DOTA2 Game Result Prediction

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Abstract. Our project aims to predict DOTA2 game results, which is a binary classification problem. This problem has been tried with intuitive models, including Naive Bayes Classifier, K nearest neighbors(KNN), and logistic regression. However, Naive Bayes does not consider the impacts of joint probabilities between features because of the independence hypothesis. Also, the KNN model is not suitable because large scale of features and data points will lead to high time consuming. In our project, we will try to use logistic regression, decision tree, random forest and linear classifier. We will look into these models, compare and analyze them to find a best approach. Our approach is expected to accurately predict win or lose result in the test dataset.