Solver Settings Glossary

Part One: Basic Solver Settings

Evaluation Score (Eval)

What it is:

The evaluation score (Eval) is a measure of how the solver rates a plan, considering multiple factors such as projected points (EV), time decay setting, etc. including all other settings detailed below.

Why use it:

Using the evaluation score provides you with a more accurate understanding of the quality of your plan beyond just the raw EV data- it considers other important factors that can impact the overall success of a plan.

How to interpret:

The higher the evaluation score, the better the plan is likely to perform. However, it's important to note that the Eval score is not the same as raw EV and should be used as a complementary metric to help you make more robust decisions about your plan.

FT Value

What it is:

FT Value is the default value assigned to a free transfer. In the upcoming GW, a burnt FT is always valued at 0 points, regardless of this setting.

Why use it:

This setting reflects the added value of rolling a transfer and gives a generalized value for assumed future moves. If set to 0.0, solvers will make intricate moves for marginal EV gains.

How to use:

Past studies recommend a value of approximately 1.5, but you can adjust based on situational information. Lower FT values make the solver greedier/intricate, while higher values promote skeleton plans with only key moves highlighted.

Solver Speed

What it is:

Solver Speed lets you balance the speed and thoroughness of the solver. Choose between faster solves, which provide results quickly, or heavier solves, which may take longer but offer a wider range of options and potentially more points.

Why use it:

Fast Solves:

- Useful for testing force include/exclude options to quickly refine your ideas.
- Ideal when using a device with limited processing power, such as a phone.
- Time-saving when cycling through multiple game weeks and frequent re-solving is needed.

Heavy Solves:

- Recommended when using a wildcard to explore all possible options.
- A good option when you have time to wait for more thorough results.

How to use:

Solver computation time varies depending on your device. As of April 2022, a typical laptop can achieve the following:

- Fastest setting: ~6GW solve depth in around 5-10 seconds
- Medium setting: ~6GW solve depth in around 45 seconds
- Heaviest setting: ~6GW solve depth in around 3.5 minutes

More advanced hardware, like gaming desktops, may be 2-6 times faster (for medium-heavy runs), while mobile devices could be slower. To ensure the best performance, keep the solver tab open in your browser and avoid switching tabs during a solve, as this may slow down computation.

Time Decay

What it is:

Time Decay is a compound multiplier applied to the evaluation of each future GW. For example, a setting of 0.85 values GW1 at 100%, GW2 at 85%, GW3 at 72%, GW4 at 52%, etc.

Why use it:

This setting accounts for increasing levels of uncertainty in projections and plans as we look further into the future.

How to use:

Past studies suggest a value of approximately 0.85 (0.80-0.90) is recommended, but you can adjust based on situational information. Lower settings prioritize aggressive short-term plans, while higher settings focus more on long-term plans.

Solve Depth

What it is:

Solve Depth refers to the number of Game Weeks (GWs) the solver takes into account when making transfer decisions.

Why use it:

- To control the complexity of the plan.
- To avoid "dead-end" moves in the last few GWs - set it a few GWs short of the prediction horizon.
- If you're not concerned about the above points, it can also be set it to its maximum value.
- To decrease solve time, this setting can be reduced

How to use:

Simply enter the desired number of GWs for the solver to consider in your strategy. Remember to choose a value that best aligns with your goals and preferences.

Part Two: Advanced Solver Settings

Info Value

What it is:

Info Value is a setting that encourages saving a free transfer (FT) for new information during the live GW, but not for future GWs.

Why use it:

This setting takes into account the value of having more certainty about future information, such as injuries and fixture scheduling, when making a transfer decision.

How to use:

During periods with upcoming uncertain information (e.g., fixtures), using a high setting is recommended. Generally, a value of around 0.5 is suitable, but you can set it to 0 or increase it as preferred**.**

FT Burn Value

What it is:

This is the default value assigned to a future "burnable" transfer. For the upcoming GW, a burnable transfer is always valued at 0.

Why use it:

Like the FT Value setting, FT Burn Value can be used to create either a robust skeleton plan or a more intricate literal plan.

How to use:

It's generally advised to set this value to match the FT Value, or alternatively at a slightly lower setting. However, some users may prefer to set it to 0. A low setting leads to greedier/more intricate solver output, while a higher setting promotes skeleton plans with only key moves highlighted.

ITB Value

What it is:

ITB (In The Bank) Value is a multiplier that rewards remaining bank value in future GWs, excluding the upcoming GW.

Why use it:

This setting reflects the fact that bank value saved in future GWs can be used for subsequent transfers, making enabling moves more appealing in the live GW.

How to use:

The ideal setting depends on the value of each marginal million and the expected utilization rate of remaining bank value. Generally, values in the range of 0.05-0.20 are recommended.

Max GK £

What it is:

The maximum price you're willing to invest in a goalkeeper (GK).

Why use it:

This setting helps you avoid using premium team slots on goalkeepers and lets you allocate more budget to attackers.

How to use:

Simply input the maximum price you're willing to invest in a goalkeeper.

Risk Position

What it is:

Risk Position measures your team's overall exposure to risk, calculated as Exposure = Ownership x EV (Expected Value). This setting decays quickly over time due to the fluctuating nature of ownership.

Why use it:

Adjusting this setting allows you to tailor your strategy based on your personal preference for risk. You don't need to take a risk position unless you want to, as it may cost some level of EV.

How to use:

The default setting of 0.00 doesn't consider risk. Pure model approaches generally result in high-risk plans. For normal risk considerations, use a value between 0.00 and 0.30. Setting negative values increases risk, so exercise caution (unless in a game-theory driven situation requiring high risk).

Max Team GK+DF

What it is:

The maximum combined number of goalkeepers and defenders from the same team you're willing to select.

Why use it:

This setting helps managers diversify their defensive picks.

How to use:

Consider using a setting of 2 or 3, based on your personal preference.

Sub Weight

What it is:

A multiplier applied to estimated AutoSub contributions.

Why use it:

This setting allows managers to either encourage or discourage bench usage.

How to use:

It's recommended to leave this setting at 1.00, which uses the probabilities determined by the algorithm.

Note

As you use the fplreview solver, keep in mind that there is no one-size-fits-all approach. Your ideal settings may change depending on situational factors, such as upcoming fixtures, injuries, and personal goals/preferences Good luck, and may your arrows be green!