

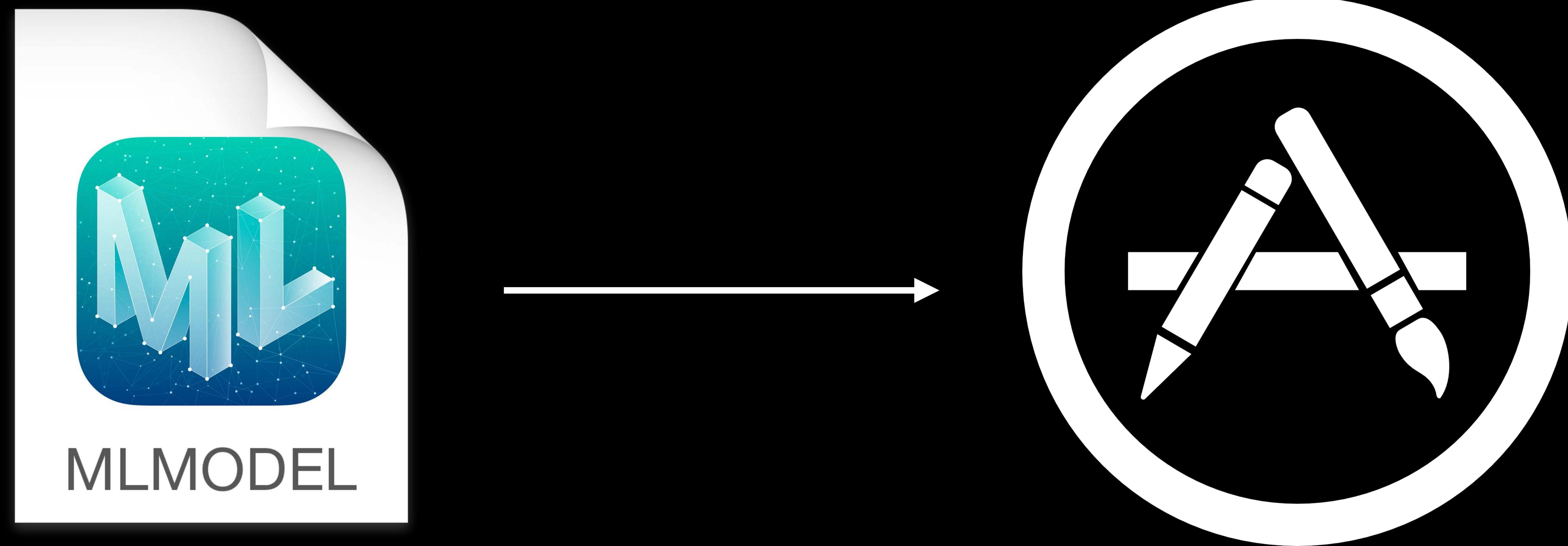
#WWDC18

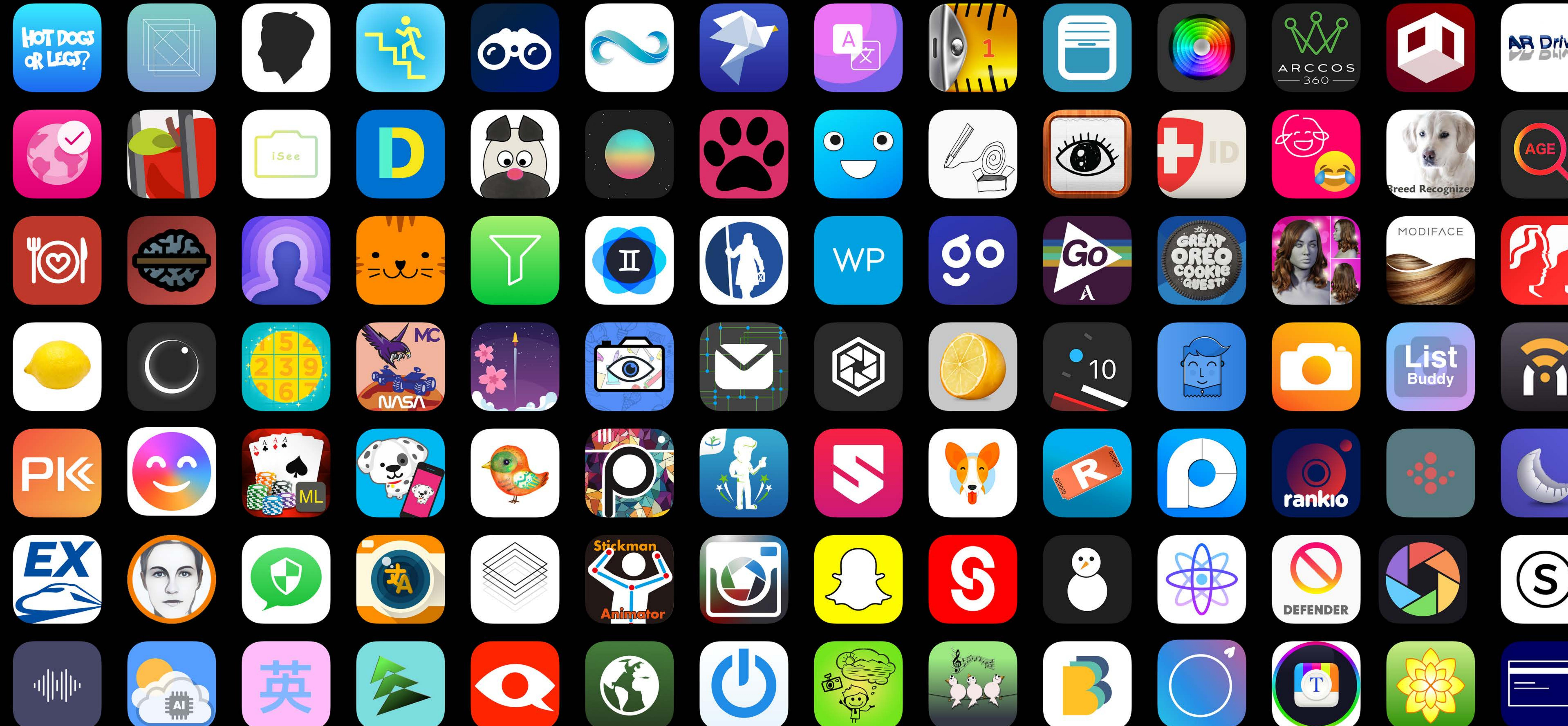
# What's New in Core ML

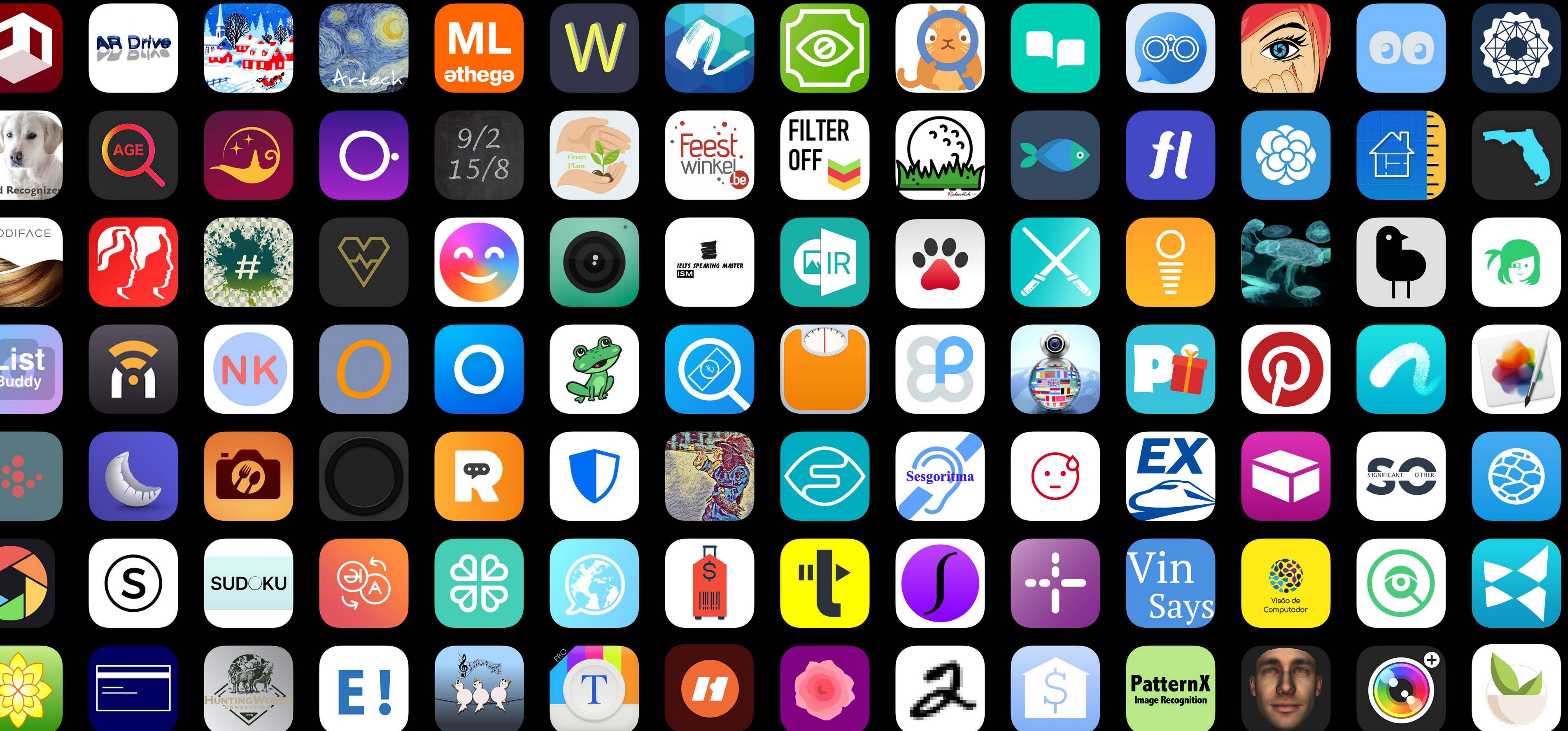
## Part two

Aseem Wadhwa, Core ML  
Sohaib Qureshi, Core ML

# Core ML







# Part One Recap

Model size

Performance

Customization

Float weights



Quantized weights



**60 MB**

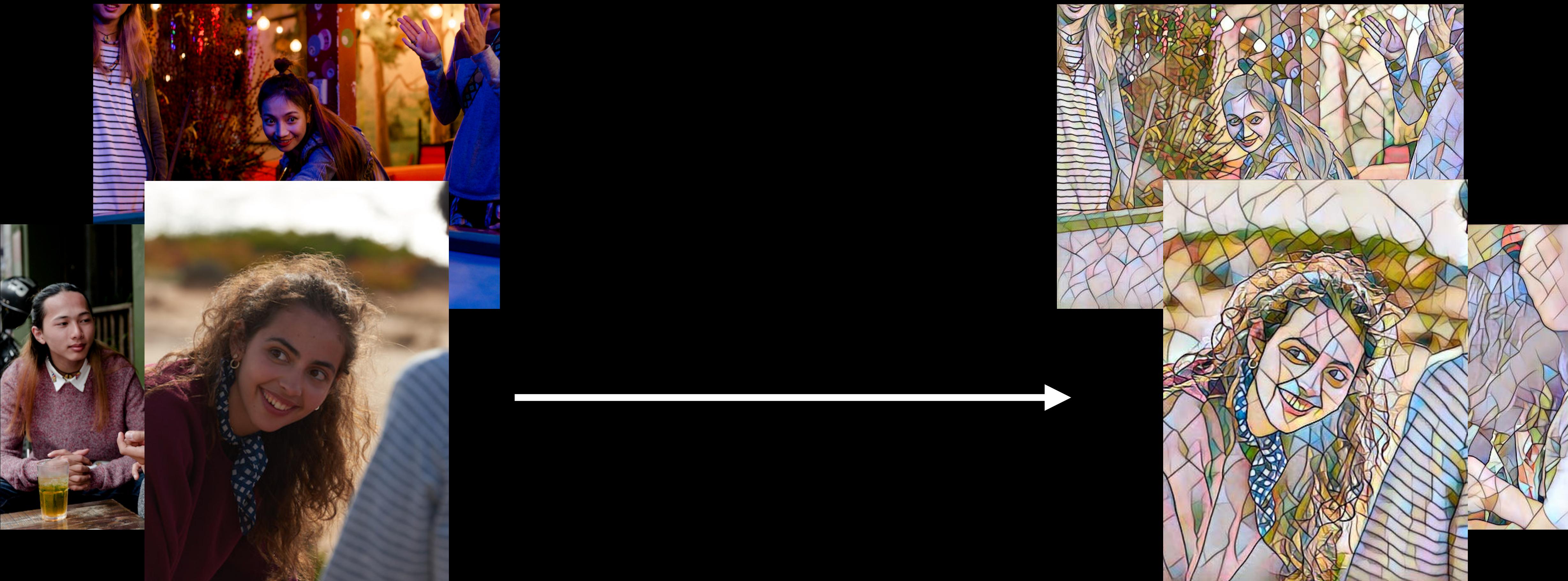
**15 MB**

# Part One Recap

Model size

Performance

Customization

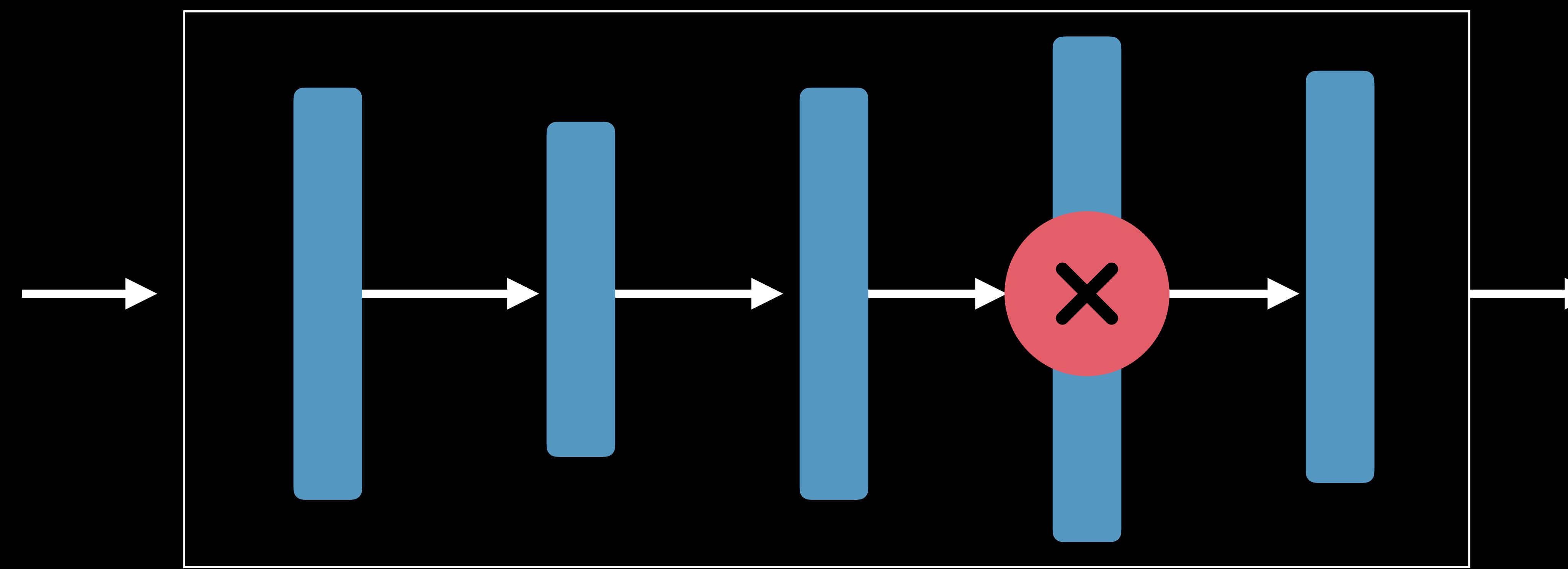


# Part One Recap

Model size

Performance

Customization



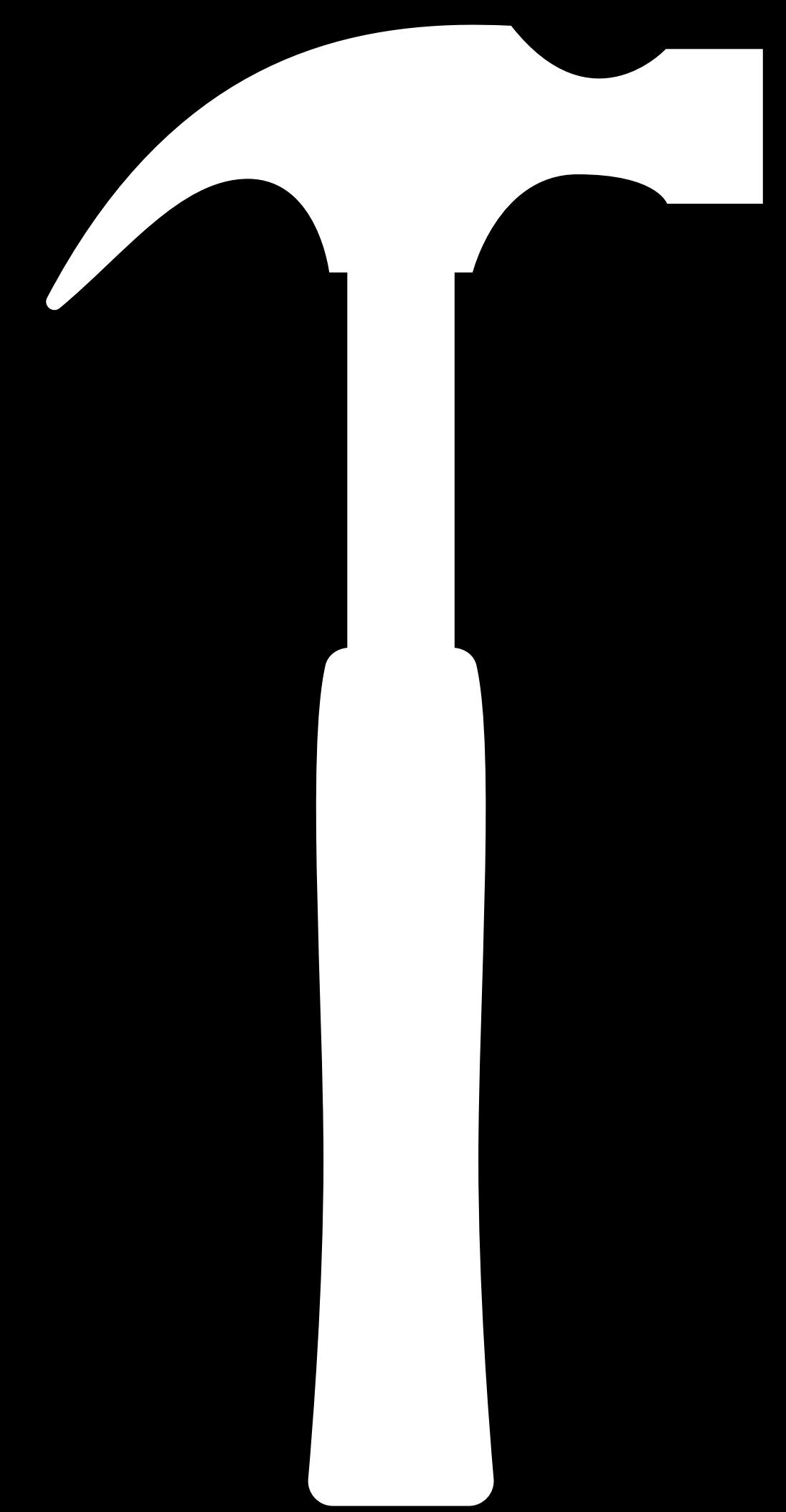
# Part One Recap

Model size

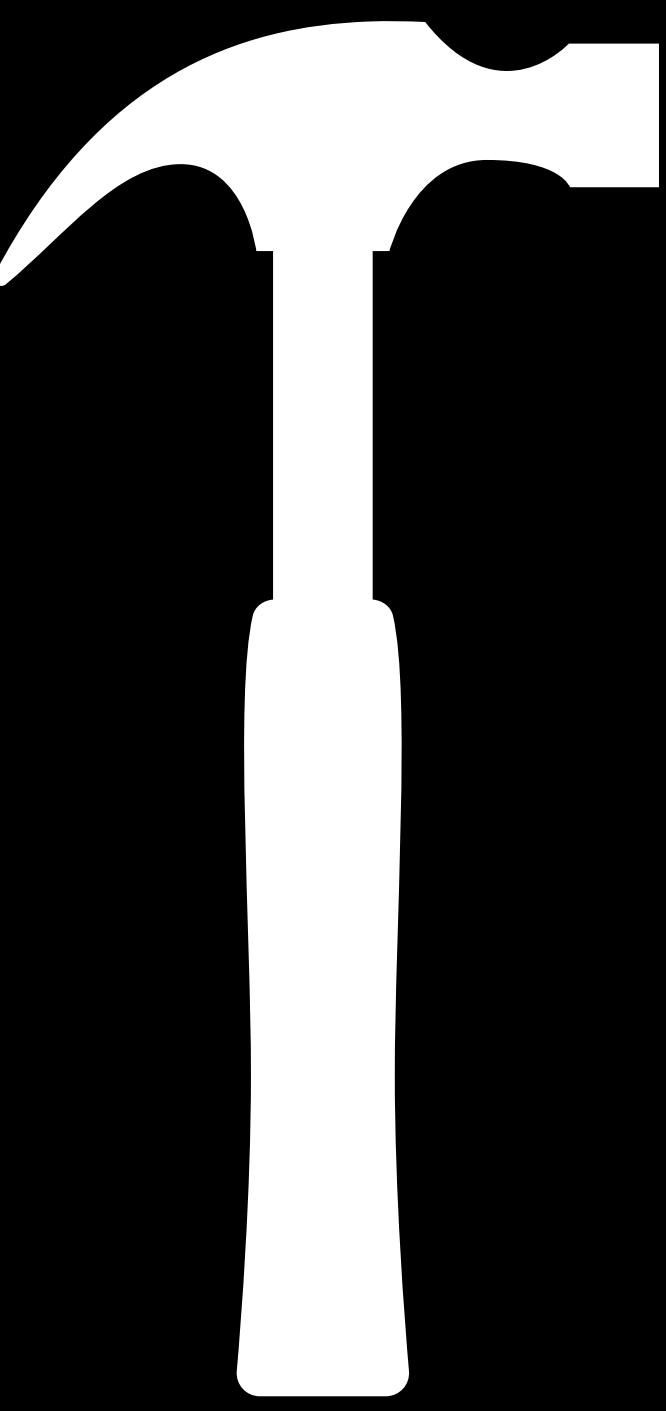
Performance

Customization

# Part Two

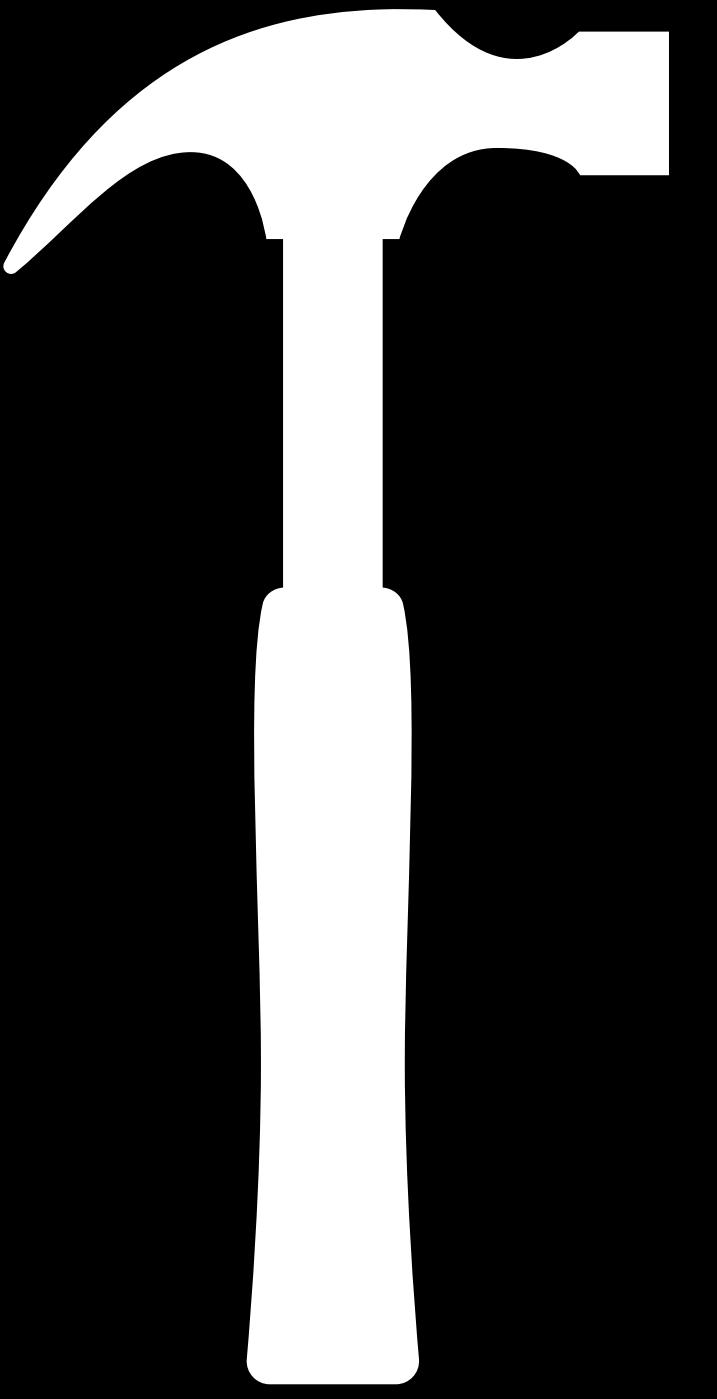


# Agenda



# Agenda

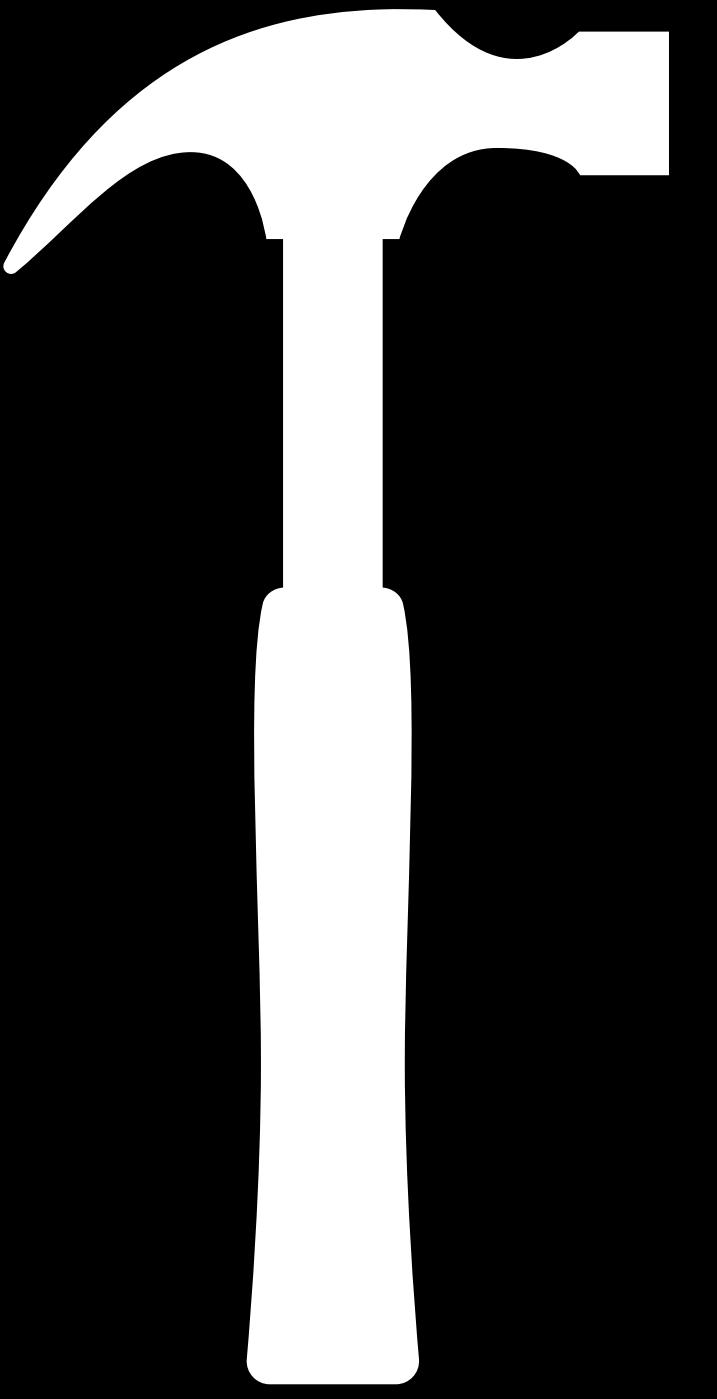
Core ML Tools ecosystem



# Agenda

Core ML Tools ecosystem

Quantization utilities

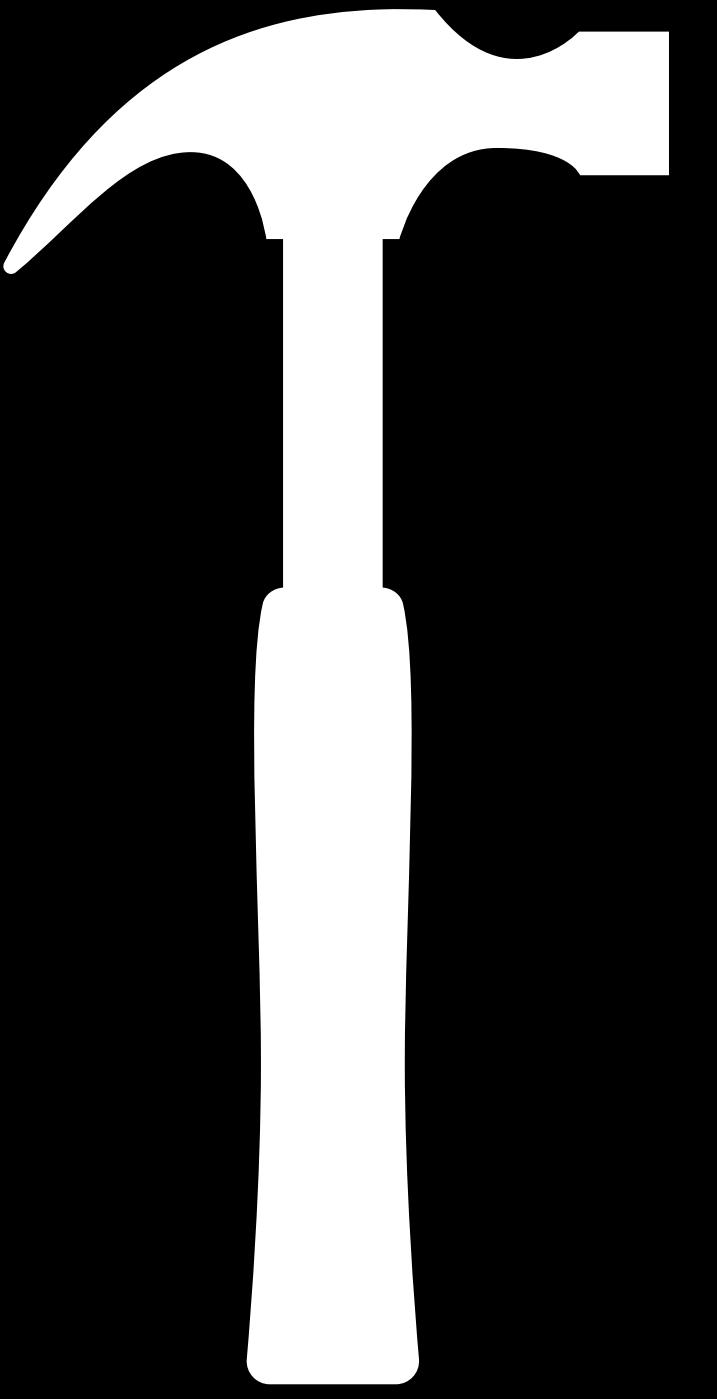


# Agenda

Core ML Tools ecosystem

Quantization utilities

Custom conversion



Core ML Tools ecosystem

Quantization utilities

Custom conversion

?



Download



## Models

### MobileNet

MobileNets are based on a streamlined architecture that have depth-wise separable convolutions to build lightweight, deep neural networks.

Detects the dominant objects present in an image from a set of 1000 categories such as trees, animals, food, vehicles, people, and more.

 [View original model details](#)

 [Download Core ML Model](#) (17.1 MB)



<https://developer.apple.com/machine-learning/>

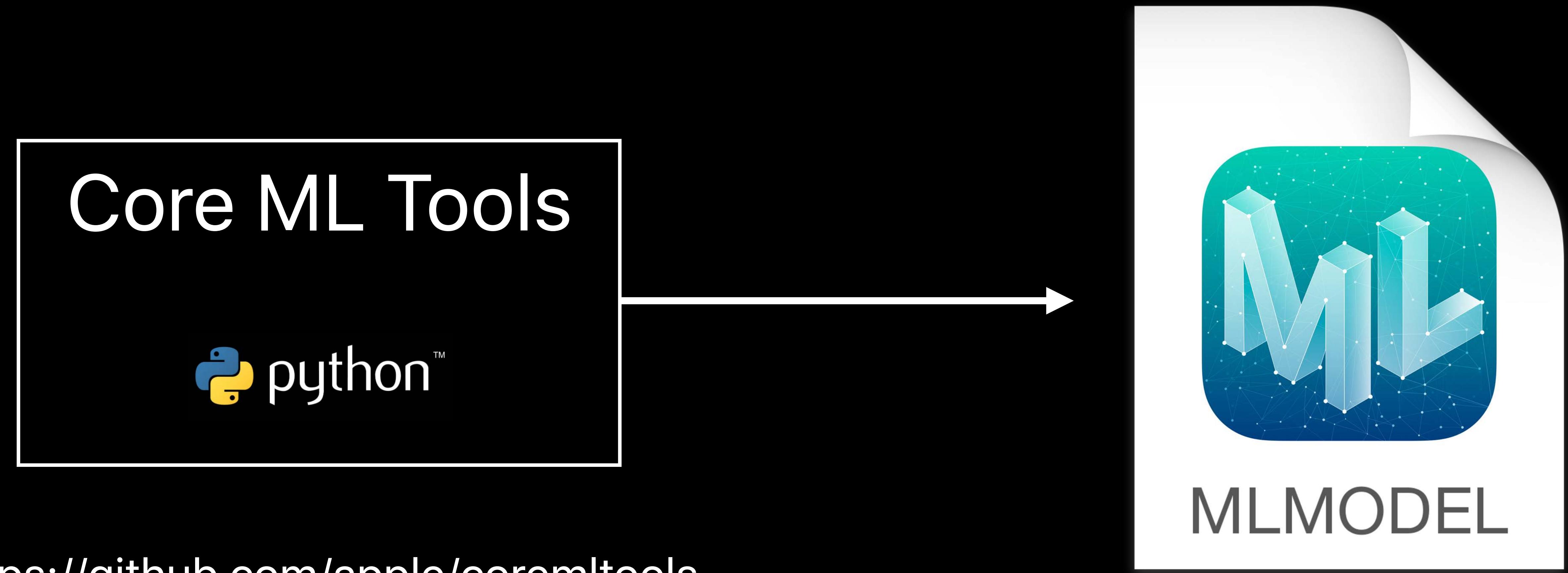
NEW



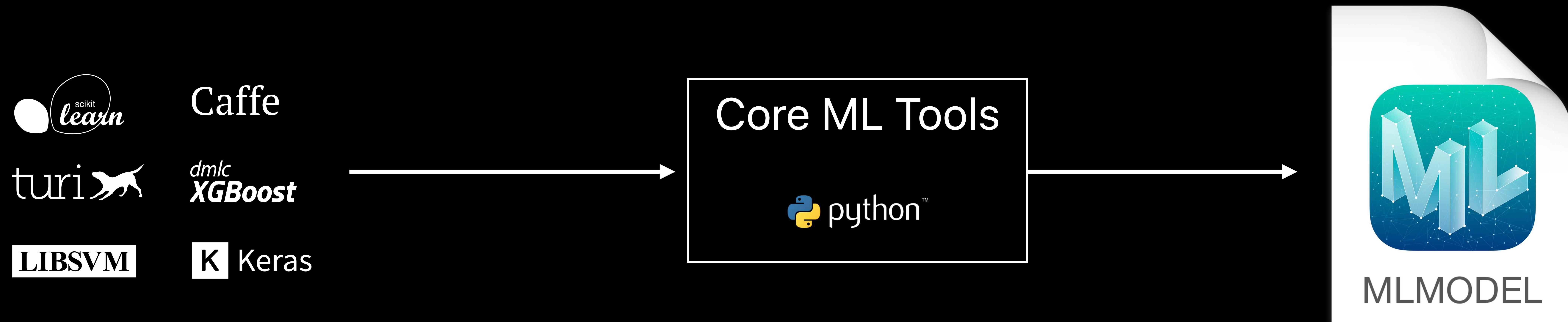
Create ML



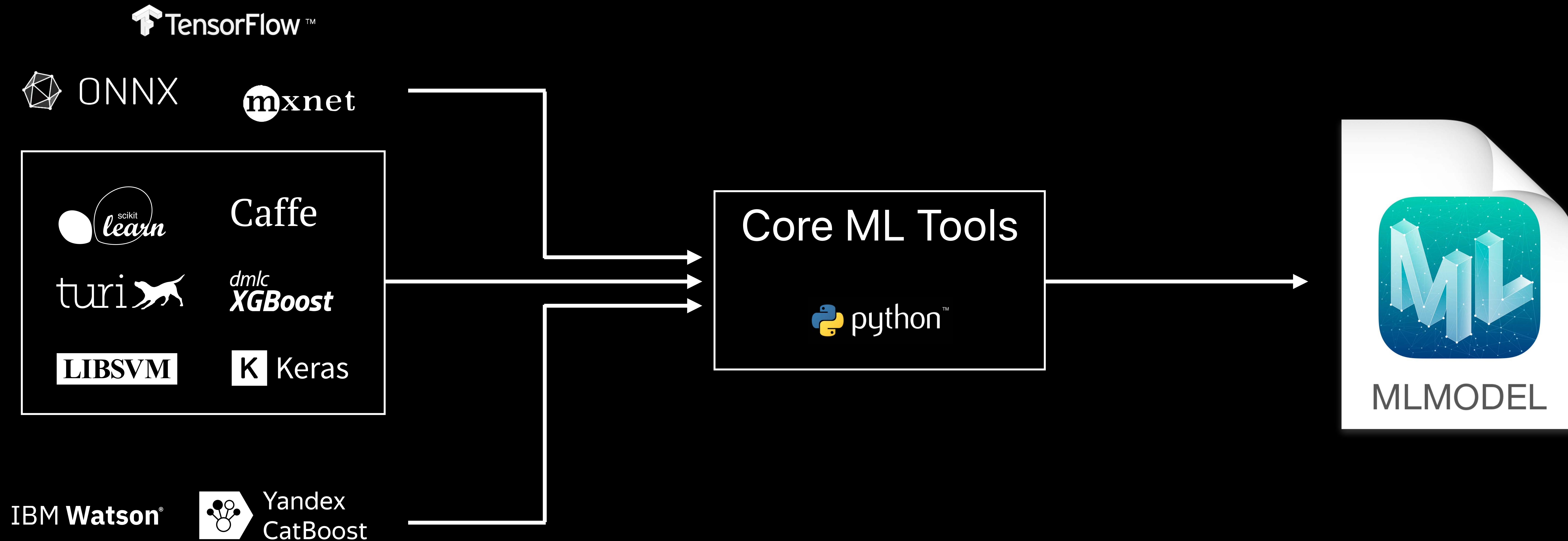
# Last Year



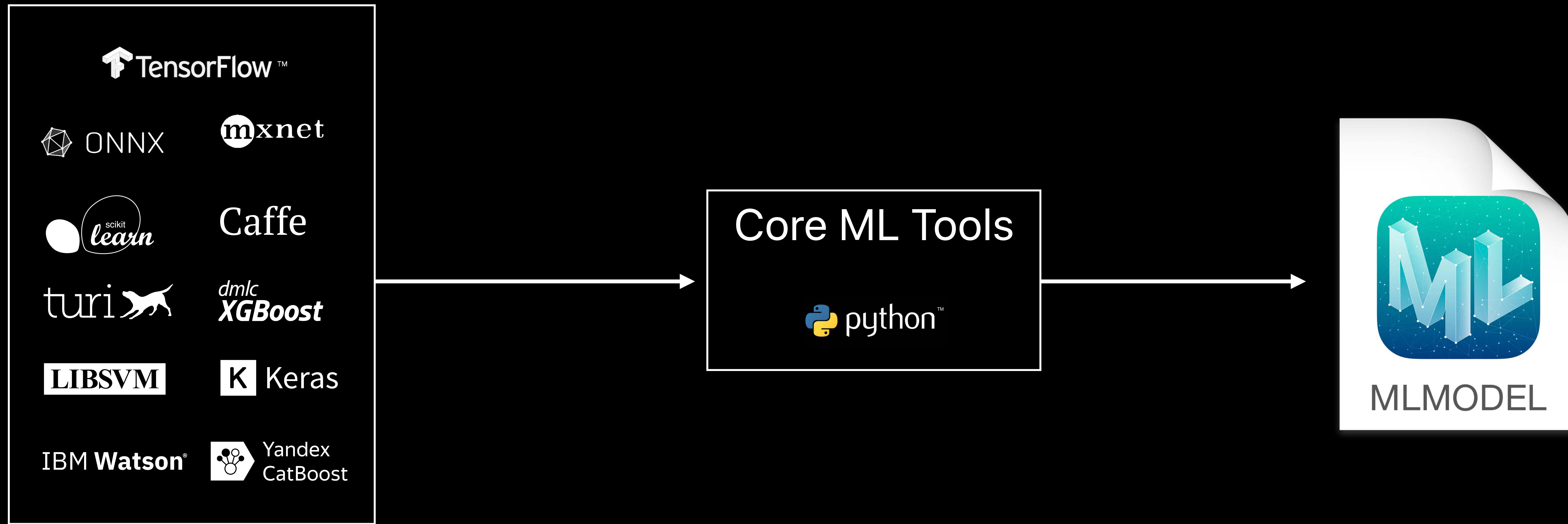
# Last Year



# Today



# Today



# TensorFlow Converter

<https://github.com/tf-coreml/tf-coreml>



In collaboration with Google

# TensorFlow Converter

<https://github.com/tf-coreml/tf-coreml>



Support for custom layers

# TensorFlow Converter

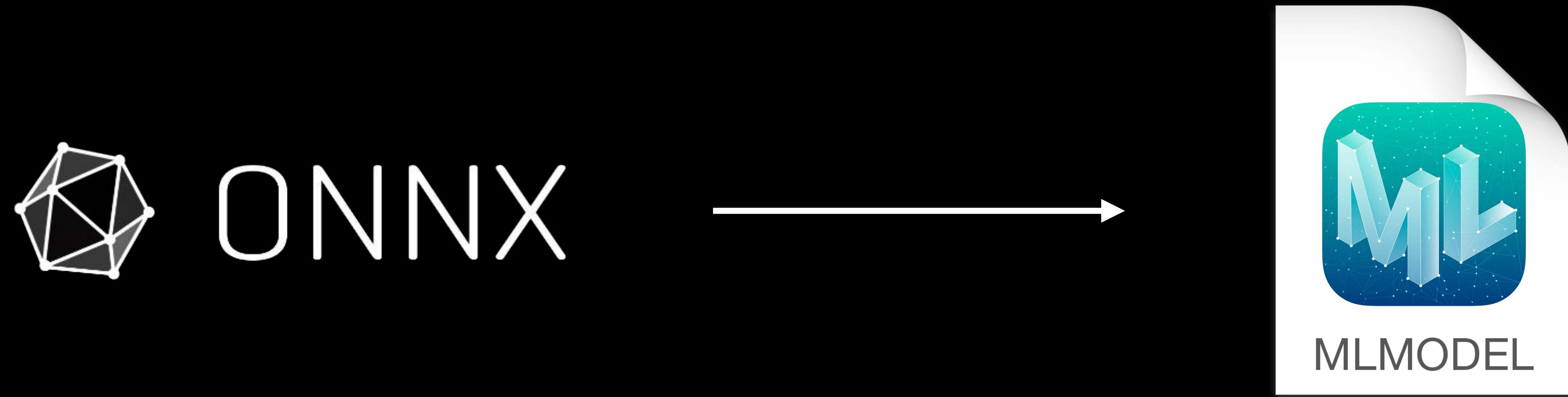
<https://github.com/tf-coreml/tf-coreml>



Support for Quantized TensorFlow models  
(coming soon!)

# TensorFlow Converter

<https://github.com/ONNX/ONNX-CoreML>



In collaboration with Facebook and Prisma

# TensorFlow Converter

<https://github.com/onnx/onnx-coreml>



Core ML Tools ecosystem

Quantization utilities

Custom conversion

# Core ML Tools 2.0

## Quantization utilities

# Core ML Tools 2.0

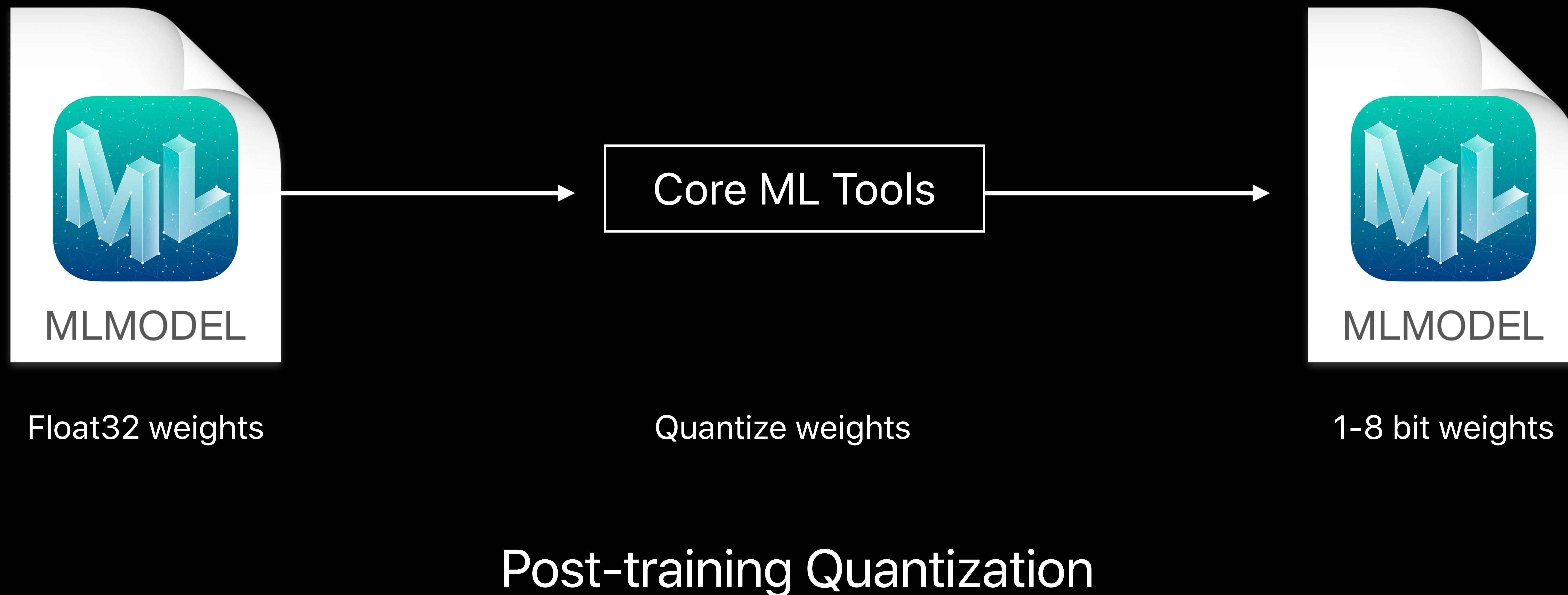
<https://github.com/apple/coremltools>

Support for latest Core ML .mlmodel specification

Quantization utilities

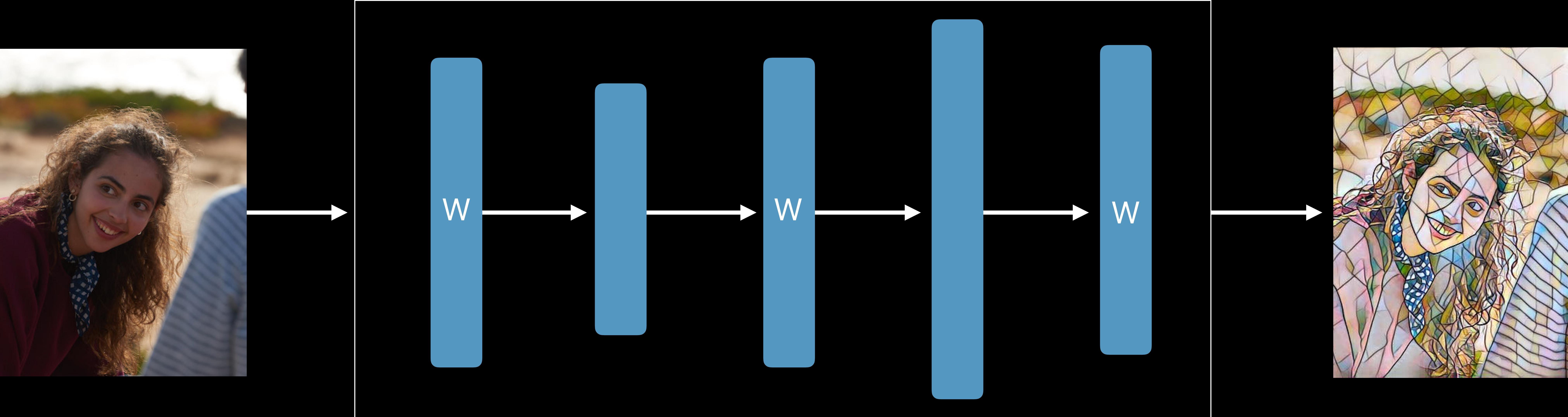
Flexible shape utilities

# Quantization Utilities



# Quantization

Peeking under the hood



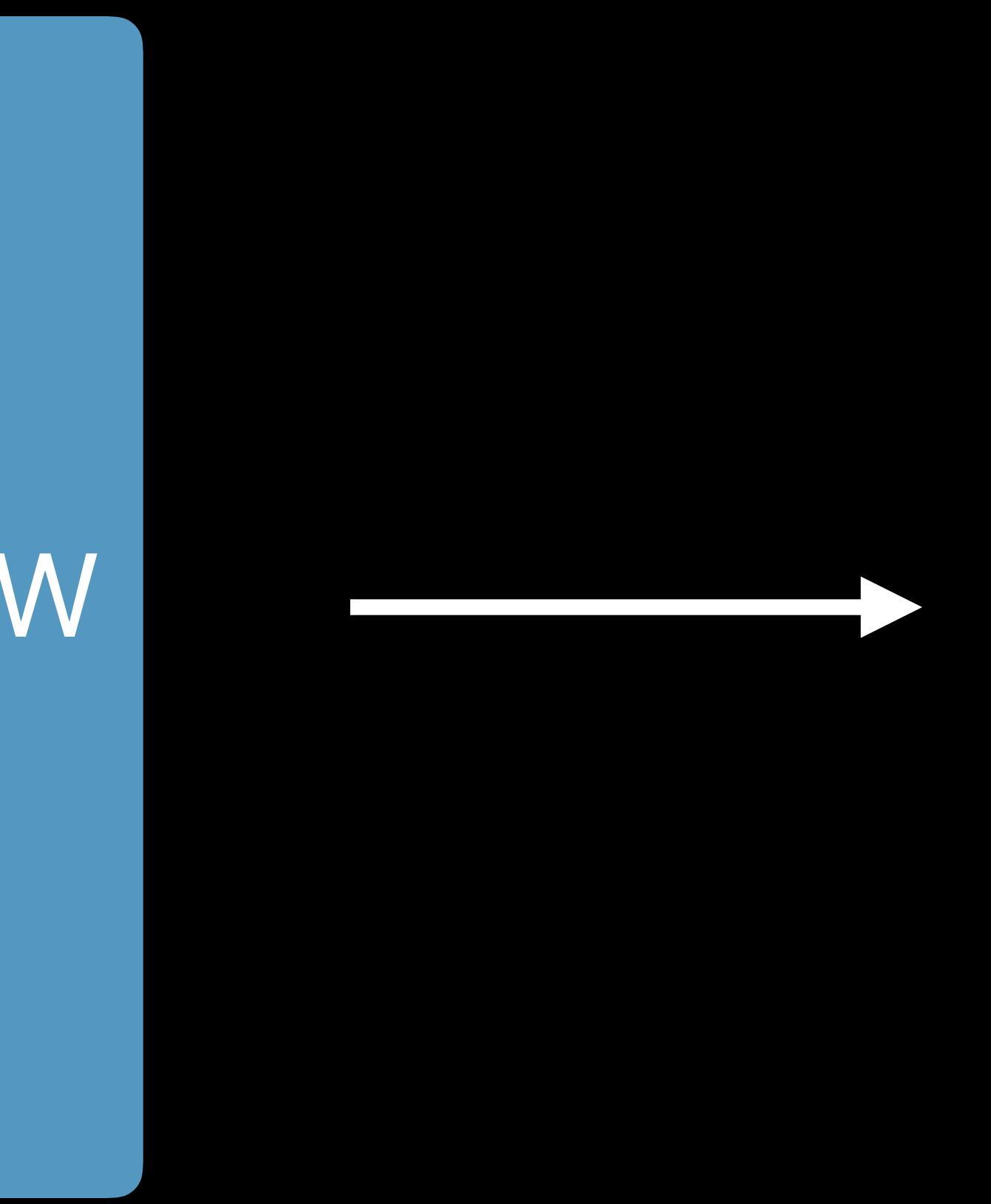
# Quantization

Peeking under the hood



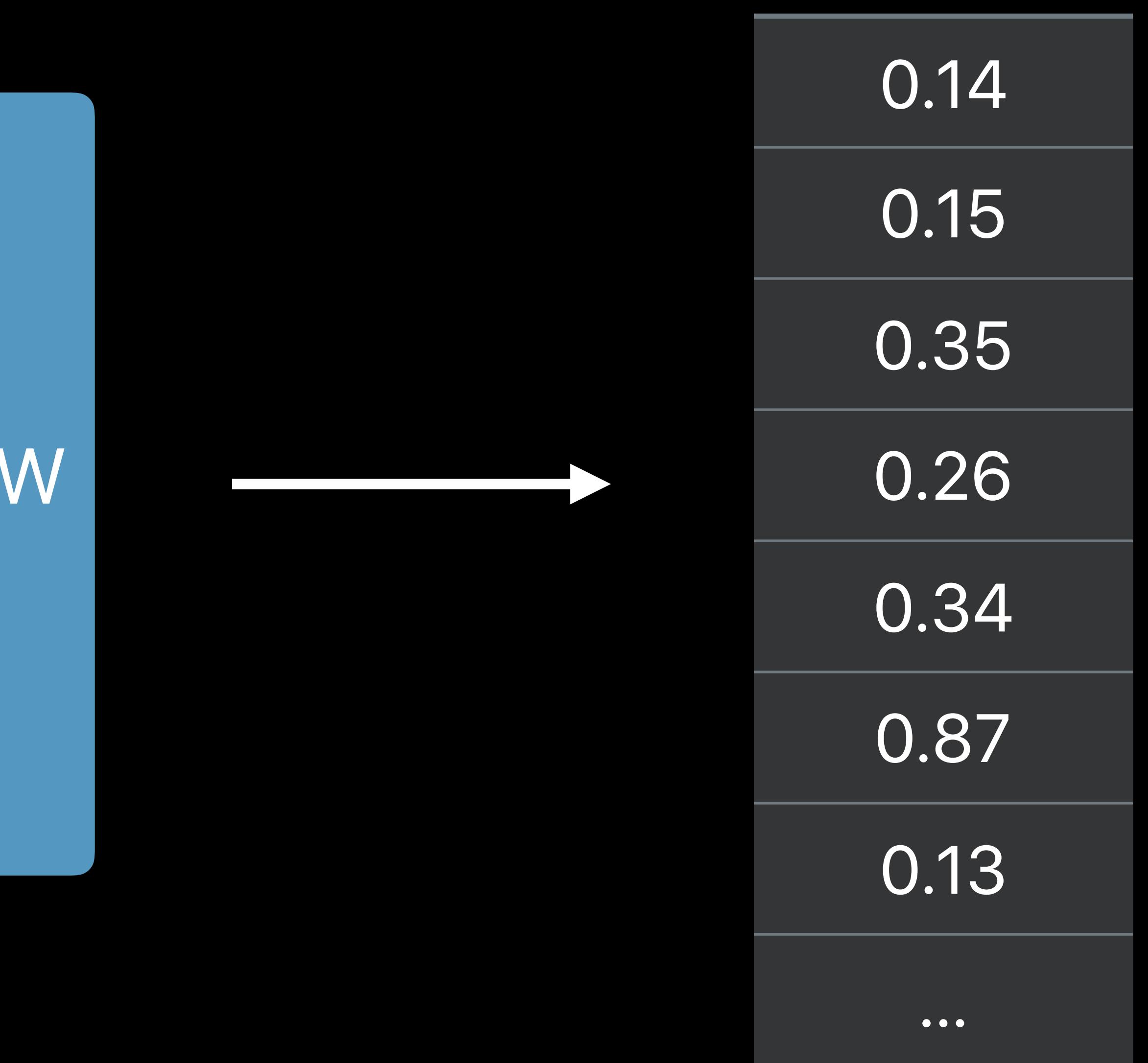
# Quantization

Peeking under the hood



# Quantization

Peeking under the hood



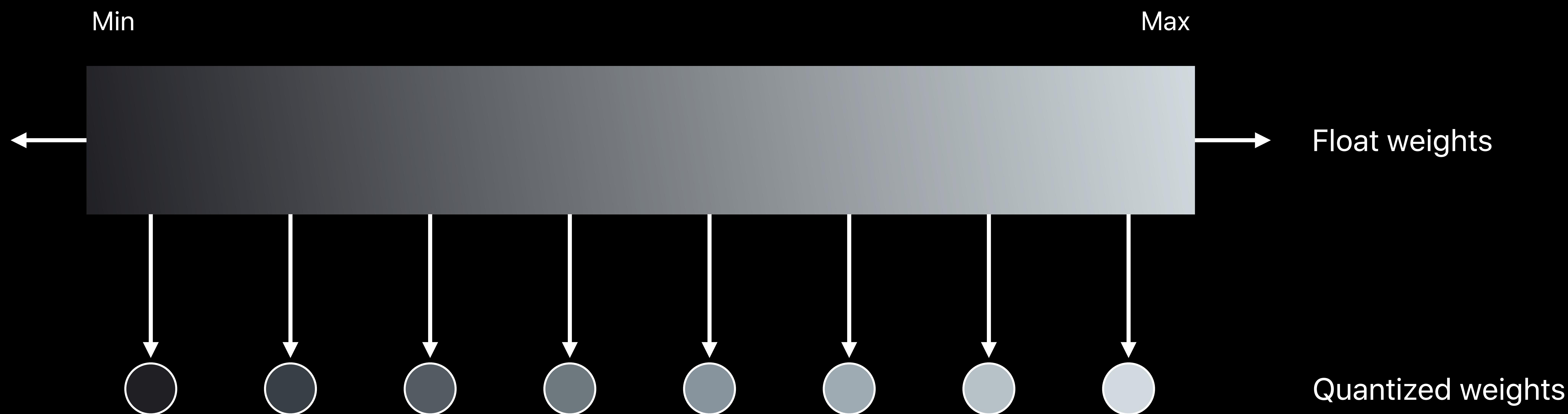
# Weight Quantization

Peeking under the hood



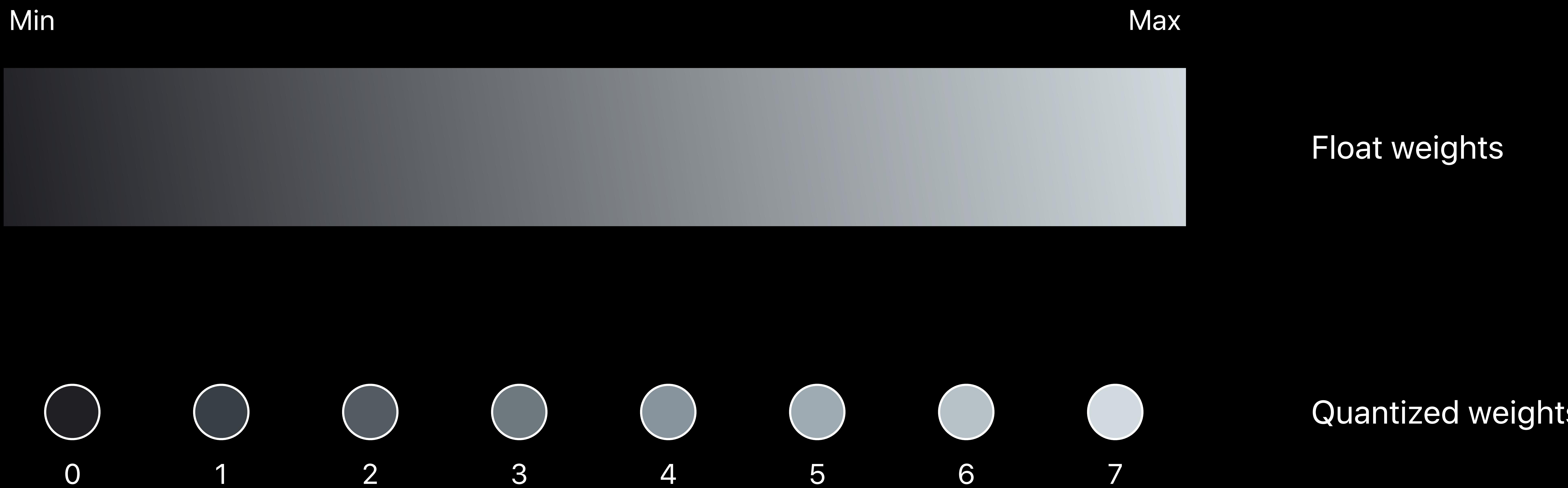
# Weight Quantization

Peeking under the hood



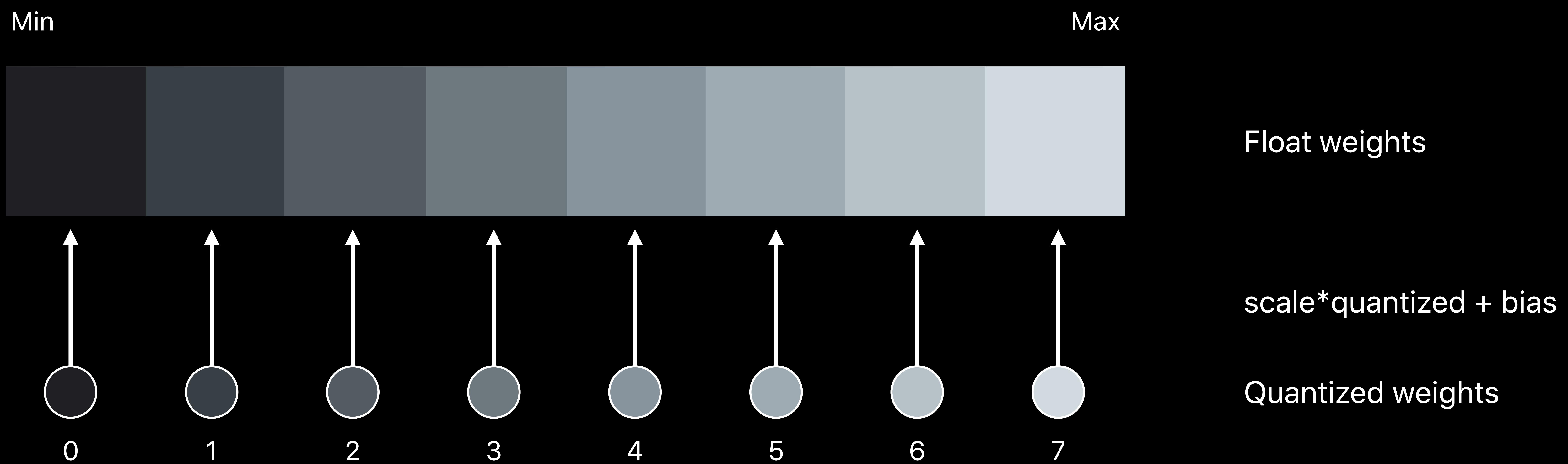
# Linear

## Three-bit example



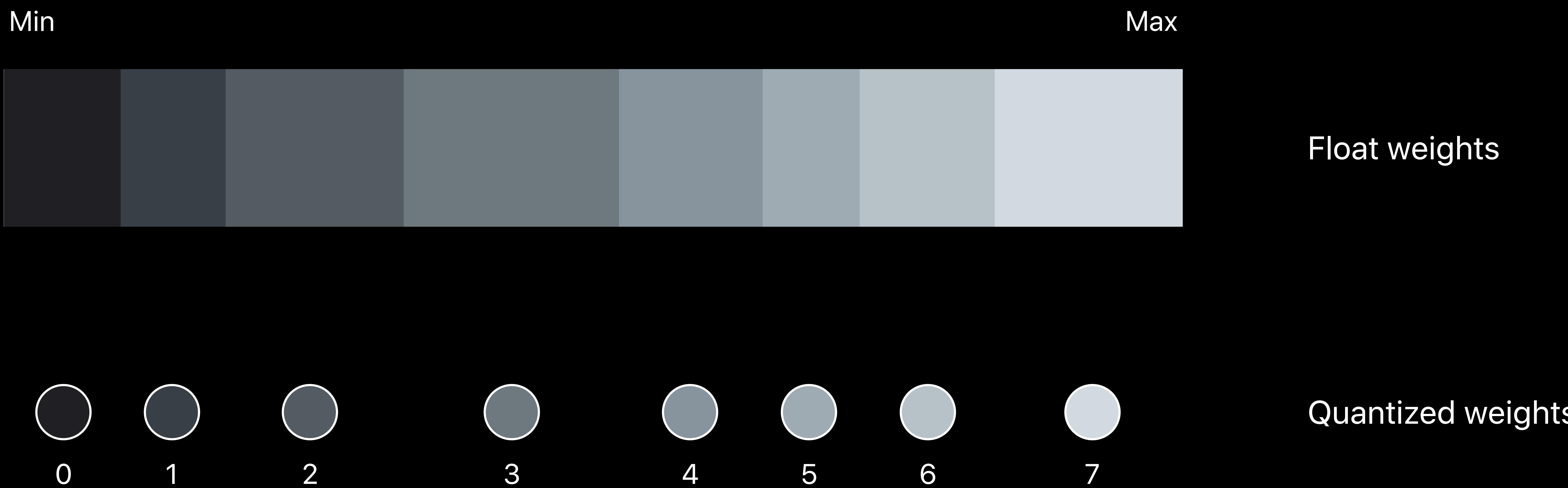
# Linear

## Three-bit example



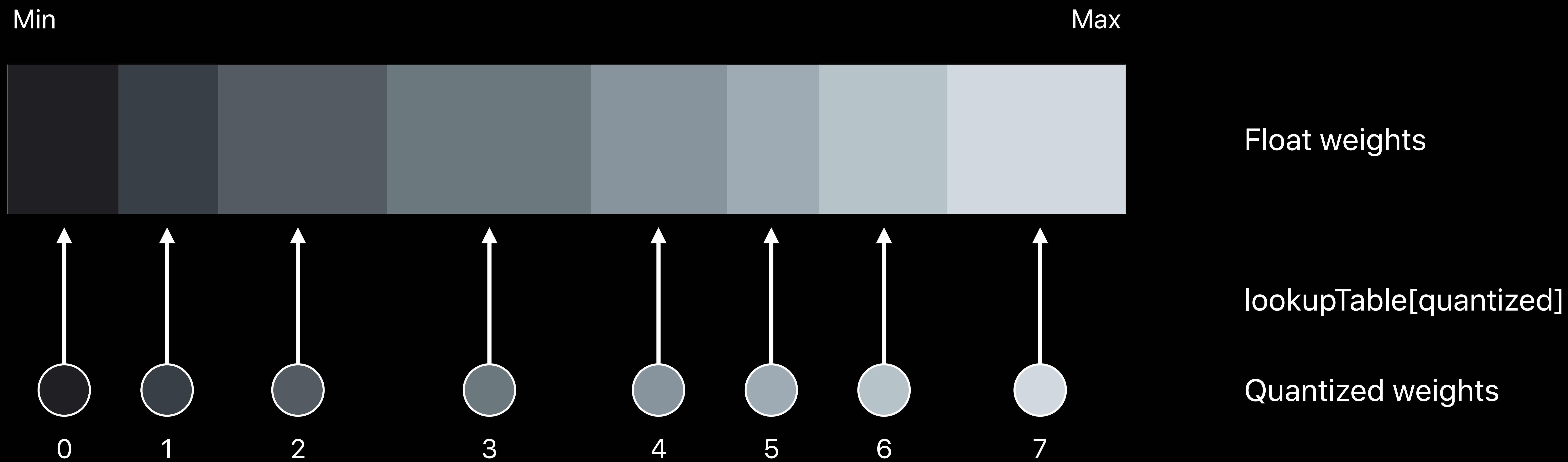
# Lookup Table

## Three-bit example



# Lookup Table

## Three-bit example



# Quantization Utilities



# Quantization Utilities



Decide on precision and algorithm

# Quantization Utilities



# Decide on precision and algorithm

# Let Core ML Tools work its magic!

# *Demo*

## Quantization in Core ML Tools

```
// Quantize model using KMeans Lookup Table
quantized_model = quantize_weights(model, 8, 'kmeans')

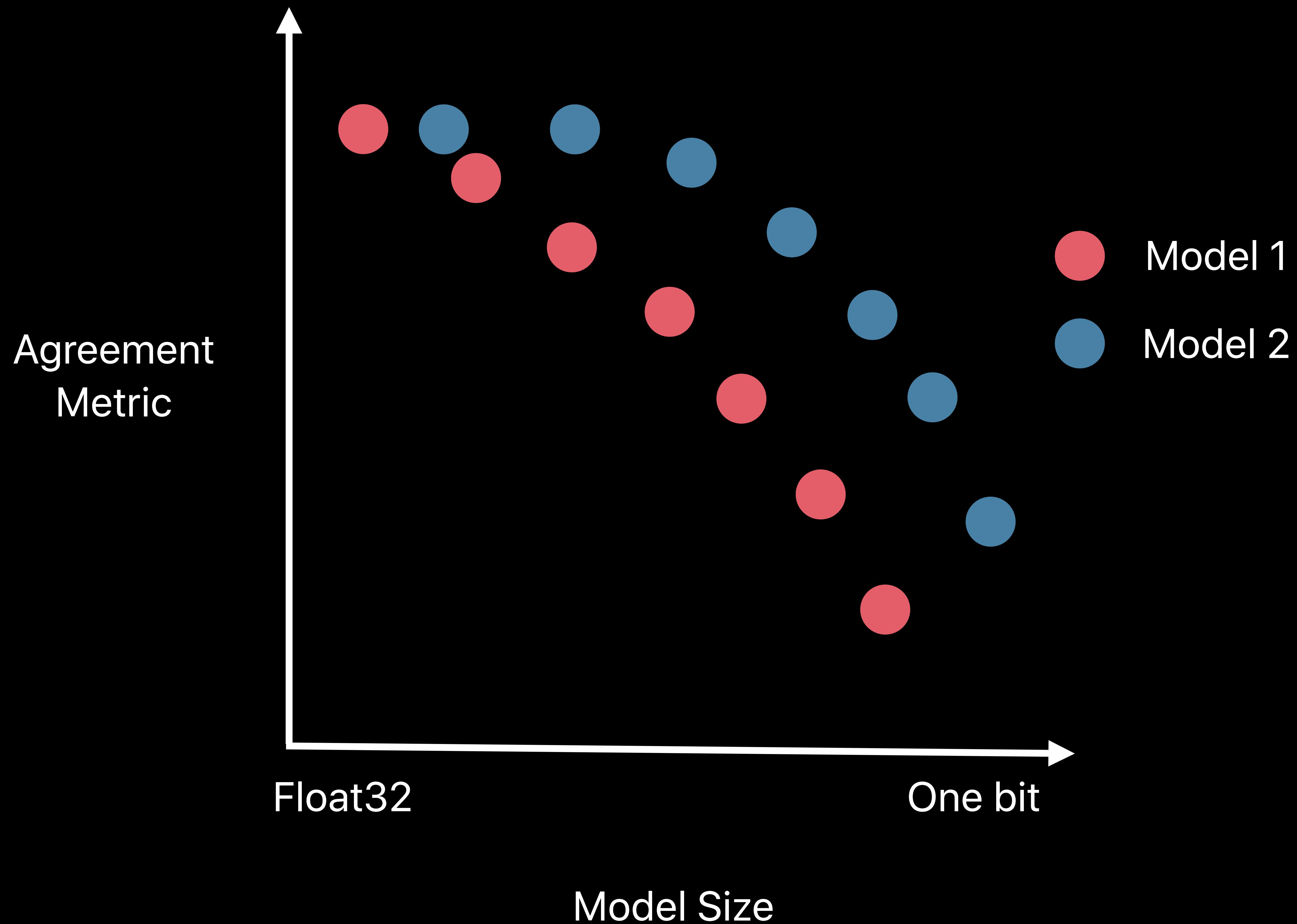
// Compare Quantized model with original
compare_model(model, quantized_model, './sample_data/')
```

```
// Quantize model using KMeans Lookup Table  
quantized_model = quantize_weights(model, 8, 'kmeans')  
  
// Compare Quantized model with original  
compare_model(model, quantized_model, './sample_data/')
```

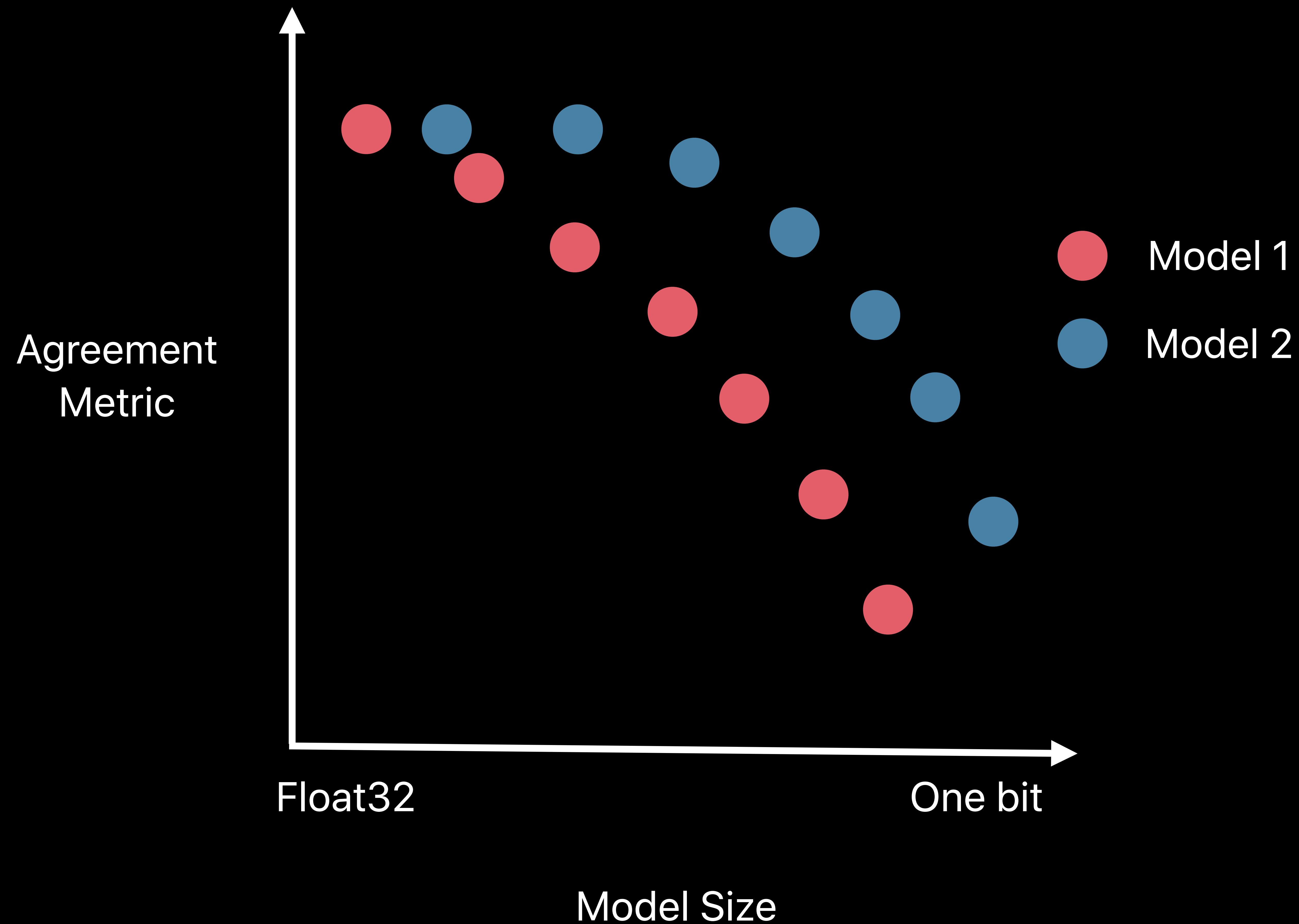
```
// Quantize model using KMeans Lookup Table  
quantized_model = quantize_weights(model, 8, 'kmeans')  
  
// Compare Quantized model with original  
compare_model(model, quantized_model, './sample_data/')
```

# Model Size Versus Agreement

# Model Size Versus Agreement



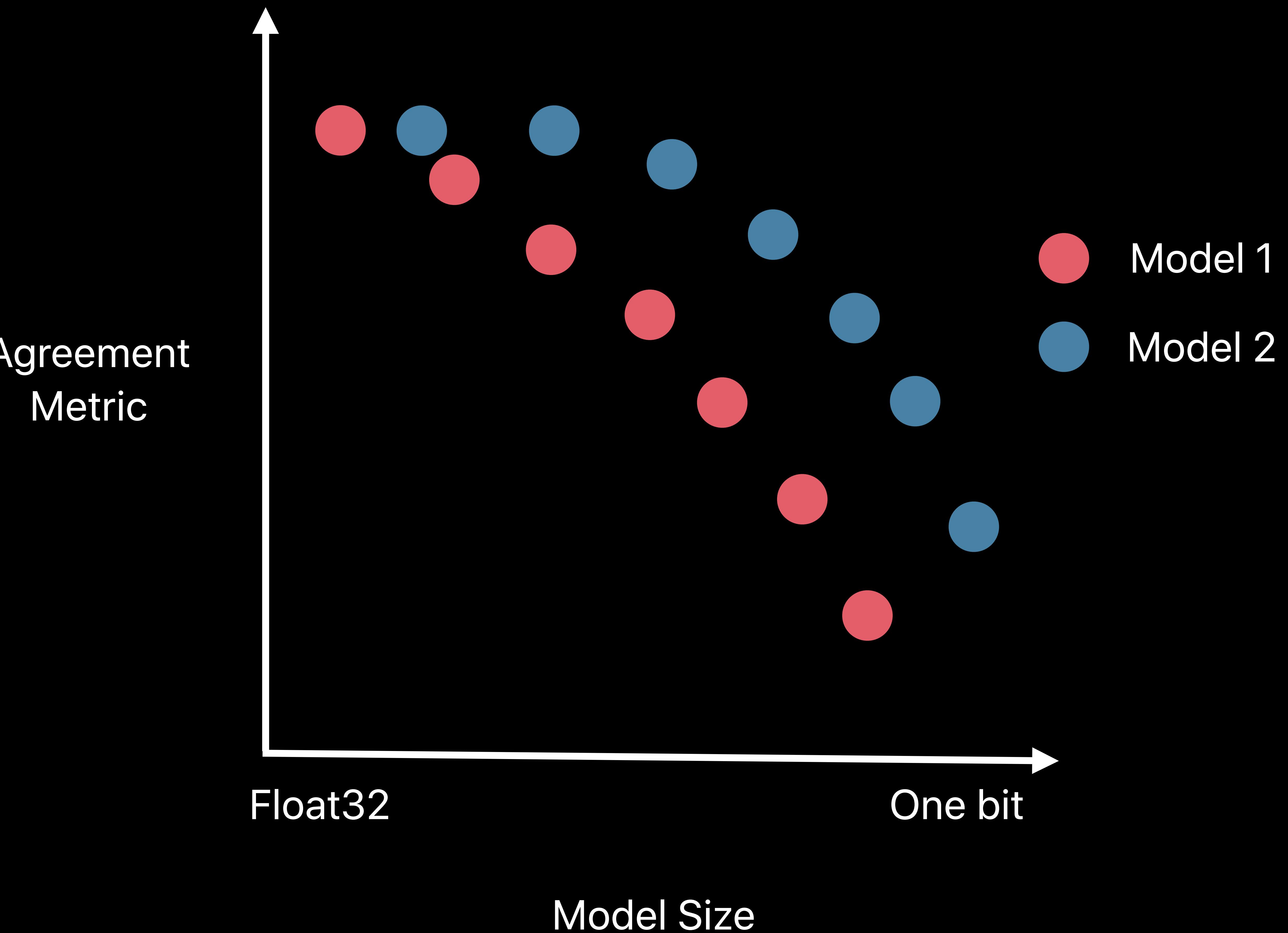
# Model Size Versus Agreement



# Model Size Versus Agreement

## Metrics

- Accuracy
- Signal-to-noise ratio
- Visual inspection
- Model-specific metrics



32 bit - 6.7 MB



16 bit - 3.4 MB



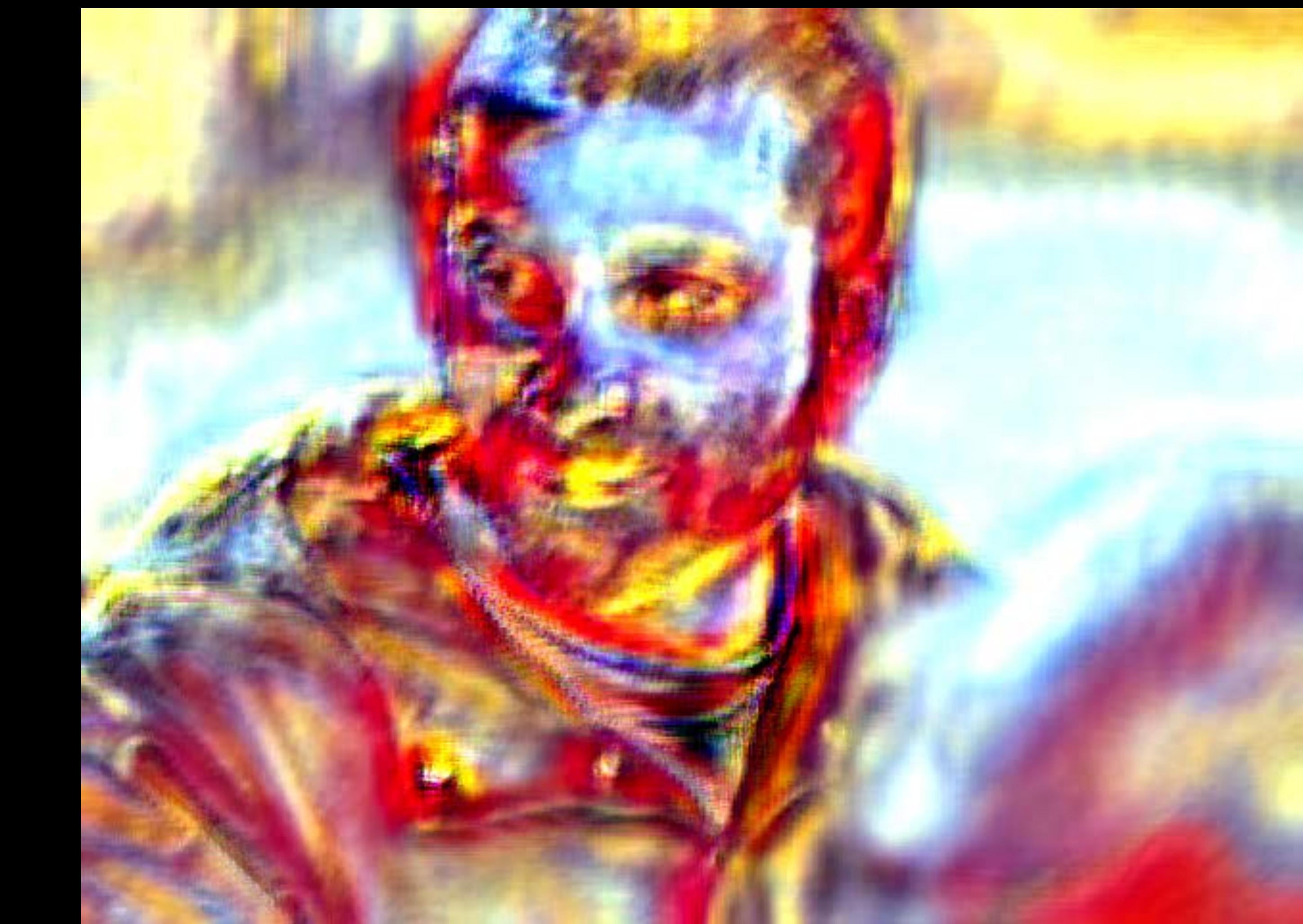
8 bit (linear) - 1.7 MB



4 bit (linear) - 857 KB



3 bit (linear) - 647 KB



2 bit (linear) - 437 KB

Core ML tools ecosystem

Quantization utilities

Custom conversion

# Custom Conversion

Aseem Wadhwa, Core ML

New Neural Network Layer

New Model Architecture



New Neural Network Layer

New Model Architecture

Customization



New Neural Network Layer

Customization



# Model Conversion

Converters: Simple API

# Model Conversion

## Converters: Simple API

```
import coremltools  
coremltools.converters.keras.convert(keras_model)
```

# Model Conversion

## Converters: Simple API

```
import onnx_coreml  
onnx_coreml.convert(onnx_model)
```

# Model Conversion

## Converters: Simple API

```
import tfcoreml  
tfcoreml.convert(tf_model_path=tf_model_path,  
                 mlmodel_path=mlmodel_path,  
                 output_feature_names=['output:0'])
```

# Model Conversion

## Converters: Simple API

```
import tfcoreml  
tfcoreml.convert(tf_model_path=tf_model_path,  
                 mlmodel_path=mlmodel_path,  
                 output_feature_names=[ 'output:0' ],  
)
```

NotImplementedError: Unsupported Ops of type: Tile

# Model Conversion

## Converters: Simple API

```
import tfcoreml  
tfcoreml.convert(tf_model_path=tf_model_path,  
                 mlmodel_path=mlmodel_path,  
                 output_feature_names=[ 'output:0' ],  
)
```

## Use Custom Layers!

# Custom Layer Examples

# Image Classifier



▼ Model Class

C ImageClassifierModel

Model is not part of any target. Add the model to a target to enable generation of the model class.

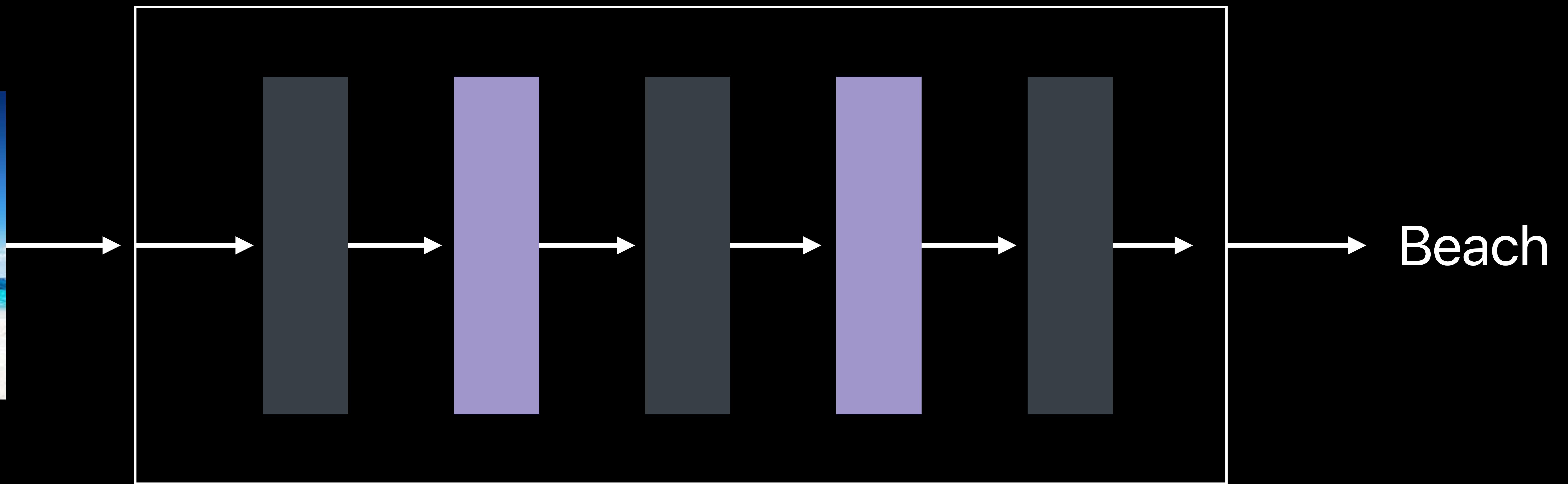
▼ Model Evaluation Parameters

Name	Type	Description
input_image	Image (Color 320 x 240)	Input image
probability_vector	MultiArray (Double 10)	Output probability vector

A white arrow pointing from the right side of the model interface towards the word "Beach".

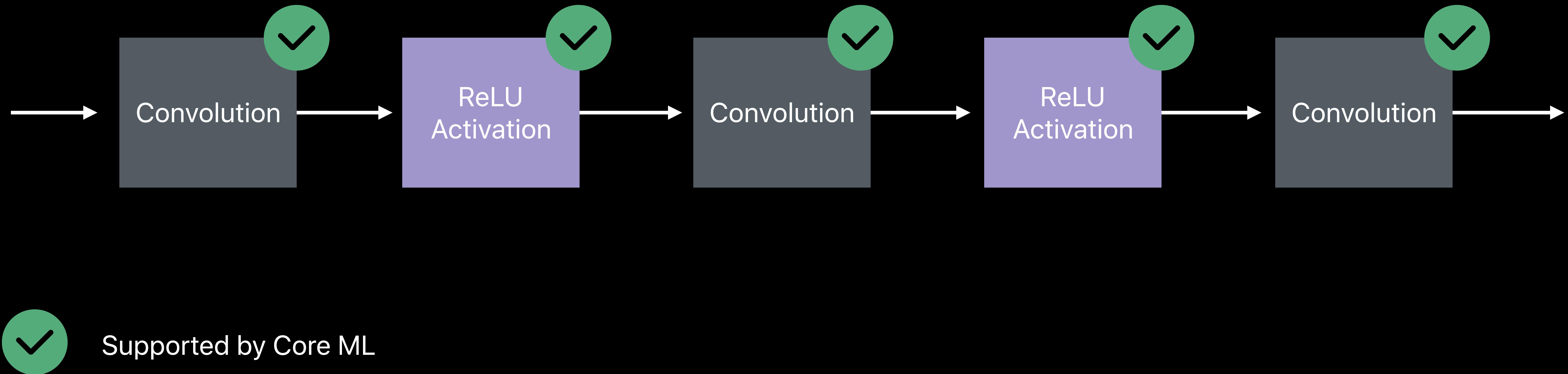
Beach

# Opening the Hood

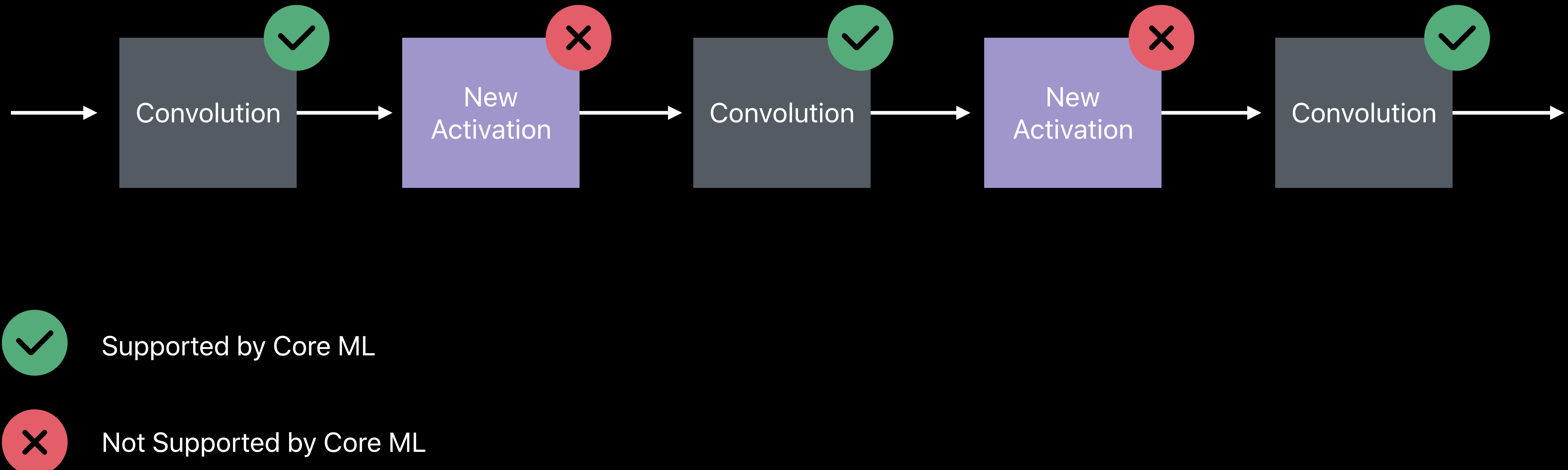


Neural Network

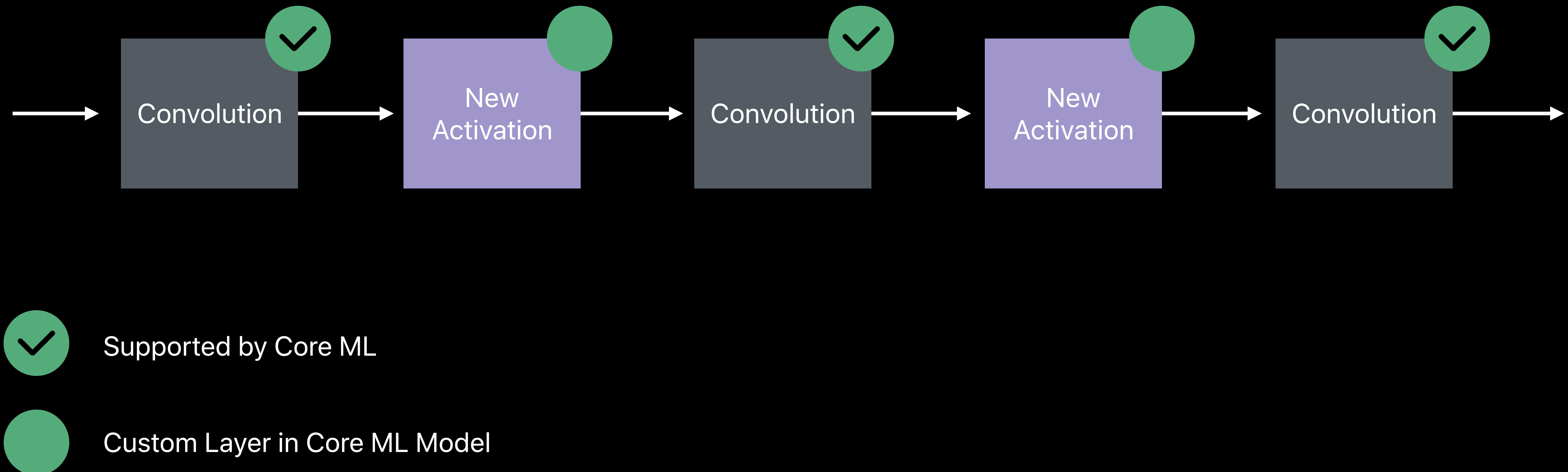
# Convertible to Core ML



# Not convertible to Core ML



# Custom Layer



# Image Classifier



▼ Model Class

C ImageClassifierModel

Model is not part of any target. Add the model to a target to enable generation of the model class.

▼ Model Evaluation Parameters

Name	Type	Description
▼ Inputs		
input_image	Image (Color 320 x 240)	Input image
▼ Outputs		
probability_vector	MultiArray (Double 10)	Output probability vector

▼ Dependencies

Name	Description
▼ Custom Layers	
AAPLMyNewActivation	A new activation function I want to try out.

→ Beach

With Custom Activation Layer

# Image Classifier



▼ Model Class

C ImageClassifierModel

Model is not part of any target. Add the model to a target to enable generation of the model class.

▼ Model Evaluation Parameters

Name	Type	Description
▼ Inputs		
input_image	Image (Color 320 x 240)	Input image
▼ Outputs		
probability_vector	MultiArray (Double 10)	Output probability vector

▼ Dependencies

Name	Description
▼ Custom Layers	
AAPLMyNewActivation	A new activation function I want to try out.

→ Beach

With Custom Activation Layer

# Image Classifier

▼ Model Class

C ImageClassifierModel

Model is not part of any target. Add the model to a target to enable generation of the model class.

▼ Dependencies

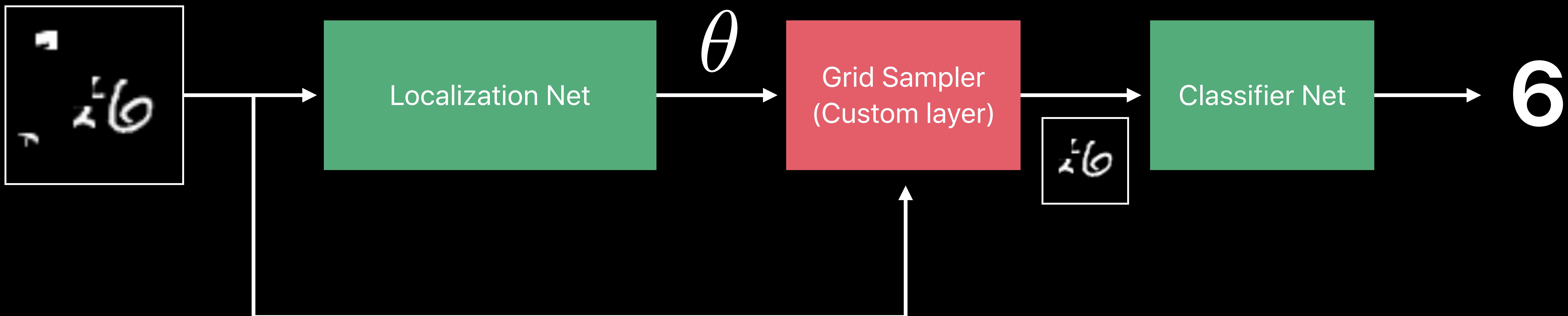
Name	Description
▼ Custom Layers	
AAPLMyNewActivation	A new activation function I want to try out.

Name	Description
▼ Custom Layers	
AAPLMyNewActivation	A new activation function I want to try out.

# A Simple Classifier



# Spatial Transformer Network

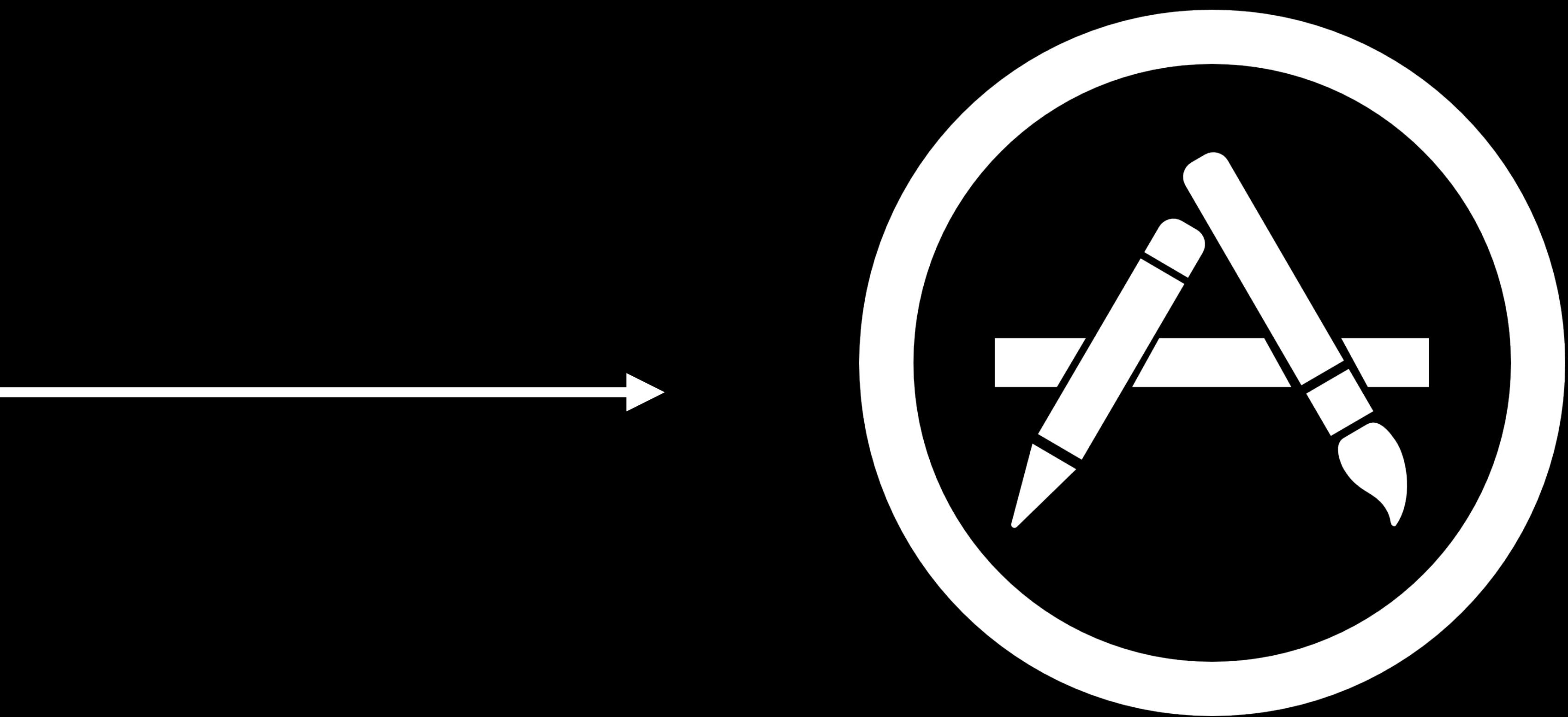


# *Demo*

## Conversion with Custom Layer



Custom Layer  
(Parameters)



gridSampler.swift

The screenshot shows the Xcode interface with the following details:

- Project Navigator:** Shows the project structure under "spatial\_transformer".
- Editor:** Displays the code for `gridSampler.swift`. The code is written in Swift and defines a class  `AAPLGridSampler` that inherits from `NSObject` and `MLCustomLayer`. It includes methods for initializing parameters, returning output shapes, and evaluating inputs.
- Top Bar:** Shows the project name "spatial\_transformer" and the device "iPhone 8 Plus". A status message "Finished running spatial\_transformer on iPhone 8 Plus" is displayed.
- Bottom Bar:** Includes standard Xcode navigation buttons like "+" and "Filter".

```
1 import CoreML
2
3 @objc(AAPLGridSampler) class AAPLGridSampler: NSObject, MLCustomLayer {
4
5     var Wout:Int = 1
6     var Hout:Int = 1
7
8     required init(parameters: [String : Any]) throws {
9         self.Wout = parameters["output_width"] as! Int
10        self.Hout = parameters["output_height"] as! Int
11        super.init()
12    }
13
14    func outputShapes(forInputShapes inputShapes: [[NSNumber]]) throws -> [[NSNumber]] {
15        var outputShape:[[NSNumber]] = Array(repeating: Array(repeating: 1, count: 5), count: 1)
16        outputShape[0][0] = inputShapes[0][0]
17        outputShape[0][1] = inputShapes[0][1]
18        outputShape[0][2] = inputShapes[0][2]
19        outputShape[0][3] = NSNumber(value:self.Hout)
20        outputShape[0][4] = NSNumber(value:self.Wout)
21        return outputShape
22    }
23
24    func evaluate(inputs: [MLMultiArray], outputs: [MLMultiArray]) throws {
25        let input_image = inputs[0]
26        let theta = inputs[1]
27        let output_image = outputs[0]
28        let Hin:Int = input_image.shape[3].intValue
29        let Win:Int = input_image.shape[4].intValue
30        let Hout:Int = output_image.shape[3].intValue
31        let Wout:Int = output_image.shape[4].intValue
32        let (w_grid, h_grid) = compute_grid(input_dims: [Hin, Win],
33                                            output_dims: [Hout, Wout],
34                                            theta: theta)
35        compute_output(w_grid: w_grid,
36                      h_grid: h_grid,
37                      input_image: input_image,
38                      output_image: output_image)
39
40    }
41}
```

The screenshot shows the Xcode interface with the following details:

- Project Navigator:** Shows the project structure under "spatial\_transformer".
- Editor:** Displays the code for `gridSampler.swift`. The first few lines are:

```
1 import CoreML
2
3 @objc(APLGridSampler) class AAPLGridSampler: NSObject, MLCustomLayer {
```
- Run Bar:** Shows "spatial\_transformer > iPhone 8 Plus" and "Finished running spatial\_transformer on iPhone 8 Plus".
- Top Bar:** Includes standard Xcode icons like play, stop, and search.
- Bottom Bar:** Includes "Filter" and "Search" buttons.

The code in `gridSampler.swift` is as follows:

```
1 import CoreML
2
3 @objc(APLGridSampler) class AAPLGridSampler: NSObject, MLCustomLayer {
4
5     var Wout:Int = 1
6     var Hout:Int = 1
7
8     required init(parameters: [String : Any]) throws {
9         self.Wout = parameters["output_width"] as! Int
10        self.Hout = parameters["output_height"] as! Int
11        super.init()
12    }
13
14    func outputShapes(forInputShapes inputShapes: [[NSNumber]]) throws -> [[NSNumber]] {
15        var outputShape:[[NSNumber]] = Array(repeating: Array(repeating: 1, count: 5), count: 1)
16        outputShape[0][0] = inputShapes[0][0]
17        outputShape[0][1] = inputShapes[0][1]
18        outputShape[0][2] = inputShapes[0][2]
19        outputShape[0][3] = NSNumber(value:self.Hout)
20        outputShape[0][4] = NSNumber(value:self.Wout)
21        return outputShape
22    }
23
24    func evaluate(inputs: [MLMultiArray], outputs: [MLMultiArray]) throws {
25        let input_image = inputs[0]
26        let theta = inputs[1]
27        let output_image = outputs[0]
28        let Hin:Int = input_image.shape[3].intValue
29        let Win:Int = input_image.shape[4].intValue
30        let Hout:Int = output_image.shape[3].intValue
31        let Wout:Int = output_image.shape[4].intValue
32        let (w_grid, h_grid) = compute_grid(input_dims: [Hin, Win],
33                                            output_dims: [Hout, Wout],
34                                            theta: theta)
35        compute_output(w_grid: w_grid,
36                      h_grid: h_grid,
37                      input_image: input_image,
38                      output_image: output_image)
39
40    }
41}
```

The screenshot shows the Xcode interface with the following details:

- Project Navigator:** Shows the project structure under "spatial\_transformer".
- Editor:** Displays the content of the "gridSampler.swift" file.
- Run Bar:** Shows "Finished running spatial\_transformer on iPhone 8 Plus".
- Toolbar:** Standard Xcode toolbar with icons for play, stop, and search.

```
import CoreML
@objc(AAPLGridSampler) class AAPLGridSampler: NSObject, MLCustomLayer {
    var Wout:Int = 1
    var Hout:Int = 1

    required init(parameters: [String : Any]) throws {
        self.Wout = parameters["output_width"] as! Int
        self.Hout = parameters["output_height"] as! Int
        super.init()
    }

    let Win:Int = input_image.shape[4].intValue
    let Hout:Int = output_image.shape[3].intValue
    let Wout:Int = output_image.shape[4].intValue
    let (w_grid, h_grid) = compute_grid(input_dims: [Hin, Win],
                                         output_dims: [Hout, Wout],
                                         theta: theta)
    compute_output(w_grid: w_grid,
                  h_grid: h_grid,
                  input_image: input_image,
                  output_image: output_image)
}
```

The screenshot shows the Xcode interface with the following details:

- Project Navigator:** Shows the project structure under "spatial\_transformer".
- Editor:** Displays the code for `gridSampler.swift`. The code is written in Swift and uses CoreML.
- Code Block:** The `evaluate` function is highlighted with an orange box.
- Build Bar:** Shows "Finished running spatial\_transformer on iPhone 8 Plus".
- Top Bar:** Shows the project name "spatial\_transformer" and the device "iPhone 8 Plus".

```
1 import CoreML
2
3 @objc(APLGridSampler) class APLGridSampler: NSObject, MLCustomLayer {
4
5     var Wout:Int = 1
6     var Hout:Int = 1
7
8     required init(parameters: [String : Any]) throws {
9         self.Wout = parameters["output_width"] as! Int
10        self.Hout = parameters["output_height"] as! Int
11        super.init()
12    }
13
14    func outputShapes(forInputShapes inputShapes: [[NSNumber]]) throws -> [[NSNumber]] {
15        var outputShape:[[NSNumber]] = Array(repeating: Array(repeating: 1, count: 5), count: 1)
16        outputShape[0][0] = inputShapes[0][0]
17        outputShape[0][1] = inputShapes[0][1]
18        outputShape[0][2] = inputShapes[0][2]
19        outputShape[0][3] = NSNumber(value:self.Hout)
20        outputShape[0][4] = NSNumber(value:self.Wout)
21        return outputShape
22    }
23
24    func evaluate(inputs: [MLMultiArray], outputs: [MLMultiArray]) throws {
25        let input_image = inputs[0]
26        let theta = inputs[1]
27        let output_image = outputs[0]
28        let Hin:Int = input_image.shape[3].intValue
29        let Win:Int = input_image.shape[4].intValue
30        let Hout:Int = output_image.shape[3].intValue
31        let Wout:Int = output_image.shape[4].intValue
32        let (w_grid, h_grid) = compute_grid(input_dims: [Hin, Win],
33                                            output_dims: [Hout, Wout],
34                                            theta: theta)
35        compute_output(w_grid: w_grid,
36                      h_grid: h_grid,
37                      input_image: input_image,
38                      output_image: output_image)
39
40    }
41
```

```
import CoreML
func evaluate(inputs: [MLMultiArray], outputs: [MLMultiArray]) throws {
    let input_image = inputs[0]
    let theta = inputs[1]
    let output_image = outputs[0]
    let Hin:Int = input_image.shape[3].intValue
    let Win:Int = input_image.shape[4].intValue
    let Hout:Int = output_image.shape[3].intValue
    let Wout:Int = output_image.shape[4].intValue
    let (w_grid, h_grid) = compute_grid(input_dims: [Hin, Win],
                                         output_dims: [Hout, Wout],
                                         theta: theta)
    compute_output(w_grid: w_grid,
                  h_grid: h_grid,
                  input_image: input_image,
                  output_image: output_image)
}
```

The screenshot shows the Xcode interface with a project named "spatial\_transformer" running on an iPhone 8 Plus. The code editor displays a Swift file named "gridSampler.swift". The "evaluate" function is highlighted with an orange rectangle. The code implements a spatial transformer by calculating a grid and then applying it to the input image to produce the output image.

The screenshot shows the Xcode interface with the following details:

- Project Navigator:** Shows the project structure under "spatial\_transformer".
- Editor:** Displays the code for `gridSampler.swift`. The code is written in Swift and uses CoreML.
- Code Block:** The function `func outputShapes(forInputShapes inputShapes: [[NSNumber]]) throws -> [[NSNumber]]` is highlighted with an orange box.
- Build Bar:** Shows the status "Finished running spatial\_transformer on iPhone 8 Plus".
- Top Bar:** Shows the title "spatial\_transformer > iPhone 8 Plus" and various Xcode icons.

```
1 import CoreML
2
3 @objc(AAPLGridSampler) class AAPLGridSampler: NSObject, MLCustomLayer {
4
5     var Wout:Int = 1
6     var Hout:Int = 1
7
8     required init(parameters: [String : Any]) throws {
9         self.Wout = parameters["output_width"] as! Int
10        self.Hout = parameters["output_height"] as! Int
11        super.init()
12    }
13
14    func outputShapes(forInputShapes inputShapes: [[NSNumber]]) throws -> [[NSNumber]] {
15        var outputShape:[[NSNumber]] = Array(repeating: Array(repeating: 1, count: 5), count: 1)
16        outputShape[0][0] = inputShapes[0][0]
17        outputShape[0][1] = inputShapes[0][1]
18        outputShape[0][2] = inputShapes[0][2]
19        outputShape[0][3] = NSNumber(value:self.Hout)
20        outputShape[0][4] = NSNumber(value:self.Wout)
21        return outputShape
22    }
23
24    func evaluate(inputs: [MLMultiArray], outputs: [MLMultiArray]) throws {
25        let input_image = inputs[0]
26        let theta = inputs[1]
27        let output_image = outputs[0]
28        let Hin:Int = input_image.shape[3].intValue
29        let Win:Int = input_image.shape[4].intValue
30        let Hout:Int = output_image.shape[3].intValue
31        let Wout:Int = output_image.shape[4].intValue
32        let (w_grid, h_grid) = compute_grid(input_dims: [Hin, Win],
33                                            output_dims: [Hout, Wout],
34                                            theta: theta)
35        compute_output(w_grid: w_grid,
36                      h_grid: h_grid,
37                      input_image: input_image,
38                      output_image: output_image)
39
40    }
41
```

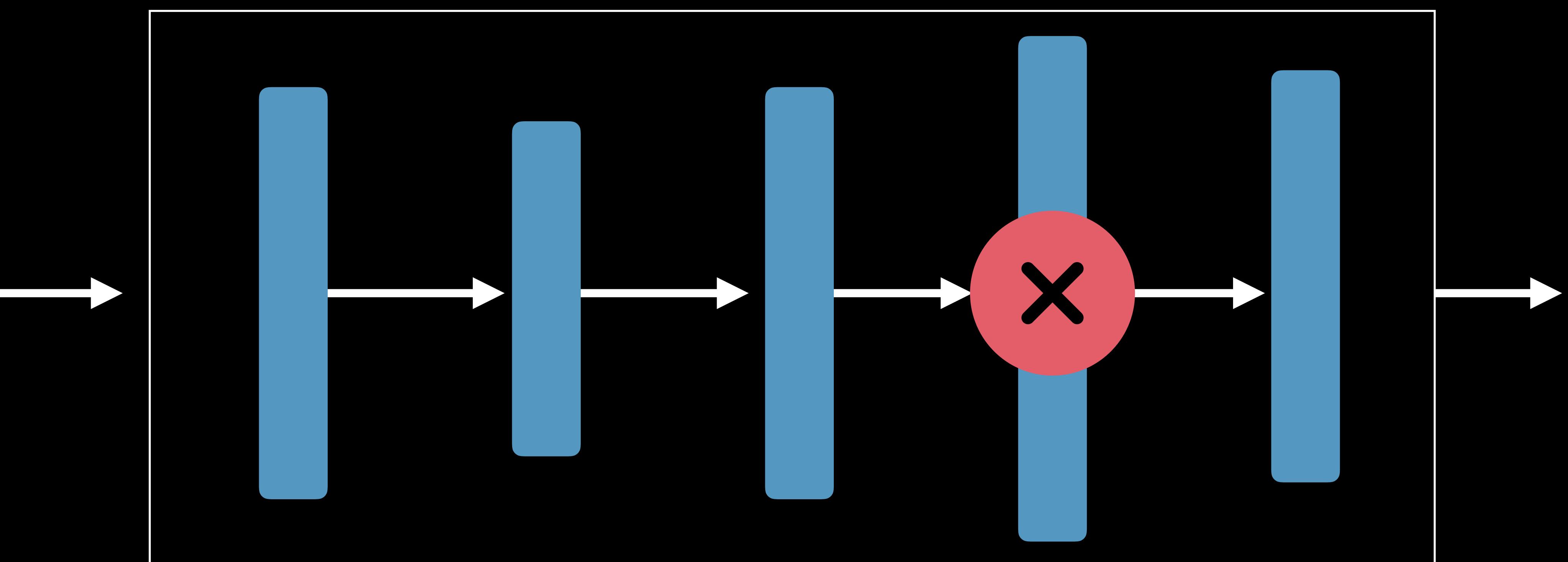
The screenshot shows the Xcode interface with the following details:

- Project Navigator:** Shows the project structure under "spatial\_transformer".
- Editor:** Displays the code for `gridSampler.swift`. A large rectangular selection box highlights the implementation of the `outputShapes` method.
- Top Bar:** Shows the build target as "iPhone 8 Plus" and the status "Finished running spatial\_transformer on iPhone 8 Plus".

```
import CoreML
@objc(APLGridSampler) class AAPLGridSampler: NSObject, MLCustomLayer {
    var Wout:Int = 1
    var Hout:Int = 1
    required init(parameters: [String : Any]) throws {
        self.Wout = parameters["output_width"] as! Int
        self.Hout = parameters["output_height"] as! Int
        super.init()
    }
    func outputShapes(forInputShapes inputShapes: [[NSNumber]]) throws -> [[NSNumber]] {
        var outputShape:[[NSNumber]] = Array(repeating: Array(repeating: 1, count: 5), count: 1)
        outputShape[0][0] = inputShapes[0][0]
        outputShape[0][1] = inputShapes[0][1]
        outputShape[0][2] = inputShapes[0][2]
        outputShape[0][3] = NSNumber(value:self.Hout)
        outputShape[0][4] = NSNumber(value:self.Wout)
        return outputShape
    }
    let Win:Int = input_image.shape[4].intValue
    let Hout:Int = output_image.shape[3].intValue
    let Wout:Int = output_image.shape[4].intValue
    let (w_grid, h_grid) = compute_grid(input_dims: [Hin, Win],
                                         output_dims: [Hout, Wout],
                                         theta: theta)
    compute_output(w_grid: w_grid,
                  h_grid: h_grid,
                  input_image: input_image,
                  output_image: output_image)
}
```

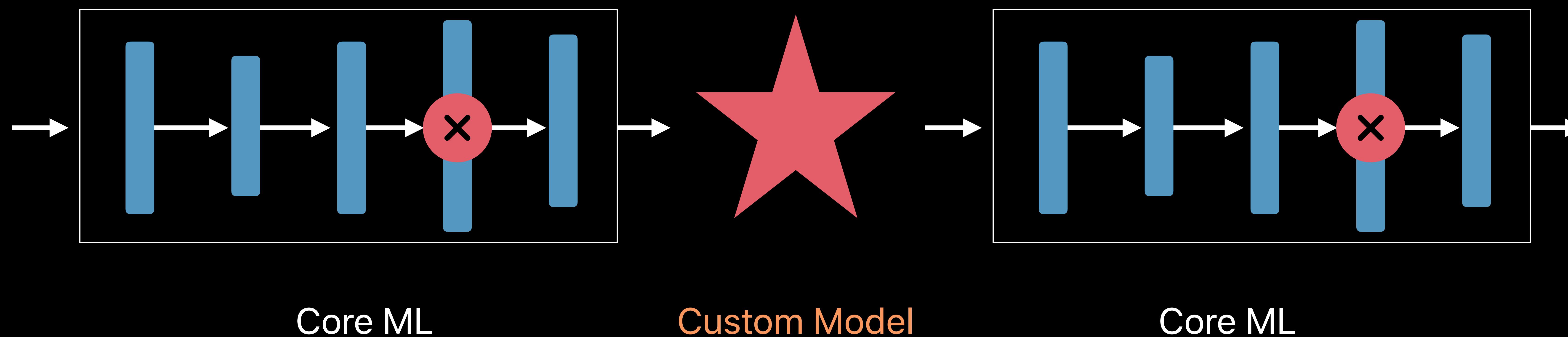
# Custom Layer

Layer in a Neural Network



# Custom Model

New Model



# Summary

# Core ML Tools 2.0

# Core ML Tools 2.0

Rich Core ML Tools ecosystem

# Core ML Tools 2.0

Rich Core ML Tools ecosystem

Easy-to-use quantization utilities

# Core ML Tools 2.0

Rich Core ML Tools ecosystem

Easy-to-use quantization utilities

Integrate new layers

# More Information

<https://developer.apple.com/wwdc18/709>

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Machine Learning Lab

Technology Lab 2

Wednesday 4:00PM

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Machine Learning Lab

Technology Lab 12

Friday 2:00PM

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