

Deploying Models at Scale

Browser-based Models with TensorFlow.js

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Why have your ML model on the browsers?



- Run model directly in the user's browser, no need for an expensive server
- Make your website/apps more reliable
- Remove the need to query server to make prediction
- Reduce latency and make website more responsive
- Protect users' privacy by not sending their data to a server



TensorFlow.js



- Supports Javascript Developers to make ML easy to integrate with websites
- Tensorflow.js is started in 2017 and launched in 2018
- Developers can run existing models, retrain them, or train from scratch
- Contain 11 pre-trained models for Vision, NLP, and tools to tune parameters





Coding your TensorFlow.js Model

Including the latest TensorFlow.js library:

```
<script src="https://cdn.jsdelivr.net/npm/@tensorflow/tfjs@latest"></script>
```

Loading a sequential model:

Adding some training data:

```
const xs = tf.tensor2d([-1.0, 0.0, 1.0, 2.0, 3.0, 4.0], [6, 1]); const ys = tf.tensor2d([-3.0, -1.0, 2.0, 3.0, 5.0, 7.0], [6, 1]);
```



Putting them together

```
1 <html>
   <head></head>
       <script src="https://cdn.jsdelivr.net/npm/@tensorflow/tfjs@latest"></script>
       <script lang="js">
           async function doTraining(model){
               const history =
 7
8
9
                     await model.fit(xs, ys,
                            { epochs: 300.
                              callbacks:{
10
                                  onEpochEnd: async(epoch, logs) =>{
11
                                      console.log("Epoch:"
12
                                                  + epoch
13
                                                  + " Loss:"
14
                                                  + logs.loss);
15
16
17
                            });
18
19
20
           const model = tf.sequential();
21
           model.add(tf.layers.dense({units: 1, inputShape: [1]}));
22
           model.compile({loss:'meanSquaredError',
23
                           optimizer: 'sqd'});
24
           model.summary();
25
           const xs = tf.tensor2d([-1.0, 0.0, 1.0, 2.0, 3.0, 4.0], [6, 1]);
26
           const ys = tf.tensor2d([-3.0, -1.0, 2.0, 3.0, 5.0, 7.0], [6, 1]);
27
           doTraining(model).then(() => {
28
               alert(model.predict(tf.tensor2d([5], [1,1])));
29
           });
30
       </script>
31
   <body>
       <h1>First HTML Page</h1>
33 </body>
34 </html>
```



Advances in TensorFlow.js

FaceMesh



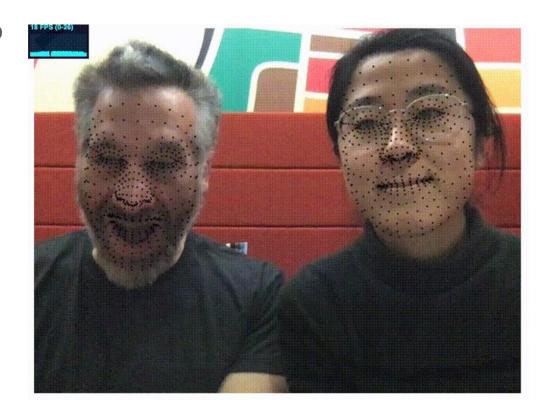
Predicts 486 3D facial landmarks to infer the approximate surface geometry of a human face

Model Size:

Under 3MB

Performance:

- 15 fps on Pixel 3
- 35 fps on iPhone 11
- 40 fps on MacBook Pro



HandPose



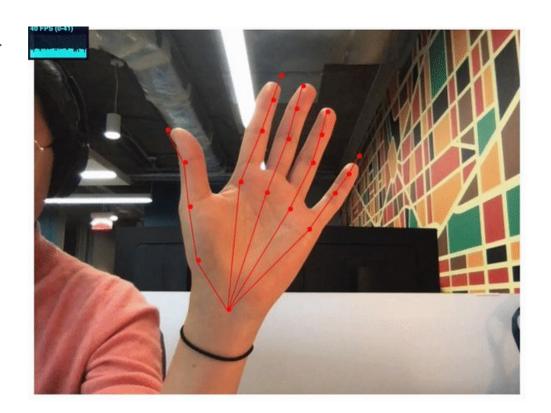
Predicts 21 3D hand keypoints per detected hand

Model Size:

Under 12MB

Performance:

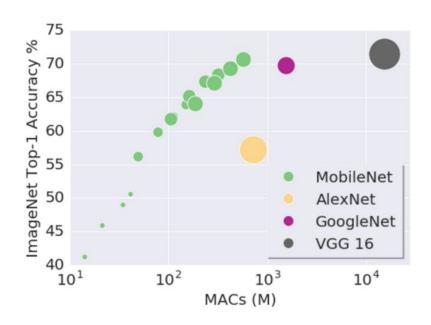
- 6 fps on Pixel 3
- 30 fps on iPhone 11
- 40 fps on MacBook Pro



MobileNets



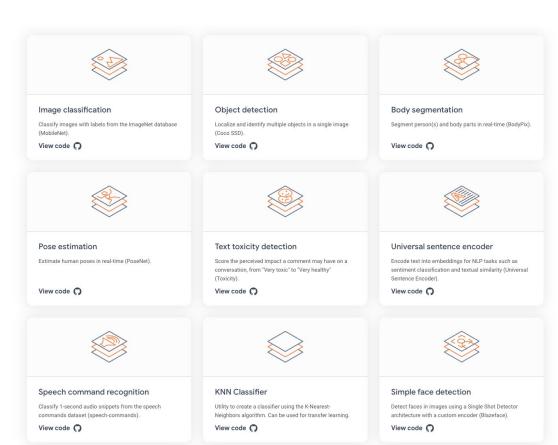
- Small, low-latency, low-power convolutional models parameterized to meet the resource constraints of a variety of use cases.
- Trade off between latency, size and accuracy while comparing favorably with popular models
- Choose the right MobileNet model to fit your latency and size budget.





DATA SCIENCE

- Ready to be used inside any webpage
- Lightweights and efficient
- Re-trained capabilities





Demo: Rock-Paper-Scissor Game with MobileNet on TensorFlow.js

Summary



- Browser-based models provide many benefits for users and developers
- TensorFlow.js is easy to develop and deploy directly on the browsers
- TensorFlow.js is somewhat similar to TensorFlow Python, with a few changes to accomodate for Javascript syntax.
- TensorFlow.js has several advanced pre-trained ML models
- For more, check out: tensorflow.org/js

