torchserve::Backend

+ Backend(const std
::string backendName,
 RuntimeType runtimeType)
+ virtual ~Backend()
+ virtual BackendModel
 loadModel(const Model
 &model, int gpuId)=0
+ virtual void predict
(std::shared_ptr< BatchJob
 > job)=0
+ void ping()
+ void handleConnection
(uint32_t port)
+ void runServer()