# Inference at the edge: tuning compression parameters

# for performance

Deliverable 1: Final year Dissertation

Bsc Computer Science: Artificial Intelligence

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March 16, 2021

**DECLARATION** 

I, Sam Fay-Hunt confirm that this work submitted for assessment is my own and is expressed in

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list of the references employed is included.

Signed: .....Sam Fay-Hunt......

Date: .....10/12/2020.....

Abstract: Abstract here

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# 1 Introduction

- Introduce terminology Inference, neural network model, pruning, layers, channels, filters
- Introduce models to be used high level conceptual representation of the models
- Introduce hypothesis
- ullet Describe research aims
- Define project objectives
- Describe how this work contributes to further research

# 2 Background

- Adapt from D1
- rewrite with more of a focus on the concrete channel and pruning methodology used
- Would be good to include wandb bayse hyperparam optimisation details

# 3 Methodology

#### 3.1 Overview

- Questions to be addressed
- Metrics to be measured why

#### 3.2 Conceptual Process

- Sensitivity analysis filter/channel selection and layer interdependencies
- Filter pruning implementation Theory
- Channel pruning implementation Theory
- Retraining pruned model

#### 3.3 Filter and channel selection

Link back to selected model - concrete examples of process described in previous section

- Filter selection (visual representation of filters)
- Channel selection (visual representation of channels)
- $\bullet \ \ \textit{Discussion of pruning consequences (and recovery) -i. top 1/top 5 \ before \ retraining \ and \ after}$

#### 3.4 Engineering/implementation details

- High level overview of physical system justify need for multiple training agents
- Pruning & retraining setup Distiller (Pruning & training)
- Benchmarking setup openvino + benchmark (getting latency/throughput)
- ullet Data processing wandb + data visualisation steps

#### 3.4.1 High level overview of system

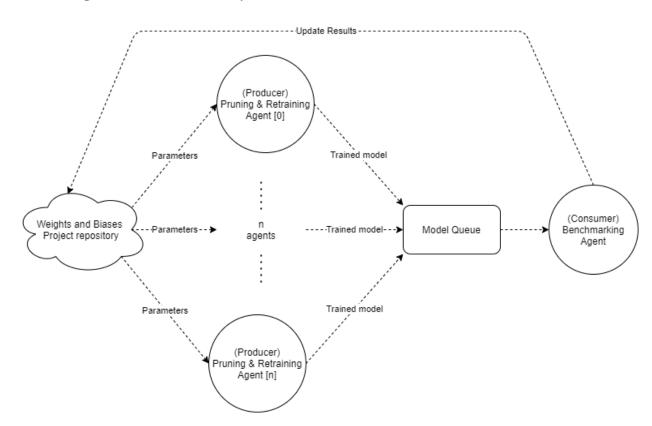


Figure 1: Diagram showing agent communication

While the process of pruning is relatively fast, retraining the network to regain lost accuracy can very demanding. To handle this problem we separated the benchmarking system (consumer) from the pruning and retraining systems (producer), this made it easy to add new pruning and benchmarking agents to a single experiment or run multiple experiments in parallel.

When pruning begins, the producer agent requests the (initially random) pruning parameters from the Weights and Biases Project server, the producer then applies the pruning algorithm and begins retraining the model. Upon completion of retraining the model is exported into ONNX format and added to a queue for the consumer (the benchmarking agent) to benchmark and record the results, these results are then logged to weights and biases.

#### 3.4.2 Benchmarking

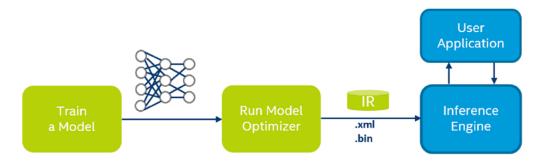


Figure 2: Workflow for deploying trained model onto NCS [1]

To pass the pruned and trained model to the Neural Compute stick we used OpenVino; a toolkit providing a high level **inference engine**(Ensure this is defined) API, this facilitates the process of optimizing the model for specialised hardware (in this case the NCS). OpenVino itself has a Benchmarking tool that we leverage to access to detailed latency and throughput metrics,

### 4 Evaluation

#### 4.1 Evaluation of experimental design

- Duration of training
- volume of data gathered
- (im)practicalities power consumption?
- limitations single optimisation metric
- Criticism of methodology

#### 4.2 Evaluation of results

- Summary of results per model/dataset
- Deep dive into results, detailed visualisations of accuracy & latency tradeoffs (maybe example with poor quality sensitivity analysis vs higher quality layer selection)

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# 5 Conclusion

#### 5.1 Further work

- Suggested improvements for methodology
- Next steps

#### 5.2 Discussion

• Discuss results

# A Back matter

#### A.1 References

### References

[1] (). "Model Optimizer Developer Guide - OpenVINO™ Toolkit," [Online]. Available: https://docs.openvinotoolkit.org/latest/openvino\_docs\_MO\_DG\_Deep\_Learning\_Model\_Optimizer\_DevGuide.html (visited on 03/15/2021).