (match_count; match_count <
max match_count; match_count++) {
      if
(match_count!=filter_match_ids.length)
    }
    getDetailMatch(filter_match_ids[match
_count]);
  }
  else
  {

```

```
downloadCSV(return_data,'last_data.csv');
  check = false;
  }
  if (check) {
    duplicationMatchIds();
  }
  },40000)
}
```

```
function getDetailMatch(match_id) {
  //
https://asia.api.riotgames.com/lol/match/v5/matches/undefined?api_key=RGAPI-e93d6d79-8b48-48fa-a2c7-0a84c063c97c
  var url =
'https://asia.api.riotgames.com/lol/match/v5/matches/' + match_id;
  var queryParams = {
    'api_key': api_key
  };
  $.ajax({
    url: url,
    type: 'GET',
    data: queryParams,
    success: function (json) {
      for (var i = 0; i <
json.info.participants.length; i++) {
        if (i%5==0) {
          var data = {};
          data.gametime = data.gametime
=(parseInt(json.info.gameEndTimestamp)
-parseInt(json.info.gameStartTimestamp)
)/1000/60;
          data.baron = 0;
          //아군 바론 처치수 -> 팀 바론처치수
          data.damagePerMinute=0; //
분당딜량
          data.dealttakenPerMinute = 0;
          // dealttaken 챔피언에게 받은 데미지 ->
팀원들 챔피언 받은 데미지 합
          data.killsPerMinute = 0;
          // kills 팀원들 킬수 합
          data.deathsPerMinute = 0;
          // deaths 데스 수 -> 팀원 데스 수
          data.dragon = 0; //
dragon 아군 드래곤 처치 수 -> 팀 드래곤
처치 수

```

사용 데이터 테이블



Q 게임 찾기

No	데이터명	데이터의미
1	baron	팀 바론 처치 수
2	herald	팀 전령 처치 수
3	dragon	팀 드래곤 처치 수
4	elderdragon	팀 장로드래곤 처치 수
5	killsPerMinute	팀 분당 킬 수
6	deathsPerMinute	팀 분당 데스 수
7	goldPerMinute	팀 분당 골드 획득량
8	csPerMinute	팀 분당 cs수급량
9	visionwardsbuyPerMinute	팀 분당 제어워드 구매 수
10	visionScorePerMinute	팀 분당 시야점수
11	damagePerMinute	팀 분당 가한 피해량
12	dealttakenPerMinute	팀 분당 받은 피해량
13	ftkill	팀 퍼스트포탑 유무
14	fbkill	팀 퍼스트블러드 유무
15	turretkills	팀 포탑 부순 갯수

사용 데이터



Q 게임 찾기

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
1	gametime	baron	damagePerMinute	dealttakenPerMinute	killsPerMinute	deathsPerMinute	dragon	ftkill	fbkill	goldPerMinute	herald	elderdragon	turretkills	visionwardsbuyPerMinute	visionScorePerMinute	csPerMinute	win
2	36.58578333	1	4440.037673	4638.195073	1.093320857	1.1479869	2	0	1	2038.606795	0	0	6	0.737991579	6.289873579	20.77309629	1
3	36.58578333	1	3867.484106	5718.12275	1.1479869	1.093320857	3	0	0	1978.878879	2	0	5	0.737991579	8.36461626	21.01909348	0
4	25.44975	1	3608.001771	4517.293883	1.375259089	1.178793505	1	0	1	2264.121406	1	0	7	0.471517402	5.467996163	23.53657698	1
5	25.44975	0	3614.617789	4500.515722	1.178793505	1.375259089	2	1	0	1927.678986	1	0	4	0.510810519	4.833687893	22.20061101	0
6	34.04175	1	4021.780635	4082.898206	0.851895099	0.793143713	3	1	1	2032.958218	1	0	7	0.734392327	7.256807286	26.320621	1
7	34.04175	0	3415.620284	4890.024749	0.793143713	0.851895099	2	0	0	1924.881959	1	0	5	1.14565203	7.664633052	25.67435575	0
8	15.28125	0	3525.299983	3451.092025	2.290388548	0.523517382	2	1	1	2441.659817	1	0	3	0.654396728	5.927262621	24.67075665	1
9	15.28125	0	2552.225804	4338.846626	0.523517382	2.290388548	0	0	0	1606.699087	0	0	0	0.654396728	4.668472574	18.38854806	0
10	19.96595	0	3502.15616	3528.557369	1.502558105	0.701193782	2	0	1	2307.164096	1	0	6	0.851449593	6.283163263	26.49510792	1
11	19.96595	0	2627.778169	4518.993587	0.701193782	1.502558105	0	1	0	1855.381053	1	0	2	0.701193782	5.918583303	22.78879793	0
12	37.66195	1	3858.922007	3977.781289	0.982423905	0.823111921	4	0	1	2062.16872	2	0	9	0.92931991	8.81109206	22.7816138	1
13	37.66195	2	3357.263517	4664.336286	0.823111921	0.982423905	1	0	0	1968.621856	0	0	6	0.955871908	6.922309726	25.17129357	0
14	23.74923333	0	6786.146997	7494.220866	2.694823833	2.147437742	0	0	1	3513.79548	0	0	2	0	0	13.26358605	0
15	23.74923333	0	6678.103148	7427.776616	2.063224497	2.694823833	0	1	0	3455.512857	0	0	4	0	0.217531655	12.50566685	1
16	15.69048333	0	2748.572385	3124.314207	1.338390893	0.701061896	1	0	1	2173.791967	1	0	2	0.828527696	4.899511047	26.76781786	1
17	15.69048333	0	2143.787123	3362.611519	0.701061896	1.338390893	1	0	0	1751.439621	0	0	0	0.637328997	5.259943223	24.40970057	0
18	31.5384	1	3130.464713	3965.578469	0.697562337	1.078050884	0	0	0	1883.923148	0	0	4	1.078050884	7.448035447	23.01955711	0
19	31.5384	1	3091.406363	4130.425133	1.078050884	0.697562337	5	1	1	2211.53629	2	1	10	0.760977095	6.712428137	24.57321868	1
20	16.20016667	0	3026.029915	3405.829158	1.35801072	0.55554984	2	0	0	2206.069982	2	0	3	0.9259164	5.090344122	28.95031944	1
21	16.20016667	0	2288.603089	3840.022222	0.49382208	1.35801072	0	0	1	1718.678807	0	0	0	0.55554984	5.647449777	25.06147056	0
22	30.1494	0	5574.609555	4922.751365	1.724744108	0.961876522	2	0	1	2276.914858	0	0	7	0.796035742	7.943101551	21.95731922	1
23	30.1494	1	3919.533504	6392.929876	0.961876522	1.724744108	2	1	0	2093.218666	2	0	3	1.160885457	7.080332422	24.0800812	0
24	27.78091667	0	7222.7372	9214.670742	2.375731542	2.555711205	0	1	0	3419.871822	0	0	2	0	0	13.03052755	0
25	27.78091667	0	8428.715961	7915.613536	2.555711205	2.375731542	0	0	1	3657.782754	0	0	5	0	0	14.75833231	1
26	14.67343333	0	5369.721763	8083.043505	2.657864667	3.680120308	0	0	1	3738.135727	0	0	0	0	0	11.04036092	0
27	14.67343333	0	7813.723489	6017.337456	3.680120308	2.657864667	0	0	0	3996.088805	0	0	4	0	0	12.67596995	1
28	29.33455	1	2992.147866	4105.602438	0.954505864	0.954505864	1	0	0	2112.648482	1	0	6	0.818147884	8.402588702	24.74897348	1
29	29.33455	0	2850.029486	3902.019973	0.954505864	0.954505864	3	1	1	1848.254902	1	0	2	1.022684855	6.541270627	24.20354156	0
30	18.68678333	0	6264.626125	7926.671881	2.408119107	2.889742929	0	1	0	3432.076459	0	0	1	0	0	12.14762305	0
31	18.68678333	0	7613.600968	6698.798705	2.889742929	2.408119107	0	0	1	3628.504224	0	0	3	0	0.84042432	12.09410929	1
32	18.4982	0	8943.322967	8483.31189	3.405736774	3.189499519	0	0	0	3852.380731	0	0	4	0	0	11.78493043	1
33	18.4982	0	7606.486305	9368.730977	3.189499519	3.405736774	0	1	1	3756.673759	0	0	2	0	0.108107458	12.10928631	0
34	32.0389	2	5029.48792	5877.043219	1.217270256	1.435754661	1	0	0	2320.69742	1	0	7	0.967573793	5.795241285	20.53753406	1
35	32.0389	0	4995.732782	6018.184145	1.435754661	1.217270256	3	0	1	2251.093255	0	0	6	0.905149677	5.595448681	21.4738958	0

df.head()

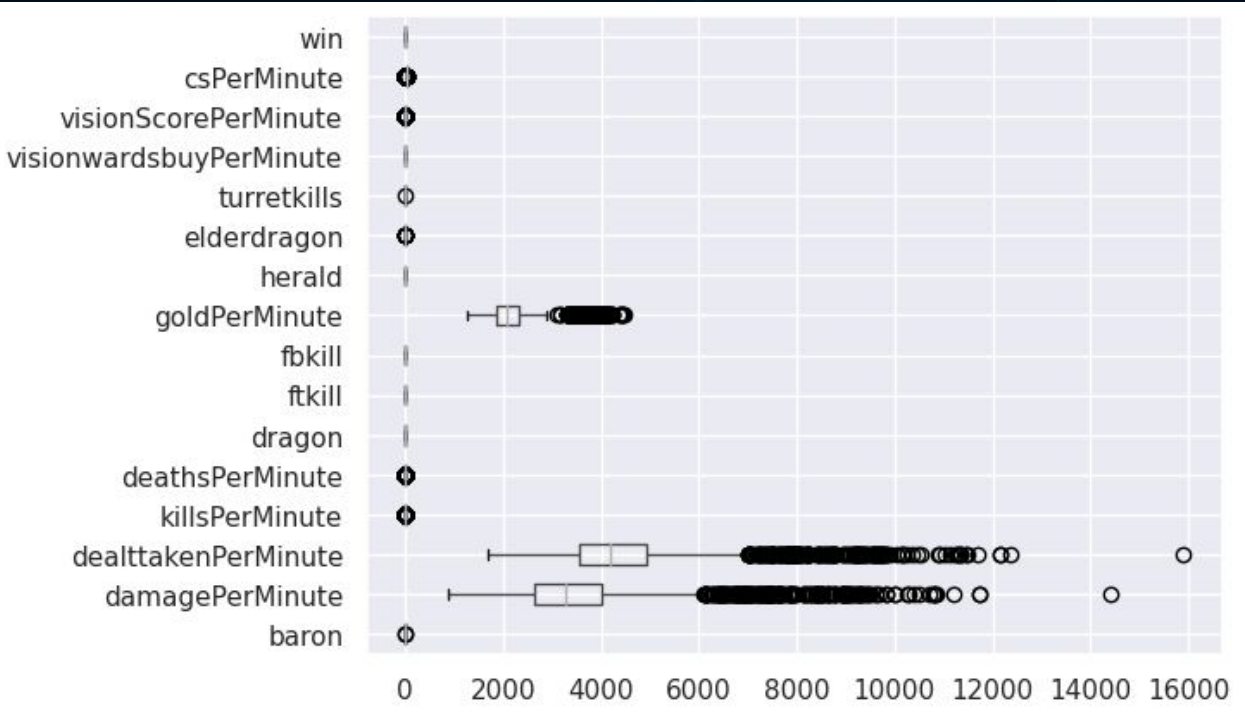
```
<class 'pandas.core.frame.DataFrame'>
Int64Index: 1550 entries, 0 to 1559
Data columns (total 16 columns):
#   Column                Non-Null Count  Dtype
---  -
0   baron                  1550 non-null  int64
1   damagePerMinute        1550 non-null  float64
2   dealttakerPerMinute    1550 non-null  float64
3   killsPerMinute         1550 non-null  float64
4   deathsPerMinute        1550 non-null  float64
5   dragon                  1550 non-null  int64
6   ftkill                  1550 non-null  int64
7   fbkill                  1550 non-null  int64
8   goldPerMinute          1550 non-null  float64
9   herald                  1550 non-null  int64
10  elderdragon             1550 non-null  int64
11  turretkills             1550 non-null  int64
12  visionwardsbuyPerMinute 1550 non-null  float64
13  visionScorePerMinute    1550 non-null  float64
14  csPerMinute             1550 non-null  float64
15  win                      1550 non-null  int64
dtypes: float64(8), int64(8)
memory usage: 238.1 KB
```

df.describe()

	baron	damagePerMinute	dealttakerPerMinute	killsPerMinute	deathsPerMinute	dragon	ftkill
0	1	4440.037673	4638.195073	1.093321	1.147987	2	0
1	1	3867.484106	5718.122750	1.147987	1.093321	3	0
2	1	3608.001771	4517.293883	1.375259	1.178794	1	0
3	0	3614.617789	4500.515722	1.178794	1.375259	2	1
4	1	4021.780635	4082.898206	0.851895	0.793144	3	1

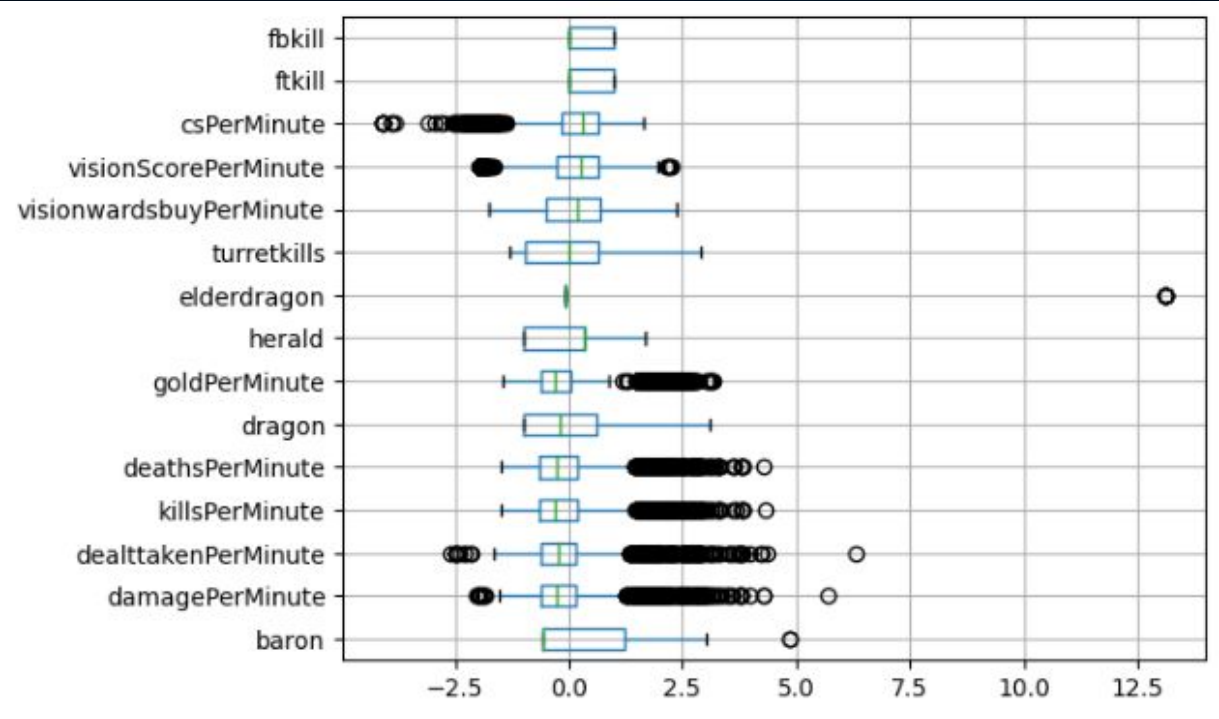
	baron	damagePerMinute	dealttakerPerMinute	killsPerMinute	deathsPerMinute
count	1550.000000	1550.000000	1550.000000	1550.000000	1550.000000
mean	0.316129	3781.182529	4648.441629	1.303331	1.307864
std	0.556142	1853.051020	1757.378037	0.865524	0.867726
min	0.000000	890.937000	1692.577669	0.000000	0.000000
25%	0.000000	2635.020911	3563.961183	0.744630	0.749311
50%	0.000000	3279.329956	4207.127224	1.050753	1.056637
75%	1.000000	4021.455661	4928.463128	1.470934	1.471557
max	3.000000	14406.518766	15895.732449	5.038774	5.038774

df.boxplot(vert = False)



데이터 간 규모 차이가 너무 크다

StandardScaler()
df.boxplot(vert = False)



정규화 후의 데이터
장로 드래곤의 이상치



승리

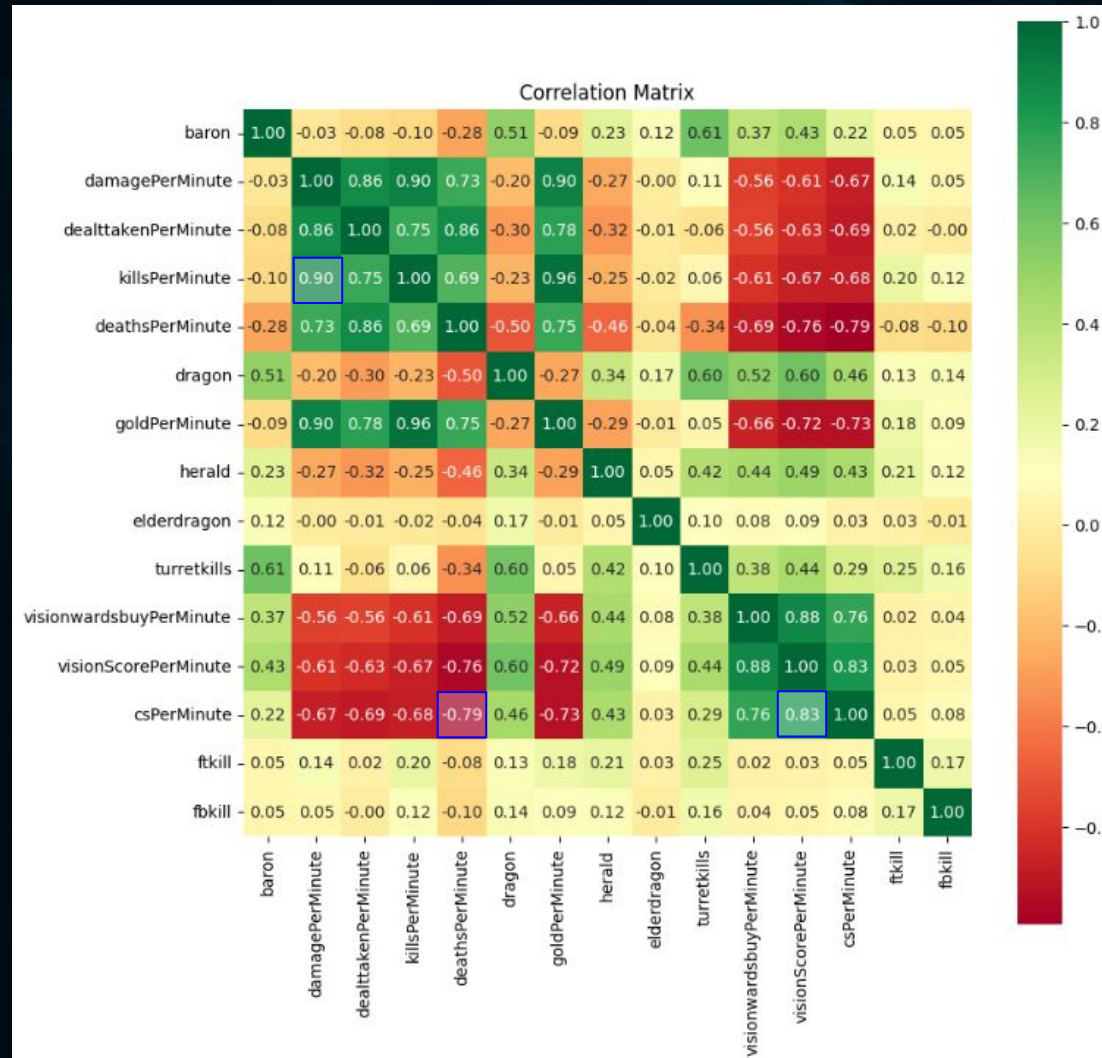
소환사의 협곡 · 개인/2인 랭크 게임 · 30:51 · 2023/12/01 · 게임 ID



점수표 개요 통계 그래프 룰

☒ 상관계수

- ☒ sns.heatmap
- ☐ scatter
- ☐ baron
- ☐ damagePerMinute
- ☐ dealttakerPerMinute
- ☐ killsPerMinute
- ☐ deathsPerMinute
- ☐ dragon
- ☐ fbkill
- ☐ goldPerMinute
- ☐ herald
- ☐ elderdragon
- ☐ turretkills
- ☐ visionwardsbupPerMinute
- ☐ visionScorePerMinute
- ☐ csPerMinute
- ☐ tfkill





승리

소환사의 협곡 · 개인/2인 랭크 게임 · 30:51 · 2023/12/01 · 게임 ID



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☐ goldPerMinute

☐ herald

☐ elderdragon

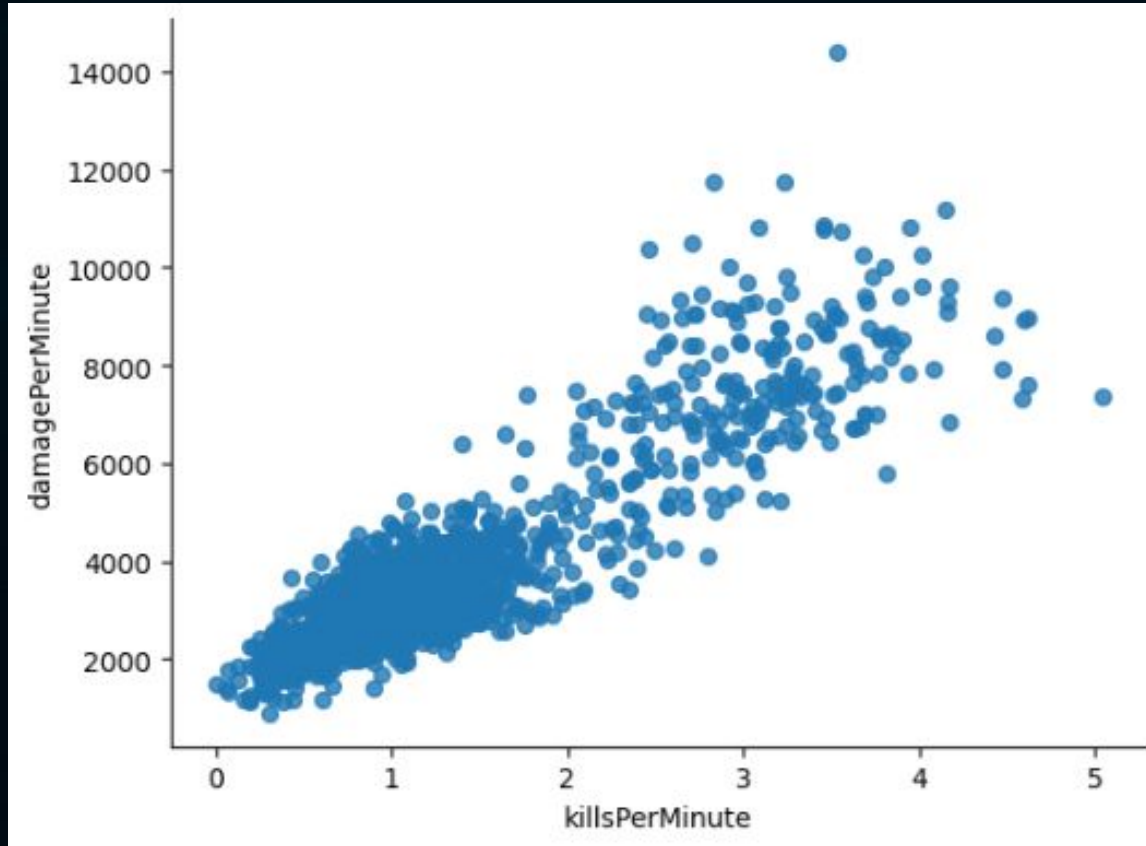
☐ turretkills

☐ visionwardsbupPerMinute

☐ visionScorePerMinute

☐ csPerMinute

☐ tfkill





승리

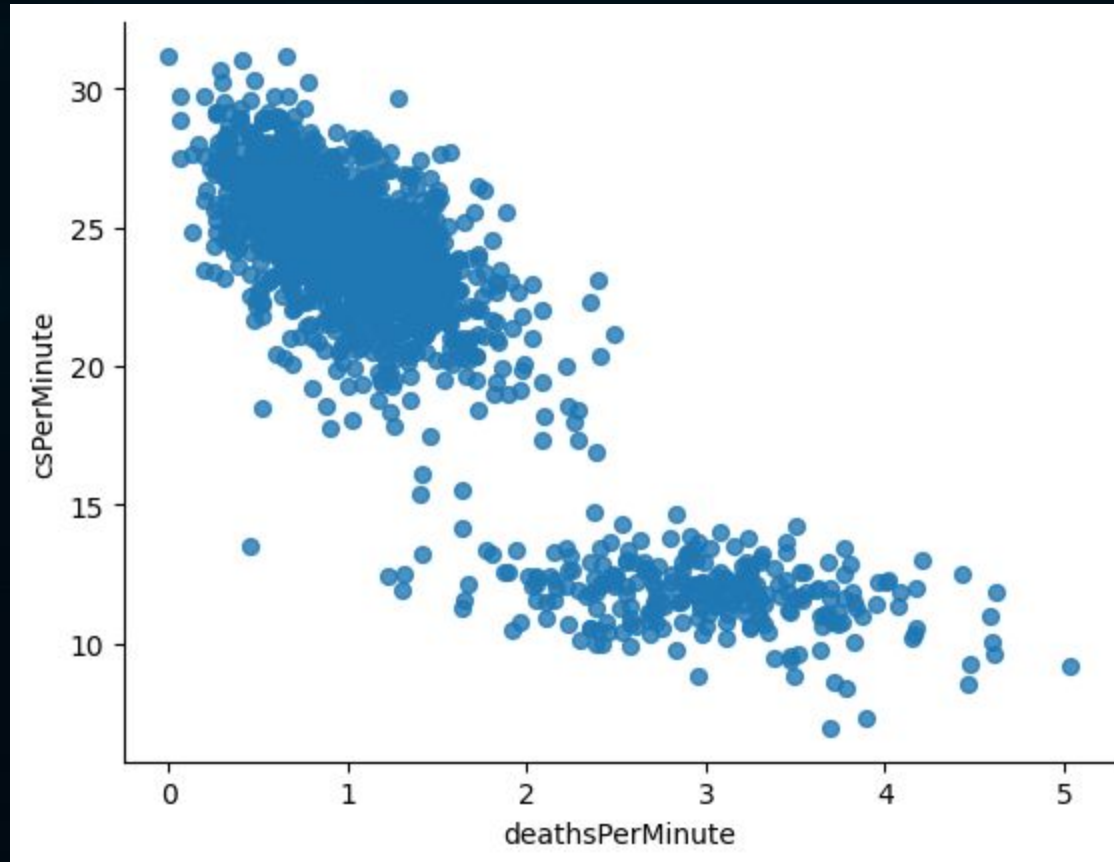
소환사의 협곡 · 개인/2인 랭크 게임 · 30:51 · 2023/12/01 · 게임 ID



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승리

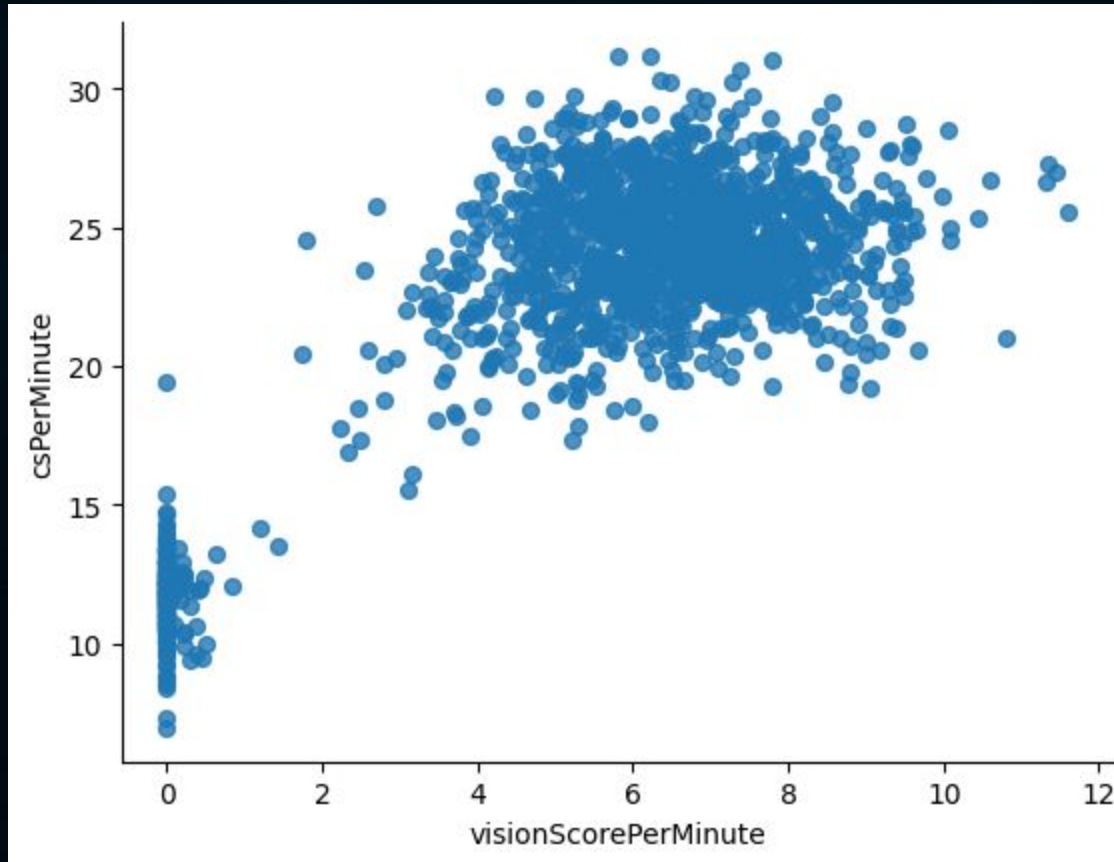
소환사의 협곡 · 개인/2인 랭크 게임 · 30:51 · 2023/12/01 · 게임 ID



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- ☒ csPerMinute
- ☐ tfkill





RandomForest

여러 개의 의사결정트리를
만들어 그 결과를 평균내는
앙상블 모델



XGBoost

Gradient Boosting
알고리즘 기반,
병렬 처리를 사용해 학습과
예측이 빠른 모델



LightGBM

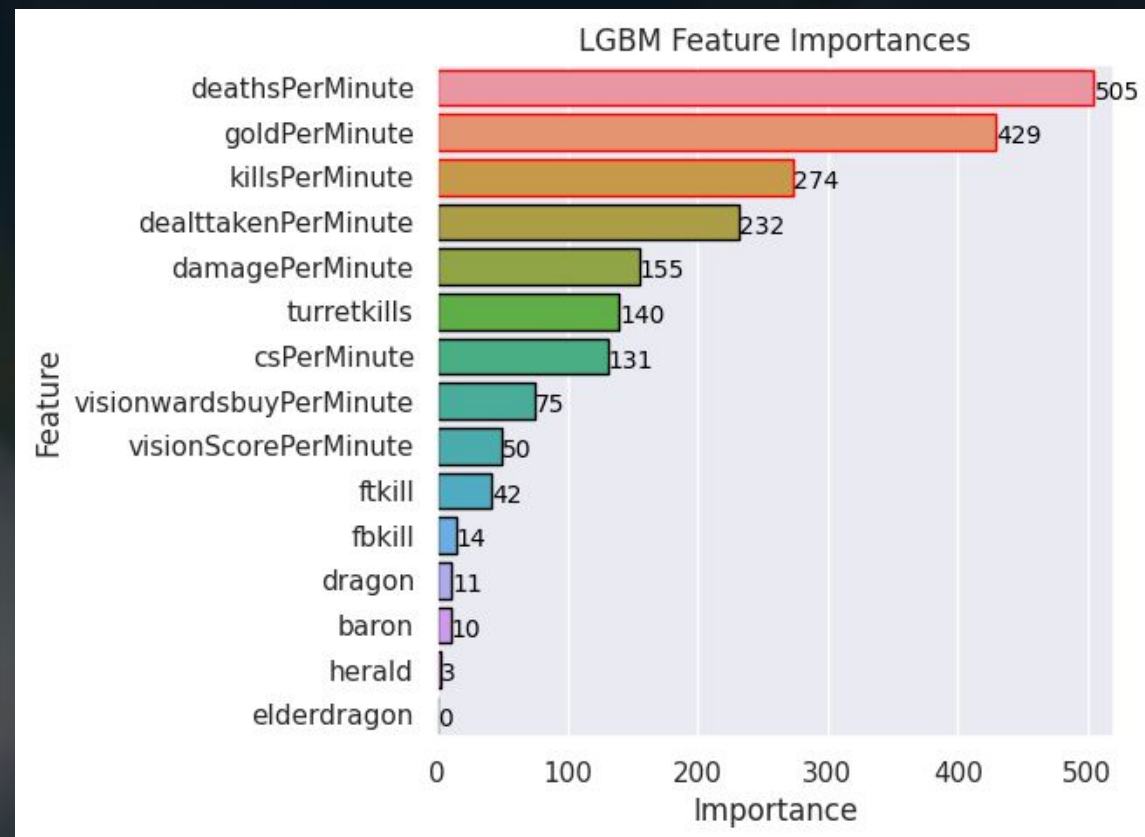
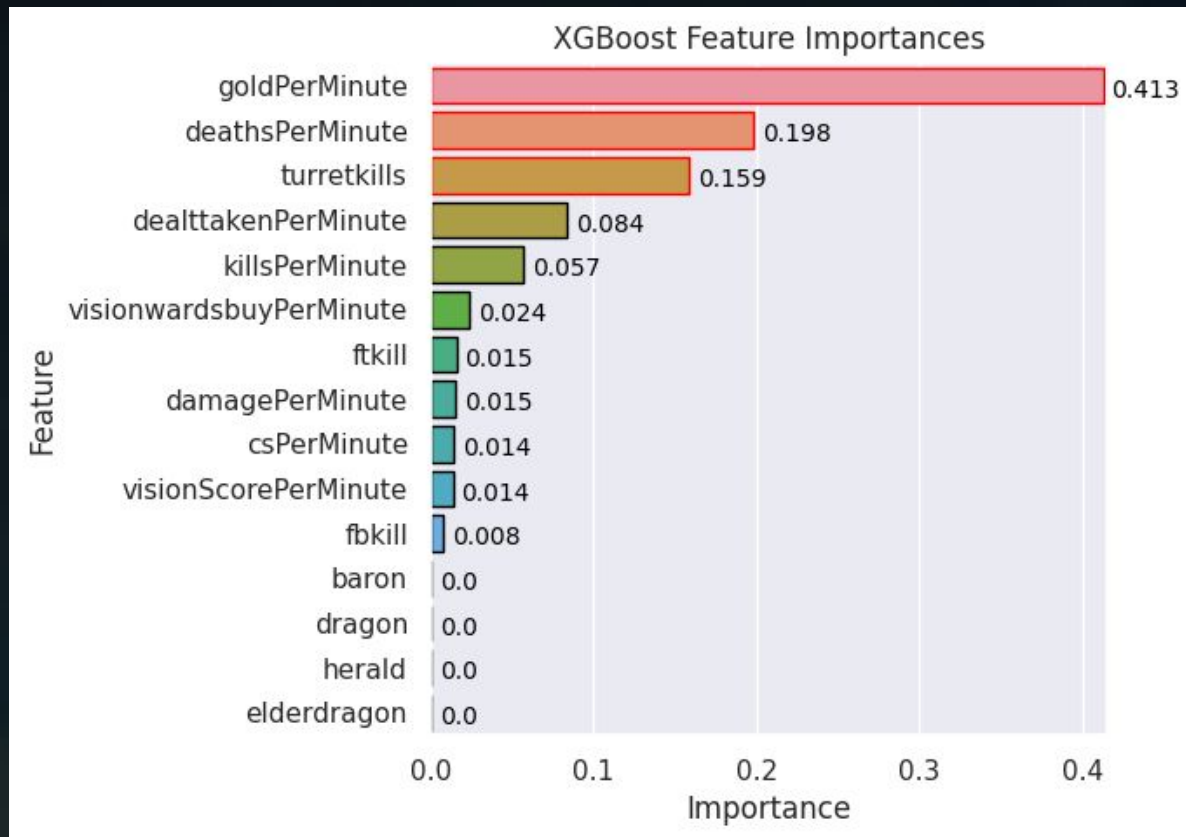
XGBoost보다 빠르고 적은
메모리를 사용한 모델

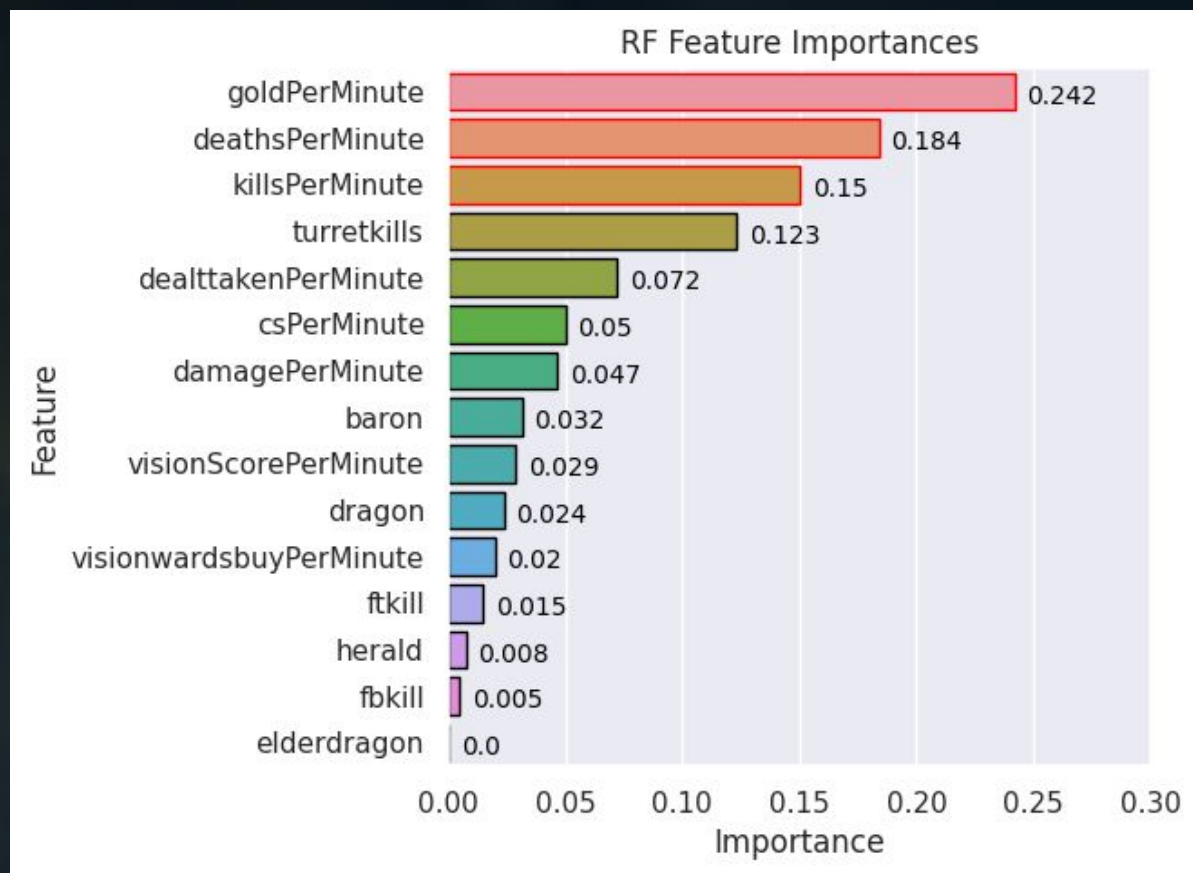


LogisticRegression

분류 문제를 해결하기 위한
알고리즘

```
X_train, X_test, Y_train, Y_test = train_test_split(df, y, test_size = 0.3)
```





LogisticRegression

$$y = 0.15004914 * \text{baron} - 0.41135821 * \text{damagePerMinute} - 0.75511225 * \text{dealttakenPerMinute} + 2.61877185 * \text{killsPerMinute} \\ - 4.43497745 * \text{deathsPerMinute} + 0.09751238 * \text{dragon} - 0.09541447 * \text{ftkill} + 2.94225111 * \text{fbkill} + 0.13146507 * \text{goldPerMinute} \\ + 0.21439989 * \text{herald} + 1.54957357 * \text{elderdragon} - 0.71523348 * \text{turretkills} - 0.31454591 * \text{visionwardsbuyPerMinute} + 0.47106488 \\ * \text{visionScorePerMinute} + 0.16063479 * \text{csPerMinute} - 0.09013465$$

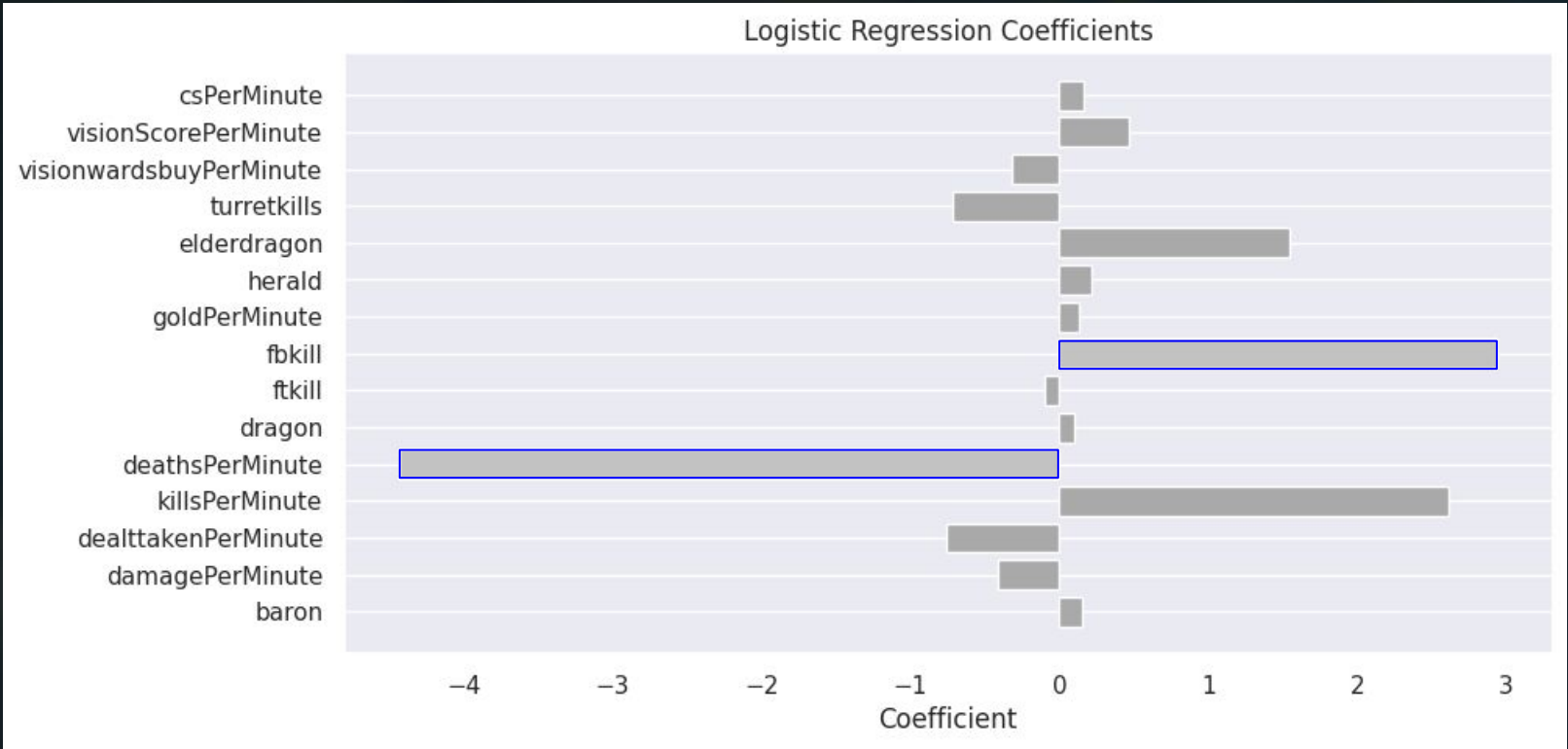
LogisticRegression

$$y = 0.15004914 * \text{baron} - 0.41135821 * \text{damagePerMinute} - 0.75511225 * \text{dealttakerPerMinute} + 2.61877185 * \text{killsPerMinute}$$

$$- 4.43497745 * \text{deathsPerMinute} + 0.09751238 * \text{dragon} - 0.09541447 * \text{ftkill} + 2.94225111 * \text{fbkill} + 0.13146507 * \text{goldPerMinute}$$

$$+ 0.21439989 * \text{herald} + 1.54957357 * \text{elderdragon} - 0.71523348 * \text{turretkills} - 0.31454591 * \text{visionwardsbuyPerMinute} + 0.47106488$$

$$* \text{visionScorePerMinute} + 0.16063479 * \text{csPerMinute} - 0.09013465$$



“ deathsPerMinute ”

“ fbkill ”



RandomForest

n_estimators = 70



XGBoost

n_estimators = 100

learning_rate = 0.1

max_depth = 3



LightGBM

n_estimators = 70



LogisticRegression

Default

accuracy_score(Y_test, y_pred)

94.87 %

95.51 %

95.29 %

94.23 %



실제 게임 데이터셋



Q 게임 찾기



LightGBM

No	예측값 / 실제값	예측한 패 확률 / 승 확률
1	승 / 패	63 % / 37 %
2	패 / 패	93 % / 7 %
3	승 / 승	15 % / 85 %
4	패 / 패	7 % / 93 %
5	패 / 패	93 % / 7 %
6	승 / 승	7 % / 93 %
7	패 / 패	87 % / 13 %
8	패 / 승	61 % / 39 %
9	패 / 패	59 % / 41 %
10	패 / 패	77 % / 23 %

Test Accuracy : 80 %



더 나아가



1. 더 많은 데이터로 학습
2. 실시간 승부 예측
3. ai 프로젝트



Q & A
