EDA for NBA

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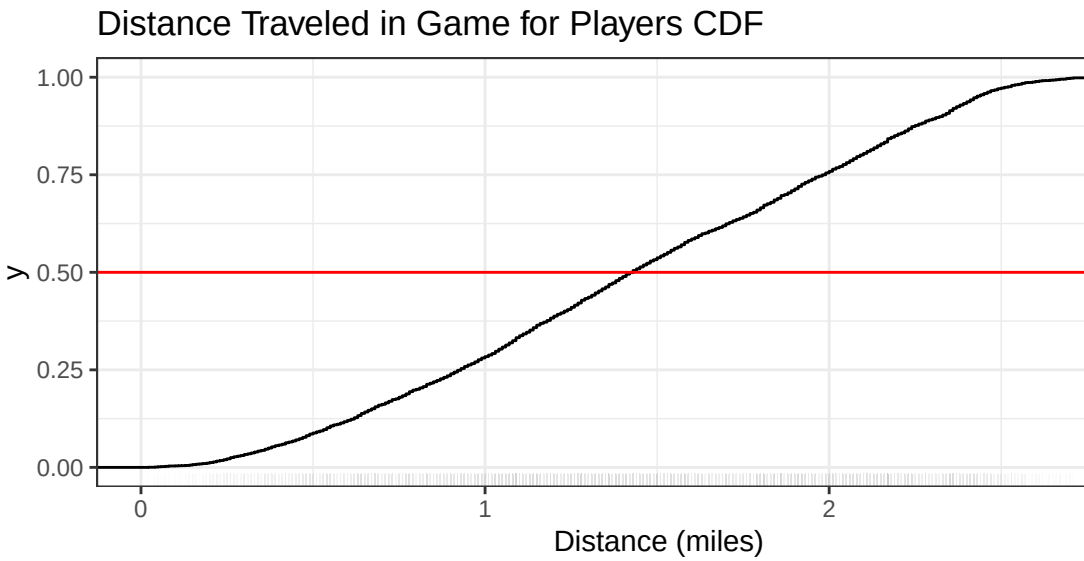
Distance Traveled in Game

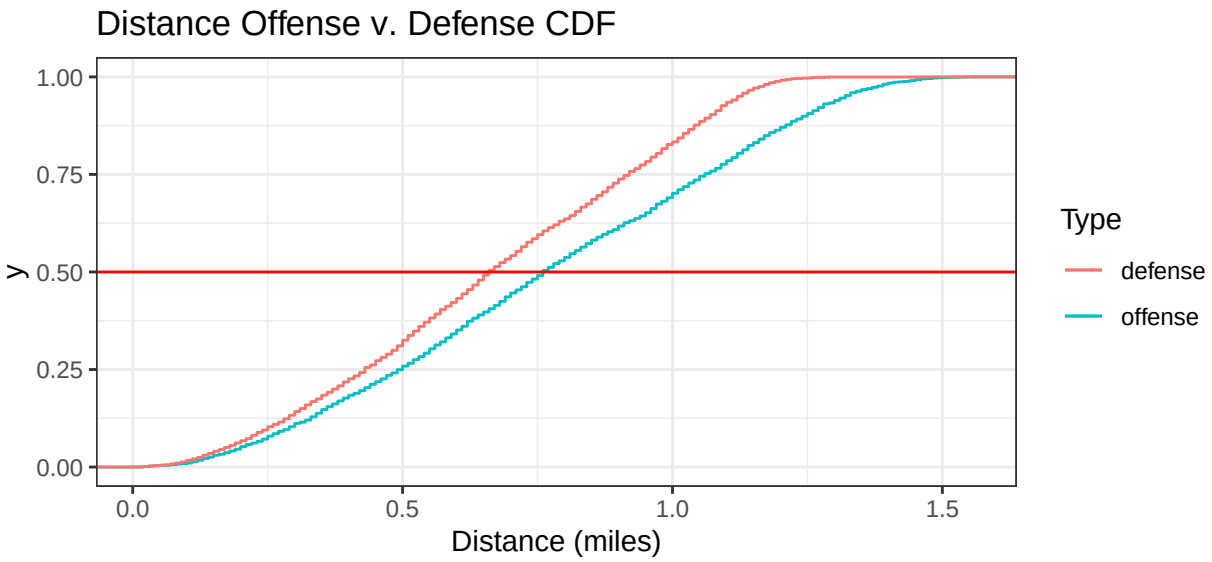
Take Aways:

- Players cover more distance on offense than defense.This makes sense, running plays requires more movement than defending them.
- Over the last 7 seasons distance is roughly similar

- Guards move the most, forwards the second most, and centers the least. This spread between positions is approximately the same across offense and defense
- There may be an inverse correlation between distance a team travels per game and wins. Are they more efficient? Is this not the opposite of what we expect?

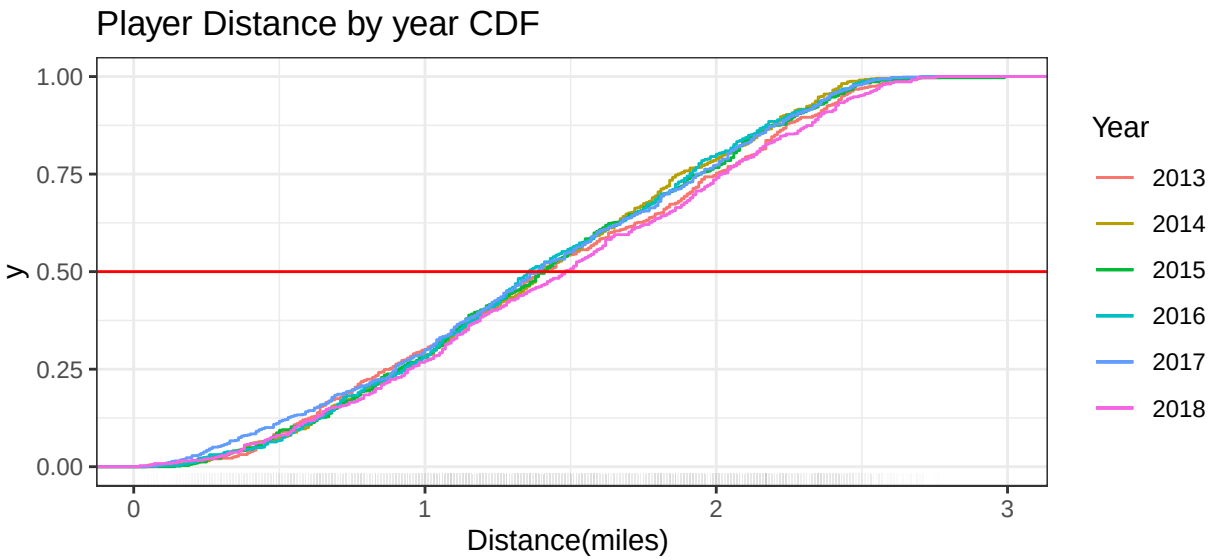


Distribution of Distance

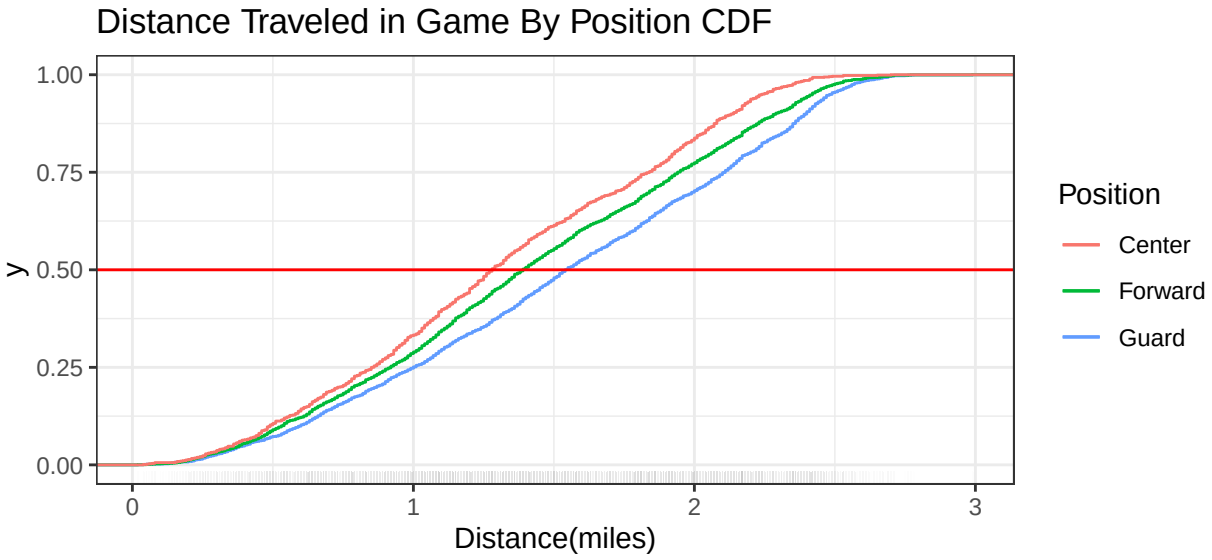


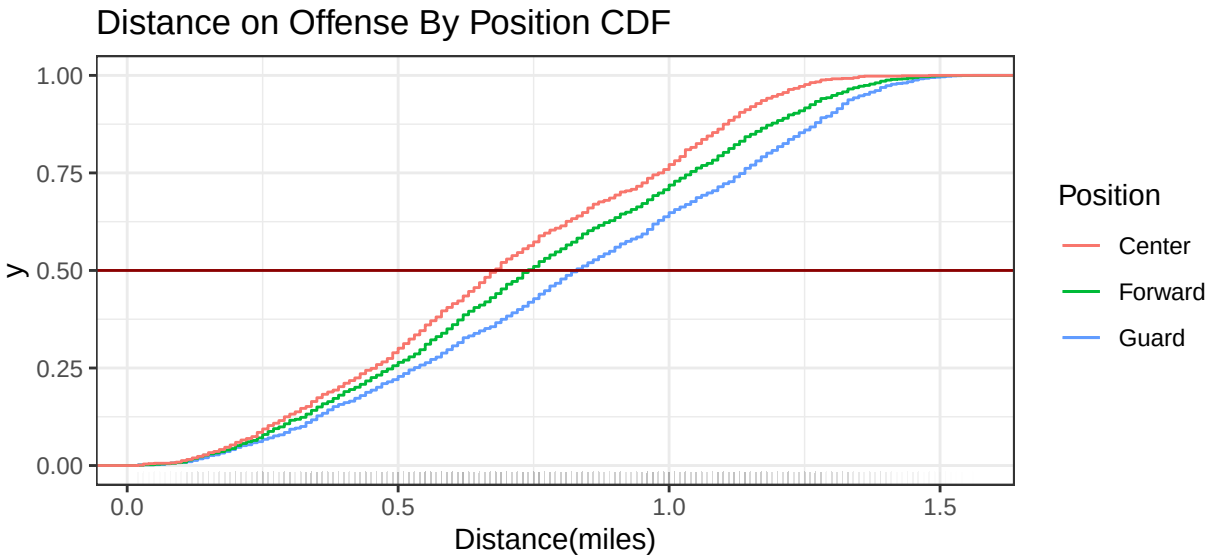
Entire Game: min is 0.020, max is 2.990, and mean is 1.425 miles
Offense: min is 0.020, max is 1.560, and mean is .765 miles
Defense: min is .010, max is 1.29, and mean is .671 miles

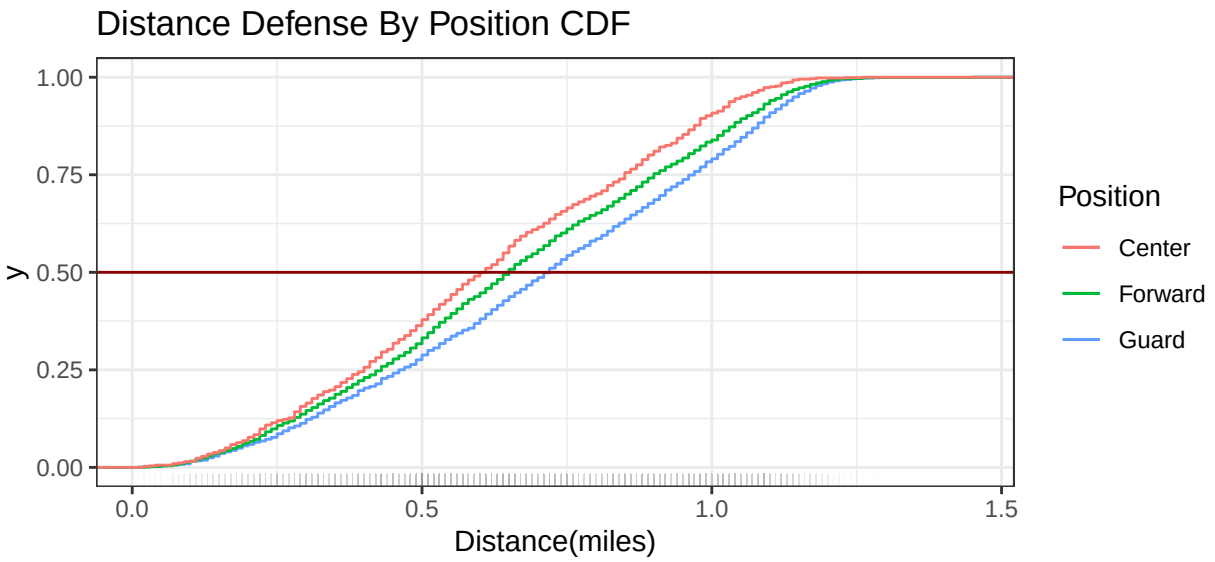
Season to Season



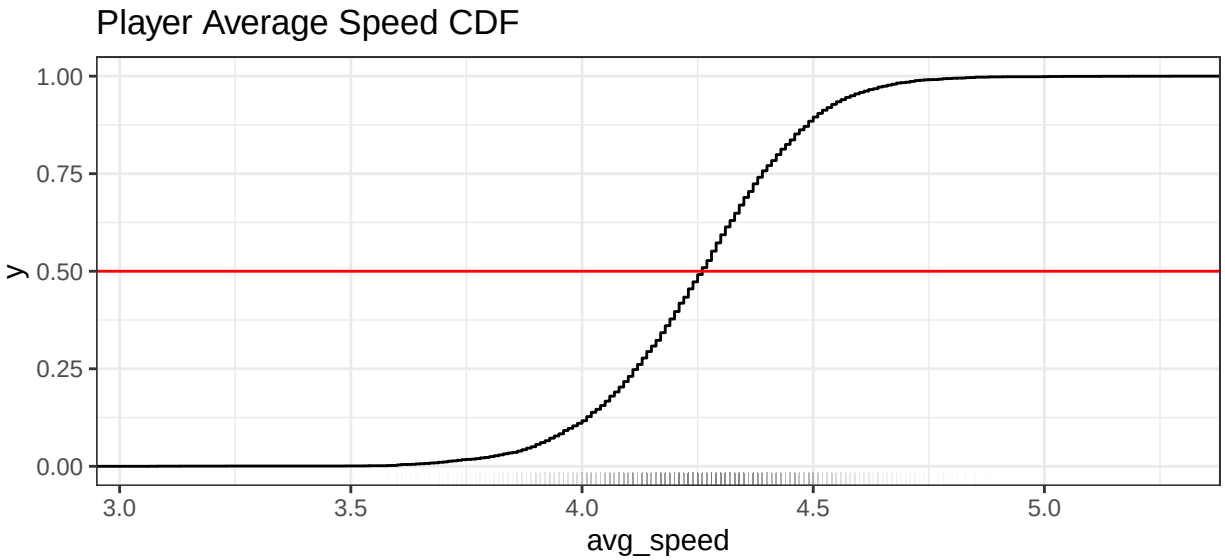
Player Position



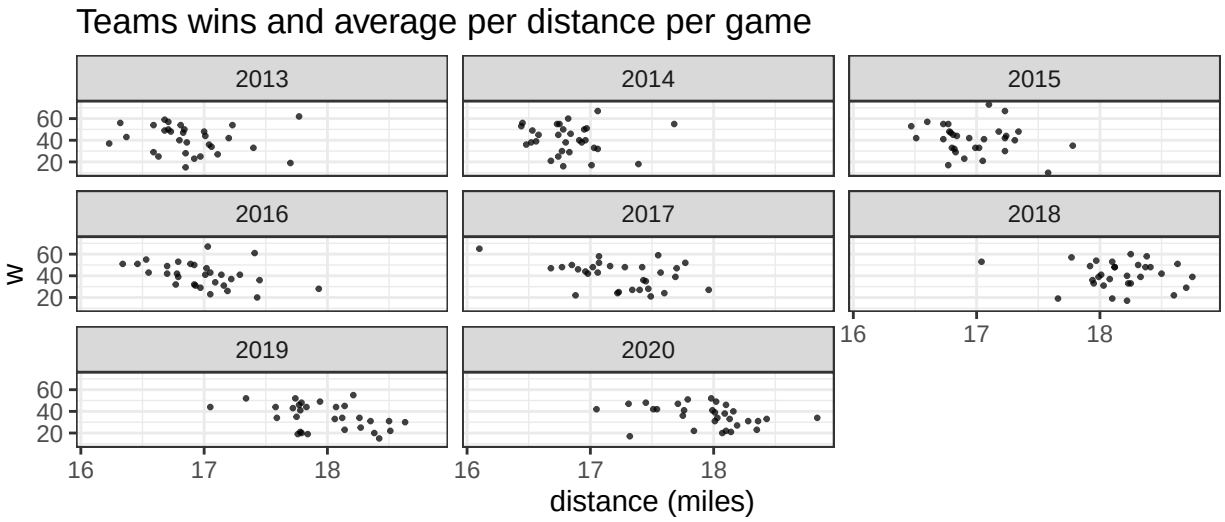




Speed in Game



Scatter plots looking for relationship with distance



**distance is the sum of players on the team per game averaged