

DAFTAR PUSTAKA

- [1] J. M. Font dan T. Mahlmann, "Dota 2 Bot Competition," *IEEE Trans. Games*, vol. 11, no. 3, hlm. 285–289, Sep 2019, doi: 10.1109/TG.2018.2834566.
- [2] Y. Peng, "The Application of Machine Learning in Predicting the Results of Popular eSports Games: Win Rate Prediction in MOBA and FPS Games," *HSET*, vol. 85, hlm. 1150–1156, Mar 2024, doi: 10.54097/dg0nm289.
- [3] I. Porokhnenko, P. Polezhaev, dan A. Shukhman, "Machine Learning Approaches to Choose Heroes in Dota 2," dalam *2019 24th Conference of Open Innovations Association (FRUCT)*, Moscow, Russia: IEEE, Apr 2019, hlm. 345–350. doi: 10.23919/FRUCT.2019.8711985.
- [4] A. Semenov, P. Romov, S. Korolev, D. Yashkov, dan K. Neklyudov, "Performance of Machine Learning Algorithms in Predicting Game Outcome from Drafts in Dota 2," dalam *Analysis of Images, Social Networks and Texts*, vol. 661, D. I. Ignatov, M. Yu. Khachay, V. G. Labunets, N. Loukachevitch, S. I. Nikolenko, A. Panchenko, A. V. Savchenko, dan K. Vorontsov, Ed., dalam *Communications in Computer and Information Science*, vol. 661. , Cham: Springer International Publishing, 2017, hlm. 26–37. doi: 10.1007/978-3-319-52920-2_3.
- [5] M. Viggiato dan C.-P. Bezemer, "Touncing in Dota 2: An Investigation of Blowout Matches," *AIIDE*, vol. 16, no. 1, hlm. 294–300, Okt 2020, doi: 10.1609/aiide.v16i1.7444.
- [6] R. S. Fandi, A. A. Arifiyanti, dan S. F. A. Wati, "Evaluasi Dan Prediksi Hasil Pertandingan Dota 2 Menggunakan Algoritma Terbaik Dari Random Forest Atau XGBoost," 2024.
- [7] Z. Tarek *dkk.*, "Soil Erosion Status Prediction Using a Novel Random Forest Model Optimized by Random Search Method," *Sustainability*, vol. 15, no. 9, hlm. 7114, Apr 2023, doi: 10.3390/su15097114.
- [8] L. Owen, *Hyperparameter tuning with Python: boost your machine learning model's performance via hyperparameter tuning*. Place of publication not identified: Packt Publishing, 2022.
- [9] K. Wang dan W. Shang, "Outcome prediction of DOTA2 based on Naïve Bayes classifier," dalam *2017 IEEE/ACIS 16th International Conference on Computer and Information Science (ICIS)*, Wuhan, China: IEEE, Mei 2017, hlm. 591–593. doi: 10.1109/ICIS.2017.7960061.
- [10] C. Herdian, A. Kamila, dan I. G. Agung Musa Budidarma, "Studi Kasus Feature Engineering Untuk Data Teks: Perbandingan Label Encoding dan One-

- Hot Encoding Pada Metode Linear Regresi,” *Technologia*, vol. 15, no. 1, hlm. 93, Jan 2024, doi: 10.31602/tji.v15i1.13457.
- [11] D. A. Setyarini, A. A. M. D. Gayatri, C. S. K. Aditya, dan D. R. Chandranegara, “Stroke Prediction with Enhanced Gradient Boosting Classifier and Strategic Hyperparameter,” *matrik*, vol. 23, no. 2, hlm. 477–490, Mar 2024, doi: 10.30812/matrik.v23i2.3555.
- [12] L. C, P. S, A. H. Kashyap, A. Rahaman, S. Niranjana, dan V. Niranjana, “Novel Biomarker Prediction for Lung Cancer Using Random Forest Classifiers,” *Cancer Inform*, vol. 22, hlm. 11769351231167992, Jan 2023, doi: 10.1177/11769351231167992.
- [13] S. Kabiraj *dkk.*, “Breast Cancer Risk Prediction using XGBoost and Random Forest Algorithm,” dalam *2020 11th International Conference on Computing, Communication and Networking Technologies (ICCCNT)*, Kharagpur, India: IEEE, Jul 2020, hlm. 1–4. doi: 10.1109/ICCCNT49239.2020.9225451.
- [14] A. Katona *dkk.*, “Time to Die: Death Prediction in Dota 2 using Deep Learning,” dalam *2019 IEEE Conference on Games (CoG)*, London, United Kingdom: IEEE, Agu 2019, hlm. 1–8. doi: 10.1109/CIG.2019.8847997.
- [15] OpenAI *dkk.*, “Dota 2 with Large Scale Deep Reinforcement Learning,” 13 Desember 2019, *arXiv*: arXiv:1912.06680. doi: 10.48550/arXiv.1912.06680.
- [16] D. E. Sörman, K. E. Dahl, D. Lindmark, P. Hansson, M. Vega-Mendoza, dan J. Körning-Ljungberg, “Relationships between Dota 2 expertise and decision-making ability,” *PLoS ONE*, vol. 17, no. 3, hlm. e0264350, Mar 2022, doi: 10.1371/journal.pone.0264350.
- [17] T. Jo, *Machine Learning Foundations: Supervised, Unsupervised, and Advanced Learning*. Cham: Springer International Publishing, 2021. doi: 10.1007/978-3-030-65900-4.
- [18] M. S. Holubar dan M. A. Wiering, “Continuous-action Reinforcement Learning for Playing Racing Games: Comparing SPG to PPO,” 15 Januari 2020, *arXiv*: arXiv:2001.05270. doi: 10.48550/arXiv.2001.05270.
- [19] L. Breiman, “Random Forests,” *Machine Learning*, vol. 45, no. 1, hlm. 5–32, Okt 2001, doi: 10.1023/A:1010933404324.
- [20] Z. K. Maseer, R. Yusof, N. Bahaman, S. A. Mostafa, dan C. F. M. Foozy, “Benchmarking of Machine Learning for Anomaly Based Intrusion Detection Systems in the CICIDS2017 Dataset,” *IEEE Access*, vol. 9, hlm. 22351–22370, 2021, doi: 10.1109/ACCESS.2021.3056614.
- [21] Z.-H. Zhou, *Ensemble methods: Foundations and algorithms*, 1 ed. Chapman & Hall/CRC, 2012.

- [22] P.-N. Tan, M. Steinbach, dan V. Kumar, *Introduction to data mining*, New internat. edition. dalam Always learning. Harlow: Pearson, 2014.
- [23] F. Pedregosa *dkk.*, “Scikit-learn: Machine learning in Python,” *Journal of Machine Learning Research*, vol. 12, hlm. 2825–2830, 2011.
- [24] A. P. Bradley, “The use of the area under the ROC curve in the evaluation of machine learning algorithms,” *Pattern Recognition*, vol. 30, no. 7, hlm. 1145–1159, Jul 1997, doi: 10.1016/S0031-3203(96)00142-2.
- [25] H. H. Rashidi, S. Albahra, S. Robertson, N. K. Tran, dan B. Hu, “Common statistical concepts in the supervised Machine Learning arena,” *Front. Oncol.*, vol. 13, Feb 2023, doi: 10.3389/fonc.2023.1130229.
- [26] H. AlSagari dan M. Ykhlef, “Quantifying Feature Importance for Detecting Depression using Random Forest,” *IJACSA*, vol. 11, no. 5, 2020, doi: 10.14569/IJACSA.2020.0110577.
- [27] W. Yustanti, N. Iriawan, dan I. Irhamah, “Categorical encoder based performance comparison in pre-processing imbalanced multiclass classification,” *IJECS*, vol. 31, no. 3, hlm. 1705, Sep 2023, doi: 10.11591/ijeecs.v31.i3.pp1705-1715.
- [28] P. Bruce dan A. Bruce, “Practical Statistics for Data Scientists: 50 Essential Concepts”.
- [29] D. Ghosh dan J. Cabrera, “Enriched Random Forest for High Dimensional Genomic Data,” *IEEE/ACM Trans. Comput. Biol. and Bioinf.*, vol. 19, no. 5, hlm. 2817–2828, Sep 2022, doi: 10.1109/TCBB.2021.3089417.
- [30] BwandoWando, “⌘ Dota 2 pro league matches 2016-2025 🇨🇭.” Kaggle, 2023. doi: 10.34740/KAGGLE/DS/2832370.