

Video Analytics Benchmarks Utilizing Gstreamer and Nvidia Deepstream on HPC and Edge Computing Systems

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Distribution A

Introduction



School | University of Texas at Dallas

Major | Computer Science

Past Research Experience

This is my first research experience.

| Future Plans | To continue on with my Bachelor's Degree

(Rising Sophomore)

Tell us why you applied for the HIP internship

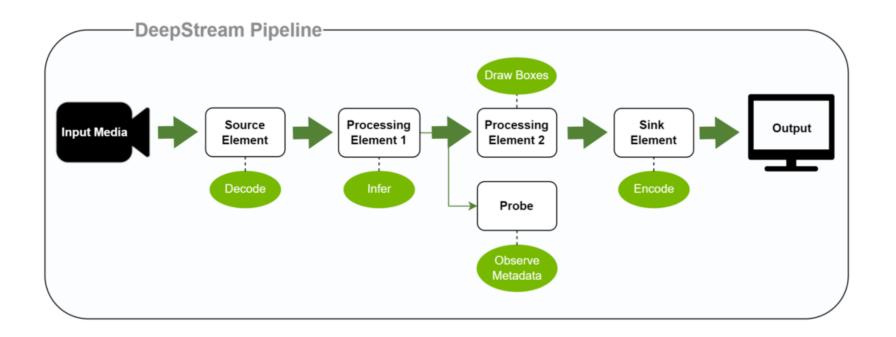
It was a great opportunity for me to get first-hand experience what it's like to work in the field as a computer scientist!





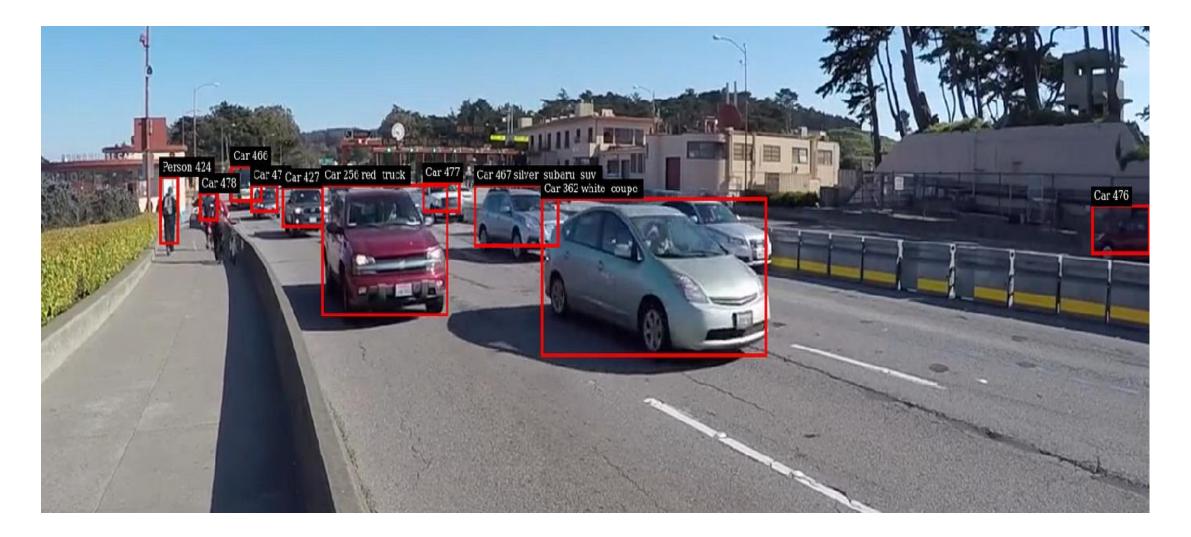
Project Background

- Nvidia's Deepstream Video Pipelines for video inferencing.
- Implementation of previously used machine learning models into Deepstream pipelines.





Pipeline Example





Project Objectives

- To explore the capabilities of Nvidia's Deepstream Pipelines.
- To research and experiment with implementing two machine learning models (ESRGAN and Material Segmentation)

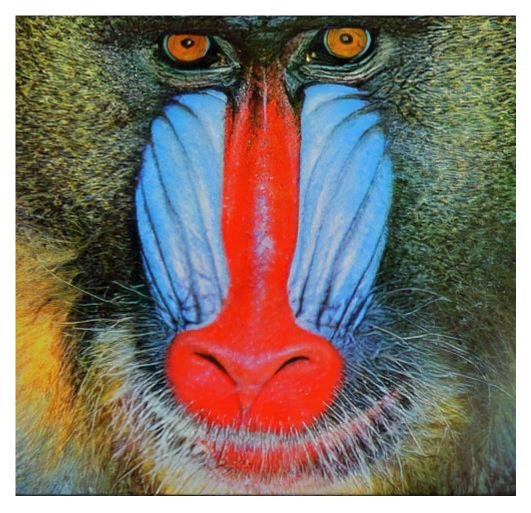


The ESRGAN

Super-resolution image model



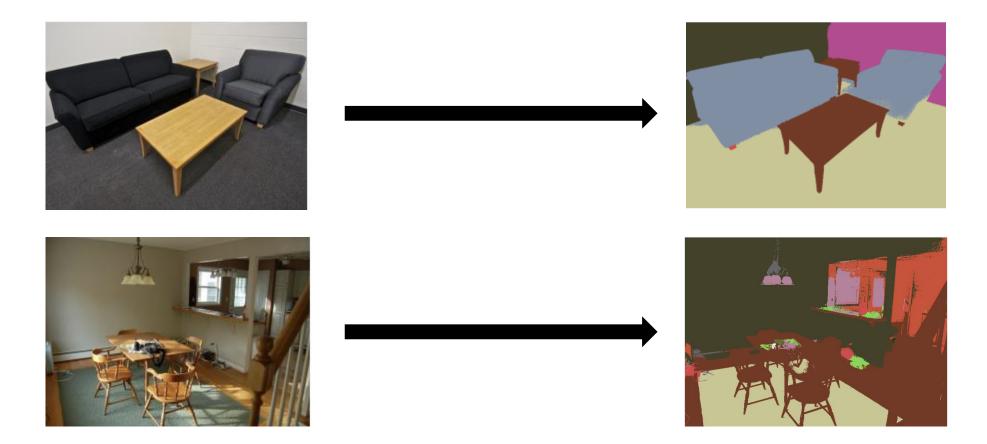






MINC Segmentation

Model that segments materials based on MINC database.





Design and Methods



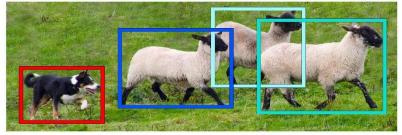
Gst-Nvinfer

- Pipeline inference component
- Four main inference types: object detection, object classification, semantic segmentation and instance segmentation

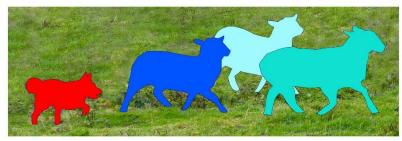


Image Recognition

Semantic Segmentation



Object Detection



Instance Segmentation



Test Onnx model

- One of the three types of machine learning frameworks used for nvinfer.
- Is theoretically the "easiest" as it requires the least number of configurations to implement.





Implement Models into Deepstream

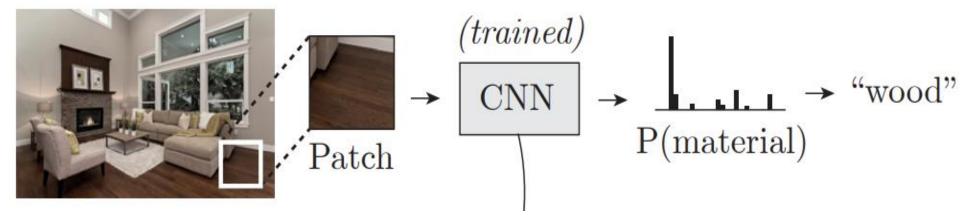
 Research and experiment with Nvidia Deepstream pipelines to see whether the two target models can be implemented into the pipelines.



Material Segmentation

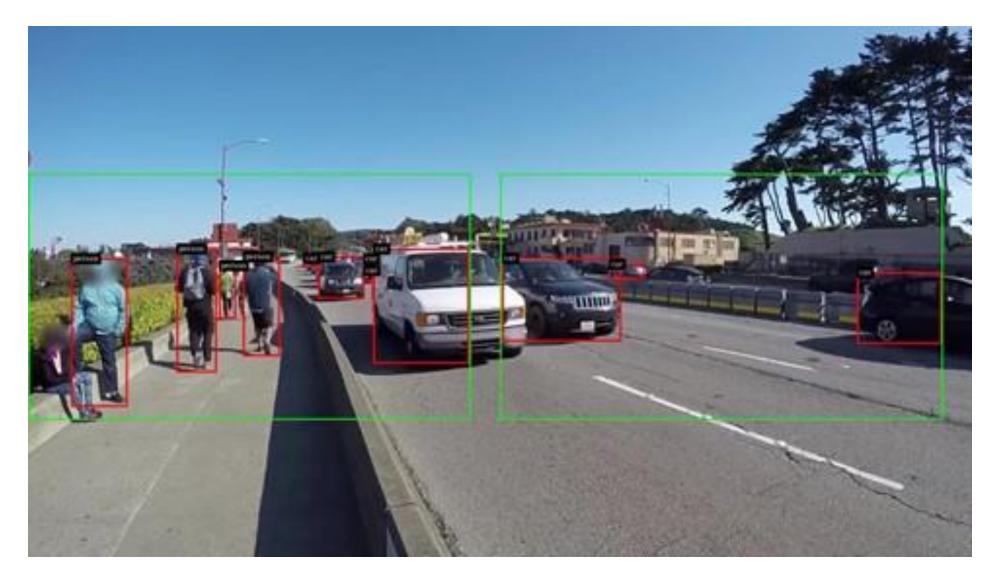
- The material "segmentation" model is actually a classification model.
- As a result, a different approach must be done

(b) Patch material classification





Nvdspreprocess





Create Custom Segmentation Model

- Code a program that can train a custom multiclass segmentation model.
- Use the MINC database to create a semantic segmentation inference model



Data / Results



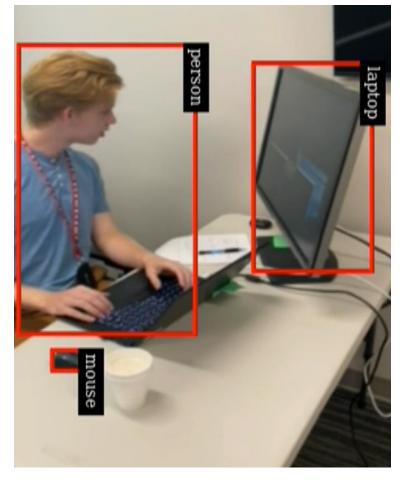
Concerns about Nvinfer

- Custom libraries are needed for three of the main inference types
 - object detection and classification, and instant segmentation
- These inference types look for individual and specific objects and features.
- This can pose a challenge as they must be coded.



Onnx Implementation

 Was successfully able to convert and deploy an object detection model into the pipeline.





Concerns with Onnx

- Converting onnx can vary in difficulty depending on the inference type.
 - This entails how many inputs and outputs one may have to specify to convert the model to onnx.
- It is crucial to know the shape of the input that is sent into the model.



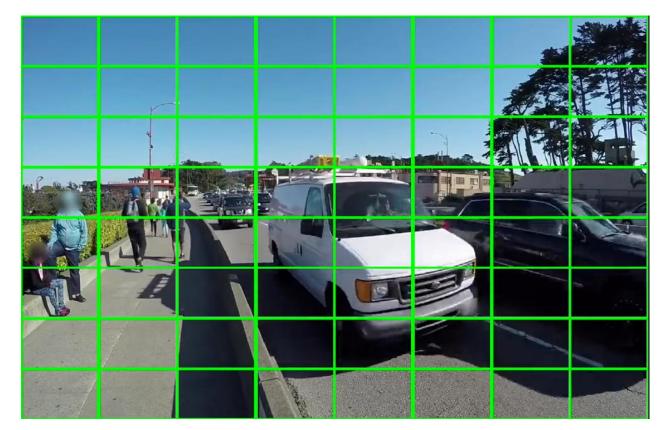
ESRGAN Implementation

- Proved to be a difficult task as it is outside the function of nvinfer.
- Would possibly require the use of another component called nvdsvideotemplate.
 - An obstacle to this would be that a custom library is needed to implement this component.



Concerns with Nvdspreprocess

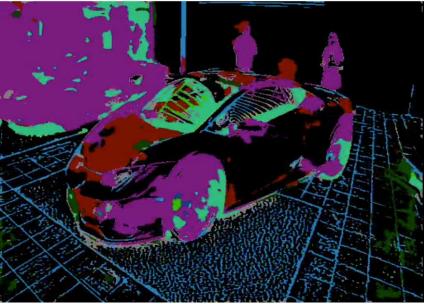
- Regarding the material segmentation model, it would require too many inputs.
- Leads to a stop on the pipeline.





Segmentation Model Training

- Training the model appears to be the best route.
- Would possibly allow other datasets to be trained through this method.
- Issues would be that said datasets need many images to train from.





Discussion and Conclusions



Nvidia Deepstream Potential

- Deploying current pretrained models that fit within nvinfer inference types can be simple
- Custom models take a lot more time and effort.
- Can have a great use in searching and security with object detection capabilities.



Acknowledgments & References

- Mentors: Steven Glandon & Warren Reed Williams
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Any questions?