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### Parallel and Distributed Computing for an Adaptive Visual Object Retrieval System

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# Outline

- Introduction
- Related Work
- System Description
- Dataflow Concept
- Distributed Processing
- Experimental Results
- Conclusion



# Visual Object Retrieval





# Requirements

- adaptive to meet different requirements
  - flexibility
  - modularity
- sophisticated algorithms
  - image processing
  - classification / Al
- support for
  - parallelism
  - distribution
  - heterogeneous environments
  - load balancing









# **Related Work - Image Processing**

Visual programming environments for computer vision and image processing

- Application Visualization System
- Khoros / Cantata
- IrisExplorer
- WiT, Mavis, VISSION ...
- VuSystem
- Matlab / Simulink, Labview



# Parallel & Distributed Computing

• Multiprocessor systems

- Uniform Memory Access (UMA)
- Non-Uniform Memory Access (NUMA)
- Symmetric Multiprocessors (SMP)
- Coupled Computing System
  - Cluster of Workstations (COW)
    - Message Passing Interface (MPI)
    - Parallel Virtual Machines (PVM)
  - Network of Workstations (NOW)



# **Related Work - Load Balancing**

- Network
- Operating System
- Middleware



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# The Axiom System



Axiom - Adaptive expert system for intelligent object mining



# **Dataflow Concept**

- natural specification: dataflow graph, functional program
- C++ library for computer vision
  object oriented, encapsulates operations
  http://ltilib.sourceforge.net
- Functional Object Retrieval Control Syntax
  - similar to Scheme language
  - processing blocks written in Java or C++
  - sequential functional and parallel dataflow programs



# **Programming Panel**





# FORCS Code

<pre>(let contour (features.SegmentationKernel image))</pre>
(let bounded-image
(features.BoundingBoxKernel image contour))
(let n-img (images.ColorNormalizationKernel
<pre>bounded-image))</pre>
<pre>(let hrgbl (features.RGBLHistogramKernel n-img))</pre>
(let chrHist
(features.ChromaticityHistogramKernel n-img))
<pre>(let lnk.1 (images.ImageSplitterKernel n-img))</pre>
(let r (nth 1 lnk.1))
(let g (nth 2 lnk.1))
<pre>(let ogdoc (features.OGDFeatureKernel r g))</pre>
<pre>(let qmf (features.QmfEnergyKernel n-img))</pre>
<pre>(let ogd2nd (features.OGDFeatureKernel_1 n-img))</pre>
<pre>(let rgbl-r (neural.rbf.Rbf hrgbl))</pre>
(let chr-r (neural.rbf.Rbf_1 chrHist))



## **Distributed Processing**





# **Distribution** with Middleware

- Distributed Computing Environment (DCE)
- Distributed Component Object Model (DCOM)
- Java Remote Method Invocation (RMI)
- Microsoft .NET
- Message Oriented Middleware
- Common Object Request Broker Architecture (CORBA)



# Load balancing

**CORBA** load balancing

- request for proposal
- proprietary solutions
- simple techniques

TAO (Othman, Schmidt, 2001) VisiBroker (Inprise, 2001), Orbix (Iona, 2000) (Post, 2002), (Lindermeier, 2002), (Schnekenburger, 1997)



## **Communication Architecture**



#### Monitor

- one monitor per host
- software monitoring
- monitoring of entire host



### Load balancer

**CPU-load and clock rate**  $CPU_{n} = (CPU_{n-1} * f_{decay}) + (1 - f_{decay}) \left( \frac{T_{USER} + T_{SYS}}{\sum_{USER} SYS NICE |D|E} \right)$  $CPU_{free} = \left[\alpha * (l_{\max Avg} - l_{Avg}) + (1 - \alpha) * l_{Act}\right] * f_{CPU}$ server memory and round trip time  $W_{ges} = W_{CPU} * CPU_{free} + W_{mem} * MEM_{free} - W_{RTT} * t_{RTT}$ 



## Testbed





## Scenario

Axiom training sequence:

- segmentation of 50 single images
- extraction of local features from 16 single images
   SciMark 2 Benchmark
- all hosts idle
- one hosts with additional task

$$S(p) = \frac{T(1)}{T(p)} = \frac{T(1)_{\min}}{T(4)}$$



# Experimental Results (I)





# Experimental Results (II)





# Experimental Results (III)

#### SciMark 2 FFT Benchmark (small)



# Experimental Results (IV)

#### SciMark 2 FFT Benchmark (large)

![](_page_21_Figure_3.jpeg)

## Conclusion

- computation architecture for a visual object retrieval system
- visual combination of modular blocks
- control syntax
- distributed computing with CORBAmiddleware
- dynamic load balancing in heterogeneous environments

![](_page_22_Picture_7.jpeg)

### Future Work

- automatic data flow graph analysis
- improve load balancing mechanism
- evaluation of system scalability

![](_page_23_Picture_5.jpeg)

# LTILib URL

![](_page_24_Picture_2.jpeg)

#### http://ltilib.sourceforge.net/

#### Introduction

The Lithuib is an object criented, brany with algorithms and data structures frequently used in mage processing and computer vesors. If the end of your processing and computer scanner (I derstand for mage processing and computer scanner (I derstand for mage processing and computer scanner) of Technology, as part of many research projects in computer vision cealing with robotics, coject recognition, and sing language and gesture recognition.

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The main goal of the LT) Lib is to provide an **object oriented** library in D - , which simplifies the odde sharing and maintenance, but still providing fast a gorithms that can be used in real applications.

It has been developed using <u>GCC</u> under <u>Linux</u>, and <u>Visuel CLU</u> under <u>Windows NT</u>. We have not tested it under other platforms.

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#### Linear algebra

Matrices, Vectors, Lensors, and functors to extract eigenvalues, eigenvectors, linear equations solutions, statistics, etc. are primer al.

#### Classification and Clustering

Padial Dasis Function diassifiers, Support vector Machines, KiMeans, Fuzzy Ci Means, plass fication statistics are just some examples of what you can do with the Liture o

#### Image Processing

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The most plasses deal with image processing problems. Different segmentation approaches in hear fitters, wavelets isteerable filters, und much more are a ready available.

#### Visualization and Drawing Tools

The most difficult part when developing mage processing a gorithms in C(() is showing temporary images while debugging. Due to the object criented architecture of the L-I-Lib, you just need to create a viewer object and give it the image you need to show

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