

# Continuous Assessment (CA) and Research Project (RP)

## Important information:

- Project end time and date: All results must be submitted by  
**11:59pm, FRIDAY, 1-OCT-2021 (Week 7)**  
**11:59pm, FRIDAY, 5-NOV-2021 (Week 12)**  
to LumiNUS  
(folder: **Segment B-submission-CA/RP**).
- Submission: **Report, codes, demo video** in one zip file with name:  
**your\_NUS\_ID.zip**, e.g., A0123456X.zip.
- Please always remain contactable during the semester.
- Format of the report: Use IEEE Templates for Conference Proceedings.  
**No more than 5 pages for CA, no more than 6 pages for RP** allowed.  
The template (word/tex) have been uploaded to LumiNUS.

You may also download it from

<https://www.ieee.org/conferences/publishing/templates.html>

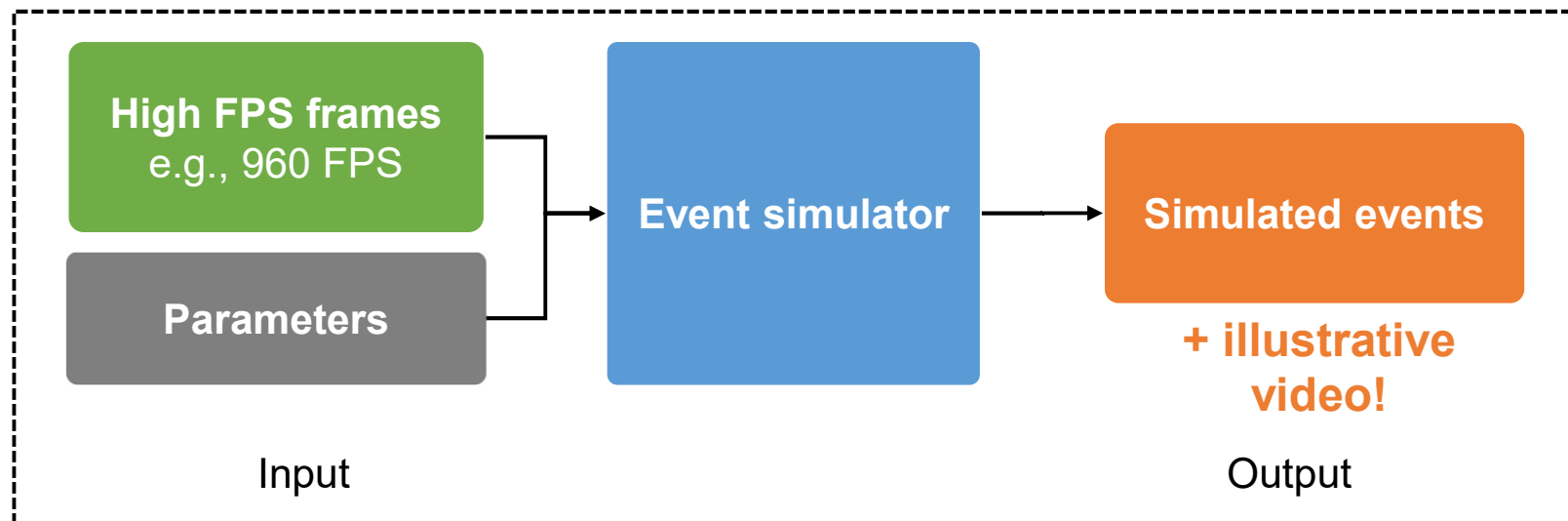
# Continuous Assessment (CA) and Research Project (RP)

## Important information:

- Written report should contains at least the following:
  1. An abstract that briefly summarizes what you have done and what the results are,
  2. a brief introduction to the project and the problem that you are solving,
  3. derivation of the model ("problem formulation"),
  4. description of the framework and algorithm(s) used
  5. the results,
  6. conclusions and/or a summary,
  7. references (if applicable).

# CA: Design an Event Data Simulator

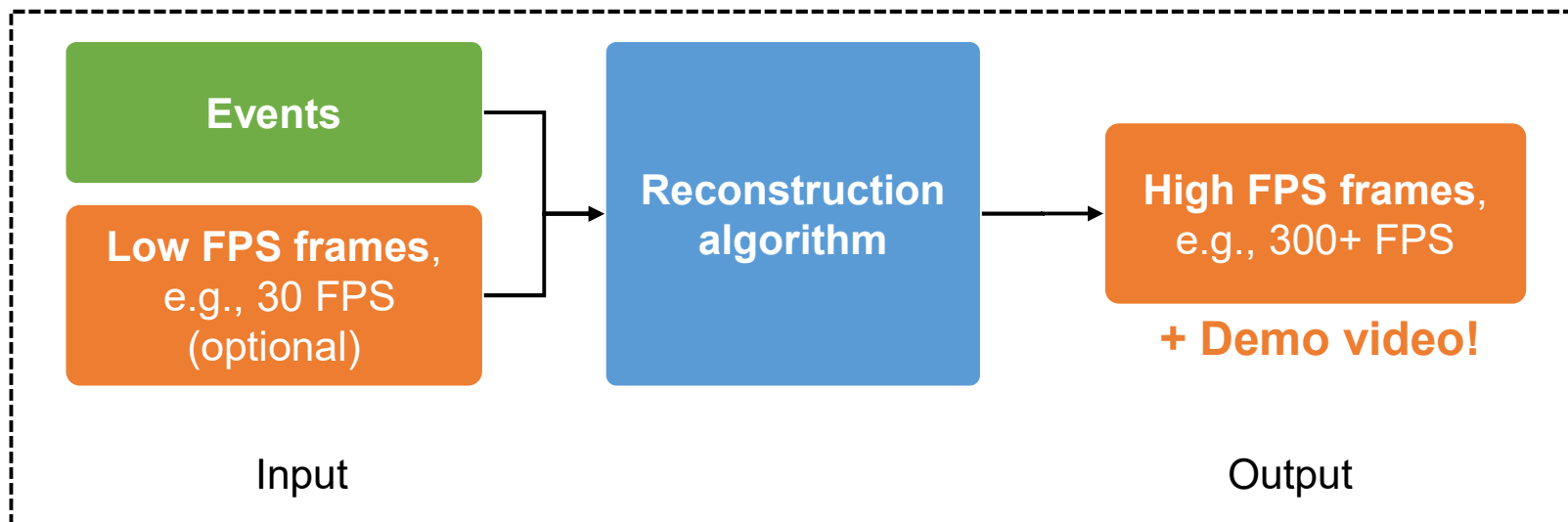
- **Aim:** To design a simulation framework to generate events, given high frame-rate images as inputs. A reference diagram is shown below:



- The principle of event camera and event data simulation will be discussed later in the first lecture.

# RP: Event-based High Frame-Rate Video Reconstruction

- **Aim:** To design and implement an event-based high FPS video reconstruction framework. A reference diagram is shown below:



- Information hub for event-based vision:  
[uzh-rpg/event-based\\_vision\\_resources \(github.com\)](https://github.com/uzh-rpg/event-based_vision_resources)
- More information/Q&A session in the 2<sup>nd</sup> lecture, after introduction of all required backgrounds/knowledges.