

Smart Cities and the Challenges of Dense Connectivity in the Future



Background:

- Future applications in scenarios such as Smart Cities collect a huge amount of data from various entities such as personal devices, cameras, vehicles
- Big data processing problem for this large sensor network

Issue:

Cloud-based processing cannot meet the latency demands for many future applications that only require low-latency

- Vehicle-to-vehicle communication
- Industry 4.0 Smart Factories

Hypothesis:

We may reduce the latency by running smaller, localized applications at the edge.

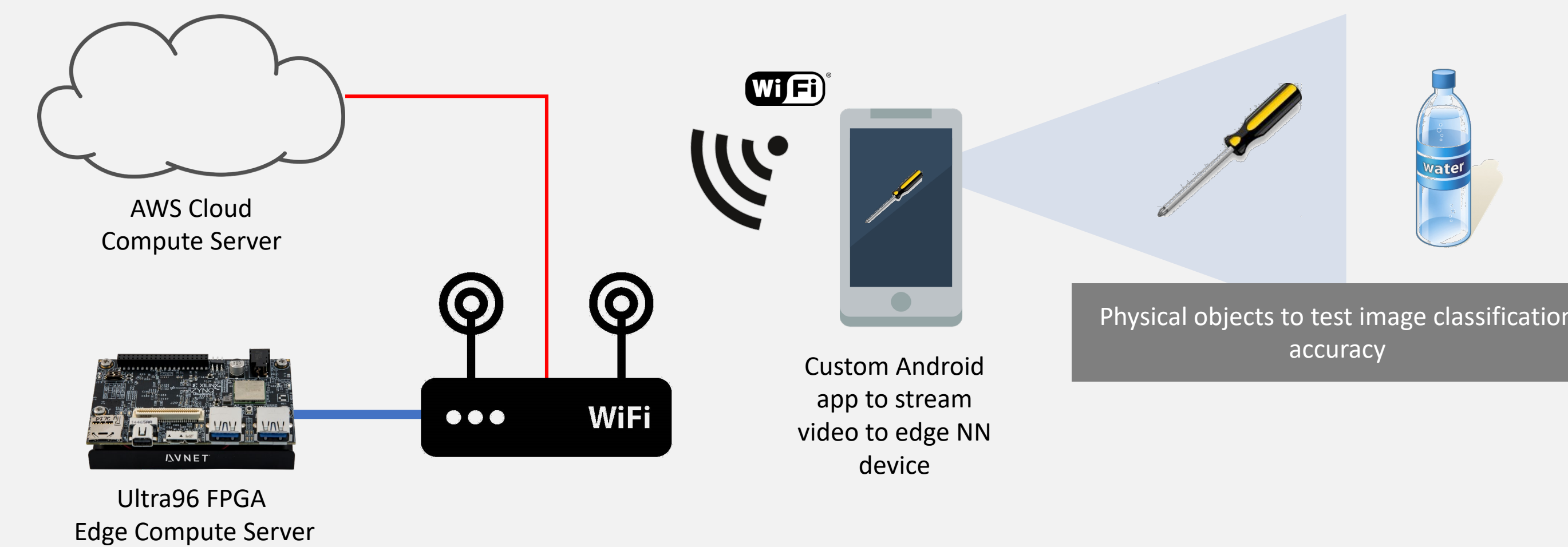
Goal:

To design high performance algorithms such as neural network inference on lower cost hardware to improve latency.

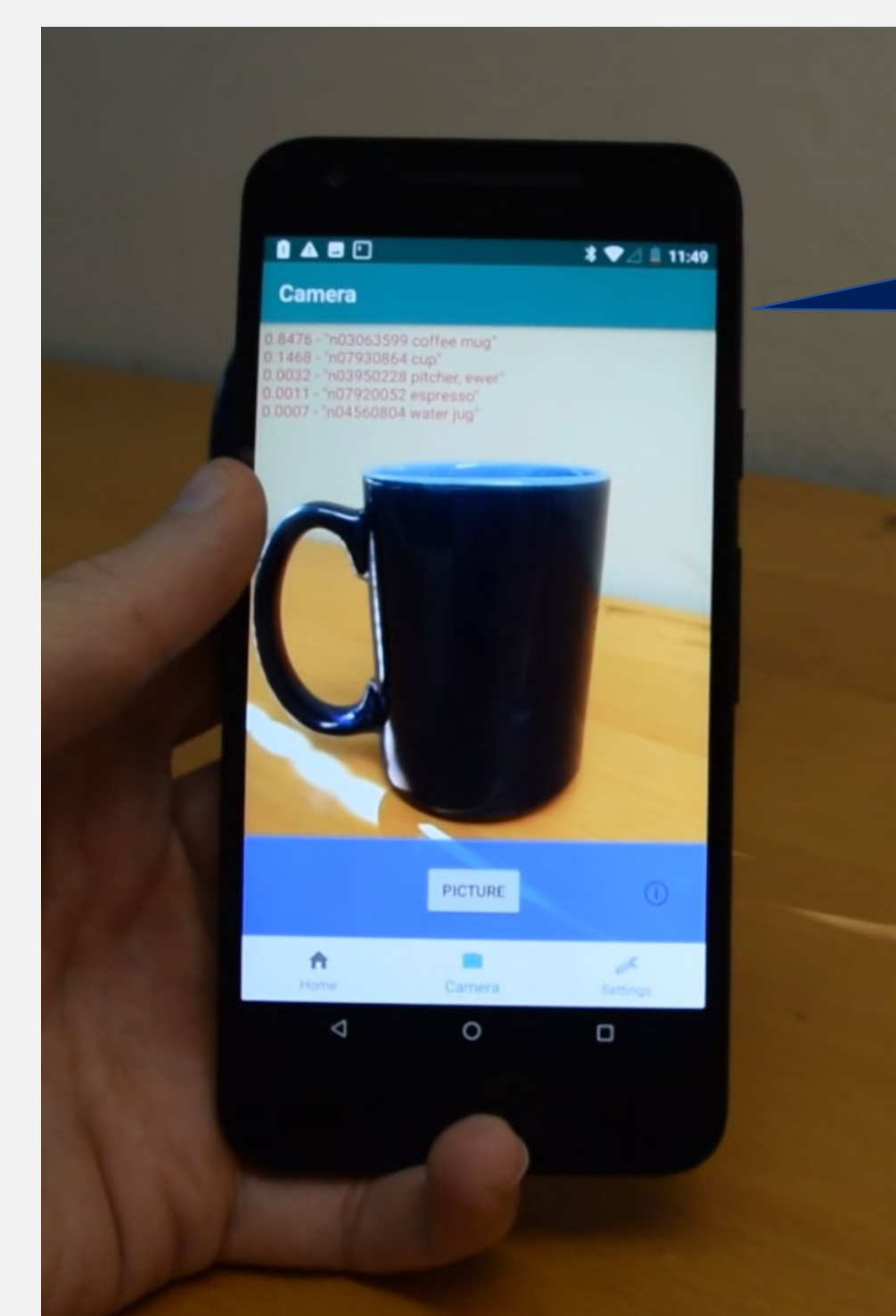
Neural Networks on the Edge

Goal: Investigate tradeoffs between cloud and edge computing for low-latency applications

FPGA-based Edge Compute Testbed:



Example result on custom Android app:

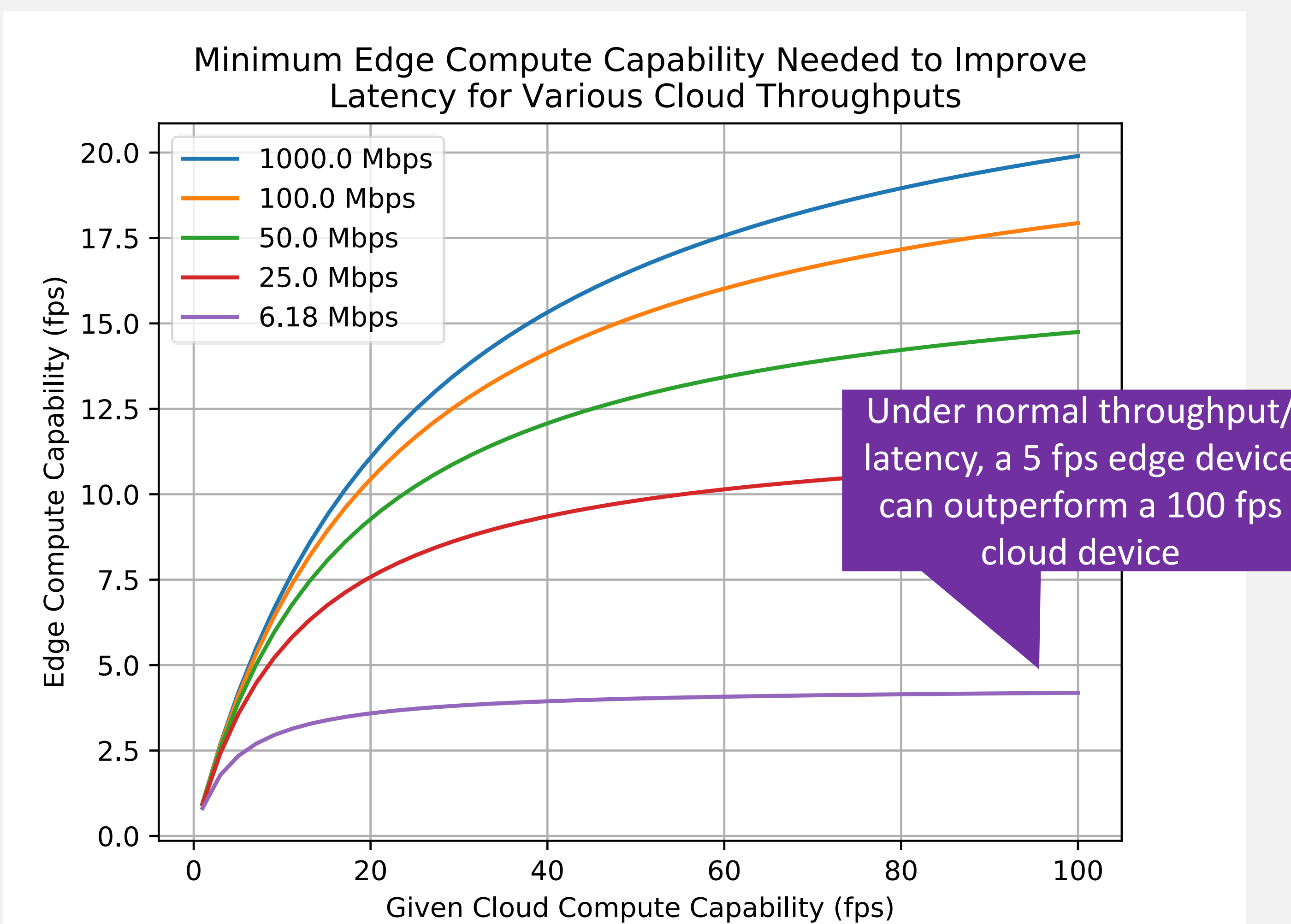


Edge FPGA sends Resnet50 classification results to the phone for display at a rate of ~10 fps.

Edge vs Cloud:

- 10x reduction in latency
- 30x increase in throughput

Theoretical result showing edge/cloud tradeoff



Preprocessing for Sensor Networks

Goal: Use low-cost edge devices to perform computations on raw data before forwarding to cloud.

Example Application: Filtering noise sensor input.

- Low-cost sensors can be noisy
- Implement an FIR filter in FPGA to attach to sensor node to preprocess and smooth the data.

FIR Filter FPGA Design:

- Streamable, fully pipelined design
- Computing each of the multiplies in parallel.
- Can support high throughputs
- Targeting new PYNQ platform where FPGA design can be used in a python environment

