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# Predicting The Perfect March Madness Bracket

Matthew Zaback

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# Overview

1. Background
2. What Others Have Done
3. My Approach
4. Results
5. Conclusion

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# Background

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# What is Machine Learning?



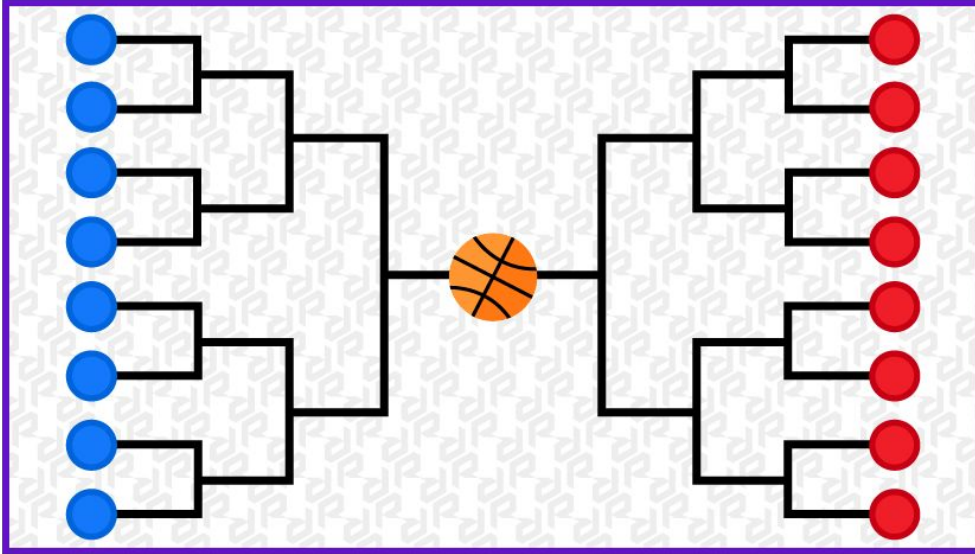
Subfield of artificial intelligence that gives the computer the ability to learn without explicitly being programmed

Allows the user to feed it immense amount of data and have the computer analyze it and make data driven recommendations

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# What is March Madness?



**March Madness**

Time when NCAA college basketball tournament is held

Single elimination featuring 68 teams

“Upset” = when a higher seeded team beats a lower seeded team

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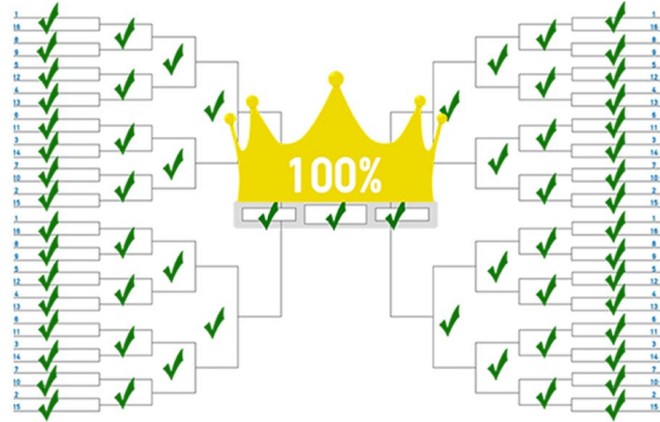


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# The Odds Of Guessing Every Winner

1 in 9,223,372,036,854,775,808

$2^{63}$



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# Competitions

Warren Buffett's Berkshire Hathaway offers \$1 billion to whoever gets a perfect bracket

ESPN holds their own NCAA Bracket Tournament challenge that is free to play, top brackets share \$50,000

Kaggle awards \$50,000 to the top 8 best brackets made with machine learning

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# Why do it?

According to the American Gaming Association, roughly 80 million brackets are filled out each year with 40 million americans participating.

Most do it for a chance to win something. The AGA estimates the average entry fee for an office pool is \$29, with \$2 billion wagered on pools alone.

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**80M**

Tournament brackets  
completed each year

**VS.**



**156M**

Ballots cast in the 2020  
presidential election



**78%**

Of employees say  
celebrating March  
Madness at work  
boosts morale



**29%**

Of March Madness fans  
participate in office pools

**39%**

Of workers say they became  
closer with a coworker after  
participating in an office pool



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# Closest to Perfect



Year	Games Lasted
2023	24 games
2022	27 games
2021	27 games
2019	49 games
2018	25 games
2017	39 games
2016	25 games
1977-2015	36 games

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# What Others Have Done

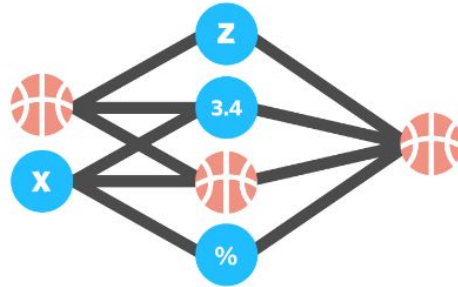
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# What Others Have Done



## Machine Learning



## Machine Learning Algorithms

Neural Net  
XGBoost  
Random Forest  
Naive Bayes  
Logistic Regression  
KNN  
Support Vector Machine  
AdaBoost

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# Will Geoghegan (2021)

	A	B	C	D	E	F	G	H	I	J	K	L	M	
49	Team	Conf	WL	Rank	Mean	Trimmed	Median	StDev	ATP	BBT	BIH	BWE	COL	D
50														
51	Kansas	B12	34-6	1	2.02	1.88	1	1.43	8	3	2	1	1	
52	Gonzaga	WCC	28-4	2	2.45	2.33	2	1.81	1	1	3	2	7	
53	Arizona	P12	33-4	3	3.54	3.45	3	1.89	4	2	1	4	2	
54	Houston	AAC	32-6	4	5.07	4.95	4	3.02	2	4	13	3	5	
55	Baylor	B12	27-7	5	5.95	5.8	5	2.5	6	5	4	5	8	
56	Villanova	BE	30-8	6	7.36	7.08	6	3.92	23	11	5	6	3	
57	Duke	ACC	32-7	7	7.82	7.75	8	2.02	14	6	8	9	9	
58	Tennessee	SEC	27-8	8	7.95	7.8	7	2.74	3	9	7	7	10	
59	Texas Tech	B12	27-10	9	10.25	10.15	10.5	3.35	7	12	12	8	19	
60	Kentucky	SEC	26-8	10	10.63	10.43	10	4.12	9	7	9	10	16	
61	Auburn	SEC	28-6	11	11.19	11.15	11	3.36	5	8	6	12	6	
62	UCLA	P12	27-8	12	12.02	12	12	1.87	13	10	14	11	11	
63	Purdue	B10	29-8	13	12.43	11.97	12	3.93	35	13	11	14	12	
64	North Car	ACC	29-10	14	15.46	14.78	15.5	8.02	55	15	21	13	14	
65	Arkansas	SEC	28-9	15	16.17	16.02	16	4.15	30	16	15	16	15	

Screenshot of Massey Ratings Data

Top 0.2% of ESPN brackets in 2021

He used rankings from many different websites and sports analysts

AdaBoost machine learning algorithm

# Lotan Weininger (2019)

## 1. Variable List

Variable	Description	Team
$X_1$	Pomeroy Ranking	Team1
$X_2$	Pomeroy Ranking	Team2
$X_3$	Offensive Rating	Team1
$X_4$	Offensive Rating	Team2
$X_5$	Defensive Rating	Team1
$X_6$	Defensive Rating	Team2
$X_7$	Net Rating	Team1
$X_8$	Net Rating	Team2
$X_9$	Tempo	Team1
$X_{10}$	Tempo	Team2
$X_{11}$	Possession Time Per Game (sec.)	Team1
$X_{12}$	Possession Time Per Game (sec.)	Team2
$X_{13}$	Adjusted Pomeroy Ranking	Team1
$X_{14}$	Adjusted Pomeroy Ranking	Team2

## 2. Model Selection

Model	Variable Composition	Error
1	$X_1, X_2, X_3, X_4, X_5, X_6, X_7, X_8, X_9, X_{10}$	0.55346
2	$X_3, X_4, X_5, X_6, X_7, X_8, X_9, X_{10}$	0.58481
3	$X_1, X_2, X_3, X_4, X_5, X_6, X_7, X_8$	0.55322
4	$X_1, X_2, X_7, X_8$	0.55342
5	$(X_1 - X_2), X_7, X_8$	0.55345
6	$(X_1 - X_2), (X_7 - X_8)$	0.55291
7	$(X_1 - X_2), (X_3 - X_4), (X_5 - X_6), (X_7 - X_8)$	0.55257
8	$(X_1 - X_2)^3, (X_3 - X_4)^3, (X_5 - X_6)^3, (X_7 - X_8)^3$	0.58617
9	$(X_1, X_2, X_3, X_4, X_5, X_6, X_7, X_8)^2$	0.56862
10	$(X_1 - X_2), (X_3 - X_4), (X_5 - X_6)$	0.58856
11	$X_3, X_4, X_5, X_6$	0.58472
12	$X_1, X_2, X_3, X_4, X_5, X_6, X_7, X_8, X_{11}, X_{12}$	0.55551
13	$(X_3 - X_4), (X_5 - X_6), (X_7 - X_8)$	0.58462
14	$(X_3 - X_4), (X_5 - X_6), (X_7 - X_8), (X_{11} - X_{12})$	0.58793
15	$(X_3 - X_4), (X_5 - X_6), (X_7 - X_8), X_{13}, X_{14}$	0.54982
16	$(X_3 - X_4), (X_5 - X_6), (X_7 - X_8), (X_{13} - X_{14})$	0.54966
17	$(X_1 - X_2), (X_3 - X_4), (X_5 - X_6), (X_7 - X_8), (X_{11} - X_{12})$	0.55587
18	$X_1, X_2, (X_3 - X_4), (X_5 - X_6), (X_7 - X_8)$	0.55329

Logistic regression model

Simulated the performance of the variables by testing the predictions on previous years data

Top 10% in Kaggle competition

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# My Approach

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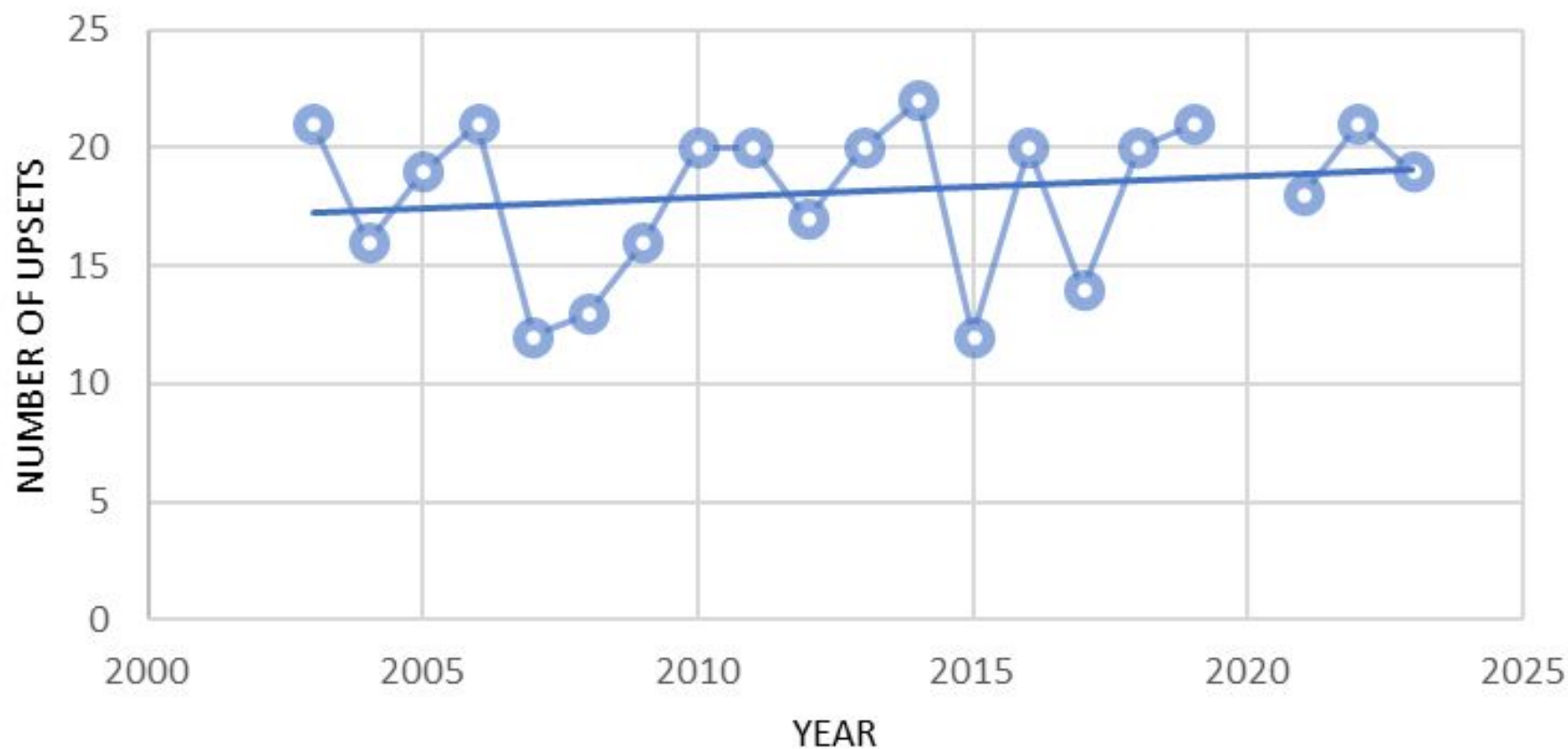
## Data Available (Since 2003)

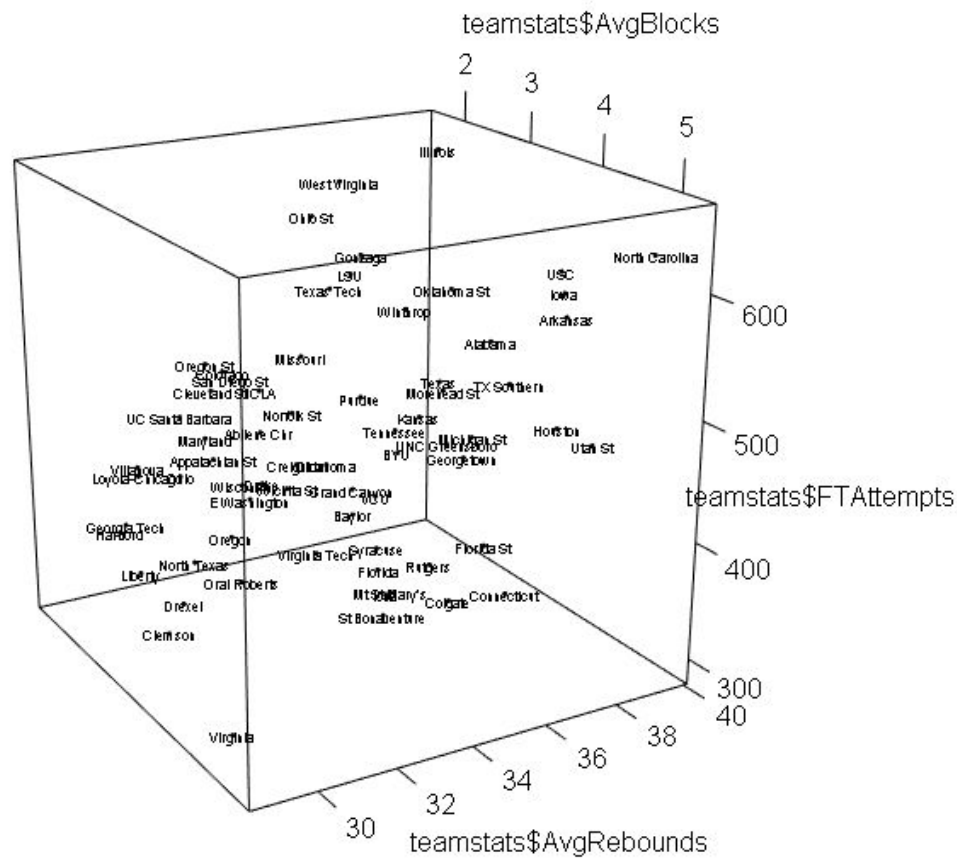
The screenshot displays a Microsoft Excel spreadsheet titled "NCAA Tournament Detailed Results". The spreadsheet is organized into columns for various statistics and rows for individual games. The columns are labeled: Season, DayNum, WTeamID, WScore, LTeamID, LScore, WLoc, NumOT, WFGM, WFGA, WFGM3, WFGA3, WFTM, WFTA, WOR, WDR, WAsT, WTO, WStl, WBlk, WPF, and LFGM. The rows list 68 teams, including Kansas, Gonzaga, Arizona, Houston, Baylor, Villanova, Duke, Tennessee, Texas Tech, Kentucky, Auburn, UCLA, Purdue, North Carolina, Arkansas, Iowa, Illinois, St. Mary's, Connecticut, Providence, and Texas. The spreadsheet is viewed in the Microsoft Excel application, with the ribbon showing the "Home" tab. The status bar at the bottom indicates "Ready" and "Accessibility: Unavailable".

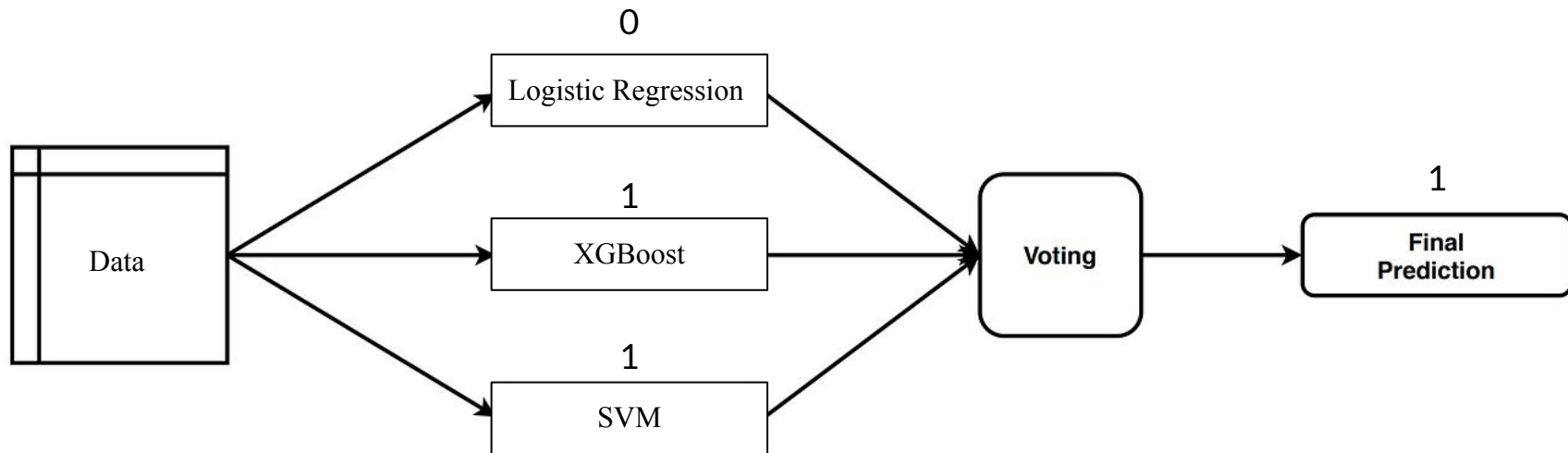
# First Round Results Since 2003

Seed	Wins	Losses	Win Percentage
1	78	2	97.5%
2	73	7	91.3%
3	71	9	88.8%
4	63	17	78.8%
5	50	30	62.5%
6	45	35	56.3%
7	50	30	62.5%
8	44	36	55%
9	36	44	45%
10	30	50	37.5%
11	35	45	43.8%
12	30	50	37.5%
13	17	63	21.3%
14	9	71	11.3%
15	7	73	8.8%
16	2	78	2.5%

# Number of Upsets per Year Since 2003

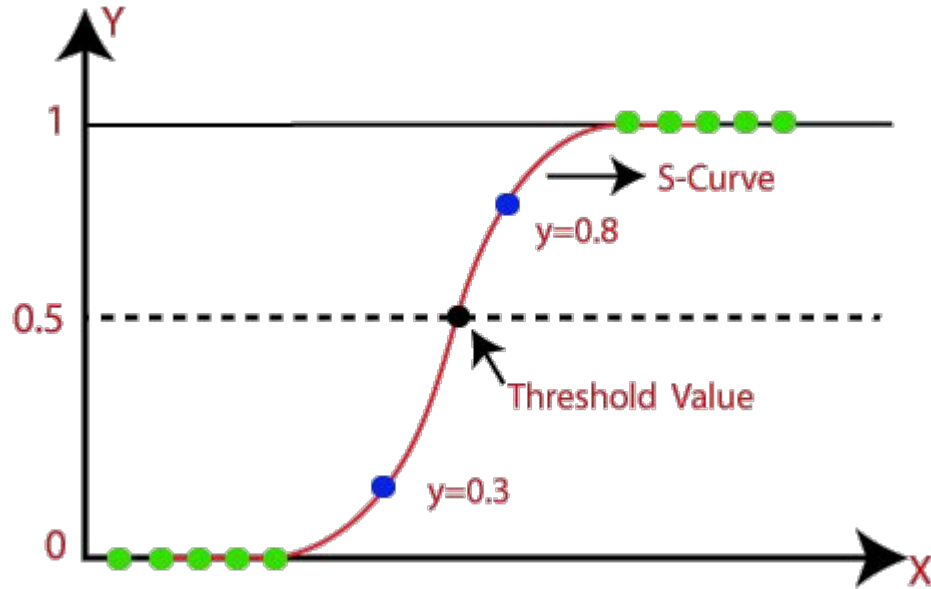






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# Logistic Regression



Binary classification model (upset or not)

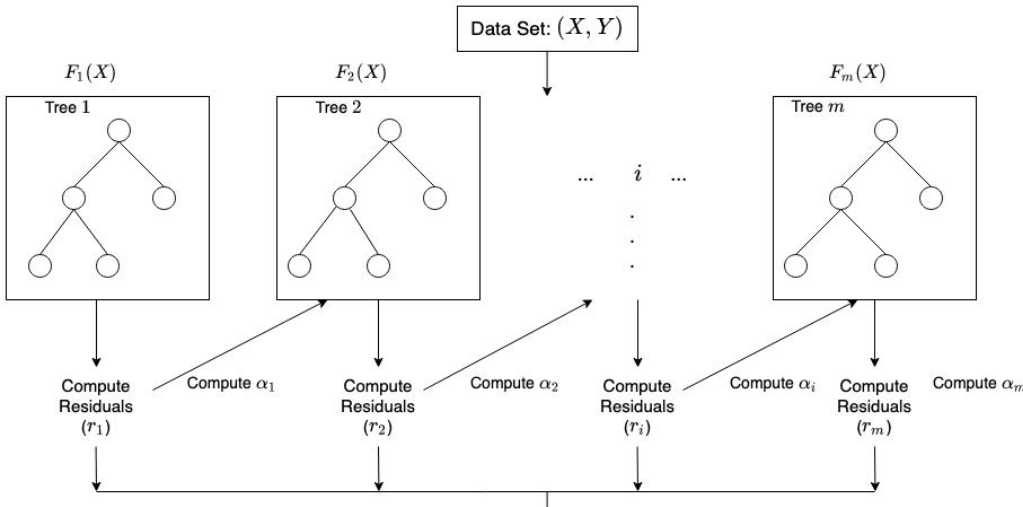
Gives probability, then classifies it based on the threshold value

Unlike linear regression, it cannot predict an actual value, just the probability

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# XGBoost (Extreme Gradient Boosting)



Trains a number of decision trees on subsets of the data, then combines the prediction from each tree into the final prediction

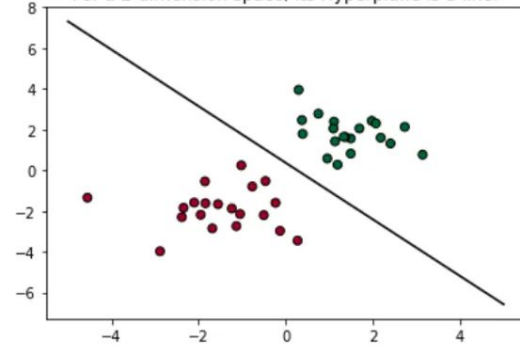
Has become popular because it is new and outperforms other ML models

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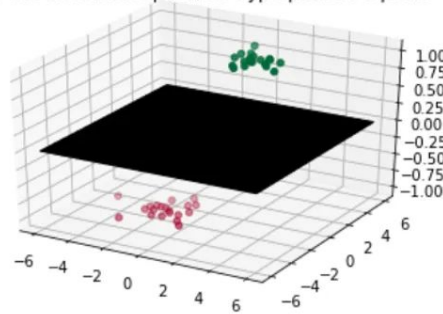
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# Support Vector Machine (SVM)

For a 2-dimension space, its Hyperplane is a line.



For a 3-dimension space, its Hyperplane is a plane



Finds a plane that most accurately separates the data into classes (upset or not)

Picks plane that maximizes the margin

Used 19 features to create a plane

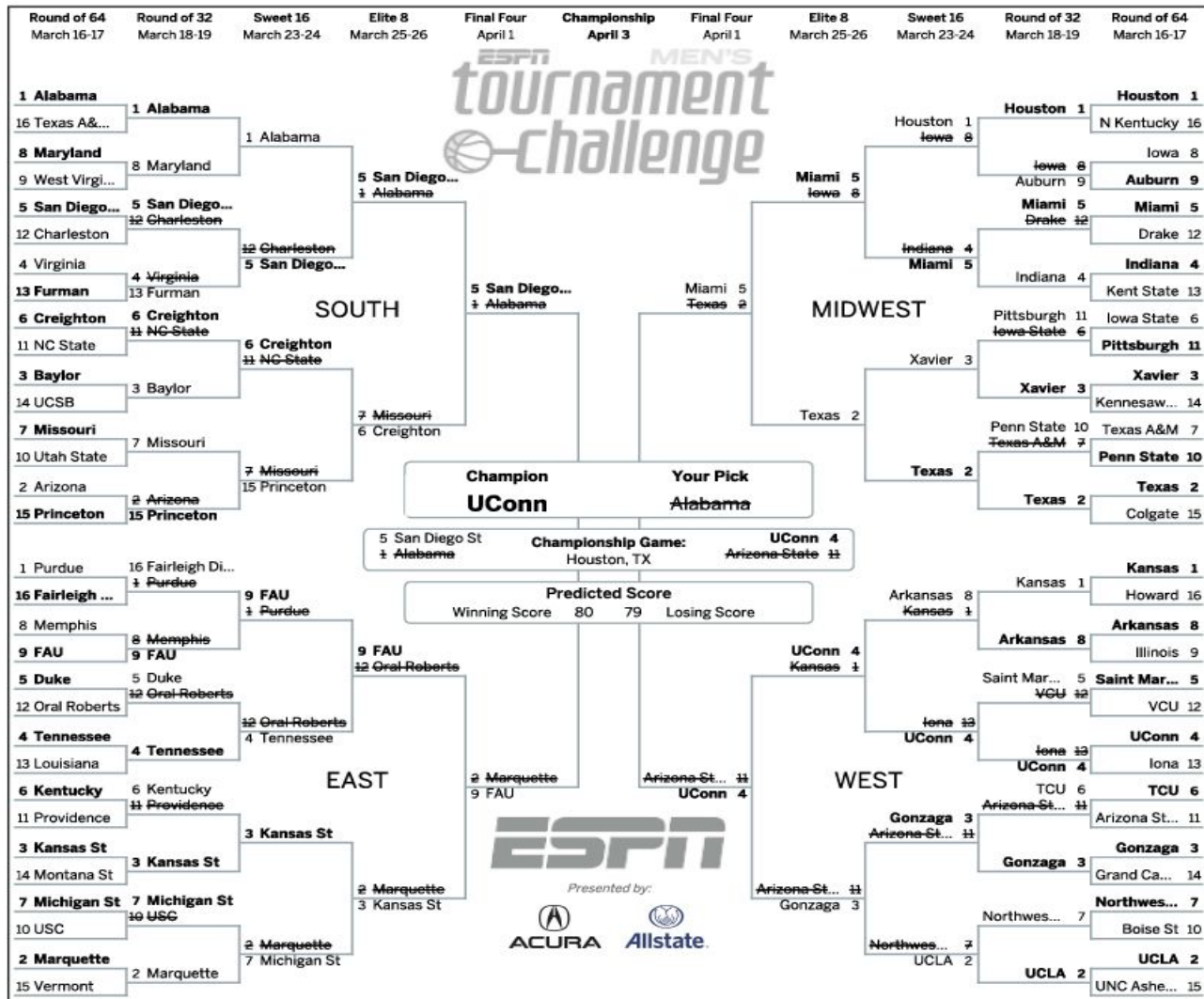
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# Results

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21/63 games correctly  
classified (33%)

19/63 games were upsets  
(30.1%)

0/19 upsets predicted



2496 rows × 20 columns

```
In [166]: corrs = round(outscores.corr(), 2)
display(corrs['Result'])
```

WinRatio	0.33
PtsPerGame	0.23
PtsAllowedPerGame	-0.16
FGPerGame	0.26
FGRatio	0.20
FGAllowedPerGame	-0.09
FG3PerGame	0.05
FG3Ratio	0.10
FG3AllowedPerGame	-0.06
FTPerGame	0.02
FTRatio	0.04
FTAllowedPerGame	-0.16
ORRatio	-0.01
DRRatio	0.12
AstPerGame	0.20
StealsPerGame	0.11
BlocksPerGame	0.20
PFPerGame	-0.17
Seed	-0.48
Result	1.00

Name: Result, dtype: float64

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# Conclusion

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# Conclusion



The bracket did not do as well as I hoped

It's important to make multiple brackets because going out on a limb for one upset can destroy the rest

It seems like there is a uniquely human element

It will be interesting to see if AI in the future will be able to predict a perfect bracket

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**Thank you**  
**Any questions?**

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