

# World Cup 2018 prediction: Russia vs Croatia

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## France vs Belgium (semi-final)

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 (*I*) 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 France winning: 0.374

Probability of Draw: 0.175

Probability of Belgium winning: 0.451

### 2. By odds of bookmaker (subjective prediction):

Probability of France winning: 0.373

Probability of Draw: 0.313

Probability of Belgium winning: 0.313

3. The indicator is: 0.138

Therefore, the objective prediction shows Belgium will win but subjective predictions shows France will win, but they are very close. So, this game should be an ignored game, any result is acceptable.

## **References**

1. G. Muriuki, Predicting fifa world cup 2018 using machine learning (2018).