NBA Motion Data and Next Stage Plans

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Exploring NBA SportVu Movement Data

Movement NBA data is available for many different teams from different NBA games.





Some Data Features

- 548 different Motion Events captured.
- The x, y co-ordinates for each player on the court was recorded, where x is the length and y is the width (An NBA court is 94 feet by 50 feet).
- During the game, the exact time of the event was recorded

NBA Motion Data

Morris <- all.movements[which(all.movements\$lastname == "Morris" & all.movements\$event.id == 494),]

```
m <- plot_ly(data = Morris, x = Morris$x_loc, y = Morris$y_loc, mode = "markers", color=cut(Morris$game_clock, breaks=3))
layout(xaxis = list(range = c(0, 100)),
yaxis = list(range = c(0, 50)))</pre>
```

m

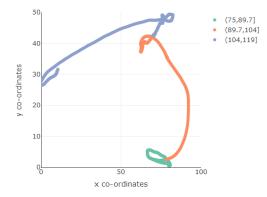
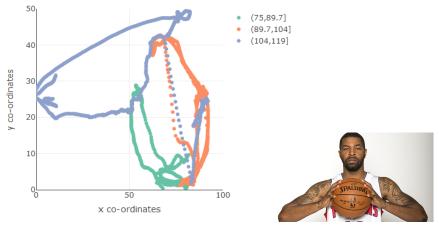


Figure: GPS-derived Motion Data of Marcus Morris.

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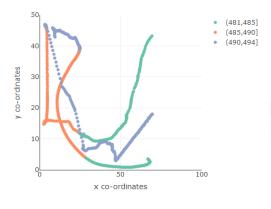
Image: A matrix

NBA Motion Data



```
> Morris <- all.movements[which(all.movements$lastname == "Morris" & all.movements$event.id == 494),]
> travelDist(Morris$v_loc, Morris$y_loc)
[] 233.7009
> seconds = max(Morris$game_clock) - min(Morris$game_clock)
> speed travelDist(Morris$v_loc, Morris$y_loc)/seconds #in feet per second
> speed
[1] 5.300541
```

NBA Motion Data





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```
> Johnson <- all.movements[which(all.movements$lastname == "Johnson" & all.movements$event.id == 403),]
> travelDist(Johnson5x_loc, Johnson5y_loc)
[1] 120.3513
> seconds = max(Johnson5game_clock) - min(Johnson5game_clock)
> speed = travelDist(Johnson5x_loc, Johnson5y_loc)/seconds #in feet per second
> speed
[1] 9.028603
```

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Plan for next 3 - 6 months

- Modelling of Bio-Mechanical models.
- Methods to use motion data for automated generation of Ordinary Differential Equation (ODE) based bio-mechanical models will be developed.

Problems to Overcome

- White Noise.
- What direction are the players facing?
- Where is the physical contact (knee, foot etc.)?

References

Savvast Tjortjoglou and Tanya Cashorali.

Exploring NBA SportVu Movement Data, 2015.

Projects.rajivshah.com.