**Outline of day 4/01**

Project teams have been set-up and running smoothly.

Datinder and Felix are on their last stretch of their engine, they have found a scoring method which gives an error of 10%, a remarkable achievement, and are now working on standardising the rest of the dataset to be fully used in their engine for increased accuracy.

Georgios and Aky are formatting their dataset into a flexible format to accommodate a wide number of algorithms, with them nearly finishing the data engineering stage.

Ali and Manuel have completed the Decision tree engine, which has been uploaded and annotated, managing a score of 82% accuracy using Random Forest classifying techniques. We will now be working on understanding and modifying a XGBoost algorithm which has already returned results in the upper third of the competition.

Hemesh and Shanta are exploring ways of using a KnearestNeighbours algorithm to return predictions, and are currently in discussion of the best way of engineering the dataset for their task.

With the current workplan, the Project can have completed algorithms ready to submit by the end of week with over 80% accuracy. Some of the more complex project are near completion, but will require another week to achieve high performance levels.

**Tasks to complete**

* Universalize datasets across all platforms
* Make the decision tree engine return 7 products
* Finish the dataset engineering for the Cosine algorithm
* Return an accuracy score for all models
* Explore whether decision trees can return viable probability scores.