

Digital Camera

Applied Embedded Systems Project

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- **Introduction**
 - Motivation
 - Overview

- **System Design**
 - Development Environments
 - Graphic User Interface
 - Server-Client Communication
 - Core Implementation

- **Progress & TODO**

Agenda

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Motivation

Applications

- Mobile Phones
- GPS
- Game Console
- Medical Imaging



Introduction

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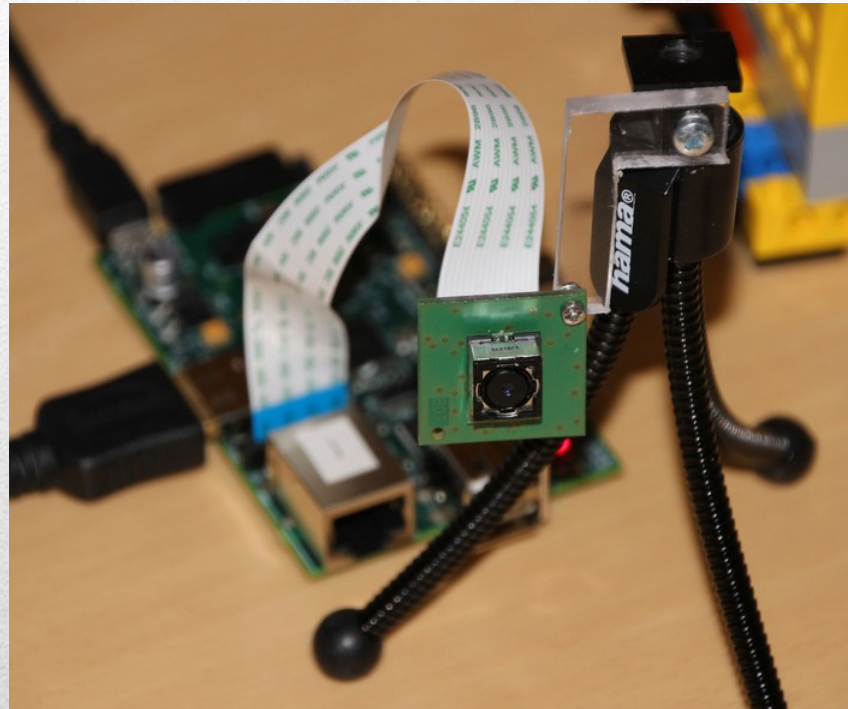
Motivation

Applications

- Mobile Phones
- GPS
- Game Console
- Medical imaging

FPGA+Camera

- Image Capture
- Object Detection
- Remote control



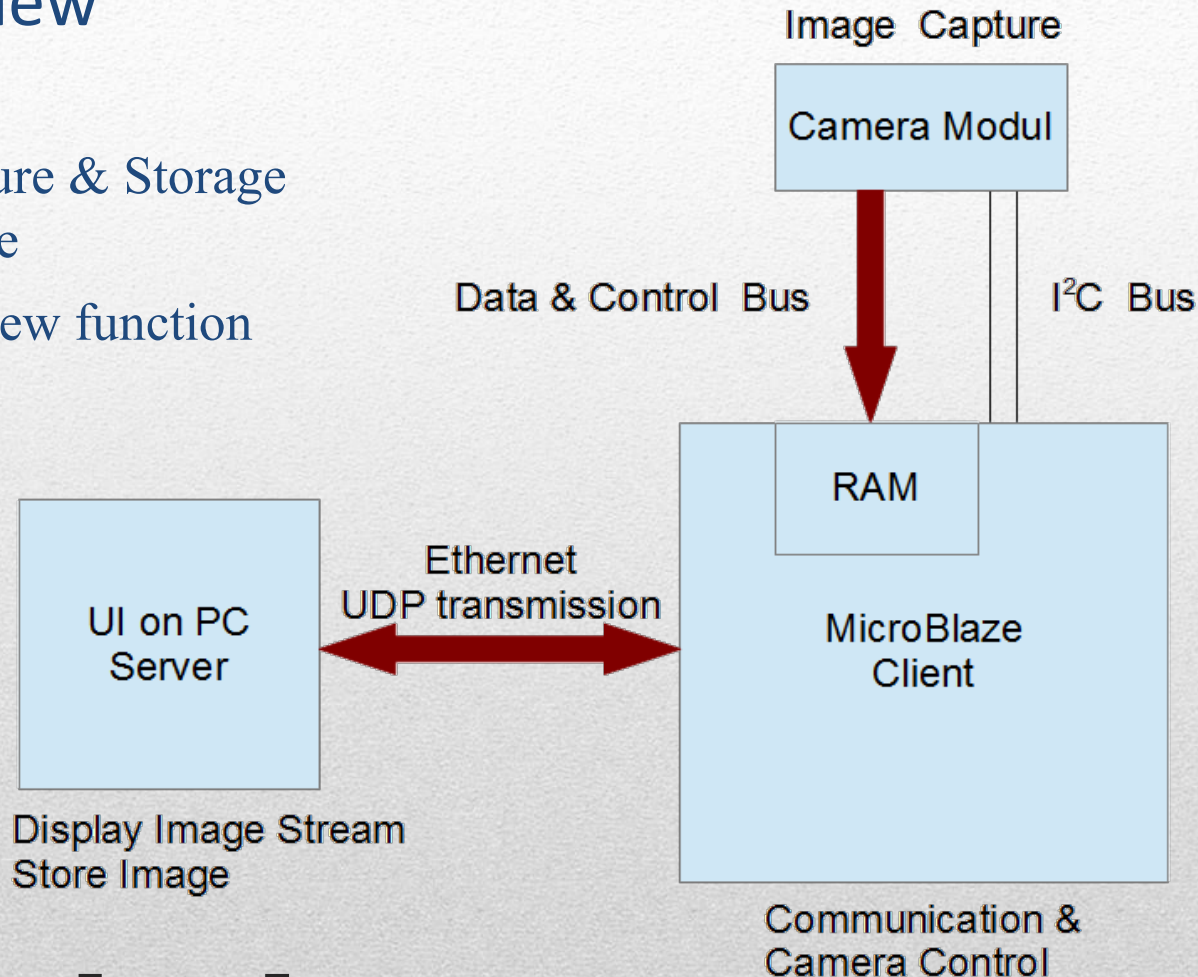
Camera board on Raspberry Pi
Quelle: www.raspberrypi.org

Introduction

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Overview

- Capture & Storage Image
- Preview function



Introduction

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Develop Environments

Hardware

- Xilinx Spartan 3E Starter Development Kit
- VmodCAM MT9D112 2-megapixel CMOS Digital Image Sensors

Software

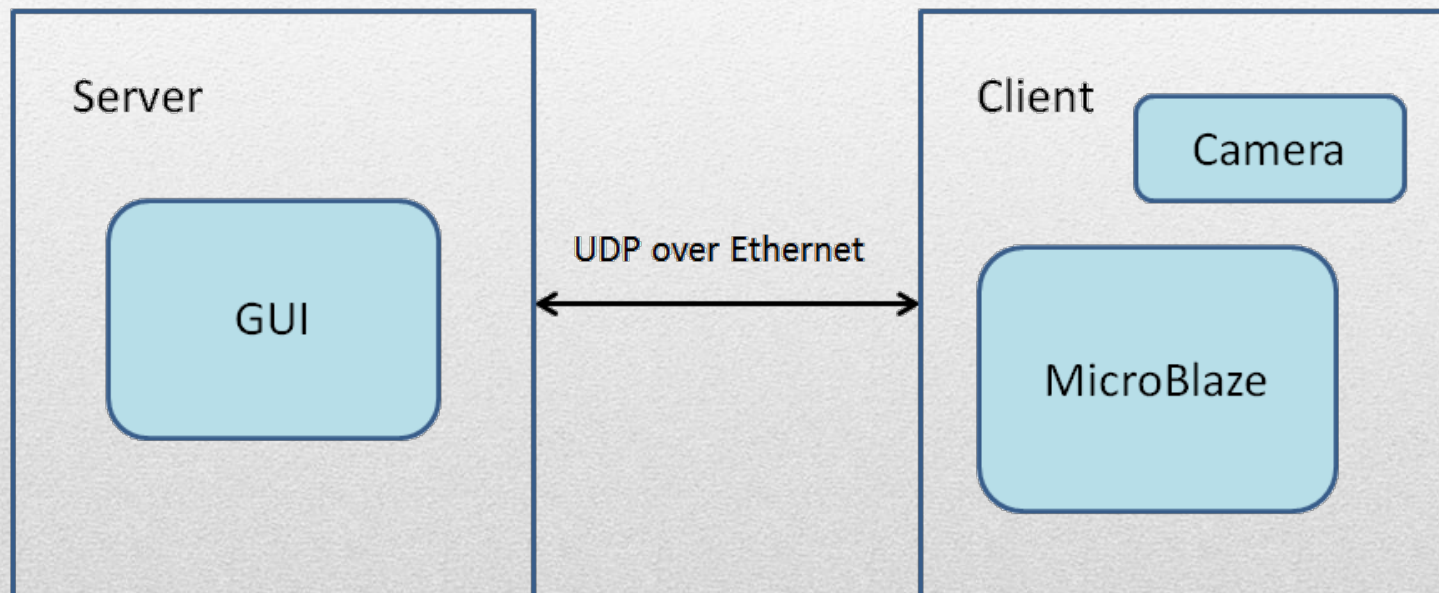
- Xilinx SDK for C
- Xilinx ISE for VHDL
- Eclipse for Java

System Design

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Communicating over Network

- Server and Client
- UDP Protocol

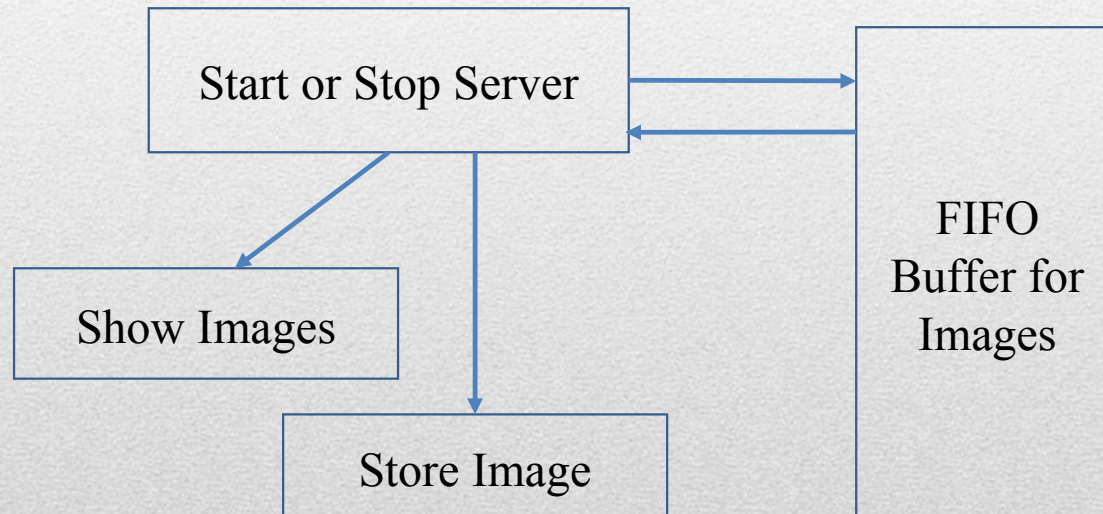


System Design

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Server Side

- Written in Java: system independent
- Consists of four modules



System Design

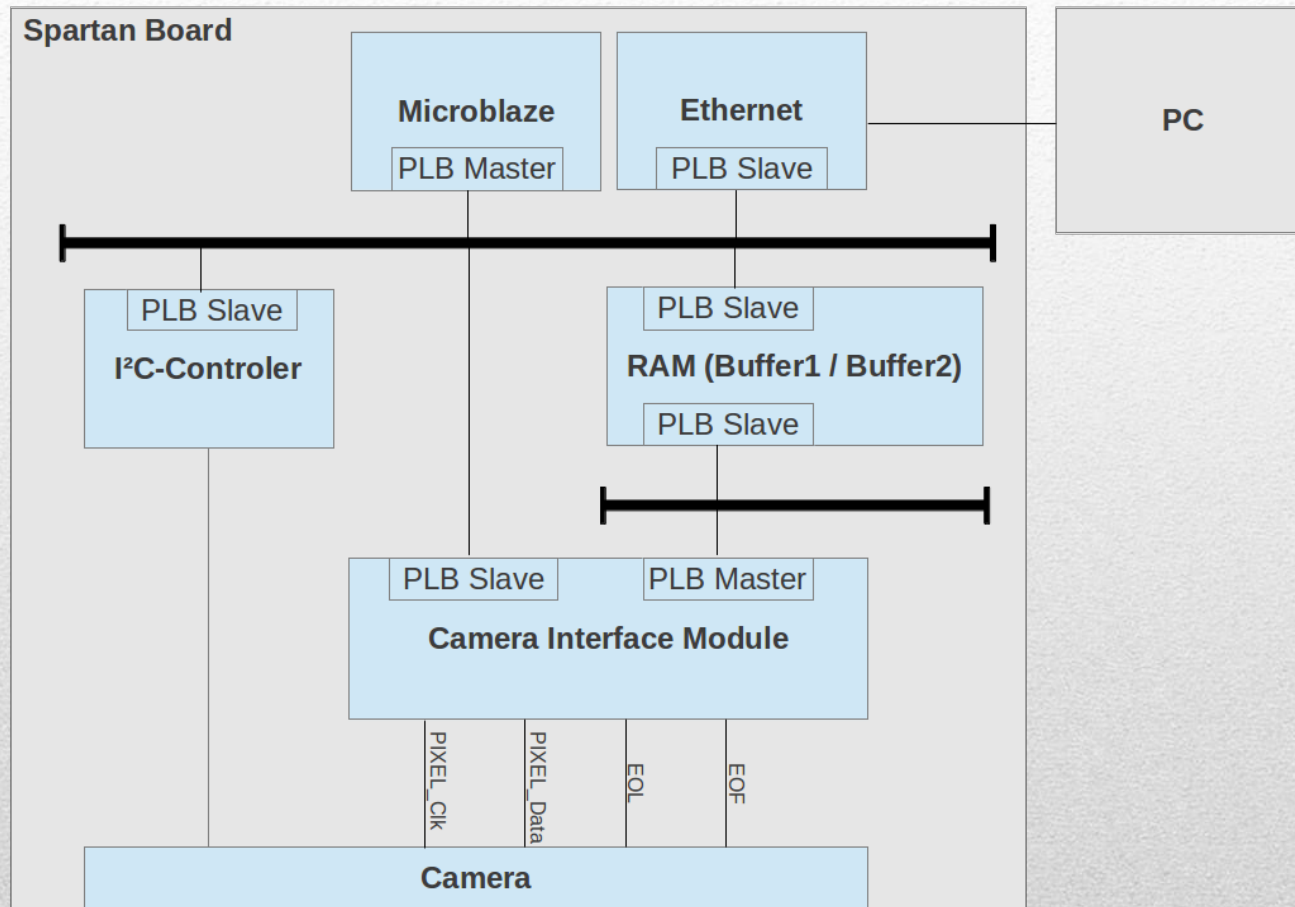
Client Side

- Use Lib <xemac_lite.h>
- Define UDP Packet Structure
- Set Mac and IP Address
Source & Destination
- Initialize the Ethernet driver
- Check the signal from MicroBlaze
- Send the Image to Server with UDP Packet

System Design

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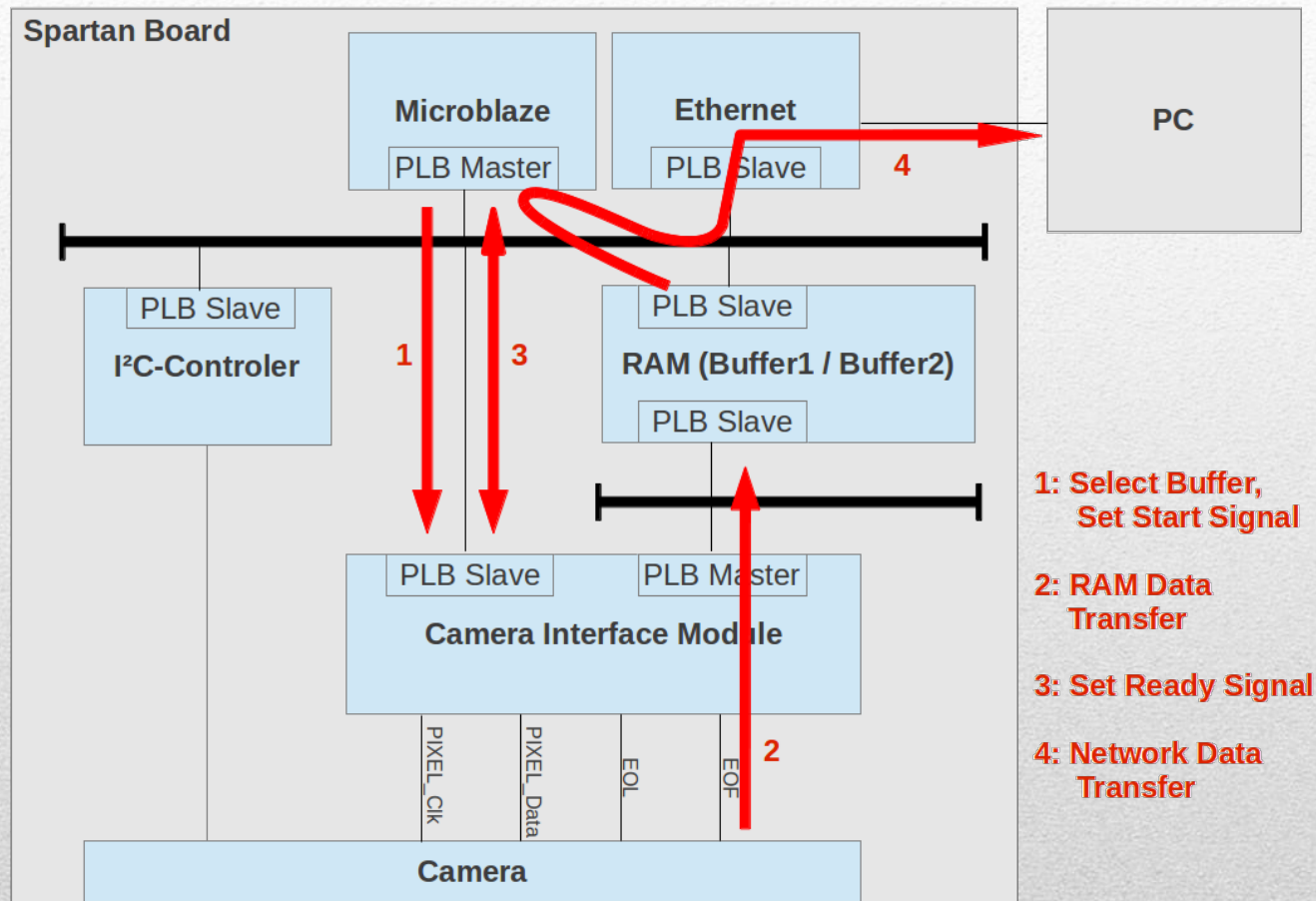
System Overview



System Design

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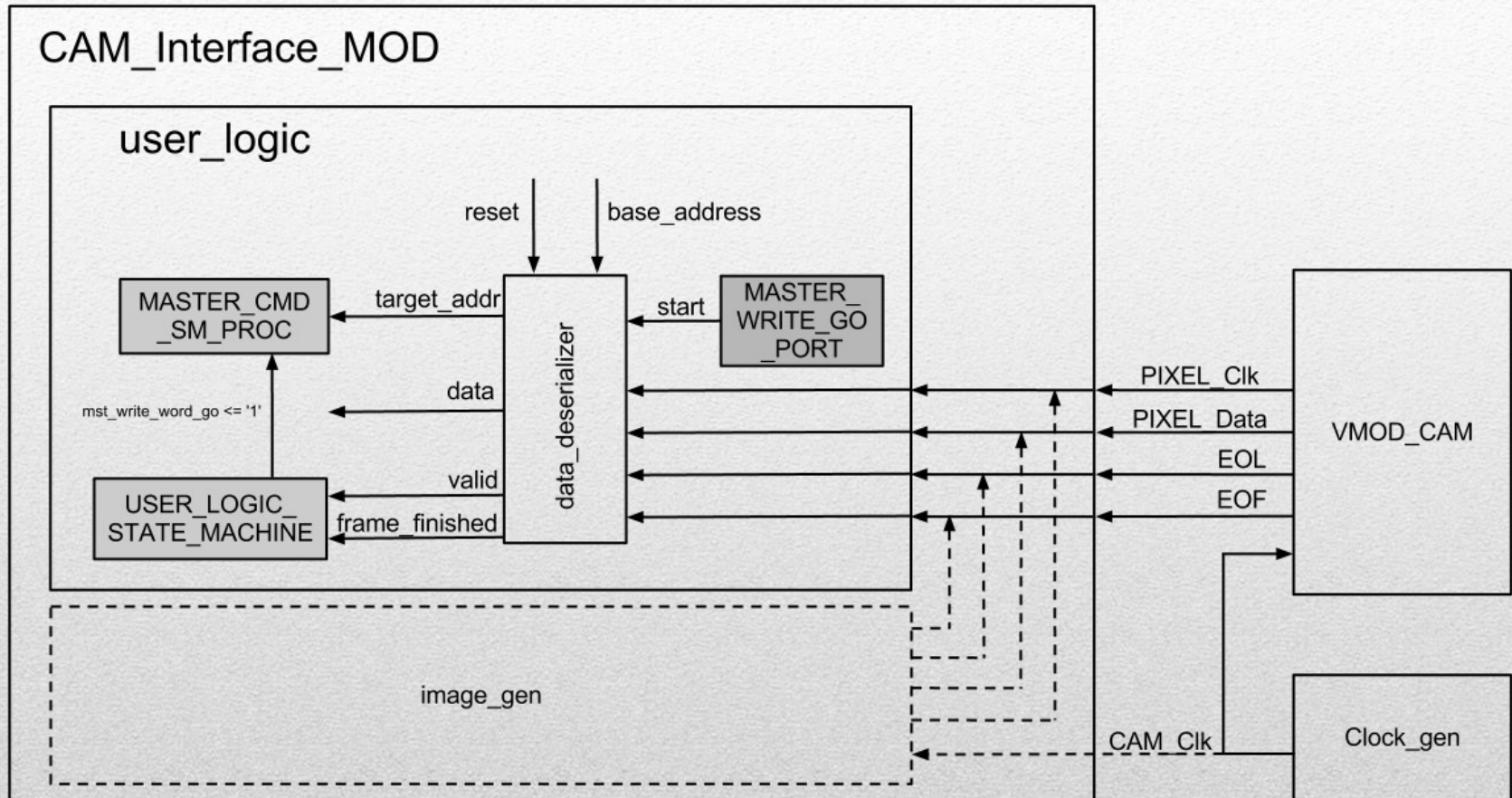
System Overview



System Design

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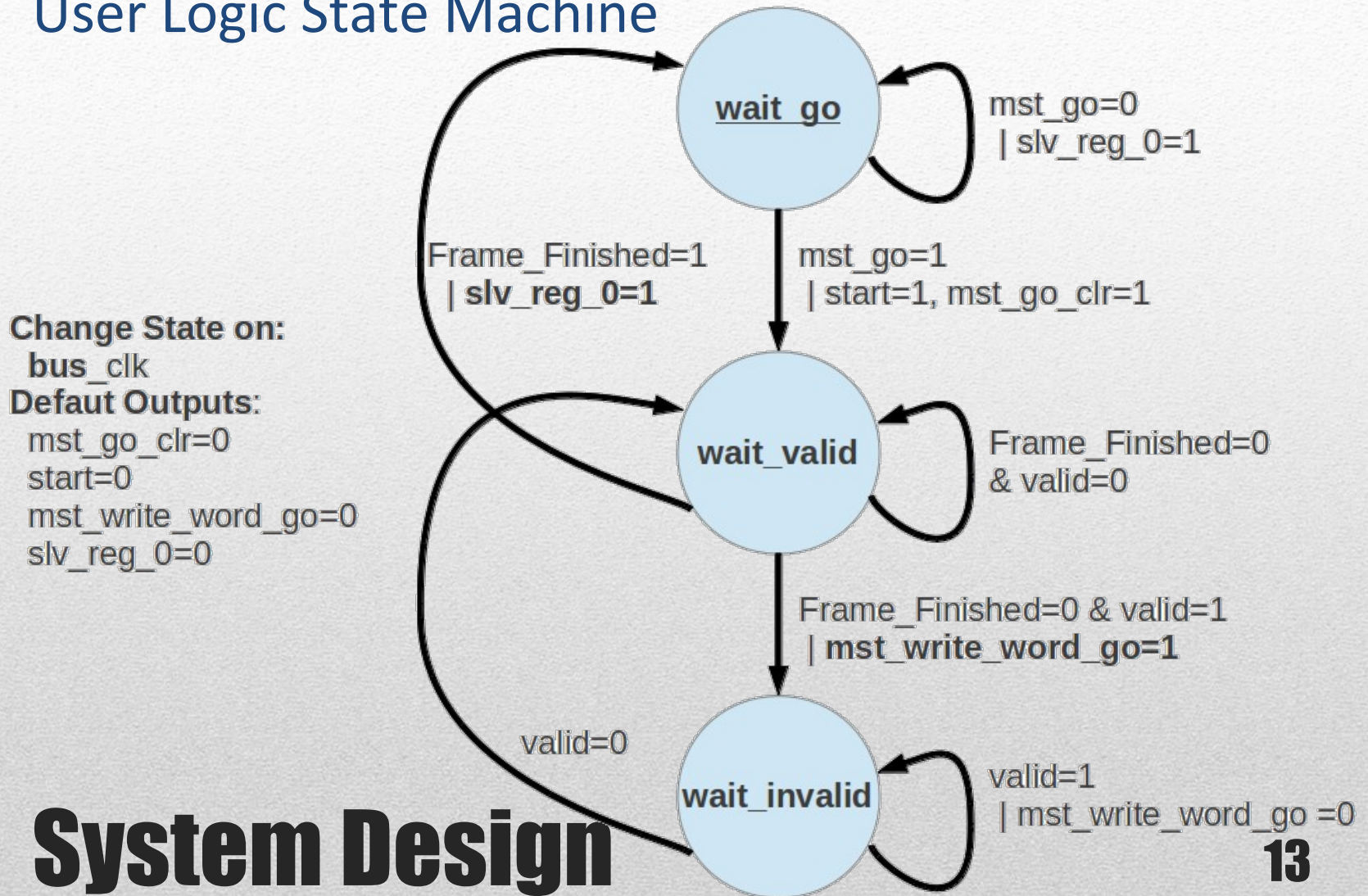
Core Implementation



System Design

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User Logic State Machine



System Design

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Deserializer State Machine

Change State on:

PIXEL_clk

Abbreviations:

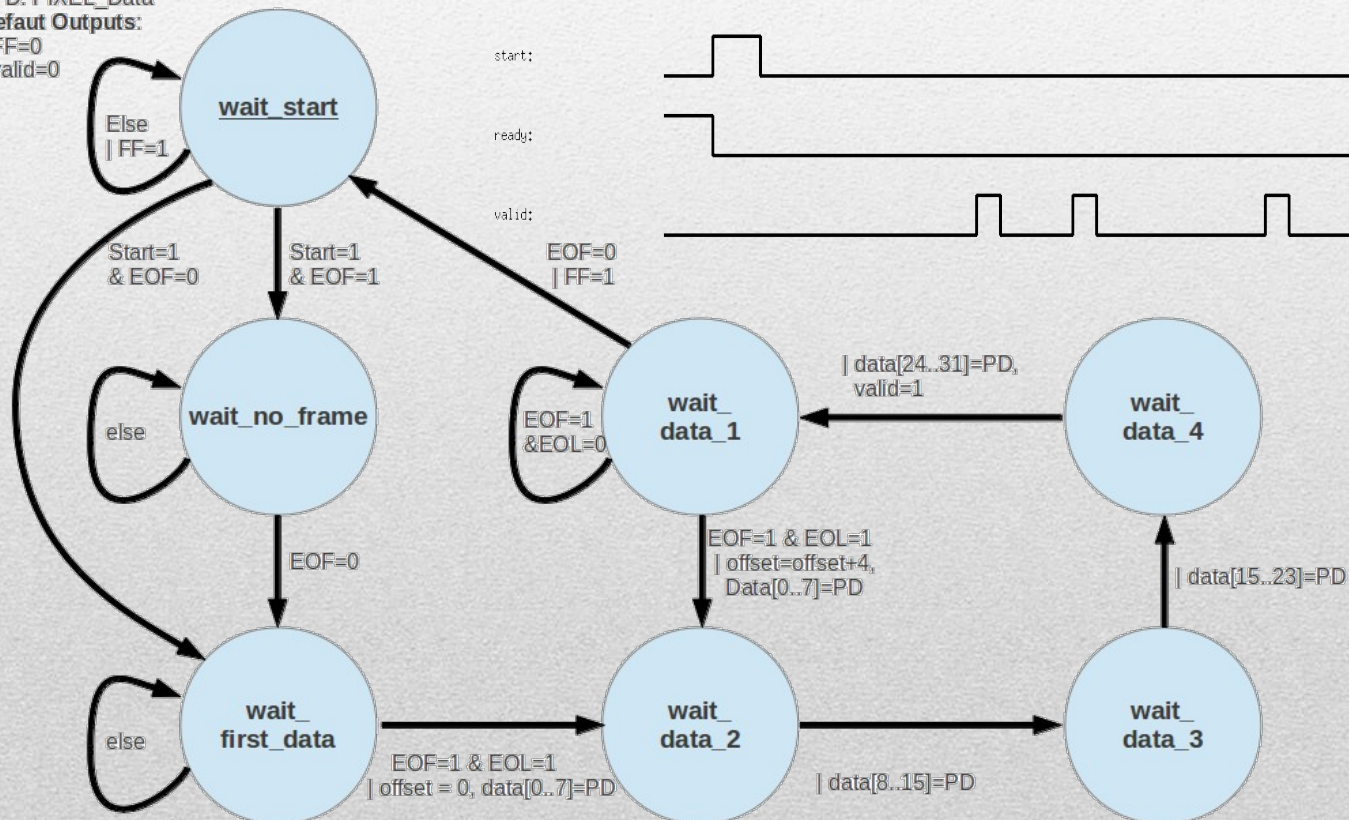
FF: frame_finished

PD: PIXEL_Data

Default Outputs:

FF=0

valid=0



Progress

Camera interface module:

- Stream image from camera
- Store image data in DRAM
- Basic GUI

TODO

- Camera configuration over I2C
- UDP Communication
- Improve GUI
- Test with image generator and camera



- Questions?
- Thank you for your attention!