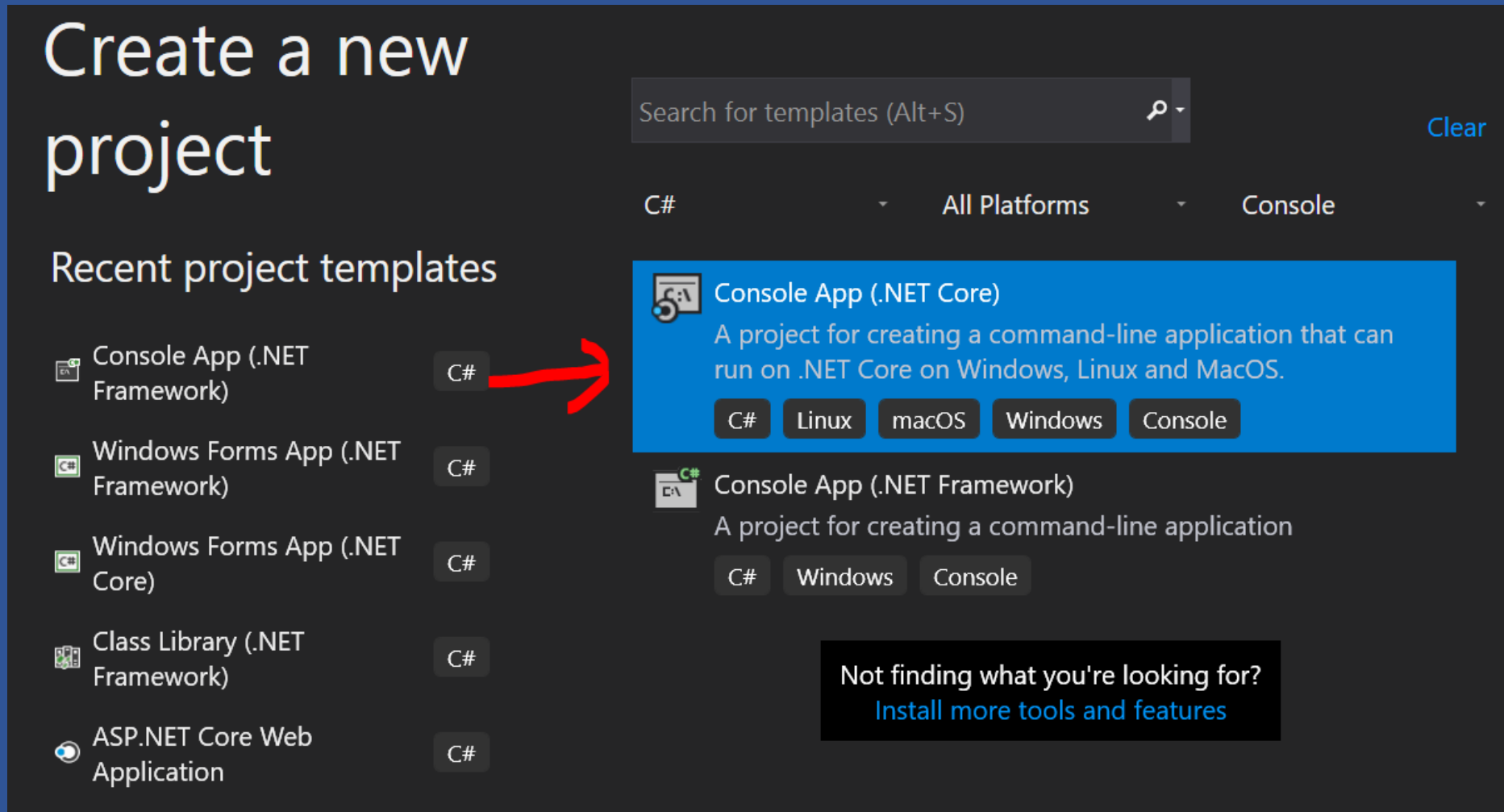


# Predict from CSV file


# What's in this session?

1. Add NuGet
2. Copy data models to project
3. Add base class reference
4. Add using to Program
5. Add ML Model and test data to mib folder
6. Add code to Main
7. Run program and verify the result

# Create new .NET CORE console project




## Create a new project


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C# All Platforms Console

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# Add NuGet



**Microsoft.ML** by Microsoft

v1.3.1

ML.NET is a cross-platform open-source machine learning framework whi...

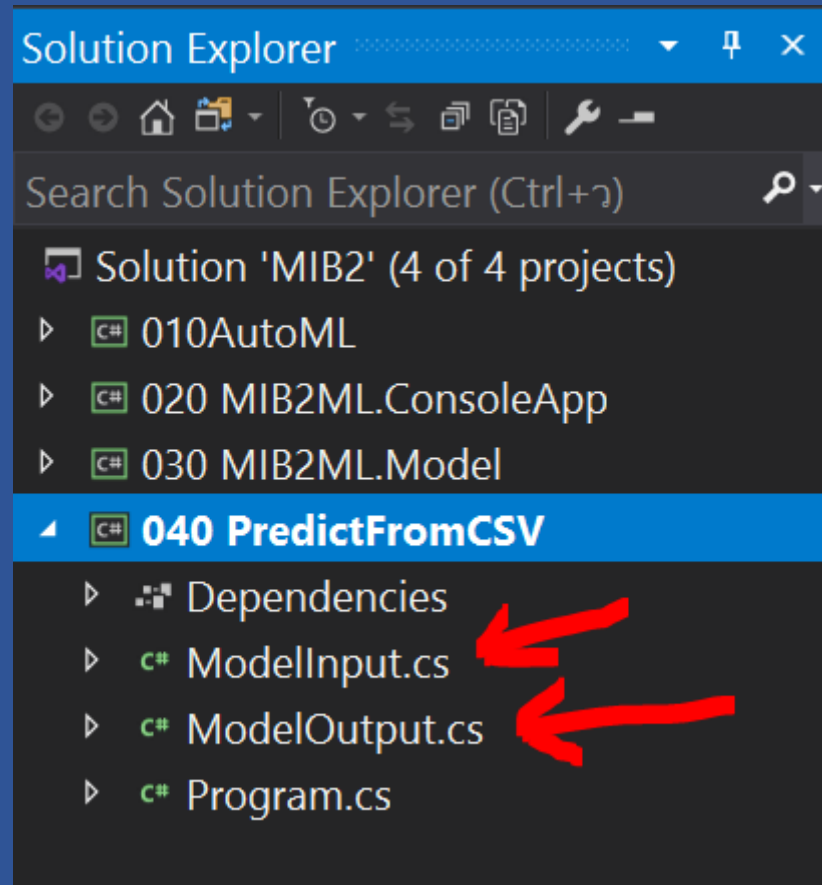


**Microsoft.ML.LightGbm** by Microsoft

v1.3.1

ML.NET component for LightGBM

# Copy data models to project



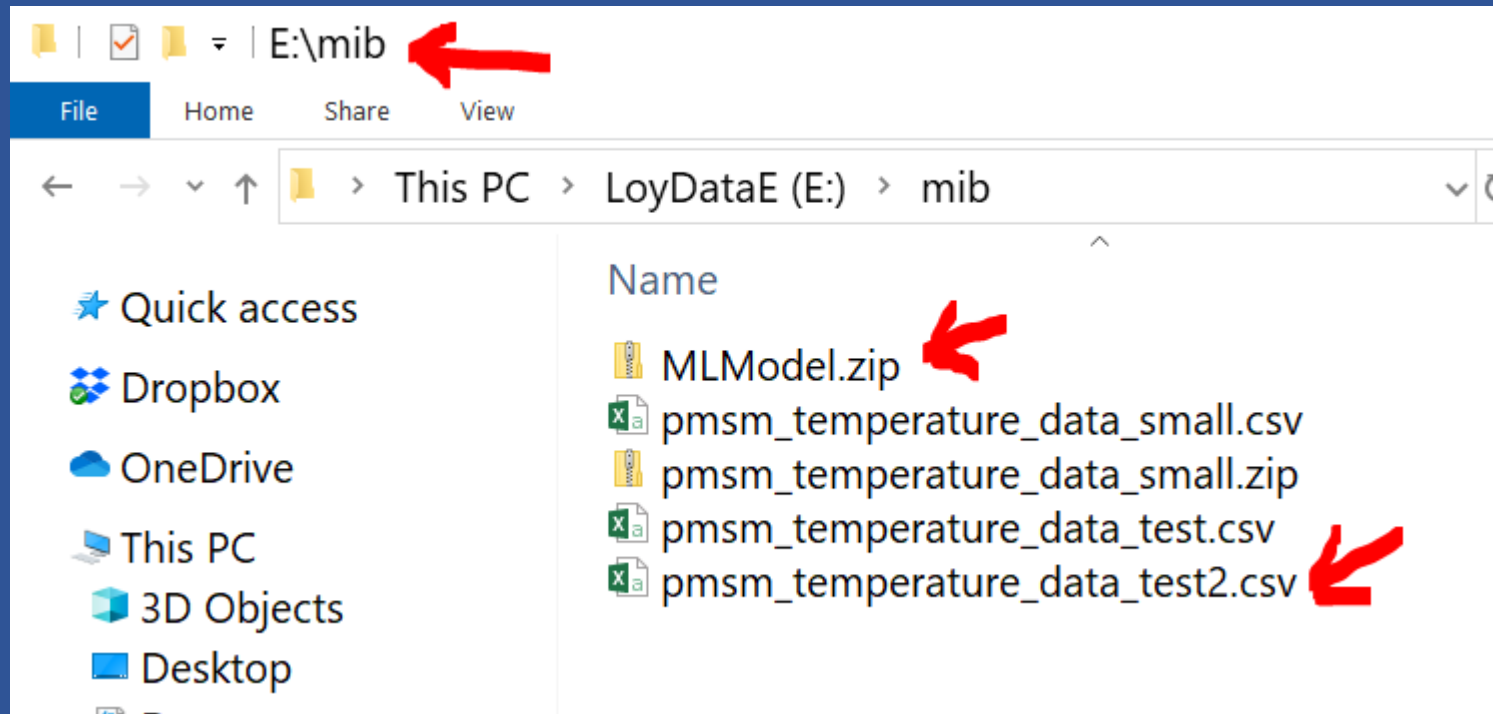
# Add base class reference

```
3  [-] using System;
4      using Microsoft.ML.Data;
5
6  [-] namespace test
7      {
8      [-]     public class ModelOutput: ModelInput
9          {
10             public float Score { get; set; }
11         }
12     }
13
```

## Add using to Program

```
4  using Microsoft.ML;  
5      using System;  
6      using System.Collections.Generic;  
7      using System.Linq;
```

# Add ML Model and test data to mib folder





## Add code to Main

```
// Set data set path
string testDataPath = @"E:\mib\pmsm_temperature_data_test2.csv";
string modelPath = @"E:\mib\MLModel.zip";

// Create context
MLContext mlContext = new MLContext(seed: 0);

// Read test file
string[] lines = System.IO.File.ReadAllLines(testDataPath);

// Create Motor object array
// - 2 because first line is header
ModelInput[] myTest = new ModelInput[lines.Count() - 2];
```

# Add code to Main

```
// Assign value to each object in array
for (int i = 1; i < lines.Count() - 1; i++)
{
    string[] myArray = lines[i].ToString().Split(',');

    // Make one test diamond data we want to predict
    int j = 0;
    var motor = new ModelInput()
    {
        Ambient = float.Parse(myArray[j++]),
        Coolant = float.Parse(myArray[j++]),
        U_d = float.Parse(myArray[j++]),
        U_q = float.Parse(myArray[j++]),
        Motor_speed = float.Parse(myArray[j++]),
        Torque = float.Parse(myArray[j++]),
        I_d = float.Parse(myArray[j++]),
        I_q = float.Parse(myArray[j++]),
        Pm = float.Parse(myArray[j++]),
        Stator_yoke = float.Parse(myArray[j++]),
        Stator_tooth = float.Parse(myArray[j++]),
        Stator_winding = float.Parse(myArray[j++]),
    };
    myTest[i - 1] = motor;
}
```

# Add code to Main

```
// Create IDataView from enumerable
IDataView batchView = mlContext.Data.LoadFromEnumerable(myTest);

// Load Model
ITransformer loadedModel = mlContext.Model.Load(modelPath, out var modelInputSchema);

// Create prediction view
IDataView predictions = loadedModel.Transform(batchView);

// Create enumerable prediction
IEnumerable<ModelOutput> predictedResults = mlContext.Data.CreateEnumerable<ModelOutput>
    (predictions, reuseRowObject: false);
```

## Add code to Main

```
// Display Results
Console.WriteLine("=== Prediction with multiple rows from file ===");
Console.WriteLine("=====");
Console.WriteLine($"Actual\t\t| Predicted");
Console.WriteLine("-----");
foreach (ModelOutput prediction in predictedResults)
{
    Console.WriteLine($"{prediction.Motor_speed}\t| {prediction.Score}");
}
Console.WriteLine("===== End of predictions =====");
```

# Run program and verify the result

```
Microsoft Visual Studio Debug Console

==== Prediction with multiple rows from file ====
=====
Actual          | Predicted
-----|-----
0.4215154       | 0.49955788
0.4421366       | 0.5323501
0.46820015      | 0.42578307
0.49516612      | 0.47376218
0.51702124      | 0.47550038
0.5346871       | 0.52079993
0.5485982       | 0.5091718
0.5530642       | 0.4747328
0.53884125      | 0.50765485
0.5144672       | 0.38194254
```

# What's next?

