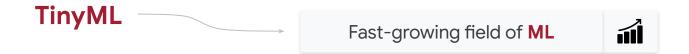
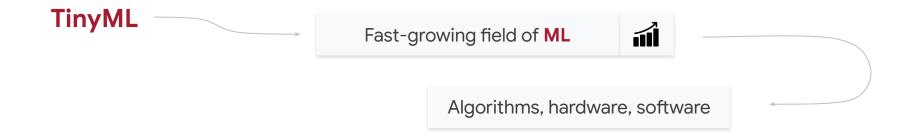
# Tiny Machine Learning (tinyML) for Robotics

Vijay Janapa Reddi, Ph. D. | Associate Professor | John A. Paulson School of Engineering and Applied Sciences | Harvard University | Web: <a href="http://scholar.harvard.edu/vijay-janapa-reddi">http://scholar.harvard.edu/vijay-janapa-reddi</a>

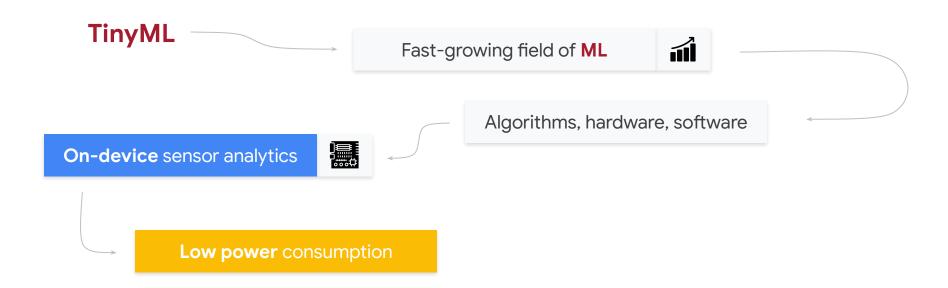


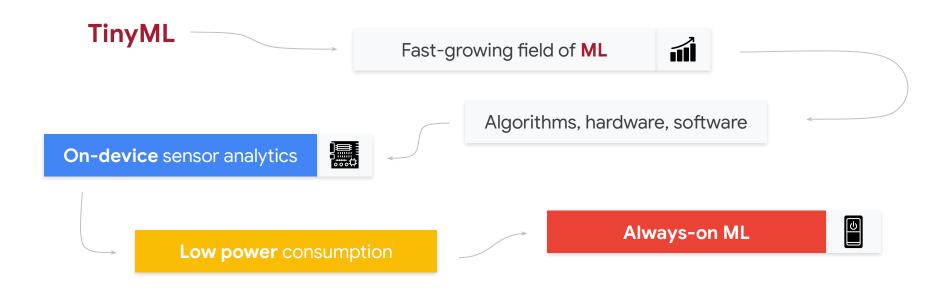
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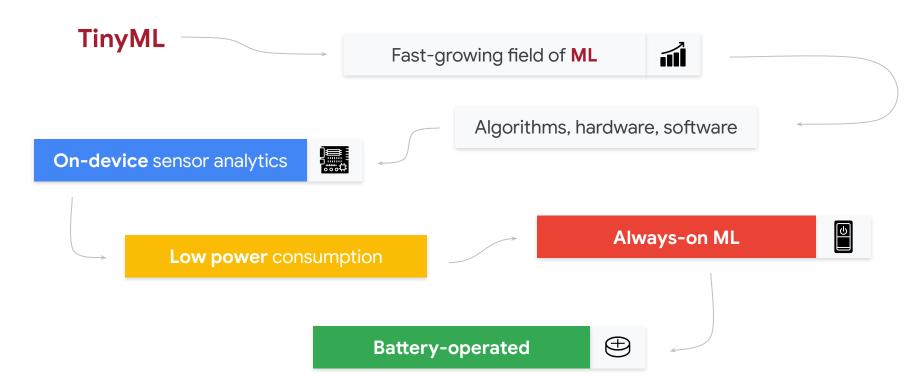














## **Endpoint Devices**







### Robots Have **Sensors**, Tons of Sensors

#### **Motion Sensors**

Gyroscope, radar, magnetometer, accelerator

#### **Acoustic Sensors**

Ultrasonic, Microphones, Geophones, Vibrometers

#### **Environmental Sensors**

Temperature, Humidity, Pressure, IR. etc.

#### Touchscreen Sensors

Capacitive, IR

#### **Image Sensors**

Thermal, Image

#### **Biometric Sensors**

Fingerprint, Heart rate, etc.

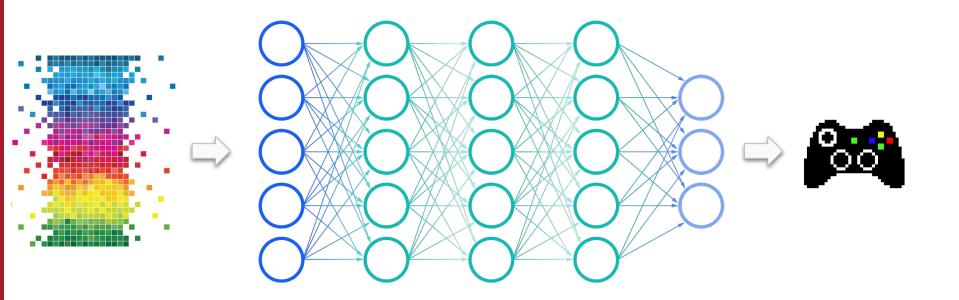
#### **Force Sensors**

Pressure, Strain

#### **Rotation Sensors**

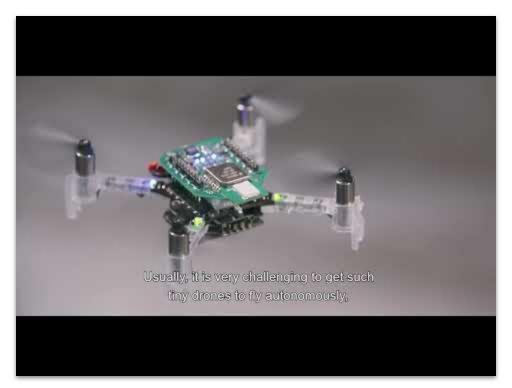
Encoders

•••

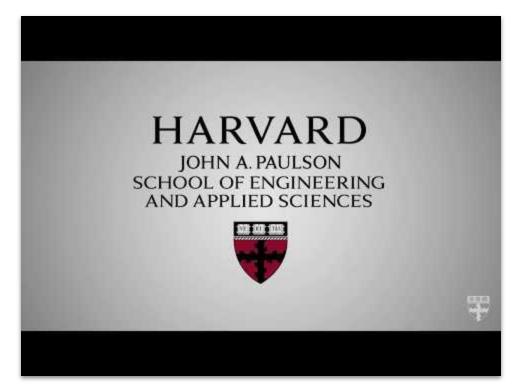




Levine, S., Pastor, P., Krizhevsky, A., Ibarz, J. and Quillen, D., 2018. Learning hand-eye coordination for robotic grasping with deep learning and large-scale data collection. The International Journal of Robotics Research, 37(4-5).



Duisterhof, B.P., Li, S., Burgués, J., Reddi, V.J. and de Croon, G.C., 2021. Sniffy Bug: A Fully Autonomous Swarm of Gas-Seeking Nano Quadcopters in Cluttered Environments. arXiv preprint arXiv:2107.05490.



Goldberg, B., Zufferey, R., Doshi, N., Helbling, E.F., Whittredge, G., Kovac, M. and Wood, R.J., 2018. Power and control autonomy for high-speed locomotion with an insect-scale legged robot. IEEE Robotics and Automation Letters, 3(2), pp.987-993.

#### No Good Data Left Behind

## 5 Quintillion

bytes of data produced every day by IoT

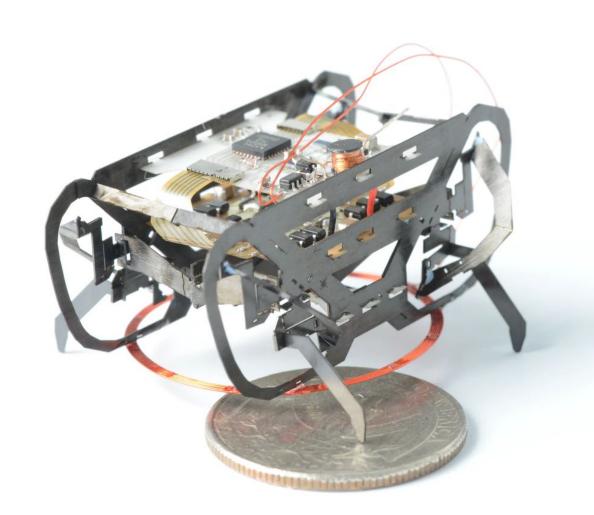
<1%

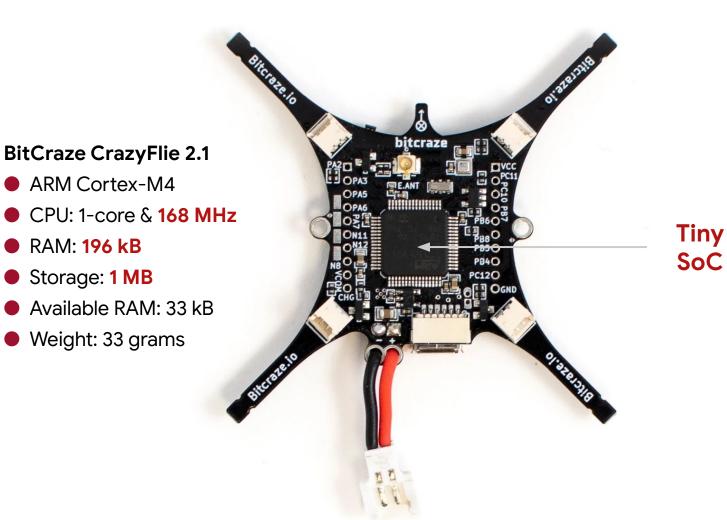
of unstructured data is analyzed or used at all



# The Future of Machine Learning is Tiny... and Bright







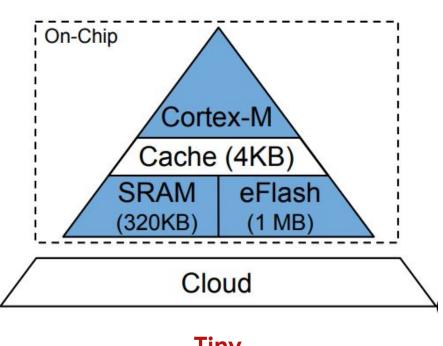
ARM Cortex-M4

RAM: **196 kB** 

• Weight: 33 grams

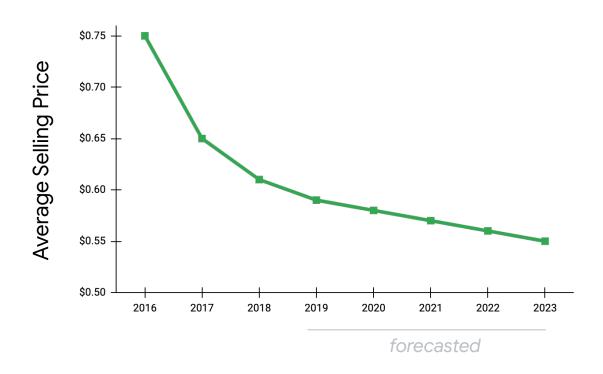
• Storage: 1 MB

## 250 Billion MCUs today



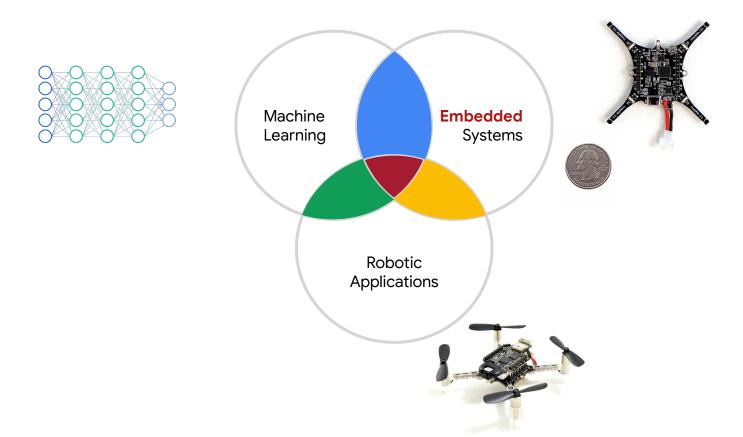
Tiny SoC

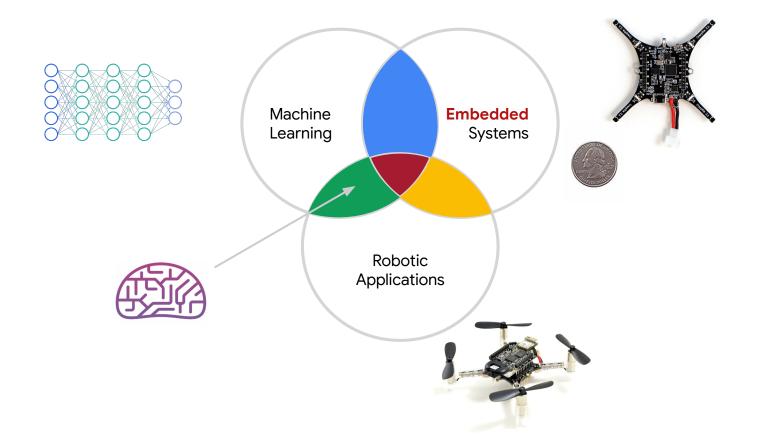
## MCU Pricing Forecast



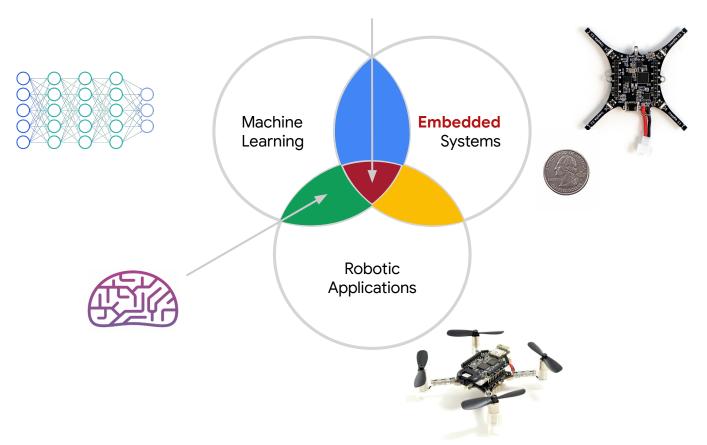


- Tiny machine learning (tinyML): ML applications on low-power, cheap, commodity hardware.
- Focus on always-on machine learning use cases for robotics with rich sensory input.





## TinyML for Robotics





## **ML Training & Evaluation**



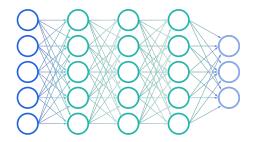




Preprocess Design a Train a Evaluate Convert Deploy Make Inferences



Preprocess Design a Train a Evaluate Optimize Convert Model Deploy Make Inferences

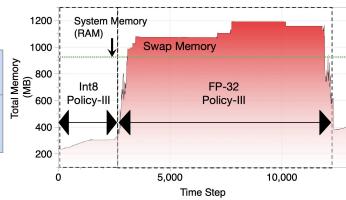


Name	Parameters	fp32 (ms)	fp32 (success)	int8 (ms)	int8 (success)	Delta
Policy III	3L, MLP (4096, 512, 1024)	208 ms	86%	11 ms	75%	19x



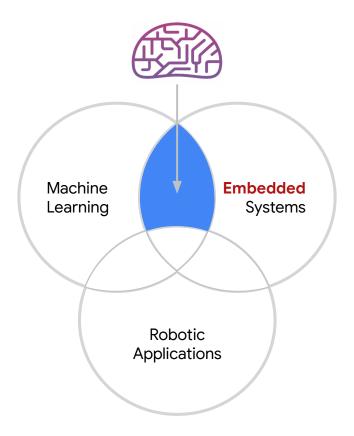
Preprocess Design a Model Train a Evaluate Optimize Convert Model Deploy Make Inferences

Name	Parameters	fp32 (ms)	fp32 (success)	int8 (ms)	int8 (success)	Delta
Policy III	3L, MLP (4096, 512, 1024)	208 ms	86%	11 ms	75%	19x



## TinyML for Robotics ⇒ End-to-end ML Workflow





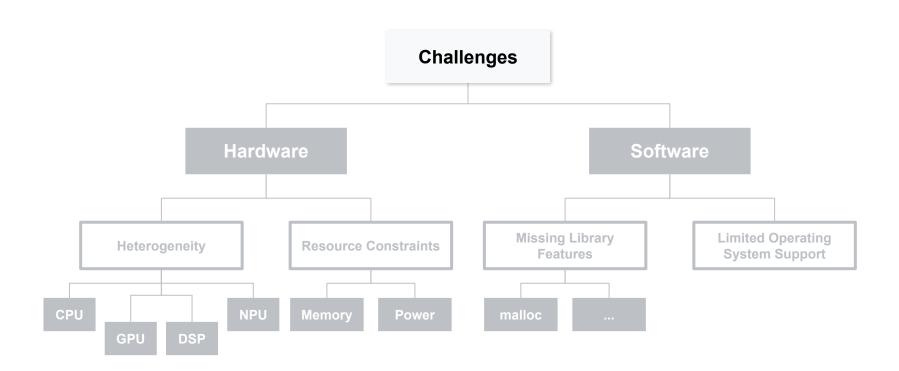


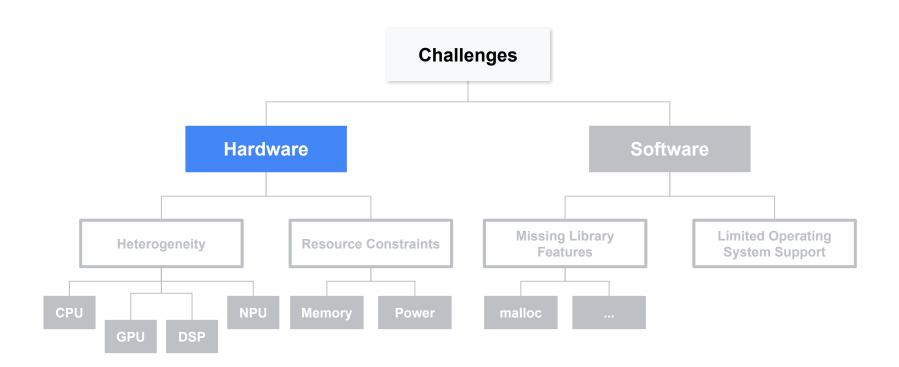


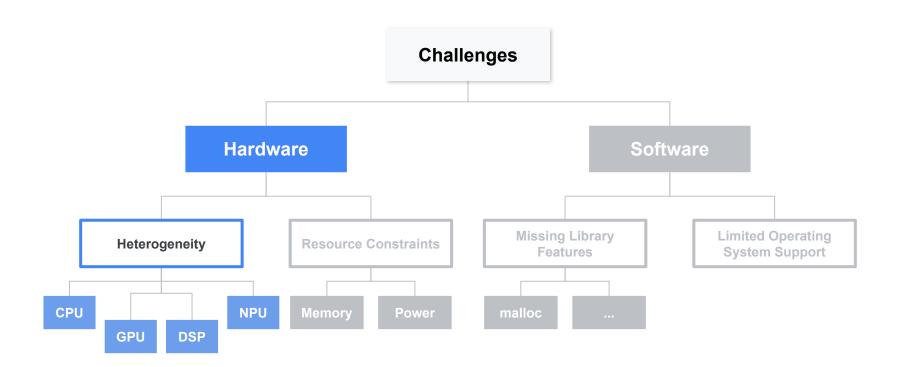


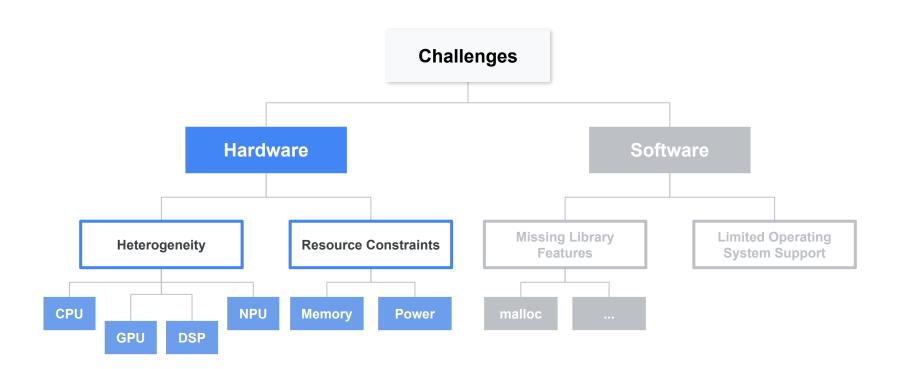


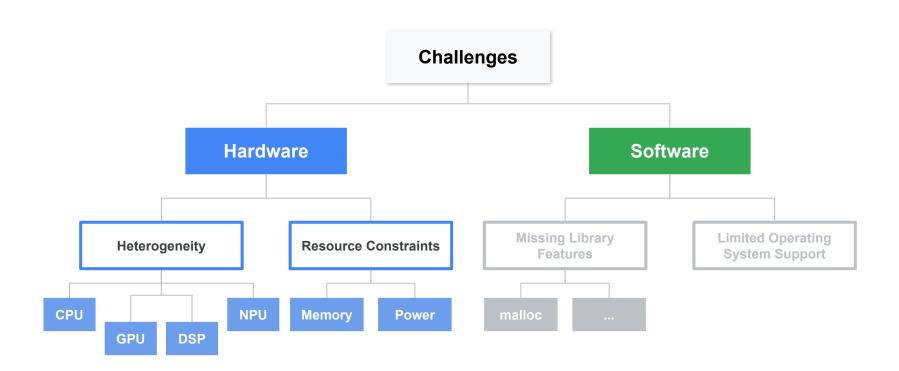
Board	MCU / ASIC	Clock	Memory	Sensors	Radio
Himax WE-I Plus EVB	HX6537-A 32-bit EM9D DSP	400 MHz	2MB flash 2MB RAM	Accelerometer, Mic, Camera	None
Arduino Nano 33 BLE Sense	32-bit nRF52840	64 MHz	1MB flash 256kB RAM	Mic, IMU, Temp, Humidity, Gesture, Pressure, Proximity, Brightness, Color	BLE
SparkFun Edge 2	32-bit ArtemisV1	48 MHz	1MB flash 384kB RAM	Accelerometer, Mic, Camera	BLE
Espressif EYE	32-bit ESP32-DOWD	240 MHz	4MB flash 520kB RAM	Mic, Camera	WiFi, BLE

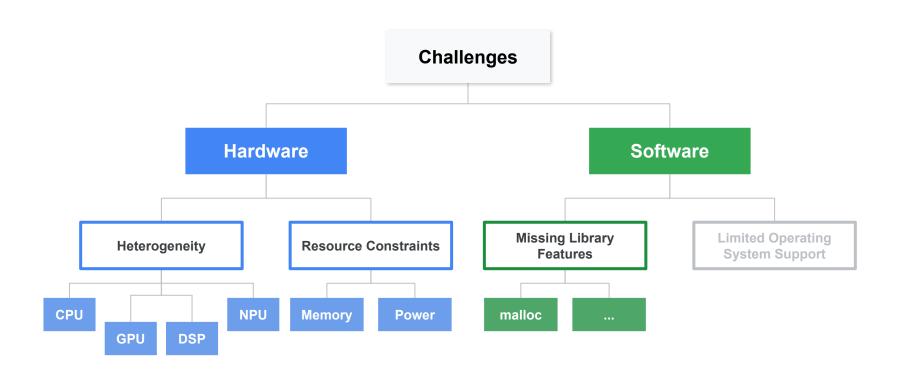


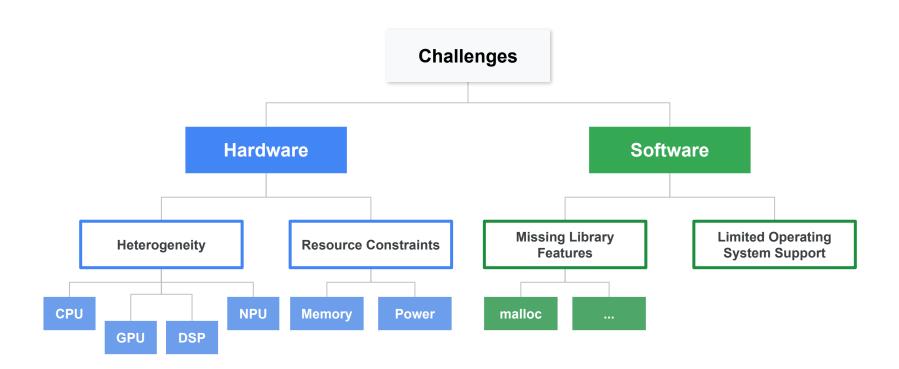


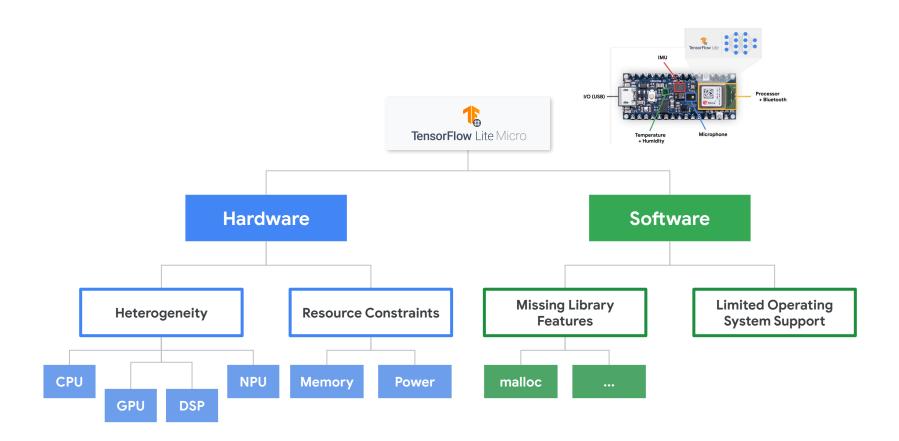












. . .





Himax WE-I Plus EVB

> SparkFun Edge 2

Espressif EYE

...



175

150

125

75

20

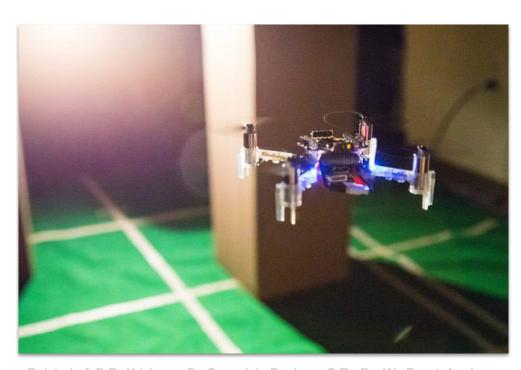
25

100 RAM Size [kB]

Source Seeking Stack Nominal Flight Stack

**Dynamic Variables** 

Free Space



Duisterhof, B.P., Krishnan, S., Cruz, J.J., Banbury, C.R., Fu, W., Faust, A., de Croon, G.C. and Reddi, V.J., 2019. Learning to seek: Autonomous source seeking with deep reinforcement learning onboard a nano drone microcontroller. arXiv preprint arXiv:1909.11236 and ICRA 2021.

# TensorFlow Lite Micro in a Nutshell

#### Built to fit on **embedded systems**:

- Very small binary footprint
- **No** dynamic memory allocation
- **No** dependencies on complex parts of the standard C/C++ libraries
- No operating system dependencies, can run on bare metal
- Designed to be portable across a wide variety of systems

#### TENSORFLOW LITE MICRO: EMBEDDED MACHINE LEARNING ON TINYML SYSTEMS

Robert David <sup>1</sup> Jared Duke <sup>1</sup> Advait Jain <sup>1</sup> Vijay Janapa Reddi <sup>12</sup> Nat Jeffries <sup>1</sup> Jian Li <sup>1</sup> Nick Kreeger <sup>1</sup> Ian Nappier <sup>1</sup> Meghna Natraj <sup>1</sup> Shlomi Regev <sup>1</sup> Rocky Rhodes <sup>1</sup> Tiezhen Wang <sup>1</sup> Pete Warden <sup>1</sup>

#### ABSTRAC

TensorFlow Lite Micro (TFLM) is an open-source ML inference framework for running deep-learning models on methoded systems. TFLM tackles the efficiency requirements imposed by emboded-yestem resource constraints and the fragmentation challenges that make cross-platform interoperability nearly impossible. The framework adopts a unique interpreter-based approved that provides flexibility while overcoming these unique challenges. In this paper, we explain the design decisions behind TFLM and describe its implementation. We present an evaluation of TFLM to demonstrate its low resource requirements and minimal run rule performance overheads.

#### 1 Introduction

Tiny machine learning (TinyML) is a burgeoning field at he intersection of methoded systems and machine learning. The world has over 250 billion microcontrollers (IC Insights, 2020), with strong growth projected over coming years. As such, a new range of embedded applications are emerging for neural networks. Because these models are extremely small (few hundred KBs), running on microcontrollers or DSP-based embedded subsystems, they can operate continuously with minimal impact on device battery life.

The most well-known and widely deployed example of fitienew TimyM. technology is keyword spotting, also called new TimyM. technology is keyword spotting, also called nesterine at al. 2017. Zhang et al., 2017. Annazoa, Apple. Google, and others use tiny neural networks on billions of devices toru analysoon inferences for keyword detection—and this is far from the only TimyML, application. Low-latency analysis and modeling of sensor signals from microphones, low-power image sensors, accelerometers, gross, PPC optical sensors, and other devices enable consumer and technologies, and other devices enable consumer and excelerometers, gross, PPC optical sensors, and other devices enable consumer and excelerometers, and other devices and because of the constraint of

Unlocking machine learning's potential in embedded de
Google <sup>2</sup>Harvard University. Correspondence to:

'Google 'Harvard University. Correspondence to: Pete Warden petewarden@google.com>, Vijay Janapa Reddi <vj@eecs.harvard.edu>.

Proceedings of the 4  $^{th}$  MLSys Conference, San Jose, CA, USA, 2021. Copyright 2021 by the author(s).

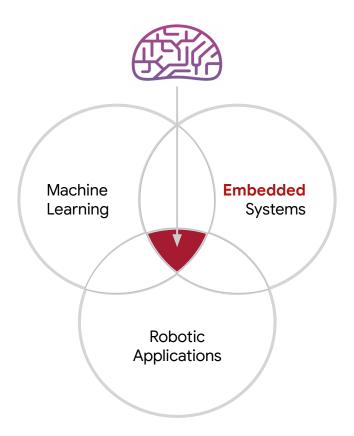
vices requires overcoming two crucial challenges. First and foremost, embedded systems have no unified TinvML framework. When engineers have deployed neural networks to such systems, they have built one-off frameworks that require manual optimization for each hardware platform. Such custom frameworks have tended to be narrowly focused, lacking features to support multiple applications and lacking portability across a wide range of hardware. The developer experience has therefore been painful, requiring hand optimization of models to run on a specific device And altering these models to run on another device necessitated manual porting and repeated optimization effort. An important second-order effect of this situation is that the slow pace and high cost of training and deploying models to embedded hardware prevents developers from easily justifying the investment required to build new features.

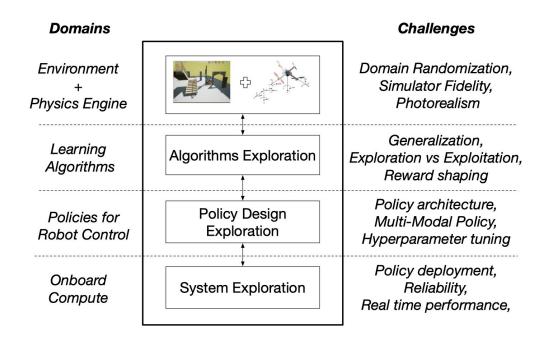
Another challenge limiting TinyML is that hardware vendors have related but separate needs. Without a generic TinyML framework, evaluating hardware performance in a neutral, vendor-agnostic manner has been difficult. Frameworks are tied to specific devices, and it is hard to determine the source of improvements because they can come from hardware, software, or the complete vertically integrated solution.

The lack of a proper framework has been a barrier to accelerating TinyML adoption and application in products. Beyond deploying a model to an embedded target, the framework must also have a means of training a model on a highercompute platform. TinyML must exploit a broad ecosystem of tools for ML, as well for orchestrating and debugging models, which are beneficial for production devices.

Prior efforts have attempted to bridge this gap. We can distill the major issues facing the frameworks into the following:

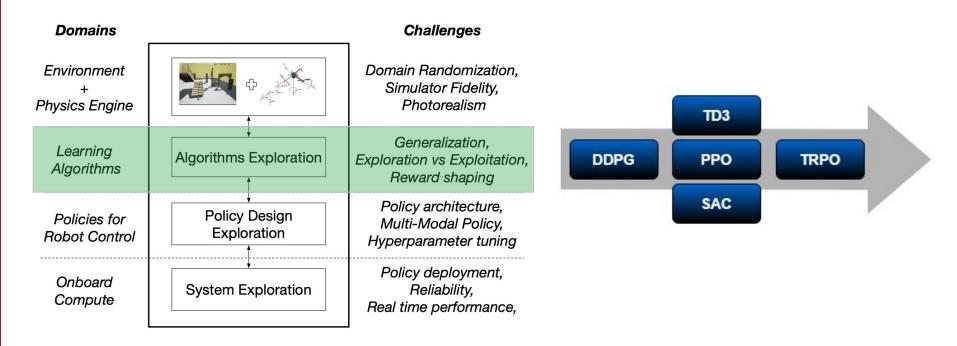
David, R., Duke, J., Jain, A., Janapa Reddi, V., Jeffries, N., Li, J., Kreeger, N., Nappier, I., Natraj, M., Wang, T. and Warden, P., 2021. TensorFlow Lite Micro: Embedded Machine Learning for TinyML Systems. Proceedings of Machine Learning and Systems, 3.

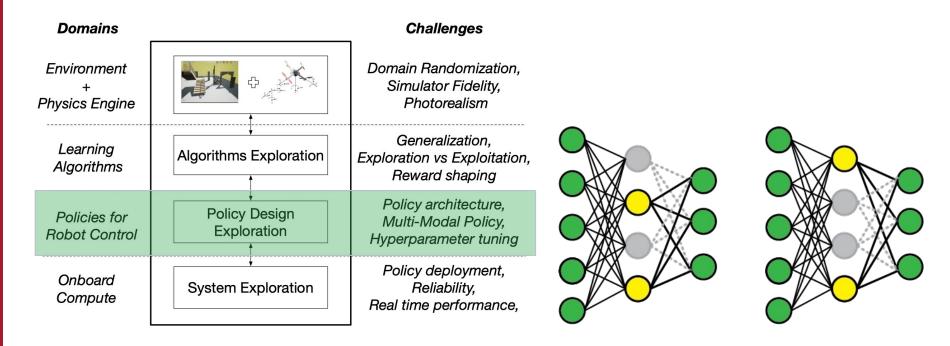


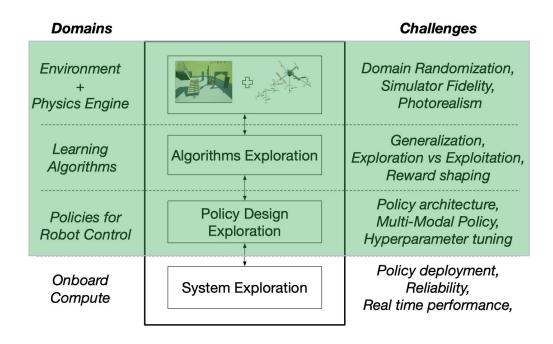


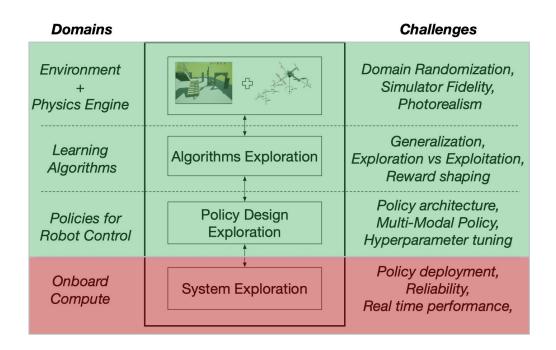
#### **Domains** Challenges Domain Randomization, **Environment** Simulator Fidelity, **Photorealism** Physics Engine Generalization, Learning Algorithms Exploration Exploration vs Exploitation, **Algorithms** Reward shaping Policy architecture, Policy Design Policies for Multi-Modal Policy, **Exploration** Robot Control Hyperparameter tuning Policy deployment, Onboard **System Exploration** Reliability, Compute Real time performance,

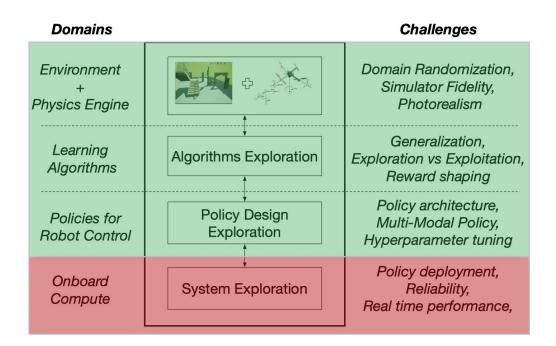


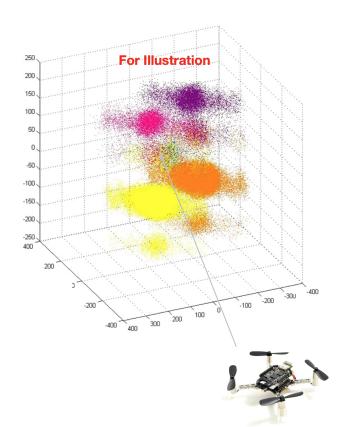


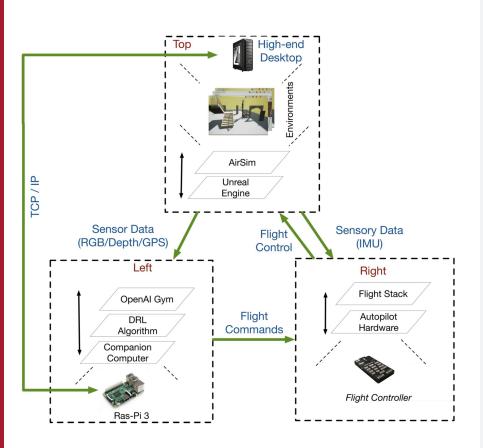






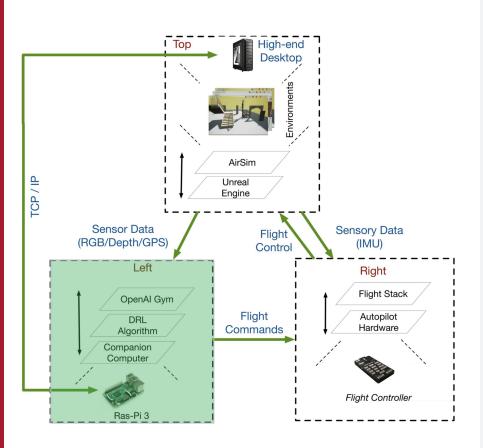






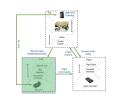
# End-to-End Learning Simulation Engines

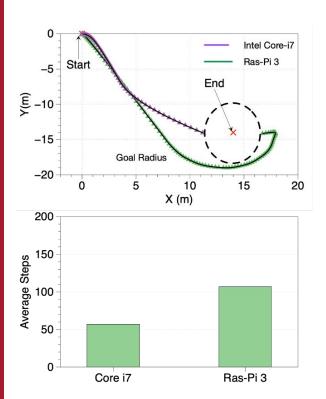
- Hardware-in-the-loop
  - Flight controller
  - Onboard compute (tinyML)

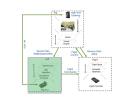


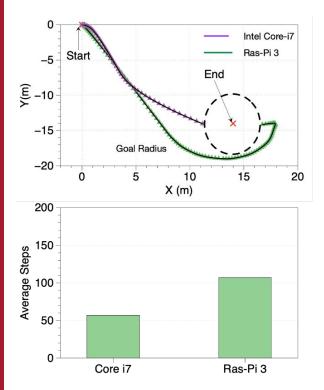
# End-to-End Learning Simulation Engines

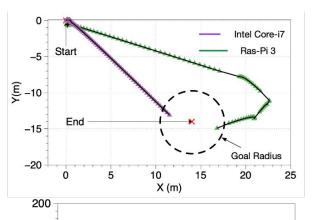
- Hardware-in-the-loop
  - Flight controller
  - Onboard compute (tinyML)

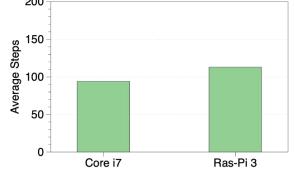


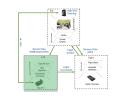


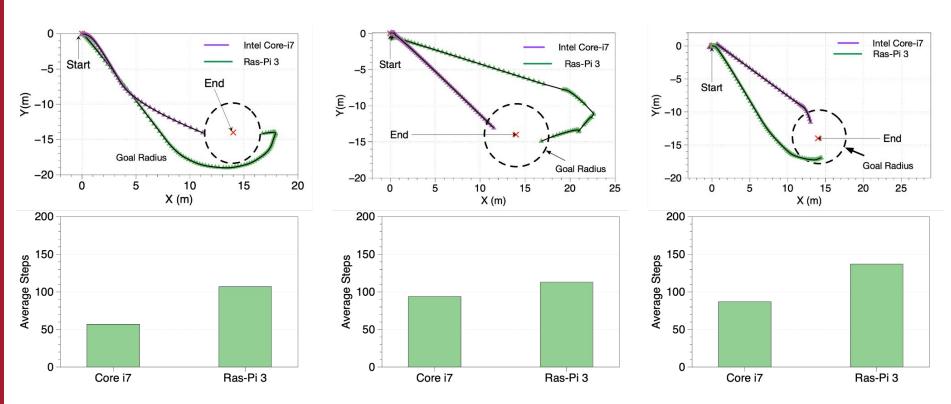


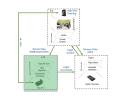






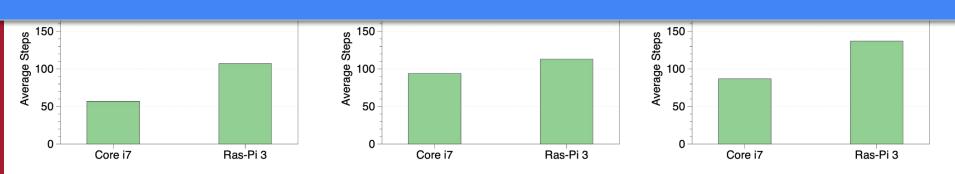








The deployment platform has a direct impact on the "performance" (success rate, latency, etc.) of the learning algorithm and so it must be taken into consistent consideration.



# Air Learning: Deep RL Gym For Autonomous Navigation

#### Built to consider the entire vertical co-design stack:

- Random environment generator for domain randomization to enable RL generalization
- Open source benchmark to train RL algorithms, policies, and reward optimizations using regular and curriculum learning
- Demonstrate the "hardware induced gap"
- Describe the significance of energy consumption and the platform's abilities when evaluating policy success rates

Machine Learning (2021) 110:2501-2540 https://doi.org/10.1007/s10994-021-06006-6



#### Air Learning: a deep reinforcement learning gym for autonomous aerial robot visual navigation

Srivatsan Krishnan¹ ⊕ · Behzad Boroujerdian² · William Fu¹ · Aleksandra Faust³ · Vijay Janapa Reddi¹.²

Received: 16 March 2020 / Revised: 2 January 2021 / Accepted: 21 May 2021 / Published online: 7 July 2021

The Author(s) 2021

#### Abstract

We introduce Air Learning, an open-source simulator, and a gym environment for deep reinforcement learning research on resource-constrained aerial robots. Equipped with domain randomization, Air Learning exposes a UAV agent to a diverse set of challenging scenarios. We seed the toolset with point-to-point obstacle avoidance tasks in three different environments and Deep Q Networks (DQN) and Proximal Policy Optimization (PPO) trainers. Air Learning assesses the policies' performance under various quality-offlight (QoF) metrics, such as the energy consumed, endurance, and the average trajectory length, on resource-constrained embedded platforms like a Raspberry Pi. We find that the trajectories on an embedded Ras-Pi are vastly different from those predicted on a high-end desktop system, resulting in up to 40% longer trajectories in one of the environments. To understand the source of such discrepancies, we use Air Learning to artificially degrade high-end desktop performance to mimic what happens on a low-end embedded system. We then propose a mitigation technique that uses the hardware-in-the-loop to determine the latency distribution of running the policy on the target platform (onboard compute on aerial robot). A randomly sampled latency from the latency distribution is then added as an artificial delay within the training loop. Training the policy with artificial delays allows us to minimize the hardware gap (discrepancy in the flight time metric reduced from 37.73% to 0.5%). Thus, Air Learning with hardware-in-the-loop characterizes those differences and exposes how the onboard compute's choice affects the aerial robot's performance. We also conduct reliability studies to assess the effect of sensor failures on the learned policies. All put together, Air Learning enables a broad class of deep RL research on UAVs. The source code is available at: https://github.com/harvard-edge/AirLearning.

 $\label{eq:keywords} \textbf{ Leep reinforcement learning} \cdot \textbf{ Autonomous aerial robots} \cdot \textbf{ Resource-constrained deep } \textbf{ RL} \cdot \textbf{ Robotics} \cdot \textbf{ Deep } \textbf{ RL challenges} \cdot \textbf{ Sim2Real} \cdot \textbf{ Real life } \textbf{ RL}$ 

Editors: Yuxi Li, Alborz Geramifard, Lihong Li, Csaba Szepesvari, Tao Wang.

Srivatsan Krishnan srivatsan@seas.harvard.edu

Extended author information available on the last page of the article

Springer

Krishnan, S., Boroujerdian, B., Fu, W. et al. Air Learning: a deep reinforcement learning gym for autonomous aerial robot visual navigation. Mach Learn 110, 2501–2540 (2021). https://doi.org/10.1007/s10994-021-06006-6

#### Components

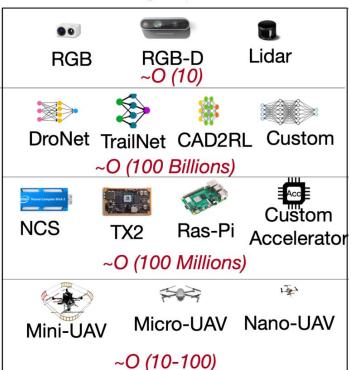
#### Design Space

Sensors

Autonomy Algorithms

Onboard Compute

UAV Platform



Off-the-shelf components

#### Components

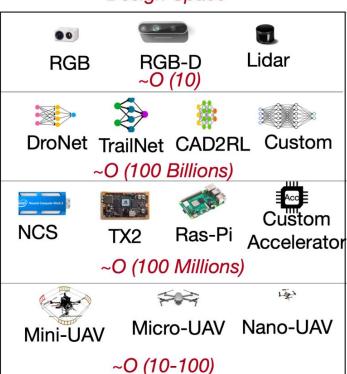
#### Design Space

Sensors

Autonomy Algorithms

Onboard Compute

UAV Platform









#### Components

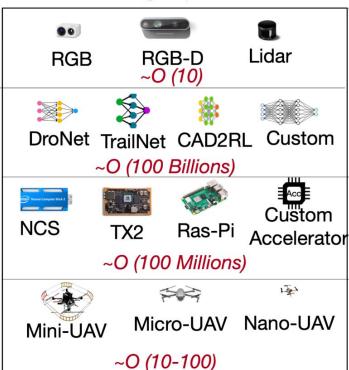
#### Design Space

Sensors

Autonomy Algorithms

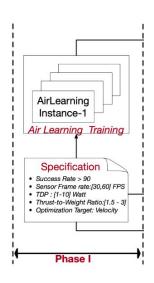
Onboard Compute

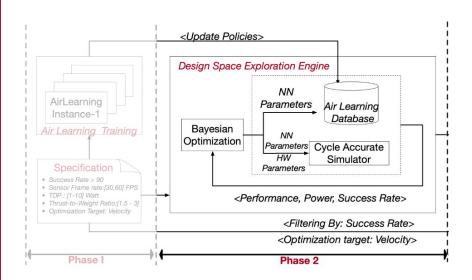
UAV Platform

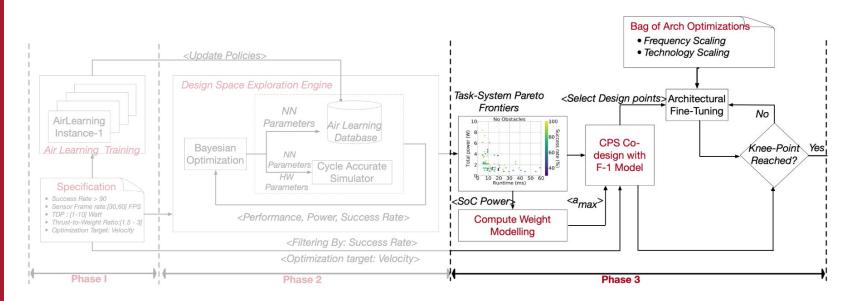


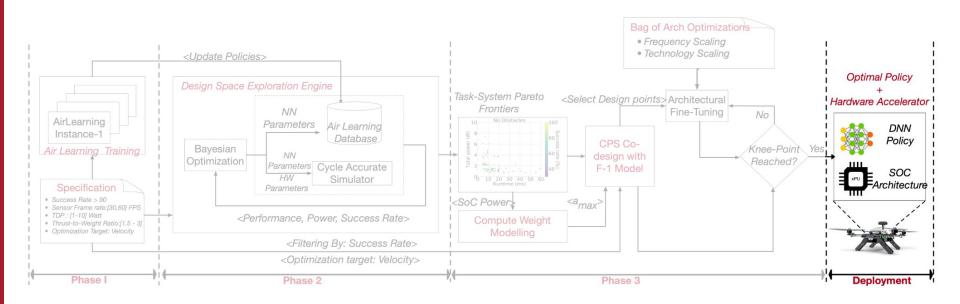


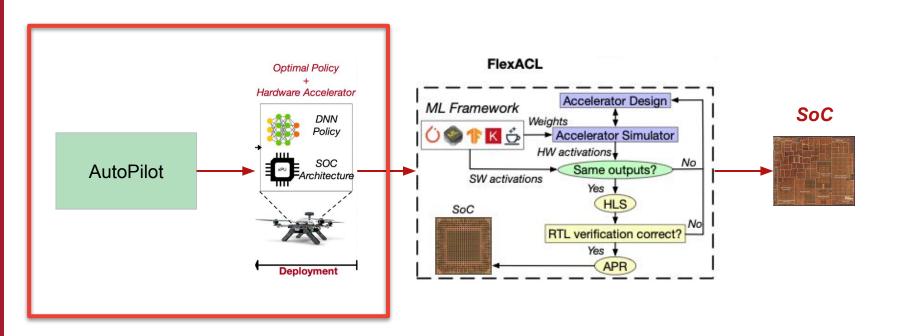
#### Design Space Components 00 Sensors Lidar RGB-D **RGB** ~0 (10) Mini-UAV #000000 #00000 System Autonomy **DroNet** TrailNet CAD2RL Custom **Algorithms** ~O (100 Billions) Micro-UAV AutoPilot System Custom Onboard **NCS** TX2 Ras-Pi Accelerator Compute ~O (100 Millions) Nano-UAV 131 500 System UAV Micro-UAV Nano-UAV Mini-UAV **Platform** ~O (10-100)

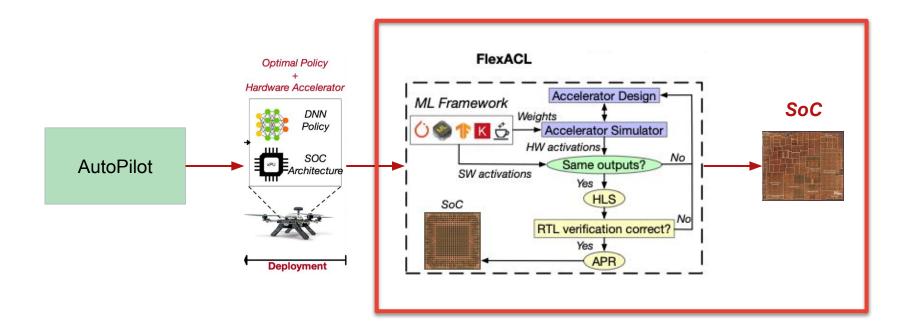












## AutoPilot: Automating Co-Design for Autonomy

#### **Automate the search for compute for autonomous robots:**

- Explore the **cyber-physical design space**
- Design custom computing solutions, rather than existing off-the-shelf components for maximizing efficiency
- Collectively optimize across a wide range of different
   parameters that would not be possible without "AutoDSE"

#### AutoPilot: Automating Co-Design Space Exploration for Autonomous UAVs

Srivatsan Krishnan<sup>†</sup>, Zishen Wan<sup>†</sup>, Kshitij Bhardwaj<sup>†</sup>, Paul Whatmough<sup>∓</sup>, Aleksandra Faust<sup>§</sup>, Sabrina M. Neuman<sup>†</sup>, Gu-Yeon Wei<sup>†</sup>, David Brooks<sup>†</sup>, and Vijay Janapa Reddi<sup>†</sup>

†Harvard University <sup>∓</sup>ARM Research §Google Brain Research

#### Abstract

2021

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Building domain-specific accelerators for autonomous unmanned aerial vehicles (UAVs) is challenging due to a lack of systematic methodology for designing onboard compute. Balancing a computing system for a UAV requires considering both the cyber (e.g., sensor rate, compute performance) and physical (e.g., payload weight) characteristics that affect overall performance. Iterating over the many component choices results in a combinatorial explosion of the number of possible combinations: from 10s of thousands to billions, depending on implementation details. Manually selecting combinations of these components is tedious and expensive. To navigate the cyber-physical design space efficiently, we introduce AutoPilot, a framework that automates full-system UAV co-design. AutoPilot uses Bayesian optimization to navigate a large design space and automatically select a combination of autonomy algorithm and hardware accelerator while considering the cross-product effect of other cyber and physical UAV components. We show that the AutoPilot methodology consistently outperforms general-purpose hardware selections like Xavier NX and Jetson TX2, as well as dedicated hardware accelerators built for autonomous UAVs, across a range of representative scenarios (three different UAV types and three deployment environments). Designs generated by AutoPilot increase the number of missions on average by up to 2.25x, 1.62×. and 1.43× for nano. micro. and mini-UAVs respectively over baselines. Our work demonstrates the need for holistic full-UAV co-design to achieve maximum overall UAV performance and the need for automated flows to simplify the design process for autonomous cyber-physical systems.

#### 1. Introduction

Unmanned aerial vehicles (UAVs) are on the rise in real-world deployments [75, 52, 15, 62], but building computing systems for these platforms remains challenging. They are complex systems in which the traditional computing platform is just one component among many others. To achieve overall performance, it is important to understand what implications other UAV components have on the design of onboard compute.



Figure 1: AutoPilot efficiently automates navigation of the large UAV component design space to co-design optimal on-board compute across a range of autonomous UAV systems.

Co-designing hardware accelerators with other UAV components requires navigating a large design space (see Fig. 1), e.g.,  $100^{\circ}$  of UAVs  $\{44\} \times mtllions$  of HW accelerators  $\{78\} \times btllions$  of autonomy algorithm neural network model paramaters  $\{22\} \times 100^{\circ}$  of sensors  $\{45\} \approx 10^{38}$ . Worse, this number is still conservative since each UAV type includes additional components such as a flight controller and a battery. Taming this large space can be expensive and tedious. Automating the co-design of the hardware accelerator and other UAV system components can optimize mission performance while keeping design overheads low as UAV systems evolve.

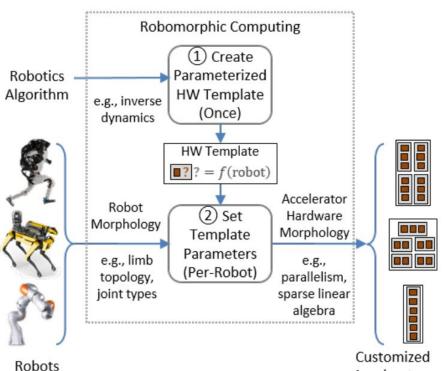
Key challenges in UAV design include the ability to systematically navigate the large design space of components, and understanding which combinations of these components maximize overall UAV performance. While specialized hardware is critical for compute efficiency, designing it is an expensive process. It is essential to establish automated design methodologies that remain arelia ge future autonomous systems evolve.

To address these challenges, we introduce AutoPitot: a a cyler-physical co-design automation framework for a cyler-physical co-design automation framework from tomomous UAVs. Given a high-level specification of autonomy stask, UAV type, and mission goals. AutoPitot automation anavigates the large design space to perform full-system UAV co-design to generate a combination of autonomy algorithm and corresponding hardware accelerator to maximize overall UAV performance (e.g., number of missions).

The AutoPilot takes a high-level specification for the auton-

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### Beyond UAVs



#### Robomorphic Computing: A Design Methodology for Domain-Specific Accelerators Parameterized by Robot Morphology

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Robotics applications have hard time constraints and heavy com-

putational burdens that can greatly benefit from domain-specific

hardware accelerators. For the latency-critical problem of robot mo-

tion planning and control, there exists a performance gap of at least

an order of magnitude between joint actuator response rates and

state-of-the-art software solutions. Hardware acceleration can close

this gap, but it is essential to define automated hardware design

flows to keep the design process agile as applications and robot plat-

forms evolve. To address this challenge, we introduce robomorphic

computing: a methodology to transform robot morphology into a

customized hardware accelerator morphology. We (i) present this

design methodology, using robot topology and structure to exploit

parallelism and matrix sparsity patterns in accelerator hardware;

(ii) use the methodology to generate a parameterized accelerator

design for the gradient of rigid body dynamics, a key kernel in

motion planning; (iii) evaluate FPGA and synthesized ASIC imple-

mentations of this accelerator for an industrial manipulator robot;

and (iv) describe how the design can be automatically customized

for other robot models. Our FPGA accelerator achieves speedups of

8× and 86× over CPU and GPU when executing a single dynamics

gradient computation. It maintains speedups of 1.9x to 2.9x over

CPU and GPU, including computation and I/O round-trip latency,

when deployed as a coprocessor to a host CPU for processing mul-

tiple dynamics gradient computations. ASIC synthesis indicates

an additional 7.2× speedup for single computation latency. We de-

scribe how this principled approach generalizes to more complex

robot platforms, such as quadrupeds and humanoids, as well as to

other computational kernels in robotics, outlining a path forward

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for future robomorphic computing accelerators.

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ABSTRACT

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#### CCS CONCEPTS

Hardware → Hardware accelerators;
 Computer systems organization → Robotics.

#### KEYWORDS

robotics, hardware accelerators, dynamics, motion planning

#### ACM Reference Format:

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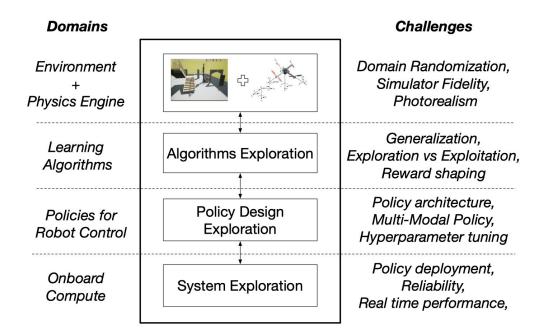
#### 1 INTRODUCTION

Complex robots such as manipulators, quadrupeds, and humanoids that can safely interact with people in dynamic, unstructured, and unpredictable environments are a promising solution to address critical societal challenges, from elder care [24, 53] to the health and safety of humans in hazardous environments [34, 60]. A major obstacle to the deployment of complex robots is the need for high-performance computing in a portable form factor. Boobs perception, localization, and motion planning applications must be run online at real-time rates and under strict power budgets [12, 26, 47, 55].

Domain-specific hardware acceleration is a emerging solution to this problem, building on the success of accelerators for other domains such as neural networks [7, 23, 49]. However, while accelerators have improved the power and performance of robot perception and localization [7, 49, 56], relatively little work has been done for motion planning [33, 38].

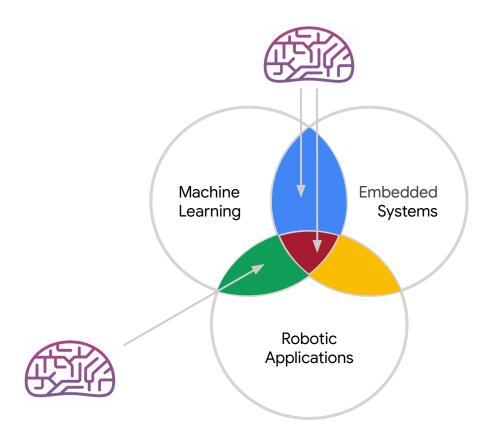
Motion planning algorithms calculate a valid motion path from a robot's initial position to a goal state. Online motion planning approaches [41, 57] rely heavily on latency-critical calculation of functions describing the underlying physics of the robot, e.g., rigid body dynamics and its gradient [5, 14, 18]. There exist several software implementations that are sufficient for use in traditional control approaches [6, 16, 22, 27, 36, 39], but emerging techniques such as whole-body nonlinear model prefictive control (MPC) [9, 26] reveal a performance gap of at least an order of magnitude:

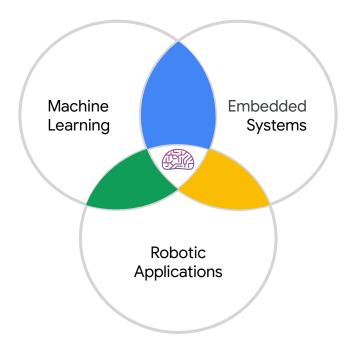
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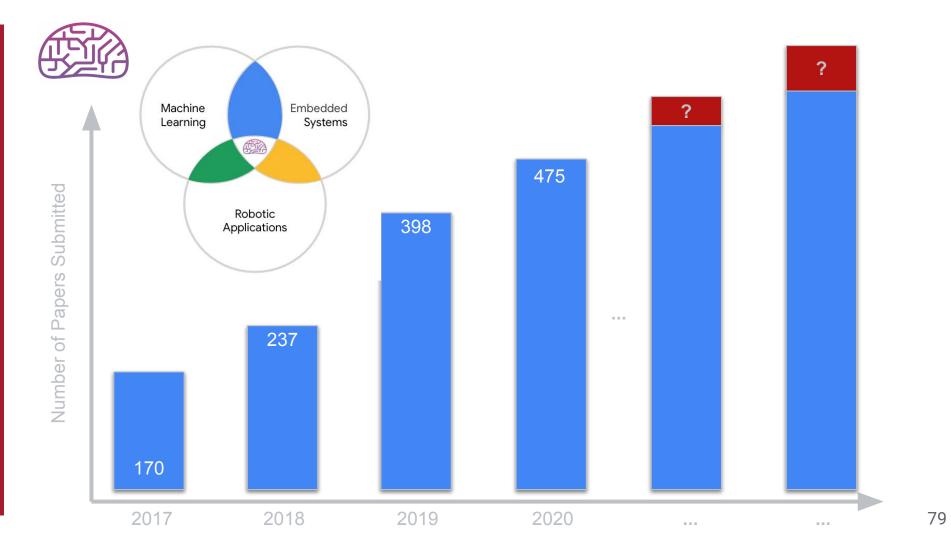


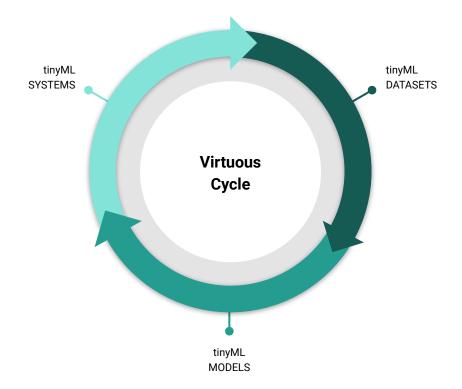




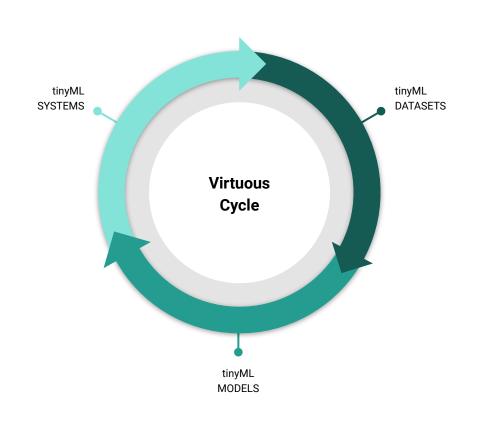




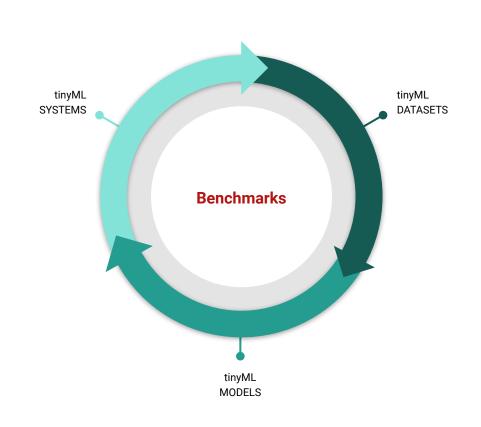




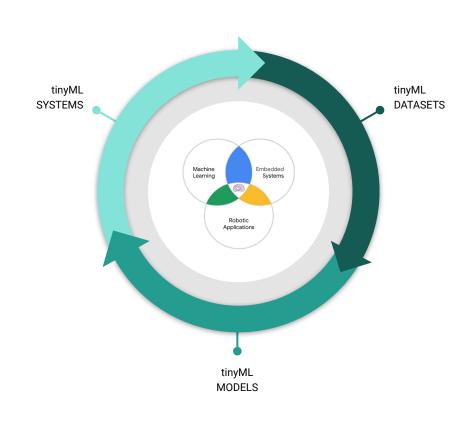




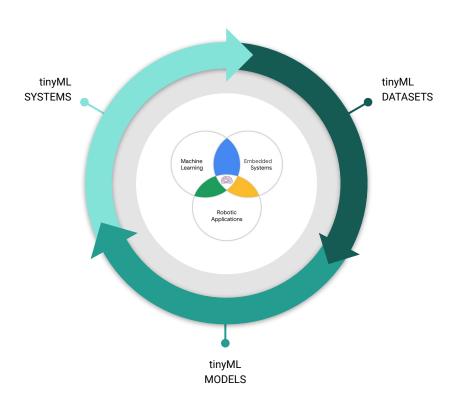














- Tiny machine learning (tinyML): ML applications on low-power, cheap, commodity hardware.
- Focus on always-on machine learning use cases for robotics with rich sensory input.
- How can tinyML impact robotics?



Mark Mazumder



Colby Banbury



Brian Plancher



Srivatsan Krishnan



Bardienus Duisterhof



Will Fu



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Aleksandra Faust



Pete Warden



Laurence Moreney



# The Future of Robot Learning is Tiny and Bright.