Predicting End of Year Golf Points

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Introduction of Dataset

- Our data set contains ≈ 250 golfers and their playing statistics for each year from 2010-2018.
- We will be using these statistics in order to predict the end of year points in 2018 golf season.
- Our measurement statistics account for shot distance, shot accuracy, strokes taken, and average score per round.

Problem & Expected Impact

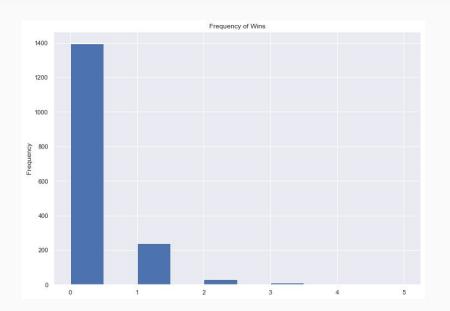
Intended Audience

- Golfers
- Sports Bettors

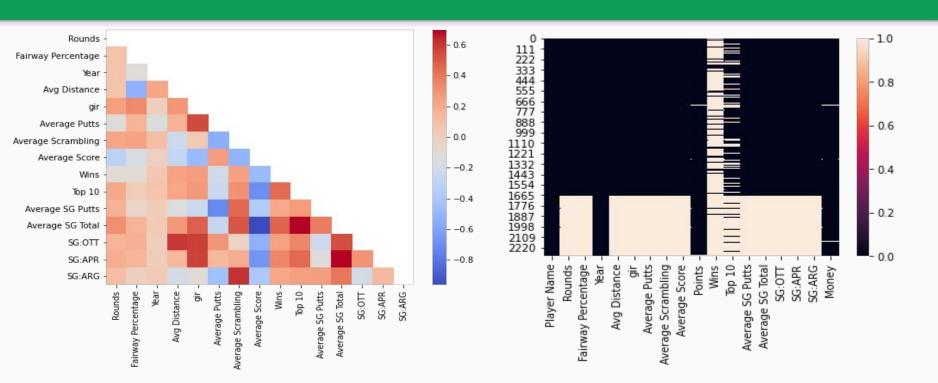


<u>Impact</u>

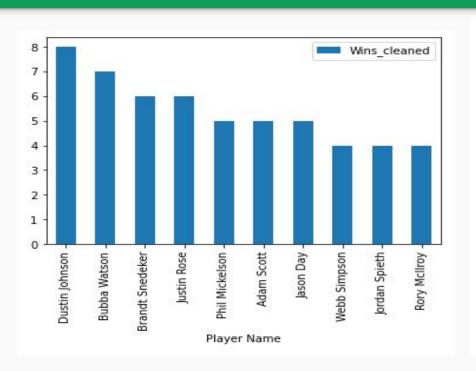
- Better predict Golfer's points and rank
- Can help marketing/sport agencies make decisions regarding their investments.
- Can help players understand the key contributors to their points



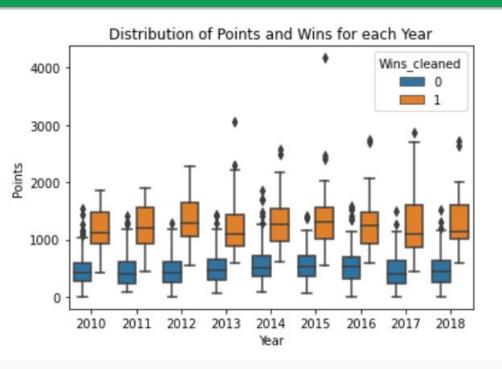
Dataset Characteristics		
Number of Variables	18	
Number of Observations	2312	
Missing Cells	25.3%	
Duplicate Rows	0	
Categorical Variables	4	
Numerical Variables	14	

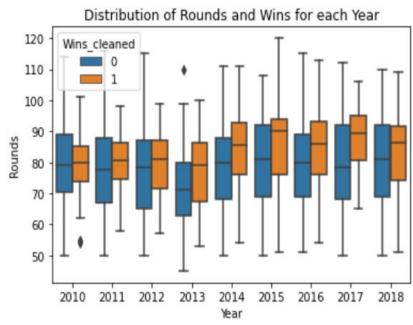


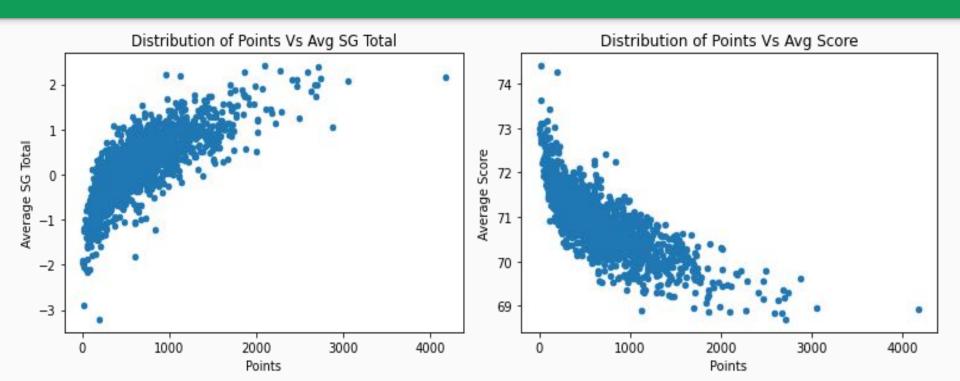
Variable Relationships











Multiple Linear Regression model

Variable	P-value (0.01)
Average Distance	0.424
Fairway Percentage	0.026
Greens in Regulation	0.038
Average SG Total	0.109
Average SG Putting	0.045
SG on Approach Shots	0.014
SG Around the Green	0.028

Without the Interaction Terms:

• R-Squared: 0.6433

RMSE: 282.866

With the Interaction Terms:

• R-Squared: 0.7195

• RMSE: 239.982

Shows the true effect of some X's is dependent on other X's

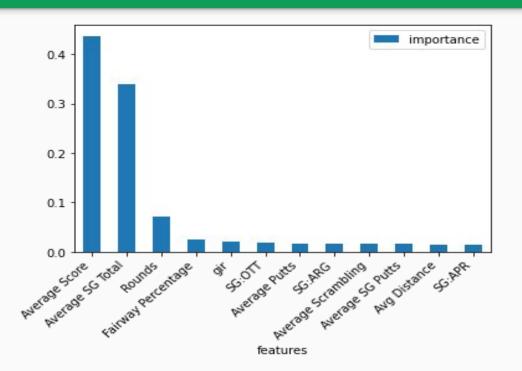


Random Forest

- Random Forest to identify the non-linear relationships between the predictors and points.
- Hyperparameter tuning using Randomized Search CV.
- Grid Search CV (3 folds) with values concentrated around hyperparameters identified by random search.

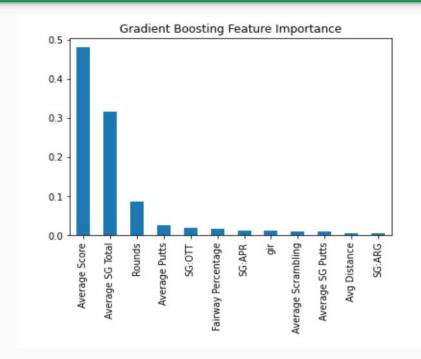
Random Forest

- GridSearch evaluated 240 fits
- RMSE 239.383
- R2 73.986%
- Features Importance :



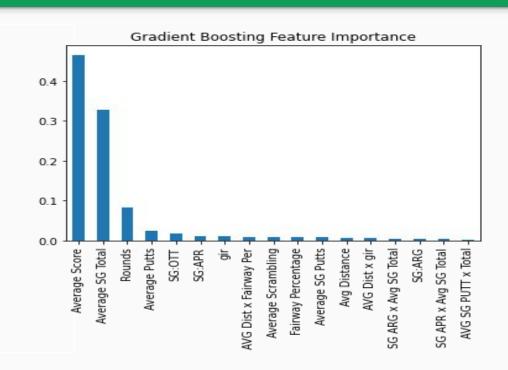
Gradient Boosting

- Hyperparameters Tuned:
 - n_estimators 100, 200, 500, 1000
 - max_depth 3, 5, 7, 10
 - o min_sample_leaf 1, 2, 4
- 5-fold Cross Validation to select best parameters
 - n_estimators 100
 - max_depth 3,
 - o min_sample_leaf 1
- Test R2 76.6%
- Test RMSE 226.68



Gradient Boosting with Interaction features

- Hyperparameters Tuned:
 - o n_estimators 100, 200, 500, 1000
 - max_depth 3, 5, 7, 10
 - o min_sample_leaf 1, 2, 4
- 5-fold Cross Validation to select best parameters
 - n_estimators 100
 - max_depth 3,
 - min_sample_leaf 1
- Test R2 **77.34**%
- Test RMSE 223.38



Conclusion

- Gradient Boosting model is the most accurate predictive model for the data set.
- "Rounds", "Average SG Total" and "Average Score" have the most impact on a player's points.
- Future scope: Statistics broken down by tournament would increase the prediction accuracy of our model.

Model	RMSE	R Square
Linear Regression	282.86	.6433
Linear Regression with Interactions	239.98	.7195
Random Forest - CV	239.38	.7398
Gradient Boosting - CV	226.68	.7667
Gradient Boosting - CV with Interactions	223.38	.7734

Questions?