WINNING AND SCORE PREDICTION TOOL FOR TEST MATCH CRICKET

Shashan Promodh Udawatte

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Department of Computing

Informatics Institute of Technology, Sri Lanka

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Abstract

The viewership on test cricket has drop 40% according to reports. There are two main problem that has identify to the cause and they are: Home advantage and lack of engagement tool in the game of cricket to audience. Home advantage is a huge factor if we investigate the stats and its clear shows that 60% of results are in favor of home teams. Due to this the competitiveness in the game of test cricket is lacking day by day and audience tend to move out due to this. Also, with the introduction of shorter format of cricket and due business end has turned over to shorter format all the engagement tools are being created based on shorter format. Due to this audience are tent to move to shorter format rather than cricket. The goal in this research is to find solution to the above-mentioned problems and take back the audience to the home of cricket which is test cricket.

In this research creates a tool that will predict the score of first 02 innings of a test match and then also provide the outcome of the match end of first two innings. The idea is to by providing scores of the first 02 innings is to give teams and idea on how the pitch is going to behave so they can prepare them self although they are the visiting team adopting to new conditions. Also, by providing the outcome in each of the first 02 innings will make audience to engage more on the outcome as in ODI and T20.

To provide solutions to the problem in this research built a mechanism that will predict the score of 1st and 2nd innings of a Test match before it's played and able to predict the outcome of the match end of each innings. End of the research it's possible to come up with a solution using Logistic Regression algorithm for multiclass classification with an accuracy of 71% for forecasting.

Key Words: Test Cricket; WASP: Linear Regression: Logistic Regression