In [1]: import numpy as np import pandas as pd import matplotlib.pyplot as plt import matplotlib as mpl import seaborn as sns import datetime from kaggle.competitions import nflrush import tqdm import re from string import punctuation from sklearn.ensemble import RandomForestRegressor from sklearn.preprocessing import StandardScaler from keras.callbacks import ReduceLROnPlateau, ModelCheckpoint, EarlyStopping from keras.utils import plot model import keras.backend as K import tensorflow as tf sns.set style('darkgrid') mpl.rcParams['figure.figsize'] = [15,10] Using TensorFlow backend. In [2]: env = nflrush.make env() In [3]: train = pd.read csv('../input/nfl-big-data-bowl-2020/train.csv', dtype={'WindSpeed': 'object'}) **Overall analysis** In [4]: train.head() Out[4]: Gameld Dis Orientation Dir ... Week Stadium PlayId Team Location StadiumType Gillette Foxborough, 0 2017090700 20170907000118 73.91 34.84 1.69 1.13 0.40 81.99 177.18 ... Outdoor away Stadium Gillette Foxborough, 27.61 198.70 ... 1 2017090700 20170907000118 away 74.67 32.64 0.42 1.35 0.01 Outdoor Stadium Gillette Foxborough, 33.20 1.22 0.59 3.01 202.73 ... 2 2017090700 20170907000118 74.00 Outdoor Stadium Gillette Foxborough, 3 2017090700 20170907000118 away 71.46 27.70 0.42 0.54 0.02 359.77 105.64 ... Outdoor Stadium Gillette Foxborough, 4 2017090700 20170907000118 away 69.32 35.42 1.82 2.43 0.16 12.63 164.31 ... Outdoor Stadium 5 rows × 49 columns **Feature Engineering** In [5]: #from https://www.kaggle.com/prashantkikani/nfl-starter-lgb-feature-engg train['DefendersInTheBox vs Distance'] = train['DefendersInTheBox'] / train['Distance'] Categorical features In [6]: cat features = [] for col in train.columns: if train[col].dtype == 'object': cat features.append((col, len(train[col].unique()))) In [7]: cat\_features Out[7]: [('Team', 2), ('DisplayName', 2230), ('GameClock', 901), ('PossessionTeam', 32), ('FieldPosition', 33), ('OffenseFormation', 9), ('OffensePersonnel', 56), ('DefensePersonnel', 38), ('PlayDirection', 2), ('TimeHandoff', 22935), ('TimeSnap', 22943), ('PlayerHeight', 16), ('PlayerBirthDate', 1688), ('PlayerCollegeName', 301), ('Position', 25), ('HomeTeamAbbr', 32), ('VisitorTeamAbbr', 32), ('Stadium', 55), ('Location', 60), ('StadiumType', 30), ('Turf', 20), ('GameWeather', 62), ('WindSpeed', 41), ('WindDirection', 54)] Let's preprocess some of those features. **Stadium Type** In [8]: | train['StadiumType'].value\_counts() Out[8]: Outdoor 267696 Outdoors 67474 Indoors 40854 Dome 17336 16148 Retractable Roof 15884 9614 Open 7172 Retr. Roof-Closed Retr. Roof - Closed 6446 Domed, closed 5918 2684 Domed, open Closed Dome 2134 Domed 1826 Dome, closed 1826 1188 Oudoor 1056 Retr. Roof Closed 1056 Indoor, Roof Closed Retr. Roof-Open 990 Bowl 968 Outddors 968 Heinz Field 902 Retr. Roof - Open 880 Outdoor Retr Roof-Open 880 Indoor, Open Roof 858 Outdor 858 Ourdoor 858 Outside 814 Domed, Open 770 Name: StadiumType, dtype: int64 We already can see some typos, let's fix them. In [9]: def clean StadiumType(txt): if pd.isna(txt): return np.nan txt = txt.lower() txt = ''.join([c for c in txt if c not in punctuation]) txt = re.sub(' +', ' ', txt) txt = txt.strip() txt = txt.replace('outside', 'outdoor') txt = txt.replace('outdor', 'outdoor') txt = txt.replace('outddors', 'outdoor') txt = txt.replace('outdoors', 'outdoor') txt = txt.replace('oudoor', 'outdoor') txt = txt.replace('indoors', 'indoor') txt = txt.replace('ourdoor', 'outdoor') txt = txt.replace('retractable', 'rtr.') return txt In [10]: | train['StadiumType'] = train['StadiumType'].apply(clean StadiumType) By pareto's principle we are just going to focus on the words: outdoor, indoor, closed and open. In [11]: def transform\_StadiumType(txt): if pd.isna(txt): return np.nan if 'outdoor' in txt or 'open' in txt: return 1 if 'indoor' in txt or 'closed' in txt: return 0 return np.nan In [12]: train['StadiumType'] = train['StadiumType'].apply(transform StadiumType) Turf #from https://www.kaggle.com/c/nfl-big-data-bowl-2020/discussion/112681#latest-649087 Turf = {'Field Turf':'Artificial', 'A-Turf Titan':'Artificial', 'Grass':'Natural', 'UBU Sports Speed S5 -M':'Artificial', 'Artificial':'Artificial', 'DD GrassMaster':'Artificial', 'Natural Grass':'Natural', 'UBU Speed Series-S5-M':'Artificial', 'FieldTurf':'Artificial', 'FieldTurf 360':'Artificial', 'Natural grass':'Natural', 'grass':'Natural', 'Natural': 'Natural', 'Artifical': 'Artificial', 'FieldTurf360': 'Artificial', 'Naturall Grass': 'N atural', 'Field turf': 'Artificial', 'SISGrass':'Artificial', 'Twenty-Four/Seven Turf':'Artificial', 'natural grass':'Natural'} train['Turf'] = train['Turf'].map(Turf) train['Turf'] = train['Turf'] == 'Natural' **Possession Team** In [14]: train[(train['PossessionTeam']!=train['HomeTeamAbbr']) & (train['PossessionTeam']!=train['VisitorTeamAb br'])][['PossessionTeam', 'HomeTeamAbbr', 'VisitorTeamAbbr']] Out[14]: PossessionTeam HomeTeamAbbr VisitorTeamAbbr 2992 BLT CIN BAL 2993 BLT CIN BAL 2994 BLT CIN BAL BAL 2995 BLT CIN 2996 BLT CIN **BAL** 509669 **ARZ** SEA ARI 509670 ARZ SEA ARI 509671 **ARZ** SEA ARI 509672 **ARZ** SEA ARI 509673 **ARZ** SEA ARI 63822 rows × 3 columns We have some problem with the enconding of the teams such as BLT and BAL or ARZ and ARI. Let's try to fix them manually. In [15]: | sorted(train['HomeTeamAbbr'].unique()) == sorted(train['VisitorTeamAbbr'].unique()) Out[15]: True In [16]: diff abbr = []for x,y in zip(sorted(train['HomeTeamAbbr'].unique()), sorted(train['PossessionTeam'].unique())): **if** x!=y: print(x + " " + y)ARI ARZ BAL BLT CLE CLV HOU HST Apparently these are the only three problems, let's fix it. In [17]: map abbr = {'ARI': 'ARZ', 'BAL': 'BLT', 'CLE': 'CLV', 'HOU': 'HST'} for abb in train['PossessionTeam'].unique(): map abbr[abb] = abb In [18]: | train['PossessionTeam'] = train['PossessionTeam'].map(map abbr) train['HomeTeamAbbr'] = train['HomeTeamAbbr'].map(map abbr) train['VisitorTeamAbbr'] = train['VisitorTeamAbbr'].map(map abbr) In [19]: train['HomePossesion'] = train['PossessionTeam'] == train['HomeTeamAbbr'] In [20]: train['Field eq Possession'] = train['FieldPosition'] == train['PossessionTeam'] train['HomeField'] = train['FieldPosition'] == train['HomeTeamAbbr'] Offense formation In [21]: off form = train['OffenseFormation'].unique() train['OffenseFormation'].value counts() Out[21]: SINGLEBACK 225434 150964 SHOTGUN 106062 I FORM PISTOL 13420 JUMBO 11462 1782 WILDCAT EMPTY 506 22 Name: OffenseFormation, dtype: int64 Since I don't have any knowledge about formations, I am just goig to one-hot encode this feature In [22]: train = pd.concat([train.drop(['OffenseFormation'], axis=1), pd.get dummies(train['OffenseFormation'], prefix='Formation')], axis=1) dummy col = train.columns **Game Clock** Game clock is supposed to be a numerical feature. In [23]: train['GameClock'].value\_counts() Out[23]: 15:00:00 14476 02:00:00 5236 14:54:00 2156 14:55:00 1958 14:56:00 1276 . . . 00:01:00 110 14:58:00 88 14:59:00 66 14:39:00 44 22 00:00:00 Name: GameClock, Length: 901, dtype: int64 Since we already have the quarter feature, we can just divide the Game Clock by 15 minutes so we can get the normalized time left in the quarter. def strtoseconds(txt): In [24]: txt = txt.split(':') ans = int(txt[0])\*60 + int(txt[1]) + int(txt[2])/60return ans In [25]: train['GameClock'] = train['GameClock'].apply(strtoseconds) In [26]: sns.distplot(train['GameClock']) Out[26]: <matplotlib.axes. subplots.AxesSubplot at 0x7f109ffc80f0> 0.0025 0.0020 0.0015 0.0010 0.0005 0.0000 200 1000 GameClock Player height In [27]: train['PlayerHeight'] Out [27]: 6-0 1 6-3 2 6-3 3 6-3 6-0 509757 6-6 6-5 509758 6-5 509759 509760 6-6 509761 5-11 Name: PlayerHeight, Length: 509762, dtype: object We know that 1ft=12in, thus: In [28]: train['PlayerHeight'] = train['PlayerHeight'].apply(lambda x: 12\*int(x.split('-')[0])+int(x.split('-')[ 1])) train['PlayerBMI'] = 703\*(train['PlayerWeight']/(train['PlayerHeight'])\*\*2) In [29]: Time handoff and snap and Player BirthDate train['TimeHandoff'] In [30]: Out[30]: 0 2017-09-08T00:44:06.000Z 2017-09-08T00:44:06.000Z 2017-09-08T00:44:06.000Z 2017-09-08T00:44:06.000Z 2017-09-08T00:44:06.000Z 2018-12-31T00:24:51.000Z 509757 509758 2018-12-31T00:24:51.000Z 509759 2018-12-31T00:24:51.000Z 2018-12-31T00:24:51.000Z 509760 509761 2018-12-31T00:24:51.000Z Name: TimeHandoff, Length: 509762, dtype: object In [31]: train['TimeHandoff'] = train['TimeHandoff'].apply(lambda x: datetime.datetime.strptime(x, "%Y-%m-%dT% H:%M:%S.%**f**Z")) train['TimeSnap'] = train['TimeSnap'].apply(lambda x: datetime.datetime.strptime(x, "%Y-%m-%dT%H:%M:%S. In [32]: train['TimeDelta'] = train.apply(lambda row: (row['TimeHandoff'] - row['TimeSnap']).total seconds(), ax In [33]: train['PlayerBirthDate'] = train['PlayerBirthDate'].apply(lambda x: datetime.datetime.strptime(x, "%m/% **d**/%Y")) Let's use the time handoff to calculate the players age In [34]: seconds in year = 60\*60\*24\*365.25train['PlayerAge'] = train.apply(lambda row: (row['TimeHandoff']-row['PlayerBirthDate']).total seconds ()/seconds in year, axis=1) In [35]: | train = train.drop(['TimeHandoff', 'TimeSnap', 'PlayerBirthDate'], axis=1) **Wind Speed and Direction** In [36]: train['WindSpeed'].value counts() Out[36]: 5 53284 6 41580 7 39578 4 34584 9 31328 10 29788 8 29370 3 26862 2 24112 12 23584 11 17116 15 13926 13772 12078 16 9878 13 8404 14 6094 17 3872 1980 18 13 MPH 1804 23 1166 Ε 1144 SE 1122 10-20 1100 7 MPH 1100 1100 Calm 12-22 1056 6 mph 1034 20 1012 12mph 968 968 14-23 968 10MPH 902 4 MPh 902 902 10mph 15 gusts up to 25 836 836 22 836 11-17 726 19 660 Name: WindSpeed, dtype: int64 We can see there are some values that are not standardized(e.g. 12mph), we are going to remove mph from all our values. In [37]: train['WindSpeed'] = train['WindSpeed'].apply(lambda x: x.lower().replace('mph', '').strip() if not pd. isna(x) **else** x)In [38]: train['WindSpeed'].value counts() Out[38]: 5 53284 42614 7 40678 35486 10 31592 9 31328 8 29370 3 26862 12 24552 2 24112 11 17116 15 13926 13772 1 12078 13 10208 16 9878 14 6094 17 3872 18 1980 23 1166 1144 е 1122 se calm 1100 10-20 1100 12-22 1056 20 1012 968 24 14-23 968 15 gusts up to 25 836 22 836 836 SSW 11-17 726 Name: WindSpeed, dtype: int64 In [39]: #let's replace the ones that has x-y by (x+y)/2# and also the ones with x gusts up to y train['WindSpeed'] = train['WindSpeed'].apply(lambda x: (int(x.split('-')[0])+int(x.split('-')[1]))/2 int(x.split('-')[1]))/2 int(x.split('-')[1])/2 int(x.splf not pd.isna(x) and '-' in x else x) train['WindSpeed'] = train['WindSpeed'].apply(lambda x: (int(x.split()[0])+int(x.split()[-1]))/2 if not pd.isna(x) and type(x)!=float and 'gusts up to' in x else x) In [40]: def str to float(txt): try: return float(txt) except: return -1 In [41]: train['WindSpeed'] = train['WindSpeed'].apply(str to float) In [42]: train['WindDirection'].value counts() Out[42]: NE 30250 27236 SW 25828 SE 25784 WSW 24222 Ν 23188 W 22198 S 21384 NNE 20394 South 20328 SSW 19910 WNW 19118 17182 North NNW 14036 West 13618 13376 SSE  $\mathbf{E}$ 12826 10802 ENE ESE 9878 East 7348 4070 Northwest From SW 3872 Northeast 3652 NorthEast 3212 From S 3146 2728 2134 SouthWest Southeast 1936 M-NM1804 Southwest 1804 West-Southwest 1386 8 1144 1 1122 North East 1100 East Southeast 1078 West Northwest 1056 1056 Calm N-NE 1012 From W 990 W-SW968 From NNE North/Northwest 968 From SSW 968 From WSW 946 South Southeast 946 From NNW 924 EAST 902 From SSE 880 8.5.8 South Southwest 13 836 East North East from W From ESE 682 Name: WindDirection, dtype: int64 In [43]: def clean WindDirection(txt): if pd.isna(txt): return np.nan txt = txt.lower() txt = ''.join([c for c in txt if c not in punctuation]) txt = txt.replace('from', '') txt = txt.replace(' ', '') txt = txt.replace('north', 'n') txt = txt.replace('south', 's') txt = txt.replace('west', 'w') txt = txt.replace('east', 'e') return txt In [44]: | train['WindDirection'] = train['WindDirection'].apply(clean\_WindDirection) In [45]: train['WindDirection'].value\_counts() Out[45]: s 47586 40370 n 38214 37532 W 33638 31306 27720 se 27522 WSW nne 22374 wnw 21978 21736 SSW е 21076 nnw 15928 15202 sse 11638 ese 11550 ene 1144 1 1122 calm 1056 13 836 Name: WindDirection, dtype: int64 In [46]: **def** transform WindDirection(txt): if pd.isna(txt): return np.nan if txt=='n': return 0 if txt=='nne' or txt=='nen': return 1/8 if txt=='ne': return 2/8 if txt=='ene' or txt=='nee': return 3/8 if txt=='e': return 4/8 if txt=='ese' or txt=='see': return 5/8 if txt=='se': return 6/8 if txt=='ses' or txt=='sse': return 7/8 if txt=='s': return 8/8 if txt=='ssw' or txt=='sws': return 9/8 if txt=='sw': return 10/8 if txt=='sww' or txt=='wsw': return 11/8 if txt=='w': return 12/8 if txt=='wnw' or txt=='nww': return 13/8 if txt=='nw': return 14/8 if txt=='nwn' or txt=='nnw': **return** 15/8 return np.nan train['WindDirection'] = train['WindDirection'].apply(transform WindDirection) In [47]: **PlayDirection** In [48]: train['PlayDirection'].value counts() Out[48]: left 256454 253308 right Name: PlayDirection, dtype: int64 In [49]: train['PlayDirection'] = train['PlayDirection'].apply(lambda x: x.strip() == 'right') **Team** train['Team'] = train['Team'].apply(lambda x: x.strip() == 'home') **Game Weather** train['GameWeather'].unique() In [51]: Out[51]: array(['Clear and warm', 'Sun & clouds', 'Sunny', 'Controlled Climate', 'Mostly Sunny', 'Clear', nan, 'Indoor', 'Mostly Cloudy', 'Mostly Coudy', 'Partly sunny', 'Partly Cloudy', 'Cloudy', 'Sunny, highs to upper 80s', 'Indoors', 'Light Rain', 'Showers', 'Partly cloudy', 'Partly Sunny', '30% Chance of Rain', 'Cloudy with periods of rain, thunder possible. Winds shifting to WNW, 10-20 mph.', 'Rain', 'Cloudy, fog started developing in 2nd quarter', 'Coudy', 'Rain likely, temps in low 40s.', 'Cold', 'N/A (Indoors)', 'Clear skies', 'cloudy', 'Fair', 'Mostly cloudy', 'Cloudy, chance of rain', 'Heavy lake effect snow', 'Party Cloudy', 'Cloudy, light snow accumulating 1-3"', 'Cloudy and cold', 'Snow', 'Hazy', 'Scattered Showers', 'Cloudy and Cool', 'N/A Indoor', 'Rain Chance 40%', 'Clear and sunny', 'Mostly sunny', 'Sunny and warm', 'Partly clear', 'Cloudy, 50% change of rain', 'Clear and Sunny', 'Sunny, Windy', 'Clear and Cool', 'Sunny and clear', 'Mostly Sunny Skies', 'Partly Clouidy', 'Clear Skies', 'Sunny Skies', 'Overcast', 'T: 51; H: 55; W: NW 10 mph', 'Cloudy, Rain', 'Rain shower', 'Clear and cold', 'Rainy', 'Sunny and cold'], dtype=object) We are going to apply the following preprocessing: Lower case N/A Indoor, N/A (Indoors) and Indoor => indoor Let's try to cluster those together. coudy and clouidy => cloudy party => partly sunny and clear => clear and sunny skies and mostly => "" In [52]: | train['GameWeather'] = train['GameWeather'].str.lower() indoor = "indoor" train['GameWeather'] = train['GameWeather'].apply(lambda x: indoor if not pd.isna(x) and indoor in x el train['GameWeather'] = train['GameWeather'].apply(lambda x: x.replace('coudy', 'cloudy').replace('cloui dy', 'cloudy').replace('party', 'partly') if not pd.isna(x) else x) train['GameWeather'] = train['GameWeather'].apply(lambda x: x.replace('clear and sunny', 'sunny and cle ar') if not pd.isna(x) else x) train['GameWeather'] = train['GameWeather'].apply(lambda x: x.replace('skies', '').replace("mostly", "" ).strip() if not pd.isna(x) else x) In [53]: train['GameWeather'].unique() Out[53]: array(['clear and warm', 'sun & clouds', 'sunny', 'controlled climate', 'clear', nan, 'indoor', 'cloudy', 'partly sunny', 'partly cloudy', 'sunny, highs to upper 80s', 'light rain', 'showers', '30% chance of rain', 'cloudy with periods of rain, thunder possible. winds shifting to wnw, 10-20 mph.', 'rain', 'cloudy, fog started developing in 2nd quarter', 'rain likely, temps in low 40s.', 'cold', 'fair', 'cloudy, chance of rain', 'heavy lake effect snow', 'cloudy, light snow accumulating 1-3"', 'cloudy and cold', 'snow', 'hazy', 'scattered showers', 'cloudy and cool', 'rain chance 40%', 'sunny and clear', 'sunny and warm', 'partly clear', 'cloudy, 50% change of rain', 'sunny, windy', 'clear and cool', 'overcast', 't: 51; h: 55; w: nw 10 mph', 'cloudy, rain', 'rain shower', 'clear and cold', 'rainy', 'sunny and cold'], dtype=object) Let's now look at the most common words we have in the weather description In [54]: **from collections import** Counter weather count = Counter() for weather in train['GameWeather']: if pd.isna(weather): continue for word in weather.split(): weather count[word]+=1 weather count.most common()[:15] Out[54]: [('cloudy', 193952), ('sunny', 127468), ('partly', 58256), ('clear', 55594), ('rain', 28952), ('indoor', 26950), ('controlled', 12540), ('climate', 12540), ('and', 10956), ('cloudy,', 4972), ('fair', 4972), ('snow', 4708), ('cold', 4510), ('of', 4026), ('light', 3608)] To encode our weather we are going to do the following map: • climate controlled or indoor => 3, sunny or sun => 2, clear => 1, cloudy => -1, rain => -2, snow => -3, others => 0 • partly => multiply by 0.5 I don't have any expercience with american football so I don't know if playing in a climate controlled or indoor stadium is good or not, if someone has a good idea on how to encode this it would be nice to leave it in the comments:) In [55]: def map weather(txt): ans = 1if pd.isna(txt): return 0 if 'partly' in txt: ans\*=0.5if 'climate controlled' in txt or 'indoor' in txt: return ans\*3 if 'sunny' in txt or 'sun' in txt: return ans\*2 if 'clear' in txt: return ans if 'cloudy' in txt: return -ans if 'rain' in txt or 'rainy' in txt: **return** -2\*ans if 'snow' in txt: return -3\*ans return 0 train['GameWeather'] = train['GameWeather'].apply(map weather) In [56]: Nflld NflldRusher In [57]: train['IsRusher'] = train['NflId'] == train['NflIdRusher'] In [58]: train.drop(['NflId', 'NflIdRusher'], axis=1, inplace=True) PlayDirection problems As we can see, we have a problem if some features such as X and Y because of the play direction, let's fix those issues X, orientation and direction In [59]: train['X'] = train.apply(lambda row: row['X'] if row['PlayDirection'] else 120-row['X'], axis=1) In [60]: #from https://www.kaggle.com/scirpus/hybrid-gp-and-nn def new\_orientation(angle, play\_direction): if play direction == 0: new angle = 360.0 - angle**if** new angle == 360.0: new angle = 0.0return new angle else: return angle train['Orientation'] = train.apply(lambda row: new orientation(row['Orientation'], row['PlayDirection' train['Dir'] = train.apply(lambda row: new\_orientation(row['Dir'], row['PlayDirection']), axis=1) **YardsLeft** Let's compute how many yards are left to the end-zone. In [61]: train['YardsLeft'] = train.apply(lambda row: 100-row['YardLine'] if row['HomeField'] else row['YardLine'] e'], axis=1) train['YardsLeft'] = train.apply(lambda row: row['YardsLeft'] if row['PlayDirection'] else 100-row['Yar dsLeft'], axis=1) ((train['YardsLeft']<train['Yards']) | (train['YardsLeft']-100>train['Yards'])).mean() Out[62]: 0.009710413879418239

