IPL Price Predictor Machine Learning Model

Objective: The Model Which Predicts The Price Of The Player Using Features Such As No. Of Matches, Total Runs, Average, Strike Rate etc…

Tools Used: Numpy, Pandas, Matplotlib, Sklearn, Scipy, Joblib, Tableau, Jupyter Notebook

Description: Building A Machine Learning Model Which Will Be Based On:

1) Supervised Learning
2) Regression Task
3) Batch Learning Technique

In This Model We Are Going To Use The Feature:

1) For Batsmen: Matches, Runs, Highest Score, Average, Strike Rate, 4's, 6's, 50's, 100's.
2) For Bowler: Matches, Wickets, Average, Economy, Strike Rate, 5W, 10W

In this Project, we will be Working On various steps involved in developing a Regression model using python.

i. Loading dataset
ii. Data Cleaning
iii. Data Wrangling
iv. Splitting the dataset into train and validation sets
v. Building the Model on the Training Dataset
vi. Data Visualization
vii. Data Prediction

The idea of the project is to identify and predict the value of each IPL player, based on certain obvious features that significantly affect the bid value of the player in the IPL group.

This, prediction of the value will also give an idea of what the maximum value a player could be asked for as a bid, rather than bidding a considerably higher amount all on just one player and then running short while getting to choose the other players for the team.

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