



HyperCam: Low-Power Onboard Computer Vision for IoT Cameras

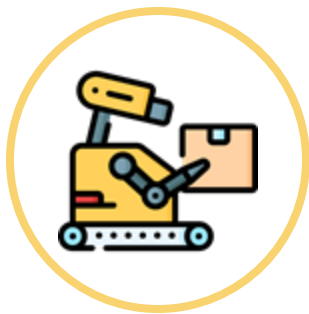
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Today's sensing systems

Supply Chain



Healthcare



Agriculture



These sensing systems rely on huge amounts of data to perform tasks and deliver insights



Images



RF



Audio

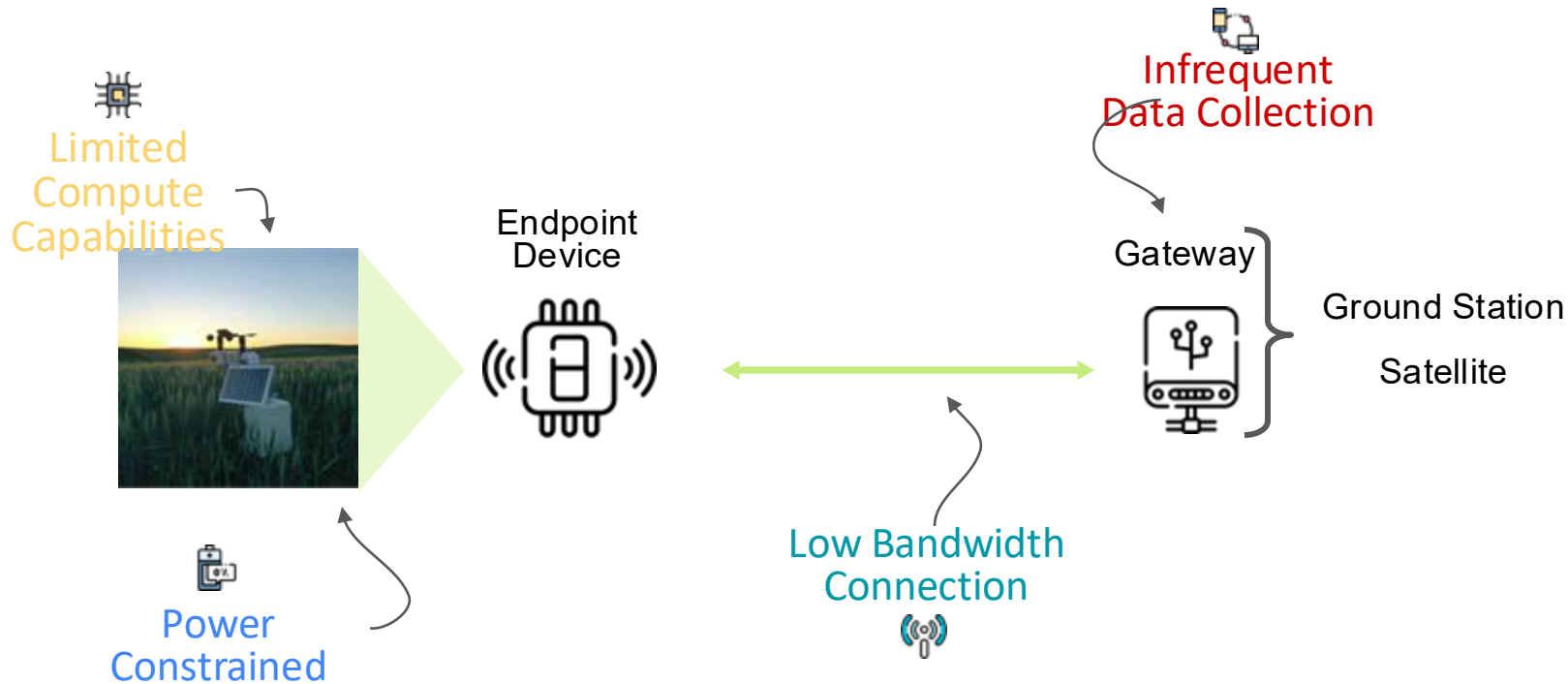


Temperature



Moisture

Offloading data can be challenging



Extremely energy-efficient devices

BeetleCam¹



WISPCam²



Underwater Wireless Camera³



[1] Iyer, Vikram, et al. "Wireless steerable vision for live insects and insect-scale robots." *Science robotics* 5.44 (2020): eabb0839.

[2] Naderiparizi, Saman, et al. "WISPCam: A battery-free RFID camera." *2015 IEEE International Conference on RFID (RFID)*. IEEE, 2015.

[3] Afzal, Sayed Saad, et al. "Battery-free wireless imaging of underwater environments." *Nature communications* 13.1 (2022): 5546.

Some challenges

Battery-free
Wireless Camera



Image Transfer
Delays



Missing Pixels 😞

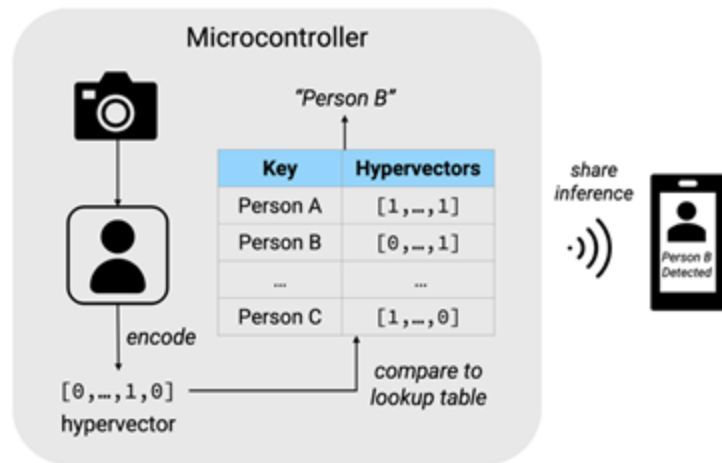


Can we enable onboard computer vision on
resource-constrained IoT cameras?

HyperCam in a nutshell

Onboard ML classifier built on hyperdimensional computing principles.

- Comparable accuracy as DNNs but **55-398x faster** and **12-33x more lightweight** than DNNs.
- Proposes a novel hyperdimensional encoder that optimizes memory and time usage.



Hyperdimensional Computing (HDC)

Motivated by the observation that human brain operates on **high-dimensional** representation of data.

A paradigm of computing in **hyperspace** using **hypervectors**.

$$\mathbf{h}_a = [0, 1, 1, 0, 1, \dots, 1, 0, 1]$$

$$\mathbf{h}_b = [1, 1, 0, 0, 1, \dots, 1, 1, 1]$$

:

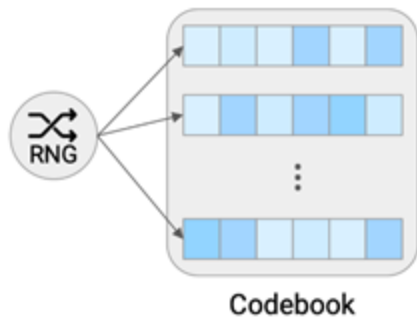
$$\mathbf{h}_z = [0, 0, 1, 1, 0, \dots, 1, 0, 0]$$



Pentti Kanerva

Hyperdimensional Computing (HDC)

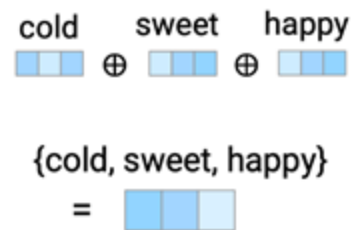
1 Basis vector generation



2 Binding



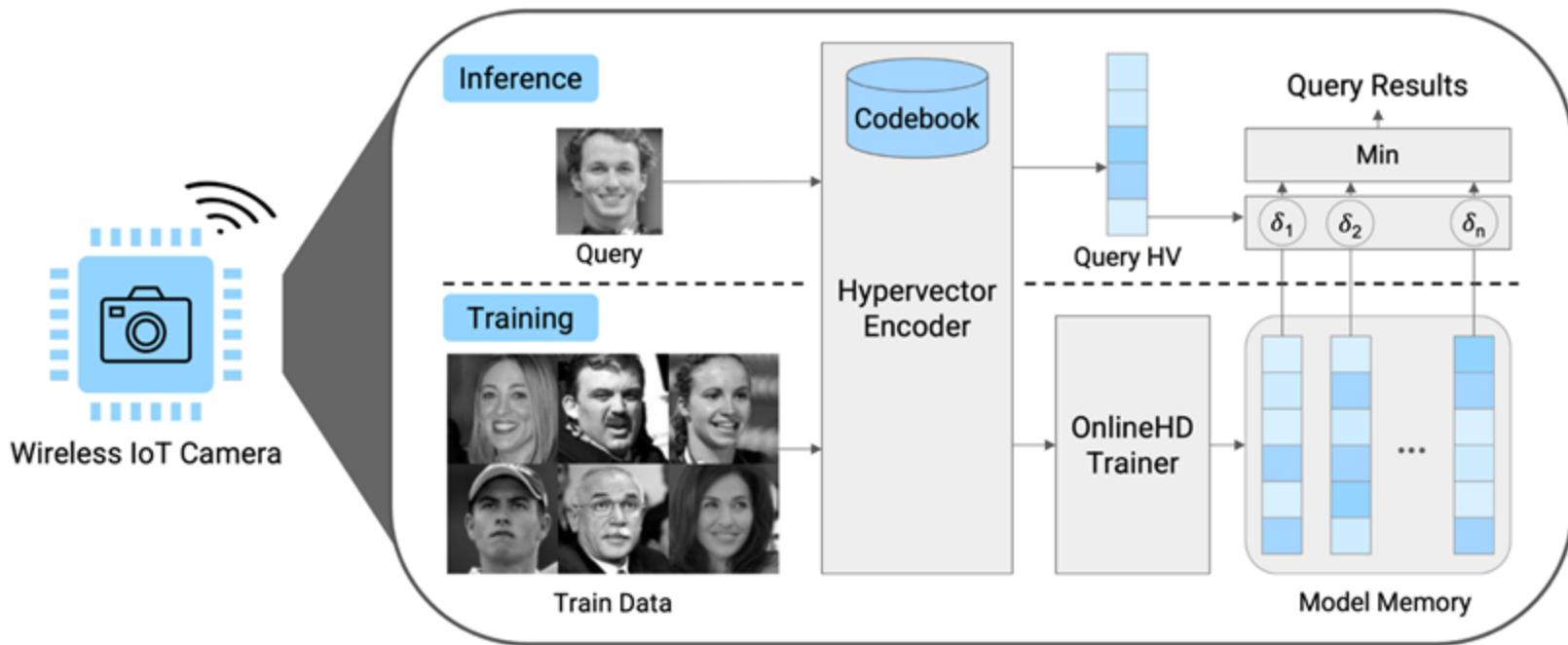
3 Bundling



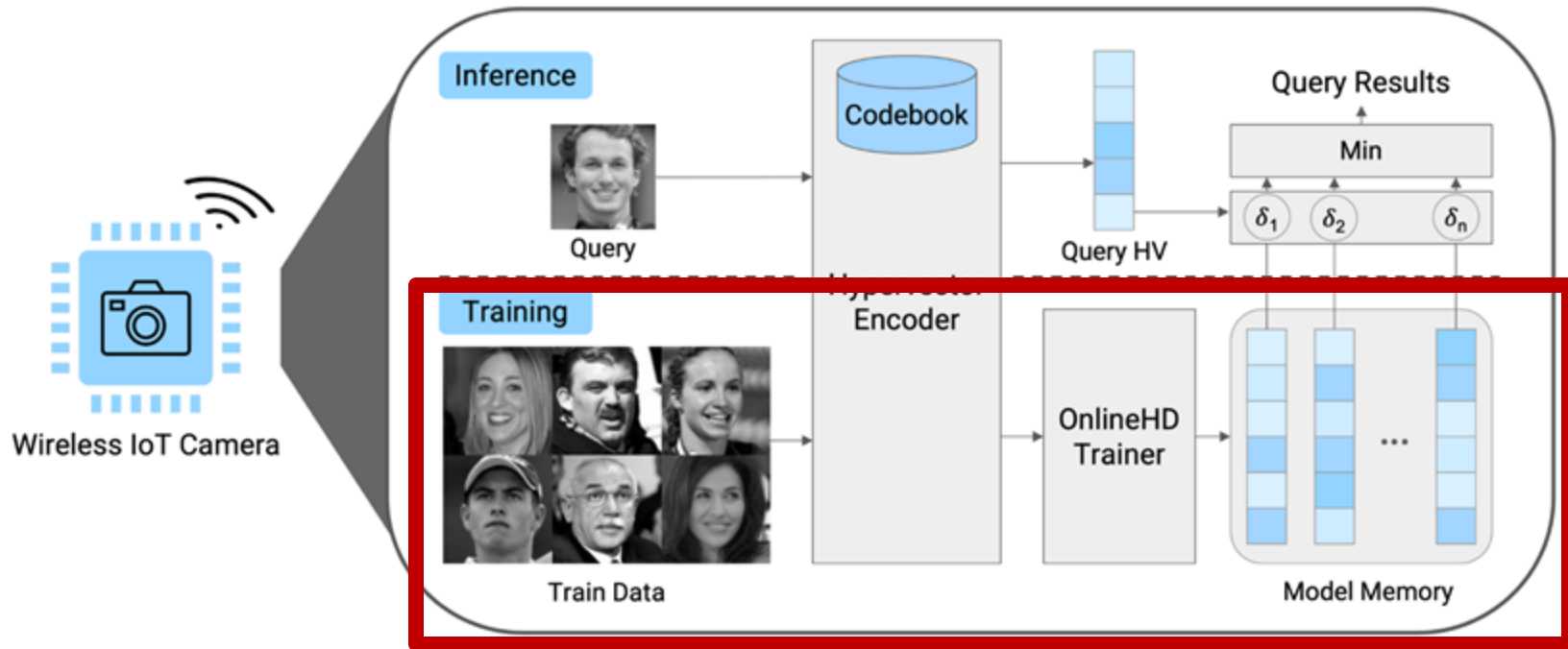
4 Permutation



With HDC, we can build machine learning classifiers that can work with images on the edge.

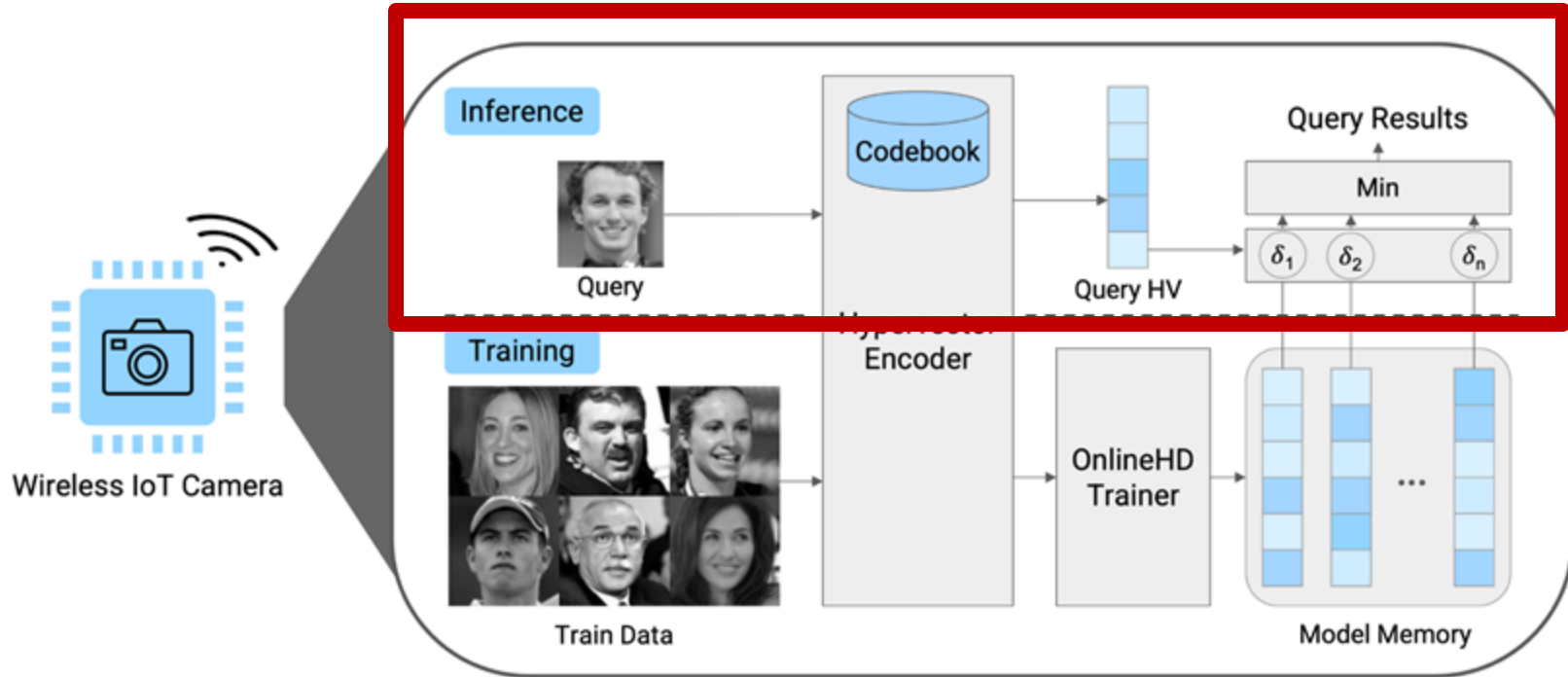


Training



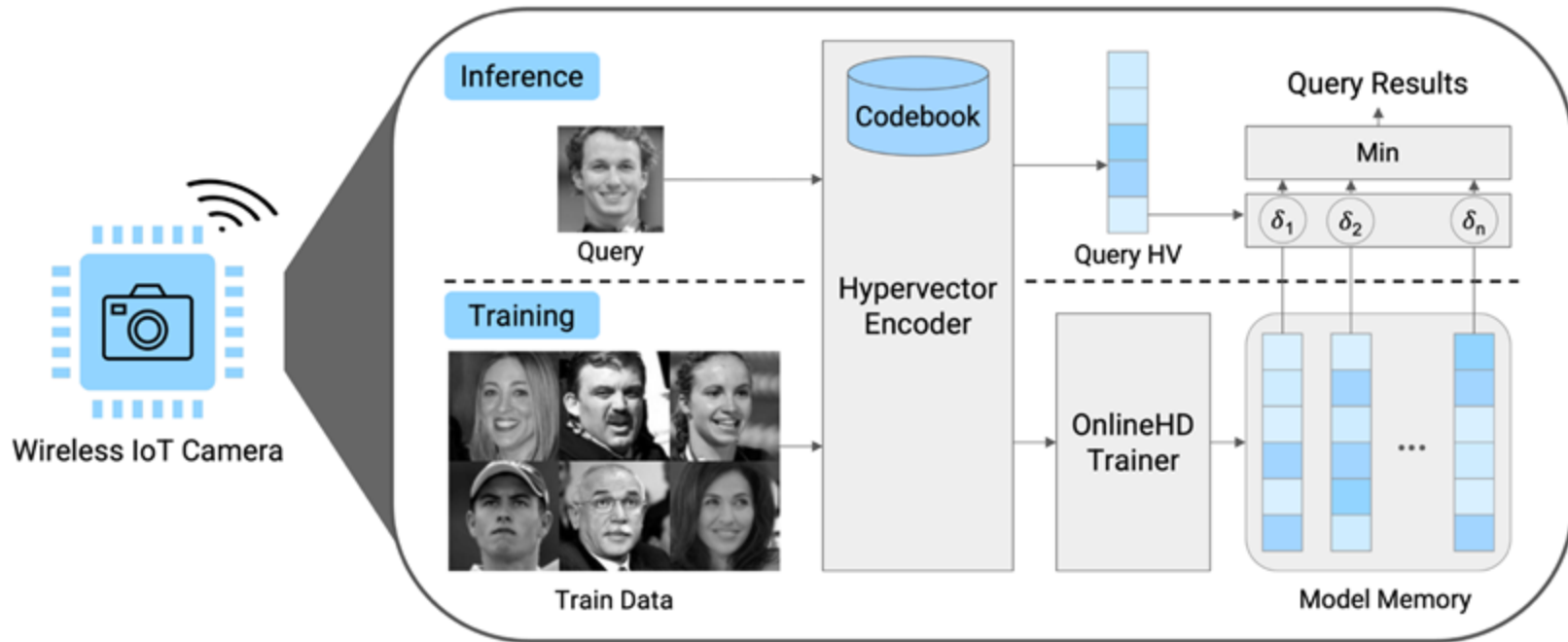
executed on commodity hardware

Inference

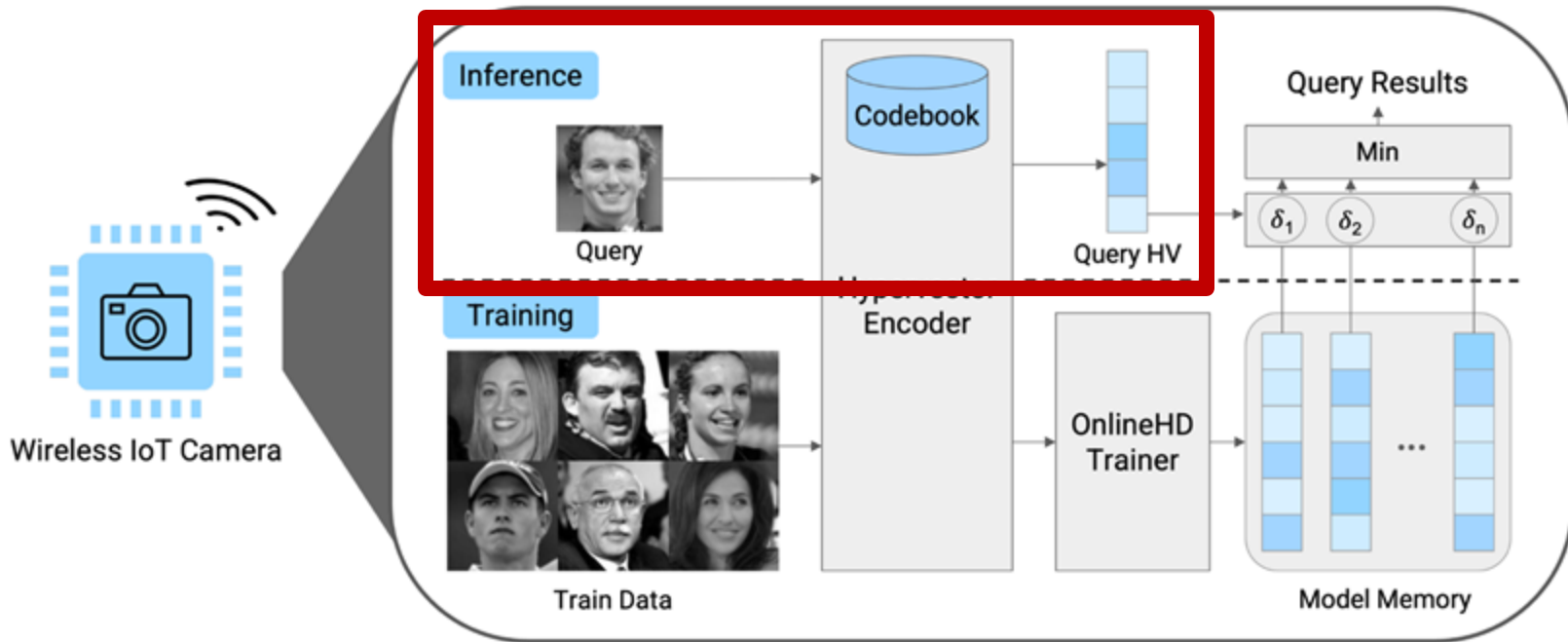


executed on ultra-low power microcontroller

Where is the performance bottleneck?



The Encoder



The challenge is with **encoding**

Image encoding scales at $O(whn)$, where inference only at $O(n)$.

On STM32U585AI MCU, existing image encoding method takes **~1 minute** to encode 120x160 grayscale image.

Our innovation reduces this to **0.05s**.

HyperCam Image Encoding

HyperCam employs HD expression rewrites to reduce resource usage of encoding operation.

$$hv_{img} = \sum_{i=1}^h \sum_{j=1}^w R(i) \odot C(j) \odot V(Img[i \cdot w + j])$$

Rewrite 1 $hv_{img} = \sum_{i=1}^h \sum_{j=1}^w p^i[R(0)] \odot p^i[C(0)] \odot V(Img[i \cdot w + j])$

Rewrite 2 $hv_{img} = \sum_{i=1}^h \sum_{j=1}^w p^{i \cdot w + j}[X(0)] \odot V(Img[i \cdot w + j])$

Rewrite 3 $hv_{img} = \sum_{z=0}^{255} |Pix(z)| \cdot V(z) \odot \left[\sum_{i,j \in Pix(z)} p^{i \cdot w + j}[X(0)] \right]$

semantics-preserving

HyperCam Image Encoding

HyperCam deploys a novel **sparse bundling operation** that approximates bundling of independent vectors. **Sparse bundling is 500x faster than normal bundling.**

$$hv_{img} = \sum_{z=0}^{255} |Pix(z)| \cdot V(z) \odot \boxed{SparseBundle(Pix(z))}$$

Each bundling operation reduced to ~20 (instead of 10,000) vector updates.

Computational Savings

| | Naive | Rewrite 1 | Rewrite 2 | Rewrite 3 | HyperCam |
|---------------------|-------|-----------|-----------|-----------|----------|
| Codebook | 536 | 258 | 258 | 258 | 258 |
| Bind | 38400 | 38400 | 19200 | 19200 | 19200 |
| Bundle | 19200 | 19200 | 19200 | 19456 | 256 |
| SparseBundle | 0 | 0 | 0 | 0 | 19200 |

Table 1: Comparison of encoding methods based on the size of the codebook and the number of bind, bundle, and sparse bundle operations. Each bundling operation involves 10000 bit-wise addition, whereas each sparse bundling operation involves 20.

HyperCam gains huge computational and memory savings at the expense of degraded accuracy

Evaluation

4 Datasets

- MNIST, Fashion MNIST: 28x28 60,000 images in 10 classes
- Face Detection & Identification: 120x160 5000 images in 7 person classes and 1 non-person class

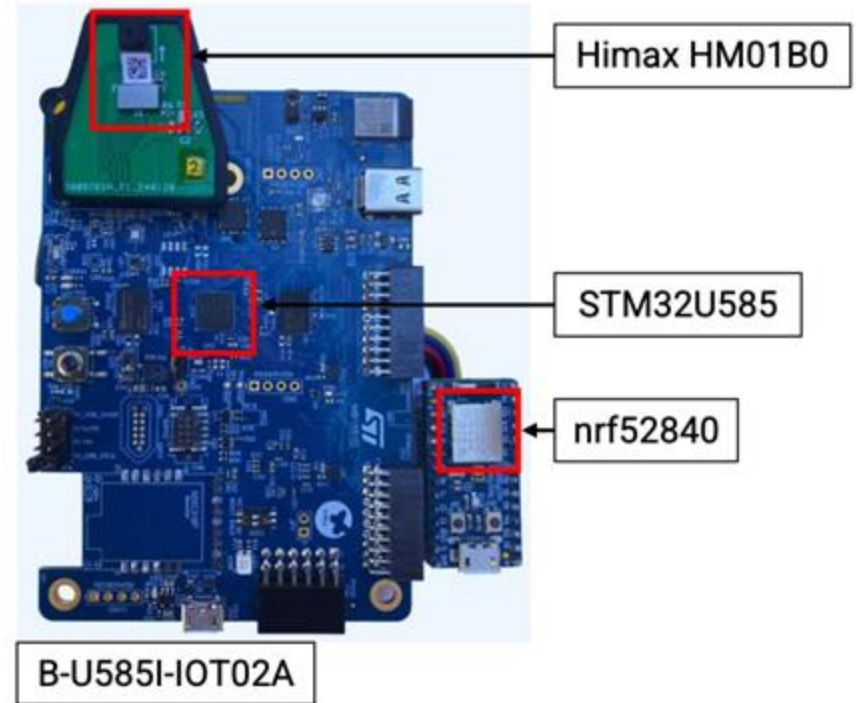
3 Types of Models

- HDC: Vanilla HDC, OnlineHD (SOTA trainer at the time), Rewrite 2
- Traditional ML Models: SVM, xgBoost Tree
- Tiny ML: MobileNet, MicroNet, MCUNet-Small, MCUNet-Large

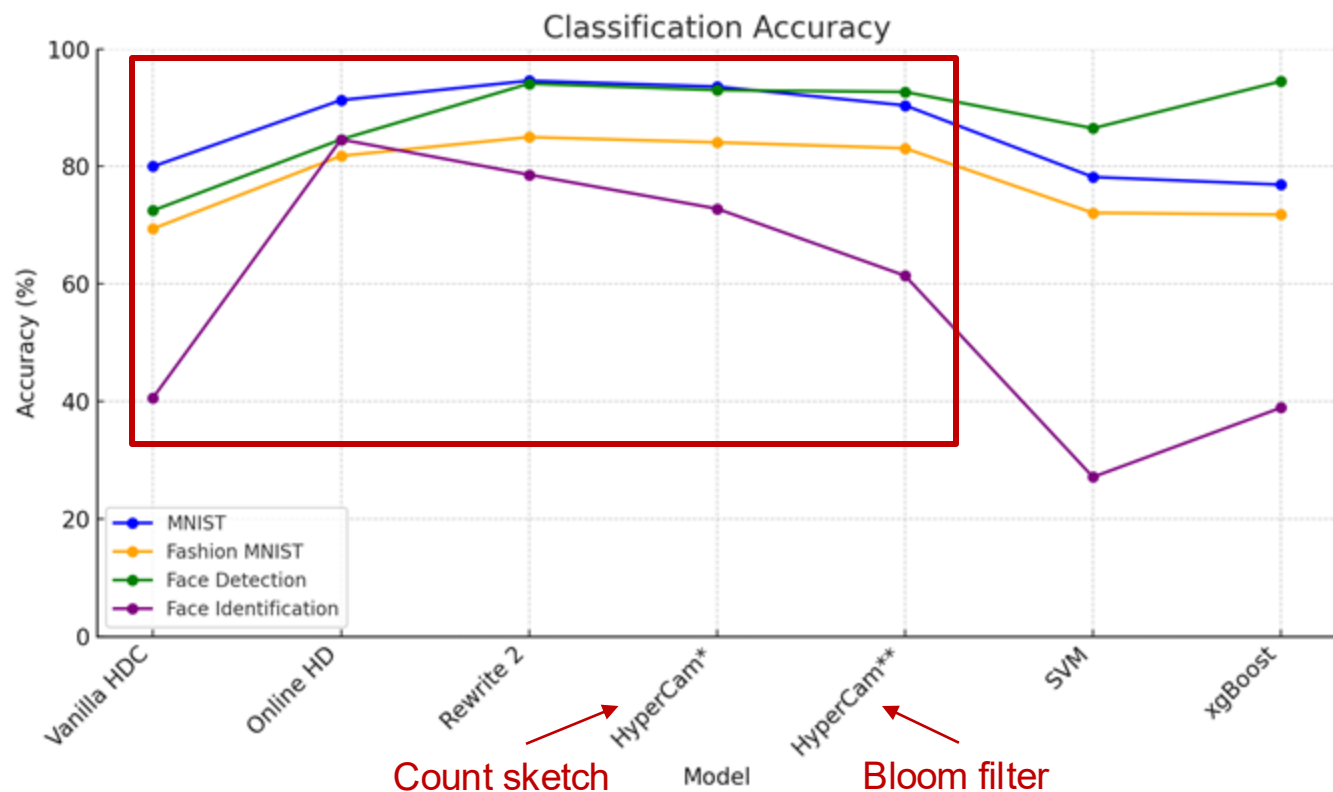
Evaluation

Test accuracy evaluated on software

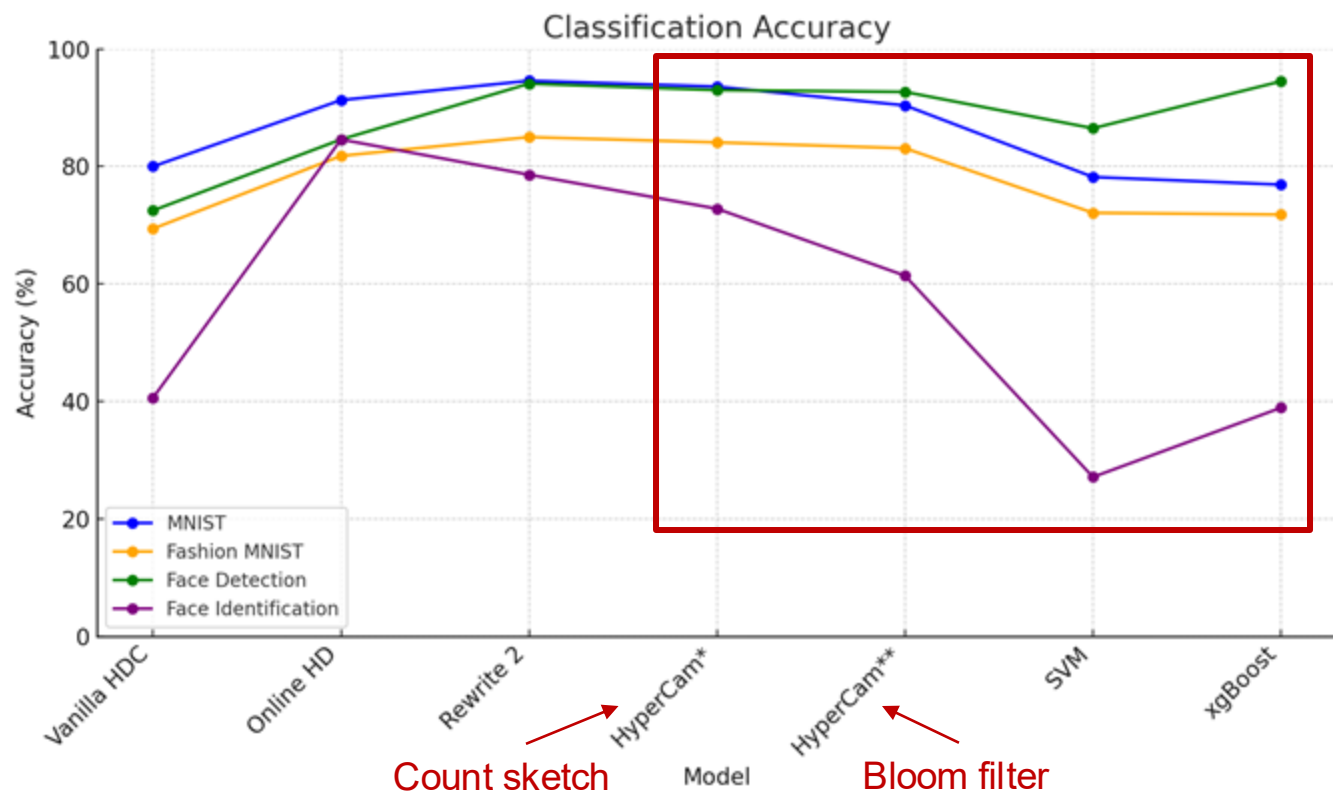
Resource usage evaluated on hardware



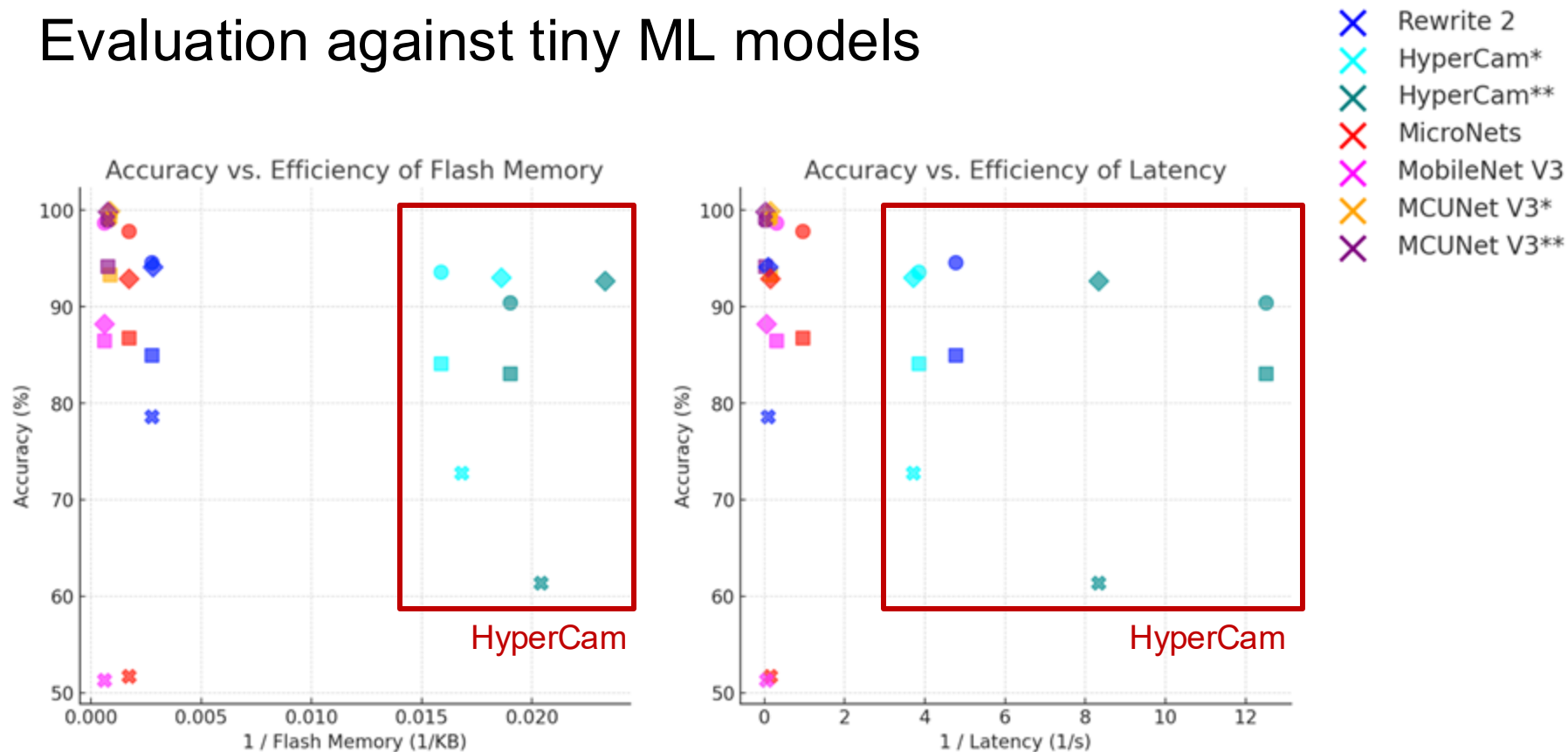
Evaluation against HDC and traditional ML models



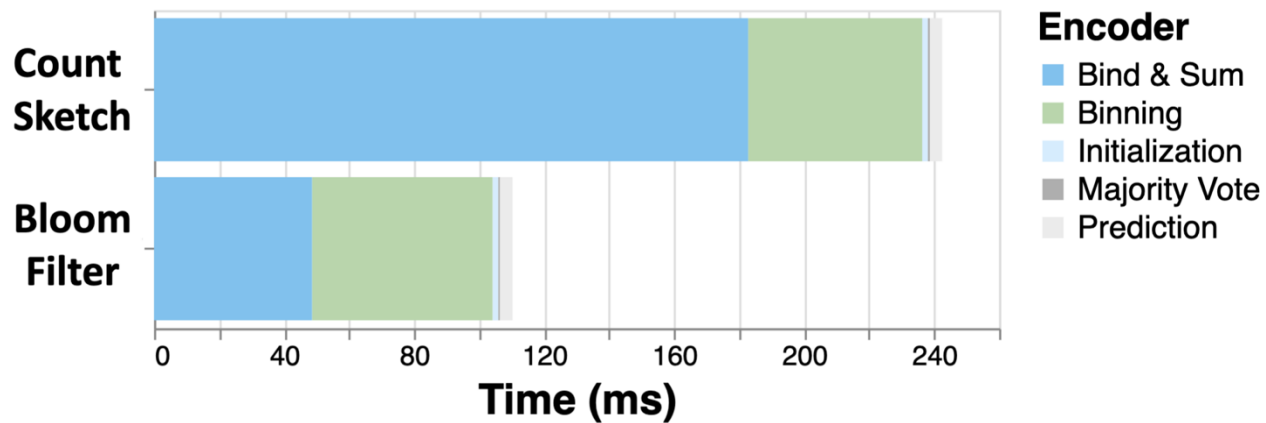
Evaluation against HDC and traditional ML models



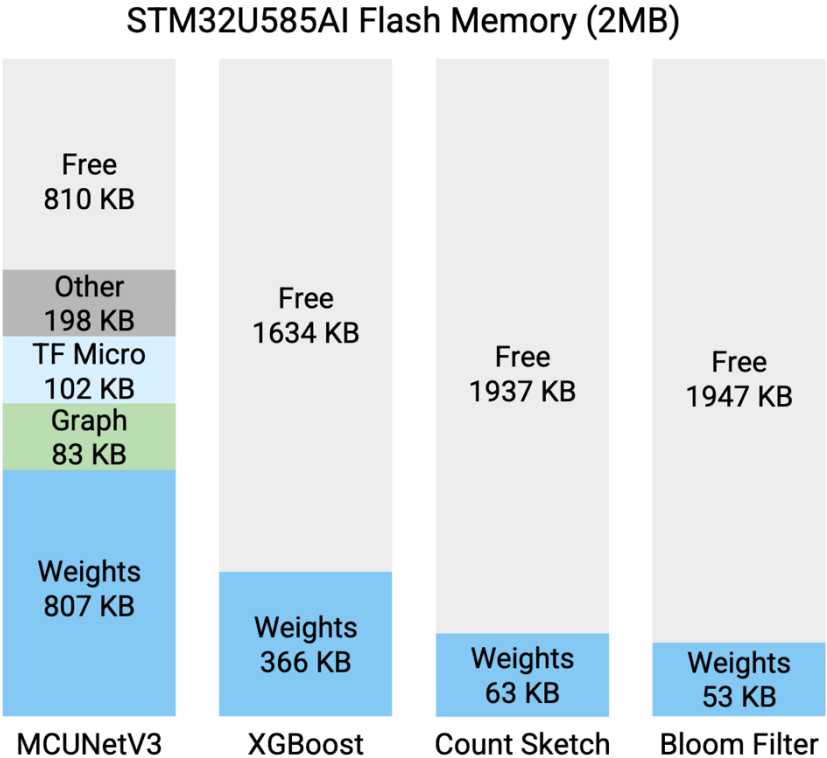
Evaluation against tiny ML models



Resource Usage



Resource Usage



Conclusion

- We propose HyperCam, a fast and lightweight ML classifier based on hyperdimensional computing.
- HyperCam optimizes HD encoding for images using sparse bundling, resulting in less than 2% accuracy drop.
- HyperCam delivers latency of 0.08-0.27s while using 42.91-63.00KB flash memory and 22.25KB RAM at peak.

Teaser: learned bloom filter beats DNNs in accuracy.