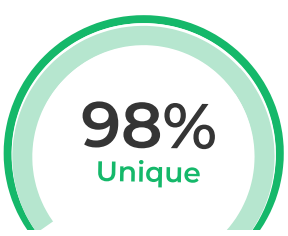
Plagiarism Scan Report

Check Grammar Make it Unique

AI Detector

Characters: **6674** Words: **969** Sentences: **58** Speak Time: **8 Min**



100%

GO PRO Deep Search NO ADS SUPPORT Accurate Reports!

Go Pro

View Plagiarized Sources

2% Plagiarized Content

1. Abstract Cricket, particularly the Indian Premier League (IPL), stands as one of the most popular and competitive sports globally. In this context, the project at hand addresses the intriguing task of predicting the margin of victory in IPL cricket matches. Leveraging machine learning, a Support Vector Machine Regressor is employed to model and forecast match outcomes based on a diverse set of features spanning the years 2008 to 2022. The initial stages of the project involve loading and cleaning the dataset, 'IPL_Matches_2008_2022.csv', where columns with insufficient non-null values are dropped, ensuring a robust dataset for subsequent analysis. Feature selection becomes pivotal, and a curated subset of features, including match-specific details such as teams, venues, and toss-related information, is chosen for model training and evaluation. Categorical variables, intrinsic to cricket match datasets, are appropriately encoded using the LabelEncoder from the scikit-learn library. This transformation facilitates the

Download Report Start A New Search

Download Word Report

How do you rate your overall experience?

Customer Satisfaction

4.8