

## DSAI 05 - Cool Coders - Assignment 1

### Introduction :-

- AI - Elevating sports to a new level.
- Remember Moneyball ? - movie around Oakland Athletics - uses statistical data to build a competitive team.
- Sixteen years on with the rapid advancement of technology, we have entered and are now expanding the world of Artificial intelligence.
- Impact of AI :- audience engagement, creating a strategy for games and the way they are played.

### AI in Match Predictions :-

- Machine learning can be used to predict the results of matches.
- for instance, in soccer, where massive sets of data are available, a model outcome can be created to predict future confrontations.
- Swarm AI Technology uses a hybrid AI where networks of human think together with machines to forecast match results.



we are ~~living~~ living in the age of technology where we are entirely surrounded by it. Cricket being such a big sport, celebrated all around the world, could not have been kept unaffected by technology for long.

Now, we enjoy the games of cricket, being played in any part of the world, from the comfort of our homes. Technology has made it look so real on the screen that our enthusiasm never drops.

Cricket is the most celebrated sport is also used AI and data together to enhance the experience of viewer and the player.

Specular BatSense :- The bat sensor powered by intel curie the technology can be mounted on the top of the handle of the bat.

Sensor measures 3 key areas :-

Time of impact  $\Rightarrow$  The time between the back-lift of the

but through to the impact of the ball.

- Bat speed at impact :- It will also measure the bat speed when it hits the ball.

- Impact angle :- It also measure the angle of the bat at the moment of impact.