

EnergySHR Portal v4

Running an Algorithm on a Selected Dataset



Manual



Prerequisite

Follow the previous tutorials about publishing a dataset and algorithm. Make sure to publish a dataset with compute access.

Allowing Algorithms to run on a dataset is always managed from the dataset side. Typically the dataset is the asset to be protected from external parties as the dataset might be sensitive in nature. In order to allow algorithms to run on your dataset you will have to edit an existing dataset with compute access type. You cannot run algorithms via the portal on download datasets!

Edit the Dataset

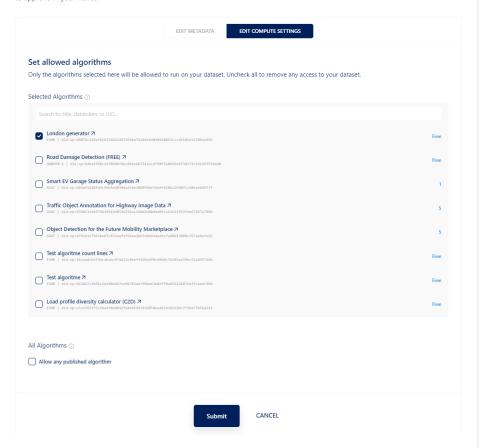
- Click on Edit Asset
- Select the EDIT COMPUTE SETTINGS tab
- Check the algorithm(s) that you want to run on the dataset
- · Click on Submit

Commented [c.1]: is dit wat hieronder beschreven staat?



Edit SmartMeter Energy Consumption Data in London Households

 $\label{thm:compute} \mbox{Updating metadata or updating compute settings will create an on-chain transaction you have to approve in your wallet.}$

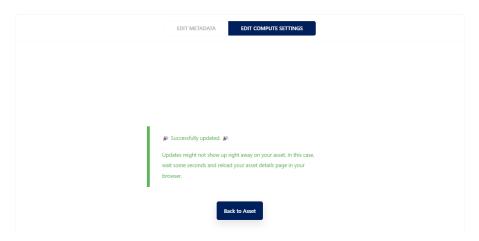


• If everything goes well a success message will be displayed



Edit SmartMeter Energy Consumption Data in London Households

Updating metadata or updating compute settings will create an on-chain transaction you have to approve in your wallet.

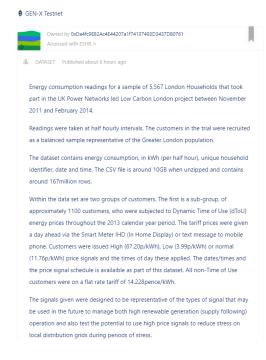




Run the algorithm on the dataset

- Go back to the edited asset details page
- The algorithm(s) that you attached to the dataset should be available for selection now
- Select the algorithm using the radio button
- Click on Order Compute Job

SmartMeter Energy Consumption Data in London Households

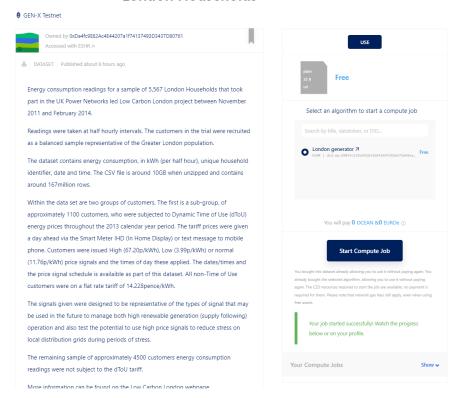






 If everything goes well you should see a status indicator and afterwards a success message will be displayed

SmartMeter Energy Consumption Data in London Households



 As the message says you can click the "Show" link on the "Your Compute Jobs" section or visit your profile → Compute Jobs to watch the progress



• After it finishes, click on Show Details and get the results