Aim: Create a linear regression model that predicts the outcome in general for tennis player based on their playing habits by analyzing and modeling the Association of Tennis Professionals (ATP) data

Final Outcome: predict the possibility of winning a match and

methods to improve game on the basis of different factors.

Passionate about Tennis. The reason to develop a model that predicts the possibility of a winning a game analyzing all the data on the past games is to help the players to improve their games and focus on their weaknesses.

The analysis of a player can be used by other players in order to analyze the competitor’s strategies and take counter measures for defeating the opponent. It might also help people to make discreet legal bets on the outcome of the game.







