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CURRENT STATE OF OBJECT CLASSIFICATION METHODS ON RESOURCE-CONSTRAINED PLATFORMS.

Oyatillo Abdulatipov Alisher o'g'li

Master's student at Tashkent State Technical University

E-mail: oyatilloabdulatipov@mail.ru

Rustamov Ravshanxo'ja Rasul o'g'li

Master's student at Tashkent State Technical University

E-mail: *rravshanxoja@gmail.com*

Nosirov Xurshidjon Murodilla o'g'li

Master's student at Tashkent State Technical University

E-mail: xurshidnosirov71@gmail.com

Abstract

This article presents an analysis of the current state of object classification methods on resource-constrained computing platforms based on established scientific literature. Systems operating in embedded and edge computing environments are subject to strict limitations in terms of computational power, memory capacity, and energy consumption, which impose high requirements on object classification algorithms. The paper reviews both traditional and deep learning–based approaches to object classification, with particular attention to lightweight neural network architectures such as MobileNet, EfficientNet, and ShuffleNet. The analysis is conducted exclusively on the basis of peer-reviewed scientific articles and authoritative textbooks.

Keywords

object classification, resource-constrained platforms, embedded systems, CNN, edge AI.

Introduction

In recent years, computer vision technologies have been widely applied in industrial, transportation, security, and intelligent systems. In these domains, automatic object detection and classification represent critical tasks. While such tasks were traditionally performed using high-performance servers or cloud computing infrastructures, there is a growing demand for real-time processing on edge and embedded systems.

Resource-constrained platforms are typically based on ARM architectures and are characterized by limited main memory, low energy consumption, and relatively modest computational capabilities. In such environments, the deployment of complex deep learning models is challenging, which has led to extensive research efforts in the scientific community. Although convolutional neural networks (CNNs), originally introduced by LeCun et al., have

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demonstrated high accuracy in image classification tasks, it has been emphasized in the literature that their classical architectures are not well suited for resource-limited devices.

The objective of this article is to review the current state of object classification methods on resource-constrained platforms based on reliable scientific sources, and to analyze the advantages and limitations of existing approaches.

Materials and Methods

In this study, authoritative scientific articles, monographs, and recent survey papers related to object classification were systematically analyzed. The literature review primarily relied on sources published on IEEE, Springer, Elsevier, and arXiv platforms. This approach made it possible to identify the evolutionary stages of object classification algorithms and to assess their applicability to resource-constrained platforms.

The theoretical foundations of deep learning were examined based on the fundamental textbook *"Deep Learning"* authored by Ian Goodfellow, Yoshua Bengio, and Aaron Courville. This source provides a detailed explanation of the operating principles, training processes, and generalization capabilities of convolutional neural networks. Classical approaches to computer vision algorithms were analyzed using the monograph *"Computer Vision: Algorithms and Applications"* by Richard Szeliski.

In the early stages of object classification research, methods based on hand-crafted features were widely used. In particular, algorithms such as HOG (Histograms of Oriented Gradients), SIFT (Scale-Invariant Feature Transform), and LBP (Local Binary Patterns) were designed to extract discriminative features from images. Although these methods were effective in their time, scientific literature has reported their limited accuracy in scenarios involving complex backgrounds, varying illumination conditions, and significant object appearance variations.

In recent years, deep learning–based convolutional neural networks have achieved superior performance in automatic feature extraction and object classification tasks. CNN models eliminate the need for manual feature engineering by learning hierarchical feature representations directly from image data. However, the high computational complexity of classical CNN architectures has made their deployment on resource-constrained platforms challenging.

To address this limitation, lightweight neural network architectures such as MobileNet, EfficientNet, ShuffleNet, and SqueezeNet have been proposed. These models are specifically designed for embedded and edge devices by reducing the number of parameters and optimizing computational workload. In addition, the scientific literature extensively discusses model optimization techniques, including quantization, pruning, and knowledge distillation, which aim to reduce model size and improve energy efficiency.

Results

The analysis of scientific literature indicates that traditional feature-based approaches do not fully satisfy modern requirements for object classification on resource-constrained platforms. These methods exhibit significant limitations in terms of real-time performance and adaptability to complex visual environments. As a result, recent research has increasingly prioritized deep learning–based approaches.

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CNN-based models have been repeatedly shown in scientific studies to achieve high accuracy in image classification tasks. However, classical CNN architectures require substantial computational power and memory resources, making them unsuitable for direct deployment on embedded devices. This challenge has led to the development of lightweight neural network models tailored for resource-limited environments.

The MobileNet architecture significantly reduces computational complexity through the use of depthwise separable convolutions. EfficientNet achieves high performance by applying compound scaling to network depth, width, and input image resolution. Models such as ShuffleNet and SqueezeNet are also characterized by a low number of parameters and reduced computational load, which enables their application in resource-constrained environments.

According to the reviewed literature, optimization techniques such as quantization and pruning increase inference speed and reduce energy consumption. These improvements are particularly important for real-time video analytics systems and contribute to enhanced object classification efficiency in edge computing environments. Overall, the literature analysis demonstrates that lightweight and optimized models represent the most suitable solution for object classification on resource-constrained platforms.

Discussion

The analyzed studies indicate that achieving a balance between classification accuracy and computational efficiency is a critical challenge for object classification on resource-constrained platforms. Although lightweight neural network architectures provide sufficient accuracy for many practical applications, additional optimization is often required in complex industrial environments.

The Edge AI concept involves shifting computation from centralized servers directly to end devices. This approach enables reduced latency and improved data security; however, it requires tight integration between hardware and software components. As a result, the effective deployment of object classification algorithms on embedded platforms depends not only on model architecture but also on system-level optimization.

Future research should focus on further adapting model architectures to specific hardware capabilities, improving energy efficiency, and developing more adaptive and flexible algorithms suitable for real-world deployment in resource-limited environments.

Conclusion

This article analyzed the current state of object classification methods on resource-constrained computing platforms based on leading scientific sources. The results of the analysis demonstrate that traditional approaches based on hand-crafted features no longer fully meet the requirements of modern video analytics systems. In particular, such methods are losing relevance in embedded and edge devices where real-time performance and energy efficiency are critical.

Lightweight convolutional neural network architectures, including MobileNet, EfficientNet, ShuffleNet, and SqueezeNet, stand out for providing an optimal balance between high classification accuracy and low computational complexity. These models enable efficient object classification on platforms with limited computational and memory resources.

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Furthermore, the application of optimization techniques such as quantization, pruning, and knowledge distillation has been shown in the scientific literature to play a significant role in reducing model size, increasing inference speed, and lowering energy consumption. These approaches offer strong potential for widespread adoption in industrial video analytics, intelligent surveillance systems, and automated control applications.

In conclusion, research on object classification for resource-constrained platforms remains highly relevant. Future studies aimed at more efficient utilization of ARM-based systems and integrated graphics processors are expected to make a substantial contribution to the further development of this field.

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