A New Perspective on NHL Shot Mapping

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²STOP Domestic Violence/Behavioral Health Services North

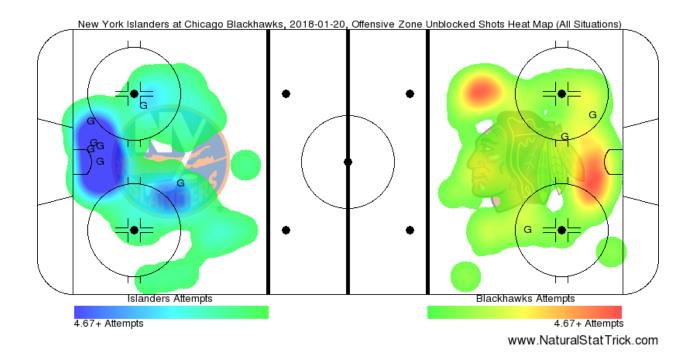
RITSAC19

September 14, 2019

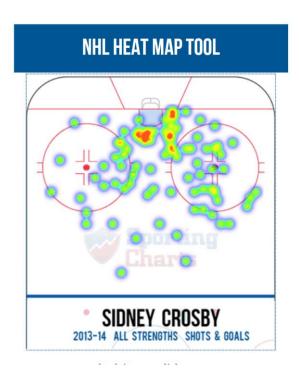




https://www.sny.tv/islanders/news/islanders-scratchpad-the-rocky-balboa-of-the-nhl/265088142/http://www.NaturalStatTrick.com

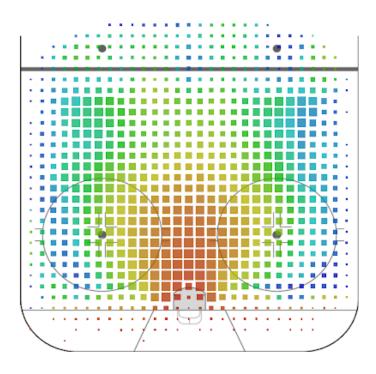


https://www.sportingcharts.com/nhl/



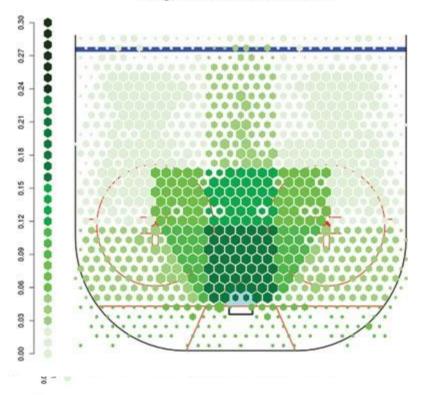
3

https://www.greaterthanplusminus.com/2014/04/nhl-heat-map.html



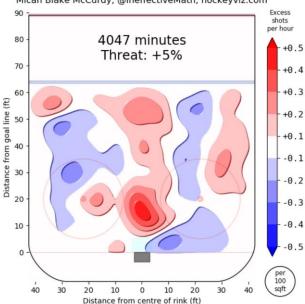


League-Wide Success Rate

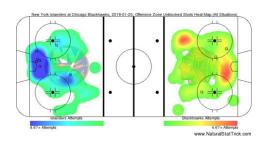


Shots Allowed 5v5 (Animated)

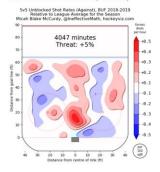


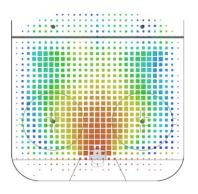


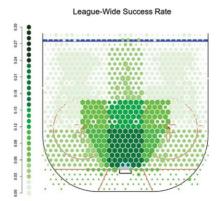
NHL Shot Maps

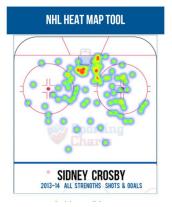


Shots Allowed 5v5 (Animated)

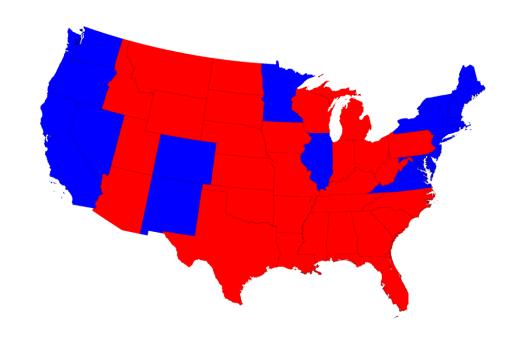




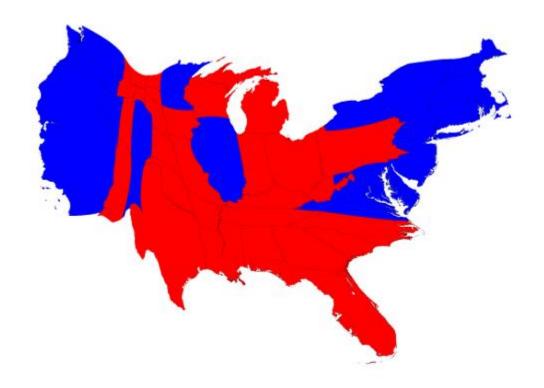




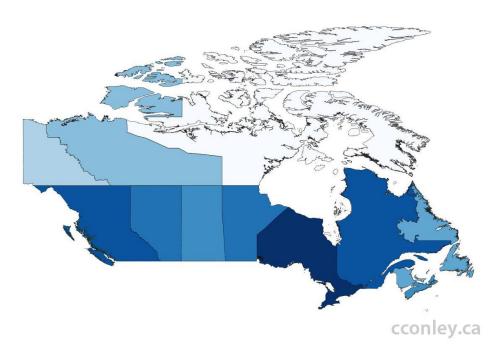
US States (Lower 48) by Area & Politics



Cartogram: US States (Lower 48) by Area & Politics

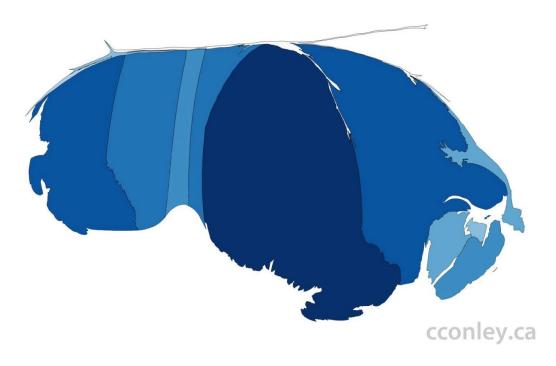


Cartograms: Canadian Provinces by Area



https://cconley.ca/2012/05/06/reshaping-the-country/

Cartograms: Canadian Provinces by Population



Goal:

Make a

Data

Source: www.moneypuck.com

Even Strength

Goalies in net

2007-08 to 2018-19 NHL Seasons

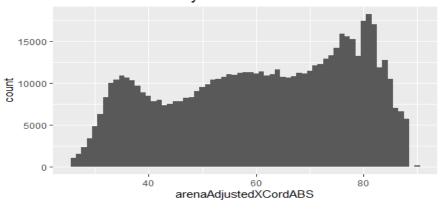
Regular season games

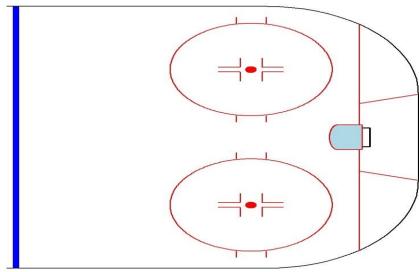
Regulation, no OT

Ignore shot type

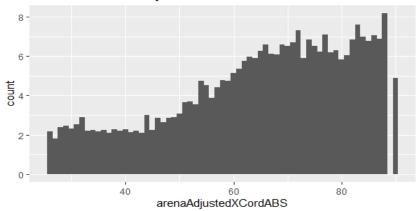
It is after all RTSS data

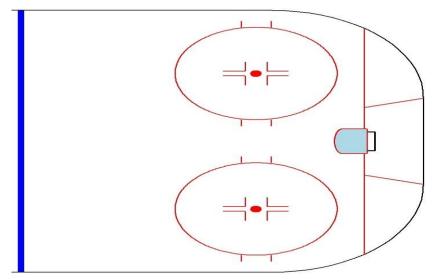
Sum of Shot count by X location



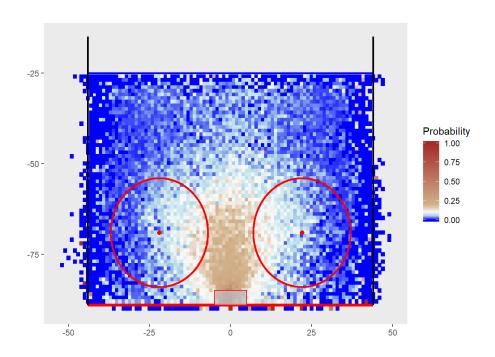


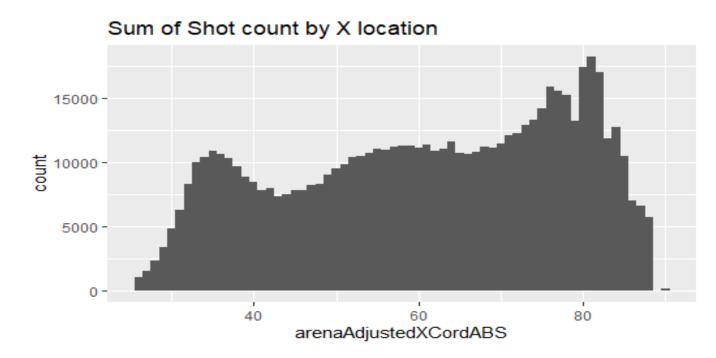
Sum of Shot Prob by X location

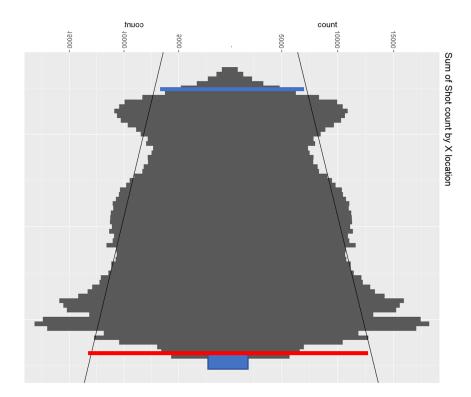




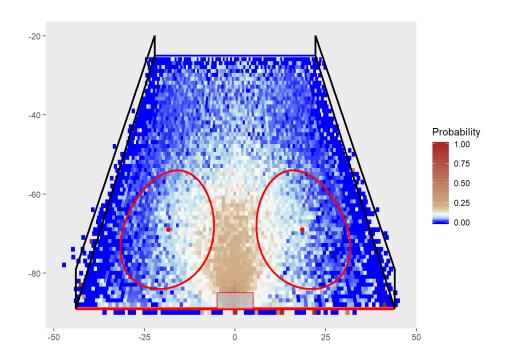
Heat Map: Shot Probability



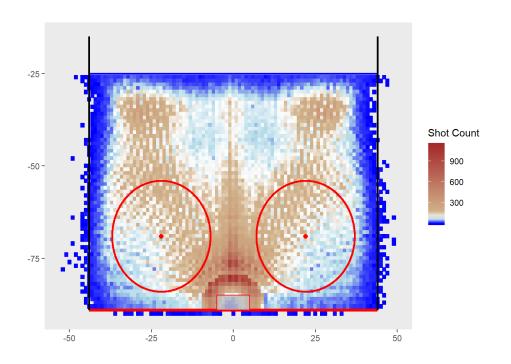




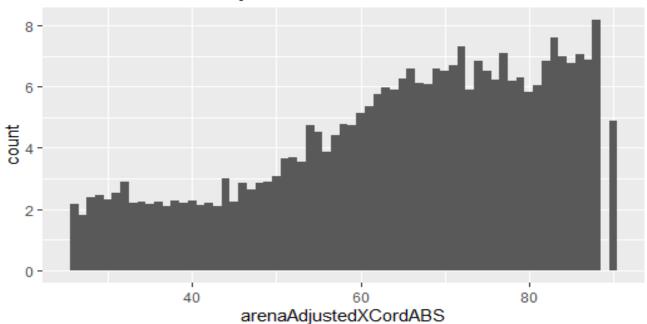
Color = shot probability Width= Smoothed(# of shots)

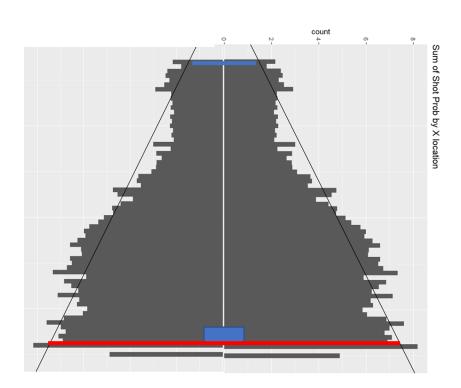


Heat Map: Shot Intensity

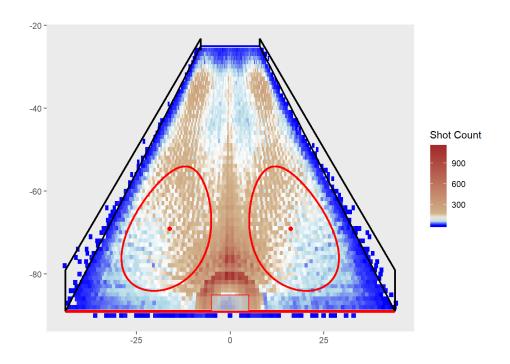


Sum of Shot Prob by X location

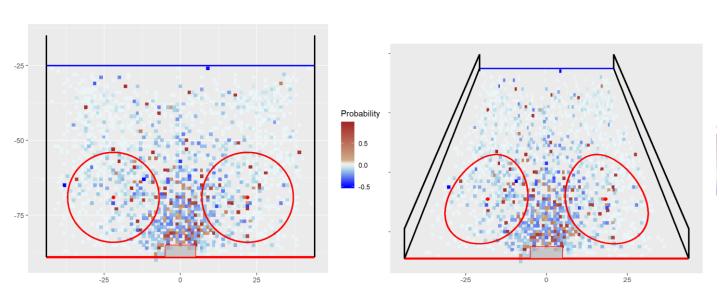




Color = # of shots Width= Smoothed(shot probability)



Example: 2018-19 Sabres vs League Avg Mapping of Shot Prob Diff, Scaling by Number of Shots



Basic Process: Intensity as Color

- 1.Determine color variable: Intensity
- 2. Smooth Sum of Probability as linear function, $\hat{f}(x) = a + by$, to shot location t relative to Goal Line. We used OLS regression.
- 3. Make width of colored pixel at height, y, proportional to

$$\frac{a+by}{a+b(y=Goal\ Line)}$$

4. Keep height of colored pixels all 1.

For Probability as color exchange Probability for Intensity.

Scaling based upon Intensity f(Blue Line)/f(Goal Line) ~ 0.5

based upon Probability f(Blue Line)/f(Goal Line) ~ 0.2



The Math

 New location, x', for horizontal coordinate at given vertical coordinate y. For estimated line a +b y

$$\bullet \ \gamma = \frac{a+b(-25)}{a+b(-90)}$$

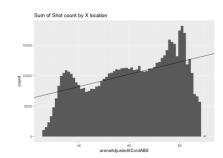
Coordinates of the O-zone:

horizontal -45 to 45

vertical -90 to -25

$$x' = 45\gamma + \frac{(y - (-25))}{-90 - (-25)} (1 - \gamma) x$$

Next Steps



Make more plots

Best smoothing methods for perspective, OLS?

Statistical methods for shot heat maps: validity, reliability

Rmarkdown of the graphs in this talk at:

http://myslu.stlawu.edu/~msch/NewPerspective.html

Plots need a name......

Prymaat Plots

Beldar Plots

Coneheads Plots*



*https://www.youtube.com/watch?v=ZQv1-apTJ6U

• Source: https://www.discogs.com/artist/1754616-Prymaat-Conehead

2019 Ottawa Hockey Analytics Conference November 15, 16 Carleton University www.statsportsconsulting.com/otthac19

Taking abstracts until Sept 25th

