

Dunya Kupasi 2014 Tahminleri

Projede kullanılan 4 Python dosyasi var:

`match_stats`: Mac istatistiklerini yukleyen kodlar.

`features`: Ham istatistik verileri ozelliklere (features) donduruyor, ki bu ozellikler yapay ogrenim modeline girilebilsin. Bu ozellikler onceki K macin verilerini ozetleme amaclari yaratildilar, ki bu ozelliklere dayanarak bir sonraki maci tahmin edebilelim.

`world_cup`: Veriyi temizlemek ve modeli kurmak icin kullanılan yardimci kodlar.

`power`: Birbiriyle belli sayida mac yapmis takimlari bir "guc siralamasini" hesaplamak.

Ozellik insasi

Sonraki mac tahmini icin onceki K macin ozet istatistiklerine bakiyoruz, K'nin ne oldugu `history_size` ile tanimli.

```
import world_cup
import features
import match_stats
import pandas as pd
```

```
history_size = 3
```

```
game_summaries = features.get_game_summaries()
data = features.get_features(history_size)
```

Bu ozellikler, dedigimiz gibi, onceki K macin ozeti. Bu ozetlerin cogu bir ortalamadir, ayrica bu ortalamalari cogu dakika bazli cunku mac zamanini asan maclari da hesaba katmak icin.. Eger mac basina yapilan pas degeri alinsaydi, o zaman vakti asan bir macta o deger normalden cok daha fazla olacakti, bu modeli bozardi.

Modelde kullanılacak ozellikler:

`is_home`: Takim evinde mi, deplasmanda mi oynuyor. Futbolda bu degiskenin cok onemli oldugunu anladik.

`avg_points`: Onceki K macta kazanilan ortalama puan (galibiyet icin 3, esitlik icin 1, kayip icin 0).

`avg_goals`: Onceki K macta atilan averaj gol.

`op_average_goals`: Rakip tarafindan son K macta atilan averaj gol.

`pass_70/80`: Hucum sahasinin 30%-20%'sinde dakika basina verilen basarili pas.

`op_pass70/80`: Hucum sahasinin 30%-20%'sinde rakip tarafindan verilmiş dakika bazinda basarili paslar.

`expected_goals`: Son K mactaki gol beklentisi, ki bu beklenti atılan sut ve ve sutun kaleden uzaklığı baz alınarak hesaplanan bir sayı.

`passes`: Dakika basına atılan paslar.

`bad_passes`: Dakika bazında verilen ama basarılı olmayan paslar.

`pass_ratio`: Basarılı pasların oranı.

`corners`: Dakika bazında atılan kornerler.

`fouls`: Yapılan faul sayısı (dk bazlı)

`cards`: Kırmızı ya da sarı alınan kart ceza sayısı (mac basına).

`shots`: Dakika bazında atılan sut.

`op_*`: Rakipler hakkındaki bazı tarihi istatistikler. Dikkat, bu “rakip” `op_team_name`’de gösterilen rakip değil, genel olarak bu takımın rakiplerinin ona karşı nasıl oynadığını göstermeye çalışan bir istatistik. Mesela `op_corners` bu takımın rakiplerinin dakika basına kaç korner kazandığını gösteriyor.

`*_op_ratio`: Takımın istatistiklerinin rakiplerine olan oranı [?]

Özellik olmayan kolonlar

`matchid`: Macın id’si

`teamid`: Takımın id’si

`op_teamid`: Rakip takımın tekil id’si

`team_name`: Takımın ismi

`op_team_name`: Rakip takımın ismi

`timestamp`: Mac ne zaman oynandı

`competitionid`: Genel müsabakayı gösteren kod (dünya kupası, vs).

Hedef kolonlar:

Altındaki kolonlar tahmin edilmeye uğratabilecek olan kolonlar. Eğer bilinen veri üzerinde tahmin yapmak istiyorsak, bu kolonları tahmin öncesi dışarı atmalıyız, bunu unutmayalım. Birkaç hedef kolon var ama, biz sadece kazanılan puanı tahmin etmeye uğrascagız, belki diğer modeller diğer kolonları tahmin etmeye uğrasılar, mesela atılan gol sayısı gibi.

`points`: Macın puan sonucu.

`goals`: `teamid`’deki takımın attığı gol sayısı.

`op_goals`: `op_teamid` ile gösterilen takımın attığı gol sayısı.

```
club_data = data[data['competitionid'] <> 4]
# Show the features latest game in competition id 4, which is the world cup.
```

```

print data[data['competitionid'] == 4].iloc[0]

matchid          731828
teamid           366
op_teamid        632
competitionid     4
seasonid         2013
is_home          0
team_name        Netherlands
op_team_name      Argentina
timestamp        2014-07-09 21:00:00.000000
goals            0
op_goals         0
points           1
avg_points       2.333333
avg_goals        1.333333
op_avg_goals     0.333333
pass_70          0.4720355
pass_80          0.1506976
op_pass_70       0.2647796
op_pass_80       0.07850102
expected_goals   1.444374
op_expected_goals 0.4114247
passes           3.834864
bad_passes       1.013622
pass_ratio       0.7655947
corners          0.07099121
fouls            0.1262374
cards            1
shots            0.1552259
op_passes        3.38986
op_bad_passes    1.024551
op_corners       0.03467955
op_fouls         0.1570661
op_cards         2.666667
op_shots         0.09249659
goals_op_ratio   1.333333
shots_op_ratio   1.702273
pass_op_ratio    1.025426
Name: 0, dtype: object

```

Mac bazında atılan goller ve macin sonucunu eksenlere alarak bir tablo yaratalım (crosstab).

```

import pandas as pd
print pd.crosstab(
    club_data['goals'],
    club_data.replace(
        {'points': {
            0: 'lose', 1: 'tie', 3: 'win'}})['points'])

points  lose  tie  win
goals
0        768  279    0
1        508  416  334
2        134  218  531

```

3	23	42	325
4	2	6	158
5	0	2	67
6	0	0	13
7	0	0	6
8	0	0	1

5'den fazla gol atmak tabii ki kazanmayı garantiliyor, hic atmamak 75% ihtimalle kaybedilecek demektir (bazen de beraberlik olur tabii!). Not: Fakat tabloda 4 gol sonrası kazanımlar direk artmıyor, niye? Cunku bu maclar uzatma sonrası atılan penaltılardan geliyor, her iki takımda bu sirada cok gol atıyor, ve biri mutlaka kaybediyor [1].

Modeli egitmek

Veri tabanimizdaki klup verisini kullanarak (yani hic dünya kupasi verisi kullanmadan) egitecegiz. Bu kod `world_cup.py` icinde. Sonuc bir lojistik regresyon modeli olacak, ve sonra test verisi uzerinde tahmin yapacagiz. Regresyonun Rsquared degerini gosterecegiz, ki bu egitim verisi uzerinden gosterilebilir. Rsquared modelin veriye ne kadar uydugunu gosteren bir rakamdır, ne kadar yuksekse o kadar iyidir.

```
import world_cup
reload(world_cup)
import match_stats
pd.set_option('display.width', 80)

# Don't train on games that ended in a draw, since they have less signal.
train = club_data.loc[club_data['points'] <> 1]
# train = club_data

(model, test) = world_cup.train_model(
    train, match_stats.get_non_feature_columns())
print "Rsquared: %0.03g" % model.rsquared

Rsquared: 0.149
```

Onemli ozellikleri secmek

Lojistik regresyon modelimiz regularizasyon kullanıyor; bu demektir ki daha ce-trefil modeller cezalandiriliyor. Bu cezalandirmanın yan etkisi olarak biz hangi ozelliklerin daha onemli oldugunu gorebiliyoruz, cunku daha onemsiz olan ozel-likler modelden atiliyorlar (katsayıları sifira iniyor).

Bu baglamda ozellikleri uce ayirabiliriz:

Pozitif ozellikler: Bu ozellikler mevcut ise takimin kazanma sansi yukseliyor.

Negative ozellikler: Tam tersi

Atilan degerler: Onemli olmayan ozellikler, ki bu ozellikler modele dahil edilirse asiri uygunluk (overfitting) durumu ortaya cikar.

```
def print_params(model, limit=None):
```

```

params = model.params.copy()
params.sort(ascending=False)
del params['intercept']

if not limit:
    limit = len(params)

print("Pozitif ozellikler")
params.sort(ascending=False)
print(np.exp(params[[param > 0.001 for param in params]]).sub(1)[:limit])

print("\nAtilan ozellikler")
print(params[[param == 0.0 for param in params]][:limit])

print("\nNegatif ozellikler")
params.sort(ascending=True)
print(np.exp(params[[param < -0.001 for param in params]]).sub(1)[:limit])

print_params(model, 10)

Pozitif ozellikler
is_home          0.848337
pass_70           0.254729
expected_goals    0.169235
opp_op_corners    0.159163
op_passes         0.120319
opp_op_pass_80    0.095970
avg_goals         0.092000
opp_bad_passes    0.075657
opp_cards         0.068903
fouls            0.062809
dtype: float64

Atilan ozellikler
op_pass_70        0
opp_op_cards      0
op_bad_passes     0
opp_op_bad_passes 0
opp_op_fouls      0
corners           0
pass_ratio        0
opp_corners       0
op_fouls          0
opp_goals_op_ratio 0
dtype: float64

Negatif ozellikler
opp_pass_70       -0.203015
opp_expected_goals -0.144740
op_corners        -0.137309
opp_op_passes     -0.107397
op_pass_80        -0.087566
opp_avg_goals     -0.084249
bad_passes        -0.070335
cards             -0.064461
opp_fouls         -0.059097

```

```
opp_passes          -0.049240
dtype: float64
```

Klup verisi uzerinde tahmin

predicted: Takimin kazanma sansi (tahmin).

points: Gercekten ne oldu.

```
reload(world_cup)
results = world_cup.predict_model(model, test, match_stats.get_non_feature_columns())

predictions = world_cup.extract_predictions(results.copy(), results['predicted'])
```

```
print 'Dogru tahminler:'
```

```
print predictions[(predictions['predicted'] > 50) & (predictions['points'] == 3)][:5]
```

Dogru tahminler:

	team_name	op_team_name	predicted	expected \
8	Portland Timbers	Real Salt Lake	52.418756	Portland Timbers
42	Rayo Vallecano	Granada CF	60.862465	Rayo Vallecano
49	AtlÃ©tico de Madrid	Getafe	64.383541	AtlÃ©tico de Madrid
57	Colorado Rapids	Vancouver Whitecaps	51.836366	Colorado Rapids
58	Real Madrid	Real Sociedad	64.100904	Real Madrid

	winner	points
8	Portland Timbers	3
42	Rayo Vallecano	3
49	AtlÃ©tico de Madrid	3
57	Colorado Rapids	3
58	Real Madrid	3

```
print 'Yanlis tahminler:'
```

```
print predictions[(predictions['predicted'] > 50) & (predictions['points'] < 3)][:5]
```

Yanlis tahminler:

	team_name	op_team_name	predicted \
1	Seattle Sounders FC	Vancouver Whitecaps	51.544963
2	New England Revolution	Real Salt Lake	63.950714
3	Philadelphia Union	FC Dallas	54.213693
14	New England Revolution	Montreal Impact	52.762065
20	New York Red Bulls	Toronto FC	55.533969

	expected	winner	points
1	Seattle Sounders FC	Vancouver Whitecaps	0
2	New England Revolution	Real Salt Lake	0
3	Philadelphia Union	FC Dallas	0
14	New England Revolution	Montreal Impact	0
20	New York Red Bulls	Toronto FC	0

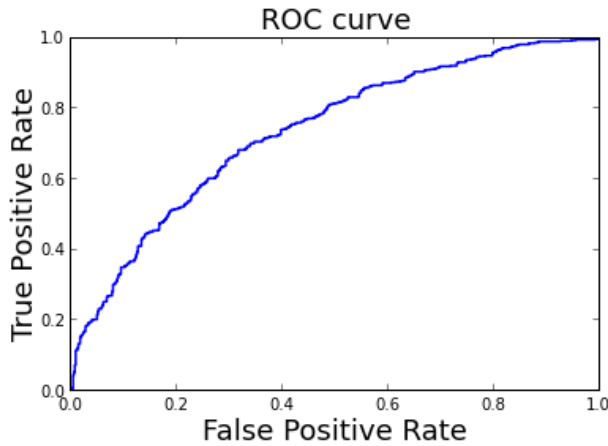
Tahminlerimizi kontrol etmek

Kontrol icin mesela hesabimizin rasgele tahminden ne kadar iyi oldugunu hesaplayabiliriz (lift) ya da AUC hesabi yapip ROC egrisini hesaplariz. AUC herhalde en iyisi, bu hesap cok ilginctir, 0.5 (kafadan atmak) ve 1.0 arasindadir (mukemmel

tahmin), ve bu hesap dengesiz veri setlerine karsi dayaniklidir. Mesela 0/1 etiketi tahmininde test setinde diyelim ki yuzde 90 oraninda olsa ve modelimiz surekli 1 tahmin etse, basit bir olcum bize modelimizin yuzde 90 basarili oldugunu soylerdi. AUC boyle durumlara karsi dayaniklidir, bize 0.5 sonucunu verir.

```
baseline = (sum([yval == 3 for yval in club_data['points']])
            * 1.0 / len(club_data))
y = [yval == 3 for yval in test['points']]
world_cup.validate(3, y, results['predicted'], baseline,
                  compute_auc=True)
plt.savefig('doc_en_01.png')
```

(3) Lift: 1.42 Auc: 0.738



Modelde eksik olan bir sey var; sonraki maci onceki birkac macin ozetinden tahmin etmeye ugrasiyoruz ama belki bazi takimler onceki K macta cok zorlu rakiplerle ugrasmistir, bazilari cok kolay rakiplerle ugrasmistir. Bu durumda on-
ceki maclarin istatistigi bize tum hikayeyi anlatmayacaktır.

Bu problemi cozmek icin ayri bir regresyon daha isletebiliriz. Bu regresyon bir guc siralamasi (power ranking) hesaplayabilir, bu hesap FIFA/CocaCola'nin en-
ternasyonel takimler icin yaptigi guc siralama hesabina benzer. ABD'de beyzbol ve Amerikan futbolu icin de benzer bir hesap yapiliyor.

Guc siralamasi hesabini yaptıktan sonra -tek bir numerik sayı, bazı takimler icin daha yuksek bazı takimler icin daha alcak, ki onun uzerinden siralama yapilabilsin-
onu bir ozellik olarak lojistik regresyon modeline dahil edebiliriz. Guç siralamasi esas olarak su tur irdelemelerin modelimize dahilini mumkun kilar; A takimi B'yi yendiyse, B C'yi yendiyse, A buyuk ihtimalle C'yi yener. Bu tur bilgi niye onemli? Cunku elimizde yapilabilecek tum maclarin kombinasyonu yok, mac verisi seyrek (sparse). Ama eldeki birkac mactan bir guc siralamasi hesaplaya-
bilirsek, bu bize takimler arasinda, daha once mac oynamamis olsalar bile, otomatik olarak bir ek irdeleme yapabilmemizi saglayacaktır.

Siralama hesabi yapıldıktan sonra bazı kontrolleri hizla, ciplak gozle yapabiliriz, mesela sonuca bakariz, eger Wiggan (zayıf bir takım) 1.0 degeri almıs, Chelsea (guclu bir takım) 0.0 degeri almıs ise bir seyler yanlıs demektir.

Tabii buna ragmen bazı takımlara hala uygun sıralama veremeyebiliriz, mesela A,B'yi, B,C'yi yeniyor, sonra veriye göre, C A'yi yeniyor. Bu şekilde sıralamadığımız durumda takıma 0.5 verip tam ortaya koyacağız.

Ayrıca enternasyonel takımların sıralaması çok gürültülü veri olduğu ve (klup verisinden bile daha) seyrek olduğu için onu yüzdeliğe (quartiles) ayırarak göstereceğiz, yani sıralamalar 0, .33, .66, or 1.0 olarak gözükecekler.

Fakat hesap işi bitince, ve bu sıralamayı nihai lojistik modele dahil edince başarı oranımızın zıplama yaptığını göreceğiz.

```
import power
reload(power)
reload(world_cup)
def points_to_sgn(p):
    if p > 0.1: return 1.0
    elif p < -0.1: return -1.0
    else: return 0.0
power_cols = [
    ('points', points_to_sgn, 'points'),
]

power_data = power.add_power(club_data, game_summaries, power_cols)
power_train = power_data.loc[power_data['points'] <> 1]

# power_train = power_data
(power_model, power_test) = world_cup.train_model(
    power_train, match_stats.get_non_feature_columns())
print "\nRsquared: %0.03g, Power Coef %0.03g" % (
    power_model.prsquared,
    math.exp(power_model.params['power_points']))

power_results = world_cup.predict_model(power_model, power_test,
    match_stats.get_non_feature_columns())
power_y = [yval == 3 for yval in power_test['points']]
world_cup.validate(3, power_y, power_results['predicted'], baseline,
    compute_auc=True, quiet=False)

print_params(power_model, 8)

plt.plot([0, 1], [0, 1], '--', color=(0.6, 0.6, 0.6), label='Luck')
# Add the old model to the graph
world_cup.validate('old', y, results['predicted'], baseline,
    compute_auc=True, quiet=True)
plt.legend(loc="lower right")
plt.savefig('doc_en_02.png')

New season 2014
New season 2013
New season 2013
New season 2012
New season 2012
New season 2011

['Blackburn Rovers: 0.000', 'Real Betis: 0.000', 'D.C. United: 0.000',
```


'Celta de Vigo: 0.004', 'Deportivo de La Coru\xca3\xbla: 0.009',
 'Wolverhampton Wanderers: 0.021', 'Reading: 0.022', 'Real Zaragoza: 0.026',
 'Real Valladolid: 0.044', 'Granada CF: 0.062', 'Queens Park Rangers:
 0.073', 'Mallorca: 0.089', 'Aston Villa: 0.092', 'Bolton Wanderers: 0.102',
 'Osasuna: 0.109', 'Espanyol: 0.112', 'Wigan Athletic: 0.124', 'Sunderland:
 0.130', 'Rayo Vallecano: 0.138', 'Almer\xca3\xada: 0.145', 'Levante: 0.148',
 'Elche: 0.154', 'Getafe: 0.170', 'Swansea City: 0.192', 'Southampton:
 0.197', 'Norwich City: 0.206', 'Toronto FC: 0.211', 'Chivas USA: 0.218',
 'West Ham United: 0.220', 'West Bromwich Albion: 0.224', 'Villarreal:
 0.231', 'Stoke City: 0.255', 'Fulham: 0.274', 'Valencia: 0.296', 'Valencia
 CF: 0.296', 'M\xca3\xallaga: 0.305', 'Newcastle United: 0.342', 'Sevilla:
 0.365', 'Columbus Crew: 0.366', 'Athletic Club: 0.386', 'Liverpool: 0.397',
 'Everton: 0.417', 'Philadelphia Union: 0.466', 'Montreal Impact: 0.470',
 'Chelsea: 0.530', 'Real Sociedad: 0.535', 'Tottenham Hotspur: 0.551',
 'Arsenal: 0.592', 'Houston Dynamo: 0.593', 'FC Dallas: 0.612', 'Chicago
 Fire: 0.612', 'Vancouver Whitecaps: 0.615', 'San Jose Earthquakes: 0.632',
 'New England Revolution: 0.634', 'Atl\xca3\xca9tico de Madrid: 0.672',
 'Colorado Rapids: 0.743', 'Barcelona: 0.759', 'Seattle Sounders FC: 0.781',
 'New York Red Bulls: 0.814', 'Sporting Kansas City: 0.854', 'LA Galaxy:
 0.882', 'Real Salt Lake: 0.922', 'Manchester City: 0.928', 'Real Madrid:
 1.000', 'Manchester United: 1.000', 'Portland Timbers: 1.000']

Rsquared: 0.22, Power Coef 2.18

(3) Lift: 1.56 Auc: 0.791

Base: 0.374 Acc: 0.708 P(1|t): 0.778 P(0|f): 0.667

Fp/Fn/Tp/Tn p/n/c: 99/248/347/496 595/595/1190

Pozitif ozellikler

power_points	1.177169
is_home	0.787110
opp_op_corners	0.170848
expected_goals	0.058597
opp_cards	0.045538
pass_70	0.036267
avg_goals	0.035456
opp_avg_points	0.033857
dtype:	float64

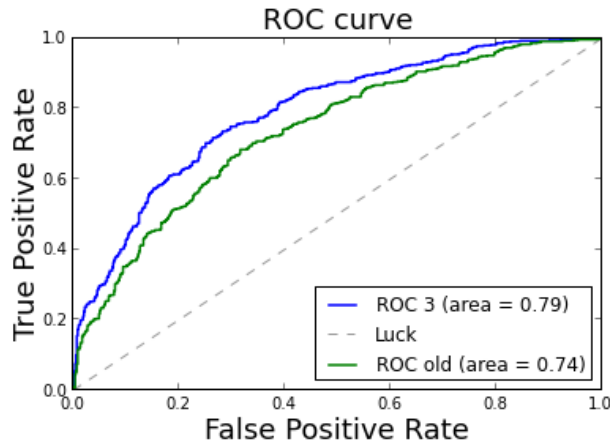
Atilan ozellikler

passes	0
op_pass_80	0
op_expected_goals	0
opp_shots_op_ratio	0
bad_passes	0
pass_ratio	0
opp_pass_op_ratio	0
shots	0
dtype:	float64

Negatif ozellikler

opp_power_points	-0.540688
op_corners	-0.145918
opp_expected_goals	-0.055353
cards	-0.043555
opp_pass_70	-0.034997
opp_avg_goals	-0.034242

```
avg_points          -0.032748
opp_fouls           -0.022867
dtype: float64
(old) Lift: 1.42 AUC: 0.738
```



Simdi dünya kupasını tahmin edelim!

Aynen klup verisinde yaptığımız gibi dünya kupası için de benzer istatistikleri hesaplayabiliriz. Bu durumda elimizde hedefler olmayacak, yani kimin kazandığını bilemeyeceğiz (aslında bazı dünya kupası maçlarının sonucunu biliyoruz, ama tahminlerimizi hiçbir maci bilmiyormuş gibi yapalım). Ve tekrar vurgulayalım: klup verisiyle eğittığımız modeli kullanarak dünya kupasını tahmin edeceğiz. Yani model ve tahmin tamamen farklı takımlar üzerinden yapılacaktır!

`features.get_wc_features()` bize tüm dünya kupası maçları için gereken özellikleri yaratıp döndürecektir.

```
import world_cup
import features
reload(match_stats)
reload(features)
reload(world_cup)
wc_data = world_cup.prepare_data(features.get_wc_features(history_size))
wc_labeled = world_cup.prepare_data(features.get_features(history_size))
wc_labeled = wc_labeled[wc_labeled['competitionid'] == 4]
wc_power_train = game_summaries[game_summaries['competitionid'] == 4].copy()
```

Ev sahibi avantajı

Klup verisi ile dünya kupası verisi arasındaki bazı farklardan biri budur: dünya kupasında bir macta ev sahibi olmak ya da deplasmanda olmak ne demektir? Resmi olarak tek ev sahibi tüm 2014 kupasına ev sahipliği yapan Brezilya'dır, o zaman sadece Brezilya mı oynadığı maçlarda ev sahibi olabilir? Bu pek akla yatkın gelmiyor.

Belki diğer Latin Amerika takımlarını da ev sahibi olarak görebiliriz.. Adam aynı kitadan, belki o kitaya alışıktır, iklimi vs ona normal geliyor.. ? Olabilir mi? Diğer bazı modeller `is_home`'u sadece Brezilya'ya vermiş, sonra aynı kitadaki diğer

takimlara da 'azicik' ev sahipliği vermişler, çünkü istatistiklere göre bu takımlar kendi kitalarında daha iyi performans gösteriyorlarmış, vs.

Biz daha değişik bir model kullanacağız, bu model belki biraz subjektif.. Biz `is_home` ogesine 0.0 ile 1.0 arasında bir değer atayacağız, ve bu değer büyük-lüğü o takımın taraftarlarının hem sayı, hem de destek enerjisi üzerinden ölçülecek. Bunu yapmamızın sebebi ilk turlarda görüldüğü üzere, taraftarının daha iyi desteklediği takımların diğerlerine göre daha iyi performans göstermesi. Mesela Sili'nin taraftarı takımını muthis destekledi, İspanya taraftarı orali bile olmadı, Sili-İspanya macını Sili 2-0 kazandı. Bunun gibi pek çok mac gözlemledik, co-gunda güney Amerika takımları vardı, ama çok taraftar gönderen takımlar da vardı, mesela Meksika. Ya da ABD vardı, çok taraftarı vardı ama sessizdiler, on-lar daha düşük skorlar aldılar.

```
import pandas as pd
wc_home = pd.read_csv('wc_home.csv')

def add_home_override(df, home_map):
    for ii in xrange(len(df)):
        team = df.iloc[ii]['teamid']
        if team in home_map:
            df['is_home'].iloc[ii] = home_map[team]
        else:
            # If we don't know, assume not at home.
            df['is_home'].iloc[ii] = 0.0

home_override = {}
for ii in xrange(len(wc_home)):
    row = wc_home.iloc[ii]
    home_override[row['teamid']] = row['is_home']

# Add home team overrides.
add_home_override(wc_data, home_override)
```

Dunya Kupasi Guc Siralamasi

Bu hesabin dünya kupası verisi üzerinde yapılması lazım, çünkü güç sıralaması o takımların arasındaki maçlara dayanılarak yapılan bir hesap. Bu maçlar ise, dünya kupası takımları bağlamında, oldukça seyrek çünkü bazı takımlar bazı takımlarla neredeyse onyıldır oynamamış. Cogu Avrupa takımı mesela güney Amerika takımıyla oynamamış, Asyalı takımlarla daha bile az oynamış. Klup bazında kullandığımız aynı numarayı burada da kullanabiliriz, ama basarisizliga hazır olmak lazım!

Hesap altta

```
# When training power data, since the games span multiple competitions,
# just set is_home to 0.5
#
# Otherwise when we looked at games from the 2010 world cup, we'd think
# Brazil was still at home instead of South Africa.
```

```

wc_power_train['is_home'] = 0.5
wc_power_data = power.add_power(wc_data, wc_power_train, power_cols)

wc_results = world_cup.predict_model(power_model, wc_power_data,
    match_stats.get_non_feature_columns())

New season 2013
New season 2009
New season 6
['Australia: 0.000', 'Serbia: 0.016', 'USA: 0.017', 'Cameroon: 0.035',
'Iran: 0.081', 'Croatia: 0.180', 'Nigeria: 0.204', 'Cote d'Ivoire:
0.244', 'Costa Rica: 0.254', 'Algeria: 0.267', 'Paraguay: 0.277',
'Honduras: 0.279', 'Slovakia: 0.281', 'Greece: 0.284', 'Switzerland:
0.291', 'Ecuador: 0.342', 'Uruguay: 0.367', 'Sweden: 0.386', 'Japan:
0.406', 'Mexico: 0.409', 'Chile: 0.413', 'Colombia: 0.438', 'England:
0.460', 'Belgium: 0.467', 'Ukraine: 0.470', 'Portugal: 0.487', 'Ghana:
0.519', 'South Korea: 0.532', 'France: 0.648', 'Spain: 0.736', 'Argentina:
0.793', 'Italy: 0.798', 'Brazil: 0.898', 'Netherlands: 0.918', 'Germany:
1.000']

```

Guc sirasi da ayri bir lojistik regresyon aslinda, `power.py` icinde biz bu regresyona giren matris ve etiketleri hesap yapilmadan once cekip cikarttik, ve bir dosyaya kaydettirdik. Bakarsak,

```

games = pd.read_csv('/tmp/games.csv')
outcomes = pd.read_csv('/tmp/outcomes.csv')

```

Herhangi bir satira goz atalim,

```

print 'mac', games[100:101]
print 'sonuc', outcomes[100:101]

```

mac	1041	1042	114	1161	118	119	1215	1216	1219	1221	1223	1224	\
100	0	0	0	0	0	0	0	0	0	0	0	0	

	1264	1266	1794	1801	1804	357	359	360	361	364	365	366	367	\
100	0	0	0	0	0	0	0	0	0	0	0	0	0	

	368	369	494	497	507	510	511	517	522	535	536	537	575	\
100	0	-1.5625	1.5625	0	0	0	0	0	0	0	0	0	0	

	596	614	632	659	830	831	832	835	837	838	847
100	0	0	0	0	0	0	0	0	0	0	0

sonuc	0.0
100	0

Yani guc siralamasi lojistik regresyonuna girdi olan matrisin her satiri ayri bir mac, her kolonu ise ayri bir takim. Mac yapan iki takimin degerleri olacak, digerleri sifir olacak. Ustteki satir mesela, 369. takim ve rakipte 494. takim icin,

```

raw_games = pd.read_csv('results-20140714-124014.csv')
tmp = raw_games[(raw_games['teamid'] == 369) & (raw_games['op_teamid'] == 494)]
tmp = tmp[['teamid', 'team_name', 'op_team_name', 'is_home', 'points']]
print tmp

```

	teamid	team_name	op_team_name	is_home	points
4231	369	Denmark	Cameroon	0	3

Danimarka Kamerun macina aйтmis. Bu macta Danimarka kazandı, ev sahibi Kamerun. Simdi burada birkac onemli takla atiliyor, Google veri bilimcileri lojistik regresyonda, girdi olarak, deplasman takimina her mac basinda otomatik olarak eksi bir deger veriyorlar, ev sahibine arti deger veriyorlar. Etiket ise 'ev sahibi kazandı mi?' sorusunun cevabi.

Ev sahibi olup kazanmak daha kolay, regresyon baglaminda arti degere sahip olursanız, az bir katsayi modeli uydurmaya yeterli olabilir, pozitifte hemen yaklasiriz. Diger yandan deplasman takimi ne kadar iyi oynarsa, onun buyuyen katsayisi eksi degerini o kadar arttirir, ve ev sahibinin artisini (onun ogesi carpi katsayisi yani) eksilterek kaybetme durumuna yaklastirir.

Kotu oynayan deplasman takiminin eksi degeri eksi katsayi ile carpilir, ve daha buyuk bir arti sayiya sebebiyet verir, ev sahibinin kazanmasi durumunu guclelendirir.

Katsayilari dogal olarak bir takimin ne kadar iyi oldugunu gosterecektir.

Tabii regresyona pek cok satir verilecek, Kamerun birden fazla satirda ortaya cikabilecek (ama hep ayni kolonda, isin puf noktası burada), bazen arti degerli olarak (ev sahibi) bazen eksi degerli olarak (deplasman).

Itiraf etmek gerekir ki veri bilimi baglaminda ustteki teknik, model, dusunce tarzi dahiyane bir yaklasim. Ornek is kolumuzun, veri biliminin ruhunu gostermesi bakimindan guzel bir ornek. Veri temsilinden tutun, regresyonun kodlanmasinda ceyrekliklere ayirmak, az veri oldugu icin yaklasiksallik (convergence) olmayabilir diye degisik parametrelerle regresyonu birkac kez isletmek, bunu yaklasiksallik olana kadar yapmak, tam anlamiyla bir ders niteligi tasiyor.

Tahmin

Nihayet hazirlandigimiz ana geldik. Simdi dunya kupasi maclarini tahmin edelim. Birkac kolon gosterecegiz:

`predicted:` Yuzde kac ihtimalle (ismi ilk gelen) takimin kazanacagi

`points:` Gercekten ne oldugu. Oynanmayan mac NaN. Dikkat, penalti atislarina giden maclar esitlik olarak gosterilecek.

Ama bir dakika! Bu sonuclar daha once gosterdiginiz [Google tahminleri kastediliyor] tahminlerinden degisik! Bunun sebepleri sunlar: Bazi hatalari tamir ettik, yani kod degisti. İlk model mesela uzayan maclar yuzunden kabaran istatistiklerin durumunu hesaba almiyordu.

Ikinci sebep, model sonu belli (deterministik) degil, egitim verisi icin verinin belli bir kismini rasgele olarak seciyoruz, bu sebeple sonuclar bir hesaptan digerine degisik cikabiliyor (ki bazen sonuclar cok degisik olabiliyor). Not: Aslinda bu kod degistirilerek rasgelelik icinden tamamen cikartilabilir (ev odeviniz!).

16. turu tahmin ederken mesela onceki 3 maci, ceyrek finaller icin onceki 4, yarifi-naller icin 5, ve finaller icin onceki 6 maci kullandik [biz bu dokumanda onceki 3 maci kullandik, `history_size` parametresiyle oynayarak degisik sonuclar kontrol edilebilir].

```
pd.set_option('display.max_rows', 5000)
pd.set_option('display.max_columns', 500)
pd.set_option('display.width', 1000)

wc_with_points = wc_power_data.copy()
wc_with_points.index = pd.Index(
    zip(wc_with_points['matchid'], wc_with_points['teamid']))
wc_labeled.index = pd.Index(
    zip(wc_labeled['matchid'], wc_labeled['teamid']))
wc_with_points['points'] = wc_labeled['points']

wc_pred = world_cup.extract_predictions(wc_with_points,
                                         wc_results['predicted'])

# Reverse our predictions to show the most recent first.
wc_pred.reindex(index=wc_pred.index[::-1])
# Show our predictions for the games that have already happenned.
print wc_pred
```

	team_name	op_team_name	predicted	expected	winner	points
0	Argentina	Germany	46.070814	Germany	NA	NaN
1	Netherlands	Brazil	42.833863	Brazil	NA	NaN
2	Netherlands	Argentina	48.641542	Argentina	draw	1
3	Germany	Brazil	44.011593	Brazil	Germany	3
4	Costa Rica	Netherlands	14.442625	Netherlands	draw	1
5	Belgium	Argentina	18.596031	Argentina	Argentina	0
6	Colombia	Brazil	23.890421	Brazil	Brazil	0
7	Germany	France	75.116349	Germany	Germany	3
8	USA	Belgium	32.400646	Belgium	Belgium	0
9	Switzerland	Argentina	19.272768	Argentina	Argentina	0
10	Algeria	Germany	5.926496	Germany	Germany	0
11	Nigeria	France	8.694729	France	France	0
12	Greece	Costa Rica	40.448104	Costa Rica	draw	1
13	Mexico	Netherlands	20.402491	Netherlands	Netherlands	0
14	Uruguay	Colombia	46.480264	Colombia	Colombia	0
15	Chile	Brazil	26.574916	Brazil	draw	1
16	Germany	USA	91.980986	Germany	Germany	3
17	Ghana	Portugal	49.051707	Portugal	Portugal	0
18	Switzerland	Honduras	60.223070	Switzerland	Switzerland	3
19	France	Ecuador	84.538857	France	draw	1
20	Argentina	Nigeria	88.491450	Argentina	Argentina	3
21	CÃ'te d'Ivoire	Greece	61.074502	CÃ'te d'Ivoire	Greece	0
22	Uruguay	Italy	32.685428	Italy	Uruguay	3
23	England	Costa Rica	63.457326	England	draw	1
24	Brazil	Cameroon	94.788074	Brazil	Brazil	3
25	Mexico	Croatia	78.020214	Mexico	Mexico	3
26	Spain	Australia	90.521542	Spain	Spain	3
27	Chile	Netherlands	28.342133	Netherlands	Netherlands	0
28	Portugal	USA	65.457259	Portugal	draw	1
29	Algeria	South Korea	17.376285	South Korea	Algeria	3

30	Ghana	Germany	14.588539	Germany	draw	1
31	Iran	Argentina	5.193843	Argentina	Argentina	0
32	Ecuador	Honduras	53.848926	Ecuador	Ecuador	3
33	France	Switzerland	78.659381	France	France	3
34	Costa Rica	Italy	24.836756	Italy	Costa Rica	3
35	Greece	Japan	44.355013	Japan	draw	1
36	England	Uruguay	61.012694	England	Uruguay	0
37	Croatia	Cameroon	40.212875	Cameroon	Croatia	3
38	Chile	Spain	42.624474	Spain	Chile	3
39	Netherlands	Australia	93.535889	Netherlands	Netherlands	3
40	Mexico	Brazil	20.372064	Brazil	draw	1
41	USA	Ghana	39.500993	Ghana	USA	3
42	Nigeria	Iran	53.813244	Nigeria	draw	1
43	Portugal	Germany	15.337884	Germany	Germany	0
44	Honduras	France	22.953848	France	France	0
45	Ecuador	Switzerland	59.987076	Ecuador	Switzerland	0
46	Japan	CÃ'te d'Ivoire	51.528885	Japan	CÃ'te d'Ivoire	0
47	Italy	England	68.767968	Italy	Italy	3
48	Costa Rica	Uruguay	45.347946	Uruguay	Costa Rica	3
49	Australia	Chile	19.487987	Chile	Chile	0
50	Netherlands	Spain	60.493928	Netherlands	Netherlands	3
51	Cameroon	Mexico	30.018950	Mexico	Mexico	0
52	Croatia	Brazil	6.268704	Brazil	Brazil	0
53	Spain	Netherlands	35.602227	Netherlands	Spain	3
54	Germany	Uruguay	76.467450	Germany	Germany	3
55	Spain	Germany	29.438134	Germany	Spain	3
56	Netherlands	Uruguay	71.342186	Netherlands	Netherlands	3
57	Spain	Paraguay	83.007655	Spain	Spain	3
58	Germany	Argentina	42.635127	Argentina	Germany	3
59	Ghana	Uruguay	41.784682	Uruguay	draw	1
60	Brazil	Netherlands	60.821972	Brazil	Netherlands	0
61	Portugal	Spain	23.464891	Spain	Spain	0
62	Japan	Paraguay	61.278000	Japan	draw	1
63	Chile	Brazil	24.459600	Brazil	Brazil	0
64	Slovakia	Netherlands	12.082967	Netherlands	Netherlands	0
65	Mexico	Argentina	17.626748	Argentina	Argentina	0
66	England	Germany	20.763176	Germany	Germany	0
67	Ghana	USA	71.310871	Ghana	Ghana	3
68	South Korea	Uruguay	45.148588	Uruguay	Uruguay	0
69	Brazil	Portugal	81.610878	Brazil	draw	1
70	Germany	Ghana	81.621494	Germany	Germany	3
71	Serbia	Australia	38.204905	Australia	Australia	0
72	CÃ'te d'Ivoire	Brazil	10.186423	Brazil	Brazil	0
73	Australia	Ghana	23.702414	Ghana	draw	1
74	Japan	Netherlands	10.773998	Netherlands	Netherlands	0
75	Serbia	Germany	4.731113	Germany	Serbia	3
76	Mexico	France	42.801515	France	Mexico	3
77	South Korea	Argentina	15.255040	Argentina	Argentina	0
78	Switzerland	Spain	18.747704	Spain	Switzerland	3
79	Portugal	CÃ'te d'Ivoire	65.031075	Portugal	draw	1
80	Paraguay	Italy	12.288896	Italy	draw	1
81	Australia	Germany	7.395354	Germany	Germany	0
82	Ghana	Serbia	83.682899	Ghana	Ghana	3
83	USA	England	34.763699	England	draw	1
84	France	Italy	28.651132	Italy	draw	1

85	Portugal	Germany	14.833907	Germany	Germany	0
86	France	Portugal	72.141913	France	France	3
87	Italy	Germany	33.364112	Germany	Italy	3
88	France	Brazil	22.742882	Brazil	France	3
89	Portugal	England	49.550454	England	draw	1
90	Ukraine	Italy	28.378865	Italy	Italy	0
91	Argentina	Germany	46.801014	Germany	draw	1
92	France	Spain	47.126654	Spain	France	3
93	Ghana	Brazil	9.144470	Brazil	Brazil	0
94	Ukraine	Switzerland	62.637340	Ukraine	draw	1
95	Australia	Italy	8.365416	Italy	Italy	0
96	Netherlands	Portugal	70.231295	Netherlands	Portugal	0
97	Ecuador	England	34.379086	England	England	0
98	Mexico	Argentina	29.233199	Argentina	Argentina	0
99	Sweden	Germany	10.914079	Germany	Germany	0

Kodlar

```

"""
    Predicts soccer outcomes using logistic regression.
"""

import random
import math

import numpy as np
random.seed(987654321)
np.random.seed(987654321)
import pandas as pd
import pylab as pl
from sklearn.metrics import roc_auc_score
from sklearn.metrics import roc_curve
import statsmodels.api as sm

def _drop_unbalanced_matches(data):
    """
    Because we don't have data on both teams during a match, we
    want to drop any match we don't have info about both teams.
    This can happen if we have fewer than 10 previous games from
    a particular team.
    """
    keep = []
    index = 0
    data = data.dropna()
    while index < len(data) - 1:
        skipped = False
        for col in data:
            if isinstance(col, float) and math.isnan(col):
                keep.append(False)
                index += 1
                skipped = True
        if skipped:
            pass
        elif data.iloc[index]['matchid'] == data.iloc[index+1]['matchid']:

```



```

        keep.append(True)
        keep.append(True)
        index += 2
    else:
        keep.append(False)
        index += 1
while len(keep) < len(data):
    keep.append(False)
results = data[keep]
if len(results) % 2 != 0:
    raise Exception('Unexpected results')
return results

def _swap_pairwise(col):
    """ Swap rows pairwise; i.e. swap row 0 and 1, 2 and 3, etc. """
    col = pd.np.array(col)
    for index in xrange(0, len(col), 2):
        val = col[index]
        col[index] = col[index + 1]
        col[index+1] = val
    return col

def _splice(data):
    """ Splice both rows representing a game into a single one. """
    data = data.copy()
    opp = data.copy()
    opp_cols = ['opp_%s' % (col,) for col in opp.columns]
    opp.columns = opp_cols
    opp = opp.apply(_swap_pairwise)
    del opp['opp_is_home']

    return data.join(opp)

def split(data, test_proportion=0.4):
    """ Splits a dataframe into a training set and a test set.
        Must be careful because back-to-back rows are expected to
        represent the same game, so they both must go in the
        test set or both in the training set.
    """

    train_vec = []
    if len(data) % 2 != 0:
        raise Exception('Unexpected data length')
    while len(train_vec) < len(data):
        rnd = random.random()
        train_vec.append(rnd > test_proportion)
        train_vec.append(rnd > test_proportion)

    test_vec = [not val for val in train_vec]
    train = data[train_vec]
    test = data[test_vec]
    if len(train) % 2 != 0:

```

```

        raise Exception('Unexpected train length')
    if len(test) % 2 != 0:
        raise Exception('Unexpected test length')
    return (train, test)

def _extract_target(data, target_col):
    """ Removes the target column from a data frame, returns the target
        col and a new data frame minus the target. """
    target = data[target_col]
    train_df = data.copy()
    del train_df[target_col]
    return target, train_df

def _check_eq(value):
    """ Returns a function that checks whether the value equals a
        particular integer.
    """
    return lambda (x): int(x) == int(value)

L1_ALPHA = 16.0
def build_model_logistic(target, data, acc=0.00000001, alpha=L1_ALPHA):
    """ Trains a logistic regression model. target is the target.
        data is a dataframe of samples for training. The length of
        target must match the number of rows in data.
    """
    data = data.copy()
    data['intercept'] = 1.0
    logit = sm.Logit(target, data, disp=False)
    return logit.fit_regularized(maxiter=1024, alpha=alpha, acc=acc, disp=False)

def validate(label, target, predictions, baseline=0.5, compute_auc=False,
            quiet=True):
    """ Validates binary predictions, computes confusion matrix and AUC.

    Given a vector of predictions and actual values, scores how well we
    did on a prediction.

    Args:
        label: label of what we're validating
        target: vector of actual results
        predictions: predicted results. May be a probability vector,
            in which case we'll sort it and take the most confident values
            where baseline is the proportion that we want to take as True
            predictions. If a prediction is 1.0 or 0.0, however, we'll take
            it to be a true or false prediction, respectively.
        compute_auc: If true, will compute the AUC for the predictions.
            If this is true, predictions must be a probability vector.
    """

    if len(target) != len(predictions):
        raise Exception('Length mismatch %d vs %d' % (len(target),

```

```

len(predictions)))

if baseline > 1.0:
    # Baseline number is expected count, not proportion. Get the proportion.
    baseline = baseline * 1.0 / len(target)

zipped = sorted(zip(target, predictions), key=lambda tup: -tup[1])
expect = len(target) * baseline

(true_pos, true_neg, false_pos, false_neg) = (0, 0, 0, 0)
for index in xrange(len(target)):
    (yval, prob) = zipped[index]
    if float(prob) == 0.0:
        predicted = False
    elif float(prob) == 1.0:
        predicted = True
    else:
        predicted = index < expect
    if predicted:
        if yval:
            true_pos += 1
        else:
            false_pos += 1
    else:
        if yval:
            false_neg += 1
        else:
            true_neg += 1
pos = true_pos + false_neg
neg = true_neg + false_pos
# P(1 | predicted(1)) and P(0 | predicted(f))
pred_t = true_pos + false_pos
pred_f = true_neg + false_neg
prob1_t = true_pos * 1.0 / pred_t if pred_t > 0.0 else -1.0
prob0_f = true_neg * 1.0 / pred_f if pred_f > 0.0 else -1.0

# Lift = P(1 | t) / P(1)
prob1 = pos * 1.0 / (pos + neg)
lift = prob1_t / prob1 if prob1 > 0 else 0.0

accuracy = (true_pos + true_neg) * 1.0 / len(target)

if compute_auc:
    y_bool = [True if yval else False for (yval, _) in zipped]
    x_vec = [xval for (_, xval) in zipped]
    auc_value = roc_auc_score(y_bool, x_vec)
    fpr, tpr, _ = roc_curve(y_bool, x_vec)
    pl.plot(fpr, tpr, lw=1.5,
            label='ROC %s (area = %0.2f)' % (label, auc_value))
    pl.xlabel('False Positive Rate', fontsize=18)
    pl.ylabel('True Positive Rate', fontsize=18)
    pl.title('ROC curve', fontsize=18)
    auc_value = '%0.03g' % auc_value
else:
    auc_value = 'NA'

```

```

print '(%s) Lift: %0.03g Auc: %s' % (label, lift, auc_value)
if not quiet:
    print '      Base: %0.03g Acc: %0.03g P(1|t): %0.03g P(0|f): %0.03g' % (
        baseline, accuracy, prob1_t, prob0_f)
    print '      Fp/Fn/Tp/Tn p/n/c: %d/%d/%d/%d %d/%d/%d' % (
        false_pos, false_neg, true_pos, true_neg, pos, neg, len(target))

def _coerce_types(vals):
    """ Makes sure all of the values in a list are floats. """
    return [1.0 * val for val in vals]

def _coerce(data):
    """ Coerces a dataframe to all floats, and standardizes the values. """
    return _standardize(data.apply(_coerce_types))

def _standardize_col(col):
    """ Standardizes a single column (subtracts mean and divides by std
    dev).
    """
    std = np.std(col)
    mean = np.mean(col)
    if abs(std) > 0.001:
        return col.apply(lambda val: (val - mean)/std)
    else:
        return col

def _standardize(data):
    """ Standardizes a dataframe. All fields must be numeric. """
    return data.apply(_standardize_col)

def _clone_and_drop(data, drop_cols):
    """ Returns a copy of a dataframe that doesn't have certain columns. """
    clone = data.copy()
    for col in drop_cols:
        if col in clone.columns:
            del clone[col]
    return clone

def _normalize(vec):
    """ Normalizes a list so that the total sum is 1. """
    total = float(sum(vec))
    return [val / total for val in vec]

def _games(data):
    """ Drops odd numbered rows in a column. This is used when we
    have two rows representing a game, and we only need 1. """
    return data[[idx % 2 == 0 for idx in xrange(len(data))]]

```

```

def _team_test_prob(target):
    """ We predict both team A beating team B and team B beating
        team A. Use predictions in both directions to come up with
        an overall probability.
    """
    results = []
    for idx in range(len(target)/2):
        game0 = float(target.iloc[idx*2])
        game1 = float(target.iloc[idx*2+1])
        results.append(game0/(game0+game1))
    return results

def extract_predictions(data, predictions):
    """ Joins a dataframe containing match data with one
        containing predictions, returning a dataframe with
        team names, predicted values, and if available, the
        actual outcome (in points).
    """
    probs = _team_test_prob(predictions)
    teams0 = []
    teams1 = []
    points = []
    for game in xrange(len(data)/2):
        if data['matchid'].iloc[game*2] != data['matchid'].iloc[game*2+1]:
            raise Exception('Unexpeted match id %d vs %d', (
                data['matchid'].iloc[game * 2],
                data['matchid'].iloc[game * 2 + 1]))
        team0 = data['team_name'].iloc[game * 2]
        team1 = data['op_team_name'].iloc[game * 2]
        if 'points' in data.columns:
            points.append(data['points'].iloc[game * 2])
        teams0.append(team0)
        teams1.append(team1)
    results = pd.DataFrame(
        {'team_name': pd.Series(teams0),
         'op_team_name': pd.Series(teams1),
         'predicted': pd.Series(probs).mul(100)},
        columns = ['team_name', 'op_team_name', 'predicted'])

    expected_winner = []
    for game in xrange(len(results)):
        row = results.iloc[game]
        col = 'team_name' if row['predicted'] >= 50 else 'op_team_name'
        expected_winner.append(row[col])

    results['expected'] = pd.Series(expected_winner)

    if len(points) > 0:
        winners = []
        for game in xrange(len(results)):
            row = results.iloc[game]
            point = points[game]
            if point > 1.1:
                winners.append(row['team_name'])

```

```

        elif point < 0.9:
            winners.append(row['op_team_name'])
        elif point > -0.1:
            winners.append('draw')
        else:
            winners.append('NA')
    results['winner'] = pd.Series(winners)
    results['points'] = pd.Series(points)
    return results

def _check_data(data):
    """ Walks a dataframe and make sure that all is well. """
    i = 0
    if len(data) % 2 != 0:
        raise Exception('Unexpeted length')
    matches = data['matchid']
    teams = data['teamid']
    op_teams = data['op_teamid']
    while i < len(data) - 1:
        if matches.iloc[i] != matches.iloc[i + 1]:
            raise Exception('Match mismatch: %s vs %s ' % (
                matches.iloc[i], matches.iloc[i + 1]))
        if teams.iloc[i] != op_teams.iloc[i + 1]:
            raise Exception('Team mismatch: match %s team %s vs %s' % (
                matches.iloc[i], teams.iloc[i],
                op_teams.iloc[i + 1]))
        if teams.iloc[i + 1] != op_teams.iloc[i]:
            raise Exception('Team mismatch: match %s team %s vs %s' % (
                matches.iloc[i], teams.iloc[i + 1],
                op_teams.iloc[i]))
        i += 2

def prepare_data(data):
    """ Drops all matches where we don't have data for both teams. """
    data = data.copy()
    data = _drop_unbalanced_matches(data)
    _check_data(data)
    return data

def train_model(data, ignore_cols):
    """ Trains a logistic regression model over the data. Columns that
        are passed in ignore_cols are considered metadata and not used
        in the model building.
    """
    # Validate the data
    data = prepare_data(data)
    target_col = 'points'
    (train, test) = split(data)
    train.to_csv('/tmp/out3.csv')
    (y_train, x_train) = _extract_target(train, target_col)
    x_train2 = _splice(_coerce(_clone_and_drop(x_train, ignore_cols)))

```

```

y_train2 = [int(yval) == 3 for yval in y_train]
model = build_model_logistic(y_train2, x_train2, alpha=8.0)
return (model, test)

def predict_model(model, test, ignore_cols):
    """ Runs a simple predictor that will predict if we expect a team to
        win.
    """

    x_test = _splice(_coerce(_clone_and_drop(test, ignore_cols)))
    x_test['intercept'] = 1.0
    predicted = model.predict(x_test)
    result = test.copy()
    result['predicted'] = predicted
    return result

"""
    Ranks soccer teams by computing a power index based
    on game outcomes.
"""

import numpy as np
from numpy.linalg import LinAlgError
import pandas as pd

import world_cup

def _build_team_matrix(data, target_col):
    """ Given a dataframe of games, builds a sparse power matrix.
        We expect the input data to have two back to back rows for
        each game. The first row will have information about the home
        team, the second row will have information about the away team.
        The matrix we compute will have columns representing teams and
        rows representing games. For each game, the home team will have
        a positive value that team's column. The away team will have a
        negative value in that column. Since home advantage is so
        important in soccer, we discount the home team by a certain
        margin. Note that we also have to be somewhat careful here,
        because for world cup data, we use values of is_home that are
        not binary (that is, they range between 0,0.0 and 1.0.
        The final column in the power matrix is a points value,
        computed as the difference between the target column for the
        home team and the target column for the away team.
    """
    teams = {}
    nrows = len(data) / 2
    for teamid in data['teamid']:
        teams[str(teamid)] = pd.Series(np.zeros(nrows))

    result = pd.Series(np.empty(nrows))
    teams[target_col] = result

    current_season = None
    current_discount = 2.0

```

```

for game in xrange(nrows):
    home = data.iloc[game * 2]
    away = data.iloc[game * 2 + 1]
    if home['seasonid'] != current_season:
        # Discount older seasons.
        current_season = home['seasonid']
        current_discount *= 0.6
        print "New season %s" % (current_season,)

    home_id = str(home['teamid'])
    away_id = str(away['teamid'])
    points = home[target_col] - away[target_col]

    # Discount home team's performance.
    teams[home_id][game] = (1.0 + home['is_home'] * .25) / current_discount
    teams[away_id][game] = (-1.0 - away['is_home'] * .25) / current_discount
    result[game] = points

return pd.DataFrame(teams)

def _build_power(games, outcomes, coerce_fn, acc=0.0001, alpha=1.0, snap=True):
    """ Builds power model over a set of related games (they
        should all be from the same competition, for example).
        Given a series of games and their outcome, builds a logistic
        regression model that computes a relative ranking for the teams.
        Returns a dict of team id to power ranking between 0 and 1.
        If snap is set, the rankings are bucketed into quartiles. This
        is useful because we may only have rough estimates of power
        rating and we don't want to get a false specificity.
    """
    outcomes = pd.Series([coerce_fn(val) for val in outcomes])
    games.to_csv('/tmp/games.csv', index=None)
    outcomes.to_csv('/tmp/outcomes.csv', index=None)
    model = world_cup.build_model_logistic(outcomes, games,
        acc=acc, alpha=alpha)

    #print model.summary()
    params = np.exp(model.params)
    del params['intercept']
    params = params[params != 1.0]
    max_param = params.max()
    min_param = params.min()
    param_range = max_param - min_param
    if len(params) == 0 or param_range < 0.0001:
        return None

    params = params.sub(min_param)
    params = params.div(param_range)
    qqs = np.percentile(params, [20, 40, 60, 80])
    def _snap(val):
        """ Snaps a value to a quartile. """
        for idx in xrange(len(qqs)):
            if (qqs[idx] > val):
                return idx * 0.25

```



```

        return 1.0

    if snap:
        # Snap power data to rough quartiles.
        return params.apply(_snap).to_dict()
    else:
        return params.to_dict()

def _get_power_map(competition, competition_data, col, coerce_fn):
    """ Given the games in a competition and the target column
    describing the result, compute a power ranking of the teams.
    Since the 'fit' is likely to be fairly loose, we may
    have to try several times with different regularization and
    alpha parameters before we get it to converge.
    Returns a map of team id to power ranking.
    """
    acc = 0.000001
    alpha = 0.5
    while True:
        if alpha < 0.1:
            print "Skipping power ranking for competition %s column %s" % (
                competition, col)
            return {}
        try:
            games = _build_team_matrix(competition_data, col)
            outcomes = games[col]
            del games[col]
            competition_power = _build_power(games, outcomes, coerce_fn, acc,
                                             alpha, snap=False)

            if not competition_power:
                alpha /= 2
                print 'Reducing alpha for %s to %f due lack of range' % (
                    competition, alpha)
            else:
                return competition_power
        except LinAlgError, err:
            alpha /= 2
            print 'Reducing alpha for %s to %f due to error %s' % (
                competition, alpha, err)

def add_power(data, power_train_data, cols):
    """ Adds a number of power columns to a data frame.
    Splits the power_train_data into competitions (since those will
    have disjoint power statistics; for example, EPL teams don't play
    MLS teams (in regular games), so trying to figure out which team is
    stronger based on wins and losses isn't going to be useful.

    Each entry in cols should be a column name that will be used to
    predict, a function that will evaluate the difference in that
    column between the two teams that played a game, and a final
    name that will be used to name the resulting power column.

    Returns a data frame that is equivalent to 'data' ammended with

```

```

        the power statistics for the primary team in the row.
    """

    data = data.copy()
    competitions = data['competitionid'].unique()
    for (col, coerce_fn, final_name) in cols:
        power = {}
        for competition in competitions:
            competition_data = power_train_data[
                power_train_data['competitionid'] == competition]
            power.update(
                _get_power_map(competition, competition_data, col, coerce_fn))

    names = {}
    power_col = pd.Series(np.zeros(len(data)), data.index)
    for index in xrange(len(data)):
        teamid = str(data.iloc[index]['teamid'])
        names[data.iloc[index]['team_name']] = power.get(teamid, 0.5)
        power_col.iloc[index] = power.get(teamid, 0.5)
    print ['%s: %0.03f' % (x[0], x[1])
           for x in sorted(names.items(), key=(lambda x: x[1]))]
    data['power_%s' % (final_name)] = power_col
    return data

    """
    Turns raw statistics about soccer matches into features we use
    for prediction. Combines a number of games of history to compute
    aggregates that can be used to predict the next game.
    """

import pandas as pd

import match_stats

def get_wc_features(history_size):
    return pd.read_csv('results-20140714-123022.csv', sep=',')

def get_features(history_size):
    return pd.read_csv('results-20140714-123519.csv', sep=',')

def get_game_summaries():
    return pd.read_csv('results-20140714-124014.csv', sep=',')

def get_non_feature_columns():
    """ Returns a list of the columns that are in our features dataframe that
        should not be used in prediction. These are essentially either metadata
        columns (team name, for example), or potential target variables that
        include the outcome. We want to make sure not to use the latter, since
        we don't want to use information about the current game to predict that
        same game.
    """
    return ['teamid', 'op_teamid', 'matchid', 'competitionid', 'seasonid',
            'goals', 'op_goals', 'points', 'timestamp', 'team_name',
            'op_team_name']

```

```
def get_feature_columns(all_cols):  
    """ Returns a list of all columns that should be used in prediction  
        (i.e. all features that are in the dataframe but are not in the  
        features.get_non_feature_column() list).  
    """  
    return [col for col in all_cols if col not in get_non_feature_columns()]
```

Kaynaklar

- [1] <http://googlecloudplatform.blogspot.de/2014/07/google-cloud-platform-html>
- [2] <https://github.com/GoogleCloudPlatform/ipython-soccer-predictions>
- [3] <http://nbviewer.ipython.org/github/GoogleCloudPlatform/ipython-soccer/blob/master/predict/wc-final.ipynb>
- [4] <http://sayilarvekuramlar.blogspot.com/2014/07/dunya-kupasini-tahmin-1.html>