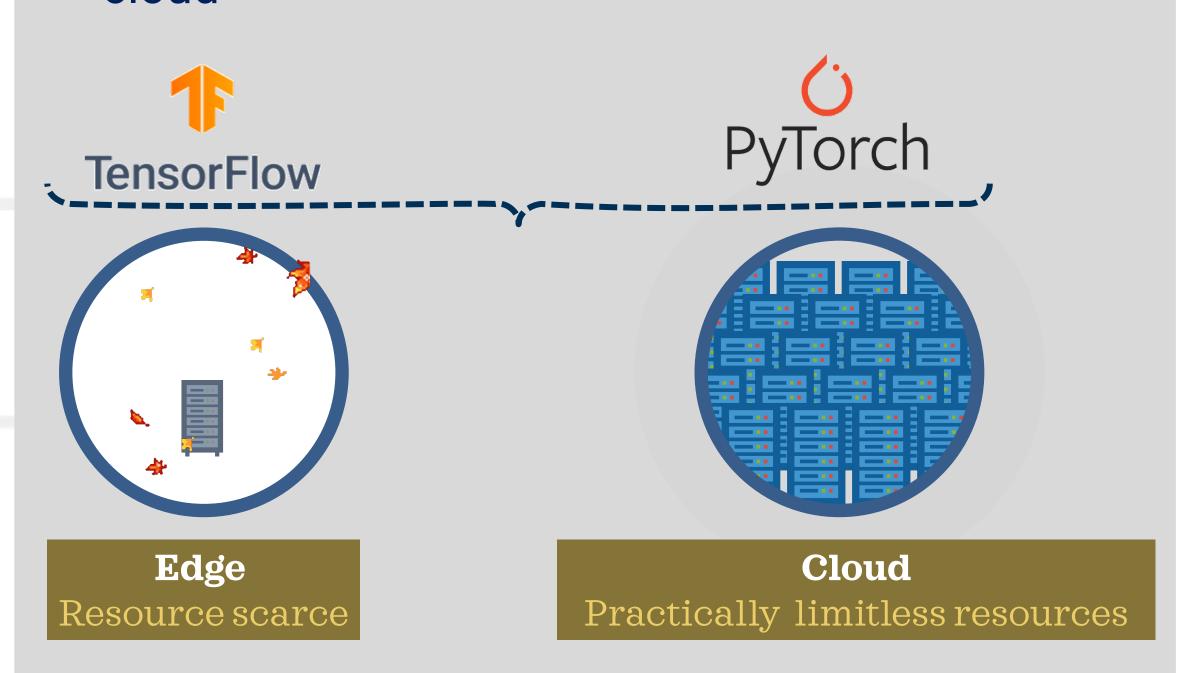
Serving Machine Learning from the Edge

Misun Park, Ketan Bhardwaj, Ada Gavrilovska

School of Computer Science

Problem Statement

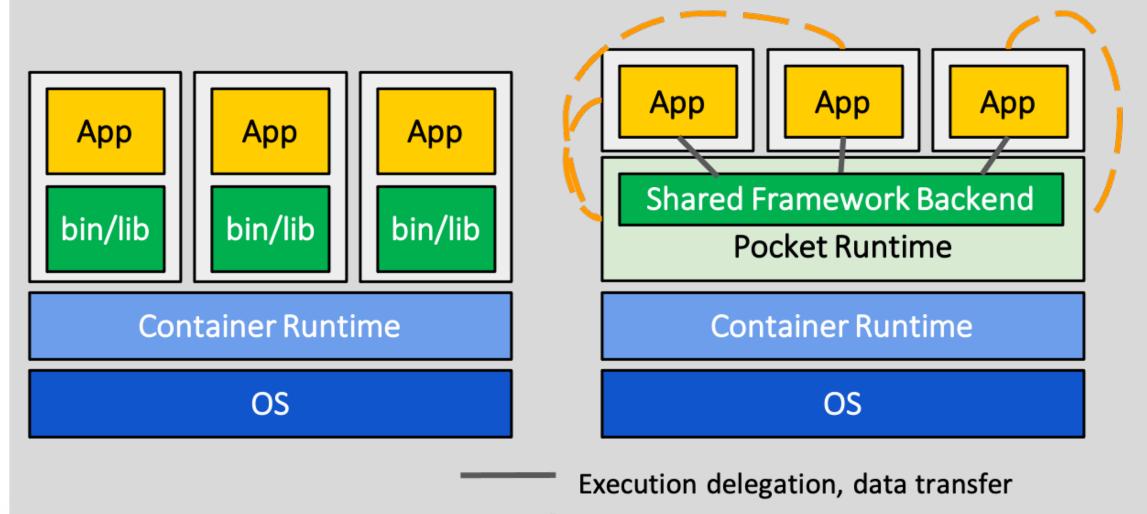
Resource-scarce edge vs. Resource abundant cloud



- A growing demand to serve a variety of complex applications, including video analytics and data analytics, at the edge
- Two contradictory goals: tight computing resource budget on edge servers and complex and resource-demanding applications contradict each other

Pocket Approach

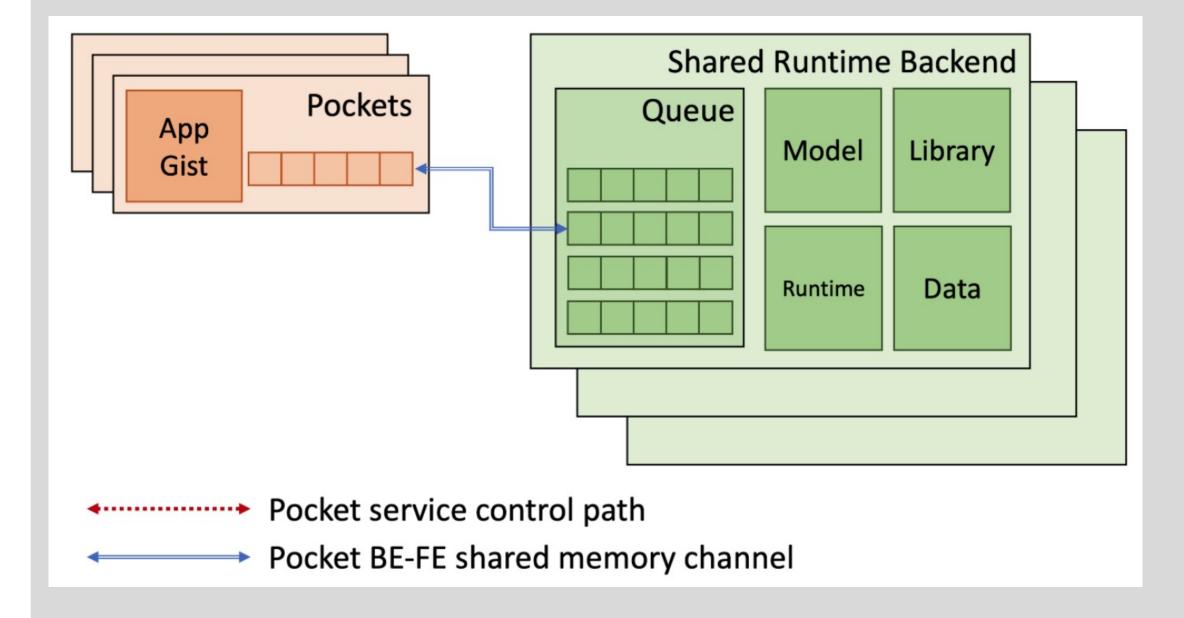
 Intuitive solution: having a shared runtime backend for multiple application front ends



 This approach raises questions on communication channel and resource management

Design Details

 Private queues for each application frontend and right isolation mechanism is implemented

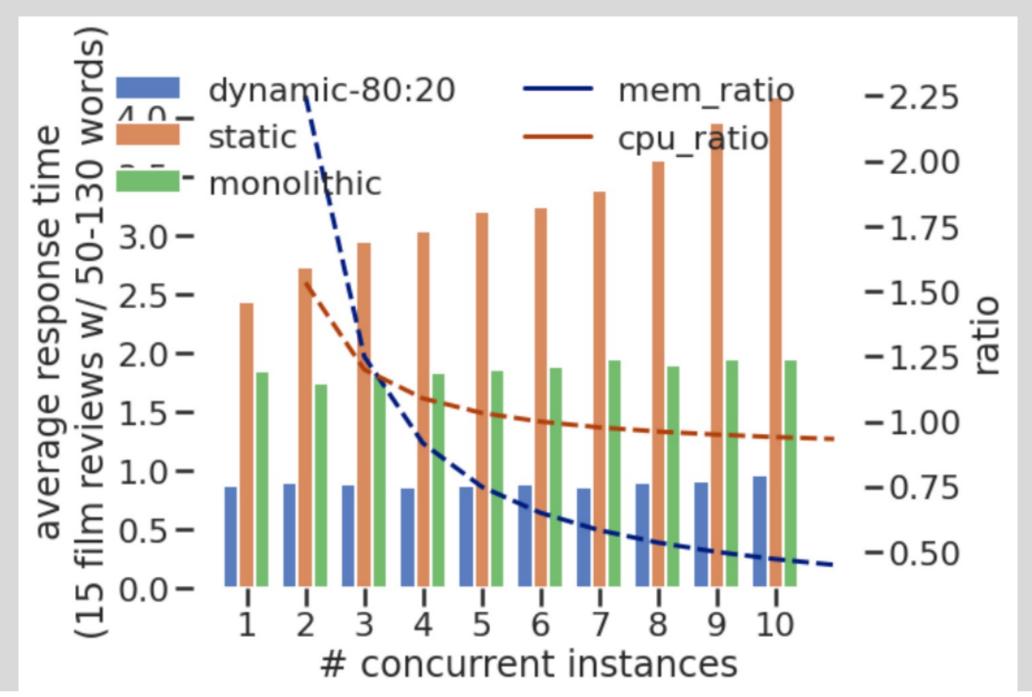


Proper resource is managed according to its policy

resource	granularity	resource	amount
type		realloc	to transfer
CPU core	connection	dynamic	(0, 1)
memory	function	static	N/A

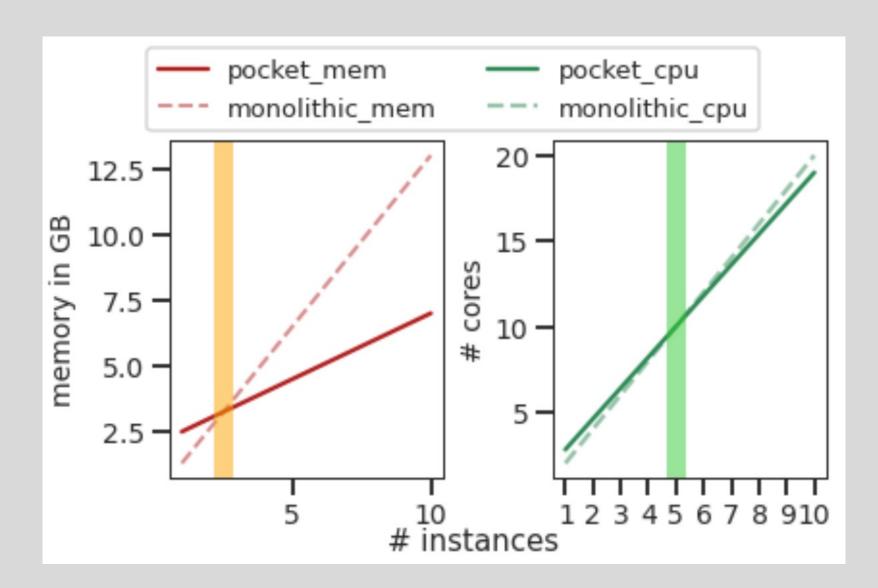
Evaluation

Better resource efficiency & performance
 Pocket serves the same number of applications
 with less amount of resource, while showing
 comparable performance (varying in applications)



• Better scalability

Overall, with the same amount of resource,
Pocket servers a greater number of concurrent
application instances at once



Conclusion

- Transplanting cloud-native technologies to edge does not work in terms of performance and scalability, because edge is resource scarce but the workloads on demand are heavily resource consuming.
- Pocket was started from intuitive idea that separating applications into (1) common part and (2) app-specific part, and make the common part shared
- That intuitive idea raises several design challenges and Pocket tackles it with its unique design, suggesting how this type of shared backend should be designed implemented
- Pocket minimizes the change app deployment and packaging so that the benefits from the large developer community won't disappear