#### A MINI PROJECT REPORT

#### ON

### 'Performing Classification on Soccer Game'

#### Submitted by

Mr.More Shivam (Rollno:20)

Mr.Jadhav Nikhil (Rollno:60)

Mr.Tejas Thorat (Rollno:44)

Under the guidance of

**Prof. Vishal Patil** 

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# 1 Problem Statement

Consider a labeled dataset belonging to an application domain. Apply suitable data preprocessing steps such as handling of null values, data reduction, discretization. For prediction of class labels of given data instances, build classifier models using different techniques (minimum 3), analyze the confusion matrix and compare these models. Also apply cross validation while preparing the training and testing datasets.

### 2 Abstract

Classification is a form of data analysis that extracts models describing important classes. Such models, called classifiers, predict categorical (discrete, unordered) class labels. For example, we can build a classification model to categorize bank loan applications as either safe or risky. Such analysis can help provide us with a better understanding of the data at large. In this project we use multiple classification models to analyse the outcome of Soccer game played between various teams. Use apply suitabledata preprocessing steps. We then compare performance of classification models to find which one is the best

# 3 Hardware and Software Requirements

## 3.1 Hardware Requirements

- 1.500 GB HDD
- 2.4GB RAM
- 3.Monitor
- 4.Keyboard

### 3.2 Software Requirements

- 1.64 bit Open Source Operating System like Ubuntu 18.04
- 2.Python 3
- 3.Google Colab
- 4. Different Libraries
- 5.Libararies like sklearn, pandas, matplotlib

#### 4 INTRODUCTION

We have been provided with the data regarding various aspects of the home team, the opposition team and their supporters for a number of Soccer games.

The Data fields are

- 1. Id Unique id given to each game.
- 2. game \_seq Sequence of the game in the history of FIH (International Soccer Federation).
- 3. season \_end Year in which the corresponding season ended.
- 4.date Date on which the game was played.
- 5.season \_game\_seq Sequence of the game in the corresponding season.
- 6.playoff Whether the game is a playoffs game.
- 7.team \_id Unique id for the hometeam.
- 8. Elo Elo rating for the home team before the game.
- 9.opp \_team\_id Unique id for the opposition team.
- 10. opp Elo Elo rating for the opposition team before the game.
- 11. win \_equivalent Equivalent number of wins for the home team in a season.
- 12.bet \_ratio Fraction of bets placed on the home team.
- 13. home \_crowd Number of supporters for the home team.
- 14.opp \_crowd Number of supporters for the opposition team.
- 15.total \_crowd Total number of attendees for the game.
- 16.game \_result Win or loss for the home team (Win 1, Loss 0).

The train set contains 45000 records while the test set contains 13107 records. We drop the date column from our analysis. The null entries are as follows

Attribute	Null Count
Elo	9197
opp_Elo	7006
win_equivalent	12263

Table 1: Null Counts

We fill the null Elo and opp elo entries with the mean value of Elo and opp Elo attribute respectively i.e. 1501.184 1501.837

# **5** OBJECTIVE

- •To understand data preprocessing
- •To perform classification on dataset and predict labels for test dataset.

# 6 Scope

We select dataset of soccer games of various seasons. We try to apply many models and compare which one is the best model amongst them.

# 7 System Architecture

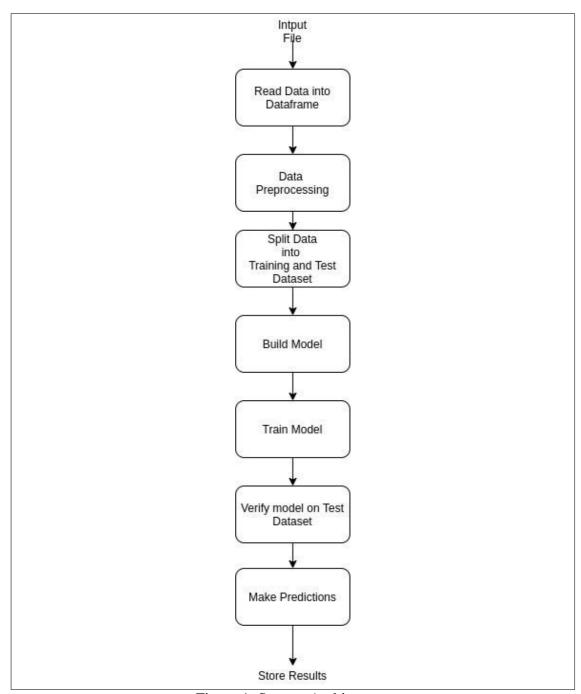


Figure 1: System Architecture

### 8 Test Cases

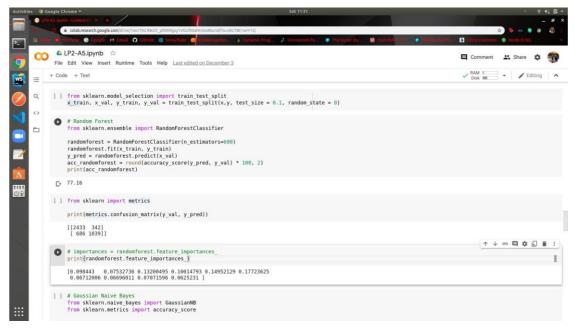


Figure 2: Output for Random Forest Classifier

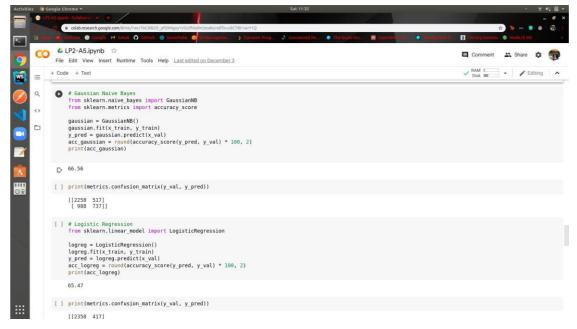


Figure 3: Output for GaussianNB and Logistic regression classifier



Figure 4: Output for SVC and Linear SVC



Figure 5: Output for Decision tree and Gradient boosting classifier

### 9 Result

The Accuracy for Various models are:

Model	Accuracy
DecisionTree	73.24
RandomForest	77.16
GaussianNB	66.56
LogisticRegression	65.47
SVC	61.67
LinearSVC	61.4
GradientBoostingClassifier	83.62

Table 2: Accuracy of vaious Models

We see that Gradient Boost Classifier gives the best score. We then use this model to perform training and testing of the model. After training, the model gives an accuracy of 83.62%.

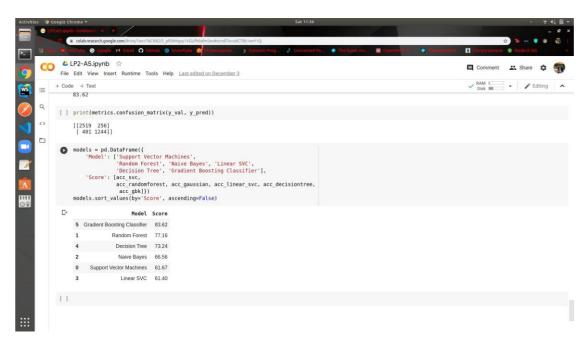


Figure 6: Comparison of various models

## 10 Conclusion

We have analysed the Soccer game dataset and performed data pre-processing steps. We have experimented multiple classification models and found out the best performer amongt them. We presented classification of soccer game results to predict the win/loss using Gradient Boost Classifier. We report a classification accuracy of 83.62

## References

- [1] https://scikit-learn.org/stable/modules/generated/sklearn.ensembl
- [2] https://scikit-learn.org/stable/modules/generated/sklearn.ensembl
- [3] https://www.kaggle.com/c/datawiz19round1/data