



Informatics Institute of Technology

In Collaboration with

University of Westminster

**Cricket Score and Winning Prediction through
Data Mining**

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Submitted in partial fulfillment of the requirements for the

BEng (Hons) in Software Engineering Degree

Department of Computing

May 2019

Abstract

Predictions in the sport of cricket has always intrigued the fans. Cricket fans all around the world always wanted to know whether their favorite team would win the match, and always wanted to know whether their prediction of the match has come true. But nowadays with billions of fans all over the world prediction in cricket has become not only for fun but also a giant business. There are several websites and application which offers prize and money to the fans for their predictions of the matches. Not only for predicting the winner but also for several other predictions such as predicting the final score of the team batting first throughout the game.

The only way of knowing the final score in the middle of the game nowadays is to check the projected score which is displayed in the TV broadcast of the game. Since it takes only the current run rate of the batting team into account, it goes wrong most of the time. And there are no ways to predict the winner of the game beforehand. Because of the complex rules and various affecting factors of the game it is not possible for a fan to predict the game in middle of the match manually. There are plenty of ways which the match can turn in to within few overs.

Data mining is an evolving research field in which a system can identify patterns from a large dataset and make predictions. Using data mining with the help of machine learning classifiers a system can be created to predict the final score of the team batting first, at any point of first innings and predict the winner of the even before the start of the match with high accuracy rate.

Keywords: Cricket Predictions, Data Mining, Machine Learning, Classification, Regression