

GOAL

- Research ways to efficiently implement machine-learning algorithms on MIPS/PowerVR
- Research possible extensions to MIPS

MOTIVATION

Consumer products applications:

- Product personalisation (e.g. musical preference analysis)
- Product tuning (e.g. voice recognition)

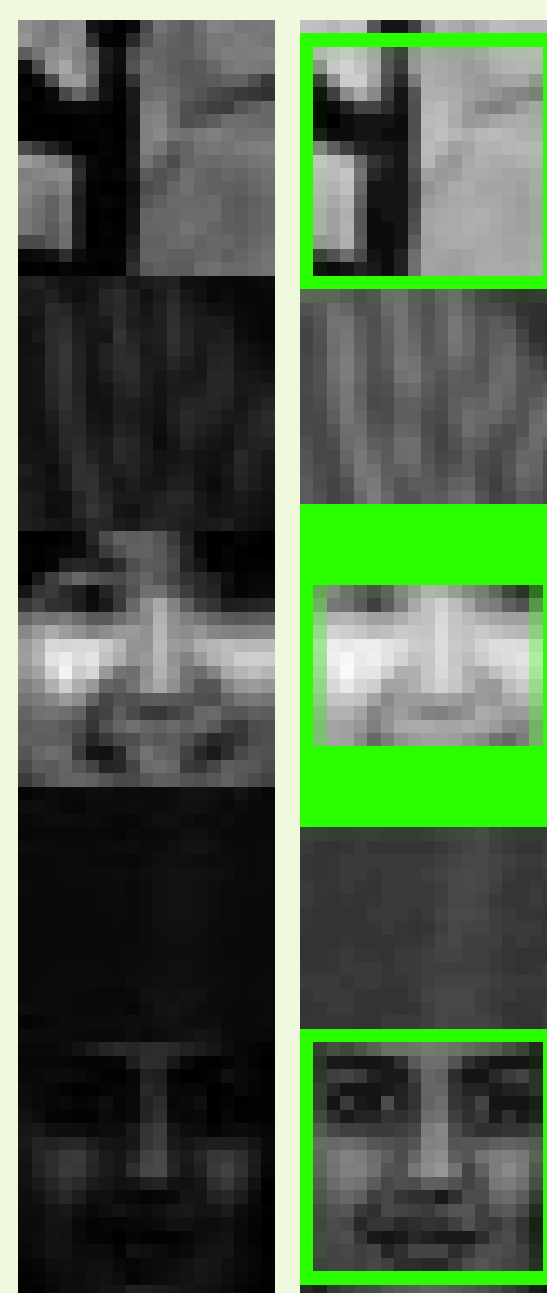
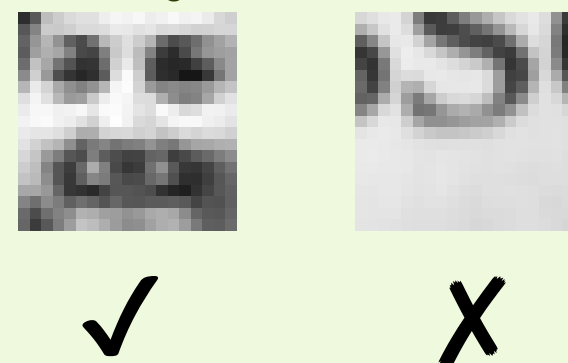
Case Study:

Face-Detection with Features

Based on pixel-intensity-sum over rectangular regions of the subject image

Sum the pixel intensity values in the positive regions, subtract sum of the pixel intensity values in negative regions

Low-resolution images from the CMU image database

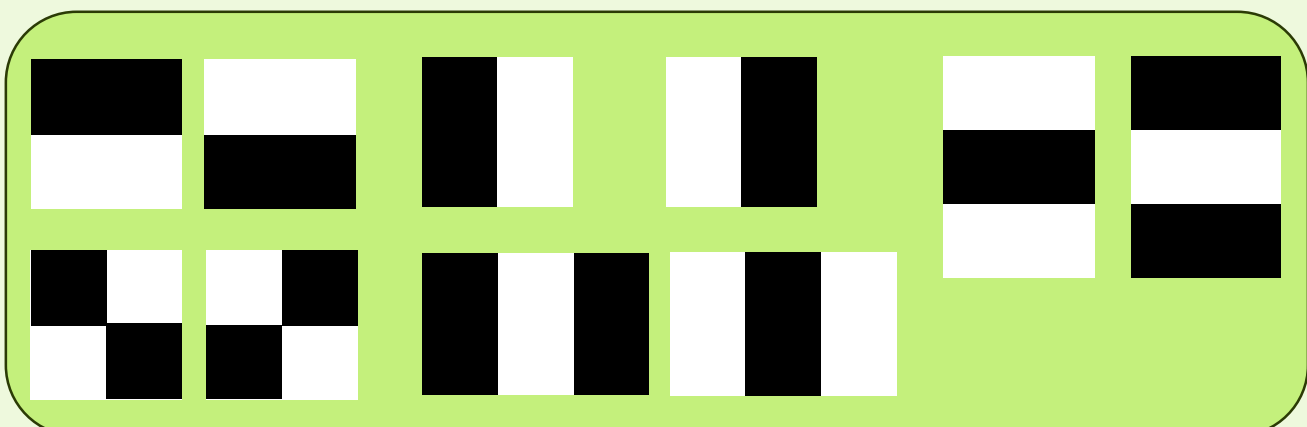


Low-resolution images from the CMU image database
25 rounds of boosting used

Dark regions are 'negative' (subtractive), light region is 'positive' (additive)

Features can be evaluated very efficiently using the 'integral image'

Feature 'shapes': Edge, Line, Chequer



Based on public domain image of Eben Moglen by Andrew McMillan



Eyes-detecting feature

BOOSTING

- Machine-learning strategy based on composing 'weak learners'
- Each weak learner has less-than-50% error-rate
- Face-detection uses features as weak-learners
- *Very* broadly applicable

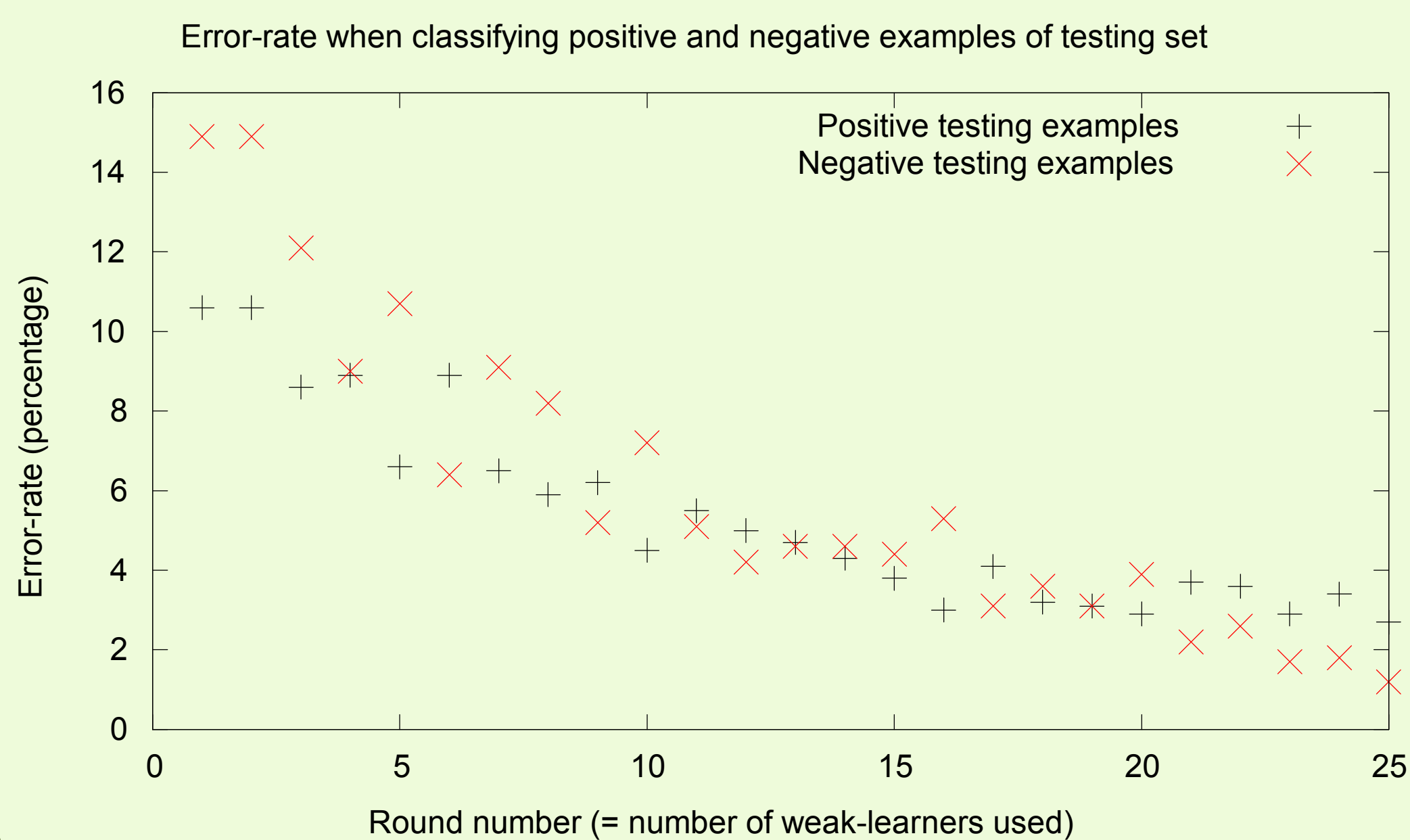
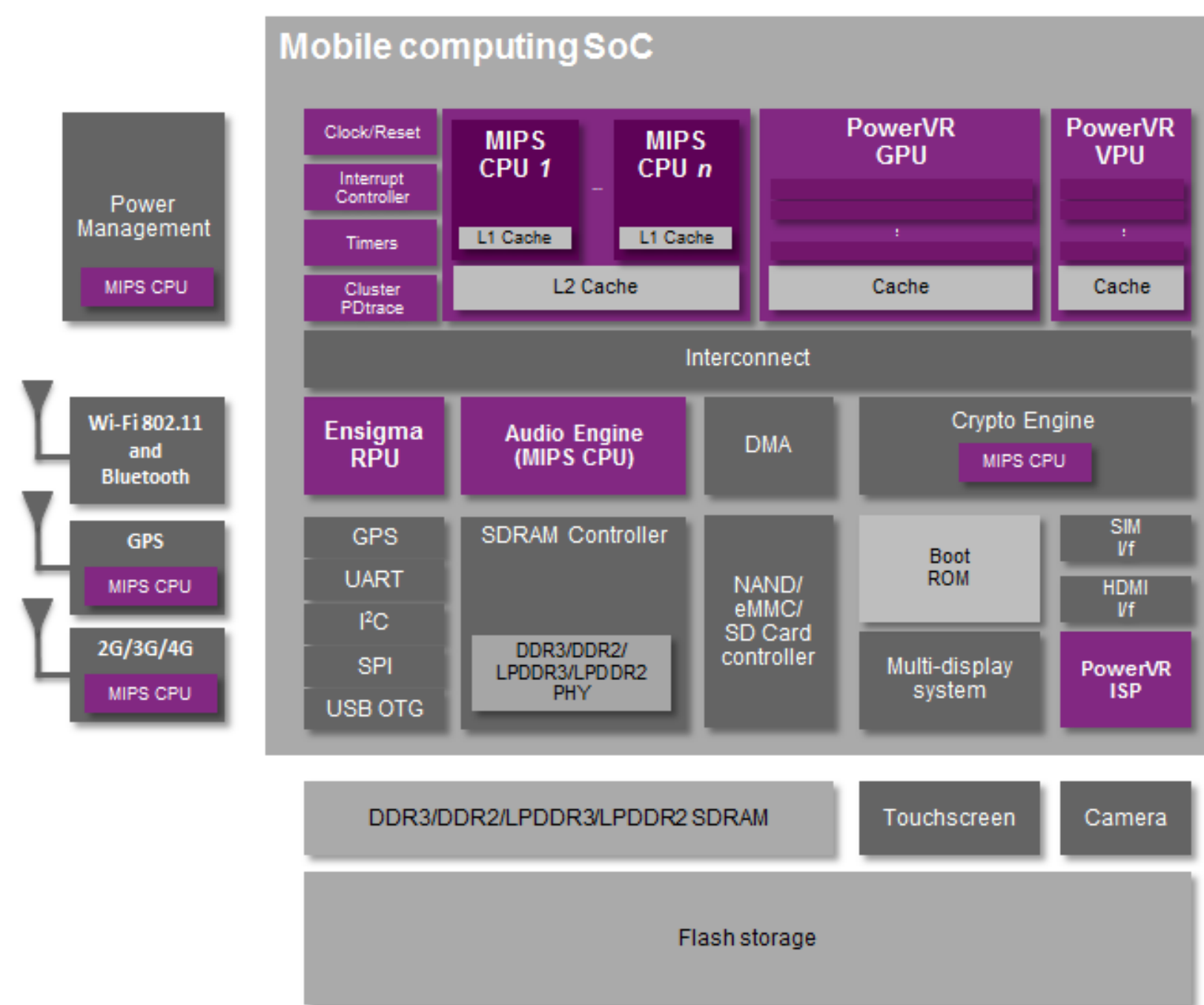


Image from Imagination Technologies™ web-site



THE MIPS ISA

- RISC
- Widely used in embedded applications
- Multi-core & SIMD

POWERVR

- Leading mobile embedded-graphics product-line
- OpenCL conformant
- Potential for customisation

MACHINE LEARNING APPROACH

Offline machine learning:

Training phase distinct from actual use

Online machine learning:

Learns 'in the field'

- Viola/Jones algorithm is *offline*
- Uses AdaBoost boosting meta-algorithm

REFERENCES

A Short Introduction to Boosting, Freund & Schapire

Robust Real-Time Face Detection, Viola & Jones

A Novel SoC Architecture on FPGA for Ultra Fast Face Detection, He, Papakonstantinou & Chen