# Data Mining Assignment 1

Identify a problem from your own experience that you think would be amenable to data mining. For that problem describe:

**Cricket Gameplay**  
1. What the data is.

A) The statistical data of all the previous players until previous games.

2. What type of benefit you might hope to get from data mining.

A) Analyzing the data, we might infer the methodology of the bowlers batsmen, their skills in which they are good at and bad at. I want to use this information to make an informed strategy for my team to increase its winning chances.

3. What type of data mining (classification, clustering, etc.) you think would be relevant.

A) Classification will be helpful to determine which players are good in which pitch and which conditions.

4. Name one type of data mining that you think would not be relevant, and describe briefly why not.  
For each, illustrate with an example, e.g., if you think clustering is relevant, describe what you think a likely cluster might contain and what the real-world meaning would be.

A) Clustering cannot be done to this data because there will be no similarities in between the players and their stats.

Write one to two pages of 11 point single-spaced typeset text - you aren't writing a paper, but it isn't short answer either.

Classification will be helpful to determine which players are good in which pitch and which conditions.

This will help us take only those players, who are good at playing in our home ground conditions as most of the matches are played in our home ground. Secondly ,we need to take a plethora of options , using which we need to have the option to change our lineup depending on the other team strengths and weaknesses. Hence, we also need to have the best player (player in-form) in our team. Classification technique will enable us to do this.