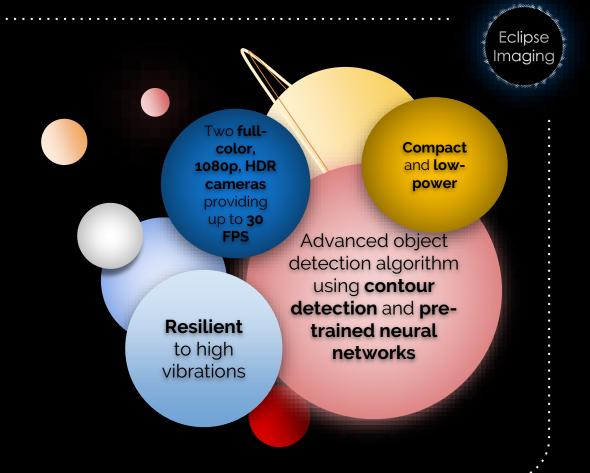


# Eclipse Imaging System

*for the*<u>Eclipse Rocket Payload</u>

Alysia Iglesias Daniel Ji Eden Tessema Jonathan Wapman

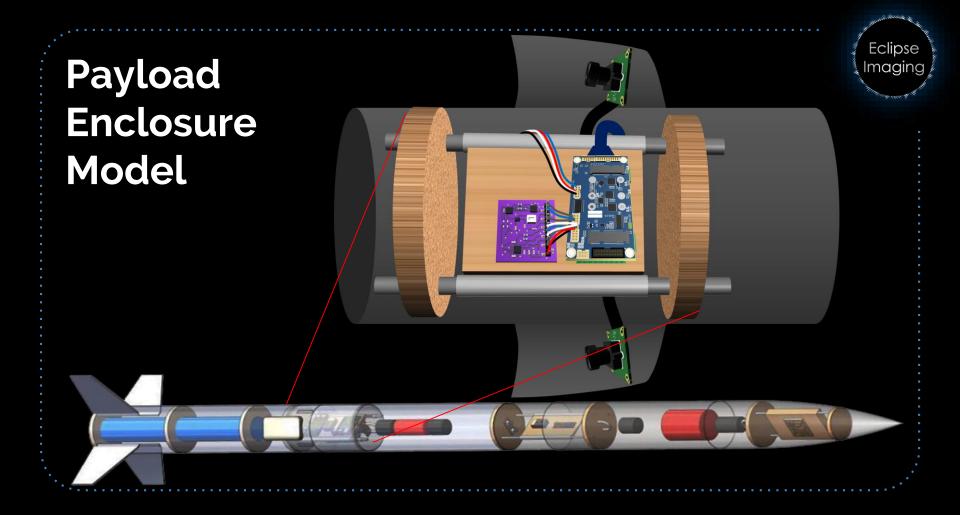
The **Eclipse Imaging** System is a target detection imaging solution for rockets, drones, and many other aerospace applications.





#### Hardware

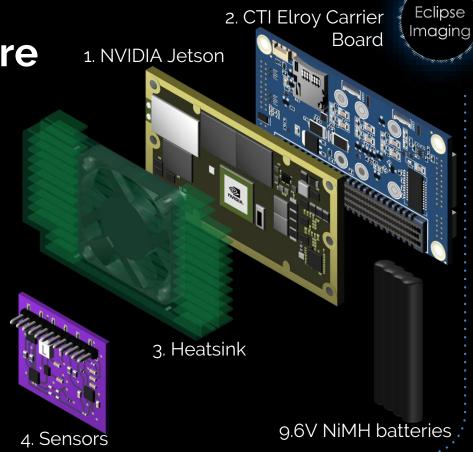
Powerful imaging system enclosed in a resilient structure



**Processing Hardware** 

- Powerful, compact computing with the NVIDIA Jetson TX1
- 2. Communication enabled to the system through the CTI Elroy Carrier Board
- 3. Active heatsink fan
- 4. Sensors for automation

Maximum tradeoff: Price versus Space/Weight



**Imaging Hardware** 

Protocol	USE	3 3.0	USB 2.0			
Resolution	FPS (Standard)	FPS (HDR)	FPS (Standard)	FPS (HDR)		
640 x 480	60, 45	60, 45	60, 45	60, 45		
960 x 540	58, 30	55, 30	30, 15	30, 15		
1280 x 720	45.30	42, 30	16, 8	16, 8		
1280 x 960	34, 22.5	32, 22.5	12, 6	12, 6		
1920 x 1080	30, 15	28, 15	8, 4	8, 4		

960 x 540 \*

650 x 480 \*\*



~ 5 FPS while running software

Field of View of Binning Resolutions





#### **Power Analysis**

	IDLE	ON		
Elroy Carrier Board	~6W	~12W		
NVIDIA Jetson TX1	~1-2W	~15W		
USB Cameras (x2)	~0.5W (x2 = ~1W)	~2W (x2 = 4W)		
Fan	~1-2W			
TOTAL:	~8W	~15W		

For a single 9.6V NiMH battery pack...

IDLE Mode: 833mA @ 9.6V; lasts 2.4 hours

ON Mode: 1.666mA @ 9.6V; lasts 1.2 hours

Sensors for automation are considered within the power budget of the telemetry team



#### Software

Object identification and tracking with the target detection algorithm



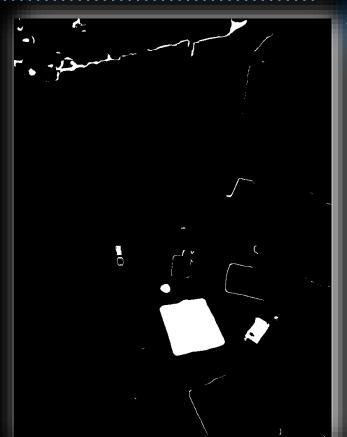
# Capture an image from the camera

- Analyze images from both rocket cameras.
- Images taken from high altitude.
- May have many confusing objects.



## Find regions of desired color

- Get target colors from calibration data provided before flight.
- Convert the image to HSV to separate colors from lighting.
- Find regions containing target color.





### Identify contours

- Targets appear as large, square-shaped contours.
- The wider the range of colors, the more contours there are.
- Trade-off between having a narrow color range and potentially missing the target.







# Finding the right shape

- Tarps are large, uniformlycolored squares of a very specific color.
- If any contours meet all selection criteria, the contour with the largest area is chosen.





- Upload images via Dropbox
- Set preflight parameters such as exposure and target colors.
- View system health status.
- Display processed images after landing.

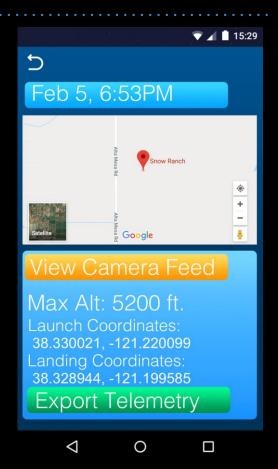




Acknowledgements: Itai Ofir

## Mobile Application

 Use telemetry data to find images from a specific point in the vehicle's flight path.



**Eclipse** 

Imaging







#### Firmware

An autonomous design suitable for aerospace applications



#### **Firmware Overview**

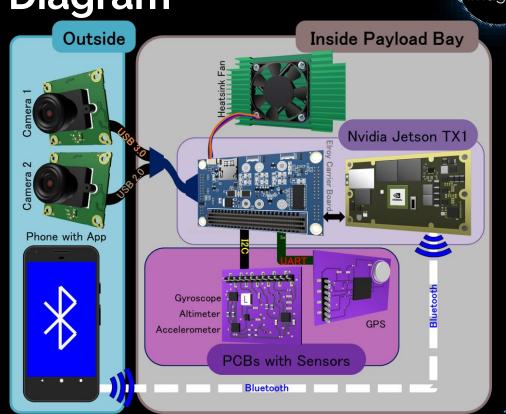
- Scripts written in Bash for the Elroy carrier board
  - Automation
  - Power management



#### Eclipse Imaging

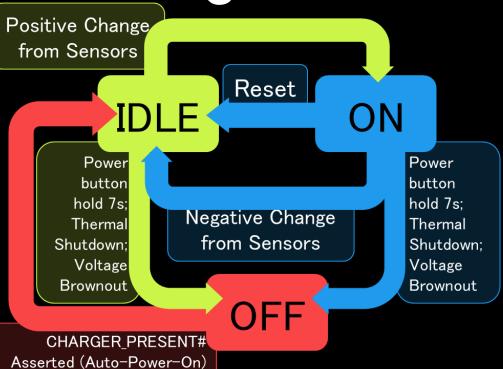
#### **Communications Diagram**

- Cameras: USB2.0& USB3.0
- Sensors: |2C
- **GPS**: UART
- Phone App: Bluetooth





#### **State Diagram**



#### **IDLE**

The default state when the system is powered. This is a *low-power* mode which keeps attached peripherals on, but disables data collection (i.e., image capture).

#### ON

Cameras capture images, which are then saved for post-processing.

#### **OFF**

The default state when the system is not powered.



#### Development Plans

Project costs and timeline



#### Bill of Materials\*

Category	Description	Quantity	Single Price	Bulk Price (1000)
	NVIDIA Jetson TX1	1	\$344.00	\$299.00
	CTI Elroy Carrier Board	1	\$496.00	\$481.00
Camera System	CTI Heatsink/Fan	1	\$62.00	\$62.00
	2MP USB 3.1 Camera	2	\$358.00	\$358.00
	64 GB MicroSD Card	1	\$38.37	\$38.37
	HDMI Adapter	1	\$57.00	\$57.00
	USB 3.0 Dual-Port Adapter	1	\$8.99	\$8.99

<sup>\*</sup> Items in blue indicate new additions since Alpha. Prices highlighted in green indicate bulk cost savings.



#### **Bill of Materials**

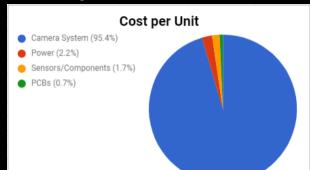
Category	Description	Quantity	Single Price	Bulk Price (1000)
	9,6V NiMH Battery	1	\$14.99	\$13.79
	Battery Plug Adapters	3	\$0.74	\$0.74
Power	Heat Shrinks	1	\$7.83	\$7.83
	6-Pin Converter Plug	2	\$7.99	\$7.99
	Molex Cables	6	\$0.18	\$0.08
	Accelerometer Breakout	1	\$7.50	\$1.50
	Altimeter Breakout	1	\$2.55	\$0.52

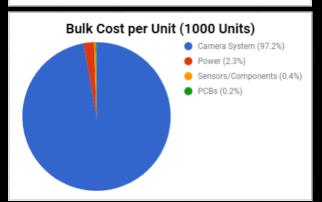


#### **Bill of Materials**

Category	Description	Quantity	Single Price	Bulk Price (1000)
	Accelerometer	1	\$1.97	\$0.73
	Altimeter	1	\$3.66	\$2.69
	Capacitors - 0.1 uF	12	\$0.60	\$0.01
	Capacitors - 1 uF	10	\$0.84	\$0.02
	Capacitors - 10 uF	2	\$1.00	\$0.14
Sensors/Components	Capacitors - 4.7 uF	1	\$0.20	\$0.05
	Resistors - 4.7K ohms	2	\$1.38	\$0.07
	Resistors - 10K ohms	10	\$0.42	\$0.01
	Inductors - 470 uH	2	\$2.78	\$0.67
	LEDs - Red	2	\$0.88	\$0.08
	Headers	10	\$9.98	\$0.63









SUBTOTALS										
Category	Single Bulk		Bulk Savings							
Camera System	\$1364.36 <b>(95.4%)</b>	\$1304.36 <b>(97.2%)</b>	\$60.00							
Power	\$31.73 <b>(2.2%)</b>	\$30.43 <b>(2.3%)</b>	\$1.30							
Sensors/Components	\$23.71 <b>(1.7%)</b>	\$5.10 <b>(0.4%)</b>	\$18.61							
PCBs	\$10.05 <b>(0.7%)</b>	\$2.02 <b>(0.2%)</b>	\$8.03							

NRE Costs	Project manager	\$50/hr	Total Cost (15 week schedule):
	Software & firmware engineer	\$55/hr	£02.250
	Hardware engineer	\$45/hr	\$92,250



#### **Project Costs Summary**

Single Unit Total:

\$1,429.85 -\$87.94



Bulk Unit Total:

\$1,341.91

Overall Project Cost to Production:

\$93,679.85



#### **Gantt Chart - Alpha**

					Decemb	er 2017			January 2018	nuary 2018			
Rocket Imaging Payload Gantt Chart, rev. 1.1			Week	12/18	12/25	1/1	1/8	1/15	1/22	1/29			
				1	2	3	4	5	6	7			
Phase	Tasks	Duration	Start	Finish									
	Research	14 days	12/18	1/1									
	PCB design	9 days	12/18	12/27									
	Hardware verification tests	11 days	12/27	1/8									
Alpha	Firmware development & testing	19 days	12/27	1/15									
	Software development & testing	19 days	12/27	1/15									
	PCB assembly & testing	7 days	1/8	1/15									
	Prototype integration & testing	14 days	1/15	1/29									



#### **Gantt Chart - Beta**

		Month	Month February 2018					March 2018					
Rocket Imaging Payload Gantt Chart, rev. 1.1			Week	1/22	1/29	2/5	2/12	2/19	2/26	3/5	3/12	3	
					6	7	8	9	10	11	12	13	3
		Duration	Start	Finish									
	PCB re-design	7 days	1/22	1/29									
	Firmware development & testing	14 days	1/22	2/5									
	Software development & testing	14 days	1/22	2/5									
Beta	PCB assembly & testing	7 days	2/12	2/19									
	Prototype integration & testing	14 days	2/19	3/5									
	Telemetry integration & testing	14 days	3/5	3/19									
	Marketing	14 days	3/5	3/19									
	Alpha Total: 6 weeks												
	Beta Total: 9 weeks												
	Overall:		15 weeks										

# Eclipse Imaging