

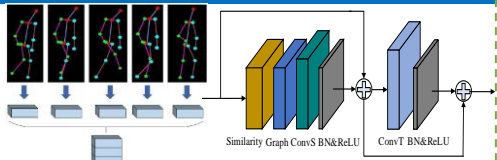
RFC-HyPGCN: A Runtime Feature Compress Accelerator for Skeleton-Based Action Recognition



Dong Wen, Jingfei Jiang, Jinwei Xu, Kang Wang, Tao Xiao, Yang Zhao, Yong Dou,

National Laboratory of Parallel and Distributing Computing, College of Computer, National University of Defense Technology

Background



2s-AGCN: A **skeleton-based graph convolutional neural network** for **action recognition**. A human skeleton is modeled as a graph with 25 points, **skeleton graph** and **global relationship graph** are introduced. Graph computation, **spatial and temporal convolution**, BN and shortcut path are embed in a block. Ten blocks and a FC layer consists the whole network.

Motivation



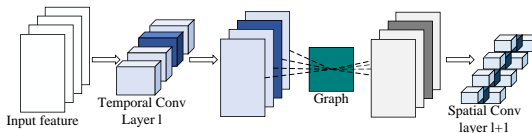
Pose estimation extracting human skeleton features from **video stream** and actual circumstances. GCN action recognition model depends on such algorithm to provides network input.

Challenge:

- **Gap of computing performance** between fronted-end algorithm and GCN action recognition models.
- **GCN action recognition models** need high-end GPU to deploy, its complexity puts challenge on embedded device.

| Model | Platform | Throughput | Power-efficiency |
|-------------|----------------|------------|------------------|
| Mobile-pose | Snapdragon 845 | 60fps | 44.4fps/W |
| 2s-AGCN | Nvidia 2080Ti | 28fps | 0.11fps/W |

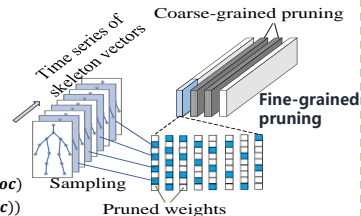
Method



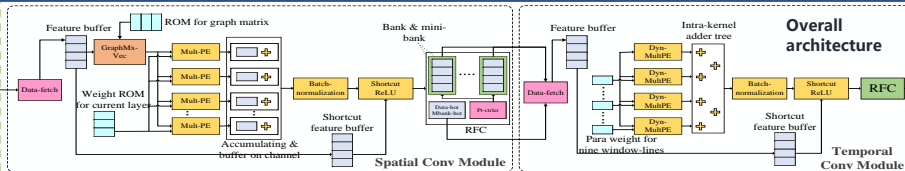
Data reorganization & coarse-grained pruning

$$X(h, w, oc) = \sum_{i=1}^{lc} (\sum_{p=1}^{25} f_{in}(h, p, i) * G(p, w)) * W(1, 1, i, oc)$$

$$X(h, w, oc) = \sum_{i=1}^{lc} (\sum_{p=1}^{25} G(p, w) * f_{in}(h, p, i) * W(1, 1, i, oc))$$



Architecture & result



Compared with former GCN action recognition accelerator

| | dsp | bram blocks | LUT | dsp efficiency | peak perf | frequency | fps |
|------|------|-------------|--------|----------------|-----------|-----------|--------|
| ours | 3544 | 1806 | 176776 | 0.322GOPS/DSP | 1142GOPS | 172Mhz | 271.25 |
| [10] | 228 | 151 | 44457 | 0.202GOPS/DSP | 46GOPS | 188Mhz | 11.99 |

Compared with high-end GPU

| | ours | 2080Ti-original | V100-original | 2080Ti(w/o C) | V100(w/o C) | 2080Ti-skip | V100-skip |
|------------|--------|-----------------|---------------|---------------|-------------|-------------|-----------|
| throughput | 271.25 | 29.53 | 69.38 | 45.42 | 98.87 | 104 | 199.09 |
| speed-up | | 9.19 | 3.91 | 5.97 | 2.74 | 2.61 | 1.36 |

Runtime feature compress module

