The Making of a Real-World Moneyball Finding Undervalued Players with H₂O, LIME and Shiny



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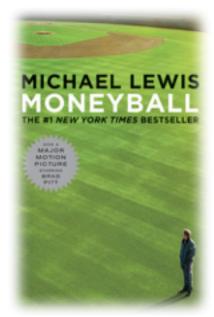
More Info → https://bit.ly/
satRdayAMS_moneyball

Moneyball: The Multimillion-Dollar Business Problem

The quest to find the most undervalued players (before other teams notice them)



Source: Moneyball, 2011 Columbia Pictures





The Real Business Problem in Major League Baseball (MLB)

- Existing Forecasts (e.g. ESPN) are usually projections for the next year only.
- MLB players usually consider terms for 3 to 5 years when they sign a new contract.
- MLB teams need to consider players' long-term performance (i.e. > 1 year).



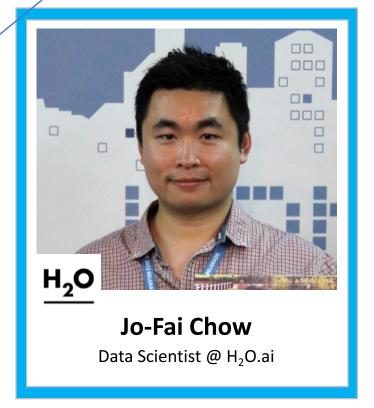


The Moneyball Team









In case you're wondering... final project result

\$201/1

trade 2 weeks prior to the season beginning



Baseball Player Performance Data

- Open data Lahman Database.
- Proprietary data from Ari Kaplan our real Moneyball guy.
- Enriched Lahman data with Ari's Data



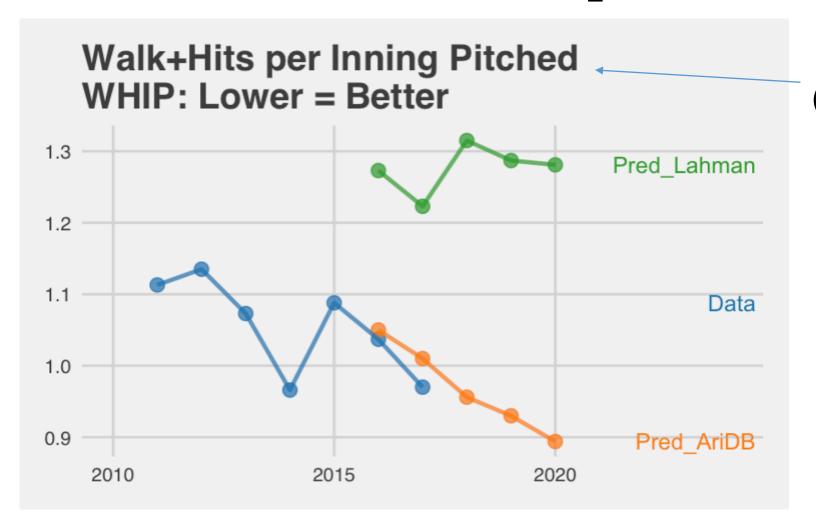


Predictive Modelling – H₂O AutoML

- Framed data as regression problems for performance prediction.
- Historical player performance as features.
- Used H₂O AutoML to build ensembles (linear model, random forests, gradient boosting, and deep neural networks).



Predictive Modelling – H₂O AutoML

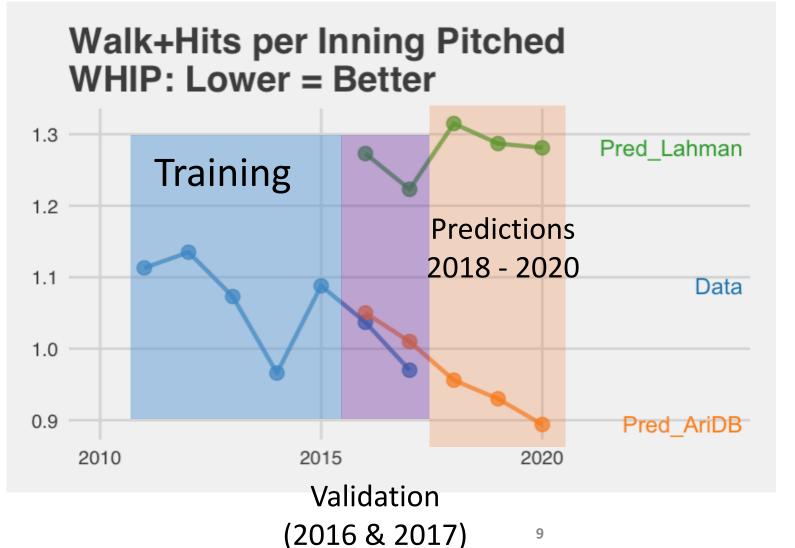


One of Many Targets (e.g. Home Runs, Batting Average)





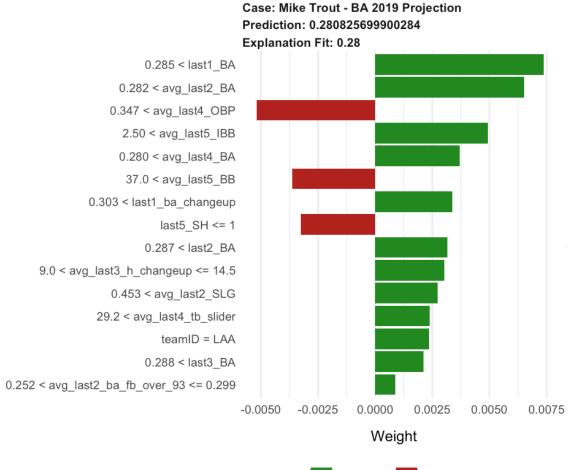
Predictive Modelling – H₂O AutoML







Explaining the Predictions LIME – Local Interpretable Model-agnostic Explanations

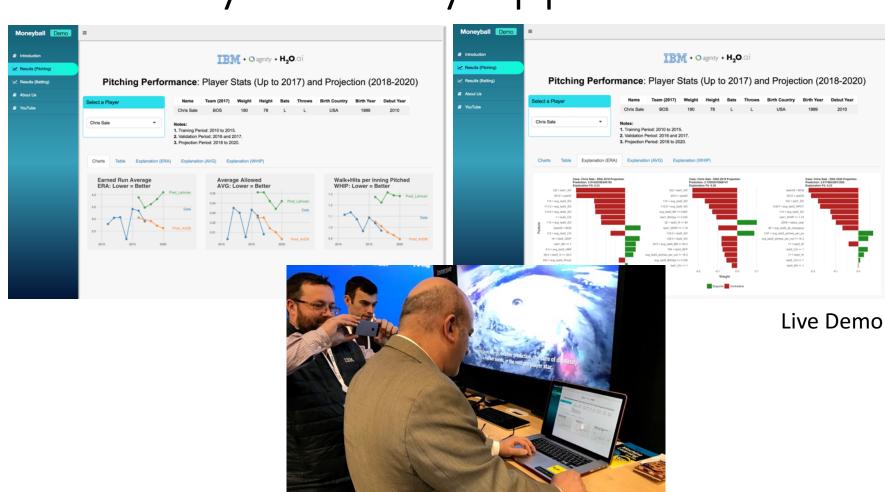




Install 'lime' from CRAN
install.packages('lime')



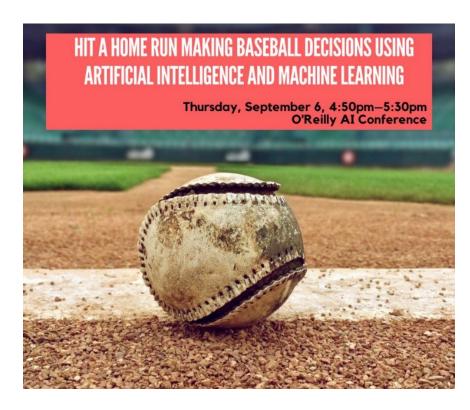
Putting Everything Together – Moneyball Shiny App







Full Presentation if you want to hear from Ari himself



6th Sep, San Francisco



30th Oct, London



Thanks!



- More Info, Code, and Slides
 - bit.ly/ satRdayAMS_moneyball
- Contact
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