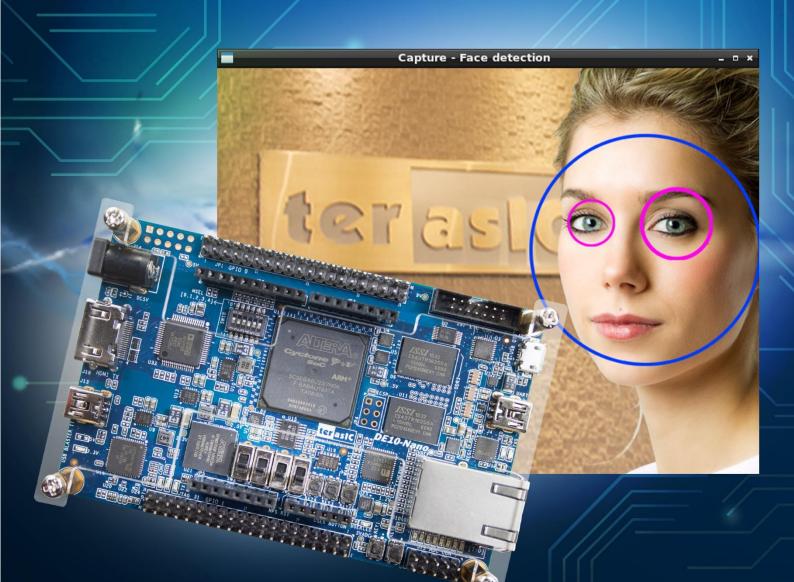


## DE10-Nano

OPENCY USER MANUAL





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#### Chapter 1

## Introduction

OpenCV (Open Source Computer Vision) is a library of programming functions mainly used at real-time computer vision. The DE10-Nano LXDE Desktop BPS built-in the OpenCV library, so user can use the library to perform computer vision function. Also, the BPS includes the required toolchain for building OpenCV application, so developers can directly develop and execute their project on the LXDE Desktop. No cross-compile is required.

#### **Software Development Flow**

Figure 1-1 displays the software design flow block diagram. The development procedures are:

- 1. In LXDE Desktop, developers design their C-code software project with a generic text editor. Generally, .c and .h files are needed.
- 2. Create a "Makefile" for your software design project, so the compiler knows how to generate a final object/executable files for your project.
- 3. Use the build-in GNU toolchain to generate executable file
- 4. Execute the executable file generated in step 3.

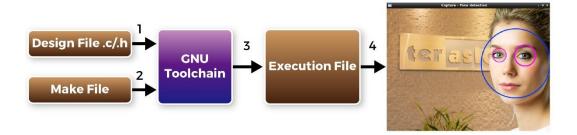


Figure 1-1 Design Flow



#### **System Requirements**

In addition to the DE10-Nano board, the following hardware are also required:

- microSD card contains LXDE Desktop Image
- HDMI Monitor
- USB Keybaord
- USB Mouse
- USB Camera (Optional)
- USB Hub

The LXDE Desktop Image is available at <a href="http://de10-nano.terasic.com/cd">http://de10-nano.terasic.com/cd</a>. Please download the image and create a LXDE to boot microSD. For details about how to create a booting micros SD card, please refer to the document **DE10-Nano\_Getting\_Started\_Guide.pdf** in the DE10-Nano System CD.

The cameras which can be supported by the LXDE desktop are listed in the link: <a href="http://www.ideasonboard.org/uvc/#devices">http://www.ideasonboard.org/uvc/#devices</a>. However, not all of these cameras are fully compatible with the OpenCV software. The following cameras have been tested by Terasic and they all work well on the Open CV. If users need to use camera application, choose these camera of which we have approved.

- Logitech C310
- ET USB 2760 Camera
- Genius WideCam F100



#### Chapter 2

## Execute OpenCV Demo

This chapter describes how to execute the demo included in the LXDE Desktop BSP. There are three OpenCV demonstrations in the BSP. The three demonstrations are houghlines, camine\_in can face detection. For the last two demonstrations, a USB Camera is required.

#### **Hardware Setup**

Below is the procedure to setup the demonstration as shown in Figure 2-1.

- 1. Make sure the MSEL[4:0] switch is set to 01010.
- 2. Insert the LXDE microSD card into microSD socket (J11) on DE10-Nano
- 3. Connect HDMI Monitor to HDMI output connector (J18) on DE10-Nano
- 4. Connect USB Hub to the USB OTG Port(J2) on DE10-Nano
- 5. Connect USB keyboard, mouse, and camera to the USB hub
- 6. Power on DE10-Nano
- 7. LXDE Desktop will appear on the HDMI monitor, as shown in Figure 2-2



Figure 2-1 OpenCV Setup





Figure 2-2 LXDE Desktop

#### **Execute Hough Lines Demo**

This demonstration shows how to use OpenCV function to detect the lines in as image. In this demonstration, the detected image is given in pic1.png file. After LXDE Desktop is booted, please follow the procedure listed below to perform the hough line demonstration.

- 1. Open the **OpenCV** folder in the LXDE Desktop. Then, open **example** folder.
- 2. Dobule click the **hough lines** icon, as shown in **Figure 2-3**, to launch hough line demo.
- 3. When Execute File dialog appears, click "Execute" button as shown in Figure 2-4.
- 4. Two dialogs will appear as shown in **Figure 2-5** (If there is only one window appearing on the screen, another window may overlap below). The dialog on the left shows the original image, the processed image and the detected hough lines.



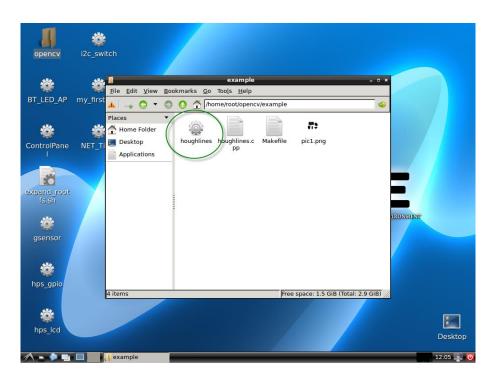


Figure 2-3 Double click houghlines icon

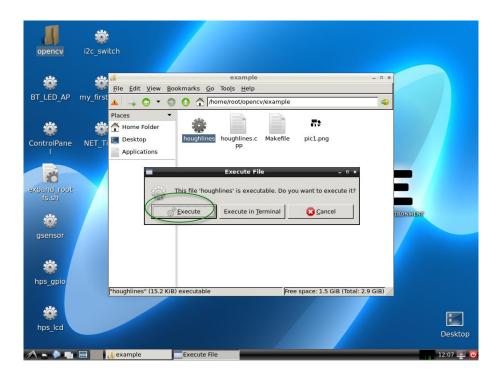


Figure 2-4 Click the "Execute" button



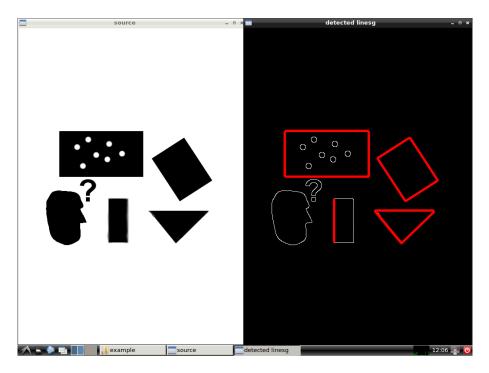


Figure 2-5 Screenshot of Hough Line demo

#### **Execute Camera In Demo**

This demonstration shows how to use OpenCV fuction to real time display the image captured by an USB camera. Note, this demonstration requires an USB camera plug-in to the DE10-Nano. After LXDE Desktop is booted, please follow the below procedure to perform the camera in demonstration.

- 1. Open the **OpenCV** folder in the LXDE Desktop. Then, open **camera** in folder.
- 2. Dobule click the camera in icon, as shown in Figure 2-6, to launch camera in demo.
- 3. When Execute File dialog appears, click "Execute" button.
- 4. A dialog will appear as shown in **Figure 2-7**. The dialog will real time display the camera captured image. The frame rate is approximately 19.
- 5. Click **ESC** key on the USB keyboard to close the dialog.



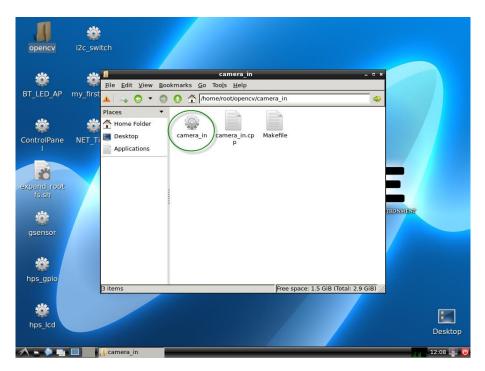


Figure 2-6 Double click houghlines icon

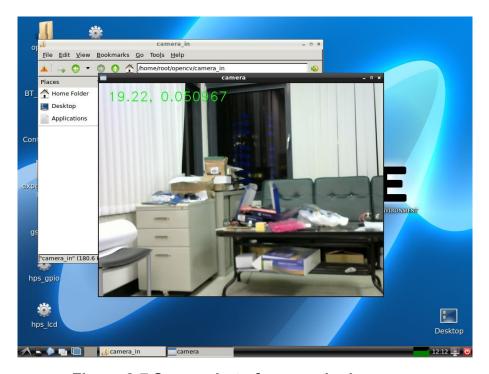


Figure 2-7 Screenshot of camera in demo

#### **Execute Face Detection Demo**

This demonstration shows how to use OpenCV fuction to perform face detection with an USB camera.





Note, this demosration required an USB camera plug-in to the DE10-Nano. After LXDE Desktop is booted, please follow the below procedure to perform the camera in demonstration.

- 1. Open the **OpenCV** folder in the LXDE Desktop. Then, open **face\_detection** folder.
- 2. Dobule click the **objectDetection2** icon, as shown in **Figure 2-7**, to launch the face detection demo.
- 3. When Execute File dialog appears, click "Execute" button.
- 4. A dialog will appear as shown in **Figure 2-8**. The dialog will real time display the camera captured image and show the detected face. When face is detected, the frame rate is about 3. Mutiple face detection is supported in this demonstration.
- 5. Click **ESC** key on the USB keyboard to close the dialog.

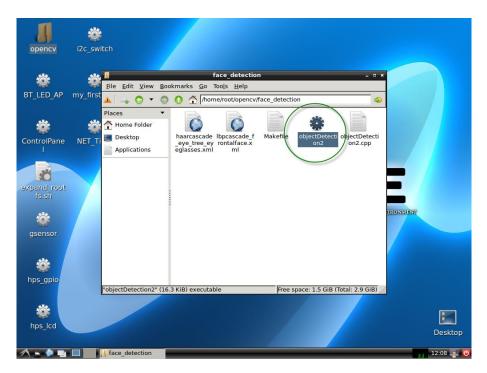


Figure 2-8 Double click objectDetection2 icon



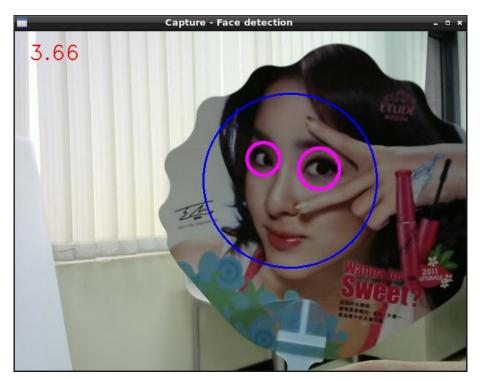


Figure 2-9 Screenshot of face detection demo



### Chapter 3

## Compile OpenCV Project

This chapter describes how to compile the three demonstration projects on LXDE. The required GNU toolchain had been preinstalled on the LXDE BSP. In addition, the source code of these demonstrations are also incuded in the LXDE BSP. For hardware setup, please refer to Section 0 Hardware Setup.

#### **Compile Rough Line Project**

After LXDE Desktop is booted, please follow the below procedure to compile the rough line project.

- 1. Open the OpenCV folder in the LXDE Desktop. Then, open example folder.
- Click the menu item Tools→Open Current Folder in Terminal to open terminal, as shown in Figure 3-1.
- 3. In terminal, type "ls" to show file list, type "make clean" to cleanse temporal and target file, and type "make" to build the project as shown in **Figure 3-2**.
- 4. When make is completed, binary file **houghlines** will be generated.



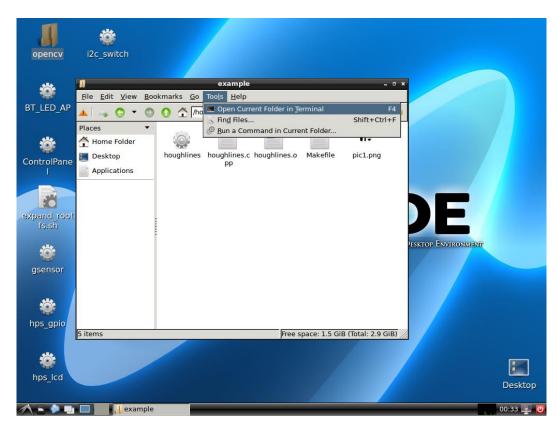


Figure 3-1 Open Current Folder in Terminal

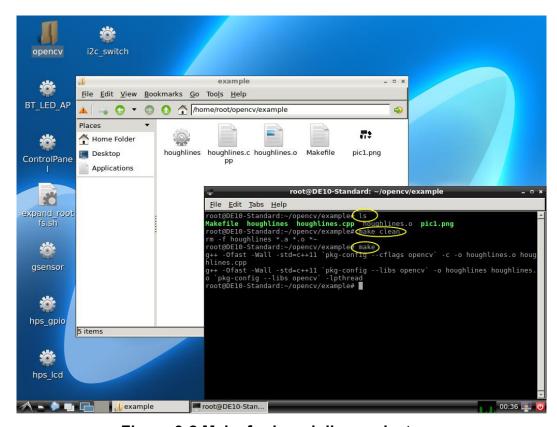


Figure 3-2 Make for hough line project





#### **Compile Camera in Project**

After LXDE Desktop is booted, please follow the below procedure to compile the camera\_in project.

- 1. Open the OpenCV folder in the LXDE Desktop. Then, open camera in folder.
- 2. Click the menu item **Tools Open Current Folder in Terminal** to open terminal.
- 3. In terminal, type "ls" to show file list, type "make clean" to cleanse temporal and target file, and type "make" to build the project as shown in **Figure 3-3**.
- 4. When make is completed, binary file **camera\_in** will be generated.

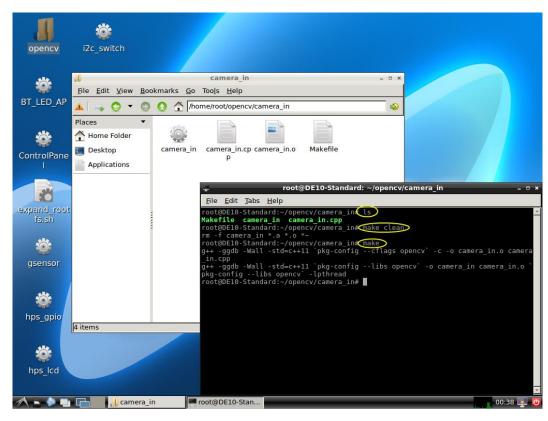


Figure 3-3 Make for camera\_in project



#### **Compile Face Detection Project**

After LXDE Desktop is booted, please follow the below procedure to compile the face detection project.

- 1. Open the **OpenCV** folder in the LXDE Desktop. Then, open **face detection** folder.
- 2. Click the menu item Tools → Open Current Folder in Terminal to open terminal.
- 3. In terminal, type "ls" to show file list, type "make clean" to cleanse temporal and target file, and type "make" to build the project as shown in **Figure 3-4**.
- 4. When make is completed, binary file **objectDetection2** will be generated.

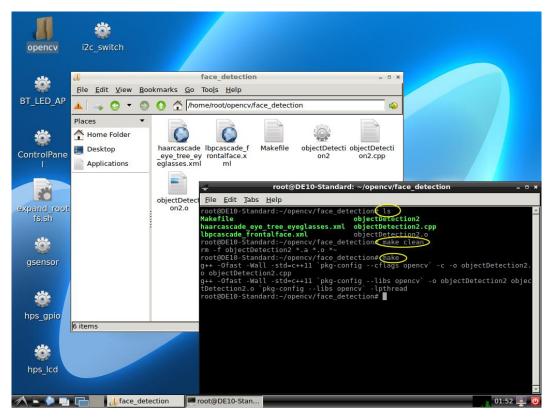


Figure 3-4 Make for Face Detection project



# Chapter 4 *Appendix*

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