

Real-Time Haar-like Feature Extraction Coprocessor with Pixel-Based Pipelined Hardware Architecture for Flexible Low-Power Object Detection and Recognition

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Abstract

Image feature extraction is an important task for image or video analysis in machine vision. We report a coprocessor for Haar-like feature extraction with pixel-based pipelined hardware architecture. Instead of the conventional initial pixel-storage in large frame-buffer memories, the coprocessor synchronizes with image-sensor working frequency and immediately processes every input pixel for online feature construction. A prototype chip is fabricated in 180nm CMOS technology and requires only 12 KB on-chip memory for extracting the 1680-dimensional Haar-like SURF feature descriptor. During 30 fps VGA video input at 12.5 MHz frequency, it consumes only 4.78 mW power at 1.8 V supply voltage.

1. Introduction

Feature-vector-based object recognition is widely used for many innovative applications, such as robotic and wearable vision or interactive games. Here a feature vector represents a reduced set of characteristic values extracted from an input image. Recognition applies such a reduced representation instead of the complete initial set of pixels. The existing feature descriptors, including Scale Invariant Feature Transform (SIFT) [1], and its successor Speeded Up Robust Features (SURF) [2], have demonstrated their robustness in many experiments and applications. Haar-wavelet responses are calculated for SURF-descriptor feature extraction. Unfortunately, traditional software implementation is not suitable for such complex feature extraction in efficiency-critical mobile applications, due to high resource and power consumption [3].

In this paper, we present a real-time cell-based Haar-like feature extractor with pixel-based pipelined hardware architecture in 0.18μm CMOS technology, having high flexibility for different size images, very high energy efficiency, and strongly reduced requirements for on-chip memory.

2. Cell-Based Haar-like Feature Extractor

We define an 8×8 pixel array as a cell which is divided into 4×4 pixel sub-cells. For each sub-cell, Haar-wavelet responses D_x and D_y in horizontal and vertical direction are calculated according to (1) and (2), respectively.

$$D_x = \sum_{x \in \text{left_sub-cell}} p(x) - \sum_{x \in \text{right_sub-cell}} p(x) \quad (1)$$

$$D_y = \sum_{y \in \text{up_sub-cell}} p(y) - \sum_{y \in \text{down_sub-cell}} p(y) \quad (2)$$

Here, $p(x)$ and $p(y)$ represent sub-cell-pixel values. Absolute values $|D_x|$ and $|D_y|$ are also determined to capture the polarity of intensity changes. Finally, the sub-cell results are

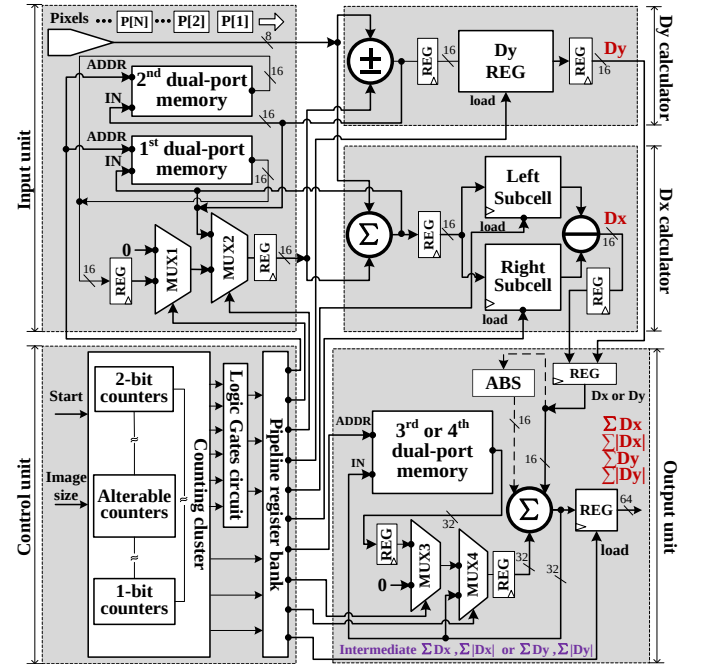


Fig. 1 Pixel-based pipeline (PBP) architecture for extracting Haar-like descriptor vectors of flexible-size images.

added up to form a 4-dimensional Haar-like descriptor $v = \{ \Sigma D_x, \Sigma D_y, \Sigma |D_x|, \Sigma |D_y| \}$ for each cell.

This paper reports the pixel-based pipelined architecture and its circuit implementation for such cell-based Haar-like features extraction, which can describe the target objects among complex backgrounds. Obtainable processing speed is only limited by the pixel frequency of the image sensor. For a search window (SW) of 64×128 pixels, a 1680-dimensional Haar-like feature vector is obtained, which contains the target-object information.

3. Pixel-Based Pipelined Architecture

The developed pixel-based pipeline architecture, shown in Fig. 1, has scalable input-image size and can capture target objects among complex backgrounds in real time. Processing speed is only limited by the pixel-transfer frequency from the image sensor. Alterable counters are included for enabling image-size flexibility. D_x and D_y of each sub-cell are calculated by the circuitry in the upper right of the Fig. 1. For this purpose, the pixel values of left and right half in one sub-cell are added up and stored temporarily in the 1st dual-port memory of the D_x calculator. The final accumulation results for left and right part of each sub-cell are then loaded into the corresponding registers (i.e. Left_Subcell and Right_Subcell)

for calculation of the D_x response. On the other hand, the D_y calculator has a simpler structure than the D_x calculator, due to line-wise input of the pixels from the image sensor. The upper half of each sub-cell is summed up and then the lower half is subtracted by an adder/subtractor circuit. The partial results of D_y for each sub-cell are stored in the corresponding allocated space of the 2nd dual-port memory until D_y completion and then D_y is loaded immediately into register (D_y REG). Once the last pixel of a sub-cell has been processed, the D_x or D_y result will be transferred to the output unit for calculating the feature vector $\mathbf{v}$ of the corresponding cell.

For an image with $n \times m$ pixels, only $n/2$ intermediate sub-cell summation results for D_x in the 1st dual-port memory and $n/4$ intermediate sub-cell summation results for D_y need to be stored in 2nd dual-port memory, respectively. The 3rd and 4th dual-port memories have to store just $n/8$ intermediate cell summation results of $\sum D_x$, $\sum |D_x|$ and $\sum D_y$, $\sum |D_y|$, respectively. In fact, the height of the input image is unlimited since the storage space of these four memories is reused for each cell row in the image. Once processing for a cell row is completed, the storage space can afterwards be overwritten by the data for the next cell row.

Rather than buffering entire images for integral image computing, the proposed architecture can therefore extract Haar-like descriptors in synchronization with image-sensor working frequency f . The total image-processing time becomes consequently $(n \times m + DPR)/f$ seconds, where DPR represents the clock-cycle delay of the pipeline registers. Furthermore, each cell-feature vector $\mathbf{v}$ is extracted only once and is then reutilized, according to the cell position in each related SW, for parallel feature-vector extraction of all these related SWs, without complex iteration or re-computation. This results in high processing speed, small memory usage and low power dissipation at the same time.

4. Measurement Results

The proposed coprocessor for Haar-like descriptors is prototyped in 180 nm CMOS technology with 1.76 mm² (1.82 mm × 0.97 mm) core area, as shown in Fig. 2. The power consumption of the chip is 4.78 mW at 1.8 V supply voltage and 12.5 MHz frequency, which is sufficient for 30 fps VGA-image processing from general image sensors. Fig. 3 demonstrates possible further power-consumption reduction to 1.57 mW at 1 V supply voltage and 12.5 MHz clock frequency. Correct chip operation up to 200 MHz is verified, indicating

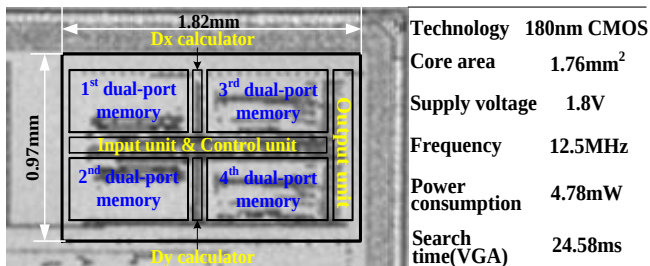


Fig. 2 Microphotograph and parameters of the fabricated chip in 180nm CMOS technology for cell-based Haar-like feature extraction with 1.76mm² (1.82mm × 0.97mm) core area.

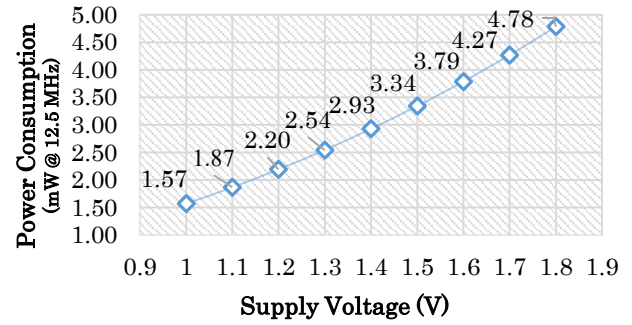


Fig. 3 Power consumption at 12.5 MHz working frequency with different supply voltage.

Table I Performance Comparison to previous work

	This work	TCSVT[1]
Technology	0.18 μ m	0.18 μ m
Image size	VGA	VGA
Function	Haar-like hardware	SIFT hardware
Frequency	100 MHz	100 MHz
Power	36.25 mW	-
Search windows	851	151
Processing time	3.072ms	8.397ms
Memory usage	96 Kb	5.729 Mb

real-time processing capability beyond VGA size images.

Comparison to previous work [1] is shown in Table 1, verifying that the proposed architecture can extract the 1680-dimensional Haar-like feature vectors of all 851 SWs in a VGA frame with a factor 10 shorter processing time of 3.072ms (approximately 31.57ms would be consumed for 851 SWs in [1]) and a factor 60 smaller memory size of only 96 Kb. In addition, the image-size flexibility of the proposed architecture can be exploited for real-time processing of higher resolution images, e.g. XGA or Full HD, at 120 MHz operating frequency.

In conclusion, the proposed hardware architecture for extracting feature vectors of Haar-like descriptors has high image-size flexibility, very fast real-time processing speed, high energy efficiency, and low memory requirements, making it suitable for a large variety of different mobile applications.

Acknowledgements

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