CS 514 – Applied Artificial Intelligence

Project 4

IPL Player Evaluator

Contents

Abstract:

The Indian Premier League (IPL) is a professional Twenty20 cricket league in India contested during April and May of every year by 8 teams representing Indian cities. Every year an auction is held prior to the start of tournament were all the 8 IPL team owners bid for the players. IPL Player Evaluator is a rule based expert system built on JESS that is designed to evaluate a player's based on his statistics. The system based on the player's various statistics like matches, age, runs scored, batting average, strike rate, wickets and economy evaluates whether player is fit for a team. Key statistics like average, strike rate, wickets and economy are used as fuzzy variables which are classified into different categories. These form the base for the evaluation report of the player.

Instructions:

1. Open "ipl_player_evaluator.neta" in Netica
2. Play with probability

Nodes:

Nodes in the Bayesian network represent factors that contribute to the probability of subsequent nodes in the network. So, the top-level nodes are independent of each other and have crucial role to determine the result. Hence the price of player in this network are determined by the below mentioned nodes which have the following structure (Eg. The batting average of a player is dependent on his Matches and runs).

Test Case: