

Interpretable Prediction and Large-Scale Analysis of Judging in Professional Boxing

Mason duBoef, Thomas Romeas, Mathieu Charbonneau, and Allan Svejstrup

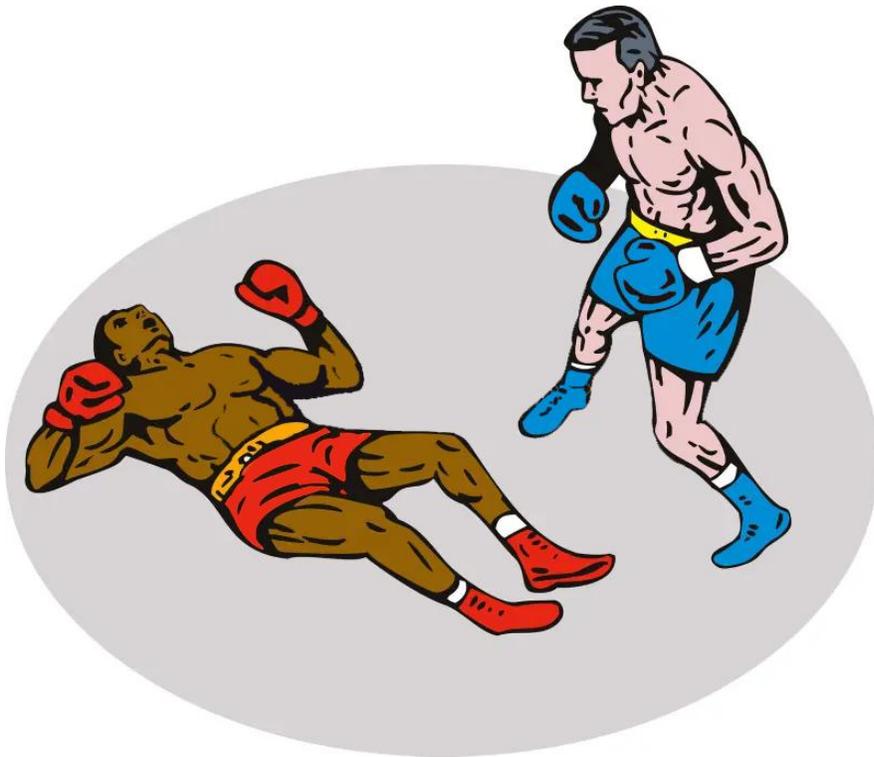
JABBR



The Sport of Boxing

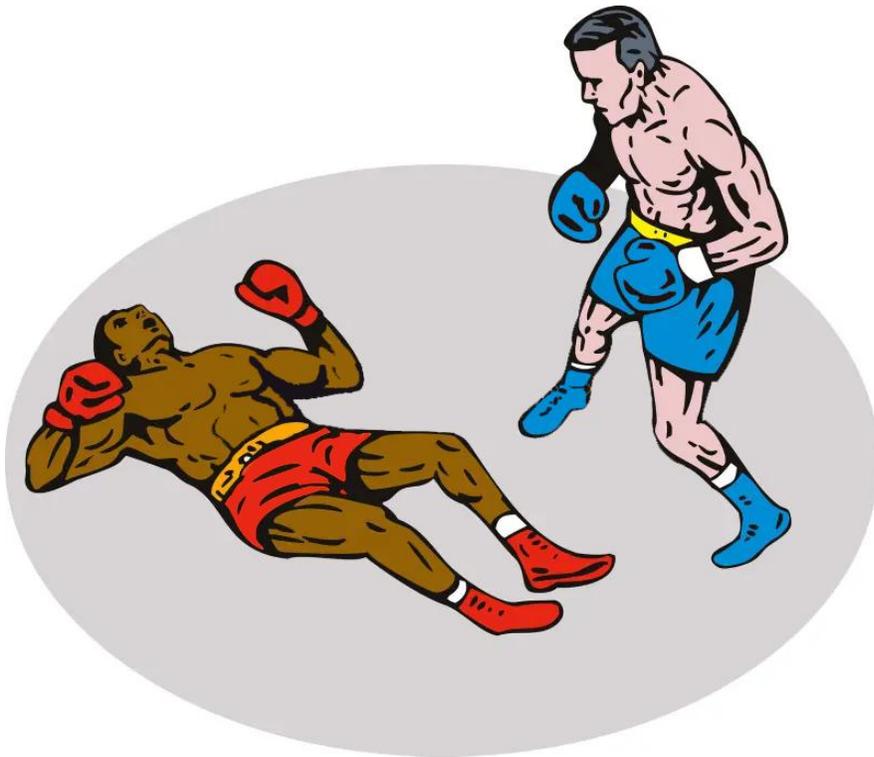
The Sport of Boxing

1. Knockout your opponent



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2. Match ends and is decided by judges

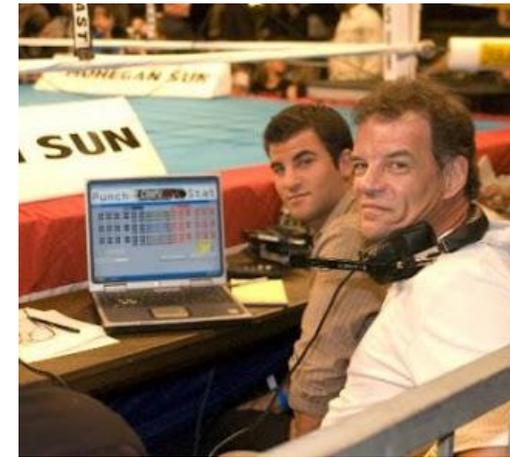
46.5% of matches

Scoring is subjective and intransparent

Round	Judge 1	Judge 2	Judge 3
1	Red	Blue	Red
2	Blue	Red	Blue
3	Blue	Blue	Blue

Existing Data Limitations

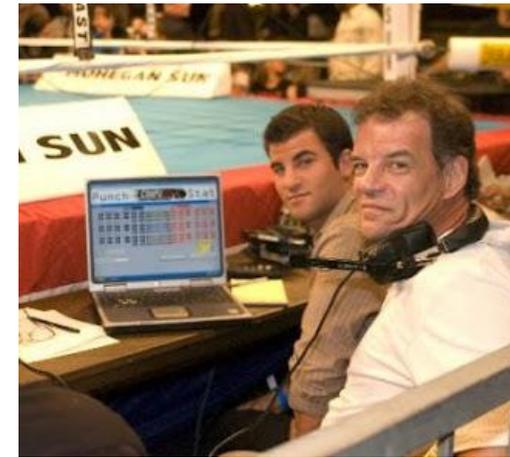
- Clicker-based punch stats
 - Inaccurate
 - Lack of detail



Existing Data Limitations

- Clicker-based punch stats
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- Manual annotation
 - Limits sample size to about 50 rounds



Landed	5	Thrown	19
Time	Type	Status	Quality
00:33	R Straight Head	Missed	
00:33	L Hook Body	Missed	
00:33	R Uppercut Head	Landed	●●
00:34	L Straight Head	Landed	●●
00:35	R Uppercut Head	Landed	●●●
00:35	L Hook Head	Missed	
00:36	R Uppercut Head	Missed	
00:38	L Hook Head	Missed	

Landed	5	Thrown	13
Time	Type	Status	Quality
00:28	L Straight Head	Landed	●●●
00:29	L Overhand Head	Missed	
00:34	L Straight Head	Missed	
00:35	L Uppercut Head	Missed	
00:36	L Straight Head	Missed	
00:36	L Uppercut Head	Missed	
00:37	L Straight Head	Landed	●●●
00:42	L Straight Head	Landed	●●●



Balance
 Front Foot Neutral Back Foot
 Stance
 Distance
 Distance
 Distance

12 2:28

Balance
 Front Foot Neutral Back Foot
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 Distance

Goals

- (1) Build models to accurately predict judges' scorecards
- (2) Identify what factors are most important to judges

Data Set

1,003 bouts

7,323 rounds

Detailed end-of-round statistics

Round-by-round scores

Mapping Methods

Neural Network

- Multi-layer perceptron (MLP)
-

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Points-Based System (PB)

Specific performance metric

$$R_{\text{points}} = aR_1 + bR_2 + cR_3 + \dots$$
$$B_{\text{points}} = aB_1 + bB_2 + cB_3 + \dots$$

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Weight assigned to specific metric

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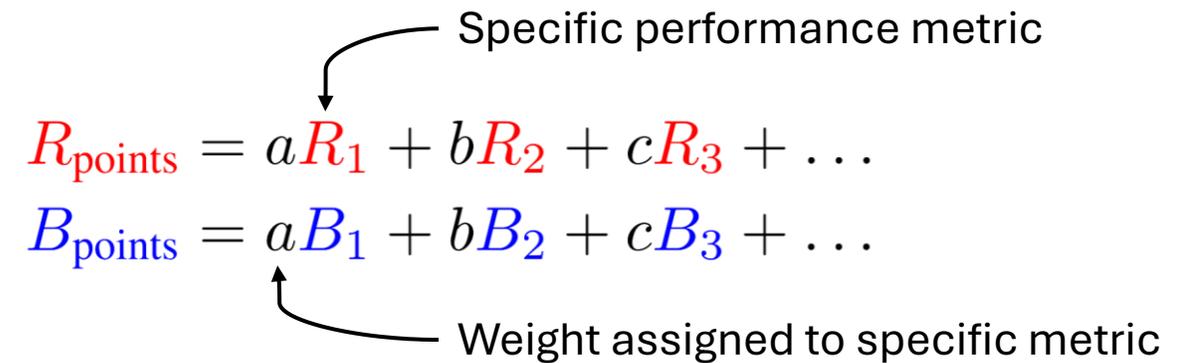
- Optimized with gradient descent

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Specific performance metric

Weight assigned to specific metric

Ratio of points \longrightarrow $R_\varphi = \frac{R_{\text{points}} + D}{B_{\text{points}} + D}$

Predicted score \longrightarrow $R_\Theta = \frac{(R_\varphi)^S}{(R_\varphi)^S + 1}$

Canelo Alvarez ● vs ● Terence Crawford

Judge Scorecard AI Prediction



Rnd	1	2	3	4	5	6	7	8	9	10	11	12
Red	50%	43%	50%	55%	62%	28%	44%	46%	16%	38%	4%	15%
Blue	50%	57%	50%	45%	38%	72%	56%	55%	84%	62%	96%	85%

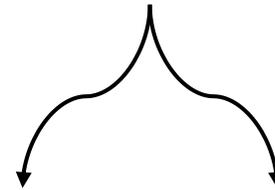
(1) Prediction Accuracy

Model Accuracy

Measure of Predictive Accuracy	PB Model	MLP Model	Tiny PB Model
Pairwise Comparison Acc.	75.98%	75.52%	75.54%
Agreement with Majority	77.59%	77.31%	77.24%
Mean Squared Error	0.383	0.392	0.403

Model Accuracy

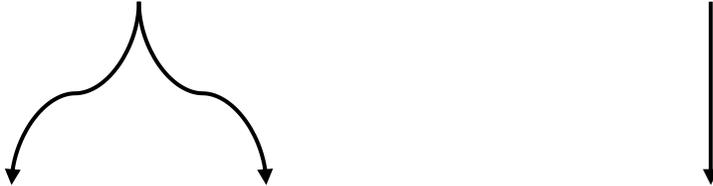
39 metrics



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Model Accuracy

Rank	Judge	Accuracy	Rounds
1	Judge A	98.33%	60
2	Judge B	97.83%	46
3	Judge C	96.51%	86
4	Judge D	95.45%	44
5	Judge E	94.44%	108
6	Judge F	93.75%	48
7	Judge G	93.75%	48
8	Judge H	93.55%	62
9	Judge I	93.55%	62
10	Judge J	93.48%	46

177	Judge K	76.09%	23
178	Judge L	76.04%	48
22 nd percentile →	— <i>PB Model (Test Set)</i>	75.98%	1450
179	Judge M	75.86%	29
180	Judge N	75.77%	130
181	Judge O	75.61%	41
20 th percentile →	— <i>Tiny PB Model (Test Set)</i>	75.54%	1450
	— <i>MLP Model (Test Set)</i>	75.52%	1450
182	Judge P	75.37%	67
183	Judge Q	75.00%	42

225	Judge R	60.87%	23
226	Judge S	60.71%	28
227	Judge T	54.55%	22
Avg	All Judges	81.41%	7323

(2) Identifying What Matters To Judges

Not All Punches Are Equal

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Measure of Predictive Accuracy	No Impact Differentiation	With Impact Differentiation
Pairwise Comparison Acc.	71.89%	73.15%
Agreement with Majority	73.10%	74.62%
Mean Squared Error	0.482	0.448

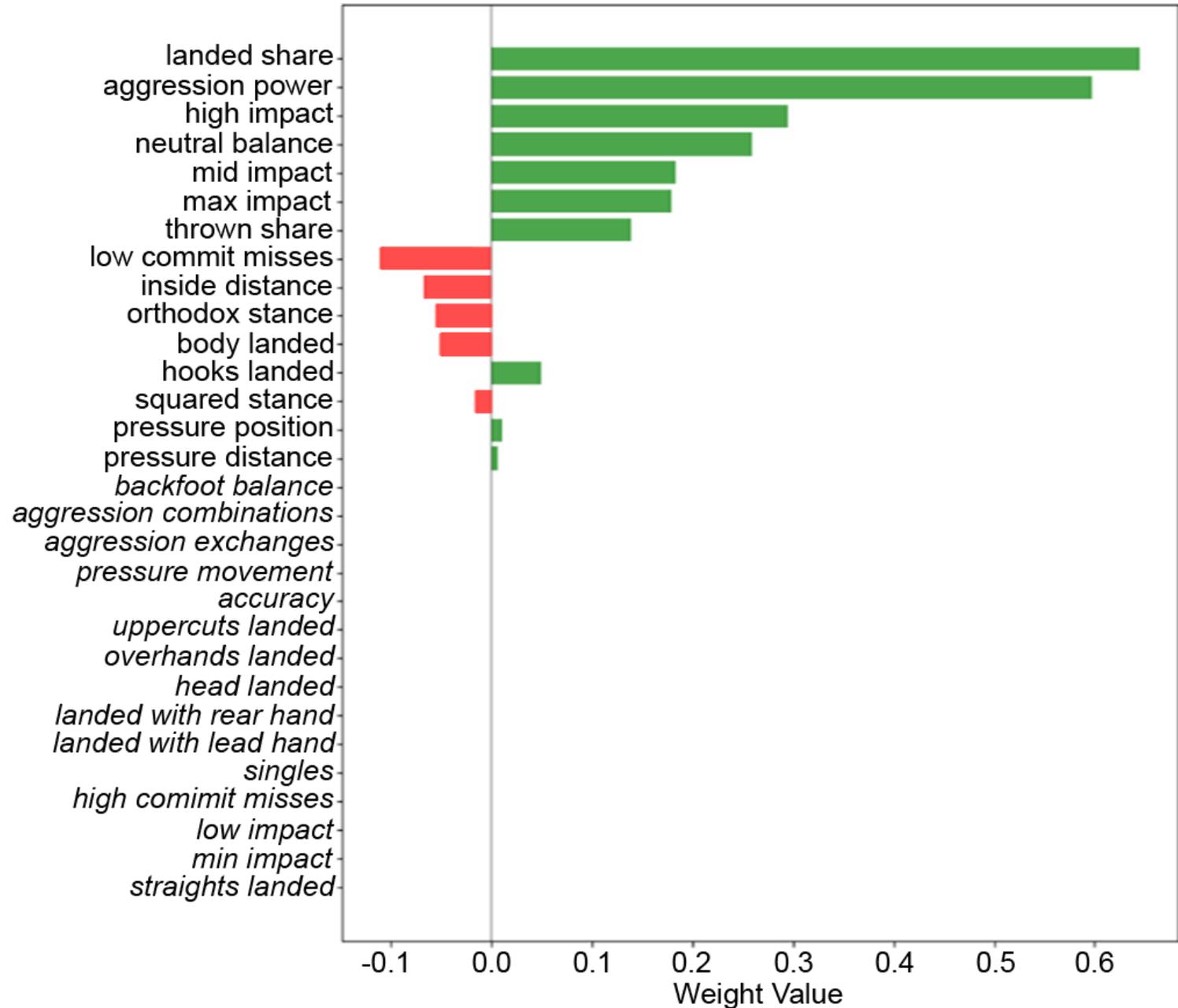
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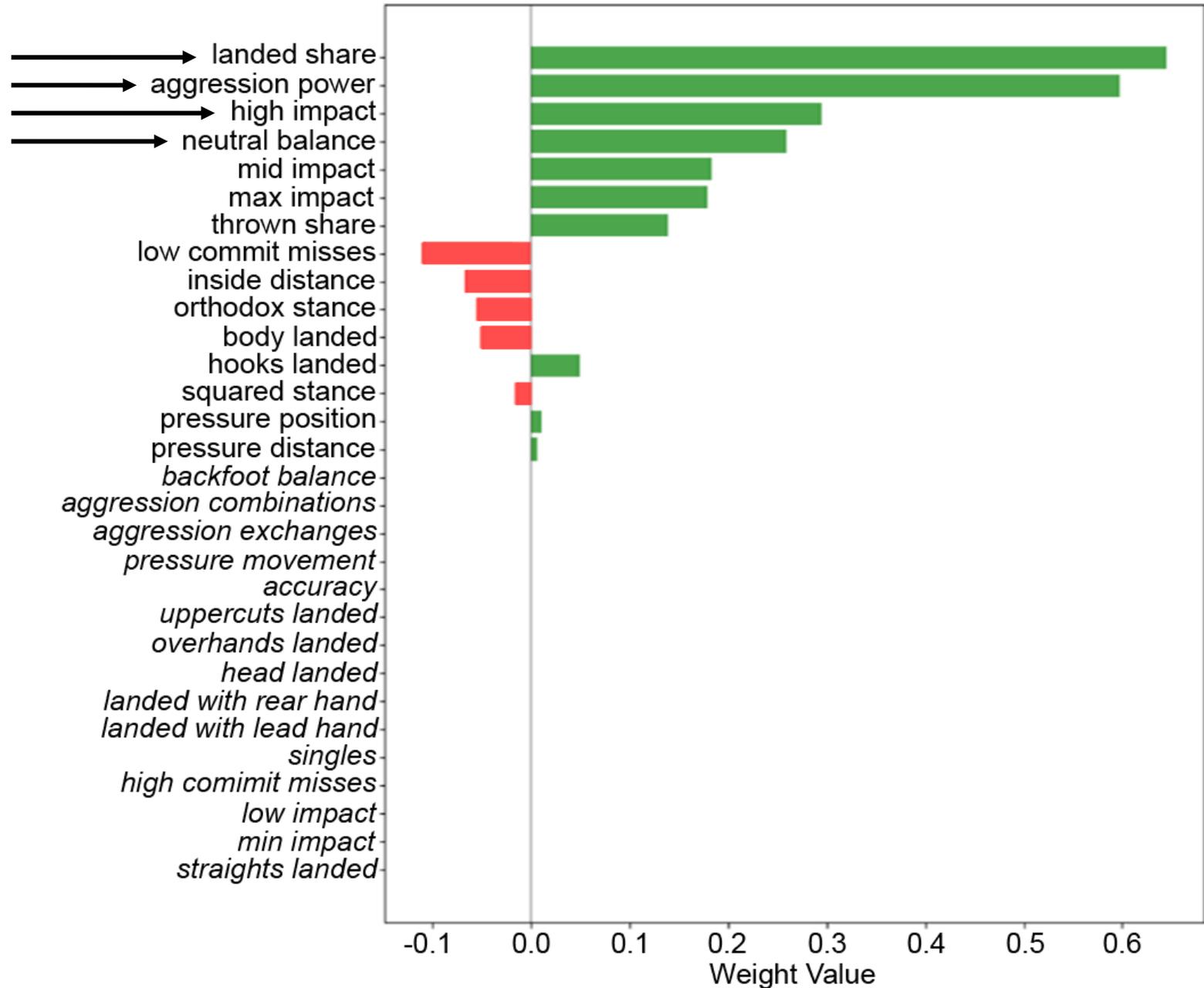
Metric	Normalized Weight
missed	0.24
min impact	1.00
low impact	1.45
mid impact	2.54
high impact	4.40
max impact	10.50

} exponential

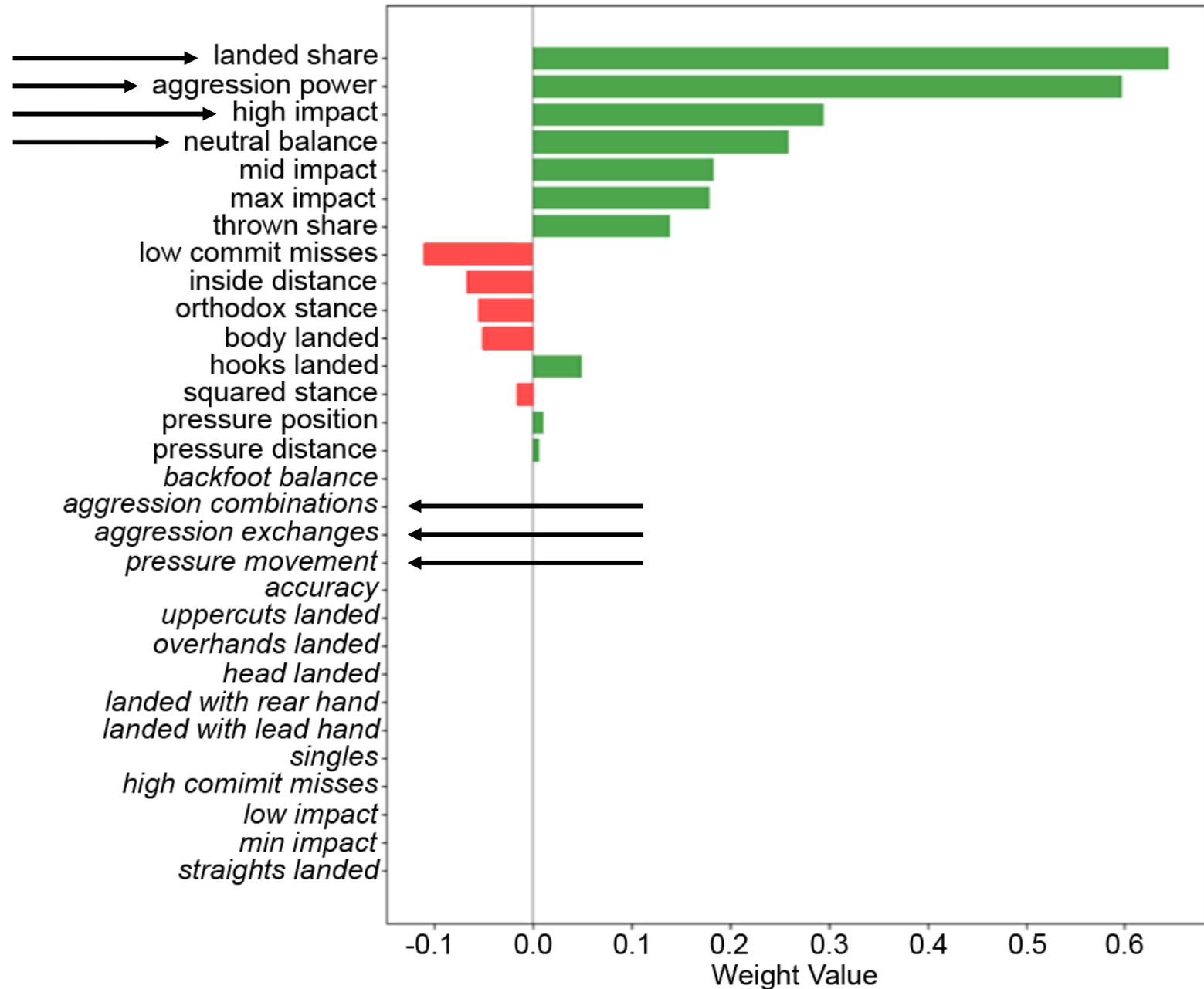
Feature Selection with L1 Logistic Regression



Feature Selection with L1 Logistic Regression



Feature Selection with L1 Logistic Regression



Limitations

- Missing contextual info
- Missing body language
- Tracking based on single camera dirty feed
- Outdated version of DeepStrike



Takeaways

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- (1) Simple points-based scoring achieves pro-level accuracy
 - Consistent
 - Transparent
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- (2) Punch impact and throwing with power drive decisions

Future Work

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- Address data limitations

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- Investigate impact of biasing features
 - Fighter nationality, ranking, popularity

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- Identify stylistic differences between judges
- Investigate impact of biasing features
 - Fighter nationality, ranking, popularity
- Extend to other sports (MMA, fencing, etc.)

Thank You

Questions?

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