🖵 dmlc / **treelite**

How to use this library in Android or IOS platform ? #6

[New issue]

ⓘ **Open** **lyq123180** opened this issue on 23 Sep · 5 comments

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lyq123180 commented on 23 Sep

I want to use Treelite for inference in Android and IOS platform.
1.Is this library compatible with xgboost model file?
Because I plan to train the model using xgboost，and inference using the treelite.
2.Is there any dependence on linux-only library?
I was try to compile the xgboost with Android NDK,however I find there are many dependence on linux-only library,for example the execinfo.h.I can't find such file in Android NDK.

lyq123180 commented on 23 Sep

I notice there is a funcion for model loading in C-API.

```
 int TreeliteLoadXGBoostModel(const char* filename,ModelHandle* out) {
```

still,I want to know if there is any example for C-API.

lyq123180 commented on 23 Sep • edited ▾

I try to compile the library with Android NDK but encounter the same problem with the xgboost.
For the dmlc library need 'asm/types.h' , but I can't find this file in Android NDK.

```
 [ 3%] Building CXX object dmlc-core/CMakeFiles/dmlc.dir/src/config.cc.oclang++: warning:
argument unused during compilation: '-msse2' [-Wunused-command-line-argument]In file
included from /home/panmin/下载/treelite/dmlc-core/src/config.cc:4:In file included from
/home/panmin/Android/android-ndk-r15b/sources/cxx-stl/gnu-libstdc++/4.9/include
/sstream:38:In file included from /home/panmin/Android/android-ndk-r15b/sources/cxx-stl/gnu-
libstdc++/4.9/include/istream:38:In file included from /home/panmin/Android/android-ndk-
r15b/sources/cxx-stl/gnu-libstdc++/4.9/include/ios:38:In file included from /home/panmin
/Android/android-ndk-r15b/sources/cxx-stl/gnu-libstdc++/4.9/include/iosfwd:40:In file
included from /home/panmin/Android/android-ndk-r15b/sources/cxx-stl/gnu-libstdc++
/4.9/include/bits/postypes.h:40:In file included from /home/panmin/Android/android-ndk-
r15b/sources/cxx-stl/gnu-libstdc++/4.9/include/cwchar:44:In file included from /home/panmin
/Android/android-ndk-r15b/sysroot/usr/include/wchar.h:32:In file included from /home/panmin
/Android/android-ndk-r15b/sysroot/usr/include/stdio.h:42:In file included from /home/panmin
/Android/android-ndk-r15b/sysroot/usr/include/sys/types.h:36:/home/panmin/Android/android-
ndk-r15b/sysroot/usr/include/linux/types.h:21:10: fatal error: 'asm/types.h' file not
found#include <asm/types.h> ^~~~~~~~~~~~ 1 error generated.dmlc-core/CMakeFiles/dmlc.dir
/build.make:62: recipe for target 'dmlc-core/CMakeFiles/dmlc.dir/src/config.cc.o' failed
```

🔖 ⑂ **superbobry** referenced this issue in **dmlc/xgboost** on 23 Sep

how to use xgboost in android or ios platform? #2734   ⓘ **Open**

hcho3 commented on 1 Oct • edited ▾   Contributor

As for C API, we haven't gotten around writing a documentation yet. For now, you can read the comments in c_api.h and c_api_runtime.h.

Assignees
No one assigned

Labels
  enhancement

Projects
None yet

Milestone
No milestone

Notifications

2 participants

hcho3 commented on 1 Oct   Contributor

@lyq123180 Actually, **you do not have to compile treelite on Android**! It's best to think of treelite as a **compiler**, which will convert your tree model into a C program. So do the following:

1. Compile treelite on a laptop or desktop.
2. Use treelite to produce a C program.
3. Compile the produced C program on Android.

hcho3 commented on 19 Oct • edited ▾   Contributor

@lyq123180 We do plan to write a tutorial on how to deploy tree models on Android and iOS. ~~We'll try to get this done within 2-3 weeks.~~ Unfortunately, we'll be delaying the tutorial until a future release of treelite. Thanks for your understanding.

🏷 **hcho3** added the **enhancement** label 24 days ago