

Predicting Best XI

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Abstract — Cricket is a well known sport, especially the T20 format. It incurs maximum uncertainty, which rises due to the player's performance, venue, opposition team, player's form, etc. The craze of cricket has given rise to several fantasy league platforms such as Dream 11, where we are expected to form a team of 11 players out of playing 22, which are predicted to perform very well for that match. While selecting the players, all these factors are to be considered: for batsmen, they must be able to score maximum runs while the bowlers must be able to take maximum wickets. In this project, we have taken these two main features into account i.e. 'number of runs' and 'number of wickets' and used them to classify using different classification algorithms. We have rated the players from the data obtained from the previous years tournament and classified into different clusters. Thereafter, the players are classified into different classes using Random Forest and Naive Bayes classification models.

Keywords— Clustering, Regression, Fantasy Points, Random forest, Classification, Cricket, Indian Premier League.

I. INTRODUCTION

Cricket is a very popular game it includes following types of players:

- 1) Batsman
- 2) Bowler
- 3) All Rounder
- 4) Wicket keeper

Performance of a team depends highly upon performance of individual players and a player's performance in each match depends on several parameters like location, past records, current form, average rate, strike rate (batsman), economy rate (bowler), number of innings, opposition team etc. So we are developing a model which could predict the best 11 players for that particular match. In this project we attempt to predict individual player's performance in IPL, by analyzing their previous records through supervised learning and we rate every player's performance through clustering.

II. LITERATURE SURVEY

Nilesh M. Patil, Bevan H. Sequeira, Neil N. Gonsalves and Abhishek A. Singh [1] predicted a Cricket Team based on the past performances using Random Forest Algorithm and Decision Tree Classifier. The proposed model tries to eradicate the biased selections and gives the best decision.

Sonu Kumar and Sneha Roy [2] predicted score and classified players using Multiple Linear Regression (MLR), Multilayer Perceptron (MLP) and Classification Algorithms.

MLR is used for determining the relationship between the random variables. MLP, a feed-forward artificial neural network, is used for mapping input to designated output.

Nihal Patel and Mrudang Pandya [3] predicted the player's performance using Supervised Machine Learning techniques like Decision Tree, Random Forest, XG Boost and Stacking. Decision Tree was used for creating class label training tuples. Random Forest is basically an ensemble of Classification and Regression where each tree is dependent on a random vector sampled independently and with the same distribution of all the trees in the forest. XG Boost is basically used to get higher predictive power and faster results compared to its contemporary gradient boosting techniques. Stacking is used to learn from the multiple models (XGBoost and Random Forest) to build a new model.

Kalpdrum Passi and Niravkumar Pandey [4] predicted the success of players in One-Day International Cricket Matches using the Regression Model. The Regression Model aims at predicting how many runs a batsman will score and how many wickets a bowler will be able to get.

Madhav Goswami and Abhishek Anand [5] predicted the team for fantasy application Dream11 using Random Forest, XG boost, CatBoost and Shapley Additive Explanations.

III. IMPLEMENTATION

A. WORKING WITH THE DATASET

The dataset chosen for working on the problem, contained ball to ball information of all the matches that have been contested in the history of Indian Premier League right from 2008 to 2020. The chosen dataset was separated into three categories - one for batsmen, one for bowlers and one for all-rounders. After dividing, the ball by ball data of a particular match was combined to make it a match-wise data of the player.

B. WORKING WITH CLUSTERING

Clustering came into the scenario for separating the player performances into different categories of points for the players. Here we have used K-means clustering algorithm (K=5). Batsmen in particular were clustered using the information of Strike Rate, Runs Scored and No. of balls faced. Bowlers were clustered using the Economy, Wickets taken and No. of overs delivered. While the all-rounders were clustered using the combined effects of Runs scored,

Strike-Rate, Wickets taken and Economy, also considering a decent amount of participation in the match. For eg. an uncapped player, would be in the category of 8 points while a player of calibre like Virat Kohli would be in the 10 point category. Here we know the difference but for each and every player it would be difficult hence clustering was used.

C. WORKING WITH CLASSIFICATION

Classification was applied to consider the performance of the players on the basis of venue, pitch type and other factors regarding the ground. Applied algorithms were Naive Bayes Classifier and Random Forest Classifiers. The model was fitted well on the training dataset but was not giving good accuracy on the test dataset.

IV. RESULTS

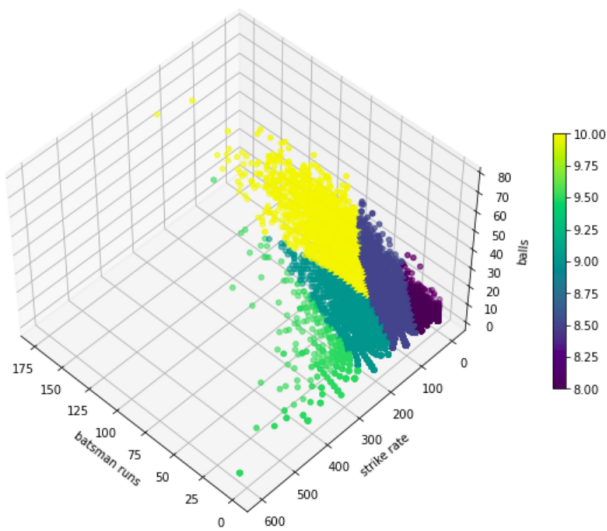


Fig. 1 Clusters of batsmen with points ranging from 8 to 10 (8,8.5,9,9.5,10) for each match performance.

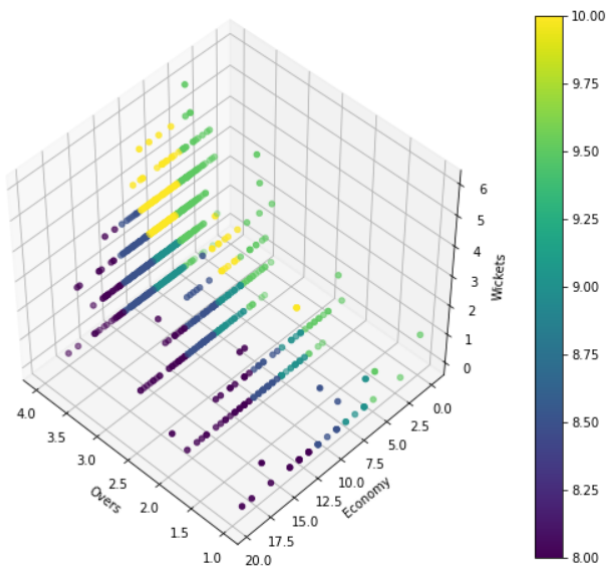


Fig. 2 Bowler clusters separated based on match wise performance with point range 8 to 10 (8,8.5,9,9.5,10)

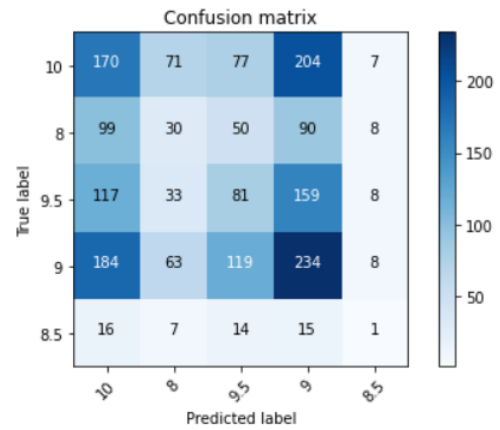


Fig. 3 Confusion matrix of the random forest classifier used to classify match performances of players.

V. CONCLUSIONS

After using different classification algorithms, we have inferred that due to lack of features, proper accuracy is not obtained. Furthermore, we are planning to predict the fantasy points after adding a few more features like form, venue, etc and then using regression. We were able to rate the performance of every player match wise with the help of the clusters with the help of K-means clustering, by using strike rate, runs and balls for batsman. while economy rate, wickets and overs for bowlers

VI. REFERENCES

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