

LSML2 Final Project Documentation

1) Project Outline and Goals:

The main outline of this project is to create a ML-service to solve any problem of our choice. This project has the following

1. Toy model which classifies if the Tweet is Toxic or not.
2. The model is obtained as a result of running experiments against the data and choosing the best candidate to production based on accuracy score of the model on test data
3. To realise, point 2, we use ML flow
4. Once, the model is pushed to production, The project is given a front end UI with flask
5. Its a small web app for the user to use the product.

2) Project Scope and deliverables:

The scope is limited and can be extended further.
Here is one such idea

1. Store the tweets used by the user in a database to classify
2. If the model predicts correctly, no problem. But if doesn't, then its a problem.
3. To mitigate this problem, this project can be extended further by asking for feedback
 - The feedback obtained is also stored in the table of the database as predicted label
 - Now, if the label is wrong, there is an option given to the user to flip the label and this gets stored in the database.
 - Then, the model is asked to do a partial fit with the data from the database and the model becomes better over time.

3) Project Stakeholders:

Users from any stream can use this app if they what is twitter and how it can help in creating news or destroying news.

4) Project Risks:

Since the app is naive, it is prone to mistakes. So, one should not rely entirely on this app and use their common sense too.

5) Reporting frameworks:

The database and the feedback collected from the user is used a reporting framework for the project