# Low-Latency Proactive Continuous Vision

#### **Yiming Gan**

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with

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Lele Chen, University of Rochester

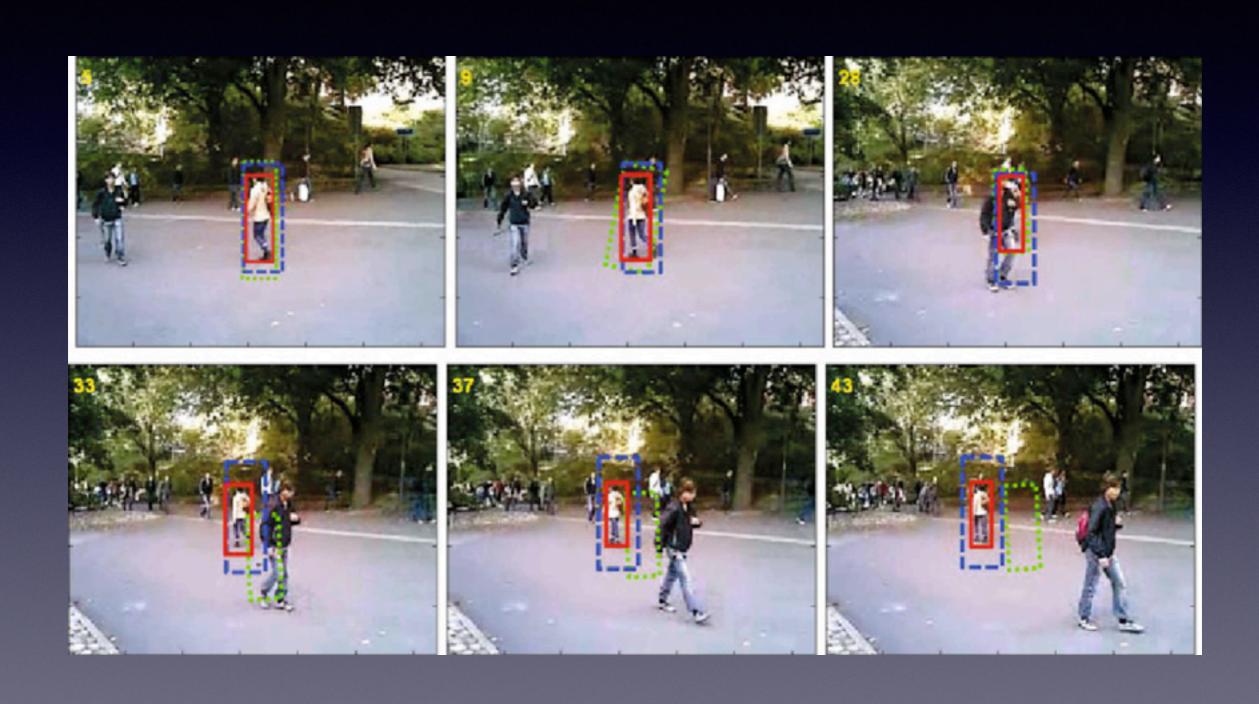
Jingwen Leng, Shanghai Jiao Tong University

Yuhao Zhu University of Rochester





# Continuous Vision: Long Frame Latency



# Bottleneck: Serialization

#### Sensor



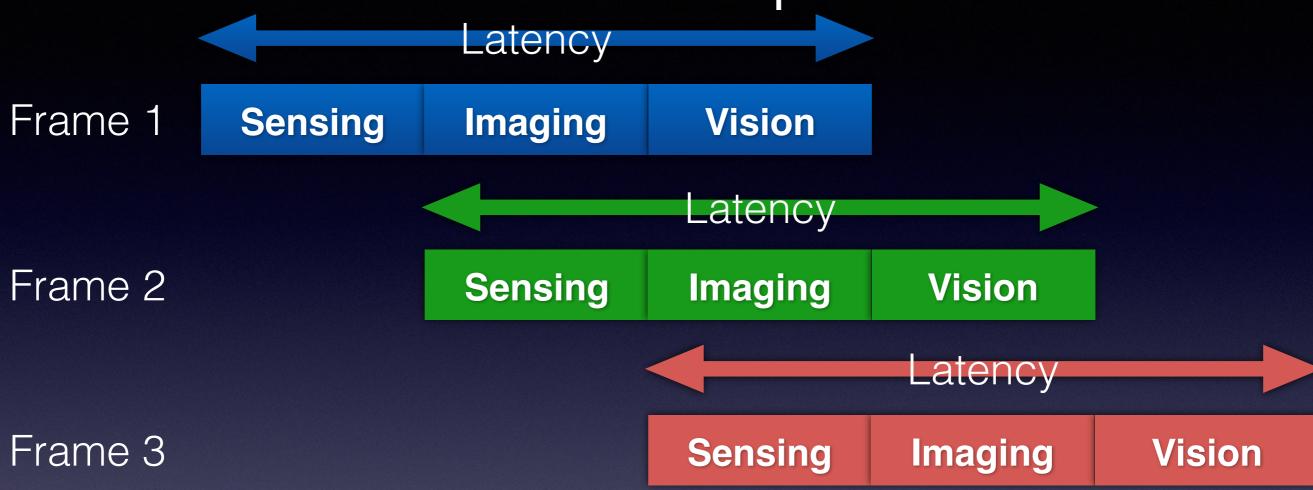
### Bottleneck: Serialization



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# Traditional Pipeline



Latency

Frame 1

Sensing

**Imaging** 

Vision

Frame 1 Sensing Imaging Vision

Pred

Frame 1 Sensing Imaging Vision

Pred Vision

Vision

Frame 2

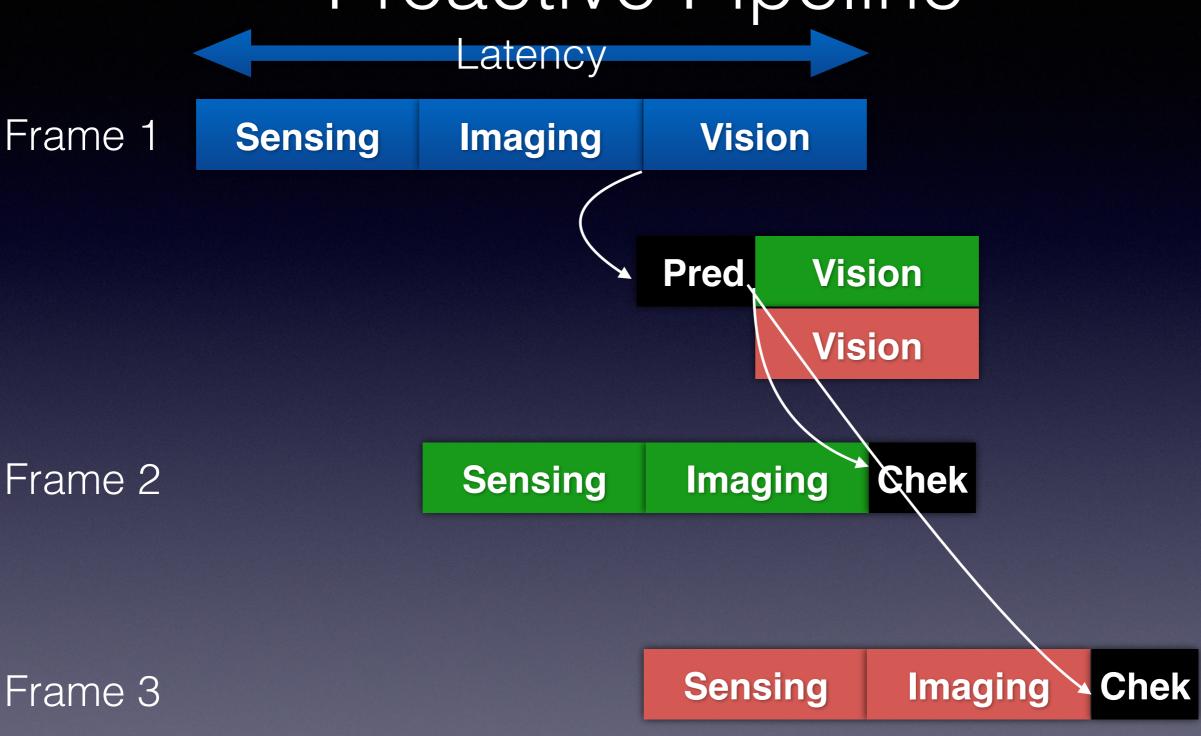
Sensing

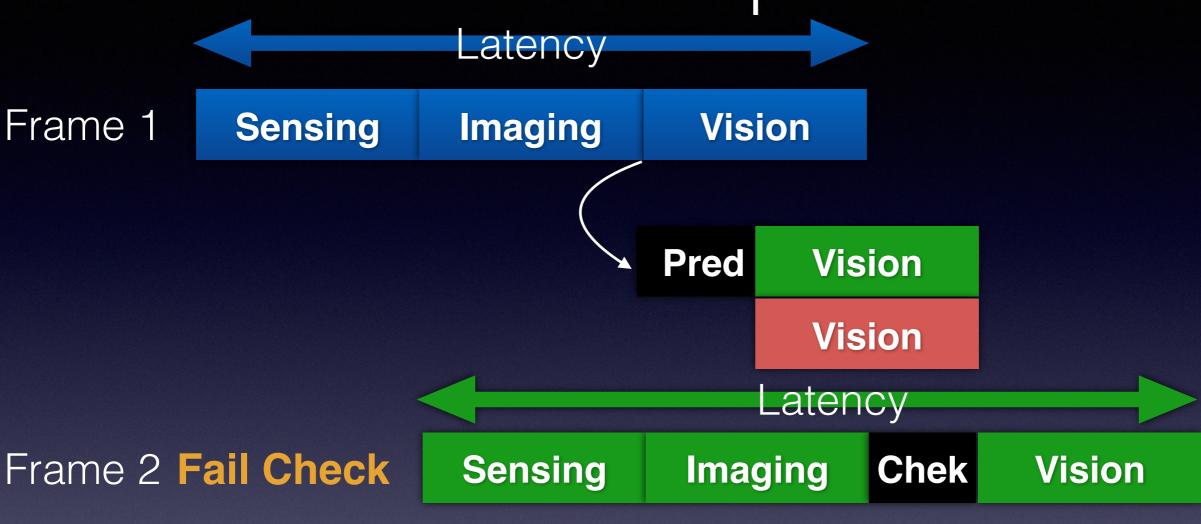
**Imaging** 

Frame 3

Sensing

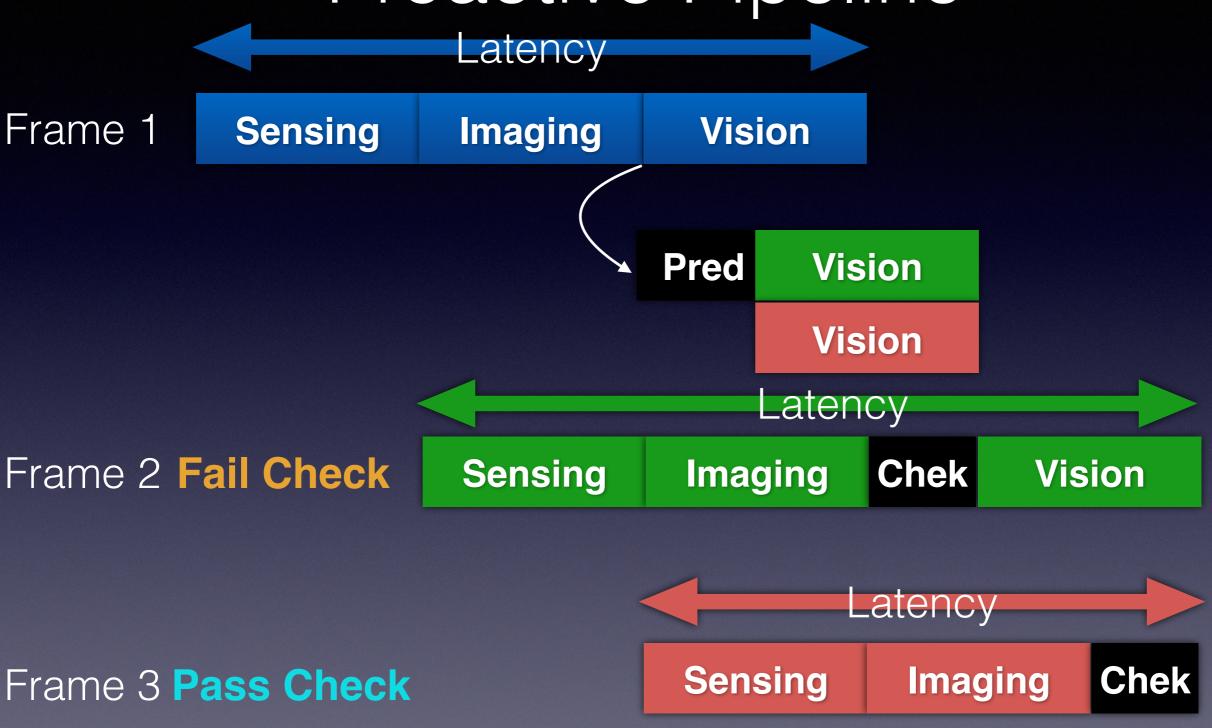
**Imaging** 

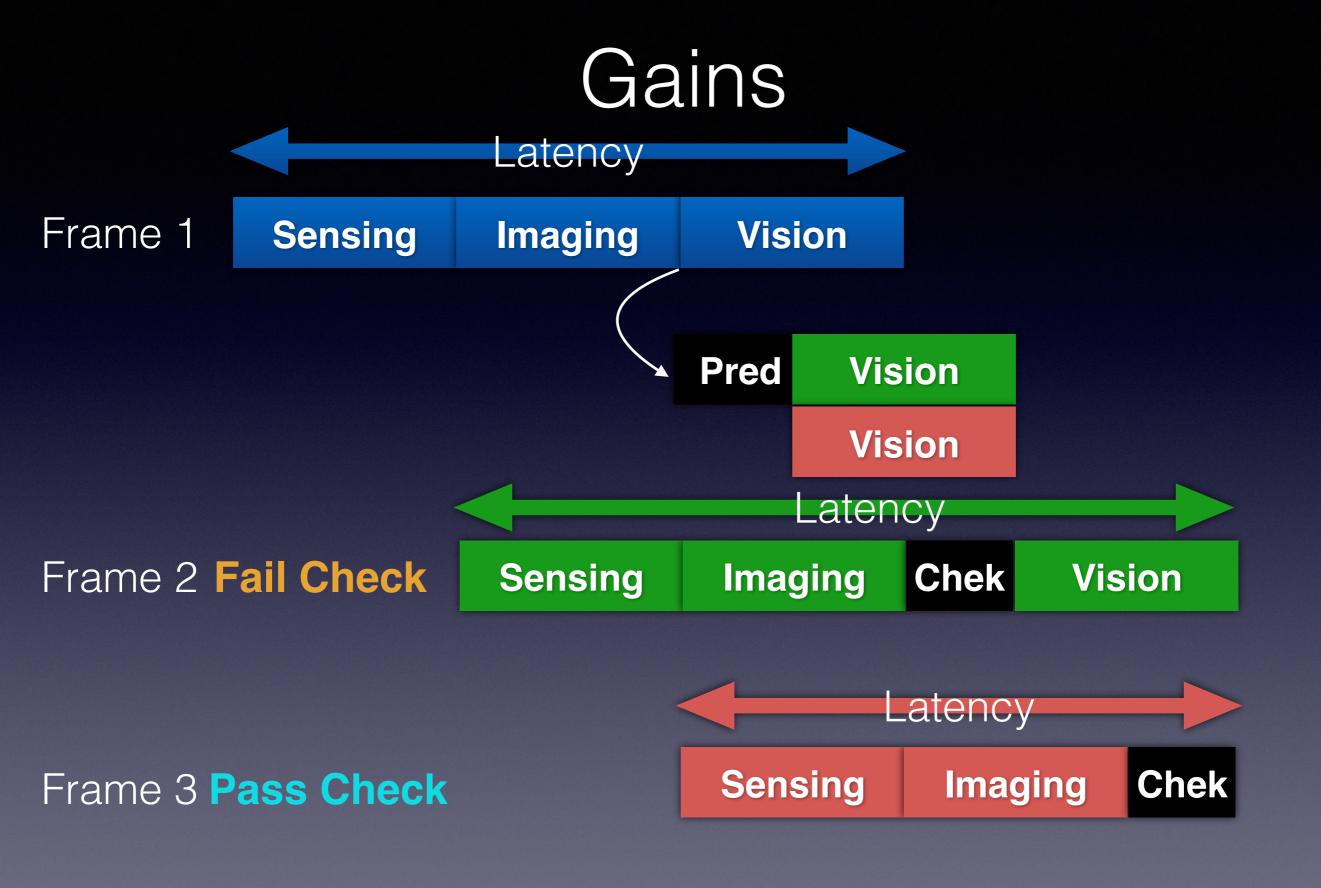


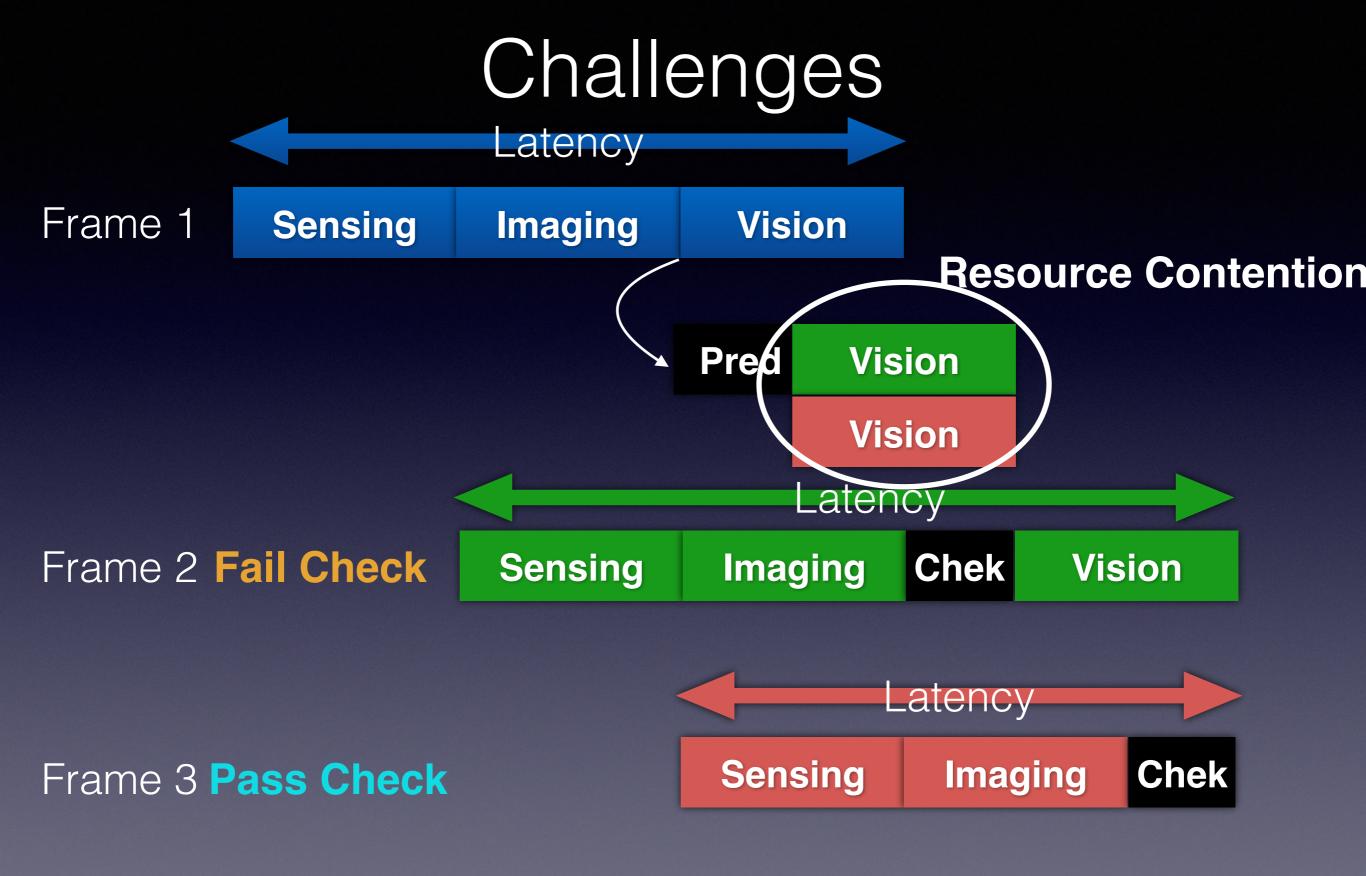


Frame 3

Sensing Imaging Chek







#### Snapdragon 675

#### **CPU**

4<sup>th</sup> gen Kryo CPU Performance @ 2.0GHz Efficiency @ 1.7GHz

Artificial Intelligence
3rd gen Qualcomm® Al Engine

#### Modem

Snapdragon X12 Cat 12 DL, up to 600 Mbps

#### **Audio**

Qualcomm Aqstic<sup>™</sup> audio Qualcomm<sup>®</sup> aptX<sup>™</sup> audio

**Display**Up to FHD+ display



#### **GPU**

6th gen Adreno GPU

#### **DSP**

6<sup>th</sup> gen Hexagon DSP DSP Security

#### Camera

2<sup>nd</sup> gen Qualcomm Spectra ISP Up to 25 Megapixels @ 30fps ZSL 48 Megapixels snapshot

#### Charging

Qualcomm<sup>®</sup> Quick Charge<sup>™</sup> 4+ technology

Commercial devices expected in Q1 2019

Qualcomm Al Engine and Qualcomm Quick Charge are products of Qualcomm Technologies, Inc. and/or its subsidiaries.

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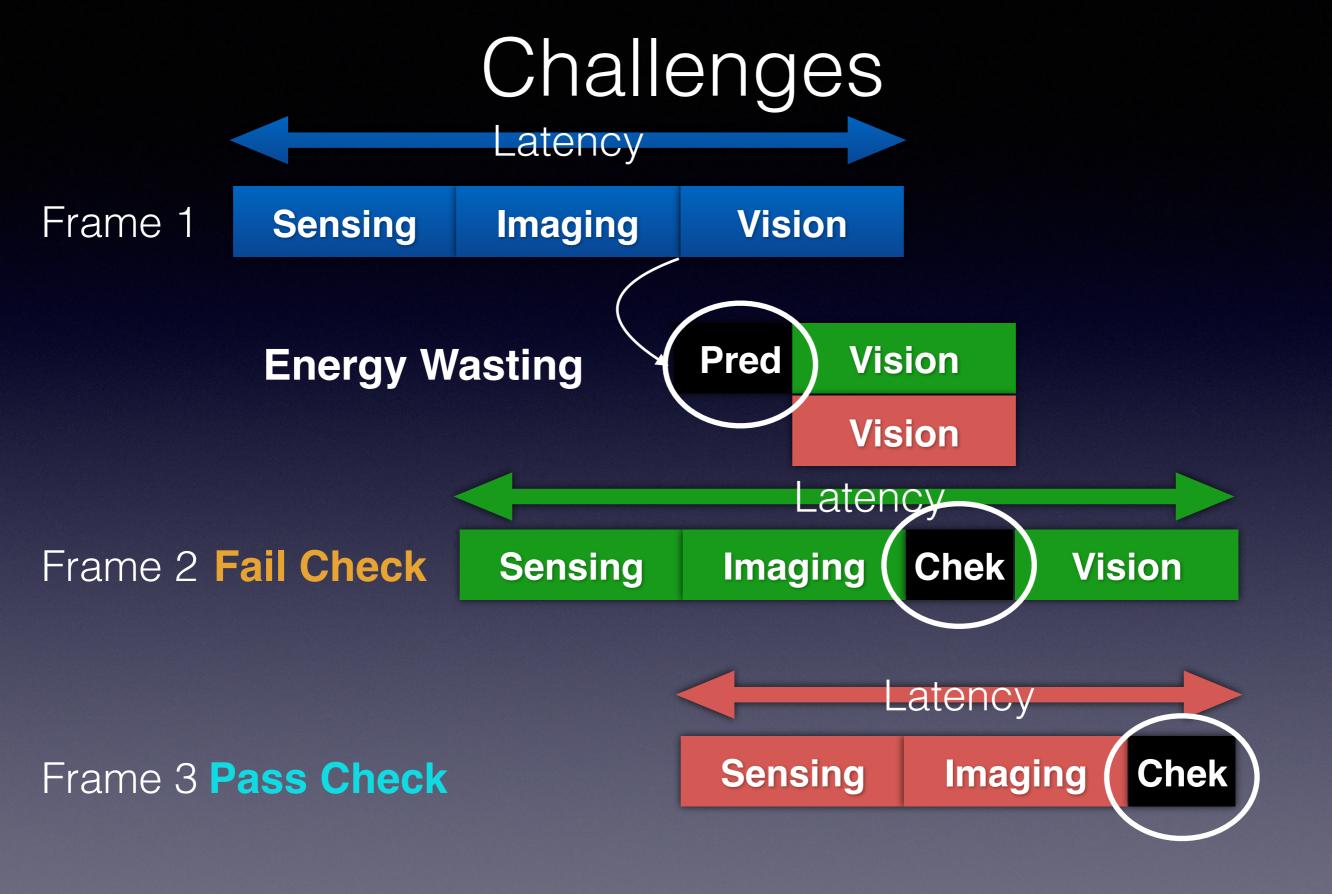
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Relaxing Checking Criterion (Threshold T)

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Relaxing Checking Frequency (Degree K)

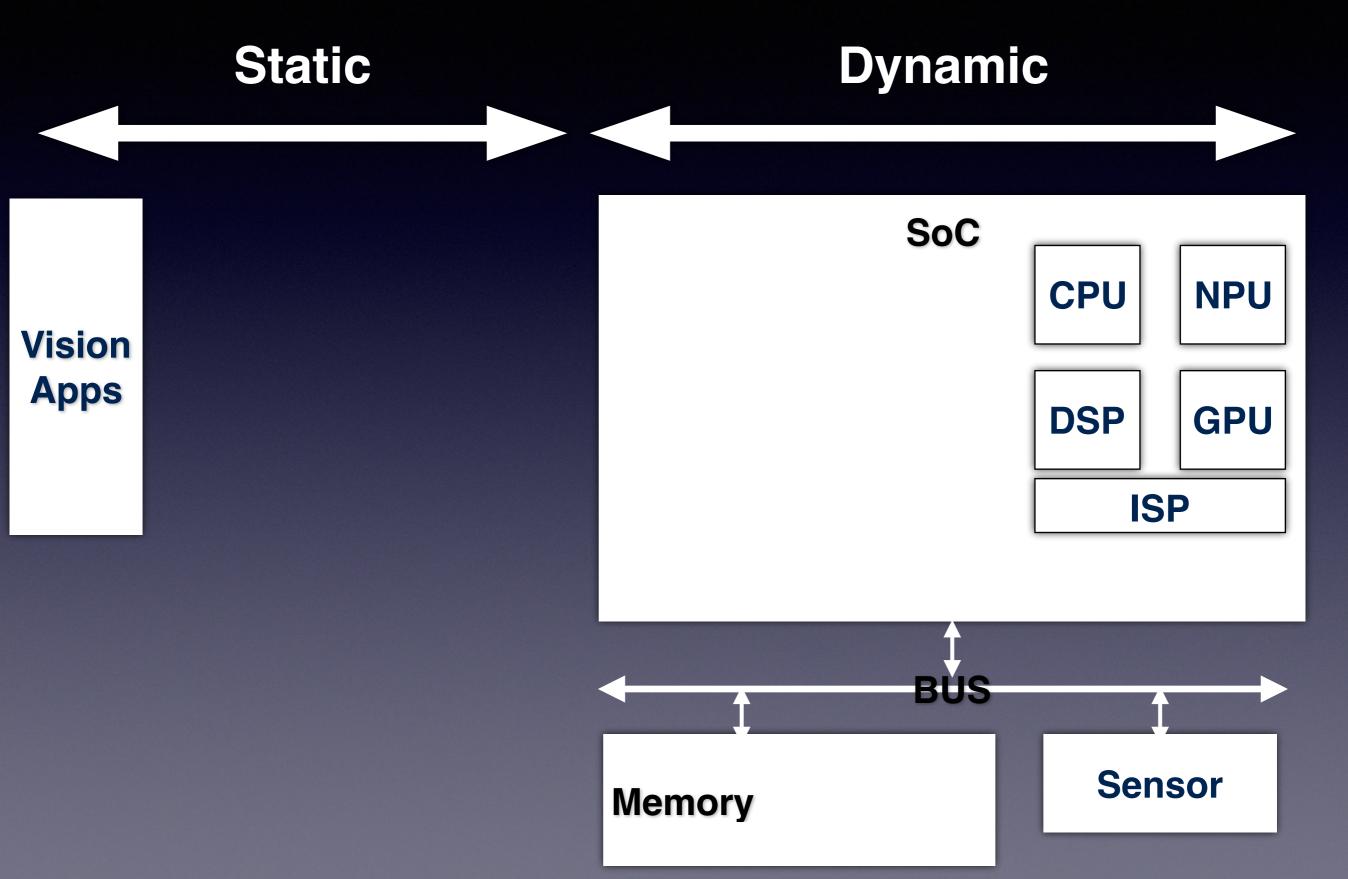
# Frames Sequence

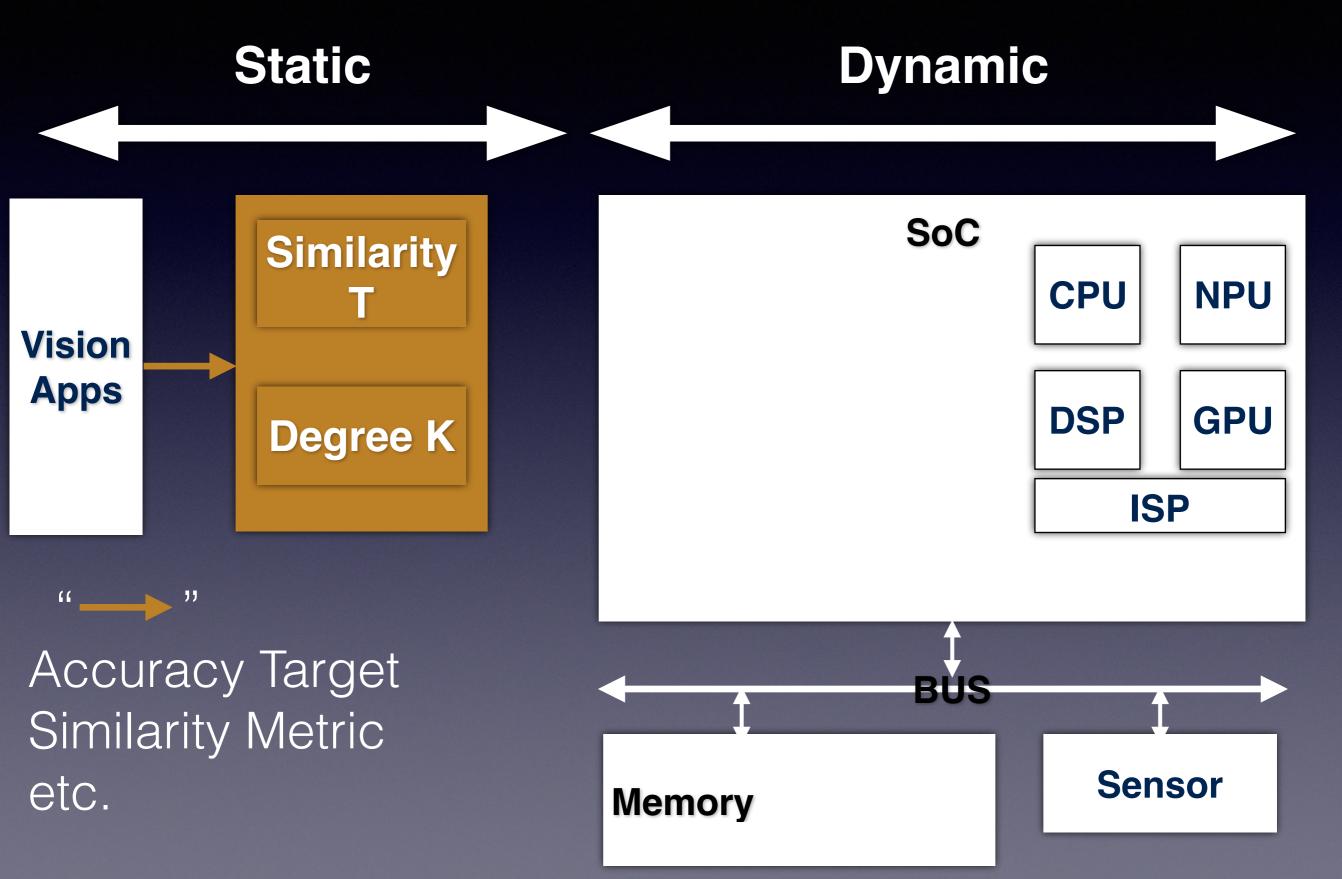
Precise Frames

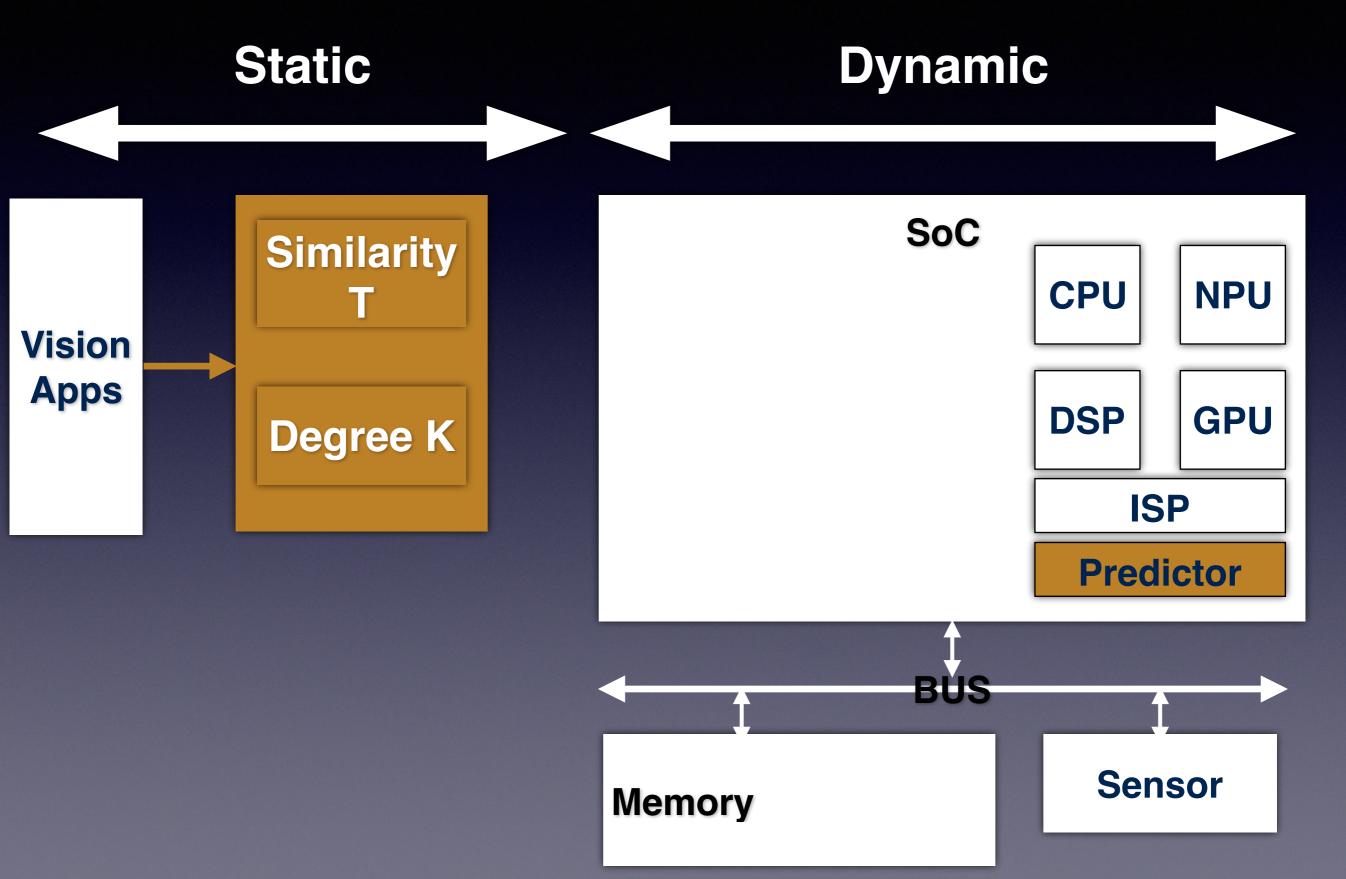
UncheckedPredicted Frames

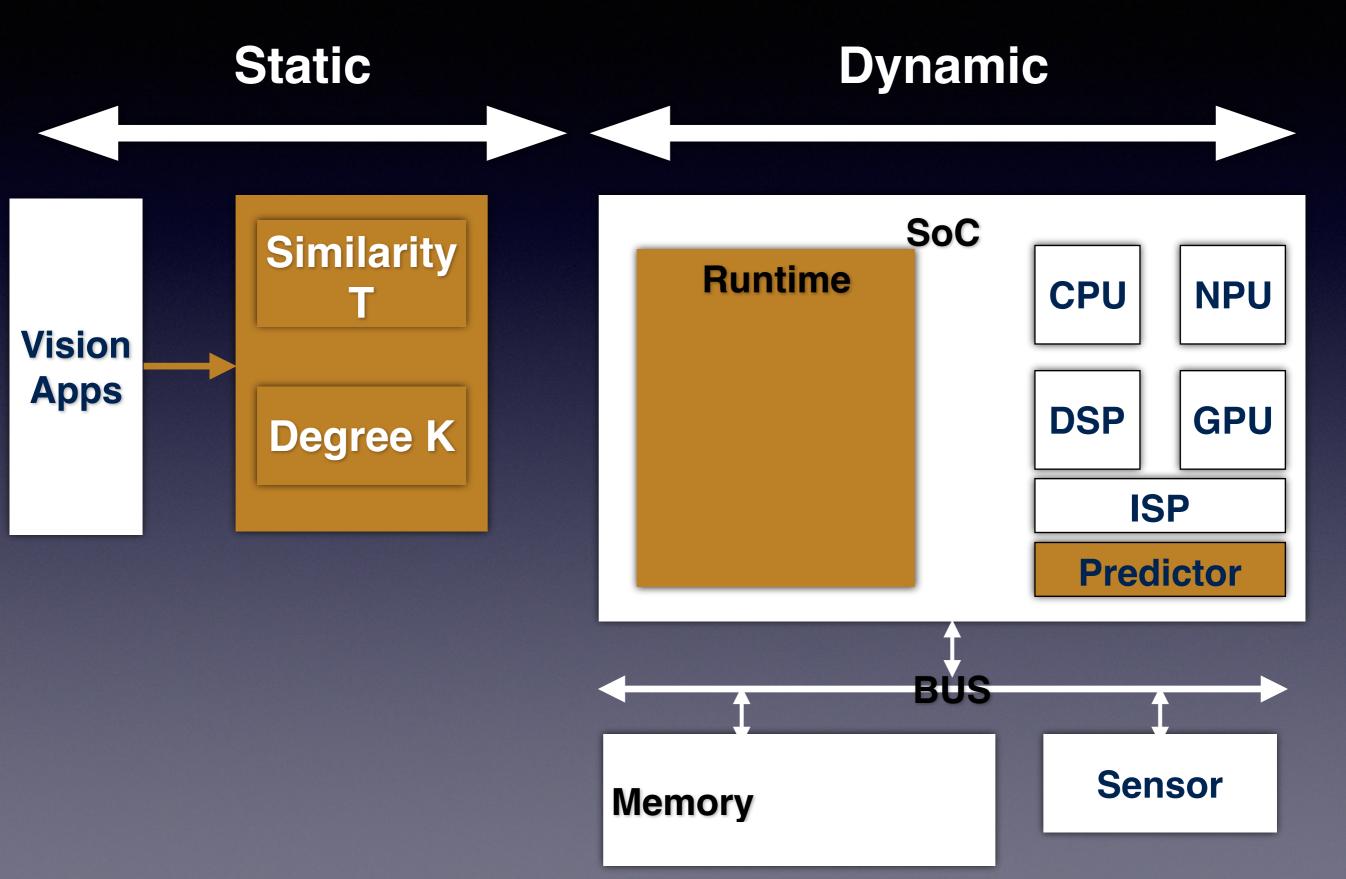
CheckedPredicted Frames

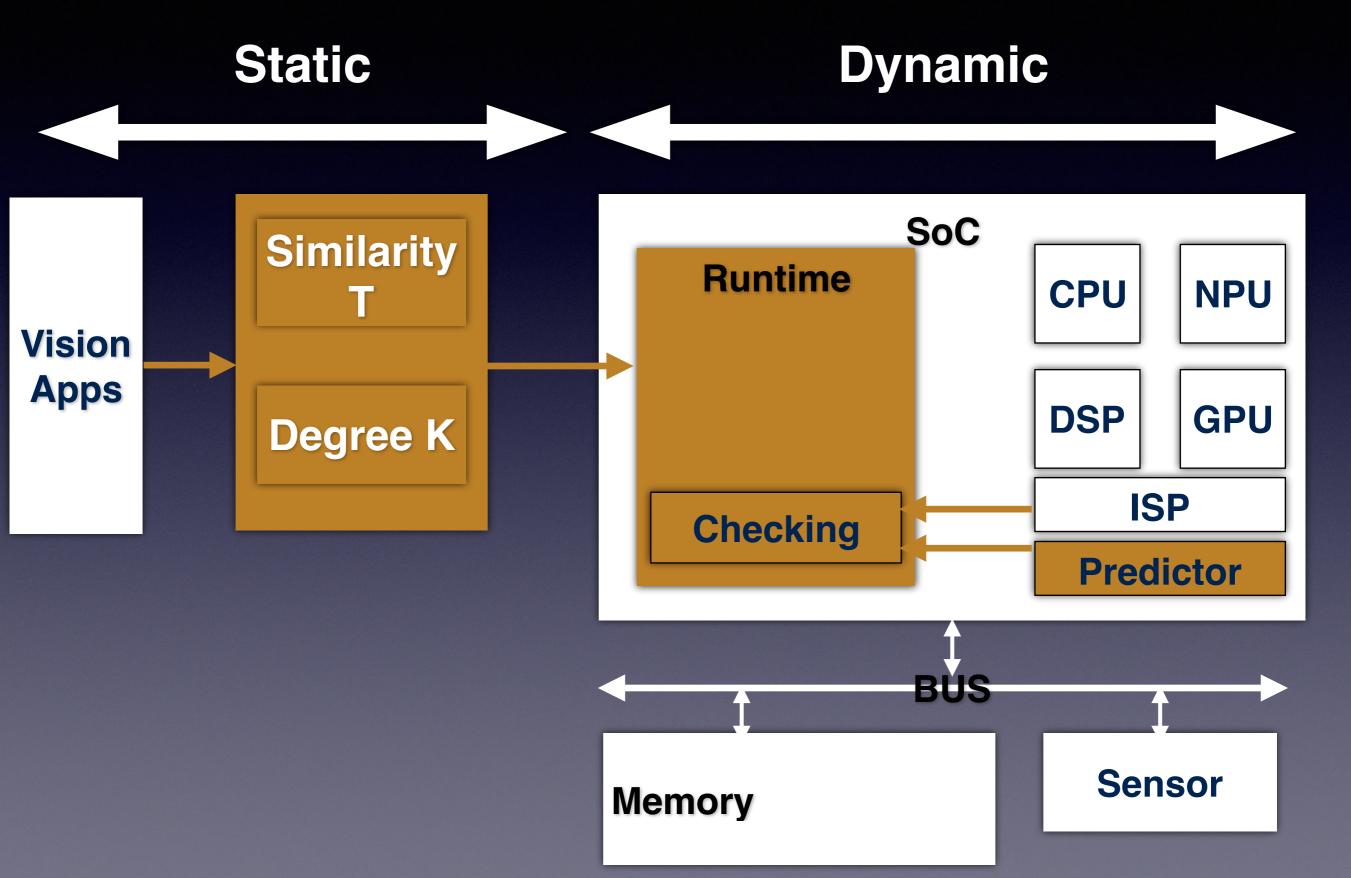
**Time** 

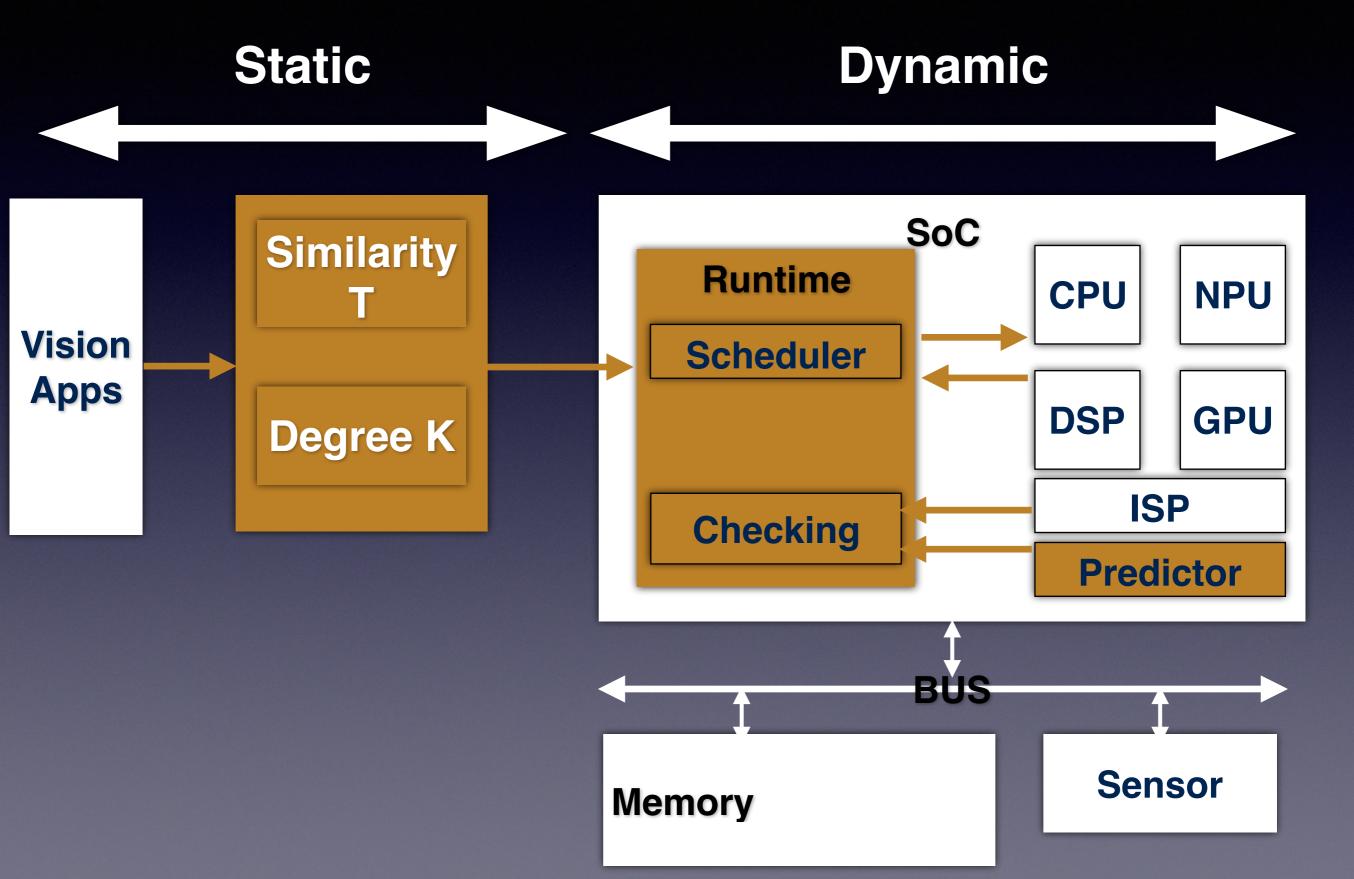


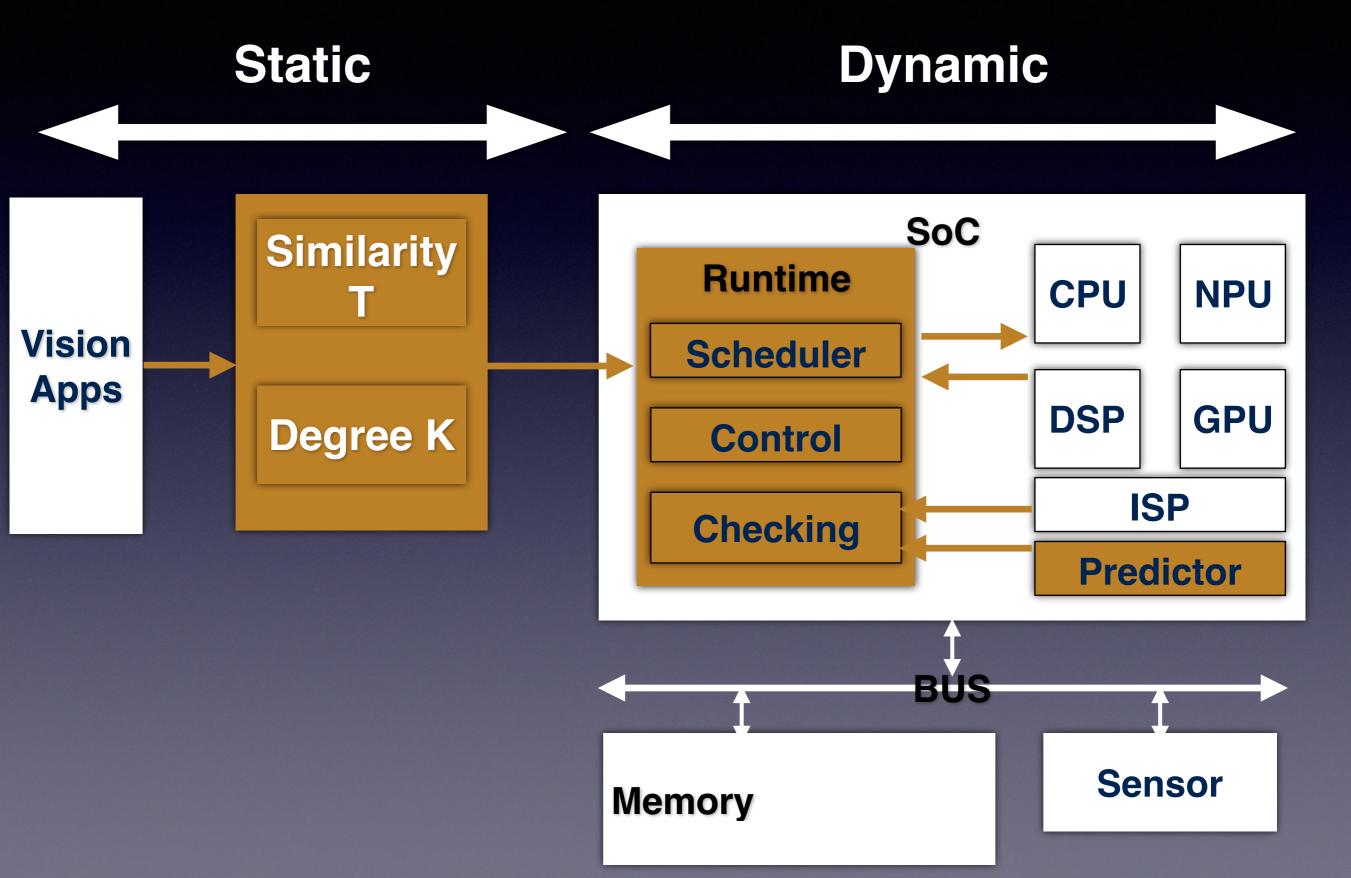












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Real measurement of latency and energy on different IPs.

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20x20 Systolic Array for NPU, 10x10 Systolic Array for Predictor

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KITTI dataset for object detection, VOT-challange for tracking.

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#### IV. Different Input Resolutions

### Baselines

#### I. Base

Baseline with traditional execution pipeline

#### II. BO

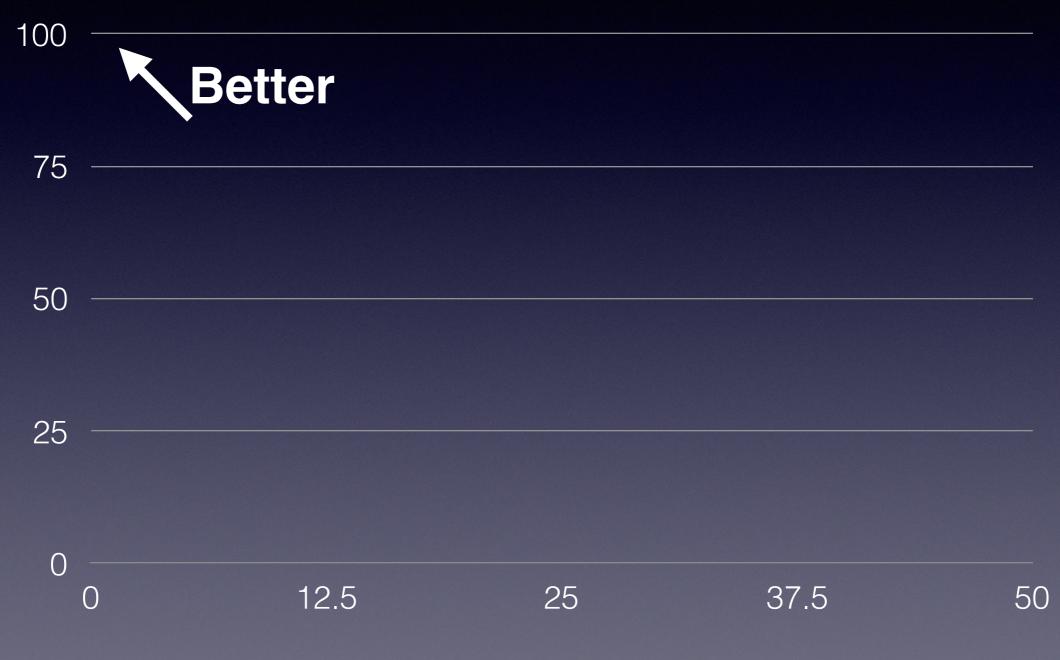
Baseline with optimized back-end

#### III. FCFS

Traditional pipeline with multiple hardware IPs

### Results

Latency Reduction (%)



Energy Budget (mJ)



# Results

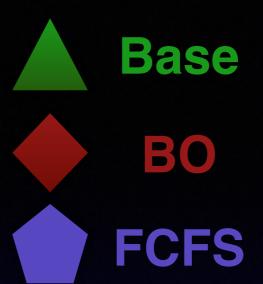
Latency Reduction (%)

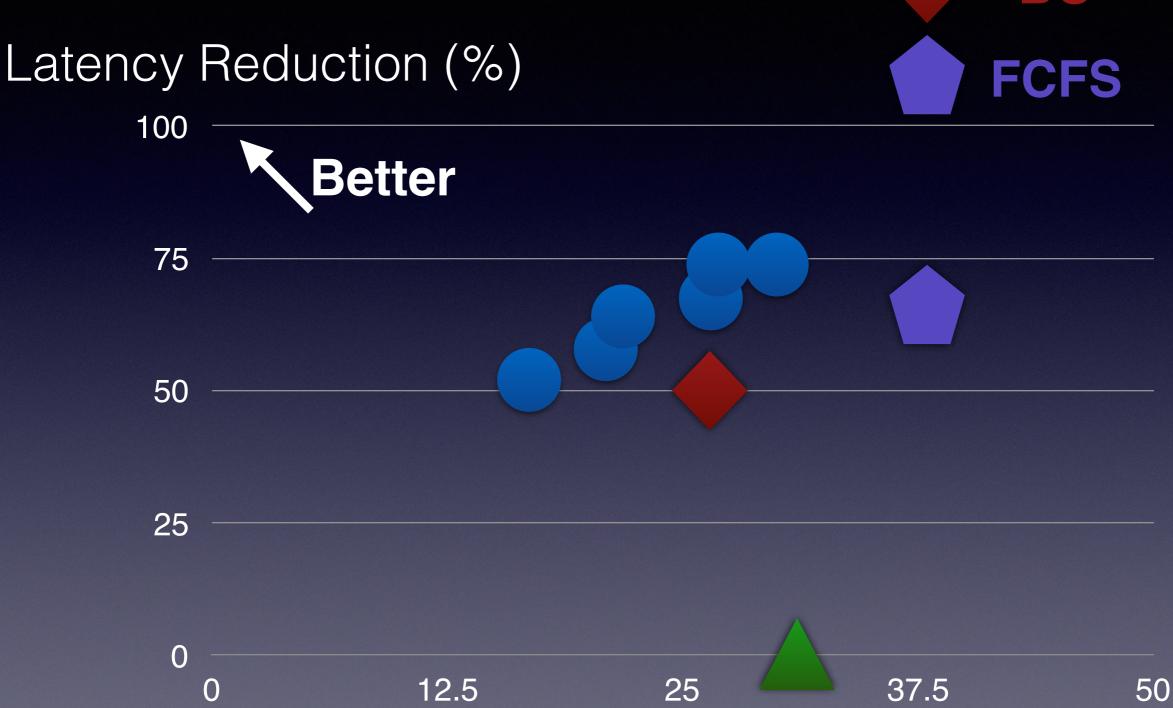


Energy Budget (mJ)



# Results





Energy Budget (mJ)

### Conclusion

#### I. Long Latency Bottleneck Continuous Vision

#### **II. Proactive Execution Pipeline**

- 1) Leveraging Heterogeneities in Mobile SoCs
- 2) Relaxed Checking

#### III. Non-mission-critical System

# Collaborators









Yuxian Qiu Jingwen Leng Lele Chen

Yuhao Zhu

# Questions