

NBA ANALYSIS USING DEEP LEARNING

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PROBLEM STATEMENT

- Develop deep learning models to predict NBA player Points Per Game (PPG)
- Compare effectiveness of 6 neural network architectures
- Evaluate model accuracy in forecasting player scoring output
- Identify most effective deep learning approach for NBA performance prediction



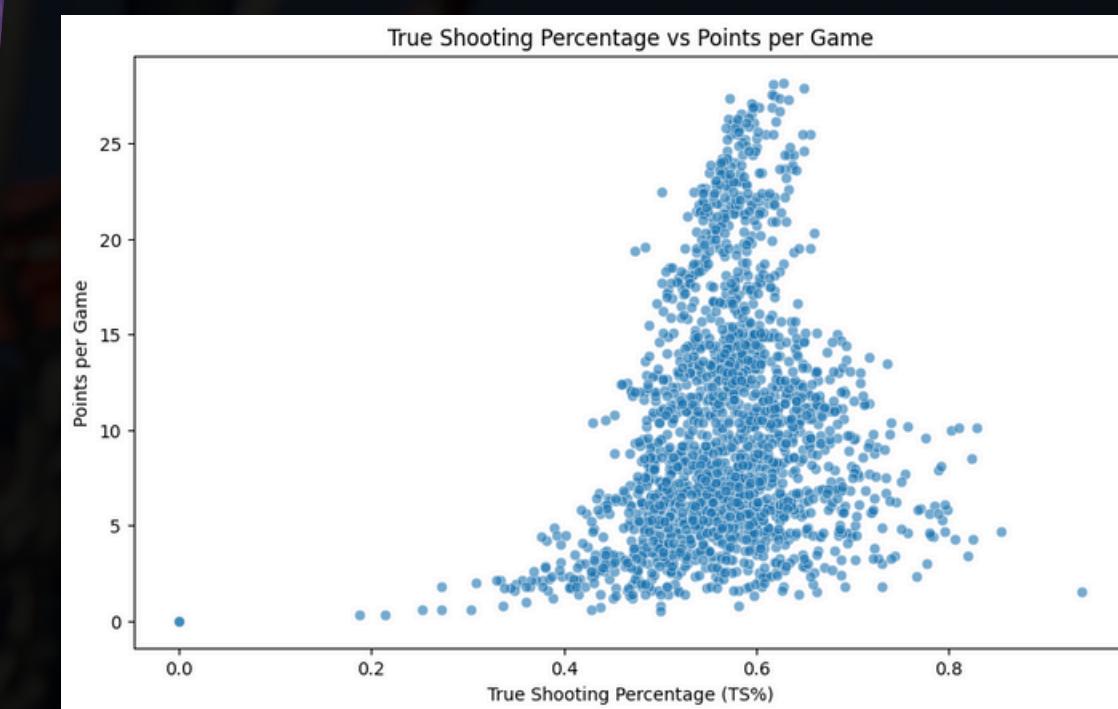
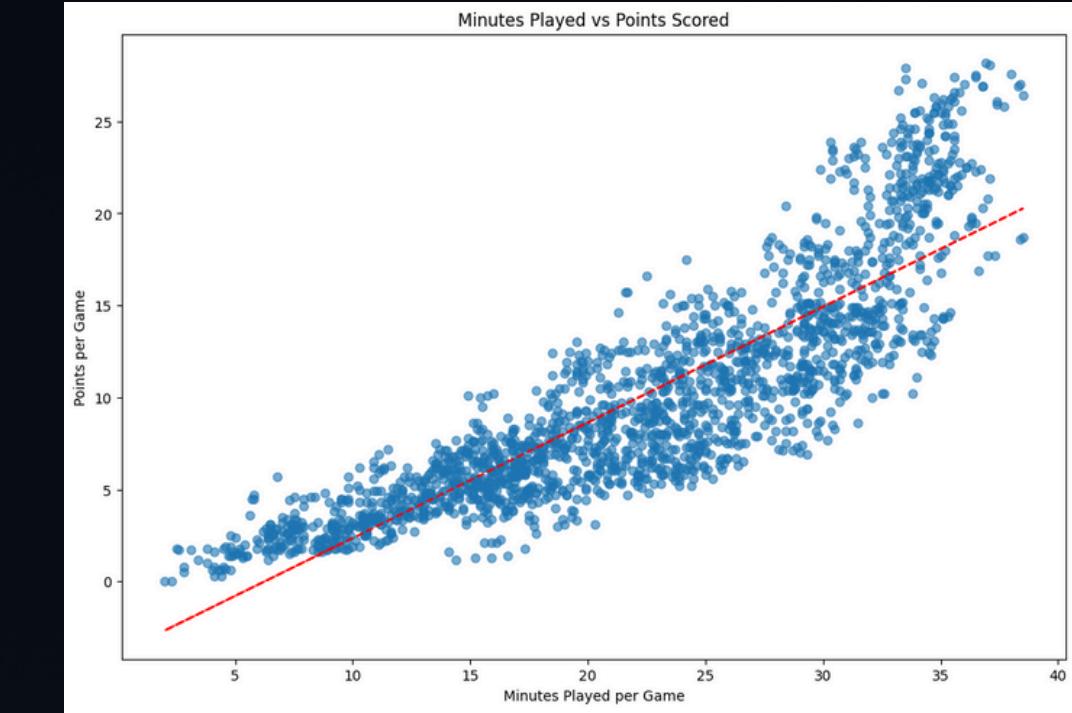
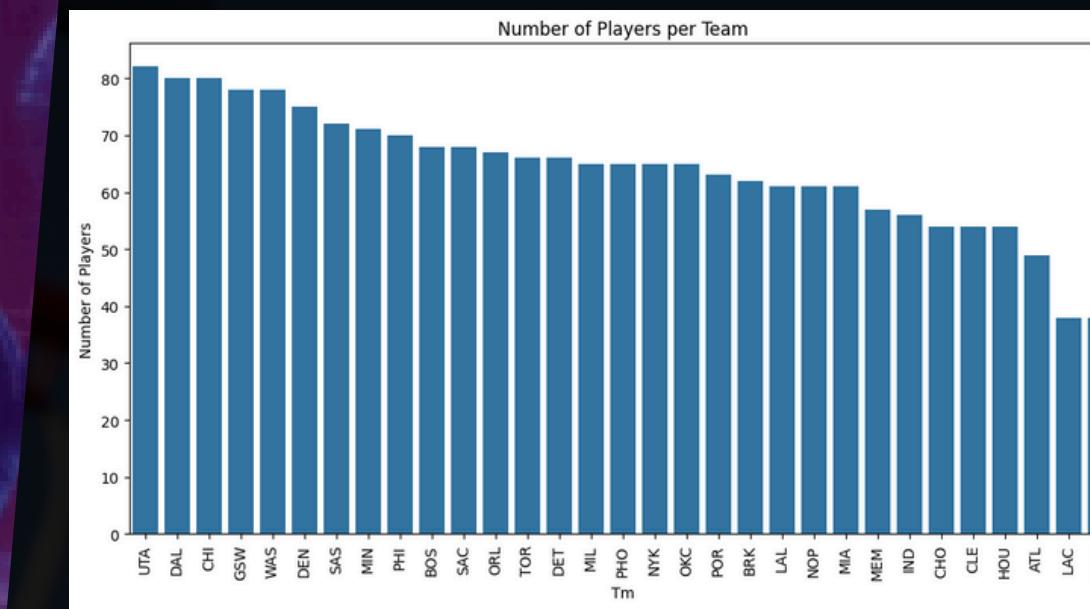


DATA PREPARATION

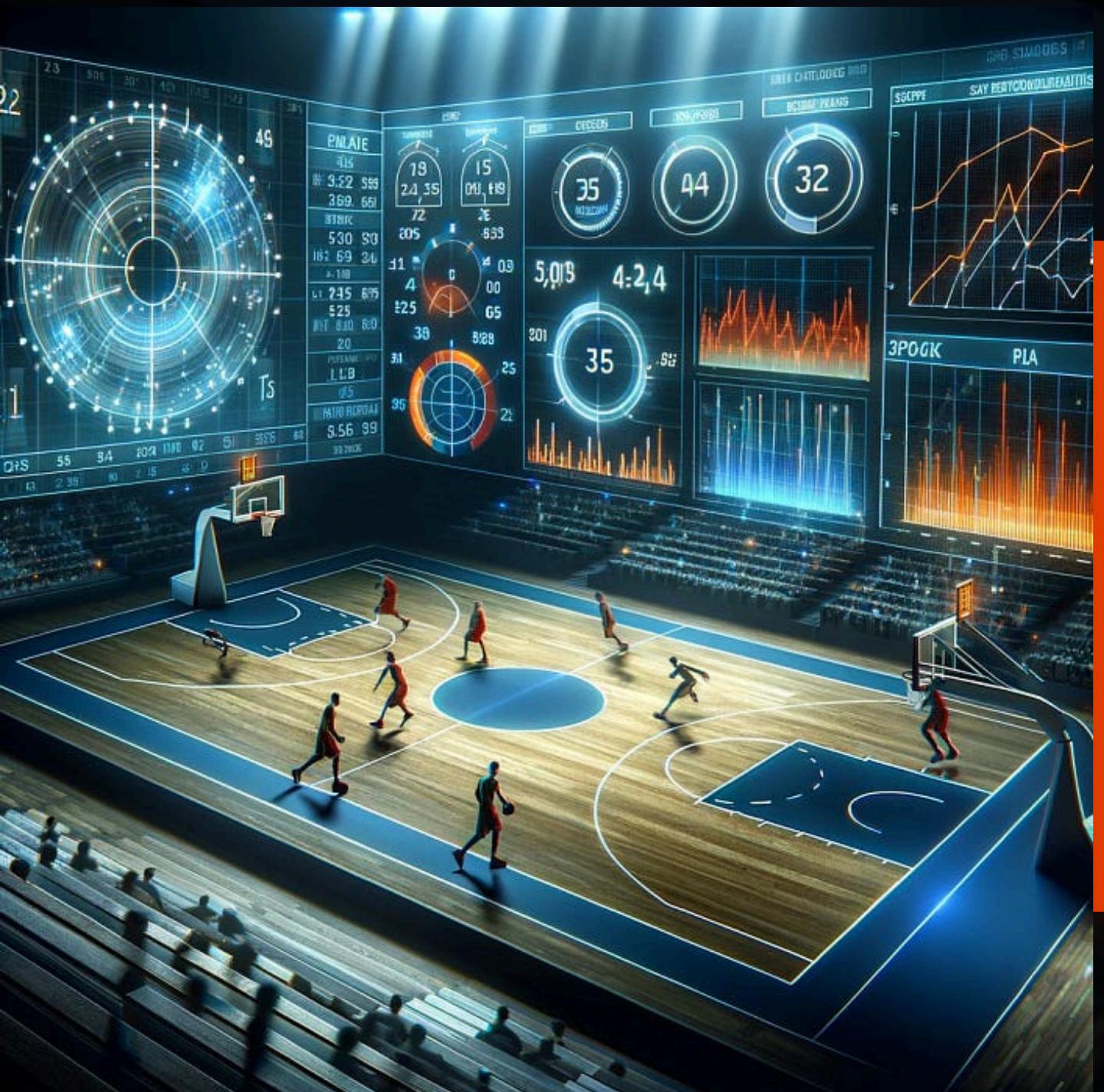
- Data Source: NBA player statistics for 2023-2024 season.
 - 5,522 initial rows, 29 features
- Data Cleaning: Removed 1,612 duplicate rows
- Handled missing values
- Final dataset: 3,910 rows
- Feature Engineering:
 - Created PointsPerMinute, TotalRebounds, ShootingEfficiency
- Data Normalization: Applied Standard Scaler to numerical features
- Outlier Removal: Used IQR method

AI in Sports

EXPLORATORY DATA ANALYSIS



DEEP LEARNING MODELS



1. LSTM

Input shape: (1, num_features)

Architecture:

- LSTM(64, return_sequences=True)
- LSTM(32)
- Dense(16, activation='relu')
- Dense(1)

Additional: Early stopping with patience=10

2. MLP

Input shape: (num_features,)

Architecture:

- Dense(64, activation='relu')
- Dropout(0.2)
- Dense(32, activation='relu')
- Dropout(0.2)
- Dense(16, activation='relu')
- Dense(1)

3. CNN

Input shape: (num_features, 1)

Architecture:

- Conv1D(64, kernel_size=3, activation='relu')
- MaxPooling1D(pool_size=2)
- Flatten()
- Dense(50, activation='relu')
- Dense(1)

4. BiLSTM

Input shape: (1, num_features)

Architecture:

- Bidirectional(LSTM(64, return_sequences=True))
- Bidirectional(LSTM(32))
- Dense(16, activation='relu')
- Dense(1)

5. GRU

Input shape: (1, num_features)

Architecture:

- GRU(64, return_sequences=True)
- GRU(32)
- Dense(16, activation='relu')
- Dense(1)

6. Transformer

Input shape: (1, num_features)

Architecture:

- MultiHeadAttention(head_size=256, num_heads=4)
- Dropout(0.1)
- LayerNormalization()
- Dense(4, activation='relu')
- Dense(input_shape[-1])
- GlobalAveragePooling1D()
- Dense(1)

- Training
- Optimizer: Adam
- Loss function: MSE
- Training epochs: 100
- Batch size: 32
- Validation split: 20%

MODEL PERFORMANCE COMPARISON



	Model	MSE	RMSE	R2
0	LSTM	3.527818	1.878247	0.892789
1	MLP	3.845483	1.960990	0.883048
2	CNN	4.386096	2.094301	0.866607
3	BiLSTM	3.278228	1.810586	0.900300
4	GRU	3.320824	1.822313	0.899004
5	Transformer	5.137527	2.266611	0.843753

Case Study:

Selected player: Dante Exum
Actual PPG: 4.40
1/1 _____ 0s 77ms/step
LSTM predicts 4.17 PPG
1/1 _____ 0s 93ms/step
MLP predicts 3.99 PPG
1/1 _____ 0s 170ms/step
CNN predicts 4.24 PPG
1/1 _____ 0s 103ms/step
BiLSTM predicts 4.38 PPG
1/1 _____ 0s 86ms/step
GRU predicts 4.10 PPG
1/1 _____ 0s 121ms/step
Transformer predicts 3.47 PPG



CONCLUSION :

Slam Dunking the Data

Fun Facts from Our Analysis:

- The Turnover Tango: Points and turnovers dance together with a 0.80 correlation - showing that even the best scorers fumble sometimes!
- The Efficiency Sweet Spot: Our scatter plot reveals that better shooters score more points (who knew?), but some players break the mold.
- Team Size Shuffle: From Utah's packed roster (~80 players) to smaller lineups (~40 players), teams play their own numbers game.

The MVP (Most Valuable Predictor):

- BiLSTM took home the trophy with an R^2 of 0.900.
- Predicted Dante Exum's 4.40 PPG with impressive accuracy (4.38).
- Other models brought their A-game too, most staying within half a point.

What We Learned:

Just like a well-executed fast break, our deep learning models showed that with the right combination of statistics and smart algorithms, we can predict player performance with impressive accuracy.

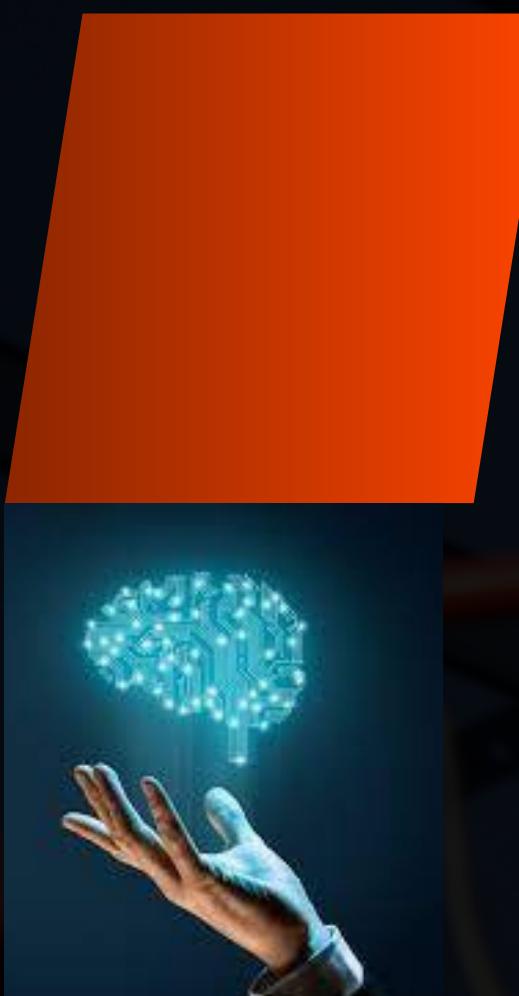


Whether you're a coach planning your next game strategy or a fantasy basketball enthusiast looking for that winning edge, these insights prove that in basketball, as in data science, it's all about making the right moves at the right time.



THANK YOU

Any questions?





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