

공유

: 풀뿌리 시작 기업 의  
프로젝트 소스 코드

3D<sub>(x,y,z)</sub> 좌표 정보도

데모

(Demo)



원본 이미지

stereo vision 3D sensor

3Deepercept

내 시작 기업 기획서

percept the world deeper with stereo vision 3D sensor

Depth camera D457

Intel RealSense  
와 동일한 제품



제품 시장

Github:



<https://github.com/brianwchh/grassrootsstartup-ComputerVsion-zynq>

Youtube:



<https://youtube.com/playlist?list=PL4mHdDqV3T2ui0DIKB7c27Ltlq5Z4AEti>

비디오 자습서

Grassroots Startup Project Sharing

Deep Learning  
Computer Vision  
3D Sensor  
Algorithm Acceleration  
On FPGA Tutorial

4 - SGM cost function  
Dynamic Programming & Penalty Propagation

By GimHo.Ng/ 伍金和 (荷)

2023.3.29

G.E.M 鄭紫棋歌中的祕密 / the secret in GEM's music

[2507抬上帝入天坑] / [2507 carrying God back to heaven shit hole] : <https://github.com/brianwchh/2507>

Tutorial files: <https://github.com/brianwchh/grassrootsstartup-ComputerVsion-zynq>

```

matching_cost.v x LPDILeftVolumn.v x rectify.v x
1 /* author : WuChengHe
2
3 function description :
4     Lr0(p,D1) = C(p,D1) + min(Lr0(p-1,D1),Lr0(p-1,D1-1)+P1,Lr0(p-1,D1+1)+P2) - min(Lr0(p-1,D1))
5     compute L(p,D1) = Lr0(p,D1) + Lr1(p,D1)+Lr2(p,D1)+Lr3(p,D1)
6
7 */
8 timescale 1 ns / 1 ps
9 module LPDIleftVolumn
10 #(
11     parameter IMAGE_WIDTH = 640
12     parameter IMAGE_HEIGHT = 480
13     parameter MAXDISPARITY = 64
14     parameter PENALTY = 10
15     parameter PENALTY2 = 60
16     parameter CPDI_WIDTH = 6
17     parameter LPDI_WIDTH = 8
18     parameter INPUTDATAID = 385, // B * 64 + 1(SOF)
19     parameter OUTPUTDATAID = 513 // B * 64 + 1
20 );
21
22 (
23     input wire clk
24     input wire en
25     input wire pixelEN
26     input wire softIn
27     input wire enIn
28     output wire softOut
29     output wire eolOut
30     input wire [INPUTDATAID-1:0] CPDI_ID
31     output wire [OUTPUTDATAID-1:0] LPDI
32     input wire rst_n
33 );
34
35 reg [LPDI_WIDTH-1:0] LPDI_2DArray_reg_scclkrate [0:MAXDISPARITY-1];
36 integer i,j,kk,r,c;
37
38 /*
39 * note that :
40 * no need buffer C(p,D1), need linebuffer Lr(p-1,D1) (r=1,2,3) , direction r=1,2,3 need 640 bytes of blockram
41 * direction r=0 , no need linebuffer
42 */
43
44 /*
45 */
46
47
48
49
50
51
52
53
54
55
56
57
58
59
60
61 */

```

P(x-1,y-1)	P(x,y-1)	P(x+1,y-1)	.....
P(x-1,y)	P(x,y)	.....	