



Simplifying Al accessibility and deployment on MPUs



Embedding innovation into products with Al



Industrial

- Visual anomaly detection
- OCR and barcode reading



- Voice assistance (Local NLP)
- Face recognition
- Pose estimation





Smart city

- People / object detection
- Vehicle / pedestrian recognition and tracking
- Traffic management

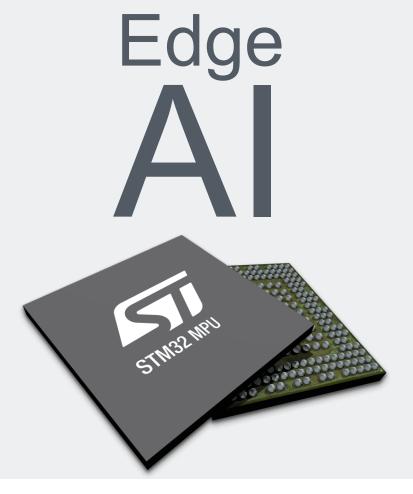
Smart robots & drones

- Depth estimation
- People / object detection
- Semantic segmentation and obstacle avoidance





Maximizing application benefits





Ultra-low latency
Real-time applications



Privacy & security

No raw data sent to the cloud



Improved accuracy
Adapt to local environment



Sustainable on energy

Low-power consumption



Reduced data transmission
Generate meaningful

information



Advanced experience

Personalized features



Moving AI on STM32 MPU to the next level

Meeting the challenge of embedded Al users





Further simplify AI accessibility and deployment

- Application code examples with Al
- APIs to streamline AI deployment on target



Help on decision-making process

- What model should I use for edge AI?
- Which platform will support my use-case?
- How to start developing an edge Al application?



Speed-up the design and reduce the time to market







STM32MP2 MPU series Get 1.35 TOPS with Al-accelerated MPUs

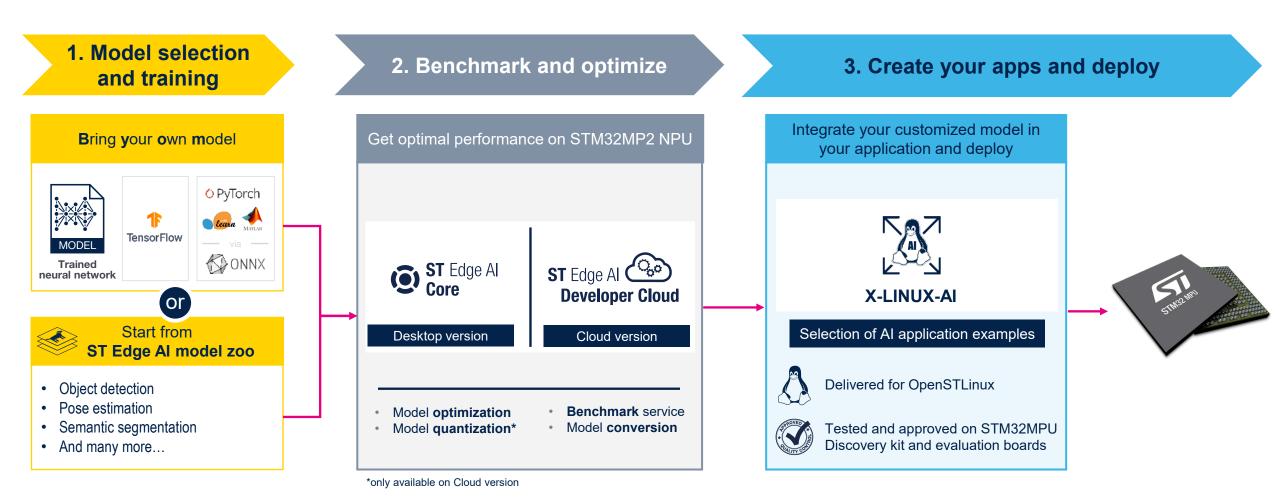


	Security options
1	available for all
	STM32MP2 MPUs

Product lines	Cortex- A35	CPU	Cortex- M33	Coprocessor	AI NPU	GPU LVDS/DSI	FD-CAN	Ethernet	Video Hardware accelerator	PCle Gen2 / USB3
STM32MP257 Incl. Al HW accelerator	2	Up to 1.5 GHz	1	400 MHz	•	•	3	3	H.264	•
STM32MP255 Incl. Al HW accelerator	2	Up to 1.5 GHz	1	400 MHz	•	•	3	2	H.264	•
STM32MP253	2	Up to 1.5 GHz	1	400 MHz			3	2		•
STM32MP251	1	Up to 1.5 GHz	1	400 MHz				1		•
STM32MP23x Incl. Al HW accelerator	2	Up to 1.5 GHz	1	400 MHz	•	•	2	2	H.264 dec	
STM32MP21x	1	Up to 1.5 GHz	1	300 MHz			2	2		



Seamlessly integrate AI in your STM32MPx projects





Optimize your model



Desktop version

- ✓ Model optimization
- ✓ Benchmark on local MP2 board
- ✓ Model conversion





Cloud version

- ✓ Model optimization
- ✓ Model quantization
- ✓ Benchmark on board farm
- ✓ Model conversion

Supported AI models





Supported AI formats

- NT8 quantized per tensor (NPU)
- INT8 quantized per channel (GPU)
- Dynamic fixed point 16b (GPU)

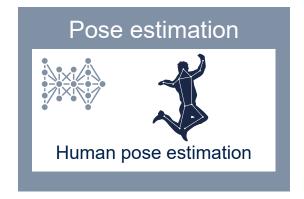
Al execution engines on the MPU

- NPU (preferred)
- GPU
- CPU

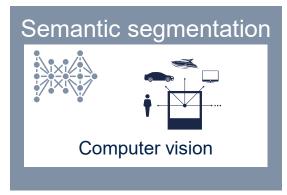


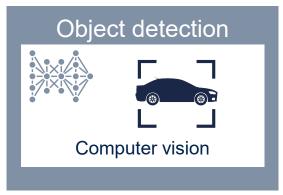
Start from an existing model: ST Edge Al Model Zoo

A collection of application-oriented models optimized for STM32 MPUs











Hosted on GitHub



Model training scripts

- Scripts to train models with your own dataset
- Generate and validate your model



X-LINUX-AI: an extensive package for OpenSTLinux





STM32 MPU agnostic Compatible with all STM32 MPU



All-in-one solution

All packages needed to bring Al to the edge



AI frameworks and Apps

- Al frameworks to execute neural network models
- Selection of Al application examples
- Al model benchmark application tools for STM32 MPU



Tooling framework

Python3, Gstreamer, OpenCV to quickly develop applications



OpenSTLinux DistributionDelivered for OpenSTLinux



Tested and approved on STM32MPU discovery kit and evaluation boards



Embedding edge AI with OpenSTLinux











Save time

- Immediately start by selecting a model from ST Edge Al Model
 Zoo
- Get free application code example from X-LINUX-AI



Choose the best hardware

- Benchmarking service via ST Edge Al Developer Cloud
- Save workload and money



Maximize AI performance on STM32 MPU

- Benefit from the ST Edge Al Core performance
- Seamlessly run your AI on neural accelerator



Ease integration in your ML workflow

Use a unified API and Python scripts to optimize your ML workflow



Our technology starts with You





ST logo is a trademark or a registered trademark of STMicroelectronics International NV or its affiliates in the EU and/or other countries. For additional information about ST trademarks, please refer to www.st.com/trademarks.

All other product or service names are the property of their respective owners.

