Adapting Swarm Application

A Systematic and Quantitative Approach

Ben Zhang
July 3, 2018

TerraSwarm Research Center
https://github.com/nebgnahz/dissertation-talk
1. Introduction to the Swarm

2. Network Resource Adaptation

3. Compute Resource Adaptation

4. Conclusion and Acknowledgement
Introduction to the Swarm
The Swarm at the Edge of the Cloud

J. Rabaey, ASPDAC’08
The Swarm at the Edge of the Cloud

Swarm, or

- Internet of Things (IoT)
- Internet of Everything (IoE)
- Industry 4.0
- The Industrial Internet
- TSensors (Trillion Sensors)
- Machine to Machine (M2M)
- Smarter Planet

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J. Rabaey, ASPDAC’08
A Cloud-centric Approach

(a) Electric Imp

(b) Samsung SAMI

(c) Ninja Sphere
“The Cloud”: Model vs. Reality
“The Cloud”: Model vs. Reality
The Cloud is Not Enough

<table>
<thead>
<tr>
<th>Feature</th>
<th>Web/IT</th>
<th>Swarm/IoT</th>
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<tbody>
<tr>
<td>Privacy &amp; Security</td>
<td>Open for access</td>
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<tr>
<td>Scalability</td>
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</tr>
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<td>Interaction Model</td>
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Pitfalls with Today’s Approach to IoT [Zhang et al., 2015]
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Pitfalls with Today’s Approach to IoT [Zhang et al., 2015]
Bandwidth: Downstream vs. Upstream

- **Users**
  - Web/IT
  - Swarm/IoT
Network Resource Adaptation
Limited Network Resource

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### Limited Network Resource

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- Video surveillance, 3 mbps per camera [Amerasinghe, 2009]
- Electrical grid monitoring, 1.4 million data points per second [Andersen and Culler, 2016]
Limited Network Resource

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... *Dropcam*, a WiFi video-streaming camera and associated cloud backend service for storing and watching the resulting video. *Dropcam has the fewest clients* (2,940) ... Yet, each client uses roughly *2.8 GB* a week and uploads *nearly 19 times more* than they download, implying that *Dropcam users do not often watch what they record.*

Large-scale Measurements of Wireless Network Behavior [Biswas et al., 2015]
Bandwidth variations throughout the day between Amazon EC2 sites. Similar scarcity and variation for wireless networks, broadband access networks and cellular networks (backup slides).
## Limited Network Resource

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What about edge processing? (I will cover in the second half of this talk).

But communication is not avoidable.

- Large performance gap between the cloud and the edge (GPU/TPU/ASIC).
- Aggregation is sometimes necessary in applications.
- Last-hop wireless may become the bottleneck.
When the network resource is not sufficient:

- TCP ensures data delivery, but hurts latency
- UDP sends as fast as possible, uncontrolled packet loss
Fidelity vs. Freshness

When the network resource is not sufficient:

- TCP ensures data delivery, but hurts latency
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- Manual policies (developer heuristics) are sub-optimal
When the network resource is not sufficient:

- TCP ensures data delivery, but hurts latency
- UDP sends as fast as possible, uncontrolled packet loss
- Manual policies (developer heuristics) are sub-optimal
  - JetStream \cite{Rabkin et al., 2014} uses manual policy
  - “if bandwidth is insufficient, switch to sending images at 75% fidelity, then 50% if still not enough”
Fidelity vs. Freshness

When the network resource is not sufficient:

- TCP ensures data delivery, but hurts latency
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Fidelity vs. Freshness

When the network resource is not sufficient:

- TCP ensures data delivery, but hurts latency
- UDP sends as fast as possible, uncontrolled packet loss
- Manual policies (developer heuristics) are sub-optimal
- Application-specific optimizations don’t generalize
  - Video streaming often aims at Quality of Experience (limited degradation dimension, e.g. maintain 25FPS)
  - For object detection, resolution matters more than FPS
Fidelity vs. Freshness

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![Fidelity vs. Freshness Diagram](image-url)
Application-specific Optimizations Don’t Generalize

t=0s, small target in far-field views

t=1s, small difference
Application-specific Optimizations Don’t Generalize

Positive if intersection over union (IOU) larger than 0.5.

\[ \text{IOU} = \frac{\text{Area of Intersection}}{\text{Area of Union}} \]

(a) \(\text{IOU} = 0.14\)  
(b) \(\text{IOU} = 0.57\)  
(c) \(\text{IOU} = 0.82\)

t=0s, small target in far-field views

t=1s, small difference
Application-specific Optimizations Don’t Generalize

F1 score is the harmonic mean of precision and recall, ranging from 0 to 1:

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<th>P</th>
<th>N</th>
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<tr>
<td>Y</td>
<td>True Positive</td>
</tr>
<tr>
<td>N</td>
<td>False Negative</td>
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Precision = \frac{\text{true positive}}{\text{all positive}}

Recall = \frac{\text{true positive}}{\text{all detection}}

F1 = \frac{2}{\frac{1}{\text{Recall}} + \frac{1}{\text{Precision}}}

\(t=0s\), small target in far-field views

\(t=1s\), small difference
Application-specific Optimizations Don’t Generalize

$t=0s$, small target in far-field views

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\[ t=0s, \text{ small target in far-field views} \]

\[ t=1s, \text{ small difference} \]
Application-specific Optimizations Don’t Generalize

t=0s, small target in far-field views

t=1s, small difference

![Image of street scene with people and cars]

![Chart showing Bandwidth and Accuracy for different Frame Rates]

![Chart showing Bandwidth and Accuracy for different Resolutions]
Application-specific Optimizations Don’t Generalize

$t=0s$, nearby and large targets

$t=1s$, large difference
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Making Adaptation Practical is Challenging

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**Challenges:**

1. Application-specific optimizations don’t generalize.
Goal

Minimize bandwidth while maximizing application accuracy

Challenges:

1. Application-specific optimizations don’t generalize.

2. It requires expertise and manual work to explore multidimensional adaptation.
**Goal**

Minimize bandwidth while maximizing application accuracy

**Challenges:**

1. Application-specific optimizations don’t generalize.

2. It requires expertise and manual work to explore multidimensional adaptation.

3. The adaptation happens at the runtime.
Making Adaptation Practical is Challenging

Goal
Minimize bandwidth while maximizing application accuracy

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   - APIs: maybe operators to express adaptation.

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Goal
Minimize bandwidth while maximizing application accuracy

Challenges:

1. Application-specific optimizations don’t generalize.
   - APIs: maybe operators to express adaptation.
2. It requires expertise and manual work to explore multidimensional adaptation.
   - Profiling: automatically learn Pareto-optimal strategy with multi-dimensional exploration.
3. The adaptation happens at the runtime.
Making Adaptation Practical is Challenging

**Goal**

Minimize bandwidth while maximizing application accuracy

**Challenges:**

1. Application-specific optimizations don’t generalize.
   - **APIs:** maybe operators to express adaptation.

2. It requires expertise and manual work to explore multidimensional adaptation.
   - **Profiling:** automatically learn Pareto-optimal strategy with multi-dimensional exploration.

3. The adaptation happens at the runtime.
   - **Engineering an adaptation system to balance latency and accuracy.**
Goal
Minimize bandwidth while maximizing application accuracy
Stream Processing APIs

Data Stream → Operator → Data Stream
(1) Stream Processing APIs

Data Stream $\xrightarrow{\text{Operator}}$ Data Stream

$\{x_1, x_2, x_3, x_4, \ldots\} \xrightarrow{\text{map}(f)} \{f(x_1), f(x_2), f(x_3), f(x_4), \ldots\}$

$\{x_1, x_2, x_3, x_4, \ldots\} \xrightarrow{\text{window}(2, f)} \{f(x_1, x_2), f(x_3, x_4), \ldots\}$
Stream Processing APIs

![Diagram](image)

- **Data Stream** → **Operator** → **Data Stream**

\[
\{x_1, x_2, x_3, x_4, \ldots\} \xrightarrow{\text{map}(f)} \{f(x_1), f(x_2), f(x_3), f(x_4), \ldots\}
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\{x_1, x_2, x_3, x_4, \ldots\} \xrightarrow{\text{window}(2, f)} \{f(x_1, x_2), f(x_3, x_4), \ldots\}
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<tr>
<td></td>
<td>map (f: I \Rightarrow O)</td>
<td>Stream(&lt;I&gt; \Rightarrow Stream&lt;\text{O}&gt;)</td>
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<tr>
<td></td>
<td>skip (i: \text{Integer})</td>
<td>Stream(&lt;I&gt; \Rightarrow Stream&lt;\text{I}&gt;)</td>
</tr>
<tr>
<td></td>
<td>window (\text{count: Integer, f: Vec}&lt;I&gt; \Rightarrow O)</td>
<td>Stream(&lt;I&gt; \Rightarrow Stream&lt;\text{O}&gt;)</td>
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(1) Stream Processing APIs

Data Stream \rightarrow Operator \rightarrow Data Stream

\{x_1, x_2, x_3, x_4, \ldots \} \rightarrow \text{map}(f) \rightarrow \{f(x_1), f(x_2), f(x_3), f(x_4), \ldots \}

\{x_1, x_2, x_3, x_4, \ldots \} \rightarrow \text{window}(2, f) \rightarrow \{f(x_1, x_2), f(x_3, x_4), \ldots \}

\{x_1, x_2, x_3, x_4, \ldots \} \rightarrow \text{maybe}(\vec{k}, f) \rightarrow \{f(x_1, k_{i_1}), f(x_2, k_{i_2}), f(x_3, k_{i_3}), f(x_4, k_{i_4}), \ldots \}

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(1) Stream Processing APIs

![Diagram of stream processing APIs]

### Normal Operations
- **map** (f: I ⇒ O) \(\text{Stream}<I> \Rightarrow \text{Stream}<O>\)
- **skip** (i: Integer) \(\text{Stream}<I> \Rightarrow \text{Stream}<I>\)
- **window** (count: Integer, f: Vec<I> ⇒ O) \(\text{Stream}<I> \Rightarrow \text{Stream}<O>\)

### Adaptation Operations
- **maybe** (knobs: Vec<T>, f: (T, I) ⇒ I) \(\text{Stream}<I> \Rightarrow \text{Stream}<I>\)
- **maybe_skip** (knobs: Vec<Integer>) \(\text{Stream}<I> \Rightarrow \text{Stream}<I>\)
- **maybe_head** (knobs: Vec<Integer>) \(\text{Stream}<\text{Vec}<I>> \Rightarrow \text{Stream}<\text{Vec}<I>>\)
maybe(knobs: Vec<T>, f: (T, I) => I)

let quantized_stream = vec![1, 2, 3, 4].into_stream()
    .maybe(vec![2, 4], |k, val| val / k)
    .collect();

Example code in Rust, simplified for presentation.
```rust
let quantized_stream = vec![1, 2, 3, 4].into_stream()
  .maybe(vec![2, 4], |k, val| val / k)
  .collect();
```

We rewrite the video streaming application as follows,

```rust
let app = Camera::new((1920, 1080), 30)
  .maybe_downsample(vec![(1600, 900), (1280, 720)])
  .maybe_skip(vec![2, 5])
  .map(|frame| pedestrian_detect(frame))
  .compose();
```

Example code in Rust, simplified for presentation.
let app = Camera::new((1920, 1080), 30)
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Training Data

Accuracy Function
let app = Camera::new((1920, 1080), 30)
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    .maybe_skip(vec![2, 5])
    .map(|frame| pedestrian_detect(frame))
    .compose();
Profile: Pareto-optimal Strategy

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<td>$c = [k_1, k_2, ... k_n]$</td>
<td>one specific configuration</td>
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<tr>
<td>$\mathcal{C}$</td>
<td>the set of all configurations</td>
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<tr>
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<td>bandwidth requirement for $c$</td>
</tr>
<tr>
<td>$A(c)$</td>
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\[
\mathbb{P} = \left\{ c \in \mathcal{C} : \left\{ c' \in \mathcal{C} : B(c') < B(c), A(c') > A(c) \right\} = \emptyset \right\}
\]

See red markers in the figure.
(3) Runtime Adaptation

![Diagram of Runtime Adaptation](image)

Adaptation Controller State Machine. We introduce the Probe phase to conservatively change the adaptation level. For details, please see the paper/thesis.
(3) Runtime Adaptation

Adaptation Controller State Machine. We introduce Probe phase to conservatively change adaptation level. For details, please see the paper/thesis.
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## Applications

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<th>Knobs</th>
<th>Accuracy</th>
<th>Dataset</th>
</tr>
</thead>
<tbody>
<tr>
<td>Augmented Reality</td>
<td>resolution</td>
<td>F1 score</td>
<td>iPhone video clips</td>
</tr>
<tr>
<td></td>
<td>frame rate</td>
<td></td>
<td>training: office (24s)</td>
</tr>
<tr>
<td></td>
<td>quantization</td>
<td></td>
<td>testing: home (246s)</td>
</tr>
<tr>
<td>Pedestrian Detection</td>
<td>resolution</td>
<td>F1 score</td>
<td>MOT16 [Milan et al., 2016]</td>
</tr>
<tr>
<td></td>
<td>frame rate</td>
<td></td>
<td>training: MOT16-04</td>
</tr>
<tr>
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<td>quantization</td>
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<tr>
<td>Log Analysis (Top-K, $K=50$)</td>
<td>head ($N$)</td>
<td>Kendall’s $\tau$</td>
<td>SEC.gov logs [DERA, 2016]</td>
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<tr>
<td></td>
<td>threshold ($T$)</td>
<td></td>
<td>training: 4 days</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>testing: 16 days</td>
</tr>
</tbody>
</table>

### iPhone Video Clips Data

- Training: Office (24s)
- Testing: Home (246s)

### MOT16 Data

- Training: MOT16-04
- Testing: MOT16-03

### SEC.gov Logs Data

- Training: 4 days
- Testing: 16 days
A distributed Top-K application with two degradation operations: head and threshold. In this example, $f_2$, which is not in Top-1 for either client, becomes the global Top-1 after the merge. It would have been purged if the clients use threshold $T=3$, demonstrating degradation that reduces data sizes affects fidelity.
Evaluation: Generated Profiles

(a) Augmented Reality (AR)

(b) Pedestrian Detection (PD)

- ● Pareto boundary
- − tune quantizer
- ▲ tune framerate
- + tune resolution

Accuracy (F1 Score) vs. Bandwidth (Mbps)

Optimal strategy is achieved with multiple dimensions; tuning one dimension leads to suboptimal performance.

For the same application, different dimensions have different impact.

For different applications, the same dimension has different impact.
Optimal strategy is achieved with multiple dimensions; tuning one dimension leads to suboptimal performance.
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- For different applications, the same dimension has different impact.
The effect of each dimension is not significantly different.

The profile offers quantified effects of degradation.
Evaluation: Generated Profiles (Top-K)

- The effect of each dimension is not significantly different.
The effect of each dimension is not significantly different.

The profile offers quantified effects of degradation.
### Evaluation: Runtime Experiment Baselines

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*Pantos and May, 2016* for HTTP Live Streaming represents popular adaptive video streaming techniques; used for Periscope video stream *Wang et al., 2016*. 
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<td>HTTP Live Streaming represents popular adaptive video streaming techniques; used for Periscope video stream [Wang et al., 2016].</td>
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HTTP Live Streaming (HLS) architecture: designed for live video viewing and relying on buffering at the viewing side.
Evaluation: Runtime Performance

Throughput (mbps) over time:
- AWStream (blue)
- JetStream++ (yellow)
- HLS (red)
- JetStream (light gray)
- Streaming over TCP (dotted blue)
- Streaming over UDP (dotted black)

Latency (seconds) over time:
- AWStream (blue)
- JetStream++ (yellow)
- HLS (red)
- JetStream (light gray)
- Streaming over TCP (dotted blue)
- Streaming over UDP (dotted black)

Accuracy (F1 Score) over time:
- AWStream (blue)
- JetStream++ (yellow)
- HLS (red)
- JetStream (light gray)
- Streaming over TCP (dotted blue)
- Streaming over UDP (dotted black)
Evaluation: Runtime Performance

- AWStream
- JetStream++
- JetStream
- HLS
- Streaming over TCP
- Streaming over UDP

Throughput (mbps):
- 0.0
- 5.0
- 10.0
- 15.0
- 20.0
- 25.0

Latency (seconds):
- 0.00
- 0.25
- 0.50
- 0.75
- 1.00

Accuracy (F1 Score):
- 0.0
- 5.0
- 10.0
- 15.0
- 20.0
- 25.0

Time (seconds):
- 0
- 200
- 400
- 600

Accuracy (F1 Score): 23/37
Evaluation: Runtime Performance

- **AWStream**
- **JetStream++**
- **JetStream**
- **HLS**
- **Streaming over TCP**
- **Streaming over UDP**

**Throughput (mbps):**
- AWStream and JetStream++ show stable throughput around 20 mbps.
- HLS and Streaming over TCP and UDP show lower and more variable throughput.

**Latency (seconds):**
- HLS and Streaming over TCP and UDP show lower and more variable latency.
- AWStream and JetStream++ show higher and more stable latency.

**Accuracy (F1 Score):**
- All systems maintain high accuracy throughout the experiment.

**Time (seconds):**
- The graphs span 0 to 600 seconds, showing the performance over time.
Evaluation: Runtime Performance

Throughput (Mbps)

Latency (seconds)

Accuracy (F1 Score)

Methods:
- AWStream
- JetStream++
- JetStream
- HLS
- Streaming over TCP
- Streaming over UDP

Graphs show performance over time, including throughput, latency, and accuracy for different methods.
Evaluation: Runtime Performance

- **AWStream**
- **JetStream++**
- **JetStream**
- **HLS**
- Streaming over TCP
- Streaming over UDP

**Throughput (Mbps)**

**Latency (seconds)**

**Accuracy (F1 Score)**

**Time (seconds)**
Evaluation: Runtime Performance

Latency (ms) and Accuracy (F1 score) for different streaming services:

- AWStream
- JetStream++
- JetStream
- HLS
- Streaming over TCP
- Streaming over UDP

Box plots show the distribution of latency and accuracy for each service.
Evaluation: Runtime Performance

Latency (ms) vs Accuracy (F1 score) for different streaming methods:
- AWStream
- JetStream++
- JetStream
- HLS
- Streaming over TCP
- Streaming over UDP

Fidelity, accuracy (%) vs Freshness, latency reversed (seconds):
- Streaming over TCP
- Manual Policies
- App-specific
- Streaming over UDP
Compute Resource Adaptation
Edge Computing: Fog/Cloudlet/Swarmbox & New Infrastructure
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Cisco Fog Computing [Bonomi et al., 2012]

Cloudlet [Satyanarayanan et al., 2009]
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Philips Hue Hub
SmartThings
Smartphones
Google onHub
SwarmBox Intel NUC

Many Gateways
Heterogeneous Environment

IoT / Mobile Devices

Edge Computers (Cloudlet)

Cloud

More Available Resources

Limited Resources

Compute Power

More workloads

Less workload

Less resource guarantee

Higher latency

Lower latency

Latency

Less stable connections

Characteristics of IoT/mobile, edge and cloud
Heterogeneous Environment

IoT / Mobile Devices

Edge Computers (Cloudlet)

Cloud

More Available Resources
Compute Power
Less workload
Workload
More workload
Less resource guarantee
Higher latency
Less stable connections
Latency
Lower latency

RPi Model B
Macbook Model A1502
Workstation Xeon E5-1620

4105 544 346

Processing times (ms) on different platforms.
Adaptation

Different algorithm and parameters affect the accuracy and processing times.

Within the tradeoff space, select appropriate algorithm and parameters to meet bounded response time goal.
Accuracy and Processing Times Tradeoff


(b) Benchmarks for Viola Jones face detection when changing different parameters (see explanation on the next slide).
Accuracy and Processing Times Tradeoff

Accuracy and Processing Times Tradeoff


(b) Benchmarks for Viola Jones face detection when changing different parameters (see explanation on the next slide).
The OpenCV implementation of Viola-Jones [Viola and Jones, 2001] has three parameters,

- **scale**: how much the image size is reduced at each image scale.
- **min_size**: minimum detectable object size.
- **min_neighbors**: how many neighbors each candidate rectangle should have to retain it.

Image Source: pyimagesearch.
detectMultiScale in Viola-Jones (or CascadeClassifier)

The OpenCV implementation of Viola-Jones [Viola and Jones, 2001] has three parameters,

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Image Source: Stack Overflow.
Exhaustive Search is Too Expensive

- **scale**: how much image size is reduced at each image scale.
- **min_size**: minimum detectable object size.
- **min_neighbors**: how many neighbors each candidate rectangle should have to retain it.

The graph shows the Pareto boundary and the tuning of **min_neighbors**, **min_size**, and **scale** over time. The best accuracy is achieved at 22.1 ms with 80.2% accuracy.
pub struct HogParams {
    pub win_size: Size2i,
    pub block_size: Size2i,
    pub block_stride: Size2i,
    pub cell_size: Size2i,
    pub nbins: c_int,
    pub win_sigma: f64,
    pub l2hys_threshold: f64,
    pub gamma_correction: bool,
    pub nlevels: usize,
    pub hit_threshold: f64,
    pub win_stride: Size2i,
    pub padding: Size2i,
    pub scale: f64,
    pub group_threshold: c_int,
    pub use_meanshift_grouping: bool,
    pub final_threshold: f64,
}
Challenges in Adapting Computation

Goal

Adapt computation to different platforms
Challenges in Adapting Computation

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**Challenges:**

1. Large parameter space

2. Heterogeneous capabilities (and not available when profiling)
Challenges in Adapting Computation

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Adapt computation to different platforms

**Challenges:**

1. Large parameter space
   - Previous approaches use random search or coordinate/greedy approach
   - We propose **Bayesian Optimization (BO)** for profiling

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## Challenges in Adapting Computation

### Goal

Adapt computation to different platforms

### Challenges:

1. Large parameter space
   - Previous approaches use random search or coordinate/greedy approach
   - We propose **Bayesian Optimization (BO)** for profiling
2. Heterogeneous capabilities (and not available when profiling)
   - **Profile transfer**: refine existing Pareto-optimal points
Bayesian optimization approximate black-box functions with proxy functions and iteratively proposes new sample point in the large parameter space. Effective for,

• Evaluating each sample is expensive.
• The objective is a black-box.
• The evaluation can be noisy.

Gaining attraction beyond ML scope:

• CherryPick [Alipourfard et al., 2017] finds the best cloud configurations for big data analytics.
• Google optimize chocolate chip cookies recipes [Solnik et al., 2017].
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Acquisition function evaluates the utility of candidate points for the next evaluation of $f$, balancing a high objective (exploitation) and high uncertainty (exploration) [Shahriari et al., 2016]
Bayesian Optimization (Illustrated)

Acquisition function evaluates the utility of candidate points for the next evaluation of \( f \), balancing a high objective (exploitation) and high uncertainty (exploration) [Shahriari et al., 2016]

For two-objective optimization, utility gain is based on additive-epsilon (top) or hypervolume (bottom) [Binois and Picheny, 2018]
We use PESMO\(^2\) [Hernández-Lobato et al., 2016] and compare it with two baselines: (1) greedy/coordinate search; (2) random search.

\(^2\)A Python package based on Spearmint. It chooses evaluation points to maximally reduce the entropy of the posterior distribution over the Pareto set.
We use PESMO\textsuperscript{2} [Hernández-Lobato et al., 2016] and compare it with two baselines: (1) greedy/coordinate search; (2) random search.

BO evaluates 50 configurations and recommends 29 configurations as the Pareto-optimal boundary (the blue line). Greedy and Random find sub-optimal Pareto configurations with a budget of 80 evaluations (the yellow line in each figure).

\textsuperscript{2}A Python package based on Spearmint. It chooses evaluation points to maximally reduce the entropy of the posterior distribution over the Pareto set.
Profile Transfer (without re-running the entire BO)

We make the following observations:

- Accuracy remains for a given algorithm/parameter.
- Processing time order is preserved.
- More expensive algorithms/parameters remain the same across platforms.
- The “Pareto-optimal” is horizontally stretched/compressed.
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(Left) Empirically, processing times follow a linear approximation. (Right) Stretched/compressed profile. See paper for details.
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Conclusion and Acknowledgement
Summary and Contributions

- Swarm/IoT has huge potentials but also challenges
- Network resource adaptation
  - Addresses scarce and variable WAN bandwidth
- Tradeoff between application accuracy and data size demand
- Compute resource adaptation
  - Addresses heterogeneous platforms and large parameter space
- Tradeoff between application accuracy and processing times
- Overall, a systematic and quantitative approach for adaptation
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TerraSwarm Vision

TerraSwarm applications are characterized by their ability to dynamically recruit resources such as sensors and data from the cloud, aggregate and use that information to make or aid decisions.
TerraSwarm Vision

TerraSwarm applications are characterized by their ability to **dynamically recruit** resources such as sensors and data from the cloud, aggregate and use that information to make or aid decisions.

(a) Accessor in a network of actors.  
(b) Instantiate accessors on another host.
TerraSwarm Vision

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(a) Accessor in a network of actors.  
(b) Instantiate accessors on another host.

Work in progress with Marten and Andrés. Maybe checkout Marten’s dissertation talk in the future :)

Current (other) and Future Work
Acknowledgment

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1N73LL1G3NC3
15 7H3
4B1L17Y
70 4D4P7 70
CH4NG3
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15 7H3
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CH4NG3
Google Network Infrastructure

Figure 4: Bandwidth Sharing on a Bottleneck Link.

BwE: Flexible, Hierarchical Bandwidth Allocation for WAN Distributed Computing [Kumar et al., 2015]

Figure 5: BwE Architecture.
BwE: Flexible, Hierarchical Bandwidth Allocation for WAN Distributed Computing [Kumar et al., 2015]

Move from Lagrangian to Eulerian (ask Edward if you don’t know what these words refer to).
Backup Slides.
**I-frames** are the least compressible but don’t require other video frames to decode. I-frames are further compressed with quantization.

**P-frames** can use data from previous frames to decompress and are more compressible than I-frames.

**B-frames** can use both previous and forward frames for data reference to get the highest amount of data compression (not an option in live streaming).

PC: https://en.wikipedia.org/wiki/Video_compression_picture_types
Evaluation: Resource Allocation for Multiple Applications

(a) Resource Fairness

(b) Utility Fairness
Bandwidth Fluctuations (Cellular)

Bandwidth Fluctuations (WiFi)

Figure 4: Delivery ratio variation over a week for two randomly chosen 2.4 GHz links.

Figure 5: Delivery ratio variation over a week for two randomly chosen 5 GHz links.


Continue with the main slides.
Augmented Reality

- Training and testing data characteristics
  - 1920x1080 resolution with 30 FPS
  - training: 707 frames (23.5 seconds), testing: 1384 frames (46 seconds)

- Object Recognition
  - Darknet: Open Source Neural Networks in C
  - Developed by Joseph Redmon, "Do whatever you want with it" license
  - It supports CPU/GPU
  - In this work, I am using a pre-trained model with Coco dataset

- Other systems such as TensorFlow, Caffe would also work
IOU and F1

Positive if intersection over union (IOU) larger than 0.5.

\[
\text{IOU} = \frac{\text{Area of Intersection}}{\text{Area of Union}}
\]

(a) IOU=0.14  
(b) IOU=0.57  
(c) IOU=0.82

F1 is the harmonic mean of precision and recall:

<table>
<thead>
<tr>
<th></th>
<th>P</th>
<th>N</th>
</tr>
</thead>
<tbody>
<tr>
<td>Y</td>
<td>True Positive</td>
<td>False Positive</td>
</tr>
<tr>
<td>N</td>
<td>True Positive</td>
<td>False Positive</td>
</tr>
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\[
\text{Precision} = \frac{\text{true positive}}{\text{all positive}}
\]

\[
\text{Recall} = \frac{\text{true positive}}{\text{all detection}}
\]

\[
F1 = \frac{2}{\frac{1}{\text{Recall}} + \frac{1}{\text{Precision}}}
\]


