Men T20 Score Predictor

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Abstract

This report details the development of the "Men T20 Score Predictor" project which aims to do score prediction for the first inning of the match. Using a Kaggle dataset containing 1764 International T20 matches, we processed and transformed cricket match data to build a predictive model using XGBoost. The report outlines steps including data extraction, feature engineering, model training, and evaluation, culminating in the creation of a web-based tool using streamlit for predicting cricket scores.

Introduction

The advent of data science has revolutionized various fields, including sports analytics. Cricket, with its rich and detailed match data, offers numerous opportunities for predictive modeling. This project aims to create a model that predicts the scores of ICC Men's T20 World Cup matches. By leveraging historical match data, the model provides insights valuable for teams, analysts, and fans.

Keywords

T20 Cricket, Score Prediction, Data Science, XGBoost, Feature Engineering, Streamlit

Methods:

The methodology employed in this study involved the utilization of two Jupyter Notebooks (.ipynb files). The first Jupyter Notebook, titled "T20-dataExtraction.ipynb," was dedicated to extracting the first inning data from a YAML format and converting it into a pandas DataFrame. This process facilitated the subsequent data manipulation and analysis steps.

The second Jupyter Notebook was tasked with extracting the essential eight features required for prediction from the DataFrame generated in the previous step. Additionally, this notebook encompassed the creation of a data processing pipeline and the application of a machine learning model. The specific details of each file are outlined below:

Procedure

- 1. Data Extraction: Convert YAML files to JSON and load into a DataFrame.
- 2. Data Cleaning: Filter relevant columns and handle missing data.
- 3. Feature Engineering: Extract features and transform categorical variables.
- 4. Model Training: Split the data, train the XGBoost model, and save the model.
- 5. Deployment: Develop a web interface using Streamlit to make the model accessible.

Each steps explained in detail with their given code.

Data Collection and Preparation

The data for this project was obtained from Kaggle's "Cricsheet - A Retrosheet for Cricket" dataset. The original data, provided in YAML format, containing 1764 matches data with 28 columns, required conversion to a more manipulable format for analysis.

Step-by-Step Process in "T20-dataExtraction.ipynb":

1. Loading Data:

YAML files containing match data were read into Python using the yaml library. This YAML file contains the 1764 International T20 matches data. The data was converted into JSON format for easier manipulation.

```
#import necessary library need for data extraction
import numpy as np
import pandas as pd
from yaml import safe_load
import os
from tqdm import tqdm

# Extract all yaml files and saved into filenames variable
filenames = []
for file in os.listdir('data'):
    filenames.append(os.path.join('data',file))

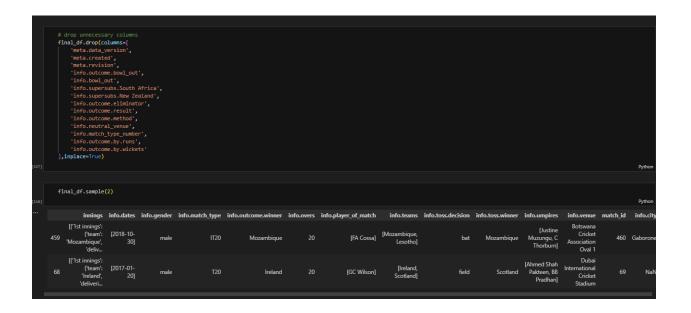
filenames[8:5]

# Oos

" ['data\\1001353.yaml',
'data\\10047555.yaml']
```

2. Data Cleaning:

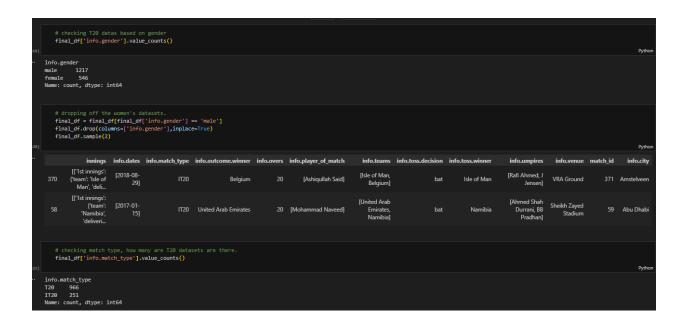
Extracted relevant data fields from the JSON objects and organized them into a pandas DataFrame. Initially when converted into pandas Dataframe, there are 28 columns, removed 14 non-essential columns.

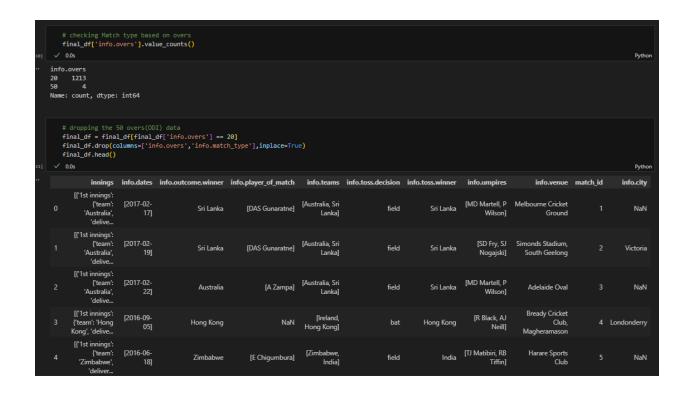


3. Filtering Dataset:

The dataset underwent a filtering process based on two distinct parameters. Firstly, matches involving female players were removed, resulting in the exclusion of **546 matches** from the dataset. Secondly, the dataset was filtered to include only international T20 matches, thereby eliminating any matches played in the 50-over format, approximately 5 in number. The inning column within the dataset was stored in a dictionary format. To align with the purpose of this model, only the first innings match datasets were extracted and retained for further processing.

The initial DataFrame was refined to include only the relevant columns: "match_id, batting_team, bowling_team, ball, runs, player_dismissed, city, and venue". This refinement ensured that the dataset contained only the essential features required for the subsequent analysis. The DataFrame underwent a comprehensive data cleaning process, involving the handling of missing values and ensuring data consistency. This step was crucial in preparing a clean and clear dataset for the feature extraction process. Upon completion of the data cleaning process, the refined DataFrame was saved, enabling its utilization in the subsequent feature extraction stage. The filtering and data cleaning processes were essential in ensuring the quality and relevance of the dataset, thereby enhancing the reliability and accuracy of the downstream analysis and modeling tasks. Use the pickle to save our data extraction process in part1_dataset.pkl file for future reference.





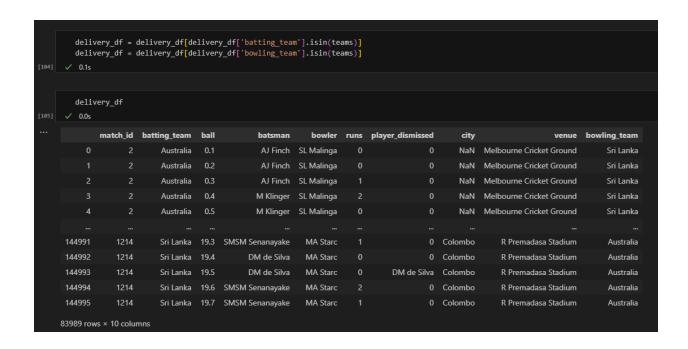
Feature Engineering

In T20-featureExtraction.ipynb, the cleaned dataset was used to extract and engineer features essential for predictive modeling. The focus mainly to extract 8 essential features needed to the model are: batting_team, bowling_team, city, current_score, ball_left, wicket_left, current_run_rate, last_five_over. To extract each feature, the process involved explained below with its code:

Step-by-Step Process in "T20-featureExtraction.ipynb":

- 1. Feature Extraction:
 - Derived key features from the cleaned dataset:
 - Batting Team: The team currently batting.
 - Bowling Team: The team currently bowling.

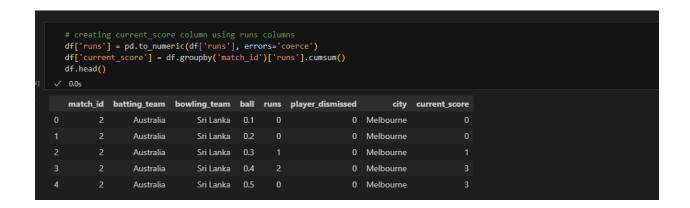
To derive these two features, use the team column in the delivery df datasets extract earlier.



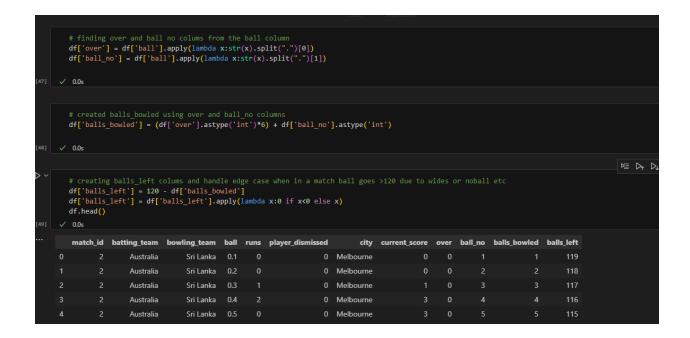
• City: Extracting the city feature, which represents the city or venue where the match is being played, presented a challenge due to the presence of 11,396 missing city names in the dataset. To overcome this obstacle, the following approach was adopted. The venue column, which contained the names of the stadiums or grounds where the matches were held, was utilized as an alternative source of location information. A data preprocessing step was implemented to extract the first word or name from the venue column entries. This extracted name was then used to populate the corresponding city column, effectively replacing the missing city values with the venue-derived location information.

```
# using their venue column to replace with it
df[df['city'].isnull()]['venue'].value_counts()
[5] 🗸 0.0s
    Dubai International Cricket Stadium
    Pallekele International Cricket Stadium
    Melbourne Cricket Ground
    Sharjah Cricket Stadium
                                                      908
    Sydney Cricket Ground
                                                       749
    Adelaide Oval
    Harare Sports Club
    Name: count, dtype: int64
        # filling missing cities names with their first venue name cities = np.where(df['city'].isnull(),df['venue'].str.split().apply(lambda x:x[0]),df['city'])
# adding city column in dataframe
df['city'] = cities
       df.isnull().sum()
  match_id
   batting_team
   bowling_team
  runs
   player_dismissed
   venue
                           ø
  dtype: int64
        # no need of venue column now, so dropping off it.
df.drop(columns=['venue'],inplace=True)
More...
               match_id batting_team bowling_team ball runs player_dismissed
                                                                                                 city
                               Australia
                                                                                      0 Melbourne
                               Australia
                                                                                       0 Melbourne
                               Australia
                                                                                      0 Melbourne
                                               Sri Lanka 0.4
                                                                                      0 Melbourne
                               Australia
                                                                                      0 Melbourne
                               Australia
      144991
                               Sri Lanka
                                               Australia 19.3
                                                                                      0 Colombo
      144992
                                               Australia 19.4
                               Sri Lanka
                                                                                           Colombo
                                               Australia 19.5
                                                                            DM de Silva
      144993
                               Sri Lanka
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      144994
                               Sri Lanka
                                                Australia 19.6
                                                                                           Colombo
      144995
                               Sri Lanka
                                               Australia 19.7
                                                                                           Colombo
     83617 rows × 7 columns
```

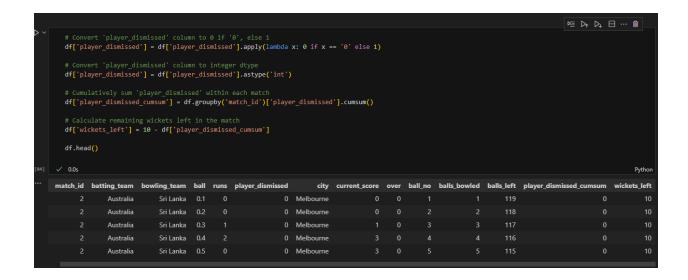
 Current Score: The current score of the batting team. To find the current score of the batting team, firstly we apply the groupby() function on match_id and then cumulative score, hence easily get the current score at each ball.



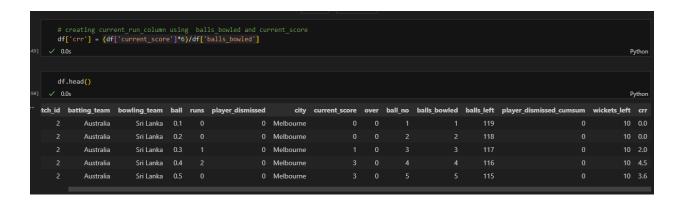
• Balls Left: Number of balls remaining in the innings. To calculate the "balls left" feature in a T20 cricket match, we begin by identifying the total number of balls that can be bowled in an innings, which is typically 120 (20 overs with 6 balls each). From this, we subtract the number of balls already bowled, determined by multiplying the completed overs by six and adding the additional balls bowled in the current over. This subtraction gives us the number of deliveries remaining in the innings. Adjustments are made for any extra deliveries, such as wides or no-balls, which do not count towards the over's six legitimate deliveries. This final count of balls left provides a real-time view of how many opportunities the batting team still has to score runs, an essential factor in predicting the inning's final score.



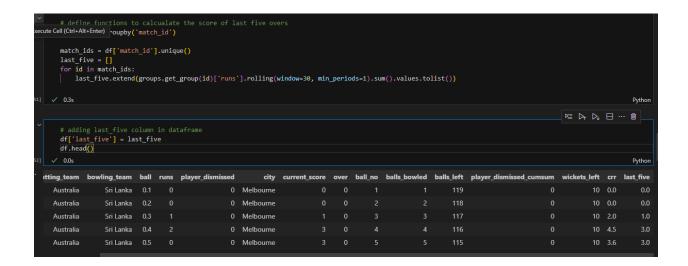
• Wickets Left: Number of wickets remaining. To extract the "wickets left" feature in a T20 cricket match, we monitor the "player_dismissed" column, which logs whether a wicket fell on each delivery. Initially, all entries that signify a dismissal (typically player names) are converted to a numerical format, generally marking each dismissal with a '1'. By calculating the cumulative sum of these values, we can determine the total number of wickets taken up to any point in the innings. Subtracting this total from the maximum of 10 wickets available per innings gives us the "wickets left," reflecting the number of wickets the batting team still has in hand, crucial for assessing their potential to build or sustain their innings score.



• Current Run Rate: The run rate at the current point in the match. To calculate the "current run rate" feature in a T20 cricket match, we first compute the cumulative total of runs scored up to each delivery using a cumulative sum function on the "runs" column. This gives the total runs scored by the batting team at any given point in the innings. To determine the current run rate, we divide this cumulative run total by the number of overs completed, converted to a fraction of the 20-over innings. Specifically, the number of balls bowled is divided by six to convert it into overs for this calculation. The resulting figure represents the average number of runs scored per over at that point in the match, providing a real-time assessment of the batting team's scoring efficiency.

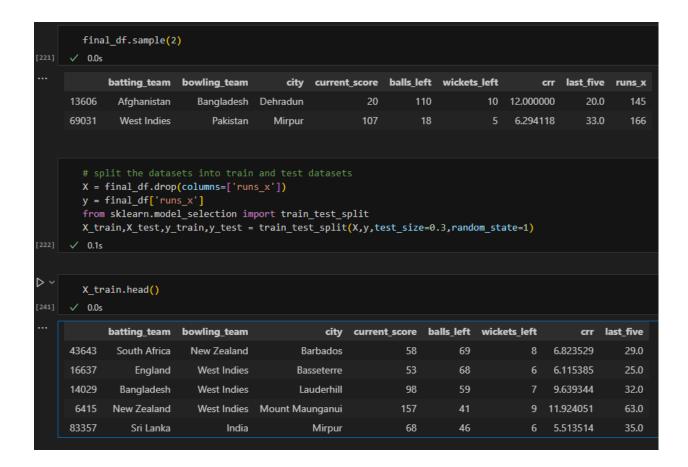


• Runs in Last Five Overs: Runs scored in the last five overs to capture recent performance. To calculate the "runs in the last five overs" feature in a T20 cricket match, we utilize a rolling window calculation over the "runs" column, specifically focusing on the last 30 balls (equivalent to five overs, given that each over consists of six deliveries). This method sums the runs scored over each set of 30 consecutive deliveries throughout the innings. The result captures the total runs scored in the immediate past five overs at each point in the match, offering insights into the team's recent scoring momentum and effectiveness, which is crucial for predicting their potential scoring trajectory in the remaining overs.



2. Data Preparation:

- Ensured the dataset was reshuffled to avoid any potential bias.
- Split the dataset into training and testing sets to facilitate model training and evaluation.



3. Handling Categorical Variables:

• Applied a ColumnTransformer to convert categorical variables into a numerical format suitable for machine learning algorithms.

```
from sklearn.compose import ColumnTransformer
  from sklearn.preprocessing import OneHotEncoder
  from sklearn.pipeline import Pipeline
  from sklearn.preprocessing import StandardScaler
  from sklearn.ensemble import RandomForestRegressor
  from xgboost import XGBRegressor
  from sklearn.metrics import r2 score, mean absolute error
  # use ColumnTransformer to convert the categorical columns
  trf = ColumnTransformer([
      ('trf', OneHotEncoder(drop='first', sparse_output=False), ['batting_team', 'bowling_team', 'city'])
  ], remainder='passthrough')
  trf
✓ 0.0s
                                        1 ?
            ColumnTransformer
                               remainder
     OneHotEncoder 2
                            ▶ passthrough
```

Model Training

The XGBoost model, or Extreme Gradient Boosting, is a highly efficient and powerful machine learning algorithm known for its speed and performance, particularly in structured data settings and regression tasks. In the specified model configuration, XGBRegressor is utilized with key parameters set to optimize prediction accuracy: n_estimators=1000 increases the number of gradient boosted trees used, enhancing the learning capability and potentially leading to better results. learning_rate=0.2 controls the rate at which the model adjusts errors from previous trees, balancing speed and accuracy. max_depth=12 allows the trees to grow deeper, enabling the model to capture more complex patterns at the risk of overfitting, mitigated by the large dataset. Finally, random_state=1 ensures reproducibility by providing a fixed seed for random number generation used in the algorithm's processes. These parameters are chosen to fine-tune the model's ability to analyze and predict scores accurately, leveraging its robust framework to handle diverse and complex datasets effectively.

Steps Involved:

1. Pipeline Creation:

- Created a machine learning pipeline to streamline the process of data transformation and model fitting.
- The pipeline included steps for handling missing values, transforming categorical features, and fitting the XGBoost model.

2. Model Training:

- Trained the XGBoost model using the training set.
- Evaluated the model's performance on the test set, ensuring the accuracy and reliability of the predictions.

```
pipe.fit(X_train,y_train)
    y_pred = pipe.predict(X_test)
    print(r2_score(y_test,y_pred))
    print(mean_absolute_error(y_test,y_pred))

76] $\squar 20.3s
0.9702514628863155
2.378308029256558
```

3. Model Saving:

• Saved the trained model to a file (pipe.pkl) for deployment.

```
pickle.dump(pipe,open('pipe.pkl','wb'))

✓ 0.3s
```

Deployment

The deployment of the ICC Men T20 World Cup Score Predictor using Streamlit involves creating an interactive web application that enables users to input specific match details for real-time score predictions. Here's a concise overview of the deployment process:

Setup and User Interface

The Streamlit application initializes by importing necessary libraries and loading the pre-trained XGBoost model. The interface is set up with a user-friendly layout where users can input critical match details through dropdowns and numerical fields. These details include the batting and bowling teams, match city, current score, balls left, wickets remaining, current run rate, and runs scored in the last five overs.

Data Collection And Prediction

Users submit the match details, which the application processes and formats appropriately for the XGBoost model. The model then uses this data to predict the final score based on the current match conditions and historical data patterns.

The predicted score is displayed directly on the web interface, offering users instant insight into the potential outcome of the match based on the inputs provided.

Streamlit's framework supports dynamic interactions, allowing the application to update predictions in real time as users modify the inputs. This makes the tool both accessible and valuable for cricket fans and analysts, providing advanced analytics without the need for technical expertise in data science.

The user interface was attached below:



Results

The XGBoost model excelled in predicting T20 cricket scores, achieving a mean absolute error (MAE) of 2.37 and an R2 score of 96.8%. These metrics indicate that the model's predictions are highly accurate, with minimal deviation from actual scores, reflecting its strong performance in capturing the variability of match outcomes. The high R2 score confirms that nearly all the variance in cricket scores is effectively captured by the model. The XGBoost model provides a reliable and precise tool for predicting scores in T20 matches, proving to be an invaluable asset for cricket analysts and enthusiasts.

Discussion

The success of the "Men T20 Score Predictor" highlights the potential of machine learning in sports analytics. The use of the XGBoost algorithm and thorough feature engineering played key roles in achieving precise predictions. To further enhance the model's performance, several improvements can be considered:

- 1. Diverse Data: Including data from a broader range of teams, especially lesser-known cricketing nations, can improve the model's generalizability and accuracy.
- 2. Environmental Factors: Integrating real-time weather conditions and pitch characteristics could refine predictions, as these factors significantly influence gameplay.
- 3. Advanced Techniques: Employing advanced strategies like ensemble learning could increase the robustness of predictions by combining multiple models to reduce errors.
- 4. Temporal and Player Dynamics: Incorporating changes in team strategies and player forms over time, as well as player-specific performance data, could provide a more nuanced and dynamic predictive model.

These enhancements will not only improve the accuracy of the model but also provide deeper insights for strategic decision-making in cricket

Conclusion

This project showcases the application of data science to cricket score prediction. By leveraging historical data and machine learning, we developed a robust model that can predict T20 match scores with high accuracy. The deployment of this model through a user-friendly web interface highlights its practical utility. Future work will focus on incorporating more data and exploring advanced modeling techniques to further improve predictive performance.

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