



\$15,000 • 59 teams

March Machine Learning Mania 2015

Mon 2 Feb 2015

Sat 14 Mar 2015 (36 days to go)

Dashboard

Home

Data

Make a submission

Information

Description

Evaluation

Rules

Prizes

About the Sponsor

FAQs

Organizers

Timeline

Tutorials

Forum

Leaderboard

My Team

My Submissions

Leaderboard

1. kymhorsell
2. 懂秋迪
3. Sheldon's Super Ultra Awesome Amazing Bracket
4. clustifier
5. jessej
6. jayb
7. TheKeymaker
8. Geoffrey Newman
9. anhol
10. boilerupp

Forum (19 topics)

Difference between the data sets and real statistics?
41 minutes ago

JQAS papers based on last year's contest
yesterday

EXTRA DATA - Game Flow Details
yesterday

Competition Details » [Get the Data](#) » [Make a submission](#)

Evaluation

Submissions are scored on the log loss, also called the predictive binomial deviance:

$$\text{LogLoss} = -\frac{1}{n} \sum_{i=1}^n [y_i \log(\hat{y}_i) + (1 - y_i) \log(1 - \hat{y}_i)] ,$$

where

- n is the number of games played
- \hat{y}_i is the predicted probability of team 1 beating team 2
- y_i is 1 if team 1 wins, 0 if team 2 wins
- $\log()$ is the natural (base e) logarithm

A smaller log loss is better. Games which are not played are ignored in the scoring. Play-in games are also ignored (only the games among the final 64 teams are scored). The use of the logarithm provides extreme punishments for being both confident and wrong. In the worst possible case, a prediction that something is true when it is actually false will add infinite to your error score. In order to prevent this, predictions are bounded away from the extremes by a small value.

Submission File

The file you submit will depend on whether the competition is in stage 1 (historical model building) or stage 2 (the 2015 tournament). Sample submission files will be provided for both stages. The format is a list of every possible matchup between the tournament teams. Since team1 vs. team2 is the same as team2 vs. team1, we only include the game pairs where team1 has the lower team id. For example, in a tournament of 68 teams (64 + 4 play-in teams), you will predict $(68*67)/2 = 2278$ matchups.

Each game has a unique id created by concatenating the season in which the game was played, the team1 id, and the team2 id. For example, "2013_1104_1129" indicates team 1104 played team 1129 in the year 2013. You must predict the probability that the team with the lower id beats the team with the higher id.

The resulting submission format looks like the following, where "pred" represents the predicted probability that the first team will win:

"Submission has been
administratively invalidated"
yesterday

Why " submit predicted
probabilities for every possible
matchup"
yesterday

Release of up-to-date 2014-2015
season data.
2 days ago

```
id,pred
2011_1103_1106,0.5
2011_1103_1112,0.5
2011_1103_1114,0.5
...
...
```

teams

players

entries