

Lecture 10: Power rankings

Skidmore College, MA 276

Goals

- ▶ Power rankings in sports
- ▶ Models for paired comparisons
- ▶ Tools: Elo, Bradley-Terry

Set-up:

Let's rank NBA teams at this exact moment in time. Judging criteria:
Who would win a game played tomorrow on a neutral site?

Rank	Team
1	Golden State
2	San Antonio Spurs
3	OKC? Cleveland?

Paired comparisons

In a league with n_t number of teams, there are $n_t!$ possible allocations of power rankings. Ultimately, each rank comes down to a set of decisions called **paired comparisons**, where each player or team is compared to another player or team.

Ex: If $P(OKC > Cleveland) > 0.5$, then OKC ranks 3 (assuming OKC also better than all other teams besides Golden State, San Antonio.)

Note: $P(OKC > Cleveland) > 0.5$ is the probability of Oklahoma City beating Cleveland

What assumptions are we making in doing several paired comparisons?

Idea of paired comparisons

One participant versus another (see more here):

1. Players, teams in sport
2. Consumer products in market research
3. Images in psychology

Most common paired comparison model: **Bradley-Terry (BTM)**

Notation, BTM

- ▶ Players (or teams) i and j
- ▶ Assume $P(i \text{ beats } j) = \frac{\alpha_i}{\alpha_i + \alpha_j}$
- ▶ α_i and α_j reflect player **abilities**
 - ▶ $\alpha_i > 0$ and $\alpha_j > 0$
- ▶ Odds (i beats j) = $\frac{P(i \text{ beats } j)}{P(j \text{ beats } i)} = \frac{\alpha_i / (\alpha_i + \alpha_j)}{\alpha_j / (\alpha_i + \alpha_j)} = \frac{\alpha_i}{\alpha_j}$

Example, BTM:

Rank	Team	α
1	Golden State	5.3
2	San Antonio Spurs	4.7
3	OKC	2.9

Estimate

1. $P(\text{Golden State} > \text{OKC})$
2. $\text{Odds}(\text{Golden State} > \text{OKC})$
3. $P(\text{San Antonio} > \text{Golden State})$
4. $\text{Odds}(\text{San Antonio} > \text{Golden State})$

Notation, BTM

- ▶ $\text{logit}(P(i \text{ beats } j)) = \log(\text{Odds } (i \text{ beats } j)) = \log(\alpha_i) - \log(\alpha_j) = \lambda_i - \lambda_j$
 - ▶ $\lambda_i = \log(\alpha_i)$ for all i
 - ▶ $\alpha_i = e^{\lambda_i}$ for all i

Example, BTM:

Rank	Team	λ
1	Skidmore	1.2
2	Vassar	0
3	RIT	-0.9

Questions

1. $P(\text{Skidmore} > \text{RIT})$
2. What does it mean to have a λ of 0?

How to find BTM parameter estimates?

```
library("BradleyTerry2"); library(mosaic)
data("baseball", package = "BradleyTerry2")
head(baseball)
```

```
##   home.team away.team home.wins away.wins
## 1 Milwaukee  Detroit         4         3
## 2 Milwaukee  Toronto         4         2
## 3 Milwaukee  New York         4         3
## 4 Milwaukee   Boston         6         1
## 5 Milwaukee  Cleveland        4         2
## 6 Milwaukee  Baltimore        6         0
```

The model

```
baseballModel1 <- BTm(cbind(home.wins, away.wins), home.team, away.team,  
  data = baseball, id = "team")  
msummary(baseballModel1)
```

```
## Coefficients:  
##           Estimate Std. Error z value Pr(>|z|)  
## teamBoston      1.1077    0.3339   3.318 0.000908 ***  
## teamCleveland   0.6839    0.3319   2.061 0.039345 *  
## teamDetroit     1.4364    0.3396   4.230 2.34e-05 ***  
## teamMilwaukee   1.5814    0.3433   4.607 4.09e-06 ***  
## teamNew York    1.2476    0.3359   3.715 0.000203 ***  
## teamToronto     1.2945    0.3367   3.845 0.000121 ***  
##  
## (Dispersion parameter for binomial family taken to be 1)  
##  
##      Null deviance: 78.015  on 42  degrees of freedom  
## Residual deviance: 44.053  on 36  degrees of freedom  
## AIC: 140.52  
##  
## Number of Fisher Scoring iterations: 4
```

Where's Baltimore?

Next steps

```
BAbilities(baseballModel1)
```

```
##           ability      s.e.  
## Baltimore 0.0000000 0.0000000  
## Boston    1.1076977 0.3338779  
## Cleveland 0.6838528 0.3318764  
## Detroit   1.4364084 0.3395682  
## Milwaukee 1.5813559 0.3432557  
## New York  1.2476178 0.3358606  
## Toronto   1.2944851 0.3366691
```

Next steps

```
exp(BTabilities(baseballModel1))
```

```
##           ability      s.e.  
## Baltimore 1.000000 1.000000  
## Boston    3.027380 1.396373  
## Cleveland 1.981497 1.393581  
## Detroit   4.205564 1.404341  
## Milwaukee 4.861543 1.409529  
## New York  3.482038 1.399144  
## Toronto   3.649117 1.400276
```

Find estimated probability that (i) Boston defeats Cleveland and (ii) Baltimore defeats Boston

Home field advantage

```
baseball$home.team <- data.frame(team = baseball$home.team, at.home = 1)
baseball$away.team <- data.frame(team = baseball$away.team, at.home = 0)
baseballModel2 <- update(baseballModel1, formula = ~ team + at.home)
msummary(baseballModel2)
```

```
## Coefficients:
```

```
##           Estimate Std. Error z value Pr(>|z|)
## teamBoston      1.1438    0.3378   3.386 0.000710 ***
## teamCleveland   0.7047    0.3350   2.104 0.035417 *
## teamDetroit     1.4754    0.3446   4.282 1.85e-05 ***
## teamMilwaukee   1.6196    0.3474   4.662 3.13e-06 ***
## teamNew York    1.2813    0.3404   3.764 0.000167 ***
## teamToronto     1.3271    0.3403   3.900 9.64e-05 ***
## at.home         0.3023    0.1309   2.308 0.020981 *
```

```
##
```

```
## (Dispersion parameter for binomial family taken to be 1)
```

```
##
```

```
## Null deviance: 78.015 on 42 degrees of freedom
```

```
## Residual deviance: 38.643 on 35 degrees of freedom
```

```
## AIC: 137.11
```

```
##
```

```
## Number of Fisher Scoring iterations: 4
```

Compare the fit of these two models:

```
AIC(baseballModel1)
```

```
## [1] 140.5186
```

```
AIC(baseballModel2)
```

```
## [1] 137.108
```

```
exp(baseballModel2$coeff)
```

```
##      teamBoston teamCleveland  teamDetroit teamMilwaukee  teamNew York
##      3.138681    2.023228      4.372597    5.050842      3.601464
##      teamToronto      at.home
##      3.770133        1.352914
```

Interpret the effect of HFA in baseball.

Challenges and final thoughts

- ▶ Importance of data formatting for BTM
- ▶ Links to Elo
 - ▶ $\alpha_i = e^{S_i/k}$
 - ▶ k a sport-specific scale factor
 - ▶ S_i another team-level skill factor
 - ▶ Iterative process (can update after a game)
- ▶ Similarity to other systems (log 5, item-response)

p

Probability of Boston Beating Other Opponents

