ASSIGNMENT 3
FEATURE ENGINEERING STUDIO
PROFESSOR RYAN S.J.d. BAKER
FEATURE ENGINEERING 1
"BRING ME A ROCK"
DUE IN CLASS, MONDAY SEPTEMBER 30

The goal of this assignment is to start playing with some initial feature engineering.

Step 1: Open your data in excel

Step 2: Create some features that may explain your ground truth variable

- At least 12 separate features that are not just variations on a theme
- "time for last 3 actions" and "time for last 4 actions" are variations on a theme
- "time for last 3 actions" and "total time between help requests and next action" are two separate features, even though they both involve time

Step 3: For each feature

- Write a 1-3 sentence "just so story" for why it might successfully predict the ground truth variable

Step 4: For each feature

- Test how good the feature is
- See class lecture slides for some possible tests
- Other metrics are fine too

Step 5: Which of your "just so stories" seem to be correct? Did any of your feature correlate in the opposite direction from what you expected?

Step 6: Email me your report and your excel sheet