

# Open Machine Learning

5-9 September 2016, Eindhoven University of Technology, The Netherlands

## DESCRIPTION AND AIM

OpenML.org is a networked science platform that aims to connect and organize all machine learning knowledge online, linking data, algorithms, results and people into a coherent whole so that scientists and practitioners can easily build on prior work and collaborate in real time online. It is directly integrated in the most popular machine learning environments. The OpenML workshop is organized as a hackathon, an event where participants from many scientific domains present their goals and ideas, and then work on them in small teams for many hours or days at a time. Participants bring their laptops, learn how to use OpenML in tutorials, and build upon that to create something great to push their research forward. The complete OpenML development team will be available to get them started, answer questions, and implement new features on the fly.

## PRELIMINARY PROGRAM

	Monday	Tuesday	Wednesday	Thursday	Friday
9:00		Contributed Talks (10'+5')	Contributed Talks (10'+5')	Contributed Talks (10'+5')	
9:30					
10:00		Coffee break			
10:30					
11:00	Welcome and Mission Statements				
11:30					
12:00	Lunch	Lunch + Informal discussion			Lunch
12:30					
13:00	Tutorial: Developing on OpenML				
13:30					
14:00	User Feedback				
14:30					
15:00					Final Showcase and Awards
15:30					
16:00					
16:30			Progress Pitch		
17:00					Plenary sessions
17:30					Semi-plenary sessions
18:00	Progress Pitch	Progress Pitch	Social event	Progress Pitch	Break out (small teams)
18:30					Lunch, coffee, social

## SOCIAL PROGRAM

On Wednesday evening we will go for a social event. Depending on the weather, this will be a biking trip or an escape room challenge.

## VENUE

The Hackathon is held in the TU/e Science Park, Matrix Building, Room 0.20. Follow the signs. How to get there: <http://goo.gl/93FMxB>