

Machine Learning Engineering

A foundation for building scalable ML systems

Who am I?



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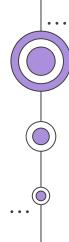
Bridging the Gap

Applying MLE theory to real-world systems



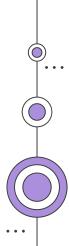
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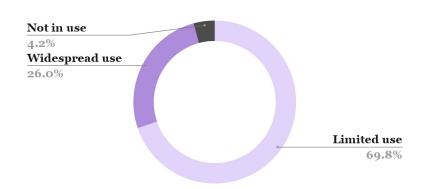
1 Introduction

What is machine learning engineering (MLE)?



The AI Implementation Gap

Global Al Adoption in 2022



New Vantage Partners; <u>Data and AI Leadership</u> <u>Executive Survey 2022</u>





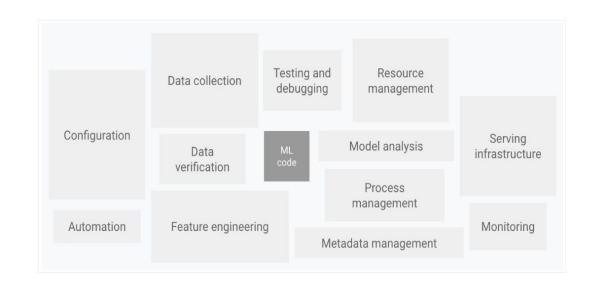
IBM; Global AI Adoption Index

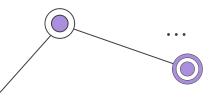
<u>2022</u>

What causes this implementation gap?

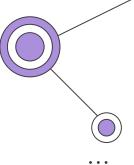
"Only a small fraction of a real-world ML system is composed of the ML code"

— Google Cloud Architecture Center; <u>MLOps Overview</u>





Challenges of productionalizing ML



1

The real world keeps changing

- Model performance decays over time
- Models need to be monitored & retrained

3

The cost of maintainability

- ML products can run for many years
- Effort required to manage legacy code, update Python versions; etc.

2

Costs compound quickly

- Cloud services are "pay per use"
- Model retraining and serving at scale causes small inefficiencies to compound

More challenges come from classical software

Code is fragile

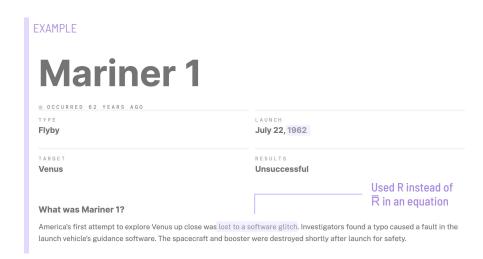
Tiny mistakes can cause major defects, or catastrophic failure

Complexity compounds

How do we separate accidental from essential complexity?

Collaboration has a cost

What's the most effective way for developers to collaborate?



Costed approx. \$18 million, \$170 million in today's money



— Google Inc; Machine Learning: The High

Interest Credit Card of Technical Debt

ML Engineering as the Solution



Improved Quality

Prevents bugs and reduce the scope of their effects



Productivity Boost

Empowers teams to develop new features rather than bug fixes



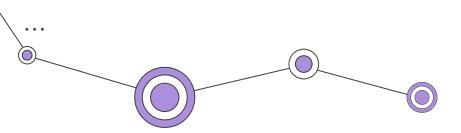
Performance

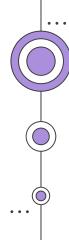
Optimizes ML systems for speed, efficiency, reliability



Reduced Costs

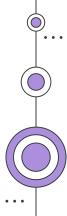
Lowers cloud bills through optimized ML system performance





2 ML Systems

Foundations, development, and maturity



What is a ML system?



Schema

Sampling over Time

Volume

Algorithms

More Training

Experiments

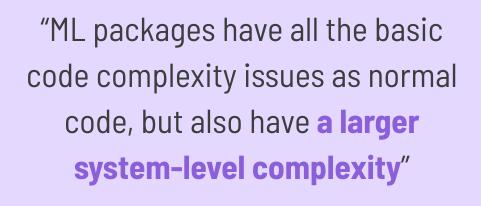


Code

Business Needs

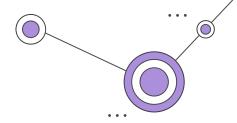
Bug Fixes

Configuration



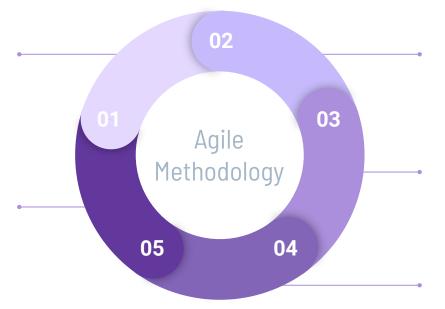


Software engineering as a starting point



Gather user inputs, make product designs

Feedback
Observe user behavior,
software metrics; etc.



Develop

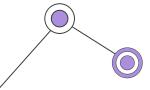
Translate designs into software

Test

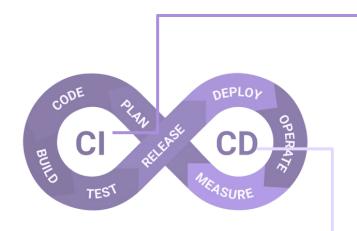
Try to break your code first

Deploy

Release software



Software engineering as a starting point



Continuous Integration

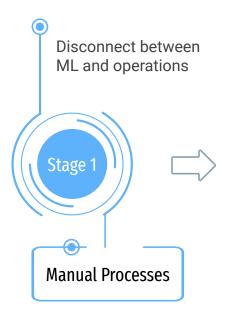
- Automatically integrate and package code from multiple contributors
- Frequently test code to catch bugs quickly

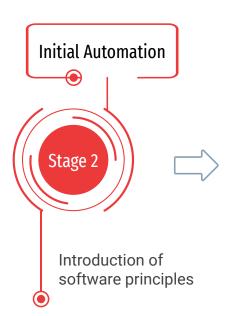
Continuous Delivery

- Run **final tests** in a "mirror" of production environment
- Automate code release in a safe, controllable way
- Monitor systems once in production

Source: Atlassian; Continuous integration vs. delivery vs. deployment

The levels of ML system maturity

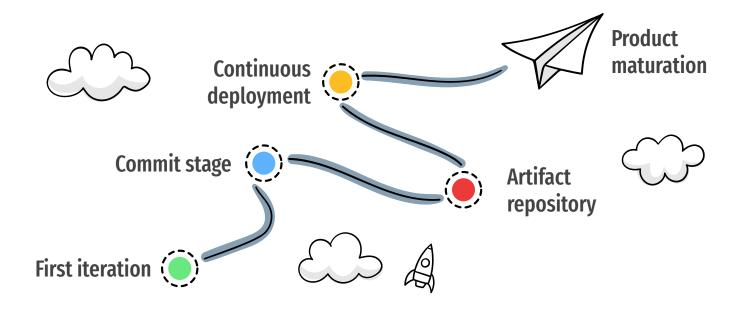


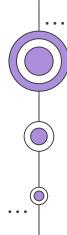




As a product matures, so does the ML system

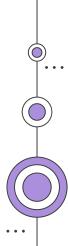
ML system
maturity is a
reflection of
a product's
maturity —
not a team's
capabilities



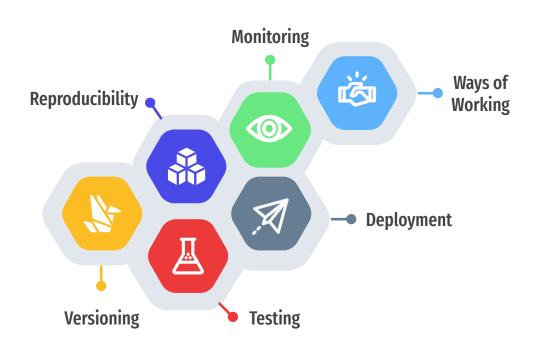


3 MLE Principles

6 core principles for understanding ML systems



Aspects of a ML system



Principles of ML Engineering

There's an implicit order to addressing each of these principles

The requirements for reproducibility



Versioning

Apply version control to:

- Datasets
- Code
- Models



Testing

- Test your software (code) for errors
- Test your data for quality issues
- Test your model to prevent "bad" behavior





Reproducibility

The ability to **recreate** the current state of your **entire ML system**

The requirements for monitoring



Reproducibility

The ability to **recreate** the current state of your **entire ML system**



Deployment

- Separate development from production code
- Release changes in a safe and controlled manner



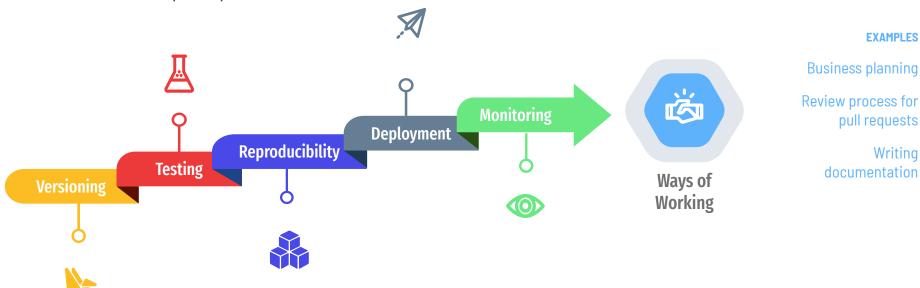


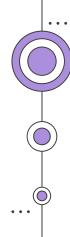
Monitoring

- Track ML system health once in production
- Receive automatic alerts when things go wrong

Ways of working

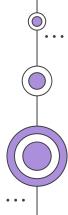
The way a ML Team works is a **reflection of the technical decisions** made with respects to the other 5 MLE principles



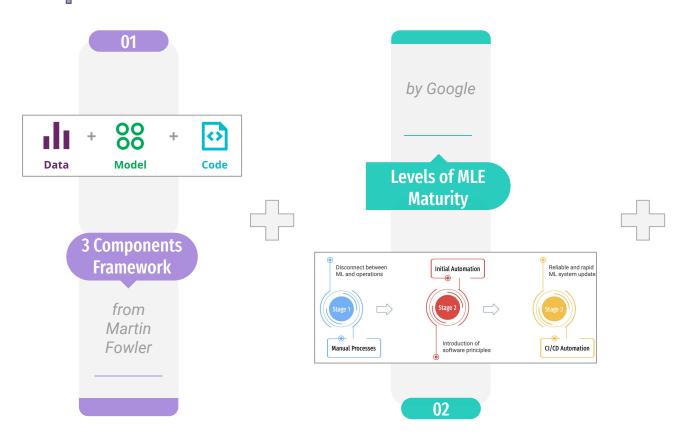


4 Bridging the Gap

Applying MLE theory to real-world systems



Covered ML engineering frameworks



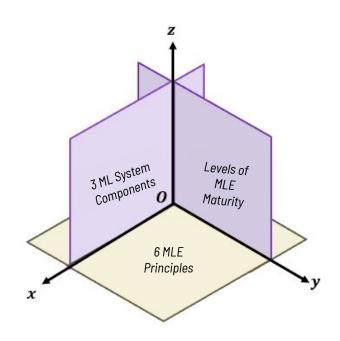


A unified perspective

Main idea. Think of each framework as a "dimension" of ML system

- Every MLE principle has a code, model, and data aspect
- Each aspect of a MLE principle has maturity score of 1, 2, or 3

Level of maturity is not uniform through your system — or in a given MLE principle



An example of real-life ML system analysis



Versioning

Apply version control to:

- Code
- Models
- Datasets

Code

Are you using a tool like Git to version (tag) the code producing your model?







Model

Are you saving and versioning your models?





Data

Are you versioning the data used to train your models?







An example of real-life ML system analysis



Testing

- Test your software (code) for errors
- Test your data for quality issues
- Test your model to prevent "bad" behavior

Code

Are there automated tests? If so, what's test coverage percentage? Unit vs. integration testing





Model

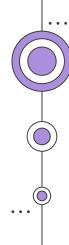
Classical model performance evaluation metrics (accuracy, F1-score; etc), Bias and fairness in sensitive applications



Data

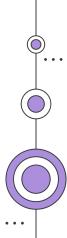
Are there data quality checks for raw data? What are the quality standards for your data?



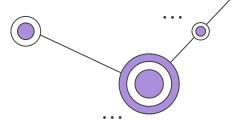


5 Conclusion

Main points and where to learn more

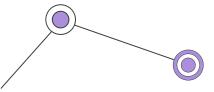


Conclusion

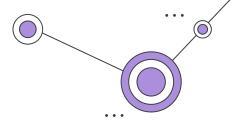


- ML needs to make it into production to incur tangible business value
- MLE is about safely productionalizing code and managing system complexity



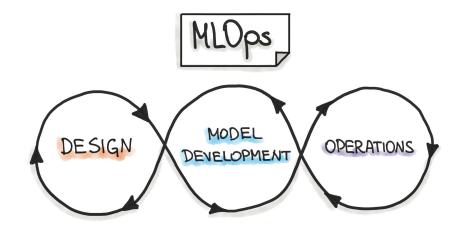


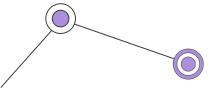
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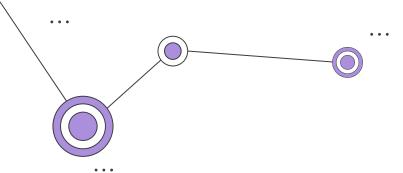


ML products are software products

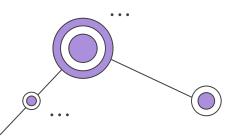
- Require same considerations as "normal" software products
- There are also additional ML-specific considerations







Want to learn more?



Software Engineering Fundamentals

- "Beyond the Basic Stuff with Python: Best Practices for Writing Clean Code" by Al Sweigart
- "Computer Science 101: Mastering the Theory Behind Programming" by Kurt Anderson
- "Software Development from A to Z Beginner's Complete Guide" by Karoly Nyisztor
- "Software Engineering 101: Plan and Execute Better Software" by Kurt Anderson
- "Git Complete: The definitive, step-by-step guide to Git" by Jason Taylor
- "User Story Masterclass: Your Agile Guide to User Stories" by BA Guide
- "Building Maintainable Software: Ten Guidelines for Future-Proof Code" by Joost Visser
- <u>A</u>MM MMM

"AWS Cloud Practitioner Essentials" by AWS

Want to learn more?

Software Engineering Deep Dive



"Code Diagnosis Workshop" by ArjanCodes



"SOLID principles Made Easy in Python" by ArjanCodes



"GRASP Design Principles: Why They Matter (And How to Use Them)" by ArjanCodes



"Modern Software Engineering: Doing What Works to Build Better Software Faster" by David Farley



"Continuous Delivery Pipelines: How To Build Better Software Faster" by David Farley



"Design Patterns" by Refactoring Guru

Machine Learning Fundamentals



Machine Learning Specialization by DeepLearning.Al



<u>University of Amsterdam's Deep Learning Tutorials by</u> Phillip Lippe



<u>Designing Machine Learning Systems: An Iterative</u> <u>Process for Production-Ready Applications by Chip Huyen</u>

MLOps



The Big Book of MLOps by Databricks



MLOps Overview by Google's Cloud Architecture Center



Machine Learning Engineering for Production (MLOps) Specialization by DeepLearning.Al



Rules of Machine Learning by Martin Zinkevich (Google Developers)



Machine Learning: The High-Interest Credit Card of Debt by Google Research



Continuous Delivery for Machine Learning by ThoughtWorks and Martin Fowler



Guide to Evaluating MLOps Platforms by Thoughtworks

Legend



Website

Free

YouTube

Free

f Udemy

€10 - €15 if on sale



Book

€10 - €45 for ebooks, depends on retailer



Coursera

USD 50 per month



