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ECE 44x Capstone Project Update

1 message

Zhang, Andy <amornsrb@oregonstate.edu>   Thu, Mar 12, 2020 at 7:17 PM
To: Joshua Patrick Tenenbaum <tenenbaj@oregonstate.edu>
Bcc: Glapoujay Garmondeh <garmondg@oregonstate.edu>, Chase Edward Pixley <pixleych@oregonstate.edu>

Hi Josh,

I just wanted to present a quick end-of-term update on the status of our project.
We have finished with the major written components of the project and expect to have everything neatly organized on a GitHub webpage by the end of this week. My intention is that this page serves as a resource bank containing all information needed for new members, both within OSURC and new members to Junior Design, which can rapidly begin development on GPU-powered embedded systems.

In the coming weeks, we hope to better flesh out some of the specific applications of our database. My intention is to begin work with ffmpeg and assess the results of GPU-accelerated image-compression. I am particularly interested in how these changes can apply to the rover. I would like to demonstrate some other functions of Nvidia SDKs and will follow up with a more concrete schedule later.

Thank you and stay safe,
Andy