



Basketball II




Produced by Dr. Mario
UNC STOR 390





+/- Player Ratings

- Recall the Box Score



Toronto Raptors

PLAYERS	MIN	FG	3FG	FT	+/-	OFF	DEF	REB	AST	STL	BLK	TO	PF	PTS
Siakam	46	10-17	3-6	3-4	2	2	8	10	3	1	1	2	2	26
Lowry	42	9-16	4-7	4-6	16	2	5	7	10	3	0	3	5	26
Leonard	41	7-16	1-5	7-8	-2	1	5	6	3	2	1	2	4	22
Gasol	27	0-5	0-2	3-4	-7	3	6	9	4	0	0	1	4	3
Green	18	0-0	0-0	0-0	7	0	1	1	3	1	0	1	1	0

Notice the Additional Metric

- Traditional Statistics Do Not Measure Player's Ability to ...
"Make the Team Better"



+/- Player Ratings



- Pure +/- Ratings
 - Historically from Hockey
 - Number of Goals a Player's Team Outscores Opponent When a Specific Player is Playing on Ice
 - Highest: Bobby Orr, 1970-1971, +124
 - "Worst Statistic in Hockey" by Hockey-Graphs.com
 - Counting Statistic of Rare Event (Subject to Outliers)
 - Time on Ice Not Reflected
 - Players Who Play the Most and Least Have +/- Closer to 0
 - Weakest Players Not Given Time to Accumulate Negative +/-
 - Same Values are Not Equal i.e. +5 Can Result from Many Scenarios
 - Application to Basketball
 - Pure +/- Statistic Based on Points and Scaled to 48 Minutes
 - Depends on Quality of Players When Player is on Court
 - Players on Bad Teams (Below .500 Record) Get Penalized



+/- Player Ratings

- Pure +/- Ratings

- Found on www.82games.com

- Cavs Championship Season
- Seasonal Player Stats
- LeBron James on the Court

$$\begin{aligned} \text{Net Points Per Min} \times 48 \text{ Min} &= \frac{617}{2709} \times 48 \\ &= 0.22776 \times 48 = 10.9 \end{aligned}$$

- LeBron James on Bench

$$\begin{aligned} \text{Net Points Per Min} \times 48 \text{ Min} &= \frac{-125}{1261} \times 48 \\ &= -0.09913 \times 48 = -4.8 \end{aligned}$$

- Pure +/- Per 48 Minutes

$$\text{Court} - \text{Bench} = 10.9 - (-4.8) = 15.7$$

Player	Min	Production			On Court/Off Court			Simple Rating
		Own	Opp	Net	On	Off	Net	
James	68%	30.3	10.7	+19.6	+10.9	-4.8	+15.7	+18.3
Love	61%	21.2	15.3	+5.9	+8.4	+2.2	+6.2	+6.0
Irving	42%	21.4	18.5	+2.9	+5.9	+6.0	-0.1	+1.9
Thompson	57%	17.9	17.3	+0.5	+7.6	+3.7	+3.9	+1.6
McRae	3%	15.2	16.8	-1.6	+13.1	+5.7	+7.4	+1.4
Varejao	8%	12.7	12.7	-0.0	+8.1	+5.8	+2.3	+0.8
Dellavedova	47%	12.2	15.4	-3.2	+9.8	+2.6	+7.2	+0.2
Frye	11%	16.3	16.7	-0.3	+5.5	+6.0	-0.5	-0.4
JR.Smith	59%	13.4	14.4	-1.0	+6.3	+5.5	+0.8	-0.4
Shumpert	33%	9.4	14.9	-5.5	+6.8	+5.5	+1.3	-3.2
Jones	12%	12.7	13.8	-1.1	-2.2	+7.0	-9.2	-3.8
Mozgov	33%	16.2	19.8	-3.6	+0.1	+8.9	-8.8	-5.3
Kaun	2%	13.4	18.5	-5.1	-2.0	+6.1	-8.1	-6.1
Jefferson	33%	10.6	15.6	-5.0	-1.6	+9.7	-11.4	-7.1
Mo.Williams	19%	13.4	18.5	-5.2	-3.2	+8.1	-11.3	-7.2
D.Jones	1%	11.1	21.6	-10.6	-1.1	+6.0	-7.2	-9.4
Cunningham	9%	6.4	18.3	-11.9	-1.9	+6.7	-8.6	-10.8
Harris	0%	3.8	34.1	-30.3	-66.0	+6.2	-72.3	-30.2

Stat	ON Court	OFF Court	Net
Minutes	2709	1261	68%
Offense: Pts per 100 Poss.	116.6	103.0	+13.6
Defense: Pts per 100 Poss.	105.1	107.8	-2.7
Net Points per 100 Possessions	+11.5	-4.8	+16.3
Points Scored	6089	2466	+3623
Points Allowed	5472	2591	+2881
Net Points	+617	-125	+742





+/- Player Ratings



- Adjusted +/- Rating

- Adjustment for Teammates Played With
- Adjustment for Opponents Played Against
- Adjustments Based on Play-by-Play Data Over Whole Season
- Average +/- Rating = 0

- Simulated Game Data

- Players 1-9 Compete Against Players 10-18 in 20 Games
- Assume Starters Play the Entire Game
- Results of Game Shown Below

```
head(GameData)
```

```
A tibble: 6 x 12
```

Game	Result	P1	P2	P3	P4	P5	P6	P7	P8	P9	P10
<int>	<int>	<int>	<int>	<int>	<int>	<int>	<int>	<int>	<int>	<int>	<int>
1	-13	4	1	7	5	2	15	16	10	17	14
2	19	1	6	2	5	4	11	17	14	15	18
3	-4	1	9	2	8	4	15	14	10	17	13
4	29	1	6	5	3	2	16	17	18	14	11
5	-3	9	7	1	5	6	17	15	12	18	10
6	12	7	2	5	1	4	17	11	15	16	18



-
- A 3D rendering of Mario from the Super Mario Bros. series. He is wearing his signature red cap with a white 'M', a red long-sleeved shirt, and blue overalls. He has a large nose and a mustache. He is holding a basketball with both hands, and a large, bright orange and yellow flame is erupting from the ball, suggesting it is on fire. The background is a plain, light gray.

[illegible]



+/- Player Ratings

- Game Results into Vector (y)
 - Each Element is a Different Game (Except Last One)
 - Notice 0 in Last Element
- Code Used to Create Matrix A and Vector y

```
#Modified Data
GameData2 = cbind(GameData[,1:2],matrix(NA,20,18))
names(GameData2)[3:20]=paste("P1ayer",1:18,sep="")

for(j in 1:20){
  for(k in 1:18)
    GameData2[j,k+2]= as.numeric(k %in% GameData[j,3:12])
}

GameData2[,12:20]=-GameData2[,12:20]
Games.Played=colSums(GameData2[,3:20])

#Added Constraint to Data (Sum of Effects = 0)
GameData2[21,]=c(NA,0,rep(1,18))

#Create Matrix A
A=as.matrix(GameData2[,3:20])

#Create Vector y
y=as.matrix(GameData2[,2])
```

```
print(y)
      [,1]
[1,]    -13
[2,]     19
[3,]     -4
[4,]     29
[5,]     -3
[6,]     12
[7,]     -5
[8,]    -32
[9,]     18
[10,]     17
[11,]    -11
[12,]    -14
[13,]     29
[14,]     17
[15,]     -4
[16,]     -7
[17,]      9
[18,]     24
[19,]     18
[20,]    -24
[21,]      0
```





+/- Player Ratings

- Goal: Estimate Adjusted +/- for All 18 Players

- Expressed into Vector (b)

$$\vec{b} = [b_1, b_2, \dots, b_{18}]'$$

- Constraint: We Want The Sum of Adjusted +/- to Equal 0
- We Invoke Constraint With Last Row of A and Element of y
- Solve the Linear Equation Using Least Squares Regression

$$\vec{y} = A\vec{b} + \epsilon \longrightarrow \vec{b} \approx (A'A)^{-1}A'\vec{y}$$

- Code for Solving System of Linear Equations

```
#solve Linear Equations|  
b=solve(t(A)%*%A)%*%t(A)%*%y
```

- Adjusted +/- For Each Player

```
> print(b)  
[ ,1]  
Player1      13.441601  
Player2     -1.306216  
Player3     -7.755180  
Player4     -7.446202  
Player5      1.759840  
Player6     -1.925423  
Player7      2.055698  
Player8     -3.983937  
Player9      7.633862  
Player10     14.295170  
Player11    -14.596050  
Player12      1.285212  
Player13     -4.753639  
Player14    -11.077068  
Player15      9.742491  
Player16      2.115617  
Player17      6.092244  
Player18     -5.578021
```





+/- Player Ratings

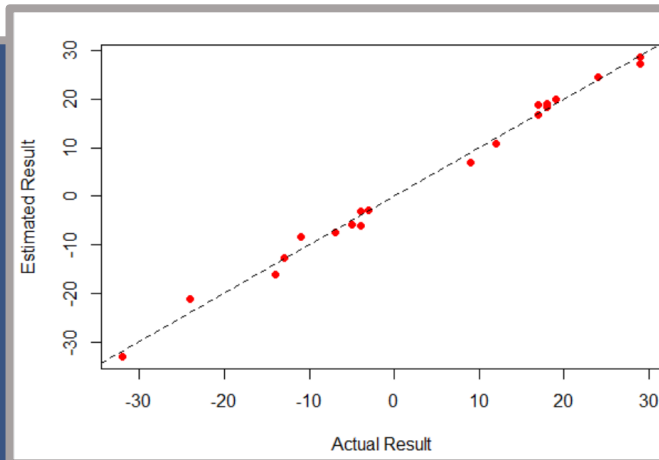
- Can Be Used to Approximate Game Result

- Code to Calculate Predicted Scores Using Adjusted +/-

```
Approx.Score=rep(NA,20)
for(k in 1:20){
  Team1Total=sum(as.numeric(b)[as.numeric(GameData[k,3:7])])
  Team2Total=sum(as.numeric(b)[as.numeric(GameData[k,8:12])])
  Approx.Score[k]=Team1Total-Team2Total
}
```

- Code and Graphic Comparing Predicted Versus Actual

```
plot(x=y[-21],y=Approx.Score,col="red",pch=16,
     xlab="Actual Result",ylab="Estimated Result")
abline(a=0,b=1,lty=2)
```





+/- Player Ratings



- Comparing Adjusted +/- to Pure +/-
 - Let's Look at Player 15 Who Played 13/20 Games on Team 2
 - When in Game, Team 1 Averaged 5.4918 Points Above Average
 - When in Game, Team 2 Averaged 5.1072 Points Above Average
 - This Leads to a Pure +/- of -0.3846154 Points (Approximately Even)
 - When in Game and Ignoring Player 15, Team 2 Averaged 4.635 Points Below Average
 - Ignoring Player 15, the Pure +/- Would Be Horrible ...

$$(-4.635) - 5.4918 = -10.12711$$

- Adjusting for the Teammates Player 15 Was Playing With, We Would Adjust the +/- by Subtracting Pure +/- With Player 15 Minus Pure +/- Without Player 15 Would Be...

$$-0.3846154 - (10.12711) = 9.742491 \rightarrow \text{Player 15's Adjusted +/-}$$



+/- Player Ratings

- Comparing Adjusted +/- to Pure +/-
 - Code for These Calculations on Player 15

```
Games.Played.15=GameData2[GameData2$Player15==1,]  
Opponent.Points=rep(NA,dim(Games.Played.15)[1])  
Team.Points=rep(NA,dim(Games.Played.15)[1])  
for(k in 1:dim(Games.Played.15)[1]){  
  Opponent.Points[k]=sum(b[which(Games.Played.15[k,3:20]==1)])  
  Team.Points[k]=sum(b[which(Games.Played.15[k,3:20]==-1)])  
}  
x1=mean(Team.Points)-mean(Opponent.Points)  
  
Team.Points2=rep(NA,dim(Games.Played.15)[1])  
for(k in 1:dim(Games.Played.15)[1]){  
  Team.Points2[k]=sum(b[which(Games.Played.15[k,3:20]==-1)])-9.742491  
}  
x2=mean(Team.Points2)-mean(Opponent.Points)  
  
x1-x2
```





+/- Player Ratings

- **WINVAL System**

- Created by Wayne Winston and Jeff Sagarin
- Adjusts for Home Team Advantage (+3.2 Points Per 48 Minutes)
- Adjusts for Time Interval Where Court Composition is Constant
- Home Team Scores 9, Away Team Scores 7, and 3 Minute Time Segment

$$\text{Adjusted Home Team Score} = 9 - \left(\frac{3}{48}\right) \times 0.5(3.2) = 8.9$$

$$\text{Adjusted Away Team Score} = 7 + \left(\frac{3}{48}\right) \times 0.5(3.2) = 7.1$$

- Actual Adjusted Margin is 1.8 Points
- Actual Adjusted Margin Per Minute is $1.8/3 = 0.6$ Points





+/- Player Ratings

- **WINVAL System**

- Predicted Margin Per Minute

$$\text{Predicted} = \left[\frac{3.2 + \text{Sum}(\text{Home Player Ratings})}{48} \times \right] - \left[\frac{\text{Sum}(\text{Away Player Ratings})}{48} \right]$$

- Goal: Choose Player Ratings So That the Predicted Margin is as Close as Possible to the Actual Adjusted Margin
- Kevin Garnett Had Highest WINVAL of 19 in 2006-2007 Season = He Would Improve His Team by 19 Points Per 48 Minutes
- WINVAL can Be Broken Up into Offense and Defense
- Kevin Garnett Offense WINVAL of 7 and Defense WINVAL of -12

- **Using Adjusted +/- to Rate Team**

- Each Player Has Own Adjusted +/- But Plays Different Minutes
- Weighted Average Across Team Can Evaluate Entire Team





+/- Player Ratings



- **Further Evaluation of Kevin Garnett's Greatness**

- Look at Kevin Garnett's Impact on Team's +/- When He is On the Court and On the Bench
- Garnett In is Positive
- Garnett Out is Negative
- Shows Points Better than Average Team

	Garnett in	Garnett out
Garnett	2.068623241	dnp
Smith	6.625117829	-19.1260921
Foye	2.687658381	-18.8363539
Jaric	1.528346916	-17.4928541
Davis	2.062763933	-19.804282
James	1.149827728	-25.2165387
Hassell	1.741019578	-25.8873062
Blount	1.1715841	-21.7697961
Madsen	6.752480906	-14.093463
Hudson	-1.458252856	-15.0936761
McCants	12.04746088	-27.8568458
Reed	-20.23843887	-11.1550147



+/- Player Ratings

- Problems With WINVAL

- A Lot of Noise (We Can Observe Standard Error in +/- Ratings)
- Little Confidence When Player Plays Less Than 500 Minutes
- Impact to WINVAL at Meaningless Points of the Game



- WINVAL Impact Rating

- Similar to SAGWIN Points From Baseball
- Constantly Evaluate the Impact a Player Has on Probability of Win
- I Play for 5 Minutes and Score is 14-5 Favoring My Team
- For the Raw +/-, I Would Net +9 Points
- Alternatively, I Increased My Team's Chance of Winning from 50% to 72%
- For Impact +/-, I Would Net +22 Impact Points
- Interpretation: Kevin Garnett (Impact = 42) with 4 Average Dudes Would Beat 5 Average Dudes $50\% + 42\% = 92\%$ of the Time





+/- Player Ratings

- Improvements to Adjusted +/-
 - Research by Joseph Hill (2010 Winner of Sloan Paper Competition)
 - Applies Cross-Validation = Intentionally Splitting Up Data to Use Portions As Training and Test Sets and Then Averaging Over Splits
 - Applies Ridge Regression = Combat Overfitting and Shrinks Player's Adjusted +/- Toward 0
 - Cross-Validation Necessary for Selection of Tuning Parameter in Ridge
 - Applies Weights to Loss Function Based on Number of Possessions

$$\sum_i p_i (t_i - \mathbf{w} \cdot \mathbf{x})^2 + \lambda ||\mathbf{w}||^2$$





Final Inspiration

Nine out of 10 schools are cheating.
The other one is in last place.

- Jerry Tarkanian