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
Fuzzy Logic based Cricket Player Performance Evaluator

Key words

Fuzzy Logic          Mamdani
Cricket
Player
Performance Evaluator