# Using Information Underlying Missing Data to Improve Estimation of NFL Field Goal Kicker Accuracy

Jarad Niemi with Dennis Lock, Dan Nettleton, and Casey Oliver

Iowa State University

November 19, 2016

#### Raw statistics

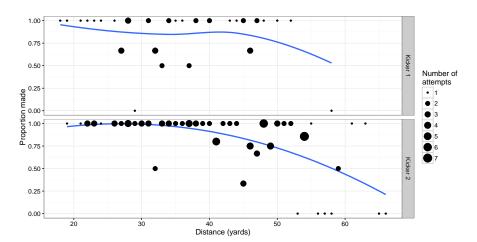
Let's compare two field goal kickers and their proportion of field goals made for the 2009-2011 seasons

Kicker	Proportion made
Kicker 1	0.84
Kicker 2	0.86

If we include the actual counts, we have some sense for uncertainty in these proportions:

Kicker	Number made	Number of attempts
Kicker 1	37	44
Kicker 2	90	105

### Taking distance into account



### Probit regression to account for explanatory variables

For attempt a for kicker k, let

- $\bullet$   $Y_{ak}$  be an indicator of success, i.e. 1 if successful and 0 otherwise, and
- $x_{ak}$  be a vector of explanatory variables, e.g. distance, surface type, etc.

A probit regression model for each kicker k assumes

$$Y_{ak} \stackrel{ind}{\sim} Ber(\theta_{ak})$$

where  $Y \sim Ber(\theta)$  indicates a Bernoulli distribution with

$$P(Y=1)=\theta \quad \text{and} \quad P(Y=0)=1-\theta,$$

and the probability is determined by

$$\theta_{ak} = \Phi\left(\eta_{ak}\right) \quad \eta_{ak} = x_{ak}^{\top} \beta_k$$

where  $\Phi$  is the cumulative distribution function for a standed normal.

### Probit regression analysis

Explanatory variables included in this analysis:

- Distance
- Field surface: indicator for synthetic (as opposed to grass)
- Interaction between distance and field surface

In the model (dropping the k subscript):

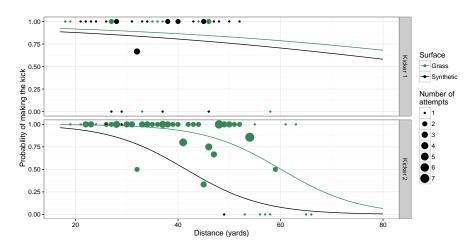
$$\begin{array}{ll} \eta_a &= \beta_0 + \beta_1 \mathsf{Distance}_a + \beta_2 \mathsf{Synthetic}_a \\ \eta_a &= \beta_0 + \beta_1 \mathsf{Distance}_a + \beta_2 \mathsf{Synthetic}_a + \beta_3 \mathsf{Distance}_a \cdot \mathsf{Synthetic}_a \end{array}$$

Number of observations:

Kicker	Grass	Synthetic
Kicker 1	16	28
Kicker 2	102	3

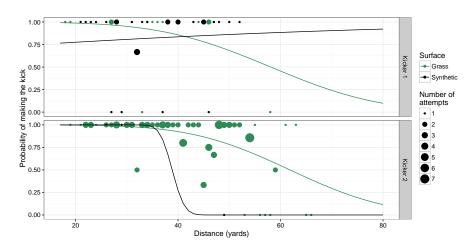
### Probit regression analysis

$$\eta_a = \beta_0 + \beta_1 \mathsf{Distance}_a + \beta_2 \mathsf{Synthetic}_a$$



### Probit regression analysis with an interaction

$$\eta_a = \beta_0 + \beta_1 \mathsf{Distance}_a + \beta_2 \mathsf{Synthetic}_a + \beta_3 \mathsf{Distance}_a \cdot \mathsf{Synthetic}_a$$



#### Hierarchical model to borrow information across kickers

A hierarchical probit regression model has the same initial structure:

$$Y_{ak} \stackrel{ind}{\sim} Ber(\theta_{ak}) \quad \theta_{ak} = \Phi\left(x_{ak}^{\top}\beta_{k}\right).$$

but then we assume a distribution for the  $\beta_k$ , e.g.

$$\beta_k \stackrel{ind}{\sim} N(\mu, \Sigma).$$

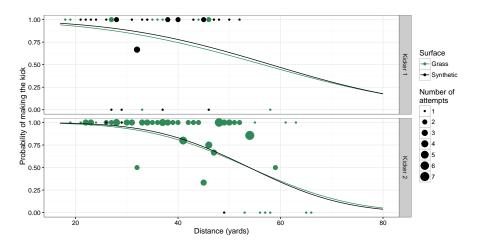
This distribution allows the data to inform us about the

- ullet average effect of the explanatory variables across all kickers ( $\mu$ ) and
- the variability from kicker to kicker around this average  $(\Sigma)$ .

If diagonal elements of  $\Sigma$  are estimated to be

- small then kickers are similar and we borrow a lot of information across kickers or
- large then kickers are dissimilar and we do not borrow much information.

### Hierarchical probit regression model with interaction



### Modeling attempts (or non-attempts)

For opportunity i for kicker k, let

- $A_{ik}$  be an indicator of attempt, i.e. 1 if a kick was attempted and 0 otherwise, and
- $w_{ik}$  be a vector of explanatory variables.

A probit regression model for each kicker k assumes

$$A_{ik} \stackrel{ind}{\sim} Ber(\pi_{ik}) \quad \pi_{ik} = \Phi(\zeta_{ik}) \quad \zeta_{ik} = w_{ik}^{\top} \alpha_k.$$

Two important explanatory variables for determining whether to take a kick are

- the probability of making the kick and
- will making this kick increase my chances of winning.

### Explanatory variables for kick attempts

We already "know" the probability of making attempt i for kicker k, its  $\theta_{ik}$ .

At any instant in the game, we can calculate a team's win probability using the method of Lock and Nettleton (2014). We use

$$\Delta_{ik} = WP_{ik}(\mathsf{Successful\ kick}) - WP_{ik}(\mathsf{Current}).$$

Final set of explanatory variables

$$\zeta_{ik} = \alpha_0 + \alpha_1 \Phi^{-1}(\theta_{ik}) + \alpha_2 \Delta_{ik} + \alpha_3 \Phi^{-1}(\theta_{ik}) \Delta_{ik}.$$

### Informative missingness model

#### The full model is

$$Y_{ak} \overset{ind}{\sim} Ber(\theta_{ak}) \quad \theta_{ak} = \Phi\left(x_{ak}^{\top}\beta_{k}\right) \quad \beta_{k} \overset{ind}{\sim} N(\mu, \Sigma)$$

$$A_{ik} \overset{ind}{\sim} Ber(\pi_{ik}) \quad \pi_{ik} = \Phi\left(\omega_{ik}^{\top}\alpha\right)$$

$$\omega_{ik} = (w_{ik}, w_{ik}\Phi^{-1}(\theta_{ik})) = (w_{ik}, w_{ik}x_{ak}^{\top}\beta_k)$$

#### where

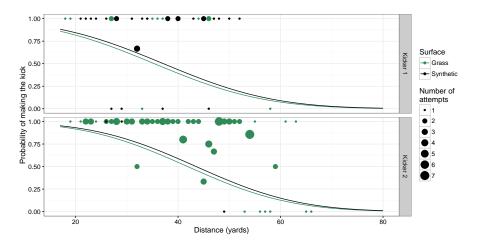
- $\bullet$   $x_{ak}$  is a set of explanatory variables that affect the probability of making a kick and
- $w_{ik}$  is a set of explanatory variables that affect the probability of taking a kick.

### Data for informative missingness model

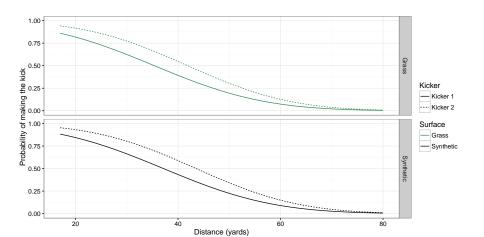
When considering what plays constitute an "opportunity" for a kicker, we considered 4th down plays when an attempted field goal would have been from a distance of no more than 76 yards, and

- a field goal was attempted or
- a field goal was not attempted even though making the field goal would have increased the team's win probability.

### Informative missingness analysis



### Kicker comparison



### Summary

#### Constructed a hierarchical informative missingness model that

- borrowed information among the kickers
- incorporated information from non-attempts
- to estimate the probability of making a field goal
- as a function of explanatory variables, e.g. distance.

#### These slides are available at

- https://github.com/jarad/MwSAM2016/raw/master/JaradNiemi\_MwSAM2016.pdf
- or on my website http://www.jarad.me/research/presentations.html.

## Thank you!

#### Kicker name reveal

