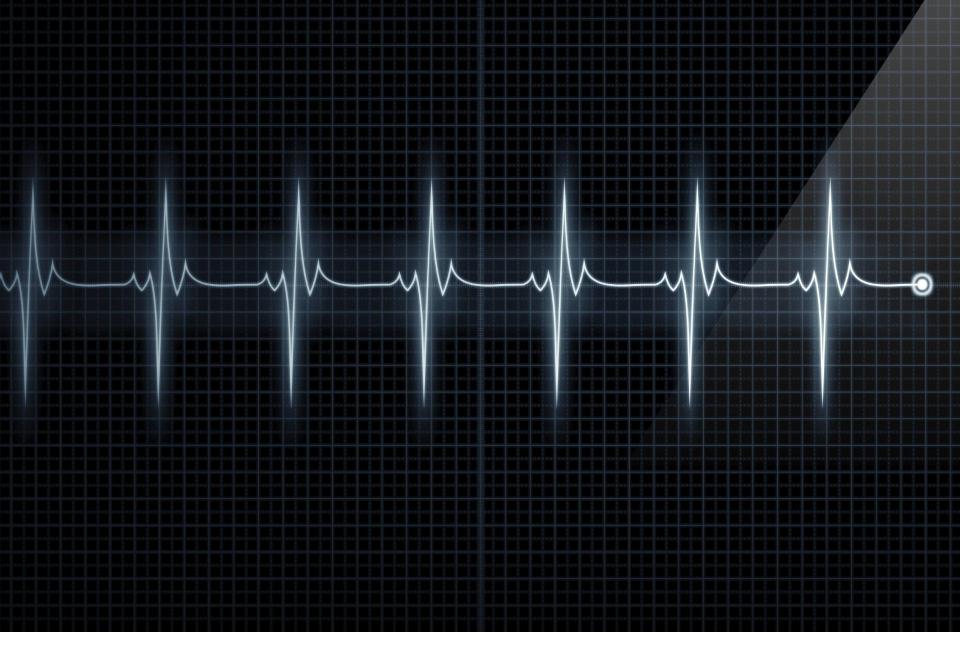
POINTWISE: Predicting Points and Valuing Decisions in Real Time with NBA Optical Tracking Data

Dan Cervone, Alex D'Amour, Luke Bornn, and Kirk Goldsberry (Harvard University)

















ticketmaster®













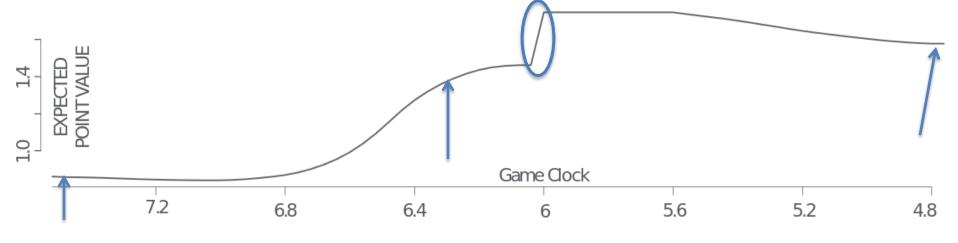








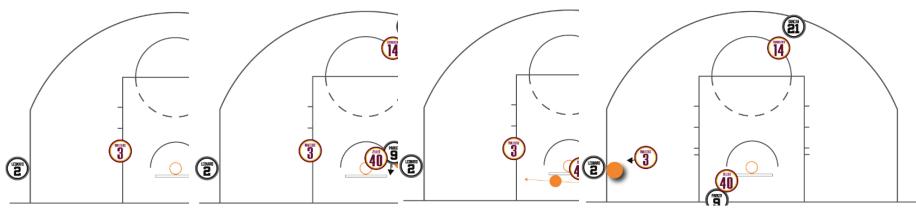
Introducing Expected Possession Value



Tim Duncan Screen For Ton **Expected Points: 0.86**

Expected Points: 1.36

Tony Parker Enters Restricted , Tony Parker Passes The Ball Kawhi Leonard Shoots The Game Winning Shot Expected Points: 1.46 → 1.7 Expected Points: 1.58









EPV Defined

Expected possession value (EPV) is the **number** of points the offense is **expected** to score by the end of the possession, given **everything** we know **now**.

- Points: The currency of the NBA.
- Expected: On average, with "luck" removed.
- Everything: Full resolution spatial information.
- Now: Any moment in time.





Calculating EPV

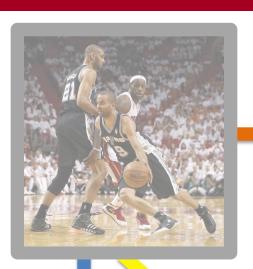
REGRESSION?

MARKOV CHAINS?





EPV is a path average















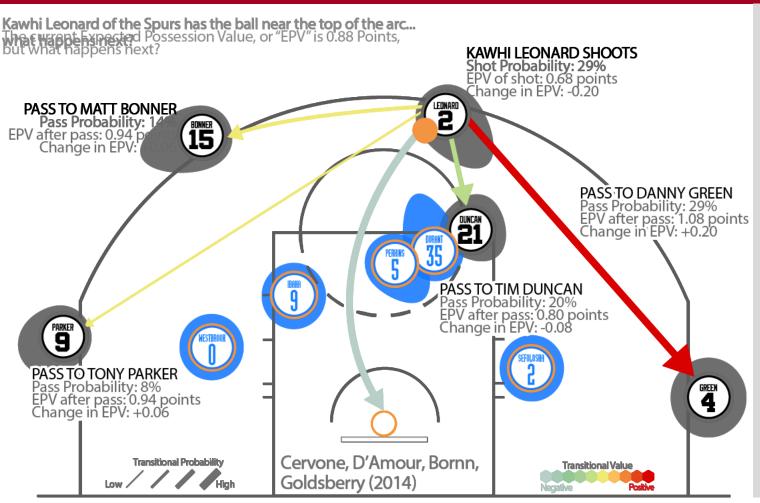








What happens next?



Raw data

Dynamics layer

Microtransitions

"Action" layer

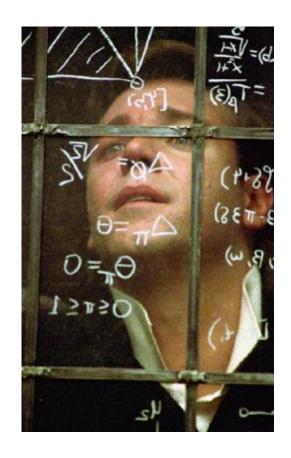
Combined

Value layer





The math







Transition models

Microtransitions model dynamics: forecast future player locations based on velocities, accelerations

(pos, veloc, accel) at
$$t + \epsilon = f(\text{pos, veloc, accel at } t) + \gamma_t$$

KALMAN FILTER

Macrotransitions model actions: predict changes in ball behavior such as passes, shots, turnovers

$$\lambda_j(t) = \lim_{\epsilon \to 0} \frac{\mathbb{P}(\text{macro type } j \in (t, t+\epsilon] | \text{data})}{\epsilon}$$

COMPETING RISKS
HAZARD

Coarsened Markov Chain: computes expected possession value given the observed macrotransition





Weaving our models together

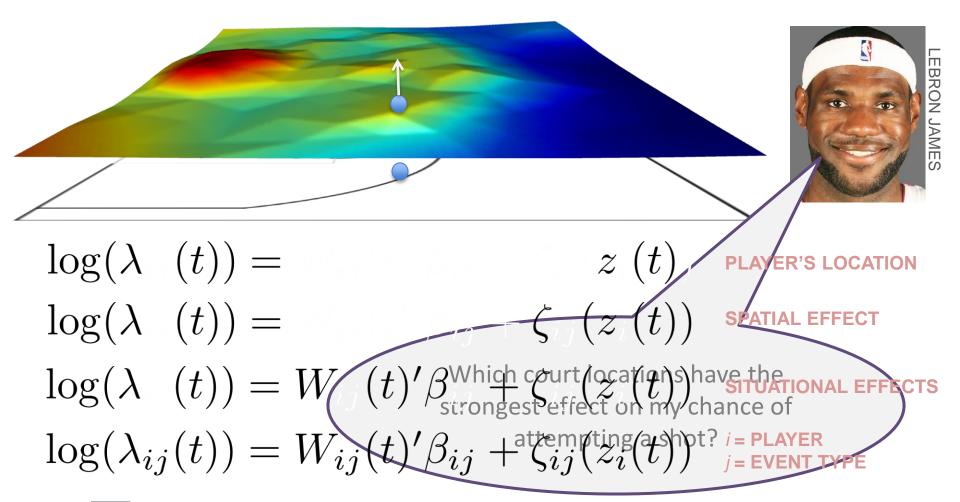
$$s \leftarrow t$$
 $d_s \leftarrow d_t$
 $M_s \leftarrow \operatorname{macro}(d_s)$
while $M_s = \operatorname{FALSE}$ do
 $d_{s+\epsilon} \leftarrow \operatorname{micro}(d_s)$
 $s \leftarrow s + \epsilon$
 $M_s \leftarrow \operatorname{macro}(d_s)$
end while
 $\operatorname{EPV}(t) \leftarrow \operatorname{value}(M_s, d_s)$

Microtransition model simulates small-scale evolution until the macrotransition model predicts and values a pass, shot, or turnover event.





Systematic treatment of space







Space is sparse

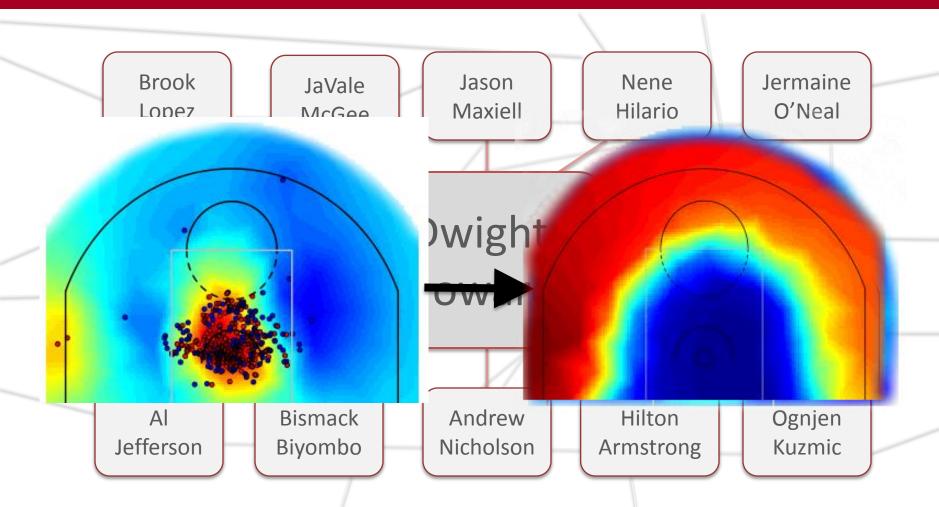








Dwight Howard's neighbors



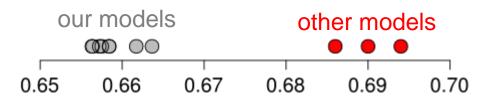




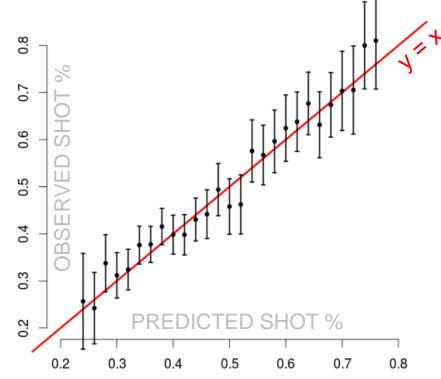
Model checking

Unit testing: Verify small sections of code block by block.

Internal replication: Independent and redundant data and results checks.



Cross entropy: predicted probabilities and observed outcomes (out of sample). Lower is better.

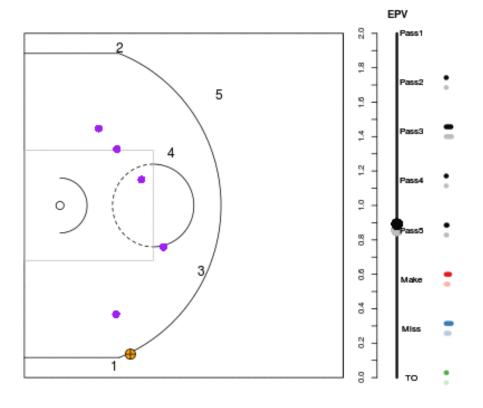


Calibration plot: predicted vs. observed shot make probabilities (out of sample). Should lie on y = x line.





Model checking

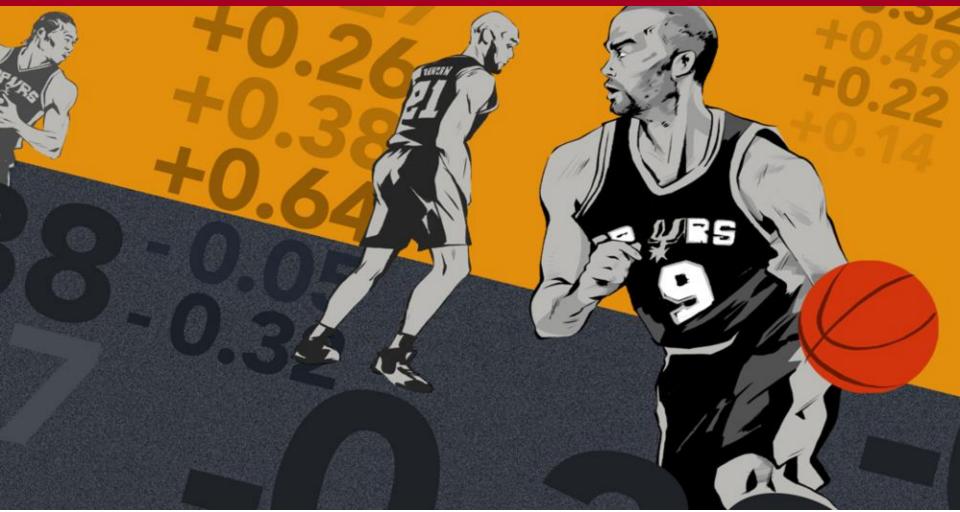








EPVmetrics: A new microeconomics for the NBA







Best decision-makers? EPV-Added

TOP 10, 2013-14

NAME	EPVA
Jose Calderon	+3.36
LeBron James	+2.77
Dirk Nowitzki	+2.54
Channing Frye	+1.90
Chandler Parsons	+1.85
Kyle Lowry	+1.71
Al Horford	+1.66
Kyle Korver	+1.66
Kevin Durant	+1.63
Wesley Matthews	+1.57





(min 500 touches)

BOTTOM 10, 2013-14

NAME	EPVA
Josh Smith	-2.23
Brandon Jennings	-1.75
Gerald Henderson	-1.72
Paul Pierce	-1.58
Ricky Rubio	-1.58
Victor Oladipo	-1.39
Jeff Teague	-1.29
Steve Blake	-1.27
Evan Turner	-1.19
Tayshaun Prince	-1.17







Selfish shooters? Shot satisfaction

TOP 10, 2013-14

Name	Shot Sat
Jose Calderon	+0.29
Andre Iguodala	+0.28
Martell Webster	+0.26
Lance Stephenson	+0.25
Kyle Korver	+0.25
Spencer Hawes	+0.25
LeBron James	+0.25
Jodie Meeks	+0.24
Kawhi Leonard	+0.23
Darren Collison	+0.23





BOTTOM 10, 2013-14

Name	Shot Sat
Kevin Garnett	-0.04
Ricky Rubio	-0.04
Tayshaun Prince	-0.04
Tim Duncan	-0.01
Cody Zeller	-0.01
LaMarcus Aldridge	-0.01
Marc Gasol	+0.01
Brian Roberts	+0.01
Jerryd Bayless	+0.02
Jeff Teague	+0.03





More EPVmetrics

SITUATIONAL EPV-added over specific player.

Pass satisfaction.

OFF BALL Screens, cuts. Who gets credit?

DEFENSE Lowering EPV. Most valuable option.

TURNING POINT





Limitations and the way forward

TRACKING Players aren't (x,y) points.

DETAILS

SHOT CLOCK, FOULS, DEFENSIVE MATCHUPS, SCREENS, FAST BREAKS,

PICK AND ROLLS, END OF GAME SITUATIONS, IN-GAME WIN PROBABILITY, MOMENTUM, TRADE VALUES, PLAYER EVOLUTION.

MORAL

Big data?

Bigger questions. Better models.





THANK YOU



ALEX FRANKS



ANDREW MILLER

BRIAN KOPP, CARL MORRIS, EDOARDO AIROLDI, NATESH PILLAI



