NBA MATCHUP MACHINE

GITHUB REPO

DATS-6450 - CLOUD COMPUTING

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OVERVIEW /
BACKGROUND

MOTIVATIONAL QUOTES

- “It's not about any one person. You've got to get over yourself and realize that it takes a group to get things done” – Greg Popovich, HC, San Antonio Spurs
- “Some people want it to happen, some wish it would happen, others make it happen.” – Michael Jordan, #23, Chicago Bulls
- “You always have to be on edge. You always have to take every practice, every game, like it is your last.” – Kobe Bryant, #8/#24, Los Angeles Lakers

NBA OVERVIEW

- Founded in 1946, the NBA began operations with 11 original franchises.
- Following multiple league expansions and a handful of franchise relocations, current league structure consists of 30 teams, located across the US and Canada:
  - 2 Conferences: Eastern / Western
  - 6 Divisions: Atlantic / Central / Southeast / Northwest / Pacific / Southwest
  - 82 regular season games (41 Home / 41 Away)
  - 10 teams with best record in each conference advance to league playoffs
  - 7-game playoff series, with first team to win 4 games advancing
  - Eastern / Western Conference Champions face off for NBA title


IDEOLOGY /
METHODOLOGY

ANALYSIS BACKGROUND

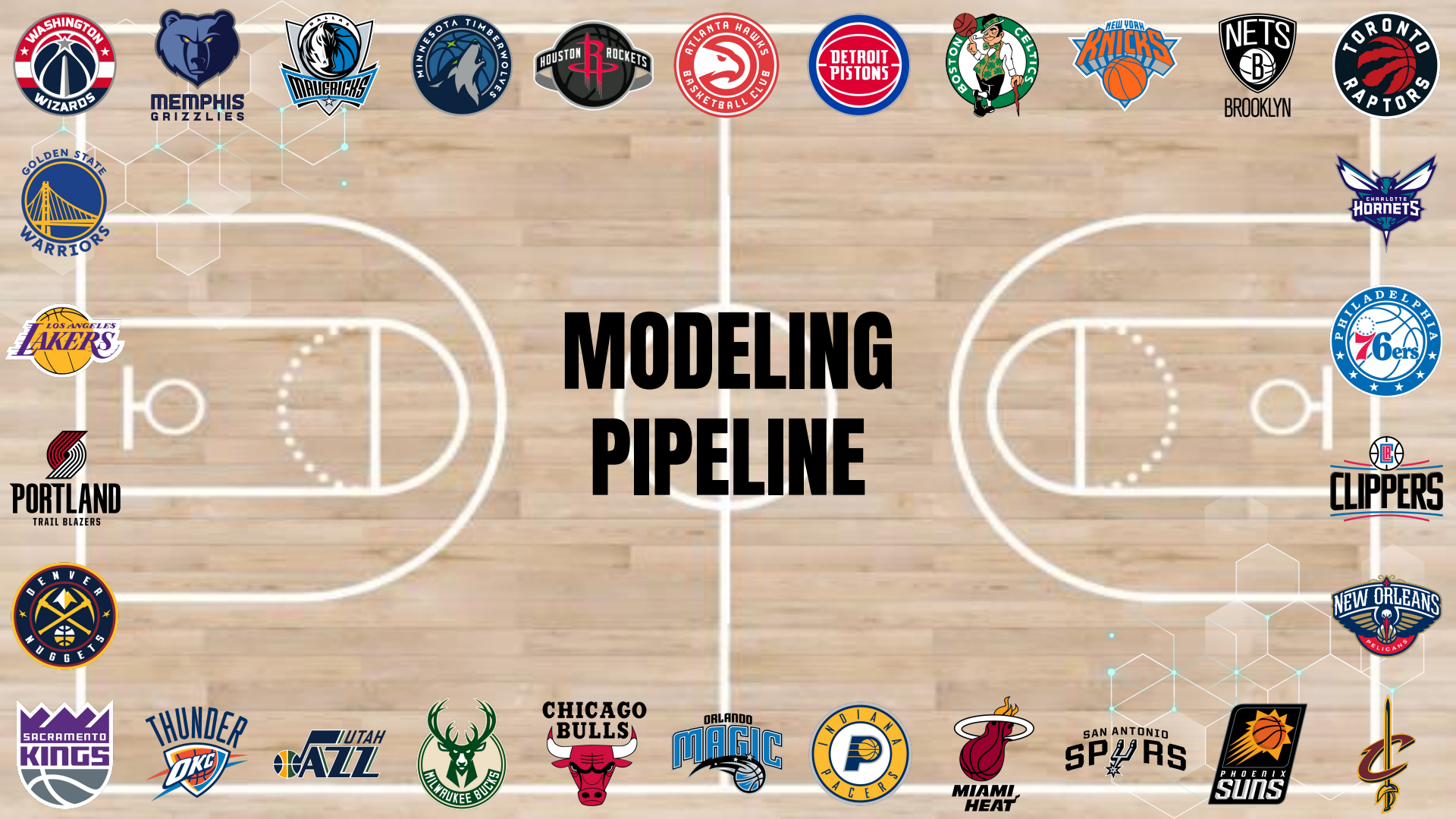
- Given the inherently unpredictable nature of professional sports, generating accurate predictions for specific matchup outcomes has proven difficult for professional industry-leading statisticians and even NBA general managers.

- Research team hopes to contribute meaningful insights to the NBA data science community by providing access to predictions free of charge

DATASET

- By casting a wide net across various indicators or measurements of NBA team performance over time, the research team hopes to aggregate, synthesize, and iteratively re-weight historical team metrics to offer daily matchup predictions.

- 30 TEAMS
- 82 GAMES / SEASON
- 6 SEASONS [2014-2021]
- 14,700+ MATCHUPS


MODELING
PIPELINE

MODELING PIPELINE

1) Scraping / Wrangling — historical team data; advanced team metrics

2) Cleaning / Pre-Processing — aggregate and synthesize historical game records

3) Feature Engineering — incorporate detailed historical matchup box scores

4) Predictions — Regression model to generate predicted matchup outcomes

5) Deployment / Integration — implement model across AWS cloud infrastructure

MODEL DETAIL

OLS Regression Results

Dep. Variable:	opptPTS	R-squared:	0.816
Model:	OLS	Adj. R-squared:	0.814
Method:	Least Squares	F-statistic:	505.6
Date:	Wed, 06 Apr 2022	Prob (F-statistic):	0.00
Time:	14:51:37	Log-Likelihood:	-22623.
No. Observations:	7379	AIC:	4.538e+04
Df Residuals:	7314	BIC:	4.583e+04
Df Model:	64		
Covariance Type:	nonrobust		

	coef	std err	t	P>|t|	[0.025	0.975]
Intercept	-15.8202	1.121	-14.109	0.000	-18.018	-13.622
teamAbbr[T.BKN]	0.8401	0.473	1.777	0.076	-0.087	1.767
teamAbbr[T.BOS]	0.7574	0.472	1.606	0.108	-0.167	1.682
teamAbbr[T.CHA]	1.0186	0.476	2.139	0.032	0.085	1.952
teamAbbr[T.CHI]	0.2188	0.473	0.462	0.644	-0.709	1.147
teamAbbr[T.CLE]	0.5155	0.476	1.083	0.279	-0.418	1.449
teamAbbr[T.DAL]	0.0728	0.474	0.154	0.878	-0.856	1.002
teamAbbr[T.DEN]	1.7932	0.474	3.787	0.000	0.865	2.721
teamAbbr[T.DET]	0.1872	0.475	0.394	0.694	-0.745	1.119
teamAbbr[T.GS]	2.6782	0.473	5.656	0.000	1.750	3.606

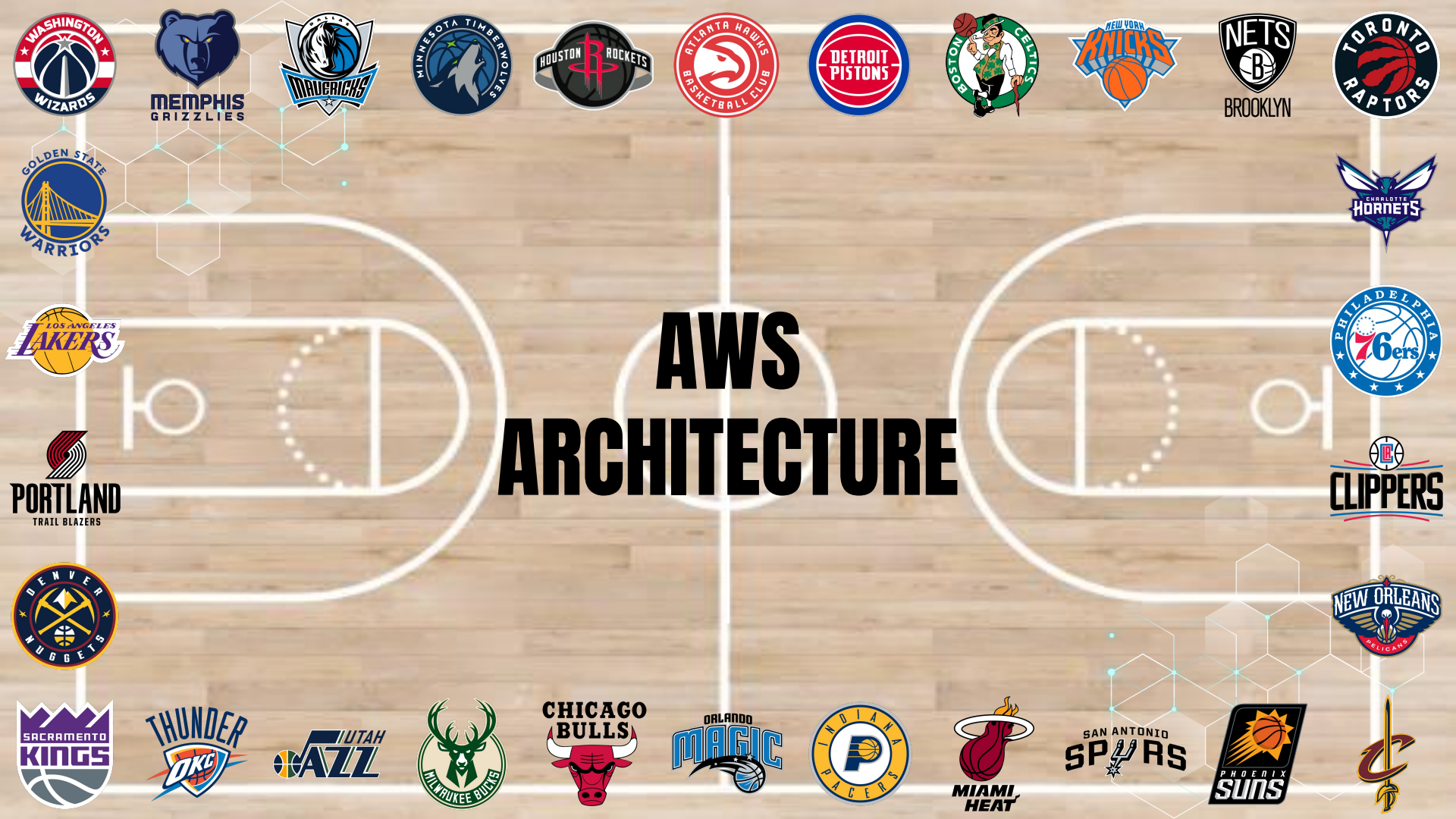
OLS Regression Results

Dep. Variable:	teamPTS	R-squared:	0.825
Model:	OLS	Adj. R-squared:	0.823
Method:	Least Squares	F-statistic:	538.4
Date:	Wed, 06 Apr 2022	Prob (F-statistic):	0.00
Time:	14:50:04	Log-Likelihood:	-22503.
No. Observations:	7379	AIC:	4.514e+04
Df Residuals:	7314	BIC:	4.559e+04
Df Model:	64		
Covariance Type:	nonrobust		

	coef	std err	t	P>|t|	[0.025	0.975]
Intercept	-15.3519	1.103	-13.916	0.000	-17.514	-13.189
teamAbbr[T.BKN]	0.7335	0.465	1.577	0.115	-0.178	1.645
teamAbbr[T.BOS]	0.8115	0.464	1.749	0.080	-0.098	1.721
teamAbbr[T.CHA]	1.1558	0.469	2.467	0.014	0.237	2.074
teamAbbr[T.CHI]	0.1508	0.466	0.324	0.746	-0.762	1.064
teamAbbr[T.CLE]	0.5685	0.468	1.214	0.225	-0.350	1.487
teamAbbr[T.DAL]	-0.0115	0.466	-0.025	0.980	-0.926	0.903
teamAbbr[T.DEN]	1.7345	0.466	3.723	0.000	0.821	2.648
teamAbbr[T.DET]	0.2439	0.468	0.522	0.602	-0.673	1.161
teamAbbr[T.GS]	2.9256	0.466	6.280	0.000	2.012	3.839

MODEL PREDICTIONS

	teamAbbr	opptAbbr	teamOrtg	teamDrtg	opptOrtg	opptDrtg	teamAST	teamTO	opptAST	opptTO	teamPTS	opptPTS
0	CHA	ORL	113.1	113.3	103.8	111.9	27.9	12.7	23.6	13.9	109.778596	101.361961
1	TOR	PHI	112.1	109.8	112.6	109.0	22.0	11.7	23.5	11.7	105.042077	105.325211
2	MIL	BOS	114.1	111.0	113.2	106.1	23.8	12.8	24.6	13.0	108.107091	107.352329
3	MIN	SA	113.6	110.9	112.0	111.4	25.6	13.8	28.0	12.4	108.073748	106.538225
4	NO	POR	110.9	111.5	108.0	116.0	24.9	13.3	22.9	13.5	107.453973	104.684139
5	DEN	MEM	113.6	11.3	114.2	108.5	27.7	13.9	25.7	12.4	113.316869	109.383050
6	GS	LAL	111.8	106.7	109.6	111.2	26.9	14.3	24.1	13.9	111.927013	109.419722


AWS
ARCHITECTURE

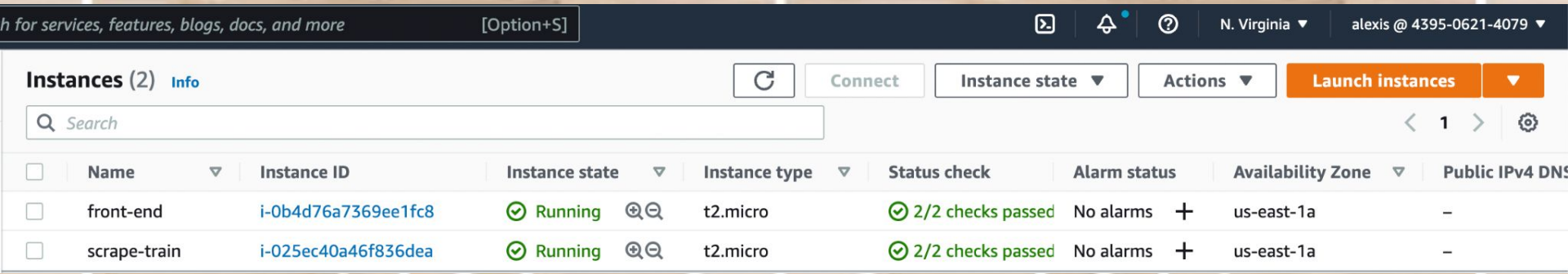
AWS ARCHITECTURE

- EC2-1 scrapes data and runs model. Reads and writes to S3 bucket
- EC2-2 hosts our Plotly front-end application. Reads from S3 bucket.
- S3: Use a single S3 bucket. Contains raw data, model outputs, and transformed model outputs which are displayed on front-end.

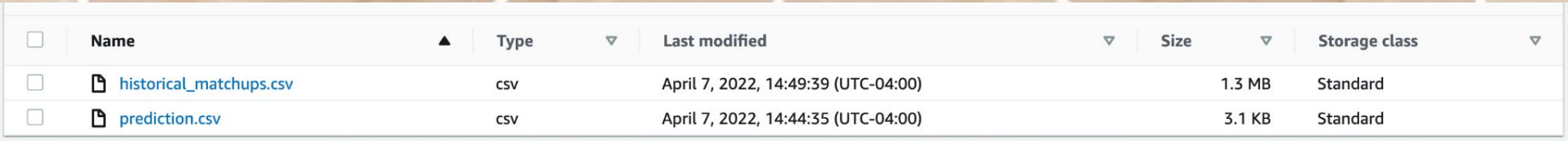
Version 2.0

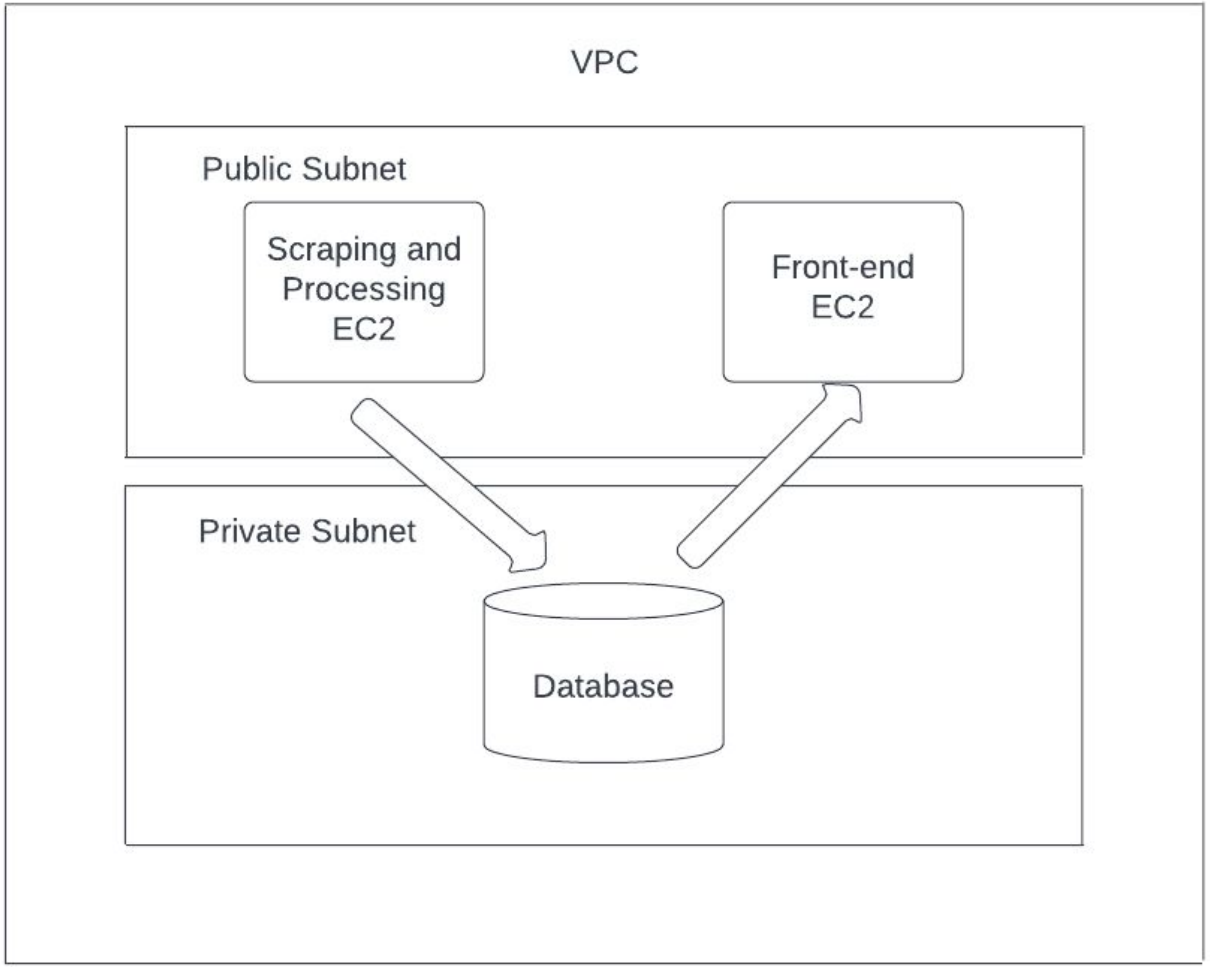
- Using Elastic Load Balancing to enable scaling of the front-end
- Using a workflow engine like Airflow to build a pipeline to automate scraping + modeling tasks, this would require setting up a Kubernetes cluster and Dockerizing the application.
- Replacing Plotly-Dash front-end with a Django web-framework
- Django would map to a PostGres managed RDS on AWS, which would contain all tabular data. S3 would contain graphics/videos embedded on front-end.

EC2 Console



S3 Project Bucket




VPC
Public Subnet
Scraping and Processing EC2
Front-end EC2
Private Subnet
Database

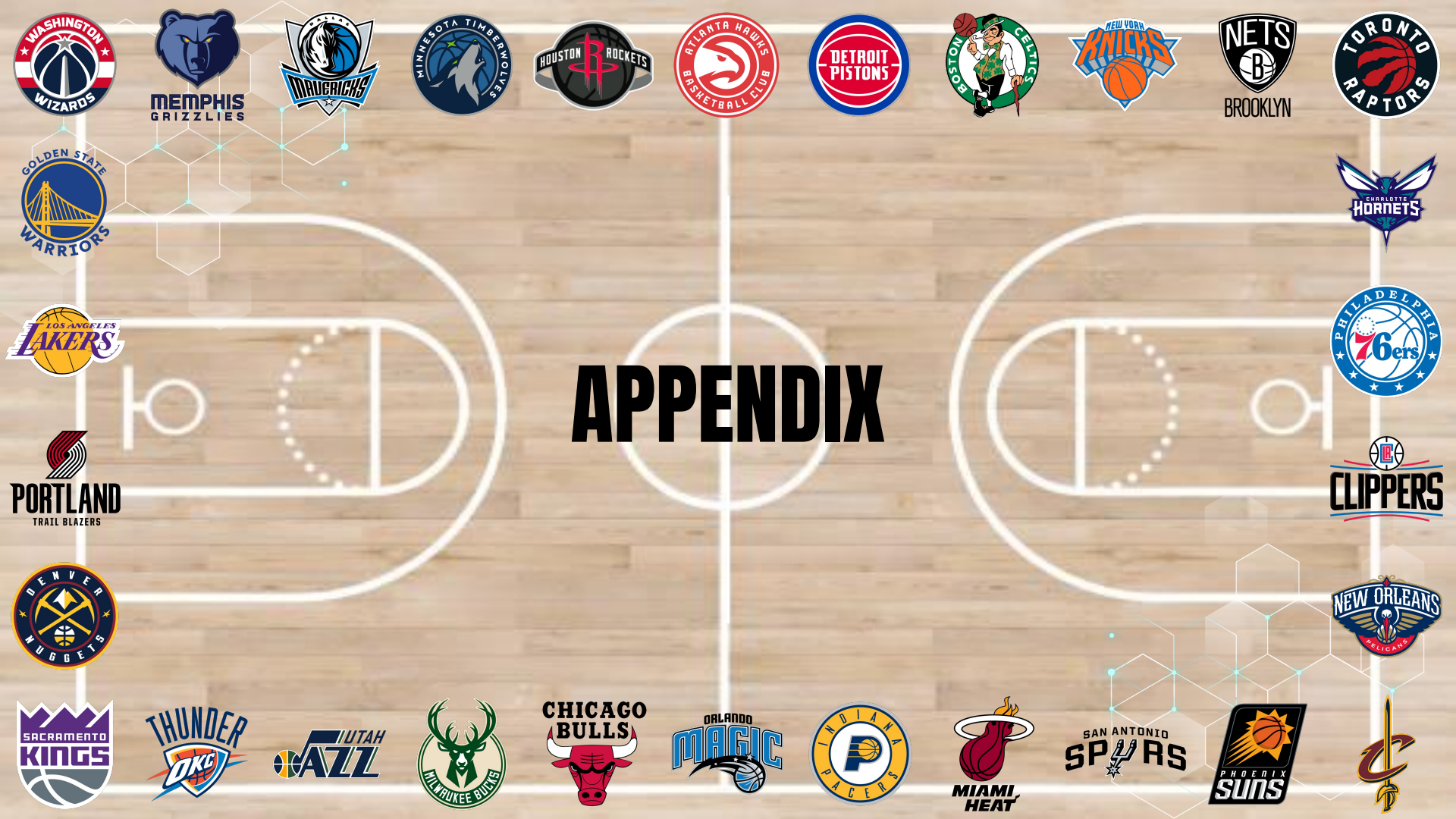

CONCLUSIONS

CONCLUSIONS / TAKEAWAYS

- **DATA MINING:**
  - Wide availability of data provides a diverse menu of statistical features
  - Significant focus on controlling / reducing multi-collinearity of data points
- **MODEL PIPELINE:**
  - Regression models are better suited for predicting matchup wins
- **AWS CLOUD:**
  - Current deployment sufficient as demonstration
  - Scaling requires integration of additional services / workflow management tools

FUTURE PRODUCT ROADMAP

- **DATA MINING:**
  - Dynamic lineup adjustments to reflect real-time lineups / injury reports
  - Implement certain ‘intangible’ or auxiliary statistics (coach, travel time, rest)
- **MODEL PIPELINE:**
  - Integrate player-level database to improve team-level predictions
  - Refine proprietary benchmark metric to further optimize model performance
    - **SUHAS’ SECRET SAUCE ™℠®©**
- **AWS CLOUD:**
  - Link / connect storage buckets to preserve incremental player-level data
  - Launch ‘product-ready’ dashboard interface + mobile app


APPENDIX

SOURCES / CITATIONS

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