# Data Science Survival Skills

Code Deployment

# **Sharing code with others**

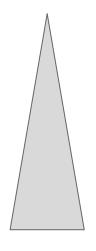
• Who is your audience?



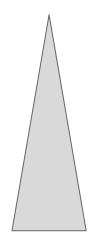


What is the purpose?

# **Sharing code**



- Raw code
- Library (\*.dll, \*.so)
- "EXE"
- Installer



User friendliness

Effort by developer

# **Sharing raw code**





### Recap from earlier lectures:

- Code files
- Comments
- Documentation
  - ⇒ Readthedocs and alike!



### What do I need to run your code?

- OS (Windows, Mac OS X, Linux, ...)
- Additional hardware? GPU, Network access, ...
- Drivers
- Environment
- Libraries/dependencies
- Library version
- Code editor
- ..

We have a REPRODUCE RESEARCH RESULTS (RRR) project seminar to tackle exact this!

# **Platform**

- Windows
- 32 bit/64 bit (x86, x64)
- Mac OS X

- (10.5 runs 64-bit)
- Linux/Ubuntu
- ARM

- Programme
- Programme (x86)

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# **Sharing Python code**

- Setup.py
- Requirements.txt
- Documentation!
- pip installable?

# **ARM platform**



ARM vs x86 Also 32/64 bit RISC vs. CISC (reduced instruction set computer vs. complex ...)

### Advantages

- Lower TDP
- More efficient
- Low power requirements

Microsoft Surface with ARM Macbook Air M Android phones iPhones iPads... Coffee machines

# Use tools for "compiling" Python files

- Pylnstaller / fbs (this lecture)
- Py2exe
- Py2app (Mac OS)
- Nuitka
- Cython

# **Examples**

### Netflix

- Server-side: Java and Python, ensuring compatibility across different platforms
- Using containers with Docker for consistent deployment

### Microsoft Office Suite

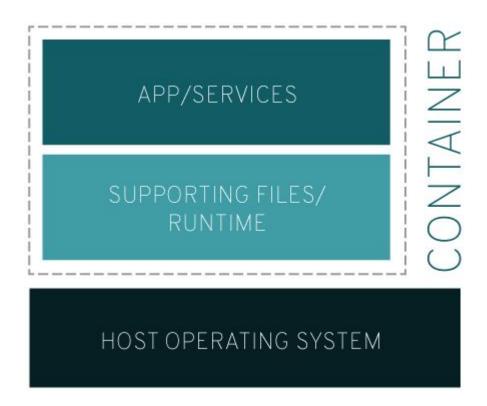
- Developed with unified codebase for Windows, macOS, iOS, Android
- Utilizes platform specific adaptations for optimal performance and user experience

### Games

- Unity or Unreal Engine target multiple devices like PC, consoles, mobile devices
- Focus on consistent performance and user experience across hardware

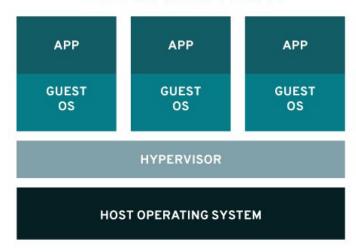
# Shipping the whole box - Containers

# Running code out of the box - container!



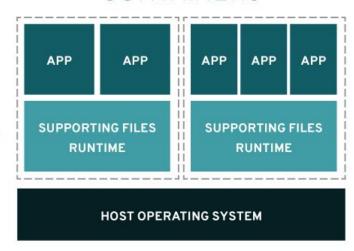
# Virtualization vs. container

### VIRTUALIZATION



**Hypervisor emulates hardware**, which allows multiple operating systems to run side by side

### CONTAINERS



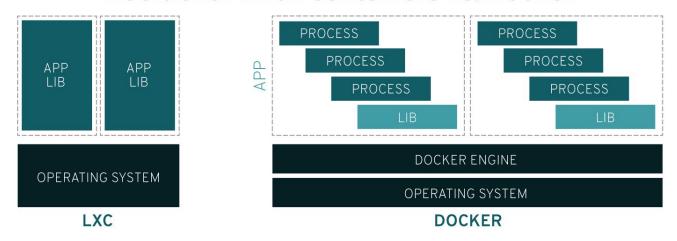
### Containers are

- less resource-intensive
- Have a standard interface (start, stop, environment variables, etc.)
- retain application isolation
- are more easily managed as part of a larger application (multiple containers)

# **Docker vs LXC**

# LXD - Virtual Machine

### Traditional Linux containers vs. Docker



LXC is shipped with a full Linux environment: file system, networking and multiple applications. Docker relied on LXC, but now it has a Docker Engine being more lightweight.

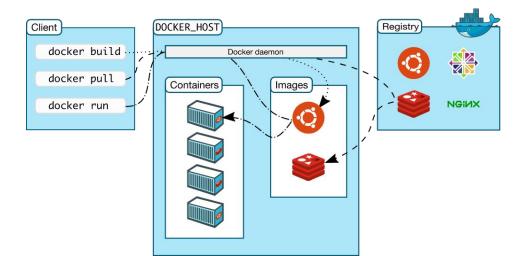
Further, Docker promotes processes (broke down from Apps) instead of full Apps

# **Docker and Kubernetes**

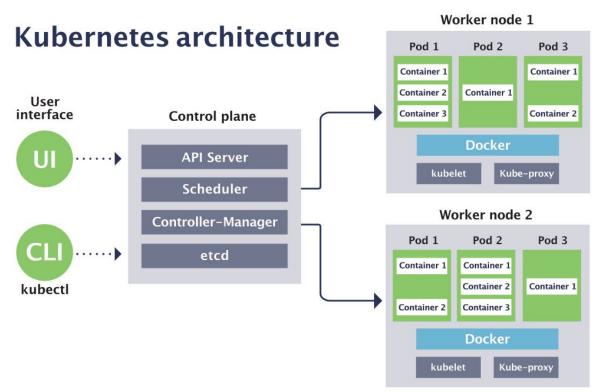
### **Docker uses CONTAINERS:**

To summarize, a container:

- is a runnable instance of an image. You can create, start, stop, move, or delete a container using the DockerAPI or CLI.
- can be run on local machines, virtual machines or deployed to the cloud.
- is portable (can be run on any OS)
- Containers are isolated from each other and run their own software, binaries, and configurations.



# **Kubernetes**



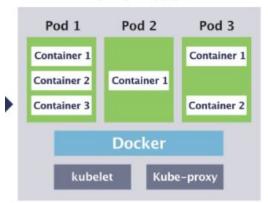
https://sensu.io/blog/how-kubernetes-works

# **Kubernetes Pods**

A Kubernetes pod is a group of containers and is the smallest unit that Kubernetes administers.

- Pods have a single IP address
   → applied to every container within the pod
- Containers in a pod share the same resources such as memory and storage. → containers inside a pod are treated collectively as a single application, as if all the containerized processes were running together on the same host in more traditional workloads.
- A pod can have a single container and more. Only one container is common, when the application or service is a single process that needs to run.

### Worker node 1



# CI/CD

# **Understanding Continuous Integration (CI)**

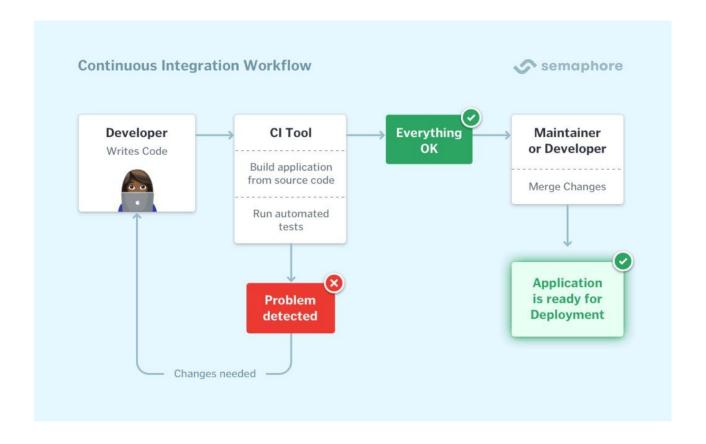
Continuous Integration (CI) is a development practice where developers integrate code into a shared repository frequently, preferably several times a day.

Each integration is verified by an **automated build and automated tests** to detect integration errors as quickly as possible.



- Maintain a single source of truth for the codebase
- Facilitate early detection of integration issues and conflicts
- Ensure that the software is in a deployable state
   at all times

# **CI** process



### Tools:

- Jenkins
- Travis CI
- CircleCl
- GitLab Cl





# **CI Workflow**

### CI Workflow Steps:

- Code Commit: Developers regularly push code to a shared repository.
- Automated Build: The CI server automatically builds the system and runs unit and integration tests.
- Test Results: If tests pass, the build is considered stable. If they fail, the team is alerted to fix issues immediately.

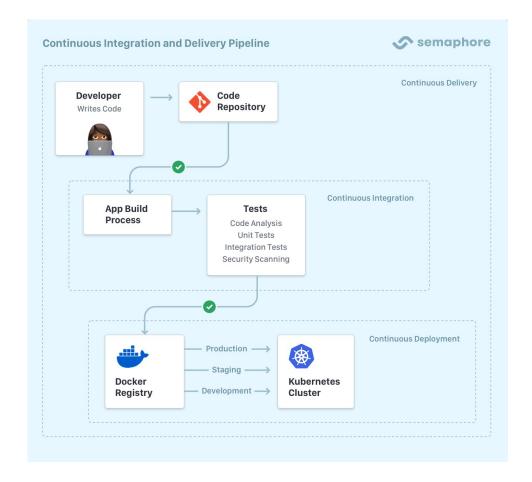
### Automated Testing in CI:

- Integral part of CI to ensure code integrity after each commit.
- Types of tests: Unit, Integration,
   Functional, and Performance Tests.

### CI Server Role:

- Monitors the repository and triggers a build upon new code commits.
- Manages the process of building, testing, and reporting.

# **Continuous Deployment**



Continuous Deployment is an advanced practice where every change that passes all stages of the production pipeline is released to customers automatically, without explicit approval.

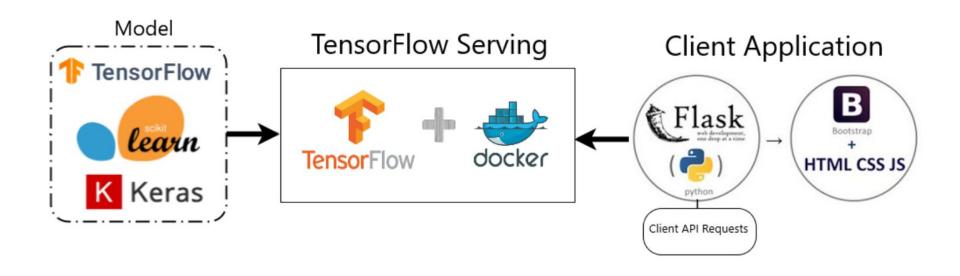
# CI vs CD

<u>Goals of CD:</u> To automate the software release process and enable rapid, reliable, and frequent deployments and to reduce the time taken to bring new features, fixes, and updates to the end-users.

<u>CD vs Cl:</u> While Cl focuses on integrating and testing code changes, CD automates the next steps of **deploying changes to production environments. ⇒ CD ensures a fully automated pipeline from code commit to deployment.** 

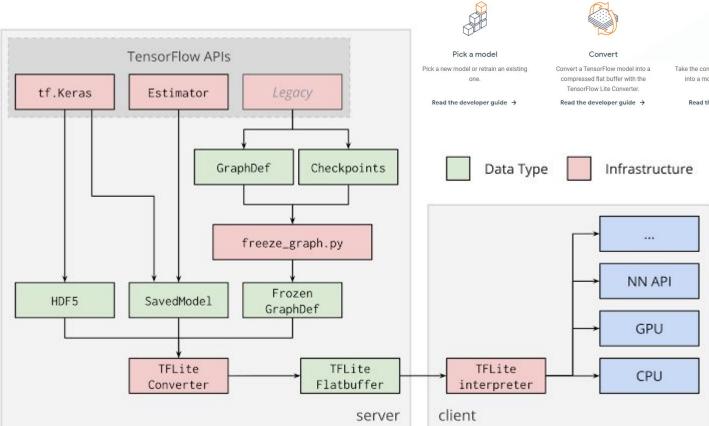
# Deploy AI models

# **Deploying TensorFlow models**





### How it works









Take the compressed .tflite file and load it into a mobile or embedded device.

### Deploy

Read the developer guide >

### Optimize Quantize by converting 32-bit floats to more efficient 8-bit integers or run on GPU.

Read the developer guide >

# TFLITE on µCs

### TensorFlow Lite for Microcontrollers

TensorFlow Lite for Microcontrollers is designed to run machine learning models on microcontrollers and other devices with only few kilobytes of memory. The core runtime just fits in 16 KB on an Arm Cortex M3 and can run many basic models. It doesn't require operating system support, any standard C or C++ libraries, or dynamic memory allocation.

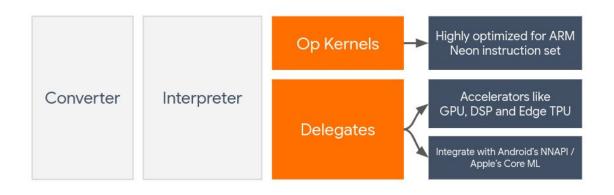
### The following development boards are supported:

- · Arduino Nano 33 BLE Sense
- SparkFun Edge
- · STM32F746 Discovery kit
- Adafruit EdgeBadge
- · Adafruit TensorFlow Lite for Microcontrollers Kit
- · Adafruit Circuit Playground Bluefruit
- Espressif ESP32-DevKitC
- Espressif ESP-EYE
- · Wio Terminal: ATSAMD51
- Himax WE-I Plus EVB Endpoint AI Development Board
- Synopsys DesignWare ARC EM Software Development Platform
- Sony Spresense

- Very limited memory
- Very limited throughput
- Limited operations
- Not easy to get to work

Fun stuff: <a href="https://experiments.withgoogle.com/collection/tfliteformicrocontrollers">https://experiments.withgoogle.com/collection/tfliteformicrocontrollers</a>

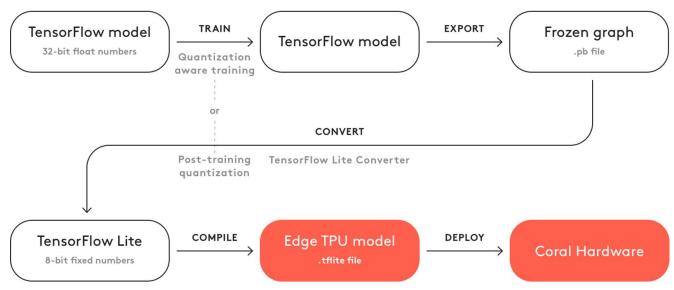
# TFLITE on Delegates (e.g. EdgeTPU)



Model Type	Android			iOS
	GPU	NNAPI	Hexagon	CoreML
Floating-point (32 bit)	Yes	Yes	No	Yes
Post-training float16 quantization	Yes	No	No	Yes
Post-training dynamic range quantization	Yes	Yes	No	No
Post-training integer quantization	Yes	Yes	Yes	No
Quantization-aware training	Yes	Yes	Yes	No

# **Edge TPU**





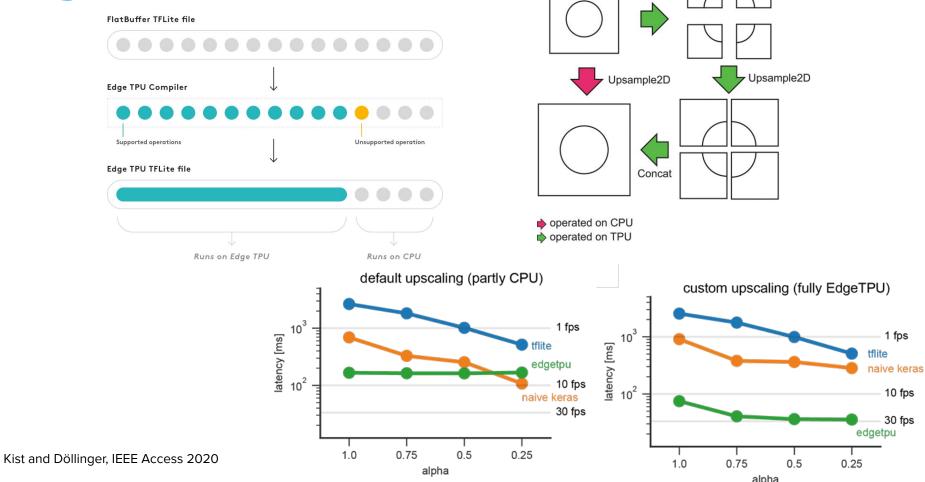
# **Edge TPU**

### Model requirements

If you want to build a TensorFlow model that takes full advantage of the Edge TPU for accelerated inferencing, the model must meet these basic requirements:

- Tensor parameters are quantized (8-bit fixed-point numbers; int8 or uint8).
- · Tensor sizes are constant at compile-time (no dynamic sizes).
- · Model parameters (such as bias tensors) are constant at compile-time.
- Tensors are either 1-, 2-, or 3-dimensional. If a tensor has more than 3 dimensions, then only the 3 innermost dimensions
  may have a size greater than 1.
- The model uses only the operations supported by the Edge TPU (see table 1 below).

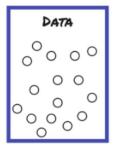
# **Edge TPU**

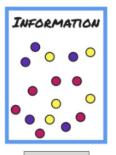


Tiling

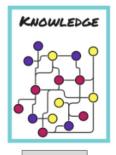
# DSSS Summary

# From data to knowledge

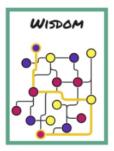




WHO? WHAT? WHEN? WHERE?

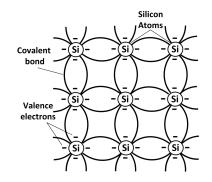


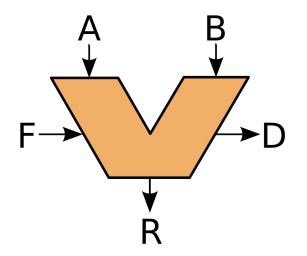


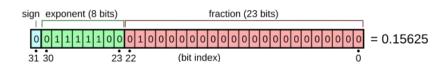


WHY?

# **Hardware**











# Versioning and project management

### **ALPHA**

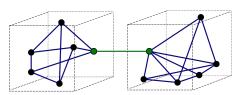
Early internal testing focused on core functionality

### **BETA**

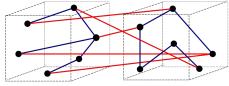
Wider testing for functionality and user feedback

### RELEASE CANDIDATE

Final testing to confirm stability and readiness for release



a) Good (loose coupling, high cohesion)

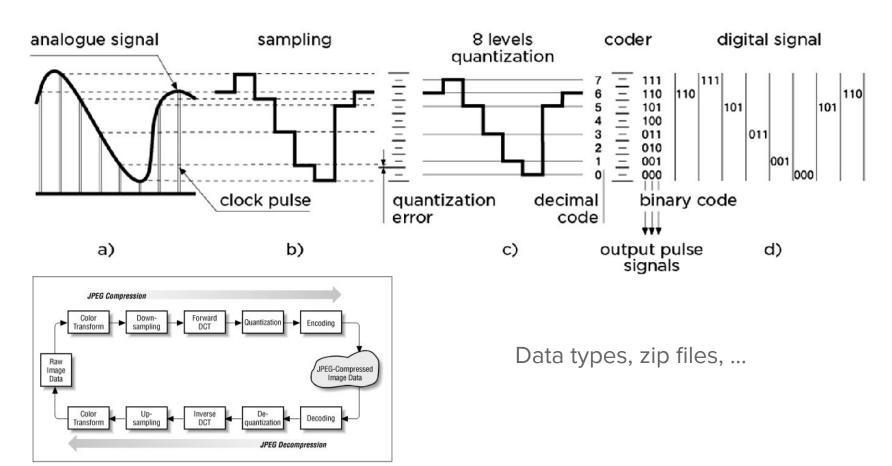


b) Bad (high coupling, low cohesion)

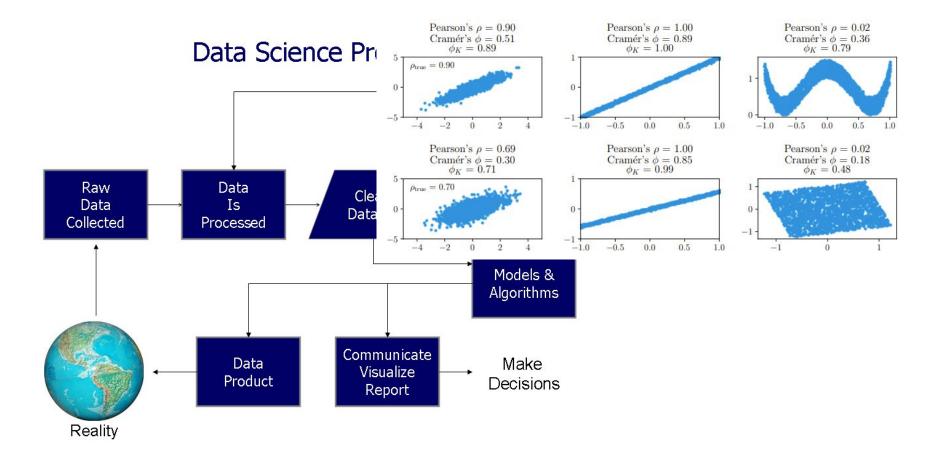
Version control, Docs, ...

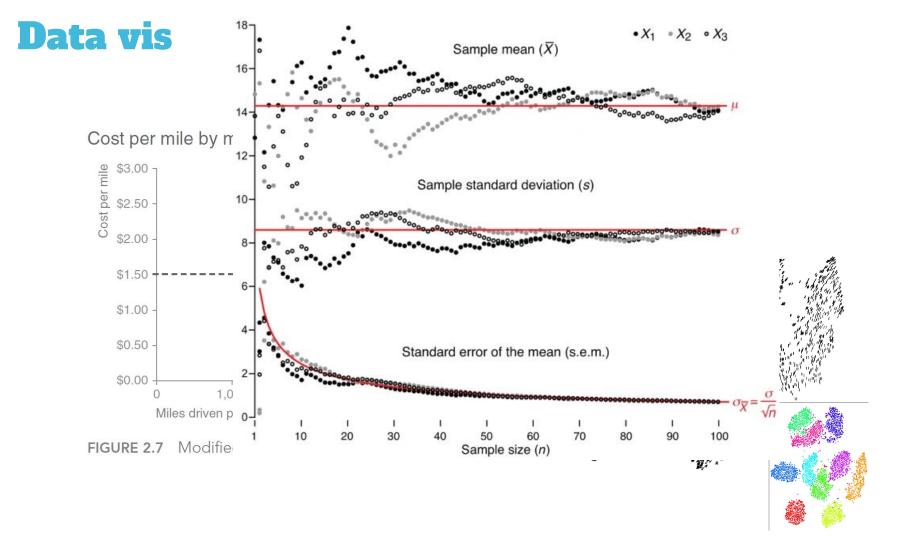
```
Copy code
def factorial(n: int, double: bool = False) -> int:
   Calculates the factorial of a given integer.
   Args:
       n (int): The integer to calculate the factorial of.
       double (bool, optional): If True, calculates the double factorial. Defaults to Fa
   Returns:
       int: The factorial or double factorial of `n`.
   Raises:
       ValueError: If `n` is negative.
   Examples:
       >>> factorial(5)
        120
       >>> factorial(5, double=True)
       15
   # Function logic...
```

# **Data**



# **Data exploration**





# **Baselines**

### Computing a distance





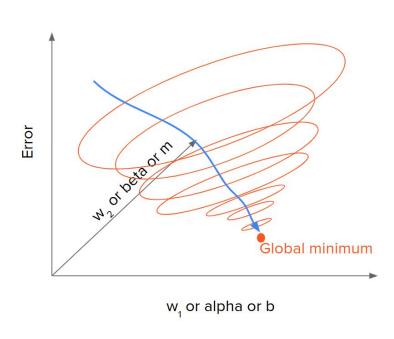
Baseline algorithm

Naive approach, e.g. computing odds

Classical math/analytic, exact solution

Established ML/DL solutions





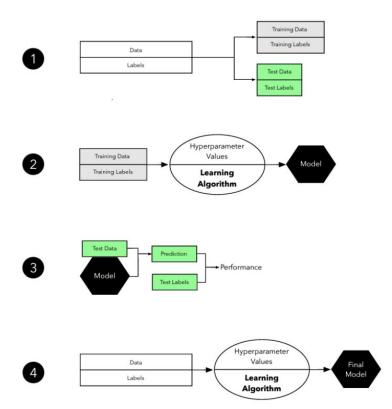
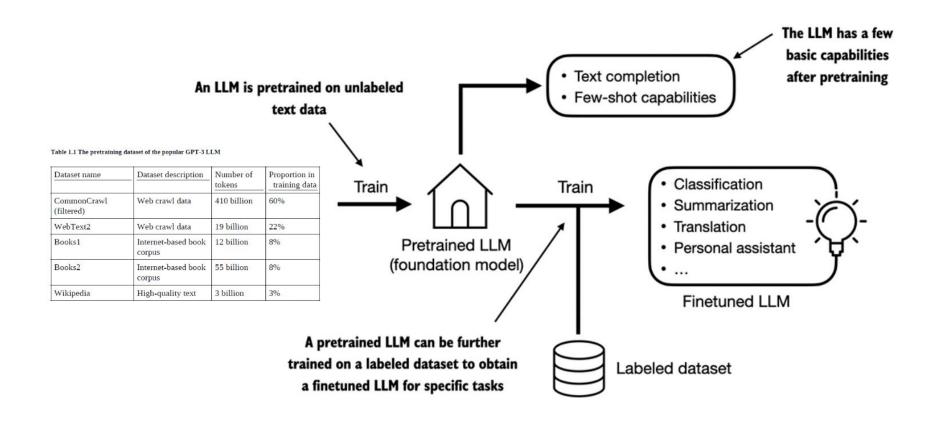
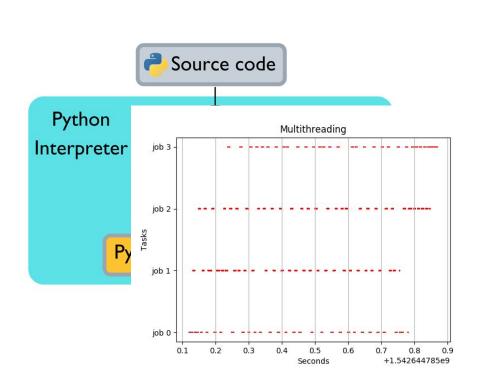


Figure 2: Visual summary of the holdout validation method.





# Multithreading/-processing



```
integrate_cy.pyx
        def f(double x):
             return x ** 2 - x
        def integrate_f(double a, double b, int N):
             cdef int i
             cdef double s
             cdef double dx
                       Multiprocessing
 job 3
 job 2
Tasks
 job 1
  job 0
     0.35
               0.40
                          0.45
                                    0.50
                                              0.55
                           Seconds
                                          +1.542644862e9
```

# **GUI**

