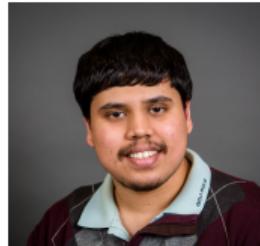


Estimation of Skill Distribution from a Tournament

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Laboratory for Information & Decision Systems
Massachusetts Institute of Technology

Conference on Neural Information Processing Systems (NeurIPS)
6-12 December 2020



Outline

1 Introduction

- Motivation and Goal
- Experiments

2 Contributions

Motivation and Goal

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Lord's the perfect venue for greatest one-day game ever played



England cricket team [View all 11 posts](#)

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© Reuters. Ian Botham celebrates with his team-mates after winning the New Zealand v Martin Guptill. Photograph: Getty Images

Where better for England's transnational trauma to end than the home of cricket, pretty as a picture in the evening sun

The sun was out when England won the World Cup. It had emerged, at last, from behind the freckles of white cloud and was shining bright through the bright blue sky over the Grand Stand. The shadows stretched all the way to the wicket, the flags licked in the evening breeze, the pavilion glowed soft terracotta. The old place looked pretty as a picture, exactly how we see it in winter when thinking back on the games we saw, and the games we played, in the long, warm days of summer. For the 11 men in this England team, for the thousands in the ground, for the millions watching on TV, that is how they will always see it in their minds, years from now, when they think back on this match: the greatest World Cup final, back

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Often hailed the world's best, England's Premier League has earned that title this season

Doug McElroy
Yahoo sports May 5, 2015, 9:11 PM



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With Liverpool and Tottenham in the Champions League final, an English club will be crowned Europe's best for the first time since Chelsea (right) in 2012. (Lee Smith/Action)

Before Liverpool came back from 3-0 down earlier this week to shock Lionel Messi and Barcelona and advance to a second straight Champions League final, before Tottenham Hotspur pulled off a miracle of its own the next day against Ajax to join the Reds in the title match, even before Arsenal and Chelsea won their respective Europa League semi-finals on Thursday to ensure that the continent's two major club tournament deciders would all-English affairs, this had been a banner season for the Premier League in European competition.

Motivation and Goal

Can we measure the level of skill in a game based on win-loss data from tournaments?

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Lord's the perfect venue for greatest one-day game ever played



England cricket team

Andy Bull at Lord's
Sun 14 Jul 2010 16.05 BST

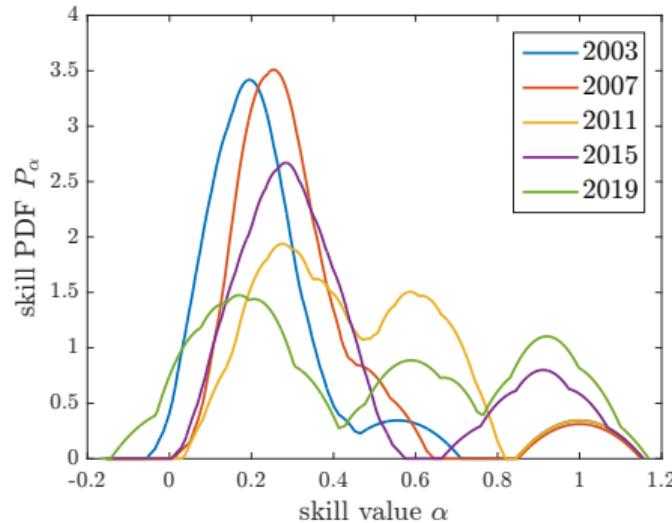
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◀ England's last before tea ends with two overs left, facing out their宿敌的 Martin Guptill. Photograph: Getty Images

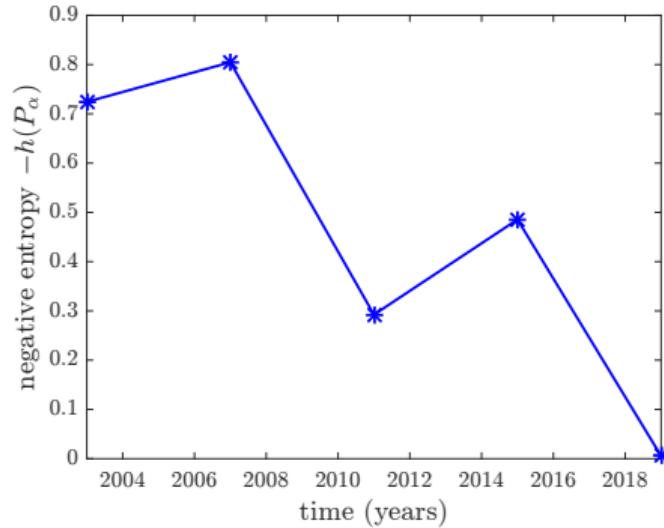
Where better for England's transgenerational trauma to end than the home of cricket, just as a picture of the evening sun at last, from behind the muck of white cloud and was shrining low through the bright blue sky over the Grand Stand. The shadows stretched all the way to the wicket, the flags licked in the evening breeze, the pavilion glowed soft terracotta. The old place looked pretty as a picture, exactly how we see it in winter when thinking back on the games we saw, and the games we played, in the long, warm days of summer. For the 11 men in this England team, for the thousands in the ground, for the millions watching on TV, that is how they will always see it in their minds, years from now; when they think back on this match: the greatest World Cup final, back

Cricket World Cups

Estimated Skill Densities from Tournament Data

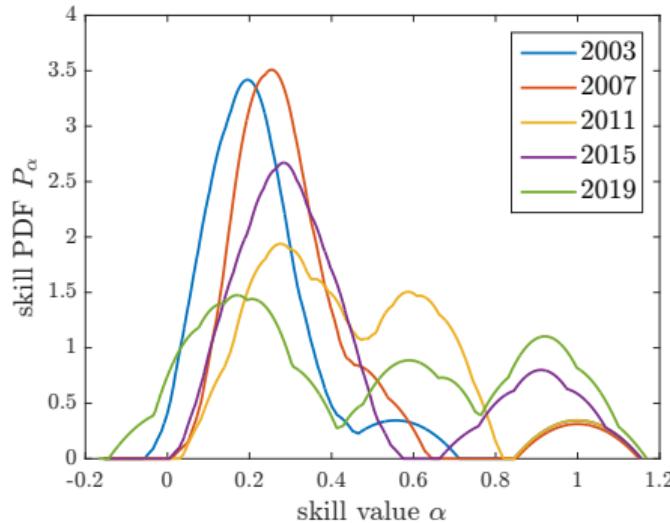


Negative Differential Entropies of Estimated Skill Densities

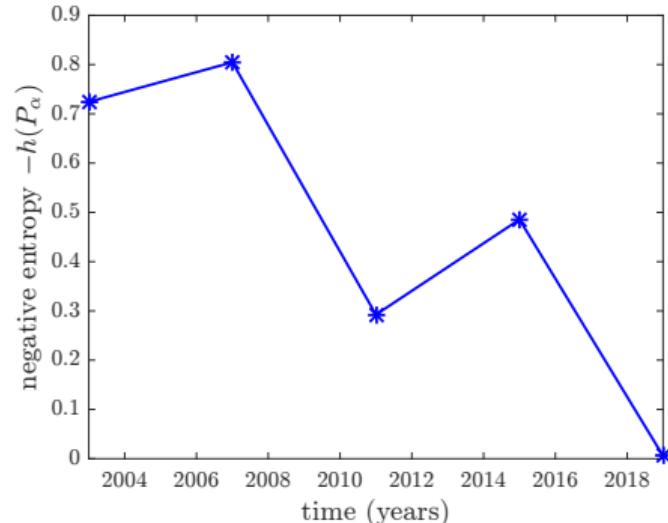


Cricket World Cups

Estimated Skill Densities from Tournament Data



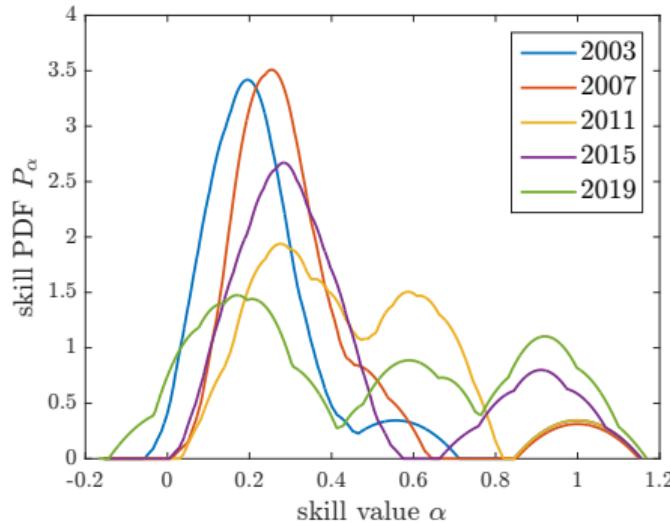
Negative Differential Entropies of Estimated Skill Densities



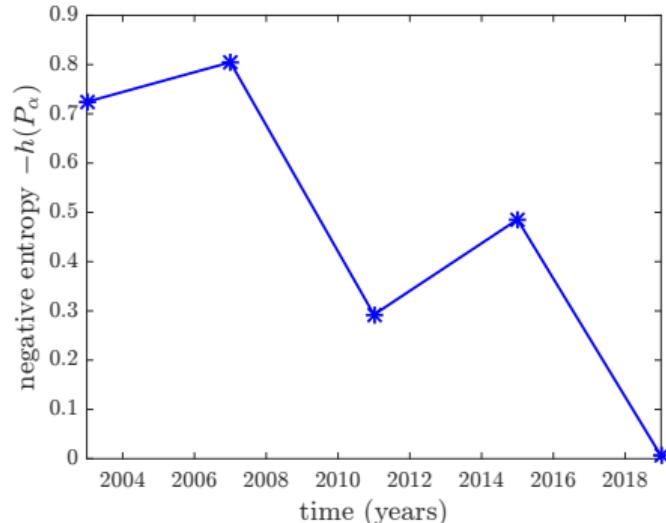
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- High score = more “luck”, low score = more skill

Cricket World Cups

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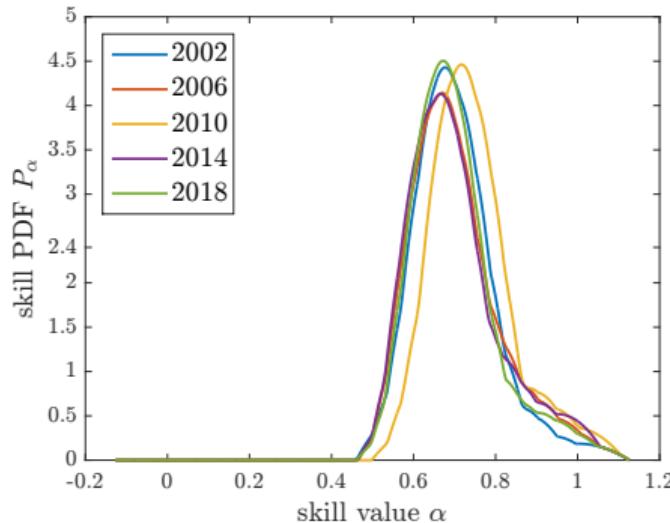


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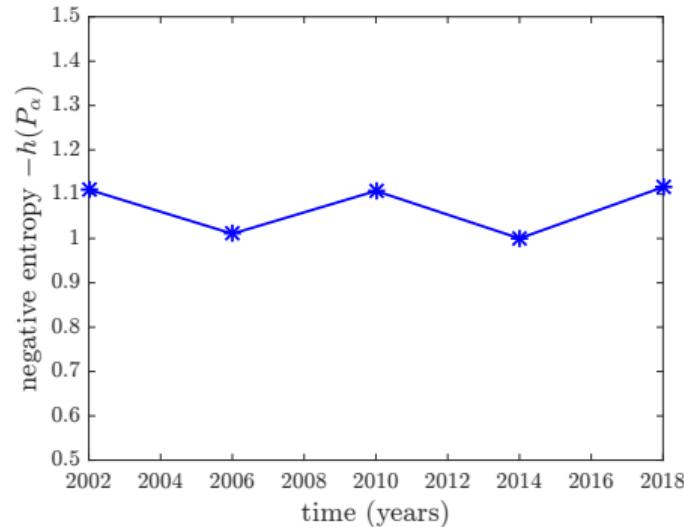


- **Entropy skill score:** Measures holistic variation of skill levels of teams
- High score = more “luck”, low score = more skill
- **Observation:** Skill scores of cricket world cup tournaments is decreasing

Estimated Skill Densities from Tournament Data

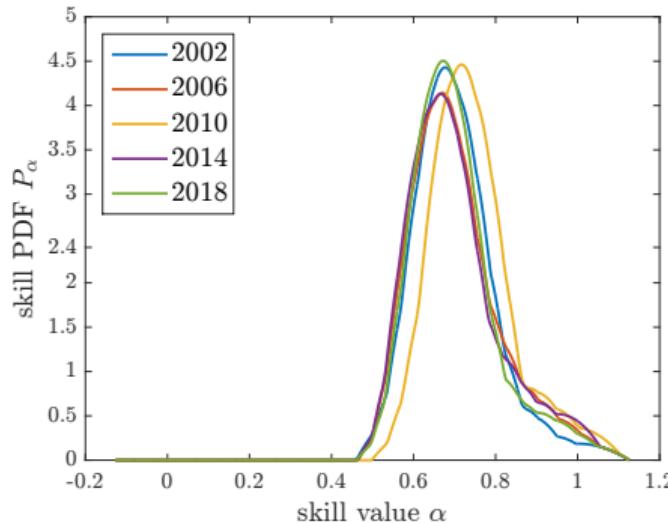


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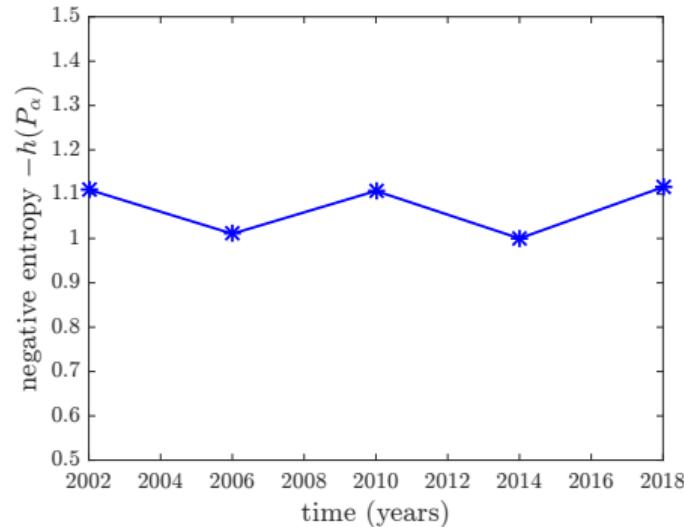


Soccer World Cups

Estimated Skill Densities from Tournament Data



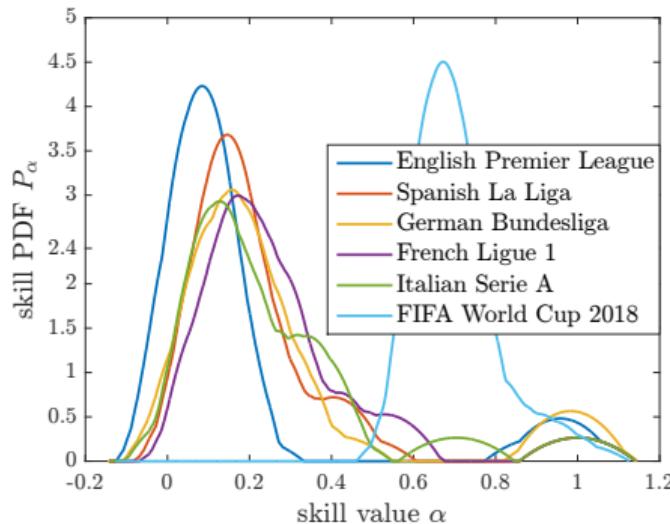
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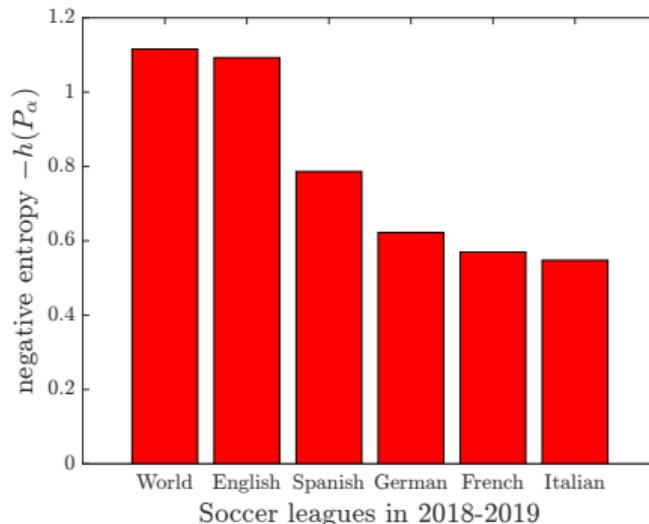
- **Observation:** Soccer world cups have remained unpredictable over the years

Soccer Leagues in 2018-2019

Estimated Skill Densities from Tournament Data

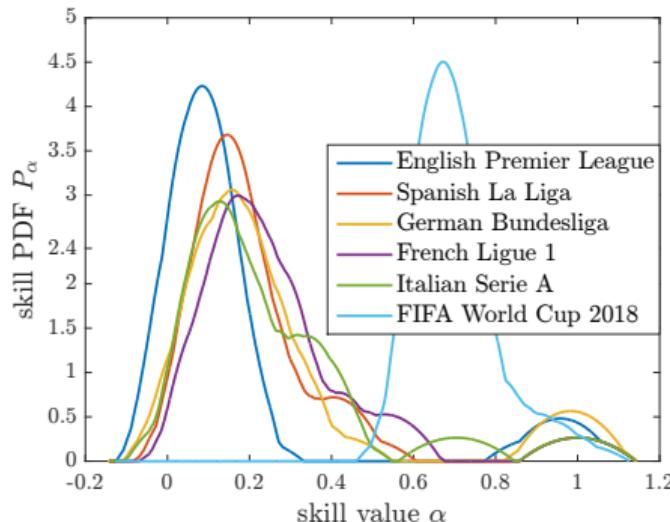


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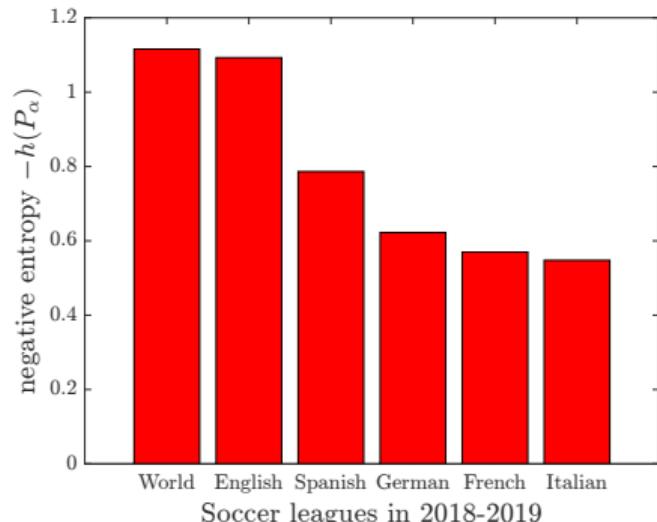


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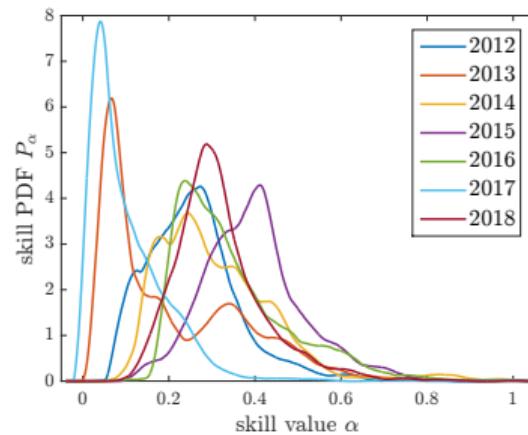
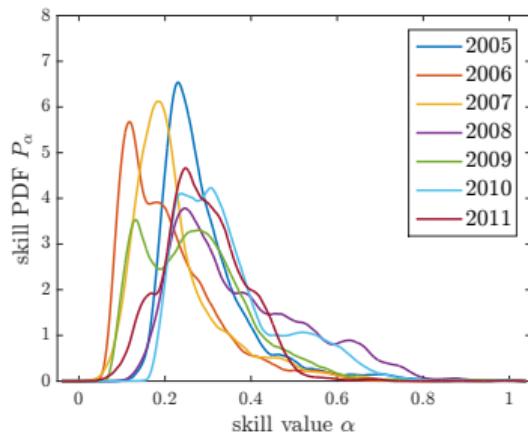


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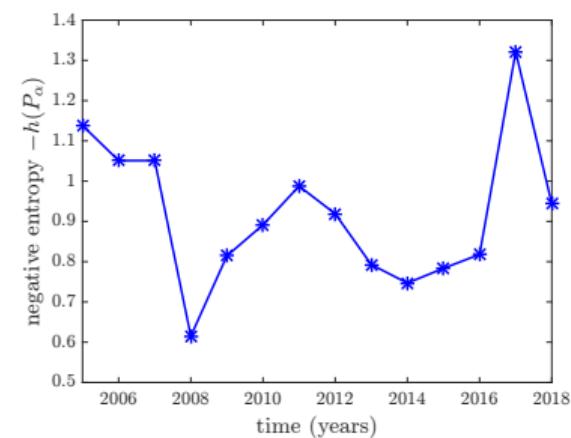


- **Observation:** Recover ranking of soccer leagues that is consistent with fan experience

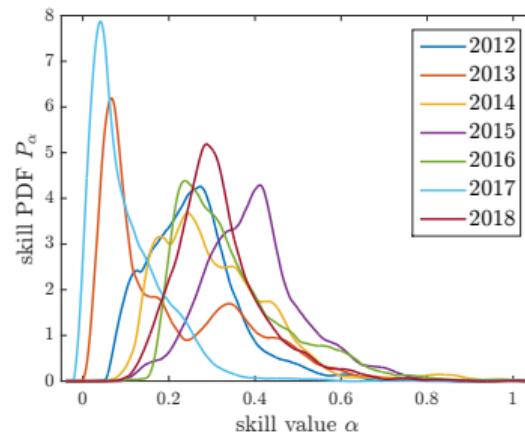
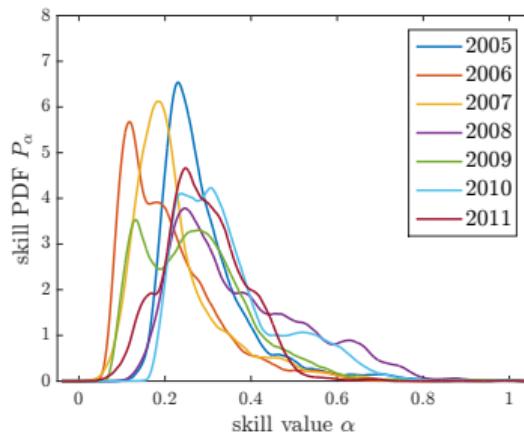
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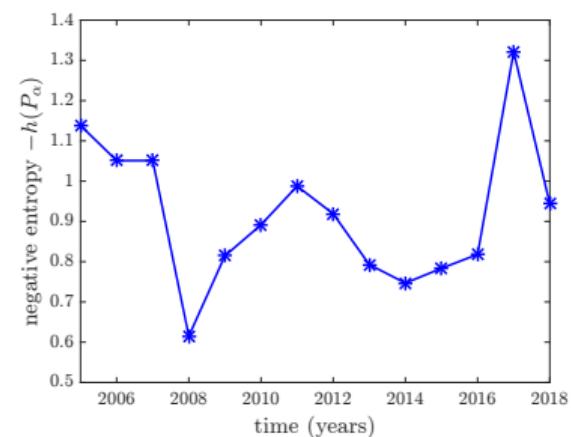
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Estimated Skill Densities from Tournament Data



Negative Entropies of Estimated Skill Densities



- Observation:** Skill score is minimum during the Great Recession in 2008

Outline

1 Introduction

2 Contributions

- Formal Setup
- Estimation Algorithm
- Theoretical Results

Formal Setup

- Unknown probability density of skill levels P_α on \mathbb{R}_+

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- **Goal:** Learn P_α from observation matrix $Z \in [0, 1]^{n \times n}$ with

$$Z(i, j) = \begin{cases} \mathbb{1}\{\text{games observed between } i, j\} \frac{1}{k} \sum_{m=1}^k Z_m(i, j), & i \neq j \\ 0, & i = j \end{cases}$$

Estimation Algorithm

Assume P_α is bounded, in an η -Hölder class, and has support in $[\delta, 1]$.

Algorithm Estimating P_α from Z

Input: Observation matrix Z

Output: Estimator \hat{P}^* of unknown P_α

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Step 1: Skill parameter estimation using rank centrality algorithm [NOS12, NOS17]

- 1: Construct stochastic matrix $S \in \mathbb{R}^{n \times n}$ with $S(i,j) = \frac{Z(i,j)}{2np}$ for $i \neq j$, whose rows sum to 1
- 2: Compute leading left eigenvector $\hat{\pi}_*$ of S such that $\hat{\pi}_* = \hat{\pi}_* S$
- 3: Compute skill level estimates $\hat{\alpha}_i = \frac{\hat{\pi}_*(i)}{\|\hat{\pi}_*\|_\infty}$ for $i = 1, \dots, n$

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Step 2: Kernel density estimation using Parzen-Rosenblatt method [Ros56, Par62]

- 4: Compute bandwidth $h = \Theta(\log(n)^{\frac{1}{2\eta+2}} n^{-\frac{1}{2\eta+2}})$
 - 5: Construct \hat{P}^* using appropriate kernel $K : [-1, 1] \rightarrow \mathbb{R}$: $\hat{P}^*(x) \triangleq \frac{1}{nh} \sum_{i=1}^n K\left(\frac{\hat{\alpha}_i - x}{h}\right)$
 - 6: **return** \hat{P}^*
-

Theoretical Results

Summary of Minimax Estimation Results: (in red)

Estimation problem	Loss function	Upper bound	Lower bound
Smooth skill density	mean squared error	$\tilde{O}(n^{-1+\varepsilon})$	$\Omega(n^{-1})$ [IK82, Tsy09]
BTL skill parameters	relative ℓ^∞ -norm	$\tilde{O}(n^{-1/2})$ [CFMW19]	$\tilde{\Omega}(n^{-1/2})$
BTL skill parameters	ℓ^1 -norm	$O(n^{-1/2})$ [CFMW19]	$\tilde{\Omega}(n^{-1/2})$

Note: \tilde{O} and $\tilde{\Omega}$ hide $\text{polylog}(n)$ terms, and $\varepsilon > 0$ is any arbitrarily small constant.

Thank You!