End to end Machine Learning



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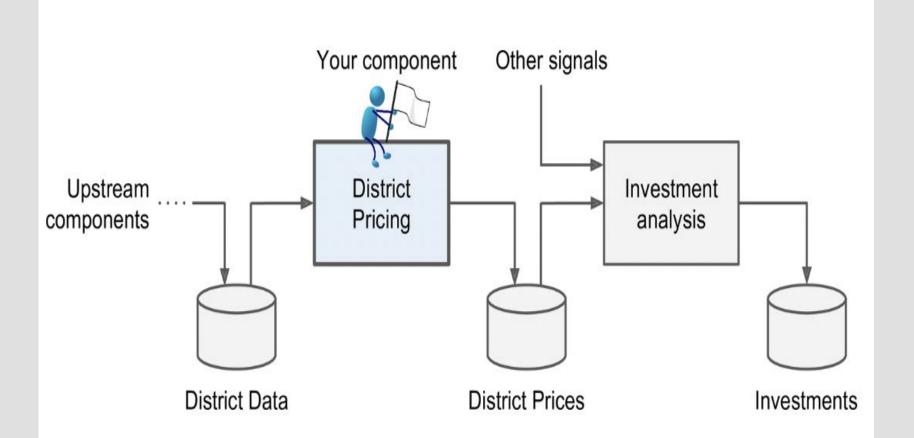
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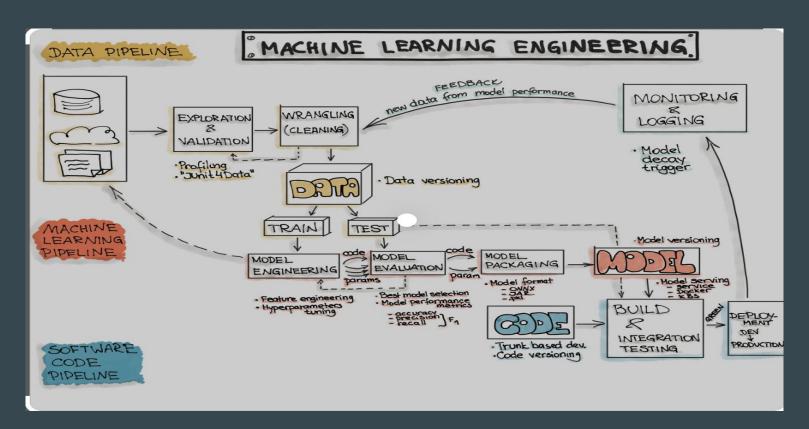
Introduction

End-to-end (E2E) learning refers to training a possibly complex learning system represented by a single model (specifically a Deep Neural Network) that represents the complete target system, bypassing the intermediate layers usually present in traditional pipeline designs.

End to End learning in the context of AI and ML is a technique where the model learns all the steps between the initial input phase and the final output result. This is a deep learning process where all of the different parts are simultaneously trained instead of sequentially.



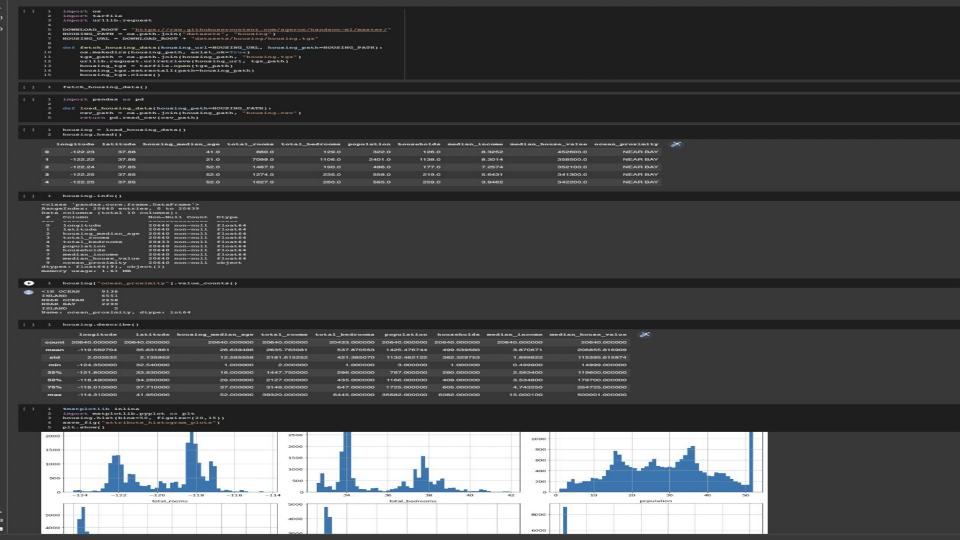
Design



Implementation

Follow the Steps:

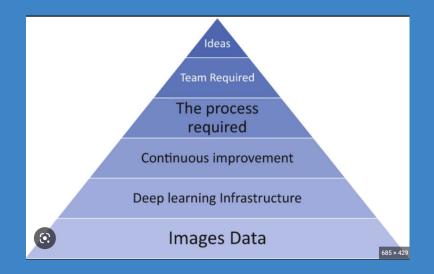
- Look at the big picture
- Get the data
- Discover and visualize the data to gain insides
- Prepare the data for machine learning Algorithms
- Select and train a model
- Fine-Tune your model
- Launch monitor and maintain



```
Pipeline(steps=[('imputer',
                                                                                           SimpleImputer(strategy='median')),
                                                                                          ('attribs_adder',
                                                                                           FunctionTransformer(func=<function add_extra_features at 0x7f86bc86aca0>)),
                                                                                          ('std_scaler',
                                                                                           StandardScaler())]),
                                                                          ['longitude',
                                                                           'latitude',
                                                                           'housing_median_age',
                                                                           'total_rooms',
                                                                           'total_be...
       5.47789150e-02, 1.07031322e-01, 4.82031213e-02, 6.79266007e-03,
       1.65706303e-01, 7.83480660e-05, 1.52473276e-03, 3.02816106e-03]),
                                                           k=5)),
                                        ('svm_reg',
                                        SVR(C=157055.10989448498,
                                            gamma=0.26497040005002437))]),
              n_jobs=4,
             param_grid=[{'feature_selection_k': [1, 2, 3, 4, 5, 6, 7, 8, 9,
                                                   10, 11, 12, 13, 14, 15, 16],
                           'preparation_num_imputer_strategy': ['mean',
                                                                   'median',
                                                                   'most_frequent']}],
              scoring='neg_mean_squared_error', verbose=2)
                                                                                         + Markdown
                                                                               + Code
    grid_search_prep.best_params_
 {'feature_selection_k': 1, 'preparation_num_imputer_strategy': 'mean'}
The best imputer strategy is mean
```

Enhancement Ideas

- End to end can be enhanced using huge amount of data
- Improve the quality of data
- Optimize the hyperparameters
- Use better feature representation
- Experiment with different algorithms
- Use transfer learning
- Regularization techniques
- Use ensemble methods



Conclusion

End to End is indisputably a great tool for solving elaborate tasks. The idea of using a single model that can specialize to predict the outputs directly from the inputs allows the development of otherwise extremely complex systems that can be considered state-of-the-art. However, every enhancement comes with a price: while consecrated in the academic field, the industry is still reluctant to use E2E to solve its problems due to the need for a large amount of training data and the difficulty of validation.

References

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