

Making always-on vision a reality

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Outline

1. Problem statement

Challenges to develop always-on vision

2. Qualcomm Technologies innovation

• How we are pioneering the always-on solution

3. Use cases and market opportunity

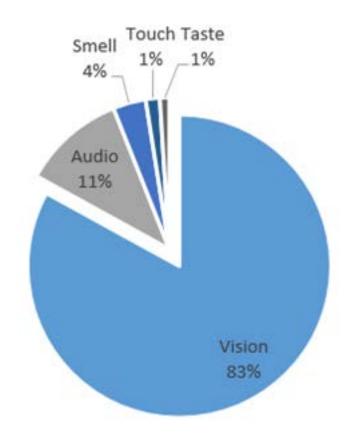
Supports many use cases across numerous verticals
Demos

The always-on UI and contextual awareness trend Delivering significant value across the whole ecosystem (> 1B units/year¹)



Human perception is dominated by vision

- 83% of our external world perception is through vision
- Yet, always-on vision technologies have been extremely challenging



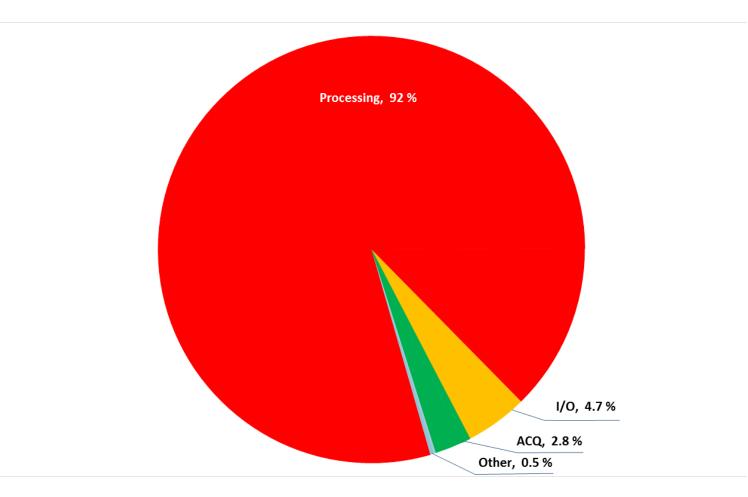
Source: Hatwell, Y. (1994). Traitéde psychologie expérimentale. Paris, P.U.F.)

Machine vision today

Conventional approaches are very power hungry



Algorithms running in the processor consume majority of the power Example: Gesture algorithm partitioning

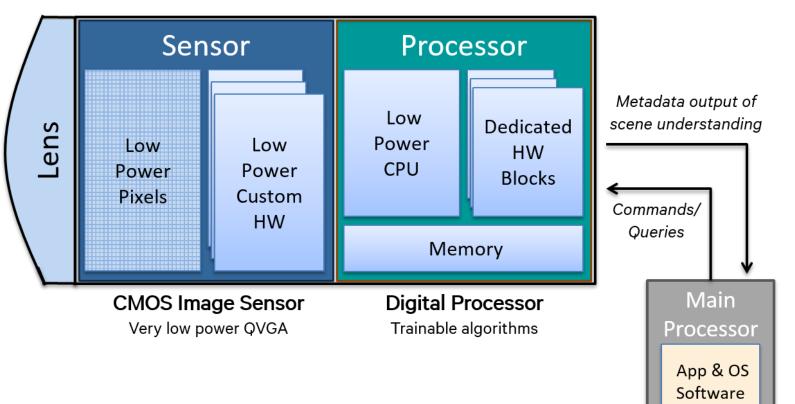


Our always-on vision research and innovation

Solving the key challenges

- Highly integrated & holistically optimized system
- Ultra-low power designs
- Advanced technology nodes
- Always-on vision defined and targeted as < 1 mA, active and end-to-end (image sensor and digital processor)

Integrated vision sensor & processor, independent of main processor



Sensor considerations and optimizations

- Low-resolution sensing, inspired by nature
- Data sparsity
- Event-driven architecture
- Ultra-low power designs

High resolution cameras are not required for always-on vision There's plenty of room for low resolution cameras — A "sweet" spot at < 1M pixels



- Information density is the information per pixel and is more important than just sensor resolution
- The information density required depends on many factors, such as use case, distance, lens, illumination, etc.
- Low-resolution cameras can complement high-resolution cameras

Low-resolution vision: Lessons from nature

Starfish

- ~ 120 "pixels" x 5
- Use case: scene detection (e.g. reef)



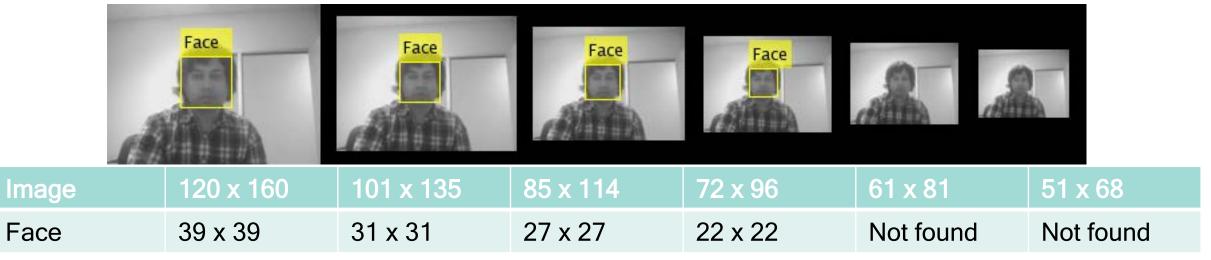
Bee

- ~ 5000 "pixels"
- Use cases: navigation and object recognition

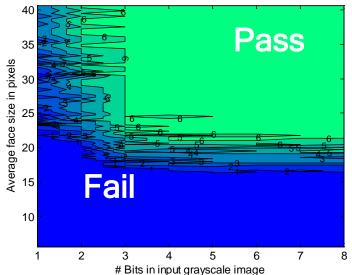


Face detection use case: Resolution and bit depth

Our algorithms work well at low resolution and bit depth



Number of faces detected (out of 6)



Data sparsity for data compression Temporal sensing approach as an example

Image data sparsity

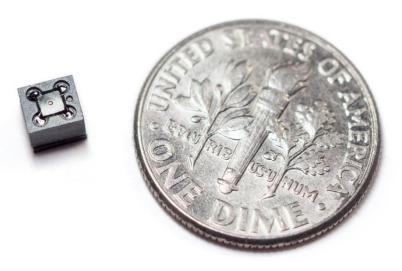


Metadata output

Our prototype always-on computer vision module (CVM)

Key features

- Ultra-low power, < 1 mA (end-to-end, w/ sensor included)
- Small size
- Low cost
- Privacy (output is metadata)
- Configurable for different use cases
- QVGA sensor
- Near-IR compatible



Vision will enhance many use cases across numerous verticals



Smartphone

- Face-based auto-wake and auto-sleep
- Always-on trigger for other use cases
- Always-on trigger for iris authentication (removes multiple steps and user initiation)



Smart watch

- Face-based auto-wake and auto-sleep
- Always-on gestures

Tablets

- Simple gaze tracking for advertising attribution
- Improved landscape/portrait screen orientation



Virtual reality

- Low power gaze tracking (foveated rendering)
- Low power visual odometry for 6 DoF



'Intelligent' occupancy trigger

- Distinguish humans from other objects
- Add data layer to trigger: How many? Where?
- Trigger on particular events or objects



captured

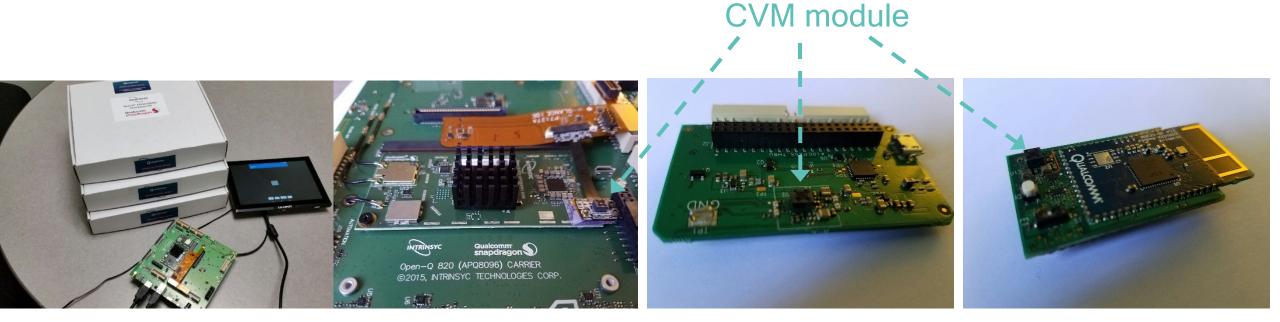
'Intelligent' interactivity trigger

- Face detection as a trigger for interactivity
- Smart appliance can react when a user approaches to engage it



Standalone intelligent data sensor
Heat maps of how a space is occupied
Privacy advantages - data only, no images

Prototype development platforms and SDK



Qualcomm[®] Snapdragon[™] 820 Development Platform (phone/tablet) Snapdragon 410C Development Platform (IoT)

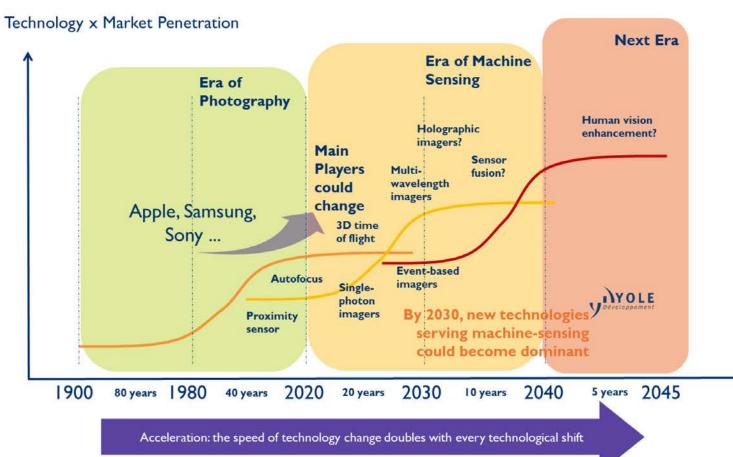
Always-on

Connectivity Platform (data "tag")

The grand "vision": Ubiquitous vision for sensing

IMAGE SENSOR APPLICATIONS - WHAT'S NEXT?

A roadmap for the next **20** years



 Qualcomm Technologies is helping to drive this industry transformation

 Be part of the growing ecosystem



- <u>https://www.qualcomm.com/invention/research/projects/computer-vision/always-on</u>
- <u>https://www.qualcomm.com/news/onq/2017/02/28/always-computer-vision-sensing-science-fiction-science-reality</u>
- <u>https://www.qualcomm.com/invention/cognitive-technologies</u>
- Contact us at <u>CVM@qti.qualcomm.com</u> for developing new use cases and hardware evaluation for your products

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