



Master Thesis

Use of a DVS for High Speed Applications

Autumn Term 2018



Eidgenössische Technische Hochschule Zürich Swiss Federal Institute of Technology Zurich

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Preface

Bla bla ...

Abstract

Hier kommt der Abstact hin ...

Symbols

Symbols

 ϕ, θ, ψ roll, pitch and yaw angle

b gyroscope bias

 Ω_m 3-axis gyroscope measurement

Indices

x x axis y y axis

Acronyms and Abbreviations

ETH Eidgenössische Technische Hochschule

EKF Extended Kalman Filter
IMU Inertial Measurement Unit
UAV Unmanned Aerial Vehicle
UKF Unscented Kalman Filter

Chapter 1

Introduction

Hier kommt die Einleitung DVS is

Chapter 2

Einige wichtige Hinweise zum Arbeiten mit LATEX

Throughout this work the following notation is employed: W denotes the world frame, C_1 or C_2 denotes a camera frame. T_{AB} is the transformation from frame A to frame B, measured in frame A.

 \boldsymbol{X} the position of the event with respect to world or camera frame, \boldsymbol{x} the calibrated coordinates of the event.

2.1 From Events to Frame

We group a set of events $\mathcal{E} \doteq \{e_k\}_{k=1}^N$ into a temporal window, optimize the motion and scene parameters within this window, then shift the window to the next set of events and repeat this process. The temporal window size is defined by the event numbers N, which should be chosen small enough so that a constant velocity model could be applied within this window. We choose event numbers against a fixed time interval to define the window size, because this corresponds to the data-driven nature of an event-based camera: the more rapid the apparent motion of the scene is, the larger the event rate will be. If the scene stops moving, no events will be generated, the pose will also not be further updated.

An event frame is thus formed by summing up events within this window. If we simply sum along the time axis, the intensity at each pixel will be the sum of the polarities of all the events that are triggered at this pixel location within the window

$$\mathcal{I}(\boldsymbol{x}) = \sum_{1}^{N} \pm_{k} (\boldsymbol{x} - \boldsymbol{x}_{k}), \tag{2.1}$$

with \pm_k and \boldsymbol{x}_k denoting the polarity and pixel coordinates of the kth event, respectively. After warping the events with $\boldsymbol{x}_k' = \boldsymbol{W}(\boldsymbol{x}_k, t; \theta)$, we substitute \boldsymbol{x}_k in the above equation to \boldsymbol{x}_k' .

2.1.1 Planar Homography

The warp function $\mathbf{x}' = \mathbf{W}(\mathbf{x}, t; \theta)$ does not only depend on the motion parameters, but also the scene parameters, which is the unknown depth. In the case of a planar scene the problems simplifies, since a plane \mathbf{P} can be parameterized by two sets of parameters: $\mathbf{n} \in \mathbb{S}^2$ the unit surface normal of \mathbf{P} with respect to the current camera frame, and d the distance from the camera center to \mathbf{P} . The warp function then

becomes

$$X = RX' + T \tag{2.2}$$

$$\boldsymbol{X}' = \boldsymbol{R}^{\top} \left(\boldsymbol{X} - \boldsymbol{T} \right) \tag{2.3}$$

$$\boldsymbol{X}' = \boldsymbol{R}^{\top} \left(\boldsymbol{I} + \boldsymbol{T} \boldsymbol{n}^{\top} / d \right) \boldsymbol{X}, \tag{2.4}$$

thus $\mathbf{x}' \sim \mathbf{R}^{\top} \left(\mathbf{I} + \mathbf{T} \mathbf{n}^{\top} / d \right) \mathbf{x}$. Here $(\mathbf{R}, \mathbf{T}) \in SE(3)$ denotes the relative pose between two cameras at which the current event being warped and the first event within the window happened. Under a constant velocity model with linear velocity $\mathbf{v} \in \mathbb{R}^3$ and angular velocity $\mathbf{\omega} \in \mathbb{R}^3$, the translation is given by

$$T(t) = vt, (2.5)$$

the rotation matrix is given by the exponential map exp: $\mathfrak{so}(3) \to SO(3)$:

$$\mathbf{R}(t) = \exp(\boldsymbol{\omega}^{\wedge} t), \tag{2.6}$$

where $^{\wedge}$ is the *hat* operator

$$\boldsymbol{\omega}^{\wedge} = \begin{bmatrix} \omega_1 \\ \omega_2 \\ \omega_3 \end{bmatrix} = \begin{bmatrix} 0 & -\omega_3 & \omega_2 \\ \omega_3 & 0 & -\omega_1 \\ -\omega_2 & \omega_1 & 0 \end{bmatrix} \in \mathfrak{so}(3), \tag{2.7}$$

2.2 From Frames to Map

The procedure in the above section optimizes the relative pose between successive frames.

2.3 Gliederungen

Ein Text kann mit den Befehlen \chapter{.}, \section{.}, \subsection{.} und \subsubsection{.} gegliedert werden.

2.4 Referenzen und Verweise

Literaturreferenzen werden mit dem Befehl \citep{.} und \citet{.} erzeugt. Beispiele: ein Buch [1], ein Buch und ein Journal Paper [1, 2], ein Konferenz Paper mit Erwähnung des Autors: Pratt and Williamson [3].

Zur Erzeugung von Fussnoten wird der Befehl \footnote{.} verwendet. Auch hier ein Beispiel¹.

Querverweise im Text werden mit \label{.} verankert und mit \cref{.} erzeugt. Beispiel einer Referenz auf das zweite Kapitel: chapter 2.

2.5 Aufzählungen

Folgendes Beispiel einer Aufzählung ohne Numerierung,

- Punkt 1
- Punkt 2

wurde erzeugt mit:

 $^{^{1}}$ Bla bla.

```
\begin{itemize}
\item Punkt 1
\item Punkt 2
\end{itemize}
```

Folgendes Beispiel einer Aufzählung mit Numerierung,

- 1. Punkt 1
- 2. Punkt 2

wurde erzeugt mit:

\begin{enumerate}
\item Punkt 1
\item Punkt 2
\end{enumerate}

Folgendes Beispiel einer Auflistung,

P1 Punkt 1

P2 Punkt 2

wurde erzeugt mit:

\begin{description}
\item[P1] Punkt 1
\item[P2] Punkt 2
\end{description}

2.6 Erstellen einer Tabelle

Ein Beispiel einer Tabelle:

Table 2.1: Daten der Fahrzyklen ECE, EUDC, NEFZ.

Kennzahl	Einheit	ECE	EUDC	NEFZ
Dauer	S	780	400	1180
Distanz	km	4.052	6.955	11.007
Durchschnittsgeschwindigkeit	$\mathrm{km/h}$	18.7	62.6	33.6
Leerlaufanteil	%	36	10	27

Die Tabelle wurde erzeugt mit:

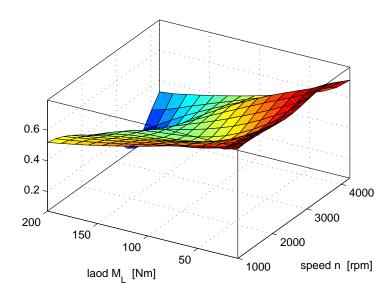


Figure 2.1: Ein Bild

```
\hline
  \end{tabular}
  \end{center}
\end{table}
```

2.7 Einbinden einer Grafik

Das Einbinden von Graphiken kann wie folgt bewerkstelligt werden:

```
\begin{figure}
  \centering \includegraphics[width=0.75\textwidth]{images/k_surf.pdf}
  \caption{Ein Bild.}
  \label{fig:k_surf}
\end{figure}
oder bei zwei Bildern nebeneinander mit:
\begin{figure}
  \begin{minipage}[t]{0.48\textwidth}
    \includegraphics[width = \textwidth]{images/cycle_we.pdf}
  \end{minipage}
  \hfill
  \begin{minipage}[t]{0.48\textwidth}
    \includegraphics[width = \textwidth]{images/cycle_ml.pdf}
  \end{minipage}
  \caption{Zwei Bilder nebeneinander.}
  \label{pics:cycle}
\end{figure}
```

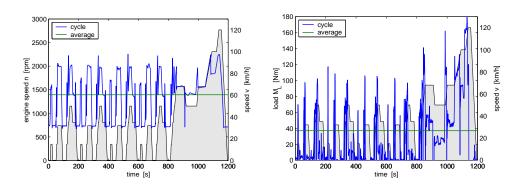


Figure 2.2: Zwei Bilder nebeneinander

2.8 Mathematische Formeln

Einfache mathematische Formeln werden mit der equation-Umgebung erzeugt:

$$p_{me0f}(T_e, \omega_e) = k_1(T_e) \cdot (k_2 + k_3 S^2 \omega_e^2) \cdot \Pi_{\text{max}} \cdot \sqrt{\frac{k_4}{B}}.$$
 (2.8)

Der Code dazu lautet:

Mathematische Ausdrücke im Text werden mit \$formel\$ erzeugt (z.B.: $a^2+b^2=c^2$). Vektoren und Matrizen werden mit den Befehlen $\text{vec}\{.\}$ und $\text{mat}\{.\}$ erzeugt (z.B. $\boldsymbol{v}, \boldsymbol{M}$).

2.9 Weitere nützliche Befehle

Hervorhebungen im Text sehen so aus: hervorgehoben. Erzeugt werden sie mit dem \epmh{.} Befehl.

Einheiten werden mit den Befehlen $\operatorname{unit[1]}\{m\}$ (z.B. 1 m) und $\operatorname{unitfrac[1]}\{m\}\{s\}$ (z.B. 1 m/s) gesetzt.

Bibliography

- [1] M. Raibert, Legged Robots That Balance. Cambridge, MA: MIT Press, 1986.
- [2] M. Vukobratović and B. Borovac, "Zero-moment point thirty five years of its life," *International Journal of Humanoid Robotics*, vol. 1, no. 01, pp. 157–173, 2004.
- [3] G. A. Pratt and M. M. Williamson, "Series elastic actuators," in *IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS)*, 1995, pp. 3137–3181.

Bibliography 10

Appendix A

Irgendwas

Bla bla ...

Appendix B

Datasheets

