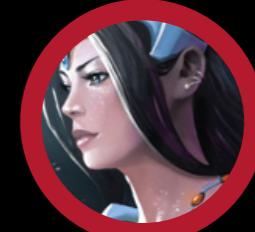




# DOTA 2 Winpredictor

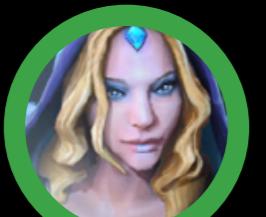
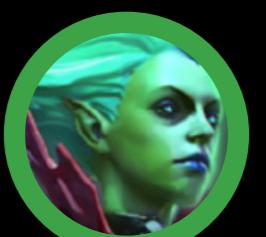
# DOTA 2 BOOTCAMP

*Radiant*



*Dire*

# DOTA 2 BOOTCAMP



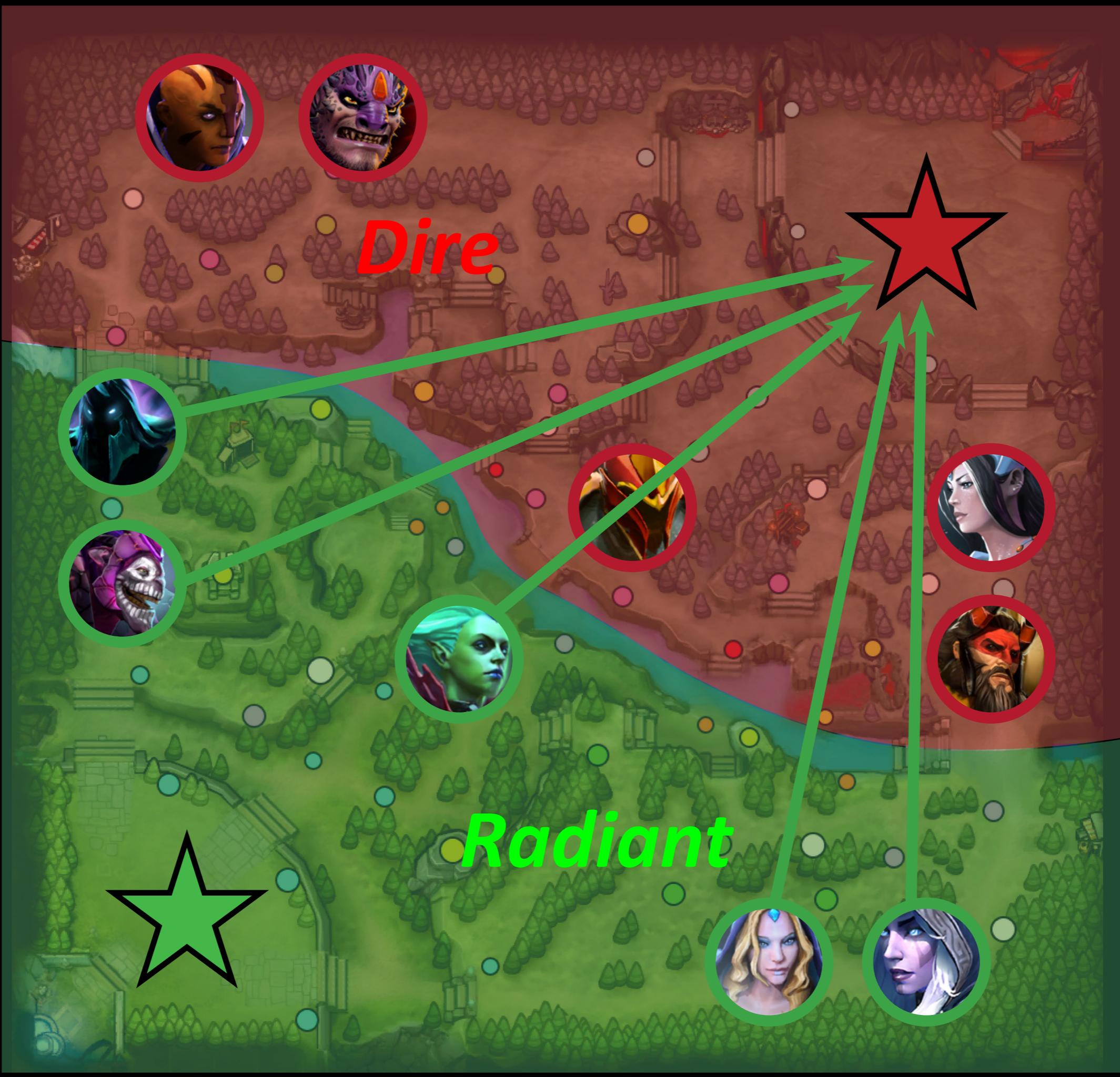
# DOTA 2 BOOTCAMP



# DOTA 2 BOOTCAMP



# DOTA 2 BOOTCAMP



**DOTA 2  
BOOTCAMP**



**DOTA 2**  
**BOOTCAMP**

**119 HEROES**



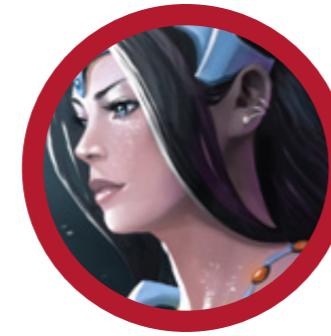


# HYPOTHESIS

*The draft of a DOTA 2 match is sufficient to guess  
the outcome of the game*



# HYPOTHESIS



*DIRE*

*VS*



*RADIANT*

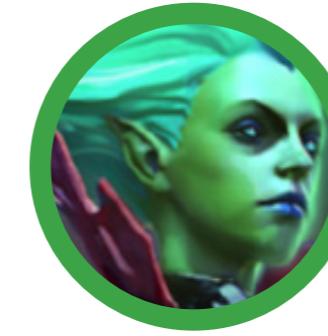


# HYPOTHESIS



**DIRE**  
**35% CHANCE**  
**OF WINNING**

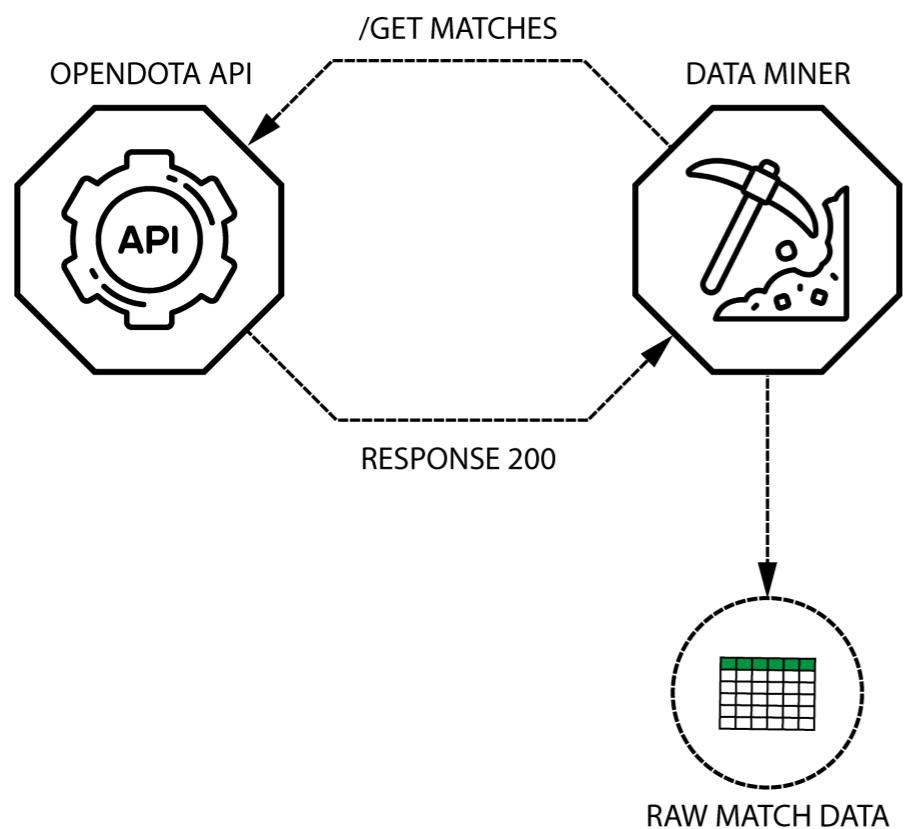
**VS**



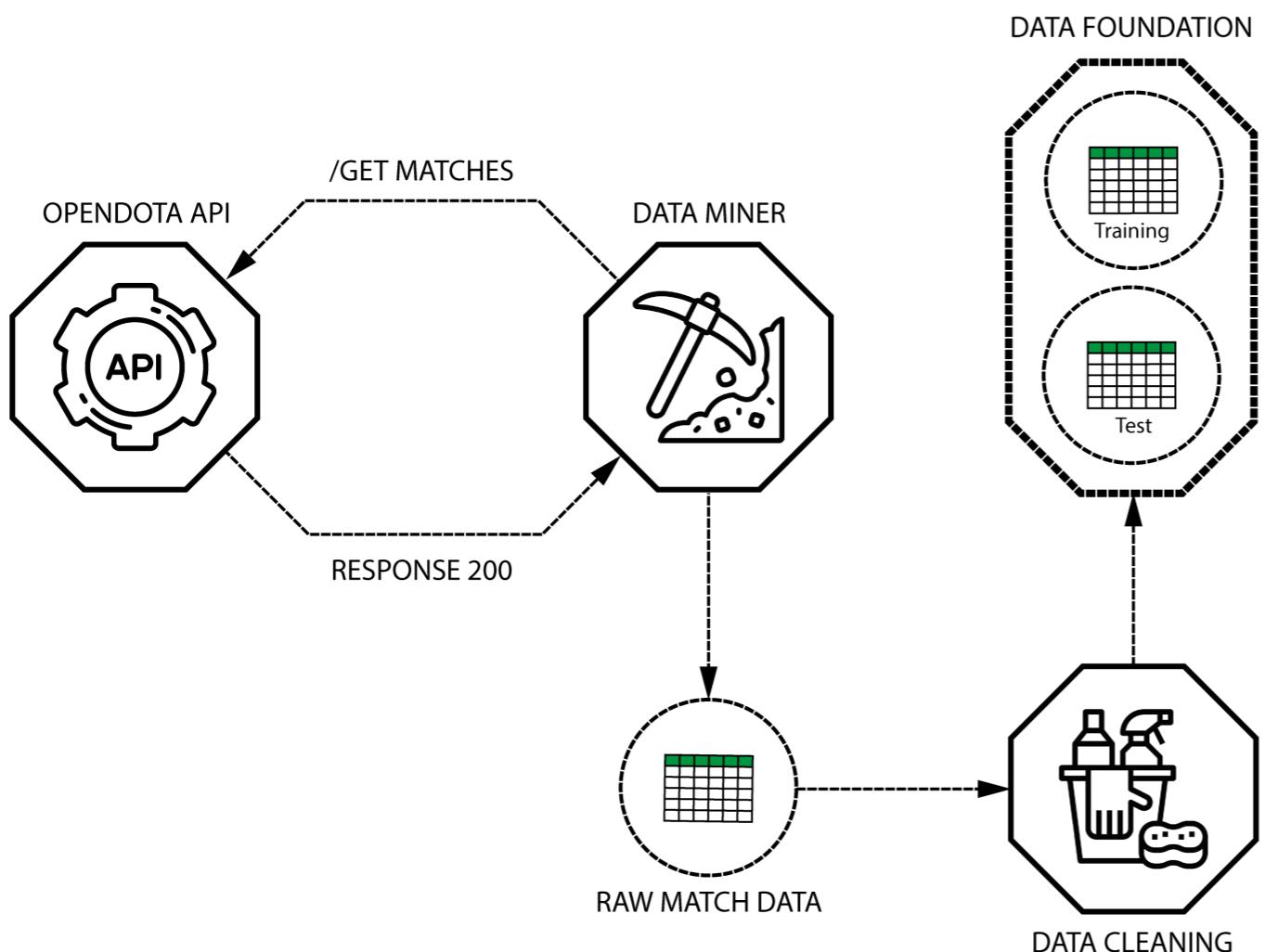
**RADIANT**  
**65% CHANCE**  
**OF WINNING**



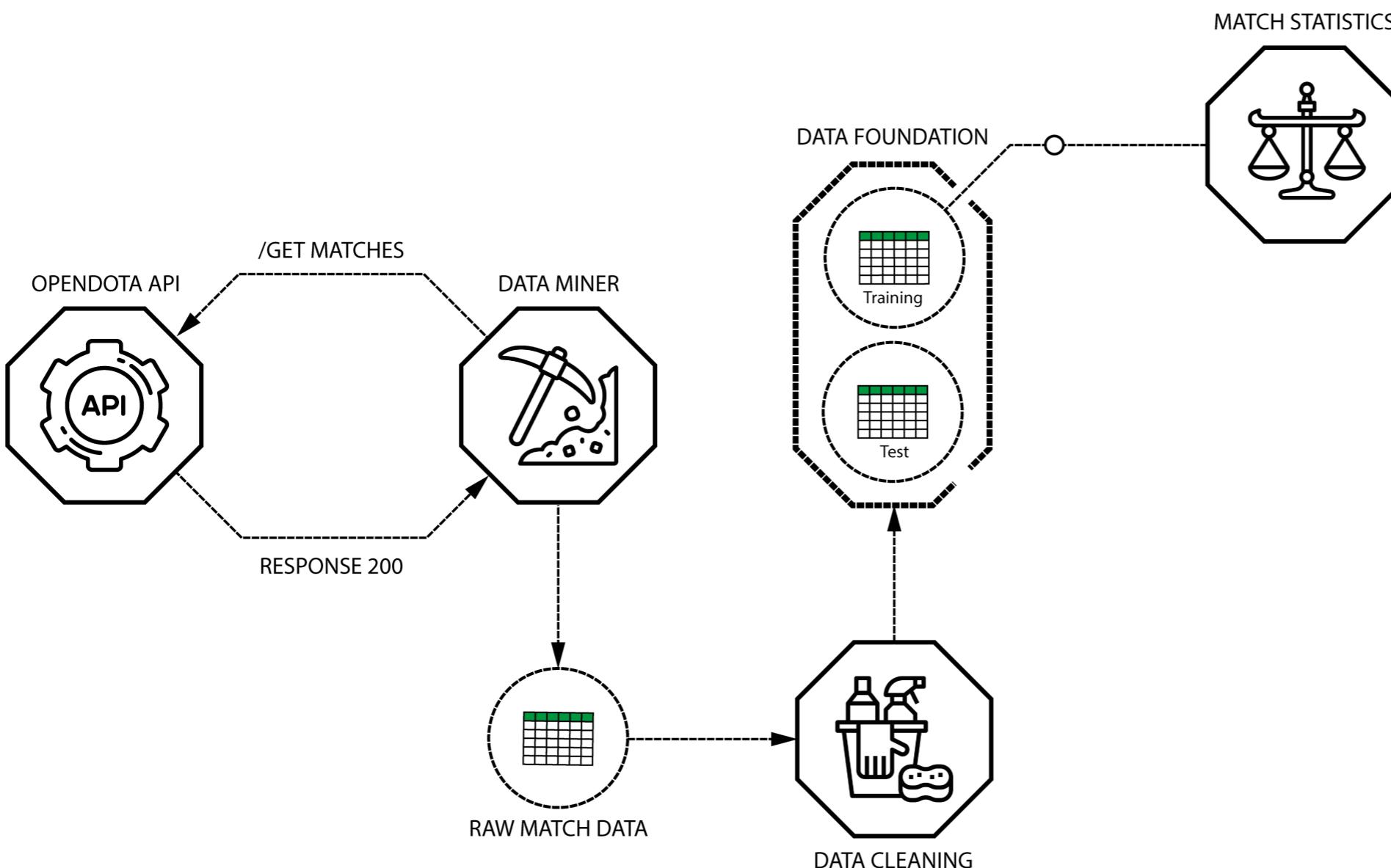
# ARCHITECTURE



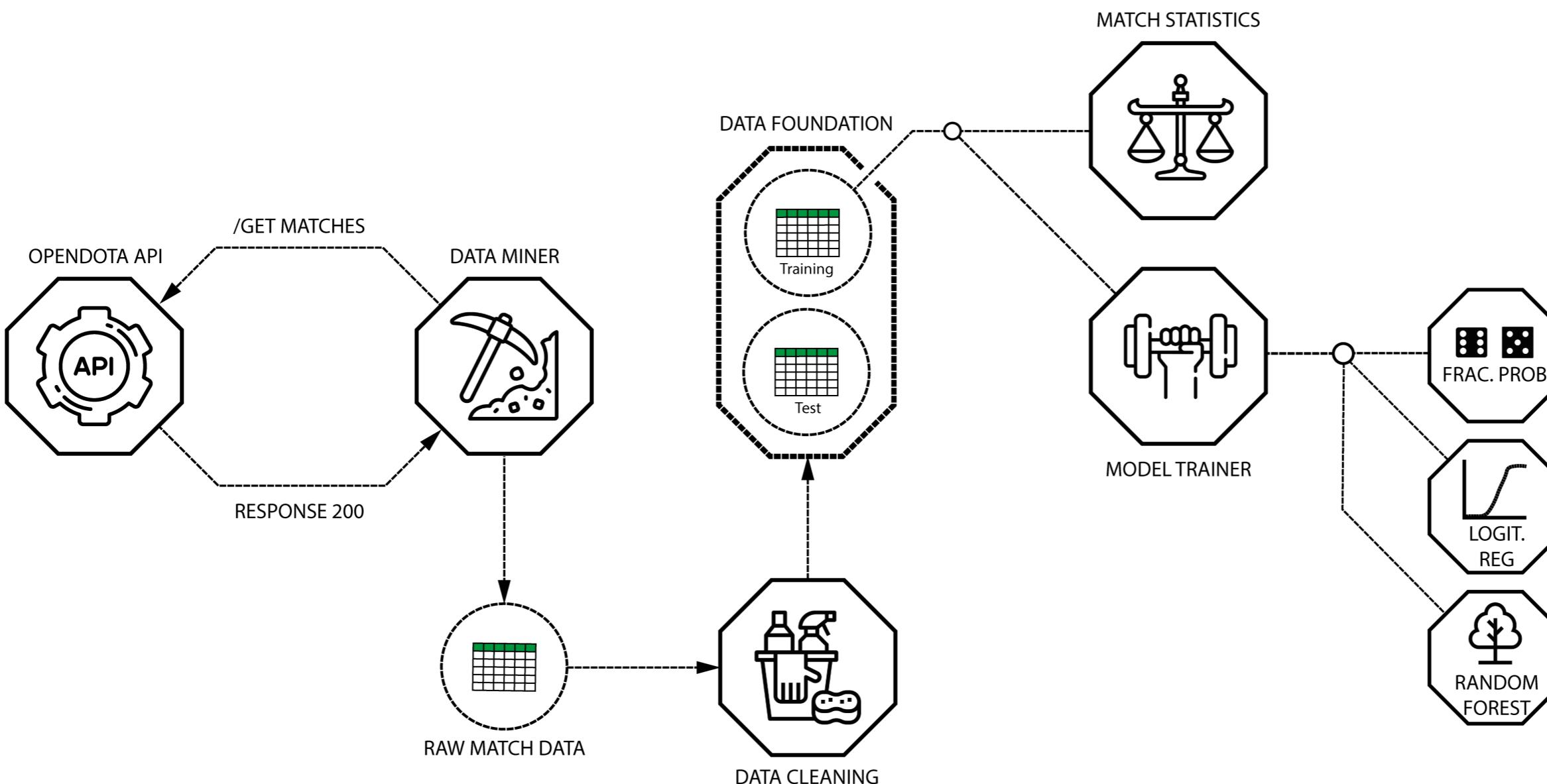
# ARCHITECTURE



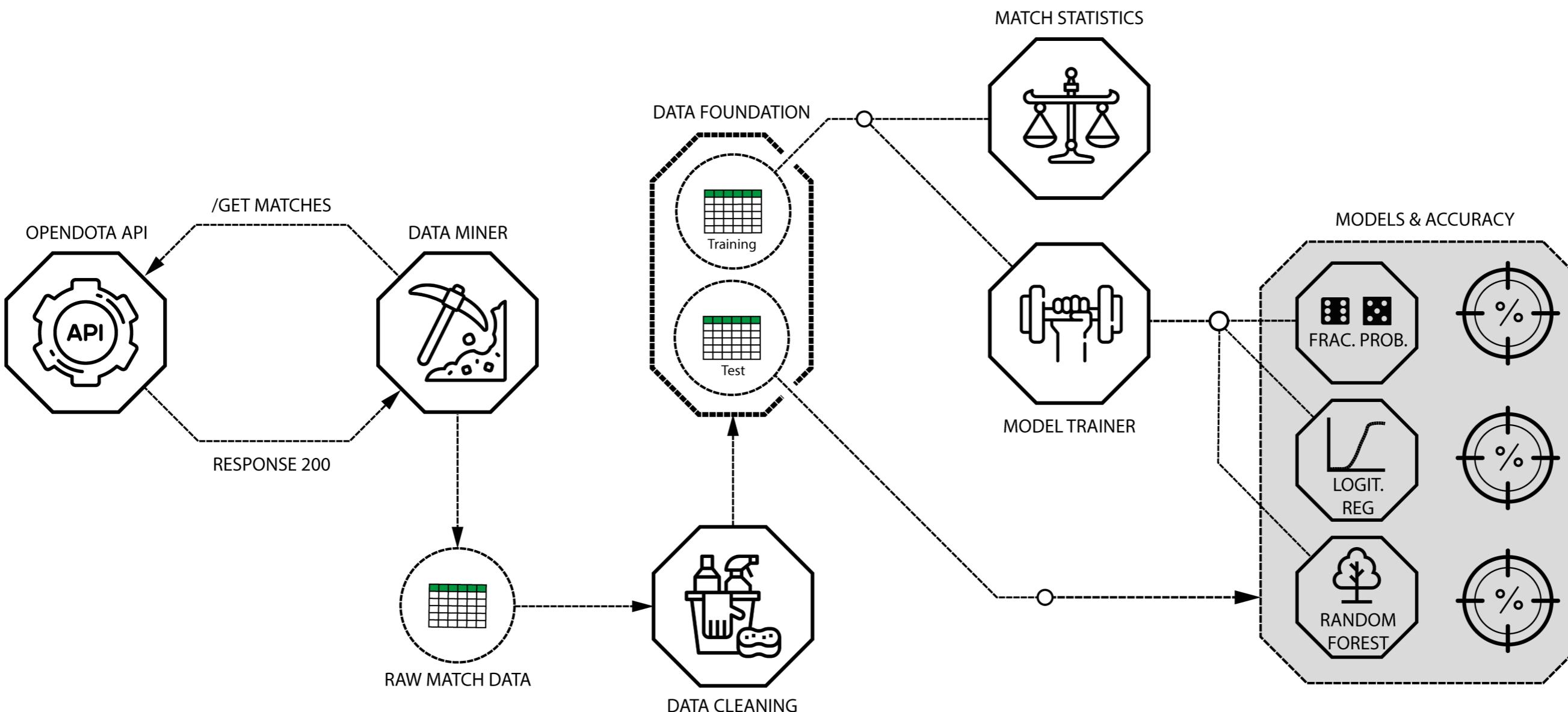
# ARCHITECTURE

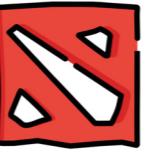


# ARCHITECTURE

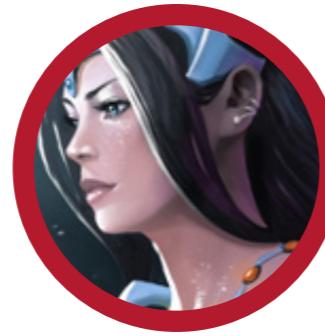


# ARCHITECTURE



 ***TRAINING DATA*** 

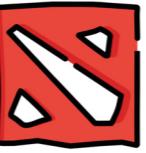
*DIRE*



*VS*



*RADIANT*

 **TRAINING DATA**  **COUNTERING****DIRE****VS****RADIANT**



# **TRAINING DATA**



**COUNTERING**

***HERO***

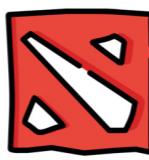


***100 WINS***

***OPPONENT***



***200 WINS***



# TRAINING DATA



COUNTERING

*HERO*



**33% WINRATE**

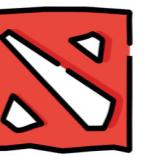
*OPPONENT*



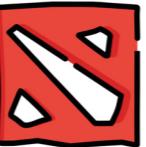
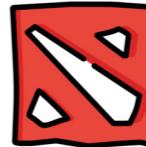
**67% WINRATE**



# **TRAINING DATA**



# COUNTERING

 **TRAINING DATA**  **COUNTERING****DIRE****67% WINRATE****VS****RADIANT**

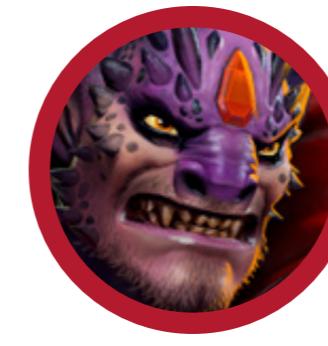
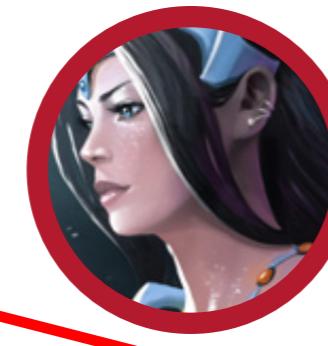


# TRAINING DATA



# COUNTERING

DIRE



67% 52%

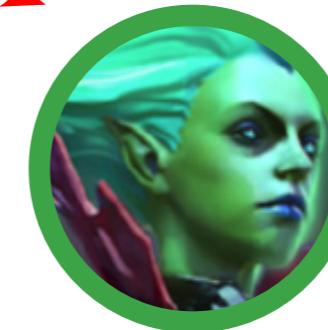
45%

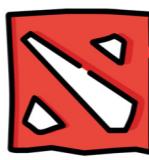
VS

54%

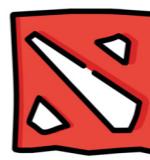
51%

RADIANT





# TRAINING DATA

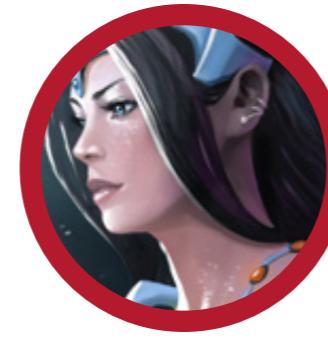


# COUNTERING

DIRE



52%



55%



51%



36%



66%

VS



44%



46%



56%

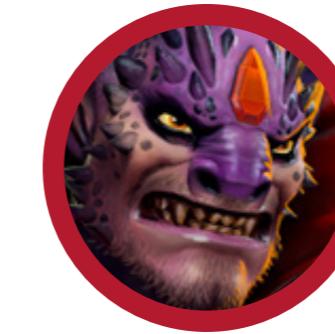
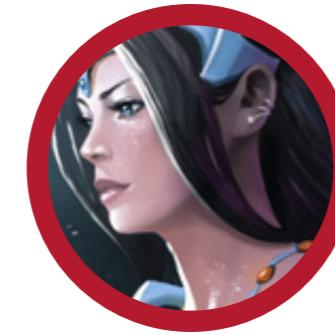
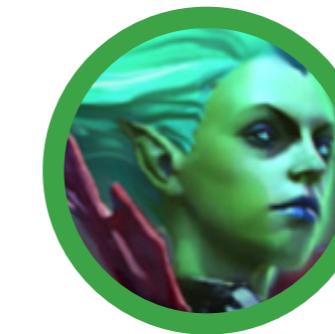


53%



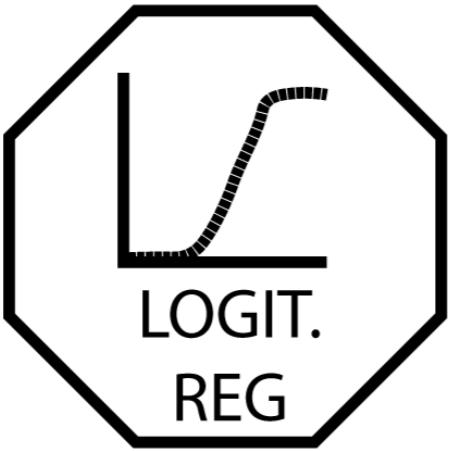
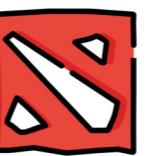
44%

RADIANT

 **TRAINING DATA**  **COUNTERING****DIRE****DIRE's WINRATE IS 56%!****RADIANT**



# ACCURACY



*COUNTER*



*SYNERGY*

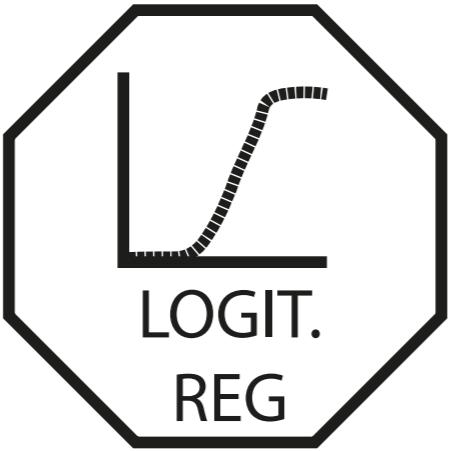
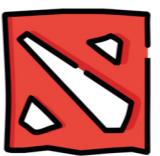


*MVP*





# ACCURACY



*COUNTER*

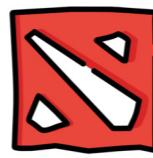


*SYNERGY*

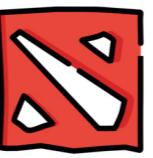


*MVP*

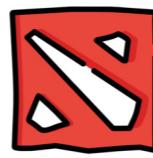




# CONCLUSION



 *300.000 games were used to train  
the models* 



# CONCLUSION



- *300.000 games were used to train the models*
- *30.000 games were used to test the models*



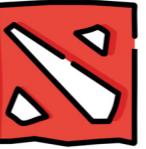
# CONCLUSION



- *300.000 games were used to train the models*
- *30.000 games were used to test the models*
- *The logistic regression model can predict the outcome of any game with a 58% accuracy*



# FURTHER WORK



*Individual player skill level and  
winrate on specific heroes should be  
included*





Questions?