Lesson 16. The Points-After-Touchdown Problem

1 The problem

- In an NFL football game, after scoring a touchdown, a team is given the option to try for:
 - a **1-point conversion**: 1 extra point by a field goal from the 15-yard line, or
 - a **2-point conversion**: 2 extra points by advancing the ball into the end zone from the 2-yard line
- Whether to "go for 2" is a classic debate a few discussions on the topic:
 - https://theringer.com/nfl-two-point-conversions-pittsburgh-steelers-mike-tomlin-65d47282d853
 - https://fivethirtyeight.com/features/more-nfl-teams-are-going-for-two-just-as-they-should-be/
- Adding to the debate: in 2015, 1-point attempts were moved from the 2-yard line to the 15-yard line
- Conversion success rates from the 2014-2017 regular seasons (from http://www.pro-football-reference.com/):

	2014	2015	2016	2017
1-point conversion success rate	0.993	0.942	0.936	0.940
2-point conversion success rate	0.483	0.479	0.486	0.451

- Based on the current score and time remaining, should a team "go for 1" or "go for 2" in order to maximize the probability that it wins the game?
- How does the 2015 rule change affect a team's optimal conversion strategy?
- Let's try to answer these questions by modeling this problem as a stochastic dynamic program
- We will be roughly following this paper:

H. Sackrowitz (2000). Refining the point(s)-after-touchdown decision. Chance 13(3): 29-34.

2 Data

- Two teams: A and B
 - Assume that we (the decision-makers) are Team A
- Suppose we have the following data:

T = total number of possessions $p_n = \Pr\{1\text{-pt. conv. successful for Team } n \mid 1\text{-pt. conv. attempted by Team } n\} \text{ for } n = A, B$ $q_n = \Pr\{2\text{-pt. conv. successful for Team } n \mid 2\text{-pt. conv. attempted by Team } n\} \text{ for } n = A, B$ $b_1 = \Pr\{1\text{-pt. conv. attempted by Team } B\}$ $b_2 = \Pr\{2\text{-pt. conv. attempted by Team } B\}$ $t_n = \Pr\{\text{TD by Team } n \text{ in 1 possession}\} \text{ for } n = A, B$ $g_n = \Pr\{\text{FG by Team } n \text{ in 1 possession}\} \text{ for } n = A, B$ $r = \Pr\{\text{Team A wins in overtime}\}$

• What is the relationship between b_1 and b_2 ?

$$b_1 + b_2 = 1$$

• What is the relationship between t_n , g_n and z_n ?

 $t_n + g_n + z_n = l$

• What is the probability that Team B scores 0 after a touchdown?



3 The stochastic DP

• Stages:

$$t = 0, 1, \dots, T - 1 \quad \leftrightarrow \quad \text{end of possession } t$$

 $t = T \quad \leftrightarrow \quad \text{end of game}$

• For our purposes, a possession ends when a team scores (TD or FG), or loses possession without scoring

• States:

 $\begin{array}{rcl} (n,k,d) & \leftrightarrow & \text{Team } n \text{'s possession just ended} & \text{for } n \in \{A,B\} \\ & & \text{Team } n \text{ just scored } k \text{ points} & \text{for } k \in \{0,3,6\} \\ & & \text{Team A is ahead by } d \text{ points} & \text{for } d \in \{\dots,-1,0,1,\dots,\} \end{array}$

• Value-to-go function:

 $f_t(n, k, d)$ = maximum probability that Team A wins when in state (n, k, d) at the end of possession t for $n \in \{A, B\}, k \in \{0, 3, 6\}, d \in \{..., -1, 0, 1, ...\}$

• Allowable decisions *x*_t at stage *t* and state (*n*, *k*, *d*):

$$x_t \in \{1, 2\} \quad \text{if } n = A \text{ and } k = 6$$

$$x_t = \text{none} \quad \text{if } n = A \text{ and } k \in \{0, 3\}$$

$$x_t = \text{none} \quad \text{if } n = B \text{ and } k \in \{0, 3, 6\}$$

• We need to consider transitions from the following states:

 $\begin{array}{l} (A, 6, d) & (A, 3, d) & (A, 0, d) \\ (B, 6, d) & (B, 3, d) & (B, 0, d) \end{array} \qquad \text{for all } d \end{array}$

• Since our objective is to maximize the probability of winning, we set all the contributions in stages t = 0, 1, ..., T - 1 to 0, just like in the investment problem in Lesson 15





$$\frac{A}{t+l_{A,b,L+b}} = \frac{B}{TD} = \frac{B}{t+l_{A,b,L+b}} = \frac{B}{t+l_$$







A



A











<u>B</u>