

\$0 Vol.

Prediction Markets vs Machine Learning

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FULL REPORT

Background:

Prediction Markets:

- Trade contracts on future events, where prices (0–1) reflect the market’s implied probability.
 - Traders are financially incentivised to incorporate new information into prices.
- A continuously updating, crowd-generated forecast.

Machine Learning Models:

- Models trained on historical and contextual data to learn patterns and generate predictions.
- A structured-data-based forecast

Key difference: Markets can incorporate news, judgement and rumours whereas ML is limited to the structured data provided.

Motivating question: Do markets add predictive value beyond ML model predictions?

Why the NBA?

Rich historical data → well-suited to ML training.

High market activity → meaningful prediction-market prices.

Binary win/loss outcomes → direct comparison between classification ML and market forecasts.

Fast-moving information → ideal for studying how forecasts evolve toward tip-off.

Data

Market Data - Polymarket

- 1,019 NBA games from 2025/26 season

ML training data

- 2018/19–2025/26 NBA data
- ML features: Team form, Efficiency, Injuries, and Lineups & rotations

Horizons: 5d, 3d, 2d, 1d, 12h, 6h, 3h, 1h.

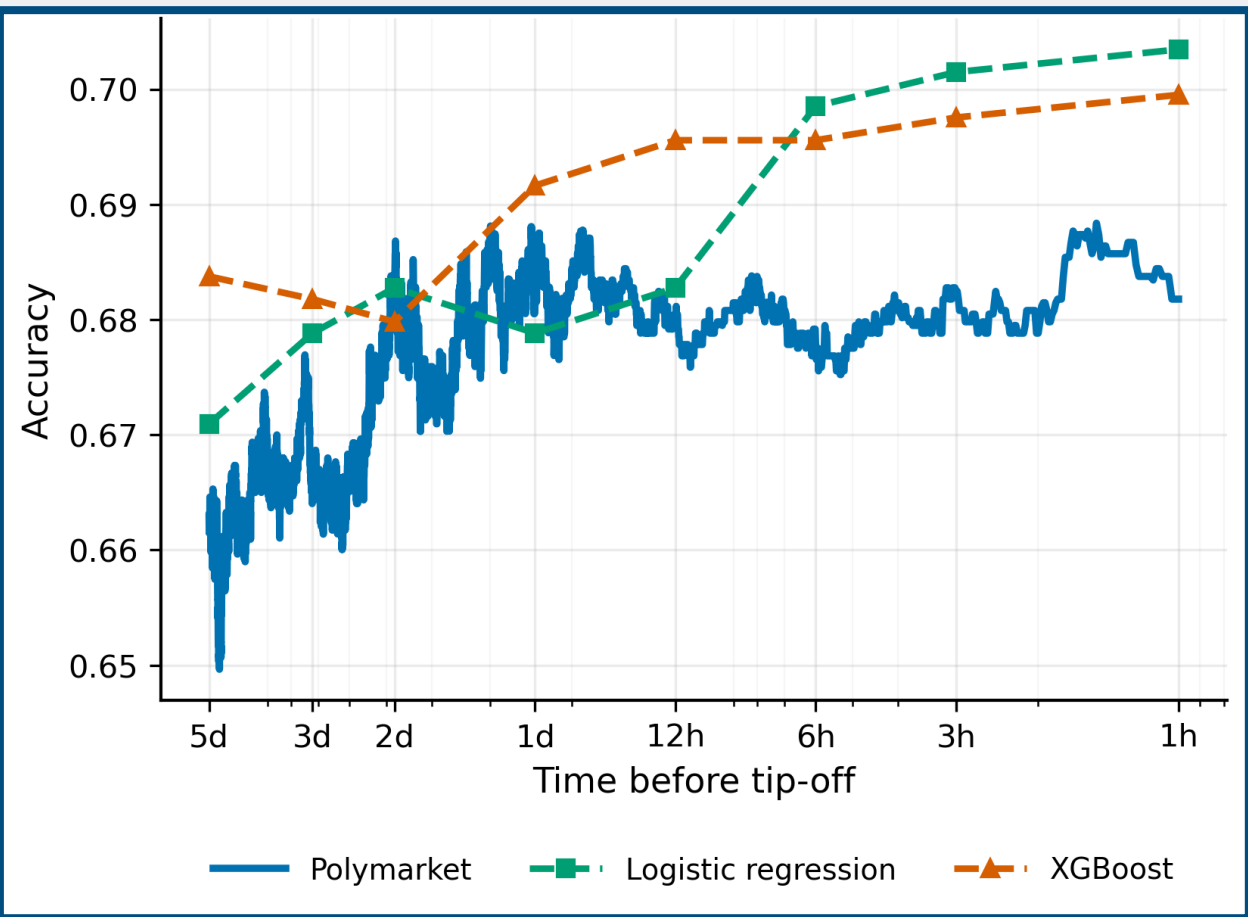
ML Models

Logistic Regression — Simple baseline model.

XGBoost — Flexible tree-based model capturing nonlinear relationships.

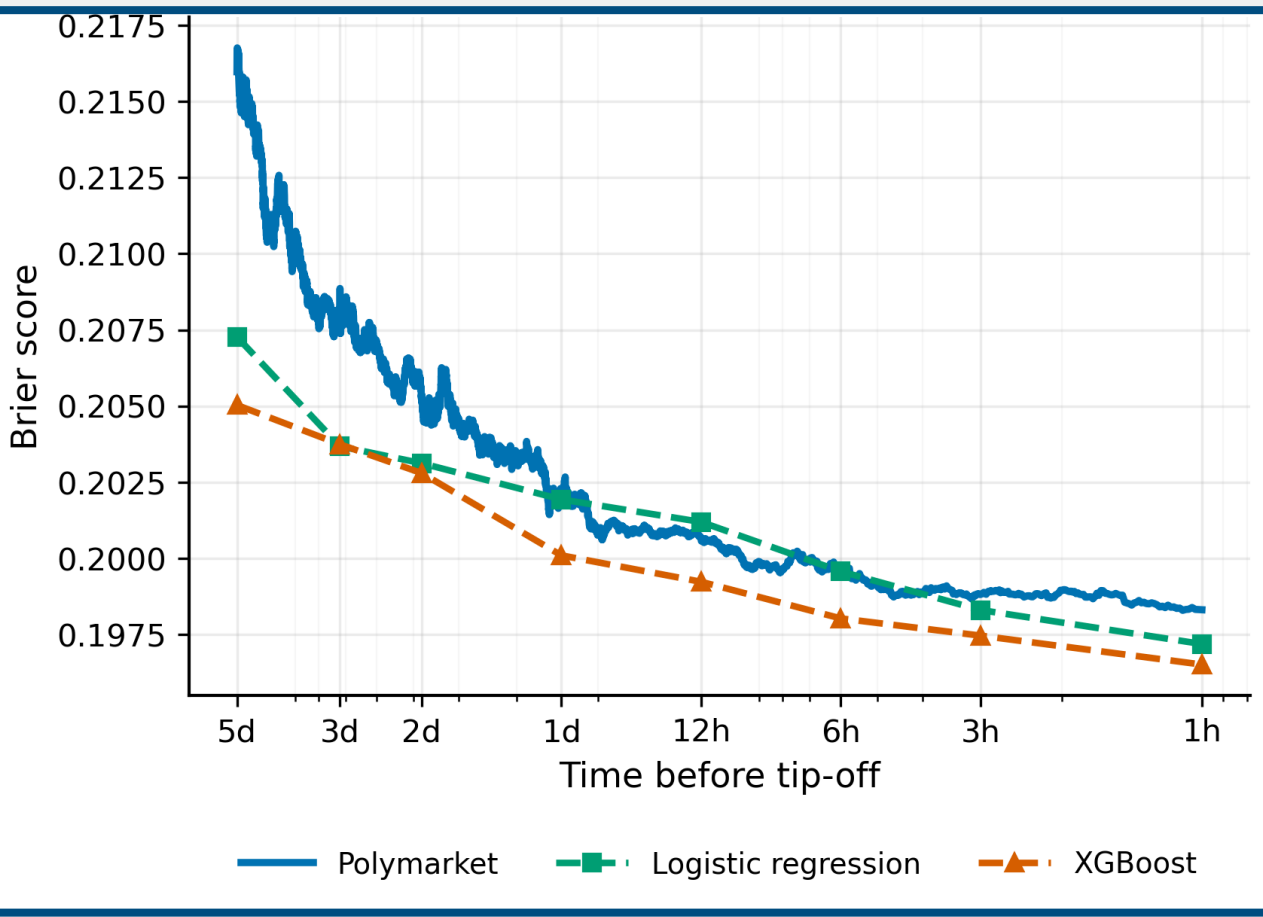
Key Results

Accuracy by Pre-Game Horizon



All methods improve toward tip-off. Polymarket rises from ~**0.66** → **0.68**, Logistic Regression exceeds **0.70** near **3 hours**. XGBoost remains **consistently strong**.

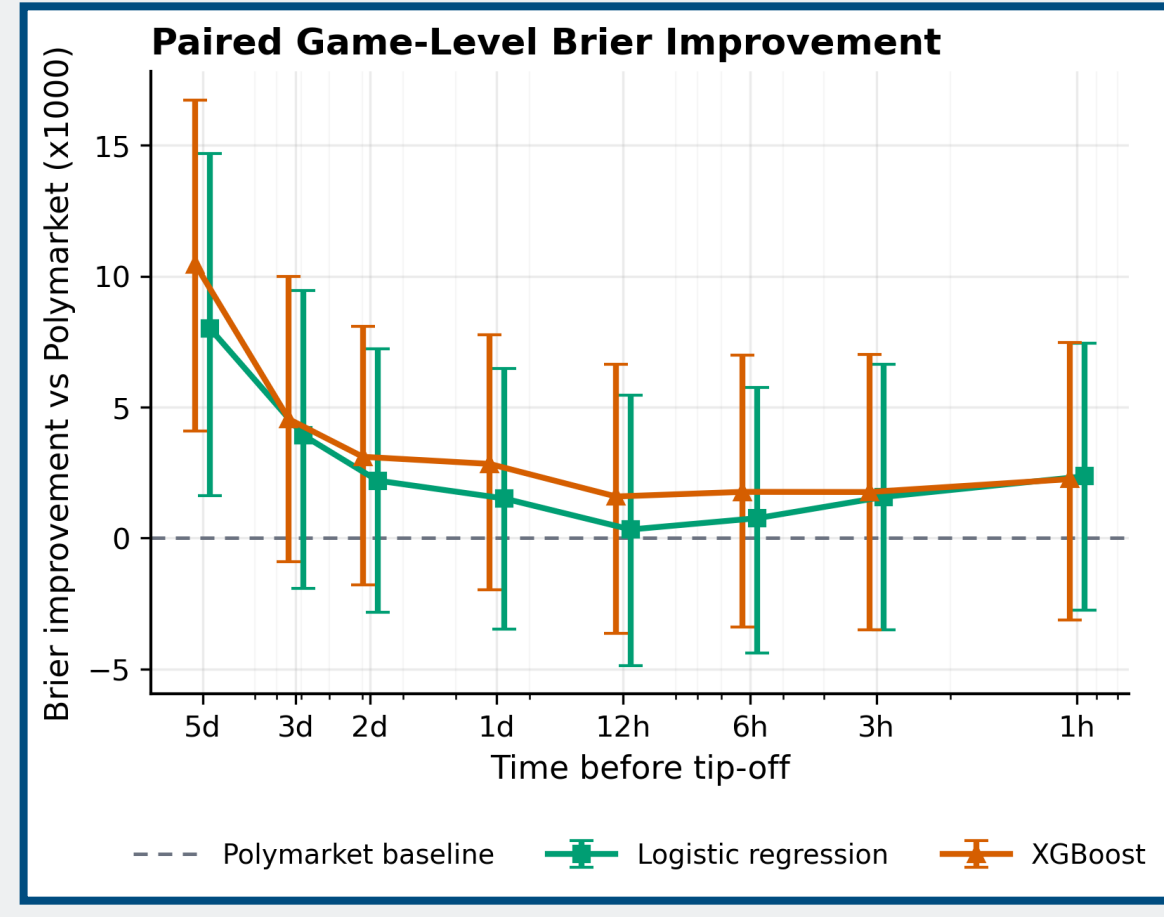
Brier Score by Pre-Game Horizon



(Lower Brier score = better forecast quality)

All methods outperform the **0.25 no-skill baseline**. ML models hold an **early advantage**. Polymarket narrows the gap near tip-off.

Statistical Testing



5d: ML advantage is statistically significant
~3d: Advantage begins to narrow
Near tip-off: No statistically clear difference

Specific Game Types

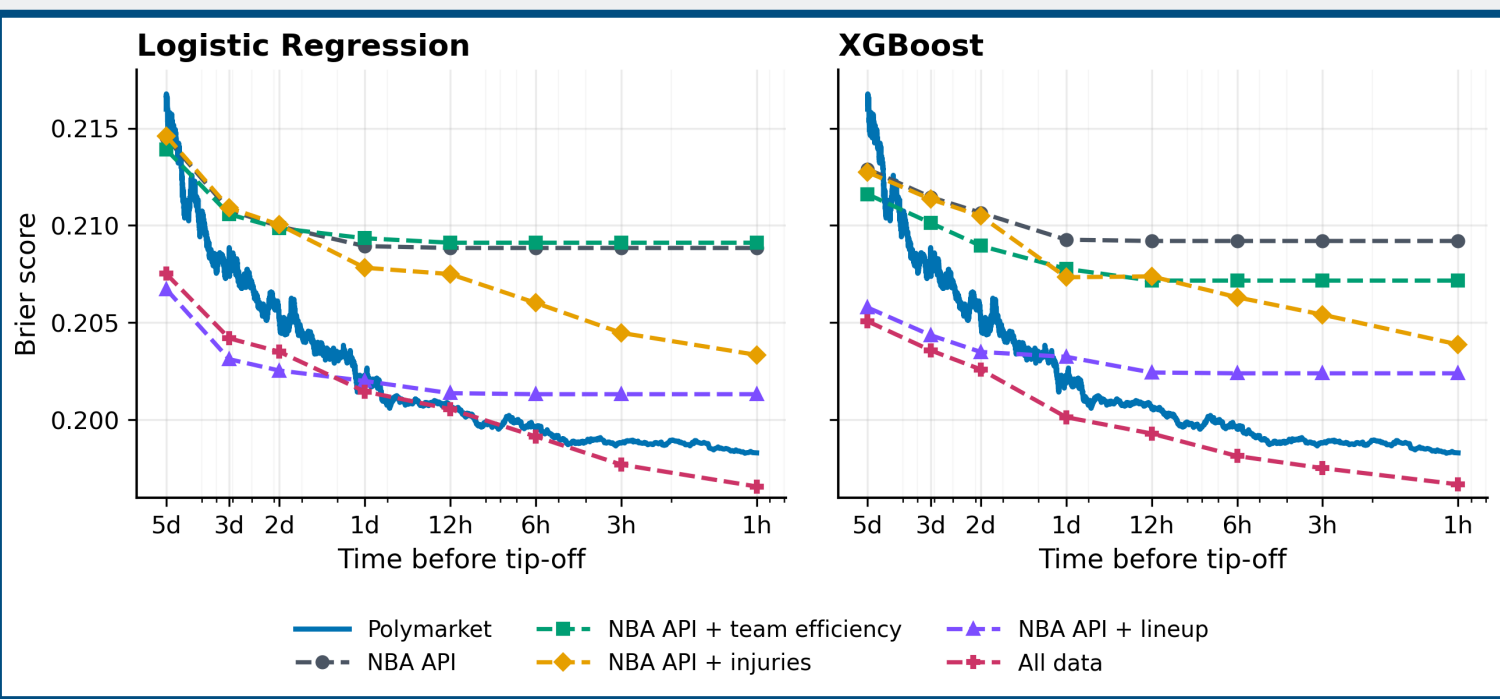
Forecasts compared across three game types: star-injury shocks, favourites that win, and favourites that unexpectedly lost.

Injury shocks: Markets react fastest to new injury information → suggests markets absorb informal injury news before it's officially reported.

Clear favourites: Polymarket is more confident than either model.
→ a bigger payoff when favourites win, a bigger cost when they don't.

Which Data Sources Matter Most?

Brier Score by Data Availability



Efficiency → Injuries → Lineups/Rotation
Full feature set: **~+2% accuracy** for both models in comparison to team form features only.

Discussion

- Neither machine learning nor prediction markets are consistently superior.
- ML leads early, but the gap narrows toward tip-off.
- Markets react quickly to informal information but may be overconfident.
- Information matters more than model complexity.
- Future models could combine market probabilities with ML features.
- Results may differ in sports with less data or lower market activity.

Key References:

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LAILAW
SCHOLARS

1H

6H

1D

1W

1M

ALL

