Project Overview

- * Multi-year, entrepreneurial (personally derived) effort in football data analytics.
- * Initially focused to leverage data and to create a proprietary performance metric to communicate performance in a past event (objective and subjective).
- * Those past events, evaluated thru the performance metric, were successfully integrated as the foundational element of a predictive model for game outcomes.
- * Organic collaborations and partnerships. This has become a validated proof of concept and representation of personal grit.



"The toughest tests are the ones we give ourselves"
-found in the Cal Poly ROTC hallway

Personal Overview

- * Attended and played football here at Cal Poly. Coached for 10 years at Cal Poly and Army. This created a unique domain specific knowledge opportunity.
- * Inclination towards technical analysis, mathematics and computer coding.
- * Combination of experience, knowledge and passion for applied science and football. (do something with proper theory and fundamentals)
- * The analytics "team" math person, coder and football person. Staff meetings should be easy to schedule....

Analytics Overview

- * Broad concept: The discovery, interpretation and communication of patterns in data.
- * Analytics Maturity -
 - 1. Descriptive Analytics: Hindsight
 - 2. Diagnostic Analytics: Oversight- What is happening and why
 - 3. Predictive Analytics: Foresight- What will happen
 - 4. Prescriptive Analytics: Insight- How can we optimize what is happening?
 - 5. Cognitive Analytics: Generate new questions and hypotheses

Football Data

- Player tracking data collected in realtime
- * Play data (~150/game)
- * Drive data (~25/game)
- Box scores and bulk statistics (~250 games per season)
- Season statistics (100 seasons)
- Career statistics
- * Franchise statistics
- * League statistics





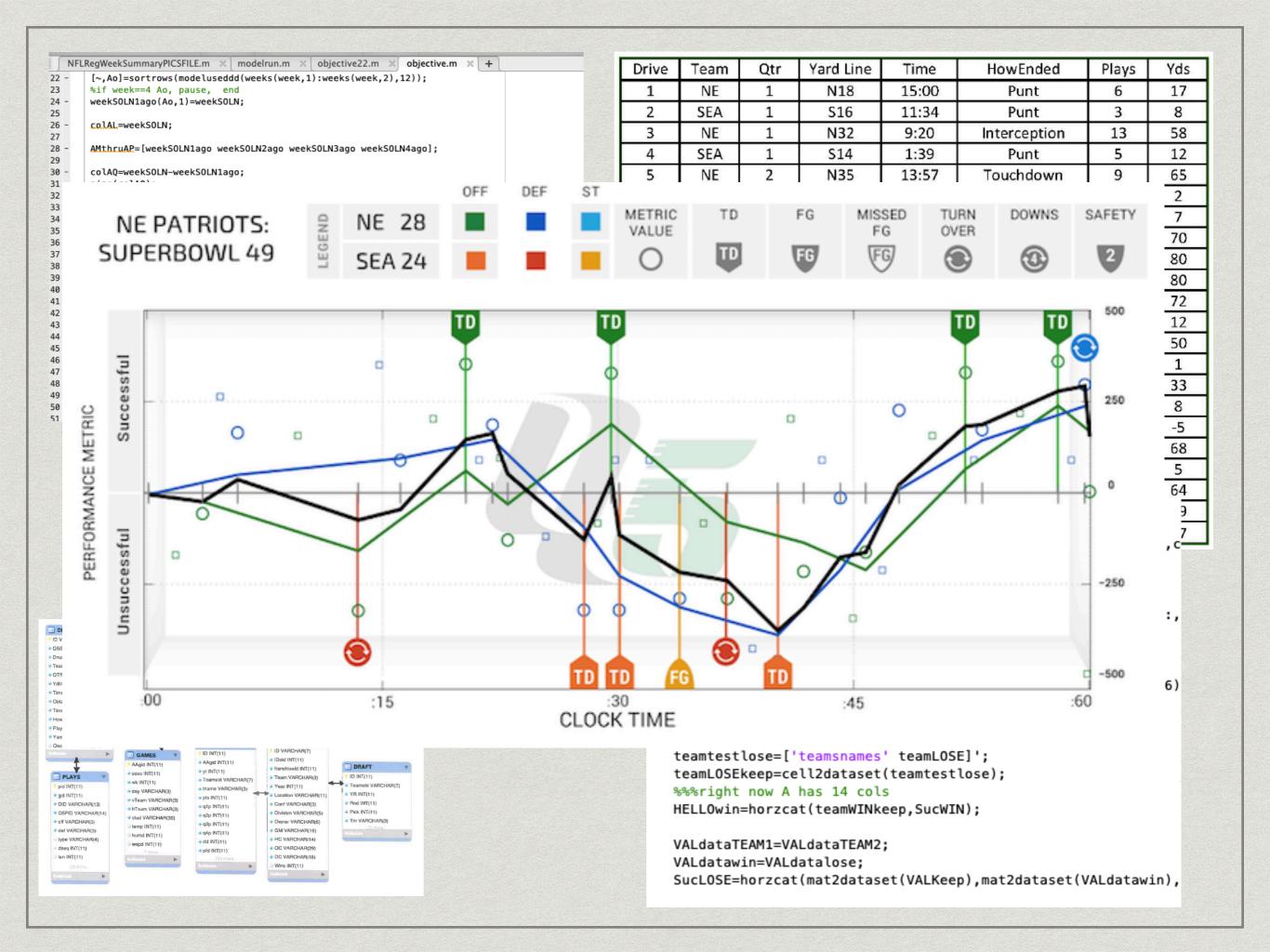


Data

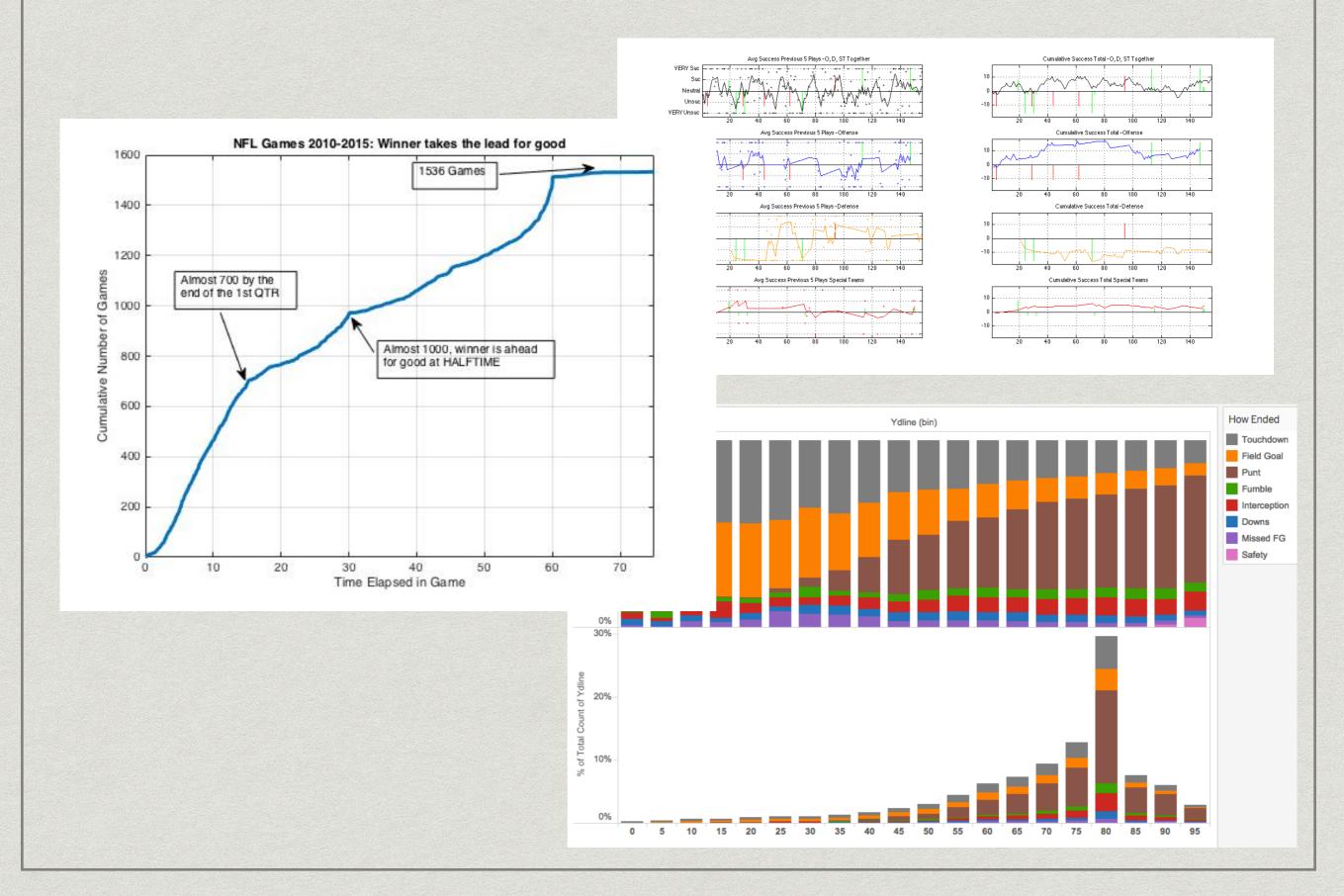
- * Capture all the game drive data in proper sequence.
- * Evaluate the drive data within context of starting field position and game situation. A contextual evaluation
- * Captured data by web scraping with javascript, acquiring historical databases, processing play-by-play data to create drive data and from public facing websites.
- * Size of database: over 120,000 lines of drive data and ~5000 games.
- * Data management is critical those 25 lines of data must be correct (quality input maximizes your a chance for quality output)

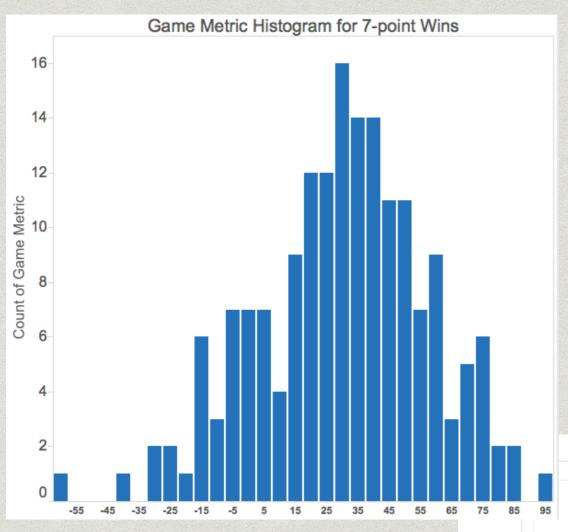
Coding the Performance Metric and Data Visualization

- * The data was processed thru the performance metric. Placed the evaluation of each drive on a single success continuum.
- * Created a time history canvas to visually display results.
- * Step-by-step video explaining the components of the GameMap.
- * Resourced feedback from coaching contacts in the profession.



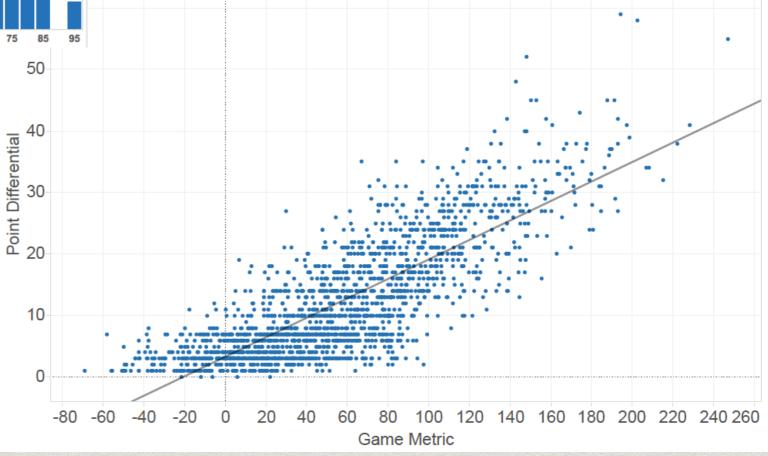
Data Visualizations





Points or Performance?





Scatterplot of Point Differential vs Game Metric

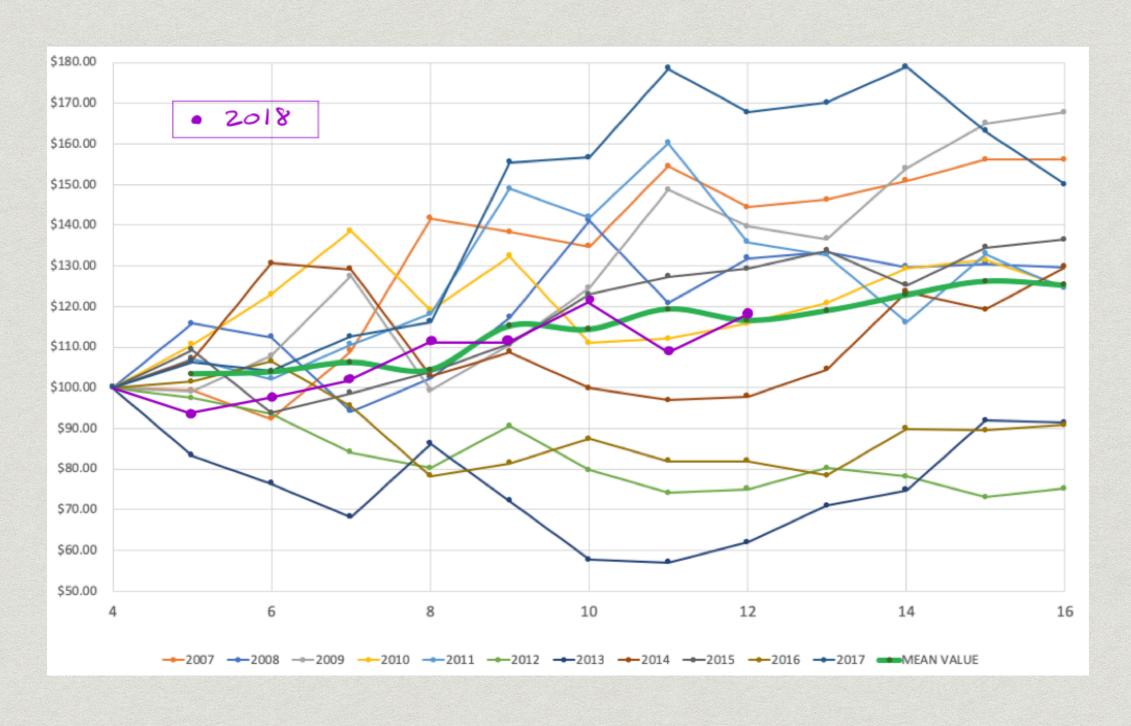
Diagnostic Analytics

- * Overall team strength (rankings).
- * Team components.
- * Performance within situational context at the drive level.
- * What are teams doing that "win" the anatomy of winning football

Building a Predictive Model

- * Performance evaluation attached to teams from each game replaced scoreboard numbers.
- * Use season-to-date and created novel solution over past 4 weeks to account for strength of schedule.
- * Solution using a nonlinear minimization algorithm with constraints.
- * Domain specific knowledge to create and tune model parameters.
- * Operates on a subset of games where value is identified from an existing marketplace.

Results of Backtesting Real-Time Validation



Conclusions

- * The performance metric is validated. We should trust the descriptions it produces. The descriptive analytics produced have value and should be used to evaluate real-time analysis.
- * This data-driven predictive model with no human intervention contains edge in football markets.
- * Past performance has been successfully used to predictive future outcomes in a force-on-force setting.
- * This modeling process is scalable.

Improvements

- * Further R&D is warranted for this successful baseline setting.
- * Further automation is warranted.
- * Interactive visualizations links to video clips. User experience venture.
- * Win probabilities should be investigated both before and during game analysis.