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


**Index Terms**

Computer Science

Artificial Intelligence
### Key words

<table>
<thead>
<tr>
<th>Fuzzy Logic</th>
<th>Mamdani</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cricket</td>
<td></td>
</tr>
<tr>
<td>Player</td>
<td></td>
</tr>
<tr>
<td>Performance Evaluator</td>
<td></td>
</tr>
</tbody>
</table>