Entity -

FIFA 18 Ultimate Team player details – name, country, overall rating, league, position, club, nation, date of birth, etc.

Table A: 3788 tuples Table B: 9724 tuples

Web Source 1 - https://www.futhead.com/18/players/?bin_platform=ps

Futhead is a website which collects data regarding all the players in the FIFA 18 Ultimate
Team league. FIFA 18 is a soccer video-game in which players from all around the world
build teams and compete. The data collected consists of various player attributes like
name, age, in-game quality statistics etc.

Web Source 2 - https://www.easports.com/fifa/ultimate-team/fut/database/results?position_secondary=LF,CF,RF,ST,LW,LM,CAM,CDM,CM,RM,RW,LWB">https://www.easports.com/fifa/ultimate-team/fut/database/results?position_secondary=LF,CF,RF,ST,LW,LM,CAM,CDM,CM,RM,RW,LWB">https://www.easports.com/fifa/ultimate-team/fut/database/results?position_secondary=LF,CF,RF,ST,LW,LM,CAM,CDM,CM,RM,RW,LWB, LB,CB,RB,RWB

• EA Sports is the official maker of the game FIFA 18. They have an official database which consists of all the in-game player attributes and statistics.

Blocker –

We used an Overlap Blocker using the attribute 'club' to initially generate a candidate set of tuples having only players which play for the same club. After debugging, to account for variation in the ways the club names are written, we used $q_val = 3$ and $q_val = 3$.

Then we used an Overlap Blocker on the corresponding candidate set which blocked on the player name. After debugging, we agreed that the best blocker is one with $q_val = 2$ and overlap_size = 2.

Number of tuple pairs = 205665

Number of tuple pairs in sample G = 450

Learning Method Results – Set I

The results were collected using 5-fold CV and reported values are averages.

Decision Tree -

Precision: 0.956213Recall: 0.968065F-1: 0.961591

Random Forest –

Precision: 0.986058Recall: 0.974126F-1: 0.980000

Support Vector Machine –

Precision: 0.937569Recall: 0.987879F-1: 0.961644

Naïve Bayes –

Precision: 0.992308Recall: 0.974126F-1: 0.982981

Logistic Regression –

Precision: 0.967675Recall: 0.980186F-1: 0.973640

Linear Regression –

Precision: 0.903675Recall: 0.974126F-1: 0.936521

Initial Best Learning Based Matcher – Naïve Bayes

Debugging -

Debugging the decision tree and the random forest models didn't lead to any insight and hence no further debugging iterations were performed.

Best Matcher After Debugging-Naïve Bayes

Learning Method Results – Set J

Decision Tree –

Precision: 0.9677Recall: 0.9836F-1: 0.9756

Random Forest -

Precision: 0.9375Recall: 0.9836F-1: 0.96

Support Vector Machine –

Precision: 0.9375Recall: 0.9836F-1: 0.96

Naïve Bayes –

Precision: 0.9836Recall: 0.9836F-1: 0.9836

Logistic Regression -

Precision: 0.9524Recall: 0.9836F-1: 0.9677

Linear Regression -

Precision: 0.9677Recall: 0.9836F-1: 0.9756

Final Best Learning Based Matcher – Naïve Bayes

Time Estimate –

- a) To do blocking 2 hours
- b) To label the data 1 hour (per person)
- c) To find the best matcher 3 hours

Discussion Regarding Recall -

- In order to achieve a higher recall, we could potentially use a slightly more liberal blocker so that all possible varieties of true positive tuples are retained in the candidate set.
- We could also draw and label a larger sample from the candidate set E ensuring that all
 possible corner cases exist in our training sample (subset of G) to train a more accurate
 model.

Magellan Feedback –

The Magellan tool is a well thought out and written tool with adequate documentation and code examples facilitating fast prototyping.

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BUGS -
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One error we faced was that on installing the package using conda, we were getting the following error –

The specifications of the system we are using are –

OS: macOS High Sierra (version 10.13.4)

Python version: Python 2.7.14Conda version: conda 4.5.0

Installing the package using 'pip' and starting a Jupyter Notebook from the terminal instead of using the one in Anaconda Navigator fixed the problem.