

Bio-inspired (electronic) vision

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 2011 VLSI Circuits Workshop, 14 June:
Bio Inspired Computation - What Electronics can Learn from Bio.

With big thanks to

The organizers Michael Flynn (Univ. of Michigan) and Makoto Ikeda (Univ. of Tokyo)

And to

Neuflow
 Eugenio Culurciello, Clement Farabet, Yann Lecun
 (New York University and Yale)

ATIS
 Christoph Posch (Austria
 Inst. of Technology, Vienna)

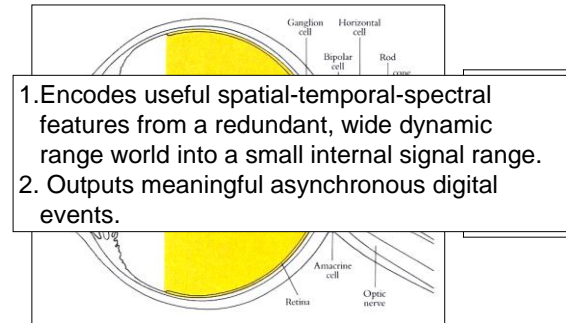
IVS
 Tetsu Yagi and Hiro Okuno
 (Osaka Univ.)

ConvModules
 Bernabe Linares-Barranco (Inst.
 of Microelectronics, Sevilla)

Outline

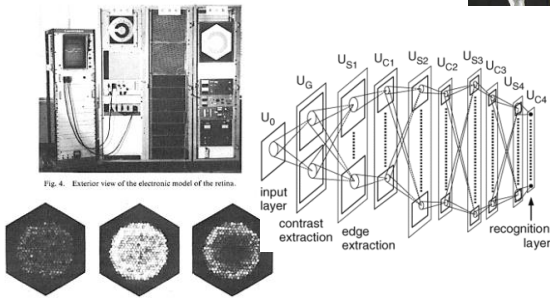
- **Biological vision as an inspiration for better machine vision:** computation and costs in the retina and cortex.
- **Silicon retina vision sensors:** the Scanned “Intelligent Vision Sensor”, and then “event-based” frame-free asynchronous sensors – the Dynamic Vision Sensor and the Asynchronous Time-Based Image Sensor.
- **Applications of these sensors** in surveillance and robotics.
- **Going past simple object tracking: Convolutional networks** - both event-based hardware and “LeNet” in Neuflow project.
- Retrospective view **comparing natural and artificial computation:** What do we need?

Function of the retina

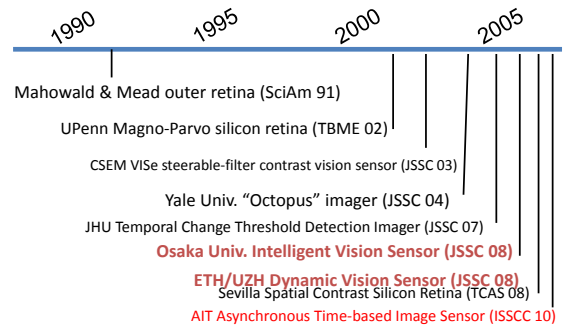


Rodieck, 1998

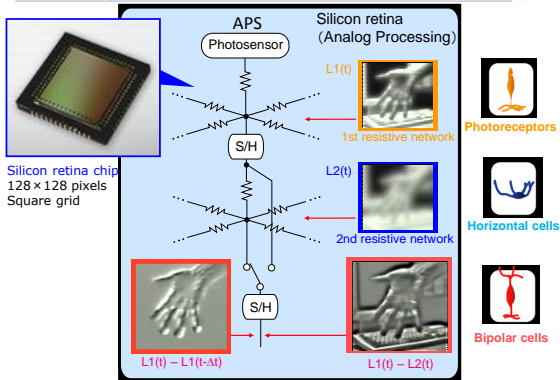
Fukushima’s / NHK Research Labs
 1970 Electronic Retina, 1980 Neocognitron



Historical development of integrated silicon retina vision sensors

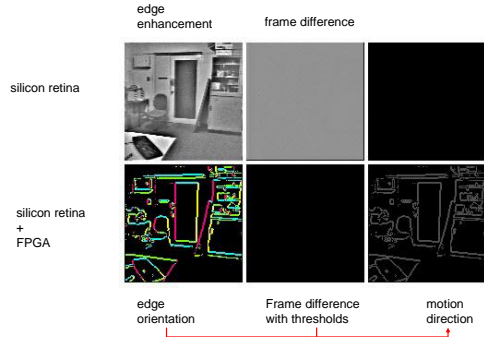


“Intelligent Vision Sensor” Silicon retina chip (IVS)



Real-time feature extraction with the IVS

Taking advantages of edge enhancement and frame subtraction images, our system can extract multiple features in parallel in a single frame.

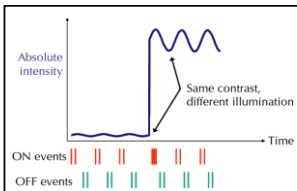


Principle of ETH/UZH Dynamic Vision Sensor (DVS)

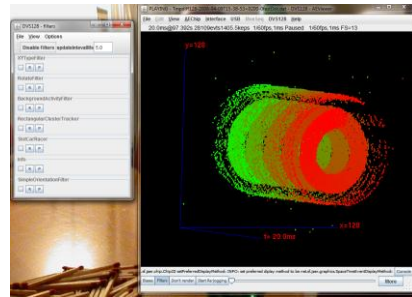
- Quick, sparse, & informative output for dynamic vision

- This vision sensor asynchronously emits digital *address-events* that encode the *addresses* of changing pixels.
- Each event means that the log intensity has changed by a quantized amount.

This operation efficiently encodes local changes in scene reflectance with short latency and wide dynamic range

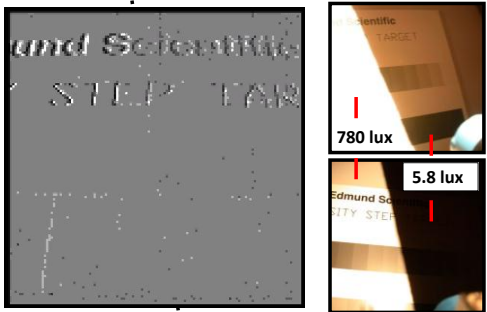


Demonstration of the DVS



Siliconretina.ini.uzh.ch

DVS Uniform event threshold and wide dynamic range

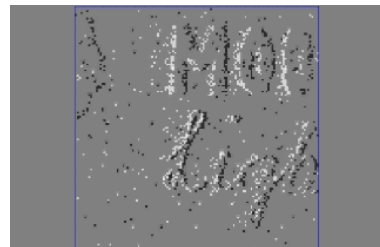


780 lux : 5.8 lux

Edmund 0.1 density chart Illumination ratio=135:1

Siliconretina.ini.uzh.ch

DVS Low light performance

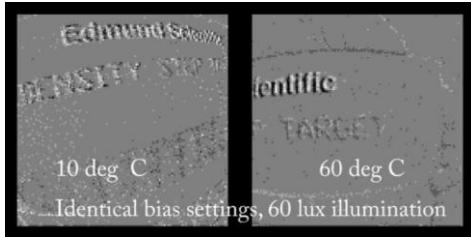


Shot under moonlight (<0.1 lux) with high contrast text Photocurrent is <20% of dark current!

Keys to this ability

- 1) Low threshold mismatch
- 2) Pixels remember all change since last event

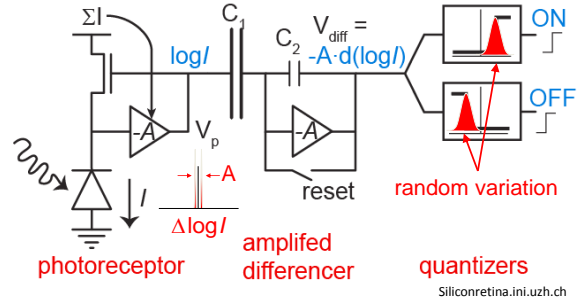
DVS Integrated biases enable unadjusted operation over a wide temperature range



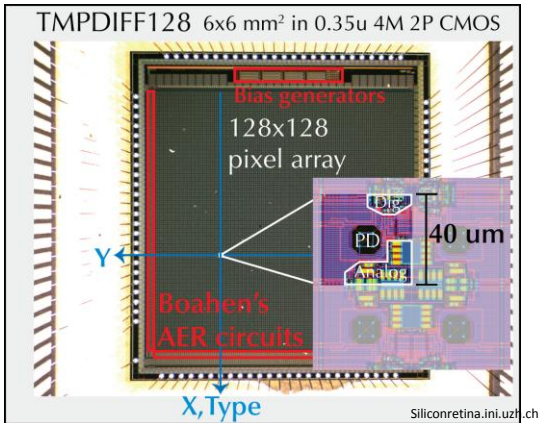
Siliconretina.ini.uzh.ch

How do the DVS pixels work?

Objectives:
 Good event-threshold uniformity
 Fast response under wide illumination range



Siliconretina.ini.uzh.ch



Siliconretina.ini.uzh.ch

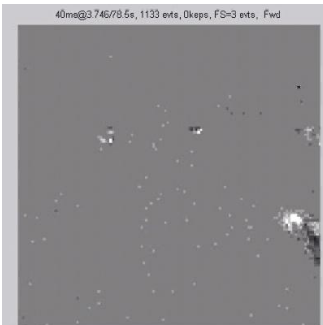
DVS128 silicon retina cameras



Stream time-stamped address-events over high speed USB interface

Siliconretina.ini.uzh.ch

Tracking objects with the DVS events



- Each event either
- moves an existing containing cluster, or
 - Spawns a new cluster
- Starved clusters are pruned
 - Overlapping clusters can be merged

Advantages: 1. No frame memory (100 bytes/object).
 2. No frame correspondence problem²⁰

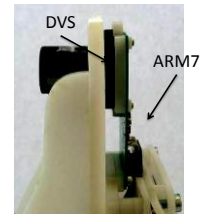
Siliconretina.ini.uzh.ch

Embedded pencil balancer with DVS Sensors

Jorg Conradt, Matthew Cook



eDVS
 (Embedded DVS)
 DVS+ARM7 microcontroller



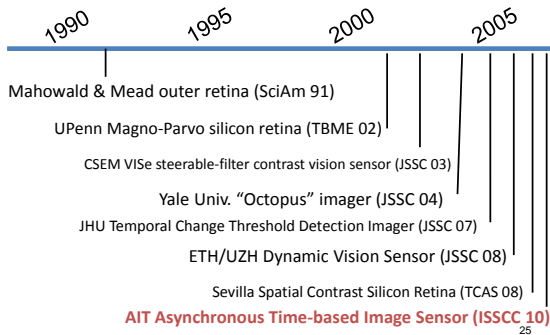
Conradt et al., 2009



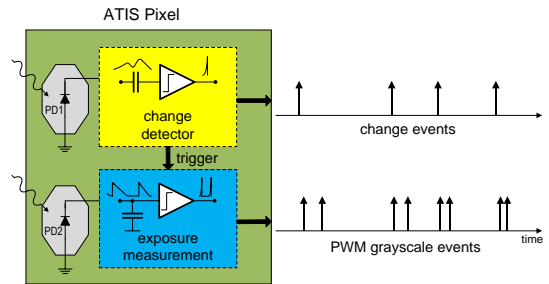
DVS application areas

- Low level feature extraction (Delbruck, Zurich)
- Car and person counting (AIT, Vienna)
- Fast robotic vision (Delbruck, Zurich)
- Neuromorphic spike-based hardware systems: CAVIAR
- Assembly line part identification (AIT, Vienna)
- Tracking grasping for spinal cord recovery (Rogister, Zurich)
- Eye tracking (Ersboell, DTU Lyngby, EU NoE COGAIN)
- Sleep – humans, mice, worms (Tobler/Winsky, UZH Zurich)
- Hydrodynamics (Hafziger and Jensen, Oslo)
- Tracking fruit fly wing beats (Fry, UZH-ETH Zurich)
- Tracking walking flies (Dickenson lab, Caltech)
- Human movement analysis (Perona lab, Caltech)
- Locust antennal movements (Huston, Caltech)
- Microscopic organisms and Brownian motion (Wu, Caltech)
- Tracking satellites (Assad, JPL)
- Fluorescence / Phosphorescence imaging (Arian, JPL)
- Calcium imaging of neural activity (Kanold, Maryland)
- Driving with spikes (Besselmann & Delbruck, Zurich)
- Reinforcement learning for slot car racing (Riedmiller, Germany)

Historical development of event-based integrated silicon retina vision sensors



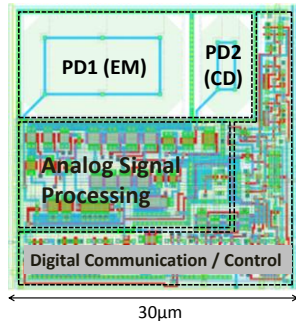
Asynchronous Time-based Image Sensor (ATIS) C. Posch, Austria Inst. of Technology



Posch et al. JSSC 2010

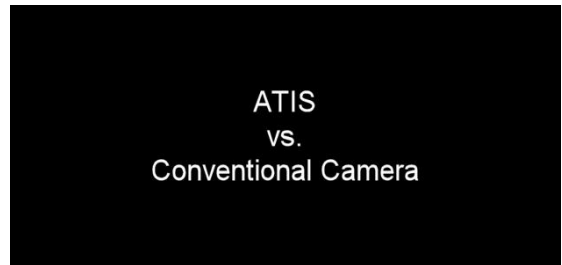
ATIS Pixel Layout – CMOS 0.18μ 6M MiM

- 77T, 4C, 2 PDs
- Fill factor: 30%
10% CD
20% EM



Posch et al. JSSC 2010

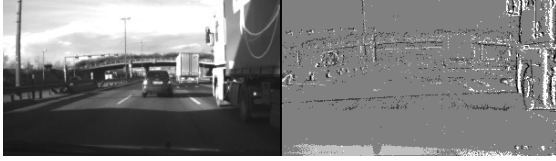
High Speed - Wide Dynamic Range



- Temporal resolution: μs-range (10kfps – 1Mfps)
- DR >120 dB (standard CMOS/CCD: ~ 60-70dB)

Posch et al. JSSC 2010

ATIS Ego-Motion DVS output in automotive applications



Posch et al. JSSC 2010

ATIS Ultrahigh Dynamic Range **125dB for 30fps** (video speed)



Posch et al. JSSC 2010

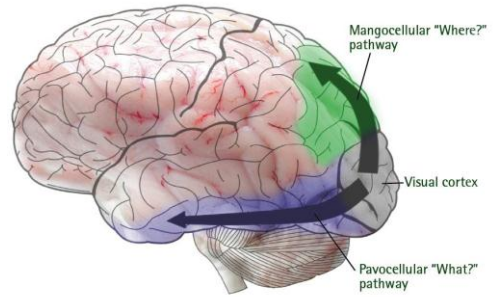
ATIS Pixel-level Video Compression

- ~QVGA continuous-time video stream
- 2.5k – 50k events/sec
- with 18bit/event
- **45k – 900k bit/sec**
- 30fps × 8bit × QVGA = 18Mbit/sec (raw)
- Variable compression factor: **20 – 400** at the raw sensor output (no other embedded compression)



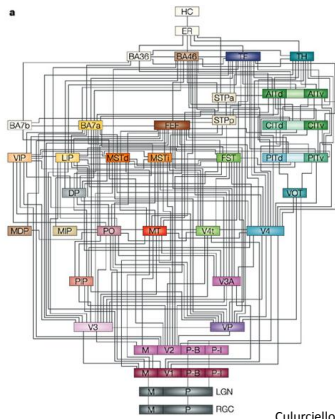
Posch et al. JSSC 2010

Going past the retina and simple vision



Culurciello

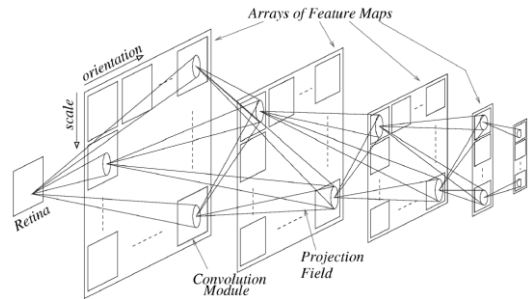
The visual cortex:
A hierarchy of about 30 visual areas



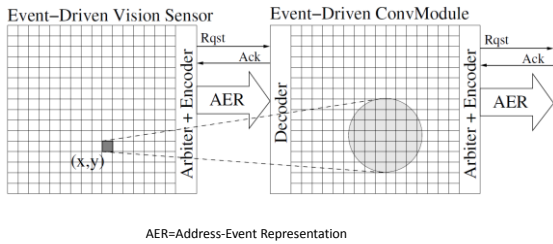
Felleman & van Essen 1991

Culurciello

Event-driven convolution processing. Bernabe Linares-Barranco, IMSE, Sevilla

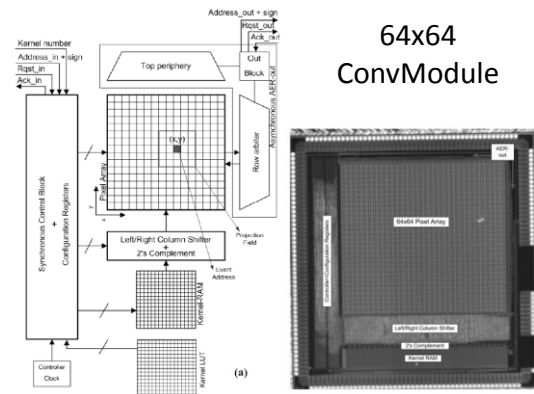


Projective AER convolution hardware module



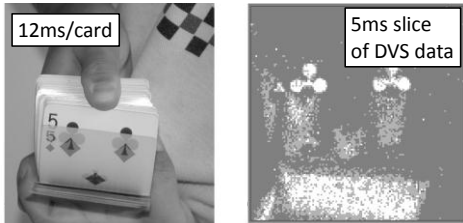
AER=Address-Event Representation

Linares-Barranco, IMSE, Sevilla

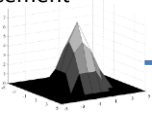


64x64
ConvModule

L. Camunas-Mesa et al., 2010

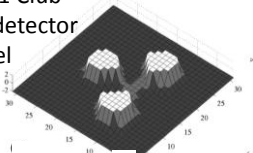


7x7 Edge enhancement kernel

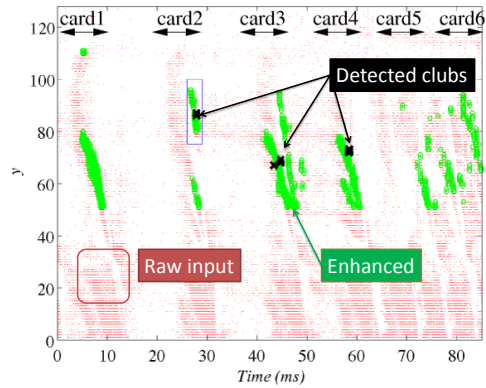


L. Camunas-Mesa et al., submitted 2010

31x31 Club suit detector kernel



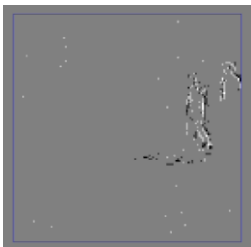
(c)



L. Camunas-Mesa et al., submitted 2010

Gabor filtering with spike-based convolutions on FPGA

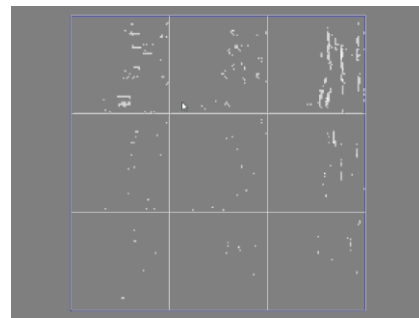
Raw input data



- Spike-based convolutional network is implemented in a Virtex-6 FPGA
- 3 orientations X 3 scales

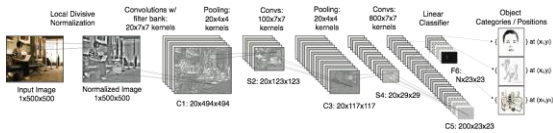
Carlos Zamarreño Ramos, B. Linares-Barranco (unpublished)

Gabor filtering with spike-based convolutions
9 kernels running in parallel on Virtex 6 FPGA



Carlos Zamarreño Ramos, B. Linares-Barranco (unpublished)

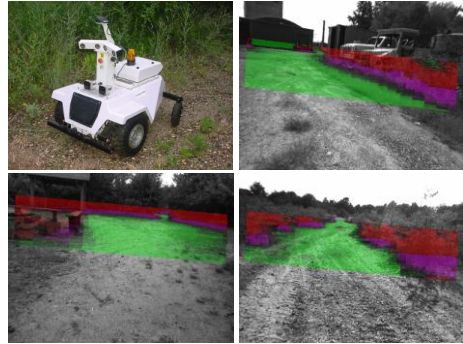
multi-layer convolutional neural networks LeCun's "LeNet" and Neuflow.org



- convolutional layers, non-linearities, subsampling, convergence
- deep feed-forward multi-layer network: hierarchical system = invariance
- all parameters are learned from data
- implements models of the mammalian visual system

Neuflow.org, LeCun, E. Culurciello, 2010

- Obstacle avoidance, real-time guidance



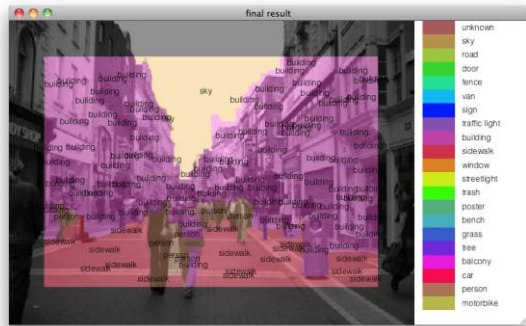
Yann LeCun, NYU

- and face detection / pose estimation



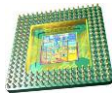
Yann LeCun, NYU

- scene parsing with deep neural networks



Farabet, Culurciello, LeCun 2011

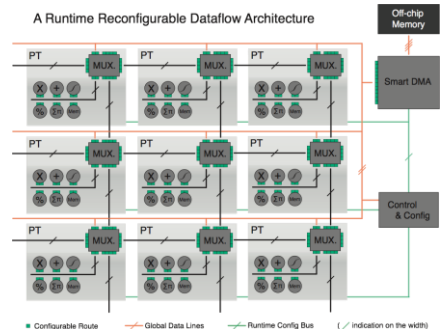
NeuFlow approach: fully digital!



- NeuFlow Processor! A DARPA-funded Flow-based Processor with a streaming instruction set
- An instruction set that allows macroscopic vision operations, e.g. 2D convolutions, local contrastive normalization, etc.
- Can implement complex image processing chains using a simple API in C/C++
- can be implemented in programmable hardware (FPGA) and also on custom VLSI micro-chips
- is essentially a SPECIALIZED GPU for models of vision!!!!

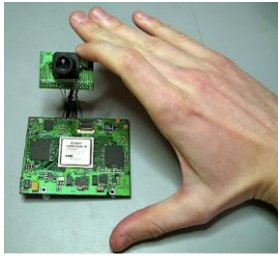
Farabet, Culurciello, LeCun 2011

inside the NeuFlow Processor



Farabet, Culurciello, LeCun 2011

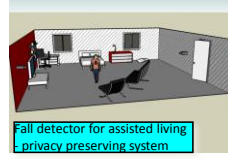
NeuFlow fits anywhere!



a home-made PCB that includes a Virtex4 and some quite large bandwidth to/from QDR memories

Farabet, Culurciello, LeCun 2011

Example applications of Neuflow



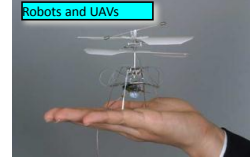
Fall detector for assisted living -privacy preserving system



Visual guidance for the blind

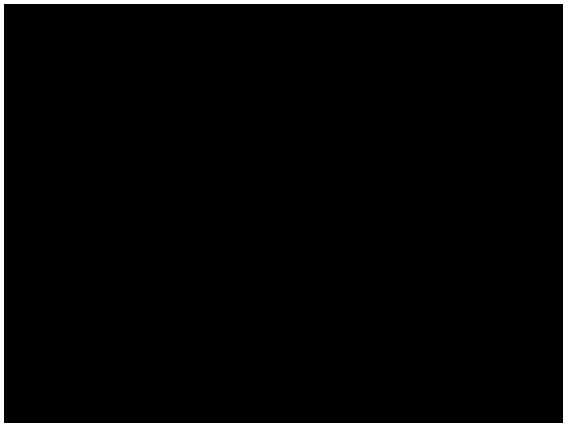


Smart helmet DoD apps



Robots and UAVs

Farabet, Culurciello, LeCun 2011



Neuflow technical notes

- Fills a \$2k Virtex 6 XC6VLX240T model... so quite large. Fit = uses all available routing fabric, logic utilization is actually ~25%. This FPGA has 240k logic cells, 3000kb of distributed RAM, 768 multipliers, and 14,000kb of distributed SRAM. Power: ~5-7W.
- IP-free, and entirely described in Verilog. Overall, it represents about 100,000 lines of Verilog code, and most of it is 'generative' meaning that the code replicates itself with different parameters.
- Uses a custom CPU (64-bit, with a pseudo vector-oriented instruction set), which can reconfigure most of the connections within the grid (between ALUs, from each ALU to the DMA ports), and the role of each ALU, at runtime.
- Compiler takes xFlow and automatically generates binary code for this CPU. You can see this binary as being the runtime sequence of grid reconfigurations and DMA (memory) accesses required to compute the algorithm described in xFlow.
- Targeting a standard 45nm IBM process, it requires 5x3mm of silicon (with less than 100kB SRAM overall). MPW prototype will cost only \$8k! (special deal obviously)

Neuflow.org

Retrospective: Computer vs. Brain

At the system level, brains are at least 1 million times more power efficient than computers. Why?	
Cost of elementary operation (turning on transistor or activating synapse) is about the same. It's not some magic about physics.	
Computer	Brain
Fast global clock	Self-timed, data driven
Bit-perfect deterministic logical state	Synapses are stochastic! Computation dances digital→analog→digital
Memory distant to computation	Synaptic memory at computation
Fast, high resolution, constant sample rate analog-to-digital converters	Low resolution adaptive data-driven quantizers (spiking neurons)
Mobility of electrons in silicon is about 10⁷ times that of ions in solution.	

53/30