Energy Optimization for Deep Learning in Edge Computing: An Overview

# INTRODUCTION

Edge computing

Deep learning

Energy concerns, optimization and challenges

# BACKGROUND

## Background on Edge computing

## Background on Deep Learning

# Industrial Applications (Energy-efficient DEEP LEARNING in Edge)

There are many existing studies on applying energy-efficient deep learning techniques in edge computing. They mainly focus on the following industrial applications.

## Internet of vehicles (6)

Vehicular edge computing (VEC) is the application of mobile edge computing (MEC) in vehicular scenarios, and it has received great attention.

Wang *et al.* [1] consider an increasingly prominent challenge of meeting communication and computational needs of vehicles with the emergence of vehicular applications. Fog computing improves the performance of vehicular services by using computational offloading at the network edge. They design a fog-cloud computational offloading method in Internet of Vehicles (IoVs) for minimizing both the power consumption of vehicles and that of computational facilities. An offloading problem is formulated as an NP-hard one, and solved by a heuristic algorithm gradually. Specifically, a predictive combination transmission mode is designed for vehicles, and a deep learning model is establishes for computational facilities for determining the optimal allocation of workload.

Ning *et al*. [75] consider the challenge of how to meet quality of experiences of users in intelligent networks with limited computing abilities of vehicular fog nodes. Fog computing infrastructure is deployed closely to terminals, and provides updated communication and computing platforms to emerging vehicular services. They develop a three-layer offloading framework for Internet of Vehicles (IoV) to minimize their total energy consumption while meeting delay constraints of users. Considering the high computational complexity, an optimization problem is formulated and decomposed into two parts including flow redirection and offloading decision. Then, a deep reinforcement learning-based mechanism is proposed to solve it. Real-world data-based evaluations show that the average energy consumption is reduced by 60% compared with the baseline algorithm.

Jiang *et al*. [19] consider a hybrid mobile edge computing (HMEC) platform including ground vehicles (GVs), ground stations (GSs) and unmanned aerial vehicle (UAVs). They are connected with mobile edge cloud that enables Internet of thing (IoT) devices or user equipments (UEs) to offload intensive computing tasks. It aims to develop an online offloading algorithm to achieve the energy consumption minimization for all UEs by optimizing positions of UAVs and GVs, user association and resource allocation in a dynamic environment. Then, a hybrid deep learning-based online offloading framework is designed and it applies a large-scale path-loss fuzzy c-means algorithm to predict the optimal positions of GVs and UAVs. A fuzzy membership matrix U-based particle swarm optimization algorithm is adopted to produce sample datasets for a deep neural network (DNN). Then, a DNN with a scheduling layer is developed to obtain computing resource allocation and user association while meeting practical latency needs of tasks with limited computing resources and energy of HMEC.

Lammie et al. [76] consider the challenging problem of the robust and efficient detection of weed species in robotic weed control technologies. Deep neural networks (DNNs) have demonstrated remarkable performance for plant classification. Training DNNs on graphics processing units (GPUs) provides higher levels of performance; however, GPUs consume large power. The field programmable gate array (FPGA)-based DNNs have many advantages in energy efficiency compared with traditional GPU- and CPU-accelerated networks. DNNs networks that are properly designed and customized on GPUs and FPGAs, are ideal candidates for inference and learning in resource-constrained and power-limited portable devices, e.g., robots and edge devices in Internet of Things (IoT). They adopt GPU- and FPGA-accelerated DNNs that are deterministically binarized for weed species classification in robotic weed control. Their results show that the FPGA-accelerated binarized networks dramatically outperform the GPU-accelerated ones in terms of power consumption reduction and weed image inference time. It provides a significant step for deep learning and inference on IoT edge devices, and portable machines like agricultural robots.

The fast increase of data processing needs from users in MEC, the traditional mobile edge servers (MESs) fail to provide effective and timely services. To solve it, Li *et al.* [37] tries to adopt unmanned aerial vehicle (UAV) as an MES that provides offloading of computational tasks for users. They aim to maximize the migration throughput for users’ tasks with UAV that only has limited energy. A maximization problem is formulated as a semi-Markov decision process without transition probability. Then, a deep reinforcement learning (DRL)-based scheme is proposed to maximize the migration throughput of user tasks. It achieves a maximum autonomic migration throughput for users’ tasks with limited UAV energy and improves quality of service of MEC.

Zhan *et al.* [81] consider a computation offloading scheduling problem in a VEC scenario, where a vehicular terminal (VT) travels along an expressway, and makes the scheduling decision for tasks waiting in their task queue. These tasks are independently produced by different applications, and therefore they have heterogeneous characteristics in terms of data size and computation-to-volume ratio. They lead to dynamical changes of data transmission time, energy consumption and transmission failures. Servers in MEC are equipped in roadside units (RSUs) are executed to perform computation for the VT. The resource-demanding tasks can be offloaded to MEC servers in RSUs for significantly reducing the energy consumption and execution latency of in-vehicle applications. They consider a key challenge of how to achieve a trade-off between energy consumption and task execution latency. To tackle it, a DRL-based offloading approach is designed to minimize the long-term cost in terms of a trade-off between task latency and energy consumption. Their DRL implementation is proposed according to a proximal policy optimization algorithm. It combines a parameter-shared network architecture with a convolutional neural network to approximate both value and policy functions for effective representative feature extraction.

## Microgrid (5)

Munir *et al.* [3] consider a problem of risk-sensitive microgrid energy profiling for a MEC network. It considers conditional value-at-risk and determines the predicted energy shortfall risk by using the coordination with uncertainties of both supply and demand. A multi-agent system is designed to specify an optimal scheduling strategy for the agents. Then, a multi-agent deep reinforcement learning based on asynchronous advantage actor-critic is adopted to mitigate the dimensionality curse and design the optimal energy profile among agents. Their results show that the proposed model realizes high-accuracy energy profiling than a single agent solution. Munir *et al.* [39] propose an energy supply plan for MEC networks supported by microgrid. An energy consumption minimization problem is formulated for microgrid-enabled MEC networks. It is a mixed integer nonlinear optimization one with tasks’ latency and computational constraints, and it also considers the uncertainty of both energy generation and consumption. It is decomposed into two subproblems including energy-efficient tasks allocation and energy supply plan. In addition, a density-based spatial application clustering is applied to solve the first one for each base station, and a model-based deep reinforcement learning is adopted to the second one. Naderializadeh and Hashemi [66] consider a computation offloading problem in a MEC architecture, and many energy-constrained users simultaneously offload their tasks to servers with a shared wireless medium. A multi-agent deep reinforcement learning method is proposed where an agent is designed for each server and it observes its associated users’ status and chooses the optimal offloaded user in each step. The task completion time and system lifetime are selected as two key performance factors, and their results prove that the proposed method achieves better performance than baseline algorithms. Khan *et al.* [95] introduce the factors that affect the selection of microgrids as major electrical grids, and gives benefits of microgrids. In addition, they consider the problems that hinder benefits brought by distributed energy production in microgrids, and then design an architecture based on artificial intelligence (AI) to address these challenges. Furthermore, a simulation framework is designed and useful data is adopted to build AI capabilities within energy utilities. In addition, a scalable framework that applies deep learning techniques is also implemented. Based on it, the AI inference at nodes and sensors in edge is realized to optimize the benefits brought by microgrids at different scenarios including community, enterprise and campus levels in smart cities.

## Computer Vision

Luo *et al.* [10] jointly optimize quality of experience (QoE) and energy consumption for video streaming in software-defined mobile networks. Specifically, a mechanism is proposed to jointly consider video quality adaption, buffer dynamics, video transcoding, edge caching and transmission. The time-varying channel is assumed as a discrete-time Markov chain, based on which two optimization problems are formulated as a Markov decision process (MDP) and a constrained MDP. A Lyapunov technique is adopted to transform a constrained MDP into regular one, which is further solved by an asynchronous advantage actor-critic algorithm. Then, the energy saving is achieved while QoE is also enhanced. Xu *et al*. [55] present an efficient CNN to reconstruct speckle image in cloud-edge computing for better image resolution with fewer inputs. A self-back stacked efficient residual factorized network is designed to reconstruct image through scattering medium. It includes two training stages, and the model is used for analyzing speckle image from low resolution to high one. Results show that a high resolution is achieved even if there are a small input samples. Lim *et al*. [38] propose an energy-efficient communication method in edge computing with deep learning, and it decreases power consumed by image transmission using edge computing. An energy-efficient IoT camera called CamThings is implemented by using the proposed communication and periodic on-off scheduling. CamThings performs better than the method that only adopts periodic on-off scheduling with respect to lifetime and power consumption. Zhang *et al*. [54] propose an offloading prediction algorithm to minimize real-time transmission of images. It predicts the future need for deep learning of each unmanned aerial vehicle (UAV), and transmits images only when necessary. Holistic allocation of resources is determined at edge according to the likelihood analysis of offloading for multiple UAVs. Monburinon *et al*. [68] present a hierarchical image recognition system based on edge computing, and its major processing is implemented at Raspberry Pi. A dynamic learning method is implemented and a convolutional neural network is trained to achieve recognition of animals in a specific environment. The recognition module is deployed in edge servers on gateway devices for performing offline image classification.

## Mobile Edge Computing (7)

Jin *et al*. [17] investigate a multi-user MEC system and propose computation offloading and resource allocation policies with the objective of minimization of energy consumption and service delay in a dynamic environment. An optimization framework is proposed based on deep reinforcement learning to maximize long-term cumulative rewards. Zhu *et al*. [44] propose a computation offloading mechanism to decrease completion time of applications and energy consumed by user devices. The formulated computation offloading problem is transformed into a time and energy optimization one. The optimal cost strategy is obtained with deep Q-learning. It outperforms local execution and random offloading with respect to energy consumption and completion time of service workflows.

Wang *et al*. [18] propose a DRL-based offloading framework to solve problems of task adaption and dependency in dynamic scenarios. It well learns an offloading policy represented by a sequence-to-sequence neural network. The offloading policy is inferred by automatically finding common patterns in different applications in various scenarios. Li *et al*. [23] investigate a multi-user MEC system in which many user equipments (UEs) realize computation offloading through wireless channels connected to an MEC server. The weighted cost of energy consumption and delay for UEs is formulated as an optimization objective. The offloading and allocation of computational resources are jointly optimized in an MEC system. A reinforcement Learning-based optimization framework is proposed by adopting Q-learning schemes. Zhang *et al*. [72] design an offloading framework for a network architecture including an MEC server and a mobile user based on deep reinforcement learning. The task flow offloading process is modeled as a Markov decision process. It aims to minimize the weighted sum of power consumption and offloading latency, which is transformed into the reward in each time slot. Yang *et al*. [30] consider a problem of joint minimization of energy and latency for hierarchical machine learning task distribution in mobile edge computing. The shallow neural network models are embedded in mobile devices in the framework. The computing-intensive and latency-sensitive tasks are offloaded to a nearby MEC server, which supports a deep neural network model. A piecewise convex optimization problem is formulated to minimize the weighted-sum of energy and latency. Then, a closed-form solution for an optimal strategy of partial offloading is obtained analytically. Dong *et al*. [21] investigate a mobile edge computing system supporting both low-latency and ultra-reliable communication services and delay tolerant ones. The normalized energy consumption is minimized by optimizing resource allocation, user association and offloading probabilities while meeting quality-of-service needs. A deep learning (DL) architecture is proposed and it is trained in a central server. An optimization algorithm is proposed to obtain the optimal offloading and resource allocation.

## Smart Grid (5)

Cheung *et al*. [16] design an unsupervised disaggregation model for the disaggregation of solar production from measurements of advanced metering infrastructures (AMI) without training data. The model only needs the inputs of AMI measurements from users in a regional area and solar irradiance. Then, users’ consumption is modeled by neighboring households and it does not need rooftop photovoltaics for achieving the disaggregation. Li *et al*. [69] develop a home energy management system in a demand side management (DSM) program and it is equipped with an edge computing server. It maximizes the expected total reward of a home owner, which is obtained by calculating the difference between reward of edge computing tasks and the sum of electricity cost, the computation offloading cost and the violating penalty of DSM needs. Then, the deep deterministic policy gradient is adopted to solve long-term temporal interdependency and high-dimensional state space in their formulated MDPs. Sirojan *et al*. [77] present a deep learning-based sustainable method for an edge device and it can be used on top of a power pole for detecting high impedance faults in a real-time manner. In the embedded edge node, larger throughput, less latency and network traffic offloading are achieved by using feature extraction, data acquisition and deep learning based fault identification. In addition, hardware pipelining and parallelism are used to realize the real-time fault identification on edge nodes, and guarantee efficient usage of resources. Zhang *et al*. [85] adopt a deep learning method named deep stacked autoencoder (SAE) to discover anomalies in physical system measurements. The proposed unsupervised method is evaluated to discover anomalies and investigate root cause analysis with an end-to-end transactive energy system testbed. It provides a transactive control mechanism for energy production of a large number of devices in edge computing and Internet of Things (IoT). Wang *et al*. [2] propose a model based on MobileNets convolutional neural network to discover the patterns of gas-insulated switchgear partial discharge (PD). The PD pattern datasets for recognition and classification are constructed by using FDTD simulation. After the MCNN model is obtained, an inverse residual structure and depthwise separable convolutions are used to address the vanishing gradient of deep convolutional neural networks in the recognition of PD patterns. The model improves the recognition performance of the gas-insulated switchgear PD, and it can also be incorporated into Ubiquitous Power Internet of Things where intelligent terminals are enabled by edge computing in embedded systems.

## Healthcare system (5)

Hartmann et al. [58] introduce classification techniques of healthcare applications, specifically for electrocardiogram (ECG) beat, in emerging edge computing. These classification techniques are implemented on a platform based on Raspberry Pi. A performance comparison of classification techniques is given in terms of three key performance indicators including latency, energy efficiency and accuracy, for health care applications. Reddy *et al*. [59] implement a voice disorder detection system with a deep learning method. A patient collects his/her voice samples apprehended by smart sensors, and these samples are sent to edge computing for initial transformation. Then, the produced knowledge is transmitted through edge to core cloud for further transformation. The analysis is realized by a service provider running in a cloud manager. Finally, automatic analysis is given and the result is sent back to a consultant, who gives the optimal therapy to patients. Granados *et al*. [52] investigate the balance between performance, latency and power consumption among gateway, cloud, fog and edge layers in an IoT medical platform. An IoT architecture is implemented to classify multichannel electrocardiogram (ECG) signals into abnormal or normal states with deep learning models. Then, a clinically relevant condition is represented by combining users’ embedded devices with current machine learning packages, *e.g.*, TensorFlow. Different hardware platforms are evaluated to obtain the optimal compromise with respect to power consumption, latency and convenience. Naeini *et al*. [96] propose a self-aware and smart system for the continuous monitoring of pain intensity at an edge layer, and it can dynamically make decisions at run-time for the pain level changes. Nased on the dataset of BioVid heat pain, the proposed method significantly reduces energy consumption with a negligible loss of accuracy compared to its non-adaptive peer. It can further provide objective and accurate pain assessment, which is a key for effective management pain. In this way, the energy consumption is minimized by adaptively offloading tasks to gateway devices in the edge layer. Tuli *et al*. [97] present a framework named HealthFog to apply ensemble deep learning in devices of edge computing, and run it for a real-world application to realize the automatic analysis of heart disease. It provides healthcare as a service by using IoT nodes and efficiently manages the heart data of patients. A Fog-supported cloud framework is adopted to evaluate its performance with respect to network bandwidth, power consumption, jitter, accuracy, execution time and latency.

## Smart Cities (5)

Ke *et al*. [43] propose a renewable energy aware and data offloading model and it investigates an MEC server in a dynamic IoT environment. The server executes different stochastic tasks and involves many time-changed wireless channels. A joint method is proposed for optimizing bandwidth allocation, data transmission delay, data offloading and consumption of renewable energy for IoT nodes according to a deep reinforcement learning method. It can cope with a continuous action space and avoid the dimensionality curse due to the action space complexity. Liu *et al*. [46] adopt deep reinforcement learning to realize an energy management system for an IoT-based edge computing infrastructure. Then, they give an introduction of IoT-based management of energy in smart cities. Besides, the software model and framework designed for the edge computing system are described. Furthermore, an energy scheduling method based on deep reinforcement learning is presented for the framework and evaluated. It can efficiently use green energy management systems in explosively developed smart cities. Zhang *et al*. [47] design an assessment method for urban street cleanliness by using deep learning and mobile edge computing. High-resolution cameras run in vehicles and obtain images of the street. The servers in mobile edge are adopted to store the information of street image. Then, the street data is delivered to a cloud data center for further processing and analysis by using city networks. In addition, the faster region convolutional neural network is adopted to determine the categories of street garbage and calculate the number of garbage. Finally, the proposed method is integrated into a framework of the calculation of street cleanliness. It visualizes the levels of street cleanliness, and helps city managers to effectively schedule clean-up personnel. Luong *et al*. [82] adopt deep learning and propose an optimal auction for the allocation of edge resources. A multi-layer neural network architecture is proposed according to the analytical solution for the obtained optimal auction. The monotone transformations of bids of the miners are performed by neural networks. Then, the conditional payment rules are calculated for the miners. Then, the valuations of the miners are used as the training data to change parameters of neural networks to achieve the loss function minimization. It derives the optimal auction that leads to high revenue for mobile blockchain. Lee *et al*. [98] design a system to predict the consumption of energy by using a deep learning algorithm in an edge environment. The proposed system is applied in an office environment by creating a testbed. The long short-term memory network is adopted to demonstrate its high prediction accuracy for time series energy data in each day. It greatly improves the sustainability and sophistication of smart cities for governments around the world.

# DNN-based mechanisms for energy optimization

## DNN compression (5)

DNN compression is an attractive solution to reduce the complexity of a given network. The work of [14] proposed a 3-step method (pruning, quantization and encoding) to significantly reduce the memory footprint of a given DNN. Network pruning was first used in [10] to reduce the number of connections. Several different pruning methodologies have been explored in the literature Different magnitude-based pruning methods are shown in Figure 2. Structured pruning [75] employs constraints on some DNN parameters (e.g., kernel, filter, channel) to maintain a certain structure. Another approach is to prune the redundant and least significant weights, regardless of the structure of the DNN itself [15] [45], and share the weights to reduce the dimensionality [14]. Other compression methods, based on variational dropout [44], knowledge transfer [24] and low-rank approximations [70] are promising as well. On the other hand, techniques which are focusing on reducing the precision, like quantization [79] [71], binarization [54] and approximate computing [4] have to leverage the trade-off between accuracy and efficiency.

Currently, developing a lightweight, efficient, and high-scalability framework to support diverse deep learning modes at the edge cannot be more important and urgent. Based on the application, certain optimizations can also be employed at run-time to reduce the number of samples to be processed. For example, in case of object detection application [58], a high-resolution image can be divided into multiple smaller images (known as tiling) and a selection criterion can be applied to select images with high activity regions. This process enables us to design DNNs which accept smaller inputs and thus are more computationally and latency-wise efficient.

Yan and Pei [56] develop a framework to produce a robust compressed model based on deep convolutional neural network in an edge environment. The obtained model is then partitioned and further trained in mobile devices and an edge server, respectively. The compressed model is robust and it is mainly obtained by using model robustness and compression. First, a defensive mechanism is designed in model robustness, and it improves the robustness of the compressed model compared with adversarial examples. In addition, its weight distribution is further considered to improve its accuracy. The compressed model is small-scale yet robust, and it can be deployed in mobile devices for recognition tasks. Then, the collaborative inference between devices and servers is achieved while providing strong robustness and high accuracy. Lu *et al*. [62] adopt the predictive ability of machine learning, and implement a device-level engine for the selection of DNN models and quality-of-experience-optimal inference in edge. A problem of DNN model selection is formulated in a multi-armed contextual bandit framework. The DNN models and features of edge nodes are contexts and pre-trained models are arms selected according to the historic information of actions and users' quality of experience. An efficient online learning algorithm is developed to achieve a balance between exploration and exploitation. Wu *et al*. [80] present an energy-efficient accelerator for sparse compressed convolutional neural networks (CNNs) by decreasing accesses of DRAM and removing zero-operand computation. The compression of weights is adopted for sparse compressed CNNs to decrease the needed and memory. Therefore, zero-valued activations are produced by ReLU functions. In addition, workloads are allocated according to channels to enhance the task parallelism degree, and all-row-to-all-row multiplication of non-zero elements is utlized for avoiding redundant computation.

Young *et al*. [84] show that the automated design of deep neural networks is attracting a growing amount of attention, and it creates the different networks that contain significantly different characteristics of computations, *e.g.*, model size, energy usage and inference time, especially as the number of deep learning applications increases. Then, it provides a chance to utilize this hyperparameter optimization process to make deep neural networks energy efficient, and they are easy to be deployed in smaller devices. Marchisio *et al*. [20] point that deep neural networks have unmatchable performance in different applications, *e.g.*, computer vision, natural language processing and image processing. However, their energy consumption is becoming a difficult problem as deep neural networks increase in complexity because the edge devices are usually resource-limited and energy- limited. Consequently, specialized optimizations, *e.g.*, compression techniques, are highly needed for deep learning and have to be implemented in both hardware and software. The current trends of these optimization algorithms are comprehensively surveyed and important open research challenges are also discussed. Zhang *et al*. [4] give a performance comparison of many widely used machine learning packages designed for devices in edge computing, *e.g.*, TensorFlow, Caffe2, MXNet, PyTorch, and TensorFlow Lite. They mainly evaluate memory footprint, latency and energy of these packages by using two types of neural networks on different devices in edge. The evaluation gives a reference to choose suitable combinations of software and hardware packages for end users, and also show potential future directions to further optimize packages.

## DNN partitioning (5)

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## Power/Battery Management (7)

[22]. Recently, distributed sustainable data centers based on **renewable** power generators have been deployed in order to efficiently reduce both the energy cost and carbon emission. The proposed method adopts long short-term memory approach to improve the prediction accuracy of renewable power capacity for a long period, and unsupervised deep learning (DL) solver to resolve the coordinated DRS/FS optimization.

[24] we study the dynamic MEC-access control problem for maximizing the long-term average uplink transmission rate whilst minimizing the transmission energy consumption for green IoT networks, in which the IoT device is powered by a rechargeable battery that can harvest energy from the surrounding environments.

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## Resource Allocation (9)

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## Computational offloading (8)

In order to achieve lower average task’s latency and energy consumption, we minimize the weighted summation of the average task’s delay and energy consumption by optimizing the task’s offloading decision [91].

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## DNN hardware architecture (9)

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Hardware Accelerators: The optimizations at the software level should be supported by specialized hardware accelerators in a codesign fashion [47] [19]. Recent advances in the datacenter computing deep learning [27] have inspired accelerators for edge devices. Specialized accelerators like [5] [28] exploit the concurrency and the parallelism available in the processing of the DNNs, especially for convolutional leyers, while [20] takes care also of the fully-connected layers. These architectures, however, accelerate dense DNNs, and cannot exploit the sparsity introduced by pruning. Therefore, specialized accelerators for sparse DNNs are required [13][52]. Challenging aspects of these accelerators are flexibility, reconfigurability and data reuse [35][39][65]. Moreover, particular types of DNNs, like CapsuleNets [60] and GANs [91] present several differences in the computation patterns, as compared to traditional DNNs. These challenges are addressed by their specialized accelerators. For example, CapsAcc [46] adopts a data reuse policy to efficiently process the routing-by-agreement algorithm on a systolyc array-based accelerator for CapsuleNets, and GANAX [76] propose a unified MIMD-SIMD design for concurrent execution of GANs. The software-level optimizations mainly include network pruning (Step-1 in Fig. 3) and quantization (Step-2 in Fig. 3) of the parameters.

## DNN packages and tools (11)

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Neurosurgeon [5] is a lightweight scheduler that can automatically partition DNN computation between mobile devices and datacenters at the granularity of neural network layers. By effectively leveraging the resources in the cloud and at the edge, neurosurgeon achieves low computing latency, **low energy consumption**, and high traffic throughput.

FPGA-based accelerators can achieve high-performance computing with low energy, high parallelism, high flexibility, and high security [6].

An efficient speech recognition engine (ESE) is designed to speed up the predictions and save energy when applying the deep learning model of LSTM. ESE is implemented in a Xilinx XCKU060 FPGA operating at 200 MHz. For the sparse LSTM network, it can achieve 282 GOPS, corresponding to 2.52 tera operations per second (TOPS) on the dense LSTM network. In addition, energy efficiency improvements of 40× and 11.5× are achieved, respectively, compared with the CPU- and GPU-based solution [7].

NVIDIA Jetson TX2 is an embedded AI computing device, which is designed to achieve low latency and high power efficiency. It is built upon an NVIDIA Pascal GPU with 256 CUDA cores, an HMP Dual Denver CPU, and a Qualcomm ARM CPU. It is loaded with 8 GB of memory and 59.7 GB/s of memory bandwidth and the power is about 7.5 W. The GPU is used to execute the deep learning task, and CPUs are used to maintain general tasks. It also supports the NVIDIA Jetpack SDK that includes libraries for deep learning, computer vision, GPU computing, and multimedia processing [8].

Edge TPU is Google’s purpose-built ASIC for edge computing. It augments Google’s Cloud TPU and Cloud IoT to provide an end-to-end infrastructure and facilitates the deployment of customers’ AI-based solutions. In addition, Edge TPU can combine the custom hardware, open software, and state-of-the-art AI algorithms to achieve high performance with a small physical area and low power consumption [9].

Prevalence of internet of things (IoT) enabled applications provide a new opportunity to low-cost FPGA devices to act as edge computing neural network nodes. Although FPGA vendors provide neural network development environments, they often target high-end devices. At the same time these development platforms are not as user friendly as their software counterparts. In this work we introduce ZyNet, a Python package, which enables faster implementation of deep neural networks (DNNs) targeting low-cost hybrid FPGA platforms such as the Xilinx Zynq. Based on hardware-software co-design approach, this platform supports pre-trained or on-board trained networks with development environment very similar to the popular TensorFlow. Implementation results show that the DNNs generated by the platform achieve accuracy very close to software implementations at the same time gives throughput by an order of magnitude compared to other edge computing devices at lower energy footprint. The platform is integrated with Xilinx development tools and is distributed as open source.

# NEW TRENDS AND OPEN CHALLENGES (Duplicated papers)

OPEN RESEARCH CHALLENGES

**Hardware Software Co-Design**: A common trend is to optimize the DNN for achieving high accuracy, without caring much about the underlying hardware complexity and energy consumption of a computing device. On the other hand, hardware designers have to implement a-posteriori architectures to exploit the software-level optimizations. However, hardware-aware software-level optimizations, e.g., for DNN architecture exploration [69] or compression [43] are promising and need further efforts to succeed. [20].

**In-Memory Computing**: It seems to be a promising paradigm for developing accelerators that can offer orders of magnitude of energy-efficiency gains compared to the conventional CPU and GPU based systems. However, the high variation characteristics associated with ReRAM and other non-volatile memories limit the accelerators which are based on them to offer precise functionality. Towards this, the multi-level cell (MLC) ReRAM technology has to be mature enough to offer reasonable precision while offering high data density. Also, a significant amount of work is required to develop methods which can be used to train networks such that they can offer high accuracy even when operated on NVM-based in-memory computing devices. [20].

**Hardware-Aware Hyperparameter Tuning and DNN Architectural Exploration**: Several software-level optimization techniques have been proposed which highlight that sparse DNNs, i.e., having lesser number of parameters, can also offer nearly the same level of output accuracy as dense DNNs. Systematic methodologies are required which, while being aware of the underlying hardware architecture and the system, can tune the network such that it offers near-optimal energy and performance efficiency while maintaining the baseline accuracy. [20].

Event-based Spiking Neural Networks: They have the potential to be much more energy-efficient, as compared to digital-based DNNs, because the power is only consumed when a spike is firing. Such event-driven processing are promising. Therefore, companies like IBM and Intel are investing into their respective neuromorphic architecture chips and its accelerators [48] [9]. [20].

## Distributed and Collaborative DNN

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## Relationship to SDN and NFV Technologies

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## Management and Scheduling of Edge Compute Resources

## Emerging Technologies

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## Deep Learning Benchmarks on Edge Devices

# CONCLUSION

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