

## Daily Log

### Monday, February 10

Added map compatibility to UI, need to make it so clicking a location in the map returns coordinates parseable by program for model.

### Tuesday, February 11

Began working on enabling coordinate compatibility within model for greater granularity in model input. Trying to finish up UI element this week or next week and model compatibility the following week.

### Thursday, February 13

Fixed github error where it wouldn't let me push due to my model file being too large for the system. Used github large file storage to enable to upload model.joblib file.

## Timeline

Date	Goal	Met
January 27-February 1	Find if a geographical dataset exists that would be plausible for usage as model inputs.	Yes, wasn't able to find a more specific geographical region database, will continue looking as I move forward with my project.
February 2-8	Decide whether to continue pursuing original network idea, a "flipped" implementation, or one with more geographical denominations.	Yes, decided against use of inverted model.
February 9-15	Based on previous weeks results, either continue original network idea and start making it more robust or pursue "flipped implementation"	Yes, working on map UI implementation and coordinate compatibility
February 16-22	Finish data filtration and implement coordinate-based input for model.	
February 23-29	Finish coordinate-based input for model.	

## Reflection

The bulk of this week I worked on continuing to implement my new, coordinate based input for my UI and my model. For the UI this will look like a world map that the user can click on that will return location coordinates that will be run through my model. In order to increase the effectiveness of this method, I will need to classify coordinates within specific regions. These regions need to have a higher granularity than my original model (countries) in order to increase accuracy of results from my original model.