Resilient Edge-Cloud Autonomous Learning with Timely inferences

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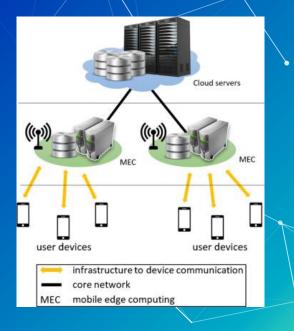
The Problem

Real-time machine learning models are getting more complex
Running them on less powerful (mobile) devices is becoming difficult b/c of the need for lower latency
Solution: MEC(Mobile-edge computing)



What is MEC (Mobile-Edge Computing)?

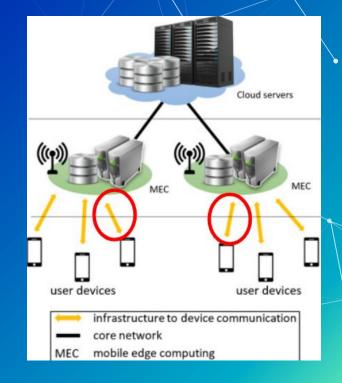
A network architecture that brings computation and storage capabilities closer to the end-users, reducing latency and improving real-time application performance.



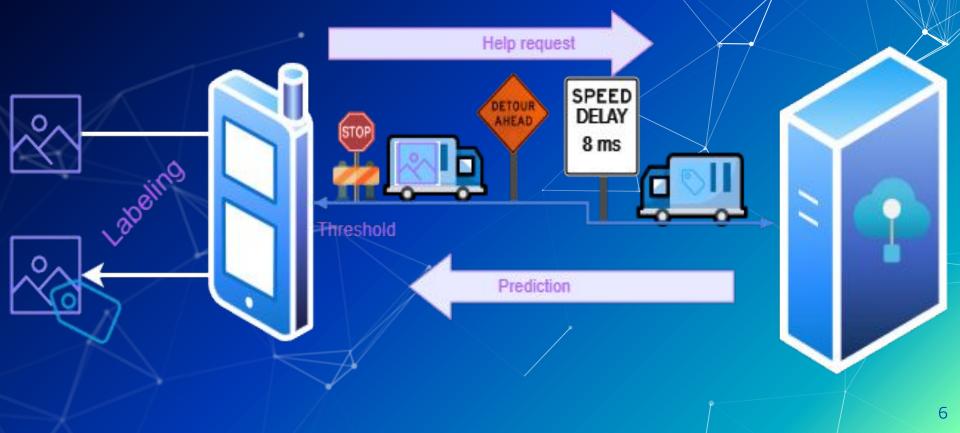
Which part are we interested in?

- **Threshold:** Confidence level at which mobile asks for help
- Asking for help: Inference confidence < Threshold, request help
- Average Latency: Total time to perform task

As you vary the threshold, how does the average latency change(over the dataset)?



Experimental Setup



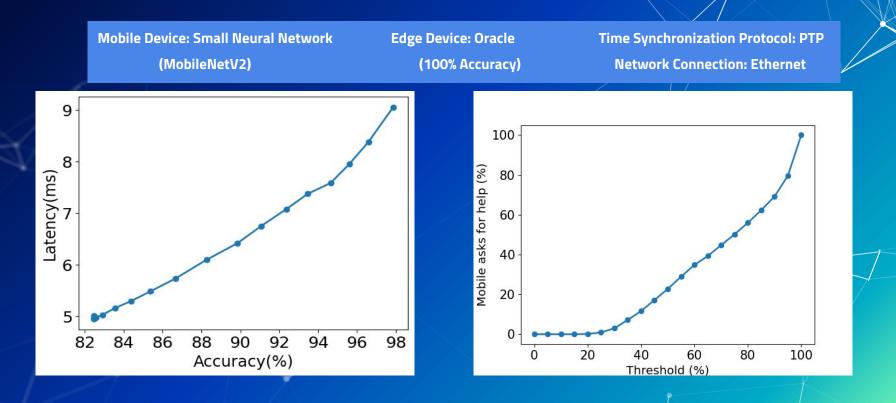
Models and Datasets

Data: CIFAR-10 Ο 10 categories \bigcirc Dataset size: 60,000 Ο Test set size: 10,000 Models: MobileNetV2 0 DenseNet 0

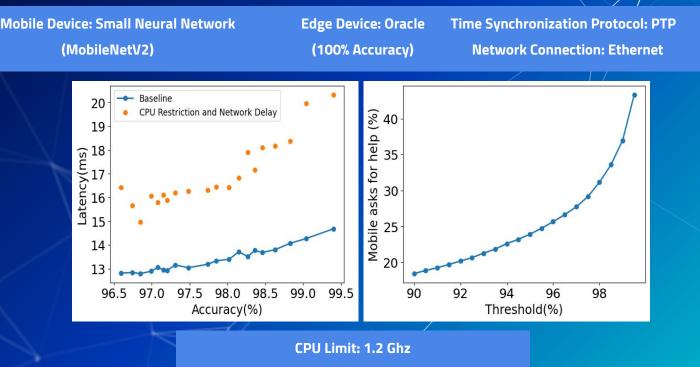
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Findings

Baseline



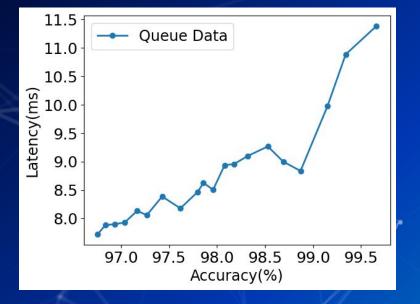
CPU Restriction and Network Delay



Network: 8ms delay +/- 3ms

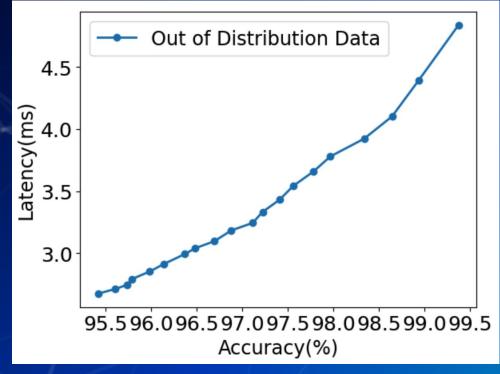
Queuing

Mobile Device: MobileNetV2 (85% Accuracy) Edge Device: Oracle (100% Accuracy) Time Synchronization Protocol: PTP Network Connection: Ethernet



 Queue at Edge
Mobile continues to inference on next image(multithreading) as it waits for the Edge response
Range of latency: 7-12ms

Out of Distribution Analysis



Mobile has less class capability than Edge
Separates unknown image to confused class
Range of latency: 2.5-5ms

Conclusions

- Implementing threshold:
 - Lower latency inference than using only the Edge device
 - Higher accuracy inference than using only the Mobile device
- Emulating real life by restricting the CPU speed & network has high impact on latency
- Introducing parallelization (multithreading) during inference allows for lower latency and quicker predictions

Potential Next Steps

- Continue to better emulate real life scenarios
- Better automate testing and data collection
- Explore more complex problems
 - Split Computing
 - Early Exiting
 - Multiple Clients and Servers
 - Different Queuing Policies



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