Course Project

- Every student must participate in any one of the Kaggle competitions
- You are highly encouraged to choose active competition. Inactive competitions are allowed, but they are considered less challenging and will earn you fewer scores.
- You must try several different methods to solve the problem. The method you finally choose for the competition does not have to be a deep neural network; however, you must try at least one deep learning method and implement it using TensorFlow or Keras.
- You must compare your fancy methods with simple baselines, e.g., random guess, all-positive, all-negative, simple linear models, and beat the baselines. The evaluation metric must be the one required by the competition.

Submissions

- **Source code**. You must create a Github repository (or multiple repositories). Submit the URL of the repository to Canvas. Do NOT submit zip/tar packages.
- Report. You must create a PDF document using LaTeX, Markdown, or Jupyper notebook; here is
 a Latex template and a sample report. (Create a PDF document using Microsoft Word is NOT
 acceptable.) Please make the document short and concise! Page limit: 3~10 pages. Put the PDF
 file in your Github repository and submit the URL to Canvas.
- **Scores and ranking.** Report your scores and ranking in the public leaderboard and the private leaderboard (if available).

Teamwork

- You are encouraged to work on your own project. Teamwork (up to 3 students) is allowed if the Kaggle competition has a heavy workload; workload; workload; workload; workload; workload; workload; workload;
- If the project is teamwork, all the team members will get the same score.

Bonus

- Getting a very high ranking (percentile) in active competition will receive up to 5 bonus scores (to the total).
- Some excellent projects will be chosen to give presentations and will be rewarded up to 5 bonus scores (to the total).
- If a team ranks top 1% in active competition, every team member will get "A", disregarding their homework, quizzes, and the final.