



Synthesis of Digital Systems

Lab Lecture -3

Video Processing on ZedBoard

Software Implementation

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Recap from Lab-B

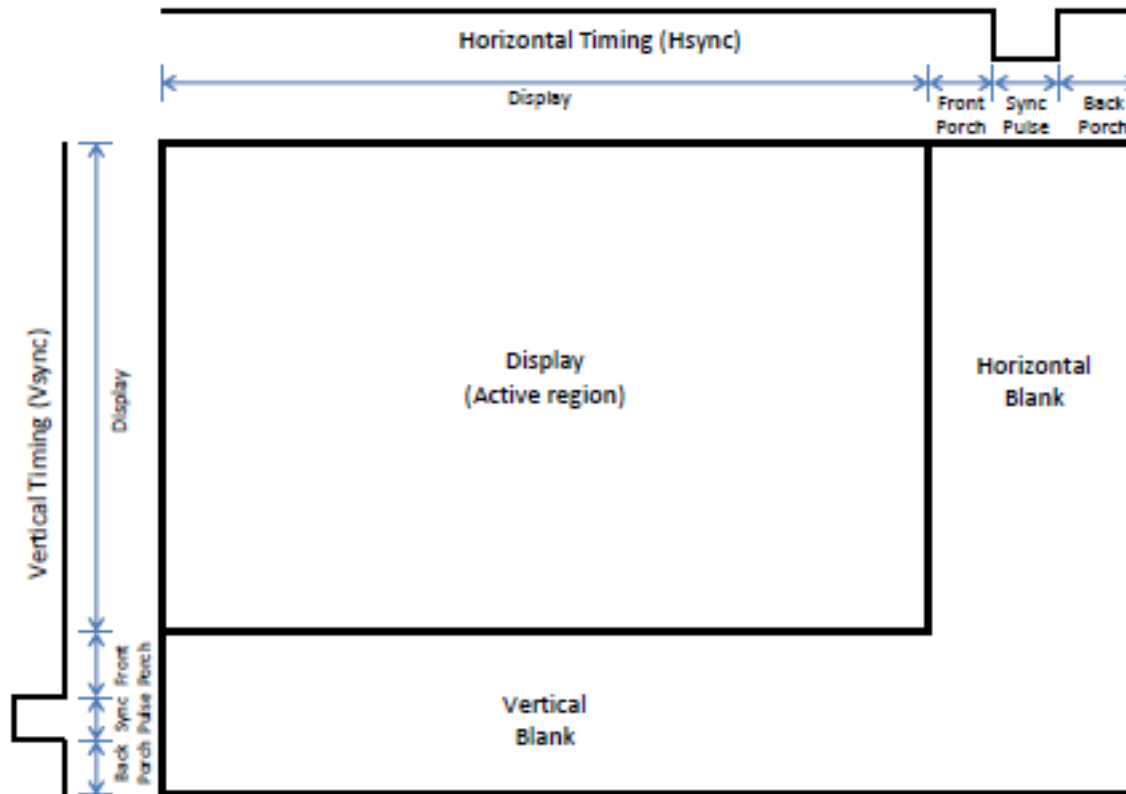
Learnings from Lab-A

- Understanding of High Level Synthesis (HLS).
- Xilinx Tool chain for HLS (Vivado HLS).
- Design constraints and optimization directives.
- Various HLS optimization schemes.
- IP packaging to use it in the IP-library.

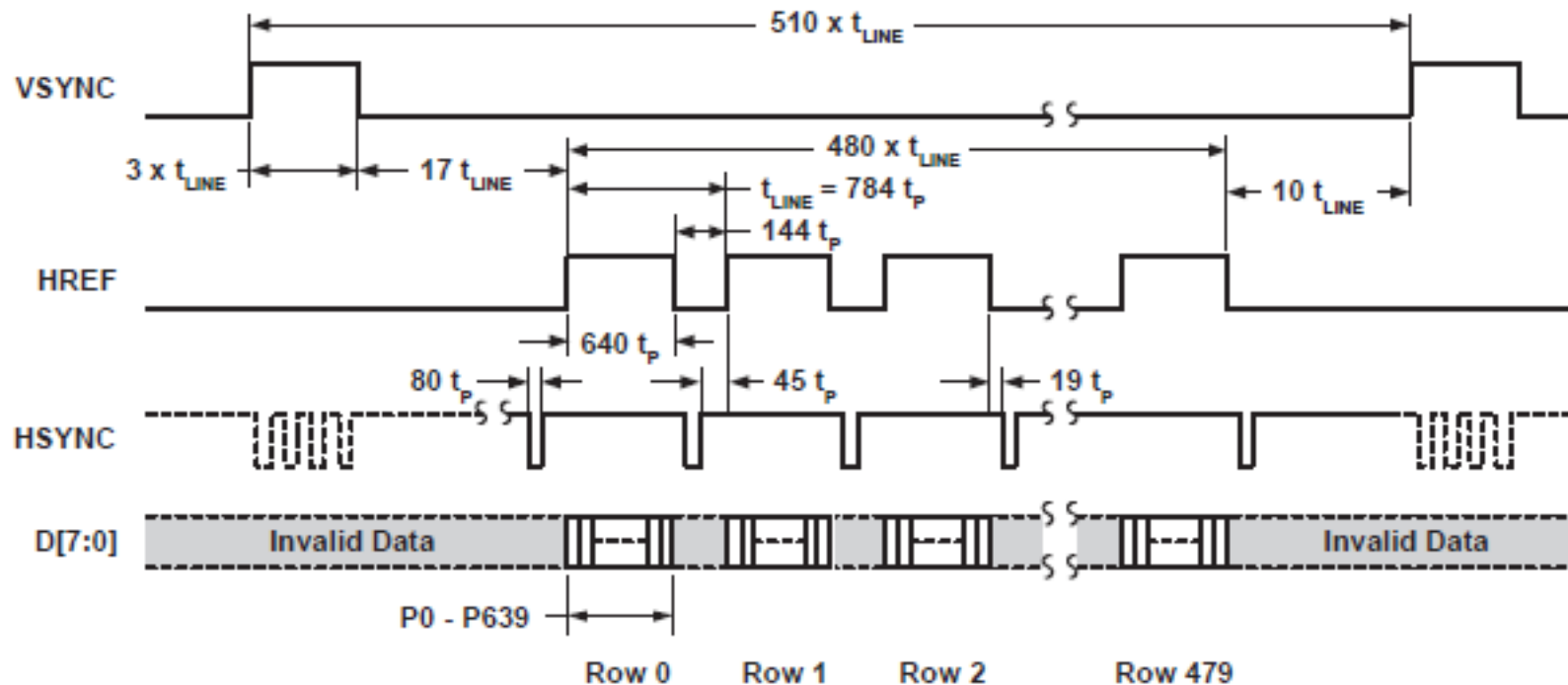
Content of the Lab Course

- System prototyping on FPGA and associated software tool chain.
- Industry standard High Level Synthesis (HLS) tool chain.
- **Implementation of video processing hardware System and software interface.**
- Hardware Accelerator (HA) for performance improvement.

Video Processing SoC: Video Frame Format



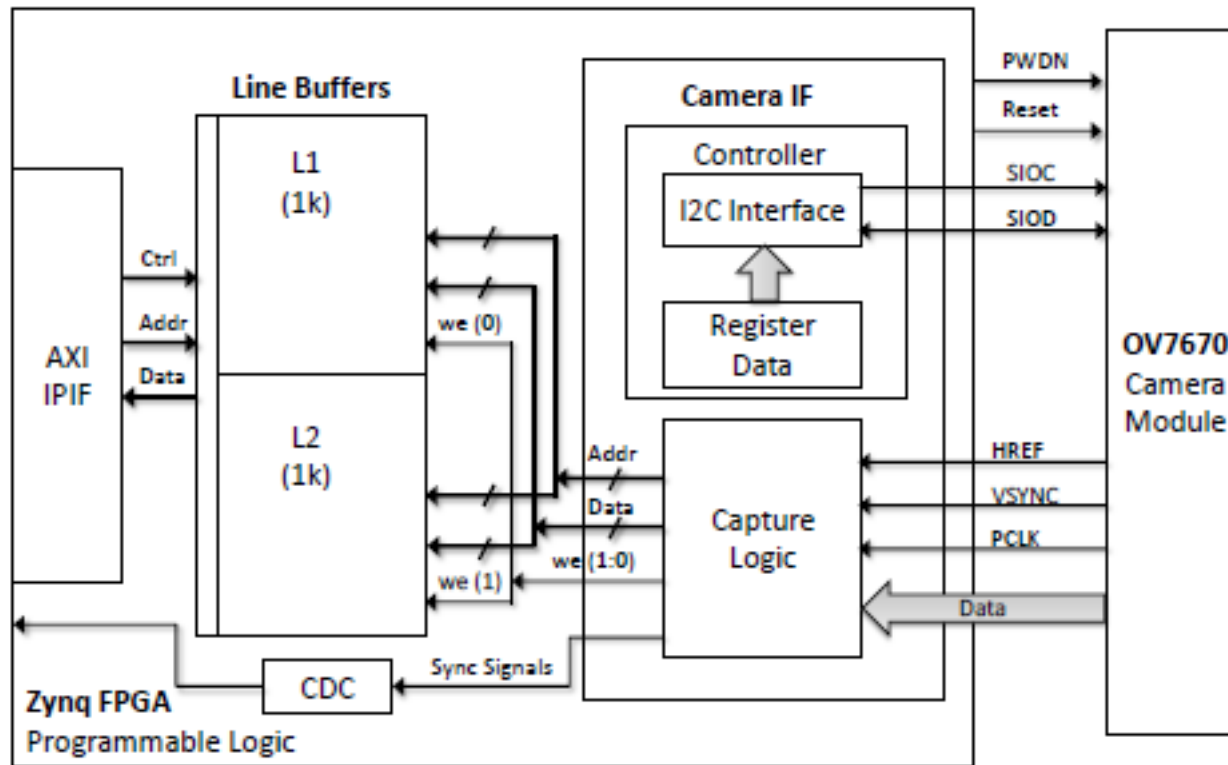
Video Processing SoC: Timing for Video Frame



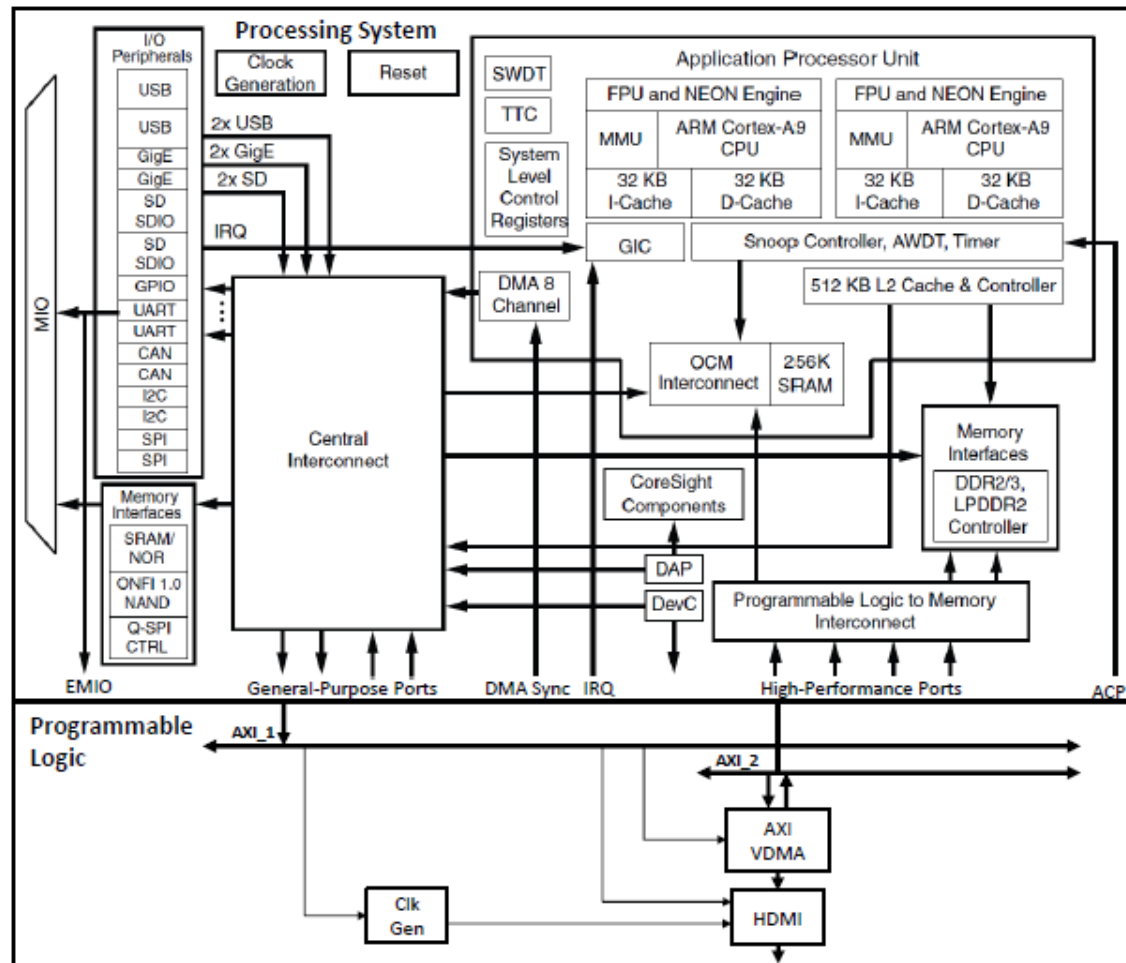
Video Processing SoC: PMOD to OV7670 connections

| Name | Type | Description | Pmod connection | Zynq Pin connection |
|-------|--------|----------------------------|-----------------|---------------------|
| SDIOC | Input | SCCB clock | JB10 | V8 |
| SDIOD | In/Out | SCCB data | JB4 | W8 |
| VSYNC | Output | Vertical synchronization | JB9 | V9 |
| HREF | Output | Horizontal synchronization | JB3 | V10 |
| PCLK | Output | Pixel clock | JB8 | W10 |
| XCLK | Input | System clock | JB2 | W11 |
| D_0 | Output | Video data | JA2 | AA11 |
| D_1 | Output | Video data | JA8 | AB10 |
| D_2 | Output | Video data | JA3 | Y10 |
| D_3 | Output | Video data | JA9 | AB9 |
| D_4 | Output | Video data | JA4 | AA9 |
| D_5 | Output | Video data | JA10 | AA8 |
| D_6 | Output | Video data | JB1 | W12 |
| D_7 | Output | Video data | JB7 | V12 |
| RESET | Input | Reset (Active low) | JA7 | AB11 |
| PWDN | Input | Power down (Active high) | JA1 | Y11 |
| GND | Ground | Camera ground port | GND (JA/JB) | |
| 3V3 | Power | Camera power port | VCC (JA/JB) | |

Video Processing SoC: Camera Interface



Video Processing SoC: Display Interface



Video Processing SoC: Gray Scale Conversion

- Gray Scale Conversion is a single pixel operation.
- Luminosity method, calculates the weighted average for human perception.

$$Y = (R + G + B)/3$$

$$Y = 0.114R + 0.587G + 0.299B$$

Video Processing SoC: Software Application

File: main.c

Data: Camera video stream

Result: Output stream on display, after processing

```
main() {  
  <HW Platform initialization >  
  <ADI peripherals initialization (from Analog devices) >  
  <HDMI configuration >  
  <CPU Interrupt controller initialization >  
  while true do  
    if <Keyboard input to change resolution > then  
      | <Change HDMI configuration to new resolution >  
    end  
  end  
  return;  
}
```

File: axi_interrupt.c

```
AXLINTERRUPT_VsyncIntr_Handler() {  
  <DDRVideoWr: Read form Camera  
    Write to DDR memory>  
}
```

Lab C: Steps to follow

1. XPS Project creation and set up of the HDMI display.
2. Adding Camera peripheral core.
3. Software application project in SDK.
4. Hardware set up for Monitor and Camera.
5. FPGA programming and software application execution on ZedBoard.
6. Software application for Gray scale conversion.



Thank You
for your participation