

# Predicting NFL Play Calling

Using Historic Play-By-Play Data

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# Executive Summary

- Top NFL teams look to improve strategic decision making
- Detailed NFL Play-by-Play data is available
- Machine learning models trained on past season
- A neural network model predicted **72.2%** of the 2022 season's plays

Research Question:

***What is the next type of play  
(run or pass) given the current  
game state and previous plays?***

# Dataset

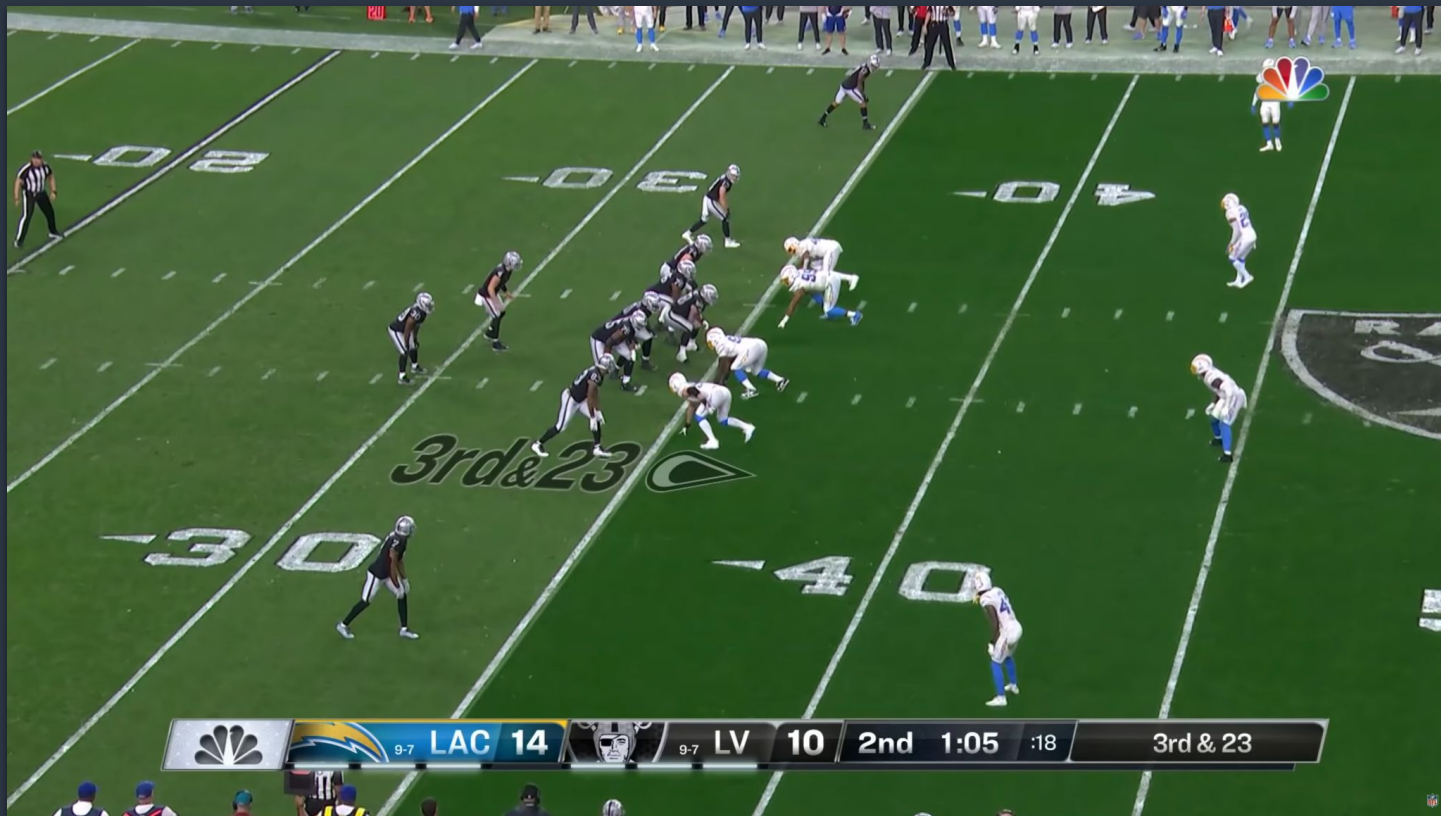
- Made available through the *nflfastR* package
- Contains:
  - **24** seasons
  - **6,418** games
  - **1,148,717** plays
- Each play has **300+** variables



# WEEK 18

GAME HIGHLIGHTS





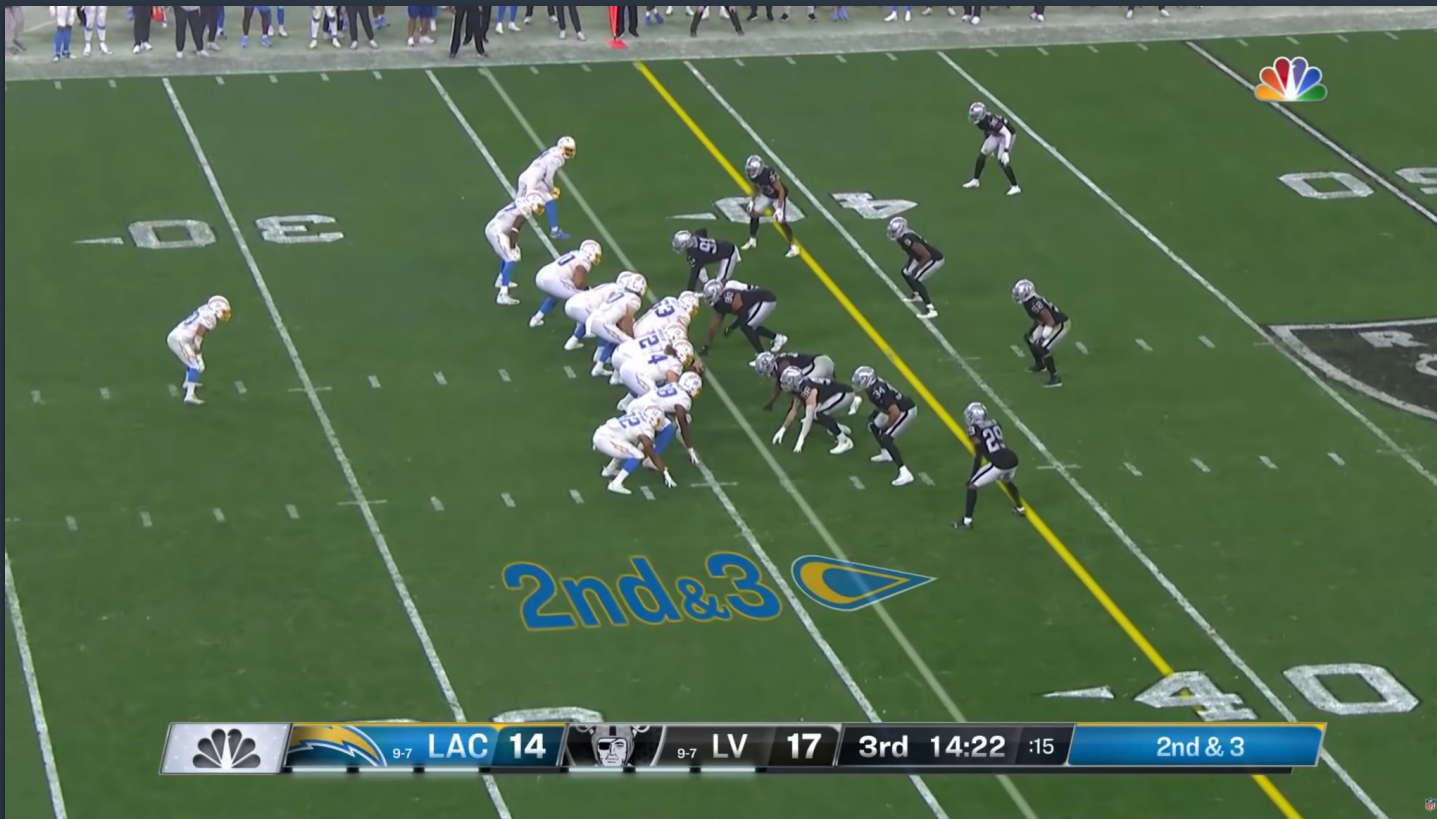


# WEEK 18

GAME HIGHLIGHTS







	 9-7 <b>LAC 14</b>	 9-7 <b>LV 17</b>	<b>3rd 14:22</b>	<b>:15</b>	<b>2nd &amp; 3</b>
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# Utility

- **Defense:** Predict offensive play to limit success
- **Offense:** Understand current play call predictability and evaluate
- **NFL:** Increased strategic decision making
  - = Increased entertainment value
  - = Increased viewership

# Methodology



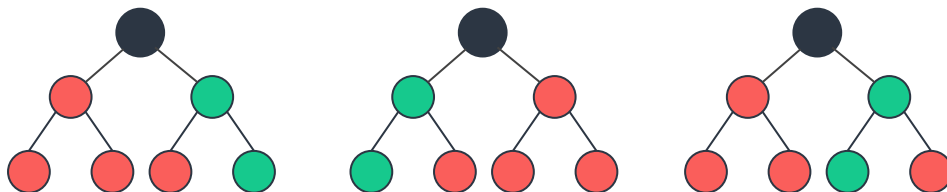
# Naive Bayes

- Classification algorithm based on *Bayes' Theorem*
- Assumes independent variables
- Calculates probability per variable

$$P(A|B) = \frac{P(A|B) P(A)}{P(B)}$$

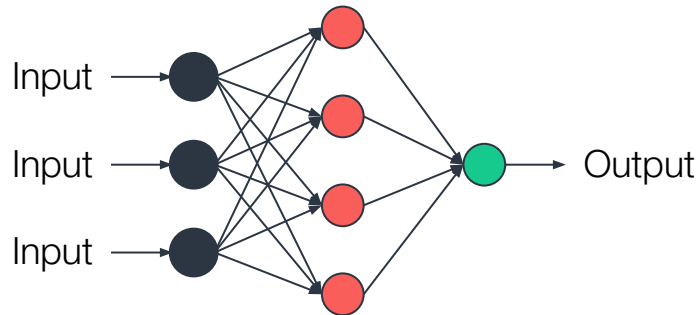
# Random Forest

- Ensemble of decision trees
- Subset of samples and features per tree
- Aggregates predictions of every tree



# Feed Forward Neural Network

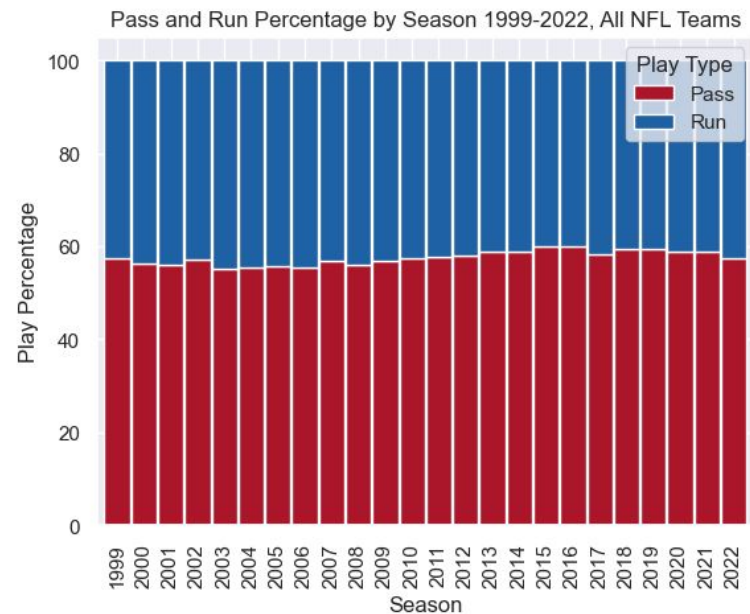
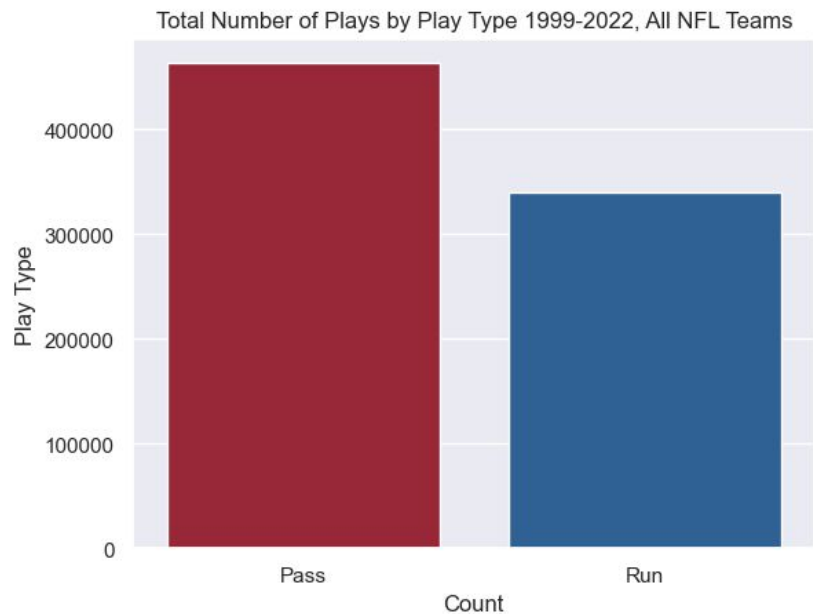
- Basic artificial neural network
- Composed of input, hidden, and output layers of neurons
- Weights given to inputs and activation function applied with neuron



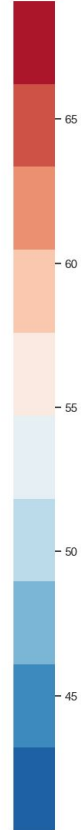
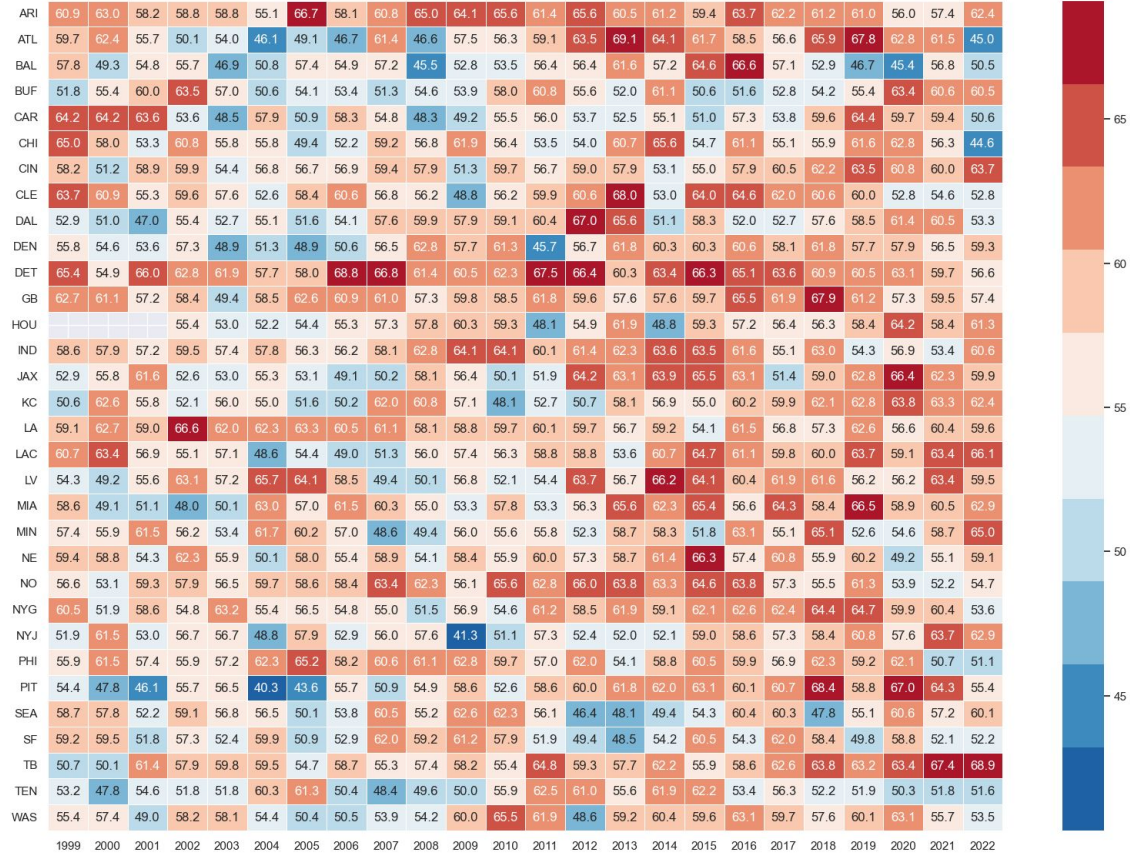
# Analysis







Pass and Run Percentage by Team and Season 1999-2022



# Naive Bayes Results

Encoded	Coach/Team	Balanced	Accuracy	AUC
No	No	No	64.90%	0.694
Yes	No	No	66.77%	0.722
Yes	Yes	No	66.71%	0.724
Yes	Yes	Yes	<u>66.71%</u>	<u>0.725</u>

# Random Forest Results

Encoded	Coach/Team	Balanced	Accuracy	AUC
No	No	No	70.88%	0.781
Yes	No	No	70.70%	0.780
Yes	Yes	No	<u>71.22%</u>	<u>0.786</u>
Yes	Yes	Yes	70.98%	0.785

# Neural Network Results

Hidden Layers	Layer Nodes	Activation	Accuracy	Loss
3	256	relu	<u>71.90%</u>	<u>0.5471</u>
2	256	relu	71.73%	0.5498
1	32	relu	71.39%	0.5593
1	128	tanh	70.70%	0.5692
3	32	relu	71.57%	0.5594

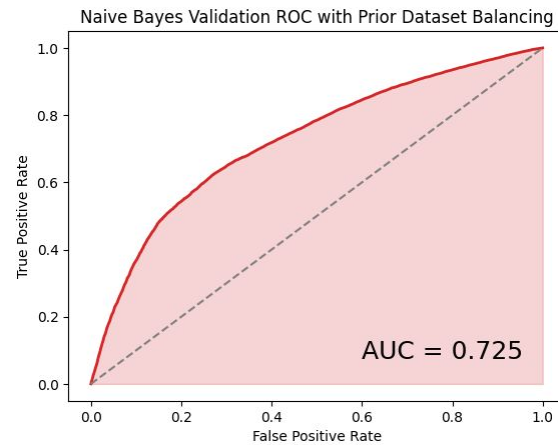
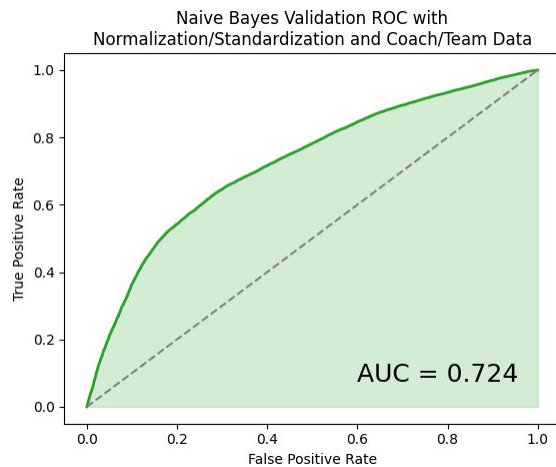
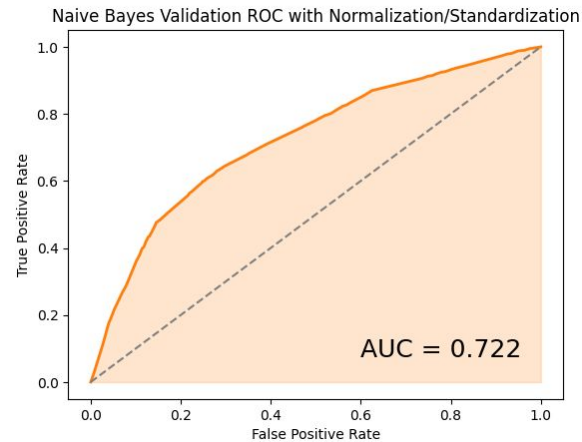
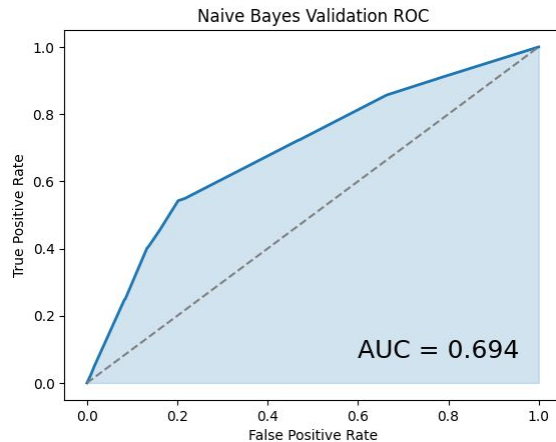
# 2022 Season Test Results

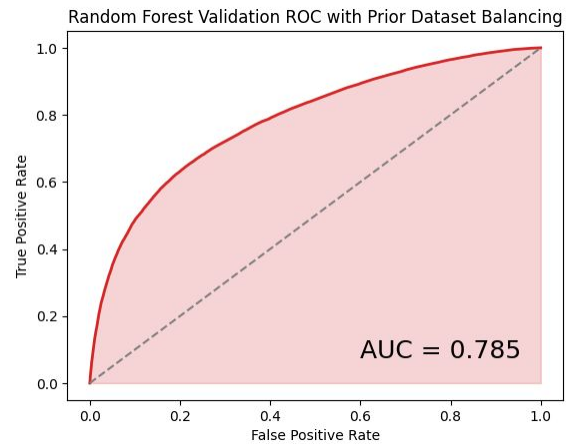
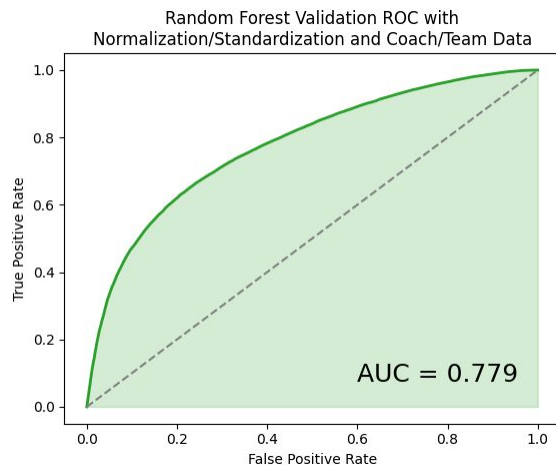
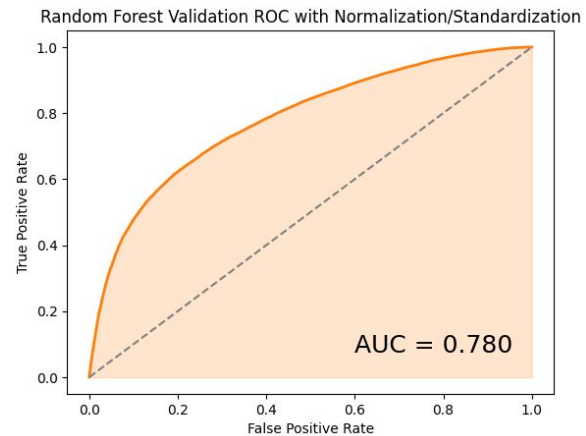
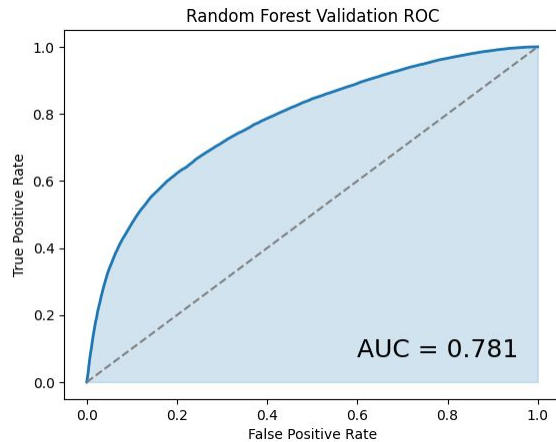
Algorithm	Accuracy
Naive Bayes	69.24%
Random Forest	71.60%
Neural Network	<u>72.20%</u>



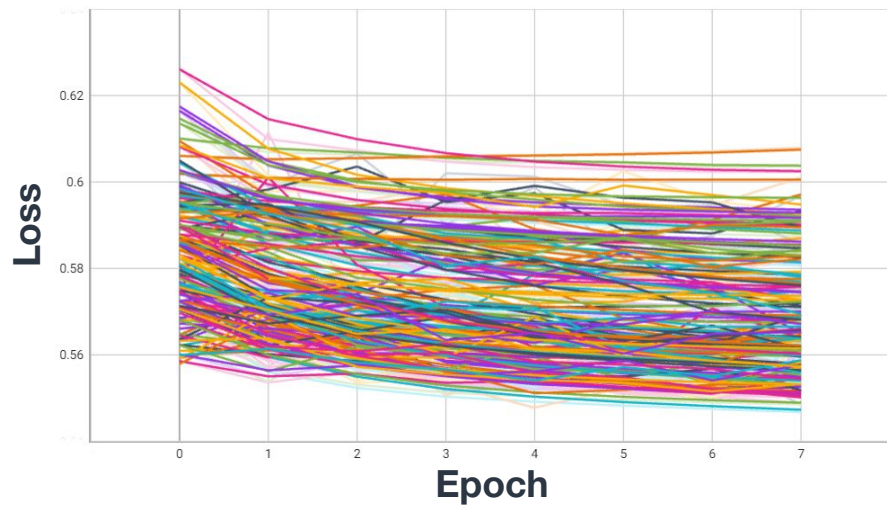
# Data Visualizations



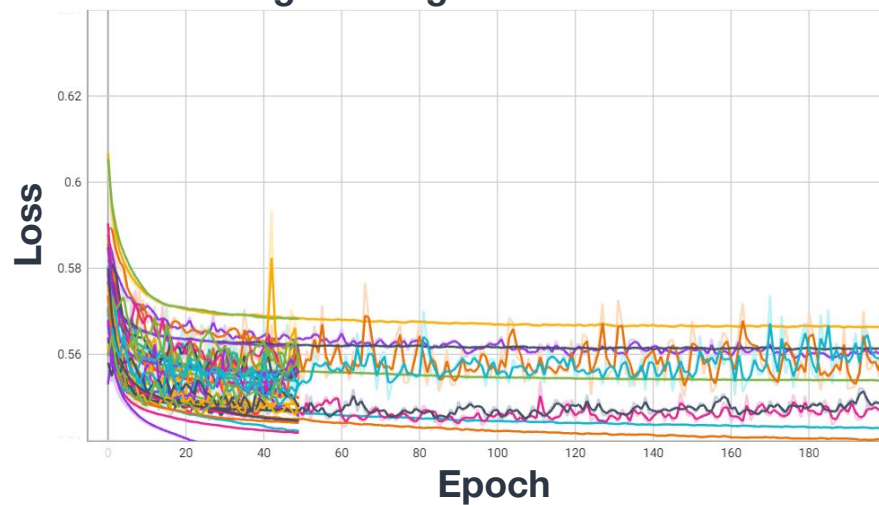


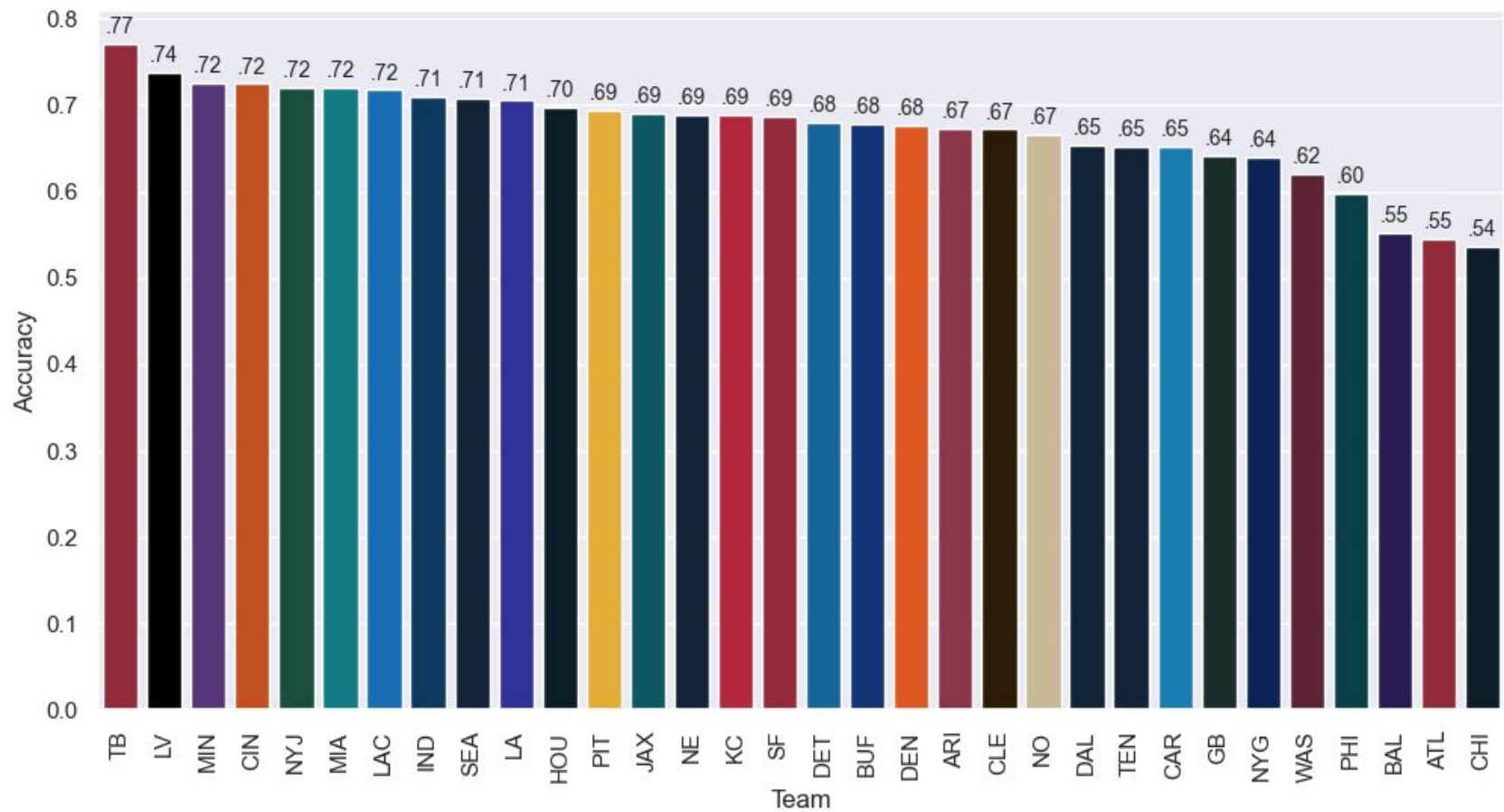


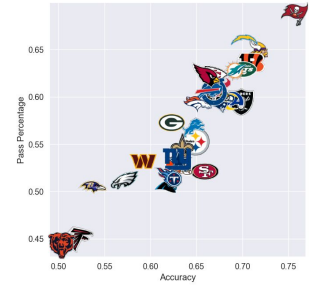
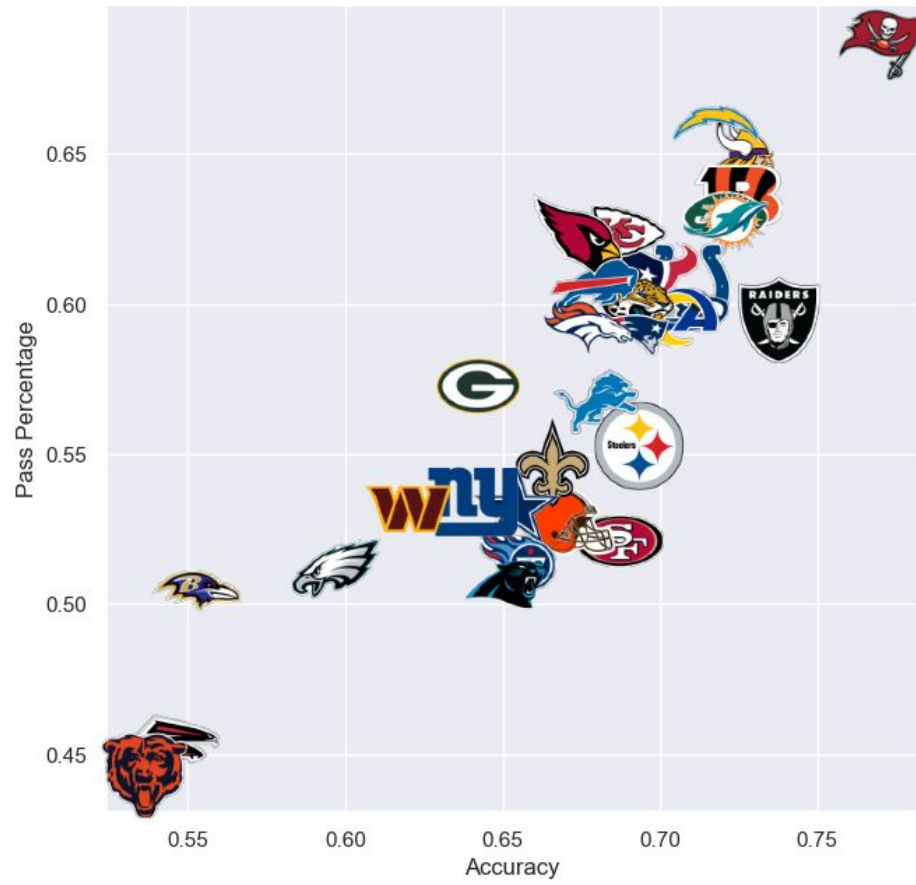
### Random Search of 100+ Neural Networks



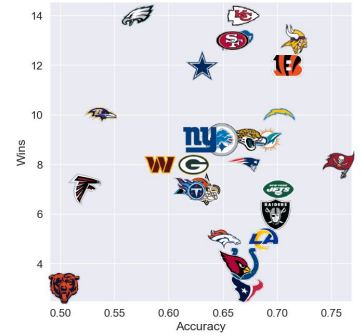
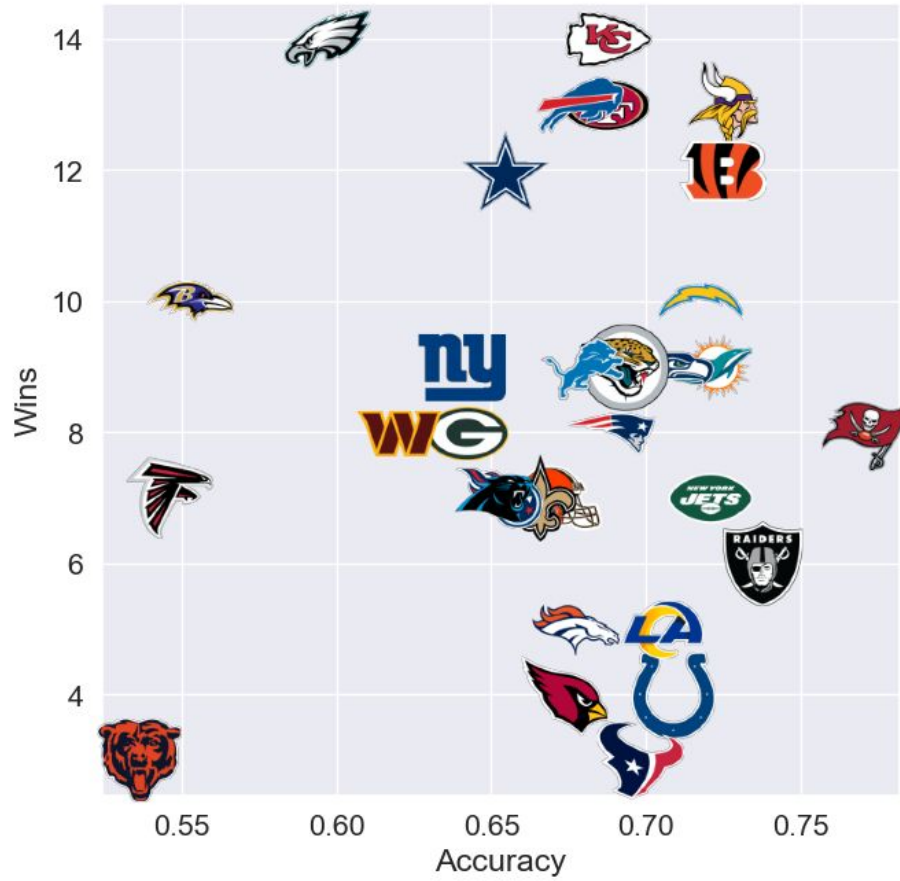
### Long-Training of Chosen Models











# Recommendations and Next Steps



# Gradient Boosting (*XGBoost*)

- Ensemble of decision trees like random forest
- New trees focus on previous trees mistakes
- Increased performance with unbalanced datasets

# Recurrent Neural Network

- Each individual play sample includes previous plays
- LSTM allows selective retaining and releasing of previous data
- Previous research saw increased performance with play history

# Further Investigation

- Imbalanced (pass-heavy) predictions
- Relationship between predictability and win percentage
- Game impact of mispredicted run plays vs. pass plays

***Thank you!***

