



Constructing PipeOps

po(.obj)

Shortcut to extracting existing PipeOp
(it's preferred to creating your own).

.obj

If string, then returns PipeOp from
`mlr_pipeops$get(.obj)`; otherwise,
PipeOpLearner or PipeOpFilter, if .obj is
Learner or Filter respectively

Operators

`%>>`(g1, g2)

Pipe operator that makes connection
from a Graph or PipeOp to another.

g1

Graph or PipeOp with one output
channel (or as many as g2 inputs)

g2

Graph or PipeOp with one input
channel (or as many as g1 outputs)

class Graph

\$add_pipeop(op)

Adds disconnected PipeOp to graph.

op

A PipeOp object to append

\$train(input)

Traverses PipeOps within graph and
calls `$train()` on each.

input

Task object, but it depends on PipeOps
within graph

\$predict(input)

Creates prediction on trained graph.

input

Task object, but it depends on PipeOps
within graph

\$plot(html)

Illustrates pipe flow in graph form.

html

Boolean indicating whether to use
`igraph` or produce `htmlWidget`

Graph manipulation

gunion(graphs)

Creates Graph with disconnected
graphs from list.

graphs

List of Graphs or PipeOps to join in one
Graph

greplicate(graph, n)

Creates *n* disconnected copies of Graph
or PipeOp.

graph

Graph or PipeOp to replicate

n

Number of copies to create

branch(...)

Creates Graph with multiple branches.

...

Graphs or PipeOps with exactly one
output, each for its own branch