March Machine Learning Mania 2016

Team Member

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Problem

Predict the 2016 NCAA

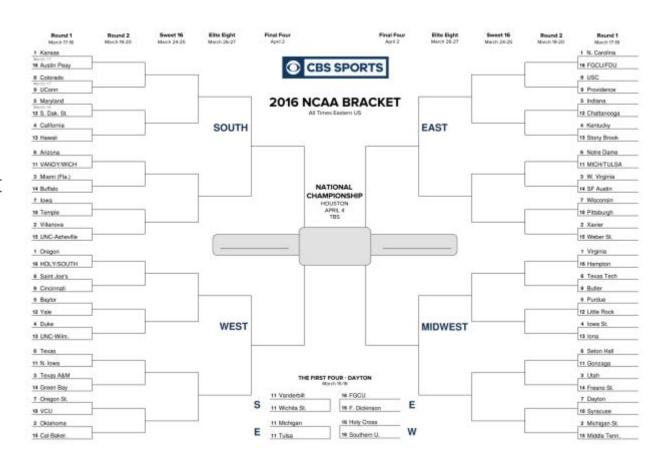
Basketball Tournament

Input: two team

Output:

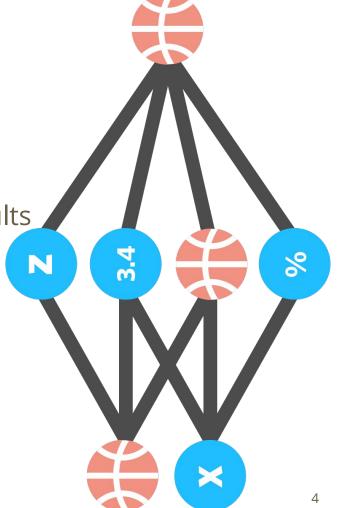
The probability that

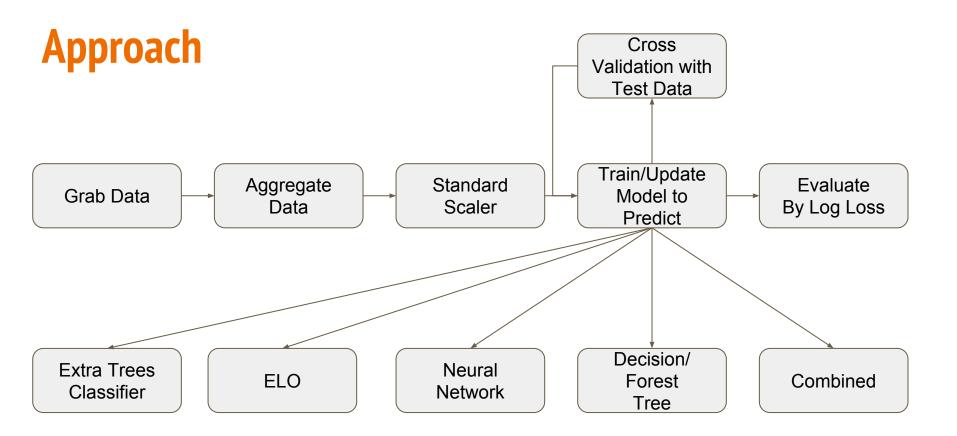
Team 1 beat Team 2



Background

- Kaggle Competition
- Predict 2016 NCAA □TOURNAMENT
- Data from 1986 2016 seasons NCAA results





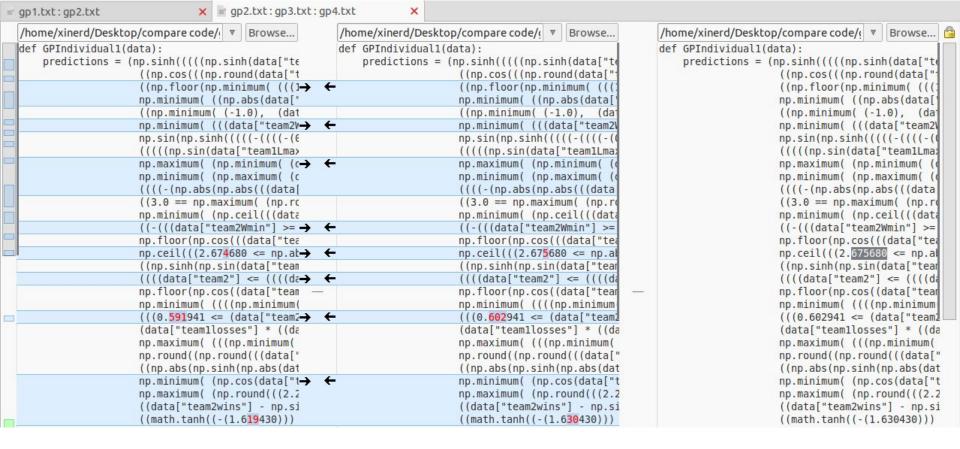
Data

Table Name	Desc.	The no. of Features	The no. of historical data
Tourney Compact Results	all seasons of historical data	8	1984
Tourney Seeds	seeds for all teams	3	2083
Regular Season Compact Results	31 seasons of historical data	8	145290

Evaluation and Result

#	Approach	Log loss	# on leader board
1	ELO rating system + Extra Trees Classifier + GPIndividual	0.589	286
2	Extra Trees Classifier v3	0.608	364
3	Extra Trees Classifier v2	0.632	399
4	Extra Trees Classifier v1	0.796	481
5	ELO rating system + GPIndividual	0.865	490
6	GPIndividual	0.993	563
7	GPIndividual	0.996	564

MLMKZ 0.589194 Ranks on **Post-Deadline Entry** If you would have submitted this entry during the competition, you would have I Leaderboard 287 no one ‡ 0.589194 Approach # 365 Jeremiah ‡ MLMKZ 0.608559 MLMKZ 0.865466 **Post-Deadline Entry** If you would have submitted this entry during the competition, you would have SecondPlan 0.865466 0.993600 **MLMKZ Post-Deadline Entry** If you would have submitted this entry during the competition, you would have be 564 Cherry's Daddy 0.996282



GP Compare

Max_depth: The maximum depth of the tree.

Max_depth v1: 50

Max_depth v2: 47

Max_depth v3: 40

Conclusion

Model: FBA

Other Features:

- Player Profile
- Judge
- Peripheral Odds (Gambling)

Further Work

- Random Forest Classifier
- Neural Network

Conclusion

Model: FBA (Failure Based Algorithm)

Other Features:

- Player Profile
- Judge
- Peripheral Odds (Gambling)

Further Work

- Random Forest Classifier
- Neural Network

Reference

- Kaggle March Machine Learning Mania
 2016
- 2. Lopez, Michael J. and Gregory J.
 Matthews. 2015. Building an NCAA men's basketball predictive model and quantifying its success. Journal of Quantitative Analysis in Sports. 11(1): 5-12. Retrieved 28 Apr. 2016, from doi: 10.1515/jgas-2014-0058
- 3. Genetic Programming
- 4. <u>Elo rating system</u>

Python Library

Used Python Library

- Sklearn
- Numpi
- Scipi
- Pandas
- subprocess
- Lasagne
- Theano
- Seaborn

Thank You.