Robot Perception and Control Tutorial

Last updated: Jul / 25 /2024

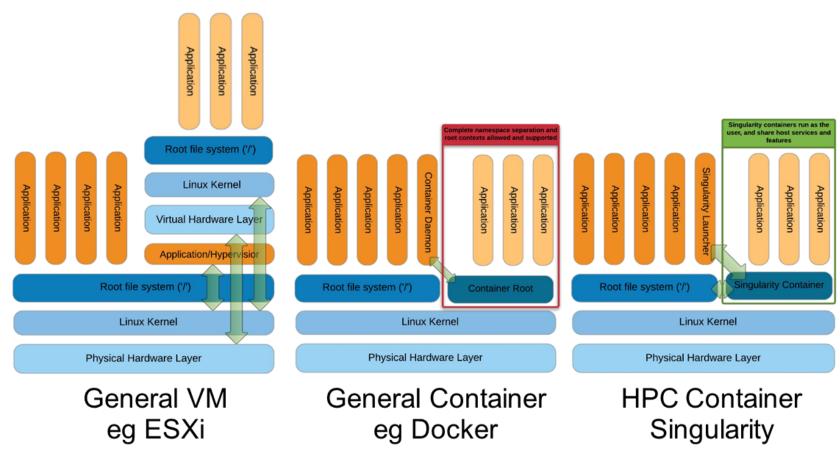
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Docker 🐸

Virtual Machine vs Containers

A **Virtual Machine (VM)** virtualizes the underlying hardware by means of a hypervisor, while it provides operating-system-level virtualization. **Containers** are more lightweight than VMs, as they are not emulating hardware.



Why Docker?

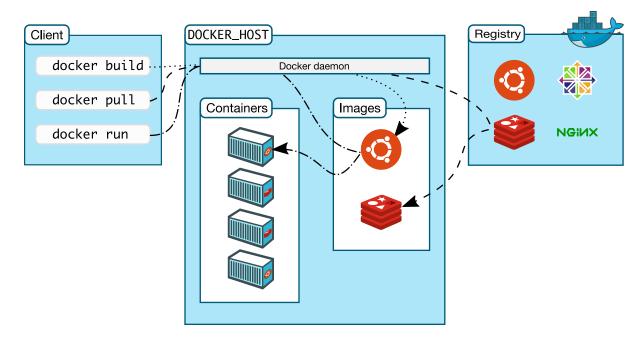
There are several merits of using Docker.

- We can share the environment $\stackrel{\square}{=}$
 - You can share the Docker Image to help others setup and run your code.
 - No more repeated setup process on every different machine!
- We can improve reproducibility.
 - The code works even after several years on the Image.
 - No more suffering from messing up your environment after installing some software updates.

Docker uses the Linux kernel to manage resources between containers; Docker has to run in a Linux virtual machine for Mac and Windows, which makes some feature fail on Mac and Windows.

Also the chip architecture needs to be considered (M1 and M2): some has to cross compile docker buildx build

Structure of Docker Environment



- Image: a template that contains middleware settings or commands needed to launch a container.
- **Container**: a virtual environment created based on a Docker Image where web servers, PyTorch environment, ... run.

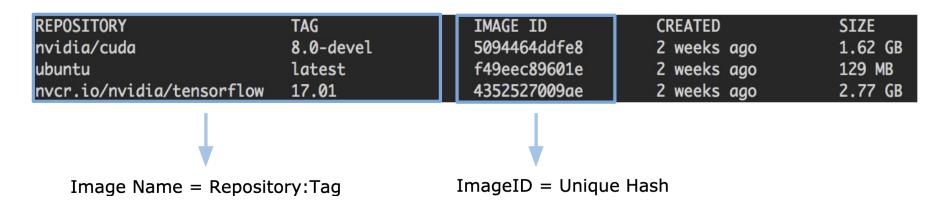
• **Registry**: Docker Hub is the place where the Images are published and shared.

Managing Images and Containers

- List Images: docker images
- Remove an Image: docker rmi < imageID>
- **Prune an Image:** docker image prune
- Get an Image: docker pull
- **Build an Image:** docker build -t <imageName> -f Dockerfile.

- List Containers: docker ps -a
- **Remove a Container:** docker rm < containerID>
- **Start a Container**: docker run <imageName>
- Attach to a running Shell: docker exec -it <containerID>

With docker images command, you can check <imageName> and <imageID>.



Getting your own Image

You can write a Dockerfile to create your own image:

```
# Specify the base image: you can explore docker hub.
FROM pytorch/pytorch:2.0.1-cuda11.7-cudnn8-runtime
# Install dependencies and command-line tools.
RUN apt-get update && apt-get install -y build-essential cmake git wget
# Set the working directory.
WORKDIR /workspace
ENV HOME /workspace
# Pip install python packages.
RUN pip install timm opency-python
```

Then: docker build -t <imageName> -f /path/to/Dockerfile. to build the image.

You can also publish your image on DockerHub by: docker login && docker push <i mageName>

Running Containers

Docker run Options

- –m remove the container after it exits
- -gpus for GPU isolation
- -i -t or -it interactive, and connect a "tty"
- -p 5004:8888 map port 8888 on the host to 5004 inside the container
- -v ~/data:/data map storage volume from host to container (bind mount) i.e. bind the ~/data directory in your home directory to /data in the container

Starts TensorFlow with ports, volumes, console, and comment (All 1 line):

docker run --rm -it --gpus all -p 5004:8888 -v ~/data:/data <imageName>

Running GUI Applications with Docker

1. Allow local X11 connections

xhost local:root

- 2. Run docker with options
- Intel GPU

docker run --device=/dev/dri:/dev/dri -v /tmp/.X11-unix:/tmp/.X11-unix -e DISPLAY

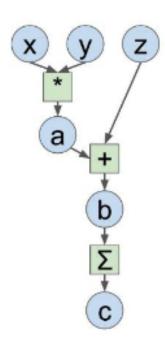
NVIDIA GPU

docker run --gpus 'all,"capabilities=compute,utility,graphics'" -v /tmp/.X11-unix:/tmp/.X11-unix -e DISPLAY

PyTorch 🖖

Computational Graph

Two elements of computational graph: valuable (blue) and operator (green).



$$c = \sum_{i}^{B} \sum_{j}^{C} (x_{i,j} \cdot y_{i,j} + z_{i,j})$$

```
import numpy as np
B, C = 3, 4
x = np.random.randn(B,C)
y = np.random.randn(B,C)
z = np.random.randn(B,C)
# forward pass
a = x * y
b = a + z
c = np.sum(b)
# backward pass (gradient computation)
grad_c = np.ones((1))
grad_b = np.tile(grad_c, b.shape)
grad_a = grad_b.copy()
grad_z = grad_b.copy()
grad_x = grad_a * y
grad_y = grad_a * x
```

```
import torch
B, C = 3, 4
x = torch.randn(B,C, requires_grad=True)
y = torch.randn(B,C, requires_grad=True)
z = torch.randn(B,C, requires_grad=True)
# forward pass
a = x * y
b = a + z
c = b.sum()
# backward pass (gradient computation)
c.backward()
```

PyTorch implements computational graph with: tensor and function, which comes with AD for easy gradient computation.

Tensors

Devices

CUDA and **CPU**

```
device = "cuda" if torch.cuda.is_available() else "cpu"
# move the array to a device
torch_arr = torch_arr.to(device)
print(torch_arr.device)
# move to cuda
torch_arr = torch_arr.to("cuda")
torch_arr = torch_arr.to("cuda:0") # GPU at idx 0
torch_arr = torch_arr.cuda()
# move to cpu
torch_arr = torch_arr.to("cpu")
torch_arr = torch_arr.cpu()
```

NumPy Array to Torch Tensor (CPU)

```
# Numpy to Torch
torch_arr = torch.from_numpy(np_arr) # cpu tensor

# Torch to Numpy
np_arr = torch_arr.cpu().numpy() # first move to cpu
```

Type Checking

```
type(torch_arr.cuda())
# torch.cuda.FloatTensor
type(torch_arr.cpu())
# torch.cpu.FloatTensor
type(np_arr)
# numpy.ndarray
```

Gradients

Optimizers and Loss functions

nn.Module docs t

A neural network model and its components can be represented by a nn.Module class.

```
class MLP(nn.Module):
    def __init__(self, ):
        super().__init__() # you have to call this in all child class!
        self.layer1 = nn.Linear(764, 100) # nn.Linear also inherits nn.Module and implements Linear layer (y = w*x + b)
        self.layer2 = nn.Linear(100, 10)

def forward(self, x): # forward is called in __call__() so that you can run the forward pass just by module(x)
        return self.layer2(F.relu(self.layer(x)))
```

- __init__: defines the parts that make up the model (sub-module or parameters)
- forward: performs the actual forward computation

PyTorch pre-defines common modules of the modern deep neural networks. See more at basic building blocks \$\frac{1}{2}\$