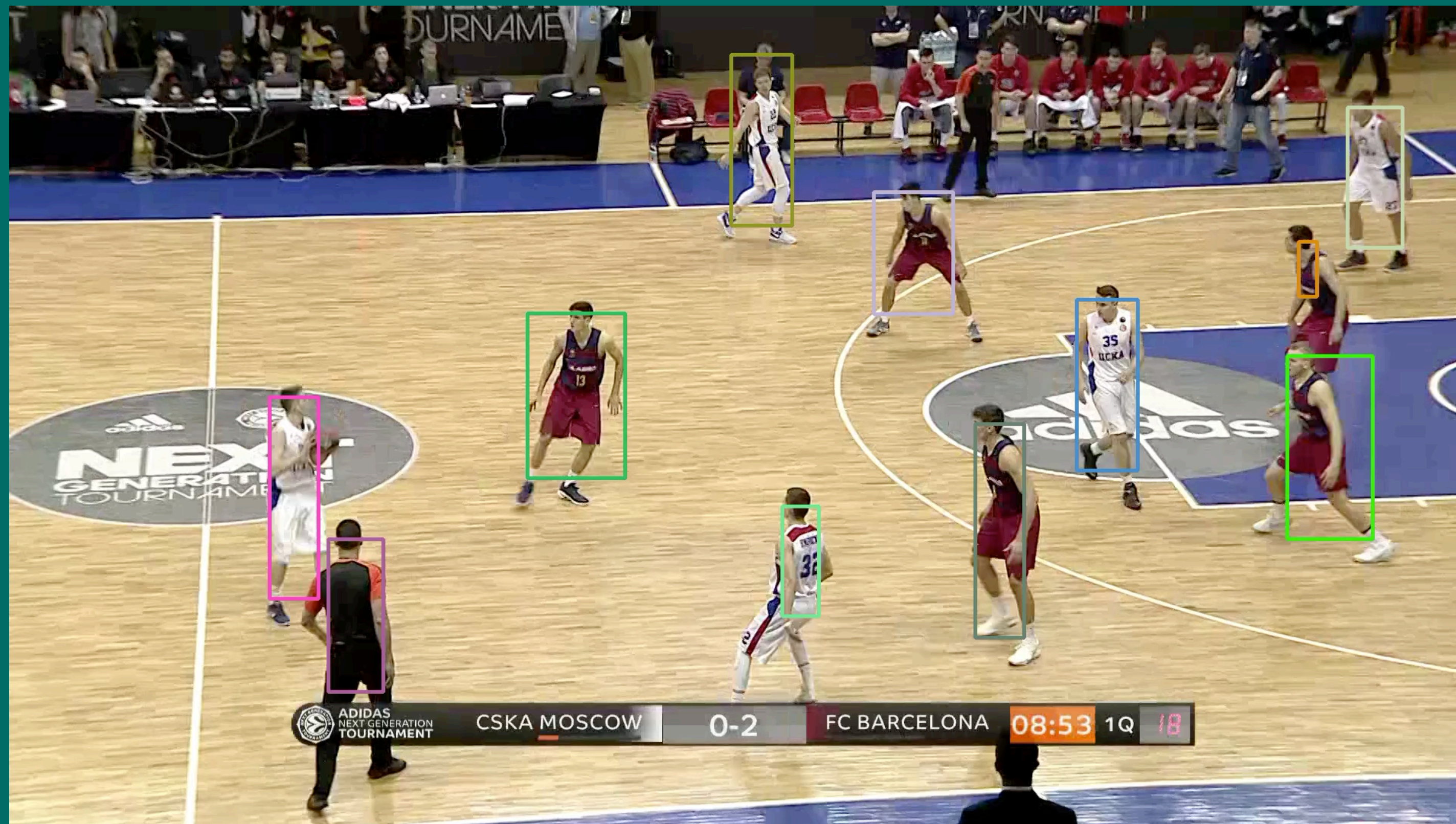


Bringing Computer Vision to the Court

Adrià Arbués-Sangüesa
Universitat Pompeu Fabra
Invited talk at CVSports 2021

Brief CV *(Curriculum Vitae, not Computer Vision)*

- PhD Fellow at Universitat Pompeu Fabra (Barcelona), defense in September 2021 (hopefully!).
- Academic contributions: tracking & body-orientation & applications



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[1] Single-Camera Basketball Tracker through Pose and Semantic Feature Fusion

[2] Multi-Person Tracking by Multi-Scale Detection in Basketball Scenarios

[3] Always Look on the Bright Side of the Field: Merging Pose and Contextual Data to Estimate Orientation of Soccer Players

[4] Using Player's Body-Orientation to Model Pass Feasibility in Soccer
+ *paper extension under review!*

[5] Learning Football Body-Orientation as a Matter of Classification

Research team: Adrián Martín (postdoc), Coloma Ballester and Gloria Haro (supervisors)

Brief CV *(Curriculum Vitae, not Computer Vision)*

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- When models are training... I am balling!



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- When models are training... I am ~~balling~~ **coaching**!



C.B. Cornellà (1st team - 3rd division)
@arbues6



F.C. Barcelona (u15)

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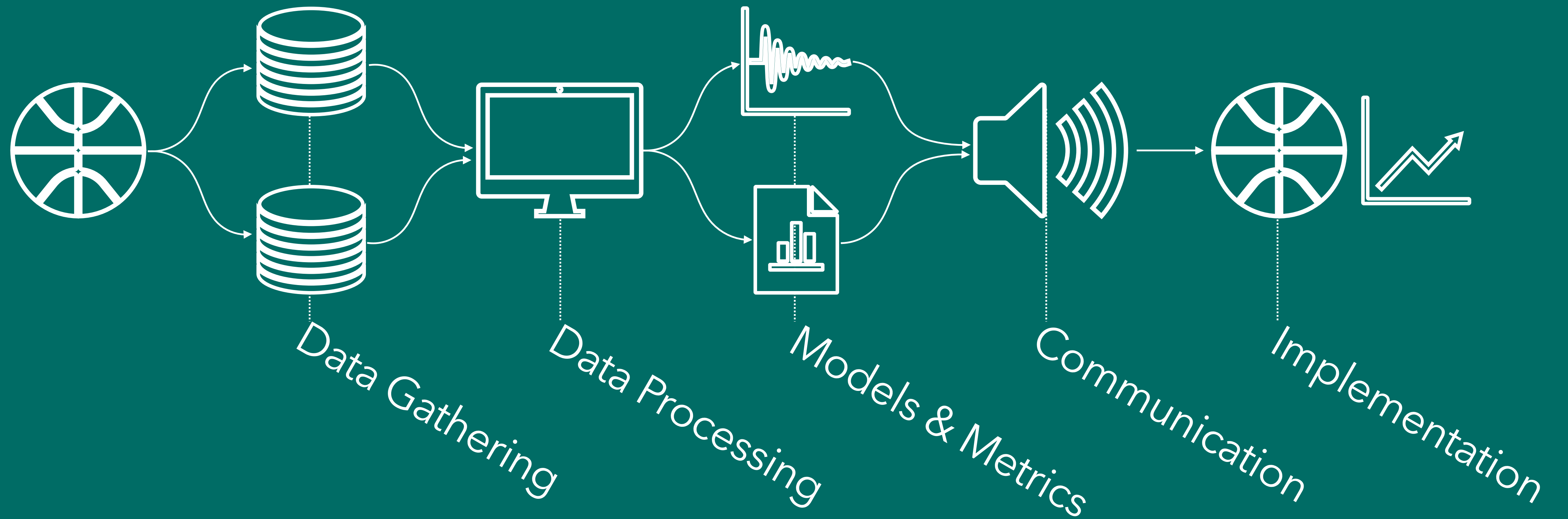
- PhD Fellow at Universitat Pompeu Fabra (Barcelona), defense in September 2021 (hopefully!).
- Academic contributions: tracking & body-orientation & applications
- When models are training... I am **coaching & disseminating!**



ImproveSports Stats Course

Beyond the 4 Factors

In this talk...



But first... Why?

Build a competitive advantage through analytics



Data Gathering

Data Processing

Models & Metrics

Communication

Implementation

Competitive Advantage



GM's / Board of directors

Hire the best possible
players / coaches

Coaching Staff

Build team chemistry
Design a playbook
Exhaustive scouting

Players

Stay healthy
Work hard & listen

Shared Goal:
Winning as many
games as possible

Data-driven processes 8

Competitive Advantage



GM's / Board of directors

Hire the best possible
players / coaches

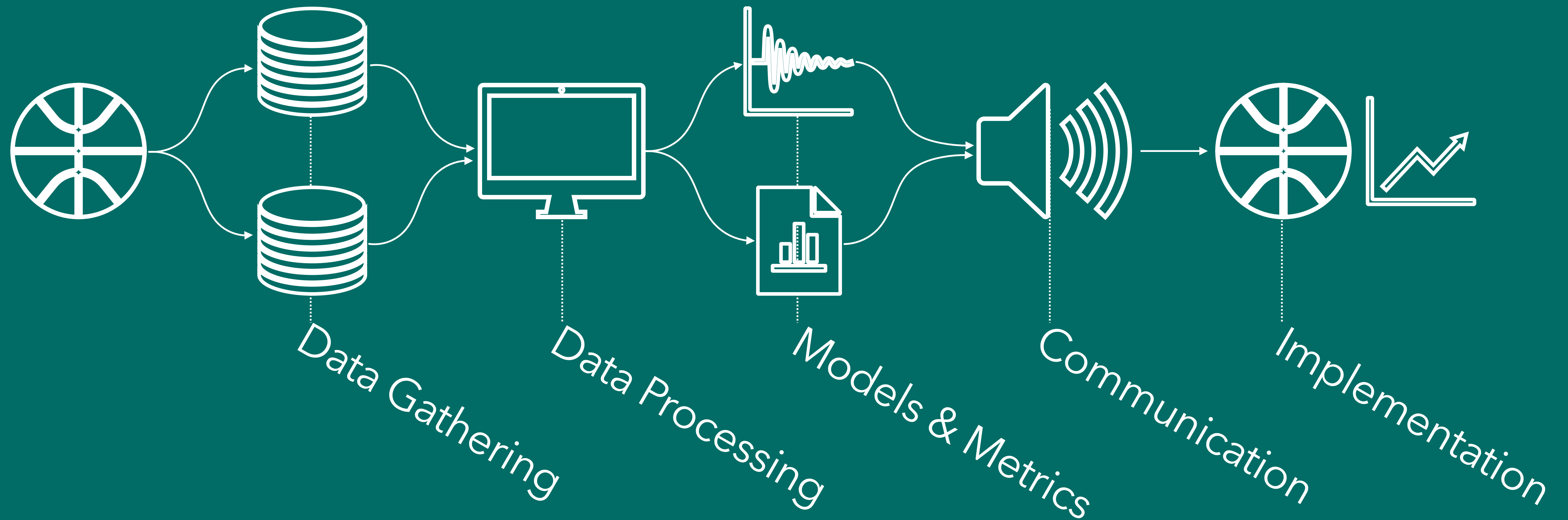


Coaching Staff

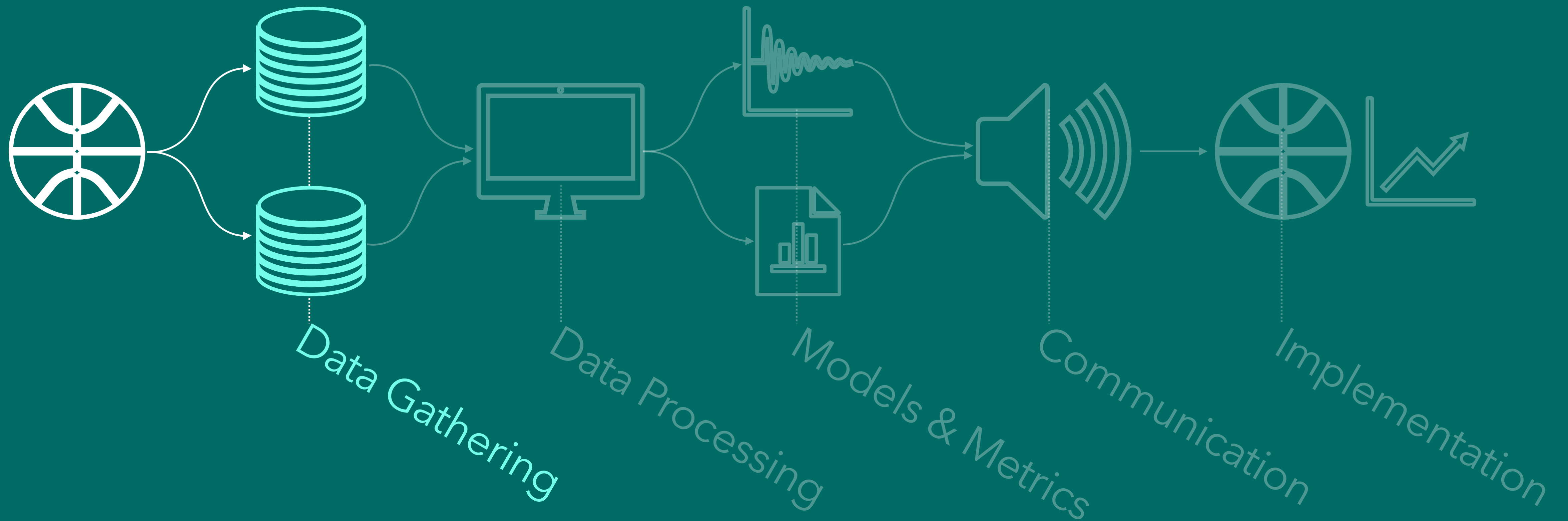
Design a playbook
Exhaustive scouting

How? Endless hours of film sessions.
Automated tasks through data-driven processes.

In this talk...



What kind of stats do we have?



Basketball analytics: coarse-to-fine approach

Who produce data?



Source: Basketball England

Basketball analytics: box score

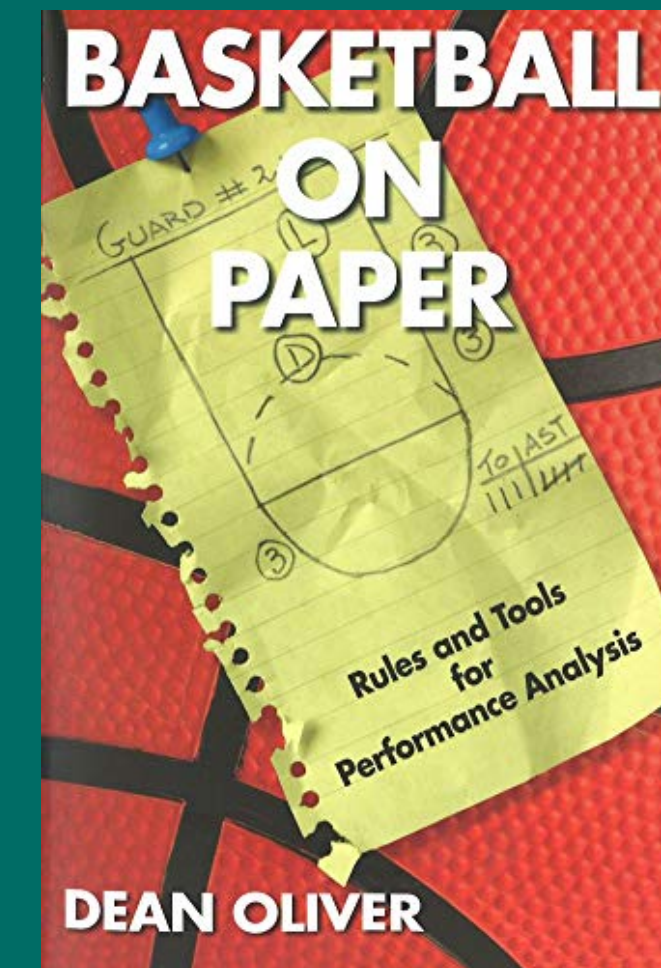
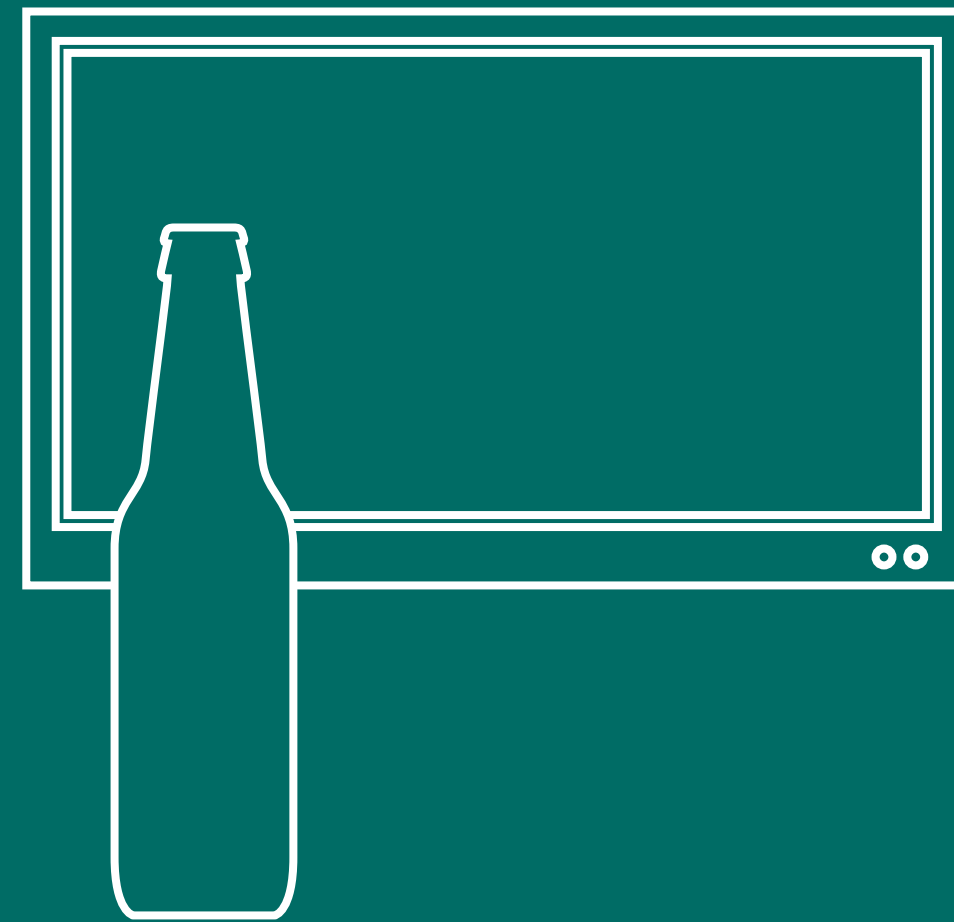
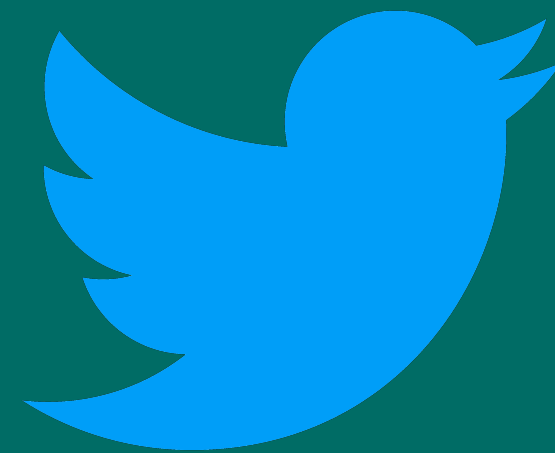
March 28th 1990

Chicago Bulls 117 - Cleveland Cavaliers 113

	Minutes	Points	2FGM	2FGA	3FGM	3FGA	FTM	FTA	OReb	DReb	AST	STL	TOV	PF
Michael Jordan	50	69	21	31	2	6	21	23	7	11	6	4	2	5
Scottie Pippen	41	7	3	10	0	0	1	2	2	6	7	5	8	5
Horace Grant	40	16	7	14	0	0	2	4	2	3	4	1	2	4
Bill Cartwright	39	9	3	7	0	0	3	4	1	4	1	0	3	5
John Paxson	23	2	1	4	0	0	0	0	0	0	1	0	2	6
B.J. Armstrong	29	6	2	7	0	0	2	2	0	1	3	2	1	5
Stacey King	17	1	0	4	0	0	1	2	1	0	1	2	0	2
Will Perdue	12	0	0	0	0	0	0	0	0	4	0	0	0	3
Charles Davis	11	5	1	2	1	1	0	0	1	1	1	0	1	2
Clifford Lett	3	2	1	1	0	0	0	0	0	0	0	0	0	2
TEAM	265	117	39	80	3	7	30	37	14	30	24	14	19	39

Basketball analytics: box score

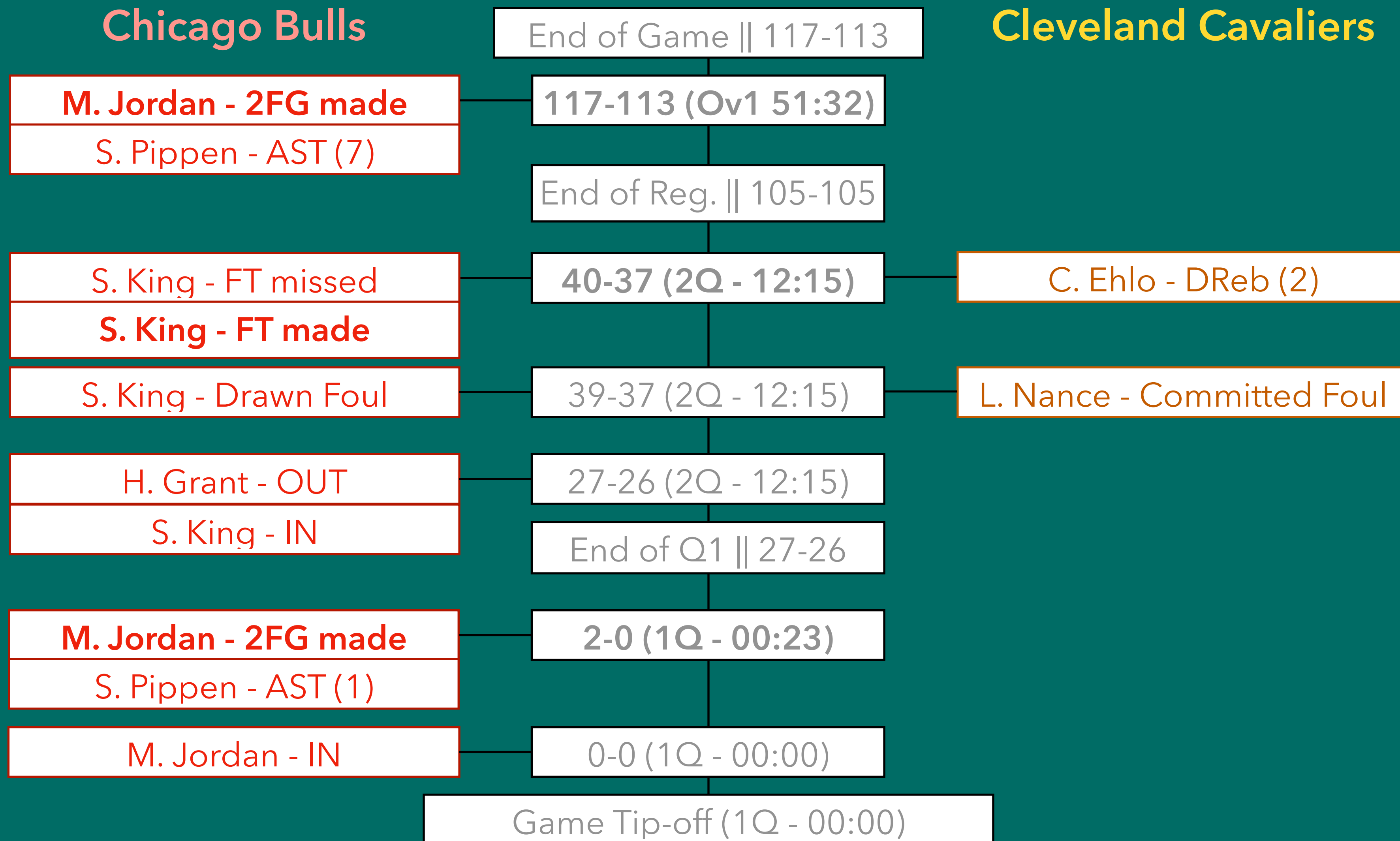
March 28th 1990
Chicago Bulls 117 - Cleveland Cavaliers 113



Other data sources have to be exploited!

Basketball analytics: play-by-play

Temporal domain



Basketball analytics: shot charts

Spatial domain

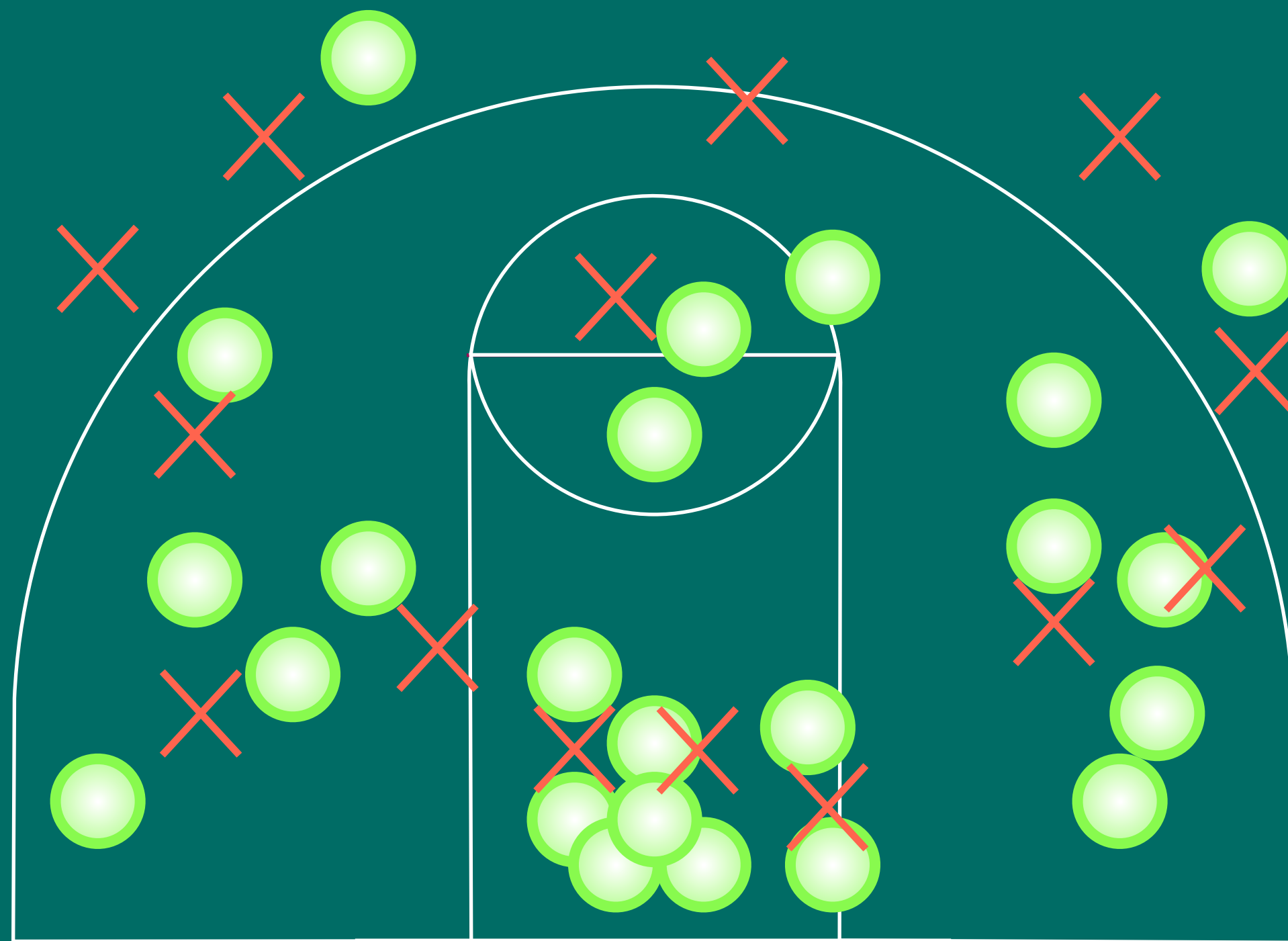
Single Game

69 points - (21/31 FG2, 2/6 FG3)

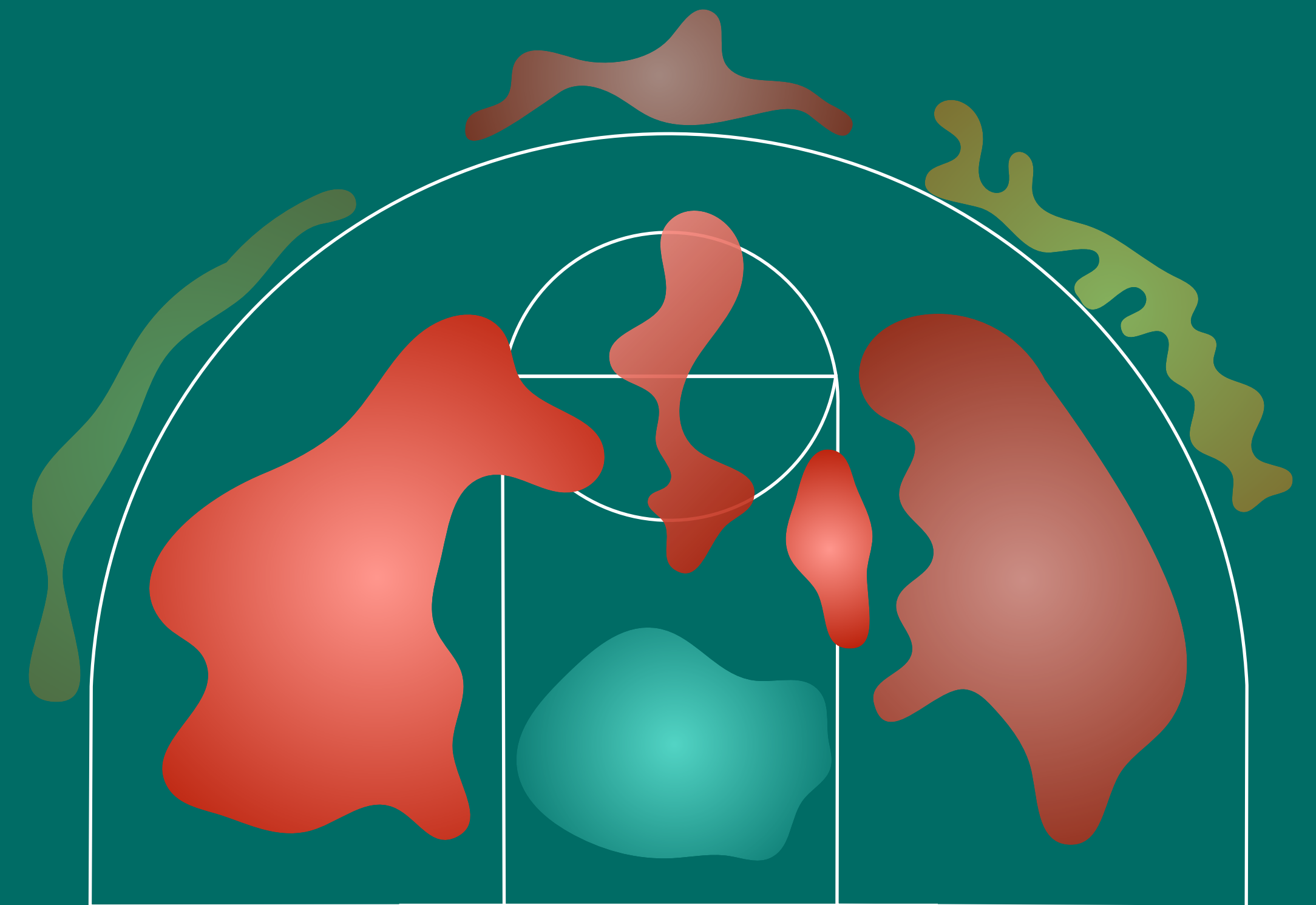
Michael Jordan

Whole Career

30.1 points - (10.9/21.2 FG2, 0.5/1.7 FG3)



● Made shot X Missed shot



Below Average Accuracy (percentage) Above Average

Volume (# shots)

Basketball analytics: coarse-to-fine approach

Box score + play-by-play + shot charts... Is it enough?

[Utah] Cross-screen between Hornacek and Malone

[Chicago] No defensive switch

[Utah] Low-post play for Malone

[Chicago] Double team from weak side (baseline)

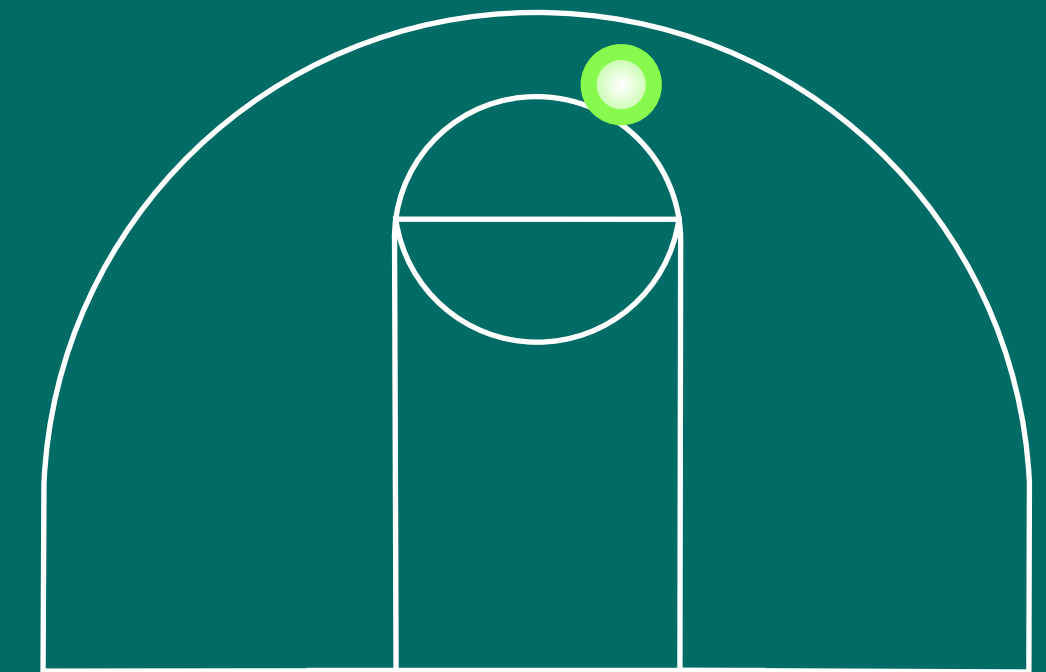
Jordan steals the ball – Malone loses it

[Chicago] Jordan calls an isolation play

[Chicago] Jordan dribbles to his right, crosses over, and scores a 2-point-open shot pull-up step-back with 5 seconds left.

[Utah] Byron Russell was the assigned defender, and could not handle Jordan's crossover.

Malone - turnover
Jordan - steal
Jordan - 2 FG made



Basketball analytics: coarse-to-fine approach

Box score + play-by-play + shot charts... Is it enough, Zeljko?

We are missing:

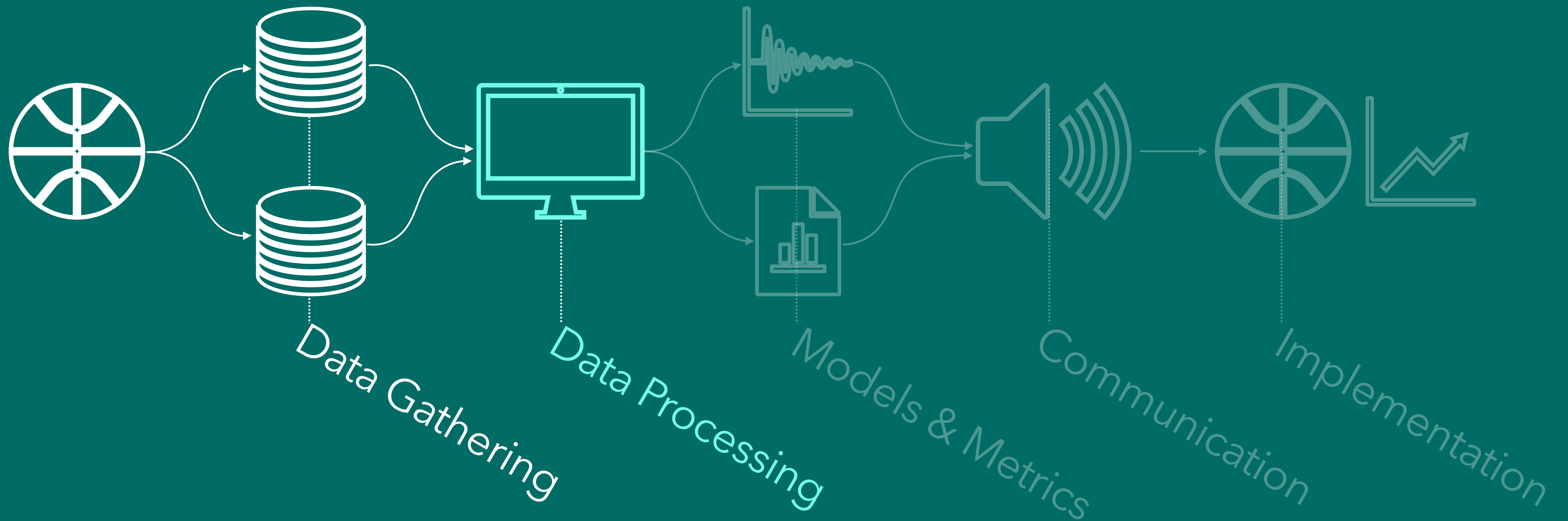
- Types of shots (playtype)
- Types of shots (difficulty)
- Team strategy
- Defensive metrics
- Defensive assignments



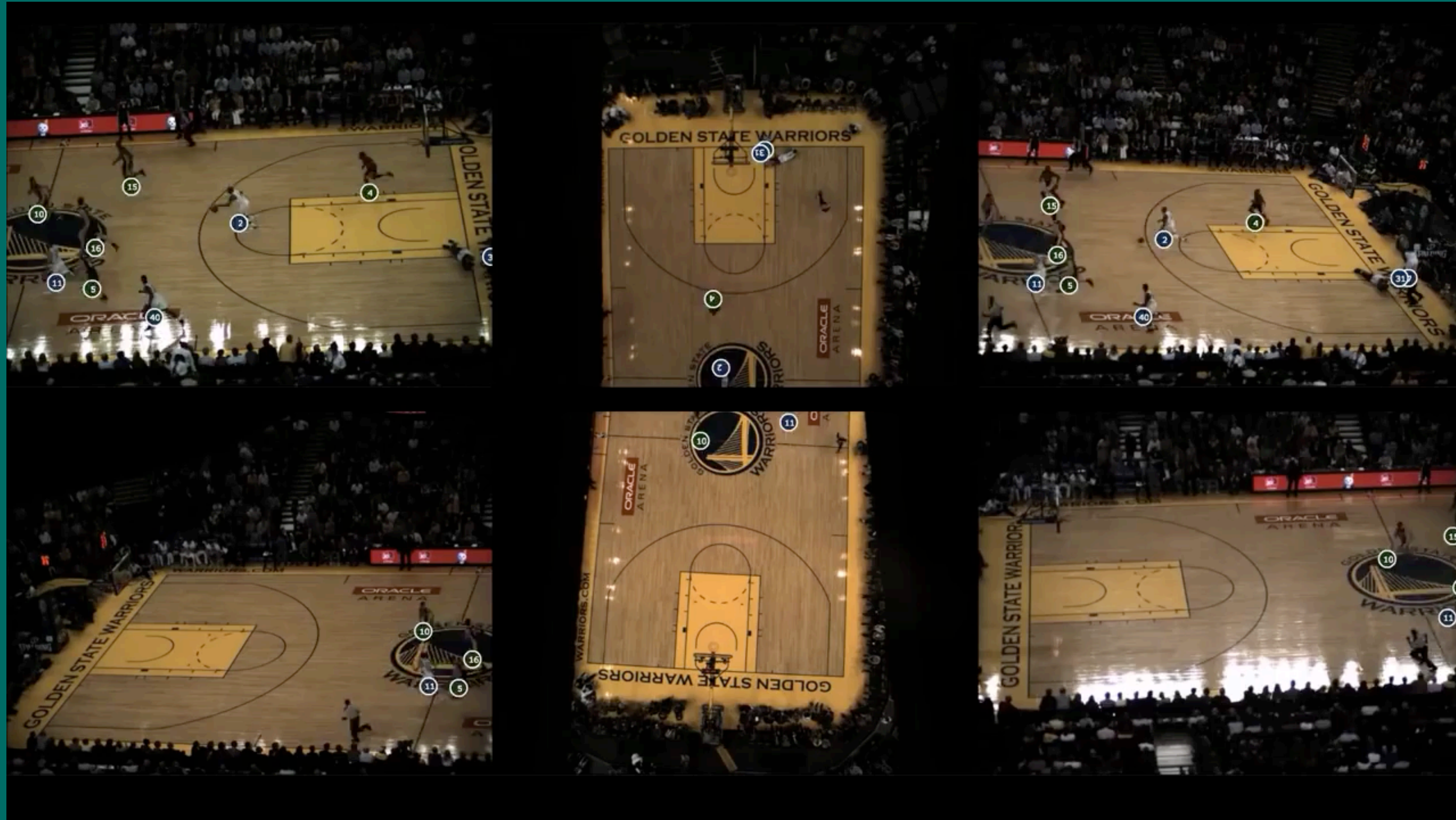
Source: GettyImages

Solution? Time-consuming video-analysis shifts, or... **Tracking!**

Where does Computer Vision fall in this context?



Computer Vision in Sports - 2D Tracking



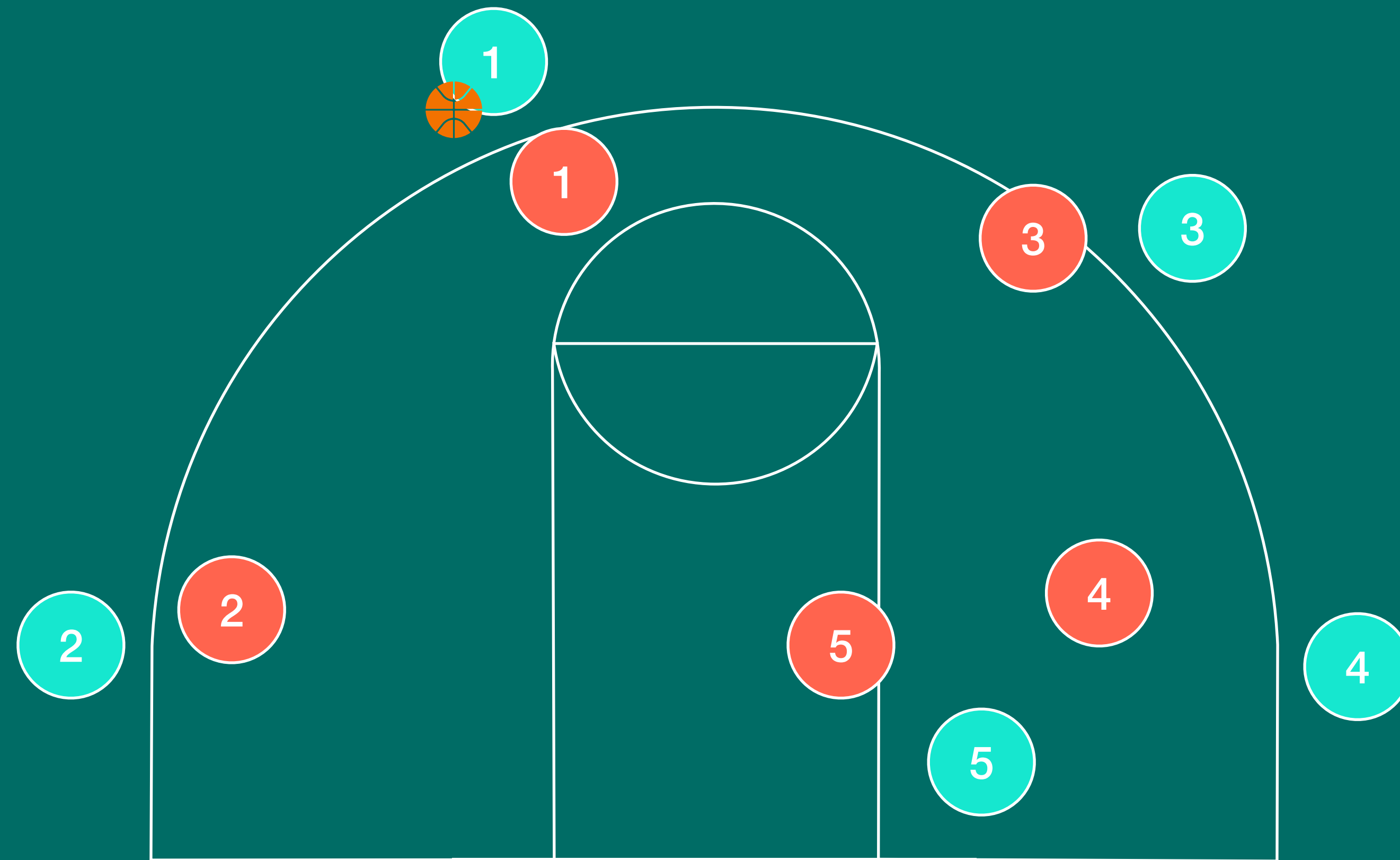
Second
Spectrum

STATS
PERFORM

Source: STATS

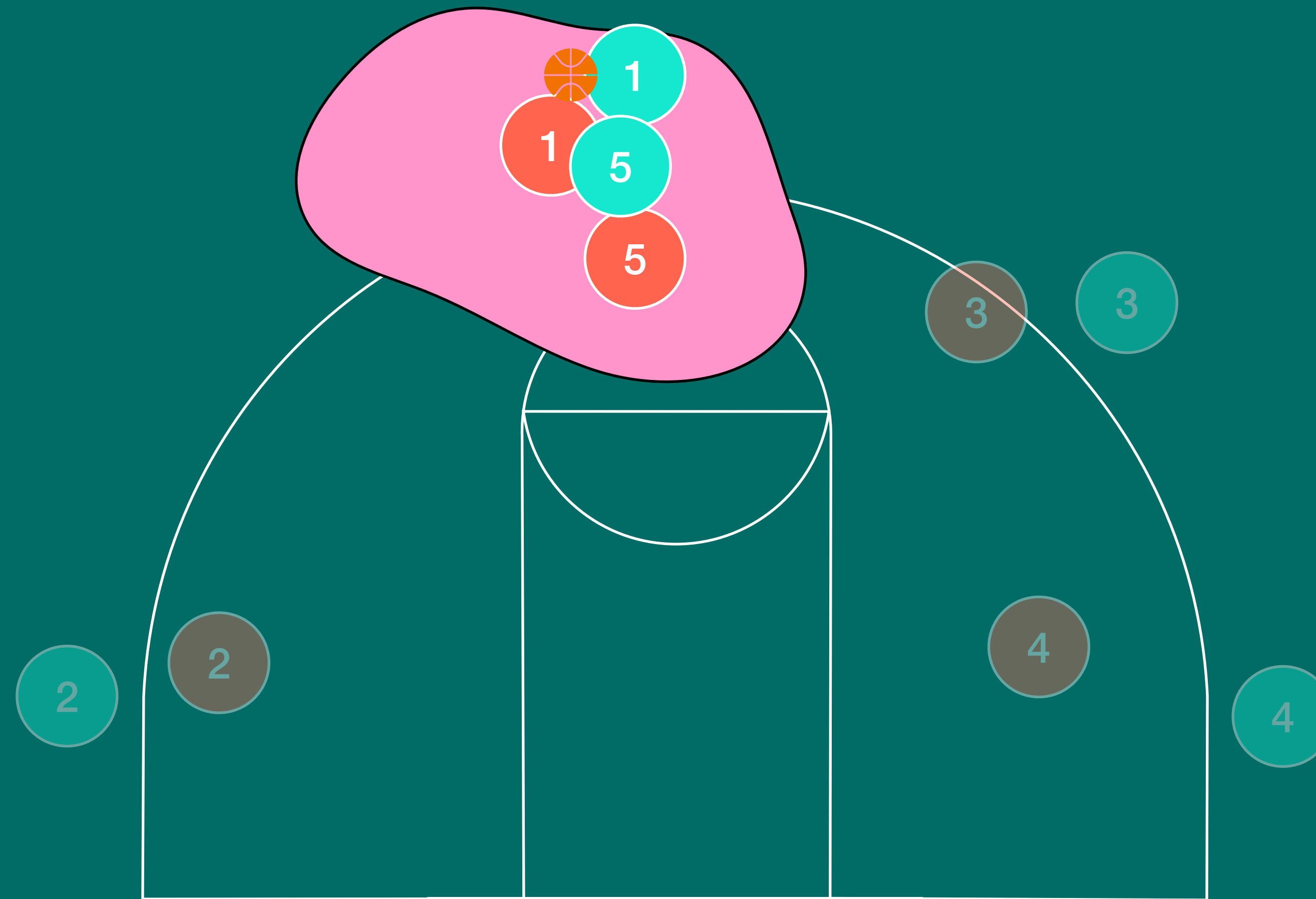
Computer Vision in Sports - 2D Tracking

Challenge - ball-screen play



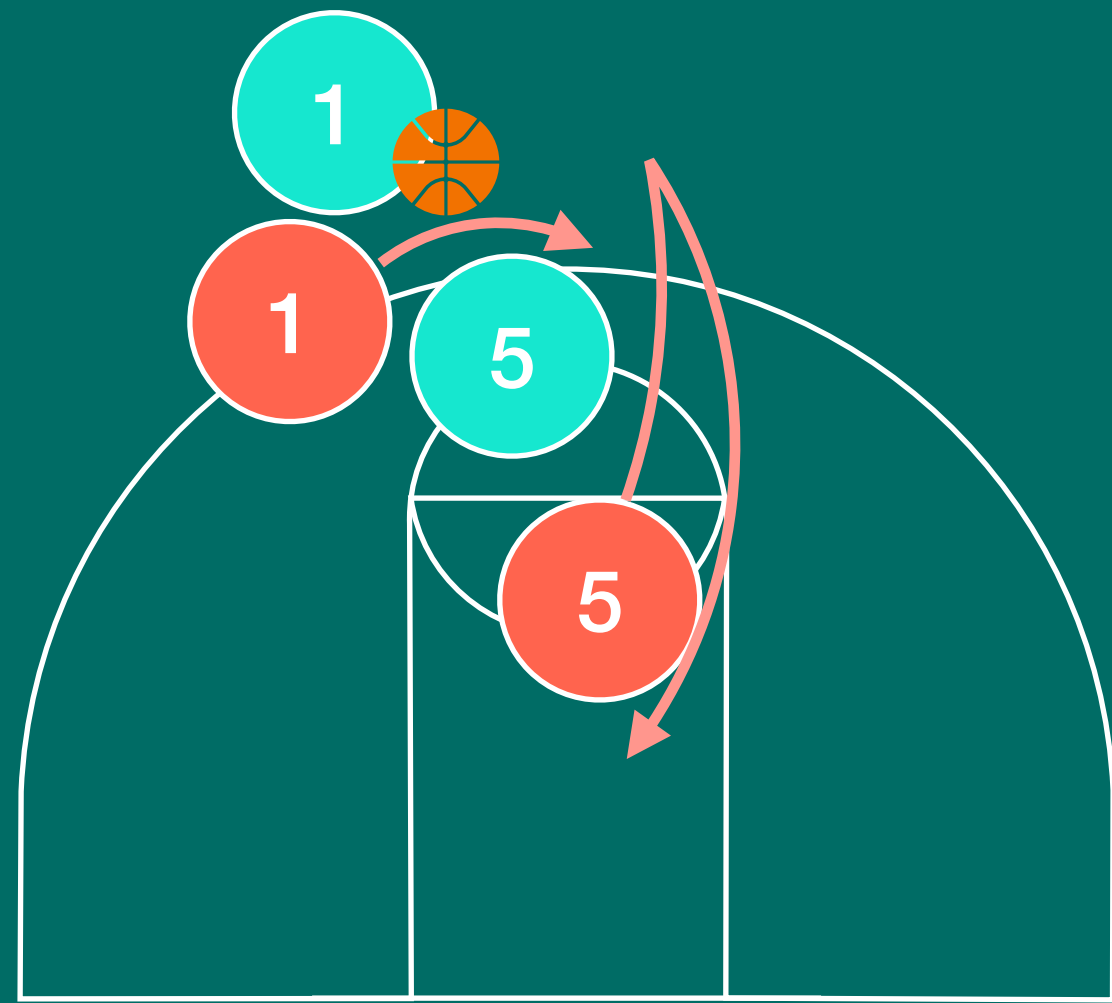
Computer Vision in Sports - 2D Tracking

Challenge - ball-screen play

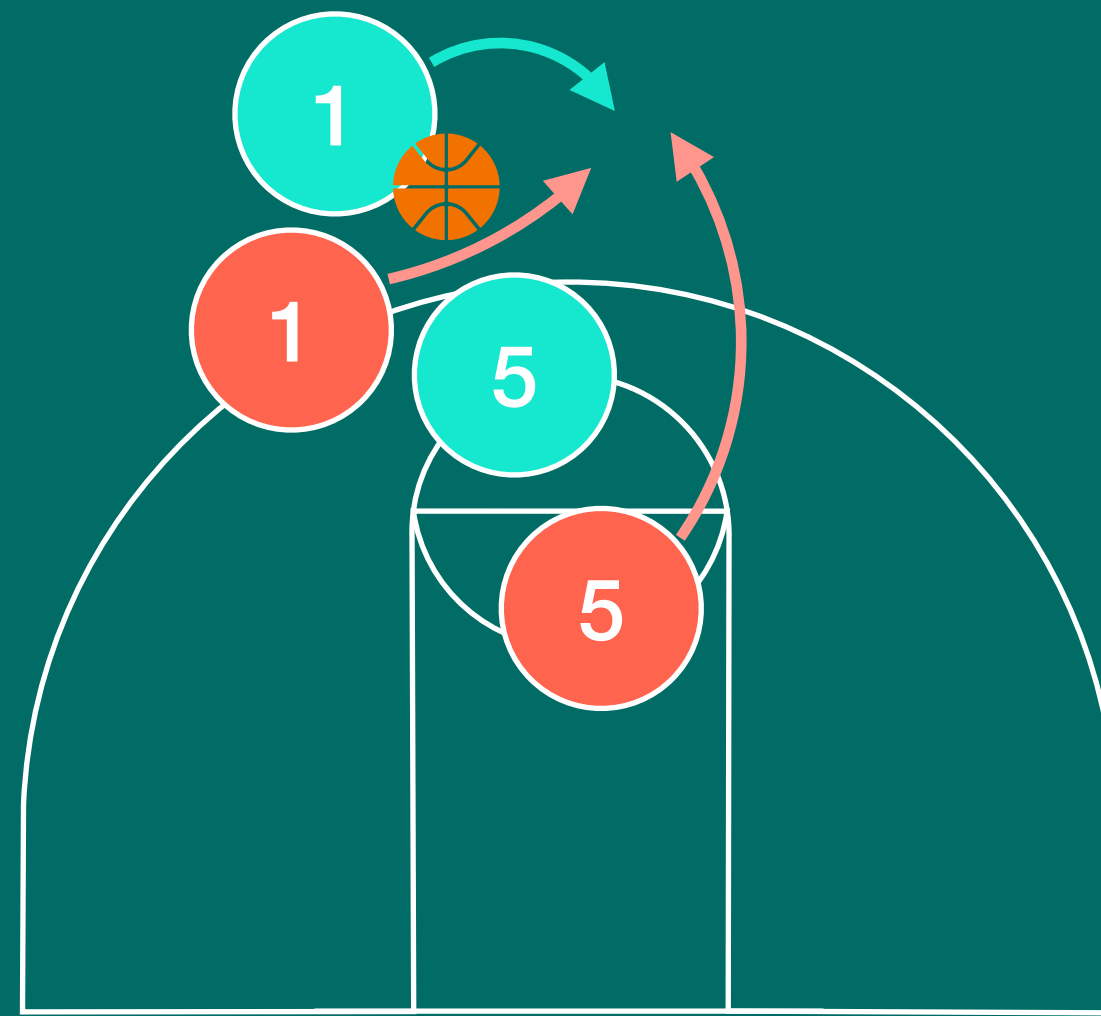


Computer Vision in Sports - 2D Tracking

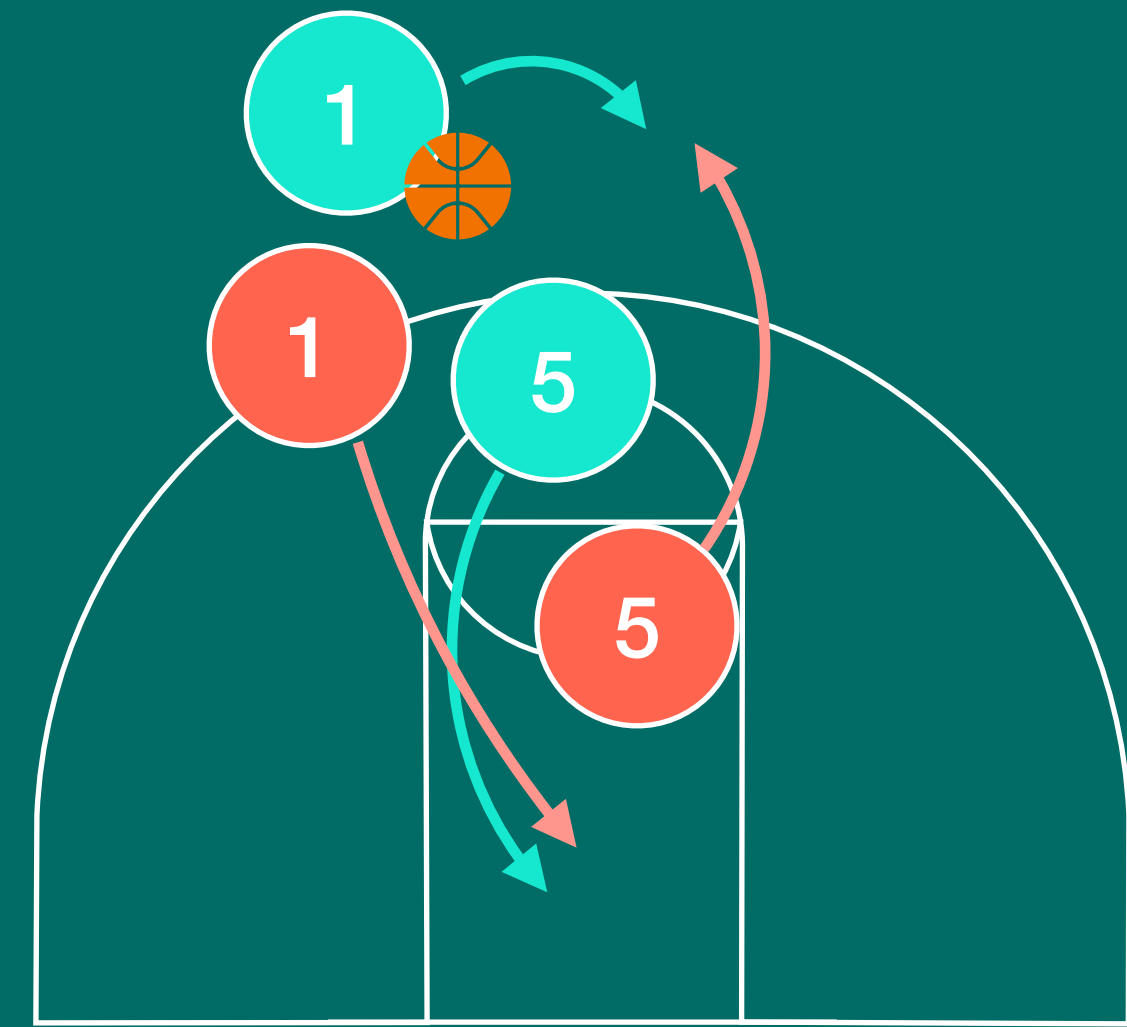
Challenge - ball-screen play



Show / Hedge



Trap

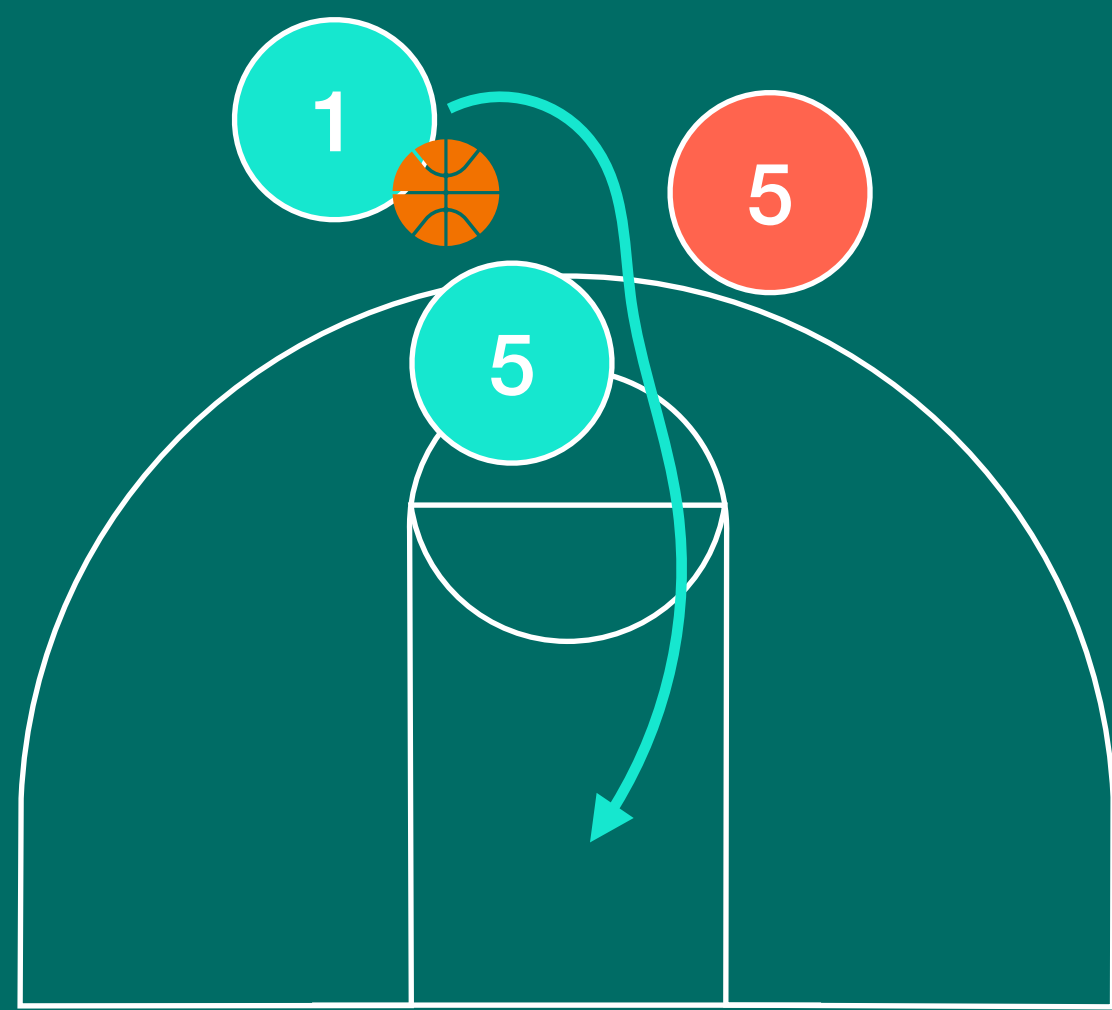


Switch

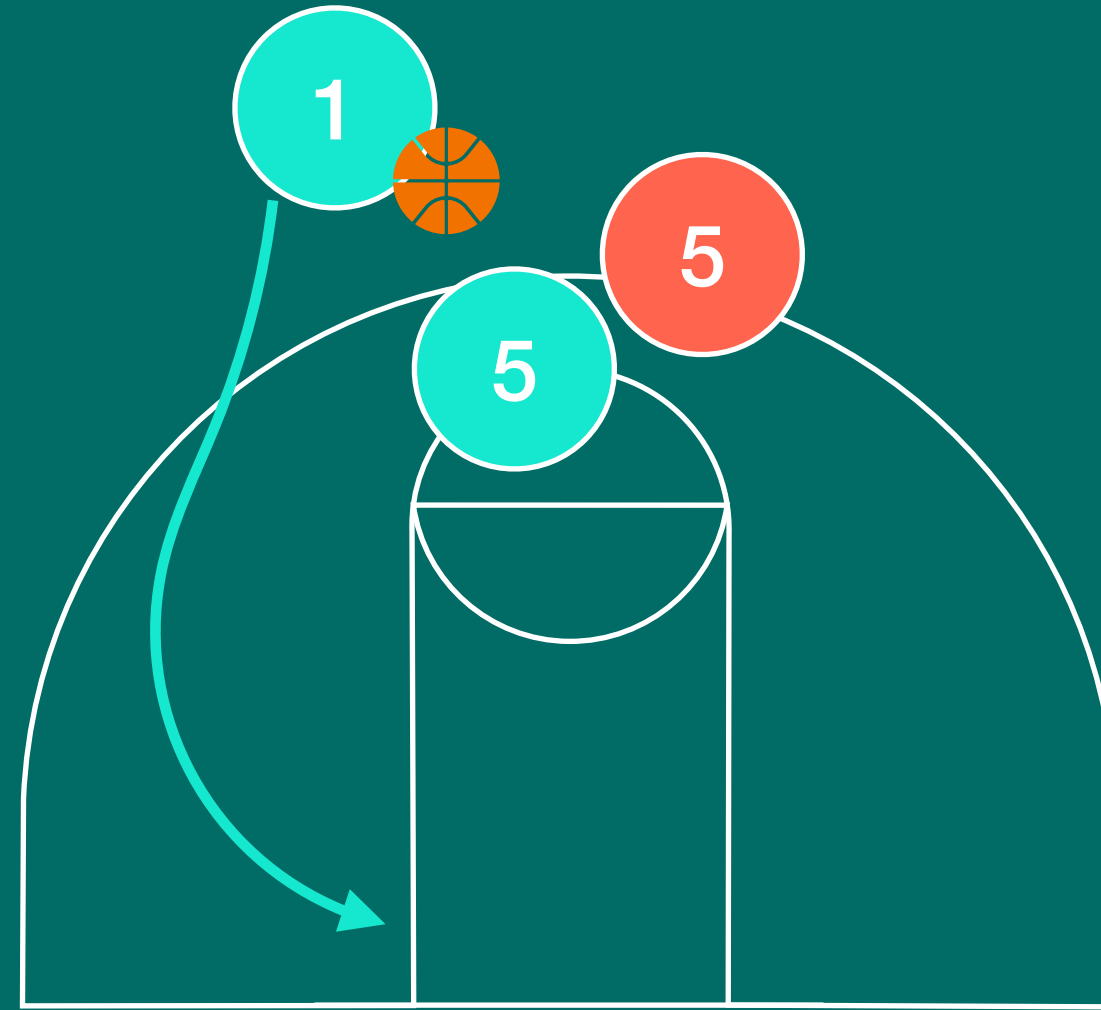
Decision-making process: defense

Computer Vision in Sports - 2D Tracking

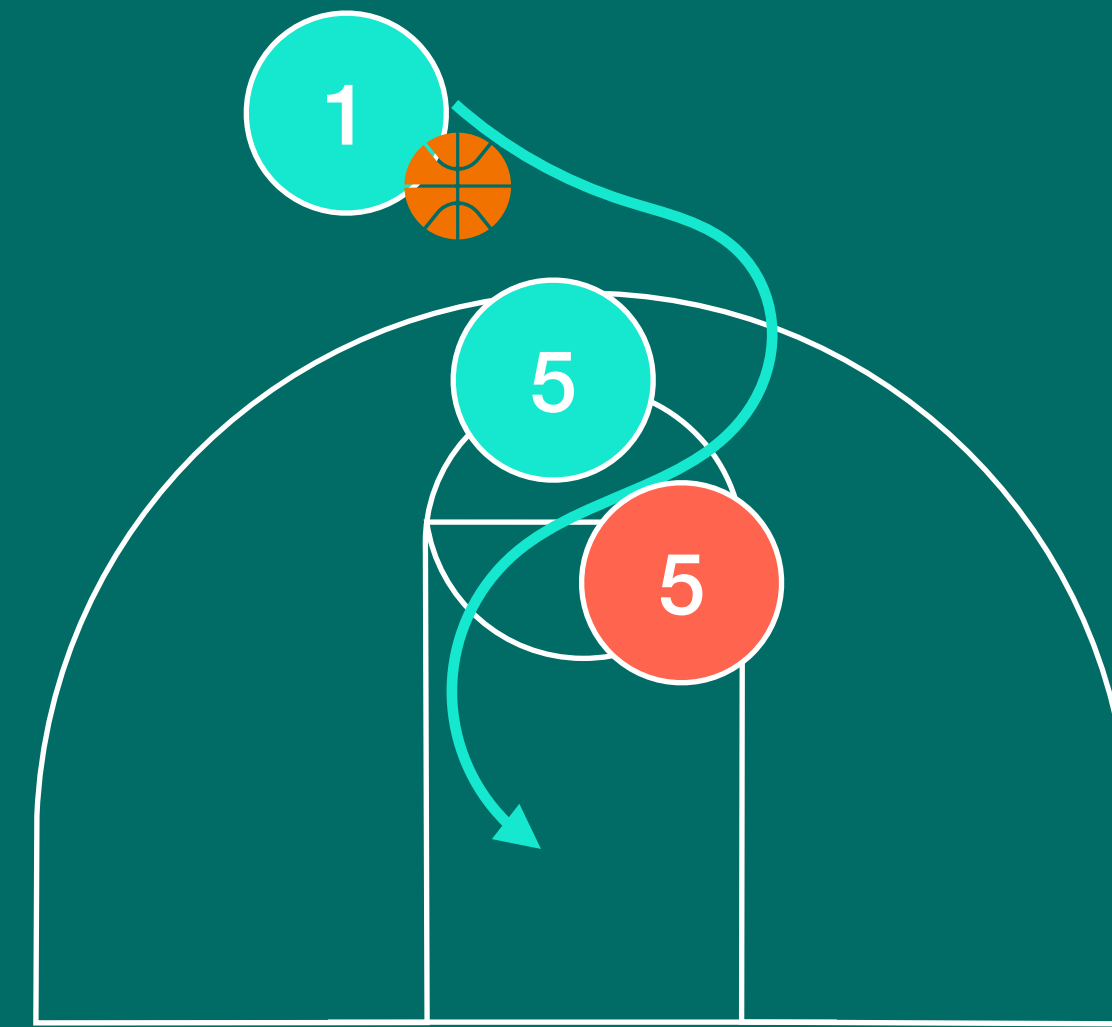
Challenge - ball-screen play



Split



Reject

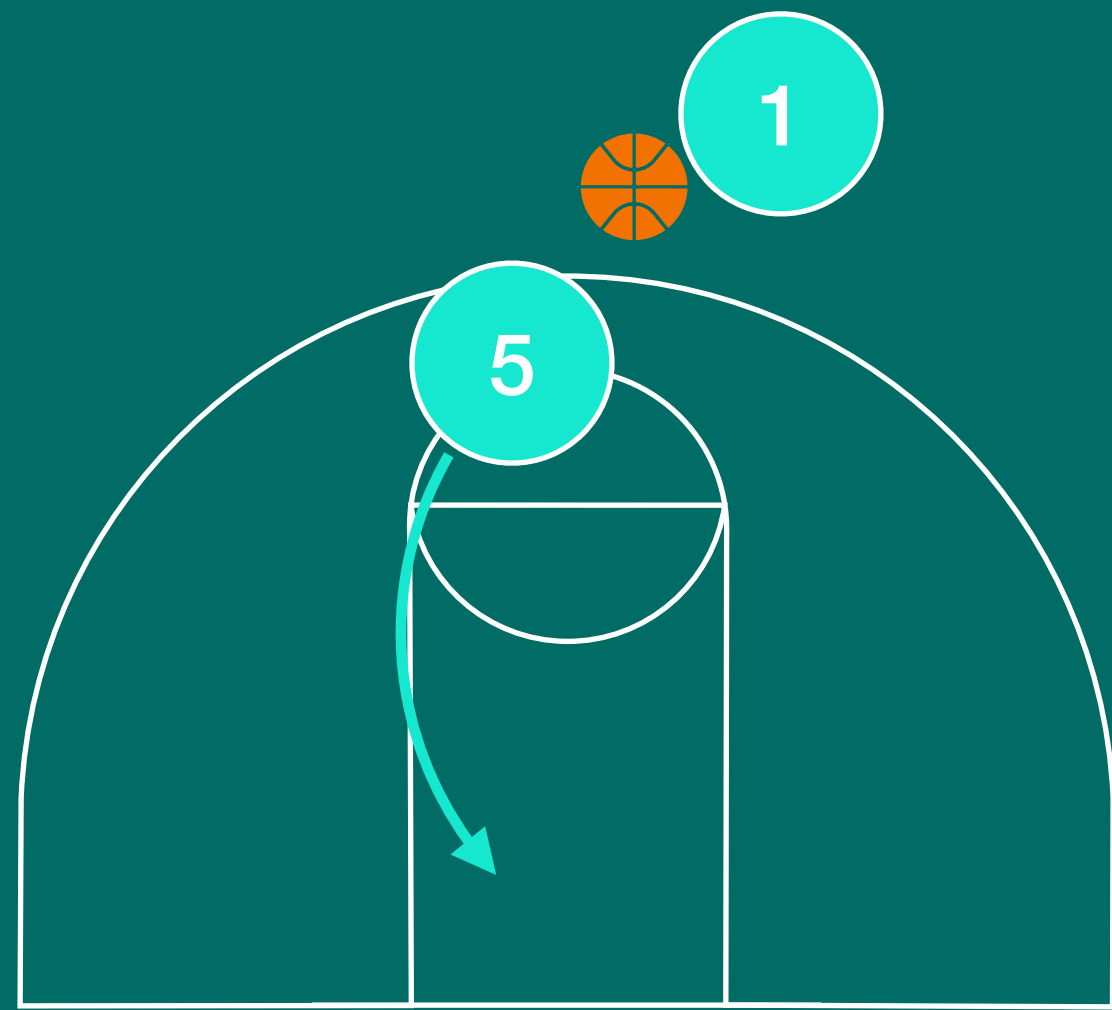


Snake

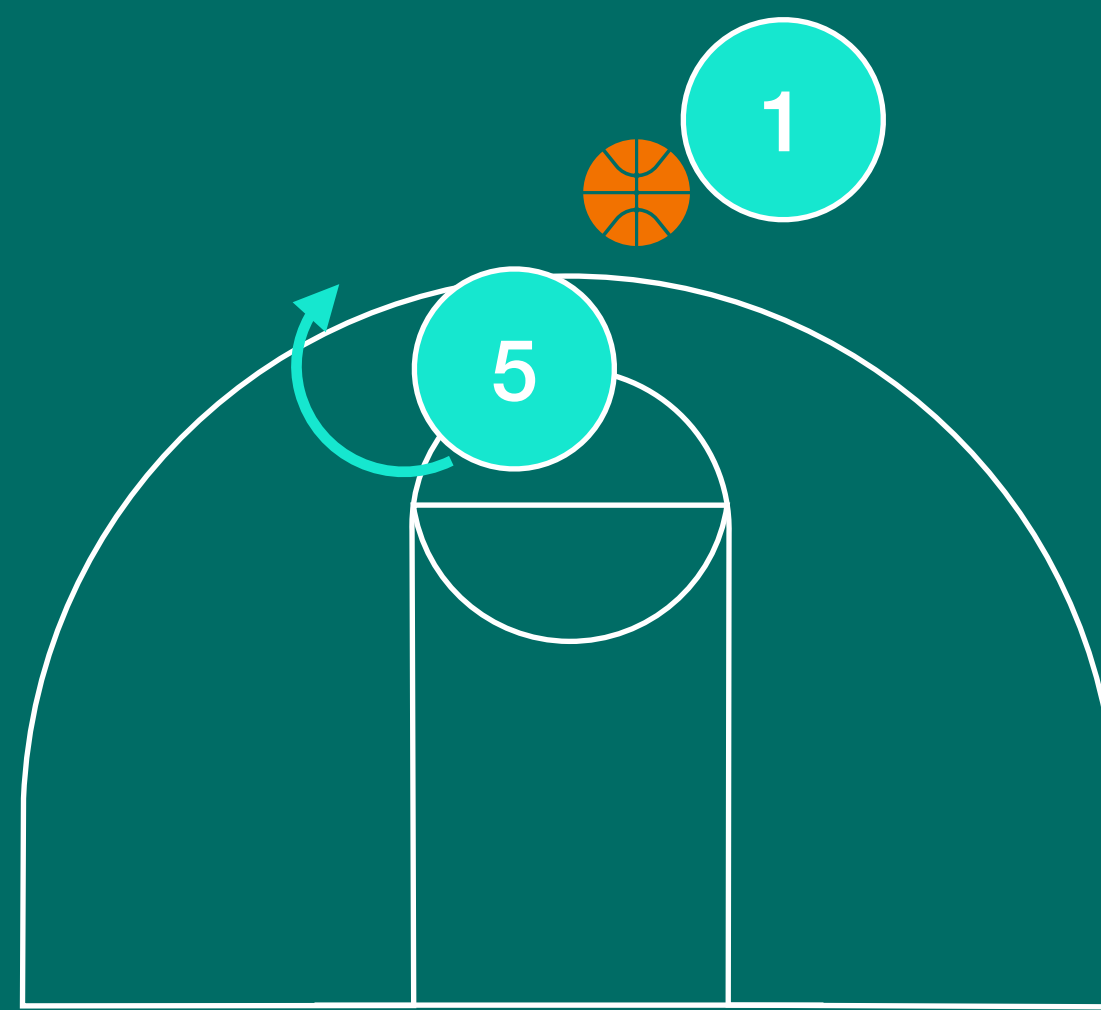
Decision-making process: ball handler

Computer Vision in Sports - 2D Tracking

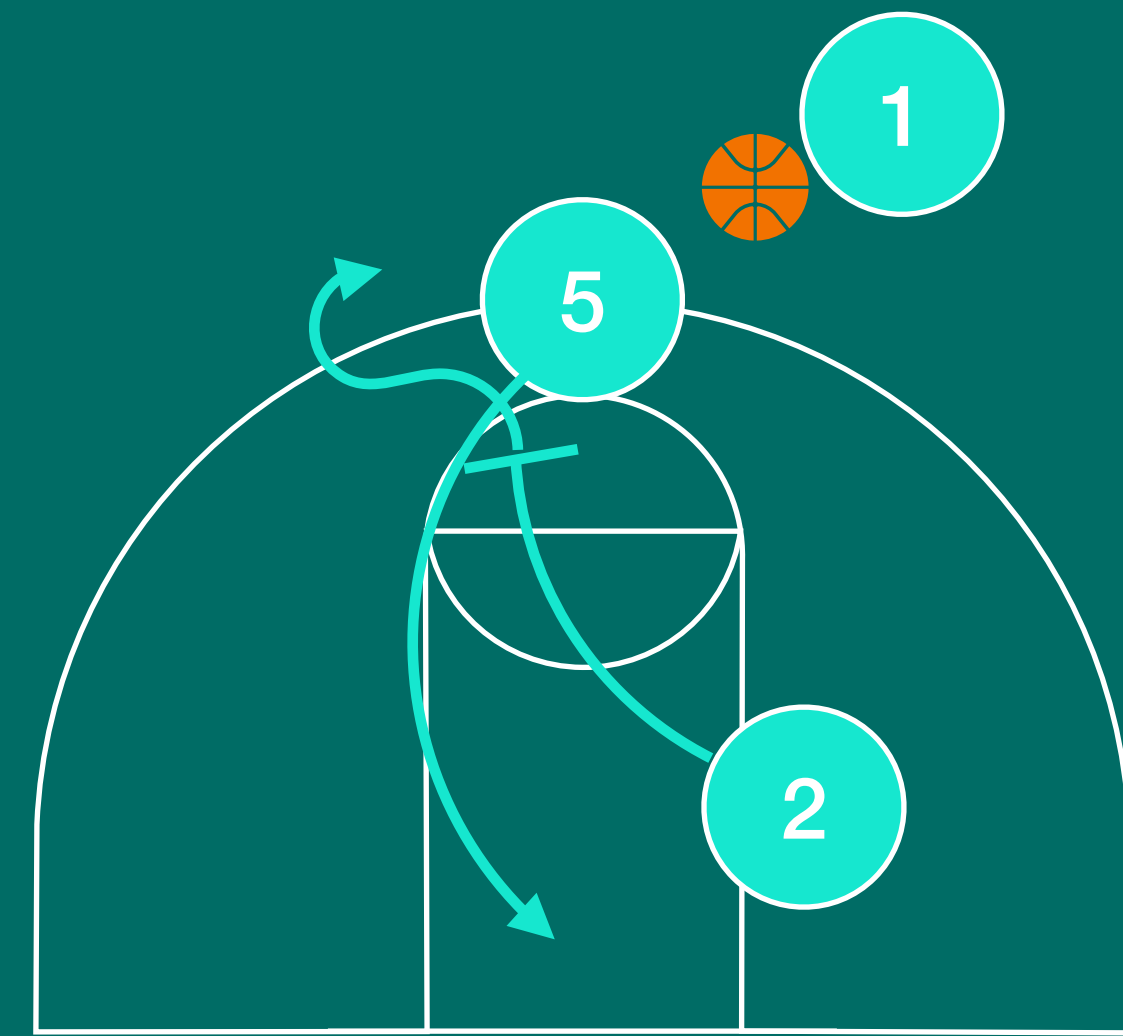
Challenge - ball-screen play



Roll / Short Roll



Pop

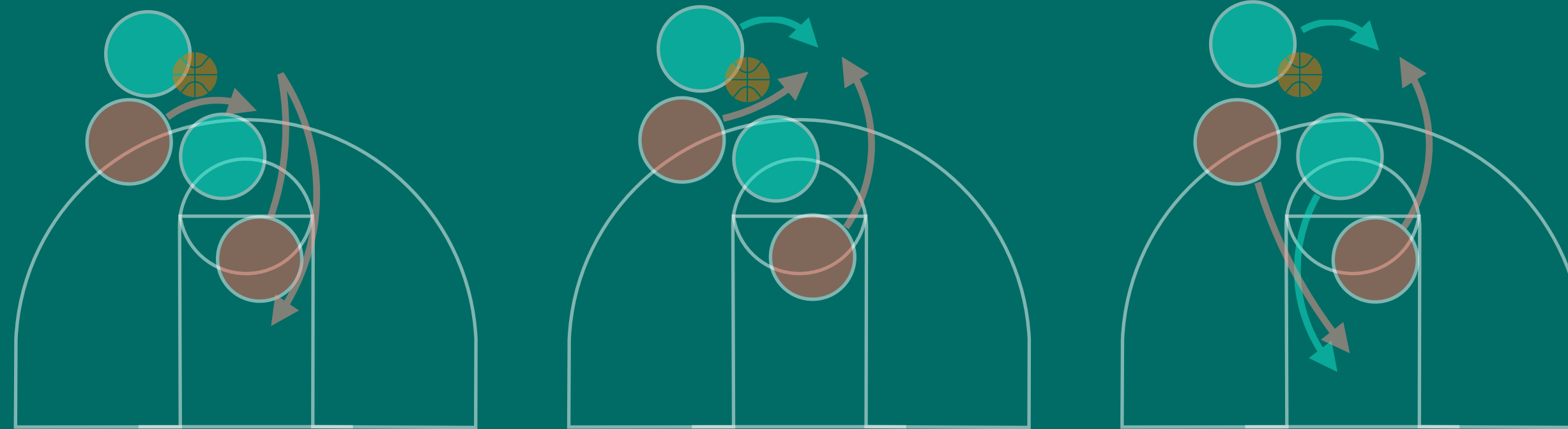


Spanish PnR

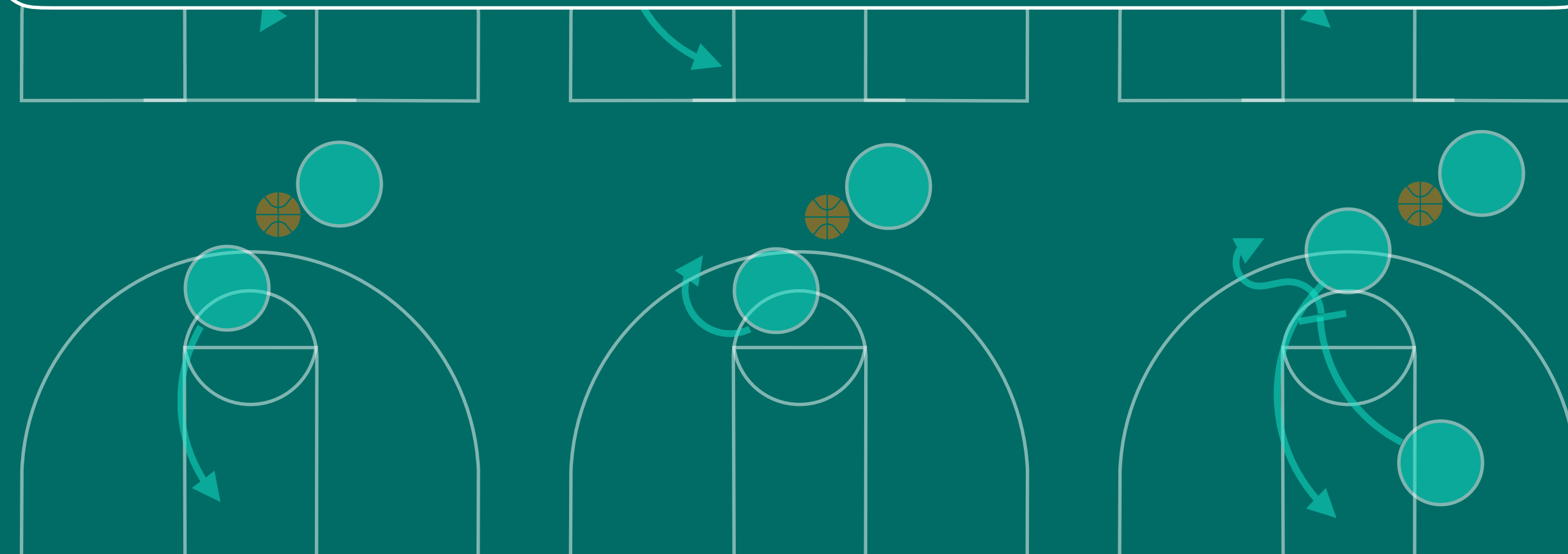
Decision-making process: screener

Computer Vision in Sports - 2D Tracking

Challenge - ball-screen play

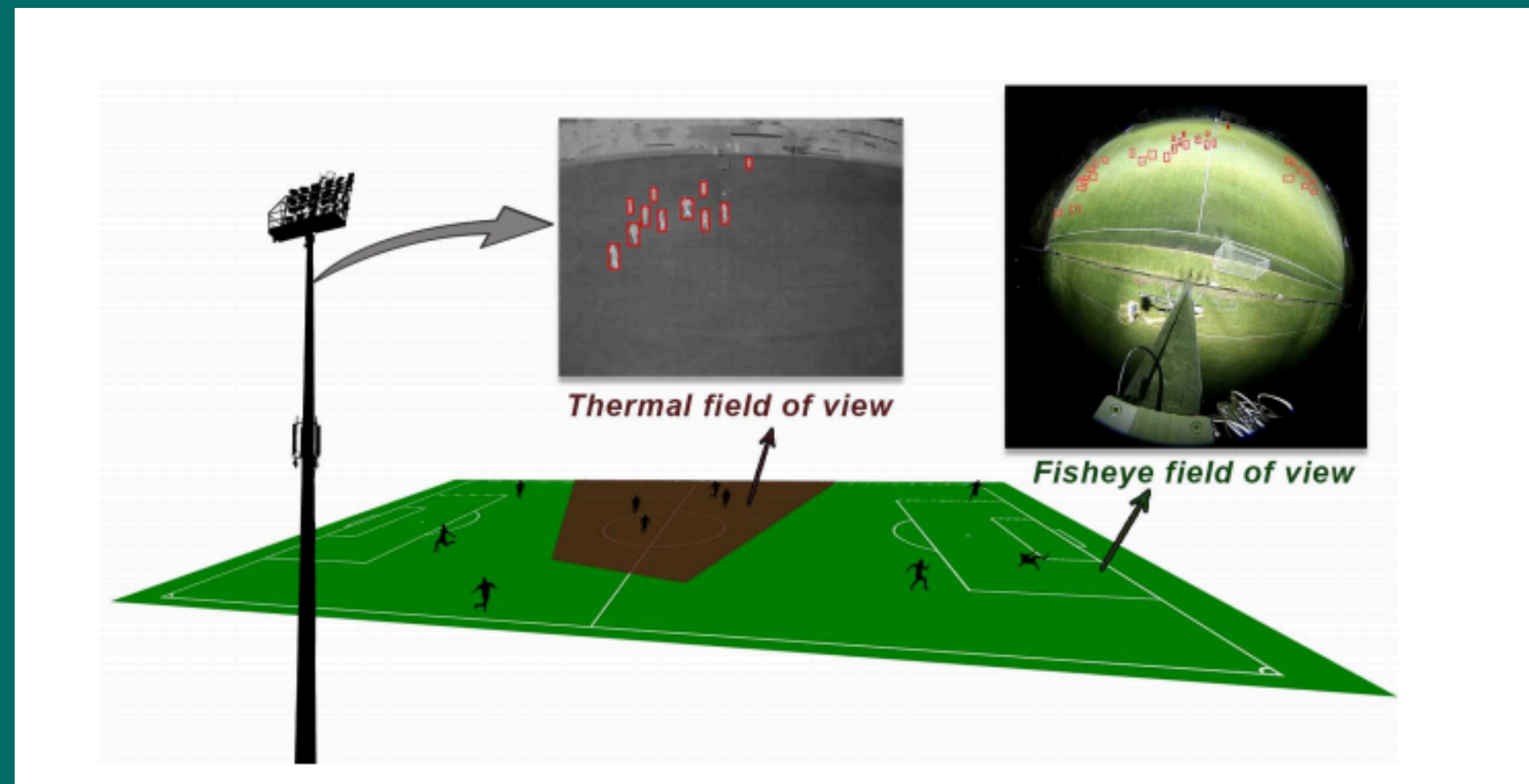


At least $\text{MOTA} > 0.95$ is required!



Computer Vision in Sports - 2D Tracking

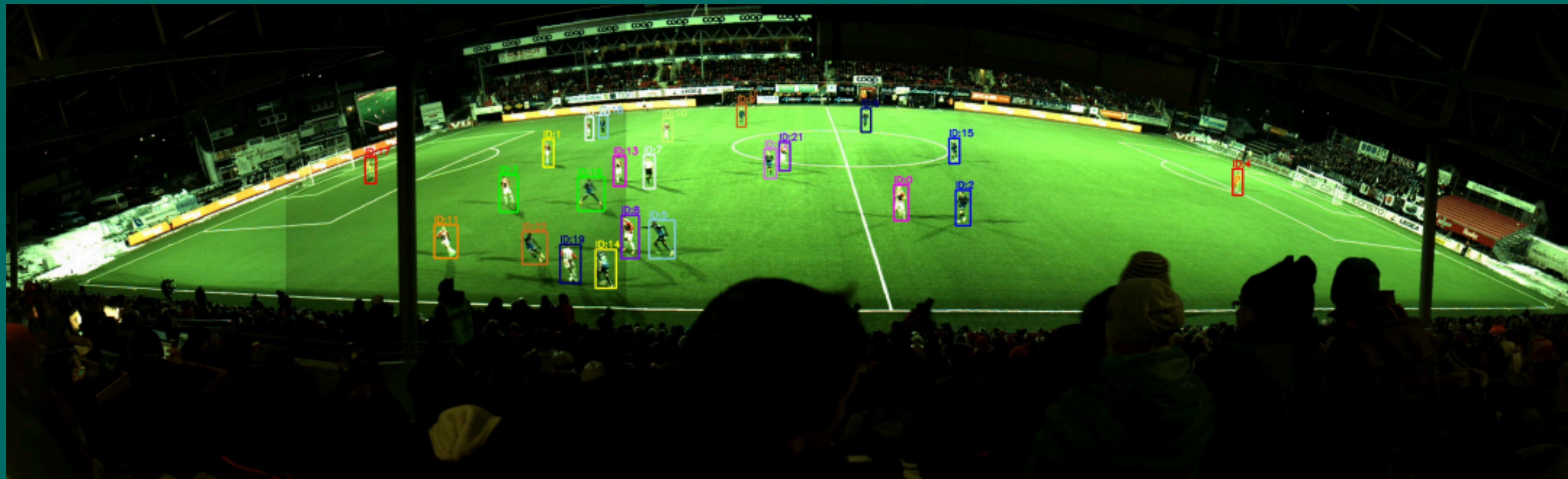
- Complex set-ups, or... Provide automatic CV-based tracking data through creative low-cost solutions!



Multimodal and multiview distillation for real-time player detection on a football field
[Cioppa, Deliège, *et al.*]

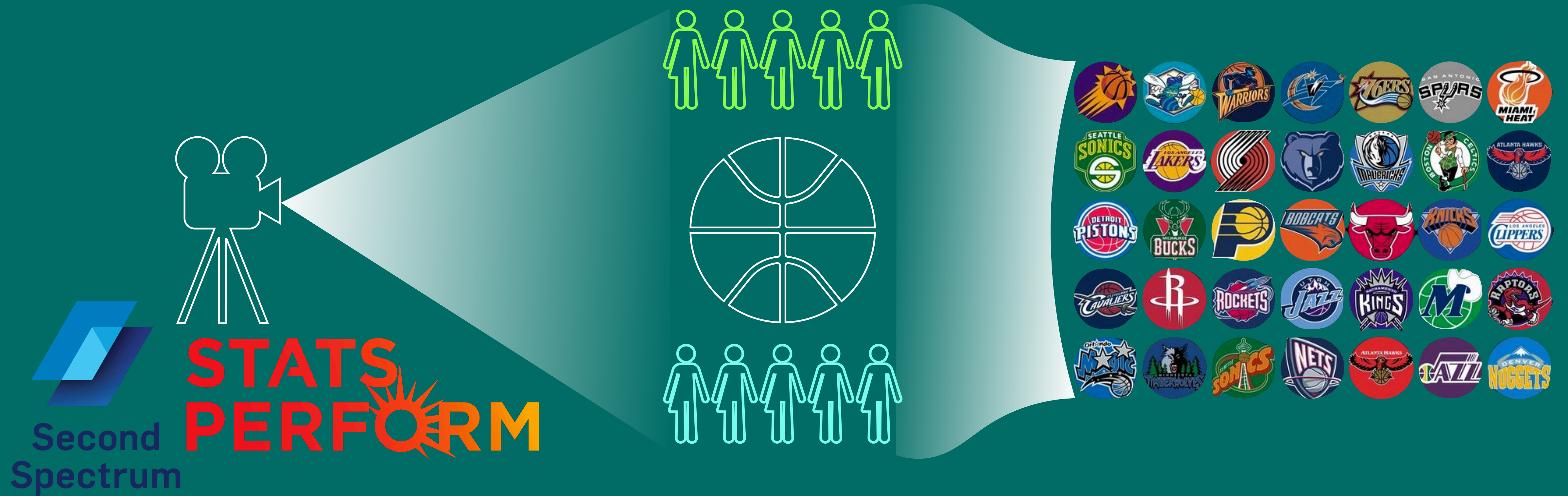
Computer Vision in Sports - 2D Tracking

- Complex set-ups, or... Provide automatic CV-based tracking data through creative low-cost solutions!

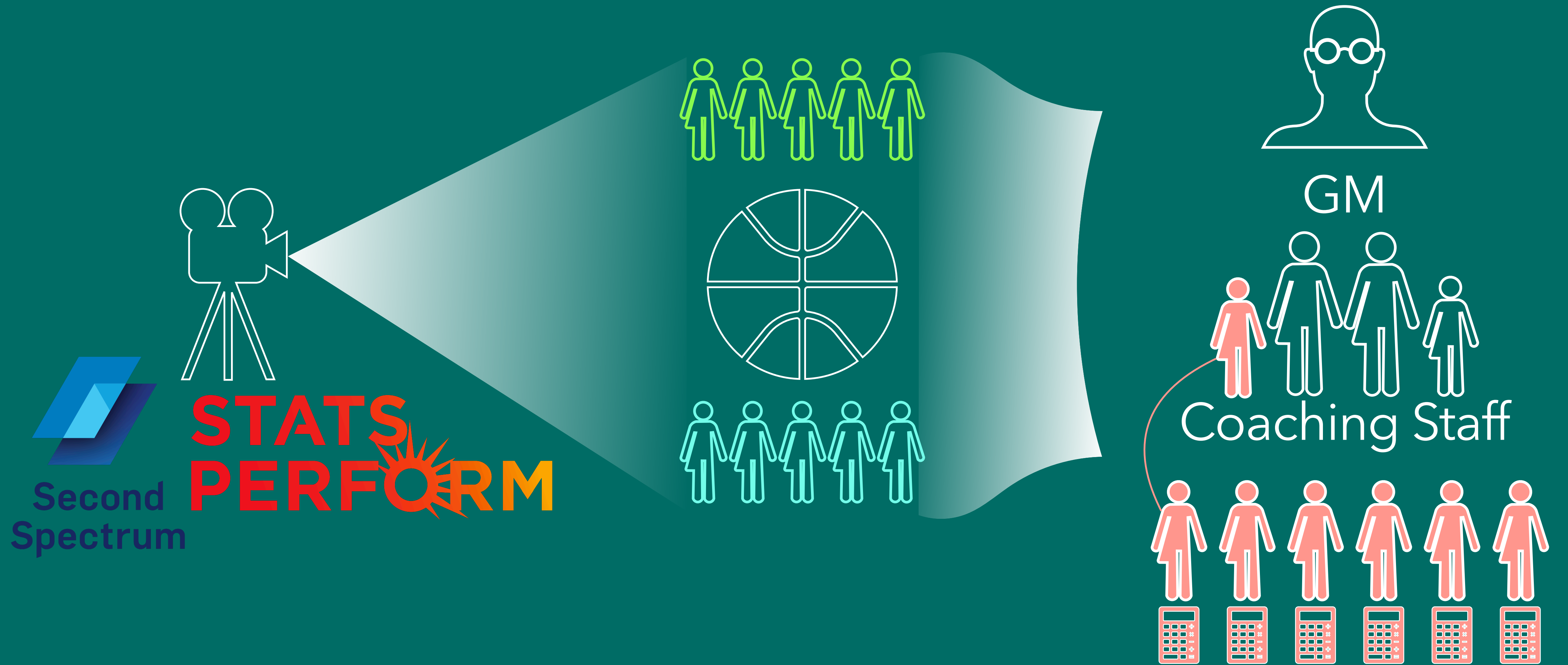


Self-Supervised Small Soccer Player Detection and Tracking [Hurault *et al.*]

Computer Vision in Sports - 2D Tracking



Computer Vision in Sports - 2D Tracking



Data Science Department

Computer Vision in Sports - 2D Tracking

NBA ANALYTICS STAFF BY TEAM

Team	Staffer	Title	Team	Staffer	Title	Team	Staffer	Title
	Dwight Lutz	Sr. Director, Basketball Strategy & Analytics		Spencer Anderson	Director Basketball Analytics		Alex Rucker	Executive VP, Basketball Operations
	Max Horowitz	Sr. Data Scientist, Basketball Strategy & Analytics		Ryan Renteria	Basketball Analytics Advisor		Sergi Oliva	VP, Strategy
	Mike Zarren	Assistant GM and Team Counsel		Nick Fleder	Basketball Data Analyst		John Boyles	Director, R&D
	David Sparks	Director of Basketball Analytics		Jud Winton	VP of Research and Analytics		Grant Fiddymont	Manager, Basketball Research
	Shane Fenske	Basketball Ops Technology Developer		Gregory Peim	Director of Research and Analytics		Michael Lai	Sr. Data Scientist
	Drew Cannon	Basketball Ops Analyst		Marshall Smith	Basketball Data Analyst		Ivana Seric	Sr. Data Scientist
	Luigi Sorbara	Basketball Ops Statistician and Programmer		Ben Starks	Basketball Data Analyst		Tegan Bunsu Ashby	Developer
	David Lewin	Director of Player Personnel		Matt Elijah	Manager of Strategic Planning		DJ MacLeay	Video Coordinator
	Glenn DuPaul	Director of Analytics		Chethan Reddy	Full Stack Developer		Thomas Bridges	Assistant Video Coordinator
	Logan MacPhail	Director of Coaching Analytics		Philip Chang	Sr. Manager of Basketball Analytics		Lainn Wilson	Assistant Video Coordinator
	Rami Antoun	Senior Developer		Diana Ma	Data Scientist		Jesse Held	Manager, Basketball Strategy and Research
	Kevin Roark	Basketball Systems Developer		Harry Heffernan	Basketball Analyst and Developer		Hiroki Witt	Basketball Operations Analyst
	Rohan Jaitley	Basketball Video and Analytics Assistant		Rich Cho	VP of Basketball Strategy		Zach Williams	Director of Basketball Analytics
	George Rodman	Director of Basketball Analytics & Strategy		JT Campbell	Basketball Analyst		Joseph Lee	Senior Basketball Applications Developer
	Alexander Powell	Head of Quantitative Analysis & Development		Daniel Marcus	Personnel Evaluator - Grizzlies / GM - Hustle		Ryan Parker	Statistical Analyst
	Michael Mirandi	Basketball Ops Software Developer		Shane Battier	VP Basketball Development & Analytics		Luke Bornn	VP of Strategy and Analytics
	Steve Weinmann	Assistant GM		Brian Hecker	Dir of Basketball Analytics and Performance Tech		Colin Montague	Director of Basketball Analytics
	Miles Abbett	Manager, Minor League Scouting & Analytics		Zac Robertson	Manager of Basketball Analytics		Matt van Bommel	Senior Analyst
	Faizan Hasnany	Coordinator of Basketball Analytics		Tyler Brandt	Basketball Researcher		Chris Pickard	Senior Analyst
	Jon Nichols	Sr Director of Analytics and Personnel		Liam Doyle	Basketball Analyst		Calvin Floyd	Analyst
	Brad Havens	Basketball Systems Developer		T.J. Barra	Director of Basketball Research		Marshall Payne	Analyst
	Jeremy Sabath	Frontend Web Developer		Ashley Brio	Manager of Basketball Analytics		Nick Repole	Director of Research and Development
	Haralabos Voulgaris	Director of Qualitative Research and Development		Sachin Gupta	EVP of Basketball Ops		Josh Fink	Director of Data Science
	James Brocato	Director of Basketball Analytics		Nick Restifo	Sr. Basketball Ops Analyst		AI Meyer	Coaching Analytics Coordinator
	Jeremias Englemann	Senior Analyst		Cole Fisher	Basketball Ops Analyst		David Kaplan	Sr Data Scientist
	Chris Newell	Basketball Analytics Associate		Somak Sarkar	Analytics Manager		Joshua Ryan	Bball Ops Developer and Designer
	Mondrick Jones	Player Analytics Manager		Mike Smith	Director, Data Analytics & Pro Scout		Kevin Xu	Software Engineer
	Nikhil Roy	Quantitative Research Analyst/Developer		Warren Spencer	Basketball Operations Analyst		Brady Baker	Quality Assurance Analyst
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	Tommy Balcetis	VP of Strategy and Analytics		Jesse Gould	Director of Pro Evaluation		Kathy Evans	Director of Basketball Strategy and Research
	Layne Vashro	Senior Analyst		Wynn Sullivan	Director of Strategic Planning		Elad Dinur	Data Scientist
	Aaron Blackshear	Director of Research		Tom Perry	Director of Data Science & Solutions		Brittini Donaldson	Assistant Coach
	Dan Rosenbaum	Sr Director of Basketball Strategy		Greg Flood	Data Science & Solutions Scientist		Eric Khoury	Assistant Coach, Toronto 905
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	Pabail Sidhu	Director of Basketball Analytics & Innovation		James Kopanidis	Strategic Planning Analyst		Dean Oliver	Assistant Coach
	Matt Holbrook	Data Scientist		Ezra Van Negri	Strategic Planning Analyst		Joe Sill	Analytics Consultant
	Kevin Steele	Data Engineer		Bailey Joseph	Strategic Planning Analyst		Zain Jafri	Data Scientist, Basketball Strategy and Analytics
	Eli Witus	Assistant GM		David Bencs	Director of Basketball Analytics		Ben Eidelberg	Manager, Basketball Strategy and Analytics
	Monte McNair	Assistant GM		Ryan Chen	Data Scientist		Sam Kaplan	Coordinator, Basketball Strategy and Analytics
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	Jason Roman	Basketball Operations Analyst		Matthew Devita	Basketball Data Analyst			
	Ed Kupfer	Basketball Analyst		Soumya Kambhampati	Data Scientist			
				Dylan Murphy	Basketball Operations Analyst			
				Anna Zhao	Data Scientist/Developer			


























THE ATHLETIC

@SethPartnow

Source: Seth Partnow

Computer Vision in Sports - 2D Tracking

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	George Rodas	Director of Basketball Analytics & Strategy						Senior Data Analytics Applications Developer
	Alexandre Michael							Analyst
	Steve Williams							and Analytics
	Miles J. Faizan							Ball Analytics
	Jon Ni							Analyst
	Brad H.							Analyst
	Jeremy							Analyst
	Haralabos							and Development
	James B.							a Science
	Jeremias E.							cs Coordinator
	Chris N.							scientist
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				Dylan Murphy	Basketball Operations Analyst			
				Anna Zhao	Data Scientist/Developer			

NBA scientific departments are not CV-based (still)

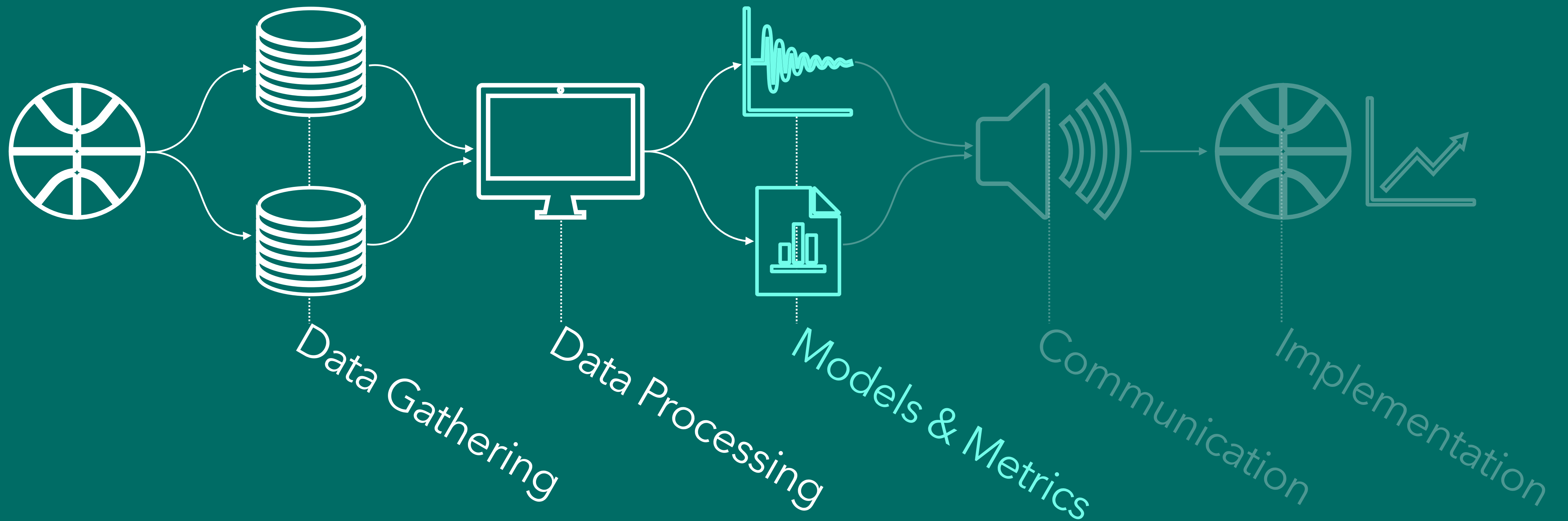
Goal: create novel CV metrics *a priori*

THE ATHLETIC

@SethPartnow

Source: Seth Partnow

What metrics are we supposed to extract?



Metrics: Guidelines (not only CV)

[Credits - Justin Jacobs]

Model implicit features that cannot be estimated with the physics of the game. Learn from the output - valuable insights.

Prediction

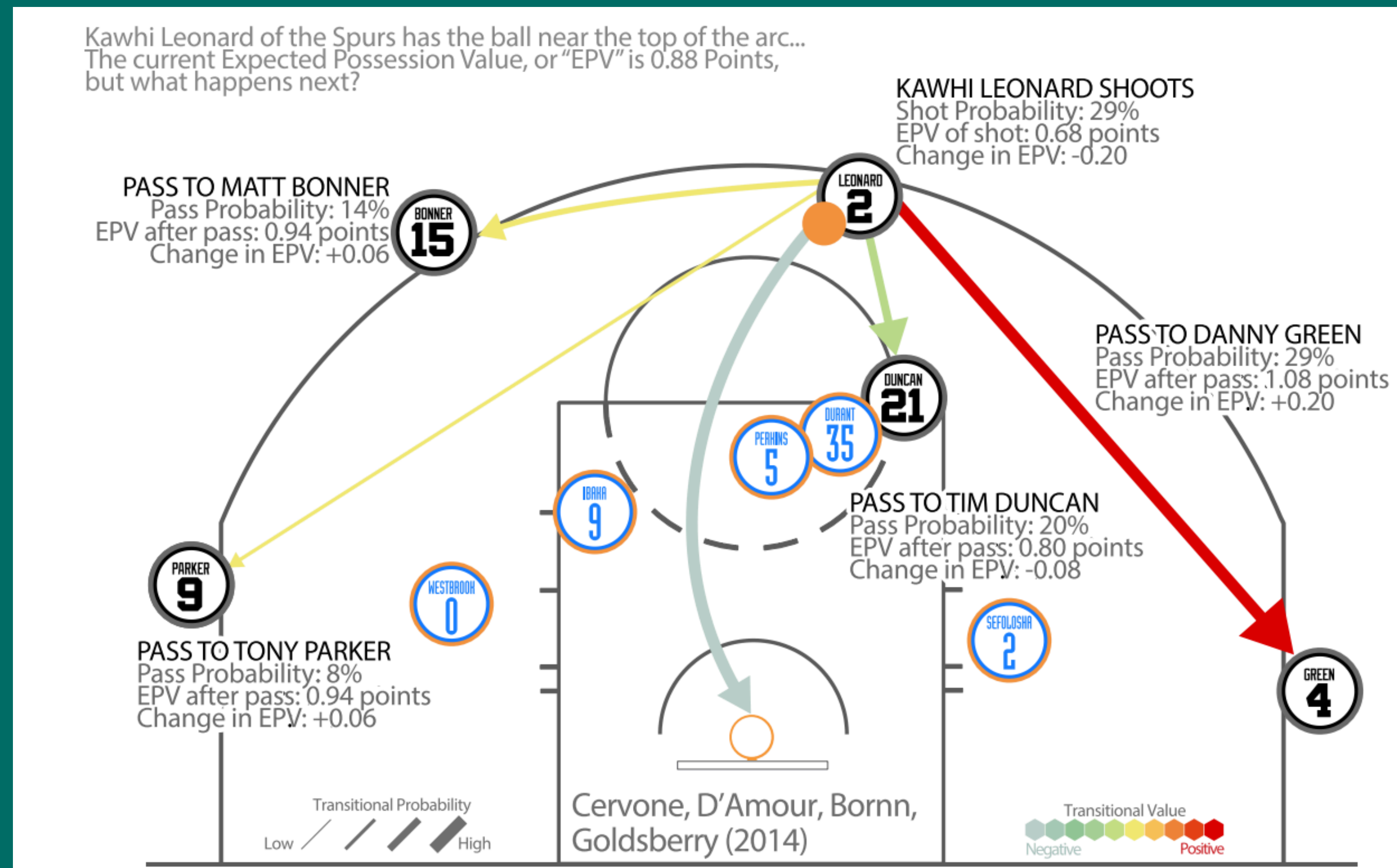
Interpretability

Actionable
Intelligence

Sacrifice accuracy for interpretability.

Metrics: on top of CV - Predict

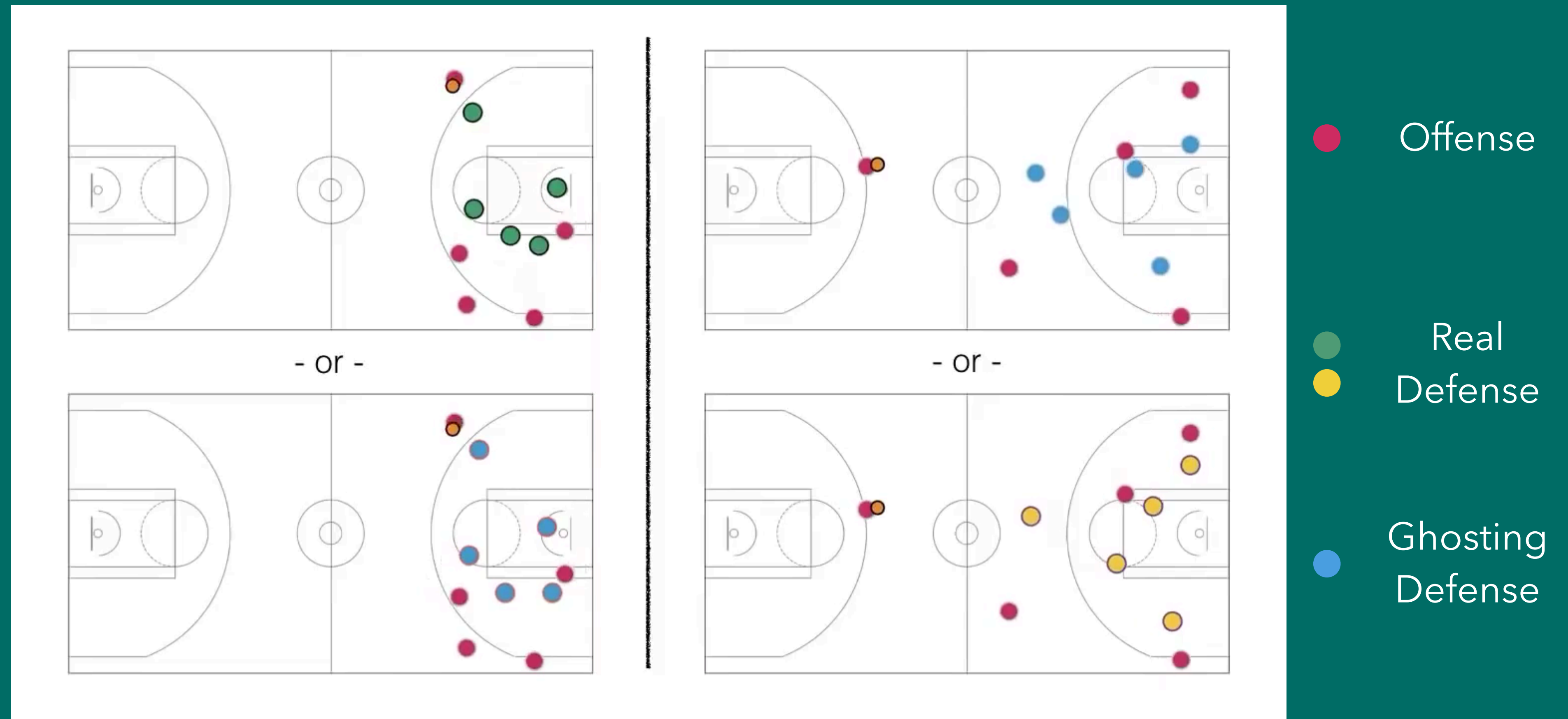
- Train models from tracking data to obtain meaningful insights



EPV Models [Cervone et al. 2014 - basketball, Fernández et al. - soccer 2019]

Metrics: on top of CV - Predict

- Train models from tracking data to obtain meaningful insights



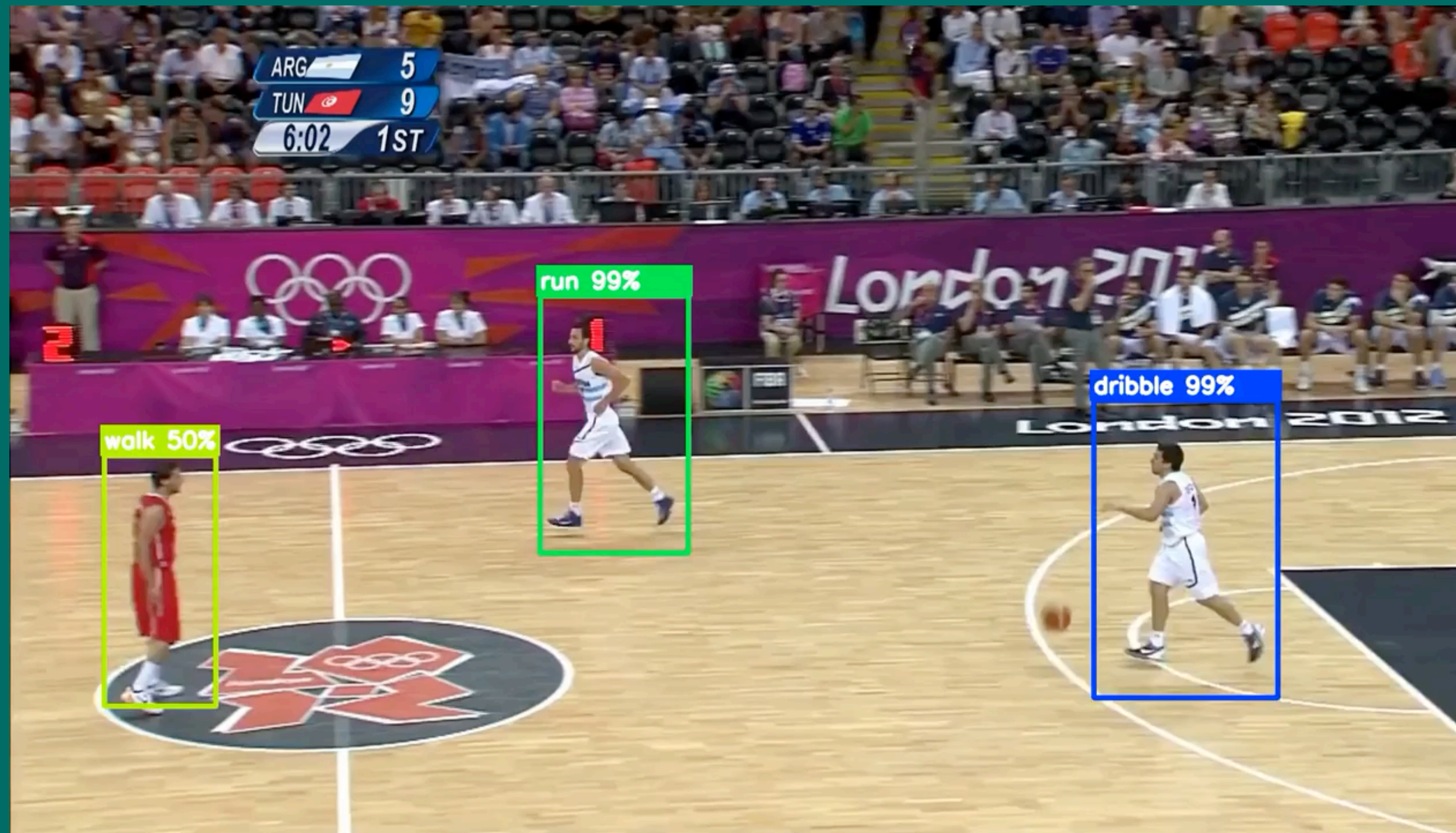
Bhostgusters - What if scenarios / Ghosting [Seidl et al., 2018]

Metrics: on top of CV - Enrich & Analyze

- Add more layers the 2D information to re-define metrics:
 - *A player is at (X, Y) and he/she is...*

Metrics: on top of CV - Enrich & Analyze

- Add more layers the 2D information to re-define metrics:
 - *A player is at (X, Y) and he/she is jumping / passing / screening...*



Proper definition of
open / contested shots

Body-language / Effort

Automatic playtype

Summarization

Action Recognition [Francia et al., 2018]

Metrics: on top of CV - Enrich & Analyze

- Add more layers the 2D information to re-define metrics:
 - *A player is at (X, Y) and he/she's facing towards x° (+ pose data)*



Field-of-view estimation

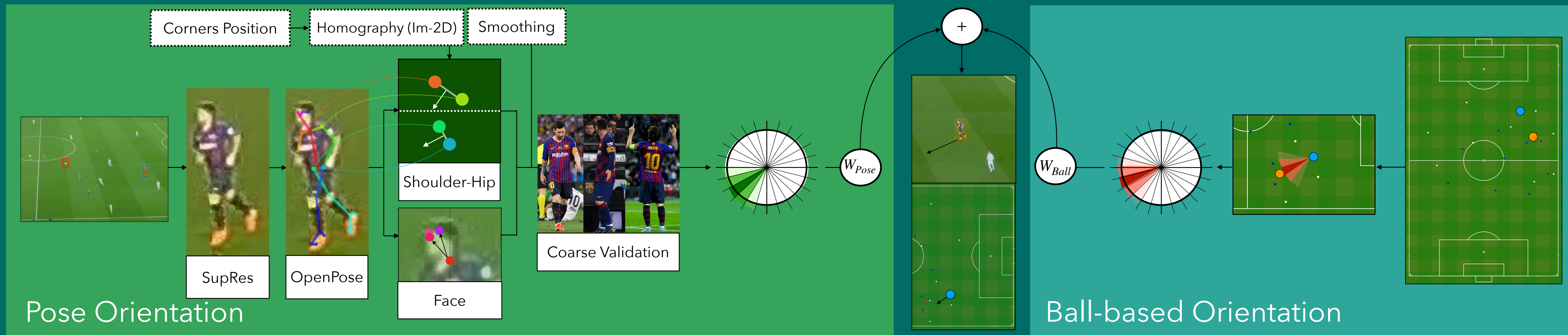
Specific angle stats:
- Passing / screening

Left / right deviations

Model refinement
a posteriori

Metrics: on top of CV - Enrich & Analyze

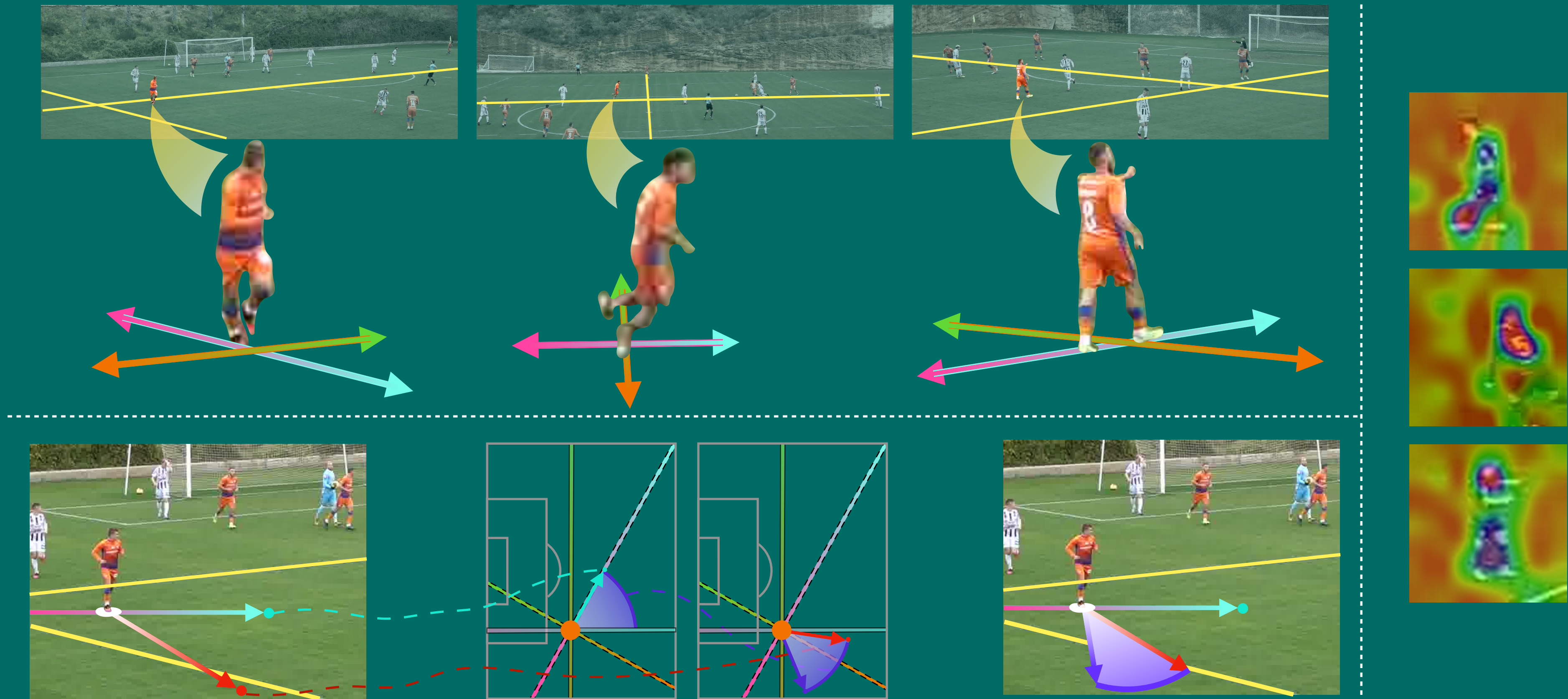
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Always Look on the Bright Side of the Field: Merging Pose and Contextual Data to Estimate Orientation of Soccer Players [ICIP 2021]

Metrics: on top of CV - Enrich & Analyze

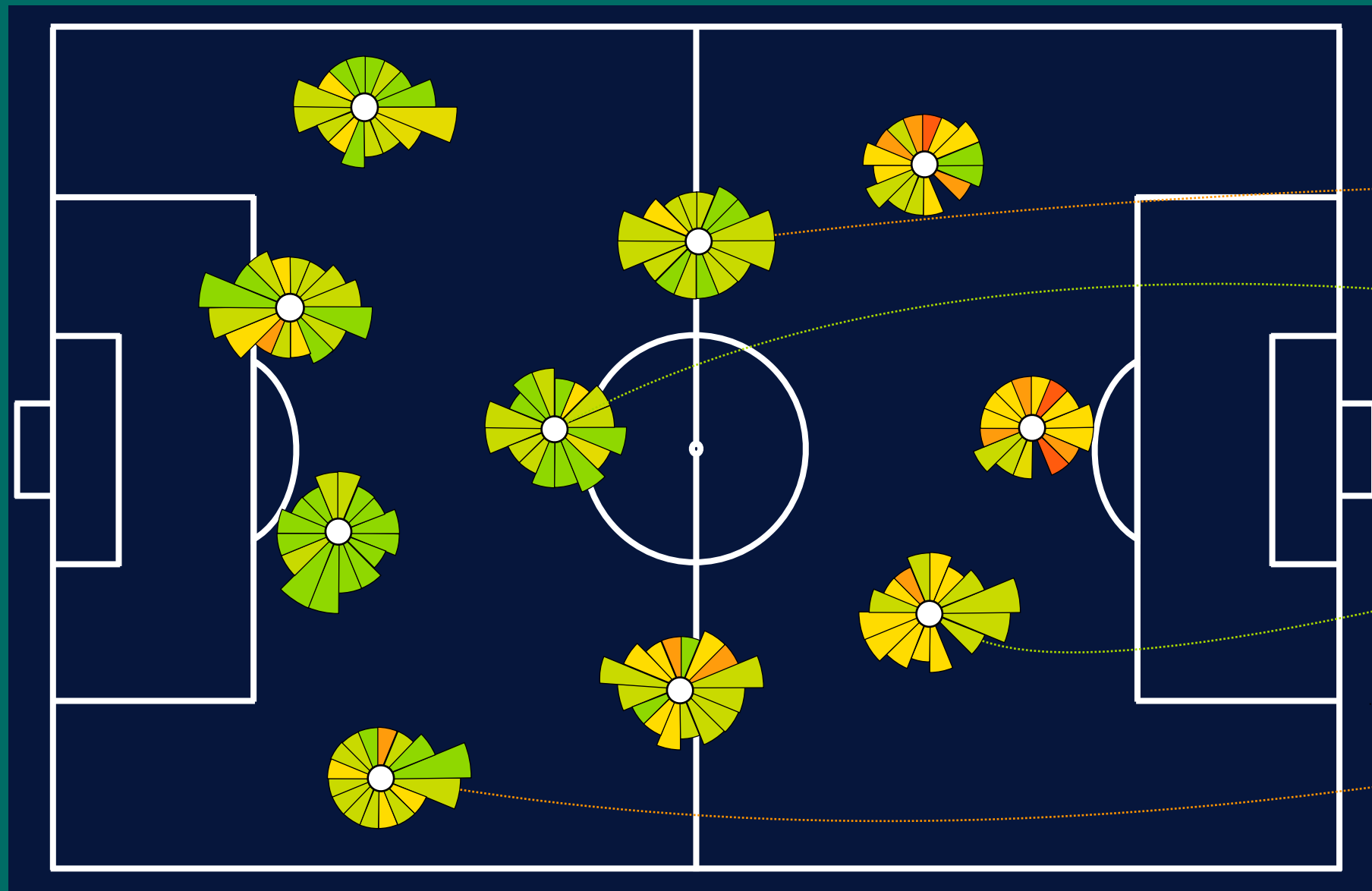
- Add more layers the 2D information to re-define metrics:
 - *A player is at (X, Y) and he/she's facing towards x° (+ pose data)*



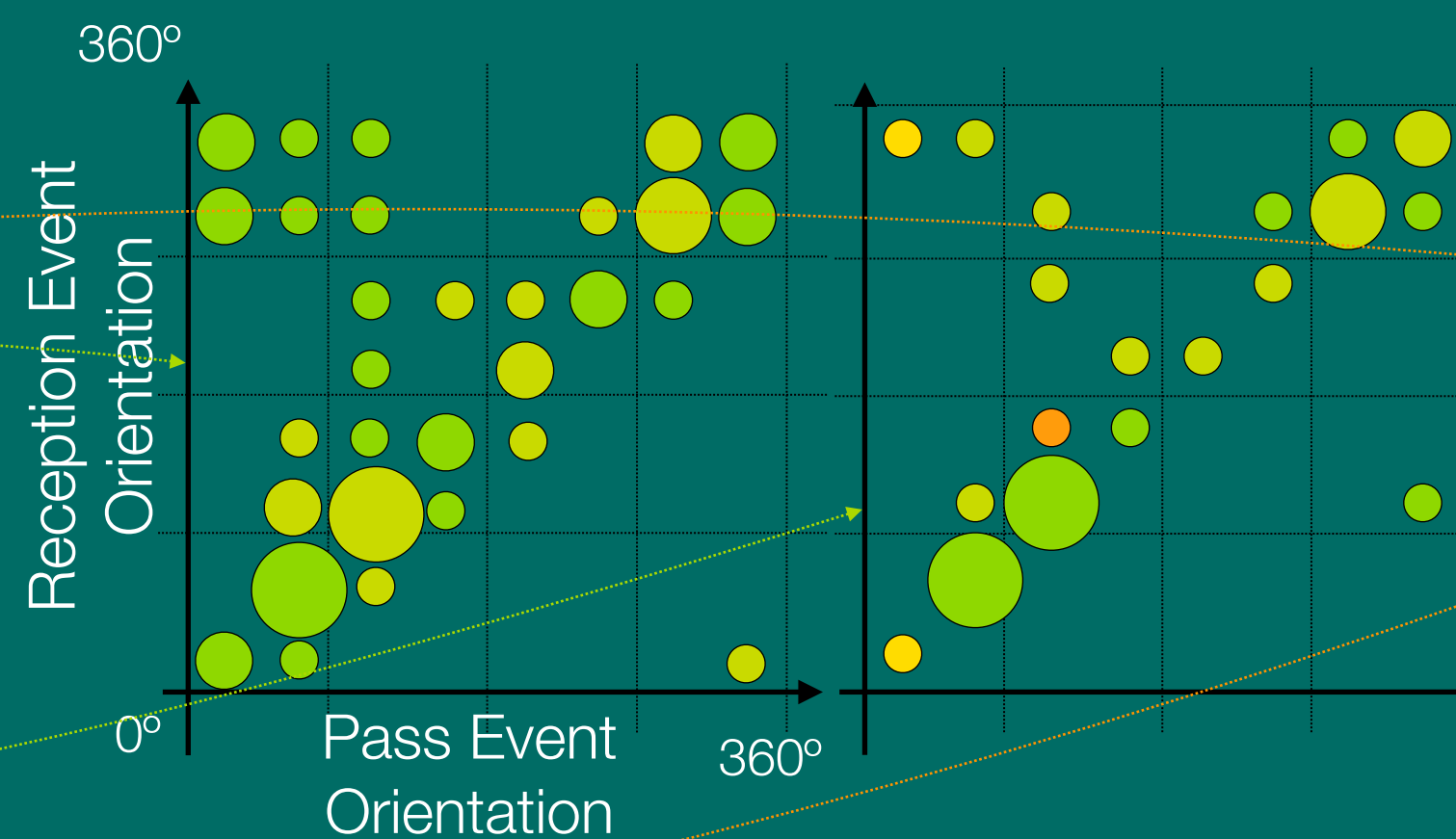
Metrics: on top of CV - Enrich & Analyze

- Add more layers the 2D information to re-define metrics:
 - *A player is at (X, Y) and he/she's facing towards x° (+ pose data)*

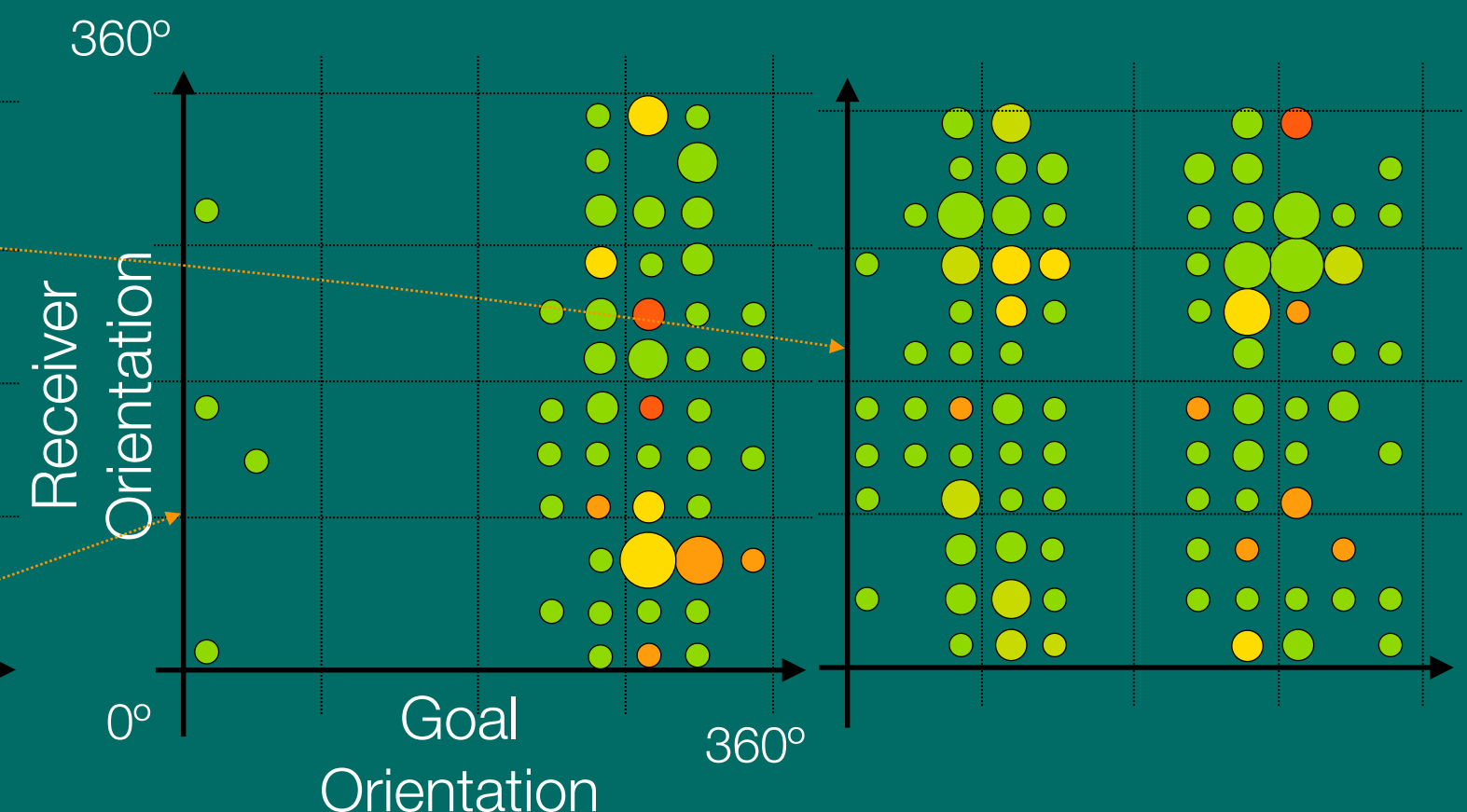
OrientSonar Maps



Reaction Maps

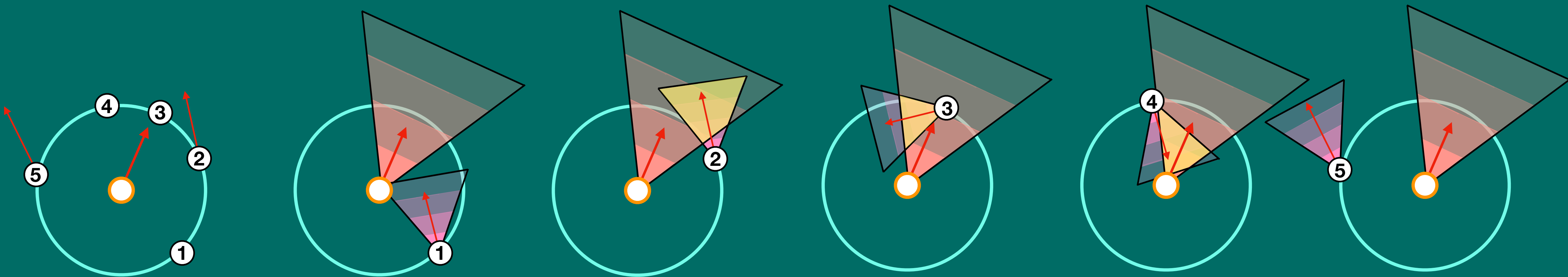


On-Field Maps



Metrics: on top of CV - Enrich & Analyze

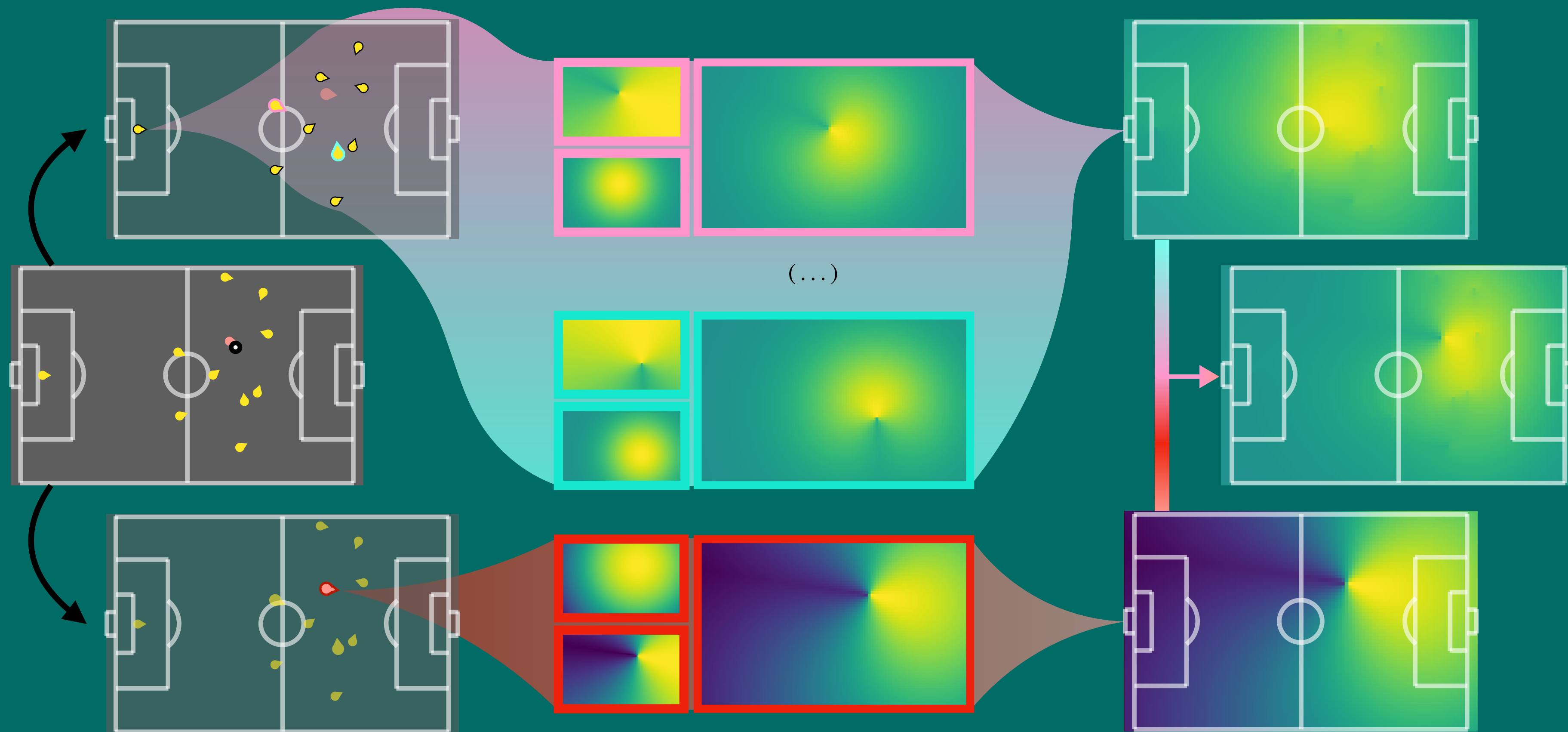
- Add more layers the 2D information to re-define metrics:
 - *A player is at (X, Y) and he/she's facing towards x° (+ pose data)*



Using Player's Body-Orientation to Model
Pass Feasibility in Soccer [CVSports20', 2n Place Award]

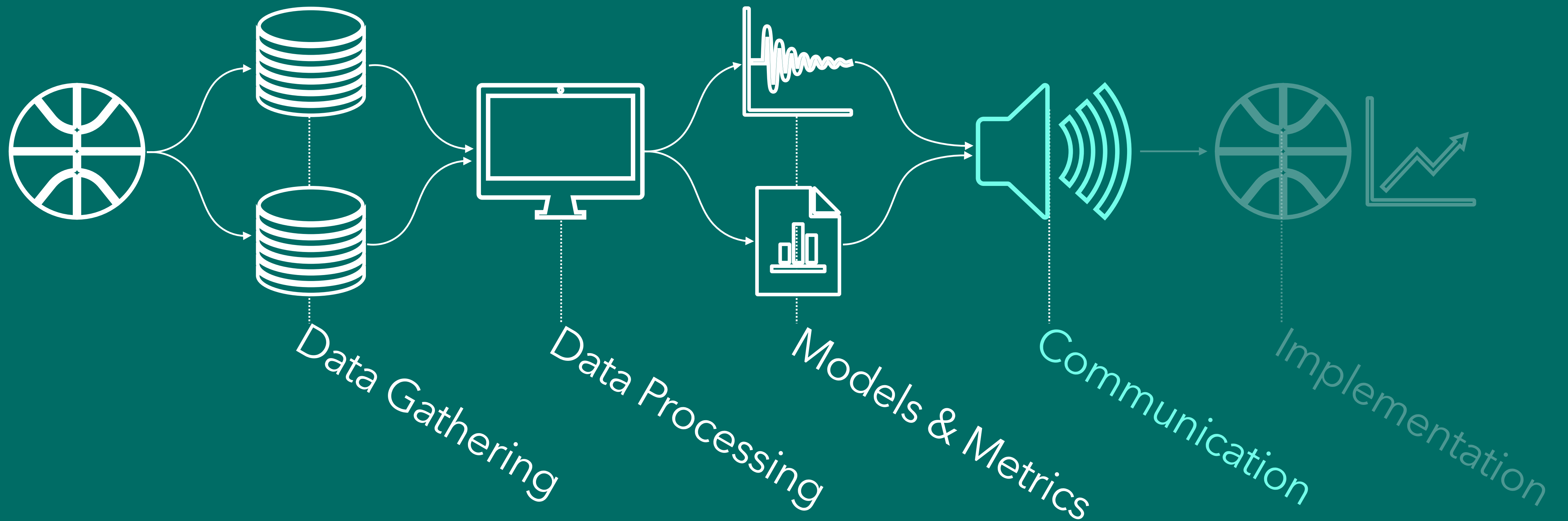
Metrics: on top of CV - Enrich & Analyze

- Add more layers the 2D information to re-define metrics:
 - *A player is at (X, Y) and he/she's facing towards x° (+ pose data)*



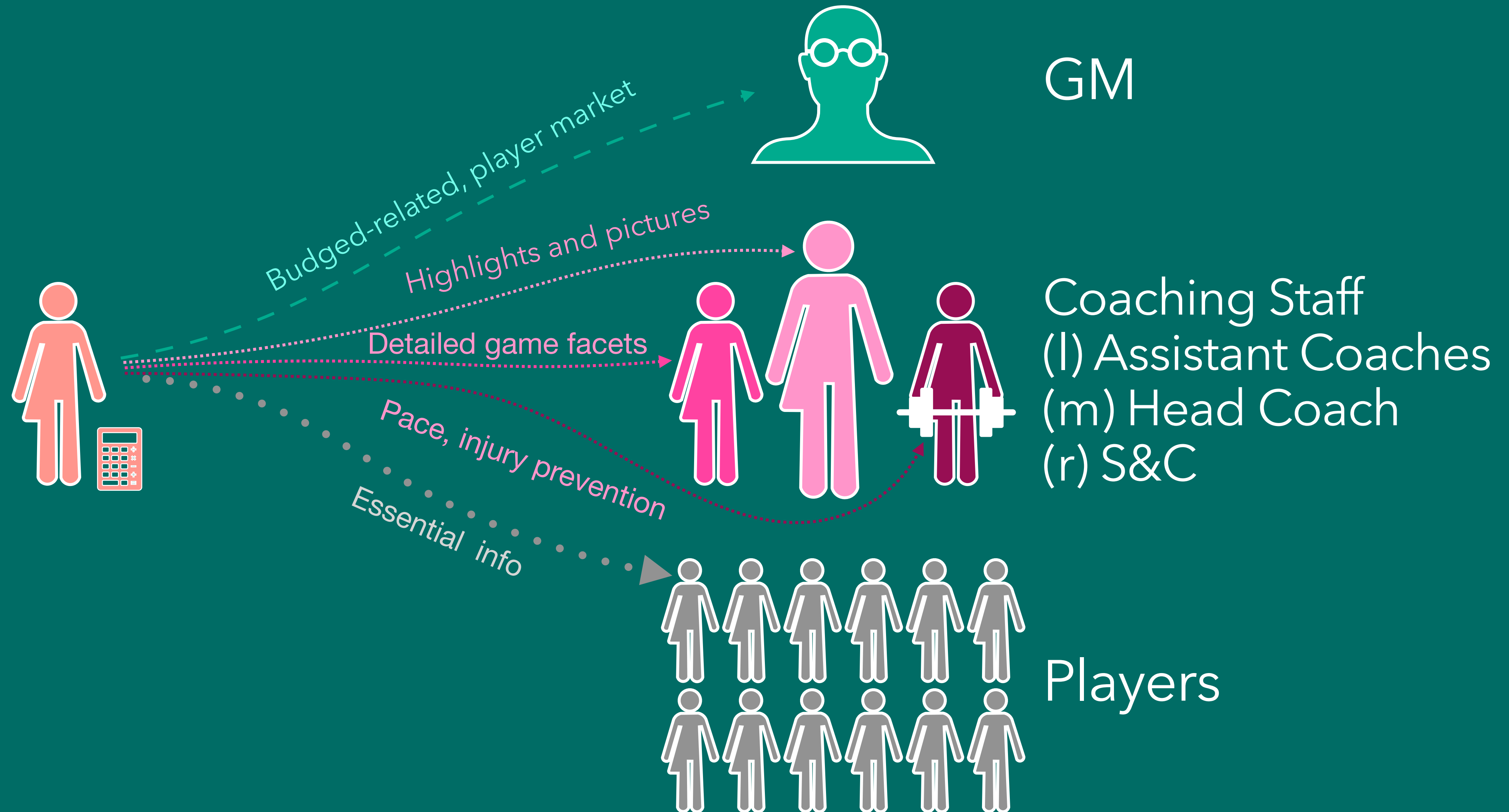
Stay tuned!

I have stats... Now what?

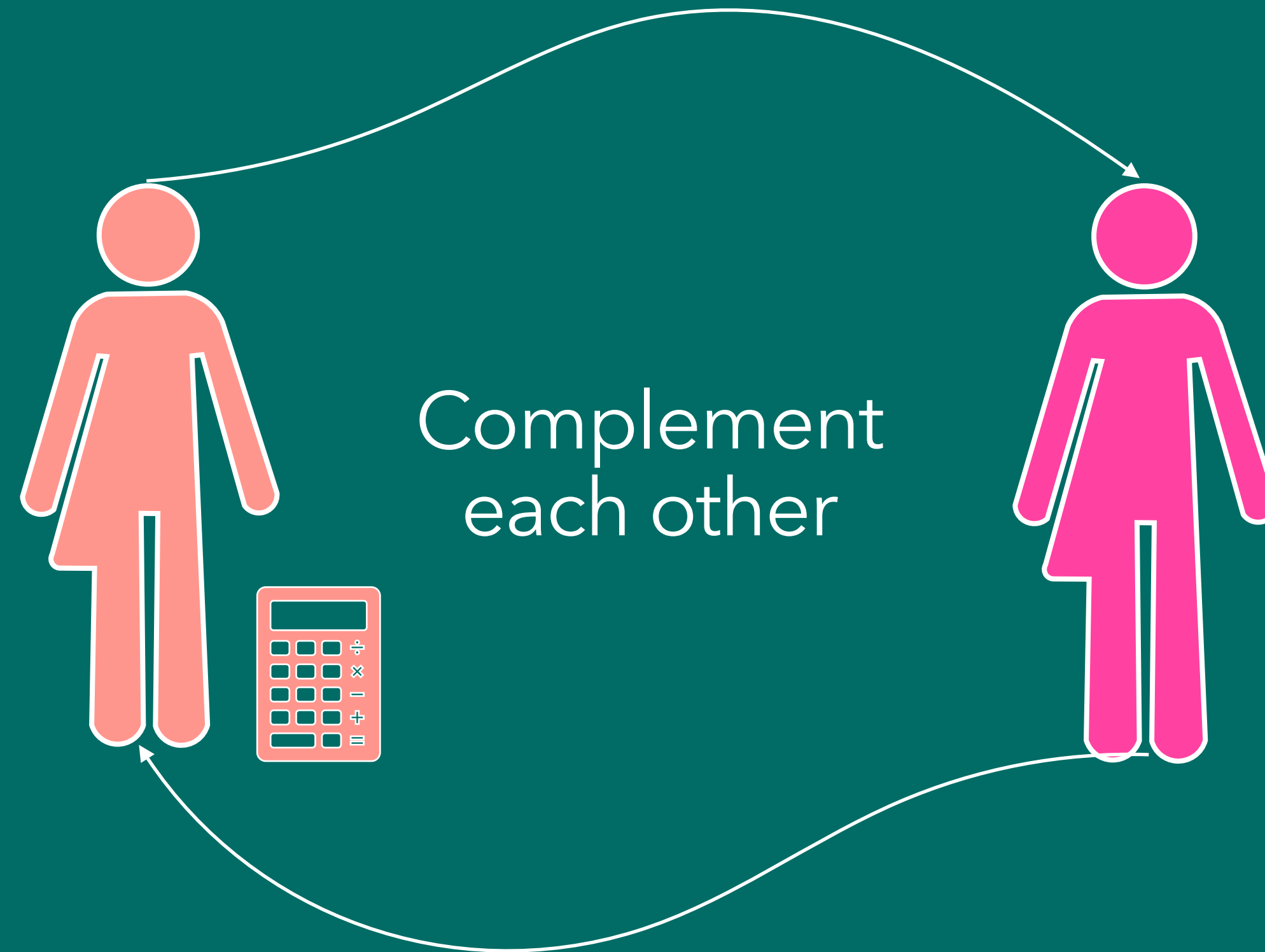


Communication

Each communication channel is unique



Communication

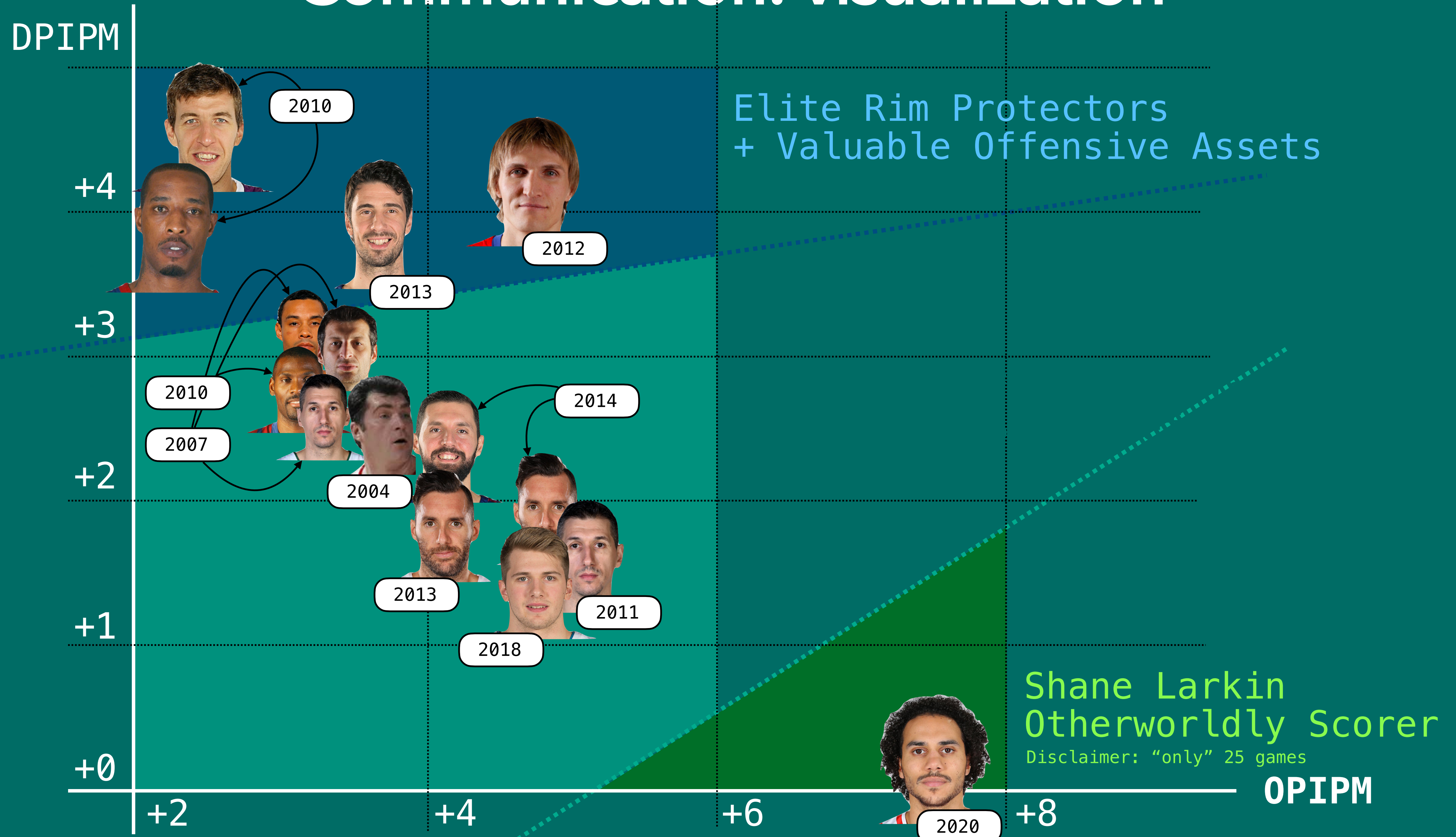


Be a valuable resource,
not a coaching thread

Learn how to ask the
appropriate questions

Acquire the coaching
staff's lingo

Communication: visualization



Communication

[Credits - Seth Partnow]

- Being better is not being right at everything, it is being less wrong.
- Put data in the language of sport – hybrid profiles.
- Properties of language:



Arbitrariness



Almost all statistics are arbitrary (not the scoreboard)

We use representative abstractions of game concepts (e.g. rebound)

Communication

[Credits - Seth Partnow]

- Being better is not being right at everything, it is being less wrong.
- Put data in the language of sport – hybrid profiles.
- Properties of language:



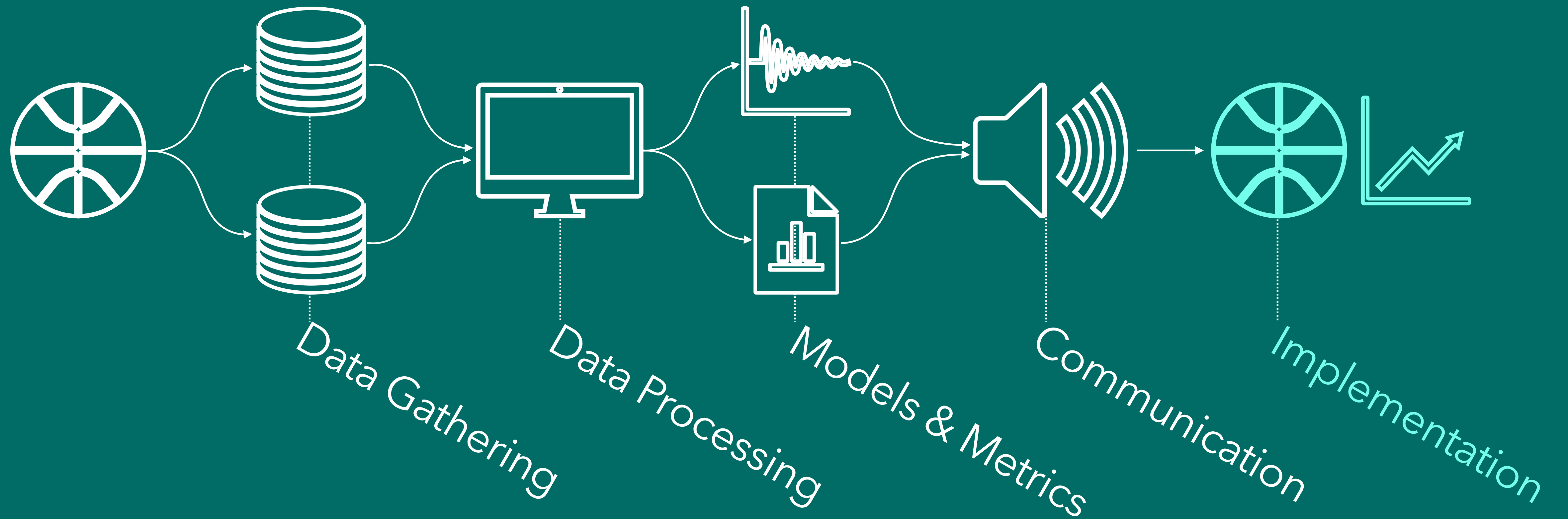
**Cultural
Transmission**



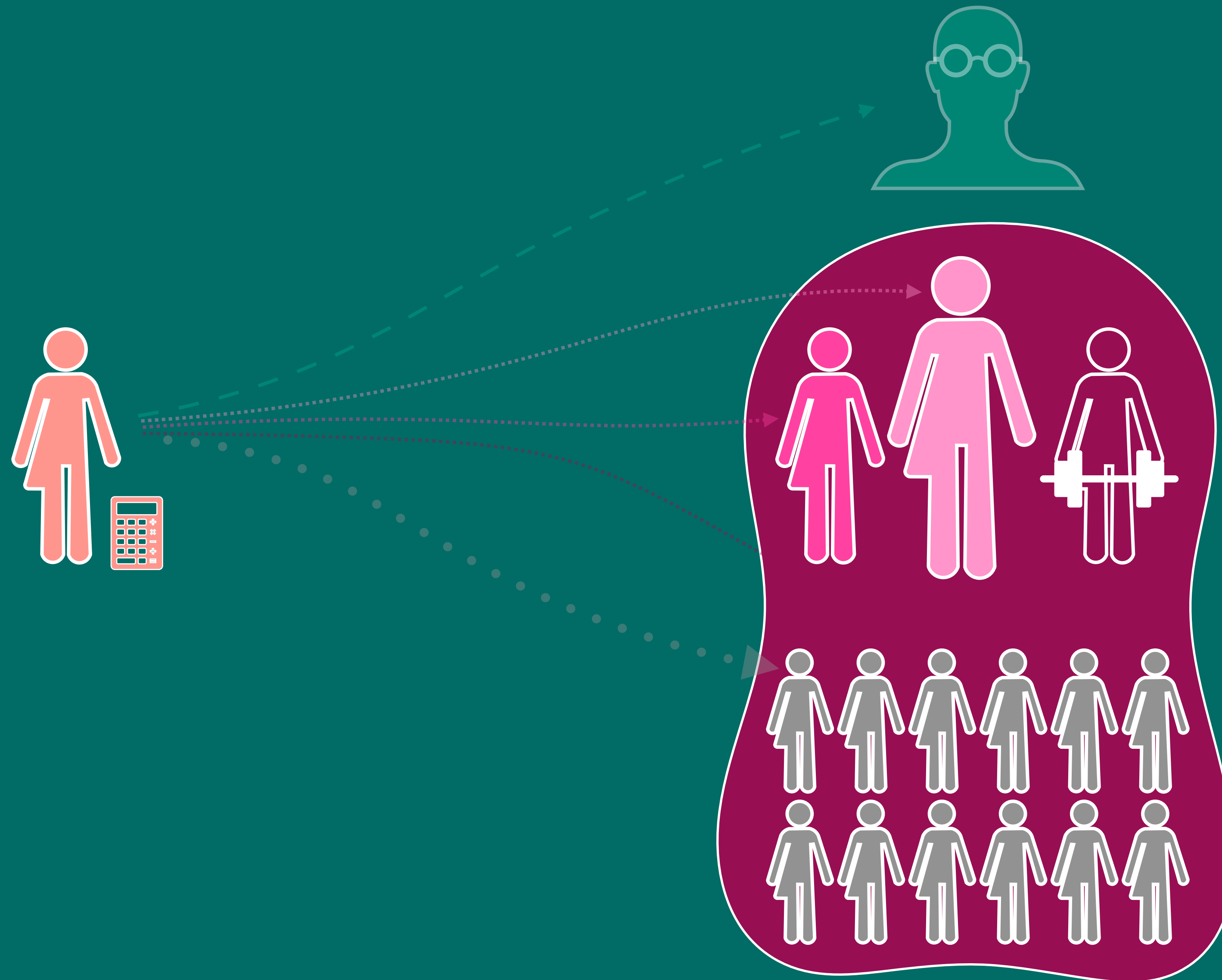
Naming stats: objective & basic, clear calculation / concepts.

Avoid: unnecessary jargon / opaque terms, snake oil.

In this talk...



Implementation



Acknowledgements

Gloria Haro
Coloma Ballester
Adrián Martín
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Juan Llaneza
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Javier Fernández
Raúl Peláez

Thanks for the attention

Adrià Arbués Sangüesa



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Free agent from fall 2021!