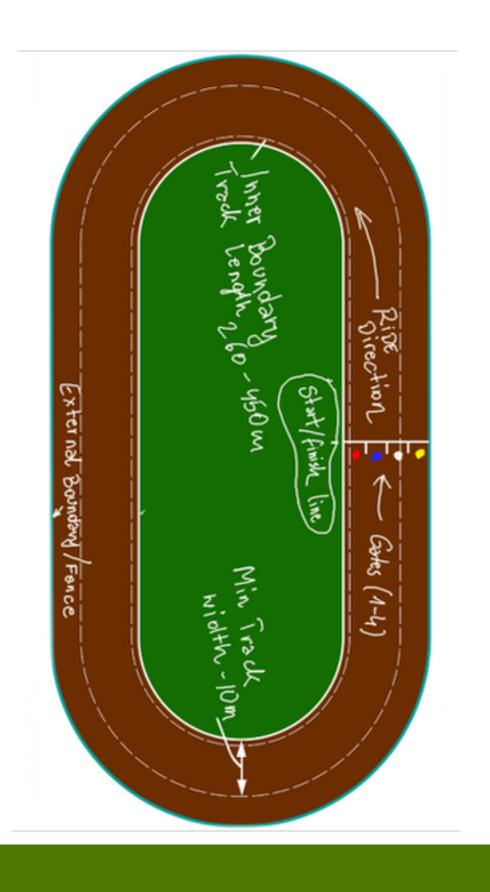
# Using online update algorithms to predict speedway results.

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# Speedway is a motorcycle sport.

- Motorbike racing on dirt circuit.
- No gears and no breaks.
- 4 riders competing over four laps.
- Start indicated by **tape rise** and light signal.
- Exclusions for falling, engine failure, retiring, touching tape etc.
- Sliding scale for scoring (known as the 3-2-1-0 method)





# More than 1000 events annualy.

- 1000 riders from 31 countries
- 100 different competitions.
- Individual competitions Grand-Prix
- League matches PGE Ekstraliga,
   Premiership, Elitserien, Bundesliga etc.
- Team competitions SWC/SON
- Pair competitions SBP



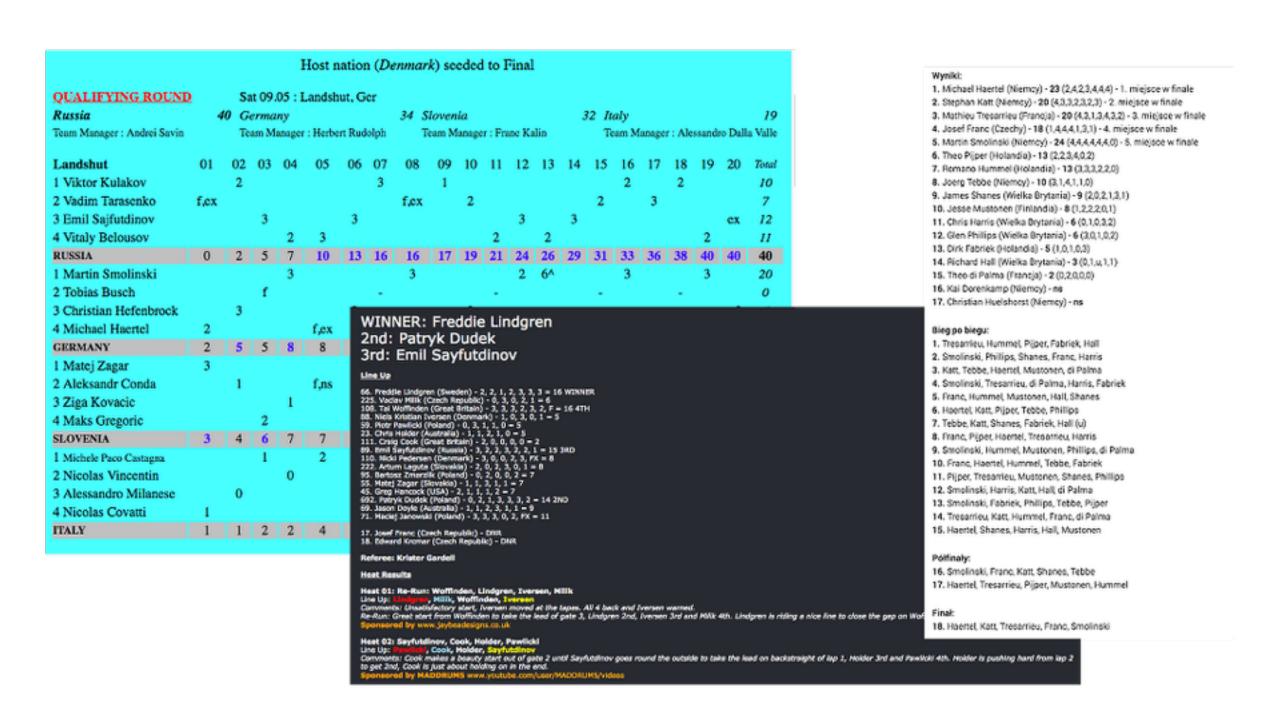


### Statistics matter.





## Approach to data is old-fashioned



source: sportowefakty.pl, speedwayresults.com, speedwayupdates.proboards.com



## Data gathering partially automated.

- Multiple scrapers for different pages (`rvest`, `RSelenium` and a lot of REGEXP)
- PDF parsers ('tabulizer')
- Finding appropriate rider-heat pattern
- Additional verifications
- Approximate string matching for language specific letters (`stringdist:amatch`)
- Apps to input and browse data (`shiny`,`rhandsontable`,`RMySQL`)











## Actual speedway database

- 10528 events in 148 competitions.
- Almost 700k individual performances.
- Unified rider names, competitions and places.
- 241 Speedway stadiums with coordinates



## **Analytical challange**

- Output is a ranking.
- Need for continuous updates.
- Some commonly known effects need to be examined:
  - Riders form changes in time.
  - Many interactions (gate\*heat\*stadium).
  - Field advantage.
  - Winter break





## Online update algorithms.

- Ranking modelled as Rank Ordered Logit/BT Model.
- Models are estimated using Bayesian Approximation Method.

$$R_i' \leftarrow R_i + K * (Y_i - \hat{Y}_i)$$

- Update doesn't require previous data.
- Computationaly efficient.



## **Elo rating system**

- Rating calculated using formula specified by FIDE.
- Points gain depends on rating difference
- No rating deviation in Elo formula

| D       | PD     | D       | PD     | D       | PD     | D       | PD     |
|---------|--------|---------|--------|---------|--------|---------|--------|
| Rtg Dif | H L    |
| 0-3     | .50.50 | 92-98   | .63.37 | 198-206 | .76.24 | 345-357 | .89.11 |
| 4-10    | .51.49 | 99-106  | .64.36 | 207-215 | .77.23 | 358-374 | .90.10 |
| 11-17   | .52.48 | 107-113 | .65.35 | 216-225 | .78.22 | 375-391 | .91.09 |
| 18-25   | .53.47 | 114-121 | .66.34 | 226-235 | .79.21 | 392-411 | .92.08 |
| 26-32   | .54.46 | 122-129 | .67.33 | 236-245 | .80.20 | 412-432 | .93.07 |
| 33-39   | .55.45 | 130-137 | .68.32 | 246-256 | .81.19 | 433-456 | .94.06 |
| 40-46   | .56.44 | 138-145 | .69.31 | 257-267 | .82.18 | 457-484 | .95.05 |
| 47-53   | .57.43 | 146-153 | .70.30 | 268-278 | .83.17 | 485-517 | .96.04 |
| 54-61   | .58.42 | 154-162 | .71.29 | 279-290 | .84.16 | 518-559 | .97.03 |
| 62-68   | .59.41 | 163-170 | .72.28 | 291-302 | .85.15 | 560-619 | .98.02 |
| 69-76   | .60.40 | 171-179 | .73.27 | 303-315 | .86.14 | 620-735 | .99.01 |
| 77-83   | .61.39 | 180-188 | .74.26 | 316-328 | .87.13 | > 735   | 1.0.00 |
| 84-91   | .62.38 | 189-197 | .75.25 | 329-344 | .88.12 |         |        |

source: https://www.fide.com/fide/handbook.html?id=172&view=article



## Glicko rating system (`sport::glicko`)

- First bayesian rating system.
- Rating change depends on ratings (R) and ratings deviation (RD).

$$\hat{Y}_i = P(X_i > X_q) = \frac{1}{1 + 10^{-g(RD_{iq}) * (R_i - R_q)/400}}$$

$$R'_{i} = R_{i} + \frac{1}{\frac{1}{RD_{i}^{2}} + \frac{1}{d_{i}^{2}}} * \sum_{j} g(RD_{j}) * (Y_{ij} - \hat{Y}_{ij})$$

$$RD'_i = \sqrt{(\frac{1}{RD_i^2} + \frac{1}{d_i^2})^{-1}}$$



## Glicko2 rating system (`sport::glicko2`)

- Volatile parameter σ added. Measures expected fluctuations.
- Updated rating deviation based on the 'Illinois Algorithm'.

$$\hat{Y}_{ij} = \frac{1}{1 + e^{-g(\phi_{ij})*(\mu_i - \mu_j)}}$$

$$\phi'_i = \frac{1}{\sqrt{\frac{1}{\phi_i^2 + {\sigma'_i}^2} + \frac{1}{\nu}}}$$

$$\mu'_i = \mu_i + \phi'_i * \sum_i g(\phi_i) * (Y_{ij} - \hat{Y}_{ij})$$

## Bayesian Bradley Terry ('sport::bbt')

- Extends algorithms to multi-player teams.
- Team rating/variance is a sum of team players ratings/variances.

$$\hat{Y}_{ij} = P(X_i > X_j) = \frac{e^{R_i/c_{ij}}}{e^{R_i/c_{ij}} + e^{R_j/c_{ij}}}$$

$$R'_{i} = R_{i} + \sum_{j} \frac{RD_{i}^{2}}{c_{ij}} * (Y_{ij} - \hat{Y}_{ij})$$

$$RD'_{i} = RD_{i} * [1 - \frac{RD_{ij}^{2}}{RD_{i}^{2}} \sum_{j} \gamma_{j} * (\frac{RD_{i}}{c_{ij}})^{2} * \hat{Y}_{ij} \hat{Y}_{ji}]$$



## Bayesian Dynamic Logit ('sport::bdl')

- EKF with logistic function as measurement equation.
- Teams/players are treated as alternative in discrete choice models.

$$Y_t = \frac{e^z}{1 + e^{z_t}}$$

$$z_t = \beta_{it}^T x_{it} - \beta_{jt}^T x_{jt}$$

$$\hat{\boldsymbol{w}}_t = \hat{\boldsymbol{w}}_{t-1} + \boldsymbol{\Sigma}_t \boldsymbol{x}_t (z_t - y_t)$$

$$s_t^2 = \boldsymbol{x}_t^T (\boldsymbol{\Sigma}_{t-1} + q_t \boldsymbol{I}) \boldsymbol{x}_t$$

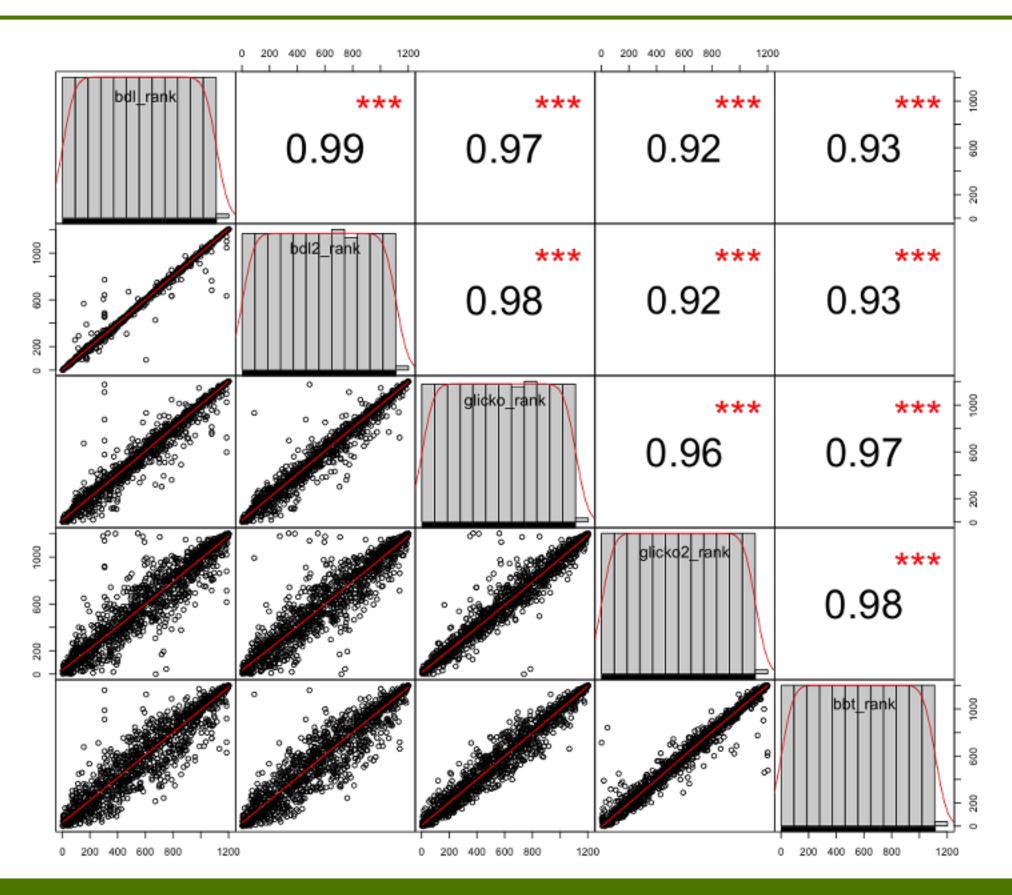


# `sport` - package for sport analytics.

```
# devtools::install_github("gogonzo/sport")
library(sport)
list_glicko <- glicko_run( formula = rank|id ~ rider_name, data = gpheats )
list_glicko2 <- glicko2_run( formula = rank|id ~ rider_name, data = gpheats )</pre>
list_bbt <- bbt_run( formula = rank|id ~ rider_name, data = gpheats )</pre>
list_bdl
         <- bdl_run( formula = rank|id ~ rider_name, data = gpheats )</pre>
> names(list_glicko)
[1] "r"
               "pairs"
                          "final_r" "final_rd"
> head(list_glicko$r)
  id
                names
        Tomasz Gollob 1586.327 203.5029
        Gary Havelock 1241.019 203.5029
          Chris Louis 1758.981 203.5029
  1 Tony Rickardsson 1413.673 203.5029
        Sam Ermolenko 1758.981 203.5029
       Jan Staechmann 1241.019 203.5029
> tail(list_glicko$pairs)
        id
                                                     PΥ
                      team1
                                       team2
             Tai Woffinden Fredrik Lindgren 0.6333719 0
61043 5063
                                Patryk Dudek 0.4877610 0
61044 5063
             Tai Woffinden
              Tai Woffinden Emil Sajfutdinow 0.5177363 0
61045 5063
61046 5063 Emil Sajfutdinow Fredrik Lindgren 0.6167259 0
61047 5063 Emil Sajfutdinow
                               Patryk Dudek 0.4700839 0
61048 5063 Emil Sajfutdinow Tai Woffinden 0.4822637 1
```



# Methods perform similarly.





## ML methods don't improve model.

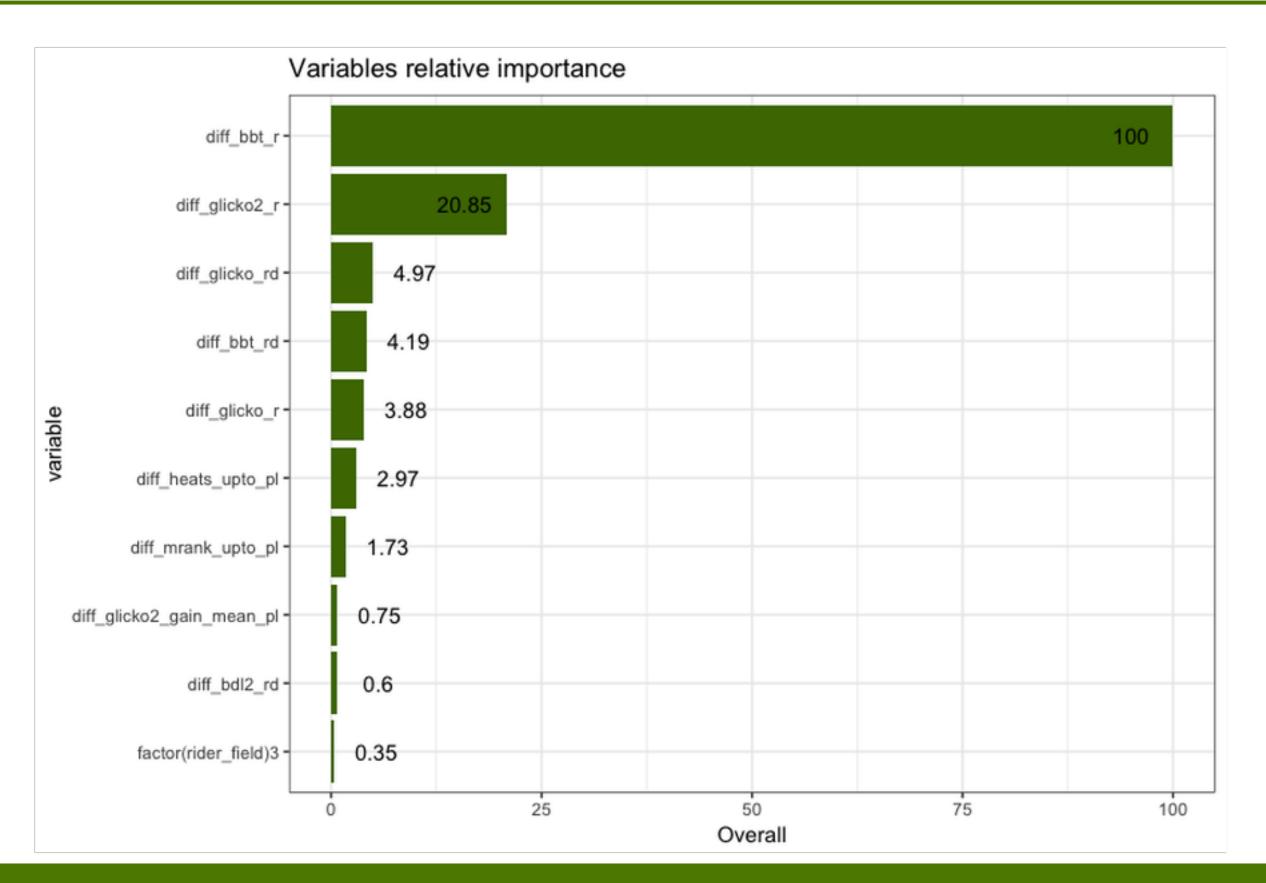
| <b>Algorithm</b> | Accuracy |                     |
|------------------|----------|---------------------|
| Glicko           | 69.75%   |                     |
| Glicko2          | 70.20%   |                     |
| BBT              | 71.06%   |                     |
| BDL              | 69.09%   | - xgBoost, Rai      |
| BDL2             | 68.81%   | trees didn't        |
| xgb1             | 71.01%   | troop didire        |
| xgb2             | 71.00%   | - Additional va     |
| xgb3             | 71.02%   | predictive at       |
| xgb4             | 71.67%   | p. 0 0.10 t. 10 0.1 |
| treeb1           | 70.16%   |                     |
| treeb2           | 69.65%   |                     |
| treeb3           | 69.97%   |                     |
| treeb4           | 69.03%   |                     |
| rf               | 70.25%   |                     |

xgBoost, Random Forests nor Boosted trees didn't improve accuracy.

- Additional variables have no additional predictive abilities.

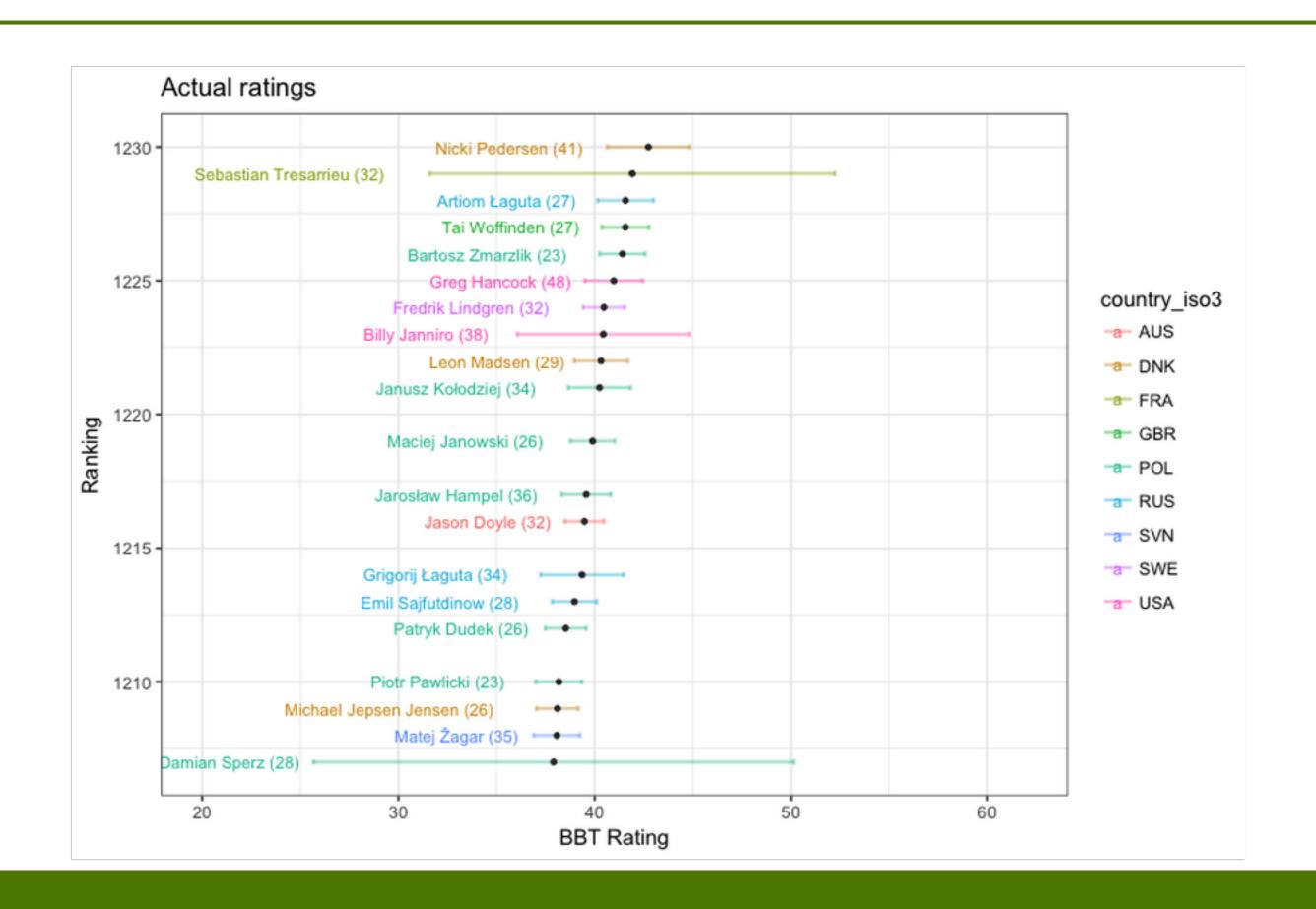


# **Non-rating vars contribution < 5%**





## The Best speedway riders.





### What comes next

- Searching for perfect predictive model.
- Improve `sport` package.
- Simulate events results.
- Promote data-science in speedway.



### References

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# Thank you

github.com/gogonzo dawid.kaledkowski@clickmeeting.com linkedin.com/in/dawidkaledkowski

