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Anatomy of Deep Learning Image Classification and Object Detection on Commercial Edge Devices: A Case Study on Face Mask Detection

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ABSTRACT Developing efficient on-the-edge Deep Learning (DL) applications is a challenging and non-trivial task, as first different DL models need to be explored with different trade-offs between accuracy and complexity, second, various optimization options, frameworks and libraries are available that need to be explored, third, a wide range of edge devices are available with different computation and memory constraints, providing trade-offs among inference time, energy consumption, efficiency (throughput/watt) and value (throughput/dollar). To shed some light in this problem, a case study is delivered where seven Image Classification (IC) and six Object Detection (OD) State-of-The-Art (SoTA) models are optimized, evaluated and compared in terms of accuracy and inference time on five commercial off-the-shelf edge devices; the models have been optimized by using the SoTA optimization frameworks (such as TensorFlow Lite, OpenVINO, TensorRT, eIQ) and by evaluating/comparing different optimization options, e.g., different levels of quantization. To this end, an IC/OD face mask wearing detection architecture is developed as a use case. The five edge devices are evaluated and compared too, in terms of inference time, value and efficiency. We obtain insightful observations on the full end-to-end video pipeline implementation of IC and OD models on edge devices, which optimization frameworks, libraries and options to use and how to select the right device depending on the target metric (inference time, efficiency and value).

INDEX TERMS image classification, object detection, edge computing, computer vision, performance evaluation

I. INTRODUCTION

Although Deep Neural Networks (DNNs) are nowadays extensively used in a wide range of computer vision applications and hardware platforms [1], their deployment on resource limited edge devices is not a trivial process, as they are normally both compute and memory intensive [2]. The training phase of the DL models is normally held on powerful cloud/remote servers, but the inference phase may be required to run on the edge to address latency and privacy requirements. Running the inference part on an edge device in an efficient way is of critical importance as the trained model is normally run thousands, perhaps even millions, of times [3].

Developing efficient on-the-edge IC and OD applications is a challenging and non-trivial task as many different solutions must be explored and evaluated. First, a wide range of IC/OD models are available, providing different trade-offs between accuracy and complexity. We showcase that the most lightweight model is not necessary the fastest as current compilers and optimization frameworks fail to generate efficient machine code for coprocessors and vector processing units (INT8/INT16 SIMD instructions). Second, different optimization frameworks (e.g., TensorFlow-TensorRT and TensorRT), optimization options (e.g., quantization, multi-threading) and libraries (e.g., NVIDIA AI inference libraries, libraries for efficiently reading and processing images), are available, which need to be investigated. Third, a wide range of edge devices exist, with diverse hardware architectures, providing trade-offs among latency time, development time, energy consumption, financial cost, efficiency (throughput/watt) and value (throughput/dollar). Fourth, extra engineering effort might be required to optimize the DL models when using vendor specific tools, e.g., TensorRT supports specific type of layers only, requiring custom plugins for any custom and/or non-supported layer.

In this paper, we optimize, evaluate and compare seven IC and six OD on-the-edge SoTA models on five commercial off-the-shelf hardware platforms, in terms of latency and accuracy. Note that more models have been investigated and tested here in order to find and select the most suitable for the edge solution, i.e., fast models with adequate accuracy; 11 lightweight models and 2 complex models have been selected. The IC models selected are MobileNetV1, MobileNetV2, four different variants of MobileNetV3 and InceptionV3. The OD models selected are SSD-MobileNetV1, SSD-MobileNetV2, SSD-InceptionV2, SSDLITE-MobileNetV2, SSDLITE-MobileNetV3Large, and SSDLITE-MobileNetV3Small. We have selected a wide range of different MobileNet models because they are tailored for edge devices, and thus they present the best solution in terms of latency, by only slightly sacrificing accuracy. The hardware platforms used are the following: Raspberry Pi 4 (RP4), Intel Neural Compute Stick 2 attached to Raspberry Pi 4 (NCS2), NVIDIA Jetson Nano (JNANO), NVIDIA Jetson Xavier NX (JXAVIER), and i.MX 8M Plus (IMX8P).

The SoTA models were first fine-tuned in Tensorflow framework, and then optimized by using the following SoTA frameworks for each corresponding hardware platform: TensorFlow Lite, Intel OpenVINO, TensorFlow-TensorRT, NVIDIA TensorRT, and NXP eIQ. All different possible quantization levels are evaluated for each model and hardware platform. We show that performance does not always align with the quantization level (in this paper latency and performance are used interchangeably). Furthermore, we have enabled other optimizations too, where possible, e.g., multithreading. In Section IX, we provide insightful observations on which optimization options and frameworks to use in each case.

Furthermore, we compare the diverse hardware platforms in terms of inference time, efficiency, and value. We provide important insight about which models, frameworks, and optimization options to use for each hardware platform as well as which platform to use depending on the target metric. We show that JXAVIER is best option in terms of inference time and efficiency, while JNANO is the best option in terms of value.

Our use case consists of an IC and OD face mask wearing detection application. We have chosen this application as COVID-19 still negatively impacts our lives and vision-based AI technology can mitigate the problem with such a use case with video analytics and monitoring. Note that the performance of the entire image data path is evaluated, including the pre/post-processing steps and loading of the DL model.

The experimental results show that MobileNetV3-Small Minimalistic / MobileNetV3-Small models are the most efficient in terms of latency while MobileNetV3-Large/SSD-InceptionV2 models in terms of accuracy, for IC/OD, respectively. The optimization tools can provide up to 6.8x/16.4x/15.9x/56.4x/36.0x times faster inference on IC models and up to 2x/9x/4x/9.3x/80.5x times faster inference on OD models, for RP4/NCS2/JNANO/JXAVIER/IMX8P, respectively. The contributions of this paper are as follows:

(1) Optimization, evaluation, and comparison of seven IC and six OD on-the-edge SoTA models, in terms of accuracy and latency, on five commercial off-the-shelf edge devices.
(2) An evaluation of TensorFlow Lite, OpenVINO, TensorFlow TensorRT, TensorRT and eIQ optimization frameworks and their main optimization options on five edge devices.
(3) A comparison between Raspberry Pi 4, Intel Neural Compute Stick 2, NVIDIA Jetson Nano, NVIDIA Jetson Xavier NX and NXP i.MX 8M Plus hardware platforms in terms of inference time, value (FPS/price), and efficiency (FPS/power) when running DL IC and OD applications.
(4) A face mask detection machine learning architecture is developed.
(5) Easily reproducible open-source benchmarking templates are delivered that only use publicly available vision libraries.
(6) It is important to note that for the first time such a high number of hardware platforms, frameworks, and IC/OD models have been benchmarked and compared.

The remainder of this paper is organized as follows. Firstly Section II reviews related work. In Section III, the proposed face mask architecture is presented. In Sections IV, V and VI, the DL models, optimization frameworks and edge devices studied, are presented, respectively. In Sections VII and VIII, the experimental setup and experimental results are discussed, respectively. Section IX is dedicated to discussion, and finally, Section X to conclusions and future work.

II. RELATED WORK

Deploying efficiently AI applications on edge devices pose various challenges like discussed in [4], specifically constraints around compute, memory and power consumption. To tackle these, quantization [5] and weight pruning [6] are two popular techniques that normally trade a slight reduction in accuracy with performance. In quantization, the neural network weights and/or the feature maps are expressed by using shorter data types, such as FP16, INT16 or INT8 instead of FP32 [7]; this leads to a lower memory footprint as well as to a lower latency as the computation cost is reduced and the SIMD instructions can be used to calculate more operations per instruction. In weight pruning [8], neurons with small saliency (sensitivity) are removed, resulting in a sparse computational graph [5]; neurons with small saliency are those whose removal minimally affects the model output/loss function.

There are various deep convolution neural network models that vary in terms of accuracy and number of parameters. For deep learning IC applications, If the target edge device is compute and memory limited, and frames per second (FPS) is a more important metric than accuracy, then a lightweight model is preferred, such as EfficientNet [9], MobileNets, SqueezeNet, ShuffleNet, PeleeNet, MnasNet and OFA [10]. These models adopt various innovative techniques in order to reduce number of parameters and operations per second, while maintaining a satisfactory accuracy. In general MobileNets proved to be tailored for edge devices with limited computation and memory resources with improvements across versions v2 and v3 seen only on ARM based hardware as we confirmed in our work, while more complex models such as InceptionV3 are more appropriate for applications needing high accuracy but require a dedicated AI coprocessor for reaching high FPS performance. As far as the on-the-edge deep learning OD models are concerned, there one-stage detectors (e.g., SSD [11], YOLO [12]) and two-stage detectors (e.g., FPN [13], Mask RCNN [14], Faster RCNN [15]). Two-stage detectors focus on achieving high localization and object recognition accuracy at the expense of requiring high compute capabilties, while the one-stage detectors focus on achieving high inference speeds with lightweight architectures. In this case study, one-stage SSD (single shot detection) type models were used. SSD tends to be more resource efficient and outperforms other types (such as RCNN, Fast RCNN, Faster RCNN), because the tasks of object localization and classification are done in a single forward pass of the network [11].

To allow for the computation intensive DL models to efficiently run on the edge, various hardware platforms (accelerators) have been introduced such as NVIDIA Jetsons (CUDA cores), Intel NCS2 (Vision Processing Unit), Google Edge TPU (ASIC), and Neural Processing Unit (NPU) of i.MX 8M Plus. Accelerators offer various benefits such as energy efficiency, ultra-low latency, and lower costs, that enable new applications for building sensory systems in the real world that were not possible previously [16]. FPGAs are also present and are an excellent choice for custom DL implementations because of their power efficiency, latency, throughput, flexibility in interfaces and reconfigurability [17]–[19]. This diverse and ever-growing complexity of modern on-the-edge hardware architectures has introduced optimization frameworks to keep pace with hardware advancements and effectively use the dedicated resources. NVIDIA provides TRT, Intel provides OpenVINO, while TFLITE is well optimized for ARM microcontrollers and microprocessors. The disadvantage with using these type of accelerators, is that you may be limited either in software or hardware in deploying specific datatypes like FP16/INT8 or specific layers.

A large number of studies has been published evaluating DL IC and/or OD models on edge devices. [20] investigates the on-the-edge inference of DNNs in terms of latency, energy consumption, and temperature, on five different hardware platforms; unlike the proposed method, this work does not take advantage of the optimization frameworks we have investigated. In [21] , an in-depth benchmark analysis of three embedded platforms is performed for image vision applications including MobileNet and InceptionV2; in [22], EDLAB is delivered, an end-to-end benchmark to evaluate the overall performance of 3 image classification models and 1 object detections models across Intel NCS2, Edge TPU and Jetson Xavier NX. In [23], a performance analysis of edge TPU board is provided for object classification. In [24], NVIDIA Jetson Nano and Google Coral Dev Board are evaluated. In [25], a survey on DL object detection methods is presented. In [26], a survey of DL methods and software tools for IC and OD is presented. None of the above provide this number of models, edge devices and optimization options for end-to-end analysis. In [10], a review of SoTA object detectors and lightweight classification architectures is delivered, without exploring performance on edge hardware.

In [27], the inference time of 14 IC DL models is evaluated by using OpenVINO toolkit but using workstation utilised Intel Xeon CPU and integrated Iris Pro GPU. In [28], a framework to deploy DL-based applications in fog-cloud environments is presented. In [29], the performance and energy consumption of three commercial devices is evaluated for DL inferencing. [30] implements and evaluates real time target detection and tracking on Intel NCS2 and NVIDIA Jetson TX /AGX via a drone. [31] explores problems in computer vision applications and presents OpenVINO toolkit as a solution for bringing AI to the edge but does not apply it and explore it on edge hardware. The TFLITE and TF-TRT optimization frameworks are analysed in terms of throughput, latency and power consumption in [32]. In [33], TensorFlow Lite Micro is presented to address deployment of DL on MCUs. Lastly, [34] compares edge deployment of lightweight models on Google Coral, Intel NCS2 and NVIDIA Jetson Nano for a specific use case, classification of waste.

Last, a group of studies has been published evaluating DL face mask detection applications. In [35]–[37], three face mask detection architectures are developed and evaluated solely on PCs. In [38], one-stage and two-stage approaches are presented for face mask detection, with only accuracy being evaluated and not their performance for edge devices. Finally, NVIDIA published a Github repo [39] on how to train, optimize and deploy a face mask detection application on their Jetson hardware using their Transfer Learning Toolkit (TLT) and DeepStream SDK, but it is not applicable for other types of edge devices.

Compared to all the previously mentioned related work, we have explored 7 image classification and 6 object detection models on x5 edge devices with a specific use case in mind, far greater than any of the other literature. Additionally, unlikely most of the related work, we have explored the frameworks/compilers of each target hardware and how the quantization/optimization affects the performance of the whole end-to-end pipeline, and not just the inference times of the model. We have not only evaluated the latency of each stage of the pipeline, but included other metrics such as efficiency (FPS/Max Power) and value(FPS/Cost) that provide a different perspective on what each type of technology has to offer.

III. FACE MASK DETECTION ARCHITECTURE

A generic software block diagram of the proposed face mask detection architecture is shown in Fig. 1; two different methods are explored, an IC-based (Method1) and an OD-based (Method2). The process starts with reading locally stored images and finishes with overlaying the results of the face mask detections on the original frame. Table 1 shows the inputs/outputs of the two methods. Note that the input data needs to be in the same format that the DL model was trained on way, along with the correct interpretation of the results.

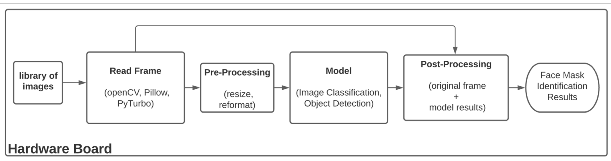

FIGURE 1. Face Mask Detection Block Diagram

A. METHOD1 (IC)

In order to detect if there is a face mask or not present in the current frame, we used image classification. The data pipeline consists of reading frame, pre-processing the frame into the right resolution and appropriate pixel normalisation (based on the model and the data it was trained on) and then the execution of the model. Lastly, a pre-processing step overlays the label / confidence results onto the original image at its original resolution.

B. METHOD2 (OD)

In order to detect all faces with and without face masks, along with bounded boxes showcasing their location in the current frame, we used object detection. This was similar to Method1, but the models are more complex and further post-processing is required to overlay detection boxes onto the original frame.

TABLE 1. Inputs/Output of Method1 and Method2

Method1: IC	Input	Batch x Width x Height x Channel (1x224x224x3)
	Output	Confidence % of each class (2)
Method2: OD	Input	Batch x Width x Height x Channel (1x300x300x3)
	Output	Classes, Confidence %, box coordinates [x1,x2,y1,y2], number of detections

The pre-processing phase consists of two main steps. First, the input image is resized to the resolution that the model has been trained on. For example, the input images must be resized to 224x224 for Method1 and to 300x300 for Method2. Although all the images are resized to the same resolution (for a specific architecture), the bigger the input image is, the higher the model's accuracy is, as the images are resized by using interpolation. In the second step, the input image is converted into the right colour format (e.g., RGB), data type (e.g., BWHC) and applied with the corresponding pixel normalisation which depends on the type of model and that data it was trained on.

The aim of the post-processing step is to show the label of the detected class for Method1 and add rectangles/labels around the detections on top of the original image for Method2. It is important to note that the execution time of the post-processing step depends on the number of faces identified (in this case study, we always assume just one face).

Note that we have studied and evaluated all the video pipeline stages in Fig. 1, and not just the execution time of the model, by using three different input image resolutions, 13 DL models and various libraries/frameworks. This allows for a better evaluation of the selected hardware platforms. Furthermore, this application tackles a real life problem and showcases various on-the-edge solutions, depending on the technical requirements / performance needs.

IV. DEEP LEARNING MODELS

A. METHOD1 (IC)

Seven SoTA pre-trained models from TensorFlow 2 have been used for Method1 (Table 2). Each model was pre-loaded with weights based on ImageNet, a large dataset consisting of 1.4M images and 1000 classes [40]. The base of each model was frozen, while fine-tunable GlobalAveragePooling2D, Dropout and a SoftMax activation were added as the last layers to predict the two target classes. All MobileNets were trained with alpha value set to 1; alpha values control the width of the network, which proportionally reduces or increases the number of filters of each layer. This allows for further customizing the MobileNet models, offering different trade-offs between latency and accuracy.

The models that we used for Method1 are shown hereafter:

- M1: MobileNetV1 [41]. M1 was introduced by Google in 2017 as a lightweight and efficient architecture for generic embedded vision applications aimed for the mobile industry. M1 uses depthwise separable convolutions instead of standard convolutions which offers imprvements in terms of latency and model size. Its ImageNet accuracy is 70.6%.
- M2: MobileNetV2 [42]. M2 is the successor of M1. M2 achieves fewer arithmetical instructions and lower memory size than M1. Its ImageNet accuracy is 72.0%.
- M3: MobileNetV3 Large [43]. M3 is the successor of M2. M3 achieves fewer arithmetical instructions and higher accuracy, than M2. The "large" variant is aimed for high resource / high accuracy use cases, with ImageNet accuracy of 75.6% [44].

- M4: MobileNetV3 Large Minimalistic. M4 is the "minimalistic" version of M3, which has the same per-layer dimensions characteristic as MobileNetV3 however, they don't utilize any of the advanced blocks [45], with ImageNet accuracy of 72.3% [44].
- M5: MobileNetV3 Small. M5 is the "small" variant of MobileNetV3 that is aimed for low resource use cases, with ImageNet accuracy of 68.1%. [44].
- M6: MobileNetV3 Small Minimalistic. M6 is the "minimalistic" version of M5, with ImageNet accuracy of 61.9% [44].
- M7: InceptionV3 [46]. InceptionV3 is a widely used image recognition model that has been shown to attain greater than 78.1% accuracy on the ImageNet dataset. Compared to the MobileNets, it is of higher complexity / trainable parameters, which make it more accurate but also computationally more demanding.

B. METHOD2 (OD)

For Method2, six SoTA pre-trained COCO models [47] have been used from TensorFlow 1 Detection Model Zoo (Table 2). The last feature layers that generate bounding boxes or locations of the target classes are based on the Single Shot Detection (SSD) [11] architecture. This single-stage approach offers competitive accuracy and is faster than methods such as the multi-stage R-CNN, Fast R-CNN and Faster R-CNN [15], which are based on regional proposal network and are computationally intense. This makes the SSD type object detectors better suited for edge deployment.

The models we used for Method2 did not have their architecture modified in any way and are shown hereafter:

- O1: SSD-MobileNetV1 [41]. O5 is an M1 variant for object detection. Its mean COCO Average Precision (mAP) is 21% [47].
- O2: SSD-MobileNetV2 [42]. O2 is an M2 variant for object detection. O2 has a higher COCO mAP value than O1 (22% [47]), but also fewer parameters than O1.
- O3: SSD-InceptionV2 [46]. O3 is a more accurate (COCO mAP 24% [47]) object detection model than O1, O2 and O4-O6, but with a larger memory size, and higher computational complexity. We have used this model to evaluate the performance of more complex models on the edge devices.
- O4: SSDLITE-MobileNetV2 [42]. O4 is an optimized version of O2. All the regular convolutions of O2 have been replaced by separable convolutions and therefore O4 achieves the lowest computational complexity amongst O1-O4 with a COCO mAP of 22% [47].
- O5: SSDLITE-MobileNetV3 Large [43]. O5 is an M3 variant for object detection with COCO mAP of 22.6% [47].
- O6: SSDLITE-MobileNetV3 Small [43]. O6 is an M5 variant for object detection with COCO mAP of 15.4% [47]. O6 is less accurate than O5 but it uses a smaller model size.

TABLE 2. IC and OD Models used

	Model	Parameters	Size	Version
M1	MobileNetV1	3.23M	13.2MB	TF2.5.0
M2	MobileNetV2	2.26M	9.5MB	
M3	MobileNetV3 Large	4.23M	17.8MB	
M4	MobileNetV3 Large Minimalistic	2.67M	11.3MB	
M5	MobileNetV3 Small	1.53M	6.8MB	
M6	MobileNetV3 Small Minimalistic	1.03M	4.6MB	
M7	InceptionV3	21.81M	88.1MB	
O1	SSD-MobiletNetV1	5.51M	22.7MB	TF1.15.3
O2	SSD-MobileNetV2	3.87M	16.4MB	
O3	SSD-InceptionV2	13.3M	54.0MB	
O4	SSDLITE-MobileNetV2	3.01M	13.1MB	
O5	SSDLITE-MobileNetV3 Large	2.17M	9.6MB	
O6	SSDLITE-MobileNetV3 Small	0.93M	4.4MB	

V. EDGE DEVICES

Method1 and Method2 have been trained on a powerful desktop PC and evaluated on five commercial off-the-shelf hardware platforms in terms of inference time, efficiency and value. Although it is meaningless to run the face mask detection application on a PC, it is used as a point of reference to better evaluate the performance of the edge hardware platforms. The hardware platforms are listed below from the least powerful to the most powerful:

(A) **Raspberry PI 4**
The main computing element of Raspberry Pi 4 (RP4) is a quad-core ARM Cortex-A72 64-bit CPU which supports NEON 128-bit wide vector instructions, running at a maximum clock speed of 1.5GHz. The CPU is connected to a 4GB LPDDR4 memory. RP4 costs about $62 and its maximum power consumption is 9 Watts. It included Raspbian 10.7 OS, TensorFlow 2.5.0 (cp37-linux_armv7l) and tflite-runtime 2.5.0.

(B) **Intel Neural Compute Stick 2 attached to Raspberry PI 4**
The Intel Neural Compute Stick 2 (NCS2) is a deep learning inference development kit; NCS2 takes advantage of Intel Movidius Myriad X Vision Processing Unit (VPU)). The Myriad X includes 16 low power vector processing units 128-bit wide (a.k.a. SHAVE), running at 700MHz. NCS2 costs about $70 and its maximum power consumption is 2 Watts. NCS2 is not a standalone platform as it is a USB stick. NCS2 USB stick has been used as an accelerator and it has been attached to a Raspberry PI 4 via USB 3.0.

(C) **NVIDIA Jetson Nano**
Jetson Nano (JNANO) includes an embedded GPU with 128 CUDA cores, a quad-core ARM Cortex-A57 64-bit CPU and 4GB LPDDR4. JNANO costs about $99 and its maximum power consumption is 10 Watts. It runs Ubuntu 18.04.5 LTS and uses Python 3.6.9, CUDA 10.2, TensorRT 7.1.3.0 and Jetpack 4.5.1. Multiple power modes are supported including trade-offs between the number of CPU cores being used and their operational frequency. We used the power mode MAXN (10 Watts) where the 4 CPU cores run at 1.48GHz and the GPU at

TABLE 3. Edge Devices Specifications

HW	CPU	Memory	GPU	Max Power Consumption	Price
RP4	Cortex-A72	4GB LPDDR4	VideoCore VI	9W	75 USD
NCS2	N/A	500MB Internal	N/A	2W	99 USD
JNANO	Cortex-A57	4GB LPDDR4	128-core NVIDIA Maxwell	10W	99 USD
IMX8P	Cortex-A53	6GB LPDDR	HiFi4 DSP + NPU	15W	449 USD
JXAVIER	Carmel v8.2	8GB LPDDR	384-core NVIDIA Volta + 48 Tensor cores	20W	399 USD
PC	i9-9900K	48GB DDR4	NVIDIA GTX1060 6GB	600W	2000 USD

921.6MHz.

(D) **NXP i.MX 8M Plus**
i.MX 8M Plus (IMX8P) board has been released in 2021. It includes a quad core ARM Cortex-A53 running at 1.8GHz, an ARM Cortex M7, a HiFi4 DSP running at 800Mhz, LPDDR4 and most importantly a Neural Processing Unit (NPU). The NPU includes several hardware features such as 128-bit vector engines and tensor processing cores. IMX8P costs about $449 and its maximum power consumption is 15 Watts. The OS is Yocto 5.10.52-lts-5.10.y+ga11753a89ec6, using Python 3.9.5 and tflite-runtime 2.5.0.

(E) **NVIDIA Jetson Xavier NX**
Jetson Xavier NX (JXAVIER) is more powerful than JNANO, as it includes more GPU cores, a more powerful CPU, 8GB LPDDR4 and two low-power Deep Learning Accelerators (DLAs). In particular, its GPU includes 384 cores and 48 Tensor Cores, while its CPU is a 64-bit 6-core NVIDIA Carmel ARMv8.2. The DLA comprises of several IP-core models which are configurable and achieve 4.5TOPS, each. Note that the DLA has not been designed to provide better inference time, but lower power consumption instead. JXAVIER costs about $399 and its maximum power consumption is 15 Watts (latest Jetpack 4.6 pushes this to 20Watts maximum). It runs Ubuntu 18.04.5 LTS and uses Python 3.6.9, CUDA 10.2, TensorRT 7.1.3.0 and Jetpack 4.5.1. Power mode 2 is used (15 Watts), where the 6 CPU cores run at 1.42GHz and the GPU runs at 1.11GHz GPU.

(F) **Intel i9-9900K CPU (PC)**
The PC supports an 8-core Intel i9-9900K CPU, an NVIDIA GTX1060 6GB GPU, 48GB DDR4-2666, 1TB SSD hard drive and Ubuntu 18.04 LTS. We have also used Python 3.6.13 and OpenCV-Python 4.5.3.56. The PC costs about $2000 and its maximum power is 600 Watt.

a: NEON, SHAVE and IMX8P Vectorization Engines

To better understand how the DL models run on the hardware platforms and better understand Section VIII, we provide a brief explanation of vectorization, a key processor feature that boosts performance. Modern processors support extra hardware units to realize vector/Single Instruction Multiple Data (SIMD) instructions; this feature allows for the processing of multiple image pixels in our case, by using a single instruction; a single CPU core executes multiple operations in a single instruction (a.k.a. SIMD).

RP4 supports NEON 128-bit wide instructions, NCS2 supports SHAVE 128-bit wide instructions, while the PC supports AVX 256-wide instructions. All processors support a rich instruction set including 8-bit, 16-bit, 32-bit and 64-bit operations, e.g., 128-bit instructions can process either 16 8-bit values, or 8 16-bit values, or 4 32-bit values or 2 64-bit values, in a single instruction, boosting performance. This is the main reason that quantization improves performance.

However, nowadays compilers are not smart enough to convert DL applications to efficient machine code that uses the right vector instructions in an efficient way, and therefore manually vectorized code versions or optimized libraries, are needed. This is because first, data dependencies in the code make the vectorization process less efficient and therefore manual changes are needed to fully exploit the wide instructions, and second, different vector instructions include different latency/throughput values. As a result, different implementations of the same model give significant variations in performance.

VI. OPTIMIZATION FRAMEWORKS

The hardware architectures of the edge devices are diverse and heterogeneous, including more than one type of (co)-processors, such as GPUs, SIMD units and DL accelerators. As it was explained in Section V, to take advantage of these powerful (co)-processors hardware specific optimization frameworks are needed. The SoTA optimization frameworks used (Table 4) are the following:

(A) **TensorFlow Lite (TFLITE) for RP4 and IMX8P:**
TensorFlow Lite [48] is TensorFlow's lightweight solution for mobile and embedded devices. For ARM based hardware, TFLITE has integrated XNNPACK [49] which takes advantage of ARM NEON vector processing unit but also supports several HW accelerators. It enables low-latency inference of on-device machine learning models with a small binary size and fast performance supporting hardware acceleration. TFLITE supports quantization with FP16, DINT8 and INT8 data formats and the latest version of TFLITE runtime engine supports multi-threaded execution.
TFLITE tools were used to optimize M1-M7 and O1-O6 on RP4 and IMX8P post-training. The new optimized models are quantized from 32-bit Floating Point (FP32) numbers to FP16, dynamic INT8 (DINT8) and 8-bit integers (INT8). This results to a smaller memory footprint (less memory is required for the model) and to

faster computations. 8-bit computations can be executed faster than the 32-bit computations if the appropriate vector instructions are used (see Section V above).
In FP16 quantization, 5bits are used for the exponent and 10bits are used for the mantissa, while in FP32 8bits are used for the exponent and 23bits for the mantissa. The other two supported types of quantization are full 8-bit quantization (INT8) and dynamic range 8-bit quantization (DINT8). In INT8, quantization is applied to both the activations and to the tensor weights. In DINT8, the weights are quantized post training to INT8, and the activations are quantized dynamically at the inference phase. Thus, DINT8 comes with an extra computation overhead.

(B) **eIQ (TFLITE) for IMX8P:** eIQ is a software development environment with various tools that help with the development of AI applications targeted for NXP MCUs or CPUs [50]. It is incorporated with DeepView ML Tool suite [51] that allows developers use graphical interface to label datasets, train and deploy AI solutions for NXP silicon. It includes a model optimizer utility, inference engines, NN compilers, libraries and hardware abstraction layers that support TensorFlow Lite, Glow, Arm NN and Arm CMSIS-NN. eIQ has been used to optimize and deploy M1-M7 and O1-O6 models to FP16 and INT8 data types to be compared versus the models derived from TFLITE tools.

(C) **OpenVINO for NCS2:** OpenVINO [52] is an optimization framework that focuses on optimising and inferencing DL models on Intel hardware platforms, ranging from the edge to the cloud. OpenVINO can be used to optimize pre-trained models derived from TensorFlow, PyTorch or other popular frameworks. OpenVINO v2021.4 has been used to optimize M1-M7 and O1-O6 for NCS2. FP16 quantization is used as that is the only data type supported by NCS2.

(D) **TensorFlow-TensorRT (TF-TRT) for JXAVIER and JNANO:** TF-TRT [53] is an optimization framework dedicated to GPUs. It is the integration of TensorFlow framework with NVIDIA's TensorRT. TF-TRT performs several optimizations to the compatible Neural Network (NN)) graphs such as eliminating layers with unused outputs and fusing, where possible, convolution, bias, and ReLU layers to form a single layer. The incompatible graphs and unsupported layers do not take advantage of TRT and are left in their original FP32 implementation. TF-TRT supports FP16 and INT8 quantization (JXAVIER only). TF-TRT has been used to optimize M1-M7 and O1-O6 on JNANO and JXAVIER with FP16 quantization. Note that TF-TRT requires a significant amount of extra storage memory but the hardware device might not have this amount of free memory. TF-TRT has been used to optimize M1-M7 and O1-O6 on JNANO and JXAVIER with FP16 quantization.

(E) **TensorRT (TRT) for JXAVIER and JNANO:** TensorRT (TRT) is the NVIDIA software development kit for delivering high performance deep learning inference on GPUs [54] and does not require the TensorFlow library. It is used to optimize already trained models and run them efficiently on NVIDIA devices. TRT, has been used to further optimize M1-M7 and O1-O6 on JNANO and JXAVIER. It provides better latency times than TF-TRT, as the entire CNN graph is optimized as a single component (not layer by layer); this also results to non-unoptimized remaining layers. Note that for the non-supported layers, custom plugins are required, which makes its usage less user friendly. It supports FP16, INT16 and INT8 quantization (JXAVIER only). TRT has been used to further optimize M1-M7 and O1-O6 on JNANO and JXAVIER. It supports FP16 and INT8 quantization (JXAVIER only).

TABLE 4. Hardware/Framework used datatypes

HW	*TF*	*TFLITE*	*eIQ*	*OpenVINO*	*TF-TRT*	TRT
PC	FP32	-	-	-	-	-
RP4	FP32	FP16, DINT8, INT8	-	-	-	-
IMX8P	-	FP16, DINT8, INT8	FP16, INT8	-	-	-
NCS2	-	-	-	FP16	-	-
JNANO	FP32	-	-	-	FP16	FP16
JXAVIER	FP32	-	-	-	FP16	FP16, INT8

VII. EXPERIMENTAL SETUP

A. EVALUATED DATASETS

Two different datasets have been used for IC and two for the OD method. The datasets consist of images with people wearing and not wearing a face mask. Note that the aim of this research work is not to find the datasets that maximize the models' accuracy. The datasets being selected are open source and they provide adequate accuracy (see Subsection 7.1).

The datasets used for the IC models are shown below:

- Dataset1: d1 [55]. 1376 images have been used; 690/686 images with faces that use a mask and not, respectively.
- Dataset2: d2 [56]. 4095 images have been used; 2165/1930 images have been used that use a mask and not, respectively.

The datasets used for the OD models are shown below:

- Dataset3: d3 [57]. 853 images have been used; 3232/717 labels with faces that use mask or and not, respectively. Labels with incorrectly wearing masks were removed due to low count of instances.
- Dataset4: d4. 1619 images have been used; 3232/2014 labels with faces that use mask or and not, respectively. Dataset3 provided poor results for people without wearing a mask and therefore FDDB [58] was added to improve its accuracy.

B. METRICS

The metrics used in this paper are listed hereafter:

a: Latency

To accurately extract the execution time of the inference part, the entire inference phase is run multiple times and the average time is taken. The overall execution time was at least one minute; this is because apart from this software process, other processes (e.g., OS) use the hardware resources (e.g., CPU cores, cache memory) too, and they add 'noise' to our experimental results; by running the target process for about one minute, the 'noise' is minimized.

b: Value

The Value is given by the following formula FPS/price, where FPS is the number of processed frames per second and price is the financial cost of the hardware board in US dollars.

c: Efficiency

Efficiency is given by the following formula FPS/power, where FPS is the number of processed frames per second and power is the maximum power consumption of the board. In our future work we are planning to measure power consumption by using power meters.

VIII. EXPERIMENTAL RESULTS

The experimental results section is partitioned in two subsections. In Subsection 7.1, the models' accuracy is evaluated. In Subsection 7.2, the inference time of all the face mask detection application steps (Fig.1) are evaluated, for both methods. Furthermore, in Subsection 7.2, the edge devices are evaluated and compared in terms of inference time, value and efficiency.

A. MODEL PRECISION - ACCURACY EVALUATION

In this subsection the accuracy of the IC and OD models is evaluated, in Fig. 2 and Fig. 3, respectively. For both methods, the models were fine-tuned with the datasets mentioned in Section VII.

a: IC Training Results

All the IC models had relatively similar training times which were dependant on the size of the dataset and the model, which on average was 2:13 minutes for Dataset1 (1376 images) and 6:06 minutes for Dataset2 (4095 images). Dataset1 gave high results in terms of accuracy across all models, but Dataset2 we can observe better how various models behave with a much larger pool of images. MobileNets showed improvement in accuracy from V1 to V2 to V3, with expected drops of accuracy seen in the minimalistic versions of MobileNetV3, but with a significant drop in M6. The most complex model M7 (21.81M parameters) was not the most accurate, which shows that the most complex model might not be the most accurate for a specific use case. Overall, M2 had the highest accuracy (99.78% with 2.26M parameters) for Dataset1 and M3 (96.38% with 4.23M parameters) for Dataset2. Detailed training results with accuracy, precision, f1-score and recall metrics can be found in Table 5 (Appendix).

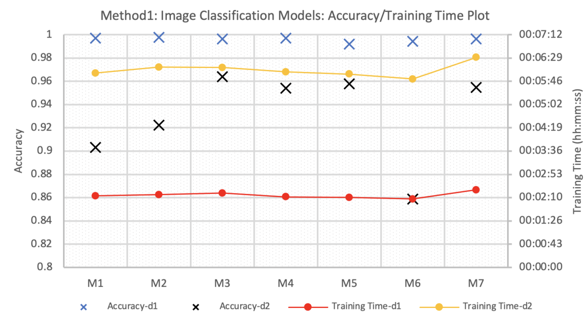

FIGURE 2. Image Classification Models: Accuracy/Training Time Plot (20 epochs)

b: OD Training Results

The ID models had a much longer training time compared to IC, which was expected as the models were more complex, there could be more than one ground truth labels per image, and more output variables to compute. Dataset3 training times was on average 2:13 hours, while Dataset4 was 2:39 hours. Dataset3 had a low count of faces not wearing mask, which resulted in low COCO mAP for that class. Dataset4 had the addition of FDDB dataset, which resulted in considerable improvements across all models. All models across Dataset3 had similar results, which was due to faces not wearing a mask class bringing down the average. Better representation of how models behaved can be seen in the results from Dataset4; the most complex model was the most accurate (O3 with 13.3M parameters), and the least complex was the least accurate (O6 with 0.93M parameters). Overall, the most accurate model in terms of mAP(IoU.50:.05:.95), was O2 (34%)for Dataset3 and O3 (52%) for Dataset4. Detailed training results across various IoU thresholds for mAP and mAR can be found in Table 6 and 7 (Appendix).

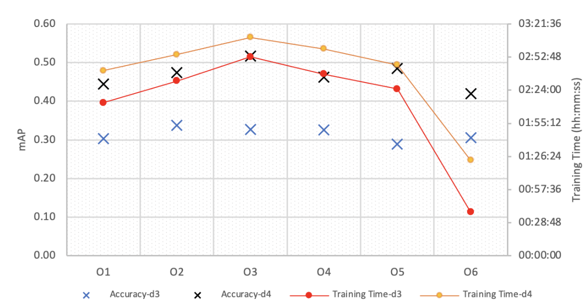

FIGURE 3. Image Classification Models: Accuracy/Training Time Plot (20 epochs)

The datasets used for training the models provided sufficient results when tested with test data and/or a live video feed, hence no more focus was put into improving the accuracy, as the focus of this work was intended for metrics around the hardware platforms.

B. EVALUATION OF THE INFERENCE TIME AND EDGE DEVICES

In this subsection, the inference time of all the application steps (Fig. [?]) are evaluated on the six hardware platforms. The overall runtime of the inference part is given by Eq. (2):

$$WT = 5 \times (RF + PreP + L) \tag{1}$$

$$RT = LT + WT + F \times (RF + PrP + L + PoP) \tag{2}$$

where, 'LT' (Loading Time) is the time needed to load the DL model and its parameters, 'F' (Frames) is the total number of frames being processed, 'RF' (Read Frames) is the time needed to decode and load the input image to the processor's memory, 'L' (Latency) is the execution time of the DL model and 'PrP/PoP' (Pre-Processing/Post-Processing) is the time taken to apply a mandatory pre-processing/post-processing step. Due to the first inference cycles of the model are longer than usual due to requiring to initialise model and weights, 'WT' (Warmup Time) is run for 5 cycles in order to remove that "noise" from the following benchmarking steps. Three different input image sizes have been used, i.e., 640x360 (R1), 1280x720 (R2), 1920x1080 (R3).

The process of loading the DL model (LoadingTime) is applied just once, while the rest of the steps are applied for each input image (frame). Note that the value and efficiency metrics in this paper include the time needed to read and pre/post-process the image.

1) Evaluation and optimization of the time needed to read the input image

The 'ReadFrame' time is the second most computationally expensive routine in Eq. (2) (the most expensive is running the DL model). This process includes a significant proportion of the overall execution time, especially for large input images, and therefore it needs to be optimized. Note that this process is executed by the CPUs of the edge devices and not by the powerful coprocessors.

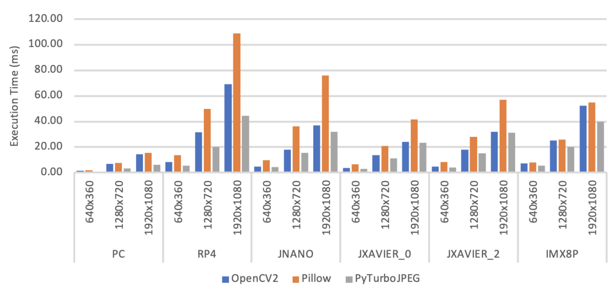

FIGURE 4. Evaluation of different Python libraries that read the input image

An evaluation of different Python libraries has been made for three different image sizes (Fig. 4). Three different image sizes are read multiple times and the average execution time values are taken (about 60 seconds each). By using OpenCV2 library [59], the average reading time of an image ranges between 1.55-14.5 msec for the PC, 8.3-69 msec for the RP4, 4.8-36 msec for the JNANO, 3.8-24 msecs for the JXAVIER (power mode 0), 4.8-32 msecs for the JXAVIER (power mode 2) and from 7 to 52 msecs for IMX8P. JXAVIER supports five different power modes to provide different performance vs power solutions. The power mode 0 uses just 2 out of 6 CPU cores running at 1.9GHz, while power mode 2 uses all the 6 cores but their frequency is lower (1.4GHz). The process of reading the input image is executed on a single core and thus, power mode 0 is more efficient for this task.

The time needed to read the image is lower on the PC and JXAVIER as their DDR memories are faster compared to the DDR memories of the other platforms, e.g., JNANO achieves memory bandwidth 25.6GB/sec while JXAVIER 59.7GB/sec. PyTurboJPEG [60], which is an optimized Python library for encoding/decoding JPEG images in x86/x64 and ARM architectures, achieves lower loading times because it uses the CPU SIMD instructions discussed in Subsection 4; instead of loading the pixels one by one, multiple pixels are loaded at a time, boosting performance. The highest performance gain is for the PC because it can load 256-bits of data by using a single instruction. On the contrary, the ARM CPUs that the edge devices support can load up to 128-bit. Pillow library provides slightly higher read times than OpenCV for the PC and IMX8P platforms and much higher for the other platforms. Pillow [61] library supports an optimized version leveraging the CPU vector instructions too (a.k.a Pillow-SIMD [62]), but it is not tested here. For the rest of this paper, we have used PyTurboJPEG library.

As it was expected, the bigger the input image, the higher the time to read/store from/to DDR memory. Reading the input image is one of the time-critical parameters, especially for large input images, even when the fast PyTurboJPEG library is used. Although, the time needed to run the DL models scales well by providing more processing units (explained next), the read frame time cannot be reduced and therefore it remains a performance bottleneck, especially when the powerful coprocessors are being used; in this case, the time needed to read the image is higher than the time needed to run the DL models.

2) Evaluation of the time needed for pre/post-processing

The time needed to pre-process the image (Fig. 5) is lower than the time needed to read the image. This is because in the pre-processing step, the image has already been loaded into the CPU's fast cache memory. The time of the pre-processing step is not highly affected by the image size.

The pre/post processing steps are insignificant for RP4, as the pre/post-processing time is much lower than the latency time. On the contrary, the pre/post processing time of the other boards accounts for a significant part of the overall time. This is because the pre/post-processing steps are always executed on the CPU and not on the computationally powerful coprocessors. In NCS2, JNANO and JXAVIER, the image classification model (latency) scales well by providing more processing elements (GPU cores or vector processing units), while the pre-post-processing step does not scale well as it is executed on the CPU. Therefore, the un-optimized pre/post-processing steps account for a significant portion of time in NCS2, JNANO and JXAVIER.

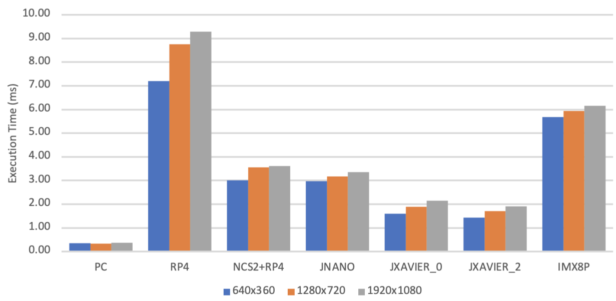

FIGURE 5. Evaluation of the Pre-Processing step

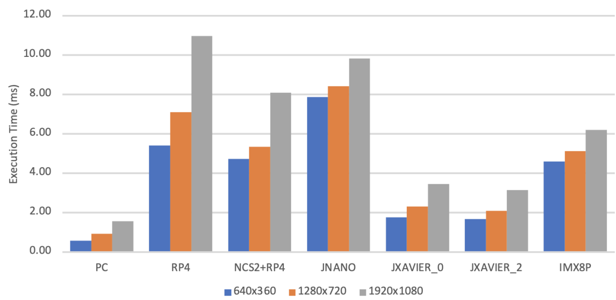

FIGURE 6. Evaluation of the Post-Processing step

3) Evaluation and optimization of the IC DL models (Method1)

In this subsection, Method1 is evaluated (Fig. 7-Fig. 13). Note that the loading time is shown in secs, while the latency times are shown in msecs.

a: Loading time

As far as the loading time is concerned (Fig. 7-Fig. 12), different models give different loading times as their memory footprint and parameters are different. The larger the memory size of a model, the more time is needed for loading. Note that when a model is loaded for a second time, it is normally loaded faster, because in this case it is already located into the CPU's cache; therefore, the loading time is sometimes higher for the R1 case and lower for the R2/R3 cases. It is important to note that INT8 achieves the least loading time as the memory size of the model is minimized. The loading

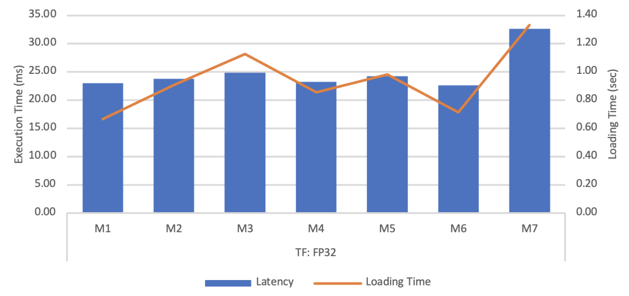

FIGURE 7. Method1: Latency evaluation/comparison of the IC models on the PC

time of M2 was expected to be lower than that of M1, as the memory size of M2 is smaller, but MobileNetV1 achieves a better loading time.

The loading time ranges between 0.66-1.34secs for the PC (FP32 is used) and between 0.003-10 secs for the RP4. The time needed to load the FP32 model on RP4 is about one order of magnitude higher compared to the PC. However, when INT8 is used, the loading time is highly reduced, and it is even lower than the loading time of the PC. The loading times for the NCS2, JNANO and JXAVIER are 0.07-1.09 secs, 2.12-65.79 secs and 1.55-49.62 secs, respectively. NCS2 loading time is higher than that of RP4 because it is done via USB3.0 interface and uses FP16 data type; NCS2 does not support INT8. Last, RP4 with INT8 achieves lower loading times than Jetson platforms because TFLITE uses flat buffers [63].

b: Latency

As far as the latency time is concerned, M7 is by far the least efficient model because of its high complexity (Section IV). On the other hand, M6 is the fastest model in most cases as it achieves the lowest computational complexity (Section IV). M6 is from 3.5x to 33x times faster than M7 on the edge devices (Fig. 7-Fig. 12). The only case where M6 is not the fastest model is the TF-TRT FP16 case (both Jetson platforms), where M1 is slightly faster than M6 and the fastest model in this case. According to our analysis, this is because TF-TRT cannot generate efficient machine code for M6 in this case. Performance is very implementation dependent, meaning that different implementations of the same model might give significant variations in performance. Another example that supports this statement is shown in Fig. 10/Fig. 11, where the TF-TRT FP16 for M6 gives latency values of 18.9msec and 3.8msec on JNANO and JXAVIER, respectively, while the NVIDIA optimizer (TRT) gives 5.1msec and 1.4msec, respectively; it is obvious that TF-TRT cannot leverage the target hardware architecture as efficiently as TRT. Furthermore, in eIQ FP16 (Fig. 12), M5 is slightly faster than M6 for the same reason. To conclude, the lightest model is not always the fastest.

As expected, M6 is faster than M5, as M6 is a lightweight variant of M5, which does not include any of the advanced block sets of MobileNetV3. A special case exists in IMX8P, where eIQ cannot convert INT8 quantized M3 and M4 models, and also can't infer the TFLITE INT8 generated ones due to not supporting the advanced block sets of MobileNetV3. Similarly, M4 is faster than M3, as M4 is a lightweight variant of M3. There is just one case where M3 performs better than M4 (eIQ: FP16, Fig. 12); this also typifies the fact that performance is very implementation dependent. Last, M5 performs better than M4 in all cases apart from a) the Jetson platforms, b) INT8 IMX8P because the powerful NPU can run only the MobileNetV3 minimalistic models.

What was surprising is that M1 is faster than M2 in most cases, which also typifies the fact that performance is very implementation dependent. M2 is faster than M1 when the ARM CPU is used, while M1 is faster than M2 when the coprocessors are used. According to [64], depthwise separable convolutions are not directly supported by NVIDIA GPUs and thus M1 is faster than M2 in this case. This is also reported by [65], where M2 runs faster on ARM, while M1 runs faster on Edge TPU. M2 uses more depthwise separable convolutions compared to M1 (17 compared to 13), to reduce the model's complexity. Although more memory efficient, depthwise 2D convolutions can indeed be slower than regular 2D convolutions due to their poor arithmetic intensity (ratio of compute to memory operations) [66].

Before we provide a detailed analysis for each hardware platform, note that the latency values of the fastest implementations on RP4, NCS2, JNANO, JXAVIER and IMX8P are 19.2msec, 9.5 msec, 5.09 msec, 1.22 msec and 4.52 msec, respectively. The un-optimized FP32 TensorFlow model takes 22.38msec to run on the PC's GPU.

4) Evaluation of the edge devices

(A) **RP4:** On the RP4, TFLITE achieves significant performance improvement over TensorFlow (Fig.8) for all the MobileNet models, but not for the Inception model. Three different quantization levels are used. As expected, FP16 is faster than FP32, DINT8 is faster than FP16 and INT8 is faster than DINT8. According to [7], TFLITE generates more efficient code for the RP4 when INT16 is used, because RP4 CPU does not have hardware support for fast INT8 dot product instructions. In our future work, we are planning to evaluate our models using INT16 too. Furthermore, we have enabled multithreading with one (TFLITE1), two (TFLITE2) and four threads (TFLITE4). Although, performance is improved, the scalability is low in all cases.

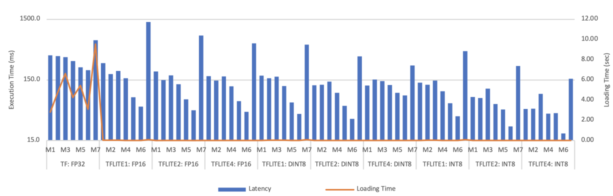

FIGURE 8. Method1: Latency evaluation/comparison of the IC models on the RP4

(B) **NCS2:** On NCS2, all the models run faster than RP4 (Fig. 9). Note that NCS2 cannot run un-optimized models (FP32) and supports just FP16. The smallest latency value being achieved on RP4 is 19.2 msec, while the smallest latency value on NCS2 is 9.5 msecs. M6 runs 3.7x/2.5x/1.9x times faster on NCS2 compared to RP4 INT8, when one, two and four threads are used, respectively (Fig. 9). NCS2 is more efficient because it supports 16 vector engines that can process 128-bits of data in a single instruction, each. OpenVINO can run asynchronously up to four inferences by using multiple threads, but a single inference cannot be parallelized. The former would increase the latency but improve throughput. Asynchronous mode has not been used here.

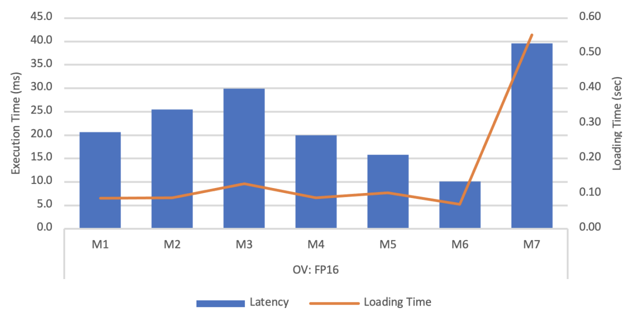

FIGURE 9. Method1: Latency evaluation/comparison of the IC models on the NCS2

(C) **JNANO:** Regarding JNANO, it achieves higher performance gains over NCS2 (Fig. 10). The fastest implementation on JNANO takes 5.09msec, while on NCS2 takes 19.2msec. TF-TRT FP16 and TRT FP16 boost performance, providing impressive speed-up values over TensorFlow. TF-TRT FP16 runs from 3.7x to 11.8x times faster than FP32, while the NVIDIA's optimizer (TRT FP16) runs from 9.1x to 29.2x times faster than FP32. As was expected, TRT generates higher quality code compared to TF-TRT.

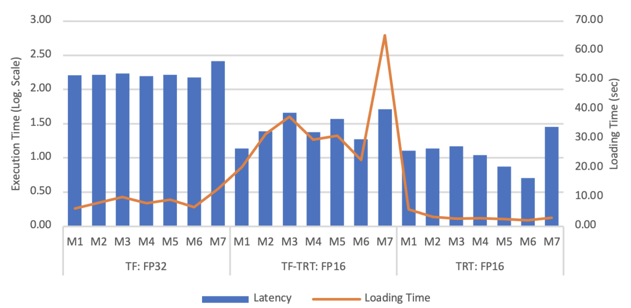

FIGURE 10. Method1: Latency evaluation/comparison of the IC models on the JNANO

(D) **JXAVIER:** JXAVIER is by far the fastest platform (Fig. 11), e.g., M6 runs about 2.6x times faster (TRT INT8) compared to JNANO (TRT FP16). In JXAVIER, TF-TRT and TRT provide high performance gains, especially TRT. Note that TRT supports INT8 too, should the hardware be capable. TF-TRT FP16 runs from 15.9x to 39.2x times faster than FP32, while the NVIDIA's optimizer (TRT INT8) runs from 32.2x to 76.7x times faster than TF FP32. JXAVIER also supports a low-power accelerator (DLA) through TRT libraries; DLA is less performant but more power efficient, which runs from 13.9x to 19.9x for FP16 and from 16.1x to 23.8x for INT8 compared to TF FP32.

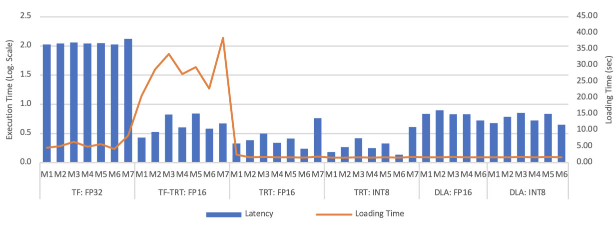

FIGURE 11. Method1: Latency evaluation/comparison of the IC models on the JXAVIER_2

(E) **IMX8P:** For this platform two different optimization tools have been used, TFLITE and eIQ (Section IV). Furthermore, three different quantization levels are used (FP16, DINT8, INT8). Note that IMX8P cannot run un-optimized models. Furthermore, the NPU coprocessor supports only INT8 type models. Therefore, the FP16 and DINT8 quantized models are not supported by the NPU and therefore they run on the CPU. DINT8 achieves performance gains of average 1.8x over FP16 (Fig. 12). INT8 achieves high performance gains over FP16 when the NPU coprocessor is used; about 36.0x/34.7x when TLITE/eIQ are used, respectively. TFLITE and eIQ fail to use the NPU for M3, M5 and M7 (eIQ gives errors when running M3 and M5 and therefore they are not shown here) and this is why their performance is poor (they run on ARM). When NPU is used, IMX8P is the second fastest platform. eIQ gives slightly worse performance compared to TLITE.

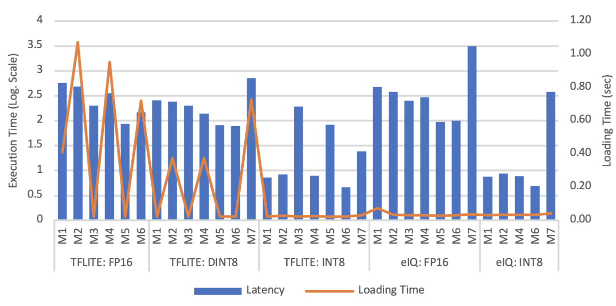

FIGURE 12. Method1: Latency evaluation/comparison of the IC models on the IMX8P

(F) **Optimization Frameworks:** The average speed-up values achieved by using the optimization frameworks, are shown in Fig. 13. TFLITE achieves high speed-up values for IMX8P when NPU is used (INT8 only), and a significant performance gain on RP4 when INT8 and multithreading are used. Note that NCS2 and IMX8P cannot run un-optimized models and therefore the speed-up shown for NCS2 is over RP4 (host platform), while the speed-up shown for IMX8P is over the FP16 model. TFLITE gives a low speed-up value on IMX8P for DINT8 as the NPU coprocessor supports INT8 models only. To conclude, the optimization tools achieve high performance gains on all platforms.

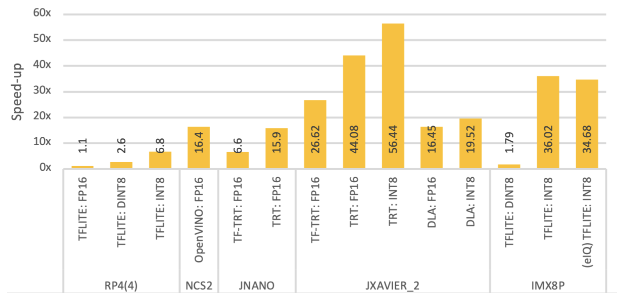

FIGURE 13. Method1: Evaluation/comparison of the optimization frameworks (average speed-up is shown)

(G) **Value:** In Fig. 14, an evaluation in terms of value is applied. JNANO achieves the best solution here as it provides the third-best performance, and it is much lower cost than the faster JXAVIER and IMX8P. JXAVIER and RP4 (M6 only) provide the 2nd best solution. IMX8P does not provide a good option here as it is very expensive. As it was expected, the PC is by far the worst platform as it is very expensive.

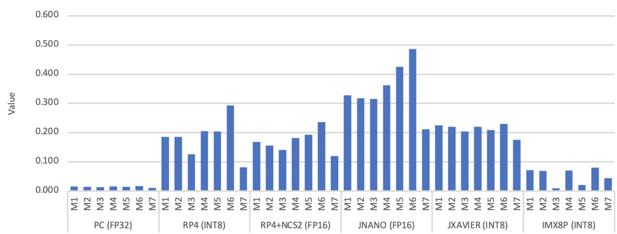

FIGURE 14. Method1: Value evaluation/comparison on different edge devices (the pre/post processing steps are included)

(H) **Efficiency:** In Fig. 15, an evaluation in terms of efficiency is applied. In this case, JXAVIER provides the best solution for all the models but M6. JXAVIER is by far the fastest board and its maximum power is 15 Watts with Jetpack 4.5.1. JNANO comes first for M6 model and second in overall. NCS2 is the third best option.

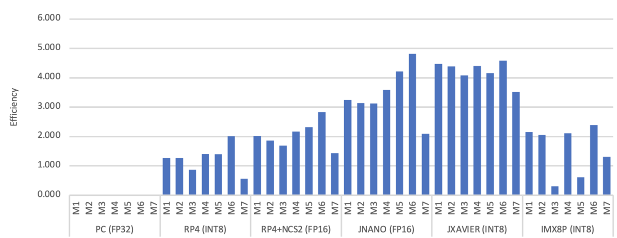

FIGURE 15. Method1: Efficiency evaluation/comparison on different edge devices (the pre/post processing steps are included)

5) Evaluation and optimization of the OD DL models (Method2)

In this subsection, Method2 is evaluated (Fig. 16-Fig. 24). Note that the loading time is shown in secs, while the latency times are shown in msecs.

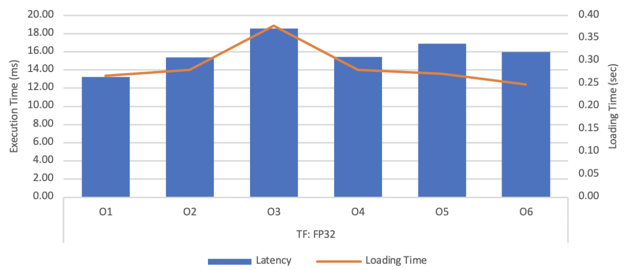

FIGURE 16. Method2: Latency evaluation/comparison of the OD models on the PC

a: Loading Time

The quantized models achieve a lower loading time compared to the original models (Fig. 16-Fig. 21), as they use less memory. The loading time of O3 model is higher compared to the other models, as its memory requirements are higher. We were surprised when we found out that the loading time of the quantized models on Jetson platforms can be even higher than the original models. This is a known and reported issue of Protobuf library [67], [68], which is improved by a big margin by recompiling the Protobuf library with C++ enabled instead of Python implementation.

b: Latency

O3 model is the least efficient method at all hardware platforms (Fig. 16-Fig. 21), as it gives the highest number of arithmetical instructions as well as the largest memory footprint. As in Method1, SSD-MobileNetV1 is faster than SSD-MobileNetV2 on all platforms apart from the cases where the ARM CPU is used (RP4, IMX8P FP16 models), therefore O1 is faster than O2 and O2 is faster than O4 only when the coprocessors are used. This is due to depthwise separable convolutions which are not well implemented [64], and as it has been discussed before the models are very implementation dependent. O6 is the least complex model and therefore it achieves the lowest latency values to all platforms apart from the PC. O5 is the second fastest model on RP4 and on JNANO, while O1 outperforms O5 on the PC, NCS2 and JXAVIER. O6 and O5 are not supported by all platforms; IMX8P does not support SSD-MobileNetV3 (it supports the only minimalistic MobileNetV3 models for IC). Last, TRT fails to optimize O5 and O6 models because the following layers are not supported: addv2 and fusedbatchnormv3. Replacing these with supported layers resulted in connection issues between adjoining layers, which are to be resolved as future work.

The latency values of the fastest implementations on RP4, NCS2, JNANO, JXAVIER and IMX8P are 47 msec, 22.4 msec, 17.2 msec, 2.9 msec and 13.9 msec, respectively. The un-optimized FP32 TensorFlow model takes 13.2 msec to run on the PC's GPU.

6) Evaluation of the edge devices

(A) **RP4:** Three different quantized models are used. Multithreading is not supported by TensorFlow 1.X where we trained the models. TFLITE did not achieve as high performance gains as observed in Method1 with Tensorflow 2.X, with average gains of FP16: 2.0x, DINT8: 1.4x, INT8: 1.8x. TF1.X fails to generate efficient machine level code here for TFLITE quantized models. FP16 is the fastest quantized level for all the models apart from O1, where INT8 is more efficient in memory footprint than FP16. This also typifies that performance is implementation dependent. DINT8 does not perform that well compared to INT8 and FP16. According to [7], TFLITE generates more efficient code for the RP4 when INT16 is used, because RP4 CPU does not have hardware support for fast INT8 dot product instructions.

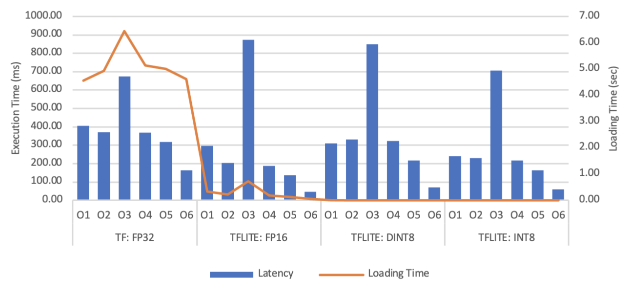

FIGURE 17. Method2: Latency evaluation/comparison of the OD models on the RP4

(B) NCS2: NCS2 achieves better performance than RP4, in all cases (Fig. 18) O6 and O1 are the fastest models. O6 runs 2.1x times faster on NCS2 compared to the fastest solution on RP4 (FP16-O6). On average, NCS2 runs models 9x times faster than RP4. The time needed to read the input image accounts for a significant amount of time here which is performed on RP4, for the reason explained before (Method1).

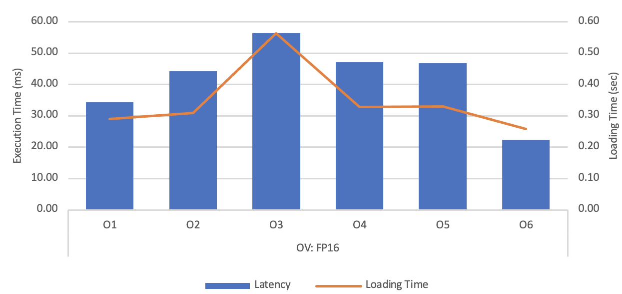

FIGURE 18. Method2: Latency evaluation/comparison of the OD models on the NCS2

(C) JNANO/JXAVIER: On JNANO and JXAVIER, TF-TRT and TRT provide significant speed-up values in all cases and especially TRT (Fig. 19/Fig. 20). Regarding TF-TRT, on average JNANO had 3.1x gains and faster model being O6 while on JXAVIER an average 3.8x gains, with O1 being slightly faster. TRT resulted with average 4.0x (FP16) for JNANO and 9.3x (INT8) for JXAVIER. TRT does not support O5 and O6 and therefore O1 is the fastest solution on both platforms; TRT cannot convert these models as there are unsupported layers (we even tried using Jetpack 4.5 and 4.6). As it was explained in Method1, the read time as well as the pre/post-processing time does not scale well here and as a consequence the latency time on Jetsons is not the time-critical parameter, especially for JXAVIER.

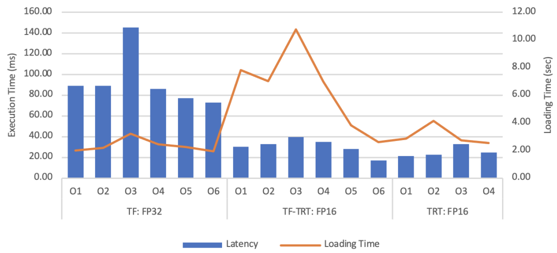

FIGURE 19. Method2: Latency evaluation/comparison of the OD models on the JNANO

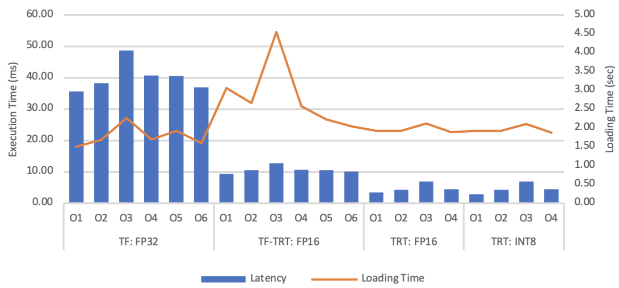

FIGURE 20. Method2: Latency evaluation/comparison of the OD models on the JXAVIER_2

(D) IMX8P: TFLITE and eIQ optimizations are used here (Fig. 21). TFLITE provides significant speed-up values when the NPU coprocessor is used (supports only INT8). TFLITE cannot run the FP16 O3 model because the model is too memory demanding to run on this platform. Furthermore, eIQ does not support conversion of O5 and O6 models and therefore O1 is the fastest model in this case. Unlike the IC case, eIQ provides faster inference here compared to TFLITE.

(E) Optimization Frameworks: The average speed-up values achieved by using the optimization frameworks, are shown in Fig. 24. The performance gain is lower compared to the IC case, but mainly due to TF1.X not generating efficient machine code for some of the platforms like RP4. Note that NCS2 and IMX8P cannot run un-optimized models and therefore the speed-up shown for NCS2 is over RP4 (host platform), while the speed-up shown for IMX8P is over the FP16 model.

FIGURE 21. Method2: Latency evaluation/comparison of the OD models on the IMX8P

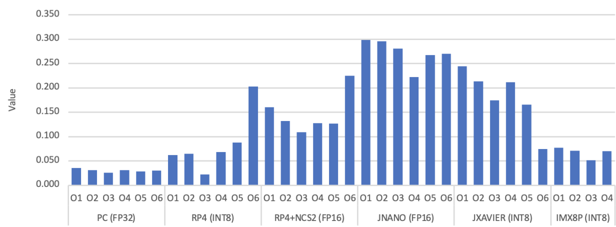

FIGURE 22. Method2: Value evaluation/comparison on different edge devices (the pre/post processing steps are included)

(F) Value: As far as the evaluation in terms of value is concerned (Fig. 22), JNANO and JXAVIER provide the best solutions, depending on the model being used. NCS2 and RP4 are very good solutions for O6 only.

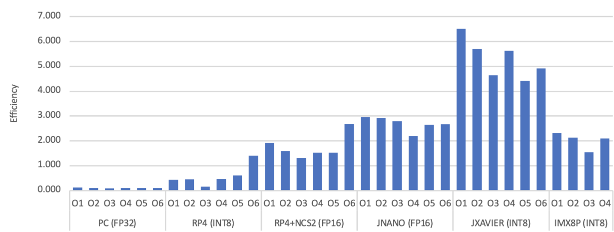

FIGURE 23. Method2: Efficiency evaluation/comparison on different edge devices (the pre/post processing steps are included)

(G) Efficiency: Regarding the evaluation in terms of efficiency (Fig. 23), JXAVIER provides the most efficient solution. JNANO comes second, while NCS2 provides a very good solution for O6. Note that TRT is not supporting yet SSD-MobileNetV3 and therefore we would expect JXAVIER to score even higher in this case. The same holds for JNANO and IMX8P (where O5 and O6 is not supported).

IX. DISCUSSION

A. OPTIMIZATION FRAMEWORKS

To efficiently run DL IC and OD models on the edge, different optimization frameworks and options need to be investigated and the balance of accuracy vs inference speed must be investigated for the target use case. To this end, we provide our insightful observations:

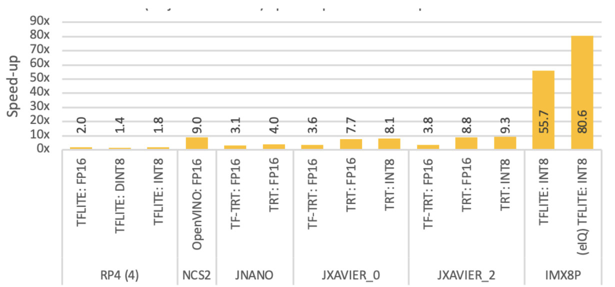

FIGURE 24. Method2: Evaluation/comparison of the optimization frameworks

- The optimization frameworks used in this work provide improved latency values for all the models in most cases (apart from SSD-Inception; see next bullet); they provide up to 6.8x/16.4x/15.9x/56.44x/36x times lower latency on IC models and up to 2x/9x/4x/9.3x/80.6x times lower latency on OD models, for RP4 / NCS2 / JNANO / JXAVIER / IMX8P, respectively. The IC models are better optimized for all the hardware platforms apart from the IMX8P where the OD models achieve higher speed-up compared to the IC ones.
- TFLITE fails to speed up the SSD-Inception model (this is computationally expensive model) in Method2 and consequently TFLITE gives even slower latency than the un-optimized case.
- MobileNetV2 runs faster than MobileNetV1 only on ARM processor (RP4 and IMX8P when the coprocessor is not used), while the opposite is true when any type of coprocessor is used (NCS2, JNANO, JXAVIER, IMX8P). One of the main reasons is that depthwise separable convolutions are not well implemented by the coprocessors [64]–[66], therefore the more are used, the bigger the bottleneck.
- The models' latency strongly depends on whether the optimization tools generate efficient machine code for the target platform (e.g., use the appropriate SIMD instructions) and whether the optimization tools can take advantage of the available powerful coprocessors' capabilities. We also show that different implementations of the same model provide high variations in latency. For example, the latency of O4 on JXAVIER can be from 4.26 up to 40.72 msecs; the latency of O4 is 40.72/10.76/4.42/4.46 msec when TF FP32, TF-TRT FP16, TRT FP16 and TRT INT8, are used, respectively.
- Performance does not always align with the quantization level. Although quantized models with shorter bit-width values should run faster compared to the wider bit-width ones, we found out that this is not always true. This is because the optimization frameworks fail to generate efficient machine code in this case. For example, on RP4, the OD models derived from TF1.X run faster in the FP16 case compared to the INT8 case, while in TF2.X the INT8 models were always the fastest. Furthermore, on JXAVIER, the OD TRT INT8 models run as fast as the FP16 ones, which also derived from TF1.X. Note that different platforms support different quantization levels.
- The most lightweight model is not always the fastest, but the most complex model is always the slowest. This is because the optimization frameworks fail to generate efficient machine code in many cases. For example, MobileNetV1 is faster than MobileNetV2 when ARM is not used, for both IC and OD.
- Depthwise separable convolutions are not well implement on non-ARM CPU hardware.
- TRT (NVIDIA's optimizer) is superior to TF-TRT in all cases (Jetson platforms) due to being able to optimize model as a whole graph, while TF-TRT optimizes layer by layer and leaves unsupported layers in their original quantization format (FP32).
- Multithreading implementations on RP4 do not scale well. Although the latency is reduced by providing more threads, the speed-up values do not align with the number of the CPU cores being used.
- The time needed to read the input image and/or the time needed to pre/post process the image can be comparable (or even higher) to the time needed to run the DL model, especially for large input images. Reading the input frame normally takes more time than running the model, even using the PyTurboJPEG library which improves the reading time. Therefore, using such libraries is of critical importance. The pre/post processing time is less but still can be comparable to the time needed to run the model. For example, the time needed to read the input frame on JNANO ranges within 3.78-29.6 msec, the time needed to pre-process the image ranges within 2.97-3.35, the time need to post-process the image 7.9-9.84 msec and the time needed to run the IC/OD TRT models 0.71-1.46 / 21.34-32.7 msecs, respectively.
- We believe that there is room for improvement to the optimization frameworks as they fail to generate efficient machine code in many cases. We expect that first, the new versions of the optimization frameworks will further optimize the models, and second, manually optimized code for the target hardware platform would run much faster.
- To efficiently run deep learning IC and/or OD models on the edge devices is a non-trivial and time-consuming task. To ease the model selection phase we deliver Subsections 8.2-8.3, and to ease the board selection process we provide Subsection 8.4-8.9.

B. IMAGE CLASSIFICATION (IC) MODELS

Seven SoTA IC models have been used, six lightweight MobileNet models (MobileNetV1, MobileNetV2 and four different versions of MobileNetV3) and a complex one (InceptionV3). MobileNetV3 (M3-M6) is superior as it provides the best solution in terms of both accuracy (Fig. 2) and latency, while InceptionV3 (M7) is the least attractive solution as it is neither the most accurate for our use case nor the fastest. The most accurate model in terms of accuracy is M3, while M3-M5 (MobileNetV3) and M7 (InceptionV3) provide roughly the same accuracy. Note that M3-M5 run several times faster than M7. M6 (MobileNetV3 Small Minimalistic) is the fastest model but it is less accurate than M3-M5. MobileNetV1 is faster than MobileNetV2 in most cases, but MobileNetv2 is more accurate. To sum up, MobileNetV3 is by far the most efficient solution.

C. OBJECT DETECTION (OD) MODELS

Six SoTA IC models have been used, five lightweight MobileNet models (SSD-MobileNetV1, SSD-MobileNetV2, SSDLITE-MobileNetV2, and two different versions of SSD-MobileNetV3) and a complex one (SSD-InceptionV2). As in the IC case, MobileNetv3 is superior in terms of both latency and accuracy (Fig. 3); however, it is not supported by all hardware platforms. SSD-InceptionV2 is by far the slowest model and not the most accurate, and therefore it does not present an efficient solution here. As in the IC case, SSD-MobileNetV1 runs faster than SSD-MobileNetV2 in most cases.

To conclude, if MobileNetV3 is supported to the target hardware platform, it presents the most efficient solution. Otherwise, MobileNetV1 is the most preferable model. MobileNetV3 is expected to further boost performance on the Jetson platforms, if TRT will be supporting this model's architecture. Furthermore, SSD-MobileNetV3 is also expected to boost performance on IMX8P, if its engine and conversion tools are to support its architecture.

D. RP4 PLATFORM

RP4 is the cheapest board used and it provides a very good value for money; in IC, RP4 presents the 2nd best solution in terms of value just for M6, while in OD, it presents the third best solution just for O6. If higher accuracy is needed M4/M5 are competitive solutions too; for the OD case, the most accurate models run much slower. Although, INT8 is the best quantization level for IC, FP16 performs better for the OD models, as in this case it seems that TF1.X cannot efficiently use the ARM INT8 SIMD instructions, while this seemed to be improved in TF2.X (based on IC model results). RP4 supports multithreading with TF2.X and although the models do not scale well, lower latency values are always achieved. TFLITE cannot provide that high latency gains on OD models compared to the IC ones, and therefore it presents a more competitive solution for the IC case. The time needed to read and pre/post process the image is a small percentage of the overall inference time.

E. NCS2 PLATFORM

NSC2 is a low-cost, high-performance accelerator whose maximum power consumption is just 2 Watts but required to be connected to a host, which was RP4 in our setup. For the most lightweight models (M6 and O6), it presents the 3rd best solution in terms of value and efficiency, for both the IC and OD case. NCS2 supports FP16 only, where OpenVINO provides up to 16.4x/9.0x times faster code than the unoptimized FP32 method for the IC/OD, respectively. M6 and O6 models (MobileNetV3) are the superior models in terms of latency. If higher accuracy is needed, M5 and O1 present the best options. The read frame time accounts for a significant amount of the overall execution time even by using the PyTurboJPEG library and thus the usage of such libraries is beneficial. Note that OpenVINO can run asynchronously multiple inferences by using multiple "requests", but a single inference cannot be parallelized. The former would increase the average latency but also increase throughput.

F. JNANO PLATFORM

JNANO is a lost-cost, low-power and powerful hardware platform. This makes JNANO an excellent choice for all the target metrics. JNANO achieves the best solution in terms of value and the second best in terms of efficiency. Just for M6 it presents the best solution in terms of efficiency too. Furthermore, it is the 3rd fastest board after JXAVIER and IMX8P. TRT is by far the optimization tool that needs to be used to leverage the NVIDIA's hardware architecture. JNANO does not support INT8 and thus FP16 quantization is the only choice. MobileNetV3 is the fastest model here. M6 is the fastest model for the IC case, while O6 if the fastest model for the OD case. Note that MobileNetV3 (O5 and O6) is not supported by TRT for the OD method and therefore JNANO will present an even more attractive solution for the OD case if MobileNetV3 can natively be supported by TRT. JNANO achieves low latency values for most of the IC/OD models and thus it provides a competitive solution even when higher accuracy is needed. The time needed to read the input frame accounts for a high part of the overall execution time and thus a library such as PyTurboJPEG is advantageous here, especially for high resolutions input images. The Jetson platforms provide extra GPU utilities for efficiently reading and pre-processing the input frame, but we did not see any improvements over the OpenCV libraries. JNANO achieves lower read frame times compared to RP4 and IMX8P.

G. JXAVIER PLATFORM

JXAVIER is by far the most powerful board and its power consumption is not high, considering the performance gains it can achieve. JXAVIER presents an excellent solution for all the target metrics. Even if it is an high-cost board, its performance gains compensate for its high cost. JXAVIER achieves the best solution in terms of efficiency and latency and the 2nd best solution in terms of value, on both IC and OD. TRT with INT8 is the best option to leverage the NVIDIA's hardware architecture. MobileNetV3 (M6) is the fastest model for IC, but MobileNetV3 is not supported by TRT for the OD case. Thus, MobileNetV1 is the best option for the OD method (O1). It is important to note that apart from the very powerful GPU and CPU, JXAVIER also has two DLA coprocessors to further reduce energy consumption and run multiple models concurrently; although we have evaluated its performance (it runs slower than the GPU) we have not evaluated its power consumption (future work). JXAVIER achieves low latency values for most of the IC/OD models and thus it provides a competitive solution even when higher accuracy is needed.

As in JNANO, a dedicated library for efficiently reading the input frame (such as PyTurboJPEG) is required, as the time needed to run the models is normally lower than reading the input frame and pre/post process the image. It is important to note that JXAVIER supports a very fast LPDDR memory and therefore it reads the input frame faster compared to the other boards. Last, note that JXAVIER supports five different power modes, to provide different trade-offs between latency time and power consumption, e.g., the power mode 0 uses just 2 out of 6 CPU cores which running at 1.9GHz, while power mode 2 uses all the 6 cores but their frequency is lower (1.4GHz).

H. IMX8P PLATFORM

IMX8P presents an excellent solution in terms of latency time (it is the second fastest board). However, it is the most expensive board and therefore the worst solution in terms of value, on both IC and OD. Regarding efficiency, it provides an efficient solution for most of the models. Fast inference is achieved only in the INT8 case, where the NPU coprocessor is used. Note that the non-INT8 models run on the ARM processor and in this case the latency is much higher. Although eIQ provides higher performance than TFLITE for the OD case, TFLITE gives slightly better latency times for the IC case. Furthermore, NPU supports only the minimalistic models of MobileNetV3 and thus it cannot run M3 and M5 models; additionally, eIQ fails to convert SSD-MobileNetV3 models in the OD case. Therefore, M6 (MobileNetV3) is the fastest model for the IC case, while O1 (SSD-MobileNetV1) is the fastest model for OD. Last, an optimized library such as PyTurboJPEG to efficiently read the input frames is required here.

X. CONCLUSIONS AND FUTURE WORK

Developing efficient DL IC and OD applications is a non-trivial and challenging task as different hardware platforms, models, libraries, optimizations tools and optimization options need to be investigated. In this paper seven IC and six OD on-the-edge SoTA models are optimized, evaluated, and compared on five commercial off-the-shelf edge devices in terms of accuracy and latency. To this end, an IC and OD face mask wearing detection architecture is developed. The IC and OD models have been optimized by using the SoTA optimization frameworks and different quantization levels. The five edge devices are also evaluated and compared in terms of inference time, value and efficiency.

We show that even by using the SoTA optimization tools the inference time of the complex IC and OD models cannot be reduced in most cases. On the contrary, the inference time of the lightweight MobileNetV1-V3 models can be highly reduced by using the appropriate optimization options. Another insightful observation is that inference time does not always align with the quantization level as the optimization tools fail to generate efficient machine code in some cases. For the same reason, we show that the most lightweight model is not always the fastest. Furthermore, we show that the time needed to read the input frame and/or pre/post-process the input/output image is comparable or even higher than the time needed to run the deep learning models. Therefore, the optimization of this process is of critical importance too. Last, we show that JXAVIER is the best board in terms of latency and efficiency, while JNANO is the best board in terms of value.

As far as our future work is concerned, we are planning to measure the energy consumption of the edge devices by using power meters, instead of using the maximum power values. In the longer term, we are planning to expand this work to PyTorch framework and derive a bigger SoTA model pool for both IC and OD, with further optimization techniques applied such as pruning / weight clustering and lastly adding further hardware platforms such "suitable for the edge" FPGA solutions.

APPENDIX

TABLE 5. Detailed Method1 (IC) Training Results

	Model	Accuracy	Precision	Recall	f1-score	Training Time (hh:mm:ss)
Dataset1	M1	99.71%	**99.86%**	99.57%	99.71%	00:02:13
	M2	**99.78%**	99.57%	**100.00%**	**99.78%**	00:02:15
	M3	99.64%	99.71%	99.57%	99.64%	00:02:18
	M4	99.71%	99.71%	99.71%	99.71%	00:02:11
	M5	99.20%	98.99%	99.42%	99.20%	00:02:10
	M6	99.42%	99.71%	99.14%	99.42%	00:02:07
	M7	99.64%	99.42%	99.85%	99.64%	00:02:24
Dataset2	M1	90.31%	80.98%	**99.42%**	89.26%	00:06:01
	M2	92.24%	84.97%	99.33%	91.59%	00:06:12
	M3	**96.38%**	**94.39%**	98.26%	**96.29%**	00:06:11
	M4	95.39%	91.41%	99.26%	95.17%	00:06:03
	M5	95.78%	92.30%	99.16%	95.60%	00:05:59
	M6	85.86%	72.71%	98.44%	83.64%	00:05:50
	M7	95.49%	91.62%	99.26%	95.29%	00:06:30

TABLE 6. Detailed Method2 (OD) Training Results - mAP

	Model	mAPIoU .50:.05:.95	mAPIoU .50	mAPIoU .75	mAP small	mAP medium	mAP large	Training Time (hh:mm:ss)
Dataset3	O1	30.30%	57.90%	26.80%	19.30%	45.70%	82.90%	02:13:00
	O2	**33.80%**	64.10%	31.40%	**22.90%**	49.50%	81.40%	02:32:00
	O3	32.70%	**66.70%**	28.60%	22.70%	**54.80%**	68.40%	02:53:00
	O4	32.60%	61.40%	**31.70%**	22.00%	50.60%	67.90%	02:38:00
	O5	28.90%	52.90%	27.70%	16.90%	44.20%	84.00%	02:25:00
	O6	30.60%	57.90%	26.60%	19.20%	46.20%	**84.70%**	00:38:00
Dataset4	O1	44.40%	67.20%	49.20%	14.80%	36.10%	72.80%	02:41:00
	O2	47.40%	74.80%	49.30%	20.30%	39.00%	73.90%	02:55:00
	O3	**51.70%**	**82.70%**	**55.40%**	24.00%	46.20%	**75.80%**	03:10:00
	O4	46.20%	69.80%	31.70%	**25.90%**	**50.60%**	71.80%	03:00:00
	O5	48.50%	76.00%	53.40%	18.20%	43.80%	73.30%	02:46:00
	O6	41.90%	69.30%	43.10%	13.20%	34.40%	71.70%	01:23:00

TABLE 7. Detailed Method2 (OD) Training Results - mAR

	Model	mAR max=1	mAR max=10	mAR max=100	mAR small	mAR medium	mAR large	Training Time (hh:mm:ss)
Dataset3	O1	17.60%	34.70%	36.20%	26.00%	49.40%	86.00%	02:13:00
	O2	**18.70%**	39.10%	40.80%	30.90%	54.90%	83.90%	02:32:00
	O3	16.70%	**40.40%**	**42.90%**	**32.30%**	**61.70%**	76.10%	02:53:00
	O4	17.70%	37.70%	39.10%	28.80%	57.10%	71.30%	02:38:00
	O5	16.40%	35.70%	39.50%	27.30%	58.50%	86.70%	02:25:00
	O6	16.70%	36.10%	38.80%	27.20%	55.50%	**88.20%**	00:38:00
Dataset4	O1	29.70%	48.10%	48.90%	20.30%	40.20%	76.50%	02:41:00
	O2	30.30%	51.40%	52.70%	26.60%	45.40%	76.80%	02:55:00
	O3	**31.10%**	**55.50%**	**58.60%**	32.90%	55.90%	**80.50%**	03:10:00
	O4	17.80%	41.10%	43.00%	**33.90%**	**58.20%**	74.40%	03:00:00
	O5	29.80%	52.60%	55.50%	26.20%	55.70%	77.10%	02:46:00
	O6	27.50%	46.40%	48.70%	19.90%	43.80%	75.50%	01:23:00

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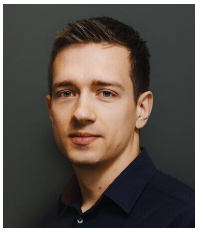

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