**CRICPROBO**

**A platform which predicts the Winning Probability and Percentage**

**GROUP 7**

**Problem Statement**:-

Given a dataset consisting of matches and deliveries, the objective of the project is to predict the results of a new match with a win probability percentage as output.

The model will do the following. The machine learning models used are SVM, linear regression and K-means. The models used will help us in determining the following:

1. Classify the data by finding optimal decision
2. Groups similar data points into clusters based on their similarity or distance from each other.
3. Prediction of the result.

**Team Members :-**

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| **Sl.No** | **Name** | **Roll no.** | **Contribution** |
| 01 | DEEPAK N PALYAM | CB.SC.P2CSE23004 | DATA PREPROCESSING |
| 02 | PALLA VENKATA ARUNASREE | CB.SC.P2CSE23009 | FRONT-END |
| 03 | SURAPU HARI TEJA | CB.SC.P2CSE23024 | MODEL EVALUATION |
| 04 | SAURAV KUMAR TOPO | CB.SC.P2CSE23028 | MODEL CREATION |