

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
    > job)=0
+ void ping()
+ void handleConnection
  (uint32_t port)
+ void runServer()
```