### Bayesian Hierarchical Modelling for the Prediction of Football Results

Gianluca Baio<sup>1,2</sup> Marta Blangiardo<sup>3</sup>

<sup>1</sup>Department of Epidemiology and Public Health, University College London (UK)

<sup>2</sup>Department of Statistics, University of Milano Bicocca (Italy)

<sup>3</sup>Department of Epidemiology and Public Health, Imperial College London (UK)

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- 2 Statistical framework
- Bayesian modelling
- Some results
- Other possible applications
- Conclusions

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#### Introduction

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- Bayesian modelling

#### Some results

Other possible applications

### Background

- (Surprisingly) many examples of statistical models for football results exist in the literature
- Although the Binomial or Negative Binomial have been proposed in the late 1970s (Pollard et al 1977), the Poisson distribution has been widely accepted as a suitable model for the number of goals scored. The "classical model" typically assumes independence between the goals scored by the home and the away team (Maher 1982)
- However, some authors have shown empirical, although relatively low, levels of correlation between the two quantities and therefore have used correction factor to the independent Poisson model to improve the performance in terms of prediction (for instance Dixon & Coles 1997)
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## Bivariate Poisson (BP) model

• To account for correlation, K&N define a model with:

 $Z_1 \sim \mathsf{Poisson}(\theta_1)$   $Z_2 \sim \mathsf{Poisson}(\theta_2)$   $Z_3 \sim \mathsf{Poisson}(\theta_3)$ 

independently, whereby for  $X = Z_1 + Z_3$  and  $Y = Z_2 + Z_3$  we have

 $(X,Y) \sim \mathsf{BP}(\theta_1,\theta_2,\theta_3)$ 

- By properties of the BP:
  - $\blacksquare \mathsf{E}[X] = \theta_1 + \theta_3$
  - $E[Y] = \theta_2 + \theta_3$
  - $Ov(X,Y) = \theta_3$
  - The distribution of D = X Y, which is all is needed to determine the outcome (but not the exact result!) of the game, does not depend on the correlation parameter  $\theta_3$

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- Solution The distribution of D = X Y, which is all is needed to determine the outcome (but not the exact result!) of the game, does not depend on the correlation parameter  $\theta_3$

#### Estimation

• K&N consider the reasonable case of a BP regression model

 $(X_i, Y_i) \sim \mathsf{BP}(\theta_{1i}, \theta_{2i}, \theta_{3i})$  $\log \theta_{ki} = \mathbf{w}_{ki} \boldsymbol{\beta}_k, \qquad k = 1, 2, 3$ 

where i = 1, ..., n denotes the observations,  $\mathbf{w}_{ki}$  is a vector of explanatory variables and  $\beta_k$  is a vector of regression coefficients

- Also, they argue that parameter estimation is not straightforward in this case, because of the implied correlation  $\theta_3$ , therefore:
  - EM-like algorithms are required for frequentist estimation
  - RJMCMC-like algorithms are required for Bayesian estimation
- NB: K&N's main interest lies in the estimation of the effects used to explain the number of goals scored (ie. the vector β<sub>k</sub>); prediction is only a byproduct of the model

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#### Bayesian hierarchical modelling

- Although K&N provide (somewhere else) a Bayesian estimation using the BP model, their framework is intrinsically frequentist
- Alternative: the use of a full **Bayesian hierarchical model** can account for the correlation between the observed pair of counts
  - The structure associated with this model allows for more information to be included, avoiding the need for more complicated estimation algorithms (standard Gibbs sampling is sufficient)
  - Assuming two *conditionally independent* Poisson variables for the number of goals scored and a hierarchical structure, correlation is taken into account since the observable variables are mixed at an upper level
- Moreover, as we are framed in a Bayesian context, the main purpose is the prediction of a new game under the model, naturally handled using the (posterior) predictive distribution

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- We consider a league made by T teams playing each other twice in a season (one at home and one away)
- During the campaign a total of  $g=1,\ldots,G=T\times (T-1)$  games are played
- We indicate the number of goals scored by the home and by the away team in the g-th game of the season as  $y_{g1}$  and  $y_{g2}$  respectively, with:

 $y_{gj} \mid \theta_{gj} \sim \text{Poisson}(\theta_{gj}),$ 

where the parameters  $\theta = (\theta_{g1}, \theta_{g2})$  represent the *scoring intensity* for the *g*-th game and for the team playing at home (j = 1) or away (j = 2), respectively

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We model  $\theta$  according to a widely used formulation (see Karlis & Ntzoufras 2003 and the references therein), assuming a log-linear random effect model:

 $\log \theta_{g1} = home + att_{h(g)} + def_{a(g)}$  $\log \theta_{g2} = att_{a(g)} + def_{h(g)}$ 

- The parameter *home* represents the advantage for the team hosting the game and we assume that this effect is constant for all the teams and throughout the season
- The scoring intensity is determined jointly by the attack and defense ability of the two teams involved, represented by the parameters *att* and *def*, respectively
- The nested indexes  $h(g), a(g) = 1, \ldots, T$  identify the team that is playing at home (away) in the g-th game of the season

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#### Graphical representation of the model



#### Underlying assumptions

- The result of a game is specific to the teams involved
  - Only the scoring intensities directly influence the observed number of goals scored in each single game
- The scoring intensities (and therefore the observed goals) depend on the teams involved through the *att* and *def* parameters, which are considered to be *exchangeable* 
  - We assume a common random process from which each is drawn
  - It is possible to include expert knowledge to inform their distribution
- The  $\frac{G}{2}$  observations for all the home (away) games inform each other
  - This happens through the exchangeable model for *att* and *def*, which for all the teams depend on common (random) hyper-parameters ( $\mu_{att}$ ,  $\tau_{att}$ ) and ( $\mu_{def}$ ,  $\tau_{def}$ )
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### The data for the Italian Serie A 1991-92

g	home team	away team	h(g)	a(g)	$y_{g1}$	$y_{g2}$
1	Verona	Roma	18	15	0	1
2	Napoli	Atalanta	13	2	1	0
3	Lazio	Parma	11	14	1	1
4	Cagliari	Sampdoria	4	16	3	2
• • •						
303	Sampdoria	Cremonese	16	5	2	2
304	Roma	Bari	15	3	2	0
305	Inter	Atalanta	9	2	0	0
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For instance, Sampdoria are always associated with the index 16, whether they play away, as for a(4), or at home, as for h(303)

### Prior specification of the model

• The variable *home* is modelled as a fixed effect, assuming a standard minimally informative prior distribution:

#### *home* $\sim$ Normal(0, 0.0001)

• Conversely, for each  $t = 1, \ldots, T$ , the team-specific effects are modelled as exchangeable from a common distribution:

 $\begin{aligned} & \textit{att}_t \mid \mu_{\textit{att}}, \tau_{\textit{att}} \sim \text{Normal}(\mu_{\textit{att}}, \tau_{\textit{att}}) \quad \textit{def}_t \mid \mu_{\textit{def}}, \tau_{\textit{def}} \sim \text{Normal}(\mu_{\textit{def}}, \tau_{\textit{def}}) \\ & \text{with } \sum_{t=1}^T att_t = 0, \text{ and } \sum_{t=1}^T def_t = 0 \text{ to ensure identifiability} \end{aligned}$ 

• Finally, the hyper-priors of the attack and defense effects are modelled independently using again a flat prior distribution:

$$\begin{split} \mu_{\textit{att}} &\sim \text{Normal}(0, 0.0001), & \mu_{\textit{def}} \sim \text{Normal}(0, 0.0001), \\ \tau_{\textit{att}} &\sim \text{Gamma}(0.1, 0.1), & \tau_{\textit{def}} \sim \text{Gamma}(0.1, 0.1) \end{split}$$

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- Hierarchical model allows "borrowing strength" (the different "experiments" will be related and the estimation will be more precise)
- Bayesian model allows to compute the posterior predictive distribution, i.e. to simulate future occurrences from the model, given the posterior distributions of all relevant parameters
- Estimation is performed using standard Gibbs sampling
  - Easy to implement
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# Results (1) – estimation of the effects

teams	attack effect					defens	e effect	
	mean	2.5%	median	97.5%	mean	2.5%	median	97.5%
Ascoli	-0.2238	-0.5232	-0.2165	0.0595	0.4776	0.2344	0.4804	0.6987
Atalanta	-0.1288	-0.4050	-0.1232	0.1321	-0.0849	-0.3392	-0.0841	0.1743
Bari	-0.2199	-0.5098	-0.2213	0.0646	0.1719	-0.0823	0.1741	0.4168
Cagliari	-0.1468	-0.4246	-0.1453	0.1255	-0.0656	-0.3716	-0.0645	0.2109
Cremonese	-0.1974	-0.4915	-0.1983	0.0678	0.1915	-0.0758	0.1894	0.4557
Fiorentina	0.1173	-0.1397	0.1255	0.3451	0.0672	-0.1957	0.0656	0.3372
Foggia	0.3464	0.1077	0.3453	0.5811	0.3701	0.1207	0.3686	0.6186
Genoa	-0.0435	-0.3108	-0.0464	0.2149	0.1700	-0.0811	0.1685	0.4382
Inter	-0.2077	-0.4963	-0.2046	0.0980	-0.2061	-0.5041	-0.2049	0.0576
Juventus	0.1214	-0.1210	0.1205	0.3745	-0.3348	-0.6477	-0.3319	-0.0514
Lazio	0.0855	-0.1626	0.0826	0.3354	0.0722	-0.1991	0.0742	0.3145
Milan	0.5226	0.2765	0.5206	0.7466	-0.3349	-0.6788	-0.3300	-0.0280
Napoli	0.2982	0.0662	0.2956	0.5267	0.0668	-0.2125	0.0667	0.3283
Parma	-0.1208	-0.3975	-0.1200	0.1338	-0.2038	-0.5136	-0.2031	0.0859
Roma	-0.0224	-0.2999	-0.0182	0.2345	-0.1358	-0.4385	-0.1300	0.1253
Sampdoria	-0.0096	-0.2716	-0.0076	0.2436	-0.1333	-0.4484	-0.1317	0.1346
Torino	0.0824	-0.1821	0.0837	0.3408	-0.4141	-0.7886	-0.4043	-0.1181
Verona	-0.2532	-0.5601	-0.2459	0.0206	0.3259	0.1026	0.3254	0.5621
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# Results (2) - prediction



- Observed cumulative points through the season

- Cumulative points predicted from the Bayesian hierarchical model for each week

- Cumulative points predicted from the Bivariate Poisson model for each week

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Bayesian Prediction of Football Results

#### Observed vs. simulated table for the season 2005-2006

team		Observed results				Simulated results (medians)			
		points	scored	conceded	goal diff	points	scored	conceded	goal diff
1.	Juventus	91	71	24	47	76	67	31	36
2.	Milan	88	85	31	54	79	79	35	44
3.	Inter	76	68	30	38	72	64	35	29
4.	Fiorentina	74	66	41	25	66	63	43	20
5.	Roma	69	70	42	28	67	66	43	23
6.	Lazio	62	57	47	10	58	55	47	8
7.	Chievo	54	54	49	5	55	52	48	4
8.	Palermo	52	50	52	-2	51	49	51	-2
9.	Livorno	49	37	44	-7	48	39	45	-6
10.	Parma	45	46	60	-14	46	46	57	-11
11.	Empoli	45	46	62	-16	45	46	58	-12
12.	Udinese	43	40	54	-10	47	43	51	-8
13.	Ascoli	43	43	53	-14	45	41	52	-11
14.	Sampdoria	41	47	51	-4	50	47	50	-3
15.	Reggina	41	39	65	-26	40	41	61	-20
16.	Siena	39	42	60	-13	46	43	53	-10
17.	Cagliari	39	42	55	-18	44	43	57	-14
18.	Messina	31	34	58	-24	39	37	56	-19
19.	Lecce	29	30	57	-27	38	33	55	-22
20.	Treviso	21	24	56	-32	35	29	54	-25

## Posterior distribution of ranks



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#### Posterior predictive validation of the model



- Observed cumulative points through the season

- Cumulative points predicted from the model for each week

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#### Comparison with the BP model - Serie A 1991-1992



- Observed cumulative points through the season

- Cumulative points predicted from the Bayesian hierarchical model for each week

- Cumulative points predicted from the Bivariate Poisson model for each week

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# More serious (??) applications

- K&N (2006) discuss the use of the BP model to analyse paired count data in medicine
  - Before and after treatment measurements, with specific interest in the difference (ie. treatment effect)
- Karlis & Meligkotsidou (2005) use multivariate Poisson regression models with covariance structure in social science analysis
  - Data on the counts of (related) types of crimes using a Bayesian framework
- Tunaru (2002) works with a Bayesian multivariate Poisson-logNormal model to analyse accident data
  - The data include accidents between 1984 and 1991 in 150+ carriageways in Kent

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  - Computational issues: BP needs specific estimation algorithms
  - Theoretical problems: BP can only deal with positive levels of correlations for the observed counts (Aitchinson & Ho 1989)
- The application of this model to football results prediction produces reasonable findings, even if the fit can be improved
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  - Problems with different teams playing in the same league from one year to the next (relegation and promotions)

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#### Some references



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#### Thank You!