Combined Management of Power- and Quality of Service in Distributed Embedded Video Surveillance Systems

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Abstract

In this paper we present PoQoS, a novel approach for combined management of power- and quality of service (QoS) in distributed embedded video surveillance systems. PoQoS allows the implementation of hardware-tailored dynamic power management schemes for all individual QoSlevels. The proposed approach also offers an extensible model for implementing PoQoS in an overall distributed video surveillance systems.

We demonstrate the feasibility of PoQoS in a simple experimental setup for video surveillance. Experimental results show that the approach leads to power savings of up to about 25%.

Keywords: Video Surveillance; Distributed Embedded Systems; Dynamic Power Management; QoS; DSP; Real-Time MPEG-4 Streaming;

1. Introduction

3rd generation video surveillance has become an important research area over the last years due to its various different applications. Recent embedded video surveillance systems combine video sensing, data-compression and analysis as well as short- or long-term storage.

Beside high demands in computing performance, power efficiency is also of major importance in embedded surveillance systems. For instance, recent applications need to deliver compressed video data in high-level *quality of service (QoS)* while using devices that are solar- or batterypowered. Furthermore, safety critical applications like, e.g., traffic surveillance, typically have strict requirements reliability.

Fig. 1 summarizes the main reasons that indicate the use of power aware video surveillance. In order to allow a power aware implementation of distributed video surveillance, we present a novel and generic approach for combined manHelmut Schwabach Video & Safety Technology ARC Seibersdorf Research, AUSTRIA helmut.schwabach@arcs.ac.at



agement of power- and quality of service ('*PoQoS*'). Po-QoS takes use of individual and device specific local dynamic power management strategies that respect the actual executed QoS-level. Furthermore, we present a generic implementation of PoQoS for DSP-based hardware platforms that demonstrates the feasibility of the proposed approach. Experimental results show that PoQoS leads to power savings of up to about 25%.

2. Related Work

2.1. 3rd Generation Video Surveillance

Video surveillance is an area with widely spread different applications. In this work, we focus on 3rd generation video surveillance as described in [1]. It is based on the recent employment of embedded intelligent video sensors [2], [3]. These sensors combine video sensing with image processing and data communication. The design of the processing unit allows to yield various parameters of a captured scene and to compress a live video-stream simultaneously.

In safety critical applications such as traffic surveillance, it allows the recognition of dangerous situations and the generation of alarm signals to avoid consecutive endangerment of the situation. For instance, stationary vehicle detection is used to detect accidents or traffic jams that cause dangerous situations. Further applications [4] include the surveillance of buildings, persons or container shipping.

2.2. Power Reduction Approaches

Minimizing the power consumption of electronic systems is an area of intense research. A lot of different power reduction approaches have been described in the literature [5].

A commonly used online method is *Dynamic Power Management (DPM)* [6]. DPM is based on the observation that a lot of power is wasted because of system components that are fully powered up even if they are not in use. Thus, the basic idea behind DPM is that individual components can be switched to different operating states (like 'working', 'idle', 'sleeping' etc.) during runtime. Each operating state is characterized by a different set of power- and performance- parameters.

The commands to change a component's operational state are typically issued by a central power manager. The commands are issued due to a corresponding power management policy. In order to decide which command to issue the power manager must have individual knowledge about the system's workload behavior. It also must take into account that changing a components operational state takes a specific time leading to latency of the device.

2.3. QoS in Video Surveillance

Typical QoS-parameters in video surveillance are video data quality and its distortions in network transmission. It also includes user perceived quality metrics such as the number of frames per second (fps), the image size, data rate or blockiness. However, further quality parameters like the availability of the service are also taken into account.

QoS is also linked with power parameters. For instance, in case of low energy in parts of the system, the QoS can also get seriously affected and degraded. If video data is processed, the time of computing activity of the processing unit and therefore its consumed power typically depends on the quality of the video data. QoS-adaptation focuses on a trade-off between the loss of quality and the reduction of power consumption. The degree of freedom in adapting QoS-parameters strictly depends on its designated application.

In a safety critical application like video surveillance of traffic control, a degradation of the QoS-level may be unacceptable when it appears during the capturing of an accident. Therefore, this may only be carried out with respect to the QoS-specification of the target's application.

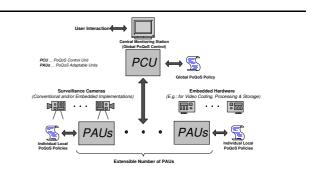


Figure 2. Architectural Concept of PoQoS

3. Combined Management of Power- and QoS

As mentioned before, the sole adaptation of QoS does not inevitably result in power savings due to remaining idle processing activity. Furthermore, optimal power reduction is only achieved if target-specific power reduction policies are used to allow hardware tailored DPM.

Thus, we focus on applying hardware tailored DPM policies for all individual QoS-levels. Our proposed scheme of combined dynamic power- and QoS-management ('*Po-QoS*') [7] also offers an extensible model for its implementation in distributed embedded video surveillance systems. The approach is based on some ideas presented in [8] and is described more detailed in [9].

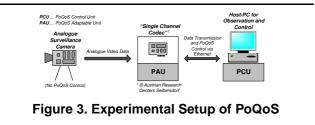
3.1. Architectural Concept

The infrastructure of an video surveillance system typically consists of a central monitoring station that is connected to a various number of system devices whose powerand QoS-level is adaptable dynamically. In PoQoS, all these units get abstracted due to their use for distributed dynamic power- and QoS-management.

Fig. 2 illustrates the architectural concept of PoQoS that mainly consists of a single *PoQoS Controller Unit (PCU)* and a variable number of *PoQoS Adaptable Units (PAUs)*.

PoQoS Controller Unit (PCU): The PCU implements the interface in between the user and the *PoQoS Adaptable Units (PAUs)*. A user interaction causes the PCU to issue commands to the PAUs corresponding to global PoQoS policies. There exist dedicated global PoQoS policies for different operation modes of the system. For instance, in alarm situations (e.g., due to an accident in traffic surveillance) it is usually necessary to deliver video data at best possible QoS. Thus, proper global PoQoS settings ensure that application specific QoS-demands are not degraded due to power saving attempts by a PAU.

PoQoS Adaptable Units (PAUs): A PAU is any device in the system whose PoQoS parameters are dynamically configurable. Examples of PAUs include video sensors, pro-



cessing units or network devices. Since a PAU's operation in a lower QoS-level usually leads to longer idle periods of its components, it makes sense to apply DPM as well. In PoQoS, each PAU employs its individual device specific implementation of DPM. Thus, a PAU contains its locally stored individual DPM policies for corresponding QoS-levels, i.e., it has its individual local PoQoS policies.

A PAU also contains a local lookup table with a set of its predefined PoQoS levels. It lists the PAU's QoS-levels and their corresponding power consumption. Its purpose is to provide on demand information for the PCU. Obviously, the more PoQoS levels a PAU has, the better it is adaptable to actual requirements. The PAU also needs to deliver on demand status information to the PCU and to execute the Po-QoS control commands issued by the PCU.

3.2. Communication Scheme

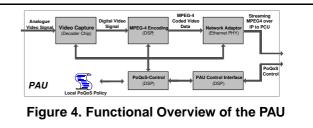
PoQoS is specified to be applied upon a heterogenous network environment. Thus, it assumes as little as possible about the underlying network. It uses both event- and time-driven interaction schemes that work independent of the underlying network topology and communication protocol.

PoQoS allows the definition of different events for both PCU and PAUs. In the PCU for instance, user interaction causes an event. It stimulates an action like to issue a Po-QoS command by sending a message to a PAU. If the PCU or a PAU sends a message, the receiver needs to acknowledge its received content in order to avoid communication errors. Furthermore, the PCU uses a time-driven observation scheme for the PAUs in order to recognize malfunction or breakdown of a single unit.

4. Feasibility Study of PoQoS

We evaluate the feasibility of PoQoS with a simple experimental setup that implements video sensing and encoding. Fig. 3 shows a block diagram of our experimental Po-QoS configuration.

The setup contains a camera that delivers an analogue video signal in full PAL resolution at 25fps. It is directly connected to a DSP-based hardware MPEG-4 compliant. Fig. 4 gives a functional overview on the "Single Chan-



nel Codec" (SCC, designed by the *Austrian Research Centers Seibersdorf*) that is used as PAU. However, the camera cannot change its PoQoS parameters and therefore it is not used as PAU in this setup. The SCC captures the analogue video signal, performs MPEG-4 encoding (simple profile) and real-time IP-streaming. The MPEG-4 encoding is performed by the DSP in software (ATEME). The network connectivity is given by a TCP/IP stack from Texas Instruments, whereas real-time protocol (RTP) and multicast transmission is used. In our setup, the network bandwidth is reduced to a maximum of about 1.5MB/s (in PAL resolution with 25fps).

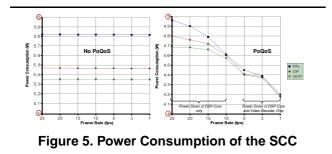
The SCC contains a video decoder chip and is capable of using composite video as input. Its main part is a TMS320DM642 DSP from Texas Instruments, that also provides an internal ethernet media access controller (EMAC). Thus, the PHY-transceiver gets directly connected to the DSP.

The DSP powers-down its processor core by register control and gets woken up by predefined interrupt sources. Changing the DSP-core's power mode only takes a few clock cycles. Thus, the effect of latency is negligible. The video decoder chip also offers a power down mode that is controlled via I^2C (hosted by the DSP). In contrast to the DSP-core, altering the power mode takes a varying amount of time that cannot be neglected. Thus, it gets only powered down when lower frame rates are executed and longer idle activity of the device is guaranteed. However, measurements showed that the PHY-device cannot be used for Po-QoS due to setup problems with the TCP/IP stack that was used.

We applied a generic implementation of PoQoS for DSPbased embedded PAUs in order to allow easy porting to other DSP-based hardware platforms whose onboard components can be abstracted as PMCs.

The RTOS ('DSP/BIOS') of the C6000 series from Texas Instruments provides so called 'hooks' that are called upon specific events such as task switches. In the given application, the local power manager is called upon every task switch by the hook. The power manager maintains a data structure for each individual task, containing data about all corresponding PMCs that are used by the task.

Each PMC also has several associated additional ele-



ments, including its DPM policy, its actual power state and a mechanism for changing the power state. Our implementation has no limitations in terms of the use of static or adaptive DPM-policies or the number of power states of each power manageable components (PMCs).

Furthermore, a data structure containing the following elements is kept: (1) a task-enter callback function (its return value determines the next power state of the PMC); (2) a task-leave callback function (its return value determines the next power state of the PMC); (3) a pointer to an arbitrary policy data structure. Upon each task switch, the power manager determines the set of PMCs that have been used by the last task and those that will be used by the next task. Furthermore, the power manager collects data about busy and idle periods and to decide upon the appropriate power state of the PMC for the next idle/busy period.

5. Experimental Results

The total power consumption of the SCC is measured by a digital oscilloscope using a current probe.

In the 'standard' implementation (i.e., without Po-QoS), the power consumption of the SCC varies from about 5.82W(PAL) and 5.47W(CIF) to 5.36W(QCIF). Measurements showed that these values are independent of the frame rate due to idle clocking activity of the DSP core and the video decoder. The power consumption is also measured under different PoQoS-levels (i.e., with different DPM policies for each QoS-level) as depicted in fig. 5.

Fig. 6 shows the effect of PoQoS on the profile of the total power consumption of the SCC. At less than 10 fps, another policy gets used that also also powers down the video decoder chip for a longer period of time without risking latency effects due to its previously described behavior.

6. Conclusion

In this paper we have presented PoQoS, a novel control approach for combined power- and QoS-management in distributed video surveillance systems. We have demonstrated the feasibility of our approach on a simple exper-

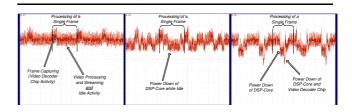


Figure 6. Profile of Total Power Consumption

imental setup containing an embedded DSP-platform. Experimental results indicated power savings of up to about 25%.

Future work includes the implementation of PoQoS in a multiprocessor platform for intelligent video sensing ('*SmartCam*') that consists of an Intel XScale processor and two TI-C6x DSPs. Further work aims in the overall implementation of PoQoS in a distributed heterogenous video surveillance system that includes several different embedded platforms.

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