

Acceleration in the NBA: Towards an Algorithmic Taxonomy of Basketball Plays

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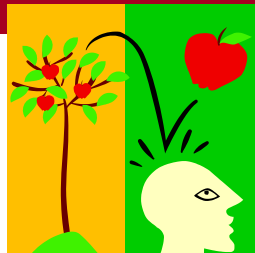


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Acceleration

10 dg = 1 g

















Positive
Acceleration

Negative
Acceleration



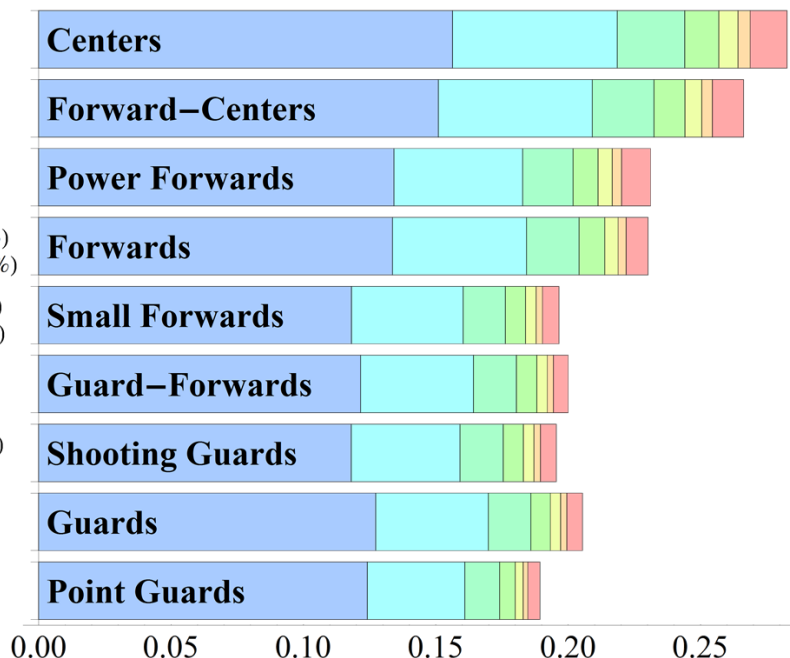
Frequent Accelerators

	Solomon Alabi (41.98%)
	Tyson Chandler (35.05%)
	Joel Anthony (36.90%)
	Andrea Bargnani (34.90%)
	Kris Humphries (32.41%)
	Taj Gibson (31.12%)
	Carmelo Anthony (34.34%)
	LeBron James (32.27%)
	Paul Pierce (29.06%)
	Kevin Durant (26.20%)
	J.R. Smith (30.03%)
	Gary Forbes (27.94%)
	Kobe Bryant (26.82%)
	Ray Allen (25.56%)
	Toney Douglas (28.60%)
	Dwyane Wade (27.72%)
	Deron Williams (33.36%)
	Baron Davis (26.85%)

Infrequent Accelerators

Marcus Camby (18.46%)
Marc Gasol (22.39%)
Troy Murphy (17.81%)
Tyrus Thomas (18.57%)
Marcus Morris (12.05%)
Matt Bonner (14.74%)
Bobby Simmons (12.02%)
Chandler Parsons (12.96%)
Chase Budinger (11.02%)
Danilo Gallinari (15.69%)
Courtney Lee (10.43%)
Danny Green (13.45%)
Shannon Brown (13.64%)
Daequan Cook (14.84%)
Gary Neal (14.38%)
Daniel Gibson (14.55%)
Derek Fisher (12.52%)
Kyle Lowry (13.54%)

1-2 dg 2-3 dg 3-4 dg 4-5 dg 5-6 dg 6-7 dg >7 dg



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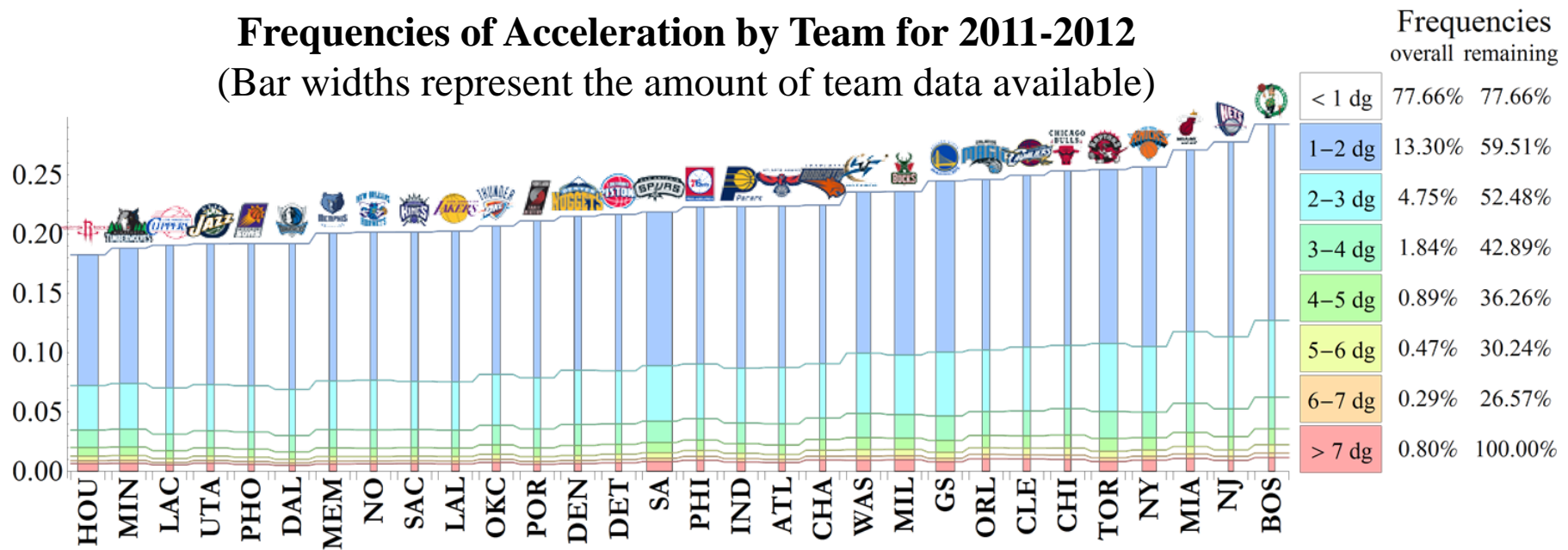
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Frequency of Acceleration

Frequencies of Acceleration by Team for 2011-2012
(Bar widths represent the amount of team data available)



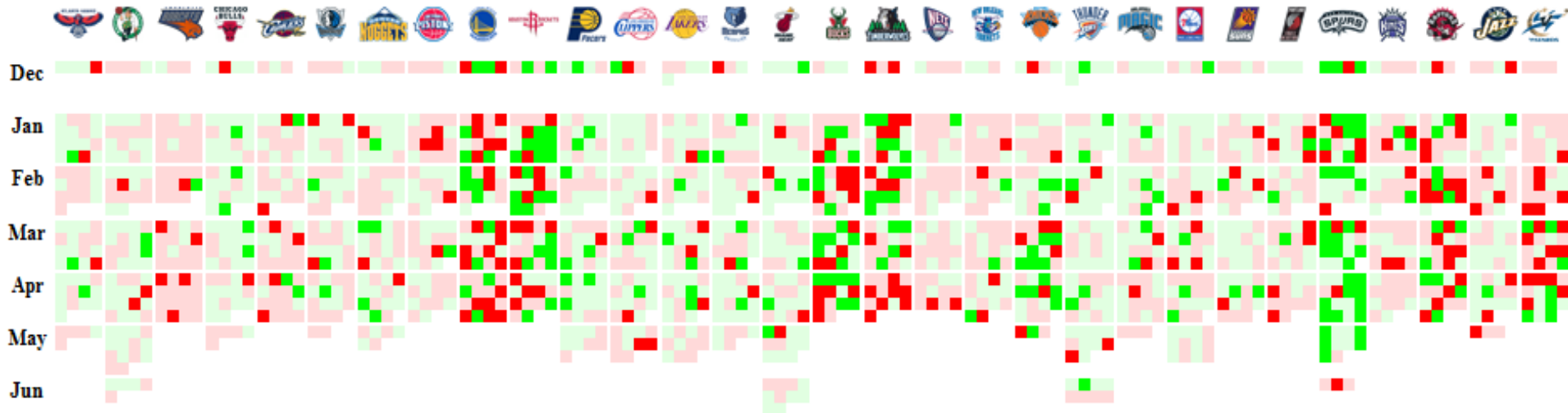
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Data and Methodology

2011–2012 NBA Season

60 million coordinates



30,950 halfcourt plays

Calculate Accelerations

Expressed in $dg = 0.1 g$

Execution efficiency

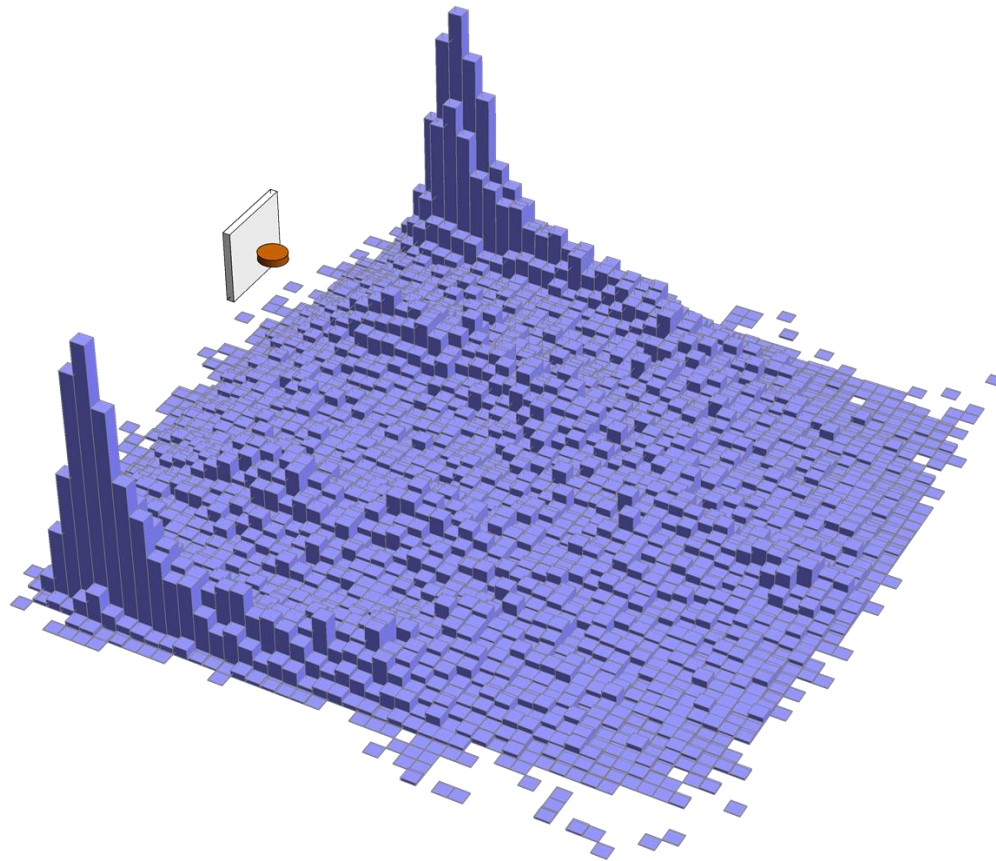


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Histogram of Player Positions

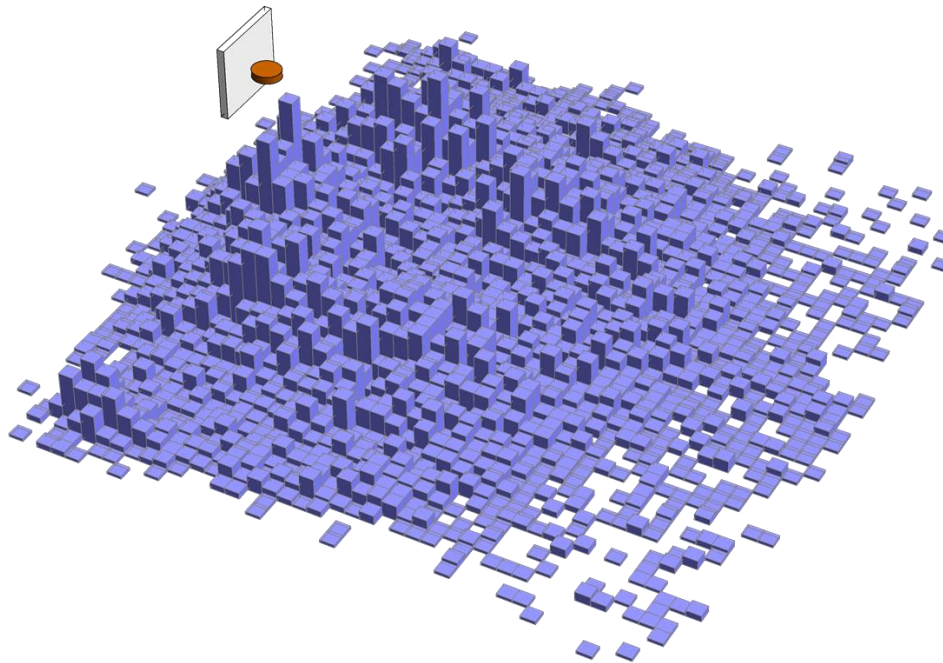
All Locations (Acceleration ≥ 0 dg)



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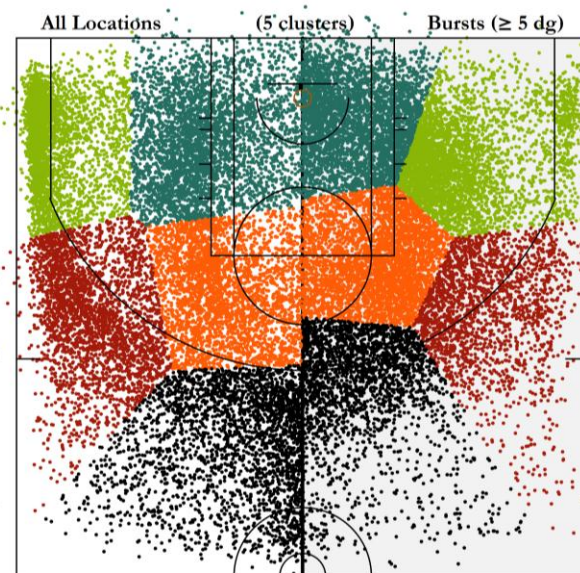
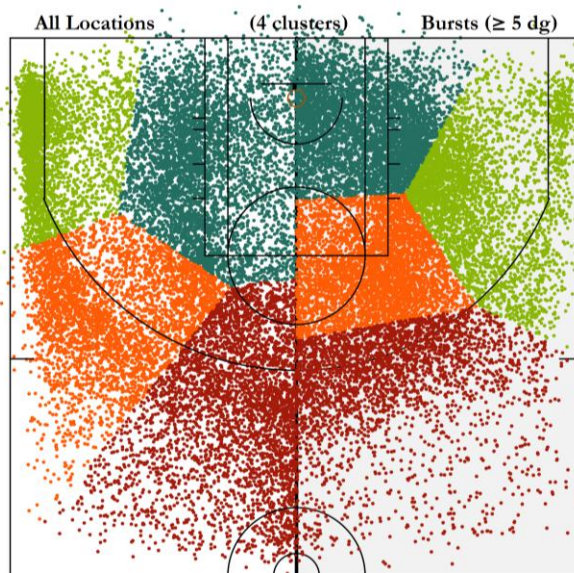
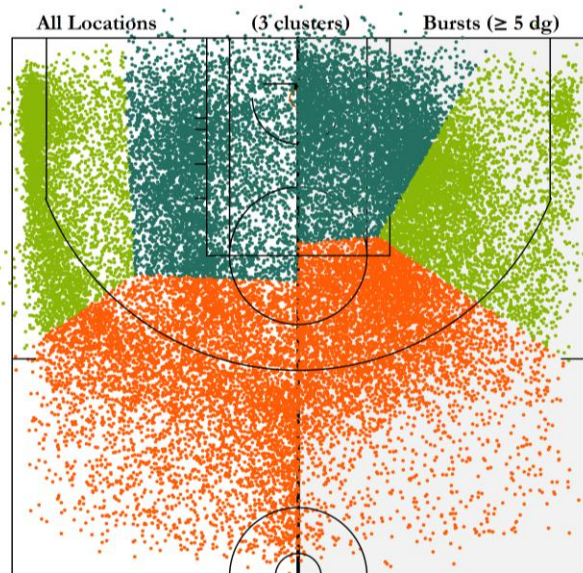
Histogram of Player Positions

Burst Locations (Acceleration ≥ 5 dg)



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Cluster Analysis of Player Positions



Key Spots

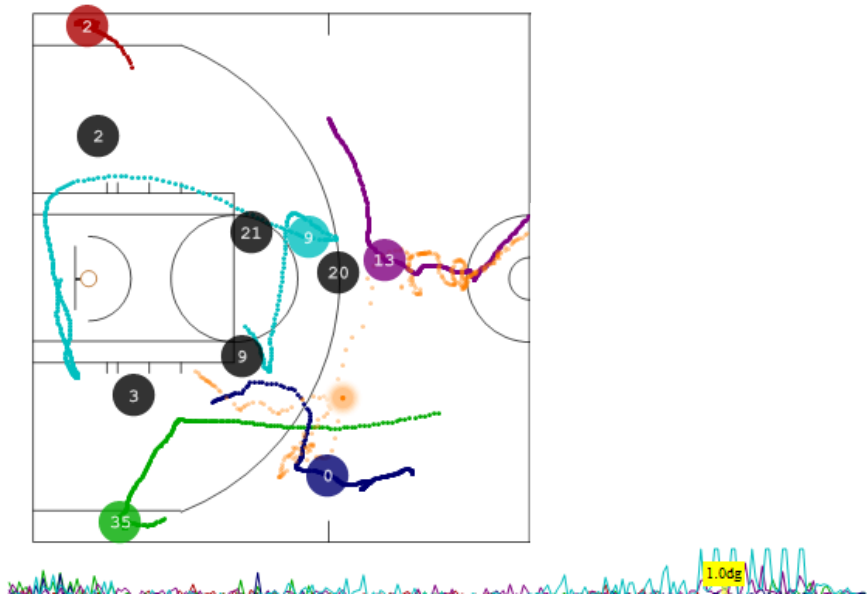
Key Spots	Left	Right
Paint	LP	RP
Key	LK	RK
Wing	LW	RW



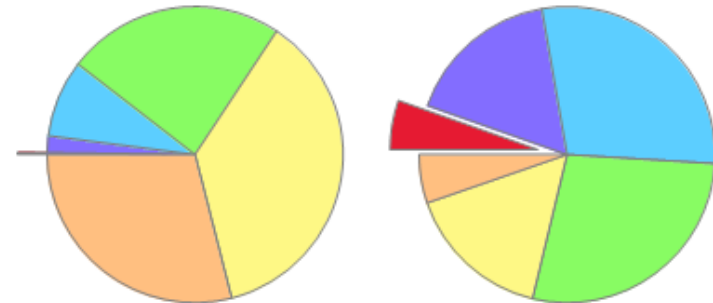
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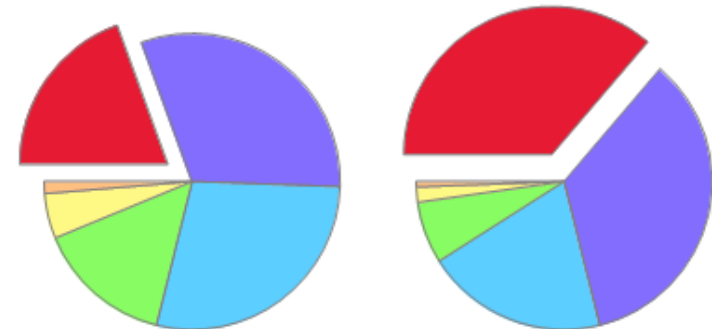
Simultaneous Accelerations



Simultaneous Bursts ≥ 1 dg Simultaneous Bursts ≥ 2 dg



Simultaneous Bursts ≥ 3 dg Simultaneous Bursts ≥ 4 dg



■ 0 players ■ 1 player ■ 2 players
 ■ 3 players ■ 4 players ■ 5 players

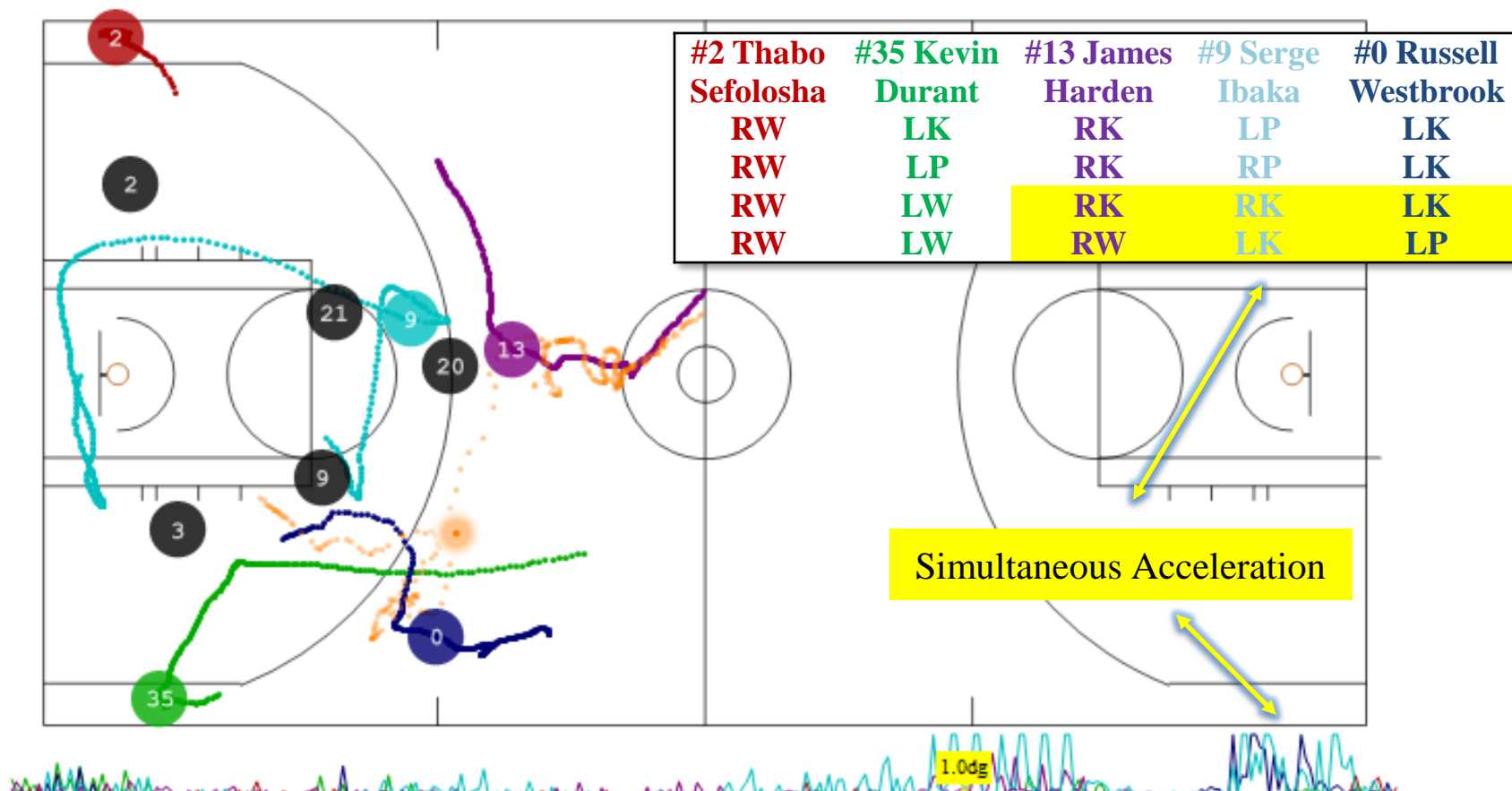


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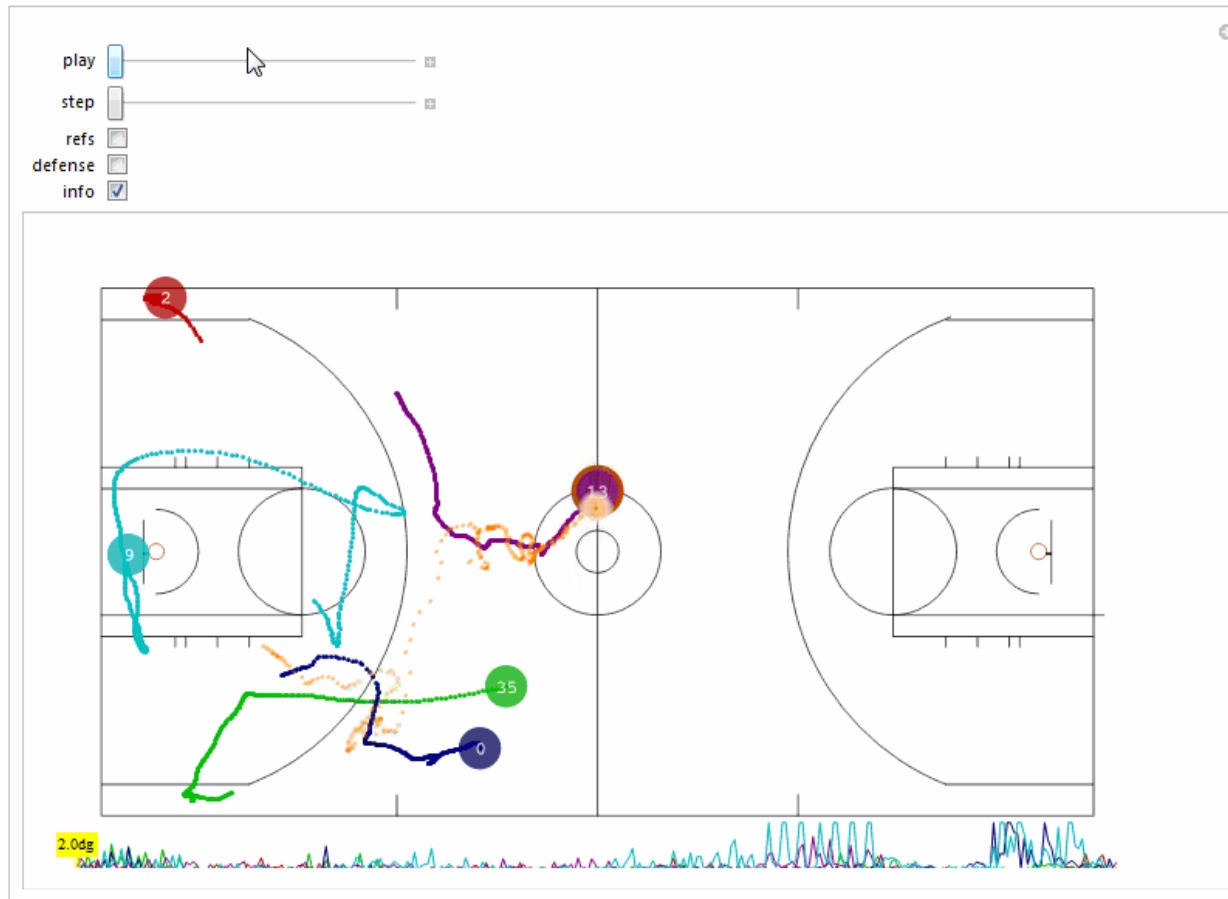
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2012 WCF Game 5 OKC@SA

Q4 1:49-1:36



Interactivity



Future Research

- Acceleration and offensive execution
 - E.g.: shooting percentage or point scored vs.
 - Acceleration frequencies
 - Acceleration locations
 - Acceleration simultaneity
- Acceleration and winning
 - Team averages on offense and defense
- Acceleration and health/injuries