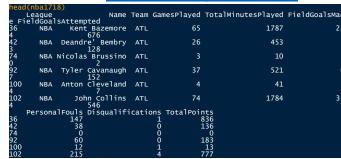
# NBA ANALYTICS

### **ObJECTIVE**

The objective of this project is to visualize and understand the performance of the nba player and teams –for NBA dataset for 2007-2008 & 2017-18.

#### **About DATASET**

- Source The raw data for this function is obtained from the website <a href="http://dougstats.com">http://dougstats.com</a>
- Variables Used-sliced from original data
- i. League-NBA(Name of the League)
- ii. Name-Name of the pLayer
- iii. Team-Team to which the player belongs
- iv. Gamesplayed Number of games played by the player of the team
- v. Totalminutesplayed Number of minutes a player played.
- vi. Feildgoalsmade number of goals made by a player
- vii. Fieldgoalsattempted number of goals ATTEMPTED by a PLAYER.
- viii. PERSONALFOULS Number of fouls Made BY player.
- ix. Disqualifications NUMBEr of times a player is- disqualified.
- x. TOTALpoints Number of points scored by a player.



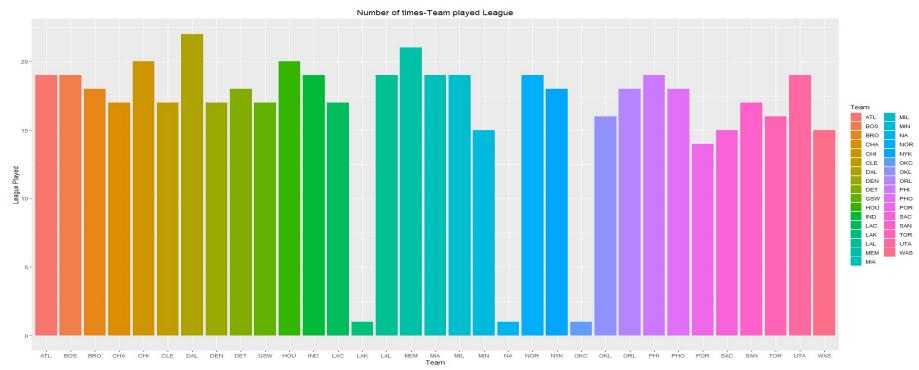
# Data preprocessing/cleaning

• For most of the part, the data was pretty clean. Only Few codes are executed to remove blank spaces, punctuation marks etc.

```
#completecases
nba1718 <- nba1718[complete.cases(nba1718),]
nba1718$Name <- sapply(nba1718$Name,as.character)
#Removing unwanted character from Player-name
nba1718$Name <- gsub(".*,","",nba1718$Name)
#remove white-Space
nba1718$Name <- str_trim(nba1718$Name,side = "both")</pre>
```

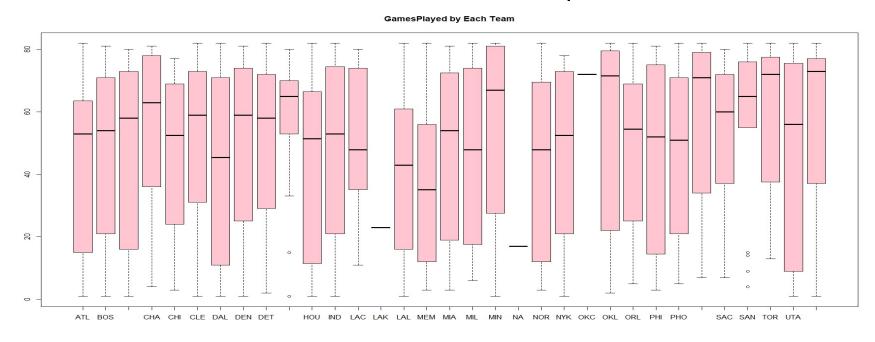
#### ANALYZING DATA

• As the first Step we Visualize data- here we show the number of times a team played in a nba league.



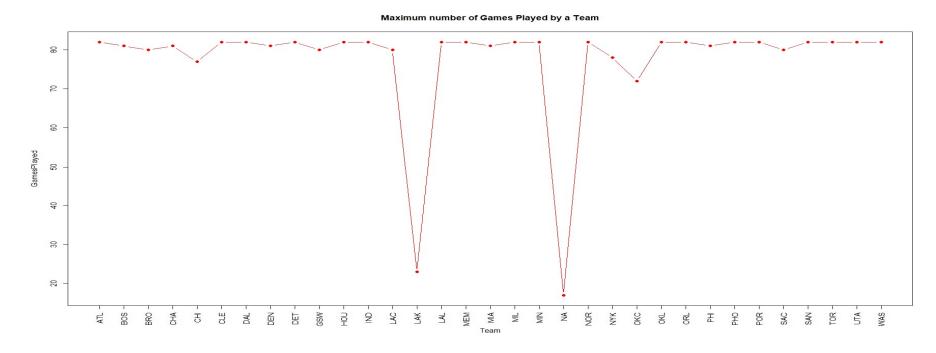
## TEAm vs GAMESplayed

• Here team —being a categorical variable and Gamesplayed, a numerical variable we draw their relationship as follows:-



# Maximum number of games by a team

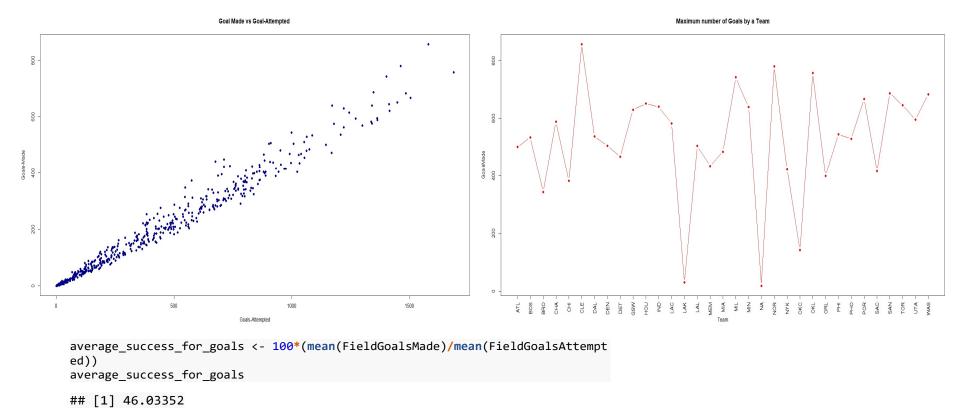
• Here we summarize maximum number of games played by a team



#### Success Rate-for GOALs

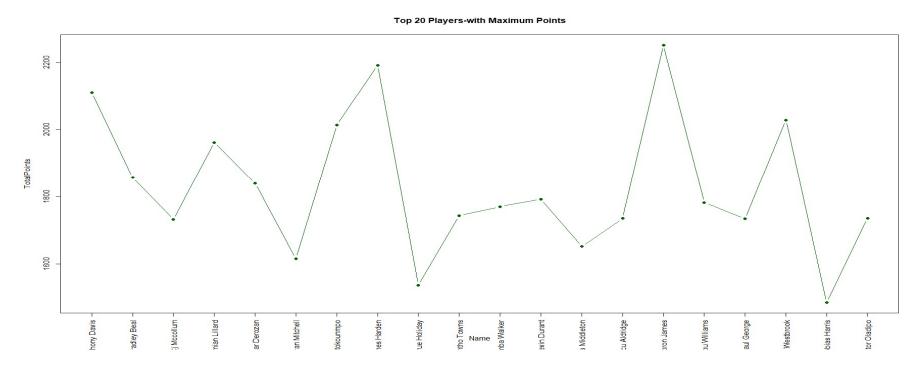
- He we use both number variable –goals made vs attempted
- Goal MADE VS GOAL ATTEMPTED

#### MAXIMUM NUMBER OF



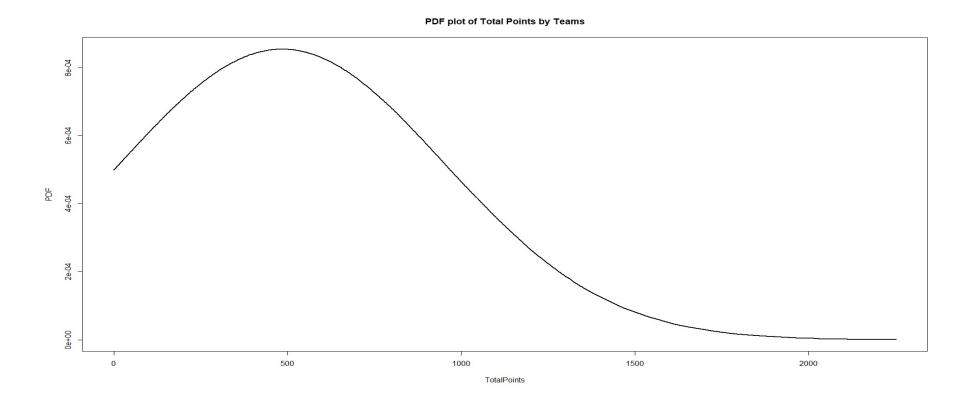
# Finding Top 20- Player vs maximum points

• We take player as a categorical variable and total points numerical variable for and find top 20 players on the basis of their total points.



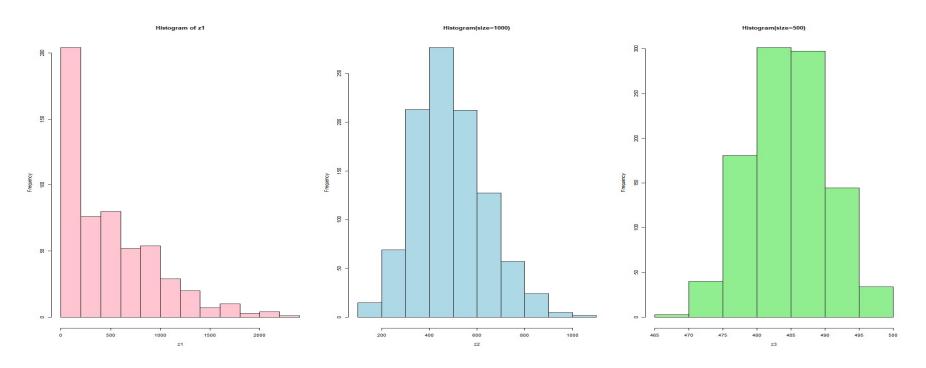
### Distribution

• We take total points as numerical variable and PLOT pDF for it.



#### CENTRAL LIMIT THEOREM

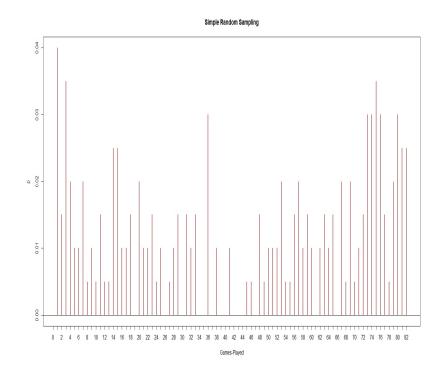
• applying central limit theorem approach on totalpoints score by a player –using three sets of samples

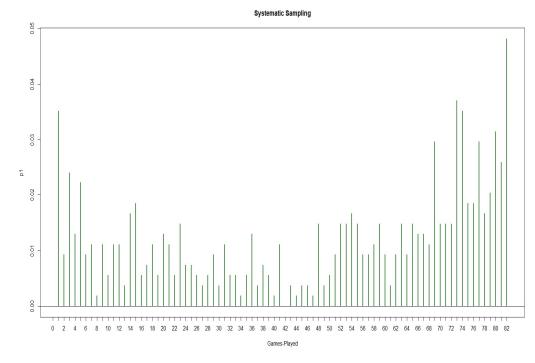


# SAmpling

- Showing various sampling methods- on number of Gamesplayed
- SIMPLE RANDOM SAMPLING

#### SYSTEMATIC SAMPLING

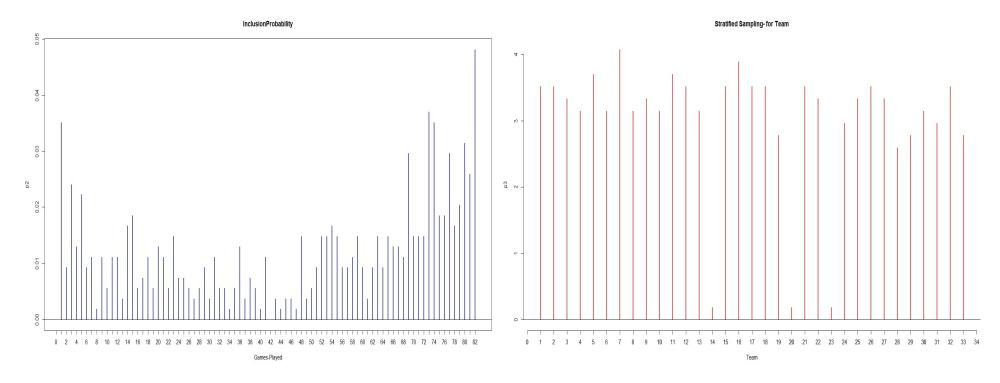




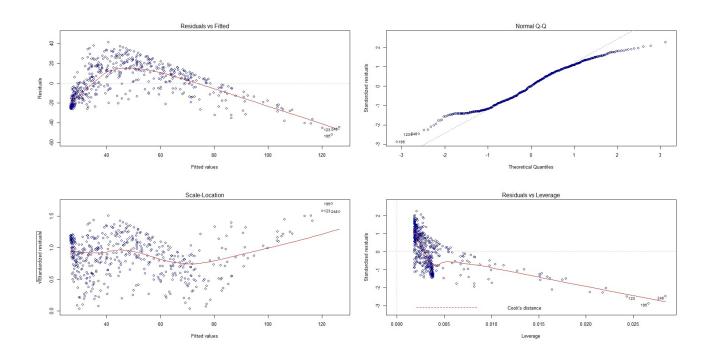
#### SAMPLING...cntd

 Inclusion probabilities TEAM

#### STRATIFIED SAMPLING ON



# Correlation and Residuals plot-Gamesplayed vs TotalPOINTS



# Preparing Data aND Loading LIBRARIES

• AS the FIRST STEP I load all the required libraries

```
> library(rvest)
> library(SportsAnalytics)
> library(tidyverse)
> library(dplyr)
> library(plyr)
> library(RCurl)
> library(RSONIO)
> nba0708 <- fetch_NBAPlayerStatistics("07-08")</pre>
```

### Subset DATA BY TEAm(BOSTON) AND PROCESS

- We CHOSE and subset data for BOSTON.
- Apply filters for FINDINGS-"RAY ALLEN "-has best three point %,"Paul Pierce" has largest number of minutes and "Rajon Rondo" has most

```
nba0708.bos <- subset(nba0708, Team == 'BOS'</pre>
"ste
      #01
      nba0708.bos%>%
        mutate(three.point.percentage=ThreesMade/ThreesAttempted)%>%
        filter(three.point.percentage==max(three.point.percentage,na.rm=T))%>%
        select(Name, three.point.percentage)
           Name three.point.percentage
      Ray Allen
      nba0708.bos%>%
        filter(TotalMinutesPlayed==max(TotalMinutesPlayed))%>%
        select(Name, TotalMinutesPlayed)
             Name TotalMinutesPlayed
      Paul Pierce
      nba0708.bos%>%
        filter(Steals==max(Steals))%>%
        select(Name.Steals)
              Name Steals
      Raion Rondo
```

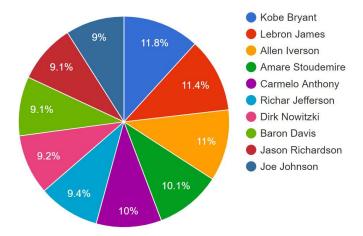
#### Five 5 —with most wins

• Here I have used totalpoints to decide for the wins for each team.

- Alternate-for other data- I have
- An experimented on A different
- to extract number of wins.

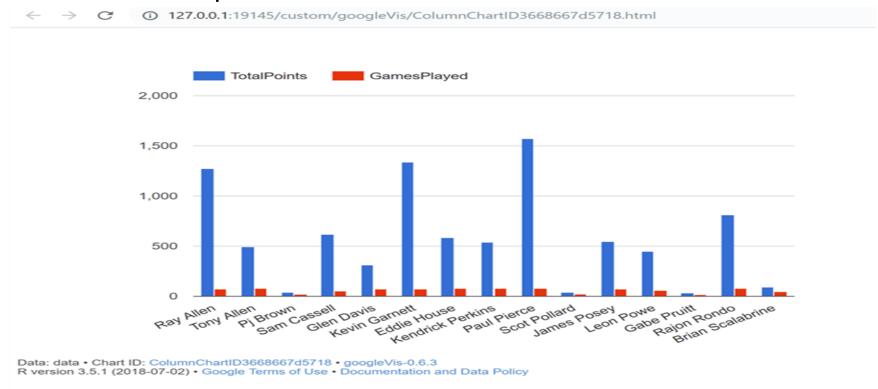
# Five Google CHArts-CHART1(PIE-CHART)

• CHART-1(PIE-CHART):On the BASIS of TOTalpoints I have retrieved Top 10 players and plot a ද வெடி மாகிக்கிய மாகும் முற்ற முகிய மாகிய மாக



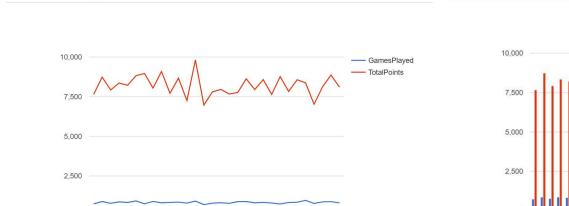
## Five Google CHArts-CHART2 COLUmn CHART

 CHART-2(COLUMN CHART): Here I have used TOTAL POINTS AND GAMES PLAYED to reflect performance FOR EACH PLAYER.



# Five Google CHArts-CHART3 LINE/COLUMN CHART

• CHART-3(Line/COLUMN CHART): Here I have used TOTAL POINTS AND GAMES PLAYED to reflect performance FOR EACH TEAMS.



① 127.0.0.1:19145/custom/googleVis/LineChartID366861051610.html

7,500

5,000

2,500

ATT CHA CLE DEN GSN IND LAL MIN MIN WOR ORL PHO SAC GER UTA

① 127.0.0.1:19145/custom/googleVis/ColumnChartID36686a935a46.html

GamesPlayed

TotalPoints

Data: data • Chart ID: LineChartID366861051610 • googleVis-0.6.3 R version 3.5.1 (2018-07-02) • Google Terms of Use • Documentation and Data Policy Data: data • Chart ID: ColumnChartID36686a935a46 • googleVis-0.6.3 R version 3.5.1 (2018-07-02) • Google Terms of Use • Documentation and Data Policy

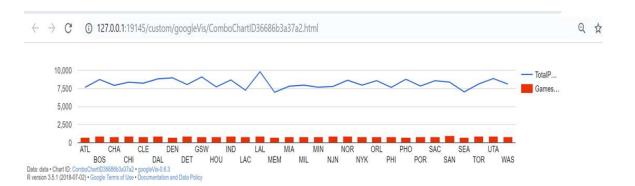
# Five Google CHArts-CHART4 COMBO/BUBBLE

THART

CHART-4(COMBO/BUBBLE CHART): Here I have used TOTAL POINTS AND GAMES PLAYED to reflect performance FOR EACH TEAMS.

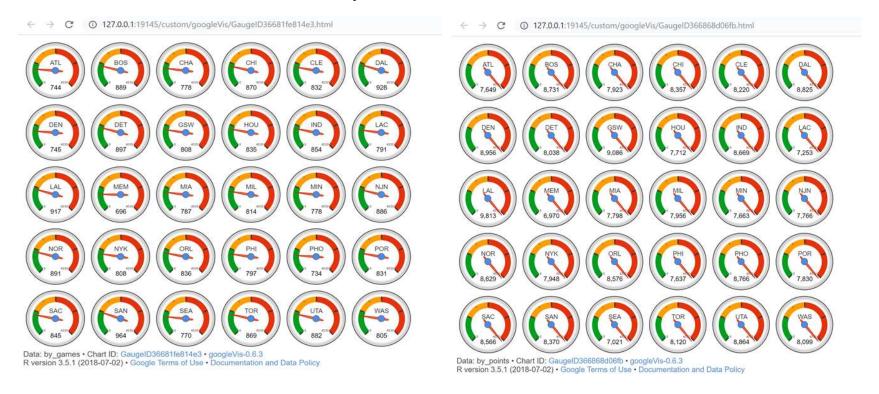


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## Five Google CHArt5-CHART GAUGE CHART

• CHART-5(gAUGE CHART): Here I have used TOTAL POINTS AND GAMES PLAYED to reflect performance FOR EACH TEAMS.



# GOOGLE GEOCHART-ALL BASKETBALL

CHAMPION
• GEOCHART CHART:CLEAN the data- form a dataframe for eyar and country. Apply gvisGeochart function to the data.



Data: data1 • Chart ID: GeoChartID366854328f5 • googleVis-0.6.3 R version 3.5.1 (2018-07-02) • Google Terms of Use • Documentation and Data Policy

#### **SUMMARY**

- The analysis conducted to determine the performance of the player in the nba 2017-18.
- Also on the basis of total point scored by a player-top 20 players is determined.
- Success rate of the goals is calculated to be 46%~.
- IF THE SAMPLING METHODS-on totalpoints ARE USED Instead of whole-data set then the objective of analyzing the performance of the player is served as it gives the visualization of probability distribution for a specified sample.