Abstract

Cricket is amongst the most popular sports. Performance of players directly affects their ranking internationally. We propose a fuzzy logic based technique to evaluate the performance of cricket players. Various input parameters are being considered which are scaled using linguistic variables and a very simple yet effective software tool is developed to compute the effect of input parameters on the ranking of the players.

Reference

Fuzzy Logic based Cricket Player Performance Evaluator


Index Terms

Computer Science

Artificial Intelligence
Key words

Fuzzy Logic

Mamdani

Cricket

Player

Performance Evaluator