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# LS88: Sports Analytics

— Regression to the Mean —

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# Regression to the Mean in a Nutshell

*Given observed performance, future performance is expected to be closer to the expected value than observed performance*

# Pilot Performance

A famous example from Daniel Kahneman

- Fighter pilots were being graded on performance of their landings
- Pilot performs well → pilot is praised → pilot performance declines
- Pilot performs poorly → pilot is punished → pilot performance increases
- Instructor then thinks: punish bad performance to get improvement

In reality: performance is part skill, part luck/random

- Pilots would naturally *regress to their mean performance* after a poor flight because it was luck that day that made them look bad
- Punishment was ancillary and they were likely to see improvement in the pilot without intervention

# Theoretical Statement

→ Two measurements,  $M_1$  and  $M_2$  with mean  $\mu$

$$\mu \leq \text{Expected Value}[M_2 \text{ Given } M_1 = c > \mu] < c$$

→ Given the first measurement is above  $\mu$ , we expect the second measurement to be closer to  $\mu$

→ Similar statement for  $c < \mu$

# Regression to the Mean in Sports

Rarely do we know  $\mu$  exactly: for example, in sports

Early season performance compared to the rest of the season

- Brandon Belt hits .600 in first weeks of the season
  - ◆ We don't know  $\mu$  but we know typical values for the league (it's been 77 years since Ted Williams hit .400 *for the season*)
  - ◆ We also know belt is a career .266 hitter: .600 is far above his usual rate
  - ◆ Expect performance after 2 weeks between .266 and .600

# Regression to the Mean in Sports

- Klay Thompson is shooting 34% from 3 right now
  - ◆ We don't know  $\mu$  but we know Klay is a career 42% 3pt shooter
  - ◆ Expect performance after today between 34% and 43%

Where should our expectation fall between the two choices? We'll get there

# Outline

- Derive RTTM from regression
- Motivation from beliefs (Bayesian Inference)
- Applied to baseball batting averages
- Applied to projection systems: Marcells

# Regression



# Student Test Scores

Students have a certain talent level on a scale of 0-100

- The (unknown) average talent is 50
- The (unknown) standard deviation of talent is 5

Students are going to take two tests to assess talent

- The test is a noisy measurement of talent
- We assume the noise has expected value of 0 (doesn't bias the scores up or down from talent level)
- The (unknown) standard deviation of noise is 2

We want to predict the second score from the first test score

# Student Test Scores

If we observe 1 score from 1 student, we just use that score to predict the next score

If we observe multiple scores from 1 student, we take the average

What if we observe 1 score from multiple students???

- Okay, so actually to build a model, we need to do this 2 test experiment to build the model
- THEN we can predict the second score from 1 score from another set of students

# Regression Prediction

We gather pairs of test scores from  $N$  students

The regression model is:

$$\begin{aligned}\text{Test 2 Score} &= \alpha + \beta \times \text{Test 1 Score} \\ &= \alpha + \beta \times (\text{Test 1 Score} - \text{Test 1 Avg} + \text{Test 1 Avg}) \\ &= (\alpha + \beta \times \text{Test 1 Avg}) + \beta \times (\text{Test 1 Score} - \text{Test 1 Avg}) \\ &= \tilde{\alpha} + \beta \times (\text{Test 1 Score} - \text{Test 1 Avg})\end{aligned}$$

→ If  $\beta < 1$ , *regression to the mean*

Let's see some examples

# Regression Prediction

Formulas for regression coefficients

$$\text{Test 2 Score} = \hat{\alpha} + \hat{\beta} \times \text{Test 1 Score}$$

$$\hat{\alpha} = \text{Test 2 Avg} - \hat{\beta} \times \text{Test 1 Avg}$$

$$\hat{\beta} = \text{Corr}(\text{Test 1 Score}, \text{Test 2 Score}) \times \frac{\text{StdDev Test 2 Score}}{\text{StdDev Test 1 Score}}$$

# Regression Prediction

More detailed regression equation

$$\begin{aligned}\text{Test 2 Score} &= \text{Test 2 Avg} + \hat{\beta} \times (\text{Test 1 Score} - \text{Test 1 Avg}) \\ &= \text{Test 2 Avg} + \rho \times \text{StdDev Test 2 Score} \times \frac{\text{Test 1 Score} - \text{Test 1 Avg}}{\text{StdDev Test 1 Score}} \\ &= \text{Test 2 Avg} + \rho \times \text{StdDev Test 2 Score} \times \text{Test 1 Z-Score}\end{aligned}$$

- Test 2 Avg controls level
- Std Dev of Test 2 is used to scale properly
- Correlation coefficient controls dependence on Test 1
  - ◆ If =1, use Test 1 score
  - ◆ If =0, Test 1 doesn't matter so use the average

# Regression Prediction

More detailed regression equation

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# Regression to the Mean

The general form:

$$\text{Regressed Estimate} = w \cdot \text{Observation} + (1 - w) \cdot \text{Mean}, \quad 0 \leq w \leq 1$$

# Updating Beliefs



# Coin Flipping

- We're going to flip a coin
- It has an unknown probability of heads equal to  $p$
- As we observe tosses, we want to update our beliefs about  $p$

What should our starting belief be? How do we update our beliefs?

This is all a non-technical primer on *Bayesian Inference*

- Bayesian Inference is neither superior or inferior, it's just a different approach

# Initial Beliefs aka Prior Beliefs

We're going to start with an agnostic belief

- We have no idea what  $p$  could be other than it's between 0 and 1

We quantify our beliefs according to an number of expected heads (H) and expected tails (T)

- The larger either or both H and T are, the more firm we are in our beliefs
- Our agnostic belief is  $H = T = 1$
- We'll eventually see the formula for producing our belief from H and T

$$\text{Best Guess } p = \frac{H}{H + T}$$

# Updating Beliefs

We toss the coin and have updated counts for H and T

$$H_{new} = H_{old} + \text{Number of Heads tossed}, \quad T_{new} = T_{old} + \text{Number of Tails tossed}$$

Our best guess is always the fraction of heads:

$$\begin{aligned} \text{Updated Best Guess for } p &= \frac{H_{new}}{H_{new} + T_{new}} \\ &= \frac{H_{old} + \text{Number of Heads tossed}}{H_{old} + \text{Number of Heads tossed} + T_{old} + \text{Number of Tails tossed}} \\ &= \frac{H_{old} + \text{Number of Heads tossed}}{H_{old} + T_{old} + \text{Number of tosses}} \end{aligned}$$

# Updating Beliefs and RTTM

We can do a little math...

$$\text{Best Guess after } N \text{ tosses} = \frac{H_0 + \# \text{ Heads}}{H_0 + T_0 + N}$$

$$\text{Best Guess after } N \text{ tosses} = \frac{N}{H_0 + T_0 + N} \cdot \frac{\# \text{ Heads}}{N} + \frac{H_0 + T_0}{H_0 + T_0 + N} \cdot \frac{H_0}{H_0 + T_0}$$

$$\text{Best Guess after } N \text{ tosses} = w_N \cdot \text{Proportion of Heads observed} + (1 - w_N) \cdot \text{Initial Best Guess}$$

$$w_N = \frac{N}{H_0 + T_0 + N}, \quad 0 \leq w_N \leq 1$$

# Updating Beliefs and RTTM

Recall from earlier:

$$\text{Regressed Estimate} = w \cdot \text{Observation} + (1 - w) \cdot \text{Mean}, \quad 0 \leq w \leq 1$$

Updated belief:

$$\text{Best Guess after } N \text{ tosses} = w_N \cdot \text{Proportion of Heads observed} + (1 - w_N) \cdot \text{Initial Best Guess}$$

$$w_N = \frac{N}{H_0 + T_0 + N}, \quad 0 \leq w_N \leq 1$$

- Our best guess can be subjective/opinion (this is *Bayesian Inference*)
- Or it can be empirical like the average above (this is *Empirical Bayes*)

# Projection Systems

# Projection Systems

Many different projection systems: PECOTA, ZiPS, Steamer, Marcel, etc

Lots of similar ideas:

- Use historical performance
- Look for similar players to help with forecasting
- Aging
- *Regression to the mean*

# Marcel Demo

Marcel the Monkey



# Win/Loss Records

<https://fivethirtyeight.com/features/how-to-predict-mlb-records-from-early-results/>

A good primer on Regression to the Mean

One thing to note: which “mean”?

- Should you regress a team's W/L record towards .500?
- Or towards the pre-season projection?
- (Probably to the projection if it's good)