HAN Engineering - Embedded Vision Design

EVD1 – period 2 Introduction

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EVD1 – Purpose

Learn how to use computer vision on microcontroller based products



https://www.bol.com



https://www.rabobank.nl





Requirements: Offer a development environment for image processing operators that can be ...

- ... used on both PC and embedded hardware
- ... used for benchmarking purposes
- ... easily debugged
- ... worked with at home
- ... used to realize challenging assignments for EVD project

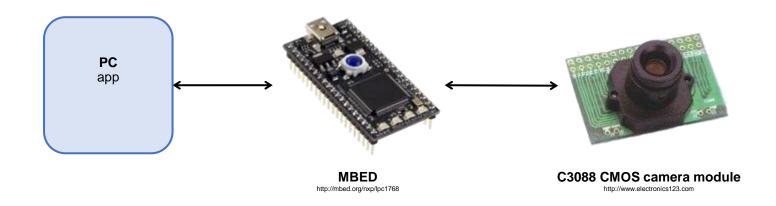
EVD1 2009-2010



- ~ 1 frame per minute data transfer
- vision operators 'on-the-fly'
- 4 kB RAM (picture 50x50 pixels)



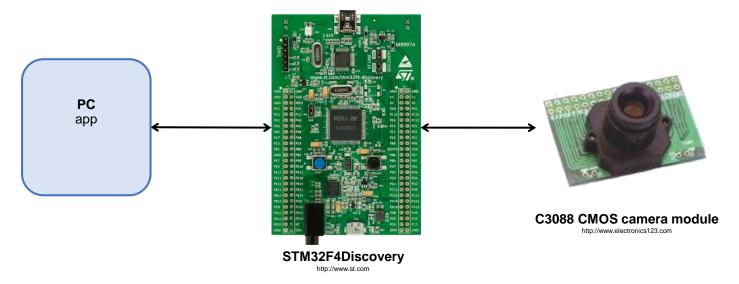
EVD1 2010-2011



- -~ 1 fps data transfer
- ~ 3 fps (standalone, incl. vision operators)
- 32 kB RAM (picture 176x144 pixels)

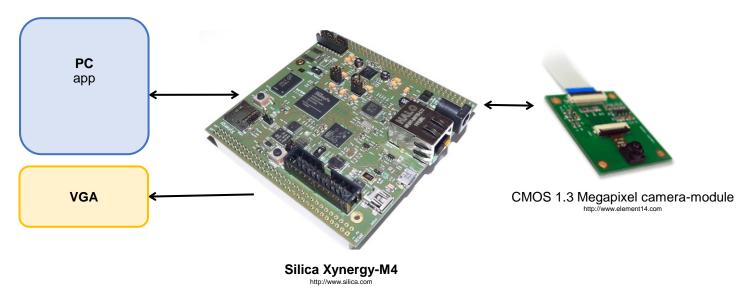


EVD1 2011-2012



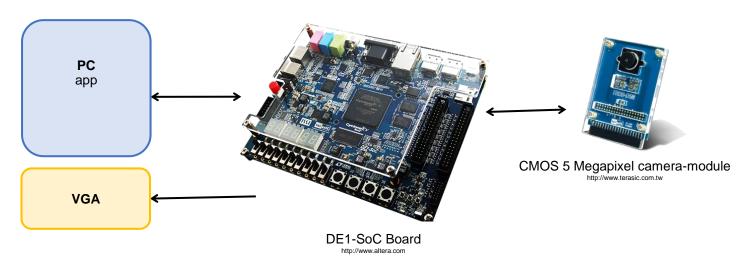
- 30 fps data transfer
- 7 fps (standalone, incl. vision operators)
- 192 kB RAM (multiple pics. 176x144 pixels)

EVD1 2013-2014



- ? fps data transfer
- ? fps (standalone, incl. vision operators)
- 64 M x 16 bit RAM

EVD1 2014-2015

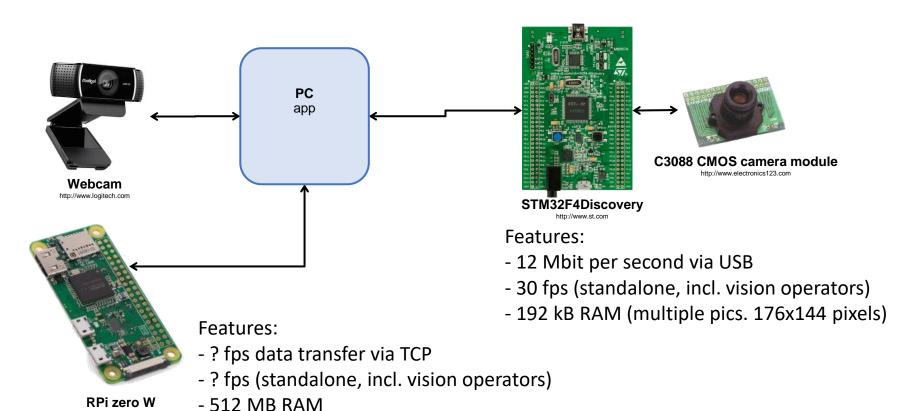


- ? fps data transfer
- ? fps (standalone, incl. vision operators)
- Altera's Cyclone® V FPGA
- Dual-core ARM Cortex-A9 (HPS)
- 1GB DDR3 SDRAM (FPGA), 64 MB SDRAM (HPS)



http://www.raspberry.org

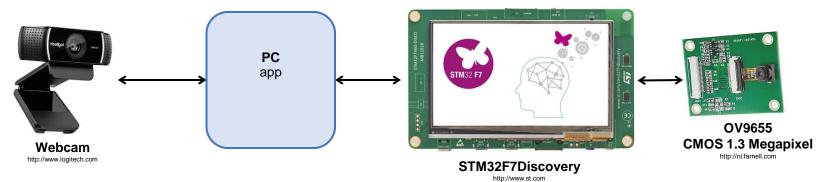
2017-2018



- Color image processing

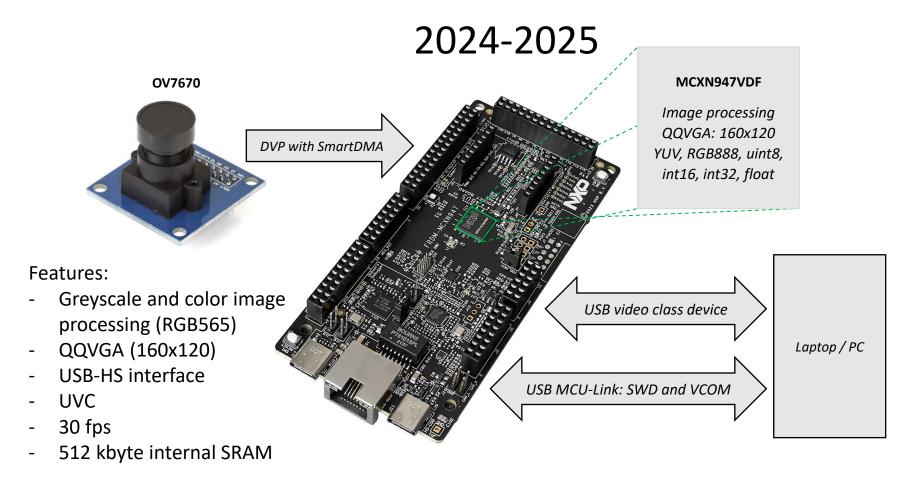
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2020-2021

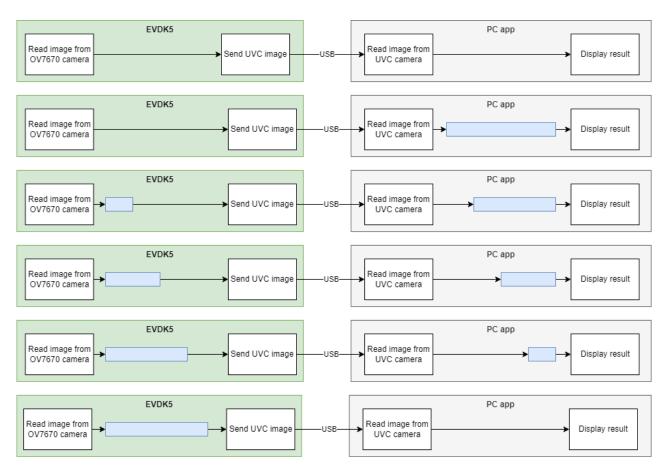


- Greyscale and color image processing (RGB565)
- Two image sizes: QVGA and QQVGA
- LCD
- 12 Mbit per second via USB
- 15 fps (standalone, QQVGA, incl. vision operators)
- 340 kbyte internal RAM and 4 Mbyte external SDRAM

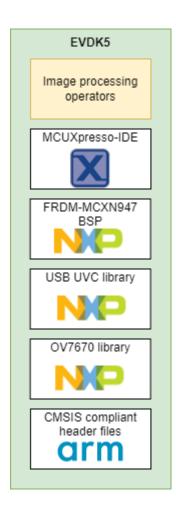
EVD1 – Present: EVDK5



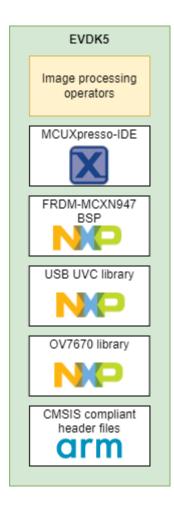
EVD1 – Workflow

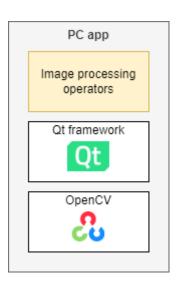


EVD1 – Tools and software

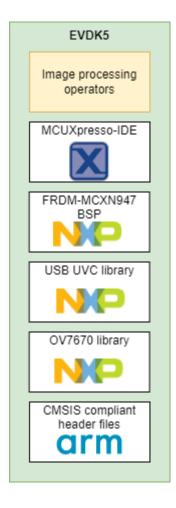


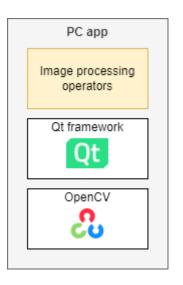
EVD1 – Tools and software

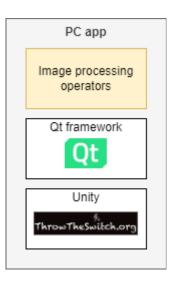




EVD1 – Tools and software







EVD1 - Demo



EVD1 – Assignment



Study guide **Final Assignment**

EVD1 – Assignment



Study guide

Week 1

1 SDE setup
2 FRDM-MCXN947 changes
3 Hello Webcam!

EVD1 – Assignment

- Working together is allowed, copying is not!!
- Unique operator selection starts in the coming weeks