

Machine Madness

Amogh Param
704434779
aparam@cs.ucla.edu

Sravani Kamisetty
304414410
skamisetty@cs.ucla.edu

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Abstract

March Madness is the NCAA Men's Division I Basketball Championship tournament that happens every March. The tournament is organized by the National Collegiate Athletic Association (NCAA). It has 64 tournament matches. The aim of this project is to come up with a good machine learning based model has the best classification accuracy in predicting the march madness bracket.

1 Introduction

Since 1939, the best colleges and universities across the United States have participated in a yearly tournament called the NCAA Men's Basketball Championship. This basketball tournament has become one of the most popular and famous sporting tournaments in the United States. Millions of people around the country participate in contests in which the participants make their best guesses on who will win each game throughout the tournament. These types of contests have become so popular that more than 11 million brackets were filled out on ESPN.com in 2014. One billion dollars was even being rewarded to anyone who achieved a "perfect bracket" (guessed every game correctly). Every game is unpredictable, and the teams that are supposedly the "better team" sometimes end up losing. This is called an upset in basketball lingo, and happens regularly throughout the tournament. Because of these upsets, it can be difficult to correctly guess the winner of each game. The tournament can be so unpredictable that the time period over which the tournament runs has been termed March Madness. Since there are 64 games played in the NCAA tournament, it is nearly impossible to predict a perfect bracket. High Point Enterprise, a morning paper from North Carolina, stated that "you have a much greater chance of winning the lottery, shooting a hole-in-one in golf or being struck by lightning". They estimated that the chances of predicting a perfect bracket are 1 in 9.2 quintillion. It became clear that developing a model that provided perfect win/loss classification was unrealistic, so instead we focused on improving the prediction accuracy of individual games. The problem at hand

is not classification of individual teams, but rather predicting the outcome of a match between any two teams.

1.1 Objectives

Our goal was to identify key factors in predicting NCAA tournament wins and to find a model that would perform well in the Kaggle competition. The Kaggle competition had the following stages:

- Predict outcomes of the 2015 NCAA Tournament
- Evaluate performance against benchmarks
- Evaluate log loss with actual outcomes

For each stage we submitted a list \hat{y} of probabilities (values between 0 and 1) that each team in the tournament would defeat every other team in the tournament, regardless of whether this match-up actually occurs. For this year, this was $m = 2278$ predictions. We were judged based on the log-loss $L(y - \hat{y})$, or the predictive binomial deviance, of the games that actually occurred.

$L(y|\hat{y}) = -1/n * \sum_{i=1}^n [y_i \cdot \log(\hat{y}_i) + (1 - y_i) \cdot \log(1 - \hat{y}_i)]$ where n is the actual number of games played in the tournament (67), y_i is the actual binary outcome of each game, and \hat{y}_i is the corresponding submitted probability. If the opponents in game i are teams A and B , then $\hat{y}_i(A, B)$ is the predicted probability that team A beats team B , and $\hat{y}_i(B, A) = 1 - \hat{y}_i(A, B)$

The goal is to find a set of predictions \hat{y} that minimizes $L(y - \hat{y})$ for the unknown outcome vector y . This scoring method heavily penalizes being simultaneously confident and wrong. If we say Team A will beat Team B with probability 1 and Team B wins, then our log-loss is infinite (although Kaggle bounded the log-loss function to avoid infinite scores). At the same time, it is important to balance between being too conservative and too confident. If we are too conservative (e.g. $\hat{y} \approx 0.5$), then we will never accrue points, but if we are too confident, we make ourselves vulnerable to huge losses.[1]

Table 1: Dataset provided by Kaggle

Field	Description
season	indicates the year in which the tournament was played
dayzero	tells you the date corresponding to daynum=0 during that season.
region W/X/Y/Z	the four regions in the final tournament are always named W X Y and Z.
wscore	this identifies the number of points scored by the winning team.
lteam	this identifies the id number of the team that lost the game.
lscore	this identifies the number of points scored by the losing team.
numot	this indicates the number of overtime periods in the game - an integer 0 or higher.
wloc	this identifies the location of the winning team. If the winning team was the home team - this value will be H.
wfgm	field goals made
wfga	field goals attempted
wfgm3	three pointers made
wfga3	three pointers attempted
wftm	free throws made
wfta	free throws attempted
wor	offensive rebounds
wdr	defensive rebounds
wast	assists
wto	turnovers
wstl	steals
wblk	blocks
wpf	personal fouls

2 Challenges

2.1 Upsets

Every game is unpredictable, and the teams that are supposedly the "better team" sometimes end up losing. This is called an upset in basketball lingo, and happens regularly throughout the tournament. Because of these upsets, it can be difficult to correctly guess the winner of each game. The tournament can be so unpredictable.[2]

2.2 Chance of predicting a perfect bracket

Since there are 64 games played in the NCAA tournament, the odds of forecasting a perfect bracket are astronomical. Each game win/lose has a probability of 1/2. The complexity of the bracket prediction is $1/2 * 1/2 * 1/2$ (63 times) which is 1 in *approx* 9.2 quintillion chance. This is lower than the chance of winning a lottery.

2.3 Unpredictable events

There are multiple events that happen during a match that cannot be predicted. The best example being injury of a key player. A new player being added to a team is one other such example. Playing at home ground vs playing elsewhere sometimes also affects the outcome of the match.

2.4 Team Dynamics

The dynamics of a team change yearly. New players could be added, older key players could be removed. This makes it difficult to compare the performance of a new team to an old team as the logistics and features of an older team do not represent the newer team accurately.

3 Data

The main source of data is Kaggle. The data is made available as .csv files. Kaggle provides regular season wins, losses, point differences, dates, and game locations (home/away) as well as tournament wins, losses, point differences, seeds, and dates of games. This data comes from the season and tournament matches for the years 2005-2015. [1]. The data provided by Kaggle mainly consists of match statistics (seasons and tournaments) and team information. We extract average team statistics from this data. As a result we broadly end up with two types of data: [1]

3.1 Match Statistics

The match statistics include each team's performance for that individual match instance. This type of data is available for all the matches in all the seasons and tournaments. Table 1 provides the format of this data.

Table 2: Snapshot of the parsed match level data

teamId	season	wscore	wfgm	wfga	wfgm3
1102	2003	68.75	22.58333333333333	40.0	10.0
1103	2003	87.76923076923076	30.0	55.384615384615394	5.461538461538462
1104	2003	74.70588235294117	25.823529411764714	58.352941176470594	7.0588235294117645
1105	2003	79.42857142857143	25.57142857142857	61.85714285714285	9.142857142857142
1106	2003	68.30769230769229	24.76923076923077	53.846153846153854	5.846153846153847

Table 3: Snapshot of the extracted team level data

team1	team2	wscore	wfgm	lscore	lfgm
1411	1421	-2.205128205	-1.61965812	1.5625	1.354166667
1112	1436	14.41052632	4.482105263	16.8	5.366666667
1113	1272	5.896135266	2.403381643	-5.151515152	-0.651515152
1141	1166	2.658170915	-1.250374813	-4.75	-3.5
1143	1301	-1.793650794	1.904761905	6.083333333	4.416666667
1140	1163	-11.14699793	-6.538302277	-0.125	-3.416666667

3.2 Team Statistics

Using the match statistics provided by Kaggle, we extract team level statistics for an entire season for all the teams. This represents a cumulative performance of a team for the previous four seasons starting from the year before the target season that we want to predict for. Some of the most important team statistics are:

- Two point field goals made
Three point attempts
- Assists per game
- Average scoring margin
- Blocks for season
- Defensive rating
- Field goal percentage
- Total free throw attempts

3.3 Scale of the Data

Kaggle provides data from the NCAA seasons and tournaments between 2005 and 2015. The statistics below give an idea about the scale of the dataset.

- Number of seasons: 10 seasons
Number of tournaments: 10 tournaments
- Number of matches in each season 5000
- Number of matches in each tournament 64
- Total number of matches in the training set 50,640
- Total number of matches in testing set : 64
- Total number of columns in the training set/testing set number of data fields or features ≈ 40

4 Implementation

Here we describe the implementation details that we used in our approach to predict the outcomes of matchups.

4.1 Features

As described in the section 3.1 and 3.2 the data provided by Kaggle has a lot of statistics compiled for every basketball game, so it was difficult to decide which ones to use. Hence we used all the features initially to construct a training set.

4.1.1 Feature Representation

Using the match level statistics provided by Kaggle, we extracted the team level data for every team in every season. The final goal of the Kaggle March Madness competition is bracket prediction. This means that we have to predict the outcome of the 64 tournament matches that happen in NCAA 2015. The best bet to do this is if we have a training set that represents the matches and labels that represent the outcomes of these matches. All the data statistics discussed in the section 3.1 and 3.2 can be represented in 2 ways to achieve this goal

- Vector of difference: Each match is represented by the vector of difference between the individual statistics of the 2 teams. This essentially means that the training vector

$$X = \text{mod}(\text{TeamAStats} - \text{TeamBStats}).$$

The result or the label vector Y is represented by 0/1. The result is 1 if Team A beats Team B and 0 if Team B beats Team A.

- Concatenated Vector of both the team statistics: In this representation the statistics of a match is represented by keeping both Team A and Team B statistics in the vector next to each other. Hence the training vector

$$X = [TeamAStats, TeamBStats].$$

The result or the label set representation is same as the previous case.

4.1.2 Additional Features

A few additional features were computed separately and added to the training set for every match. These additional features are obtained by applying algorithms to already existing team and match statistics and considering the value given by the algorithm as a feature itself.

Team Rank A method similar to PageRank algorithm called the GEM method was applied to the NCAA dataset [3]. The margin of victory ($v1 - v2$) is used as the weight the “link” between two football teams, where $v1$ and $v2$ are the teams’ scores against each other. Then the process same as PageRank is followed to make it row stochastic. This will help us obtain the final ranking. Below is an example of the team Rank calculation.

$$H = \begin{matrix} & \begin{matrix} NO & PHL & ATL & CAR \end{matrix} \\ \begin{matrix} NO \\ PHL \\ ATL \\ CAR \end{matrix} & \begin{pmatrix} 0 & 0 & 0 & 13 \\ 26 & 0 & 0 & 0 \\ 11 & 27 & 0 & 9 \\ 10 & 28 & 8 & 0 \end{pmatrix} \end{matrix}.$$

Figure 1: Team Rank Matrix

This team rank matrix is represented as a graph.

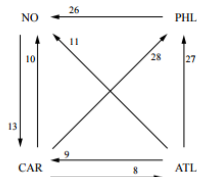


Figure 2: Team Rank graph

Next, we continue to make it row stochastic and follow the PageRank algorithm to get the final ranking. We obtain (0.330 0.252 0.087 0.332) for the PageRank vector, which produces the ranking 1. CAR, 2. NO, 3. PHL, 4. ATL.

4.1.3 Statistical Features

Statistical Features on Player Statistics: One more extra feature that was added to the training set at the list of top players that belong to every team. Only the top players that are playing a particular match are considered in the training set.

5 Architecture

The project can be divided into four important parts. They are data collection, feature extraction, machine learning model selection, predictions step. Figure 3 is a pictorial representation of the architecture of the project. Programming languages python and the machine learning libraries pandas, scikitlearn, tensorflow were used in the implementation of the project.

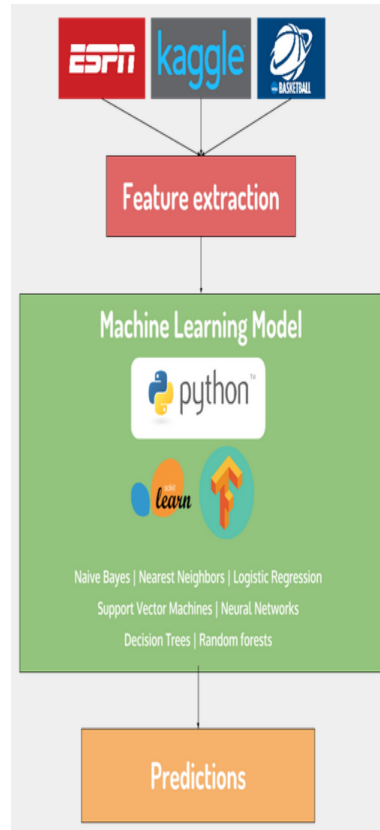


Figure 3: Architecture

6 Dimensionality Reduction

7 Machine learning Models

For reasons stated above in section 3, we wanted to use many different machine learning techniques and leverage them against one another so that we would gain the benefits from each and hopefully mitigate the weaknesses of each. We used Support Vector Machines, Random Forests, and Logistic Regression for the base level models.

7.1 Support Vector Machines

Each game in the training set X has a series of characteristics based on the difference in team statistics and a label y_i (win or loss). These can be plotted in a p -dimensional Euclidean space. The support vector machine then finds the hyperplanes $w\Delta X - b = 1$ and $w\Delta X = 0$ with the greatest distance between them that partitions the space

such that wins and losses are separated (where w is the normal vector to the plane and $\|w\|/b$ is the offset of the hyperplane from the origin along w).[4]. Let the output of an SVM be $f(X)$. Then

$$\hat{y}_{i1}(A, B) = Pr(y_i = 1|f(X)) = 1/1 + \exp(Q * f(X) + V),$$

where Q and V are parameters chosen through maximum likelihood estimation from a training set made up of coordinates $(f(X)_i, y_i)$. [4]

7.2 Decision Trees and Random Forests

Decision trees split a data set using a set of binary rules that make up the branches of the tree. Sets further down in the tree contain increasingly similar class labels. The objectives are to produce the purest sets possible and to be able to classify any object based on comparison of features to the

rules in the tree. A random forest is a bootstrap of the decision tree. Like in the standard bootstrap method, the available training data can be resampled to build many different decision trees. Additionally, the random forest method takes a random subset of available predictors to build its new decision tree. By resampling both the cases and the input variables, many decision trees are grown. Final classification decisions are made based on a majority rule of the many decision trees. Given a decision tree with height k , let $Pr(r_d)$ be the probability associated with node d on branch path r . Then the probability of success for a new case is: $y_i(A, B) = \prod_d Pr(r_d)$

For the random forest of m trees where $Pr(r_{(d,j)})$ is the probability associated with node d on branch path r on decision tree j , the probability of success for a new case is: $y_i(A, B) = \sum_j \prod_d Pr(r_{(d,j)})$