AIPro Inc. Technical Documentation

(Confidential)

AlPro sNet Solution Demo Guide (API Version)

Part I. Demo Program Installation

Part II. sNet Solution Guide

System Requirement & Dependency

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Category	Content
Included Solutions	Super Resolution
Program Language	C/C++
os	Windows 11
	Visual Studio 2022
Environment	CUDA 11.6.2
	cuDNN 8.4.0
Demo Dependency	OpenCV-4.5.5(included), TensorRT-8.4.2.4 (included)
GPU	RTX 2070 or newer

Date: Sept. 2022

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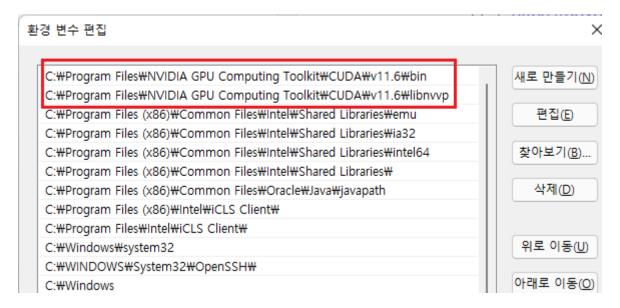
Part I. Demo Program Installation

1. Visual Studio 2022 Installation

- A. Install Community Version(free)
- B. (Important!!) You must install Visual Studio before installing CUDA and cuDNN

2. CUDA Installation

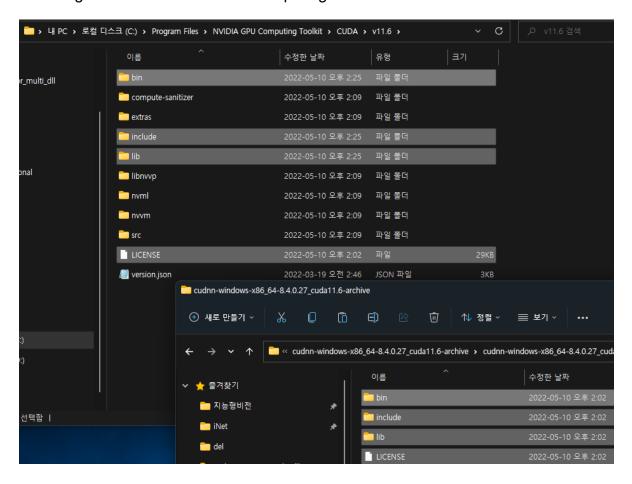
- A. Install CUDA Toolkit 11.6.2
 - Link: https://developer.nvidia.com/cuda-toolkit-archive
 - File name: cuda_11.6.2_511.65_windows.exe
 - Use default path
- B. Add the followings to PATH
 - C:\Program Files\NVIDIA GPU Computing Toolkit\CUDA\v11.6\bin
 - C:\Program Files\NVIDIA GPU Computing Toolkit\CUDA\v11.6\libnvvp



3. cuDNN Installation

- A. Install cuDNN 8.4.2
 - Link: https://developer.nvidia.com/rdp/cudnn-download
 - File name: cudnn-windows-x86_64-8.4.0.27_cuda11.6.exe
 - You need to sign up to NVIDIA to download cuDNN

 Unzip the downloaded file. Then, copy and paste bin, include, and lib directories to "C:\Program Files\NVIDIA GPU Computing Toolkit\CUDA\v11.6"



B. Install zlibwapi.dll

- cudnn 8.4 uses zlibwapi.dll of zlib internally
 - If zlibwapi.dll is not installed, you can see the following error message

"Could not locate zlibwapi.dll. Please make sure it is in your library path!"

- Download zlib123dllx64.zip by using the ZLIB_DLL link in the following page
 - https://docs.nvidia.com/deeplearning/cudnn/install-guide/index.html#install-zlibwindows

3.1.3. Installing zlib

zlib is a data compression software library that is needed by cuDNN.

Procedure

- Download and extract the zlib package from ZLIB DLL. Users with a 32-bit machine should download. If this happens, right-click the I
- 2. Add the directory path of zlibwapi.dll to the environment variable PATH.
- Unzip zlib123dllx64.zip. Then, copy zlibwapi.dll in the dll_x64 directory to "C:\Program Files\NVIDIA GPU Computing Toolkit\CUDA\v11.6\bin"

4. Visual Studio 2022 Setting

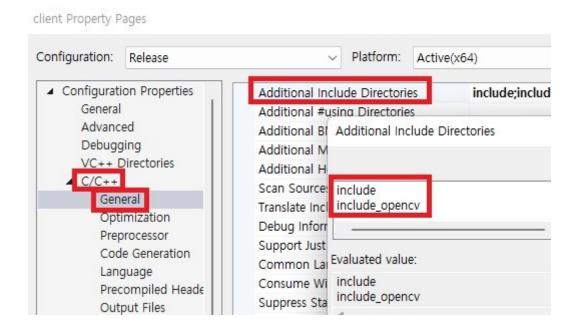
client Property Pages

- A. Clone or download sNet-API-Demo repository
 - Repository Address: https://github.com/AIProCo/sNet-API-Demo
- B. Open sNet-API-Demo.sln and set environment
 - Set Configurations to "Release" and Platforms to "x64"
 - Debug configuration is not supported
- C. Modify the local PATH variable (the system PATH variable is not affected)
 - Path: Properties → Debugging → Environment
 - Enter "bin" directory to the PATH variable
 - Example: PATH=bin;%PATH%

Configuration: Release Platform: Active(x64) Debugger to launch: Configuration Properties General Local Windows Debugger Advanced Debugging Command \$(TargetPath) VC++ Directories Command Arguments D C/C++ Working Directory \$(ProjectDir) Linker Attach No Manifest Tool Debugger Type Auto XML Document Generator Environment PATH=bin;%PATH% Browse Information Merge Environment Build Events SQL Debugging Custom Build Step No Amp Default Accele Environment Code Analysis PATH=bin;%PATH%

D. Modify Additional include Directories

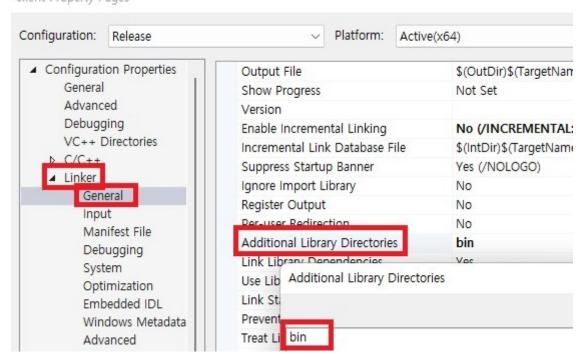
- Path: Properties → C/C++ → General → Additional include Directories
- Enter "include" and "include_opencv"



E. Modify Additional Library Directories

- Path: Properties → Linker → General → Additional Library Directories
- Enter "bin"

client Property Pages



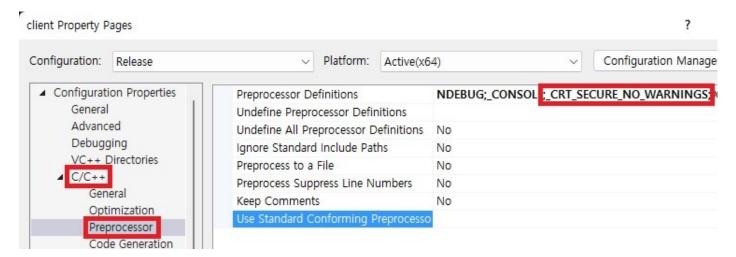
F. Modify Additional Dependencies

- Path: Properties → Linker → General → Additional Dependencies
- Enter "generator sr.lib" and "opency world455.lib"

sNet-API-Demo Property Pages Configuration: Release Platform: Active(x64) Configuration Properties Additional Dependencies generator_sr.lib;opencv_wo General Ignore All Default Libraries Advanced Ignore Specific Default Libraries Debugging Module De Additional Dependencies VC++ Directories Add Modu C/C++ generator_sr.lib Embed Ma opencv_world455.lib ▲ Linker Force Sym General Delay Load Input Assembly I Manifest File Evaluated value: Debugging generator_sr.lib

G. Disable security error

- Disable forced MS security functions usage
 - Error Message: error C4996: 'localtime': This function or variable may be unsafe.
- Path: Properties → C/C++ → preprocessor → Preprocessor Definitions
- Enter " CRT SECURE NO WARNINGS" to Preprocessor Definitions



5. Install required directories

A. Download and upzip the followings zip file. Then, copy and paste bin, inputs, and videos directories to the solution directory (the directory including the .sln file):

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	• Link: https://drive.google.com/file/d/12UzUP7BK6VicL3dnaAXt5fd4LNh9-W-5/view?usp=sharing
	If the link is broken, please refer to the link of the github repository.
6.	Set Release mode and x64 platform. Then, run the solution.

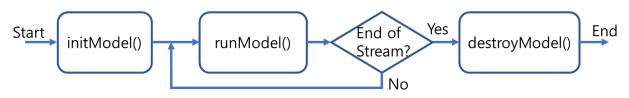
Part II. sNet Solution Developer Guide

1. Solution Introduction

■ AIPro sNet Solution proceeds in three major steps, Initialization, Execution, and Destruction. The functions and details corresponding to each step are as follows:

Step	API Function	Content
Initialization	initModel()	 Initialize models and internal memory required to
IIIIIaiiZatiOII		run the solution
Execution-1	runModel()	- Receive a batch of frames and perform SR
		inference
		 Fill out a batch of upsampled frames to srFrames
Destruction	destroyModel()	- Destroy models and free memory

■ The initialization and destruction functions are called once at the start and end of the program, respectively. Execution proceeds by repeatedly calling runModel() for each batch of frames



<Figure> Flowchart of sNet Solution

2. Program Development Using sNet

- Basically, the sNet solution parses the config.json file to create a Config object (cfg) and uses it to operate the entire solution. In order to develop a program using the solution, the developer should modify the parseConfigAPI() function depending on each application.
 - It is recommended not to modify constant values in parseConfigAPI()

■ After creating a cfg object that fits the application using both the json file and data extracted during application operation, initialization, execution, and destruction steps should be performed in the same way as the example code

3. API Functions

bool initModel(Config &cfg)

Initialize model

- param cfg configuration struct
- return initialization result(true: success, false: fail)

bool runModel(vector<Mat> &frames, vector<Mat> &srFrames, vector<int> &vchIDs)

Run the SR model for a frame batch

- param frames batch of frames
- param srFrames batch of output SR frames
- param vchIDs vchIDs of batched frames
- return run result(true: success, false: fail)

bool destroyModel()

Destroy model

- param None
- return flag for destruction result(true: success, false: fail)

4. Configuration of config.json

Name	Item	Value
	apikey	Solution key (must use "aiprotest")
	frame_limit	Number of frames to be processed
global	input_files	Input video files with path
	output_files	output videos files with path
		SR type
sr	job	− "SR_X2": scaling of x2
		− "SR_X1_5": scaling of x1.5

- The resolution of the SR output image is fixed to FHD (1920x1080). Resolution of input image and SR type should be set considering output image resolution.
 - The input image resolution must be 960x540 for SR_X2 operation and 1280x720 for SR_X1_5 operation

5. Average Inference Time

■ Measure time delays of the runModel() function

- GPU: 2080Ti, CPU: i9-10900X@3.70GHz, Batch Size: 4 frames

- SR_X2: 39ms/frame

- SR_X1_5: 56ms/frame