Betting Estimator for Soccer

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INTRODUCTION

The probabilities of the outcomes of a soccer match has been estimated by the "weekly league table" method. The algorhythm of the method has been supported by two softwares which are Matlab and Visual Basic. A resonable scientific method has been used to eliminate the personal facts upon the decision of the outcome of a soccer match. Regarding to the literature, the pdf (probability density function) of the number of goals scored in a soccer match fits the poisson distribution. Hence, the probabilities are estimated by the help of the poisson formula. Although, the outcome of a soccer match may be depended on infinite parameters, just one of them has been used in this paper and it has been supported with a correction coefficient in order to raise the effect of the winning of the home team. Further investigations has to be done to improve the accuracy and the fairness of the probabilities.

METHODOLOGY

Initially, an access database was created containing all of the matches in Norwegian league from 1994 to 2004. A three phased algorithm was written where, two of them work in Visual Basic and the third works in Matlab.The first phase was developed in order to find the weekly league table for each week and season up to 2004.And the second was used to obtain the behaviours of home team and away team in subsequent weeks.Third phase is where Matlab participates in progress.In this phase, the probabilities of three different outcomes were derived by the help of poisson probability density function.

RESULTS

Results showed that average goals scored by home teams and away teams from years 1994 to 2004 fit with poisson probability distribution function.In addition to this, executing the algorithm for various matches gave sensible results.The results should not be overestimated as being a key for the predicton of the outcomes of the soccer events while should not be underestimated since they are obtained from a reasonable scientific method depending on the poisson formula and the past 10 year of league data which includes each number of goals scored by each teams in each week. The data is the data of the Norway Tippeligaen, and the method can be adapted to any league around the world since it has a logical approach to the spirit of a league by analyzing not the teams specifically but the behaviour of the league table positions.

CONCLUSION

This papers main goal is not to supply profits for punters around the world but to be a by product for them in order to enlight their estimations. For future investigations, integrating more parameters to the methodology used, the fairness of the estimated probabilities will be verified. The scientific approach should not be left for future progress of this project and no insight coefficients will be exisiting in the final.

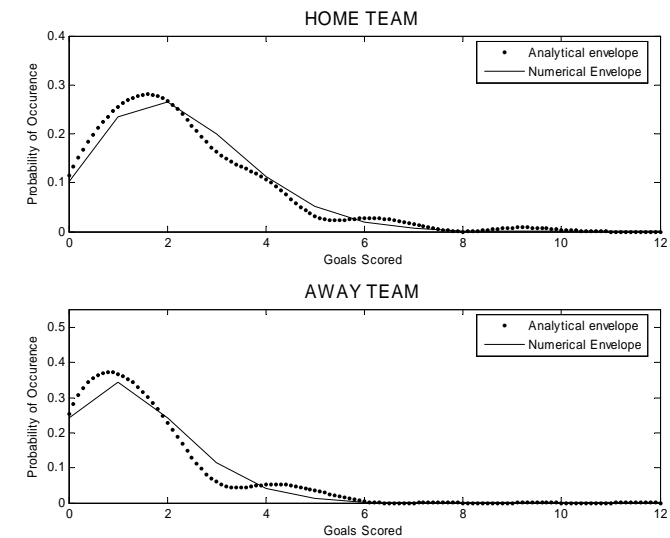|	HOME	AWAY
Team Position	1	14
Mean value of goals scored (λ)	2.2680	1.4160
Probability / Fair odds for win	0.6805 / 1.4696	0.1205 / 8.2960
Probability / Fair odds for a draw	0.1990 / 5.0255	0.1990 / 5.0255

Figure 1. Probability of goals scored

REFERENCES

An improved award system for soccer by Eduardo Fernandez Cantelli, Glen Meeden.
www.xscores.com
www.bettingadvice.com
www.probabilitytheory.info