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# Building Composable Al with Adobe Sensei functions and Adobe I/O Runtime

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#### What You Will Learn

In this lab you will learn how to build a serverless app that takes advantage of Adobe's cloud offerings, Adobe I/O developer tools and APIs and Adobe Sensei functions. Adobe Sensei functions enable the enterprise and partners to consume, compose and extend Adobe Sensei.

# **Technology Used**

- Apache OpenWhisk
- Adobe I/O developer tools and APIs

## **Project Exercises/Solutions**

The folder for the exercises and solutions have been pre-loaded on your workstation in your user directory at ~/adobe-sensei-actions-lab

If at any point you are stuck in an exercise, simply replace your version with the composition. js from the corresponding solutions folder.

# **Requirements & Dependencies**

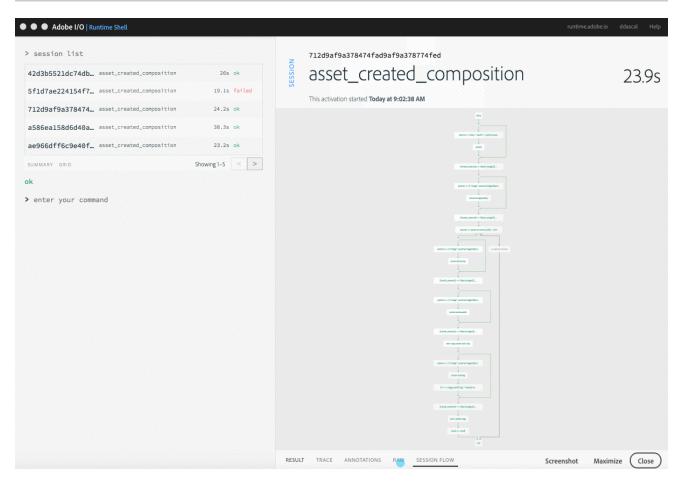
- Visual Studio Code
- Browser
- Internet Connection
- Adobe Creative Cloud userid/pw
- Adobe Experience Manager instance
- Adobe Experience Manager userid/pw
- Images (stock photos provided)

#### Issues/Feedback

- Please file an issue here if you run into any problems or simply have feedback.
- You can also use the *Comments* section at the bottom of each module to ask a question or report a problem.
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# **Demo & Overviews**



# **Serverless Concepts**

- **action** (aka: function) a piece of code that performs one specific task that can be deployed to the Adobe I/O Runtime as source code. An action performs work when invoked via REST API. Actions can also automatically respond to events from the Adobe Cloud Platforms via a webhook and trigger.
- **trigger** a statement that you want to react to a certain event and fired when one is received.
- rule a rule associates a trigger with an action. Every time a trigger fires, the rule invokes the associated action.
- **composition** informally named apps, run in the cloud using automatically managed compute and memory resources and have control over action invocation and data flow.

# Adobe I/O Runtime Shell

#### **Overview**

The Adobe I/O Runtime Shell is a graphical interface to help you visualize and debug your serverless functions and compositions with great ease. It has been pre-installed on your machine and you will use it throughout the workshop. Before using it however, you must authorize your namespace to give yourself your own sandbox to play in for the duration of this lab.

# Setup

1. Locate the Adobe I/O icon



in your application toolbar to open the Adobe I/O Runtime Shell.

2. Authorize your designated Adobe I/O Runtime namespace based on the auth key provided for your userid by entering the following command:

```
auth add your_namespace_key_goes_here
```

Verify you receive a response for your userid similar to below before continuing:



# **Learning Exercises**

1. Using the Adobe I/O Runtime Shell, create a new app (aka: composition) based on the built-in hello.js demo using the following command:

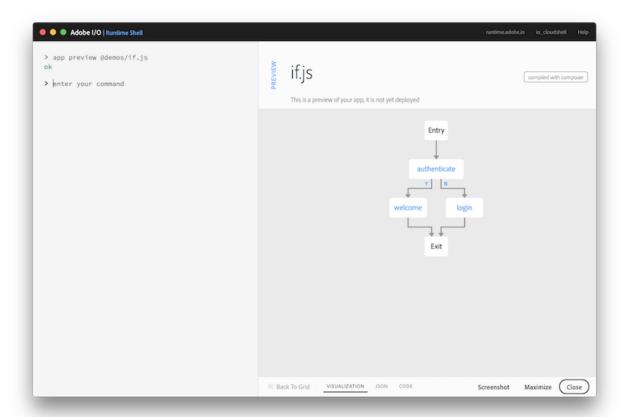
```
app create hello-app @demos/hello.js
```

2. Next, invoke your hello-app with a name parameter:

```
app invoke -p name sensei
```

3. Next, preview the built-in if.js demo to see an example of a composition with a flow structure:

```
app preview @demos/if.js
```



4. Take a moment to click on the **CODE** tab and notice how it uses the **authenticate** *action* as the condition, and takes the **welcome** or **login** action path depending on the result returned.

```
composer.if(
  /* cond */
  'authenticate',
  /* then */
  'welcome',
  /* else */
  'login')
```

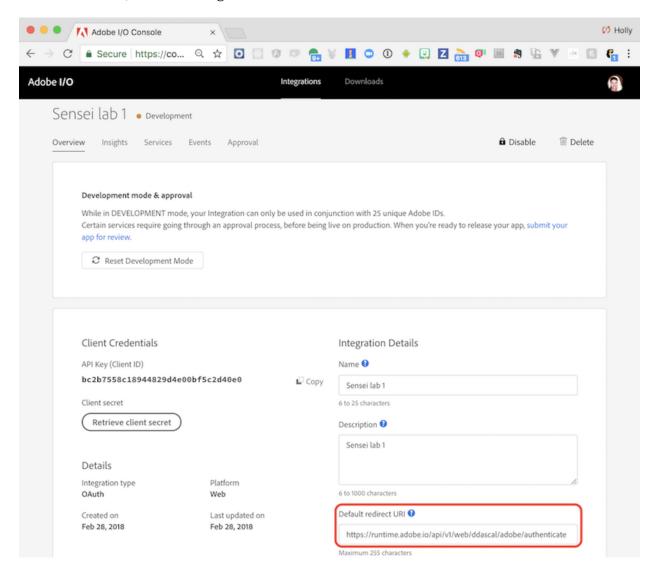
# **Adobe Console Integration**

#### **Overview**

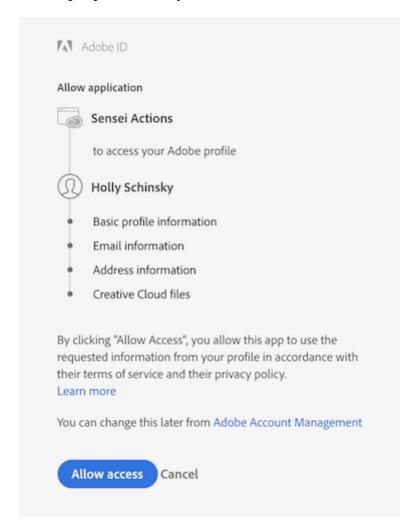
The Adobe I/O Console provides the definitive destination for any developer looking to engage with and integrate Adobe cloud, mobile, and web technologies.

# Setup

- 1. Open your browser to the Adobe I/O Console and login with your pre-defined CC id and pw.
- 2. Ensure the **Integrations** tab is selected, then locate the integration by the name of Sensei lab X (where X is your assigned lab #) and click on it.
- 3. Once it's open, locate the **Default redirect URI** for your assigned user number and copy it. For instance, the one assigned to user **Sensei Lab 1** is outlined in red below:

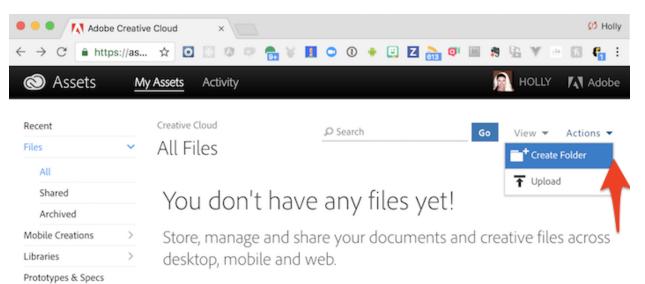


4. Open the URL copied from the **Default redirect URI** in the previous step to authorize your app to access your Creative Cloud files. When it is run the first time, you will receive a pop-up like below, where you should click on the **Allow Access** button. You will then be re-routed to the Adobe Creative Cloud site where you can login with the Creative Cloud userid/pw provided to you for the lab.



**NOTE:** Don't worry if you did not receive the pop-up, it may have been run already in a previous lab.

- 5. Once logged in, look for the **Creative Cloud Files** or **Files** link under **Assets** and click on it.
- 6. **IMPORTANT:** Before moving on, you must create your own personal folder to be used throughout this workshop. On the top right, click on the **Actions** arrow and choose **Create Folder** from the options. Name it **sensei-lab-x** where **x** is your assigned lab user number.



Files saved to Creative Cloud are synced to all your devices, making your documents and files accessible everywhere you work, when you need them most.



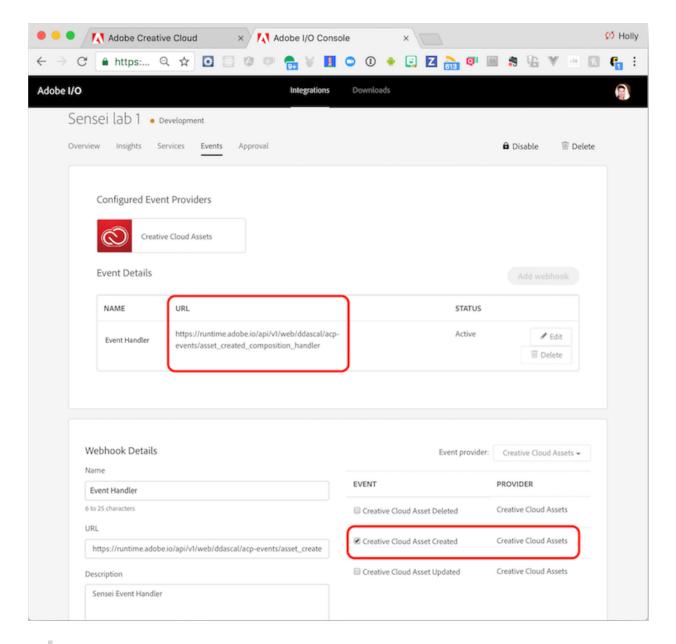
# **Event Handler Webhook Definition**

# **Overview**

Understand how your Adobe I/O integration is configured with a webhook action to respond to **Creative Cloud Asset Created** events.

# **Steps**

- Go back to the Adobe I/O Console, ensure the **Integrations** tab is selected and click on your pre-defined integration again (ie: Sensei lab X where X is your assigned lab #).
- 2. Select the **Events** tab and notice an item listed with the name **Event Handler**. Click on the **Edit** button to the right of it item to expand the details of the configured webhook, like shown below:

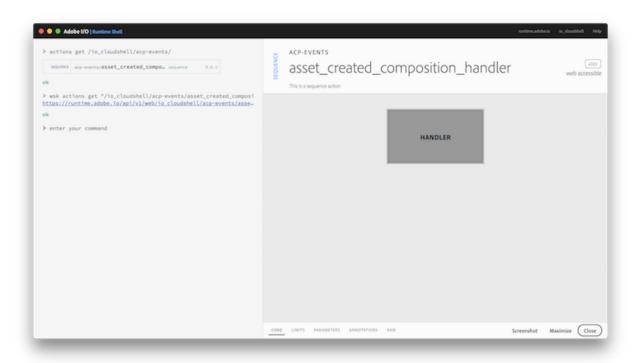


Notice the items outlined in red above. These two fields define a URL endpoint event handler to be invoked any time a Creative Cloud Asset Created event occurs.

3. The URL defined for the webhook event handler points to a pre-defined action you could now view in the Adobe I/O Runtime Shell. Switch back to the Adobe I/O Runtime Shell and use the action get command followed by your specific namespace/package/handler from the URL directly following the https://runtime.adobe.io/api/v1/web portion of the URL:

For instance, if the URL was https://runtime.adobe.io/api/v1/web/sensei-lab-1/acp-events/asset\_created\_composition\_handler you would run the following command:

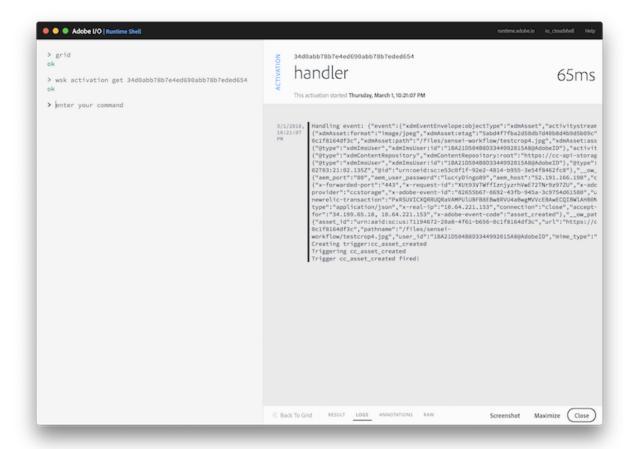
In the result you should see a SEQUENCE action with the name of asset\_created\_composition\_handler in package acp-events.



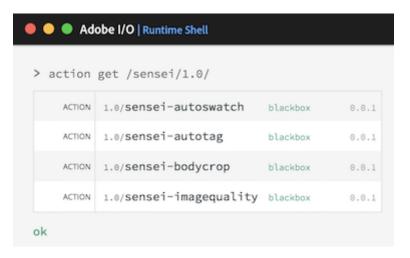
**NOTE:** You can also list actions specific to a namespace/package and use a command like: actions get /sensei-lab-x/acp-events/ with your assigned namespace/lab number.

4. Click on the **HANDLER** action defined within the asset\_created\_composition\_handler and take a look at the code definition briefly to see more details on how this handler works.

An example of the log output from an invocation of this handler is shown below for reference:



5. Before leaving the Adobe I/O Runtime Shell, execute the action get /sensei/1.0/ command to view the names of the Adobe Sensei functions currently defined in your namespace. You should see a list like the following. These actions will be used throughout the rest of the exercises to add specific Adobe Sensei functions.



# **Exercise 1: Adobe Sensei function: image quality**

## **Overview**

In this exercise you will use the **Adobe Sensei image quality** function to retrieve aesthetic scores for an image, including an overall quality score.

# **Steps**

- 1. Open the **Visual Studio Code** application on your worksation located under the **Applications** folder (or in the dock toolbar).
- 2. Go to **File -> Open** and locate the folder for the exercises and solutions pre-loaded on your workstation in your user directory at ~/adobe-sensei-actions-lab.
- 3. Begin by opening the exercises/exercise-1/composition.js file to learn about some specific concepts you'll need to understand for the remainder of the lab.

```
composer.sequence(task_1, task_2, ...)
```

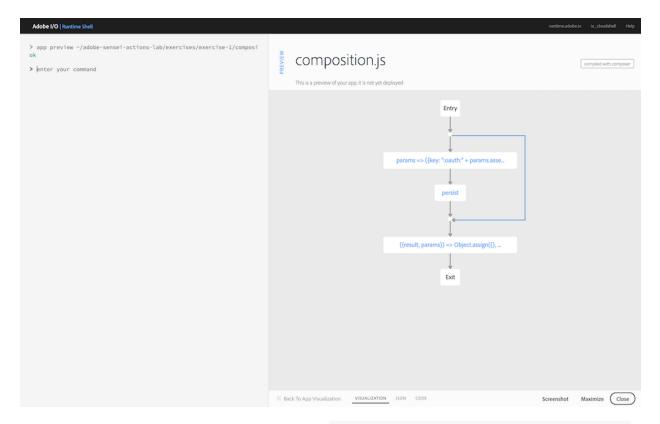
Runs a sequence of tasks where the output parameter from the 1st task in the sequence is the input parameter for the next task.

```
composer.retain(task)
```

The retain call is a parameter retention function that produces an output with two fields: params and result where params is the input parameter of the composition and result is the output of task.

4. Before editing any code, go back into the **Adobe I/O Runtime Shell** application and preview the base composition flow with the following command:

```
app preview ~/adobe-sensei-actions-lab/exercises/exercise-1/composition.js
```



5. Now switch back into your editor where the exercises/exercise-1/composition.js file is open, locate the TODO comment block and add the following:

```
/* TODO: Invoke the /sensei/1.0/sensei-imagequality action
 * passing the imageObject as parameter */
,composer.retain(
   composer.sequence(
     params => ({
        "image": params.imageObject
      }),
      '/sensei/1.0/sensei-imagequality'
   )
),
/* grab image quality results */
({result, params}) => Object.assign({}, result, params)
```

This code will:

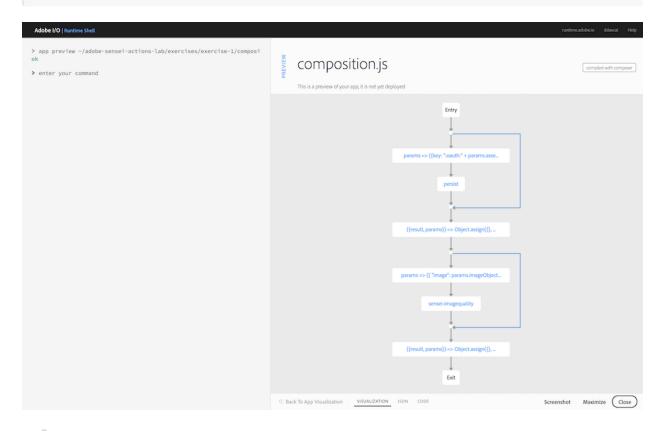
- 1. Invoke the /sensei/1.0/sensei-imagequality action with a parameter named image set to the imageObject parameter (previously defined in the base composition code and extracted from the asset created event).
- 2. Retain the result received from running the action for further use

# Try it!

1. Switch back into the **Adobe I/O Runtime Shell** and preview your updated composition flow with your changes. Make sure it contains the sensei-imagequality action in the

visualization as shown below before moving on:

app preview ~/adobe-sensei-actions-lab/exercises/exercise-1/composition.js



**NOTE:** Your visualization will automatically update to preview your latest version if you had it running while making your code edits.

2. Deploy the asset\_created\_composition with your updated version:

```
app update asset_created_composition \sim/adobe-sensei-actions-lab/exercises/exercise-1/c omposition.js
```

- 3. Now go back to the browser where your Creative Cloud instance is open and navigate into the new folder you created previously (ie: sensei-lab-1).
- 4. Drag and drop (or upload) an image from your workstation into your Creative Cloud folder to trigger an <code>asset\_created</code> event.

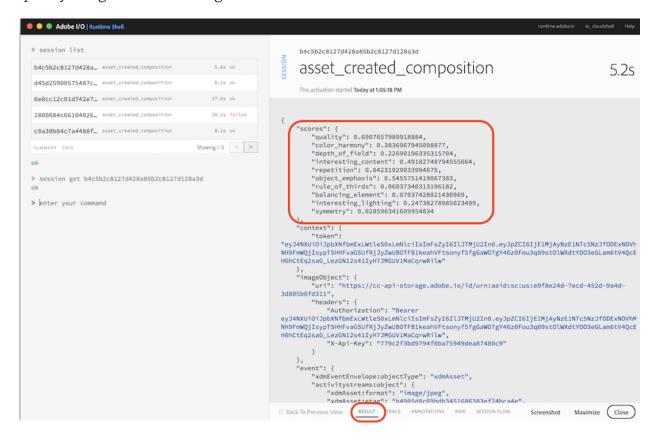
**NOTE:** There are images provided for testing within your ~/adobe-sensei-actions-lab/stock-photos folder. For instance, drag and drop image1.png and look at the resulting quality scores.

5. Switch back to the **Adobe I/O Runtime Shell** application and run the session list command to list all of the current sessions:

session list

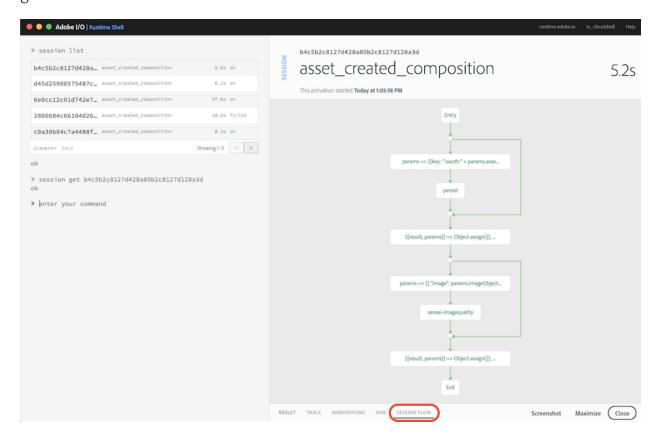
6. Locate the most recent asset\_created\_composition running and click on the session id to view the session details.

The RESULT tab displays the results in JSON format. If the Sensei image quality action ran successfully, you should see an element in the JSON named scores, with values assigned for attributes further explained below. The quality value is an overall score based on the rest of the individual attributes, and ranges between 0-1 where a higher quality image results in a higher score.



- Quality The overall score
- Balancing Element How balanced the overall composition is
- Color Harmony How balanced the colors are
- Interesting Content Whether or not the image contains interesting content
- **Interesting Lighting** Colorful–ness in the lighting night scene, sunset, interesting lighting effects...
- **Repetition** Whether there's repetition (pattern, composition...) in the photo
- Symmetry Based on symmetry in composition and object
- **Depth of Field** https://en.wikipedia.org/wiki/Depth of field
- Object Emphasis Detects if there's a main subject
- Rule of Thirds https://en.wikipedia.org/wiki/Rule of thirds
- Vivid Color Saturation of color and visual reception

2. Next, click on the **SESSION FLOW** tab. If your code ran successfully you should see something similar to below, where all actions completed successfully and are denoted in green:



# **Exercise 2: Manual image processing**

## **Overview**

In this exercise you will add code to check the overall quality score received from the previous **Adobe Sensei image quality** function. When the quality score does not meet an acceptable range, you will call an action to upload it back to Creative Cloud for manual processing.

# **Steps**

- 1. In Visual Studio Code, open the exercises/exercise-2/composition.js file.
- 2. Locate the TODO comment block and add the following snippet:

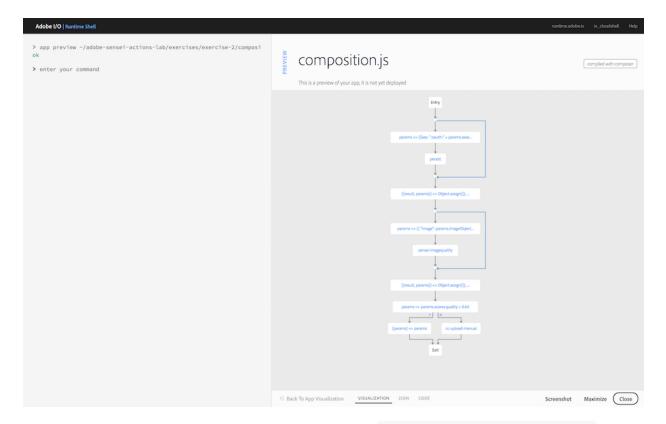
```
/* TODO: ... */
composer.if(
  params => params.scores.quality > 0.64,
  /* if quality is met, process the image and upload to Adobe Experience Manager */
  (params) => params,
  /* if quality is NOT met, copy asset to manual process folder in CC */
  '/adobe/acp-assets-0.5.0/cc-upload-manual')
```

**HINT:** Look back to the results of the previous exercise to remind you of the quality score returned for an image.

# Try it!

1. First preview your composition again to ensure your new changes are shown before moving on:

```
app preview ~/adobe-sensei-actions-lab/exercises/exercise-2/composition.js
```



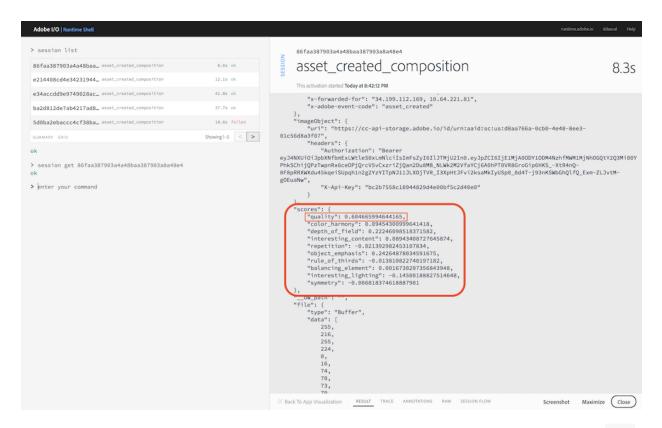
2. Next, update the currently deployed version of the <code>asset\_created\_composition</code> with your edited version:

```
app update asset_created_composition ~/adobe-sensei-actions-lab/exercises/exercise-2/c
omposition.js
```

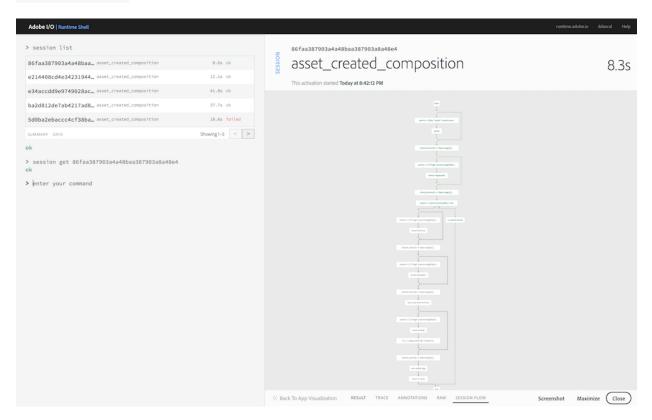
- 3. Open the browser to your Creative Cloud instance and trigger the <code>asset\_created</code> event by uploading a low quality image into it. One has been included for you within the projects <code>~/adobe-sensei-actions-lab/stock-photos</code> folder by the name of <code>quality-fail.png</code>.
- 4. Switch back to the **Adobe I/O Runtime Shell** to find your session by running the following command:

```
session list
```

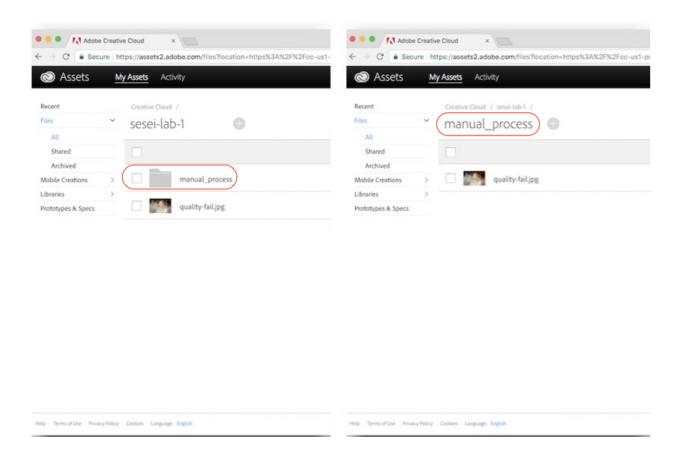
5. Locate the most recent <code>asset\_created\_composition</code> running and click on the session id to view the result. When it was run successfully the **RESULTS** tab JSON will show the scores indicating the quality value is indeed less than **0.64**:



Also note how the **SESSION FLOW** tab at the bottom shows the path ended with the **cc-upload-manual** action:



6. Now go back into your Creative Cloud instance and you should see that a new folder was created called manual and contains the quality-fail.png file.



# **Exercise 3: Adobe Sensei function: body crop**

## **Overview**

In this exercise you will use the **Adobe Sensei body crop** function to identify reference points in the provided image to use for cropping out the body automatically.

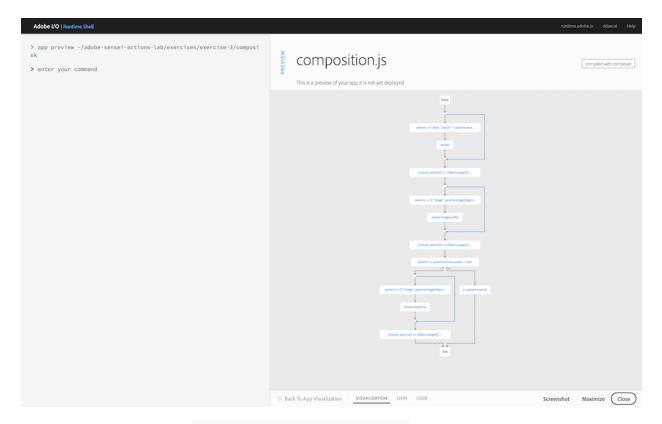
# **Steps**

- 1. In Visual Studio Code, open exercises/exercise-3/composition.js.
- 2. Just after the TODO block, add the code snippet below to invoke the /sensei/1.0/sensei-bodycrop action. The code will pass in the image object and save the result in a crops object. The result will contain the constraints recommended for cropping out the body of the image.

# Try it!

1. First, preview your composition to ensure it contains the sensei-bodycrop action:

```
app preview ~/adobe-sensei-actions-lab/exercises/exercise-3/composition.js
```



2. Next update the current <code>asset\_created\_composition</code> app with your new version:

app update asset\_created\_composition  $\sim$ /adobe-sensei-actions-lab/exercises/exercise-3/c omposition.js

- 3. Now open the browser to your Creative Cloud folder and upload a new image to trigger an asset\_created event. For instance, try image2.png from the ~/adobe-sensei-actions-lab/stock-photos folder.
- 4. Switch back to the **Adobe I/O Runtime Shell** and type:

```
session list
```

5. Locate the most recent <code>asset\_created\_composition</code> running and click on the session id to view the result. The response should contain the coordinates to crop, like shown below:

6e03641d92d445ff83641d92d415ffbb

# sensei-bodycrop

This activation started Today at 12:11:11 PM

```
{
    "H": 471.6324079926444,
    "W": 471.6324079926444,
    "X": 67.23004600367778,
    "Y": 145.91824339051922
}
```

# Exercise 4: Adobe Sensei function: auto swatch + Adobe Experience Manager Copy/Crop

#### **Overview**

In this exercise you will add the **Adobe Sensei auto swatch** function to automatically extract color swatches from your image, then call an Adobe Experience Manager action that will crop and create swatches from your image, then copy them into Adobe Experience Manager.

# **Steps**

- 1. In Visual Studio Code, open the exercises/exercise-4/composition.js file.
- 2. Just after the TODO block, add the following code to invoke the /sensei/1.0/sensei-autoswatch action to crop the body of the image. The parameters you're passing are:
  - image the image object to use for swatches
  - results max number of swatches to return
  - size size of the swatch (or o)

```
/**
 * TODO: Invoke '/sensei/1.0/sensei-autoswatch'
 */
composer.retain(
    composer.sequence(
        params => ({
            "image": params.imageObject,
            "results": 2,
            "size": 0
        }),
        '/sensei/1.0/sensei-autoswatch'
    )
),
/* grab autoswatch results */
({result, params}) => Object.assign({}, result, params),
```

- 3. Now that the image quality has been checked and the crop and swatch results returned, the image is ready to be copied into Adobe Experience Manager for final distribution.
  - After the **sensei-autoswatch** results are returned, code the following action to perform the crops on the image and copy it into Adobe Experience Manager:

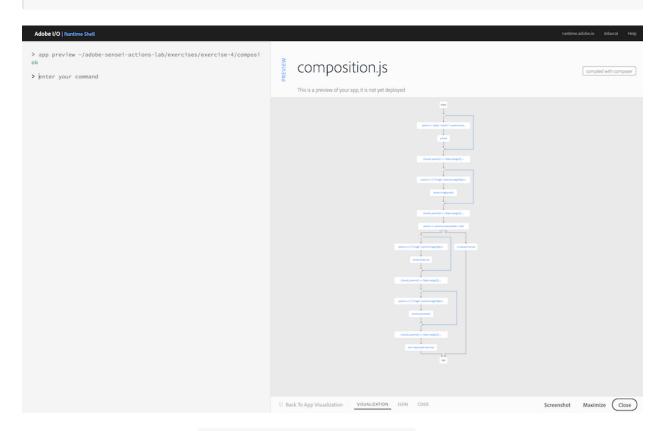
```
/**
 * TODO: Copy asset to Adobe Experience Manager
 * invoking '/adobe/acp-assets-0.5.0/aem-copy-asset-and-crop' action
 */
'/adobe/acp-assets-0.5.0/aem-copy-asset-and-crop'
```

**NOTE:** This action will also perform the actual cropping and swatch creation from the image prior to copying to Adobe Experience Manager.

# Try it!

1. First, preview your composition again to ensure your new changes are shown:

app preview ~/adobe-sensei-actions-lab/exercises/exercise-4/composition.js



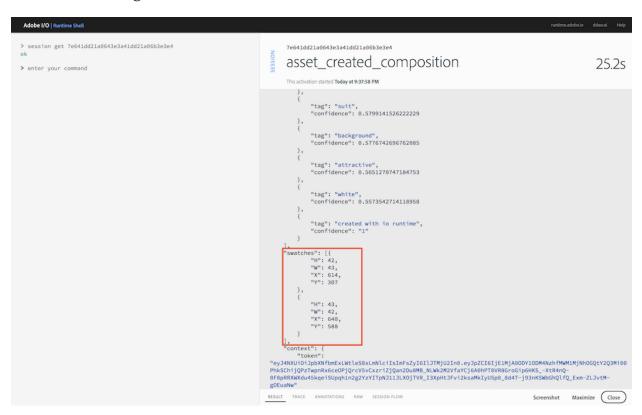
2. Next, update the current <code>asset\_created\_composition</code> with your new version:

app update asset\_created\_composition  $^{\sim}$ /adobe-sensei-actions-lab/exercises/exercise-4/c omposition.js

- 3. Now open the browser to your Creative Cloud and upload an image to trigger an asset\_created event.
- 4. Switch back to the **Adobe I/O Runtime Shell** and type:

session list

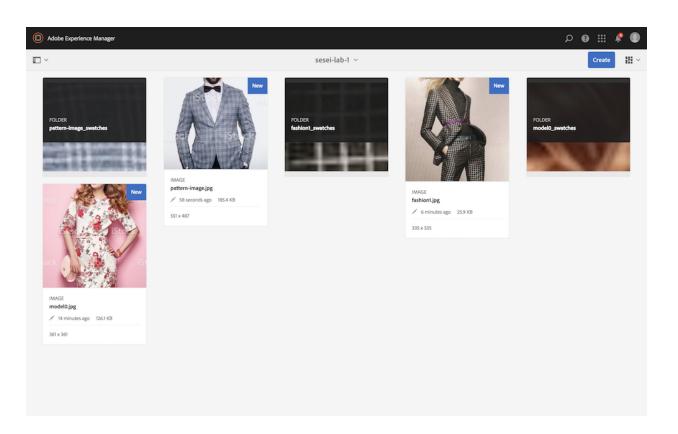
5. Locate the most recent <code>asset\_created\_composition</code> running and click on the session id to view the result. If you scroll down in the results JSON you should see the swatch results that were generated like shown in the session below:

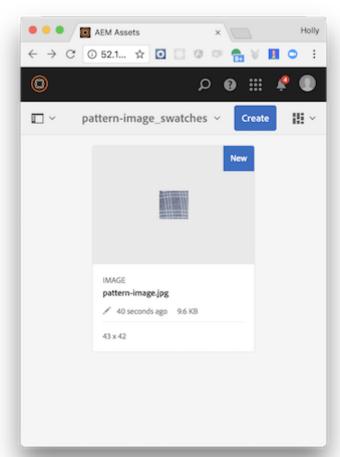


6. If the app ran successfully then you will see the asset copied into an AEM instance (with the same folder name as you defined in the Creative Cloud).

**NOTE:** Use the Adobe Experience Manager host and credentials provided to login and check Adobe Experience Manager for the file.

Notice the images now have the face cropped out and a new folder has been created to hold the swatches for the image sized based on the sensei-swatch action results:





# Exercise 5: Adobe Sensei function: auto tag + Adobe Experience Manager Update Tags

#### **Overview**

In this exercise you will add the **Adobe Sensei auto tag** function to auto tag an image followed by the Adobe Experience Manager Update Tags action to update the tags for the image in Adobe Experience Manager.

# **Steps**

- 1. In Visual Studio Code, open the exercises/exercise-5/composition.js file.
- 2. Just after the TODO block, begin adding code to call the /sensei/1.0/sensei-autotag action to predict tags for the image. The parameters you'll need to pass are:
  - image the image object to use for swatches
  - confidence level of confidence from 0-1 where 1 is the highest confidence
  - results number of tags to return

```
/**
 * TODO: Autotag the image invoking '/sensei/1.0/sensei-autotag' action.
 */
composer.retain(
  composer.sequence(
    params => ({
        "image": params.imageObject,
        "confidence": 0.5,
        "results": 10
     }),
     '/sensei/1.0/sensei-autotag',
     (r) => { r.tags.push({"tag": "created with io runtime", "confidence":"1"}); return r; }
    )
    ),
    /* grab autotag results */
    ({result, params}) => Object.assign({}, result, params),
```

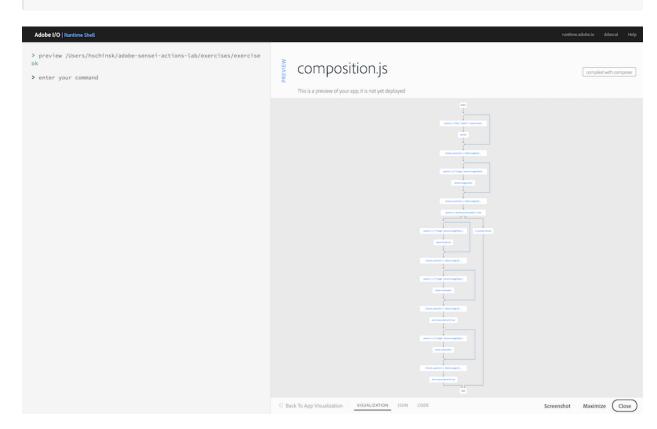
3. After the tags have been assigned, the image needs to be updated in Adobe Experience Manager to include them. After the autotag result has been returned, add the following code to call an action to update the tags for the image in Adobe Experience Manager:

```
/**
 * TODO: Update the tags in Adobe Experience Manager Assets
 * by invoking '/adobe/acp-assets-0.5.0/aem-update-tags'
 */
   '/adobe/acp-assets-0.5.0/aem-update-tags',
   /**
   * Return the result as-is
   */
   result => result
),
```

# Try it!

1. First, preview your composition again to ensure your new changes are shown:

app preview ~/adobe-sensei-actions-lab/exercises/exercise-5/composition.js

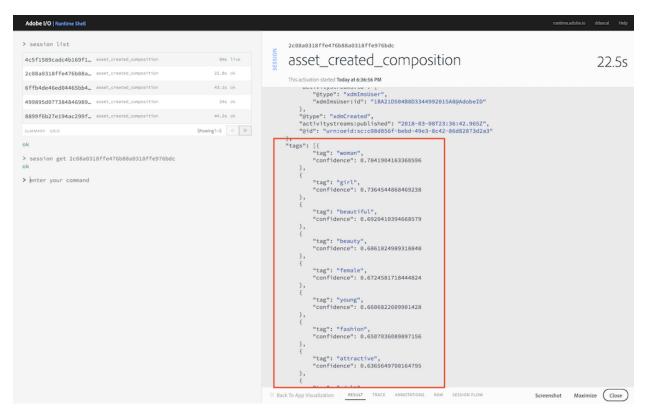


2. Next, update the current <code>asset\_created\_composition</code> with your new version:

```
app update asset_created_composition \sim/adobe-sensei-actions-lab/exercises/exercise-5/c omposition.js
```

- 3. Now open the browser to your Creative Cloud and upload an image to trigger an asset\_created event.
- 4. Switch back to the **Adobe I/O Runtime Shell** and type:

5. Locate the most recent <code>asset\_created\_composition</code> running and click on the session id to view the result. If you scroll down in the results JSON you should see the tags that were generated like shown in the session below:



6. If the app ran successfully then you will see the asset copied into an Adobe Experience Manager instance within the same folder name as you defined in your Creative Cloud instance.

**NOTE:** Use the Adobe Experience Manager host and credentials provided to login and check Adobe Experience Manager for the file.

Once you locate the file in Adobe Experience Manager, either hover over it and click the circled **i** button (or click into it and click on **Properties**) to view the details and check for the existence of tags. One of them should say **created with io runtime** as shown below:

