
Machine Learning Predictions in the NBA

Presented by Dillon Medd

NBA

Data and Methods

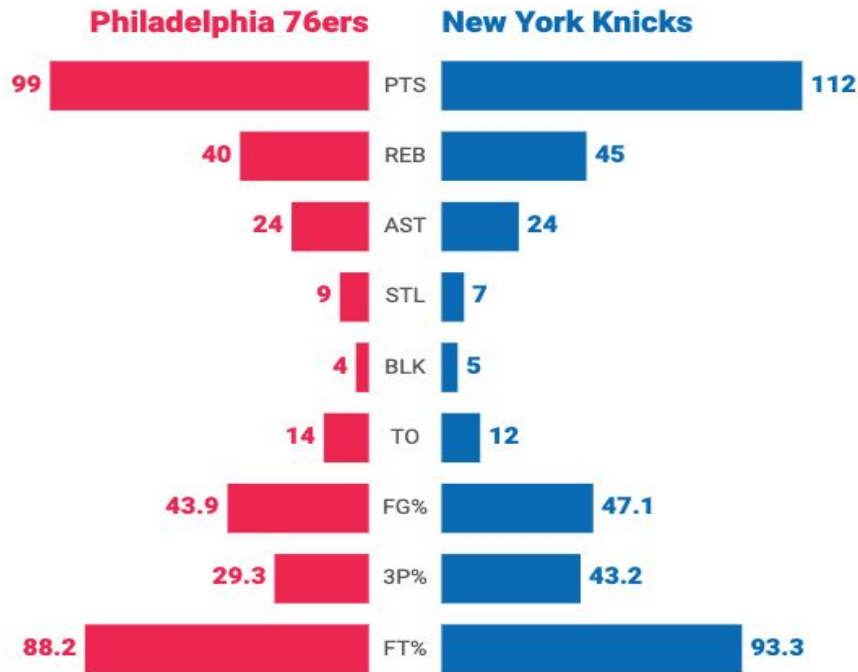


- Statistics from 3,200 games over the previous five regular seasons (2017-2021) were gathered using an API from NBA.com
- Two separate models were developed
 - Classification model to predict home team result (Win/Loss)
 - Regression model to predict margin of Victory/Defeat for home team
- Both models were trained using a combination of lagged team and player statistics

Traditional Box Score

- Traditional Box Scores are easy to follow and understand
- Traditional team and player stats have been tracked since the early days of the NBA
- Simple to calculate
 - Ex. (FG% = Makes / Attempts)

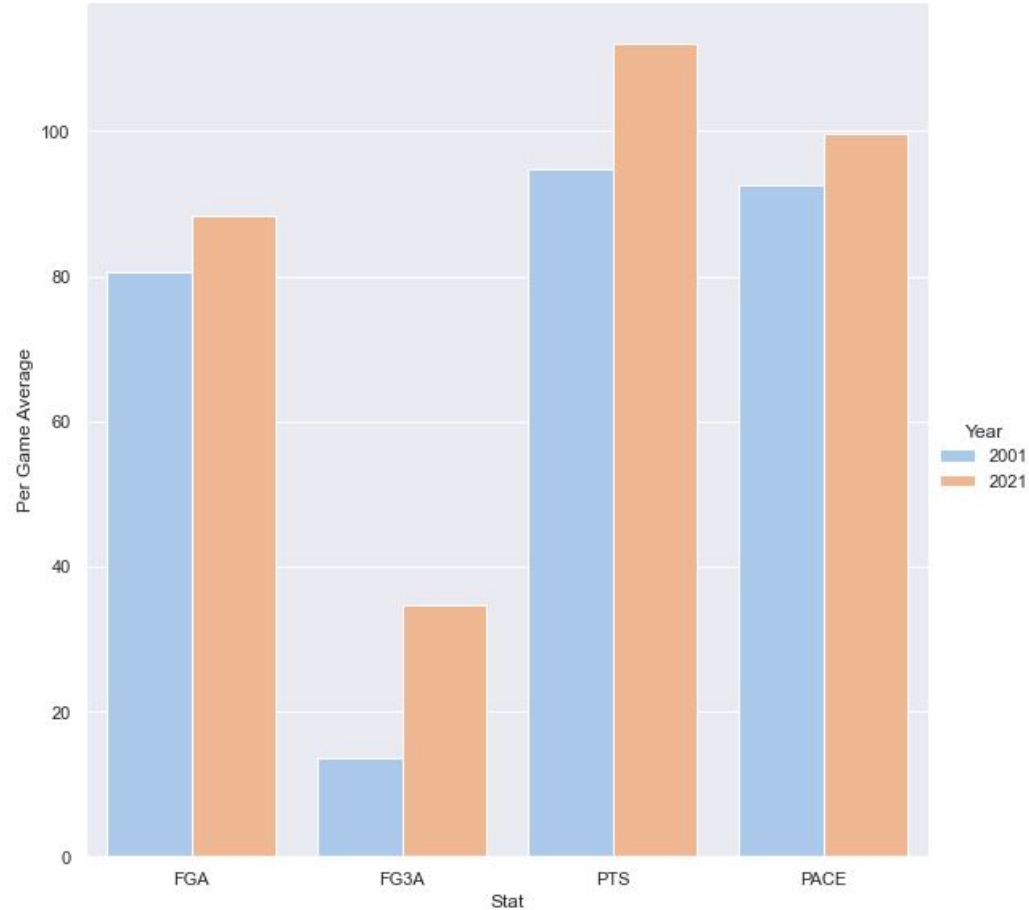
Team Comparison



Starters	Basic Box Score Stats																			
	MP	FG	FGA	FG%	3P	3PA	3P%	FT	FTA	FT%	ORB	DRB	TRB	AST	STL	BLK	TOV	PF	PTS	+/-
Julius Randle	36:13	7	18	.389	2	5	.400	0	0		4	7	11	7	0	0	1	0	16	+8
Evan Fournier	32:12	6	10	.600	4	6	.667	2	2	1.000	1	1	2	4	0	1	0	2	18	+3
RJ Barrett	31:21	4	10	.400	2	4	.500	0	0		0	7	7	1	0	0	4	2	10	-1
Mitchell Robinson	28:59	3	3	1.000	0	0		1	2	.500	3	3	6	1	1	0	1	5	7	0
Kemba Walker	28:10	7	15	.467	5	11	.455	0	0		0	3	3	5	2	1	1	2	19	+3
Team Totals	240	41	87	.471	16	37	.432	14	15	.933	13	32	45	24	7	5	12	18	112	

Analytics in the NBA

- Analytics has revolutionized the NBA over the past two decades
- Advanced statistics led to new strategies and evaluation metrics for teams and players
- Teams today play at a quicker pace as well as shoot three at a much higher rate compared to teams in the past

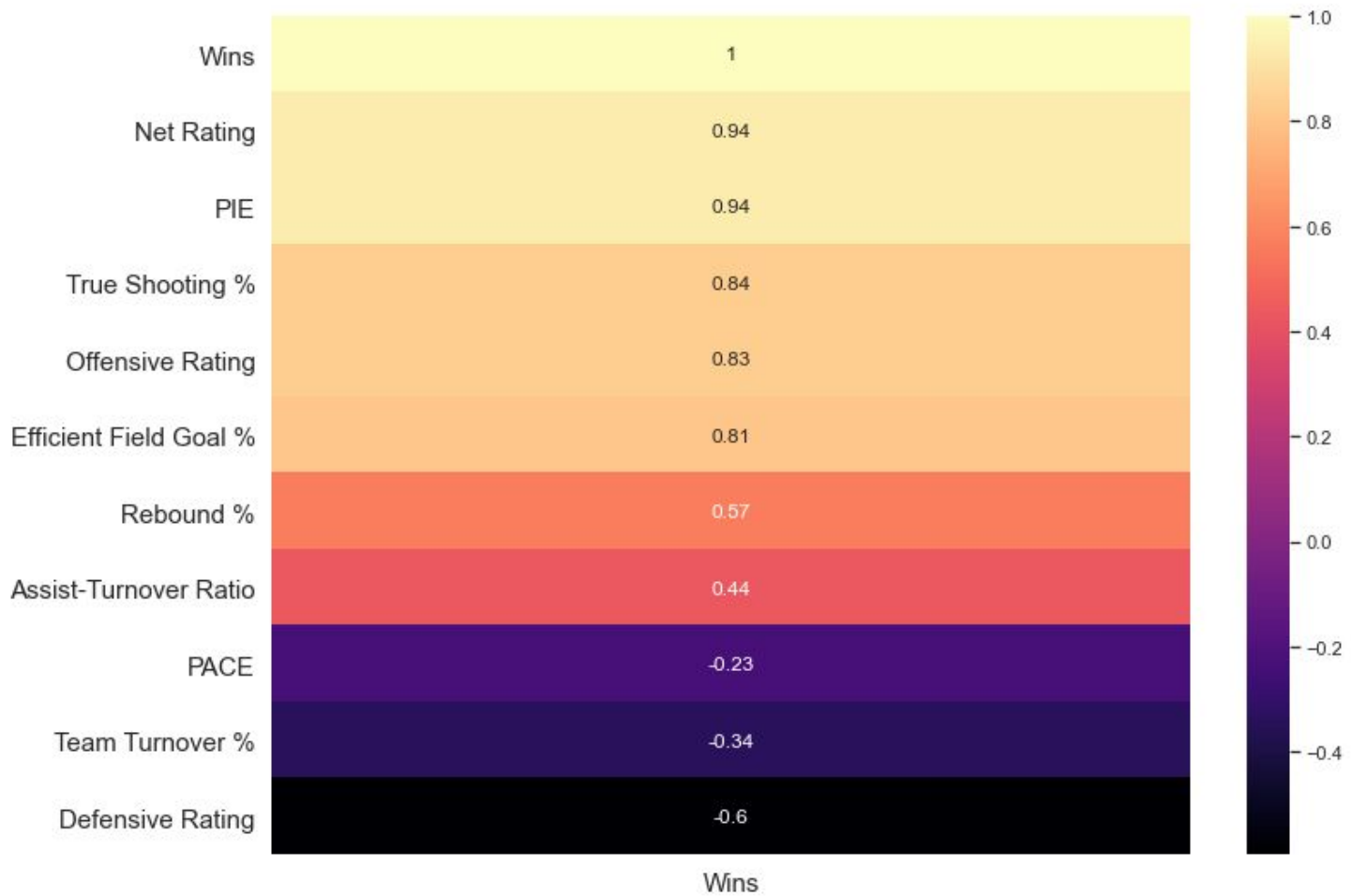


Advanced Box Score

- Advanced Statistics are commonly used by coaches, GMs, writers, etc. to evaluate players and teams in today's NBA
- Provides a better understanding how a player or team played than traditional statistics
- Can be difficult to calculate/understand:
 - Ex. True Shooting Percentage (TS%) = $(\frac{1}{2}) * \text{Points} / (\text{FGA} + .44 \text{ FTA})$

	Advanced Box Score Stats															
Starters	MP	TS%	eFG%	3PAr	FTr	ORB%	DRB%	TRB%	AST%	STL%	BLK%	TOV%	USG%	ORTg	DRtg	BPM
Julius Randle	36:13	.444	.444	.278	.000	12.9	21.1	17.2	29.2	0.0	0.0	5.3	23.8	120	113	0.4
Evan Fournier	32:12	.827	.800	.600	.200	3.6	3.4	3.5	18.6	0.0	3.6	0.0	15.4	182	118	8.8
RJ Barrett	31:21	.500	.500	.400	.000	0.0	24.4	12.6	4.4	0.0	0.0	28.6	20.3	74	112	-12.8
Mitchell Robinson	28:59	.902	1.000	.000	.667	12.1	11.3	11.7	4.6	1.9	0.0	20.5	7.7	155	113	-3.9
Kemba Walker	28:10	.633	.633	.733	.000	0.0	11.6	6.0	29.3	3.8	4.2	6.3	25.8	136	106	11.2
Team Totals	240	.598	.563	.425	.172	31.7	72.7	52.9	58.5	7.8	12.2	11.4	100.0	125.3	110.8	

Advanced Statistics Correlation with Win Percentage

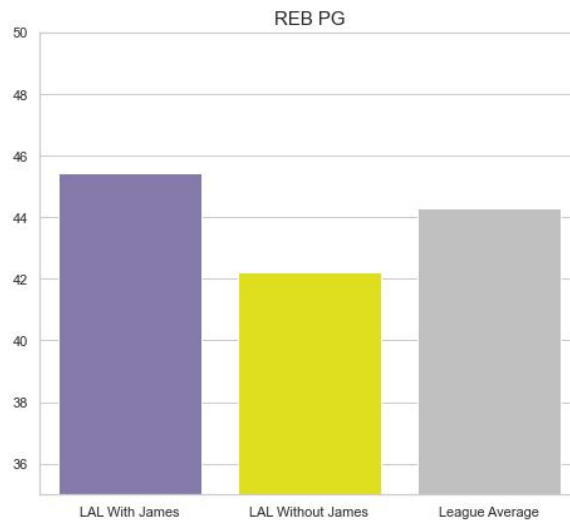
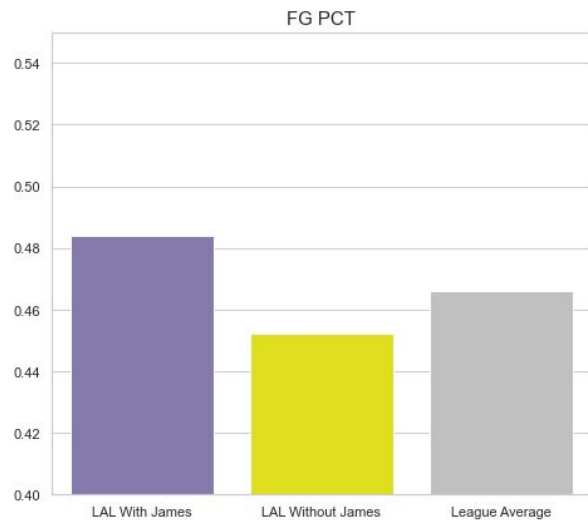
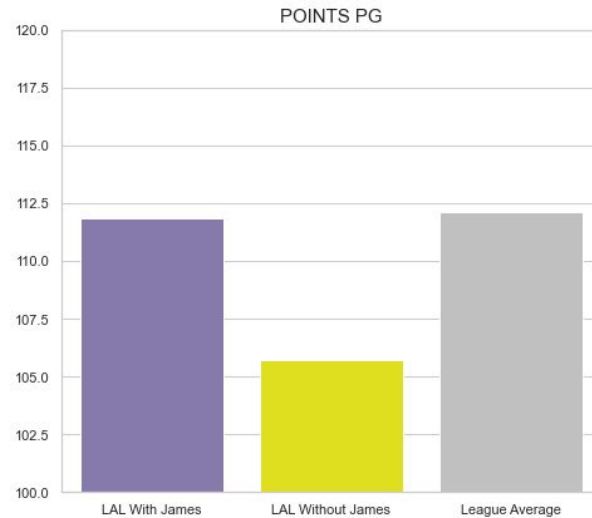
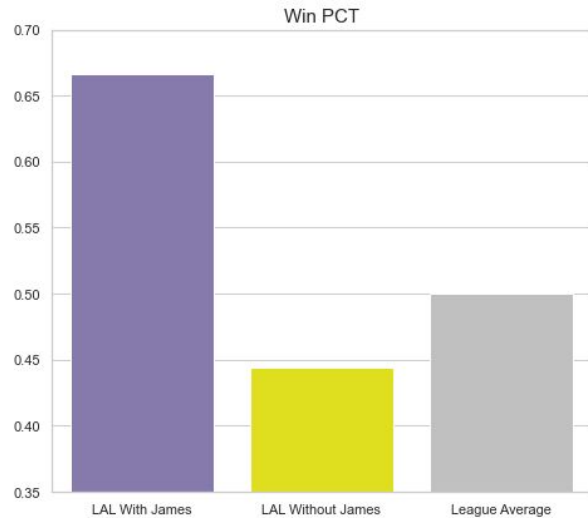


Plotly Graphs



<https://chart-studio.plotly.com/~dmedd/7.embed>

<https://chart-studio.plotly.com/~dmedd/9/#/>

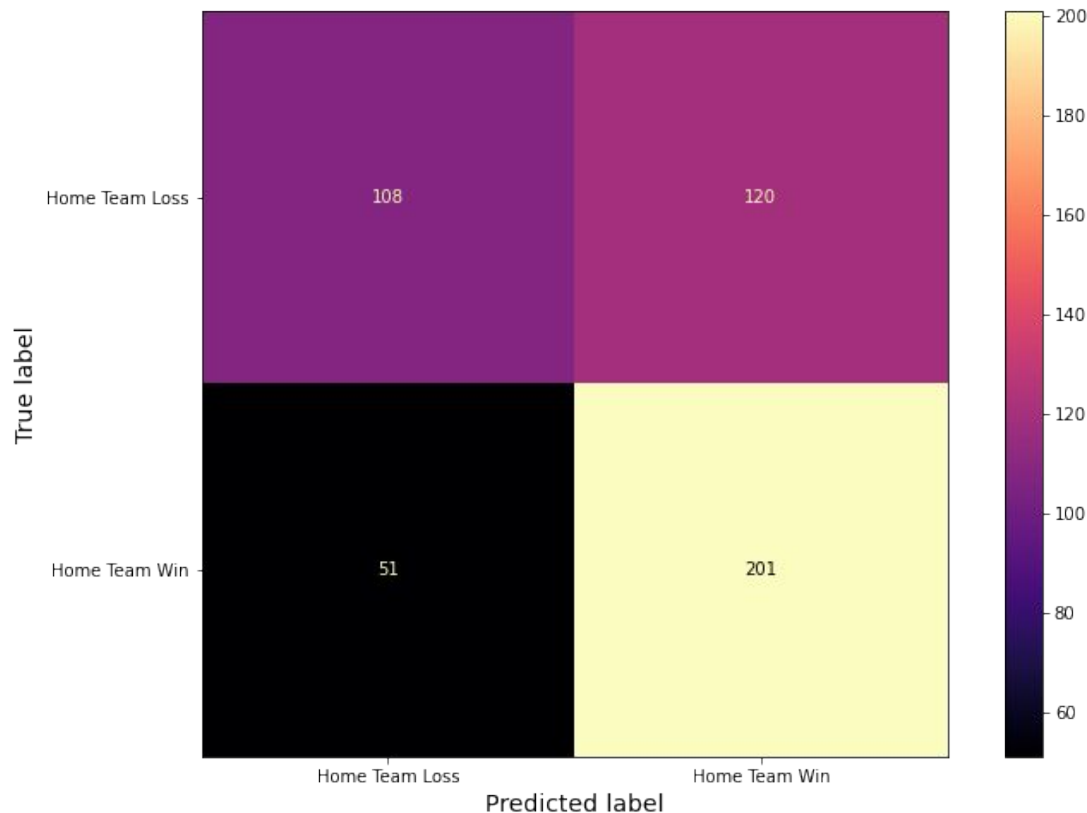


- Today's NBA sees star players rested often and injuries are unavoidable
- The Lakers with James in the starting lineup were above average stats, but below average when he did not play
- Emphasizes need to include starting lineup information in model



Classification Model Results

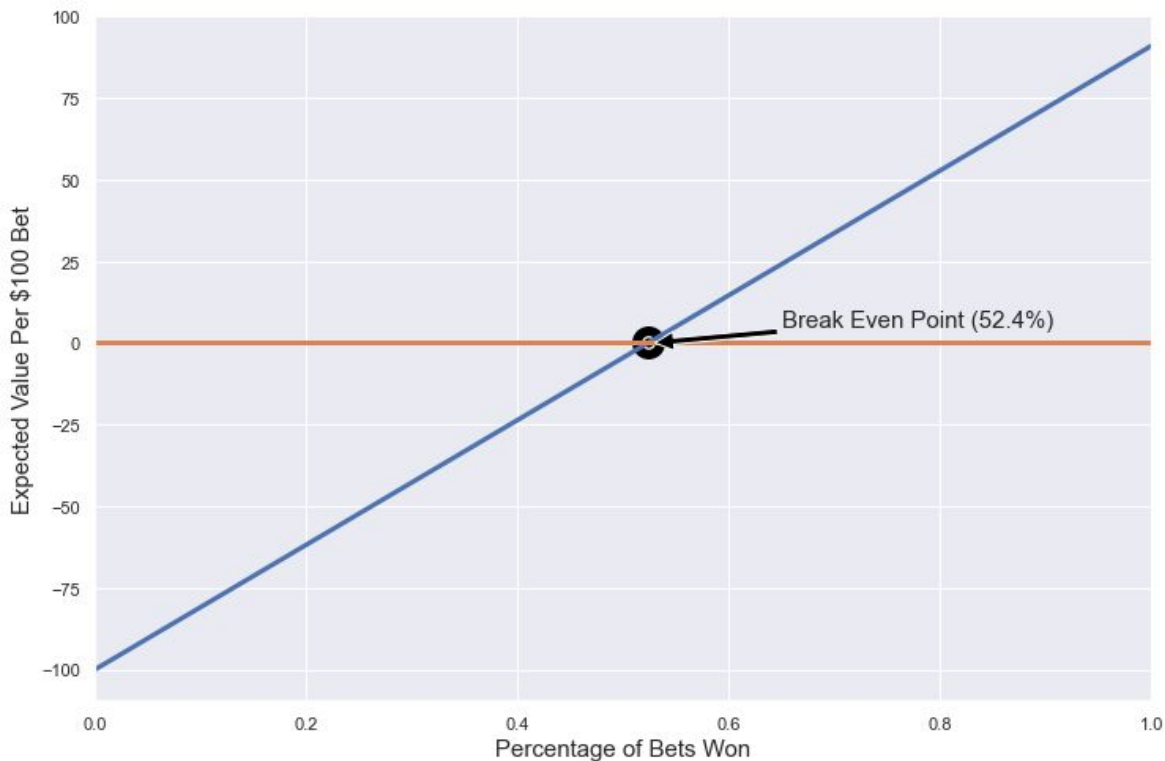
- Model predicted winning team correctly for 64.4% of test set
- Used Logistic Regression Classifier with 22 features
 - 16 Team Statistics
 - 6 Player Statistics
 - Data scaled with Standard Scaler



Regression Model Results



- Lasso Regression Model using 28 features returned a RMSE of 12.9
 - 20 Team Statistics
 - 8 Player Statistics
- Best measure of success is to test how it would fare against the 'spread'
- Due to standard 'vig', one must win 52.4% of the time to be profitable
- Model led to a successful bet for 56.1% of games in test set



Monetary Return of \$100 Wagers using Model Predictions



Potential Next Steps



- More games, more testing
- Incorporate matchup data into model
- Neural Networks
- Test accuracy of classification model predicted probabilities
- Predict exact scores



Thank You!

- dillonmedd1@gmail.com
- GitHub
- LinkedIn