PUBG Analysis

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Our Goal

1. Provide some advice to players to gain a higher rank

2. Try to detect some cheaters

Dataset

Aggregate

player_dist_ride	player_dist_walk	player_dmg	player_kills	player_name	player_survive_time	team_id	team_placement
2870.72400	1784.847780	117	1	Snuffles	1106.320	4	18
2938.40723	1756.079710	127	1	Ozon3r	1106.315	4	18
0.00000	224.157562	67	0	bovize	235.558	5	33
0.00000	92.935150	0	0	sbahn87	197.553	5	33
2619.07739	2510.447000	175	2	GeminiZZZ	1537.495	14	11

Deaths

killed_by	killer_name	killer_placement	killer_position_x	killer_position_y	map	match_id	time
Grenade	KrazyPortuguese	5.0	657725.10	146275.2	MIRAMAR	2U4GBNA0YmnLSqvEycnTjo-KT000vfUnhSA2vfVhVPe1QB...	823
SCAR-L	nide2Bxiaojiejie	31.0	93091.37	722236.4	MIRAMAR	2U4GBNA0YmnLSqvEycnTjo-KT000vfUnhSA2vfVhVPe1QB...	194
S686	Ascholes	43.0	366921.40	421623.9	MIRAMAR	2U4GBNA0YmnLSqvEycnTjo-KT000vfUnhSA2vfVhVPe1QB...	103
Down and Out	Weirdo7777	9.0	472014.20	313274.8	MIRAMAR	2U4GBNA0YmnLSqvEycnTjo-KT000vfUnhSA2vfVhVPe1QB...	1018
M416	Solayuki1	9.0	473357.80	318340.5	MIRAMAR	2U4GBNA0YmnLSqvEycnTjo-KT000vfUnhSA2vfVhVPe1QB...	1018

Death part

Death Place (Erangel)

Entire match

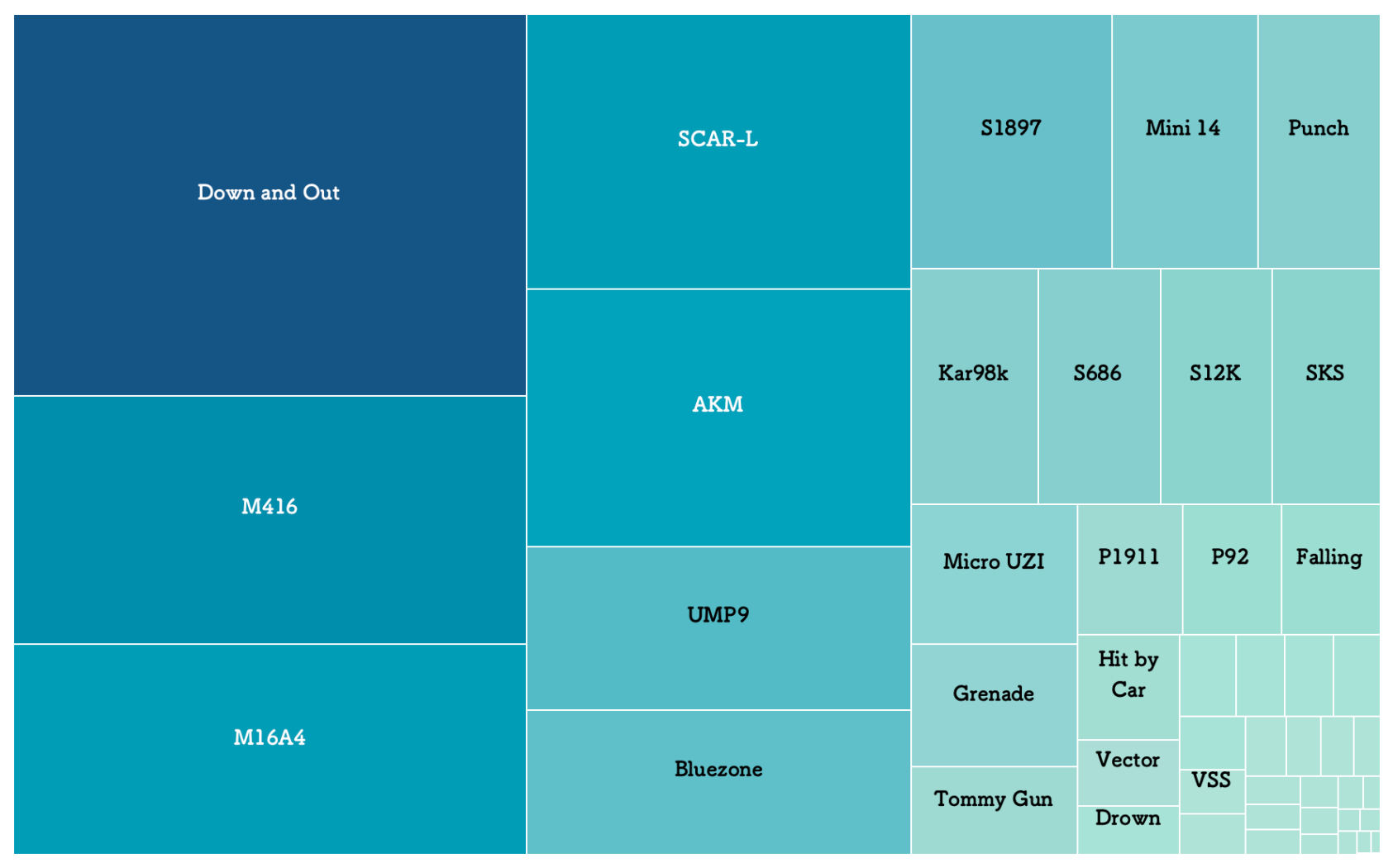
Four minutes

Deaths Place (Miramar)

Entire match

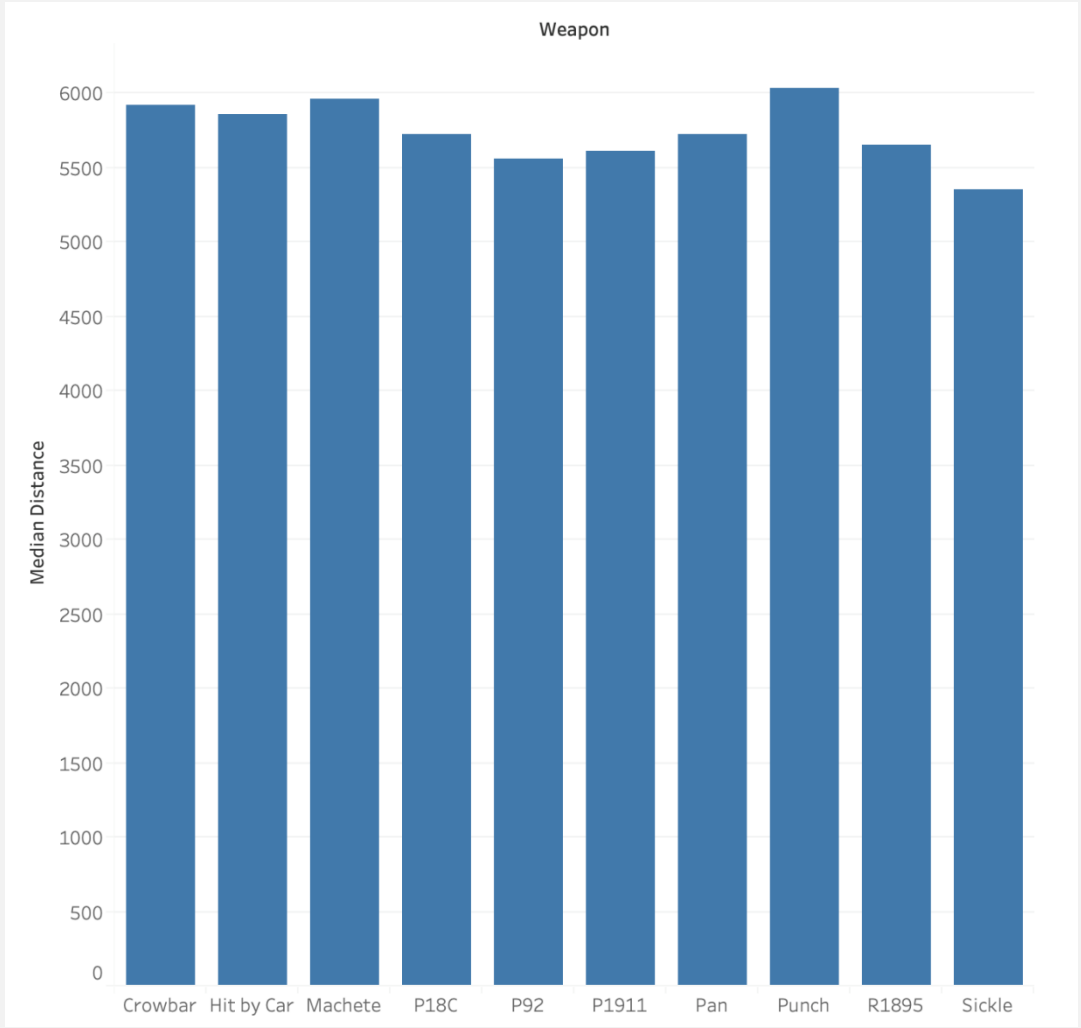
Four minutes

Deaths Reasons

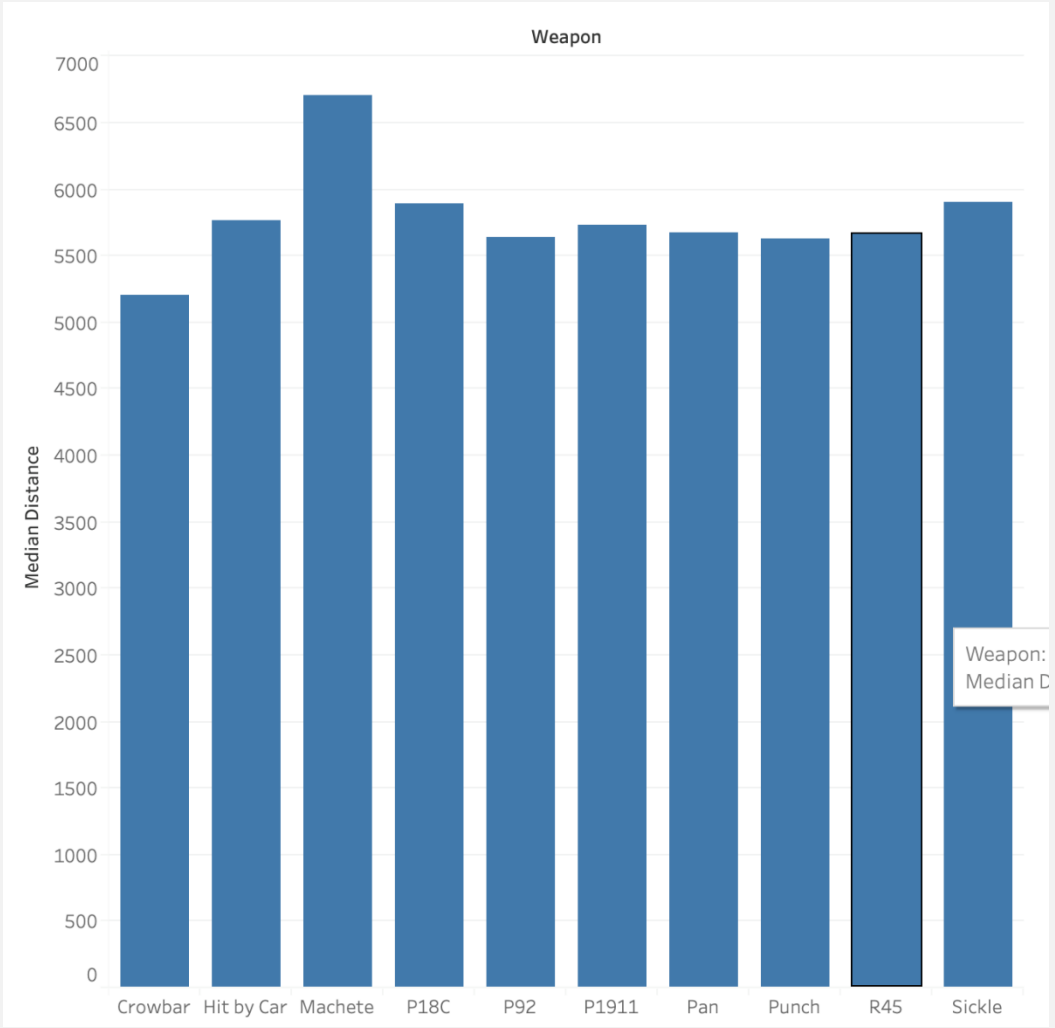


Mostly Used Weapons by Cheaters

Erangel

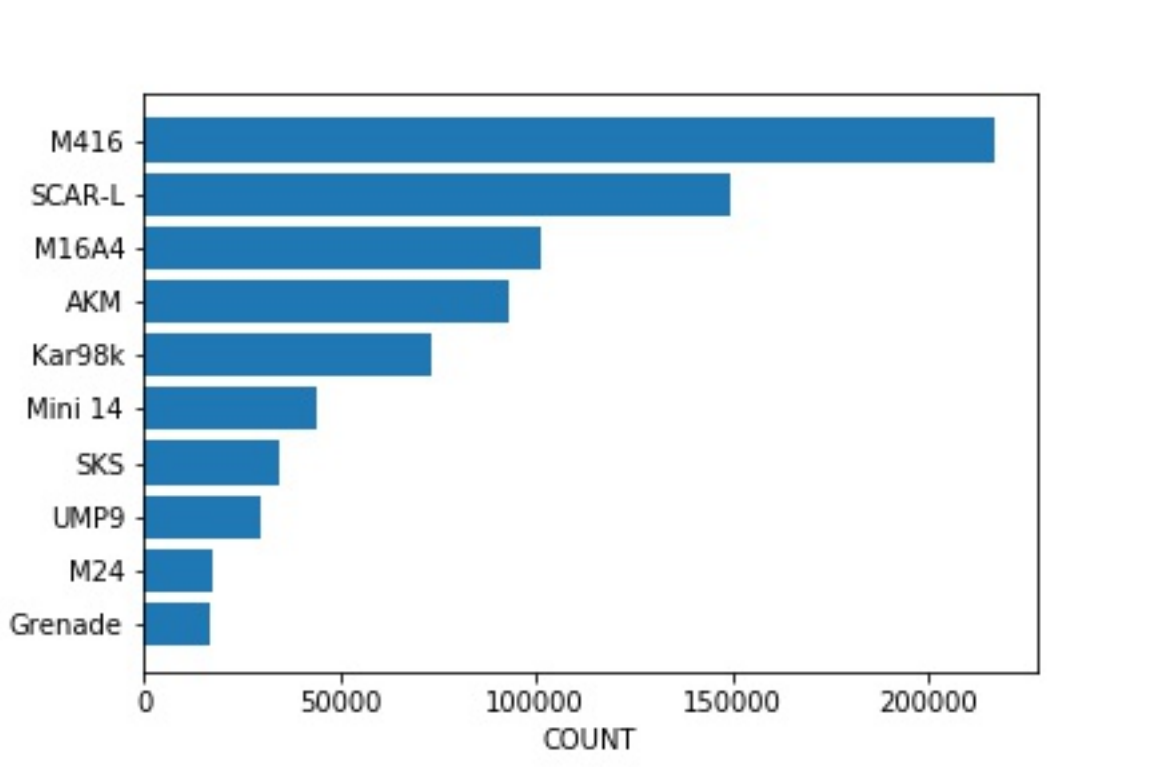


Miramar

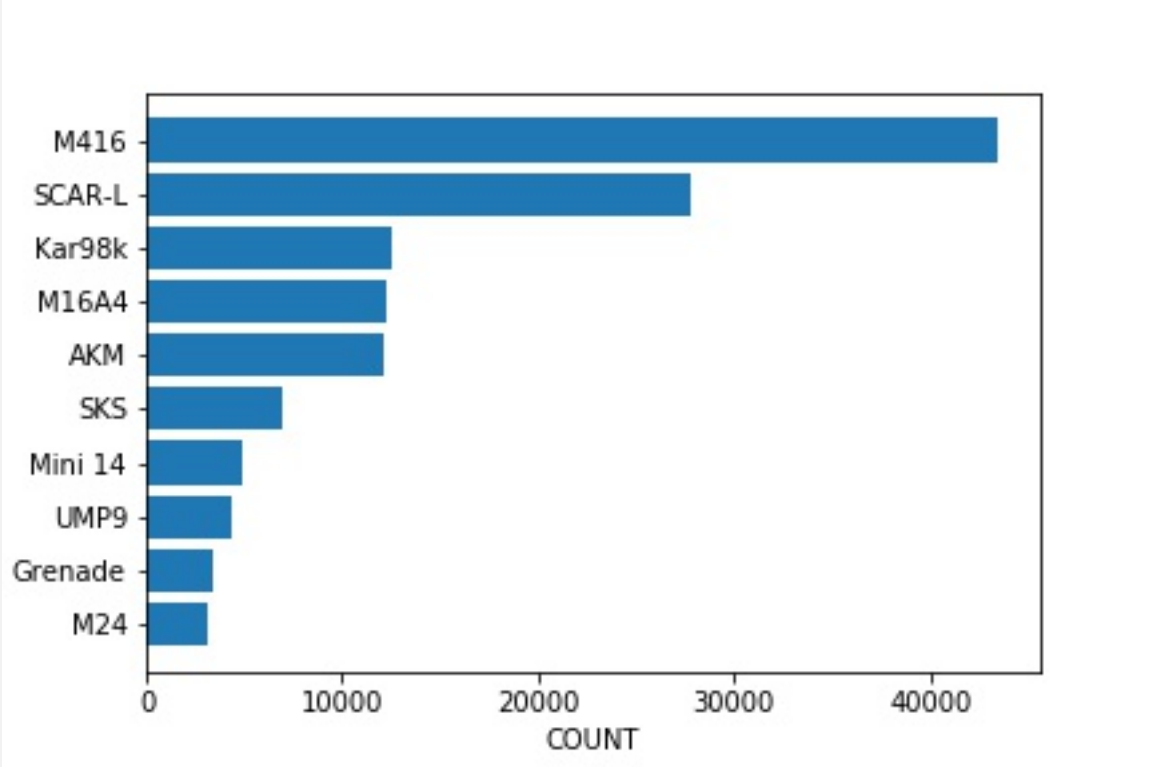


Top 10 Weapons

Erangel

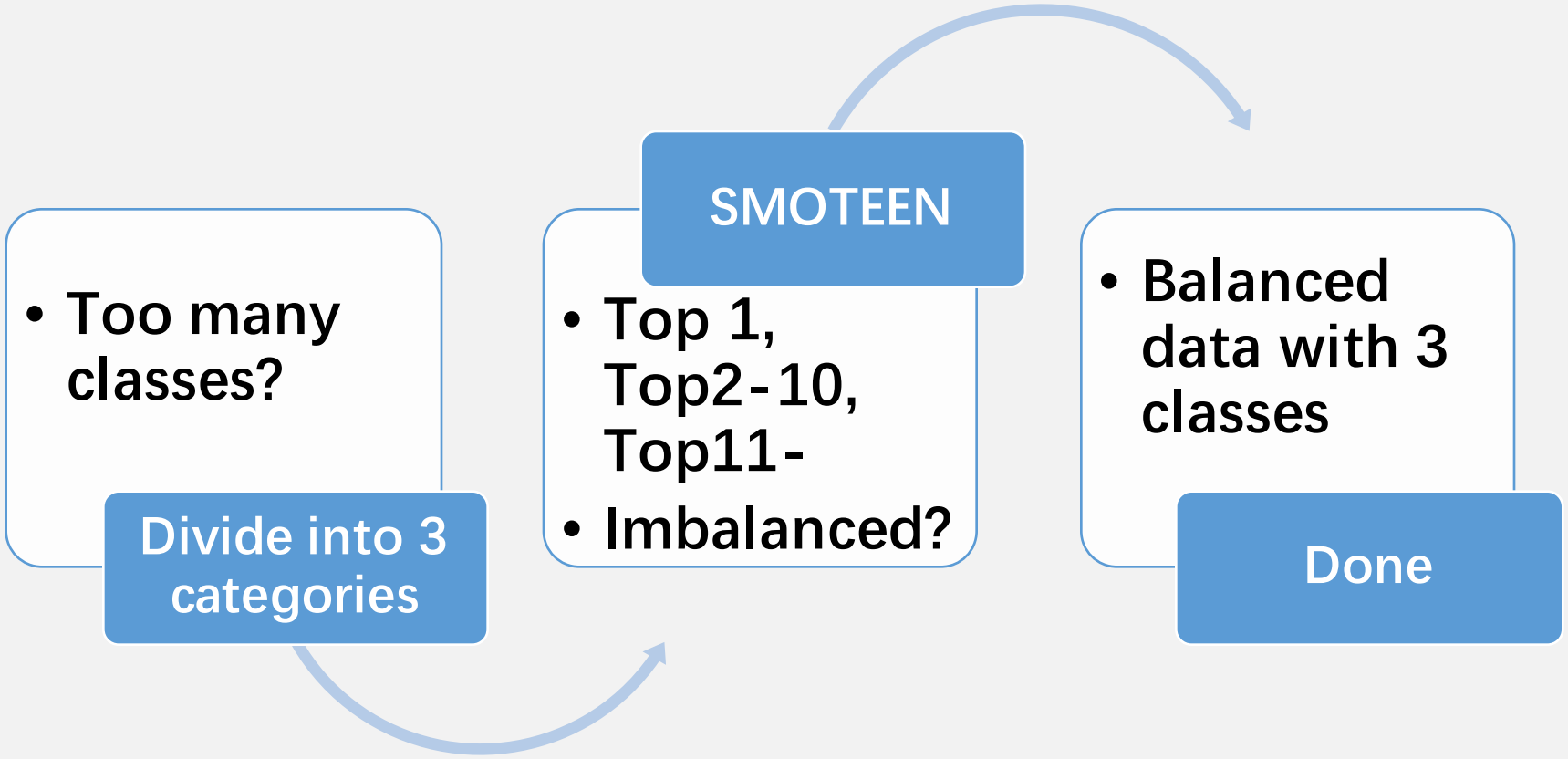


Miramar



Aggregate part

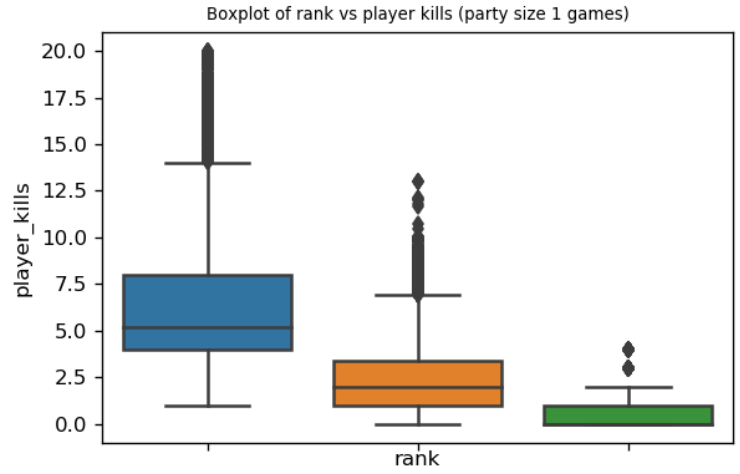
Data Preprocessing

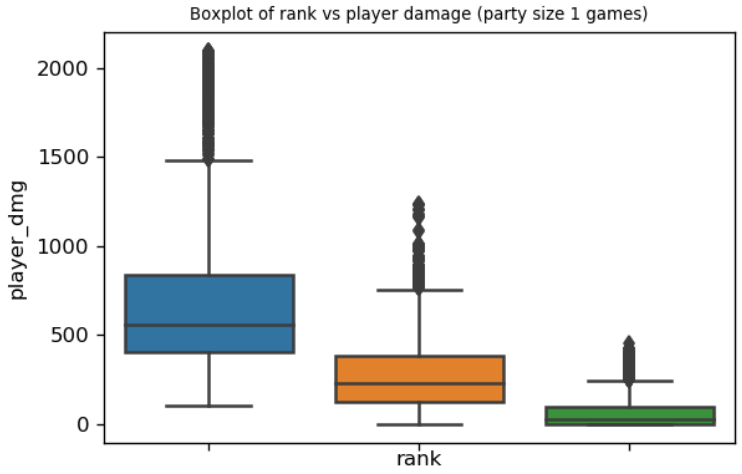


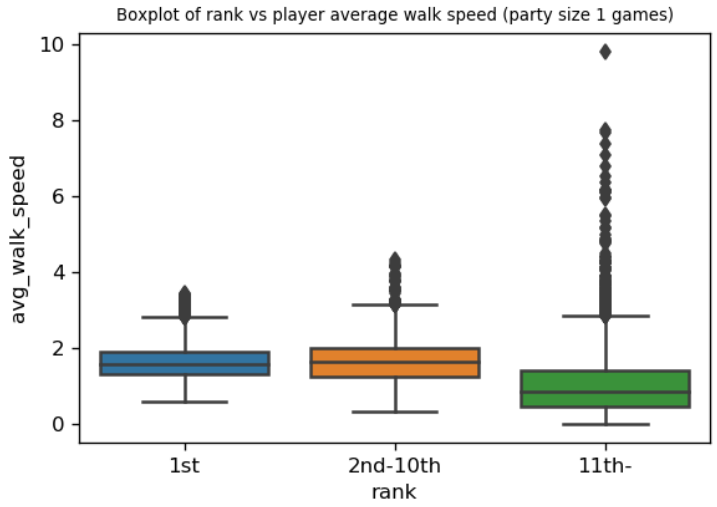
Aggregate——Prediction

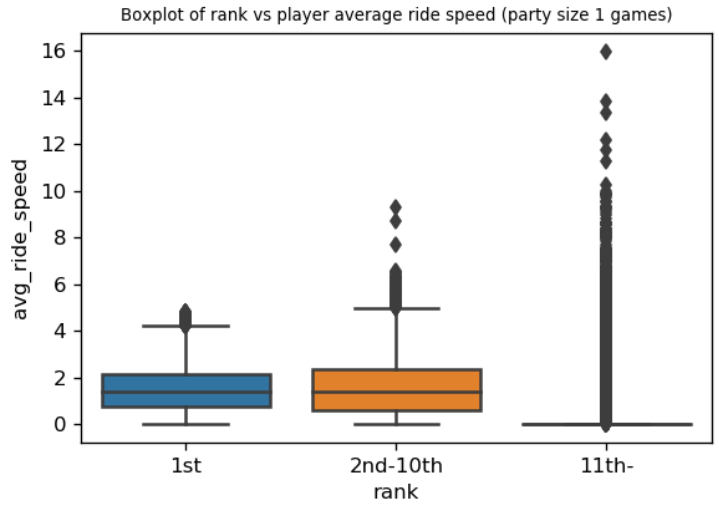
		Random Forest	Adaboost	Logistic Regression	KNN
party size 1	Training	0.972	1	0.772	0.984
	Testing	0.968	0.964	0.773	0.968
party size 2	Training	0.941	0.967	0.699	0.974
	Testing	0.943	0.904	0.695	0.949
party size 4	Training	0.920	0.976	0.747	0.962
	Testing	0.926	0.902	0.751	0.931

Aggregate——Party Size 1

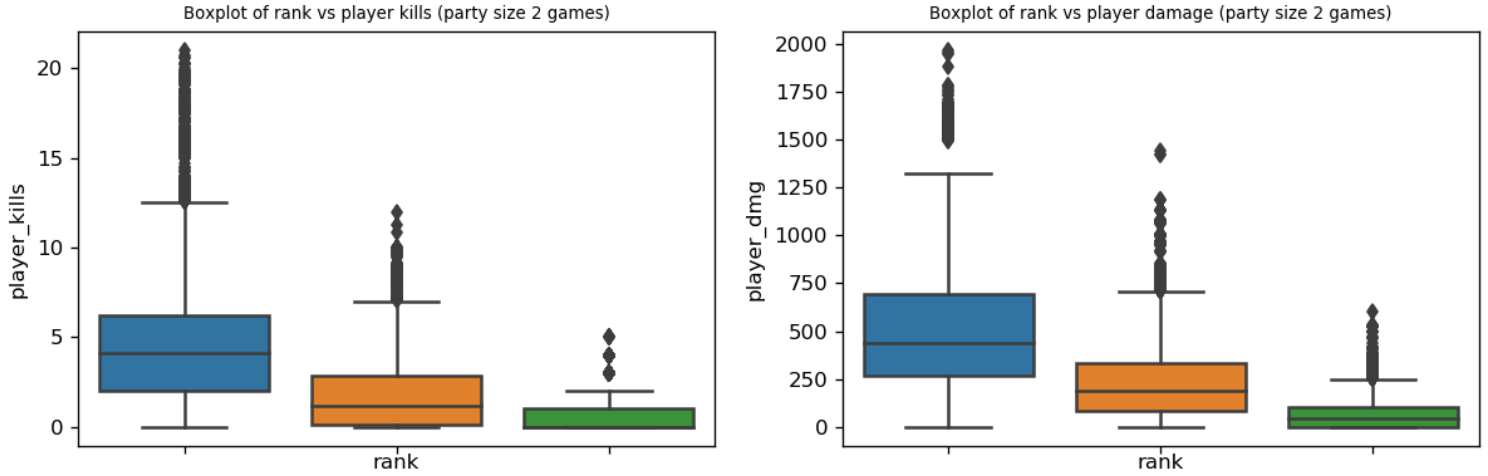


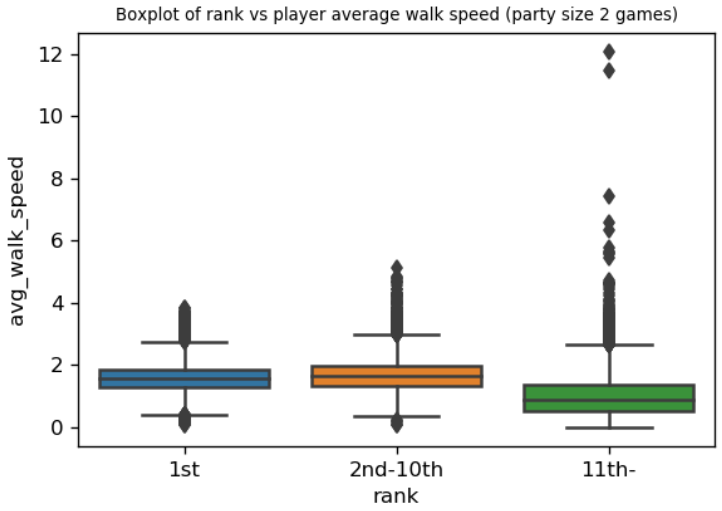


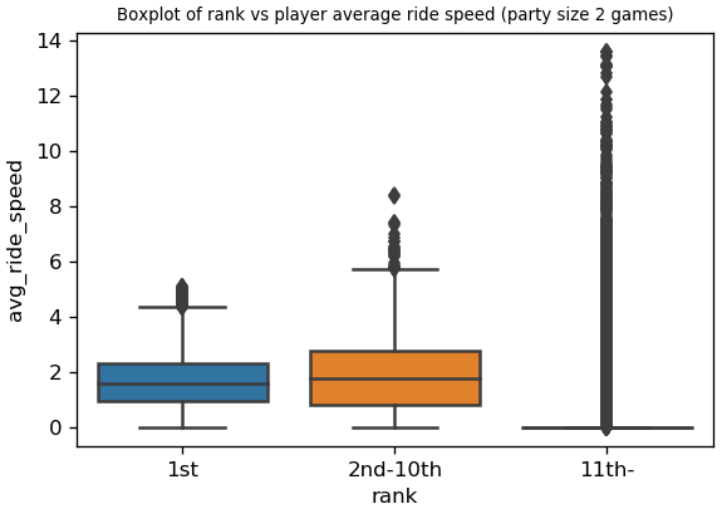




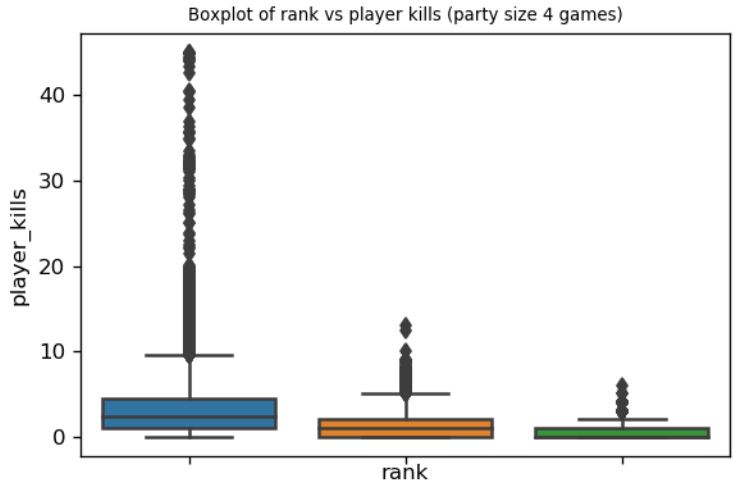
Aggregate——Party Size 2

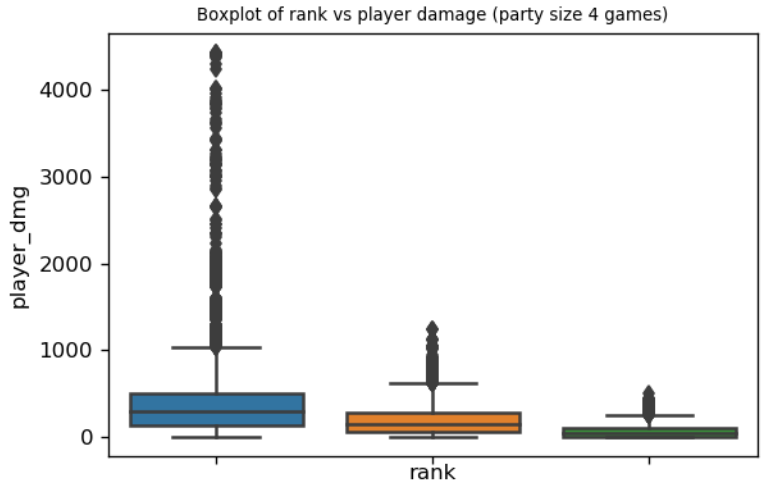


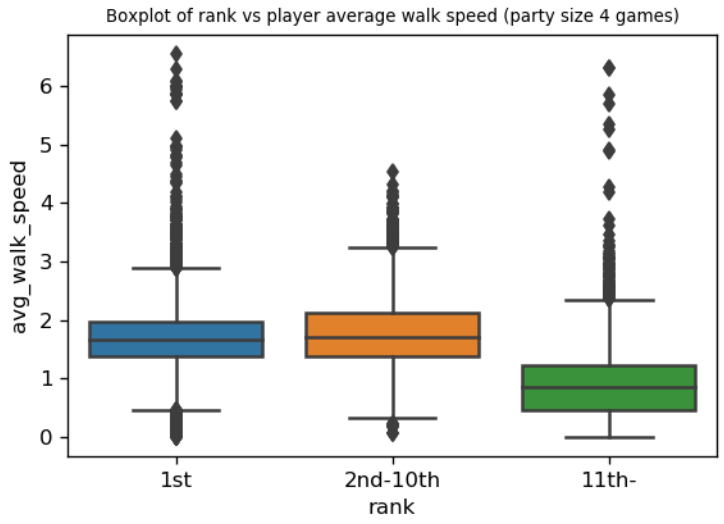


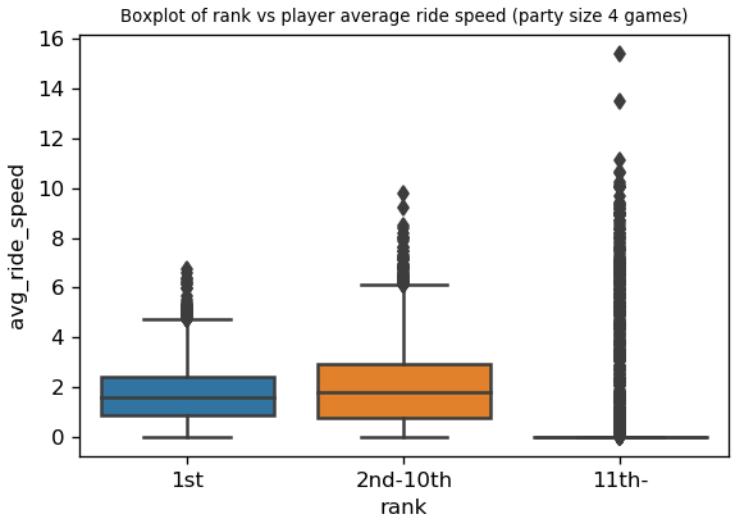


Aggregate——Party Size 4









Strategy Analysis

1. The most popular weapons are M416, followed by SCAR-L. And the best sniper is Kar98K

2. Perhaps you can avoid those areas that have high death rate in the first four minutes.

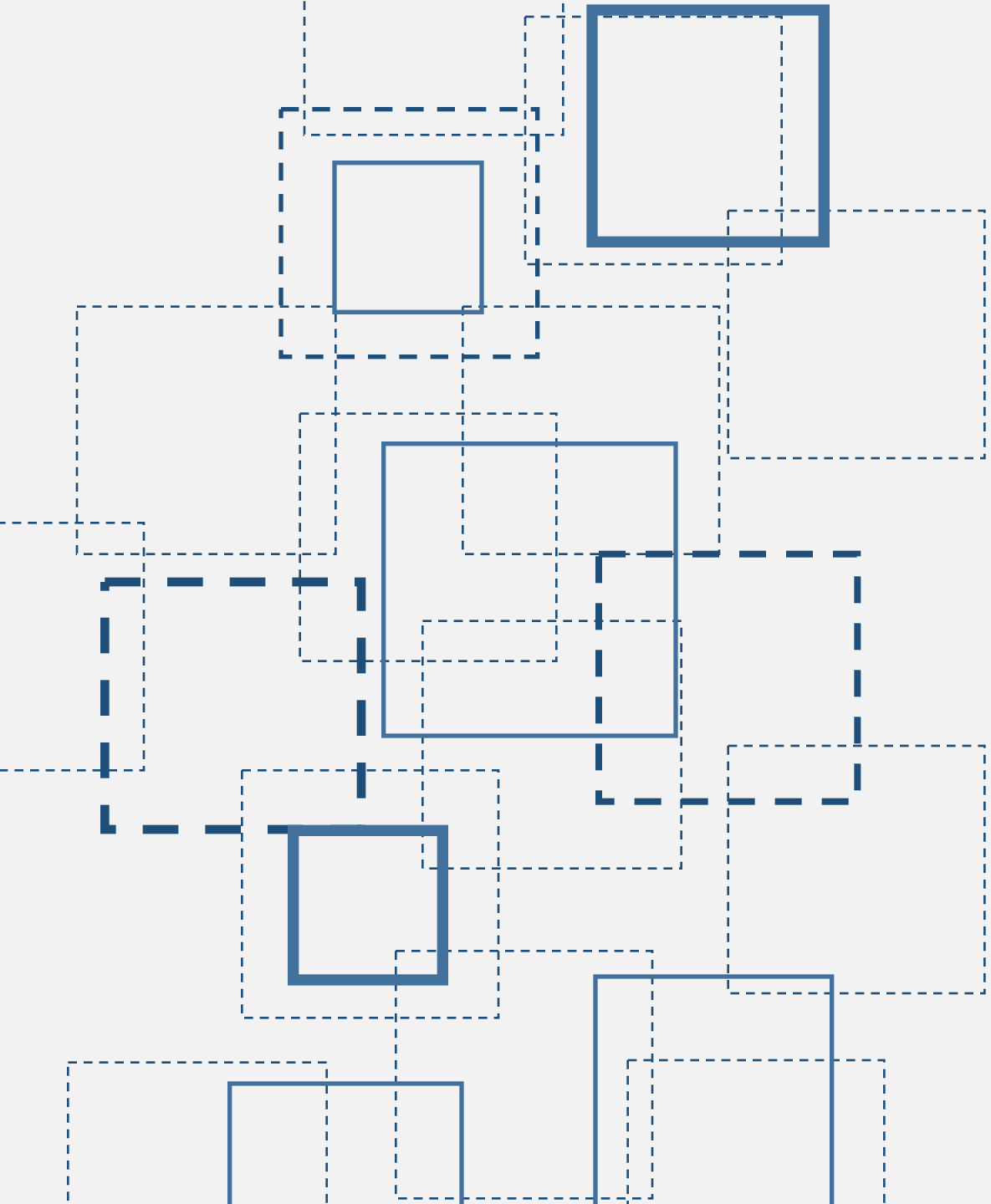
3. Kill more players, cause more damage, walk and drive faster

Specific Suggestion

1. It is player kills and player damage that count.

2. Average driving speed and player damage are most important.

3. Focus more on two average moving speed.



Thanks !