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NOSTRADAME : Predicting outcome of NBA games for sports betting using Machine Learning

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Abstract

The NBA is the most famous basketball league in the world. The league has five hundred plus players currently registered in their thirty available teams. The NBA itself is worth more than two billion dollars. The games in the NBA are televised internationally. Sportsbooks tend to keep an eye on these games because betting on NBA games has become popular among their peers. With betting on NBA games being famous, people tend to use different methods to get the upper hand when placing the bet. A score/ win predictor is the best option for this.

This system is built through the use of machine learning and the analysis of previous systems and projects. The system uses individual player data and uses it to determine how the absence of a player will affect the team when up against other teams. Overall team statistics data are taken into consideration along with individual statistics, which are used to give the user a decent and accurate team score as well as an individual player score to place their bets or to know who will be the victor of the game.

Keywords: NBA, Machine learning, Algorithm, Statistics, Sports betting, Basketball, Sports