



Retraction Note to: A probabilistic logic approach to outcome prediction in team games using historical data and domain knowledge

M. Saritha¹ · R. S. Milton¹

Published online: 23 May 2022
© Springer-Verlag GmbH Germany, part of Springer Nature 2022

Retraction Note to:
Journal of Ambient Intelligence and Humanized Computing (2021) 12:5205–5214
<https://doi.org/10.1007/s12652-020-01989-x>

The Editor-in-Chief and the publisher have retracted this article. This article was submitted to be part of a guest-edited issue. An investigation concluded that the editorial process of this guest-edited issue was compromised by a third party and that the peer review process has been manipulated. Based on the investigation's findings the Editor-in-Chief

therefore no longer has confidence in the results and conclusions of this article.

The authors have not responded to correspondence regarding this retraction.

Publisher's Note Springer Nature remains neutral with regard to jurisdictional claims in published maps and institutional affiliations.

The original article can be found online at <https://doi.org/10.1007/s12652-020-01989-x>.

✉ M. Saritha
sarithamadhesh@ssn.edu.in

R. S. Milton
miltonrs@ssn.edu.in

¹ Department of Computer Science and Engineering, SSN College of Engineering, Chennai, Tamil Nadu, India