

# **Interpretable Prediction and Large-Scale Analysis of Judging in Professional Boxing**

**Mason duBoef, Thomas Romeas, Mathieu Charbonneau, and Allan Svejstrup**

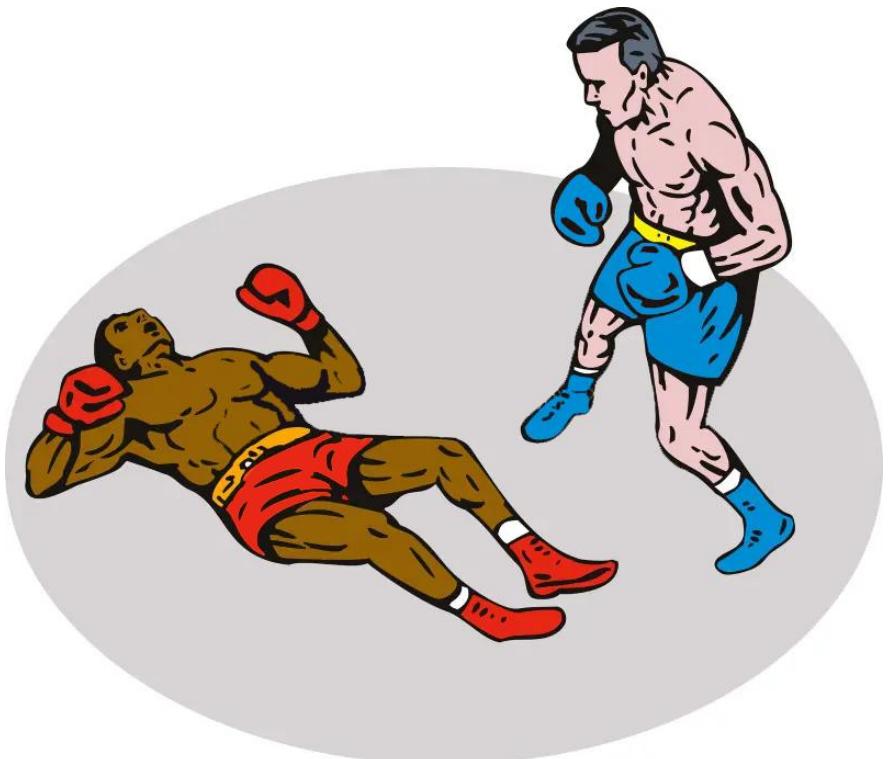
**JABBR**



# The Sport of Boxing

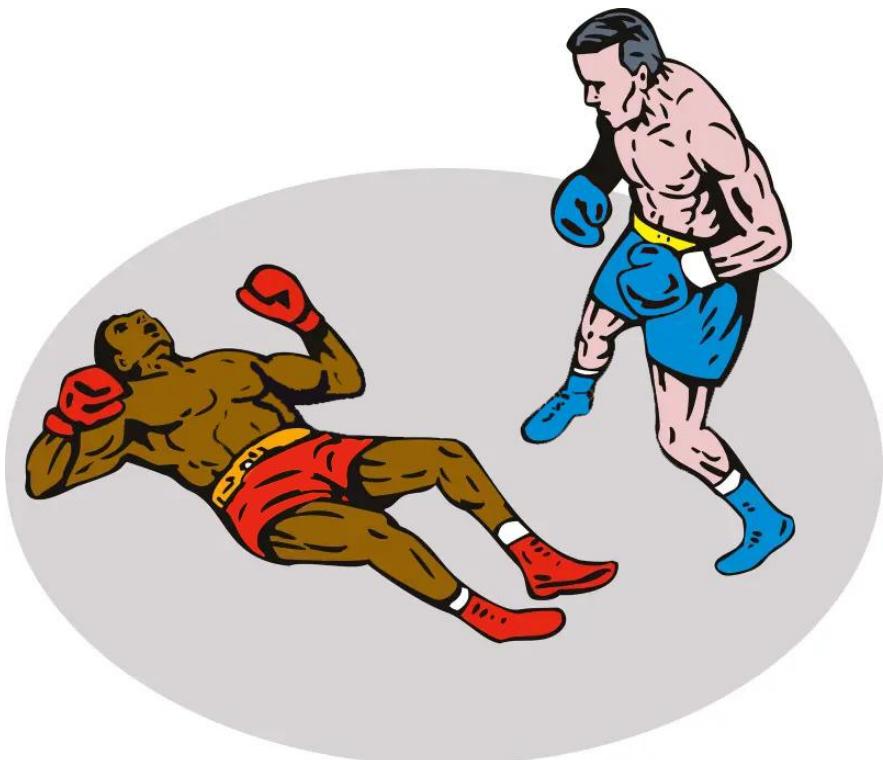
# The Sport of Boxing

1. Knockout your opponent



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2. Match ends and is decided by judges

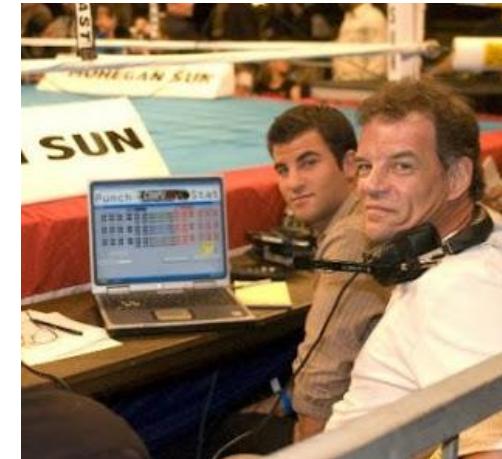
46.5% of matches

Scoring is subjective and intransparent

Round	Judge 1	Judge 2	Judge 3
1	Red	Blue	Red
2	Blue	Red	Blue
3	Blue	Blue	Blue

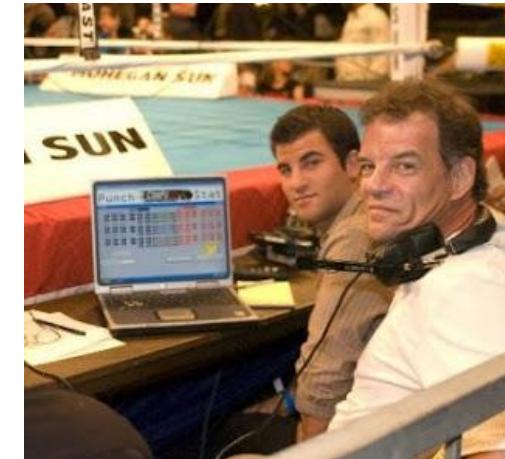
# Existing Data Limitations

- Clicker-based punch stats
  - Inaccurate
  - Lack of detail



# Existing Data Limitations

- Clicker-based punch stats
  - Inaccurate
  - Lack of detail
- Manual annotation
  - Limits sample size to about 50 rounds



Landed	5	Thrown	19
Time	Type	Status	Quality
02:32	R Straight Head	Missed	
02:32	L Hook Body	Missed	
02:33	R Uppercut Head Landed	Landed	■
02:34	L Straight Head	Landed	■
02:35	R Uppercut Head Landed	Landed	■ ■
02:36	L Hook Head	Missed	
02:38	R Uppercut Head Missed		
02:39	L Hook Head	Missed	



Landed	5	Thrown	13
Time	Type	Status	Quality
02:38	L Straight Head	Landed	■ ■ ■
02:39	L Overhand Head Missed		
02:40	L Straight Head Missed		
02:41	L Uppercut Head Missed		
02:42	L Straight Head Missed		
02:43	L Uppercut Head Missed		
02:44	L Straight Head Landed	Landed	■ ■ ■
02:45	L Straight Head Landed	Landed	■ ■ ■



Statistics  
Front Foot: Neutral | Back Foot: Neutral  
Distance: Squared | Squared | Squared  
Distance: Distance | Mid-Range | Range

12

2:28

# Goals

- (1) Build models to accurately predict judges' scorecards
- (2) Identify what factors are most important to judges

# Data Set

1,003 bouts

7,323 rounds

Detailed end-of-round statistics

Round-by-round scores

# Mapping Methods

## Neural Network

- Multi-layer perceptron (MLP)
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## Points-Based System (PB)

$$R_{\text{points}} = aR_1 + bR_2 + cR_3 + \dots$$
$$B_{\text{points}} = aB_1 + bB_2 + cB_3 + \dots$$

Specific performance metric

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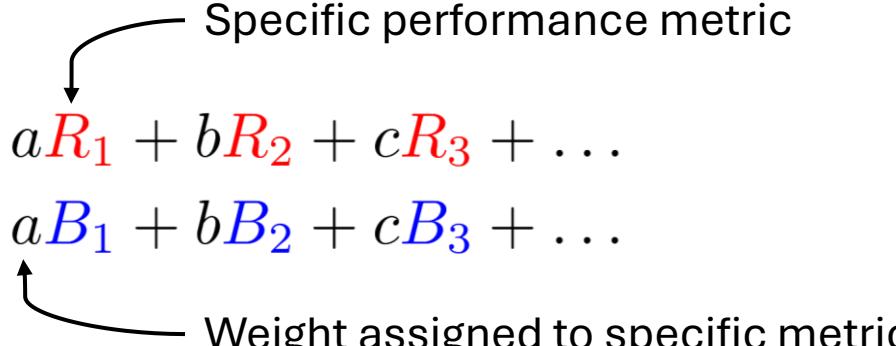
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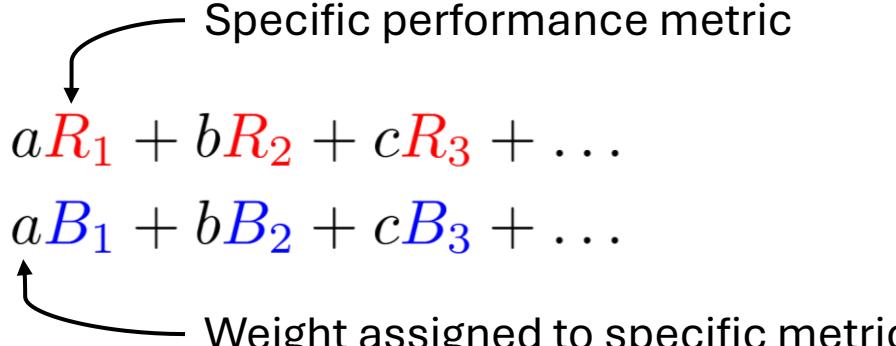
## Points-Based System (PB)

- Optimized with gradient descent

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## Points-Based System (PB)

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$$\begin{aligned} R_{\text{points}} &= aR_1 + bR_2 + cR_3 + \dots \\ B_{\text{points}} &= aB_1 + bB_2 + cB_3 + \dots \end{aligned}$$

Specific performance metric

Weight assigned to specific metric

Ratio of points  $\longrightarrow R_\varphi = \frac{R_{\text{points}} + D}{B_{\text{points}} + D}$

Predicted score  $\longrightarrow R_\Theta = \frac{(R_\varphi)^S}{(R_\varphi)^S + 1}$

Canelo Alvarez • vs • Terence Crawford

## Judge Scorecard AI Prediction



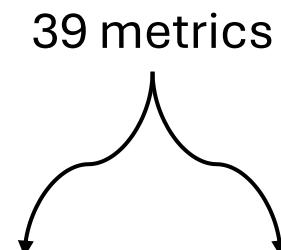
Rnd	1	2	3	4	5	6	7	8	9	10	11	12
Red	50%	43%	50%	55%	62%	28%	44%	46%	16%	38%	4%	15%
Blue	50%	57%	50%	45%	38%	72%	56%	55%	84%	62%	96%	85%

# (1) Prediction Accuracy

# Model Accuracy

<b>Measure of Predictive Accuracy</b>	<b>PB Model</b>	<b>MLP Model</b>	<b>Tiny PB Model</b>
Pairwise Comparison Acc.	75.98%	75.52%	75.54%
Agreement with Majority	77.59%	77.31%	77.24%
Mean Squared Error	0.383	0.392	0.403

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# Model Accuracy

22<sup>nd</sup> percentile →

20<sup>th</sup> percentile →

Rank	Judge	Accuracy	Rounds
1	Judge A	98.33%	60
2	Judge B	97.83%	46
3	Judge C	96.51%	86
4	Judge D	95.45%	44
5	Judge E	94.44%	108
6	Judge F	93.75%	48
7	Judge G	93.75%	48
8	Judge H	93.55%	62
9	Judge I	93.55%	62
10	Judge J	93.48%	46
	...	...	...
177	Judge K	76.09%	23
178	Judge L	76.04%	48
	PB Model (Test Set)	75.98%	1450
179	Judge M	75.86%	29
180	Judge N	75.77%	130
181	Judge O	75.61%	41
	Tiny PB Model (Test Set)	75.54%	1450
	MLP Model (Test Set)	75.52%	1450
182	Judge P	75.37%	67
183	Judge Q	75.00%	42
	...	...	...
225	Judge R	60.87%	23
226	Judge S	60.71%	28
227	Judge T	54.55%	22
Avg	All Judges	81.41%	7323

## (2) Identifying What Matters To Judges

# Not All Punches Are Equal

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Measure of Predictive Accuracy	No Impact Differentiation	With Impact Differentiation
Pairwise Comparison Acc.	71.89%	73.15%
Agreement with Majority	73.10%	74.62%
Mean Squared Error	0.482	0.448

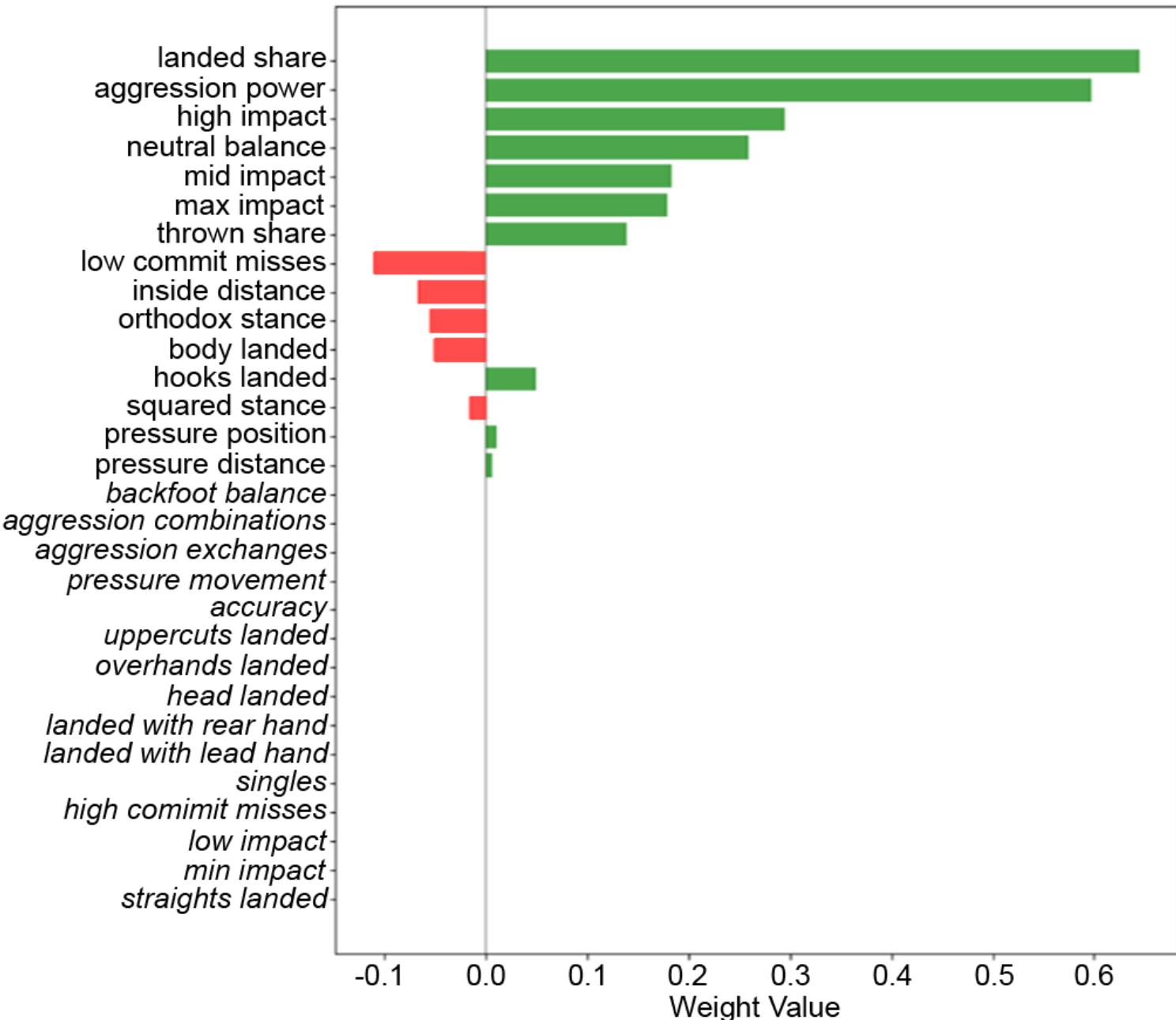
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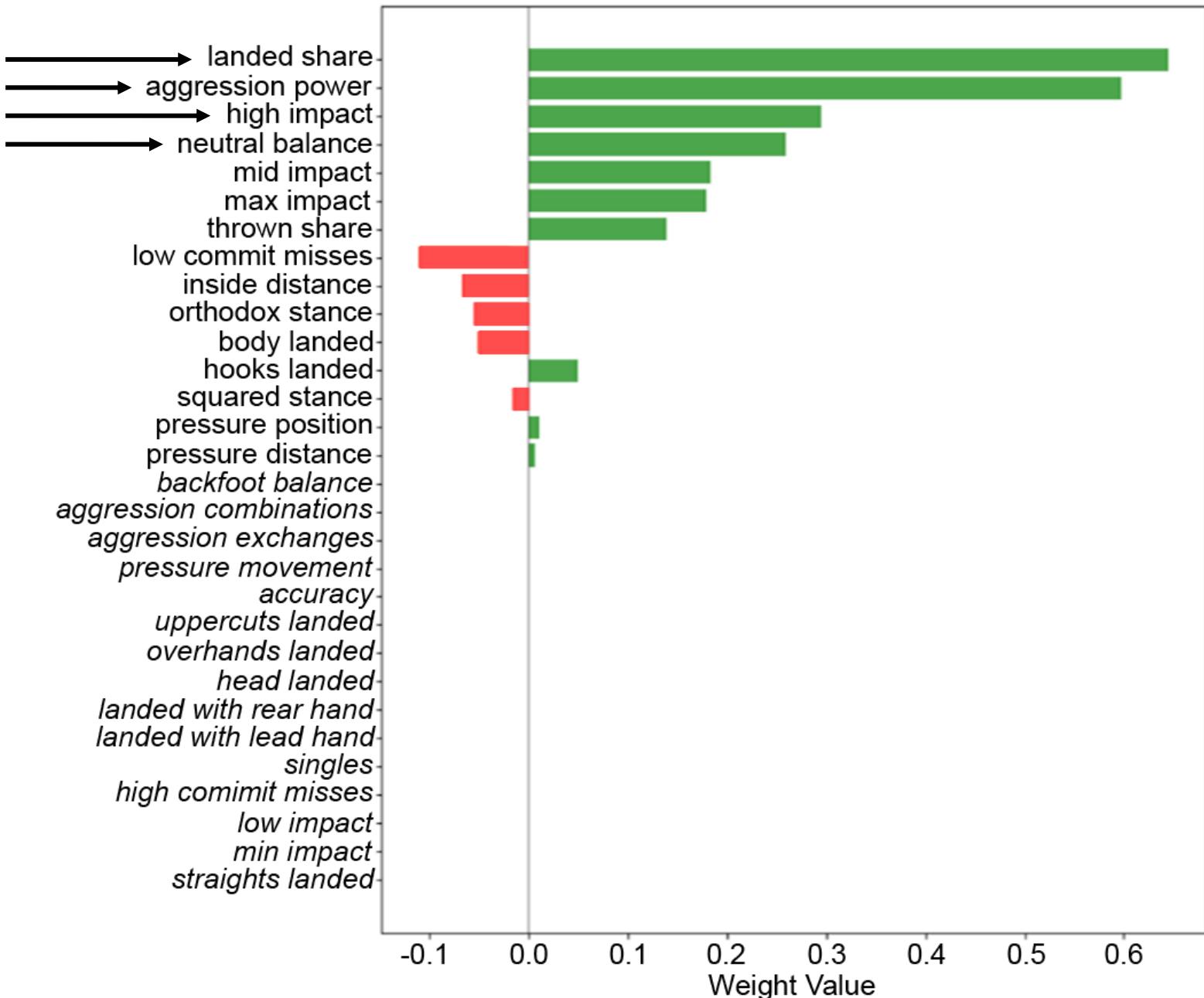
Metric	Normalized Weight
missed	0.24
min impact	1.00
low impact	1.45
mid impact	2.54
high impact	4.40
max impact	10.50

exponential

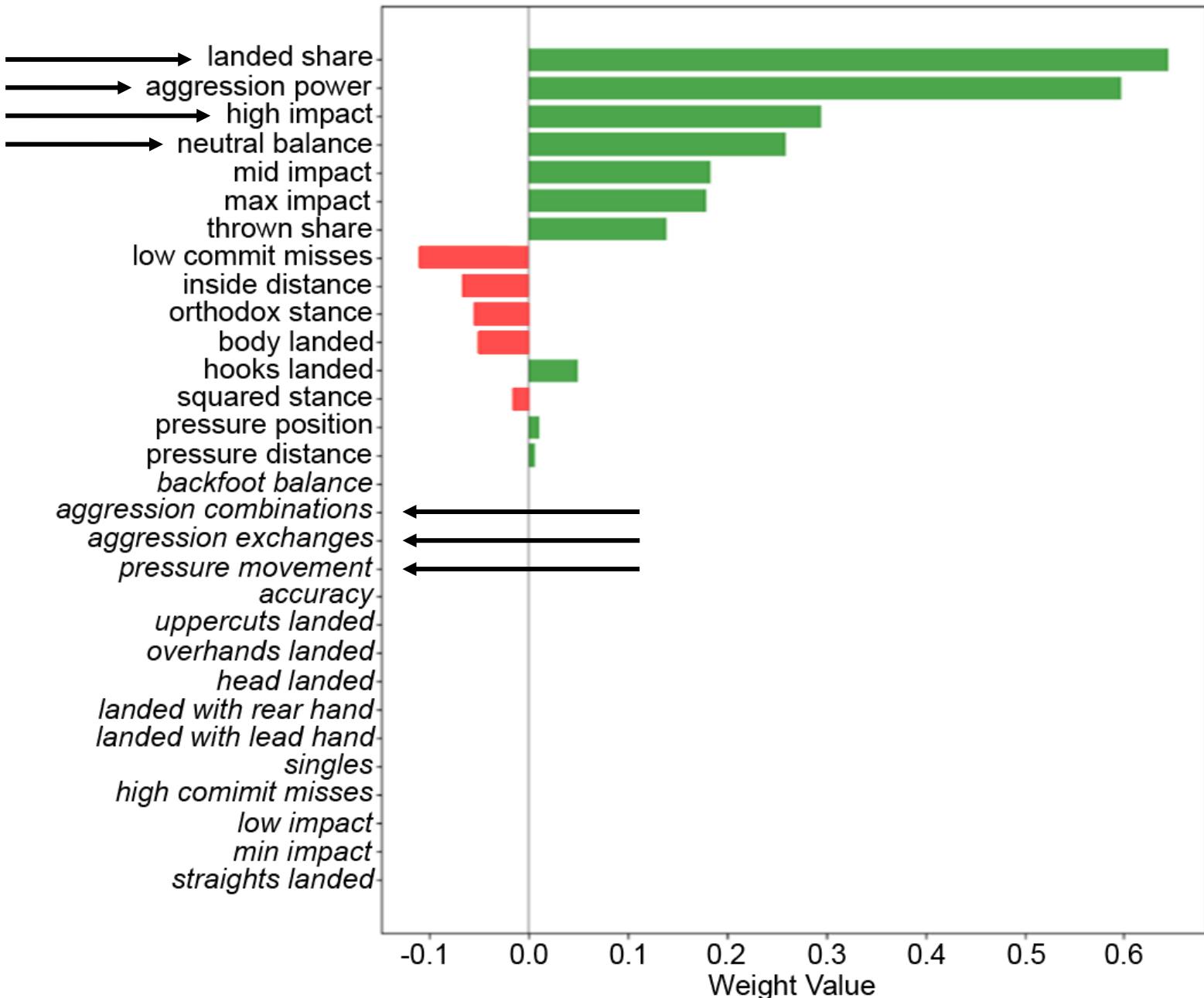
# Feature Selection with L1 Logistic Regression



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# Feature Selection with L1 Logistic Regression



# Limitations

- Missing contextual info
- Missing body language
- Tracking based on single camera dirty feed
- Outdated version of DeepStrike



# Takeaways

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- (1) Simple points-based scoring achieves pro-level accuracy
  - Consistent
  - Transparent
  - Unbiased
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- (1) Simple points-based scoring achieves pro-level accuracy
  - Consistent
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  - Scalable
- (2) Punch impact and throwing with power drive decisions

# Future Work

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  - Fighter nationality, ranking, popularity
- Extend to other sports (MMA, fencing, etc.)

# Thank You

## Questions?

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