

NCAA March Madness Data Crunch Competition Report Gabelli School of Business

Jennie Le

# Overview: What is March Madness?

- The NCAA Division I men's basketball tournament
- Formed by 68 Division I level college basketball team
- The competition is divided by several rounds into:
  - First Four
  - First and Second Round
  - o Sweet 16/Elite Eight
  - o Final
- The prediction is to fill out the championship bracket !!!!

# Problem Statement

## What are we proposed to do?

- Descriptive analytics with data visualization on data from 2002 to 2019.
- Prediction model building on data from 2002 to 2019.

## Why is this important?

- A reference for folks who would like to make a bet on the game!!!
- Used by NCAA teams to make improvement for their performance.
- Used by NCAA to adjust their marketing strategies such as ticket price sales.

# Methodology Diagram

# Data Preprocessing

- Data Split
- · Clean Data
- Engineered New Features

### **Feature Selection**

- Highy Correlated Variables Removal
- Random Forest Ensembled

# Prediction Model Evaluation

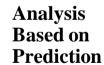
- Log loss
- Accuracy



Visualization

# **Prediction Model Building**

- Logistic regression
- · Random forest
- Linear discriminant analysis (LDA)
- Gradient Boosting
- Support Vector Classifier (SVC)



Visualization

# Data Preprocessing

#### **Derived Novel Features**

- Difference = Team1 Feature N Team2 Feature N
- Ratio (Quotient) = Team1 Feature N / Team2 Feature N
- Teamwork Score (Ability) =  $0.8 \times \text{Team arate} + 0.2 \times \text{Team Adjde}$
- Win Rate = Wins / (Wins + Losses)

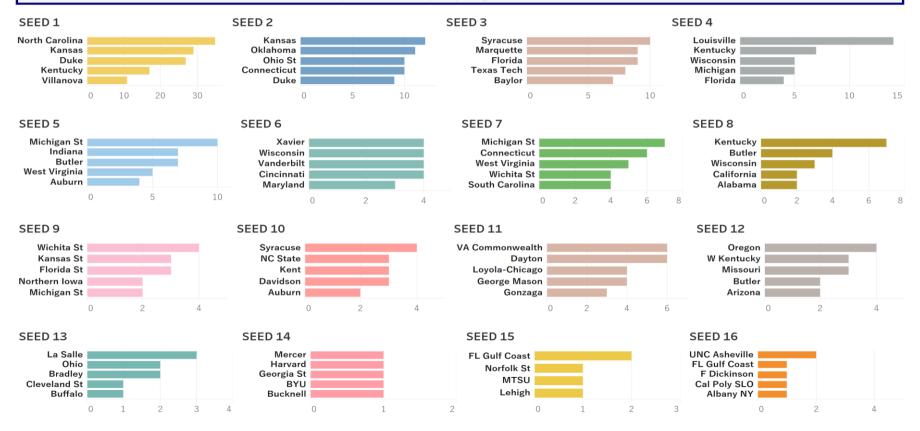
## **Split Data (Used in prediction model building)**

- Training Data: 2002 2018; Test Data: 2019
- Data needed prediction: 2020

#### TOP NCAA TEAM BY SEED NUMBER

The committee will create a "seed list" (i.e. rank of the teams in "true seeds" 1 through 68) which is used to assess competitive balance of the top teams across the four regions of this national championship. Additionally, the seed list reflects the sequential order with which teams will be placed in the bracket

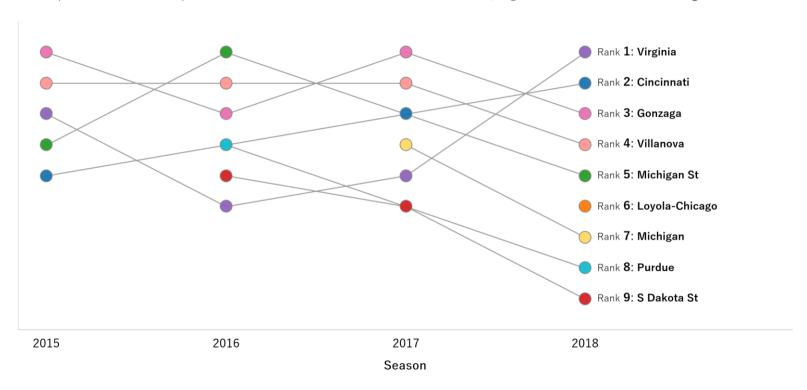
The dashboard represents team frequency assigned for each seed from 2002 to 2019



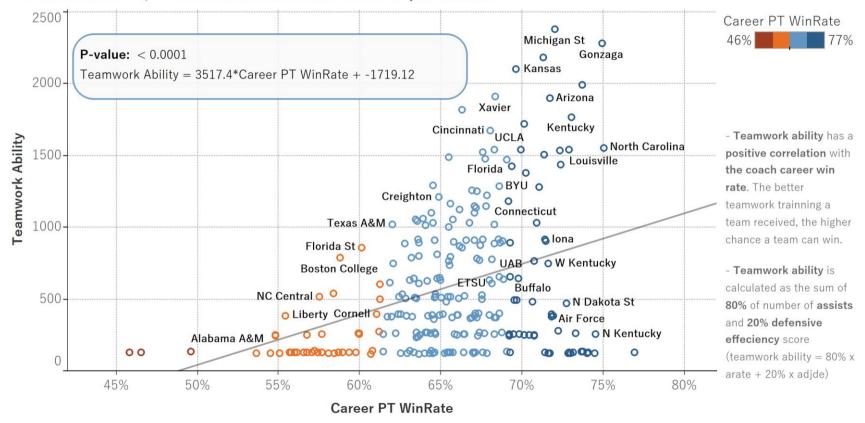
#### Top 10 Team Season Win Ranking (2018)

Teams are ranked based on the number of wins per season.

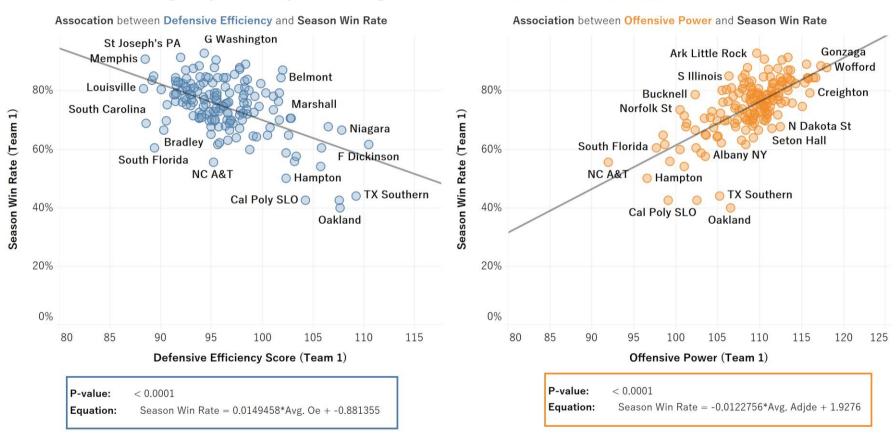
The dashboard represents how each team perform from 2015 to 2018 based on their season wins. In 2018, Virginia can be considered as the strongest team.



#### Can teamwork impact the coach's number of wins per season?

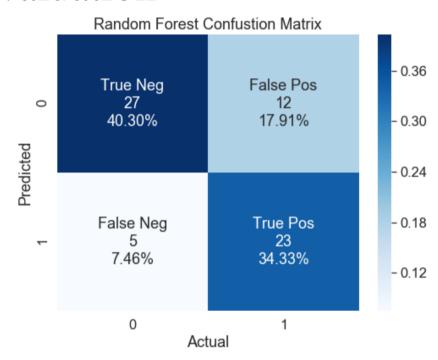


### Can a team have a **higher probability** of **winning** with effective **defense** and **offense** strategy?



# Model Selection & Evaluation

| Model                        | Accuracy Score | Log Loss |
|------------------------------|----------------|----------|
| Logistic Regression          | 0.761194       | 0.563166 |
| Gradient Boosting            | 0.761194       | 0.545979 |
| Support Vector Classifier    | 0.626866       | 0.680563 |
| Random Forest Classifier     | 0.776119       | 0.513814 |
| Linear Discriminant Analysis | 0.746269       | 0.539230 |

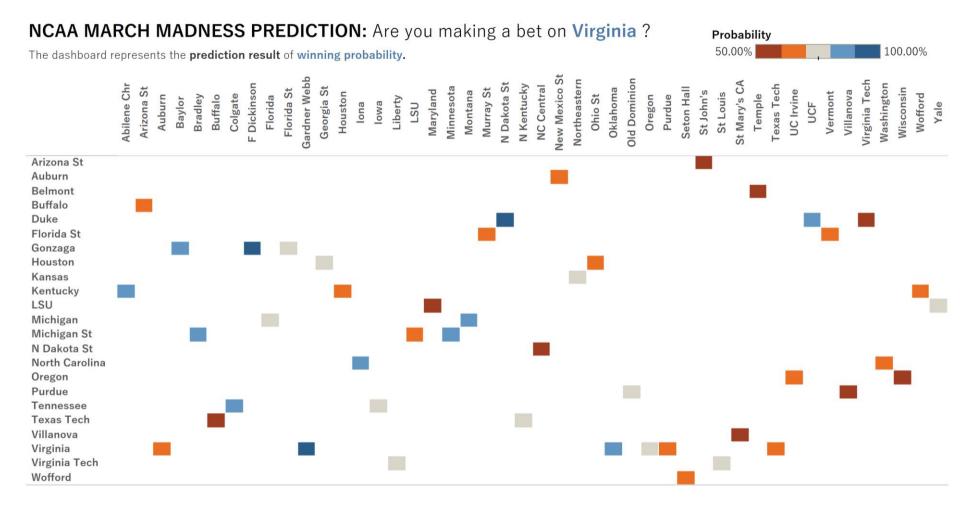


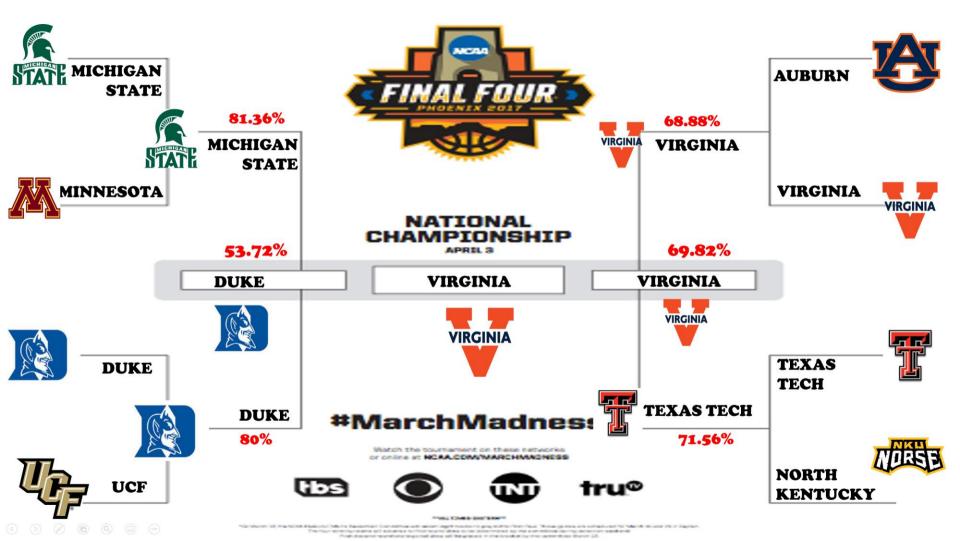
According to the confusion matrix, accurate predictions account for 75% of the outcomes.

### **Prediction: Team 1 Wins**

The treemap represents number of **Games** and **Average Probability** for each team.

| Virginia<br>6 games<br>76.31% | Kentucky 3 games 71.26%  Michigan St | LSU 2 games 64.60%  Michigan 2 games | Purdue<br>2 games<br>63.17%        | <b>2</b> games    |  | Texas Tech<br>2 games<br>63.50% |  |
|-------------------------------|--------------------------------------|--------------------------------------|------------------------------------|-------------------|--|---------------------------------|--|
| Duke<br>3 games<br>77.04%     | 3 games<br>78.18%                    | 77.15%  North Carolina 2 games       | Virginia Tech<br>2 games<br>75.25% |                   |  | Kansas<br>1 games<br>71.49%     |  |
|                               | Florida St<br>2 games<br>66.23%      | 79.32%                               | Arizona St<br>1 games              | N<br>Dakota       |  |                                 |  |
| Gonzaga<br>3 games<br>83.51%  | Houston                              | Oregon<br>2 games                    | Auburn<br>1 games                  | 1 games           |  | 59.65%                          |  |
|                               | 2 games<br>71.14%                    | 57.14%                               | Belmont<br>1 games                 | Woffor<br>1 games |  |                                 |  |





# Reference

- Adit, D. (2017, March 12). Applying Machine Learning To March Madness. Retrieved from <a href="https://adeshpande3.github.io/Applying-Machine-Learning-to-March-Madness">https://adeshpande3.github.io/Applying-Machine-Learning-to-March-Madness</a>
- Conor, D. (2018, March 15). Machine Learning Madness: Predicting Every NCAA Tournament Matchup. Retrieved from <a href="https://towardsdatascience.com/machine-learning-madness-predicting-every-ncaa-tournament-matchup-7d9ce7d5fc6d">https://towardsdatascience.com/machine-learning-madness-predicting-every-ncaa-tournament-matchup-7d9ce7d5fc6d</a>
- Kaggle. (2017, April 4). March Machine Learning Mania 2017. Retrieved from <a href="https://www.kaggle.com/c/march-machine-learning-mania-2017">https://www.kaggle.com/c/march-machine-learning-mania-2017</a>
- Lotan, W. (2019, April 21). How We Predicted March Madness Using Machine Learning. Retrieved from <a href="https://medium.com/@lotanweininger/march-madness-machine-learning-2dbacc948874">https://medium.com/@lotanweininger/march-madness-machine-learning-2dbacc948874</a>