

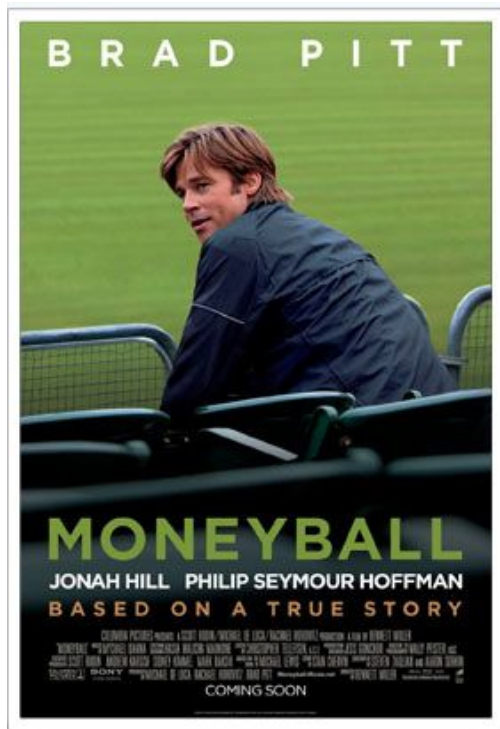
Player Pricing: Using Performance to Predict Salaries in MLB

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Motivation

- Baseball: History of statistics/analytics
- Various means of evaluating players and new metrics always being created
 - WAR (Wins above replacement)
 - DRS (Defensive runs saved)
 - EqA (Equivalent average or BA independent of park)
 - BABIP (Batting average on balls in play)
- **Question:** Is it possible to predict hitter salary based on performance and what are the most important factors? (Prediction + Interpretation)

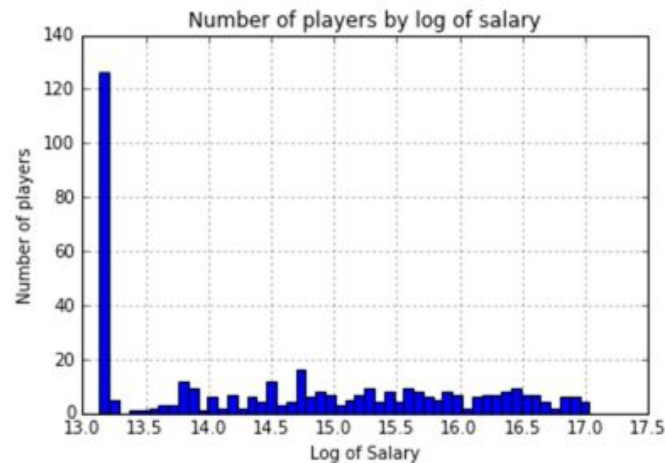
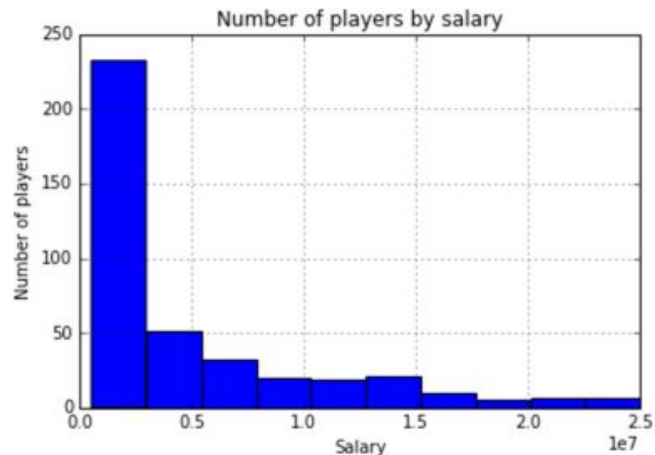


Getting and cleaning data

- Used “The History of Baseball” data set from Kaggle
- Five sources: Batting, Fielding, AllStar, Salary, Player
- Considered player stats in 2014 and salaries in 2015
- Final feature set included
 - Games (g)
 - At bats (ab)
 - Runs (r)
 - Hits (h)
 - Doubles (double)
 - Triples (triple)
 - Home runs (hr)
 - RBI (rbi)
 - Walks (bb)
 - Intentional walks (ibb)
 - Batting average (ba)
 - Slugging percentage (slg)
 - On Base percentage (obp)
 - Stolen bases (sb)
 - Caught stealing (cs)
 - Strikeouts (so)
 - Hit by pitch (hbp)
 - Sacrifice hits (sh)
 - Sacrifice flies (sf)
 - Hit into double plays (g_idp)
 - Number of outs played in field (inn_outs)
 - Put outs (po)
 - Assists (a)
 - Errors (e)
 - Double plays (dp)
 - All Star status (was_all_star)
 - Age (age)
 - League (in_al)
 - Position (pos_)

Working with salary data

- Incomplete data: Batting stats for 1320 players and salary info for only 817
 - 404 observations in final set once pitchers and missing values were removed
- Summary stats
 - Mean: \$4.75M
 - St. Dev: \$5.78M
 - Min: \$508k
 - Median: \$2.05M
 - Max: \$25.0M
- To remove skew in salary data, took natural log (see graphs) - Removed interpretability from approach



Using linear regression

- Positive initial results: $R^2 = 0.70$
- Most features highly correlated
- Lasso regression too demanding, performed Ridge instead
- Coefficients lacked interpretability
- $MSE = 0.60$

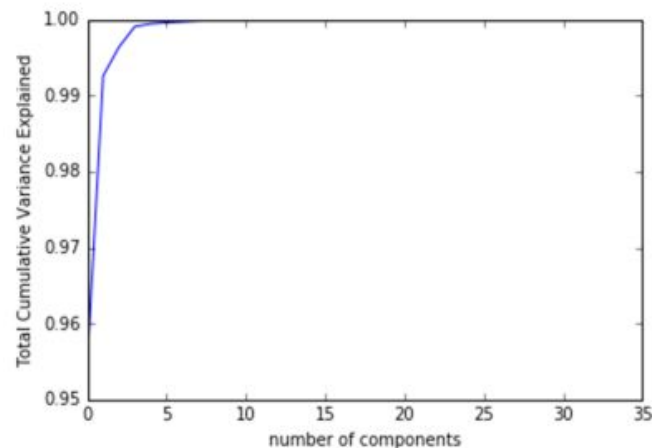
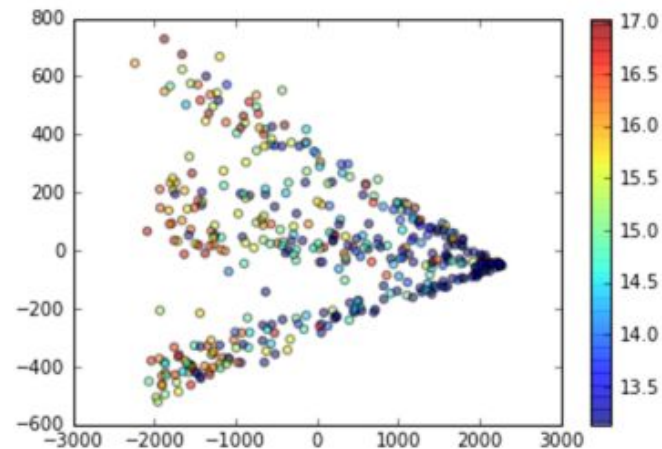
Variable	Coefficient
age	0.16
sf	0.042
g_idp	0.031
bb	0.016
h	0.012
so	0.0046
g	-0.012

Using decision trees and related approaches

- Used decision tree models to increase predictive power and reduce MSE
- Simple decision tree regressor
 - Depth of 3
 - $\text{MSE} = 0.69$ (Below linear regression)
- Random forest regressor
 - Six features per node
 - 1000 trees per estimate
 - $\text{MSE} = 0.60$
- Gradient boosting regressor
 - Depth of 1 per tree
 - Learning rate of 0.1
 - 100 trees per estimate
 - $\text{MSE} = 0.56$ (Best performance)

Alternative approach: PCA

- Looking to reduce feature set
- Over 99% of variance explained in first two principal components
- Used with K nearest neighbors regressor
 - Five neighbors
 - $MSE = 1.28$
- Used with simple decision trees
 - Depth of 2
 - $MSE = 1.25$



Conclusions

- Gradient boosting regressor had strongest performance (MSE = 0.56)
- Feature importances for both advanced tree methods look similar
- PCA captured variance but did not perform as well as tree methods

Rank	Random Forest	Gradient Boosting
1	age	age
2	bb	sh
3	rbi	h
4	h	a
5	ab	bb
6	double	rbi
7	r	ab
8	g	g_idp
9	g_idp	po
10	inn_outs	so

Similar study: Magel et. al

- Similarities

- Broke apart pitcher and hitter data
- Took natural log of salary data as well
- Technique: Stepwise regression was primary method for this publication

- Differences

- Considered same-year salary (not following year)
- Only considered players with 400 at bats or 30 innings pitched
- Created separate model for career stats versus year-to-year performance

- Results

- $MSE = 0.97$; $R^2 = 0.35$
- Significant features: Total Bases, Total Bases Squared, **Games**, **Sacrifice Hits**, **Caught Stealing**, **Runs**, **Ground into Double Play**, **At-Bats**, and Stolen Bases

Next steps

- Obtain missing salary information
- Consider players in contract years - Expect improved performance and removes issue of guaranteed salaries in MLB
- Increase interpretability - split data set if necessary
- Perform similar analysis on pitchers