Getting Started with ML Kit









"ML Kit brings Google's machine learning expertise to mobile developers in a powerful and easy-to-use package."

Built By Google

Optimized for Mobile

Easy to Use

Okay.. But what can it do?







Natural Language APIs







On-Device Translation



Everyone!

ML Kit is available for both Android and iOS!

Meet our Client: Steve





Steve is my Dad.

He really likes gardening.

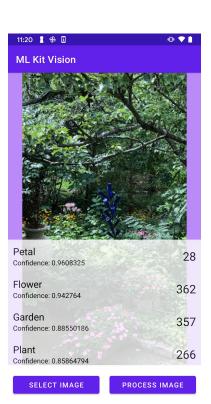
He plants a lot of things and can't always remember what everything is.

He finally knows what I do for work.

He ask if I could write an app to help.



Let's get our app started!







How do we use it? We need to add the Image Labeling dependency to our gradle

```
dependencies {
    // ...
    // Use this dependency to bundle the model with your app
    implementation 'com.google.mlkit:image-labeling:17.0.2'
}
```

Since we're building this for Steve to use in the yard, I'm going to bundle it with the app

```
dependencies {
   // ...
   // Use this dependency to use dynamically downloaded model in Google Play Service
   implementation 'com.google.android.gms:play-services-mlkit-image-labeling:16.0.2'
}
```

	Bonfire	Tuxedo	Beach
Clipper	Comics		
Vail		Mouth	Rainbow
Cola	Himalayan	Desert	Branch
	Iceberg	Dinosaur	Moustache
Cutlery	Bento		22 20
Menu	Sink	Mufti	Garden
Sari	SIIK	Fire	Gown
	Toy	Bedroom	Field
Plush	Statue	Goggles	155375.53
Pocket	Cheeseburger	55	Dog
leon	Tractor	Dragon	Superhero
cicle	Tractor	Couch	Flower
	Sled	Sledding	Placemat
Pasteles	Aquarium	Сар	Placemat
Chain	Circus	1190	Subwoofer
ance		Whiteboard	Cathedral
	Sitting	Hat	Building
oune	Beard	Gelato	Building
Santa claus	Bridge	Cavalier	Airplane
hanksgiving	Tights	Cavaller	Fur
uxedo	1900703968	Beanie	Bull
	Bird	Jersey	95 535
Mouth	Rafting	Scarf	Bench
)esert	Park		Temple
Dinosaur	Factory	Vacation	Butterfly
/ufti	ED00038080701	Pitch	700.007 (NOT)
viuiti	Graduation	Blackboard	Model
Tea	500 T - 300 Bell		VICTOR OF THE SAME



We're just going to use the Base Model

Step One Prepare the Input Image

First, we need to let Steve pick an Image from his photos.

Then, we need to take that URI and transform it into a Bitmap.

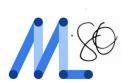


```
private fun startChooseImageIntentForResult () {
   val intent = Intent()
   intent.type = "image/*"
   intent.action = Intent.ACTION GET CONTENT
   startActivityForResult(
       Intent.createChooser(intent, "Select
Picture"),
       REQUEST CHOOSE IMAGE
override fun onActivityResult (
   requestCode: Int,
   resultCode: Int,
   data: Intent?
   onSelectImageResult(data?. data != null)
   if (requestCode == REQUEST CHOOSE IMAGE &&
       resultCode == Activity.RESULT OK
       val imageUri = data!!.data
       setPreview(imageUri)
   } else {
       super.onActivityResult(
          requestCode, resultCode, data
```

Step One Prepare the Input Image

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```
private fun setPreview(imageUri: Uri?) {
   try {
       if (imageUri == null) return
       val preview = findViewById<ImageView>(R.id.preview)
       val imageBitmap = getBitmapFromUri(imageUri) ?: return
       this.imageBitmap = imageBitmap
       preview.setImageBitmap(imageBitmap)
   } catch (e: IOException) {
       Toast.makeText(this,
           getString(R.string.something went wrong),
           Toast. LENGTH SHORT
       ).show()
@Throws(IOException::class)
private fun getBitmapFromUri(uri: Uri): Bitmap? {
   val parcelFileDescriptor =
       contentResolver.openFileDescriptor(uri, "r")
  val fileDescriptor = parcelFileDescriptor?.fileDescriptor
  val image = BitmapFactory
      .decodeFileDescriptor(fileDescriptor)
   parcelFileDescriptor?.close()
   return image
```

Process the image

Now that we have our bitmap, we can convert that to an imageInput.

We add an onSuccessListener for when it works YAY!

Then we can create our labeler.



And a onFailureListener for when it doesn't):



Send our labels to our view

```
if (imageBitmap != null) {
  val imageInput = InputImage.fromBitmap(imageBitmap!!, 0)
  val labeler = ImageLabeling.getClient(ImageLabelerOptions.DEFAULT OPTIONS)
  labeler.process(imageInput).addOnSuccessListener { labels ->
                                                                      When we successfully
      val recyclerView = findViewById<RecyclerView>(R.id.labels)
                                                                      process our image, we
       recyclerView.layoutManager = LinearLayoutManager(this)
       recyclerView.adapter = LabelAdapter(labels)
                                                                      get back a list of labels
       recyclerView.visibility = View.VISIBLE
  }.addOnFailureListener {
      Toast.makeText(this, getString(R.string.nothing found), Toast.LENGTH SHORT).show()
```

For our simple app, we're going to display our list of labels in a recyclerView so we pass them into an adapter

Display the Labels

```
(in our list of ImageLabels)
                                                 has a
                                                 Text (String)
                                                 Confidence (Float)
                                                 Index (Integer)
fun bind(imageLabel: ImageLabel) {
   label.text = imageLabel.text 
   confidence.text = String.format(
      itemView.resources.getString(R.string.confidence format),
      imageLabel.confidence.toString()
   index.text = imageLabel.index.toString()
```

In our simple example, we bind those to our row view and we're good to go!

Each ImageLabel



And with that we have an app!

Let's try it out!





Where to go from here

Maybe make a custom data model to label plants

Maybe use the camera so that I don't have to load an image

Maybe overlay the image with the labels

Rewrite in Jetpack Compose!

Convince my dad to use an Android Phone so he can use it):



With great power comes great responsibility



Thank you!

Where can you find this code?

https://github.com/sierraobryan/examples/tree/main/MLKitVision

Where can you find me?



https://sierraobryan.com/



