Predication of game results based on League of Legends

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Processes

- Data Processing
  - Adding new features
- Training Environment
  - AWS
- Algorithmic prediction
  - Boost Predication Algorithmic
  - BP Neural Networks
  - GRNN Neural Networks
- Practical application
  - Improvement
  - Result Predication & Intelligent Coach
Data Processing

• data visualization: selecting closely related features
• adding new features which are not included in the dataset:
  • Teamwork ability
  • Robbery of public resources
  • ... ...
Training Environment—AWS

Because of the COVID-19...

• Rent AWS server
• AWS+Anaconda+Tenserflow+Keras+OpenCV
Algorithmic prediction

• Adaboost
Algorithmic prediction

- BP Neural Network
Algorithmic prediction

- GRNN Neural Networks
Colonel KI

• Predicate the result after BP

(BP: Players select the characters/heroes they will use.)

• predication result is opposite to the truth
Improvement

• Multiple features
• Data from API (maybe real-time data)
• During the process of the game
Practical application

- Result Predication: Players, Audience, Intelligent Coach
Thanks