Predict from IoT

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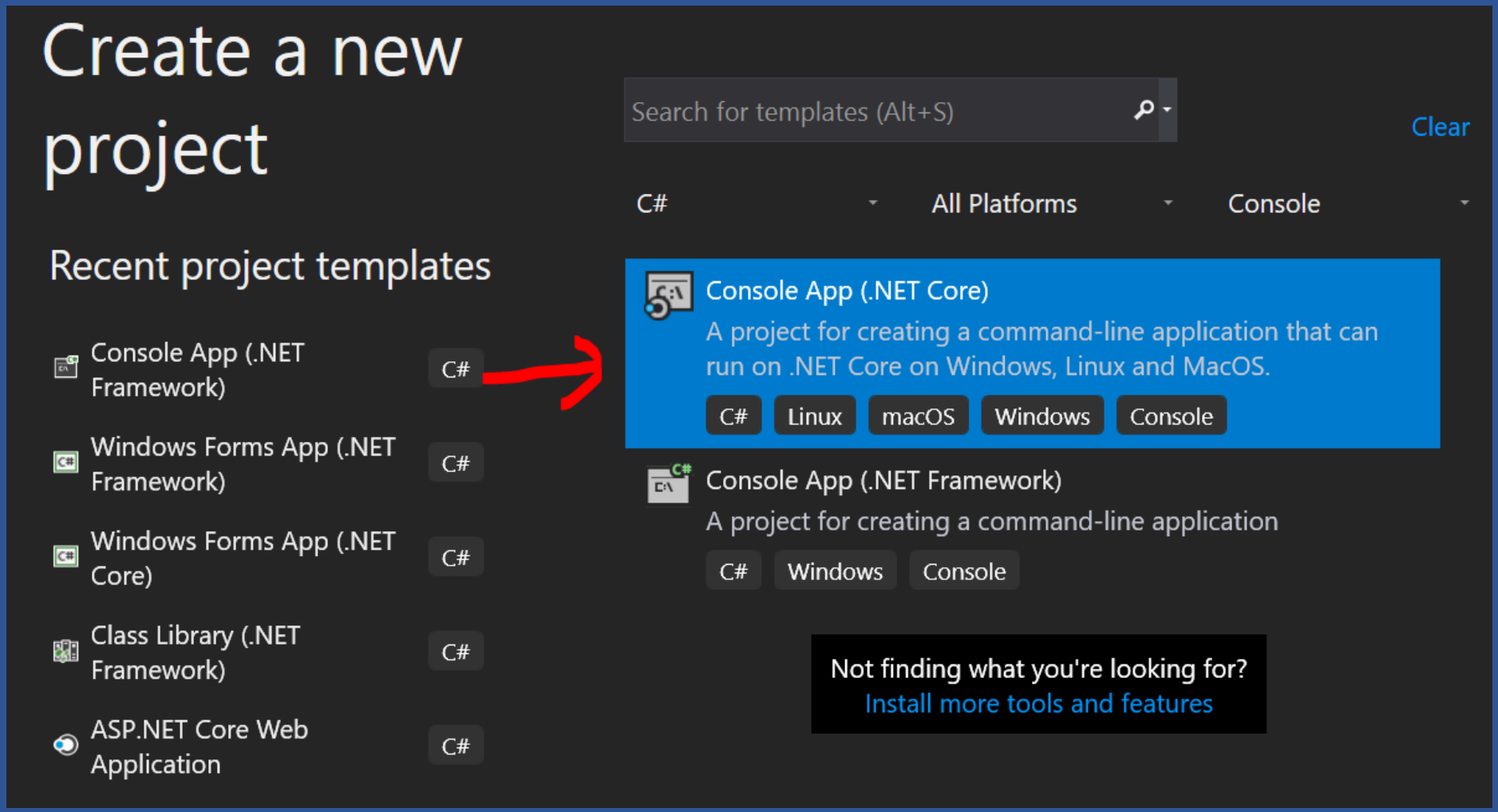
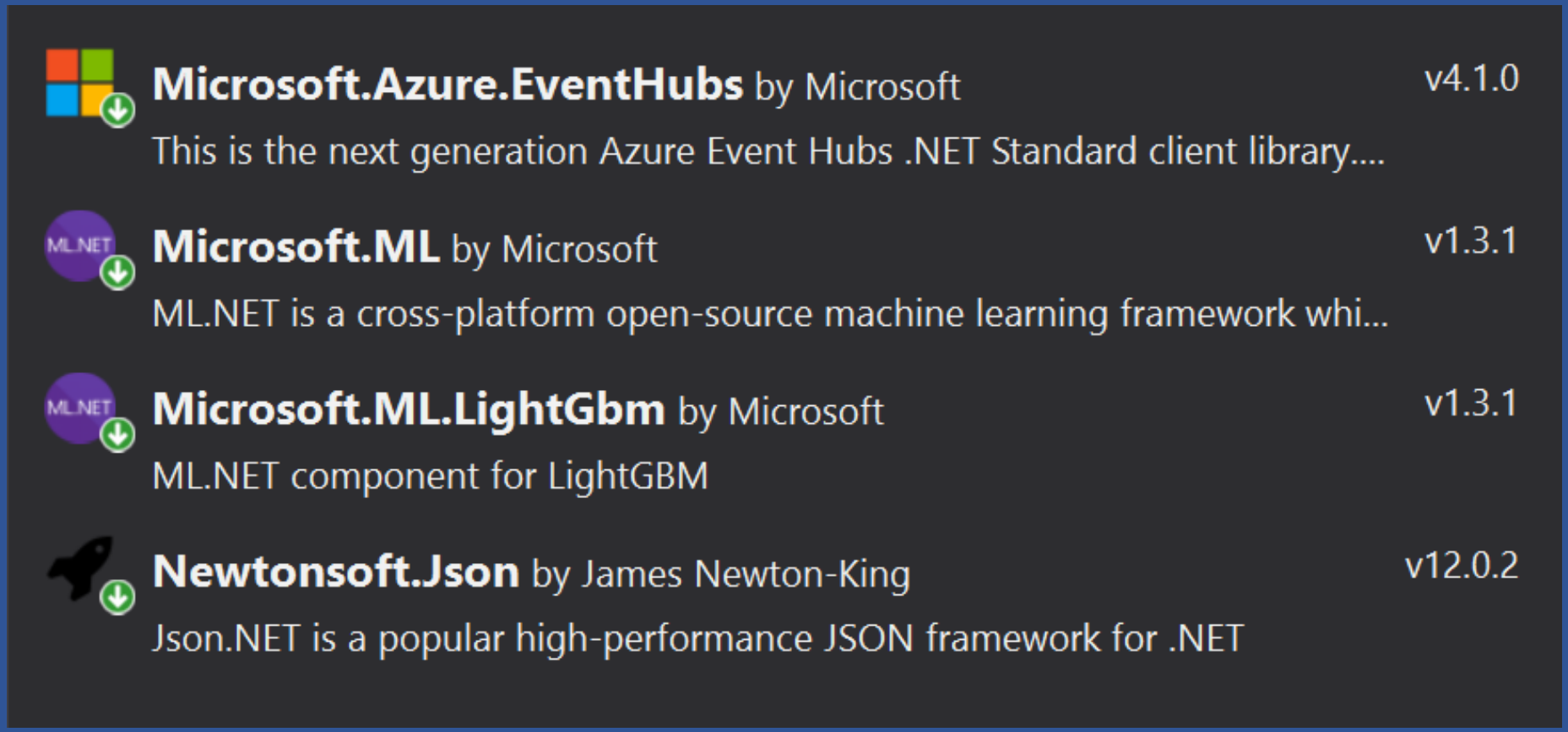
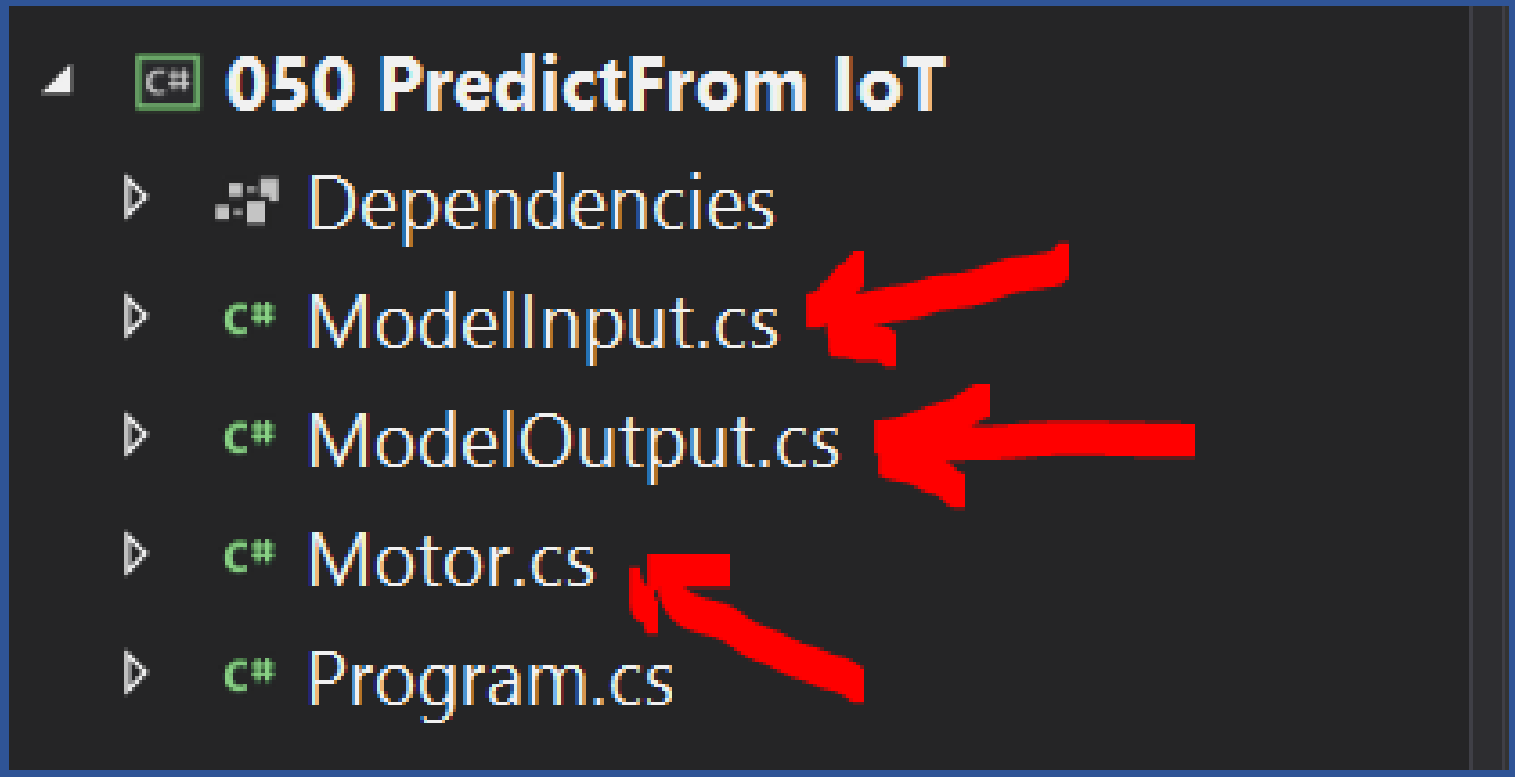
Create new .NET CORE console project



Add NuGet


Microsoft.Azure.EventHubs by Microsoft
v4.1.0
This is the next generation Azure Event Hubs .NET Standard client library....
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
Newtonsoft.Json by James Newton-King
v12.0.2
Json.NET is a popular high-performance JSON framework for .NET

Copy data models to project



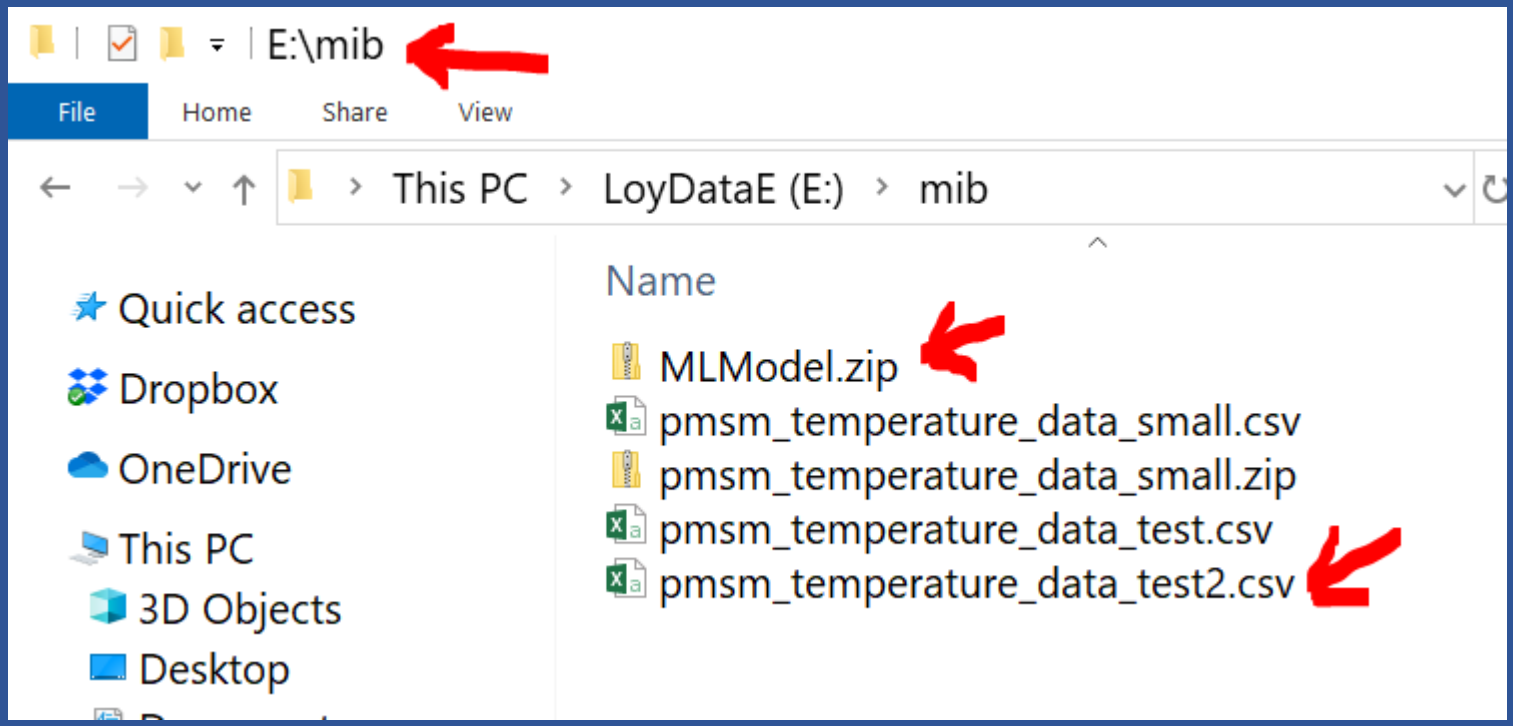
Add base class reference

```
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.Azure.EventHubs;
5   using Microsoft.ML;
6   using Newtonsoft.Json;
7   using System;
8   using System.Collections.Generic;
9   using System.Text;
10  using System.Threading;
11  using System.Threading.Tasks;
```

Add ML Model and test data to mib folder



Add class fields

```
private readonly static string s_eventHubsCompatibleEndpoint =
    "sb://ihsuprodsgres001dednamespace.servicebus.windows.net/";
private readonly static string s_eventHubsCompatiblePath =
    "iothub-ehub-loyiothub1-2[redacted]bf924f3c";
private readonly static string s_iotHubSasKey =
    "KCyf3omKkmWncXu[redacted]MKKOnMIxBWRoWgmAw=";

private readonly static string s_iotHubSasKeyName = "service";
private static EventHubClient s_eventHubClient;
private static ITransformer mlModel;
private static string modelPath = @"E:\mib\MLModel.zip";
private static MLContext mlContext = new MLContext(seed: 0);
```

Add method GetPrediction

```
private static void GetPrediction(Motor m)
{
    var motor = new ModelInput()
    {
        Ambient = m.ambient,
        Coolant = m.coolant,
        U_d = m.u_d,
        U_q = m.u_q,
        Motor_speed = m.motor_speed,
        Torque = m.torque,
        I_d = m.i_d,
        I_q = m.i_q,
        Pm = m.pm,
        Stator_yoke = m.stator_yoke,
        Stator_tooth = m.stator_tooth,
        Stator_winding = m.stator_winding
    };
    var predEngine = mlContext.Model.CreatePredictionEngine
        <ModelInput, ModelOutput>(mlModel);
    ModelOutput result = predEngine.Predict(motor);
    Console.WriteLine($"Actual: {result.Motor_speed}\t| Predict: {result.Score}");
}
```

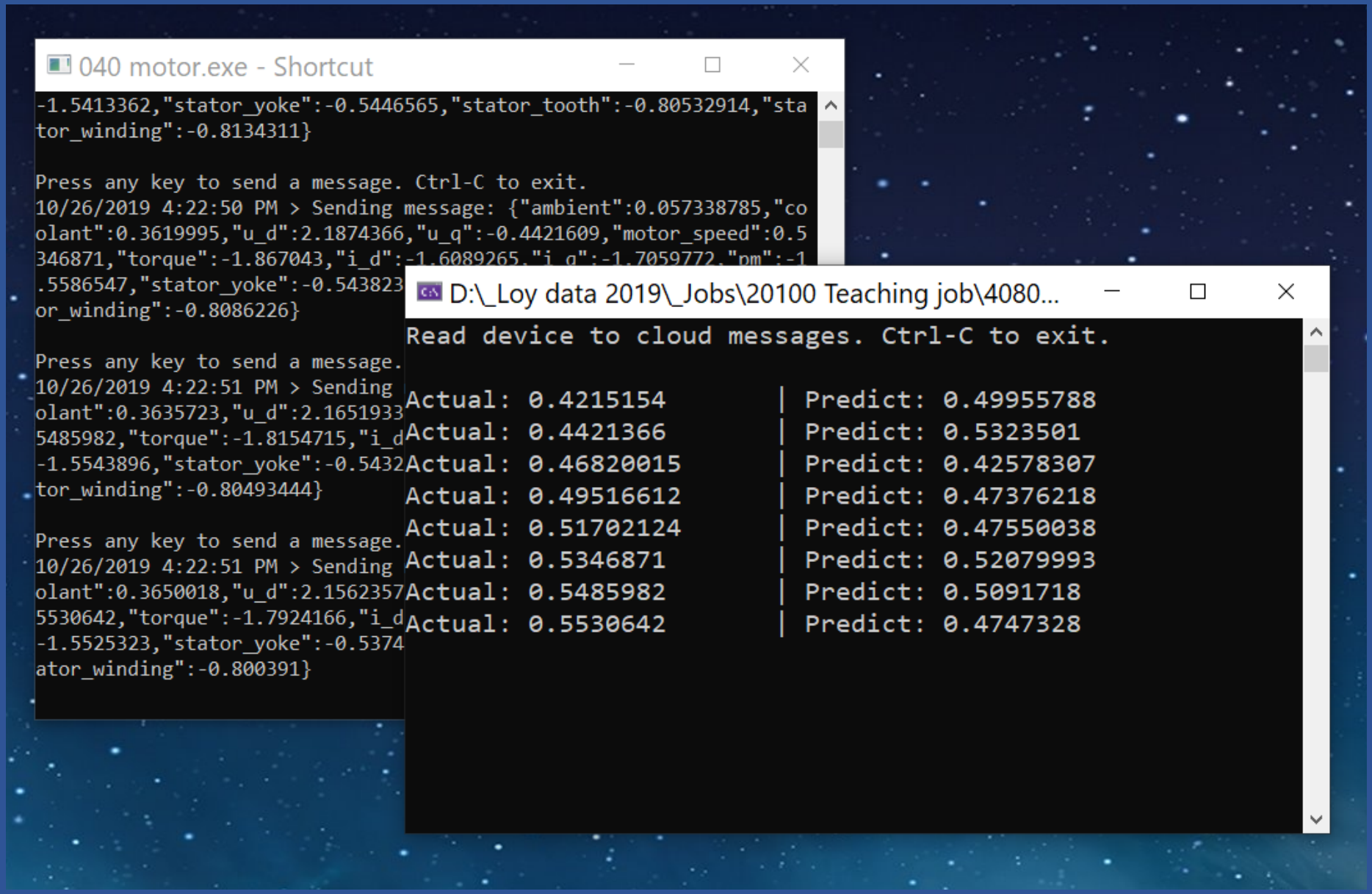
Add method GetD2CMessage

```
private static async Task GetD2CMessage(
    string partition, CancellationToken ct)
{
    var eventHubReceiver = s_eventHubClient.CreateReceiver(
        "$Default",
        partition,
        EventPosition.FromEnqueuedTime(DateTime.Now));
    while (true)
    {
        if (ct.IsCancellationRequested) break;
        var events = await eventHubReceiver.ReceiveAsync(100);
        if (events == null) continue;
        foreach (EventData eventData in events)
        {
            string s = Encoding.UTF8.GetString(eventData.Body.Array);
            Motor m = new Motor();
            m = JsonConvert.DeserializeObject<Motor>(s);
            GetPrediction(m);
        }
    }
}
```

Add code to Main

```
private static async Task Main(string[] args)
{
    mlModel = mlContext.Model.Load(modelPath, out var modelInputSchema);
    Console.WriteLine(
        "Read device to cloud messages. Ctrl-C to exit.\n");
    var connectionString = new EventHubsConnectionStringBuilder(
        new Uri(s_eventHubsCompatibleEndpoint),
        s_eventHubsCompatiblePath,
        s_iotHubSasKeyName,
        s_iotHubSasKey);
    s_eventHubClient = EventHubClient.CreateFromConnectionString(
        connectionString.ToString());
    var runtimeInfo =
        await s_eventHubClient.GetRuntimeInformationAsync();
    var d2cPartitions = runtimeInfo.PartitionIds;
    CancellationTokenSource cts = new CancellationTokenSource();
    Console.CancelKeyPress += (s, e) =>
    {
        e.Cancel = true;
        cts.Cancel();
        Console.WriteLine("Exiting...");
    };
    var tasks = new List<Task>();
    foreach (string partition in d2cPartitions)
    {
        tasks.Add(GetD2CMessage(partition, cts.Token));
    }
    Task.WaitAll(tasks.ToArray());
}
```

Run program and verify the result



What's next?