



# NVIDIA TensorRT

Quick Start Guide | NVIDIA Docs

# Table of Contents

Chapter 1. Introduction.....	1
Chapter 2. Installing TensorRT.....	3
2.1. Container Installation.....	3
2.2. Debian Installation.....	3
2.3. Python Package Index Installation.....	5
Chapter 3. The TensorRT Ecosystem.....	7
3.1. Basic TensorRT Workflow.....	7
3.2. Conversion and Deployment Options.....	9
3.2.1. Conversion.....	9
3.2.2. Deployment.....	10
3.3. Selecting the Correct Workflow.....	11
Chapter 4. Example Deployment Using ONNX.....	13
4.1. Export the Model.....	14
4.2. Select a Batch Size.....	14
4.3. Select a Precision.....	14
4.4. Convert the Model.....	15
4.5. Deploy the Model.....	15
Chapter 5. TF-TRT Framework Integration.....	17
Chapter 6. ONNX Conversion and Deployment.....	18
6.1. Exporting with ONNX.....	18
6.1.1. Exporting to ONNX from TensorFlow.....	18
6.1.2. Exporting to ONNX from PyTorch.....	19
6.2. Converting ONNX to a TensorRT Engine.....	20
6.3. Deploying a TensorRT Engine to the Python Runtime API.....	21
Chapter 7. Using the TensorRT Runtime API.....	22
7.1. Setting Up the Test Container and Building the TensorRT Engine.....	22
7.2. Running an Engine in C++.....	24
7.3. Running an Engine in Python.....	25
Chapter 8. Additional Resources.....	27
8.1. Glossary.....	27

# List of Figures

Figure 1. Typical Deep Learning Development Cycle Using TensorRT.....	1
Figure 2. The Five Basic Steps to Convert and Deploy Your Model.....	8
Figure 3. Main Options Available for Conversion and Deployment.....	9
Figure 4. Flowchart for Getting Started with TensorRT.....	12
Figure 5. Deployment Process Using ONNX.....	13
Figure 6. TF-TRT Integration with TensorRT.....	17
Figure 7. Exporting ONNX from TensorFlow.....	19
Figure 8. Exporting ONNX from PyTorch.....	20
Figure 9. Test Image, Size 1282x1026.....	23
Figure 10. Test Image, Size 1282x1026.....	25

# List of Tables

Table 1. Additional TensorRT Resources.....	27
---	----

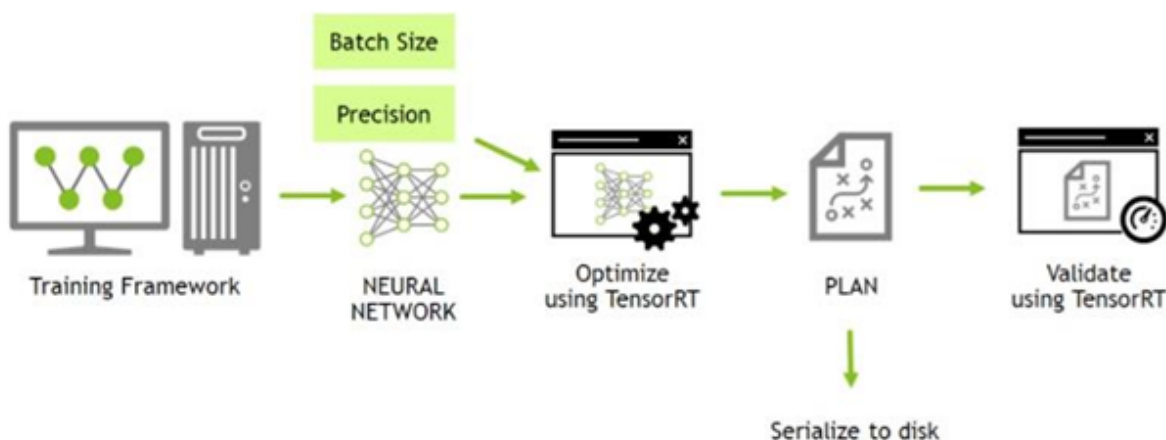
---

# Chapter 1. Introduction

NVIDIA® TensorRT™ is an SDK for optimizing trained deep learning models to enable high-performance inference. TensorRT contains a deep learning inference optimizer for trained deep learning models, and a runtime for execution.

After you have trained your deep learning model in a framework of your choice, TensorRT enables you to run it with higher throughput and lower latency.

Figure 1. Typical Deep Learning Development Cycle Using TensorRT



This guide covers the basic installation, conversion, and runtime options available in TensorRT, and when they are best applied.

Here is a quick summary of each chapter:

## **Installing TensorRT**

We provide multiple, simple ways of installing TensorRT.

## **The TensorRT Ecosystem**

We describe a simple flowchart to show the different types of conversion and deployment workflows and discuss their pros and cons.

## **Example Deployment Using ONNX**

We look at the basic steps to convert and deploy your model. It will introduce concepts used in the rest of the guide, and walk you through the decisions you must make to optimize inference execution.

## **TF-TRT Framework Integration**

We introduce the TensorRT (TRT) inside of Google® TensorFlow (TF) integration.

**ONNX Conversion and Deployment**

We provide a broad overview of ONNX exports from TensorFlow and PyTorch, as well as pointers to Jupyter notebooks that go into more detail.

**Using the TensorRT Runtime API**

We provide a tutorial to illustrate semantic segmentation of images using the TensorRT C++ and Python API.

For a higher-level application that allows you to quickly deploy your model, refer to the [NVIDIA Triton™ Inference Server Quick Start](#).

---

# Chapter 2. Installing TensorRT

There are a number of installation methods for TensorRT. This chapter covers the most common options using:

- ▶ a container
- ▶ a Debian file, or
- ▶ a standalone `pip` wheel file.

For other ways to install TensorRT, refer to the [NVIDIA TensorRT Installation Guide](#).

For advanced users who are already familiar with TensorRT and want to get their application running quickly, who are using an NVIDIA CUDA<sup>®</sup> container with cuDNN included, or want to set up automation, follow the network repo installation instructions (refer to [Using The NVIDIA Machine Learning Network Repo For Debian Installation](#)).

## 2.1. Container Installation

This section contains an introduction to the customized virtual machine images (VMI) that NVIDIA publishes and maintains on a regular basis. NVIDIA NGC<sup>™</sup> certified public cloud platform users can access specific setup instructions on how to browse the [NGC website](#) and identify an available NGC container and tag to run on their VMI.

On each of the major cloud providers, NVIDIA publishes customized GPU-optimized virtual machine images (VMI) with regular updates to OS and drivers. These VMIs are optimized for performance on the latest generations of NVIDIA GPUs. Using these VMIs to deploy NGC hosted containers, models and resources on cloud-hosted virtual machine instances with H100, A100, V100, or T4 GPUs ensures optimum performance for deep learning, machine learning, and HPC workloads.

To deploy a TensorRT container on a public cloud, follow the steps associated with your [NGC certified public cloud platform](#).

## 2.2. Debian Installation

This section contains instructions for a developer installation. This installation method is for new users or users who want the complete developer installation, including samples and documentation for both the C++ and Python APIs.

For advanced users who are already familiar with TensorRT and want to get their application running quickly, are using an NVIDIA CUDA container with cuDNN included, or want to set up automation, follow the network repo installation instructions (refer to [Using The NVIDIA CUDA Network Repo For Debian Installation](#)).

**Note:**

- ▶ The following commands are examples for `amd64`, however, the commands are identical for `arm64`.
- ▶ When installing Python packages using this method, you must install dependencies manually with `pip`.

Ensure that you have the following dependencies installed.

- ▶ [CUDA 11.0 update 1](#), [11.1 update 1](#), [11.2 update 2](#), [11.3 update 1](#), [11.4 update 4](#), [11.5 update 2](#), [11.6 update 2](#), [11.7 update 1](#) or [11.8](#), or [12.0 update 1](#)
  - ▶ [cuDNN 8.8.0](#) (Not required for lean or dispatch runtime installations.)
1. Install CUDA according to the [CUDA installation](#) instructions.
  2. If applicable, install cuDNN according to the [cuDNN installation](#) instructions.
  3. [Download](#) the TensorRT local repo file that matches the Ubuntu version and CPU architecture that you are using.
  4. Install TensorRT from the Debian local repo package. Replace `ubuntuxx04`, `8.x.x`, and `cuda-x.x` with your specific OS version, TensorRT version, and CUDA version.

```
os="ubuntuxx04"
tag="8.x.x-cuda-x.x"
sudo dpkg -i nv-tensorrt-local-repo-${os}-${tag}_1.0-1_amd64.deb
sudo cp /var/nv-tensorrt-local-repo-${os}-${tag}/*-keyring.gpg /usr/share/keyrings/
sudo apt-get update
```

**For full runtime**

```
sudo apt-get install tensorrt
```

**For the lean runtime only, instead of tensorrt**

```
sudo apt-get install libnvinfer-lean8
sudo apt-get install libnvinfer-vc-plugin8
```

**For lean runtime Python package**

```
sudo apt-get install python3-libnvinfer-lean
```

**For dispatch runtime Python package**

```
sudo apt-get install python3-libnvinfer-dispatch
```

**For all TensorRT Python packages**

```
python3 -m pip install numpy
sudo apt-get install python3-libnvinfer-dev
```

The following additional packages will be installed:

```
python3-libnvinfer
python3-libnvinfer-lean
python3-libnvinfer-dispatch
```

If you want to install Python packages for the lean or dispatch runtime *only*, specify these individually rather than installing the `dev` package.



### If you want to use TensorRT with the UFF converter to convert models from TensorFlow

```
python3 -m pip install protobuf
sudo apt-get install uff-converter-tf
```

The `graphsurgeon-tf` package will also be installed with this command.

### If you want to run samples that require `onnx-graphsurgeon` or use the Python module for your own project

```
python3 -m pip install numpy onnx
sudo apt-get install onnx-graphsurgeon
```

5. Verify the installation.

```
dpkg-query -W tensorrt
```

You should see something similar to the following:

```
tensorrt 8.6.0.x-1+cuda12.0
```

## 2.3. Python Package Index Installation

This section contains instructions for installing TensorRT from the Python Package Index.

When installing TensorRT from the Python Package Index, you're not required to install TensorRT from a `.tar`, `.deb`, or `.rpm` package. All required libraries are included in the Python package. However, the header files, which may be needed if you want to access TensorRT C++ APIs or to compile plugins written in C++, are not included. Additionally, if you already have the TensorRT C++ library installed, using the Python package index version will install a redundant copy of this library, which may not be desirable. Refer to [Tar File Installation](#) for information on how to manually install TensorRT wheels that do not bundle the C++ libraries. You can stop after this section if you only need Python support.

The `tensorrt` Python wheel files only support Python versions 3.6 to 3.10 at this time and will not work with other Python versions. Only the Linux operating system and `x86_64` CPU architecture is currently supported. These Python wheel files are expected to work on CentOS 7 or newer and Ubuntu 18.04 or newer.



**Note:** If you do not have root access, you are running outside a Python virtual environment, or for any other reason you would prefer a user installation, then append `--user` to any of the `pip` commands provided.

1. Install the TensorRT Python wheel.

```
python3 -m pip install --upgrade tensorrt
```

The above `pip` command will pull in all the required CUDA libraries and cuDNN in Python wheel format from PyPI because they are dependencies of the TensorRT Python wheel. Also, it will upgrade `tensorrt` to the latest version if you had a previous version installed.

Optionally, install the TensorRT lean or dispatch runtime wheels. If you are only using TensorRT to run pre-built version compatible engines, you can install these wheels without installing the regular TensorRT wheel.

```
python3 -m pip install --upgrade tensorrt_lean
python3 -m pip install --upgrade tensorrt_dispatch
```

2. To verify that your installation is working, use the following Python commands to:

- ▶ Import the `tensorrt` Python module.
- ▶ Confirm that the correct version of TensorRT has been installed.
- ▶ Create a `Builder` object to verify that your CUDA installation is working.

```
python3
>>> import tensorrt
>>> print(tensorrt.__version__)
>>> assert tensorrt.Builder(tensorrt.Logger())
```

Use a similar procedure to verify that the lean and dispatch modules work as expected:

```
python3
>>> import tensorrt_lean as trt
>>> print(trt.__version__)
>>> assert trt.Builder(trt.Logger())
```

```
python3
>>> import tensorrt_dispatch as trt
>>> print(trt.__version__)
>>> assert trt.Builder(trt.Logger())
```

If the final Python command fails with an error message similar to the error message below, then you may not have the [NVIDIA driver installed](#) or the NVIDIA driver may not be working properly. If you are running inside a container, then try starting from one of the `nvidia/cuda:x.y-base-<os>` containers.

```
[TensorRT] ERROR: CUDA initialization failure with error 100. Please check your CUDA
installation: ...
```

If the preceding Python commands worked, then you should now be able to run any of the TensorRT Python samples to further confirm that your TensorRT installation is working. For more information about TensorRT samples, refer to the [NVIDIA TensorRT Sample Support Guide](#).

---

# Chapter 3. The TensorRT Ecosystem

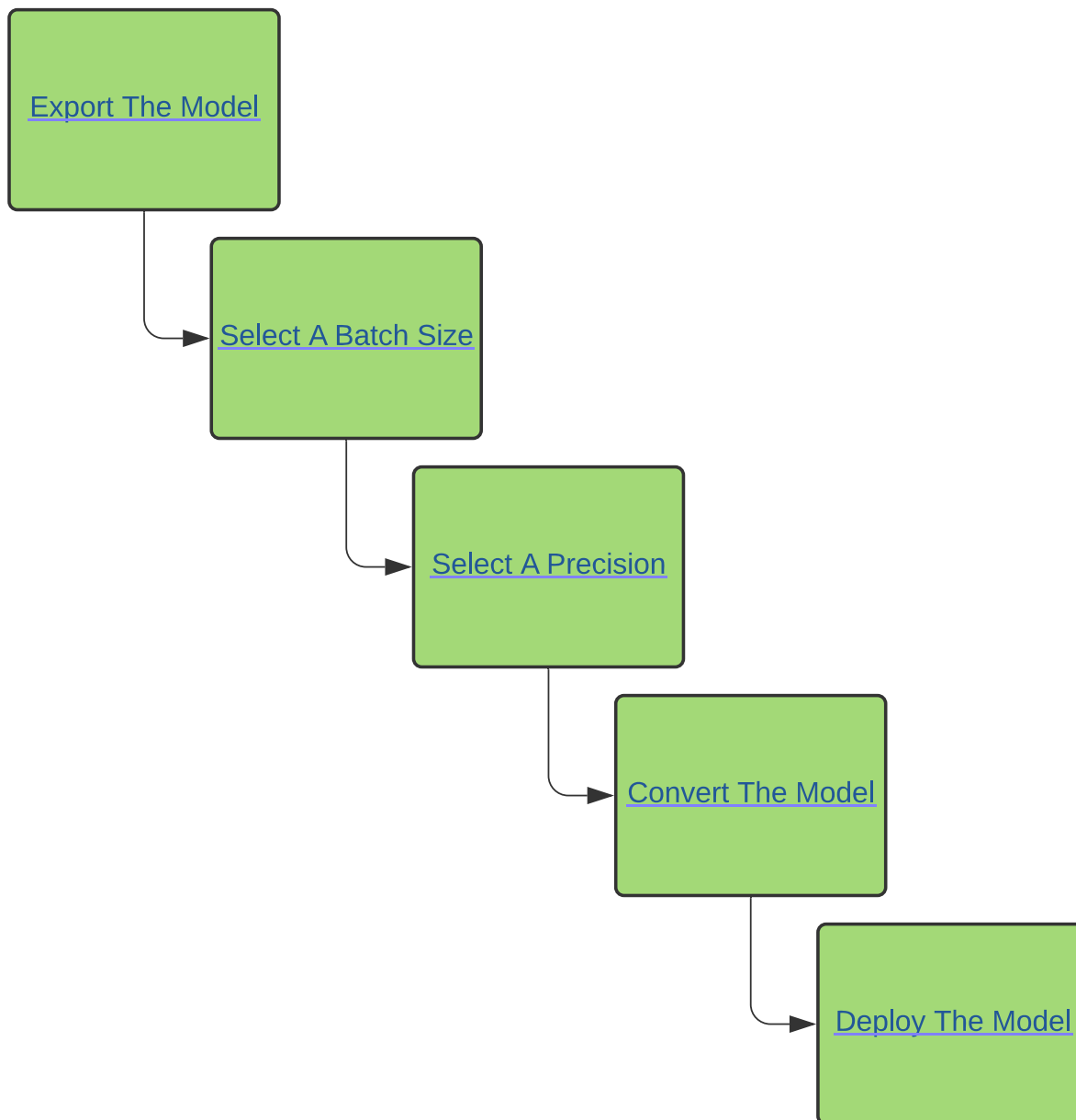
TensorRT is a large and flexible project. It can handle a variety of conversion and deployment workflows, and which workflow is best for you will depend on your specific use case and problem setting.

TensorRT provides several options for deployment, but all workflows involve the conversion of your model to an optimized representation, which TensorRT refers to as an *engine*. Building a TensorRT workflow for your model involves picking the right deployment option, and the right combination of parameters for engine creation.

## 3.1. Basic TensorRT Workflow

You must follow five basic steps to convert and deploy your model:

Figure 2. The Five Basic Steps to Convert and Deploy Your Model



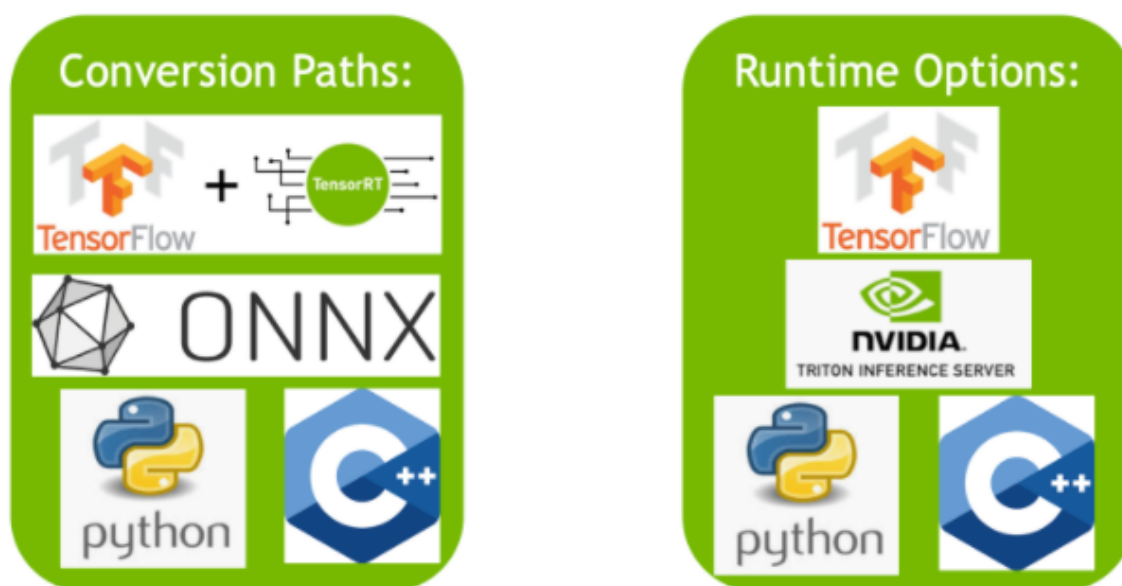
It is easiest to understand these steps in the context of a complete, end-to-end workflow: In [Example Deployment Using ONNX](#), we will cover a simple framework-agnostic deployment workflow to convert and deploy a trained ResNet-50 model to TensorRT using ONNX conversion and TensorRT's standalone runtime.

## 3.2. Conversion and Deployment Options

The TensorRT ecosystem breaks down into two parts:

1. The various paths users can follow to convert their models to optimized TensorRT engines.
2. The various runtimes users can target with TensorRT when deploying their optimized TensorRT engines.

Figure 3. Main Options Available for Conversion and Deployment



### 3.2.1. Conversion

There are three main options for converting a model with TensorRT:

- ▶ using TF-TRT
- ▶ automatic ONNX conversion from `.onnx` files
- ▶ manually constructing a network using the TensorRT API (either in C++ or Python)

For converting TensorFlow models, the TensorFlow integration (TF-TRT) provides both model conversion and a high-level runtime API, and has the capability to fall back to TensorFlow implementations where TensorRT does not support a particular operator. For more information about supported operators, refer to [ONNX Operator Support](#).

A more performant option for automatic model conversion and deployment is to convert using ONNX. ONNX is a framework agnostic option that works with models in TensorFlow,

PyTorch, and more. TensorRT supports automatic conversion from ONNX files using either the TensorRT API, or `trtexec` - the latter being what we will use in this guide. ONNX conversion is all-or-nothing, meaning all operations in your model must be supported by TensorRT (or you must provide custom plug-ins for unsupported operations). The result of ONNX conversion is a singular TensorRT engine that allows less overhead than using TF-TRT.

For the most performance and customizability possible, you can also construct TensorRT engines manually using the TensorRT network definition API. This essentially involves building an identical network to your target model in TensorRT operation by operation, using only TensorRT operations. After a TensorRT network is created, you will then export just the weights of your model from the framework and load them into your TensorRT network. For this approach, more information about constructing the model using TensorRT's network definition API, can be found [here](#):

- ▶ [Creating A Network Definition From Scratch Using The C++ API](#)
- ▶ [Creating A Network Definition From Scratch Using The Python API](#)

## 3.2.2. Deployment

There are three options for deploying a model with TensorRT:

- ▶ deploying within TensorFlow
- ▶ using the standalone TensorRT runtime API
- ▶ using NVIDIA Triton Inference Server

Your choice for deployment will determine the steps required to convert the model.

When using TF-TRT, the most common option for deployment is to simply deploy within TensorFlow. TF-TRT conversion results in a TensorFlow graph with TensorRT operations inserted into it. This means you can run TF-TRT models like you would any other TensorFlow model using Python.

The TensorRT runtime API allows for the lowest overhead and finest-grained control, but operators that TensorRT does not natively support must be implemented as plug-ins (a library of prewritten plug-ins is available [here](#)). The most common path for deploying with the runtime API is using ONNX export from a framework, which is covered in this guide in the following section.

Last, NVIDIA Triton Inference Server is an open source inference-serving software that enables teams to deploy trained AI models from any framework (TensorFlow, TensorRT, PyTorch, ONNX Runtime, or a custom framework), from local storage or Google Cloud Platform or AWS S3 on any GPU- or CPU-based infrastructure (cloud, data center, or edge). It is a flexible project with several unique features - such as concurrent model execution of both heterogeneous models and multiple copies of the same model (multiple model copies can reduce latency further) as well as load balancing and model analysis. It is a good option if you must serve your models over HTTP - such as in a cloud inferencing solution. You can find the NVIDIA Triton Inference Server home page [here](#) and the documentation [here](#).

## 3.3. Selecting the Correct Workflow

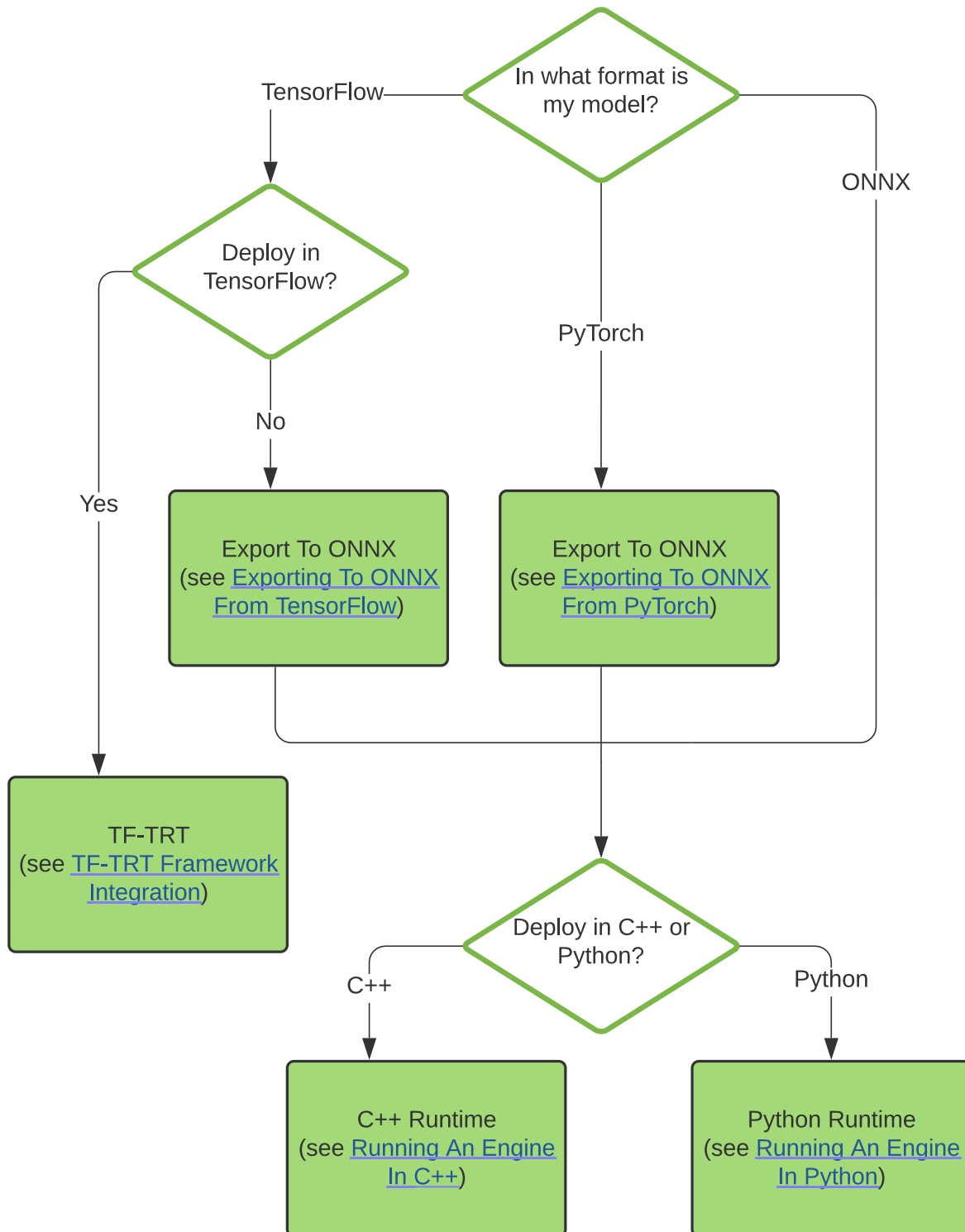
Two of the most important factors in selecting how to convert and deploy your model are:

1. your choice of framework.
2. your preferred TensorRT runtime to target.

The following flowchart covers the different workflows covered in this guide. This flowchart will help you select a path based on these two factors.

For more information on the runtime options available, refer to the Jupyter notebook included with this guide on [Understanding TensorRT Runtimes](#).

Figure 4. Flowchart for Getting Started with TensorRT





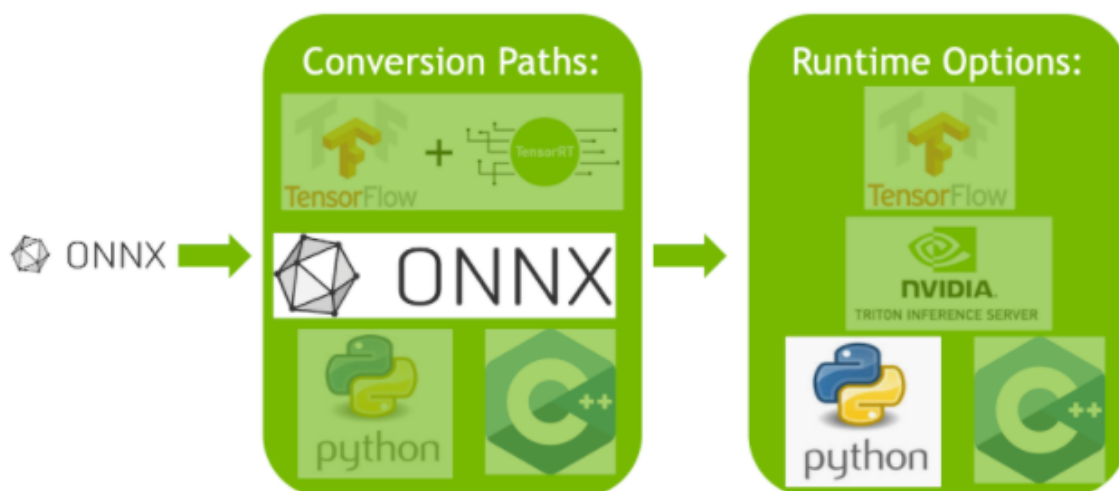
---

# Chapter 4. Example Deployment Using ONNX

ONNX conversion is generally the most performant way of automatically converting an ONNX model to a TensorRT engine. In this section, we will walk through the five basic steps of TensorRT conversion in the context of deploying a pretrained ONNX model.

For this example, we will convert a pretrained ResNet-50 model from the ONNX model zoo using the ONNX format; a framework-agnostic model format that can be exported from most major frameworks, including TensorFlow and PyTorch. More information about the ONNX format can be found [here](#).

Figure 5. Deployment Process Using ONNX



After you understand the basic steps of the TensorRT workflow, you can dive into the more in-depth Jupyter notebooks (refer to the following topics) for using TensorRT using TF-TRT or ONNX. You can follow along in the introductory Jupyter notebook [here](#), which covers these workflow steps in more detail, using the TensorFlow framework.

## 4.1. Export the Model

The two main automatic paths for TensorRT conversion require different model formats to successfully convert a model:

- ▶ TF-TRT uses TensorFlow SavedModels.
- ▶ The ONNX path requires that models are saved in ONNX.

In this example, we are using ONNX, so we need an ONNX model. We are going to use ResNet-50; a basic backbone vision model that can be used for a variety of purposes. We will perform classification using a pretrained ResNet-50 ONNX model included with the [ONNX model zoo](#).

Download a pretrained ResNet-50 model from the ONNX model zoo using `wget` and `untar` it.

```
wget https://s3.amazonaws.com/download.onnx/models/opset_8/resnet50.tar.gz
tar xzf resnet50.tar.gz
```

This will unpack a pretrained ResNet-50 `.onnx` file to the path `resnet50/model.onnx`.

You can see how we export ONNX models that will work with this same deployment workflow in [Exporting to ONNX from TensorFlow](#) or [Exporting to ONNX from PyTorch](#).

## 4.2. Select a Batch Size

Batch size can have a large effect on the optimizations TensorRT performs on our model. Generally speaking, at inference, we pick a small batch size when we want to prioritize latency and a larger batch size when we want to prioritize throughput. Larger batches take longer to process but reduce the average time spent on each sample.

TensorRT is capable of handling the batch size dynamically if you do not know until runtime what batch size you will need. That said, a fixed batch size allows TensorRT to make additional optimizations. For this example workflow, we use a fixed batch size of 64. For more information on handling dynamic input size, refer to [dynamic shapes](#).

We set the batch size during the original export process to ONNX. This is demonstrated in the [Exporting to ONNX from TensorFlow](#) or [Exporting to ONNX from PyTorch](#) sections. The sample `model.onnx` file downloaded from the ONNX model zoo has its batch size set to 64 already. We will want to remember this when we deploy our model:

```
BATCH_SIZE=64
```

For more information about batch sizes, refer to [Batching](#).

## 4.3. Select a Precision

Inference typically requires less numeric precision than training. With some care, lower precision can give you faster computation and lower memory consumption without

sacrificing any meaningful accuracy. TensorRT supports TF32, FP32, FP16, and INT8 precisions. For more information about precision, refer to [Reduced Precision](#).

FP32 is the default training precision of most frameworks, so we will start by using FP32 for inference here.

```
import numpy as np
PRECISION = np.float32
```

We set the precision that our TensorRT engine should use at runtime, which we will do in the next section.

For more information about precision, refer to [Reduced Precision](#). For more information about the `ONNXClassifierWrapper`, refer to [GitHub: TensorRT Open Source Software](#).

## 4.4. Convert the Model

The ONNX conversion path is one of the most universal and performant paths for automatic TensorRT conversion. It works for TensorFlow, PyTorch, and many other frameworks.

There are several tools to help you convert models from ONNX to a TensorRT engine. One common approach is to use `trtexec` - a command-line tool included with TensorRT that can, among other things, convert ONNX models to TensorRT engines and profile them.

We can run this conversion as follows:

```
trtexec --onnx=resnet50/model.onnx --saveEngine=resnet_engine.trt
```

This will convert our `resnet50/model.onnx` to a TensorRT engine named `resnet_engine.trt`.



### Note:

- ▶ To tell `trtexec` where to find our ONNX model, run:
 

```
--onnx=resnet50/model.onnx
```
- ▶ To tell `trtexec` where to save our optimized TensorRT engine, run:
 

```
--saveEngine=resnet_engine_intro.trt
```

## 4.5. Deploy the Model

After we have our TensorRT engine created successfully, we must decide how to run it with TensorRT.

There are two types of TensorRT runtimes: a standalone runtime that has C++ and Python bindings, and a native integration into TensorFlow. In this section, we will use a simplified wrapper (`ONNXClassifierWrapper`) which calls the standalone runtime. We will generate a batch of randomized "dummy" data and use our `ONNXClassifierWrapper` to run inference on that batch. For more information on TensorRT runtimes, refer to the [Understanding TensorRT Runtimes](#) Jupyter notebook.

1. Set up the `ONNXClassifierWrapper` (using the precision we determined in [Select a Precision](#)).

```
from onnx_helper import ONNXClassifierWrapper
N_CLASSES = 1000 # Our ResNet-50 is trained on a 1000 class ImageNet task
trt_model = ONNXClassifierWrapper("resnet_engine.trt", [BATCH_SIZE, N_CLASSES],
    target_dtype = PRECISION)
```

2. Generate a dummy batch.

```
BATCH_SIZE=32
dummy_input_batch = np.zeros((BATCH_SIZE, 224, 224, 3), dtype = PRECISION)
```

3. Feed a batch of data into our engine and get our predictions.

```
predictions = trt_model.predict(dummy_input_batch)
```

Note that the wrapper does not load and initialize the engine until running the first batch, so this batch will generally take a while. For more information about batching, refer to [Batching](#).

For more information about TensorRT APIs, refer to the [NVIDIA TensorRT API Reference](#). For more information on the `ONNXClassifierWrapper`, see its implementation on GitHub [here](#).

# Chapter 5. TF-TRT Framework Integration

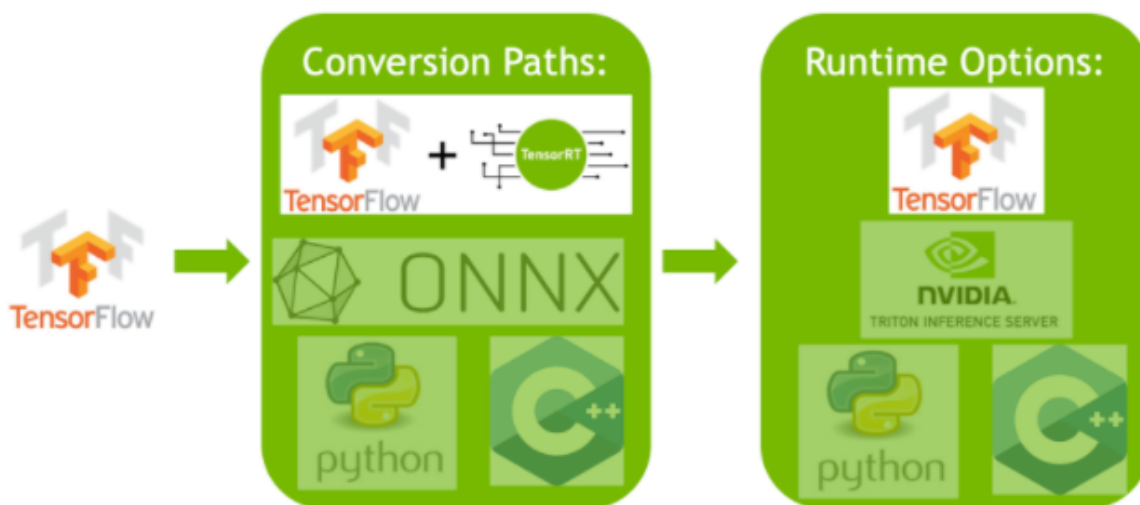
The TF-TRT integration provides a simple and flexible way to get started with TensorRT. TF-TRT is a high-level Python interface for TensorRT that works directly with TensorFlow models. It allows you to convert TensorFlow SavedModels to TensorRT optimized models and run them within Python using a high-level API.

TF-TRT provides both a conversion path and a Python runtime that allows you to run an optimized model the way you would any other TensorFlow model. This has a number of advantages, notably that TF-TRT is able to convert models that contain a mixture of supported and unsupported layers without having to create custom plug-ins, by analyzing the model and passing subgraphs to TensorRT where possible to convert into engines independently.

[This notebook](#) provides a basic introduction and wrapper that simplifies the process of working with basic Keras/TensorFlow 2 models. In the notebook, we take a pretrained ResNet-50 model from the [keras.applications](#) model zoo, convert it using TF-TRT, and run it in the TF-TRT Python runtime.

Visually, the TF-TRT notebook demonstrates how to follow this path through TensorRT:

Figure 6. TF-TRT Integration with TensorRT



---

# Chapter 6. ONNX Conversion and Deployment

The ONNX interchange format provides a way to export models from many frameworks, including PyTorch, TensorFlow, and TensorFlow 2, for use with the TensorRT runtime. Importing models using ONNX requires the operators in your model to be supported by ONNX, and for you to supply plug-in implementations of any operators TensorRT does not support. (A library of plug-ins for TensorRT can be found [here](#)).

## 6.1. Exporting with ONNX

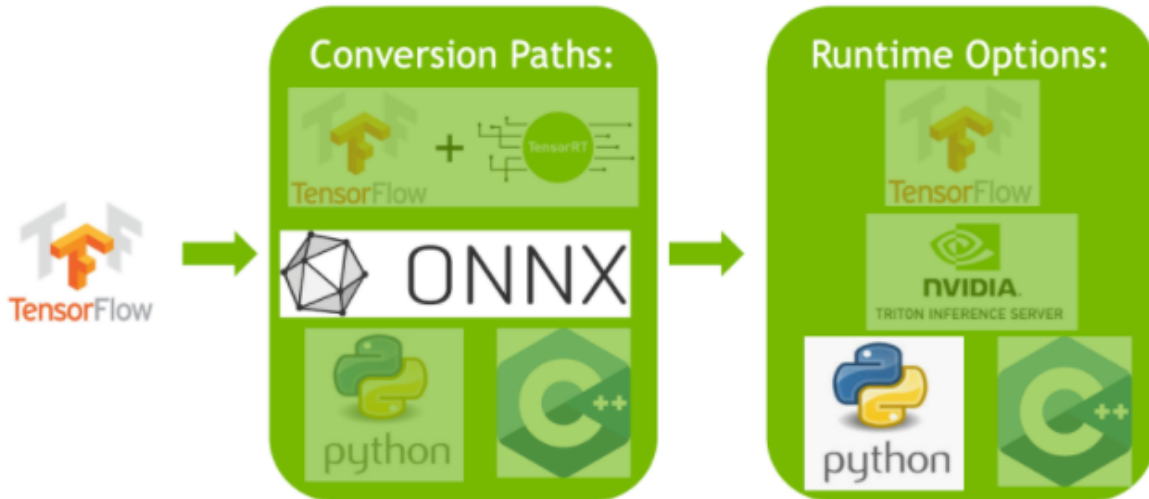
ONNX models can be easily generated from TensorFlow models using the ONNX project's [tf2onnx](#) tool.

[This notebook](#) shows how to generate ONNX models from a Keras/TF2 ResNet-50 model, how to convert those ONNX models to TensorRT engines using `trtexec`, and how to use the Python TensorRT runtime to feed a batch of data into the TensorRT engine at inference time.

### 6.1.1. Exporting to ONNX from TensorFlow

TensorFlow can be exported through ONNX and run in one of our TensorRT runtimes. Here, we provide the steps needed to export an ONNX model from TensorFlow. For more information, refer to the [Using Tensorflow 2 through ONNX](#) notebook. The notebook will walk you through this path, starting from the below export steps:

Figure 7. Exporting ONNX from TensorFlow



1. Import a ResNet-50 model from `keras.applications`. This will load a copy of ResNet-50 with pretrained weights.

```
from tensorflow.keras.applications import ResNet50
```

```
model = ResNet50(weights='imagenet')
```

2. Convert the ResNet-50 model to ONNX format.

```
import tf2onnx
```

```
model.save('my_model')
```

```
!python -m tf2onnx.convert --saved-model my_model --output temp.onnx
```

```
onnx_model = onnx.load_model('temp.onnx')
```

3. Set an explicit batch size in the ONNX file.

**Note:**

By default, TensorFlow does not set an explicit batch size.

```
import onnx
```

```
BATCH_SIZE = 64
```

```
inputs = onnx_model.graph.input
```

```
for input in inputs:
```

```
    dim1 = input.type.tensor_type.shape.dim[0]
```

```
    dim1.dim_value = BATCH_SIZE
```

4. Save the ONNX file.

```
model_name = "resnet50_onnx_model.onnx"
```

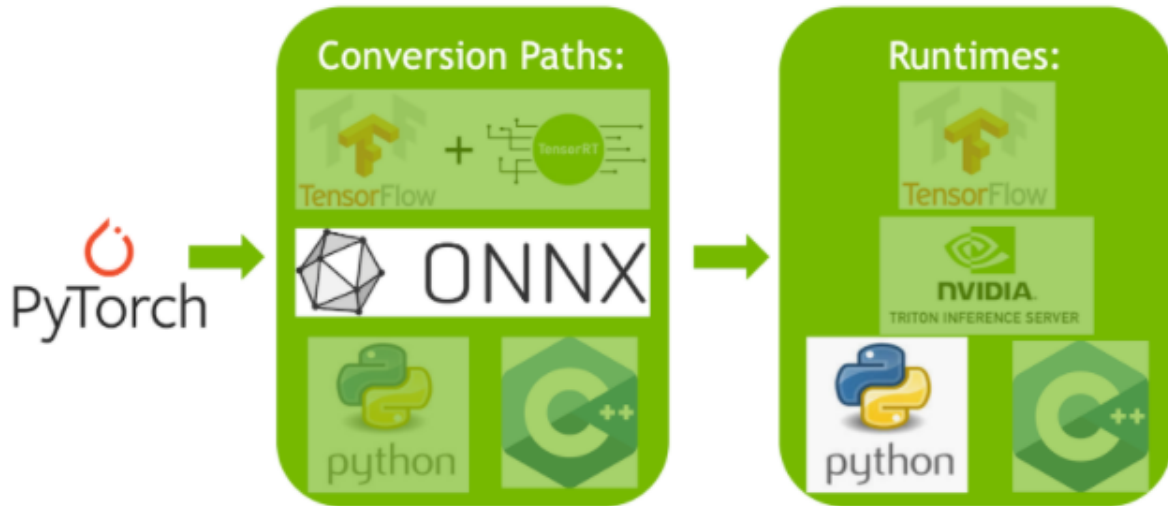
```
onnx.save_model(onnx_model, model_name)
```

## 6.1.2. Exporting to ONNX from PyTorch

One approach to converting a PyTorch model to TensorRT is to export a PyTorch model to ONNX and then convert into a TensorRT engine. For more details, refer to [Using PyTorch](#)

[with TensorRT through ONNX](#). The notebook will walk you through this path, starting from the below export steps:

Figure 8. Exporting ONNX from PyTorch



1. Import a ResNet-50 model from `torchvision`. This will load a copy of ResNet-50 with pretrained weights.

```
import torchvision.models as models

resnext50_32x4d = models.resnext50_32x4d(pretrained=True)
```

2. Save the ONNX file from PyTorch.

**Note:** We need a batch of data to save our ONNX file from PyTorch. We will use a dummy batch.

```
import torch

BATCH_SIZE = 64
dummy_input=torch.randn(BATCH_SIZE, 3, 224, 224)
```

3. Save the ONNX file.

```
import torch.onnx
torch.onnx.export(resnext50_32x4d, dummy_input, "resnet50_onnx_model.onnx",
                 verbose=False)
```

## 6.2. Converting ONNX to a TensorRT Engine

There are two main ways of converting ONNX files to TensorRT engines:

- ▶ using `trtexec`
- ▶ using the TensorRT API



In this guide, we will focus on using `trtexec`. To convert one of the preceding ONNX models to a TensorRT engine using `trtexec`, we can run this conversion as follows:

```
trtexec --onnx=resnet50_onnx_model.onnx --saveEngine=resnet_engine.trt
```

This will convert our `resnet50_onnx_model.onnx` to a TensorRT engine named `resnet_engine.trt`.

## 6.3. Deploying a TensorRT Engine to the Python Runtime API

There are a number of runtimes available to target with TensorRT. When performance is important, the TensorRT API is a great way of running ONNX models. We will go into the deployment of a more complex ONNX model using the TensorRT runtime API in both C++ and Python in the following section.

For the purposes of the preceding model, you can see how to deploy it in Jupyter with the Python runtime API in the notebooks [Using Tensorflow 2 through ONNX](#) and [Using PyTorch through ONNX](#). Another simple option is to use the `ONNXClassifierWrapper` provided with this guide, as demonstrated in [Deploy the Model](#).

---

# Chapter 7. Using the TensorRT Runtime API

One of the most performant and customizable options for both model conversion and deployment are to use the TensorRT API, which has both C++ and Python bindings.

TensorRT includes a standalone runtime with C++ and Python bindings, which are generally more performant and more customizable than using the TF-TRT integration and running in TensorFlow. The C++ API has lower overhead, but the Python API works well with Python data loaders and libraries like NumPy and SciPy, and is easier to use for prototyping, debugging and testing.

The following tutorial illustrates semantic segmentation of images using the TensorRT C++ and Python API. A fully convolutional model with ResNet-101 backbone is used for this task. The model accepts images of arbitrary sizes and produces per-pixel predictions.

The tutorial consists of the following steps:

1. Setup—launch the test container, and generate the TensorRT engine from a PyTorch model exported to ONNX and converted using `trtexec`
2. C++ runtime API—run inference using engine and TensorRT’s C++ API
3. Python runtime AP—run inference using engine and TensorRT’s Python API

## 7.1. Setting Up the Test Container and Building the TensorRT Engine

1. Download the source code for this quick start tutorial from the [TensorRT Open Source Software repository](#).

```
$ git clone https://github.com/NVIDIA/TensorRT.git
$ cd TensorRT/quickstart
```

2. Convert a [pre-trained FCN-ResNet-101](#) model from `torch.hub` to ONNX.

Here we use the export script that is included with the tutorial to generate an ONNX model and save it to `fcn-resnet101.onnx`. For details on ONNX conversion refer to [ONNX Conversion and Deployment](#). The script also generates a [test image](#) of size 1282x1026 and saves it to `input.ppm`.

Figure 9. Test Image, Size 1282x1026



- a). Launch the NVIDIA PyTorch container for running the export script.

```
$ docker run --rm -it --gpus all -p 8888:8888 -v `pwd`:/workspace -w /workspace/  
SemanticSegmentation nvcr.io/nvidia/pytorch:20.12-py3 bash
```

- b). Run the export script to convert the pretrained model to ONNX.

```
$ python export.py
```



**Note:** FCN-ResNet-101 has one input of dimension [batch, 3, height, width] and one output of dimension [batch, 21, height, weight] containing unnormalized probabilities corresponding to predictions for 21 class labels. When exporting the model to ONNX, we append an `argmax` layer at the output to produce per-pixel class labels of highest probability.

3. Build a TensorRT engine from ONNX using the [trtexec](#) tool.

`trtexec` can generate a TensorRT engine from an ONNX model that can then be deployed using the TensorRT runtime API. It leverages the [TensorRT ONNX parser](#) to load the ONNX model into a TensorRT network graph, and the TensorRT [Builder API](#) to generate an optimized engine. Building an engine can be time-consuming, and is usually performed offline.

Building an engine can be time-consuming, and is usually performed offline.

```
trtexec --onnx=fcn-resnet101.onnx --fp16 --workspace=64 --minShapes=input:1x3x256x256  
--optShapes=input:1x3x1026x1282 --maxShapes=input:1x3x1440x2560 --buildOnly --  
saveEngine=fcn-resnet101.engine
```

Successful execution should result in an engine file being generated and see something similar to `Successful` in the command output.

`trtexec` can build TensorRT engines with the build configuration options as described in the [NVIDIA TensorRT Developer Guide](#).

4. Optionally, validate the generated engine for random-valued input using `trtexec`.

```
trtexec --shapes=input:1x3x1026x1282 --loadEngine=fcn-resnet101.engine
```

Where `--shapes` sets the input sizes for the dynamic shaped inputs to be used for inference.

If successful, you should see something similar to the following:

```
==== PASSED TensorRT.trtexec # trtexec --shapes=input:1x3x1026x1282 --loadEngine=fcn-resnet101.engine
```

## 7.2. Running an Engine in C++

1. Compile and run the C++ segmentation tutorial within the test container.

```
$ make
$ ./bin/segmentation_tutorial
```

The following steps show how to use the [Deserializing A Plan](#) for inference.

1. Deserialize the TensorRT engine from a file. The file contents are read into a buffer and deserialized in-memory.

```
std::vector<char> engineData(fsize);
engineFile.read(engineData.data(), fsize);

std::unique_ptr<nvinfer1::IRuntime>
runtime{nvinfer1::createInferRuntime(sample::gLogger.getTRTLogger())};

std::unique_ptr<nvinfer1::ICudaEngine> mEngine(runtime-
>deserializeCudaEngine(engineData.data(), fsize, nullptr));
```

2. A TensorRT execution context encapsulates execution state such as persistent device memory for holding intermediate activation tensors during inference.

Since the segmentation model was built with dynamic shapes enabled, the shape of the input must be specified for inference execution. The network output shape may be queried to determine the corresponding dimensions of the output buffer.

```
auto input_idx = mEngine->getBindingIndex("input");
assert(mEngine->getBindingDataType(input_idx) == nvinfer1::DataType::kFLOAT);
auto input_dims = nvinfer1::Dims4{1, 3 /* channels */, height, width};
context->setBindingDimensions(input_idx, input_dims);
auto input_size = util::getMemorySize(input_dims, sizeof(float));
auto output_idx = mEngine->getBindingIndex("output");
assert(mEngine->getBindingDataType(output_idx) == nvinfer1::DataType::kINT32);
auto output_dims = context->getBindingDimensions(output_idx);
auto output_size = util::getMemorySize(output_dims, sizeof(int32_t));
```



**Note:** The binding indices for network I/O can be queried by name.

3. In preparation for inference, CUDA device memory is allocated for all inputs and outputs, image data is processed and copied into input memory, and a list of engine bindings is generated.

For semantic segmentation, input image data is processed by fitting into a range of `[0, 1]` and normalized using mean `[0.485, 0.456, 0.406]` and std deviation `[0.229, 0.224, 0.225]`. Refer to the input-preprocessing requirements for the `torchvision` models [here](#). This operation is abstracted by the utility class `RGBImageReader`.

```
void* input_mem{nullptr};
cudaMalloc(&input_mem, input_size);
```

```

void* output_mem{nullptr};
cudaMalloc(&output_mem, output_size);
const std::vector<float> mean{0.485f, 0.456f, 0.406f};
const std::vector<float> stddev{0.229f, 0.224f, 0.225f};
auto input_image{util::RGBImageReader(input_filename, input_dims, mean, stddev)};
input_image.read();
auto input_buffer = input_image.process();
cudaMemcpyAsync(input_mem, input_buffer.get(), input_size, cudaMemcpyHostToDevice,
stream);

```

4. Inference execution is kicked off using the context's `executeV2` or `enqueueV2` methods. After the execution is complete, we copy the results back to a host buffer and release all device memory allocations.

```

void* bindings[] = {input_mem, output_mem};
bool status = context->enqueueV2(bindings, stream, nullptr);
auto output_buffer = std::unique_ptr<int>{new int[output_size]};
cudaMemcpyAsync(output_buffer.get(), output_mem, output_size, cudaMemcpyDeviceToHost,
stream);
cudaStreamSynchronize(stream);

cudaFree(input_mem);
cudaFree(output_mem);

```

5. To visualize the results, a pseudo-color plot of per-pixel class predictions is written out to `output.ppm`. This is abstracted by the utility class `ArgmaxImageWriter`.

```

const int num_classes{21};
const std::vector<int> palette{
(0x1 << 25) - 1, (0x1 << 15) - 1, (0x1 << 21) - 1};
auto output_image{util::ArgmaxImageWriter(output_filename, output_dims, palette,
num_classes)};
output_image.process(output_buffer.get());
output_image.write();

```

For the test image, the expected output is as follows:

Figure 10. Test Image, Size 1282x1026



## 7.3. Running an Engine in Python

1. Install the required Python packages.

```
$ pip install pycuda
```

2. Launch Jupyter and use the provided token to log in using a browser `http://<host-ip-address>:8888`.

```
$ jupyter notebook --port=8888 --no-browser --ip=0.0.0.0 --allow-root
```

3. Open the [tutorial-runtime.ipynb](#) notebook and follow its steps.

The TensorRT Python runtime APIs map directly to the C++ API described in [Running an Engine in C++](#).

---

# Chapter 8. Additional Resources

Table 1. Additional TensorRT Resources

Resource	Description
Layer builder API documentation - for manual TensorRT engine construction: <a href="#">Creating a Network Definition in Python</a> <a href="#">Creating a Network Definition in C++</a>	The manual layer builder API is useful for when you need the maximum flexibility possible in building a TensorRT engine.  The Layer Builder API lets you construct a network from scratch by hand in TensorRT, and gives you tools to load in weights from your model.  When using the layer builder API, your goal is to essentially build an identical network to your training model using TensorRT layer by layer, and then load in the weights from your model.
<a href="#">ONNX-TensorRT GitHub</a>	The ONNX-TensorRT integration is a simple high-level interface for ONNX conversion with a Python runtime. It is useful for early prototyping of TensorRT workflows using the ONNX path.
<a href="#">TF-TRT product documentation</a>	Product documentation page for TF-TRT.
TensorRT is integrated with NVIDIA's profiling tools, <a href="#">NVIDIA Nsight™ Systems</a> and <a href="#">NVIDIA Deep Learning Profiler (DLProf)</a> .	This is a great next step for further optimizing and debugging models that you are working on productionizing.
<a href="#">TensorRT product documentation</a>	Product documentation page for the ONNX, layer builder, C++, and legacy APIs.
<a href="#">TensorRT OSS GitHub</a>	Contains OSS TensorRT components, sample applications, and plug-in examples.
<a href="#">TensorRT developer page</a>	Contains downloads, posts, and quick reference code samples.

## 8.1. Glossary

### B

**Batch**

A batch is a collection of inputs that can all be processed uniformly. Each instance in the batch has the same shape and flows through the network in exactly the same way. All instances can therefore be computed in parallel.

**Builder**

TensorRT's model optimizer. The builder takes as input a network definition, performs device-independent and device-specific optimizations, and creates an engine. For more information about the builder, refer to the [Builder API](#).

**D****Dynamic batch**

A mode of inference deployment where the batch size is not known until runtime. Historically, TensorRT treated batch size as a special dimension, and the only dimension that was configurable at runtime. TensorRT 6 and later allow engines to be built such that all dimensions of inputs can be adjusted at runtime.

**E****Engine**

A representation of a model that has been optimized by the TensorRT builder. For more information about the engine, refer to the [Execution API](#).

**Explicit batch**

An indication to the TensorRT builder that the model includes the batch size as one of the dimensions of the input tensors. TensorRT's implicit batch mode allows the batch size to be omitted from the network definition and provided by the user at runtime, but this mode has been deprecated and is not supported by the ONNX parser.

**F****Framework integration**

An integration of TensorRT into a framework such as TensorFlow, which allows model optimization and inference to be performed within the framework.

**N****Network definition**

A representation of a model in TensorRT. A network definition is a graph of tensors and operators.

**O****ONNX**

Open Neural Network eXchange. A framework-independent standard for representing machine learning models. For more information about ONNX, refer to [onnx.ai](https://onnx.ai).

**ONNX parser**

A parser for creating a TensorRT network definition from an ONNX model. For more details on the C++ ONNX Parser, refer to the [NvONNXParser](#) or the Python [ONNX Parser](#).

**P****Plan**

An optimized inference engine in a serialized format. To initialize the inference engine, the application will first deserialize the model from the plan file. A typical application will build an engine once, and then serialize it as a plan file for later use.



**Precision**

Refers to the numerical format used to represent values in a computational method. This option is specified as part of the TensorRT build step. TensorRT supports mixed precision inference with FP32, TF32, FP16, or INT8 precisions. Devices before NVIDIA Ampere Architecture default to FP32. NVIDIA Ampere Architecture and later devices default to TF32, a fast format using FP32 storage with lower-precision math.

**R****Runtime**

The component of TensorRT that performs inference on a TensorRT engine. The runtime API supports synchronous and asynchronous execution, profiling, and enumeration and querying of the bindings for an engine inputs and outputs.

**T****TF-TRT**

TensorFlow integration with TensorRT. Optimizes and executes compatible subgraphs, allowing TensorFlow to execute the remaining graph.

## Notice

This document is provided for information purposes only and shall not be regarded as a warranty of a certain functionality, condition, or quality of a product. NVIDIA Corporation ("NVIDIA") makes no representations or warranties, expressed or implied, as to the accuracy or completeness of the information contained in this document and assumes no responsibility for any errors contained herein. NVIDIA shall have no liability for the consequences or use of such information or for any infringement of patents or other rights of third parties that may result from its use. This document is not a commitment to develop, release, or deliver any Material (defined below), code, or functionality.

NVIDIA reserves the right to make corrections, modifications, enhancements, improvements, and any other changes to this document, at any time without notice.

Customer should obtain the latest relevant information before placing orders and should verify that such information is current and complete.

NVIDIA products are sold subject to the NVIDIA standard terms and conditions of sale supplied at the time of order acknowledgement, unless otherwise agreed in an individual sales agreement signed by authorized representatives of NVIDIA and customer ("Terms of Sale"). NVIDIA hereby expressly objects to applying any customer general terms and conditions with regards to the purchase of the NVIDIA product referenced in this document. No contractual obligations are formed either directly or indirectly by this document.

NVIDIA products are not designed, authorized, or warranted to be suitable for use in medical, military, aircraft, space, or life support equipment, nor in applications where failure or malfunction of the NVIDIA product can reasonably be expected to result in personal injury, death, or property or environmental damage. NVIDIA accepts no liability for inclusion and/or use of NVIDIA products in such equipment or applications and therefore such inclusion and/or use is at customer's own risk.

NVIDIA makes no representation or warranty that products based on this document will be suitable for any specified use. Testing of all parameters of each product is not necessarily performed by NVIDIA. It is customer's sole responsibility to evaluate and determine the applicability of any information contained in this document, ensure the product is suitable and fit for the application planned by customer, and perform the necessary testing for the application in order to avoid a default of the application or the product. Weaknesses in customer's product designs may affect the quality and reliability of the NVIDIA product and may result in additional or different conditions and/or requirements beyond those contained in this document. NVIDIA accepts no liability related to any default, damage, costs, or problem which may be based on or attributable to: (i) the use of the NVIDIA product in any manner that is contrary to this document or (ii) customer product designs.

No license, either expressed or implied, is granted under any NVIDIA patent right, copyright, or other NVIDIA intellectual property right under this document. Information published by NVIDIA regarding third-party products or services does not constitute a license from NVIDIA to use such products or services or a warranty or endorsement thereof. Use of such information may require a license from a third party under the patents or other intellectual property rights of the third party, or a license from NVIDIA under the patents or other intellectual property rights of NVIDIA.

Reproduction of information in this document is permissible only if approved in advance by NVIDIA in writing, reproduced without alteration and in full compliance with all applicable export laws and regulations, and accompanied by all associated conditions, limitations, and notices.

THIS DOCUMENT AND ALL NVIDIA DESIGN SPECIFICATIONS, REFERENCE BOARDS, FILES, DRAWINGS, DIAGNOSTICS, LISTS, AND OTHER DOCUMENTS (TOGETHER AND SEPARATELY, "MATERIALS") ARE BEING PROVIDED "AS IS." NVIDIA MAKES NO WARRANTIES, EXPRESSED, IMPLIED, STATUTORY, OR OTHERWISE WITH RESPECT TO THE MATERIALS, AND EXPRESSLY DISCLAIMS ALL IMPLIED WARRANTIES OF NON-INFRINGEMENT, MERCHANTABILITY, AND FITNESS FOR A PARTICULAR PURPOSE. TO THE EXTENT NOT PROHIBITED BY LAW, IN NO EVENT WILL NVIDIA BE LIABLE FOR ANY DAMAGES, INCLUDING WITHOUT LIMITATION ANY DIRECT, INDIRECT, SPECIAL, INCIDENTAL, PUNITIVE, OR CONSEQUENTIAL DAMAGES, HOWEVER CAUSED AND REGARDLESS OF THE THEORY OF LIABILITY, ARISING OUT OF ANY USE OF THIS DOCUMENT, EVEN IF NVIDIA HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. Notwithstanding any damages that customer might incur for any reason whatsoever, NVIDIA's aggregate and cumulative liability towards customer for the products described herein shall be limited in accordance with the Terms of Sale for the product.

## Arm

Arm, AMBA and Arm Powered are registered trademarks of Arm Limited. Cortex, MPCore and Mali are trademarks of Arm Limited. "Arm" is used to represent Arm Holdings plc; its operating company Arm Limited; and the regional subsidiaries Arm Inc.; Arm KK; Arm Korea Limited.; Arm Taiwan Limited; Arm France SAS; Arm Consulting (Shanghai) Co. Ltd.; Arm Germany GmbH; Arm Embedded Technologies Pvt. Ltd.; Arm Norway, AS and Arm Sweden AB.

## HDMI

HDMI, the HDMI logo, and High-Definition Multimedia Interface are trademarks or registered trademarks of HDMI Licensing LLC.

## BlackBerry/QNX

Copyright © 2020 BlackBerry Limited. All rights reserved.

Trademarks, including but not limited to BLACKBERRY, EMBLEM Design, QNX, AVIAGE, MOMENTICS, NEUTRINO and QNX CAR are the trademarks or registered trademarks of BlackBerry Limited, used under license, and the exclusive rights to such trademarks are expressly reserved.

## Google

Android, Android TV, Google Play and the Google Play logo are trademarks of Google, Inc.

## Trademarks

NVIDIA, the NVIDIA logo, and BlueField, CUDA, DALI, DRIVE, Hopper, JetPack, Jetson AGX Xavier, Jetson Nano, Maxwell, NGC, Nsight, Orin, Pascal, Quadro, Tegra, TensorRT, Triton, Turing and Volta are trademarks and/or registered trademarks of NVIDIA Corporation in the United States and other countries. Other company and product names may be trademarks of the respective companies with which they are associated.

## Copyright

© 2021-2023 NVIDIA Corporation & affiliates. All rights reserved.

