Redefining NBA Positions -Clustering Analysis based on Player Shooting Style

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Davidson College '2017

About me

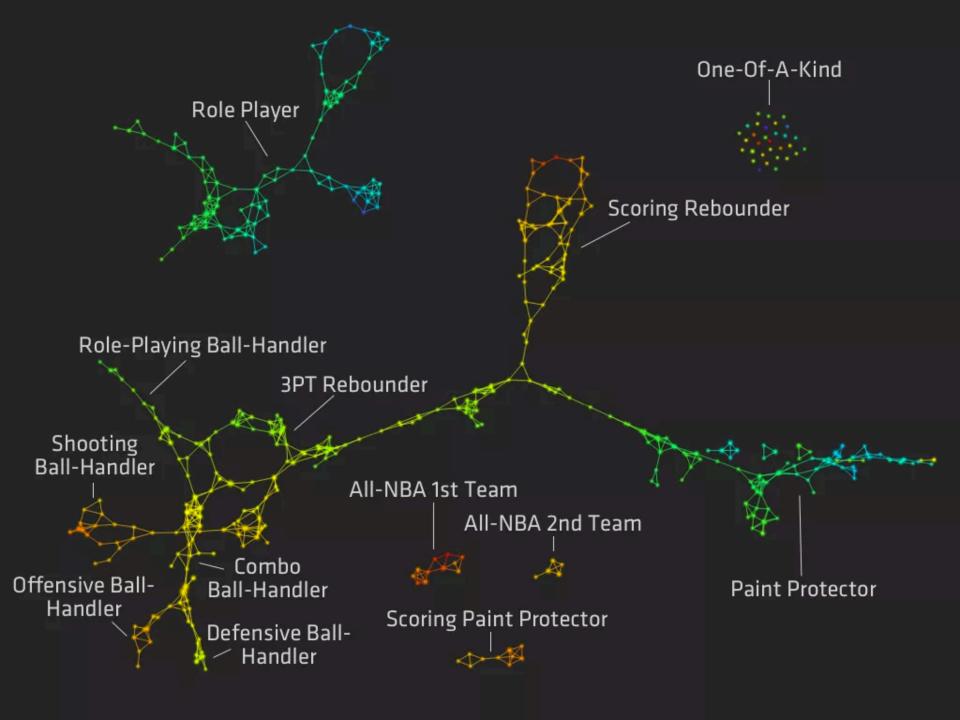
- Xudong Liang, Brandon
- Davidson College '2017
- Math Major, Computer Science Minor
- Basketball
- Charlotte Hornets
- Sports and Data Analytics

Inspiration

- Myth of "Position"
 - Height/Size vs Position
 - PG or SG: Allen Iverson
 - SG vs SF?
 - PF: Draymond Green over David Lee
 - NBA Going Small
- Evolution of Basketball Positioning
 - The traditional 5-position categorization can no longer suffice the evolving dynamics of the NBA, especially in terms of shooting.

Works Done By Others

- <Redefining NBA Positions> @MIT Sloan Conference
 - Muthu Alagappan
 - https://flowingdata.com/2012/03/21/redefining-nbabasketball-positions/
- "But what if we were wrong about our initial five positions. Maybe a Center is just a label for people over a certain height, and there are actually 3 types of big men in the NBA."



Brain Storm

- Goal:
 - A more detailed categorization-clustering for players
- My Thoughts:
 - Cluster within "Position"
 - Fundamental Differences between "Positions"
 - "Boundary" between "Positions"
 - Focus: Shooting
 - Care about: How each player plays/shoots
 - □ Not care about: How <u>well</u> each player plays/shoots
 - Nutshell: Shooting Style
- Adjusted Goal:
 - Clustering players within each "Position" based on Shooting Style

Methodology

- Breaking Down each Player's Shot Distribution by Range:
 - 0 to 12 feet: Paint
 - 12 to 24 feet: Mid-Range
 - 24 feet and beyond: 3 Pointer (22 Feet actually)*
- Feature

Data

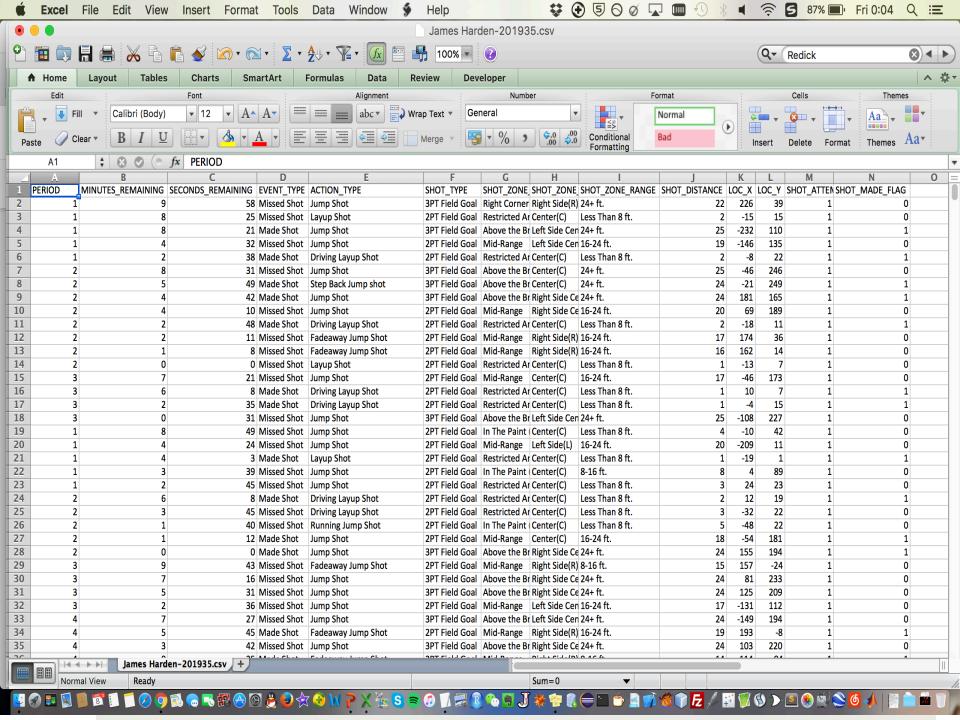
- <How to Create NBA Shot Chart in Python>
 - By Savvas Tjortjoglou

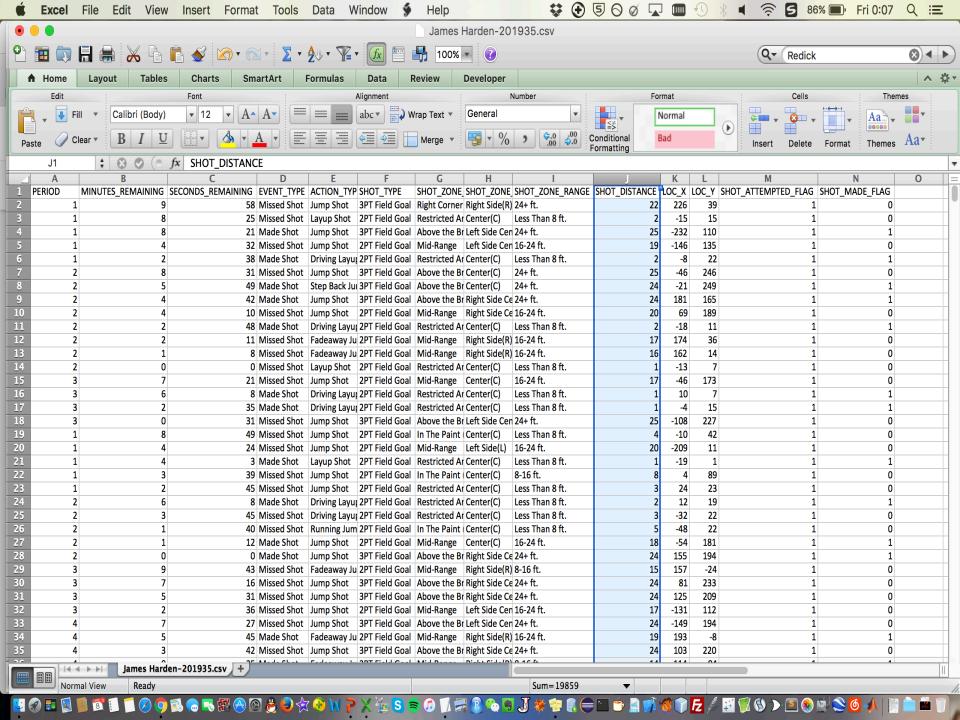
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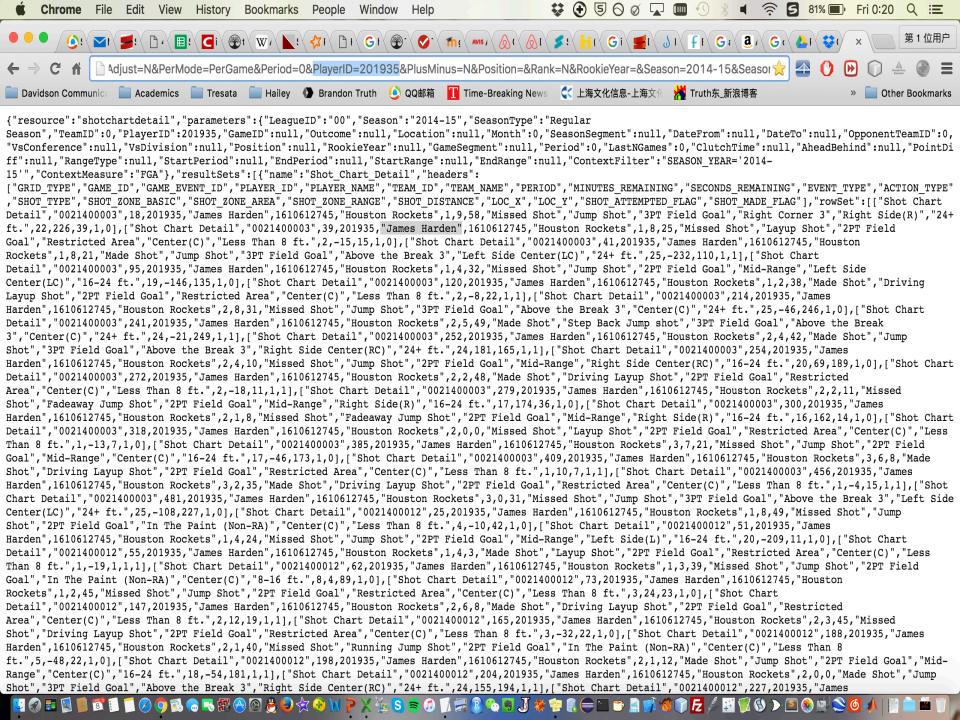
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Data

Player	Team	0-12 Attempt%	12-24 Attempt%	>=24 Attempt%	Attempt/Minute
James Harden 2	['HOU']	0.4429	0.3456	0.2116	0.493156



Name	
	Lou Amundson-200811.csv
	Alexis Ajinca-201582.csv
	Gary Harris-203914.csv
	Jeremy Lin-202391.csv
	Paul George-202331.csv
	Terrence Jones-203093.csv
	D.J. Augustin-201571.csv
	Derrick Favors-202324.csv
	Jrue Holiday-201950.csv
	Kendrick Perkins-2570.csv
	Leandro Barbosa-2571.csv
	Ed Davis-202334.csv
	Nikola Mirotic-202703.csv
	Shawne Williams-200761.csv
	Victor Oladipo-203506.csv
	Jose Juan Barea-200826.csv
	Chandler Parsons-202718.csv
	Chris Andersen-2365.csv
	Greg Monroe-202328.csv
	Mitch McGary-203956.csv
	Shabazz Muhammad-203498.csv
	Dwight Howard-2730.csv

Data

- Player Shooting Style Analysis-C.csv
- Player Shooting Style Analysis-PF.csv
- Player Shooting Style Analysis-PG.csv
- Player Shooting Style Analysis-SF.csv
- Player Shooting Style Analysis-SG.csv
- Player Shooting Style Analysis.csv



Player	Team	0-12 Attempt%	12-24 Attempt%	>=24 Attempt%	Attempt/Minute	Minute/Gam
Randy Foye 2	['DEN']	0.1965	0.4453	0.3582	0.370507	21.7
Jodie Meeks 2	['DET']	0.3652	0.4213	0.2135	0.364754	24.4
Avery Bradley 2	['BOS']	0.2233	0.6364	0.1403	0.417234	31.5
Joe Johnson 2	['BRK']	0.4439	0.4195	0.1366	0.36712	34.9
Will Barton 2	['POR', 'DEN', 'TOT']	0.5949	0.289	0.1161	0.360131	16.9
Nik Stauskas 2	['SAC']	0.2804	0.4865	0.2331	0.263298	15.4
Shannon Brown 2	['MIA']	0.4737	0.3684	0.1579	0.213483	17.8
Jabari Brown 2	['LAL']	0.4294	0.3706	0.2	0.299243	29.9
Wesley Matthews 2	['POR']	0.2876	0.506	0.2064	0.371414	33.7
Sergey Karasev 2	['BRK']	0.4627	0.4328	0.1045	0.241703	16.8
Elijah Millsap 2	['UTA']	0.5	0.3739	0.1261	0.257047	19.7
O.J. Mayo 2	['MIL']	0.3552	0.465	0.1797	0.413106	23.9
Brandon Rush 2	['GSW']	0.2778	0.3889	0.3333	0.199557	8.2
Jimmy Butler 2	['CHI']	0.5033	0.4013	0.0954	0.362552	38.7
Courtney Lee 2	['MEM']	0.3235	0.5334	0.1431	0.272897	30.6
Jamal Crawford 2	['LAC']	0.2479	0.4946	0.2574	0.492834	26.6
Tyler Johnson 2	['MIA']	0.509	0.3473	0.1437	0.277593	18.8
Kentavious Caldwell-Pope 2	['DET']	0.3498	0.3735	0.2767	0.376307	31.5
Jordan Adams 2	['MEM']	0.5	0.3605	0.1395	0.345382	8.3
Kevin Martin 2	['MIN']	0.288	0.584	0.128	0.47981	33.4
Jason Richardson 2	['PHI']	0.2753	0.4045	0.3202	0.427782	21.9
Vander Blue 2	['LAL']	0.5	0.2	0.3	0.405405	37.0
James Young 2	['BOS']	0.1569	0.5686	0.2745	0.307507	10.7
Gary Neal 2	['MIN', 'TOT', 'CHO']	0.3022	0.4771	0.2207	0.421485	22.1
Troy Daniels 2	['CHO', 'HOU', 'TOT', 'MIN']	0.1091	0.4606	0.4303	0.417933	8.4
John Jenkins 2	['ATL']	0.1717	0.596	0.2323	0.332661	12.4

Data Limitations

- Missing Data due to "Player ID"
 - Kobe Bryant, Tim Duncan, etc.
- Data only indicative of
 - □ 2014-2015 Season
 - players' shooting style-Field Goal Attempt

Clustering

- Definition
 - Grouping a set of objects in such a way that objects in the same group (cluster) are more similar to each other than to those in other groups (clusters)
 - A set of objects: Players within each "Position"
 - Group/Cluster: What we want
 - "Similar":
 - Intuitively: Shoots similarly Over Each of the 3 Ranges
 - Mathematically: Euclidean Distance

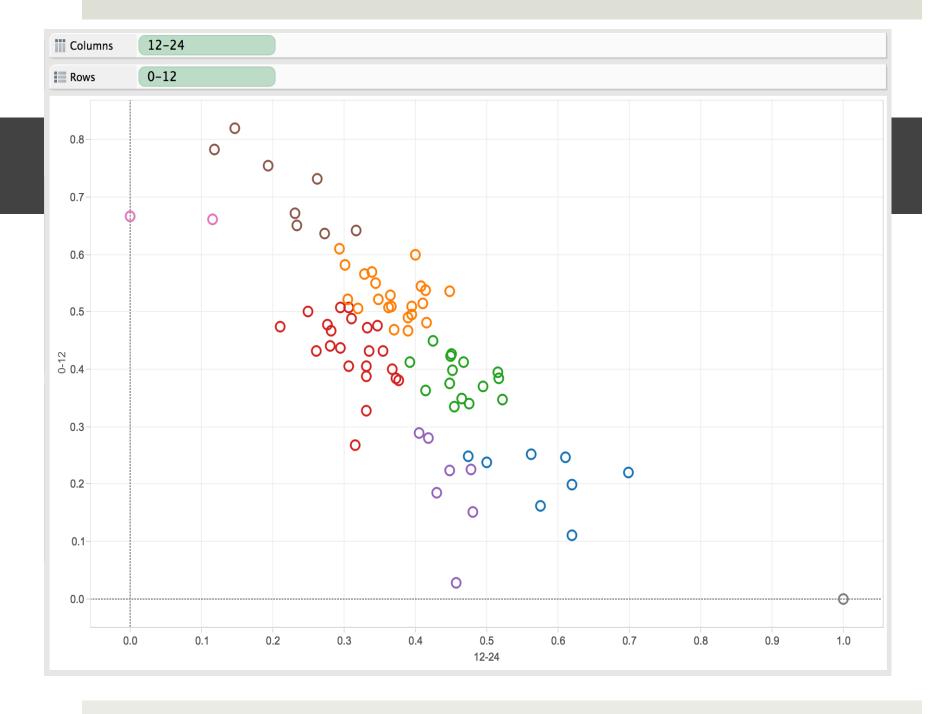
Euclidean Distance

$$E(x,y) = \sqrt{\sum_{i=0}^{n} (x_i - y_i)^2}$$

- x, y: Any Pair of Data Points (Players)
- xi, yi: Features
- Features: 3 Percentages of Shot Distribution
- n = 3
- Euclidean Distance:
 - Measures the "closeness" between two data points based on their features
 - Similarity of Players' Shooting Styles

Unsupervised Clustering

- Python's Scikit Library: sklearn.Cluster.Kmeans
- K = 8 for each position
 - My Arbitrary Choice
- □ Got 8 Clusters/Groups within each "Position"
 - Outlier Cluster
 - Manual Combination of Clusters



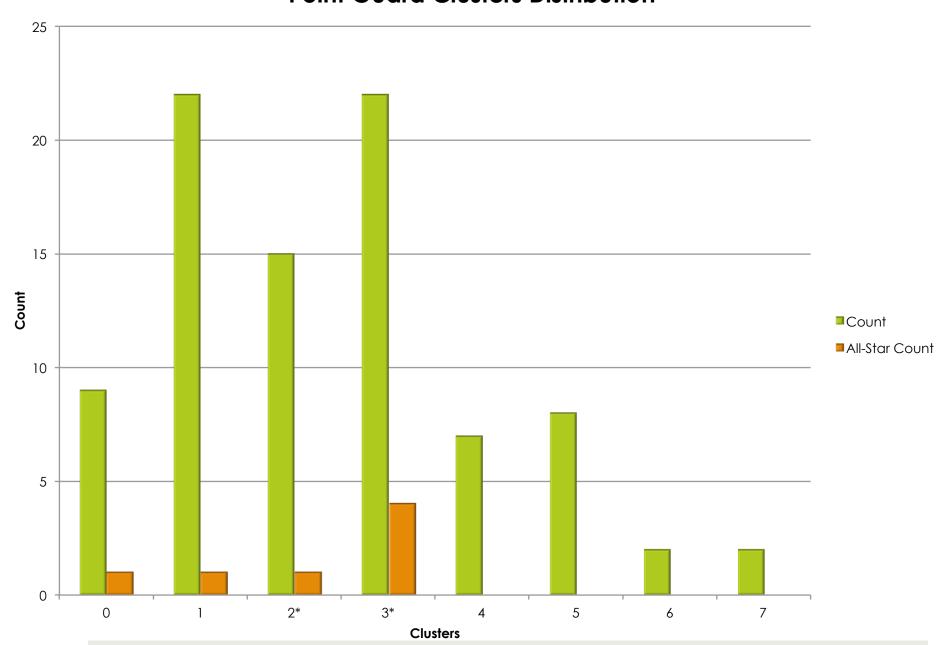
Result

- Point Guard: 8 Clusters (1 Outlier Cluster)
- Shooting Guard: 7 Clusters (1 Outlier Cluster, 1 Special Cluster)
- Small Forward: 6 Clusters
- Power Forward: 7 Clusters
- Center: 7 Clusters

Point Guard

Cluster	0-12 %	12-24 %	> 24 %	Count	All- Star		Key Players
0	0.2170	0.5779	0.2051	9	1	Mid-Range, >55%	Chris Paul
1	0.5279	0.3685	0.1036	22	1	Attacking, Paint (less) descending order, occasional 3	Tony Parker, Russell Westbrook
2*	0.3853	0.4627	0.1520	15	1	Balanced inside 3	John Wall
3*	0.4319	0.3120	0.2561	22	4	Balanced throughout! — All-Star Caliber	Curry, Lowry, Lillard, Irving
4	0.1977	0.4453	0.3570	7	0	Mid-Range >40%, 3 Pointer	Brian Roberts
5	0.7110	0.2216	0.0674	8	0	Attacking, Paint (more) descending order, barely 3	Shaun Livingston
6	0.6640	0.0576	0.2784	2	0	Paint (more) or 3, Barely Mid-Range	Tony Wroten
7	0.0000	1.0000	0.0000	2	0	Mid-RangeOutlier, small sample size of shots	Seth Curry
Mean	0.4281	0.3922	0.1797	Closest Cluster:	2,then 3		
StdDev	0.1659	0.1497	0.1023				

Point Guard Clusters Distribution



Shooting Guard

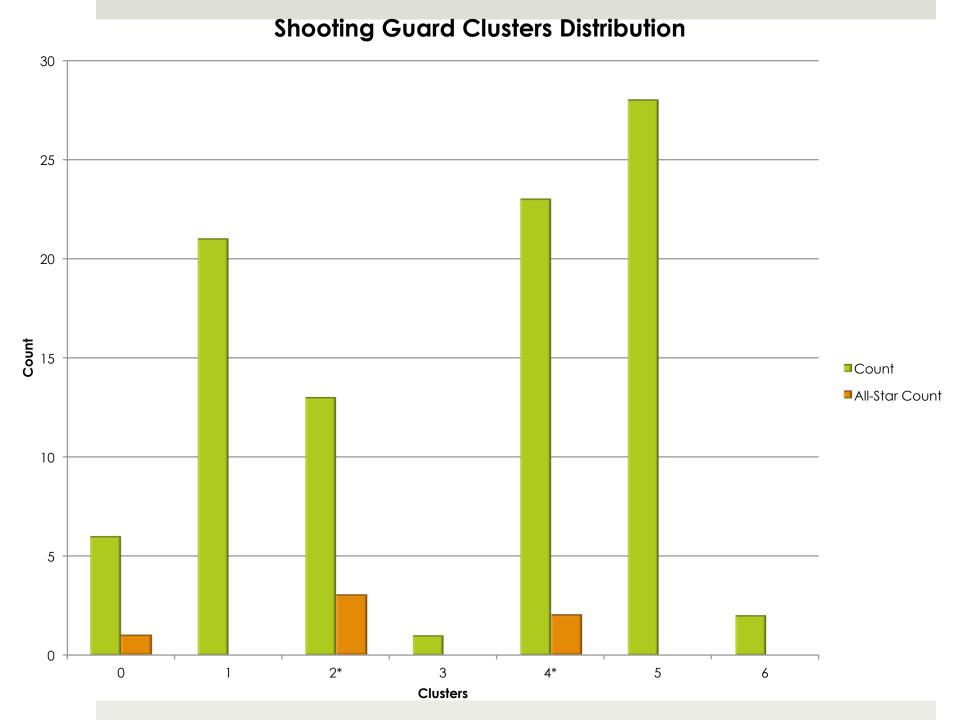
StdDev

0.1709

0.1251

0.1240

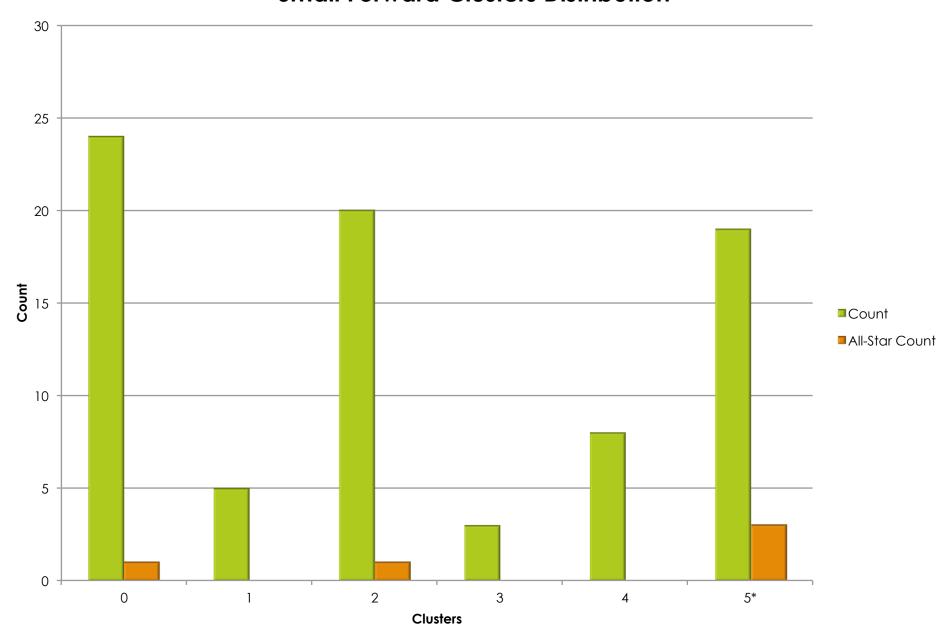
			'9 `		- 		
Cluster	0-12 %	12-24 %	>24 %	Count	All- Star	Interpretation	Key Players
						Jump shooter (Mid- Range and 3, Balanced,	
0	0.1220	0.5030	0.3750	6	1	Barely Paint)	J.R Smith, Kyle Korver
1	0.5801	0.2957	0.1241	21	0	Attacking, In the paint	Andrew Wiggins, Victor Oladipo
2*	0.4544	0.4555	0.0901	13	3	Balanced inside 3 (Barely 3) All-Star Caliber	Wade, DeRozan, Butler
	0.4344	0.4333	0.0301	13	3	Outlier: Small Sample/	Wade, Denozali, Batiel
3	0.0000	0.0000	1.0000	1	0	Shot Size	Jamaal Franklin
4*	0.3637	0.3979	0.2384	23	2	Balanced,All-Star Caliber	James Harden, Klay Thompson
5	0.2704	0.5332	0.1964	28	0	Mid-Range (=50%)	Jamal Crawford, Danny Green, Beal
6	0.9341	0.0572	0.0088	2	0	Tony-Allen Special	Tony Allen, Malcom Lee
Mean	0.3897	0.4186	0.1918	Closest Cluster:	4, then 2		



Small Forward

Cluster	0-12 %	12-24 %	>24 %	Count	All- Star	Interpretation	Key Players
0	0.2739	0.5287	0.1975	24	1	Mid-Range >42%	Paul George, Nicolas Batum
1	0.8127	0.1510	0.0362	5	0	Primarily in the paint	Landry Fields, Omri Casspi
2	0.5464	0.3271	0.1265	20	1	Most in the paint, then Mid-Range	LeBron James, MKG, Jabari Parker
3	0.3101	0.3049	0.3849	3	0	Balanced Jump Shooter (12~)	Robert Covington, Chris Copeland
4	0.1064	0.5006	0.3930	8	0	Outside Shooter (12~) Barely Paint	Mike Miller, Steve Novak, James Jones
5*	0.4376	0.4579	0.1045	19	3	Balanced inside 3, Occasionally 3 All- Star Caliber	Kevin Durant, Carmelo Anthony, Kawhi Leonard
Mean	0.4008	0.4254	0.1738	Closest Cluster:	5		
StdDev	0.1844	0.1248	0.1147				

Small Forward Clusters Distribution



PG vs SG vs SF by the Numbers

		0-12 %	12-24 %	> 24 %
PG	Mean	0.4281	0.3922	0.1797
	StdDev	0.1659	0.1497	0.1023
SG	Mean	0.3897	0.4186	0.1918
	StdDev	0.1709	0.1251	0.1240
SF	Mean	0.4008	0.4254	0.1738
	StdDev	0.1844	0.1248	0.1147

PG vs SG

Mid-Range Guards

Cluster	0-12 %	12-24 %	>24 %	Count	Key Players
PG-0	0.2170	0.5779	0.2051	9	Chris Paul
SG-5	0.2704	0.5332	0.1964	28	Crawford, Beal

PG vs SF

■ Mid-Range

Cluster	0-12 %	12-24 %	>24 %	Count	Key Players
PG-0	0.2170	0.5779	0.2051	9	Chris Paul
SF-0	0.2739	0.5287	0.1975	24	George, Batum

Attacking

Cluster	0-12 %	12-24 %	>24 %	Count	Key Players
PG-1	0.5279	0.3685	0.1036	22	Westbrook, Parker
SF-2	0.5464	0.3271	0.1265	20	LeBron

SG vs SF

□ Mid-Range, Pull-up, Shooter

Cluster	0-12 %	12-24 %	>24 %	Count	Key Players
SG-5	0.2704	0.5332	0.1964	28	Crawford, Beal
SF-0	0.2739	0.5287	0.1975	24	George, Batum

Jump Shooter, Spot-up

Cluster	0-12 %	12-24 %	>24 %	Count	Key Players
SG-0	0.1220	0.5030	0.3750	6	J.R. Smith, Korver
SF-4	0.1064	0.5006	0.3930	8	Mike Miller, Novak

SG vs SF

Attacking

Cluster	0-12 %	12-24 %	>24 %	Count	Key Players
SG-1	0.5801	0.2957	0.1241	21	Wiggins, Oladipo
SF-2	0.5464	0.3271	0.1265	20	LeBron

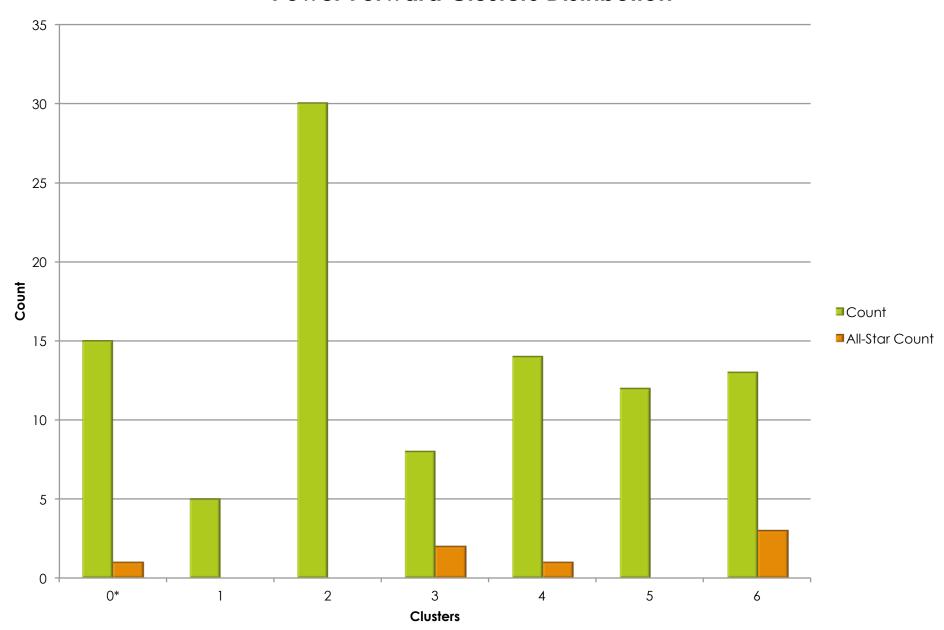
□ Pull-up, Play Maker ** All Star Caliber

Cluster	0-12 %	12-24 %	>24 %	Count	Key Players
SG-2	0.4544	0.4555	0.0901	13	Wade, DeRozan
SF-5	0.4376	0.4579	0.1045	19	Anthony, Durant

Power Forward

Cluster	0-12 %	12-24 %	>24 %	Count	All- Star	Interpretation	Key Players
0*	0.6638	0.2843	0.0519	15	1	Paint (>60%) Barely 3	Paul Millsap, Zach Randolph
1	0.2712	0.5764	0.1524	5	0	Mid-Range (>50%)	Darrell Arthur, Marcus Morris
2	0.8750	0.1083	0.0167	30	0	Paint Monster (>75%)	Tristan Thompson, Greg Monroe, Ed Davis
3	0.5154	0.3051	0.1796	8	2	Paint-Jump Shot Balanced, Versatile	Draymond Green, Kevin Love
4	0.4473	0.5196	0.0331	14	1	Balanced Inside 3 (Mid-Range=50%), Barely 3	LaMarcus Aldridge, Ibaka
5	0.3445	0.3896	0.2659	12	0	3 Point Shooter + Mid- Range, Stretch 4	Ryan Anderson, Matt Bonner
6	0.5693	0.4111	0.0195	13	3	Paint + Mid-Range, Barely 3, Skilled Scorer	Blake Griffin, Pau Gasol, AD
Mean	0.6132	0.3106	0.0762	Closest Cluster:	0		
StdDev	0.2145	0.1676	0.0960				

Power Forward Clusters Distribution



SF vs PF by the Numbers

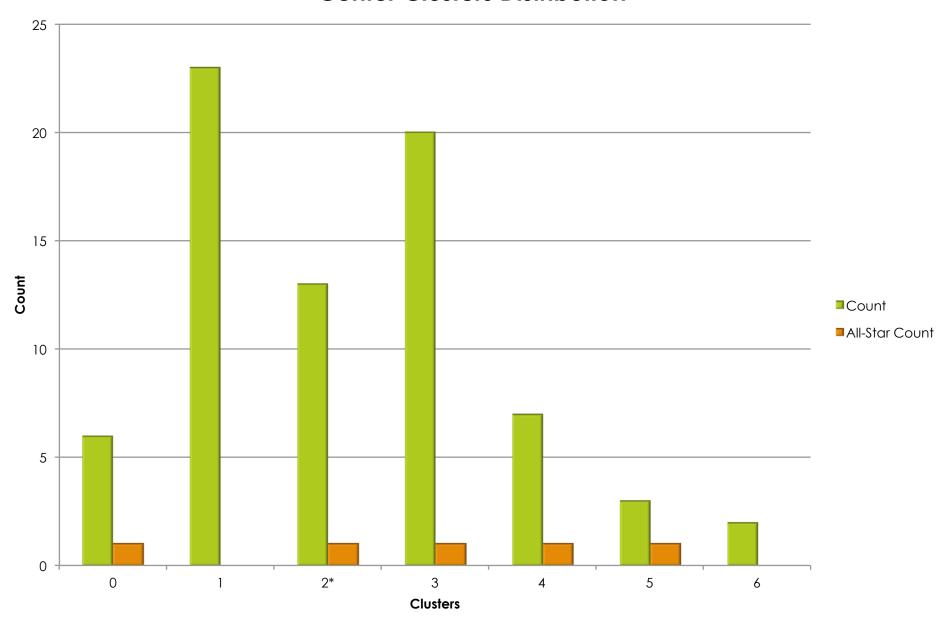
Mobile, Attacking Wing/Big-All-Star Caliber?

Cluster	0-12 %	12-24 %	>24 %	Count	Key Players
SF-2	0.5464	0.3271	0.1265	20	LeBron
PF-3	0.5154	0.3051	0.1796	8	Love, Green

Center

Cluster	0-12 %	12-24 %	> 24 %	Count	All- Star	Interpretation	Key Players
0	0.5071	0.4728	0.0201	6	1	Balanced inside 3	Al Horford
1	0.8707	0.1278	0.0015	23	0	Primarily Paint (Paint/ Mid-Range > 8/2), Barely 3	Hassan Whiteside, Joakim Noah
2*	0.7311	0.2610	0.0080	13	1	Paint/Mid-Range > 3/1, Barely 3,All-Star Caliber	Cousins, Al Jefferson
3	0.9847	0.0134	0.0019	20	1	Paint Monster	Dwight, Jordan, Perkins
4	0.6302	0.3574	0.0124	7	1	Paint/Mid-Range 2/1~3/2, Barely 3	Marc Gasol, Cody Zeller
5	0.3691	0.5815	0.0494	3	1	Mid-Range Master	Chris Bosh
6	0.4476	0.3559	0.1966	2	0	Jump Shooting (3) C	Kelly Olynyk
				Closest			
Mean	0.7929	0.1945	0.0125	Cluster:	2		
StdDev	0.1833	0.1673	0.0362				

Center Clusters Distribution



PF vs C by the Numbers

		0-12 %	12-24 %	>24 %
PF	Mean	0.6132	0.3106	0.0762
	StdDev	0.2145	0.1676	0.0960
С	Mean	0.7929	0.1945	0.0125
	StdDev	0.1833	0.1673	0.0362

PF vs C by the Numbers

Paint Monster

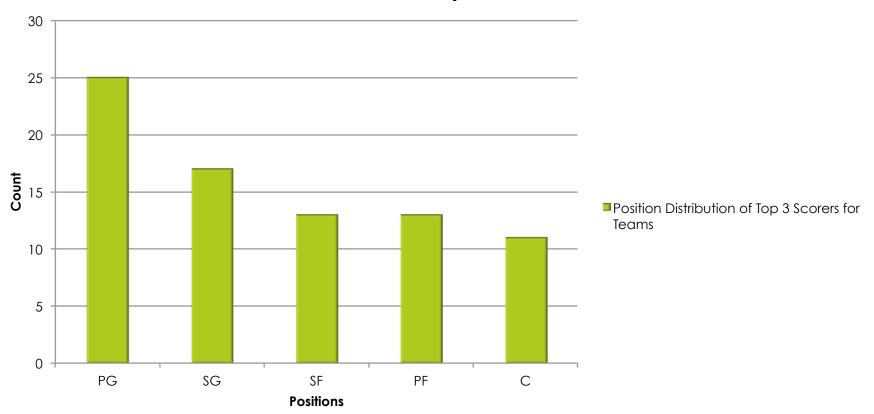
Cluster	0-12 %	12-24 %	>24 %	Count	Key Players
PF-2	0.8750	0.1083	0.0167	30	Tristan Thompson
C-1	0.8707	0.1278	0.0015	23	Hassan Whiteside

Mid-Range and Paint Big Guy--All-Star Caliber

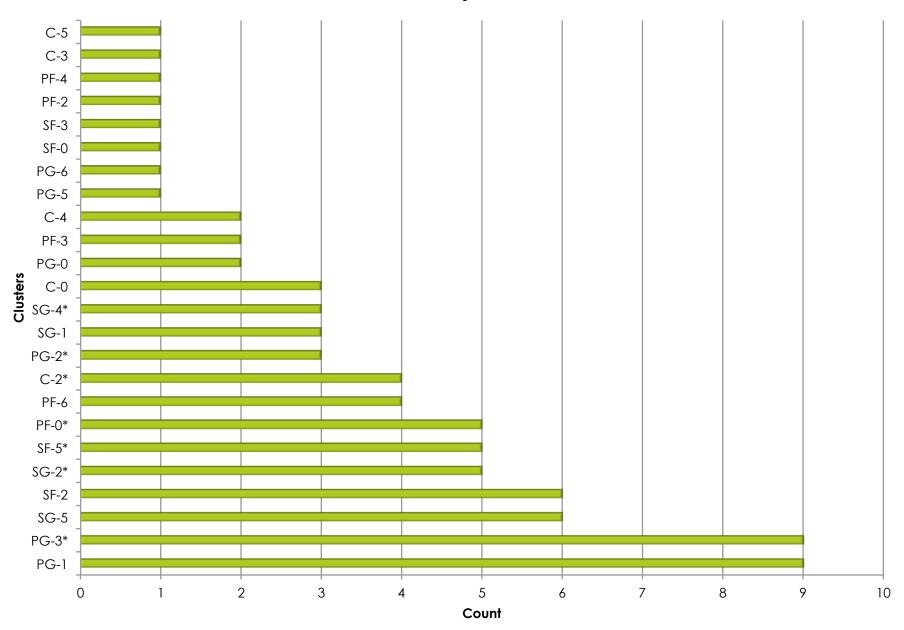
Cluster	0-12 %	12-24 %	>24 %	Count	Key Players
PF-4	0.4473	0.5196	0.0331	14	Aldridge, Ibaka
C-0	0.5071	0.4728	0.0201	6	Al Horford

Top 3 Scorers of All Teams

Position Distribution of Top 3 Scorers for Teams



Cluster Distribution of Top $3\,$ Scorers for Teams



Top 7 Scoring Clusters

Cluster	Count	Interpretation	Key Players
PG-1	9	Attacking Point Guard	Russell Westbrook
PG-3*	9	Balanced-Through out	Curry, Lillard, Lowry
SG-5	6	Mid-Range, Pull Up/ Shooter	Jamal Crawford, Bradley Beal
SF-2	6	Attacking SF	LeBron James
SG-2*	5	Mid-Range, Play Maker	Wade, DeRozan
SF-5*	5	Player Maker SF	Anthony, Durant, Leonard
PF-0*	5	Skilled Paint Monster	Zach Randolph, Paul Millsap

Future Work

- More Dimensions?
- Combination of Clusters vs Winning?
 - Metrics System that Quantitatively Summarizes Player Cluster Distribution for each Team
 - Regression Model vs Offensive Efficiency/Winning %*
- Welcoming Ideas and Suggestions

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Thank You

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