World Cup 2018 prediction: England vs Sweden

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England vs Sweden (quarter final)

Our hypothesis is that the unexpected gaming will occur when the subjective deviates the objective 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 (*4, 5*) 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 England winning: 0.575

   Probability of Draw: 0.25

   Probability of Sweden winning: 0.175

2. By odds of bookmaker (subjective prediction):

Probability of England winning: 0.526

Probability of Draw: 0.286

Probability of Sweden winning: 0.187

3. The indicator is: 0.049

Therefore, both the objective and subjective predictions show England has higher probability to win the game in 90 minutes. Also, the indicator (less than 0.05) shows there will be a expected result, which could be England'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).