

# **NBA HOME TEAM GAME OUTCOME CLASSIFICATION**

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Metis Data Science and Engineering (flex program)

Module 4 – Classification

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## **Goal:**

- **Use classification models to predict whether the home team wins upcoming NBA games. home team wins = positive outcome = 1**
  1. Assess the models and optimize best model for precision
  2. Interpret model – most important features; can this model be used to turn a profit by wagering on the games?

## **Background and Motivation:**

- **Sports Betting:** can potentially turn a profit by wagering on the outcomes of NBA games
- must consistently beat the odds that the oddsmakers lay
- insights gained would be beneficial to anyone interested in NBA, sports betting, making money

# EVALUATION METRICS

## **1<sup>st</sup> -- Precision:**

- only concerned when we actually place wagers
- False Positives = lose money
- True Positives = make money
- maximize precision = minimize FP and maximize TP

## **2<sup>nd</sup> -- Recall:**

- must make enough wagers in a reasonable timeframe
  - weather variance of binomial distribution to reduce risk-of-ruin (losing everything)
  - bet sizes must be small enough relative to capital to make enough wagers

## **Soft Predictions:**

- probabilities may be used as proxy for expected value (EV) calculations
- given the probability and payouts is the EV positive?
- if positive bet on home team winning; else do not bet on the game

## DATASET

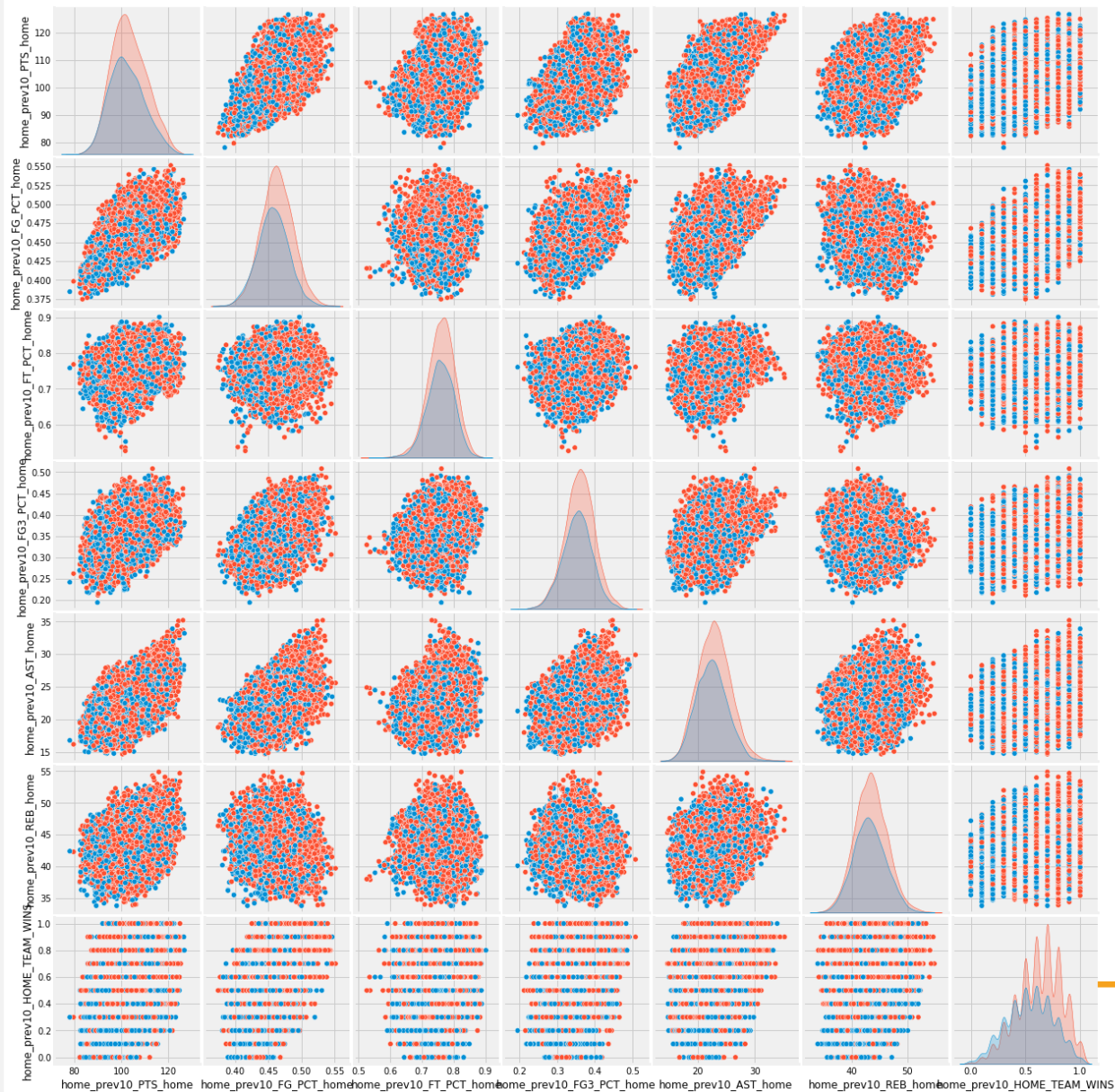
- Raw data with historical game outcomes and statistics:  
<https://www.kaggle.com/nathanlauga/nba-games?select=games.csv>
- rolling previous 10 game averages were obtained for each game
- 24526 rows and 26 features (all quantitative)
- time period: Oct, 2003 – Nov, 2021 (18.5 NBA seasons)

- **Home team advantage**
  - empirical probability of home team winning 59% of the time
  - not a big class imbalance

## Tools used:

- Sklearn, Pandas, Matplotlib, Seaborn

# PAIRPLOT OF SELECT FEATURES



- Home team's **previous 10 home game average statistics** not too promising as classification features

- previous 10 game win-rate looks promising

separation of 0 vs 1 distributions

# Classification Model Evaluation

## Test Accuracies:

- Logistic Regression: **0.65**
- Random Forest: **0.63**
- Grad Boosted Trees: **0.64**

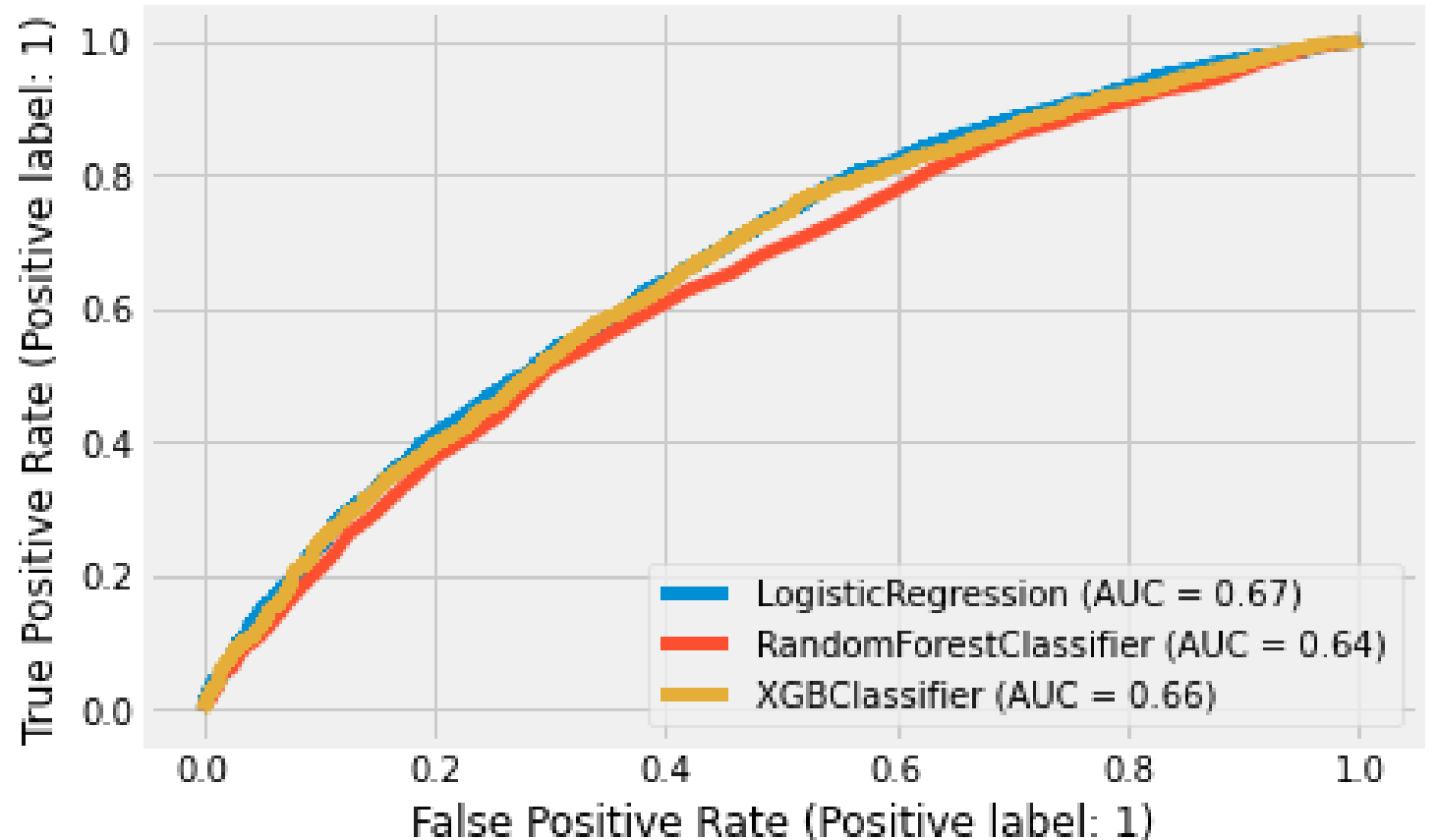
\* empirical probability: 0.59

## Precision:

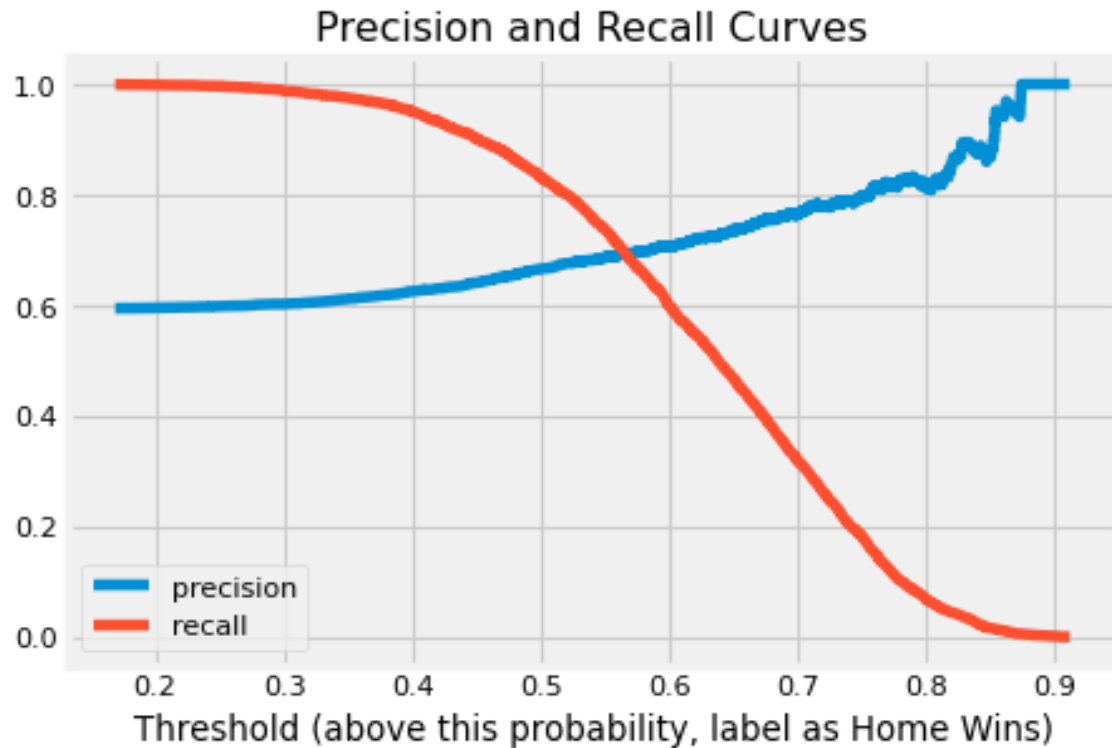
- Logistic Regression: **0.67**
- Random Forest: **0.66**
- Grad Boosted Trees: **0.66**

\* 0.5 threshold

ROC AUC curves

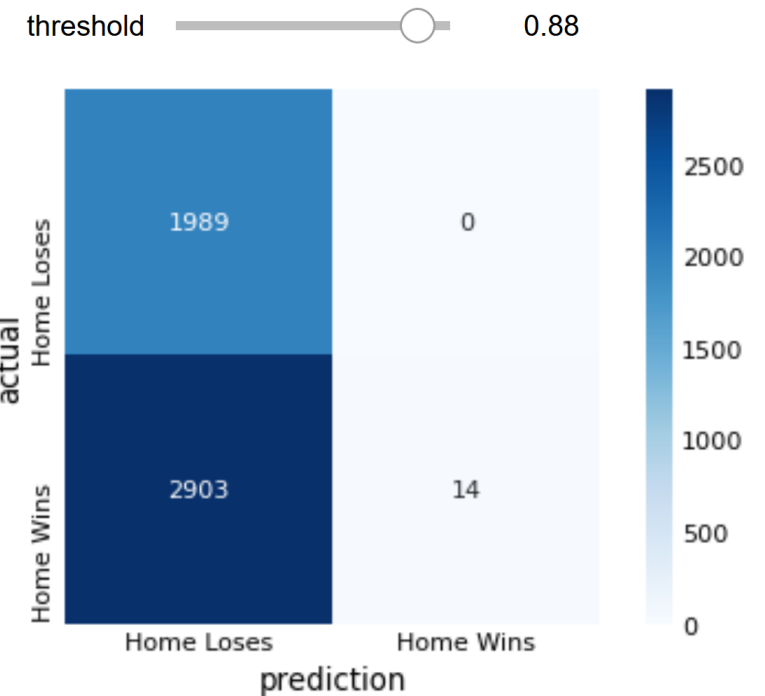


# MAXIMIZING PRECISION FOR LOG-REG



- higher threshold:  
higher precision but lower recall

Confusion Matrix (th = 0.88)



- 100% precision when  $th = 0.88$
- only 14 games out of 24,000+
- need higher recall

## Practical Application: wagering on NBA games

### Breakeven Odds at 88% precision:

Expected Value = (win prob x (payout – wager)) – (lose prob x wager)

- let's say we **wager \$100**
- use soft probability threshold as proxy for real game outcome probabilities
- when  $EV = 0$ , we breakeven
- $EV = 0 = 0.88 \times (\text{payout} - \text{wager}) - 0.12 \times \$100$
- $(\text{payout} - \text{wager}) = \$13.63 \leftarrow$  breakeven point: must be laid **0.136 to 1 ; -733.68** in sports betting terms
- **For every \$100 wagered, we must be offered a profit > \$13.63 for our model to be profitable (positive EV, “beat the odds”)**

### Practical Problem of Time – Low Recall:

- over 18.5 years, we found 14 games that had 88%+ chance of the home team winning
- to decrease the probability of going broke (tail risk) we must make enough wagers to endure variance
- in order to make many smaller wagers, we need more games to bet on (increase recall)



# Conclusions and Future Projects

## **Conclusions:**

- profitable scenarios exist for deploying our model successfully
- trying different ML techniques and tinkering with the hyperparameters led to similar performances
- need more features with better predictive power to increase F1 score
- previous 10-game win-rate is a good predictive feature

## **Future Projects:**

- find more features: injury data, offensive and defensive rankings, player specific data
- obtain historic data for sports wagering odds
- calculate EV for each prediction and adjust threshold and bet sizes to find profitable strategies