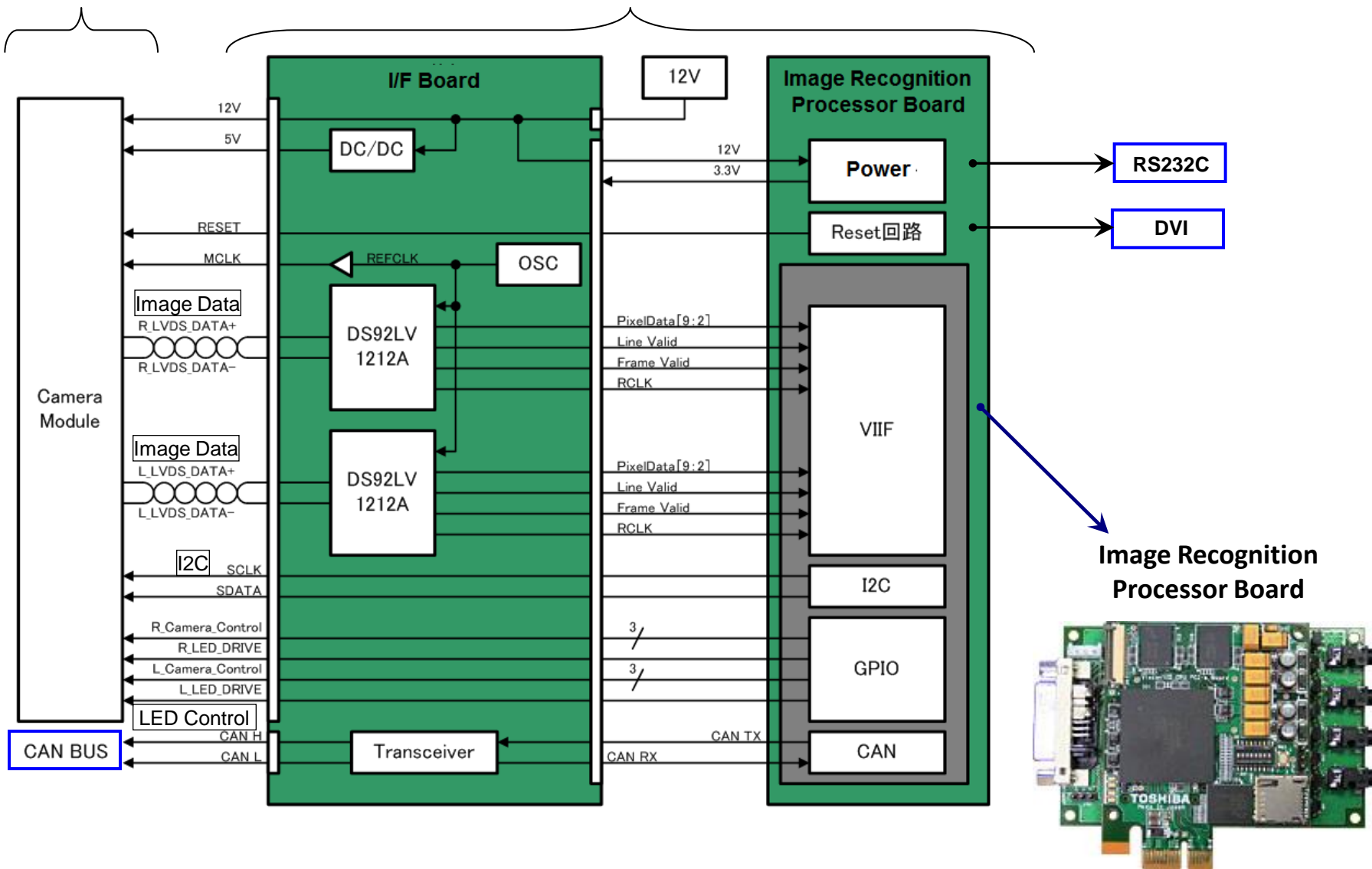


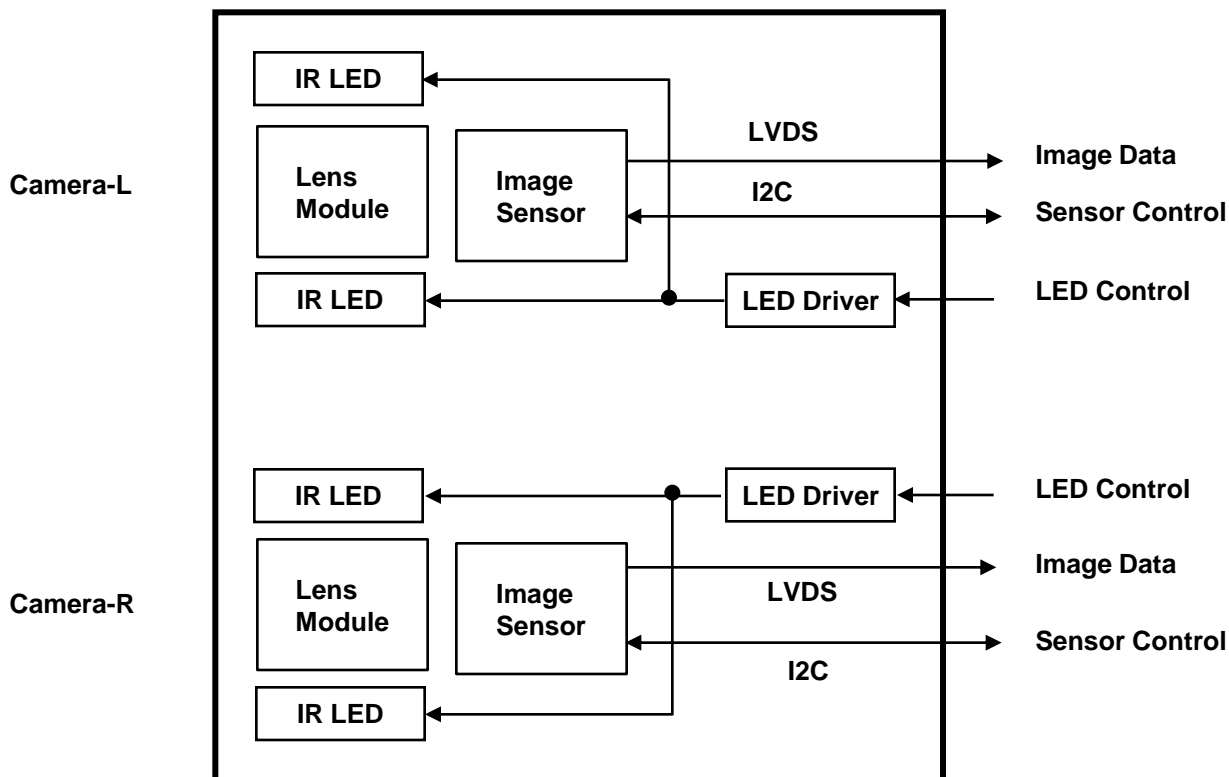
Gaze Detection System

Camera Module

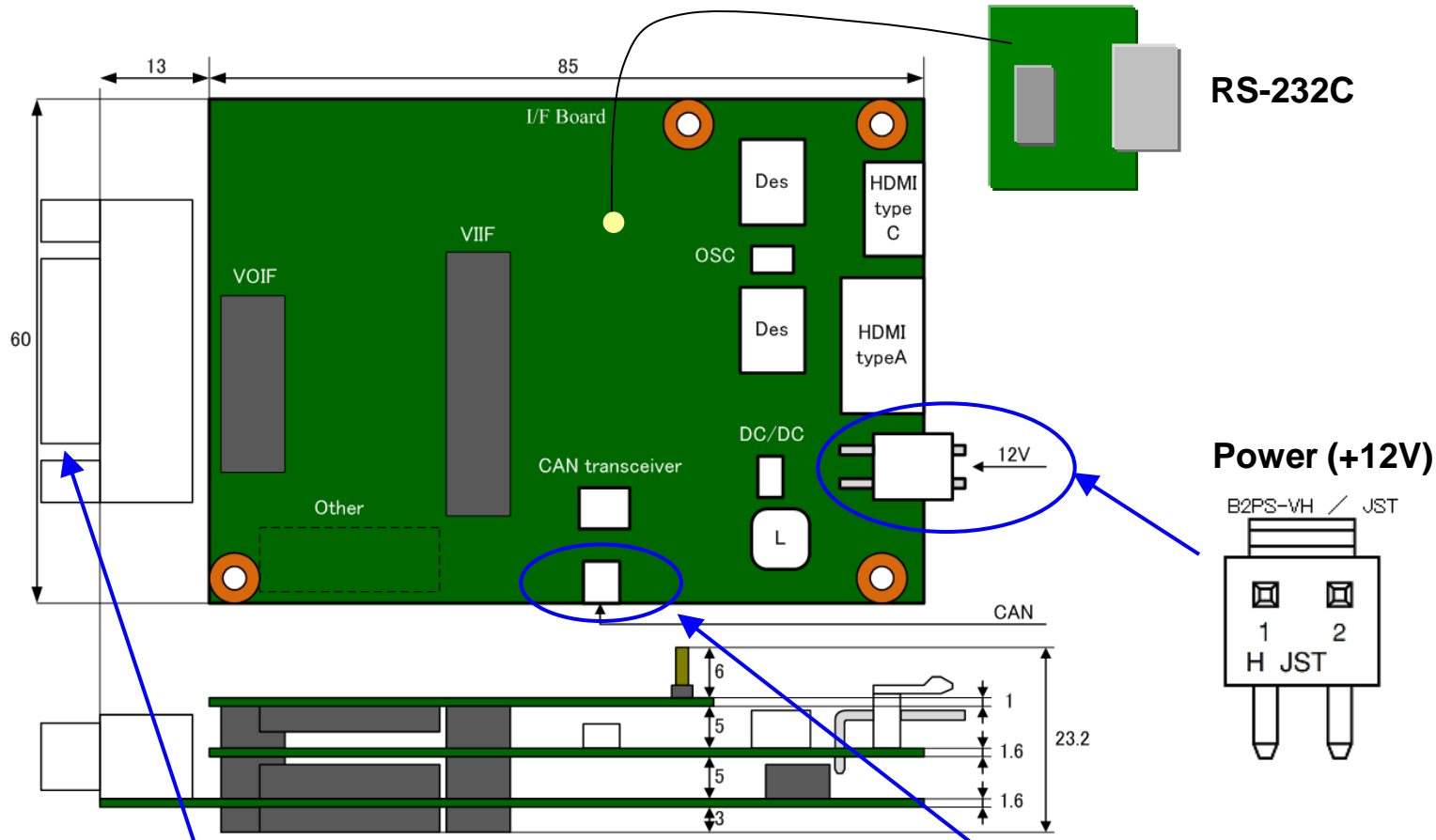
Control Unit



Note: Picture shown above is image.

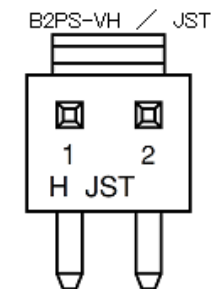


Note: Picture shown above is image.



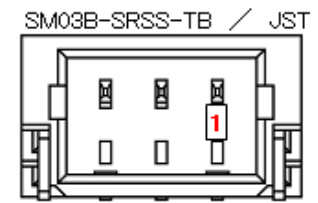
RS-232C

Power (+12V)



Pin No.	Symbol
1	GND
2	12V

CAN



Pin No.	Symbol
1	CANH
2	GND
3	CANL

DVI

Serial Data Transfer Specification:
Out Put Only
Baud Rate : 115.2Kbps
Stop Bit : “1”
Parity : none
Flow : none
Data : 8bit

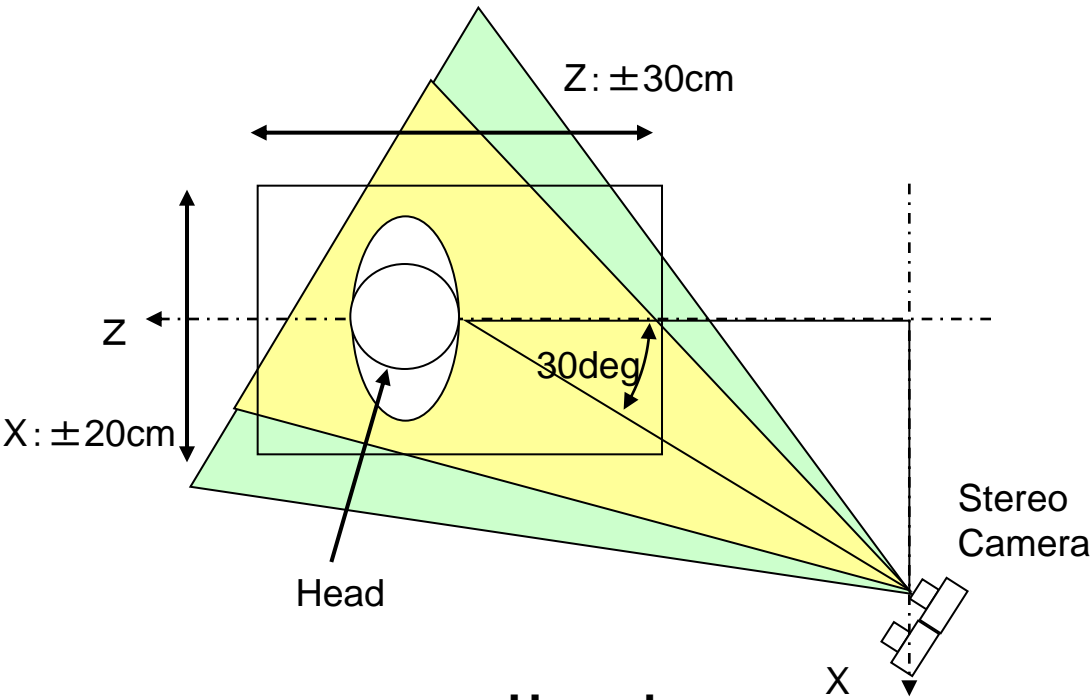
Tx: GDS
 Rx: GDS Controller
 Phy: UART
 CAN ID : N/A
 Interval : 16.6–33.3ms (periodic)
 *) see “UART Data format” sheet for detail communication bit assingment.

Message Name	Signal	bit length	range	Conversion
Gaze Data	Point Of Gaze – X/Y (float)	32	–1e38 to 1e38 pixel	
	Pupil Position R/L – X/Y/Z (float)	32	–1e38 to 1e38 mm	
	Gaze Vector R/L – X/Y /Z(float)	32	–1 to +1	unit vector
	Face Position – X/Y/Z (float)	32	–1e38 to 1e38 mm	
	Face Vector – X/Y/Z (float)	32	–1 to +1	unit vector
	User Name 0–10	8	00h – FFh	ASCII Code
	User Name 11	8	00h	ASCII Code (Null)
	UC#2	1	0 – 1	1=True , 0=False
	UC#3	1	0 – 1	1=True , 0=False
	UC#1	1	0 – 1	1=True , 0=False
	Name A	1	0 – 1	1=True , 0=False
	Name B	1	0 – 1	1=True , 0=False

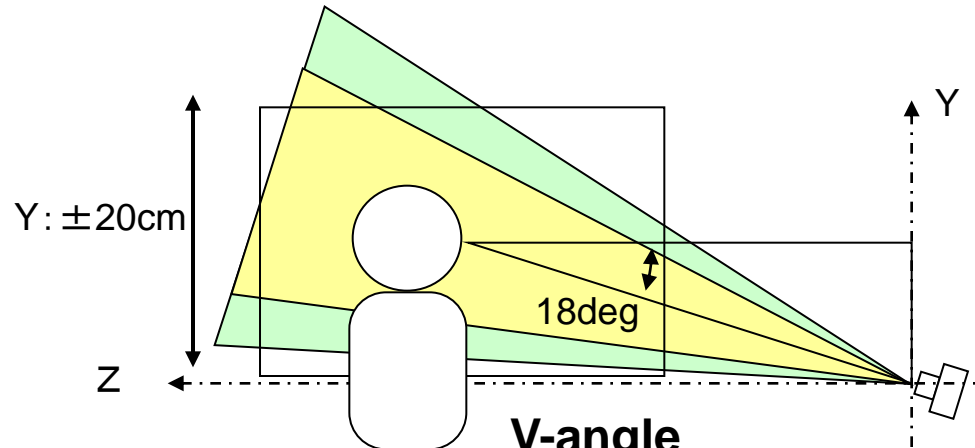
Name A : Face Recognised result is displayed as “Hello, OO”.
 Name B : Face Recognised result is displayed on the upper left.

Gaze Data	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1	bit 0
Byte 0	Header (AAh)							
Byte 1	Header (55h)							
Byte 2	ID Code (01h)							
Byte 3	ID Code (00h)							
Byte 4	ID Code (00h)							
Byte 5	ID Code (00h)							
Byte 6-9	Point Of Gaze - X (float)							
Byte 10-13	Point Of Gaze - Y (float)							
Byte 14-17	Pupil Position R - X (float)							
Byte 18-21	Pupil Position R - Y (float)							
Byte 22-25	Pupil Position R - Z (float)							
Byte 26-29	Pupil Position L - X (float)							
Byte 30-33	Pupil Position L - Y (float)							
Byte 34-37	Pupil Position L - Z (float)							
Byte 38-41	Gaze Vector R - X (float)							
Byte 42-45	Gaze Vector R - Y (float)							
Byte 46-49	Gaze Vector R - Z (float)							
Byte 50-53	Gaze Vector L - X (float)							
Byte 54-57	Gaze Vector L - Y (float)							
Byte 58-61	Gaze Vector L - Z (float)							
Byte 62-65	Face Position - X (float)							
Byte 66-69	Face Position - Y (float)							
Byte 70-73	Face Position - Z (float)							
Byte 74-77	Face Vector - X (float)							
Byte 78-81	Face Vector - Y (float)							
Byte 82-85	Face Vector - Z (float)							
Byte 86-96	User Name 0 - 10 (ASCII Code)							
Byte 97	User Name 11 (Null : 00h)							
Byte 98	0	0	0	Name B	Name A	UC#1	UC#3	UC#2

	FPGA Box	SOC
H angle	32deg	45deg
V angle	20deg	30deg



H-angle



V-angle

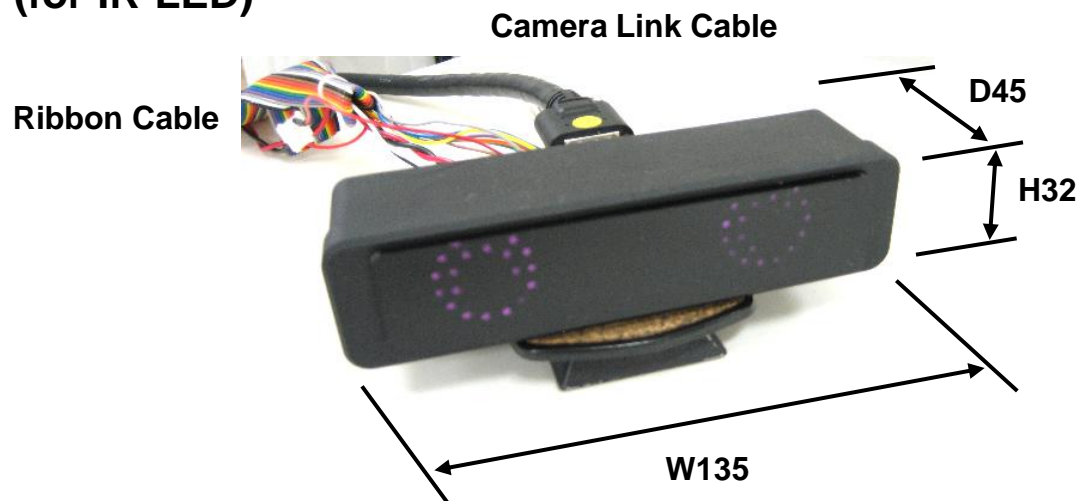
Outline of Loaner System

(FPGA Box)

Loan Term: End of December, 2013

Stereo Camera Unit

W135 x H32 x D45 [mm]
AC100-240V (for IR-LED)



PC

DELL PRECISION M4700
Windows7 Professional 64bit
CPU: Intel Core i7 (2.60GHz)
RAM: 8GB
AC100-240V

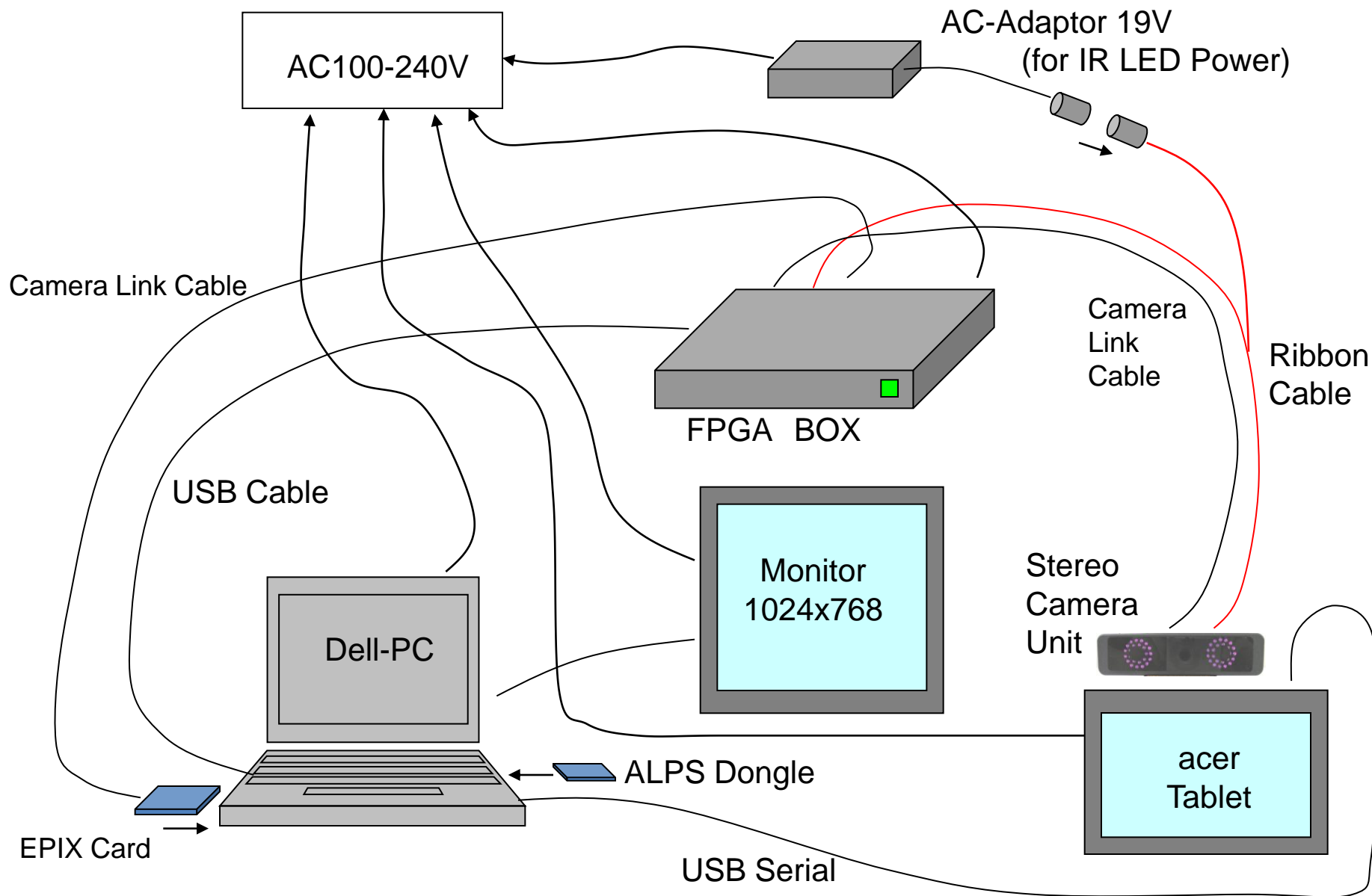
DELL-PC

FPGA BOX

W380 x D270 x H60 [mm]
AC100-240V

FPGA BOX





Embedded System

1st unit: Delivery on 12/2/2013

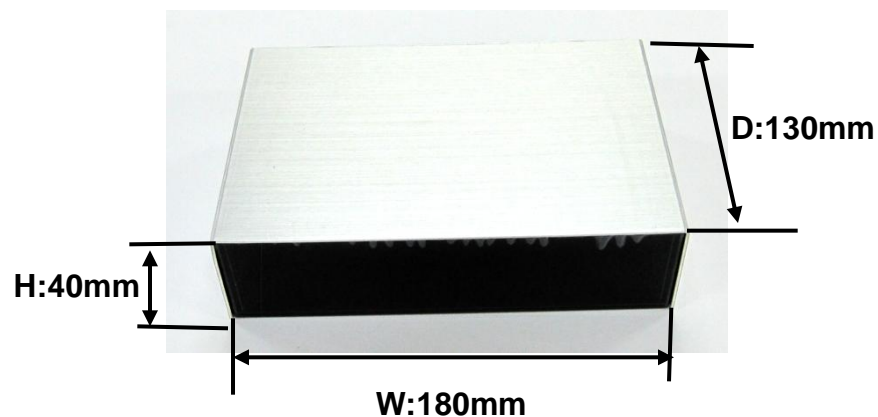
Stereo Camera Module



HDMI Cable x2



Control Unit (I/F + SoC Box)



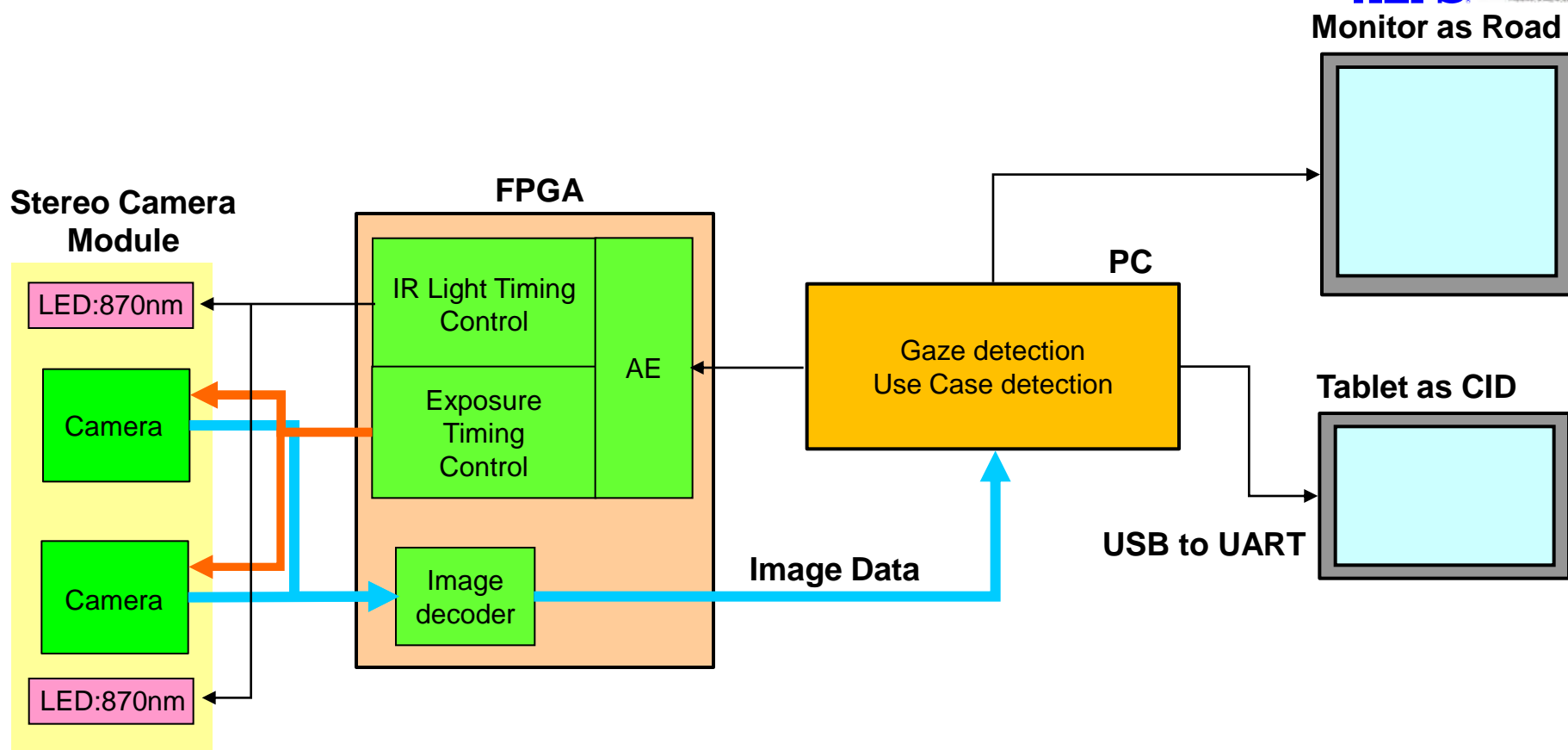
AC(100V-240V) Adapter



Note: Pictures shown above are image.

Bench Review for Use Case#1, #2, #3

Table top setting

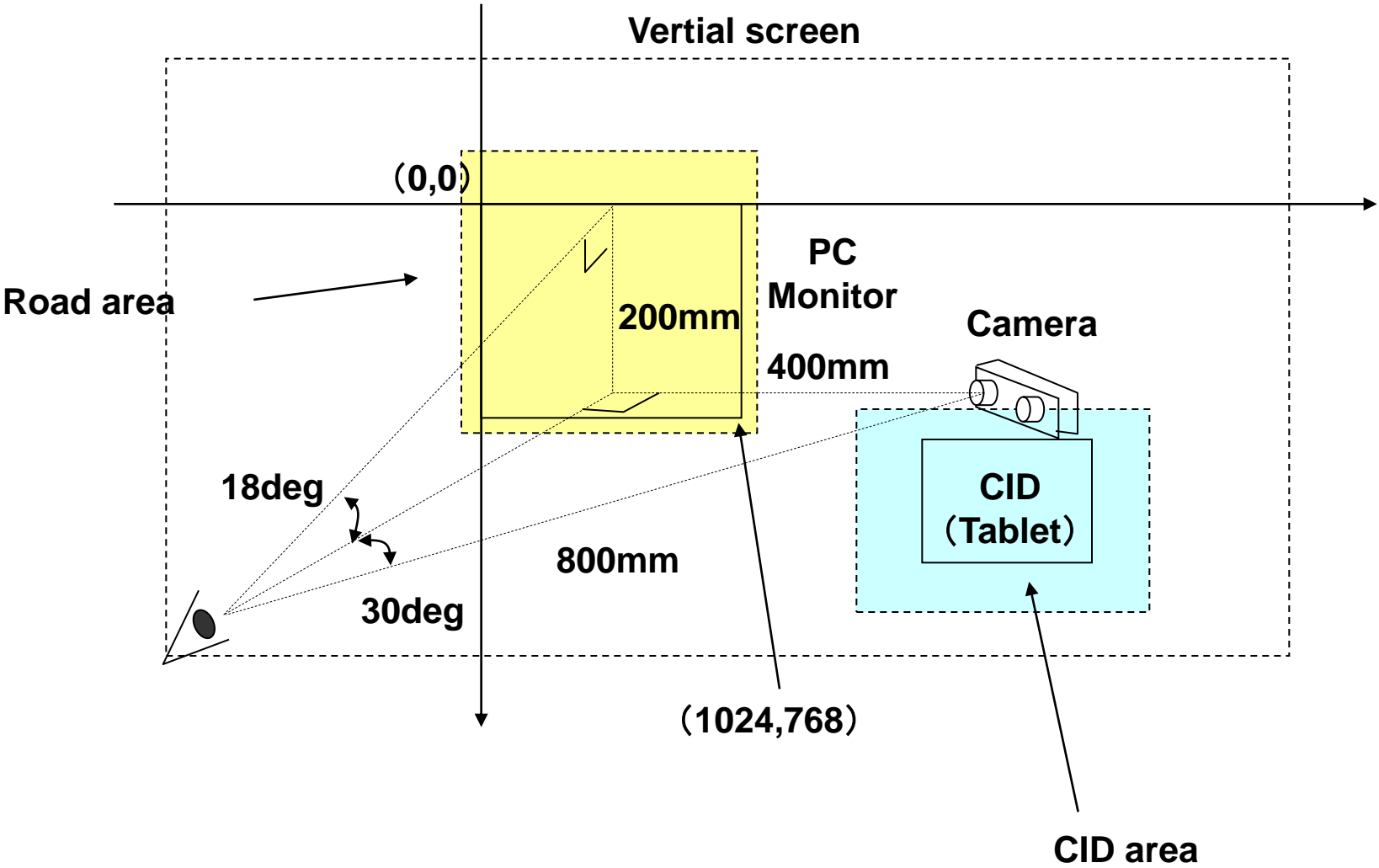


Function

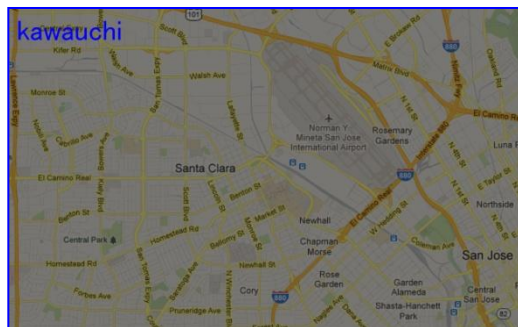
- Gaze detection
- Use Case #1, #2, #3 detection
- Face recognition

UseCase OutPut (1byte)

- bit0 : UseCase#2 detected
- bit1 : UseCase#3 detected
- bit2 : UseCase#1 detected
- bit3 : Face Recognition result (Display message)
- bit4 : Face Recognition result (Display message)
- bit5-7 : 0



< Default / Dimming >

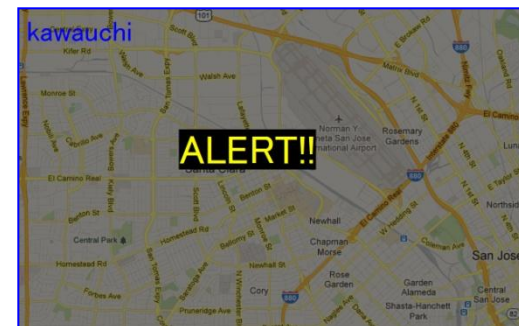


Eyes off the road
for ≥ 2 seconds



< Use Case#1 >

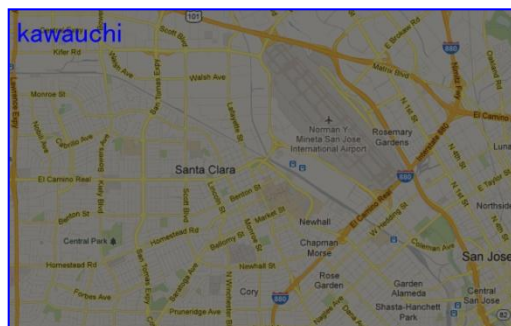
Display warning message on CID



Eyes return on the
road



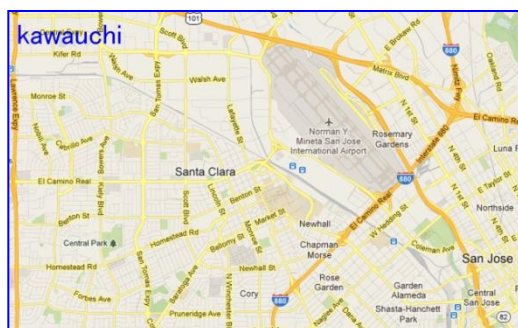
< Default / Dimming >



Looking at CID

After 3000ms

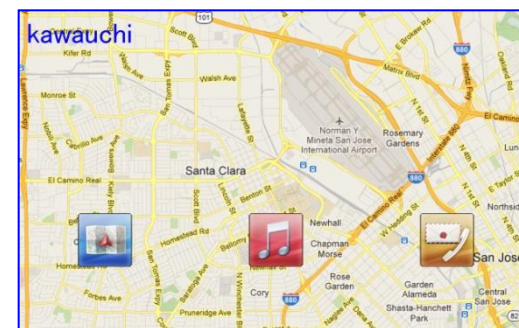
After 1000ms



< Use Case #2 >

Brighten up CID backlighting immediately

Looking at CID twice within 3 seconds



< Use Case #3 >

Popping up menu immediately

Mutual Success

