



NVIDIA TensorRT

API Migration Guide | NVIDIA Docs

Table of Contents

Chapter 1. Python.....	1
1.1. Python API Changes.....	1
1.2. Added Python APIs.....	3
1.3. Removed Python APIs.....	4
Chapter 2. C++.....	7
2.1. C++ API Changes.....	7
2.2. 64-Bit Dimension Changes.....	8
2.3. Added C++ APIs.....	8
2.4. Removed C++ APIs.....	10
2.5. Removed C++ Plugins.....	14
2.6. Removed Safety C++ APIs.....	15
Chapter 3. trtexec.....	16
3.1. trtexec Flag Changes.....	16
3.2. Removed trtexec Flags.....	16
3.3. Deprecated trtexec Flags.....	16

Chapter 1. Python

1.1. Python API Changes

Table 1. Allocating Buffers and Using a Name-Based Engine API

TensorRT 8.x	TensorRT 10.0
<pre>def allocate_buffers(self, engine): """ Allocates all buffers required for an engine, i.e. host/device inputs/ outputs. """ inputs = [] outputs = [] bindings = [] stream = cuda.Stream() # binding is the name of input/ output for binding in engine: size = trt.volume(engine.get_binding_shape(binding) * engine.max_batch_size dtype = trt.nptype(engine.get_binding_dtype(binding) # Allocate host and device buffers host_mem = cuda.pagelocked_empty(size, dtype) # page-locked memory buffer (won't swapped to disk) device_mem = cuda.mem_alloc(host_mem.nbytes) # Append the device buffer address to device bindings. # When cast to int, it's a linear index into the context's memory (like memory address). bindings.append(int(device_mem))</pre>	<pre>def allocate_buffers(self, engine): """ Allocates all buffers required for an engine, i.e. host/device inputs/ outputs. """ inputs = [] outputs = [] bindings = [] stream = cuda.Stream() for i in range(engine.num_io_tensors): tensor_name = engine.get_tensor_name(i) size = trt.volume(engine.get_tensor_shape(tensor_name)) dtype = trt.nptype(engine.get_tensor_dtype(tensor_name)) # Allocate host and device buffers host_mem = cuda.pagelocked_empty(size, dtype) # page-locked memory buffer (won't swapped to disk) device_mem = cuda.mem_alloc(host_mem.nbytes) # Append the device buffer address to device bindings. # When cast to int, it's a linear index into the context's memory (like memory address). bindings.append(int(device_mem)) # Append to the appropriate input/output list.</pre>

TensorRT 8.x	TensorRT 10.0
<pre># Append to the appropriate input/output list. if engine.binding_is_input(binding): inputs.append(self.HostDeviceMem(host_mem, device_mem)) else: outputs.append(self.HostDeviceMem(host_mem, device_mem)) return inputs, outputs, bindings, stream</pre>	<pre>if engine.get_tensor_mode(tensor_name) == trt.TensorIOMode.INPUT: inputs.append(self.HostDeviceMem(host_mem, device_mem)) else: outputs.append(self.HostDeviceMem(host_mem, device_mem)) return inputs, outputs, bindings, stream</pre>

Table 2. Transition from enqueueV2 to enqueueV3 for Python

TensorRT 8.x	TensorRT 10.0
<pre># Allocate device memory for inputs. d_inputs = [cuda.mem_alloc(input_nbytes) for binding in range(input_num)] # Allocate device memory for outputs. h_output = cuda.pagelocked_empty(output_nbytes, dtype=np.float32) d_output = cuda.mem_alloc(h_output.nbytes) # Transfer data from host to device. cuda.memcpy_htod_async(d_inputs[0], input_a, stream) cuda.memcpy_htod_async(d_inputs[1], input_b, stream) cuda.memcpy_htod_async(d_inputs[2], input_c, stream) # Run inference context.execute_async_v2(bindings=[int(d_inputs[i]) for d_inp in d_inputs] + [int(d_output)]), stream_handle=stream.handle) # Synchronize the stream stream.synchronize()</pre>	<pre># Allocate device memory for inputs. d_inputs = [cuda.mem_alloc(input_nbytes) for binding in range(input_num)] # Allocate device memory for outputs. h_output = cuda.pagelocked_empty(output_nbytes, dtype=np.float32) d_output = cuda.mem_alloc(h_output.nbytes) # Transfer data from host to device. cuda.memcpy_htod_async(d_inputs[0], input_a, stream) cuda.memcpy_htod_async(d_inputs[1], input_b, stream) cuda.memcpy_htod_async(d_inputs[2], input_c, stream) # Setup tensor address bindings = [int(d_inputs[i]) for i in range(3)] + [int(d_output)] for i in range(engine.num_io_tensors): context.set_tensor_address(engine.get_tensor_name(i), bindings[i]) # Run inference context.execute_async_v3(stream_handle=stream.handle) # Synchronize the stream stream.synchronize()</pre>

Table 3. Engine Building, use only build_serialized_network

TensorRT 8.x	TensorRT 10.0
<pre>engine_bytes = None try:</pre>	<pre>engine_bytes = self.builder.build_serialized_network(self.network, self.config)</pre>

TensorRT 8.x	TensorRT 10.0
<pre> engine_bytes = self.builder.build_serialized_network(self.network, self.config) except AttributeError: engine = self.builder.build_engine(self.network, self.config) engine_bytes = engine.serialize() del engine assert engine_bytes </pre>	<pre> if engine_bytes is None: log.error("Failed to create engine") sys.exit(1) </pre>

1.2. Added Python APIs

Types

- ▶ APILanguage
- ▶ ExecutionContextAllocationStrategy
- ▶ IGpuAsyncAllocator
- ▶ InterfaceInfo
- ▶ IPluginResource
- ▶ IPluginV3
- ▶ IStreamReader
- ▶ IVersionedInterface

Methods and Properties

- ▶ ICudaEngine.is_debug_tensor()
- ▶ ICudaEngine.minimum_weight_streaming_budget
- ▶ ICudaEngine.streamable_weights_size
- ▶ ICudaEngine.weight_streaming_budget
- ▶ IExecutionContext.get_debug_listener()
- ▶ IExecutionContext.get_debug_state()
- ▶ IExecutionContext.set_all_tensors_debug_state()
- ▶ IExecutionContext.set_debug_listener()
- ▶ IExecutionContext.set_tensor_debug_state()
- ▶ IExecutionContext.update_device_memory_size_for_shapes()
- ▶ IGpuAllocator.allocate_async()
- ▶ IGpuAllocator.deallocate_async()
- ▶ INetworkDefinition.add_plugin_v3()
- ▶ INetworkDefinition.is_debug_tensor()

- ▶ `INetworkDefinition.mark_debug()`
- ▶ `INetworkDefinition.unmark_debug()`
- ▶ `IPluginRegistry.acquire_plugin_resource()`
- ▶ `IPluginRegistry.all_creators`
- ▶ `IPluginRegistry.deregister_creator()`
- ▶ `IPluginRegistry.get_creator()`
- ▶ `IPluginRegistry.register_creator()`
- ▶ `IPluginRegistry.release_plugin_resource()`

1.3. Removed Python APIs

Table 4. Removed Python APIs and their Suggested Superseded API

Python API	Superseded API
<code>BuilderFlag.ENABLE_TACTIC_HEURISTIC</code>	Builder optimization level 2
<code>BuilderFlag.STRICT_TYPES</code>	Use all three flags: <ol style="list-style-type: none"> 1. <code>BuilderFlag.DIRECT_IO</code> 2. <code>BuilderFlag.PREFER_PRECISION_CONSTRAINTS</code> 3. <code>BuilderFlag.REJECT_EMPTY_ALGORITHMS</code>
<ol style="list-style-type: none"> 1. <code>EngineCapability.DEFAULT</code> 2. <code>EngineCapability.kSAFE_DLA</code> 3. <code>EngineCapability.SAFE_GPU</code> 	<ol style="list-style-type: none"> 1. <code>EngineCapability.STANDARD</code> 2. <code>EngineCapability.DLA_STANDALONE</code> 3. <code>EngineCapability.SAFETY</code>
<code>IAlgorithmIOInfo.tensor_format</code>	The strides, data type, and vectorization information is sufficient to uniquely identify tensor formats.
<code>IBuilder.max_batch_size</code>	Implicit batch is no longer supported.
<code>IBuilderConfig.max_workspace_size</code>	<ol style="list-style-type: none"> 1. <code>IBuilderConfig.set_memory_pool_limit()</code> with <code>MemoryPoolType.WORKSPACE</code> 2. <code>IBuilderConfig.get_memory_pool_limit()</code> with <code>MemoryPoolType.WORKSPACE</code>
<code>IBuilderConfig.min_timing_iterations</code>	<code>IBuilderConfig.avg_timing_iterations</code>
<ol style="list-style-type: none"> 1. <code>ICudaEngine.binding_is_input()</code> 2. <code>ICudaEngine.get_binding_bytes_per_component()</code> 3. <code>ICudaEngine.get_binding_components_per_element()</code> 	<ol style="list-style-type: none"> 1. <code>ICudaEngine.get_tensor_mode()</code> 2. <code>ICudaEngine.get_tensor_bytes_per_component()</code> 3. <code>ICudaEngine.get_tensor_components_per_element()</code>

Python API	Superseded API
<ul style="list-style-type: none"> 4. ICudaEngine.get_binding_dtype() 5. ICudaEngine.get_binding_format() 6. ICudaEngine.get_binding_format_desc() 7. ICudaEngine.get_binding_index() 8. ICudaEngine.get_binding_name() 9. ICudaEngine.get_binding_shape() 10. ICudaEngine.get_binding_vectorized_dimensions() 11. ICudaEngine.get_location() 12. ICudaEngine.get_profile_shape() 13. ICudaEngine.get_profile_shape_input() 14. ICudaEngine.has_implicit_batch_dimension() 15. ICudaEngine.is_execution_binding() 16. ICudaEngine.is_shape_binding() 17. ICudaEngine.max_batch_size() 18. ICudaEngine.num_bindings() 	<ul style="list-style-type: none"> 4. ICudaEngine.get_tensor_dtype() 5. ICudaEngine.get_tensor_format() 6. ICudaEngine.get_tensor_format_desc() 7. No name-based equivalent replacement 8. No name-based equivalent replacement 9. ICudaEngine.get_tensor_shape() 10. ICudaEngine.get_tensor_vectorized_dimensions() 11. ITensor.location 12. ICudaEngine.get_tensor_profile_shape() 13. ICudaEngine.get_tensor_profile_values() 14. Implicit batch is no longer supported 15. No name-based equivalent replacement 16. ICudaEngine.is_shape_inference_io() 17. Implicit batch is no longer supported 18. ICudaEngine.num_io_tensors()
<ul style="list-style-type: none"> 1. IExecutionContext.get_binding_shape() 2. IExecutionContext.get_strides() 3. IExecutionContext.set_binding_shape() 	<ul style="list-style-type: none"> 1. IExecutionContext.get_tensor_shape() 2. IExecutionContext.get_tensor_strides() 3. IExecutionContext.set_input_shape()
IFullyConnectedLayer	IMatrixMultiplyLayer
<ul style="list-style-type: none"> 1. INetworkDefinition.add_convolution() 2. INetworkDefinition.add_deconvolution() 3. INetworkDefinition.add_fully_connected() 4. INetworkDefinition.add_padding() 5. INetworkDefinition.add_pooling() 6. INetworkDefinition.add_rnn_v2() 7. INetworkDefinition.has_explicit_precision 8. INetworkDefinition.has_implicit_batch_dimension 	<ul style="list-style-type: none"> 1. INetworkDefinition.add_convolution_nd() 2. INetworkDefinition.add_deconvolution_nd() 3. INetworkDefinition.add_matrix_multiply() 4. INetworkDefinition.add_padding_nd() 5. INetworkDefinition.add_pooling_nd() 6. INetworkDefinition.add_loop() 7. Explicit precision support is removed in 10.0 8. Implicit batch is no longer supported
IRNNv2Layer	ILoop
<ul style="list-style-type: none"> 1. NetworkDefinitionCreationFlag.EXPLICIT_BATCH 2. NetworkDefinitionCreationFlag.EXPLICIT_PRECISION 	<p>Support is removed in 10.0</p>
<ul style="list-style-type: none"> 1. PaddingMode.CAFFE_ROUND_DOWN 	<p>Caffe is not supported since 9.0</p>

Python API	Superseded API
2. <code>PaddingMode.CAFFE_ROUND_UP</code>	
1. <code>PreviewFeature.DISABLE_EXTERNAL_TACTICS_3005</code> 2. <code>PreviewFeature.FASTER_DYNAMIC_SHAPES_0805</code>	1. External tactics are always disabled for core code 2. This flag is on by default
1. <code>ProfilingVerbosity.DEFAULT</code> 2. <code>ProfilingVerbosity.VERBOSE</code>	1. <code>ProfilingVerbosity.LAYER_NAMES_ONLY</code> 2. <code>ProfilingVerbosity.DETAILED</code>
<code>ResizeMode</code>	Use <code>InterpolationMode</code> , alias is removed
<code>SampleMode.DEFAULT</code>	<code>SampleMode.STRICT_BOUNDS</code>
<code>SliceMode</code>	Use <code>SampleMode</code> , alias is removed

Chapter 2. C++

2.1. C++ API Changes

Table 5. Transition from enqueueV2 to enqueueV3 for C++

TensorRT 8.x	TensorRT 10.0
<pre>// Create RAII buffer manager object. samplesCommon::BufferManager buffers(mEngine); auto context = SampleUniquePtr<nvinfer1::IExecutionContext>::createExecutionContext(); if (!context) { return false; } // Pick a random digit to try to infer. srand(time(NULL)); int32_t const digit = rand() % 10; // Read the input data into the managed buffers. // There should be just 1 input tensor. ASSERT(mParams.inputTensorNames.size() == 1); if (!processInput(buffers, mParams.inputTensorNames[0], digit)) { return false; } // Create CUDA stream for the execution of this inference. cudaStream_t stream; CHECK(cudaStreamCreate(&stream));</pre>	<pre>// Create RAII buffer manager object. samplesCommon::BufferManager buffers(mEngine); auto context = SampleUniquePtr<nvinfer1::IExecutionContext>(mEngine- >createExecutionContext()); if (!context) { return false; } for (int32_t i = 0, e = mEngine- >getNbIOTensors(); i < e; i++) { auto const name = mEngine- >getIOTensorName(i); context->setTensorAddress(name, buffers.getDeviceBuffer(name)); } // Pick a random digit to try to infer. srand(time(NULL)); int32_t const digit = rand() % 10; // Read the input data into the managed buffers. // There should be just 1 input tensor. ASSERT(mParams.inputTensorNames.size() == 1); if (!processInput(buffers, mParams.inputTensorNames[0], digit)) { return false; } // Create CUDA stream for the execution of this inference.</pre>

TensorRT 8.x	TensorRT 10.0
<pre> // Asynchronously copy data from host input buffers to device input buffers buffers.copyInputToDeviceAsync(stream); // Asynchronously enqueue the inference work if (!context- >enqueueV2(buffers.getDeviceBindings().data, stream, nullptr)) { return false; } // Asynchronously copy data from device output buffers to host output buffers. buffers.copyOutputToHostAsync(stream); // Wait for the work in the stream to complete. CHECK(cudaStreamSynchronize(stream)); // Release stream. CHECK(cudaStreamDestroy(stream)); </pre>	<pre> cudaStream_t stream; CHECK(cudaStreamCreate(&stream)); // Asynchronously copy data from host input buffers to device input buffers buffers.copyInputToDeviceAsync(stream); // Asynchronously enqueue the inference work if (!context->enqueueV3(stream)) { return false; } // Asynchronously copy data from device output buffers to host output buffers. buffers.copyOutputToHostAsync(stream); // Wait for the work in the stream to complete. CHECK(cudaStreamSynchronize(stream)); // Release stream. CHECK(cudaStreamDestroy(stream)); </pre>

2.2. 64-Bit Dimension Changes

The dimensions held by Dims changed from `int32_t` to `int64_t`. However, in TensorRT 10.0, TensorRT will generally reject networks that actually use dimensions exceeding the range of `int32_t`. The tensor type returned by `IShapeLayer` is now `DataType::kINT64`. Use `ICastLayer` to cast the result to tensor of type `DataType::kINT32` if 32-bit dimensions are required.

Inspect code that bitwise copies to and from Dims to ensure that it is correct for `int64_t` dimensions.

2.3. Added C++ APIs

Enums

- ▶ `ActivationType::kGELU_ERF`
- ▶ `ActivationType::kGELU_TANH`
- ▶ `BuilderFlag::kREFIT_IDENTICAL`
- ▶ `BuilderFlag::kSTRIP_PLAN`
- ▶ `BuilderFlag::kWEIGHT_STREAMING`
- ▶ `Datatype::kINT4`
- ▶ `LayerType::kPLUGIN_V3`

Types

- ▶ APILanguage
- ▶ Dims64
- ▶ ExecutionContextAllocationStrategy
- ▶ IGPUAsyncAllocator
- ▶ InterfaceInfo
- ▶ IPluginResource
- ▶ IPluginV3
- ▶ IStreamReader
- ▶ IVersionedInterface


Methods and Properties

- ▶ getInferLibBuildVersion
- ▶ getInferLibMajorVersion
- ▶ getInferLibMinorVersion
- ▶ getInferLibPatchVersion
- ▶ ICudaEngine::createRefitter
- ▶ ICudaEngine::getMinimumWeightStreamingBudget
- ▶ ICudaEngine::getStreamableWeightsSize
- ▶ ICudaEngine::getWeightStreamingBudget
- ▶ ICudaEngine::isDebugTensor
- ▶ ICudaEngine::setWeightStreamingBudget
- ▶ IExecutionContext::getDebugListener
- ▶ IExecutionContext::getTensorDebugState
- ▶ IExecutionContext::setAllTensorsDebugState
- ▶ IExecutionContext::setDebugListener
- ▶ IExecutionContext::setOutputTensorAddress
- ▶ IExecutionContext::setTensorDebugState
- ▶ IExecutionContext::updateDeviceMemorySizeForShapes
- ▶ IGPUAllocator::allocateAsync
- ▶ IGPUAllocator::deallocateAsync
- ▶ INetworkDefinition::addPluginV3
- ▶ INetworkDefinition::isDebugTensor
- ▶ INetworkDefinition::markDebug
- ▶ INetworkDefinition::unmarkDebug

- ▶ `IPluginRegistry::acquirePluginResource`
- ▶ `IPluginRegistry::deregisterCreator`
- ▶ `IPluginRegistry::getAllCreators`
- ▶ `IPluginRegistry::getCreator`
- ▶ `IPluginRegistry::registerCreator`
- ▶ `IPluginRegistry::releasePluginResource`

2.4. Removed C++ APIs

Table 6. Removed C++ APIs and their Suggested Superseded API

C++ API	Superseded API
<code>BuilderFlag::kENABLE_TACTIC_HEURISTIC</code>	Builder optimization level 2
<code>BuilderFlag::kSTRICT_TYPES</code>	Use for all three flags: <ol style="list-style-type: none"> 1. <code>kREJECT_EMPTY_ALGORITHMS</code> 2. <code>kDIRECT_IO</code> 3. <code>kPREFER_PRECISION_CONSTRAINTS</code> <div style="background-color: #f0f0f0; padding: 5px; margin-top: 10px;"> <p> Note: When removing enum members (for all enums in this list) we will be changing enumeration in the enum to have sequential numbers.</p> </div>
<ol style="list-style-type: none"> 1. <code>EngineCapability::kDEFAULT</code> 2. <code>EngineCapability::kSAFE_DLA</code> 3. <code>EngineCapability::kSAFE_GPU</code> 	<ol style="list-style-type: none"> 1. <code>EngineCapability::kSTANDARD</code> 2. <code>EngineCapability::kDLA_STANDALONE</code> 3. <code>EngineCapability::kSAFETY</code>
<code>IAlgorithm::getAlgorithmIOInfo()</code>	<code>IAlgorithm::getAlgorithmIOInfoByIndex()</code>
<code>IAlgorithmIOInfo::getTensorFormat()</code>	The strides, data type, and vectorization information is sufficient to uniquely identify tensor formats.
<ol style="list-style-type: none"> 1. <code>IBuilder::buildEngineWithConfig()</code> 2. <code>IBuilder::destroy()</code> 3. <code>IBuilder::getMaxBatchSize()</code> 4. <code>IBuilder::setMaxBatchSize()</code> 	<ol style="list-style-type: none"> 1. <code>IBuilder::buildSerializedNetwork()</code> 2. <code>delete ObjectName</code> 3. Implicit batch is no longer supported 4. Implicit batch is no longer supported
<ol style="list-style-type: none"> 1. <code>IBuilderConfig::destroy()</code> 	<ol style="list-style-type: none"> 1. <code>delete ObjectName</code>

C++ API	Superseded API
<ul style="list-style-type: none"> 2. <code>IBuilderConfig::getMaxWorkspaceSize()</code> 3. <code>IBuilderConfig::getMinTimingIterations()</code> 4. <code>IBuilderConfig::setMaxWorkspaceSize()</code> 5. <code>IBuilderConfig::setMinTimingIterations()</code> 	<ul style="list-style-type: none"> 2. <code>IBuilderConfig::getMemoryPoolLimit()</code> with <code>MemoryPoolType::kWORKSPACE</code> 3. <code>IBuilderConfig::getAvgTimingIterations()</code> 4. <code>IBuilderConfig::setMemoryPoolLimit()</code> with <code>MemoryPoolType::kWORKSPACE</code> 5. <code>IBuilderConfig::setAvgTimingIterations()</code>
<ul style="list-style-type: none"> 1. <code>IConvolutionLayer::getDilation()</code> 2. <code>IConvolutionLayer::getKernelSize()</code> 3. <code>IConvolutionLayer::getPadding()</code> 4. <code>IConvolutionLayer::getStride()</code> 5. <code>IConvolutionLayer::setDilation()</code> 6. <code>IConvolutionLayer::setKernelSize()</code> 7. <code>IConvolutionLayer::setPadding()</code> 8. <code>IConvolutionLayer::setStride()</code> 	<ul style="list-style-type: none"> 1. <code>IConvolutionLayer::getDilationNd()</code> 2. <code>IConvolutionLayer::getKernelSizeNd()</code> 3. <code>IConvolutionLayer::getPaddingNd()</code> 4. <code>IConvolutionLayer::getStrideNd()</code> 5. <code>IConvolutionLayer::setDilationNd()</code> 6. <code>IConvolutionLayer::setKernelSizeNd()</code> 7. <code>IConvolutionLayer::setPaddingNd()</code> 8. <code>IConvolutionLayer::setStrideNd()</code>
<ul style="list-style-type: none"> 1. <code>ICudaEngine::bindingIsInput()</code> 2. <code>ICudaEngine::destroy()</code> 3. <code>ICudaEngine::getBindingBytesPerComponent()</code> 4. <code>ICudaEngine::getBindingComponentsPerElement()</code> 5. <code>ICudaEngine::getBindingDataType()</code> 6. <code>ICudaEngine::getBindingDimensions()</code> 7. <code>ICudaEngine::getBindingFormat()</code> 8. <code>ICudaEngine::getBindingFormatDesc()</code> 9. <code>ICudaEngine::getBindingIndex()</code> 10. <code>ICudaEngine::getBindingName()</code> 11. <code>ICudaEngine::getBindingVectorizedDim()</code> 12. <code>ICudaEngine::getLocation()</code> 13. <code>ICudaEngine::getMaxBatchSize()</code> 14. <code>ICudaEngine::getNbBindings()</code> 15. <code>ICudaEngine::getProfileDimensions()</code> 16. <code>ICudaEngine::getProfileShapeValues()</code> 17. <code>ICudaEngine::hasImplicitBatchDimension()</code> 18. <code>ICudaEngine::isExecutionBinding()</code> 19. <code>ICudaEngine::isShapeBinding()</code> 	<ul style="list-style-type: none"> 1. <code>ICudaEngine::getTensorIOMode()</code> 2. <code>delete ObjectName</code> 3. <code>ICudaEngine::getTensorBytesPerComponent()</code> 4. <code>ICudaEngine::getTensorComponentsPerElement()</code> 5. <code>ICudaEngine::getTensorDataType()</code> 6. <code>ICudaEngine::getTensorShape()</code> 7. <code>ICudaEngine::getTensorFormat()</code> 8. <code>ICudaEngine::getTensorFormatDesc()</code> 9. Name-based methods 10. Name-based methods 11. <code>ICudaEngine::getTensorVectorizedDim()</code> 12. <code>ITensor::getLocation()</code> 13. Implicit batch is no longer supported 14. <code>ICudaEngine::getNbIOTensors()</code> 15. <code>ICudaEngine::getProfileShape()</code> 16. <code>ICudaEngine::getShapeValues()</code> 17. Implicit batch is no longer supported 18. No name-based equivalent replacement 19. <code>ICudaEngine::isShapeInferenceIO()</code>

C++ API	Superseded API
<ol style="list-style-type: none"> 1. IDeconvolutionLayer::getKernelSize() 2. IDeconvolutionLayer::getPadding() 3. IDeconvolutionLayer::getStride() 4. IDeconvolutionLayer::setKernelSize() 5. IDeconvolutionLayer::setPadding() 6. IDeconvolutionLayer::setStride() 	<ol style="list-style-type: none"> 1. IDeconvolutionLayer::getKernelSizeNd() 2. IDeconvolutionLayer::getPaddingNd() 3. IDeconvolutionLayer::getStrideNd() 4. IDeconvolutionLayer::setKernelSizeNd() 5. IDeconvolutionLayer::setPaddingNd() 6. IDeconvolutionLayer::setStrideNd()
<ol style="list-style-type: none"> 1. IExecutionContext::destroy() 2. IExecutionContext::enqueue() 3. IExecutionContext::enqueueV2() 4. IExecutionContext::execute() 5. IExecutionContext::getBindingDimensions() 6. IExecutionContext::getShapeBinding() 7. IExecutionContext::getStrides() 8. IExecutionContext::setBindingDimensions() 9. IExecutionContext::setInputShapeBinding() 10. IExecutionContext::setOptimizationProfile() 	<ol style="list-style-type: none"> 1. delete ObjectName 2. IExecutionContext::enqueueV3() 3. IExecutionContext::enqueueV3() 4. IExecutionContext::executeV2() 5. IExecutionContext::getTensorShape() 6. IExecutionContext::getTensorAddress() Or getOutputTensorAddress() 7. IExecutionContext::getTensorStrides() 8. IExecutionContext::setInputShape() 9. IExecutionContext::setInputTensorAddress() Or setTensorAddress() 10. IExecutionContext::setOptimizationProfileAsync()
IFullyConnectedLayer	IMatrixMultiplyLayer
IGpuAllocator::free()	IGpuAllocator::deallocate()
IHostMemory::destroy()	delete ObjectName
<ol style="list-style-type: none"> 1. INetworkDefinition::addConvolution() 2. INetworkDefinition::addDeconvolution() 3. INetworkDefinition::addFullyConnected() 4. INetworkDefinition::addPadding() 5. INetworkDefinition::addPooling() 6. INetworkDefinition::addRNNv2() 7. INetworkDefinition::destroy() 8. INetworkDefinition::hasExplicitPrecision() 9. INetworkDefinition::hasImplicitBatchDimension() 	<ol style="list-style-type: none"> 1. INetworkDefinition::addConvolutionNd() 2. INetworkDefinition::addDeconvolutionNd() 3. INetworkDefinition::addMatrixMultiply() 4. INetworkDefinition::addPaddingNd() 5. INetworkDefinition::addPoolingNd() 6. INetworkDefinition::addLoop() 7. delete ObjectName 8. Explicit precision support is removed in 10.0 9. Implicit batch support is removed
IOnnxConfig::destroy()	delete ObjectName
<ol style="list-style-type: none"> 1. IPaddingLayer::getPostPadding() 	<ol style="list-style-type: none"> 1. IPaddingLayer::getPostPaddingNd()

C++ API	Superseded API
<ol style="list-style-type: none"> 2. <code>IPaddingLayer::getPrePadding()</code> 3. <code>IPaddingLayer::setPostPadding()</code> 4. <code>IPaddingLayer::setPrePadding()</code> 	<ol style="list-style-type: none"> 2. <code>IPaddingLayer::getPrePaddingNd()</code> 3. <code>IPaddingLayer::setPostPaddingNd()</code> 4. <code>IPaddingLayer::setPrePaddingNd()</code>
<ol style="list-style-type: none"> 1. <code>IPoolingLayer::getPadding()</code> 2. <code>IPoolingLayer::getStride()</code> 3. <code>IPoolingLayer::getWindowSize()</code> 4. <code>IPoolingLayer::setPadding()</code> 5. <code>IPoolingLayer::setStride()</code> 6. <code>IPoolingLayer::setWindowSize()</code> 	<ol style="list-style-type: none"> 1. <code>IPoolingLayer::getPaddingNd()</code> 2. <code>IPoolingLayer::getStrideNd()</code> 3. <code>IPoolingLayer::getWindowSizeNd()</code> 4. <code>IPoolingLayer::setPaddingNd()</code> 5. <code>IPoolingLayer::setStrideNd()</code> 6. <code>IPoolingLayer::setWindowSizeNd()</code>
<code>IRefitter::destroy()</code>	<code>delete ObjectName</code>
<ol style="list-style-type: none"> 1. <code>IResizeLayer::getAlignCorners()</code> 2. <code>IResizeLayer::setAlignCorners()</code> 	<ol style="list-style-type: none"> 1. <code>IResizeLayer::getAlignCornersNd()</code> 2. <code>IResizeLayer::setAlignCornersNd()</code>
<ol style="list-style-type: none"> 1. <code>IRuntime::deserializeCudaEngine(void const* blob, std::size_t size, IPluginFactory* pluginFactory)</code> 2. <code>IRuntime::destroy()</code> 	<ol style="list-style-type: none"> 1. Use <code>deserializeCudaEngine</code> with two parameters 2. <code>delete ObjectName</code>
<code>IRNNv2Layer</code>	<code>ILoop</code>
<code>kNV_TENSORRT_VERSION_IMPL</code>	<pre>#define NV_TENSORRT_VERSION_INT(major, minor, patch) ((major) *10000L + (minor) *100L + (patch) *1L)</pre> <div style="background-color: #f0f0f0; padding: 5px; margin-top: 10px;">  Note: TensorRT version encoding was changed to accommodate a two digit minor version. </div>
<ol style="list-style-type: none"> 1. <code>NetworkDefinitionCreationFlag::kEXPLICIT_BATCH</code> 2. <code>NetworkDefinitionCreationFlag::kEXPLICIT_PRECISION</code> 	Support is removed in 10.0
<ol style="list-style-type: none"> 1. <code>NV_TENSORRT_SONAME_MAJOR</code> 2. <code>NV_TENSORRT_SONAME_MINOR</code> 3. <code>NV_TENSORRT_SONAME_PATCH</code> 	<ol style="list-style-type: none"> 1. <code>NV_TENSORRT_MAJOR</code> 2. <code>NV_TENSORRT_MINOR</code> 3. <code>NV_TENSORRT_PATCH</code>
<ol style="list-style-type: none"> 1. <code>PaddingMode::kCAFFE_ROUND_DOWN</code> 2. <code>PaddingMode::kCAFFE_ROUND_UP</code> 	Caffe is not supported since 9.0

C++ API	Superseded API
<ol style="list-style-type: none"> 1. <code>PreviewFeature::kDISABLE_EXTERNAL_TACTICS</code> 2. <code>PreviewFeature::kFASTER_DYNAMIC_SHAPES_0809</code> 	<ol style="list-style-type: none"> 1. External tactics are always disabled for core code 2. This flag is on by default
<ol style="list-style-type: none"> 1. <code>ProfilingVerbosity::kDEFAULT</code> 2. <code>ProfilingVerbosity::kVERBOSE</code> 	<ol style="list-style-type: none"> 1. <code>ProfilingVerbosity::kLAYER_NAMES_ONLY</code> 2. <code>ProfilingVerbosity::kDETAILED</code>
<code>ResizeMode</code>	Use <code>InterpolationMode</code> , alias is removed
<ol style="list-style-type: none"> 1. <code>RNNDirection</code> 2. <code>RNNGateType</code> 3. <code>RNNInputMode</code> 4. <code>RNNOperation</code> 	RNN related data structures are removed
<code>SampleMode::kDEFAULT</code>	<code>SampleMode::kSTRICT_BOUNDS</code>
<code>SliceMode</code>	Use <code>SampleMode</code> , alias is removed

2.5. Removed C++ Plugins

Table 7. Removed C++ Plugins and their Suggested Superseded Plugin

C++ Plugin	Superseded Plugin
1. <code>createAnchorGeneratorPlugin()</code>	1. <code>GridAnchorPluginCreator::createPlugin()</code>
2. <code>createBatchedNMSPlugin()</code>	2. <code>BatchedNMSPluginCreator::createPlugin()</code>
3. <code>createInstanceNormalizationPlugin()</code>	3. <code>InstanceNormalizationPluginCreator::createPlugin()</code>
4. <code>createNMSPlugin()</code>	4. <code>NMSPluginCreator::createPlugin()</code>
5. <code>createNormalizePlugin()</code>	5. <code>NormalizePluginCreator::createPlugin()</code>
6. <code>createPriorBoxPlugin()</code>	6. <code>PriorBoxPluginCreator::createPlugin()</code>
7. <code>createRegionPlugin()</code>	7. <code>RegionPluginCreator::createPlugin()</code>
8. <code>createReorgPlugin()</code>	8. <code>ReorgPluginCreator::createPlugin()</code>
9. <code>createRPNROIPlugin()</code>	9. <code>RPROIPluginCreator::createPlugin()</code>
10. <code>createSplitPlugin()</code>	10. <code>INetworkDefinition::addSlice()</code>
<code>struct Quadruple</code>	Related plugins are removed

2.6. Removed Safety C++ APIs

Table 8. Removed Safety C++ APIs and their Suggested Superseded Safety API

Safety C++ API	Superseded Safety API
1. <code>safe::ICudaEngine::bindingIsInput()</code>	1. <code>safe::ICudaEngine::tensorIOMode()</code>
2. <code>safe::ICudaEngine::getBindingBytesPerComponent()</code>	2. <code>safe::ICudaEngine::getTensorBytesPerComponent()</code>
3. <code>safe::ICudaEngine::getBindingComponentsPerElement()</code>	3. <code>safe::ICudaEngine::getTensorComponentsPerElement()</code>
4. <code>safe::ICudaEngine::getBindingDataType()</code>	4. <code>safe::ICudaEngine::getTensorDataType()</code>
5. <code>safe::ICudaEngine::getBindingDimensions()</code>	5. <code>safe::ICudaEngine::getTensorShape()</code>
6. <code>safe::ICudaEngine::getBindingIndex()</code>	6. <code>safe::name-based methods</code>
7. <code>safe::ICudaEngine::getBindingName()</code>	7. <code>safe::name-based methods</code>
8. <code>safe::ICudaEngine::getBindingVectorizedDim()</code>	8. <code>safe::ICudaEngine::getTensorVectorizedDim()</code>
9. <code>safe::ICudaEngine::getNbBindings()</code>	9. <code>safe::ICudaEngine::getNbIOTensors()</code>
10. <code>safe::ICudaEngine::getTensorFormat()</code>	10. <code>safe::ICudaEngine::getBindingFormat()</code>
1. <code>safe::IExecutionContext::enqueueV2()</code>	1. <code>safe::IExecutionContext::enqueueV3()</code>
2. <code>safe::IExecutionContext::getStrides()</code>	2. <code>safe::IExecutionContext::getTensorStrides()</code>

Chapter 3. trtexec

3.1. trtexec Flag Changes

Table 9. Changes to flag workspace and minTiming

TensorRT 8.x	TensorRT 10.0
<pre>trtexec \ --onnx=/path/to/model.onnx \ --saveEngine=/path/to/engine.trt \ --optShapes=input:\$INPUT_SHAPE \ --avgTiming=1 \ --workspace=1024 \ --minTiming=1</pre>	<pre>trtexec \ --onnx=/path/to/model.onnx \ --saveEngine=/path/to/engine.trt \ --optShapes=input:\$INPUT_SHAPE \ --avgTiming=1 \ --memPoolSize=workspace:1024</pre>

3.2. Removed trtexec Flags

Table 10. Removed trtexec Flags and their Suggested Superseded Flag

trtexec Flag	Superseded Flag
<code>--minTiming</code>	<code>avgTiming</code>
<code>--preview=features options:</code> <ul style="list-style-type: none">▶ <code>disableExternalTacticSourcesForCore0805</code>▶ <code>fasterDynamicShapes0805</code>	N/A
<code>--workspace=N</code>	<code>--memPoolSize=poolspec</code>

3.3. Deprecated trtexec Flags

Table 11. Deprecated trtexec Flags

trtexec Flag
<code>--buildOnly</code>
<code>--explicitPrecision</code>
<code>--heuristic</code>
<code>--nvtxMode</code>

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