

Neural Prophet. Second peer review.

The improvements to our pipeline proposed by the reviewers were very useful. In particular, the team suggested moving parameters from the `catalog.yaml` to `parameters.yaml` and making them accessible via the command-line interface provided by Kedro framework.

We merged their pull request and slightly refactored the rest of the project according to the changes proposed. Likewise, commands in the instruction section in the “readme” were changed accordingly.

This greatly helped us to remove the boilerplate code for the dataset creation (which we were having issues with) as well as made the commands for test execution more descriptive and flexible. These changes would help if the project were to develop in the future as the test configuration can easily be tuned via command-line without the need for writing any code.

Cohortney. Second peer review.

The reviewers pointed out an important problem that arises while using Kedro framework. In particular, Kedro treats all imports relative to the package defined by the user. However, the package itself is not created in the root directory of the project but is located slightly deeper into the structure. Such importing rules by default cause conflicts with IDEs like PyCharm.

To resolve the problem the team suggested making an additional export before running the rest of the commands which makes it possible to use import in PyCharm-like style.

Although this is a reasonable suggestion and this problem has to be solved to avoid confusion if the code were to be used by someone else, in the scope of the course we believe this to be unnecessary as our team will be the only one working with the code. The issue doesn't create problems for reproducing the results.

MMDF. Second peer review.

The proposition of the reviewer to use Hydra is certainly an overkill given the scope of the project as Kedro can deal with most of the issues (see Neural Prophet peer review). However, I find Hydra functionality very useful and will definitely look into it deeper as well as will try experimenting with it in my projects.