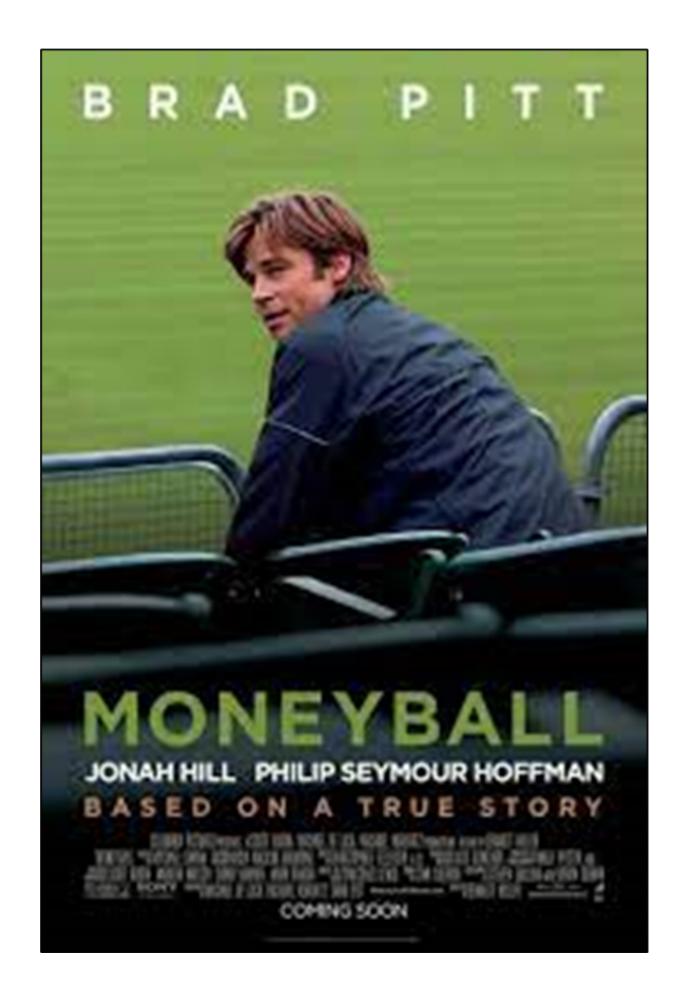
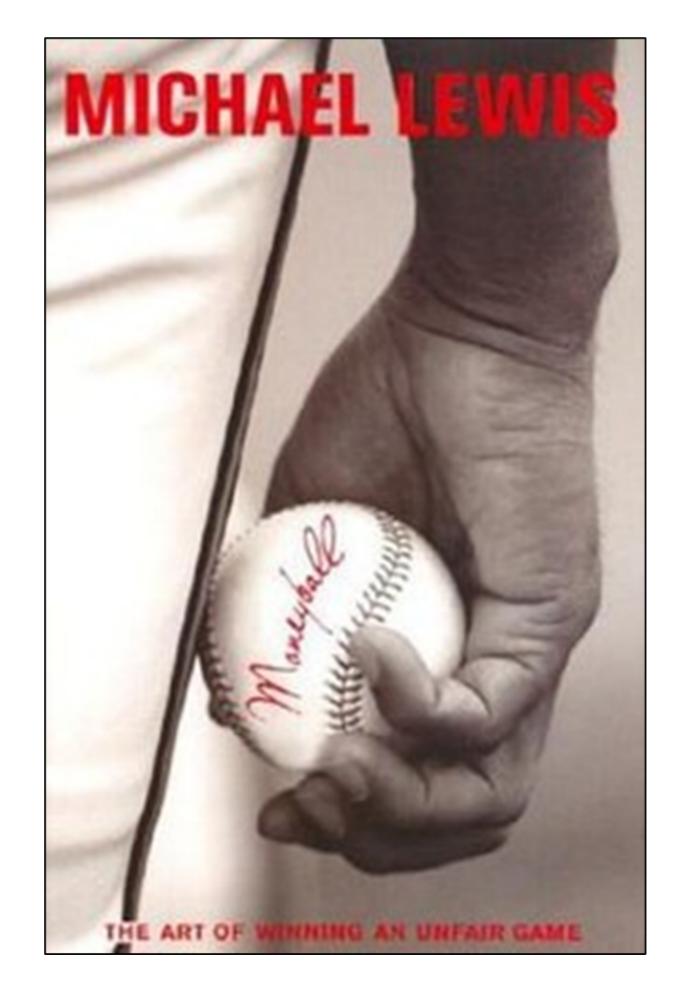


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Similar Games Won

Yankees - \$125 million

Oakland - \$44 million





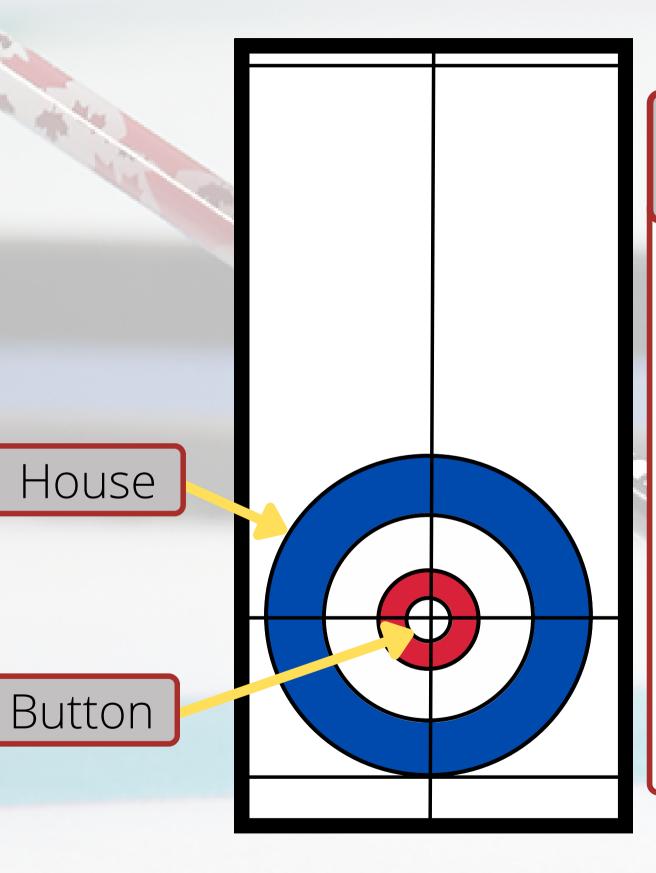




Rock and ice meet big data: How Olympic curlers use stats to win

The 500-year-old sport of curling is leveraging modern technologies to get a better picture of each side's strengths and weaknesses – a growing trend that many pro sports have increasingly used to identify undervalued players and better inform coaching decisions.





What is curling?

- Winter sport played on ice
- Two teams of four alternate throwing stones
- Players slide stones down the ice and try to get close to the "button"
- The "skip" stands in the "house" and decides what each player should do with their stone
- After 16 stones (8 per team) have been thrown, the team with the stone in the house that is closest to the button gets to score points
- That team earns one point for each stone that is closer to the button than their opponents



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ROBYN RITCHIE

U of M Graduate

MSc (Soccer Analytics)

2022 NFL Big Data Bowl Winner

2022 (Hockey) Big Data Cup Winner

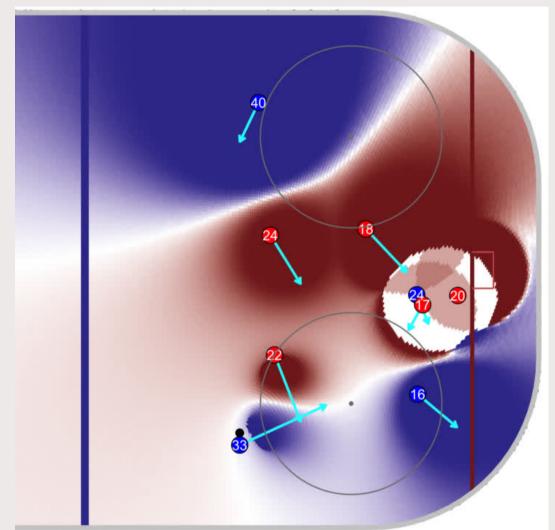
SFU PhD Candidate (Curling Analytics)

Sports Data Scientist - Swish Analytics

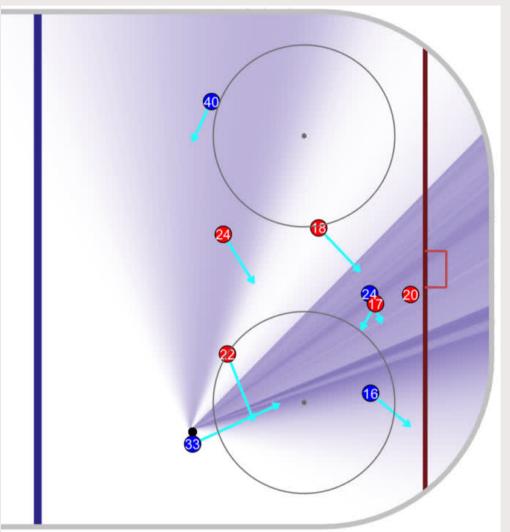


Big Data Cup - Women's Olympic Hockey

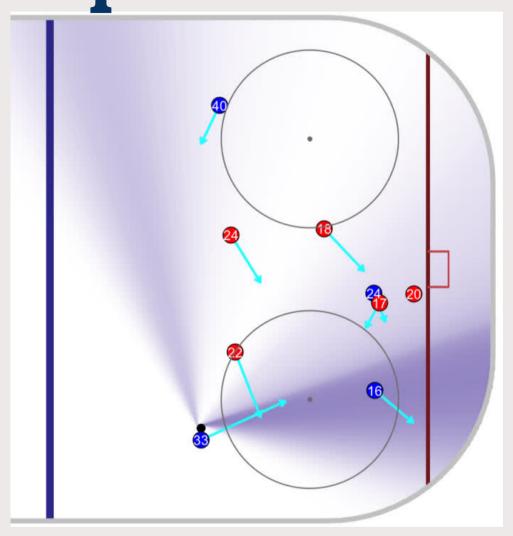
Rink Control



Best Pass



Expected Pass





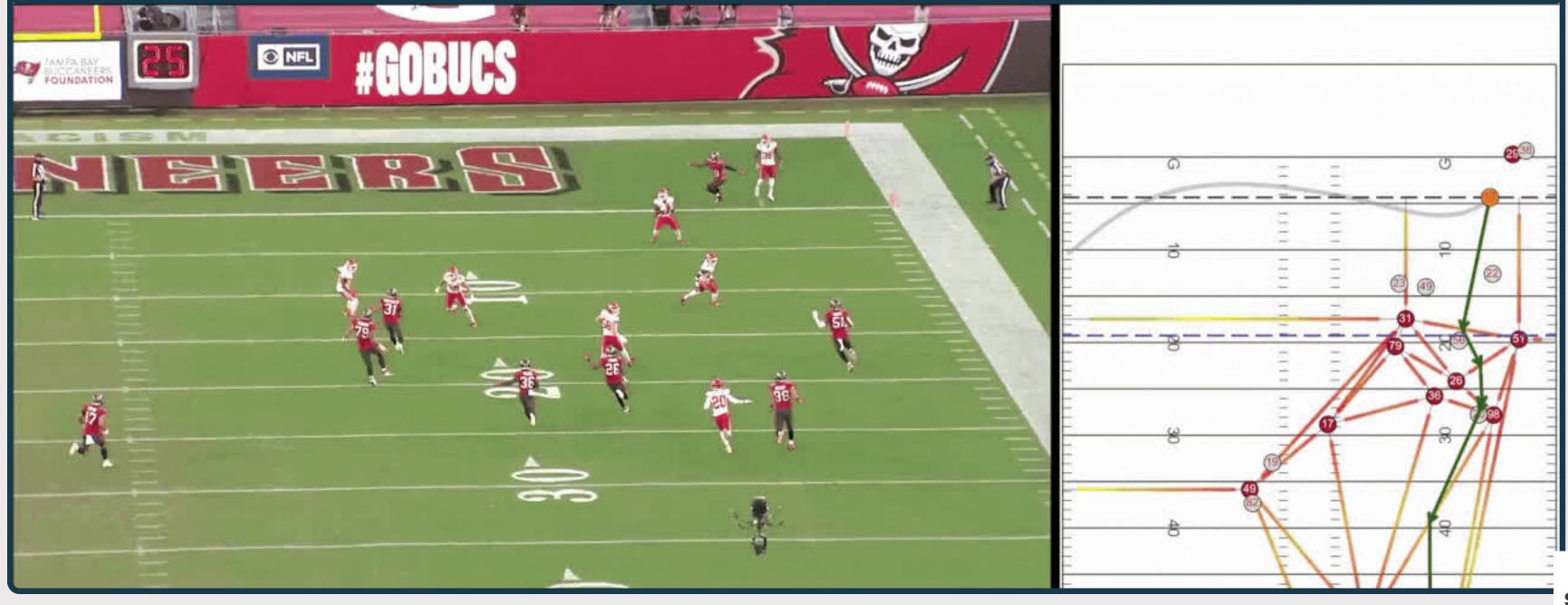
https://weplay.netlify.app/ Whockey Evaluation of the Play



NFL BIG DATA BOWL



Optimal Path - Mecole Hardman's 5 yards return

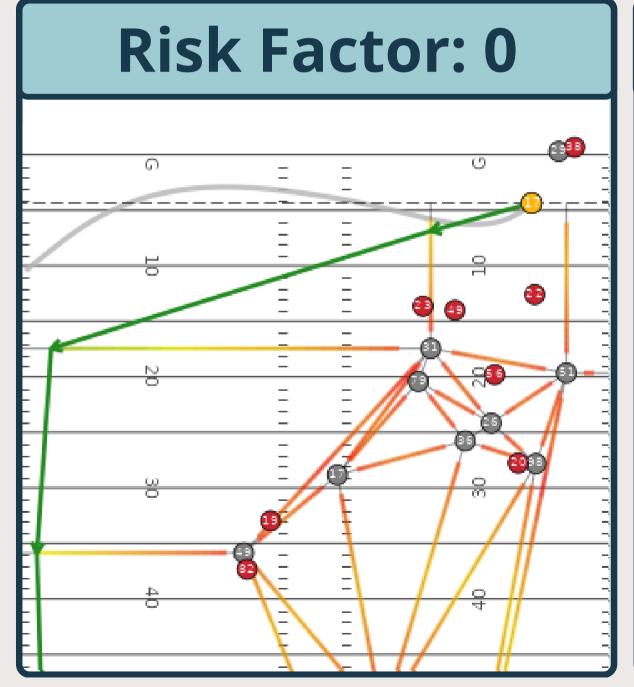


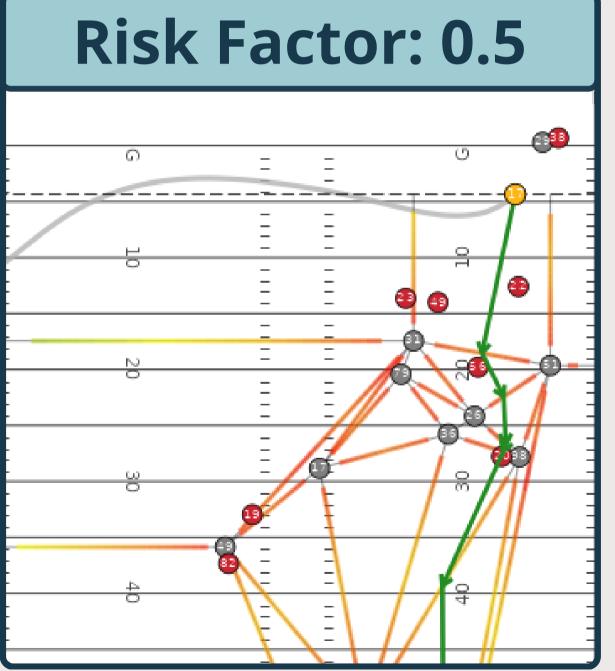
NFL BIG DATA BOWL

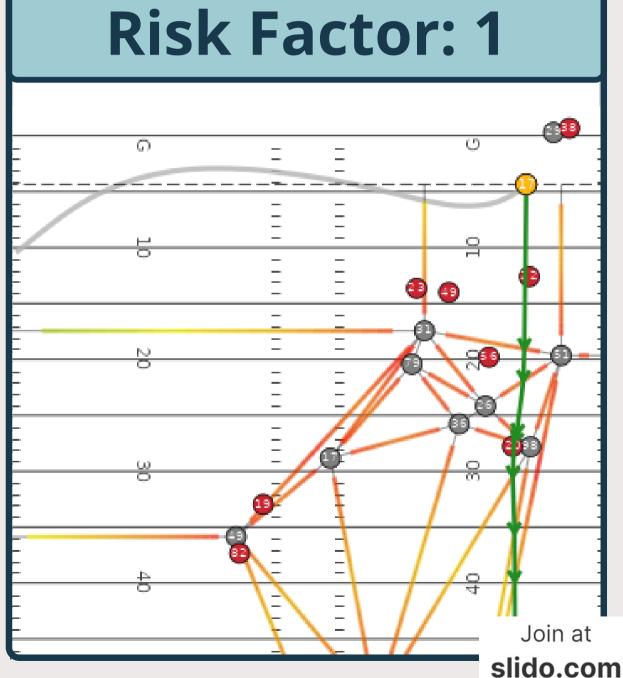


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https://rr-sportsstats.shinyapps.io/path_generator/





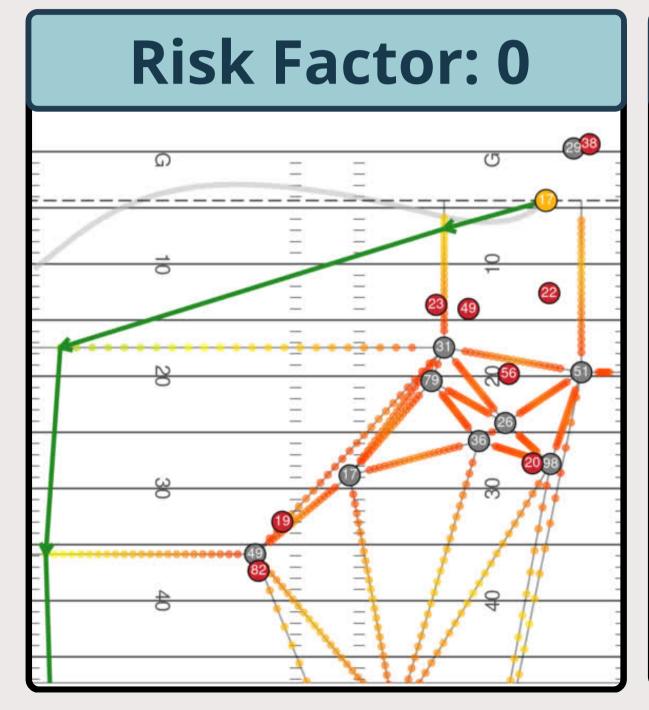


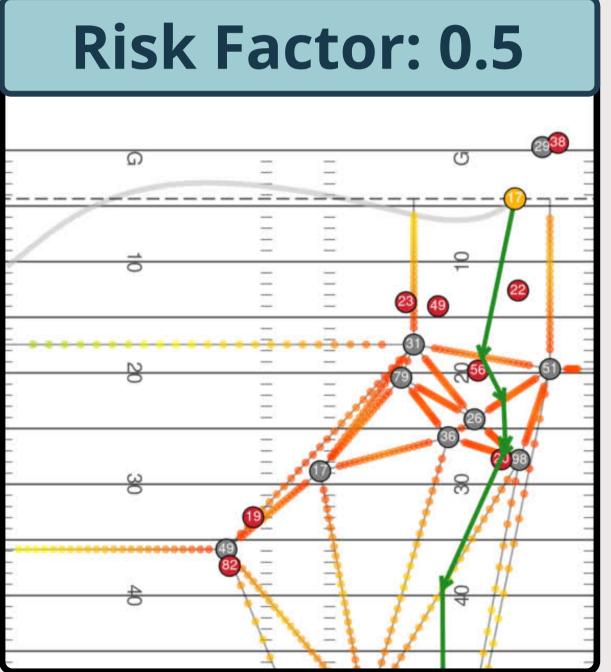
NFL BIG DATA BOWL

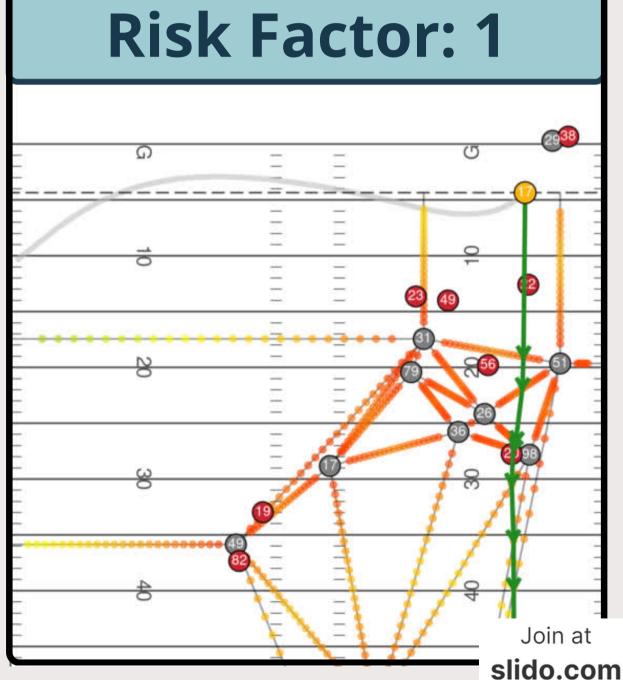


#WAC2023

https://rr-sportsstats.shinyapps.io/path_generator/









Current State of Curling Analytics



Game Results

대회 경기결과 / Résultats de la parti

Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	9	10	Extr	a Ends	Total
В	11 11	GBR - Great Britain JPN - Japan	*	1	0	1	0	1	0	0	0	0	0	\top	\blacksquare	3 5

CDE	Court Britain	Shot Su	ccess	
GBF	R - Great Britain	Game	All	
4 S	MUIRHEAD Eve	65%	76%	
3 V	SLOAN Anna	81%	76%	
2	ADAMS Vicki	73%	78%	
1	GRAY Lauren	89%	82%	
Α	SCHAFER Kelly	-	-	
	Team Total	77%	78%	

IDN	laman.	Shot Su	ccess		
JPN	- Japan	Game			
4 S	FUJISAWA Satsuki	83%	75%		
3 V	YOSHIDA Chinami	85%	78%		
2	SUZUKI Yumi	69%	73%		
1	YOSHIDA Yurika	85%	80%		
Α	MOTOHASHI Mari	-			
	Team Total	80%	76%		

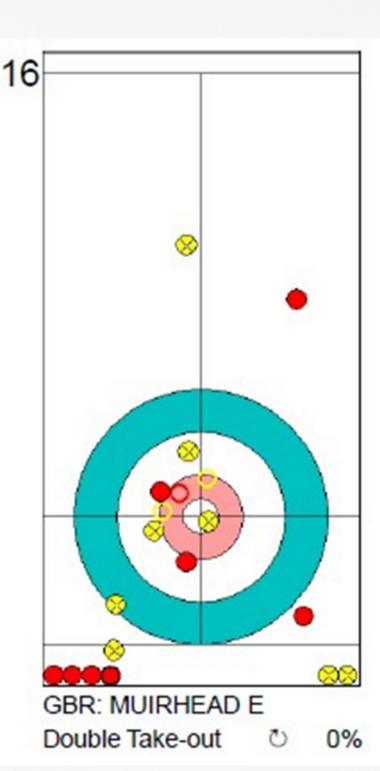
Shot Success Analysis

GBR - Great Britain			O		5	Game		
4 MUIRHEAD Eve	Draws	4	75%	3	75%	7	75%	
	Take-outs	7	43%	6	79%	13	60%	
	Total	11	55%	9	78%	20	65%	
3 SLOAN Anna	Draws	1	100%	4	81%	5	85%	
	Take-outs	9	92%	6	63%	15	80%	
	Total	10	93%	10	70%	20	81%	
2 ADAMS Vicki	Draws	0	-	2	63%	2	63%	
	Take-outs	8	75%	10	73%	18	74%	
	Total	8	75%	12	71%	20	73%	
1 GRAY Lauren	Draws	6	92%	10	85%	16	88%	
	Take-outs	1	75%	3	100%	4	94%	
	Total	7	89%	13	88%	20	89%	
A SCHAFER Kelly	Draws	0	-	0	-	0	-	
	Take-outs	0	-	0	-	0	-	
	Total	0	-	0	-	0	-	
Team	Draws	11	86%	19	80%	30	83%	
	Take-outs	25	72%	25	75%	50	74%	
	Total	36	76%	44	77%	80	77%	

JPN - Japan		0			0	Game		
4 FUJISAWA Satsuki	Draws	8	78%	4	94%	12	83%	
	Take-outs	5	85%	3	75%	8	81%	
	Total	13	81%	7	86%	20	83%	
3 YOSHIDA Chinami	Draws	4	88%	5	90%	9	89%	
	Take-outs	6	67%	5	100%	11	82%	
	Total	10	75%	10	95%	20	85 %	
2 SUZUKI Yumi	Draws	3	58%	6	71%	9	67%	
	Take-outs	5	55%	6	83%	11	70%	
	Total	8	56%	12	77%	20	69%	
1 YOSHIDA Yurika	Draws	3	92%	12	90%	15	90%	
	Take-outs	0	-	5	70%	5	70%	
	Total	3	92%	17	84%	20	85%	
A MOTOHASHI Mari	Draws	0	-	0	-	0		
	Take-outs	0	-	0		0	-	
	Total	0	-	0	-	0	-	
Team	Draws	18	79%	27	86%	45	83%	
	Take-outs	16	69%	19	83%	35	76%	
	Total	34	74%	46	85%	80	80%	

Lack of Quality Data

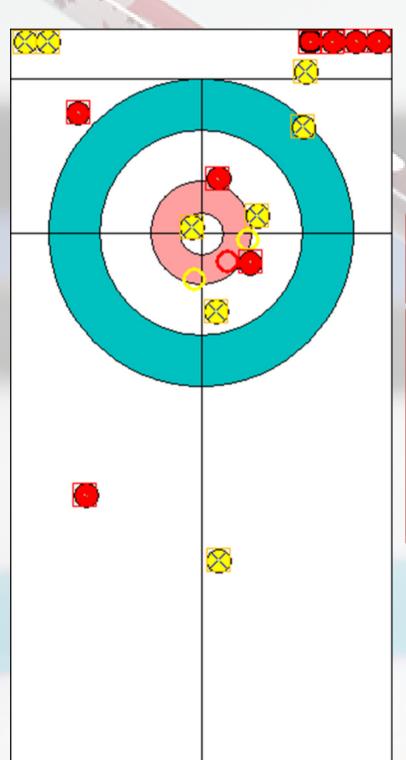
- Data is collected by volunteers watching the live games
 - Adds many types of potential error to the data
- No tracking data
- We can't know what calls were made or discussed without the video or audio of the game
 - Even then, you still may not know
- Each shot is ranked on a discrete scale from 0 to 4
 - not very descriptive
 - judged by volunteers which adds human bias



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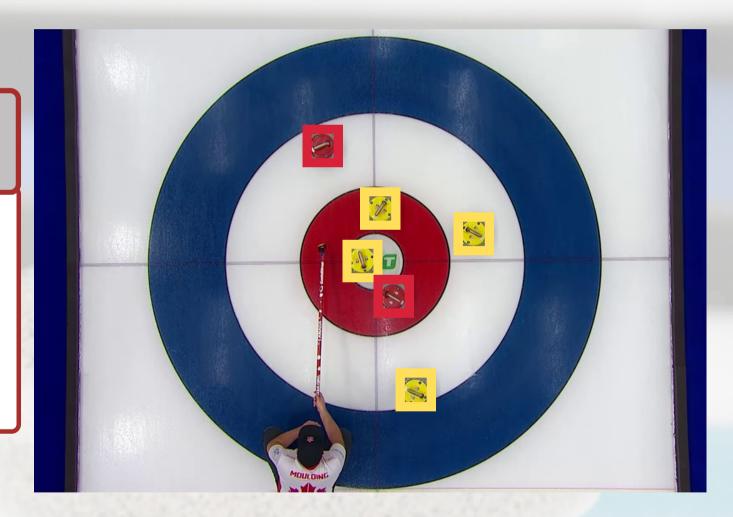
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Machine Learning for Data Collection



Gather Quality Data

- Use Machine Learning techniques to gather stone locations from the PDFs and Broadcast video
 - Edge Detection
 - Haar Cascase



Canada's (yellow) Shot-By-Shot Win Probability



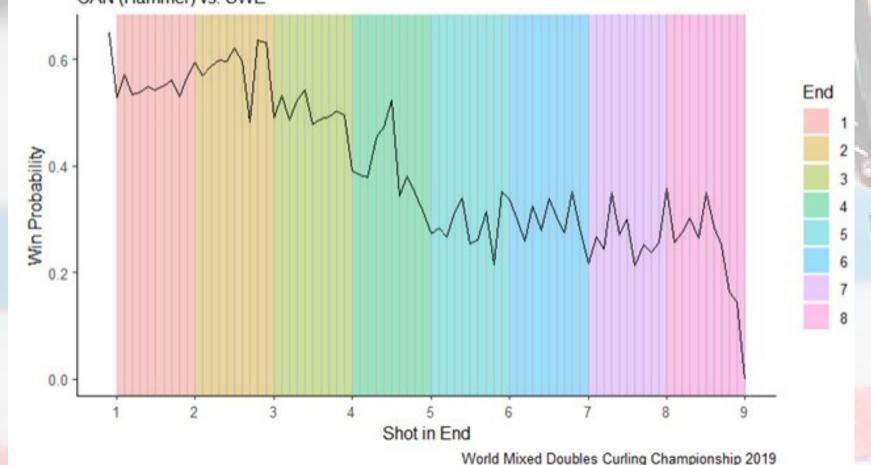
Game Results

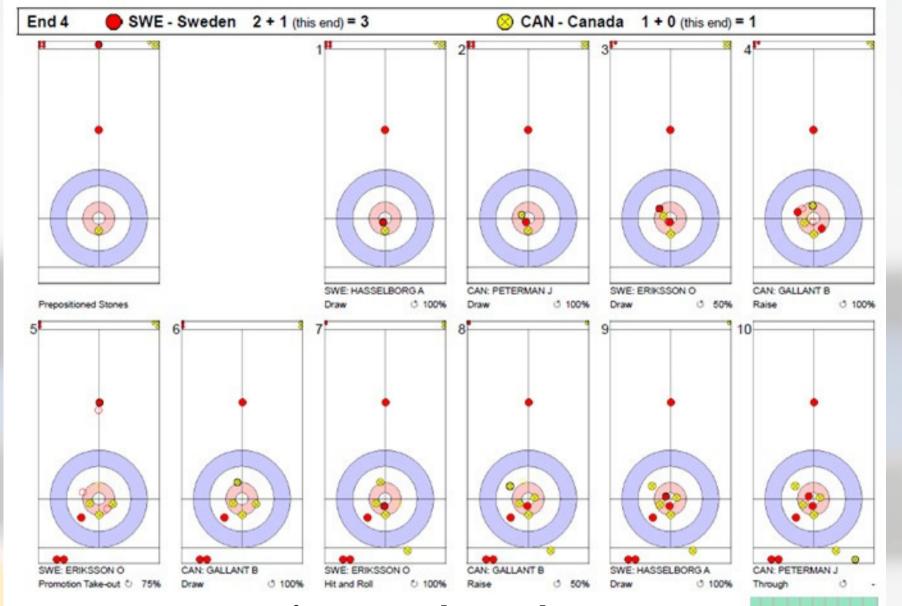
Sheet	Game	Team	LSFE	1	2	3	4	5	6	7	8	E	xtra En	ds	Total
_	11	SWE - Sweden		0	1	1	1	0	2	0	1			П	6
C	11	CAN - Canada		1	0	0	0	2	0	2	0				5

CIM	F Cdan	Shot Su	ccess		
SVV	E - Sweden	Game	All		
F	HASSELBORG Anna	81%	80%		
M	ERIKSSON Oskar	86%	81%		
	Team Total	84%	81%		

CA	N - Canada	Shot Succes				
CA	N - Canada	Game	All			
F	PETERMAN Jocelyn	88%	82%			
M	GALLANT Brett	71%	80%			
	Team Total	78%	81%			

Shot-by-Shot Win Probability CAN (Hammer) vs. SWE





Zoom in on 4th End

- Sweden leads shots 1-3
- 4-6 Canada in good position to score
- 7th shot swings back to Sweden
- 8th looks good for Canada
- 9-10th strong positions for Sweden



Women's Tour Curling 2019-2022 All Games

Ends Remaining	Tie	ed		One Poi	nt Gam	e		Two Poi	nt Gam	e		Three Po	int Gan	ne
•	Hammer :	Steal	Up Hammer	Down Steal	Up Steal	Down Hammer	Up Hammer	Down Steal	Up Steal	Down Hammer	Up Hammer	Down Steal	Up Steal	Down Hammer
Extra Ends	70.00%	30.00%						N	lil					
Last End	70.40%	29.60%	86.80%	13.20%	60.30%	39.70%	97.70%	2.30%	84.90%	15.10%	99.60%	0.40%	96.10%	3.90%
2nd Last End	65.60%	34.40%	80.80%	19.20%	66.80%	33.20%	93.20%	6.80%	83.30%	16.70%	95.90%	4.10%	93.70%	6.30%
3rd Last End	61.90%	38.10%	80.90%	19.10%	62.90%	37.10%	90.60%	9.40%	77.00%	23.00%	96.70%	3.30%	88.90%	11.10%
4th Last End	63.70%	36.30%	63.70%	36.30%	73.80%	26.20%	59.30%	40.70%	89.10%	10.90%	76.20%	23.80%	94.50%	5.50%
First End (8 ends)	57.70%	42.30%						N	lil					

Winning percentage in the last end when tied with hammer

Team		Men		Women					
Rank	'17 & '18	'19 & '20	Chg	'17 & '18	'19 & '20	Chg			
1-5	89.4	88.3	-1.1	75.9	86.0	+10.1			
6-20	84.6	88.2	+3.6	76.2	81.9	+5.7			
21-50	79.1	83.5	+4.4	73.2	76.0	+2.8			
51-100	74.3	80.3	+6.0	66.0	70.3	+4.3			

"There was but one question he left unasked: if gross miscalculations of a person's value could occur on a baseball field, before a live audience of thirty thousand, and a television audience of millions more, what did that say about the measurement of performance in other lines of work?"

