

# Artificial Intelligence in



@ray\_deck



Who drew up this battle plan?  
It doesn't make any sense.

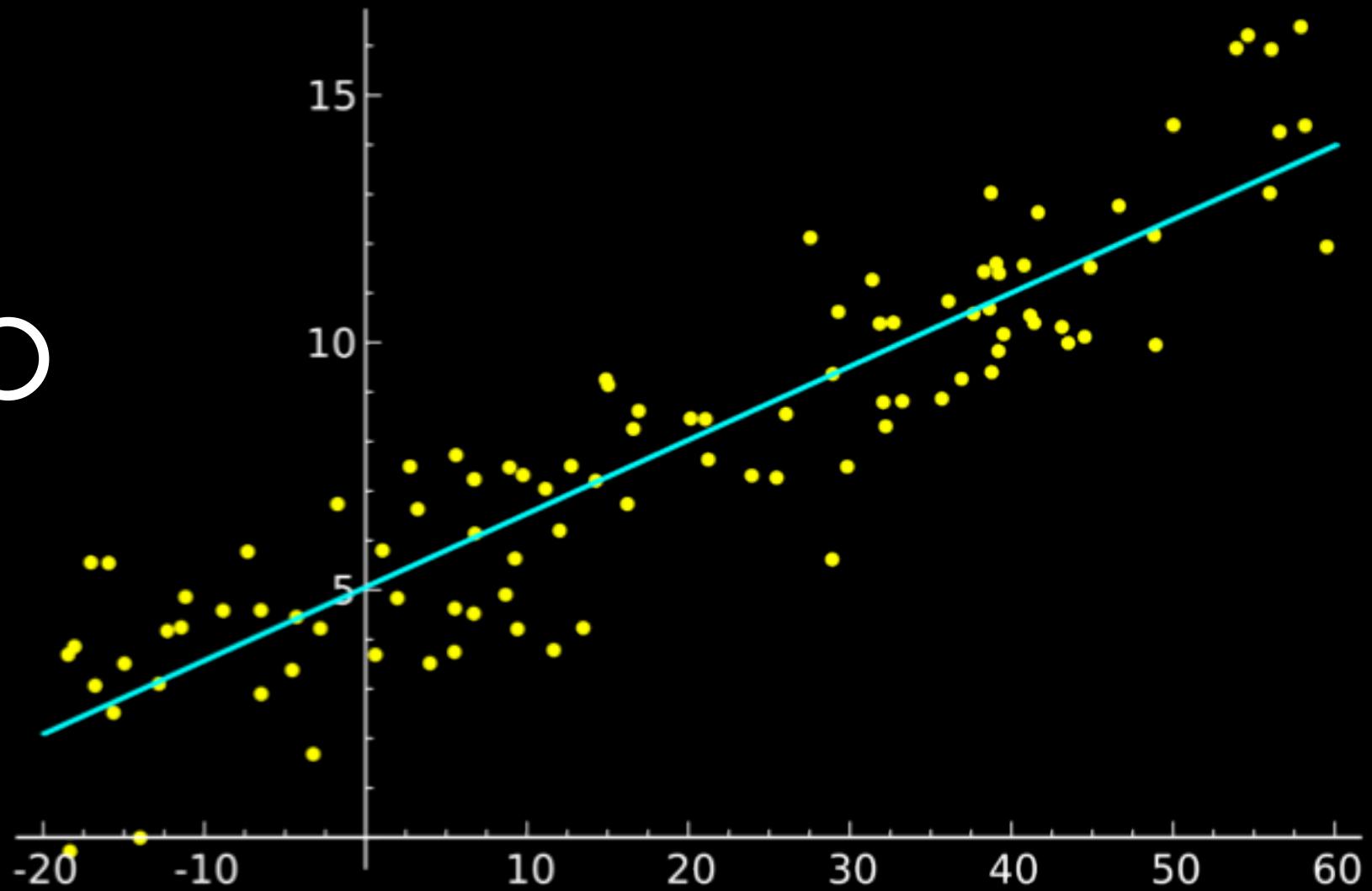


Statistical Computing  
Machine Learning  
Stochastic Programming  
Artificial Intelligence

# Statistics

# Regression

$$y = mx + b$$



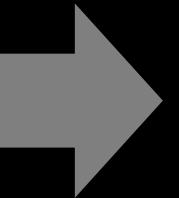
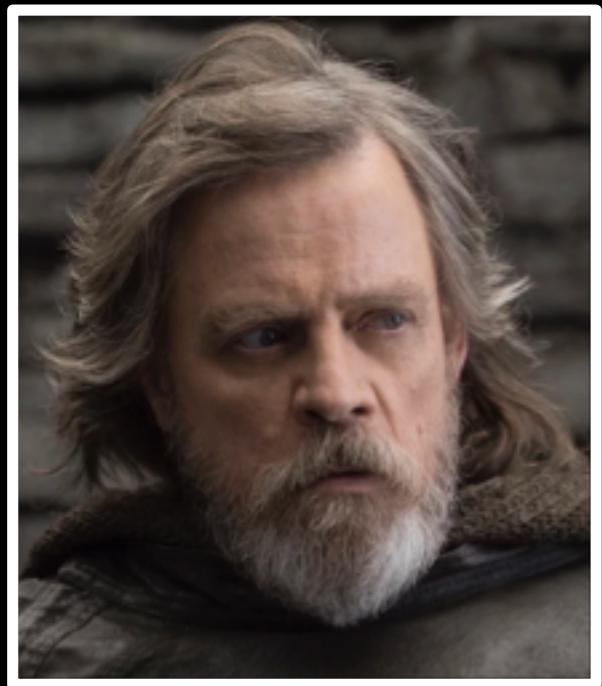
# Differentiation

# High-Dimensional Numbers

# High-Dimensional Vectors

# High-Dimensional Arrays

						0.3200	0.5421	0.5110	0.7389	0.4918	0.9184
						0.8660	0.3020	0.4890	0.6987	0.3051	0.4029
						0.0722	0.6375	0.7953	0.1546	0.2867	0.9654
						0.3608	0.6891	0.8220	0.0024	0.2030	0.1865
			0.2222	0.6622	0.5402	0.7650	0.1721	0.3517	0.37	0.0778	0.5965
			0.4795	0.8597	0.4049	0.7070	0.0784	0.6631	0.31	0.5417	0.3071
			0.3131	0.7966	0.4261	0.7823	0.7319	0.0807	0.68	0.7756	0.1203
			0.2659	0.7687	0.7874	0.8179	0.0292	0.4352	0.75	0.1681	0.7669
			0.4201	0.2091	0.2931	0.3404	0.4661	0.6139	0.32	0.4423	0.8521
0.0548	0.6564	0.0637	0.5374	0.1792	0.4786	0.3600	0.8400	0.5494	0.50	0.5043	0.7875
0.3202	0.4883	0.9120	0.7424	0.8177	0.8120	0.1231	0.0385	0.0082	0.02	0.2732	0.9331
0.8694	0.7283	0.8922	0.2756	0.9849	0.4665	0.8901	0.9990	0.8012			
0.2098	0.9957	0.5271	0.7638	0.4820	0.9617	0.7502	0.9465	0.5517			
0.2385	0.8299	0.3855	0.9500	0.3676	0.2845	0.0281	0.7467	0.2544			
0.1923	0.7167	0.6323	0.9345	0.2605	0.0331	0.1107	0.0081	0.5787			
0.5322	0.1652	0.4930	0.2563	0.5717	0.1103						
0.7212	0.4764	0.9196	0.6196	0.4345	0.6993						
0.8939	0.5753	0.7510	0.1955	0.7078	0.9869						
0.9766	0.7216	0.0188	0.8569	0.8033	0.7709						
0.3885	0.6761	0.4612	0.8000	0.8435	0.8812						



	0.3200	0.5421	0.5110	0.7389	0.4918	0.9184	
	0.8660	0.3020	0.4890	0.6987	0.3051	0.4029	
	0.0722	0.6375	0.7953	0.1546	0.2867	0.9654	
	0.3608	0.6891	0.8220	0.0024	0.2030	0.1865	
	0.6227	0.2532	0.9418	0.8587	0.0778	0.5965	
	0.2222	0.6622	0.5402	0.7650	0.1721	0.3517	0.3071
	0.4795	0.8597	0.4049	0.7070	0.0784	0.6631	0.1203
	0.3131	0.7966	0.4261	0.7823	0.7319	0.0807	0.7669
	0.2659	0.7687	0.7874	0.8179	0.0292	0.4352	0.8521
	0.4201	0.2091	0.2931	0.3404	0.4661	0.6139	0.7875
	0.3099	0.1022	0.0893	0.3600	0.8400	0.5494	0.9331
	0.0548	0.6564	0.0637	0.5374	0.1792	0.4786	0.0082
	0.3202	0.4883	0.9120	0.7424	0.8177	0.8120	0.8012
	0.8694	0.7283	0.8922	0.2756	0.9849	0.4665	0.5517
	0.2098	0.9957	0.5271	0.7638	0.4820	0.9617	0.2544
	0.2385	0.8299	0.3855	0.9500	0.3676	0.2845	0.5787
	0.1923	0.7167	0.6323	0.9345	0.2605	0.0331	
	0.5322	0.1652	0.4930	0.2563	0.5717	0.1103	
	0.7212	0.4764	0.9196	0.6196	0.4345	0.6993	
	0.8939	0.5753	0.7510	0.1955	0.7078	0.9869	
	0.9766	0.7216	0.0188	0.8569	0.8033	0.7709	
	0.3885	0.6761	0.4612	0.8000	0.8435	0.8812	

0.1489

0.0026

0.0128

0.0731

0.1212

0.0933

0.0110

0.0011

0.0432

0.0002

0.0299

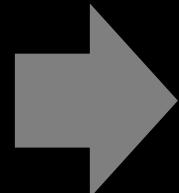
0.0054

0.0255

0.0035

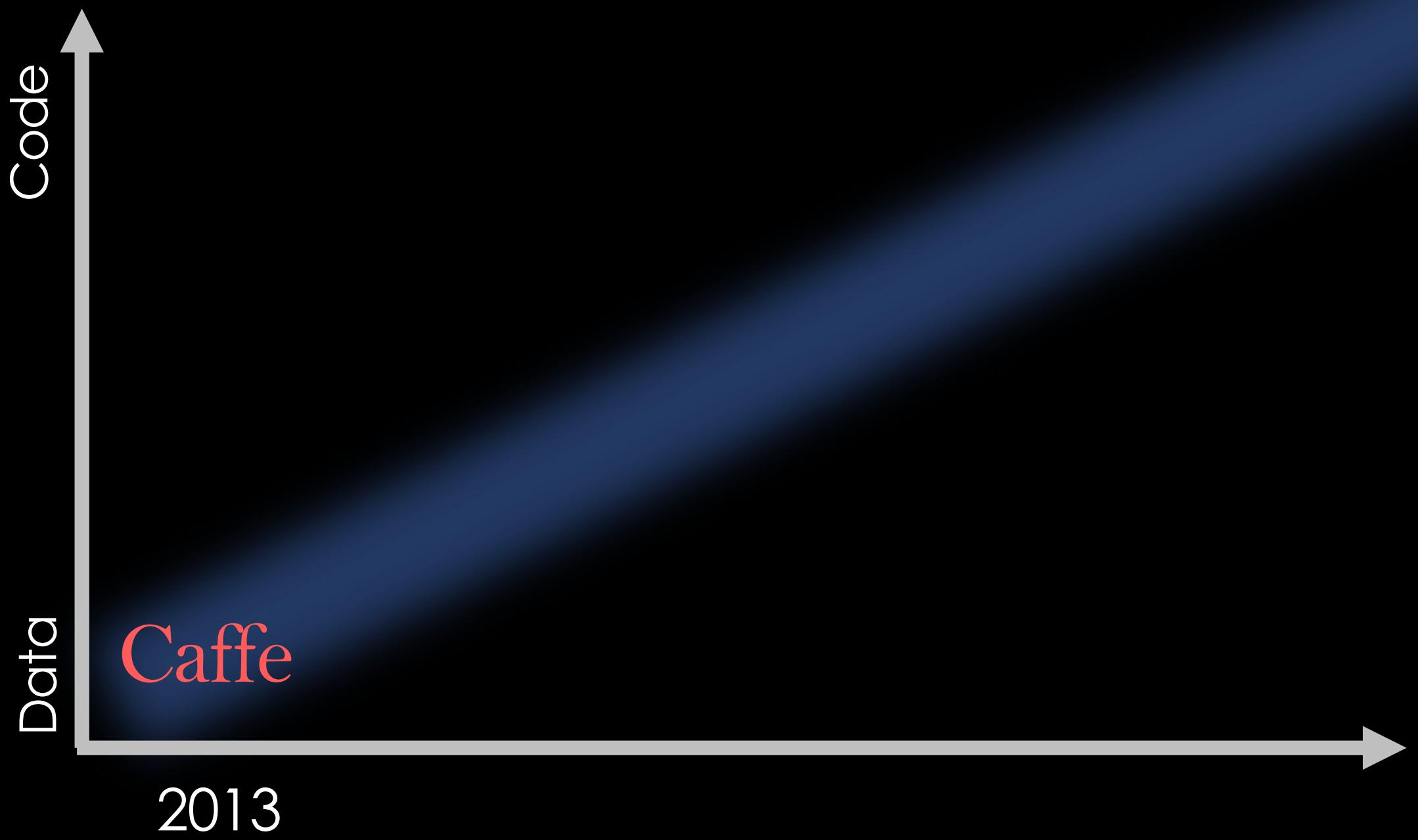
0.1043

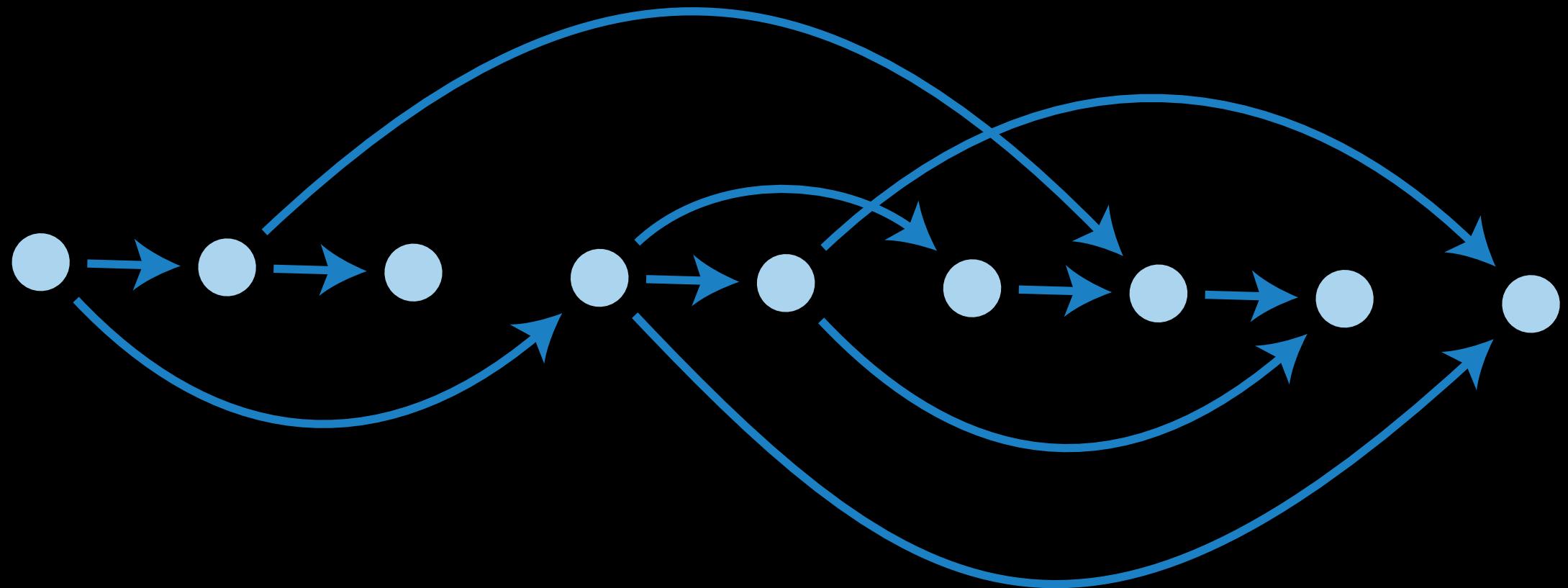
0.1427

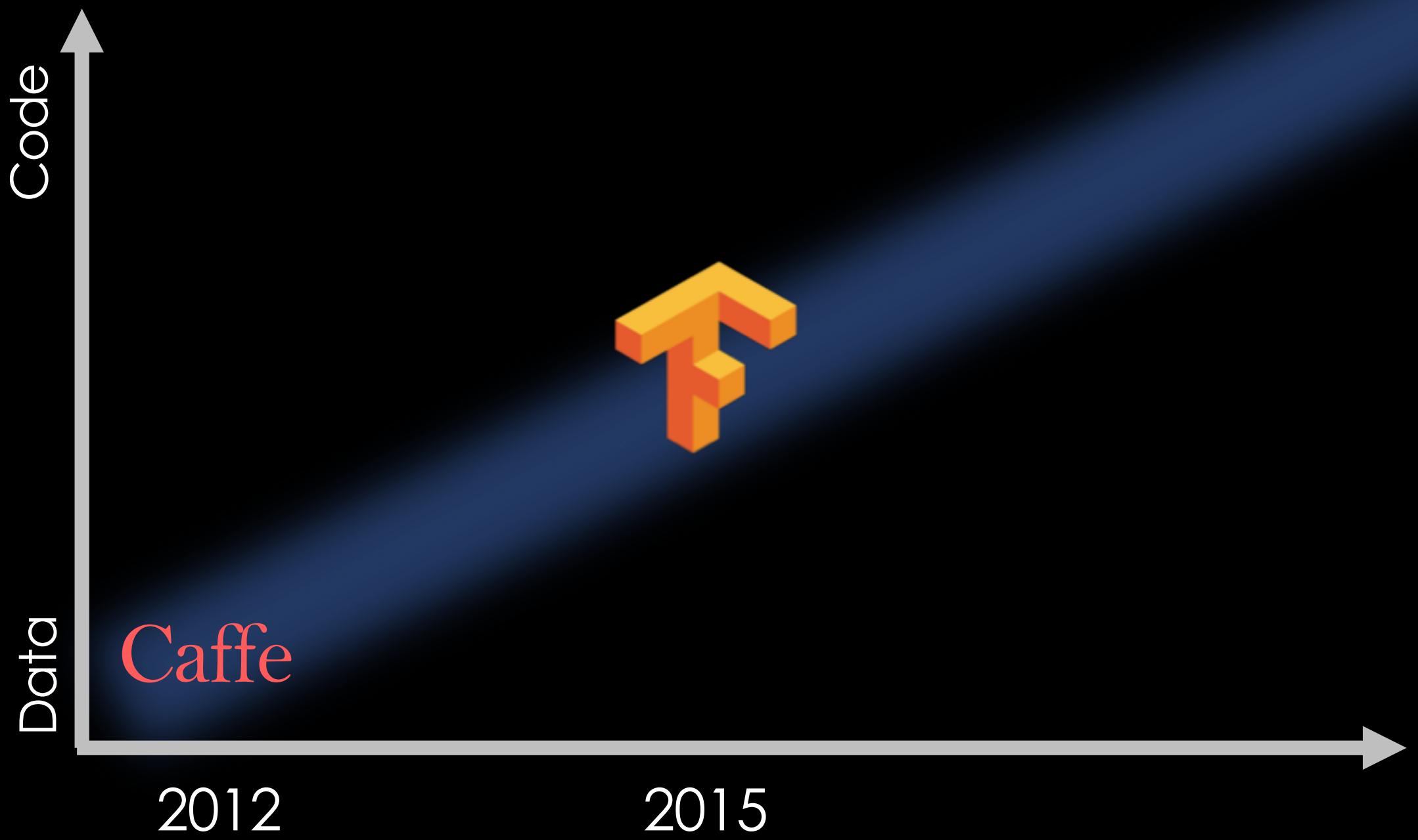


63% Luke Skywalker  
24% Jedi Knight  
0.1% Chewbacca

Conv2D  
MaxPool  
ReLU  
Sigmoid  
TanH  
LSTM  
GRU



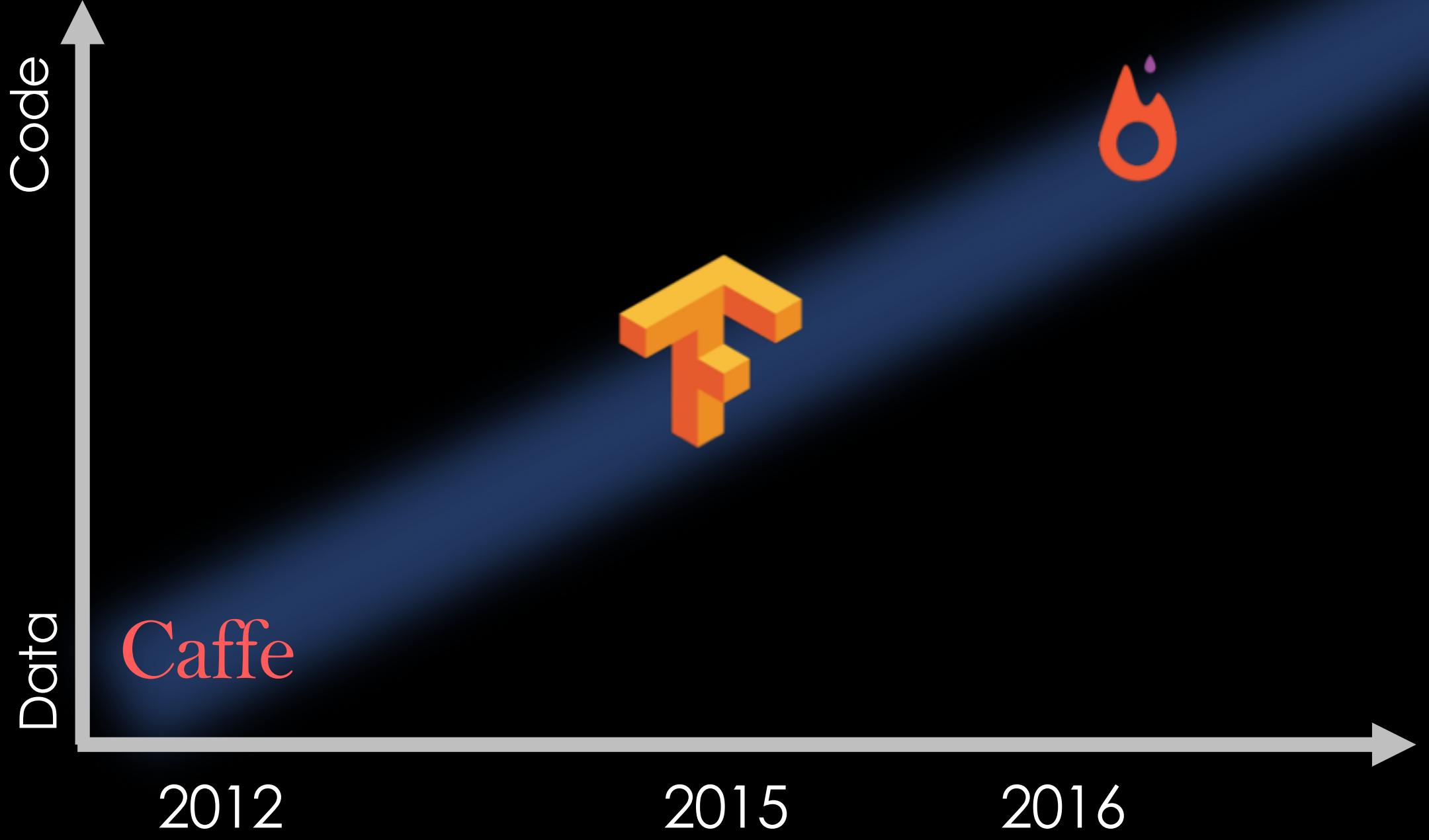




Model as Data Structure

Model as Code

# Automatic Differentiation

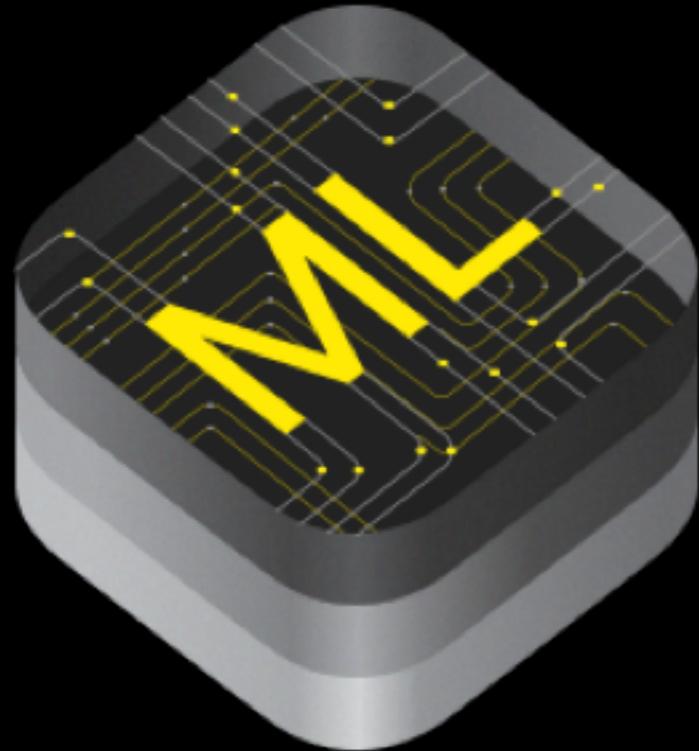


$$y = f(x)$$

$$\begin{aligned}
& 0.1489 \\
& 0.0026 \\
& 0.0128 \\
& \quad \quad \quad 0.3200 \quad 0.5421 \quad 0.5110 \quad 0.7389 \quad 0.4918 \quad 0.9184 \\
& 0.0731 \\
& \quad \quad \quad 0.8660 \quad 0.3020 \quad 0.4890 \quad 0.6987 \quad 0.3051 \quad 0.4029 \\
& 0.1212 \\
& \quad \quad \quad 0.0722 \quad 0.6375 \quad 0.7953 \quad 0.1546 \quad 0.2867 \quad 0.9654 \\
& 0.0933 \\
& \quad \quad \quad 0.2222 \quad 0.6622 \quad 0.5402 \quad 0.7650 \quad 0.1721 \quad 0.3517 \quad 0.1865 \\
& 0.0110 \\
& \quad \quad \quad 0.4795 \quad 0.8597 \quad 0.4049 \quad 0.7070 \quad 0.0784 \quad 0.6631 \quad 0.5965 \\
& 0.0011 \\
& \quad \quad \quad 0.3131 \quad 0.7966 \quad 0.4261 \quad 0.7823 \quad 0.7319 \quad 0.0807 \quad 0.3071 \\
& 0.0432 \\
& \quad \quad \quad 0.0548 \quad 0.6564 \quad 0.0637 \quad 0.5374 \quad 0.1792 \quad 0.4786 \quad 0.4352 \quad 0.1203 \\
& 0.0002 \\
& \quad \quad \quad 0.3202 \quad 0.4883 \quad 0.9120 \quad 0.7424 \quad 0.8177 \quad 0.8120 \quad 0.6139 \quad 0.7669 \\
& 0.0299 \\
& \quad \quad \quad 0.8694 \quad 0.7283 \quad 0.8922 \quad 0.2756 \quad 0.9849 \quad 0.4665 \quad 0.5494 \quad 0.8521 \\
& 0.0054 \\
& \quad \quad \quad 0.2098 \quad 0.9957 \quad 0.5271 \quad 0.7638 \quad 0.4820 \quad 0.9617 \quad 0.0082 \quad 0.7875 \\
& 0.0255 \\
& \quad \quad \quad 0.2385 \quad 0.8299 \quad 0.3855 \quad 0.9500 \quad 0.3676 \quad 0.2845 \quad 0.8012 \quad 0.9331 \\
& 0.0035 \\
& \quad \quad \quad 0.1923 \quad 0.7167 \quad 0.6323 \quad 0.9345 \quad 0.2605 \quad 0.0331 \quad 0.5517 \\
& 0.1043 \\
& \quad \quad \quad 0.5322 \quad 0.1652 \quad 0.4930 \quad 0.2563 \quad 0.5717 \quad 0.1103 \quad 0.2544 \\
& 0.1427 \\
& \quad \quad \quad 0.7212 \quad 0.4764 \quad 0.9196 \quad 0.6196 \quad 0.4345 \quad 0.6993 \quad 0.5787 \\
& 0.0054 \\
& \quad \quad \quad 0.8939 \quad 0.5753 \quad 0.7510 \quad 0.1955 \quad 0.7078 \quad 0.9869 \\
& 0.0255 \\
& \quad \quad \quad 0.9766 \quad 0.7216 \quad 0.0188 \quad 0.8569 \quad 0.8033 \quad 0.7709 \\
& 0.0035 \\
& \quad \quad \quad 0.3885 \quad 0.6761 \quad 0.4612 \quad 0.8000 \quad 0.8435 \quad 0.8812
\end{aligned}$$

$$55\% \text{ Millennium Falcon} + 23\% \text{ Hunk of Junk} + 0.1\% \text{ Chewbacca} = f(\text{Millennium Falcon})$$





# File Specification

## API

### Conversion Tools

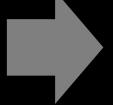
# ProtoBuf

[apple.github.io/coremltools/coremlspecification](https://apple.github.io/coremltools/coremlspecification)

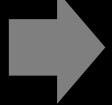
# Feature Engineering



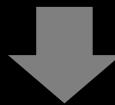
Input  
Conversion



Execution  
Metal



Output  
Conversion



75% Darth Vader  
24% Sith Lord  
10% Samurai

VisionKit

MLModel

Natural Language

GameplayKit

VNTrackObjectRequest

VNDetectFaceRectanglesRequest

VNDetectBarcodesRequest

VNDetectTextRectanglesRequest

```
func captureOutput(_ output: AVCaptureOutput ...) {
    let cvp = CMSampleBufferGetImageBuffer(sampleBuffer)
    let irh = VNImageRequestHandler(cvPixelBuffer: cvp, options: [:])
    irh.perform([r])
}
```

# VNCoreMLRequest

VNClassificationObservation

```
let modelURL = URL(string: thisURL)
let m = try? MLModel(contentsOf: modelURL)
let vnmodel = try? VNCoreMLModel(for: m)
let r = VNCoreMLRequest(model: vnmodel) { request, error in
    guard error == nil, let results = request.results else { return }
    var out:[[String:Any]] = []
    for result in results {
        if let co = result as? VNClassificationObservation {
            let confidence = String(Int(co.confidence * 100))
            print("Label: " + co.identifier + " " + confidence + "%")
        }
    }
}
```

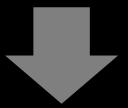
MLModel.compile(url:)

MLModel(url:)

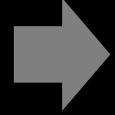
# DictionaryFeatureProvider

```
let c = MLModel.compile(url: u)
let m = MLModel(url: c)
let d:[String:Any] = ["input": image]
let dfpin = MLDictionaryFeatureProvider(dictionary: d)
let fp = m.predict(dfp)
let dfpout = fp.featureValue(for: "labels")
let dic = dfpout.dictionaryValue
let topResult = dic.first()
```

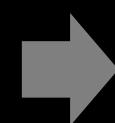
# MLMultiArray



Input  
Conversion

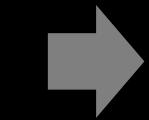


Execution  
Metal

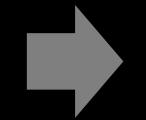


MLMultiArray

MLMultiArray



Execution  
Metal



Output  
Conversion



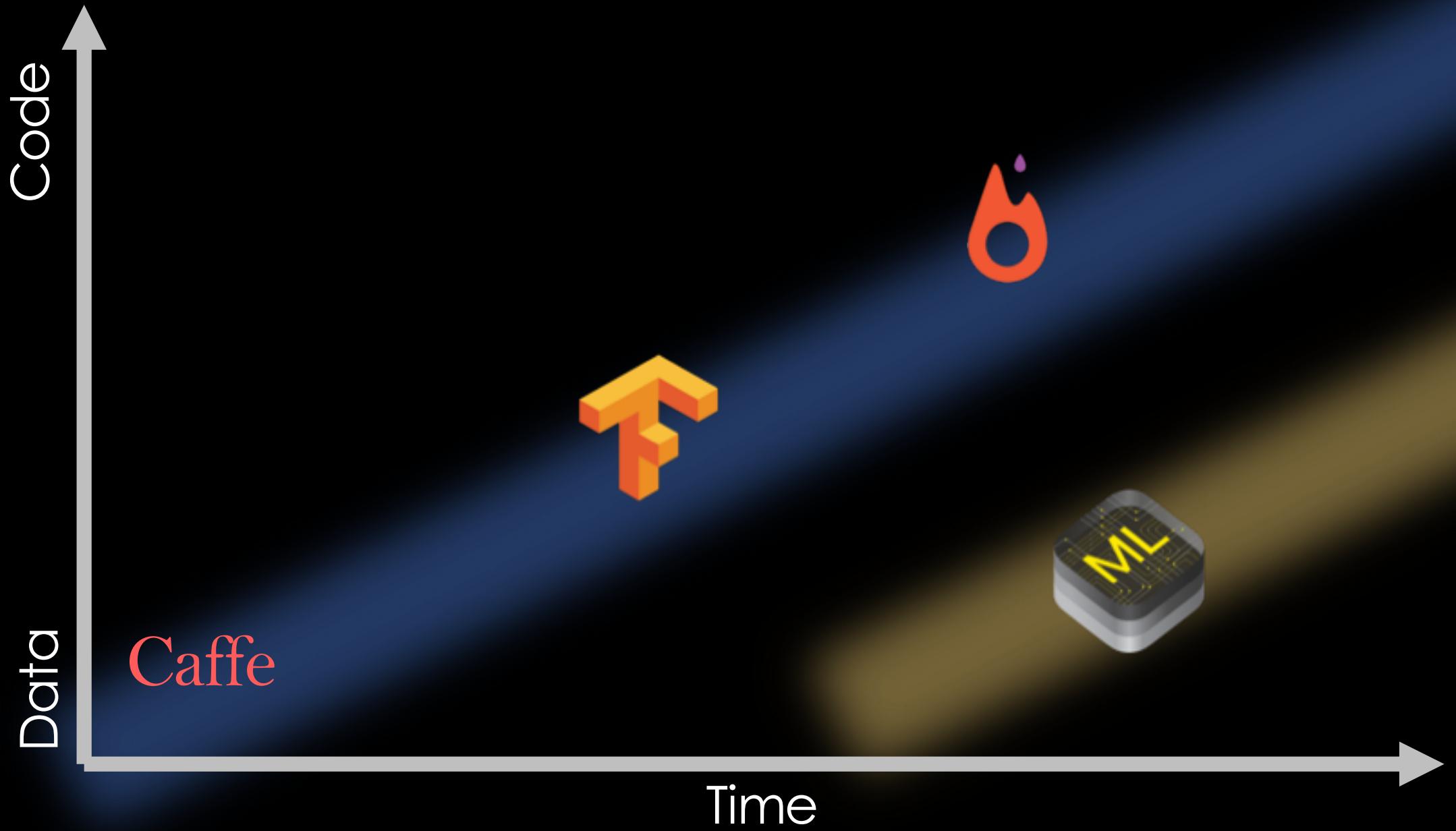
55% Chewbacca  
24% Wookiee  
10% Ewok

```
let m = MLModel(url: c)
let d:[String:Any] = ["input": image]
let dfpin = MLDictionaryFeatureProvider(dictionary:_d)
let fp = m.predict(dfp)
let c2 = MLModel.compile(url: u2)
let m2 = MLModel(url: c2)
let fp2 = m2.predict(fp)
let dfpout = fp2.featureValue(for: "labels")
let dic = dfpout.dictionaryValue
let topResult = dic.first()
```

# Bottlenecking

# Composition

# Packaging





# Quantization

NLModel(url:)

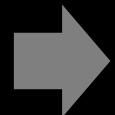
`predictedLabel(for:)`

`predictedLabels(forTokens:)`

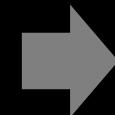
“I find your lack  
of faith  
disturbing”



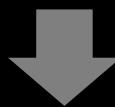
Input  
Conversion



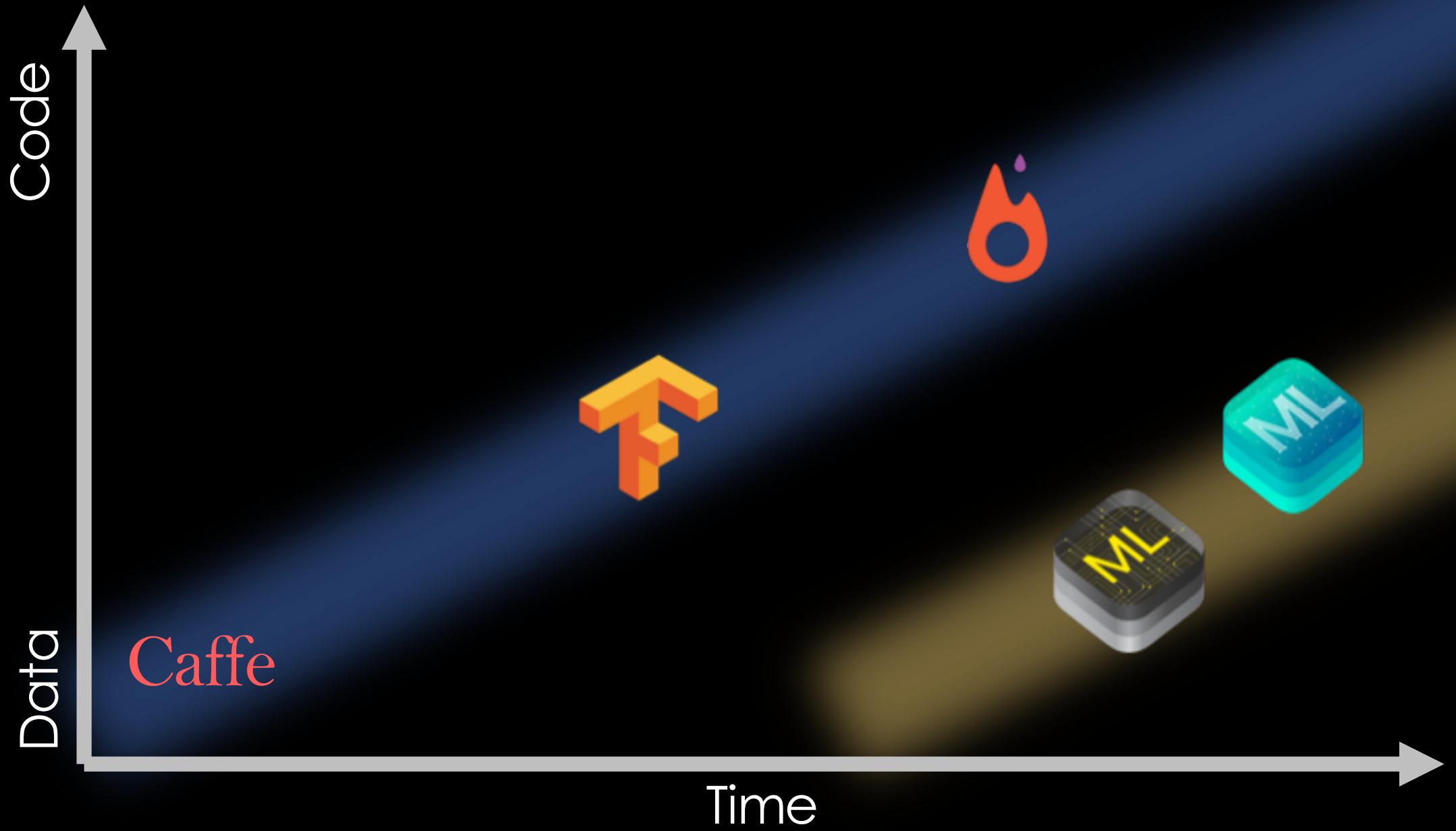
Execution  
Metal



Output  
Conversion



“Intimidation”



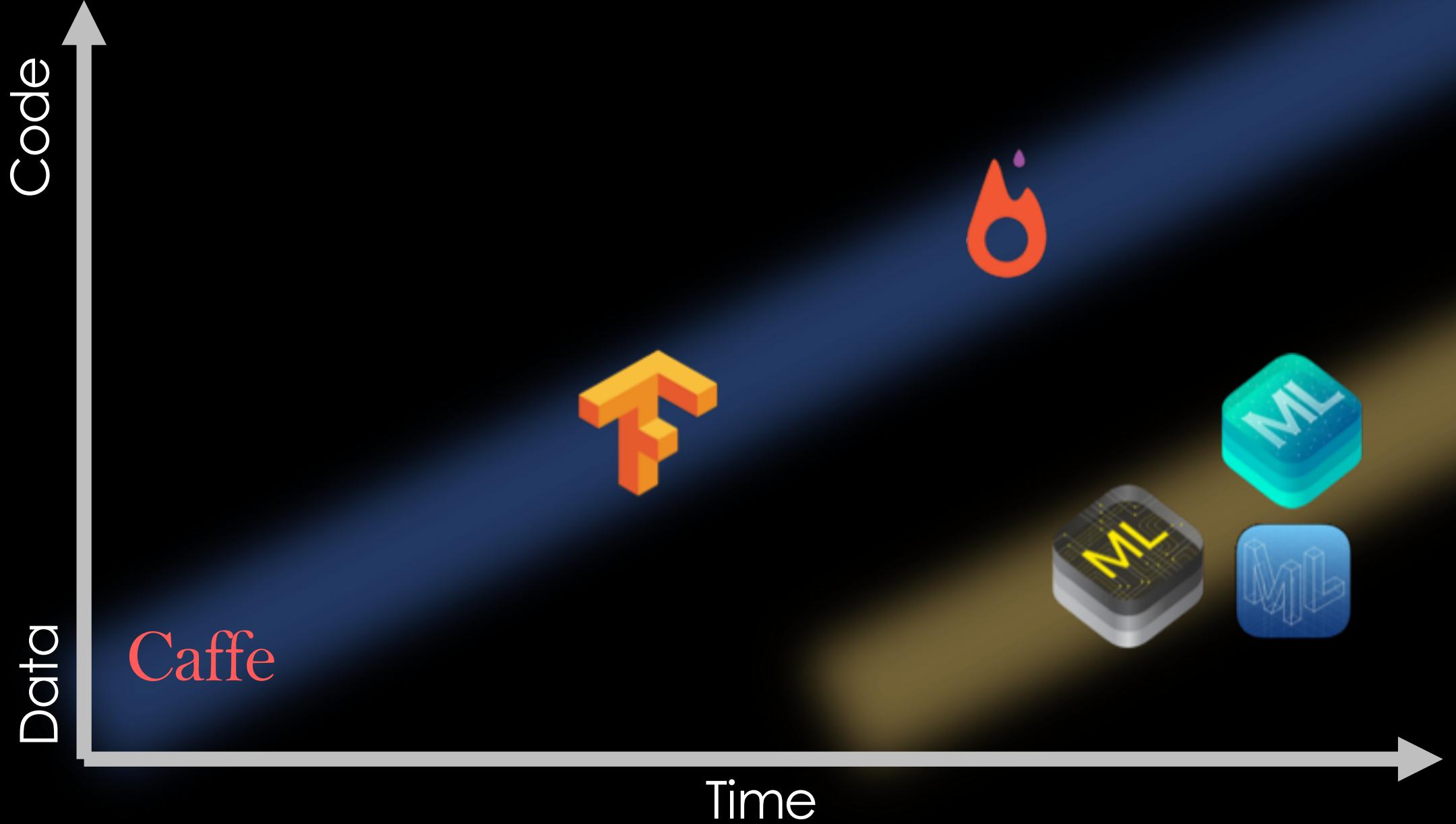


MLImageClassifier

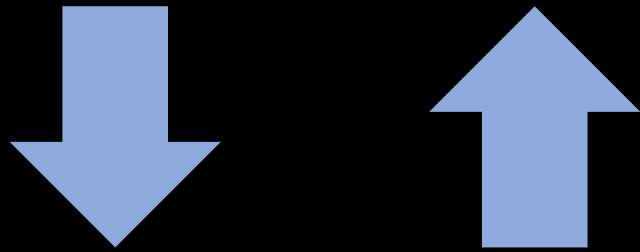
MLTextClassifier

MLWordTagger

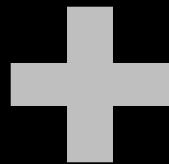
# CreateMLUI



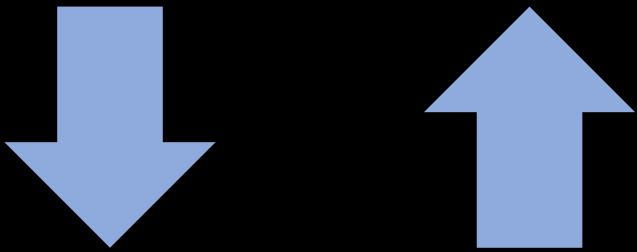
Python



C Runtime



Python



C Runtime



Compiler  
& Runtime

```
import Python
```

```
let np = Python.import("numpy")
```

```
let gzip = Python.import("gzip")
```

# Automatic Differentiation

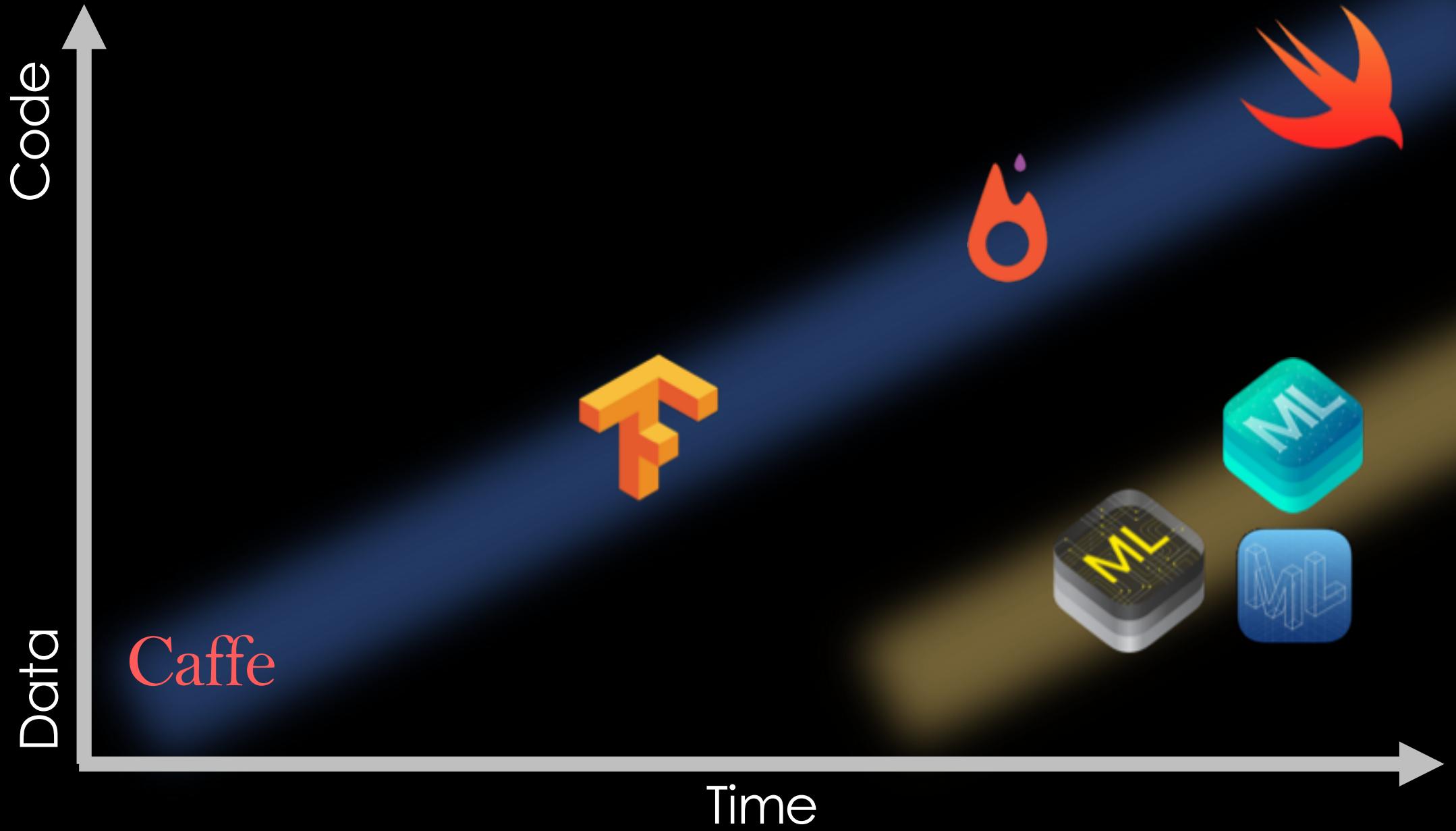
@differentiable

```
@differentiable(reverse, adjoint: dTanh)
func tanh(_ x: Float) -> Float {
    // ... some super low-level assembly...
}
func dTanh(x: Float, y: Float, seed: Float) -> Float {
    return (1.0 - (y * y)) * seed
}
// Get the gradient function of tanh.
let dtanh_dx = #gradient(of: tanh)
dtanh_dx(2)
```

```
// Get the gradient function of foo with respect to  
the first parameter.  
let dfoo_dx = #gradient(of: foo, withRespectTo: .θ)  
dfoo_dx(3, 4)
```

# Eager Execution

# Composition







# Thank You

[github.com/rhdeck/swiftfest-2018](https://github.com/rhdeck/swiftfest-2018)

Cartoon from *Darth Vader and Son* by Jeffrey Brown