

Cricket Match Prediction using Machine Learning

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Abstract: *As cricket is the most popular game in the world. T20 and ODI are most loved by people. The IPL was launched in 2008. So we decided to develop a machine learning model that can predict both game scores and outcomes. In this paper, a model with three methods is proposed. The first is the score prediction, the second is his IPL match win percentage and the last is his ODI match win percentage. The model used supervised machine learning. We used previous statistics to build this model. The application is trained on historical data from previous games and uses these algorithms to make accurate predictions for upcoming games. Finally, several predictors are identified that can be used for data analysis. I used jupyter notebook. A label encoder was used for pre-processing. I created a predictive model using a machine learning algorithm. Algorithms used are decision tree classifier, random forest classifier, etc. for team winning prediction, Lasso regression, and ridge regression for score prediction. The web application is designed to provide real-time predictions for upcoming matches, allowing cricket enthusiasts to stay up to date with the latest predictions for upcoming matches. Overall, this project has the potential to revolutionize the world of cricket by providing accurate match predictions. Our web application enables cricket enthusiasts to make informed decisions and improve their overall viewing experience.*

Keywords: Decision Tree Classifier, Random Forest Classifier, Lasso Regression, Logistic Regression, Gaussian NB, Gradient Boosting Classifier

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