

Rajiv Gandhi University Of Knowledge Technologies

Rajiv Knowledge Valley Campus



Department of Computer Science and Engineering

INDIAN PREMIER LEAGUE

Guided by
R Sreenivasulu
M Tech
RGUKT RK Valley

Presented by
K.Lakshmi Sowjanya[R181053]
V.Lakshmi Anjali[S180937]
S.Divya[R180825]



INDIAN
PREMIER
LEAGUE
INDIAN
PREMIER
LEAGUE

Outlines of the presentation

1.Abstract

2.Introduction

3.History And Background

4.Model Architecture

5.INPUT

6.Implementation and Results

7.OUTPUT

8.Conclusion

INTRODUCTION

The Indian Premier League (IPL) emerged in 2008 as a groundbreaking initiative by the Board of Control for Cricket in India (BCCI), aiming to revolutionize cricket entertainment with its innovative T20 format.

Through a franchise-based model, IPL attracted prominent business entities and celebrities as team owners, creating a dynamic player market through auctions. Its global appeal rapidly expanded, cultivating a diverse and passionate fan base worldwide, bolstered by the amplifying effect of social media. Economically, IPL significantly contributes to India's economy through revenue generation, job creation, and tourism, fueled by sponsorship deals, broadcasting rights, and merchandise sales.

Abstract

The Indian Premier League (IPL) stands as a significant phenomenon in the landscape of contemporary sports, transcending traditional cricketing boundaries to become a global sporting spectacle. This abstract outlines a major project aimed at exploring the multi-faceted impact of the IPL on various socio-economic dimensions.

The project begins with a comprehensive overview of the inception and evolution of the IPL, tracing its journey from a cricketing tournament to a cultural phenomenon. It delves into the intricate web of stakeholders. In conclusion, this major project endeavors to provide a comprehensive understanding of the IPL.

History And Background

The Indian Premier League (IPL) is a professional Twenty20 cricket league in India, which has become one of the most popular and lucrative sporting events globally since its inception in 2008. Its creation marked a significant departure from traditional cricket formats and introduced a franchise-based model that revolutionized the sport's landscape.

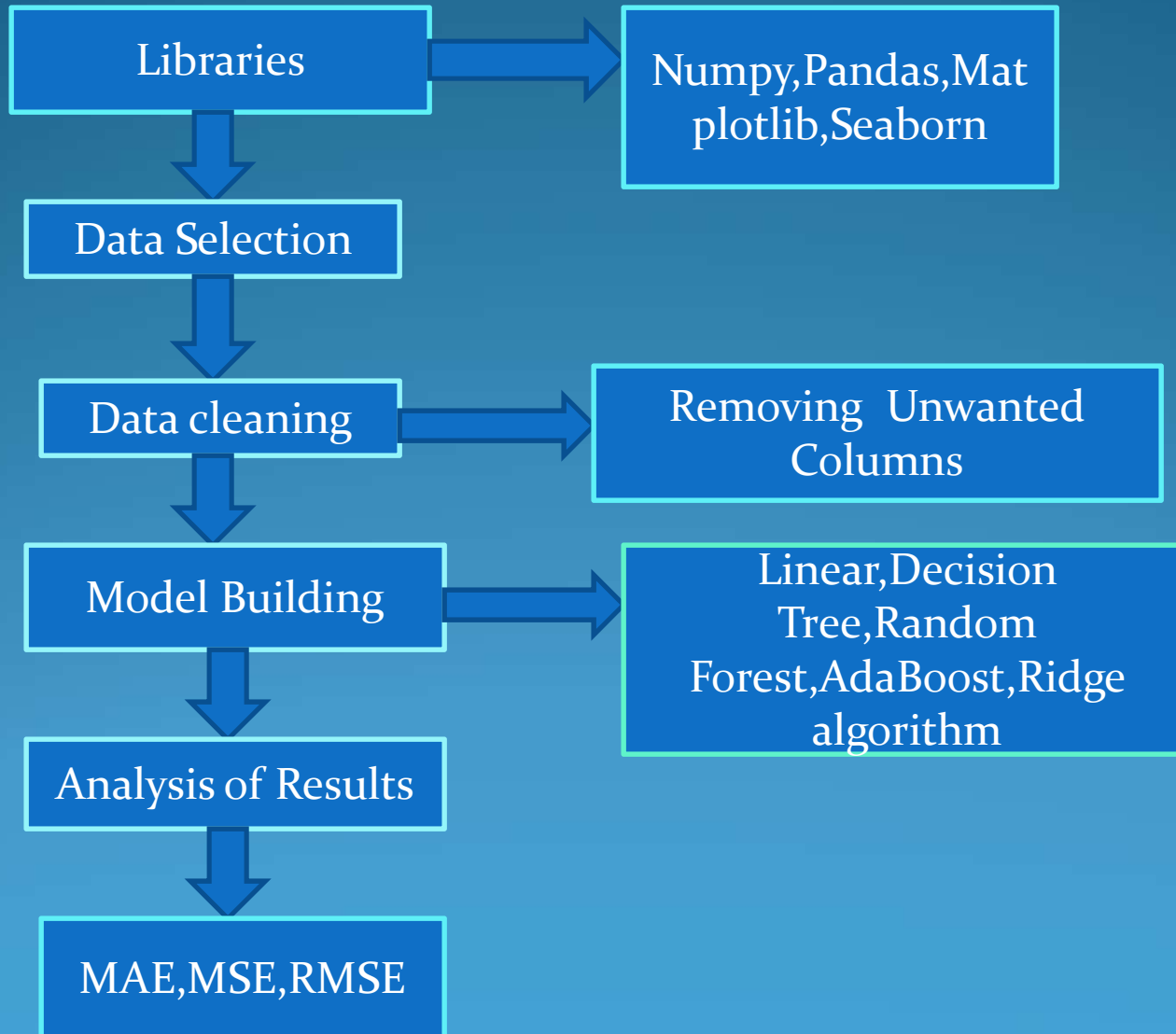
The idea for the IPL originated from the Board of Control for Cricket in India (BCCI), the governing body for cricket in India.

History And Background

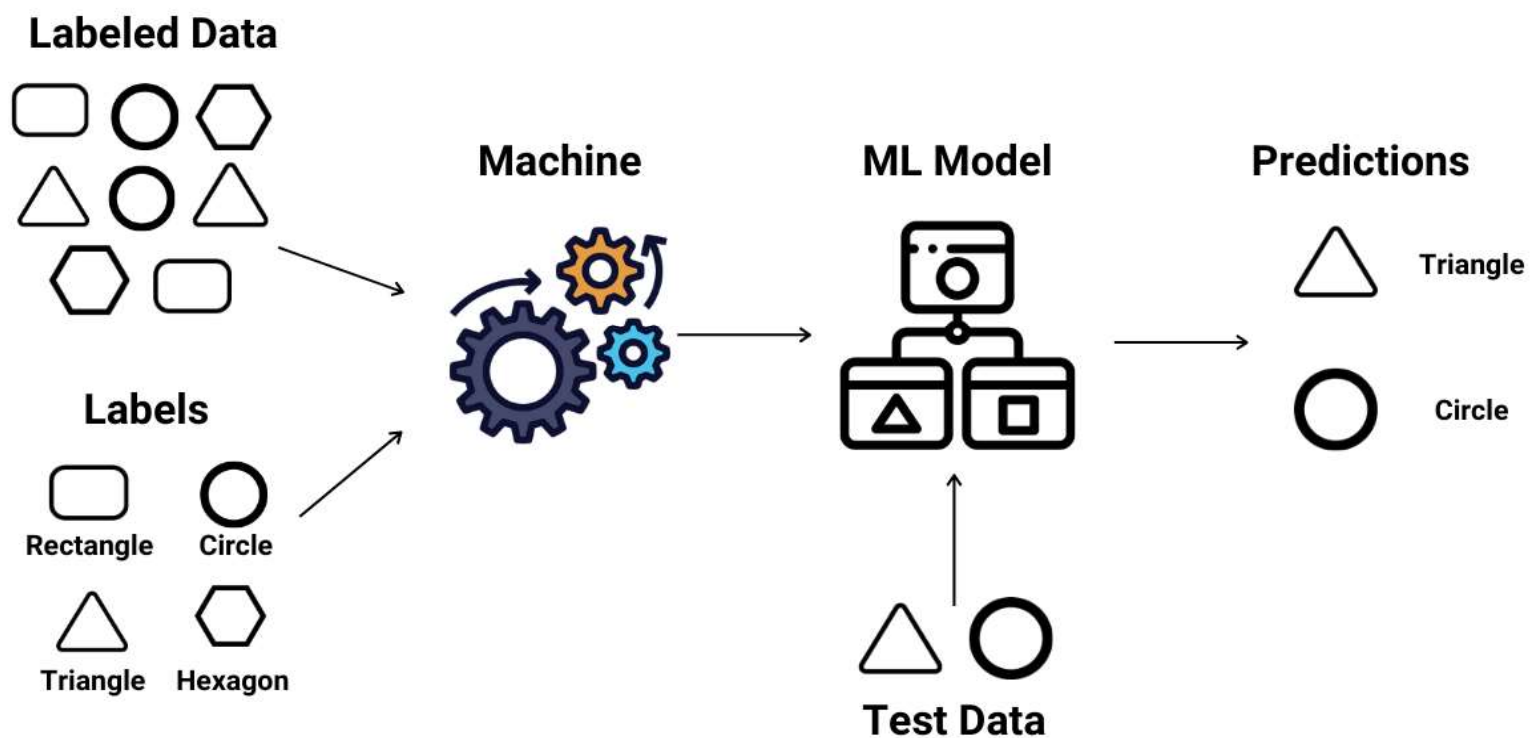
The primary objectives behind launching the IPL were twofold: to provide a platform for Indian cricketers to showcase their talent in a high-profile league and to create a new format of cricket that would appeal to a broader audience, including younger fans and those less familiar with the sport.

The IPL's inaugural season took place in 2008, with eight franchise teams representing various cities across India. These teams were formed through a competitive bidding process, with prominent business entities, celebrities, and industrialists acquiring ownership rights.

MODEL ARCHITECTURE



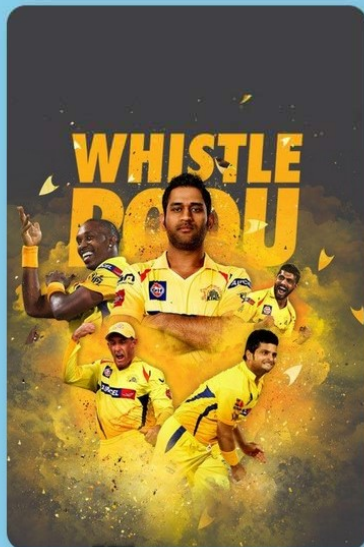
Supervised Learning



INPUT

Indian Premier League Score Prediction

IPL-First-Innings-Score-Prediction



Royal Challengers Bangalore	▼
Chennai Super Kings	▼
9	
78	
3	
56	
2	

Predict Score



Algorithms Used

Supervised Algorithms:

Supervised learning in IPL prediction leverages labeled data for accurate predictions, offering flexibility and scalability with various algorithms. Models provide interpretability, aiding stakeholders in understanding match outcomes and player performance. Evaluation metrics enable iterative improvements, ensuring increasingly reliable predictions.

Algorithms used are :

Linear Regression, Decision Tree, Random Forest, Ridge regression, AdaBoost Alorithm.

Algorithms Used

Linear Regression:

Predicts numerical outcomes in IPL, advantageous for its simplicity and interpretability, suitable for predicting player scores or match statistics.

Decision Tree:

Segments feature space for IPL prediction, interpretable and captures complex interactions between player performance, team composition, and match conditions.

Random Forest:

Combines multiple decision trees for IPL prediction, improves accuracy and scalability, excels in handling high-dimensional data.

Algorithms Used

AdaBoost Algorithm:

Boosts weak learners for IPL prediction, emphasizes critical features, and patterns, effectively handling complex data distributions.

Ridge Algorithm:

Mitigates overfitting in IPL prediction models, handles multi collinearity, and prevents model instability, ensuring robust predictions.

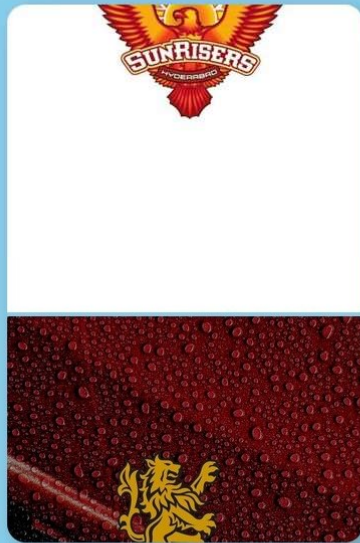
CONCLUSION

In conclusion, the development of prediction models for the first innings of IPL matches represents a significant advancement in sports analytics. Despite inherent uncertainties, these models provide valuable insights into cricket scoring dynamics, aiding strategic decision-making for teams, coaches, and fans. While promising, further refinement and innovation are needed to improve accuracy, including exploration of advanced techniques and integration of real-time data. Ultimately, this journey highlights the transformative potential of data-driven decision-making in sports, pushing the boundaries of what is possible in enhancing the cricketing experience.

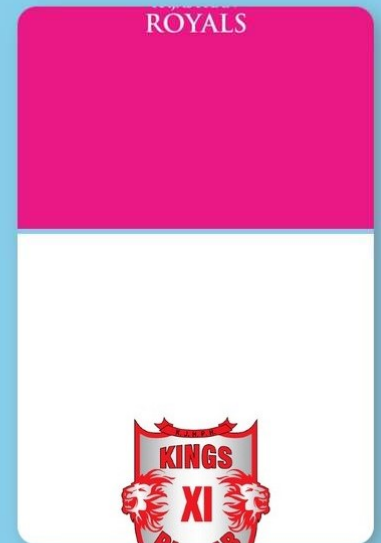
OUTPUT

Indian Premier League Score Prediction

IPL-First-Innings-Score-Prediction



The final predicted score (range): 133 to 148



Made with ❤ by KSV.



Thank
you