

World Cup 2018 prediction: Russia vs Croatia

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Russia vs Croatia (quarter 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 Gerald Muriuki's machine learning results (?, ?) 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 Russia winning: 0.317

Probability of Draw: 0.32

Probability of Croatia winning: 0.364

2. By odds of bookmaker (subjective prediction):

Probability of Russia winning: 0.243

Probability of Draw: 0.303

Probability of Croatia winning: 0.454

3. The indicator is: 0.089

Therefore, both the objective and subjective predictions show Croatia has higher probability to win the game in 90 minutes. However, the indicator (greater than 0.05) shows there will be an unexpected result, which could be Russia's winning or a draw in 90 minutes. So, let's see.

References

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