Developing Edge Computer Vision Solutions for Applications with Extreme Limitations on Real-World Testing

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An example of oil well drilling safety analytics

- **10+ safety violations detecting with near real-time alerts**
- SLA 24/7 with low downtime
- 15 cameras, 40 people, nothing around for miles, 2 days to get there
- Only satellite connection, and it ain’t Starlink
- Low bitrate (< 1 video stream, lots of packet loss)

An example of mining shovels monitoring

- **Monitoring teeth wear and loss, fragmentation in the bucket, cycle length**
- Wi-Fi mesh network working at random times with random speed
- Hardware access possible at semi-random time once per 1-2 month
- Surges, vibration, coal dust

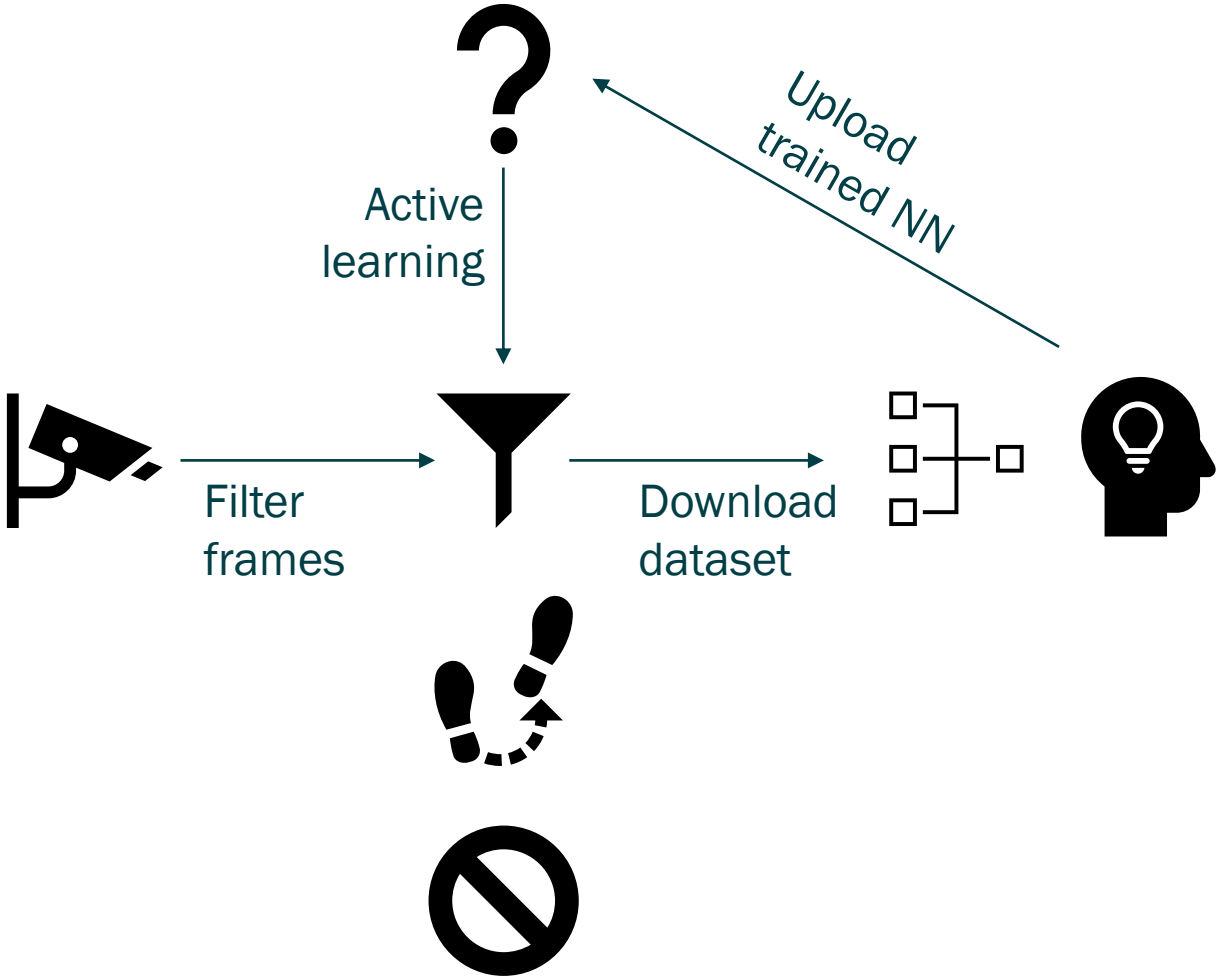
Challenges

1. Getting the data from the edge device
2. Uploading software, including NN themselves
3. Some events are too rare to train
4. No room for error: hard to update, high cost of error

1. Getting the data from the edge device

Getting the data from the edge device

- **Filter for blocked view, no movement, fog**
- **Active learning**



Active learning explained

Uncertainty sampling

The simplest and most common method for uncertainty sampling is to take the difference between 100% confidence and the most confidently predicted label for each item.

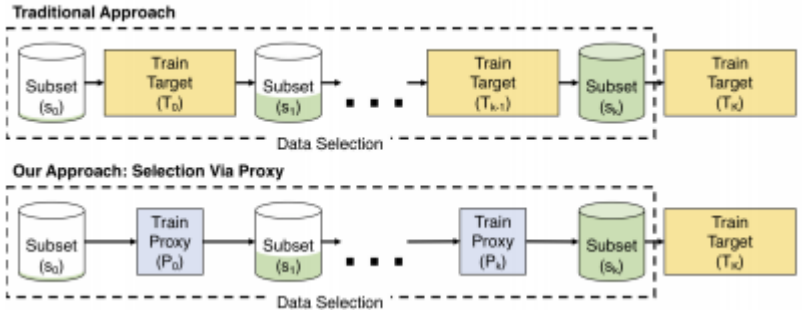
$$\phi_{LC}(x) = P_\theta(y^* | x)$$

Distort to confuse

Minimizing the sensitivity to perturbations with the idea of inducing “consistency”, i.e., imposing similarity in predictions when the input is perturbed in a way that would not change its perceptual content.

$$\mathcal{L}_u(x, M) = D(P(\hat{Y} = \ell | x, M), P(\hat{Y} = \ell | \tilde{x}, M)),$$

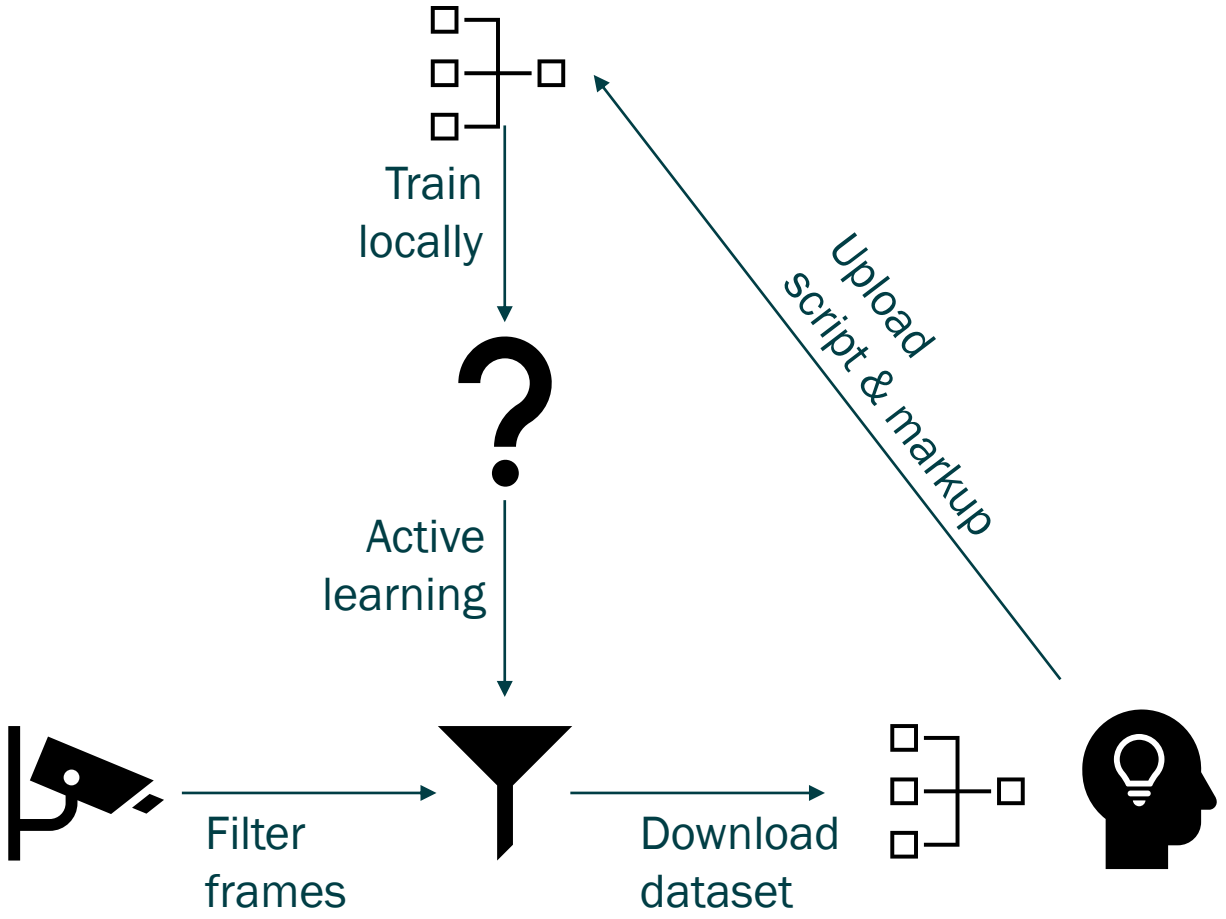
Proxy ranking



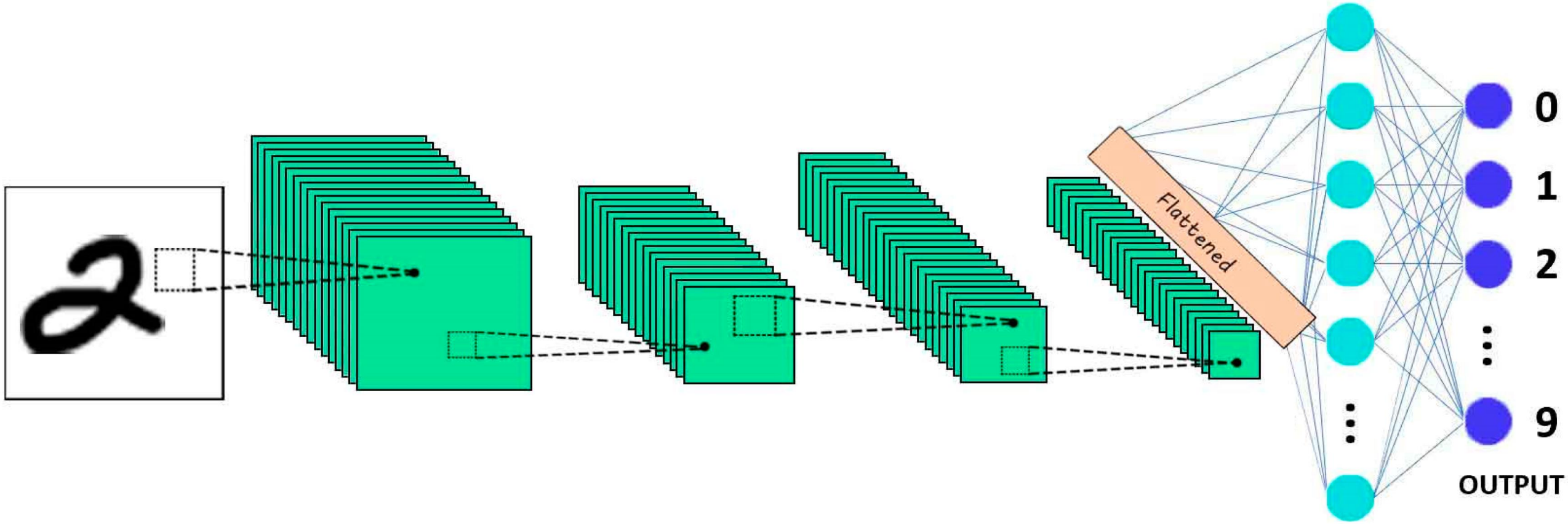
2. Uploading software, including NN themselves

Uploading software, including NN themselves

- **Training on the edge devices themselves, upload only script and markup (batch size could be smaller due to memory limitation)**
- **Upload NN diff (only changed bits)**



Why uploading NN diff is working



1. Further back – less changes

2. Maybe training only FC

3. Some events are too rare to train

Some events are too rare to train

- **Using administrative resource to stage the events**
- **Using mannequin**
- **Generate more data:**
  - ‘Style transfer’ say from Minecraft
  - 3D-modelling
  - GANs

Ways to generate data

‘Style transfer’ say from Minecraft

3D-modelling

GANs

4. No room for error: hard to update, high cost of error

No room for error: hard to update, high cost of error

- **Monitoring:**
  - Direct light, blockage, shifting
  - Event distribution
- **Full simulation of hardware and software**
- **Reserve infrastructure**
- **Auto-restart, auto-rollback**

Wrap Up

Main takeaways

1. Expect development costs 50% higher
2. Expect to spend the delta on DevOps
3. Figure out the network and data transfers limits

Resources

Resource Category 1

Papers mentioned

https://yadi.sk/d/QtogGW0j64Ea4w

FUNIT project page

https://nvlabs.github.io/FUNIT/

Thank you

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