STAT 451 Project 27 Proposal: Lines of Code:

Unnar	ned: 0	Playe	er Year	Draft pick	Height (No Shoes)	Height (With Shoes)	Wingspan	Standing reach	Vertical (Max)	Vertical (Max Reach)	Vertical (No Step)	Vertical (No Step Reach)	Weight	Body Fat	Hand (Length)	Hand (Width)	Bench	Agility	Sprint
	0	Blake Griffi	n 2009	1.0	80.5	82.00	83.25	105.0	35.5	140.5	32.0	137.0	248.0	8.2	NaN	NaN	22.0	10.95	3.28
	1	Terreno William		11.0	77.0	78.25	81.00	103.5	37.0	140.5	30.5	134.0	213.0	5.1	NaN	NaN	9.0	11.15	3.18
	2	Geral Henderso		12.0	76.0	77.00	82.25	102.5	35.0	137.5	31.5	134.0	215.0	4.4	NaN	NaN	8.0	11.17	3.14
layers_	data	a.head(3)																	
	_id	birthDate	birthPlac	e caree	r_AST ca	reer_FG%	career_FG3%	career_FT9	% career_G	career_P	ER caree	r_PTS d	lraft_pick	draft_ro	und draf	t_team d	raft_year	height	highS
abdela	al01	24-Jun-68	Cairc Egyp		0.3	50.2	0	70.	1 256		13	5.7	25th overall	1st ro		ortland Blazers	1990	10-Jun	Bloon Bloon New J
abdulz	a01	7-Apr-46	Brooklyr New Yor		1.2	42.8	NaN	72.	8 505	15	5.1	9.0 5	ith overall	1st ro	und ^{Cir}	ncinnati Royals	1968	9-Jun	John Bro Nev
																waukee			Me

After cleanup:

1 merged_df.head(3)

	Player	Height (No Shoes)	Wingspan	Standing reach	Vertical (Max Reach)	Weight	Body Fat	Agility	Sprint	draft_pick	career_PER	career_WS
0	Blake Griffin	80.5	83.25	105.0	140.5	248.0	8.2	10.95	3.28	1.0	22.2	75.3
1	Terrence Williams	77.0	81.00	103.5	140.5	213.0	5.1	11.15	3.18	11.0	11.5	-0.2
2	Gerald Henderson	76.0	82.25	102.5	137.5	215.0	4.4	11.17	3.14	64.0	13.4	32.1

1 merged_df.shape

X features: Height (No shoes), Wingspan, Standing reach, Vertical (Max Reach), weight, Body Fat, Agility, Sprint

Y target variables: Career WS (Win Share- a measure that is assigned to players based on their offense, defense, and playing time. "A win share is worth one-third of a team win. If a team wins 60 games, there are 180 'Win Shares' to distribute among the players."(2)), Salaries

Ouestions:

What player statistics are important for winning?

What player statistics are fiscally underrated?

Can we use NBA Combine numbers to accurately predict career statistics?

Methods: Feature Engineering, Feature Selection, Data Imputation, Binning, Decision Trees, Linear Regressor, Kernel Regressor, Model Performance Assessments, and Hyperparameter Tuning

Data Set Link: https://www.kaggle.com/datasets/thedevastator/nba-draft-combine-measurementdata-from-2012-201

^(423, 12)