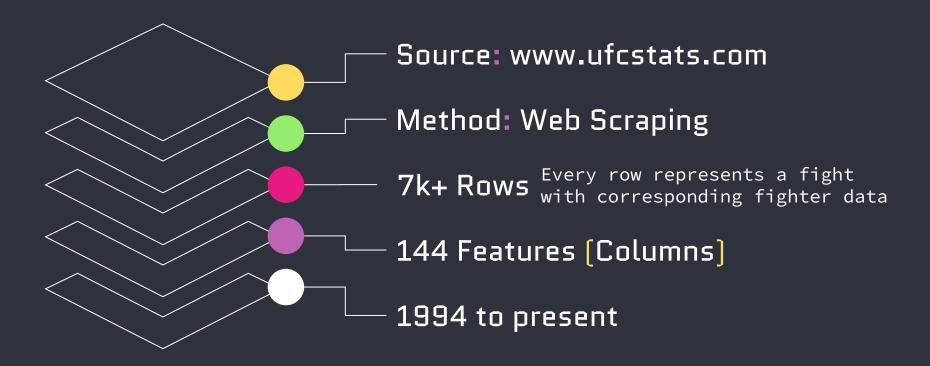


# Can something as unpredictable as MMA fights be predicted?

- MMA is a complex combat sport
- Nearly everything is allowed (punches, kicks, takedowns, grappling, ...)
- Challenge: Create a machine learning model what predicts the Winner of a MMA fight as good as possible

#### </The data set

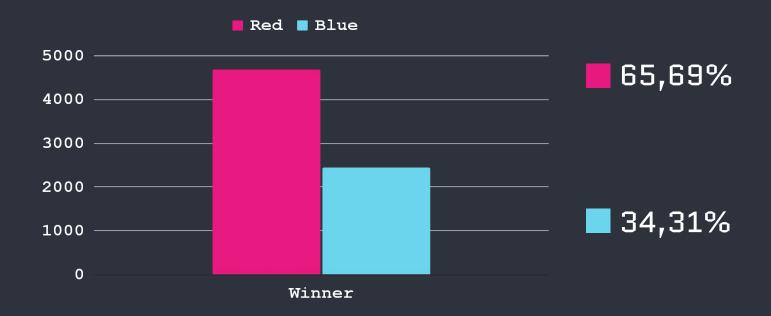


## </Defining the machine learning problem

- Did the blue or the red fighter win?
  - Discrete target variable > classification
  - Labelled input and output data → supervised machine learning
- Draws are rare and ignored for the model

- What to consider for classification?
  - check data for imbalance
  - Normalize numerical features, one-hot-encode categorical features

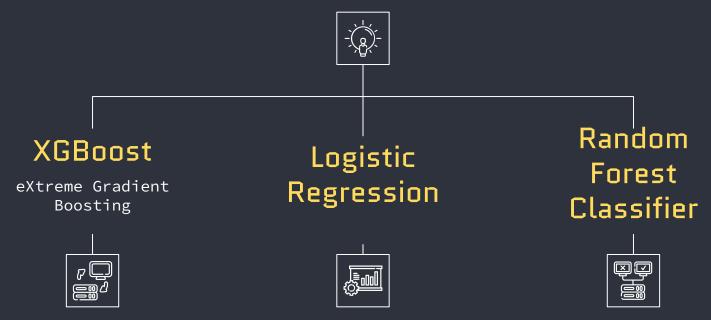
#### Imbalance of the data



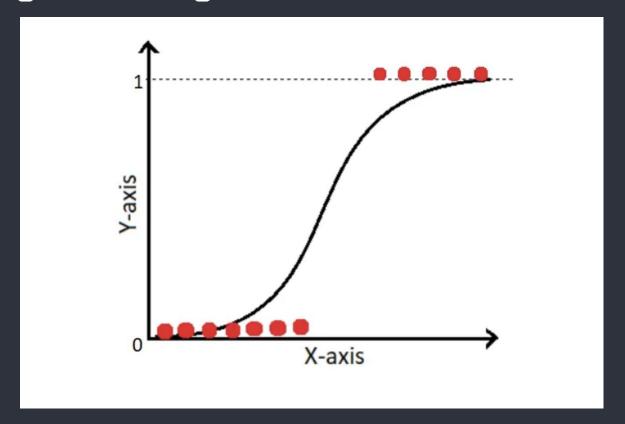
→ Slightly imbalanced data set

## </Machine learning models used

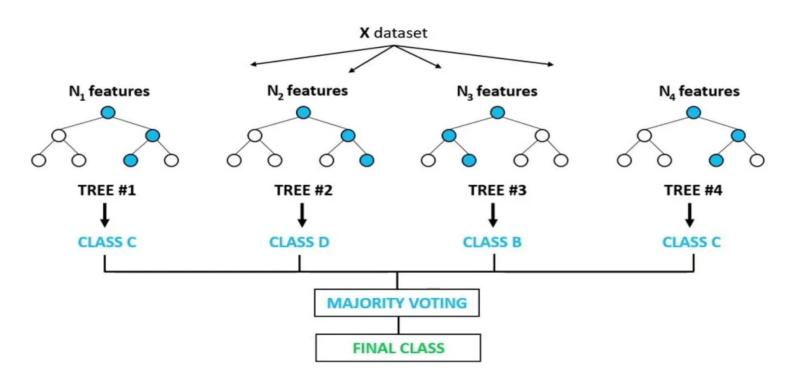
#### Classification Models



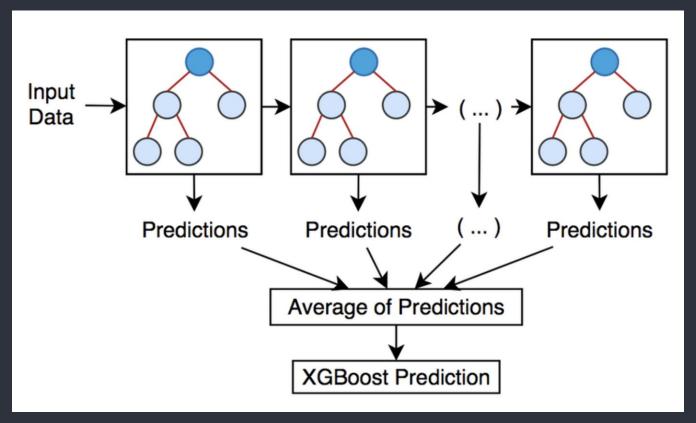
## </Logistic Regression



### **Random Forest Classifier**

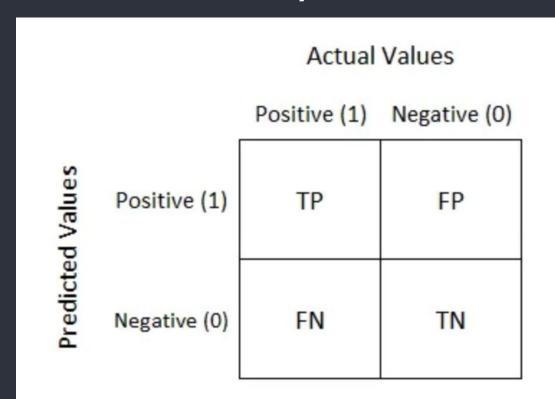


#### </XGBoost



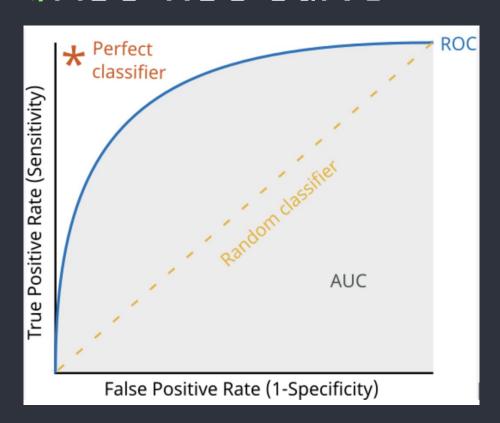
Source: https://www.researchgate.net/figure/XGBoost-model-Source-Self fig2 350874464

## </Accuracy score



```
Accuracy Score =
(TP + TN)/
(TP + FP + FN + TN)
```

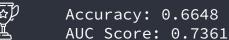
#### </AUC-ROC Curve



The bigger the AUC (Area Under The Curve) the better the model

## </AUC + accuracy score of my models

XGBoost V2



Random Forest

Accuracy: 0.6564

···· {2/4}

Logistic Regression :-- {4/4} XGBoost v1

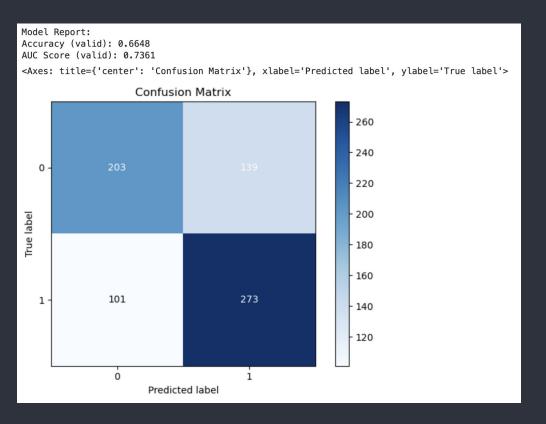


Accuracy: 0.6596



Accuracy: 0.6453 AUC Score: 0.6515

#### </AUC-ROC curve



Source: Self

#### </Final evaluation

- Accuracy Score is around the probability of predicting the favored fighter (red fighter) will win
- Further feature engineering and model improvement is needed

#### </Feedback

- Things to in-/exclude for the future:
  - Explain the features, make it more tangible
  - Feature importance for the models
  - Shorten the part with the models. Maybe focus on one feature
  - Maybe exclude AUC