NBA 2024-25 season MVP Predictions

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Our Goals:

Identify which player should be considered a candidate for the NBA Most Valuable Player (MVP).

Our methods:

Three machine learning algorithms to predict:

- Support Vector Machine (SVM)
- Decision Tree Classification
- K-Nearest Neighbors Classifier (KNN)

Compare accuracy of the three methods and apply the best model to predict the result.





Our Data:

Our raw data from the official NBA web: https://www.basketballreference.com/leagues/NBA_2025_per_game.html

024-	25 NBA Season St	anding	<u>s S</u>	chedu	ule a	nd F	Result	<u>s</u> ,	Leade	rs <u>C</u>	bac	nes	Play	er S	tats 🔻	Oth	ner v	Ba	ack to	<u>top</u> ▲					_	_			
							Tota	als	Per	Game		Per 3	6 Min		Per 10	00 Poss		dvan	iced	Pla	y-by-F	Play	Sh	ooting		Adju	sted S	hootin	9
	Game Hupgra	ded '+	Share	ə & E	xpo	rt 🔻	~	Whe	n tabl	e is sor	ted,	hide	non-e	quali	ifiers f	or rate	stats	Glo	ossary	,									
Rk	Player	Age	Team	Pos	G	GS	MP	FG	FGA	FG% 3	P	BPA	3P%	2P	2PA	2P%	eFG%	FT	FTA	FT%	ORB	DRB	TRB	AST	STL	BLK	тоv	PF P	TS Awa
1	Giannis Antetokounmpo	30	MIL	PF	17	17	35.2	13.2	21.6	.609 0	.2	0.8	.214	13.0	20.8	.624	.613	6.4	10.5	.612	2.1	9.8	11.9	6.6	0.5	1.4	3.3	2.7 3	2.9
2	LaMelo Ball	23	<u>CHO</u>	PG	18	18	34.1	10.7	24.9	.430 4	.7 :	13.1	.356	6.1	11.8	.512	.523	4.9	5.8	.848	0.9	4.4	5.4	6.9	1.1	0.2	4.5	4.1 3	1.1
3	Shai Gilgeous-Alexande	26	<u>OKC</u>	SG	20	20	34.6	10.4	20.7	.504 2	.1	6.1	.344	8.3	14.6	.570	.554	7.1	8.3	.855	1.0	4.5	5.5	6.5	1.7	1.1	2.8	1.9 3	0.0
4	<u>Nikola Jokić</u>	29	DEN	с	15	15	37.5	11.1	19.8	.562 2	.2	4.3	.508	8.9	15.5	.578	.618	5.1	6.3	.819	4.1	9.1	13.2	10.7	1.5	0.9	3.7	1.9 2	9.6
5	Paolo Banchero	22	ORL	PF	5	5	36.4	9.6	19.4	.495 2	.2	6.4	.344	7.4	13.0	.569	.552	7.6	11.8	.644	2.4	6.4	8.8	5.6	0.6	0.8	2.2	2.6 2	9.0
6	Luka Dončić	25	DAL	PG	15	15	36.6	10.2	22.7	.449 3	.3	9.9	.329	6.9	12.8	.542	.521	4.9	6.4	.771	0.5	7.1	7.6	8.0	1.7	0.3	3.3	2.7 2	8.6
7	Jayson Tatum	26	BOS	PF	21	21	36.4	9.1	20.1	.454 4	.0 :	10.6	.374	5.2	9.6	.542	.552	6.2	7.7	.802	0.5	8.1	8.6	5.6	1.3	0.6	3.0	2.4 2	8.4
8	Anthony Davis	31	LAL	с	20	20	35.4	10.0	18.4	.542 0	.8	2.1	.357	9.2	16.3	.566	.563	7.2	9.1	.786	2.6	9.0	11.5	3.3	1.3	2.0	2.0	2.0 2	7.8
9	De'Aaron Fox	27	SAC	PG	21	21	37.8	10.0	20.3	.493 2	.1	6.3	.341	7.9	14.0	.561	.546	5.3	6.6	.806	1.0	4.0	5.0	5.9	1.6	0.1	3.6	2.6 2	7.5
10	Kevin Durant	36	PHO	PF	12	12	37.3	9.6	18.0	.532 2	.8	6.3	.434	6.8	11.7	.586	.609	4.9	6.1	.808	0.3	6.7	6.9	3.2	0.6	1.6	3.3	1.8 2	6.8
11	Anthony Edwards	23	MIN	SG	20	20	37.0	9.3	20.8	.446 4	.5 :	10.7	.423	4.8	10.1	.470	.554	3.7	4.7	.796	0.7	4.8	5.5	3.7	1.3	0.6	3.0	2.0 2	6.7
12	Damian Lillard	34	MIL	PG	16	16	36.2	7.9	18.0	.441 3	.3	9.2	.361	4.6	8.8	.525	.533	6.8	7.3	.923	0.6	3.9	4.5	7.8	1.0	0.3	2.8	1.9 2	5.9
13	Tyrese Maxey	24	PHI	PG	12	12	36.2	9.3	22.2	.417 3	.3	9.8	.333	6.0	12.4	.483	.491	4.2	4.9	.847	0.2	3.0	3.2	4.5	2.0	0.3	1.8	2.7 2	5.9
14	Jalen Brunson	28	NYK	PG	20	20	34.5	8.7	17.9	.486 2	.6	6.2	.411	6.2	11.7	.526	.557	5.5	6.5	.845	0.5	2.5	3.0	7.9	0.7	0.1	2.3	2.5 2	5.4
15	Karl-Anthony Towns	29	NYK	с	19	19	33.4	9.1	17.0	.533 2	.4	5.2	.455	6.7	11.8	.567	.602	4.7	5.5	.857	2.9	10.1	13.0	3.2	0.8	0.8	2.2	3.3 2	5.2
16	Jaylen Brown	28	BOS	SF	16	16	36.1	8.4	19.7	.429 2	.7	7.9	.341	5.8	11.8	.487	.497	5.4	7.0	.777	1.6	4.8	6.4	4.3	1.1	0.4	2.4	2.8 2	5.0
17	Kyrie Irving	32	DAL	SG	19	19	35.4	9.3	18.4	.504 3	.2	6.9	.466	6.1	11.5	.528	.592	3.1	3.5	.879	1.2	3.7	4.8	5.6	1.2	0.2	2.1	2.3 2	4.8
18	Devin Booker	28	PHO	SG	19	19	36.8	8.0	18.1	.443 2	.6	7.6	.345	5.4	10.4	.515	.516	6.1	6.8	.892	1.2	2.3	3.5	6.6	1.0	0.4	2.1	2.2 2	4.7
19	Cam Thomas	23	BRK	SG	17	17	33.4	8.1	17.5	.461 2	.9	7.4	.389	5.2	10.1	.515	.544	5.7	6.6	.866	0.4	2.9	3.2	3.4	0.7	0.1	2.8	2.0 2	4.7
20	Donovan Mitchell	28	CLE	SG	20	20	31.9	8.8	19.3	.457 3	.7	9.3	.398	5.1	10.0	.513	.553	3.3	4.1	.805	0.6	4.3	4.9	4.0	1.5	0.3	2.1	2.3 2	4.6
21	Victor Wembanyama	21	SAS	с	17	17	32.4	8.8	18.2	.484 3	.2	9.2	.350	5.6	9.0	.621	.573	3.1	3.6	.855	2.1	8.2	10.2	3.6	1.3	3.5	3.6	2.1 2	4.0
22	RJ Barrett	24	TOR	SG	18	18	34.5	8.7	18.9	.457 2	.1	5.8	.356	6.6	13.2	.502	.512	4.3	6.2	.694	0.9	5.4	6.3	6.2	0.8	0.3	3.4	2.5 2	3.7
23	Tyler Herro	25	MIA	SG	19	19	35.2	8.1	17.6	.461 4	.1	9.9	.407	4.1	7.6	.531	.576	3.5	4.0	.868	0.3	4.9	5.2	4.9	0.7	0.1	2.4	1.7 2	3.7
24	Norman Powell	31	LAC	SG	16	16	32.9	8.1	16.5	.492 3	.9	7.9	.496	4.2	8.6	.489	.612	3.4	4.1	.831	0.3	2.6	2.9	2.3	1.1	0.2	2.1	1.8 2	3.6
25	Cade Cunningham	23	DET	PG	18	18	36.2	8.8	19.9	.443 2	.3	6.2	.375	6.5	13.7	.474	.501	3.5	4.3	.808	1.1	6.1	7.2	9.0	0.9	0.8	4.7	2.6 2	3.5
26	Franz Wagner	23	ORL	SF	22	22	32.5	8.5	18.4	.464 2	.1	6.2	.338	6.5	12.2	.528	.521	4.2	5.0	.853	1.0	4.7	5.7	5.9	1.8	0.5	2.3	2.4 2	3.4
	DeMar DeRozan	25	SAC	C.C.					17.0	.507 0						.540	.526			.827	0.6	3.6	4.2	4.4		0.6		1.4 2	2.0





Data processing:

[404]:		Player	Age	Team	Pos	G	GS	MP	FG	FGA	FG%	 ORB	DRB	TRB	AST	STL	BLK	тоу	PF	PTS	Awards
	0	Giannis Antetokounmpo	30.0	MIL	PF	9.0	9.0	34.8	12.9	21.2	0.607	 2.3	10.4	12.8	5.2	0.4	0.9	2.7	3.6	31.6	NaN
	1	Anthony Davis	31.0	LAL	PF	9.0	9.0	35.1	10.8	18.7	0.577	 2.1	8.3	10.4	2.8	1.3	2.0	2.2	1.2	31.2	NaN
	2	Jayson Tatum	26.0	BOS	SF	11.0	11.0	36.0	9.5	20.5	0.465	 0.5	7.2	7.6	5.0	1.6	0.5	2.9	2.5	30.5	NaN
	3	Nikola Jokić	29.0	DEN	С	10.0	10.0	38.1	10.8	19.2	0.563	 4.5	9.2	13.7	11.7	1.7	1.0	4.1	2.0	29.7	NaN
	4	LaMelo Ball	23.0	СНО	PG	10.0	10.0	33.4	10.2	23.0	0.443	 1.0	3.9	4.9	6.2	1.5	0.3	4.7	4.1	29.4	NaN

Only Keep Useful Data:

	Player	Team	Pos	G	GS	MP	FG	FGA	FG%	ЗP	 FT%	ORB	DRB	TRB	AST	STL	BLK	тоу	PF	PTS
0	Giannis Antetokounmpo	MIL	PF	9.0	9.0	34.8	12.9	21.2	0.607	0.1	 0.554	2.3	10.4	12.8	5.2	0.4	0.9	2.7	3.6	31.6
1	Anthony Davis	LAL	PF	9.0	9.0	35.1	10.8	18.7	0.577	0.7	 0.794	2.1	8.3	10.4	2.8	1.3	2.0	2.2	1.2	31.2
2	Jayson Tatum	BOS	SF	11.0	11.0	36.0	9.5	20.5	0.465	4.3	 0.798	0.5	7.2	7.6	5.0	1.6	0.5	2.9	2.5	30.5
3	Nikola Jokić	DEN	С	10.0	10.0	38.1	10.8	19.2	0.563	2.2	 0.843	4.5	9.2	13.7	11.7	1.7	1.0	4.1	2.0	29.7
4	LaMelo Ball	СНО	PG	10.0	10.0	33.4	10.2	23.0	0.443	4.8	 0.840	1.0	3.9	4.9	6.2	1.5	0.3	4.7	4.1	29.4





Adding Variables:

Add variable efficiency (EFF) to measure a player's goal efficiency:

F	$ \text{Afficiency} = \frac{PT}{PT} $	S' S + S'	TRI	B +	AS'	T +	ST	L +	BLK	—	(F	GA ·	$-\mathbf{F}$	G) -	- (F	ΤA	-F	'T)	— T	OV
	iiiioioiio y									M_{\cdot}	Р									
	Player	Team	Pos	G	GS	МР	FG	FGA	FG%	3P		DRB	TRB	AST	STL	BLK	тоу	PF	PTS	EFF
0	Giannis Antetokounmpo	MIL	PF	9.0	9.0	34.8	12.9	21.2	0.607	0.1		10.4	12.8	5.2	0.4	0.9	2.7	3.6	31.6	1.017241
1	Anthony Davis	LAL	PF	9.0	9.0	35.1	10.8	18.7	0.577	0.7		8.3	10.4	2.8	1.3	2.0	2.2	1.2	31.2	1.005698
2	Jayson Tatum	BOS	SF	11.0	11.0	36.0	9.5	20.5	0.465	4.3		7.2	7.6	5.0	1.6	0.5	2.9	2.5	30.5	0.819444
3	Nikola Jokić	DEN	С	10.0	10.0	38.1	10.8	19.2	0.563	2.2		9.2	13.7	11.7	1.7	1.0	4.1	2.0	29.7	1.160105

SVM Features and Variable:

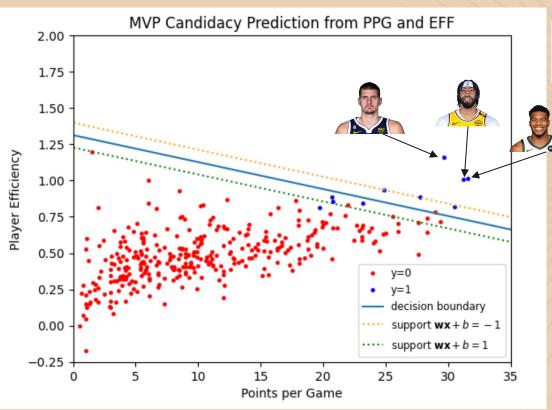
Training Feature X:

- Points Scored (PTS)
- Efficiency (EFF)

Binary Variable y:

- Y = 1 when G>5, MP>30, and EFF>0.8
- Y = 0 otherwise

Support Vector Machine (SVM)



clf.coef_=[[0.21774983 11.71920381]]
clf.intercept_=[-15.38975733]
The decision boundary is 0.218 * PTS + 11.7 * EFF = -15.4
The training accuracy is 0.985.

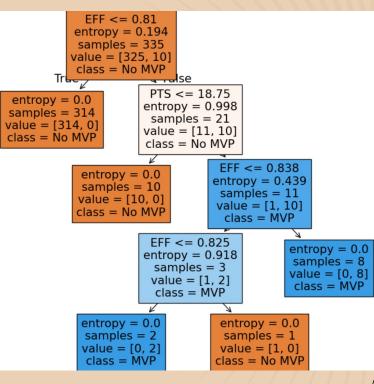
The player with the best shot at winning the MVP for the 24-25 season is:

- 1. Giannis Antetokounmpo
- 2. Anthony Davis
- 3. Nikola Jokić





Decision Tree Classification



Key Features:

- The model uses Efficiency (EFF) and Points Per Game (PTS) to classify MVP candidates.
- EFF ≤ 0.81 is the most significant split, dividing players into likely MVP and non-MVP groups.

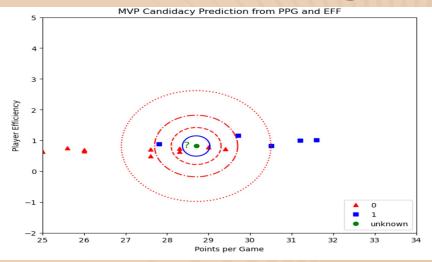
Results:

- Achieved 100% accuracy on the training data, perfectly classifying all samples.
- This suggests potential overfitting, as the model may not generalize well to new data.

Insight:

• Players with high EFF (> 0.81) but moderate PTS can still be classified as MVP candidates, showing the importance of efficiency in performance evaluation.

k-Nearest Neighbors Classifier



For k=1, predict green is 0. For k=3, predict green is 0. For k=5, predict green is 0. For k=7, predict green is 0. For k=1, predict green is 0.0. For k=3, predict green is 0.2. For k=7, predict green is 0.286.

- X = PPG Y = player efficiency
- Green dot for NBA player averaging 28.7 PTS on 0.82 EFF
- the classifier would determine most player to not be a MVP candidate.



Conclusion:

- We have found that using a support vector machine is the best way to predict if a player is an MVP candidate. This method correctly identifies 'MVP-caliber' players based on their individual achievements, with very few mistakes.
- The decision tree classifier, while it seems strong at first, tends to fit the data too closely. This overfitting means it may not predict new data accurately.
- The k-nearest neighbors method did not work as well with our data. This is because most players in the data are not MVP candidates, which affects how this method performs.
- It is important to remember that deciding if a player is an MVP candidate is somewhat subjective. The MVP award is given based on votes from sports media people, who might consider factors like a player's story or "narrative." These factors are hard to measure with data. So, while our models are helpful, they might not capture <u>a</u>ll the reasons why a player becomes an MVP.

