

## Supplementary Data Guide

This folder contains supplementary data relevant to my submitted thesis.

The Novel AI model mentioned in the thesis is titled **“Main\_simulation.py”** in this folder.

The replica algorithm designed to mimic UEFA’s match drawing procedures is titled **“UEFA\_simulation.py”**

The replica algorithm is also tested on an older season of the UEFA Champions League (specifically the 21/22 season) as discussed in my thesis. This is titled **“UEFA\_sim\_oldSeason.py”**

**Note:** To accurately test for the constraint that ensures that teams from the same nation do not play against each other (unless more than four teams from that nation qualify, in which case only one match is permitted), some nations have been deliberately designed to have more than four teams (England, Germany, Spain and Italy). The AI model works great with or without this measure in place.