

World Cup 2018 prediction: Belgium vs England

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Belgium vs England (Third-place)

Our hypothesis is that the unexpected gaming will occur when the subjective prediction deviates the objective prediction in a certain value. That means if the indicator surpasses some threshold, the unexpected result will come out. We use machine learning approach (?) of each game as the objective prediction, and use the probability calculated based on the odds of 20 minutes before the game offered by the gambling company Bet356 as the objective prediction. We set the threshold to 5 percent.

1. By machine learning (objective prediction):

Probability of Belgium winning: 0.273

Probability of Draw: 0.235

Probability of England winning: 0.492

2. By odds of bookmaker (subjective prediction):

Probability of Belgium winning: 0.436

Probability of Draw: 0.258

Probability of England winning: 0.306

3. The indicator is: 0.186

Therefore, the objective prediction (OP) shows England will win, but subjective prediction (SP) shows Belgium will win (while their difference is less than 20%, so SP shows they are close). However, OP and SP are quite different. So, this game should be an ignored game to SP which means any result is acceptable, and an unexpected game to OP, whereby Belgium may win or draw in 90 minutes. So, let's see.