# Fast inference in CMSSW with NVIDIA TensorRT

A. Di Pilato, A. Di Florio

## Day 3

### Day 3 scrum

- Installed the latest release of NVIDIA TensorRT (TRT 6.0.1.5) within CMSSW environment as external: compiles!
- PatternRecognitionByCA inside TICL framework adapted to work with TensorRT instead of TensorFlow
- **Issues:** deprecated documentation & libraries

**Plans for** *tomorrow*: have it working in CMSSW (need to convert Tracksters to data structures)

## Day 2

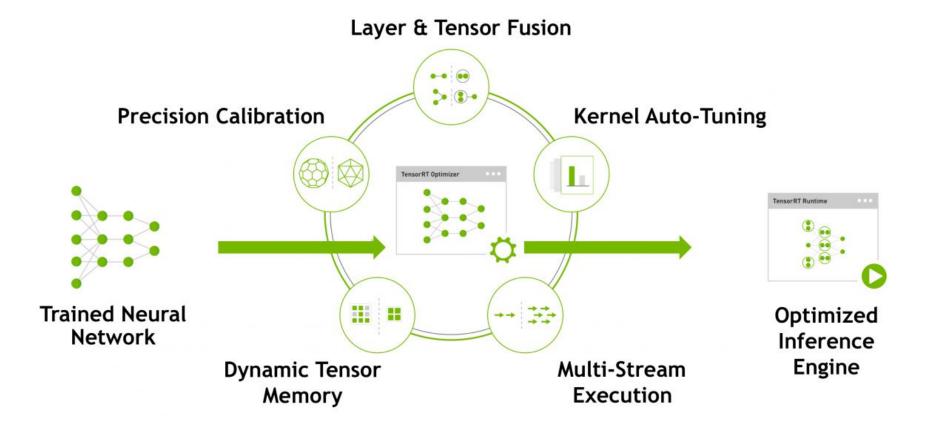
#### Day 2 scrum

- Installed the latest release of NVIDIA TensorRT (TRT 6.0.1.5) within CMSSW environment as external: compiles!
- Adapting PatternRecognitionByCA inside TICL framework to work with TensorRT instead of TensorFlow (need to cope with multiple outputs)
- Issues: deprecated documentation & libraries
  - If not mantained <u>not worth</u> to put TensorRT in production
- Plans for *tomorrow*: have a **simplified working** TensorRT example in CMSSW for PiD & energy regression

## Day 1

#### Goal

- Integrate fast inference in CMSSW on GPU with NVIDIA TensorRT: <a href="https://developer.nvidia.com/tensorrt">https://developer.nvidia.com/tensorrt</a>
- NVIDIA TensorRT is a platform for high-performance deep learning inference. It includes a deep learning inference optimizer and runtime that delivers low latency and high-throughput for deep learning inference applications.
- Test the performance on the model developed for Particle ID and Energy Regression in HGCAL within TICL framework.



#### Day 1 scrum

- Installed the latest release of NVIDIA TensorRT (TRT 6.0.1.5) within CMSSW environment
- Verification still ongoing
  - Apparently the tool for the conversion of .pb model into .uff model is not working
  - Testing is being made on a code that worked with TRT 4.0 outside CMSSW for doublets classification in the Tracker
- A simple code will be written to work with the new problem (ParticleID and EnergyRegression in HGCAL)
- Need to adapt PatternRecognitionByCA inside TICL framework to work with TensorRT instead of TensorFlow