

# Using Heterogeneous Computing for Mobile and Embedded Vision

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Qualcomm Technologies, Inc.

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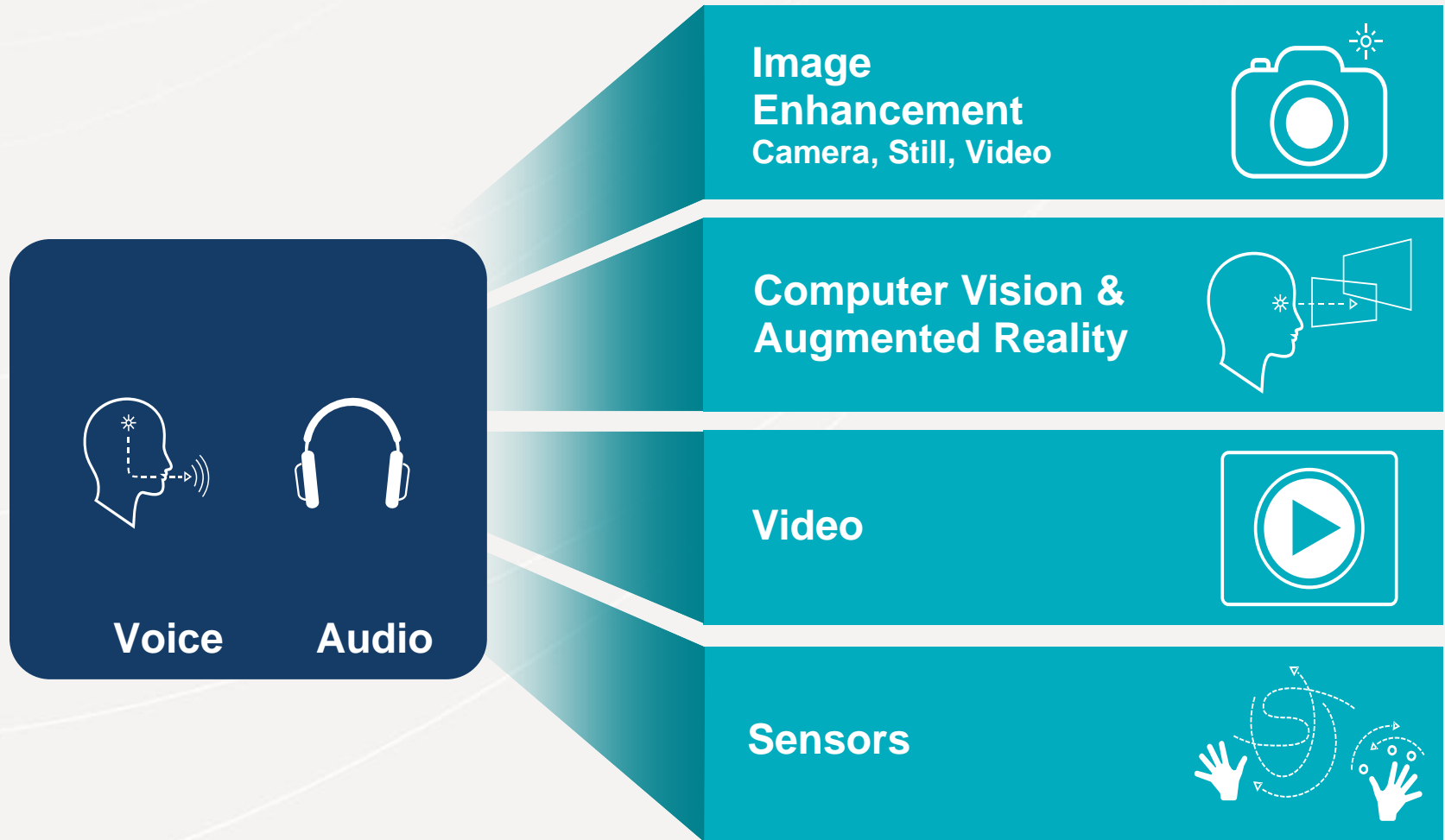
## Evolution in the mobile arena

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*Revolutionizing mobile visual experiences*



# Mobile User Experiences Transitioning



# Enriching the Mobile Experience

## New Apps

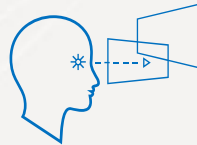
Emerging Workloads

Compute Intensive

Diverse Characteristics



Realistic  
Physics



Computer Vision



Web  
Browsing



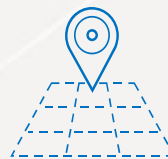
Computational  
Photography



Augmented  
Reality



Natural UI &  
Gestures



Contextual  
Awareness



## Mobile Device Constraints

Sleek, Ultra-Light



Long Battery Life



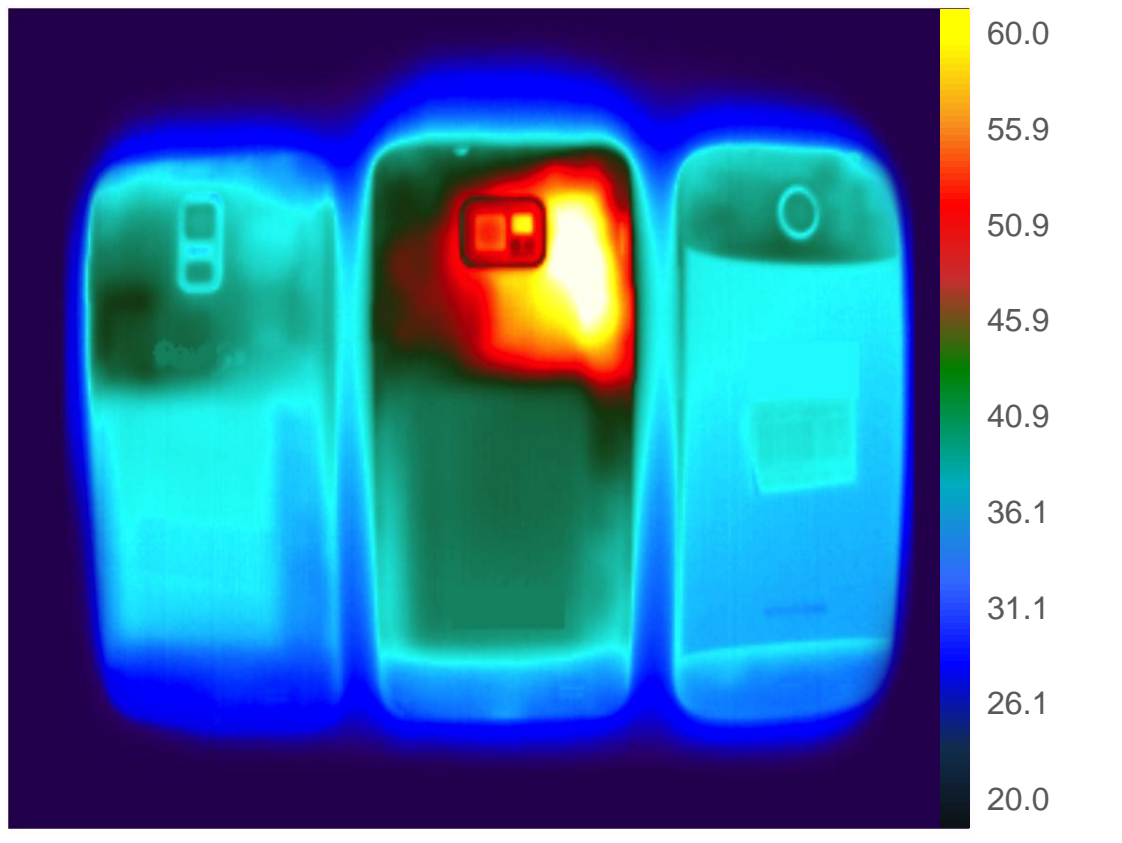
Thermal Efficiency

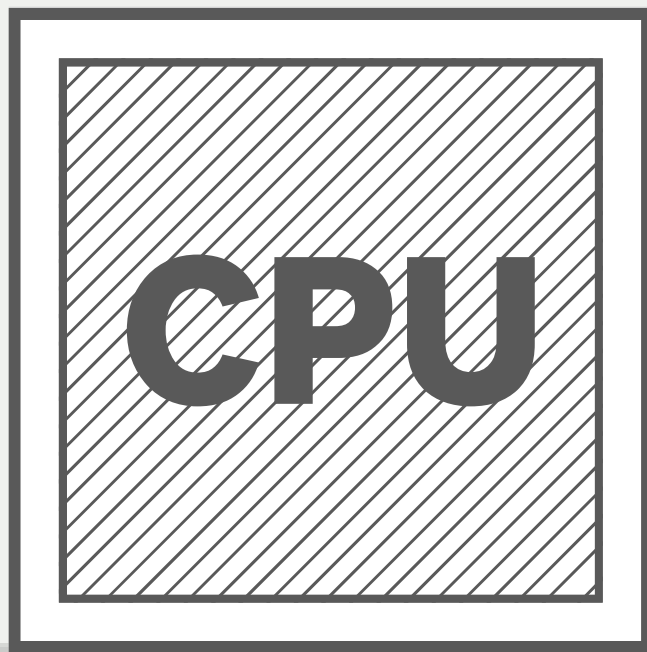
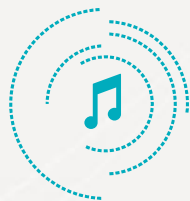


# Better Thermals = Better User Experience

***Less wasted energy***

***Longer life of device***





Looking ***beyond the CPU***

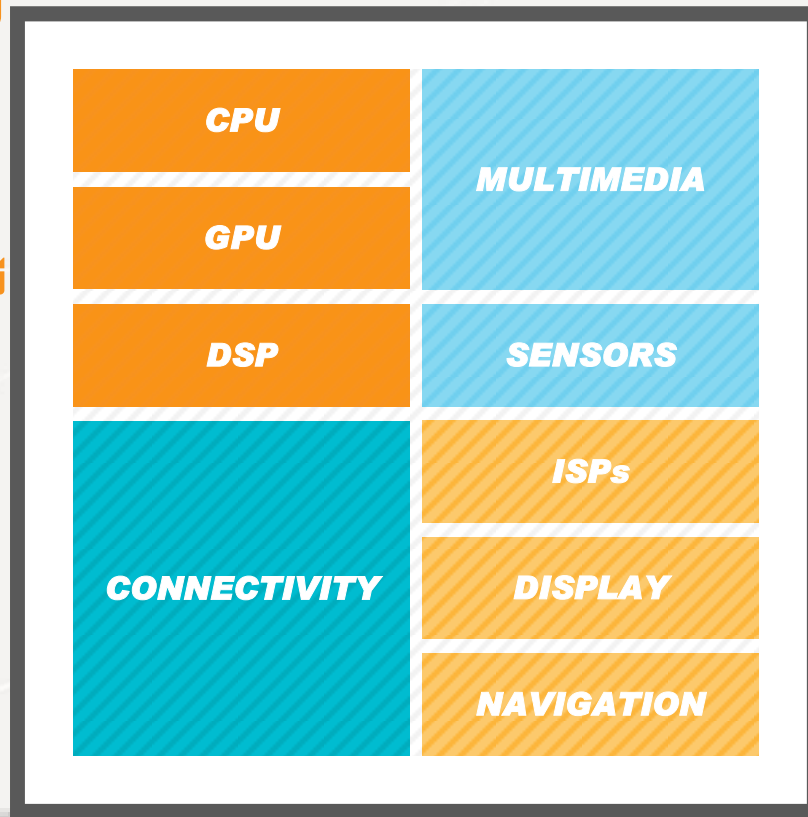
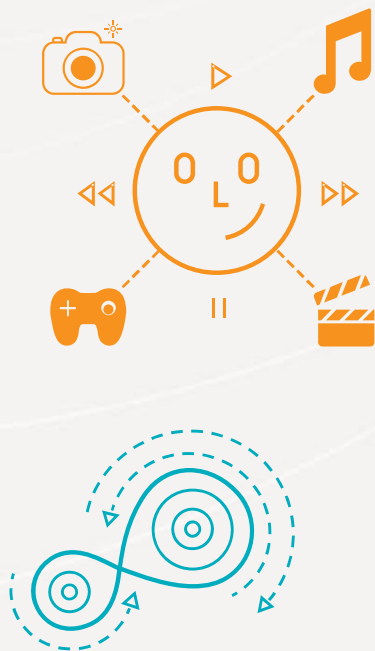
What % of a Mobile SoC is CPU?



15%

Looking ***beyond the CPU***

# Heterogeneous computing





## Right task for the right processing engine

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*Strength from diversity*



# Diversity exists for a reason

Each programmable engine has its own strengths and weaknesses

## Sequential Control



Browsing

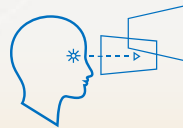


Game AI

## Low-power Real-time



Audio



Object  
Detection

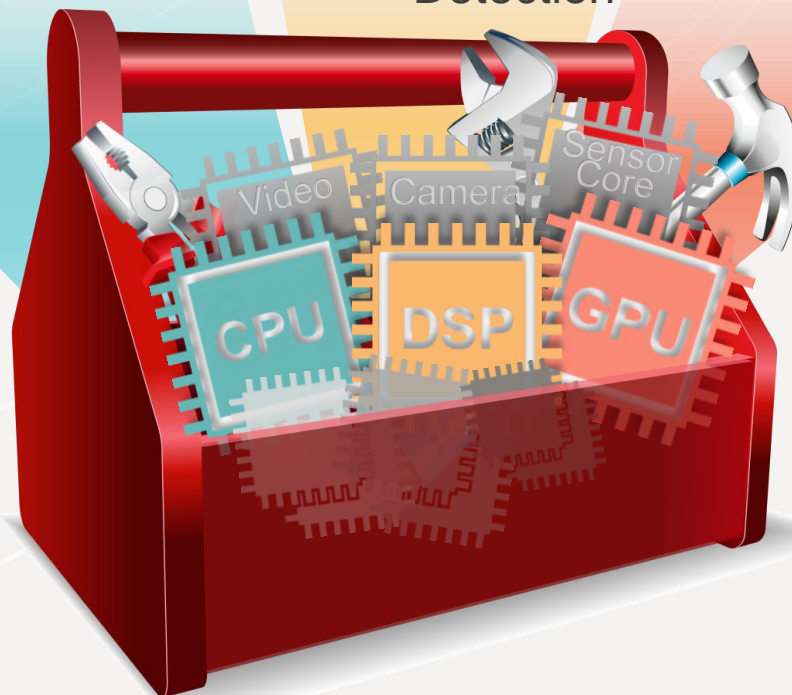
## Streaming Parallel Data



Composition



Image  
Processing

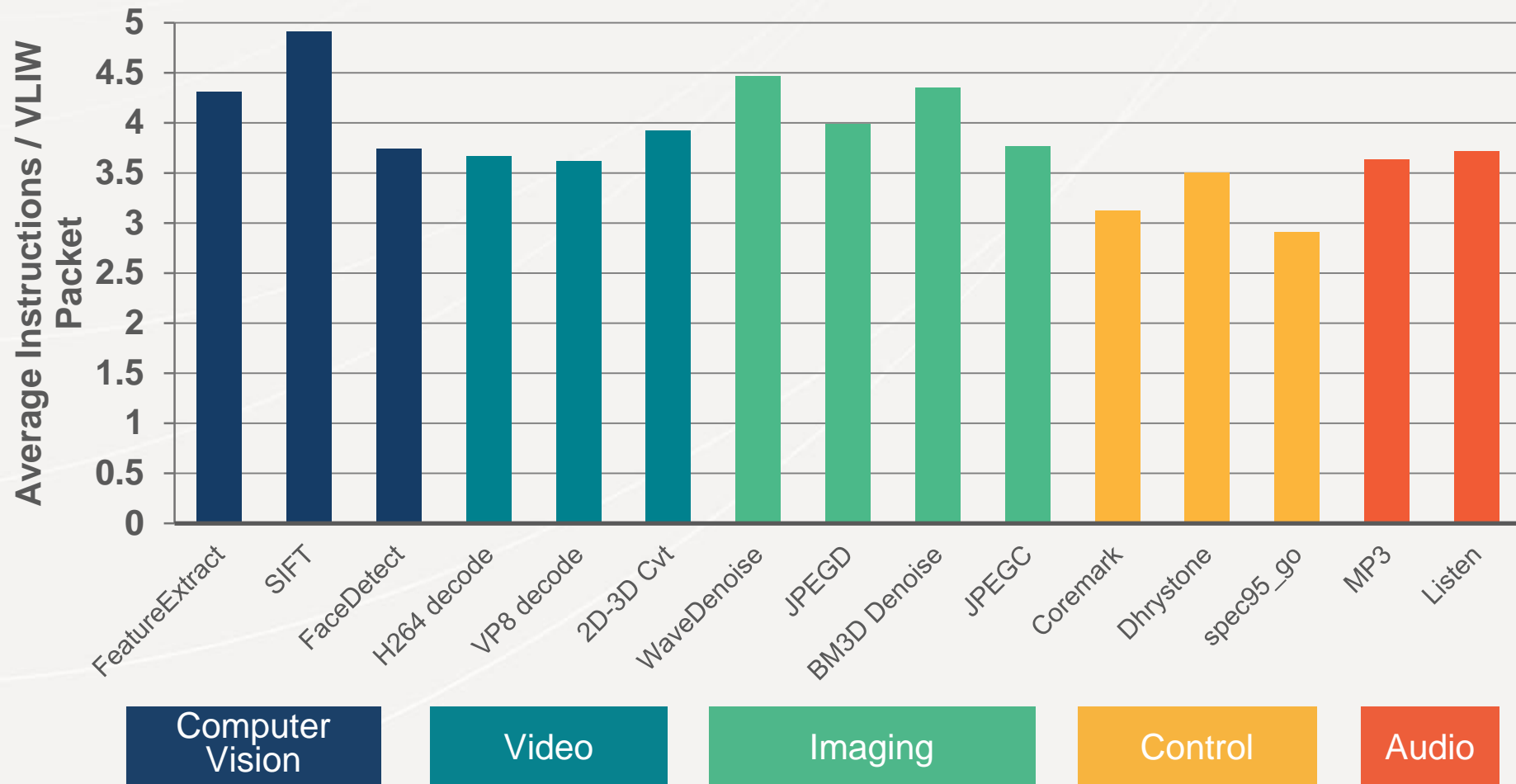


*You don't build  
a house with  
just a hammer*

# Each engine has characteristics suited for specific tasks

	CPU Strengths	DSP Strengths	GPU Strengths
<b>Applications</b>	<p><b>Best for:</b></p> <ul style="list-style-type: none"> <li>• Large kernels</li> <li>• Irregular data structures</li> <li>• Complex flow control</li> </ul> <p><b>Examples:</b></p> <ul style="list-style-type: none"> <li>• OS, Web browser</li> <li>• Office productivity apps</li> <li>• Game Engines</li> </ul>	<p><b>Best for:</b></p> <ul style="list-style-type: none"> <li>• Apps with irregular data parallelism (context or data dynamically modifies processing)</li> <li>• Flow control mixed with data processing</li> </ul> <p><b>Examples:</b></p> <ul style="list-style-type: none"> <li>• Object detection &amp; tracking (NCC, OCR)</li> <li>• Video codecs/filters not in dedicated hw</li> <li>• Audio &amp; image signal processing and filters</li> </ul>	<p><b>Best for:</b></p> <ul style="list-style-type: none"> <li>• Arithmetic heavy kernels</li> <li>• Large &amp; parallel data sets</li> <li>• Predication style flow control</li> </ul> <p><b>Examples:</b></p> <ul style="list-style-type: none"> <li>• Games UIs rendering &amp; compositing</li> <li>• Image processing (ALU rich)</li> </ul>
<b>Compute Control</b>	<ul style="list-style-type: none"> <li>• <b>Highest control code performance</b></li> <li>• &gt;10x control capability of GPU</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Moderate amount of control code performance (esp. loop control)</b></li> <li>• Best for throughput of small to medium separate data processing streams</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Much less control performance than CPU</b></li> <li>• Best throughput for large data streams</li> </ul>
<b>Compute Data Parallelism</b>	<p><b>Some</b></p> <ul style="list-style-type: none"> <li>• Multi-core multiprocessing</li> <li>• NEON vector processing</li> </ul>	<p><b>Moderate</b></p> <ul style="list-style-type: none"> <li>• HW for multithreading/multitasking</li> <li>• High SIMD for 8-/16-bit fixed point</li> <li>• Multiple 32-bit fixed/floating point per cycle</li> </ul>	<p><b>Large</b></p> <ul style="list-style-type: none"> <li>• Highest SIMD compute (can be &gt;5x over CPU, depending on chipset and floating point precision)</li> </ul>
<b>Memory Interaction</b>	Many applications tend to improve with low memory latency	Enhances memory latency tolerance with multi-threading and prefetching of data (more tolerant than CPU, less than GPU)	Highly memory latency tolerant, but often requires high bandwidth
<b>Dedicated Functions</b>	<b>None</b>	<p><b>Yes</b></p> <p>Special instructions for multimedia acceleration (e.g., CV feature detection)</p>	<p><b>Yes</b></p> <p>Dedicated image/texture filtering hardware and Rasterization useable by compute</p>

# DSP Goal: More work at lower frequencies



*Compound instructions count as 2*

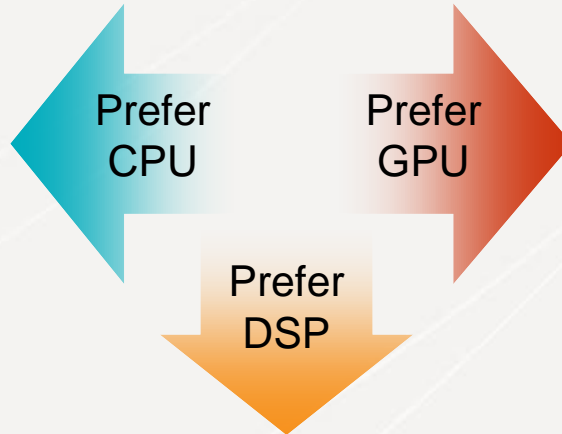
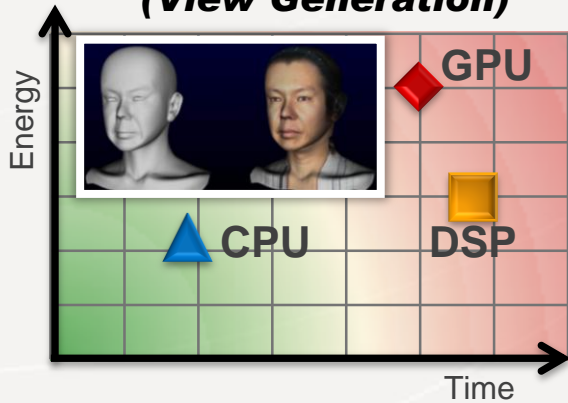
Source: Qualcomm Technologies internal measurements



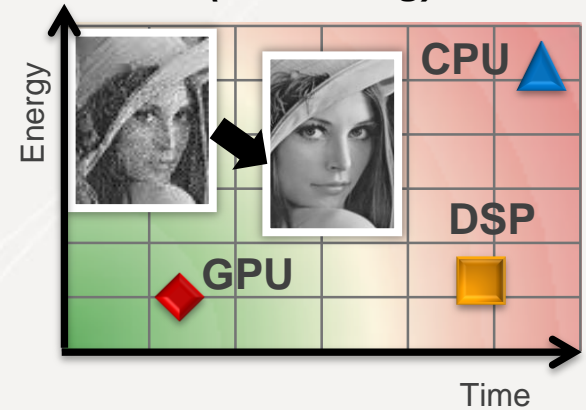
# Right task on the right engine

Different performance & power benefits

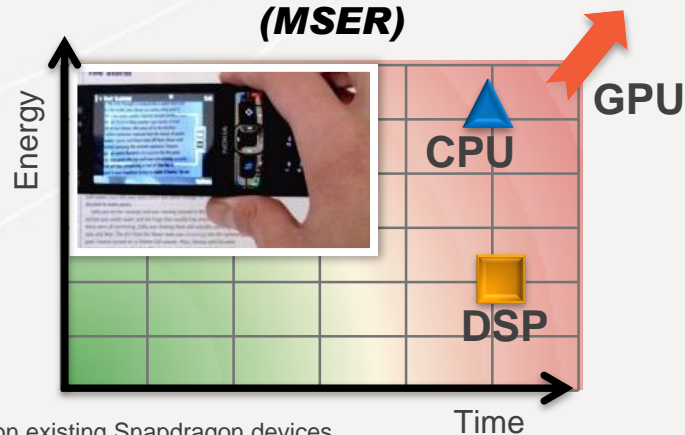
## 2D -> 3D Video Conversion (View Generation)



## Image Processing (Denoising)



## Character Recognition (MSER)



Source: Internal Qualcomm Technologies measurements on existing Snapdragon devices



# Developing “Heterogeneously”

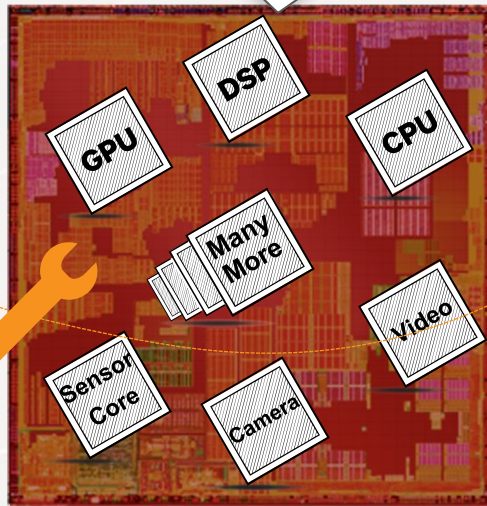
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*Programming for mobile imaging*

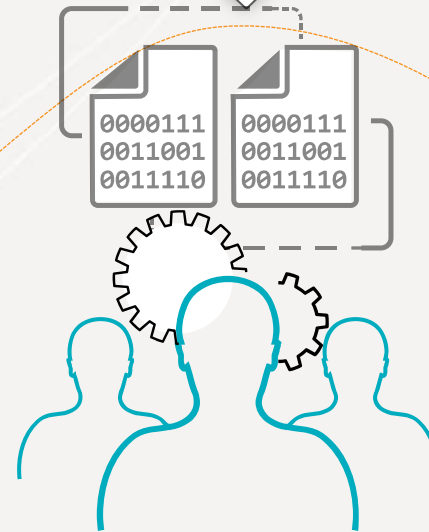


# Mobile heterogeneous computing requires more than engines

***A computing approach that intelligently uses fundamentally different types of processors***

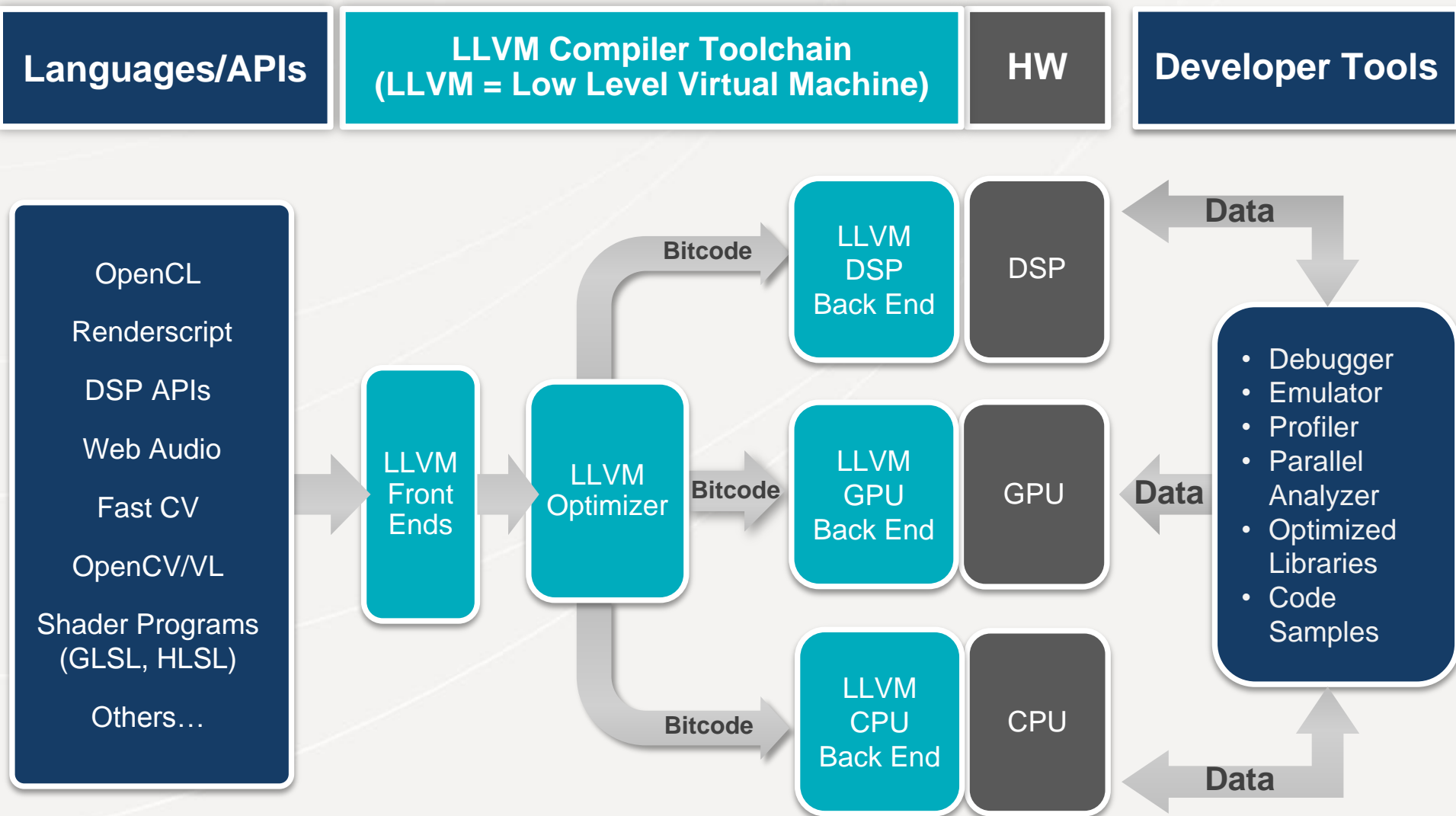


***Assign right task to the right engines***



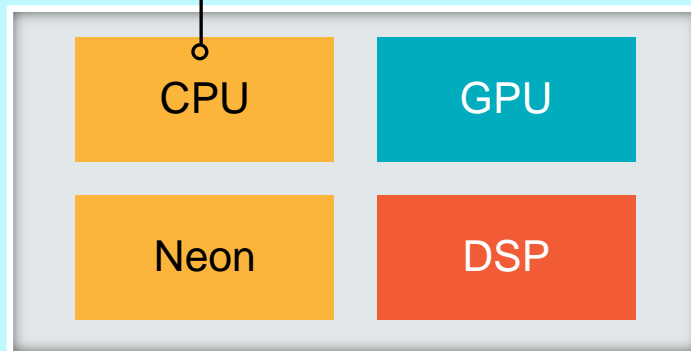
***Make the engines Accessible with Tools***

# Tools, Languages, APIs that Target Multiple Engines

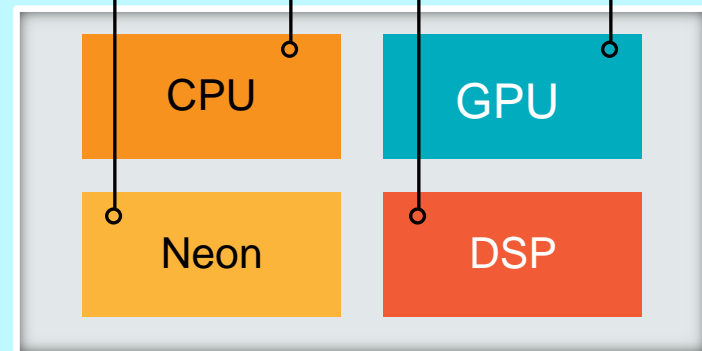


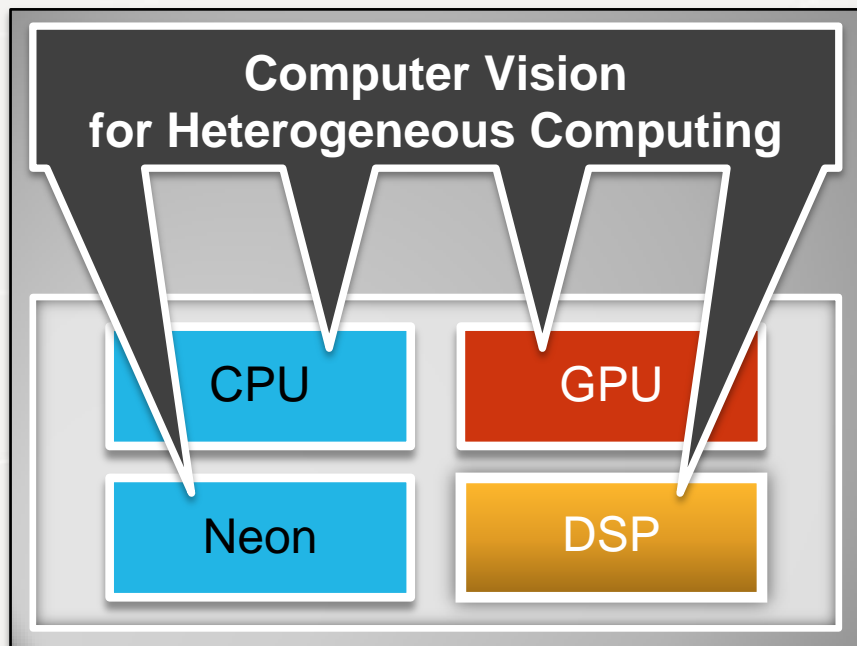
## Computer vision engine

### Computer Vision for CPU



### Computer Vision for Heterogeneous Computing





- Designed to provide key functions needed by Real-time Computer Vision (CV) applications
- Functions can be optimized to take advantage of each processing engine as appropriate

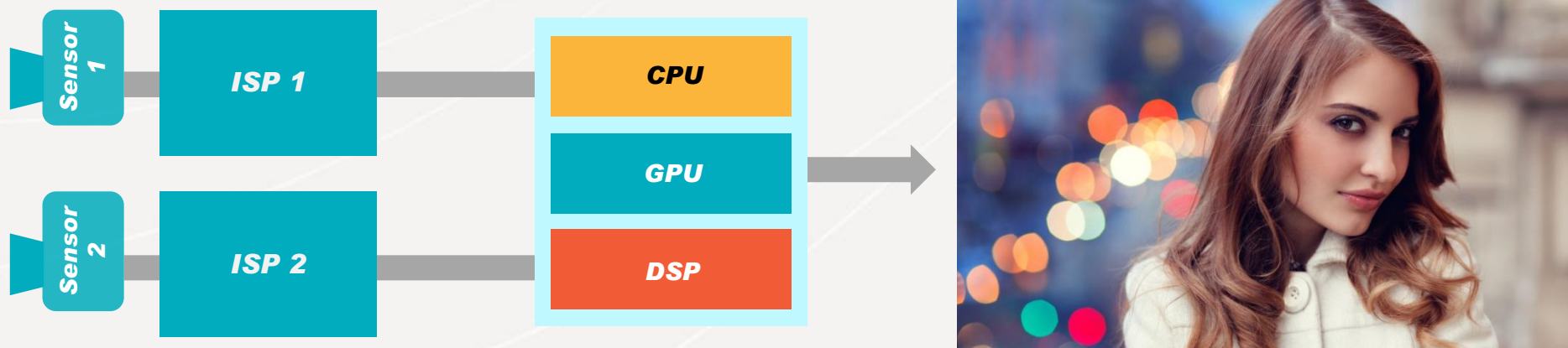
Function	Speed up over CPU only
NCC	23.1x
Dot Product 128x4	10.0x
Convert YUV420	1.3x
Sobel	7.8x
Median3x3	51.9x
Threshold	9.7x
....	....

Source: Qualcomm Technologies internal measurements



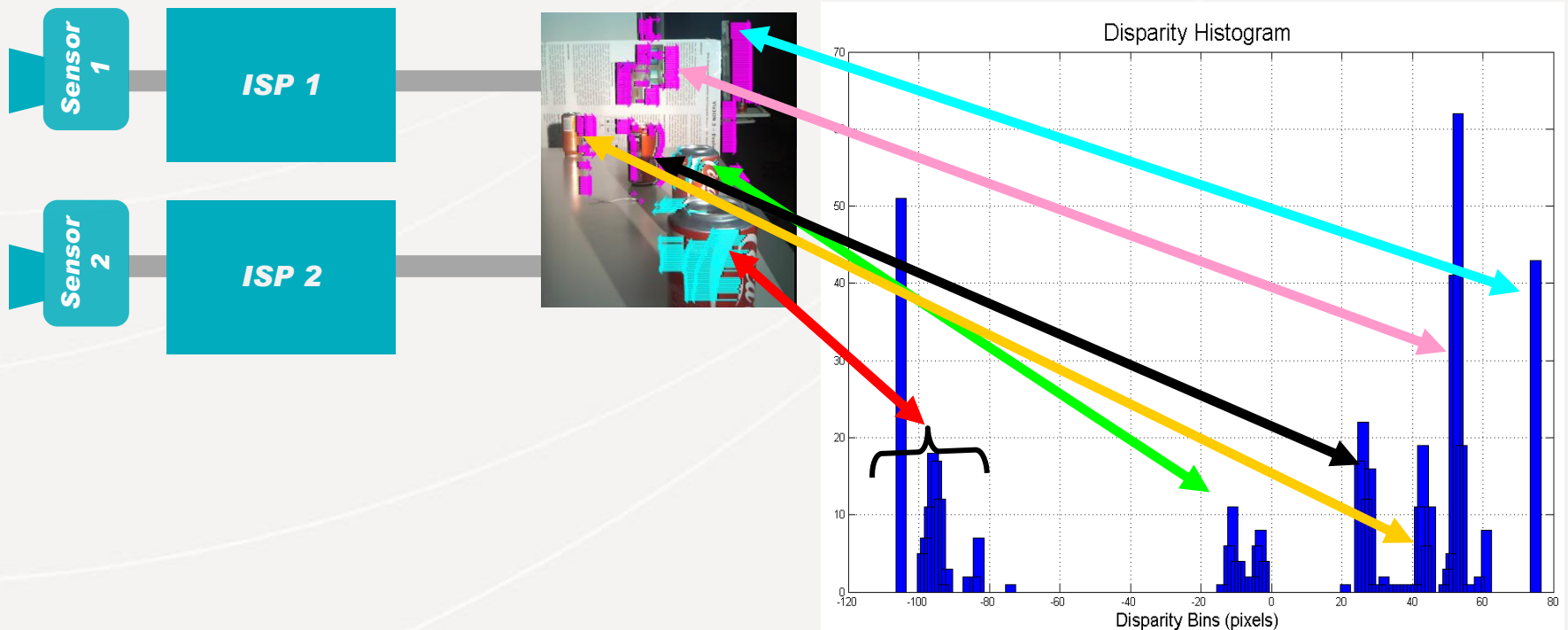
# Computational camera

Depth calculation designed to enable Bokeh effect



# Computational camera

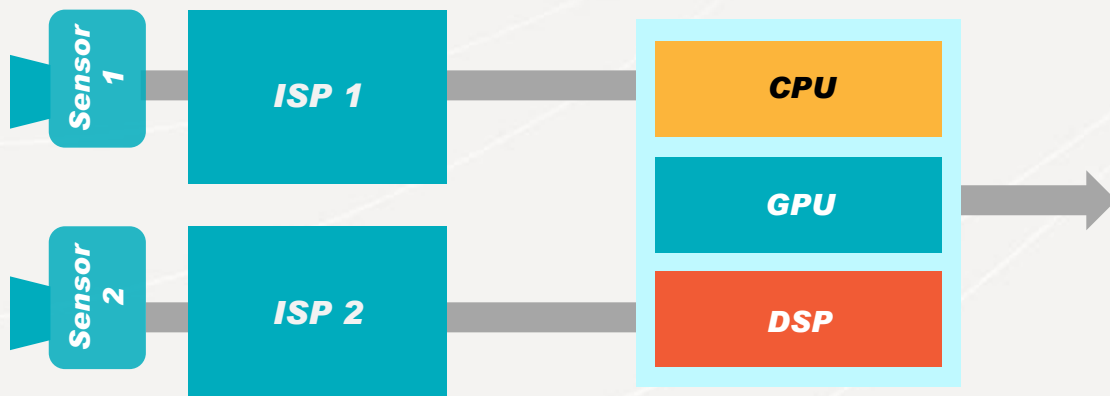
Depth calculation designed to enable range finding for instant auto-focus



Source: Qualcomm Technologies internal data

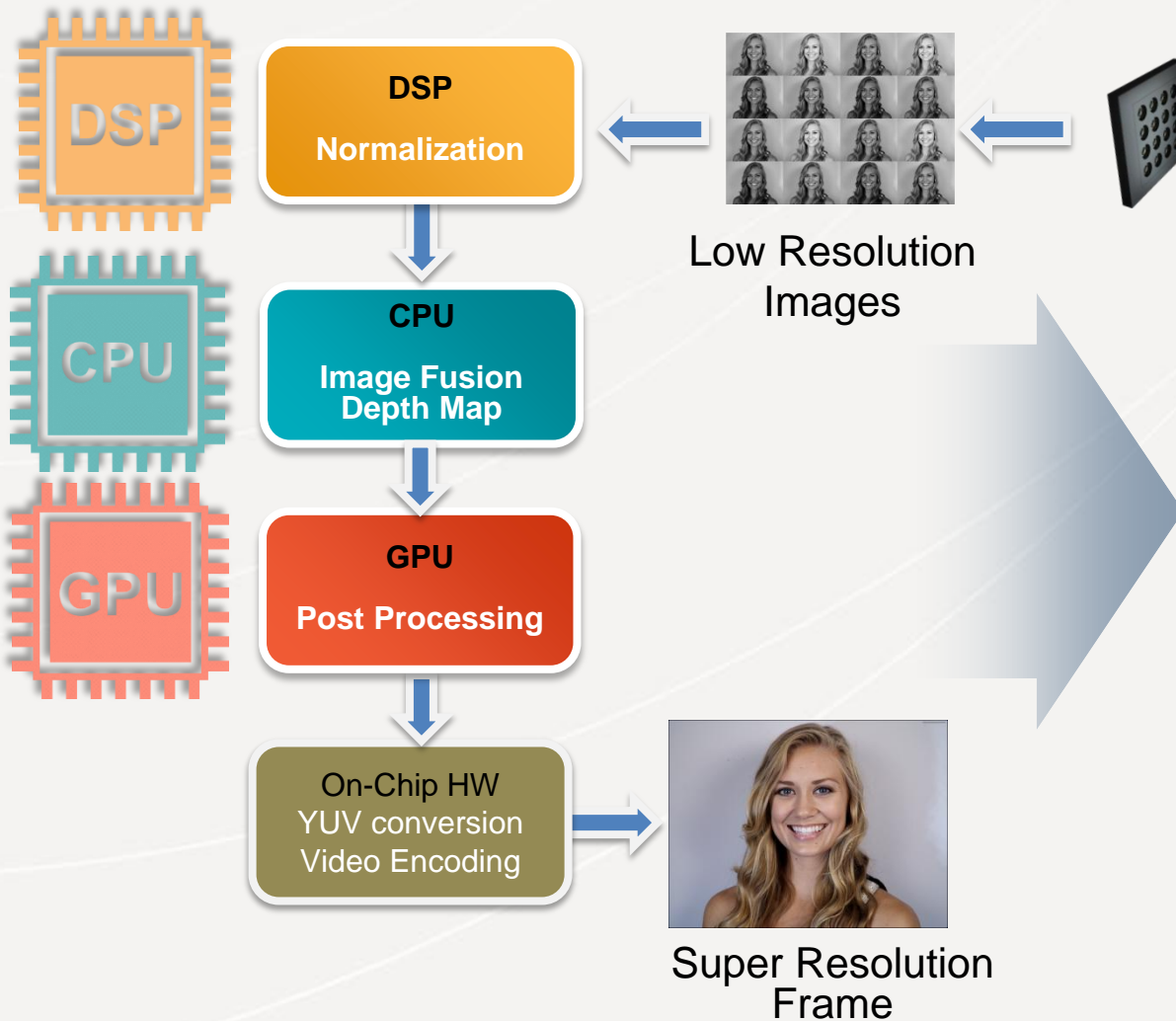
# Computational camera

Depth calculation designed to enable shoot once, focus later



# Heterogeneous collaboration for computational photography

## Multiple engine “pipeline”



## Heterogeneity Benefits

### System

> 3x overall improvement  
CPU to distributed

### For some key algorithms

>10x Performance

>3x Energy reduction!



For more details please go to  
[www.pelicanimaging.com](http://www.pelicanimaging.com)



## Why do you care?

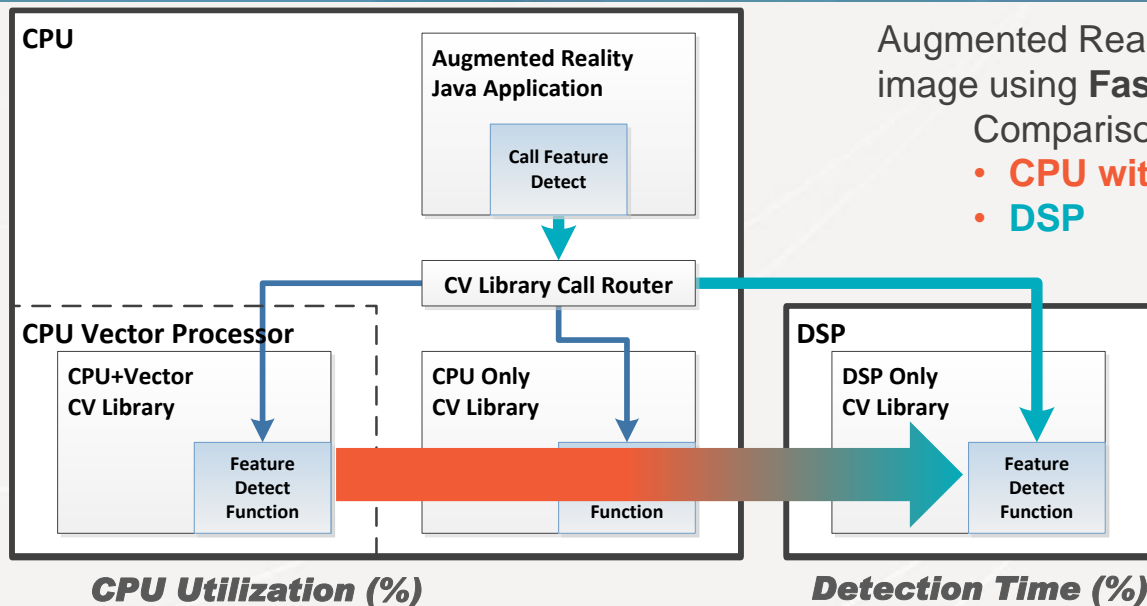
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*It's all about power in mobile*





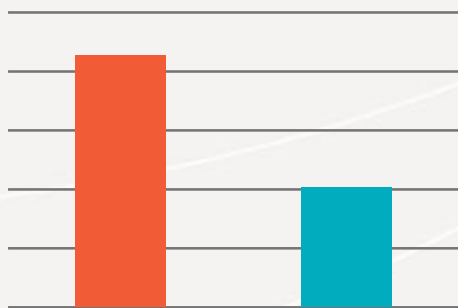
# Computer vision offload - CPU to DSP



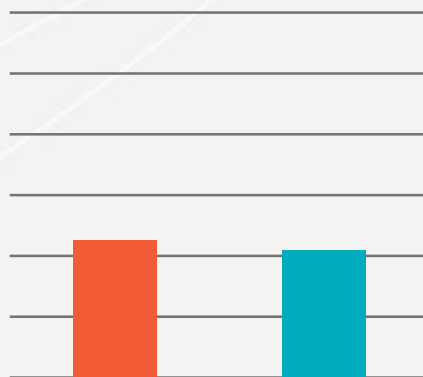
Augmented Reality Java App finding objects in image using **FastCV Feature Detect**

Comparison of Feature Detect run on:

- **CPU with Vector Processor**
- **DSP**

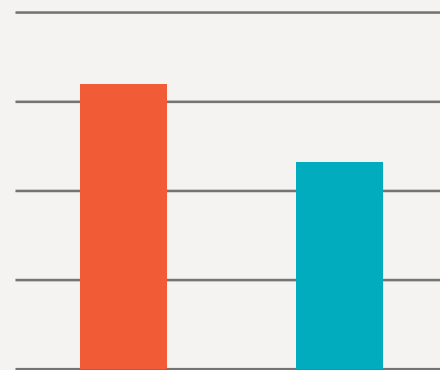


**52% Less CPU**



**7% Less Time**

**Total Device Power (%)**

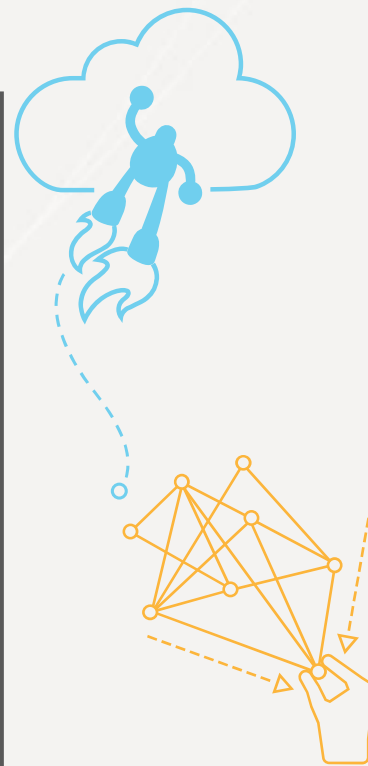
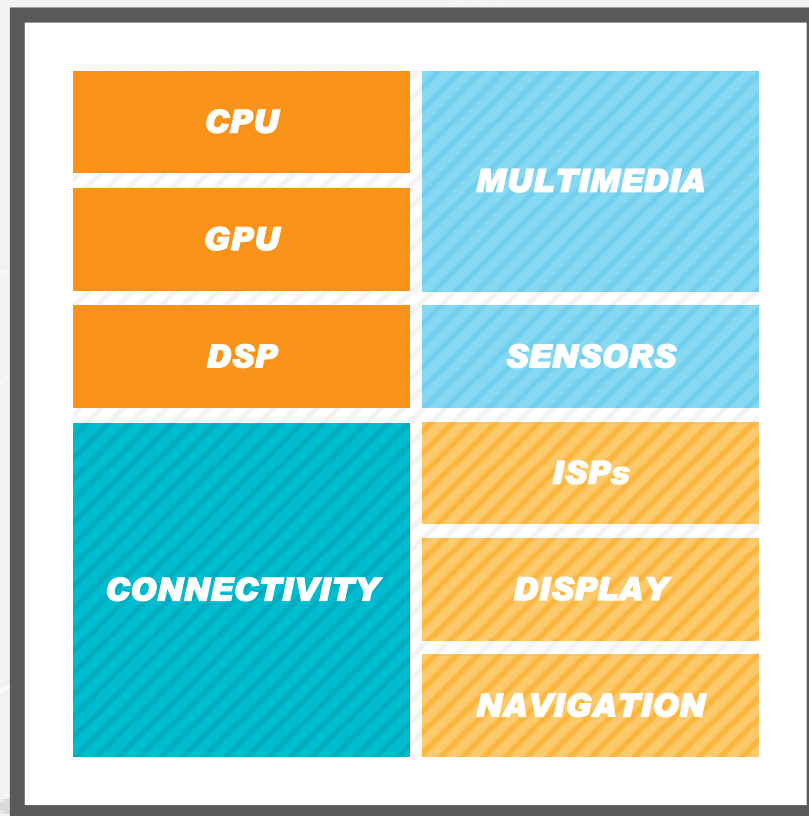
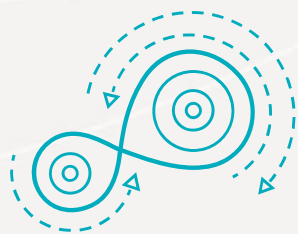


**32% Less Power\***

\* Power measured at the device battery

Source: Qualcomm Technologies internal measurements.

# Heterogeneous computing



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# Thank You

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