



# NHL Win Prediction

Team No.	Group #2
Team Name	NHL Pros
GitHub Repository	NHL-Game-II

Product Manager	Anqi Chen	angelach99
Business Analyst	Matthew Buttler Ives	matt-buttlerives
Data Engineer	Vaibhav Visual	vvaibhav11
	Hadyan Fahreza	hifahreza
	Mesaye Bahiru	mesaye3
	Rebecca Mukena Yumba	beccarem
Data Scientist	Louis D'Hulst	Louis-dhulst

# Agenda

#1

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#2

**Streaming Real Time Data**

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**Dashboards**



# Business Case Overview

- Prior work from INSY-695-075 - Advanced Topics in Information Systems
- Sports-Betting: Recently Legalized and Growing Industry in Canada. Different betting types including Moneyline, Puckline and Over/Under. Baseline accuracy around 53% long-term for a sports bettor to break even. Ability to sell these sport bettors our model through a subscription service.
- From Kaggle to Real-World-Implementation, using a sports database from Kaggle, creating daily predictions for which team will win using only the first period of play, then Containerize our model for production and displaying our results through a Dashboard created through Databricks visualization.
- Users can take our results to place bets through any sports gambling website such as SportsInteraction, Bet365, and BetVictor

## Sports Model Time Period

Forecheck: 62% Accuracy  
Public for only 2017-2018 season  
Before being shelved due to costs  
Built in Python

### Period 1

Our Model: 68% Accuracy  
Uses historical dataset provided by Kaggle and Streams data through SportsRadar.  
Built the prediction model in Python

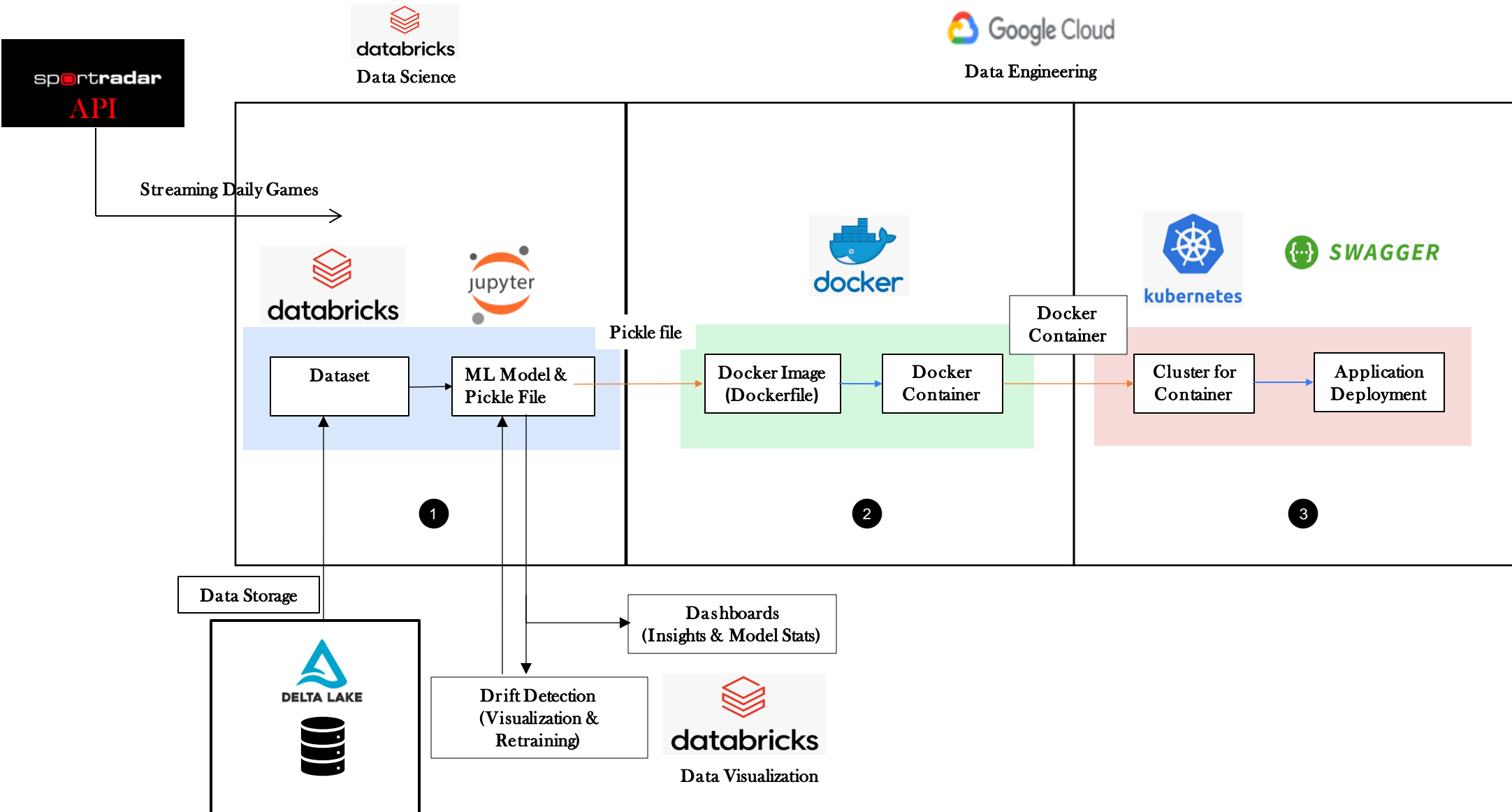
### Period 2

Experimentation: 76% Accuracy  
Brief investigation for using second period of play.  
Better accuracy but less Opportunities.

### Period 3

End of game.

# Architecture (Overview)

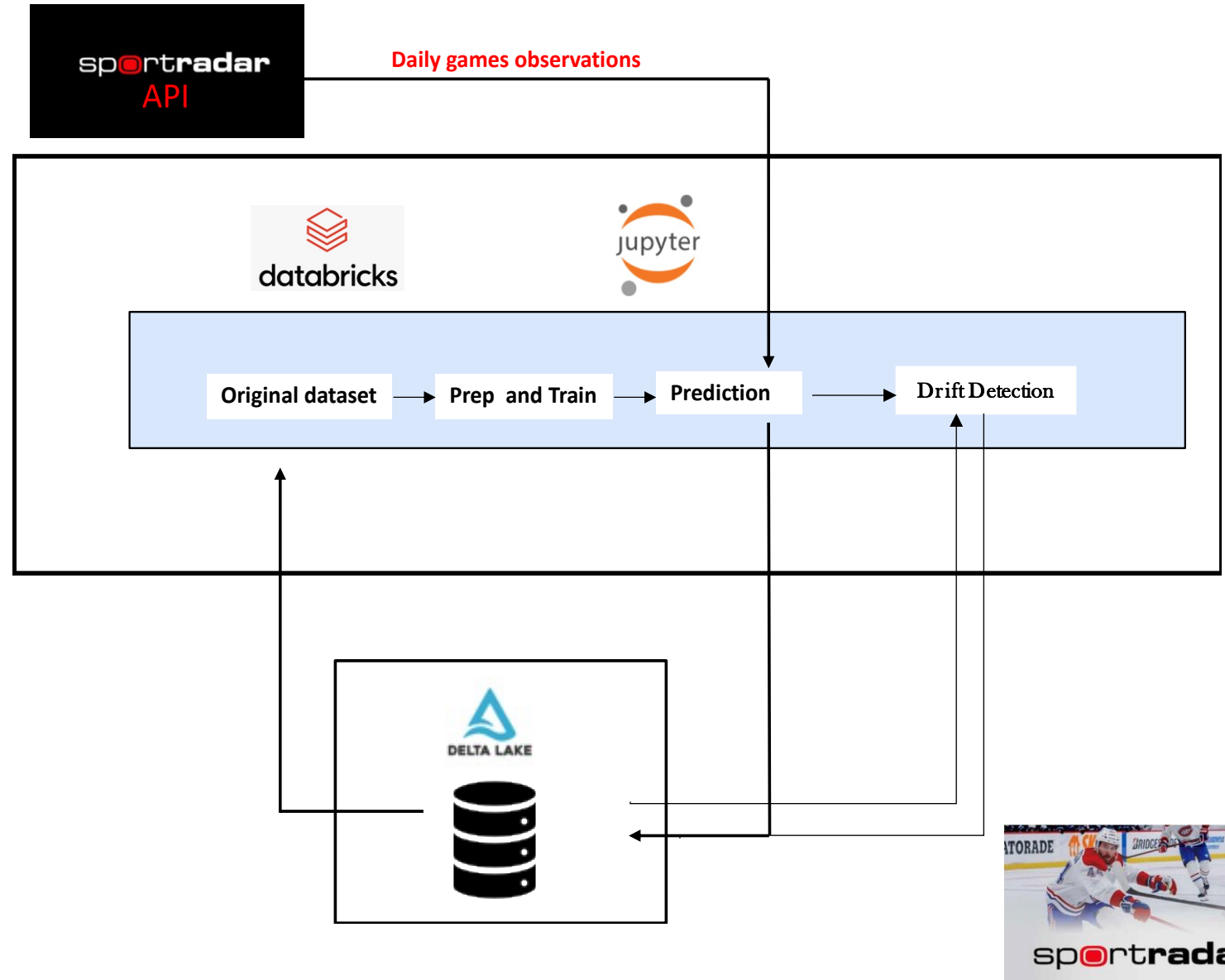




# SportRadar

- Official Partner of NHL, NBA, MLB
- Global Sports Coverage
  - 750,0000 events annually across 83 sports
- Costs Related to API Services:
  - Premium: \$1,500 - \$2,000
  - Real Time: \$3,000 - \$5,000
- SportRadar API provides:
  - Play-by-play stats for home and away teams
  - Season game schedule
  - Prediction takes place in the first period of the game

## SportRadar & Streaming Data Architecture



# Machine Learning Model

## Predictors:

Shots	Shots_against	Goals	Goals_against	Takeaways
Takeaways_against	Hits	Hits_against	Blocked shots	Blocked shots against
Giveaways	Giveaway_against	Missed shots	Missed shots_against	Penalties
Penalties_against	#Won Faceoffs	#Lost Faceoffs	HoA_away	HoA_home

Target Variables: Won

Final Model: LightGBM LGBMClassifier model

Results: See dashboard section



# Hyperparameter Tuning

## GridSearchCV

Learning\_rate: 0.06

Max\_depth: 10

Num\_leaves: 31

## Bayesian Optimization

iter	target	max_fe...	min_sa...	n_esti...
1	-0.6136	0.2722	16.31	115.1
2	-0.6223	0.806	19.94	75.42
3	-0.6131	0.3485	20.44	240.0
4	-0.6255	0.8875	10.23	130.2
5	-0.6215	0.7144	18.39	98.86
6	-0.6203	0.8021	18.14	230.7
7	-0.6244	0.9241	16.19	80.11
8	-0.6154	0.498	20.94	245.3
9	-0.6208	0.7962	13.79	241.6
10	-0.6155	0.5215	24.8	240.2
11	-0.6183	0.1	22.17	114.9
12	-0.6163	0.3691	11.42	112.6
13	-0.6253	0.999	13.98	119.0
14	-0.618	0.1	16.25	112.1
15	-0.6172	0.1	21.89	242.0

Max\_features: 0.35

Min\_samples\_split: 20.44

N\_estimators: 240

## HyperOpt with MLFlow

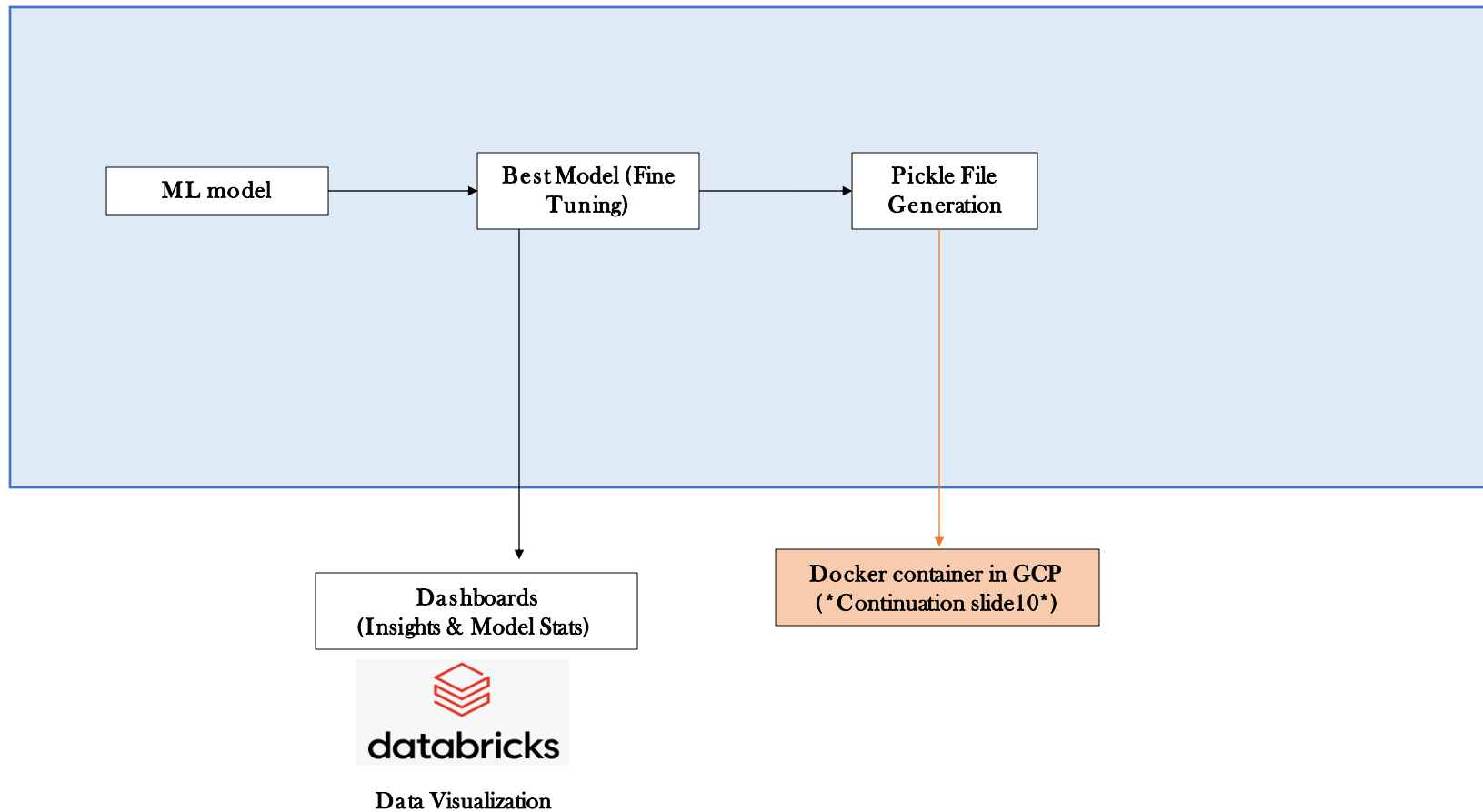
100% |██████████| 96/96 [31:53<00:00, 19.93s/trial, best loss: -0.7358524913936985]  
Total Trials: 96: 96 succeeded, 0 failed, 0 cancelled.

Best Loss: -0.736

Note: There was some problem applying different methods to the LightGBM model, thus other models will be used as a demonstration.

# Machine Learning Flow

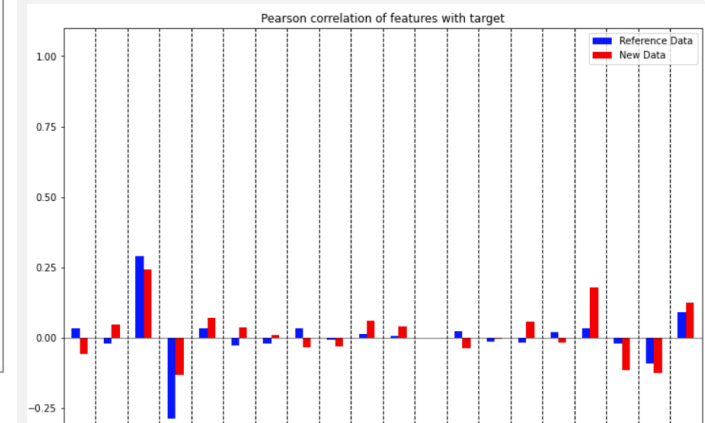
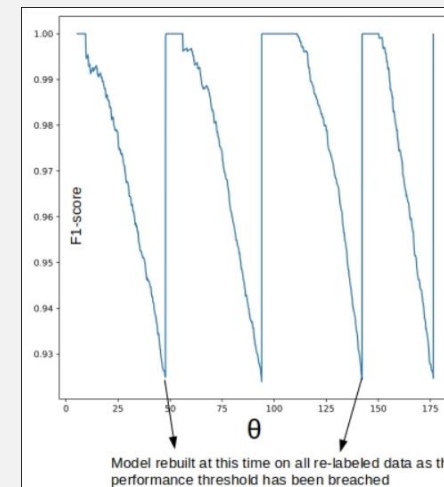
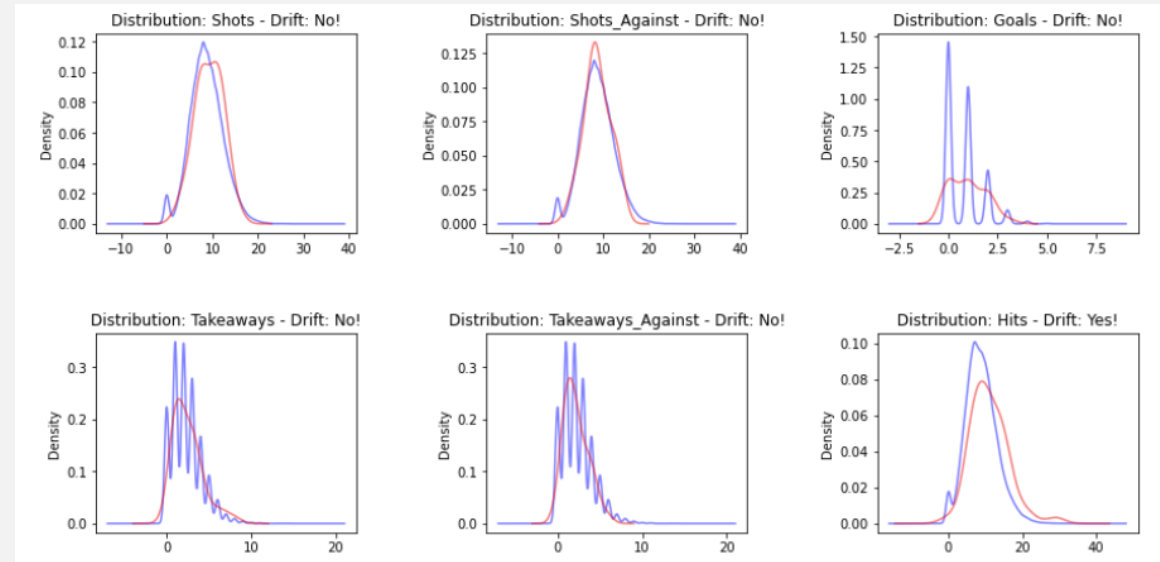
Data Science





# Detecting Drift

- **Detect data drift using Kolmogorov-Smirnov tests and learned Random Forest classifier**
  - Monitor changes in data over time
  - Make sure model is up to date with current data trends
  - Use last week's games
- **Monitor Concept/Prediction Drift**
  - Pearson correlation between target and features
  - Accuracy over last week
  - Compare to fixed decision rule baseline
  - Trending decrease in accuracy triggers model retraining



# Unit Testing

- **Prediction Tests:**
  - Ensure predictions are logically consistent
- **Data Tests:**
  - Ensure data types saved are the same
  - Ensure new values fit in logical range
- **API Tests:**
  - Ensure API calls return consistent values

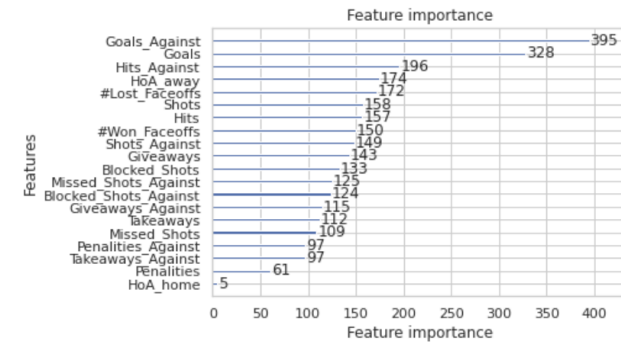
# Dashboard of Predicted Results

## Dashboard\_prediction

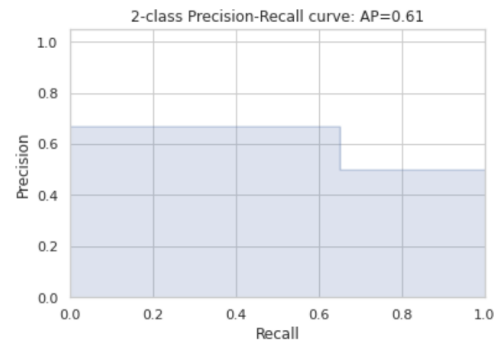
### ROC Curve



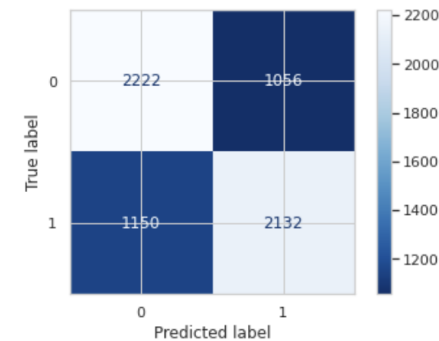
### Feature Importance



### Prediction Report



### Confusion Matrix



# Dashboard of Live Data

## Live Games

### Games Scheduled Tonight

Washington Capitals vs. Philadelphia Flyers at 19:00

Chicago Blackhawks vs. Calgary Flames at 20:00

Colorado Avalanche vs. Washington Capitals at 21:00

Seattle Kraken vs. Ottawa Senators at 22:00

Arizona Coyotes vs. Carolina Hurricanes at 22:00

Vegas Golden Knights vs. New Jersey Devils at 22:00

Vancouver Canucks vs. Dallas Stars at 22:30

## Daily Schedule

## First Period Stats for Games in Progress

### First Period Stats:

#### Home Team: Washington Capitals

Goals: 3  
Shot Saved: 0  
Shots Blocked: 0  
Shots Missed: 0  
Takeaways: 1  
Hits: 0  
Giveaways: 0  
Penalties: 0  
Faceoffs: 1

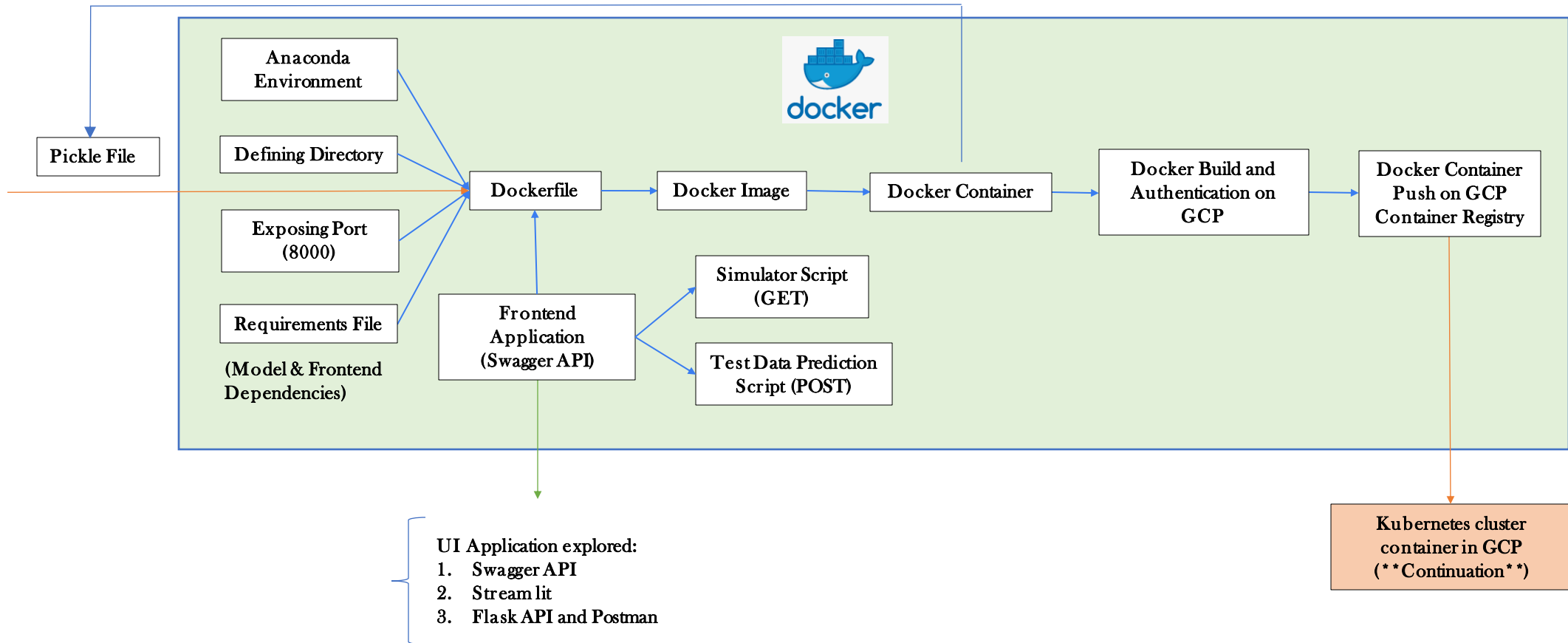
#### Away Team: Philadelphia Flyers

Goals: 1  
Shot Saved: 1  
Shots Blocked: 1  
Shots Missed: 0  
Takeaways: 0  
Hits: 0  
Giveaways: 0  
Penalties: 0  
Faceoffs: 1

# Docker

Data Engineering

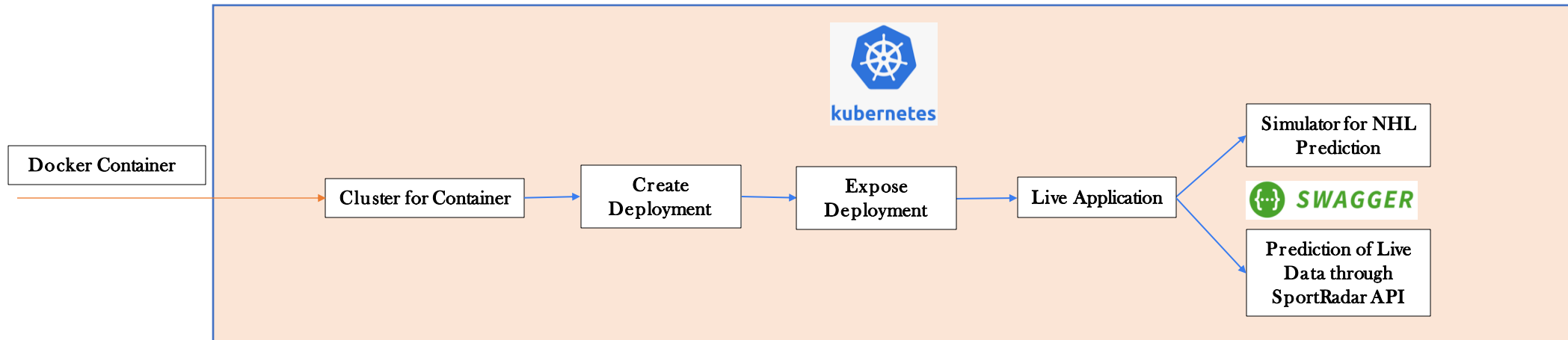
2



# Kubernetes

Data Engineering

3





# Future Scope

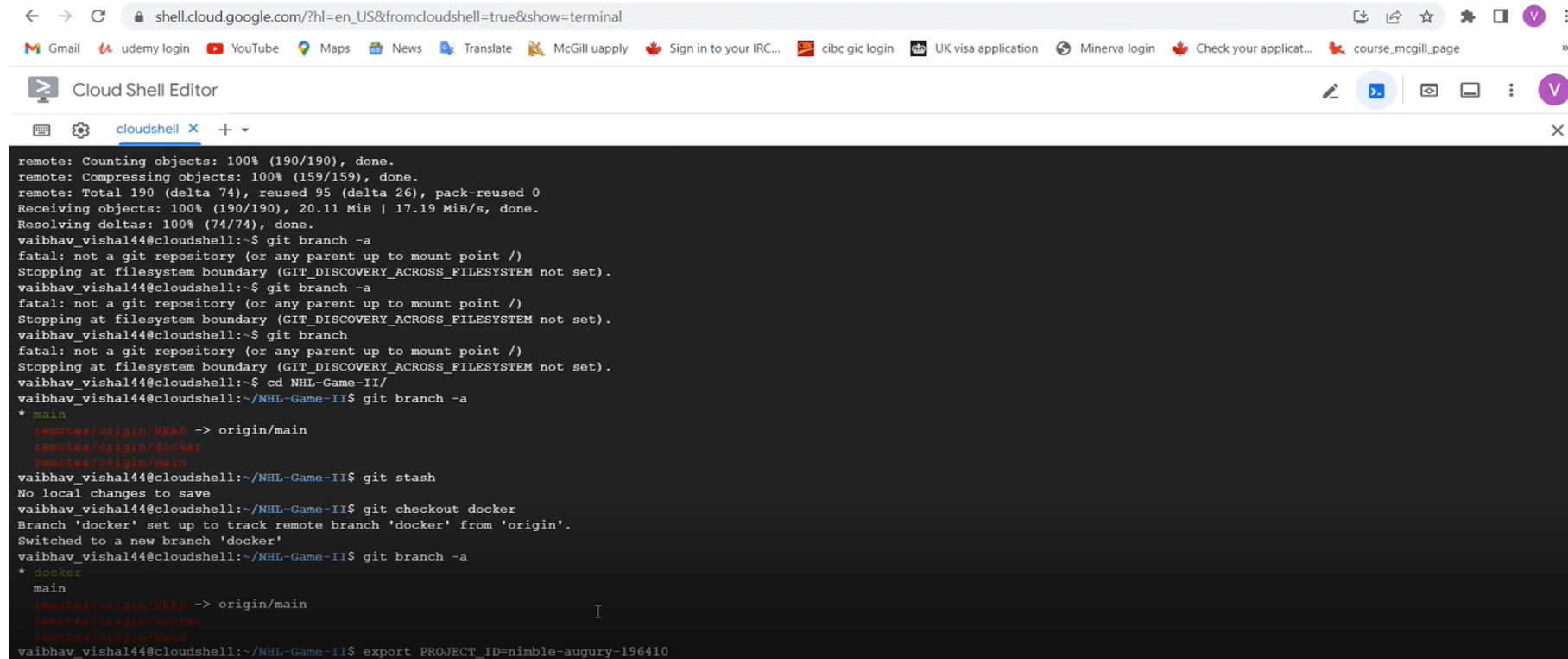
- Connecting live database storing data from sports radar into Delta lake of Databricks with GitHub repository which will be updating at regular interval (every day before game starts), currently facing restrictions with Data Bricks community edition
- Upgrading Sports radar subscription to premium to get detailed dataset required for prediction
- Work on User Interface to make it more intuitive and user friendly
- Implementing cron jobs / other pipeline processes on the container and GCP to regularly update the pickle file with live data pulled from SportRadar API
- Further, fully automation/scheduling of the application pipeline which loads data, run model and use it for containerization and building dashboards/applications. At present, there are restrictions due to community or free trial editions and would need additional funds for it to be successful

# Thank You!



## NHL Prediction Platform

### GCP screenshots

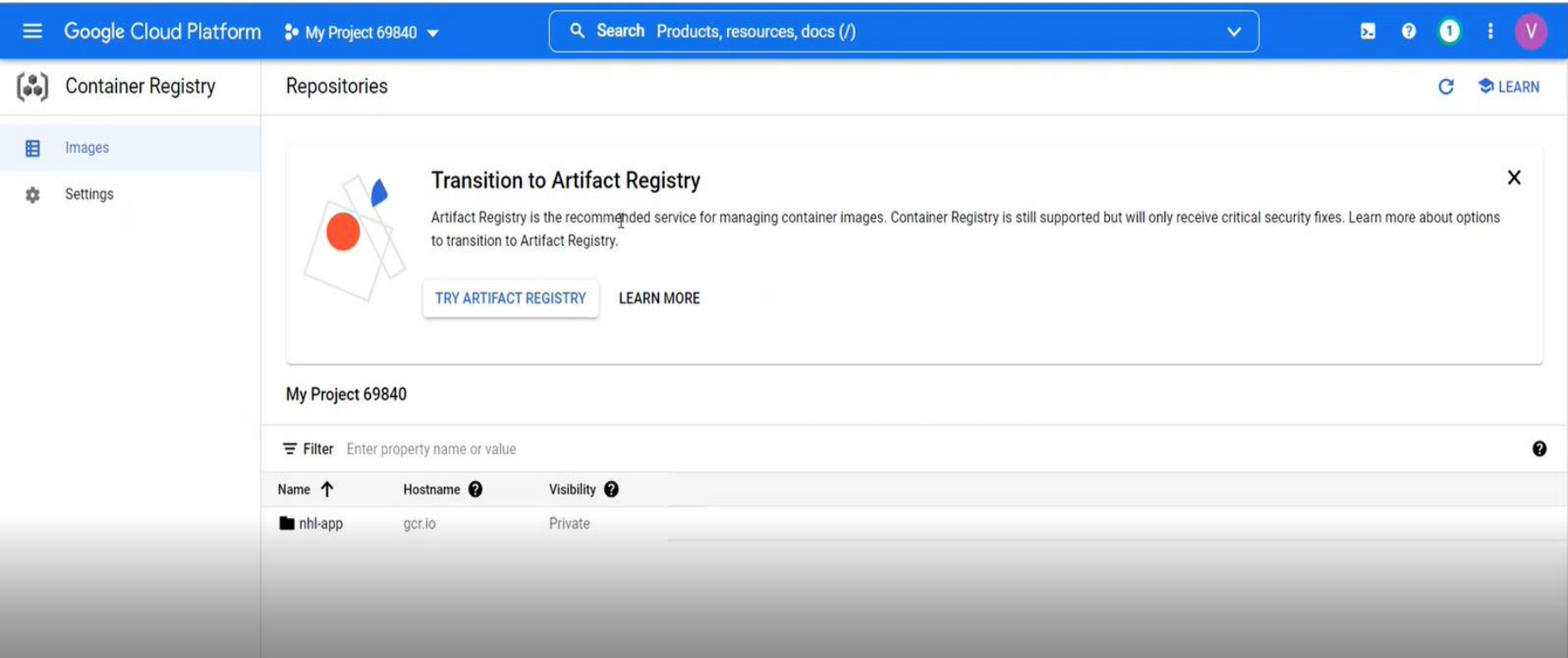


```
remote: Counting objects: 100% (190/190), done.
remote: Compressing objects: 100% (159/159), done.
remote: Total 190 (delta 74), reused 95 (delta 26), pack-reused 0
Receiving objects: 100% (190/190), 20.11 MiB | 17.19 MiB/s, done.
Resolving deltas: 100% (74/74), done.
vaibhav_vishal44@cloudshell:~$ git branch -a
fatal: not a git repository (or any parent up to mount point /)
Stopping at filesystem boundary (GIT_DISCOVERY_ACROSS_FILESYSTEM not set).
vaibhav_vishal44@cloudshell:~$ git branch -a
fatal: not a git repository (or any parent up to mount point /)
Stopping at filesystem boundary (GIT_DISCOVERY_ACROSS_FILESYSTEM not set).
vaibhav_vishal44@cloudshell:~$ git branch
fatal: not a git repository (or any parent up to mount point /)
Stopping at filesystem boundary (GIT_DISCOVERY_ACROSS_FILESYSTEM not set).
vaibhav_vishal44@cloudshell:~$ cd NHL-Game-II/
vaibhav_vishal44@cloudshell:~/NHL-Game-II$ git branch -a
* main
  remotes/origin/HEAD -> origin/main
  remotes/origin/docker
  remotes/origin/main
vaibhav_vishal44@cloudshell:~/NHL-Game-II$ git stash
No local changes to save
vaibhav_vishal44@cloudshell:~/NHL-Game-II$ git checkout docker
Branch 'docker' set up to track remote branch 'docker' from 'origin'.
Switched to a new branch 'docker'
vaibhav_vishal44@cloudshell:~/NHL-Game-II$ git branch -a
* docker
  main
  remotes/origin/HEAD -> origin/main
  remotes/origin/docker
  remotes/origin/main
vaibhav_vishal44@cloudshell:~/NHL-Game-II$ export PROJECT_ID=nimble-augury-196410
```

GCP cloud shell for setting up docker container, Kubernetes containers, and deploying application

NHL Prediction Platform

GCP screenshots



GCP cloud registry storing docker container built

NHL Prediction Platform

GCP screenshots

Google Cloud Platform

My Project 69840

Search Products, resources, docs (/)

1

V

Kubernetes Engine

Kubernetes clusters

CREATE

DEPLOY

REFRESH

OPERATIONS

HELP ASSISTANT

Clusters

Workloads

Services & Ingress

Applications

Secrets & ConfigMaps

Storage

Object Browser

Migrate to containers

Backup for GKE

Config Management

OVERVIEW

COST OPTIMIZATION

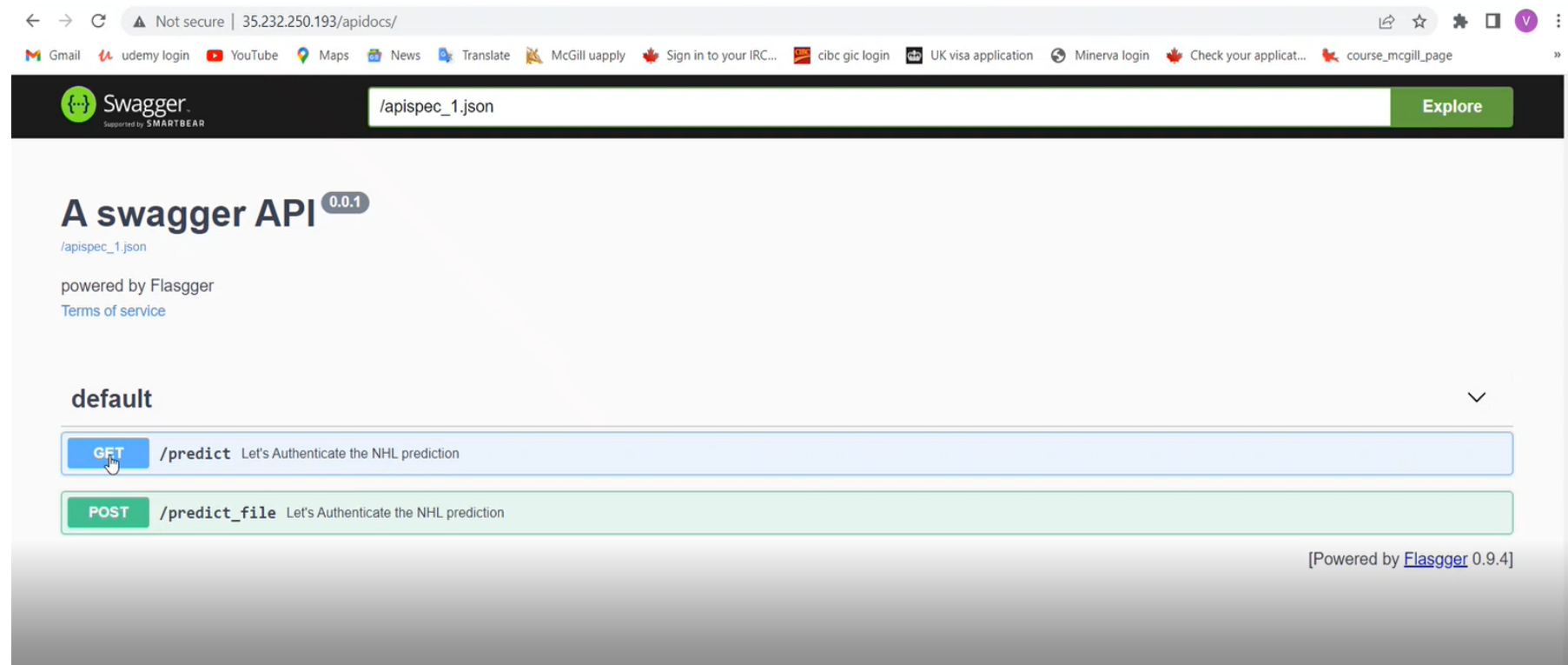
Filter Enter property name or value

<input type="checkbox"/>	Status	Name ↑	Location	Number of nodes	Total vCPUs	Total memory	Notifications	Labels
<input type="checkbox"/>	✓	nhl-cluster	us-central1	3	6	12 GB	—	⋮

GCP Kubernetes cluster deploying application

## NHL Prediction Platform

### GCP screenshots



Application hosted through Kubernetes cluster