Core ML

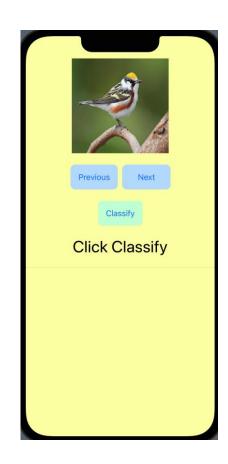
教學





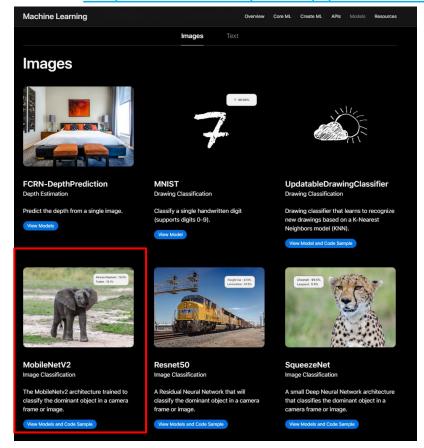
- 下載專案:
- ▶ 專案功能:
 - ▶ 可以翻到前/後一張圖片
 - ▶ "Classify" 按鈕 (無實裝功能)
 - ▶ "Click Classify" label (無實裝功能)

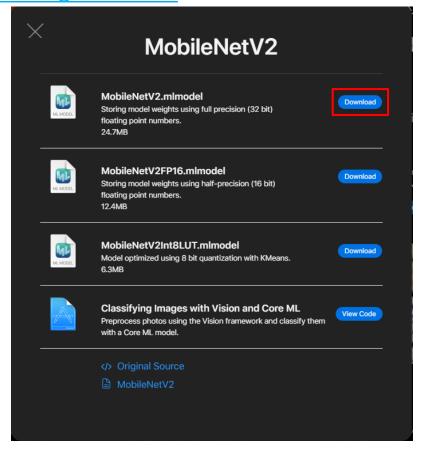
```
import SwiftUI
                        self.currentIndex = self.photos.count - 1
                 .background(Color(red: 0.7898039215686275, green: 0.8705882352941177, blue: 1.0))
.cornerRadius(10)
                         or(#colorLiteral(red: 0.988235294, green: 1, blue: 0.650980392, alpha: 1)))
```





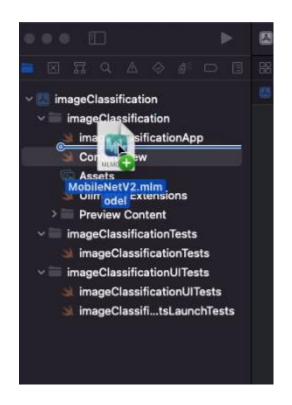
▶ 1. 前往 https://developer.apple.com/machine-learning/models/ 下載 MobileNetV2 模型

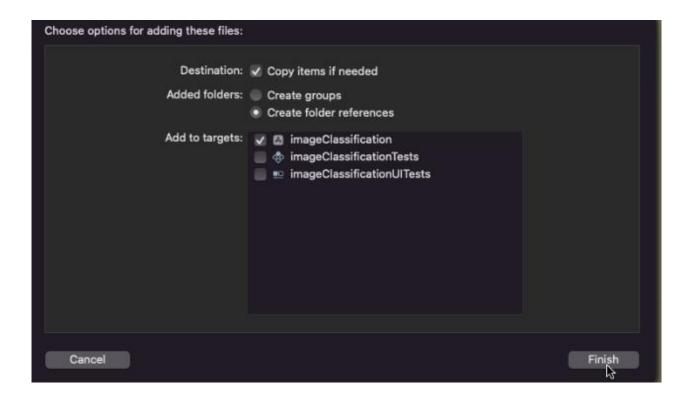






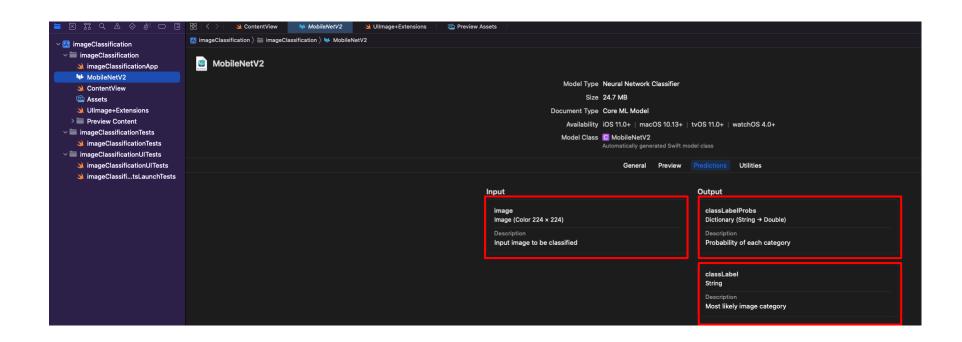
▶ 2. 把下載好的.mlmodel拖進專案裡







▶ 3. 匯入MobileNetV2後我們可以在model的Predictions看到他的Input與Output格式





▶ 4. 創建MobileNetV2() 實例 Instance

```
C MobileNetV2
C MobileNetV2Output
C MobileNetV2Input

MobileNetV2
Class for model loading and prediction
```



▶ 5a. 我們可以透過 self.model.查看提示,提示顯示有不同的prediction function,而我們要使用的是可以傳入image的prediction function。而依照提示我們必須要傳入(image: CVPixelBuffer)

格式的照片。

```
}.padding()
   Button("Classify") {
        // classify the image here
        self.model.prediction
   }.padding(
                M prediction(image:) throws
        .backg
                                                                   ue: 0.8431372549019608))
                M prediction(input:) throws
    .cornerRad
                M predictions(inputs:) throws
                M prediction(input:options:) throws
   Text(class
                M predictions(inputs:options:) throws
        .font(
        .paddi
                prediction(image: CVPixelBuffer) throws -> Mobi
   Divider()
                leNetV2Output
   Spacer()
                Make a prediction using the convenience interface
.background(Color(#colorLiteral(red: 0.988235294, greer
                                                         Input
```

Image (Color 224 × 224)

Input image to be classified

Description

▶ 5b. Model需要縮放Image (224*224)大小的需求



- ▶ 6. 為了滿足傳入Input的需求,專案裡已有準備Ullmage+Extensions的擴充程式碼
 - ▶ 第一個function resizeTo: 傳入你需要的CGSize, function回傳特定大小的Image
 - ▶ 第二個function tobuffer: 將Image轉換成CVPixelBuffer格式

```
import Foundation
import UIKit
extension UIImage {
    func resizeTo(size :CGSize) -> UIImage? {
       UIGraphicsBeginImageContextWithOptions(size, false, 0.0)
        self.draw(in: CGRect(origin: CGPoint.zero, size: size))
       let resizedImage = UIGraphicsGetImageFromCurrentImageContext()!
        return resizedImage
    func toBuffer() -> CVPixelBuffer? {
        let attrs = [kCVPixelBufferCGImageCompatibilityKey: kCFBooleanTrue, kCVPixelBufferCGBitmapContextCompatibilityKey: kCFBooleanTrue] as CFDictionary
        var pixelBuffer : CVPixelBuffer?
        let status = CVPixelBufferCreate(kCFAllocatorDefault, Int(self.size.width), Int(self.size.height), kCVPixelFormatType_32ARGB, attrs, &pixelBuffer)
        guard (status == kCVReturnSuccess) else {
           return nil
        CVPixelBufferLockBaseAddress(pixelBuffer!, CVPixelBufferLockFlags(rawValue: 0))
        let pixelData = CVPixelBufferGetBaseAddress(pixelBuffer!)
        let rgbColorSpace = CGColorSpaceCreateDeviceRGB()
        let context = CGContext(data: pixelData, width: Int(self.size.width), height: Int(self.size.height), bitsPerComponent: 8, bytesPerRow: CVPixelBufferGetBytesPerRow(pixelBuffer!), space: rgbColorSpace, bitmapInfo:
           CGImageAlphaInfo.noneSkipFirst.rawValue)
       context?.translateBy(x: 0, y: self.size.height)
        context?.scaleBy(x: 1.0, y: -1.0)
       UIGraphicsPushContext(context!)
        self.draw(in: CGRect(x: 0, y: 0, width: self.size.width, height: self.size.height))
        CVPixelBufferUnlockBaseAddress(pixelBuffer!, CVPixelBufferLockFlags(rawValue: 0))
        return pixelBuffer
```



▶ 7. 回到ContentView宣告一個private的執行圖像分類function: performImageClassification()

```
ContentView Ullmage+Extensions © Preview Assets

imageClassification © imageClassification © ContentView M performImageClassification()

imageClassification © State private var currentIndex: Int = 0

imageClassification © State private var classificationLabel: String = "Click Classify"

imageClassification © String = "Click Classify"

imageClassification() imageClassificati
```



▶ 8. 在" Calassify" 按鈕function中呼叫剛剛的function



▶ 9. 宣告currentImage變數選擇目前的照片 photos[currentIndex]



- ▶ 10a. img: 取得Ullmage, 傳入currentlmage
- ▶ 10b. resizedImage: 將img縮放成model要求的大小 (224*224)
- ▶ 10c. buffer:使用toBuffer把resizedImage轉換成CVPixelBuffer格式

```
private func performImageClassification(){

let currentImage = photos[currentIndex]

let img = UIImage(named: currentImage)

let resizedImage = img?.resizeTo(size: CGSize(width: 224, height: 224))

let buffer = resizedImage?.toBuffer()
```



▶ 11. output: 將轉好的Cvpixelbuffer傳入model.prediction就能取得模型的輸出

```
private func performImageClassification(){

private func performImageClassification(){

let currentImage = photos[currentIndex]

let img = UIImage(named: currentImage)

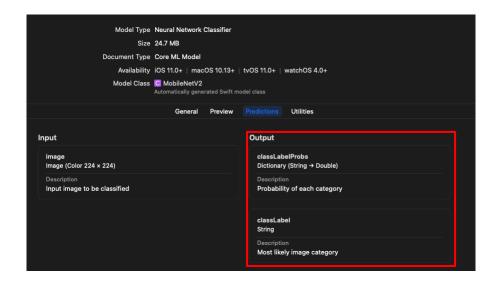
let resizedImage = img?.resizeTo(size: CGSize(width: 224, height: 224))

let buffer = resizedImage?.toBuffer()

let output = try? model.prediction(image: buffer!)
```



▶ 12. 在model的敘述中可以得知output會包含兩種不同的資料:classLabelProbs和classLabel





▶ 12a. 使用classLabel : 模型認為最像的label

```
let burrer = resizedimage?.toBurrer()

let output = try? model.prediction(image: buffer!)

if let output = output {

self.classificationLabel = output.classLabel
}
```

▶ 執行模擬器就可以點擊 "Classify" 按鈕對圖像做分類。









- ▶ 12b. 使用classLabelProbs : 每個類組的準確率,格式為Dictionary ("Key": "value")
 - ▶ 利用sorted 把classLabelProbs重新排列好Key的順序
 - ▶ 利用map 把classLabelProbs的印出想要的格式並且回傳給result

```
if let output = output {
    let results = output.classLabelProbs.sorted { $0.1 > $1.1 }

let result = results.map { (key, value) in
    return "\(key) = \((value * 100))%"

}.joined(separator: "\n")

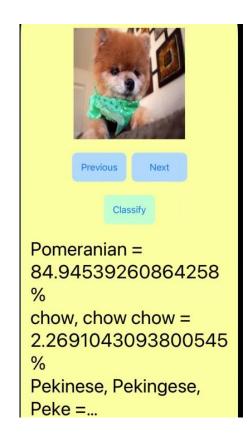
classificationLabel = result
}
```



▶ 12b. 執行模擬器就可以看到模型對圖片的每個類組準確率







Lab 12 Core ML

IOS APP DEVELOPMENT 6/15/2022



Task

- ▶ 結合Core ML框架實作出擁有圖像分類功能的App
 - ▶ 1. 使用兩種模型對圖片做辨識 40%
 - ▶ 可使用現有模型、用Create ML訓練的模型
 - 2.顯示模型結果:
 - ▶ 對圖片辨識的類別 (Label) 30%
 - ▶ 對圖片辨識的機率(Probability)30%

