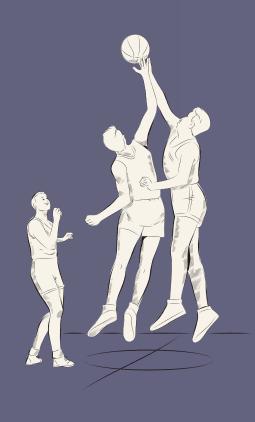


Beyond the Scoreboard: Advanced Machine Learning Models for Predicting NBA Game Outcomes and Team Performance

OUTLINE

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- 03 Exploratory Data Analysis
- 04 Data Modeling
- 05 Results
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INTRODUCTION:

- This project focuses on leveraging NBA dataset to develop predictive models, aimed at classifying home team victories and forecasting home team scores in basketball games.
- The NBA dataset includes a wide array of data points such as player statistics, team performances, game outcomes, and historical trends, providing a robust foundation for analysis.
- We implement advanced statistical methods and machine learning algorithms, notably Polynomial Linear Regression for score prediction and Logistic Regression for win classification.
- By analyzing patterns and correlations in the NBA data, our project contributes to the growing field of basketball analytics, offering insights that could be valuable for teams, coaches, and sports analysts.

DATASET OVERVIEW

• Source and Collection:

- Dataset sourced from Kaggle, originally compiled through web scraping from the official NBA stats website.
- Primarily aimed at analyzing NBA games data and building predictive and classification models.



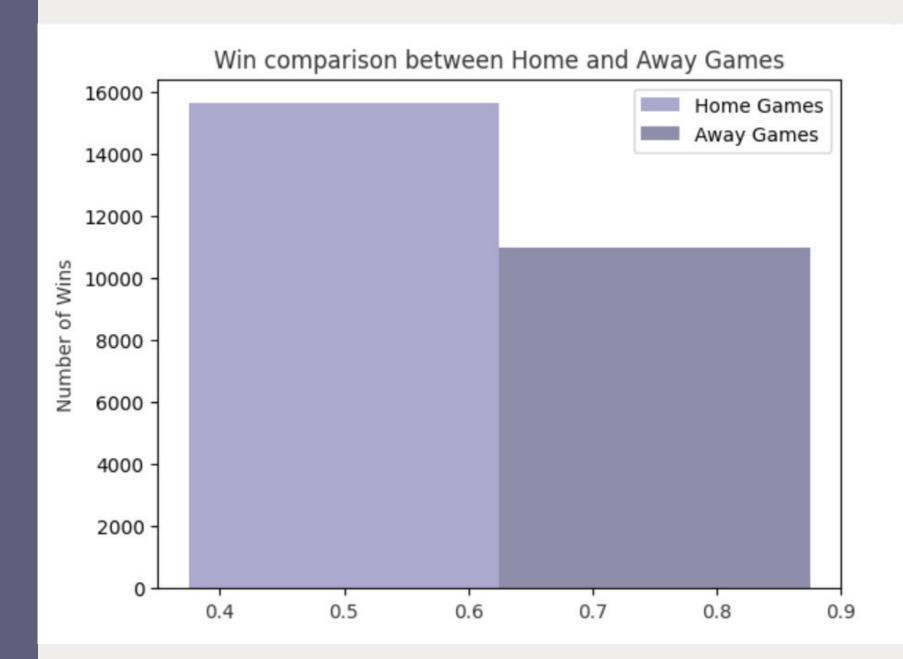
• Dataset Composition :

Our dataset comprises five CSV files, with the games.csv file primarily used for building predictive models, while the other four datasets were utilized for extensive Exploratory Data Analysis (EDA).

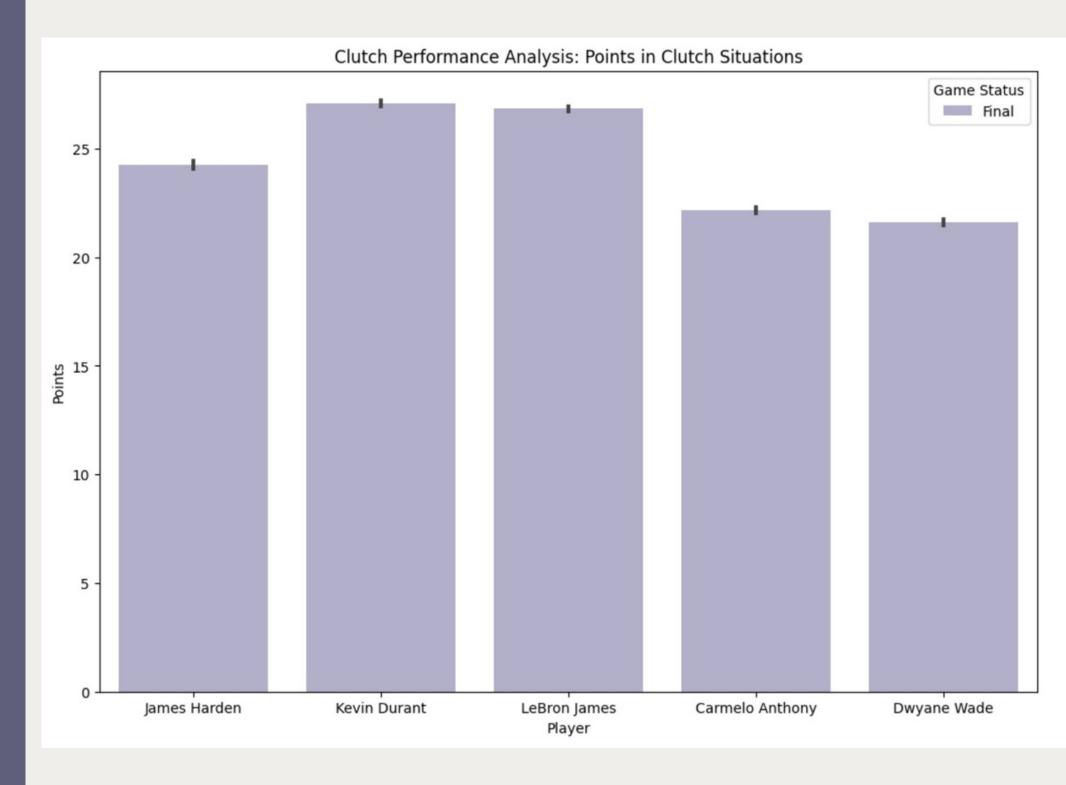
- games.csv: Data on NBA games since 2004 (26,000 rows, 21 columns).
- games_details.csv: In-depth player stats per game (668,000 rows, 29 columns).
- players.csv: Player details (7,000 rows, 4 columns).
- ranking.csv: Daily NBA rankings, West and East (210,000 rows, 13 columns).
- teams.csv: List of NBA teams (30 rows, 14 columns).



The histogram displays a significant home-court advantage, with a substantially greater number of wins for home games compared to away games, suggesting that teams perform better when playing on their home court.

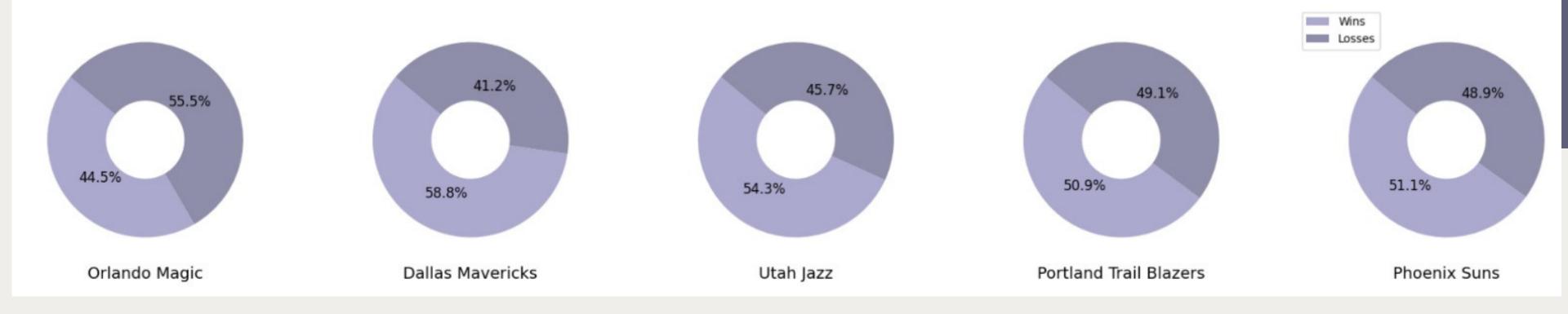


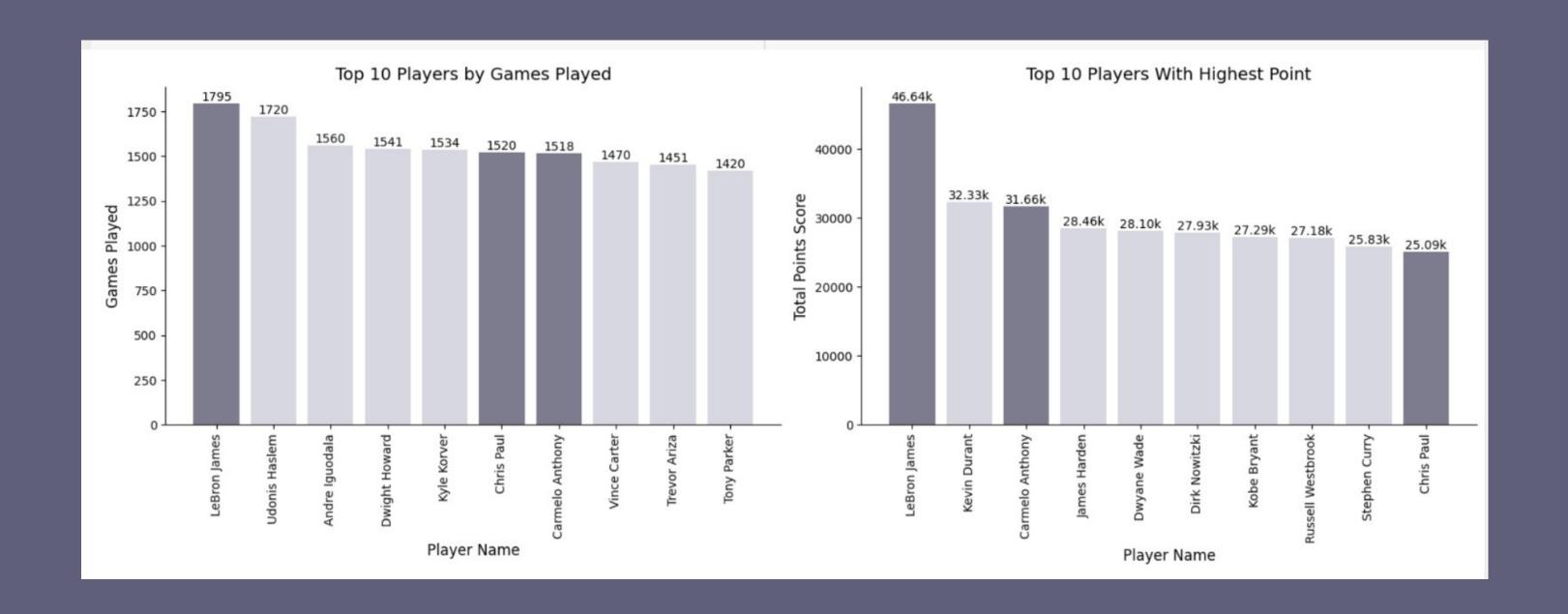
The chart highlights Kevin Durant as the most effective in clutch moments, with Lebron James close behind, and Dwyane Wade with the lowest clutch points among the group.



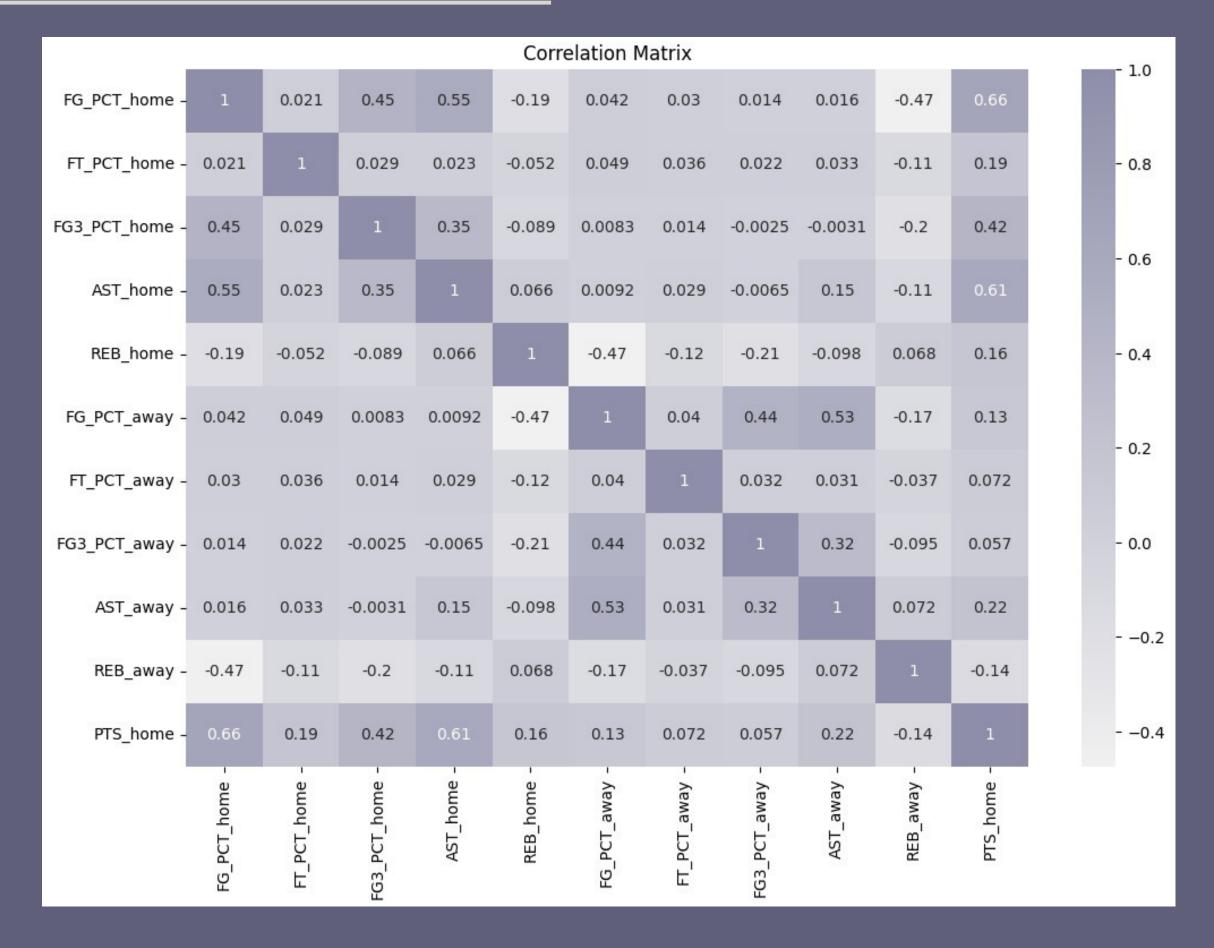
The pie chart displays the top five teams by games played, showing that more games don't guarantee more wins. Notably, Orlando Magic has the highest number of games but also a higher loss percentage than wins.

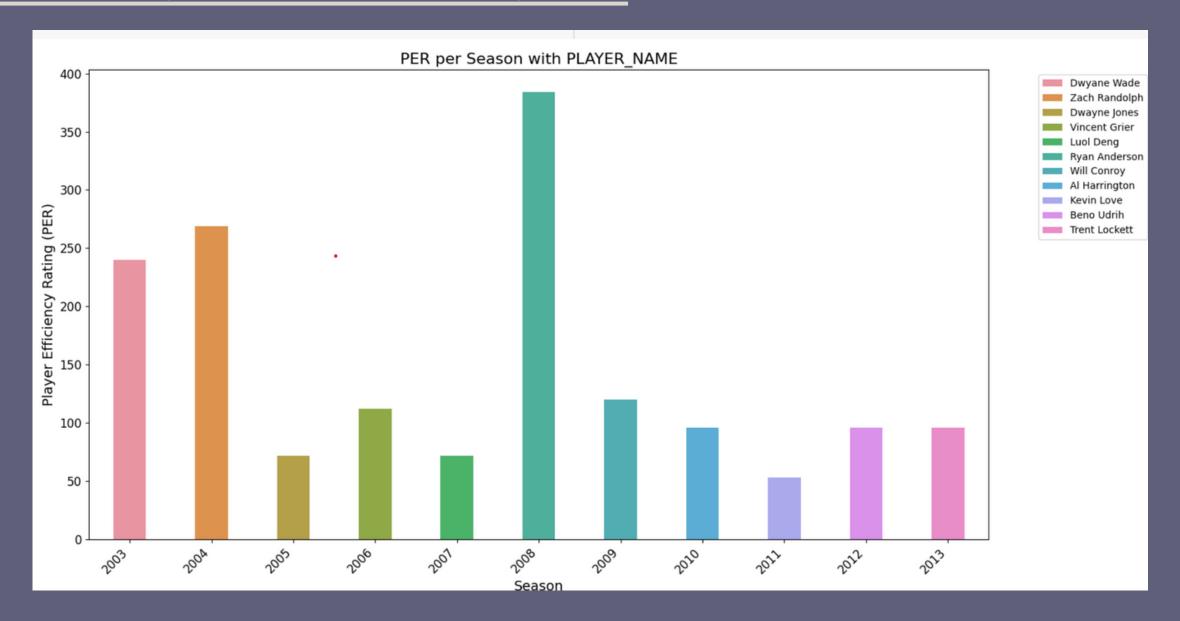
Top 5 Teams with the Highest Number of Games Played





The graph indicates that LeBron James has played the most games and scored the most points. However, not all players with a high number of games have the highest scores. The graph reveals that only three players are featured in both categories.





In the graph we can see that in 2008 Ryan Anderson has highest efficiency among all the seasons. We can see a that efficiency keeps on decreasing through out the seasons.

```
formula= (merged_data['PTS'] + merged_data['REB'] + merged_data['AST'] + merged_data['STL'] + merged_data['BLK'] - merged_data['FGM'] - merged_data['FTM'] - merged_data['TO'])

/ merged_data['MIN']

) * 48
```

Data Modeling



This model forecasts
the total points scored
by the home team
based on both teams'
on-court metrics.



This model assesses the likelihood of the home team winning a game using key performance indicators from both the home and away teams.

Algorithmic Framework

Home Score Predictor

Linear Regression

Polynomial Linear Regression

Support Vector Machine Regressor

XGBOOST

Home Win Classifier

Logistic Regression

Decision Tree

Support Vector Machine Classifier

K- Nearest Neighbhor

Results

Home Team Score Predictor

Linear Regression

Mean Squared Error: 43.569985782009816

Root Mean Squared Error: 6.600756455286759

Mean Absolute Error: 5.1835799898542065

R-squared: 0.7525821888986025

Polynomial Linear Regression

Mean Squared Error: 40.435511203163244

Root Mean Squared Error: 6.358892293722488

Mean Absolute Error: 5.015816230465073

R-squared: 0.772501587653443

Support Vector Machine Regressor

R-squared value:

0.7510757701985349

XGBOOST

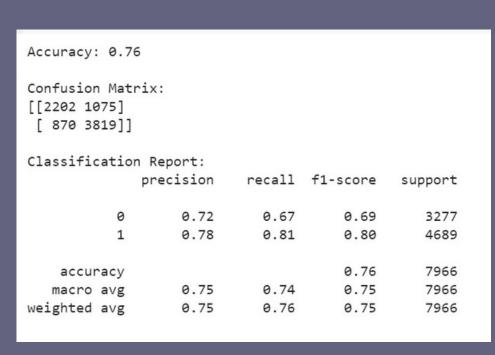
R-squared value:

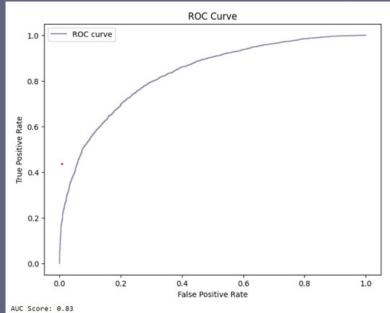
0.6238871402433316

Results

Home Team Win Classifier

Logistic Regression





C=0.001, Accuracy: 0.75 C=0.01, Accuracy: 0.75 C=0.1, Accuracy: 0.76 C=1, Accuracy: 0.76 C=10, Accuracy: 0.76 C=100, Accuracy: 0.76

Decision Tree

Decision Tree Accuracy: 0.67							
Confusion Matrix: [[1994 1283] [1326 3363]]							
Classification Report:							
02000272		precision	recall	f1-score	support		
	0	0.60	0.61	0.60	3277		
	1	0.72	0.72	0.72	4689		
accuracy				0.67	7966		
macro	avg	0.66	0.66	0.66	7966		
weighted	avg	0.67	0.67	0.67	7966		

Support Vector Machine Classifier

SVM Accuracy: 0.75 Confusion Matrix: [[2111 1166] [786 3903]] Classification Report: precision recall f1-score support 0.73 0.64 0.68 3277 0.77 0.83 0.80 4689 0.75 7966 accuracy 0.75 0.74 0.74 7966 macro avg 0.75 weighted avg 0.75 0.75 7966

K- Nearest Neighbhor

KNN Accuracy:	0.72						
Confusion Matrix: [[2081 1196] [1034 3655]]							
Classification	n Report: precision	recall	f1-score	support			
0	0.67	0.64	0.65	3277			
1	0.75	0.78	0.77	4689			
accuracy			0.72	7966			
macro avg	0.71	0.71	0.71	7966			
weighted avg	0.72	0.72	0.72	7966			

CONCLUSION:

- Upon evaluating various algorithms, it was concluded that Polynomial Linear Regression offers the highest accuracy for predicting home team points.
- Meanwhile, Logistic Regression is the most accurate in classifying whether the home team will win or lose.

THANKYOU

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