Hackathon Data Dictionary

The dataset includes point outcomes of rallies only (where the number of shots hit exceeds two, which represents the serve and return). All points were played at a past Australian Open.

Two datasets are provided for men and women. Both the men's and women's data have 5,000 points for training. There will be 2,000 points for testing the men's and 1,000 points for testing the women's solutions.

Variable	Description	Value Range
rally	The number of shots in the point counting serves and point-ending shot	An integer from 1, 2, 3...
serve	A number indicating whether the point was played on a first or second serve.	1 = First 2 = Second
hitpoint	Shot category for point-ending shot	F = Forehand B = Backhand V = Volley U = Unknown
speed	Speed of point-ending shot	Continuous (m/s)
net.clearance	Distance above the net as point-ending shot passed the net	Continuous (cm) distance above net. Can be negative if shot did not pass above the net.
distance.from.sideline	Lateral distance of the point-ending shot bounce from the nearest singles sideline.	Perpendicular distance in meters (always positive even if out)
depth	Distance of the point-ending shot bounce from the baseline	Perpendicular distance in meters (always positive even if out)
outside.sideline	Logical indicator of whether point-ending shot landed outside of the in-play singles sideline	TRUE, FALSE
outside.baseline	Logical indicator of whether point-ending shot landed beyond the in-play baseline	TRUE, FALSE
player.distance.travelled	Distance player who made the point-ending shot travelled between the impact of the penultimate shot and the impact of the point-ending shot	Euclidean distance in meters
player.impact.depth	Distance of player who made point-ending shot from the net at the time	Perpendicular distance along the length of court from net in meters

	the point-ending shot was made	
player.impact.distance.from.center	Distance of player who made point-ending shot from the center line at the time the point-ending shot was made	Perpendicular distance from the center line in meters
player.depth	Distance of player who made point-ending shot from the net at the time the penultimate shot was made	Perpendicular distance along the length of court from net in meters
player.distance.from.center	Distance of player who made point-ending shot from the center line at the time the penultimate shot was made	Perpendicular distance from the center line in meters
opponent.depth	Distance of opponent from the net at the time the at the time the penultimate shot was made	Perpendicular distance along the length of court from net in meters
opponent.distance.from.center	Distance of opponent from the center line at the time the penultimate shot was made	Perpendicular distance from the center line in meters
same.side	Logical indicator if both player and opponent were positioned on the same side of the center line (ad or deuce court) at the time the penultimate shot was made	TRUE, FALSE
previous.speed	Speed of penultimate shot	Continuous (m/s)
previous.net.clearance	Distance above the net as penultimate shot passed the net	Continuous (cm) distance above net. Can be negative if shot did not pass above the net.
previous.distance.from.sideline	Lateral distance of the penultimate shot bounce from the nearest singles sideline.	Perpendicular distance in meters (always positive even if out)
previous.depth	Distance of the penultimate shot bounce from the baseline	Perpendicular distance in meters (always positive even if out)
previous.hitpoint	Shot category for penultimate shot	F = Forehand B = Backhand V = Volley U = Unknown
previous.time.to.net	Time for penultimate shot to be hit and pass the net	Continuous number in seconds
server.is.imp	Logical if player who made point-	TRUE, FALSE

act.player	ending shot was the server of the point	
outcome	Target variable, character with three categories indicating the type of shot that ended the point	W (Winner), FE (Forced Error), UE (Unforced Error)
id	A 10-character unique identifier for the point	Character