

Subject: Re: jAER: JogAmp Support / Bug Fix / .. PO 1240165
From: Sven Göthel <sgothel@jausoft.com>
Date: 4/2/2024, 9:32 AM
To: "Tobi Delbruck (INI)" <tobi@ini.uzh.ch>

Hi Tobi,

took me a long time to come back this project,
too much other non-biz peace related engagements for Eastern - my apologies.

Attached is my review of your code (tag: 2.4.2),
focusing on the actual rendering pipeline, used graphics toolkits
and a few thoughts of the overall stuff (Java, wasm, ..).

I also attach the invoice for this work so it can be processed.
However, you have a few more hours (~15) working with me
based on this order and I shall be available in general, if you like.

For the future in general of JogAmp and Java Graphics, I am clueless.
It would be great if the remaining groups and companies
could join efforts for this matter - but I couldn't manage any such task.

OpenCV processing and neuronal networks or adding an edge-processor
of an LLVM or the like using compute shader etc .. was something
I am interested in. But it didn't condense in anything
practical so far but glancing over a few libraries and their APIs.

Replying to your linkedin request now and catching up with emails.

Would be great to chatter later
and I hope you & family had a good happy Easter.

Warm greetings,

~Sven

On 2/21/24 12:49, Tobi Delbruck (INI) wrote:

Cool, however I'm not really available this week except for short skype responses, am
totally stressed by reading 3 PhD theses and writing a paper...

The solution for the rendering problem on OS-X was to use a single texture number 0 for
all the DVS, frames and annotation texture maps in ChipRendererDisplayMethodRGBA.java.
That also works on windows and linux but what it means I have no idea since I don't
really know how these textures work on the hardware.

Look forward to your look. I suggest you put a breakpoint in ChipCanvas.display() method
to see how the pipeline flows.

Tobi

On 21.02.24 09:27, Sven Göthel wrote:

On 2/20/24 18:30, Tobi Delbruck (INI) wrote:

Hi Sven, I squashed the os-x rendering bug already, but if you have the time to improve the whole rendering pipeline and setup (in ChipCanvas) it would be great. I was so ignorant of all things OpenGL when first making that class that I'm sure it is suboptimal and probably is our whole rendering pipeline.

KUDOS, great you resolved it.

Great, I can review your code and we can chat about it on Monday.

If you have pointers or believe its more effective to have a chat upfront, let's do this this Friday?

~Sven

On 2/20/2024 5:08 PM, Sven Gothel wrote:

On 2/14/24 20:29, Tobi Delbruck (UZH-ETH) wrote:

Hi Sven, please let me know if you have questions, best on skype. In the meantime I'm totally consumed with other things. Best wishes, Tobi

I will see to find time starting this Friday or next Monday and will ping you for help.

Thank you.

Cheers,

~Sven

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Attachments:

jaer-review01.pdf	70.1 KB
jaer-review01.odt	32.0 KB
UZH_NI_Invoice_001.pdf	43.5 KB