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# FPGA platform applied for facial expression recognition using CNNs

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#### Content

- Abstract
- Problem definition
- Model Implementation
- Hardware Design
- Experimental results
- Conclusion



#### Abstract

- Cameras are used everywhere as flexible sensors for numerous applications
  - A required image processing should be local on embedded computer platforms with performance requirements and energy constraints
- A challenging problem is the design of efficient accelerators for that purpose, since some CNNs require a lot of repetitive image processing
  - I show and implement solutions to quantize the trained CNN as well as perform and optimize computations on an Embedded System
- The design flow is evaluated by implementing the previously trained CNN to recognize facial emotions from face image implemented in python on a PC
  - The project explains the process of porting the CNN algorithm from python to C/C++ and then executing it on a ZYNQ FPGA board
  - The bottleneck of the CNN is the convolutional layers and that is why
    different solutions for that accelerator are analysed and some of them
    implemented on VHDL, connected to the embedded processor and their
    performance is tested.





Figure [1]: Human - Robot Interaction

Human - Robot interaction is increasing its attention.
 Understanding the facial gestures and visual cues of an individual is a need

Source: [1][2] Internet

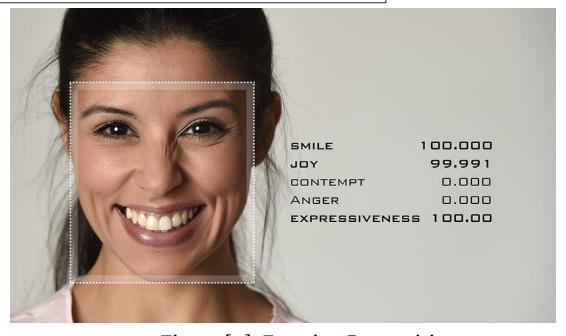


Figure [2]: Emotion Recognition

 FER system allows a robot to understand the expression of humans in turn enhancing its effectiveness in performing various tasks



Figure [3]: Artificial Intelligence Development

In recent years, the development of artificial intelligence opens up the opportunity to create more complex systems to bring people and robots closer together.

Figure [4]: Energy consumption Problem

"The energy industry is facing decades of transformation"[5]. Yet the implications of the changes underway go far deeper. There are political, economic and social issues at stake, but it may also require each of us to make some fundamental shifts in our behavior too.

Source: [3][4] Internet

[5] 2016 World Energy Scenarios, World Energy Council, <a href="https://www.worldenergy.org/wp-content/uploads/2016/10/World-">https://www.worldenergy.org/wp-content/uploads/2016/10/World-</a>

Energy-Scenarios-2016 Full-Report.pdf



Table [7]	GPU	FPGA
Execution Time (s)	18.7	21.4
Power Consumption (W)	30	15

Figure [6] FPGA acceleration

Furthermore, reduced data precision allows FPGA to reach performance in range of Tera-Operations per second

Source: xilinx.html

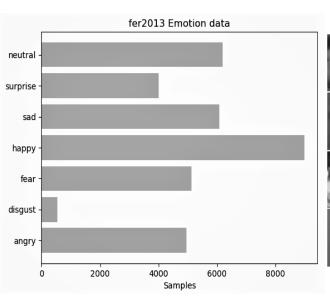
<sup>[6]:</sup> Xilinx FPGA Power, <a href="https://www.renesas.com/us/en/solutions/key-technology/fpga-power-solutions/fpga-

<sup>[7]:</sup> Wonlai Zhao, Haohuan Fu, Wayne Luk, "F-CNN: An FPGA-based framework for training Convolutional Neural Network" 2016, IEEE 27<sup>th</sup> International Conference on Application—specific System, Architecture and Processors (ASAP)



## Model Implementation

#### Dataset





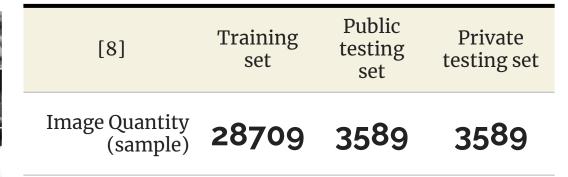


Figure [9] Structure of FER-2013 dataset

Table [10] FER-2013 details

FERC-2013 has seven categories (0=Angry, 1=Disgust, 2=Fear, 3=Happy, 4=Sad, 5=Surprise, 6=Neutral) [9]

Source:

[8] Internet

[9][10] Kaggle, FER2013, https://www.kaggle.com/deadskull7/fer2013.

#### Dataset

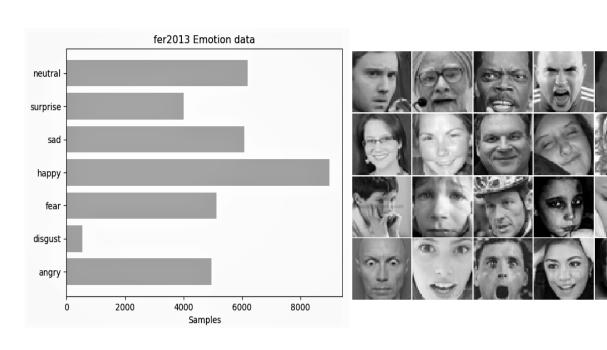


Image Quantity (sample)

	Angry	4953
	Disgust	547
	Fear	5121
Emotion	Happy	8989
	Sad	6077
	Surprise	4002
	Neutral	6198

Figure [11] Structure of FER-2013 dataset

Table [12] FER-2013 details

Source: [11][12] Kaggle, FER2013, https://www.kaggle.com/deadskull7/fer2013.

### Dataset Cleaning

#### 1. Remove strange data



Figure [13] Some wrong image in FER-2013

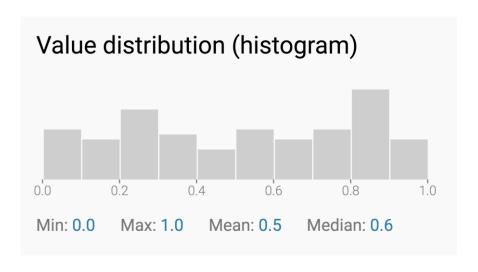


Figure [14] Example of histogram distribution

There are some images that are not good (e.g. some images are pixelated, irrelevant, from animations)
 ⇒ The maximum of the histogram

[13] Kaggle, FER2013, https://www.kaggle.com/deadskull7/fer2013.

[14] Internet

Source:

### Dataset Cleaning

#### 2. Merge class 0 and 1

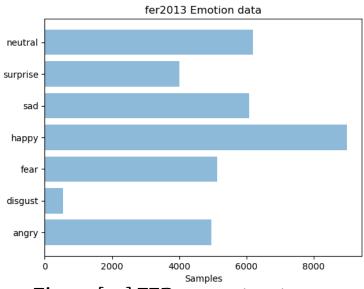


Figure [15] FER-2013 structure



Figure [16] Angry and Disgust samples

- ⇒ Merger class 0 and 1 together
- ⇒ The recognized emotions and labels are reduced to 6:
  - o-(Angry + Disgust)
  - 1-Fear
  - o 2-Happy
  - o 3-Sad
  - 4-Surprise
  - 5-Neutral

- Class 1 has a very small amount
- This class, (disgust) is very similar to anger

Source: [15] ]

- [15] Internet
- [16] Kaggle, FER2013, https://www.kaggle.com/deadskull7/fer2013.

#### The correct data



Figure [17] FER-2013 correct data

- 31097 are left after 'strange images' removal.
- Deleted 1695 strange images.
- ⇒ The data is ready for preparation
- The data are a little bit modified to be correctly fed into the CNN
  - Convert, normalize and subtract the const mean value from the data images
  - Label values of the classes are converted to a binary one\_hot vector.





Figure [18] Data after finishing preparation

Source: [17] Kaggle, FER2013, https://www.kaggle.com/deadskull7/fer2013.

### Proposed System

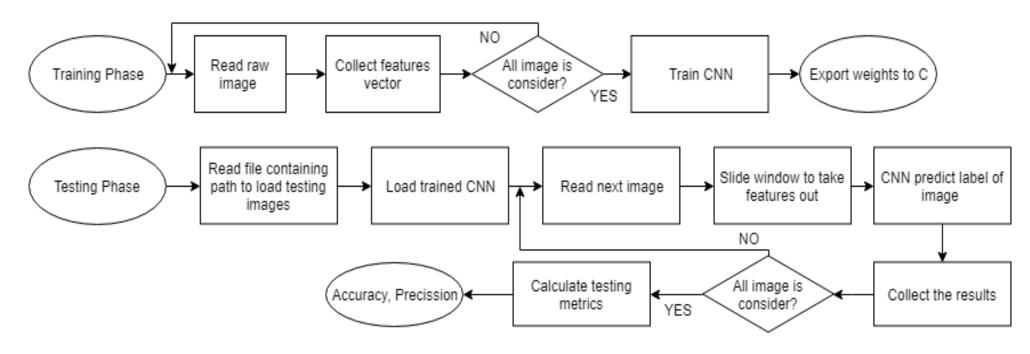


Figure [19] PC-stage diagram

The GPU based processing is divided into 2 stages including training and testing process. After finishing
the deployment of the system on the computer, the weights of the model is exported and downloaded to
the FPGA system.

- 1. Model 1 Overfitting the data TODO not overfitting with 35k data
- A baseline softmax classifier using a single convolutional layer and a one fully connected layer
- The equation of the classifier is simply:

 $Y = \mathbf{softmax}(\mathbf{ReLU}(x^*W_1 + b_1)W_2 + b_2)$ 

64 filters with size 8x8. AdamOptimizer with a learning rate of 0.004

```
Iteration i= 700 , train accuracy= 0.328125 , loss= 1.61648
test accuracy= 0.265625
Iteration i= 800 , train accuracy= 0.40625 , loss= 1.49183
test accuracy= 0.25
Iteration i= 900 , train accuracy= 0.421875 , loss= 1.48842
test accuracy= 0.28125
Iteration i= 1000 , train accuracy= 0.4375 , loss= 1.36199
test accuracy= 0.203125
```

Figure [20] Training Process of model 1

- - test accuracy of only 28%.
  - It could not find any features with this architecture

#### Solution

- More advanced architectures.
  - Since the first convolutional layer will just extract some simplest characteristics of the image such as edges, lines and curves
  - Apply different techniques such as
    - dropout and pool
    - implement a neural network of more layers
- Balance dataset
  - The amount of "happy" images was even bigger(8k), that is why we decided to skip 3k random "happy" class images

fer2013 Emotion data neutral surprise sad happy fear disaust angry 2000 4000 6000 8000 Samples

Figure [15] FER-2013 structure

#### Solution more advanced architectures

#### Techniques:

- Choosing Hyperparameters
- ⇒ the number and dimension of the filter
- $\Rightarrow$  the number of layers,
- $\Rightarrow$  ReLU non linear function f(x) = max(0, x)
- Pooling Layers
- Dropout Layers

Source: [21][22] Internet

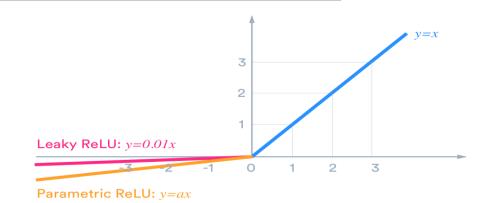


Figure [21] ReLU-non linear function

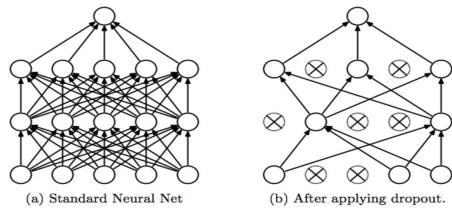


Figure [22] Dropout structure

#### 2. Model 2 - 4 x Convolutional Layers, 1x Fully Connected

- Comment
  - This second model has better
     performances compared to the first one
  - Reaches a test accuracy up to 35% while still showing overfitting.
  - After few iterations it finished learning stucking on 0.15625 of test accuracy
  - ⇒ This model has been discarded.

```
Iteration i= 8050 , train accuracy= 0.953125 , loss= 0.294972
test accuracy= 0.34375
Iteration i= 8100 , train accuracy= 0.96875 , loss= 0.0559145
test accuracy= 0.3125
Iteration i= 8150 , train accuracy= 0.984375 , loss= 0.0277839
test accuracy= 0.328125
Iteration i= 8200 , train accuracy= 0.25 , loss= nan
test accuracy= 0.15625
Iteration i= 8250 , train accuracy= 0.125 , loss= nan
test accuracy= 0.15625
Iteration i= 8300 , train accuracy= 0.171875 , loss= nan
test accuracy= 0.15625
Iteration i= 8350 , train accuracy= 0.125 , loss= nan
test accuracy= 0.15625
Iteration i= 8400 , train accuracy= 0.15625 , loss= nan
test accuracy= 0.15625
```

Figure [23] Training Process of model 2

- 2. Model 2 4 x Convolutional Layers, 1x Fully Connected
- The second model consists of a 4 layer convolutional layer with a final fully connected layer.
- The equation of the classifier is simply:

 $x=\max pool2x2(ReLu(ReLU(x^*W_1+b_1)W_2+b_2))$  2 times (also for  $W_3,b_3,W_4,b_4$ 

y= softmax(xW<sub>5</sub>+b<sub>5</sub>)

1,2,3 layers, 16 filters with a dimension of 7x7 4,5,6 a dimension of 5x5 AdamOptimizer with a learning rate of 0.001 s.

- 3. Model 3: Computational graph 6 Layers, Conv-Relu-Maxpool, 1 Fully Connected
- The third model consists in a 6 layer convolutional layers with a final fully connected layer.
- The equation of the classifier is simply:

 $\times 1 = \text{maxpool2x2}(ReLu(ReLU(x^*W_1 + b_1)W_2 + b_2))$ 

2 times (also for  $W_3, b_3, W_4, b_4$ )

 $\times 2 =$ **ReLU** $(x_1^*W_5 + b5)$ 

There is 1 additional conv layer and finally a fully connected layer at the end.

1,2,3 layers, 22 with a dimension of 8x8 4,5,6 a dimension of 4x4 AdamOptimizer with a learning rate of 0.001 s.

3. Model 3: Computational graph - 6 Layers, Conv-Relu-Maxpool, 1 Fully Connected

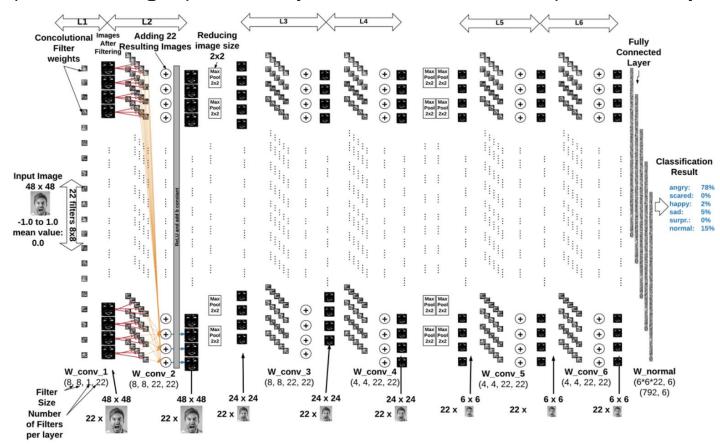
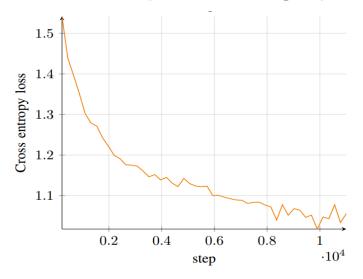


Figure [24] The chosen model

3. Model 3: Computational graph - 6 Layers, Conv-Relu-Maxpool, 1 Fully Connected



0.6 0.55 0.4 0.45 0.4 0.2 0.4 0.6 0.8 1 step ·10<sup>4</sup>

Figure [25] Cross entropy loss graph

Figure [26] Accuracy of chosen model

- Comment
  - This second model reaches a test accuracy up to 62% which is the best result could be got. Model have prevented the overfitting problem observed with the previous models.

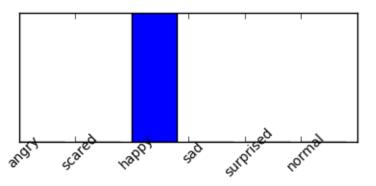
3. Model 3: Computational graph - 6 Layers, Conv-Relu-Maxpool, 1 Fully Connected

Result:

Emotion	Accuracy
angry	0.6956
scared	0.5714
happy	0.3157
sad	0.3157
surprised	0.7272
normal	0.4545







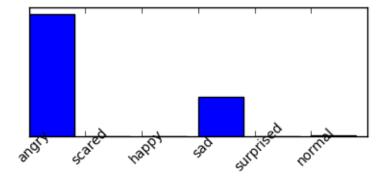


Table [27] Model Result

Table [28] Testing sample

- 3. Model 3: Computational graph 6 Layers, Conv-Relu-Maxpool, 1 Fully Connected
- Compare to other methods:

Method	Accuracy	Test sample quantity
Shima [29]	62.4%	3589
Anonymos SVM [30]	59.8%	3589
Proposed method	61.8%	3000

Figure [31] Compare to other methods

Source: [29] Shima A., Azar F. Convolutional Neural Networks for Facial Expression Recognition. Proceedings of the Stanford University report

http://cs231n.stanford.edu/reports/2016/pdfs/005 Report.pdf.

[30] Amine Horseman SVM for Facial Expression Recognition. A demonstrate project using SVM

- 1, Conclusions and comments
- The data contains a lot of noisy data, i.e. faces are rotated and of different size.
- A lot of emotions in the dataset were labeled wrong. (e.g. happy images in sad images).
- (I think) That is why we couldn't achieve very good accuracy.
- The accuracy is very good for "Happy" and "Surprised" class. These images seems to be the most "clean" as data.
- The computational power to train CNN is very high, therefore it was very time consuming to try different computational graphs.
- The facial emotion recognition is has very complicated features that were hard to explore for our computational graphs.

- 2, Possible improvements in the future
- For sure the CNN would perform better if the faces were always the same size and aligned straight.
- We could try another, deeper CNN architectures to extract more features.



Figure [32] CK+ Dataset

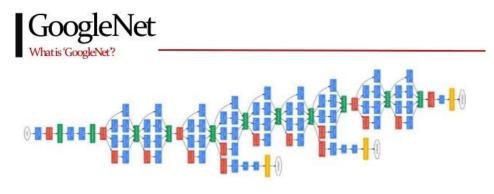


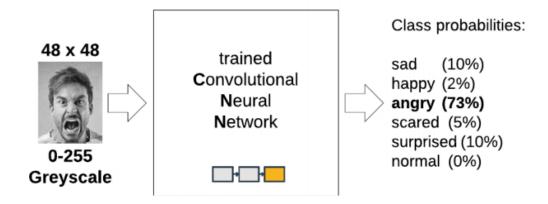
Figure [33] GoogleNet architechture

Source: [32][33] Internet



## Hardware Design

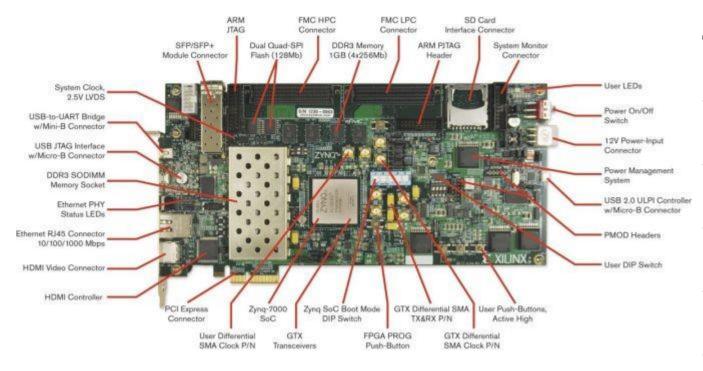
#### 3. The Trained CNN Model



	L1	L2	L3	L4	L5	L6	L7
n 2D conv to compute	22	484	484	484	484	484	6x6x22
kernel length	8	8	8	4	4	4	<b>→</b> 6
n img before layer (in)	1	22	22	22	22	22	matrix
n img after layer(out)	22	22	22	22	22	22	multipli
img length	48	48	24	24	6	6	cation

Figure [34] Overview the CNN

#### Xilinx Zynq-7000 SoC ZC706



	XC7Z020-CLG484-1
Logic Cells (K)	350
Block RAM (Mb)	19.1
DSP Slices	900
Maximum I/O Pins	362

Figure [35] Xilinx Zynq-7000 SoC ZC706

Figure [36] Xilinx Zynq-7000 SoC ZC706 resource

Source: [35][36] Xilinx, https://www.xilinx.com/products/boards-and-kits/ek-z7-zc706-g.html

Profiling on a PC and Embedded Platform
The python and C/C++ implementations of the algorithms were used to identify the classification time for each of them and understand the acceleration

1	Macbook PC (3.4GHz Intel) in Python	-python / tensorflow	$3.55 \mathrm{\ s}$
2	Macbook PC (3.4GHz Intel) in Python	-for loops (single thr)-	126 s
3	Macbook PC (3.4GHz Intel) in C/C++	-for loops (single thr)-	$0.6 \mathrm{\ s}$
4	Zynq PetaLinux(900MHz) in C/C++	-for loops (single thr)-	11.5 s

#### Table [30] Time consuming after Profiling on a PC and Embedded Platform

- The execution in **python/tensorflow on a PC is very fast** as for the high-level language, since the **library is well optimized**. The python code (1.) is high-level, it's very close to the C++ (3.).
- Execution 3. Is the fastest, because it's executed on the fastest machine and the code is most low-level (C++).

### PC and Embedded Platform

Profiling on a PC and Embedded Platform To identify the bottlenecks of the algorithm, the profiling was executed on the C-code. The results for each layer are shown below

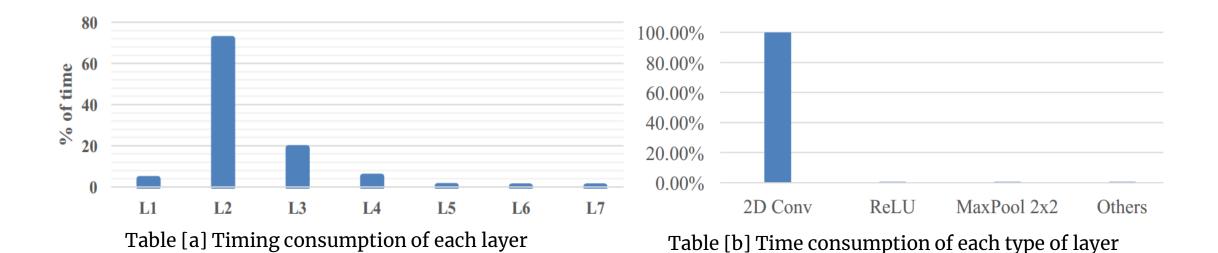


Table [37] Time consuming after Profiling on Embedded Platform of each layer

### PC and Embedded Platform

#### Occupions:

- Acceleration of the following functions should visibly shorten the classification time:
  - 2D image convolution, because it's the most computationally heavy task executed with the most of time.
  - ReLU, because it's very easy to implement it in the FPGA as a multiplexer (if x<0 assign 0, else assign x).
- Since we need to share a lot of data, it'd be valuable to design a solution that would also minimise this communication and therefore minimise the accelerator ←→ processor time.

#### Quantization

The filter coefficients (constant)						
Max Wc1:	0.581492	Avg Wc1:	0.00039835	Min Wc1:	-0.942267	
Max Wc2:	0.919815	Avg Wc1:	-0.0357445	Min Wc2:	-1.39372	
Max Wc3:	0.817923	Avg Wc2:	-0.014101	Min Wc3:	-1.02589	
Max Wc4:	0.604326	Avg Wc3:	-0.0391957	Min Wc4:	-0.990101	
Max Wc1:	0.626381	Avg Wc4:	-0.0127036	Min Wc5:	-1.15402	
Max Wc1:	0.624091	Avg Wc5:	-0.0218916	Min Wc6:	-0.839514	
Max Wc1:	0.68207	Avg Wn6:	-0.0214262	Min Wn6:	-1.14417	
	The ac	lder coeffic	cients b (cor	stant):		
Max bc1:	0.0133187	Avg bc1:	-0.0378035	Min bc1:	-0.13341	
Max bc2:	0.223921	Avg bc2:	0.0253297	Min bc2:	-0.243458	
Max bc3:	0.307745	Avg bc3:	0.0571535	Min bc3:	-0.153931	
Max bc4:	0.345763	Avg bc4:	-0.000638	Min bc4:	-0.35225	
Max bc5:	0.297876	Avg bc5:	0.0265728	Min bc5:	-0.291342	
Max bc6:	0.0384562	Avg bc6:	0.00243238	Min bc6:	-0.0225041	
	The midd	le results i	n between t	he layers h		
(calc for 64 test images):						
Max h1:	0.424823	Avg h1:	0.0094548	Min h1:	0.0	
Max h2:	2.96478	Avg h2:	0.0251095	Min h2:	0.0	
Max h3:	7.43573	Avg h3:	0.267952	Min h3:	0.0	
Max h4:	18.9776	Avg h4:	0.128376	Min h4:	0.0	
Max h5:	23.1608	Avg h5:	0.653597	Min h5:	0.0	
Max h6:	15.8007	Avg h6:	0.350184	Min h6:	0.0	

#### Reason

Because they cannot easily handle the floating-point operations, the usual requirement for signal processing using FPGA is **quantization**.

- The quantisation sweep was performed for the following fixedpoint schemes:
  - 2.5 to 2.10 max values: (-2,2)
  - 3.5 to 3.10 max values: (-4,4)
  - 4.5 to 4.10 max values: (-8,8)
  - 5.5 to 5.10 max values: (-16,16)
- The fixed point fractional values from .5 to .10 represent steps from 0.03125 to 0.00097.

Table [38] Min, avg and max values of the coefficients and example inter-layer results.

#### Quantization

- The following experiment in C++ on float coefficients was performed:
  - 1. Prepare the set of 64 test images.
  - 2. Classify each of the image and obtain the classification probabilities for each class.
  - 3. Quantise the coefficients with the certain, signed fixed-point scheme.
  - 4. Perform the CNN algorithm on the same 64 test images, with the quantized coefficients from 3. and "flatten" each of the resulting imaged after each layer, according to maximum value that the signed point can store.
  - 5. Compare the 64\*6 class probabilities with results from 2. and calculate the mean and max error.
- that all the probability values was taken into consideration when calculating the error. As an example, if the original classification probabilities were [ 0.1 0.1 0.5 0.2 0.0 0.1] and the result after quantisation was [0.0 0.0 0.55 0.45 0.0 0.0 ], the mean error is 0.108 (0.65/6) and the maximum error os 0.25 (0.45-0.2).

### Quantization

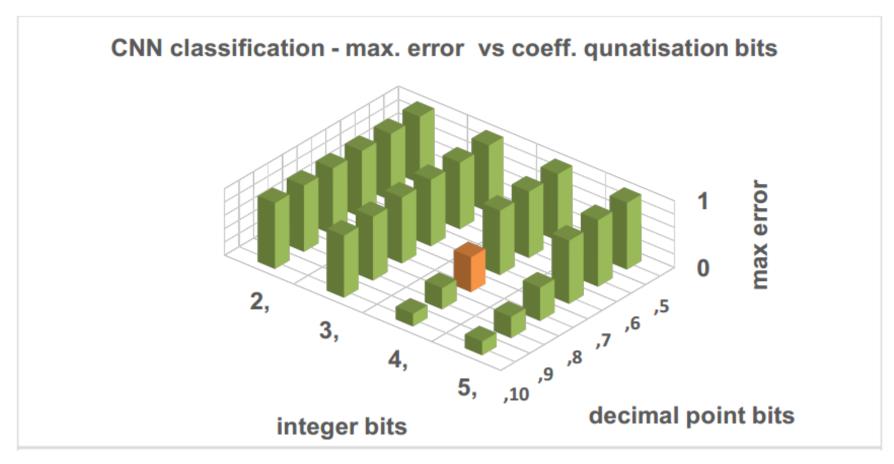


Table [39] Plots showing relative error vs. different fixed-point quantisation.

## Quantization

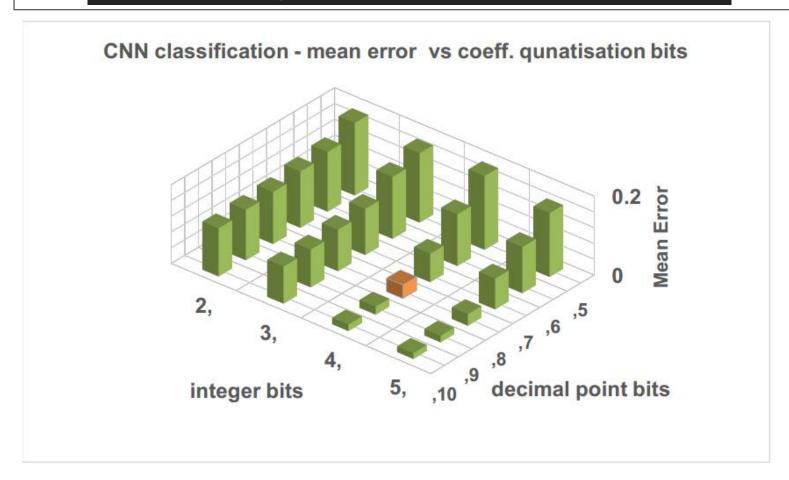


Table [40] Plots showing relative error vs. different fixed-point quantisation.

### Quantization

	INTEGER BITS				
FRACTIONAL BITS		2.	3.	4.	5.
	.5	0.18 / 0.99	0.17 / 0.99	0.18 / 0.99	0.16 / 0.99
	.6	0.15 / 0.99	0.15 / 0.99	0.13 / 0.99	0.11 / 0.99
	.7	0.14 / 0.99	0.11 / 0.99	0.07 / 0.96	0.07 / 0.95
	.8	0.13 / 0.99	0.1 / 0.99	0.03 / 0.52	0.02 / 0.49
	.9	0.12 / 0.98	0.09 / 0.98	0.02 / 0.31	0.01 / 0.31
	.10	0.12 / 0.98	0.09 / 0.93	0.01 / 0.19	0.01 / 0.20

Table [41] The result of quantization.

- The quantisation error drops dramatically when increasing the number of bits. The best trade-off between the number of bits and reasonable error is fixed point 4.8.
- That is why all the future accelerators will be done for 12 bit fixed-point (4.8) per pixel.

- The main purpose in the FPGA acceleration is operation parallelization
  - The operation used here is multiplication accumulation
- Solution 1

The simplified idea is shown in figure below.

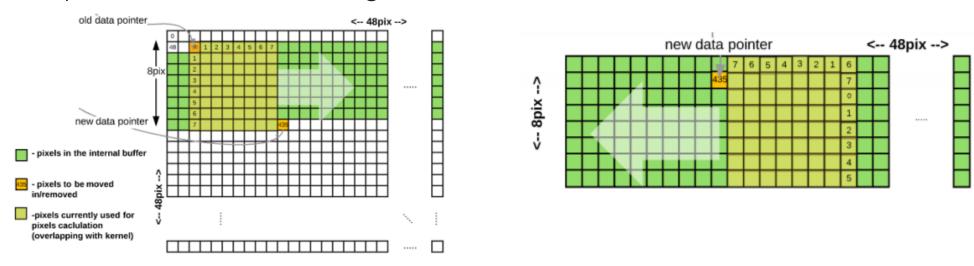


Figure [42] Block diagram showing the main idea of solution 1.

- O Characteristics:
  - 1 output pixel per clock cycle (after filling the buffer at the beggining).
  - 64 Multiplications and additions done at a single clock cycle.

- Solution 1
  - O Drawbacks:
    - The pixels shifting logic is very complicated and takes a lot of resources
    - The design takes 70% of the FPGA LUT/FF resources and most of it is for pixel shifting logic.
    - The maximum clock frequency has been set as ~70MHz
    - With the aforementioned characteristics, the estimated classification rate is every 0.5s.

#### Solution 2

The idea of this solution is inspired from the paper "Optimizing Loop Operation and Dataflow in FPGA Acceleration of Deep Convolutional Neural Networks [43]

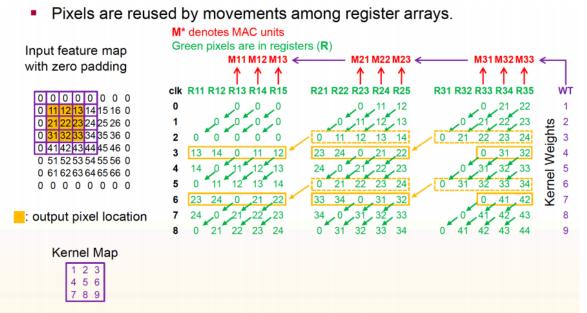


Figure [44] Slide taken from [43] showing the way of pixel re-utilization and parallelization. This example is based on 9-pixel kernel (3x3) and 9-pixel block (3x3).

Source: [43] Yufei Ma et al., Optimizing Loop Operation and Dataflow in FPGA Acceleration of Deep Convolutional Neural Networks, Arizona University.

- Solution 2
  - O Note:
    - After 9 clock cycles, the convolution results of 3x3 block of pixels is available in the DSPs. Moreover, the same pixel shifter can be used to use it with another sets of DSPs and another sets of Kernels to compute another block results in parallel.
    - The decision about the exact level of parallelization was determined on basis of the number of DSPs. In particular, 900 DSPs are available.

The CNN algorithm has image sizes of **48x48**, **24x24**, **6x6** ⇒ it makes sense to make the single block size (that is computed as single convolution result after N clock cycles) as 6x6

The CNN has 22 images as input/output, ⇒ use 6 \* 6 \* 22 = 792 DSPs. This means, 88% of the available DSPs are utilized.

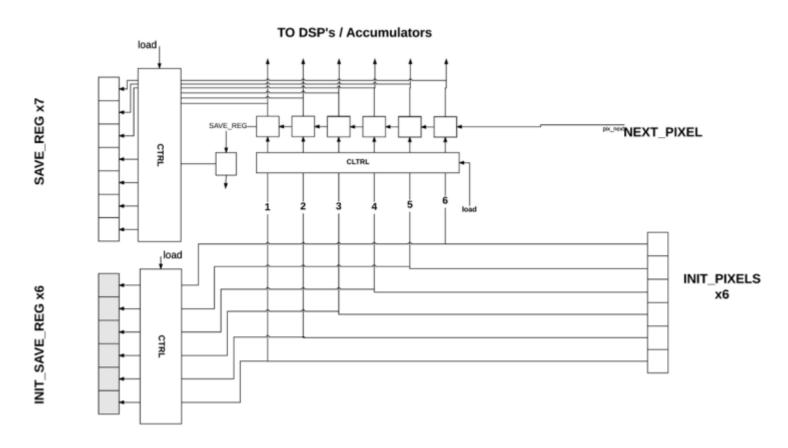


Figure [45] Block Diagram of the single block pixel shifter.

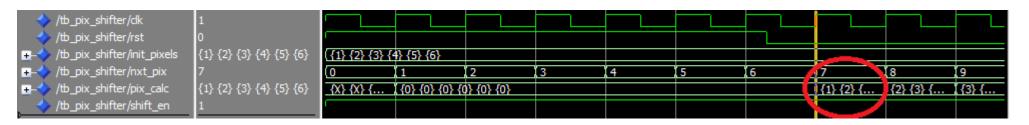


Figure [46] Test Bench showing basic operation of the pixel shifter.

Each pixel shifter is responsible for 6 pixels ⇒ 6 of them to shift 6x6 block image. The pixels are loaded from BRAM at the first cycle, and then only last pixel shifter takes the image from different image BRAMs and all others are taking the values from the previous block.

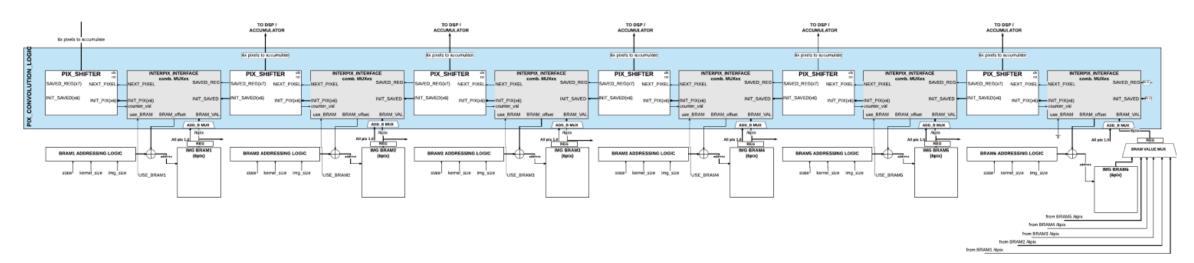


Figure [47] Diagram Showing details of pixels shifting logic.

- Each pixel shifter block needs to store 7 + 6 = 13 pixels. In the pixel logic there are 6 pixel shifter, so all the logic need only 13 \* 6 = 78 registers storing 12-bit pixels.
  - Between single pixel shifter, there are combinatorial interfaces (grey) that are set of multiplexers that are interfacing the data between pixel shifters.

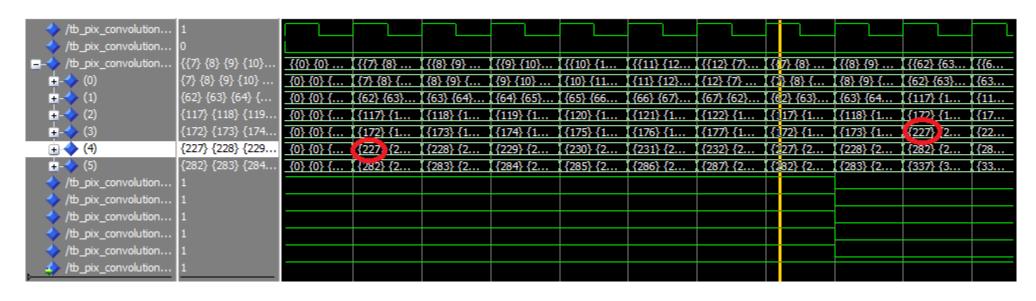
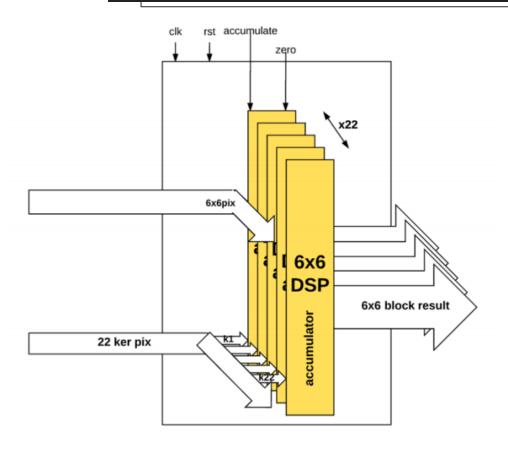


Figure [48] Test Bench showing pixel shifting logic.

### Pixel Multiplication / addition



- The accumulator design handles maximum and minimum value saturation and after each cycle updates the result at the output. When accumulate enable signal is turned off, the output result is still available.
- ReLU Rectifier in Hardware
  - The function is simply a hardware realization of y = max(x,0) in signed 12 bits

Figure [49] Block diagram of the pixel accumulator block (792 DSPs).

### Zero Padding

- the image size in the BRAM is 54 x 54 pixels.
- BRAM Image Structure
  - O In first 8 cycles of the single block computation each pixel shifter can take the data only from single BRAM image (apart from the last one) and so that there is no repetitive data in BRAMs
  - ○ there are 6 BRAMS and each BRAM cell stores 6 pixels (72 bits).

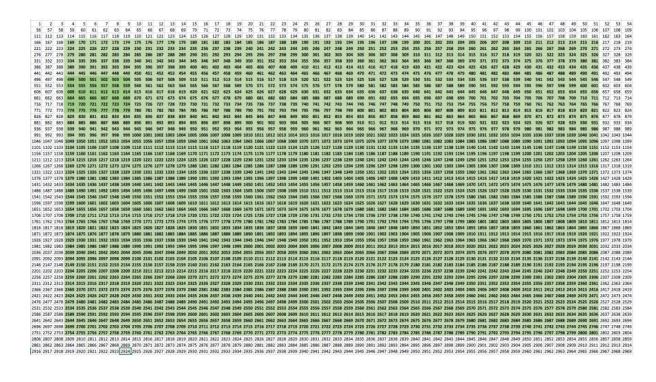


Figure [50] Zero padding mapping.

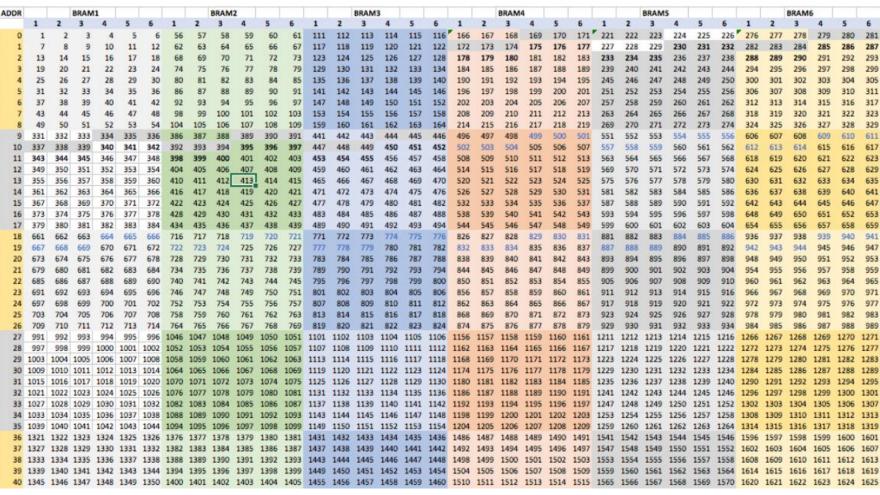


Figure [51] Single image BRAM structure (in 6 image BRAMS).

- BRAM Image Structure
  - O It's needed to store 22 full images; therefore, it takes 81\* 22 = 1782 addresses.
  - O The BRAM is divided into 2 sectors of the 22-image size and for different layers images are read and write in the swapped sectors

Layer	Read Addresses	Write Addresses
L1	0-1781	1782-3563
<b>L2</b>	1782-3563	0-1781
L3	0-1781	1782-3563
<b>L</b> 4	1782-3563	0-1781
L5	0-1781	1782-3563
<b>L6</b>	1782-3563	0-1781

Figure [52] Addressing of different image sectors.

- BRAM addressing
  - O BRAM needs to store 72 bits per cell, its size been configured to 128 bits to be able to handle it from the processor side easily. The 72 image pixels are aligned to LSb and MSb's are padded with 0's.
  - O Since the address of the BRAM is byte aligned ⇒ The real address that the image should be should be written or read is shifted left (padded 0's) 4 bits
  - ⇒address 81 (0x51) will become 1296 (0x510)
- Kernel BRAMs
  - O The kernel shifting logic had only been designed for 8x8 kernels, x
  - ⇒The 4x4 kernels for layers L3-L6 has been padded by 0's and used as 8x8.
  - O Each kernel is **8x8 = 64** pixels and 22 kernel results are parallelized
  - The kernel pixels are also 12 bits, and it's need 22 of them in one cell to be read in parallel. ⇒12 \* 22
     = 264
  - $\circ$  The BRAM cell size needs to be the power of 2  $\Rightarrow$  the BRAM cell size has been chosen as **512 bits**
  - O 1st layer uses only 22 kernels but L2-L6 uses 484 kernels each
  - BRAM kernel cells is **64** \* **1** + **5** \* **64** \* **22** = **7104**
  - O 6 b constants for each layer, are stored at the end of the BRAM size
  - ⇒ final number of cells is **7104 + 6 = 7110**

#### Kernel BRAMs

 It is possible to access each 32-bit part of the BRAM cell with the byte-aligned addressing.

The address space is shown below:

√ ₱ processing_system7_0						
✓ ■ Data (32 address bits : 0x40000000 [ 1G ])						
axi_bram_ctrl_0	S_AXI	Mem0	0x4000_0000	64K	*	0x4000_FFFF
axi_bram_ctrl_1	S_AXI	Mem0	0x4200_0000	64K	*	0x4200_FFFF
axi_bram_ctrl_2	S_AXI	Mem0	0x4400_0000	64K	*	0x4400_FFFF
axi_bram_ctrl_3	S_AXI	Mem0	0x4600_0000	64K	*	0x4600_FFFF
axi_bram_ctrl_4	S_AXI	Mem0	0x4800_0000	64K	*	0x4800_FFFF
axi_bram_ctrl_5	S_AXI	Mem0	0x4A00_0000	64K	*	0x4A00_FFFF
axi_bram_ctrl_6	S_AXI	Mem0	0x4C00_0000	512K	*	0x4C07_FFFF
axi_gpio_0	S_AXI	Reg	0x4120_0000	64K	*	0x4120_FFFF
axi_gpio_1	S_AXI	Reg	0x4121_0000	64K	*	0x4121_FFFF
axi_gpio_2	S_AXI	Reg	0x4122_0000	64K	*	0x4122_FFFF

Figure [53] Kernel and BRAM address space in AXI bus.

### State Machine

• The block diagram of the full accelerator system and state machine is shown below

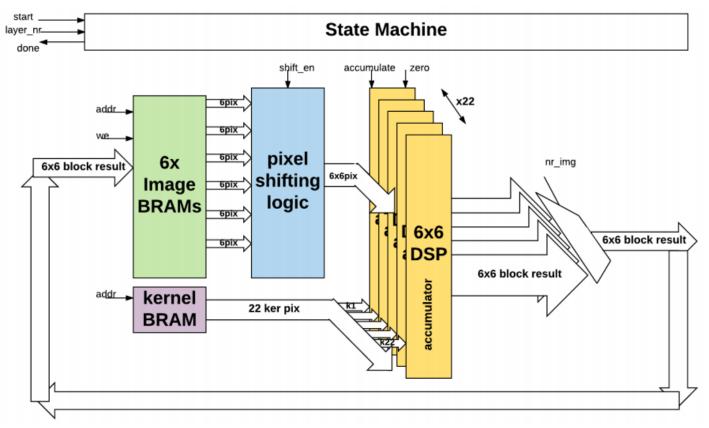
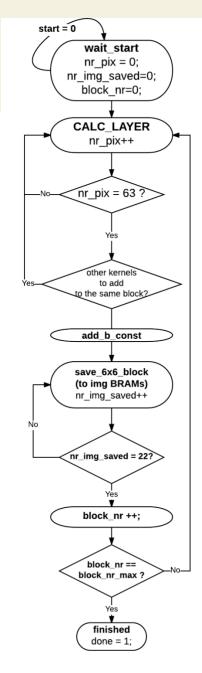


Figure [54] Simplified Block Diagram of Solution 2.



#### State Machine

- The main purpose of the state machine is to manage the addresses of the BRAMs, based on layer number (which determines image size, sector to R/W, number of input images etc.) and control the pixel shifting logic, DSPs and writing the result.
  - O Nr\_pix counts from 0 to 63, when the DSPs are accumulating the kernel result.
  - O Nr\_img\_saved from 0 to 21, when saving the images needed to iterate through the DSP results.
  - O Block\_nr (block\_row and block\_col) the results are computed in 6x6 blocks and each image has 8x8 blocks (for 48x48 image), 4x4 blocks (for 24x24 image) or 1x1 block(for 6x6 image).

#### States:

- Wait\_start waiting for start signal. Connected to GPIO.
- CALC\_LAYER wait for the result, change the kernel pixels and shift the pixel values.
- Add\_b\_const puts the kernel address to point to the b constant for the current layer and make them accumulate it in the DSP (the pixels at this point are multiplexed to be 1.0, and therefore the DSP\_value += pixel\_value \* b\_const(from kernel BRAM), pixel value = 1.0 so DSP\_value += b\_const.

Figure [55] Simplified State machine Diagram of Solution 2.

#### State Machine

• The test bench for the whole accelerator design, as an example for L1, is shown below:

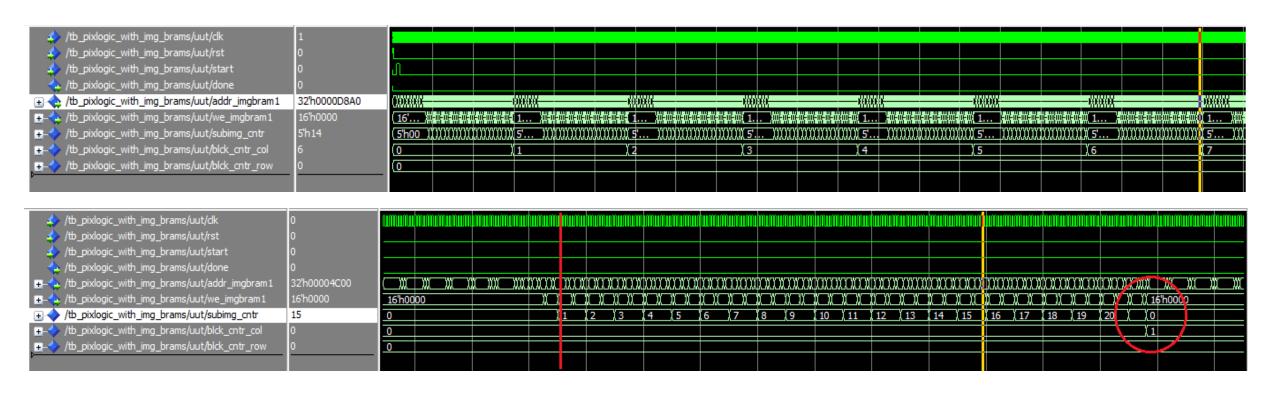
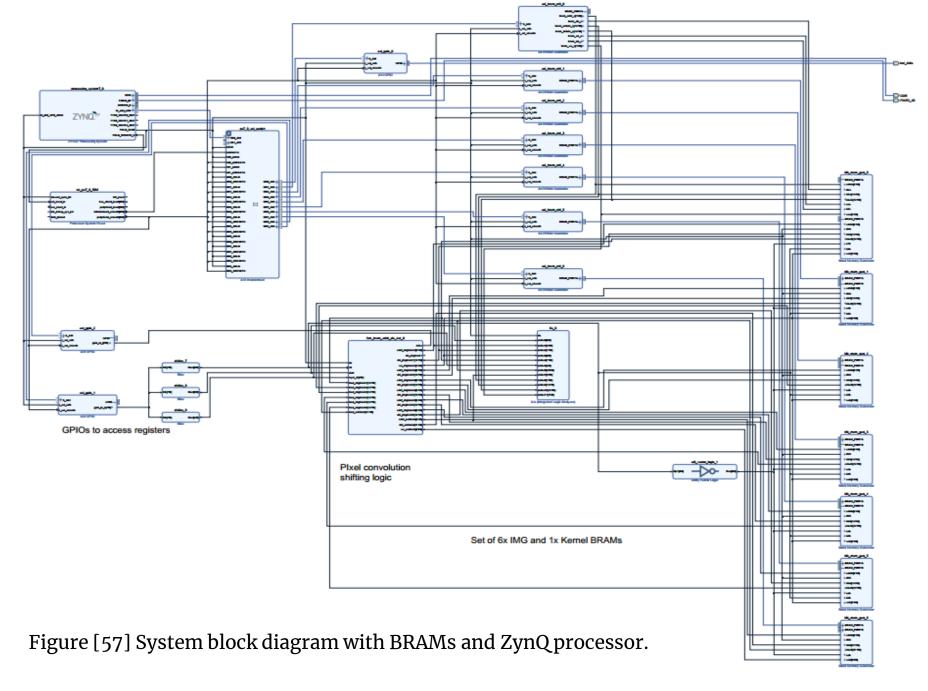


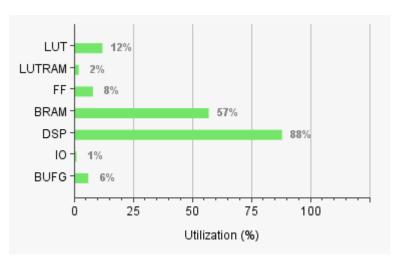
Figure [56] Test bench of the accelerator logic.

## Block Design with ZynQ processor

To be able to load the kernel coefficients and images, each BRAM ports 1 has been connected to the BRAM controller (connected to AXI bus and ZynQ) and BRAM ports 2 to the accelerator. The accelerator start, reset and layer\_nr signals are managed by connecting it into a GPO, as well as the done signal to GPI.



### Evaluation of Solution 2



Resource	Utilization	Available	Utilization %	
LUT	26081	218600	11.93	
LUTRAM	1533	70400	2.18	
FF	35694	437200	8.16	
BRAM	309.50	545	56.79	
DSP	792	900	88.00	
Ю	4	362	1.10	
BUFG	2	32	6.25	

Figure [58] Resources Utilization of the ZynQ processor.

- Observations:
  - O FPGA Frequency: 110MHz
  - O 792 DSPs are utilised.
  - 896kB of BRAM space is used.

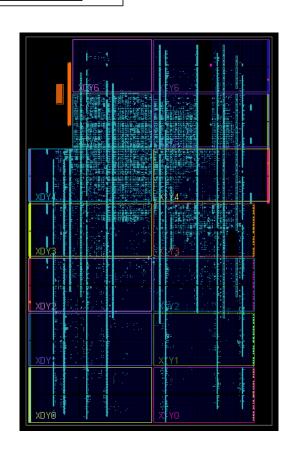


Figure [59] File Netlist of proposed Zynq.

### Evaluation of Solution 2

• To check the timing of the solution, a ZYNQ software has been used to trigger the start of the accelerator for different layers. The timing results are shown below.

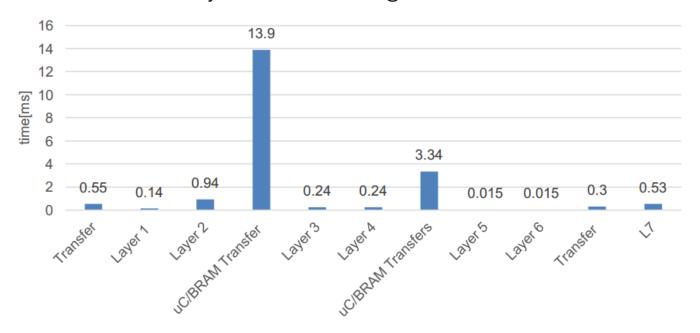


Figure [60] Final acceleration results of Sol 2- Timing.

### Evaluation of Solution 2

	Software timings[s]	Accelerated timings [s]	FPGA accel. (xNR)	posiible when maxpool on FPGA (xNR)
python tensorflow	3		149	48051
Mac C/C++	0.6		30	1508
ZynQ Petalinux	11.5	0.02	571	28212

	before	now	future
Classifications	per		
second	0.1 to 2	50	~500

Figure [61] Timing Results After Acceleration of Solution 2.

#### Results and Conclusions

- Acceleration ratios
  - The current acceleration results the 2D convolution is not a bottleneck any more.
     Thanks to multiple DSP utilization and smart pixel shifting logic the amount of time to compute convolutions and image accumulations results was reduced massively
- Analyzed the computational graph of the CNN.
  - The difficulty was mainly to understand the high-level functions used in python / tensorflow and to map it into the C code executable efficiently on the embedded platform.
- Profiled the CNN algorithm
  - After implementing fully functional classification algorithm in C, it was possible to precisely profile which operation was the bottlenech of the classification. That is why it was discovered that the 2D image convolution take more than 99% of the classification time.



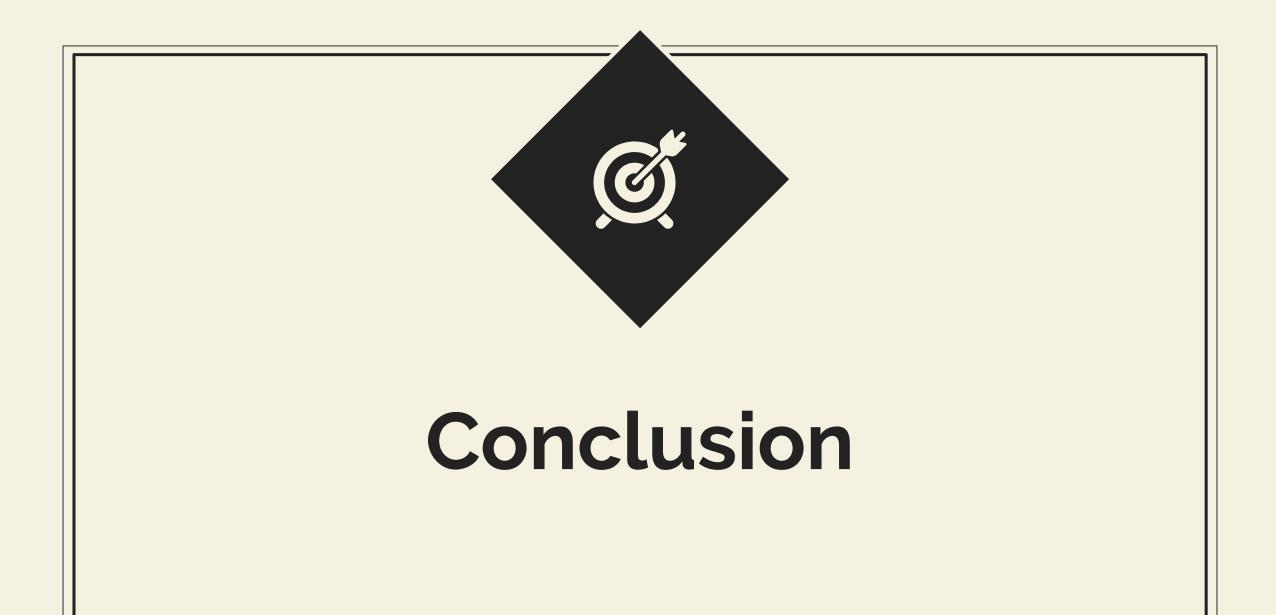
# Implement Result

#### Results

- Made the quantization analysis
  - Generated coefficients with different quantization levels and executed the algorithm with "flattening functions" to simulate the DSP behaviors. Then compared the generated classification errors in comparison to the "not quantized/flattened" coefficient solutions.
- Reviewed different accelerator architectures.
  - During the project, multiple designs of convolution acceleration has been reviewed and the solutions appropriate to the platform, the CNN and the level of complexity for the semester project has been chosen.
- Implemented and reviewed simple Solution 1
- Implemented and reviewed Solution 2
- Python Software to Generate the Constants in \*.h file

### Research paper

- Hanh Phan-Xuan, Thuong Le-Tien, Sy Nguyen-Tan (2019). FPGA Platform applied for Facial Expression Recognition System using CNNs.
- This work was accepted for oral presentation and published in The 2nd International Conference on Emerging Data and Industry 4.0 (EDI40 2019) in Belgium.
- Beside Elsevier publisher also selected this work to publish on "The 2nd International Conference on Emerging Data and Industry 4.0 (EDI40 2019) / Aliated Workshops", Procedia Computer Science, ISSN= 1877-0509, Vol. 151, pp. 651-658. Indexed by Scimago.



### Challenges and future work

#### • Implement Max Pooling in hardware

⇒If I can reduce the bottleneck of MaxPooling (implement it in hardware), the acceleration results can be obtained much faster, i.e. at least every ~3ms.

#### Make 4x4 kernels pixel shifting logic

- Currently the pixel shjifting logic is working only for 8x8 kernels and 4x4 kernels are padded by 0's and treated as 8x8 kernels. The number of computations required for computing 4x4 kernels is much smaller (single block result in 16 not 64 cycles)
   ⇒the obtained acceleration could be up to 8 times faster for L4-L6
- Improve the model accuracy

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- Yann LeCun, Yoshua Bengio, and Georey Hinton. (2015) "Deep learning." Nature. Vol.521: doi 10.1038/nature14539.
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### Demo

### Thank you for your attention!

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