

Ultra-low Power Always-On Computer Vision

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Outline

1. Background
2. Use Cases
3. Our Approach
4. Product
5. Future

Goal

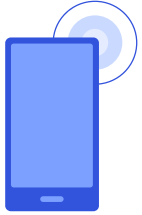
Ultra-low power always-on computer vision

- Ultra-low power for always-on: **System power** less than 1mA on standard lithium cell
- Low latency with typical frame rate of 1-30 fps
- Computer Vision: Insight and information from sensor

Historically

- Image sensor takes 10mW to Ws
- Image processing takes 100mW to Ws

Vision will enhance many use cases across numerous verticals



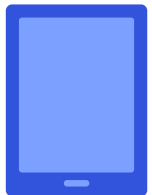
Smartphone

- Face-based auto-wake and auto-sleep
- Always-on trigger for other use cases
- Always-on trigger for iris authentication (removes multiple steps and user initiation)



Smart watch

- Face-based auto-wake and auto-sleep
- Always-on gestures



Tablets

- Simple gaze tracking for advertising attribution
- Improved landscape/portrait screen orientation



Virtual reality

- Low power gaze tracking (foveated rendering)
- Low power visual odometry for 6 DoF



'Intelligent' occupancy trigger

- Distinguish humans from other objects
- Add data layer to trigger: How many? Where?
- Trigger on particular events or objects



'Intelligent' interactivity trigger

- Face detection as a trigger for interactivity
- Smart appliance can react when a user approaches to engage it

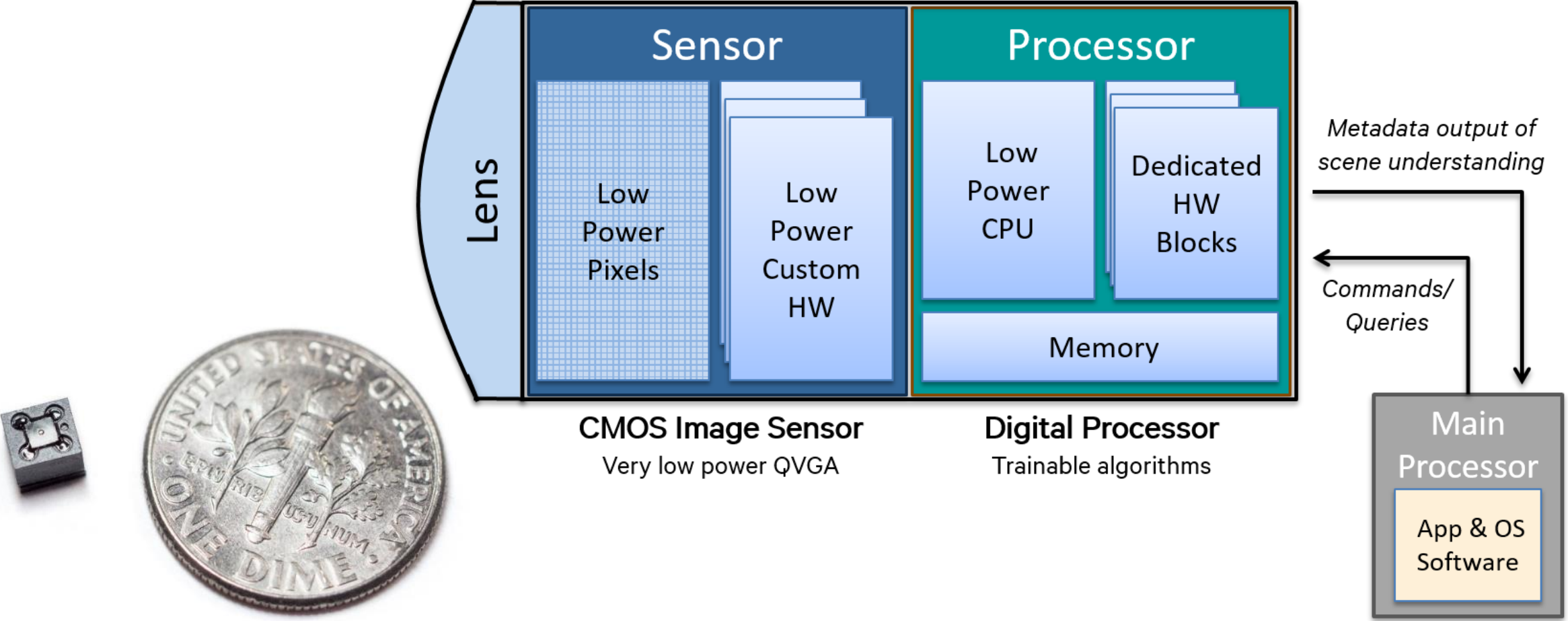


Standalone intelligent data sensor

- Heat maps of how a space is occupied
- Privacy advantages - data only, no images captured

Our always-on vision research and innovation

Integrated vision sensor & processor,
independent of main processor



Supports various human detection cases



Half body



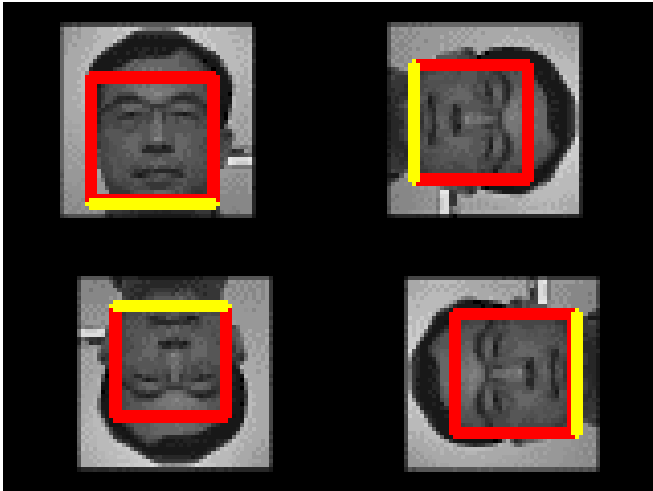
Full body



3/4 body



Change Detection

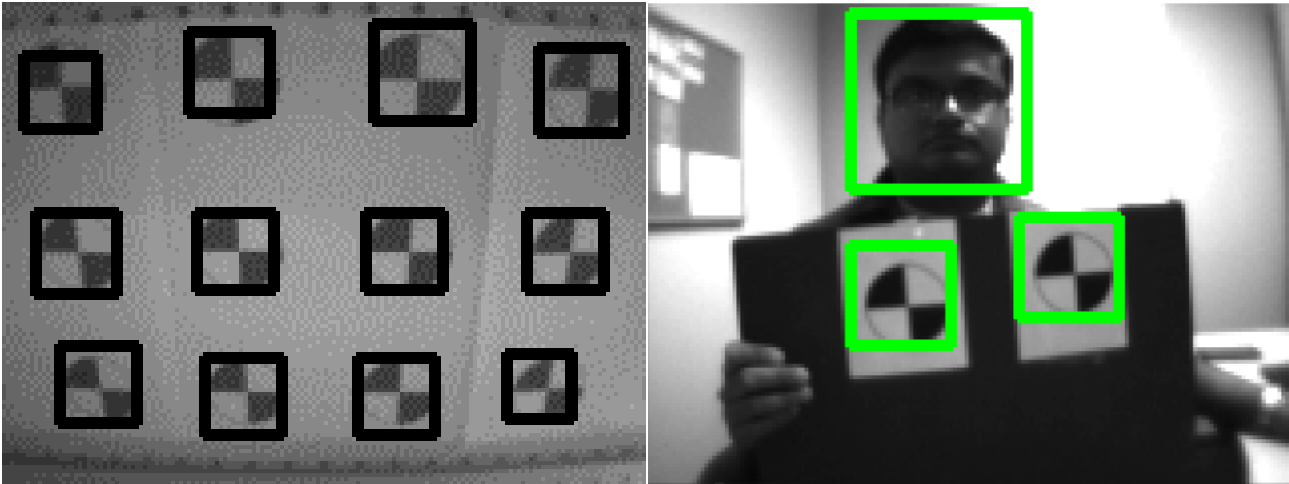


Multiple orientation

Support visual detection across a broad set of use cases



Simple Gesture (e.g. Left-Right-Left)



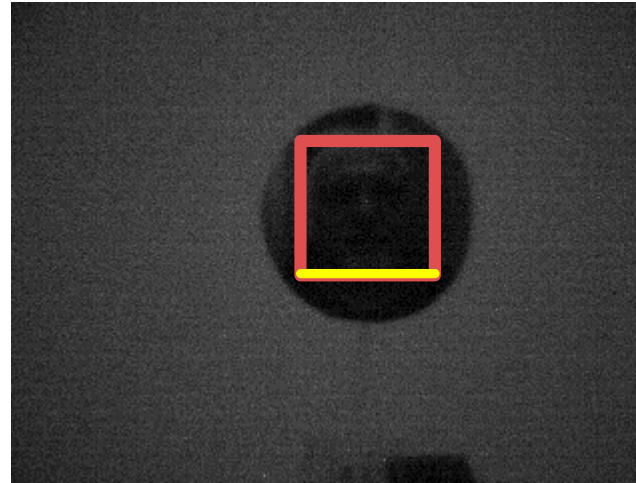
2-D Marker Or Logo, 3D Rigid Body (Toys)



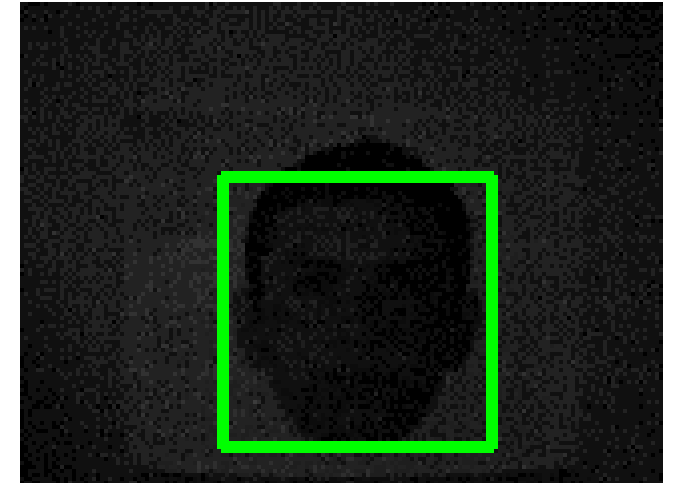
Analytic use case:
(1) Shelf Status
(2) Customer Engagement

Successful detection in challenging light scenarios

- Detection scenario at distance and low light is challenging
- Model and algorithm must be resilient to these scenarios
- Sensor also sensitive to 850 nm IR



Face at low light (0.1 lux)



Face detection low light indoor at 768us



Full Body 20 ft 3 lux



Full Body in direct sunlight

What needs to be done for Always-on Computer Vision

Our Approach	Traditional Approach
Image itself is secondary to information	Image quality paramount
Monochrome works in most cases. ≤ 8 -bit sufficient	Color & wide bit-depth preferred
Focus can be good enough in most cases	Focus, autofocus, Bokeh important
Adequate pixel count for applicable distance	Higher pixel count
System power optimized including sensor	Sensor & algorithm/model often split
Images shot in challenging lighting	Camera & subject posed for best image
Inference is heavily weighted	Balance between training & inference time
Algorithms redesigned with memory & power in mind	Built upon available technologies
Metrics may be event-based	Typical metric is frame-based

Count your pennies, every savings in power adds up

Our System Approach for Always-on Computer Vision

- Favor algorithms with adaptive compute
 - Only perform computer vision when image/area has changed
 - Run light weight algorithms first
 - Favor algorithms/models with content adaptive capabilities
 - Stop when there is enough information:
many application only needs to know the presence of 1 object vs. all objects
- Simplify
 - Often easier to run models at different scales than resizing images
 - Optimize brightness to favor detection
- Optimize the entire system end-to-end
 - Use low power sensor
 - Optimize IO
 - Move algorithms to HW when possible
 - Keep memory close to compute engine

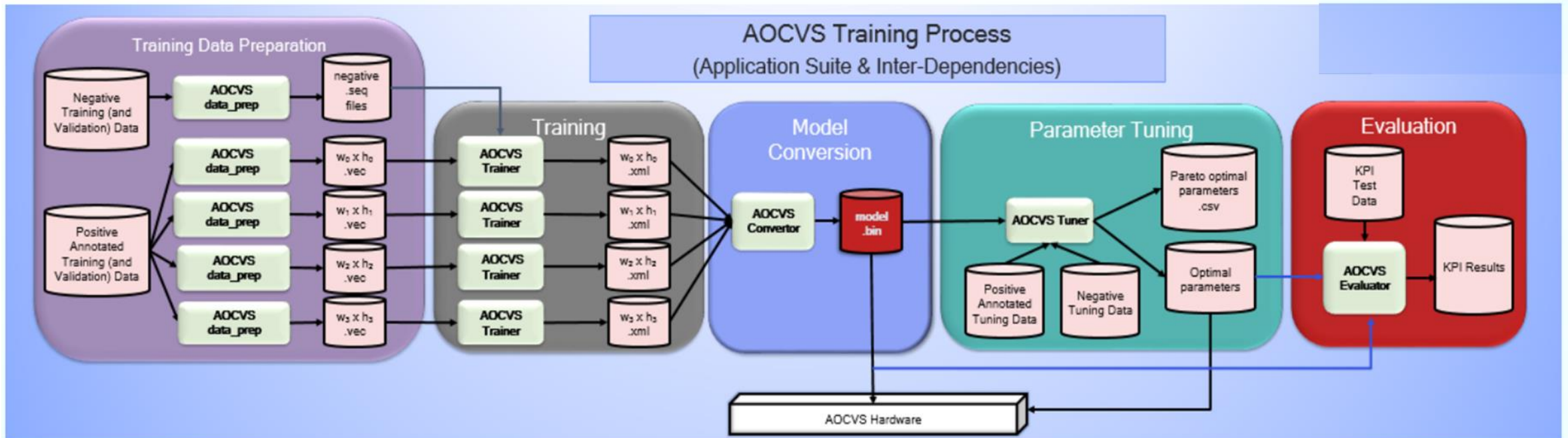
Product: Qualcomm® QCC112 Chipset

Available commercial product

- Supports many uses at $\sim 1\text{mW}$, including chip, sensor, and power management
- Features:
 - Ultra-low-power MCU
 - Streaming Array Processor (SuP)
 - Programmable
 - Can be power collapsed
 - Data bursted with DMA into TCM
 - Embedded PMU
 - Vision Accelerator
 - Custom memory
 - 2X lower dynamic power and 3X lower retention power vs. standard memory cell



Training Tool: AOCVS (Always-on Computer Vision System) Portal



AOCVS Data Prepare

DataPrep

This tool helps in augmenting the training dataset for better training and model accuracy

AOCVS Trainer

Trainer

The tool generates a model by training with the input datasets

AOCVS Bin Converter

Converter

Tool to convert the XML model files to Binary format

AOCVS Tuner

Tuner

Tool to tune the parameters for a given model for better accuracy

AOCVS Evaluator

Evaluator

The tool helps in evaluating an input dataset against a model

Visualization of Results

Show Recent Jobs

Select all Deselect all Delete Jobs Stop Jobs

Search:

RunID	Date	Status	Algo	Model(s)	Input Type	Config	Results	Edit
14	2019-09-16 12:50:29.057	Completed	OD	circle_10_13_16_model.bin	File with list of images	Config	Results	Edit
13	2019-09-16 12:49:16.328	Completed	OD	circle_10_13_16_model.bin	File with list of images	Config	Results	Edit
12	2019-09-05 10:29:54.975	Completed	OD	fullbody_model.bin	List of images	Config	Results	Edit
11	2019-09-05 10:29:21.068	Completed	OD	fullbody_model.bin	List of images	Config	Results	Edit
10	2019-09-05 10:28:41.532	Completed	OD	face_model.bin	List of images	Config	Results	Edit
9	2019-09-05 10:27:50.489	Completed	OD	face_model.bin	List of images	Config	Results	Edit
8	2019-09-05 10:20:05.618	Completed	OD	face_model.bin	Video file	Config	Results	Edit
7	2019-09-05 08:55:10.470	Completed	OD	circle_pattern_10_13_16.bin	File with list of images	Config	Results	Edit
6	2019-09-05 08:54:35.959	Completed	OD	circle_pattern_10_13_16.bin	File with list of images	Config	Results	Edit
5	2019-09-05 08:53:05.583	Stopped	OD	circle_pattern_10_13_16.bin	File with list of images	Config	Results	Edit

Showing 1 to 10 of 14 entries 1 row selected

Previous 1 2 Next

Run ID :14 (Running) [Evaluator Log](#) [Result CSV](#) [Output tarball](#)

Show entries Search:

No.	Processed Frame	Details
1		image105_out_14_0.bmp 6 detections LBP Count:18089 <u>Detect #1</u> X0 : 58 Y0 : 20 W0 : 19 H0 : 19 Orientation : 0 Score : 11 <u>Detect #2</u> X1 : 94 Y1 : 18 W1 : 21 H1 : 21 Orientation : 0 Score : 6 <u>Detect #3</u> X2 : 133 Y2 : 17 W2 : 22 H2 : 22 Orientation : 0 Score : 3 <u>Detect #4</u> X3 : 56 Y3 : 56 W3 : 20 H3 : 20 Orientation : 0 Score : 9 <u>Detect #5</u> X4 : 94 Y4 : 58 W4 : 21 H4 : 21 Orientation : 0 Score : 10 <u>Detect #6</u> X5 : 134 Y5 : 59 W5 : 21 H5 : 21 Orientation : 0 Score : 8
2		image11_out_14_1.bmp

Showing 1 to 10 of 51 entries

Previous 1 2 3 4 5 6 Next

Visualization of Key Performance Metric and Compute Tradeoffs

Show Recent Jobs

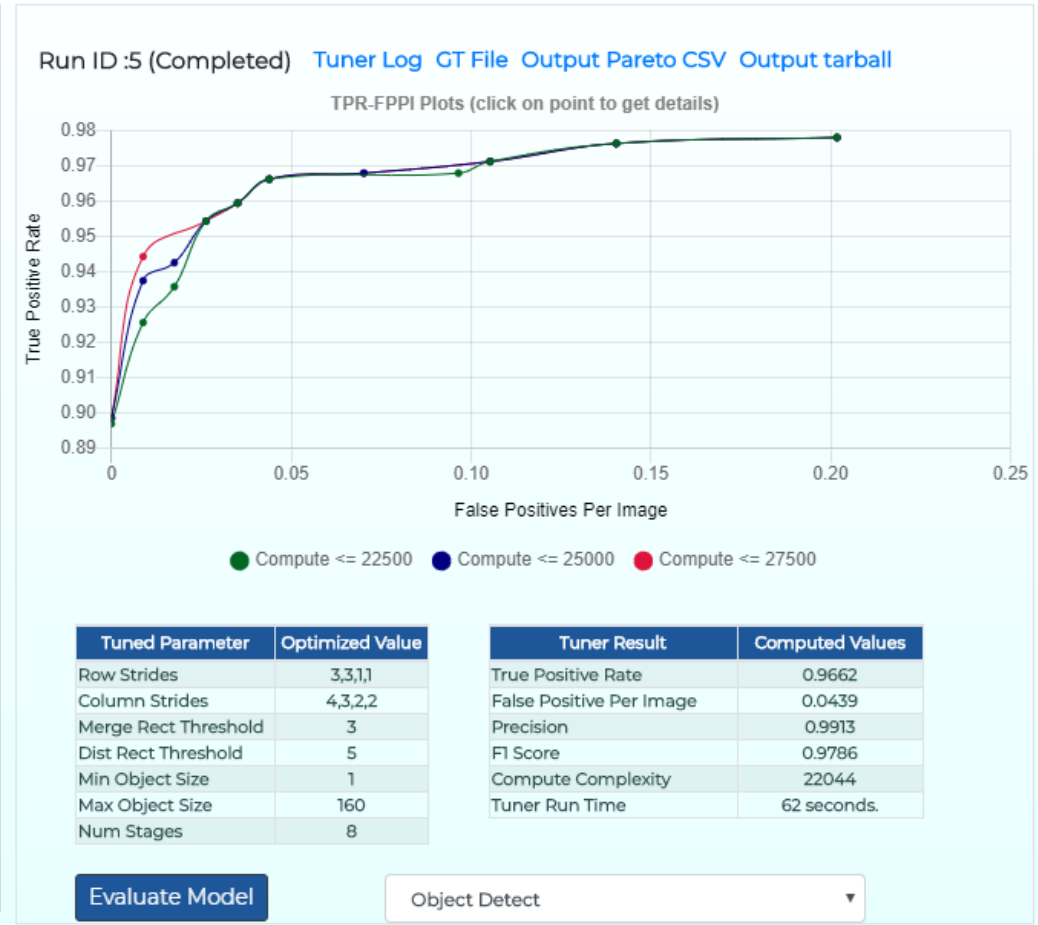
Select all Deselect all Delete Records Stop Jobs

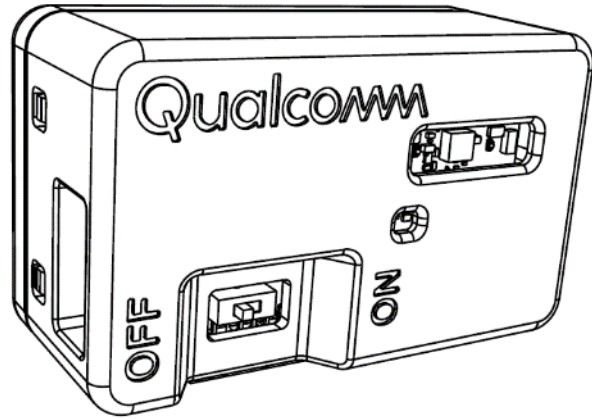
Search:

RunID.	Date	Status	Model	GT File	MaxFPPI	Config
6	2019-09-16 12:28:12.552	Completed	circle_10_13_16_model.bin	tuning_data.txt	0.05	Config Results Edit
5	2019-09-05 10:23:51.799	Completed	circle_pattern_10_13_16.bin	tuning_data.txt	0.05	Config Results Edit
4	2019-09-05 06:50:12.091	Completed	circle_pattern_10_13_16.bin	tuning_data.txt	0.05	Config Results Edit
3	2019-09-05 06:49:21.500	Completed	circle_pattern_10_13_16.bin	tuning_data.txt	0.05	Config Results Edit
2	2019-09-05 06:46:30.806	Stopped	circle_pattern_10_13_16.bin	tuning_data.txt	0.01	Config Results Edit
1	2019-09-05 06:33:44.624	Completed	circle_16_20_25.bin	tuning_data.txt	0.01	Config Results Edit

Showing 1 to 6 of 6 entries 1 row selected

Previous **1** Next







>100 FPS Face Detection
**Come by after talk and see
the demo!!**

Resources

- <https://www.qualcomm.com/invention/artificial-intelligence>
- Contact us at CVM@qti.qualcomm.com for developing new use cases and hardware evaluation for your products



Thank you!

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