Towards the Realization of a DSML for Machine Learning:
A Baseball Analytics Use Case
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• Building quality Machine Learning (ML) software is challenging
  • Requires domain, ML, and software engineering knowledge
  • Difficult for organizations to find individuals possessing requisite knowledge
  • MDE holds promise in facilitating development of ML software

• Our goal: Demonstrate feasibility of applying MDE in ML domain through a baseball analytics use case

Proposed DSML (Breuker 2014)

Sample Model Instance

Sample Training Code

Sample Inference Code

References

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