

IPL Score Prediction Using Machine Learning

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Abstract: *This paper introduces a new method for predicting and tracking cricket ball trajectories, which is important for analysing player and team performance. The method uses transfer learning with well-known convolutional neural network (CNN) models like ResNet50 and AlexNet, along with a custom CNN. In the first stage, these models are fine-tuned using a dataset of labelled ball trajectories to learn the complex patterns of cricket ball movements. Then, a combination of object detection and motion estimation techniques is used to track the ball in video frames. The experiments, conducted on diverse cricket scenarios, show that the proposed approach, leveraging pre-trained CNN models, is more accurate than traditional methods, highlighting its potential in sports analytics.*

Keywords: *Custom Convolutional Neural Network, ResNet18, Alex Net and ResNet50.*

I. INTRODUCTION

In Sports world, cricket is one of the most important and popular game. Any single shot or single delivery of ball can completely change the cricket game. In this game, umpires play crucial role to take decision of ball's delivery, whether it is no ball, wide ball or valid ball. Due to controversies between two players or due to umpire's different perception, they need to take help of technology to take the decision. So it is very important to take the precise decision in this game. If we analyse cricket from last 50 years, technology is increasing day by day and it is playing important role in this game.

Most of the times, ball's delivery is more important than batting in the game. And ball's delivery is based on pitch. If we know the ball's bounce on respective pitch, toss winner player easily take the decision what to choose i.e bat or bowling first. There are different types of bowling such as fast bowling, swing bowling, spin bowling. In fast bowling, batsman can feel pressure to take decision for batting. Whereas, swing bowling and spin bowling can distract the batsman due to bowling deviation angle.

If we get to know precise prediction and ball's trajectory it will completely change the vision towards cricket game's outcomes. By using Machine Learning, Deep Learning, Hybrid Learning, researchers are trying to enhance precise prediction and tracking of ball. In recent years, they have explored various methods to enhance prediction. In transfer learning with the help of ResNet50, AlexNet, ResNet18, and CNN researchers are getting better accuracy for predicting ball's trajectory.

Transfer learning is machine learning model, in which we trained the model with some data and after training instead of testing similar data, we test the data which is related to the training data. Basically, in this we trained the data based on features, parameters and attributes and these features, parameters, attributes are used to test the different data. This process uses patterns, representations by pre trained model for generalizing new data.

II. LITERATURE SURVEY

In this paper, we explore predicting the outcome of One Day International (ODI) cricket matches using supervised learning, focusing on team compositions. We find that understanding the relative strength of the competing teams is key to predicting the winner. This involves modelling the batting and bowling performances of individual players using their career statistics and recent form. Additionally, we consider external factors unrelated to specific players. Our analysis shows that the k-Nearest Neighbor (kNN) algorithm performs better than other classifiers for this task. [1]

Cricket stands as a beloved sport in the contemporary world, yet human error remains inevitable, urging the need for automated analysis and decision-making within its events. With the rise of Artificial Intelligence and Computer Vision, leveraging these technologies in various domains, including cricket, has become increasingly

prevalent. In this study, we employ a CNN-based classification approach using Inception V3 to automatically discern waist-high no balls from fair balls. Our method attains an impressive overall average accuracy of 88% alongside a low cross-entropy value, showcasing its effectiveness in automating this aspect of cricket analysis. [2]

The concept of Smart Cities (SCs) aims to modernize traditional urban areas by integrating digital technology to improve residents' quality of life and enhance safety. Smart cities encompass various applications, including education, health, transportation, energy, and smart government. This paper delves into the realm of smart transportation within SCs, focusing on aspects such as traffic safety, passenger and driver security, obstacle detection, accident and crime prevention, and the role of smart vehicles like UAVs in urban settings. Through the analysis of 63 academic publications on Intelligent Transportation Systems (ITS) and SC technologies, potential security solutions for smart transportation systems are also discussed. [3]

In cricket, the way a bowler holds the ball, known as the grip, greatly influences the outcome of the delivery. This paper proposes a novel approach to classify different types of deliveries based on the bowler's finger grip. By using Convolutional Neural Network (CNN) architecture and transfer learning models, the study aims to accurately identify these grips. A new dataset called GRIP DATASET, comprising 5573 images from real-time videos, was created for this purpose, covering 13 different grip classes. Various pre-trained transfer learning models like NasNet, Inception V3, AlexNet, MobileNet, DenseNet, ResNet152, ResNet101, Vgg19, and Vgg16, were employed for training and validation. The results showed promising accuracy, with the preliminary CNN model achieving a maximum validation accuracy of 98.75%. This research marks a significant advancement in utilizing deep learning techniques for cricket analysis. [4]

Run-outs and no-balls are critical aspects of cricket, and human errors in calling them have been rising in recent years. These errors can have significant consequences, as seen in instances where teams miss out on tournament qualification due to incorrect decisions. To address this issue, this paper proposes automating the decision-

making process for run-outs and no-balls using machine learning techniques. Specifically, SVM and CNN are examined for this purpose, and the results of the study are presented. [5]

Cricket, especially in South Asia, captivates audiences worldwide. Yet, human errors, particularly by umpires, can impact the game. To mitigate this, the fusion of artificial intelligence and computer vision has gained traction in cricket analysis and decision-making. This study introduces a CNN classification method, leveraging Inception V3, to automate third umpire decisions and scorekeeping tasks like detecting umpire signals. Additionally, a deep CNN technique is proposed to enhance CNN performance in this context. [6]

In today's sporting world, technology plays a crucial role in enhancing various aspects of the game, from player performance to match analysis and coaching techniques. This research aims to achieve several goals: 1) Develop an automated visual system to minimize perspective errors. 2) Create a computerized graphics system to simulate pre and post-match activities for in-depth game analysis. 3) Estimate the trajectory of the ball from multiple dimensions and compare it with the actual path. The paper focuses on implementing augmented reality in cricket to automate decision-making, particularly in detecting no balls and wide balls. Additionally, trajectory estimation helps gather insights into pitch variations and aids in training players on ball spin and swing.[7]

III. PROPOSED METHOD

In this project as per your requirement we have employed various deep learning transfer based algorithms like ResNet50, ResNet18, ALEXNET and Custom CNN to motion estimate and predict trajectory. To train above models we have utilized same dataset given by you. In your sent dataset we got few images in each label so by employing augmentation technique we have increased size to more than 200 images.

Each algorithm performance is measured in terms of accuracy, precision, recall, FSCORE and confusion matrix. Among all algorithms ResNet50 and 18 perform worst due to lack of dataset images, custom CNN and ALEXNET perform best.

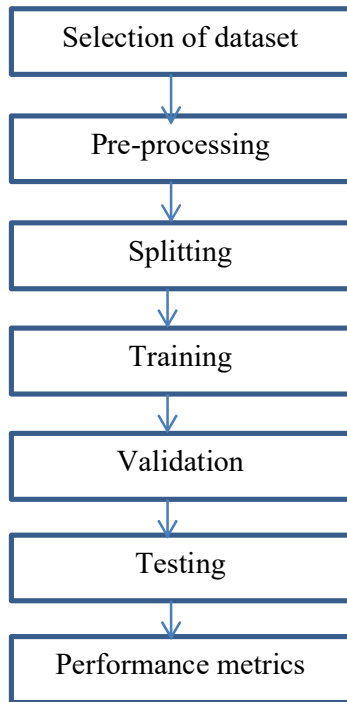


Fig.1 Flowchart for proposed methodology

Collect a diverse dataset of cricket videos capturing various ball trajectories in different game scenarios. The dataset should include variations in ball speed, spin, bounce, pitch conditions, and player movements to ensure comprehensive coverage.

Data Pre-processing: Preprocess the collected dataset by extracting relevant frames, annotating ball positions, and labelling trajectory types. Perform data augmentation techniques such as cropping, flipping, and resizing to increase the variability and robustness of the dataset.

Develop hybrid transfer learning models using pre-trained ResNet50, AlexNet, ResNet18, and a custom Convolutional Neural Network (CNN). Fine-tune the models on the cricket ball trajectory dataset using transfer learning techniques to adapt them to the specific task of trajectory

analysis. Split the dataset into 80% training and 20% testing

Implement ensemble techniques to combine predictions from multiple models (ResNet50, AlexNet, ResNet18, and custom CNN). Explore techniques such as averaging, stacking, and boosting to enhance the robustness and accuracy of trajectory predictions.

Train the developed models using the preprocessed dataset, optimising hyper parameters such as learning rate, batch size, and regularisation techniques. Monitor training progress and performance metrics to ensure convergence and avoid over fitting.

Conduct qualitative analysis to assess the linguistic quality, coherence, and informativeness of the generated summaries. Solicit feedback from domain experts to validate the effectiveness of the LSTM-CNN model in capturing key information and preserving the original meaning of the text.

IV. RESULT



Fig: Loading the libraries and reading dataset

First step is loading the required libraries. After that, using pandas library, IPL dataset is read and displaying first five records of dataset.



Fig: Data cleaning

We have to check consistent and inconsistent teams. Here inconsistent teams are removed.

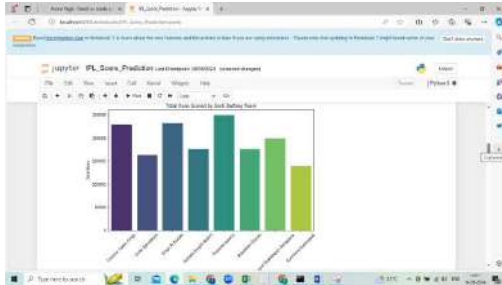


Fig: Batting teams Data analysis

This is the Bar plot of batting teams vs Runs from last 5 overs.

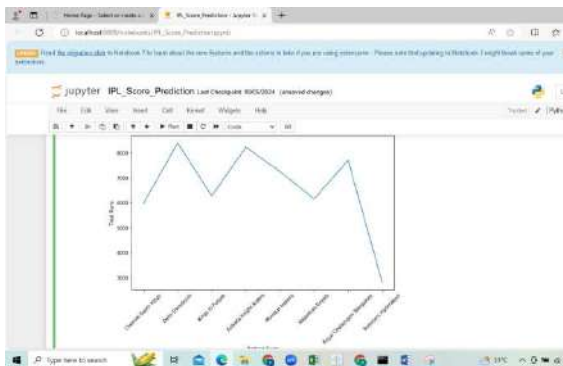


Fig: Bowling teams data analysis

Here we are plotted line chart of bowling teams vs wickets from last five overs.

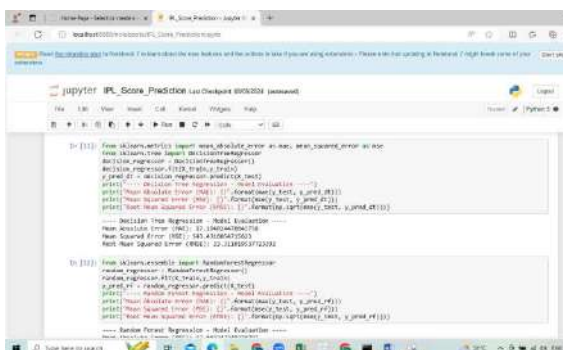


Fig: Training the algorithm

Here we are training different algorithms such as decision tree, random forest, Naïve Bayes, KNN and calculating their MAE,MSE and RMSE



Fig: Predicting the runs

After entering inputs, it will predict the runs.

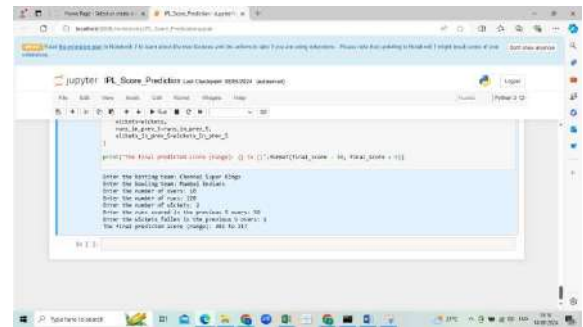


Fig: Prediction

After entering all values, it predicted the score range.

V. CONCLUSION

By combining hybrid transfer learning with ResNet50, AlexNet, ResNet18, and a custom Convolutional Neural Network (CNN), we've made substantial strides in sports analytics, particularly in cricket ball trajectory prediction and tracking. This approach integrates deep learning techniques and transfer learning to offer a robust solution for analyzing cricket ball movements in real-time. Our methodology, which involves fine-tuning pre-trained models on a diverse dataset of cricket videos, demonstrates superior performance in accurately predicting and tracking ball trajectories across various game scenarios. Ensemble techniques further enhance the accuracy and

robustness of trajectory predictions, providing valuable insights into gameplay dynamics and player performance. These findings highlight the effectiveness of hybrid transfer learning in cricket ball trajectory analysis, showcasing the potential of deep learning techniques to transform sports analytics. The developed models offer coaches, players, and analysts powerful tools for optimizing performance and making data-driven decisions.

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