

# CAPSTONE

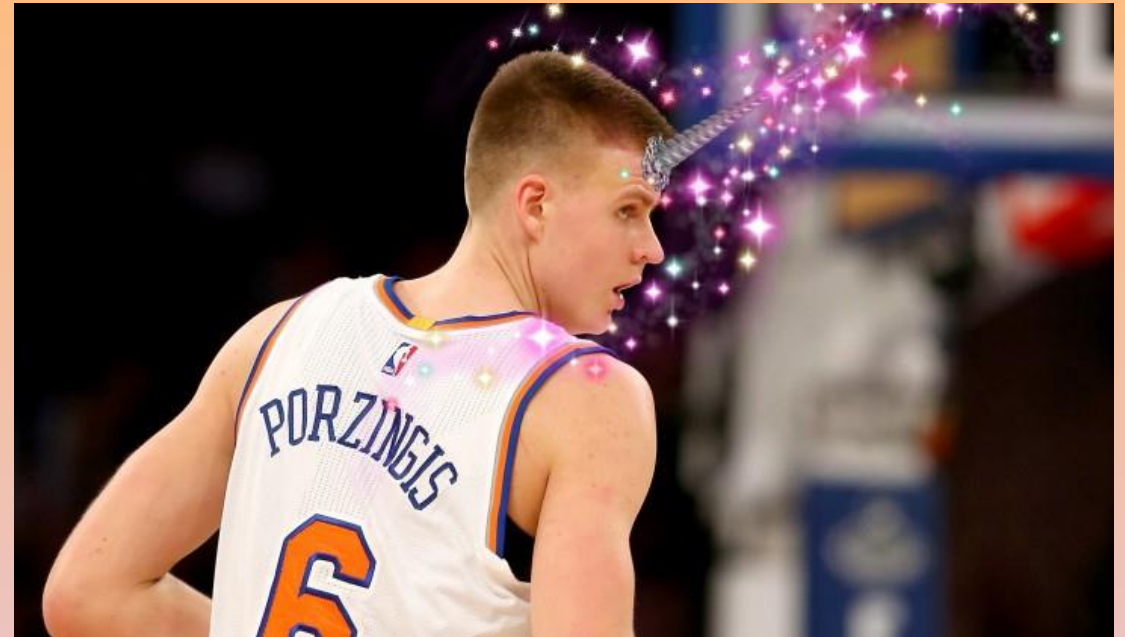
Defining modern day NBA player positions by using clustering methods.

By: Christopher Homsí

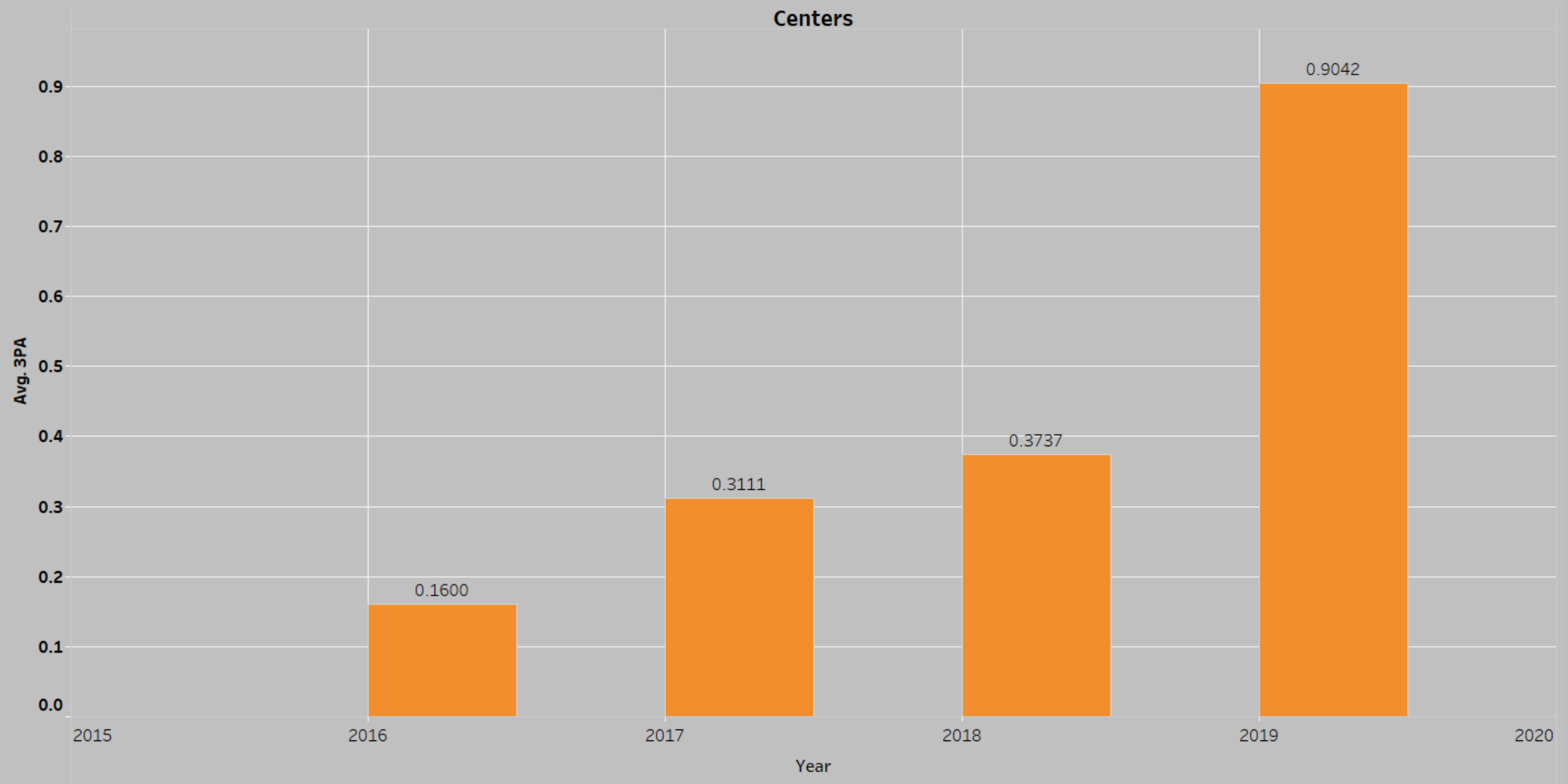
# The Evolution of Basketball

*"Player positions were created to help fans understand the game" – Jalen Rose*

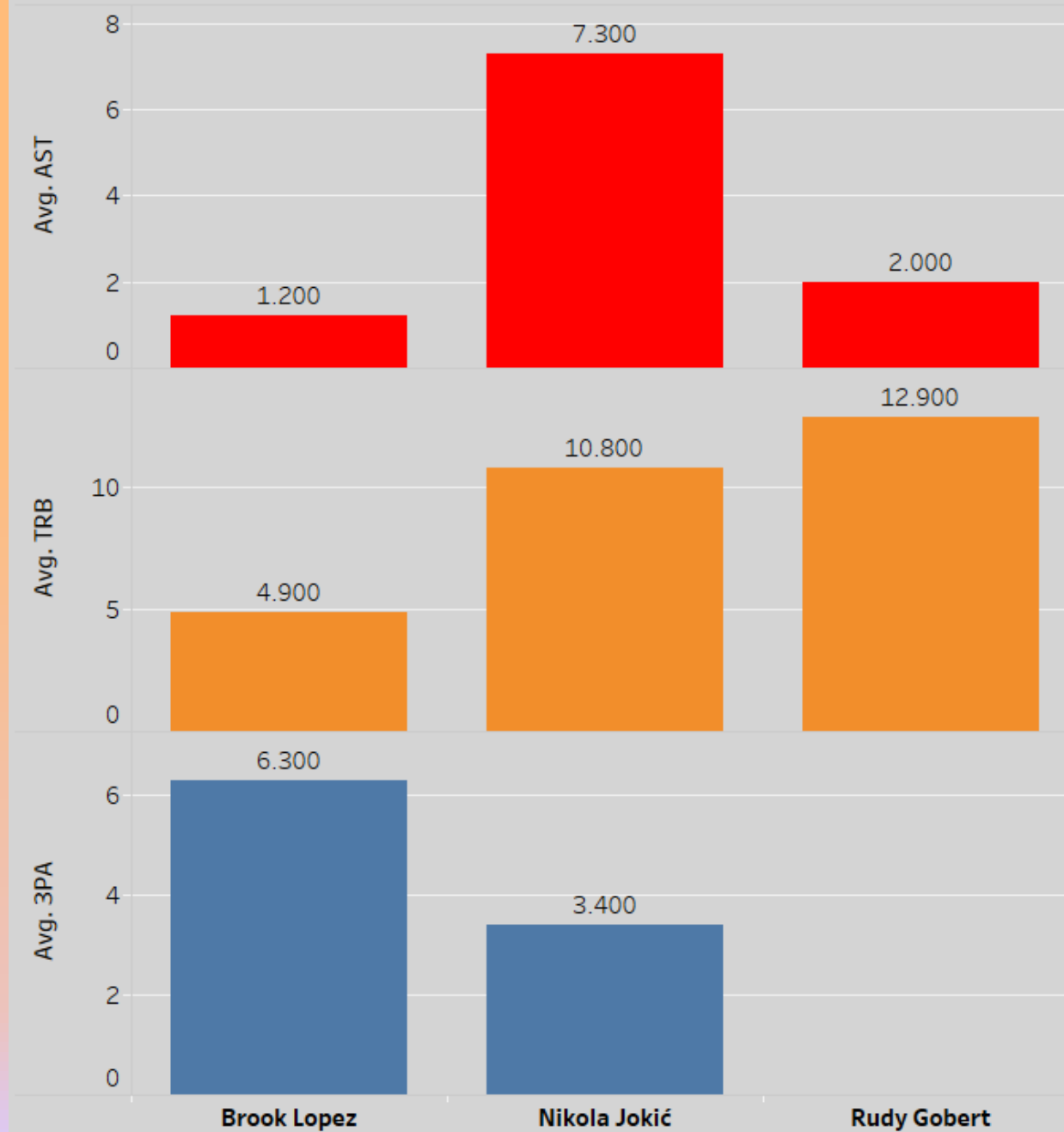
- PG (Point Guard)
- SG (Shooting Guard)
- SF (Small Forward)
- PF (Power Forward)
- C (Center)



Centers 3pt Attempts



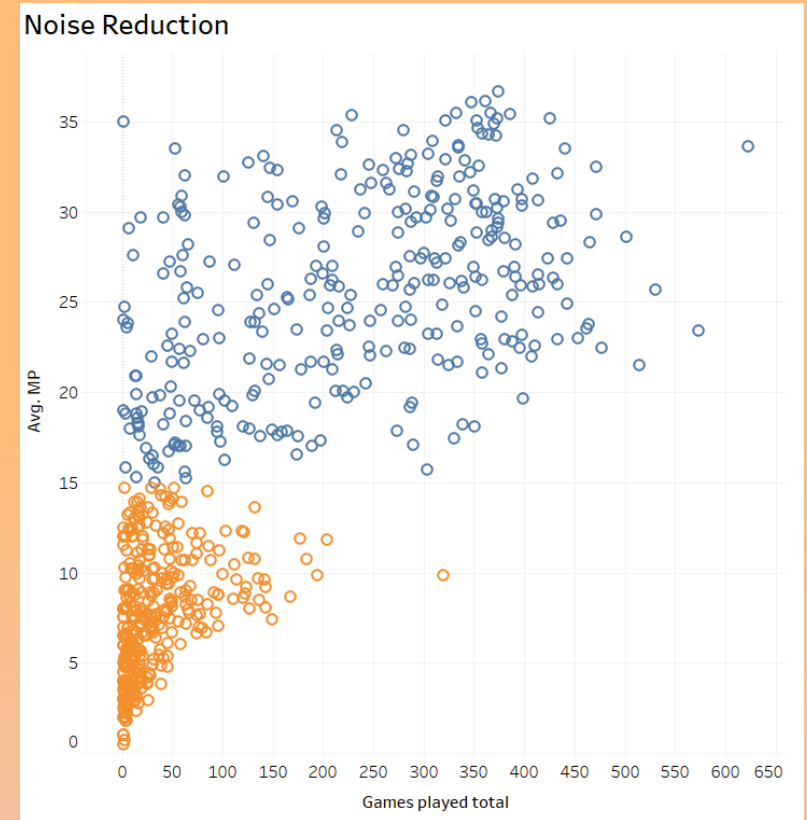
## Brook Lopez vs Nikola Jokic vs Rudy Gobert





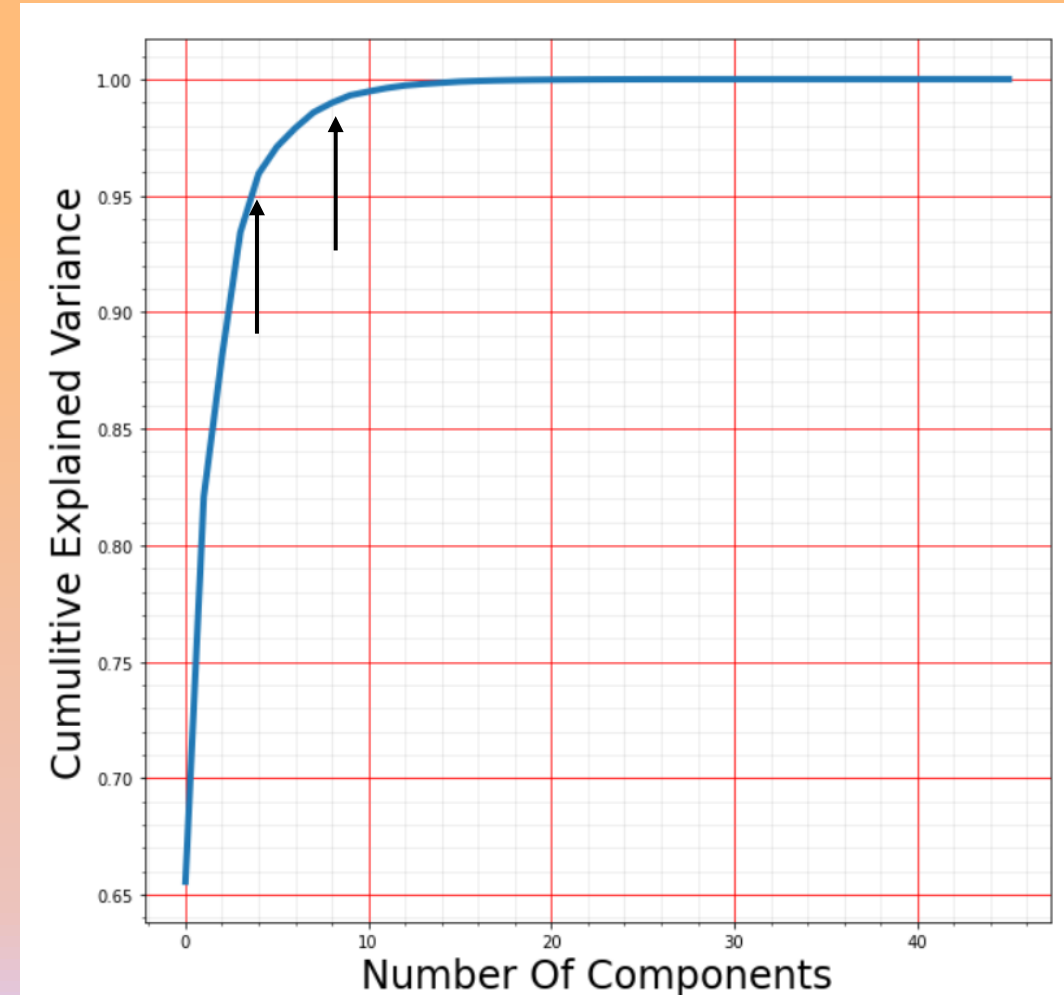
# Web scraping for Data

- Beautiful Soup
- Scraped 2016-2019 NBA Seasons  
(basic stats merged with advanced stats)
- Got rid of players with less than 15 min played to reduce noise



# Modeling using K-Means Clustering

- Step: 1 Standardize our Data
- Step: 2 Apply PCA on our standardized Data
- Step 3: Find number of components of PCA'd data to use
- The First 5 PCA components account for more than 95% of variance in the data.

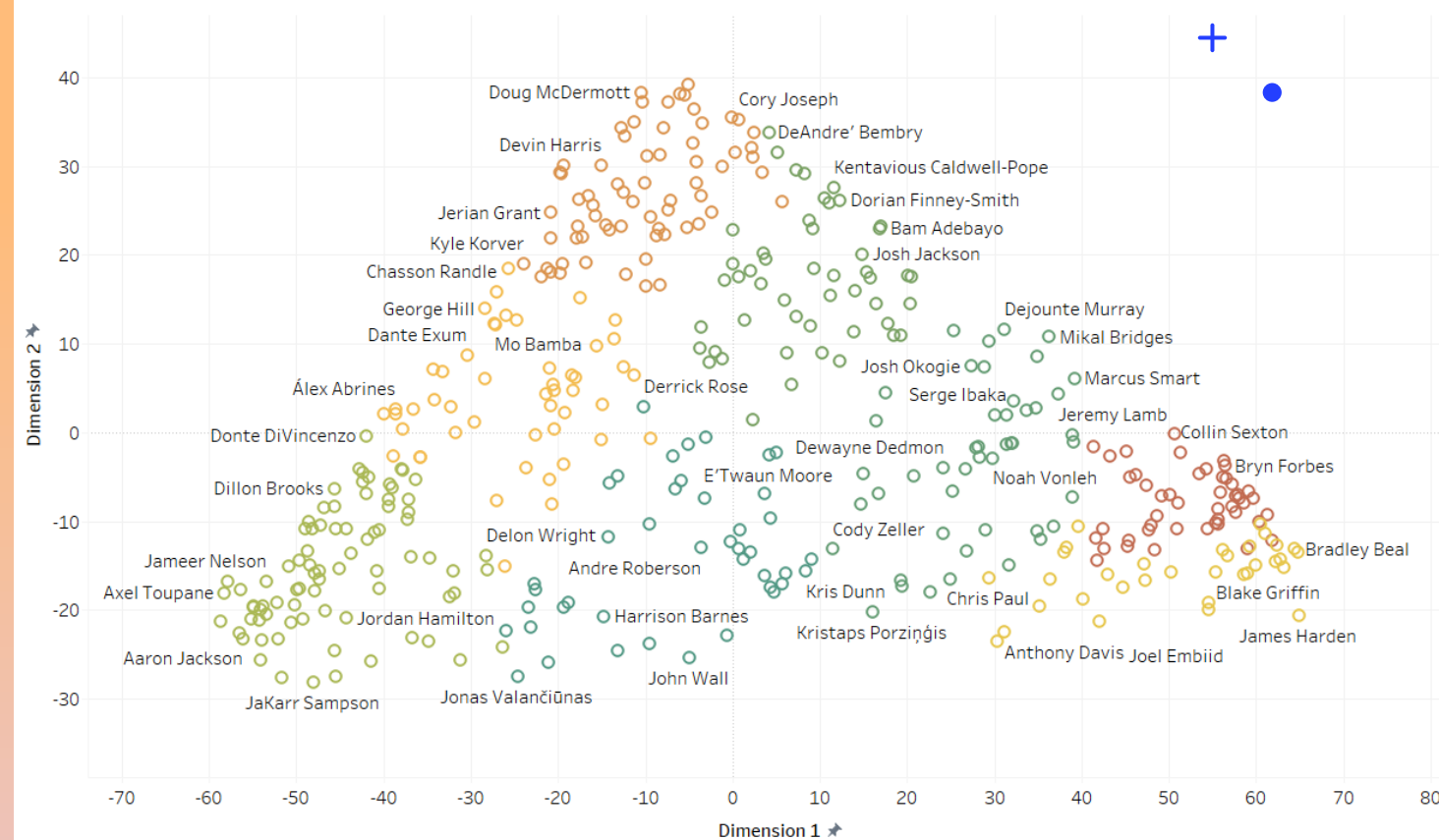


# Modeling using K-Means Clustering cont:

- Step 4: Fit our K-Means Model on the first 5 principal components
- Step 5: Decide how many clusters we want to use. After many attempts between 7-12 clusters, the number of clusters that made the most sense was 8.

**Conclusion:** K-Means was not doing a phenomenal job, it was time to try other clustering methods

K-Means Cluster



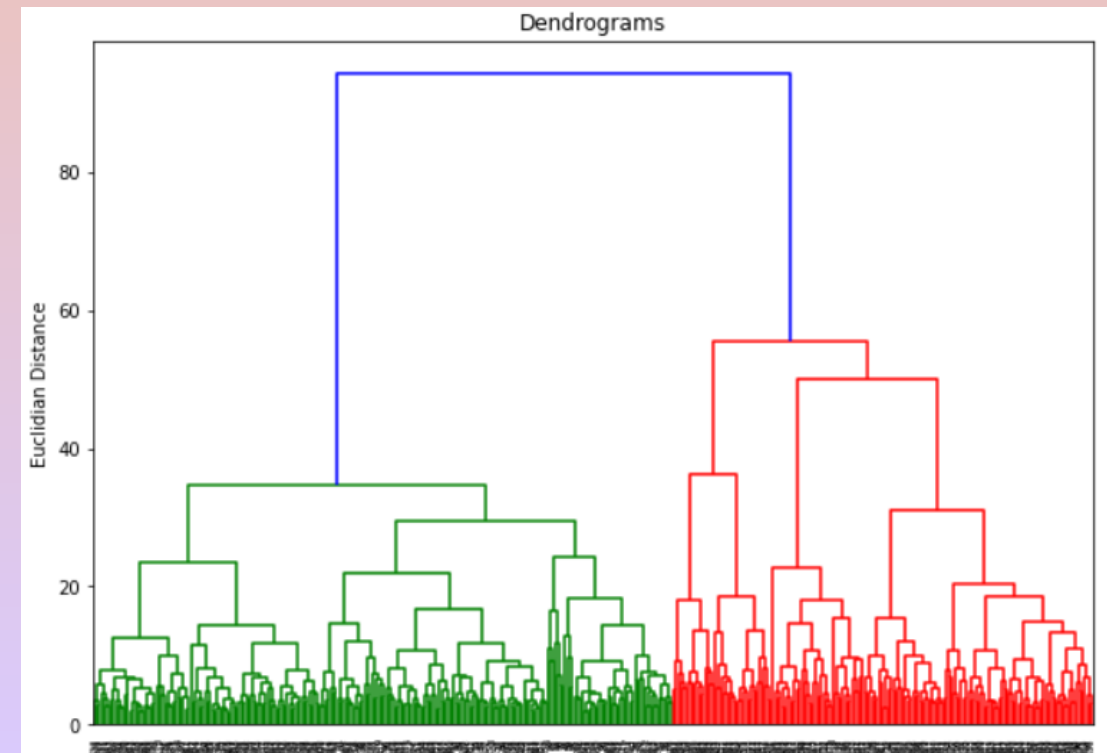
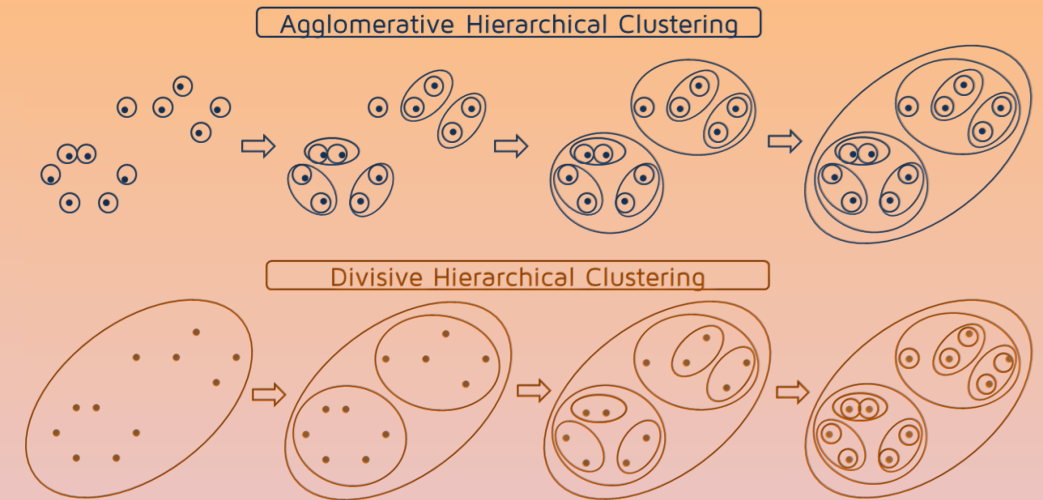
# Modeling using DBSCAN method

- Just using standardized Data here not PCA!
- Using epsilon and min\_samples
- Maximum silhouette score was a .05
- DBSCAN was not good!



# Hierarchical Clustering

- 2 methods (Divisive and Agglomerative)
- I used Agglomerative with 8 clusters using Euclidian distance and a parameter called affinity which computes the linkage.
- And another parameter called "linkage". I used was the default called "ward" ward minimizes the variance of the clusters being merged.



# Tableau Interactive Visual of Clusters

- <https://public.tableau.com/profile/christopher.homsi#!/vizhome/NBAStats2016-2019playerslatestseasons/Dashboard1>

# Thank you!

- Any questions?!