torchserve::Scheduler
< T1 >

- std::unique_ptr< Scheduler > next

+ virtual void enqueue (const std::unique_ptr < T1 > &task)=0
+ void next(const std ::unique_ptr< Scheduler < T2 > > &scheduler)

torchserve::WorkerManager
< T1 >

+ static std::unordered _map< BackendType, std ::shared_ptr< Backend > > backendMap
- std::shared_ptr< Backend > backend
- moodycamel::BlockingConcurrent Queue< BatchJob > batchJobQueue
- std::vector< std::shared _ptr< ModelInstance > > modelInstances
- std::unique_ptr< folly ::CPUThreadPoolExecutor > workerThreadPool

+ ~WorkerManager()
+ Status registerBackend (const Model &model)
+ Status createModelInstances (const Model &model)
+ Status addWorkers(int numWorkers)
+ void enqueue(const std::unique_ptr< T1 > &job)