Formula 1 Detailed analysis:  
  
Aim: To evaluate which circuits have been the most interesting in terms of overtakes.  
  
Description: As we know more the number of overtakes the more interesting the race is. So, we will select 1 circuit (get this from user). We will scrape the data for this circuit for each year. We will get the number of times a race has been held at that circuit.  
  
Next, we will scrape the driver results data for each year for that circuit. For a particular year, we will calculate the “Finger factor”.   
  
Fresh Idea: Whenever we see a race on TV, the cameraman is interested only in the interesting content. Interesting content is overtaking, understeer, oversteer, collisions, car failure, pitstop time and sector 1,2,3 comparison of drivers. Let’s take the overtakes first.   
  
Overtakes can happen in multiple scenarios.  
1. In a normal race where both cars are fit and fighting to go faster. (The ideal case). Now if we just compare the starting grid and ultimate race results, it won’t consider the DRS zone fights where the drivers keep on overtaking each other without effecting the end positions. We want to take these cases as well as they are exciting.  
2. Overtake as someone took pitstop so you overtook him. This might not sound interesting as you just passed the car in pitstop, but you see that car will come back with fresh cars and overtake again. Now this is interesting.  
3. Overtakes due to car failure, oversteering, understeering, driver error again, these are not interesting but as an overtake is an overtake we will consider this case as well. Think from a driver’s perspective, you want to overtake everyone no matter whether it is an easy overtake or difficult.  
4. Overtake during a slow pitstop. A case where, you both were at Px and Py, both of you entered the pitstop at the same time but as your crew messed up so you lost your position. This is interesting.  
  
So any overtake is interesting and hence proved that total number of individual overtakes throughout the race will make the race more exciting.  
  
So, to get that, we will scrape the data from https://www.statsf1.com/en/2022/italie/tour-par-tour.aspx.  
  
We need to get the table in Lap by Lab tab. That table has the data for all positions on a lap-by-lap basis. This is better as we will calculate the positions gained after each lap. We will just take the positive number. We will ignore positions lost. For the positions gained, we will calculate it for each lap and add it to get the final number of overtakes. This will give a good number for how interesting the race was as a battle of speed.   
  
Also, it will reflect on the number of overtakes taken by each driver. Along with that you will get the data for number of times that driver was overtaken throughout the race.  
  
So, you will get a table where you will have starting grid position, race position, number of overtakes made and number of times driver was overtaken.  
  
The sum of total overtakes by drivers will give the “Finger factor” for that circuit for that year. We will do the same analysis for the same circuit over the years and get the “Finger factor” for each year. We will do an average for all the finger factors which will provide an average “Finger factor” for that circuit. This will work as an attribute for that circuit.  
  
This way by comparing the “Average Finger Factor” we can comment on the circuit whether it is an interesting circuit to watch or not. In further analysis we can comment on the circuit whether it is a “STREET CIRCUIT” or a normal circuit.  
  
Also, we can calculate the fight between 2 drivers in the number of overtakes. It will give the number of times any driver has overtaken the other.  
  
Aim 2: To find the fastest lap ever on that circuit.   
  
Aim 3: To compare the starting grid positions and ultimate race positions throughout the year and make a table with the number of winnings for every grid position. Reference: https://gpracingstats.com/