

# Predicting Touchdowns

Pre-Snap

Presented by:
Albert Troszczynski &
The Thinkful Team

### The Data

All regular season NFL plays (2009 - 2017)

- o 407,688 plays
- 102 attributes

### Research Questions

What is the most computationally efficient model for predicting touchdowns <u>before the ball is</u> <u>snapped?</u>

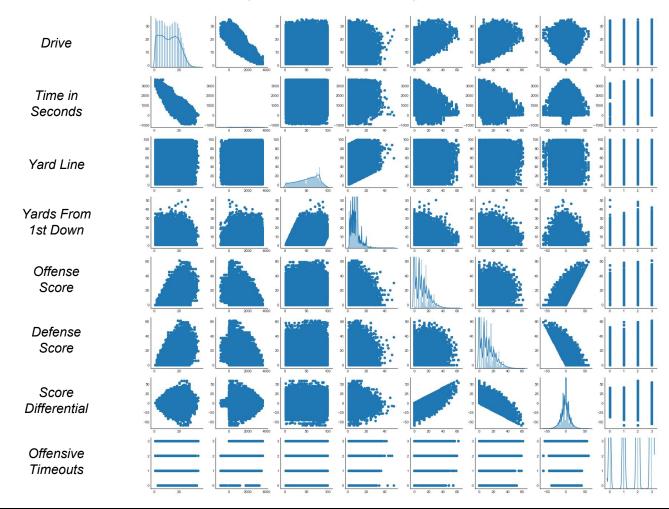
What factors influence the likelihood of scoring a touchdown?

### Feature Engineering

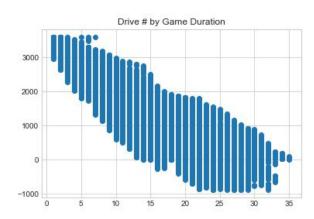
- Removed all attributes related to information after the ball had been snapped
- Dropped special team formations from analysis (FG, Kickoff, Punt)
- Created 2 categorical features to represent time: Weekday &
   Week

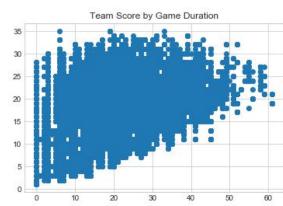
Final Feature Set: 6 Continuous / 8 Categorical (173 dummy variables)

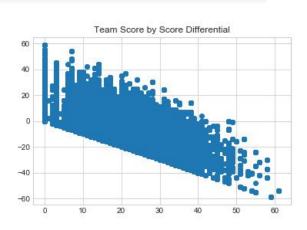
#### Collinearity and Distribution Analysis of Continuous Variables



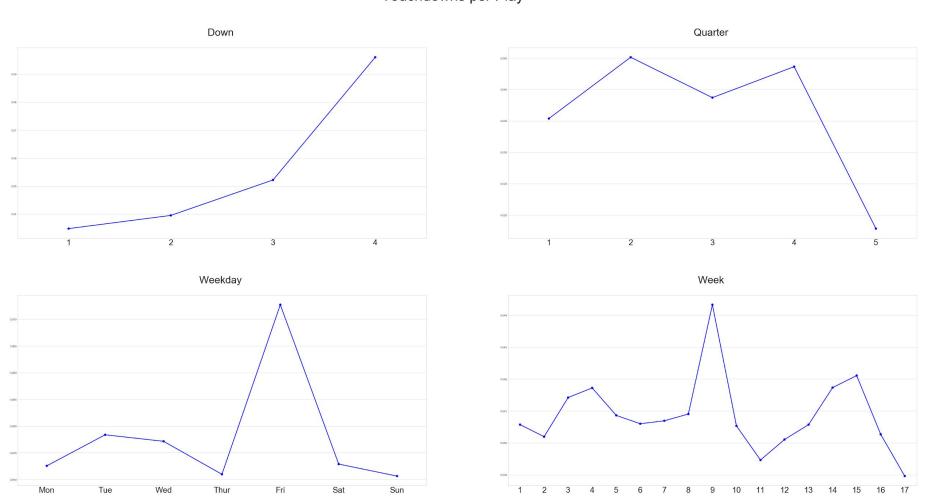
|                | Drive     | TimeSecs  | yrdline100 | ydsfrom1stdown | OffTeamScore | DefTeamScore | ScoreDiff | OffTimeouts | Touchdown |
|----------------|-----------|-----------|------------|----------------|--------------|--------------|-----------|-------------|-----------|
| Drive          | 1.000000  | -0.943548 | -0.013830  | 0.022242       | 0.666066     | 0.667269     | -0.037186 | -0.286669   | -0.003928 |
| TimeSecs       | -0.943548 | 1.000000  | 0.066493   | -0.010125      | -0.676789    | -0.683320    | 0.042716  | 0.312748    | -0.012735 |
| yrdline100     | -0.013830 | 0.066493  | 1.000000   | 0.231691       | -0.025704    | 0.003238     | -0.025488 | 0.060667    | -0.276037 |
| ydsfrom1stdown | 0.022242  | -0.010125 | 0.231691   | 1.000000       | 0.006267     | 0.017767     | -0.011020 | -0.006588   | -0.132329 |
| OffTeamScore   | 0.666066  | -0.676789 | -0.025704  | 0.006267       | 1.000000     | 0.386280     | 0.515851  | -0.202339   | -0.000894 |
| DefTeamScore   | 0.667269  | -0.683320 | 0.003238   | 0.017767       | 0.386280     | 1.000000     | -0.590922 | -0.215733   | 0.001032  |
| ScoreDiff      | -0.037186 | 0.042716  | -0.025488  | -0.011020      | 0.515851     | -0.590922    | 1.000000  | 0.023397    | -0.001740 |
| OffTimeouts    | -0.286669 | 0.312748  | 0.060667   | -0.006588      | -0.202339    | -0.215733    | 0.023397  | 1.000000    | -0.019108 |
| Touchdown      | -0.003928 | -0.012735 | -0.276037  | -0.132329      | -0.000894    | 0.001032     | -0.001740 | -0.019108   | 1.000000  |



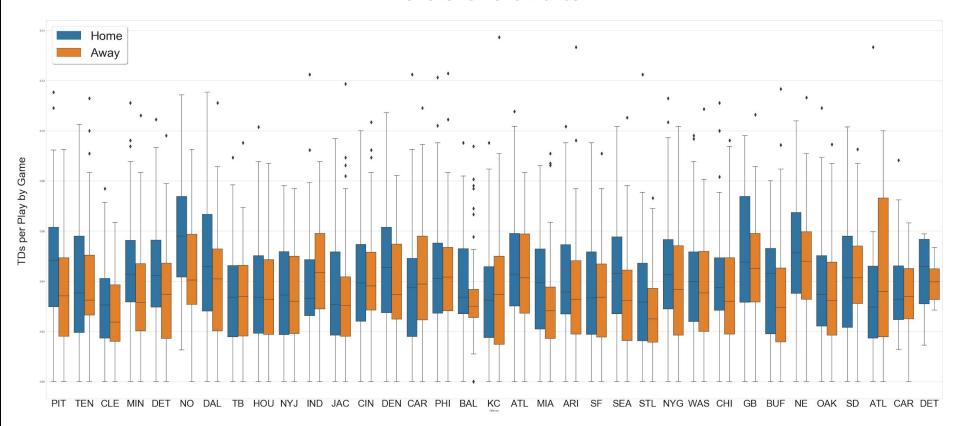




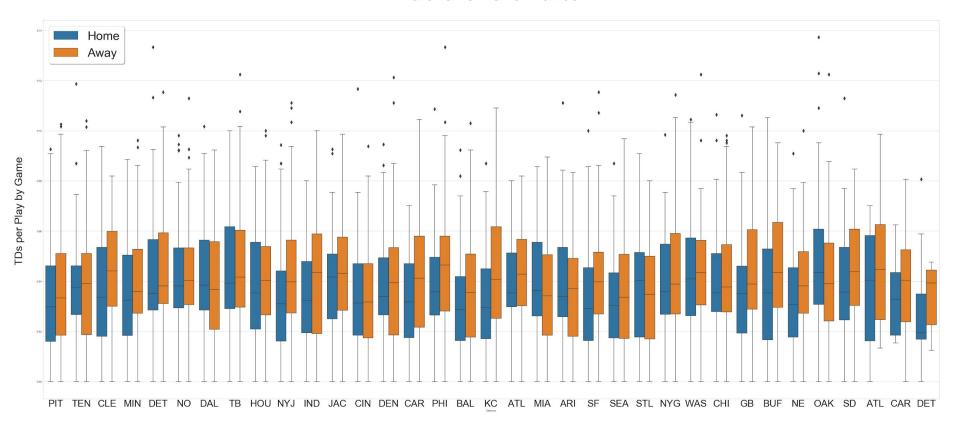
#### Touchdowns per Play



#### Offensive Performance



#### **Defensive Performance**



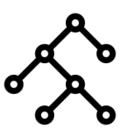
#### **Logistic Regression**



Accuracy: 96.07%

Run Time: 0.348 s

#### **Random Forest**



Accuracy: 96.07%

Run Time: 2.098 s

#### **Linear SVM**



Accuracy: 95.9%

Run Time: 0.336 s

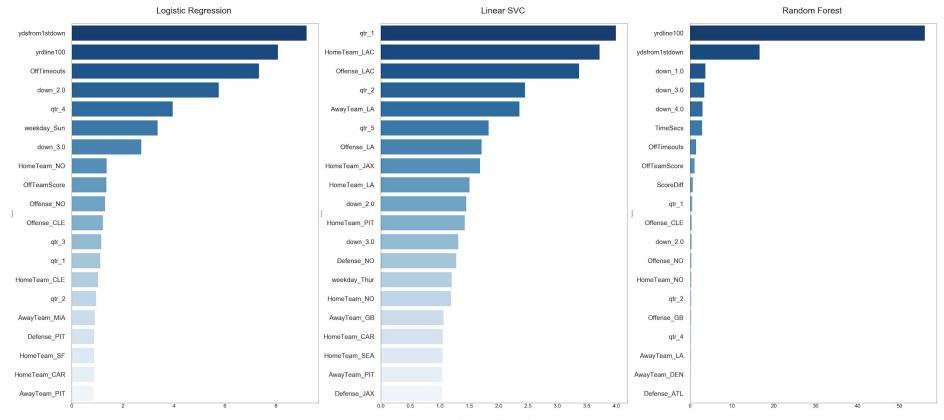
#### **K-Nearest Neighbor**



Accuracy: 96.1%

Run Time: 336 s

#### Highest Importance Features by Model



Percent Importance

## Conclusions

- We can predict touchdowns with incredible speed and accuracy —
- Teams make strategic, in game decisions that impact touchdown likelihood
- There is a black box of missing data, most likely related to the details of how teams operate and their personnel, that opens the door to further analysis