# Trouble with the Curve: Automatic Clustering of PITCHf/x Data 

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- Baseball and Pitcher Background.
- PITCHf/x introduction.
- Automatic Clustering of Pitch Types.
- Current Methods (MLB-AM and Brooks Baseball).
- Proposed Methods.
- Model-Based Clustering with Gaussian Mixture Model.
- Choosing Correct Number of Pitches ( $\mathrm{BIC}_{a d j}$ ).
- Label clusters (Fastball, Curveball, etc.).
- CLUMPD Application http://legion.stat.cmu.edu:3838/CLUMPD-server/




## Baseball and Pitcher Background

- Pitcher's purpose: Make the batter miss or hit poorly.
- Pitches vary in velocity, top-spin, and side-spin.


## Spectrum of Pitches:

|  | Fastball | Change-Up | Slider | Curveball | $\ldots$ |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Speed | Fastest | med | med | low | $\ldots$ |
| Movement | Low | med-low | med-high | high | $\ldots$ |

## Different pitchers throw different combinations of pitch types

- Pitchers throw different sets of pitch types depending on their role on the team, arm strength, ability, etc.
- Example: starting pitcher versus relief pitcher.
- Barry Zito (Starting Pitcher) throws a four-seam fastball, sinker, changeup, curveball, and slider.
- Craig Kimbrel (Relief Pitcher) throws a four-seam fastball and curveball.


## Pitch type is unknown to batter

- Pitcher's team determines what pitch type will be thrown.
- Batter doesn't know what type of pitch will be thrown.
- No official record of pitch type thrown.


## Identifying pitch types

- If each pitch type is known, we can improve measurement of pitcher and batter performance, predict future injury, and analyze other baseball research questions.
- Identify pitch types with velocity, side-spin, and top-spin.


## PITCHf/x and Data

- PITCHf/x:
- A system for recording data on pitches thrown.
- PITCHf/x used by Major League Baseball since 2006.
- 30+ variables: velocity, release point, acceleration, etc.
- 2008 - 2013: 1000+ pitchers (100-15,000 pitches each)
- Back/side spin derived from PITCHf/x data (Nathan 2007).

| Pitcher | Start Speed (mph) | Top Spin (rps) | Side Spin (rps) | Label | $\ldots$ |
| ---: | ---: | ---: | ---: | ---: | ---: |
| Barry Zito | 89.70 | -84.59 | 56.17 | Four-seam | $\ldots$ |
| Barry Zito | 70.80 | 50.39 | -50.50 | Curveball | $\ldots$ |
| Tim Wakefield | 75.20 | -107.19 | 50.23 | Four-seam | $\ldots$ |
| Tim Wakefield | 75.30 | -113.89 | 46.10 | Four-seam | $\ldots$ |

## How to automatically identify all pitch types?

(1) Identify groups of pitches with similar characteristics using features of the PITCHf $/ \times$ database.
(2) Label each group with a pitch type (e.g. four-seam fastball).

## MLB Current Method: Neural Networks Classification

- MLB uses proprietary labeled dataset and classification.
- Labeled dataset not publicly available, and may be inaccurate.

Barry Zito: Neural Network Classification


| Pitch Name | Four-Seam | Two Seam | Cutter | Changeup | Curveball | Slider |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Color | Red | Grey | Blue | Green | Black | Brown__ |

## Identify groups of pitches with similar characteristics.

- Possible solution: Unsupervised learning (clustering)
- k-means
- hierarchical clustering
- model-based clustering with a Gaussian mixture model (MBC)
- Two-step approach:
- Cluster pitches for each individual pitcher.
- Three variables: velocity, top-spin, side-spin.
- Adapts to pitcher specific characteristics.
- Choose number of pitch types (clusters) for each pitcher.
- Develop algorithm to label clusters.


## k-means

Let $x_{1}, \ldots, x_{n} \in \mathbb{R}^{3}$ and $C_{1}, \ldots, C_{K}$ clusters with $\mu_{k}$ for each cluster.

$$
\operatorname{argmin} \sum_{k=1}^{K} \sum_{i \in C_{k}}\left\|\bar{x}_{i}-\mu_{k}\right\|^{2}
$$

Barry Zito


| 4-Seam Fastball | 2-Seam Fastball | Changeup | Slider | Curveball |
| :---: | :---: | :---: | :---: | :---: |
| Black | Red | Green | Blue | Light Blue $=\mathrm{E}$ |

## - Clustering

## Average Linkage (out-performs complete and single)

Let N represents the number of observations in clusters A and B , and d represents the individual pairwise dissimilarities. The distance between clusters A and B :

$$
\operatorname{dist}(A, B)=\frac{1}{N_{A} N_{B}} \sum_{i \varepsilon A i^{\prime} \varepsilon B} d_{i i^{\prime}}
$$

Barry Zito: Average Linkage


## Model-Based Clustering with Gaussian mixture model

A multivariate Gaussian model for each pitcher profile is intuitive.

- Each pitch has a mean value for desired speed and spin.
- The resulting pitches are noisy, both in the pitchers delivery and due to other external factors, such as wind.
- The resulting noisy pattern forms a hyper-ellipsoid.

$$
\begin{array}{r}
y_{i} \mid c_{i}, \mu_{k}, \Sigma_{k} \sim N_{3}\left(\mu_{k}, \Sigma_{k}\right) \quad f(y ; K)=\sum_{k=1}^{K} f_{k}\left(y_{i} \mid c_{i}\right) \pi(k) \\
\operatorname{BIC}(\mathrm{K})=-2 \log (\hat{f}(Y ; K))+g(K, d) \cdot \log (n)
\end{array}
$$

where $\hat{f}(Y)$ is the likelihood for K compoments, and $g(K, d) \cdot \log (n)$ is the penalty term.

## Model-Based Clustering with BIC

## MBC Barry Zito: Original BIC



## Choosing number of pitch types (clusters)

- Prior knowledge: clustering variables should be uncorrelated.
- Velocity, side and top-spin should be uncorrelated within clusters.
- We develop $B I C_{\text {adj }}$ : Penalizes for high intra-cluster correlation.

$$
B I C_{\mathrm{adj}}(K)=B I C(K)+\lambda * \sum_{k=1}^{K} \sum_{i=1}^{d-1} \sum_{j=i+1}^{d} \log \left|r_{k i j}\right|
$$

- $K$ is the number of clusters, $d$ is the number of variables, and $r$ is correlation.
- $\lambda$ chosen via cross-validation (2010 as training data, 2011 as test data).


## Model-Based Clustering with $B I C_{\text {adj }}$ CLUMPD

MBC Barry Zito: Adjusted BIC


| Pitch Name | Four-Seam | Sinker | Changeup | Curveball | Slider |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Color | Red | Light Blue | Green | Black | Brown |

## Result of MBC: Identify pitch evolution across time

## CLUMPD



| Pitch Name | 4-Seam Fastball | Sinker | Cutter | Changeup | Curveball 2010 | Curveball 2011 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Color | Red | Light Blue | Blue | Green | Black | Purple |

## Comparing $B I C$ and $B I C_{\text {adj }}$

- Used both criterions on all pitchers (1051 pitchers).
- Randomly select 50 pitchers:
- All 50 cases $B I C_{\text {adj }}$ out-performs BIC based on visual inspection.
- In 46 of 50 pitchers, BIC chooses the maximum allowed number of clusters.
- $B I C_{\text {adj }}$ out-performs $B I C$ in this application.


## Develop Labeling System for Clusters

## Original Method:

- Heuristic decision tree algorithm to label clusters with typical pitch types (Fastball, Curveball, etc.)


## New Method:

- Split each clustering space into 8 groups and label cluster based on where they fall.
- Labels clusters off of pitch characteristics, not pitcher intent.
- Types of pitches:

Fast Rise (Fastball), Slow Drop (Curveball), Slow Left (Slider), etc.

- Feedback and suggestions?


## CLUMPD Application

## CLUMPD

## Conclusions

- New criterion for choosing the number of clusters.
- $B I C_{\text {adj }}$ factors in intra-cluster correlation structure.
- New method for MLB pitch type clustering and classification.
- $B I C_{\text {adj }}$ and MBC are intuitive models for PITCHf $/ x$ data.
- Pitch type labeling system.
- Developed pitch classification application that updates daily.


## Current and Future Work

- Will be available on FanGraphs.
- Currently fine-tuning and updating CLUMPD method and application.
- Explore new baseball applications using clustering results.

Contact Information:
Email: mpane@andrew.cmu.edu
Version of paper: http://repository.cmu.edu/hsshonors/
CLUMPD Prototype: http://legion.stat.cmu.edu:3838/

- Try out application. Email me if you have any questions or suggestions.

