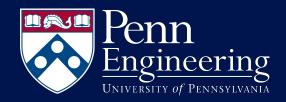


Horse Betting Analysis

Spring 2024 WAF Application Kyle Sullivan

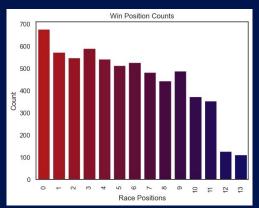


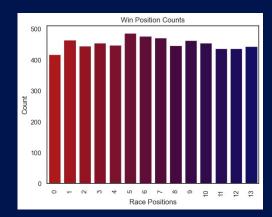
Exploratory Data Analysis

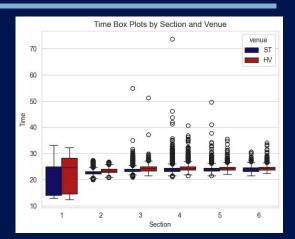
6,342 Unique Races | 79,421 Horse Runs

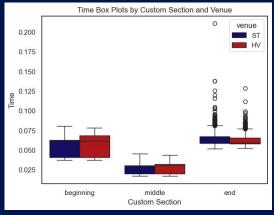
Overview & Challenges

- Feature Engineering
 - Metric rolling averages (window: 3 races)
 - Standardizing section times by distance
 - Binary indicator variables categorical values
 - Cyclical month transformation (sine/cosine)
- Imbalanced Data
 - Shuffled horse positions











Predicting Horse Times

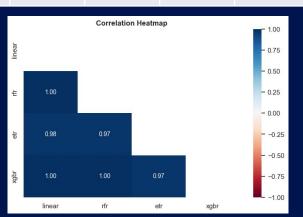
Roadmap

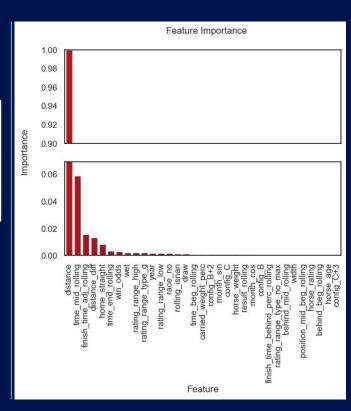
- Baseline (BL): Predict Average Time by Distance
- Feature Selection / Engineering
- Hyperparameter Tuning
- Ensemble Model

Model	BL	Ridge Reg.	Rand. Forest	Extra Trees	XG Boost	MLPR	All
MSE	1.4924	1.1375	0.9822	1.0027	0.9872	1.1008	0.9605
MAPE	0.0102	0.0088	0.0078	0.0079	0.0077	0.0084	0.0077

Top Features:

- Distance
- Middle Section Time (R
- Finish Time / Dist. (R)
- Distance Difference
- Home Straight Length







Predicting Race Winners

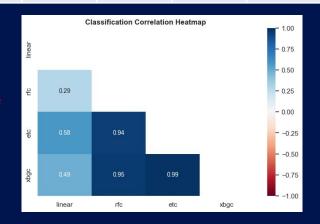
Roadmap:

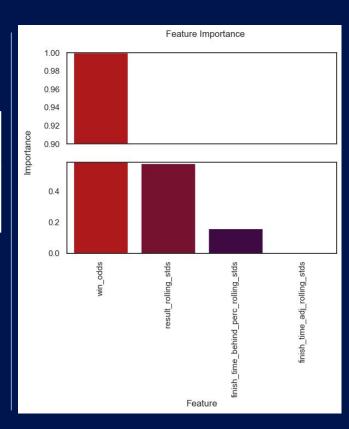
- Baseline (BL): Predict Winner by Best Odds
- Feature Selection / Engineering
- Hyperparameter Tuning
- Ensemble Model

Model	BL	LR	Rand. Forest	Extra Trees	XG Boost	MLPC	All
ACC	0.3006	0.2199	0.2558	0.2298	0.2493	0.1606	0.2544
CEL	11069	11655	11916	12334	11438	13286	11965

Top Features:

- Win Odds
- Placement Results (R)
- Finish Time / Leader Time (R)
- Finish Time / Dist. (R)







Insights and Future Improvements

Takeaways:

- Dominant Features in both Models
 - Distance and Win Odds
 - Make it difficult to assess the usefulness of other variables
- Next Steps
 - Bradley-Terry Model
 - Split each race into a 1 vs. 1 races between all horse pairings
 - Use head-to-head outcomes to assign scores/ratings to each horse
 - Deep Learning
 - Utilize time series nature to predict finish times & winners
 - LSTM
 - GRU
- Best Advice
 - The gambling odds are difficult to beat
 - Sports Books have a huge financial incentive to get this right.

