Changelog

# 8/4/2015

W: Changed order of changelog so the most recent is at the top. Tried to fix the read-only error but, after search around, it seems like it is a problem with Windows so it might be easier to just leave it as is for now

Also, renamed some of the files for because it was getting a bit confusing.

TeamData2014-15\_Clean\_scores -> GameData2014-15\_Clean

ReadData.py -> CleanData.py

TeamData2014-15\_Clean\_DataModified -> TeamData2014-15\_Clean\_Input

As for the crashing when printing the contents of the file, I think it happens because the file is so big. If I just print one entry, it doesn’t crash.

**\*\*Actual progress**

So I made the preprocessing file and was able to normalize the inputs.

We should split the team number into different features. It doesn’t make much sense to keep them all in the same variable since they are only indicators and don’t actually mean anything (Eg: Team = 2 isn’t twice the value of Team = 1)

We can make an indicator feature for each team which equals 1 if it is that team and -1 if not.

The neural network seems to run a bit better after normalizing but not too much.

Note: the cost vs iteration graph is blue for the first score and green for the second score.

# 8/3/2015

J: Wrote TeamDataInputSetup.py which creates the complete lists of inputs (not standardized) and saves it in TeamData2014-15\_Clean\_DataModified.csv

# 8/2/2015

J: Created a changelog