

WEEK NO:05.....

FOR THE WEEK ENDING

Sunday.....06.....1....02....1....28.22....

TRAINING LOCATION

L.F. Robotics (Pvt) Ltd.

DAY	BRIEF DESCRIPTION OF THE WORK CARRIED OUT				
	Monday	Tuesday	Wednesday	Thursday	Friday
Monday 01/01/31	* Wrote functions to generate and visualize test images and processed images respectively using "python". * Initialized a project to develop the same algorithm from the paper in AVR Atmega32A micro controller.				
Tuesday 02/01/31	* Set up AVRDUDE for Atmel Studio in order to program the Atmega32A micro controller and installed drivers for USBasp cable. * Investigated the function of the algorithm in the Atmega32A.				
Wednesday 02/02/31	* Implemented necessary programs to measure the time it takes to run the contour detection algorithm inside the Atmega32A microcontroller.				
Thursday 02/03/31	* Successfully ran the algorithm inside the Atmega32A for an integer type image of size 8x12. Sizes greater than that do not work inside the microcontroller due to limited storage.				
Friday 02/04/31	* Learnt about several git (version controlling commands) to, create a branch / switch between branches / and and switch working copy of the project to specific commit.				
Saturday 02/05/31	* Started studying two research papers related to machine automatic inspection based robot motion planning.				
Sunday 02/06/31					

DETAILS AND NOTES OF WORK CARRIED OUT, PROBLEMS ENCOUNTERED AND HOW SOLVED ETC., DIMENSIONS AND SKETCHES TO BE GIVEN WHEREVER POSSIBLE

Primary work carried out in the week
Made necessary changes to the original algorithm in order to make it run inside an AVR enhanced RISC (Reduced Instruction set computer) architecture based microcontroller. (Atmega32A)

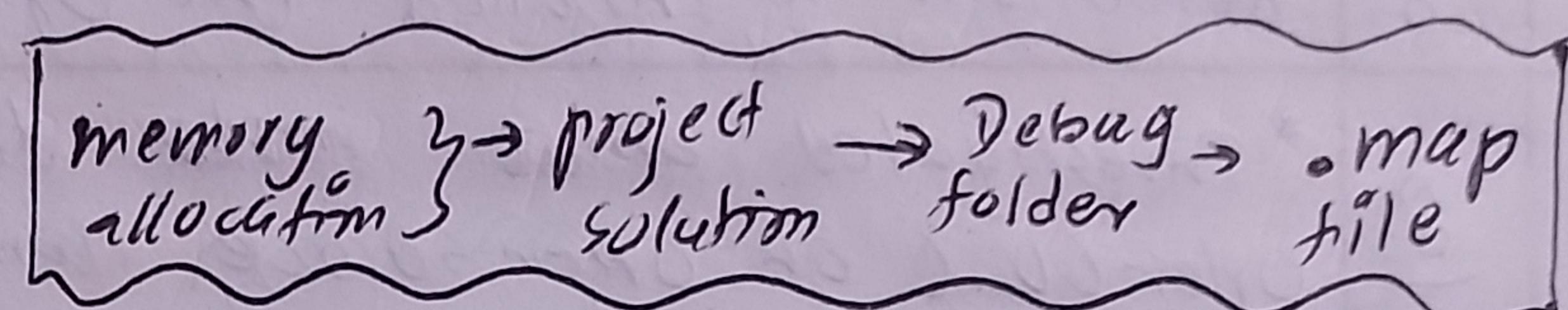
challenges

④ Timing analysis of a function call inside the microcontroller.

General purpose C language has the "time.h" library in order to measure the time inside a program. However, when it comes to "Embedded C" which is used to program AVR microcontrollers, there is no such ready made library available. Therefore ~~for~~ a method to calculate time duration between two events ~~was~~ ~~program~~ had to be implemented using "Interrupt Service Routines" (ISR) of the AVR microcontrollers.

problems Encountered

The maximum size of image that ~~can't~~ ~~be~~ could be stored inside microcontroller was (8x12) (integer type), even though it could go ~~more~~ more than that theoretically.



: Since we use Atmel Studio software to build our solution, we have no control over the memory allocation of the flash memory inside the AVR micro controllers. However, there exists a way off which gives us the full control over those.

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It was found that methods are described in documentation of "avr-libc".

REMARKS AND CERTIFICATION BY THE ENGINEER /T.O

- * Satisfactory
- * Briefly explain (when possible) the usage of software & equipment when first mentioned.

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Jakku
Engineer - In - Charge

DATE : 08/02/2022

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FOR THE WEEK ENDING

Sunday 13.02.2022.

TRAINING LOCATION

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DAY	DATE	BRIEF DESCRIPTION OF THE WORK CARRIED OUT
Monday	02/07	* Investigated the feasibility of using Raspberry Pi (RPI) (a single board computer) for real time object detection. * Installed the Operating System (OS) to RPI.
Tuesday	02/08	* Investigated about different methods of installing OpenCV (an open source computer vision algorithm library written in C++ language). * Installed OpenCV on RPI.
Wednesday	02/09	* Started implementing the paper "Automated visual Inspection: Position Identification of Object for Industrial Robot Application based on color and shape" using (C++) on Raspberry Pi using OpenCV.
Thursday	02/10	* Completed the paper implementation upto object detection and drawing bounding boxes around detected objects. * Carried out a timing analysis for that part.
Friday	02/11	* Learned about compiling C++/C language programs using "Makefile". * Wrote a script to compile the previously mentioned object detection code.
Saturday	2/12	* Went through a set of tutorial videos, which are related to image processing using Field programmable Gate Arrays (FPGAs).
Sunday		To be done (Simplifying code) + make a report + start work + sync up + download

DETAILS AND NOTES OF WORK CARRIED OUT, PROBLEMS ENCOUNTERED AND HOW SOLVED ETC., DIMENSIONS AND SKETCHES TO BE GIVEN WHEREVER POSSIBLE

Primary work carried out in the week:

- * Investigated the capabilities of Raspberry Pi (single board computer) on real time object detection.
- * Did a timing analysis of the sub module of the object detection algorithm on Raspberry Pi.

Problems Encountered :

- ⑤ Compiling a C language program with multiple source files and header files on Raspberry Pi.
- Learned the concept of "Makefile" which can be used to compile the source files and header to and to automate the process of compiling and linking multiple source files, using (Linux shell.)
(The Linux command line Interpreter.)

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- ⑥ Compiling OpenCV (the open source computer vision library) for Raspberry Pi to optimize the resource usage.
- Precompiled packages of OpenCV are available for Windows / iOS / and Android. However there is no official precompiled version of that for Raspberry Pi. Therefore openCV must be built using by compiling the source codes of OpenCV library on Raspberry Pi. During the compilation we can set different parameters to optimize the ~~installing~~ ^{project} OpenCV for Raspberry Pi.

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Jakeni
Engineer - In - Charge

DATE : 15/02/2022

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FOR THE WEEK ENDING

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Sunday 20.02.2022

L.E. Robotics (Pvt) Ltd.

DAY	DATE	BRIEF DESCRIPTION OF THE WORK CARRIED OUT
Monday	02/14	* Implemented the object detection algorithm without using multithreading in C++. * Able to achieve near real time image frame processing with ~5 FPS (frames per second). * In order to achieve 10FPS image frame rates, it was decided to modify the algorithm to use multithreading support. * Learned about multithreading in C++.
Tuesday	02/15	* Implemented the multithreading algorithm without using classes of C++ (using conventional procedural programming). * Was able to achieve a great acceleration in video capturing.
Wednesday	02/16	* Refined the multithreading algorithm using classes concept in C++. * It was observed that there's huge lag between frames.
Thursday	02/17	* Investigated deeply about multithreading in C++ in order to solve the get rid of the lag of frames, which was not expected. * Understood that multithreading not necessarily means utilization of multiple cores, and it was the reason for the unexpected lag.
Saturday		
Sunday		

DETAILS AND NOTES OF WORK CARRIED OUT, PROBLEMS ENCOUNTERED AND HOW SOLVED ETC., DIMENSIONS AND SKETCHES TO BE GIVEN WHEREVER POSSIBLE

Primary work carried out in this week: Implemented the complete object detection algorithm in C++ language and run the program inside Raspberry Pi in order to investigate the real time behavior.

* Approach

- Using Multithreading
 - * Able to achieve a great acceleration in video frame capturing.
- without using Multithreading
 - * The best possible number of frames that could be processed within a second was 5. That is 200 ms was taken to process a single frame to detect objects.

multithreading not necessarily means multi core processing. Allocating threads to processors cores is a responsibility of operating system (OS)

Problems Encountered & Reading frames from the USB video camera takes most of the time from the mentioned (200 ms). (A greater portion)

Soln: I/O (Input / output) operations inside a program is known as blocking operations. Because program cannot proceed and stall until the data is completely received / sent. Therefore it was decided to allocate a separate thread for video capturing. SIGNATURE OF TRAINEE which keeps reading frames without doing any other work!

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DATE : 23 / 02 / 2022

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Sunday 27/02/2022

LF Robotics (Pvt) Ltd.

DAY	DATE	BRIEF DESCRIPTION OF THE WORK CARRIED OUT
Monday	02/21	* Implemented camera calibration algorithm using openCV, in order to extract intrinsic/extrinsic parameters. * Photographed the checkerboard pattern using a static camera, in order to feed to the algorithm.
Tuesday	02/22	* Went through the documentation of OpenCV camera calibration and realized they have assumed the user to input photographs of a static checkerboard using a moving camera. (Not the other way around.)
Wednesday	02/23	* Printed a new checkerboard, pasted it on a constructed real world coordinate system. * Generated real world coordinates of the corners of checkerboard w.r.t the world coordinate system, and photographed it setting as specified.
Thursday	02/24	* completed camera calibration. * Extracted intrinsic and extrinsic parameters of the camera using the openCV algorithms. * Saved obtained parameters into text files for future usages.
Friday	02/25	* Verified real world to image plane coordinate transformation using extracted parameters. * Started implementing image plane to real world mapping, using pseudo inverse method. (A method to find inverse of a non square matrix.)
Saturday		
Sunday		

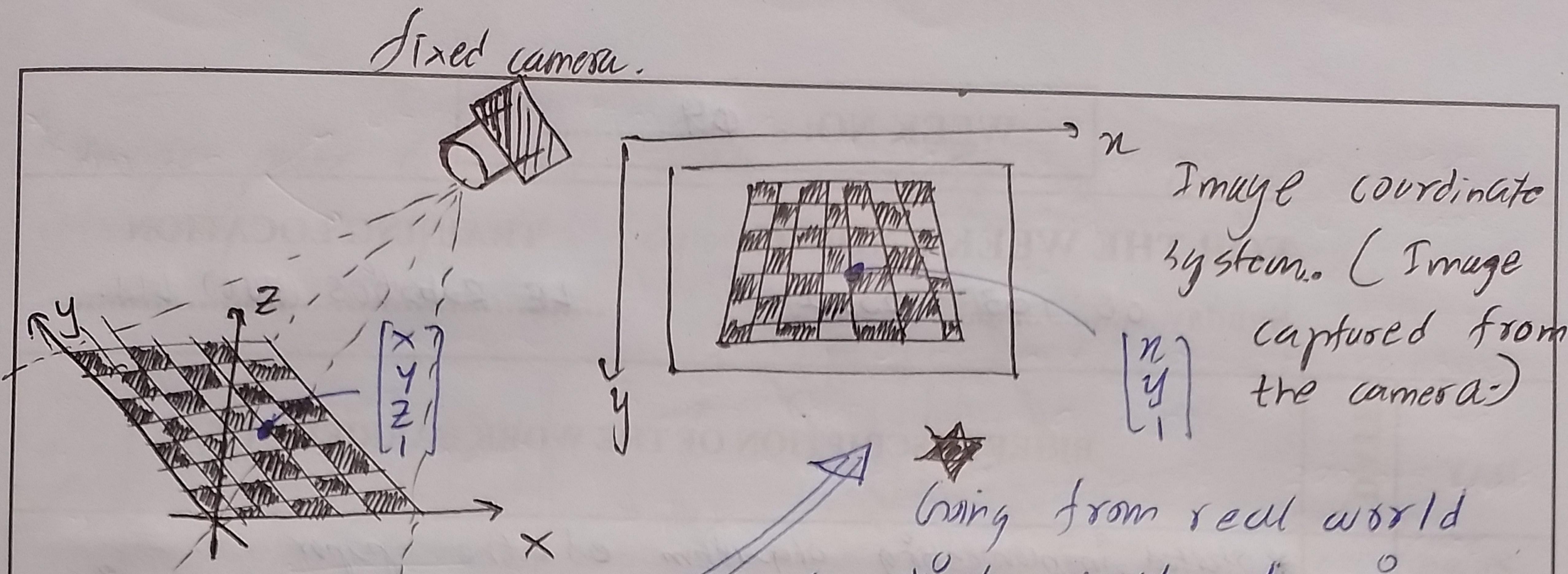
DETAILS AND NOTES OF WORK CARRIED OUT, PROBLEMS ENCOUNTERED AND HOW SOLVED ETC., DIMENSIONS AND SKETCHES TO BE GIVEN WHEREVER POSSIBLE

Primary task carried out by : Camera calibration to find intrinsic and extrinsic parameters of the given camera for object detection.

In the week

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Real world coordinate system. (constructed by user and therefore fixed and known.)

However, the backprojection from image plane to real world is not straight forward, as we lose all the depth information, when we take an image of a real world object. There are various methods to solve this problem.

$$\text{image coord: } \begin{bmatrix} dx \\ dy \\ dz \end{bmatrix} = \begin{bmatrix} * & * & * & * \\ * & * & * & * \\ * & * & * & * \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}$$

Homogeneous Real world coord:

3×4 (projective transformation matrix.)

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problem in literature.

Good.

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DATE : 01/03/2022

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