

World Cup 2018 prediction: France vs Croatia

Wenjun Fan^{1*} and Zhihui Du²

¹School of Computing, University of Kent, Canterbury,
CT2 7NZ, United Kingdom

²Department of Computer Science and Technology, Tsinghua University,
100084, Beijing, P.R.China

France vs Croatia (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: 0.481

Probability of Draw: 0.252

Probability of Croatia winning: 0.267

2. By odds of bookmaker (subjective prediction):

Probability of France winning: 0.464

Probability of Draw: 0.304

Probability of Croatia winning: 0.232

3. The confidence indicator is: 0.052

Therefore, both the objective prediction (OP) and the subjective prediction (SP) show France will win, but the confidence indicator is 0.052 that is greater than 0.05. So, this game should be an unexpected game, whereby Croatia may win or draw in 90 minutes. So, let's see.

References

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