Live Tournament Scoreboard and Prediction

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ABSTRACT
Winning is the primary goal of every game. Cricket has recently surpassed football as the second most famous sporting event. There are various factors that affect a match's result, including home advantage, previous results, match experience, success at a specific venue, performance against a specific team, and therefore the team's and players current form. However, during this paper, predictions will be made while the match is in progress, resulting in live predicted results. In that job, the location of the match, the ranking of the team, the specifics of the batting and bowling pitch, as well as wicket details such as LBW, CATCH, BOLD, RUN OUT, and the home team advantage factor will be considered. The project "Online Tournament Scoreboard" displays the results of live tournament games such as cricket, badminton, and other sports. This app should be prepared to pull data from a source application or a part. The main goal of this project is to have the user module ready for use by the general public, with or without encryption. The appliance should be able to display graphs, comparisons, statistics, player information, and advertising, among other things. [1] Between the mean solar time of scoring and the mean solar time of scoring. Our main objective is to build an application that can view a variety of games in real time by pulling data from various API.

General Terms
Liner Regression algorithms for prediction of winner team

Keywords
Data mining, prediction, cricket Application programing interface

1. INTRODUCTION
After soccer, cricket is the second most common sport among both players and spectators. In the mid-16th century, cricket was introduced to England for the first time. Cricket is now played in over 100 countries and watched by people from all over the world. Various natural factors influencing the sport, widespread media attention, and a booming betting market have all contributed to the sport's allure. model the sport from a number of angles However, the sport is regulated by certain complicated rules; the player's ability to perform on a given day, as well as natural factors such as rain, humidity, and other factors, all have a major effect on the match. This proposed method accurately predicts the outcome of a match or game. Test matches, One-Day Internationals, and Twenty-20 Internationals are the three primary forms of cricket. On the sector, two teams or groups compete. On the sector, the bowling team must have 11 men, while the batting party must have two. The primary goal of the game is to score more 'Runs' than the opposing team. Any defender hitting the stumps inside the time limit, or the umpire refusing the delivery due to illegal bowling will be extended after hitting the knocked ball and the batsman completes the circulations running between the wickets runs. The defending team's bowler is chosen by the captain, and the outfield is handled by the remaining ten players. Each player on both teams has a specific position to play, with the bowler's primary responsibility being to hit the ball into the wickets (Three stumps stuck into the ground with two bells overhead). The wicket keeper is an associate of the fielding team who covers the area behind the stump opposite to umpire and collects the ball if the bowler fails to smash the wicket. After the batsman hits the ball, each of the remaining ten players has the duty of stopping the ball from hitting the boundary. The ball is not tossed by the bowler. With a straight arm, the bowler bowls the ball overarm. An ‘Over' must be completed by one bowler (i.e. six continuous pitches). The bowlers must alternate overs, and no single pitcher can bowl two consecutive overs the batsman must defend the wickets that the opposing bowler is attempting to strike. [5]The same can be done with a wooden bat. When a batsman hits the ball, he races towards the opposite wicket in order to score more runs. In order to score runs, all batsmen present on the field must run. The number of times the batsman crosses the wickets on the opposite side decides the number of runs scored during this period. However, if any opposition fielder manages to strike the wicket before the batsman hits the stumps, he is considered dismissed. In such cases, the batsman must leave the section and be replaced by another batsman from the same squad. The end of an innings is declared when ten batsmen are dismissed. In Sports prediction, which is regarded as a classification problem, one class must be predicted: win, lose, or draw/tie. Predicting the winning margin and returning a statistical value is another method of prediction that has been attempted. Any sport data, such as previous scores, previous results, and so on, can be used to predict the outcome and player performance analysis are basically collected; this makes it simple to understand the team's chances of winning or losing in potential matches. Since the betting process includes many financial factors, it is important to predict the winning team; as a result, everyone involved in the game, including fans, bookmakers, and bidders, is interested in forecasting match outcomes ahead of time. Another issue that prospective bidders face after obtaining the match's odds is deciding whether to back the final forecast. People in charge of managing teams use a number of tactics in real time to produce a good outcome for their team. Due to the easy availability of game-related information, which can be obtained electronically or by other means, there has been a growing interest in creating a model that can reliably predict the outcome. The game's data contains noise or data sets that are unrelated to the prediction process. The featured package contains the useful datasets. The team's or an individual's important function known as "Form" is taken into account. Despite the fact that any player's individual form is always overshadowed by the team's collective form. Another significant factor that contributes to the team's overall success is the lack of high-performing players, also known as "Star Players," due to a number of factors like injury, suspension, or players being called for national duty, both of which must be considered. It is made a point to ensure that the absence of

these players has no impact on the featured set. Prediction models are used in nearly every aspect of life, such as predicting financial growth and project completion, and so on. [2]Football is the most popular and widely watched sport in the world, which has resulted in a high demand for football games. Previous football prediction models that used a predictive approach had poor prediction performance. We used knowledge discovery in databases to create a football prediction model that took into account a lot of other factors features that are important and have an effect on the match As a result, we were able to achieve more reliable results by using features that directly impact match results. The football prediction model is implemented using an artificial neural network and logistic regression.

2. PROPOSED SYSTEM

The proposed model will allow you to watch live sports scores and predict winning odds. [3]The model is divided into two parts for the game of cricket. We'll predict which team will bat first in the first segment of the model. Now, parameters such as the batting average of the players can be used to predict the score that the batting team can achieve. The team's average score, wickets lost, home advantage, and other factors will be taken into account. Rain, day/night, and dew on the field are all natural variables that will be taken into account. During this time, it will predict who will win the toss and who will bat first. It will attempt to obtain the batting team's score based on previous records and the aforementioned factors. Considerations the model's second section will include predicting which team will win the game. The information was gathered from the website http://www.cricapi.com. The information set was downloaded in two formats from the website: the.csv format was used to get second-by-second descriptions of each match, and the.json format was used to get high-level data about the match. Groups in Java File was used, and the File Writer was used to read the.csv files and copy the contents to a new file. The.csv files held details from seven separate matches. The Java code's task was to copy the data and compile it into a single file. Factors such as the player's date of birth, gender, and umpire information, among others, will be omitted, leaving only the most crucial information. Team analysis, location, top-performer, man of the match, and other factors will be filtered for prediction.

2.1 Advantages

- This programmer eliminates the need for manual labor and displays the score on a digital platform.
- Alternatively, this application may be developed and planned as a white label product.
- The push operation and event-driven architecture are recommended by the application.

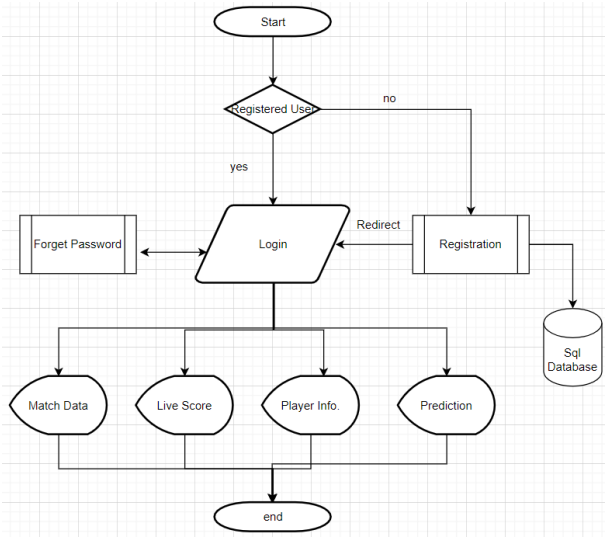

Fig 1: Flow diagram

3. ALGORITHM

Prediction Modeling using Multiple Linear Regression: Regression is an inherent statistical technique used regularly in data mining. Linear regression is habitually out of the first few learning topic which people choose while studying predictive modeling. In this word of relationship, the dependent variable is uninterrupted, the [4] independent variable(s) can be interrupted or uninterrupted, and a graph of regression line is linear. Diverse linear regression attempts to model the relationship between two or more descriptive variables and a response variable by fitting a linear equation to observed data. The multiple linear regression equations is as follows:

$$Y = C_0 + C_1X_1 + C_2X_2 + ... + CnXn$$

where Y is the predicted or expected value of the dependent variable, X_1 through Xn are n distinct independent or predictor variables, C_0 is the value of Y when all of the independent variables (X_1 through Xn) are equal to zero, and C_1 through Cn is the estimated regression coefficients. Each regression coefficient represents the change in Y relative to a one-unit change in the respective independent variable. In the multiple regression situations, C_1, for example, is the change in Y corresponding to a one unit change in X_1, holding all other independent variables constant (i.e., when the unresolved independent variables are held at the fixed value). Again, statistical tests can be performed to assess whether each regression coefficient is significantly different from zero. In our model, we have taken team1, team2, ground details, past winning result and run rate into consideration. The equation that we used is

$$V(C,w)= r(C,w)+p(C,w)V(C+1,w+1)+(1-p(C,w))V(C+1,w)$$

Since V(C*, w) =0 where v is match variable and C would be the ground and w is winner in past. By calculating v(C, w) we would get the approximate winner prediction.

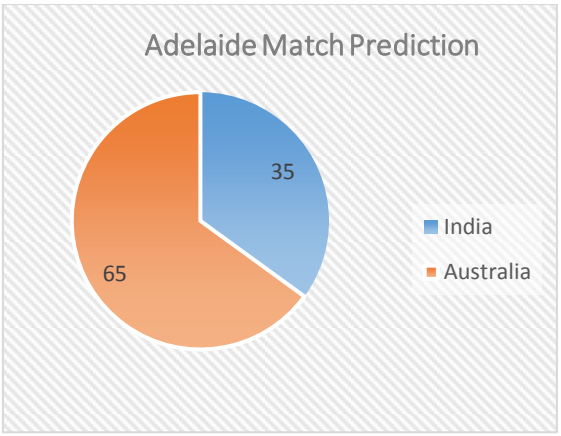

Fig 2: Prediction for Australia vs. India (2021)

4. CONCLUSION

This system is able to predict. Predicting match outcomes requires a much higher degree of predictive accuracy. Since precise match information are readily accessible, most previous sports prediction models were focused on mathematical equations and statistical analysis. These forecasts aren't very accurate. The ultimate goal of the proposed paper is to create a model that accomplishes two major goals. The first goal is to predict the final score of the first part of the game, while the second and most critical goal is to predict the match result. These forecasts would be focused on limited-overs cricket. In the primary collection for prediction, significant variables such as the toss winner, team ranking, and location will be taken into account. . The score of the first segment of the game is predicted using a rectilinear regression classifier, and the winning team is predicted using a Naive Bayes classifier on previously played games.

5. FUTURE SCOPE

- In Future, We would have to add more independent variables for accurate prediction.
- Adding more game prediction. Ex-football, tennis, etc.
- After accurate prediction we would like to add paid prediction modules for funding.

6. IMPLEMENTAION

In this prediction modules, independent variables used are first team name, second team name, ground name, previous ground statistics, both teams winning results in past, both team winning toss in past, toss winner in present game, filed/batting choosing. And dependent variable is winner of present team.

Accuracy of our prediction system is about 64%.

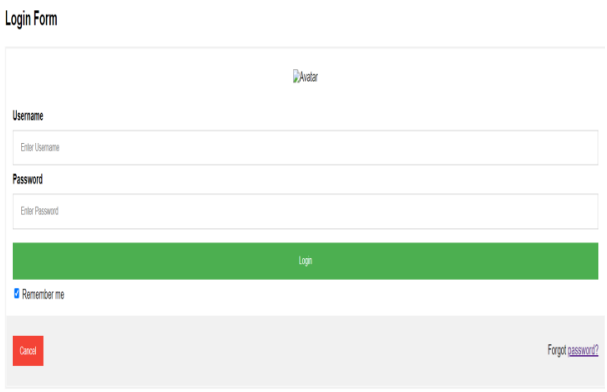

Fig 3: Login Screen

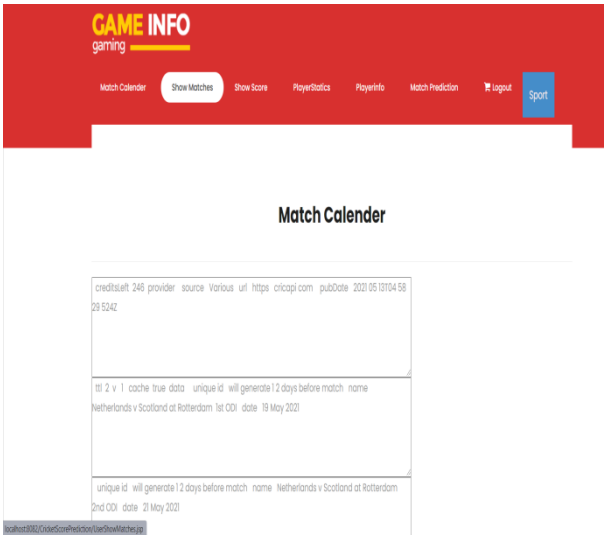

Fig 4: Match Data

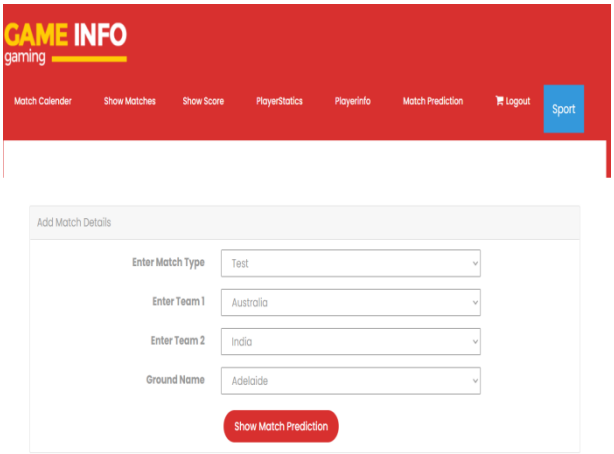

Fig 5. Before Prediction

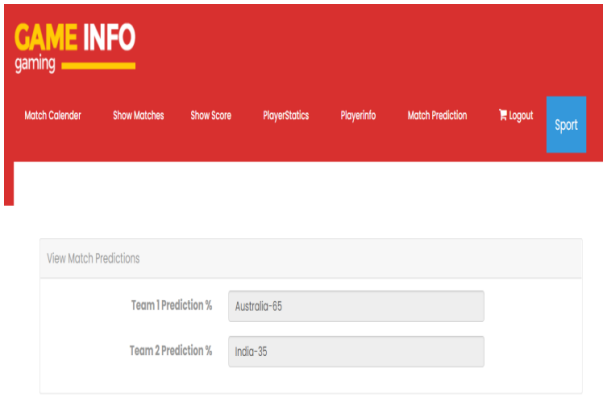

Fig 6: After Prediction

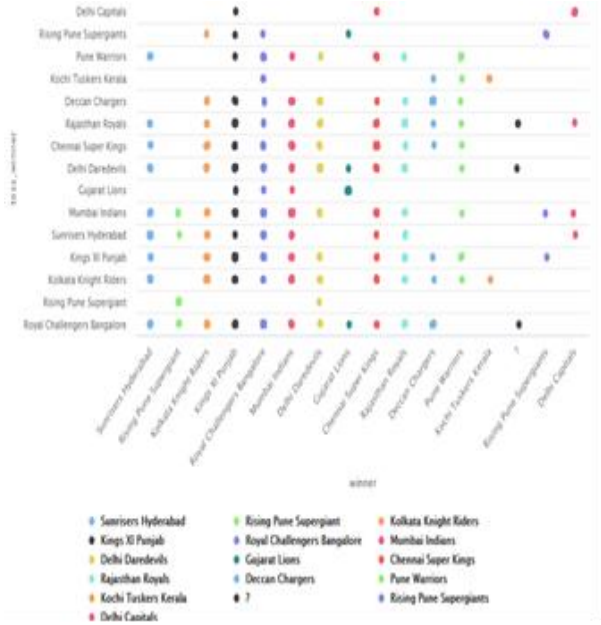

Fig 7: Winner by toss decision

7. ACKNOWLEDGMENTS

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8. REFERENCES

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