



NOTES:

Assignment and Grading Procedures

- Competition Results (50%): The course's modules will be held as competitions. Students will be randomly divided into teams at the start of each module. Half of the marks for competition results will be awarded based on a team's performance relative to other teams, and the other half will be awarded based on a team's performance relative to objective baselines.
- Competition Writeups (30%): At the end of each module, each team will provide a short report describing their code, methods and thought processes.
- Homework (20%): Problem sets will be assigned (to be done individually) following the methods taught in the lectures

Materials

MATERIALS + SUPPLIES:

Access to high-speed internet.

RECOMMENDED READING:

Hands-On Machine Learning with Scikit-Learn and TensorFlow: Concepts, Tools, and Techniques to Build Intelligent Systems (A. Geron, 2017, O'Reilly)

Deep Learning (I. Goodfellow and Y. Bengio and A. Courville, 2016, MIT Press)

Machine Learning: A Probabilistic Perspective (K.P. Murphy, 2012, MIT Press); Elements of Statistical Learning (T. Hastie et al.)
