# VEGI (ocr) - Voice Enhanced Gaming Interface

**Project Presentation** 

#### **Need for Local AI**

- Reduced Latency:
  - Instantaneous processing and response times.
  - Essential for real-time applications like gaming and video editing.
- Enhanced Privacy:
  - Data is processed locally, reducing the risk of data breaches.
  - Critical for sensitive information handling in healthcare and finance.
- Cost Efficiency:
  - Lower operational costs by minimizing cloud service usage.
  - Reduces the need for constant internet connectivity.
- Improved Reliability:
  - Functions independently of internet connection.
  - Vital for remote areas or in situations with unstable connectivity.
- Energy Efficiency:
  - Optimizes power consumption by leveraging local processing.
  - Extends battery life in mobile devices.

### **Applications**



Intelligent gaming



Higher quality audio and video



Virtual Assistants

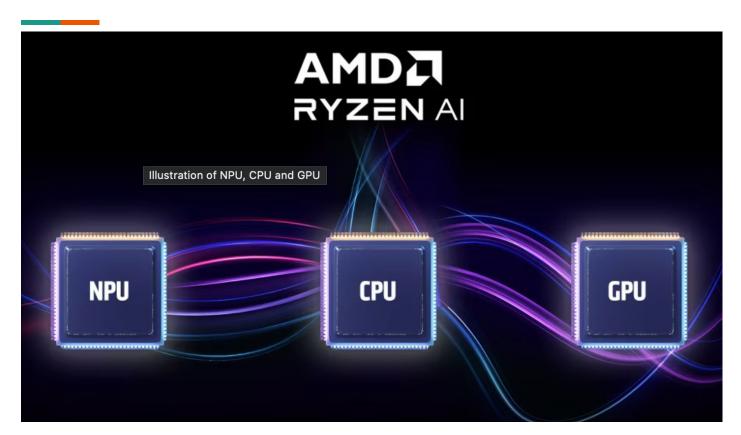


Enhanced video conferencing features

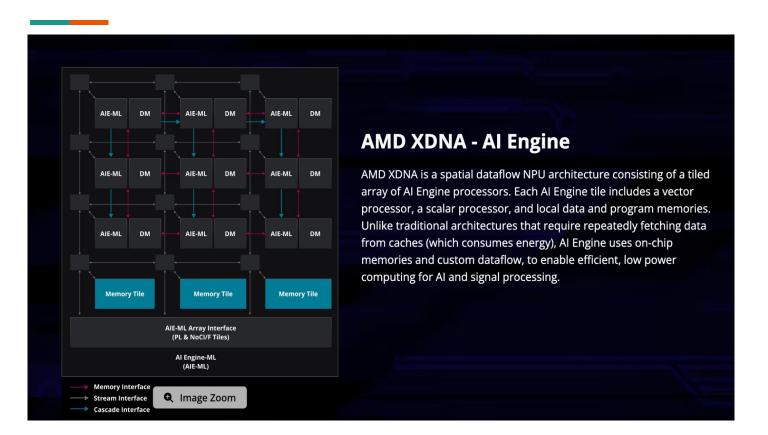


Smarter Security

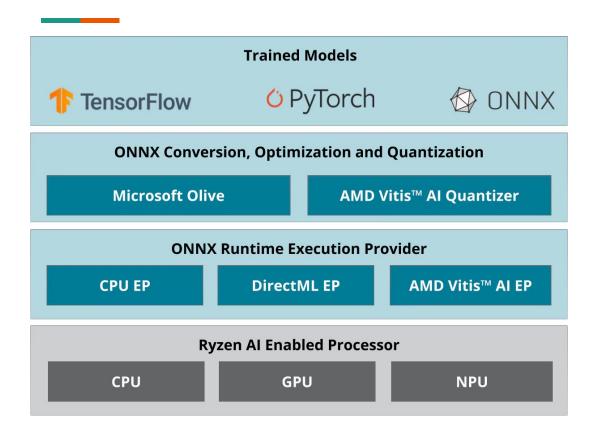
### Ryzen Al



### Ryzen Al architecture



### **Ryzen Al Software**



#### **ONNX**



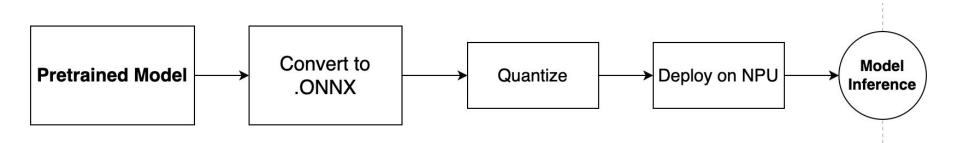
## **ONNX** vs Compiler

Features	ONNX	Compiler Optimizations	
Purpose	Standardizes ML models for interoperability and optimization	Translates and optimizes high-level code into machine code	
Interoperability	Translates models across different ML frameworks	Translates code for different hardware platforms	
Optimization Techniques	Graph optimizations like node fusion, constant folding	Code optimizations like loop unrolling, inlining, constant folding	
Abstraction	Abstracts away framework-specific details	Abstracts away hardware-specific details	
Execution	Produces an intermediate representation executed by a runtime	Produces executable machine code run directly on hardware	

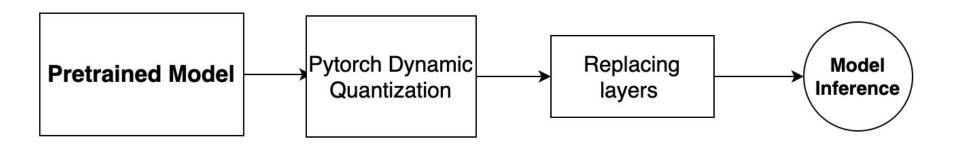
### Challenges with ONNX

- 1. Complexity in Conversion. Converting models to ONNX format can be complex and time-consuming.
- 2. Performance Overheads. In some cases, there can be performance overheads in converting and running.
- 3. Version Compatibility. Ensuring compatibility with different versions of ONNX and ML frameworks can be challenging .
- 4. Might want to restructure the inference code to run Onnx model using onnx runtime

### **Development Flow using ONNX**



### **Development flow using pytorch**



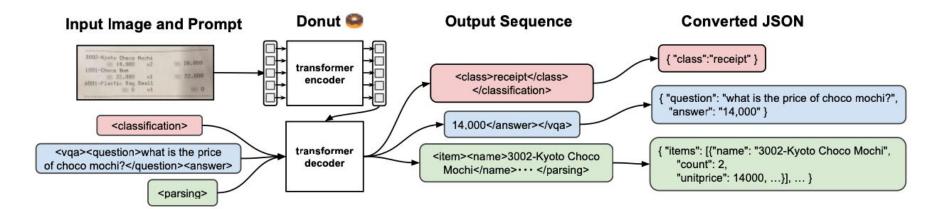
### **OCR (Optical Character Recognition)**



### **Popular Models**

- 1. PyTesseract
- 2. EasyOCR
- 3. TrOCR
- 4. DONUT
- 5. Paddle OCR

### **Donut(Document understanding transformer)**



```
{'text_sequence': 'Hey How are you doing This is Charan圖書館'}

CPU Total Time: 1.9429606000000001

{'text_sequence': 'I like to drink Brisk soda</s_changeprice></s_total>'}

CPU Total Time: 1.9721069000000009

{'text_sequence': 'Pikkal Pikkal Pikka! Pikka!</s_nm></s_total>'}

CPU Total Time: 1.942408099999997

{'text_sequence': '"Right now I wish I was named Bob instead of Ash" Domini'}

CPU Total Time: 2.171251399999999

{'text_sequence': '"My dream is to become the greatest Pokemon masteri That way

CPU Total Time: 2.8705130999999984
```

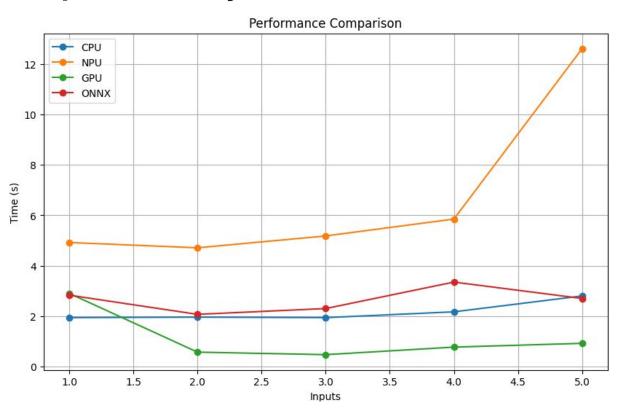
```
{'text_sequence': 'Hey How are you doing This is Charan圖書館'}
NPU Total Time: 4.9293396000000005
{'text_sequence': 'I like to drink Brisk soda</s_changeprice></s_total>'}
NPU Total Time: 4.716383599999999
{'text_sequence': 'Pikkal Pikkal Pikka! Pikka!</s_nm></s_total>'}
NPU Total Time: 5.182793700000001
{'text_sequence': '"Right now I wish I was named Bob instead of Ash"'}
NPU Total Time: 5.857708900000002
{'text_sequence': '"My dream is to become the greatest Pokemon masteri That way
NPU Total Time: 12.6112675
```

```
{'text_sequence': 'Hey How are you doing This is Charan</s_total>'}
GPU Total Time: 2.907313029000079
{'text_sequence': ' I like to drink Brisk soda</s_changeprice></s_total>'}
GPU Total Time: 0.5739927960000841
{'text_sequence': 'Pikkal Pikkal Pikka</s_total_price></s_total>'}
GPU Total Time: 0.4766519489999155
{'text_sequence': 'Right now I wish I was named Bob instead of Ash飞机飞机'}
GPU Total Time: 0.7711493949999522
{'text_sequence': 'My dream is to become the greatest Pokemon masteri That way the GPU Total Time: 0.9299403290000328
```

# Comparison

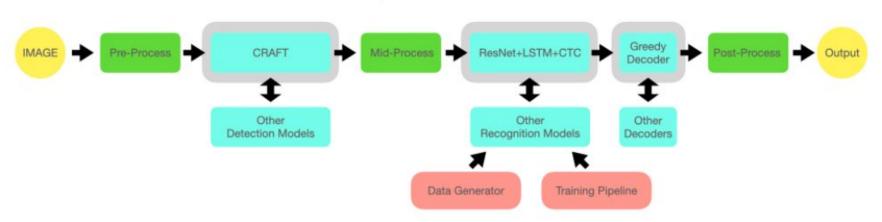
CPU	NPU	GPU	ONNX
1.94s	4.92s	2.9s	2.83s
1.96s	4.71s	0.57s	2.07s
1.94s	5.18s	0.47s	2.30s
2.17s	5.85s	0.77s	3.35s
2.8s	12.61s	0.92s	2.7s

### **Graphical Analysis**



### **EasyOCR**

#### **EasyOCR Framework**



```
['Hey Hou are you doing This Charan']

CPU Total Time: 0.1262290999999976

["Hello User! I'm Donut-OCR"]

CPU Total Time: 0.07705270000000031

['I like to drink Brisk soda']

CPU Total Time: 0.0792425999999972

['Pikka Pikka Pikka']

CPU Total Time: 0.0638925999999997

['Right now wish was named Bob" instead of Ash""']

CPU Total Time: 0.13271760000000032

['"My dream is to become the greatest Pokemon master! That way

CPU Total Time: 0.2559649999999998

['"Pikachu, please stay Nith', 'forever']

CPU Total Time: 0.09894279999999966
```

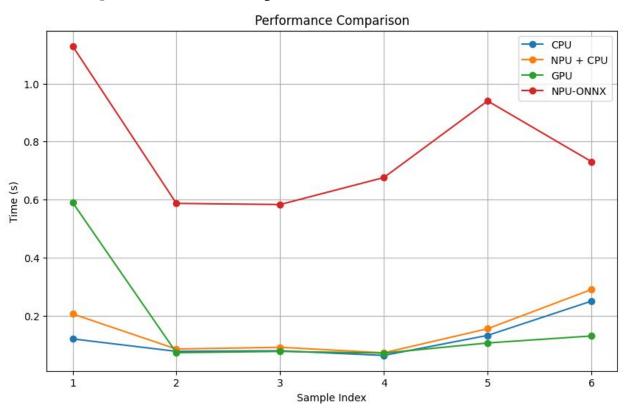
```
['Hey Hou are you doing This Charan']
GPU Total Time: 0.5963557500000434
["Hello User! I'm Donut-OCR"]
GPU Total Time: 0.07248877500001072
['I like to drink Brisk soda']
GPU Total Time: 0.07692647900000793
['Pikka Pikka Pikka']
GPU Total Time: 0.07177761200000532
['Right now wish was named Bob" instead of Ash""']
GPU Total Time: 0.10615609000001314
['"My dream is to become the greatest Pokemon master! That way
GPU Total Time: 0.13028006900003675
['"Pikachu, please stay Nith', 'forever']
GPU Total Time: 0.061609185999941474
```

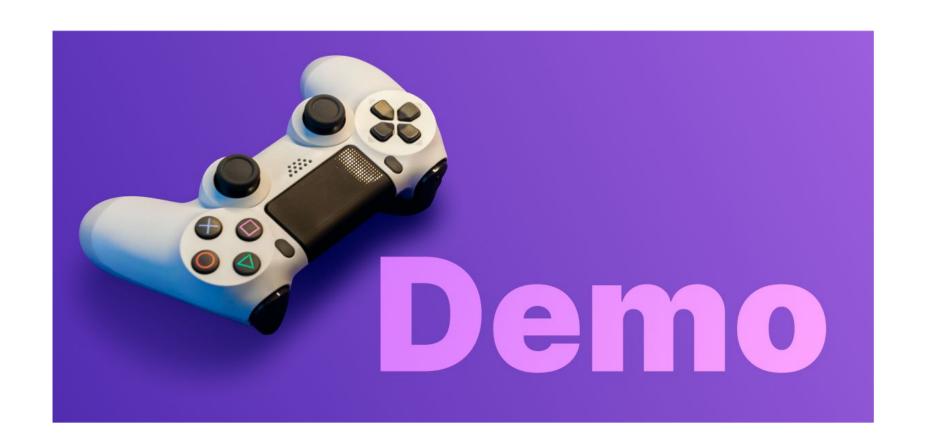
```
Hey Hou are you doing This Charan
NPU-ONNX Processing Time: 1.1292216000000002
Hello User! I'm Donut-OCR
NPU-ONNX Processing Time: 0.587779999999999
1 like to drink Brisk soda
NPU-ONNX Processing Time: 0.5839825999999997
Pikka Pikka Pikka
NPU-ONNX Processing Time: 0.6767198999999993
Right now wish was named Bob" instead of Ash""
NPU-ONNX Processing Time: 0.9409672000000002
"My dream is t0 become the greatest Pokemon master! That way
NPU-ONNX Processing Time: 0.7317740999999991
"Pikachu, please stay Nith
forever
NPU-ONNX Processing Time: 0.8428609999999992
```

# Comparison

CPU	NPU + CPU	GPU	NPU-ONNX
0.12s	0.206s	0.59s	1.129s
0.077s	0.085s	0.0724s	0.587s
0.079s	0.091s	0.0769s	0.583s
0.063s	0.072s	0.071s	0.676s
0.132s	0.155s	0.106s	0.940s
0.25s	0.29s	0.130s	0.731s

### **Graphical Analysis**





#### **Future Work**

- So far, I have tried multiple development flows, which at this point either don't run on NPU or have less utilization. Possible driver update from AMD could allow us to run the models on NPU effectively.
- Could work on Model optimization techniques.
- Improve model accuracy by fine tuning the model.
- Also trying different quantization techniques to increase model accuracy.