Smart R@ster

Daily NFL Fantasy Football Player
Performance Projection and
Lineup Optimization

MIDS Summer 2020 Capstone Presentation W210 Thu 4:00-5:30 Martin Jung, Paul Petit, Keith Wertsching

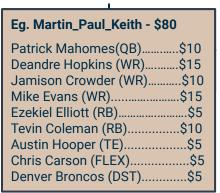
Today's playbook

- Project background and motivation
 - What are fantasy football and daily fantasy sports?
 - Why are we doing this project?
 - What are our objectives?
 - O Who are our users?
- Product demonstration
- Product development and evaluation
 - How did we build SmartRoster?
 - How do our projections compare against DraftKings'?
 - How do our lineups perform in historic competitions?
- Learnings
 - What can we do in the short-term with SmartRoster?
 - What can we do in the long-term with SmartRoster?

Project Background & Motivation

Daily fantasy football is **betting on actual player performance**







Passing Yds: 345 yds Passing TDs: 3 TD Rushing Yds: 27 yds

Eg. Patrick Mahomes



Eg. Patrick Mahomes (fantasy)

Fantasy Points: 35.6 Passing TDs: 3 TD Rushing Yds: 27 yds



MID\$\$\$ - \$martRo\$ter = \$:)

Users

Us



Product

2020

VS.

Eventually

- → Assemble optimal teams
- → Put our money where our models are

DraftKings Users



- → Millions of annual users
- → Thousands of first-time betters
- → Product: more accurate projections than DraftKings

Objectives

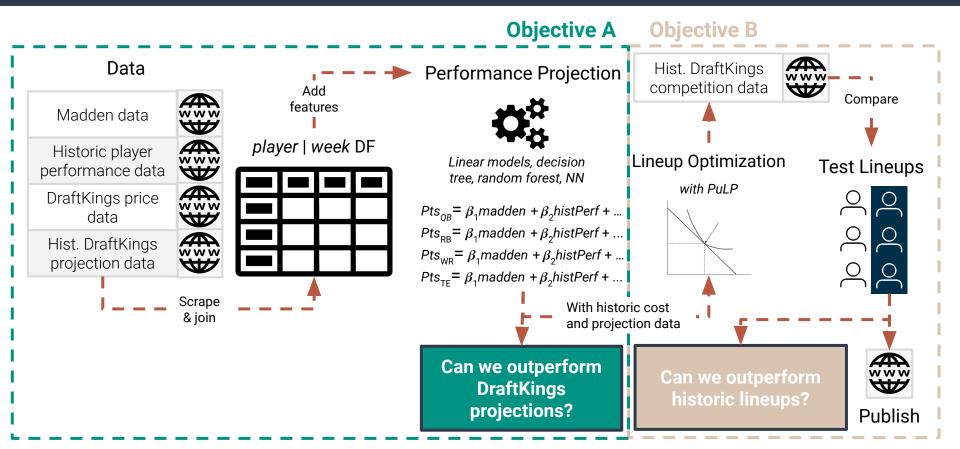
A) **Project** weekly NFL offensive **player performance** in 2019 more accurately than DraftKings

B) **Assess** optimized **weekly lineup performance** in 2019 DraftKings DFS competitions

Product Demonstration

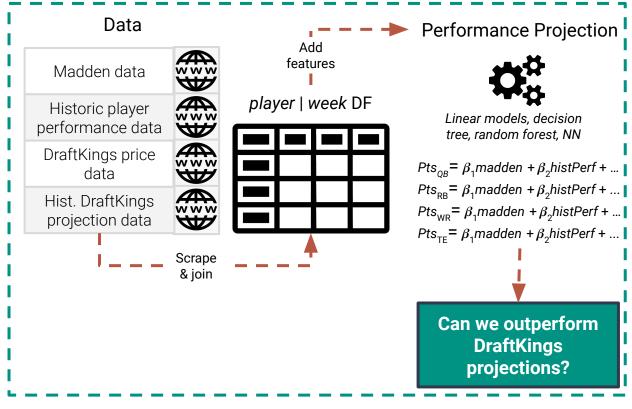
Link

Our data pipeline, from web to projection and lineup evaluation

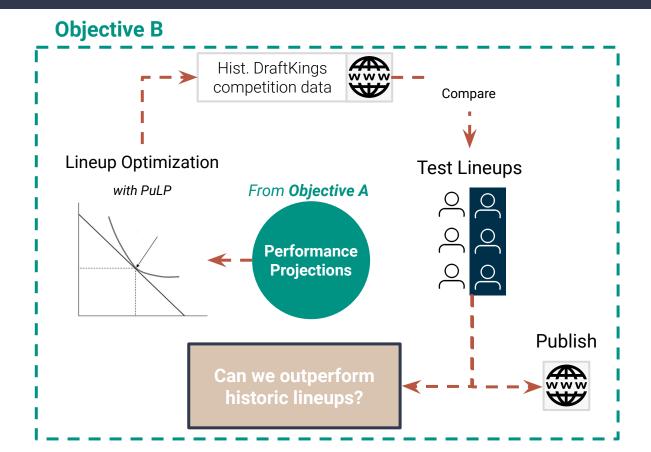


Our data pipeline, from web to projection evaluation

Objective A



From projections to lineup evaluation and publishing

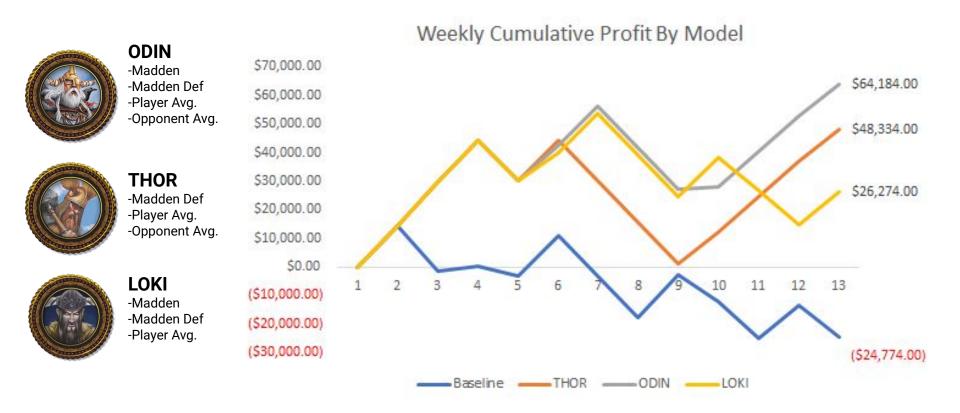


Product Performance

SmartRoster beat DraftKings projections for 3 of 4 positions

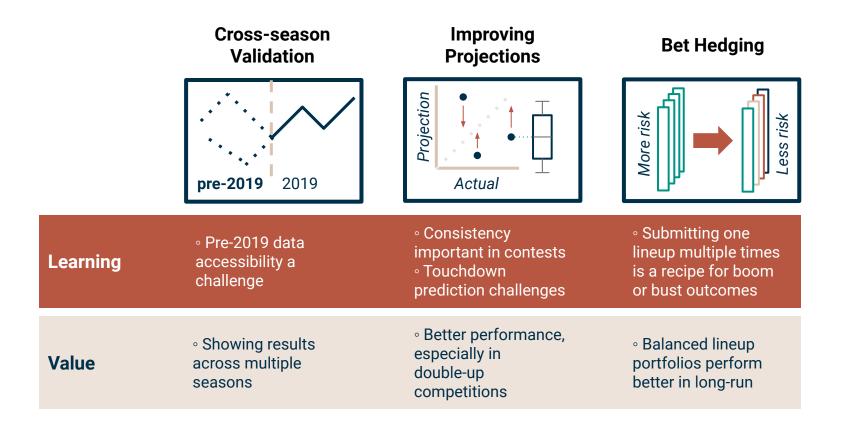
Objective A : Project weekly NFL offensive player performance in 2019 more accurately than DraftKings							
Position	Best Model	Optimal Feature Set	SmartRoster Test RMSE	DraftKings Test RMSE			
Quarterback	Decision Tree	Player Performance + Madden	7.17	7.88			
Running Back	Ridge Regression	Player Performance + Madden + Opponent Performance	6.14	6.54			
Tight End	Linear Regression	Player Performance + Madden + Opponent Performance	5.46	5.87			
Wide Receiver	Linear Regression	Player Performance + Opponent Performance	6.91	6.68			

SmartRoster lineups would have made up to \$64,184 in 2019



Project Learnings and Next Steps

Cross-season validation, improving projections, bet hedging



Launching and scaling our platform



\$4.92M per season





\$780K per season



\$14,000,000 Per Season



\$7.2M per season



\$200K per season



Thank you! Questions?

Congratulations MIDS graduates!!

Contribution - Paul Petit

Category	Contribution
Admin	Project plan creation and trackingDeck creation
Data	 Interviewed subject matter expert and research Scraped historic player performance data EDA on historic performance data
Feature Engineering	 Data engineering work to unify all features into key tables and assembling clean pipeline Engineered rolling X-week average features for historic performance models
Model building and evaluation	 Built and tuned linear, lasso, ridge regression models, decision tree and random forest models using basic historical player performance features only Trained 2010-18; tested 2019; also trained 2019 weeks 1-9; test weeks 10-13 Evaluated projections to determine where they were failing
Translating results	Determining short-term next steps and how to improve our models

Contribution - Keith Wertsching

Category	Contribution	Remark	
Admin	Project Management	Project Plan Updates, Weekly Deck creation weeks 2-4	
Data	Madden Data	Web-Scraped data for all available madden players for all weeks	
	Master Match Dataframe	Created a master matching file to be able to compare across Madden Data, Actuals Data, Performance Data, and Projection Data	
Code	Master Dataframe Creation	Wrote code that integrates Madden Data, Actuals Data, Performance Data, and Projection Data	
	Neural Network Design	Designed and implemented a Neural Network to predict player performance	

Contribution - Martin Jung

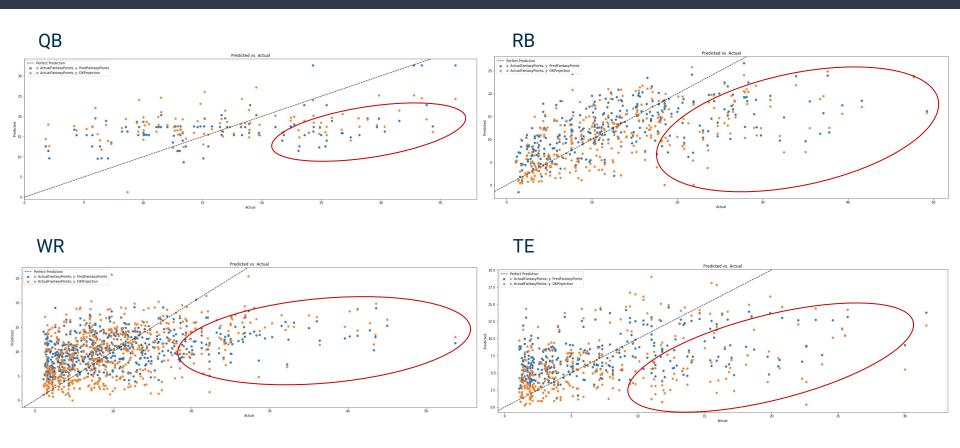
Category	Contribution	Remark
Data	Weekly DraftKings Projection Data (All Positions)	Web-Scraped Projected DraftKings Points, Projected Each Category (Pass Yards, Rushing Yards, etc)
	Past Performance	Defense Team Draftking Points
	DraftKings Salary data	
	DraftKings Past Contest Data	- Week 1 to Week 13 (2019) - 50/50 contest only
Code	RMSE Comparison	Our model against Actual DraftKings Points External Projected Point against Actual DraftKings Points
	Lineup Optimizer	FLEX position, Defense Team handling
	Past Contest Comparison	- Ranking using actual DraftKings Points - Expected Earning in Past 50/50 contests
	Front End	Build End-to-End Front End

Appendix

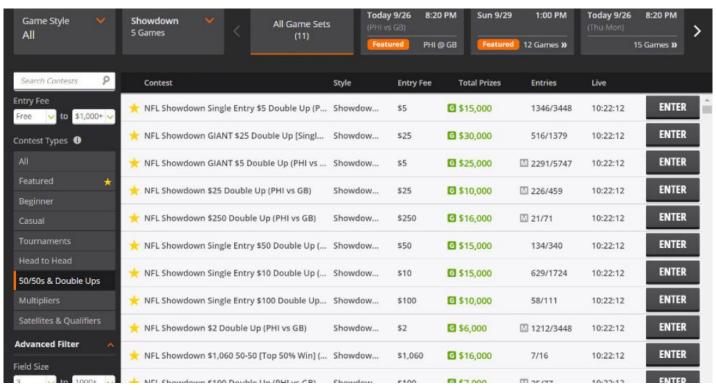
Minimize touchdowns projection inaccuracy

Portion of Error in Fantasy Points Projection by Projection Component							
Position	Touchdowns	Passing/Rushing/Receiving Yards	Receptions	Interceptions			
Quarterback	67%	11%		22%			
Running Back	53%	36%	11%				
Wide Receiver	41%	36%	36%				
Tight End	18%	59%	24%				

Improve models' ability to project excellent performances



Contest Rules Algorithm - 5050

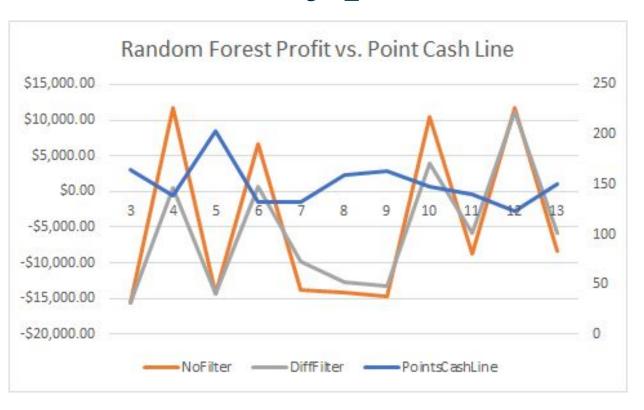


Contest Data

A	В	С	D	Е	F	G	Н
Name	Prize Pool	Buy In	Top Prize	Max Entries	Entries	Cash Line	Winning Score
NFL \$2M Play-Action [\$200K to 1st]	2000000	3	200000	20	747667	164	292.22
NFL \$250K First Down [20 Entry Max]	250000	1	20000	20	297266	166.66	280.12
NFL \$5M Fantasy Football Millionaire [\$1M to 1st]	5000000	20	1000000	150	294118	169	281.36
NFL \$50K Quarter Jukebox [Just \$0.25!]	50000	0.25	2000	20	237813	165.7	294.2
NFL \$22K Micro Bargain Bin [Guaranteed Overlay, \$2K Added!]	22000	0.1	1000	20	200001	165.72	284.62
NFL \$60K mini-MAX [150 Entry Max]	60000	0.5	5000	150	142688	168.32	288.32
NFL \$500K Slant [\$50K to 1st, 2x Min Cash]	500000	9	50000	150	65360	173.06	278.6
NFL \$100K Pylon [Single Entry]	100000	3	10000	1	39636	166.7	281.36
NFL \$150K Nickel [3 Entry Max]	150000	5	20000	3	35672	167.22	281.36
NFL \$6K Quarter Jukebox [Just \$0.25!]	6000	0.25	600	20	28538	169.7	266.32
NFL \$100K Flea Flicker [\$10K to 1st]	100000	5	10000	150	23782	174.76	272
NFL MASSIVE \$5 Double Up	100000	5	10	150	22989	162.96	247.36
NFL MASSIVE \$5 Double Up	100000	5	10	150	22989	164.12	243.86
NFL GIANT \$2 Double Up	40000	2	4	20	22989	161.22	271.42
NFL \$200K Fair Catch [Single Entry]	200000	12	20000	1	19608	168.5	281.36
NFL \$15K Daily Dollar [Single Entry]	15000	1	750	1	17836	166.96	277.6
NFL \$15K First Down [20 Entry Max]	15000	1	750	20	17836	166.52	276.32

```
Week 8 Number of Contest: 55, Total Invest: $14587.0, Total Prize: $104.0, Total Profit: $-14483.0
Week 9 Number of Contest: 52, Total Invest: $14817.0, Total Prize: $21334.0, Total Profit: $6517.0
Week 10 Number of Contest: 47, Total Invest: $14252.0, Total Prize: $0, Total Profit: $-14252.0
Week 11 Number of Contest: 29, Total Invest: $12747.0, Total Prize: $25494.0, Total Profit: $12747.0
Week 12 Number of Contest: 36, Total Invest: $12082.0, Total Prize: $4460.0, Total Profit: $-7622.0
Week 13 Number of Contest: 47, Total Invest: $11472.0, Total Prize: $22944.0, Total Profit: $11472.0
```

Model Profitability per Week



RMSE Deep Dive

Feature category	Model	Train RMSE	Test RMSE
PlayerPerf only	Linear Regression	7.71	6.93
PlayerPerf+OppPerf	Linear Regression	7.70	6.95
PlayerPerf+OppPerf	Ridge Regression	7.73	6.97
PlayerPerf only	Ridge Regression	7.74	6.97
PlayerPerf+Madden	Linear Regression	7.43	7.05
PlayerPerf+Madden+OppPerf	Linear Regression	7.43	7.05
PlayerPerf+Madden+OppPerf	Ridge Regression	7.43	7.07
PlayerPerf+Madden	Ridge Regression	7.43	7.08
PlayerPerf+Madden	Random Forest	3.28	7.23
PlayerPerf+Madden+OppPerf	Random Forest	3.34	7.24
Madden only	Ridge Regression	7.51	7.28
Madden only	Linear Regression	7.51	7.28

Development Journey

Week 1 - 2

Which sport?
What kind of betting?
What data sources are available?
What's our explicit objective?
Which tools do we want to use?

Week 5 - 6

Join data sources
Basic feature engineering
Build/eval basic model one pos
Scale basic model multi pos

Week 9 - 10

Evaluate model multi pos Sophisticated lineup optimization Basic evaluation of opt lineups Basic front-end locally deployed

Web scraping Madden data Web scraping historic perf data Web scraping historic price data Determine evaluation metric Exploratory data analysis

Week 3 - 4

Build/evaluate model multi pos Compare multiple basic models Basic lineup optimization

Week 7 - 8

Front-end Mockup

week

player(s)

salary cap

Show another lineup

Player	Position	OurProjection	Draft Kings Salary	Pt. Projection / Sal
Jameis Winston	QB	23.10	6500	281.4
Brian Hill	RB	14.41	4800	333.1
Miles Sanders	RB	14.45	4100	283.7
D.J. Moore	WR	16.28	5900	362.4
DeAndre Hopkins	WR	18.98	8100	426.8
Michael Thomas	WR	26.92	9900	367.8
Deebo Samuel	FLEX	12.86	4100	318.8
Eric Ebron	TE	10.18	3600	353.6
Buffalo Bills	DST	8.22	3000	365.0
TOTAL		138.37	50000	341.1

Link to WIP Front-end

Lineup Optimization

PuLP - High-level modelling library that allows the user to create optimization leveraging linear programing

Optimized to maximize the Projected DraftKings Points

Conditions - Salary Cap (\$50,000), Number of Players in Each Position

osition	Player	Position	Team	DK Salary	Model DKP	External DKP	Actual DKP
DST	Tennessee Titans	DST	TEN	3200.0	9.30	9.30	11.00
QB	Russell Wilson	QB	SEA	7200.0	15.02	23.02	15.68
FLEX	Leonard Fournette	RB	JAX	7800.0	11.34	19.37	20.60
RB	Tra Carson	RB	DET	3200.0	8.64	1.38	3.40
RB	Zach Zenner	RB	ARI	3000.0	7.28	3.33	2.30
TE	Greg Olsen	TE	CAR	3700.0	6.56	9.19	3.30
WR	Chris Godwin	WR	ТВ	7100.0	9.29	17.64	10.30
WR	Michael Thomas	WR	NO	8000.0	10.60	25.47	30.30
WR	Mike Evans	WR	ТВ	6600.0	9.09	15.81	45.80
	DST QB FLEX RB RB TE WR	DST Tennessee Titans QB Russell Wilson FLEX Leonard Fournette RB Tra Carson RB Zach Zenner TE Greg Olsen WR Chris Godwin WR Michael Thomas	DST Tennessee Titans DST QB Russell Wilson QB FLEX Leonard Fournette RB RB Tra Carson RB RB Zach Zenner RB TE Greg Olsen TE WR Chris Godwin WR WR Michael Thomas WR	DST Tennessee Titans DST TEN QB Russell Wilson QB SEA FLEX Leonard Fournette RB JAX RB Tra Carson RB DET RB Zach Zenner RB ARI TE Greg Olsen TE CAR WR Chris Godwin WR TB WR Michael Thomas WR NO	DST Tennessee Titans DST TEN 3200.0 QB Russell Wilson QB SEA 7200.0 FLEX Leonard Fournette RB JAX 7800.0 RB Tra Carson RB DET 3200.0 RB Zach Zenner RB ARI 3000.0 TE Greg Olsen TE CAR 3700.0 WR Chris Godwin WR TB 7100.0 WR Michael Thomas WR NO 8000.0	DST Tennessee Titans DST TEN 3200.0 9.30 QB Russell Wilson QB SEA 7200.0 15.02 FLEX Leonard Fournette RB JAX 7800.0 11.34 RB Tra Carson RB DET 3200.0 8.64 RB Zach Zenner RB ARI 3000.0 7.28 TE Greg Olsen TE CAR 3700.0 6.56 WR Chris Godwin WR TB 7100.0 9.29 WR Michael Thomas WR NO 8000.0 10.60	DST Tennessee Titans DST TEN 3200.0 9.30 9.30 QB Russell Wilson QB SEA 7200.0 15.02 23.02 FLEX Leonard Fournette RB JAX 7800.0 11.34 19.37 RB Tra Carson RB DET 3200.0 8.64 1.38 RB Zach Zenner RB ARI 3000.0 7.28 3.33 TE Greg Olsen TE CAR 3700.0 6.56 9.19 WR Chris Godwin WR TB 7100.0 9.29 17.64 WR Michael Thomas WR NO 8000.0 10.60 25.47

Number of Players in Each Position

Quarterback (QB): 1

Running Back (RB): 2

Wide Receiver (WR): 3

Tight End (TE): 1

Defense Team (DST):1

Flex (FLEX): 1 from RB,WR,TE

Comparison to Past Contests

Past DraftKings Contests Data - 1 Contest per week from Week 1 to Week 13 of 2019

Data - Rank, DraftKings UserID, Total DraftKings Points, Lineup

Using Actual DK Point (Optimizer Validation)

```
Week 2 Performance = 1/672756 (Top 0.0%)
Week 3 Performance = 1/249540 (Top 0.0%)
Week 4 Performance = 1/13657 (Top 0.0%)
Week 5 Performance = 1/234832 (Top 0.0%)
Week 6 Performance = 1/26736 (Top 0.0%)
Week 7 Performance = 1/411027 (Top 0.0%)
Week 8 Performance = 1/22389 (Top 0.0%)
Week 9 Performance = 1/176077 (Top 0.0%)
Week 10 Performance = 1/43474 (Top 0.0%)
Week 11 Performance = 1/176053 (Top 0.0%)
Week 12 Performance = 1/176024 (Top 0.0%)
Week 13 Performance = 1/175996 (Top 0.0%)
```

Using External DK Projection (Baseline)

```
Week 2 Performance = 82806/672756 (Top 12.3%)
Week 3 Performance = 140568/249540 (Top 56.3%)
Week 4 Performance = 6774/13657 (Top 49.6%)
Week 5 Performance = 10201/234832 (Top 4.3%)
Week 6 Performance = 7742/26736 (Top 29.0%)
Week 7 Performance = 231509/411027 (Top 56.3%)
Week 8 Performance = 5571/22389 (Top 24.9%)
Week 9 Performance = 5571/22389 (Top 24.9%)
Week 10 Performance = 31096/43474 (Top 71.5%)
Week 11 Performance = 23990/176053 (Top 13.6%)
Week 12 Performance = 110054/176024 (Top 62.5%)
Week 13 Performance = 4643/175996 (Top 2.6%)
```

Base Model: Comparison to Baseline

Past DraftKings Contests Data - 1 Contest per week from Week 1 to Week 13 of 2019

Data - Rank, DraftKings UserID, Total DraftKings Points, Lineup

```
Our Linear Regression Model (Historical Data Only)
```

```
Week 2 Performance = 23588/672756 (Top 3.5%)
Week 3 Performance = 226996/249540 (Top 91.0%)
Week 4 Performance = 1116/13657 (Top 8.2%)
Week 5 Performance = 156119/234832 (Top 66.5%)
Week 6 Performance = 3495/26736 (Top 13.1%)
Week 7 Performance = 52006/411027 (Top 12.7%)
Week 8 Performance = 19625/22389 (Top 87.7%)
Week 9 Performance = 44235/176077 (Top 25.1%)
Week 10 Performance = 17396/43474 (Top 40.0%)
Week 11 Performance = 109071/176053 (Top 62.0%)
Week 12 Performance = 28298/176024 (Top 16.1%)
Week 13 Performance = 109402/175996 (Top 62.2%)
```

Using External DK Projection (Baseline)

```
Week 2 Performance = 82806/672756 (Top 12.3%)
Week 3 Performance = 140568/249540 (Top 56.3%)
Week 4 Performance = 6774/13657 (Top 49.6%)
Week 5 Performance = 10201/234832 (Top 4.3%)
Week 6 Performance = 7742/26736 (Top 29.0%)
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```

Advanced Models: Comparison to Baseline

		RMSE vs. Actual Points Scored					
Position	Baseline	Neural Network	Lasso	LinearRegression	RandomForest	DecisionTree	Ridge
QB	7.54	8.60	8.77	43.90	8.50	10.56	12.40
RB	7.06	7.97	7.39	1.13E+13	7.82	9.27	10.48
TE	5.93	6.25	5.90	27.18	6.41	8.10	7.63
WR	7.28	8.02	7.57	7.79E+12	7.78	9.75	7.61

		Predicted Lineup Performance					
Week	Baseline	Neural Network	Lasso	LinearRegression	RandomForest	DecisionTree	Ridge
8	Top 24.9%	Top 27.7%	Top 43.0%	Top 21.3%	Top 61.2%	Top 69.0%	Top 8.0%
9	Top 13.7%	Top 33.7%	Top 77.3%	Top 71.0%	Top 68.9%	Top 95.3%	Top 71.0%
10	Top 71.5%	Top 78.8%	Top 63.7%	Top 66.5%	Top 38.7%	Top 88.2%	Top 48.5%
11	Top 13.6%	Top 76.1%	Top 58.2%	Top 76.2%	Top 35.3%	Top 93.1%	Top 81.8%
12	Top 62.5%	Top 56.8%	Top 93.7%	Top 96.1%	Top 32.5%	Top 61.7%	Top 87.7%
13	Top 2.6%	Top 67.2%	Top 63.1%	Top 31.2%	Top 41.6%	Top 40.2%	Top 31.2%

Filters: PointDiff > 0

Evaluation Week	Train Records - No Filter	Train Records - Filtered
2	286 Records	143 Records
3	563 Records	280 Records
4	841 Records	415 Records
5	1103 Records	557 Records

Model	No Filter	Filter
DecisionTree	\$ (21.00)	\$ (19.00)
LinearRegression	\$ (26.00)	\$ (20.00)
RandomForest	\$ (16.00)	\$ (36.00)
Ridge	\$ (20.00)	\$ (20.00)

Filters: Weekly

Evaluation Week	Train Records - No Filter Train Records - Filter	
2	286 Records	286 Records
3	563 Records	277 Records
4	841 Records	278 Records
5	1103 Records	262 Records

Model	No Filter	Filter
DecisionTree	\$ (21.00)	\$ (15.00)
LinearRegression	\$ (26.00)	\$ (36.00)
RandomForest	\$ (16.00)	\$ 9.00
Ridge	\$ (20.00)	\$ (31.00)

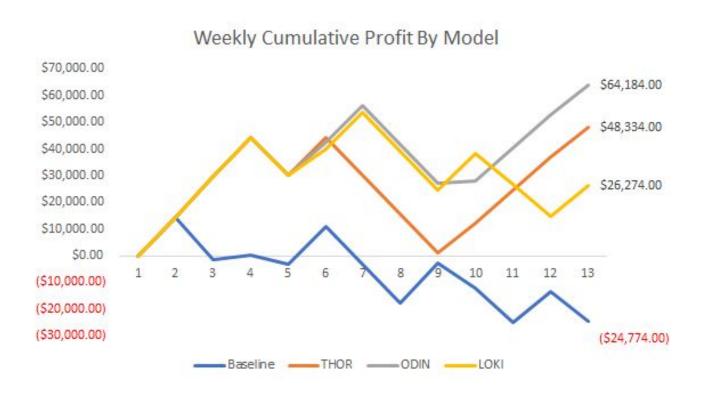
Plenty of NFL data, opportunity to perform better than market

Contest Performance Using FantasyData DraftKings Projections:

```
Week 2 Number of Contests: 48, Total Invest: $14202.0, Total Prize: $28404.0, Total Profit: $14202.0 Week 3 Number of Contests: 49, Total Invest: $15557.0, Total Prize: $0, Total Profit: $-15557.0 Week 4 Number of Contests: 44, Total Invest: $14727.0, Total Prize: $0, Total Profit: $-14727.0 Week 5 Number of Contests: 42, Total Invest: $14382.0, Total Prize: $0, Total Profit: $-14382.0 Week 6 Number of Contests: 36, Total Invest: $14017.0, Total Prize: $28034.0, Total Profit: $14017.0 Week 7 Number of Contests: 43, Total Invest: $13832.0, Total Prize: $0, Total Profit: $-13832.0 Week 8 Number of Contests: 55, Total Invest: $14587.0, Total Prize: $0, Total Profit: $-14587.0 Week 9 Number of Contests: 52, Total Invest: $14817.0, Total Prize: $29634.0, Total Profit: $14817.0 Week 10 Number of Contests: 47, Total Invest: $14252.0, Total Prize: $4810.0, Total Profit: $-9442.0 Week 11 Number of Contests: 29, Total Invest: $12747.0, Total Prize: $25494.0, Total Profit: $-12082.0 Week 12 Number of Contests: 36, Total Invest: $12082.0, Total Prize: $0, Total Profit: $-12082.0 Week 13 Number of Contests: 47, Total Invest: $11472.0, Total Prize: $0, Total Profit: $-11472.0
```

Total Prize: \$ -50298.0

SmartRoster lineups would have made up to \$64,184 in 2019





ODIN

- -Madden -Madden Def
- -Player Avg.
- -Opponent Avg.



THOR

- -Madden Def -Player Avg.
- -Opponent Avg.



LOKI

- -Madden -Madden Def
- -Player Avg.

Launching and scaling our platform

Total

Sport	Expected	Prize Money	Contest Weeks Per Year	Total	Prize Money
NFL 50/50	\$	10,000.00	13	\$	130,000.00
NFL TopPrize	\$	50,000.00	13	\$	650,000.00
MLB 50/50	\$	20,000.00	60	\$	1,200,000.00
MLB TopPrize	\$	100,000.00	60	\$	6,000,000.00
NBA 50/50	\$	10,000.00	82	\$	820,000.00
NBA TopPrize	\$	50,000.00	82	\$	4,100,000.00
NHL 50/50	\$	2,000.00	82	\$	164,000.00
NHL TopPrize	\$	10,000.00	82	\$	820,000.00
Golf	\$	8,900.00	20	\$	178,000.00

14,062,000.00