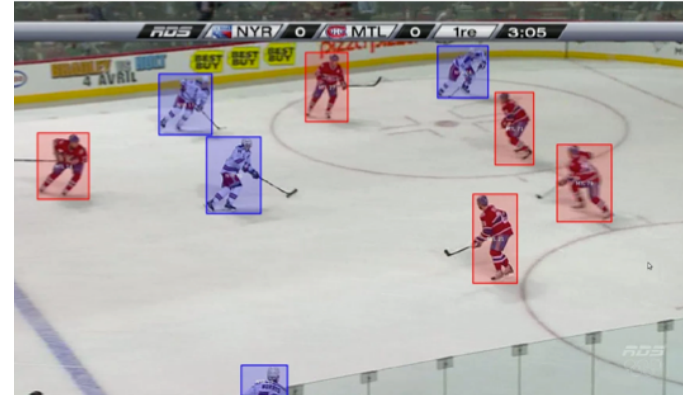


Reinforcement Learning For Sports Analytics

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Sports Analytics and Reinforcement Learning

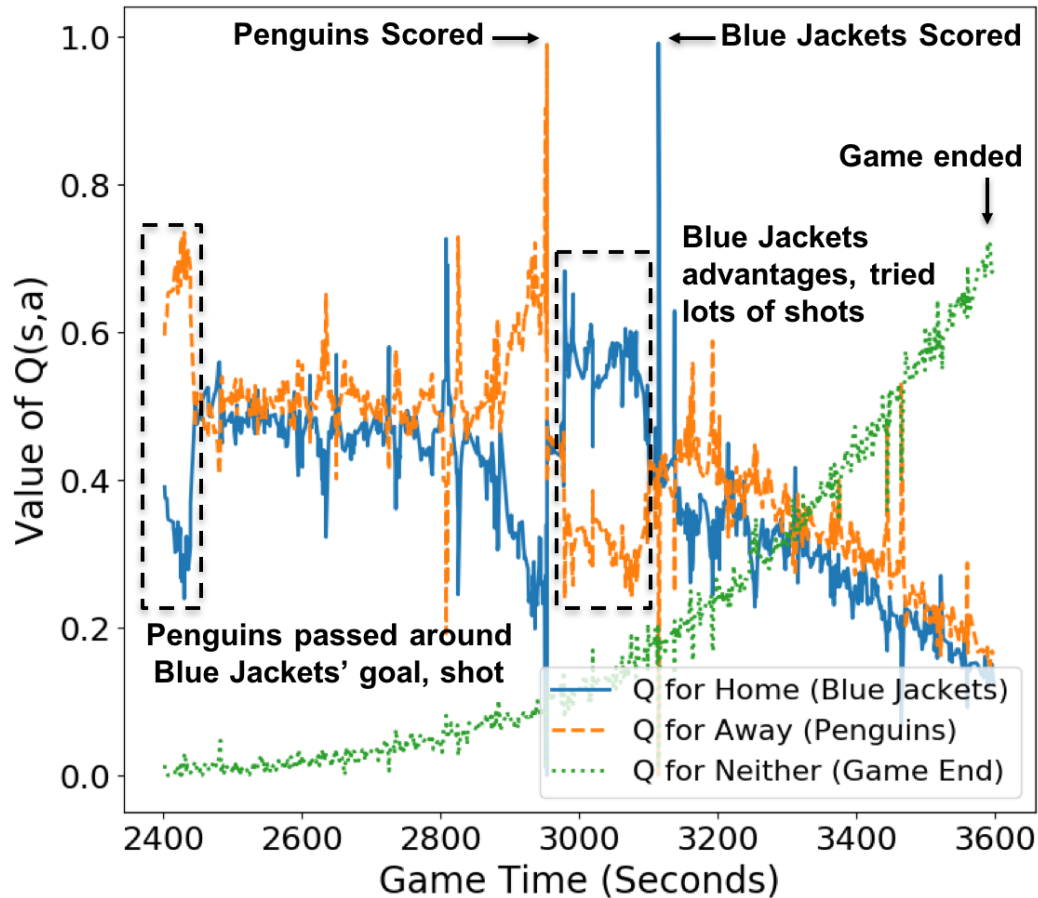
- Sports represents many issues in complex *multi-agent* scenarios
 - competition
 - cooperation
 - contribution of individual to group outcomes



$Q = 0.2$

- Fundamental Question: What contributes to winning?
- Can be answered by learning a value function
 $Q(s, a)$ = expected reward given match state s and action a
- Reward = win/goal
- RL is used to *evaluate the behaviour of real human agents*

Value Ticker and Action Impact



- Value Q function represented by LSTM
- Learned on NHL dataset from SportlogiQ
- 2015-2016, $> 3M$ events
- Q = chance of scoring the next goal
- Blue Jackets vs. Penguins Nov 17, 2015

Application: Player Ranking

- Action Goal Impact = Change in Goal Scoring Chance
- Player Goal Impact Metric:= add up goal impact of player's actions

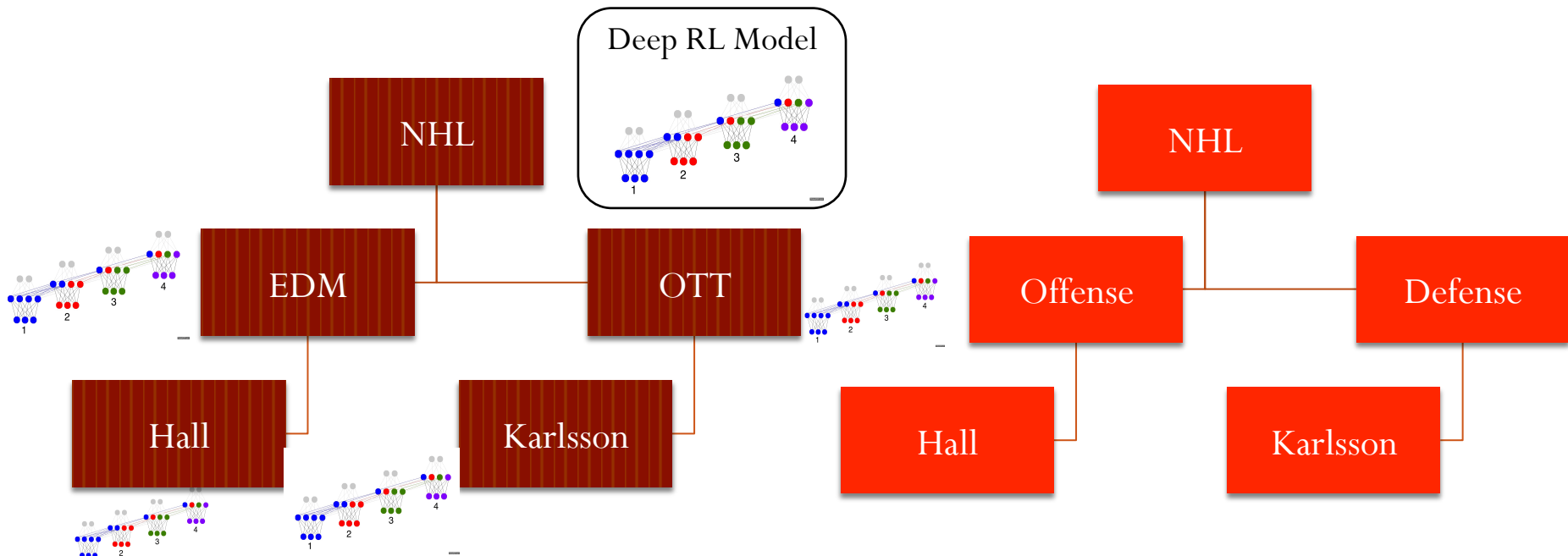
Name	GIM	Goals	Points	Team	Salary
Taylor Hall	96.40	26	65	EDM	\$6M
Joe Pavelski	94.56	38	78	SJS	\$6M
Johnny Gaudreau	94.51	30	78	CGY	\$9.25K
Anze Kopitar	94.10	25	74	LAK	\$7.7M
Erik Karlsson	92.41	25	74	OTT	\$7M

Correlation Goal Impact Metric with other performance measures

Points	Salary Season +1	Salary Season +2
0.93	0.66	0.76

Multi-Level/Precision Sports Analytics

- Identify what is common and what is special for leagues, teams, players
- Shrinkage/multi-level model for recurrent NNs representing value functions



Multi-Level/Precision Reproductive Dynamics

Hormone Levels	1.05, 480, 2.3, 4.5	2.05, 360, 2.2, 4.7	...	0.98, 350, 2.7, 5.1
Ovulation?	no	no		yes
Day	1	2	...	120

- Goal: predict reproductive events (e.g. ovulation, pregnancy, miscarriage).
- Interdisciplinary SFU team (health science, engineering, biology, CS).
- Datasets: time series of 4 hormone levels (e.g. estrogen).

