

Background



- Multi-million dollar industry where every week (or day) bettors compete against a
 pool of opponents to create the best fantasy lineup.
- Differs from regular season-long fantasy sports in which you draft a team at the beginning of the season and keep that roster for the entire season.
- Been the subject of court cases* over whether it is "gambling" vs. "game of skill"
- DraftKings, FanDuel, ESPN, Yahoo! major players in the space with some prize pots for NFL competitions at over \$1M







* Source: <u>Wikipedia</u>

The Dataset





nfscrapeR 🛂

- R package built on the NFL API play-by-play data
- Aggregated player stats from 2018 season
- Converted NFL stats to DraftKings <u>fantasy points</u>





RotoGuru 🔀

- Archive of daily fantasy salaries and points from variety of DFS sites
- Scraped using R's rvest package
- Joined with NFL stats dataset to get full 2018 fantasy season stats

The Optimizer

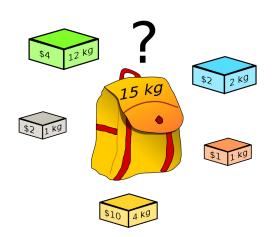


DraftKings Rules:

- > 9 player lineups (1 QB, 3 WRs, 2 RBs, 1 TE, 1 Flex*, 1 DEF)
- \$50,000 maximum salary

Linear Optimization

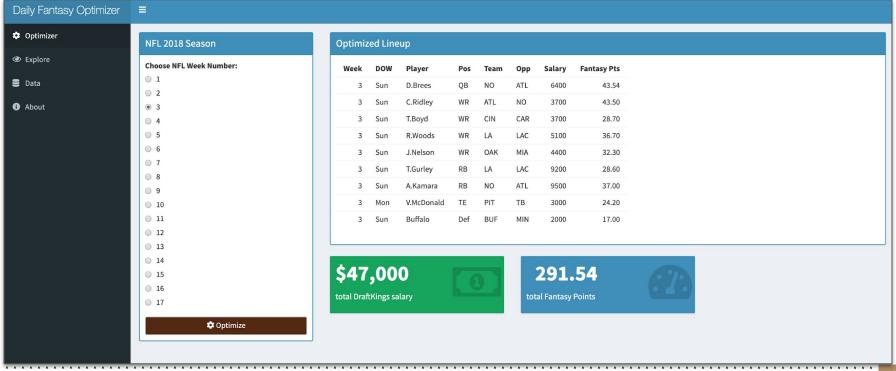
- Using R's lpSolve package
- Essentially an iteration of the <u>Knapsack Problem</u>
- Outputs optimal lineup based on most fantasy points within salary budget constraint



The App



Link to the Shiny Dashboard



Next Steps











Utilize Projections

Aggregate fantasy projection sites (ESPN, CBS, FantasyPros, etc.)

Supplemental Data

Scrape weekly salaries, injury updates, weather forecasts

Multiple Lineups

Generate multiple iterations of top lineups for hedging

Build Own Model

Using publicly available projections limits differenatiation from competitors