Analyzing Opponent Attacking Tendencies

FCB-MIT Final Presentation



Central Question

Can the clustering of opponent attacks based on observable features provide accurate classifications of offensive tendencies?



Data Set Summary

- Working with on ball event data
- Type, Success, Start/End Time, Players, Start/End Position, and Distance are known for each event
- Parsed sequences of events into attacks
- Defined an attack as a sequence of events by 1 team that ends when possession is lost, the ball goes out of play, or a shot is taken



Feature Engineering

Methodology:

- We propose an EM clustering model with 21 features in 3 aspects:
- Basic Macro-Event Features (understand basic football insights)
- Flow Motifs (understand passing structure and ball movement)
- Re-designed Spatial Region Features (understand pitch position and attack tendency)



Basic Macro-Event Features

- Number of Passes
- Time Duration
- Total Vertical Distance Traveled
- Total Vertical Distance
- Total Horizontal Distance
- Vertical/Horizontal Ratio
- Average Attacking Speed
- Number of Successful Long/Short Passes



Extended Features

Flow Motif Features

- Count of occurrences for each flow motif during the attack
 - ABAB
 - ABAC
 - ABCA
 - ABCB
 - ABCD

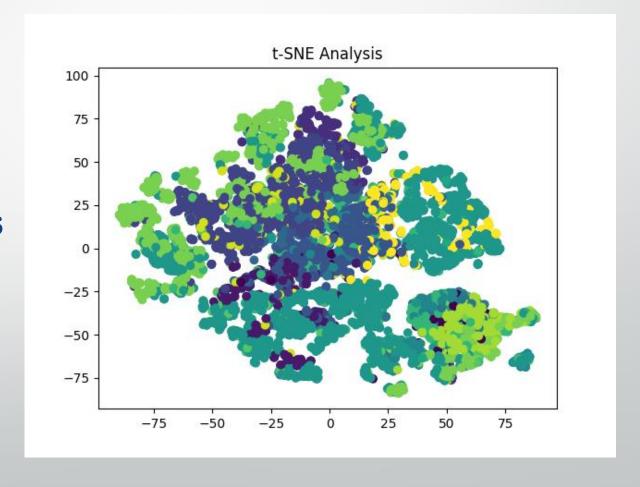
Spatial Region Features

- Percentage of attacking time inside a specific spatial region
- Region of field where ball was lost



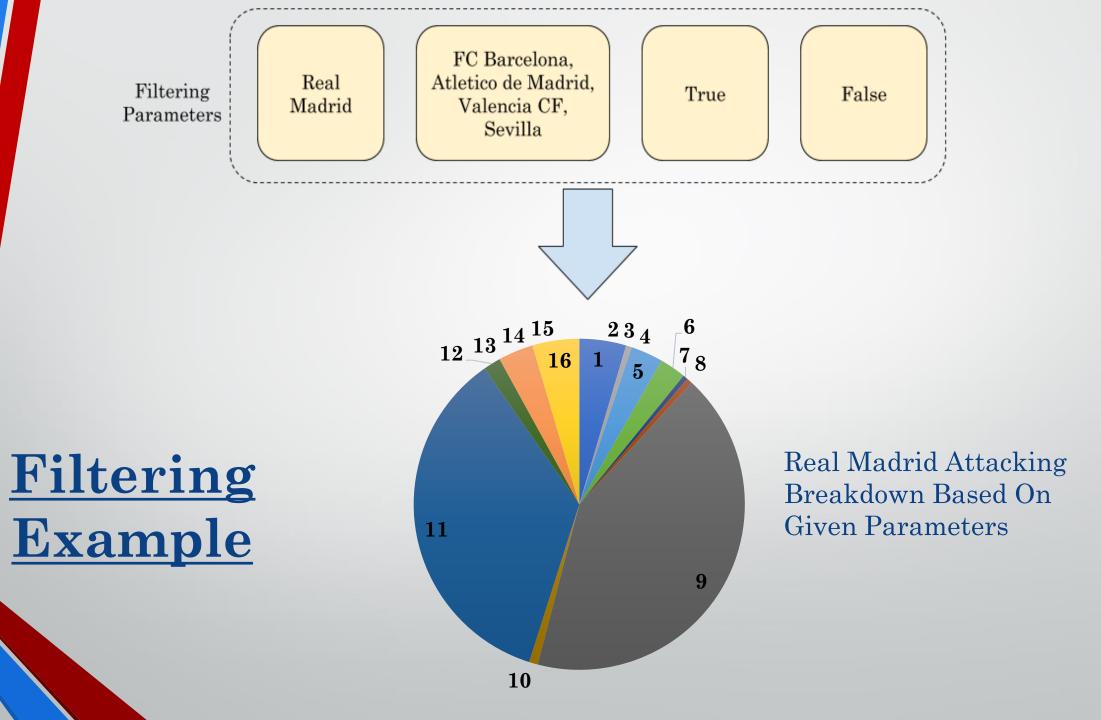
Final Clustering Model

- Algorithm: Expectation-Maximization (EM) Algorithm
- Optimal Number of Clusters: 16
- Trained on 60,000+ attacks with the 21 engineered features from the 2016-17 La Liga Season



Filtering Analysis

Attacking Defending Matches at Matches at Filtering Parameters Home? Team Team(s) Away? Query Data for Attacks with Specified Parameters Predict Attack Types using EM Model Compute Breakdown of Attack Types Used

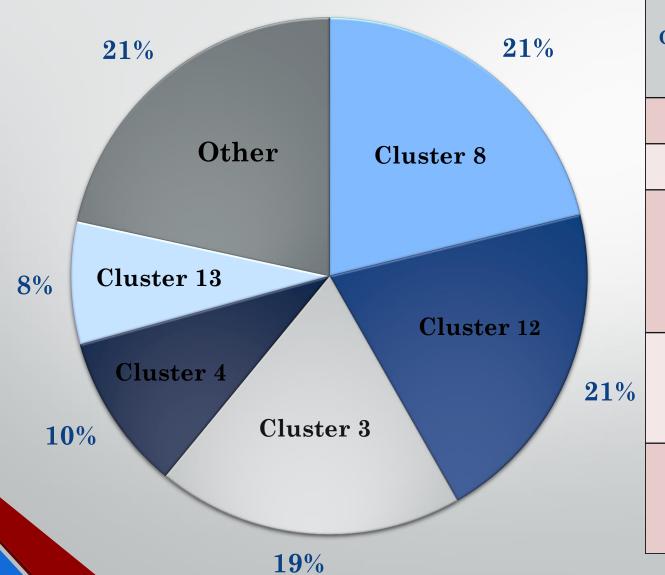


CLUSTER	CHARACTERISTICS	LOCATION	RESULT
1	Many Passes	Defensive and Middle Third	Long Ball
2	Short, sloppy	Defensive Third	Long Clearance
3	Quick	Right Flank	Cross
4	Quick	Left Flank	Cross
5	Short passes	Defensive Third	Dispossessed in Midfield
6	Patient, Many Passes	Midfield	Never Reaches Final Third
7	Long, Many Passes	Midfield	Enters Final Third
8	Patient, Many Passes	Center and Left of Defensive and Middle Thirds	Never Reaches Final Third
9	Long Distribution From Goalkeeper/Defender	Final Third	Fail to Reach Second Ball
10	Long Distribution From Goalkeeper/Defender	Right Side	Shot or Cross
11	Clearance to Sideline	Defensive Third	Ball Goes Out Before Half Field
12	Dribble through lines	Left Flank	Cross
13	Set Pieces, Throws, Corners	N/A	Cross
14	Patient, Pass Through Lines	Defensive Third	Cross
15	Patient, Back Passes	Midfield	Breaking Lines Into Final Third
16	Patient, Break Through Lines	Defensive and Middle Third	Rarely Reach Final Third

Feature Engineering Results

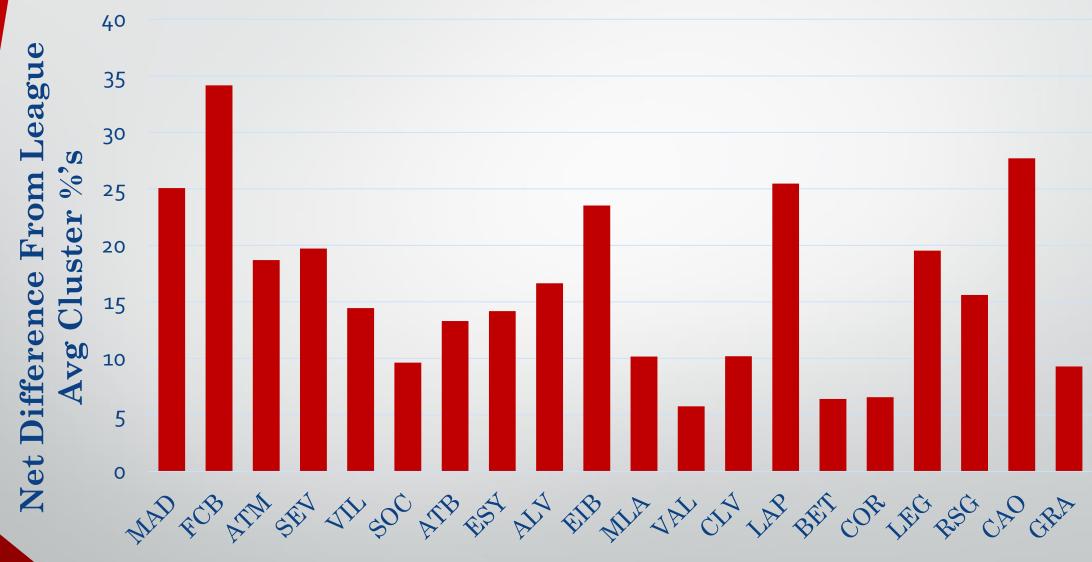


Real Madrid Attacking Breakdown



CLUS TER	CHAR ACTE RISTI CS	LOCATION	RESULT
3	Quick	Right Flank	Cross
4	Quick	Left Flank	Cross
8	Patient, Many Passes	Center and Left of Defensive and Middle Thirds	Never Reaches Final Third
12	Dribble through lines	Left Flank	Cross
13	Set Pieces, Throws, Corners	N/A	Cross

League Trends



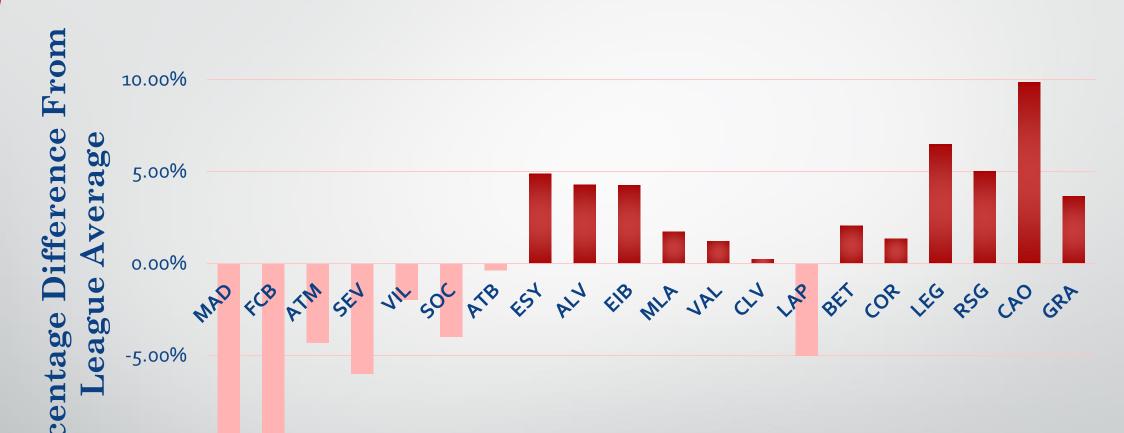
Team (Ordered by League Standing)

% Difference From Cluster 3 League Avg



CLUSTER	CHARACTERISTICS	LOCATION	RESULT
3	Quick	Right Flank	Cross





15.00%

-10.00%

Team Name (Ordered by League Standing)

-15.00%	CLUSTER	CHARACTERISTICS	LOCATION	RESULT
3	8	Patient, Many Passes	Center and Left of Defensive and Middle Thirds	Never Reaches Final Third

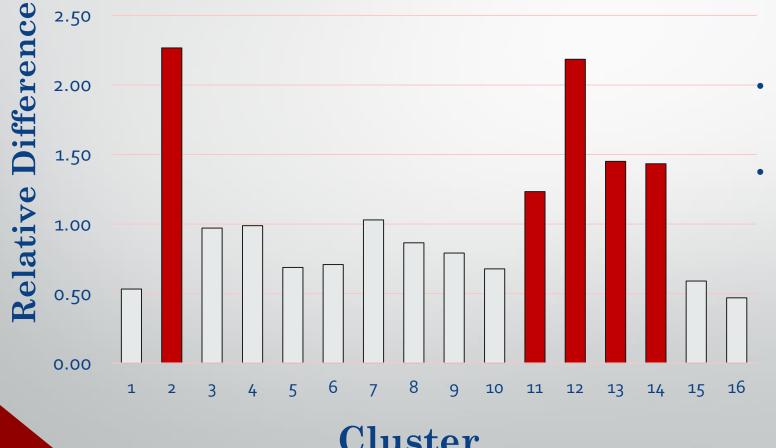
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Conclusions From eague Trends



Scouting Report

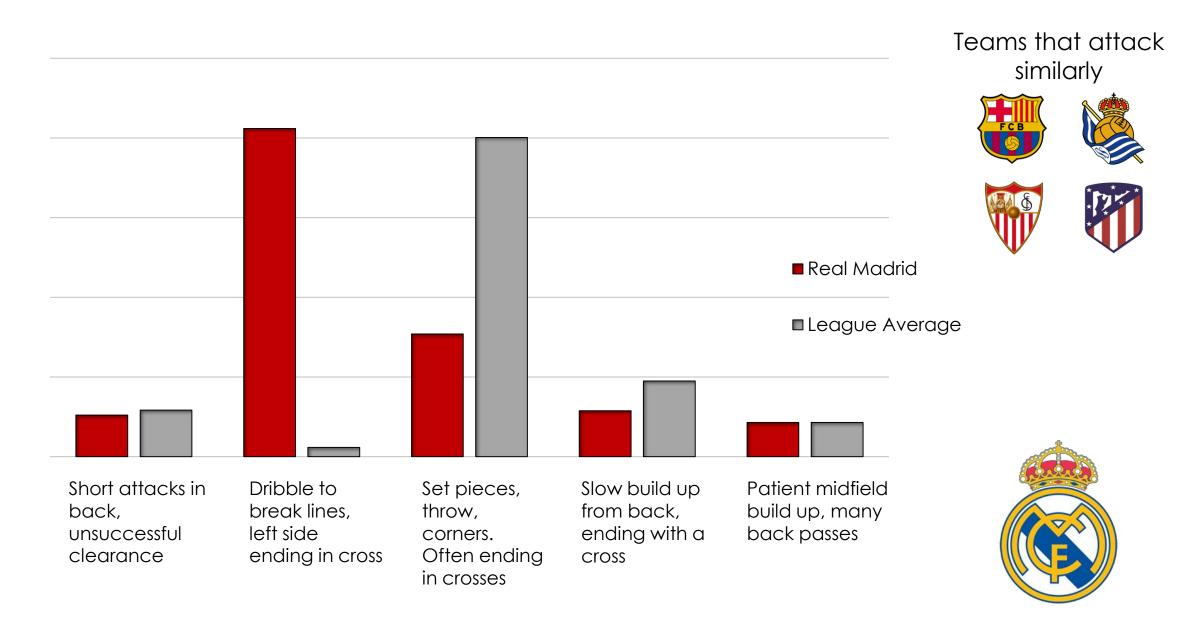
Relative Divergence From League **Average Cluster Percentage for Real** Madrid



- Extract Clusters which stray most from league average
- Account for less common attacks by utilizing standard deviation of clusters

Cluster

REAL MADRID SCOUTING REPORT



Questions?