DeepSport: A Shiny App for sports video analysis

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Who am I?

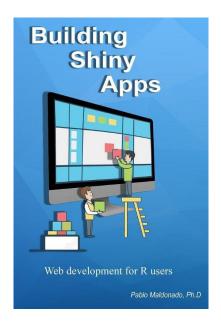
- Math PhD turned data scientist circa 2014.
 - Training and consultancy in data science.
 - Building data science teams from scratch.
 - Create initial prototypes and set up data strategy for high-impact use cases.

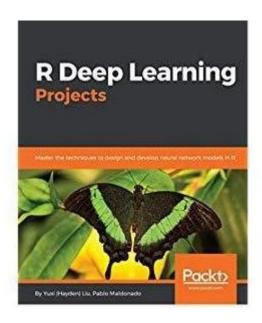
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Author/Co-Author





The Problem

Video annotation Analysis of collected information

Game strategy design

Constraints (aka The Real Problem)

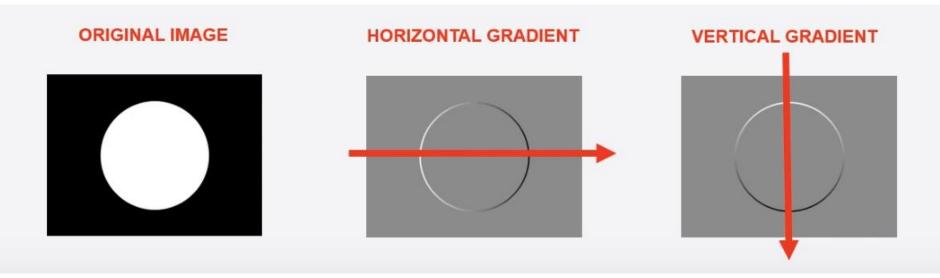
- Relatively small amount of annotated data (around 15 videos, 2 hours each).
- Around 200 pitches per game.
- Budget/processing constraints → no deep learning.



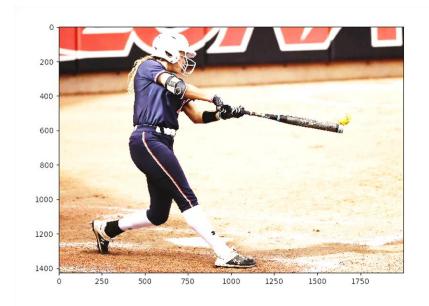
Our Approach

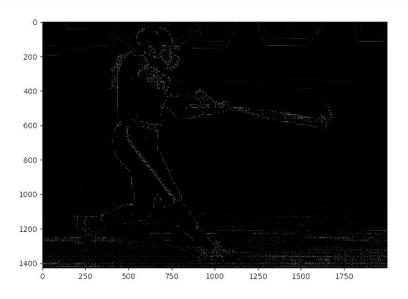
- Frame-by-frame detection.
- Label propagation.
- Validation.

Histogram of Oriented Gradients – HOG (2005)

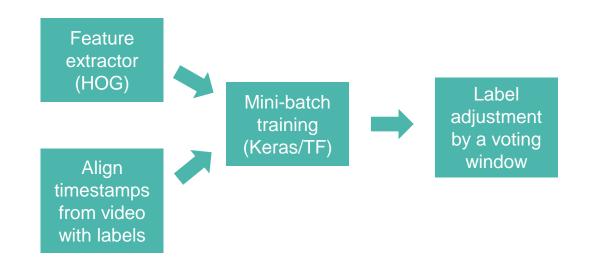


HOG





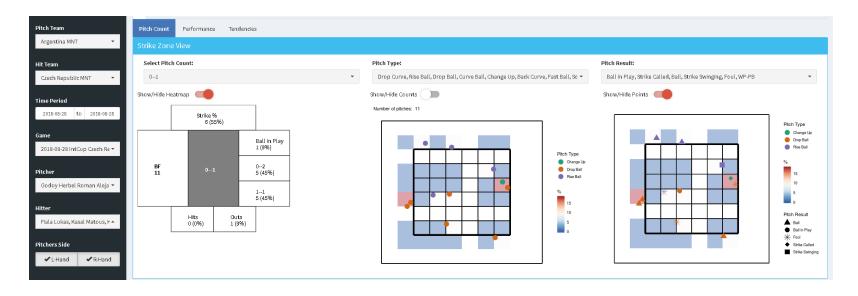
Solution Architecture - Training

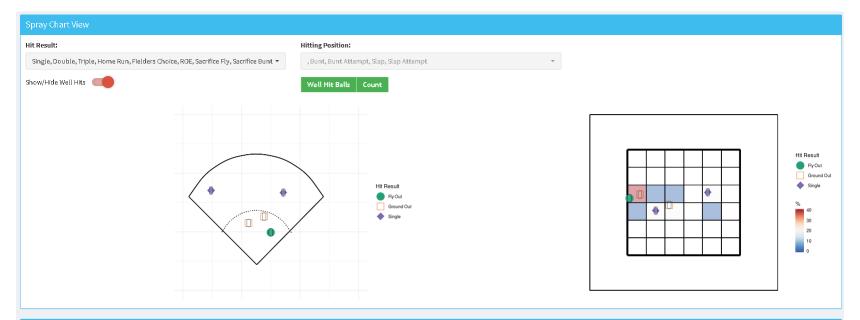


Solution Architecture – Deployment



The App





Statistic

Strike Details	Count	%
Ball	22	32.35
Ball in Play	5	7.35
Foul	10	14.71
Strike Called	14	20.59
Strike Swinging	17	25
Total	68	100

Pitch Type	Count	%
Change Up	4	5.88
Curve Ball	1	1.47
Drop Ball	40	58.82
Rise Ball	23	33.82
Total	68	99.99

Hits	Count	%
Single	2	100
Total	2	100

Outs	Count	%
Fly Out	1	33.33
Ground Out	2	66.67
Total	3	100

Why R?

- Easy to deploy a web app (Shiny).
- Quick dashboard prototyping with R2D3 and tidyverse.
- Possibility of importing trained models with the Keras/Tensorflow APIs.

Future work

- Try with proprietary data ©
- Use of recurrent neural networks?
 - Anecdotic evidence of poor benefits when compared to cost/required data.