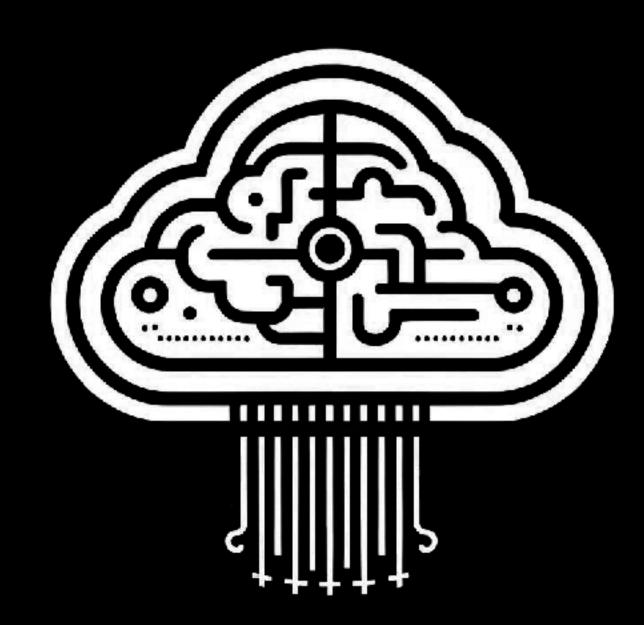
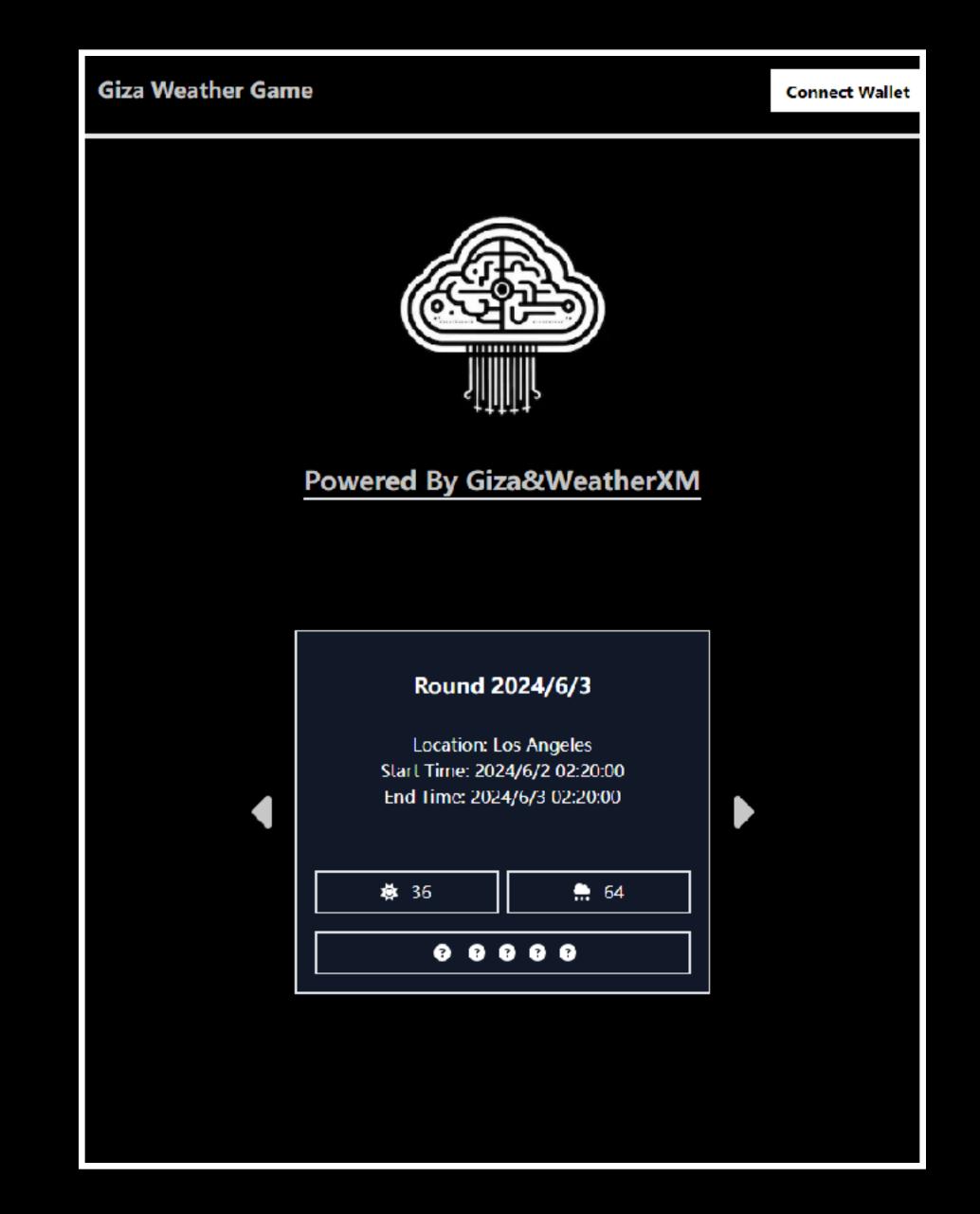
Giza Weather Game

Powered By Giza&Starknet



WHAT WE BUILT

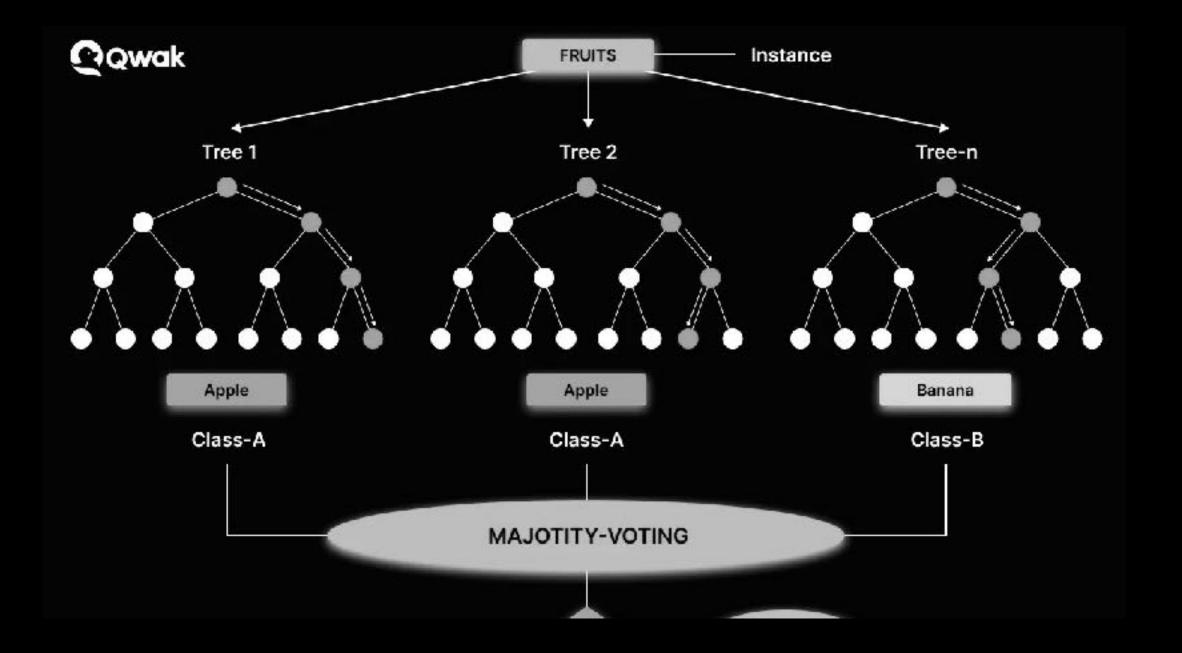
 A bet game platform for predict weather (using depin and zkml)



 Get the raw data from WeatherXM Data Index, organize and clean data prepare for training.



Create and Train an XGBoost
Model with data. ('temperature',
'humidity', 'wind_speed',
'pressure', 'precipitation')



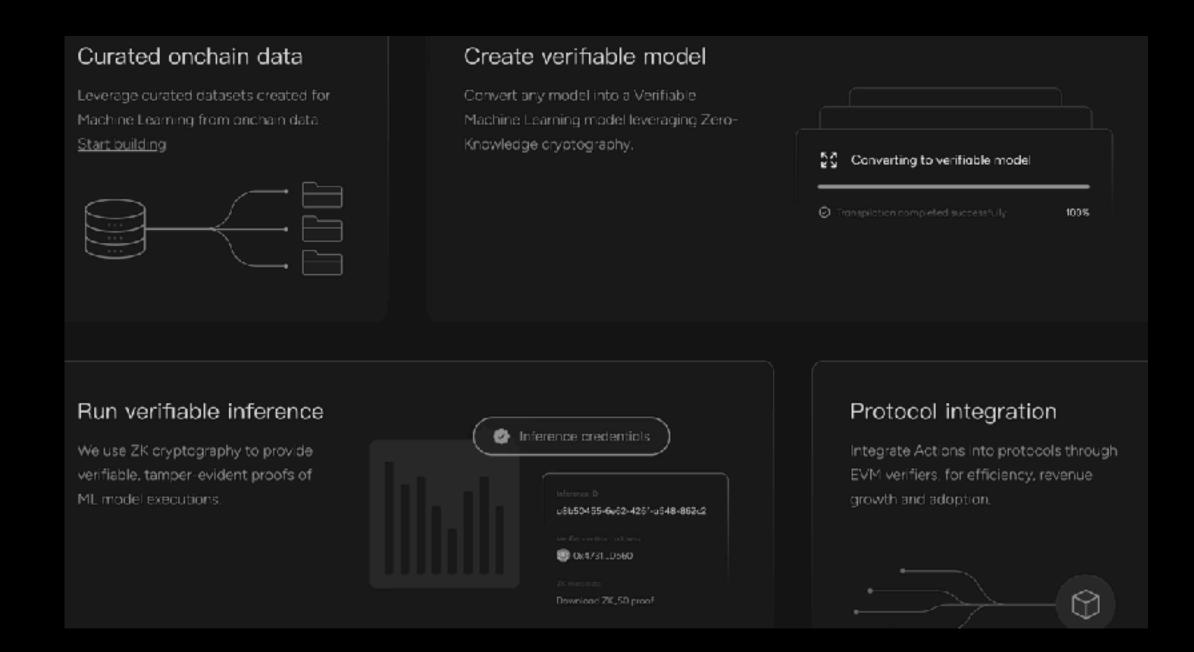
Processed Data

```
WeatherXMData.csv
    1 temperature, humidity, wind_speed, pressure, has_precipitation, next_day_precipitation
        20.1,74.0,0.0,1005.37,False,False
        18.4,61.0,0.39,1010.48,False,False
        9.8,90.0,0.0,973.89,False,False
        16.6,77.0,0.9,1002.43,False,False
        25.2,67.0,0.39,1003.49,False,False
        20.0,60.0,0.71,982.91,False,False
        15.4,82.0,0.54,929.79,False,False
        19.0,62.0,2.25,1013.75,False,False
        6.7,78.0,0.32,1001.06,False,False
        15.8,89.0,0.0,992.16,False,False
        14.7,93.0,5.35,1007.83,False,False
        15.9,54.0,3.8,989.48,False,False
        12.7,38.0,0.97,785.47,False,False
        20.8,58.0,0.64,996.45,False,False
        29.4,57.0,0.54,908.41,False,False
        9.8,87.0,0.0,862.89,False,True
        14.4,95.0,0.0,980.72,True,False
        15.1,77.0,0.0,988.0,False,False
        14.2,74.0,0.0,1003.1,False,False
        31.5,56.0,3.16,940.09,False,False
        30.2,49.0,0.26,1016.31,False,False
        12.5,95.0,0.19,1008.35,False,True
        13.8,96.0,0.0,980.94,True,False
        14.8,75.0,0.0,979.86,False,False
        10.7,99.0,0.0,1003.65,False,False
        16.7,61.0,0.19,1012.2,False,False
        10.7,98.0,0.26,1016.59,False,False
        15.9,85.0,0.0,985.06,False,False
       14.3,99.0,0.71,1005.12,False,False
        20.3,66.0,1.16,979.26,False,False
        28.3,86.0,0.45,1016.54,False,False
        22.4,58.0,0.0,981.05,False,True
        12.5,98.0,0.0,981.97,True,False
        18.2,86.0,0.0,991.22,False,True
        16.8,87.0,3.35,1003.3,True,False
        11.8,88.0,0.06,1013.37,False,False
   38 14.9,84.0,0.54,975.21,False,True
       13.4,99.0,0.71,990.41,True,False
   40 19.6,70.0,1.22,1013.66,False,False
        13.60000038,87.0,0.0,997.2025146,False,False
       27.2,50.0,0.13,1013.94,False,False
        20.6,69.0,0.0,995.17,False,False
```

XGBoost Model

```
🕏 train_xgboost.py > ...
     ## Create and Train an XGBcost Model
     import pandas as pd
     import xgboost as xgb
     from sklearn.model_selection import train_test_split
     from sklearn.metrics import mean_squared_error
     import numpy as np
     df = pd.read_csv('WeatherXMData.csv')
     features = ['temperature', 'humidity', 'wind_speed', 'pressure', 'has_precipitation']
      target = 'next_day_precipitation'
     X = df[features].values
      y = df[target].values
     X_train, X_test, y_train, y_test = train_test_split(X, y, test_size=0.2, random_state=42)
     n_{estimators} = 10
     max_depth = 6
      model = xgb.XGBRegressor(n_estimators=n_estimators, max_depth=max_depth)
      model.fit(X_train, y_train)
      y_pred = model.predict(X_test)
     mse = mean_squared_error(y_test, y_pred)
     print(f'Mean Squared Error: {mse}')
30 ## Save the model
     from giza.zkcook import serialize_model
     serialize_model(model, "xgb_weather.json")
```

 Transpile model to Orion Cairo with Giza(starknet) and deploy it on Giza Platform.



 Write a prediction game smart contract(Cairo / Solidity) and deploy on Sepolia.

Amount	1X	3X	9X	27X	81X	Fund	243X	729X	Fund
₹10	₹10	730	790	₹270	₹810	10000	12,430	₹7,290	710,930
₹20	₹20	760	₹180	₹540	₹1,620	₹2,420	74,860	₹14,580	₹21,860
£30	₹30	190	₹270	₹810	₹2,430	₹3,630	87,290	₹21,870	₹32,790
₹40	₹40	₹120	₹360	₹1,080	₹3,240	14,840	19,720	¥29,160	₹43,720
₹50	₹50	₹150	₹450	£1,350	₹4,050	16,050	T12,150	₹36,450	₹\$4,650
760	760	₹180	₹540	₹1,620	₹4,860	₹7,260	₹14,580	143,740	₹65,580
£30	₹70	₹210	₹630	₹1,890	₹5,670	₹8,470	817,010	T\$1,030	₹76,510
780	780	₹240	1720	₹2,160	₹6,480	T9,680	£19,440	T\$8,320	₹87,440
790	₹90	₹270	₹810	₹2,430	₹7,290	₹10,890	221,870	765,610	798,370
₹100	₹100	£300	£900	32,700	₹8,100	112.100	124,300	472,900	7109,300
₹500	₹500	₹1,500	₹4,500	₹13,500	₹40,500	760,500	₹121,500	₹364,500	₹546,500

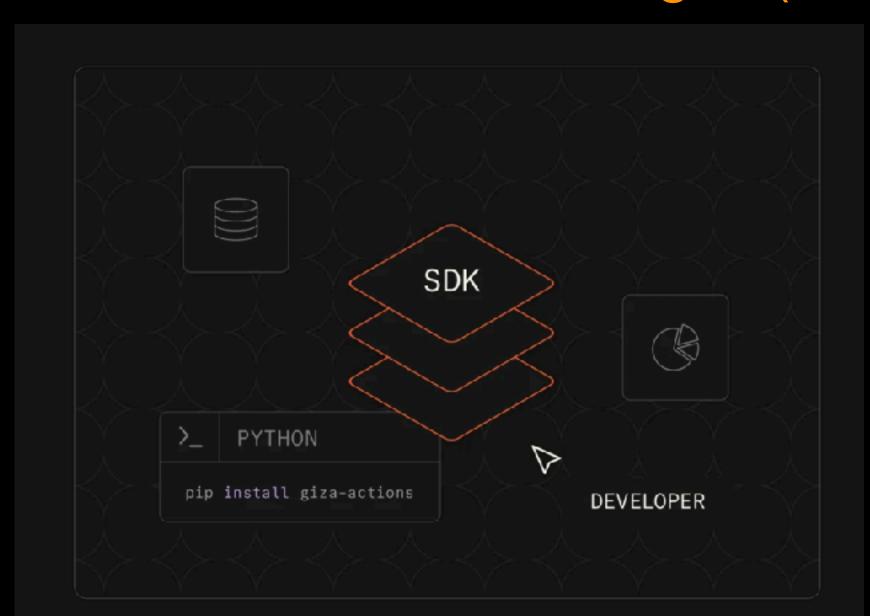
Transpile Deploy Test Verify

```
verifiable_inference.py > .
 1 import xgboost as xgb
 2 from sklearn.datasets import load_diabetes
 3 from sklearn.model_selection import train_test_split
     import pandas as pd
     from giza.agents.model import GizaModel
     MCDEL_ID = 675 # Update with your model ID
      VERSION_ID = 4 # Update with your version ID
     def prediction(input, model_id, version_id):
         model = GizaModel(id=model_id, version=version_id)
          (result, proof_id) = model.predict(
             input_feed={"input": input}, verifiable=True, model_category="XGB"
          return result, proof_id
     def execution():
         # The input data type should match the model's expected input
         input = X_test[1, :]
         print(input)
         print(X_test)
         (result, proof_id) = prediction(input, MODEL_ID, VERSION_ID)
         print(f"Predicted value for input {input} is {result}")
         return result, proof_id
     if __name__ == "__main__":
         df = pd.read_csv('WeatherXMData.csv')
         features = ['temperature', 'humidity', 'wind_speed', 'pressure', 'has_precipitation']
         target = 'next_day_precipitation'
         X = df[features].values
         y = df[target].values
```

Smart Contract(Cairo)

```
src > 🖺 GizaWeatherGame.cairo
      use starknet::ContractAddress;
      const OWNER_ROLE: felt252 = selector!("OWNER_ROLE");
      #[derive(Serde, Drop, starknet::Store)]
  6 struct Round {
           round_id: u64,
           start_timestamp: u64,
           duration_timestamp: u64,
           end_timestamp: u64,
           bet_award: u64
           is_over: bool,
           is_rain: bool,
      #[derive(Serde, Drop, starknet::Store)]
      struct Bet {
           is_participated: bool,
           is_bet_rain: bool,
           is_over: bool,
 24 #[starknet::interface]
      trait IGWG<TContractState>
          fn create_round(ref self: TContractState, start_timestamp: u64, probability: u64);
          fn place_bet(ref self: TContractState, round_id: u64, prediction: bool);
          fn over_round(ref self: TContractState, round_id: u64, is_rain: bool);
           fn claim_reward(ref self: TContractState, round_id: u64);
           fn grant_owner(ref self: TContractState, new_owner: ContractAddress);
           fn get_current_round_id(self: @TContractState) -> u64;
           fn get_duration_interval(self: @TContractState) -> u64;
           fn get_settlement_interval(self: @TContractState) -> u64;
           fn get_multi(self: @TContractState) -> u64;
           fn get_round(self: @TContractState, round_id: u64) -> Round;
           fn get_user_bet(self: @TContractState, user: ContractAddress, round_id: u64) -> Bet;
           fn get_rounds(self: @TContractState, round_ids: Array<u64>) -> Array<Round>;
           fn get_bets(self: @TContractState, user: ContractAddress, round_ids: Array<u64>) -> Array<Bet>;
 41 }
```

• Automatically obtain weather data (with WeatherXM api) and feed it to the model to get the rain probability, and then upload it to the sepolia to create predictions round with Al agent(Giza).



 User has fun with this via frontend(next+ starknet-react)



Al Agent

```
create_prediction_round_starknet.py >  get_current_data_from_WeatherXM
54 # main ai agent flow
55 async def main():
         account = Account(
             address=address,
             client=client,
             key_pair=KeyPair.from_private_key(private_key)
                                                 (parameter) provider: BaseAccount | Client
             chain=StarknetChainId.SEP0LIA,
                                                 provider: BaseAccount or Client.
          contract = await Contract.from_address(provider=account, address=contract_address)
          agent = GizaAgent.from_id(
             id=agent_id
          prediction = agent.predict(input_feed={"input": get_current_data_from_WeatherXM()}, verifiable=True, mod
         p = int(prediction.value * 1000)
          ts = int(time.time())
         print('prediction', p, "timestamp", ts)
          (current_round_id,) = await contract.functions["get_current_round_id"].call()
          print("before create round current round id", current_round_id"
             invocation = await contract.functions["create_round"].invoke_v1()
                 start_timestamp= ts, probability=p, max_fee=int(1e16)
             await invocation.wait_for_acceptance()
          except:
             print('----')
          (current_round_id,) = await contract.functions["get_current_round_id"].call()
          print("after create round current round id", current_round_id)
92 while True:
         asyncip.run(main())
         time.sleep(60 * 60 * 24)
```

Frontend

```
packages > nextjs > app > prediction > 🎡 page.tsx > 🙉 Prediction
937 const Prediction: NextPage = () => {
         const [queryRoundIds, setQueryRoundIds] = useState([6, 5, 2, 3, 4]);
         const { data: roundsData } = useContractRead({
954
           address: gwgContractAddress,
           abi: GWGABI,
           functionName: "get_rounds",
           args: [queryRoundIds],
           watch: true,
           blockIdentifier: "pending" as BlockNumber,
          const { data: betsData } = useContractRead({
           address: gwgContractAddress,
           abi: GWGABI,
           functionName: "get_bets",
           args: [owner as string, queryRoundIds],
969
           blockIdentifier: "pending" as BlockNumber,
970
         useEffect(() => {
           if (roundsData && Array.isArray(roundsData)) {
             const parseData = (roundsData as any[]).map((round) => ({
               roundId: Number(round.round_id),
               startTimestamp: Number(round.start_timestamp),
               durationTimestamp: Number(round.duration_timestamp),
               endTimestamp: Number(round.end_timestamp),
                betAward: Number(round.bet_award),
               isOver: round is_over,
               isRain: round is_rain,
              setRounds(parseData as Round[]);
              console.log(parseData);
         }, [roundsData]);
         useEffect(() => {
           if (betsData && Array.isArray(betsData)) {
             const parseData = (betsData as any[]).map((bet) => ({
990
               isParticipated: bet.is_participated,
               isBetRain: bet is bet rain,
```

#