VICTORY IN GRAPH

:Battle game result prediction using heterogeneous graph

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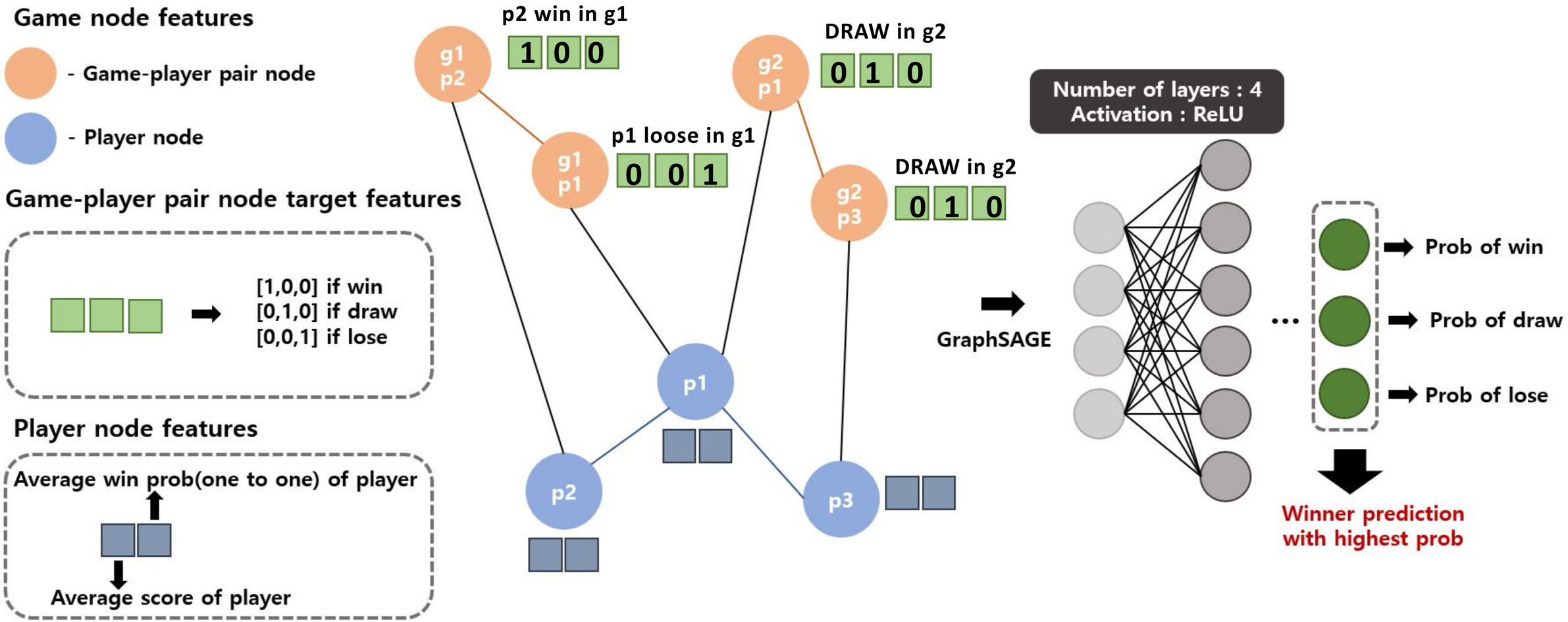
Main Idea

1. Construct a **Heterogeneous graph**
2. Training with **GraphSAGE**
3. Use **Pagerank** and **Average scores**

Task 1

Winner prediction

1. Construct a **Heterogeneous graph**
2. Training with **GraphSAGE**
3. Use **Pagerank** and **Average scores**



Task 1

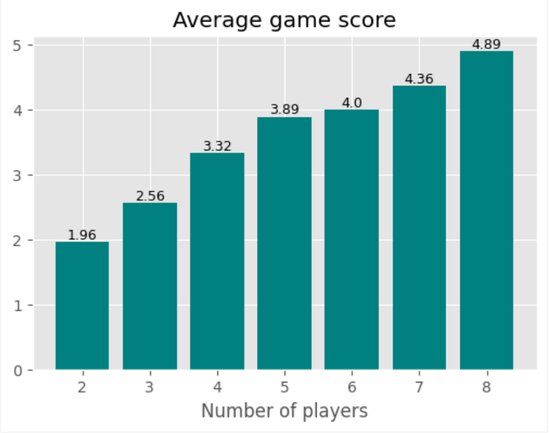
Result

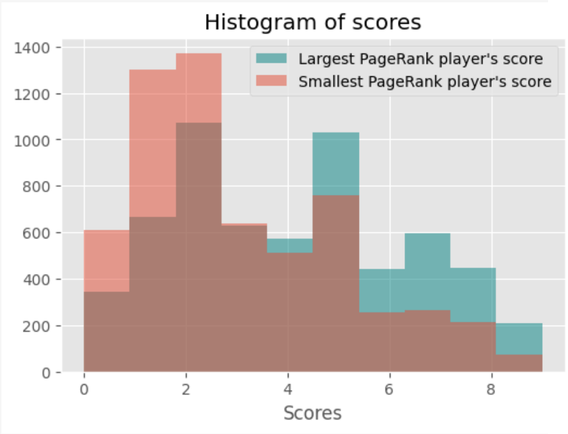
Method	Validation accuracy
Random	50.48
Counting	67.33
Heterogeneous graph with GraphSAGE	**79.70**

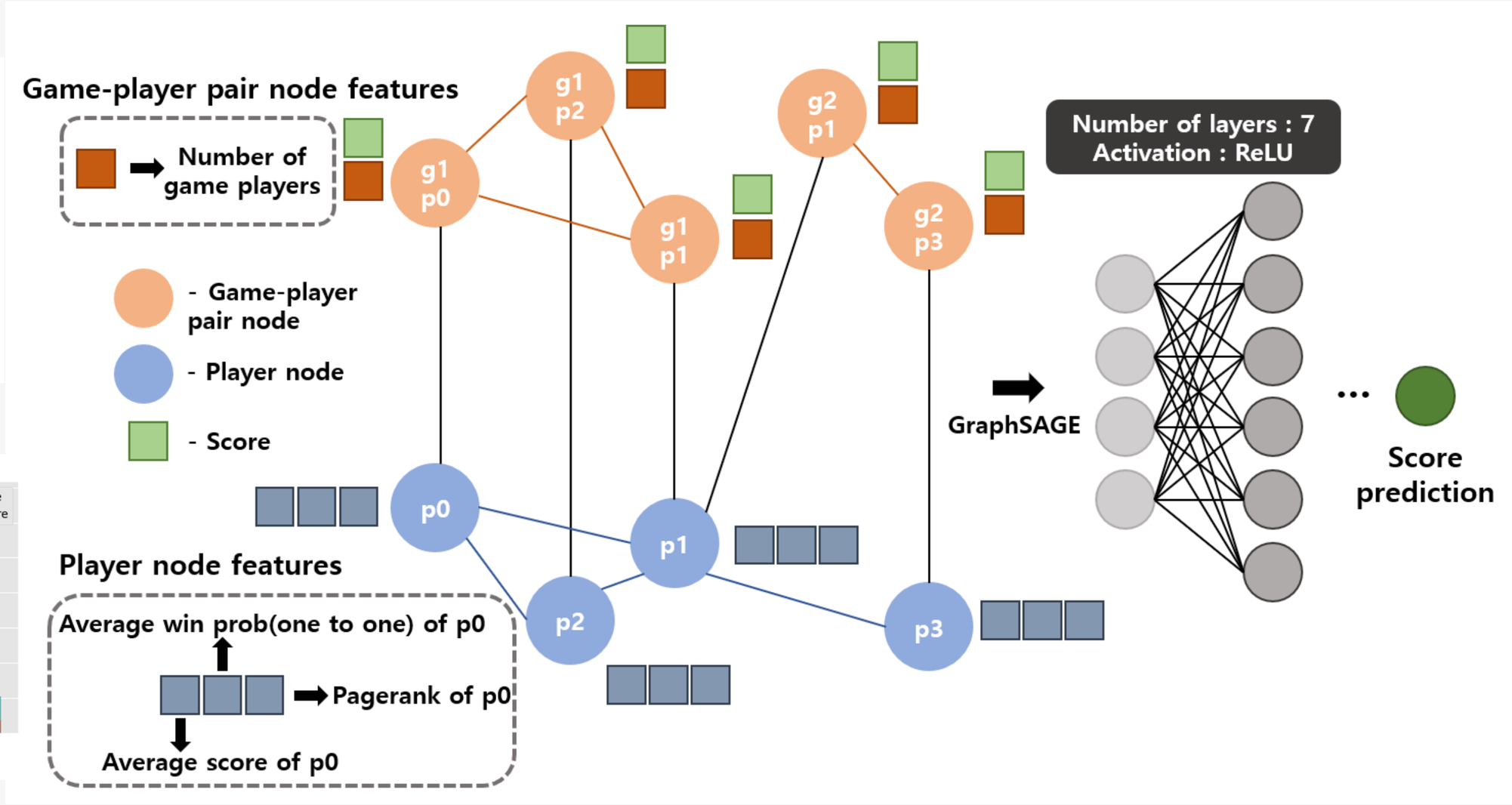
Task 2

Score prediction

1. Construct a **Heterogeneous graph**
2. Training with **GraphSAGE**
3. Use **Pagerank** and **Average scores**







Task 2
Result

Method	Validation accuracy
Random	50.48
Average score	80.08
PageRank & average score*	84.55
Heterogeneous graph with GraphSAGE	**86.79**

* - considering the number of players in each game

Validation accuracy according to number of layers

Method	Validation accuracy
Layer 3	86.46
Layer 5	86.43
Layer 7	**86.79**
Layer 9	86.75

THANK YOU.