

# DSC 190 – Intro to DM: Course Project Choices

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# Project Choice 1 – Overview

- ❑ Team: 1 to 4 people
  - ❑ We will have a really high expectation to teams of 4 people → Nearly a top conference submission quality
- ❑ Report
  - ❑ At least 4 pages
    - ❑ Double-column, 11 pt
    - ❑ Roughly 2.5-3 thousand words + figures, tables, and equations
- ❑ Code
  - ❑ A GitHub repo
  - ❑ Working demo (bonus points up to 5%)
    - ❑ E.g., simple UI + your model: TAs or other students can give their own inputs and check the prediction

❏ Overleaf: <https://www.overleaf.com/latex/templates/acm-conference-proceedings-master-template/pnrfvrrdbfwt>

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# Five Components

- ❑ Dataset (5%)
- ❑ Predictive Task (5%)
- ❑ Model (5%)
- ❑ Literature (5%)
- ❑ Results (5%)

# Dataset

- ❑ Identify a dataset
- ❑ Perform an exploratory data analysis
  - ❑ Basic Statistics
  - ❑ Properties
  - ❑ Interesting findings
- ❑ All these should motivate your model design/choice
- ❑ The dataset should be large enough (e.g., 50,000 instances in total)

# Dataset – Example



- ❑ Heroes of the Storms (HOTS)
  - ❑ A 5v5 online video game
- ❑ It has massive log data available!
  - ❑ <https://www.hotslogs.com/info/API>
  - ❑ API & 30-day logs download
- ❑ EDA
  - ❑ Any frequent combinations of heroes?
  - ❑ Which hero is the “weakest”?
  - ❑ ...
  - ❑ Some analysis: <https://github.com/shangjingbo1226/HOTS-Analysis/blob/master/combo-analysis.ipynb>



# Predictive Task

- ❑ Identify a predictive task based on your dataset
- ❑ How will you evaluate different models in this task?
- ❑ What are the baseline models you want to compare with?
  - ❑ Why do you think they are appropriate?
  - ❑ Why do you think your model can outperform them? Or say, what are their drawbacks?

# Predictive Task – Example



- ❑ Heroes of the Storms (HOTS)
  - ❑ A 5v5 online video game
- ❑ It has massive log data available!
  - ❑ <https://www.hotslogs.com/info/API>
  - ❑ API & 30-day logs download
- ❑ Given the hero picks of two teams (of similar levels), which team will win?
  - ❑ A classification problem!



# Predictive Task – Example



- ❑ Given the hero picks of two teams (of similar levels), which team will win?
  - ❑ A classification problem!
- ❑ Evaluation
  - ❑ Accuracy, F1
- ❑ Baselines
  - ❑ Logistic regression: Assume it's a linear combination of selected heroes
  - ❑ Naïve Bayes: Assume the selected heroes are conditionally mutual independent to each other

# Model

- ❑ What is the model that you propose to attack this task?
  - ❑ It's fine to use models that were described in class here
  - ❑ Explain and justify your choice/proposal What are the features you designed for your model?
  - ❑ Any unsuccessful tries?
- ❑ How will you optimize your model?
  - ❑ It's fine here to call any 3<sup>rd</sup>-party libs
- ❑ Did you encounter any troubles?
  - ❑ Scalability? Overfitting?



# Model – Example

- ❑ How can we represent the input?
  - ❑ One hot encoding?
  - ❑ Heroes have no order?
  - ❑ Meta-data (e.g., hero types, user ratings, ...)?
  - ❑ Battlegrounds (Maps)?
  - ❑ ...
- ❑ Application?
  - ❑ Real-time demo
    - ❑ Retrieve all users' info (rating, history, ...)
    - ❑ Suggest some picks
    - ❑ How to update when there is a new hero or a rework?

# Literature

- ☐ Has your dataset/task been studied by others before?
- ☐ How the dataset was used?
- ☐ Are you working on a brand-new task?
- ☐ How are other people attacking the same/similar tasks?
- ☐ What is state-of-the-art method in this task or related tasks?
- ☐ Are your conclusions similar or different from existing work?
- ☐ What's the major novelty of your work?
- ☐ ...

# Literature – Example



- There are some apps doing this task already
  - Looking into that and check their performance, if possible
- There might be similar tasks (e.g., DoTA AI?)
  - What are their solutions?
- ...

# Results

- ❑ Does your proposed method outperform the baselines?
  - ❑ Why your model can outperform?
  - ❑ Or why your model fails?
- ❑ Whether the gap is significant?
- ❑ Are all features you designed effective?
- ❑ How shall one set the hyper-parameters of your model?
- ❑ What are the major takeaways (i.e., conclusions)?
- ❑ ...



# Results – Example

- ❑ Performance comparison different methods
  - ❑ Baselines + Your proposed model
- ❑ Ablation study
  - ❑ What if some of the features/designs of your proposed model degenerates?
- ❑ Case Study
  - ❑ Some interesting cases when your model performs very well/poor
- ❑ Parameter Sensitivity
  - ❑ How do you decide hyperparameters?
  - ❑ Is the result sensitive to these hyperparameters?
- ❑ ...

# Compare with Project Choice 2

- ❑ Choice 2 is Individual
- ❑ Implement ~4 models learned from this course from scratch.
  - ❑ Skeleton codes will be provided. Your work is more like “filling in blanks”
- ❑ Write a report (about 3~4 pages) describing your interesting findings and takeaways.
  - ❑ 11 pt, single column should be enough
  - ❑ Slightly less writing



# Project Choice 2 - Model Choices

- ❑ Model Choices:
  - ❑ Linear Regression (1 Point)
  - ❑ Logistic Regression (1 Point)
  - ❑ Naïve Bayes (1 Point)
  - ❑ K-means (1 Point)
  - ❑ Gaussian Mixture (2 Points)
  - ❑ Decision Tree + Random Forest (4 Points)
  - ❑ Plain Matrix Factorization (4 Points)
- ❑ Choose any combination s.t. total points  $\geq 6$ 
  - ❑ More points?  $\rightarrow$  Up to 5% bonus!
- ❑ 4 points  $\rightarrow$  1 page; Otherwise, half page each

# Make your choice! Q&A

- ☐ We have released all models
- ☐ Make your choice by the end of **Jan 31**
  - ☐ We will create a multiple-choice question in Canvas or Gradescope