Programming projects:
This course includes 4 guided programming projects. They will be distributed at the beginning of the course. They will involve filling in relatively short pieces of code in a python notebook and sometimes brief analysis of results.

For submission instructions, check with your session lecturer which may be via github or isvc depending on your section. Submission deadlines may be different in each section but generally are the Sunday following your live session for the week specified below. Check your instructor's specific requirements!!!

Late submissions will be accepted up to 1 week past the deadline with a 10% penalty, but you need to let your instructor know if you'll be submitting late.

You may work alone or in groups but you need to write your own code. Discussion, especially about programming issues, on the wall is encouraged.

Project 1 Due: Week 3
Project 2 Due: Week 5
Project 3 Due: Week 9
Project 4 Due: Week 12

Final project:
At the midway point in the course, your instructor will share details about the final project. You'll choose from a list of relevant Kaggle competitions, run experiments, write up a notebook summarizing your work and key results, and give a short presentation in the final live session. You are strongly encouraged to work in groups.

Baseline submission: Week 10
Check-in with instructor: Week 12
Notebook due and in-class presentation: Week 14

Grading:
Final grades will be based on
4 Projects: 60%
Final project: 35%
Participation: 5%

Programming environment:
All the projects should run fine on your personal computer. Install python, ipython notebook, numpy, matplotlib, and scikit-learn. A number of other useful packages will be introduced during the semester.

Both Enthought and Anaconda are free python distributions that include all the relevant packages.