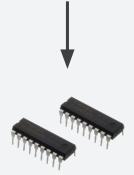
TFLite Micro: NN Operations

The OpsResolver



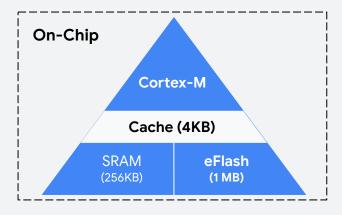
Why Care About Binary Size?

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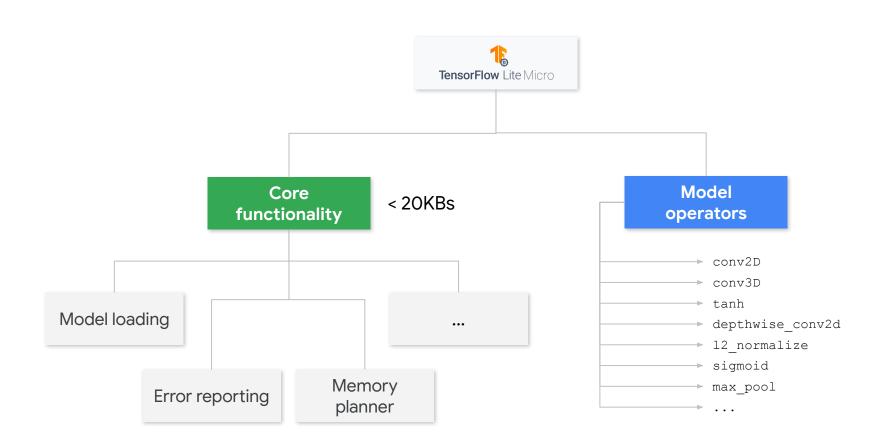


Why Care About Binary Size?

- Executable code used by a framework takes up space in Flash
- Flash is a limited resource on embedded devices and often just tens of kilobytes available
- If compiled code is too large, it won't be usable by applications.



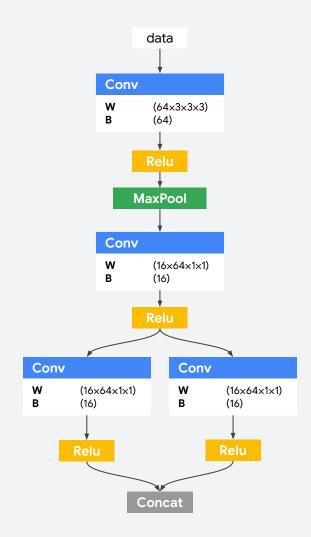




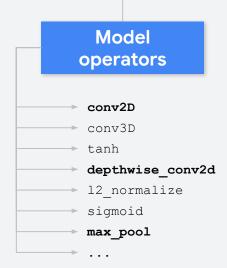
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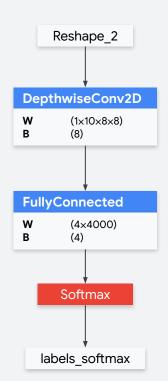
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- Not all operators are used or even needed to perform inference
- Bring in or load only those that are important to conserve memory usage



How to **Reduce the Size** Taken by Ops?

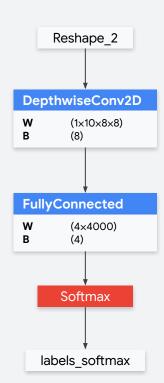
Allow developers to specify which ops they want to be included in the binary

```
tflite::MicroMutableOpResolver<4>
op_resolver(error_reporter);
if (op_resolver.AddDepthwiseConv2D() != kTfLiteOk) {
    return;
}
```

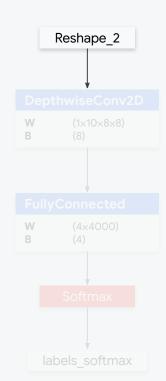


Hey, Google!

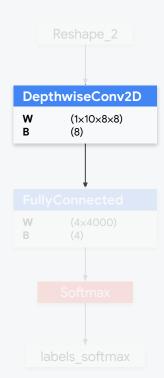




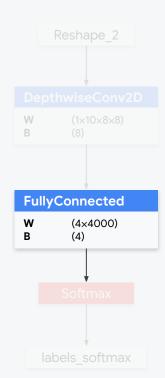
```
static tflite::MicroMutableOpResolver<4> micro_op_resolver(error_reporter);
if (micro_op_resolver.AddDepthwiseConv2D() != kTfLiteOk) {
  return;
if (micro_op_resolver.AddFullyConnected() != kTfLite0k) {
  return;
if (micro_op_resolver.AddSoftmax() != kTfLiteOk) {
  return;
if (micro_op_resolver.AddReshape() != kTfLite0k) {
  return;
```



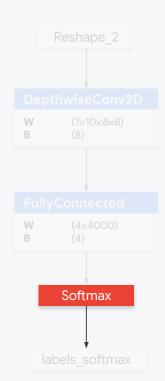
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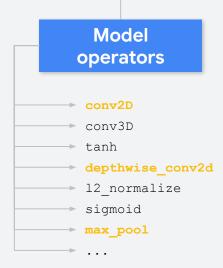


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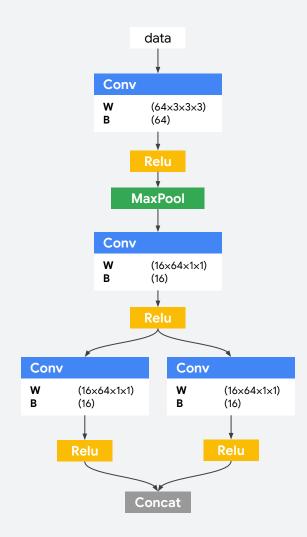
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  return;
if (micro_op_resolver.AddReshape() != kTfLite0k) {
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```

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Which Ops to Include?





If memory is not an issue, you can choose to simply include all operators, both used and unused, at the expense of increased memory consumption

```
static tflite::AllOpsResolver resolver;

// Build an interpreter to run the model with.
static tflite::MicroInterpreter static_interpreter(
    model, resolver, tensor_arena, kTensorArenaSize, error_reporter);
interpreter = &static_interpreter;
```

Memory Improvements

- Selective op registration reduces memory consumption by 30%
- Memory reduction varies by model, depending on the operators used by the model

