

FACULTY OF ENGINEERING
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

ML-a-thon (Machine Learning Hackathon)

Date: 15th and 16th November, 2017.

Time: 9 to 4:00 pm

Venue: Open Source Lab, Kengeri Campus, Christ University, Bengaluru

Organizers/s:

Name: Mr. Arjun Kashyap (Speaker), Mr. Jaswant Kesaria

Organization and Place: Christ University, Bengaluru (Internal).

Sponsored by: SmartHive.AI

Target Audience (Students): 4th and 6th Semester Students

Total Students' Present: All registered participants for the event.

OBJECTIVE:

To create awareness on Machine Learning.

POSSIBLE LEARNING OUTCOMES:

1. To understand basic concepts of Regression and Classification
2. Encourage Team Work
3. To apply Machine Learning techniques for the given problem statement.

SUMMARY:

ML-a-thon was a brainchild of the students of Computer Science and Engineering Department. This event had a machine learning workshop which was followed by a hackathon. This event was sponsored by a Bengaluru based startup, SmartHive.Ai. This startup is into Home Automation which usually includes Machine Learning in it. The workshop was taken by Arjun Kashyap, a 6th semester B.Tech Student. The syllabus taught in the workshop was verified by the startup and also by the faculty at Faculty of Engineering, Christ University. During the workshop the various application of machine learning and also the practical implementation of Regression and Classification were taught to the participants. In Regression, Multiple Linear Regression and Random Forest Regression were taught while in Classification, Naive Bayes, Random Forest Classification, Support Vector Classification,



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Logistic Regression were taught. Also, a method of backward elimination was taught to refine the machine learning model being used. The overall feedback of the workshop was very good. And at the end of the workshop the dataset for the hackathon was also given to the participants. The judging criteria for the hackathon had two parts, part one consisted of the time of submission and the accuracy of the machine learning model being used. There were several submissions for the hackathon which were quite interesting and eligible to win.



Facilitators

1. Arjun Kashyap

Volunteers

1. Rahul B. George
2. Madhavendra Singh Negi
3. Tsering Losel

In conclusion, this report would like to state that the workshop was in overall a success; the participants exuded an overall feeling pleasure and gratitude. It seemed to be well managed, and time delays were kept to a minimum. After sessions the participants had healthy debates on the field of data sciences which was a promising sign.



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CONSOLIDATED FEEDBACK ANALYSIS:

Sl No	Faculty Name	Signature / Remarks
1.	Mr. Vinai George Biju	
2.	Mrs. GokulaPriya	
3.	Mr. Naveen J	
4.	Mr. Gerard Deepak	

Head of the Department