HyperParam (Dimension)

_cb

register_callback(p_cb)

callback_on_change(p_value)

HyperParamSpace (ESpace)

HyperParamTupel (Element)

Adaptive (Log, LoadSave)

C_TYPE = 'Adaptive'

C_NAME = '????'

C_BUFFER_CLS = Buffer

_adaptivity

_adapted:bool

_hyperparam_space: HyperParamSpace

_hyperparam_tupel: HyperParamTupel

_buffer

__init__(p_buffer_size=0,
          p_ada=True,
          p_logging=True)

_init_hyperparam()

get_hyperparam()

switch_adaptivity(p_ada)

set_random_seed(p_seed=None)

get_adapted()

_set_adapted(p_adapted)

adapt(*p_args)

_adapt(*p_args)

clear_buffer()

AdaptiveFunction(Adaptive,Function)

_threshold

_mappings_total

_mappings_good

__init__(p_input_space:MSpace,
          p_output_space:MSpace,
          p_output_elem_cls=Element,
          p_threshold=0,
          p_buffer_size=0,
          p_ada=True,
          p_logging=True)

adapt(p_input: Element,
       p_output: Element): Bool

_adapt(p_input: Element,
        p_output: Element): Bool

get_maturity()

Scenario (Log, LoadSave)

C_TYPE = 'Scenario'

C_NAME = '????'

__init__(p_logging=True)

get_model(): Adaptive

reset(p_seed)

run( )

TrainingResults (Saveable)

scenario

ts_start

ts_end

duration

score

trained_model: Adaptive

__init__(p_scenario:Scenario)

Training (Log)

C_TYPE = 'Training'

C_NAME = '????'

__init__(p_scenario:Scenario,
          p_hp_tuner:WrHPTuner2MLPro,
          p_num_hpt_trials=0,
          p_logging=True)

get_scenario(): Scenario

reset()

run()

_objective_function( ): float

_run(): TrainingResults

get_results(): TrainingResults

WrHPT2MLPro (Log)

C_TYPE = 'Hyperparameter Tuner'

C_NAME = '????'

maximize(p_ofct, p_model, p_num_trials)

WrHPTHyperopt2MLPro (WrHPT2MLPro)

C_NAME = 'Hyperopt'

maximize(p_ofct, p_model, p_num_trials)

_ofct_hyperopt(...): float

WrHPTOptuna2MLPro (WrHPT2MLPro)

C_NAME = 'Optuna'

maximize(p_ofct, p_model, p_num_trials)

_ofct_optuna(p_trial): float

WrHPTRayTune2MLPro (WrHPT2MLPro)

C_NAME = 'RAY Tune'

maximize(p_ofct, p_model, p_num_trials)

_ofct_raytune(...): float

Legend:

Depends on

Inherits from

method()   New/inherited method/attribute to be implemented

method()   Method/attribute is already implemented