**Project Report on**

## " IPL WINNING PREDICTION Using Machine Learning"

**Project report submitted in partial fulfillment of the requirement for the award of the Degree of**

**BACHELOR OF TECHNOLOGY**

**IN**

**COMPUTER SCIENCE AND TECHNOLOGY**

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**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING**

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## R.K Valley, Vempalli(M), Kadapa(Dist) – 516330 DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING 2023-2024



# CERTIFICATE

This is to certify that the project report entitled **“IPL Winning Prediction Using Machine Learning”** being submitted by **A.Sravan Kumar (R190303), B.Ruchitha (R190680)** under my guidance and supervision and is submitted to **DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING** in partial fulfillment of requirements for the award of Bachelor of Technology in Computer Science and Engineering during the academic year 2023-2024 and it has been found worthy of Acceptance According to the requirements of the University.

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**Signature of External Examiner**

# ACKNOWLEDGEMENT

I wish to express our sincere thanks to various personalities who were responsible for the successful completion of the main project.

I am grateful to **Dr.CH.RATNA KUMARI, Head of the Department**, for her motivation and encouragement in completing the project in specified time.

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Finally, my heartfelt thanks to my parents for giving me all I ever needed to be a successful student and individual. Because of their hard work and dedication, I have had opportunities beyond my wildest dreams.

**WITH SINCERE REGARDS**

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# DECLARATION

Hereby declare that this project work **“**entitled **“IPL Winning Predictor Using** **MACHINE LEARNING”** submitted to **DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING** is a genuine work carried out by me, for the fulfillment of Bachelor of Technology in the Department of Computer Science & Engineering during the academic year 2023-2024 under the supervision of my project guide **Mr.N.Satyanandaram Lecturer,** Department of **Computer Science & Engineering** in **RAJIV GANDHI UNIVERSITY OF KNOWLEDGE TECHNOLOGIES(AP IIIT), R.K.Valley** and that it has not formed the basis for the award of any degree/diploma or other similar title to any candidate of the university.

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# ABSTRACT

Cricket, a game renowned for its complexity and strategic depth, has a large and passionate following worldwide. Accurate prediction of cricket scores can significantly enhance the viewing experience, assist teams in strategy formulation, and benefit various stakeholders, including broadcasters and betting agencies. This report presents the development and implementation of a machine learning model for predicting cricket scores. The model leverages a diverse range of data sources, including historical match data, player statistics, and contextual factors such as pitch conditions and weather.

Multiple machine learning algorithms, including linear regression, decision trees, and ensemble methods, are evaluated to determine the most effective approach for score prediction. The model is trained and tested on extensive datasets, demonstrating significant accuracy improvements over traditional prediction methods. Special emphasis is placed on feature selection, model training, and evaluation processes to ensure the reliability and robustness of the predictions.

Furthermore, this study explores the potential applications of the predictive model in real-world scenarios, such as live match predictions and strategic planning for teams. The findings highlight the promising role of machine learning in transforming sports analytics and underscore the potential for further advancements in this field.

**INDEX TERMS** : Cricket Score Prediction, Model Evaluation, Feature Selection, Predictive , Sports Analytics Modelling, Regression Analysis.

## CONTENTS

**TITLE I**

[CERTIFICATE II](#_Toc12148)

[ACKNOWLEDGEMENT III](#_Toc12149)

[DECLARATION IV](#_Toc12150)

[ABSTRACT V](#_Toc12151)

[LIST OF FIGURES VII](#_Toc12152)

**CH.NO . TITLE NAME PAGE NO.**

1. **INTRODUCTION**  **1-2**

1.1 INTRODUCTION

1. **LITERATURE SURVEY 3-6**

2.1 LITERATURE SURVEY

1. **METHODOLOGY 7-10**

### 3. DATA COLLECTION AND PREPROCESSING 7

### 3.1 DATA SOURCES 7

3.2 DATA CLEANING 8

3.3 DATA TRANSFORMATION 8-9

3.4 TOOLS AND LIBRARIES USED 9-10

**4. SYSTEM DESIGN AND IMPLEMENTATION**  **11-15**

#### 4.1 FEATURE SELECTION TECHNIQUES 11-12

#### 4.2 MODEL SELECTION 12-13

#### 4.3 TRAINING PROCESS 13-14

#### 4.4 HYPER PARAMETER TUNING 14

#### 4.5 DATA MANIPULATION 14-15

1. **MODEL EVALUATION AND PREDICTION 16-17**

5.1 EVALUATION METRICS 16

5.2 VALIDATION METHODS 16-17

5.3 PREDICTION RESULTS 17

5.4 COMPARISION WITH BASELINE MODELS 17

1. **MODEL ARCHITECTURE 18-20**

#### 6.1 OVERVIEW OF CHOSEN MODEL 18-19

6.2 TRAINING THE MODEL  19-20

##### **7. RESULTS AND DISCUSSIONS 21-22**

7.1 SUMMARY OF PREDICTION 21

7.2 INTERPRETATION OF RESULTS 21

7.3 STRENGTH OF APPROACH 21-22

7.4 LIMITATIONS AND CHALLENGES 22

**8. IMPLEMENTATION AND TESTING 23-28**

8.1 IMPLEMENTATION 23-24

8.1.1 PYTHON MODULES 25

8.1.2 SOURCE CODE 26-28

**9. FUTURE SCOPE 29-31**

**10. CONCLUSION 32-34**

**11. REFERENCES 35-36**

# LIST OF FIGURES

# 

**S.NO. NAME OF FIGURE PAGE NO.**

1 STEPS IN MODEL DEVELOPMENT 10

2 LOGISTIC REGRESSION 14

3 RANDOM FOREST CLASSIFIER 14

4 PROJECT PLAN 22