

Artificial Neural Networks for Baseball Game Prediction

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1 Abstract

This report will review our implementation of an Artificial Neural Network (ANN) for use predicting the run differentials of baseball games. The ANN was implemented in Common Lisp, using a simple design with a single hidden layer. The ANN was trained and tested on public, game-level MLB data. INSERT STATEMENT ABOUT RESULTS

2 Objective

Our objective was to create an ANN that could predict the outcomes of baseball games given input data with relatively reliable results.

3 Data

4 Design

5 Results

6 Conclusions