NBA Statistics Clustering Project

Unsupervised Learning Final (CU-Boulder MSDS)

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Problem Description

Hello! For this project, I am going to read in a data set with NBA (National Basketball Association) player information and performance statistics.

I got this data set from the following Kaggle link: https://www.kaggle.com/datasets/sumitrodatta/nba-aba-baa-stats?select=Player+Per+Game.csv

With this data set, I am going to try to see if I can use unsupervised learning techniques, in particular PCA and different types of clustering, to see if I can predict what position the basketball player plays given the statistics that are presented in the data.

Because the NBA has changed over time (for example, there was no 3-point line until 1979), I will only look back 10 years. Since this data has every player since 1949, it should not be too difficult to narrow it down and still get sufficient data.

I am going to perform exploratory data analysis and visualization and do any necessary cleaning of the data, and then create a clustering model which will analyze the cleaned data. From there, I will conclude whether or not clustering is a good enough metric for this purpose and for this dataset.

Enjoy!

EDA Procedure

To start, I will import all necessary libraries and load in the player information data set.

```
import numpy as np
import pandas as pd
import seaborn as sns
import matplotlib.pyplot as plt
import re
import itertools
from sklearn.decomposition import PCA
from sklearn.cluster import KMeans, AgglomerativeClustering
from sklearn.svm import SVC
from sklearn.preprocessing import StandardScaler
import sklearn.metrics as metrics
from sklearn.metrics import accuracy_score, confusion_matrix
from sklearn.model_selection import train_test_split, GridSearchCV
```

```
In [2]: nba = pd.read_csv("Player Per Game.csv")
In [3]: nba.info()
```

```
<class 'pandas.core.frame.DataFrame'>
RangeIndex: 31135 entries, 0 to 31134
Data columns (total 35 columns):
    Column
                  Non-Null Count Dtype
---
    -----
                   _____
0
    seas id
                  31135 non-null int64
1
    season
                  31135 non-null int64
2
   player id
                 31135 non-null int64
3
                  31135 non-null object
    player
4
    birth year
                   2868 non-null
                                  float64
5
                   31135 non-null object
    pos
6
    age
                   31113 non-null float64
                   31135 non-null int64
7
    experience
8
    lg
                   31135 non-null object
9
                   31135 non-null object
    tm
                   31135 non-null int64
10
   g
                   22498 non-null float64
11
    qs
12 mp per game
                   30052 non-null float64
                  31135 non-null float64
13 fg per game
                   31135 non-null float64
14 fga per game
15 fg percent
                   30986 non-null float64
16 x3p_per_game
                   24783 non-null float64
17 x3pa per game
                   24783 non-null float64
18 x3p percent
                   20653 non-null float64
19 x2p per game
                   31135 non-null float64
20 x2pa_per_game 31135 non-null float64
                   30909 non-null float64
21 x2p percent
22 e_fg_percent
                   30986 non-null float64
                   31135 non-null float64
23 ft_per_game
24 fta per game
                   31135 non-null float64
25 ft percent
                   29903 non-null float64
                   26478 non-null float64
26 orb per game
                   26478 non-null float64
27 drb_per_game
28 trb per game
                   30241 non-null float64
                   31135 non-null float64
29 ast per game
                   25509 non-null float64
30 stl per game
31 blk_per_game
                   25510 non-null float64
32 tov_per_game
                   25500 non-null float64
                   31135 non-null float64
33 pf per game
34 pts per game
                   31135 non-null float64
dtypes: float64(26), int64(5), object(4)
memory usage: 8.3+ MB
```

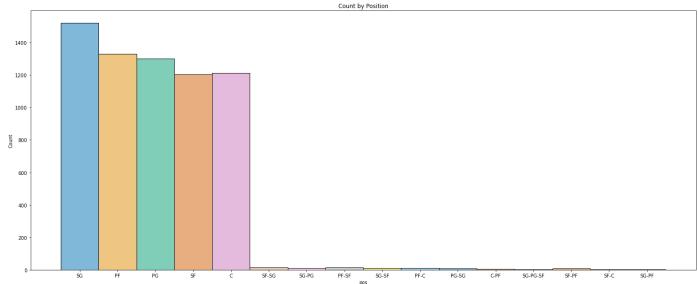
From these few commands, I can see some important information.

- I can see that there are 31,355 total players in the database.
- There are null values scattered throughout, mostly in birth year. Fortunately, birth year is not really a statistic that I will be tracking, so I will be able to drop that column.
- I suspect a lot of the other null values related to statistics might have to do with the fact that
 certain statistics were not tracked before a certain year. For example, like I said, the 3-point line
 was not introduced until 1979, so players who played their entire career before then would not have
 valid 3-point statistics.

• This is a data set from 1947 - 2023, so I will only consider the past 10 seasons, so I will create a new data set (new_nba) that only includes data from 2014 - 2023. I will then explore some of that data.

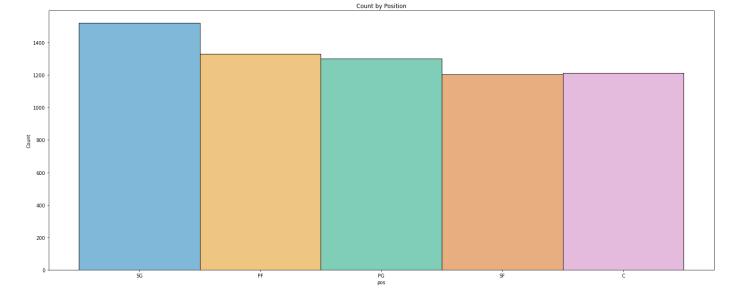
```
In [5]: new_nba = nba.loc[(nba['season'] >= 2014) & (nba['season'] <= 2023)]

In [6]: fig, ax = plt.subplots(figsize=(25, 10))
    sns.histplot(
        data = new_nba,
        x = 'pos',
        hue = 'pos',
        palette = 'colorblind',
        legend = False,
        ).set(
            title = 'Count by Position');</pre>
```



From this visualization, I can see that in addition to the five standard positions in basketball, there are 11 "hybrid" positions in the data set that a handful of players are each occupying. For the purposes of this project and this model, I will drop those players from the data set so that we get cleaner data with only five positions.

```
In [7]: new_nba = new_nba.loc[(new_nba['pos'].isin(['SG','PF','PG','SF','C']))]
In [8]: fig, ax = plt.subplots(figsize=(25, 10))
    sns.histplot(
        data = new_nba,
        x = 'pos',
        hue = 'pos',
        palette = 'colorblind',
        legend = False,
        ).set(
        title = 'Count by Position');
```



That's better! One last thing I am going to do is to deal with the null values within the statistics.

In [9]: new_nba.info()

<class 'pandas.core.frame.DataFrame'> Int64Index: 6570 entries, 0 to 6652 Data columns (total 35 columns): Non-Null Count Dtype Column --------0 seas id 6570 non-null int64 1 season 6570 non-null int64 2 player id 6570 non-null int64 3 6570 non-null object player 4 birth year 43 non-null float64 5 6570 non-null object pos 6 age 6570 non-null float64 6570 non-null int64 7 experience 8 lg 6570 non-null object 9 tm 6570 non-null object 6570 non-null int64 10 g 11 qs 6570 non-null float64 12 mp per game 6570 non-null float64 6570 non-null float64 13 fg_per_game 6570 non-null float64 14 fga per game 15 fg percent 6524 non-null float64 16 x3p_per_game 6570 non-null float64 17 x3pa_per_game 6570 non-null float64 18 x3p percent 6018 non-null float64 19 x2p per game 6570 non-null float64 6570 non-null float64 20 x2pa_per_game 6464 non-null float64 21 x2p percent 22 e_fg_percent 6524 non-null float64 6570 non-null float64 23 ft_per_game 24 fta_per_game 6570 non-null float64 25 ft percent 6168 non-null float64 6570 non-null float64 26 orb per game 6570 non-null float64 27 drb_per_game 28 trb per game 6570 non-null float64 29 ast_per_game 6570 non-null float64 30 stl per game 6570 non-null float64 31 blk per game 6570 non-null float64 32 tov_per_game 6570 non-null float64 33 pf per game 6570 non-null float64 6570 non-null float64 34 pts per game dtypes: float64(26), int64(5), object(4)

Like I said, I am going to drop birth_year, and after that, I see there are 5 additional columns with null values:

fg_percent

memory usage: 1.8+ MB

- x3p_percent
- x2p_percent
- e_fg_percent
- ft_percent

In order to clear these out, I will set each null value to the average value for that data point. For example, if there is a Center who never took a field goal and therefore has a null fg_percent, I will set their null value to the average fg_percent value.

```
if new nba[x].isnull().values.any():
                print("The average value in column '" + str(x) + "': " + str(np.average(new nba[
                new nba[x] = new nba[x].fillna(np.average(new nba[x].dropna(how='any')))
        The average value in column 'fg percent': 0.44044941753525446
        The average value in column 'x3p_percent': 0.3065797607178465
        The average value in column 'x2p_percent': 0.49332023514851486
        The average value in column 'e_fg_percent': 0.4982110668301656
        The average value in column 'ft percent': 0.7396365110246433
In [12]: new nba.info()
        <class 'pandas.core.frame.DataFrame'>
        Int64Index: 6570 entries, 0 to 6652
        Data columns (total 34 columns):
            Column
                       Non-Null Count Dtype
        --- ----
                           _____
         0
           seas id
                          6570 non-null
                                          int64
         1
           season
                          6570 non-null int64
                          6570 non-null int64
         2
           player_id
                           6570 non-null object
         3
            player
         4
                          6570 non-null object
           pos
                          6570 non-null float64
         5
            age
             experience 6570 non-null int64
         6
         7
                           6570 non-null object
             lg
         8
                          6570 non-null object
             tm
                           6570 non-null int64
         9
             g
                          6570 non-null float64
         10 gs
         11 mp per game 6570 non-null float64
         12 fg_per_game 6570 non-null float64
         13 fga_per_game 6570 non-null float64
         14 fg percent
                           6570 non-null float64
         15 x3p_per_game
                           6570 non-null float64
         16 x3pa_per_game 6570 non-null float64
         17 x3p percent
                           6570 non-null float64
                           6570 non-null float64
         18 x2p per game
         19 x2pa_per_game 6570 non-null float64
                           6570 non-null float64
         20 x2p_percent
                           6570 non-null float64
         21 e_fg_percent
                           6570 non-null float64
         22 ft_per_game
                          6570 non-null float64
         23 fta per game
         24 ft percent
                           6570 non-null float64
                           6570 non-null float64
         25 orb per game
                          6570 non-null float64
         26 drb_per_game
         27 trb_per_game
                           6570 non-null float64
                           6570 non-null float64
         28 ast_per_game
                           6570 non-null float64
         29 stl per game
         30 blk per game
                           6570 non-null float64
         31 tov per game
                           6570 non-null float64
         32 pf per game
                           6570 non-null float64
         33 pts per game
                           6570 non-null
                                          float64
        dtypes: float64(25), int64(5), object(4)
        memory usage: 1.8+ MB
```

Ok, now we have 6570 players in the revised data set ("new_nba"), and no nulls. Finally, I will drop the rest of the qualitative, non-per-game data except for position (our label), so that all that is left in the data is position, as well as per-game statistical values.

```
In [15]: nba_data_final = new_nba.drop(['seas_id','season','player_id','player','age','experience
In [16]: nba_data_final.info()
```

```
<class 'pandas.core.frame.DataFrame'>
Int64Index: 6570 entries, 0 to 6652
Data columns (total 24 columns):
   Column Non-Null Count Dtype
                 _____
--- -----
0
   pos
                 6570 non-null object
  mp_per_game 6570 non-null float64
1
2 fg per game 6570 non-null float64
3 fga_per_game 6570 non-null float64
   fg_percent 6570 non-null float64
4
5 x3p per game 6570 non-null float64
   x3pa_per_game 6570 non-null float64
6
    x3p_percent 6570 non-null float64
7
   x2p_per_game 6570 non-null float64
8
9 x2pa_per_game 6570 non-null float64
10 x2p_percent 6570 non-null float64
11 e_fg_percent 6570 non-null float64
12 ft per game 6570 non-null float64
13 fta_per_game 6570 non-null float64
14 ft_percent 6570 non-null float64
15 orb per game 6570 non-null float64
16 drb_per_game 6570 non-null float64
17 trb_per_game 6570 non-null float64
18 ast per game 6570 non-null float64
19 stl_per_game 6570 non-null float64
20 blk per game 6570 non-null float64
21 tov per game 6570 non-null float64
22 pf_per_game 6570 non-null float64
                  6570 non-null float64
23 pts per game
dtypes: float64(23), object(1)
memory usage: 1.3+ MB
```

Now that we have the data set for our model, let's get on to model building!!

Analysis (Unsupervised Learning Model Building & Training)

I will now split the data into data and labels. The labels, of course, are the positions.

```
In [18]: data = nba_data.drop(['pos'], axis = 1)
    labels = nba_data['pos']
```

Next, I am going to standardize the data so that these quantitative values are more standard for our models.

```
In [19]: scaler = StandardScaler()
  data_std = scaler.fit_transform(data)
```

After standardizing, I will apply PCA to reduce the dimensionality of the dataset.

```
In [20]: pca = PCA(n_components = 5)
pca.fit(data_std)

Out[20]: PCA(n_components=5)

In [21]: data_pca = pca.transform(data_std)
```

Now that we have our standardized, dimension-reduced dataset (data_pca), I am going to start with a few clustering algorithms: k-means, and agglomerative.

At first, I am going to create the function label_permute, which will let me determine the optimal combination order for converting the position strings into cluster numbers.

```
In [26]: def label_permute(ytdf,yp,n=5):
             combinations = list(itertools.permutations(range(n)))
             for s in combinations:
                  ''.join(str(s))
             full list = []
             for combo in combinations:
                 ytdf num = pd.DataFrame()
                 ytdf_num = ytdf.replace(['SG', 'PF', 'PG', 'SF', 'C'],
                                          [combo[0], combo[1], combo[2], combo[3], combo[4]])
                 acc num = 0
                 index1 = 0
                 acc den = len(yp)
                 for x in yp:
                      if x == ytdf num['pos'].iloc[index1]:
                          acc_num += 1
                     index1 += 1
                 accu = acc num / acc den
                 full_list.append((combo, accu))
             full list.sort(key = lambda x: x[1], reverse=True)
             return full list[0]
```

The first algorithm I will try is KMeans. I will use mostly default values, and I will print out the first 100 labels to show that the data is being split into 5 clusters.

```
In [27]: kmeans = KMeans(n_clusters = 5, random_state = 42)
kmeans.fit(data_pca)

yhat = list(kmeans.labels_)
print(kmeans.labels_[0:99])

[2 2 2 2 4 2 0 2 2 2 0 0 0 0 2 2 2 4 3 4 2 0 0 1 1 1 2 2 0 2 0 1 4 1 2 2 2
2 4 0 1 4 0 0 0 1 2 4 1 2 4 0 2 2 2 2 3 3 0 1 2 0 0 0 0 0 0 0 0 0 0 3 0 4
2 2 4 0 1 2 2 2 4 2 1 4 0 2 2 0 3 0 0 2 1 1 0 2 2]
```

I will use the label_permute to compute the optimal label order given the labels, as well as the accuracy of that label order.

```
In [28]: label_order, accuracy = label_permute(nba_data, yhat)
In [29]: print("--- Accuracy of the KMeans model ---")
    print('{:.5%}'.format(accuracy))
    --- Accuracy of the KMeans model ---
    32.11568%
```

32% or so is definitely not great! Let's see if we can do a little better by trying to tune and optimize the hyperparameters. I will use GridSearchCV for this purpose.

The above describe the best parameters to use for this dataset, within the given range of parameters I provided. I will now plug those in and re-run the model to see if the accuracy improves at all.

```
In [60]: kmeans = KMeans(n_clusters = 5, random_state = 42, algorithm = 'elkan', init = 'k-means+
kmeans.fit(data_pca)

yhat = list(kmeans.labels_)
label_order, accuracy = label_permute(nba_data, yhat)
print("--- Accuracy of the Hyperparametized KMeans model ---")
print('{:.5%}'.format(accuracy))

--- Accuracy of the Hyperparametized KMeans model ---
```

32.25266%

There is only a fractional difference, up to around 32.3%. This shows that maybe kmeans clustering is not the best modeling method for this problem.

Next, I will try AgglomerativeClustering to see if that will cause a significant improvement in accuracy.

Actually, the agglomerative clustering performs WORSE on the standardized data set at a little over 30%.

For reference, the next bit of code displays the confusion matrix. As you can see, there is not a clear diagonal trend line, suggesting that there are mostly mischaracterizations of data going on.

Comparison to Supervised Learning Model

Next, I am going to try this in a supervised model to see if this problem would be considered any better as a supervised model problem, meaning that I first need to split the data set into test and training data.

```
In [66]: X = data_pca
y = labels

xtrain, xtest, ytrain, ytest = train_test_split(X, y, test_size = 0.25)
```

Now that I have split up the dataset into 25% test data and 75% training data, I am going to use a train an SVC on the training data to see if the accuracy is any higher once applied to the test data.

The score does improve here, to around 58% for training accuracy and then 56% or so when applying the model to the test data. Again, not great, so maybe it is not so easy overallto use a machine learning model to identify positions in basketball using player statistics.

Conclusion

In this project, I attempted to predict NBA player positions given their performance statistics using varying unsupervised learning techniques. I utilized PCA to reduce the amount of dimensions of the data, data standardization, and varying forms of clustering.

The models, even with hyperparametization, did not get above 35%, which shows that clustering may not have been the best method for this. With that in mind, I tried a supervised model involving an SVC, and was able to get the prediction accuracy on the test data to above 50%. Still, this is nowhere near the accuracy we hope to achieve.

Since I used hyperparameterization, and both unsupervised and supervised learning, and was still not able to achieve quality accuracy, I can conclude that trying to predict player positions given statistics might not make sense from a machine learning perspective.

Here are some of the reasons why:

- The state of the NBA is constantly changing. A center today is a way different player than a center of 20–30 years ago. They are more athletic, score more points, and are even speedier and spend more time playing on the perimeter.
- The differences in data between the different position may not be all that vast after all, so the model might get confused when someone like Steph Curry, who is a point guard (who historically spend more time passing than shooting) leads the league in scoring.
- There are a lot of players who are considered "unicorns", which means they are unique for their size and skillset. That tends to skew/confuse the data as well.
- The NBA is much more of a hybrid player league, and some players need to fit in a position title but are much more fluid in their skill sets, and therefore in their statistics.

Overall, I consider the low accuracy scores to be indicative of the changing landscape of the NBA and the interchangeability of the different positions in the league. As it turns out, a center and a point guard might not be all that different.

I did enjoy working on this project and I do not consider it a failure, as I was able to greatly hone my skills in data analysis, data visualization, and data modeling around supervised and unsupervised learning. That is what this final, and this course, is all about!