

Decoding NBA Greatness

A Data-Driven Journey from Metrics to Mastery

Introduction



Overview

This project analyzes NBA playoff player statistics from 2005 to 2024 using ML techniques. Through PCA for dimensionality reduction, K-Means Clustering for player grouping, and Linear Regression, Random Forest & NN for performance prediction, we aim to uncover patterns and provide actionable insights.

Objective

- Identify distinct playing styles.
- Enhance predictions of Player Impact Estimate.
- Support player development, scouting, and strategy decisions.

01 Data Exploration & Diagnostics





Dataset Summary



Years

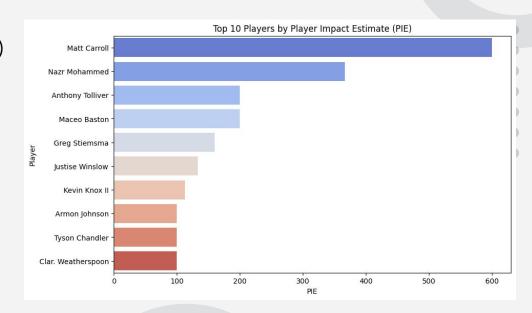
2005–2024 (~210 data points/year)

Player Metrics

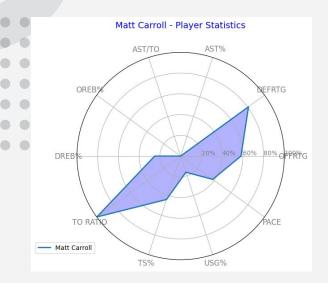
 Minuted Played, Offensive Rating, Defensive Rating, Effective Field Goal Percentage, Shooting Percentage, Usage, Assistant Percentage, Offensive Rebounding, Rebounding, Pace, Age.

Target

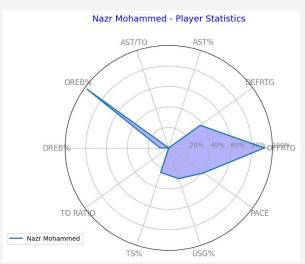
Player Impact Estimate



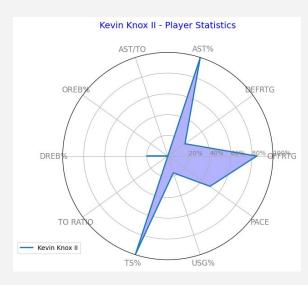
Selected Top Player Profile



Strong performance in Offensive Rating and Usage.

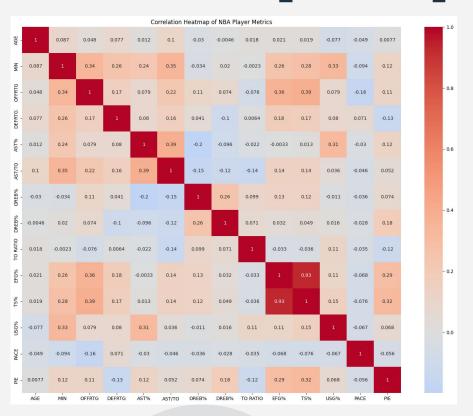


Strong performance in Offensive Rebounding.



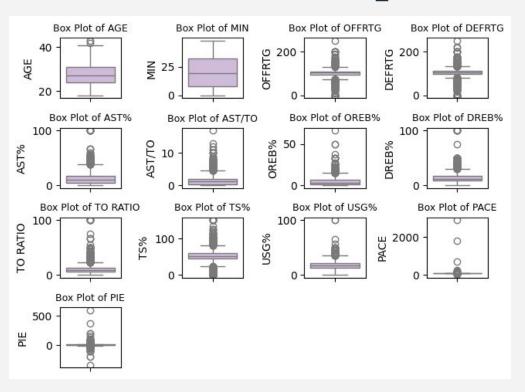
Strong performance Defensive Rating and Usage.

Correlation Heatmap of Player Metrics



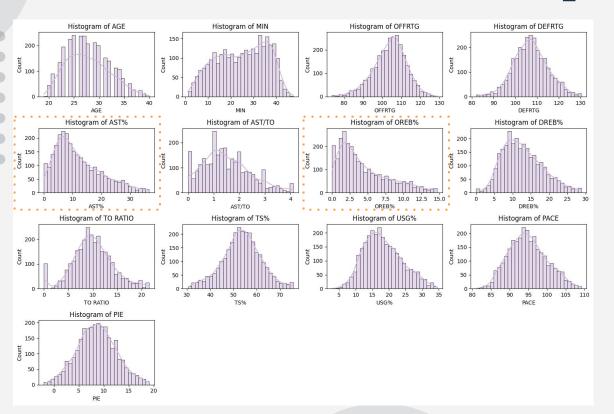


Outlier Analysis



Significant variability in most Player Metrics, especially for offensive/defensive ratings, assist percentages, and rebounding metrics.

Skewness Analysis



Variables	Skewness Value
OREB%	0.95
AST%	0.84
AST/TO	0.52
DREB%	0.52
USG%	0.41
AGE	0.38
PACE	0.28
DEFRTG	0.08
TO RATIO	0.07
PIE	0.06
TS%	-0.08
MIN	-0.2
OFFRTG	-0.37

02 Base Model

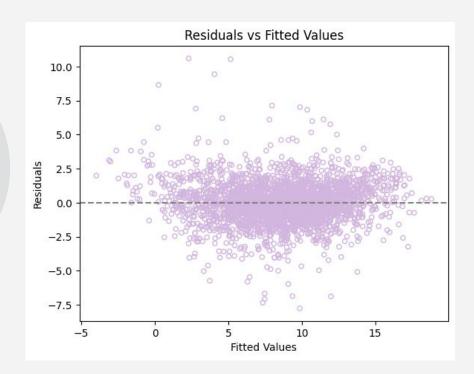


Linear Regression Summary

Variable	Coefficient	Std Error	t-Statistic	P-Value
const	5.27	0.77	6.80	0.00
AGE	-0.02	0.01	-3.27	0.00
MIN	0.06	0.00	16.69	0.00
OFFRTG	-0.04	0.00	-10.01	0.00
DEFRTG	-0.09	0.00	-23.86	0.00
AST%	1.28	0.04	34.94	0.00
OREB%	0.48	0.04	13.28	0.00
DREB%	0.26	0.01	41.38	0.00
TO RATIO	-0.22	0.01	-29.59	0.00
TS%	0.26	0.00	64.73	0.00
USG%	0.22	0.01	34.81	0.00
PACE	-0.02	0.01	-3.91	0.00
R-squared				84%



Model Diagnostics



AGE	1.04
MIN	1.56
AST%	1.53
DEFRTG	1.09
OFFRTG	1.37
DREB%	1.36
OREB%	1.46
TS%	1.24
TO RATIO	1.09
USG%	1.49
PACE	1.16

VIF

680.59

Feature

const

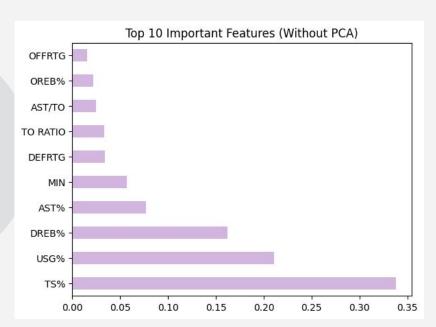
Residual has constant variance.

No alarming multicollinearity violation.

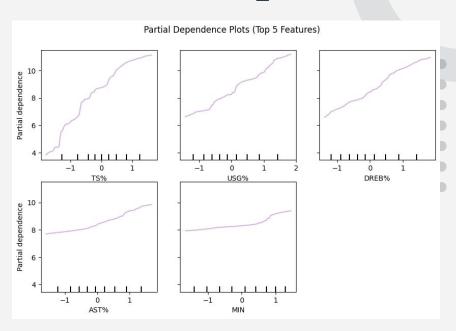
03 Alternative Model 1



Random Forest Model Summary

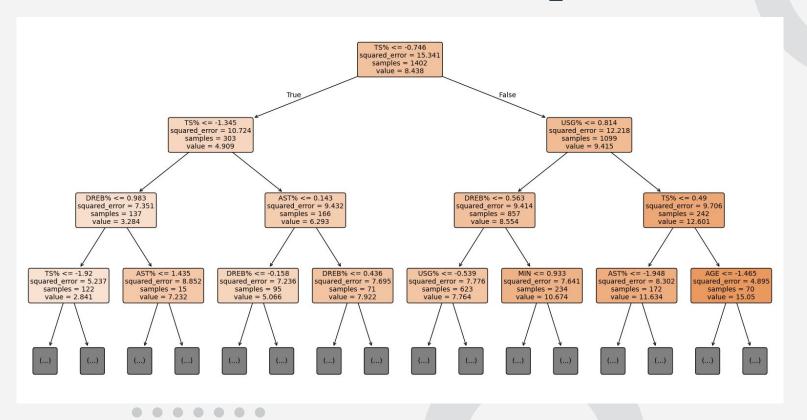


True shooting contributes the most to the model's predictive power.

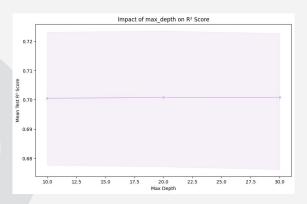


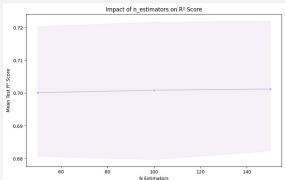
Key player metrics significantly contribute to higher player performance.

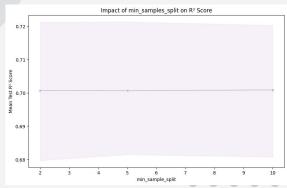
Random Forest Model Snapshot

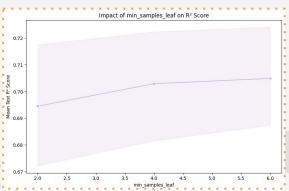


Hyperparameter Tuning





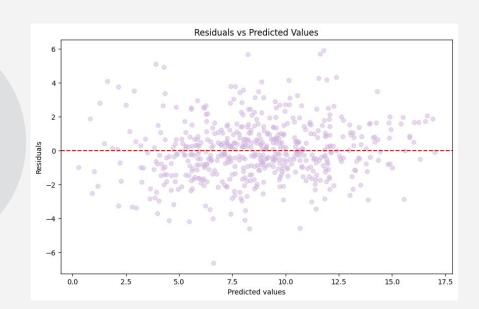




Best Model

- Bootstrap with 0 max depth, 2 leaf node, 2 minimal sample split and 200 number of trees in forest
- R² Scores: 80%
- Mean Squared Error: 2.8

Model Diagnostics



Residual has constant variance.

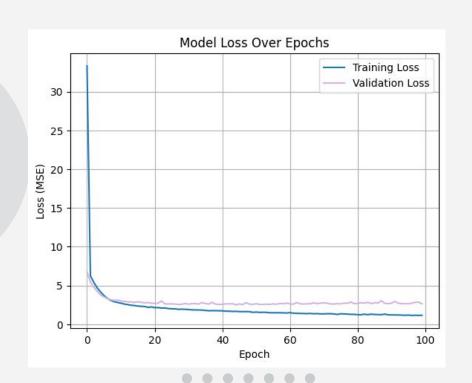
5 Fold Cross Validation

- R² Scores range from 77% to 84%
- Mean R²: 80%
- Standard deviation of R²: 0.028

03 Alternative Model 2



Neural Network Model



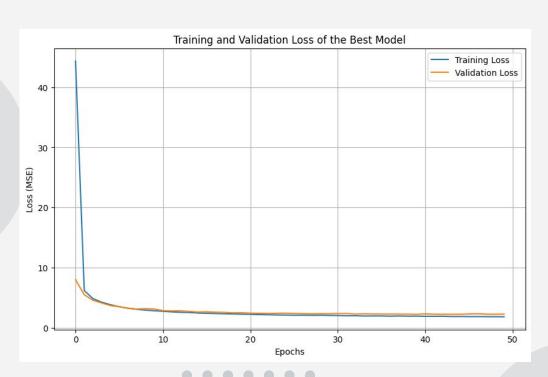
Architecture

- 1 input layer: 128 neuros, L2 reg and relu activation
- 2 hidden layers: 64 & 32 neurons with L2 reg
- 1 output layer: 1 neuron and linear activation •

Training and Evaluation

- 100 epochs & 32 batch size
- Mean Squared Error: 2.2
- R² Score: .84.7%

Hyperparameter Tuning



Best Model

- R² Scores: 86.4%
- MSE: 1.96

Conclusions

Models	Pro	Con
Linear Regression	 High R² Interpretable 	 May not capture non-linear relationships as effectively Sensitive to multicollinearity
Random Forest	 Interpretable Robust to multicollinearity Capture complex, non-linear relationships 	• Lowest R ²
Neural Network	 Highest R² Capture complex, non-linear relationships Robust to multicollinearity 	Challenge to interpret

Thank you!



Thanks!

Do you have any questions?

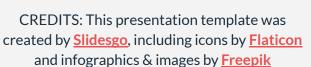
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