

A performance, energy and accuracy aware benchmarking methodology for robot vision

- SLAMBench -

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Imperial College London
@AMD, March 23rd 2015

In collaboration with:

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The University of Manchester



Imperial College
London



My background

- where my biases come from -

- Education:

- 2002: **B.Sc. Computer engineering**

La Sapienza university, Rome

- 2007: **M.Sc. Architecture and distributed systems**

La Sapienza Rome, Universidad Autonoma Madrid and LAAS-CNRS lab Toulouse

- 2011: **Ph.D. Computer/computational science**

Formalisation and automation of YAO, code generation for variational data assimilation, CEDRIC and LOCEAN, Paris

- Research:

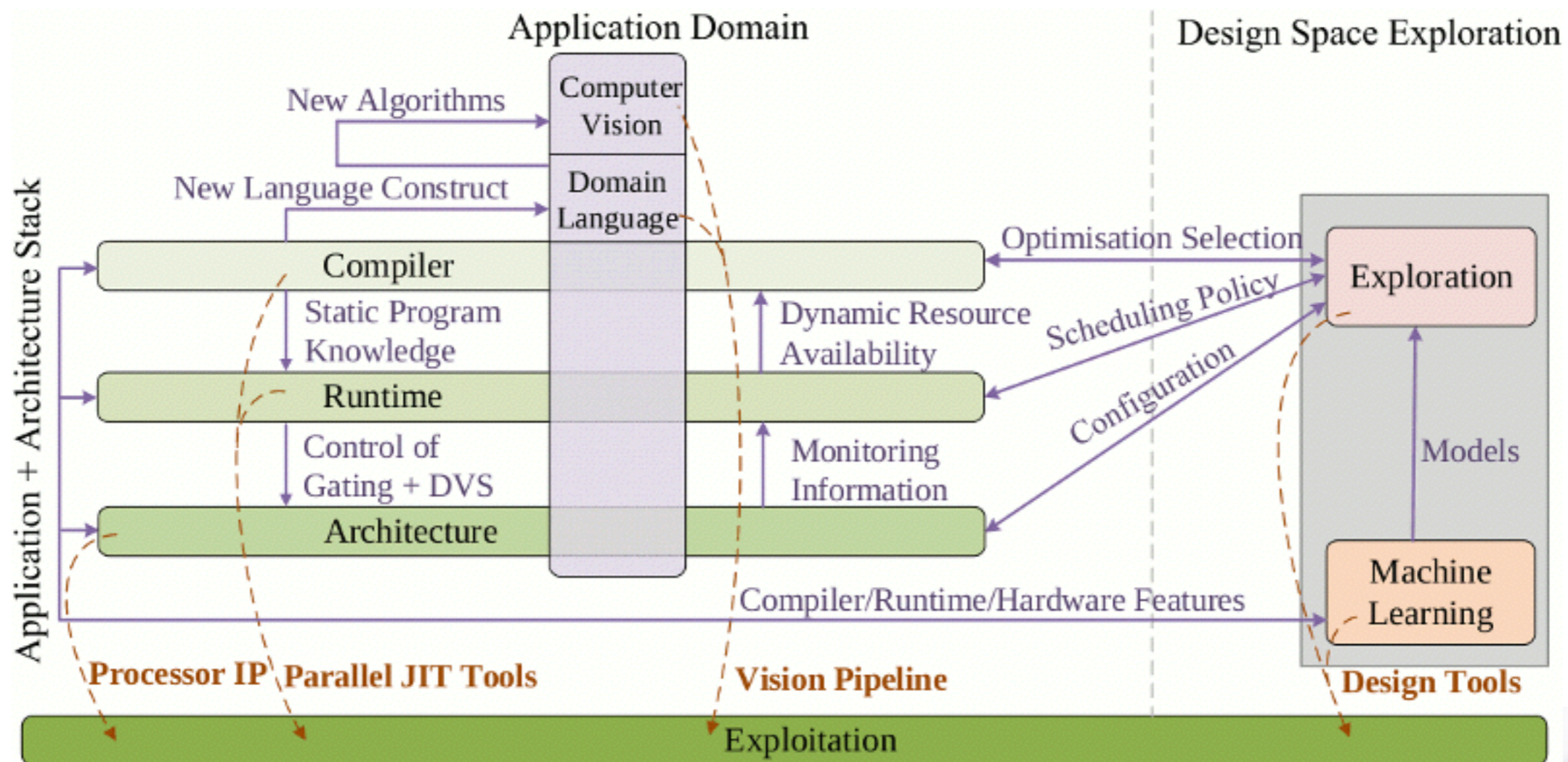
- 2011-2013: **Permanent researcher**, R&D at Murex S.A.S., Paris

- From 2014: **Research associate**, Imperial College London

PAMELA project

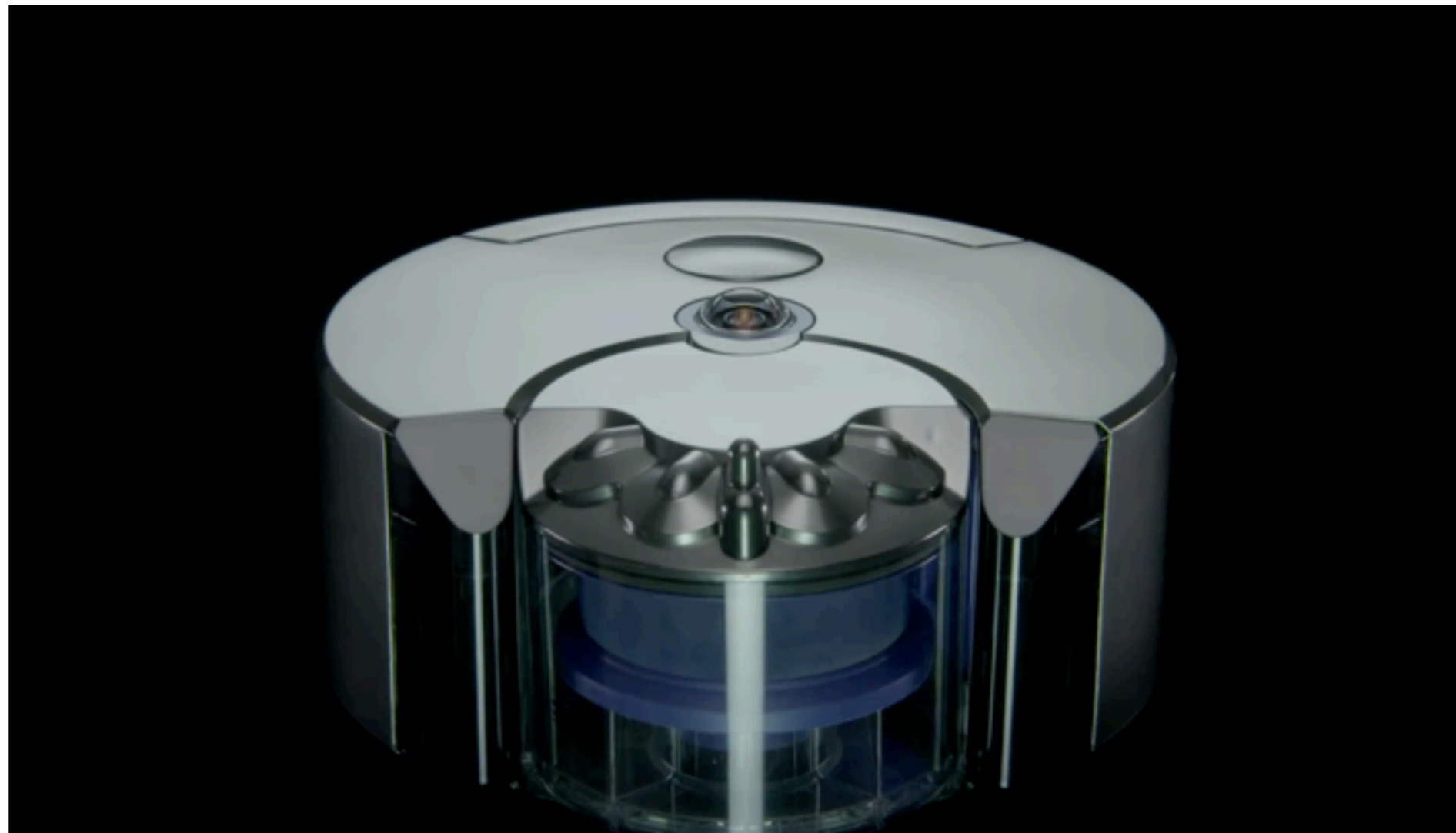
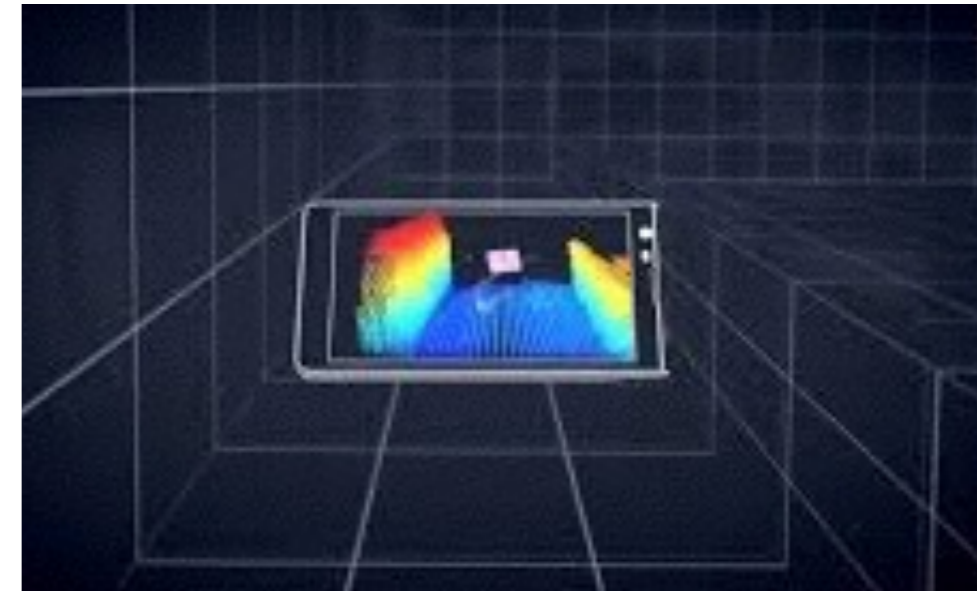
Panoramic Approach to the Many-core LANDscape -
from application to end-device: a holistic approach

5-year EPSRC grant: Imperial, Manchester and Edinburgh



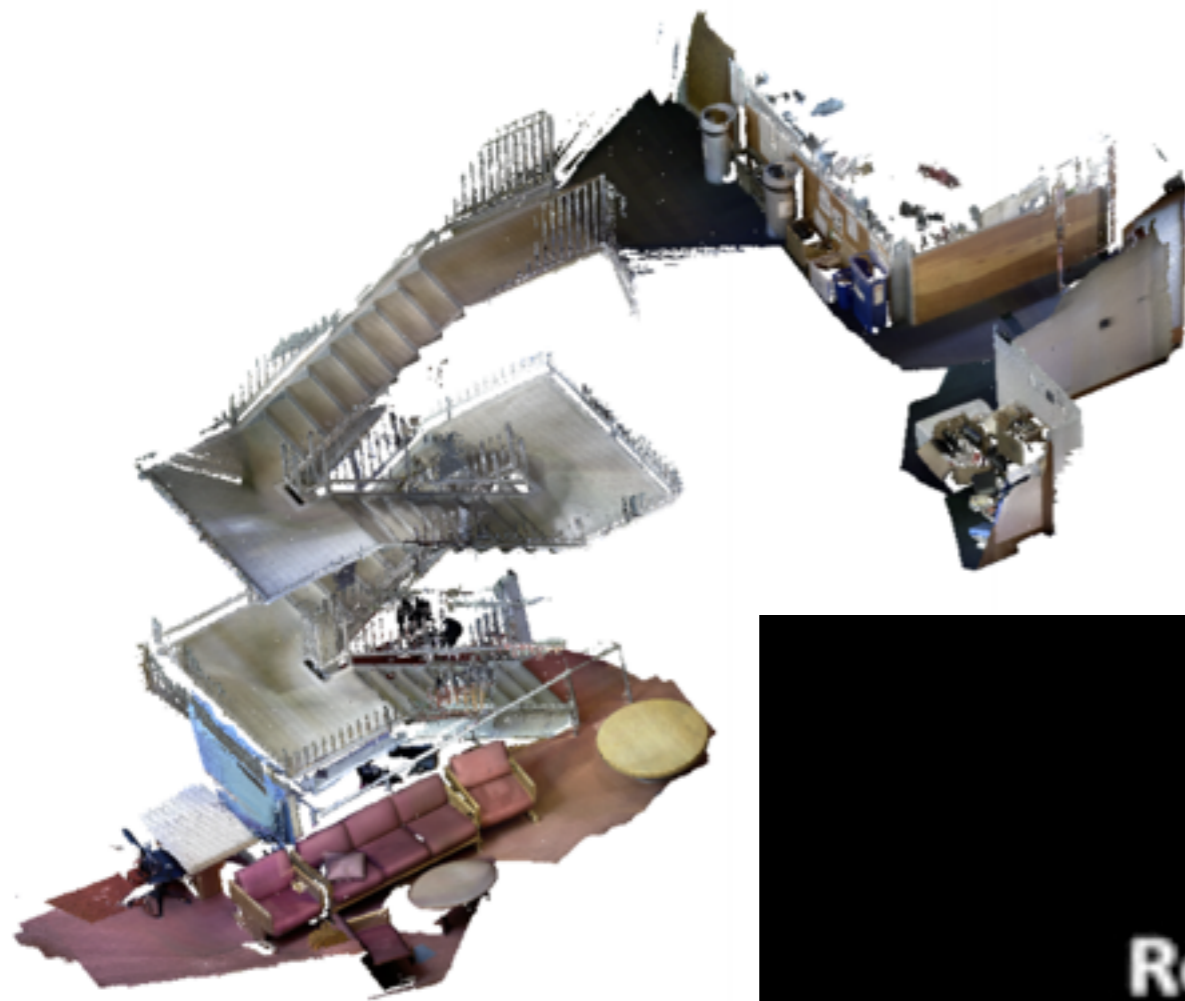
Simultaneous localisation and mapping (SLAM)

Build a coherent world representation and localise the camera in real-time



Video:
[Dyson 360 Eye](#)

Simultaneous localisation and mapping (SLAM)



[Whelan et al. 2012]



SIGGRAPH Talks 2011 KinectFusion: Real-Time Dynamic 3D Surface Reconstruction and Interaction

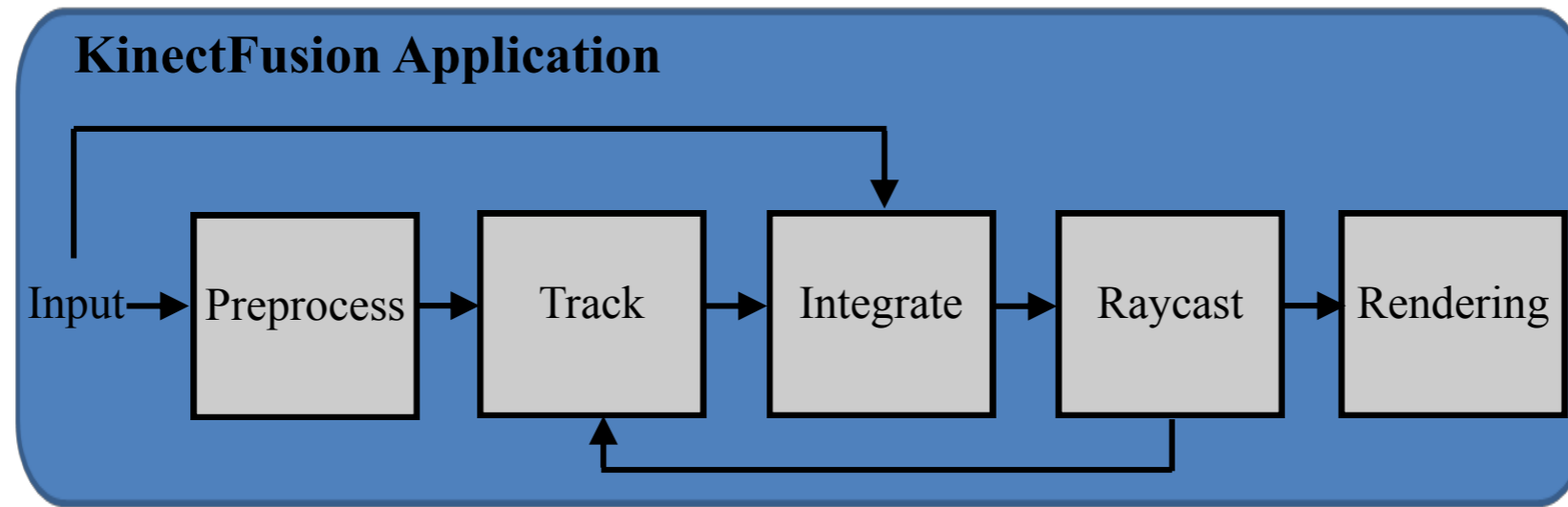
Shahram Izadi **1**, Richard Newcombe **2**, David Kim **1,3**, Otmar Hilliges **1**,
David Molyneaux **1,4**, Pushmeet Kohli **1**, Jamie Shotton **1**,
Steve Hodges **1**, Dustin Freeman **5**, Andrew Davison **2**, Andrew Fitzgibbon **1**

1 Microsoft Research Cambridge **2** Imperial College London
3 Newcastle University **4** Lancaster University
5 University of Toronto

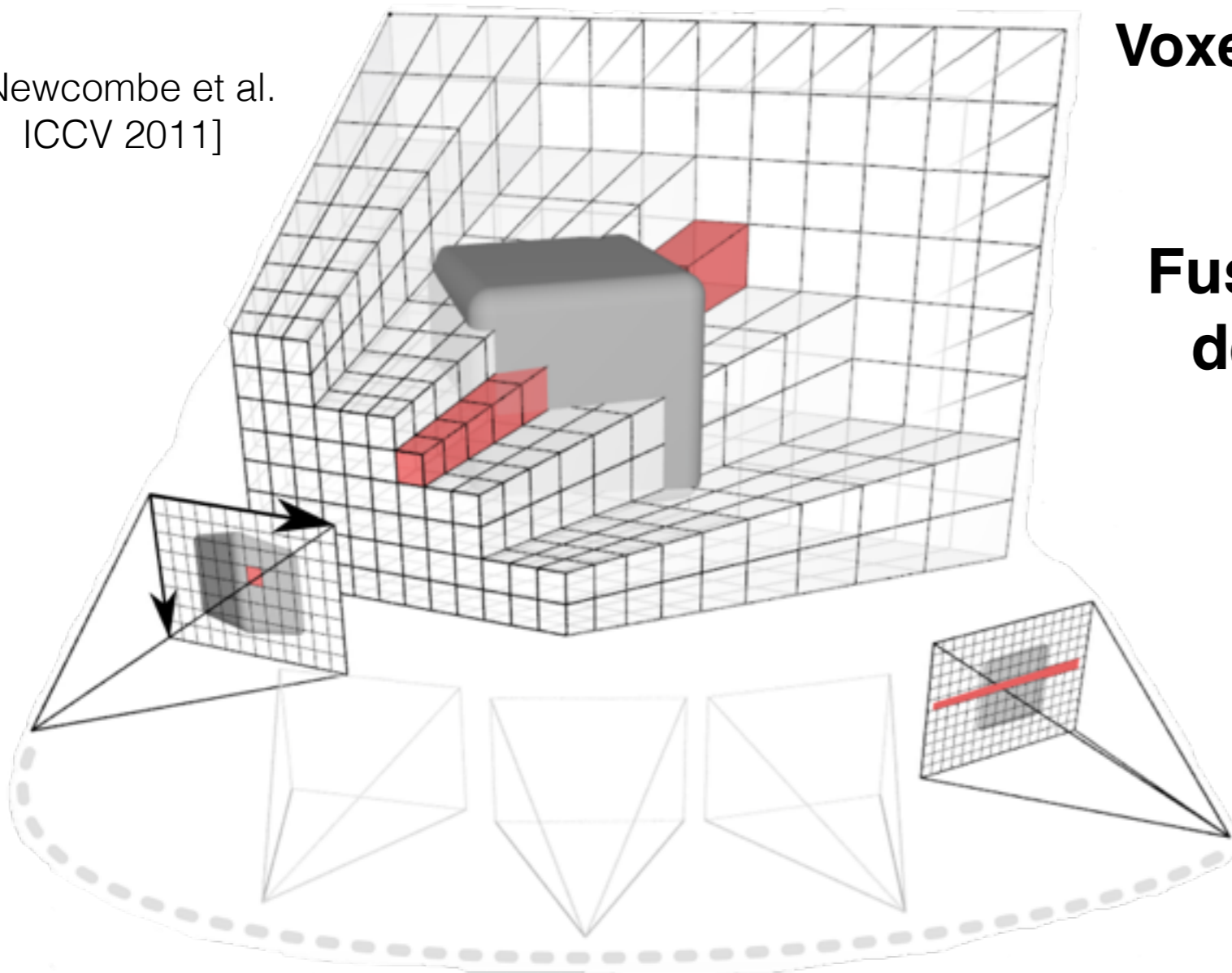
Video:

[[Newcombe et al. ISMAR 2011](#)]

KinectFusion SLAM implementation



[Newcombe et al. ICCV 2011]



Voxel grid represents **3D surfaces**
[Curless and Levoy 1996]

Fuses (or integrate) the stream **depth frames** into a **3D map**

3D surfaces recovered by **raycasting**

Localisation (or tracking): estimates the camera pose



Outline

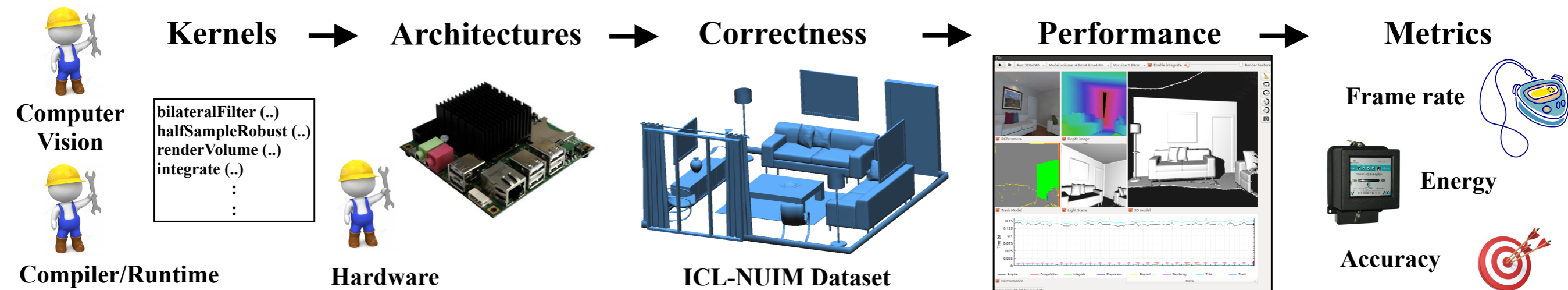
- Simultaneous localisation and mapping (SLAM) application
- **Performance metrics in SLAM**
- From desktop to embedded
- SLAMBench



Three “Performance” metrics

1. In computer vision (CV) benchmarks target **accuracy**
2. Benchmarks in other fields are about **execution time**
3. Is somebody targeting **energy**?

Holistic approach to SLAM “performance”: SLAMBench



How to measure SLAM “Performance”?

SLAM computation depends on:

- Images acquired
- Way the camera is moved
- Numerical approximations
- Processing frame rate
(depends on hardware capability)



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**Need for reproducibility
and accuracy check**

Pre-recorded scenes

Process-every-frame mode

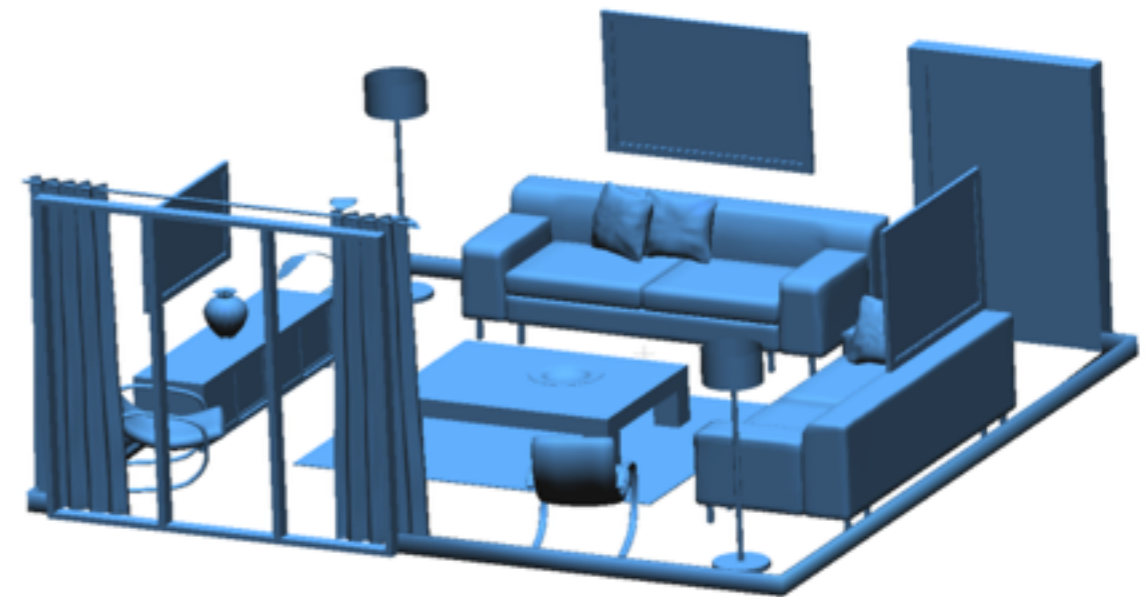
*ICL-NUIM dataset
(frames and ground truth)*



ICL-NUIM dataset

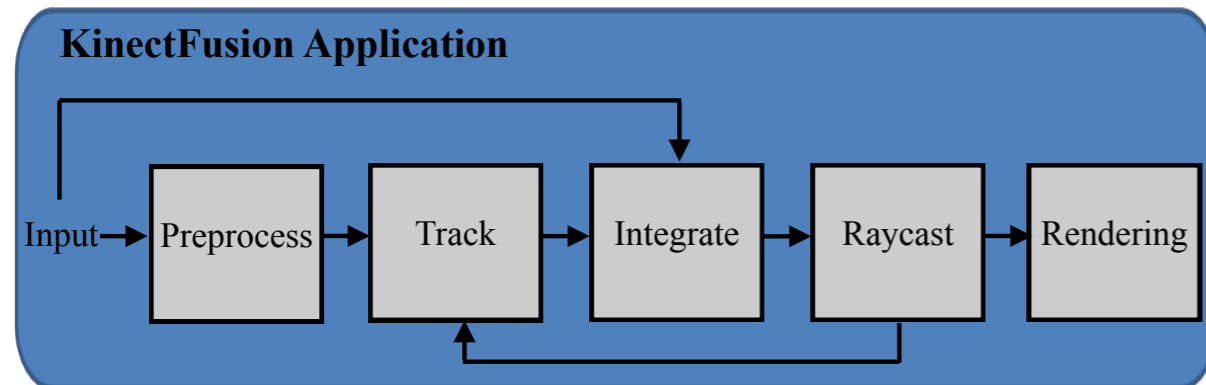


- ICL-NUIM synthetic dataset [Handa et al. 2014]
- 880 RGB-D frames at 30 FPS



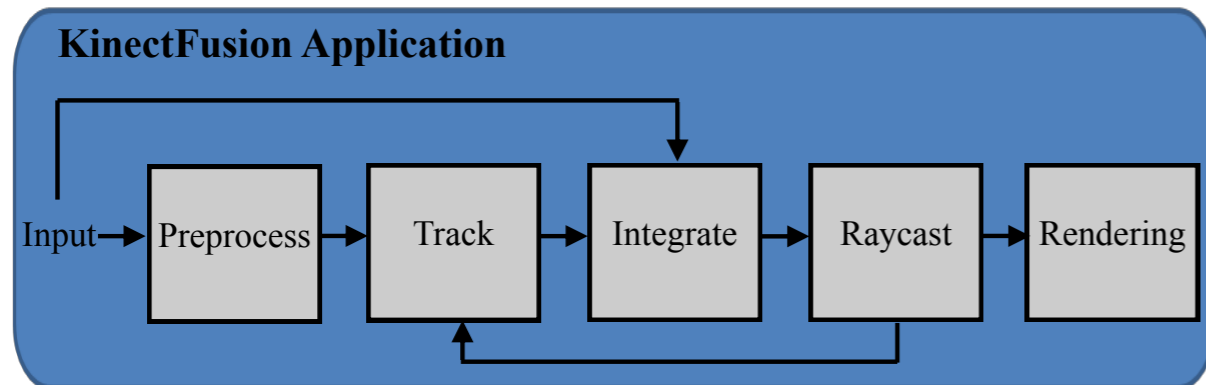
- Absolute trajectory error (ATE) based on ground truth

SLAMBench framework

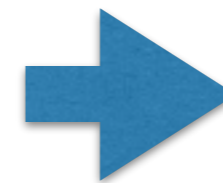
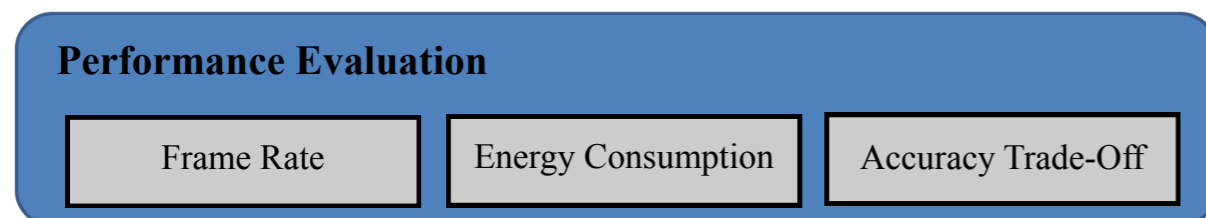


high-level blocks composed
by 14 lower level kernels
based on [Reitmayr 2011]

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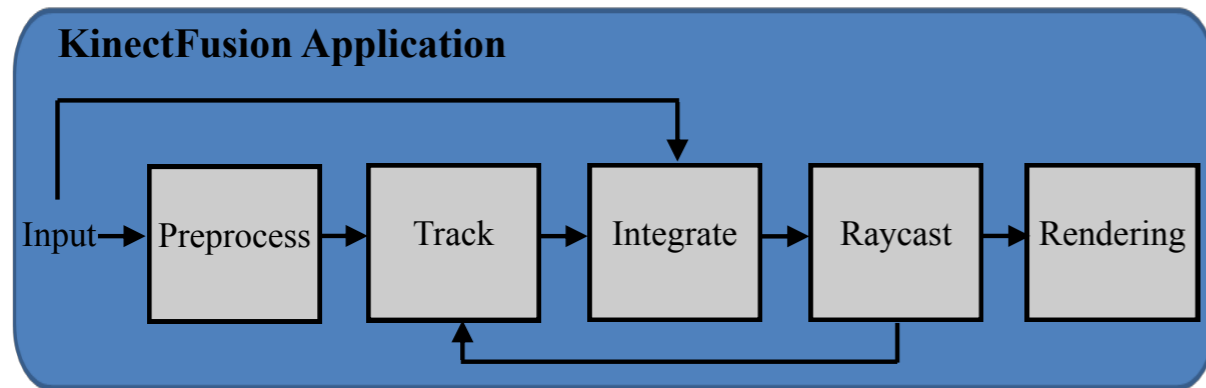


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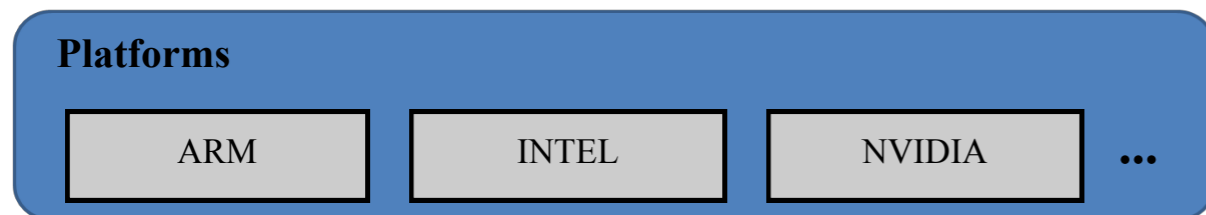


3 metrics:
execution time/energy/accuracy

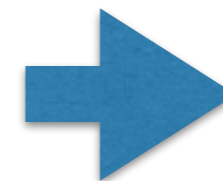
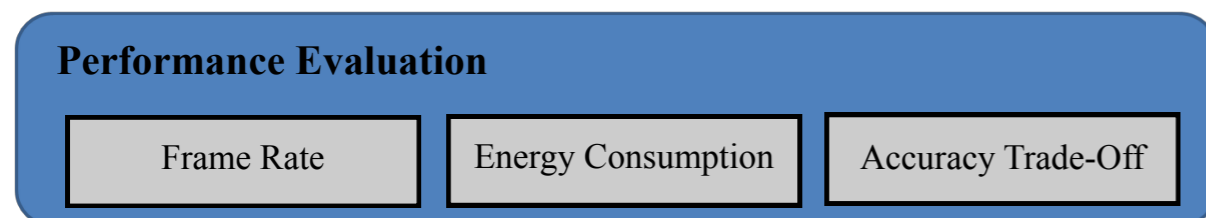
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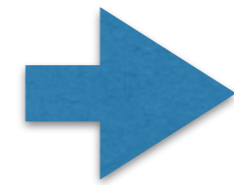
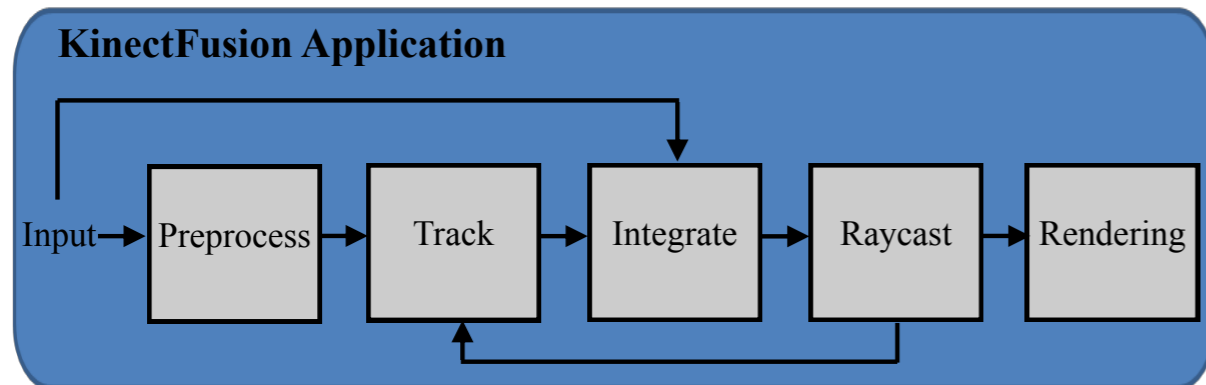


desktop, mobile, embedded: multi-core and many-core

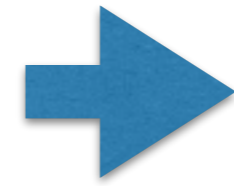
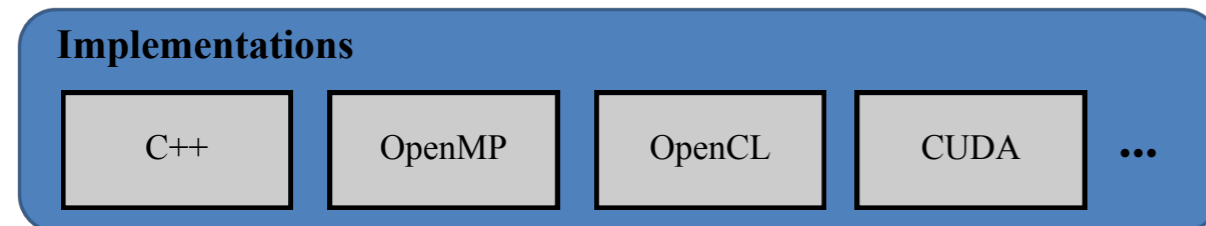


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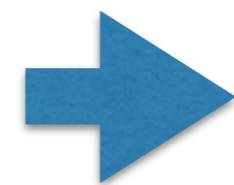
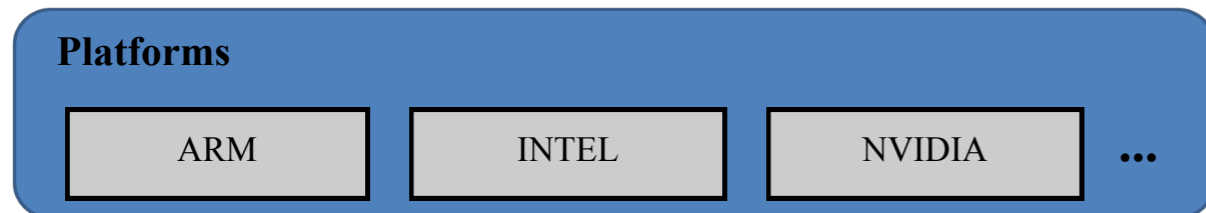
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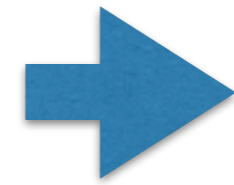
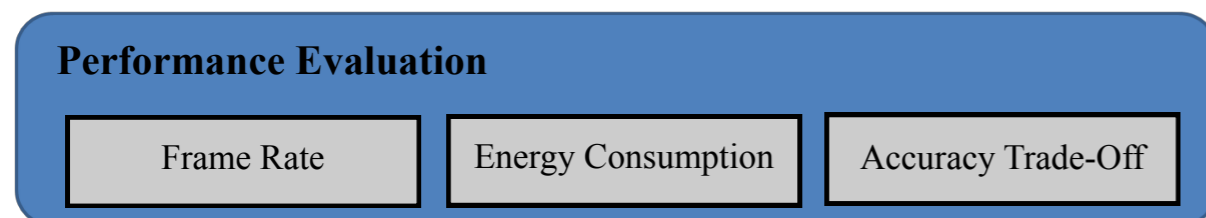
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wide range of languages

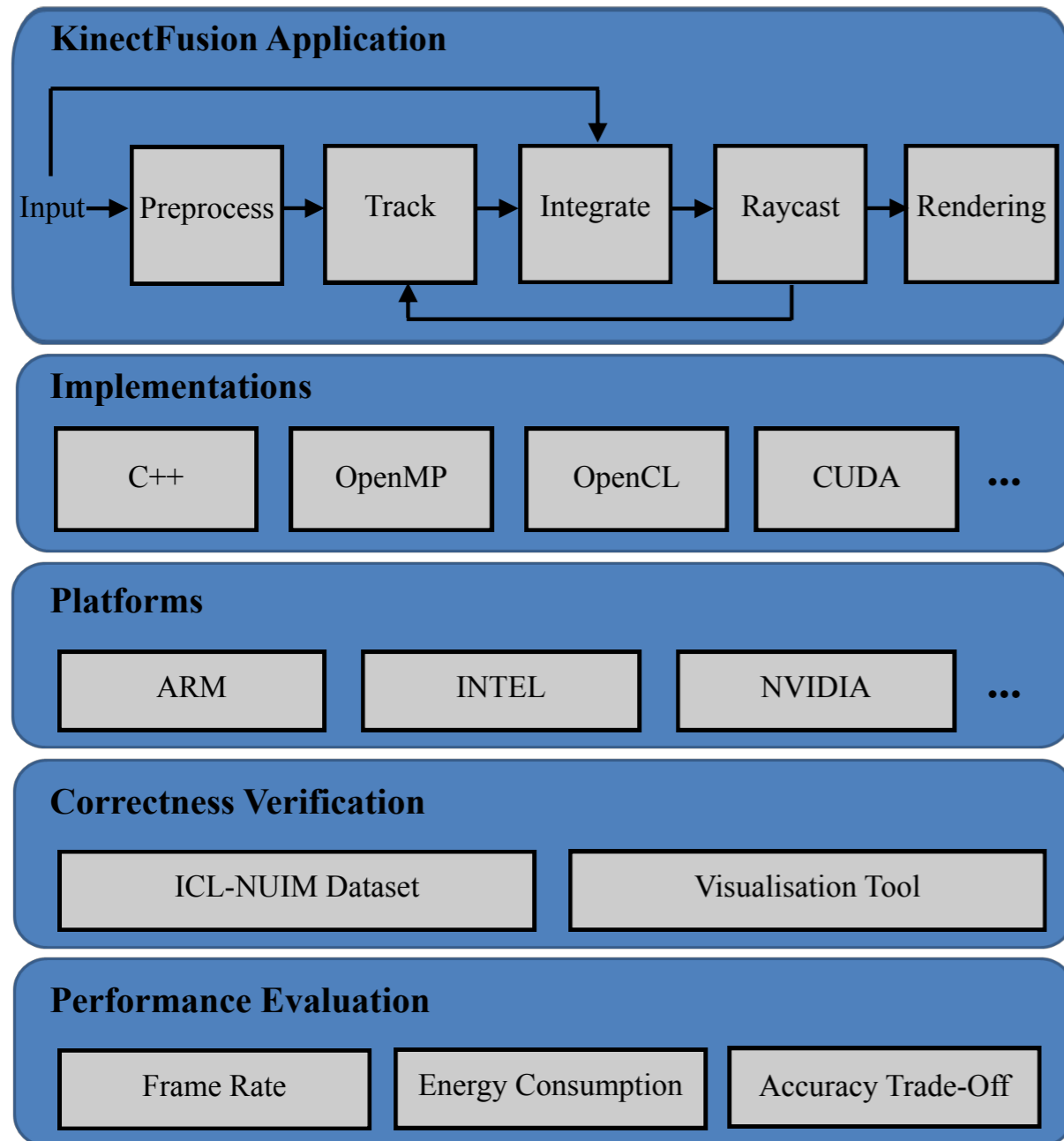


desktop, mobile, embedded:
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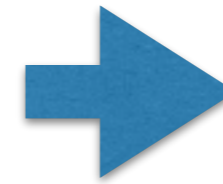


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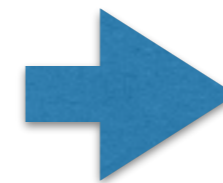
wide range of languages



desktop, mobile, embedded:
multi-core and many-core



integrated
verification/visualisation



3 metrics:
execution time/energy/accuracy

Outline

- Simultaneous localisation and mapping (SLAM) application
- Performance metrics in SLAM
- **From desktop to embedded**
- SLAMBench



Machines	TITAN	GTX870M	TK1	ODROID	Arndale
CPU	Intel	Intel	ARM	ARM	ARM
CPU name	i7 Haswell	i7 Haswell	NVIDIA 4-Plus-1	Exynos 5422	Exynos 5250
CPU GFLOPS	448	307	74	80	27
CPU cores	4	4	4 + 1	4 + 4	2
GPU	NVIDIA	NVIDIA	NVIDIA	ARM	ARM
GPU name	TITAN	GTX 870M	Tegra K1	Mali-T628	Mali-T604
GPU GFLOPS	4500	2520	330	60 + 30	60

Platforms



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Platforms



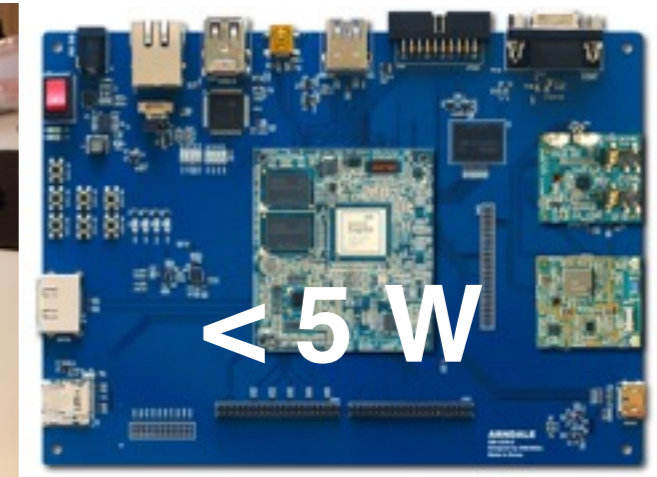
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Platforms



“Performance”: accuracy

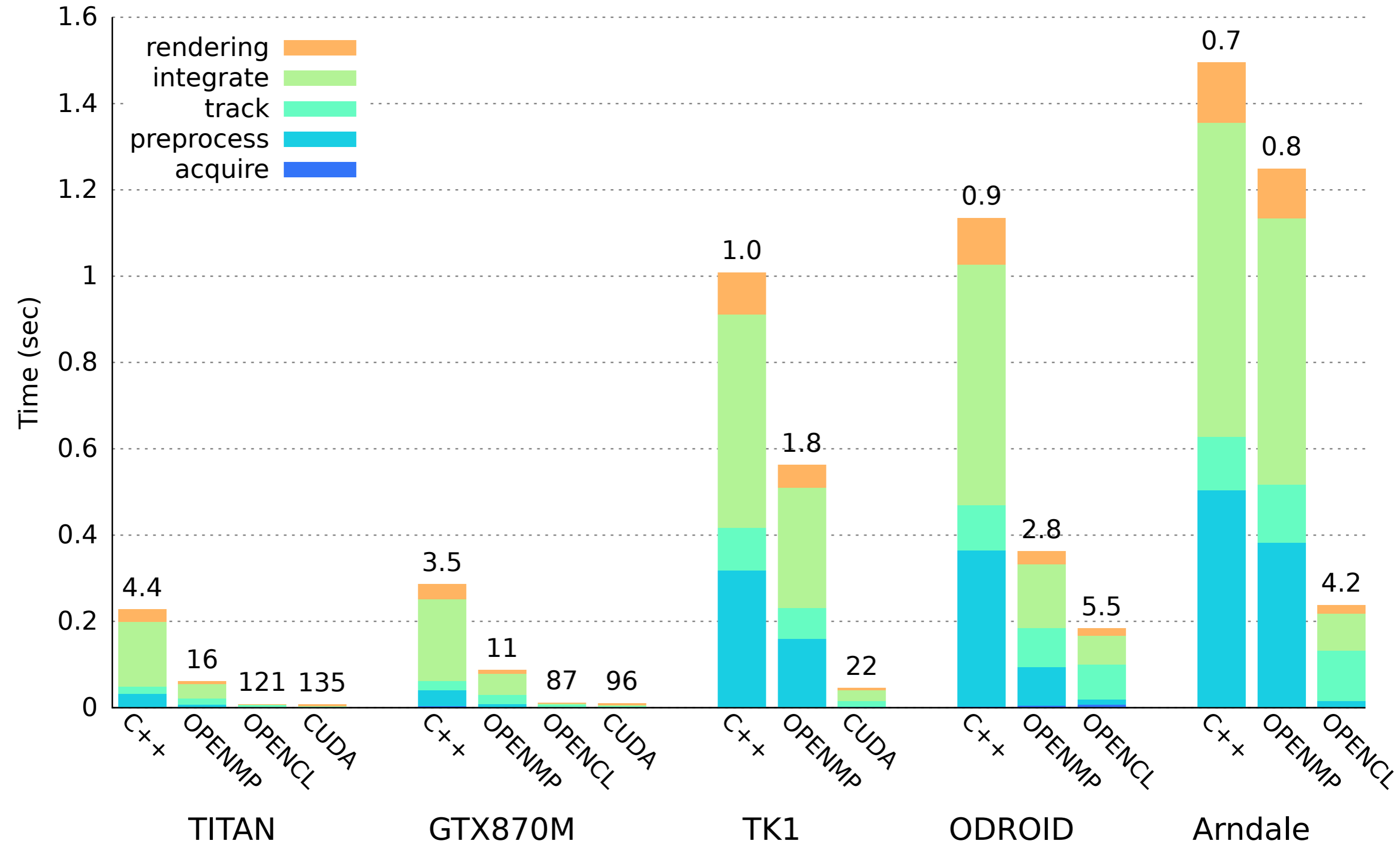
Absolute trajectory error (ATE) in cm - default algorithmic configuration

ATE in cm	TITAN	GTX870M	TK1	ODROID	Arndale
C++	2.07	2.07	2.06	2.06	2.06
OpenMP	2.07	2.07	2.06	2.06	2.06
OpenCL	2.07	2.07	n/a	2.01	2.07
CUDA	2.07	2.07	2.07	n/a	n/a

- ATE easy-to-use tool for non computer vision experts
- Semantic validation instead than bitwise accuracy

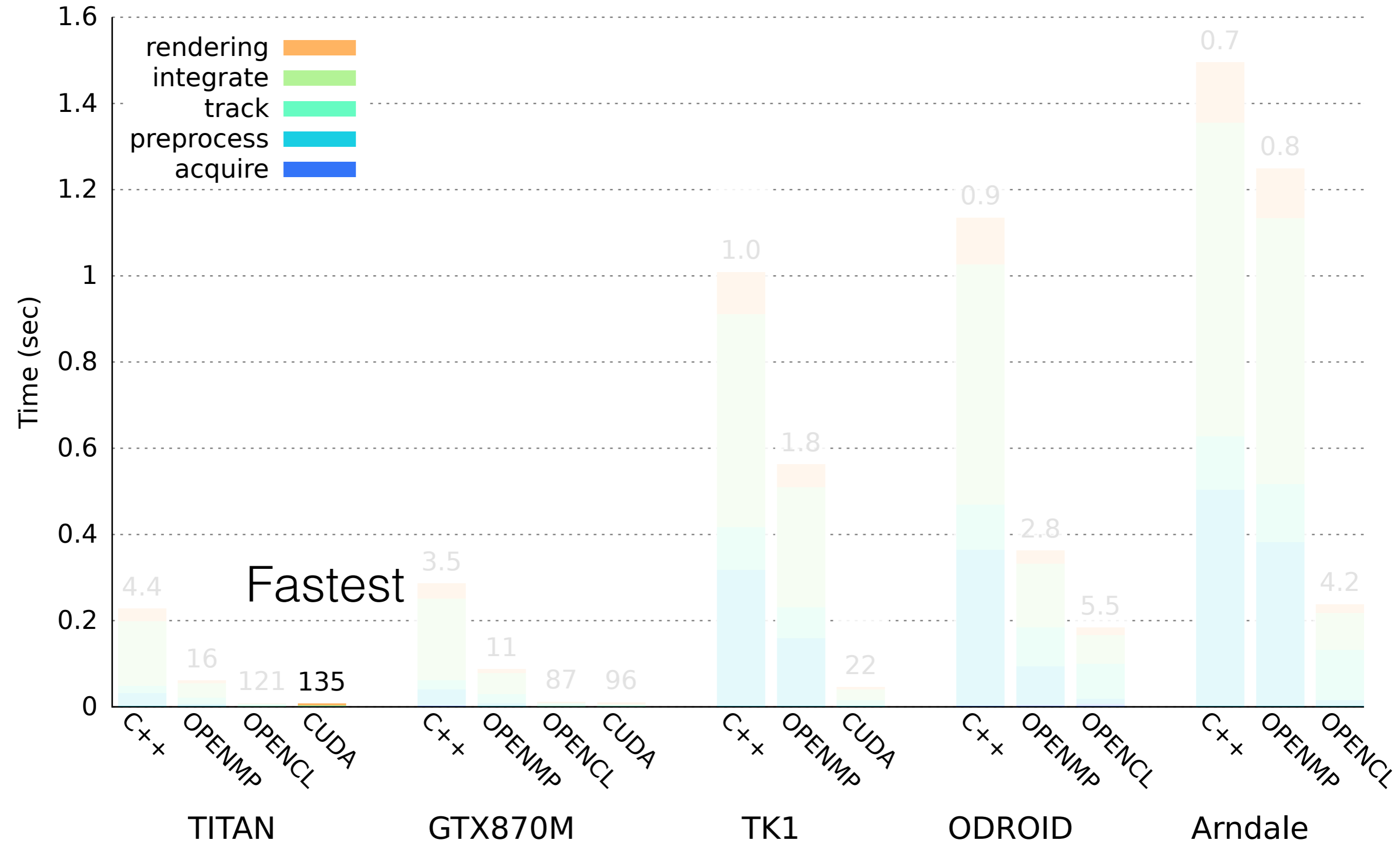
“Performance”: execution time

Mean time per frame (lower is better)



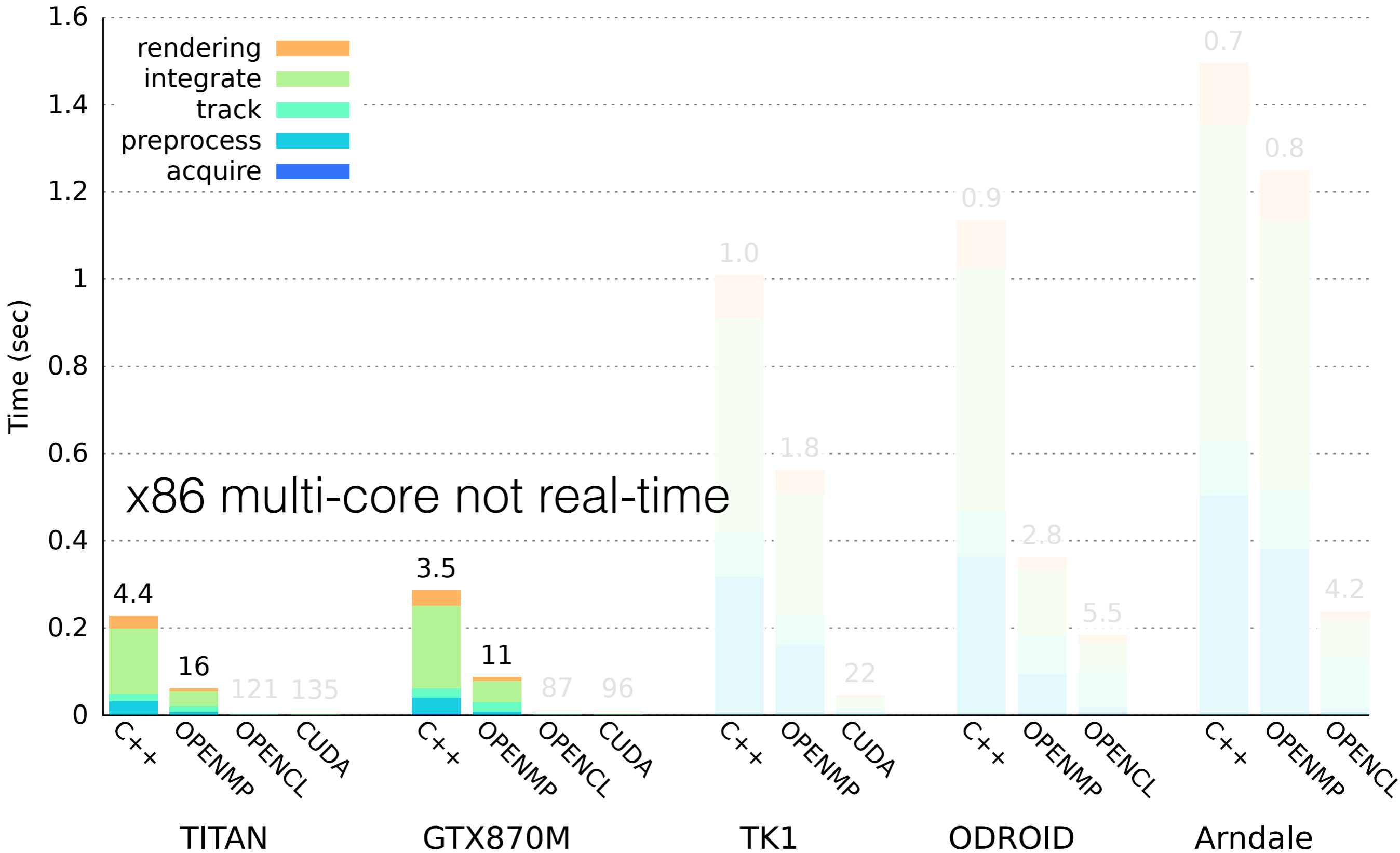
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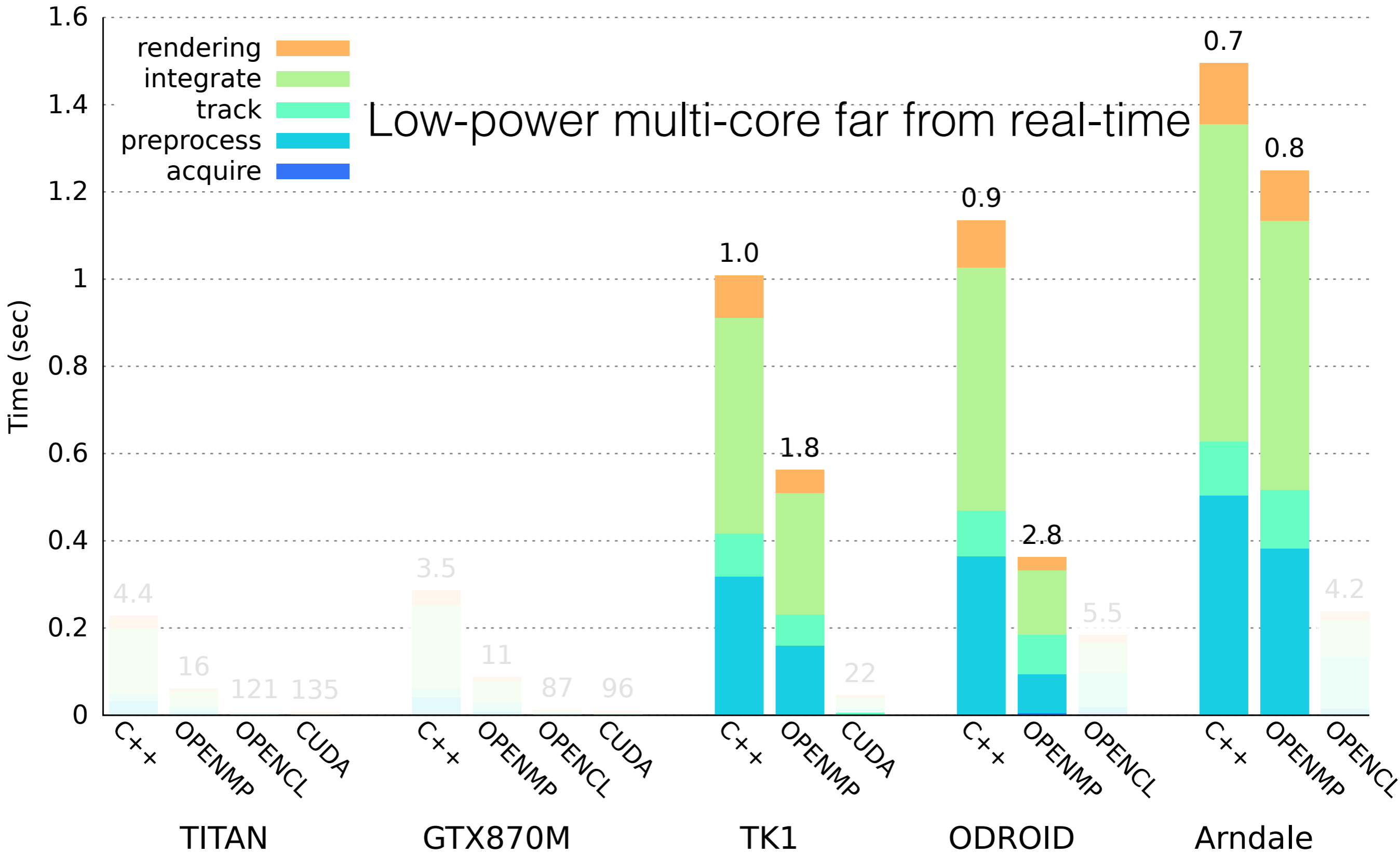
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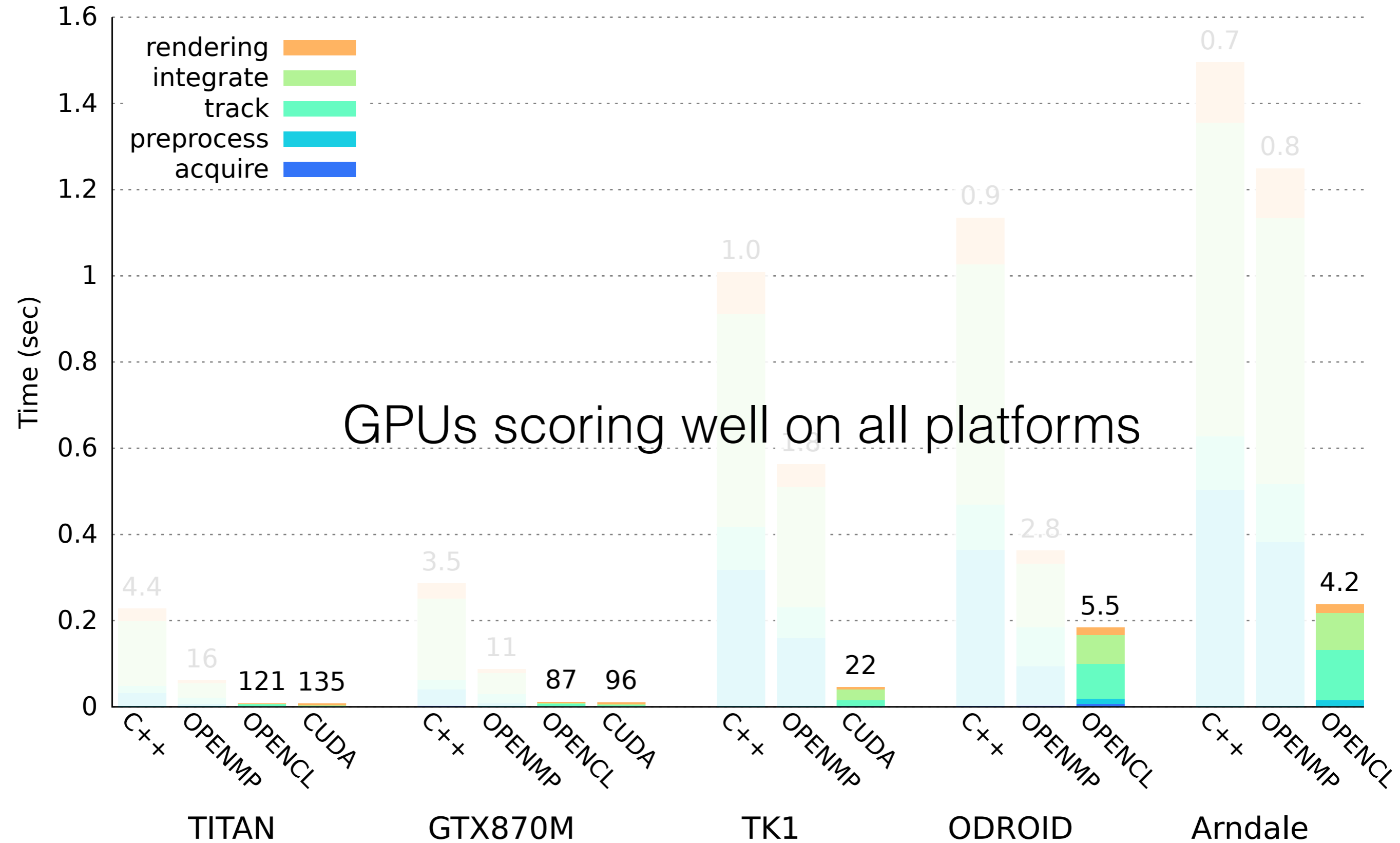
Mean time per frame (lower is better)

Low-power multi-core far from real-time



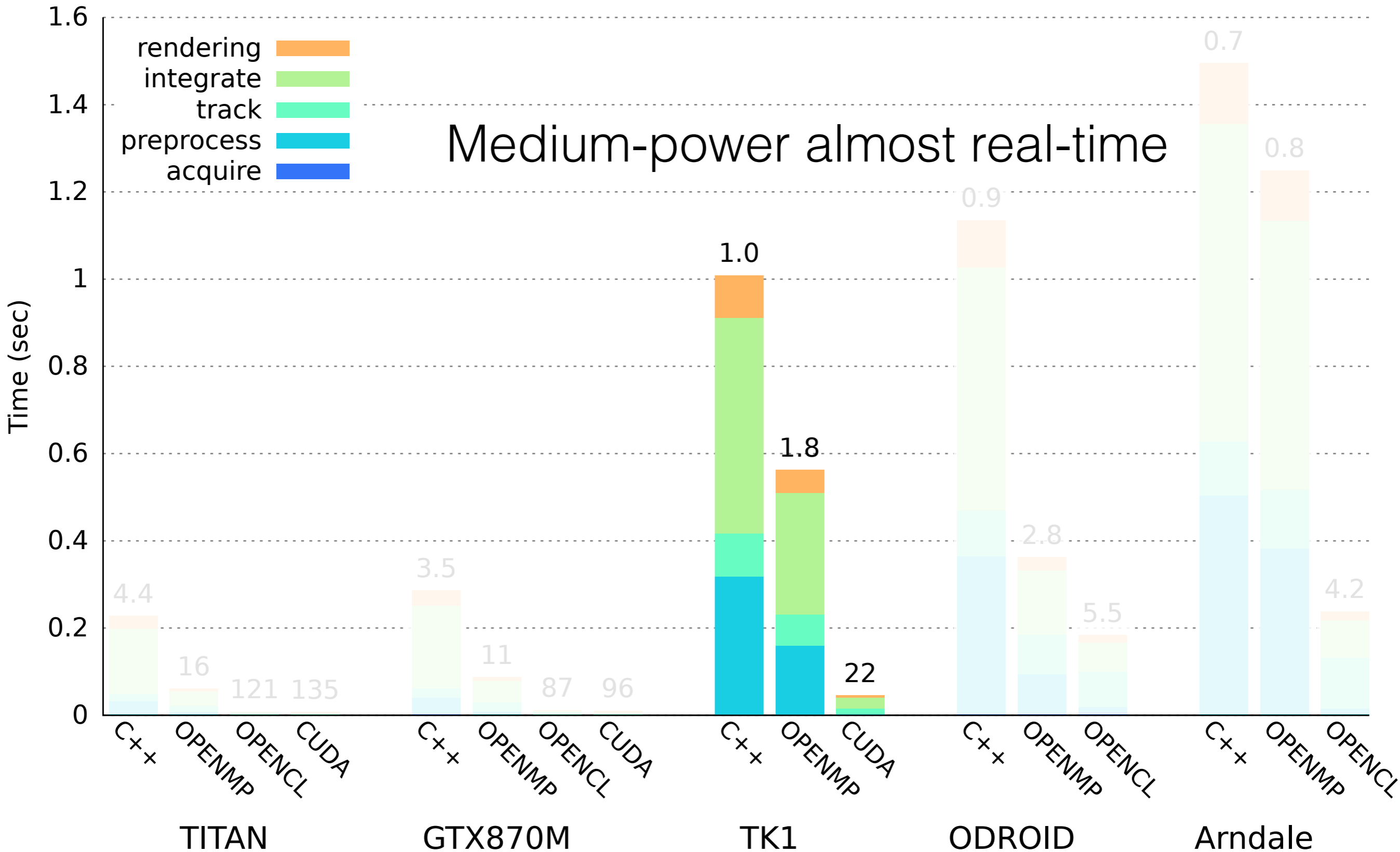
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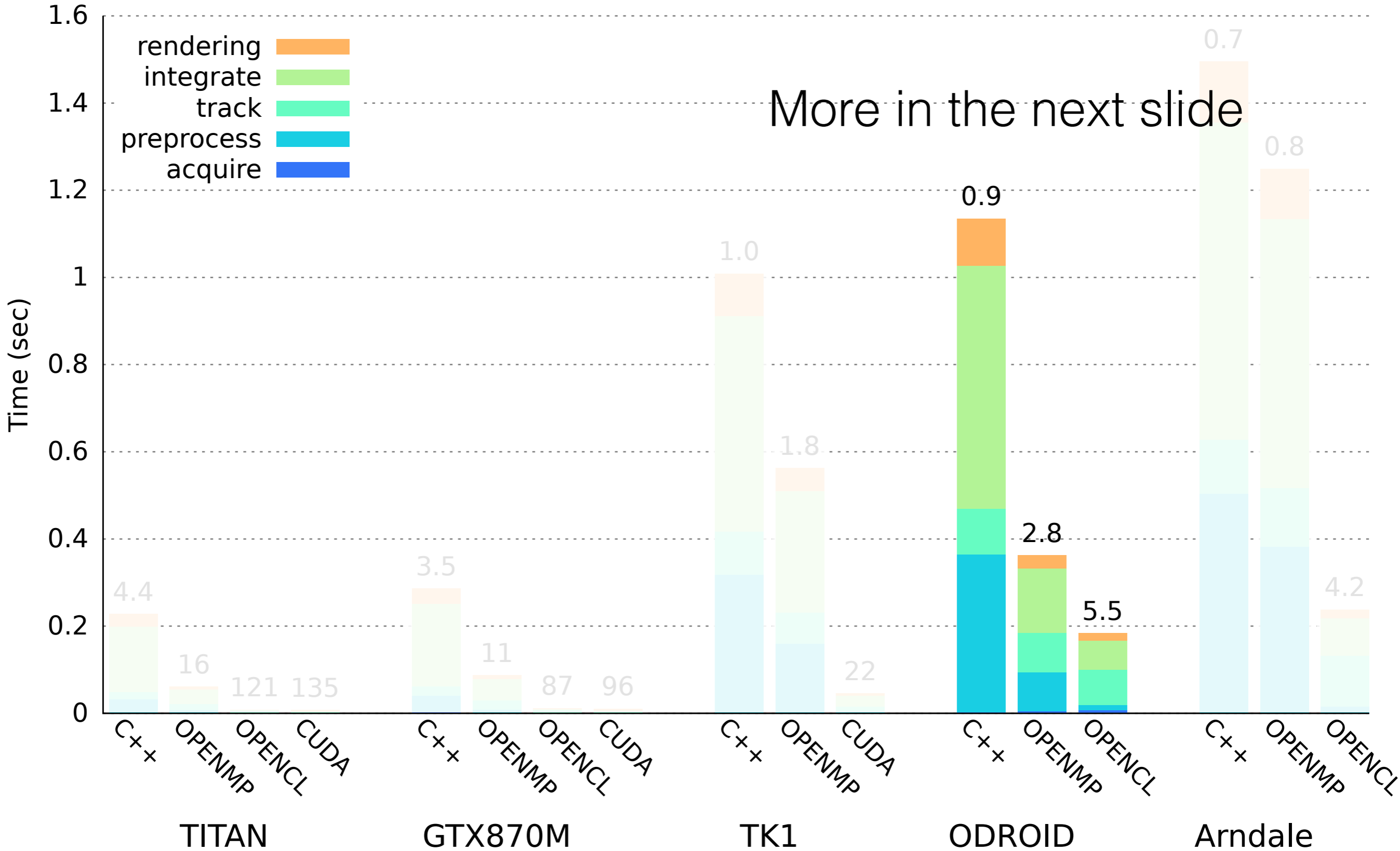
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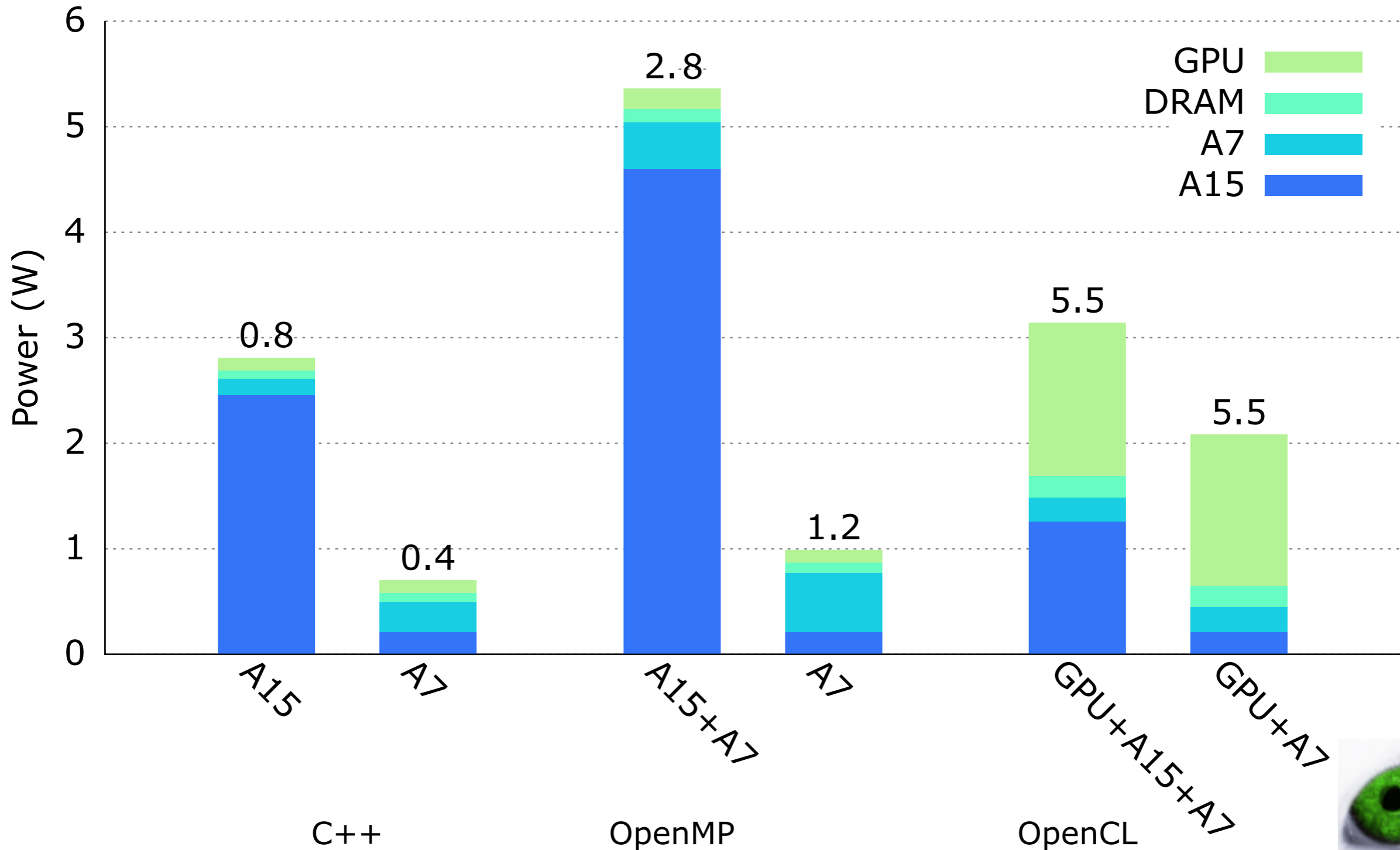
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More in the next slide



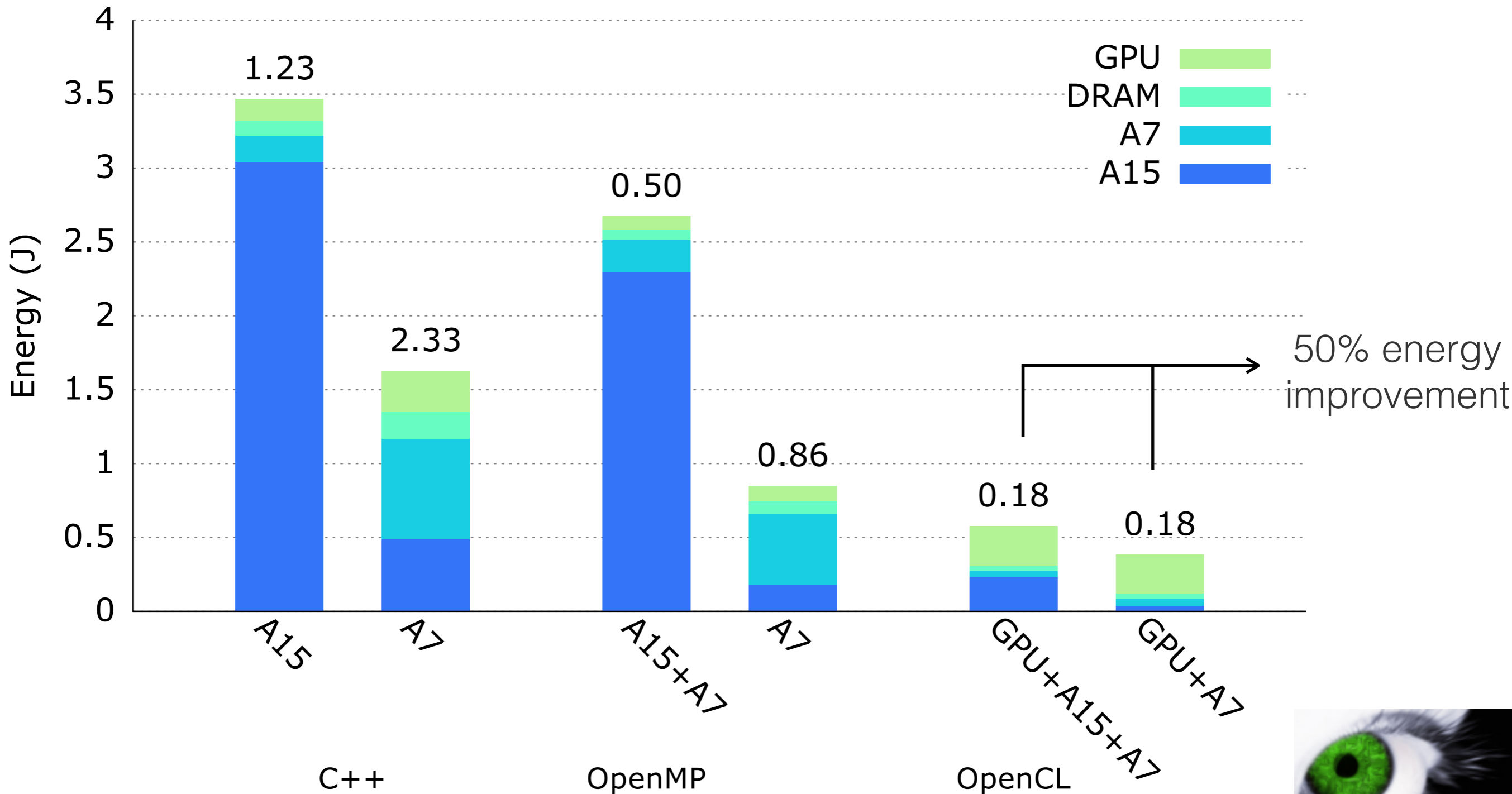
“Performance” power (ODROID-XU3)

On-board voltage/current sensors and split power rails:
power measured individually on big (A15), LITTLE (A7), GPU and DRAM



“Performance”: energy (ODROID-XU3)

Energy usage per frame, mean time as marked



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- **SLAMBench**



SLAMBench today

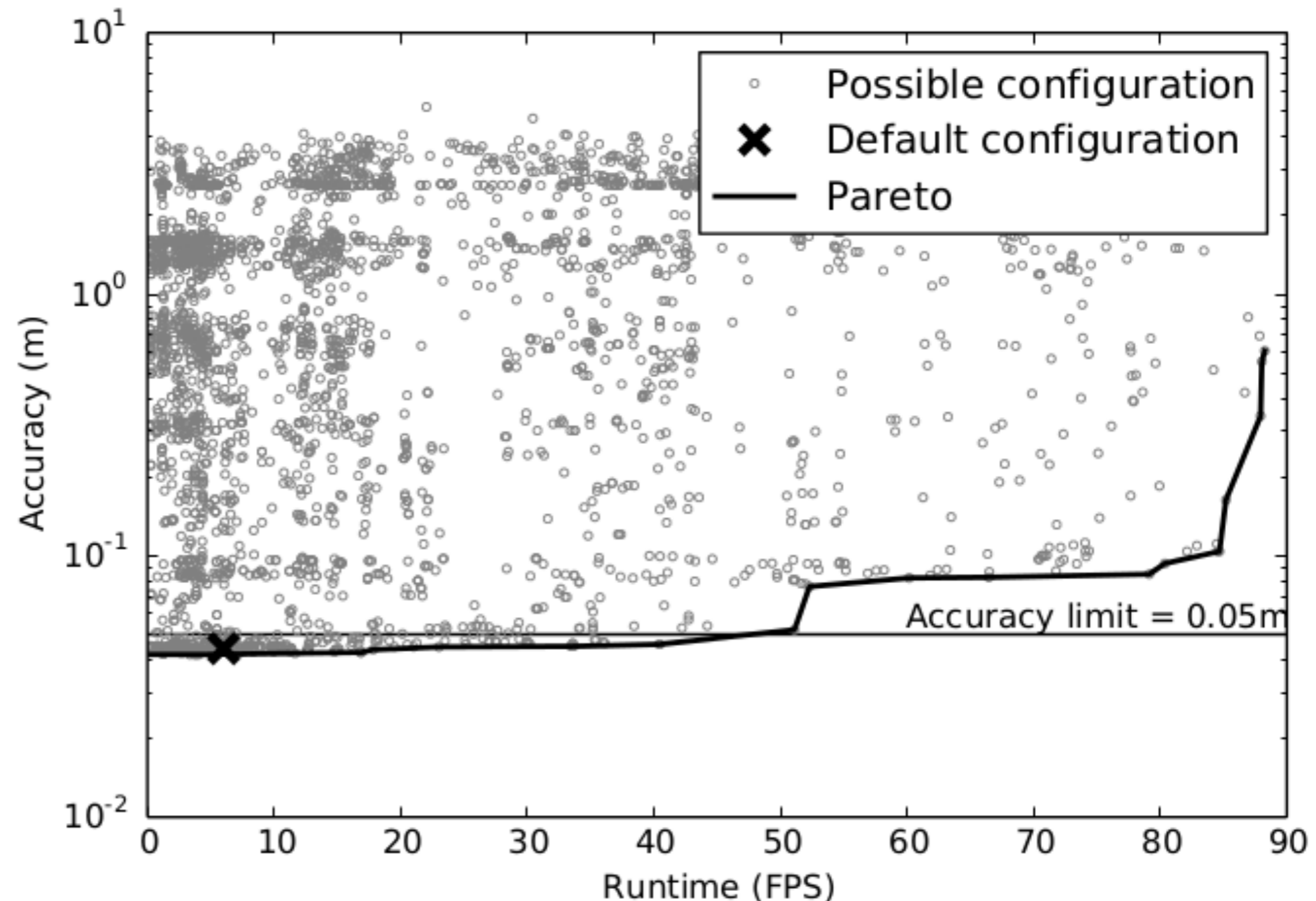
- Publicly released 13/11/2014 (300 downloads today):
<http://apt.cs.manchester.ac.uk/projects/PAMELA/tools/SLAMBench/>
- "*Introducing SLAMBench, a performance and accuracy benchmarking methodology for SLAM*", Nardi et al., IEEE Int. Conf. on Robotics and Automation (ICRA), May 2015. Available: arxiv.org/abs/1410.2167
- Early adopters (vanity metric):
 - **CV**: Amazon, Microsoft, Toyota, Ocado, Magic Leap, FutureBots, Cnaptic
 - **Compiler/runtime**: ARM, Codeplay and many universities
 - **Architecture**: NVIDIA, Intel, IBM, TI, Movidius, Samsung



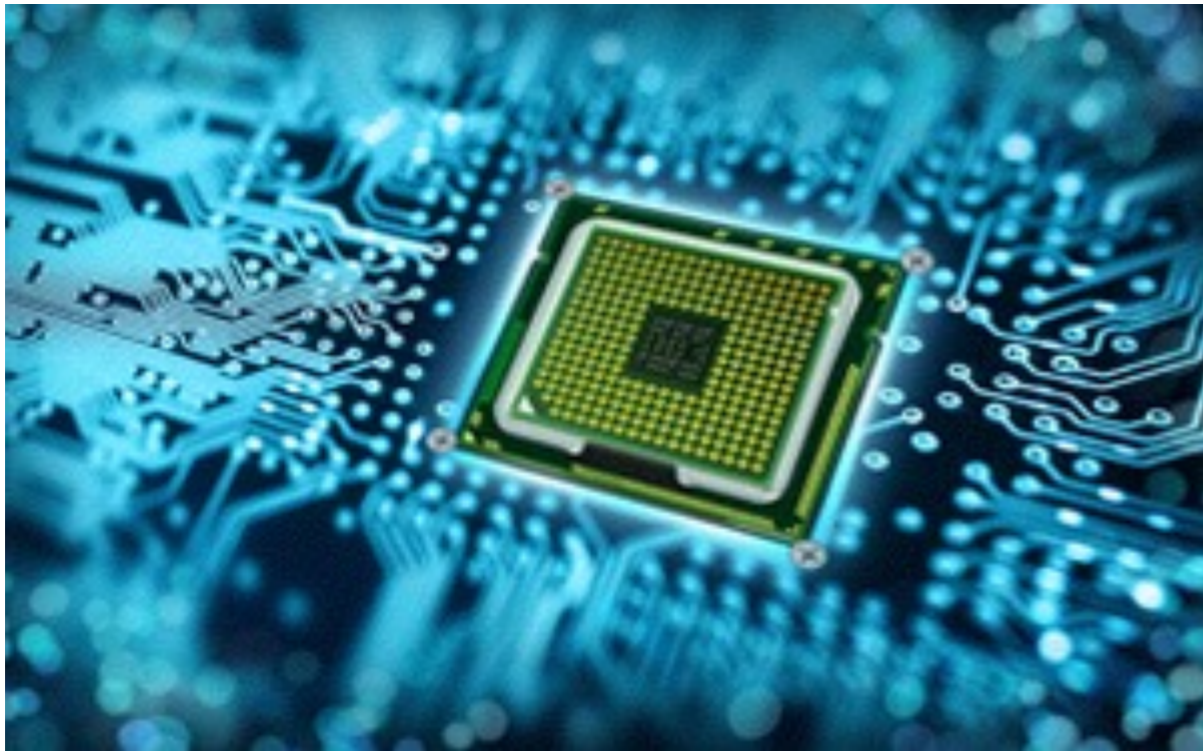
ATE enables aggressive design-space exploration (DSE):

- Algorithmic, compiler and hardware parameters
- Huge space, use machine learning, i.e. active learning

An example:
algorithmic DSE



SLAMBench opportunities



Chip design and simulation tools



SLAMBench opportunities

Chip design and simulation tools



SLAMBench opportunities

Chip design and simulation tools



SLAMBench evolution:

- Point fusion
- Octrees
- Semi-dense SLAM
- Feature-based SLAM

Kernels can be improved individually



SLAMBench opportunities



Chip design and simulation tools

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Kernels can be improved individually

Domain-specific language (DSL) targeting high performance, low-power solutions

Design-space exploration, e.g. algorithmic, compiler and hardware parameters

SLAMBench kernels tuning, e.g. vectorisation, GPU, auto-tuning



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- CPU/GPU mapping/partitioning
- Just-in-time compilation



References

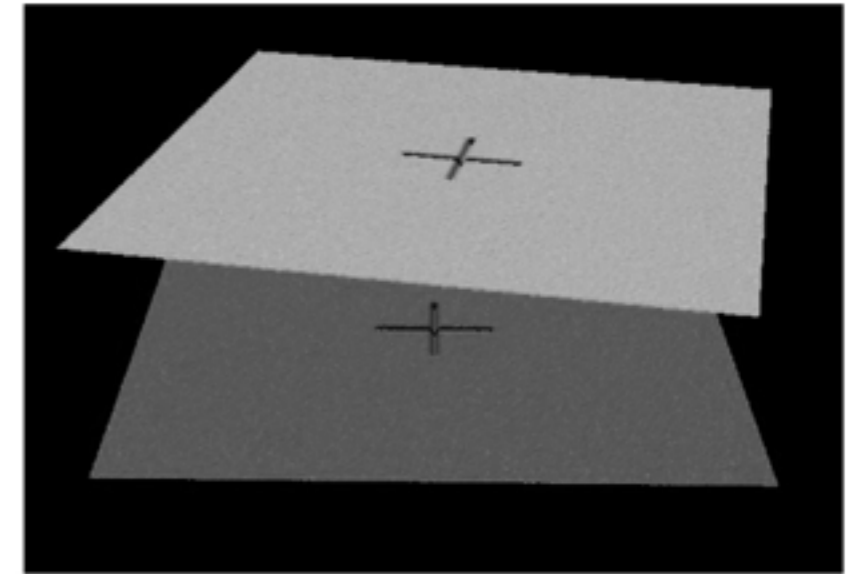
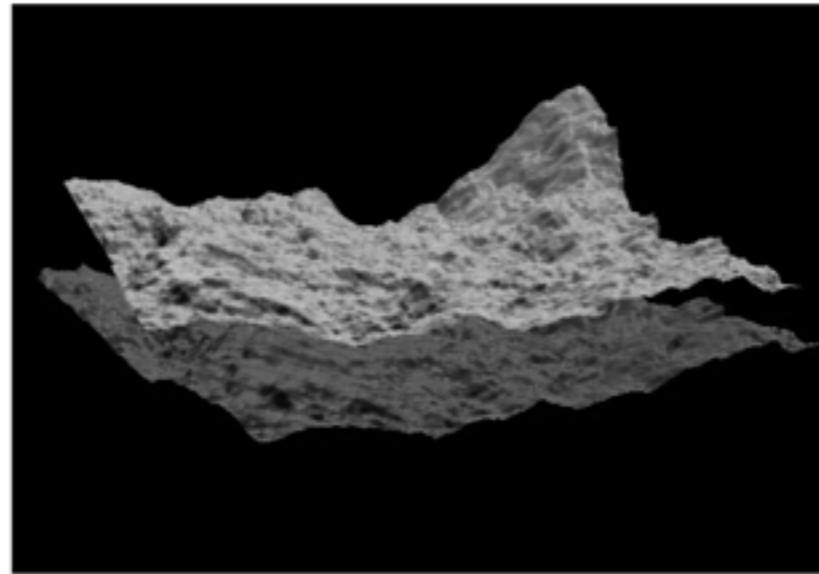
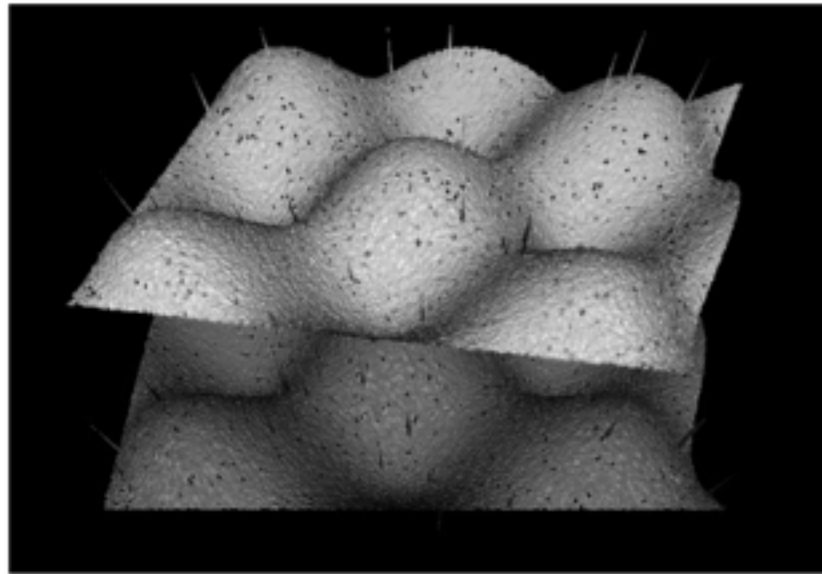
1. [Nardi et al. 2015] L. Nardi, B. Bodin, M. Z. Zia, J. Mawer, A. Nisbet, P. H. J. Kelly, A. J. Davison, M. Luján, M. F. P. O'Boyle, G. Riley, N. Topham, and S. Furber. "Introducing SLAMBench, a performance and accuracy benchmarking methodology for SLAM." Submitted, arXiv:1410.2167, 2015.
2. [Newcombe et al. ICCV 2011] R. A. Newcombe, S. J. Lovegrove and A. J. Davison. "DTAM: Dense tracking and mapping in real-time." Computer Vision (ICCV), 2011 IEEE International Conference on. IEEE, 2011.
3. [Rusinkiewicz and Levoy 2001] S. Rusinkiewicz, and M. Levoy. "Efficient variants of the ICP algorithm." 3-D Digital Imaging and Modeling, 2001. Proceedings. Third International Conference on. IEEE, 2001.
4. [Chen et al. 2013] J. Chen, D. Bautembach, and S. Izadi, Scalable real-time volumetric surface reconstruction, in ACM Trans. Graph., 2013.
5. [Newcombe et al. ISMAR 2011] R. A. Newcombe, S. Izadi, O. Hilliges, D. Molyneaux, D. Kim, A. J. Davison, P. Kohi, J. Shotton, S. Hodges, and A. Fitzgibbon. "KinectFusion: Real-time dense surface mapping and tracking." 10th IEEE Int. Symp. on Mixed and augmented reality (ISMAR), 2011.
6. [Handa et al. 2014] A. Handa, T. Whelan, J. McDonald, and A. J. Davison. A Benchmark for RGB-D Visual Odometry, 3D Reconstruction and SLAM. IEEE Int. Conf. on Robotics and Automation, ICRA 2014.
7. [Reitmayr] G. Reitmayr. KFusion github 2011. <https://github.com/GerhardR/kfusion>
8. [Curless and Levoy 1996] B. Curless and M. Levoy. A volumetric method for building complex models from range images. In Proc. Computer graphics and interactive technique. ACM, 1996.
9. [Whelan et al. 2012] T. Whelan, M. Kaess, M. Fallon, H. Johannsson, J. Leonard, and J. McDonald. Kintinuous: Spatially extended kinectfusion. 2012.



Backup slides



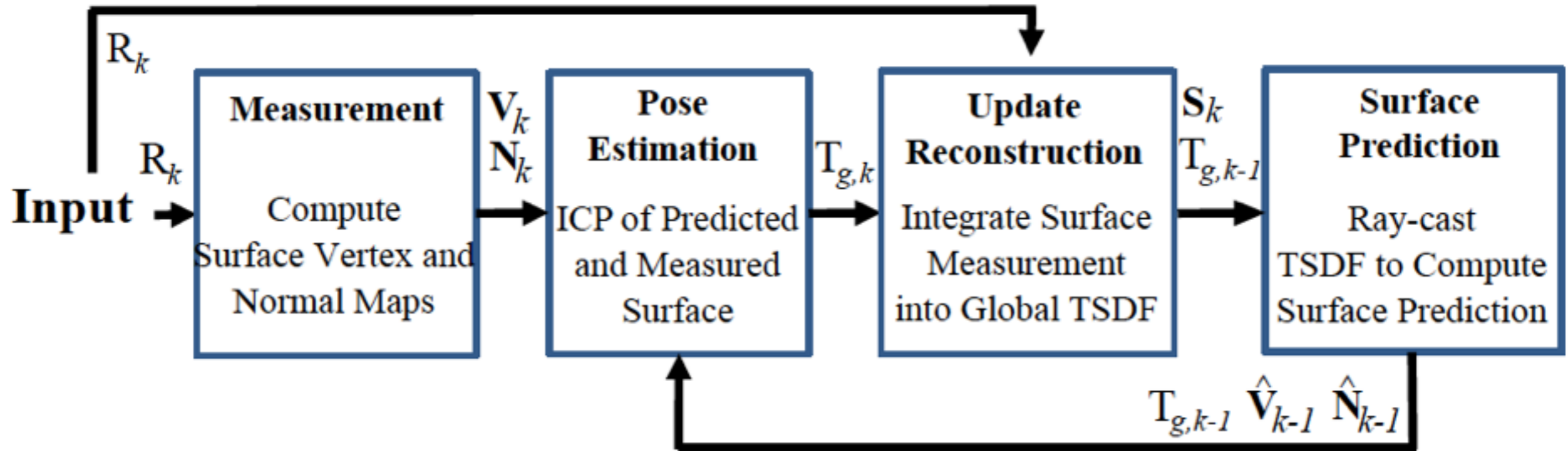
ICP registration



[Rusinkiewicz and Levoy 2001]

- Iterative Closest Point (ICP):
6 DoF rigid body transform from frame $k-1$ to frame k .
- Iterative algorithm computing an energy function minimisation





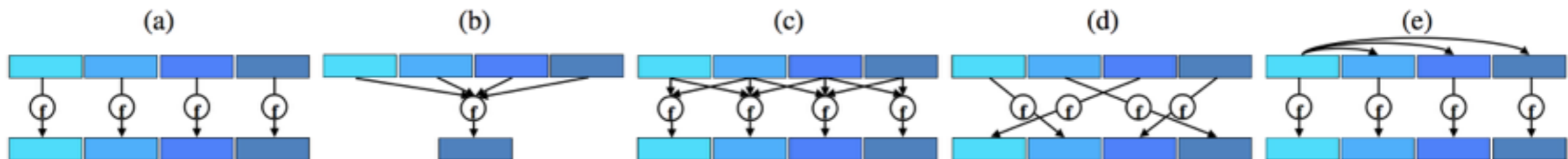
KinectFusion pipeline

- First dense monocular SLAM algorithm [Newcombe et al. ISMAR 2011]
- Adopted as a major building block in more recent SLAM systems
- Implementation based on [Reitmayr 2011] CUDA implementation



SLAMBench kernels

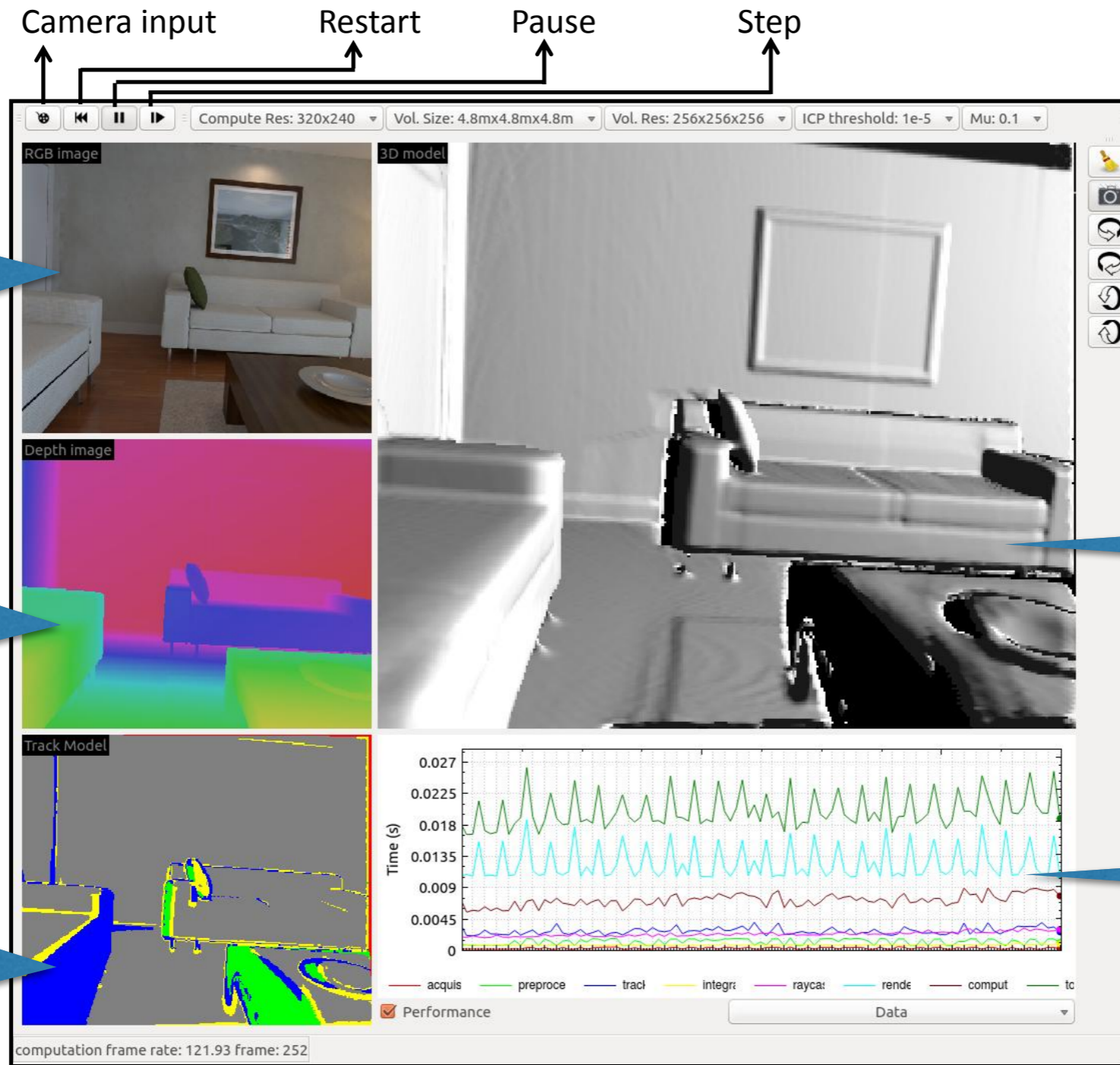
Kernels	Pipeline	Pattern	In	Out	%
acquire	Acquire	n/a	pointer	2D	0.03
mm2meters	Preprocess	Gather	2D	2D	0.06
bilateralFilter	Preprocess	Stencil	2D	2D	33.68
halfSample	Track	Stencil	2D	2D	0.05
depth2vertex	Track	Map	2D	2D	0.11
vertex2normal	Track	Stencil	2D	2D	0.27
track	Track	Map/Gather	2D	2D	4.72
reduce	Track	Reduction	2D	6x6	2.99
solve	Track	Sequential	6x6	6x1	0.02
integrate	Integrate	Map/Gather	2D/3D	3D	12.85
raycast	Raycast	Search/Stencil	2D/3D	2D	35.87
renderDepth	Rendering	Map	2D	2D	0.12
renderTrack	Rendering	Map	2D	2D	0.06
renderVolume	Rendering	Search/Stencil	3D	2D	9.18



Parallel patterns: (a) Map, (b) Reduction, (c) Stencil, (d) Gather and (e) Search.



SLAMBench GUI



RGB camera
(not used)

Depth camera

Tracked
points

Reset
volume

Toggle
viewpoint
of 3D model

3D model

Performance



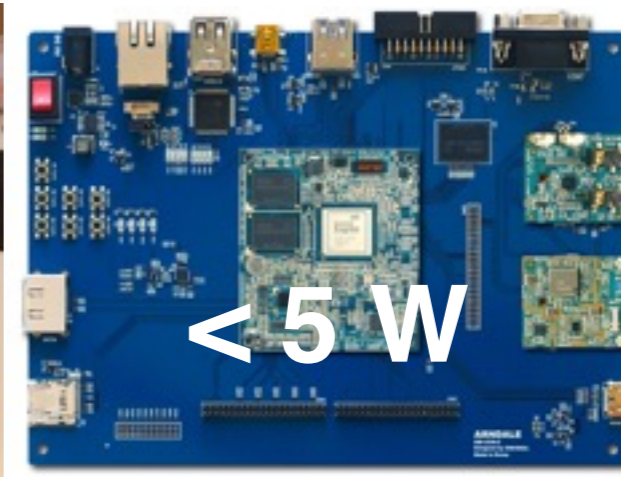
Platforms

Machine names	TITAN	GTX870M	TK1	ODROID (XU3)	Arndale
Machine type	Desktop	Laptop	Embedded	Embedded	Embedded
CPU	i7 Haswell	i7 Haswell	NVIDIA 4-Plus-1	Exynos 5422	Exynos 5250
CPU cores	4	4	4 (Cortex-A15) + 1	4 (Cortex-A15) + 4 (Cortex-A7)	2 (Cortex-A15)
CPU GHz	3.5	2.4	2.3	1.8	1.7
GPU	NVIDIA TITAN	NVIDIA GTX 870M	NVIDIA Tegra K1	ARM Mali-T628-MP6	ARM Mali-T604-MP4
GPU architecture	Kepler	Kepler	Kepler	Midgard 2nd gen.	Midgard 1st gen.
GPU FPU32s	2688	1344	192	60	40
GPU MHz	837	941	852	600	533
GPU GFLOPS (SP)	4500	2520	330	60+30 (72+36)	60 (71)
Language	CUDA/OpenCL/C++	CUDA/OpenCL/C++	CUDA/C++	OpenCL/C++	OpenCL/C++
OpenCL version	1.1	1.1	n/a	1.1	1.1
Toolkit version	CUDA 5.5	CUDA 5.5	CUDA 6.0	Mali SDK1.1.	Mali SDK1.1
Ubuntu OS (kernel)	13.04 (3.8.0)	14.04 (3.13.0)	14.04 (3.10.24)	14.04 (3.10.53)	12.04 (3.11.0)



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End of file(garbage found).
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./kfusion/thirdparty/checkKernels.py kernels.2.openc1.log >> resume.2.openc1.log
hickory%
```

For benchmarking purposes,
SSH and post-processing
tools friendly



Textual User Interface



Easy
run

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Raw
data

frame	acquisition	preprocessing	tracking	integration	raycasting	rendering	computation	total	X	Y	Z	tracked	inte
0	0.003564	0.000451	0.001622	0.000461	0.000002	0.001124	0.002536	0.007223	0.0000	0.000000	0.000000	0	1
1	0.002724	0.000352	0.000903	0.000467	0.000001	0.000212	0.001722	0.004658	0.0000	0.000000	0.000000	0	1
2	0.002697	0.000336	0.000904	0.000459	0.000001	0.000212	0.001701	0.004611	0.0000	0.000000	0.000000	0	1
3	0.002663	0.000335	0.000905	0.000467	0.000604	0.000219	0.002311	0.005193	0.0000	0.000000	0.000000	0	1

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Textual User Interface

Easy
run

Raw
data

Sum
up

For benchmarking purposes,
SSH and post-processing
tools friendly



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3 Skip num line :
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5 kfusion result      : 882 positions.
6 NUIM result        : 880 positions.
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9 Shift kfusion trajectory...
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11 A detailed statistical analysis is provided.
12 All durations are in seconds and the absolute trajectory error (ATE) is in centimeters.
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14 acquisition Min : 0.000056 Max : 0.009033 Mean : 0.002044 Total : 1.80289800
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16 integration Min : 0.000001 Max : 0.000821 Mean : 0.000258 Total : 0.22773500
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18 raycasting Min : 0.000001 Max : 0.003313 Mean : 0.001345 Total : 1.18644400
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Textual User Interface

Easy
run

Raw
data

Sum
up

High-level blocks statistics

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Kernels statistics

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 - GPGPU for SLAM leads to high-efficiency
 - ODROID-XU3 achieves **5.5 FPS** for **2.1 Watts**
- This research paves the way for **systematic holistic evaluation**



Copyrights

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- Author: HardKernel. ODROID-XU3 board. [Photograph]. Retrieved from http://www.hardkernel.com/main/products/prdt_info.php?g_code=G135235611947
- Author: PC Specialist Ltd. Vortex series laptop. [Photograph]. Retrieved from <https://www.pcspecialist.co.uk/forums/showthread.php?23366-My-new-beast-15-6-quot-Vortex-III>
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- Author: Unknown. Eye. [Image]. Retrieved from <http://gallery.digitalculture.asu.edu/?/interactive-environments/computer-vision/>
- Author: Unknown. Compiler. [Image]. Retrieved from <http://d3q6qq2zt8nhwv.cloudfront.net/107/large-icon.png>

