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