



Implementing Feature Extraction On a Programmable Processor

April 2014

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CEVA by Numbers



#1

DSP licensor dominant market share (>3X of any other DSP IP vendor)

5 Billion

CEVA-powered devices - shipped worldwide to date

#1

DSP architecture in handsets – more than 900m in 2013

#1

in licensable computer vision and imaging Processors

>40%

Worldwide handset market share in 2013 (Strategy Analytics, December 2013)

#1

DSP core in audio – more than 3 billion devices shipped to date

> 220 licensees & **330** licensing agreements



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Feature detection use in computer vision

Feature detection (computer vision)

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This article includes a list of references, related reading, but **it lacks inline citations**. Please improve this article by introducing inline citations.



This article **is written like a personal reflection or opinion essay, rather than an encyclopedic entry about the subject**. Please help improve it by rewriting it in an encyclopedic style. (April 2015)

In **computer vision** and **image processing** the concept of **feature detection** refers to methods that aim at computing abstractions of image information and making local decisions at every image point whether there is an **image feature** of a given type at that point or not. The resulting features will be subsets of the image domain, often in the form of isolated points, continuous curves or connected regions.

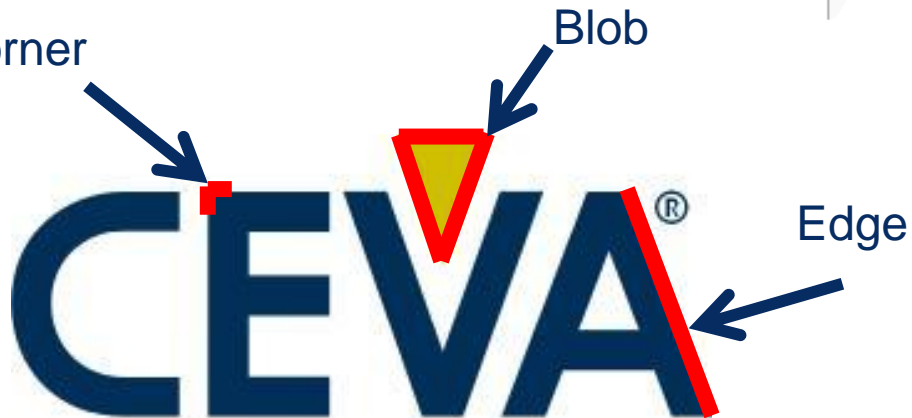
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 - 2.3 Blobs / regions of interest or interest points
 - 2.4 Ridges
- 3 Feature detectors
- 4 Feature extraction
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Corner

Blob

Edge



Feature extraction = understand the content

Mobile

- Face detection and recognition
- Emotion detection
- Object detection and recognition
- Gesture control
- Augmented reality
- Depth map generation
- Panorama stitching
- Always on controls



Automotive

- Forward Collision Warning (FCW)
- Lane Departure Warning (LDW)
- Road Crossing Detection
- Traffic Sign Recognition (TSR)
- Pedestrian Detection (PD)
- Around View Monitor (AVM)
- Augmented Reality
- Gesture Control
- Driver Fatigue Warning
- Depth map generation

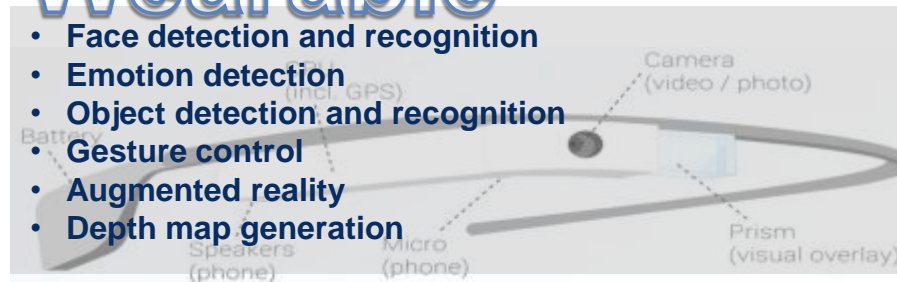


Surveillance

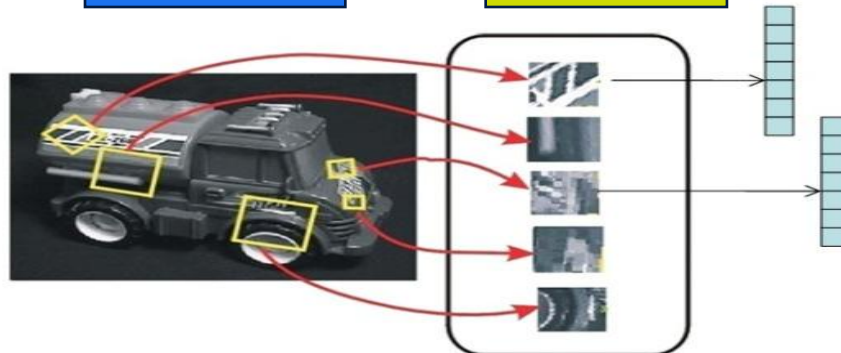
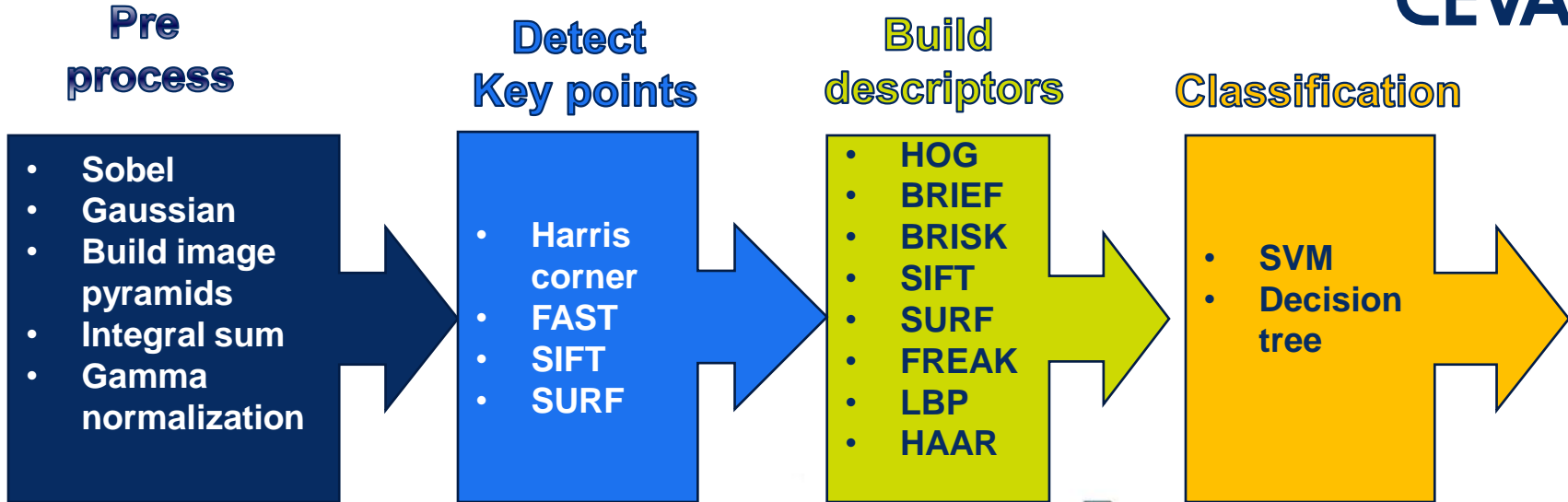
- Motion Detection
- Face Recognition
- Face / Body counting
- Object Detection & Tracking
- Background Removal
- Segmentation
- Irregular behavior detection
- Emotion Detection
- Age/Gender Detection

Wearable

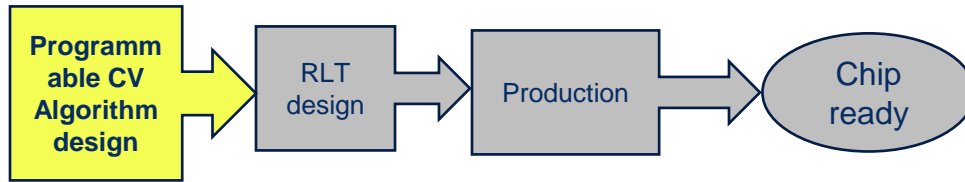
- Face detection and recognition
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Typical feature flow

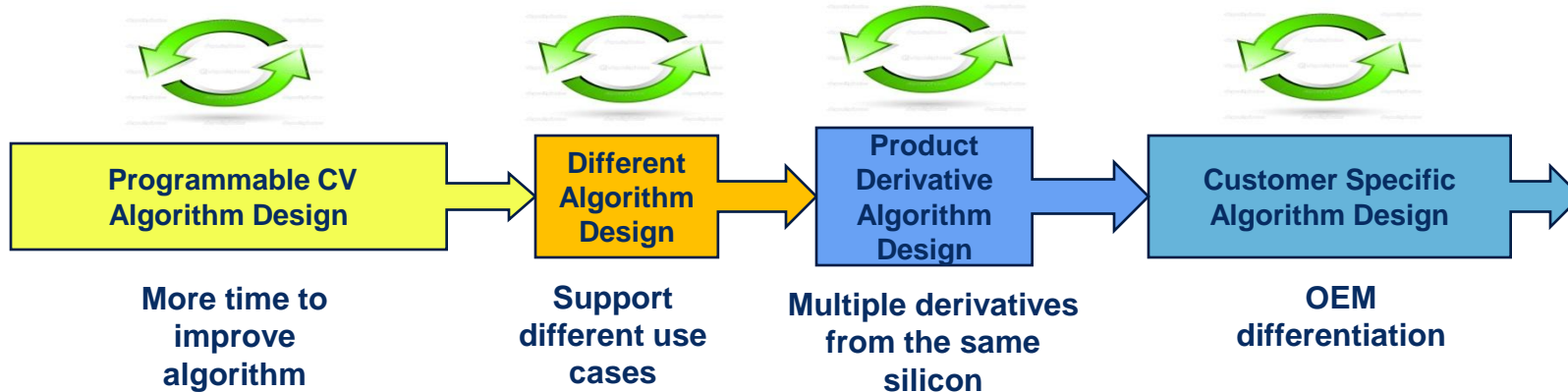


Why Use a Programmable CV Processor?



Short Time for Algorithm Development

NEVER STOP IMPROVING

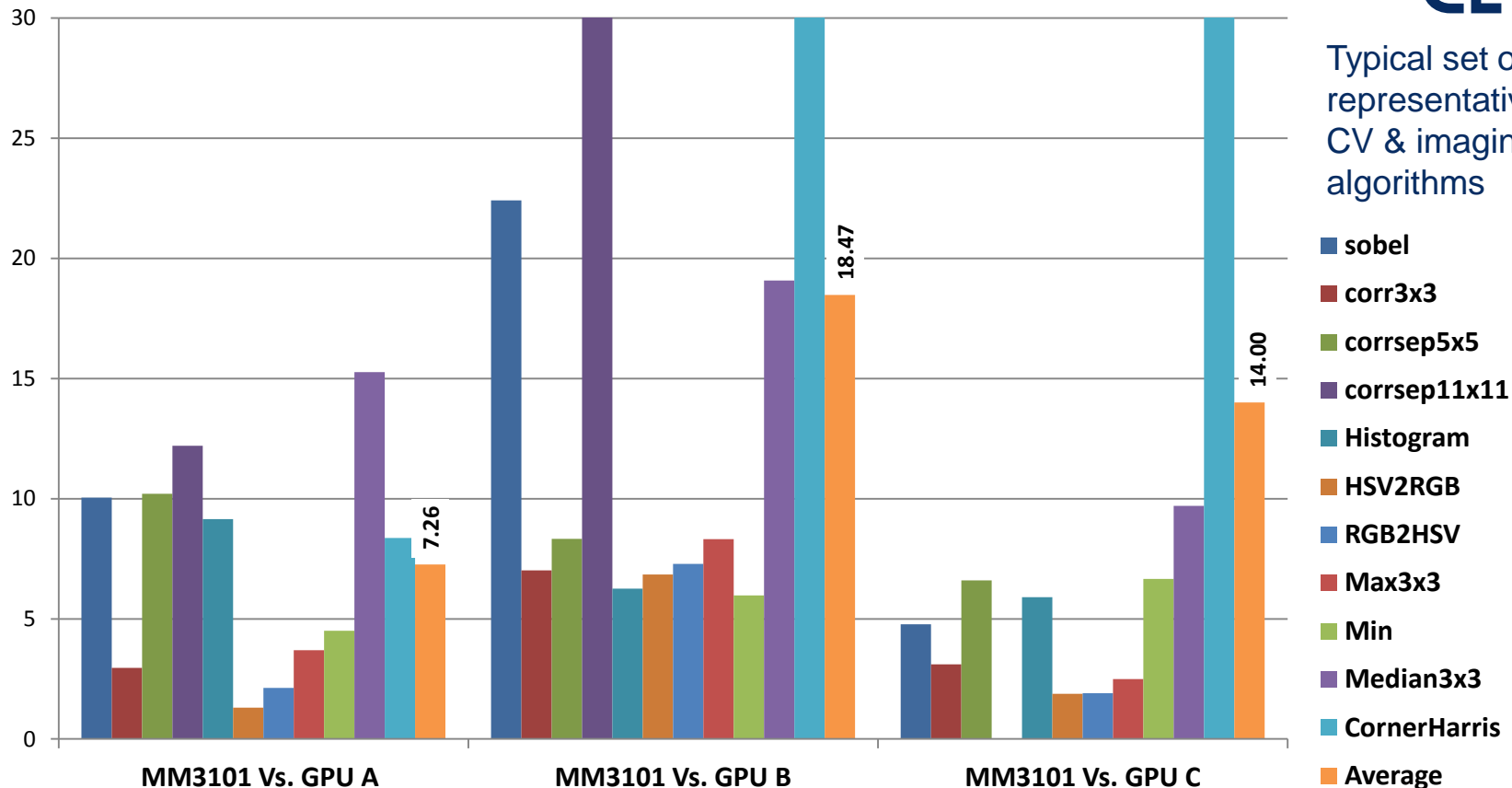


Why not use a GPU for CV?

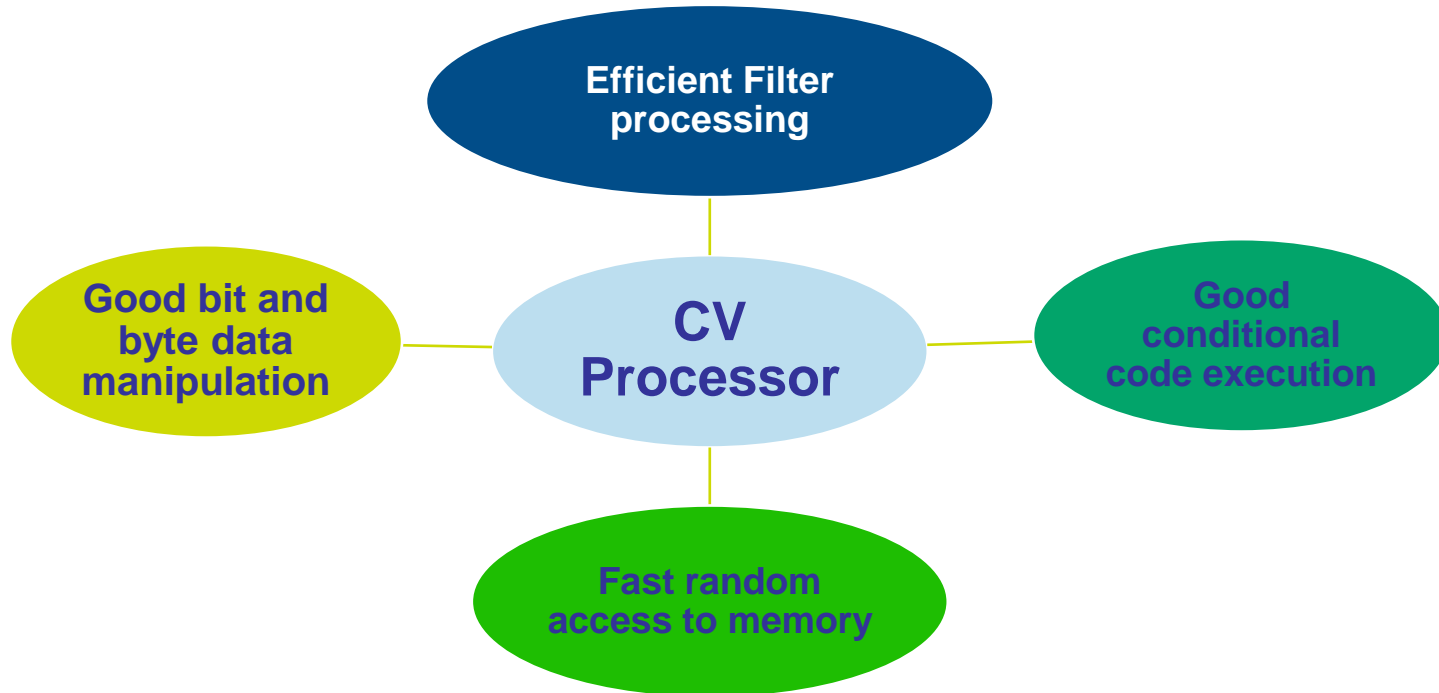


Typical set of representative CV & imaging algorithms

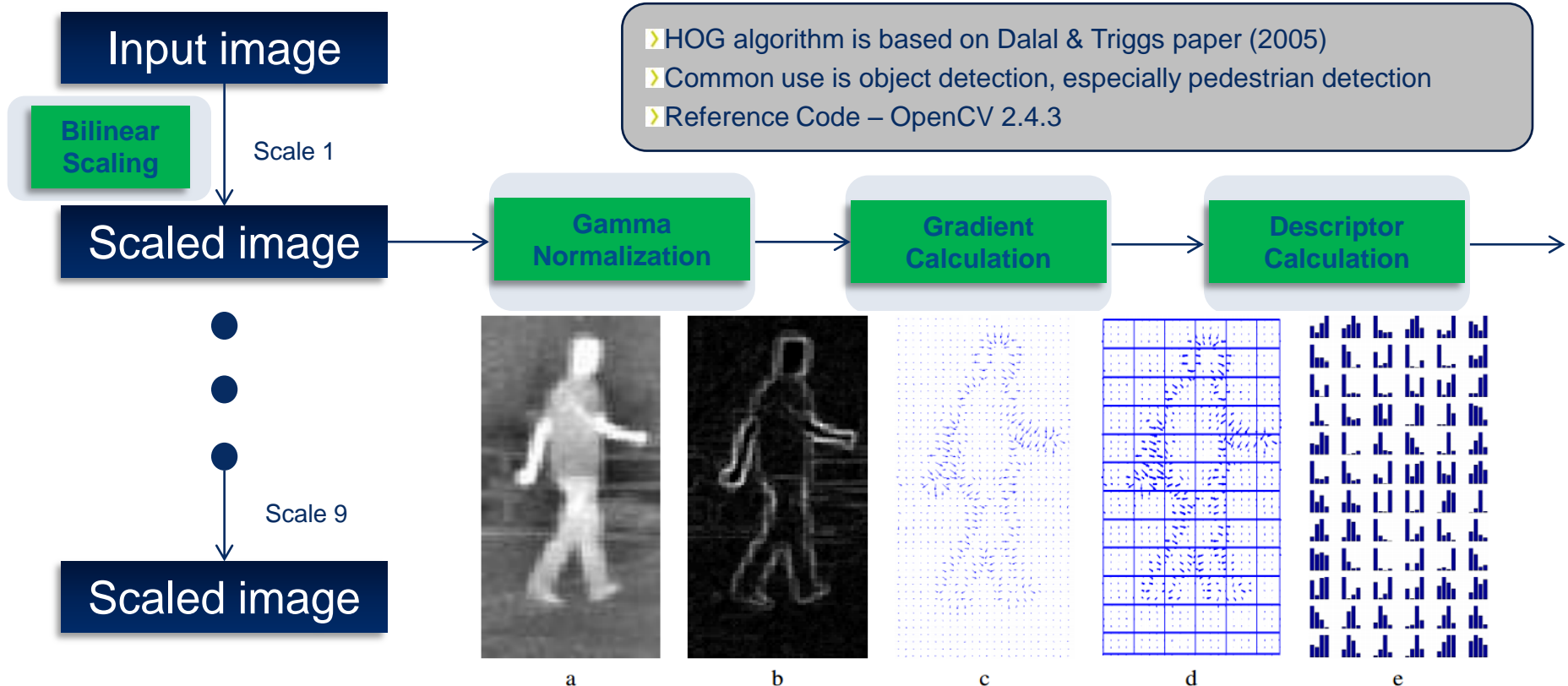
CEVA-MM3101 Performance gain (result per cycle)



What is needed for efficient CV and Feature processing?



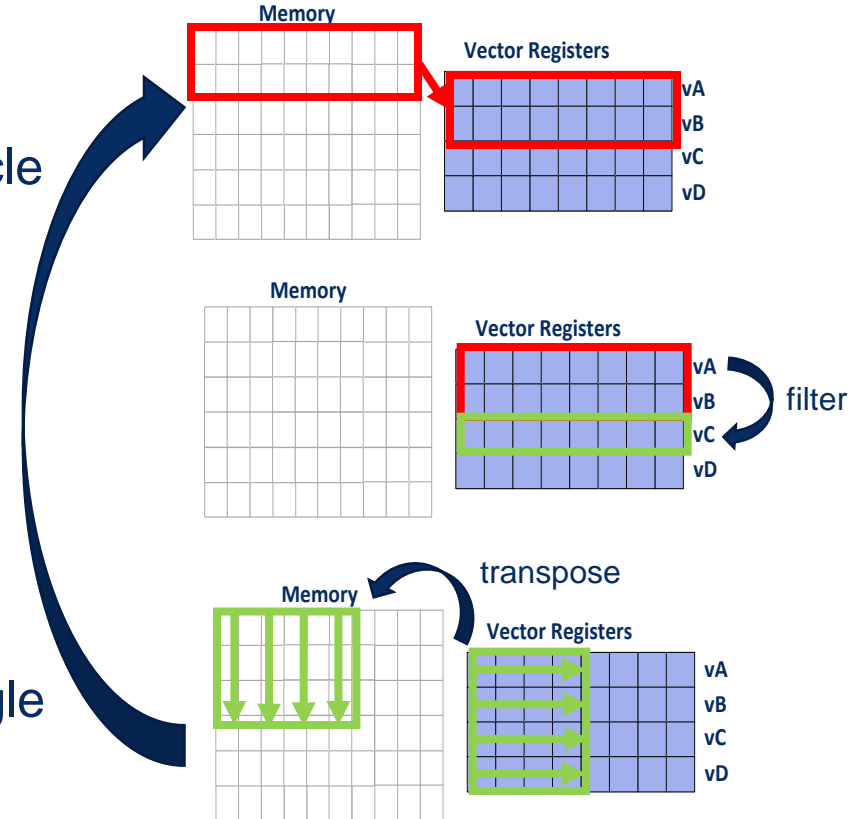
Flow Chart – HOG Descriptor



- ▶ HOG algorithm is based on Dalal & Triggs paper (2005)
- ▶ Common use is object detection, especially pedestrian detection
- ▶ Reference Code – OpenCV 2.4.3

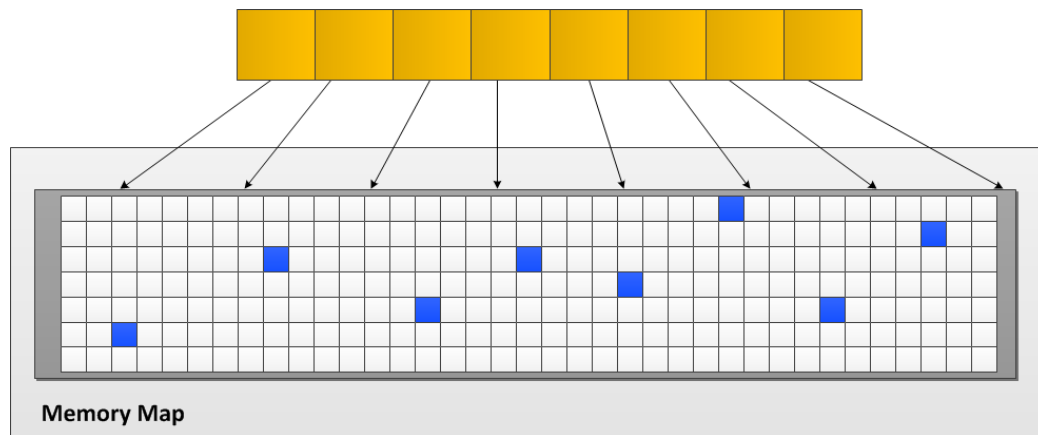
HOG – Bilinear Scaling

1. load 2 vectors of 8 pixels in single cycle
2. Perform 16 filter operations in single cycle
3. Store a transposed rectangle of 4X4 pixels in single cycle
4. Perform the load and filter again
5. Store 4X4 transposed to memory in single cycle



HOG – Gamma Normalization

- ▶ Implemented using ‘Look Up Table’ (LUT) – 8 way parallel access to local memory in one cycle
- ▶ Parallel load mechanism :
 - ▶ Load 8 gamma values in a cycle

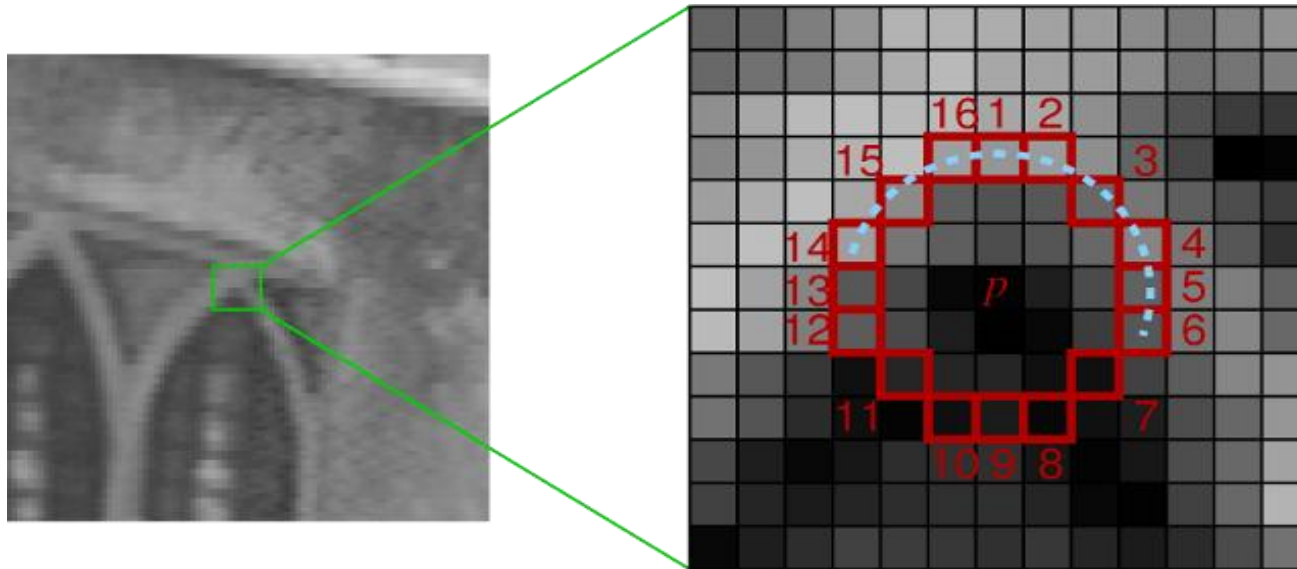


ORB – feature extraction

- ▶ ORB – Oriented FAST and Rotated BRIEF
 - ▶ An efficient alternative to SIFT
 - ▶ Pyramid is used for scale-invariance
 - ▶ Features are detected using FAST9 , Harris and non-max-suppress
 - ▶ Descriptors are based on BRIEF with normalized orientation



ORB – FAST9 implementation



Continuous arc of 9 or more pixels:
All much brighter than $(p+Th)$
or
All much darker than $(p-Th)$

ORB – FAST9 implementation

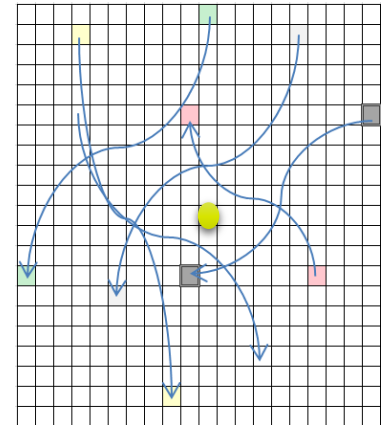


- ▶ Early exit is used to detect potential positions
 - ▶ Long memory access of 32 bytes using
 - ▶ quickly load consecutive pixels
 - ▶ Vector compare is used to compare the center of the corner to the borders
 - ▶ Building a binary (bit) map with positions that need to be calculated
- ▶ Calculation of 8 positions in parallel
 - ▶ Using different two dimensional loads
 - ▶ Vector predicates are used selectively calculate only the locations that pass the threshold
 - ▶ Use 8 way parallel lookup table access to decide on consecutive locations

BRIEF – descriptor

Binary Robust Independent Elementary Features

- ▶ Oriented brief uses the normalized orientation and calculates a 256 bit wide descriptor
- ▶ The descriptor is calculated by comparison of pre-defined 256 pairs of pixels in the surrounding of the feature center
- ▶ Each pair comparison donates a single bit in the descriptor
- ▶ Orientation is normalized by rotating the image (or pairs coordinates, in our implementation) according to the moment of the feature center



CV Processors

Evolution = Programmability & integration



TODAY

EVOLUTION PATH

Stand-alone
Application

Heterogeneous Computing
HSA, OpenCL



User Written
Code

Pre optimized standard libraries
OpenVX



Low Level
Programming

C++, C99, Auto Vectorization

CEVA-MM3101 Highlights



Fully Programmable Imaging and Computer Vision DSP IP Platform

- ▶ 3rd generation multimedia platform IP
 - ▶ Specifically optimized ISA for imaging and vision applications
- ▶ Easy to develop & deploy efficient SW algorithms
 - ▶ Abstraction of **offloading** CV tasks from the CPU
 - ▶ Wide set of **pre-optimized libraries**
 - ▶ Automatic **handling of system & memory** complexities
 - ▶ Easy Android/OS plug-in via dedication layers
- ▶ Commercial tools suite & Dev boards
 - ▶ Supplies additional optional developer differentiation
- ▶ Expanding set of SW algorithms
 - ▶ **In-house algorithms** including full products or ref. demos
 - ▶ Complementary state-of-the-art partner technology



köszönöm ! תודה dĕkuji
mahalo 고맙습니다
thank you
merci 谢谢 *danke*
Ευχαριστώ شڪرا
どうもありがとう *gracias*