

# Fast video processing on distributed edge with machine learning application

Ke-Jou Hsu\* Ada Gavrilovska

School of Computer Science, College of Computing, Georgia Institute of Technology, Atlanta, GA 30313 USA

\*Email: [nosus\\_hsu@gatech.edu](mailto:nosus_hsu@gatech.edu)

**Abstract:** While running a real-time analysis on video stream, clients expect applications to have fast and precise response for immediate reaction. With current machine learning model, image processing can achieve higher accuracy but require more computation power at the same time.<sup>1, 2</sup> In order to get good analyzing result and low latency, and to make efficient utilization of computing resource, we propose a new framework for running machine learning model on edge: pipelining and distributing the computation. Considering transporting data size and network status, the framework targets to come out shortest response time for processing.

## References:

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