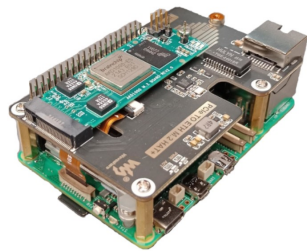


Training a Spiking Neural Network for Object Detection with an Event Camera and a Neuromorphic Chip

HARDWARE



NVIDIA Jetson AGX Orin +
Brainchip Akida PCIe Board

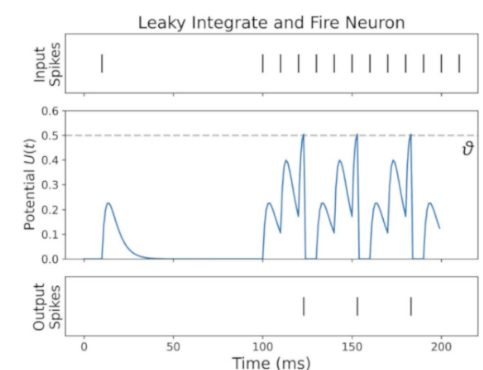
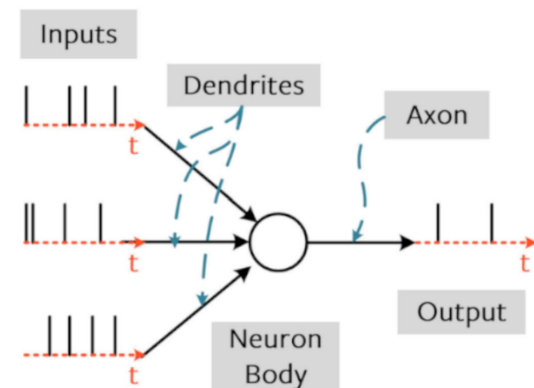


Raspberry Pi 5 +
Brainchip Akida M2 Card



Prophesee EVK4
Event Camera

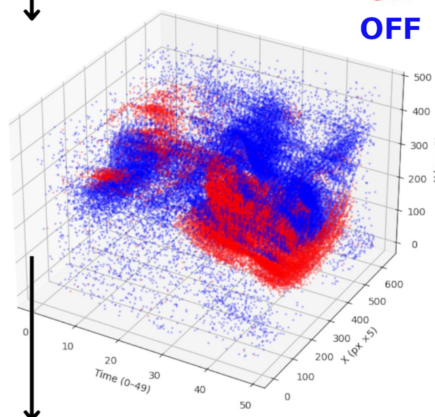
SPIKING NEURAL NETWORK (SNN)



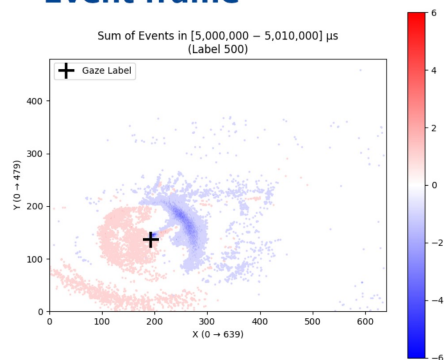
INFERENCE FLOW

Sparse and asynchronous events: $[t, x, y, p]$

ON
OFF



Event frame



Downsampling + Channel division

Input Tensor
[C=2, H=96, W=128]

Channel 0: positive
Channel 1: negative

PROJECT DESCRIPTION

The main goal of this project has been to develop the hardware setup and training workflow for an event-based eye-pupil center tracking SNN on a neuromorphic chip.

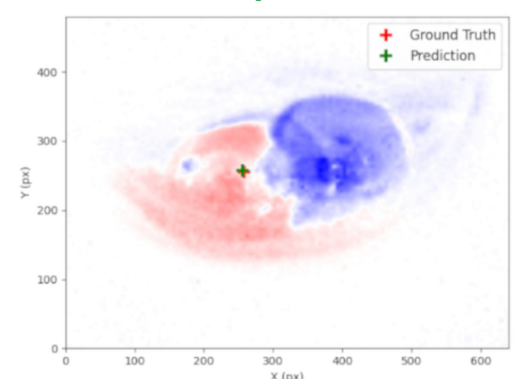
The main advantages of event cameras rely on their high temporal resolution (μs level), high dynamic range (>120 dB), low throughput (due to sparse data), and low power consumption, making them ideal for dynamic, challenging lighting conditions where traditional frame-based cameras fail.

When combined with SNNs and neuromorphic chips, this creates a fully event-driven vision system: the camera outputs asynchronous spikes on brightness changes; the SNN processes these spikes sparsely and asynchronously; and the neuromorphic hardware executes the computation in parallel and asynchronously, having the potential to achieve ultra-low power energy consumption compared with GPU-based systems.

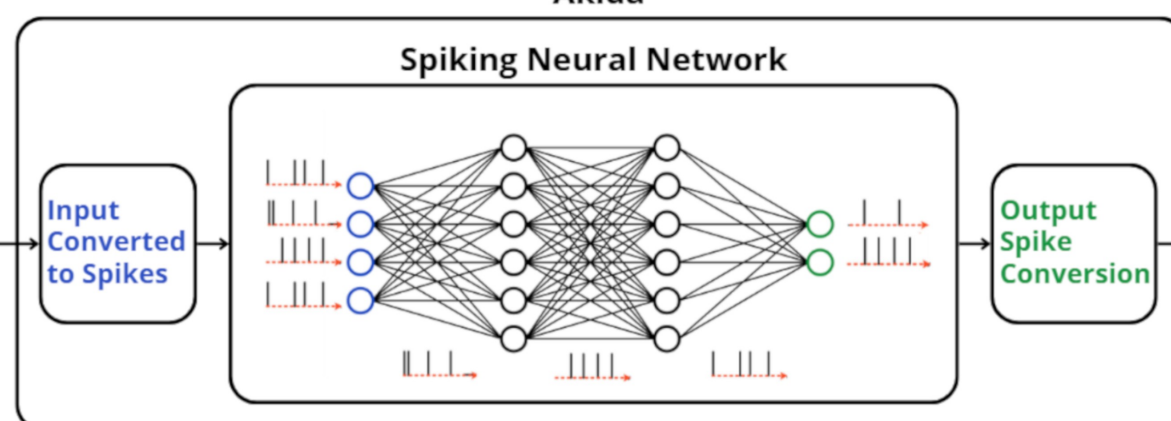
The project explored Akida's workflow for obtaining an SNN, consisting of (1) training a standard neural network, (2) quantizing it to low-precision 8- or 4-bit integers, (3) converting it to an Akida-compatible SNN, and (4) mapping it to the available Akida device.

Akida's official eye-tracking example has successfully been replicated from scratch, establishing a well-defined reproducible workflow for training and deploying event-based detection tasks using event cameras, SNNs, and the Akida neuromorphic chip.

Final prediction



Akida



Reconstruction to original pixel frame

Output Tensor
[C=3, H=3, W=4]

Channel 0: confidence
Channel 1: x offset
Channel 2: y offset

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Supervisor: **Erlend Magnus Levis Coates**