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 Mata Kuliah : Machine Learning 2  
 Pembahasan : Implementasi ANN KOTLIN  
 Pokok Pemb : Implementasi ANN dengan Tensorflow Lite dan Kotlin

### Import Library dan membuat Array

```

1 import tensorflow as tf
2 import numpy as np
3 from tensorflow import keras
4 import matplotlib.pyplot as plt

```

```

1 jarak = np.array([2.0, 4.0, 6.0, 8.0, 10.0, 12.0, 14.0], dtype=float)
2 bbm = np.array([6.0, 10.0, 14.0, 18.0, 22.0, 26.0, 30.0], dtype=float)

```

```

1 plt.plot(jarak, bbm, 'o-')
2 plt.xlabel('jarak')
3 plt.ylabel('bbm')
4 plt.title('Plot jarak vs bbm')
5 plt.grid(True)
6 plt.show()

```

### Membuat model dengan ANN

```

1 model = tf.keras.Sequential([
2     keras.layers.Dense(units=1, input_shape=[1])])

```

```

1 model.compile(
2     optimizer='sgd',
3     loss='mean_squared_error')

```

## Menjalankan model dan simulasi data baru



```
1 model.fit(jarak, bbm, epochs=150)
```



```
1 print(model.predict(np.array([13.0])))
```



```
1 # membuat prediksi dengan plot
2 predicted_bbm = model.predict(jarak)
3
4 # Plot Dataset
5 plt.figure(figsize=(10, 6))
6 plt.plot(jarak, bbm, 'o-', label='Dataset')
7
8 # Plot hasil prediksi
9 plt.plot(jarak, predicted_bbm, 'x--', label='Prediksi')
10
11 # Plot nilai baru
12 new_jarak = np.array([13.0])
13 predicted_new_bbm = model.predict(new_jarak)
14 plt.plot(new_jarak, predicted_new_bbm, 'ro', markersize=8, label='Hasil Prediksi')
15
16
17 plt.xlabel('jarak')
18 plt.ylabel('bbm')
19 plt.title('Plot jarak vs bbm dengan Prediksi')
20 plt.grid(True)
21 plt.legend()
22 plt.show()
```

## Menyimpan Model

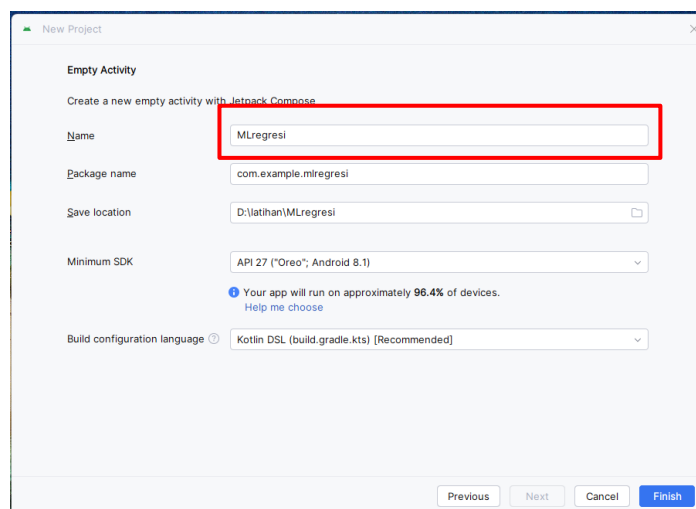
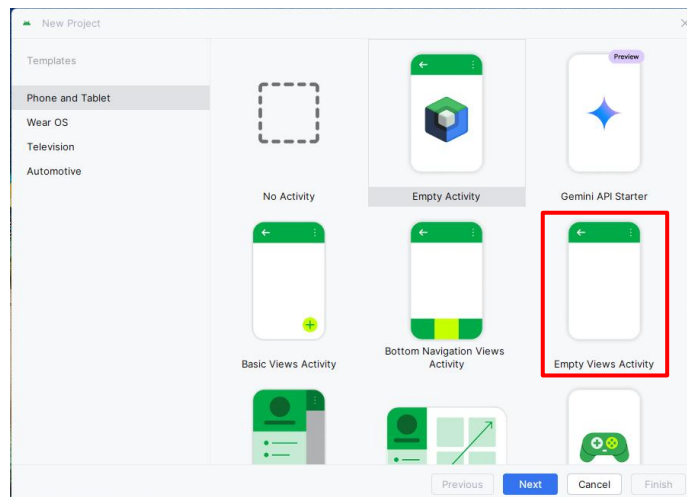
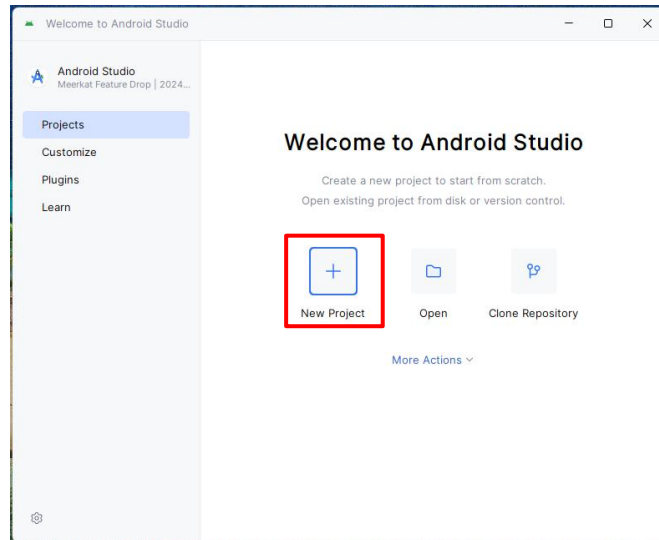


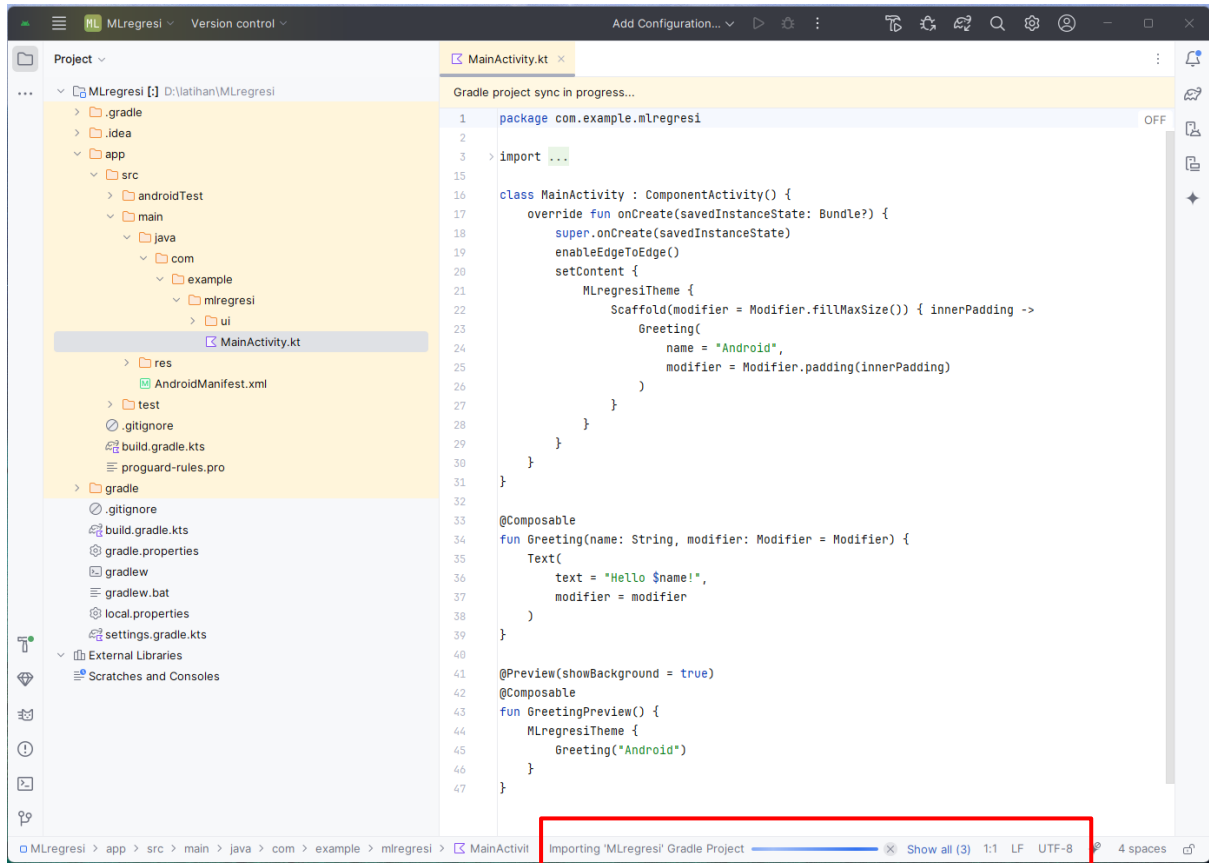
```
1 keras_file = "linear.h5"
2 tf.keras.models.save_model(model, keras_file)
```



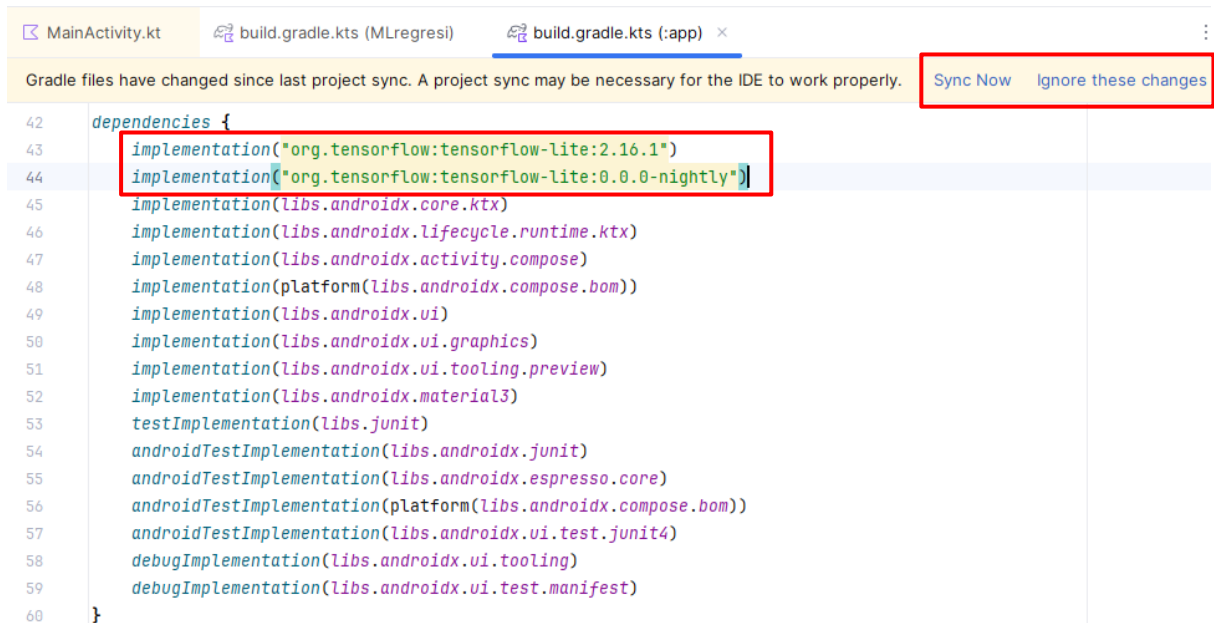
```
1 converter = tf.lite.TFLiteConverter.from_keras_model(model)
2 tflite_model = converter.convert()
3 open("linear.tflite", "wb").write(tflite_model)
```

## Membuat project baru di Android Studio

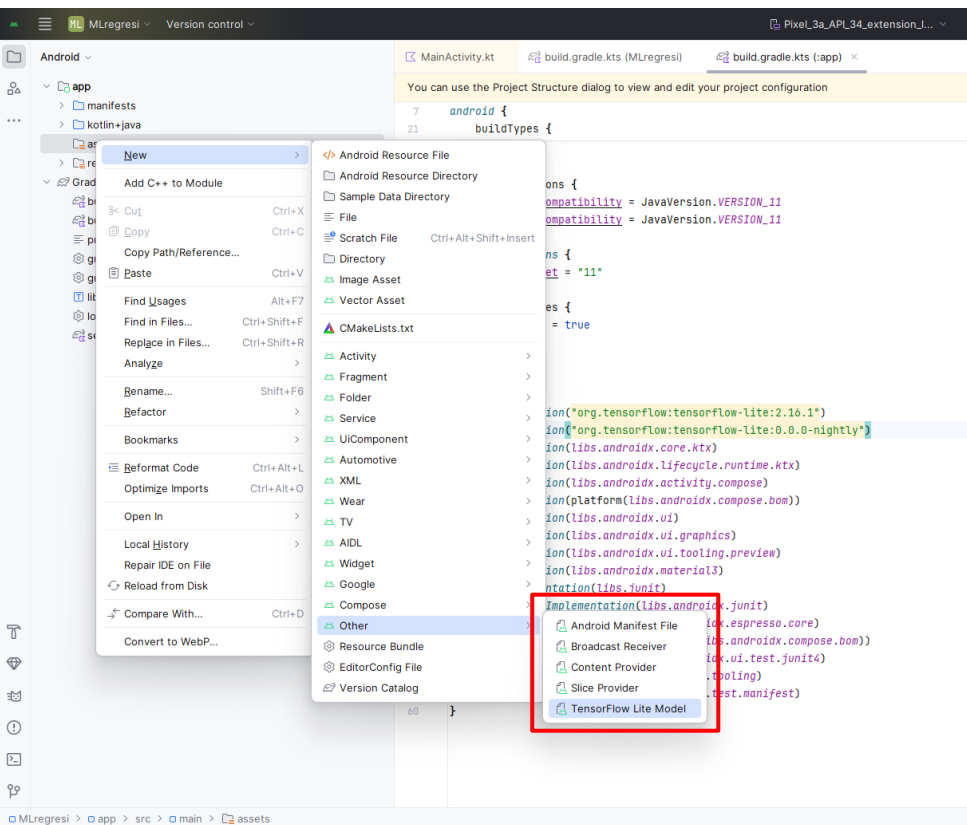
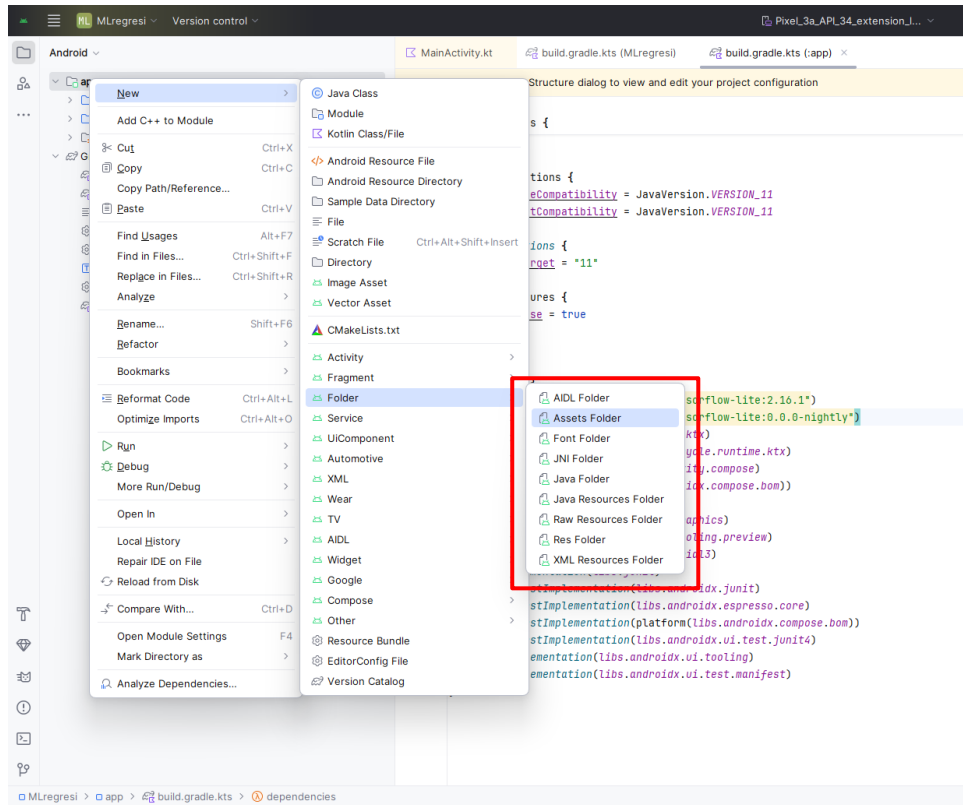


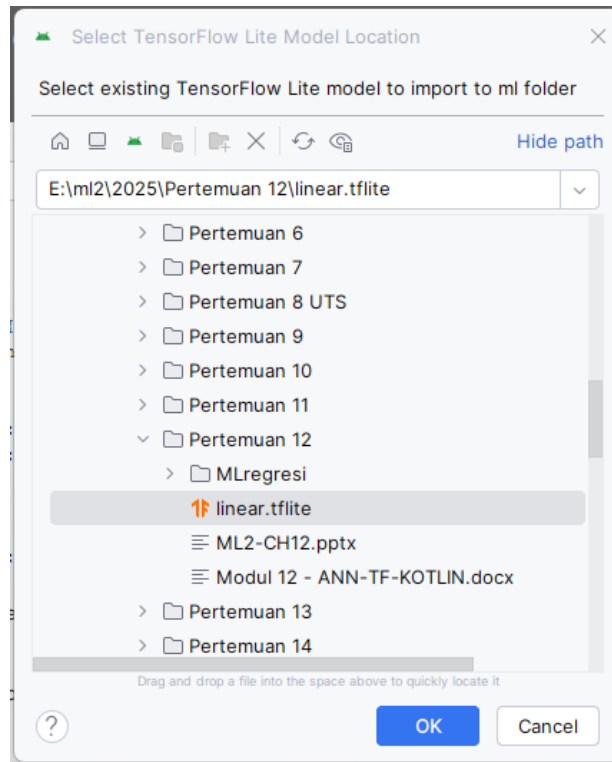


## Menambahkan tensorflow package pada build.gradle

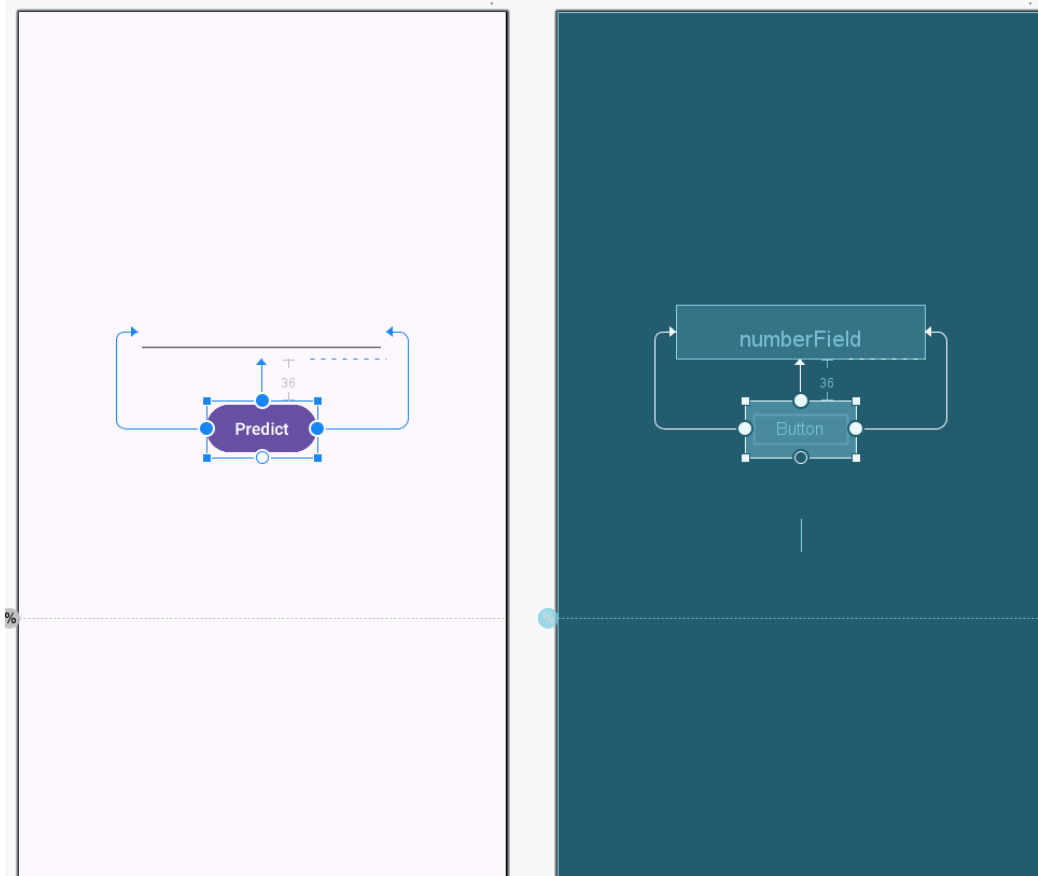


## Menambahkan folder assets untuk menyimpan model





## Membuat Layout Aplikasi



```

activity_main.xml
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"

    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <androidx.constraintlayout.widget.Guideline
        android:id="@+id/guideline"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:orientation="horizontal"
        app:layout_constraintGuide_percent="0.7" />

    <EditText
        android:id="@+id/numberField"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_marginBottom="220dp"
        android:ems="10"
        android:inputType="number"
        app:layout_constraintBottom_toTopOf="@id/guideline"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintHorizontal_bias="0.497"
        app:layout_constraintStart_toStartOf="parent"
        tools:ignore="MissingConstraints" />

    <Button
        android:id="@+id/btnPredict"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_marginTop="36dp"
        android:text="Predict"
        app:layout_constraintEnd_toEndOf="@+id/numberField"
        app:layout_constraintStart_toStartOf="@+id/numberField"
        app:layout_constraintTop_toBottomOf="@+id/numberField"
        tools:ignore="MissingConstraints" />

    <TextView
        android:id="@+id/txtResult"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_marginTop="52dp"
        android:textSize="20sp"
        app:layout_constraintEnd_toEndOf="@+id/btnPredict"
        app:layout_constraintStart_toStartOf="@+id/btnPredict"
        app:layout_constraintTop_toBottomOf="@+id/btnPredict" />
</androidx.constraintlayout.widget.ConstraintLayout>

```

## Library yang dibutuhkan dalam aplikasi

```
MainActivity.kt
package com.example.mlregresi

import android.content.res.AssetManager
import androidx.appcompat.app.AppCompatActivity
import android.os.Bundle
import android.widget.Button
import android.widget.EditText
import android.widget.TextView
import org.tensorflow.lite.Interpreter
import java.io.FileInputStream
import java.nio.MappedByteBuffer
import java.nio.channels.FileChannel
```

## Menentukan parameter nilai input dan output

```
MainActivity.kt
private lateinit var interpreter: Interpreter
private val mModelPath = "linear.tflite"

private lateinit var resultText: TextView
private lateinit var editText: EditText
private lateinit var checkButton: Button

override fun onCreate(savedInstanceState: Bundle?) {
    super.onCreate(savedInstanceState)
    setContentView(R.layout.activity_main)

    resultText = findViewById(R.id.txtResult)
    editText = findViewById(R.id.numberField)
    checkButton = findViewById(R.id.btnPredict)

    checkButton.setOnClickListener{
        var result = doInference(editText.text.toString())
        runOnUiThread{
            resultText.text = result.toString()
        }
    }

    initInterpreter()
}
```



## Membuat Interpreter

```

MainActivity.kt
private fun initInterpreter(){
    val options = Interpreter.Options()
    options.setNumThreads(4)
    options.setUseNNAPI(true)
    interpreter = Interpreter(loadModelFile(assets, mModelPath), options)
}

```

## Menjalankan Interpreter dengan data input dan output

```

MainActivity.kt
private fun doInference(inputString: String): Float{
    val inputVal = FloatArray( size: 1)
    inputVal[0] = inputString.toFloat()
    val ouput = Array( size: 1) {FloatArray( size: 1)}
    interpreter.run(inputVal, ouput)
    return ouput[0][0]
}

```

## Membuat fungsi untuk menjalankan model

```

MainActivity.kt
private fun loadModelFile(assetManager: AssetManager, modelPath: String): MappedByteBuffer{
    val fileDescriptor = assetManager.openFd(modelPath)
    val inputStream = FileInputStream(fileDescriptor.fileDescriptor)
    val fileChannel = inputStream.channel
    val startOffset = fileDescriptor.startOffset
    val declaredLength = fileDescriptor.declaredLength
    return fileChannel.map(FileChannel.MapMode.READ_ONLY, startOffset, declaredLength)
}

```

```

MainActivity.kt

package com.example.mlregresi

import android.content.res.AssetManager
import androidx.appcompat.app.AppCompatActivity
import android.os.Bundle
import android.widget.Button
import android.widget.EditText
import android.widget.TextView
import org.tensorflow.lite.Interpreter
import java.io.FileInputStream
import java.nio.MappedByteBuffer
import java.nio.channels.FileChannel

class MainActivity : AppCompatActivity(){

    private lateinit var interpreter: Interpreter
    private val mModelPath = "linear.tflite"

    private lateinit var resultText: TextView
    private lateinit var editText: EditText
    private lateinit var checkButton: Button

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)

        resultText = findViewById(R.id.txtResult)
        editText = findViewById(R.id.numberField)
        checkButton = findViewById(R.id.btnPredict)

        checkButton.setOnClickListener{
            var result = doInference(editText.text.toString())
            runOnUiThread{
                resultText.text = result.toString()
            }
        }

        initInterpreter()
    }

    private fun initInterpreter(){
        val options = Interpreter.Options()
        options.setNumThreads(4)
        options.setUseNNAPI(true)
        interpreter = Interpreter(loadModelFile/assets, mModelPath), options)
    }

    private fun doInference(inputString: String): Float{
        val inputVal = FloatArray( size: 1)
        inputVal[0] = inputString.toFloat()
        val output = Array( size: 1) {FloatArray( size: 1)}
        interpreter.run(inputVal, output)
        return output[0][0]
    }

    private fun loadModelFile(assetManager: AssetManager, modelPath: String): MappedByteBuffer{
        val fileDescriptor = assetManager.openFd(modelPath)
        val inputStream = FileInputStream(fileDescriptor.fileDescriptor)
        val fileChannel = inputStream.channel
        val startOffset = fileDescriptor.startOffset
        val declaredLength = fileDescriptor.declaredLength
        return fileChannel.map(FileChannel.MapMode.READ_ONLY, startOffset, declaredLength)
    }
}

```

