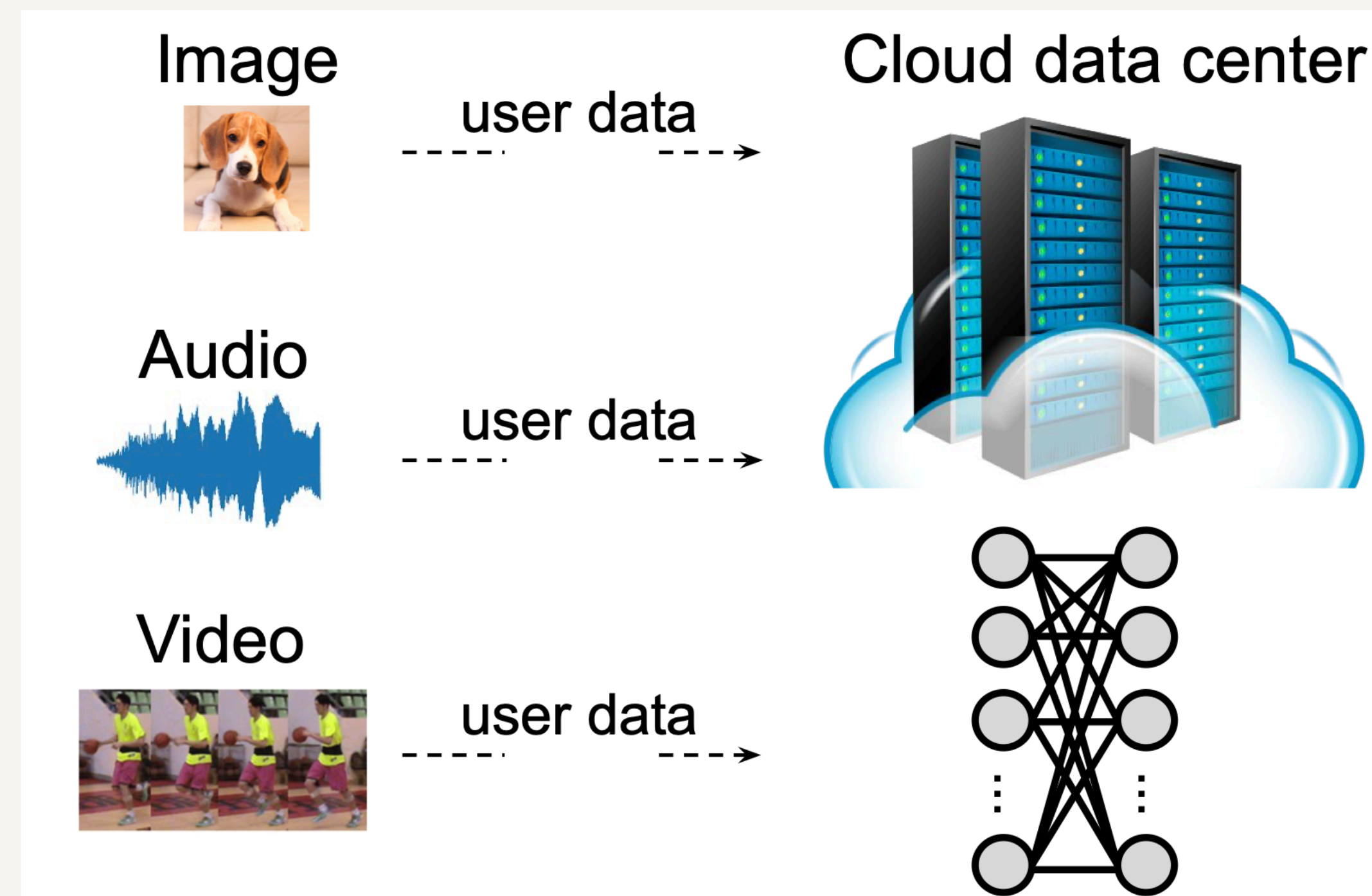


# **Distributed Inference with Deep Learning Models across Heterogeneous Edge Devices**

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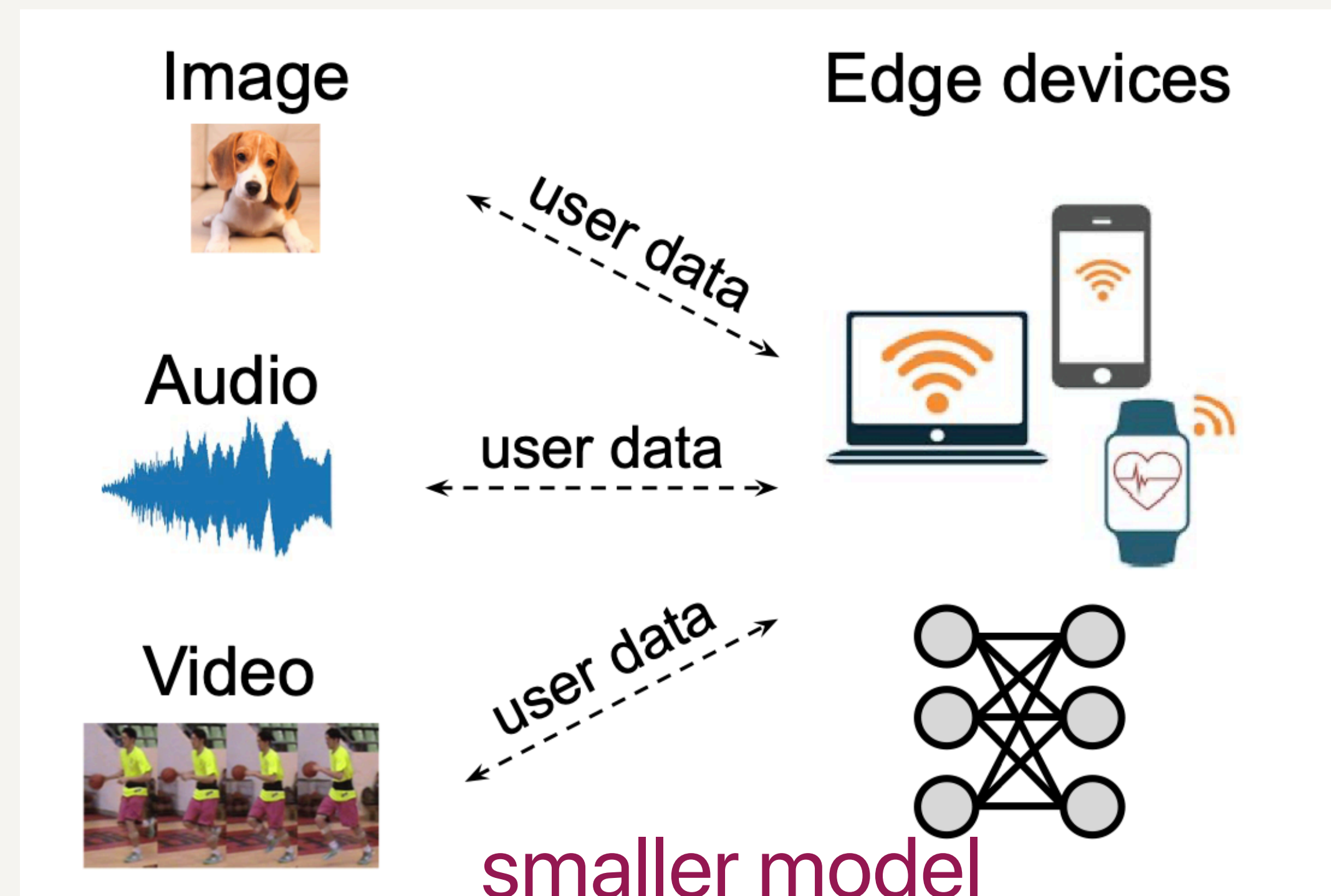
# Model Deployment: Cloud or Edge?

Cloud -> transmission overhead and privacy issue



# Model Deployment: Cloud or Edge?

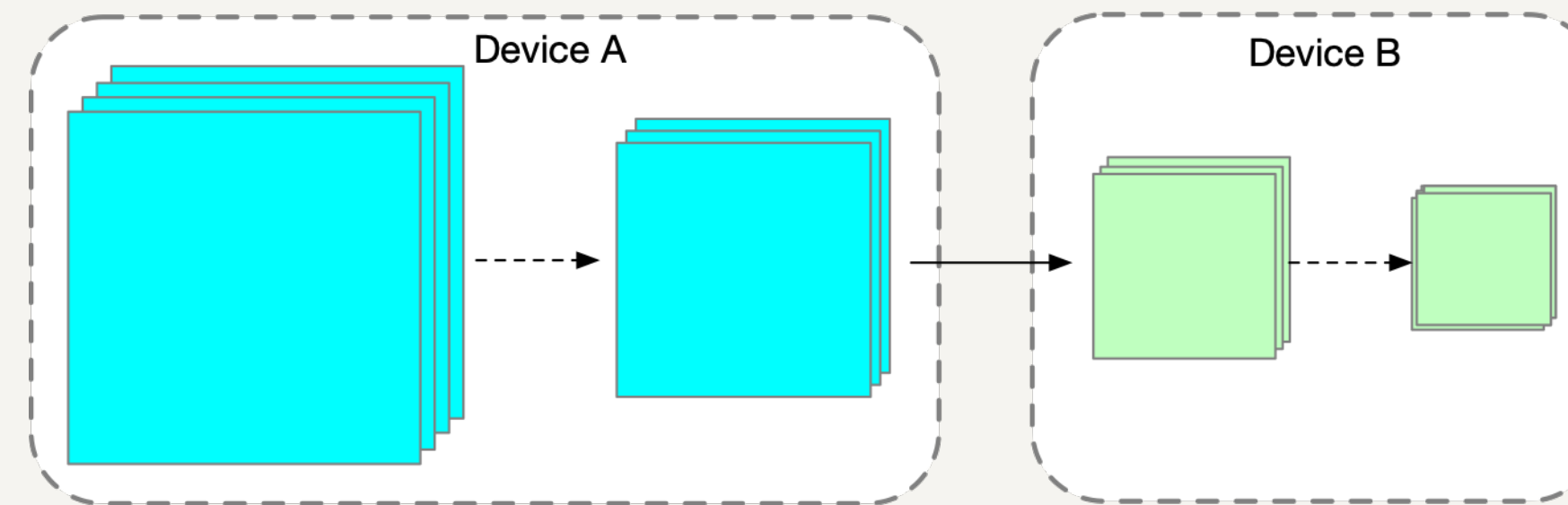
Edge -> Limited computation capacity leads to high latency



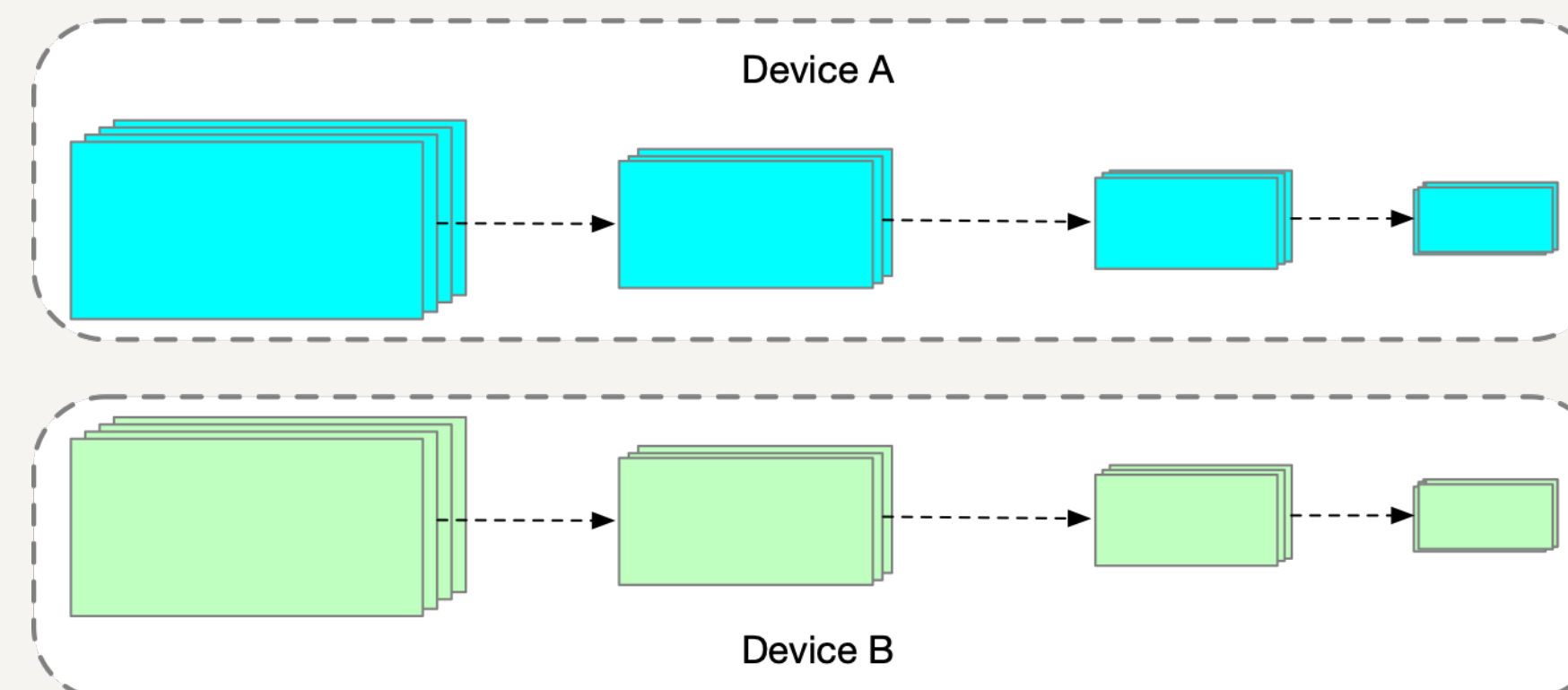
Another idea: distribute the inference workload for acceleration

# How to partition the inference workload

- Sequential partition
  - Partition the model *layer-wise*
  - The computation resources are underutilized



- Parallel partition
  - Parallel paths executed simultaneously



# Convolution Operation

"Sliding window" applied on the image step by step

1 <sub>x1</sub>	1 <sub>x0</sub>	1 <sub>x1</sub>	0	0
0 <sub>x0</sub>	1 <sub>x1</sub>	1 <sub>x0</sub>	1	0
0 <sub>x1</sub>	0 <sub>x0</sub>	1 <sub>x1</sub>	1	1
0	0	1	1	0
0	1	1	0	0

Image

4		

Convolved  
Feature

# Model Partition - Single Conv Layer

Step 1: decide the range of output partition

Step 2: calculate the range of the required input

Step 3: feed the input partition to the convolution layer

4	3	4

Output Range

1	1	1 <sub>x1</sub>	0 <sub>x0</sub>	0 <sub>x1</sub>
0	1	1 <sub>x0</sub>	1 <sub>x1</sub>	0 <sub>x0</sub>
0	0	1 <sub>x1</sub>	1 <sub>x0</sub>	1 <sub>x1</sub>
0	0	1	1	0
0	1	1	0	0

Required Input Range

1 <sub>x1</sub>	1 <sub>x0</sub>	1 <sub>x1</sub>	0	0
0 <sub>x0</sub>	1 <sub>x1</sub>	1 <sub>x0</sub>	1	0
0 <sub>x1</sub>	0 <sub>x0</sub>	1 <sub>x1</sub>	1	1
0	0	1	1	0
0	1	1	0	0

Image

4		

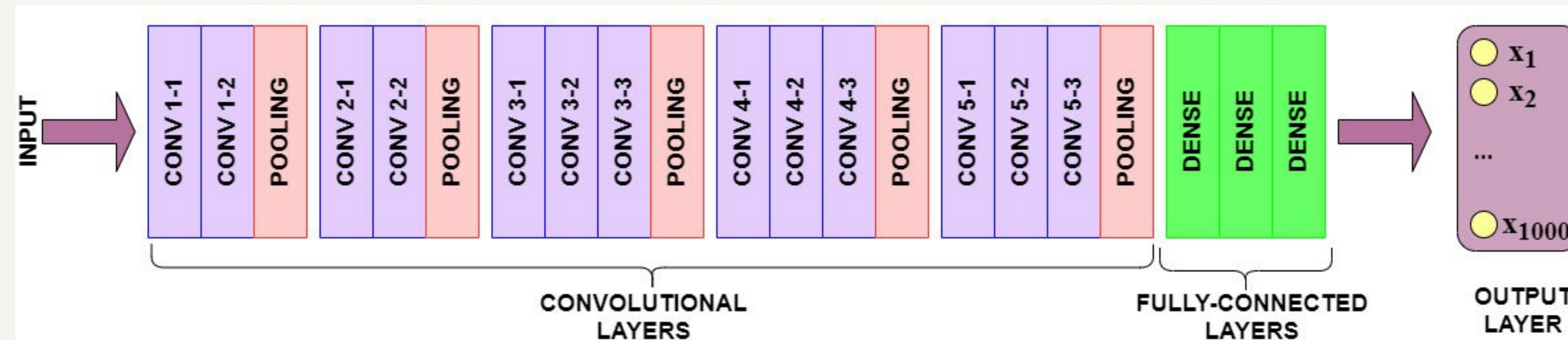
Convolved  
Feature

Partitioned Computation

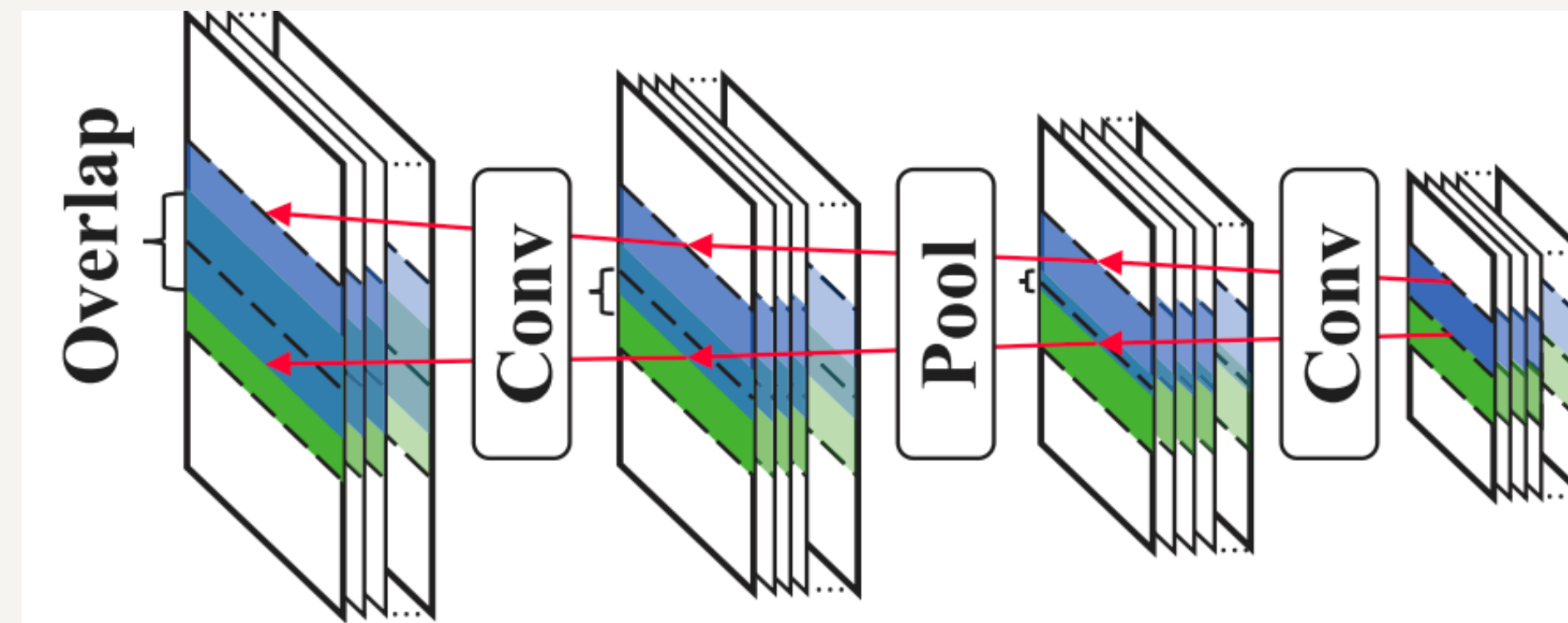


# Model Partition - Chained Layers

Chain structured model, e.g., VGG-16



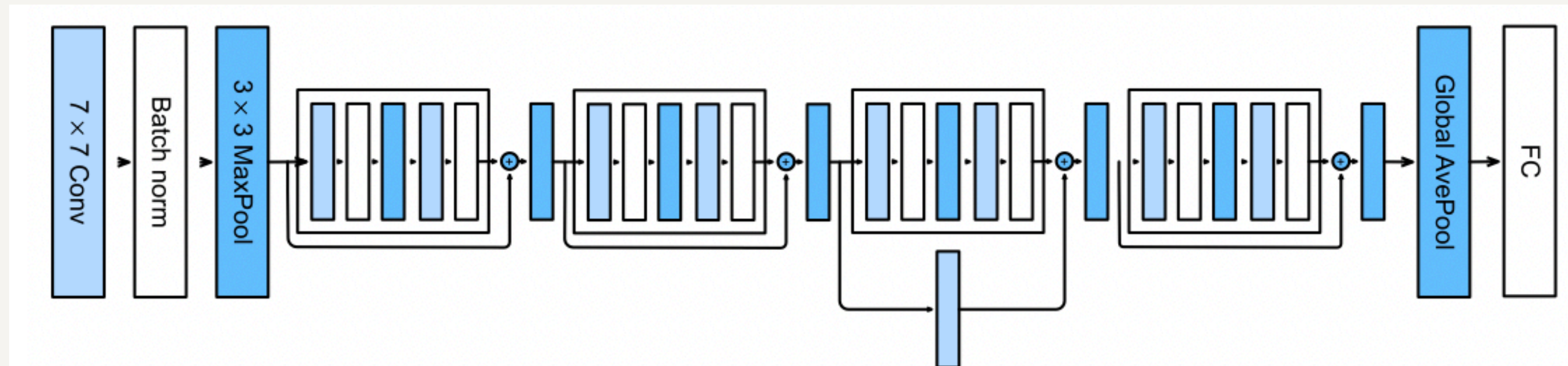
Trace all the way back to the first layer



Existing Solution: DeepThings

# Model Partition - Computation Graph

Directed Acyclic Graph (DAG) structured model, e.g., ResNet

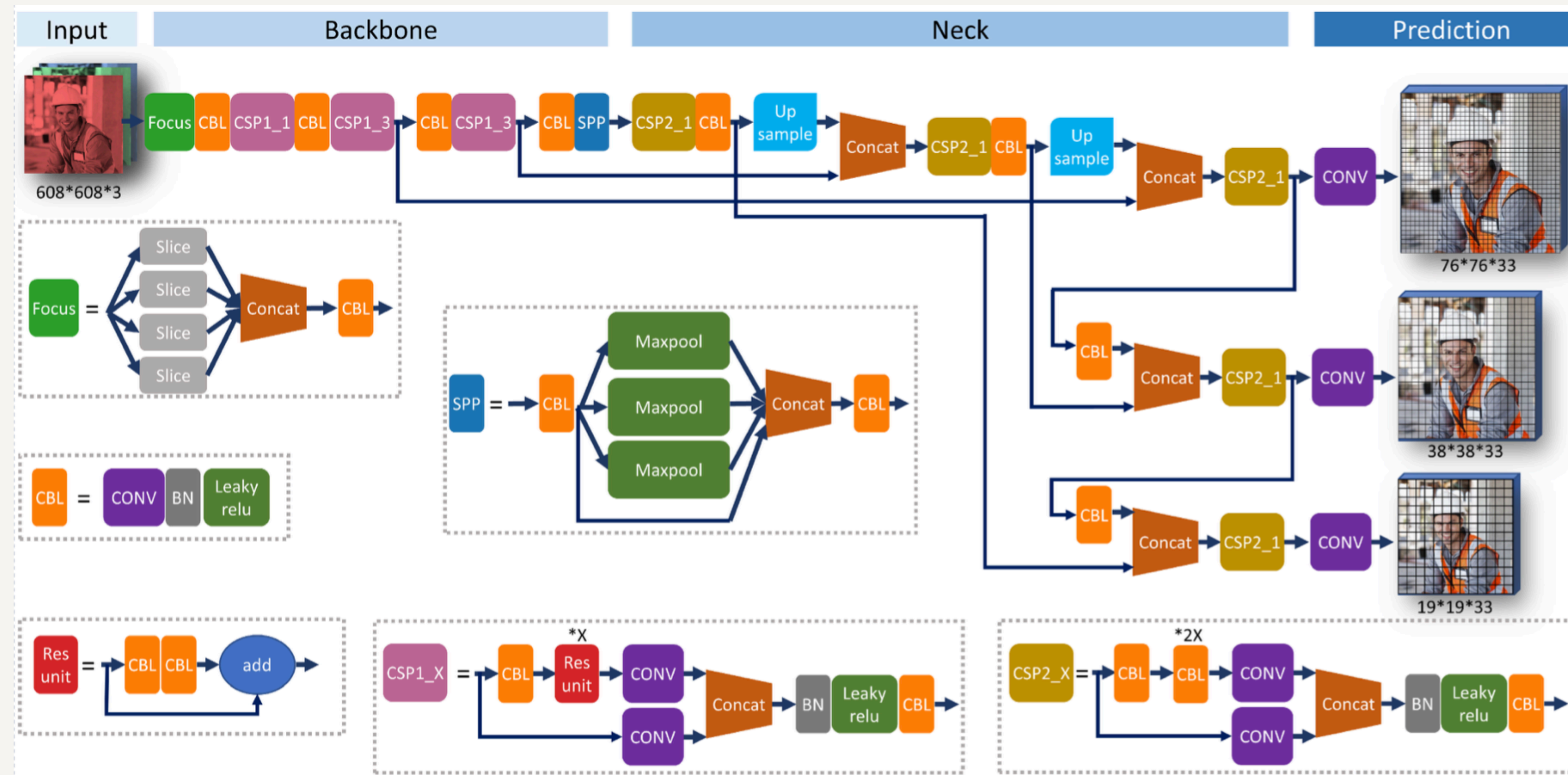


Some computation graphs can be easily turned into a chain, and manually fix the layer dependency.



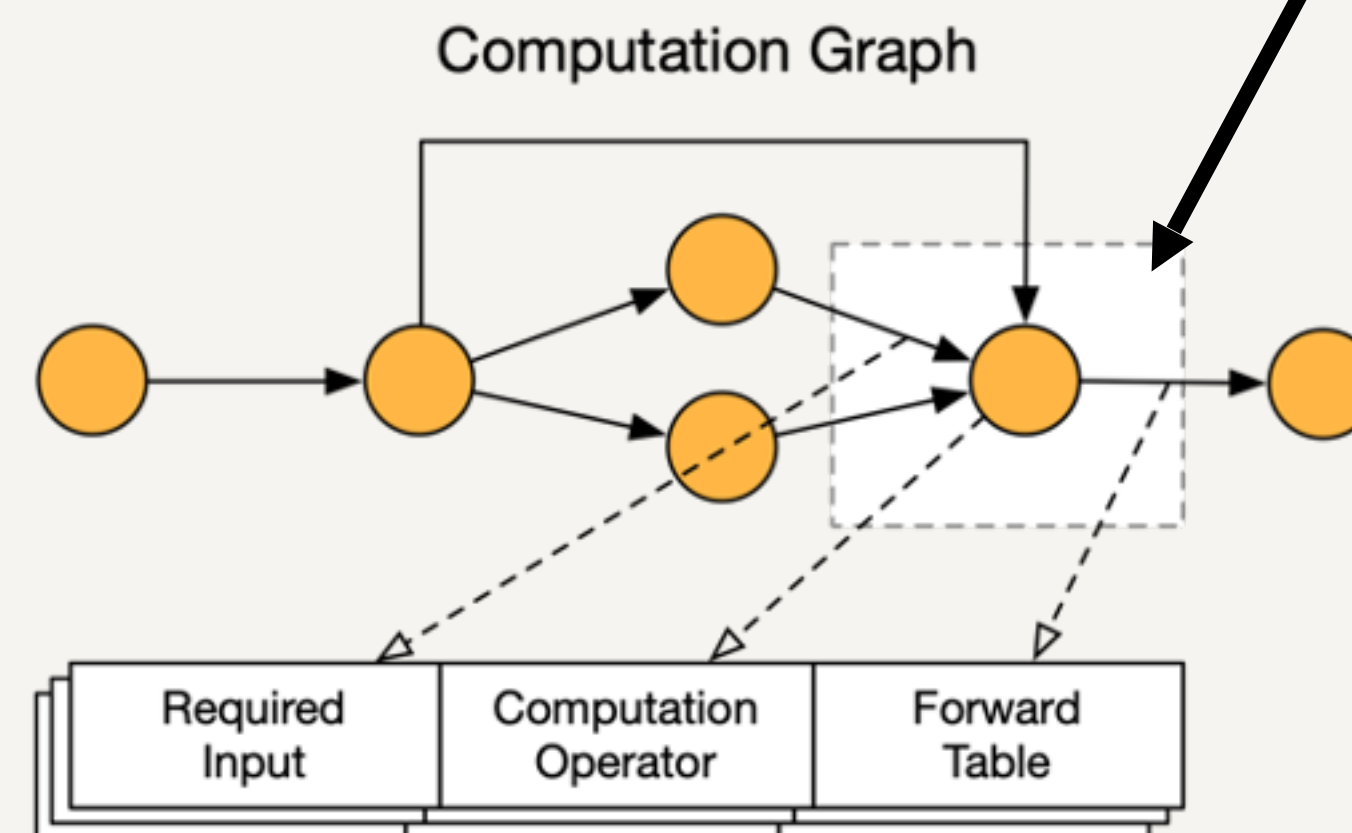
# Model Partition - Computation Graph

Some not... like YoloV5



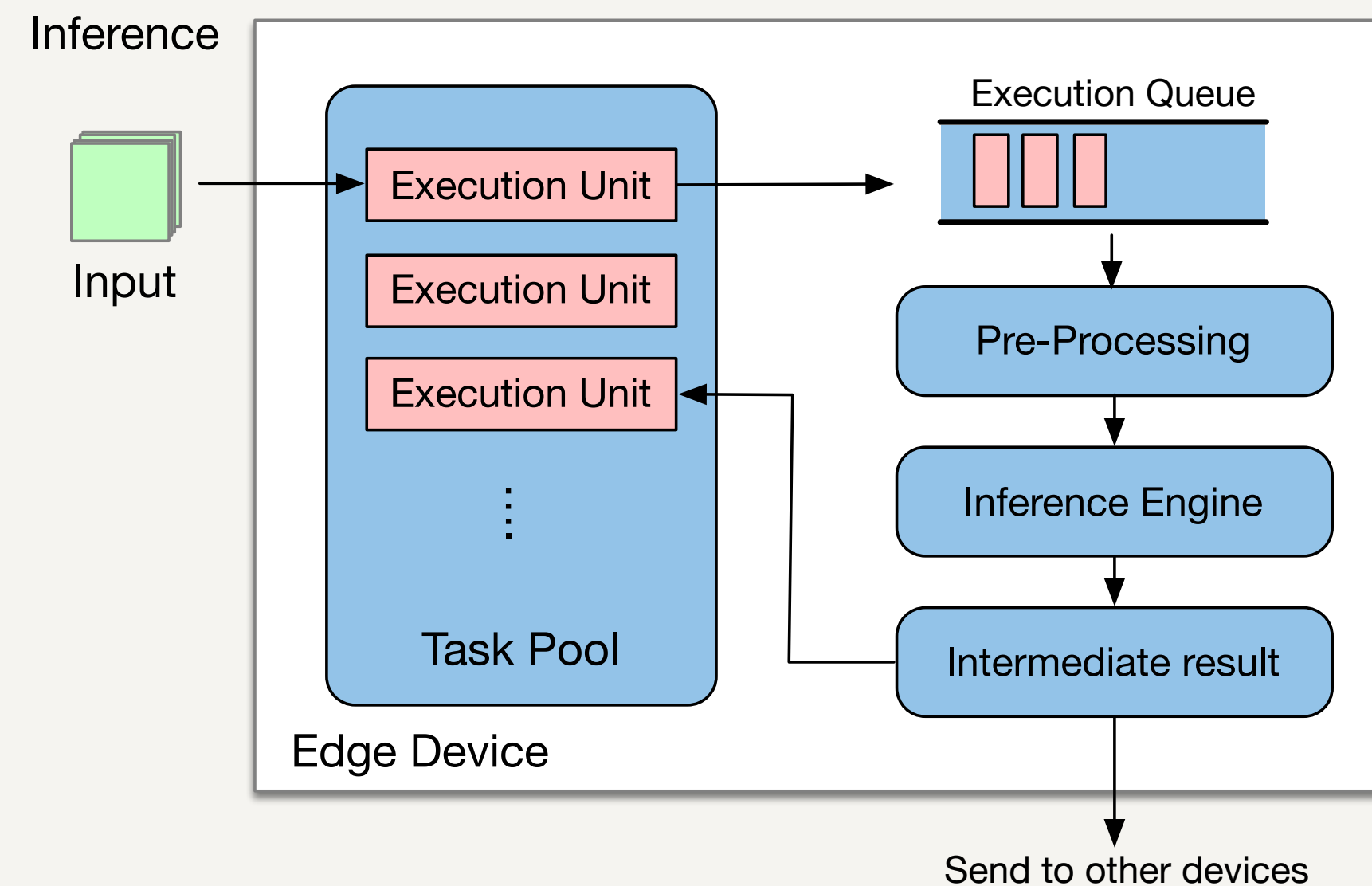
# Our Design - EdgeFlow Overview

- ▶ Setup Phase
  - ▶ partition the computation graph into ***execution units***
  - ▶ The **layer dependency is maintained** by the communication between execution units



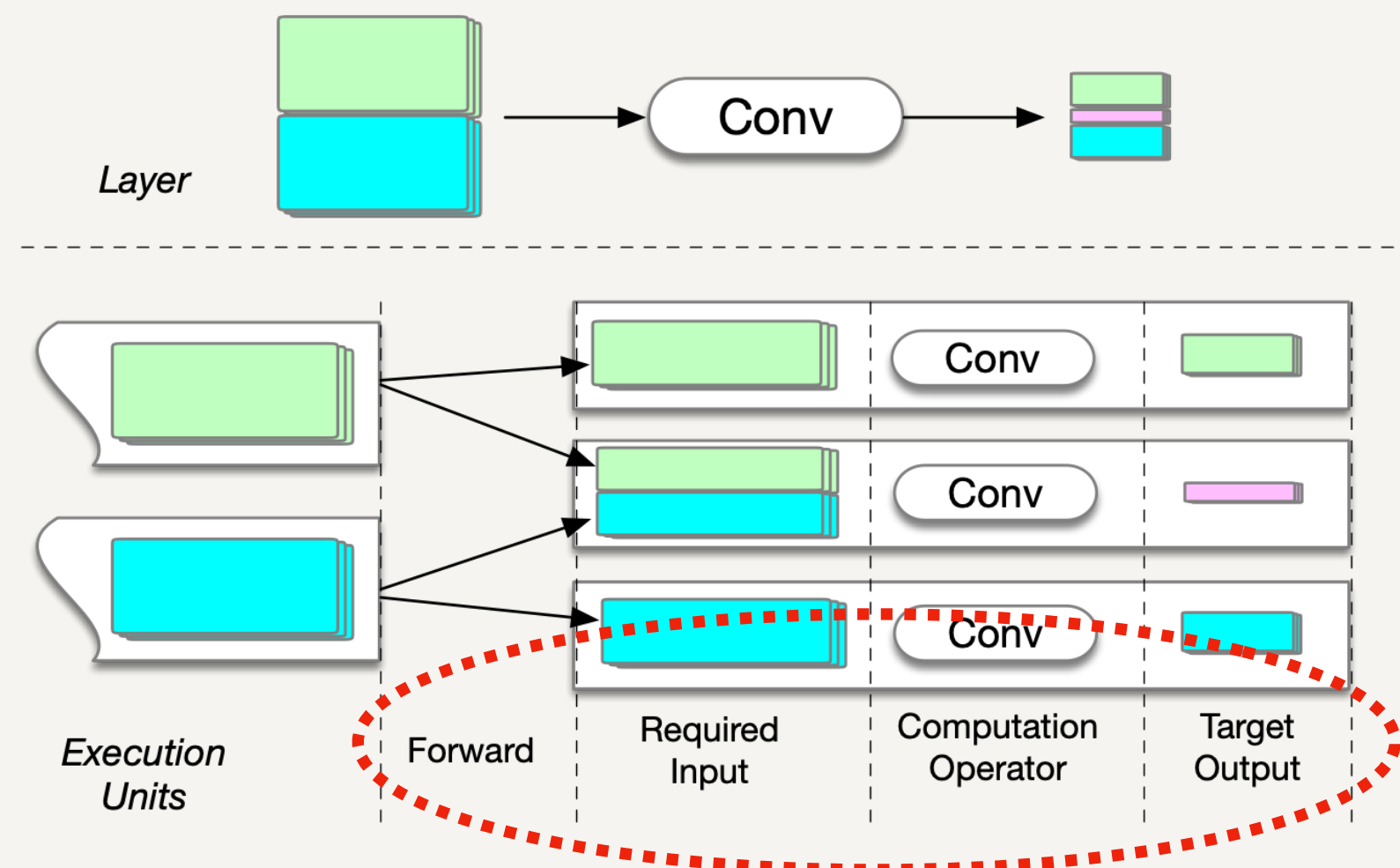
# Our Design - EdgeFlow Overview

- ▶ Inference Phase
  - ▶ Execution units collaboratively finish the inference
  - ▶ ***Equivalent*** result as computed on a single device



# Model Partitioning

- ▶ Layer partitioning
  - ▶ Each execution unit computes ***part*** of the output of this layer
  - ▶ Calculate the ***required part*** of the input needed to complete the computation task
  - ▶ Update the forward table of preceding execution units



Problem: how to find the optimum partition scheme?

# Problem Formulation

- ▶ Assume  $n$  available devices, output features of current layer ranges from row 0 to row  $H$
- ▶ The partition decision variables can be expressed as an integer vector  $\mathbf{X} = (x_0, x_1, \dots, x_n)$ 
  - ▶ device  $i$  computes output ranges from row  $x_{i-1} + 1$  to row  $x_i$

$$x_i \in \mathbf{Z}^+, i = 0, 1, \dots, n$$

$$x_0 = 0, x_n = H$$

$$x_0 \leq x_1 \leq \dots \leq x_n$$



# Problem Formulation

- ▶ Objective: finish time of the current layer  $l$ 
  - ▶  $T_{l,i}$  denote the time that device  $i$  finish its partition of layer  $l$
- ▶ The optimization problem can expressed as

$$\begin{aligned} \min_x \quad & \max(T_{l,1}, T_{l,2}, \dots, T_{l,n}) \\ \text{s.t.} \quad & x_i \in \mathbf{Z}^+, i = 0, 1, \dots, n \\ & x_0 = 0, x_n = H \\ & x_0 \leq x_1 \leq \dots \leq x_n \end{aligned}$$

# Problem Formulation

- $T_{l,i}$  estimation: transmission time + computation time

$$T_{l,i} = t_{\text{trans}}(i; l) + t_{\text{comp}}(i; l)$$

- Computation time can be estimated with a pre-trained linear regression model

$$t_{\text{comp}}(i) = Y_i(x_i - x_{i-1}; l).$$

number of rows to compute

layer settings

- Transmission time can be estimated by

$$t_{\text{trans}}(i; l) = \max_{j \in \{1, \dots, n\}, m \in M} 1_{\{p_{m,i,j} > 0\}} (T_{m,j} + \frac{p_{m,i,j}}{B_{i,j}})$$

finish time of layer m at device j

wait all the transmission done

valid when the transmission is positive

Transmission from j to i

The layers required by current layer

# Problem Transformation

- Original problem

$$\begin{aligned} \min_x \quad & \max(T_{l,1}, T_{l,2}, \dots, T_{l,n}) \\ \text{s.t.} \quad & x_i \in \mathbf{Z}^+, i = 0, 1, \dots, n \\ & x_0 = 0, x_n = H \\ & x_0 \leq x_1 \leq \dots \leq x_n \end{aligned}$$

- Step 1: introducing auxiliary variable and relax the integer constraint

$$\begin{aligned} \min_{x, \lambda} \quad & \lambda \\ \text{s.t.} \quad & T_{l,i} \leq \lambda, i \in \{1, \dots, n\} \\ & x_i \in \mathbf{Z}^+, i = 0, 1, \dots, n \\ & x_0 = 0, x_n = H \\ & x_0 \leq x_1 \leq \dots \leq x_n \end{aligned}$$

# Problem Transformation

- Step 2: removing the indicator function

$$1_{\{p_{m,i,j} > 0\}} \left( T_{m,j} + \frac{p_{m,i,j}}{B_{i,j}} \right) + Y_i(x_i - x_{i-1}; l) \leq \lambda$$

The finish time of layer  $m$  at different device should be roughly the same

As long as  $T_{m,j}$  is not greater than other required devices, the constraint is loose, and won't affect the result.

# Problem Transformation

- Step 3: re-express the transmission size

$p_{m,i,j}$  is the overlapping area between the **required input range**  $(s_i, e_i)$

and the **output range**  $(x_{m,j-1}, x_{m,j})$  of layer  $m$  at device  $j$

$$\begin{aligned} p_{m,i,j} &= \min(e_i, x_{m,j}) - \max(s_i, x_{m,j-1}) \\ &= \min(e_i - s_i, e_i - x_{m,j-1}, x_{m,j} - s_i, x_{m,j} - x_{m,j-1}) \end{aligned}$$

$$\begin{array}{c} \downarrow \\ \min_{p_{m,i,j}} - p_{m,i,j} \end{array}$$

$$\begin{aligned} s.t. \quad & p_{m,i,j} \leq e_i - s_i, \quad p_{m,i,j} \leq e_i - x_{m,j-1}, \\ & p_{m,i,j} \leq x_{m,j} - s_i, \quad p_{m,i,j} \leq x_{m,j} - x_{m,j-1}. \end{aligned}$$



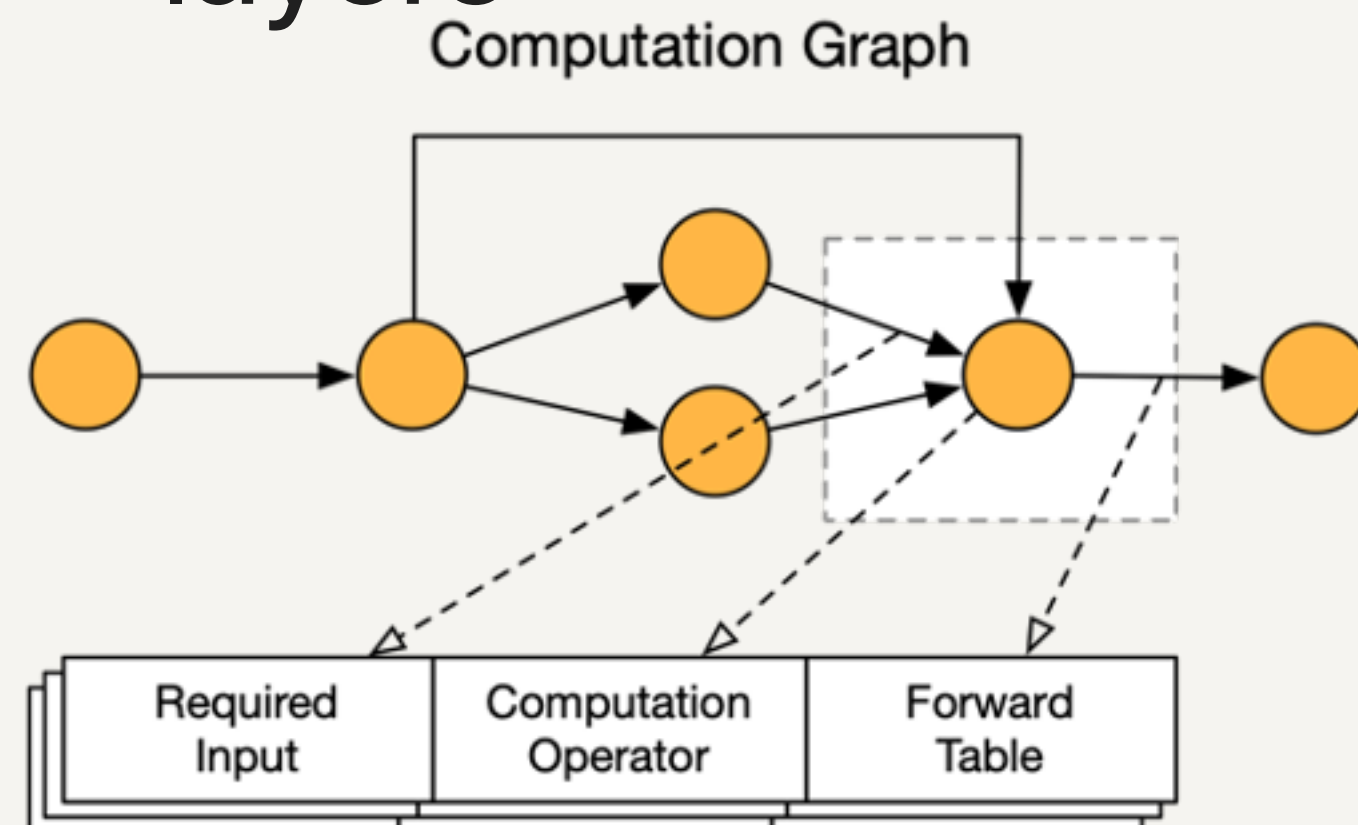
# Problem Transformation

## ► Linear Programming Approximation

$$\begin{aligned} \min_{x, \lambda, p} \quad & \lambda - \sum_{m, i, j} p_{m, i, j} \\ \text{s.t.} \quad & x_0 = 0, x_n = H \\ & x_0 \leq x_1 \leq \cdots \leq x_n \\ & T_{m, j} + \frac{p_{m, i, j}}{B_{i, j}} + Y_i(x_i - x_{i-1}; l) \leq \lambda \\ & p_{m, i, j} \leq e_i - s_i, \quad p_{m, i, j} \leq e_i - x_{m, j-1}, \\ & p_{m, i, j} \leq x_{m, j} - s_i, \quad p_{m, i, j} \leq x_{m, j} - x_{m, j-1}. \end{aligned}$$

# Model Partition

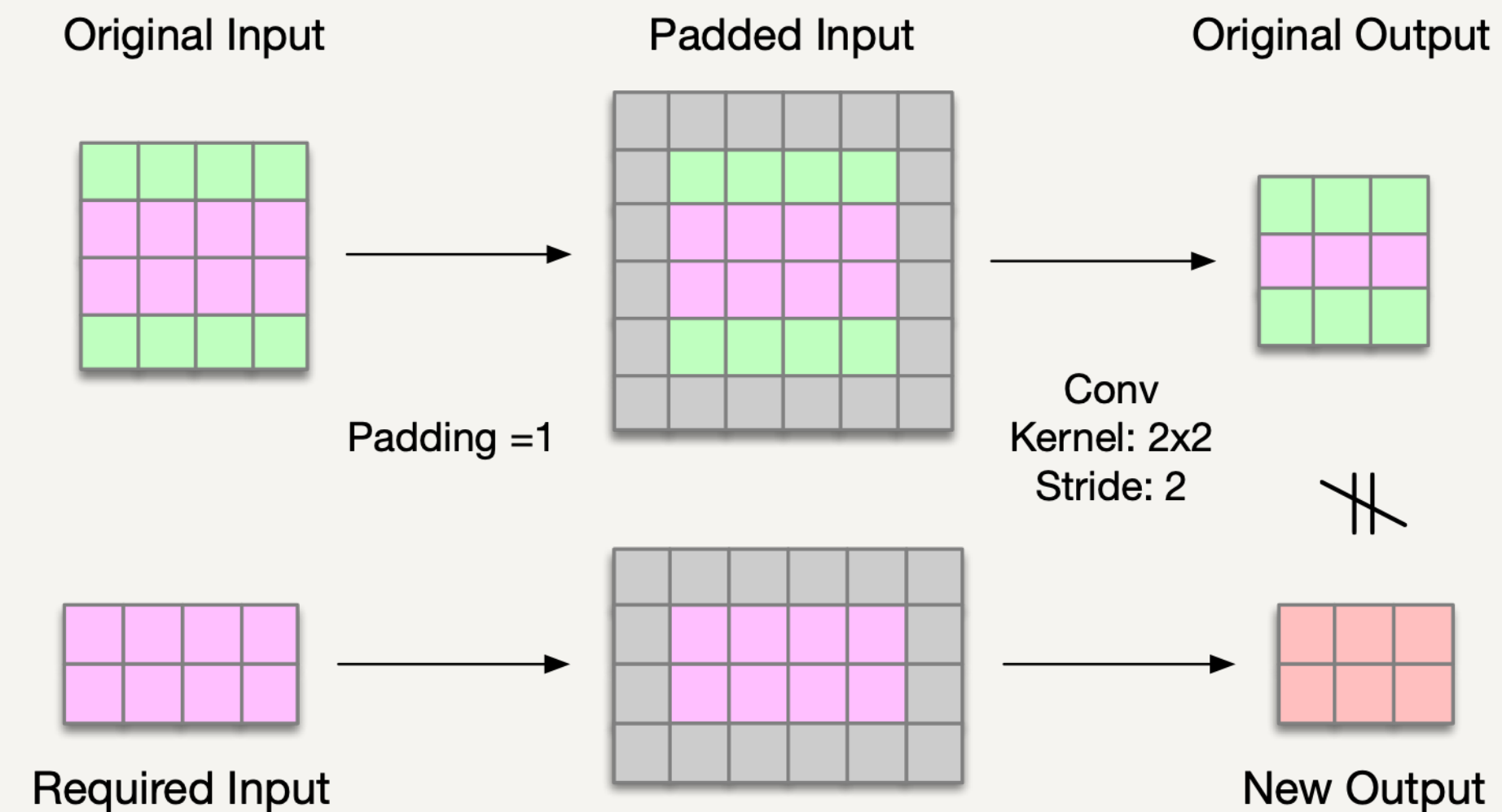
- ▶ Partition the model layer by layer in topological order
- ▶ Solve the LP problem for each layer to obtain the partition scheme
- ▶ The finish time estimation of previous layer becomes a parameter of the optimization problem of the following layers



$$T_{m,j} + \frac{p_{m,i,j}}{B_{i,j}} + Y_i(x_i - x_{i-1}; l) \leq \lambda$$

# Padding Issue

- ▶ Directly feeding the input partition to the conv/pool layer may not yield the correct output



# Padding Issue

- ▶ Solution: pre-padding mechanism
  - ▶ Set the padding parameter of conv/pool layer to 0
  - ▶ Manually add paddings when necessary

$$i_s = o_s \times \text{stride} - \text{padding},$$

$$i_e = (o_e - 1) \times \text{stride} + \text{kernel\_size} - \text{padding},$$

$$\text{upper\_padding} = \begin{cases} -i_s, & i_s < 0 \\ 0, & \text{otherwise} \end{cases},$$

$$\text{bottom\_padding} = \begin{cases} i_e - H_i, & i_e > H_i \\ 0, & \text{otherwise} \end{cases}.$$

# Inference Phase

- ▶ The units will be executed when the input requirements are satisfied
- ▶ The output will be forwarded to fulfill the requirement of next execution unit
- ▶ Intermediate results ***flow*** through execution units to finish the inference



System name : ***EdgeFlow***

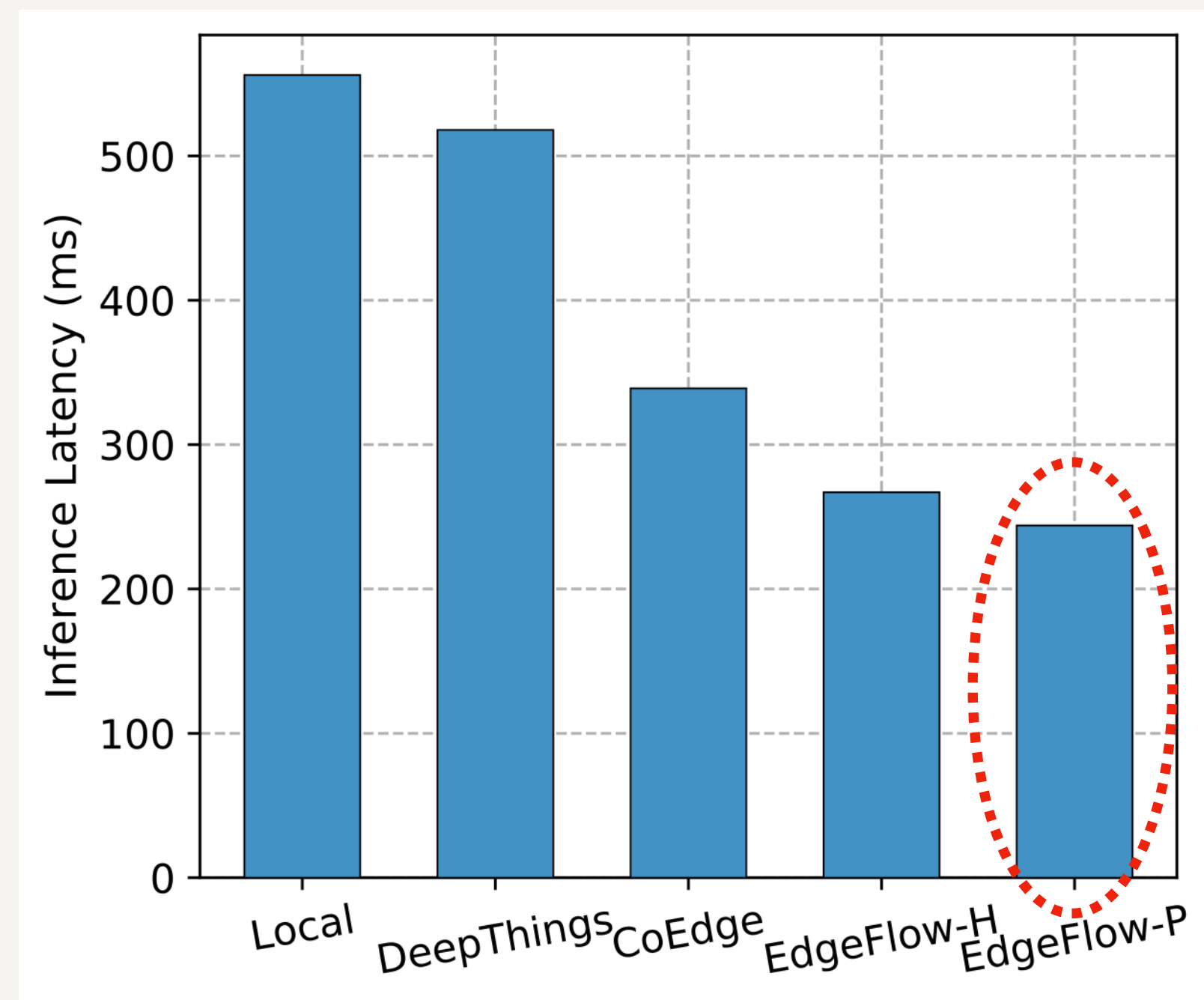


# Evaluation

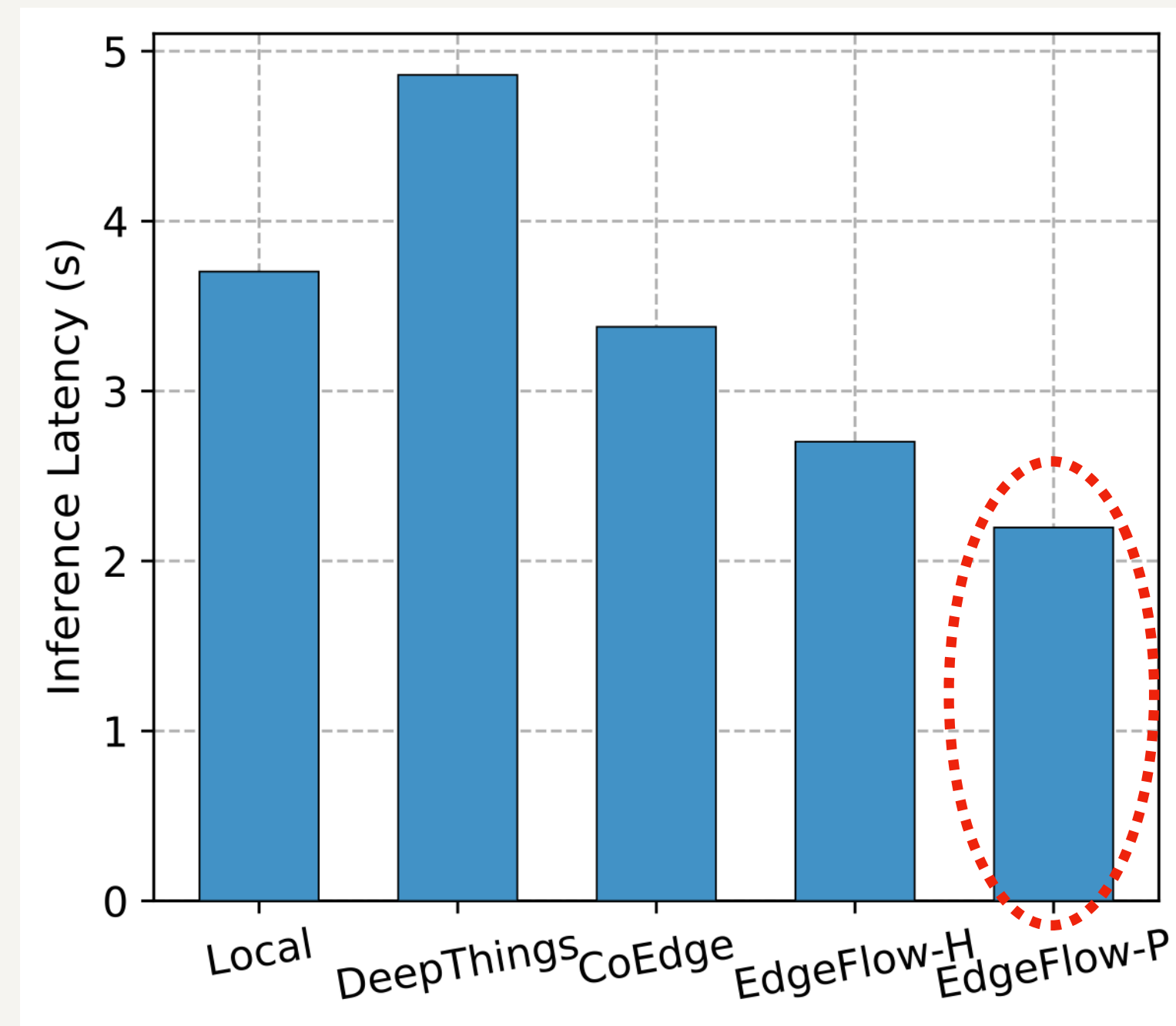
- ▶ 2 deep learning models
  - ▶ VGG-16: Classic image classification model in chain structure
  - ▶ YoloV5X: Latest object detection model with complicated structure
- ▶ 6 heterogeneous virtual machines
- ▶ Baselines
  - ▶ Local: deploy the model on a single device
  - ▶ Existing methods: DeepThings and CoEdge

# Evaluation

Proposed method (EdgeFlow-P) achieves lowest inference latency with both models



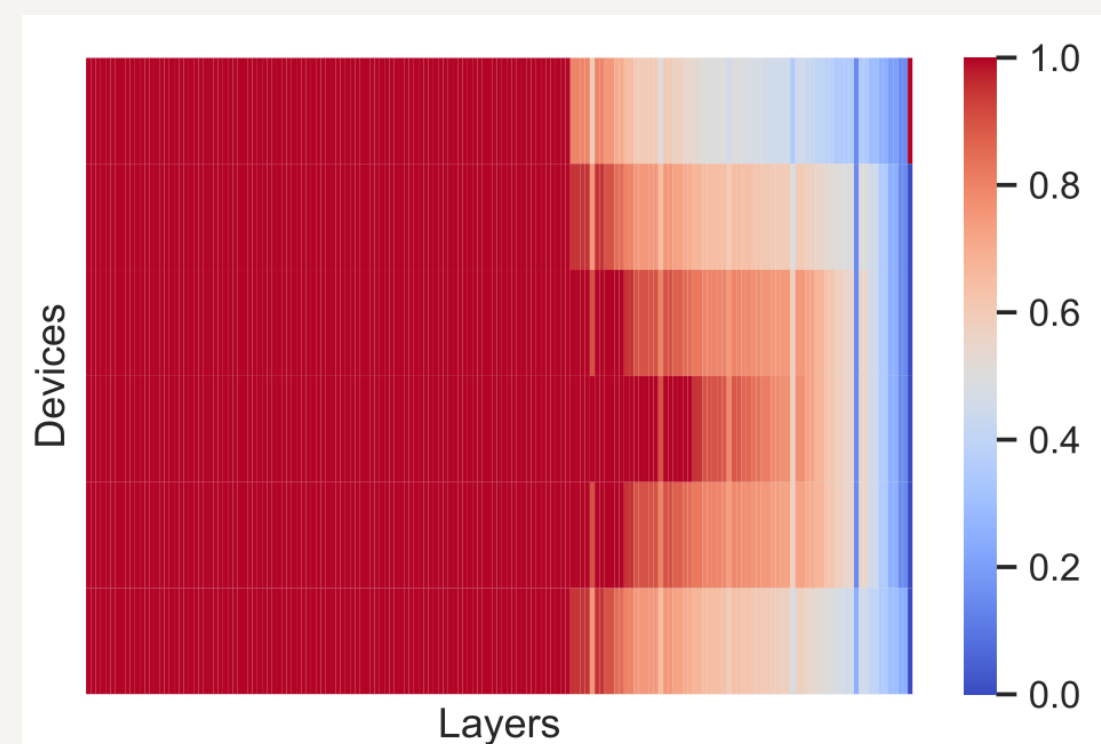
**VGG-16**



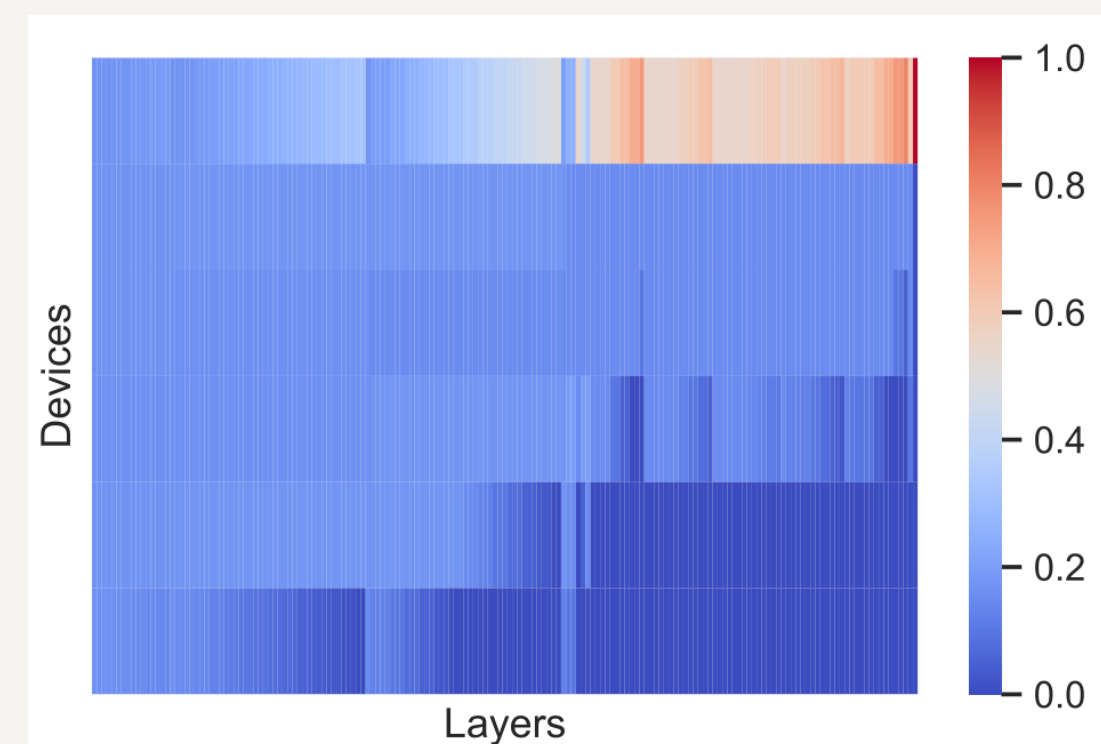
**YoloV5X**

# Evaluation

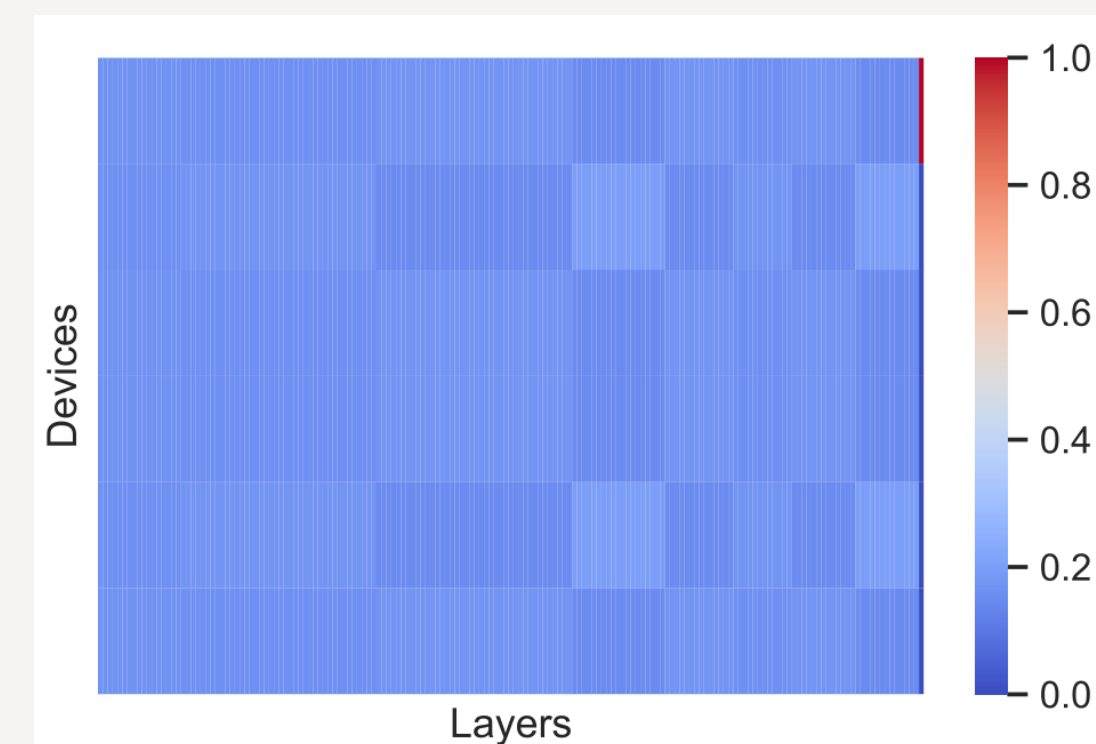
- Partition scheme of YoloV5
  - DeepThings: redundant computation in the early layers
  - CoEdge: workload gradually concentrates on a single device
  - EdgeFlow: relatively even distribution among devices



**DeepThings**



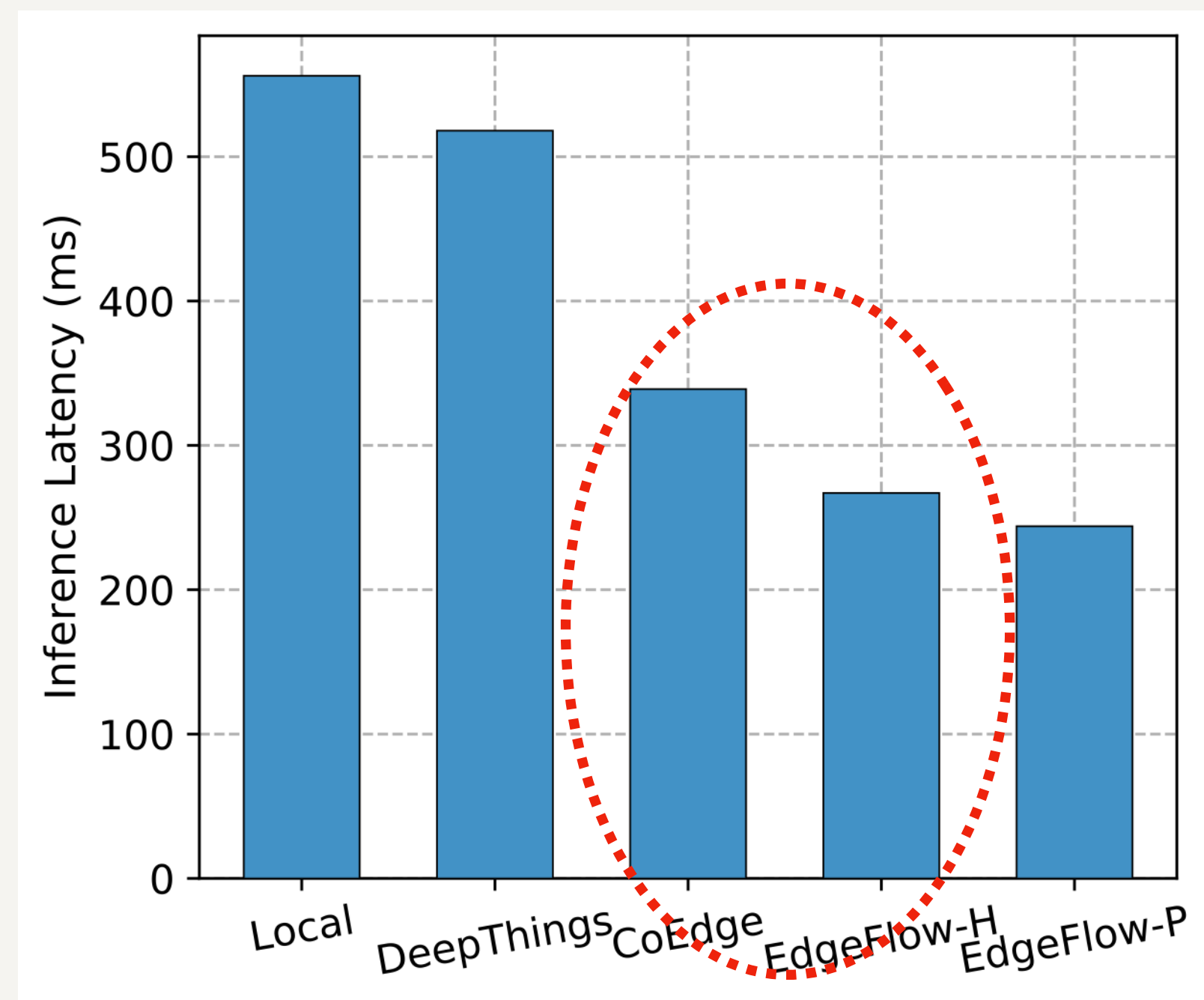
**CoEdge**



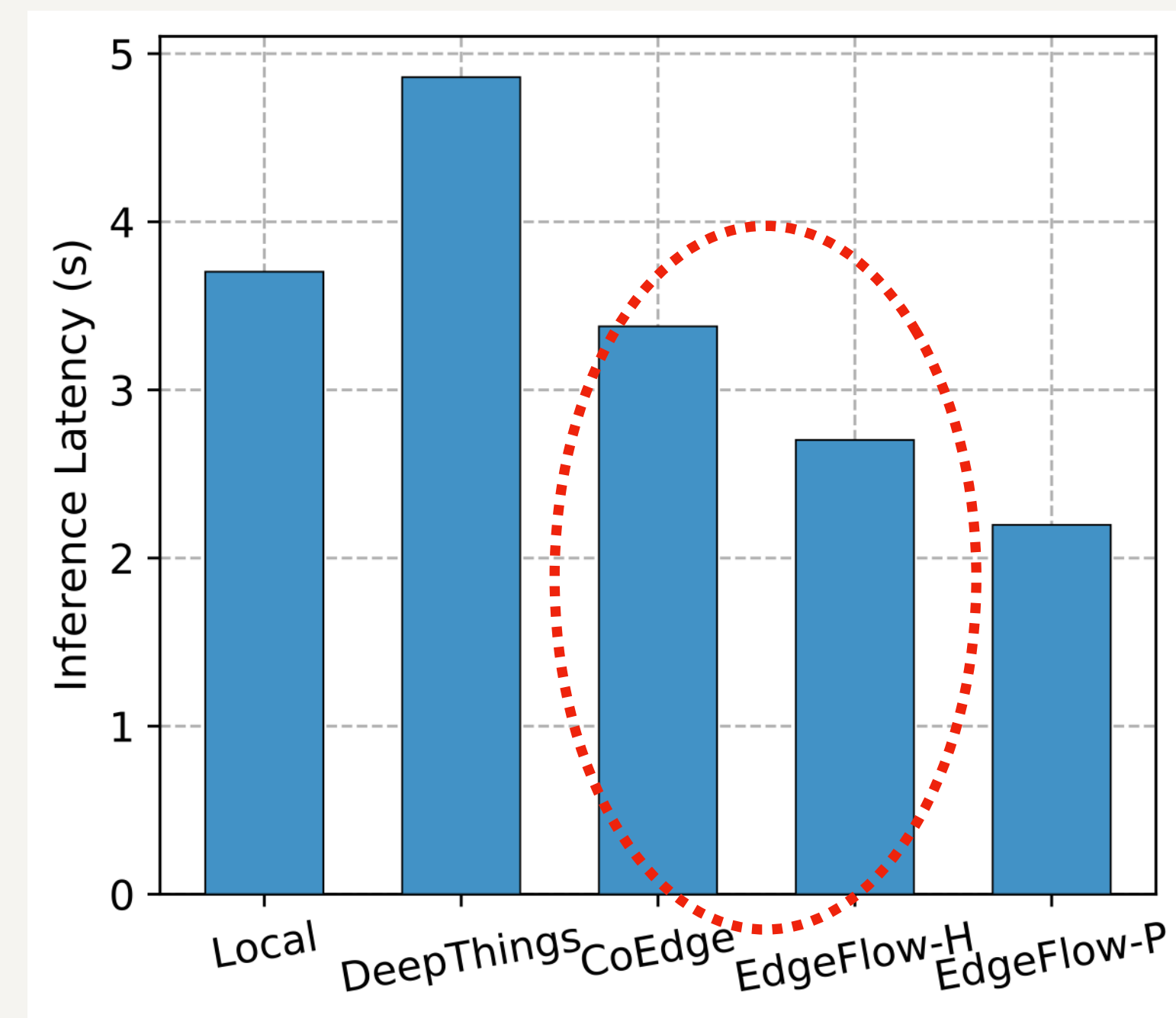
**EdgeFlow**

# Evaluation

EdgeFlow-H and CoEdge share the same partition scheme, yet still faster than CoEdge



**VGG-16**



**YoloV5X**

# Conclusion

- ▶ The model structure significantly affects the performance of existing distributed inference systems.
- ▶ *EdgeFlow* breaks the layer into execution units, and maintain the complicated layer dependencies by controlling the flow of intermediate results.
- ▶ Evaluation results show *EdgeFlow* has a distinct advantage, especially with complicated DAG-structured model



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