



A state machine based NBA player rating system

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Key Features:

- helps to significantly improve the prediction of NBA games
- the outcome of steals, turnovers and blocks is built-in
- the player ratings of every team add up to the team's point differential

Forecast error, measured by RMSE, for games in March + April

	2007	2008	2009	2010
RAPM	13.00	12.55	11.59	12.12
PD	13.02	11.79	11.55	11.81
PD+SM	12.88	11.70	11.50	11.65

