Project Stuff

Project aim

What I did

What it does

Detail about betfair api

Talk about data

Libraries used?

Design

Initial design

Possible improvements?

Evaluation?

Talk about accuracy of sports

Talk about BetFai api

Hypothesis

Method of doing this

System designed?

Feasibility of sports for application

Limitations

Viability of sports for this project

BetFair support betting on 48 different markets[BetFair:2006]. Talk about what ones are feasible and not and totally not

Many elements that come into deciding whether or not an event is viable for this project

So duration

Money bet

Markets available

Time zone so basketball is usa timezone so sport is less popular and time is less popular

References

[BetFair:2006]

http://data.betfair.com/sportids.htm

Notes: see page source for file details

Could do examples of games and accuray when little/some/tons of money is bet on it to prove my conclusion

Talk about my conclusion again (the hypothesis for calculating probabiltiies)

Talk about program design

Talk about the significance but also insignificance of closing markets on events

Talk about viability of markets

Talk about what I identified as good markets

Talk about possible games that are trackable and events

Talk about issues (modelling)

Talk about current modelling strategy (x pointsand calculate gradient and ensure that the pattern follows (from graph data)

Trying to extract as much data for free from betfair

UI isn’t a big deal but taking inspiration from football manager

Trying to cater for different sports (for football x vs y means x is home

Basketball is x @ y so y is home, need to distinguish

There’s some free data you can get but the way it’s extracted differs slightly per sport

Some sports are totally unviable for obvious reasons, we work with the hypothesis that more market activity = more reactive to match events although there’s the chance that games are totally stagnant so it means little at certain times.

Evaluation

Test code written in the project so that all json replies that are input are saved, this allows reserialization and refeeding the program very quickly for expected output

Deciding possible events and markets because tracking of all market matched/unmatched

Chapter onbetfair terminology and api structure

Need to feed markets closed and data into analysis

This means more can be predicted

General idea is that sports not popular In the uk aren’t viable because betfair is uk/aus based

All popular American ones are not viable except American football, because season length? General popularity? It is the top us sport in usa and expanding I guess, London has been a focus and there was nfl Europe.

Testing and eval -> storing json to reserialize

Program design, each sport needs a special module so you can cdeal with game time conversion etc

Each module needs to support each market, mostly separately because game times are different, football halves, nfl quarters, basketball quarters, and there’s market specific to those, so say if all 1st quarter markets end then its lieky that the 1st quarter is done.