TITLE

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Abstract

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1 Introduction

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2 Methods

2.1 Data Pre-processing

2.1.1 Using post-game statistics for game result prediction

2.1.2 Using pre-game statistics for game result prediction

2.2 Model fitting

2.2.1 Multi-layer Perceptron

Implementations of Layer Constructions
Implementation of Progress Saving & Plotting
Implementation of Parallel Grid Search with CSIF
Implementation of Testing Functions
Running on NCAA data

2.2.2 Logistic Regression

Implementations
Running on NCAA data

3 Results

4 Discussion

References (Samples)

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