ONNX Pre-processing WG

Monthly meeting - March 8, 2022

Agenda

- Status
- Next step, working group wrap-up(?)
- Open floor

Status

PRs:

[MERGED] Add Data preprocessing with ONNX: ResNet-50 example https://github.com/onnx/tutorials/pull/268

[MERGED] Add Resize-19: half_pixel_symmetric https://github.com/onnx/onnx/pull/4862

[Pending] Using ONNX parser in SequenceMap tutorial https://github.com/onnx/tutorials/pull/277

Status / Next steps

Goals		
General infrastructure	Utilities to combine models	V
	Support for heterogeneous batch processing	✓
	Labeling parts of the model	✓
First model published (ResNet)	Resize-18	✓
	CenterCropPad	V
	Resize-19 (half_pixel_symmetric)	(* Not yet released)
	Publish ResNet preprocessing notebook	V
	Make Resnet models with preprocessing available in https://github.com/onnx/models/tree/main/vision/classification/resnet and onnx.hub	
	Documentation page about creating models with preprocessing	

Models with pre-processing in onnx.hub

```
"model": "ResNet50-fp32"
"model path": "vision/classification/resnet/model/resnet50-v1-12.onnx".
"onnx version": "1.7.0",
"opset version": 12,
"metadata": {
    "model sha": "3f03fdef724b22947eed826fleef1dc5c34151bb4c37d634f1db89dfa2dd1526",
   "model bytes": 102576593.
        "vision",
        "classification".
        "resnet"
   "io ports": {
        "inputs": [
                "name": "data",
                "shape": [
                    224,
                    224
                "type": "tensor(float)"
        "outputs": [
                "name": "resnetv17 dense0 fwd",
                "shape": [
                    1000
                "type": "tensor(float)"
   "model with data path": "vision/classification/resnet/model/resnet50-v1-12.tar.gz",
   "model with data sha": "9391137cfc8fbec372d7ale59e272d67550dab72d93cf7c7d6256782262599ea".
    "model with data bytes": 96559469
```

Manifest file:

https://raw.githubusercontent.com/onnx/models/main/ONNX_HUB_MANIFEST.json

Access:

```
model = onnx.hub.load("ResNet50-fp32")
```

How do we include preprocessing?

- Separate model "-e2e" (better name?)
- Use "model with preprocessing path"?
- Post also "-preproc" model separately, in case someone want to reuse?

Open floor