#### **Al Bootcamp**

## Project 2, Week 1

Module 16 Day 1

- 1 List the requirements for Project 2.
- Describe the purpose of your project and the problem you aim to solve, analyze, or visualize.



## Time to divide into **teams**!



## Introduction to Project 2



#### **Project Goal**

Use Machine Learning to make predictions that can be applied to solve a real world problem.

- 1 Implement an ML model with appropriate preprocessing and data cleaning. (25 points)
- 2 Optimize the model and display the performance. (25 points)
- 3 Document your project using a well formatted GitHub README. (25 points)
- 4 Present findings in a slideshow presentation. (25 points)

#### **ML** in Practice

Examples of ML-related projects:

01

Create an algorithm that analyzes credit scores and predicts consumer personal-loan eligibility.

02

Using geological data with a classification algorithm, determine which cities are at high risk of an earthquake.

03

Using historical box score data, train an algorithm to predict the winner of baseball games.

04

Train an image classifier to assess property value, which could then be used to calculate insurance quotes.



#### **Project Tips**

Follow these suggestions to make your project flow smoothly:

- 01
- Start by finding a dataset that has a well defined target column.
- 02

Briefly explore the data using EDA.

03

Within the first few hours, quickly create a simple "baseline" model using whatever numeric data is available.

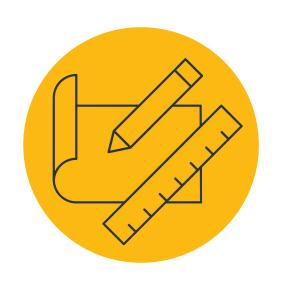
04

As you preprocess, regularly train models to compare with your baseline model to see if your model's performance is improving.

05

Instead of setting a goal of a particular accuracy score, focus on making models that get progressively better.



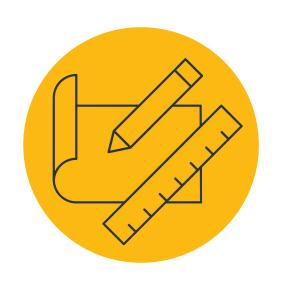


### **Project time!**

Work with your groups for the remainder of class.



# **Break**15 mins



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Next

In the next lesson, you'll continue to work on your project.



## **Questions?**

