Sports Predictive Analytics: NFL Prediction Model



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Orange County R User's Group

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Outline

- Case Studies of Sports Analytics
- Sports
- Sports Analytics
- Applications of Sports Analytics
- Sports Analytics Literature
- Data Sources
- Sports Predictive Models
- Regression Model
- Multi Variable Regression with Lasso
- NFL Prediction Model
- Prediction for Super Bowl 2016
- Prediction for NFL 2017 Playoffs



Peavy pitching for the Giants in 2015

Free agent

Starting pitcher

Born: May 31, 1981 (age 35) Mobile, Alabama

Bats: Right

Throws: Right
MLB debut

med debut

June 22, 2002, for the San Diego Padres

MLB statistics

(through 2016 season)

Win-loss record 152-128 Earned run average 3.63

> Strikeouts 2,207 WHIP 1.20

Teams

- San Diego Padres (2002–2009)
- Chicago White Sox (2009-2013)
- Boston Red Sox (2013–2014)
- San Francisco Giants (2014–2016)

Career highlights and awards

- 2× World Series champion (2013, 2014)
- 3x All-Star (2005, 2007, 2012)
- NL Cy Young Award (2007)
- Triple Crown (2007)
- NL wins leader (2007)
- 2× MLB ERA leader (2004, 2007)
- 2× NL strikeout leader (2005, 2007)
- . Gold Glove Award (2012)
- San Diego Padres all-time strikeouts leader

What is Sports Analytics? Which Pitcher is Better?

| 2007 Baseball | |
|---------------------------------------|----------------------------------|
| Jake Peavy | John Lackey |
| San Diego Padres : National League | L.A. Angles : American League |
| ERA: 2.54 | ERA: 3.01 |

ERA: Earned Run Average. Mean number of runs yielded per 9 innings

- American league allows Designated Hitter (DH) for pitcher
- National league does not allow Designated Hitter (DH) for pitcher. Pitcher must bat.

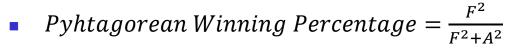


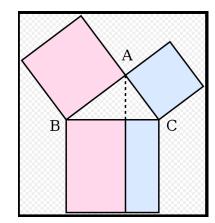
Which Variable is the Best Predictor of the Winning Percentage?

| 4 | Α | В | С | D | Е | F | G | Н | 1 | J |
|----|----|---------------|------------|--------|------|---------|------------|---------|---------|---|
| | | | | | | | | Batting | Team | |
| | | | | | | Team | | Average | Earned- | |
| | | | Winning | Runs | Home | Batting | On-Base | Against | Run | |
| 1 | | Team | Percentage | Scored | Runs | Average | Percentage | Team | Average | |
| 2 | 1 | Arizona | 0.556 | 712 | 171 | 0.25 | 0.321 | 0.262 | 4.13 | |
| 3 | 2 | Atlanta | 0.519 | 810 | 176 | 0.275 | 0.339 | 0.259 | 4.11 | |
| 4 | 3 | Chicago Cubs | 0.525 | 752 | 151 | 0.271 | 0.333 | 0.246 | 4.04 | |
| 5 | 4 | Cincinnati | 0.444 | 783 | 204 | 0.267 | 0.335 | 0.282 | 4.94 | |
| 6 | 5 | Colorado | 0.522 | 860 | 171 | 0.28 | 0.354 | 0.266 | 4.32 | |
| 7 | 6 | Florida | 0.438 | 790 | 201 | 0.267 | 0.336 | 0.285 | 4.94 | |
| 8 | 7 | Houston | 0.451 | 723 | 167 | 0.26 | 0.33 | 0.273 | 4.68 | |
| 9 | 8 | Los Angeles | 0.506 | 735 | 129 | 0.275 | 0.337 | 0.261 | 4.2 | |
| 10 | 9 | Milwaukee | 0.512 | 801 | 231 | 0.262 | 0.329 | 0.269 | 4.41 | |
| 11 | 10 | New York Mets | 0.543 | 804 | 177 | 0.275 | 0.342 | 0.255 | 4.26 | |
| 12 | 11 | Philadelphia | 0.549 | 892 | 213 | 0.274 | 0.354 | 0.276 | 4.73 | |
| 13 | 12 | Pittsburgh | 0.42 | 724 | 148 | 0.263 | 0.325 | 0.288 | 4.93 | |
| 14 | 13 | San Diego | 0.546 | 741 | 171 | 0.251 | 0.322 | 0.25 | 3.7 | |
| 15 | 14 | San Francisco | 0.438 | 683 | 131 | 0.254 | 0.322 | 0.261 | 4.19 | |
| 16 | 15 | St. Louis | 0.481 | 725 | 141 | 0.274 | 0.337 | 0.271 | 4.65 | |
| 17 | 16 | Washington | 0.451 | 673 | 123 | 0.256 | 0.325 | 0.269 | 4.58 | |
| 18 | | | | | | | | | | |

Pythagorean Theorem

- Used in Baseball. Proposed by Bill James
- Suppose
 - 'F' represents a team's run scored
 - 'A' represents team's runs allowed



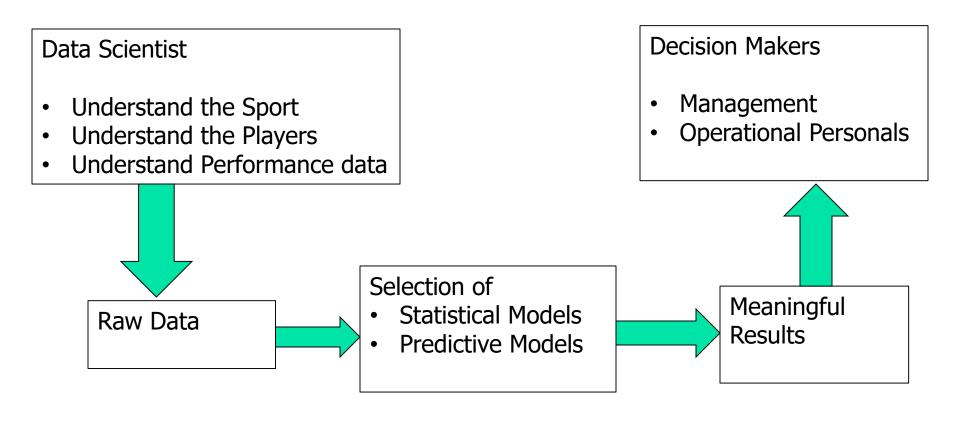


 It is called Pythagorean theorem because it is similar to the elementary geometry theorem

Example:

- Year 2012: Detroit Tigers
 - Scored Runs = F = 726
 - Allowed Runs = A = 670
- Pyhtagorean Winning Percentage = $\frac{F^2}{F^2 + A^2} = \frac{726^2}{726^2 + 670^2} = \frac{527,076}{975,976} = 0.54$
- Total games won = 162*0.54 = 88 games

How to Convey Information to Decision Makers





Goals of Sports Analytics

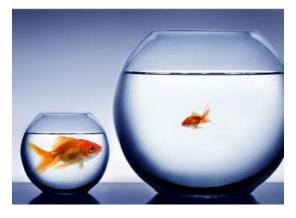
- Apply Statistical Models to Sporting Data
- Ratings and Rankings
- 3. Predictive Models
- 4. Player and Team Assessment

Statistical Models Predictive Models

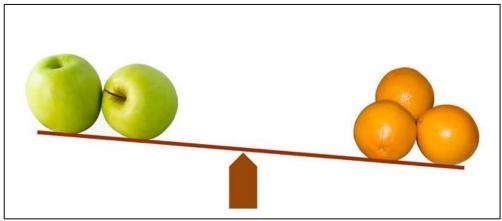
| Indices of Central Tendencies and Variability | Statistics Used to Examine Relationships | Inferential Statistics | Ratings + Rankings | Predictive Models |
|--|---|---------------------------|-----------------------|-------------------------------|
| Histogram (Frequency Distribution) | Normal Distribution (z-values and p-values) | Normality | Ratings + Rankings | Simple Linear Regression |
| Mean | Covariance | Outlier | Rank Aggregation | Multiple Linear Regression |
| Median | Correlation – Pearson | t-test | | Polynomial Regression |
| Mode | Rank Correlation – Spearman | ANOVA | | Logistic Regression |
| Range, Variance | Partial Correlation | Chi-Square | | |
| Standard Deviation | | | | |

Ranking of Players and Teams?

Pair-Wise Comparison

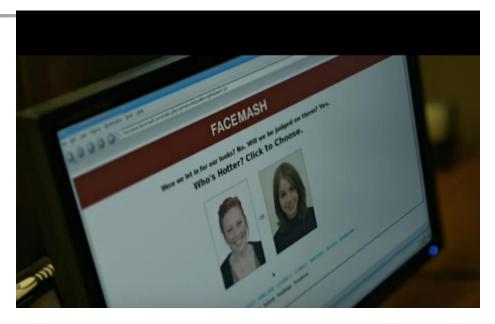






Pair-Wise Comparison The Social Network







Pair-Wise Comparison Can be Used for Ranking

| | АВ | С | D | Е | F | G | Н | 1 | J | K | L | М | N | 0 | Р | Q | R | S | Т | U | V | W | Х | Υ |
|---|----|-------|----|------|------|---|----|-------|------|---|----|-----|------|---|----|-----|------|---|----|----|------|---|------------|---|
| 1 | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 | | | | Duke | Diff | | | Miami | Diff | | | UNC | Diff | | | UVA | Diff | | | VT | Diff | | Total Diff | |
| 3 | | Duke | | | 0 | | 7 | 52 | -45 | | 21 | 24 | -3 | | 7 | 38 | -31 | | 0 | 45 | -45 | | -124 | |
| 4 | | Miami | 52 | 7 | 45 | | | | 0 | | 34 | 16 | 18 | | 25 | 17 | 8 | | 27 | 7 | 20 | | 91 | |
| 5 | | UNC | 24 | 21 | 3 | | 16 | 34 | -18 | | | | 0 | | 7 | 5 | 2 | | 3 | 30 | -27 | | -40 | |
| 6 | | UVA | 38 | 7 | 31 | | 17 | 25 | -8 | | 5 | 7 | -2 | | | | 0 | | 14 | 52 | -38 | | -17 | |
| 7 | | VT | 45 | 0 | 45 | | 7 | 27 | -20 | | 30 | 3 | 27 | | 52 | 14 | 38 | | | | 0 | | 90 | |
| 8 | | | | | | | | | | | | | | | | | | | | | | | | |
| 9 | | | | | | | | | | | | | | | | | | | | | | | | |

Sorting the Rating list produces Ranking

| | Ratings | Ranking |
|-------|---------|---------|
| Miami | 91 | 1 |
| VT | 90 | 2 |
| UVA | -17 | 3 |
| UNC | -40 | 4 |
| Duke | -124 | 5 |
| | | |



Log 5 Method

- Developed by Bill James in 1970s
- Computes the probability that Team A will beat Team B
- Log 5 formula has nothing to do with the mathematical function 'Log'

Log 5 Formula

$$p_{a,b} = \frac{p_a - p_a * p_b}{p_a + p_b - 2 * p_a * p_b}$$

- Suppose Team A true winning percentage is 10 out of 16 games
 - Percentage of true winning = p_a = 10/16 = 0.625
- Suppose Team B true winning percentage is 7 out of 16 games
 - Percentage of true winning = p_b = 7/16 = 0.438
- ______
- The probability that Team A will beat Team B

$$p_{a,b} = \frac{p_a - p_a * p_b}{p_a + p_b - 2 * p_a * p_b} = \frac{0.625 - 0.625 * 0.438}{0.625 + 0.438 - 2 * 0.625 * 0.438} = \frac{0.625 - 0.274}{1.063 - 2 * 0.274} = \frac{0.351}{0.515} = 0.681$$

- _____
- The probability that Team B will beat Team A

$$p_{b,a} = \frac{p_b - p_a * p_b}{p_a + p_b - 2 * p_a * p_b} = \frac{0.438 - 0.625 * 0.438}{0.625 + 0.438 - 2 * 0.625 * 0.438} = \frac{0.438 - 0.274}{1.063 - 2 * 0.274} = \frac{0.164}{0.515} = 0.318$$

- _____
- $p_{a,b} + p_{b,a} = 1$

Arpad Elo

- Physics Professor at Marquette University
 - Milwaukee, Wisconsin
- Chess Player
- Devised a method to rank chess players
- His method was adopted by
 - US Chess Federation
 - World Chess Federation



Points Gained or Lost

Points gained/lost by player A = Points gained/lost by player B

- Before the game
 - Player A rating r_A
 - Player B rating r_B
 - Difference $d_{AB} = r_A r_B$

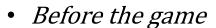
- After the game
 - Player A rating r'_A
 - Player B rating r'_B
 - $\bullet \quad r_A + r_B = r_A' + r_B'$

• Points gained/lost by player A against player B

•
$$\mu_{AB} = L\left(\frac{d_{AB}}{400}\right) = \frac{1}{1+10\frac{-d_{AB}}{400}}$$

Example

| | If Player A wins | Draw | If Player B wins |
|-------|---------------------|------|------------------|
| S(AB) | 1 | 0.5 | 0 |
| S(BA) | 0 | 0.5 | 1 |



- Player A rating $r_A = 2400$
- Player B rating $r_B = 2000$
- Difference $d_{AB} = r_A r_B = 400$
- *Difference* $d_{RA} = r_R r_A = -400$

| Suppose | K = | 32 | for | Chess |
|---------|-----|----|-----|-------|

$$\mu_{AB} = 0.91$$
 $\mu_{BA} = 0.09$

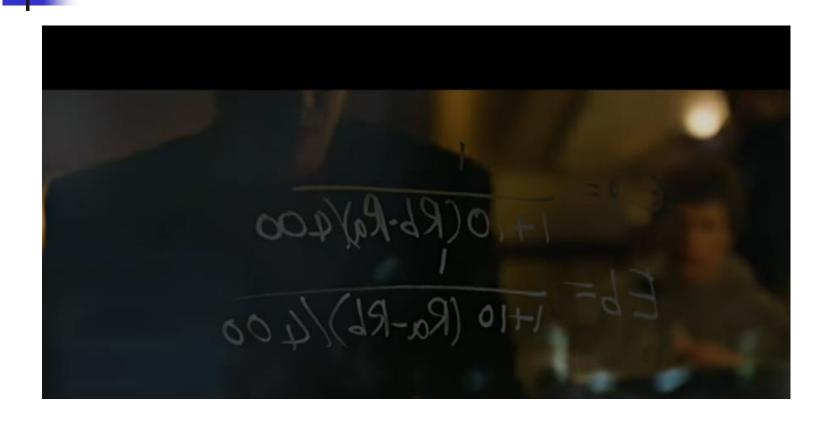
If Player A wins

- After the game
 - Player A rating $r'_A = r_A + K(S_{AB} \mu_{AB}) = 2400 + 32(1 0.91) = 2403$
 - Player B rating $r'_B = r_B + K(S_{BA} \mu_{BA}) = 2000 + 32(0 0.09) = 1997$
- $r_A + r_B = r_A' + r_B'$
- 2400 + 2000 = 2403 + 1997

If Player B wins

- After the game
 - Player A rating $r'_A = r_A + K(S_{AB} \mu_{AB}) = 2400 + 32(0 0.91) = 2371$
 - Player B rating $r'_B = r_B + K(S_{BA} \mu_{BA}) = 2000 + 32(1 0.09) = 2029$
- $r_A + r_B = r_A' + r_B'$
- 2400 + 2000 = 2371 + 2029

The Social Network Elo Formula was Used to pair-wise Comparison of Girls



Sports

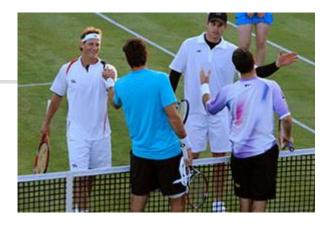
Sports

- Inherent part of Human Culture
- Sports competition dates back to the dawn of our species
- Greek Olympics: 776 BC

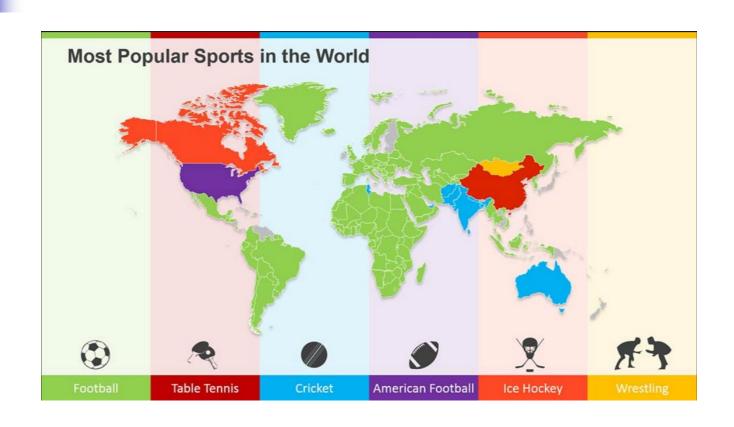




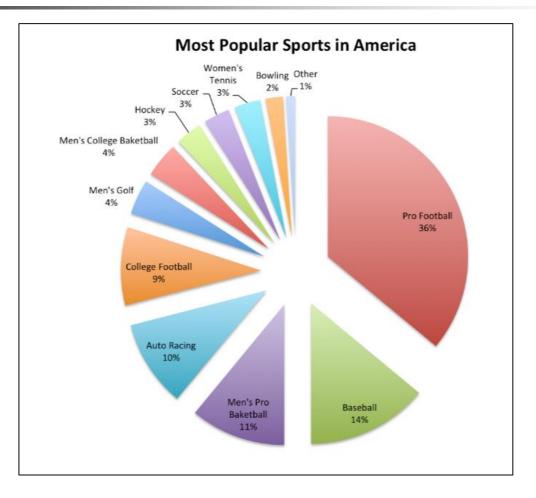
- Virtues of sports
 - fairness
 - self-control
 - courage
 - persistence
- It has been associated with interpersonal concepts of treating others and being treated fairly
- Maintaining self-control if dealing with others, and respect for both authority and opponents
- GOOD SPORTSMEN HAVE ALWAYS BEEN HELD IN HIGH ESTEEM



Most Popular Sports in the World



Most Popular Sports in America



Sports Analytics



Predictive Models

- Estimation
 - Regression
- Classification (win/loss)
 - Logistic Regression
 - Discriminant Analysis
 - Linear
 - Quadratic
 - Support Vector Machine



- Discovering hidden talent in a new player
- Player Evaluation
 - Assessing Player Performance
 - Which metrics is most important to assess a players' performance
 - Assessing Player Value
 - How much value a player adds to the teams' value

Goals of Sports Analytics Team

- Ranking top teams
- Accessing Team Performance
 - How to compute the value of a team
- Which Team Members are best suited to play against the opposing team
- Which strategy to use to play against a team?
 - Anticipating Opponents Behavior
- Accessing the probability of a win in a sporting event



Need for Prediction Results

- Betting on an sporting event
 - People betting on sports need to see the prediction results
 - Probability of a win
 - Point Spread
- Fantasy Sports
 - DraftKings
 - FanDuel

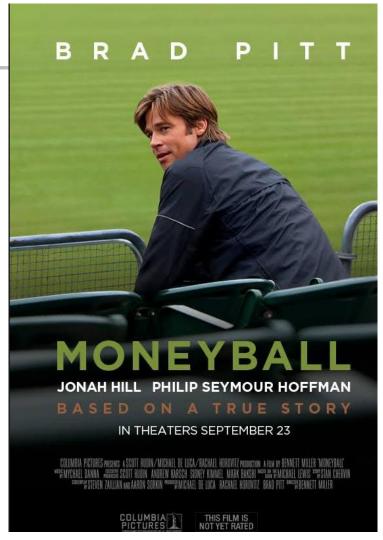
Applications of Sports Analytics

Application of Sports PA Movies

The film is based on Michael Lewis' 2003 nonfiction book of the same name, an account of the Oakland Athletics baseball team's 2002 season and their general manager Billy Beane's attempts to assemble a competitive team.

In the film, Beane (Brad Pitt) and assistant GM Peter Brand (Jonah Hill), faced with the franchise's limited budget for players, build a team of undervalued talent by taking a sophisticated sabermetric approach towards scouting and analyzing players.

They acquire "submarine" pitcher Chad Bradford (Casey Bond) and former catcher Scott Hatteberg (Chris Pratt), and win 20 consecutive games, an American League record.



Moneyball – Billy Beane & Paul DePodesta

William Lamar "Billy" Beane III (born March 29, 1962) is an American former professional baseball player and current front office executive.

He is the Executive Vice President of Baseball Operations and minority owner of the Oakland Athletics of Major League Baseball (MLB).

The character of Brand is an invention by the filmmakers; in the excellent Michael Lewis non-fiction book upon which the movie is based, the real-life "Brand" is identified as Paul DePodesta.

Unlike Brand, DePodesta is slender, fit and handsome. He's also Harvard-educated (not a Yalie – screenwriter Aaron Sorkin's private joke).





Football player



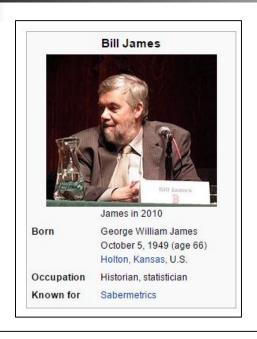
Paul DePodesta is the chief strategy officer for the Cleveland Browns of the National Football League. Wikipedia

Born: December 16, 1972 (age 43), Alexandria, VA

Organization: Cleveland Browns
Education: Harvard University
Home town: Alexandria

Application of Sports PA Boston Red Sox

Using Predictive Analytics
 Strategies Boston Red Sox
 won 3 world series in
 Baseball

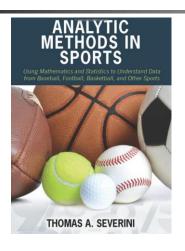


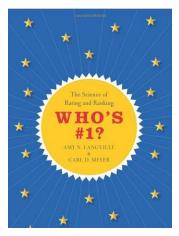
In 2006, Time named Bill James in the Time 100 as one of the most influential people in the world. He is a Senior Advisor on Baseball Operations for the Boston Red Sox.

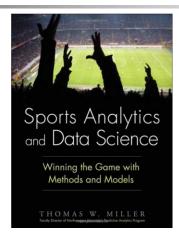


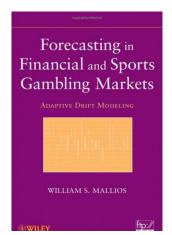
Sports Analytics Literature

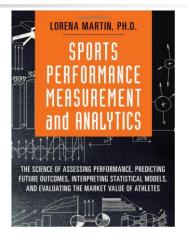
Predictive Models for Sports Literature

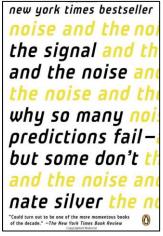






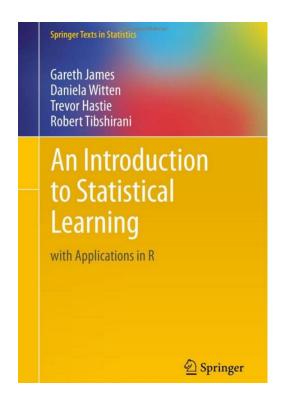


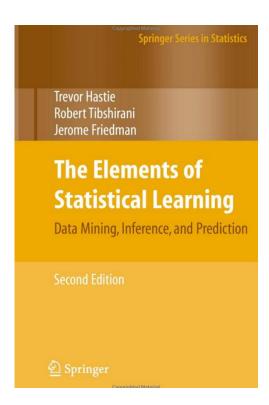




Statistical Learning

- Gareth James
- Daniela Witten
- Trevor Hastie
- Robert Tibshirani
- Stanford University



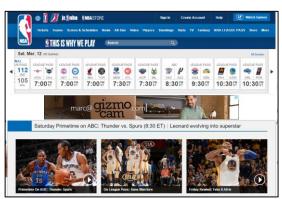


Data Sources

Data Sources

- www.NFL.com
- www.NBA.com
- www.footballOutsiders.com
- www.pro-football-reference.com
- www.soccerstats.com
- www.basketball-reference.com





Sports Predictive Models

Goals of Predictive Analytics Application: Estimation or Classification

- Estimation Regression modeling technique is used
 - Output is a number
 - House price
 - Product sales for next quarter
 - GNP growth for the next quarter
 - How many points a team will score

- Classification
 - Logistic Regression
 - Support Vector Machine
 - Discriminant Analysis (Linear, Quadratic)
 - Naïve Bayes, Decision Trees etc. modeling techniques are used
 - Output is a categorical variable
 - Sports team will win or lose
 - Email is junk or not
 - Which grade student will get
 - Tweet is positive or negative

Common PA Techniques

Business
Understanding

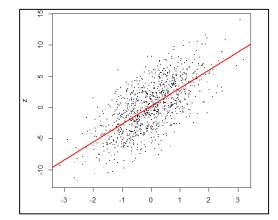
Data
Preparation

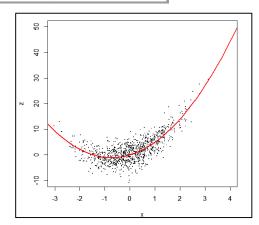
Deployment

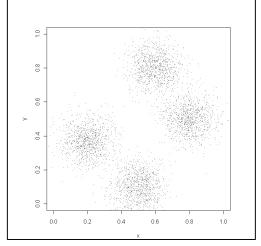
Data
Preparation

Evaluation

- Regression
 - Linear 2 variables
 - Linear multi variables
 - Logistic
 - Polynomial
- Clustering
- Decision Trees
- Neural Networks
- Naïve Bayes
- ARIMA
- A few more ...







Regression Model

History of Linear Regression

- Sir Francis Galton and
- Karl Pearson
- Developed the concepts on Regression and Correlation in 1900 - 1930









Definition: Linear Regression

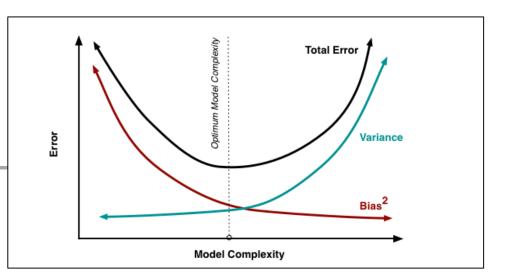
- 2 Variable Regression
 - How a response variable "y" changes

$$y = \beta_1 x + c$$

- As the predictor (explanatory)
 - variable "x" changes
- Multiple Regression
 - How a response variable "y" changes
 - As the predictor (explanatory)
 - variables "x1", "x2", ... "xn" change

$$y = \beta_1 x_1 + \beta_2 x_2 + \beta_3 x_3 + ... + \beta_n x_n + c$$





- Goal is to find out a model complexity where
 - Generalization (Validation) errors are least
 - Bias + variance are least
- $Mean\ Square\ Error = Bias^2 + Variance$
- Just like Generalization Error
 - We cannot compute Bias and Variance

Lasso Regression

Least Absolute Shrinkage and Selection Operator

Cost Function of OLS + Ridge + Lasso

OLS

$$Cost(W) = RSS(W) = \sum_{i=1}^{N} \{y_i - \hat{y}_i\}^2 = \sum_{i=1}^{N} \left\{ y_i - \sum_{j=0}^{M} w_j x_{ij} \right\}^2$$

Ridge Regression

$$Cost(W) = RSS(W) + \lambda * (sum of squares of weights)$$

$$= \sum_{i=1}^{N} \left\{ y_i - \sum_{j=0}^{M} w_j x_{ij} \right\}^2 + \lambda \sum_{j=0}^{M} w_j^2$$

Lasso Regression

$$Cost(W) = RSS(W) + \lambda * (sum of absolute value of weights)$$

$$= \sum_{i=1}^{N} \left\{ y_i - \sum_{j=0}^{M} w_j x_{ij} \right\}^2 + \lambda \sum_{j=0}^{M} |w_j|$$

NFL Model

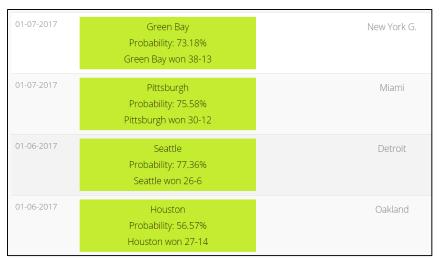
Super Bowl 2016 All Predicted Models were Wrong

| | Panthers | Broncos |
|-------------|-----------------|---------|
| Nate Silver | 59% | 41% |
| A+ | 56.5% | 43.5% |



2017 NFL Prediction Wild Card: Playoff

 Predictions for all the 4 games were 100% correct



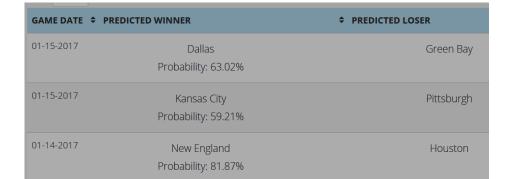




2017 NFL Prediction Divisional Title: Playoff

- Predictions
 - 2 correct
 - 2 incorrect
 - 50% correct





Atlanta

Probability: 59.26%

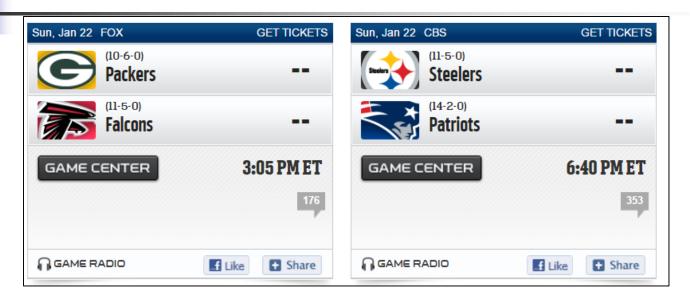
www.NFL Prediction.co



01-14-2017

Seattle

2017 NFL Prediction Conference Championship: Playoff



- Atlanta Falcons vs Green Bay Packers
 - Atlanta Falcons 61%
- New England Patriots vs Pittsburgh Steelers
 - New England Patriots 70%



2017 NFL Prediction Super Bowl

- New England Patriots vs
- Atlanta Falcons
 - New England Patriots 60%

Summary

- Sports
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- Multi Variable Regression with Lasso
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- Prediction for Super Bowl 2016
- Prediction for NFL 2017 Playoffs