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**T20 Score and Winner Prediction using
Machine Learning**

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Abstract

As the T20 format is a unique arrangement of cricket betting on, it has been increasing. This way, the prediction has a significant impact in aiding the franchisee in betting. Anticipating requires various features to be thought about as it improves accuracy. Arranging a trustworthy model is consistently wearying and done well with experts in AI and space-trained professionals. Moreover, the right count ought to be picked to do the improvement association. The system likely will not be feasible if the right count isn't determined, which will achieve a failure this way.

Existing work has been centered around test matches and ODI; however, my exploration zone is on the most acclaimed cricket configuration, T20. Regardless of how many cricket figures have been made in a broad scope of procedures in past years, most of them would help organize beginnings. Likewise, past works have anticipated utilizing players' exhibition whereas specific highlights have been not thought.

The solution provided in this research is not just providing a system to predict the score and winner by just using statistics of the previously played matches but also the various factors that affect the game's nature. Along with these features, hybrid algorithms also provide a more reliable and accurate system for prediction. Anyone can use this system during live matches to predict the score and winner with the dataset available, which will benefit the team and the franchisee on betting.

Keywords – Machine Learning, Logistic Regression, SVM, Decision Trees, Neural Network Regression