# T20 Win Predictor

## Team Members


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## Project Description

The game of Cricket, especially its limited overs version, is full of glorious uncertainties, which is what makes it so much fun to watch and follow. In this project the goal is to design a result prediction system for a T20 cricket match. Winning a T20 cricket match depends on various factors related to scoring as well as other factors such as match venue, home game advantage, day/night effect, winning the toss and batting first. Some of the factors have been described in the literature but there is scope for further research on analyzing them, especially with reference to predicting victory.

## Approach

In this project, we will use machine learning techniques, more specifically Linear classifiers to predict how these factors affect the outcome of a T20 cricket match. We will try to implement some features mentioned in the research papers if time permits.

## Dataset

We will use a dataset from Kaggle ( https://www.kaggle.com/imrankhan17/t20matches ). The dataset contains data for 6000 T20 matches, including match details, innings scores and results.

## Research Papers


https://pdfs.semanticscholar.org/2e30/e4b8321718f69933b9b29993e3df95c12cd9.pdf

http://pages.cs.wisc.edu/~shruthir/Documents/MachineLearning_Final_Report.pdf

https://arxiv.org/ftp/arxiv/papers/1511/1511.05837.pdf

https://www.infona.pl/resource/bwmeta1.element.ieee-art-000005715668/tab/summary