

## Log Simon Leijon - Learning by Crawling

Log:

2018-02-07 -- First meeting. Discussing ideas.

Setup of GitHub.

~2Hrs

2018-02-08 -- Research

Researching how to parse json-files in haskell.

Researching Riot Games API and what type of information can be retrieved.

Further discussing possibilities

~3Hrs

2018-02-09

- Group meeting.

- Discussing project idea, which direction to take.

- During this meeting we decided to split up in three directions to see the possibilities of different project directions.

- We decided that I will be researching the integration of tensor flow or similiar machine learning package in haskell.

- Started doing research, installing packages to try and make some machine learning work in Haskell to no avail

~5Hrs

2018-02-15

- Further research on deep learning in Haskell

- After discussing with the group we realized that further research in this area might be a time-sink.

- Deciding that I will instead assist Petter in creating the crawler

~5Hrs

2018-02-16

- Reading up on the information needed to understand what Petter had been working on including his code, packages and concepts behind JSON-parsing

- Starting to produce the code for the GameFetch module

~6Hrs

2018-02-19

- Working on GameFetch module, producing the functions that will retrieve the useful information from the data types we set up in accordance to the Riot API's json format

~5Hrs

2018-02-20

- Working on GameFetch module producing the IO functions that will combine all the information gathered from the

fetched information with the actual fetches

~5hrs

2018-02-21

- Finishing the GameFetch module making it possible for us to fetch champion information and create GameData-objects

5Hrs

2018-02-22

- Cleaning up the code I have produced, changing names to more appropriate ones deleting unnecessary functions etc.
- Integrating GameFetch with the modules that Petter and Jonathan created to make our crawler able to actually gather data automatically
- Lots of debugging to make things work together

10Hrs~

2018-02-23

- Making improvements to the code, adding more safety through base cases
- Realizing that you can filter non-interesting information through queries in your requests, changing code based on this knowledge
- Extracting all data types that were spread out across all modules to one
- Splitting functions into appropriate modules
- Discussing how we are suppose to use our Logistic Regression algorithm with Jonathan

~9Hrs

2018-02-25

- Writing the crawler part of the report, creating figures
- Writing the finishing part of the report

~10Hrs

2018-06-26

- Finishing up the report
- Cleaning up the code

~7Hrs