# Production = machine learning



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## what's this?

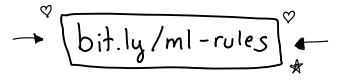
I read "Rules of Machine Learning:

Best Practices for ML Engineering"

and a lot of it really resonated with

my experience doing machine learning.

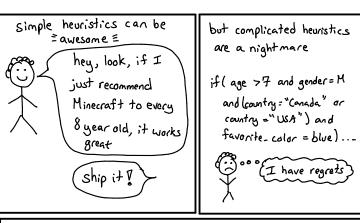
You can find that PDF at:



In this zine, I'll talk about what I've learned about machine learning ! Basically I want to talk about 5 of my favourite rules from that PDF.

(there are 43 rules, it's great advice, you should read them all)

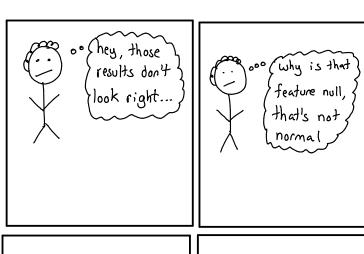
#### Rule#3: Use machine learning Instead of complicated heuristics

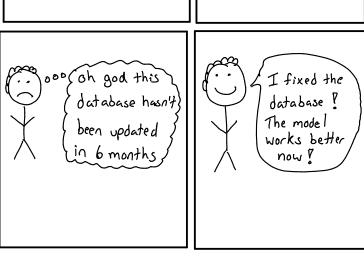


machine learning is much more maintainable
than that mess, and it'll perform better

This model is still a bit complicated,
but at least it's not based on
one ad hoc data analysis
I did 2 years a go U

### Rule # 10: Watch for silent failures

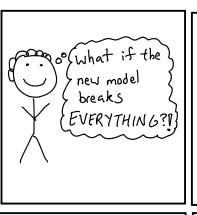


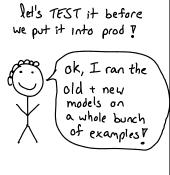


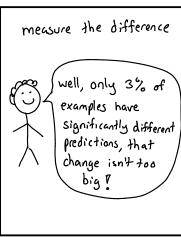
## Rule #16 : keep your pipeline healthy

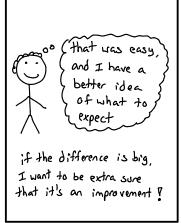
and this this is sad: I'm worried >I cant there's a bug ' generate the + I don't features I need trust our to train a trained models new mode what we want: when I have new ideas / data, I can easily launch a new model V we're careful about adding complexity?

# Rule #24: Measure the Change between models

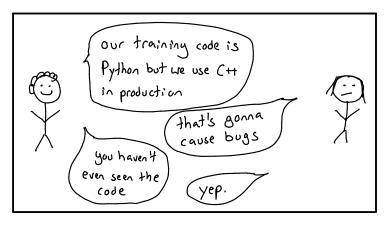








#### Rule #32: Reuse code between training + production when you can



- → you're goma have bugs related to training / production differences
- you probably can't make this perfect
- just try to monitor differences.

