Swinging, Fast and Slow

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Question

How much do batters change their swings according to the count?

And what are the consequences of these approaches?

Conclusions (Preview)

- 1. Estimating batter intention is a helpful framework for reasoning about the sources of variation in swing metrics
- 2. Batters can reduce their strikeout rate by modulating their swing length according to the count ...
- 3. ... but it's not worth the power tradeoff for the average batter (from a linear weights perspective)

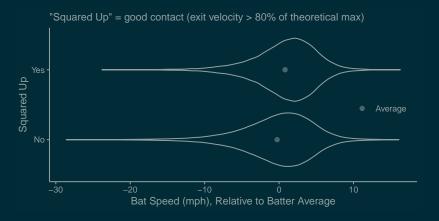
Data

May 2024: MLB releases exciting new swing tracking metrics

- For every swing, we get:
 - Swing length (distance traveled by bat head from "start")
 - Bat speed (speed of bat "sweet spot")
- Measured at point of contact (or point of nearest contact)
- Additional derived metrics:
 - Squared-up rate (exit velocity > 80% of theoretical max)
 - Fast-swing rate
 - Blasts
 - Swords
- More in the future pipeline? (miss distance, contact depth, ...)

THANK YOU, MLBAM!

When batters swing slower, do they make better contact?

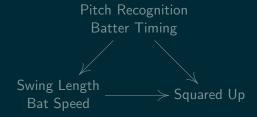


• Squared Up swings are faster on average, but ...

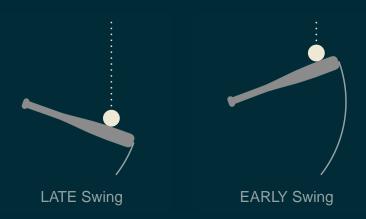
Caution #1: Correlation does not imply causation

One possible causal model:

Another (more plausible) causal model with confounders:

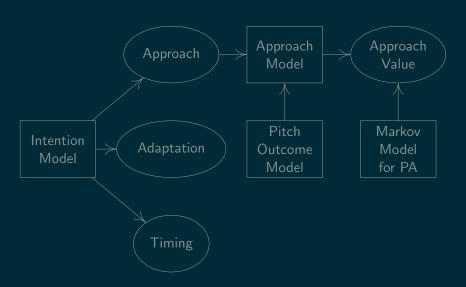


Caution #2: How do we get our measurement?

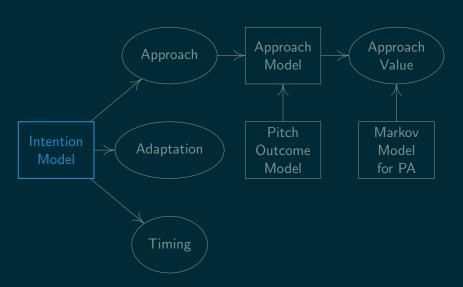


- For identical swings, timing determines point of measurement
- Swing length and bat speed are outcomes, not purely process

Outline



Outline



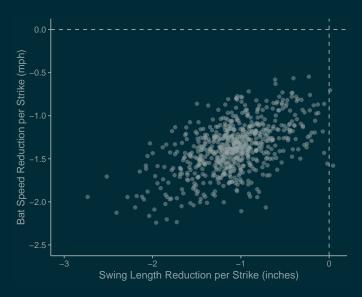
Intention Model

Goal: Estimate swing metrics at intended point of contact

- 1. Filter on swings above 50 mph (avoid bunts, check-swings)
- Filter on swings that are squared-up (avoid bad timing)
- 3. Fit mixed-effects linear models for swing length and bat speed
 - Fixed and random effects for intercept, count, pitch location

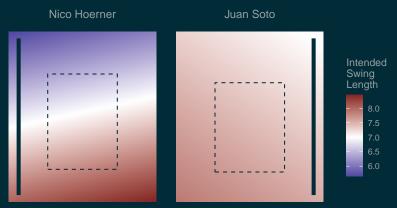
$$(\mathsf{swing length})_i = \alpha + \gamma_{b_i}^A \\ + \beta^B \cdot (\mathsf{balls})_i \\ + (\beta^S + \gamma_{b_i}^S) \cdot (\mathsf{strikes})_i \end{aligned} \} \mathsf{approach} \\ + (\beta^X + \gamma_{b_i}^X) \cdot (\mathsf{pitch loc x})_i \\ + (\beta^Z + \gamma_{b_i}^Z) \cdot (\mathsf{pitch loc z})_i \end{aligned} \} \mathsf{adaptation} \\ + \epsilon_i$$

Approach: How do intended swings vary by count?



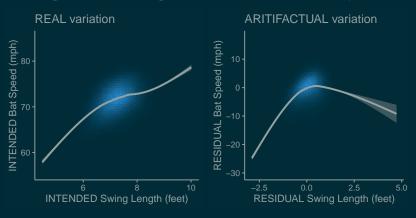
Adaptation: How do intended swings vary by location?

Swing length predicted by intention model, assuming 0-0 count



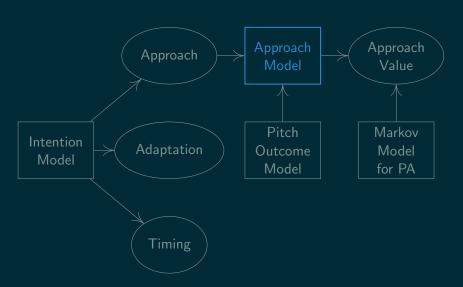
• There's clearly a difference, but it's hard to say why

Timing: What swing variation remains unexplained?



- Left: Predicted intention for all swings (not just squared up)
- Right: Residuals (relative to intention) for all swings
 - Pattern matches bat speed through path of swing!

Outline



Approach Model

- 1. Start with pitch outcome model which estimates $\mathbb{P}(\text{swing})$, $\mathbb{P}(\text{contact} \mid \text{swing})$, $\mathbb{P}(\text{fair} \mid \text{contact})$, $\mathbb{E}(\text{xwOBA} \mid \text{fair})$, etc.
 - Gradient boosting w/ 2022-2024 MLB data
- 2. Refit contact, fair and xwOBA models on batter approach, with previous predictions as offset

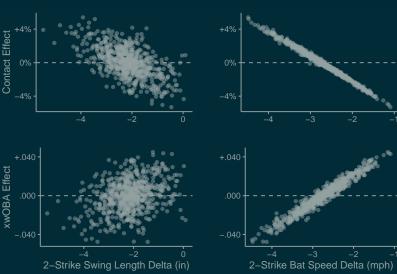
Example: p_i is contact prob, \hat{p}_i is pitch outcome model estimate

$$egin{aligned} \log\left(rac{p_i}{1-p_i}
ight) &= \log\left(rac{\hat{p}_i}{1-\hat{p}_i}
ight) + eta^{SL} \cdot \hat{\gamma}_{b_i}^{SL} \cdot (ext{strikes})_i \ &+ eta^{BS} \cdot \hat{\gamma}_{b_i}^{BS} \cdot (ext{strikes})_i \end{aligned}$$

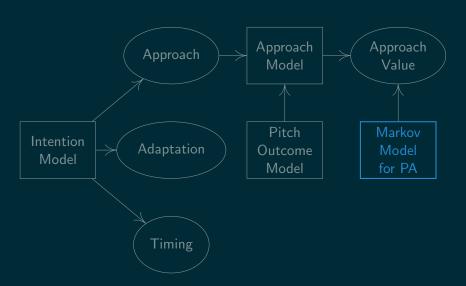
• This is instrumental variable regression from causal inference, using count as the instrument

The Effect of Approach

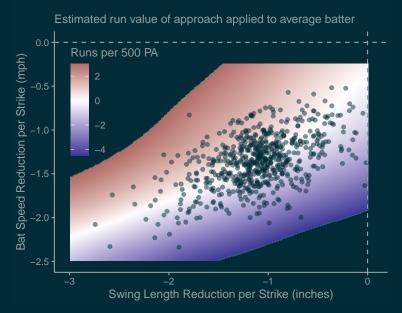
"Effect" is approach-aware vs. approach-agnostic prediction w/ 2 strikes



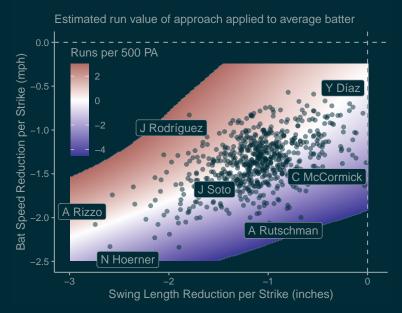
Outline



Is it good to modulate your swing by count?



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Conclusions

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Thank You!

Acknowledgements: Nick Wan, Noah Woodward

All code for this project (and these slides) available at: github.com/saberpowers/swinging-fast-and-slow

You can learn more about each of our research at: saberpowers.github.io stat.cmu.edu/~ryurko