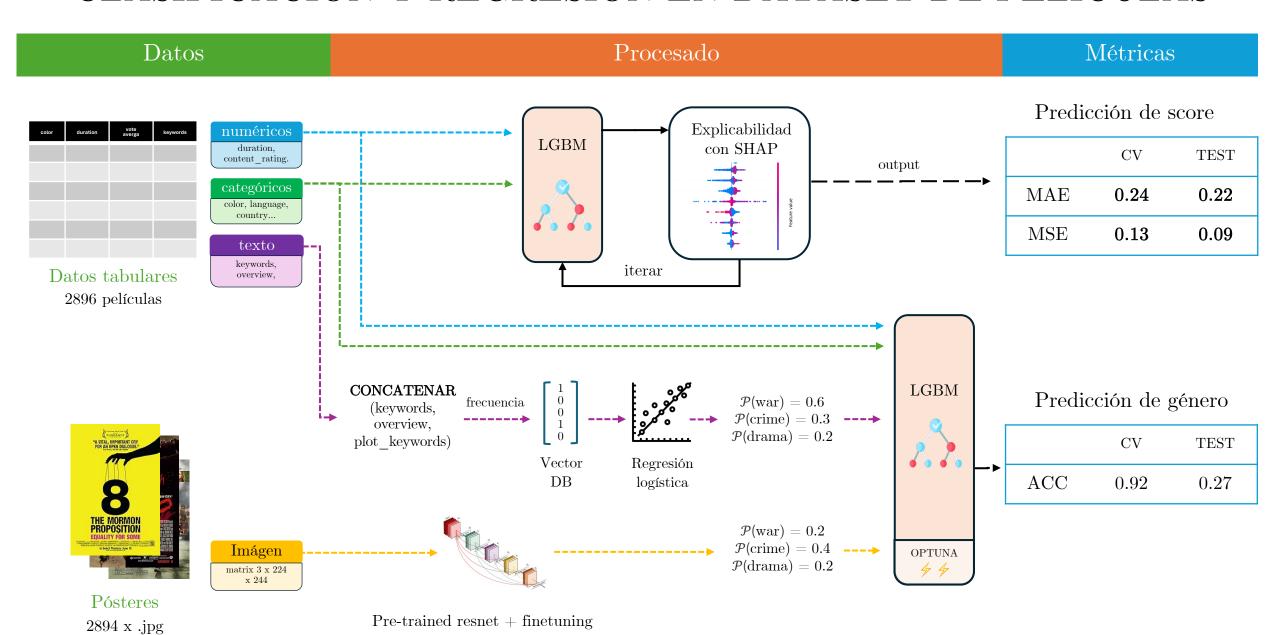
Marco Pérez González

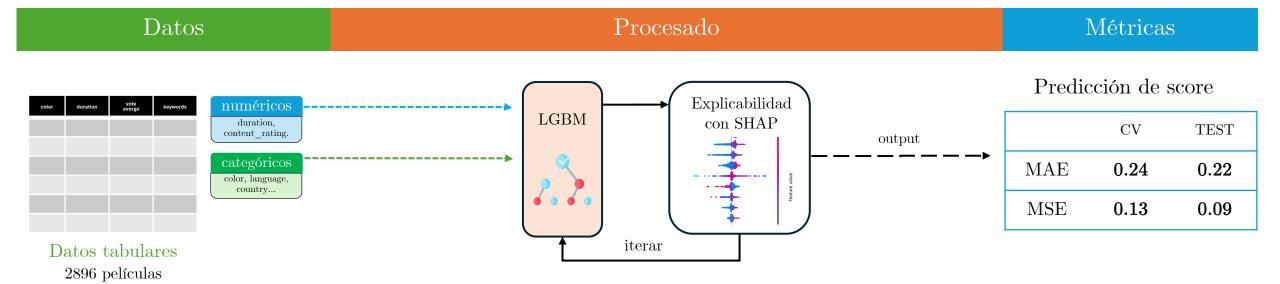
David Cano Rosillo José Javier Román Camacho

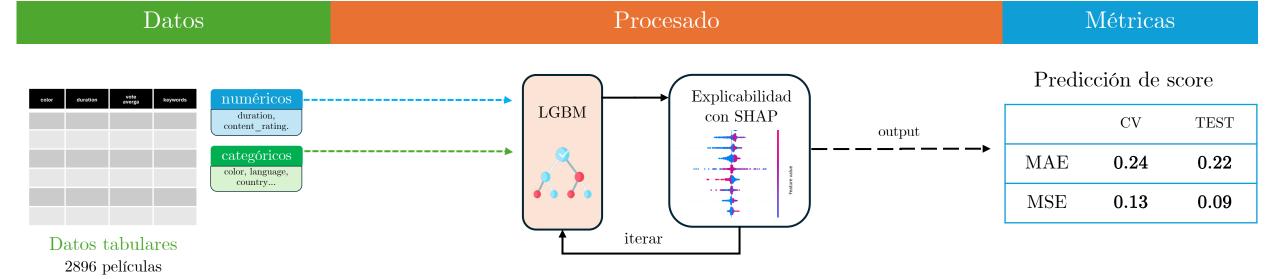
 $\begin{array}{c} \text{marco.perez} \\ \text{@alumnos.upm.es} \end{array}$ 

 $\begin{array}{c} {\rm david.cano.rosillo} \\ {\rm @alumnos.upm.es} \end{array}$ 

josejavier.roman @alumnos.upm.es

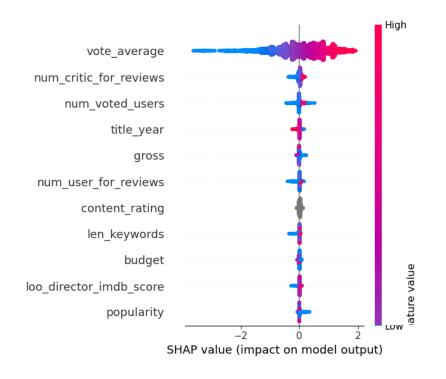


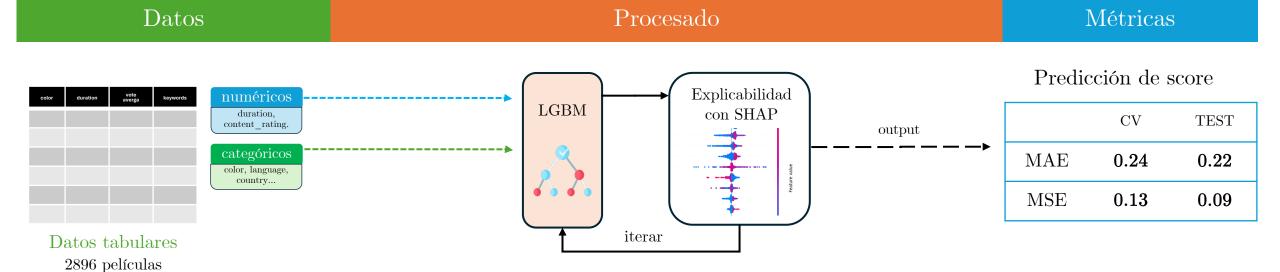




#### Ingeniería de características

- Variables asociadas a los directores (LOO target encoding)
- Variables asociadas a longitudes (del reparto, descripciones, etc)
- Proporciones de likes en facebook (película, actores, etc)

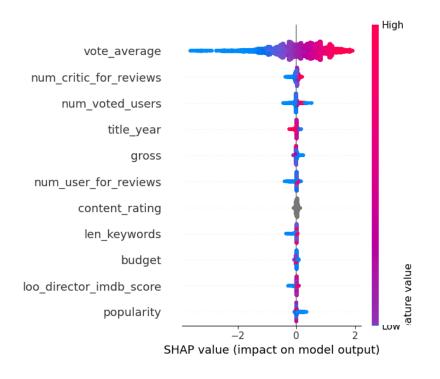


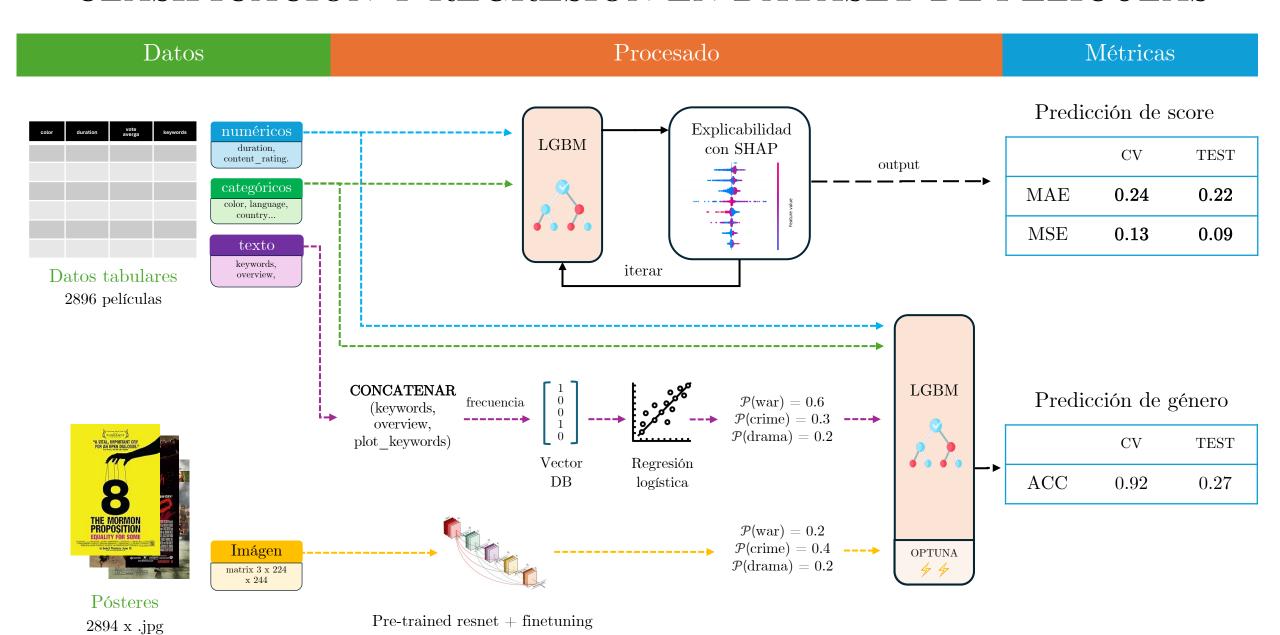


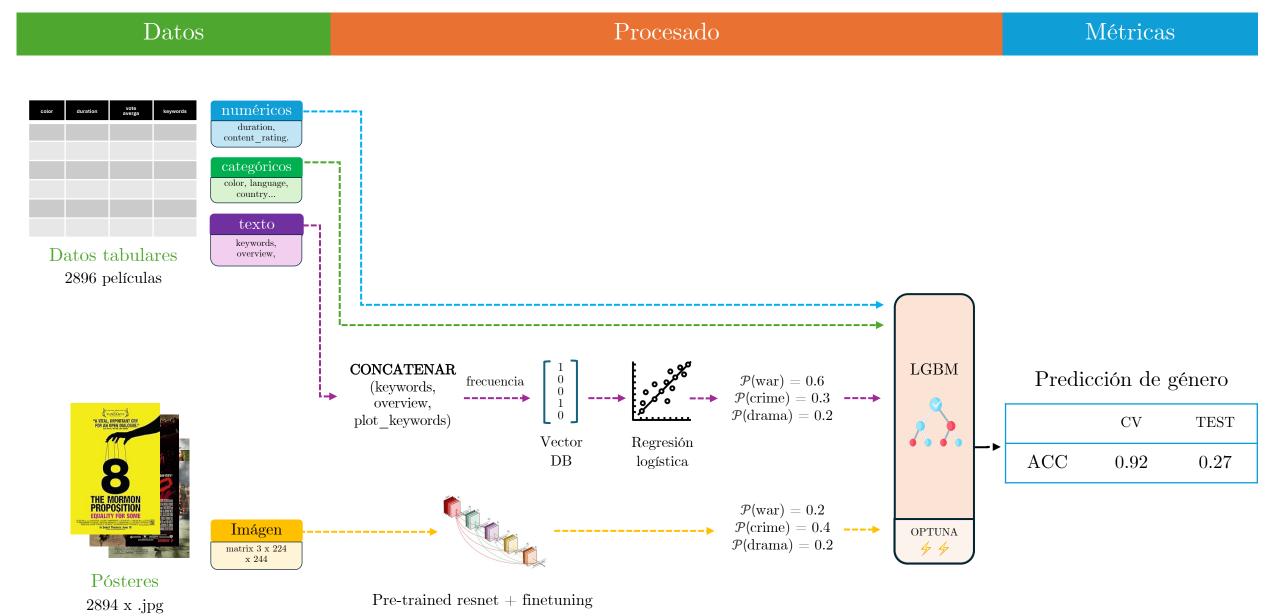
#### Ingeniería de características

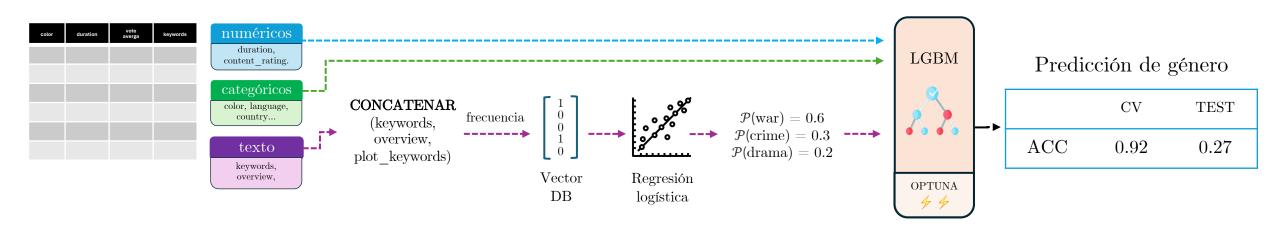
- Variables asociadas a los directores (LOO target encoding)
- Variables asociadas a longitudes (del reparto, descripciones, etc)
- Proporciones de likes en facebook (película, actores, etc)



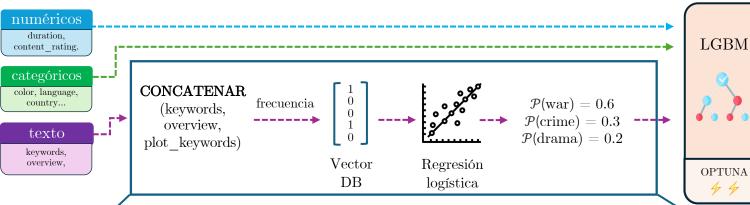






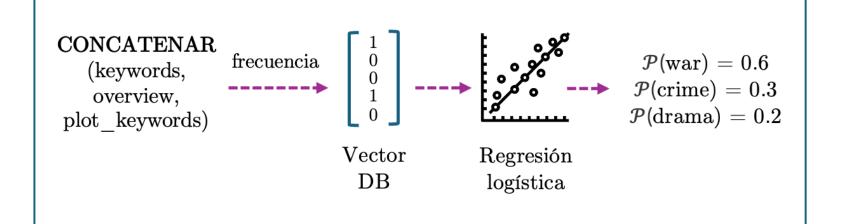


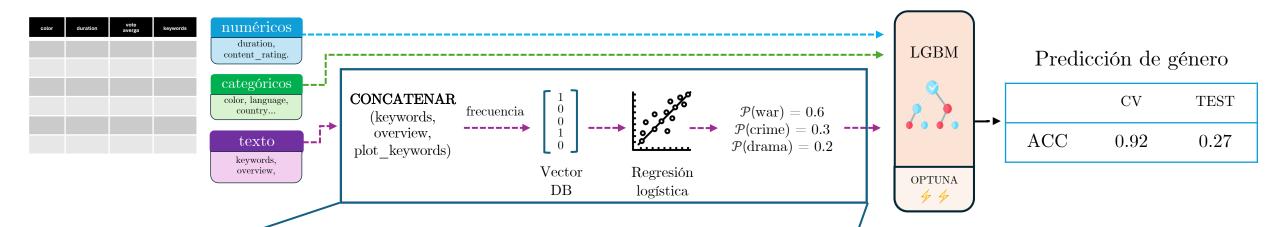


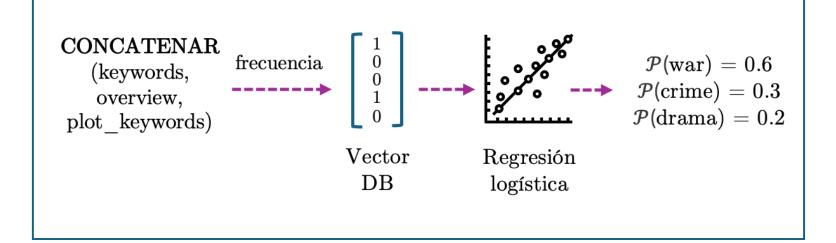


Predicción de género

	CV	TEST
ACC	0.92	0.27

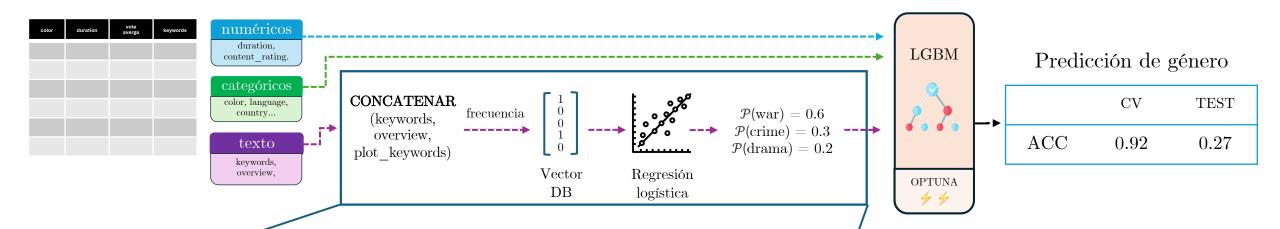


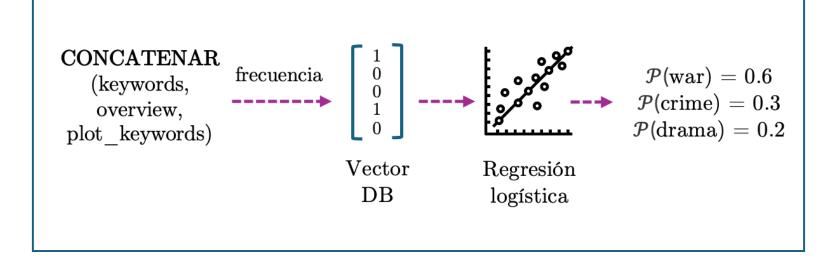




#### Cosas que no funcionaron

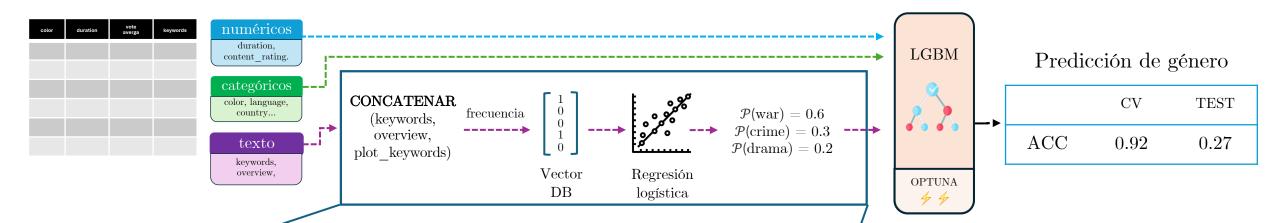
- BERT
- CountVectorizer

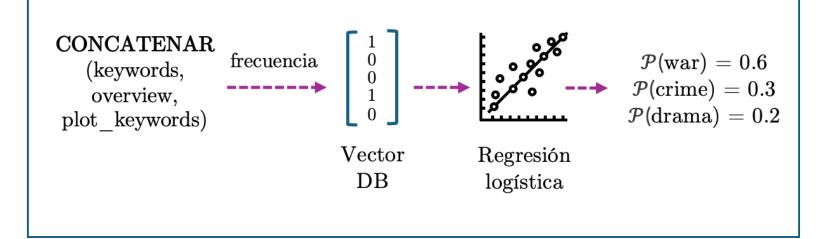




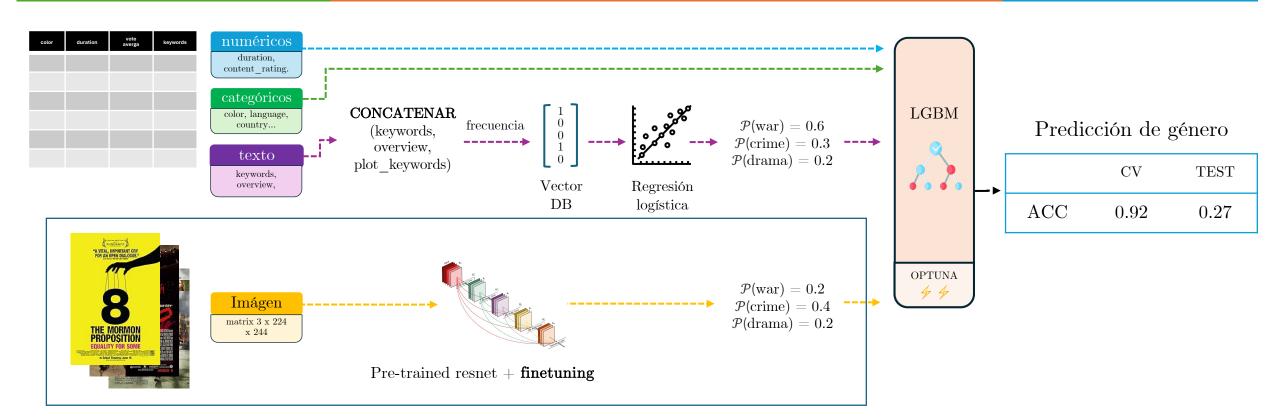
AUC			AUC	
GENRE		GENRE		
Western	0.990389	Crime	0.910368	
War	0.985437	Fantasy	0.890410	
Horror	0.956172	Action	0.888968	
Documentary	0.954239	Romance	0.867276	
Music	0.947796	Adventure	0.866570	
Science Fiction	0.946767	Thriller	0.865806	
History	0.929853	Comedy	0.854768	
Animation	0.923654	Mystery	0.824911	
Family	0.917338	Foreign	0.490550	

Métricas

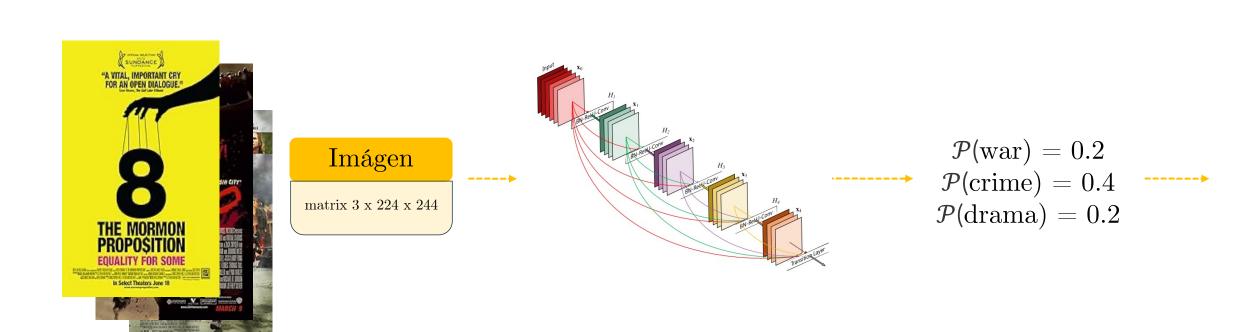


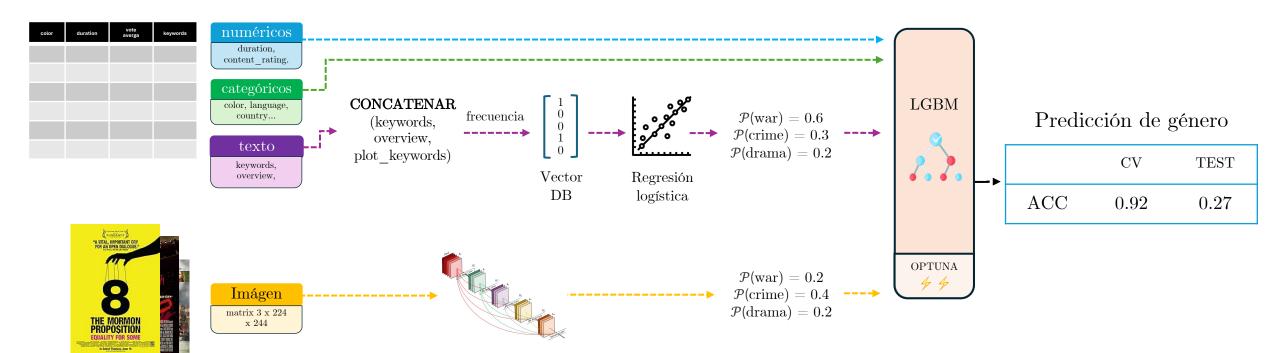


"Nuestro objetivo es generar las mejores features para LGBM"



# Pre-trained resnet + finetuning





Pre-trained resnet + **finetuning** 



$$\mathcal{P}(\mathrm{war}) = 0.6$$
  
 $\mathcal{P}(\mathrm{crime}) = 0.3$   
 $\mathcal{P}(\mathrm{drama}) = 0.2$ 

$$\mathcal{P}(\mathrm{war}) = 0.2$$
  
 $\mathcal{P}(\mathrm{crime}) = 0.4$   
 $\mathcal{P}(\mathrm{drama}) = 0.2$ 

## LGBM



Predicción de género

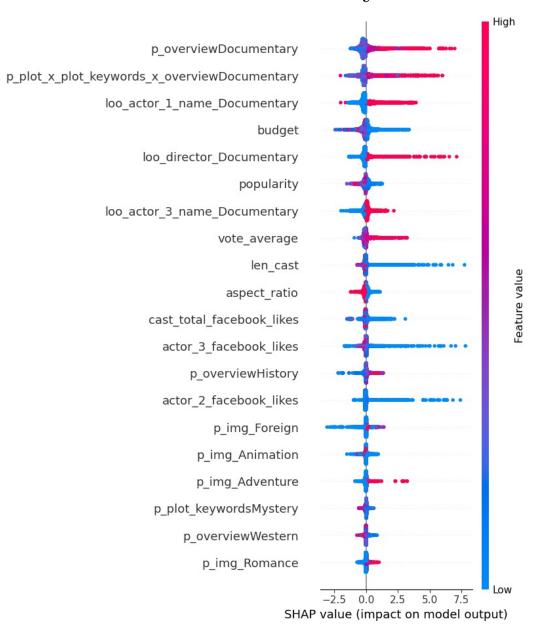
	CV	TEST
ACC	0.92	0.27

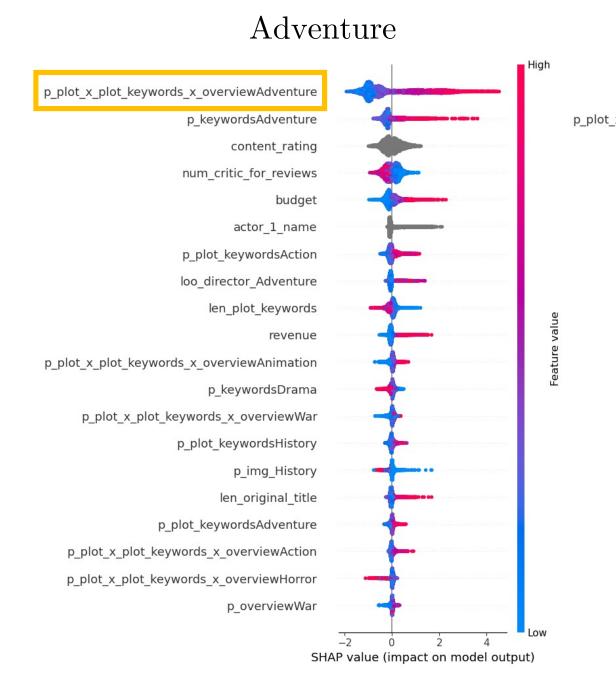
OPTUNA

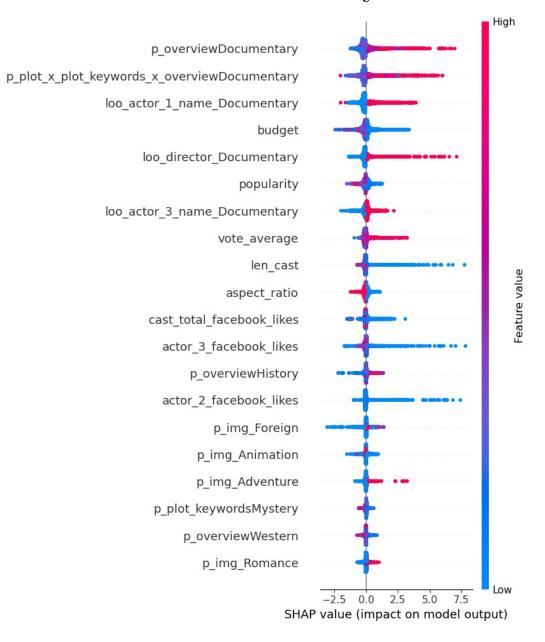
4 4

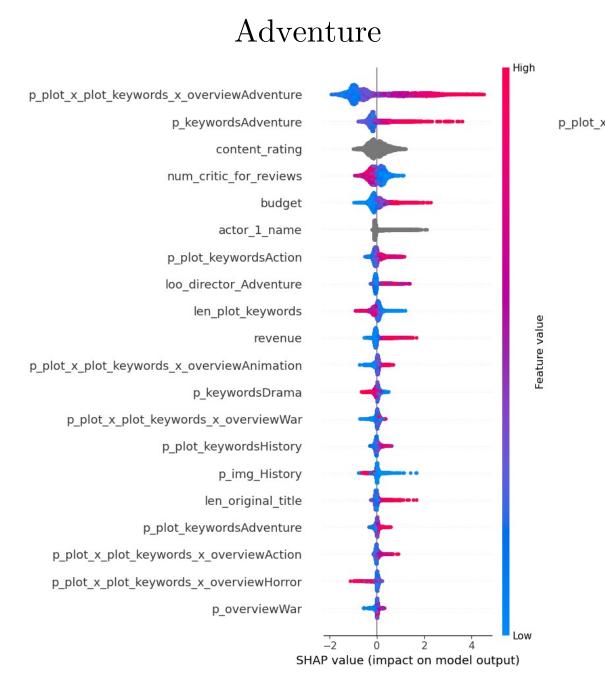
#### Adventure p\_plot\_x\_plot\_keywords\_x\_overviewAdventure p keywordsAdventure content rating num\_critic\_for\_reviews budget actor 1 name p\_plot\_keywordsAction loo\_director\_Adventure len\_plot\_keywords Feature value revenue p\_plot\_x\_plot\_keywords\_x\_overviewAnimation p\_keywordsDrama p plot x plot keywords x overviewWar p\_plot\_keywordsHistory p\_img\_History len\_original\_title p\_plot\_keywordsAdventure p\_plot\_x\_plot\_keywords\_x\_overviewAction p plot x plot keywords x overviewHorror p overviewWar

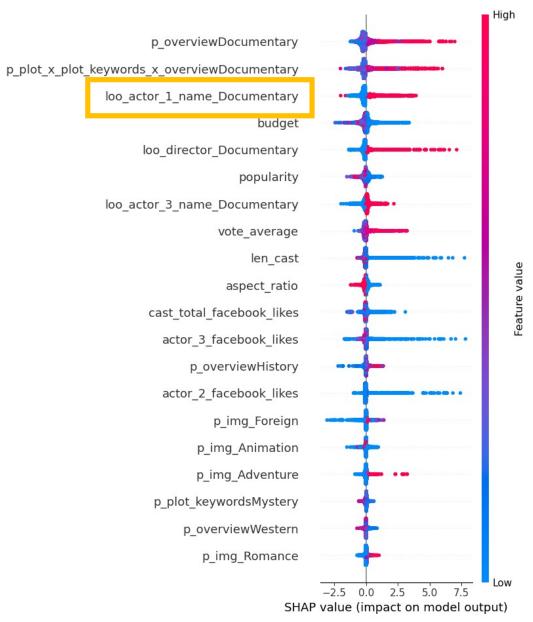
SHAP value (impact on model output)





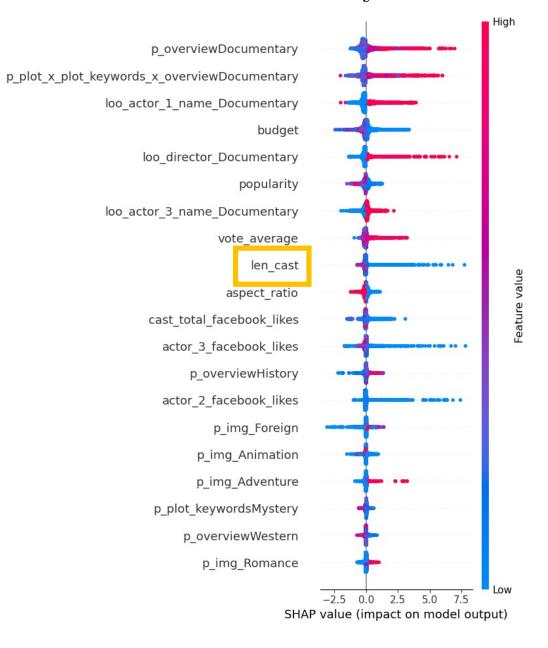






## Adventure p\_plot\_x\_plot\_keywords\_x\_overviewAdventure p keywordsAdventure content rating num\_critic\_for\_reviews budget actor 1 name p\_plot\_keywordsAction loo\_director\_Adventure len\_plot\_keywords Feature value revenue p\_plot\_x\_plot\_keywords\_x\_overviewAnimation p\_keywordsDrama p plot x plot keywords x overviewWar p\_plot\_keywordsHistory p\_img\_History len\_original\_title p\_plot\_keywordsAdventure p\_plot\_x\_plot\_keywords\_x\_overviewAction p plot x plot keywords x overviewHorror p overviewWar

SHAP value (impact on model output)



## Adventure p\_plot\_x\_plot\_keywords\_x\_overviewAdventure p keywordsAdventure content rating num\_critic\_for\_reviews budget actor 1 name p\_plot\_keywordsAction loo\_director\_Adventure len\_plot\_keywords Feature value revenue p\_plot\_x\_plot\_keywords\_x\_overviewAnimation p\_keywordsDrama p\_plot\_x\_plot\_keywords\_x\_overviewWar p\_plot\_keywordsHistory p\_img\_History len\_original\_title p\_plot\_keywordsAdventure p\_plot\_x\_plot\_keywords\_x\_overviewAction p plot x plot keywords x overviewHorror p overviewWar

SHAP value (impact on model output)

