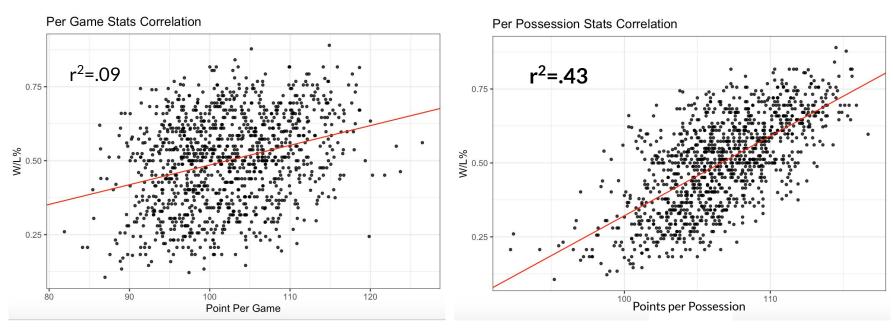
# Can we make a "better" Pythagorean Expectation for Basketball?

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#### Points Per 100 Possessions vs. Per Game



# Pythagorean Expectation for Basketball

This is the currently used formula for Pythag in basketball right now:

Our improved formula:

Pythag = ORtg<sup>2</sup>

(ORtg<sup>2</sup>+DRtg<sup>2</sup>)

#### Our next thought:

Was the league tougher in some years than others? And if so, how can we adjust for that and find a way to make all teams equal?

So how do we do this?

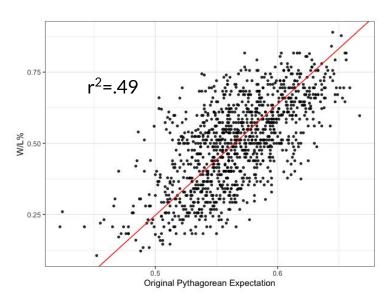
This is what we came up with for Strength of Schedule per Possession:

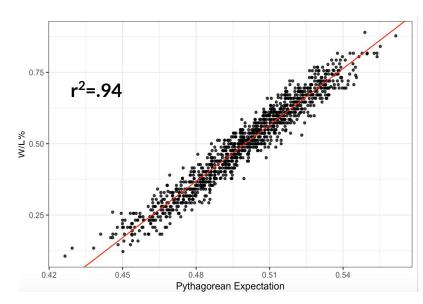
SOSPP= (ORtg) - (Average DRtg for the rest of the league in that year)

#### **Final Product:**

SOSWPYTH= SOSPP x PythPP

# Which Pythagorean expectation is better? Theirs Ours





#### What can we do with this?

- Because we standardized for both competition between seasons and home-field advantage
  - O All-time teams?
  - NBA Coronavirus Bubble?
- Let's do both!

#### Who are the best and worst teams of all time?

The Best:

The Worst:

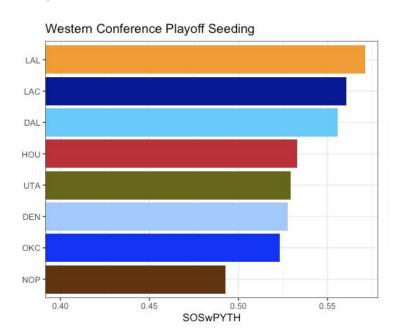
Most of the best teams have a SOSwPYTH > .6

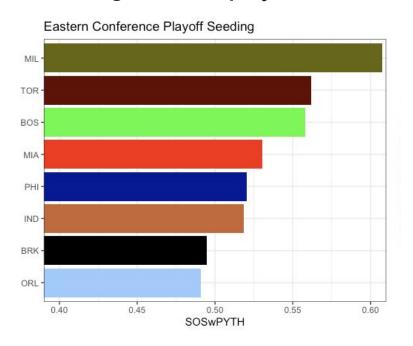
Most of the worst teams have a SOSwPYTH < .4

| Season = | Tm ÷ | <b>w</b> ‡ | L = | W/L% = | SOSwPYTH  |
|----------|------|------------|-----|--------|-----------|
| 1995     | СНІ  | 72         | 10  | 0.878  | 0.6354294 |
| 1996     | CHI  | 69         | 13  | 0.841  | 0.6202418 |
| 2007     | BOS  | 66         | 16  | 0.805  | 0.6171688 |
| 2015     | SAS  | 67         | 15  | 0.817  | 0.6170478 |
| 2016     | GSW  | 67         | 15  | 0.817  | 0.6143210 |

| Season ‡ | Tm ‡ | <b>w</b> ÷ | L ÷ | W/L% = | SOSwPYTH ^ |
|----------|------|------------|-----|--------|------------|
| 2011     | CHA  | 7          | 59  | 0.106  | 0.3677548  |
| 1992     | DAL  | 11         | 71  | 0.134  | 0.3724907  |
| 1997     | DEN  | 11         | 71  | 0.134  | 0.3869762  |
| 1999     | LAC  | 15         | 67  | 0.183  | 0.3917714  |
| 1982     | HOU  | 14         | 68  | 0.171  | 0.3986806  |

#### Playoff Seedings after the simulated regular season games and play-ins





#### **Playoff Bracket**



#### Conclusion

- Per possession is better measure/predictor for success than per game
- We found a better pythagorean expectation for basketball
- Standardize for seasons and home-field advantage through measure strength of schedule using per possession numbers
- Combine the new pythagorean expectation and the new strength of schedule
- Find the greatest/worst teams of all time
- Simulate the NBA bubble championship

## **Thanks for Listening**

### **Questions?**