SMGT 432: Bradley-Terry Lecture

Announcements:

- 1. Rice Soccer home opener vs. UH tomorrow night!
- 2. Today is a lecture (points opportunity!)
- 3. Assignment #I is due next Friday

Y~ Normal (7, 52)

Emphasize What makes BT unique is that the design matrix X is sports sparse and always 0/1/-1.

How does it work?

Maximum Likelihood

$$\hat{\alpha}, \hat{\beta} = \arg\max_{\alpha, \beta} \sum_{i=1}^{n} -(y_i - \eta_i)^2$$

$$= \arg\min_{\alpha, \beta} \sum_{i=1}^{n} -(y_i - \eta_i)^2$$

Generalizations

Generalized Linear Models (GLMs):

$$Z(\eta) = P(Y=3) = \frac{\lambda^3 e^{-\lambda}}{3!}$$
 $\lambda = e^{\eta}$

$$\mathcal{L}(\eta) = \log\left(\frac{\lambda^3 e^{-\lambda}}{3!}\right) = 3\log\lambda - \lambda - \log3!$$

Pause This means we're estimating Richmond to be the strongest offense in the league. How do we feel about this?

Preventing Overfitting

- 1. Random/Mixed-Effect Model (Traditional Statistics)
- 2. Bayesian Regression (Bayesian Statistics)
 3. Regularization (Statistical Machine Learning)