

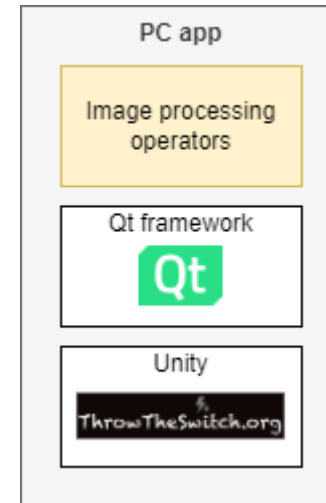
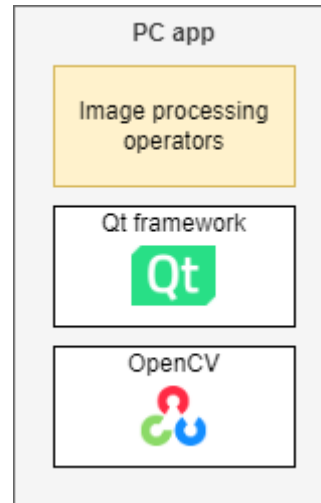
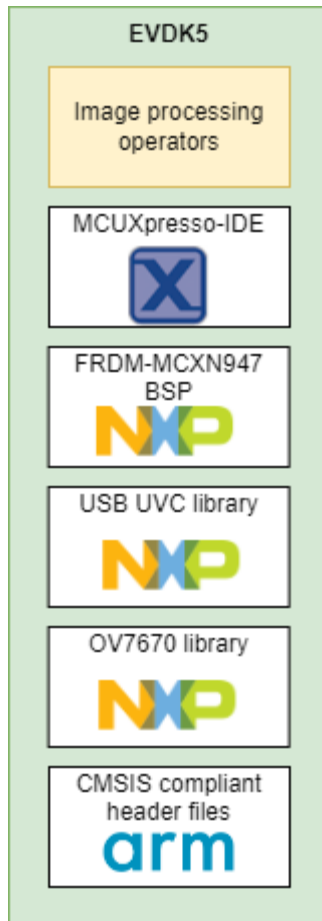
Embedded Vision Design

EVD1 Development basics

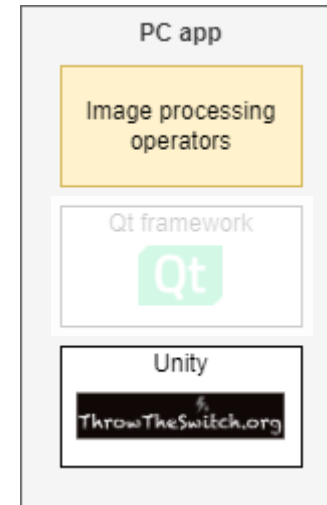
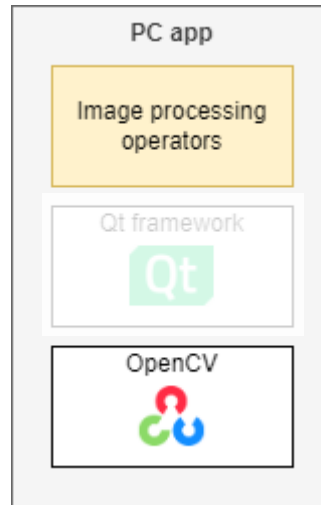
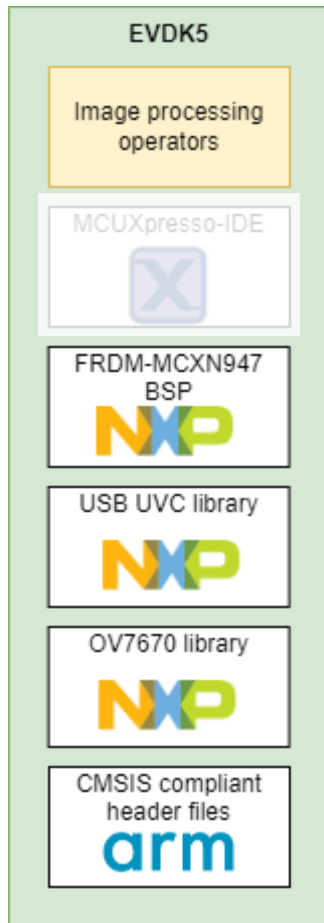


By Hugo Arends

EVD1 – Tools and software




EVD1 – Tools and software



Tools vs software packages

EVD1 – File overview

-  evdk5
 -  evdk_images
 -  evdk_operators
 -  evdk_sheets
 -  evdk_workspace_mcuxpresso
 -  evdk_workspace_qt

*Top level
folder structure*

EVD1 – File overview

- 📁 evdk5
 - 📁 evdk_images
 - 📁 evdk_operators
 - 📄 coding_and_compression.c
 - 📄 coding_and_compression.h
 - 📄 graphics_algorithms.c
 - 📄 graphics_algorithms.h
 - 📄 ...
 - 📁 evdk_sheets
 - 📁 evdk_workspace_mcuxpresso
 - 📁 evdk_workspace_qt

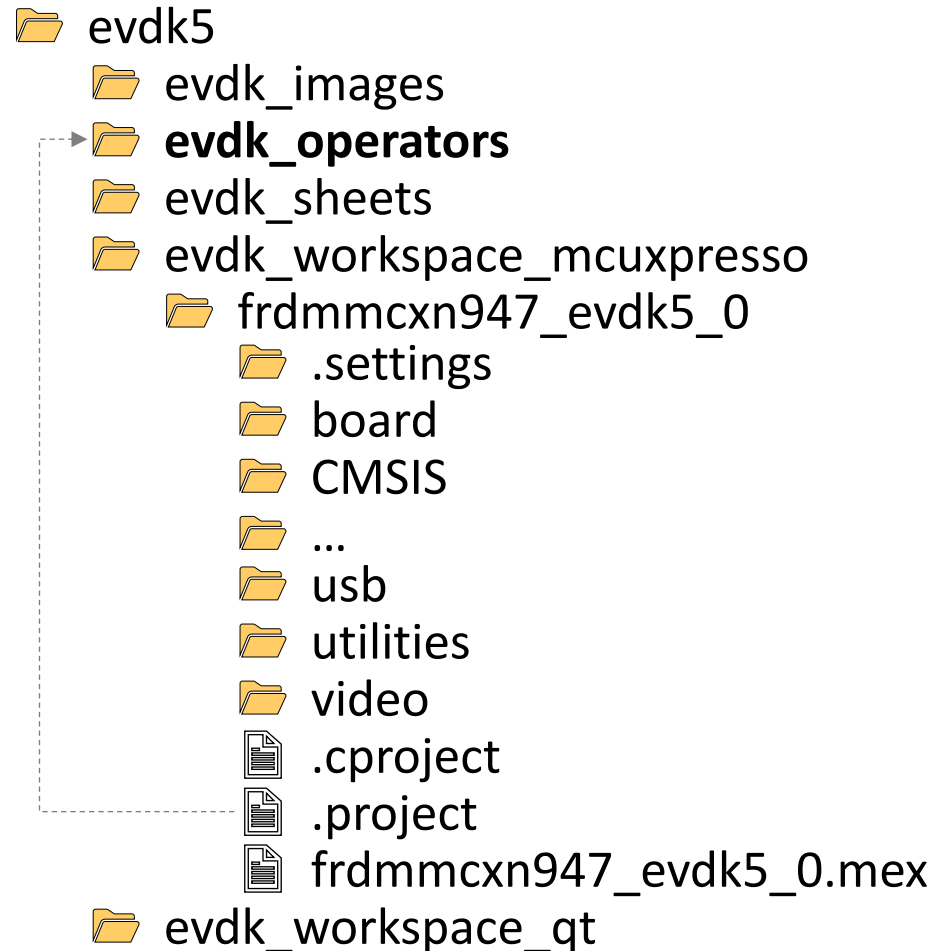
*Image processing
source files,
a file per class*

EVD1 – File overview

- 📁 evdk5
 - 📁 evdk_images
 - 📁 evdk_operators
 - 📁 evdk_sheets
 - 📁 evdk_workspace_mcuxpresso
 - 📁 frdmmcxn947_evdk5_0
 - 📁 .settings
 - 📁 board
 - 📁 CMSIS
 - 📁 ...
 - 📁 usb
 - 📁 utilities
 - 📁 video
 - 📄 .cproject
 - 📄 .project
 - 📄 frdmmcxn947_evdk5_0.mex
 - 📁 evdk_workspace_qt

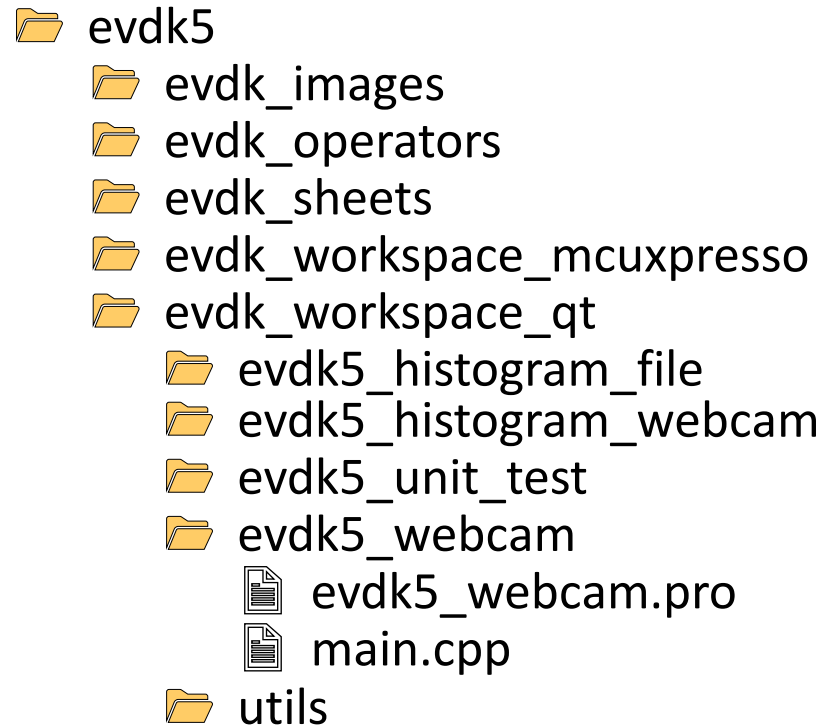
*MCUXpresso-IDE
resource files
and drivers*

EVD1 – File overview



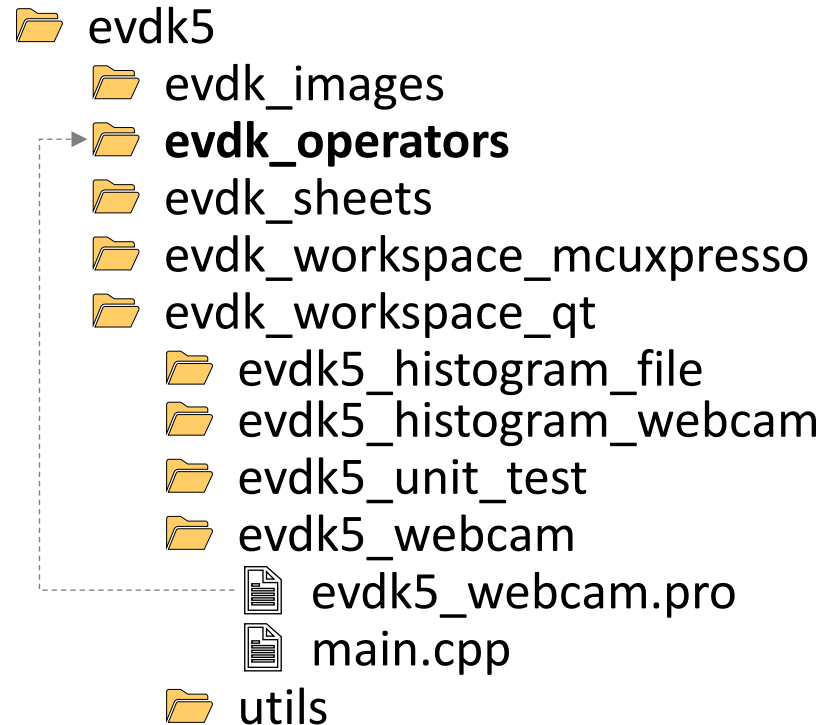
*MCUXpresso-IDE
resource files
and drivers*

EVD1 – File overview




















*Qt example
projects*

EVD1 – File overview



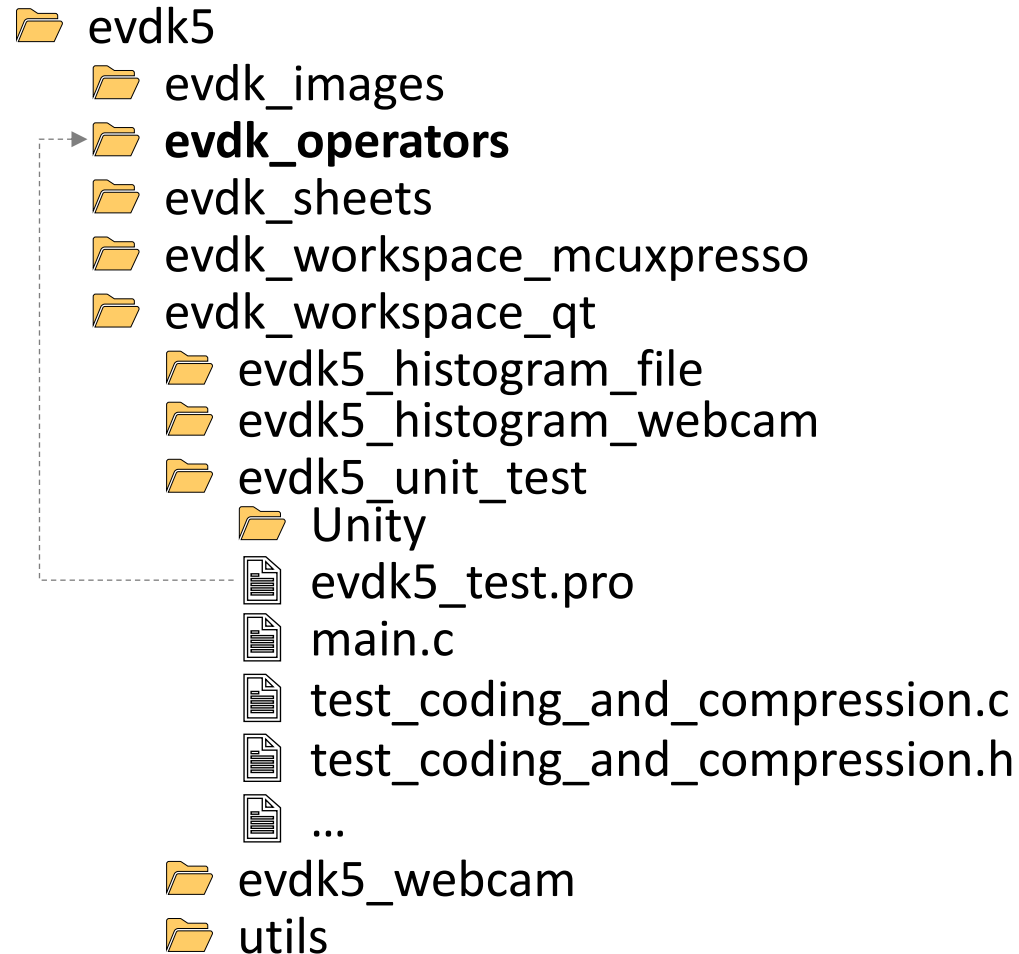
*Qt example
projects*

EVD1 – File overview

-  evdk5
 -  evdk_images
 -  evdk_operators
 -  evdk_sheets
 -  evdk_workspace_mcuxpresso
 -  evdk_workspace_qt
 -  evdk5_histogram_file
 -  evdk5_histogram_webcam
 -  evdk5_unit_test
 -  Unity
 -  evdk5_test.pro
 -  main.c
 -  test_coding_and_compression.c
 -  test_coding_and_compression.h
 -  ...
 -  evdk5_webcam
 -  utils

*Qt unit test
project*

EVD1 – File overview



*Qt unit test
project*

Image basics – attributes

```
/// Defines the attributes of an image
typedef struct
{
    int32_t    cols; ///< Number of columns in the image
    int32_t    rows; ///< Number of rows in the image
    eImageType type; ///< The type of pixels in the image
    uint8_t    *data; ///< A pointer to the pixel data
}image_t;
```

Myler, H. R., & Weeks, A. R. (2009). *The pocket handbook of image processing algorithms in C*. Prentice Hall Press.

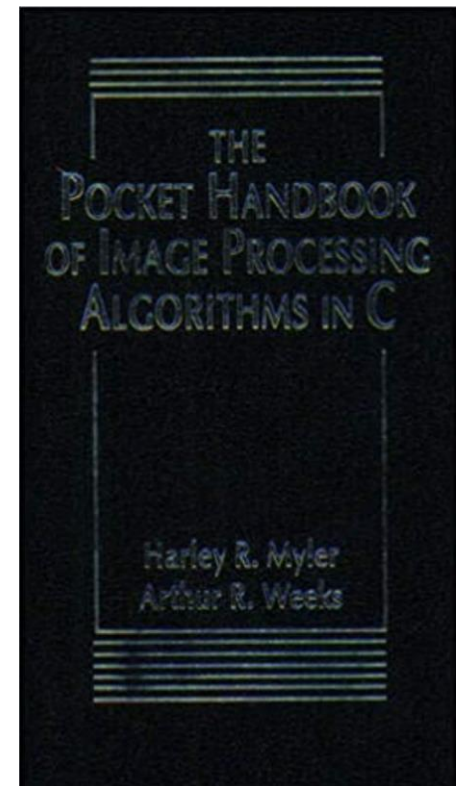


Image basics – eImageType

```
/// Defines the type of images
typedef enum
{
    IMGTYPE_UINT8   = 1, ///< Pixels of type ::uint8_pixel_t.
    IMGTYPE_INT16    = 2, ///< Pixels of type ::int16_pixel_t.
    IMGTYPE_INT32    = 4, ///< Pixels of type ::int32_pixel_t.
    IMGTYPE_FLOAT    = 8, ///< Pixels of type ::float_pixel_t.
    IMGTYPE_UYVY     = 16, ///< Pixels of type ::uyvy_pixel_t.
    IMGTYPE_BGR888   = 32, ///< Pixels of type ::bgr888_pixel_t.
}eImageType;
```

Myler, H. R., & Weeks, A. R. (2009). *The pocket handbook of image processing algorithms in C*. Prentice Hall Press.

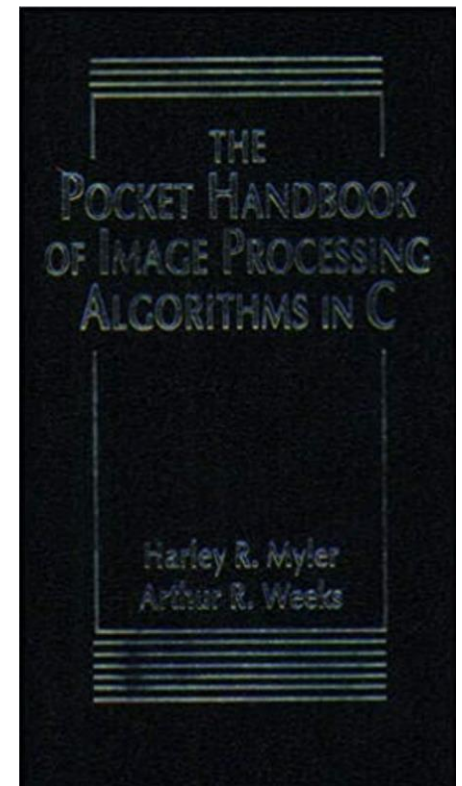
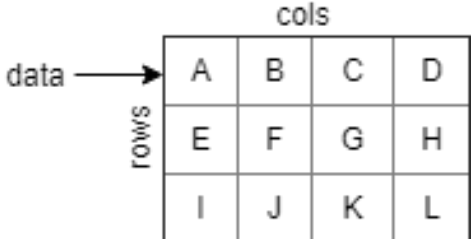


Image basics – eImageType

```
/// Defines the type of images
typedef enum
{
    IMGTYPE_UINT8   = 1, ///< Pixels of type ::uint8_pixel_t.
    IMGTYPE_INT16    = 2, ///< Pixels of type ::int16_pixel_t.
    IMGTYPE_INT32    = 4, ///< Pixels of type ::int32_pixel_t.
    IMGTYPE_FLOAT    = 8, ///< Pixels of type ::float_pixel_t.
    IMGTYPE_UYVY     = 16, ///< Pixels of type ::uyvy_pixel_t.
    IMGTYPE_BGR888   = 32, ///< Pixels of type ::bgr888_pixel_t.
}eImageType;
```



	cols			
rows	A	B	C	D
	E	F	G	H
	I	J	K	L

Image basics – eImageType

```
/// Defines the type of images
typedef enum
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    IMGTYPE_INT32    = 4, ///< Pixels of type ::int32_pixel_t.
    IMGTYPE_FLOAT    = 8, ///< Pixels of type ::float_pixel_t.
    IMGTYPE_UYVY     = 16, ///< Pixels of type ::uyvy_pixel_t.
    IMGTYPE_BGR888   = 32, ///< Pixels of type ::bgr888_pixel_t.
}eImageType;
```

```
/// \brief Type definition of a uint8 pixel
///
/// 8 bits per pixel
typedef uint8_t uint8_pixel_t;
```

	cols			
data → rows	A	B	C	D
	E	F	G	H
	I	J	K	L

Memory allocation: $12 \times 1 \text{ byte} = 12 \text{ bytes}$

data →	A	B	C	D	E	F	G	H	I	J	K	L
--------	---	---	---	---	---	---	---	---	---	---	---	---

Image basics – eImageType

```
/// Defines the type of images
typedef enum
{
    IMGTYPE_UINT8   = 1, ///< Pixels of type ::uint8_pixel_t.
    IMGTYPE_INT16    = 2, ///< Pixels of type ::int16_pixel_t.
    IMGTYPE_INT32    = 4, ///< Pixels of type ::int32_pixel_t.
    IMGTYPE_FLOAT    = 8, ///< Pixels of type ::float_pixel_t.
    IMGTYPE_UYVY     = 16, ///< Pixels of type ::uyvy_pixel_t.
    IMGTYPE_BGR888   = 32, ///< Pixels of type ::bgr888_pixel_t.
}eImageType;
```

```
/// \brief Type definition of an int16 pixel
///
/// 16 bits per pixel
typedef int16_t int16_pixel_t;
```

		cols			
data →	rows ↓	A	B	C	D
		E	F	G	H
		I	J	K	L

Memory allocation: $12 \times 2 \text{ bytes} = 24 \text{ bytes}$

data →	A	A	B	B	C	C	D	D	E	E	F	F	G	G	H	H	I	I	J	J	K	K	L	L
--------	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Image basics – eImageType

```
/// Defines the type of images
typedef enum
{
    IMGTYPE_UINT8   = 1, ///< Pixels of type ::uint8_pixel_t.
    IMGTYPE_INT16    = 2, ///< Pixels of type ::int16_pixel_t.
    IMGTYPE_INT32    = 4, ///< Pixels of type ::int32_pixel_t.
    IMGTYPE_FLOAT    = 8, ///< Pixels of type ::float_pixel_t.
    IMGTYPE_UYVY     = 16, ///< Pixels of type ::uyvy_pixel_t.
    IMGTYPE_BGR888   = 32, ///< Pixels of type ::bgr888_pixel_t.
}eImageType;
```

```
/// \brief Type definition of an int32 pixel
///
/// 32 bits per pixel
typedef int32_t int32_pixel_t;
```

		cols			
data →	rows ↓	A	B	C	D
		E	F	G	H
		I	J	K	L

Memory allocation: $12 \times 4 \text{ bytes} = 48 \text{ bytes}$

data →	A	A	A	A	B	B	B	B	C	C	C	C	D	D	D	D	E	E	E	E	F	F	F	F	G	G
--------	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Image basics – eImageType

```
/// Defines the type of images
typedef enum
{
    IMGTYPE_UINT8   = 1, ///< Pixels of type ::uint8_pixel_t.
    IMGTYPE_INT16    = 2, ///< Pixels of type ::int16_pixel_t.
    IMGTYPE_INT32    = 4, ///< Pixels of type ::int32_pixel_t.
    IMGTYPE_FLOAT    = 8, ///< Pixels of type ::float_pixel_t.
    IMGTYPE_UYVY     = 16, ///< Pixels of type ::uyvy_pixel_t.
    IMGTYPE_BGR888   = 32, ///< Pixels of type ::bgr888_pixel_t.
}eImageType;
```

```
/// \brief Type definition of a float pixel
///
/// 32 bits per pixel
typedef float float_pixel_t;
```

		cols			
data →	rows ↓	A	B	C	D
		E	F	G	H
		I	J	K	L

Memory allocation: $12 \times 4 \text{ bytes} = 48 \text{ bytes}$

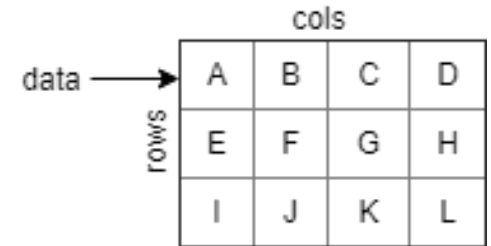
data →	A	A	A	A	B	B	B	B	C	C	C	C	D	D	D	D	E	E	E	E	F	F	F	F	G	G
--------	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Image basics – Creating images

```
// Create an image
image_t *src = newUint8Image(4, 3);

// Use src in an image processing pipeline
// ...

// Cleanup
deleteUint8Image(src);
```



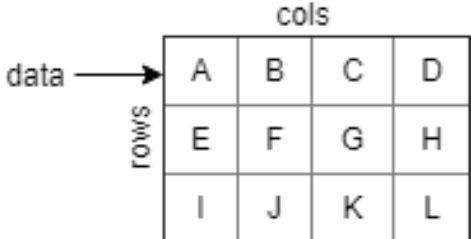
	cols			
rows	A	B	C	D
	E	F	G	H
	I	J	K	L

Image basics – Creating images

```
// Create an image
image_t *src = newFloatImage(4, 3);

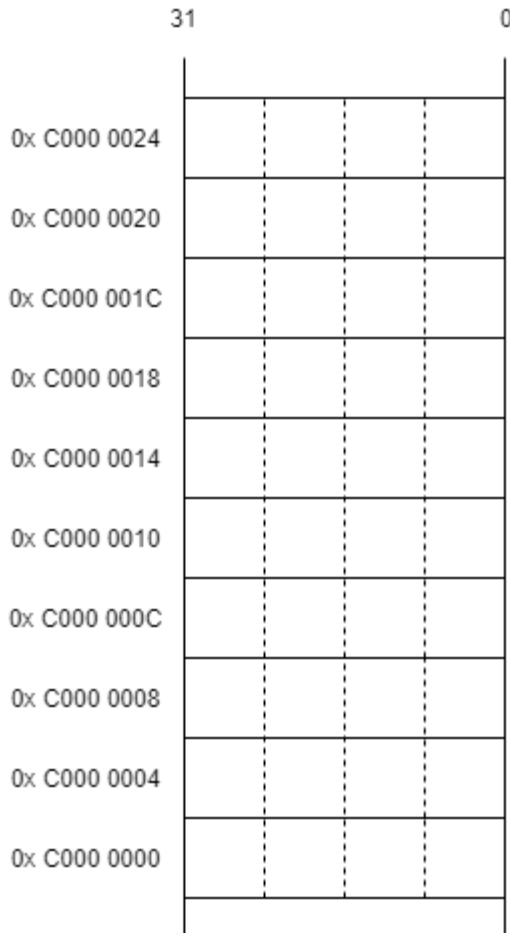
// Use src in an image processing pipeline
// ...

// Cleanup
deleteFloatImage(src);
```



	cols			
rows	A	B	C	D
	E	F	G	H
	I	J	K	L

Image basics – Pointers



```
int a = 0;
```

- 'a' is a variable, but what is a variable?
name of a storage area
- What does the type of a variable tell?
size and layout in memory
- How can we get the memory address of a variable?
by using the reference operator: &

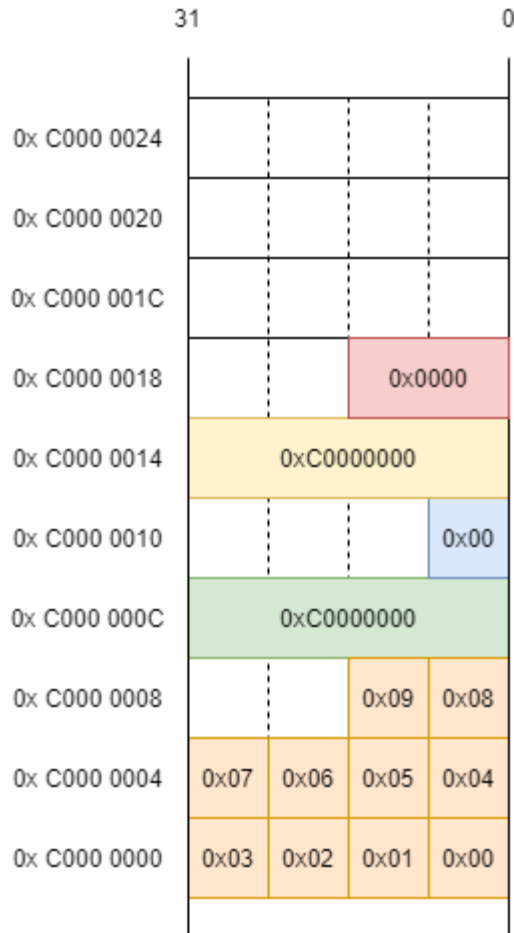
```
int *p1 = &a;
```

- Why is this incorrect?

```
char *p2 = &a;
```

The base-type of the pointer is different from the base-type of the variable

Image basics – Pointers

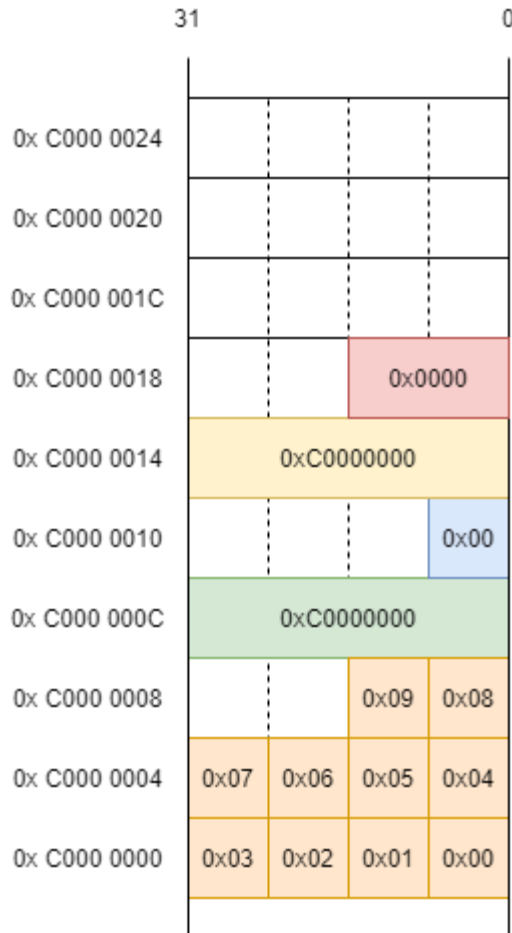


```
uint8_t data[10] = {0,1,2,3,4,5,6,7,8,9};
uint8_t *p = data; // alternative: &data[0]
uint8_t a = 0;
uint16_t *q = (uint16_t *)data;
uint16_t b = 0;
```

```
// Reading one element from the data array
a = data[3]; // a = 0x03
a = *(data+3); // a = 0x03
a = *(p+3); // a = 0x03

// Reading two elements from the data array
b = *(q+3); // b = 0x0706
```

Image basics – Pointers

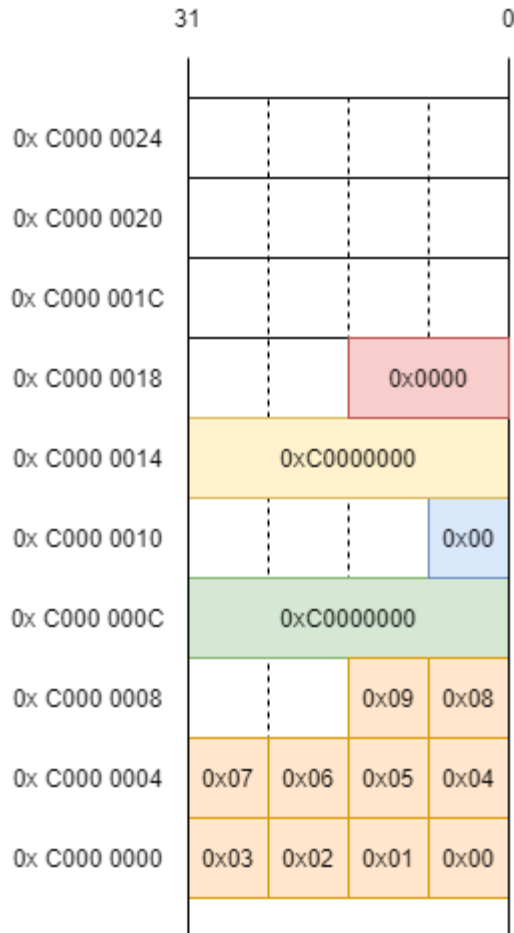


```
uint8_t data[10] = {0,1,2,3,4,5,6,7,8,9};
uint8_t *p = data; // alternative: &data[0]
uint8_t a = 0;
uint16_t *q = (uint16_t *)data;
uint16_t b = 0;
```

```
// Writing one element to the data array
p = data + 1; // p = 0xC000 0001
p++;         // p = 0xC000 0002
*p = 0;      // data = {0,1,0,3,4,5,6,7,8,9}

// Writing two elements to the data array
q = (uint16_t *)data + 1; // q = 0xC000 0002
q++;                     // q = 0xC000 0004
*q = 0;                  // data = {0,1,2,3,0,0,6,7,8,9}
```

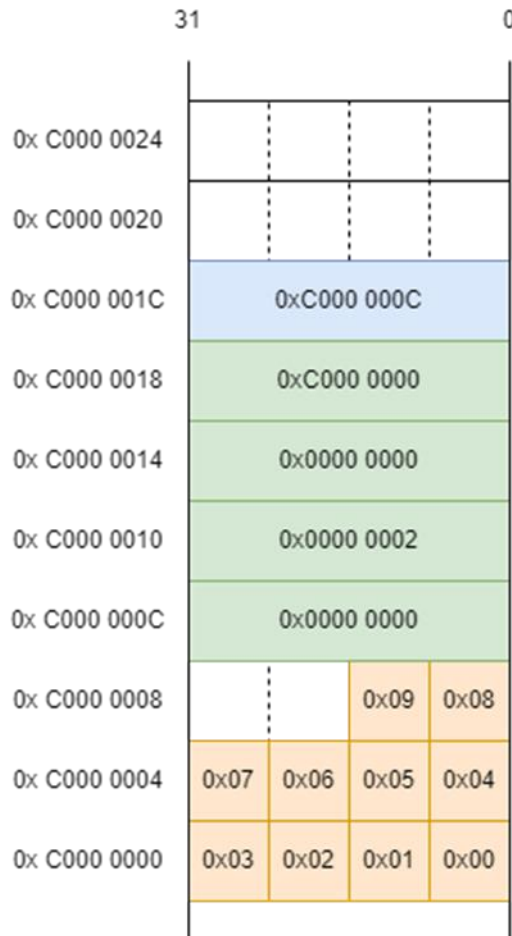
Image basics – Pointers



```
uint8_t data[10] = {0,1,2,3,4,5,6,7,8,9};
uint8_t *p = data; // alternative: &data[0]
uint8_t a = 0;
uint16_t *q = (uint16_t *)data;
uint16_t b = 0;
```

```
// Be careful with typecasting!
p = data + 1;           // p = 0xC000 0001
q = (uint16_t *)data + 1; // q = 0xC000 0002
q = (uint16_t *) (data + 1); // q = 0xC000 0001
```


Image basics – Pointers



```
uint8_t data[10] = {0,1,2,3,4,5,6,7,8,9};
image_t image = {0,2,IMGTYPE_UINT8,data};
image_t *src = &image;
```

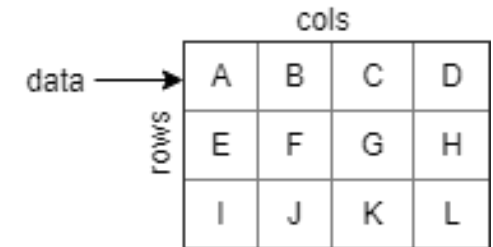
```
// Image manipulation
image.cols = 5; // image = {5,2,0,0xC000 0000}
src->cols = 5; // image = {5,2,0,0xC000 0000}

*((uint8_t *)src->data + 3) = 0; // data={0,1,2,0,4,5,6,7,8,9}

*((uint16_t *)src->data + 3) = 0; // data={0,1,2,3,4,5,0,0,8,9}
```

Image basics – Accessing pixels

Use convenience functions for accessing pixels



cols			
A	B	C	D
E	F	G	H
I	J	K	L

```
inline void setUint8Pixel(const image_t *img, const int32_t c, const int32_t r, const uint8_pixel_t value)
{
    *((uint8_pixel_t *)(img->data) + (r * img->cols + c)) = value;
}
```

Explicit type cast to
pixel type

Calculating
the offset

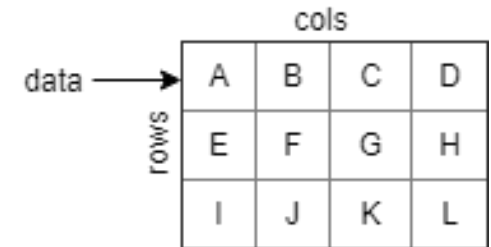
```
inline uint8_pixel_t getUint8Pixel(const image_t *img, const int32_t c, const int32_t r)
{
    return *((uint8_pixel_t *)(img->data) + (r * img->cols + c));
}
```

Explicit type cast to
pixel type

Calculating
the offset

Image basics – Accessing pixels

Use convenience functions for accessing pixels



	cols			
rows	A	B	C	D
	E	F	G	H
	I	J	K	L

```
inline void setFloatPixel(const image_t *img, const int32_t c, const int32_t r, const float_pixel_t value)
{
    *((float_pixel_t *)(img->data) + (r * img->cols + c)) = value;
}
```

Explicit type cast to
pixel type

Calculating
the offset

```
inline float_pixel_t getFloatPixel(const image_t *img, const int32_t c, const int32_t r)
{
    return *((float_pixel_t *)(img->data) + (r * img->cols + c));
}
```

Explicit type cast to
pixel type

Calculating
the offset

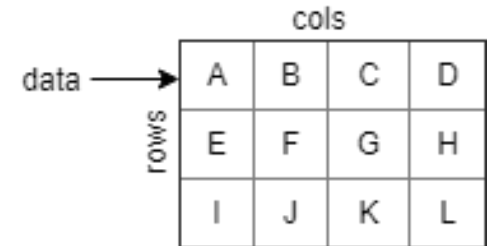
Image basics – Accessing pixels

```
// Create a new image
image_t *src = newUint8Image(4, 3);

// Clear the image
clearImage(src);

// Get the value of pixel B (1,0)
if(getUint8Pixel(src, 1, 0) == 0)
{
    // Set pixel G (2,1) to the value 100
    setUint8Pixel(src, 2, 1, 100);
}

// Cleanup
deleteUint8Image(src);
```



cols				
rows	A	B	C	D
	E	F	G	H
	I	J	K	L

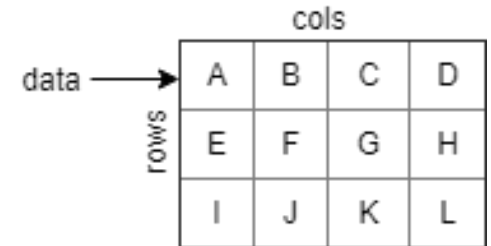
Image basics – Accessing pixels

```
// Create a new image
image_t *src = newFloatImage(4, 3);

// Clear the image
clearImage(src);

// Get the value of pixel B (1,0)
if(getFloatPixel(src, 1, 0) == 0)
{
    // Set pixel G (2,1) to the value 100
    setFloatPixel(src, 2, 1, 100);
}

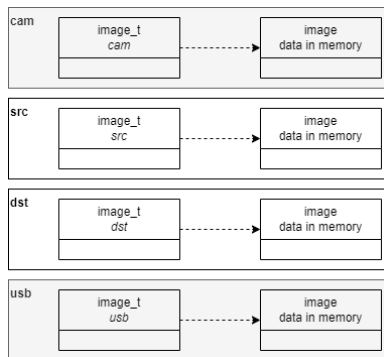
// Cleanup
deleteFloatImage(src);
```



	cols			
rows	A	B	C	D
	E	F	G	H
	I	J	K	L

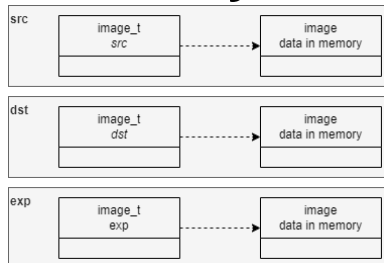
Anatomy of a project

MCUXpresso-IDE project



For running the image processing pipeline on the microcontroller

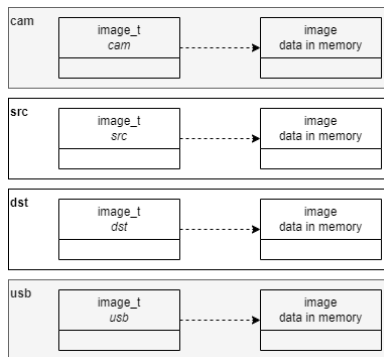
Qt & Unity unit test project



For unit testing the individual image processing operators

Anatomy of a project

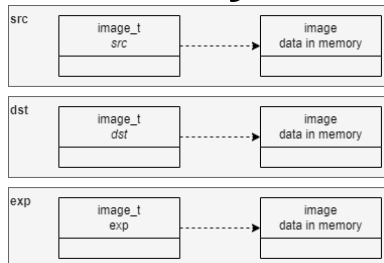
MCUXpresso-IDE project



For running the image processing pipeline on the microcontroller

No hardware?

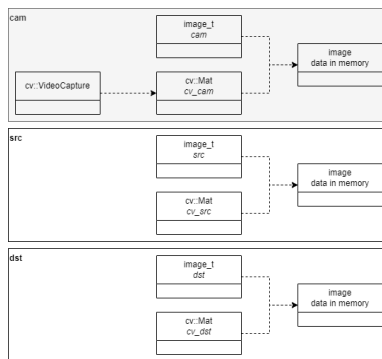
Qt & Unity unit test project



For unit testing the individual image processing operators

Anatomy of a project

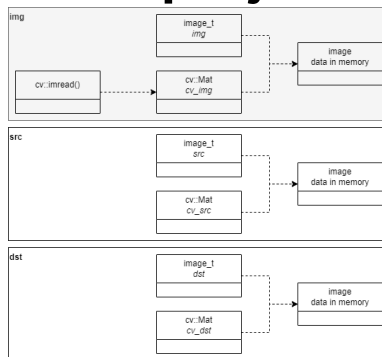
Qt webcam project



For running the image processing pipeline on your laptop with a webcam

**No hardware?
No problem !**

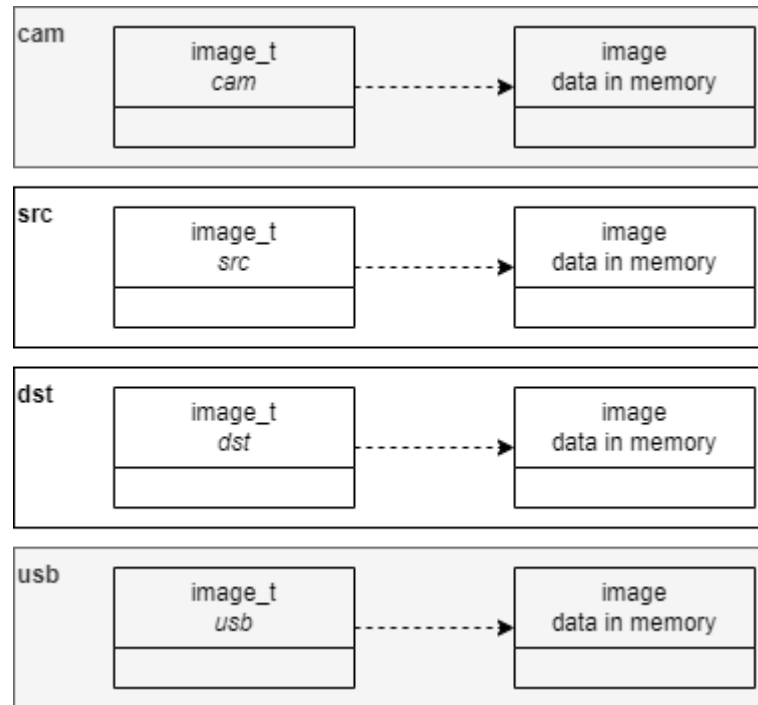
Qt file project



For running the image processing pipeline on your laptop with a file

Anatomy of an MCUXpresso-IDE project

Mandatory



Mandatory

Anatomy of an MCUXpresso-IDE project

```
image_t *cam = NULL;
image_t *usb = NULL;

int main(void)
{
    // -----
    // Initialize the system
    // -----
    systemInit();
}
```

Anatomy of an MCUXpresso-IDE project

```
// -----  
// Select a single example  
// -----  
//   exampleWebcamBgr888();  
//   exampleWebcamUint8();  
exampleThreshold();  
  
// -----  
// Should never reach this  
// -----  
while(1U)  
{  
  
}
```

Anatomy of an MCUXpresso-IDE project

```
void systemInit(void)
{
    // ...

    // -----
    // Image memory allocation for static images required by camera and USB.
    // -----
    cam = newUyvyImage(EVDK5_WIDTH, EVDK5_HEIGHT);
    usb = newBgr888Image(EVDK5_WIDTH, EVDK5_HEIGHT);

    // ...
}
```

Anatomy of an MCUXpresso-IDE project

```
void exampleThreshold(void)
{
    // -----
    // Local image memory allocation
    // -----
    image_t *src = newUInt8Image(EVDK5_WIDTH, EVDK5_HEIGHT);
    image_t *dst = newUInt8Image(EVDK5_WIDTH, EVDK5_HEIGHT);

    while(1U)
    {
        // -----
        // Wait for camera image complete
        // -----
        while(smartdma_camera_image_complete == 0)
        {}

        smartdma_camera_image_complete = 0;
    }
}
```

Anatomy of an MCUXpresso-IDE project

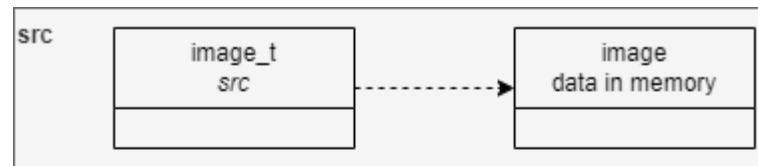
```
// -----  
// Image processing pipeline  
// -----  
// Convert uyvy_pixel_t camera image to uint8_pixel_t image  
convertToUint8(cam, src);  
  
threshold(src, dst, 0, 64);  
  
// Convert uint8_pixel_t image to bgr888_pixel_t image for USB  
convertToBgr888(dst, usb);  
}  
}
```

Anatomy of an MCUXpresso-IDE project

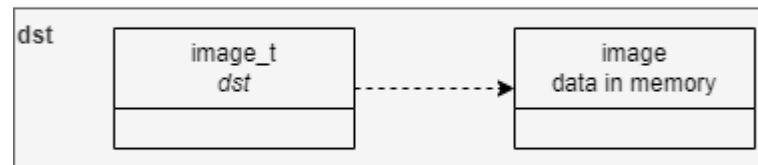
Demo

Anatomy of a Qt and Unity unit test project

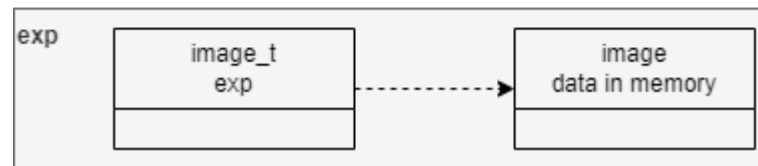
Mandatory



Mandatory



Mandatory



Anatomy of a Qt and Unity unit test project

```
int main(void)
{
    UNITY_BEGIN();

    RUN_TEST(test_threshold);

    return UNITY_END();
}
```

Anatomy of a Qt and Unity unit test project

```
void test_threshold(void)
{
    // Prepare image data
    uint8_pixel_t src_data[4] = {0, 32, 128, 255}
    uint8_pixel_t dst_data[4] = {0, 0, 0, 0}
    uint8_pixel_t exp_data[4] = {1, 1, 0, 0}

    // Prepare images: src, dst and exp
    image_t src = {2, 2, IMGTYPE_UINT8, src_data};
    image_t dst = {2, 2, IMGTYPE_UINT8, dst_data};
    image_t exp = {2, 2, IMGTYPE_UINT8, exp_data};
}
```

Anatomy of a Qt and Unity unit test project

```
// Execute test
threshold(&src, &dst, 0, 64);

#if 0
    // Print image data for debugging
    prettyprint(&src, "src");
    prettyprint(&exp, "exp");
    prettyprint(&dst, "dst");
#endif

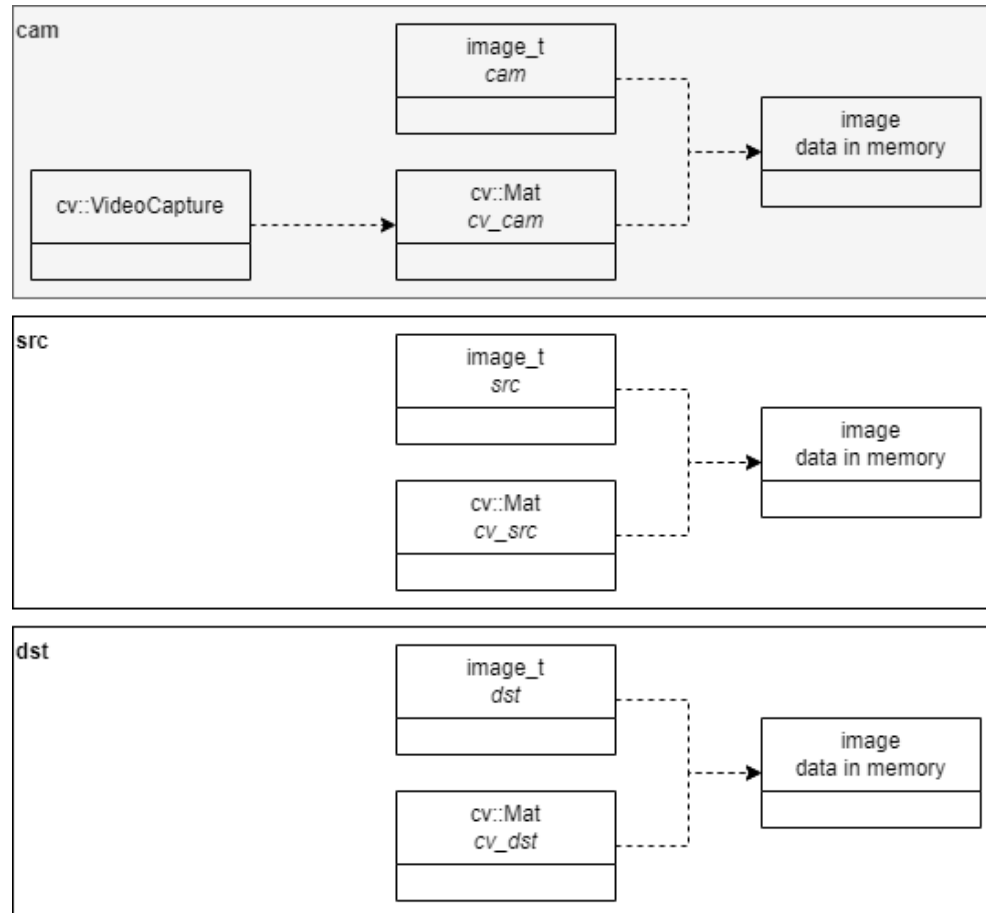
// Verify the destination to expected result
TEST_ASSERT_EQUAL(exp, dst);
}
```

Anatomy of a Qt and Unity unit test project

Demo

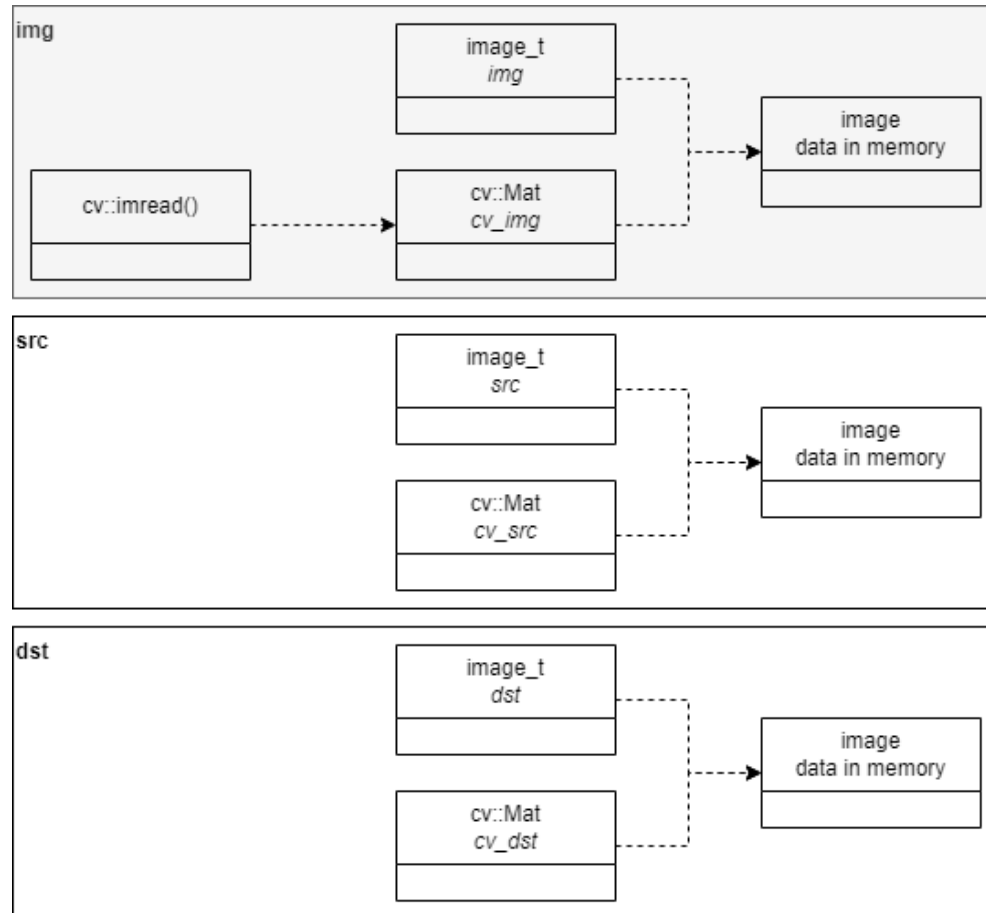
Anatomy of a Qt webcam project

Mandatory

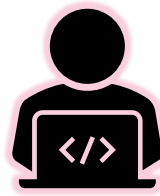


Anatomy of a Qt file project

Mandatory



EVD1 – Assignment



Study guide

Week 1

4 Change and run the MCUXpresso-IDE example project

5 Run Qt Webcam project

6 Run Qt and Unity unit test project