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**UFRN**  
UNIVERSIDADE FEDERAL DO RIO GRANDE DO NORTE



# MÉTODOS AVANÇADOS DE TINYMLOPS: IMPLEMENTAÇÃO DE APRENDIZADO DE MÁQUINA EM SISTEMAS EMBARCADOS

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IVANNOVITH SILVA  
DANIEL G. COSTA

2025



# HOW I AM

THOMMAS KEVIN SALES FLORES

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## ACADEMIC CAREER

**Doutorando em Engenharia Elétrica e de Computação - UFRN**

Doutorando Sanduiche em Engenharia Elétrica e de Computação - FEUP

Mestre em Engenharia Elétrica - UFPB

Bacharel em Engenharia Elétrica - UFPB



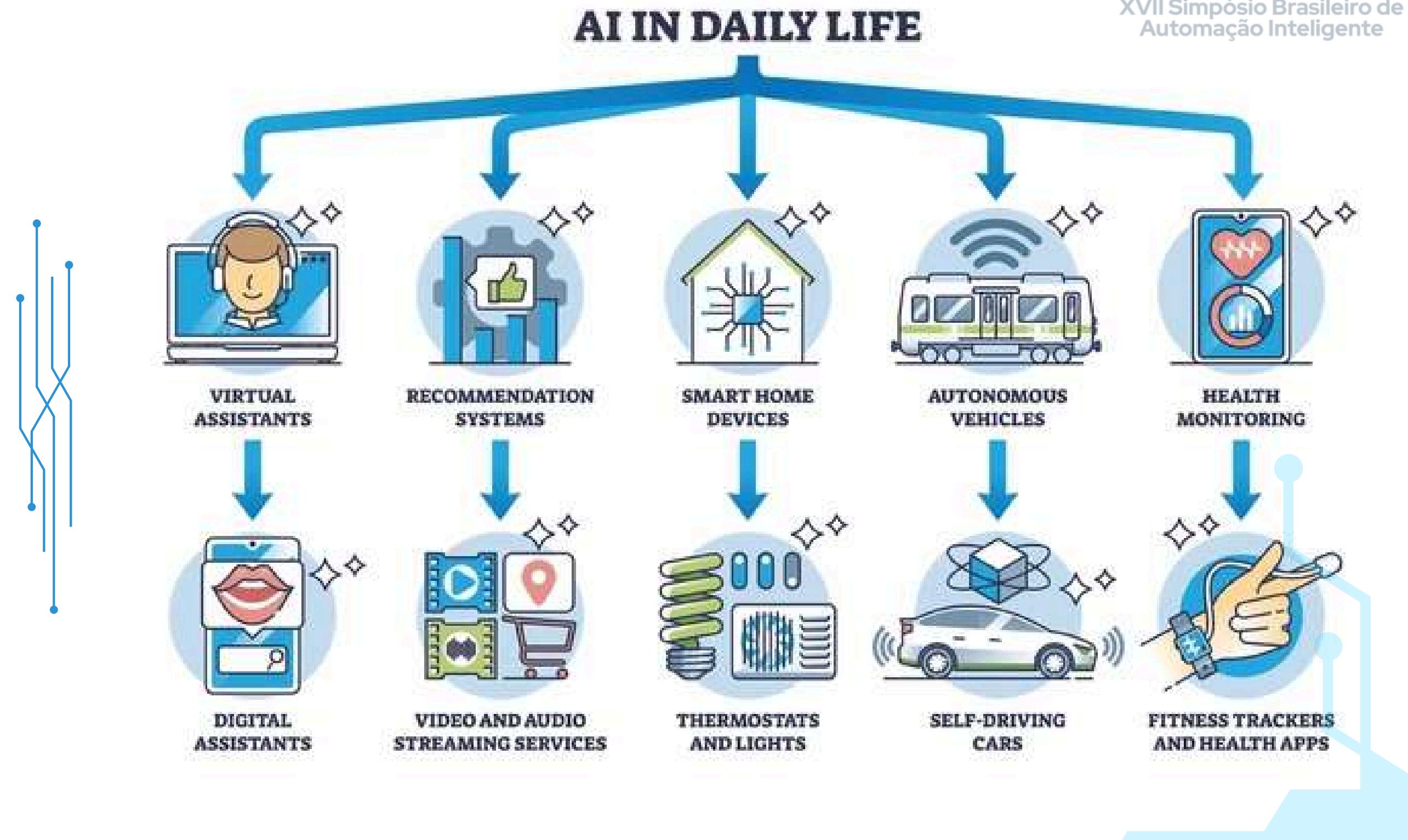
## PROFESSIONAL CAREER

Analista de Tecnologias Operacionais - PROSYS

Trainee em Engenharia Elétrica - NORFIL

# WHAT IS IA?

**Artificial Intelligence (AI)** refers to the ability of machines to simulate human-like cognitive functions such as learning, reasoning, problem-solving, and decision-making



# INTRODUCTION

## Artificial Intelligence

Is the field of study

## Machine Learning

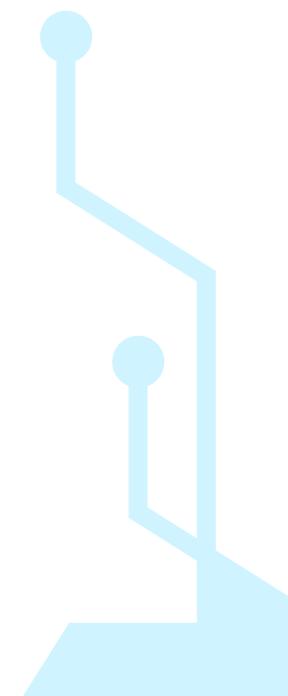
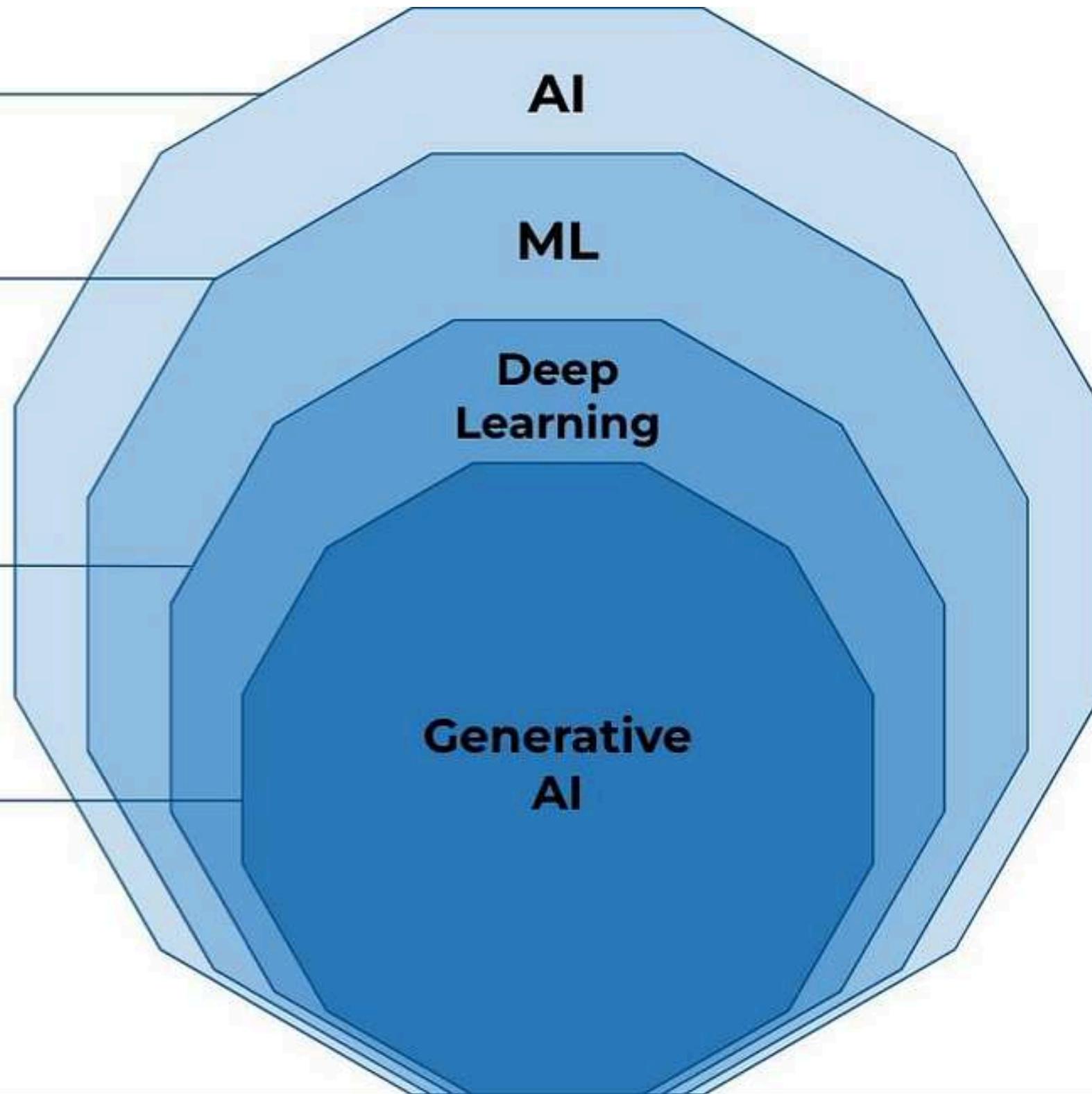
Is a branch of AI that focus on the creation of intelligent machines that learn from data. Another very well known branch inside AI is **Optimization**.

## Deep Learning

Is a subset of Machine Learning methods, based on **Artificial Neural Networks**.  
Examples: CNNs, RNNs

## Generative AI

A type of ANNs that generate data that is similar to the data it was trained on.  
Examples: GANs, LLMs



# INTRODUCTION

## EdgeAI (or EdgeML)



Refers to the deployment of AI algorithms directly on local edge devices, which enables real-time data processing and analysis without constant reliance on cloud infrastructure.

## TinyML



Focused on running machine learning models on resource-constrained devices like microcontrollers and other low-power devices.

# WHY SHOULD I STUDY TINYML?

Fastest-growing



**ABIRESEARCH**  
THE TECH INTELLIGENCE EXPERTS™  
Free Research

## TinyML Device Shipments to Grow to 2.5 Billion in 2030, Up From 15 Million in 2020

ABI Research's latest whitepaper explores why TinyML is the next big opportunity in tech

13 May 2021

Between 2021 and 2026, the number of IoT connections will nearly triple to 23.6 billion. Each new connection represents an opportunity to leverage Artificial Intelligence (AI) and Machine Learning (ML), and TinyML technology will be pivotal in seizing that opportunity.

JPT

AUTOMATION

### Machine Learning at the Edge: TinyML Is Getting Big

Being able to deploy machine-learning applications at the edge is the key to unlocking a multibillion-dollar market. TinyML is the art and science of producing machine-learning models frugal enough to work at the edge, and it's seeing rapid growth.

**CISION**

### Global Tiny Machine Learning (TinyML) Market to Reach USD 3.4 Billion by 2030 - Key Drivers and Opportunities | Valuates Reports

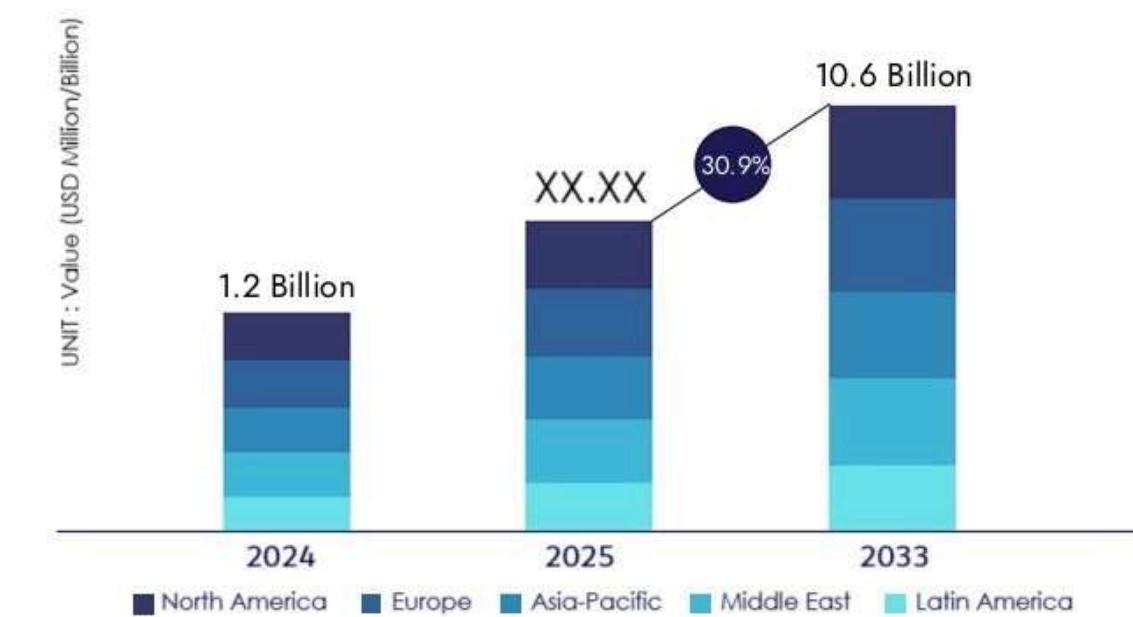
PR Newswire  
January 15, 2025 • 7 min read

Tiny Machine Learning (TinyML) Market is Segmented by Type (C Language, Java), by Application (Agriculture, Manufacturing, Healthcare, Retail).

BANGALORE, India, Jan. 15, 2025 /PRNewswire/ -- The Global Tiny Machine Learning (TinyML) Market was estimated to be worth USD 1025 Million in 2023 and is forecast to a readjusted size of USD 3478.4 Million by 2030 with a CAGR of 9.8% during the forecast period 2024-2030.

### Global Tiny Machine Learning (TinyML) Market Size and Scope

VMR  
VERIFIED MARKET REPORTS



30.9%

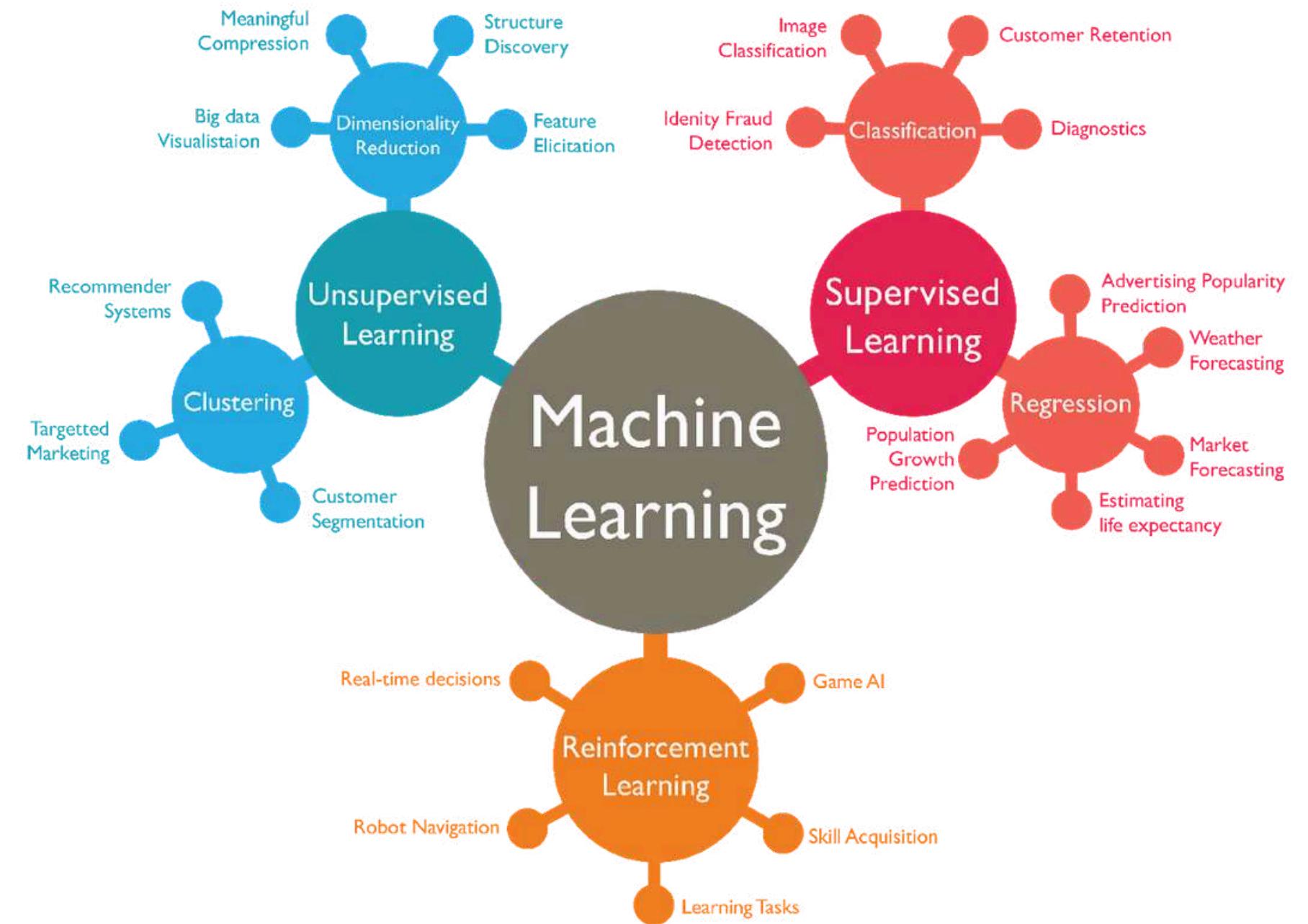
CAGR from 2024 to 2033

Global Tiny Machine Learning (TinyML) Market size was valued at 1.2 billion USD in 2024 and is projected to reach 10.6 billion USD by 2033



XVII Simpósio Brasileiro de Automação Inteligente

# WHY SHOULD I STUDY TINYML?

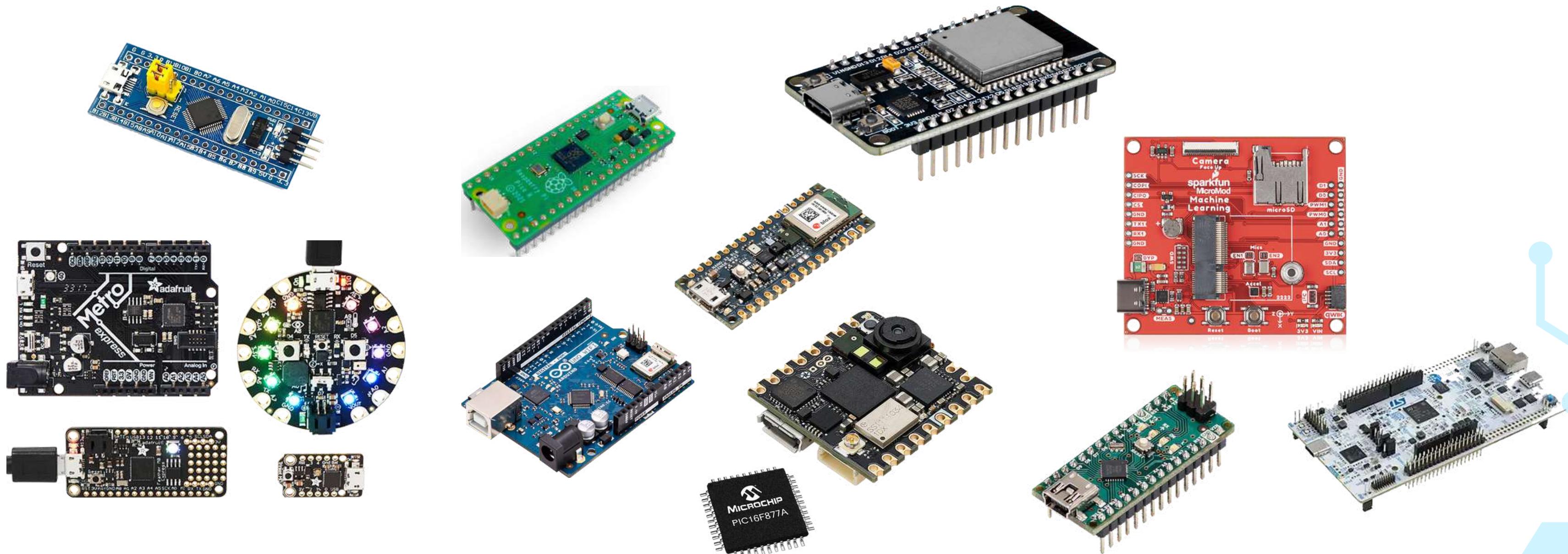


# WHY SHOULD I STUDY TINYML?

Fastest-growing



Algorithms, hardware, software



# WHY SHOULD I STUDY TINYML?

Fastest-growing



Algorithms, hardware, software



NANOEDGE AI  
STUDIO



 TensorFlowLite

 EDGE IMPULSE

 Embedded Learning Library

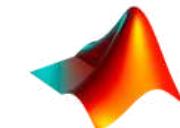


TENSORFLORES

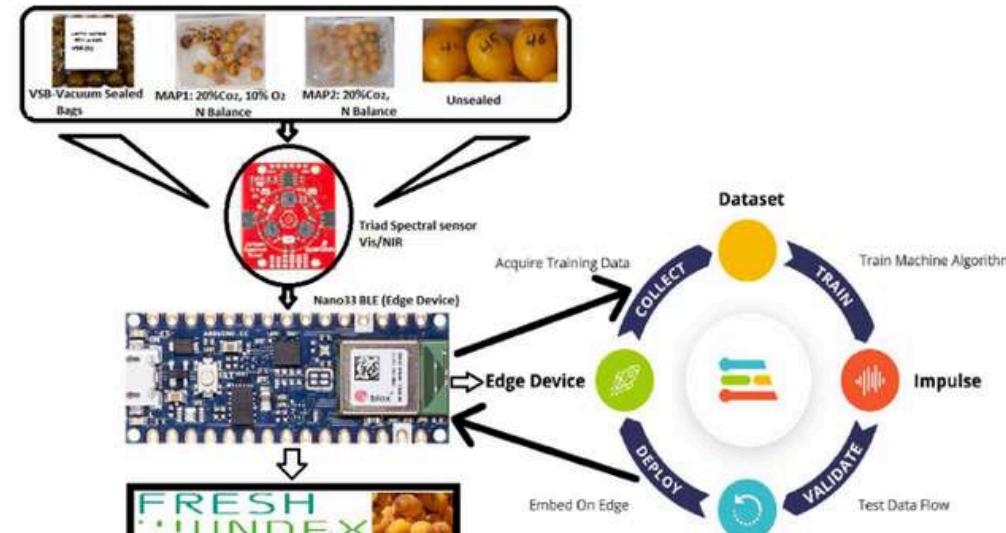
 STM32  
Cube.AI

 PyTorch

m2cgen

 MATLAB®

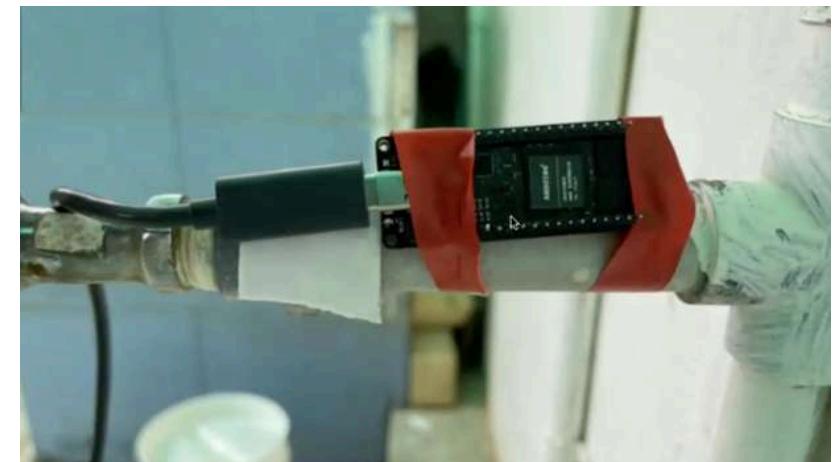
# WHY SHOULD I STUDY TINYML?



TinyML-Sensor for Shelf Life Estimation of Fresh Date Fruits



On-Device Tiny Machine Learning for Anomaly Detection Based on the Extreme Values Theory

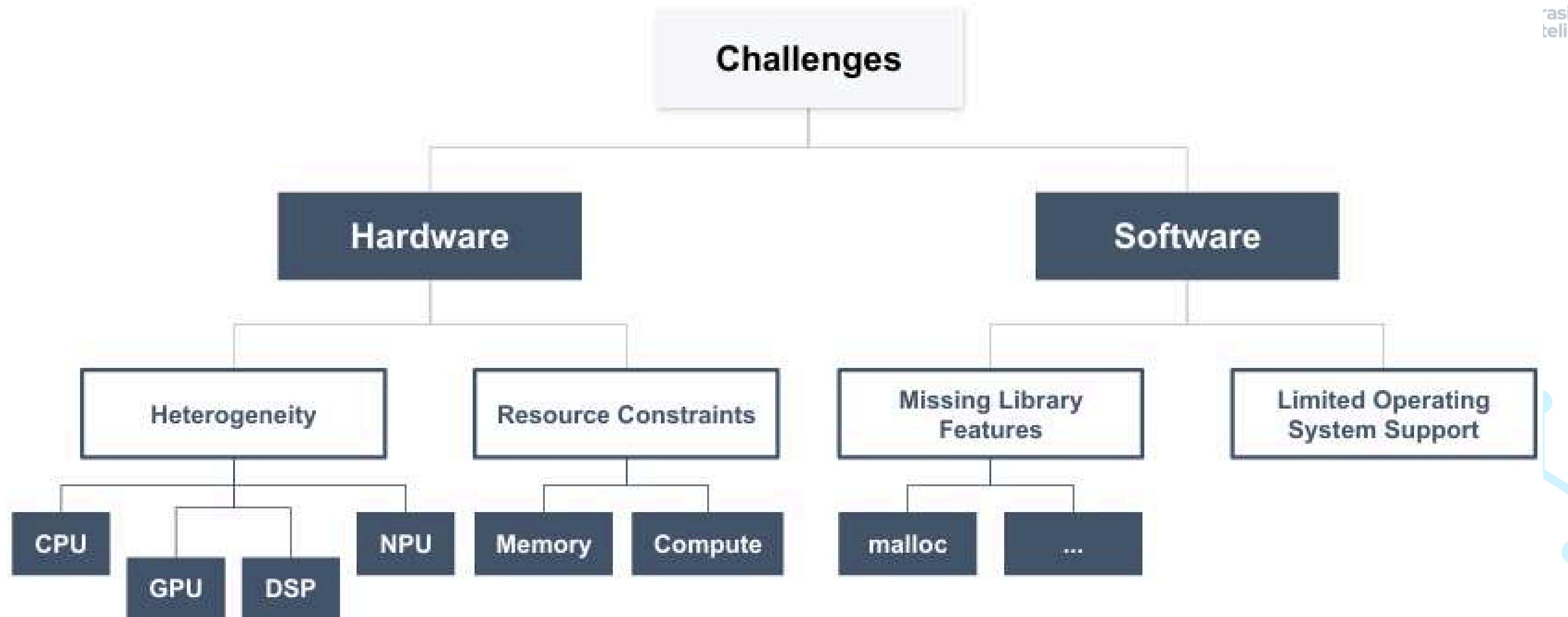


A TinyML-Based Solution for Acoustic Pipe Leak Detection



A tinyml soft-sensor approach for low-cost detection and monitoring of vehicular emissions

# TINYML CHALLENGES





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# MLOPS DEVOPS TINYMLOPS

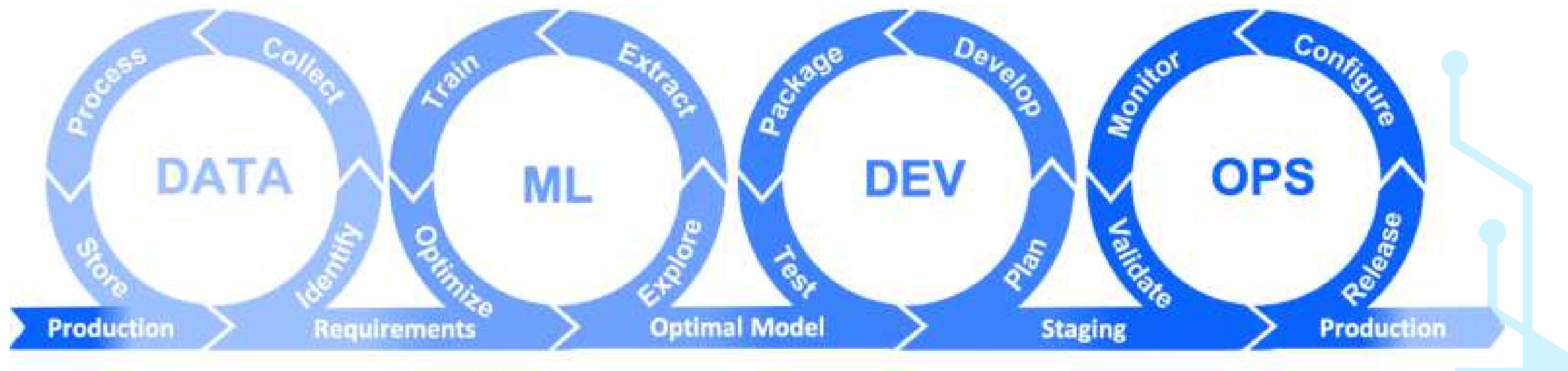
## SOFTWARE ENGINEERING AND DEVOPS PRACTICES



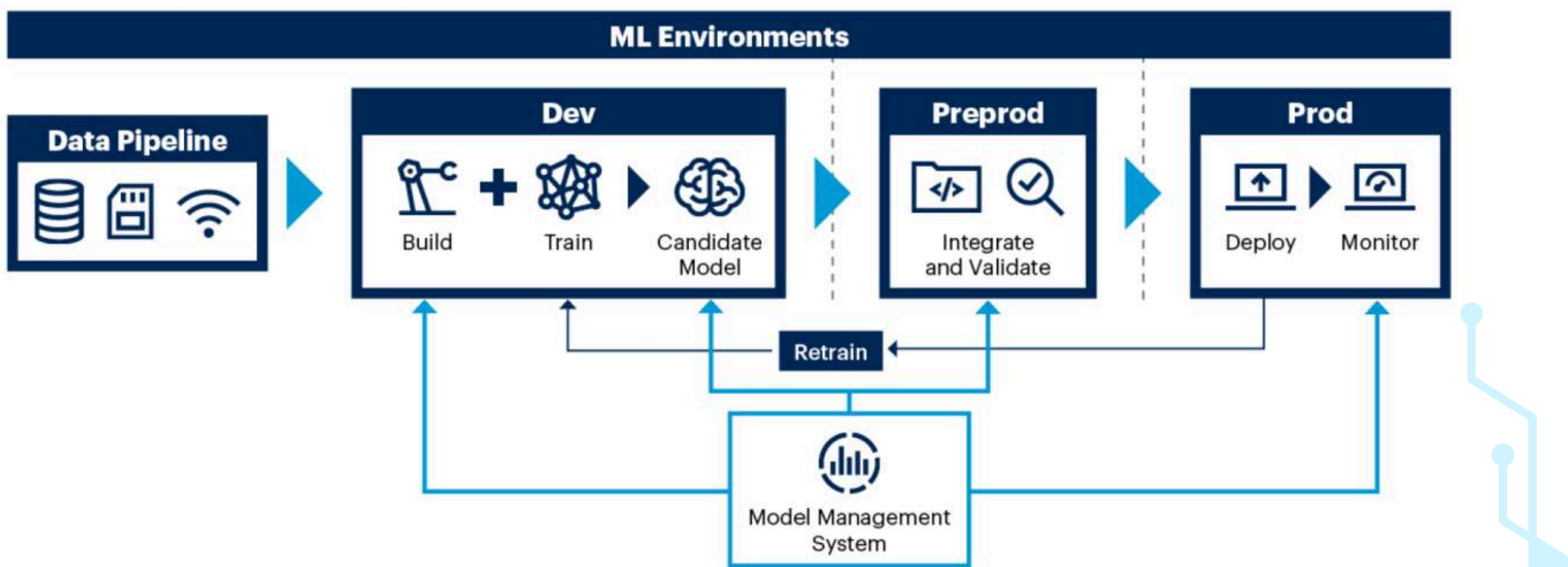
## WHAT IS MLOPS?

*MLOps, or Machine Learning Operations, is defined as "the discipline of applying software engineering principles and DevOps practices to reliably and efficiently manage, scale, and monitor machine learning systems in production."*

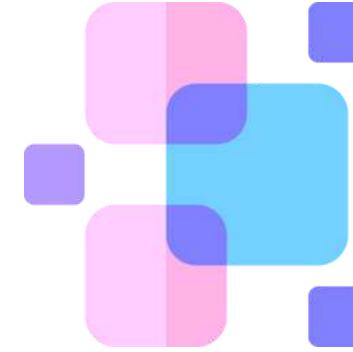
(Font: Livro "Practical MLOps" por Noah Gift, Dibya Chakravorty, Kenneth F. Kocher, 2021).



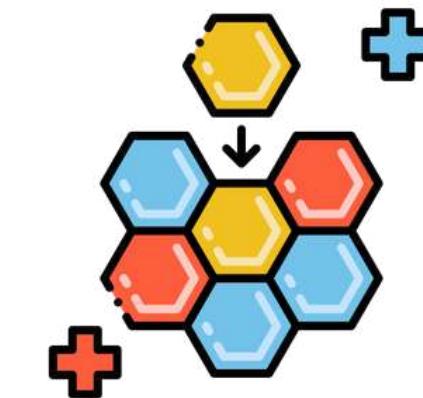
# PIPELINE DE MACHINE LEARNING



# SOFTWARE ENGINEERING PRINCIPLES



**Abstraction**



**Modularity**



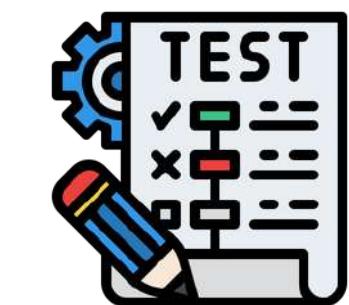
**Encapsulation**



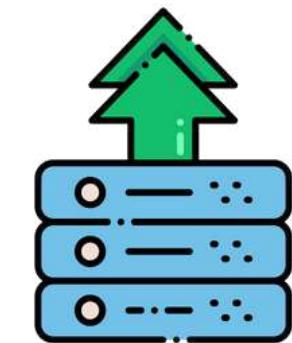
**Maintainability**



**Reusability**



**Testability**

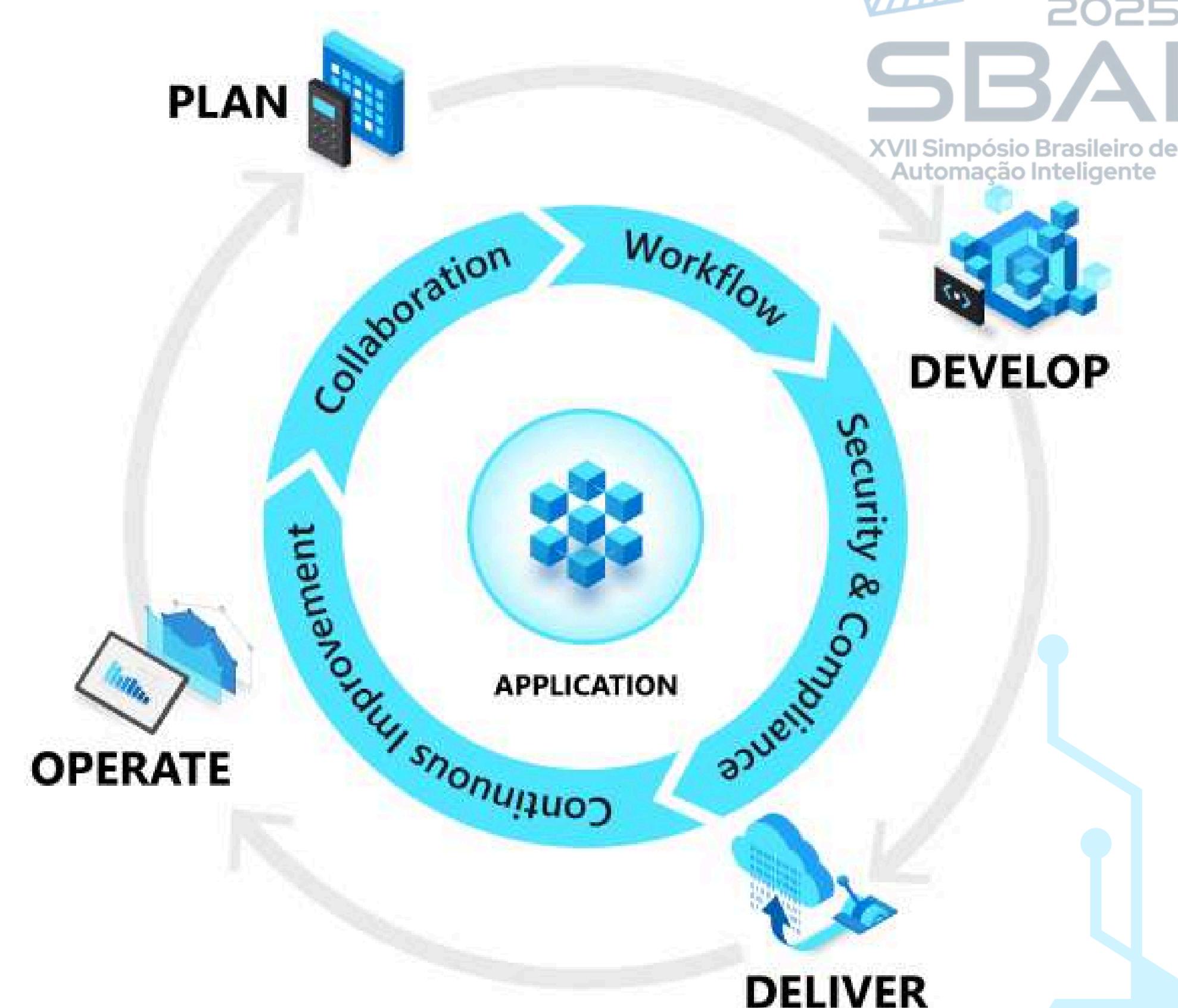


**Scalability**



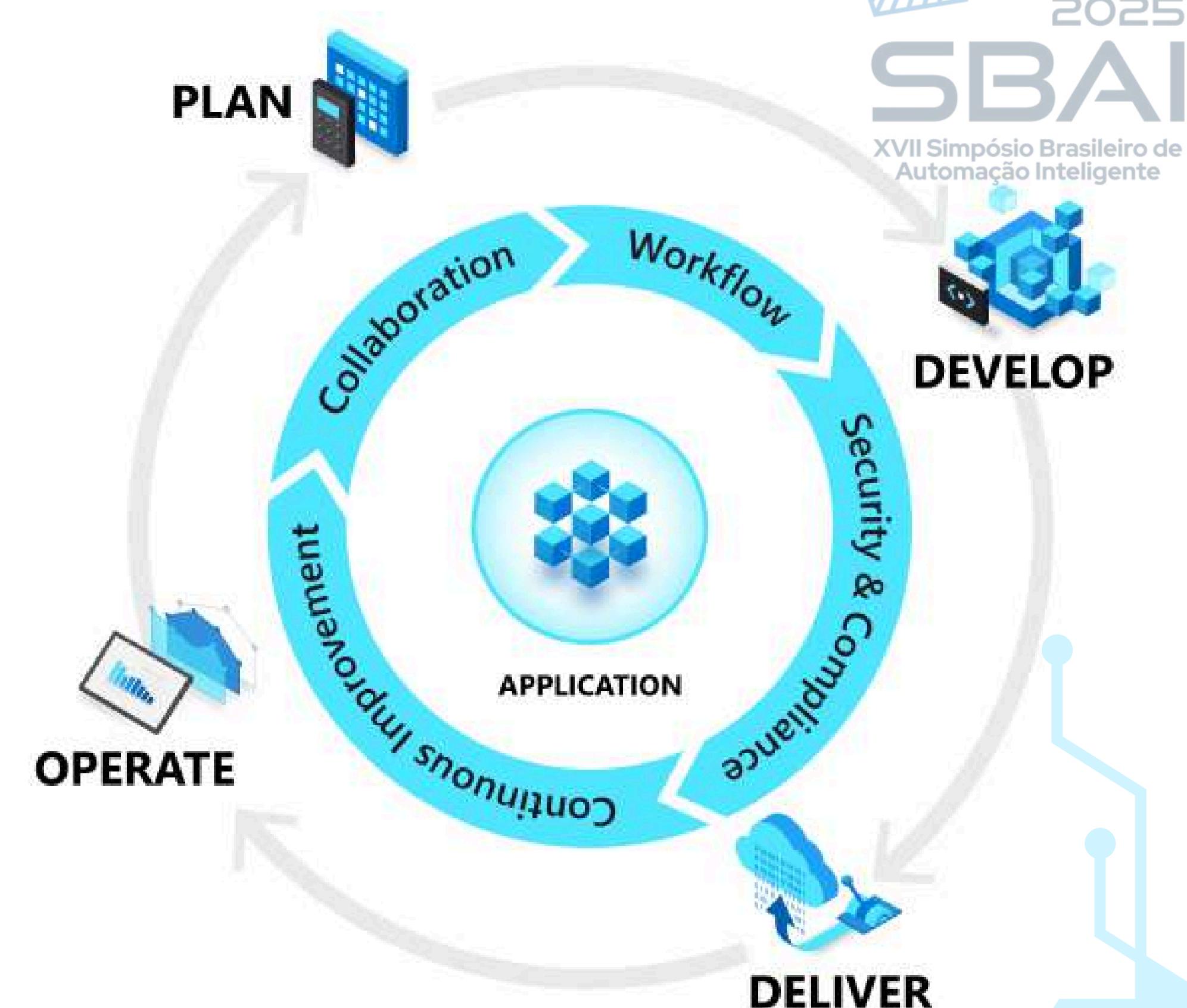
## WHAT IS DEVOPS?

“  
*DevOps is the union of people, processes and products to enable the continuous delivery of value to your end users.*”



## DEVOPS PRACTICES

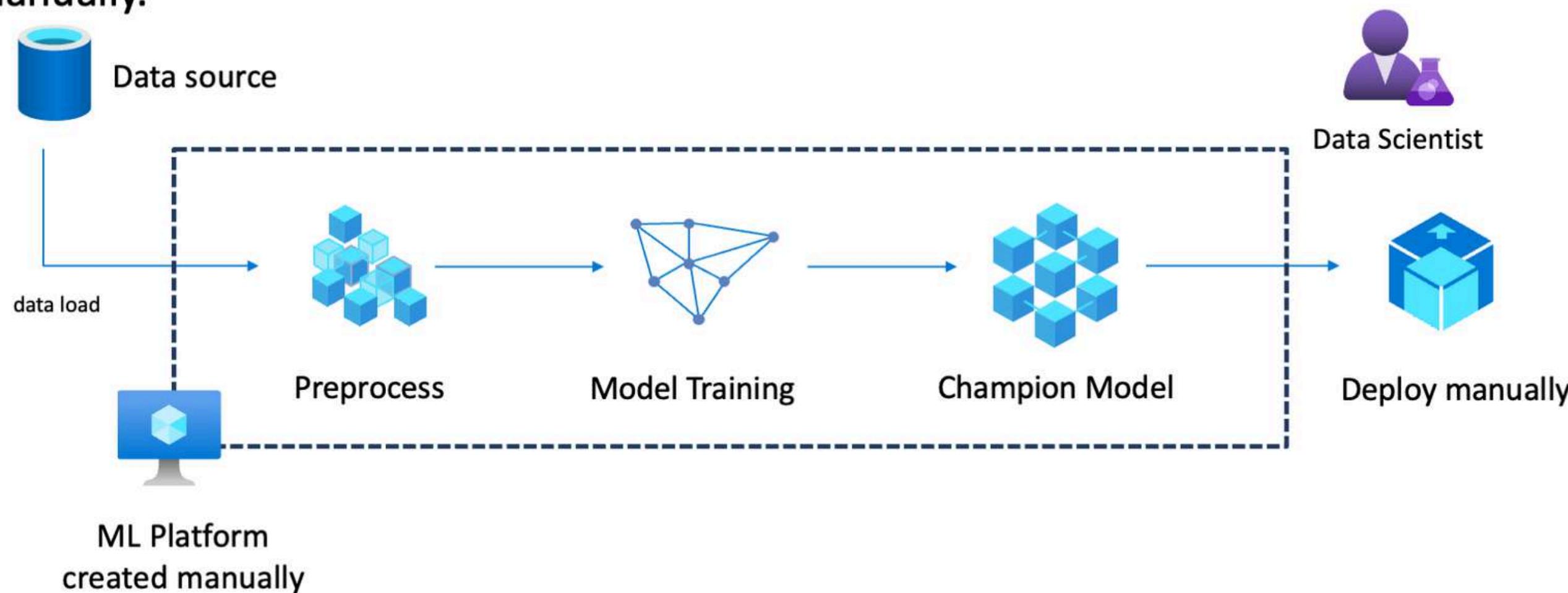
- Continuous Integration (CI)
- Continuous Delivery (CD)
- Continuous Deployment
- Infrastructure as Code (IaC)
- Collaboration Culture



## MLOPS MATURITY LEVELS

### Level 0 – No MLOps

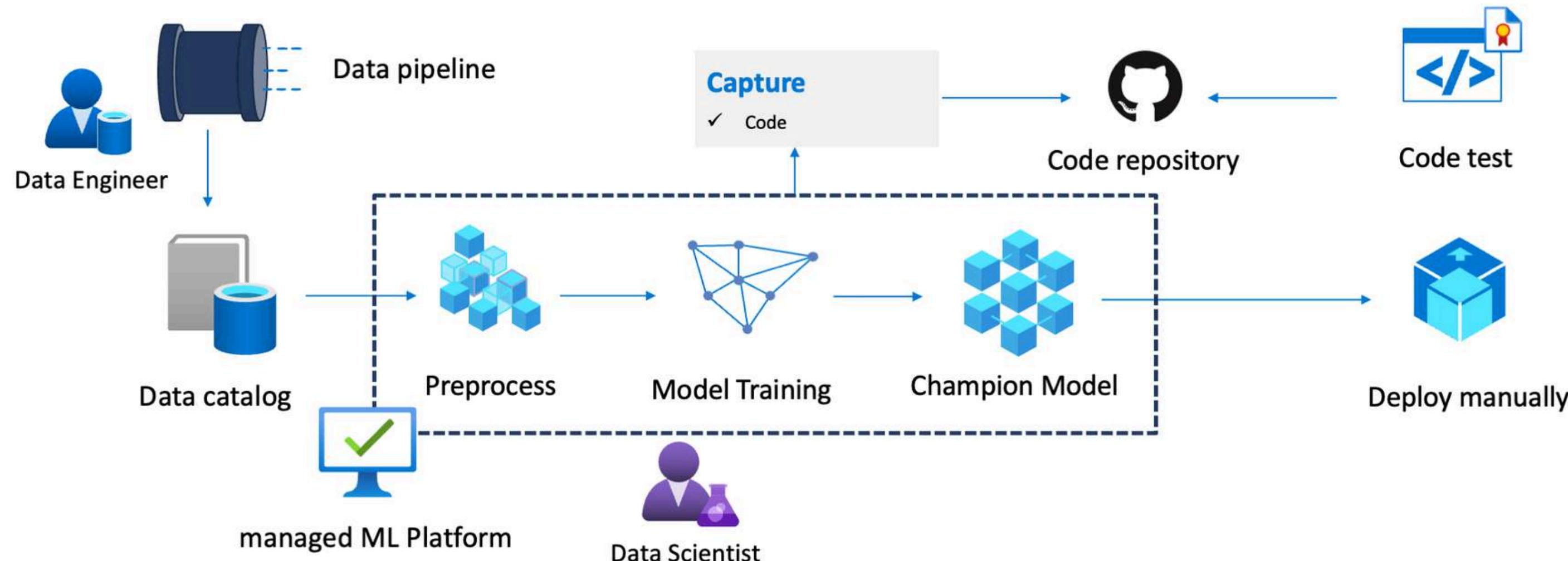
- Find best model interactively and exploratory.
- Create environment, gather and preprocess data, model training, deploy and test manually.



## MLOPS MATURITY LEVELS

### Level 1 – DevOps no MLOps

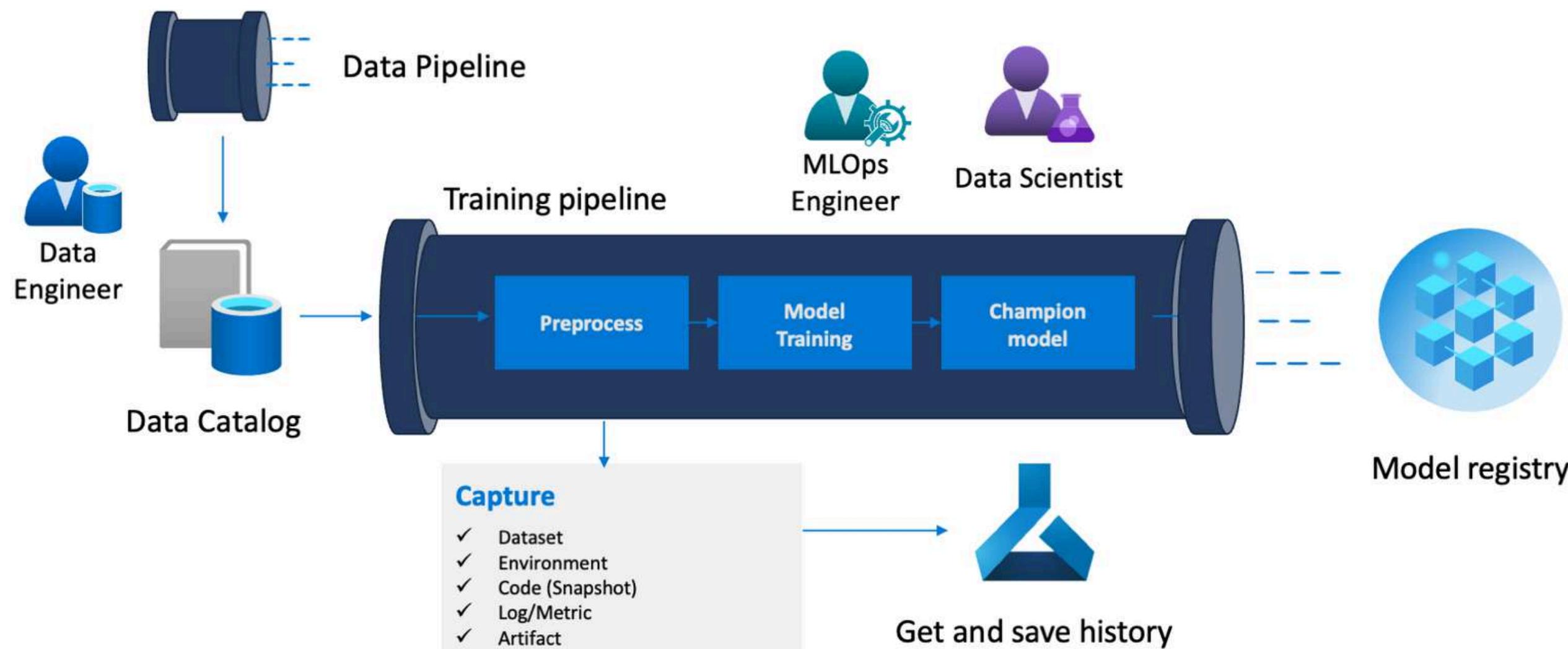
- Create managed ML platform.
- Maintain code test against application and training/inference scripts.



## MLOPS MATURITY LEVELS

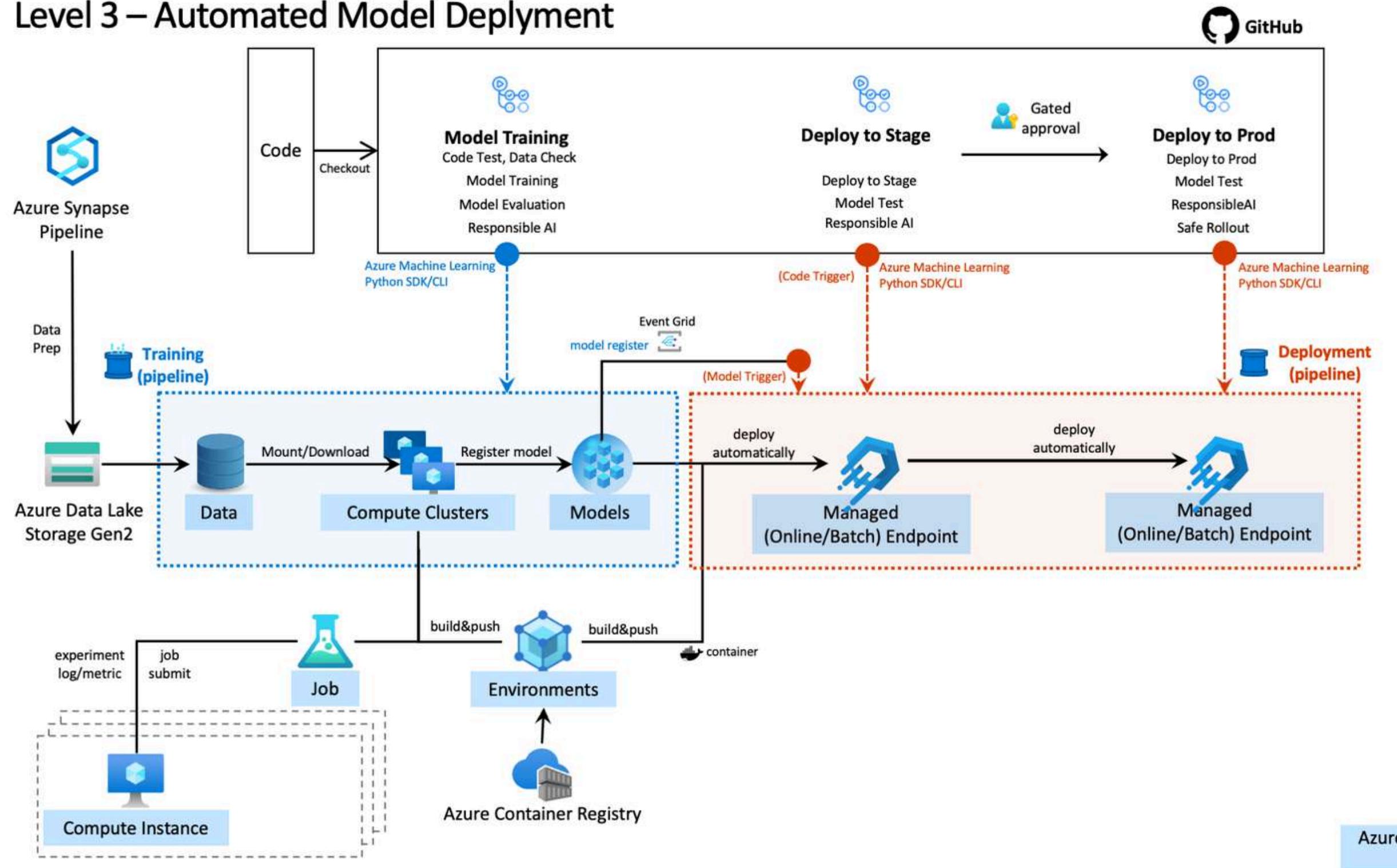
### Level 2 – Automated Training

- Make Code, Data, Model tracked, saved and version controlled.
- Automate training process using pipeline.

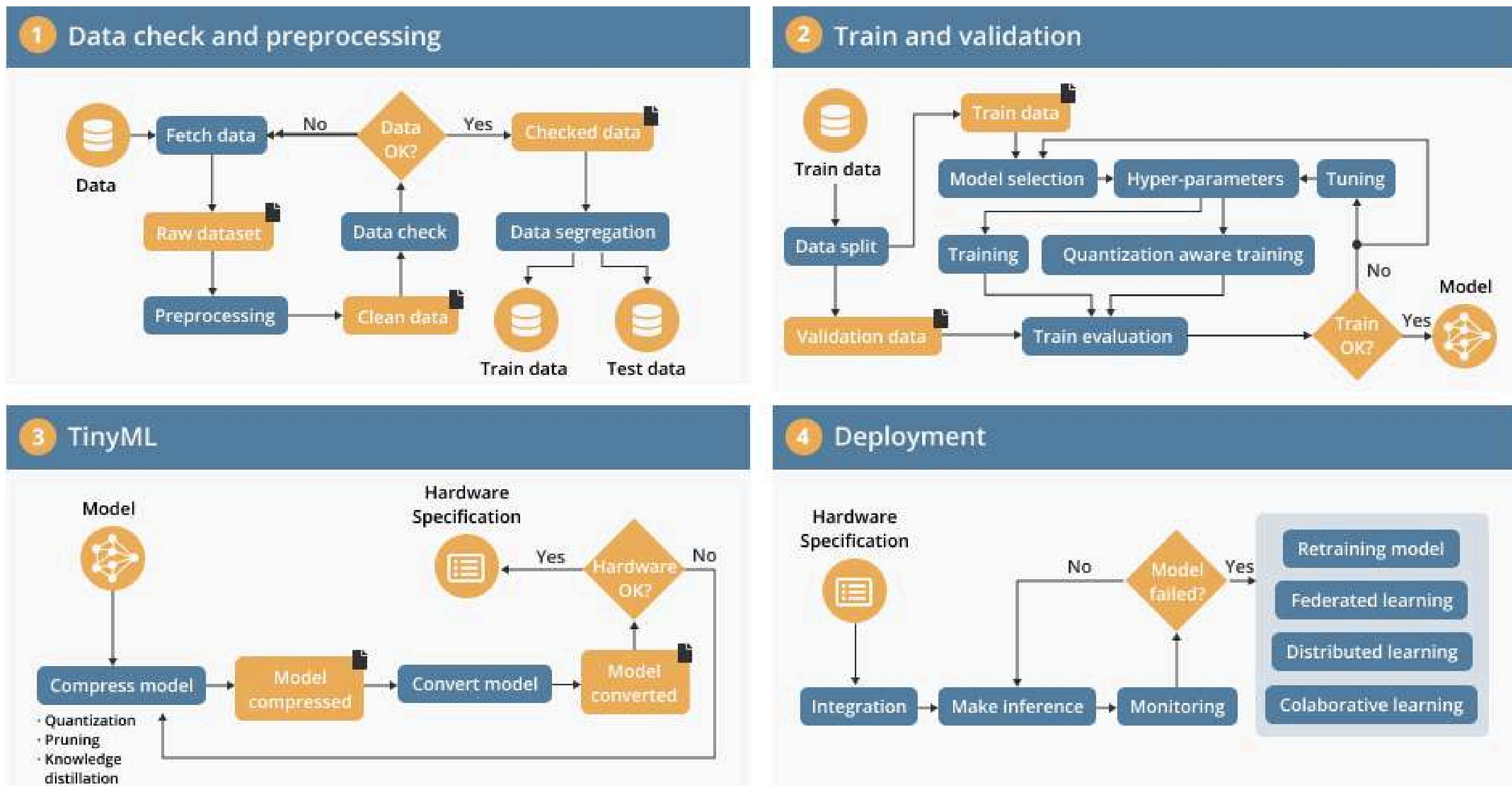


# MLOPS MATURITY LEVELS

## Level 3 – Automated Model Deployment



# TINYML OPS PIPELINE





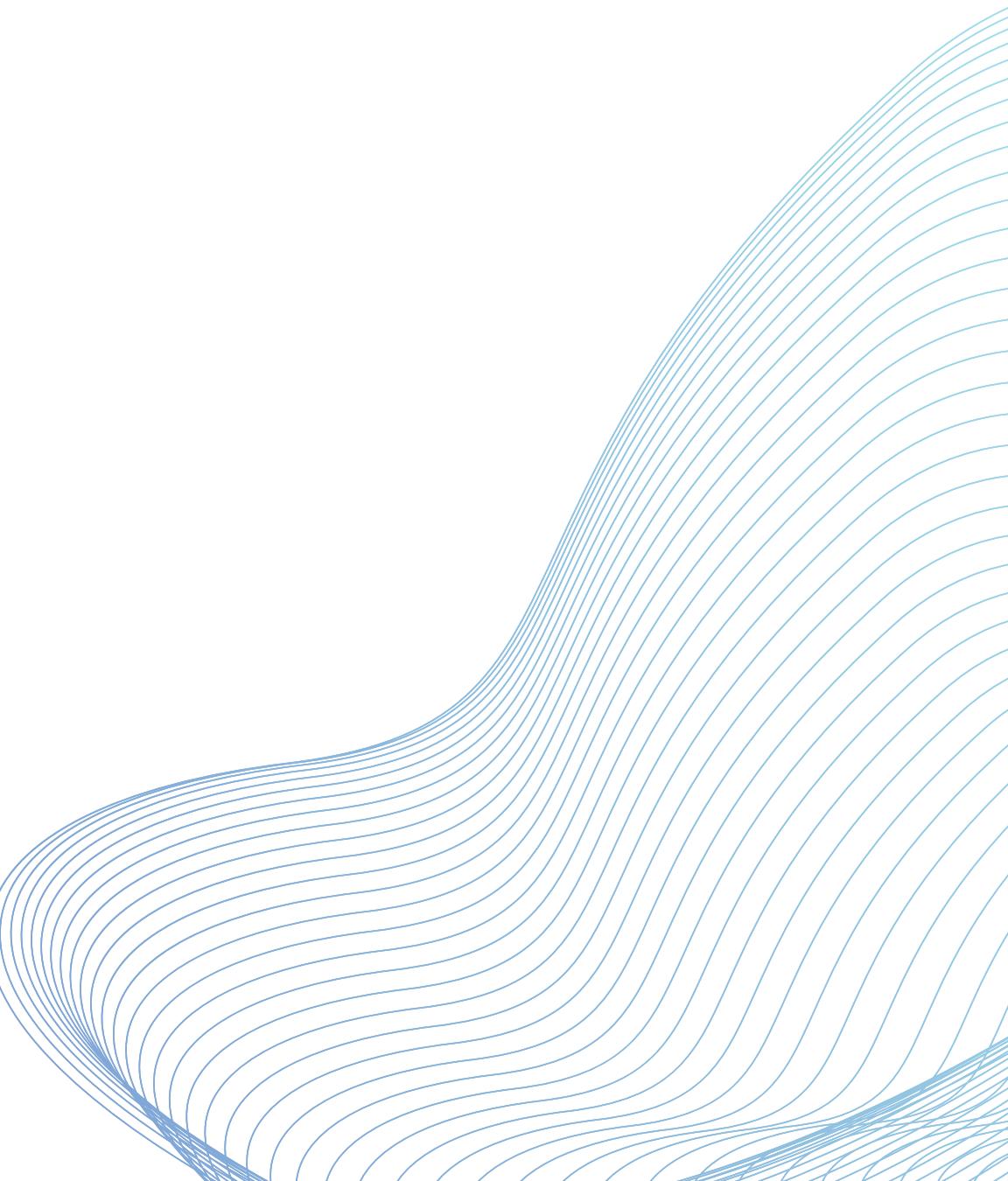
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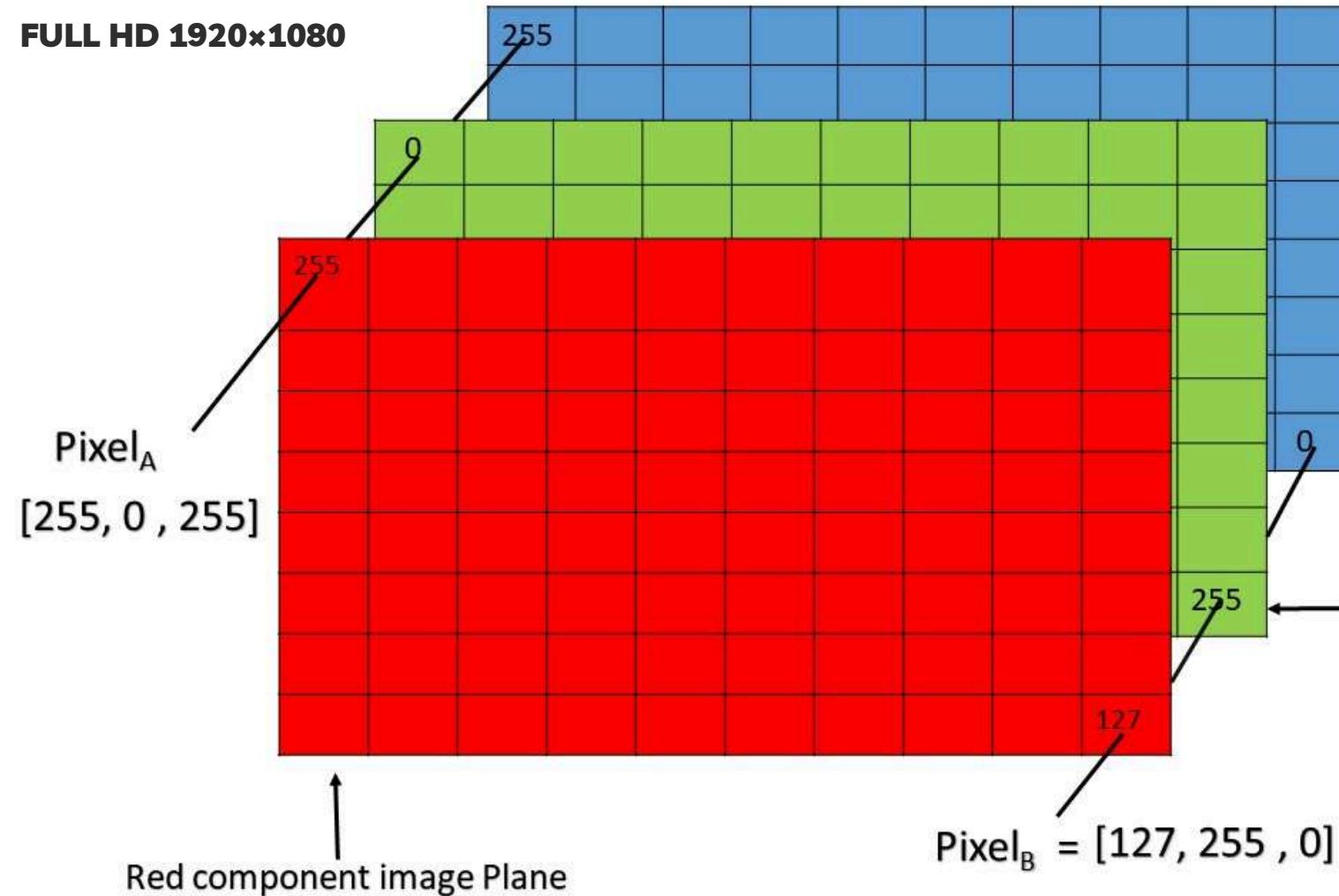


# DATA COLLECTION

## IMAGE, AUDIO AND ANALOG SENSORS



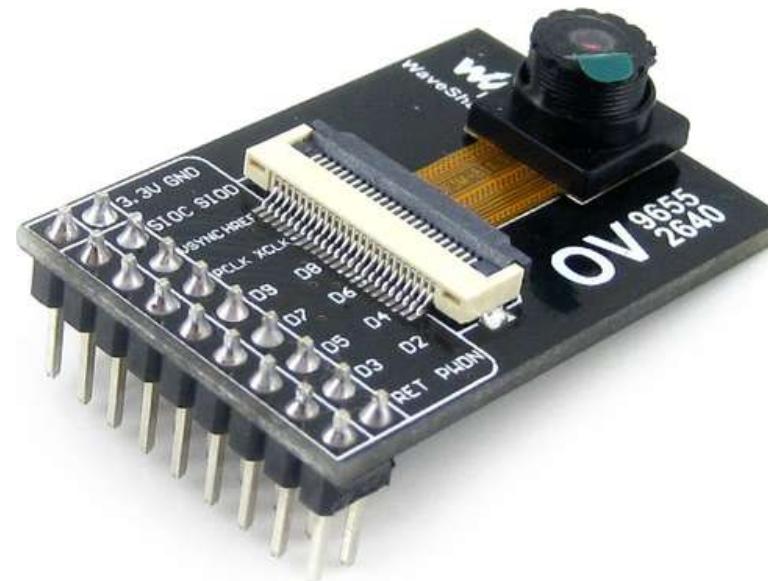
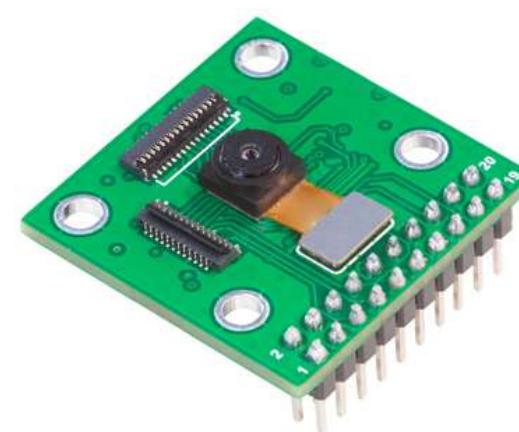
# IMAGE



| Tipo de Imagem | Canais   | Total de Elementos |
|----------------|----------|--------------------|
| Grayscale      | 1 canal  | 2.073.600          |
| RGB            | 3 canais | 6.220.800          |
| RGBA           | 4 canais | 8.294.400          |

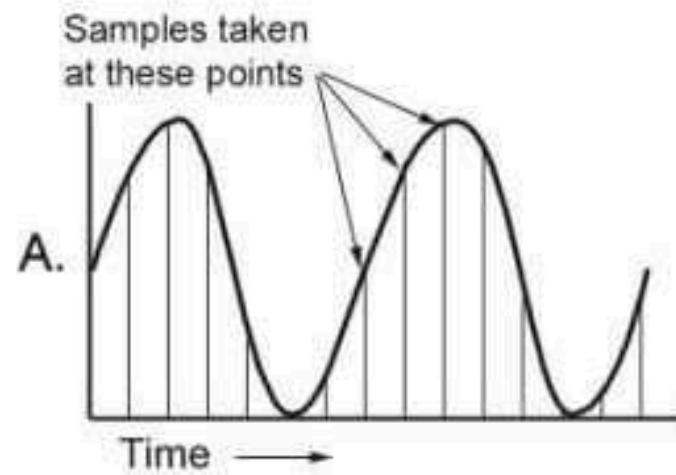
# IMAGE

| Camera      | Max Resolution     | Compatible Microcontrollers                            | RGB Support   |
|-------------|--------------------|--|---|
| OV7670      | 640 × 480 (VGA)    | AVR (Arduino Uno), STM32, ESP32                        | <input checked="" type="checkbox"/> Yes               |
| OV2640      | 1600 × 1200 (UXGA) | ESP32 (ESP32-CAM, TTGO), STM32                         | <input checked="" type="checkbox"/> Yes*              |
| OV5640      | 2592 × 1944 (5MP)  | ESP32-S3, STM32H7, Raspberry Pi (via bridge)           | <input checked="" type="checkbox"/> Yes               |
| OV7725      | 640 × 480 (VGA)    | OpenMV, STM32, ESP32                                   | <input checked="" type="checkbox"/> Yes               |
| MT9V034     | 752 × 480 (WVGA)   | Teensy, OpenMV, STM32, Raspberry Pi Pico               | <input type="checkbox"/> No (Monochrome)              |
| HM01B0      | 320 × 240 (QVGA)   | Arduino Nicla Vision, SparkFun Edge                    | <input type="checkbox"/> No (Monochrome)              |
| HM0360      | 640 × 480 (VGA)    | Himax SLAM boards, CMSIS-NN MCUs                       | <input checked="" type="checkbox"/> Yes               |
| GC2145      | 1600 × 1200 (UXGA) | ESP32-S3, AI-Thinker boards                            | <input checked="" type="checkbox"/> Yes               |
| Arducam SPI | Up to 5MP (varies) | Any MCU with SPI (ESP32, STM32, RP2040, Arduino, etc.) | <input checked="" type="checkbox"/> Depends on sensor |

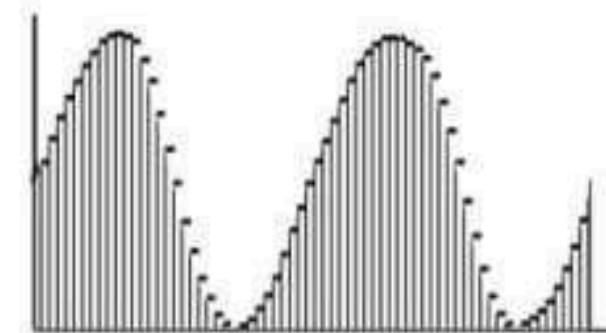
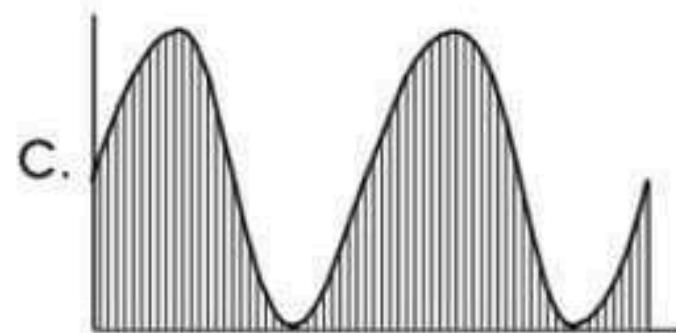
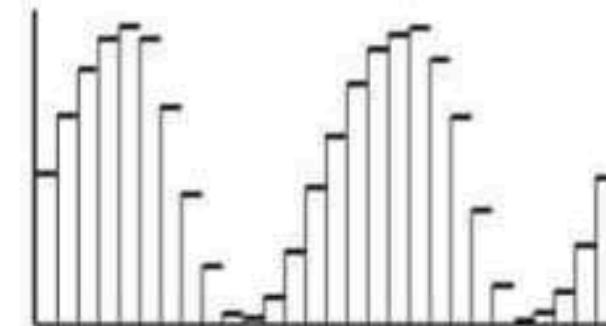
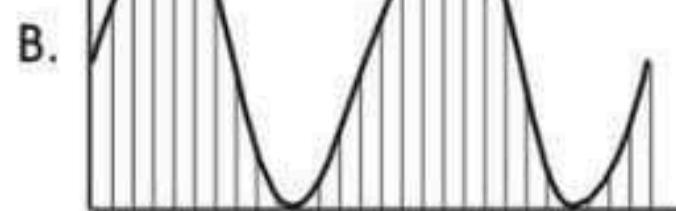
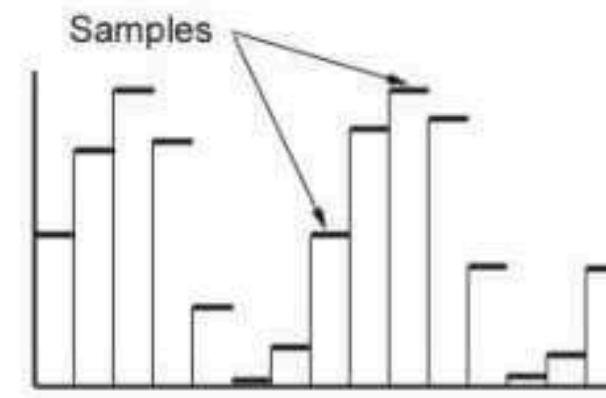


# AUDIO

Analog Wave



Digital Result

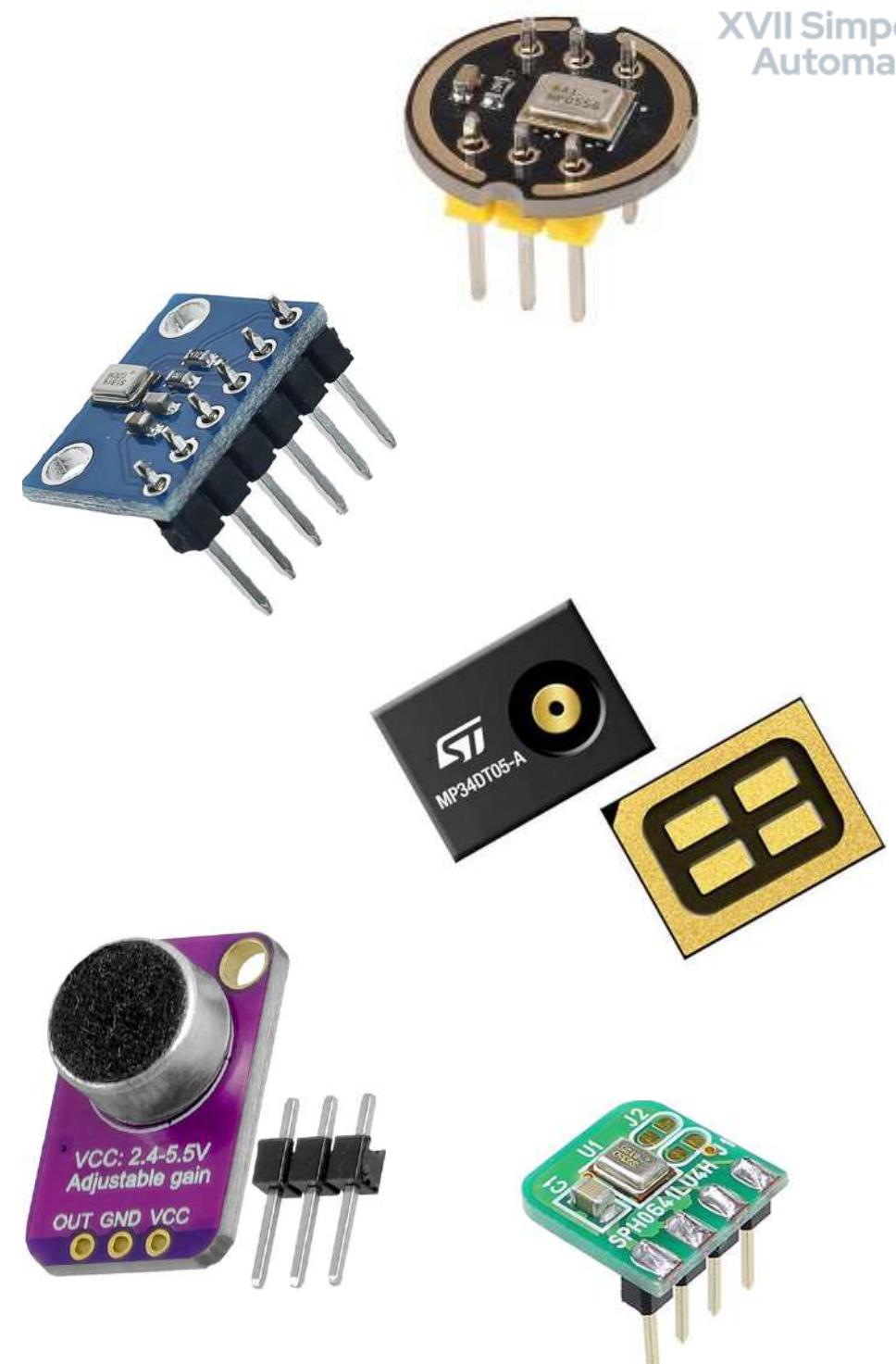


- ✗ INTERFACE INCOMPATIBILITY
- ✗ RANDOM SAMPLING FREQUENCY
- ✗ EXCESSIVE DATA FOR THE MICROCONTROLLER
- ✗ INCOMPATIBLE OUTPUT TYPE
- ✗ NOISE AND POOR AUDIO QUALITY
- ✗ HIGH POWER CONSUMPTION
- ✗ MICROPHONE DIRECTIONALITY



# AUDIO

| Microphone                                  | Sampling Rate (Typical)       | Compatible Microcontrollers                  | Type                 |
|---|-------------------------------|--|----------------------|
| INMP441                                     | Up to 48 kHz                  | ESP32, STM32, RP2040 (I2S support required)  | Digital (I2S)        |
| SPH0645LM4H                                 | 16 / 44.1 / 48 kHz            | ESP32, STM32, RP2040 (I2S), Raspberry Pi     | Digital (I2S)        |
| MP34DT05                                    | Up to 48 kHz                  | STM32, Raspberry Pi, Arduino Portenta H7     | Digital (I2S or PDM) |
| MP45DT02                                    | Up to 48 kHz                  | STM32, ARM Cortex-M MCUs                     | Digital (PDM)        |
| ICS43434                                    | 16 / 32 / 48 kHz              | ESP32, STM32, Arduino Portenta, RP2040       | Digital (I2S)        |
| MAX4466                                     | 8 – 44.1 kHz (depends on ADC) | Any MCU with ADC (Arduino Uno, STM32, ESP32) | Analog               |
| MAX9814                                     | 8 – 44.1 kHz (depends on ADC) | Any MCU with ADC (Arduino, ESP32, RP2040)    | Analog + AGC         |
| Knowles SiSonic (e.g., SiSonic SPH0641LU4H) | Up to 48 kHz                  | STM32, ESP32, advanced ARM MCUs              | Digital (PDM)        |



# ANALOG SENSORS

| Problem                       | Common Cause  | Consequence   |
|-------------------------------|---|---|
| ✗ Incompatible voltage levels | Sensor outputs 5V, but the MCU's ADC accepts a maximum of 3.3V      | Risk of damaging the microcontroller or inaccurate readings |
| ✗ Narrow output range         | Sensor outputs between 0.5–2.5V, but the ADC expects 0–3.3V or 0–5V | Low effective resolution, poor precision                    |
| ✗ Noisy signal                | No filtering, long wires, poor grounding                            | Fluctuating readings, instability in ML or control systems  |
| ✗ High output impedance       | Sensor without buffer or weak analog stage                          | Incorrect ADC readings due to signal distortion             |
| ✗ Slow sensor response        | Sensor has inherent lag or delay                                    | Missed fast events, poor real-time response                 |
| ✗ Lack of calibration         | Sensor requires offset/gain tuning and wasn't calibrated            | Inconsistent or inaccurate data                             |
| ✗ Sensor interference         | Multiple analog sensors on shared power or ground lines             | Cross-talk or voltage instability                           |
| ✗ Low ADC resolution          | Using an 8- or 10-bit ADC with a wide-range sensor                  | Loss of fine signal detail, reduced sensitivity             |





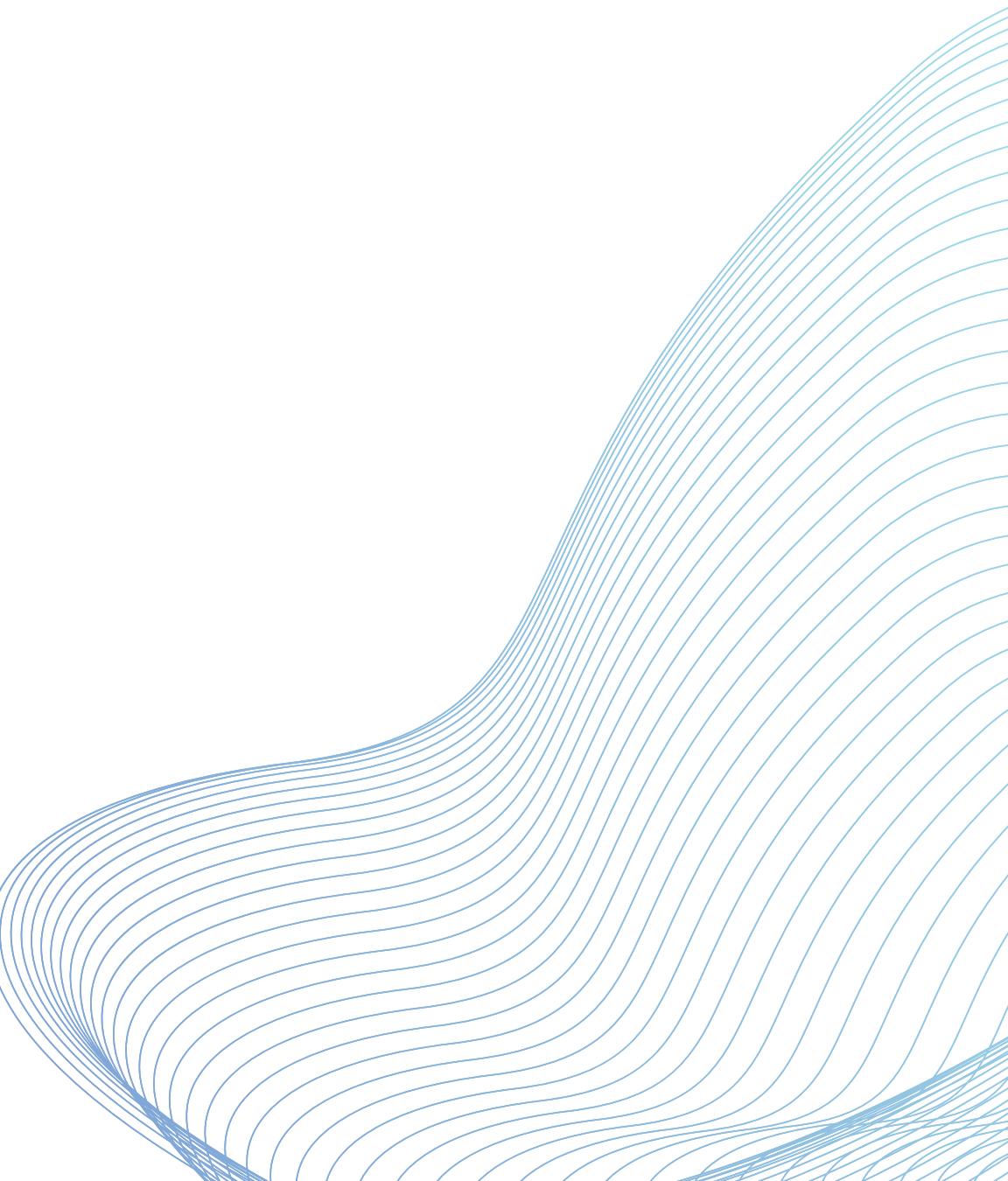
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# PREPROCESSING DATA

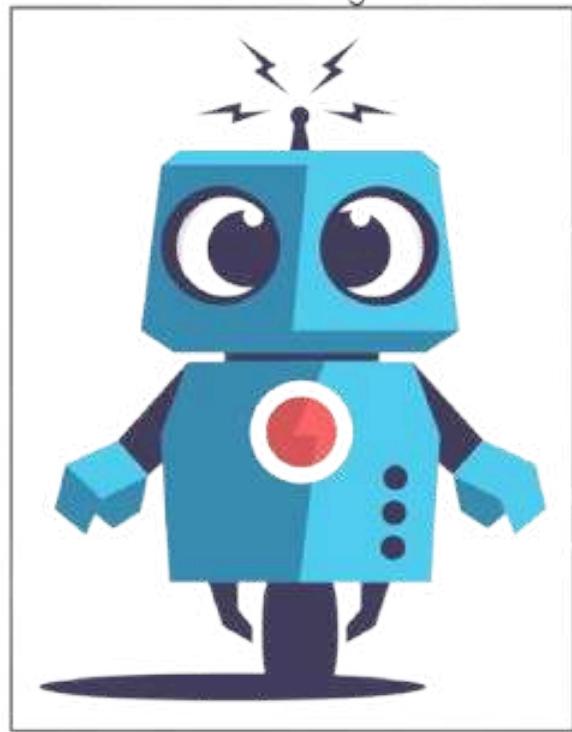
## IMAGE, AUDIO AND ANALOGIC SENSORS



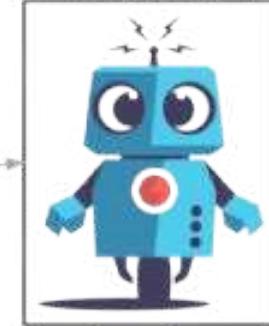
# IMAGE

**Original**

Width: 350 Height: 450

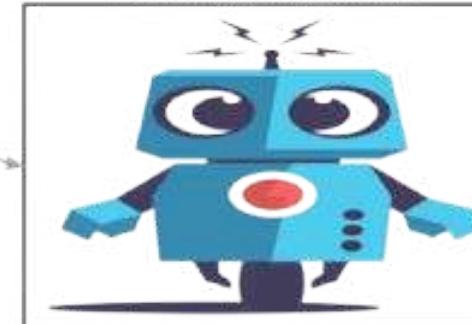

**Proportionally Scaled**

Width: 156 Height: 200


 Width: ---  
 Height: 200

**Not Proportionally Scaled**

Width: 300 Height: 200


 Width: 300  
 Height: 200

## RESIZE IMAGE



## GRAYSCALE IMAGE

=



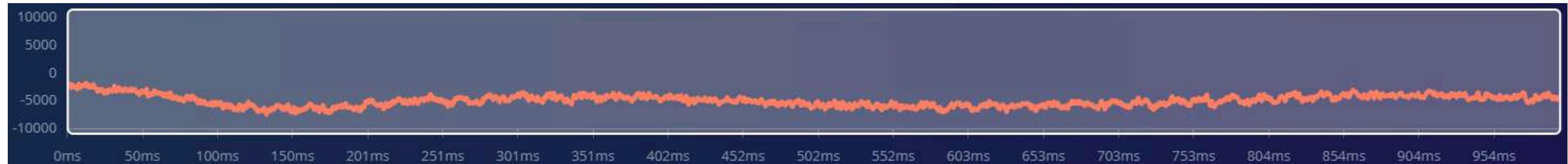
| RED |    |    |
|-----|----|----|
| 56  | 53 | 54 |
| 63  | 62 | 64 |
| 52  | 57 | 61 |

| GREEN |    |    |
|-------|----|----|
| 61    | 58 | 57 |
| 69    | 68 | 67 |
| 59    | 64 | 68 |

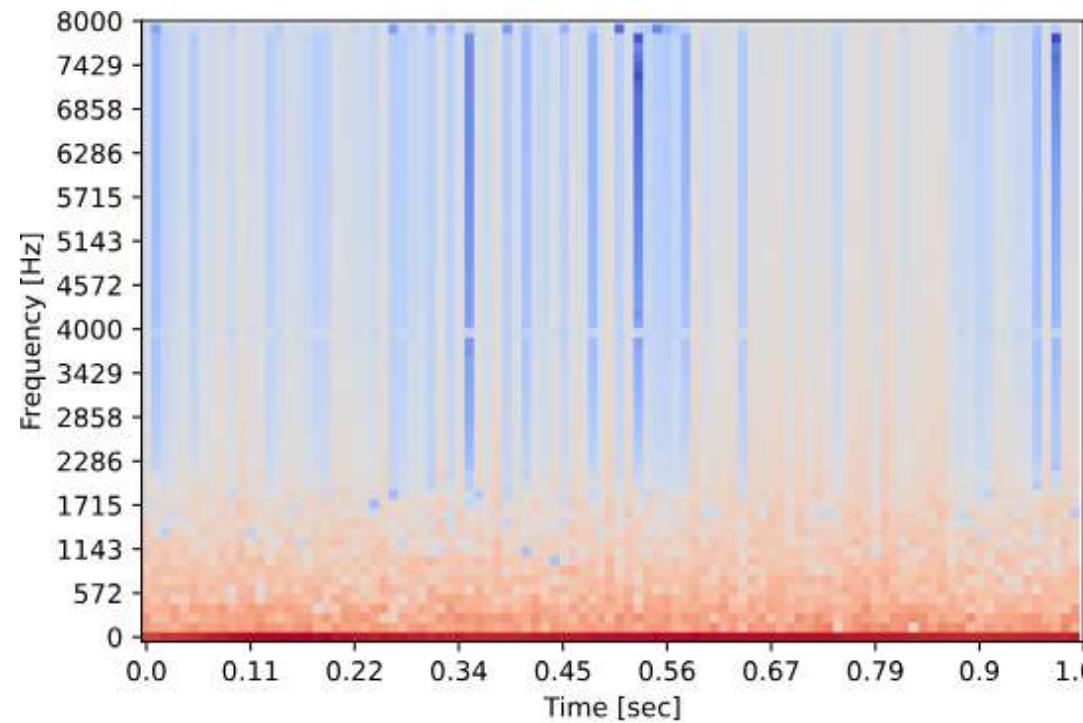
| BLUE |    |    |
|------|----|----|
| 54   | 51 | 50 |
| 59   | 58 | 58 |
| 43   | 48 | 52 |

| GRAY |    |    |
|------|----|----|
| 59   | 56 | 55 |
| 66   | 65 | 65 |
| 55   | 60 | 64 |

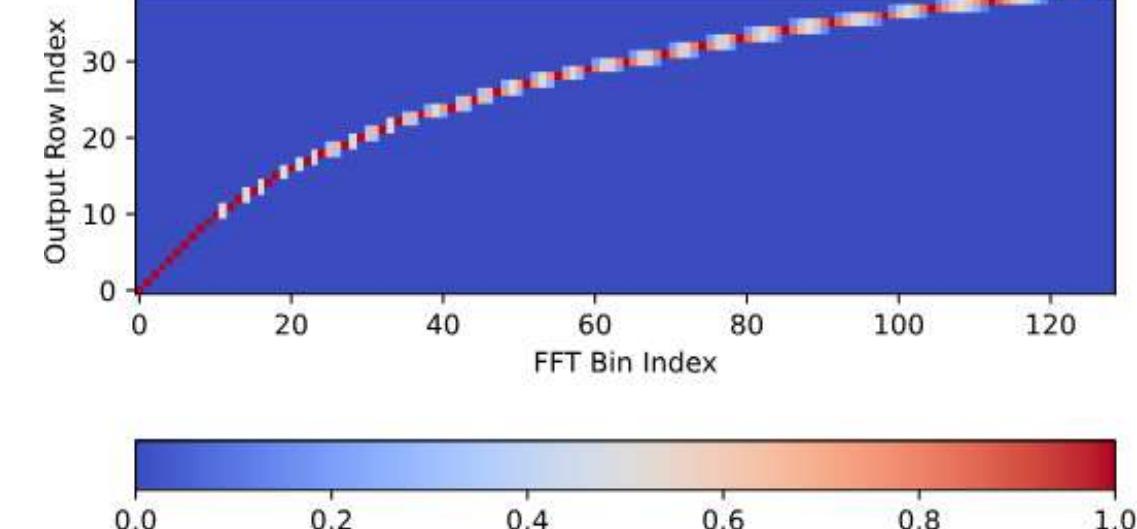
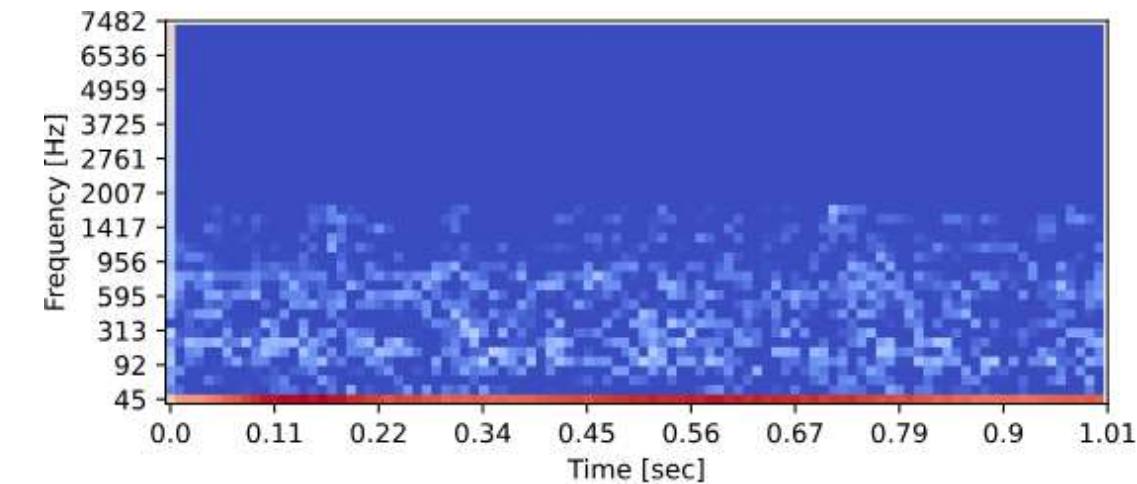
# AUDIO



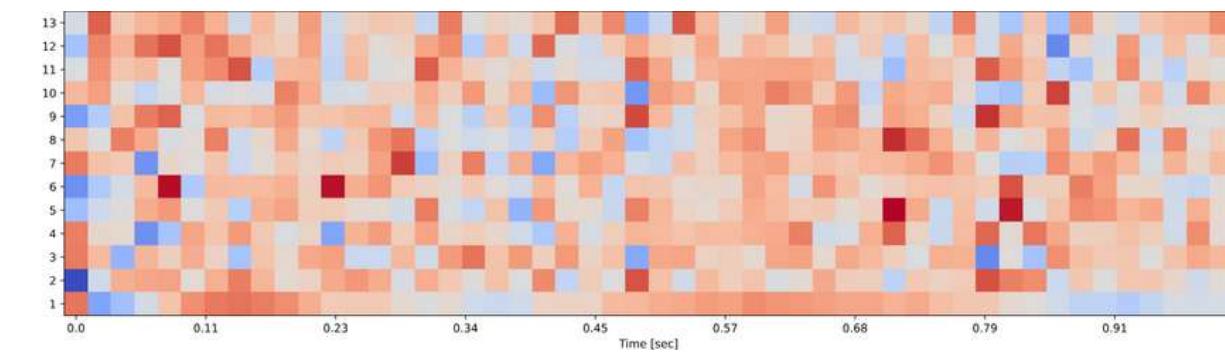
SPECTROGRAM



MEL-FREQUENCY CEPSTRUM

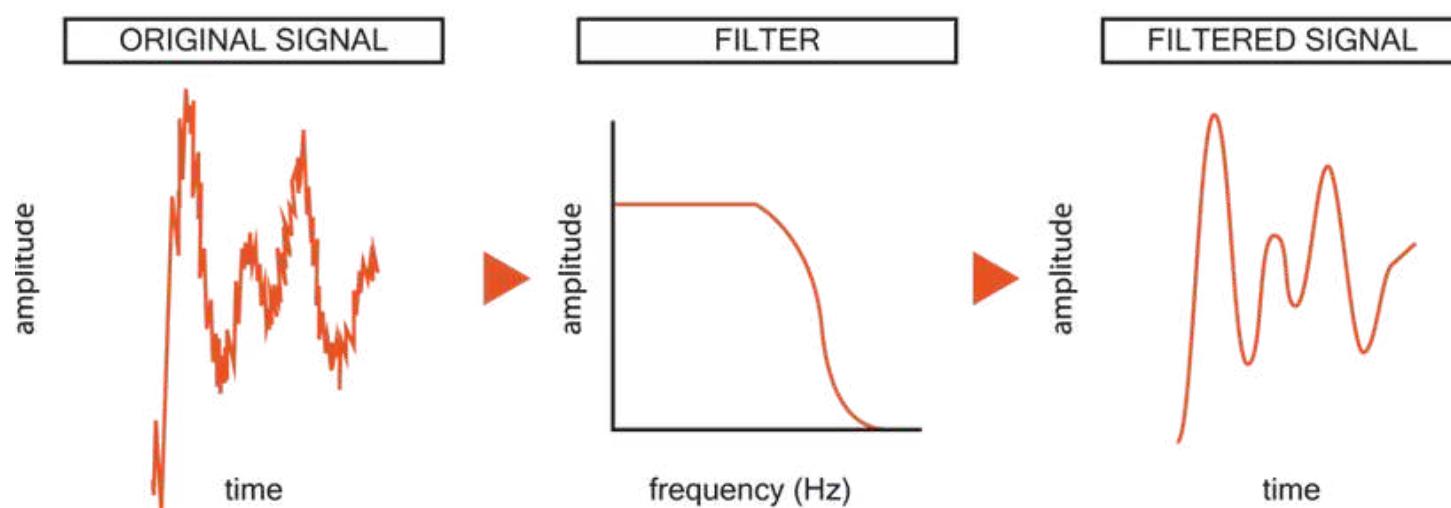


MEL FREQUENCY CEPSTRUM COEFFICIENT

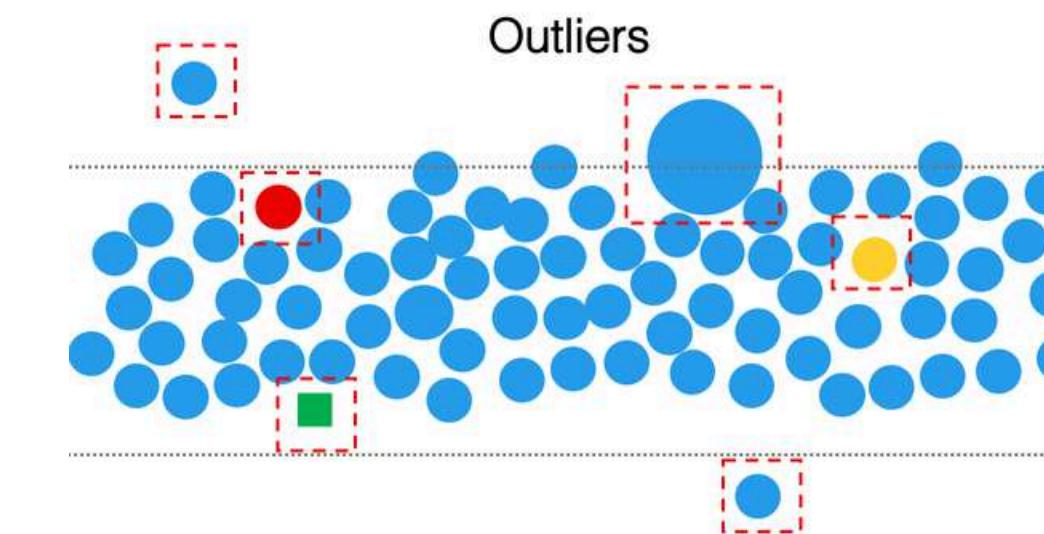


# ANALOG SENSOR

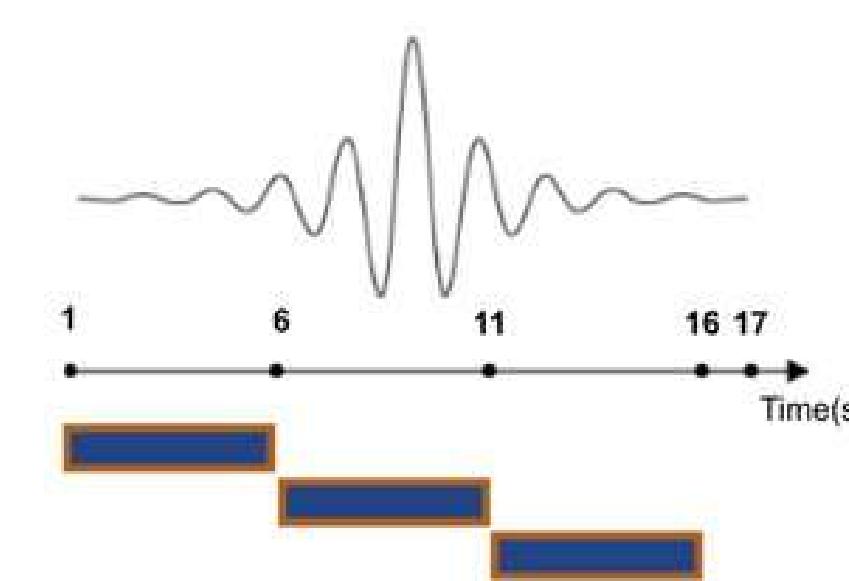
## FILTER



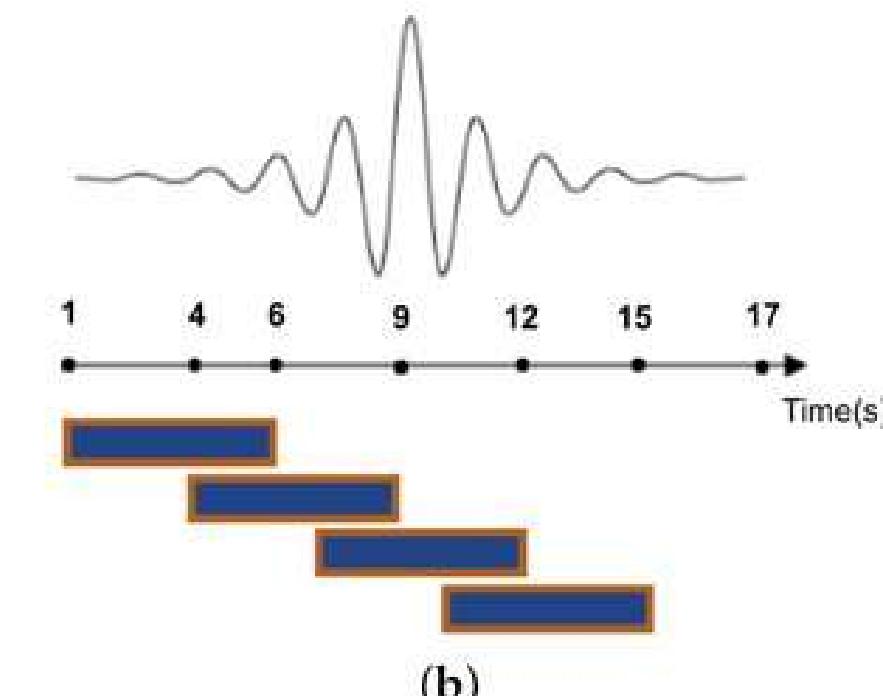
## OUTLIER DETECTION



## SLIDING WINDOW



(a)



(b)



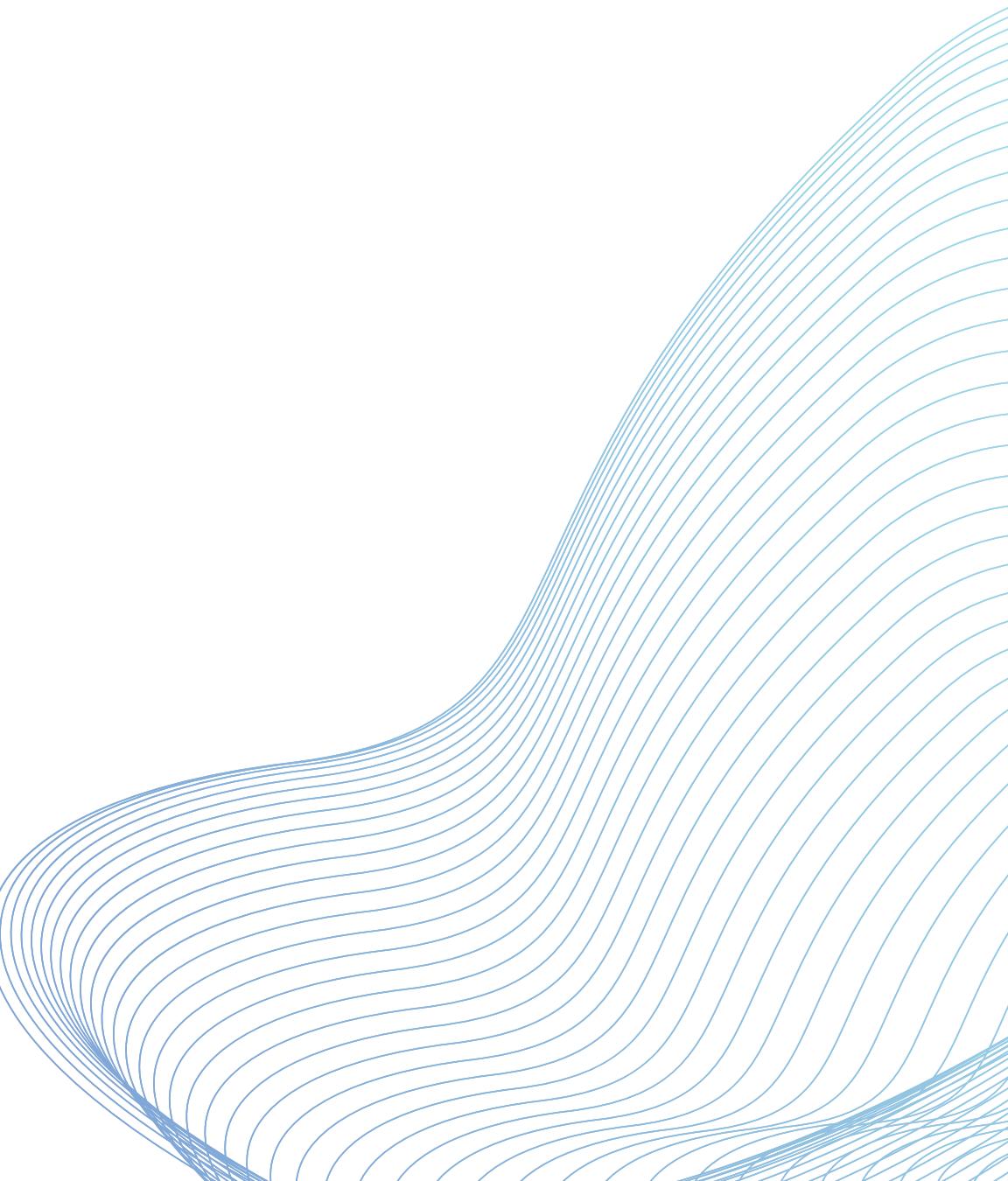
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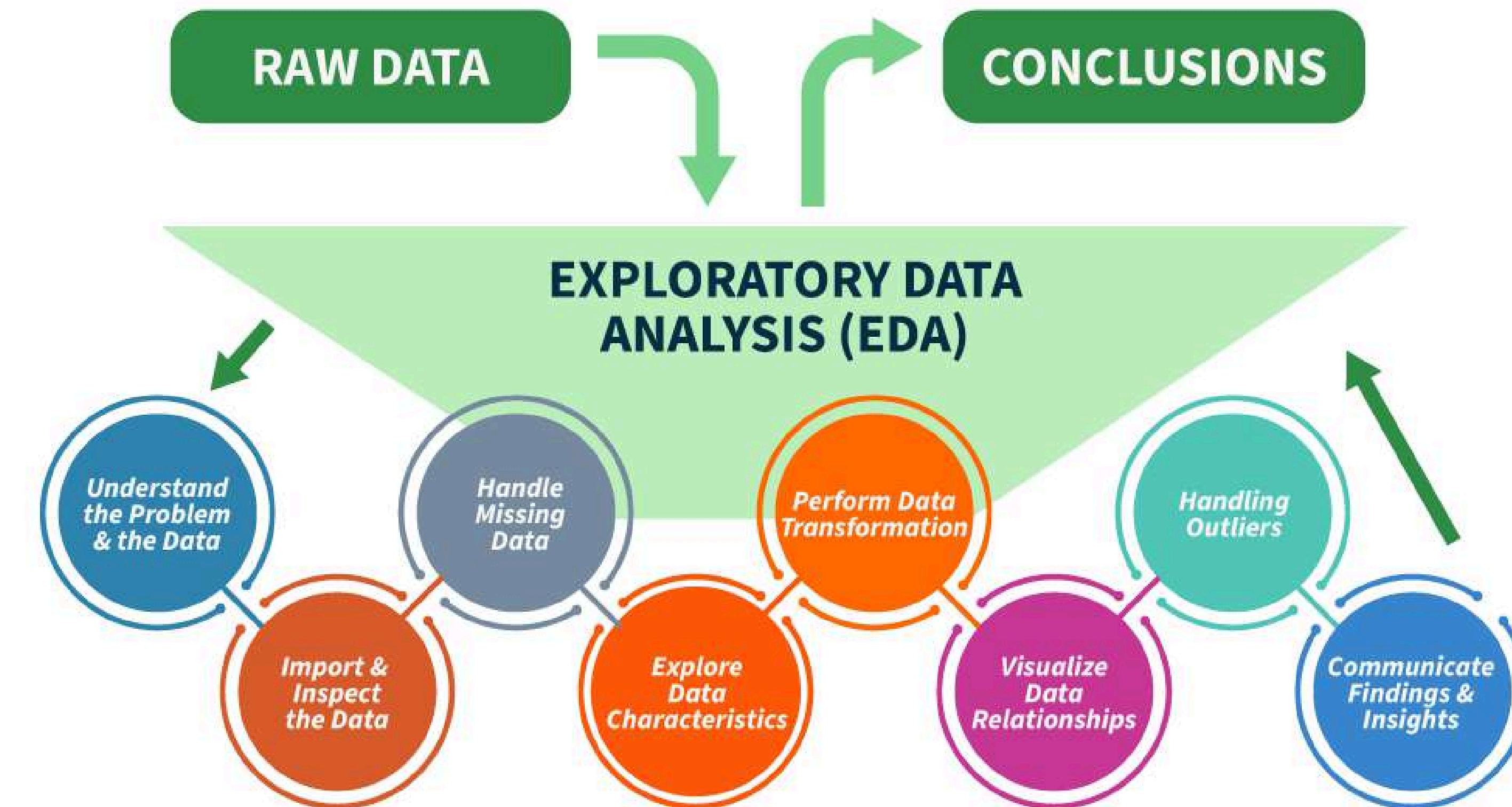
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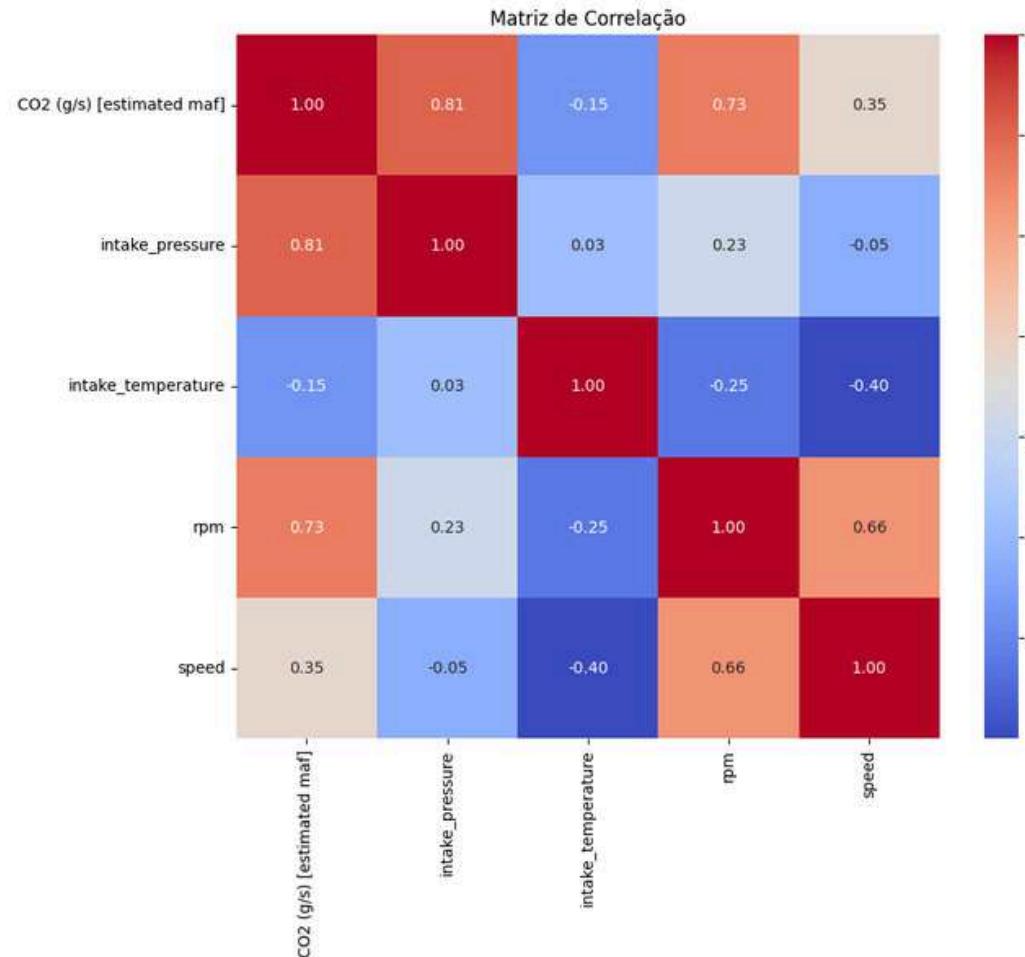
# EXPLORATORY DATA ANALYSIS

## IMAGE, AUDIO AND ANALOGICT SENSORS

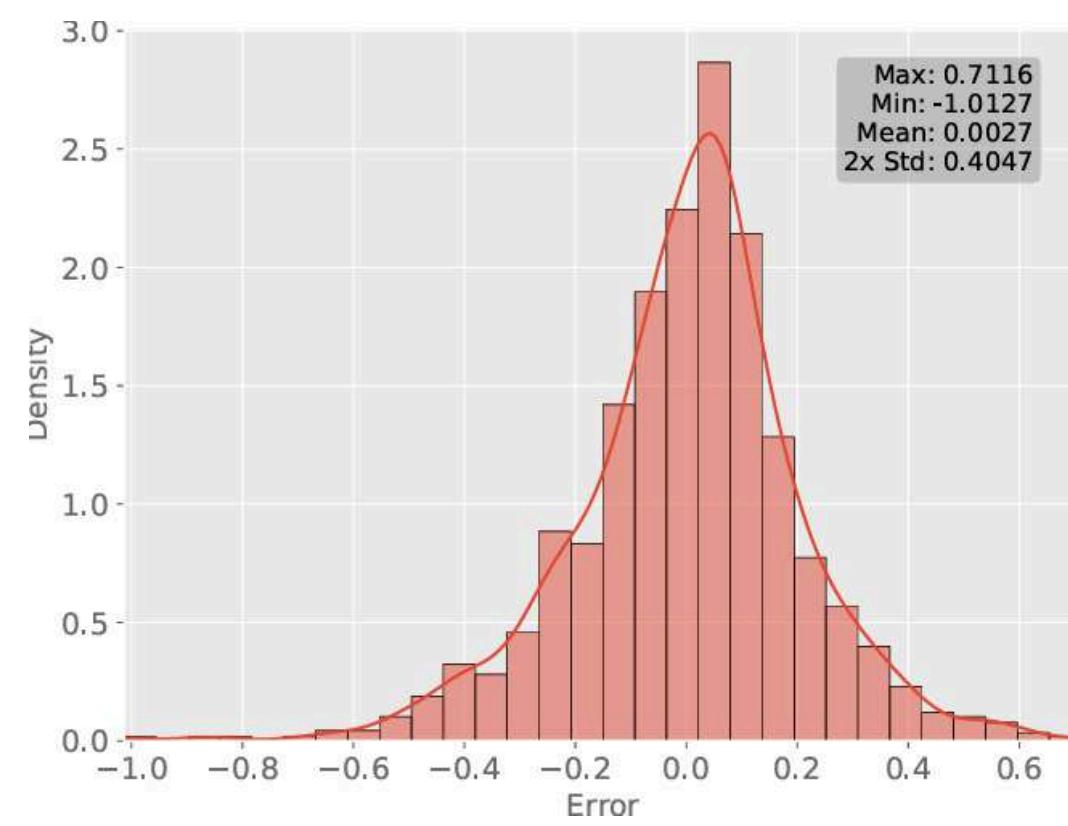




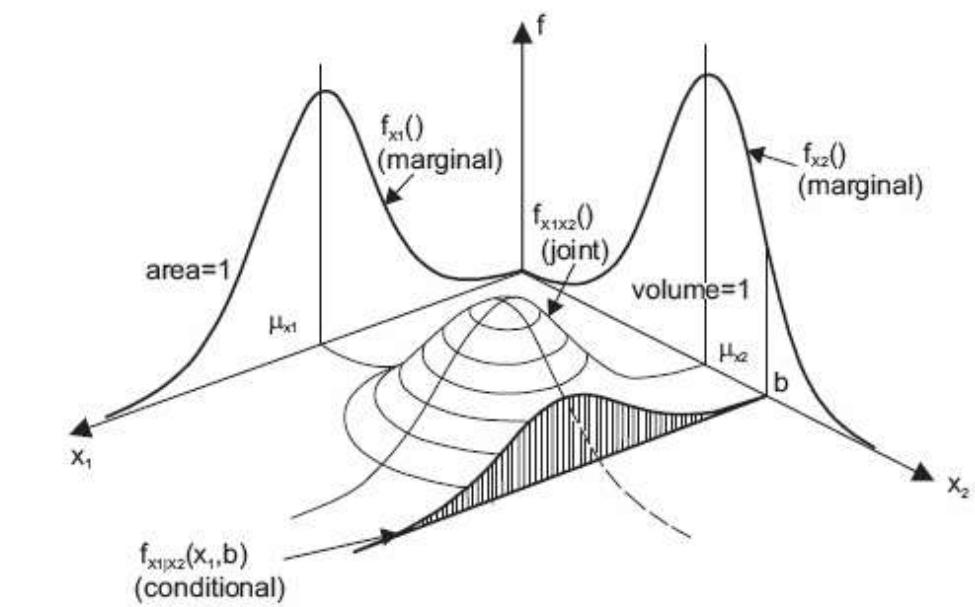
## CORRELATION (PEARSON, KENDALL OR SPEARMAN)



## HISTOGRAM



## JOINT AND MARGINAL PROBABILITY DENSITY FUNCTION





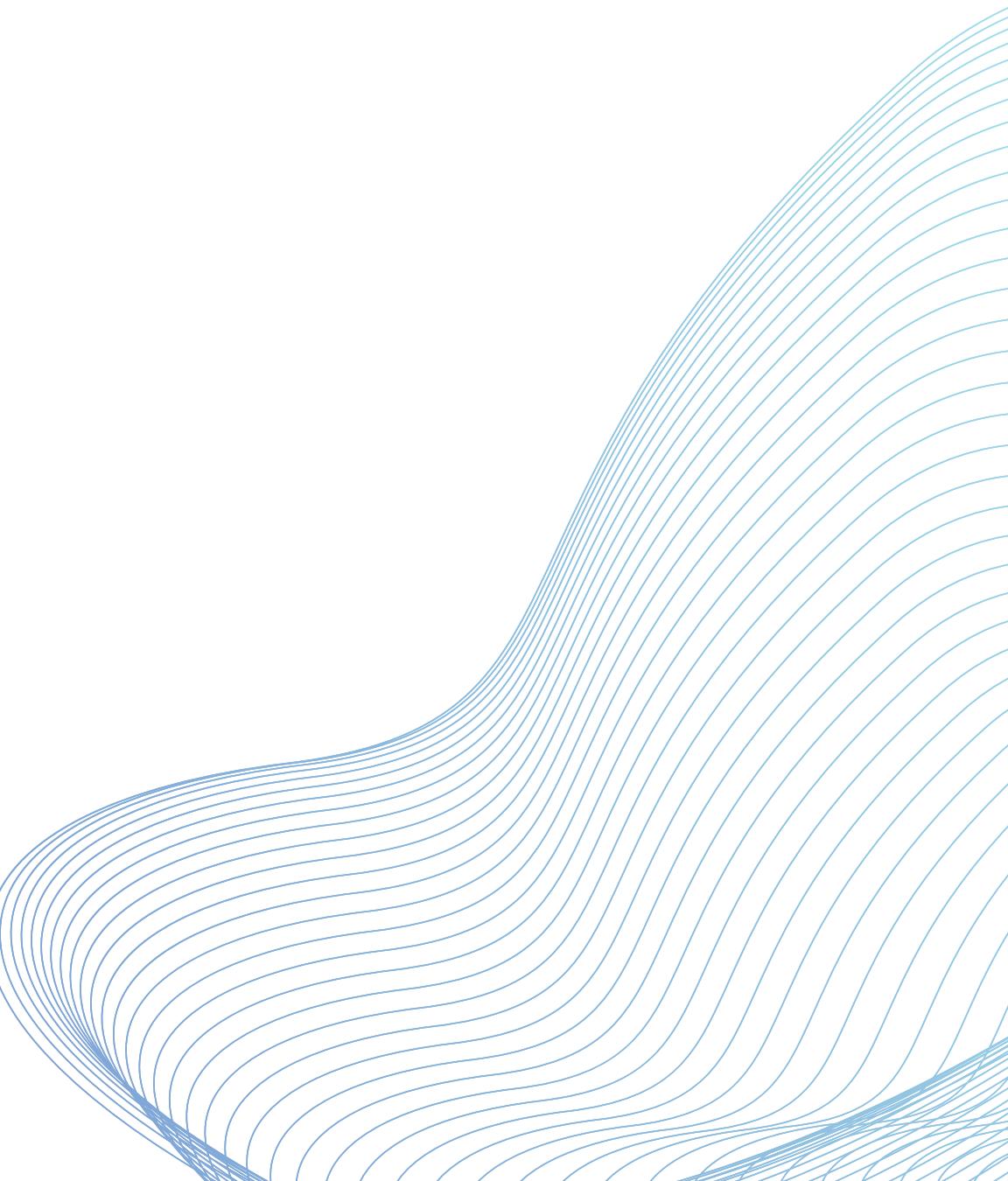
CONNECT2AI

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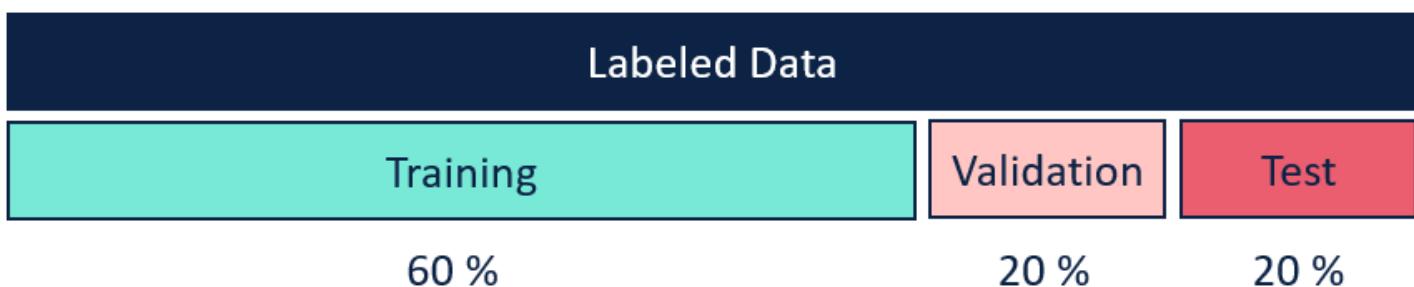
# DATA SEGREGATION

## IMAGE, AUDIO AND ANALOGICT SENSORS



# DATA SEGREGATION

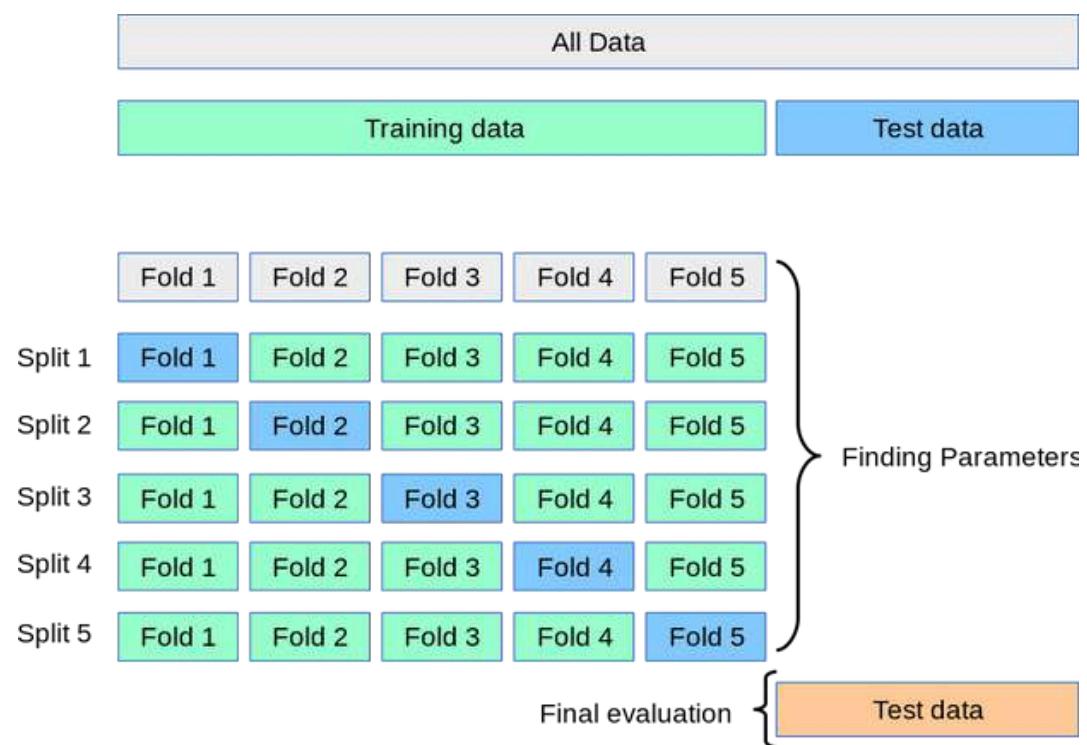
## HOLDOUT METHOD



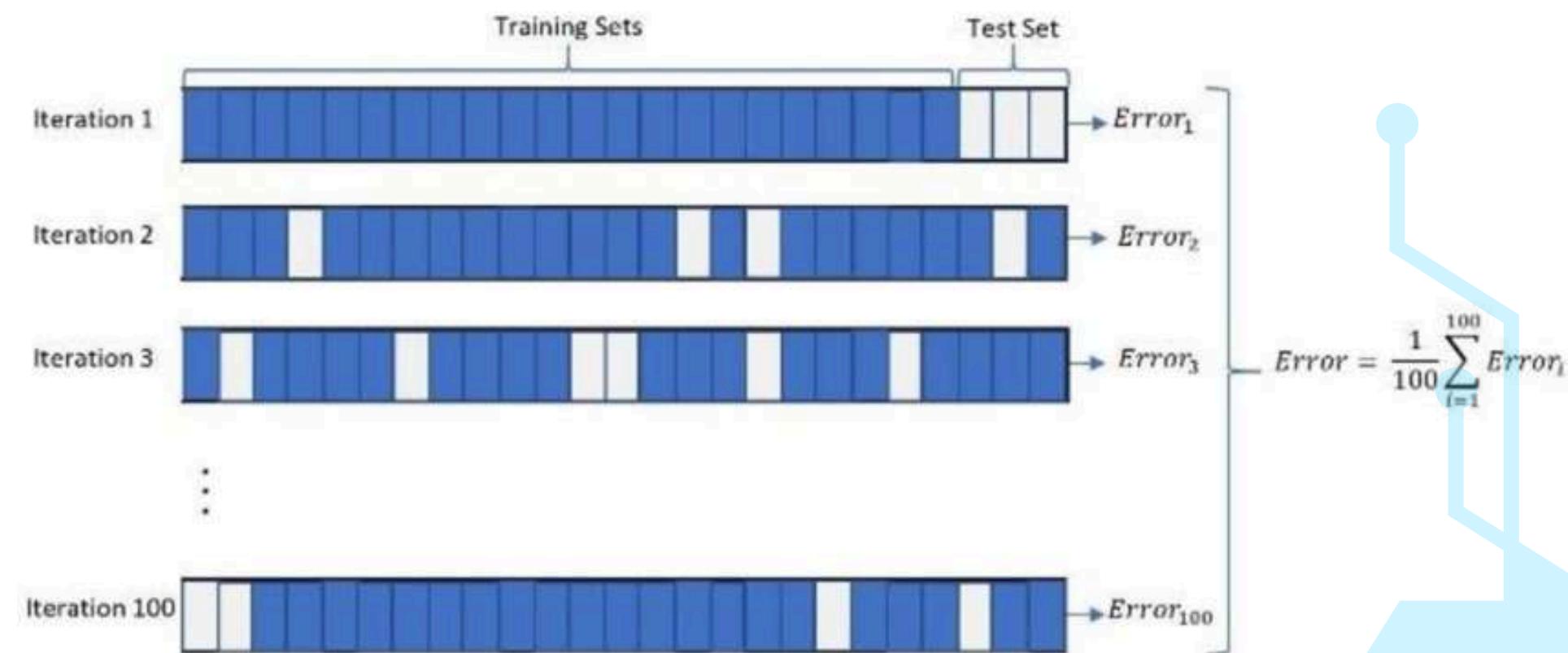
## STRATIFIED SAMPLING



## K-FOLD CROSS-VALIDATION



## MONTE CARLO CROSS-VALIDATION





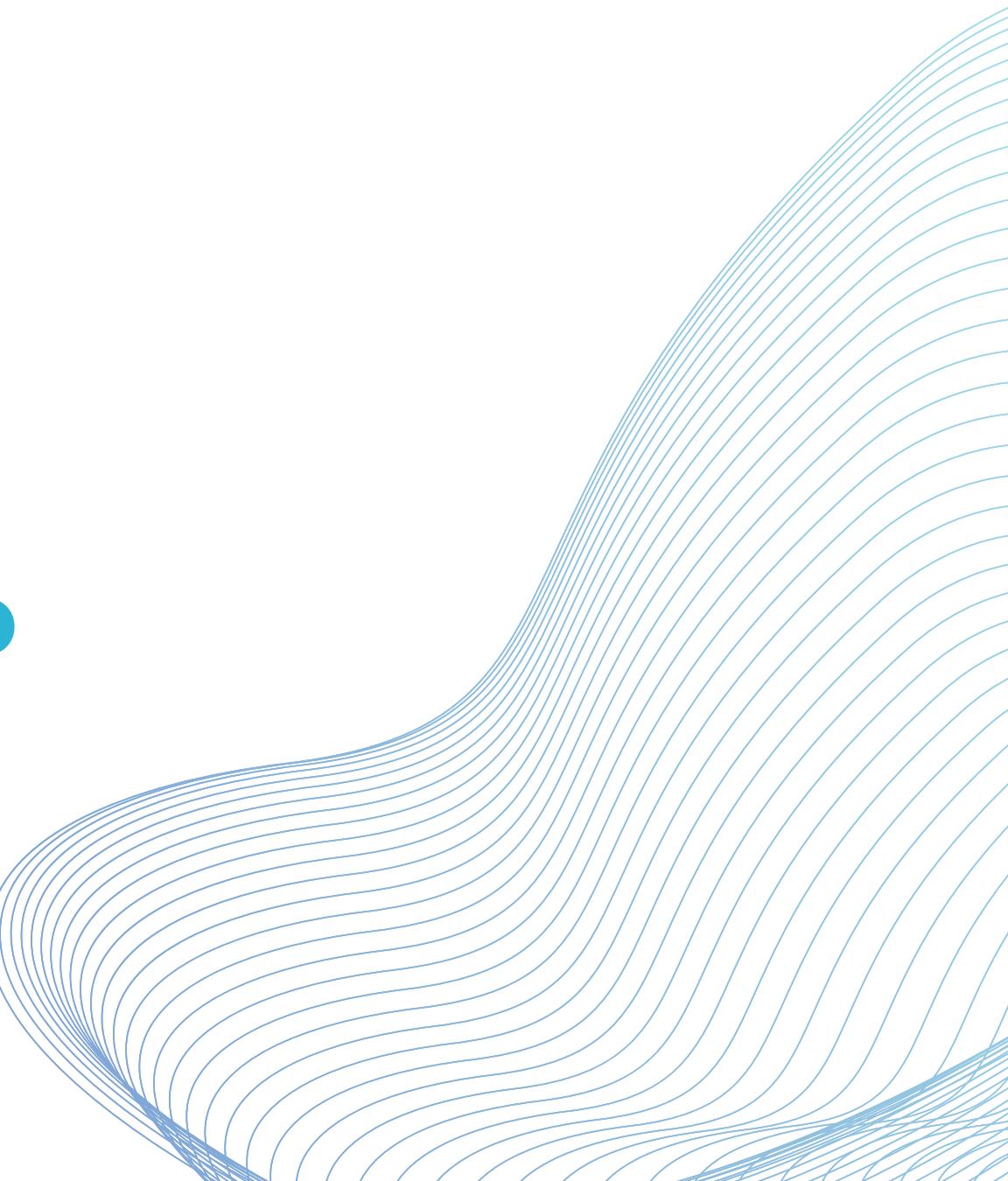
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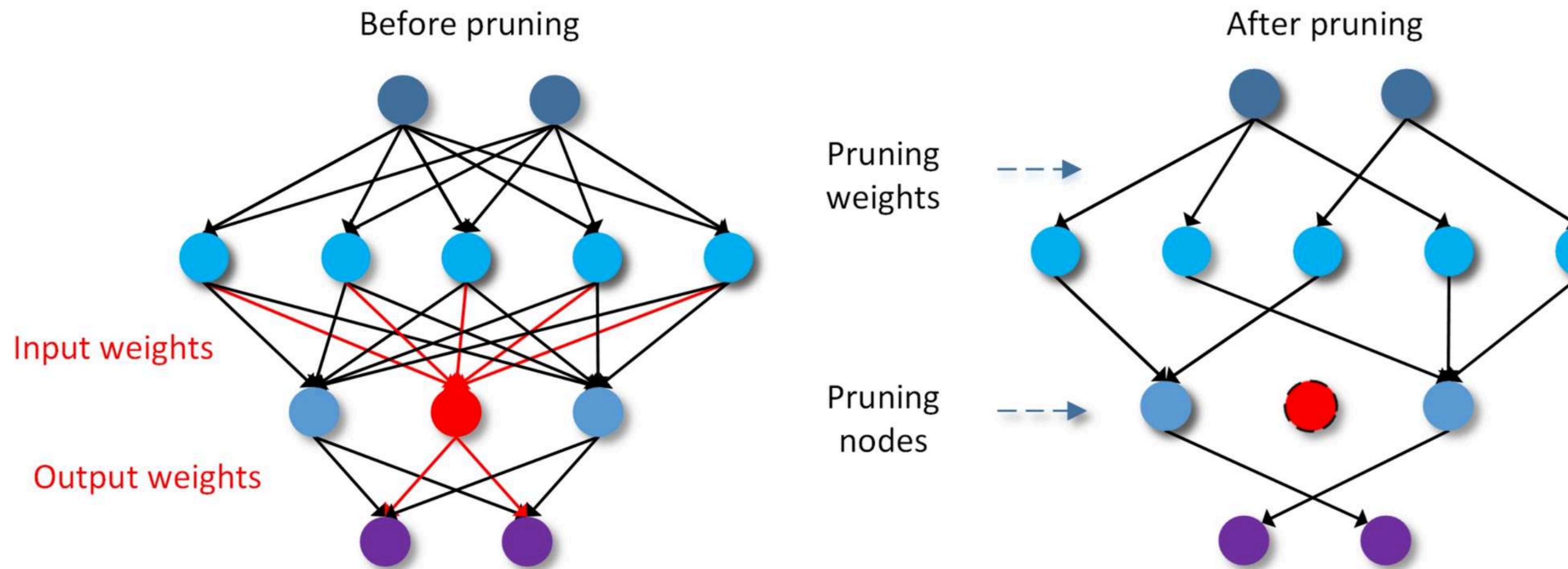


# COMPRESSION METHODS

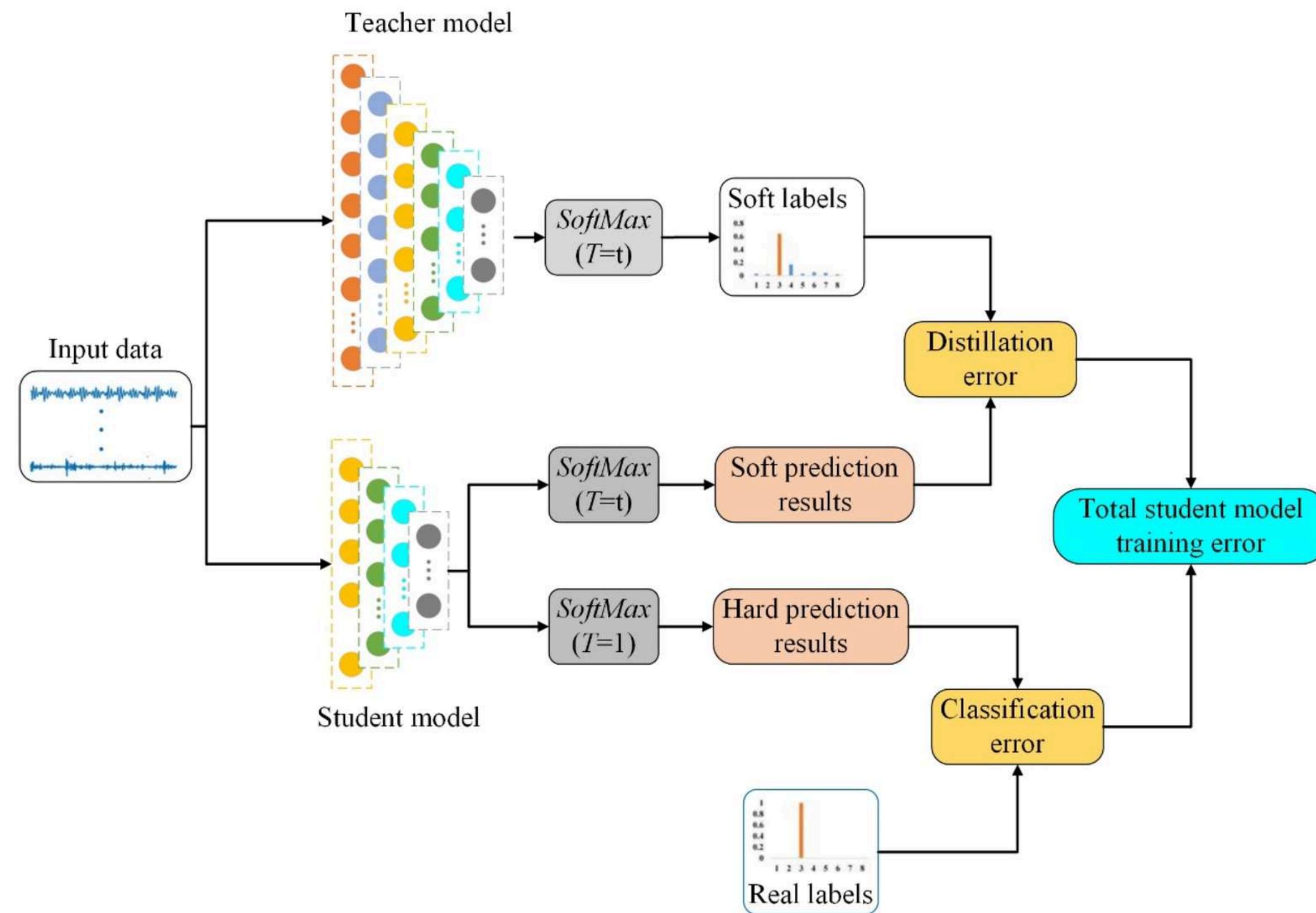
PRUNING, KNOWLEDGE DISTILLATION AND  
QUANTIZATION



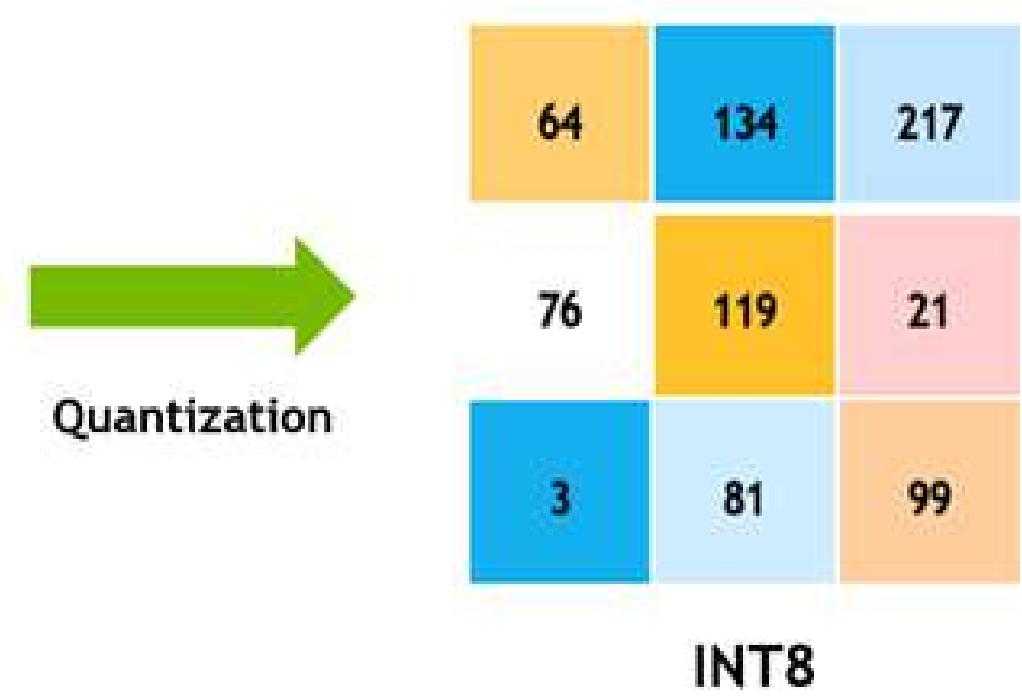
# PRUNING



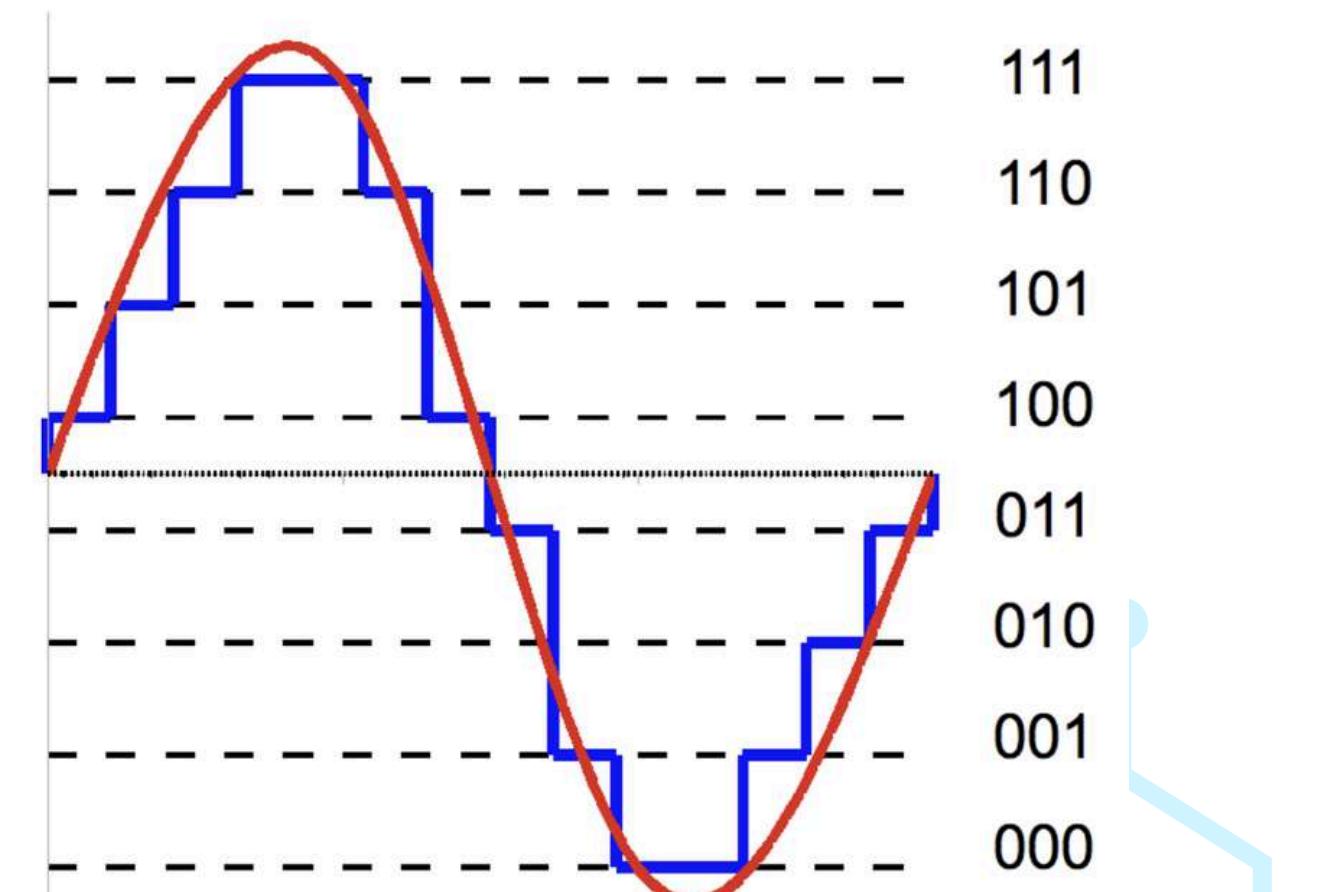
# KNOWLEDGE DISTILLATION



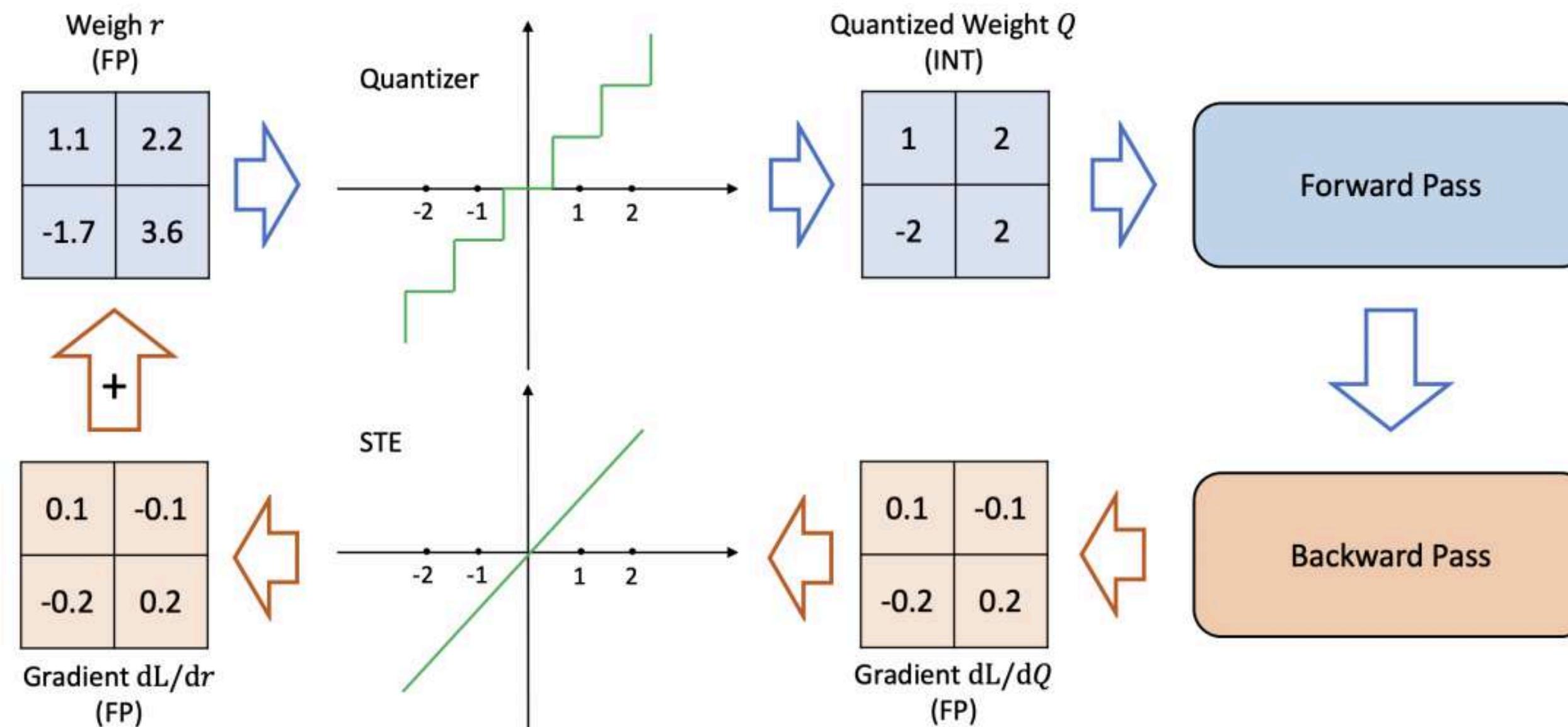
# POST-TRAINING QUANTIZATION



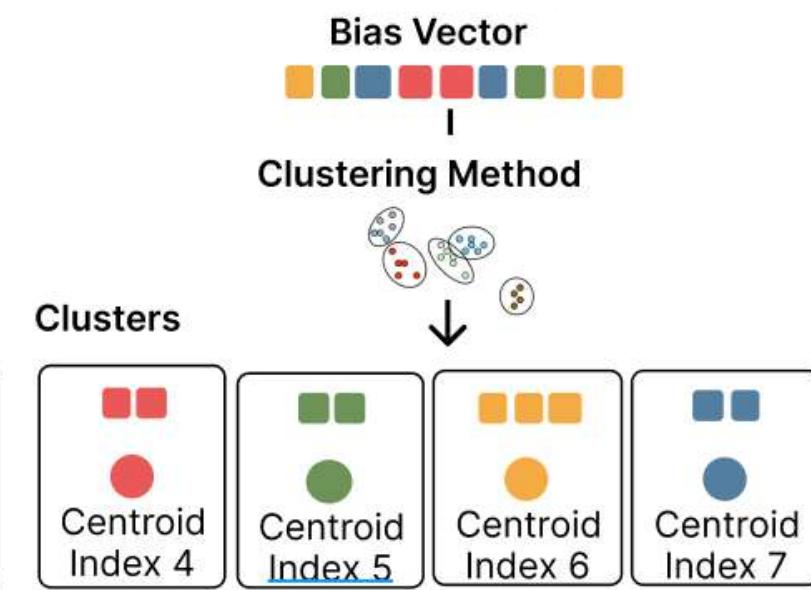
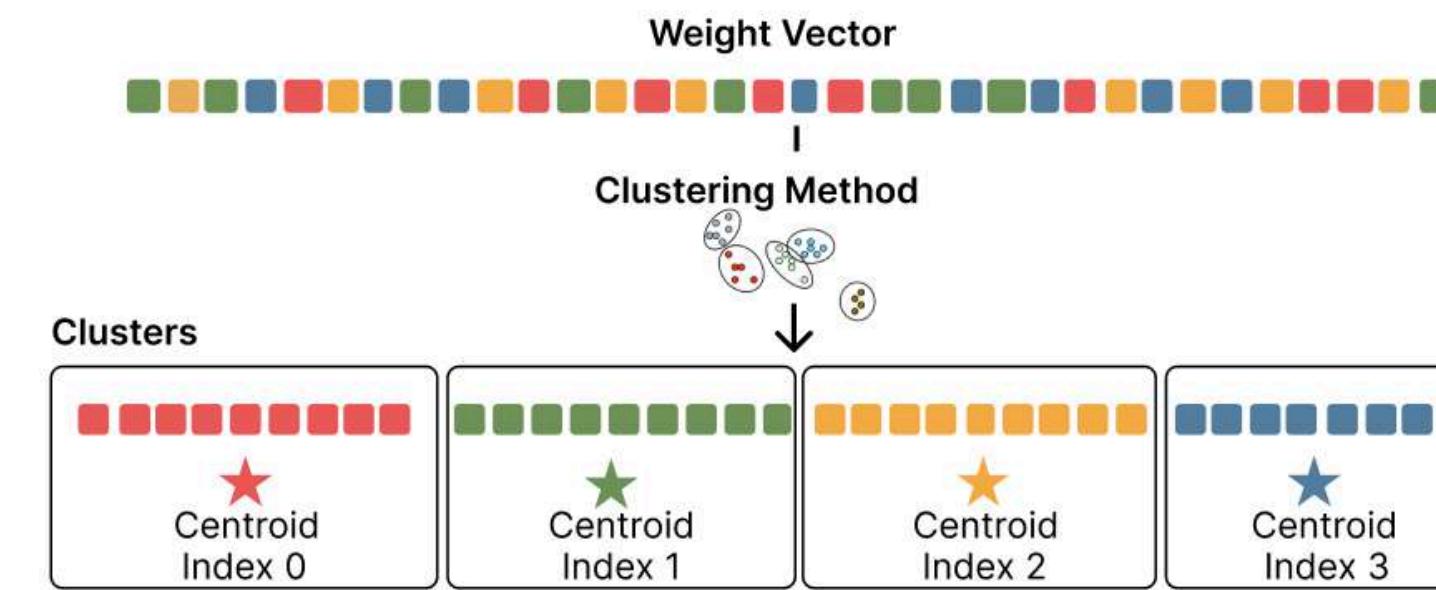
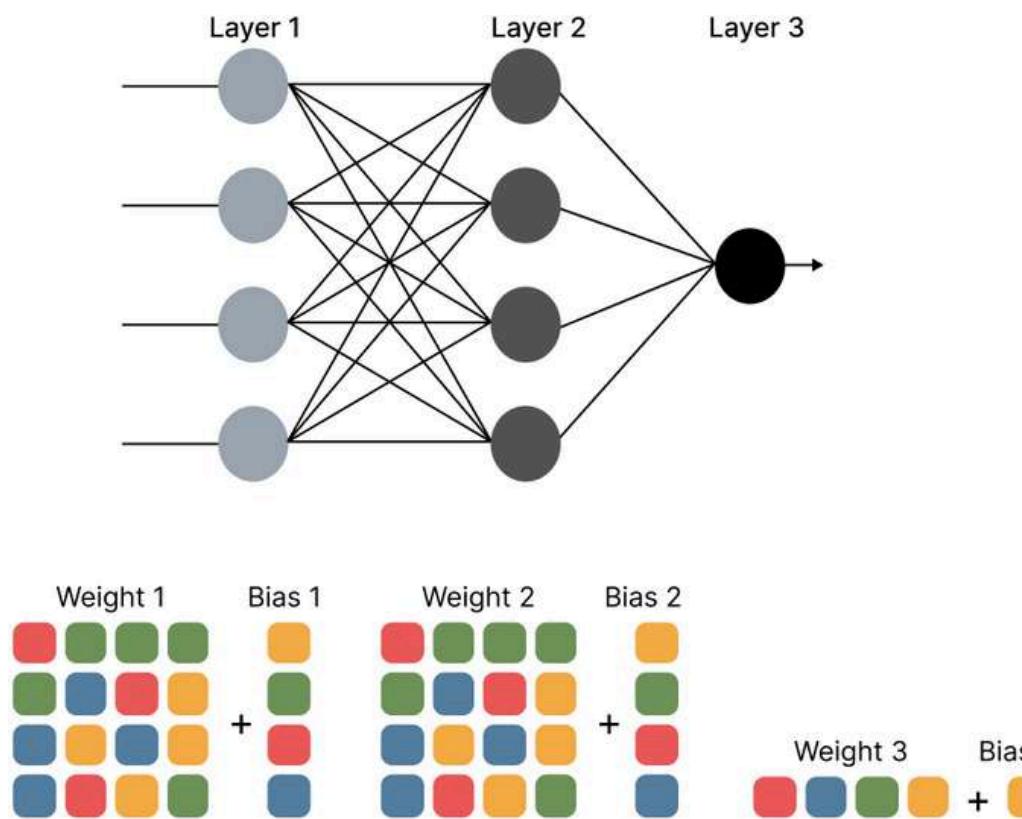
| Técnica                       | Benefícios                    | hardware                          |
|-------------------------------|-------------------------------|-----------------------------------|
| Quantização de faixa dinâmica | 4x menor, 2x-3x de aceleração | CPU                               |
| Quantização inteira completa  | 4x menor, 3x+ aceleração      | CPU, Edge TPU, Microcontroladores |
| Float16 quantização           | 2x menor, aceleração de GPU   | CPU, GPU                          |



# QUANTIZATION AWARE TRAINING



# VECTOR QUANTIZATION



Weight and bias With Codebook Indexes (uint8)

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| <table border="1"> <tr><td>0</td><td>1</td><td>1</td><td>1</td></tr> <tr><td>1</td><td>3</td><td>0</td><td>2</td></tr> <tr><td>3</td><td>2</td><td>3</td><td>2</td></tr> <tr><td>3</td><td>0</td><td>2</td><td>1</td></tr> </table> | 0 | 1 | 1 | 1 | 1 | 3 | 0 | 2 | 3 | 2 | 3 | 2 | 3 | 0 | 2 | 1 | <table border="1"> <tr><td>4</td></tr> <tr><td>5</td></tr> <tr><td>7</td></tr> <tr><td>7</td></tr> </table> | 4 | 5 | 7 | 7 | <table border="1"> <tr><td>0</td><td>1</td><td>1</td><td>1</td></tr> <tr><td>1</td><td>3</td><td>0</td><td>2</td></tr> <tr><td>3</td><td>2</td><td>3</td><td>2</td></tr> <tr><td>3</td><td>0</td><td>2</td><td>1</td></tr> </table> | 0 | 1 | 1 | 1 | 1 | 3 | 0 | 2 | 3 | 2 | 3 | 2 | 3 | 0 | 2 | 1 | <table border="1"> <tr><td>6</td></tr> <tr><td>5</td></tr> <tr><td>4</td></tr> <tr><td>7</td></tr> </table> | 6 | 5 | 4 | 7 |
| 0   | 1 | 1 | 1 |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 1   | 3 | 0 | 2 |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 3   | 2 | 3 | 2 |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 3   | 0 | 2 | 1 |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 4   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 5   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 7   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 7   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0   | 1 | 1 | 1 |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 1   | 3 | 0 | 2 |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 3   | 2 | 3 | 2 |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 3   | 0 | 2 | 1 |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 6   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 5   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 4   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 7   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| +   | + | + | + |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |

$$\begin{matrix} 0 & 3 & 1 & 2 \\ + & & & \\ 0 & 3 & 1 & 2 \end{matrix} + \begin{matrix} 6 \\ 5 \\ 4 \\ 7 \end{matrix}$$

Codebook (Float32)

| Centroid | Index | Centroid | Index |
|----------|-------|----------|-------|
| ★        | 0     | ●        | 4     |
| ★        | 1     | ●        | 5     |
| ★        | 2     | ●        | 6     |
| ★        | 3     | ●        | 7     |



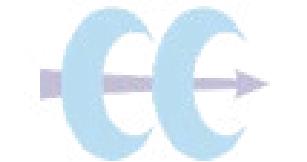
SBAI

de



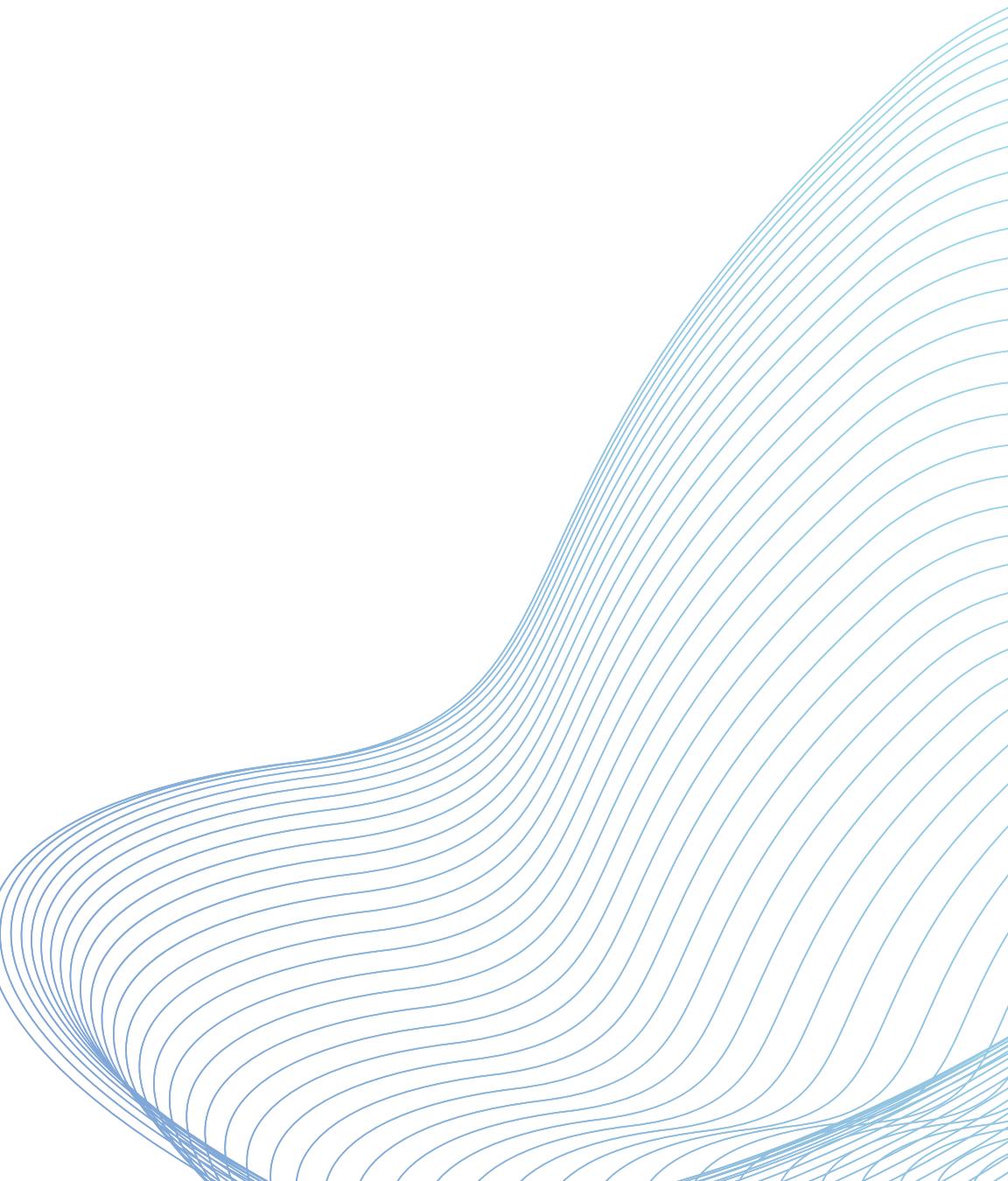
CONNECT2AI

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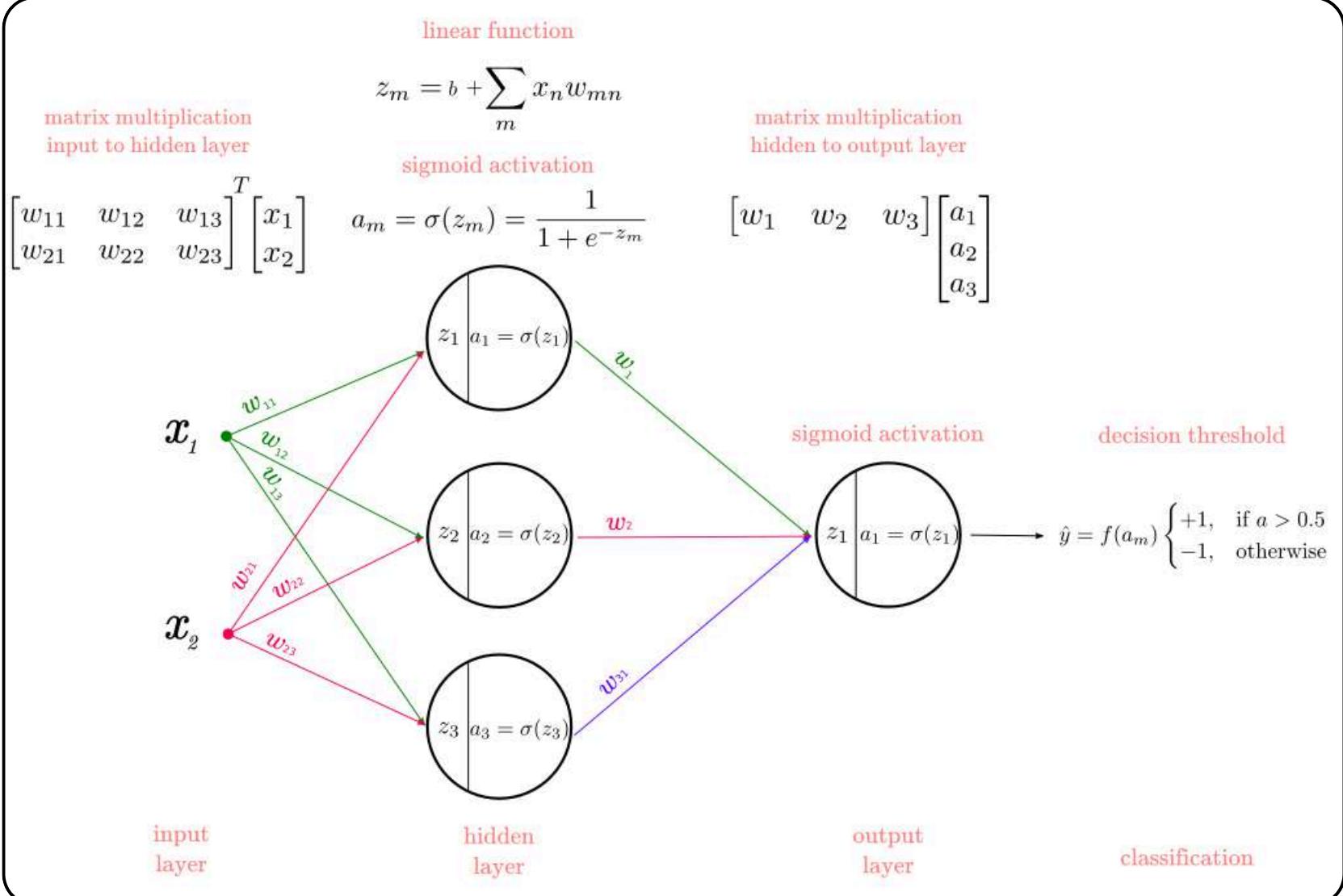


# CONVERSION METHODS

MANUAL, CODE GENERATOR AND  
INTERPRETERS



# MANUAL CODING



```

Untitled-1

float predict(float *x) {
    float y_pred = 0;
    static const float w1[3][16] = {...};

    static const float b1[16] = {...};

    static const float w2[16][8] = {...};

    static const float b2[8] = {...};

    static const float w3[8][1] = {...};

    static const float b3[1] = {...};

    // Input Layer
    float z1[16];
    for (int i = 0; i < 16; i++)
    {
        z1[i] = b1[i];
        for (int j = 0; j < 3; j++)
        {
            z1[i] += x[j] * w1[j][i];
        }
        z1[i] = relu(z1[i]);
    }

    // Hidden Layer 2
    float z2[8];
    for (int i = 0; i < 8; i++)
    {
        z2[i] = b2[i];
        for (int j = 0; j < 16; j++)
        {
            z2[i] += z1[j] * w2[j][i];
        }
        z2[i] = relu(z2[i]);
    }

    // Output Layer
    float z3 = b3[0];
    for (int i = 0; i < 8; i++)
    {
        z3 += z2[i] * w3[i][0];
        z3 = linear(z3);
    }

    y_pred = z3;
    return y_pred;
}

protected:
float relu(float x)
{
    return x > 0 ? x : 0;
}

float linear(float x)
{
    return x;
}

```



# INTERPRETERS

```
TensorFlow

import tensorflow as tf
from tensorflow.keras.layers import Dense

model = tf.keras.Sequential()
model.add(Dense(16, activation = 'relu'))
model.add(Dense(8, activation = 'relu'))
model.add(Dense(1))

# configure the optimizer, loss, and metrics to monitor.
opt = tf.keras.optimizers.Adam(
    learning_rate=0.001,
    beta_1=0.9,
    beta_2=0.999,
    epsilon=1e-07,
    name='Adam')

# Compile the model
model.compile(optimizer=opt, loss='mse', metrics=["mse"])
```



```
TensorFlow

#pragma once

#ifndef __has_attribute
#define HAVE_ATTRIBUTE(x) __has_attribute(x)
#else
#define HAVE_ATTRIBUTE(x) 0
#endif
#if HAVE_ATTRIBUTE(aligned) || (defined(__GNUC__) && !defined(__clang__))
#define DATA_ALIGN_ATTRIBUTE __attribute__((aligned(4)))
#else
#define DATA_ALIGN_ATTRIBUTE
#endif

// automatically configure network
#define TF_NUM_INPUTS 3
#define TF_NUM_OUTPUTS 1
#define TF_NUM_OPS 21
/***
 * Call this function to register the ops
 * that have been detected
 */
template<class TF>
void registerNetworkOps(TF& nn) {
    nn.resolver.AddSlice();
    nn.resolver.AddTranspose();
    nn.resolver.AddFill();
    nn.resolver.AddSoftmax();
    nn.resolver.AddRelu();
    nn.resolver.AddAdd();
    nn.resolver.AddShape();
    nn.resolver.AddLess();
    nn.resolver.AddUnidirectionalSequenceLSTM();
    nn.resolver.AddMul();
    nn.resolver.AddStridedSlice();
    nn.resolver.AddSplit();
    nn.resolver.AddReshape();
    nn.resolver.AddFullyConnected();
    nn.resolver.AddGather();
    nn.resolver.AddMinimum();
    nn.resolver.AddWhile();
    nn.resolver.AddConcatenation();
    nn.resolver.AddTanh();
    nn.resolver.AddMaximum();
    nn.resolver.AddPack();
}
// model data
const unsigned char tfModel[
14216
] DATA_ALIGN_ATTRIBUTE = {
0x1c,
0x00,
0x00,
0x00,
0x00,
0x54,
0x46,
0x4c, ....
,
0x00,
0x00,
0x00,
0x00,
0x00,
0x2c
};
```

# CODE GENERATOR

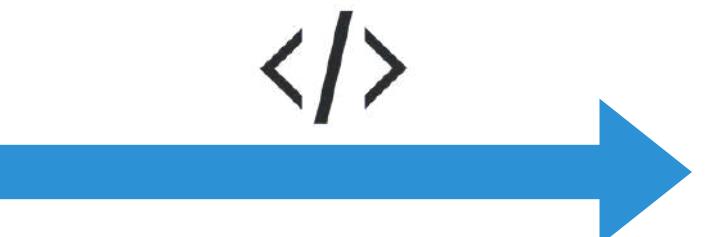
```
TensorFlow

import tensorflow as tf
from tensorflow.keras.layers import Dense

model = tf.keras.Sequential()
model.add(Dense(16, activation = 'relu'))
model.add(Dense(8, activation = 'relu'))
model.add(Dense(1))

# configure the optimizer, loss, and metrics to monitor.
opt = tf.keras.optimizers.Adam(
    learning_rate=0.001,
    beta_1=0.9,
    beta_2=0.999,
    epsilon=1e-07,
    name='Adam')

# Compile the model
model.compile(optimizer=opt, loss='mse', metrics=["mse"])
```



```
Untitled-1

float predict(float *x) {
    float y_pred = 0;
    static const float w1[3][16] = {...};

    static const float b1[16] = {...};

    static const float w2[16][8] = {...};

    static const float b2[8] = {...};

    static const float w3[8][1] = {...};

    static const float b3[1] = {...};

    // Input Layer
    float z1[16];
    for (int i = 0; i < 16; i++)
    {
        z1[i] = b1[i];
        for (int j = 0; j < 3; j++)
        {
            z1[i] += x[j] * w1[j][i];
        }
        z1[i] = relu(z1[i]);
    }

    // Hidden Layer 2
    float z2[8];
    for (int i = 0; i < 8; i++)
    {
        z2[i] = b2[i];
        for (int j = 0; j < 16; j++)
        {
            z2[i] += z1[j] * w2[j][i];
        }
        z2[i] = relu(z2[i]);
    }

    // Output Layer
    float z3 = b3[0];
    for (int i = 0; i < 8; i++)
    {
        z3 += z2[i] * w3[i][0];
        z3 = linear(z3);
    }

    y_pred = z3;
    return y_pred;
}

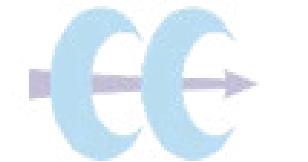
protected:
float relu(float x)
{
    return x > 0 ? x : 0;
}

float linear(float x)
{
    return x;
};
```



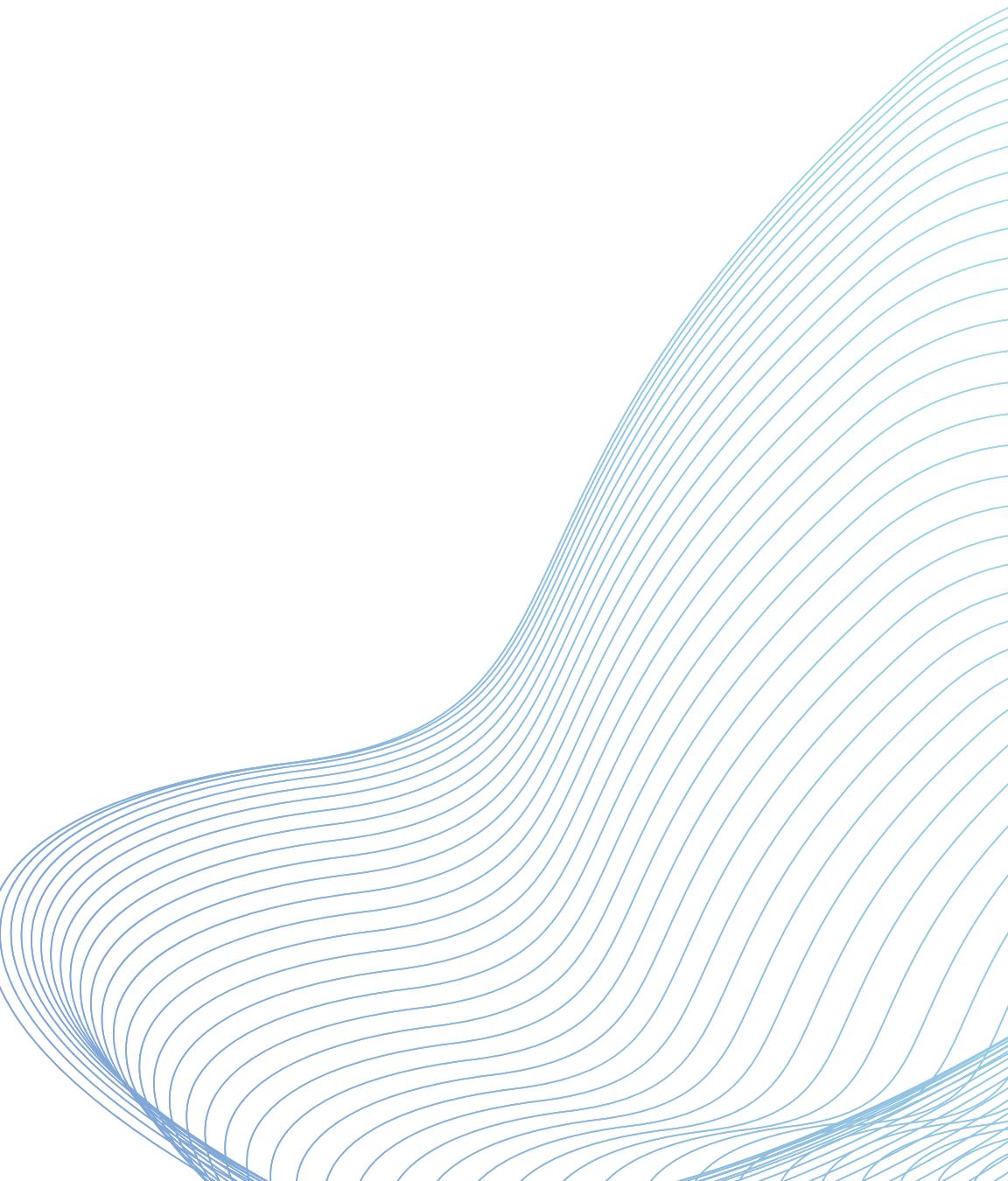
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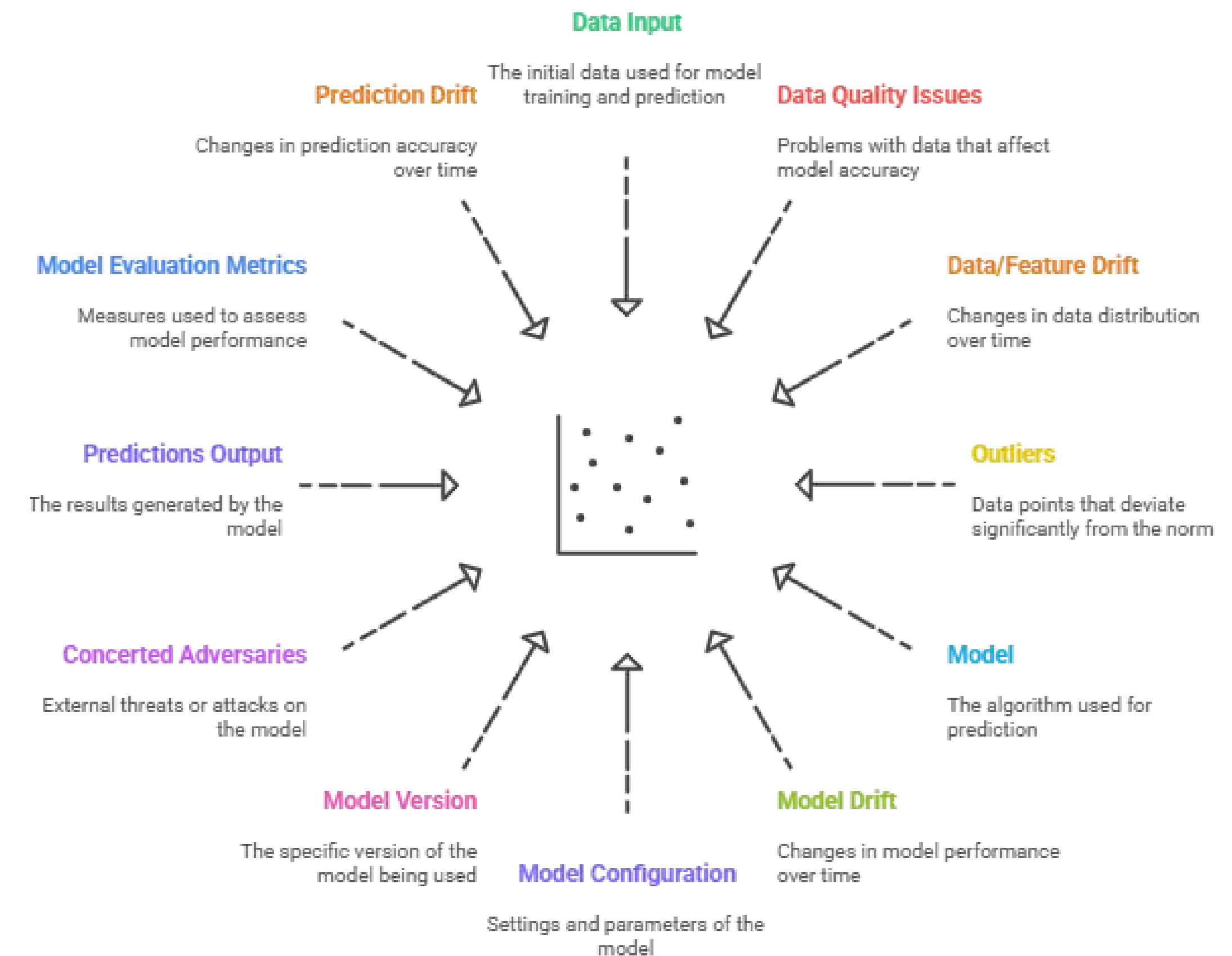


# MODEL MONITORING

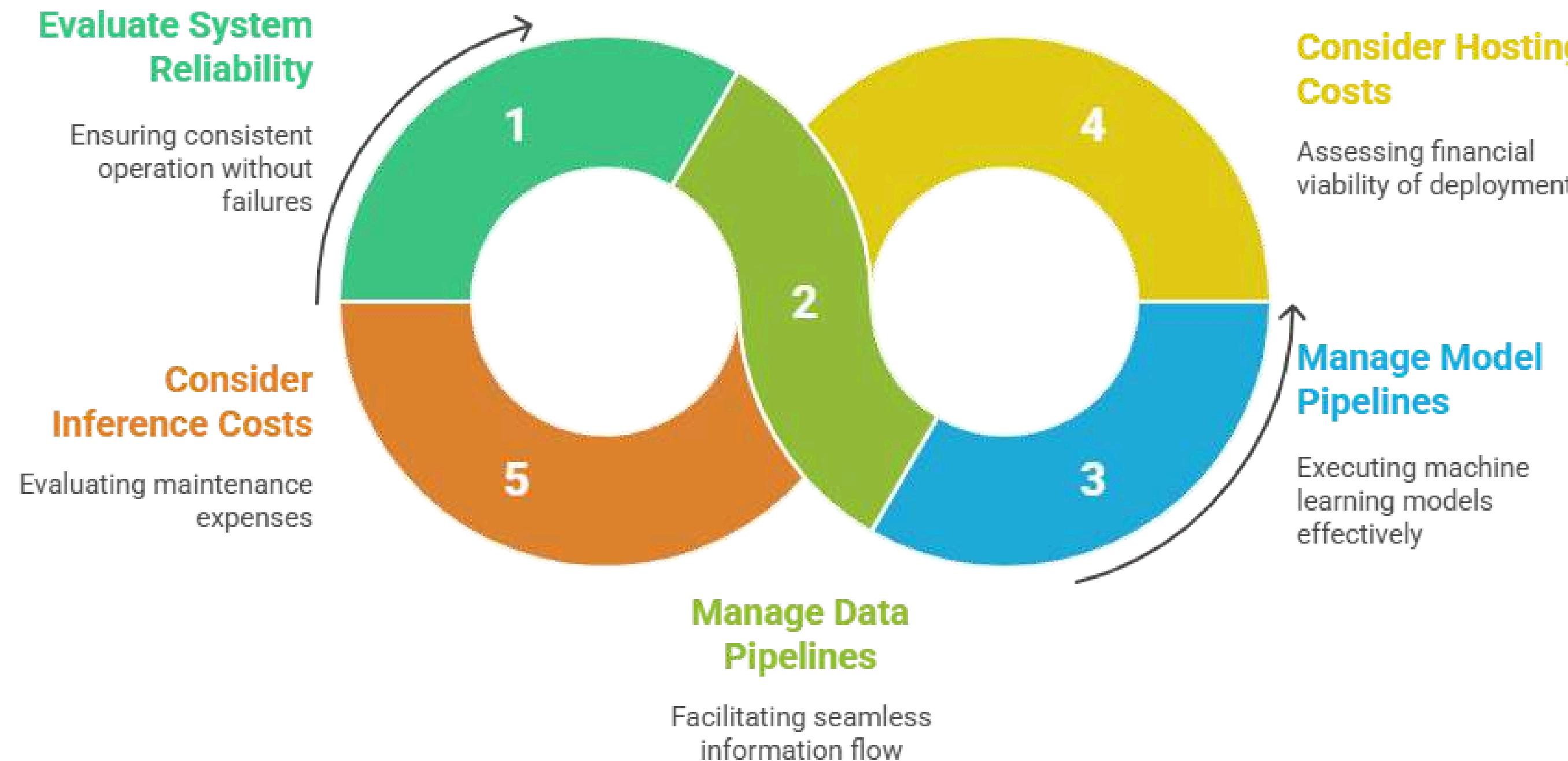
## MANUAL, CODE GENERATOR AND INTERPRETERS



# FUNCTIONAL MONITORING



# OPERATIONAL MONITORING





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2025

SBAI

XVII Simpósio Brasileiro de  
Automação Inteligente

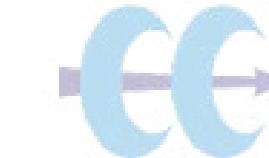
HANDS  
ON





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## PROJECT REPOSITORY



**[HTTPS://GITHUB.COM/CONECT2AI/SBAI2025-TENSORFLORES](https://github.com/CONECT2AI/SBAI2025-TENSORFLORES)**

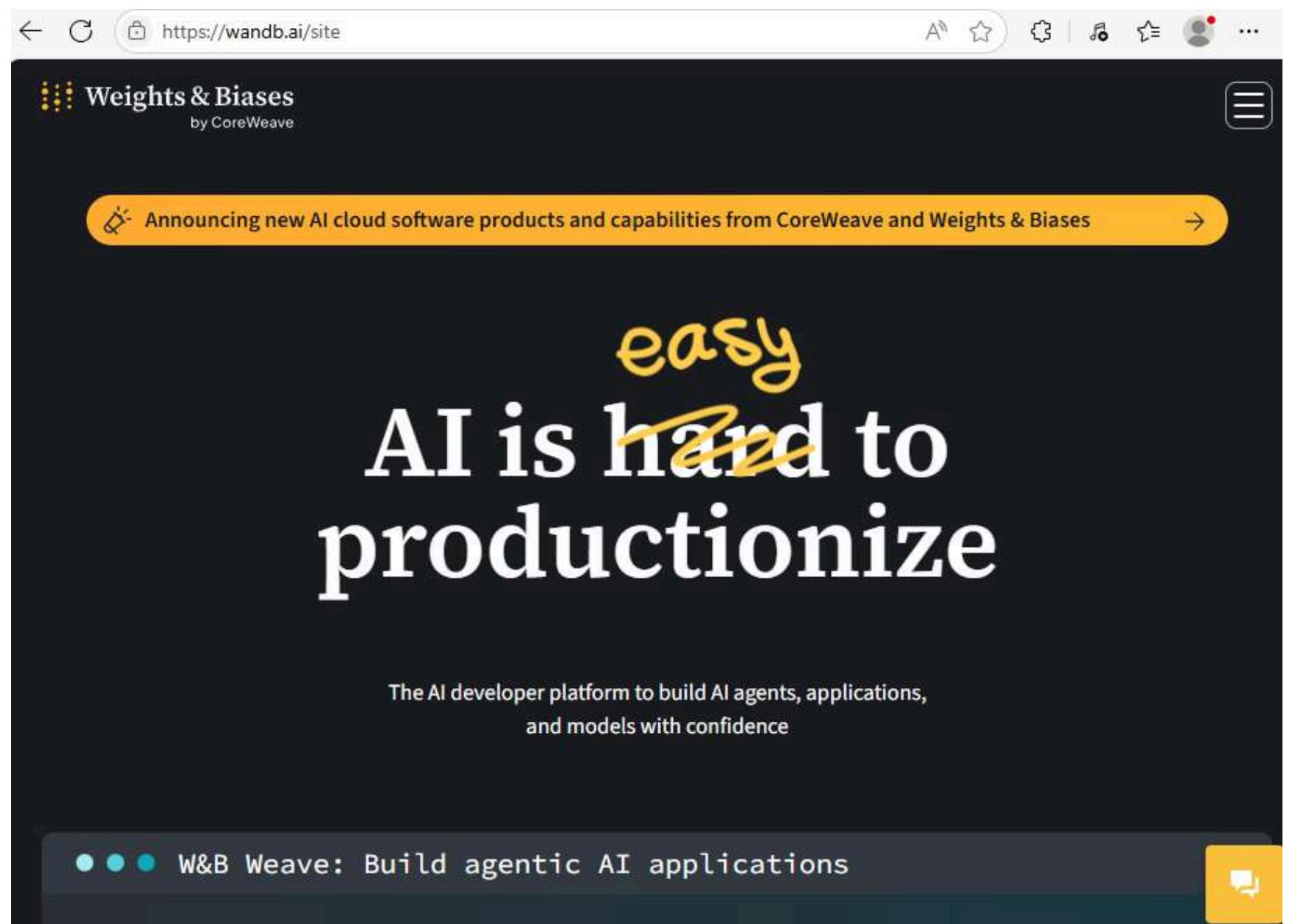


GIVE ME A STAR!

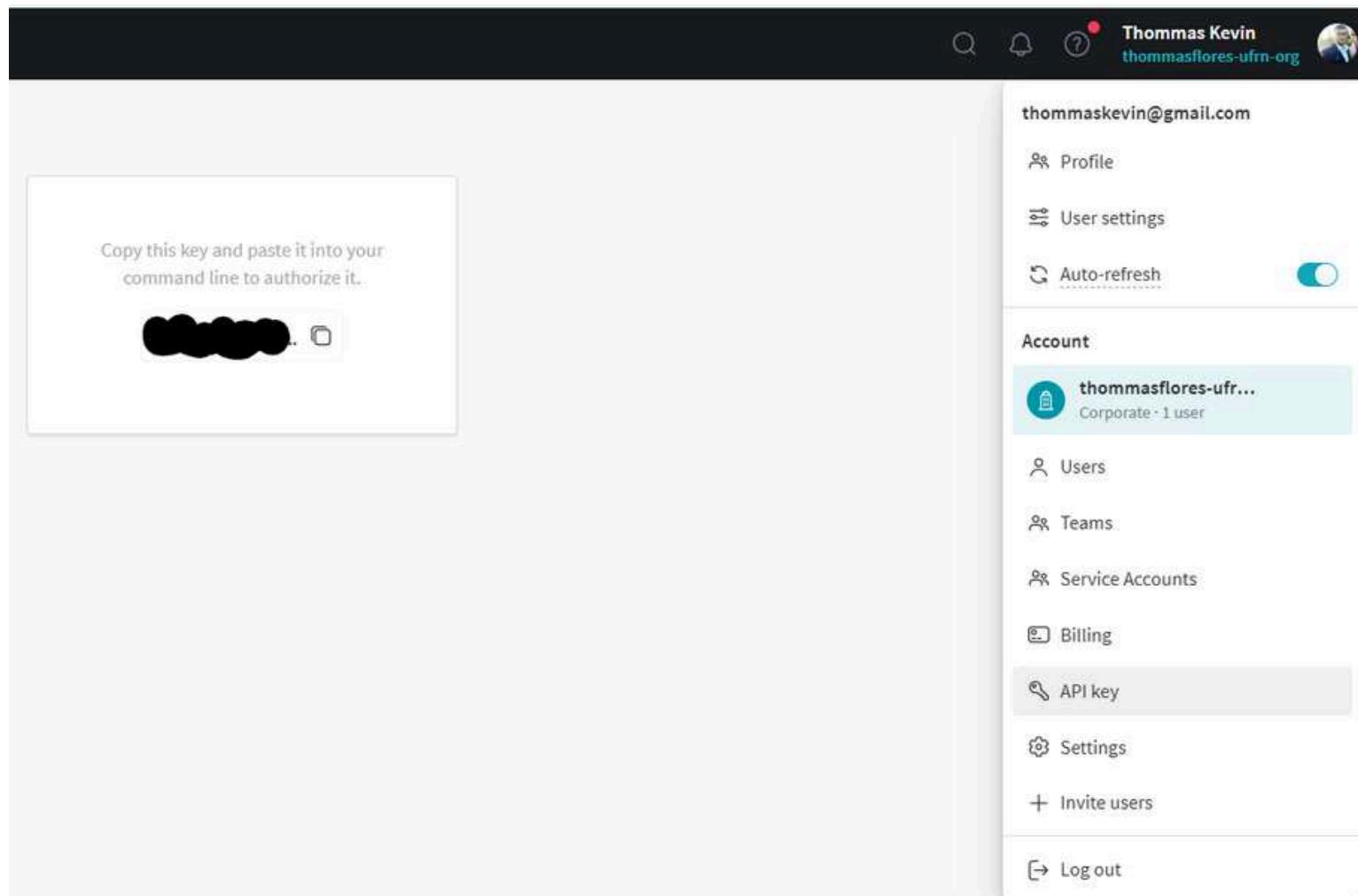


# CREATE WANDB USER

[HTTPS://WANDB.AI/SITE](https://wandb.ai/site)

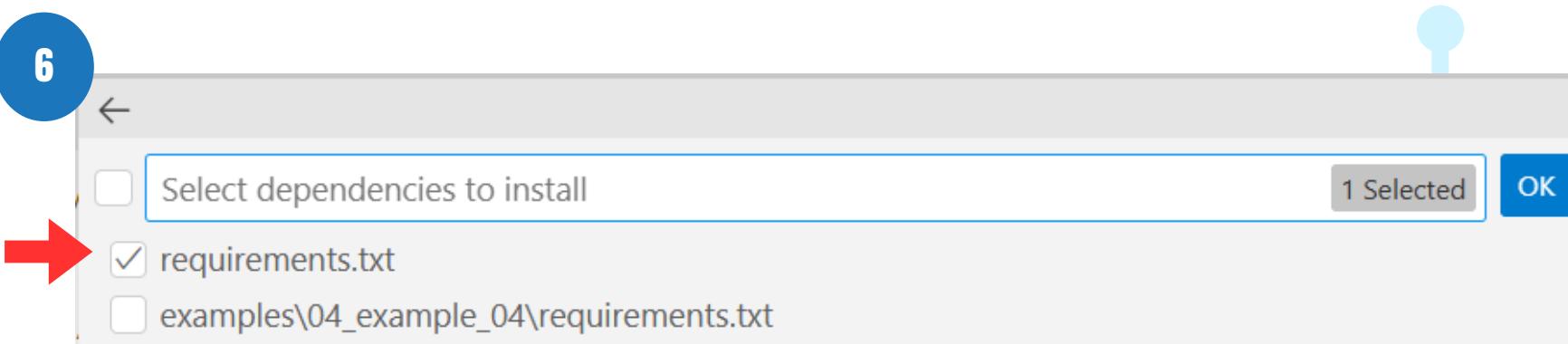
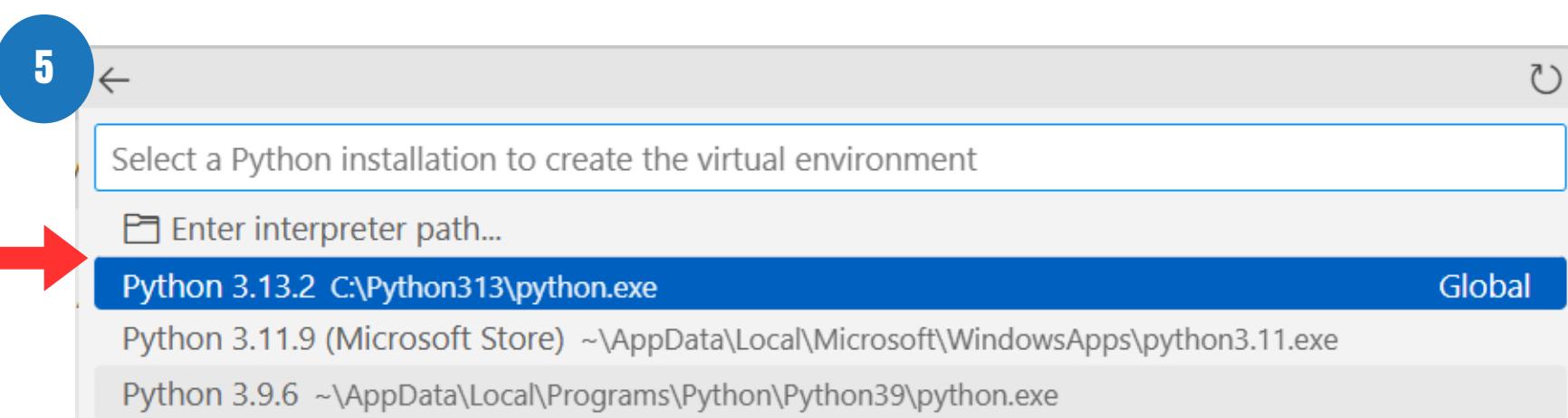
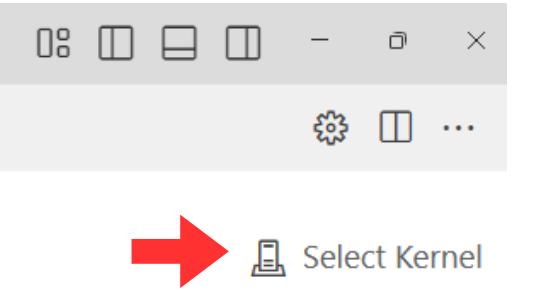
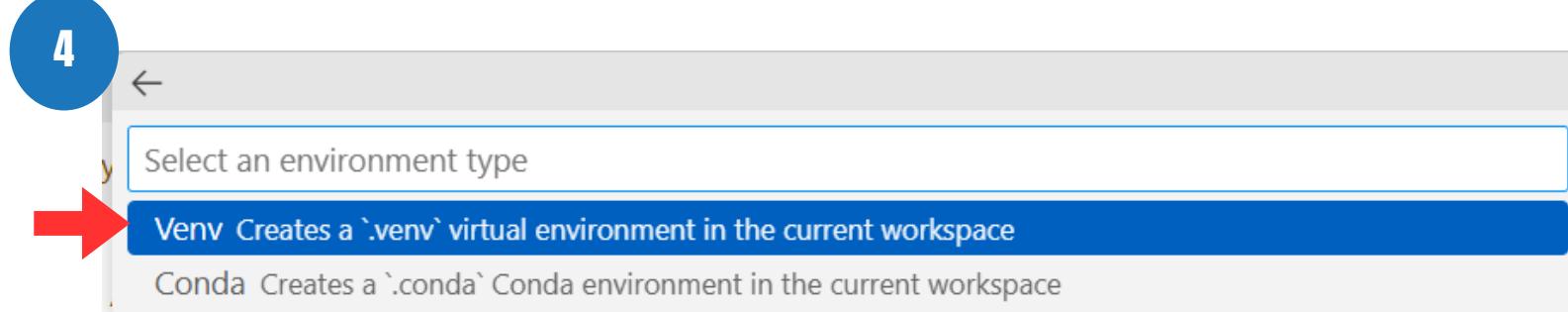
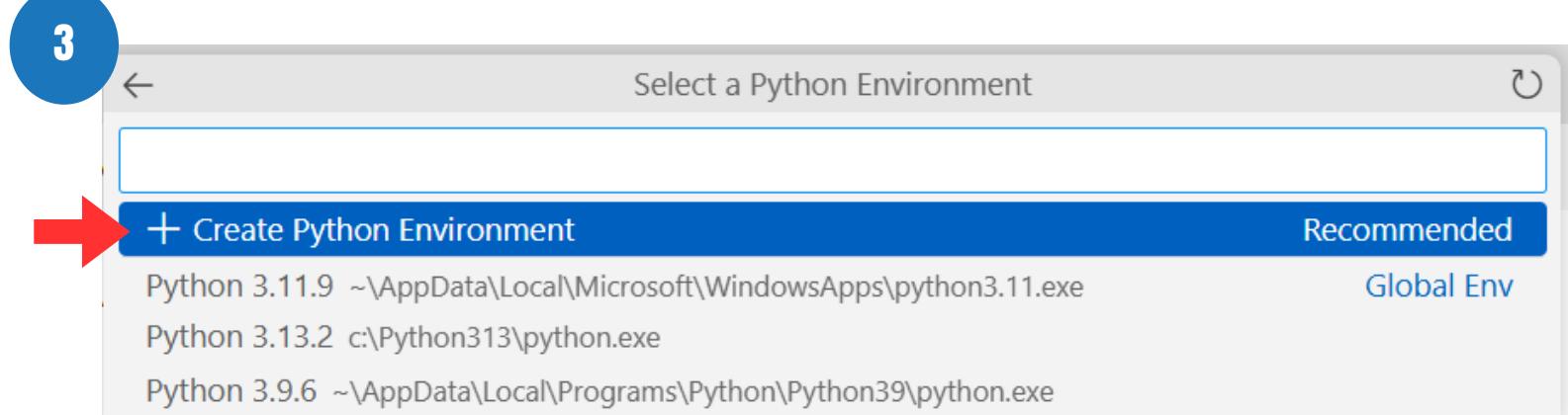
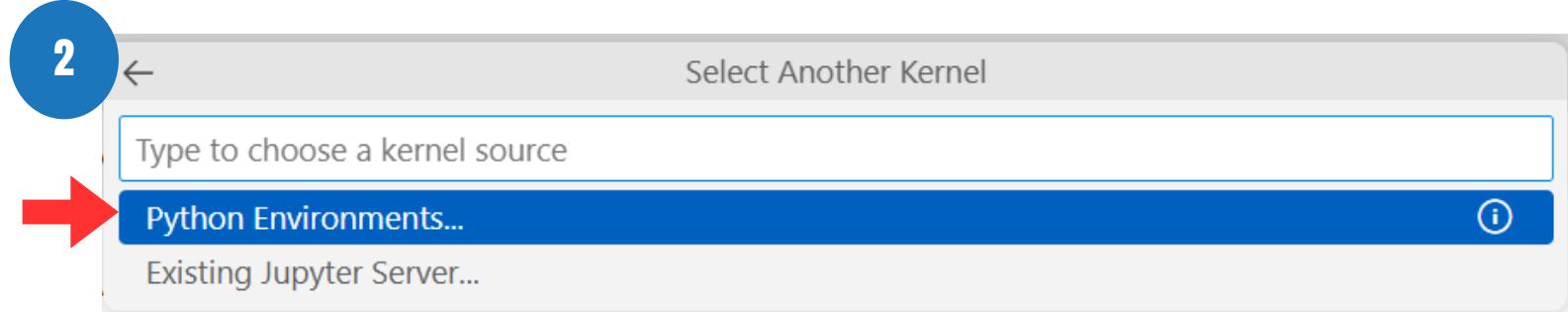
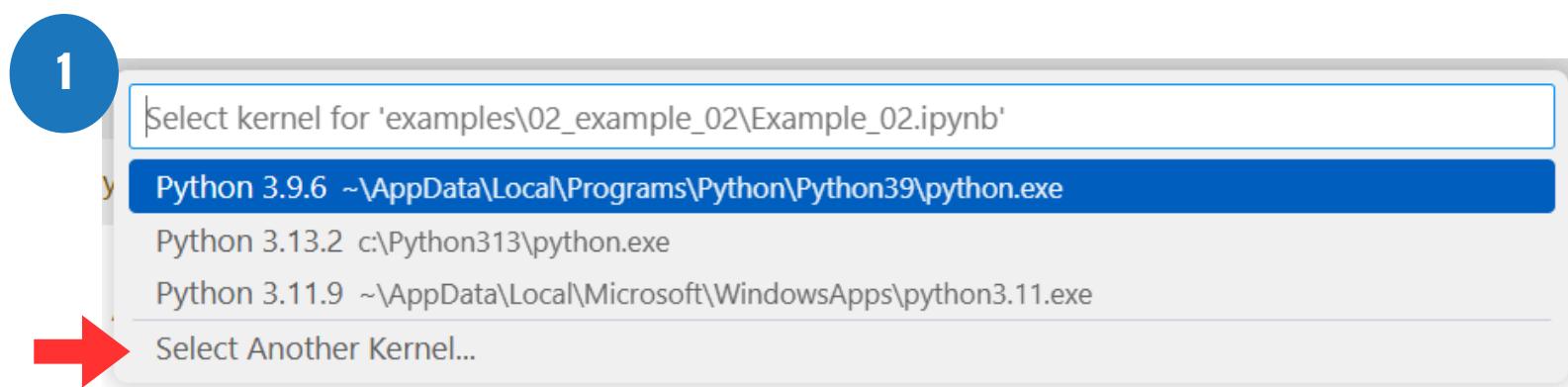


The screenshot shows the WandB website homepage. At the top, there's a banner announcing new AI cloud software products and capabilities from CoreWeave and WandB. Below the banner, a large yellow "easy" text is overlaid on the word "hard" in the sentence "AI is hard to productionize". A blue arrow points from this text to the right side of the slide. At the bottom, there's a call-to-action button labeled "W&B Weave: Build agentic AI applications".



The screenshot shows the WandB user profile page for "Thommas Kevin". The profile includes basic information like email (thomaskevin@gmail.com), profile picture, and a link to "thomasflores-ufrn.org". On the left, there's a sidebar with account management options: Profile, User settings, Auto-refresh (which is turned on), Account (with a sub-section for "thomasflores-ufrn.org" which is a "Corporate - 1 user"), Users, Teams, Service Accounts, Billing, API key (which is highlighted in grey), Settings, Invite users, and Log out.

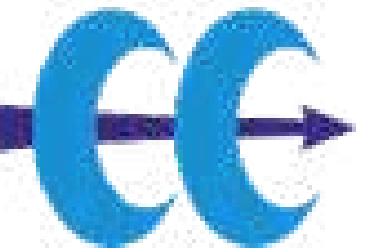
# CREATE VIRTUAL ENVIRONMENT





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**SBAI**

XVII Simpósio Brasileiro de  
Automação Inteligente

**THANK YOU  
FOR YOUR  
ATTENTION**

