

### **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

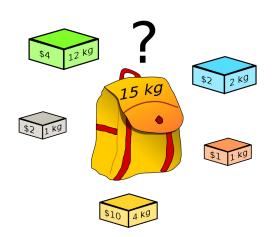


#### **DraftKings Rules:**

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

#### **Linear Optimization**

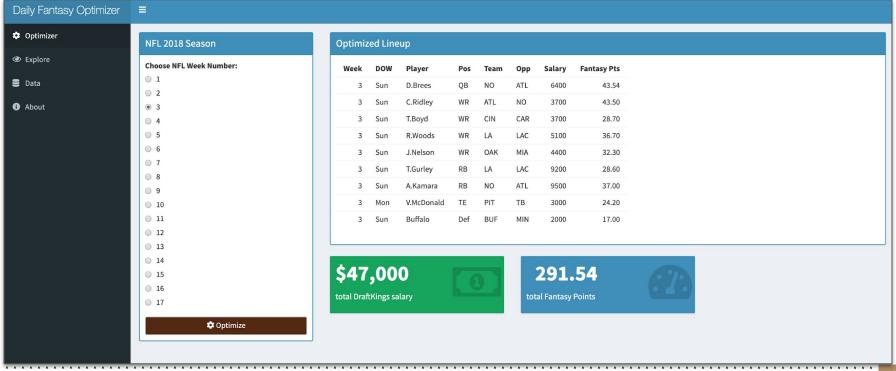
- Using R's lpSolve package
- Essentially an iteration of the <u>Knapsack Problem</u>
- Outputs optimal lineup based on most fantasy points within salary budget constraint



## The App



#### Link to the Shiny Dashboard



# **Next Steps**











**Utilize Projections** 

Aggregate fantasy projection sites (ESPN, CBS, etc.) using R's ffanlytics package

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 differentiation from competitors