

High Resolution Land Surface Parameter Estimation using Earth Observation technologies and Machine Learning

HeRLS PEUEOTAML



KEVIN HART

**WHAT
NOW?**

NOW PLAYING IN THEATERS

So I should be talking about

- Drought monitoring in East Africa
- Land Surface Models
- Earth Observation Data
- Evapotranspiration, Precipitation and Soil Moisture

Another time ...

Modelling the outcome of football matches using Bayesian Statistics





Bayesian Statistics

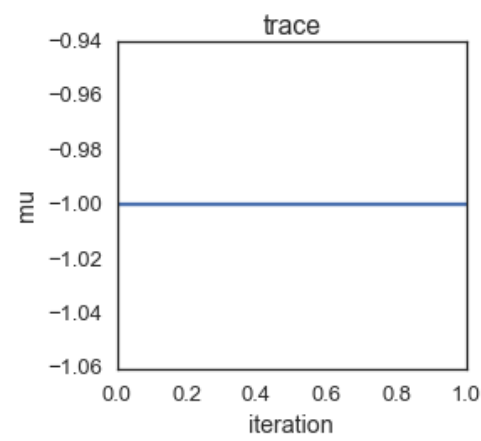
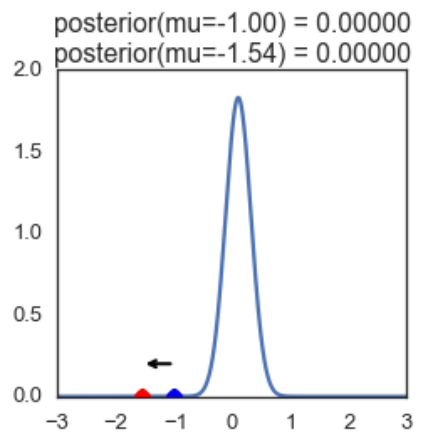
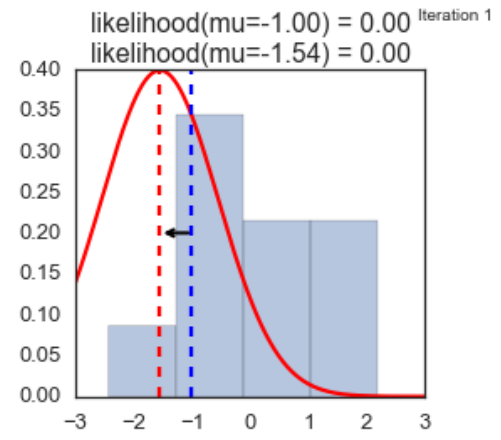
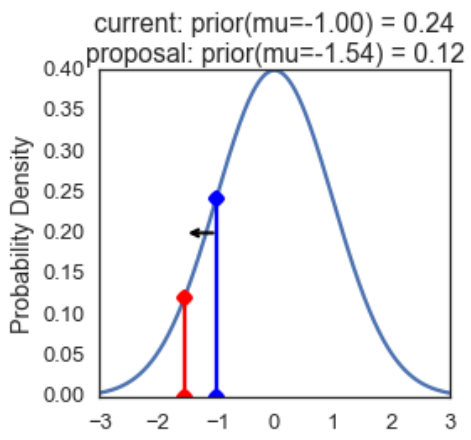
- Specify your prior distributions.
- Develop a generative model (likelihood)
 - A conditional probability distribution
 - $P(\text{Data} \mid \text{Parameters})$
- Run an MCMC sampler.
- Return a posterior distribution.
- Check the model outputs.

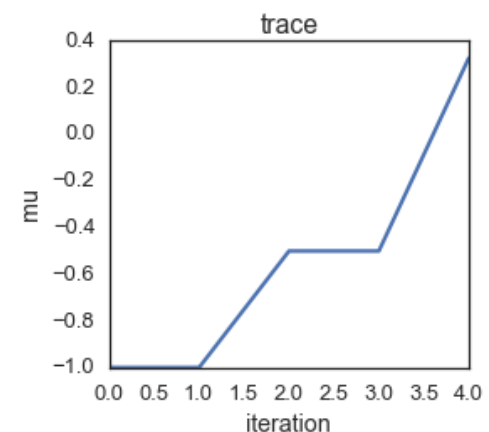
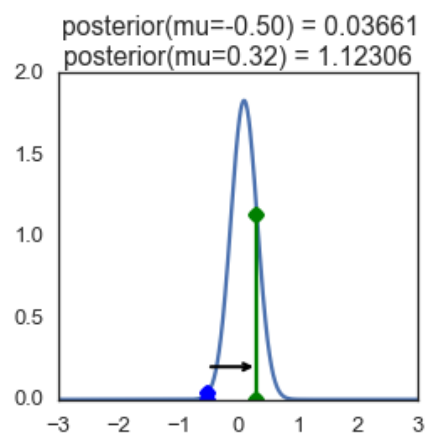
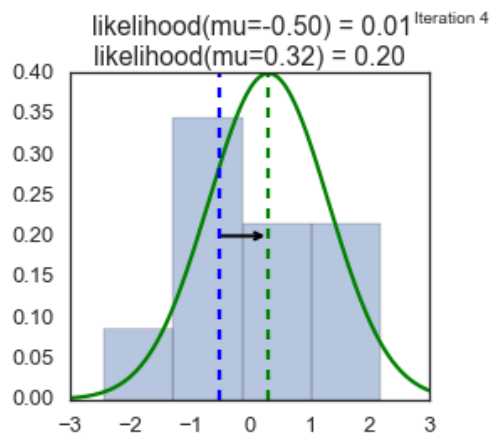
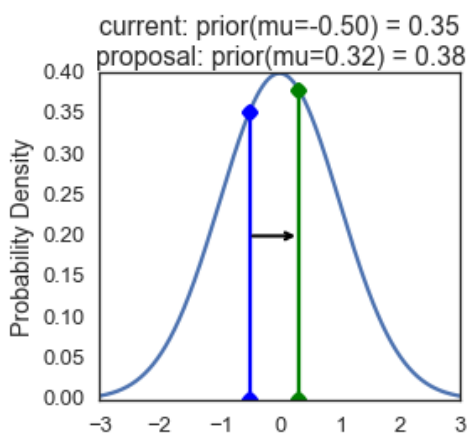
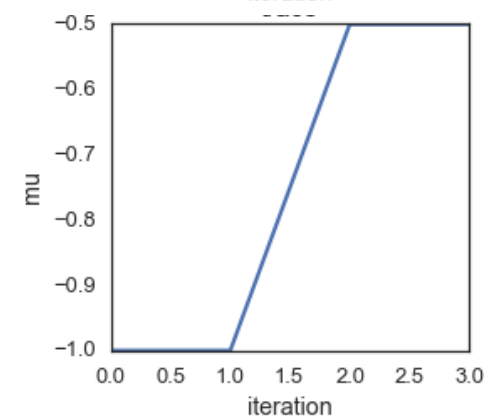
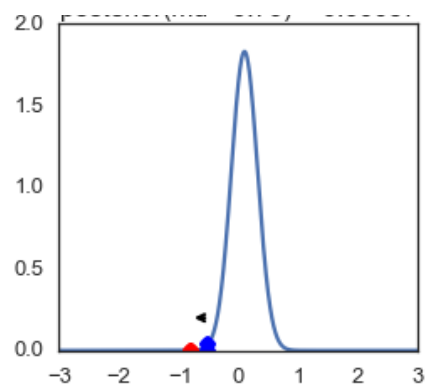
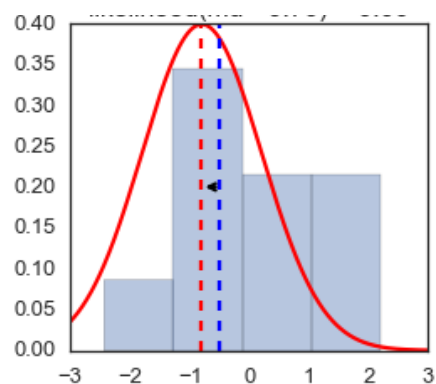
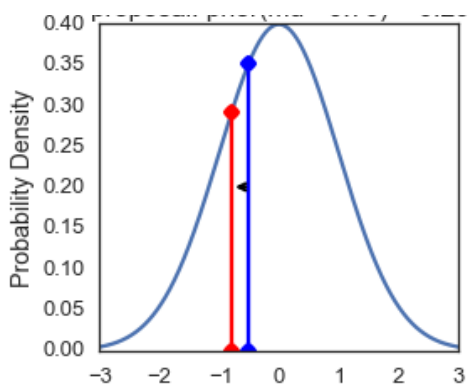
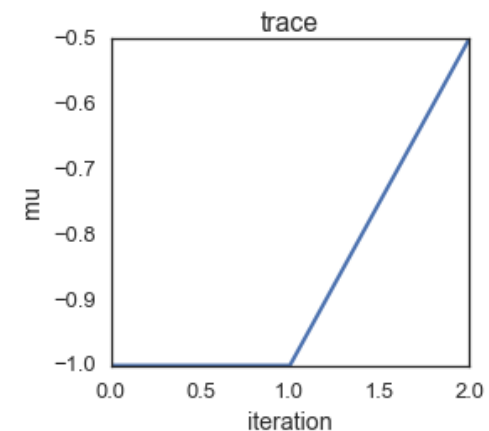
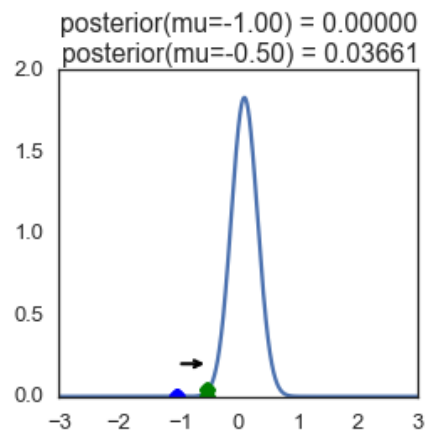
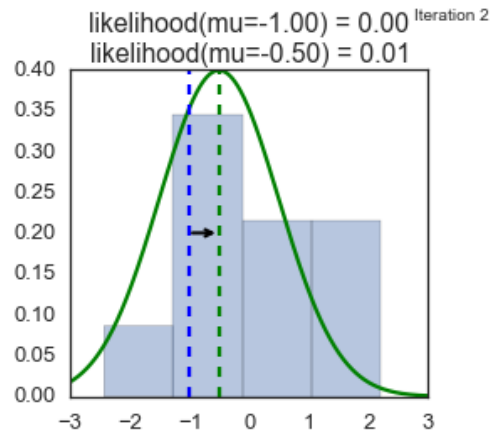
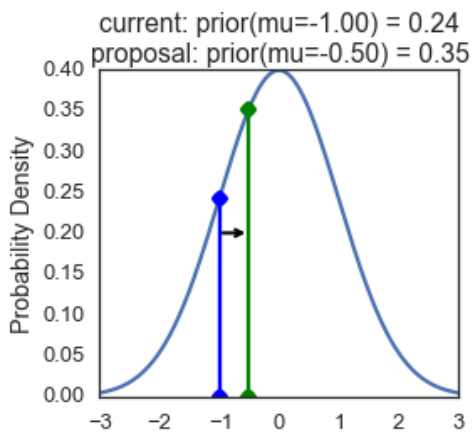
Stan

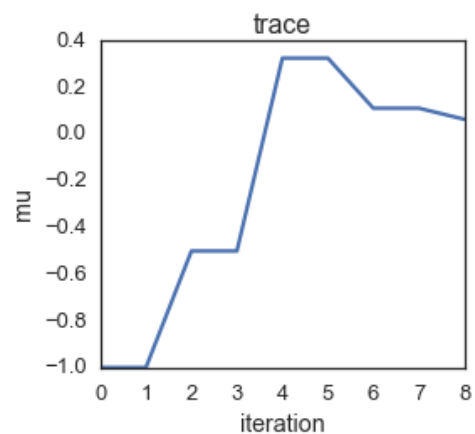
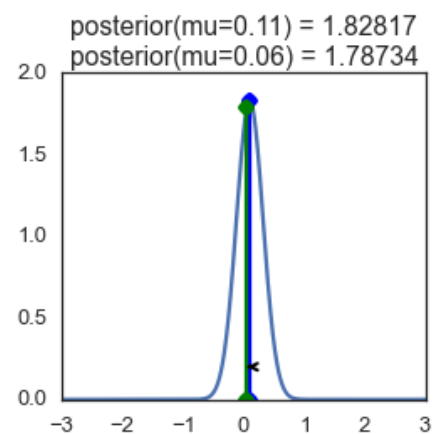
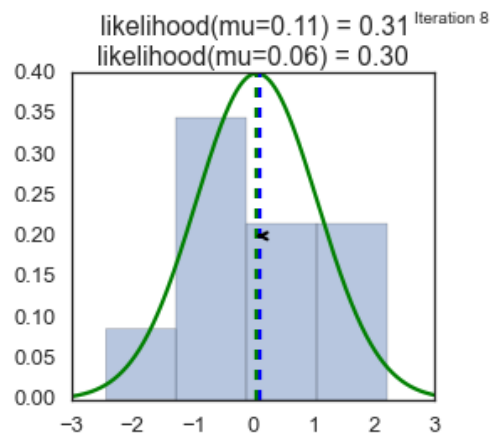
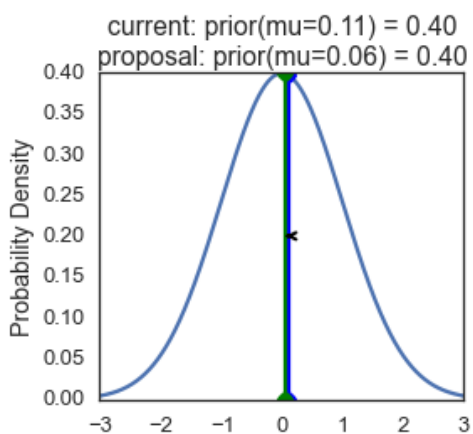
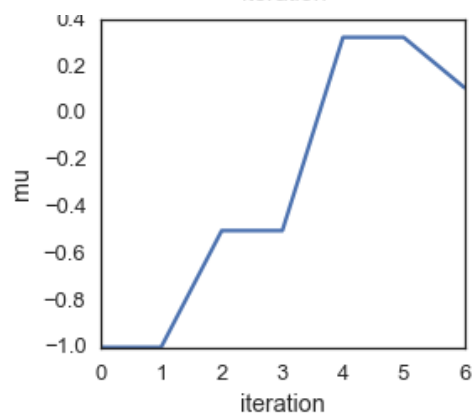
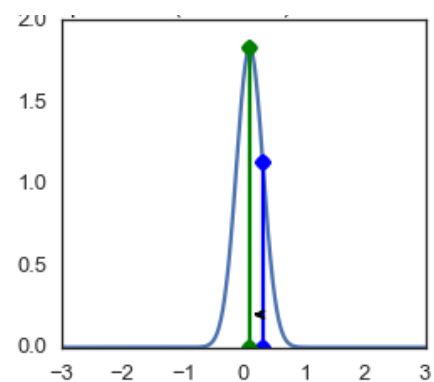
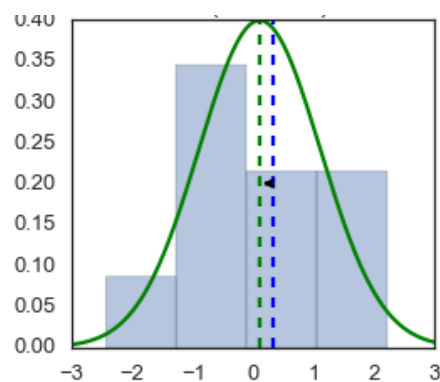
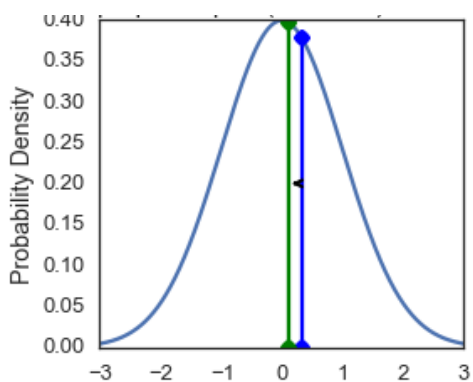
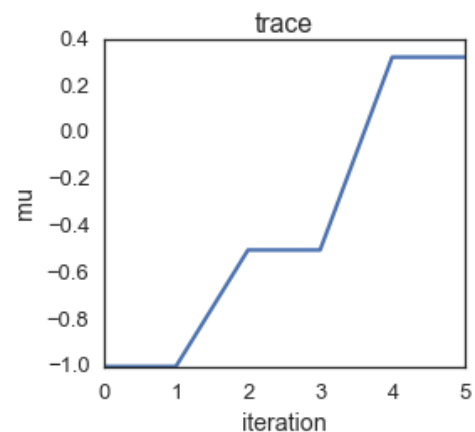
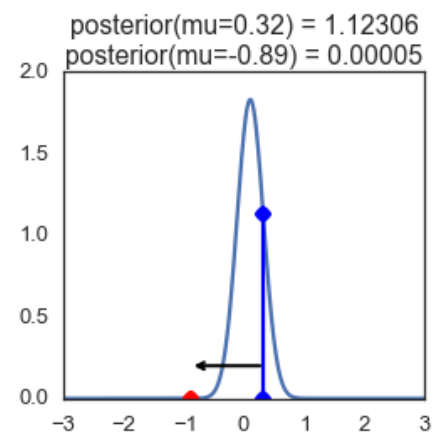
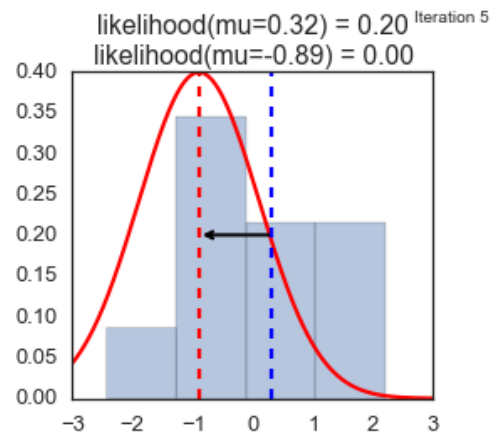
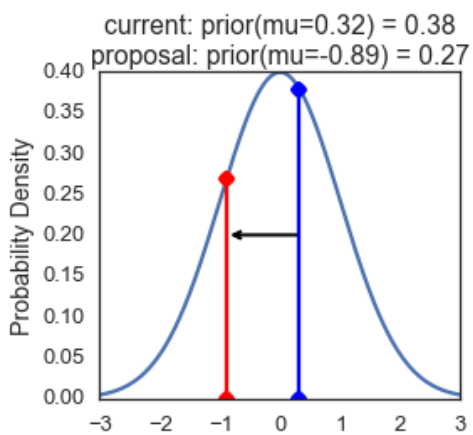
- Hamiltonian Monte Carlo Sampler
- Amazing online help
 - <https://discourse.mc-stan.org/>
- Defines a statistical model through a conditional probability function $p(\theta | y, x)$
- Probabilistic Programming











2 teams / match

380 games.

20 teams / league

3 promoted.

3 relegated

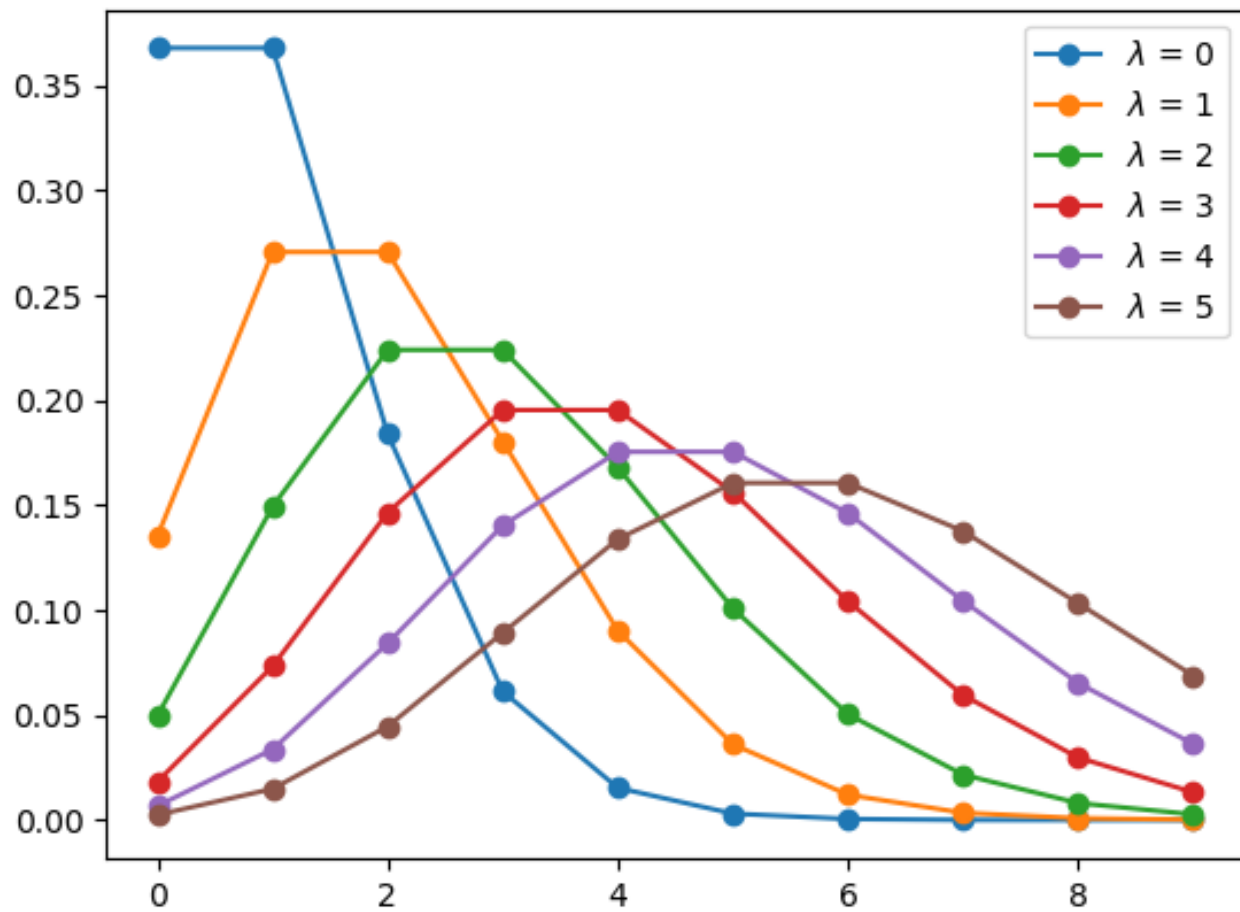


**Premier
League**

Can we model future performance as a function of past performance?

We can try.

- Two independent Poisson Distributions
- $HG \sim \text{Poisson}(\lambda_{ij})$
- $AG \sim \text{Poisson}(\mu_{ij})$
- $\lambda_{ij} = \log(HA + \text{Offense}_i + \text{Defence}_j)$
- $\mu_{ij} = \log(\text{Offense}_j + \text{Defence}_i)$
- Parameters:
 - 1 HA for the league
 - 2 parameters per team
- Constraints:
 - Attack and defence scores must sum to 0




```
``stan
// Priors (uninformative)
offense ~ normal(0, 10);
defense ~ normal(0, 10);
home_advantage ~ normal(-10, 100);

for (g in 1:n_games) {
  home_expected_goals[g] = exp(offense[home_team[g]] + defense[away_team[g]] + home_advantage);
  away_expected_goals[g] = exp(offense[away_team[g]] + defense[home_team[g]]);

  home_goals[g] ~ poisson(home_expected_goals[g]);
  away_goals[g] ~ poisson(away_expected_goals[g]);
}
``
```

Live Demo ...



What have we captured?

1. Unique 'skill' scores for each team
2. Skill as a product of attack and defense
3. Outcomes the result of two teams relative to one another
4. Estimate home advantage (but don't assume it exists or is even positive)

So let's celebrate



What have we missed?

1. Scores are not independent
2. Lower scoring games are under-predicted
3. There is no time varying element in the model

What a load of rubbish ...



Loads of interesting work ...

- <https://twiecki.github.io/blog/>
- <http://opisthokonta.net/>
- <http://pena.lt/y/>
- <https://web.archive.org/web/20150526184248/http://www.sportshacker.net/posts/>
- https://betanalpha.github.io/assets/case_studies/principled_bayesian_workflow.html

- Maher (1982)
- Dixon and Coles (1994)
- Karlis and Ntzoufras (2012)

$$y_n = \alpha + \beta x_n + \epsilon_n \quad \text{where} \quad \epsilon_n \sim \text{Normal}(0, \sigma).$$

This is equivalent to the following sampling involving the residual,

$$y_n - (\alpha + \beta x_n) \sim \text{Normal}(0, \sigma),$$

and reducing still further, to

$$y_n \sim \text{Normal}(\alpha + \beta x_n, \sigma).$$

This latter form of the model is coded in Stan as follows.

```
data {  
  int<lower=0> N;  
  vector[N] x;  
  vector[N] y;  
}  
parameters {  
  real alpha;  
  real beta;  
  real<lower=0> sigma;  
}  
model {  
  y ~ normal(alpha + beta * x, sigma);  
}
```