

Performance is not Boolean

Supporting Scalar Configuration Variables in NFP Models

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Motivation

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.config - Configuration
System Logging Utilities

[*] klogd (5.7 kb)
    *** klogd should not be used together with syslog to kernel printk buffer ***
[*] Use the klogctl() interface
[*] logger (6.3 kb)
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- Automatic generation of detailed and accurate models
- predict non-functional properties (NFPs) of system / workload from boolean and scalar features

NFP Models

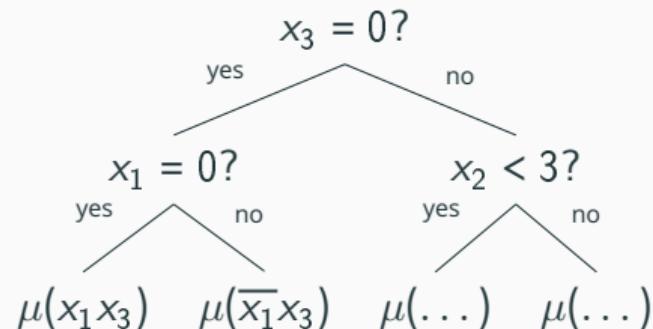


NFP Models



Two common approaches:

- Classification and Regression Trees (CART) [Guo+18; Nai+20; Jam+18]



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- Linear Regression [Sie+15]

$$\beta_0 + \beta_1 x_1 + \beta_2 x_2 + \beta_3 x_1 x_2 + \dots$$

NFP Models



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But:

- Often limited to boolean features (\rightarrow data-efficient sampling) [Per+21]

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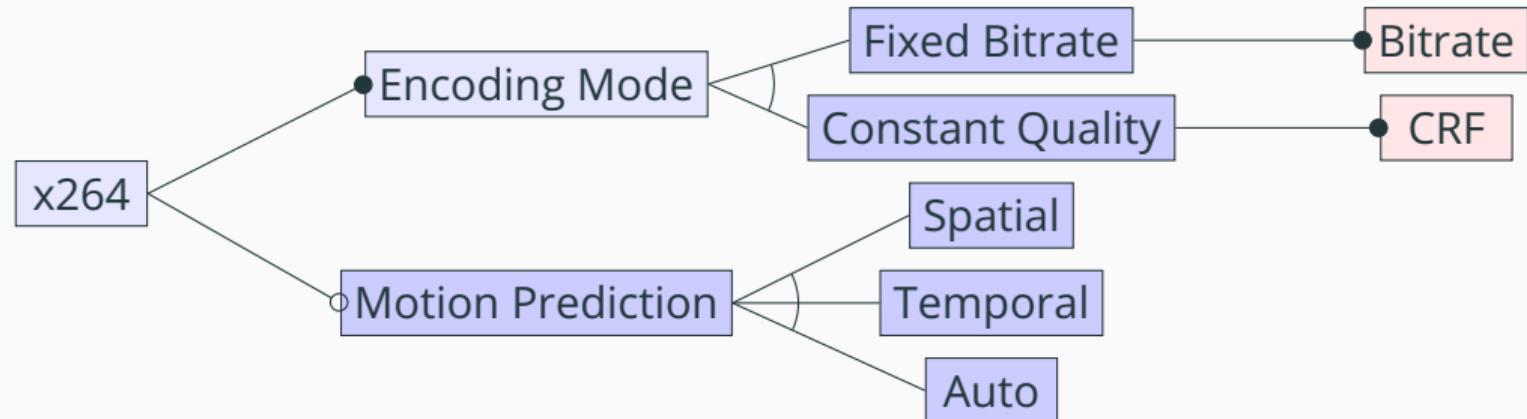
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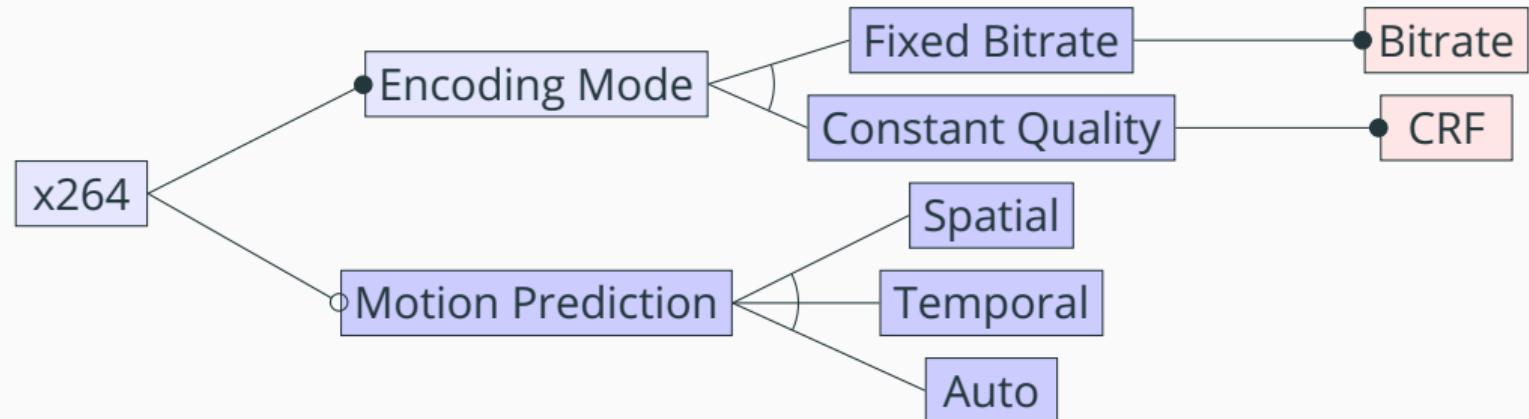
- Often limited to boolean features (\rightarrow data-efficient sampling) [Per+21]
- Non-linear effects
- Features may be undefined

Feature Extraction



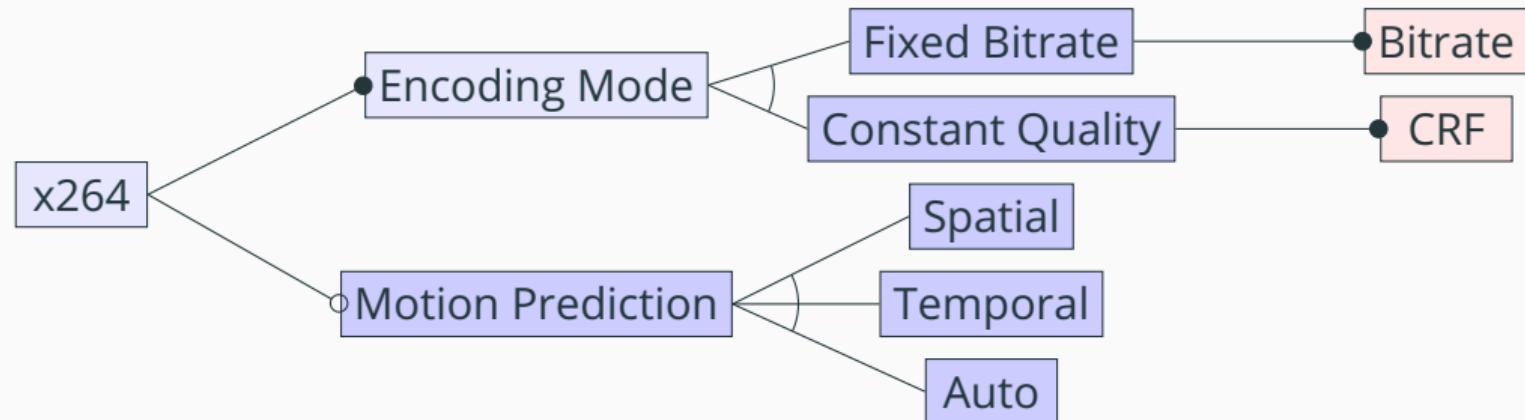
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- $x_{fb}, x_{cq} \in \{0, 1\}, \sum_{x_i} = 1 ; x_{\text{spatial}}, x_{\text{temporal}}, x_{\text{auto}} \in \{0, 1\}, \sum_{x_i} \leq 1$
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- $x_{\text{bitrate}}, x_{\text{crf}} \in \mathbb{R} \cup \{\perp\}$
- Constant Quality mode selected $\rightarrow x_{\text{bitrate}} = \perp$

Regression Model Trees (RMT)

- Regression Trees
 - ✓ tree generation can be adapted for undefined variables
 - ! piecewise constant approximation of complex scalar functions

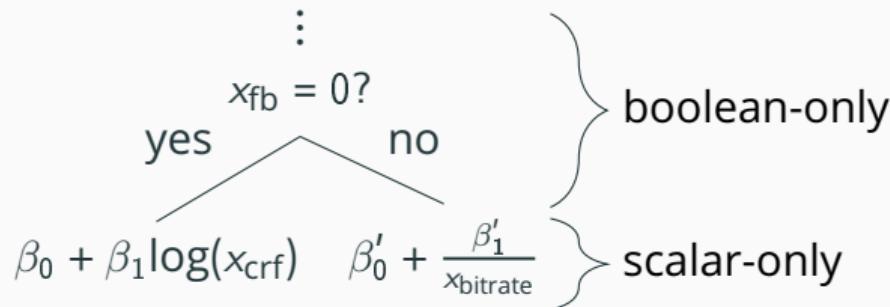
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→ Regression Model Trees



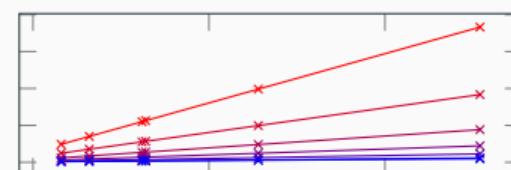
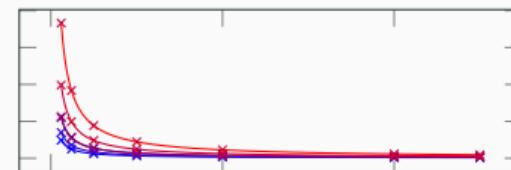
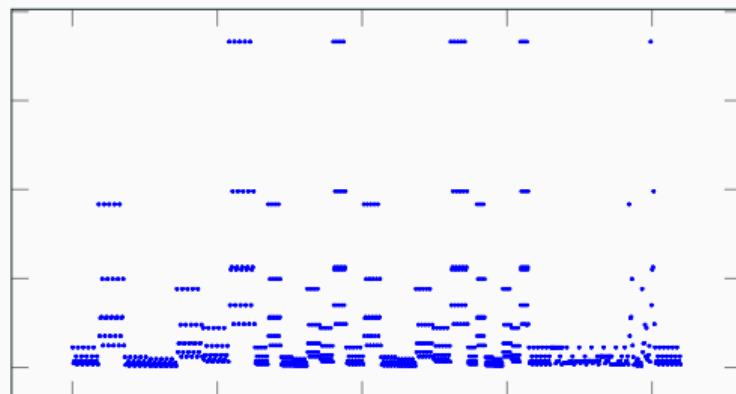
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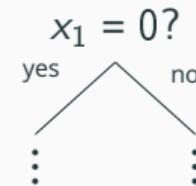
	y_1	y_2	y_3	y_4
x_1	0	0	1	1
x_2	0	1	0	1
	$\overline{S_1}$	$\overline{S_1}$	S_1	S_1
	$\overline{S_2}$	S_2	$\overline{S_2}$	S_2

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	\bar{S}_1	\bar{S}_1	S_1	S_1
	S_2	S_2	\bar{S}_2	S_2

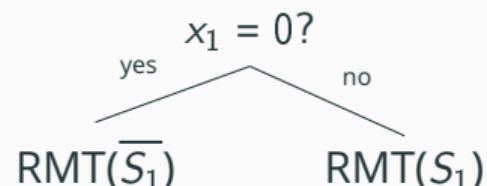


$$SSR(i) =_{df} \sum_{y \in S_i} (\mu(S_i) - y)^2 + \sum_{y \in \bar{S}_i} (\mu(\bar{S}_i) - y)^2$$

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Claim: RMT are more accurate and do not increase model size

Evaluation Setup

- **Busybox** multi-call binary: ROM (.text), static RAM (.data, .bss)
- **Kratos** embedded research OS: ROM, static RAM
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- 13 to 1,018 features; 2 to 30 % scalar

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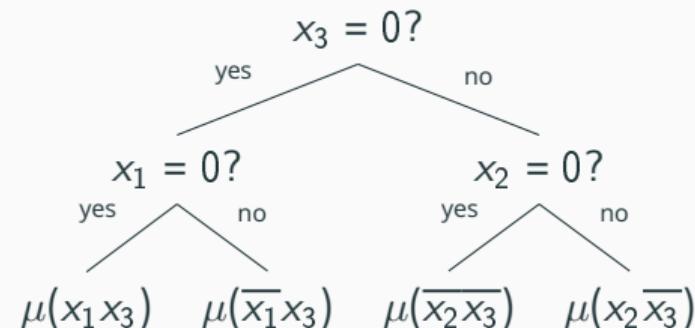
Benchmarks:

- Busybox: random sampling
- Others: random sampling with neighbourhood exploration
- Data-efficient sampling is out of scope

NFP Model Lineup

Bool:

- DECART (data-efficient classification and regression trees) [Guo+18]



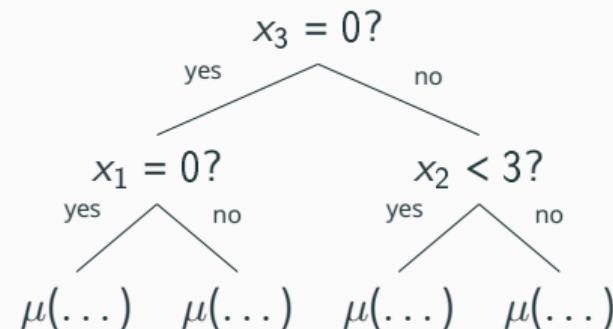
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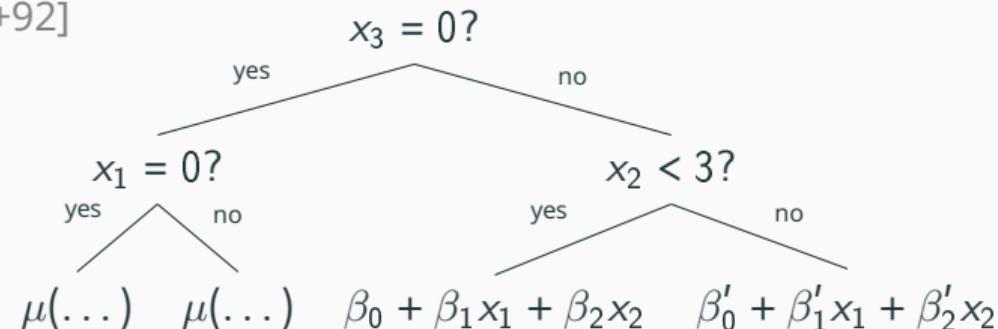
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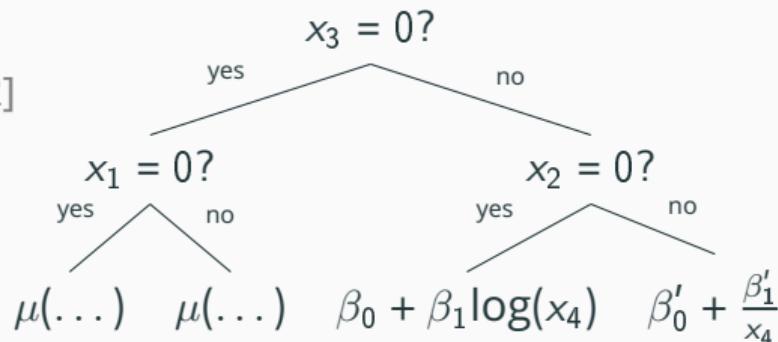
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- RMT (regression model trees) [FS22]

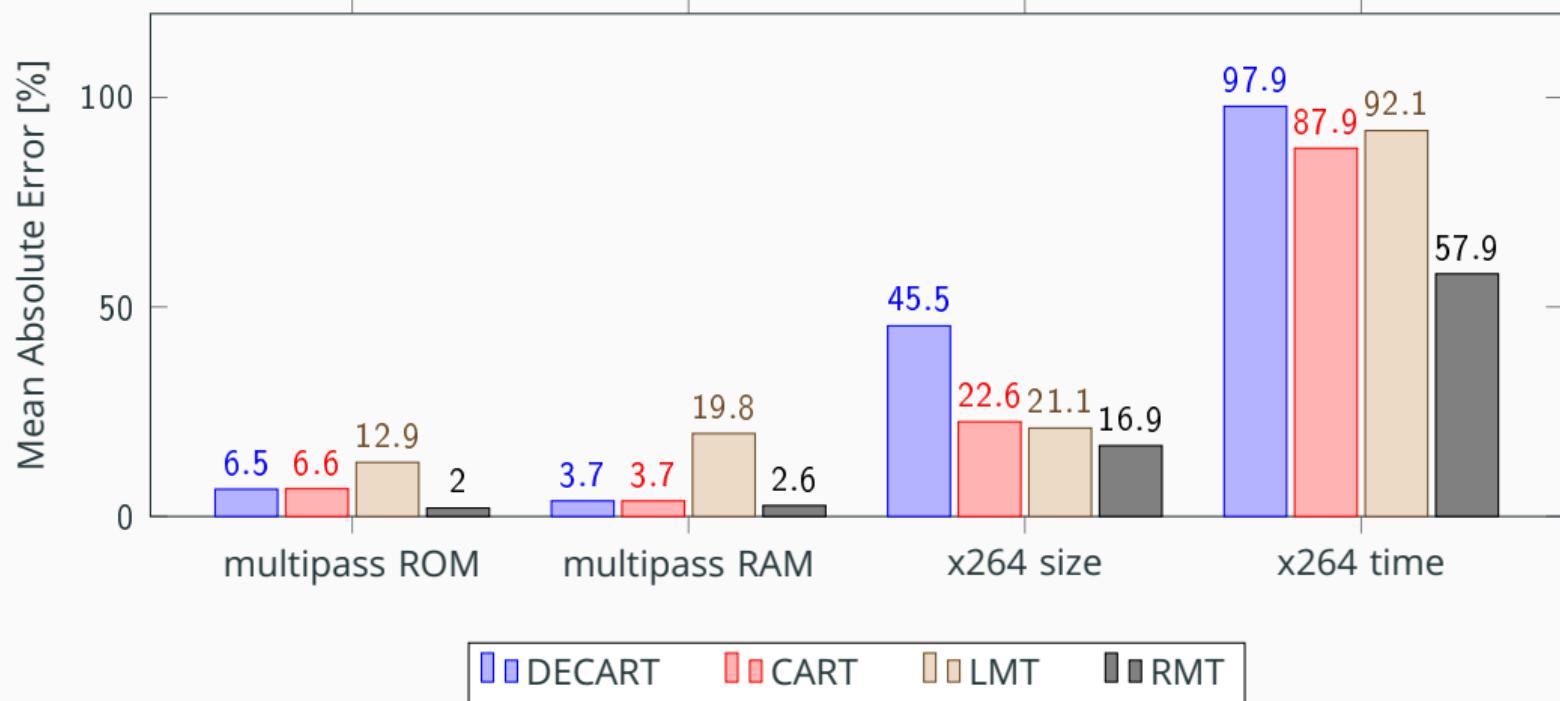


Model Accuracy

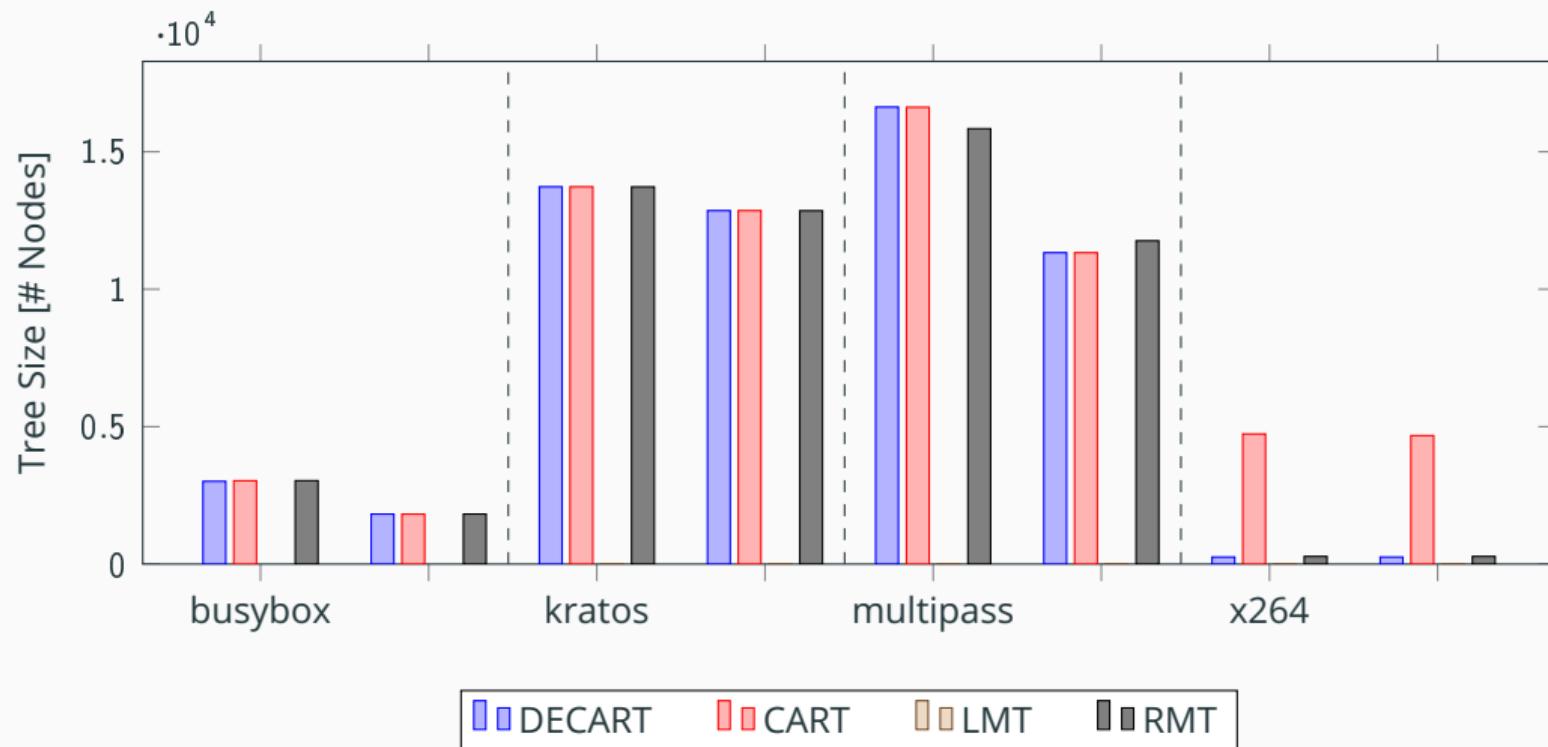
Equal performance (deviation < 0.1) for

- Busybox ROM/RAM (0.2 %)
 - Kratos ROM (0.5 %) / RAM (0.8 %)
- RMT as accurate as (DE)CART for scalar-independent applications

Model Accuracy



Model Complexity



Conclusion

- Scalar parameters affect non-functional properties
- Scalar-aware NFP models ...
 - have equal or up to 3x lower model error
 - vary in complexity, larger $\not\Rightarrow$ better

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WiP:

- Improve RMT generation (more compact \rightarrow explainable models)
- Apply existing approaches for efficient sampling

Conclusion

Goal: NFP visualization and NFP-aware partial auto-configuration

Pareto-optimal configurations ⓘ

- Cost = 60 € / Throughput = 21.6 FPS (Task = Segmentation (bounding box) Hardware Platform = Raspberry Pi 4 B (aarch64) NN Architecture = mobilenetv3small)
- Cost = 480 € / Throughput = 247.0 FPS (Task = Segmentation (bounding box) NN Architecture = efficientdet_lite0_feature-vector_1 Hardware Platform = Jetson Xavier NX Batch Size = 32)
- Cost = 117 € / Throughput = 38.0 FPS (Task = Segmentation (bounding box) Hardware Platform = Jetson Nano NN Architecture = mobilenetv3small Batch Size = 32)
- Cost = 160 € / Throughput = 243.0 FPS (Task = Segmentation (bounding box) NN Architecture = mobilenetv2 Hardware Platform = Coral EdgeTPU Dev Board TFLite Optimizations = Int8 Quantization with Sample Data and EdgeTPU Offloading Batch Size = 32)

Batch Size (NEW)

Hardware Platform (NEW)

NN Framework (NEW)

Task

NN Architecture (NEW)

TFLite Optimizations (NEW)

task

Classification 0 € ≈+4.7 FPS

Segmentation (bounding box)

Segmentation (pixel-accurate) 0 € ≈+4.7 FPS

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