

Q1. What is LightGBM and what machine learning or AI problems is it designed to solve?

Answer:

Q2. Explain the core abstractions or APIs in LightGBM (models, tensors, pipelines, agents).

Answer:

Q3. How does LightGBM handle training: defining a model, specifying a loss, and running optimization?

Answer:

Q4. What is LightGBM's approach to data ingestion, preprocessing, and batching?

Answer:

Q5. How do you evaluate model performance in LightGBM (metrics, validation sets, cross-validation)?

Answer:

Q6. How does LightGBM support model deployment and serving in a production environment?

Answer:

Q7. What hardware acceleration does LightGBM support (GPU, TPU) and how do you configure it?

Answer:

Q8. How does LightGBM handle distributed or multi-GPU training?

Answer:

Q9. What are common debugging techniques for model training issues in LightGBM?

Answer:

Q10. How do you version and experiment-track models in a LightGBM-based ML workflow?

Answer: