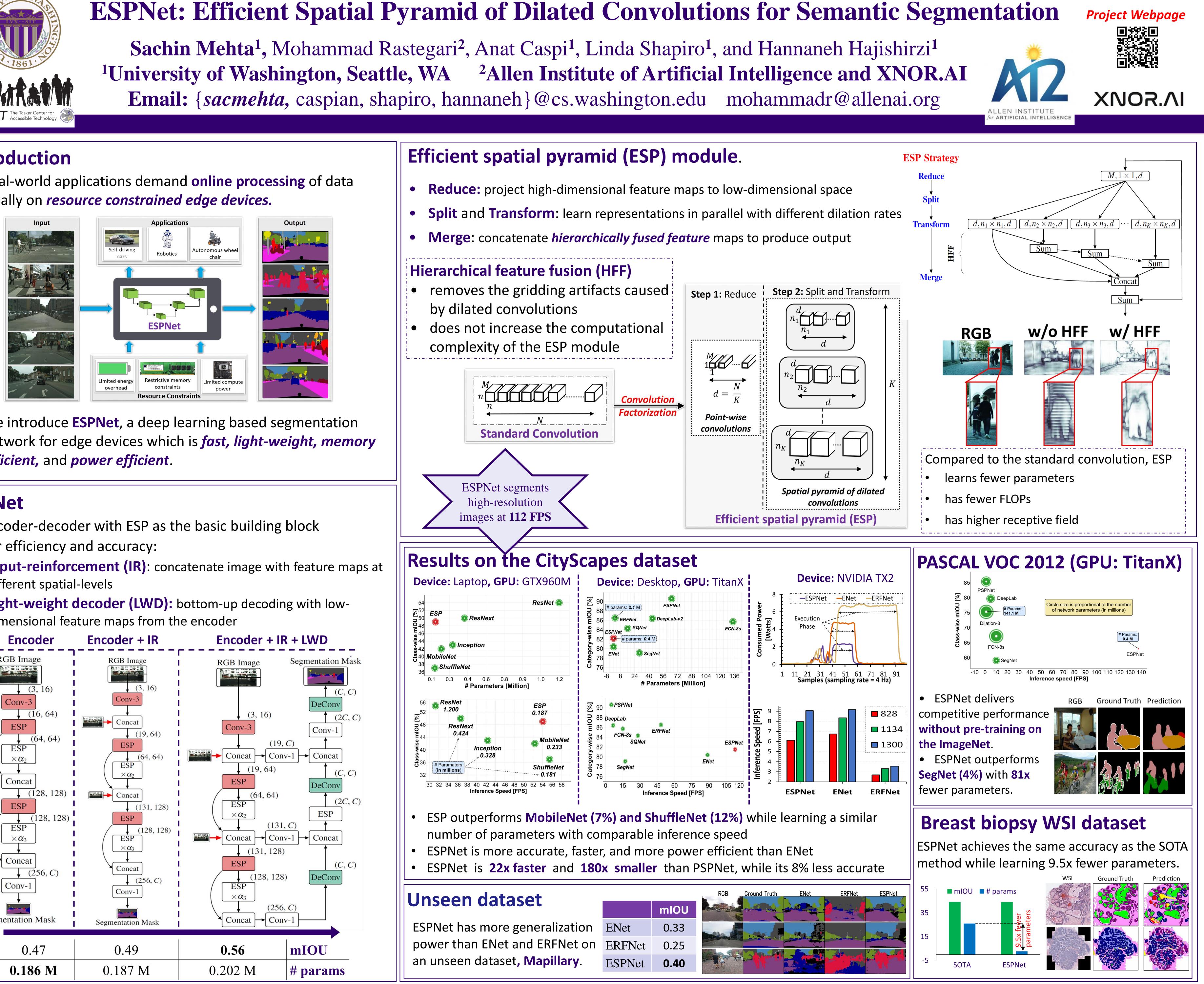


Introduction

locally on *resource constrained edge devices*.



efficient, and power efficient.

ESPNet

- Encoder-decoder with ESP as the basic building block
- different spatial-levels
- dimensional feature maps from the encoder

