



# Embedded GPUs for Subsea Robotic 3D Vision and AI

GTC Europe 2018

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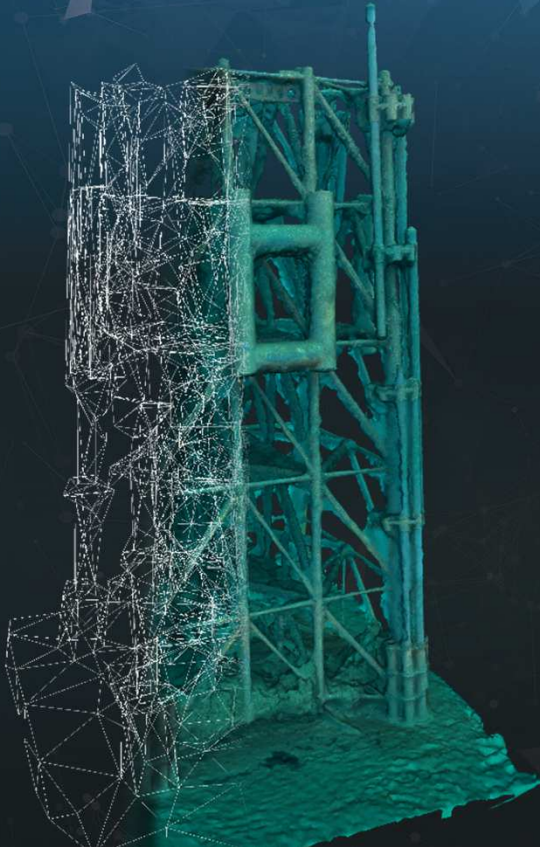
# Introducing Rovco

20 Staff based in Bristol, UK  
5 ROVs – Survey Class  
Hydrographic Survey & ROV

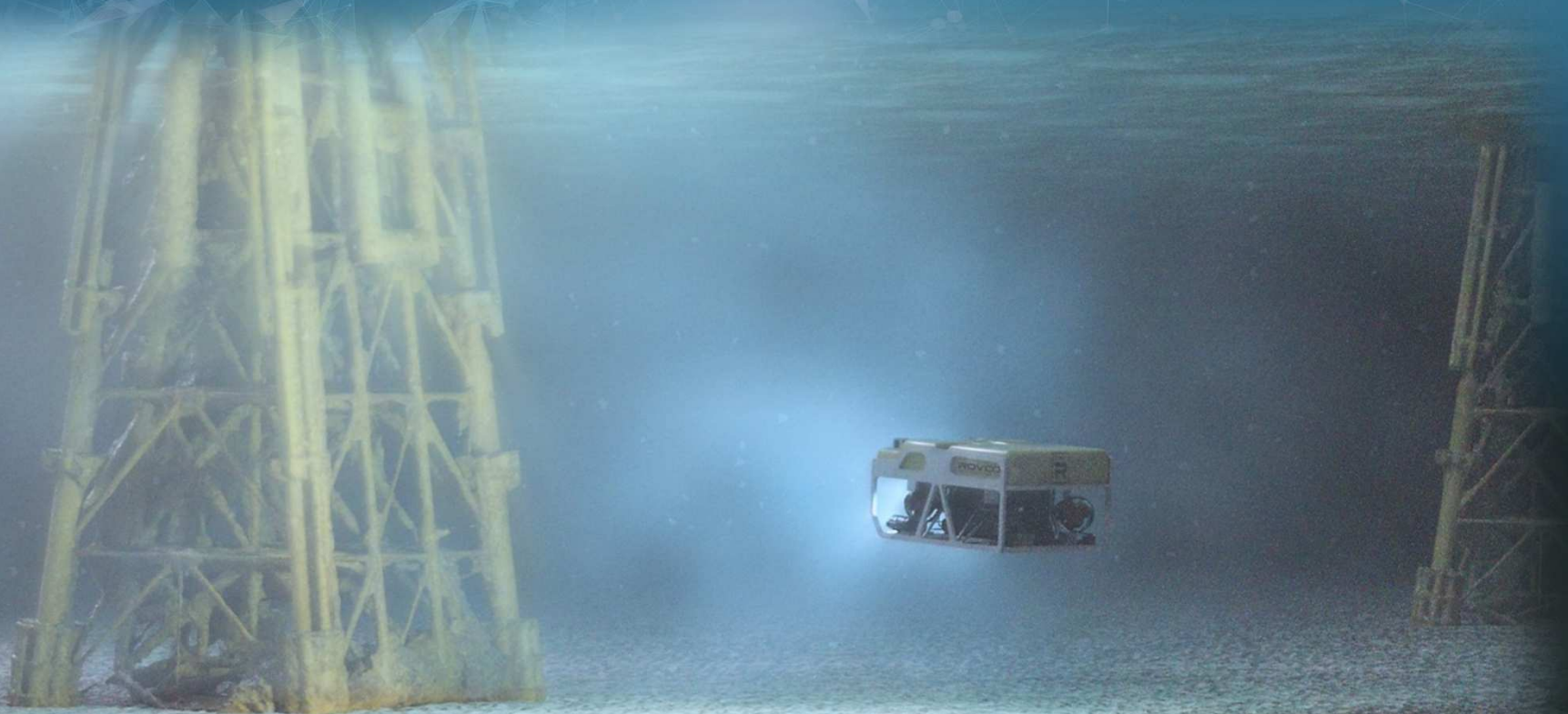


**Dr Iain Wallace**  
**CTO**

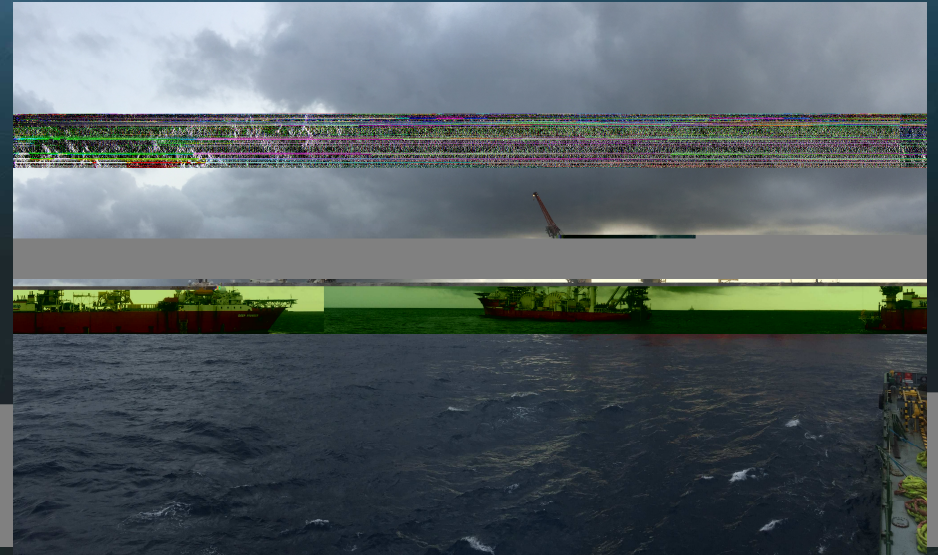
PhD – Artificial Intelligence  
Mars Rover Vision Systems  
UK & European Space Agency



# What is subsea robotics?



# Harsh Environment



# Typical Work

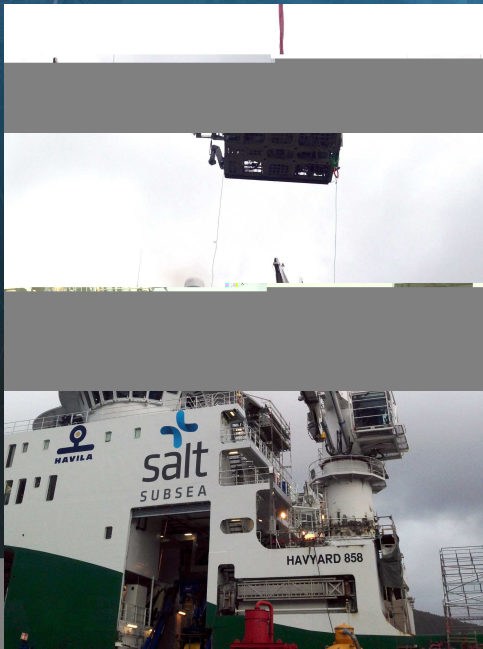
- Wind Turbines
- Oil Rigs
- Cables (electricity and comms)
- Pipelines
- Harbours
- Mooring Chains
- Tanks
- Tunnels
- Seabed



# Current Robotic Survey



# Current Robotic Survey



## Downsides:

Hours of video, team sizes on board, data management, data analysis

# What do we mean by 3D?



Measure & view using tools on the left. Changes won't be saved.

**Appearance**

**Tools**

Use the tools above to measure lengths, view profiles and more. Right click to complete a measure.

Adjust the existing annotations with a left-click on red circles.

**Navigation**

Speed: 2.8

These buttons control the view navigation mode. By default left click and drag to move the view, right click to slide.

Hover the mouse on an icon for help text.

**Measurements**

Try scrolling down and clicking "show 2d Profile"

Distance
-9.76, -51.68, 3.04
2.12
-9.92, -51.63, 0.92
Total: 2.119

JSON, DXF

Distance
-9.26, -61.66, 2.90
11.90
-9.94, -49.78, 3.21
Total: 11.898

JSON, DXF

Profile

**Height profile**

Point number: 19,264

Save CSV(2D) Save LAS(3D)

ROVCO SUBSEA



# Fast, Shareable, Metric



ROVCO SUBSEA

Measure & view using tools on the left. Changes won't be saved.

Appearance

Tools

Use the tools above to measure lengths, view profiles and more. Right click to complete a measure.

Adjust the existing annotations with a left-click on red circles.

Navigation

Speed: 28.0

These buttons control the view navigation mode. By default left click and drag to move the view, right click to slide.

Hover the mouse on an icon for help text.

Measurements

Try scrolling down and clicking "show 2d Profile"

Wessex Helicopter

104 0

Rovco PREMIUM + FOLLOW

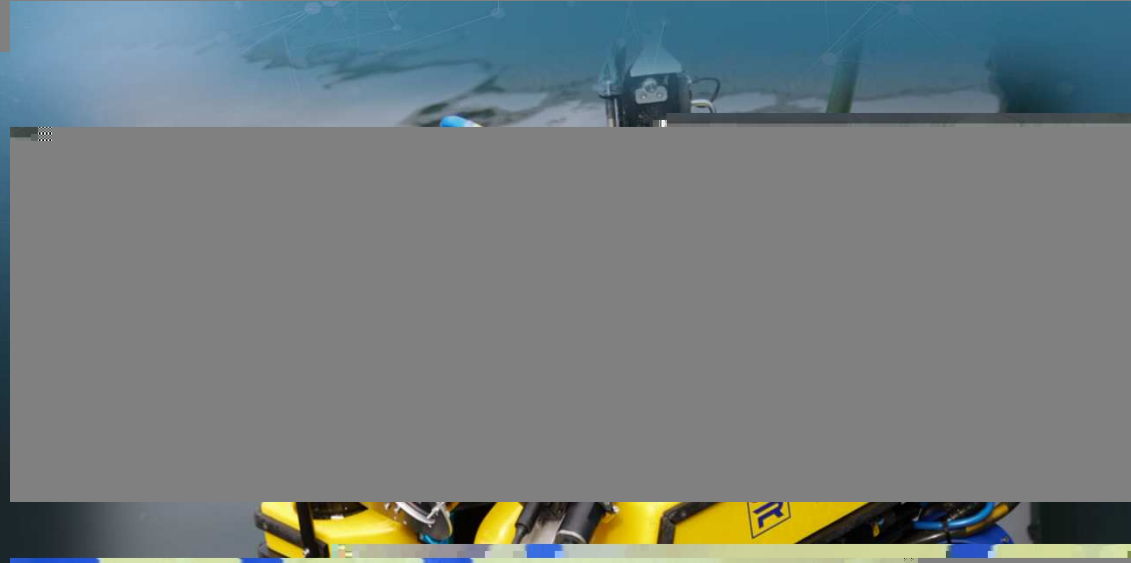
+ Add To + Embed



**Introducing an ROV**

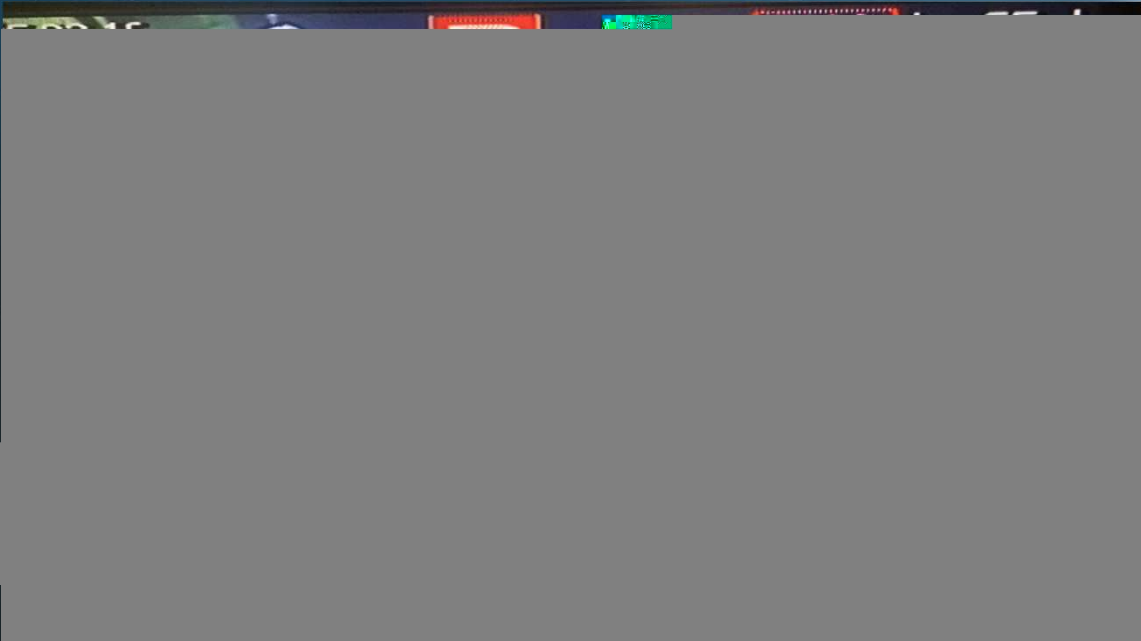
# Typical Observation Class ROV

- Thrusters & 4-DOF
- 3.5 knots speed
- 300m depth rating
- SD cameras, sonar, lights, depth sensors etc.
- 85kg in air, 12kg payload
- Processing top-side



...this one is not typical.

...and they get bigger



# Challenges

- Pressure
- Water
- Sealed Enclosure
- Heat (power!)

















# What is AI - Prediction

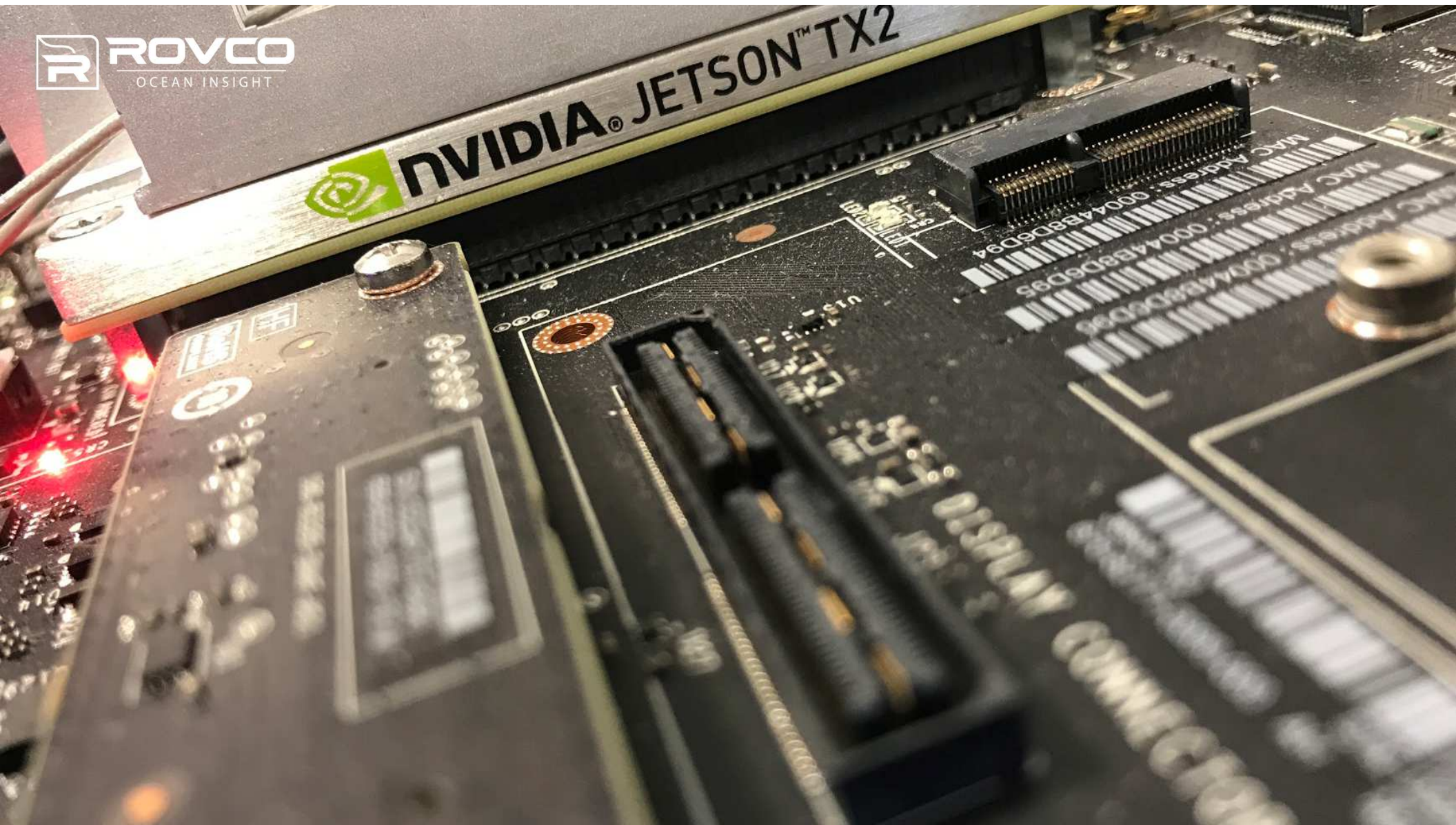


# Subsea Robotic 3D Vision and AI



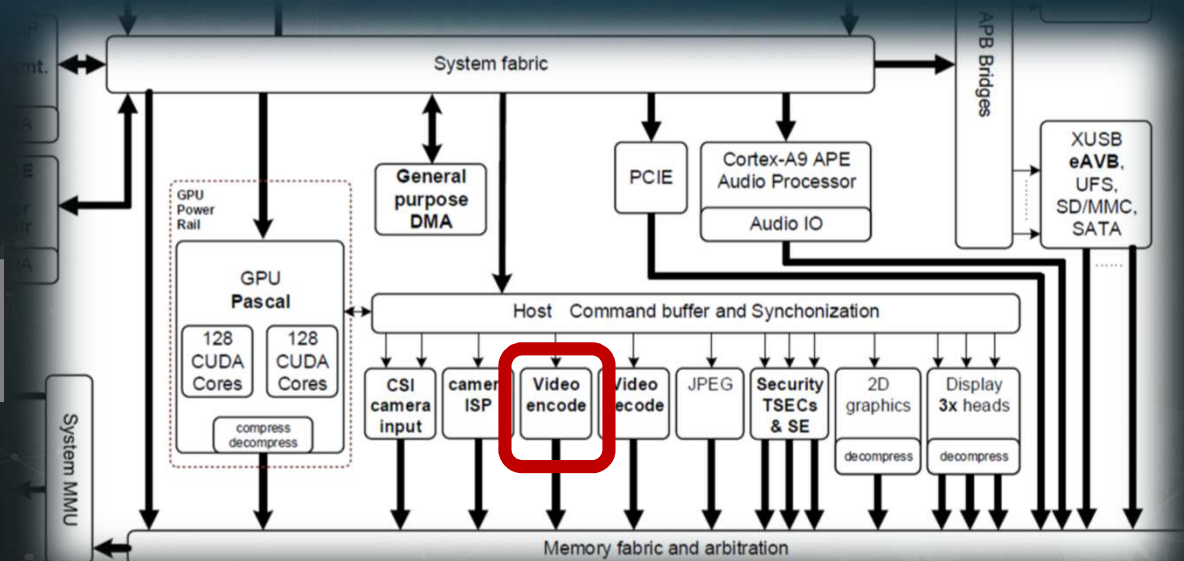


 **nvidia**® JETSON™ TX2



# Video – high performance at the edge

- Huge camera bandwidth
  - E.g. 4K YUV420@30Hz = 4.16Gbps
- Need for quality, low latency and performance
  - ... and low power.
- Jetson ideal



# Measuring Jetson Power Consumption

- Power, voltage, temperature, frequency...
  - All in the /sys tree!
- Easy to log programmatically or in a script.
- GPU Temperature (30.5C):

```
nvidia@tegra-ubuntu:~$ cat /sys/devices/virtual/thermal/thermal_zone2/type
GPU-therm
nvidia@tegra-ubuntu:~$ cat /sys/devices/virtual/thermal/thermal_zone2/temp
30500
```

- GPU Power (153mW):

```
nvidia@tegra-ubuntu:~$ cat /sys/bus/i2c/drivers/ina3221x/0-0040/iio:device0/rail_name_0
VDD_SYS_GPU
nvidia@tegra-ubuntu:~$ cat /sys/bus/i2c/drivers/ina3221x/0-0040/iio:device0/in_power0_input
153
```



# Measuring Jetson Power Consumption



Generate a test video stream, 4K, YUV420,30fps (4.16Gbps!):

```
gst-launch-1.0 videotestsrc !  
'video/x-raw,  
format=(string)I420,width=(int)3840,  
height=(int)2160,framerate=(fraction)30/1' !  
fakesink
```

Display 1080p, encode 4K HEVC 100Mbps to disk, stream 10Mbps h264 1080p:

```
gst-launch-1.0 videotestsrc ! 'video/x-raw,
format=(string)I420,width=(int)3840,
height=(int)2160,framerate=(fraction)30/1' ! nvvidconv !
'video/x-raw(memory:NVMM),format=(string)I420,width=(int) 3840,
height=(int)2160' ! tee name=t1 t1. ! queue ! nvvidconv !
'video/x-raw(memory:NVMM), width=(int)1920, height=(int)1080' !
tee name=t2 t2. ! queue ! nvvidconv ! nveglglessink sync=false
t1. ! queue ! 'video/x-raw(memory:NVMM), width=(int)3840,
height=(int)2160' ! omxh265enc bitrate=10000000 ! matroskamux !
queue ! filesink location=test_4k.mkv sync=false t2. ! queue !
omxh264enc control-rate=2 bitrate=10000000 ! 'video/x-h264,
stream-format=(string)byte-stream' ! h264parse ! rtpH264pay
mtu=1400 ! queue ! udpsink host=192.168.1.58 port=5000
sync=false async=false
```

Display 1080p,

1080p.

```
gst-launch-1.0 videotestsrc ! 'video/x-raw,  
format=(string)I420,width=(int)3840,  
height=(int)2160,framerate=(fraction)30/1' ! nvvidconv !  
'video/x-raw(memory:NVMM),format=(string)I420,width=(int)3840,  
height=(int)2160' ! tee name=t1 t1. ! queue ! nvvidconv !  
'video/x-raw(memory:NVMM), width=(int)1920, height=(int)1080' !  
tee name=t2 t2. ! queue ! nvvidconv ! nveglglessink sync=false  
t1. ! queue ! 'video/x-raw(memory:NVMM), width=(int)3840,  
height=(int)2160' ! omxh265enc bitrate=10000000 ! matroskamux !  
queue ! filesink location=test_4k.mkv sync=false t2. ! queue !  
omxh264enc control-rate=2 bitrate=10000000 ! 'video/x-h264,  
stream-format=(string)byte-stream' ! h264parse ! rtph264pay  
mtu=1400 ! queue ! udpsink host=192.168.1.58 port=5000  
sync=false async=false
```

## encode 4K HEVC 100Mbps

1080p.

```
gst-launch-1.0 videotestsrc ! 'video/x-raw,
format=(string)I420,width=(int)3840,
height=(int)2160,framerate=(fraction)30/1' ! nvvidconv !
'video/x-raw(memory:NVMM),format=(string)I420,width=(int)3840,
height=(int)2160' ! tee name=t1 t1. ! queue ! nvvidconv !
'video/x-raw(memory:NVMM), width=(int)1920, height=(int)1080' !
tee name=t2 t2. ! queue ! nvvidconv ! nveglglessink sync=false
t1. ! queue ! 'video/x-raw(memory:NVMM), width=(int)3840,
height=(int)2160' ! omxh265enc bitrate=10000000 ! matroskamux !
queue ! filesink location=test_4k.mkv sync=false t2. ! queue !
omxh264enc control-rate=2 bitrate=10000000 ! 'video/x-h264,
stream-format=(string)byte-stream' ! h264parse ! rtph264pay
mtu=1400 ! queue ! udpsink host=192.168.1.58 port=5000
sync=false async=false
```

stream 10Mbps h264

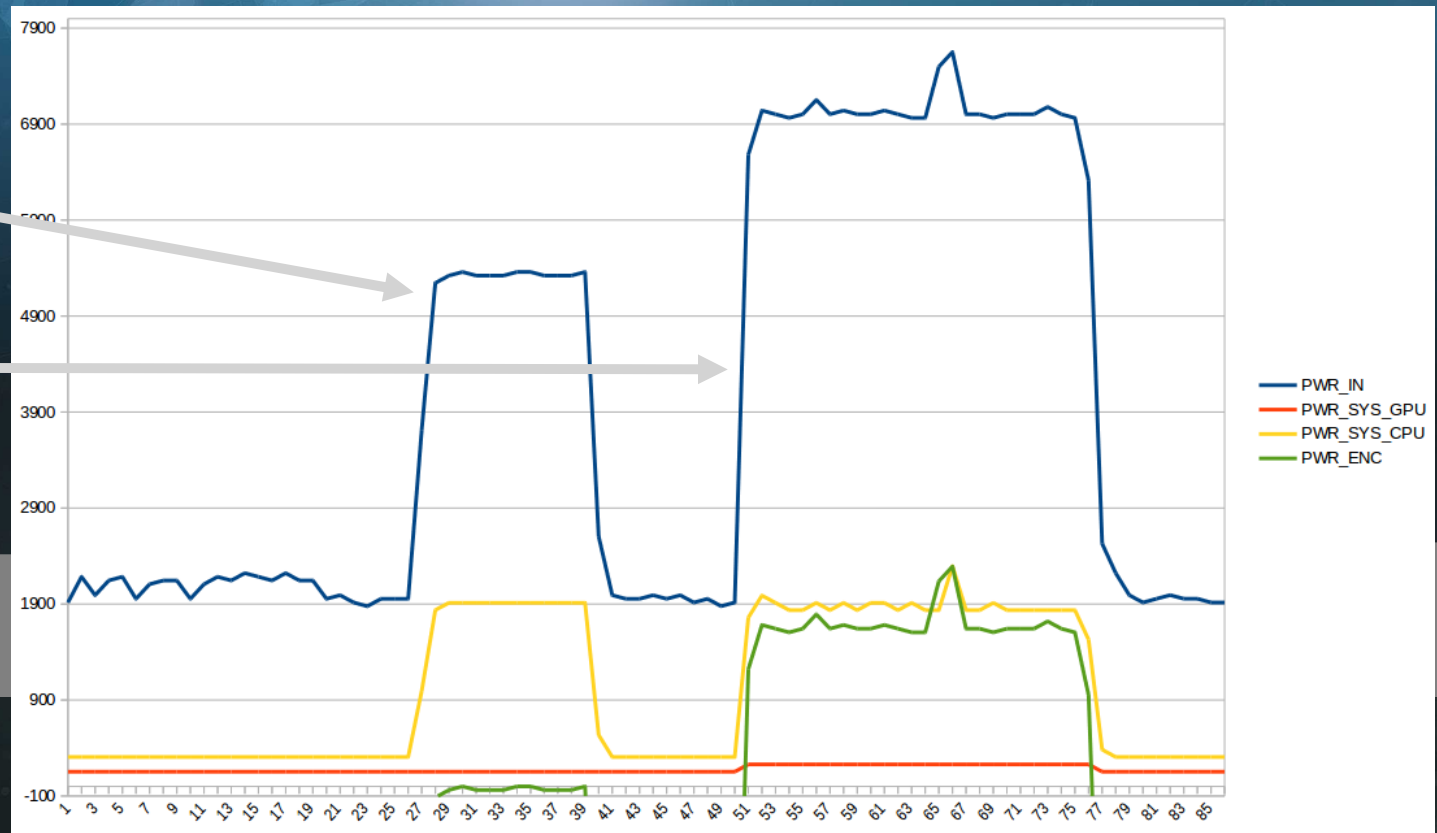
1080p:

```
gst-launch-1.0 videotestsrc ! 'video/x-raw,  
format=(string)I420,width=(int)3840,  
height=(int)2160,framerate=(fraction)30/1' ! nvvidconv !  
'video/x-raw(memory:NVMM),format=(string)I420,width=(int)3840,  
height=(int)2160' ! tee name=t1 t1. ! queue ! nvvidconv !  
'video/x-raw(memory:NVMM), width=(int)1920, height=(int)1080' !  
tee name=t2 t2. ! queue ! nvvidconv ! nveglglessink sync=false  
t1. ! queue ! 'video/x-raw(memory:NVMM), width=(int)3840,  
height=(int)2160' ! omxh265enc bitrate=10000000 ! matroskamux !  
queue ! filesink location=test_4k.mkv sync=false t2. ! queue !  
omxh264enc control-rate=2 bitrate=10000000 ! 'video/x-h264,  
stream-format=(string)byte-stream' ! h264parse ! rtph264pay  
mtu=1400 ! queue ! udpsink host=192.168.1.58 port=5000  
sync=false async=false
```

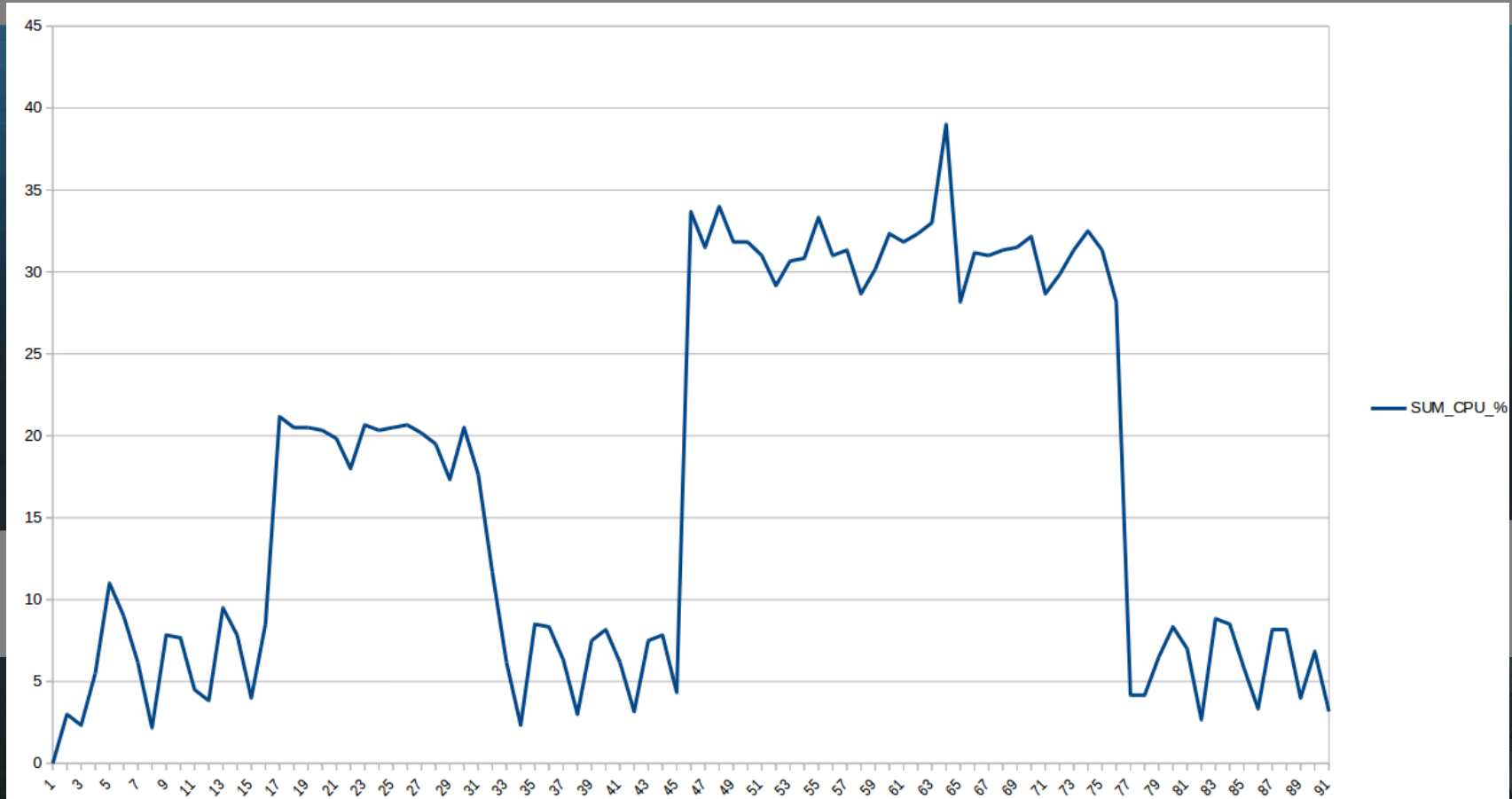
# TX2 Encoding Performance - Power

Generating Test Stream

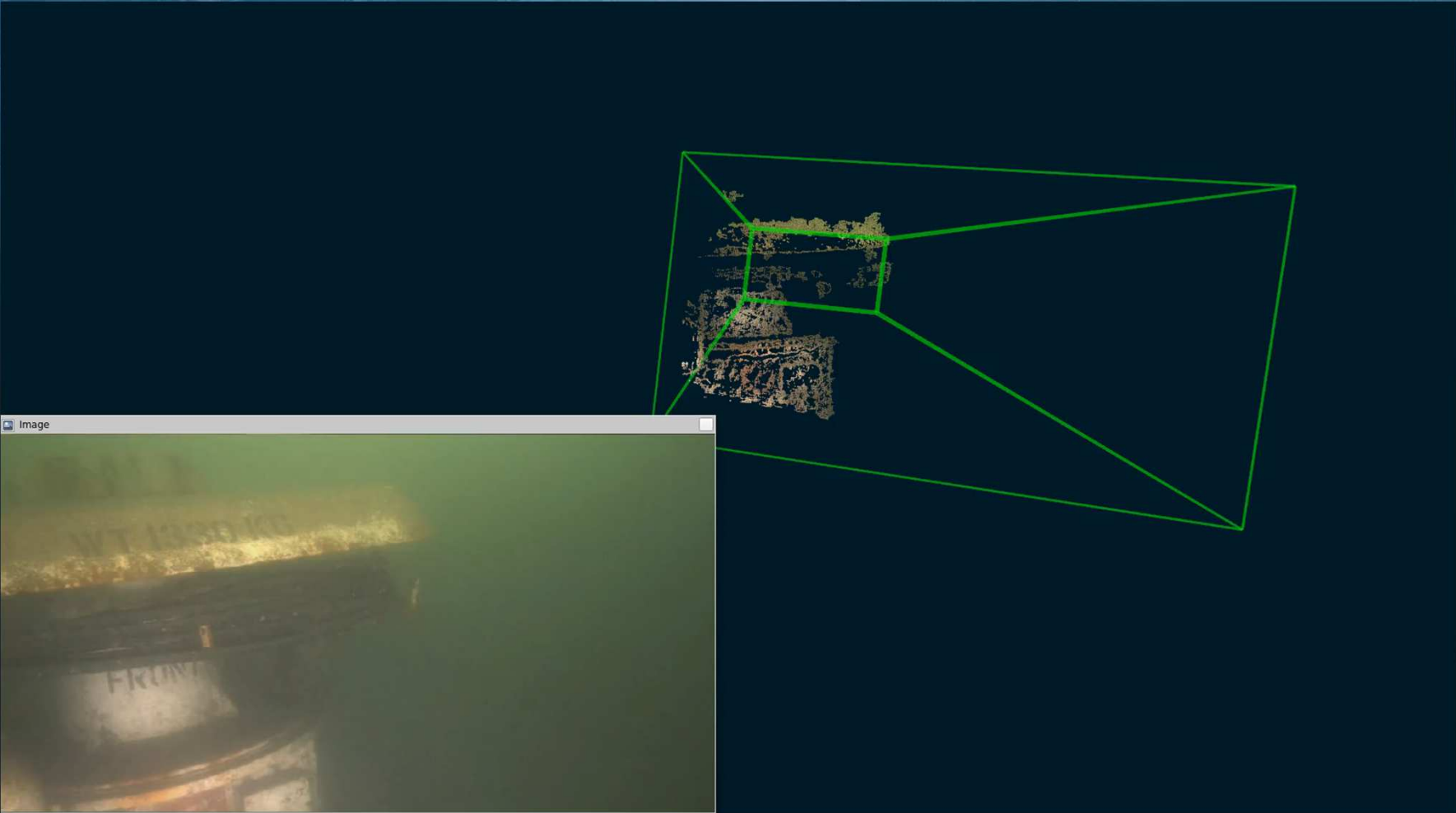
Displaying, encoding, streaming...



# TX2 Encoding Performance - CPU

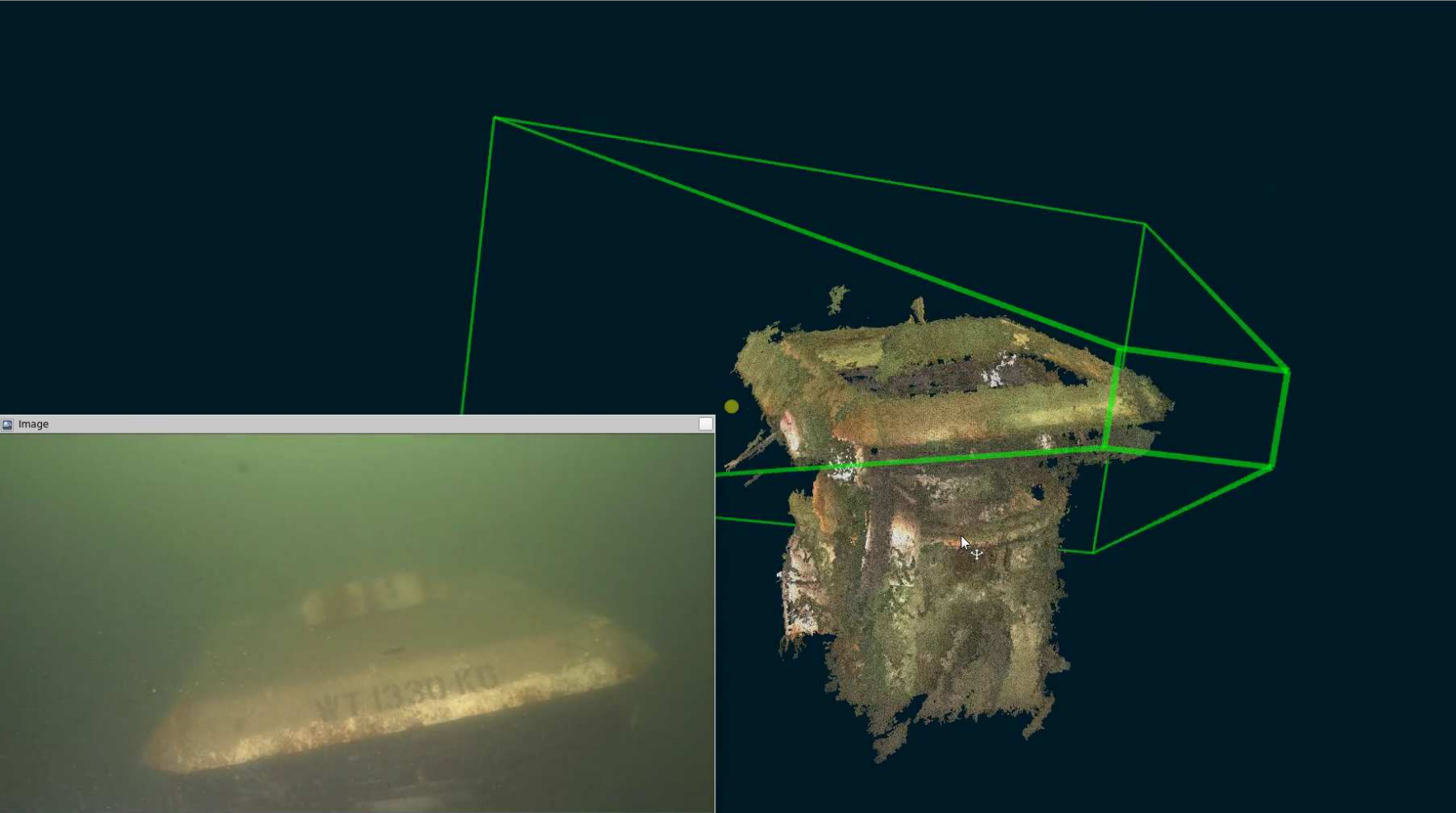


# 3D Vision Subsea





# 3D Vision Subsea



## AUV3D – Live Scaled 3D

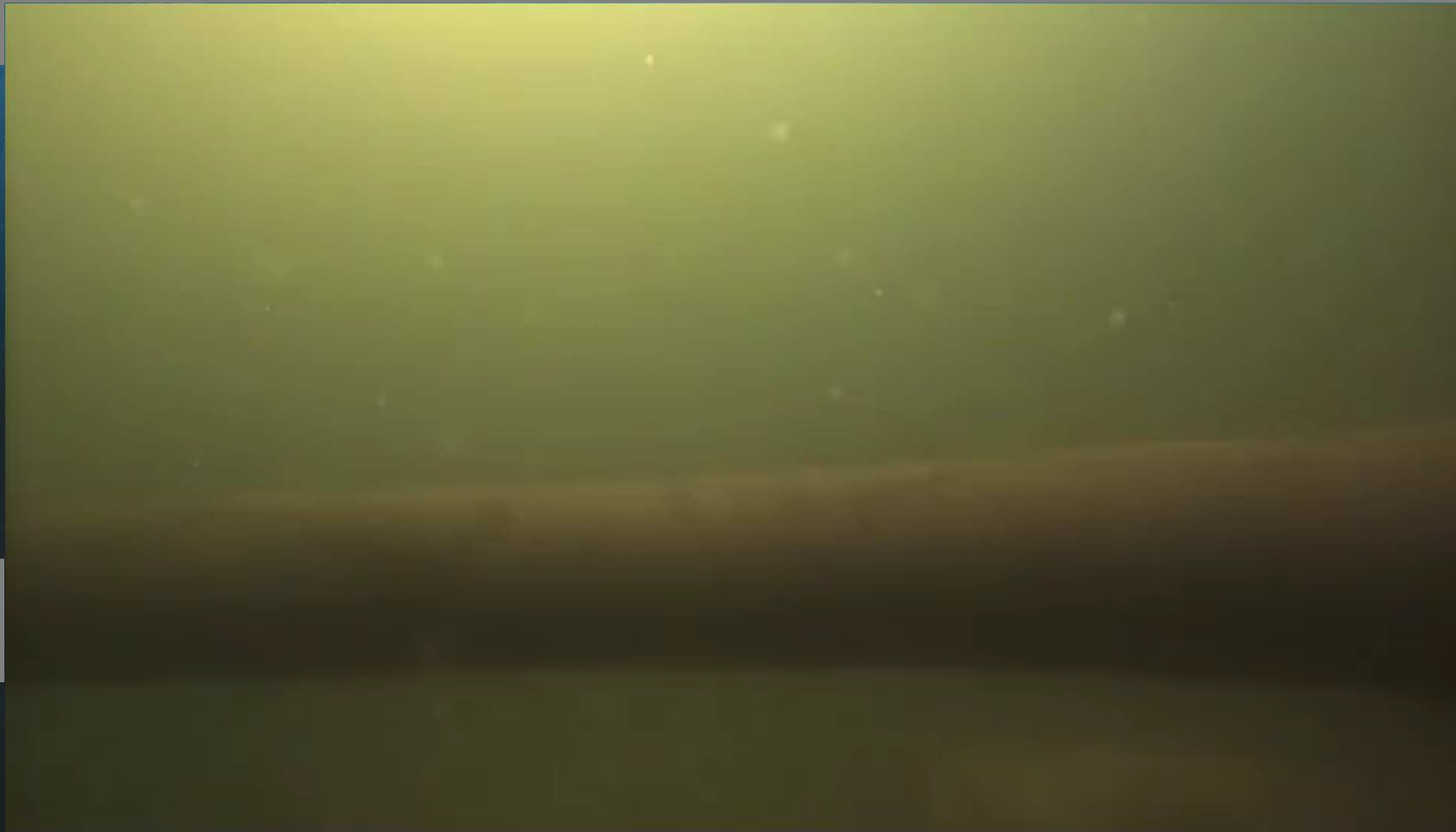
- Hardware and software for live 3D vision.
- Cutting edge sensors and compute.
- Evaluation trials in drydock.



Innovate UK

**CATAPULT**  
Offshore Renewable Energy

# AI Subsea



# IVAS – Intelligent Video Analytics for Subsea

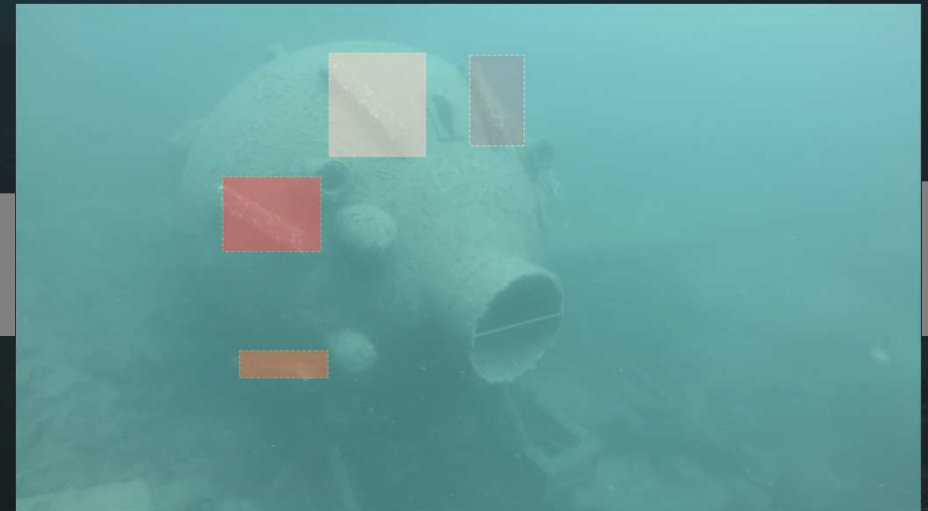
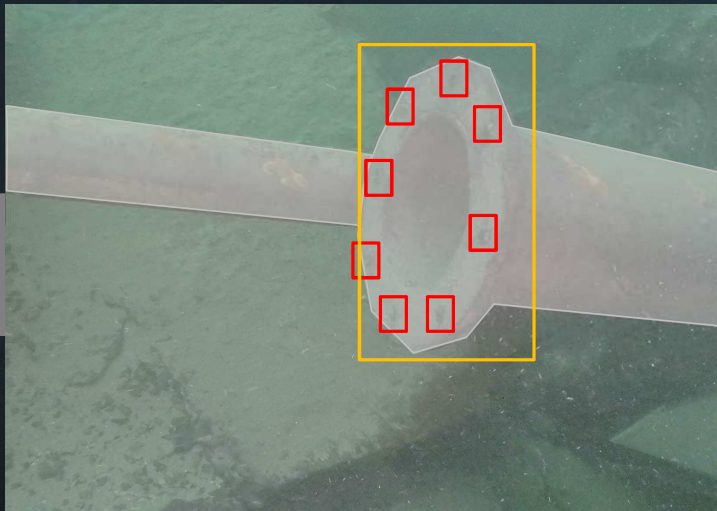


- Deep learning to extract meaningful information from video
- Repeatable, reliable video analysis
- Exploiting cutting edge research

**SCORE**

**NVIDIA INCEPTION PROGRAM**

Propelling AI startups with powerful GPU tools, tech, and deep learning expertise.



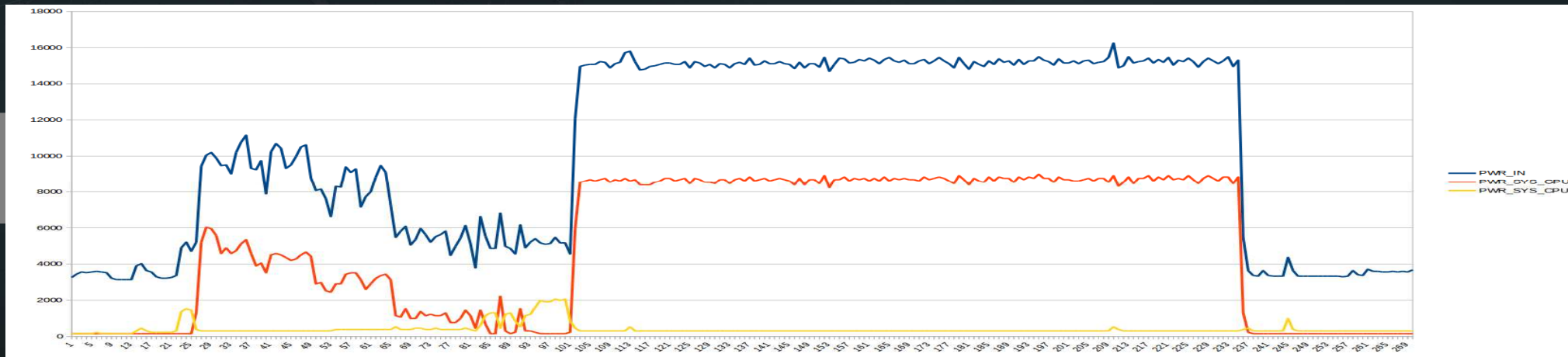
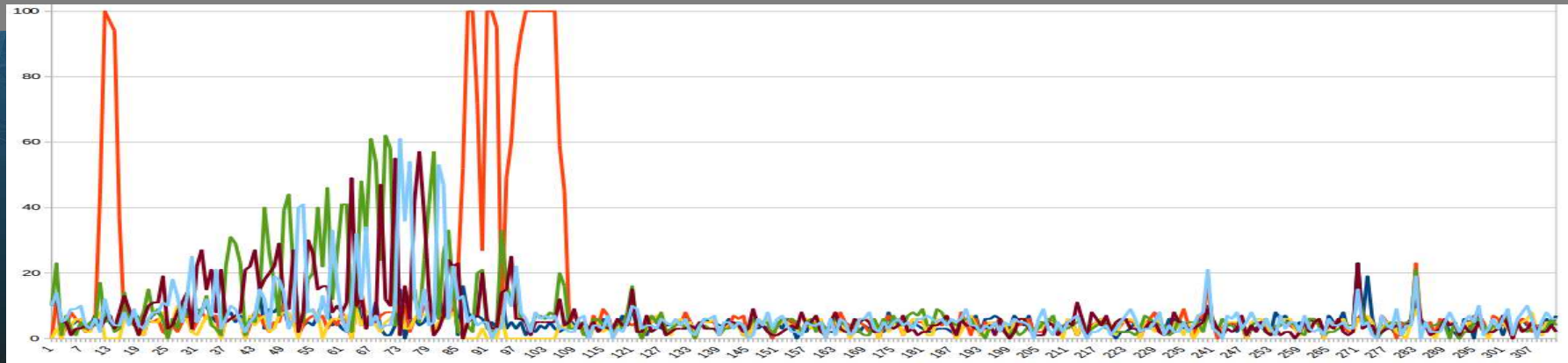
# Getting the Job Done More Efficiently



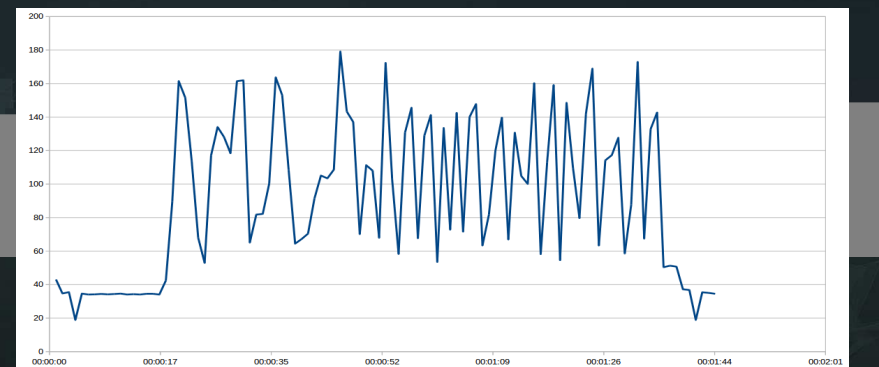
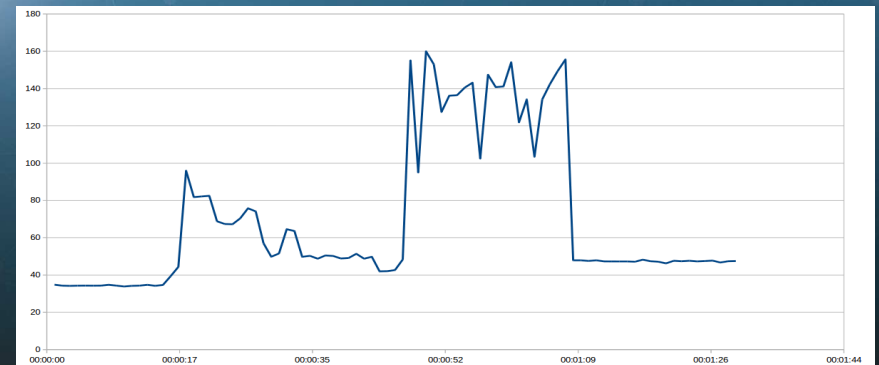
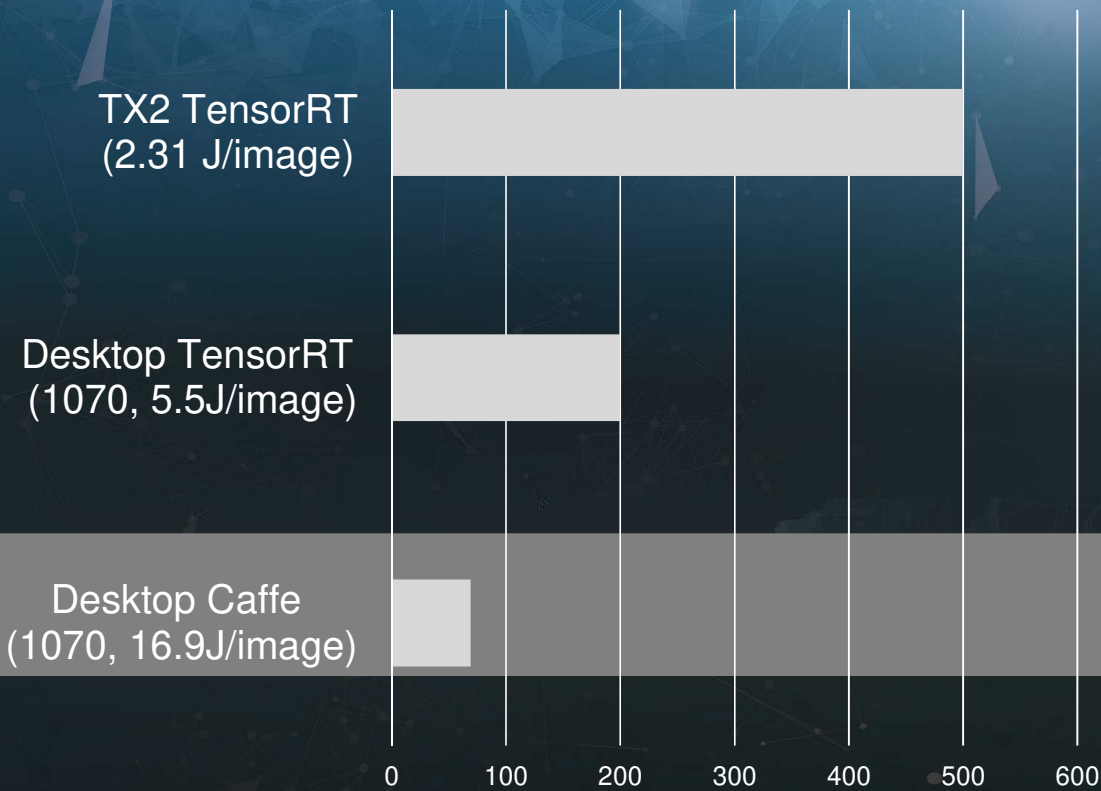
- If measurement and visualisation is the job for 3D, what's the job for IVAS?
- Automating the boring and error prone.
- Generating actionable data.

ID	Description	Date	Time	Northing	Easting	Depth	Video timestamp
1	exposed cable	11/12/2017	11:16:38 AM	5466450	365673.9	23.3	01:33:22
2	rock bag	11/12/2017	11:16:47 AM	5466452	365675.1	22.6	01:34:39
3	free span	11/12/2017	11:17:08 AM	5466453	365676.4	22.4	01:35:56
4	free span	11/12/2017	11:38:08 AM	5466454	365677.6	22.4	01:37:13
5	exposed cable	11/12/2017	11:42:40 AM	5466455	365678.8	23.1	01:38:30
6	exposed cable	11/12/2017	11:43:00 AM	5466456	365680.1	23.1	01:39:47
7	mattress	11/12/2017	11:44:02 AM	5466458	365681.3	24.2	01:41:04

# Deep Learning in the Deep



# Deep Learning in the Deep



# Deep Learning on my Desk





# Performance

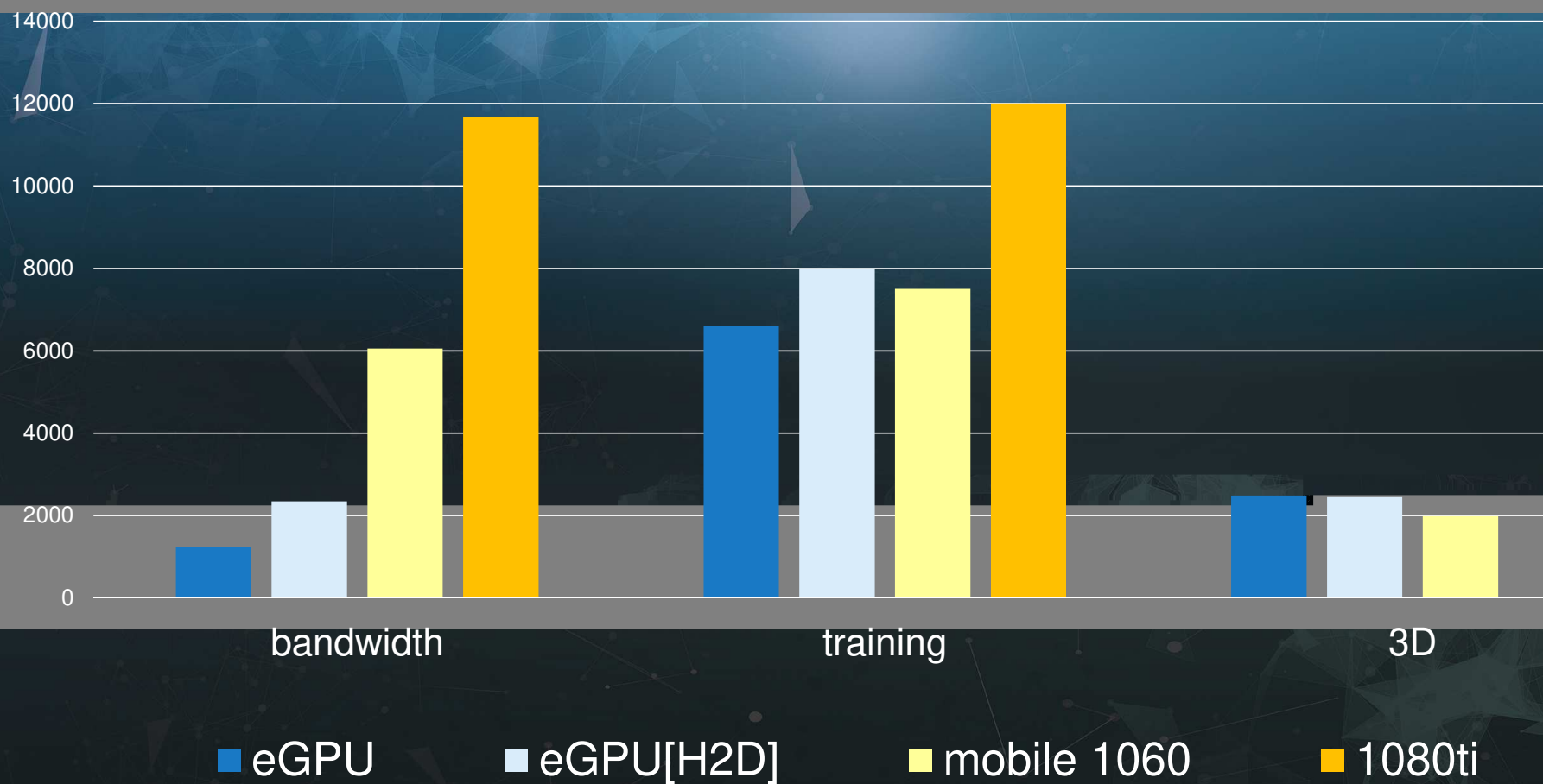
Machine Setup	Bandwidth Test <sup>1</sup> (MB/s)	CNN Training <sup>2</sup> (samples/s)	3D Performance <sup>3</sup>
i7-8550U (15W), GTX1070 eGPU	1,242	~6,600	2,486
i7-8550U (15W), GTX1070 eGPU [H2D firmware]	2,346	~8,000	2,443
i7-7700HQ (45W), GTX1060 (mobile)	6,052	~7,500	1,980
Xeon 2640v4 (x2, 90W), GTX1080ti	11,680	~12,000	-

<sup>1</sup> CUDA host-to-device bandwidth

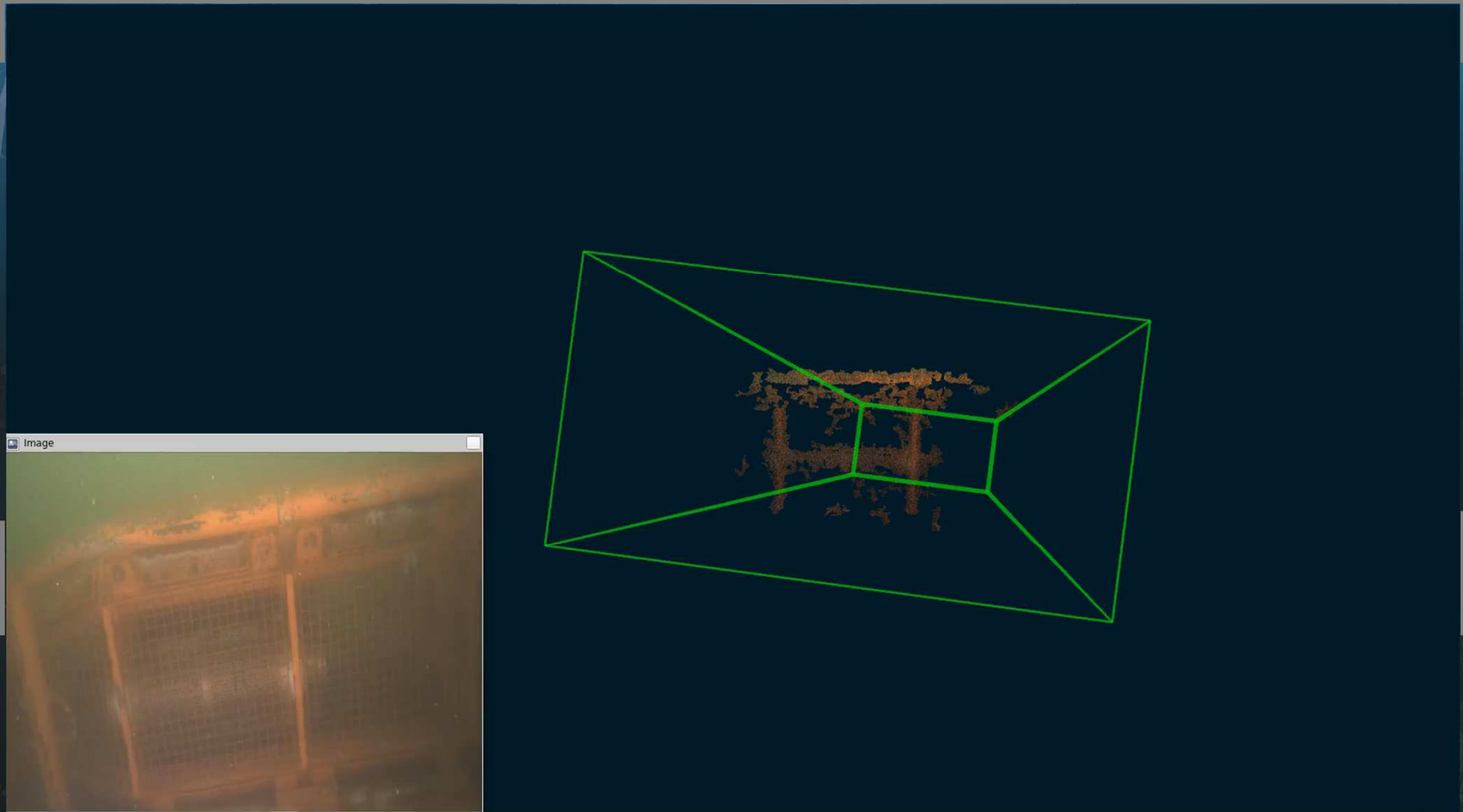
<sup>2</sup> Nvidia docker, "tensorflow:18.04-py3", CIFAR-10 training.

<sup>3</sup> Unigine Valley Extreme HD Benchmark

# Performance



# Joining it all Together



# Live 3D Transmission



# Live 3D Transmission



# Live 3D Transmission



# Live 3D Transmission



# Live 3D Transmission





## Benefits and Opportunity

- Accurate measurement
- Comparison
- Easy overviews
- Better data delivery
- Pretty pictures
- Repeatable, reliable metrics – measures of risk
- New, more complete metrics
- Higher quality, more reliable assessments of asset condition

Smarter robots lead to smaller vessels and fewer people doing more, higher quality work.

## AI and 3D are here, now

- Underwater is difficult and dangerous
  - Send a robot to do the job.
- Smarter robots can change the way we work.
  - Jetson helps make our robots smarter.
- Jetson is amazingly power efficient
  - Showed how to measure power
  - Examples of encoding and deep learning performance w.r.t power.
- Jetson is amazingly powerful
  - Dedicated hardware units enable tasks typical desktops struggle with.





Thank You

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