

Introduction to Machine Learning 2026 – Project Information / Schedule

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Where? Everything will be made available online at <https://project.las.ethz.ch/>. You will need to be in the ETH network or use the VPN to access the server.

When? The server will be online starting from February 23, 2026. You may then solve an ungraded task. This allows you to get familiar with the whole process (signing in to the server, forming a group, reading the task description, submitting solutions and handing in the task). While this is optional, we strongly advise you to do so. After the ungraded task, there are four graded tasks (graded pass-fail) that are released throughout the semester. The following schedule provides you with **tentative overview** of the hard deadlines:

	Task release	Task deadline	Graded?
Task 0	Thu, 23 Feb 2026, 15:00 CET		No
Task 1	Mon, 9 Mar 2026, 15:00 CET	Fri, 27 Mar 2026, 23:59 CET	Yes
Task 2	Mon, 30 Mar 2026, 15:00 CET	Fri, 17 Apr 2026, 23:59 CET	Yes
Task 3	Mon, 20 Apr 2026, 15:00 CET	Fri, 8 May 2026, 23:59 CET	Yes
Task 4	Mon, 11 May 2026, 15:00 CET	Fri, 29 May 2026, 23:59 CET	Yes

Do you provide deadline extensions? It is your responsibility to hand in the tasks properly and on time. We neither send reminders nor grant deadline extensions. If you fail to submit your final solution including the project report before the deadline, it is graded as fail.

Are groups allowed? You are allowed to work in groups of 1-3 students, but it is your responsibility to find a group. You can search for teammates by posting on the Moodle forum. You may use the same group for all tasks or choose different groups for the different tasks. After confirming the group for a task, **you may not disband it or change its members.** All details on signing up as a group will be available at <https://project.las.ethz.ch/>. You are only allowed to collaborate within your group. In particular you may not share code or provide details on how to solve the task to students outside your group. You may discuss general non-task specific questions about the contents of the lecture freely with other students. Every member of a group must complete the final submission/hand-in individually. The solutions/predictions for a project task in form of a .csv can be uploaded by one group member and then are available to all group members. However, each group member must upload their own video summary, which, should differ among team member and students more generally

Grading Each task is graded as **pass or fail**. Each task will be graded using the **public score**. The public score can be seen immediately when you submit to the leaderboard. We will publish one public baseline per task. Beating the public baseline score guarantees you a pass grade. Failing to beat the public baseline score grants you a fail grade.

Before each project deadline, you must select one submission that will be your final submission for that task and provide a public link to a maximum one minute long video explaining your approach. Make sure that we can access the link till the 1st of November, 2026. Each member of the team must individually prepare and submit their own video. Submissions that are not handed-in, do not have a video that we can access until the 1st of November, 2026, or have a video exceeding the 1 minute threshold will not be graded, and you will receive a fail grade for the task. For generating the video link, please use the [ETH Polybox](#) service, upload your video there and generate a shareable link (see this [documentation](#) for more detail). **You need to pass 3/4 projects to be eligible for the final exam.**

Originality and Plagiarism The code must be **original work** by the group that submits it. The **use of open-source libraries is allowed** and encouraged, except code that could reasonably be considered a solution to this or previous years' IML projects. We do not allow copying the work of other groups/students outside the group (including work produced by students in previous versions of this course). **Publishing project solutions online is not allowed and use of solutions from previous years in any capacity is considered plagiarism.** We will run a plagiarism check and, if strong evidence is found, we reserve the right to let the respective students or the entire group fail in the IML 2026 course and take further disciplinary actions.

Although not strictly forbidden, we discourage the use of Github Copilot or similar code/language generation tools for writing code. **We expect that if such tools are used, the tools used are stated in the video submission explaining the solution (see above).** While it will have no effect on your grade or if a solution passes or fails, it may affect the awarding of prizes for best solutions (see below). We discourage these tools because we feel that the best way to understand the material is to write the code yourself referring to just the lecture material, source papers and documentation of any libraries used. The projects are designed in a way that you should be able to complete them in a reasonable amount of time using this approach. For the purposes of disclosing what generative AI tools you used to write code, we don't need you to disclose using e.g. basic code autocompletion such as those used in the default setup of Sublime Text 3.

Projects Competition At the end of the semester, we will select one top-performing team per task, **awarding them a certificate and a prize** for their performance. Selection will be based on the team's ranking on our public and private leaderboards, as well as the creativity of their solution. The prize details will be revealed at the semester's end. The private leaderboard is based on a separate test using a hidden dataset or environment. While you'll receive feedback on your public score, the private rankings will remain confidential to prevent overfitting to the public score. Your model should be capable of generalising to the private test set. Creativity will be assessed by our TAs through your video submission.