FME World Cup

David Reksten
How to achieve world domination without a football

WORLD TOUR
2015

INSER

Preparing the data

- Read Excel spreadsheet with participants
- Geocode with Google, verify results
- Calculate "motivation factors"
    - Days of inscription before event (d)
    - Distance, flight-of-bird (b)
    - Distance, driving quickest route by car (c)
- Calculate initial motivation score

    - $Score = d + \frac{c-b}{b} + \frac{b}{10}$

- Write to Amazon DynamoDB, table "Participants"

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Qualifying for tournament

- Using true random numbers from random.org
  - Measures atmospheric noise using radio sensors
  - Statistically proven, uniform distribution

- Generate random score modifier for each player
- Generate random playoff ranking
- Eliminate players with playoff rank > 64 → "bad hair day"
  - We only want lucky participants!
  - … and to make it simpler for ourselves
- Results to Amazon DynamoDB, table "Matches"

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Playing a round

- Read results from previous round in "Matches"
- Calculate median score of remaining participants
- $Score_{new} = Score_{last} \pm (20\% \times median)$
- Play each participant against each other
- Scores are cumulative between rounds
- Winner gets to add 10% of score difference in match
- Append results to Amazon DynamoDB, "Matches"
- Generate HTML page to display the results

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Thank You!

- Questions?

- For more information:
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- Workspaces shown will be published later

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