DATABASEBALL

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Project Objectives

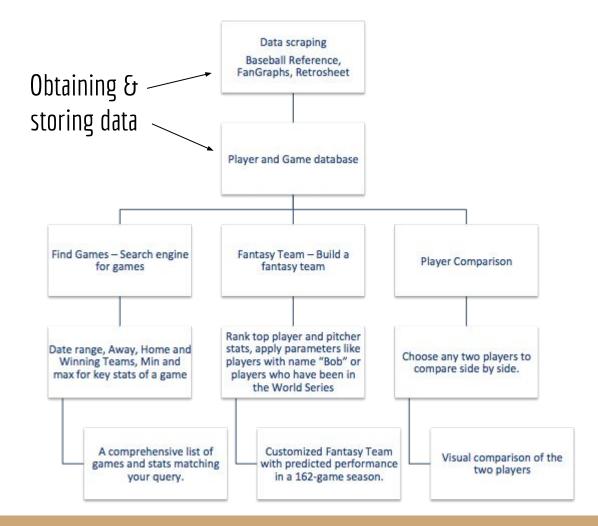
- ★ Create a search engine for baseball games
- ★ Create fantasy teams with players across eras
- ★ Create a comparison tool for players

Approach

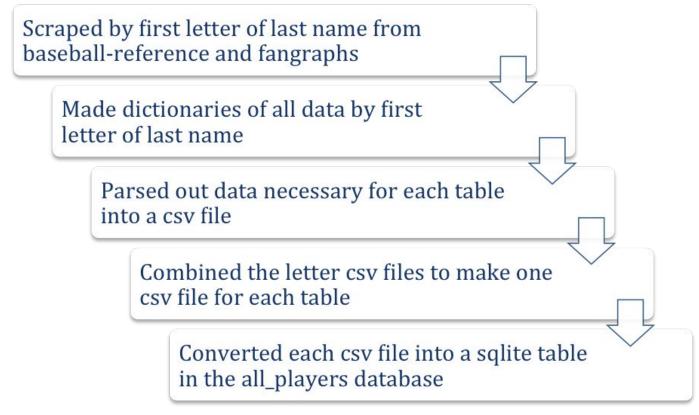
Key Functions

User inputs

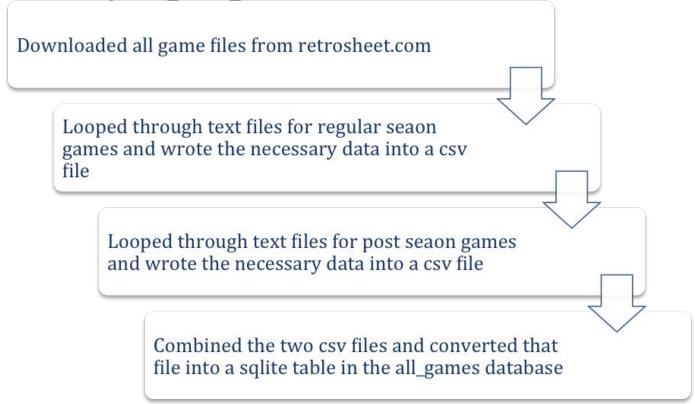
Results



Data Scraping - player data



Data Scraping - game data



Website views

Our website is built with Django and has 3 main views:

- Find Games
 - Parameterized SQL query of 'all_games' database for essential game facts
- Fantasy
 - Statistics selection, unique parameters, customized team & predicted performance over the season
- Players
 - Matplotlib generates visual comparison of players

Fantasy Teams--Algorithm

Inputs: ranked statistics, dates, player name, team name



Grabs largerthan-necessary numbers of players and narrows down based on weighting algorithm



If a team cannot be constructed due to limiting parameters, algorithm relaxes some of the parameters and recurses



Creates Team object and fills it with Player objects

Fantasy Teams--Weighting Algorithm

For each stat, the algorithm performs a SQL search and returns the top 90 players matching the parameters ranked by that stat



Each player is transformed into a player object and placed into the players dictionary if not already in the dictionary.



The player's stats are updated with the most recently pulled stat and the player is given a ranking number based on his place in the stat list



Players with the higher power indices are played into the team—first filling up the team and then replacing weaker players with strong ones



After all the stats have been queried for, the players are sorted based on a combination of their rankings and how highly the user ranked each stat

Fantasy Teams--Team Completion

If there is a name

parameter, one letter of the name gets removed If team is not complete If there is a playoffs after one iteration of parameter, it gets the algorithm, changed to False standards are loosened If there is a years parameter, the bounds get moved out five years

If name parameter and playoffs parameter cannot be changed, the function goes through its accumulated player list and see if any more players can be added.

Fantasy Teams--Stat Selection and Calculations

- The stats that we selected were chosen to represent two conflicting schools of thought in baseball: old-school style stats that used to be the measure for a player's skill such as batting average and ERA, and sabermetric stats created in the last 20 years that attempt to more fully capture a player's value
- Wins above replacement, FIP, and WRC+ in particular are classic statistics finely tuned to represent a player's full value
- A team's winning percentage is calculated by applying its wins above replacement to a 0-win team's benchmark winning percentage (32%)
- Runs per game are calculated via a formula based on WRC

Challenges & Surprises

- ★ Dealing with inconsistencies on web pages while scraping data
- ★ Working with Django formatting pages with HTML and CSS, sqlite database connection, integration with Python
- ★ Figuring out how to rank the players based on their proficiency in multiple statistics
- ★ Preventing the team from double-adding players, and generally making sure the best players actually ended up on the team with all positions filled