

UFC Milestone



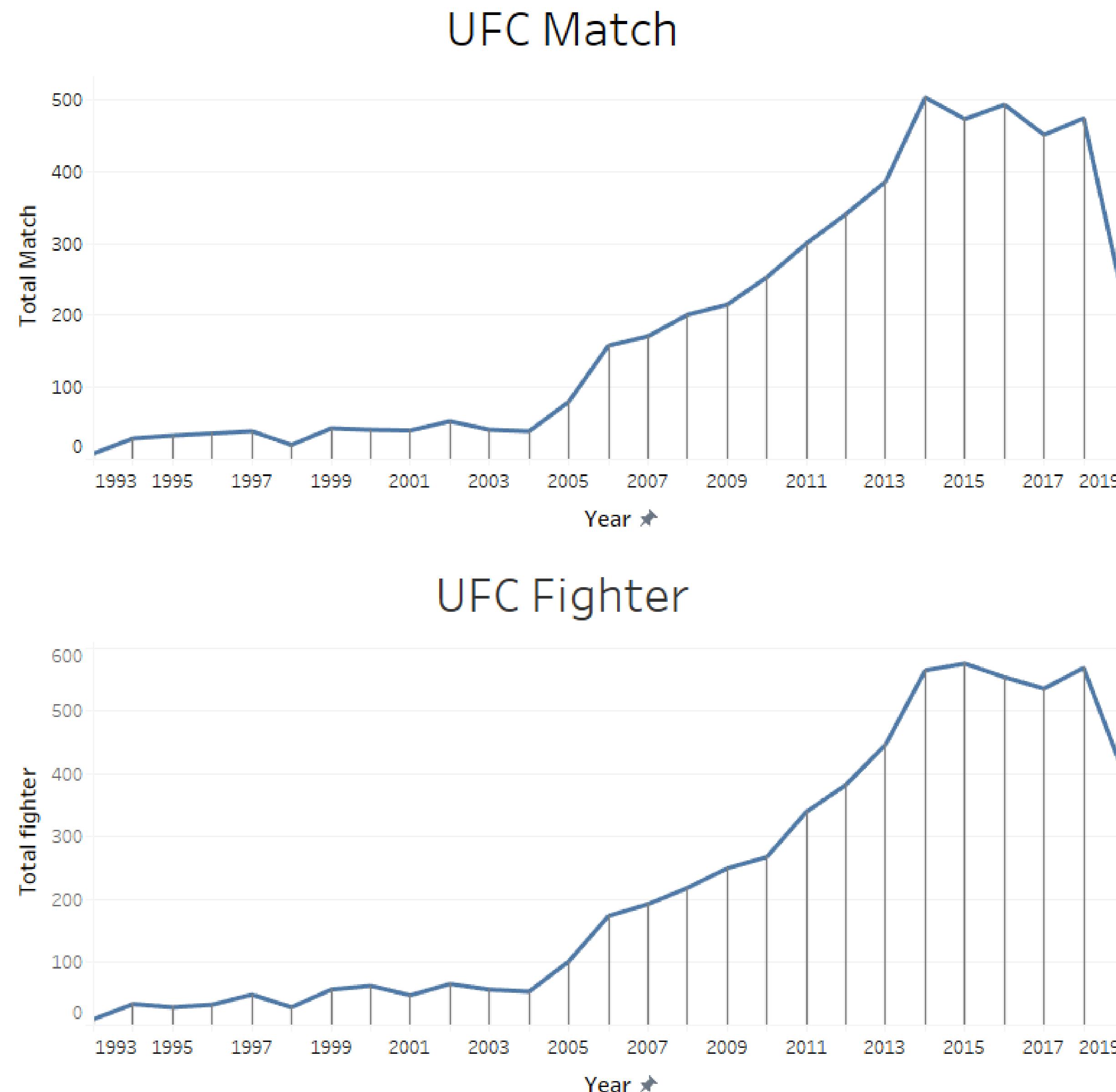
Overview UFC tournament

Big Question : How to achieve win rate > 50%?

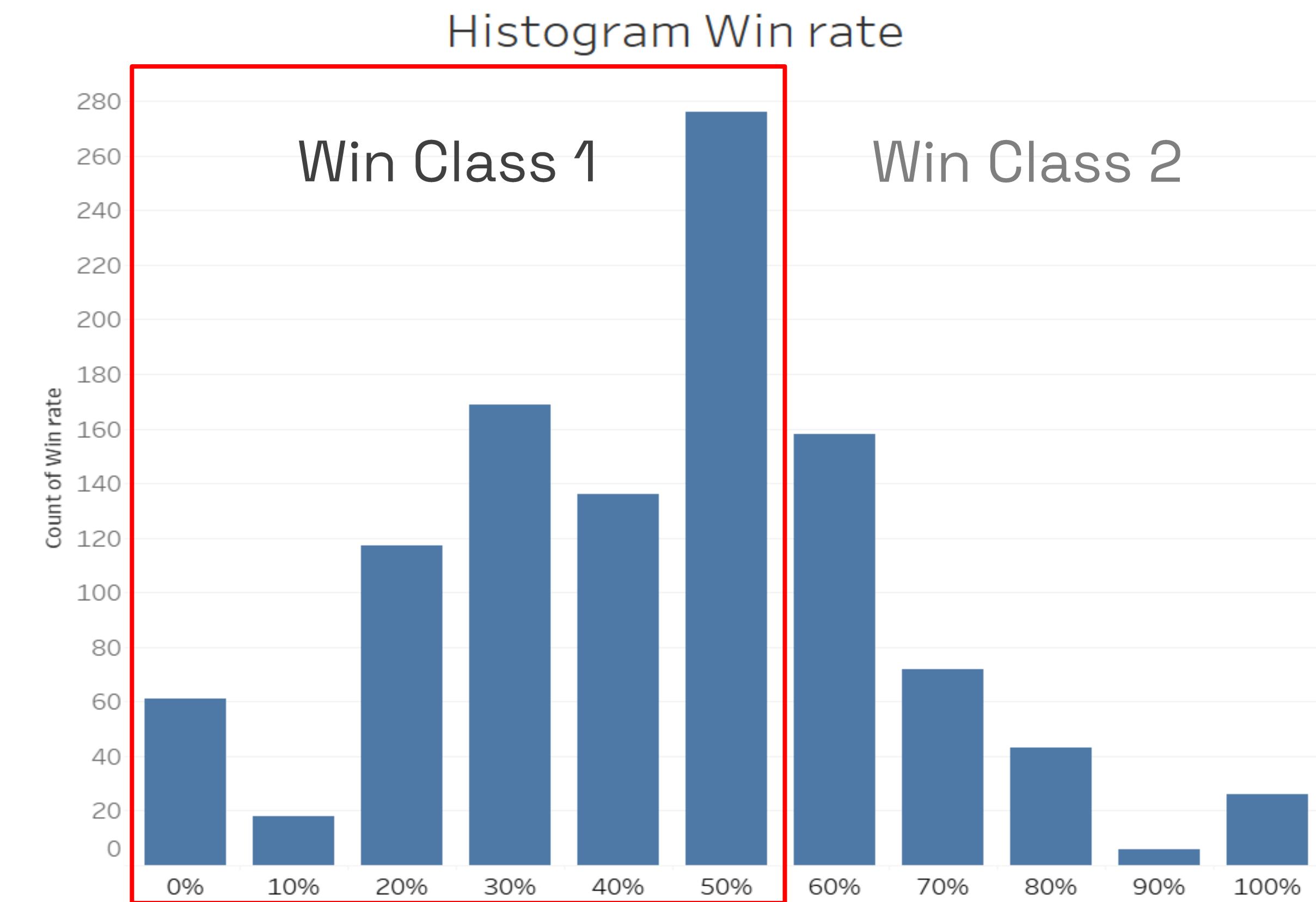
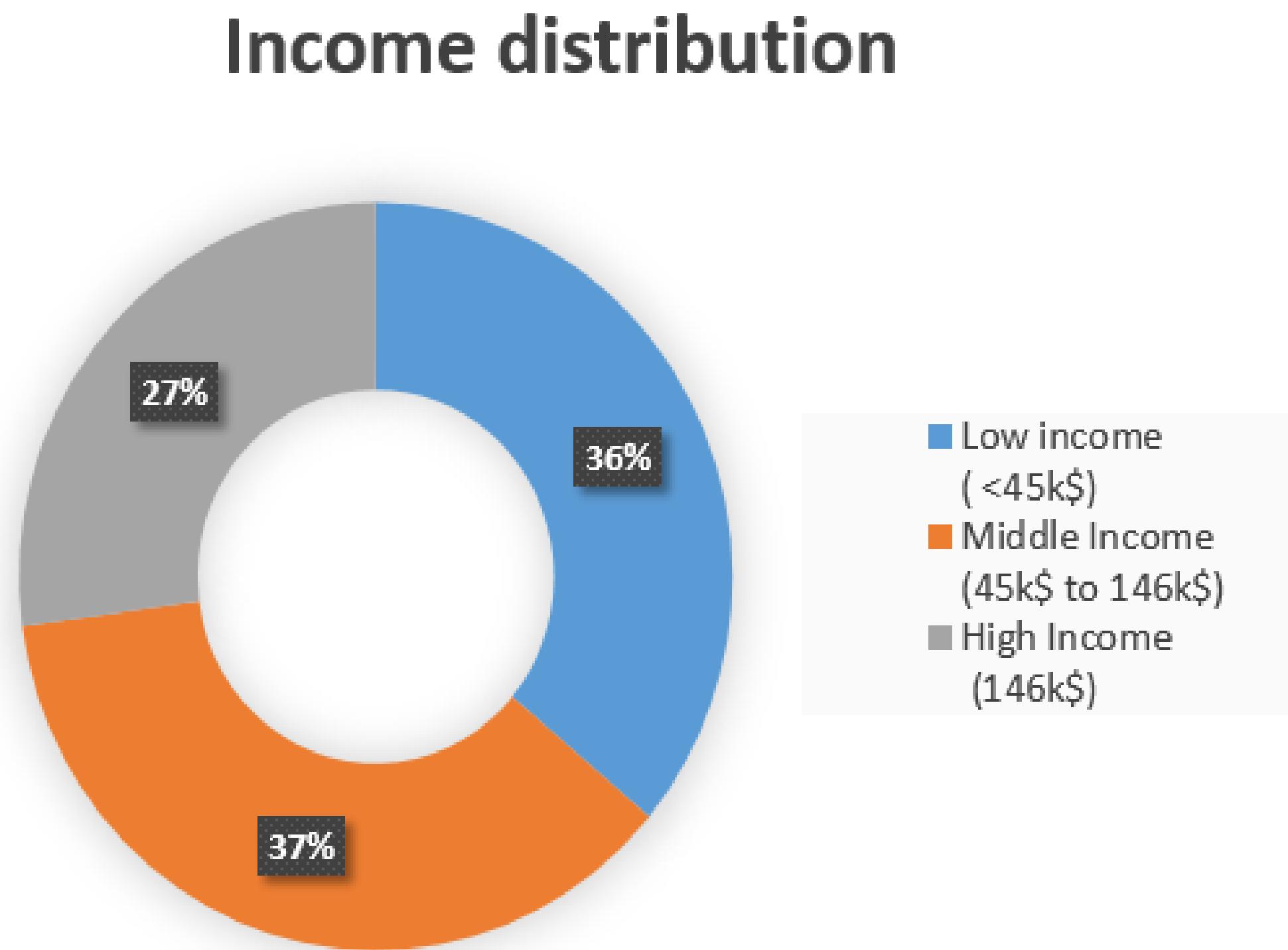
Analysis

Conclusions

Overview



Overview



Income = Wages/matchs * Total Matchs * (1 + Win rate)

Win rate = Total Win / Total Matchs

Big Question



How to achieve win rate above 50%



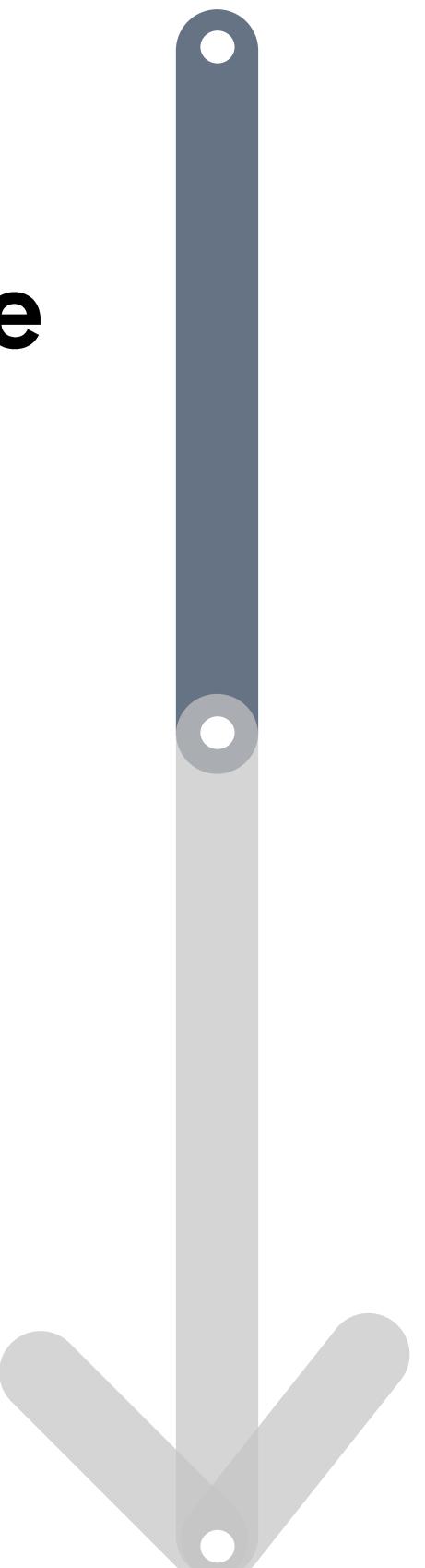
Target audience

Fighters with win
rate less than 50%

Flow of analysis

Factors can't be
improved

Reach, Height, Age

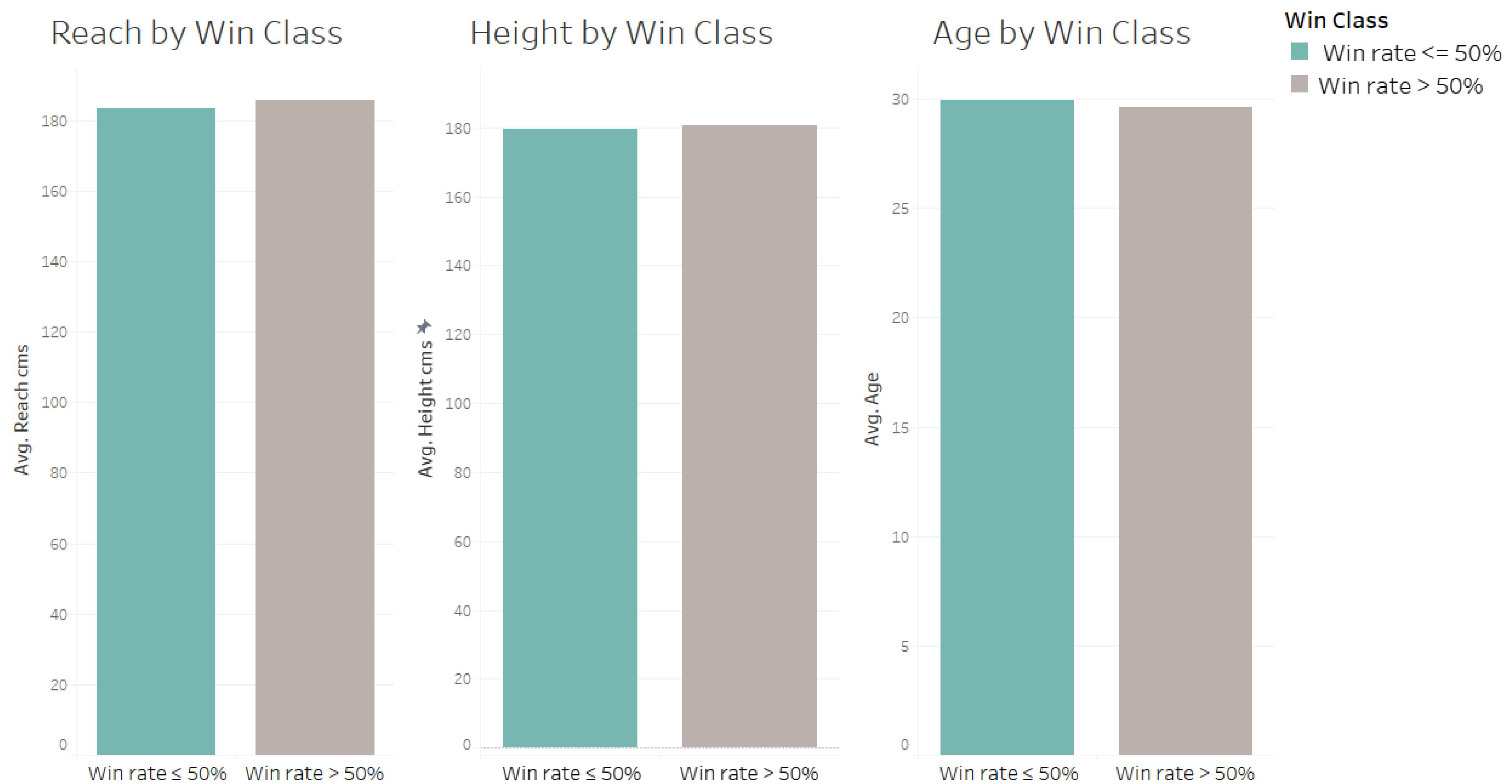


Metric
Win rate

Factors can be
improved

Experience, Skill

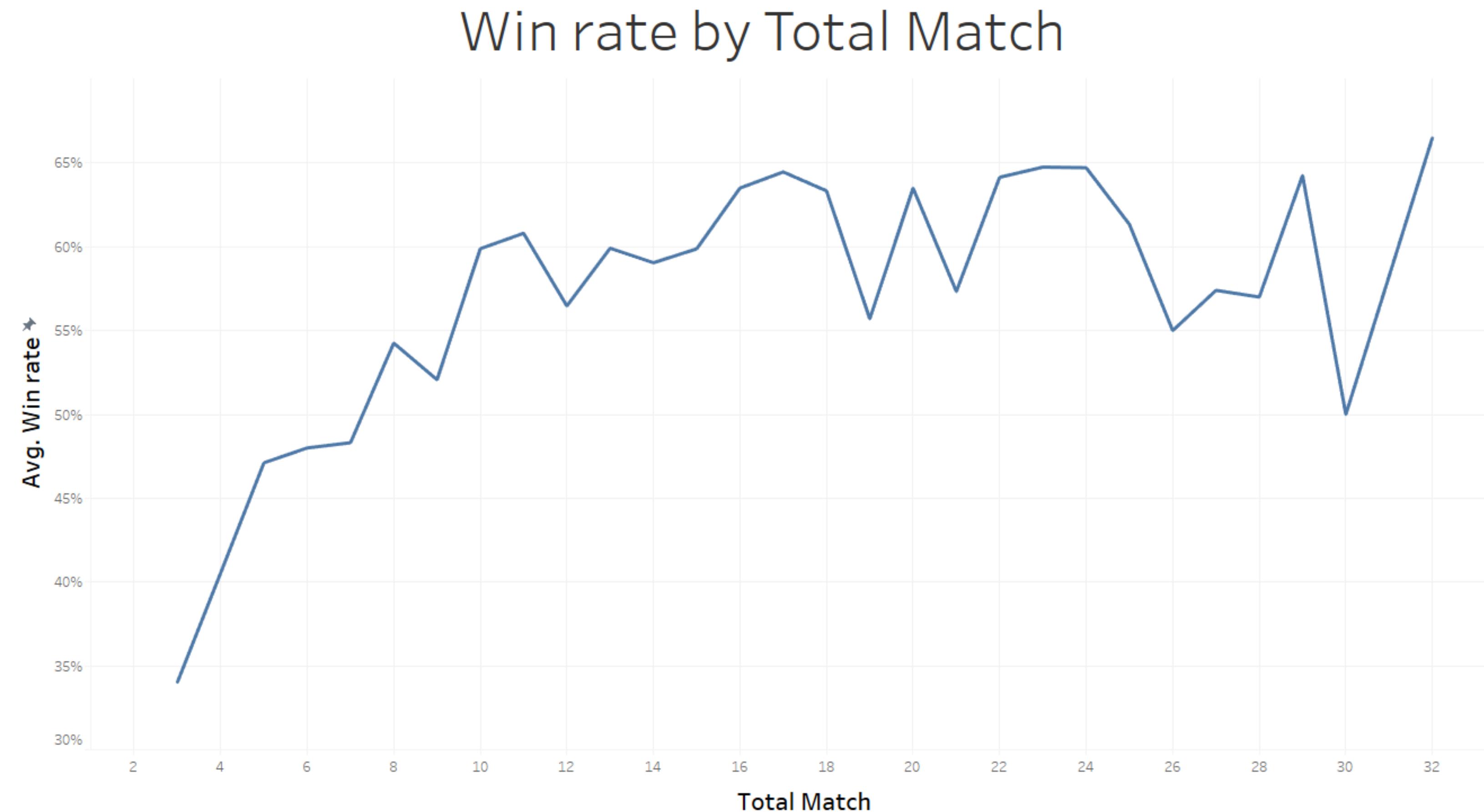
Factors can't be improved



These factors do **not affect** the win rate.

Factors can be improved [Experience]

Win rate increases with total matches.



Based on the total matches of each fighter, classify into 3 Experience Level :

- + **Experience 1** : From 5 matches or less.
- + **Experience 2** : From 6 to 10 matches.
- + **Experience 3** : Over 10 matches.

Factors can be improved [Experience]

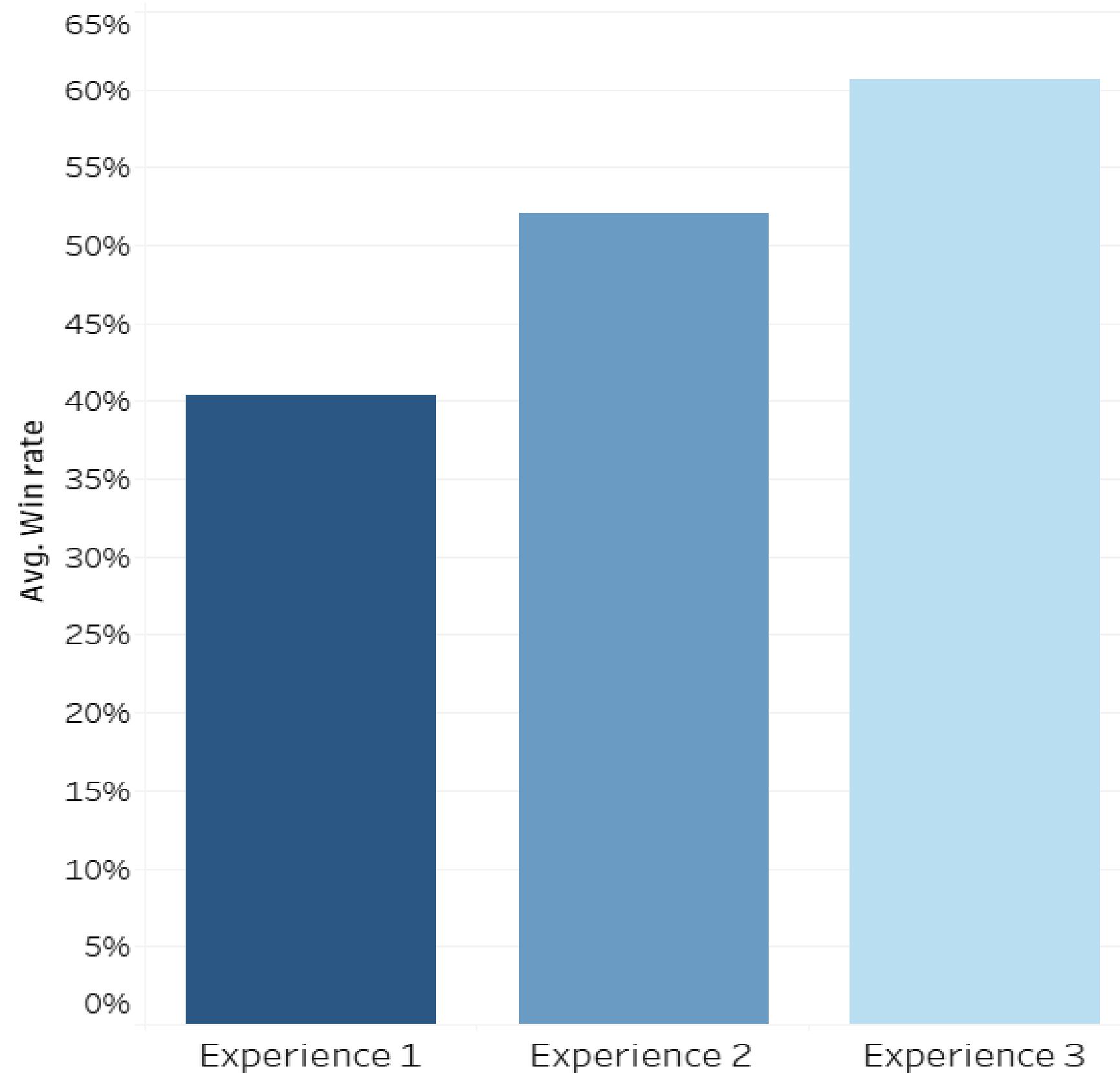
Win rate increases with Experience.

Experience 1 has the lowest win rate.

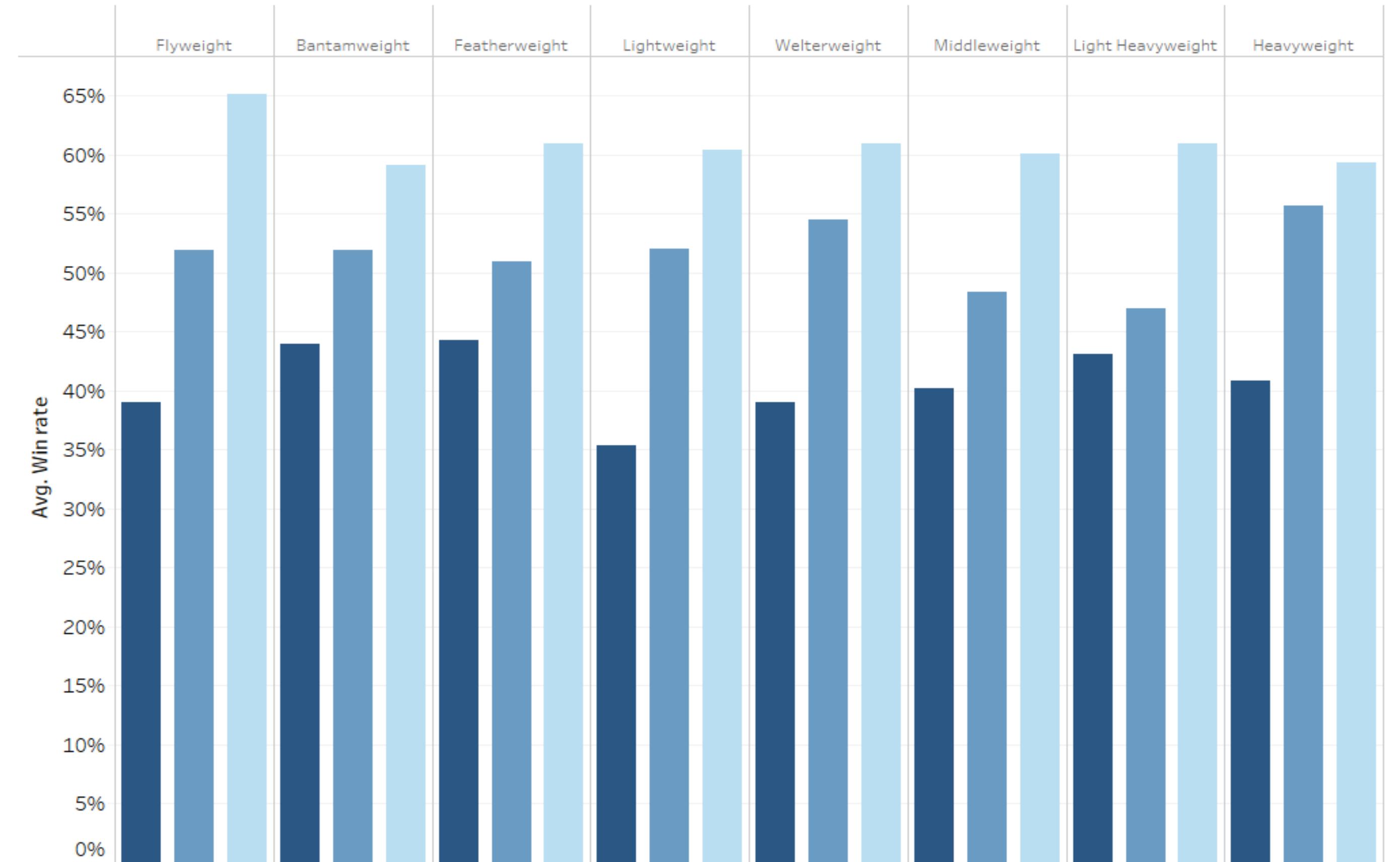
Experience

- Experience 1 (<= 5 matches)
- Experience 2 (6 to 10 match)
- Experience 3 (> 10 matchs)

Win rate by Experience

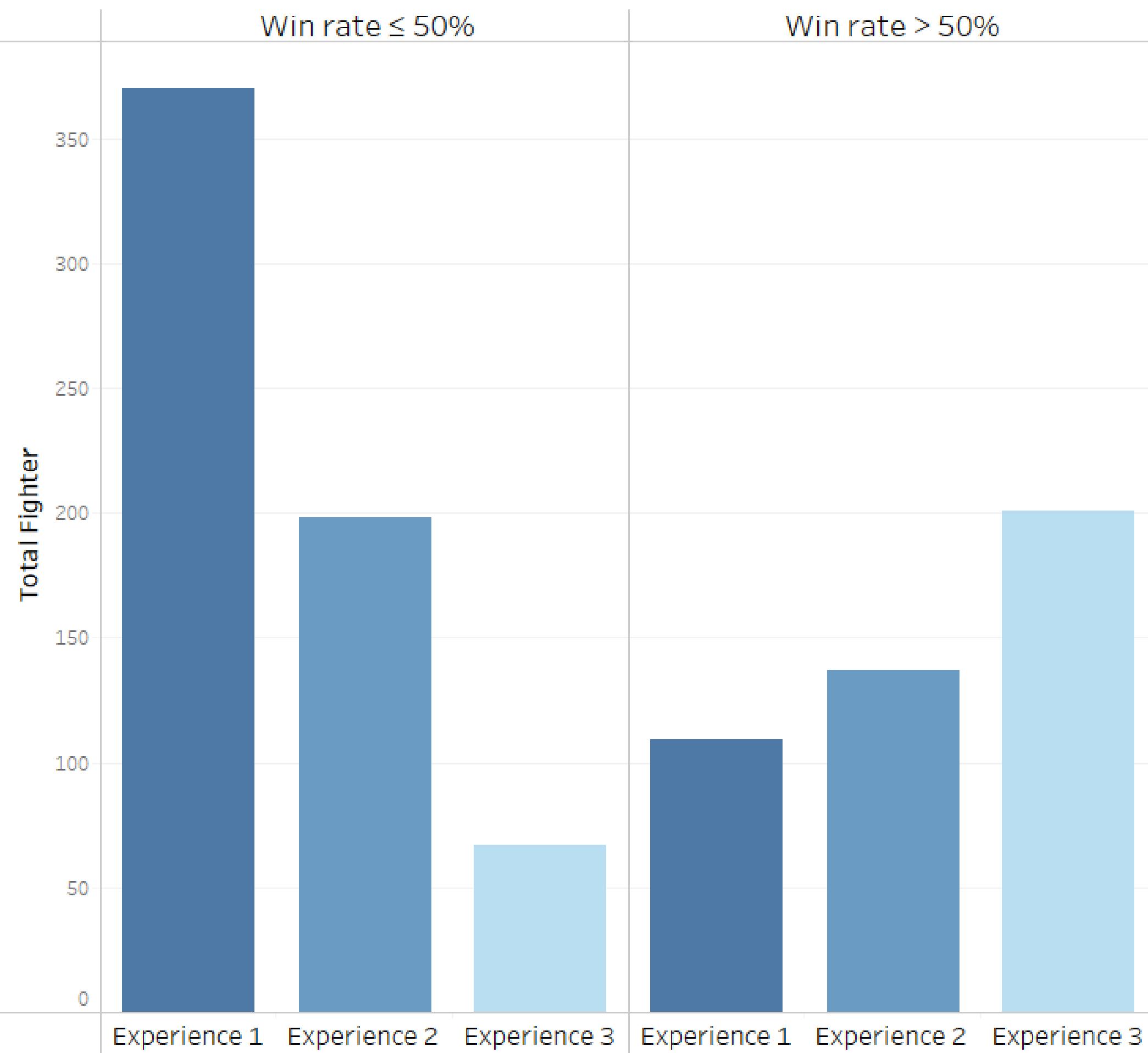


Win rate by Weight Class



Factors can be improved [Experience]

Experience by Win Class



Most fighters have Win rate $\leq 50\%$ belong to Experience 1

What skills does Experience 1 need to improve to increase the win rate?

Experience

- Experience 1 (≤ 5 matchs)
- Experience 2 (6 to 10 match)
- Experience 3 (> 10 matchs)

Factors can be improved [Experience]

Additional parameters for skill analysis :

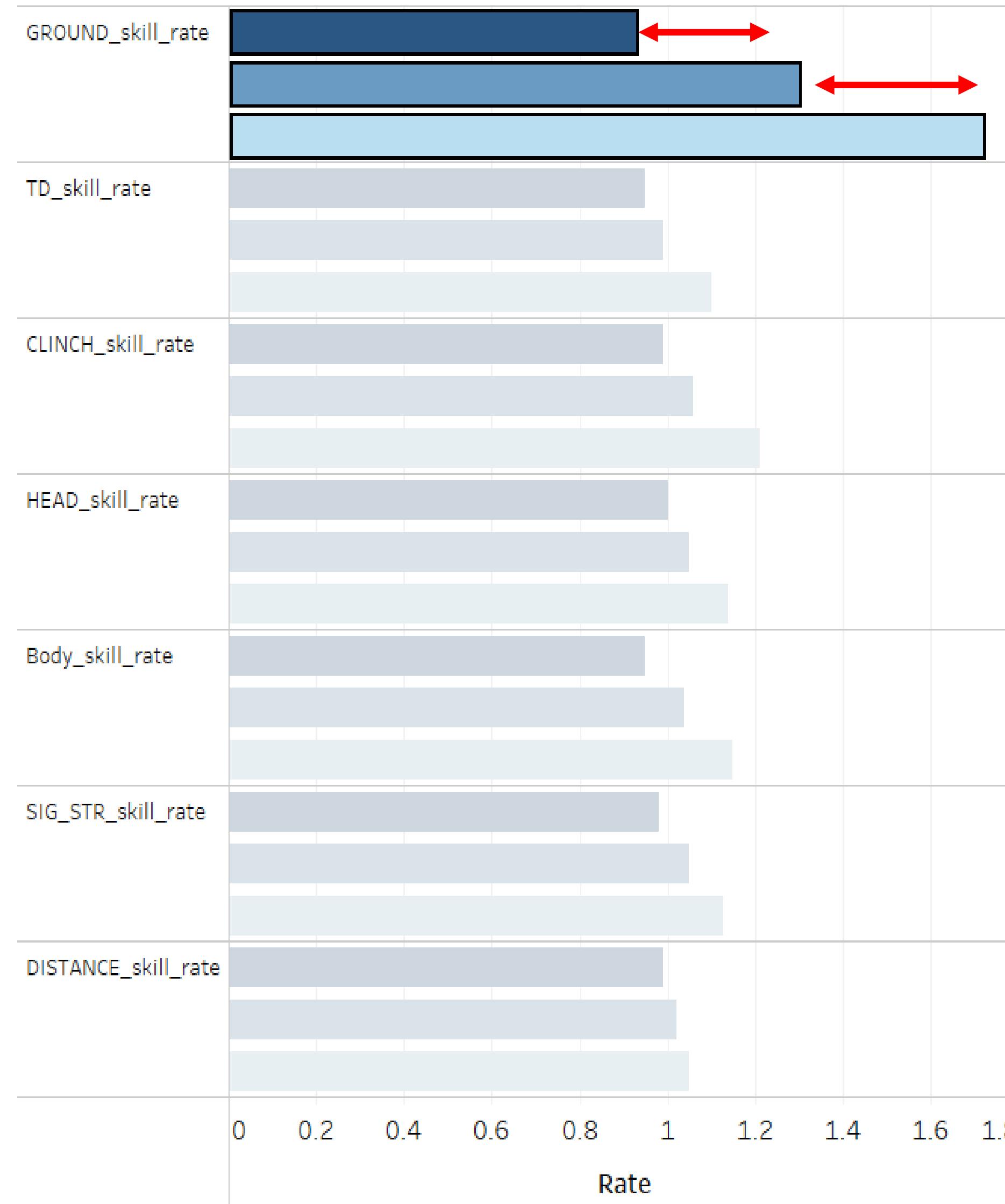
$$\text{Skill_rate} = \frac{\text{Fighter's skill}}{\text{Opponent's skill}}$$

Example:

$$\text{GROUND_skill_rate} = \frac{\text{GROUND_att}}{\text{opp_GROUND_att}}$$

Factors can be improved [Skill]

Skill rate by Experience



- Ground is the skill with the **bigest difference** between the 3 Experience Level

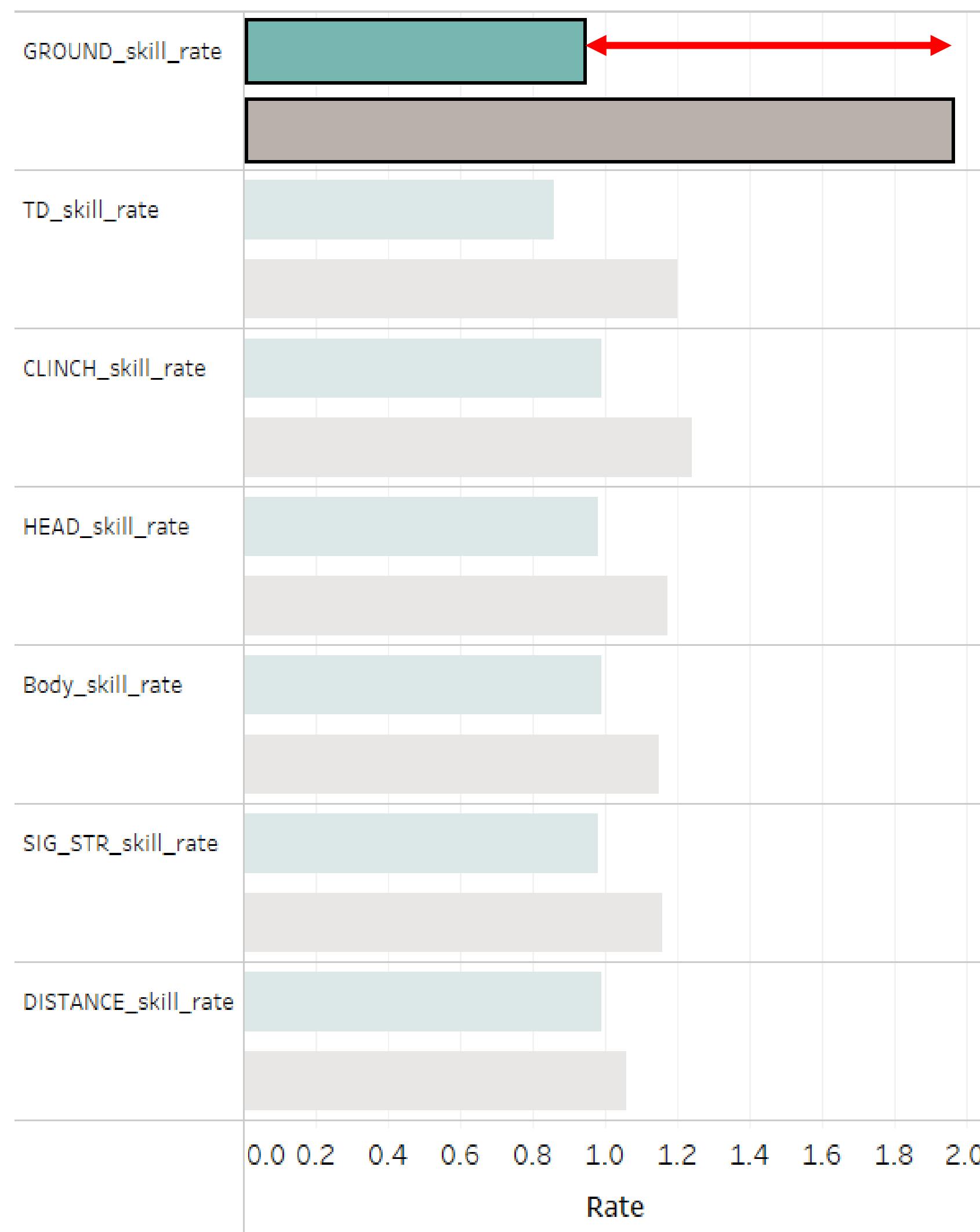
*Does the big difference in
Ground skill affect the win
rate ?*

Experience

- Level 1 (<= 5 matchs)
- Level 2 (6 to 10 match)
- Level 3 (> 10 matchs)

Factors can be improved [Skill]

Skill rate by Win Class



- Ground skill is the skill that needs to be prioritized to improve the win rate

What level of ground skill should be reached to win rate > 50%

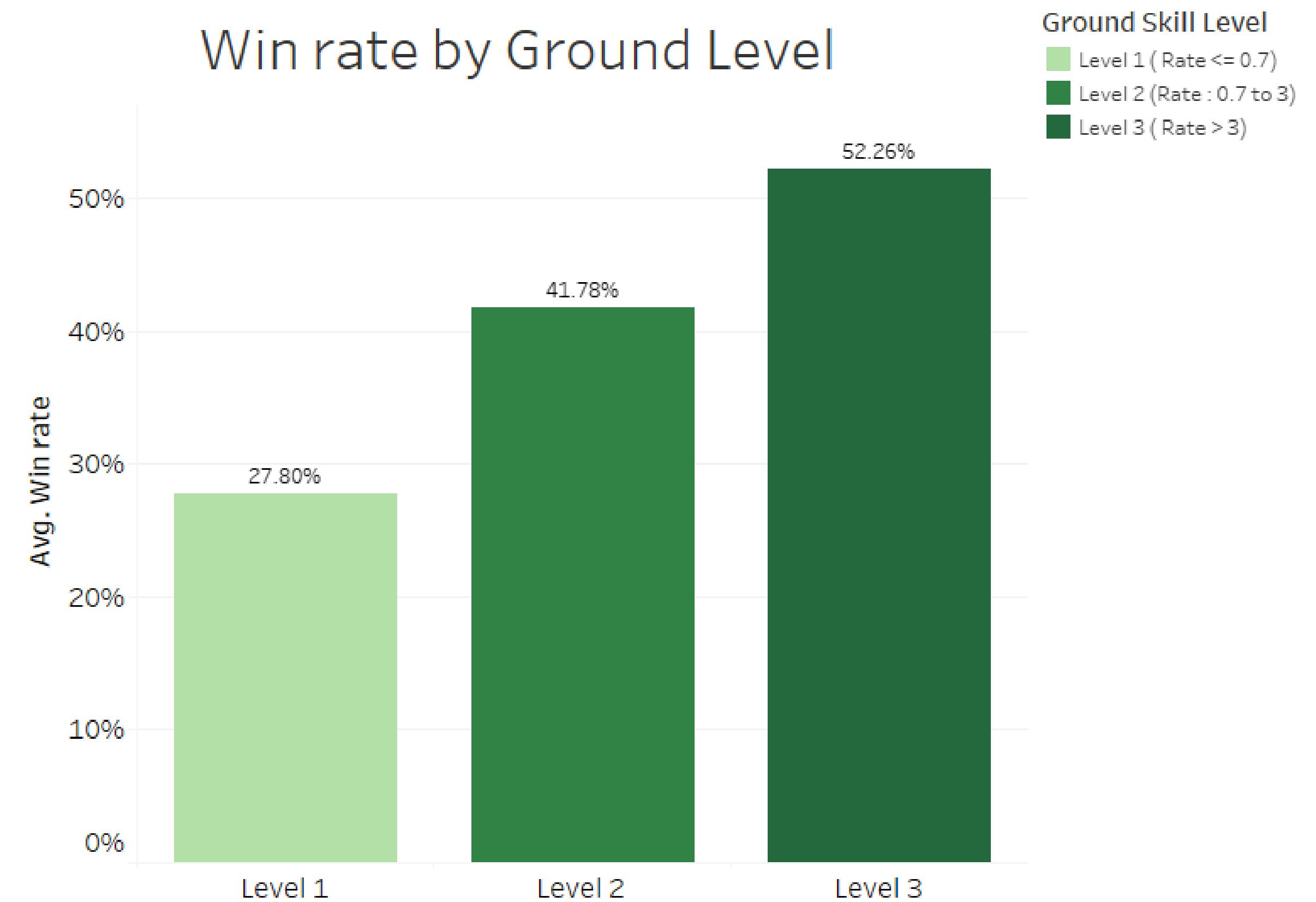
Win Class
■ Win rate ≤ 50%
■ Win rate > 50%

Factors can be improved [Skill]



Ground Skill is defined as the situation when a fighter holds a **controlling position** and launches **"striking"** attacks (punches, elbows, knees, ...) when opponent is in a **lying position**.

Win rate by Ground Level



- To achieve win rate **above 50%**, Experience 1 fighters need to improve their Ground skill to **level 3**.

Conclusion

- Reach, Height, and Age does **not affect** the Win rate.
- Win rate **increases** with **Experience Level**.
- Fighters have win rate $\leq 50\%$ win rate mostly **Experience 1**
- Experience 1 fighters need to improve their **Ground skill** to **level 3** to achieve win rate $> 50\%$



Thanks for Watching