#### **MSDS-460 Final Project**

Major League Baseball
Roster and Lineup Optimization



Group 5

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**MSDS 460: Decision Analytics** 

**December 5, 2021** 

# Agenda

- Introduction
- Objectives and Challenges
- Assumptions and Methods
- Approach and Model
- Results and Sequels

# Introduction

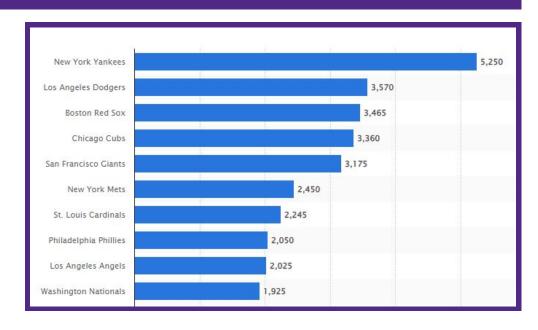
### Introduction

- Group 5: Alex, Andrew, Josh, Kris
- SABRmetrics
  - Bill James
  - o <u>Society for American Baseball Research</u>
- Workforce Optimization Versatility
  - Utilities, retail, financial services



#### Introduction

- MLB = big business
- Assets + revenue sources + expenses + teams = \$80.7B



MLB Franchise values in \$M

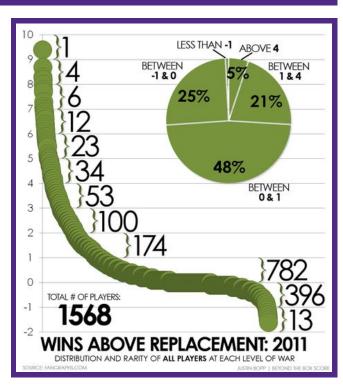
Sources: statista, beyondtheboxscore.com

# Objectives and Challenges

# **Objectives and Challenges**

- Build the best team
- Shoot for realism
- Maximize season WAR
- $\sum_{Games \ 1:162}$  WARplayer \* Contributionplayer

- Challenges
  - Specialized Constraints
  - MIP due to integer & binary constraints
  - Sensitivity



Sources: beyondtheboxscore.com

# **Assumptions** and Methods

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- Anticipated Performance
  - Average Season vs. Player Trends
- Roster Size
  - 40 man vs. 26 man
- Full Game Simulation vs. Per-Inning Simulation
  - Fielders
  - Pitchers
- Static Roster
  - Trades + Rookies

# Approach and Model

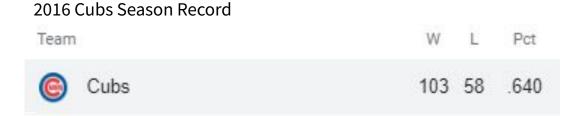
### **Approach and Model**

- Variable Classes
  - Roster
  - Game
  - Innings
- Objective Maximize Total WAR Contributions
- Constraints
  - Fatigue
  - Full Team Taking The Field
  - Salary Cap
  - Roster Size
  - Main Position
  - o "Helpers"

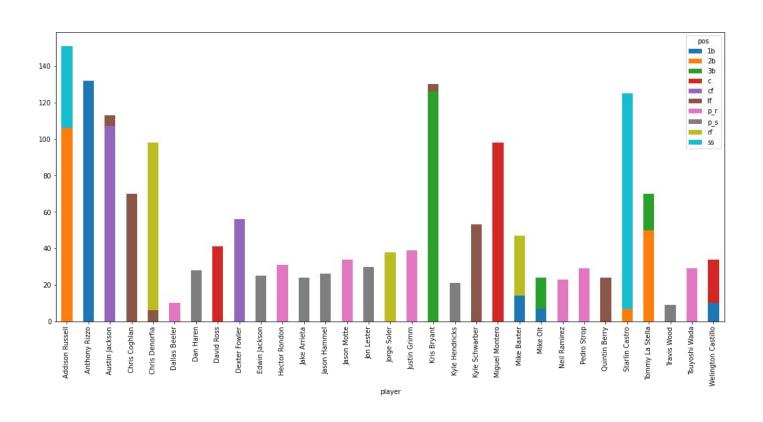
# Results and Future Work

#### Results

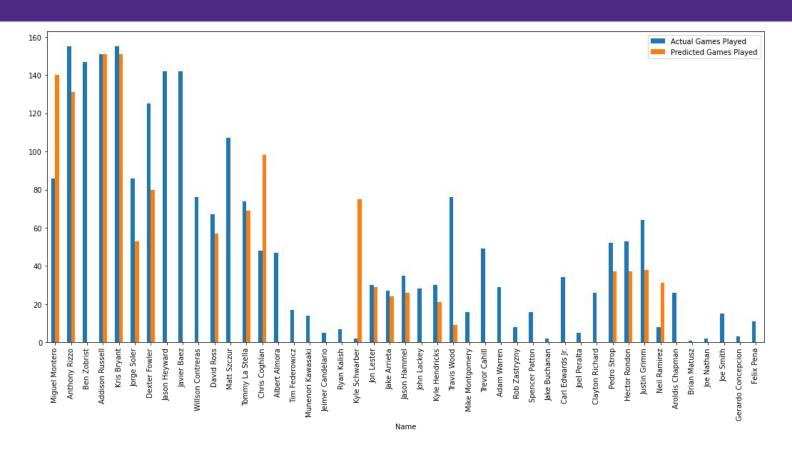
- WAR of 53.66
- Calculated wins this season: 52 + 53.66 = 105.66
- Absolute percentage error: 2.58%



### Results



#### Results



### **Sensitivity Analysis**

- Tested sensitivity of a crucial player
  - Full season unavailability: No valid solution
    - Roster should be more robust
  - "Injury" season midpoint
    - 4.33 decrease in final season WAR

#### Table 2: Sensitivity Analysis

playerID	Name	Pos	Player WAR	Time injured	Season WAR
*	Baseline - all available		=		53.66
bryankr01	Kris Bryant	3B	6.1	Full Season	No Solution
bryankr01	Kris Bryant	3B	6.1	Half Season	49.33
lestejo01	Jon Lester	P	4.8	Half Season	52.6
solerjo01	Jorge Soler	RF	.50	Half Season	53.55
roachdo01	Donn Roach	P	14	Half Season	53.67

#### **Future Work**

#### • Other variables/factors:

- Trading players
- Better statistic or metric to gauge rookies or older players
- Cost benefit analysis for players
- Sensitivity analysis for salary cap

