

# Predictability Score: A Deep Learning Metric for MLB Pitch Sequence Modeling

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# Agenda

1. Background

2. Problem

3. Methods

4. Results

5. Practical Applications

**Background**



**Problem**

# What's Going On?

- Limited Pitch Sequencing Statistics
- Most statistics are not pitcher-isolated
  - Hitter strength
  - Team fielding
  - Ballpark factor

# Method

## Data

- All 2025 Pitch Sequences from qualifying pitchers (retro 8/10)
- Only sequences  $\geq 2$  pitches
- Features:
  - Release speed, release position, spin axis, horizontal movement, vertical movement, strike zone location, inning, outs, score, # times through order (pitcher), # times up to bat prior (batter), # runners on, pitcher throws (R/L), batter stands (R/L)

## Modeling

1. Run RNN Model
1. Find Test Accuracy per Pitcher
1. Find Normalized Accuracy Gain (NAG)

**Normalized Accuracy Gain (NAG)** = measures how much better a model performs than random guessing, adjusted for the number of possible outcomes.



# Recurrent Neural Networks as T-Ball

Give a child a bat.

Teach them how  
to hit.

Show them how  
to swing.

Show them where  
to run.



# Predictability Score Equation

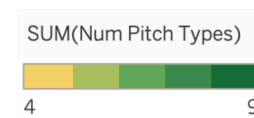
$$NAG = \frac{Accuracy_{model} - \frac{1}{K}}{1 - \frac{1}{K}}$$

**Where:**

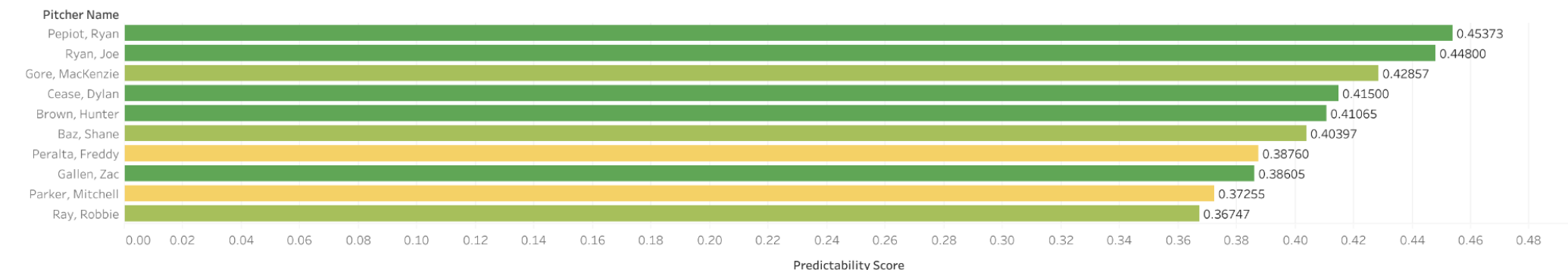
- $Accuracy_{model}$  = Model's prediction accuracy for that pitcher
- $K$  = Number of possible pitches
- $\frac{1}{K}$  = Accuracy from uniform random guessing

**Interpretation:** 0: No better than random, 1: Perfect prediction

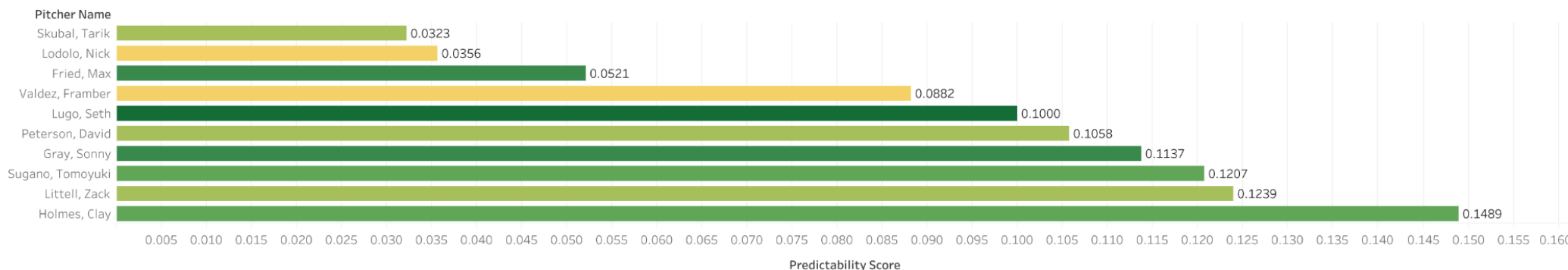
# Results



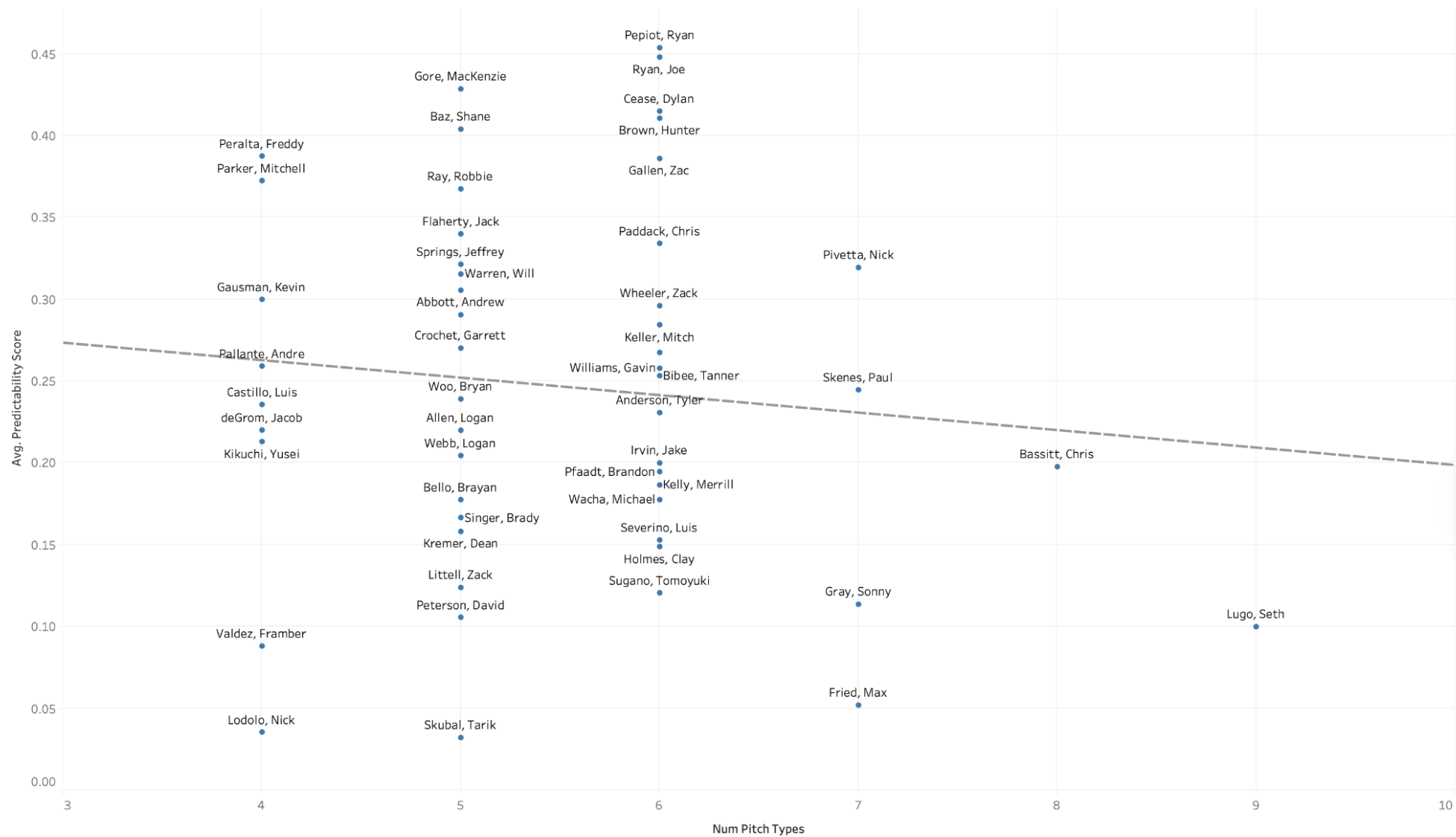
## Highest Predictability Scores



## Lowest Predictability Scores

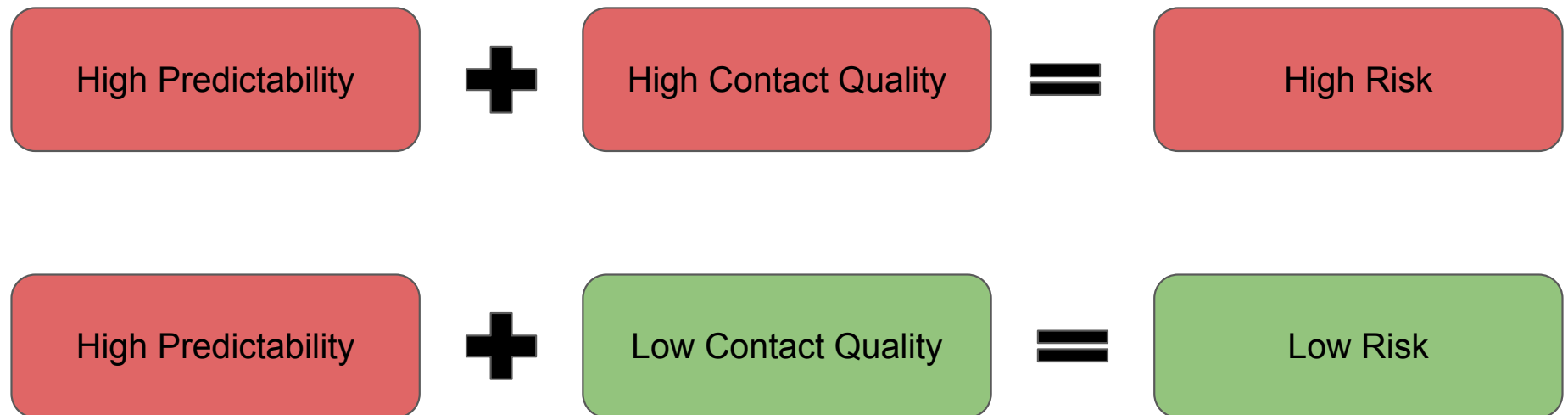


Individual Predictability Scores vs. Average by Number of Pitches



# Predictability ≠ Hittability

Does not fully capture “damage potential”



# What Can We Do?

## Add Expected Weighted On Base Average Against(xwOBA)

- Measures overall run value allowed
- Links prediction to run prevention
- Captures hidden damage (singles, walks, sustained rallies)

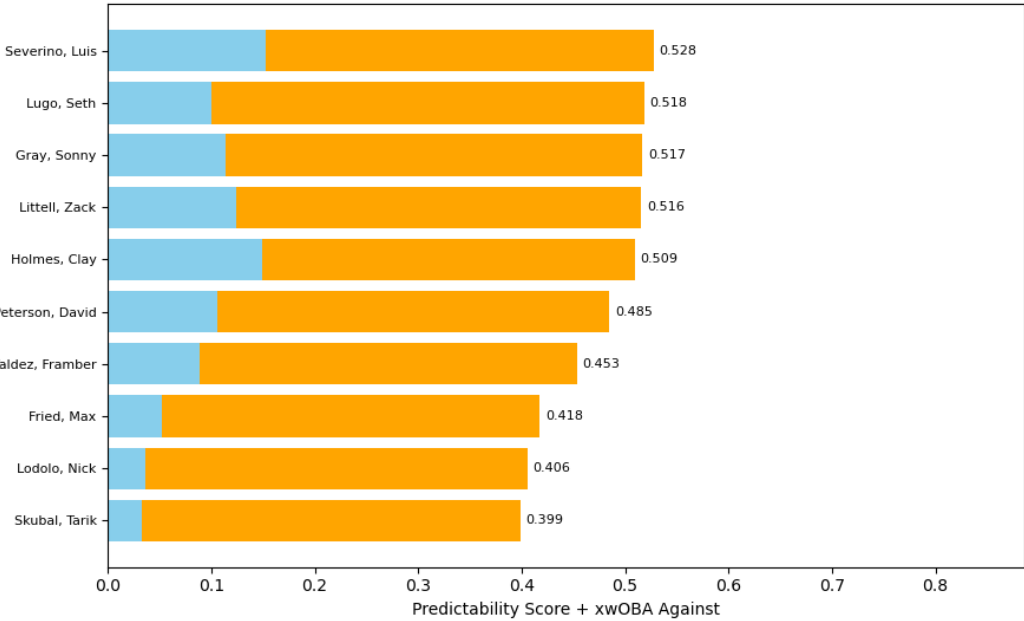
## Add Barrel Percent Against

- Measures quality of hard contact
- Reveals cost of predictability
- Differentiates between “safe” and “dangerous” predictability

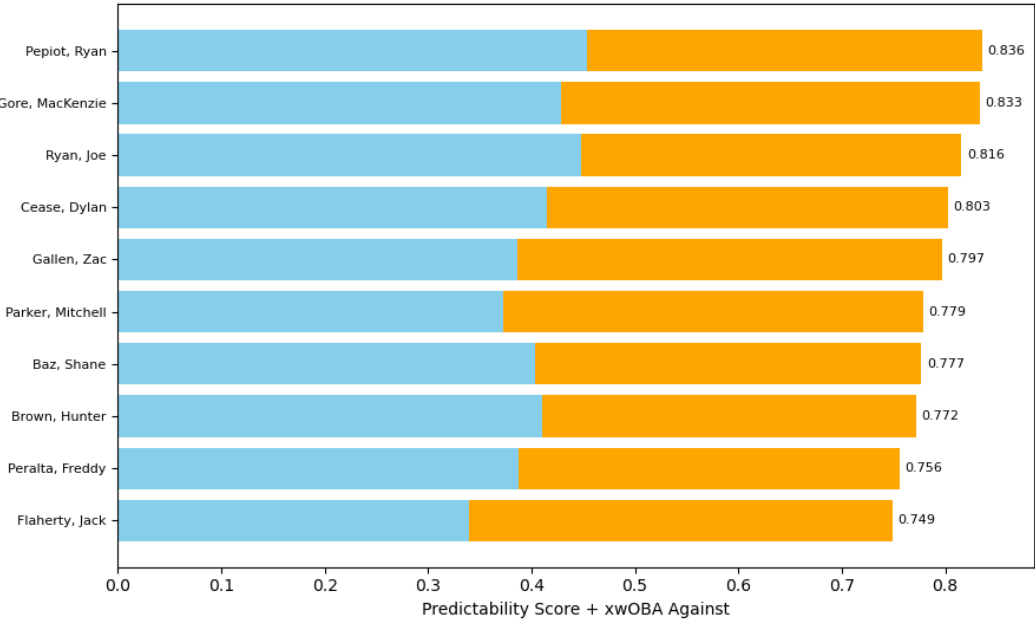
# Predictability Score + xwOBA Against



10 Pitchers with Lowest PS + xwOBA Against



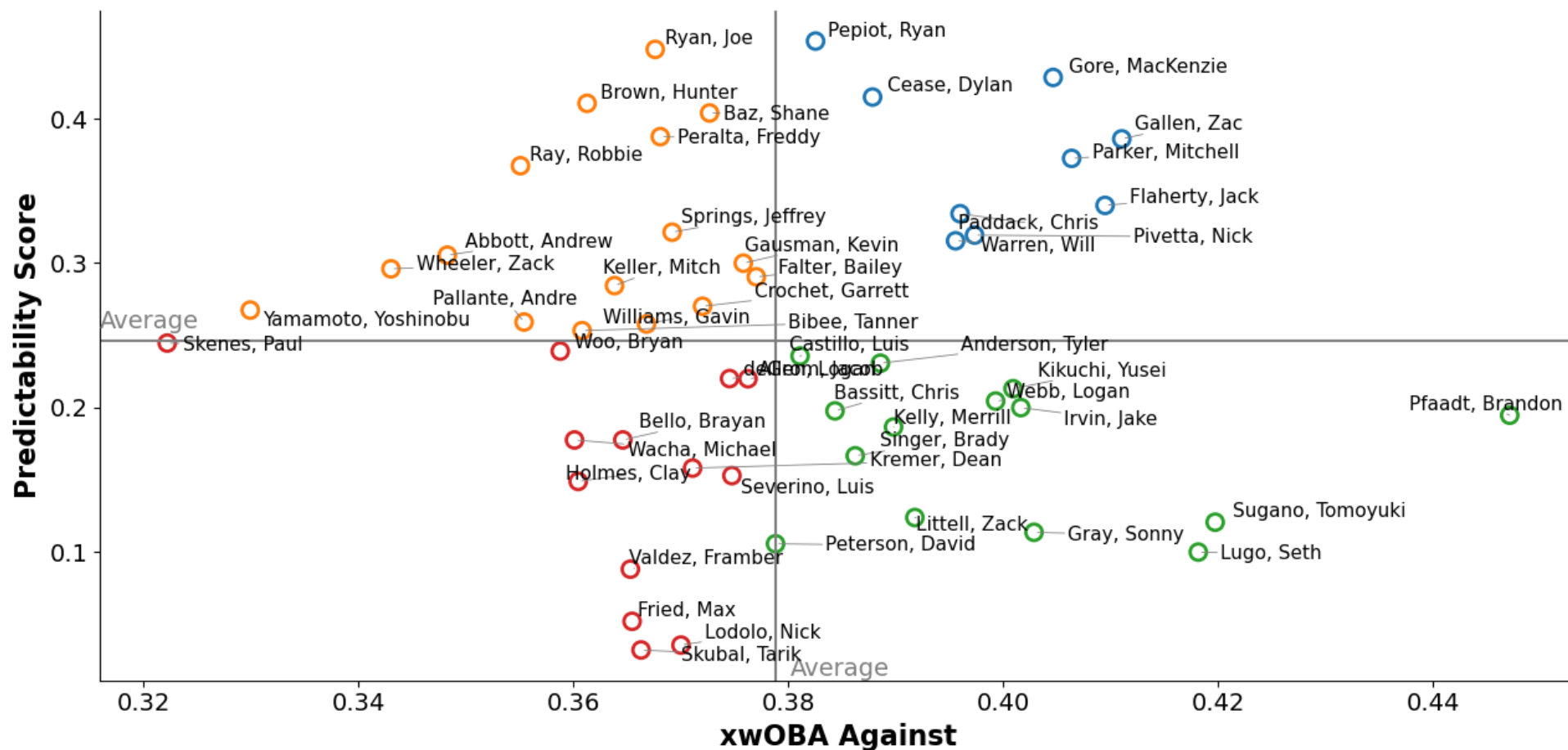
10 Pitchers with Highest PS + xwOBA Against





## Predictability Score vs. xwOBA Against

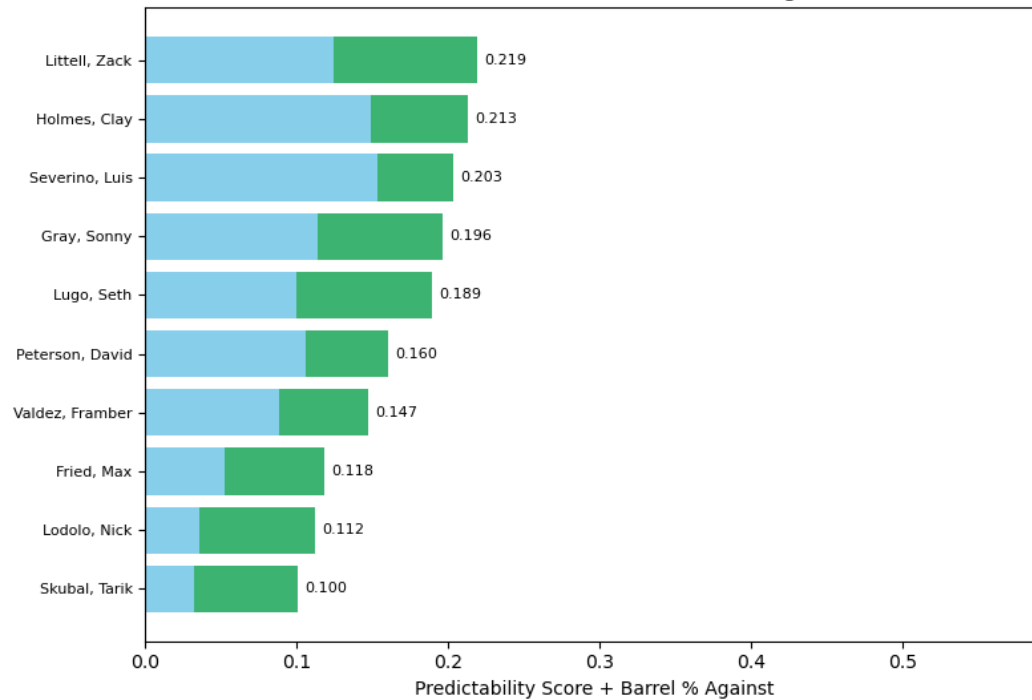
- Above x & Above PS
- Below x & Above PS
- Below x & Below PS
- Above x & Below PS



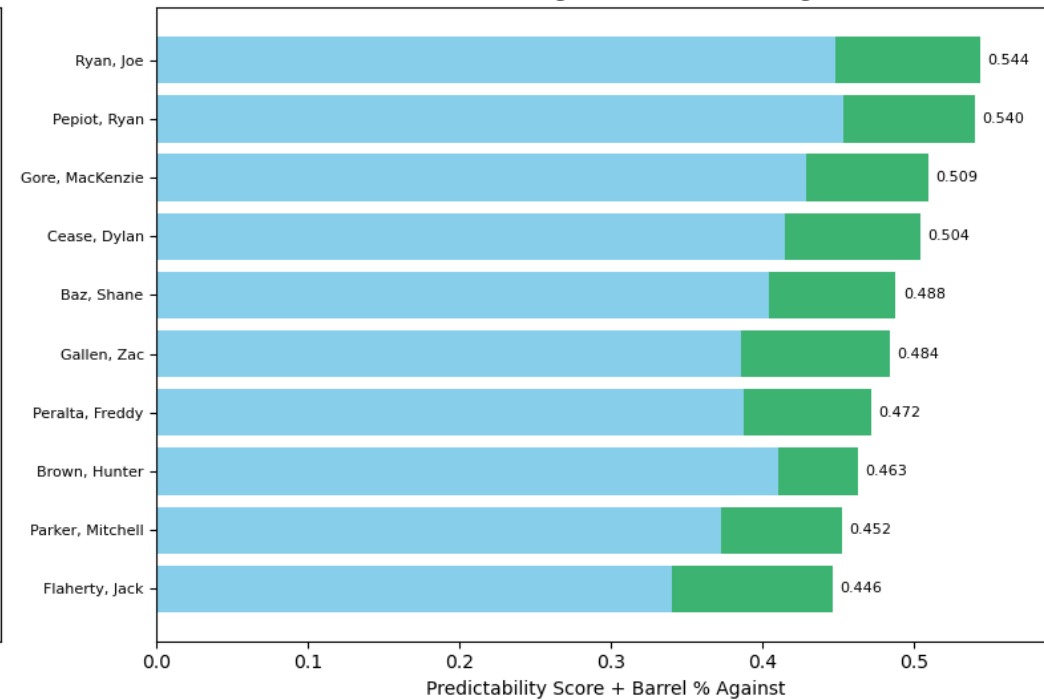
# Predictability Score + Barrel % Against

Predictability Score    Barrel % Against

10 Pitchers with Lowest PS + Barrel % Against

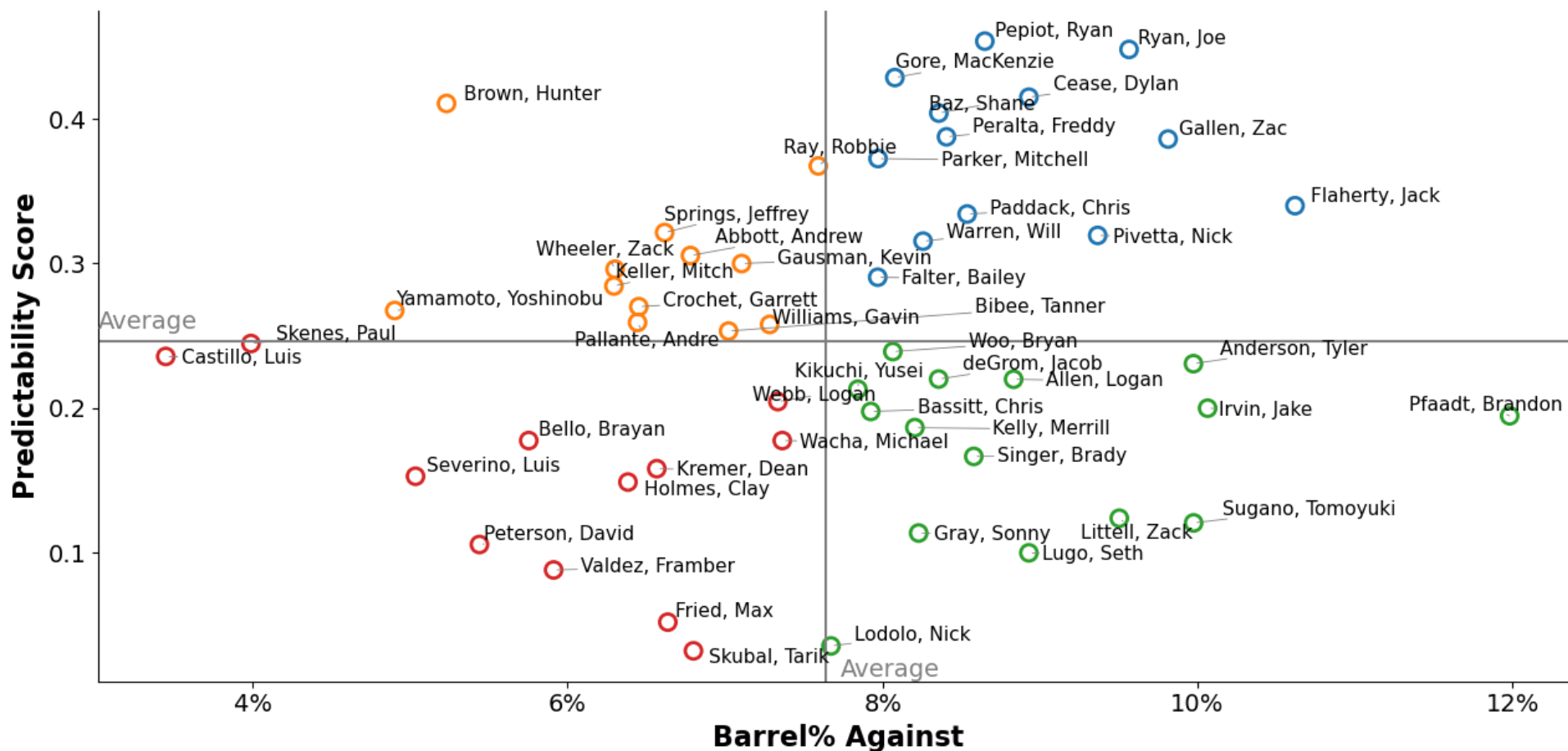


10 Pitchers with Highest PS + Barrel % Against



## Predictability Score vs. Barrel% Against

- Above x & Above PS
- Below x & Below PS
- Below x & Above PS
- Above x & Below PS



# **Practical Applications**

# Test Accuracy

## Hitting Team

Can be test accuracy percent confident that the model output will be the next pitch.

## Pitching Team

If the model is test accuracy percent confident that the next pitch will be pitch x, surprise the hitter and throw pitch y.

## **Predictability Score**

- Identify pitchers with easy to guess patterns
- Target low-PS pitchers in scouting
- Develop young pitchers' unpredictability

## **PS + xwOBA Against**

- Measure overall effectiveness and impact of predictability
- Justify adding pitches to break patterns
- Guide starter vs. bullpen role decisions

## **PS + Barrel % Against**

- Flag “dangerous predictability”
- Avoid power matchups for high-risk pitchers
- Assess risk in hitter-friendly parks



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# Thank You

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# Resources

Major League Baseball. (n.d.). *Baseball Savant*. Retrieved August 10, 2025, from <https://baseballsavant.mlb.com/>.