

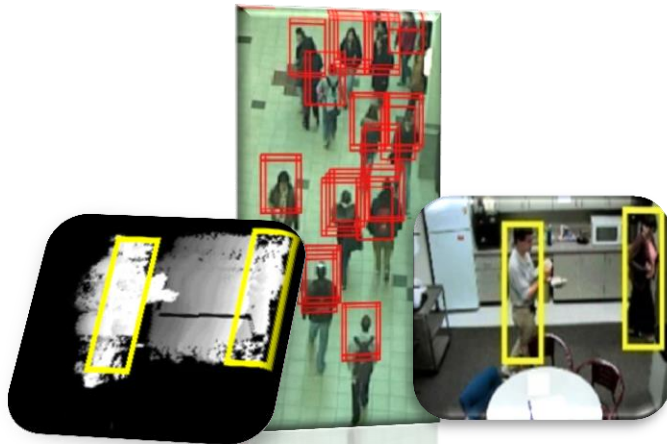
Biologically Inspired Vision Systems on configurable platforms

Vijaykrishnan Narayanan

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Collaborators: Laurent Itti, USC; Kevin Irick, PSU, D. Khosla, HRL, Yang, HRL; M. Peot, Teledyne, B. Desimone and T. Poggio, MIT, J. Tstosos, York and all my students

Cameras Everywhere!

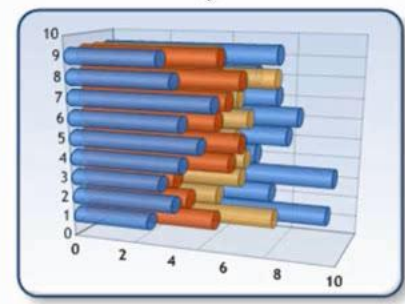
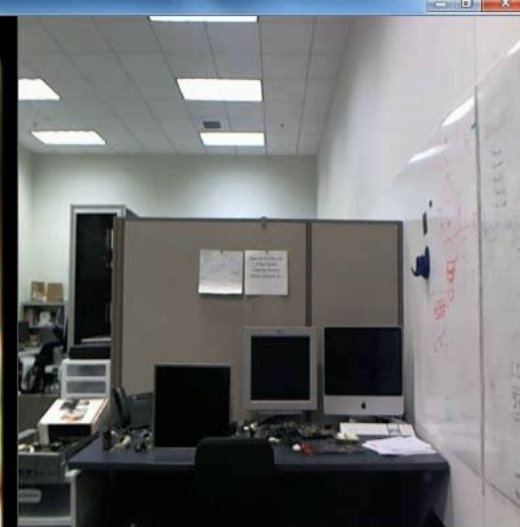


Tracking, Vehicle Navigation, Augmented Reality

NEW

Garden Fresh Salads

BRIGHTEN UP YOUR DAY WITH A CRISP CHICKEN CAESAR, CHICKEN BLT OR CHICKEN, APPLE & CRANBERRY SALAD



SmartView Digital Display



Visual Cortex Inspiration

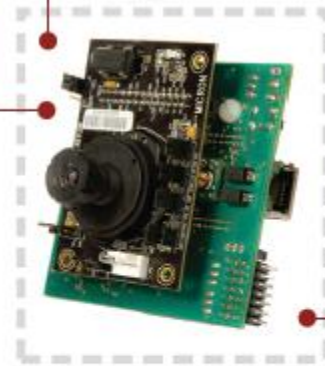
- Can we build vision systems that detect and recognize objects as efficiently as mammals ?
 - Accuracy – Complex scenes with clutter
 - Speed – Mammals require ~150milliseconds
 - **Power – less than 20 Watts?**



Smart Cameras & Accelerators

Network connectivity allows advanced video analytics tasks to be distributed across many low-cost nodes obviating the need for prohibitively expensive backend computing infrastructure

Integrated camera and computation platform allows processing to be performed directly on video stream reducing network load to backend cloud infrastructure



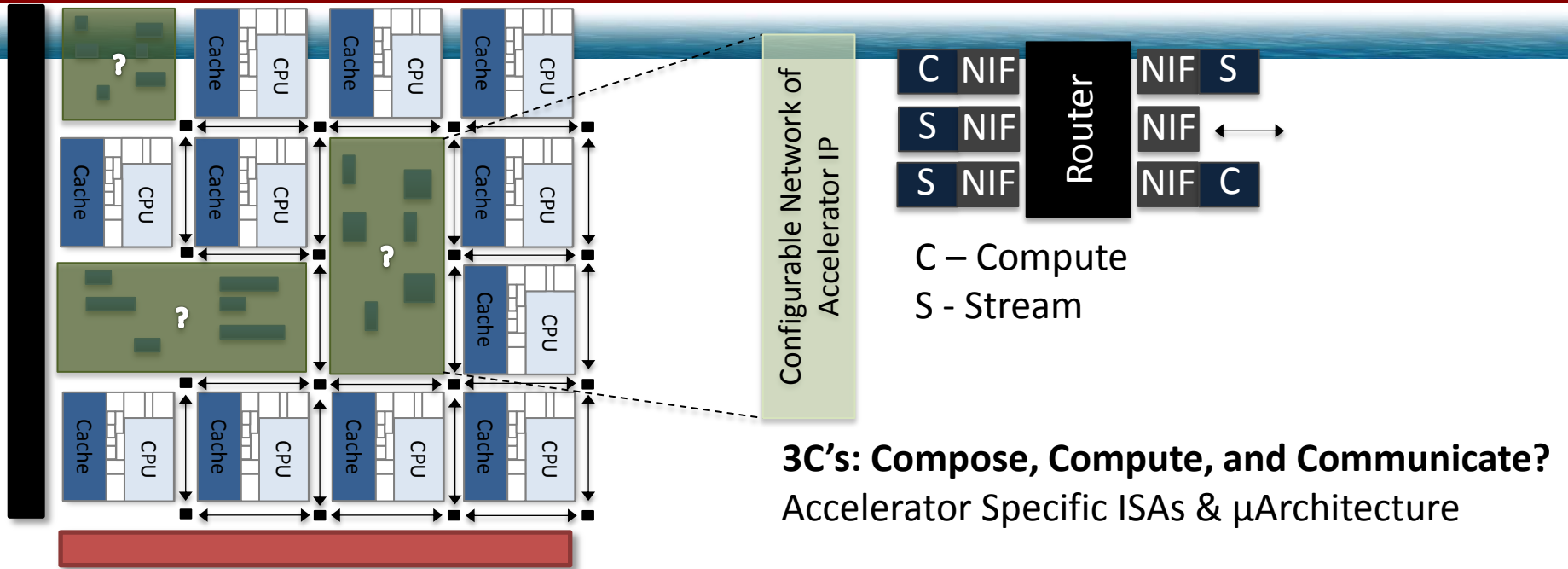
Library of optimized software and hardware modules support advanced video analytics on a small-footprint low-cost platform

Available Accelerators (abbreviated)		
Arithmetic (add, sub, mult, div,...)	Difference of Gaussians	Image Pyramid
Convolution/Correlation	Saliency (AIM and Itti) GIST	Retina Preprocessing
Color Space Conversion	Skintone Detection	SURF
Bounding Box Extraction (Connected Component)	Face Detection	Brute Force Matcher
Histogram	Support Vector Machine	Density Estimation
Image Statistics (mean and std)	HMAX Classifier	Gabor Edge Feature Extractor
2D and 3D FFT	Function Approximation (log, tanh, sigmoid)	Image Subsampling and Interpolation



High-level analytics are dispatched to a scalable cloud infrastructure

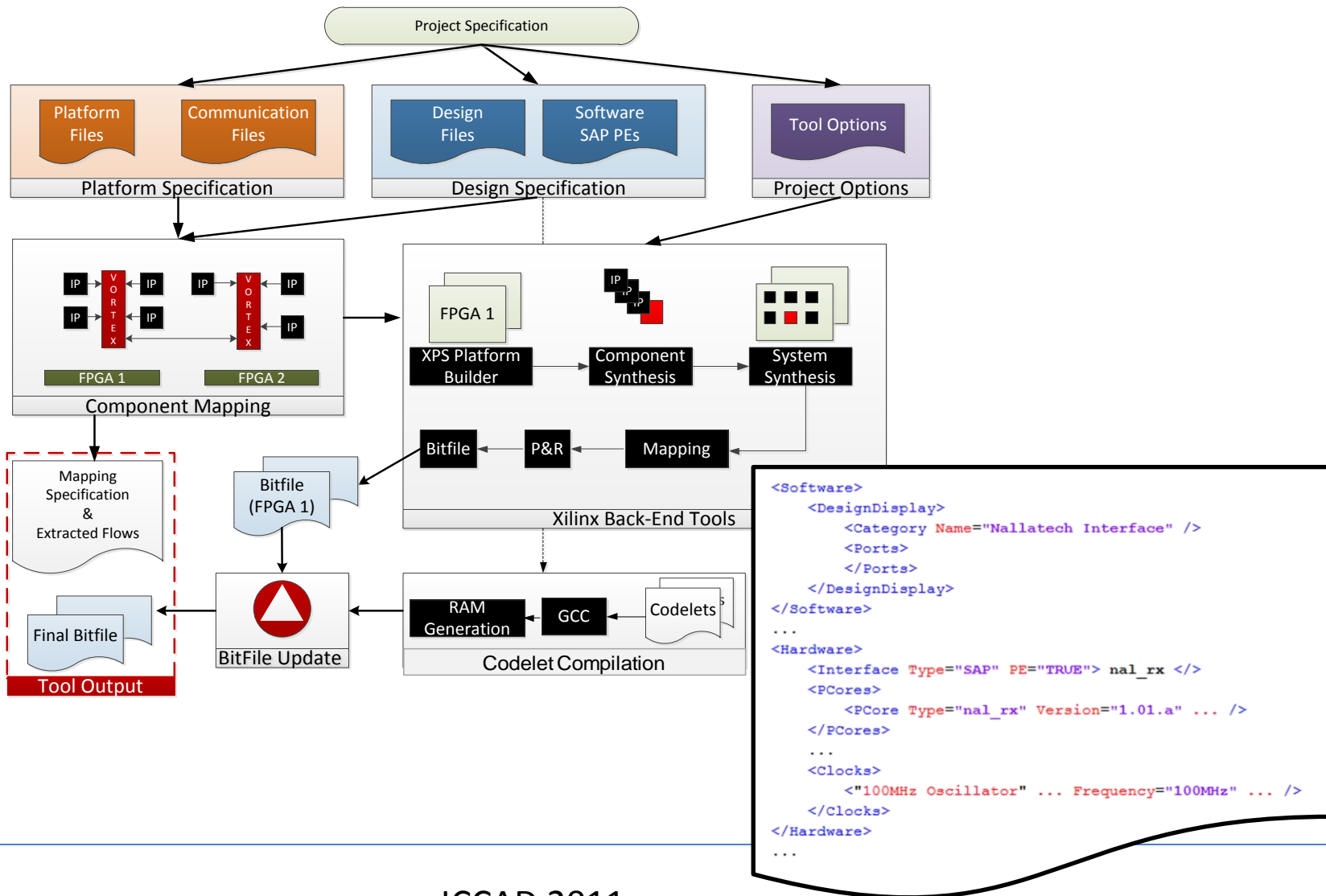
Smart Camera Architecture Platform



Accelerator Requirements

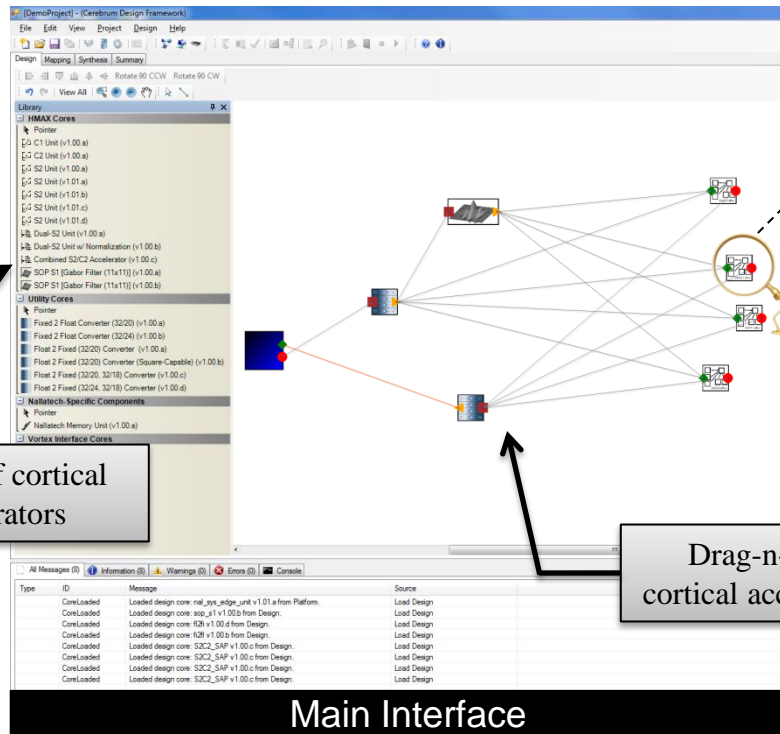
- Allows for Hardware Re-Use and Run-time Configurability
- Scalable Accelerator Sub-System Composed of Multiple IP
- Programming Model

Automation Tools: From Specs to System



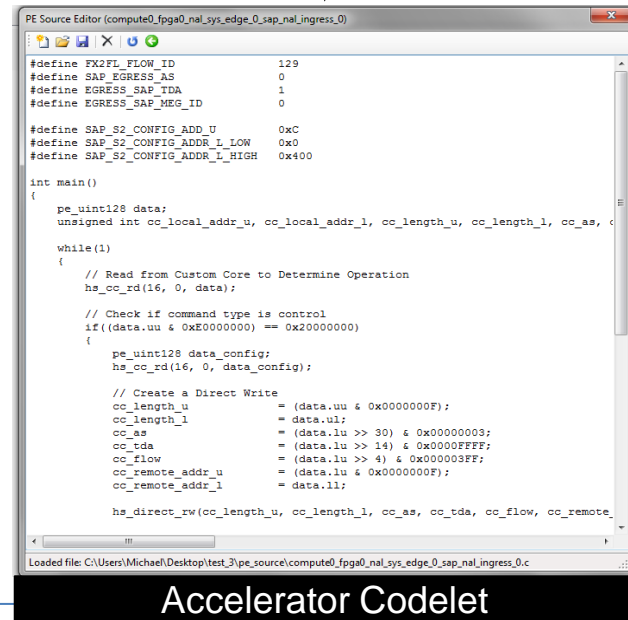
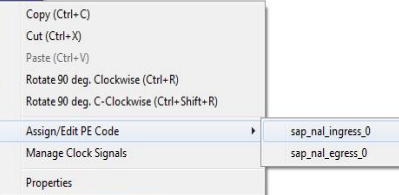
Automation Tools: From Specs to System

- Built for neuroscientists and researchers
- Abstracts HDL/RTL and Multi-FPGA partitioning complexities
- Provides a smart mapping algorithm across Multi-FPGA system
- Provides a library of various cortical vision accelerators



Main Interface

Accelerator Properties

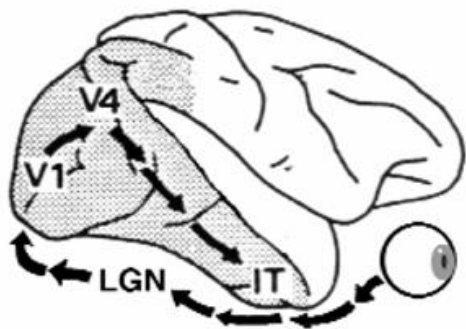


Accelerator Codelet

Library of cortical accelerators

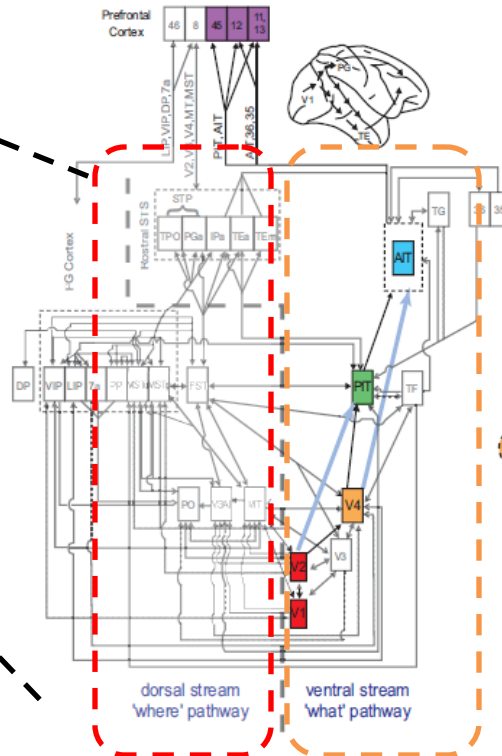
Drag-n-Drop cortical accelerators

Models for Mammalian Vision

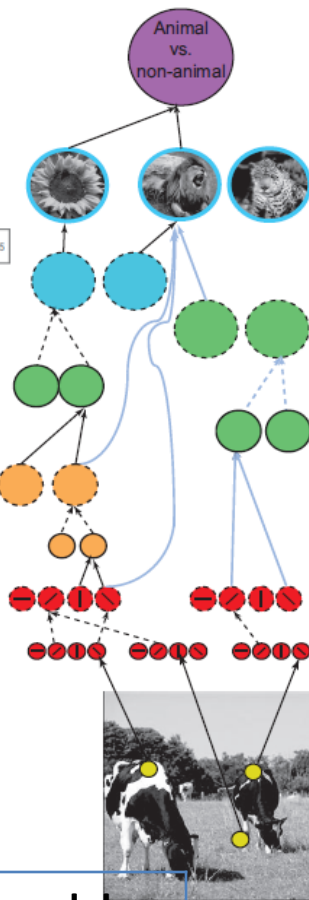


Cortex Region	HMAX Stage
V1, V2	S1, C1
V4	S2
V4 / PIT	C2

HMAX - Recognition model	
Model Ventral Pathway from V ₁ through V ₂ and V ₄ to IT	
Hierarchical Simple (S) and Complex (C) cells alternate feature extraction and max pooling.	

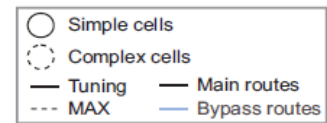


Saliency – Attention model	
Model dorsal pathway which provides attention cues to recognition.	
Feature extraction in I, C, O, F, M channels to obtain Saliency map.	



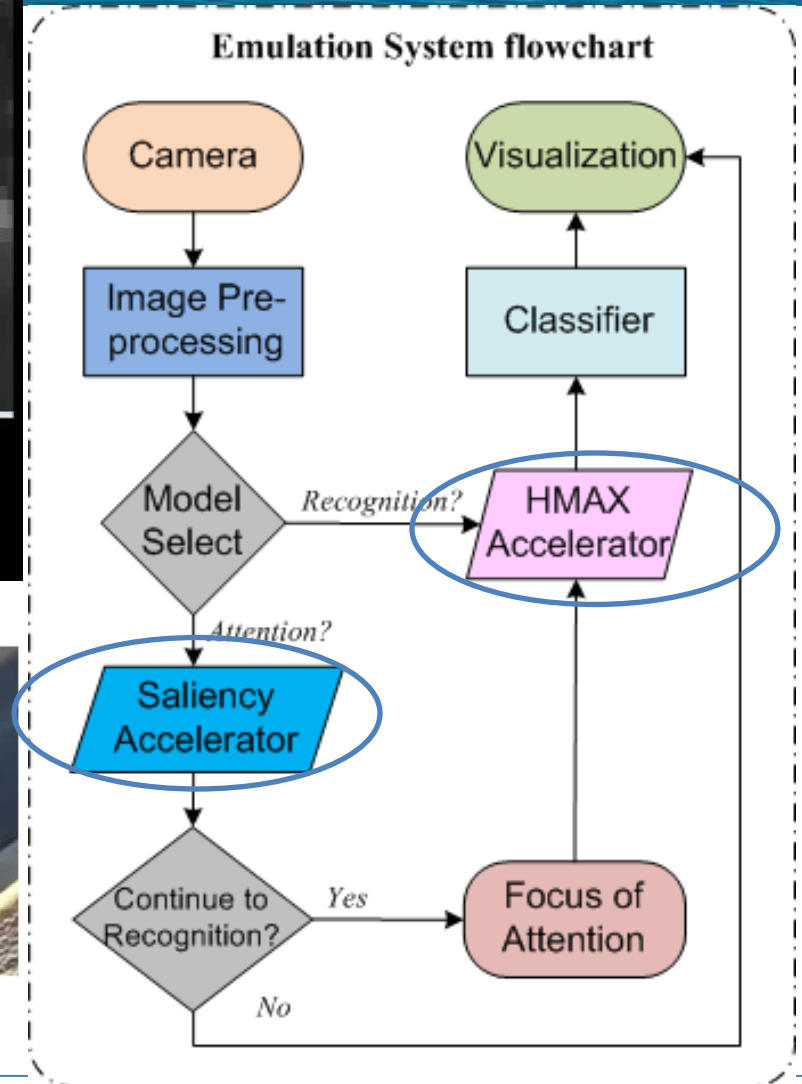
Model layers	RF sizes	Num. units	
classification units		10 ⁰	Supervised task-dependent learning
S4	7°	10 ²	
C3	7°	10 ³	Unsupervised task-independent learning
C2b	7°	10 ³	
S3	1.2°-3.2°	10 ⁴	
S2b	0.9°-4.4°	10 ⁷	
C2	1.1°-3.0°	10 ⁵	
S2	0.6°-2.4°	10 ⁷	
C1	0.4°-1.6°	10 ⁴	
S1	0.2°-1.1°	10 ⁶	

Increase in complexity (number of subunits), RF size and invariance



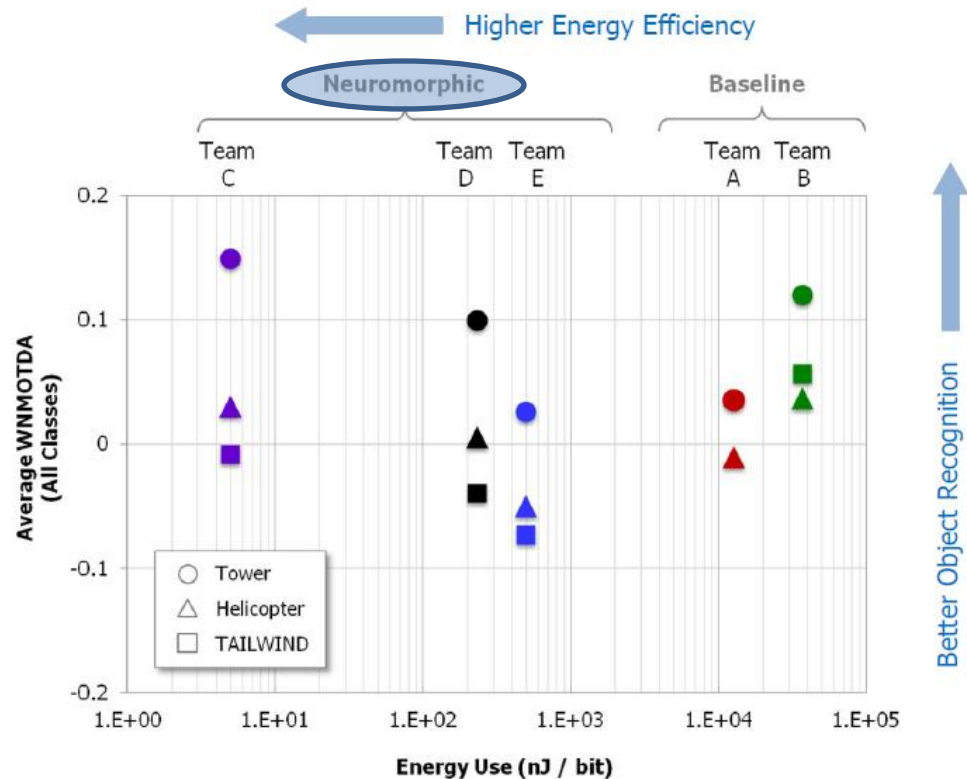
[1] Poggio et. al. Nature Neuroscience 1999
 [2] Itti et. al, SPIE 2001

System Overview



System Implementation Results

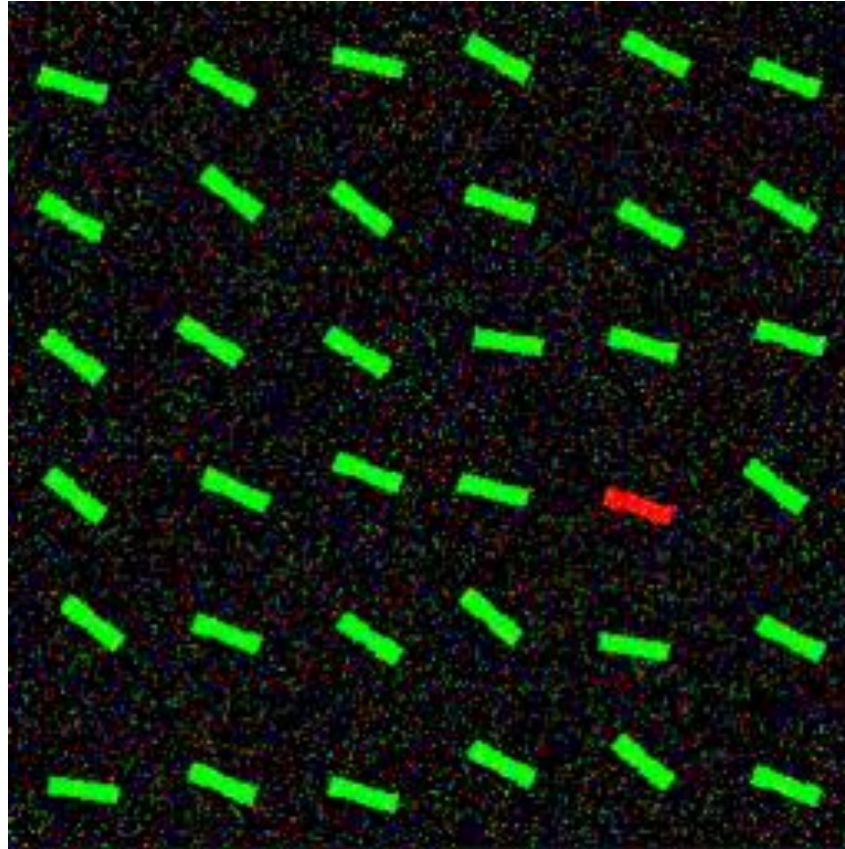
Implemented neuromorphic systems to detect and classify ten object classes



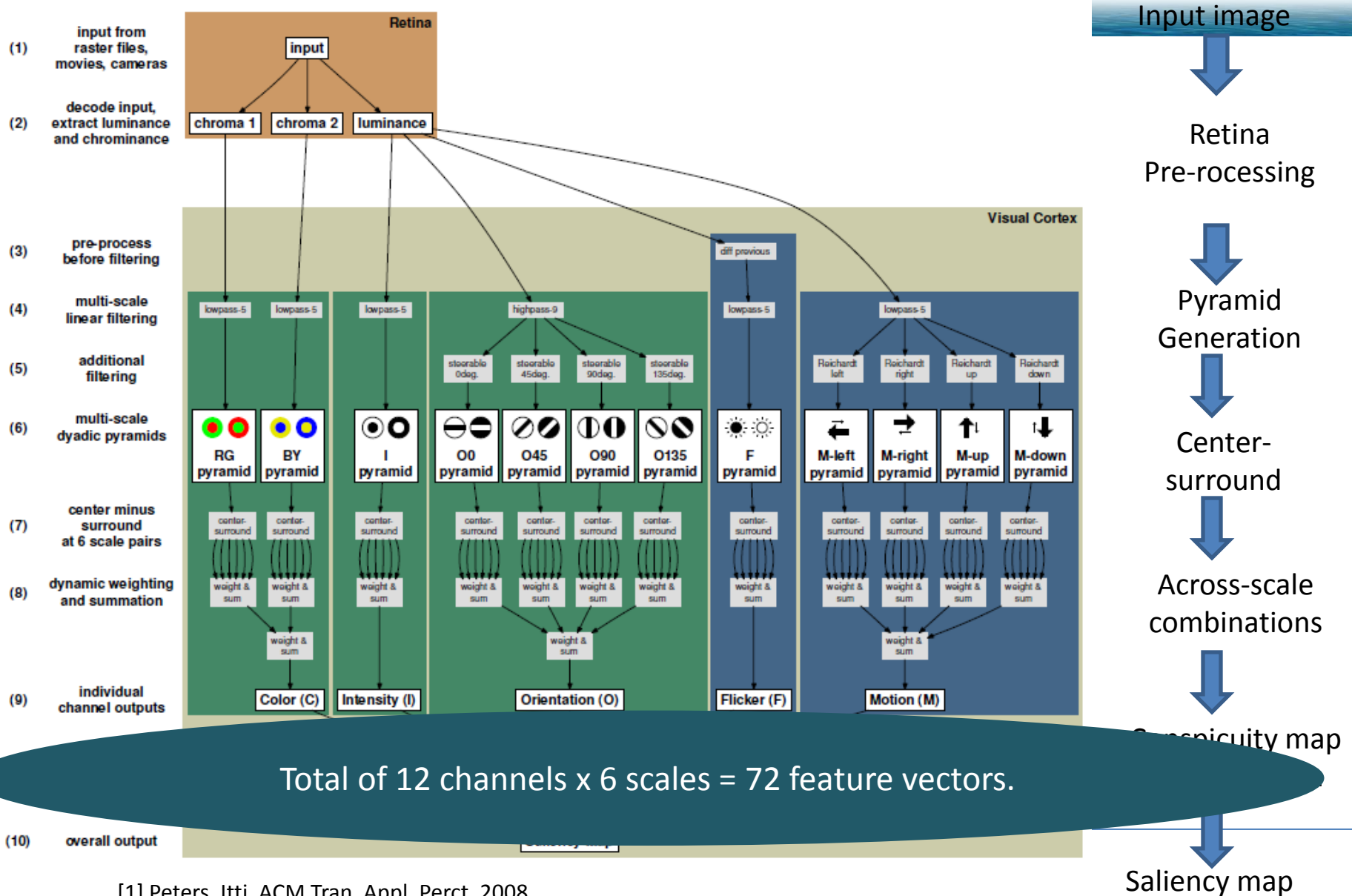
**Neuromorphic approaches detect and classify well,
and use 4 orders of magnitude less energy**

Still 2-3 orders less energy-efficient than brain !!

Attention

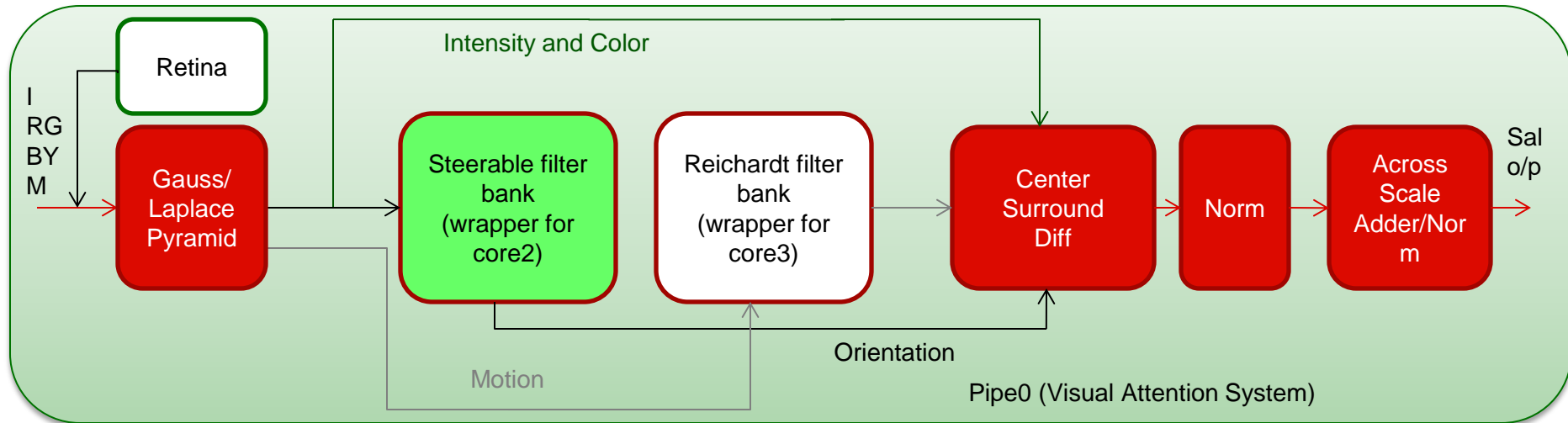


Bottom-up Saliency Model [1]



Attention Pipeline

- New Instruction fetched from Instruction Queue.
 - Configures pipeline registers, data flow, selection logic.
 - Repeat all instructions, per frame.



↑
Config
port

Pipe_id=0, config_data= 32'h00000A /32'h00000B /32'h00000C
32'h00000A-> **bypass steerable bypass reichardt** and use Gaussian pyramid
32'h00000B-> **use steerable bypass reichardt** along with Laplacian pyramid
32'h00000C-> **bypass steerable use reichardt** and use Gaussian pyramid



Attention: Object Detection

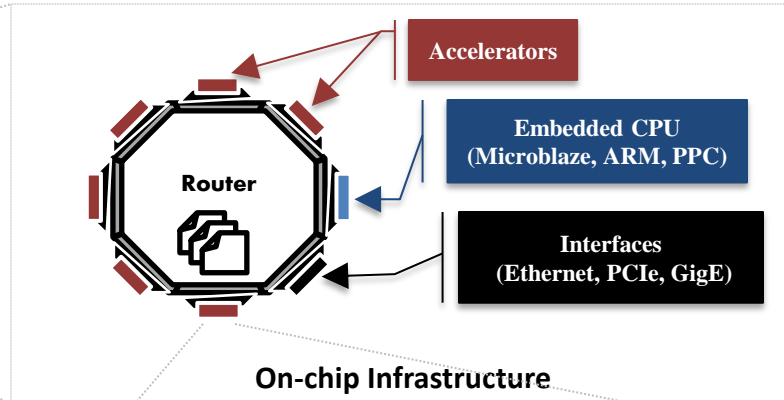
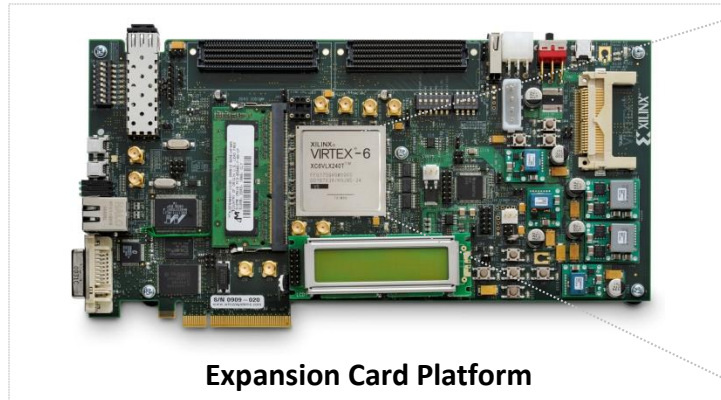
Performance Comparison in Frames per sec (FPS) for 640x480

	CPU[1]	GPU [2]	Proposed Accelerator
	Intel Xeon dual-core CPU (2.8 GHz)	Nvidia GeForce 8800 (GTX) (1.35 GHz)	1 x Virtex6 SX475T FPGAs (100 MHz)
CIO	19.48	94.25	169.55
CIOFM	14.99	NA	100.06

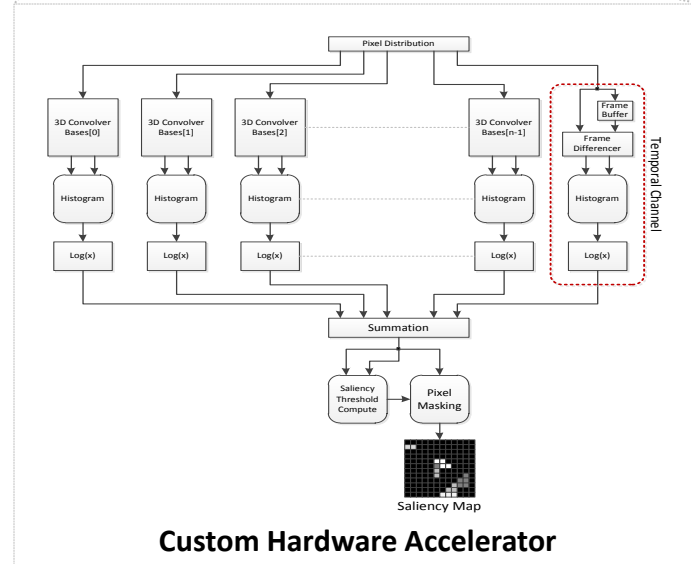
- **Spatial Saliency (CIO) - Speedups of 8.7X over CPU, 1.8X over GPU and 1.89X over FPGA implementations.**
- **Full Saliency (CIOFM) Speedups of 6.6X over CPU impl.**
- **Power Efficiency (FPS/Watt): 11.2X over GPU**

Video Analytics Accelerator Platform

Configurable On-chip Communication Infrastructure + Embedded Video Analytics Accelerators

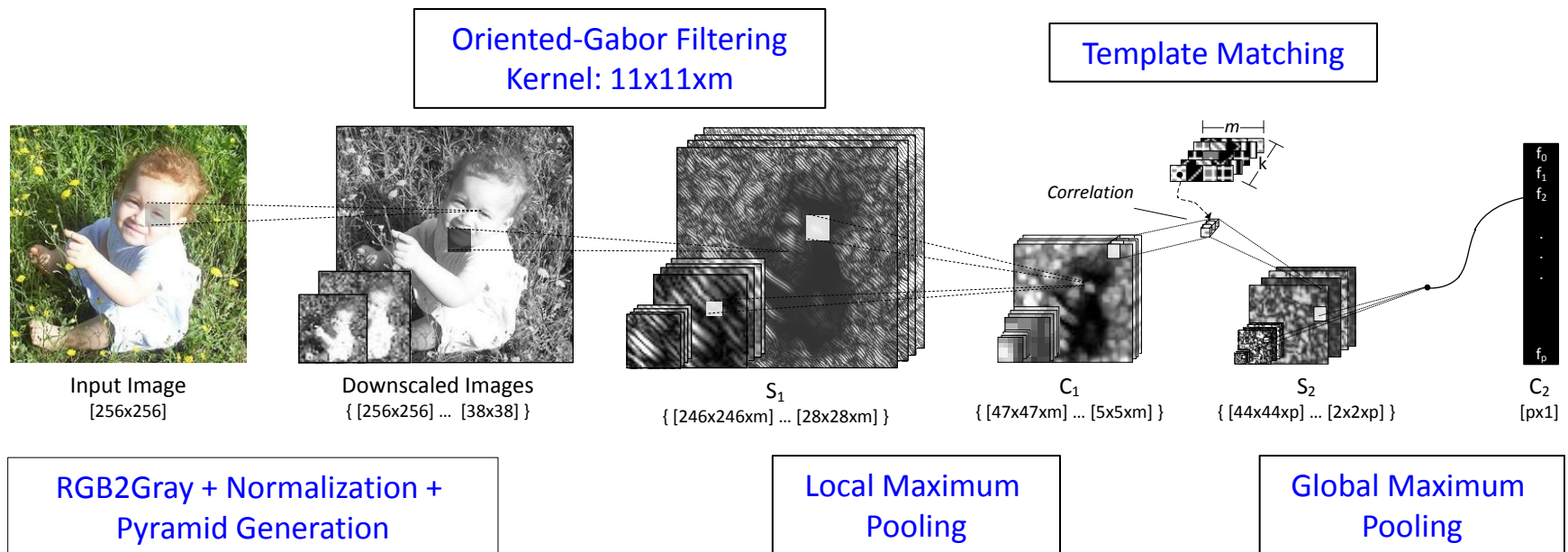


Accelerated Application
(Image Saliency AIM)

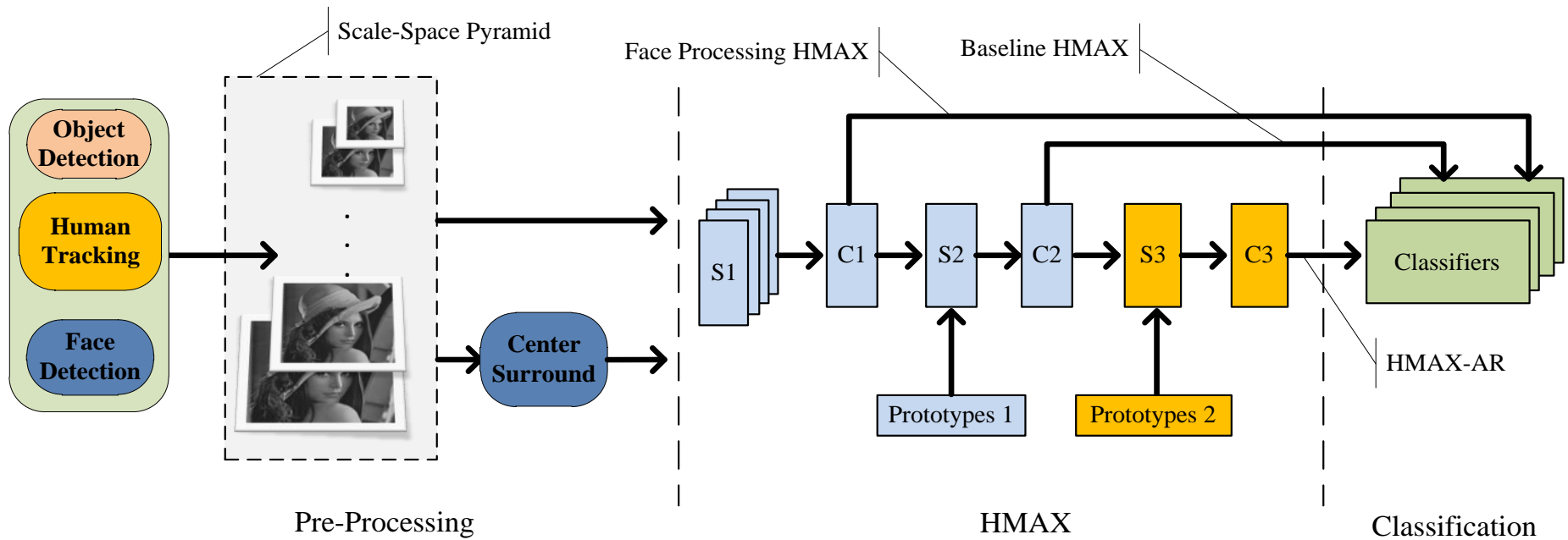


Classification Model: HMAX

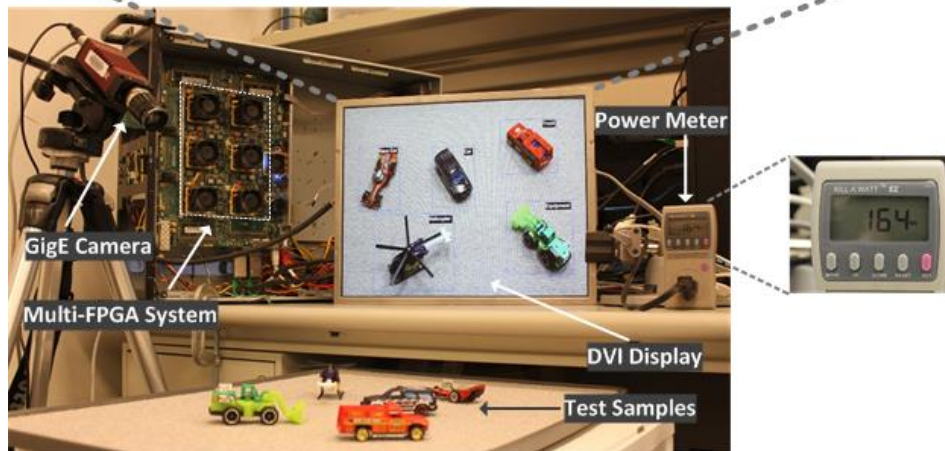
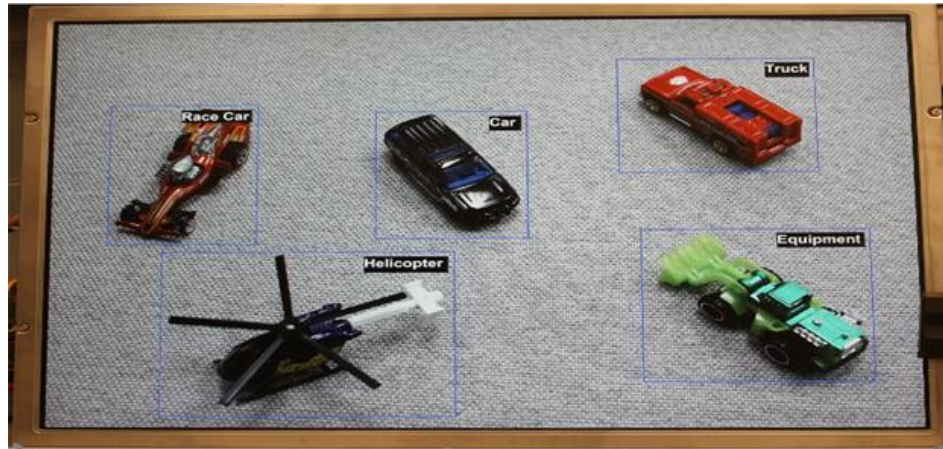
- Riesenhuber & Poggio, 1999
- A cortical model for object classification, that models the ventral path in the visual cortex.



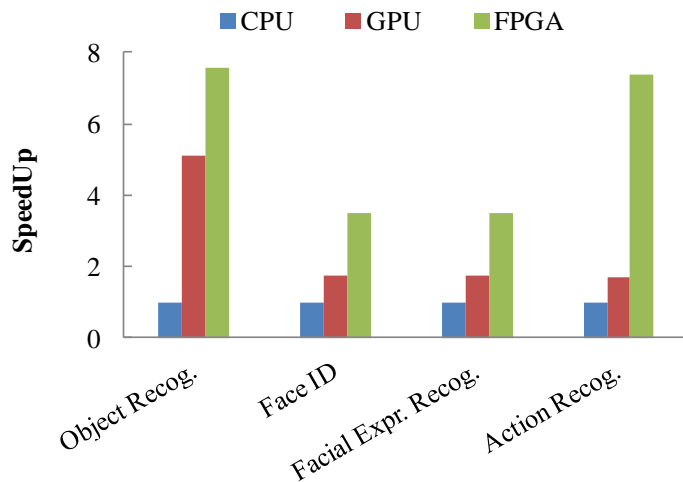
Enhanced HMAX Recognition System



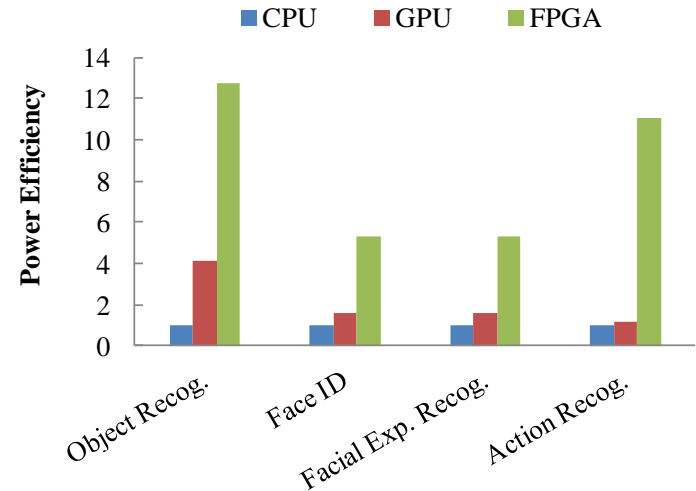
Experimental Setup



HMAX Accelerator



Speedup: up to 7.6X (4.3) compared to CPU (GPU)

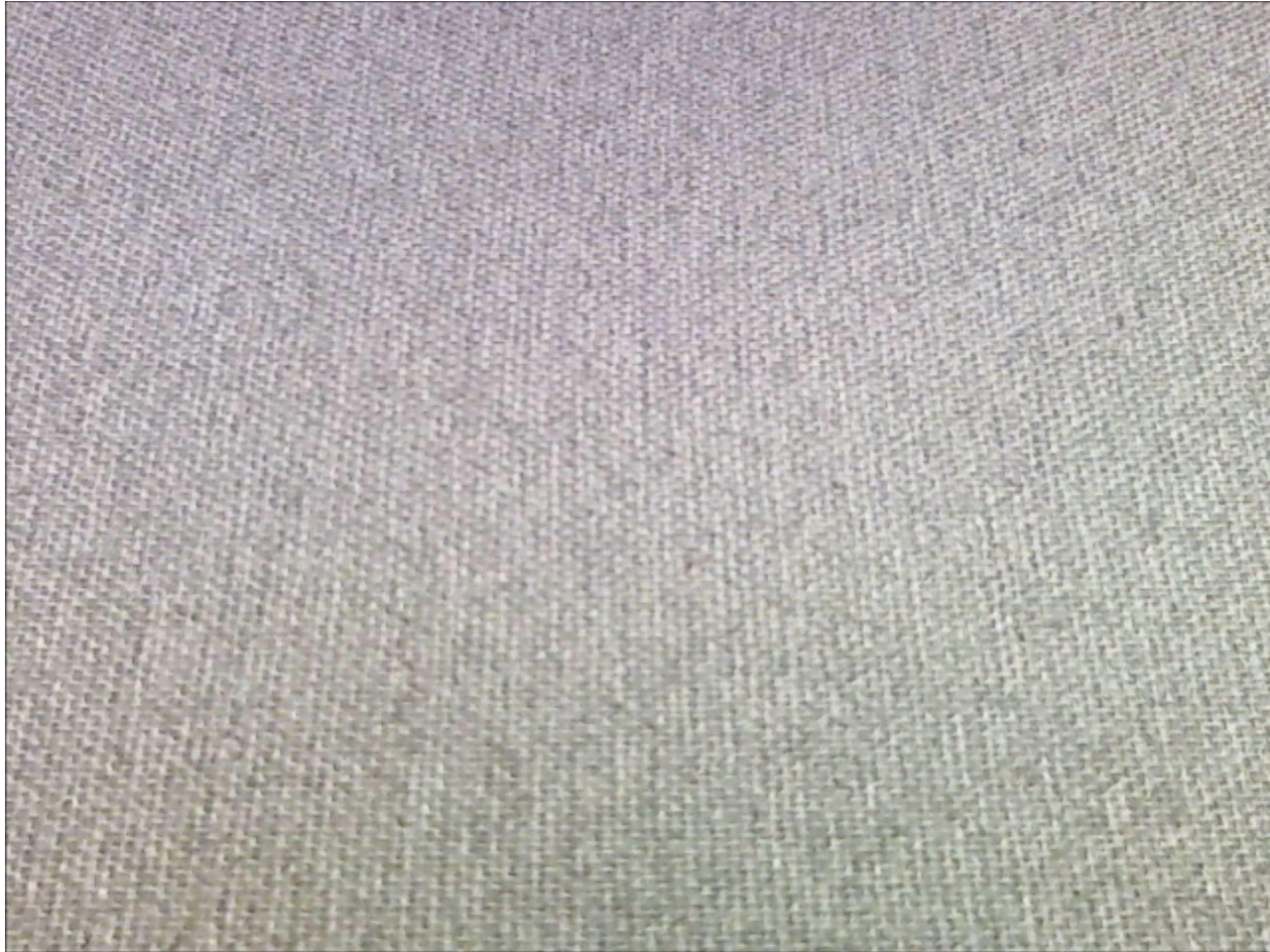


Power-Efficiency: up to 12.8X (9.7X) compared to CPU (GPU)

CPU: 12-Core Xeon CPU @ 2.4 GHz, **GPU:** Nvidia Tesla M2090 board (T20A GPU @ 1.3 GHz)
FPGA: 4 Virtex-5 SX240 FPGAs

Compared to a single threaded 2.4GHz CPU, the accelerator delivers 73X speedup and 25.8X more power efficiency

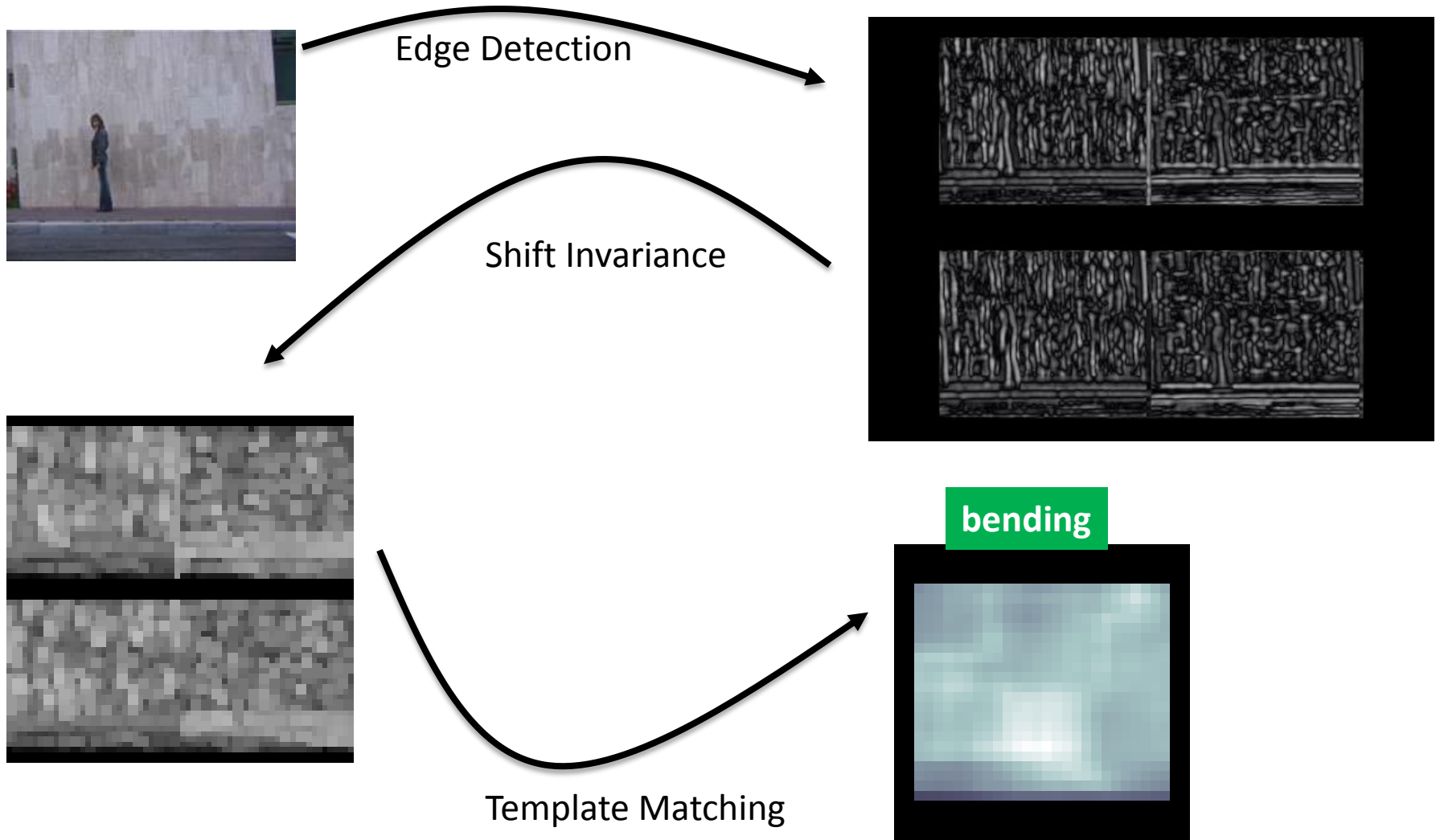
Object Recognition



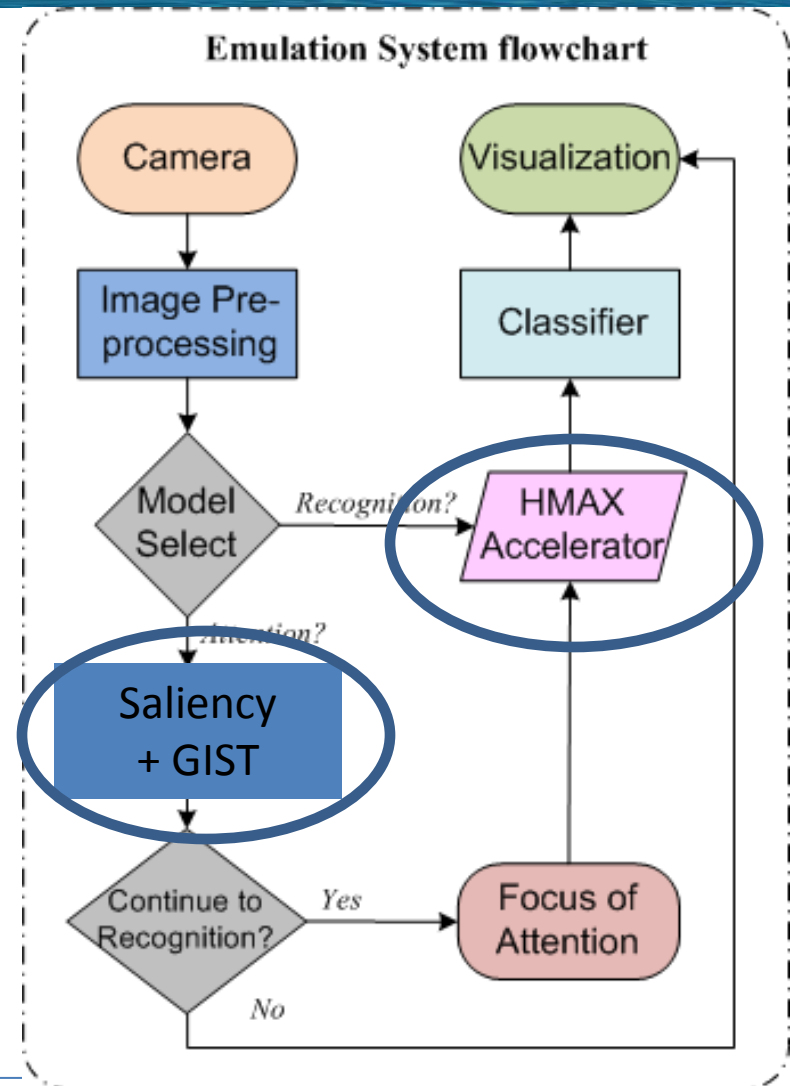
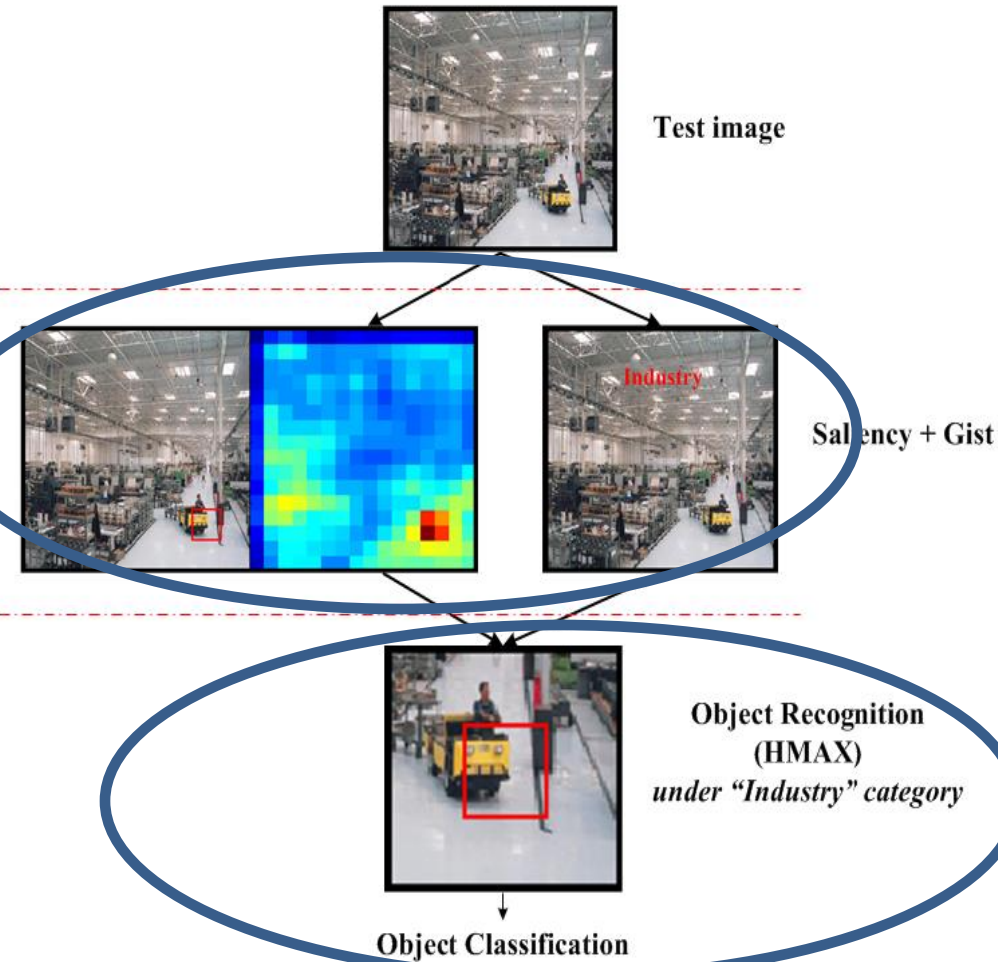
Matt, Kang, Ahmed
Happy, Seb, Surprise



Action Recognition



System Overview



# of scene categories	# of object classes per category	HMAX-only Accuracy	Gist + HMAX New Accuracy
4	3	69.17 %	77.92 %
	2	77.50 %	84.38 %
3	3	72.22 %	82.22 %
	2	83.33 %	92.50 %

Scene Category	Object Class
highways	car
	stop sign
	motorbikes
beaches	ketch
	ferry
	crab
forests	panda
	leopards
	beaver
buildings	cup
	laptop
	chair

Algorithmic Choices

Couple walking on a beach

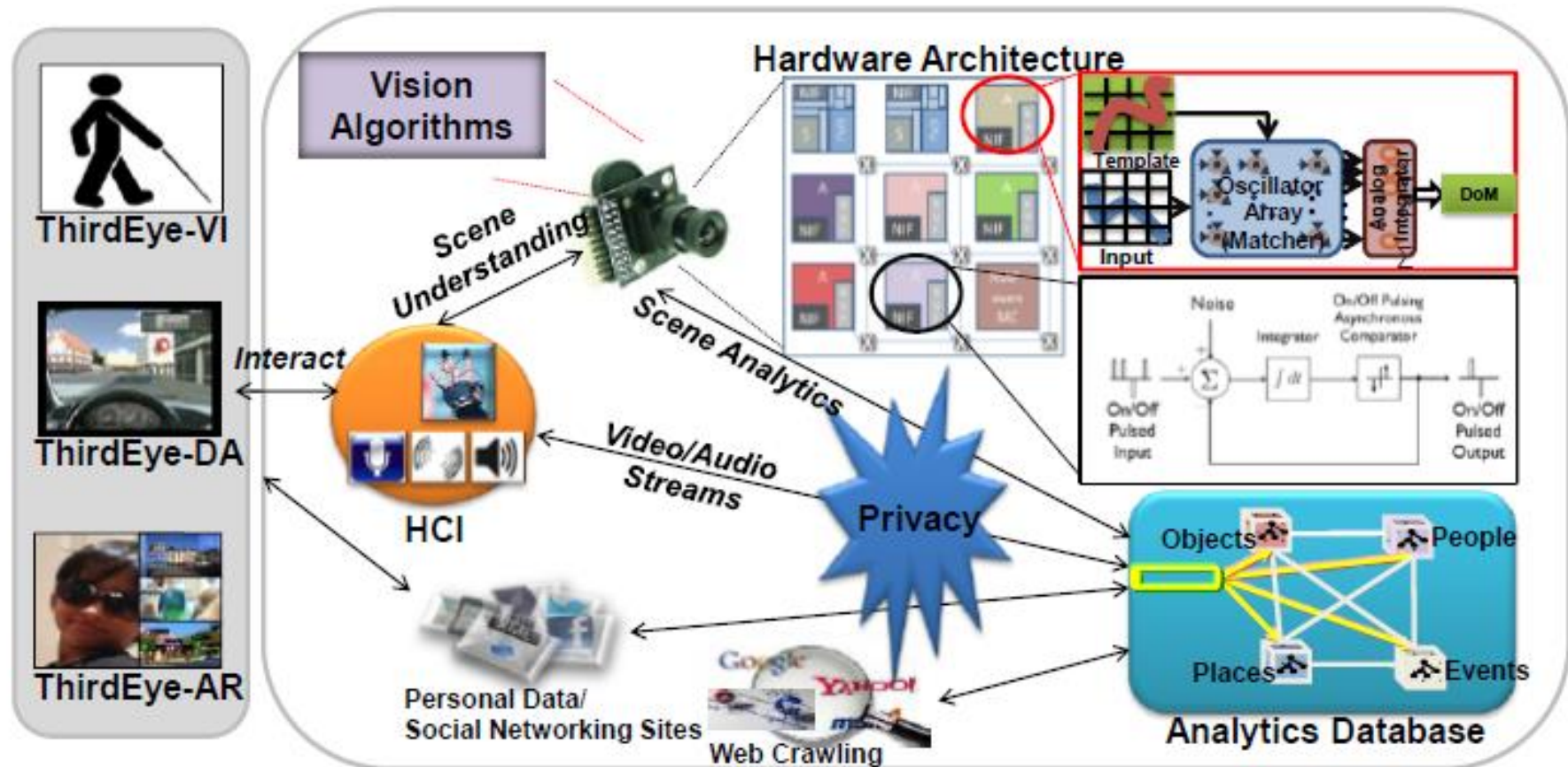


**Dynamic
Visual scene**

Time

Social Impact





Thank you

QUESTIONS ?