Feature Engineering A-Z

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Preface

This is a Quarto book.

To learn more about Quarto books visit https://quarto.org/docs/books.

```
1 + 1
```

```
[1] 2
```

1 Introduction

This is a book created from markdown and executable code.

See Knuth (1984) for additional discussion of literate programming.

```
1 + 1
```

```
[1] 2
```

2 Motivation

WIP

3 Where does feature engineering fit into the modeling workflow?

WIP

4 How to deal with numeric features

WIP

5 How to deal with categorical variables

WIP

6 How to deal with missing data

WIP

7 How to deal with too many variables

WIP

8 How to deal with datetime variables

WIP

9 How to deal with text variables

WIP

10 How to deal with image data

WIP

11 How to deal with circular data

WIP

12 How to deal with time-series data

WIP

13 How to deal with video data

14 How to deal with sound data

WIP

15 How to deal with correlated data

WIP

16 Miscellaneous tricks

WIP

17 Order of transformations

WIP

18 What should you do if you have sparse data?

WIP

19 How different models deal with input

WIP

20 Summary

In summary, this book has no content whatsoever.

```
1 + 1
```

```
[1] 2
```

References

Knuth, Donald E. 1984. "Literate Programming." *Comput. J.* 27 (2): 97–111. https://doi.org/10.1093/comjnl/27.2.97.