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CSE 572: Data Mining Final Project

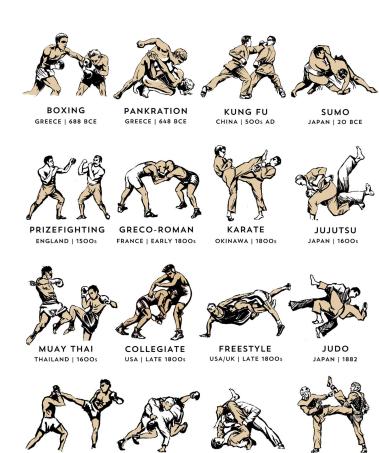
Fall 2022

What is MMA?

Mixed Martial Arts (MMA) is a combat sport that incorporates techniques from multiple martial art styles.

Broadly speaking, fighters employ:

- Boxing
- Brazilian Jiu-Jitsu (BJJ)
- Kickboxing,
- Wrestling
- Muay Thai,
- Taekwondo
- Karate



SAMBO

KICKBOXING

USA/NETH/JAPAN | 1980s SOVIET UNION | 1930

Source: https://blackbeltmag.com/

BRAZILIAN JIU JITSU

BRAZIL | 1909

TAE KWON DO

KOREA | 1955

MMA x Data Mining



Understanding

MMA, as a sport, is still in its nascent stages and is growing rapidly. We can use Data Mining to understanding the sport better through analysis.



Gaining a competitive advantage

Use past data to predict opponent's strategies and counter that effectively



Evaluation

Help quantify performances and in turn help in improving skill set

Related Work

A paper talks about clustering Basketball players on the basis of playing position using Self Organizing Maps.

Most work focus on predicting the winner of a fight.

Clustering on UFC datasets using K-means has been done before. It did not include round-wise statistics

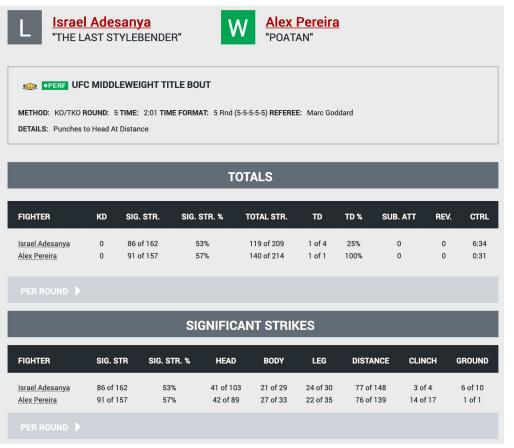
Another article discusses the idea of analysing a fighter's approach. But it is based on just 3 aspects—Standing time, control time and controlled time

Dataset

The dataset statistics for all the fights that happened between Mar 11, 1994 and Nov 12, 2022.

49 Attributes 6000 Fights

16K Fight Rounds 3000 Fighters

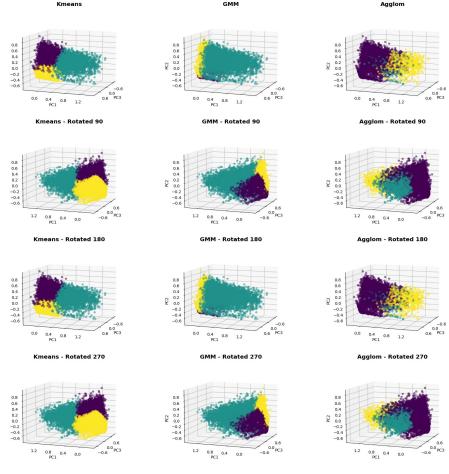


Source: http://www.ufcstats.com/

3D Visualization of results from 3 clustering algorithms

Pipeline

- 1. Data Preparation
 - a. Restructuring
 - b. Cleansing
 - c. Fill Missing Values
 - d. Standardization
 - e. Feature Reduction
 - f. Dimensionality Reduction
- 2. Clustering
 - a. K-means
 - b. Gaussian Mixture
 - c. Agglomerative Clustering
- 3. Evaluation



How did they do?

Handpicked a few fighters from each category, assigned labels and compared with results from each algorithm

Gaussian Mixture Model (GMM) produced results close to actual

Silhouette scores

\bullet N-IIICAIIS U.ZZUZO	•	K-means	0.225286
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• GMM 0.062508

AGNES 0.265400

Cluster Labels for Hand-Picked Fighters

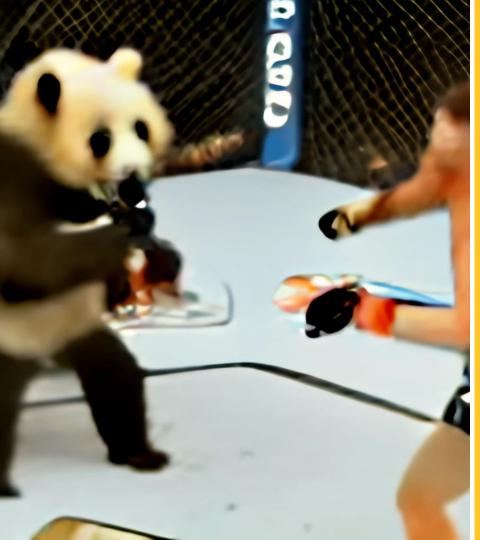
Fighter	Labels				
1 ighter	K-Means	GMM	AGNES	Actual	
Demetrious Johnson	Tactician	Grappler	Tactician	Grappler	
Georges St-Pierre	Grappler	Grappler	Tactician	Grappler	
Khabib Nurmagomedov	Grappler	Grappler	Grappler	Grappler	
Anderson Silva	Power Puncher	Tactician	Tactician	Tactician	
Conor McGregor	Power Puncher	Power Puncher	Tactician	Tactician	
Israel Adesanya	Tactician	Tactician	Tactician	Tactician	
Francis Ngannou	Power Puncher	Power Puncher	Tactician	Power Puncher	
Derrick Lewis	Power Puncher	Power Puncher	Tactician	Power Puncher	
Justin Gaethje	Tactician	Power Puncher	Tactician	Power Puncher	

Conclusion & Future Work

Given that MMA fighters use skills from multiple fighting disciplines, both K-means and Gaussian Mixture Model performed well to cluster the fighters meaningfully.

Some of these fighters could belong to multiple clusters. In such cases, applying non-exclusive clustering algorithms could also produce compelling results. This can be good direction to take in the future.

Also, I plan on testing out more clustering algorithms like Mean Shift, Self Organizing Maps on this dataset.



Thank You!

Dall-E Prompt: Panda fighting another panda in the UFC octagon