Propainter Development

Yanglin ZHANG

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Task 1: Deploy gradio

Development Environment

Clone the repository by running the following command:

```
git clone git@github.com:lucky9-cyou/ProPainter.git
```

Download the propainter checkpoints and SAM checkpoints. For SAM, we use the `sam_vit_h_4b8939.pth` checkpoint.

Install the development environment by running the following commands:

```
# create new anaconda env
conda create -n propainter python=3.8 -y
conda activate propainter

# install pytorch
conda install pytorch torchvision torchaudio pytorch-cuda=11.8 -c pytorch -c
nvidia

# intall tensortrt for cuda 11.8
wget https://developer.nvidia.com/downloads/compute/machine-learning/tensorrt/
10.5.0/local_repo/nv-tensorrt-local-repo-ubuntu2204-10.5.0-cuda-11.8_1.0-1_amd
64.deb
dpkg -i nv-tensorrt-local-repo-ubuntu2204-10.5.0-cuda-11.8_1.0-1_amd64.deb
sudo cp /var/nv-tensorrt-local-repo-ubuntu2204-10.5.0-cuda-11.8/nv-tensorrt-
local-EE22FB8A-keyring.gpg /usr/share/keyrings/
sudo apt update
sudo apt install tensorrt
python3 -m pip install --upgrade tensorrt-cu11 --extra-index-url https://pypi.
nvidia.com

# install python dependencies
pip3 install -r requirements.txt

# install tensorrt model optimizer and some cuda dependencies
pip install cupy-cuda11x
pip install cuda-python
pip install "nvidia-modelopt[all]~=0.17.0" --extra-index-url https://pypi.
nvidia.com


# install web dependences
pip install -r web-demos/hugging_face/requirements.txt
```

Run the Gradio Application

Run the following command to start the Gradio application:

```
cd web-demos/hugging_face/
python3 app.py
```

The Gradio application will be available at 'http://127.0.0.1:7860/' by VSCode port forwarding or 'http://101.126.90.71:50183'.

Task 2: Invoke the Gradio Application

You can use `client.py` to invoke the Gradio application. The following is an example of how to use the client to invoke the Gradio application:

```
python client.py --video inputs/sample/sample.mp4 --pose weights/vitpose.pt
```

The inpainted video will be saved to `outputs/sample.mp4`. If you want to change the output path, you can use the `--output` option.

Task 3: Optimization inference speed

Time Analysis

Current command:

```
/usr/src/tensorrt/bin/trtexec --onnx=raft.onnx --saveEngine=raft-fp8.engine --
fp8 --verbose  --minShapes='gtlf_1:1x3x640x360','gtlf_2:1x3x640x360' --
optShapes='gtlf_1:12x3x640x360','gtlf_2:12x3x640x360' --
maxShapes='gtlf_1:12x3x640x360','gtlf_2:12x3x640x360'  --
dumpOptimizationProfile --builderOptimizationLevel=5 --useSpinWait --
sparsity=enable > raft-fp8.log
```

All the time is based on the `sample.mp4` video. The video resolution is 640x360 (360p), and the video length is 1032 frames.

	VOS tracking	**Raft time**	**Complete flow time fp16**	**Image propagation fp16**	**Feature Propagation fp16**
Time	24090.20447 ms	58275.726223 ms	6067.899583 ms	1963.095136 ms	86457.671271 ms

RAFT Optimization

The RAFT model is composed of three parts: `feature block`, `context block` and `update block`. The following is the optimization strategy for each block:

- Use TensorRT Model Optimizer to convert the PyTorch model to ONNX format.
- Using tensorrt `best` mode to optimization.

Some commands:

```
/usr/src/tensorrt/bin/trtexec --onnx=raft_fnet_quan.onnx --
saveEngine=raft_fnet_quan_best.engine --best --verbose  --
```

```
minShapes='x:2x3x640x360' --optShapes='x:24x3x640x360' --
maxShapes='x:24x3x640x360'  --dumpOptimizationProfile --
builderOptimizationLevel=4 --useSpinWait --sparsity=enable >
raft_fnet_quan_best.log

/usr/src/tensorrt/bin/trtexec --onnx=raft_cnet_quan.onnx --
saveEngine=raft_cnet_quan_best.engine --best --verbose  --
minShapes='x:1x3x640x360' --optShapes='x:12x3x640x360' --
maxShapes='x:12x3x640x360'  --dumpOptimizationProfile --
builderOptimizationLevel=4 --useSpinWait --sparsity=enable >
raft_cnet_quan_best.log

/usr/src/tensorrt/bin/trtexec --onnx=raft_update_block_quan.onnx --
saveEngine=raft_update_block_quan_best.engine --best --verbose  --
minShapes='net_in:1x128x80x45','inp:1x128x80x45','corr:1x324x80x45','flow:1x2x80x45'
--
optShapes='net_in:12x128x80x45','inp:12x128x80x45','corr:12x324x80x45','flow:12x2x80x45'
--
maxShapes='net_in:12x128x80x45','inp:12x128x80x45','corr:12x324x80x45','flow:12x2x80x45'
--dumpOptimizationProfile --builderOptimizationLevel=4 --useSpinWait --
sparsity=enable > raft_update_block_quan_best.log
```

Optimization results:

	Torch fp32	TensorRT best	Speedup
Time	58275.726223 ms	25342.446789 ms	2.2

Feature Propagation and Transformer Optimization

Model Inference Optimization

The feature propagation and transformer are the most time-consuming parts of the model. It is composed of `encoder`, `decoder`, `softsplit`, `softcomp`, `feat_prop` and `transformer`. The following is the optimization strategy for each part:

- Use TensorRT Model Optimizer to convert the PyTorch model to ONNX format.
- Using tensorrt `best` mode to optimization.
- Not consider `transformer` optimization.

Some commands:

```
/usr/src/tensorrt/bin/trtexec --onnx=inpainter_encoder.onnx --
saveEngine=inpainter_encoder_best.engine --best --verbose  --
minShapes='input:9x5x640x360' --optShapes='input:18x5x640x360' --
maxShapes='input:18x5x640x360'  --dumpOptimizationProfile --
builderOptimizationLevel=4 --useSpinWait --sparsity=enable >
inpainter_encoder.log

/usr/src/tensorrt/bin/trtexec --onnx=inpainter_decoder.onnx --
saveEngine=inpainter_decoder_best.engine --best --verbose  --
minShapes='input:6x128x160x90' --optShapes='input:11x128x160x90' --
maxShapes='input:11x128x160x90'  --dumpOptimizationProfile --
```

```
builderOptimizationLevel=4 --useSpinWait --sparsity=enable >
inpainter_decoder.log

/usr/src/tensorrt/bin/trtexec --onnx=inpainter_feat_back_deform_align.onnx --
saveEngine=inpainter_feat_back_deform_align_best.engine --best --verbose  --
dumpOptimizationProfile --builderOptimizationLevel=4 --useSpinWait --
sparsity=enable > inpainter_feat_back_deform_align.log

/usr/src/tensorrt/bin/trtexec --onnx=inpainter_feat_forw_deform_align.onnx --
saveEngine=inpainter_feat_forw_deform_align_best.engine --best --verbose  --
dumpOptimizationProfile --builderOptimizationLevel=4 --useSpinWait --
sparsity=enable > inpainter_feat_forw_deform_align.log

/usr/src/tensorrt/bin/trtexec --onnx=inpainter_feat_back_backbone.onnx --
saveEngine=inpainter_feat_back_backbone_best.engine --best --verbose  --
dumpOptimizationProfile --builderOptimizationLevel=4 --useSpinWait --
sparsity=enable > inpainter_feat_back_backbone.log

/usr/src/tensorrt/bin/trtexec --onnx=inpainter_feat_forw_backbone.onnx --
saveEngine=inpainter_feat_forw_backbone_best.engine --best --verbose  --
dumpOptimizationProfile --builderOptimizationLevel=4 --useSpinWait --
sparsity=enable > inpainter_feat_forw_backbone.log

/usr/src/tensorrt/bin/trtexec --onnx=inpainter_feat_fuse.onnx --
saveEngine=inpainter_feat_fuse_best.engine --best --verbose  --
minShapes='feat:6x258x160x90' --optShapes='feat:11x258x160x90' --
maxShapes='feat:11x258x160x90' --dumpOptimizationProfile --
builderOptimizationLevel=4 --useSpinWait --sparsity=enable >
inpainter_feat_fuse.log
```

Optimization results:

	Torch fp32 + fp16	**TensorRT Encoder best**	**TensorRT Feature best**	**Speedup**
Time	86457.671271 ms	79078.691251 ms	78972.896806	1.09

NOTE: TensorRT Model Optimizer will cause loss of accuracy for encoder and decoder. Most computation is in the `transformer` part, but the `transformer` part very complex and hard to optimize. It need more time to optimize.

Multi-thread Optimization

We can use multi-thread to optimize the inference feat propagation and transformer.

Optimization results:

	Torch fp32 + fp16	**Multi Thread**	**Speedup**
Time	86457.671271 ms	68060.301863 ms	1.27

Inpainting Optimization

Optimization results:

	Torch fp32	Torch fp32 + fp16	Final	Speedup
Time	227701.289064 ms	185057.978153 ms	122179.337429 ms	1.86

How to running

Normal branch is `main` branch, you can run the following command to start the Gradio application:

```
conda activate propainter
cd /root/ProPainter/web-demos/hugging_face/
python3 app.py
```

Optimization branch is `feat/tensorrt-model-opt` branch, you can run the following command to start the Gradio application:

```
conda activate propainter
cd /root/ProPainter/web-demos/hugging_face/
python3 app.py
```

Run the following command to invoke the Gradio application:

```
conda activate propainter
cd /root/ProPainter/
python client.py --video inputs/sample/sample.mp4 --pose weights/vitpose.pt
```