



## 1. Objective

### Common Features of All the Apps

- Standalone CNN mobile applications (no external server required)
- Speeding up by multi-threading and fast framework
- Recognizing any size of images by multi-scale Fully Convolutional Network
- Significant reduction in memory requirements
- Being applicable to various kinds of mobile devices

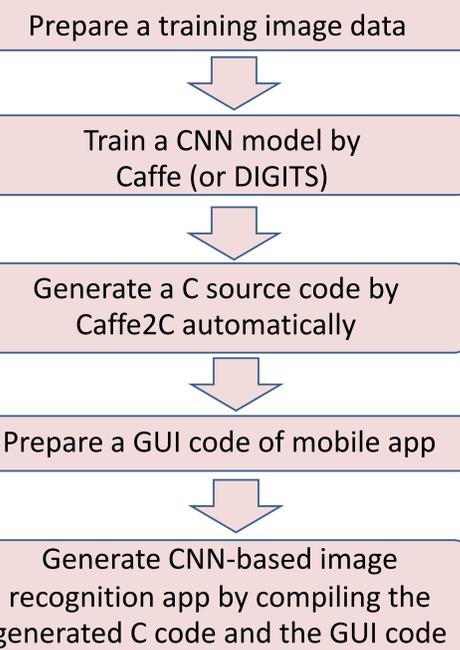
### Example: 100-class food recognition

- recognition time: 26.2ms(iPhone7Plus), top-5 accuracy: 91.5%

## 2. Proposal Contents

Anyone can build very fast CNN-based mobile apps including object recognition apps and style transfer apps.

~flow of making mobile app~



Developed in our lab

- **Caffe2C / Chainer2C**
  - convert parameter files to C source codes that run on mobile devices
- **Very fast CNN-based mobile recognition/transfer engine**
  - speeding up by multi-threading and fast framework
- **Adopting NIN architecture for a recognition engine**
  - any size of input images
  - the trade-off between accuracy and processing time by changing input image sizes

If you prepare training data, you can create mobile recognition apps in a day !!

## 3. DeepXCam for recognition ( X = Food, Dog, Bird, Flower )

### • Training DCNN

- Use **Network-In-Network(NIN)**[3] considering mobile implementation
- Save the size of the network parameters

### Network In Network [3]

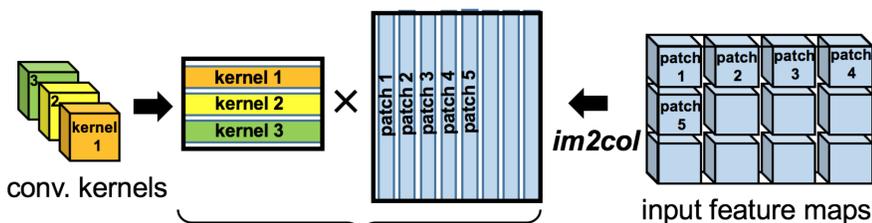
- only conv layers
- no FC layers
- relatively smaller than the other architectures
- any image size correspondence

	Param	Memory	Top-5
AlexNet	62Million	248MB	95.1%
NIN(4L+BN)	5.5Million	22MB	95.2%
NIN(5L+BN)	15.8Million	63MB	96.2%

### • Pre-trained CNNs with ImageNet 2000 category images (totally 2.1 million images)

### • Speeding up Conv layers => Speeding up GEMM

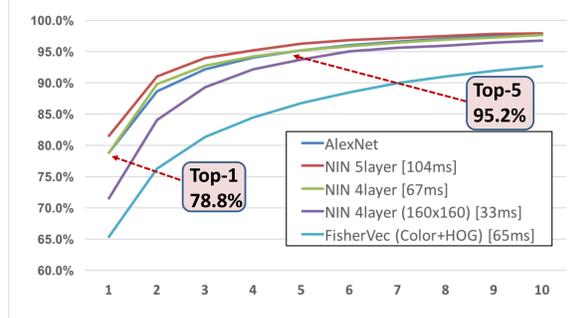
- computation of conv layers is decomposed into "im2col" operation and matrix multiplications
- BLAS(iOS: Accelerate Framework, Android: OpenBLAS)
- we use the NEON instruction set which can execute four multiplications and accumulating calculations at once.
- iOS: 2Core\*4 = 8 calculation, Android: 4Core\*4 = 16 calculation



GEMM: generic matrix multiplication (=conv. layer computation)

## 4. Accuracy and Recognition Time

### UEC-FOOD100 class recognition performance



### Trade-Off between Accuracy and Recognition Time

Input Image Size	227x227	200x200	180x180	160x160
iPhone 7 Plus	55.7[ms]	42.1[ms]	35.5[ms]	<b>26.2[ms]</b>
iPad Pro	66.6[ms]	49.7[ms]	44.0[ms]	<b>32.6[ms]</b>
iPhone SE	77.6[ms]	56.0[ms]	50.2[ms]	37.2[ms]
Accuracy (top-5)	<b>95.2%</b>	95.1%	94.1%	91.5%

We achieve **real real-time !!**

## 4. DeepStyleCam (Image Style Transfer)

### • ConvDeconvNetwork[2] can treat only one fixed style.

- If transferring ten kinds of styles, we have to train ten different ConvDeconvNetwork independently.
- This isn't good for mobile implementation(required memory size)

### • We modified [2] can train multiple styles at the same time

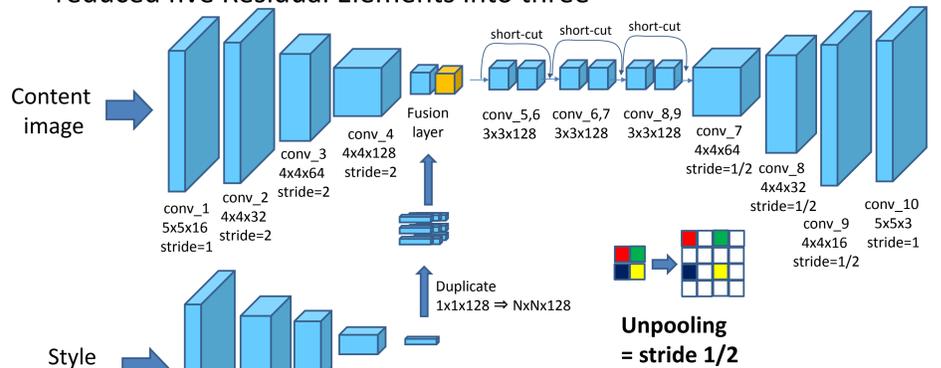
- adding a fusion layer and a style input stream(inspired by [1])

### • Training

- We input sample images to the content stream and style images to the style stream.(The training method is the same as [2])

### • We shrunk the ConvDeconvNetwork compared to [2]

- added one down-sampling layer and up-sampling layer
- replaced 9x9 kernels with smaller 5x5 kernels in the first and last convolutional layers
- reduced five Residual Elements into three



### ConvDeconvNet with Style Input

**Normal mode** →

**Color Preserving mode** →

Ex. Image Size: 250x250 ,  
 Computation: 1,303,800,800 times(13billion)  
 Parameter num: 1,250,835

**175ms (iPhone7+)**  
**180ms (iPad Pro)**  
**200ms (iPhone SE)**

## Multiple Style Transfer and Object Recognition App

### • Food Rec App (both iOS/Android)

Our Project page

<http://foodcam.mobi>

Please search "**DeepFoodCam**"



### • Multi Style Transfer (only iOS)

Please search

"**RealTimeMultiStyleTransfer**"



## Reference

[1] S. Iizuka et al.: Let there be Color!: Joint End-to-end Learning of Global and Local Image Priors for Automatic Image Colorization with Simultaneous Classification, SIGGRAPH, 2016.  
 [2] J. Johnson et al.: Perceptual Losses for Real-Time Style Transfer and Super-Resolution, ECCV, 2016.  
 [3] M. Lin et al. Network In Network, ICLR, 2014.