Testing/Evaluation

The general plan for testing is to compare the programs outputs for a game against the events in the game that are collected from a 3rd party website that specialised in producing game reports and write ups. By comparing against a source that focuses on match reports it should mean that their results are highly accurate and go into more detail than the produced program can. This also provides a good opportunity for evaluating and improving the program. A method was added to the program at a late stage in this progress for testing purposes, it simply stores all of the JSON format data that BetFair replied to the programs requests with. So by storing this output, which represents the state of the betting markets at certain times, it can be fed back into the program during testing to near-instantaneously simulate its running. This provides a quick and easy method for testing the program so that the model can be adjusted and the output checked in order to improve program performance. This is hugely beneifical over the other solution which is to run the game live as a match is being played to get data and attempt to produce accurate outcome. Now the program can be tested on old data where there already exists a number of timestamped game reports for it to be compared against.

There is a margin for error for the accuracy of the program, only in terms of calculating roughly the exact time that an event occurred. This is because betfair at times delays their data. Say why

Done pretty much for program design, if I want a shit design I could easily store all json result strings instead I put it in the class that inspects them as objects. I convert all of the objects back into their json strings so I can use them later to covert back to gson for instant game simulation

Various sport testing?

Talk a little about testing opportunities

Code was added that tracks through the whole game the amount of money matched to see anything deceptive and allows you to look at before and after, thus finding out how much is actually bet in game, this also allows you to see how much is bet during downtimes which is of interest and possible development later on.

Other types of evaluation to check that it is extracting all that it possibly can

By working with the reasonable hypothesis that the more money bet on a game then the larger numbers of betters thus the more accurate the market changes will be in reliation to the actual events occurring in the game. A method was added to the program for testing purposes that, for each market in the chosen game, grabs the list of markets available for betting and the amount of money matched for these markets. There’s a possibility that this data isn’t as accurate as it could be because it can’t account for amount of money unmatched (not available from the API)