

CricAI : Cricket Prediction System

ABSTRACT

Data Mining & Machine Learning in Sports Analytics is a blooming sector in the field of Computer Science. After Football, Cricket is the second most popular sports with a fan base of around 2.5 billion and mostly popular in South Asia, Australia, The Caribbeans and UK. It has tremendous spectator support and the masses show great interest in predicting the outcome of games.

We propose to design an effective result prediction system for a cricket match. The result of a T20 cricket match depends on lots of in-game and pre-game attributes. Pre-game attributes like venue, past track-records, pitch, team strength etc. and in-game attributes like Toss, Innings(first or Second), run rate, wickets in hand, strike rate etc. influence a match result predominantly. We strive to give emphasis only on the pre-game attributes right now, as our predictor using different machine learning and statistical approaches finds out the best possible outcome.(Win/Lose)

We plan to apply some out of these modern classification techniques -

- Bayesian Models
- Linear Regression Model
- K-Nearest Neighbours
- Support Vector Machines
- Random Forests
- Decision Trees

and generate a comparative study based on their outcomes and performances.