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Cost-effective Hardware Accelerator Recommendation for Edge Computing

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- Current Edge HW Acc Status
- Challenge for HW Acc Deployment
- Solution Overview
- Case Study
- Conclusion





- Accelerating computations
- For general or specific task settings
 - CPU (most general)
 - GPU (better suited for stream processing)
 - FPGA (general in thoery but difficult to use)
 - ASIC (specific)













- Heterogeneous data sources from sensors;
- More compute intense processing requirements especially from image or video;
- Realistic physical constraints(power,size,cost. etc)











Too many different hardware devices potential for edge

 Current selection and evaluation research either single device or even low-level circuit design

 Need to understand applicability of these accelerator technologies for at-scale, edge-based applications



- Latency => Application Response
- Power => Electricity Cost
- Commercial Cost => Market Price

MAO et al.: SURVEY ON MOBILE EDGE COMPUTING: COMMUNICATION PERSPECTIVE

	NFC	RFID	Bluetooth	WiFi	LTE	5G
Max. Coverage	10cm	3m	100m	100m	up to 5km	Excellent coverage
Operation Freq.	13.56MHz	LF: 120-134kHz HF: 13.56MHz UHF: 850-960MHz	2.4GHz	2.4GHz, 5GHz	TDD: 1.85-3.8GHz FDD: 0.7-2.6GHz	6-100GHz
Data Rate	106, 212, 414kbps	Low (LF) to high (UHF)	22Mbps	135Mbps (IEEE 802.11n)	DL: 300Mbps UL: 75Mbps	Indoor/dense outdoor: up to 10Gbps Urban/suburban: > hundreds of Mbps

TABLE III CHARACTERISTICS OF TYPICAL WIRELESS COMMUNICATION TECHNOLOGIES

V. Sze, T.-J. Yang, Y.-H. Chen, J. Emer, "Efficient Processing of Deep Neural Networks: A Tutorial and Survey," *Proceedings of the IEEE*, vol. 105, no. 12, pp. 2295-2329, December 2017.







- Define One HW Acceleration Strategy:

 (1) HW Acceleration Task Realization on Device
 (2) HW Acceleration Device Placement (location,time)
- Minimize deployment cost under constraints Current goal: minimize cost with design latency limit $\min_{dev \in ListHW} \sum costHW_{dev} * nHW_{dev} + costP(dev, T_{cycle})$

subject to:

$$\begin{split} T_{\rm app}(dev) \leqslant t_{\rm target} & costP(dev,T_{cycle}) = P_{\rm app}(dev,T_{cycle}) * costElec \\ P_{\rm app}(dev,T_{\rm cycle}) = P_{\rm idle}(dev) * T_{\rm cycle} \\ & + P_{\rm perinf}(dev) * muFreq_{\rm in} * T_{\rm cycle} \end{split}$$





1. Application design

choose applications that can be accelerated *ResNet50 (Classification) + TinyYolo (Detection)*

2. Hardware configuration go through design flows

Table 1: Device-level Acceleration Deployment Workflows for Different Hardware Platforms

Design Flow	Edge CPU	Embedded GPU	FPGA	ASIC	Server GPU	Server CPU
Hardware	Raspberry Pi 3 b+	NVIDIA Jetson Nano	Avnet Ultra96	Intel NCS	NVIDIA GTX1060 6Gb	AMD FX-6300
ResNet-50	Tensorflow/Keras	TensorRT	DNNDK	OpenVINO	Tensorflow/Keras/Cuda	Tensorflow/Keras
Tiny Yolo	Darknet	Darknet/TensorRT	DNNDK	OpenVINO	Tensorflow/Keras/Cuda	Tensorflow/Keras



- 3. Per-Device Benchmarking record time and power consumption
- 4. Deployment Cost Approximation
 - = devCost (hardware market price)
 - + deployCost (for design topology and time cycle)
- 5. Choose device met requirements



SELECT



Applicability Test on Relative High Dimension Data: Object Classification tasks on a set of 500 images with a resolution of 640 * 480. Vehicle Detection tasks on a road traffic video consisting of 874 frames with a resolution of 1280 * 720.

Table 2: Response Time (T_{hw}) for Object classification Task using ResNet-50 (Unit: Second)

Time	RPi	JetsonNano	Ultra96	NCS	GTX1060	FX6300
mean	2.089	0.133	0.029	0.218	0.039	0.268
std	0.058	0.016	0.001	0.003	0.005	0.006

Table 3: Power Consumption for Object classification Table 5: Power Consumption for Traffic Detection using using *ResNet-50* (Unit: Watt)

Power	RPi	JetsonNano	Ultra96	NCS	GTX1060	FX6300
Idle	1.8	2.2	6.2	0.4	10	72
Infer	4.8	5.6	7.6	1.9	122	145

Table 4: Response Time (T_{hw}) for Traffic Detection Task using *Tiny Yolo* (Unit: Second)

Time	RPi	JetsonNano	Ultra96	NCS	GTX1060	FX6300
mean	2.874	0.096	0.023	0.238	0.059	0.217
std	0.068	0.008	0.001	0.003	0.002	0.076

Tiny Yolo (Unit: Watt)

Power	RPi	JetsonNano	Ultra96	NCS	GTX1060	FX6300
Idle	1.8	2.3	7.4	0.4	10	72
Infer	4.8	11.7	9.2	2.1	122	150



At-Scale Approximatation





Figure 1: Three-level Design Topology Layout: (1) Top:Cloud servers; (2) Intermediate:3 Fog groups include communication control and some computation power; (3) Bottom:4 Edge nodes in each fog group closest to sensors and data needs to be processed.

 $R_{\text{dev}} \sim N(muFreq_{\text{dev}} * nHW_{\text{dev}}, stdFreq_{\text{dev}}^2)$ $L_{\text{dev}} \sim N(muFreq_{\text{in}}, stdFreq_{\text{in}}^2)$

$$Pr(R_{dev} - L_{dev}) > conf$$

Design Topology Potential Scenarios:

- 1. unmanned shopping using object
- classification
- 2. surveillance using detection

Reliability-Driven System Deployment Goal:

- should guarantee to handle no less than half (2 of 4) of input loads from every fog group (3 groups) with an overall confidence level of 99%
- edge node inputs denoted by a normal distribution (assumed identical for all nodes in this topology)
- edge node inputs with relatively high uncertainty level with stdFreq_in = muFreq_in (inputCV=1.0)





FX6300

0.217

0.076

Table 2: Response Time (T_{hw}) for Object classification Task using *ResNet-50* (Unit: Second)

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Table 4: Response Time (T_{hw}) for Traffic Detection Task using Tiny Yolo (Unit: Second)









Settings: Increasing input strength for a 24-month deployment cycle

 Why hardware accelerator necessary? CPUs: RaspPi@edge, FX6300@cloud worst
 Power is critical for long-term two most cost-efficient options for edge: Ultra96 (FPGA)

Jetson Nano (embedded GPU)

3. Device tradeoff:

FPGAs hard to use,NCS not powerful





Presents a simple evaluation procedure as a recommendation system to help users select an accelerator hardware device for their applications deployed across the cloud to edge spectrum

Cons:

A pure strategy of one single type of device is considered
 One single type of acceleration task is set for all devices
 Plan to investigate at-scale deployment of RNN and GAN in edge scenarios;

3. Assume an ideal device task scheduling and device parallelism

4. Have not taken interference effects between device executions into consideration





