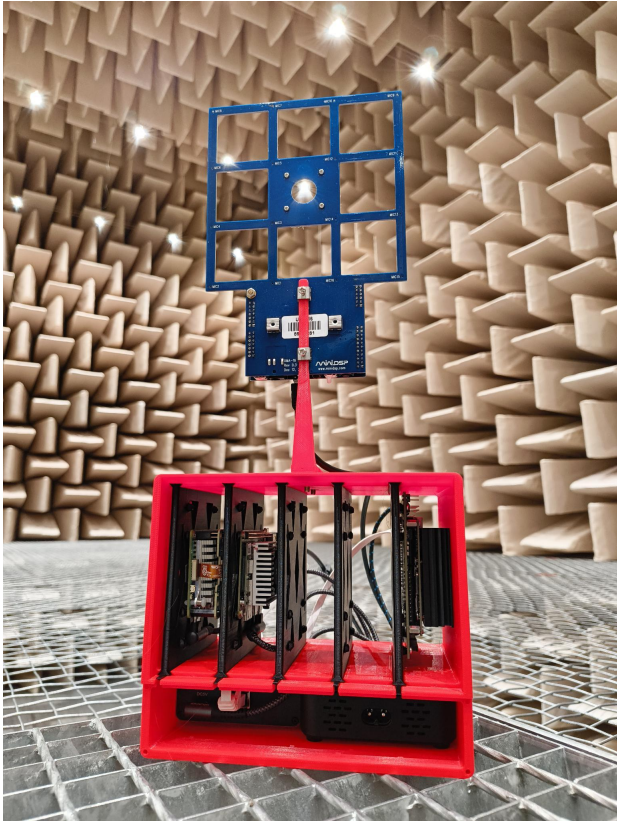


# Comparison of Embedded Hardware Platforms for Optimized Machine Learning-Based Acoustic Imaging

Jakob Tschavoll | Engineering Acoustics

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- Motivation
- Fundamentals
- Methods
- Results
- Discussion
- References

# Motivation

Acoustic cameras for **industrial** and **urban** noise monitoring



<https://www.youtube.com/@SoramaSoundImaging>

**Problem:**

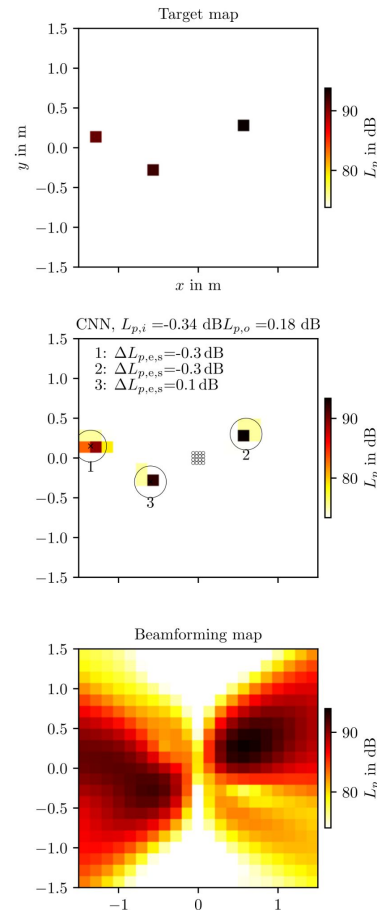
> 10.000 €

1. Can the price be reduced to 10% or less?
2. Can such a device be made more available?
3. Can low-end devices perform this task?

# Motivation

## Advances in ML-based Acoustic Imaging

- DNN: Castellini et al. (2021)
- CNN: Ma and Liu (2019),  
Pinto et al. (2021),  
Pasha et al. (2021)
- SVM: Salvati et al. (2016)
- Other: Lee et al. (2022),  
Rashida et al. (2023),  
Kujawski and Sarradj (2022)

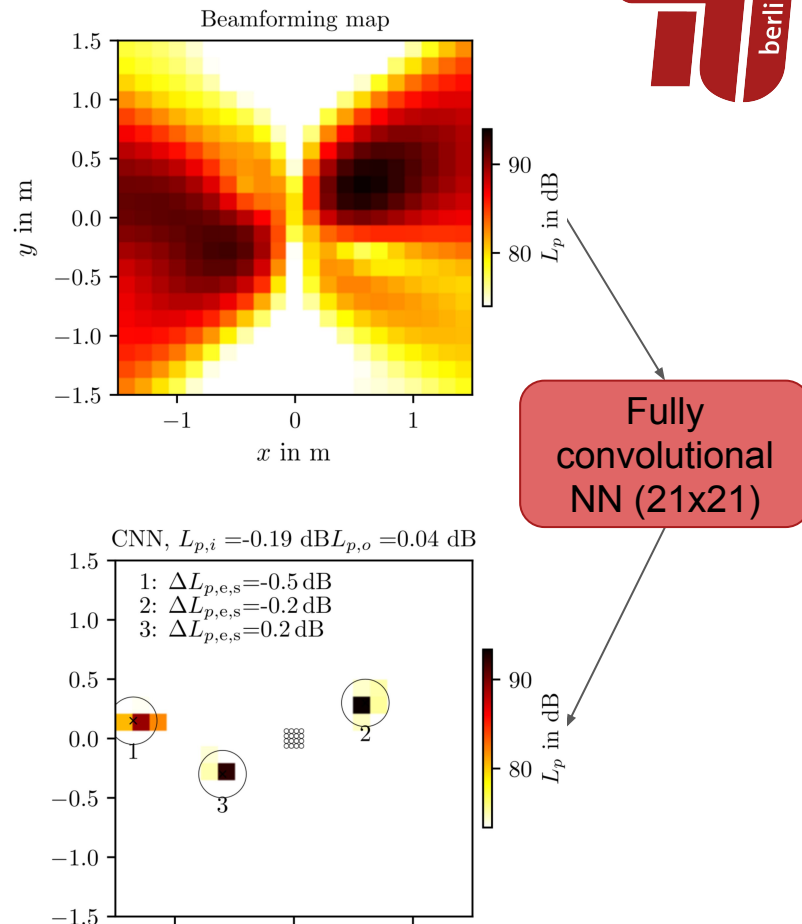


# Fundamentals

## Model Input

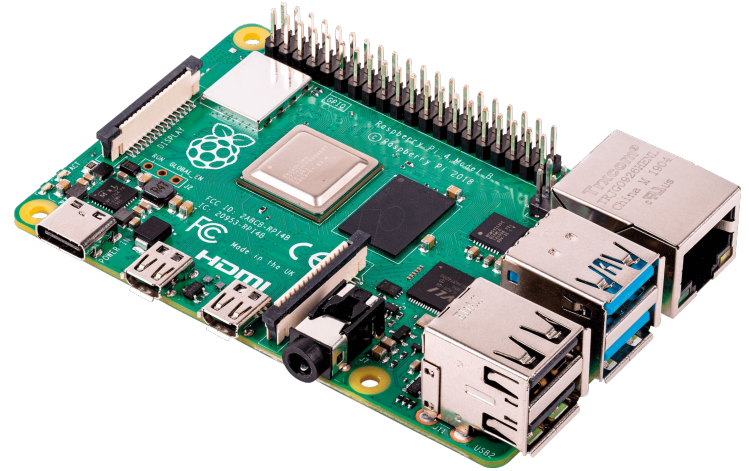
### Approach by Pinto et al.:

- Calculate **low resolution** beamformer from CSM
- **Deconvolute** map (image processing)
- Output **quasi-sparse** locations and source strengths



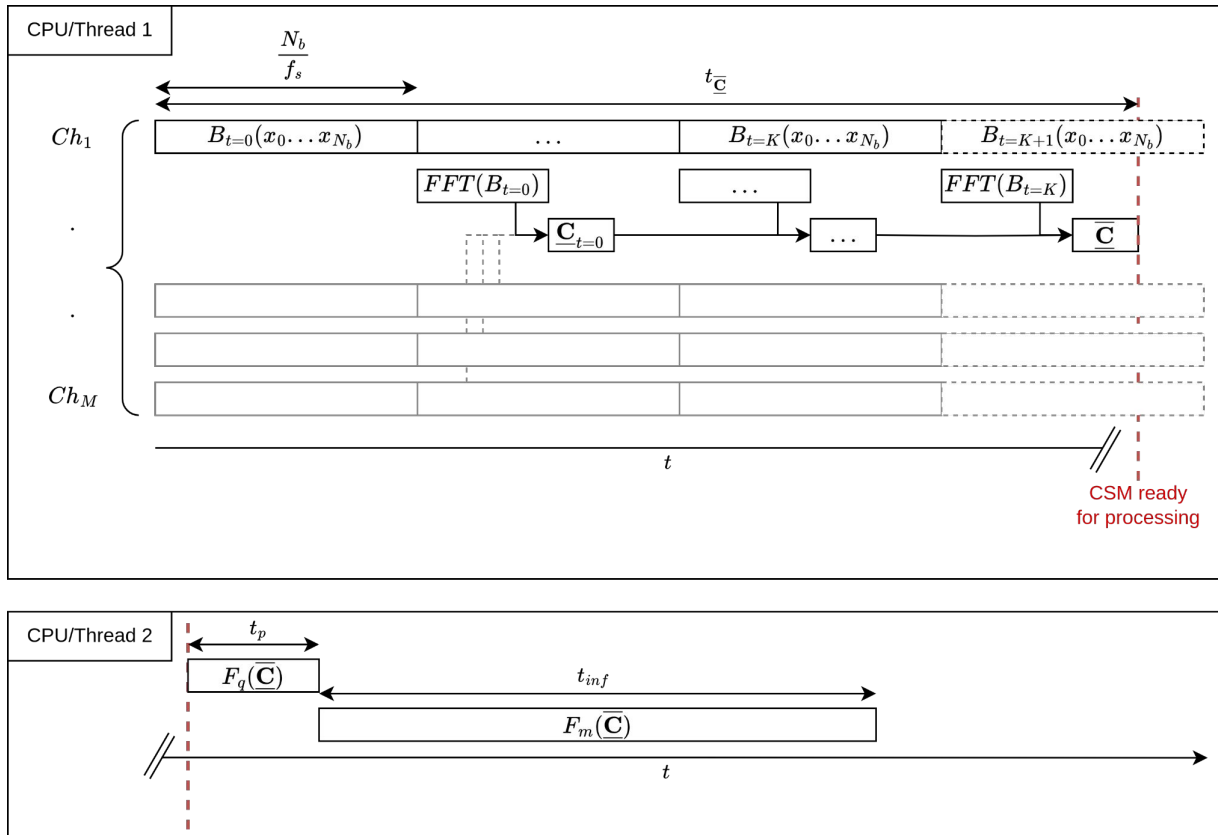
Possible embedded system constraints:

- Supported software
- Limited resources
- Greater processing time



# Fundamentals

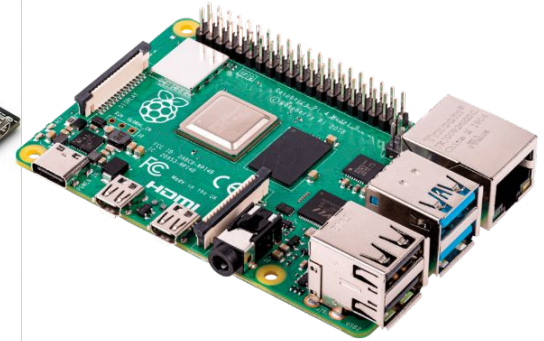
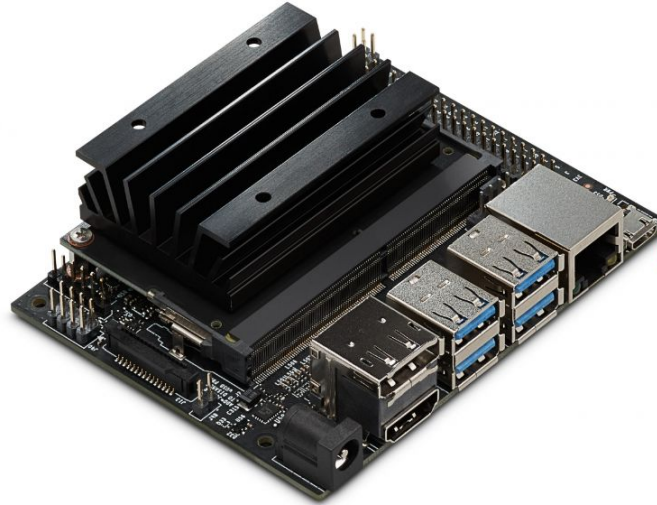
## Constraints





# Methods

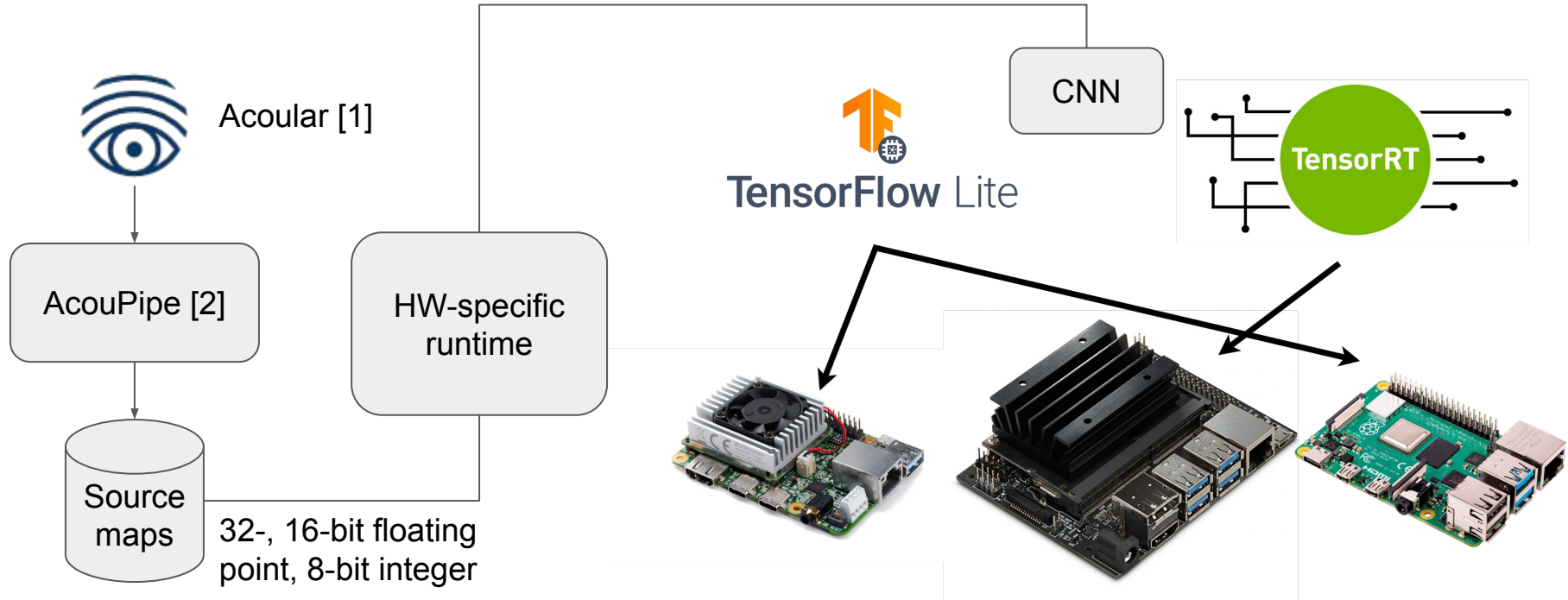
## Hardware selection



Google Coral-TPU Dev Board (150-180€), NVIDIA Jetson Nano (230-300€), Raspberry Pi 4 (70-130€)

# Methods

## Software selection



[1] Sarradj, E., & Herold, G. (2017). "A Python framework for microphone array data processing."

[2] Kujawski, A. and Pelling, A. J. R. and Jekosch, S. and Sarradj, E. (2023): "A framework for generating large-scale microphone array data for machine learning."

# Results

Static values



<i>Model Sizes in MB</i>	<b>32-bit f.p.</b>	<b>16-bit f.p.</b>	<b>8-bit int.</b>
<b>TFLite</b>	0.2	0.1	0.05/0.1**
<b>TRT*</b>	1.5	1.3	1.3

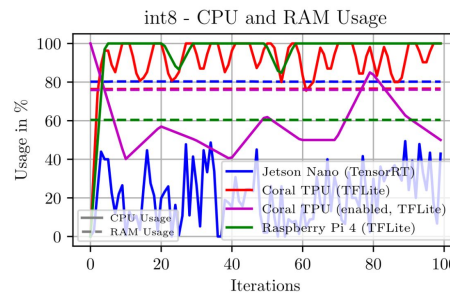
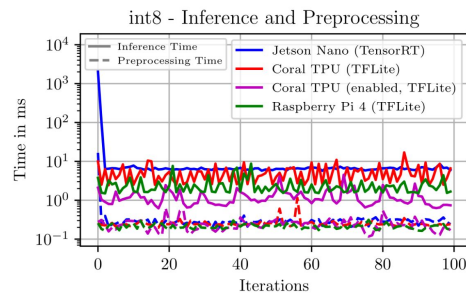
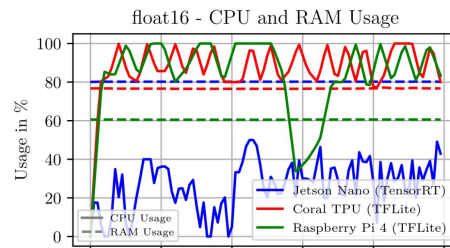
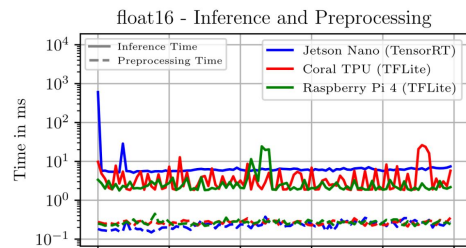
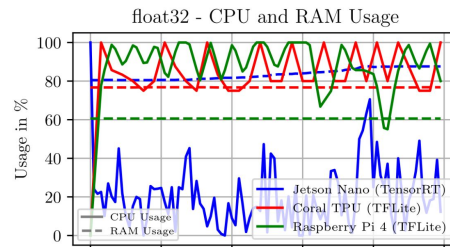
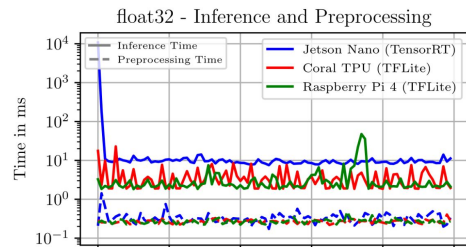
<i>Load times in ms</i>	<b>32-bit f.p.</b>	<b>16-bit f.p.</b>	<b>8-bit int.</b>
<b>Coral TPU</b>	5	5.5	4.5/7**
<b>Jetson Nano</b>	43 in s	40 in s	40 in s
<b>Raspberry Pi</b>	1.5	1.9	2.7

\*For TRT, the entire folder is measured.

\*\*TPU compilation.

# Results

## Benchmarks

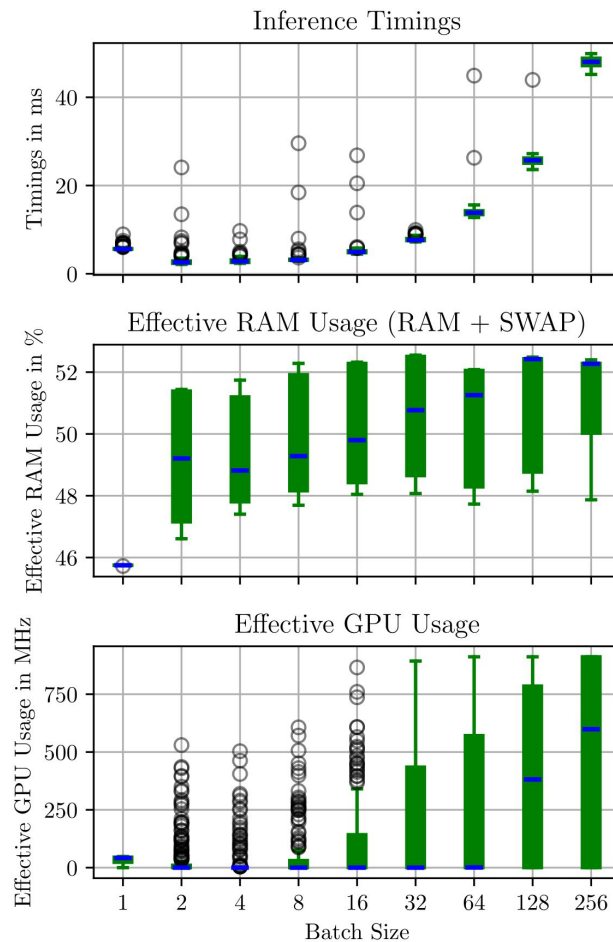
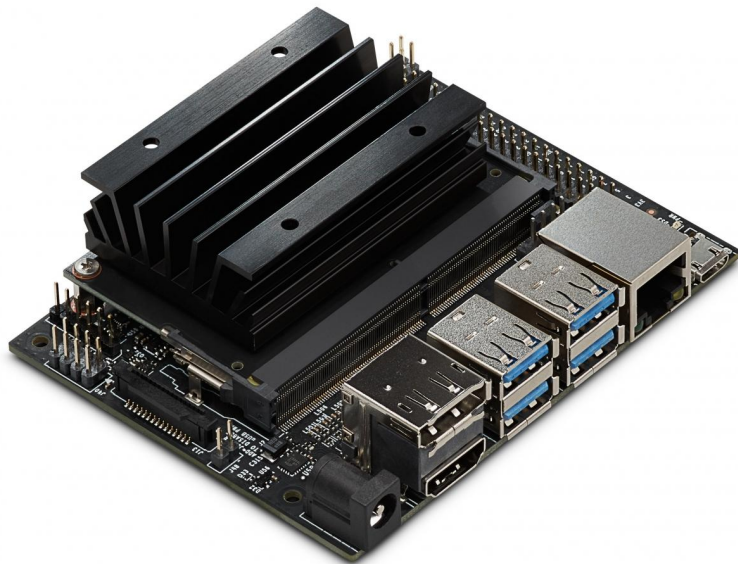


## Timing

Overall	Best per device	Results
Best	Coral-TPU (enabled) 8-bit	$\mu = 1.23, \sigma = 0.64 \text{ ms}$
Good	Raspberry Pi 8-bit	$\mu = 2.42, \sigma = 1.25 \text{ ms}$
Worst	Jetson Nano 16-bit	$\mu = 12.3, \sigma = 59.57 \text{ ms}$

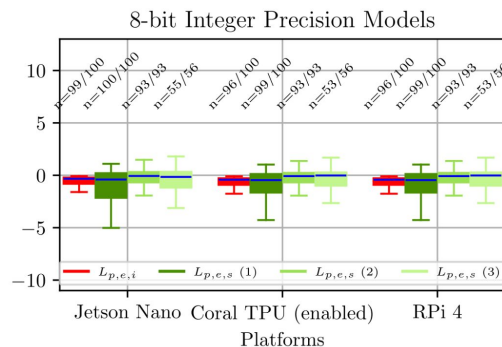
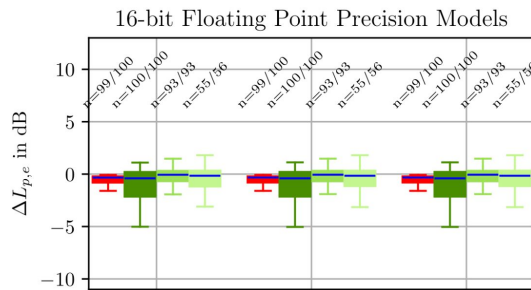
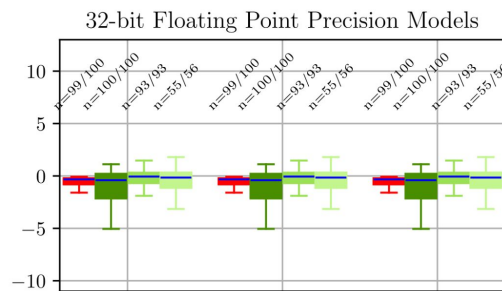
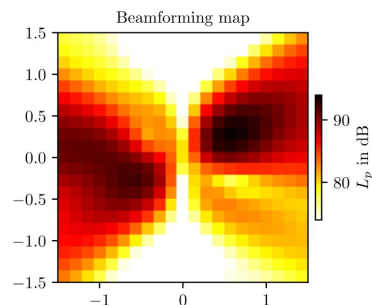
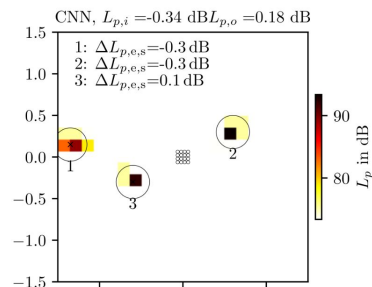
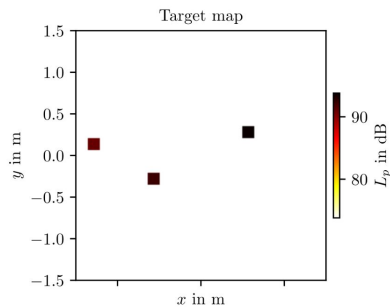
# Results

## Parallelization experiments



# Results

## Output quality





No significant difference in output quality.

	<b>Coral-TPU</b>	<b>Jetson Nano</b>	<b>Raspberry Pi 4</b>
✓	Best performance Speed increase Instruction offloading	16-bit f.p. native precision High batch sizes	Good results without ML acceleration unit
✗	Requires model recompilation EOL (no next gen)	Not suited for this task EOL	High CPU load
?	Performance with other models	Possibly fastest when pre-processing on GPU	Possible increase with Pi 5

# Discussion

## Validity & Usability



	
Established error metric	Comparison with original model difficult because of hardware
Logging performed on separate thread and with established tools (htop, psutil, tegrastats)	Self-referential issues with utilization and timing calls
Conversion logs state successful conversion	Devices have a reduced runtime (without Acoular)
Program can be deployed on most arm64 devices	Used devices are EOL



# Discussion

## Key takeaways



- ML-based acoustic imaging works on embedded devices
- Embedded GPU/TPU increases performance
- Coral-TPU performs best
- Jetson Nano is not suited for this task
- Embedded systems still need specialized runtimes
- Real-time capabilities are to be explored

# References



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