# Package: sport (via r-universe)

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```
Type Package
Title Sequential Pairwise Online Rating Techniques
Version 0.2.0
Depends R (>= 3.0)
Maintainer Dawid Kałędkowski <dawid.kaledkowski@gmail.com>
Description Calculates ratings for two-player or multi-player
     challenges. Methods included in package such as are able to
     estimate ratings (players strengths) and their evolution in
     time, also able to predict output of challenge. Algorithms are
     based on Bayesian Approximation Method, and they don't involve
     any matrix inversions nor likelihood estimation. Parameters are
     updated sequentially, and computation doesn't require any
     additional RAM to make estimation feasible. Additionally, base
     of the package is written in C++ what makes sport computation
     even faster. Methods used in the package refers to Mark E.
     Glickman (1999) <a href="http://www.glicko.net/research/glicko.pdf">http://www.glicko.net/research/glicko.pdf</a>;
     Mark E. Glickman (2001) <doi:10.1080/02664760120059219>; Ruby
     C. Weng, Chih-Jen Lin (2011)
     <http://jmlr.csail.mit.edu/papers/volume12/weng11a/weng11a.pdf>;
     W. Penny, Stephen J. Roberts (1999)
     <doi:10.1109/IJCNN.1999.832603>.
BugReports https://github.com/gogonzo/sport/issues
Imports Rcpp, data.table, ggplot2
LinkingTo Rcpp
License GPL-2
Encoding UTF-8
Language en-US
URL https://github.com/gogonzo/sport
LazyData true
RoxygenNote 7.0.2
```

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Suggests dplyr, knitr, lobstr, magrittr, pkgdown, rmarkdown, spelling, testthat

VignetteBuilder knitr

Repository https://gogonzo.r-universe.dev

RemoteUrl https://github.com/gogonzo/sport

RemoteRef HEAD

**RemoteSha** 59d4d0c57b732f5a50d7e04857608ce485ce9764

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bbt\_run Bayesian Bradley-Terry

# **Description**

Bayesian Bradley-Terry

```
bbt_run(
  formula,
  data,
  r = numeric(0),
  rd = numeric(0),
  init_r = 25,
  init_rd = 25/3,
  lambda = NULL,
  share = NULL,
  weight = NULL,
  kappa = 0.5
)
```

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#### **Arguments**

formula

formula which specifies the model. RHS Allows only player rating parameter and it should be specified in following manner:

rank | id ~ player(name).

- rank player position in event.
- id event identifier in which pairwise comparison is assessed.
- player(name) name of the contestant. In this case player(name) helps algorithm point name of the column where player names are stored.

Users can also specify formula in in different way: rank | id ~ player(name | team). Which means that players are playing in teams, and results are observed for teams not for players. For more see vignette.

data

data.frame which contains columns specified in formula, and optional columns defined by lambda, weight.

r

named vector of initial players ratings estimates. If not specified then r will be created automatically for parameters specified in formula with initial value init\_r.

rd

rd named vector of initial rating deviation estimates. If not specified then rd will be created automatically for parameters specified in formula with initial value init rd

init r

initial values for r if not provided. Default (glicko = 1500, glicko2 = 1500, bbt = 25, dbl = 0)

init\_rd

initial values for rd if not provided. Default (glicko = 350, glicko2 = 350, bbt = 25/3, dbl = 1)

lambda

name of the column in 'data' containing lambda values or one constant value (eg. lambda = colname or lambda = 0.5). Lambda impact prior variance, and uncertainty of the matchup result. The higher lambda, the higher prior variance and more uncertain result of the matchup. Higher lambda flattens chances of winning.

share

name of the column in 'data' containing player share in team efforts. It's used to first calculate combined rating of the team and then redistribute ratings update back to players level. Warning - it should be used only if formula is specified with players nested within teams ('player(player(team)').

weight

name of the column in 'data' containing weights values or one constant (eg. weight = colname or weight = 0.5). Weights increasing (weight > 1) or decreasing (weight < 1) update change. Higher weight increasing impact of event result on rating estimate.

kappa

controls rd shrinkage not to be greater than rd\*(1 - kappa). 'kappa=1' means that rd will not be decreased.

## Value

A "rating" object is returned:

• final\_r named vector containing players ratings.

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- final\_rd named vector containing players ratings deviations.
- r data.frame with evolution of the ratings and ratings deviations estimated at each event.
- pairs pairwise combinations of players in analysed events with prior probability and result of a challenge.
- class of the object.
- method type of algorithm used.
- settings arguments specified in function call.

# **Examples**

```
# the simplest example
data <- data.frame(</pre>
  id = c(1, 1, 1, 1),
  team = c("A", "A", "B", "B"),
  player = c("a", "b", "c", "d"),
  rank_{team} = c(1, 1, 2, 2),
  rank_player = c(3, 4, 1, 2)
)
bbt <- bbt_run(</pre>
  data = data,
  formula = rank_player | id ~ player(player),
   r = setNames(c(25, 23.3, 25.83, 28.33), c("a", "b", "c", "d")),
   rd = setNames(c(4.76, 0.71, 2.38, 7.14), c("a", "b", "c", "d"))
# nested matchup
bbt <- bbt_run(</pre>
  data = data,
  formula = rank_team | id ~ player(player | team)
```

dbl\_run

Dynamic Bayesian Logit

# Description

Dynamic Bayesian Logit

```
dbl_run(
  formula,
  data,
  r = NULL,
  rd = NULL,
```

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```
lambda = NULL,
weight = NULL,
kappa = 0.95,
init_r = 0,
init_rd = 1
)
```

# Arguments

formula	formula which specifies the model. Unlike other algorithms in the packages (glicko_run, glicko2_run, bbt_run), this method doesn't allow players nested in teams with 'player(player   team)' and user should matchup in formula using 'player(player)'. DBL allows user specify multiple parameters also in interaction with others.
data	data.frame which contains columns specified in formula, and optional columns defined by lambda, weight.
r	named vector of initial players ratings estimates. If not specified then $r$ will be created automatically for parameters specified in formula with initial value init_r.
rd	rd named vector of initial rating deviation estimates. If not specified then rd will be created automatically for parameters specified in formula with initial value init_rd.
lambda	name of the column in 'data' containing lambda values or one constant value (eg. lambda = colname or lambda = $0.5$ ). Lambda impact prior variance, and uncertainty of the matchup result. The higher lambda, the higher prior variance and more uncertain result of the matchup. Higher lambda flattens chances of winning.
weight	name of the column in 'data' containing weights values or one constant (eg. weight = colname or weight = $0.5$ ). Weights increasing (weight > 1) or decreasing (weight < 1) update change. Higher weight increasing impact of event result on rating estimate.
kappa	controls rd shrinkage not to be greater than $rd*(1 - kappa)$ . 'kappa=1' means that rd will not be decreased.
init_r	initial values for r if not provided. Default (glicko = 1500, glicko2 = 1500, bbt = 25, dbl = 0)
init_rd	initial values for rd if not provided. Default (glicko = 350, glicko2 = 350, bbt = $25/3$ , db1 = 1)

# Value

A "rating" object is returned:

- final\_r named vector containing players ratings.
- final\_rd named vector containing players ratings deviations.
- r data.frame with evolution of the ratings and ratings deviations estimated at each event.

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• pairs pairwise combinations of players in analysed events with prior probability and result of a challenge.

- class of the object.
- method type of algorithm used.
- settings arguments specified in function call.

# **Examples**

```
# the simplest example

data <- data.frame(
   id = c(1, 1, 1, 1),
   name = c("A", "B", "C", "D"),
   rank = c(3, 4, 1, 2),
   gate = c(1, 2, 3, 4),
   factor1 = c("a", "a", "b", "b"),
   factor2 = c("a", "b", "a", "b")
)

db1 <- db1_run(
   data = data,
   formula = rank | id ~ player(name)
)

db1 <- db1_run(
   data = data,
   formula = rank | id ~ player(name) + gate * factor1)</pre>
```

glicko2\_run

Glicko2 rating algorithm

# Description

Glicko2 rating algorithm

```
glicko2_run(
  formula,
  data,
  r = numeric(0),
  rd = numeric(0),
  sigma = numeric(0),
  lambda = NULL,
  share = NULL,
  weight = NULL,
  init_r = 1500,
  init_rd = 350,
```

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```
init\_sigma = 0.05,
  kappa = 0.5,
  tau = 0.5
)
```

#### **Arguments**

formula

formula which specifies the model. RHS Allows only player rating parameter and it should be specified in following manner:

rank | id ~ player(name).

- rank player position in event.
- id event identifier in which pairwise comparison is assessed.
- player(name) name of the contestant. In this case player(name) helps algorithm point name of the column where player names are stored.

Users can also specify formula in in different way: rank | id ~ player(name|team). Which means that players are playing in teams, and results are observed for teams not for players. For more see vignette.

data

data.frame which contains columns specified in formula, and optional columns defined by lambda, weight.

named vector of initial players ratings estimates. If not specified then r will be created automatically for parameters specified in formula with initial value

rd

rd named vector of initial rating deviation estimates. If not specified then rd will be created automatically for parameters specified in formula with initial value

sigma

(only for glicko2) named vector of initial players ratings estimates. If not specified then sigma will be created automatically for parameters specified in formula with initial value init\_sigma.

lambda

name of the column in 'data' containing lambda values or one constant value (eg. lambda = colname or lambda = 0.5). Lambda impact prior variance, and uncertainty of the matchup result. The higher lambda, the higher prior variance and more uncertain result of the matchup. Higher lambda flattens chances of winning.

share

name of the column in 'data' containing player share in team efforts. It's used to first calculate combined rating of the team and then redistribute ratings update back to players level. Warning - it should be used only if formula is specified with players nested within teams ('player(playerIteam)').

weight

name of the column in 'data' containing weights values or one constant (eg. weight = colname or weight = 0.5). Weights increasing (weight > 1) or decreasing (weight < 1) update change. Higher weight increasing impact of event result on rating estimate.

init\_r

initial values for r if not provided. Default (glicko = 1500, glicko2 = 1500, bbt = 25, db1 = 0)

init\_rd

initial values for rd if not provided. Default (glicko = 350, glicko2 = 350, bbt = 25/3, dbl = 1)

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init\_sigma

initial values for sigma if not provided. Default = 0.5

kappa

controls rd shrinkage not to be greater than rd\*(1 - kappa). 'kappa=1' means that rd will not be decreased.

tau

The system constant. Which constrains the change in volatility over time. Reasonable choices are between 0.3 and 1.2 (default = 0.5), though the system should be tested to decide which value results in greatest predictive accuracy. Smaller values of tau prevent the volatility measures from changing by large amounts, which in turn prevent enormous changes in ratings based on very improbable results. If the application of Glicko-2 is expected to involve extremely improbable collections of game outcomes, then 'tau' should be set to a small value, even as small as, say, tau= 0.

#### Value

A "rating" object is returned:

- final\_r named vector containing players ratings.
- final\_rd named vector containing players ratings deviations.
- final\_sigma named vector containing players ratings volatile.
- r data.frame with evolution of the ratings and ratings deviations estimated at each event.
- pairs pairwise combinations of players in analysed events with prior probability and result of a challenge.
- class of the object.
- method type of algorithm used.
- settings arguments specified in function call.

# **Examples**

```
# the simplest example
data <- data.frame(</pre>
 id = c(1, 1, 1, 1),
 team = c("A", "A", "B", "B"),
 player = c("a", "b", "c", "d"),
 rank_{team} = c(1, 1, 2, 2),
 rank_player = c(3, 4, 1, 2)
)
# Example from Glickman
glicko2 <- glicko2_run(</pre>
 data = data,
 formula = rank_player | id ~ player(player),
   r = setNames(c(1500.0, 1400.0, 1550.0, 1700.0), c("a", "b", "c", "d")),
   rd = setNames(c(200.0, 30.0, 100.0, 300.0), c("a", "b", "c", "d"))
# nested matchup
glicko2 <- glicko2_run(</pre>
 data = data,
```

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```
formula = rank_team | id ~ player(player | team)
)
```

glicko\_run

Glicko rating algorithm

#### **Description**

Glicko rating algorithm

# Usage

```
glicko_run(
  data,
  formula,
  r = numeric(0),
  rd = numeric(0),
  init_r = 1500,
  init_rd = 350,
  lambda = numeric(0),
  share = numeric(0),
  weight = numeric(0),
  kappa = 0.5
)
```

# Arguments

data

data.frame which contains columns specified in formula, and optional columns defined by lambda, weight.

formula

formula which specifies the model. RHS Allows only player rating parameter and it should be specified in following manner:

rank | id ~ player(name).

- rank player position in event.
- id event identifier in which pairwise comparison is assessed.
- player(name) name of the contestant. In this case player(name) helps algorithm point name of the column where player names are stored.

Users can also specify formula in in different way: rank | id ~ player(name | team). Which means that players are playing in teams, and results are observed for teams not for players. For more see vignette.

r

named vector of initial players ratings estimates. If not specified then r will be created automatically for parameters specified in formula with initial value init\_r.

rd

rd named vector of initial rating deviation estimates. If not specified then rd will be created automatically for parameters specified in formula with initial value init\_rd.

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init\_r initial values for r if not provided. Default (glicko = 1500, glicko2 = 1500, bbt = 25, db1 = 0)initial values for rd if not provided. Default (glicko = 350, glicko2 = 350, bbt init\_rd = 25/3, db1 = 1) lambda name of the column in 'data' containing lambda values or one constant value (eg. lambda = colname or lambda = 0.5). Lambda impact prior variance, and uncertainty of the matchup result. The higher lambda, the higher prior variance and more uncertain result of the matchup. Higher lambda flattens chances of winning. share name of the column in 'data' containing player share in team efforts. It's used to first calculate combined rating of the team and then redistribute ratings update back to players level. Warning - it should be used only if formula is specified with players nested within teams ('player(playerIteam)'). weight name of the column in 'data' containing weights values or one constant (eg. weight = colname or weight = 0.5). Weights increasing (weight > 1) or decreasing (weight < 1) update change. Higher weight increasing impact of event result on rating estimate. kappa controls rd shrinkage not to be greater than rd\*(1 - kappa). 'kappa=1' means that rd will not be decreased.

#### Value

A "rating" object is returned:

- final\_r named vector containing players ratings.
- final\_rd named vector containing players ratings deviations.
- r data.frame with evolution of the ratings and ratings deviations estimated at each event.
- pairs pairwise combinations of players in analysed events with prior probability and result of a challenge.
- class of the object.
- method type of algorithm used.
- settings arguments specified in function call.

#### **Examples**

```
# the simplest example
data <- data.frame(
  id = c(1, 1, 1, 1),
  team = c("A", "A", "B", "B"),
  player = c("a", "b", "c", "d"),
  rank_team = c(1, 1, 2, 2),
  rank_player = c(3, 4, 1, 2)
)

# Example from Glickman
glicko <- glicko_run(
  data = data,</pre>
```

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```
formula = rank_player | id ~ player(player),
    r = setNames(c(1500.0, 1400.0, 1550.0, 1700.0), c("a", "b", "c", "d")),
    rd = setNames(c(200.0, 30.0, 100.0, 300.0), c("a", "b", "c", "d"))
)

# nested matchup
glicko <- glicko_run(
    data = data,
    formula = rank_team | id ~ player(player | team)
)</pre>
```

gpheats

Heat results of Speedway Grand-Prix

# Description

Actual dataset containing heats results of all Speedway Grand-Prix turnaments gpheats.

#### **Format**

```
A data frame with >19000 rows and 11 variables:
```

```
id event identifier
season year of Grand-Prix, 1995-now
date date of turnament
round round in season
name Turnament name
heat heat number, 1-23
field number of gate, 1-4
rider rider name, string
points paints gained, integer
position position at finish line, string
rank rank at finish line, integer
```

#### **Source**

internal

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gpsquads

Turnament results of Speedway Grand-Prix

# **Description**

Actual dataset containing turnament results of all Speedway Grand-Prix events gpsquads

#### **Format**

```
A data frame with >4000 rows and 9 variables:
```

```
id event identifier
```

season year of Grand-Prix, 1995-now

date date of turnament

place stadium of event

round in season

name Turnament name

rider rider names, 1-6

points points gained, integer

classification classification after an event

#### **Source**

internal

plot.rating

Plot rating object

# **Description**

Plot rating object

# Usage

```
## S3 method for class 'rating'
plot(x, n = 10, players, ...)
```

# **Arguments**

x of class rating

n number of teams to be plotted

players optional vector with names of the contestants (coefficients) to plot their evolu-

tion in time.

... optional arguments

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predict.rating

Predict rating model

# Description

Predict rating model

#### Usage

```
## S3 method for class 'rating'
predict(object, newdata, ...)
```

# **Arguments**

object of class rating

newdata data.frame with data to predict

... optional arguments

#### Value

probabilities of winning challenge by player over his opponent in all provided events.

# **Examples**

rating\_run

Apply rating algorithm

# Description

Apply rating algorithm

```
rating_run(
  method,
  data,
  formula,
  r = numeric(0),
  rd = numeric(0),
  sigma = numeric(0),
  init_r = numeric(0),
```

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```
init_rd = numeric(0),
init_sigma = numeric(0),
lambda = numeric(0),
share = numeric(0),
weight = numeric(0),
kappa = numeric(0),
tau = numeric(0)
```

# **Arguments**

method

one of c("glicko", "glicko2", "bbt", "dbl")

data

data.frame which contains columns specified in formula, and optional columns defined by lambda, weight.

formula

formula which specifies the model. RHS Allows only player rating parameter and it should be specified in following manner:

rank | id ~ player(name).

- rank player position in event.
- id event identifier in which pairwise comparison is assessed.
- player(name) name of the contestant. In this case player(name) helps algorithm point name of the column where player names are stored.

Users can also specify formula in in different way: rank | id ~ player(name | team). Which means that players are playing in teams, and results are observed for teams not for players. For more see vignette.

r

named vector of initial players ratings estimates. If not specified then r will be created automatically for parameters specified in formula with initial value init\_r.

rd

rd named vector of initial rating deviation estimates. If not specified then rd will be created automatically for parameters specified in formula with initial value init\_rd.

sigma

(only for glicko2) named vector of initial players ratings estimates. If not specified then sigma will be created automatically for parameters specified in formula with initial value init\_sigma.

init\_r

initial values for r if not provided. Default (glicko = 1500, glicko2 = 1500, bbt = 25, dbl = 0)

init\_rd

initial values for rd if not provided. Default (glicko = 350, glicko2 = 350, bbt = 25/3, dbl = 1)

init\_sigma

initial values for sigma if not provided. Default = 0.5

lambda

name of the column in 'data' containing lambda values or one constant value (eg. lambda = colname or lambda = 0.5). Lambda impact prior variance, and uncertainty of the matchup result. The higher lambda, the higher prior variance and more uncertain result of the matchup. Higher lambda flattens chances of winning.

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share name of the column in 'data' containing player share in team efforts. It's used to

first calculate combined rating of the team and then redistribute ratings update back to players level. Warning - it should be used only if formula is specified

with players nested within teams ('player(playerIteam)').

weight name of the column in 'data' containing weights values or one constant (eg.

weight = colname or weight = 0.5). Weights increasing (weight > 1) or decreasing (weight < 1) update change. Higher weight increasing impact of event

result on rating estimate.

kappa controls rd shrinkage not to be greater than rd\*(1 - kappa). 'kappa=1' means

that rd will not be decreased.

tau The system constant. Which constrains the change in volatility over time. Rea-

sonable choices are between 0.3 and 1.2 (default = 0.5), though the system should be tested to decide which value results in greatest predictive accuracy. Smaller values of tau prevent the volatility measures from changing by large amounts, which in turn prevent enormous changes in ratings based on very improbable results. If the application of Glicko-2 is expected to involve extremely improbable collections of game outcomes, then 'tau' should be set to a small

value, even as small as, say, tau= 0.

summary.rating

Summarizing rating objects

#### **Description**

Summarizing rating objects Summary for object of class 'rating'

#### Usage

```
## S3 method for class 'rating'
summary(object, ...)
```

## Arguments

object of class rating
... optional arguments

## Value

List with following elements

- formula modeled formula.
- method type of algorithm used.
- Overall Accuracy named vector containing players ratings.
- r data.frame summarized players ratings and model winning probabilities. Probabilities are returned only in models with one variable (ratings)

summary.rating

- name of a player
- r players ratings
- rd players ratings deviation
- `Model probability` mean predicted probability of winning the challenge by the player.
- `True probability` mean observed probability of winning the challenge by the player.
- `Accuracy` Accuracy of prediction.
- `pairings` number of pairwise occurrences.

# Examples

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