

OnDevice Deep Learning Inference

Compiled by

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01 | Motivation

02 | Challenges

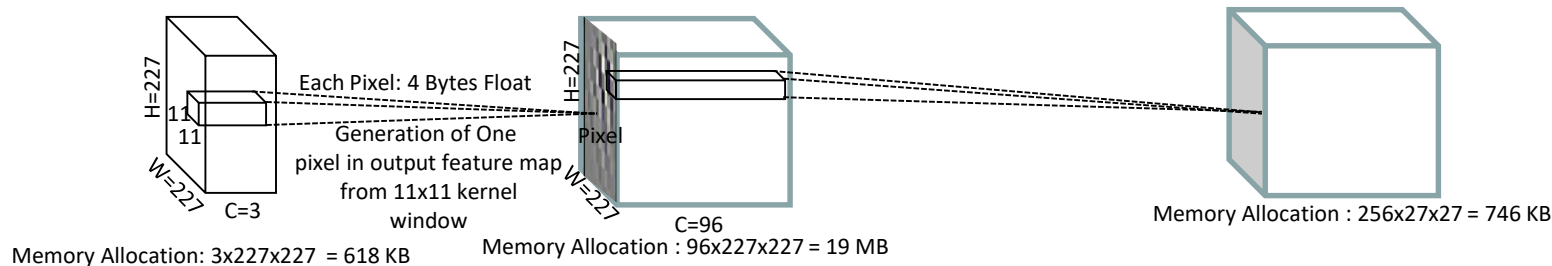
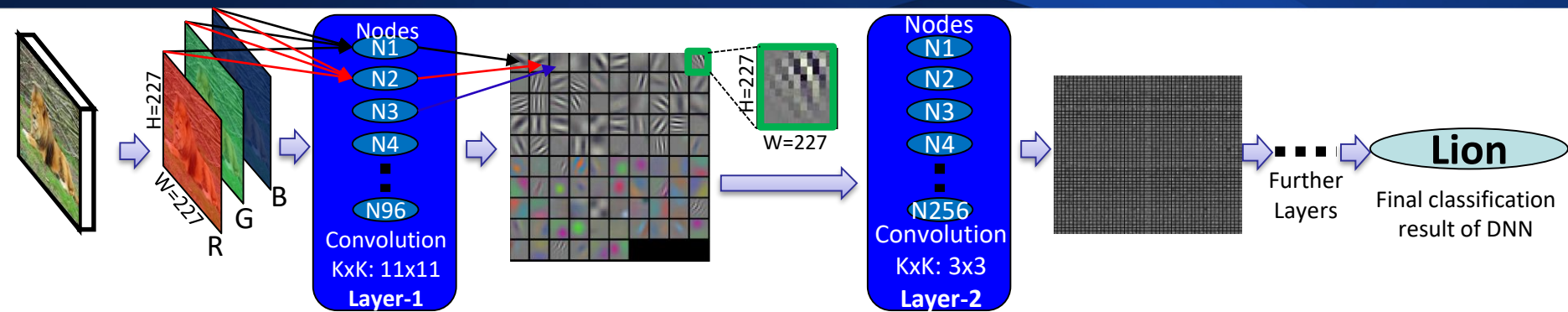
03 | Model Selection & Optimizations

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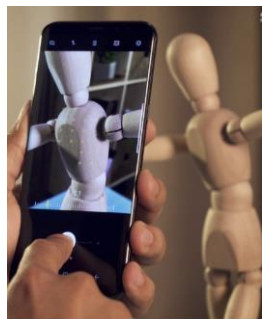
06 | Hands-on

Introduction: Deep Neural Networks



- **Computation complexity: Convolution layers**
- **No. of operations: 600MOps to 40 Gops**
- **Heap memory requirement: ~10 – 500 MB**

● Deep Learning Inference on Cloud



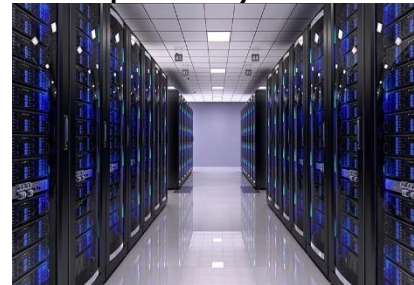
- Privacy issues
- Lagging issues
- Huge data transfers



- N/W issues
- Data Costs



Computing Servers

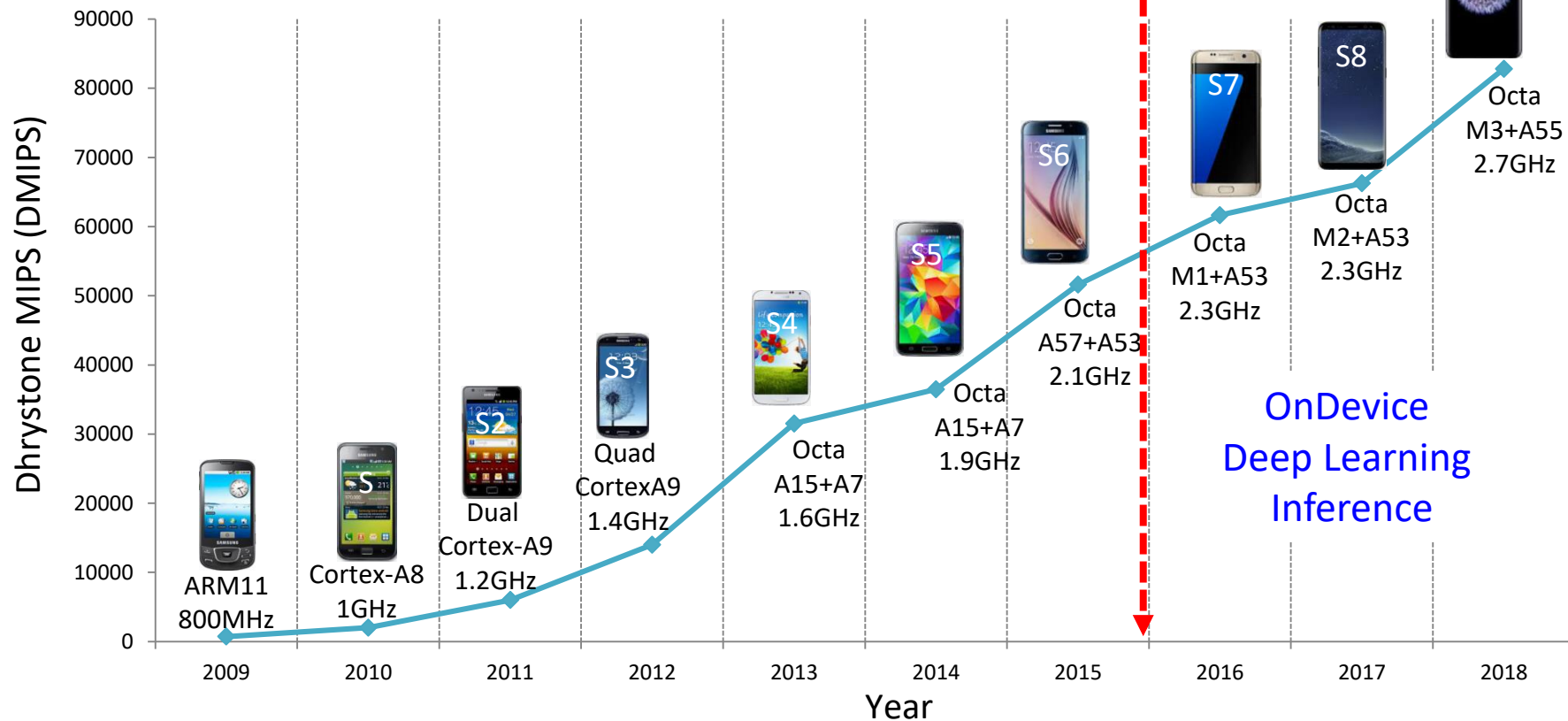


- Huge power consumption
- Maintenance issues
- Limited number of services

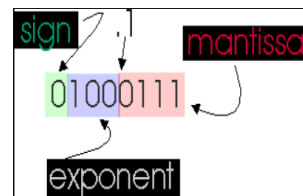
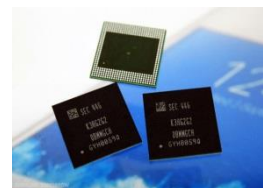
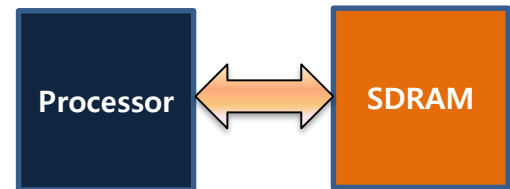
● DL solutions for Vision problems have stringent real-time constraints

Motivation (2/2)

Increased Computing resources on Smart phones



Challenges for Deep Learning Inference on Device

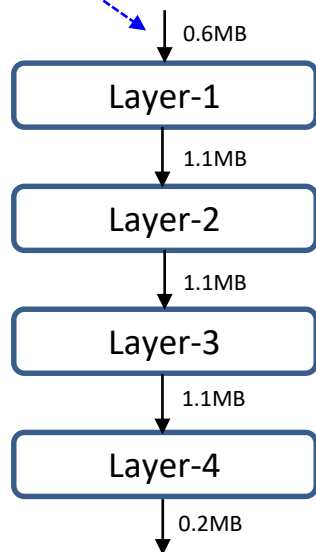


- * GPU is reserved for rendering needs
- * Inference on Multi-Core ARM Neon CPUs

Challenges (Complex Topology Vs Operations)

Sequential Topology DNN

Edge denotes data flow from one layer to another

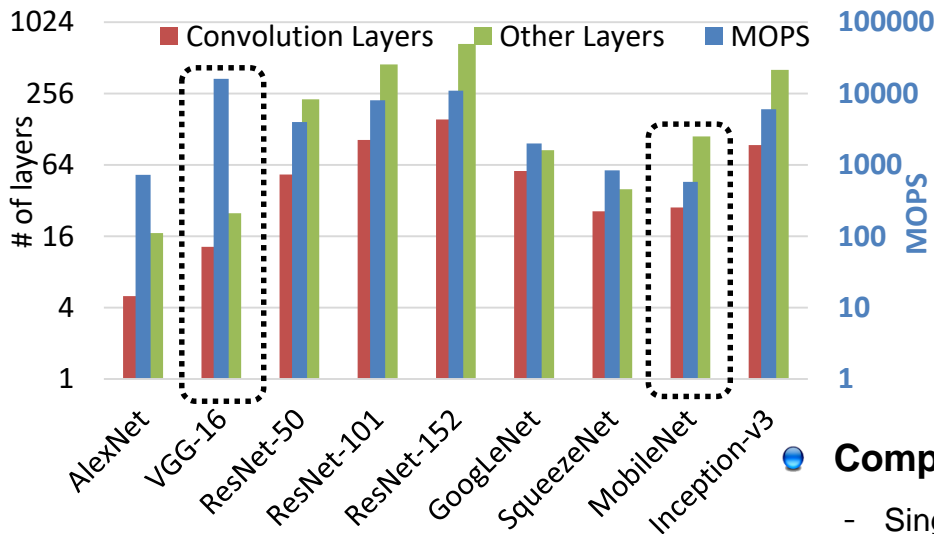
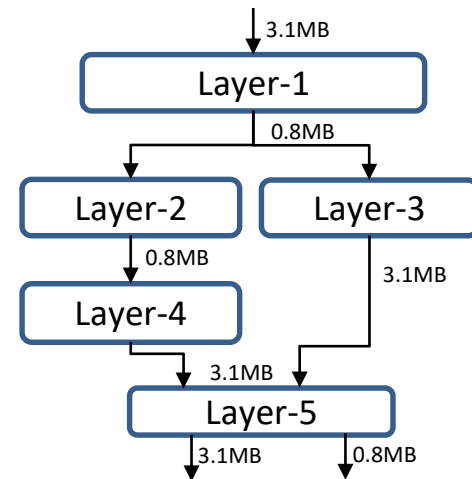


Sequential dependency of layers

Single-input and single output Topology

Example DNNs: AlexNet, VGG

Complex Topology DNN



of layers: ~20 - 500

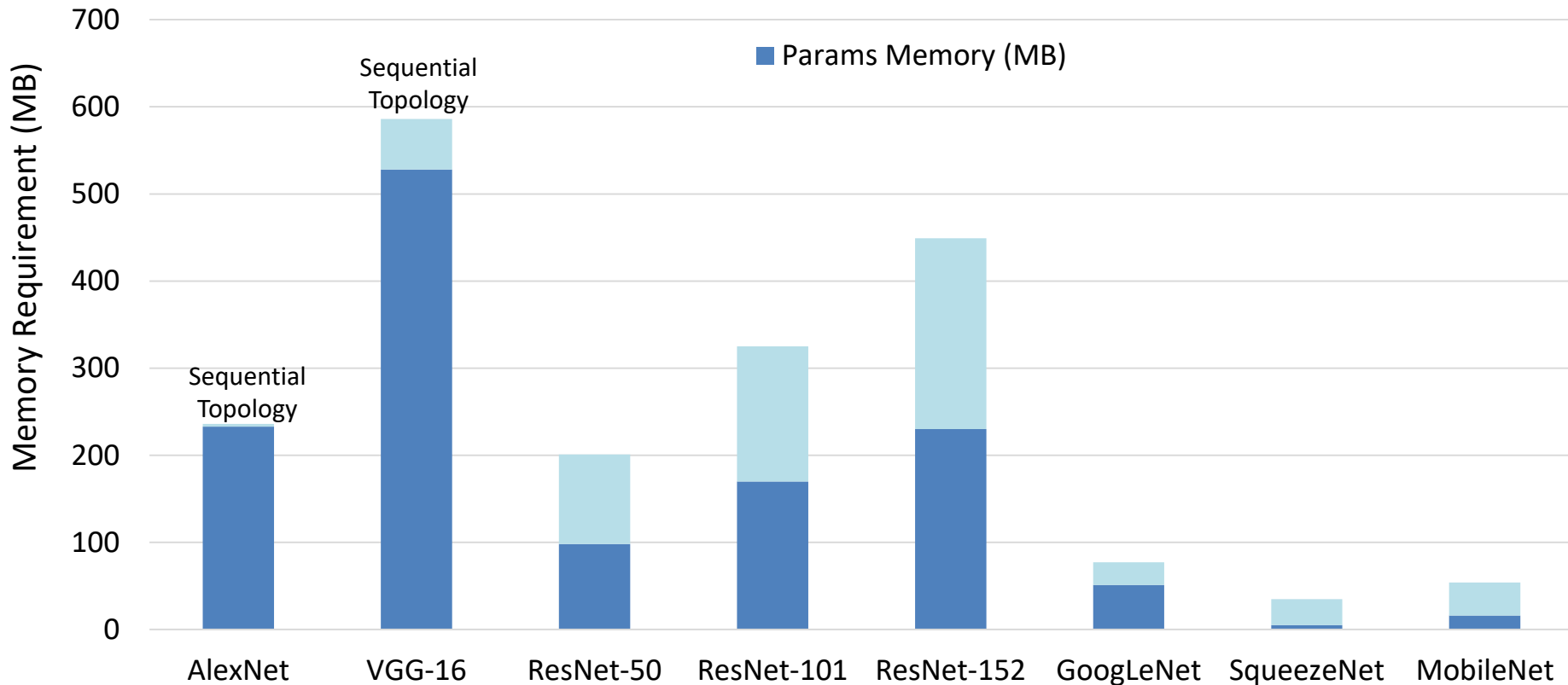
Complex Topologies

- Single-input and Multi-output
- Multi-input and Single-output
- Multi-input and Multi-output

Example DNNs: GoogLeNet, etc.

Impact feature map buffer memory

Challenges (Memory)



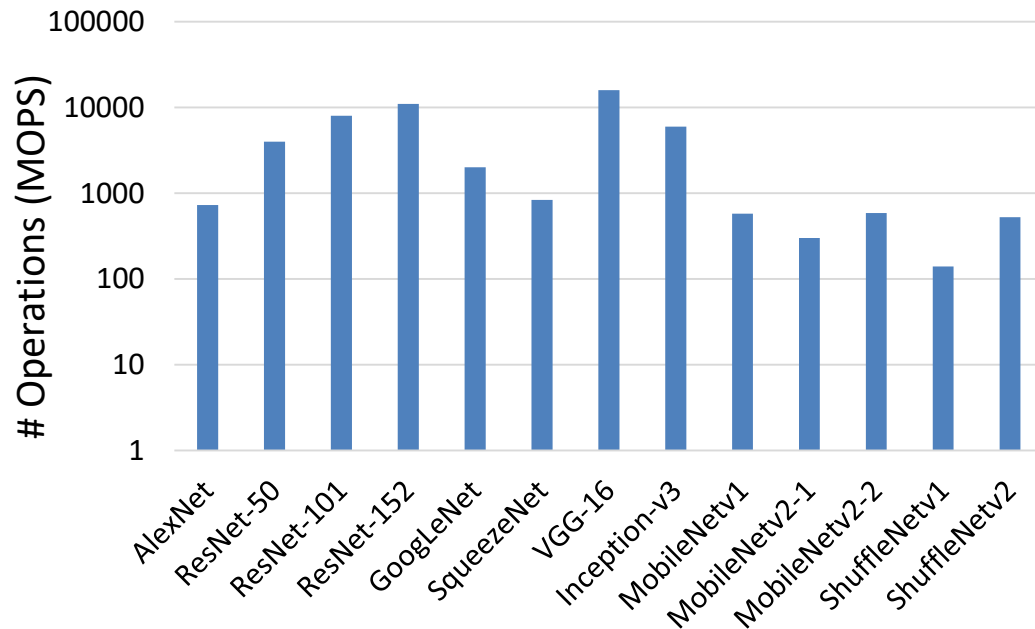
🌐 **Memory for feature map + parameters: ~35 to 600 MB / image (Batch 1)**

Challenges (Computation)

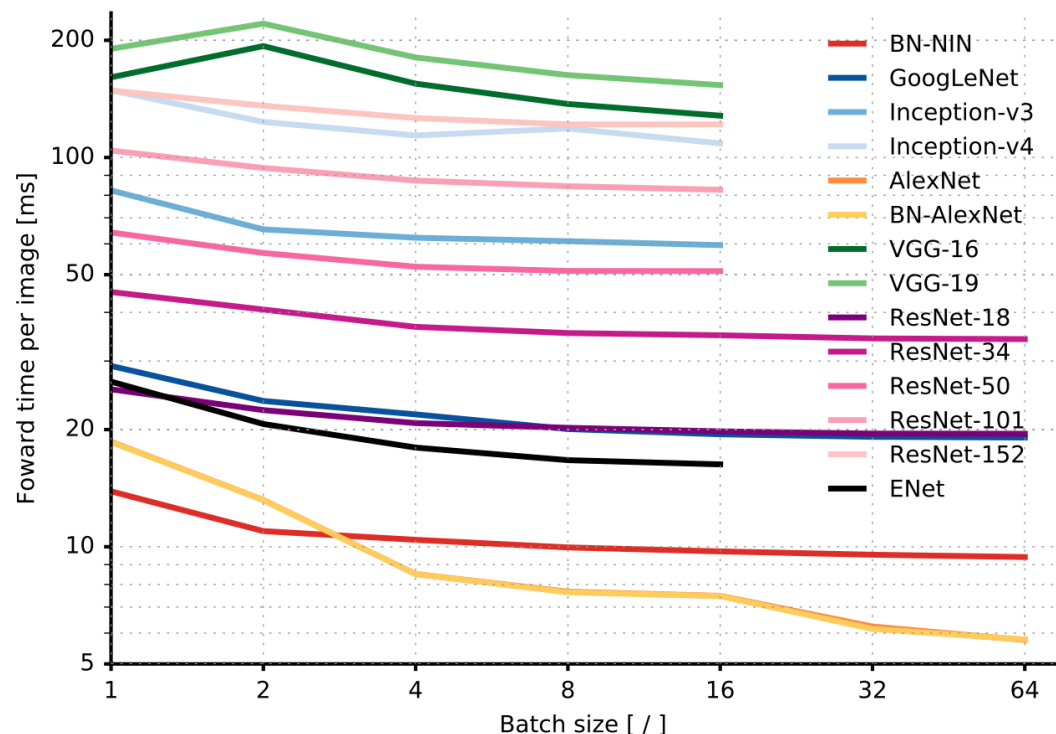
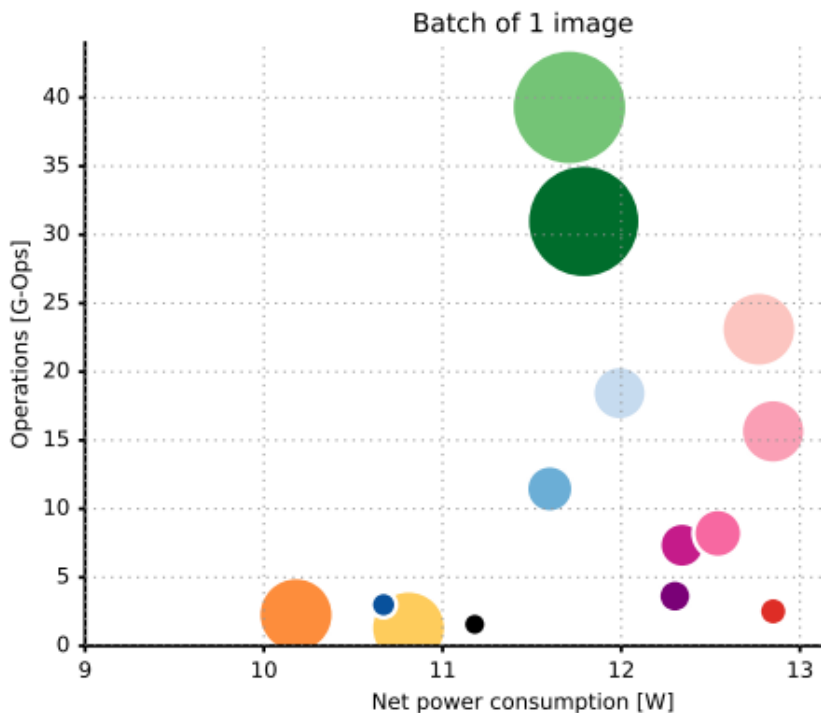
- S9 provides ~80k DMIPS of CPU computation -> 2.4GOps in 30ms
- VGG-16 (~16GOps) -> 200ms/frame (Ideally) -> Reality (~800ms/frame)
- Mobilenet (~600MOps) -> 7.5ms/frame (Ideally) -> Reality (~45ms/frame)

Challenges

- Bandwidth restrictions
(CPU -> I/DCache -> AXI -> DRAM)
- Unavoidable cache misses



Challenges (Processing Time & Power Consumption)



● Processing time on Nvidia TX1: 10-220 ms / image

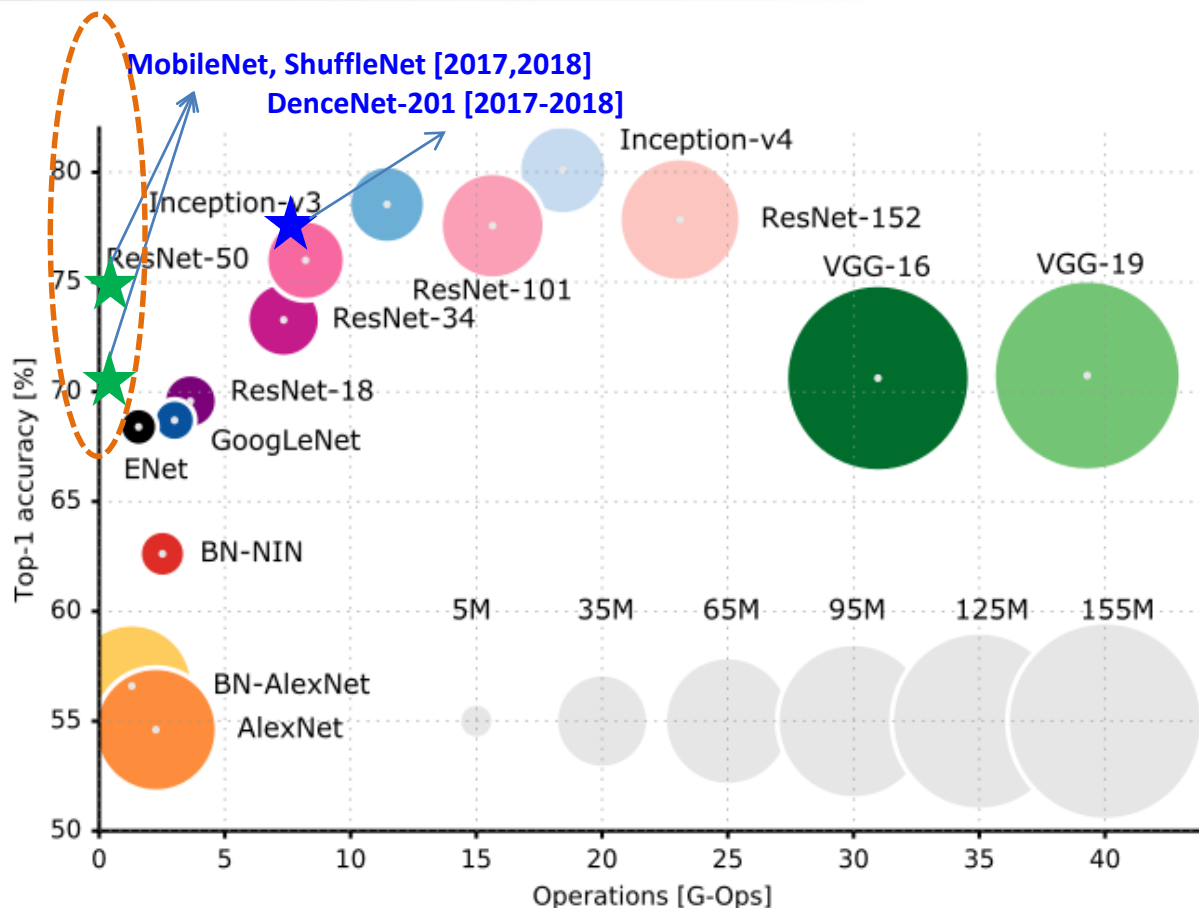
● Power consumption on Nvidia TX1: ~15 W / image

DNN Model Selection (Accuracy / Operations)

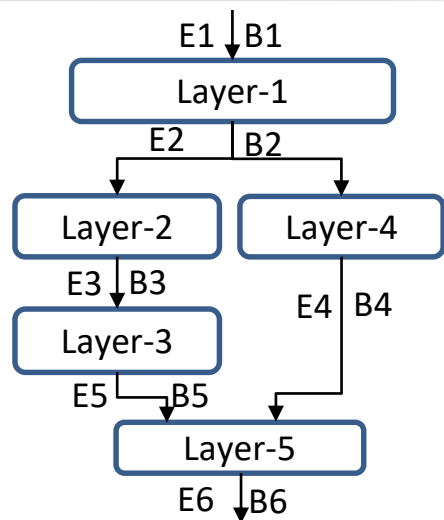
● Number of operations depends on input feature map size

● Future trend:

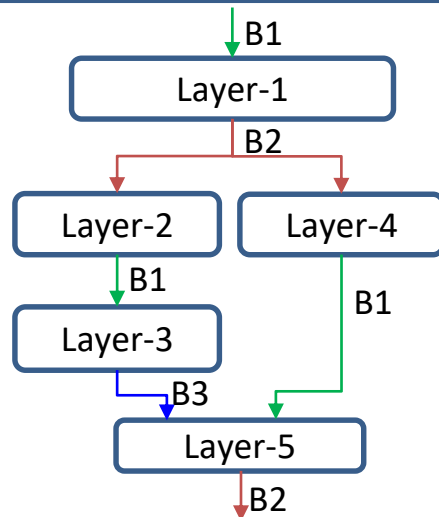
- Operations: < ~100s MOps
- Model parameters: < 5M
- Accuracy: > 70% (Image classification)



DNN Memory Optimization



Samsung ODBA
(Optimal DNN Buffer Allocator)
(Graph Coloring +
Overlap Exploration)

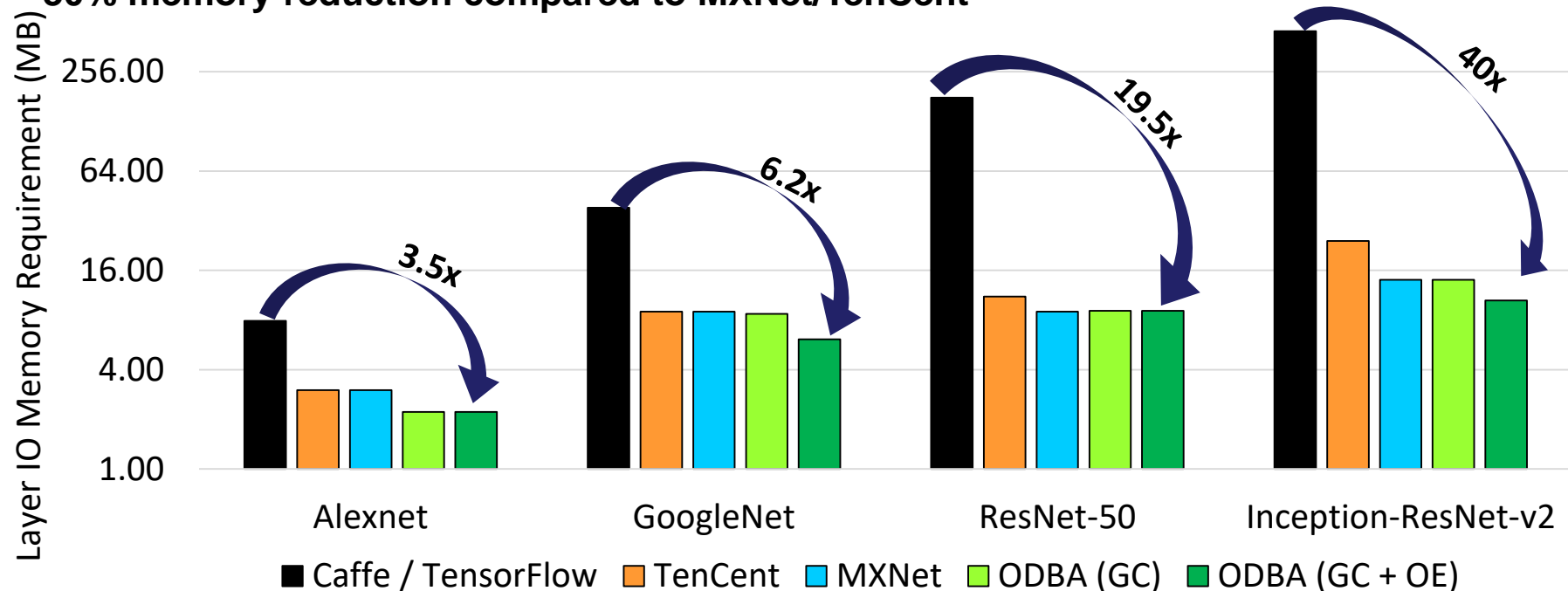


Edge	Start Relative Offset in Memory
E1	0
E2	0x5000
E3	0
...	...
E6	0x2000

DNN Memory Optimization

3.5x to 26x memory reduction compared to Caffe/TensorFlow

~30% memory reduction compared to MXNet/TenCent



OE: Reuse buffers Overlap Exploration

GC: Graph Coloring only

DNN Model optimizations (Redundancy Elimination)

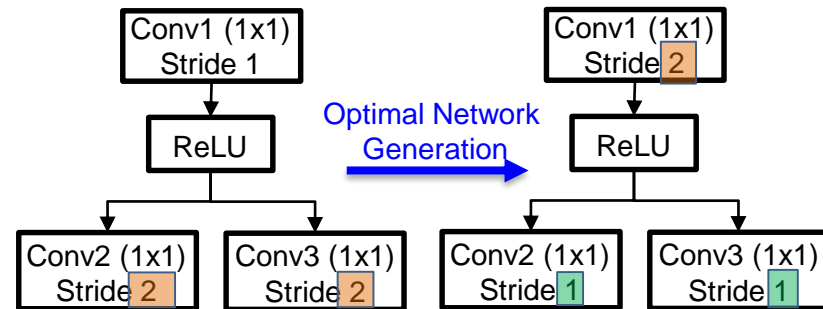
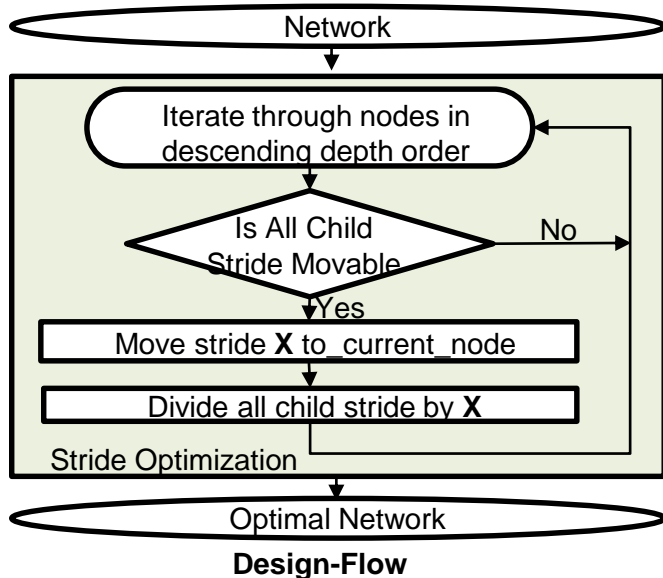
Eliminates redundant operations

Results for ResNet-50

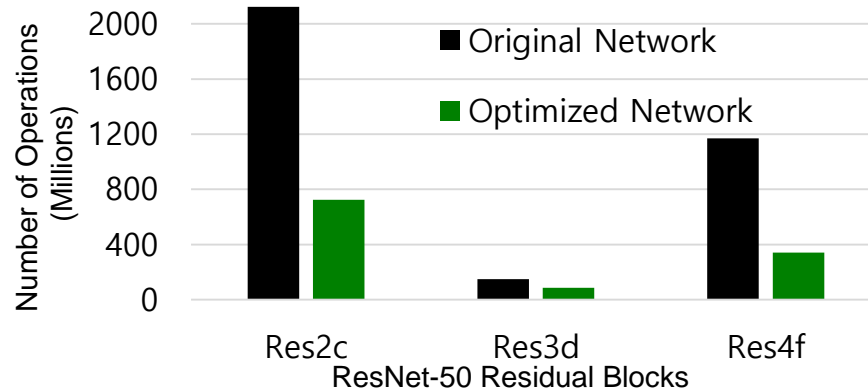
- Operations reduction : ~23%
- Memory accesses reduction: ~7%

Stride:2

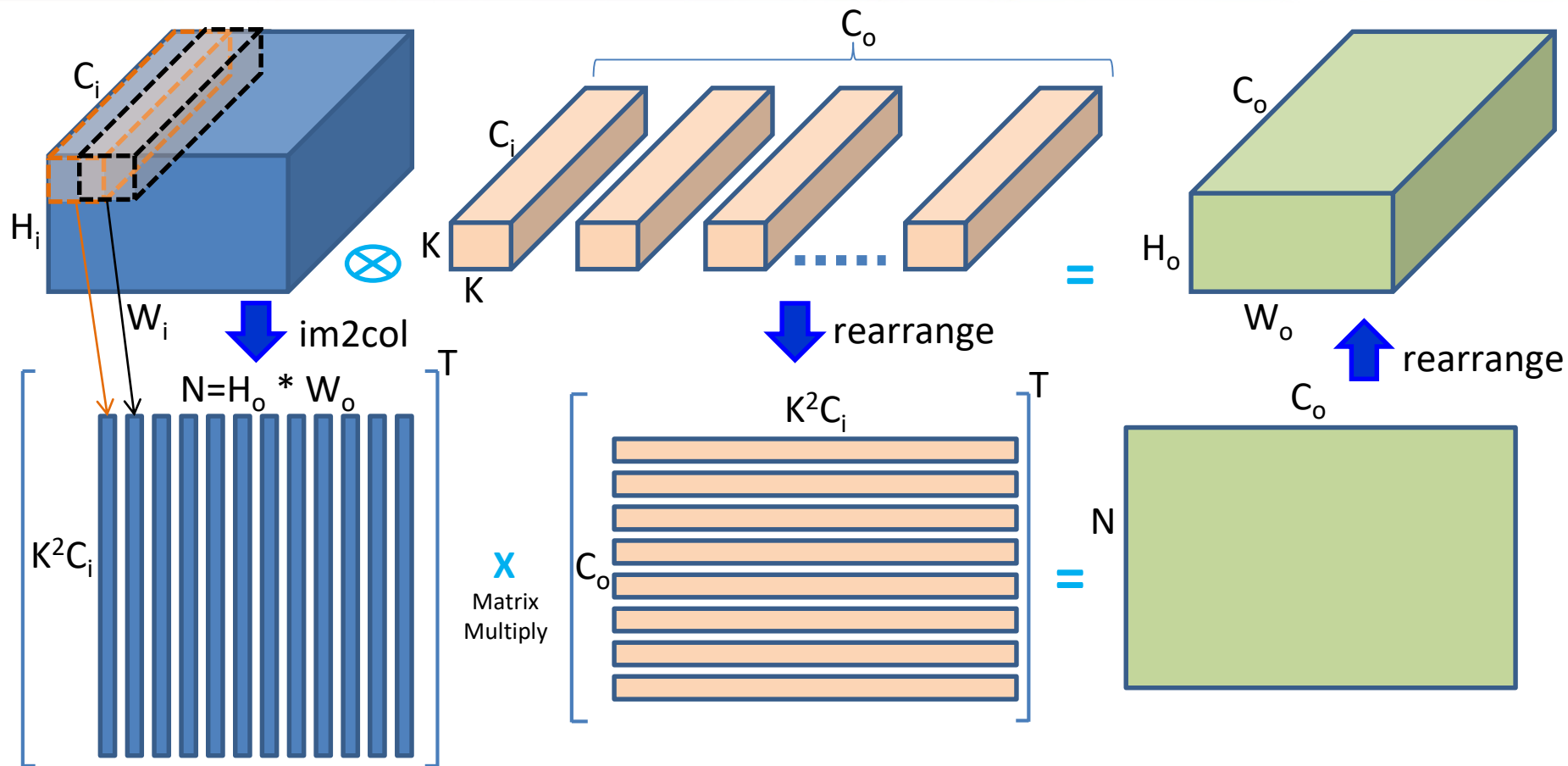
12	10	4	6	1
2	3	5	6	2
2	5	10	12	3
13	14	16	18	4



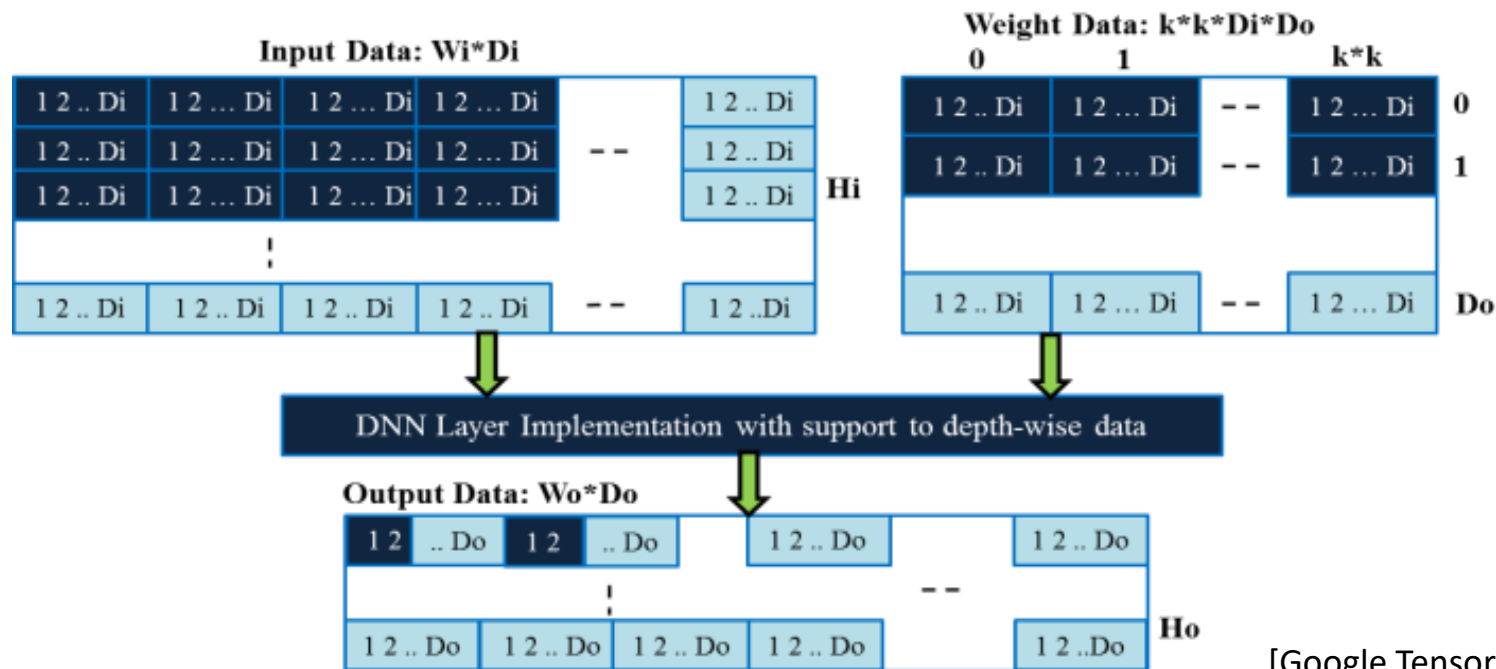
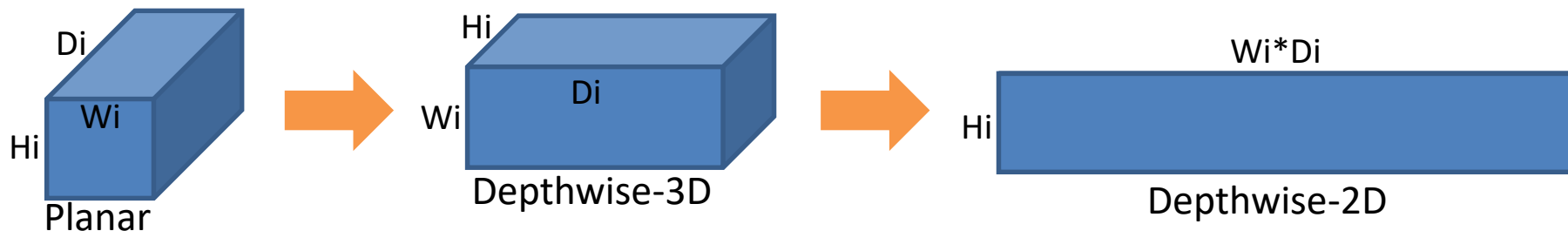
Example: Convolution 1x1 Stride 2 movement to prior layer



Acceleration: Convolution using BLAS/GEMM

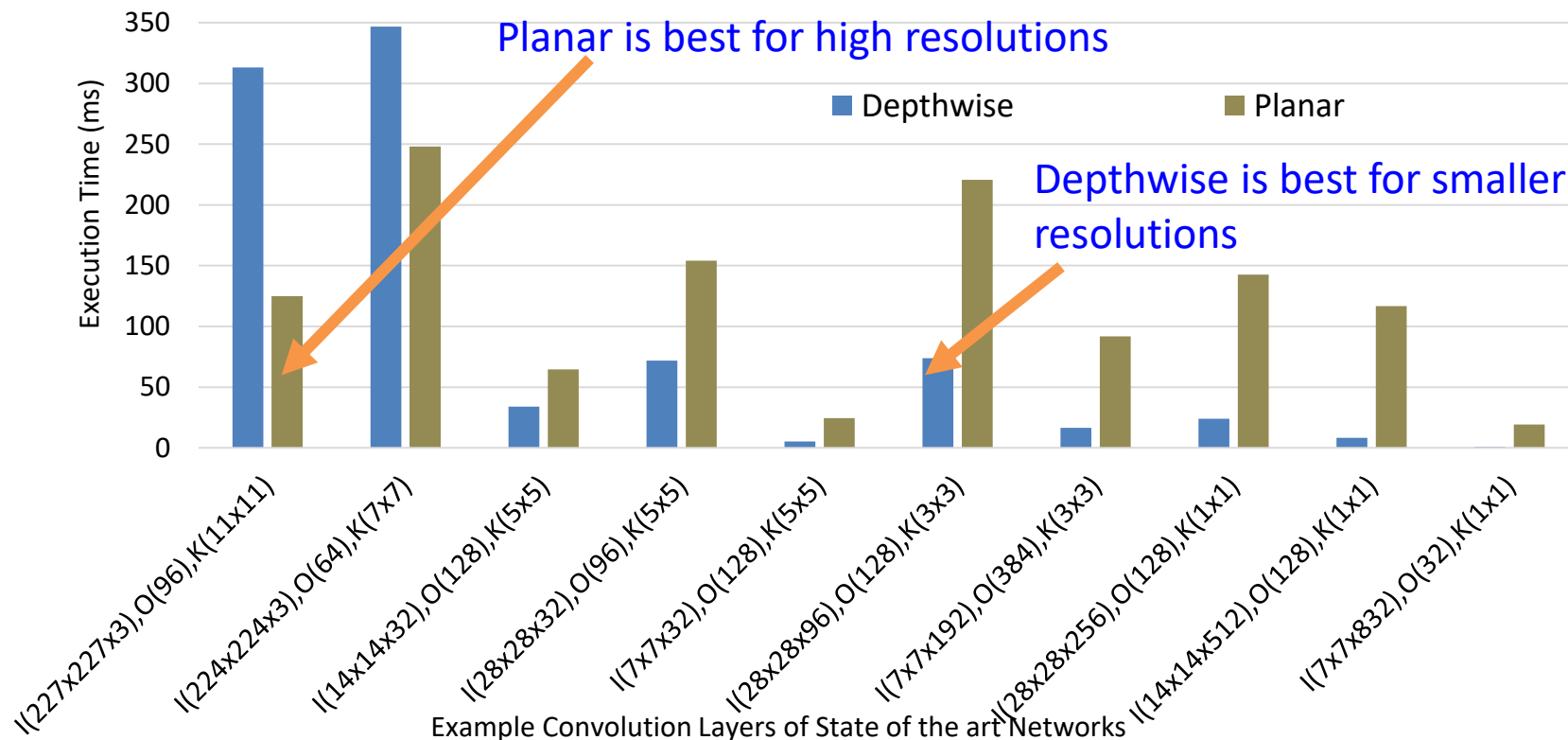


Acceleration: Input processing Exploration



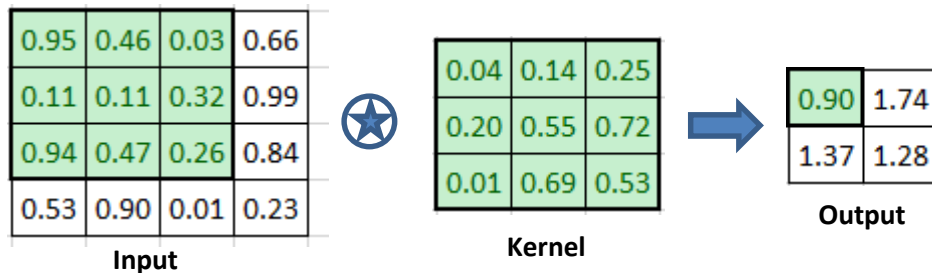
Acceleration: Input processing Exploration

Depth-wise Vs Planar Exploration



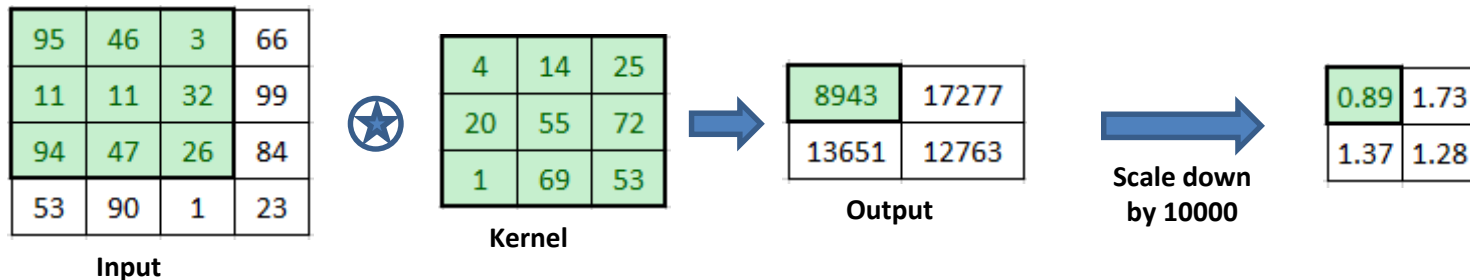
What is Fixed Point Arithmetic?

Doing floating point computations using integer datatypes



Convolution Example in floating point

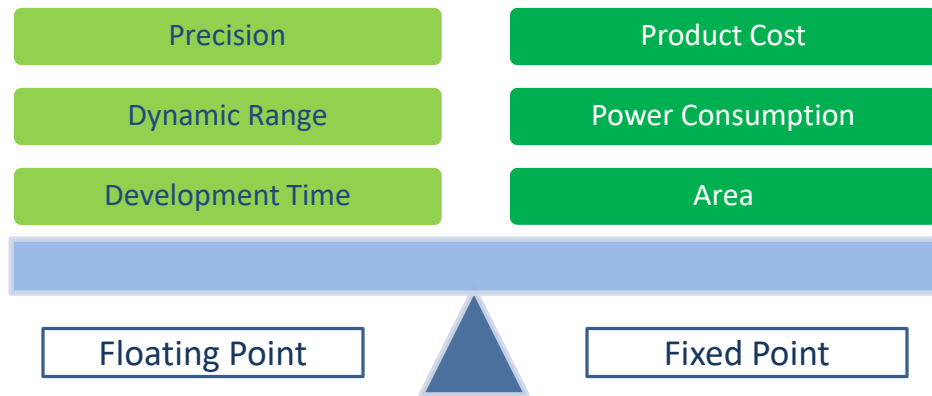
Scale input and kernel by 100 to convert to integers



Convolution in fixed point

Floating Point Vs Fixed Point

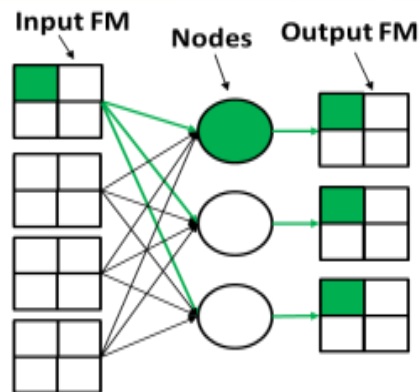
Why Fixed Point arithmetic ?



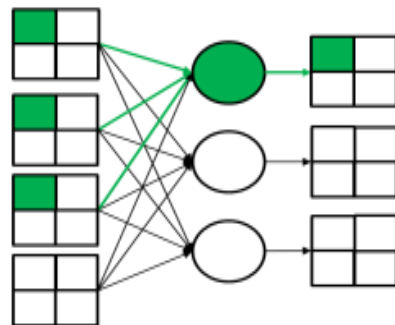
Which one to select for DNNs?

- DNNs do not need 32-bit floating point precision especially for inference
- State of the art methods achieve comparable accuracy using even binary precision
- Lesser precision leads to reduced memory accesses which is the major performance bottleneck in DNNs

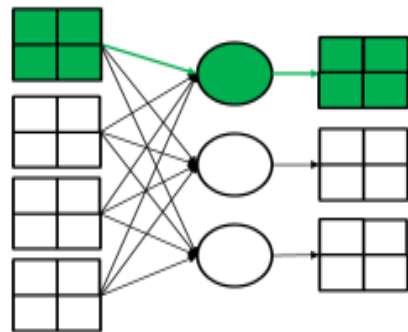
Acceleration: Data reuse and Loop Unrolling Exploration



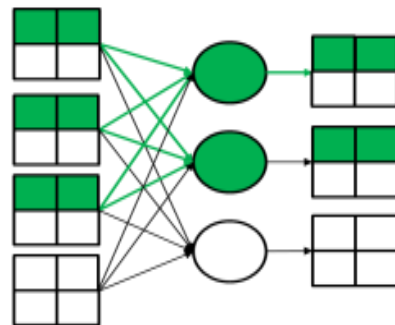
a1) Input featuremaps reuse



a3) Output featuremaps reuse



a2) Weight reuse



a4) Hybrid reuse method

Convolution layer Reuse Possibilities

```
int ** out = output[co];
int ** in = input[ci];
int ** wt = weight[co][ci];
for( int i=0; i<2; i++) {
    for( int j=0; j<2; j++) {
        out[ho][wo] += wt[i][j] * in[hi+i][wi+j];
    }
}
```

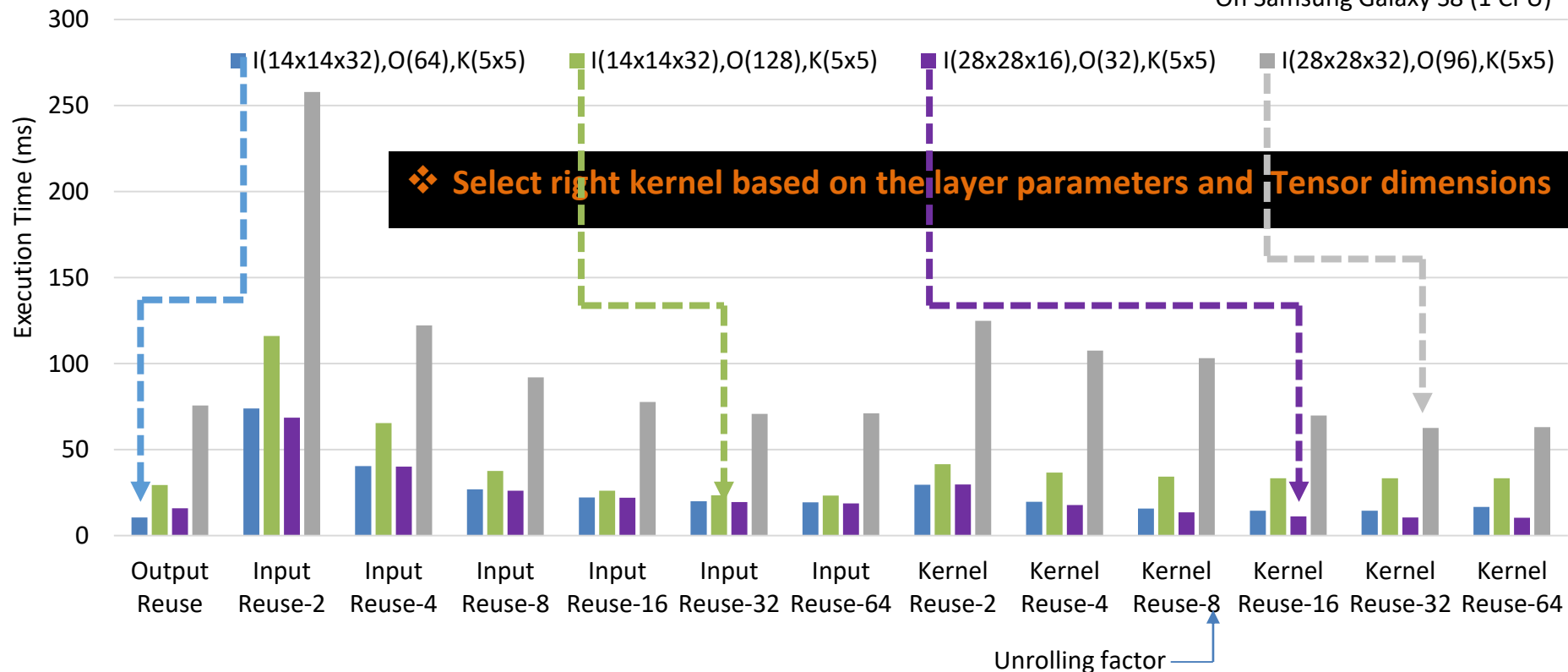
Loop Unrolling

```
int ** out = output[co];
int ** in = input[ci];
int ** wt = weight[co][ci];
out[ho][wo] += wt[0][0] * in[hi][wi];
out[ho][wo] += wt[0][1] * in[hi][wi+1];
out[ho][wo] += wt[1][0] * in[hi+1][wi];
out[ho][wo] += wt[1][1] * in[hi+1][wi+1];
```

Acceleration: Data reuse and Loop Unrolling Exploration

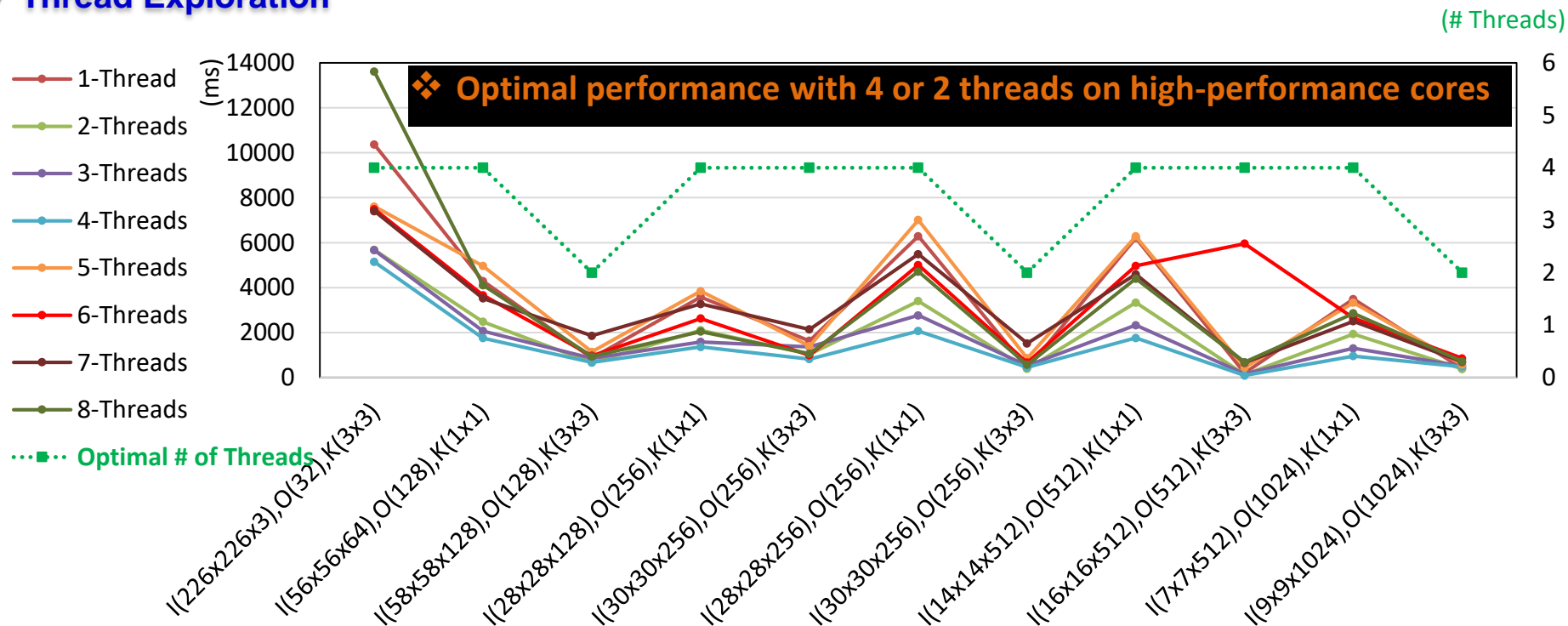
Data Reuse and Loop Unrolling Exploration (Example 5x5 Convolutions)

On Samsung Galaxy S8 (1 CPU)



Acceleration: Thread Exploration

Thread Exploration



Example Convolution Layers of different state of the art networks

On Samsung Galaxy S8 (1 CPU)

DNN Major Players & Frameworks

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Products



Solutions

Object Classification, Recognition, Detection, Deep Compression, Artistic Style, SR, Fashion, Food AI, Saliency, Selfie-Out-focus



SDK



Frameworks



DNN Libraries



Hardware

CEVA
NeuPro

Qualcomm
HVX+CPU+GPU

Cadence
C5

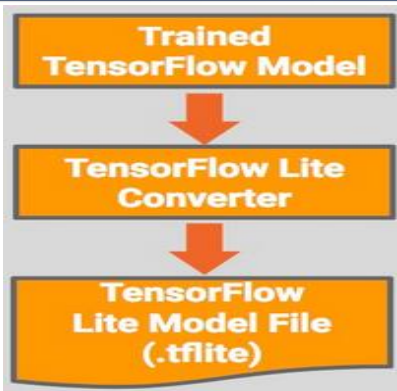
Intel
Myraid-X

Nvidia
TX1/TX2

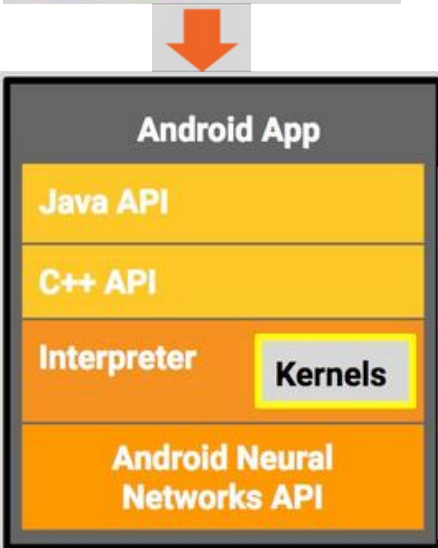
Google
TPU

Fujitsu
Post-K

Android DNN Framework (TFLite)



- Lightweight solution for mobile & embedded devices
- Enables on-device machine learning inference
- Supports hardware acceleration through NNAPI
- Low latency: Optimized kernels, pre-fused activations, 8-bit quantization
- Small binary size
- Optimized interpreter
 - Static graph ordering, custom memory allocator
 - Minimum load, initialization and execution latency



A convenience wrapper around the C++ API

Loads the Tflite Model File and invokes the Interpreter

Executes the model using a set of kernels. It supports selective kernel loading; 100KB & 300KB without/with kernels

Interpreter will use the Android NN API for hardware acceleration, or default to CPU execution if none are available

- [Ningning 2018] ShuffleNet V2: Practical Guidelines for Efficient CNN Architecture Design
- [Mark 2018] MobileNetV2: Inverted Residuals and Linear Bottlenecks
- [MTCNN] <https://arxiv.org/abs/1604.02878>
- [Lavin 2015] Fast Algorithms for Convolutional Neural Networks
- [Miniskar2012] Function Inlining and Loop Unrolling for Loop Acceleration in Reconfigurable Processors
- [Peemen2013] Memory-Centric Accelerator Design for Convolutional Neural Networks
- [Zeng2018] A Framework for Generating High Throughput CNN Implementations on FPGAs
- [Fu 2018] Towards Fast and Energy-Efficient Binarized Neural Network Inference on FPGA

Thank You

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Face Detection

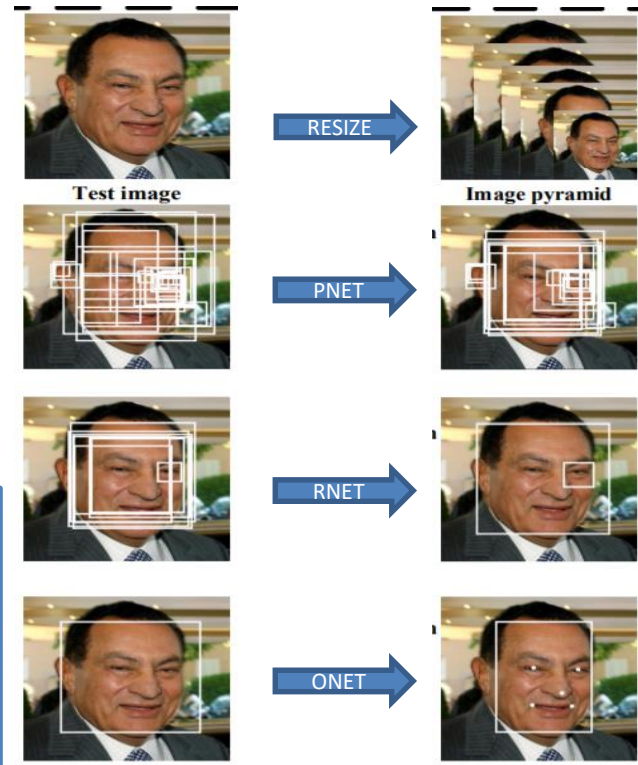
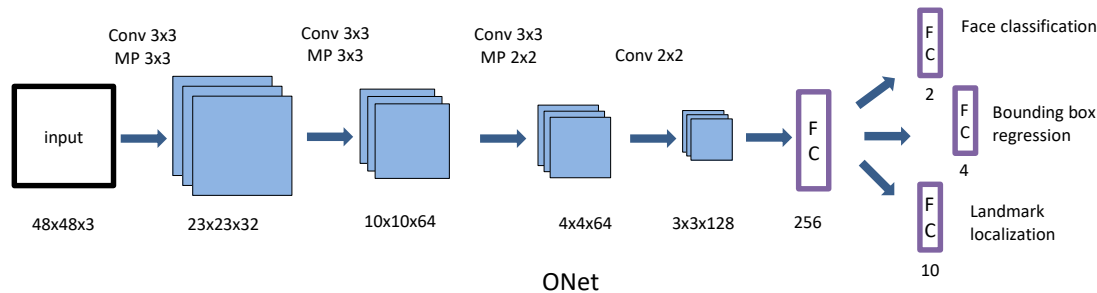
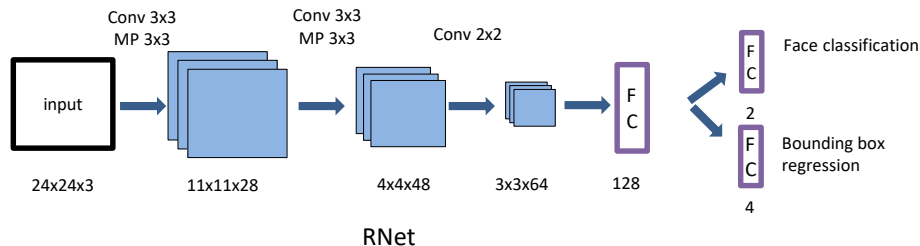
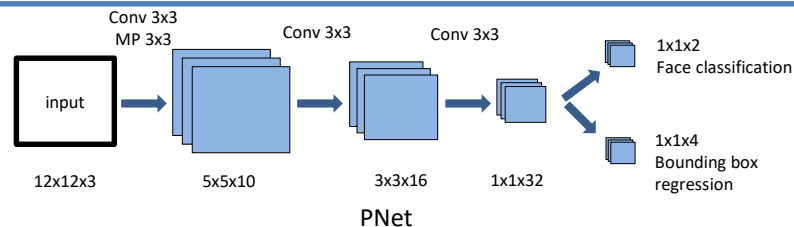
Android Demo Application

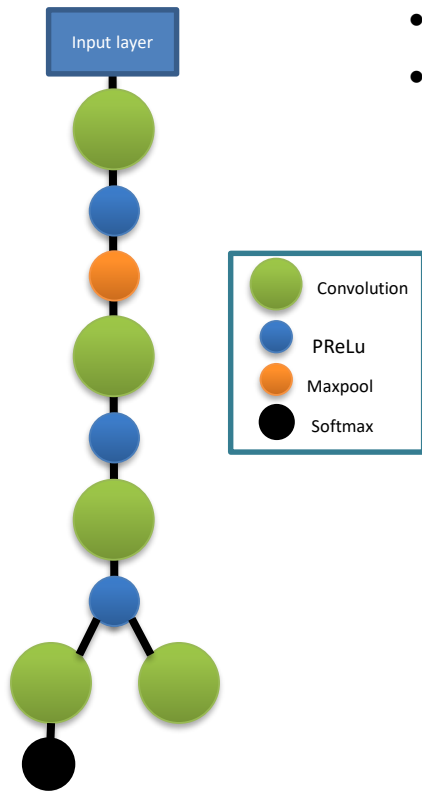
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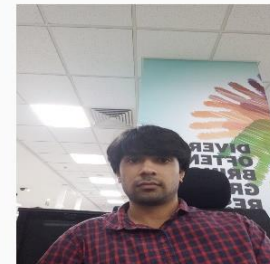
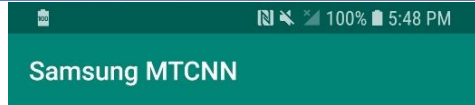
Multi Task Cascaded CNN





- Used to obtain candidate windows
- Returns multiple bounding boxes with higher probability of containing a face

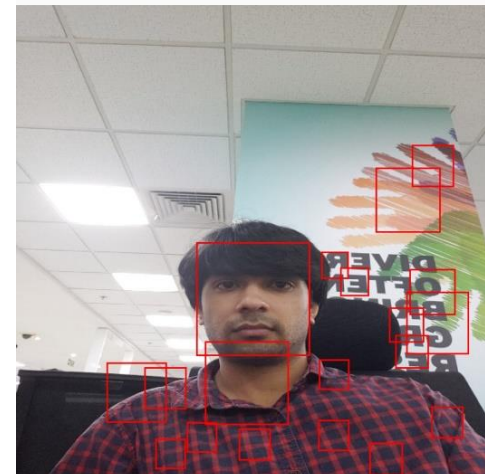
- Conv layers: 5
- FC layers: 0
- Parameters: 6830
- Operations: 25,000 approx

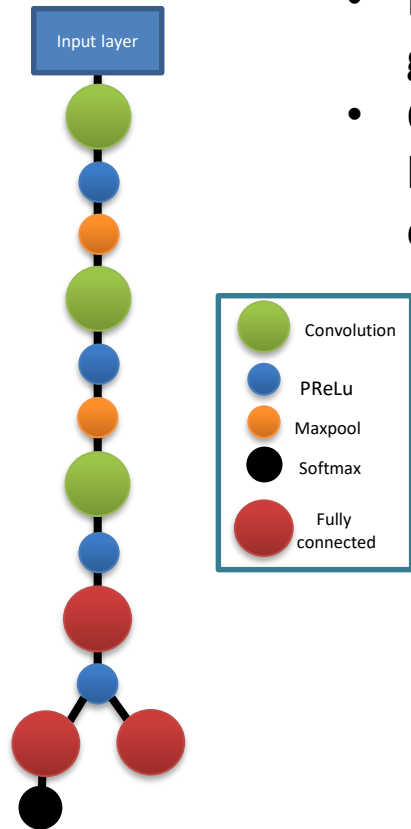


time 60ms
fps 16.666666

Running
PNet

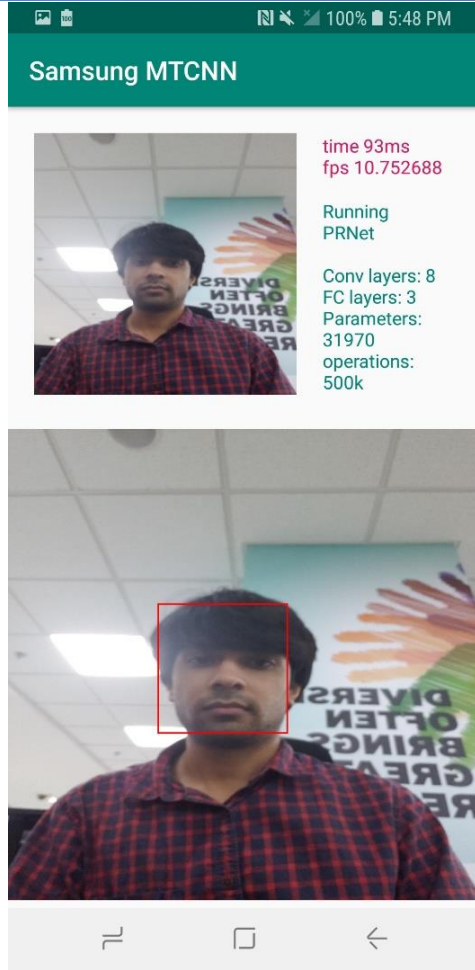
Conv layers: 5
FC layers: 0
Parameters: 6830
operations: 25k

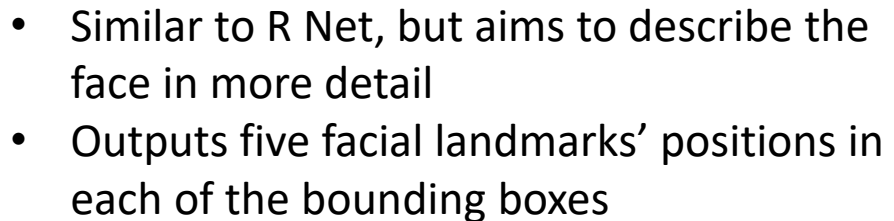




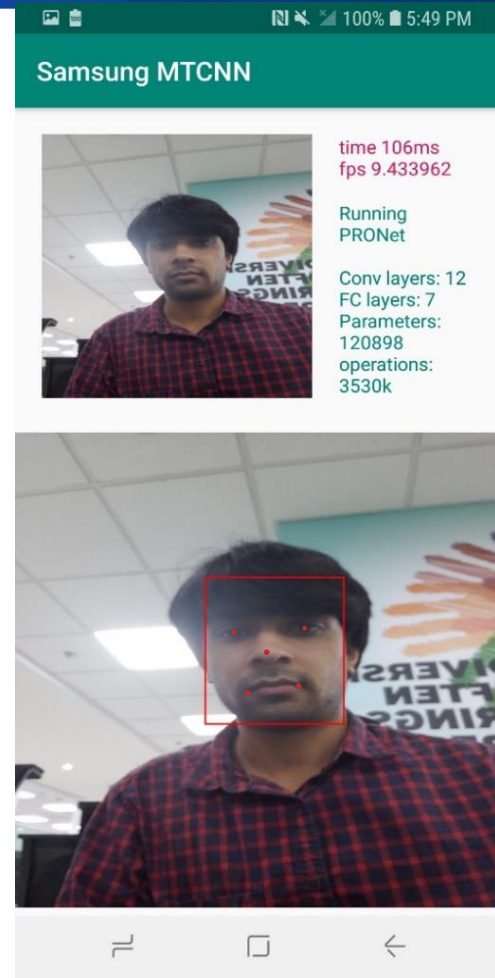
- Rejects a large number of false candidates got from P Net
- Output is a highly refined set of bounding boxes that have a very high probability of containing a face

- Conv layers: 8
- FC layers: 3
- Parameters: 31,970
- Operations: 500,000 approx





- Conv layers: 12
- FC layers: 7
- Parameters: 120,898
- operations: 3,530,000 approx



Convolution Exploration

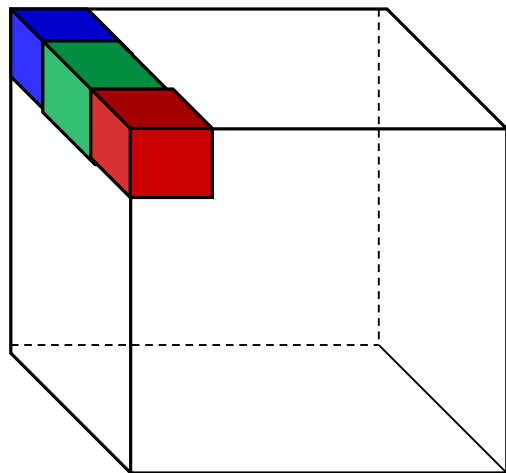
Hands-on and Android Demo Application

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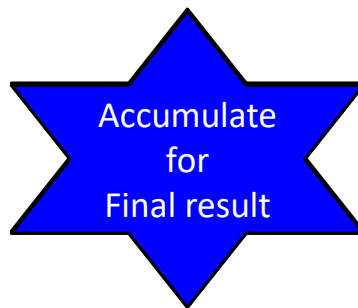
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Acceleration: Input Data Reuse

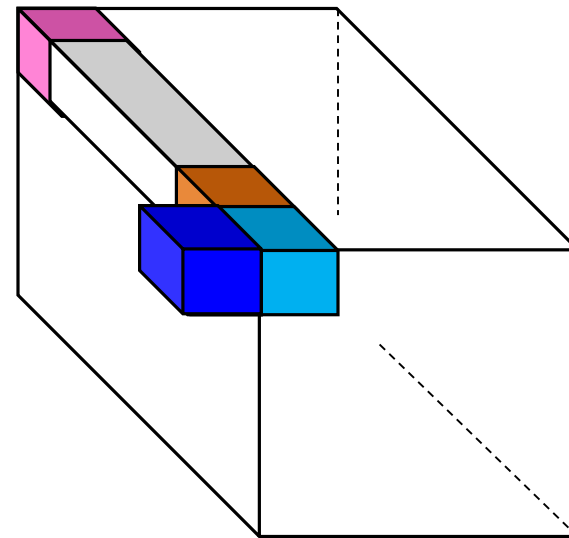


Input Channels (3)



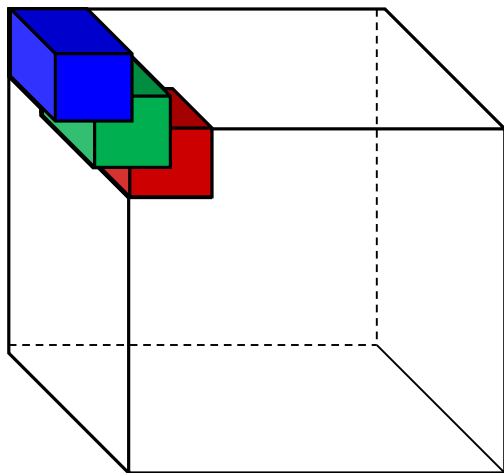
Not Optimal !!

- Needs partial output Stores and Loads



Output Channels (N)

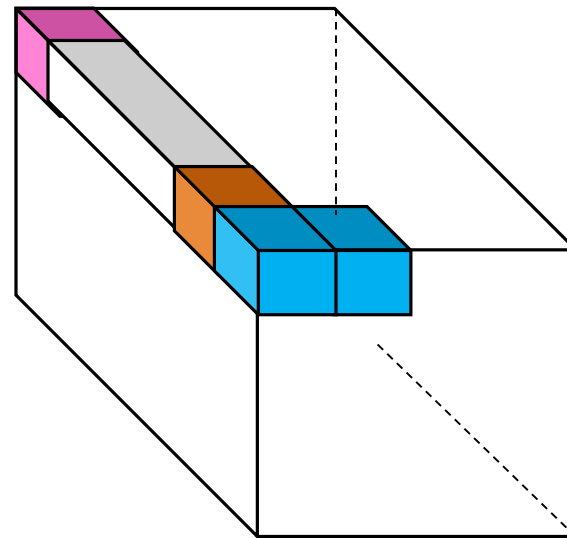
Acceleration: Output Data Reuse



Input Channels (3)

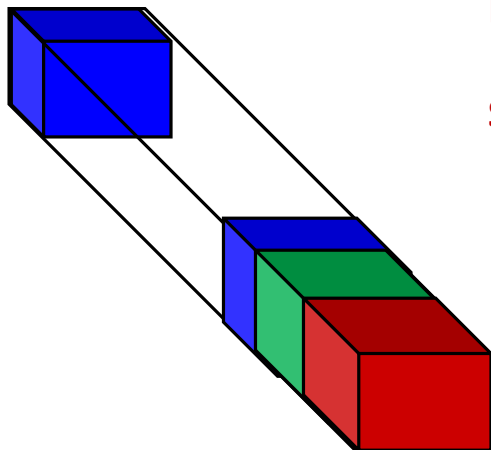
Not Optimal !!

- Needs multiple input, kernel loads



Output Channels (N)

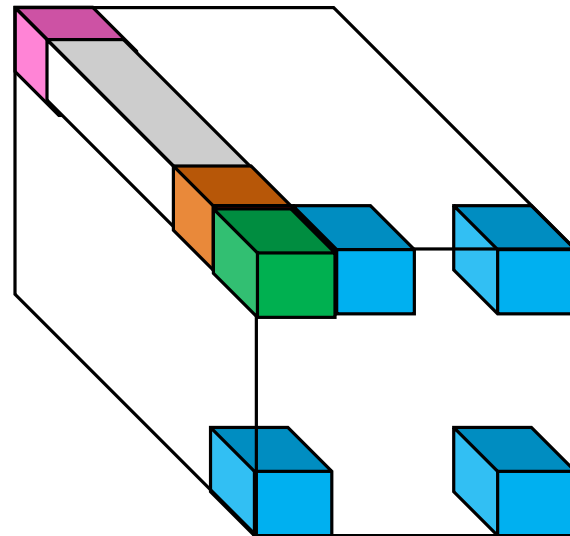
Acceleration: Weight Data Reuse



Kernels ($N \times 3 \times K \times K$)

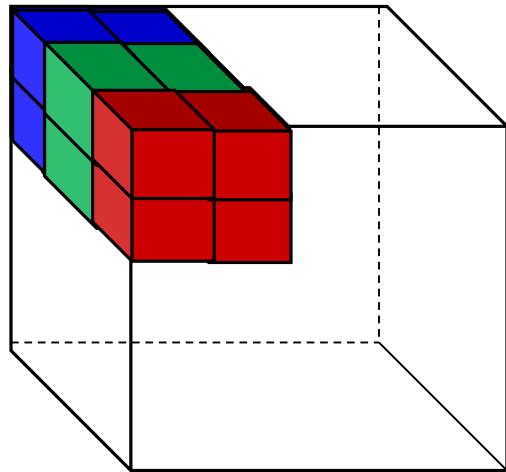
Not Optimal !!

- Needs partial output Stores and Loads
- Multiple input Loads

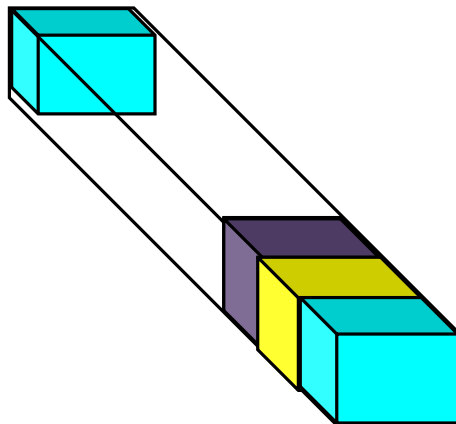


Output Channels (N)

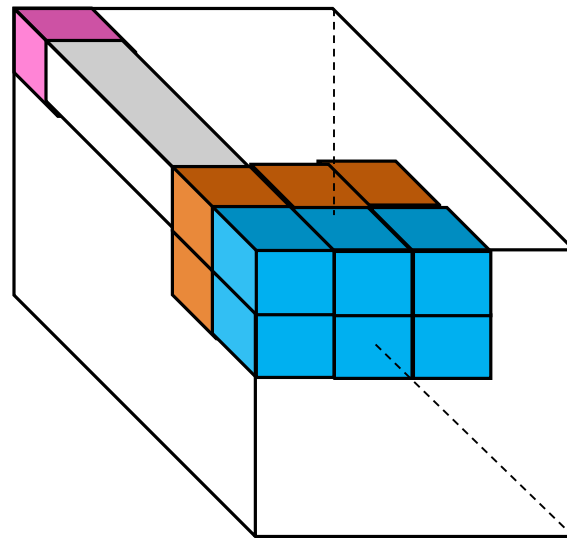
Acceleration: Adaptive Data Reuse



Input Channels (3)



Kernels ($N \times 3 \times K \times K$)

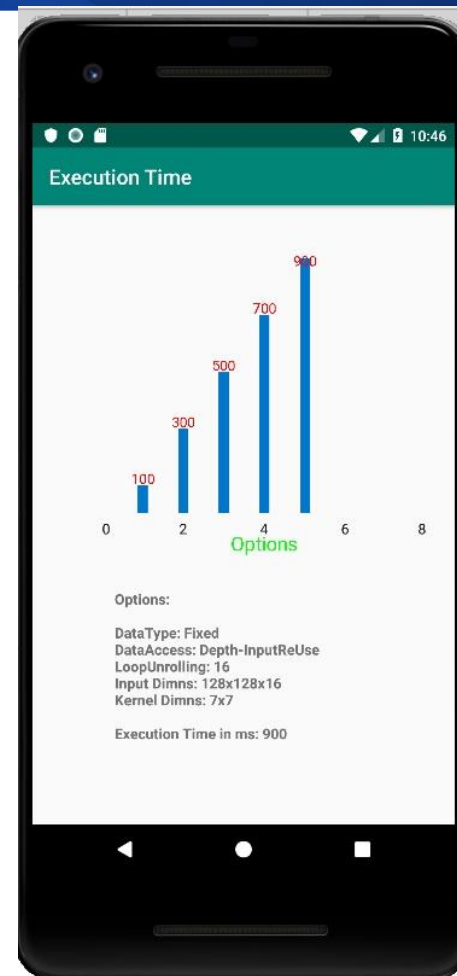
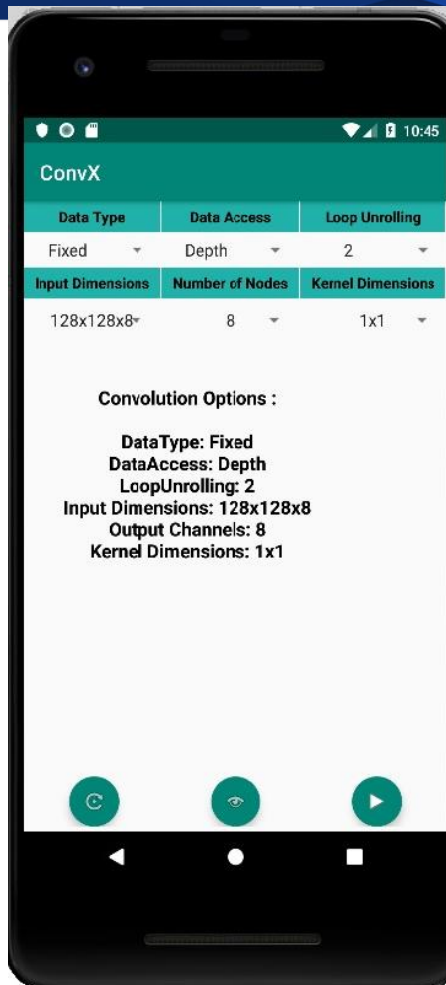
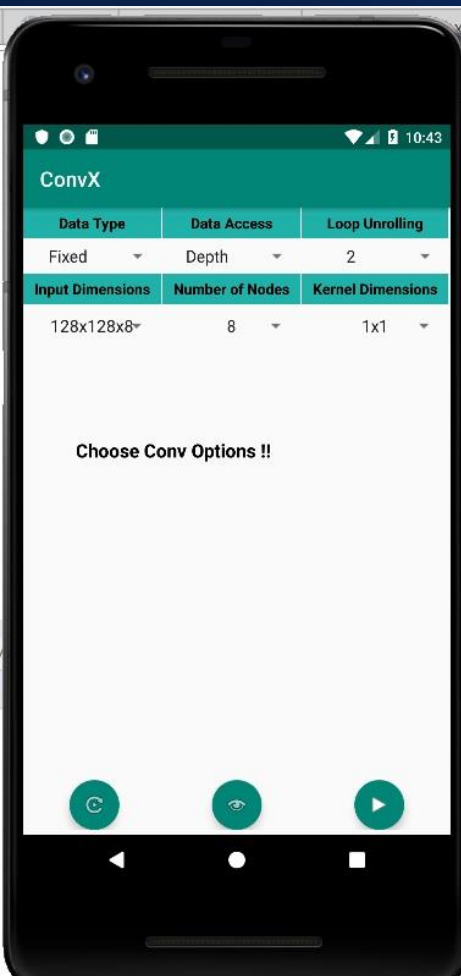


Output Channels (N)

Optimal Reuse

- Adaptive Reuse Scheme
- Based on the layer characteristics, processor architecture

Convolution Operation



Thank You

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