

UNIVERSITY OF SOUTHAMPTON
FACULTY OF PHYSICAL SCIENCES AND ENGINEERING
Electronics and Computer Science

A Stereoscopic Vision Robot

by

Henry S. Lovett

A project progress report submitted for the award of
MEng Electronic Engineering

Supervisor: Prof. Steve Gunn
Examiner: Prof. Mark Zwolinski

12th April, 2013

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UNIVERSITY OF SOUTHAMPTON

ABSTRACT

FACULTY OF PHYSICAL SCIENCES AND ENGINEERING

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A STEREOSCOPIC VISION ROBOT

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I don't like this. Consider changing...

This report describes the research, design, build and test of a stereoscopic robot using two cameras and an Atmel Microcontroller. A custom PCB was designed to fit a wheeled base. The report is in two main parts, hardware design and vision algorithms. The hardware design section describes the prototypes and design of the subsystems.

The vision algorithms section discusses range finding from stereo images, comparison algorithms between stereo pairs and the implementation and test of a two dimensional fast Fourier transform on an AVR.

The final product is a small mobile robot equipped with cameras and capability of image processing. The device has the ability to execute a predefined set of commands in an automatic stand alone way. The robot can also be used as a shell terminal to debug and remote control.

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List of Symbols

| | |
|------------------------|--|
| I^2C | Inter-Integrated Circuit |
| TWI | Two Wire Interface |
| SCCB | Serial Camera Control Bus |
| SPI | Serial Peripheral Interface |
| kB | Kilobytes |
| ISR | Interrupt Service Routine |
| PCB | Printed Circuit Board |
| FIFO | First In - First Out |
| ADC | Analogue to Digital Converter |
| DAC | Digital to Analogue Converter |
| PWM | Pulse Width Modulation |
| GPIO | General Purpose Input Output |
| PLL | Phase Locked Loop |
| FPU | Floating Point Unit |
| SAD | Sum of Absolute Differences |
| SSD | Sum of Squared Differences |
| NCC | Normalised Cross Correlation |
| φ_0 | Field of view of the camera |
| φ_1, φ_2 | Angle from camera to the object |
| B | Separation distance of two cameras |
| D | Distance from camera to the object |
| i, j | Pixel index of an Image |
| x_0 | Horizontal resolution of the image |
| x_1, x_2 | Distance of object from the normal of the camera |
| δ | Distance to move |
| γ | Number of tabs on the wheel |
| A | Angle of rotation |
| C_w | Circumference of the wheel |
| r_b | Distance from centre of the robot to the wheel |

$$C_b \qquad 2\pi r_b$$

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All work presented in this report is my own unless otherwise stated or referenced.

Chapter 1

Introduction

The original idea for the project was a stereoscopic mapping robot, similar to [Goebel \(2012\)](#). This would autonomously search an area and return an occupancy map ([Thrun, 2003](#)). However, due to time constraints, the image processing aspects remain prototyped in MATLAB, but not implemented in C. The end robot is able to capture stereo image pairs, move with reasonable accuracy compute Fourier Transforms. The robot can run a predefined set of commands automatically or act as a shell terminal.

Stereoscopy in computer vision is the ability to calculate the locations and depths using images from two or more cameras, which are used to triangulate and estimate distances ([Saxena et al., 2007](#)). By using two cameras on the same plane, separated by a set horizontal distance, the depth of the observed scene can be perceived by the system.

Stereo vision is a small section of computer vision which is widely used in many applications, including Microsoft's Xbox Kinect ([Microsoft, 2012](#)), where stereo vision is used to locate a game player in order to use their movements to control the game. [Mrovlje and Vrančić \(2008\)](#) uses stereo vision to be able to locate the distance to a marker.

Leap Motion?

The stereo vision robot discussed in this report is a low cost alternative to other robots which use laser range finders or high quality cameras ([Se et al., 2002](#)). The robot used the base seen in figure [1.1](#) and use two OmniVision OV7670 cameras delivering QVGA format images.



Figure 1.1: The base of the robot

The final robot designed could be used for a variety of applications. The robot can perceive depth of the captured area so can avoid obstacles and navigate. The robot could also be adapted to stream the camera data to a remote computer and be controlled by a user to explore unknown and potentially hostile areas safely.

1.1 Project Management

In order to reduce the risk within the project, all aspects of potential issues were looked at and are summarised in table 1.1. A Gantt chart of how time was planned to be spent can be seen in figure A.1.

The project was designed in stages - first, gaining operation of all the basic sections; movement, image capturing, image detection algorithms etc. These were then be brought together once tested to create the final product. This meant functionality was obtained of the basic aspects before addressing more complex issues.

| Risk | Severity | Prevention |
|--|----------|---|
| Components not arriving on time | High | Order parts as early as possible |
| Project not fulfilling specification | High | Develop in stages to obtain functionality in parts. Ensure enough time is allocated to the project. |
| PCB Design is incorrect | Medium | Check the design carefully and get second opinion. |
| Failure of personal computer causing data loss | Low | Keep back ups of all work on Devtrack Git repository and Dropbox. |

Table 1.1: A list of risks and the prevention steps taken to reduce their impact

Chapter 2

Research

The research for this project was split into three sections:

1. Hardware
2. Software, broken down into:
 - (a) Firmware, and
 - (b) Image Processing

Hardware and firmware research will be discussed in this section. Image processing is looked at in detail in chapter 4.

2.1 Hardware Research

2.1.1 Microcontrollers

The budget for the design was £80 (not including PCB). The choice of microcontroller was an important one, as a compromise between cost, power and usability had to be made. There are two main brands of microcontrollers present in the consumer market: ARM and AVR.

ARM is an architecture which is developed by ARM Holdings. ARM devices come in a many varieties: ARM9, ARM7, Strong ARM, ARM Cortex etc. Whilst ARM Holdings do not fabricate and sell the devices themselves, many companies, such

as Texas Instruments, use the architecture and manufacture their own devices. ARM cores are based on a RISC Harvard architecture and tend to be 32-bit with a high clock speed. ARM microcontrollers have on chip support for SPI, I^2C , PWM, ADCs and can have Flash, SRAM and EEPROM memory built-in. For this comparison, the Stellaris by Texas Instruments will be examined.

Atmel have a variety of products in the microcontroller market, which have an AVR core that is a predominantly 8-bit, Harvard RISC architecture. They range from a low clock speed device for the hobbyist (ATMega and ATTiny series), to an improved 8-bit variant (XMega), and a 32-bit architecture (AT32UC3). XMegas and AT32s tend to have higher clock speeds than the ATMega. Atmel devices often have on board peripherals such as I^2C , SPI and ADCs, as well as a number of different memories: Flash, EEPROM and SRAM. An AT32UC3C0512C, ATXmega256A3BU and ATMega644P will be compared in this section.

Table 2.1 shows a brief summary of some common ARM and AVR microcontrollers. The Stellaris offers the most power with the largest DMIPS performance. However, due to the necessity of floating point operations, the AT32 clearly has a distinct advantage by having a built-in floating point unit. The XMega and ATMega do not offer enough power and are restricted by a small amount of SRAM and Flash. All devices looked at use 3.3V supply and have basic communication protocols (SPI, I^2C and USART). Overall, the AT32UC3 is the best choice with a high throughput, a floating point unit and a vast amount of GPIOs and communications. There is no EEPROM which may be desirable, but these can be added onto an SPI or I^2C bus. This device, although slightly more costly, is best suited to this application out of the selection researched.

2.2 Firmware

2.2.1 Camera

The camera used is the OV7670 by OmniVision. Steve Gunn provided source code for use on the Il Matto development board, which streamed video from the camera to a colour TFT screen. The camera is supplied on a small breakout board with a FIFO buffer. The camera operation is discussed in section 3.1. Many implementations of firmware for this camera exist across different devices.

| Attribute | ARM Stellaris | AT32UC3C0512C | XMegaA3BU | ATMega644P |
|--------------------------|---|---|-----------------------|-------------------------------|
| Clock Speed (MHz) | 80 | 33 or 66 | 32 | 12 |
| DMIPS | 100 | 91 | - | 20 MIPS |
| Package | 100 LQFP or 108 BGA | 64, 100, 144TQFP | 64 QFP or QFN | 40 DIP, 44 TQFP, 44 QFN |
| Cost of 1 unit(£) | 10.30 | 15.39 | 6.65 | 6.86 |
| Flash Size(kB) | 256 | 512 | 256 | 64 |
| SDRAM Size (kB) | 32 | 64 | 16 | 4 |
| EEPROM Size(kB) | 2 | None internal | 4 | 2 |
| GPIO | 64 | 45, 81 or 123 | 47 | 32 |
| Operating Voltage (V) | 3.3 | 5 or 3.3 | 1.6- 3.6 ¹ | 2.7-5.5 |
| Communication Interfaces | SPI, I^2C , SSI, MAC, CAN, EPI, USB, USART, I2S | SPI, TWI, EBI, USB, Ethernet, CAN, USART, I2S | USART, TWI, USB, SPI | SPI, TWI, USART |
| Floating Point | None | Built in FPU | None | None |
| ADCs | 16 | 16 | 16 | 8 |
| Timers | 4 | 3 16-bit | 7 16-bit, 8 8-bit | 2 8-bit, 1 16-bit |

Table 2.1: Comparison Table of some common microcontrollers. Data of microcontrollers taken from [Atmel Corporation \(2012a\)](#), [Atmel Corporation \(2012b\)](#), [Atmel Corporation \(2012d\)](#) and [Texas Instruments \(2012\)](#). Costings from [Farnell \(2012\)](#)

2.2.2 Atmel Software Framework

Atmel offer a software framework which contains basic code and device drivers for many of their XMega and AT32 devices ([Atmel Corporation, 2009](#)). There are also many AVR application notes which provide explanations and example code for protocols like I^2C , SPI and timers. These application notes are aimed at older devices like the ATTiny and ATMega. Both the ASF and the application notes are available online and are a good source of code for basic protocols.

Chapter 3

Hardware and Firmware Development

For initial development, the ‘*Il Matto*’ board, designed by Steve Gunn, was used. The system has an ATMega644P, 12MHz clock and an on board SD card socket. This provided the ability to prototype circuits which were then used to create a PCB.

3.1 Camera

The camera used is an OV7670 by OmniVision. It is mounted onto a break out board and connected to a AL422B FIFO Buffer. The breakout board has all passive components and a 24MHz clock mounted. The schematic for the device can be seen in appendix B. The camera has a small hardware modification, due to a PCB fault. Pin 8 of the buffer is lifted and connected to pin 6 of the header, which is disconnected from the PCB (see figure 3.1). Original code for the camera operation was given by Steve Gunn which streamed continuous video to a TFT screen from the camera. The operation required was to take a single photo from the camera and store the data.

3.1.1 Single Camera Operation

The camera uses a SCCB Interface ([OmniVision, 2007](#)) created by OmniVision. This is almost identical to the I^2C Interface by Phillips and the two protocols

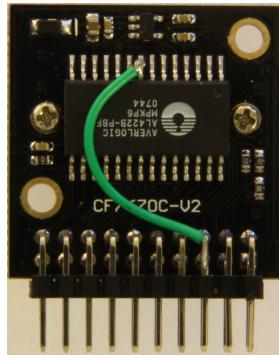


Figure 3.1: Reverse side of the OV7670 Camera showing the modification

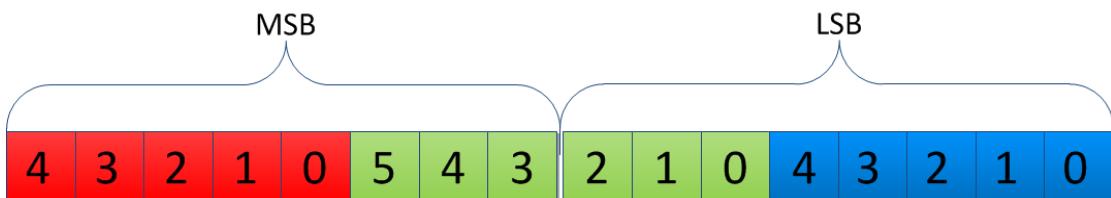


Figure 3.2: RGB565 pixel format

are compatible. The original code for the camera used a software driven SCCB interface which was very slow and used up processing time. This was changed to make use of the built-in interrupt-driven I^2C interface (named TWI in Atmel AVRs)¹. This communication bus is used to write to the control registers of the camera to set up the signals, image format and image size. The set up procedure is used from the code given and sets the camera to function as explained below.

RGB565 is a 16 bit pixel representation where bits 0-4, 5-10 and 11-15, represent the blue, green and red intensity respectively (see figure 3.2). This is a compact way of storing data but only allows 65536 colours. Greys can also appear to be slightly green due to the inconsistent colour ratio of the green field. This representation was used as it is a compact format, easily converted to grey scale and is widely used.

The camera must use a high speed clock in order to ensure the pixels obtained are from the same time. This makes it difficult for an ATMega (typically clocked at 8-12MHz) to be able to respond to the camera quick enough. This highlights the necessity for a FIFO Buffer.

The OV7670 is set up so that the VSYNC pin goes low at the beginning of every frame of data, and HREF is high when the data being output is valid. The pixel

¹ I^2C , SCCB and TWI are all the same but are called differently due to Phillips owning the right to the name " I^2C "

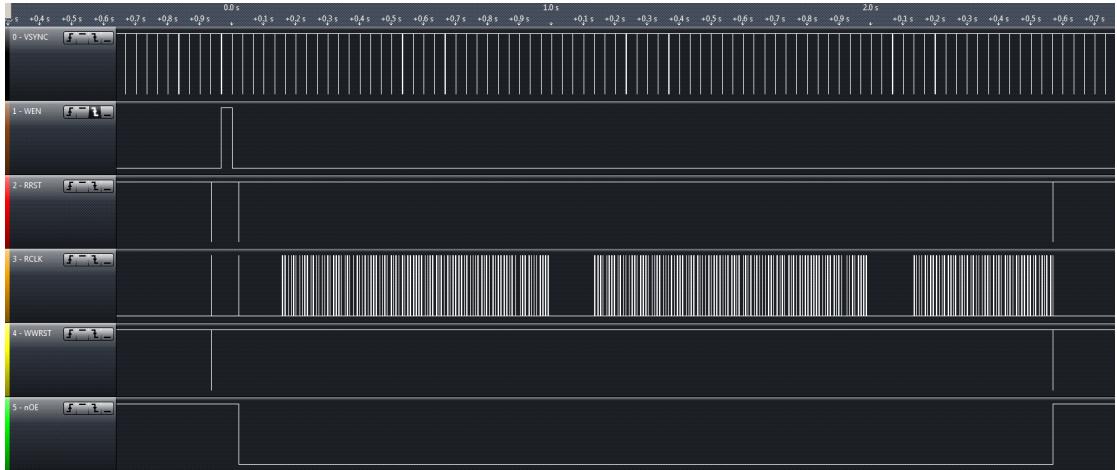


Figure 3.3: Signals generated to control the OV7670 capture and read

data is then clocked out on every rising edge of PCLK. To control the buffer, WEN (write enable) is NAND with the HREF signal. When both are high, the write enable to the buffer will be active and the data will be clocked in by PCLK.

In order to acquire a full image, WEN must be high between two consecutive VSYNC pulses. VSYNC is set up to interrupt the AVR and a small state machine is implemented to count VSYNC pulses and control WEN correctly. After the WEN signal is pulsed, the buffer will contain all the valid pixel data.

To obtain the data from the buffer, the AVR sets output enable low and pulses the read clock. Valid data is available on the data port while RCLK is high. All the data is then read half a pixel at a time (the endianness of the data can be set up on the camera).

After the data has been read, the buffer is reset by asserting the read and write reset signals (RRST and WRST) for at least one clock cycle of the relevant clock. The entire operation can be seen in figure 3.3.

Difficulties arose at this point with the storage of the data. The ATMega644P has 4kB of internal SRAM, but 153.6kB of memory is needed to store a single image at QVGA (320 by 240 pixels, 2 bytes per pixel) quality.

Firstly, data was sent to a desktop computer by USART. A simple program was written in C# to receive and store all the data as a Bitmap image. This method was slow, taking around 30 seconds to transmit one uncompressed image.

The second option was to use extra memory connected to the microcontroller. An SD card was used as FAT file system so the memory card is usable on a computer. Text log files were also written to aid debugging. This is discussed in section 3.2.

3.1.2 Dual Camera Operation

In order for stereovision to be successful, two cameras separated by a horizontal distance (B) will need to be driven at the same time to obtain photos within a small time frame of one another.

A major problem occurred with using the I^2C interface to set up both cameras. The camera has an I^2C address of 21_{16} , which cannot be changed. Multiple I^2C devices with exactly the same address cannot be used on the same bus. Two solutions to this are possible: driving one from I^2C and one from SCCB, or using an I^2C multiplexer. By using two different buses the cameras will be individually addressable. However, SCCB is slow and processor-hungry as it is software driven. This takes up program memory and is not reusable for other operations.

An I^2C multiplexer sits on one I^2C bus and has multiple output buses. The master can then address the multiplexer and select whether to pass the bus to channel 0, channel 1 or not allow the data to be transferred. This saves processor time, but means a write operation has to be done to select the camera bus before being able to write to the camera. This slows down the operation slightly, but not as much as using SCCB. The main disadvantage to the I^2C multiplexer is the extra hardware needed; firstly the multiplexer itself, but also 7 extra resistors to pull up the two extra buses and the three interrupt lines which aren't used, must be added.

Overall, the disadvantages posed by using a multiplexer are small, so it was used as opposed to the SCCB interface. A suitable multiplexer is the Phillips PCA9542A ([Phillips, 2009](#)).

The buffers have an output enable pin so the data bus can be shared by both cameras to the AVR. The ATMega644P offers three interrupt pins, two of which are used by the two VSYNC pins for the cameras to drive two individual ISRs.

Operation to read an image is identical to using one camera. The code was duplicated so that the two cameras were accessed individually. Care was taken to avoid any bus contention on the data bus, but no checking is explicitly done. When taking a photo, both frames are taken at a time period close together to capture the same scenario. The data can then be read in either order and stored.

| | Bitmap | JPEG | PNG | GIF |
|--|--------------------|-----------------------|-----------------|--------------------------------|
| Extension | *.bmp | *.jpg /*.jpeg | *.png | *.gif |
| Compression | No | Lossless and Lossy | Lossless ZIP | Lossy |
| File Size of 320 by 240 pixel Im- age (kB) | 225 | 20 | 23 | 24 |
| Bits per Pixel | 8, 16, 24 or 32 | 24 | 24, 32 or 48 | 24, but only 256 Colours |

Table 3.1: A table comparing different image formats available ([Fulton, 2010](#))

3.2 SD Card

An SD card was chosen due to its small size, low cost and a large data storage. Smaller variants also exist, the mini and micro SD. The cards work using an SPI bus which can be used for other devices within the system as well. For the prototyping stage, the FATFS library ([Electronic Lives Manufacturing, 2012](#)) was used. This supplied all basic read and write operations for the SD card. For the AT32, the ASF supplied a more comprehensive FAT library and was used in the final product.

3.2.1 Storing Images

Many image formats are common, such as Joint Photographic Expert Group (JPEG), Portable Network Graphics (PNG), Bitmap (BMP) and Graphics Interchange Format (GIF). Table 3.1 shows a summary of these common image formats.

It is clear that the best choice for images would be either PNG or JPEG. However, these require more computational time to compress the image into the correct format. To avoid compression, and thereby save processing time, bitmap was chosen at the expense of using more memory. The data in a bitmap image is also stored in RGB format so can be read back easily when processing the image. Appendix F shows the make up of a Bitmap File that was used.

By writing the image in this format, they are then able to be opened on any operating system. This aids debugging and allows the prototyping of image algorithms



Figure 3.4: An Example Image taken using the OV7670 and stored as a Bitmap on the SD Card

in a more powerful environment. Figure 3.4 shows a photo taken by the OV7670 and stored on a SD card. The quality is not professional, but all features can be seen. The colour is accurate and large text can be read at a small distance. Though the images were able to be opened in most programs, MATLAB gave errors when reading the bitmaps. This could be avoided by opening and resaving the images in MS Paint.

3.3 The Prototypes

The first prototype made can be seen in figure 3.5. This obtained two images from both cameras, and stored them to the SD Card. The cameras shared the data bus and a I^2C multiplexer was used. An ATMega168 was added to the system as no pins remained for debugging on the *Il Matto* board. The pinout for the 644 can be seen in table 3.2. The ATMega168 used the already existing I^2C bus and acted as a port extender - button inputs were read and status LEDs were written to. This enabled a debug output for the system. The prototype worked well and proved the circuit worked.

A second prototype was made to stream the images to a TFT screen. This can be seen in figure 3.6. This provided the ability to check the cameras worked, and

| | Port A | Port B | Port C | Port D |
|---|--------|------------------|-----------------|----------------|
| 0 | Data 0 | SD Write Protect | I^2C - SCL | No Connection |
| 1 | Data 1 | SD Card Detect | I^2C - SDA | No Connection |
| 2 | Data 2 | USB Data Plus | Read Clock 1 | VSync 0 |
| 3 | Data 3 | USB Data Minus | Read Reset 1 | VSync 1 |
| 4 | Data 4 | SPI Chip Select | Write Enable 1 | Read Clock 0 |
| 5 | Data 5 | SPI MOSI | Write Reset 1 | Read Reset 0 |
| 6 | Data 6 | SPI MISO | Output Enable 0 | Write Enable 0 |
| 7 | Data 7 | SPI Clock | Output Enable 1 | Write Reset 0 |

Table 3.2: Pin Connections of the ATMega644P for Dual Camera Operation.

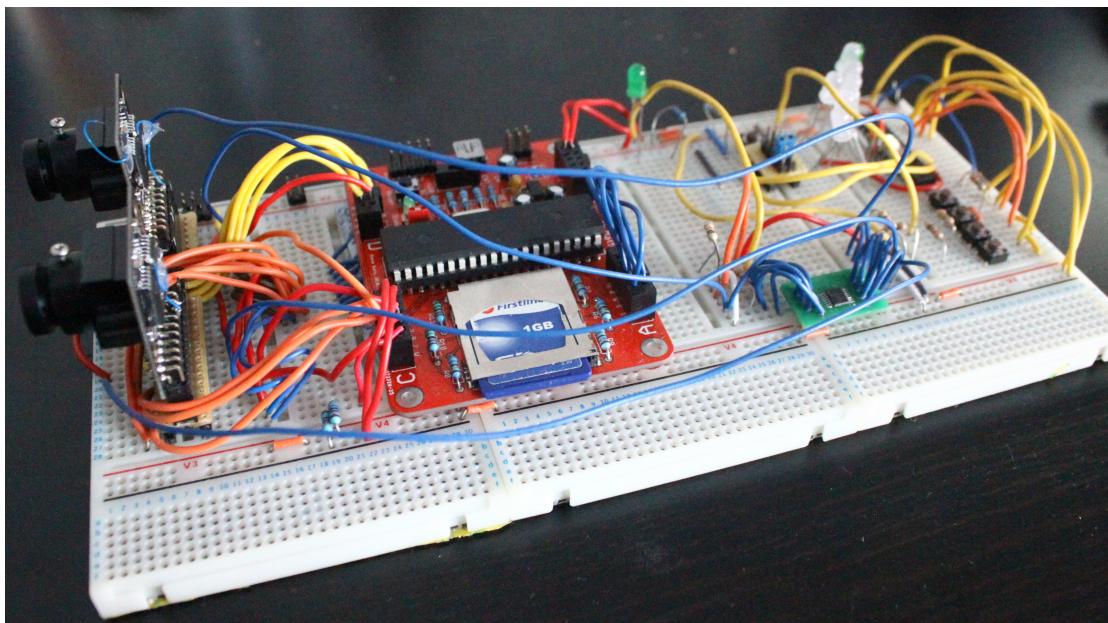


Figure 3.5: Prototype of Dual Camera operation.

gave a live stream so the lens could be focused to give a clear image. The refresh rate of a full image was slow ($\approx 0.6\text{fps}$), but the system was successful.

3.4 Motor Driver Development

3.4.1 Hardware

Tachometers are devices used to measure rotational speed of a wheel. They are commonly found in bicycles where a small magnet is attached to the wheel and a sensor is attached to the frame. The elapsed time between every rotation is measured by the and speed can be calculated given the wheel size.

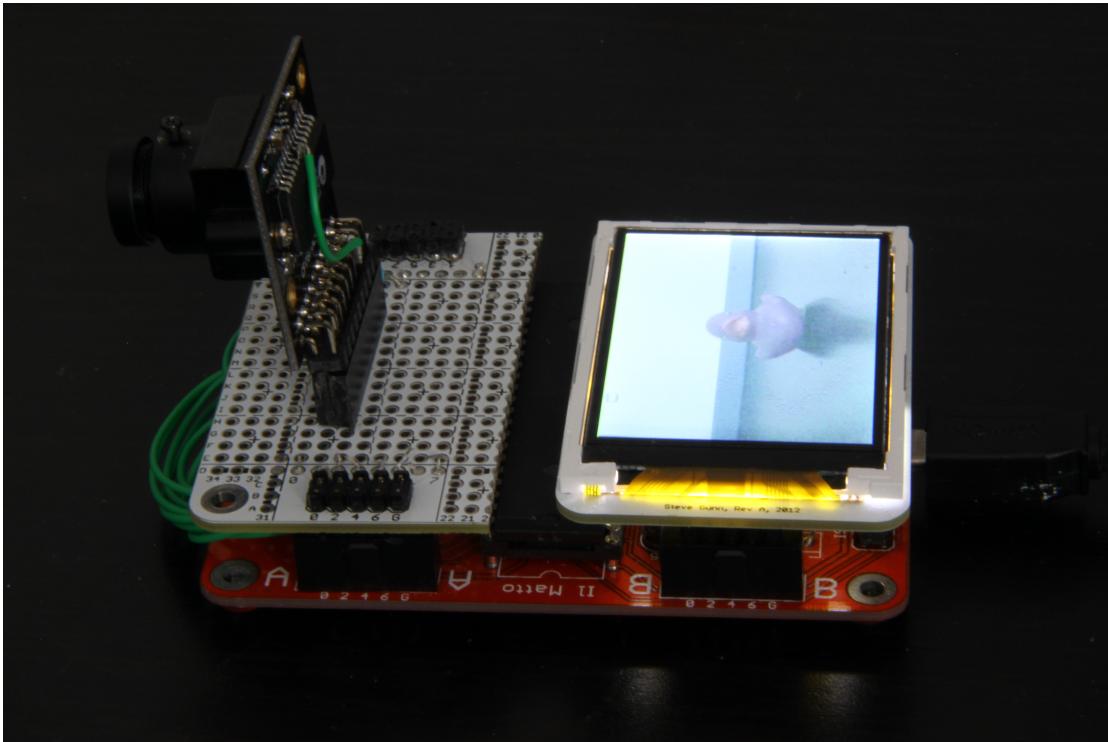


Figure 3.6: Prototype of streaming camera images to TFT screen.

Here an optosensor, the TCRT1010 made by [Vishay Semiconductors \(2012\)](#), is used to measure rotations of the wheel and therefore be able to move a distance determined by the microcontroller. The TCRT1010 package contains an IR LED and a phototransistor. The schematic of a simple transistor amplifier used can be seen in figure 3.7 which was reproduced from [Gunn \(2012\)](#).

A similar method to the way a bike measures speed was used. The wheel's rubber absorbed the IR from the LED, so a high voltage was always seen at the collector of the phototransistor when near the wheel. White Tipp-Ex marks, "tabs", were applied to the wheels at regular intervals. These tabs reflected IR, resulting in a lower collector voltage when aligned and thereby giving a way to detect wheel rotation. Figure 3.8 shows the voltage at the collector (read by the ADC on the AVR) against the angle of the wheel. Ten tabs were marked on the wheel, and ten dips in the voltage can be seen in figure 3.8. A lot of noise exists due to imperfect white tabs. However, the dips are prominent and can be detected with the correct threshold voltage.

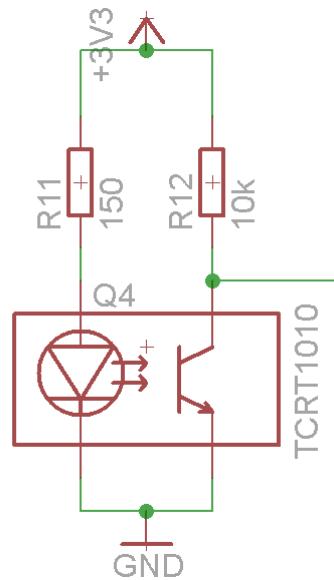


Figure 3.7: Circuit diagram of Optosensor

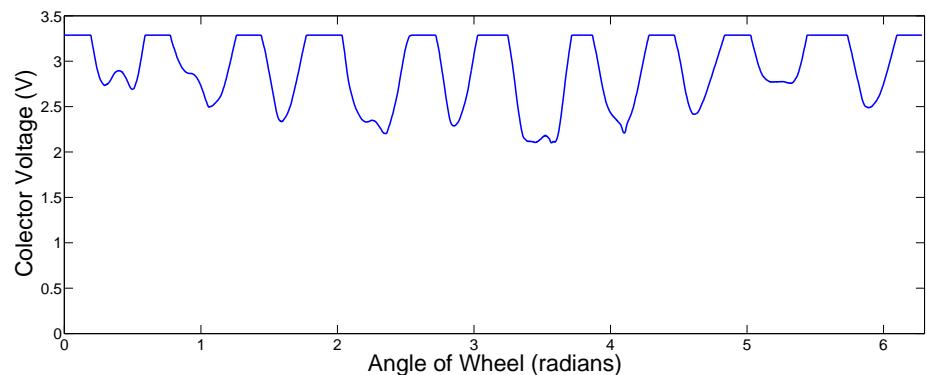


Figure 3.8: Graph of Wheel Angle against the Voltage read by the AVR

3.4.2 Firmware Development

To move a distance, the number of times a tab passes the sensor, a count, must be detected. The firmware sets up a PWM output and has set up and execute functions. A low duty cycle PWM signal was used to drive the motors slowly. This removed the need for a speed controller and meant any overshoot of the motors during breaking would be low. Straight line movement and spot rotations were implemented. More complex movements, for example arcs, would require more accurate tachometers and are not discussed here.

Table 3.3: A table to show the inputs to the motor drivers to set the movement

| | Motor 1 | | | Motor 2 | | |
|----------------|---------|-----|-----|---------|-----|-----|
| | STBY | IN1 | IN2 | STBY | IN1 | IN2 |
| Stop | 0 | X | X | 0 | X | X |
| Forward | 1 | 1 | 0 | 1 | 1 | 0 |
| Backward | 1 | 0 | 1 | 1 | 0 | 1 |
| Clockwise | 1 | 1 | 0 | 1 | 0 | 1 |
| Anti-clockwise | 1 | 0 | 1 | 1 | 1 | 0 |

3.4.2.1 Set Up

The set up calculates the number of counts needed, and sets the direction of the wheels. Each motor driver has two inputs to control direction and table 3.3 shows the inputs needed to generate the two movements - straight line and rotational.

To move in a straight line, the number of counts can be calculated by equation (3.1).

$$\text{Counts} = \delta \times \frac{\gamma}{C_w} \quad (3.1)$$

For rotation, the radius from the centre of the robot to the wheels needs to be known, see figure 3.10(a). The circumference through the wheels is then easily calculated and the distance to move is calculated by equation (3.2). The total number of interrupts can be calculated using equation (3.1).

$$\delta_R = A \times \frac{C_b}{360} \quad (3.2)$$

Combining equations (3.1) and (3.2) gives:

$$\text{Counts} = \gamma \times \frac{C_b}{C_w} \times \frac{A}{360} \quad (3.3)$$

Figure 3.10 shows the dimensions of interest of the robot base. In the set up method, equations (3.1) and (3.3) are used to calculate the counts needed. The results are placed in the global struct and the execute method is then run.

3.4.2.2 Execute

The execute method detects the tabs and decrements the global counter. When the counter reaches zero the motor stops and when both motors have completed, the method exits.

As the voltage swing on the collector of the phototransistor did not reach near 0V, the AVR could not detect this as a logical 0. An external amplifier could have been used to generate a full swing voltage. However, the AVR has internal ADCs and analogue comparators which were used instead.

The ADC could be used to continually sample the collector voltage and detect dips in the signal. This method has the advantage of a variable threshold and the ability to filter noise. The operation, however, would be complex to implement in code.

An alternative was to use an analogue comparator. The UC3C has two on chip comparator interfaces, each with two comparators. They are a high gain operational amplifier with added options of hysteresis and the ability to interrupt amongst other attributes. The comparators can use two analogue inputs or use the internal DACs as inputs. Potentiometers were used to set the reference voltage externally. Using the comparators had the advantage of returning a boolean value of if the collector voltage is higher or lower than the threshold voltage. The detection is of a tab was then simpler. This method was decided on for an easier implementation.

The first method implemented was to use the analogue comparators to interrupt when the collector voltage crossed the threshold. Both wheels used the same comparator interface and therefore ran the same ISR when triggered. The ISR then had to read the output of the comparators and decrement the relevant counter for the correct wheel. This method had many downfalls. First, it was not possible to know which comparator caused the interrupt. If the left wheel triggered the interrupt while the right was below the threshold, both left and right counters would be decremented. This caused a large error each time it occurred. Another problem was noise; occasionally, the lowering voltage would cause multiple interrupts each time. This problem was reduced by setting the hysteresis on the comparators but did not solve the problem completely.

A second approach utilised a simple state machine and software based hysteresis to solve the problems. The state machine has two states ‘On a Tab’ and ‘Not on

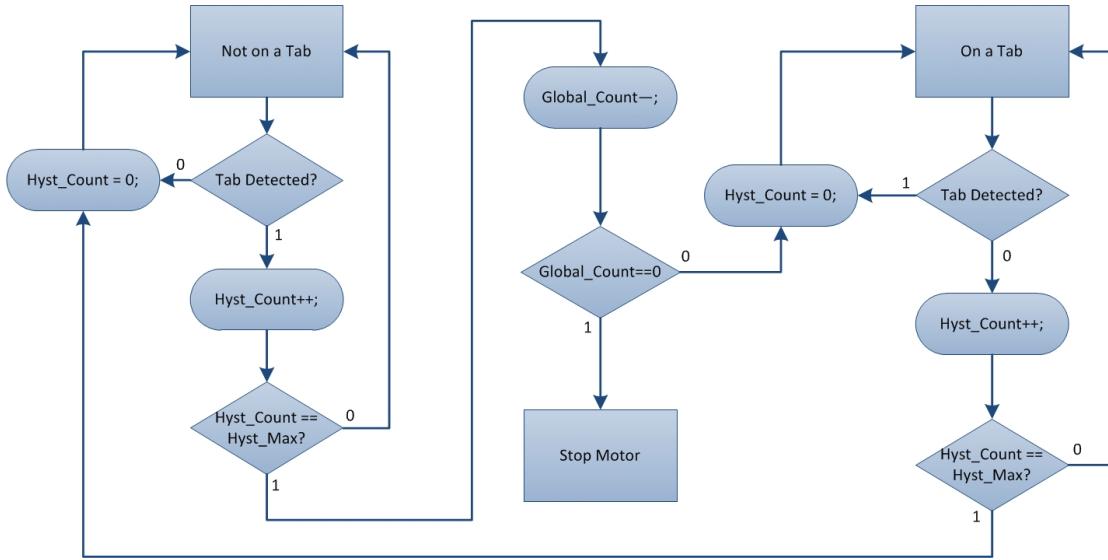


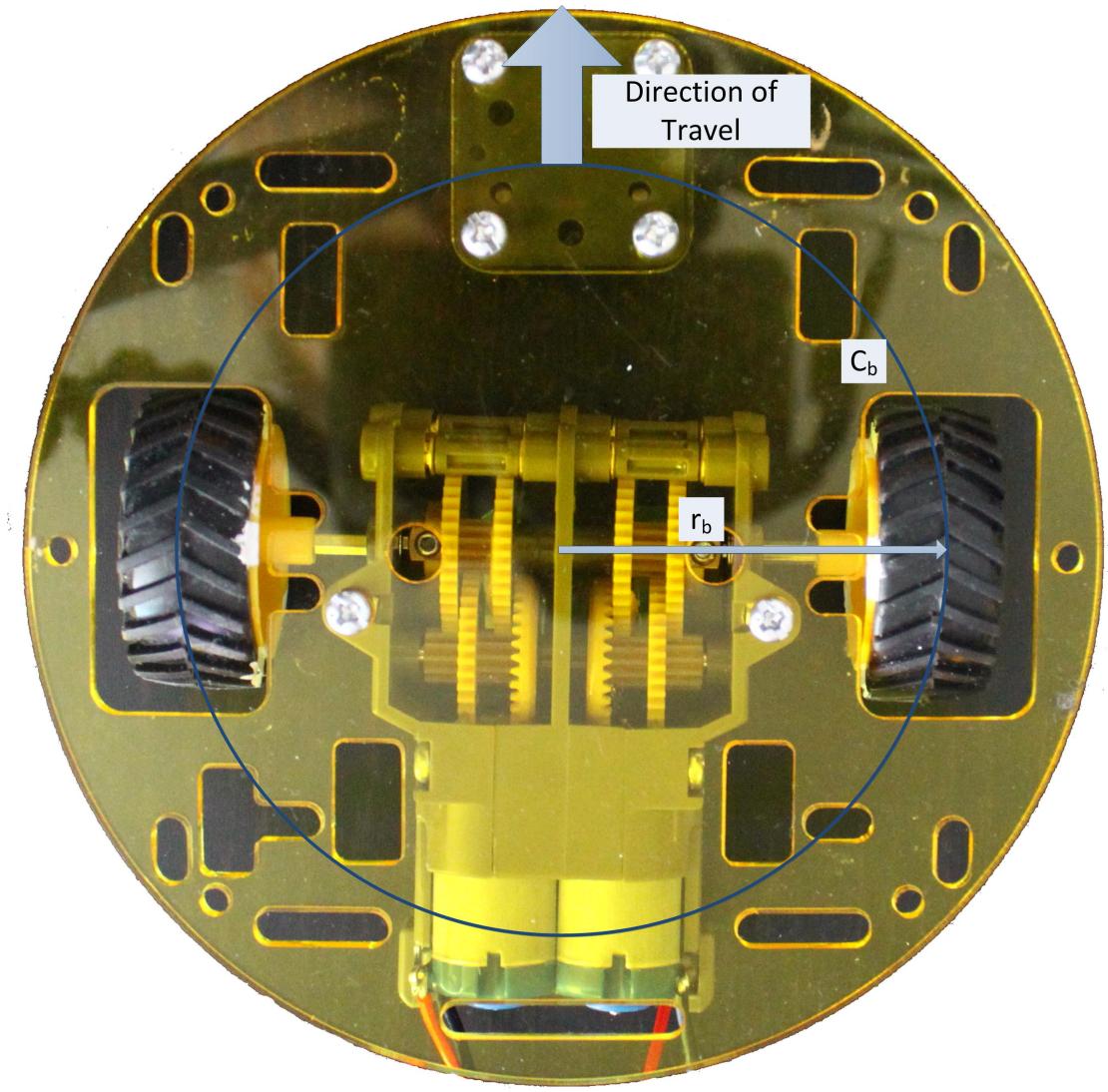
Figure 3.9: A State Machine showing the operation of the *Motor_Execute* method

a Tab'. When the method enters, the initial state is read from the comparators so that if the wheel is already on a tab, it won't be counted. The code then runs in a loop until the motors stop. A graphic representation of the code can be seen in figure 3.9. Starting in 'Not on a Tab' state, a tab must be detected for Hyst_Max amount of cycles in succession for the state to change. This is the same for going from 'On a Tab' to 'Not on a Tab'. This is to reduce noise in the form of false readings and increase the certainty that a tab is in detect. The Global_Count is only reduced on the transition to 'On a Tab' so it is difficult for this to decrement multiple times in normal operation. To increase the certainty, Hyst_Max can be increased at the expense of response time.

The final code can be seen in appendix H. *Motor_Init* method must be called before operation can occur. This sets up the PWM and analogue comparators. Methods *Motors_Move* and *Motors_Rotate* are the methods that can be called to move in a straight line or rotate on the spot. They both take an input which is a signed integer of either the distance to move (in millimetres) or the angle to rotate (in degrees, positive is a clockwise movement). They both return the actual movement distances, due to the low resolution of the system.

3.4.3 Testing

To test the motor system, different distances were given to the movement method. The method prints how many counts will be moved. The actual distance moved



(a) Top View of robot base showing dimensions of interest



(b) Side View of robot base showing dimensions of interest

Figure 3.10: Dimensions of Interest for Robot Movement

Table 3.4: Results of Motor Distance Test

| Distance Specified (mm) | Number of Counts Calculated | Counts \times Resolution (mm) | Average Measured Distance Moved (mm) | Error (%) |
|-------------------------|-----------------------------|---------------------------------|--------------------------------------|-----------|
| 50 | 4 | 46.4 | 47.25 | 1.83 |
| 75 | 6 | 69.6 | 70.75 | 1.65 |
| 100 | 8 | 92.8 | 97.0 | 4.52 |
| 120 | 10 | 116.0 | 113.25 | 2.37 |
| 150 | 12 | 139.2 | 141.0 | 1.29 |
| 170 | 14 | 162.4 | 161.5 | 0.55 |
| 200 | 17 | 197.2 | 201.5 | 2.18 |
| 250 | 21 | 243.6 | 244.5 | 0.37 |
| 300 | 25 | 290.0 | 290.75 | 0.26 |

Table 3.5: Results of motor speed test

| Wheel | Total Time Elapsed (s) | Calculated Speed ($mm.s^{-1}$) |
|-------|------------------------|----------------------------------|
| Left | 44.6 | 20.8 |
| Right | 49.6 | 18.7 |

was then measured and repeated four times. Table 3.4 shows the results of this test. They show that the maximum error observed is 4.52%, which related to 4.5mm. This error is acceptable as a half centimetre error over 10cm will not impact the performance of the robot. The error is calculated from the actual distance predicted to move.

A problem was seen that the robot moved in a slight arc. Speed tests were done on the wheel by measuring the total time taken to complete eight full revolutions, the equivalent of moving 928mm. The results and the calculated wheel speeds can be seen in table 3.5. It shows that the left motor runs slightly faster than the right, even though the PWM duty cycle is the same. A controller could be implemented to correct this error during operation. However, over the distances covered, the error introduced by this is small enough to neglect.

3.4.4 Conclusion

Due to the low resolution of the sensor (10 counts per revolution), there is a minimum distance that can be moved and a minimum angle of rotation, shown in equations (3.4) and (3.5) respectively. These show that greater distance resolution could be obtained by decreasing the wheel size or increasing γ and a

greater rotational resolution could be obtained by the same as distance, or by increasing the distance the wheels are from the centre of the robot. In general, the ratio $C_w : \gamma$ should be as large as possible to obtain the best resolution for movement.

$$\Delta_\delta = \frac{C_w}{\gamma} = 12mm \quad (3.4)$$

$$\Delta_\theta = \frac{360 \times C_w}{\gamma \times C_b} \approx 15^\circ \quad (3.5)$$

This method lacks on two points - lack of speed control and accuracy. A better controller could be implemented to help move at different speeds. This could use the remaining number of counts to gradually slow the speed of the motors down as well as correct the speed mismatch between the wheels. A PID controller could be implemented if greater accuracy is needed quicker, at the expense of computation time and potential overshoot.

Rotary encoders could be used to detect the direction of wheels as well. A good, but more costly, alternative would be the HUB-ee wheel by [Creative Robotics Ltd \(2013\)](#), which includes a 120 point quadrature encoder and sensor, motor driver and a geared motor all within the wheel. These wheels have 12 times the accuracy as the method described here and a similar interface.

Given that the robot does not need to move any more accurately than to 1cm, this method has proved to be cheap and successful. The robot is able to move a distance with reasonable accuracy, but to a fairly low resolution.

3.5 PCB Development

3.5.1 Circuit Design

Figure 3.11 shows a basic hierarchy of the robot. Each pin on the UC3C can have one of up to six special functions, as well as being a GPIO pin. Table 3.6 shows the pinout for the microcontroller used.

The circuit diagram for Revision A can be seen in section B.3. The schematic for the SDRAM and values and locations of decoupling capacitors were used from the schematic of the UC3C-EK development board ([Atmel Corporation, 2012c](#)).

Table 3.6: The Pinout of the AVR for the circuit. ‘-’ means unavailable and blank means unused

| Pin | Port | | | |
|-----|--------|------------|------------|------------|
| | A | B | C | D |
| 0 | TCK | CAMERA_0 | | EBI-DATA13 |
| 1 | TDI | CAMERA_1 | | EBI-DATA14 |
| 2 | TDO | CAMERA_2 | SDA | EBI-DATA15 |
| 3 | TMS | CAMERA_3 | SCL | EBI-ADDR0 |
| 4 | USB ID | CAMERA_4 | USART TXD | EBI-ADDR1 |
| 5 | | CAMERA_5 | USART RXD | EBI-ADDR2 |
| 6 | AC R | CAMERA_6 | | EBI-ADDR3 |
| 7 | AC R | CAMERA_7 | EBI NCS3 | EBI-ADDR4 |
| 8 | AC L | STBY1 | EBI NCS0 | EBI-ADDR5 |
| 9 | AC L | IN11 | EBI-ADDR23 | EBI-ADDR6 |
| 10 | VSYNC0 | IN12 | EBI-ADDR22 | EBI-ADDR7 |
| 11 | ADCREF | PWM1 | EBI-ADDR21 | EBI-ADDR8 |
| 12 | | | EBI-ADDR20 | EBI-ADDR9 |
| 13 | | PWM2 | | EBI-SDCK |
| 14 | | IN22 | EBI-SDCKE | EBI-ADDR10 |
| 15 | RRST0 | IN21 | EBI-SDWE | EBI-ADDR11 |
| 16 | ADCREF | STBY2 | EBI-CAS | EBI-ADDR12 |
| 17 | - | | EBI-RAS | EBI-ADDR13 |
| 18 | - | | EBI-SDA10 | EBI-ADDR14 |
| 19 | RCLK0 | SPI-MOSI | EBI-DATA0 | EBI-ADDR15 |
| 20 | WEN0 | SPI-MISO | EBI-DATA1 | EBI-ADDR16 |
| 21 | WRST0 | SPI-SCK | EBI-DATA2 | EBI-ADDR17 |
| 22 | RRST1 | SPI-CS3 | EBI-DATA3 | EBI-ADDR18 |
| 23 | RCLK1 | SPI-CS2 | EBI-DATA4 | EBI-ADDR19 |
| 24 | WEN1 | SPI-CS1 | EBI-DATA5 | EBI-NWE1 |
| 25 | WRST1 | SPI-CS0 | EBI-DATA6 | EBI-NWE0 |
| 26 | VSYNC1 | SD- DETECT | EBI-DATA7 | EBI-NRD |
| 27 | NOE1 | | EBI-DATA8 | EBI NCS1 |
| 28 | NOE0 | | EBI-DATA9 | EBI NCS2 |
| 29 | | | EBI-DATA10 | |
| 30 | - | CLK | EBI-DATA11 | EBI-NWAIT |
| 31 | - | CLK | EBI-DATA12 | - |

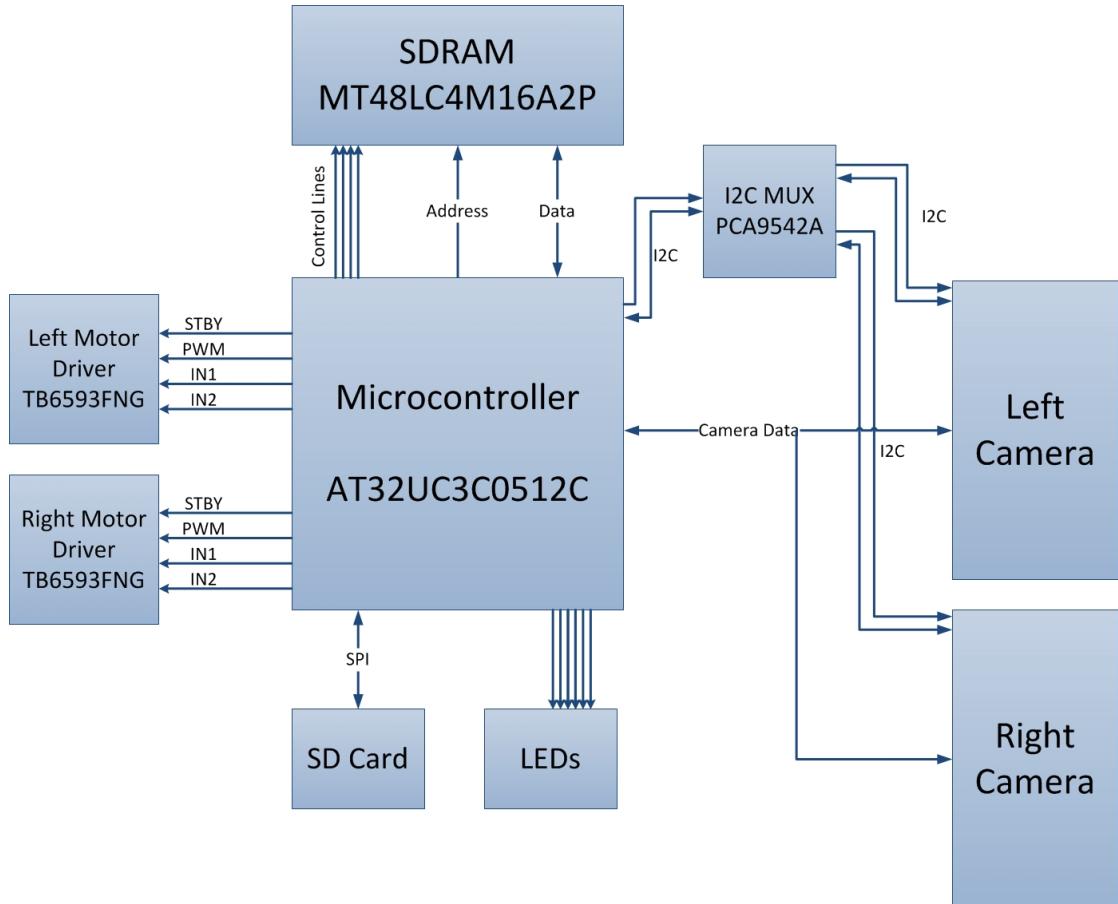


Figure 3.11: A hierarchical diagram of the robot

3.5.2 PCB Design

The PCB was designed using EAGLE CAD Software. A four layer board was decided to be used to reduce the number of tracks and more easily supply power and ground to the devices. Layer two is a 3.3V plane and layer three is a ground plane. A ground plane is also on the top and bottom layers to help eliminate any ground bounce that could occur.

The SDRAM uses the EBI protocol. In high speed systems, care is often taken to equalise track lengths ([Liu and Lin, 2004](#)). The UC3C maximum clock frequency is 33MHz (with no wait states), which is not fast enough to cause any track equalisation problems. Care, however, was taken on the USB lines to ensure correct impedance and the tracks lengths matched to each other.

Tracks were routed in order of priority, starting with the UC3C, SDRAM and cameras. All other devices were then routed (I^2C multiplexer, SD card, motor drivers etc). As a precaution, spare pins from the UC3C were routed to headers (J8 and J9, so that additions could be done if a pinout or connection was found to

be incorrect. UART, I^2C and SPI connections were routed to headers J7, J4 and J5 respectively so logic analysers and a COM Port could be attached easily for debugging, or so that extra devices could be added onto the respective protocols for future developments.

Passives used were all surface mount of either 0603 or 1206 size to save space on the board. All headers used were 0.1" spaced for easy connections and a mini B USB socket was added to power the robot, program via the bootloader or so that the robot could potentially act as a USB device.

The layout of components was important. The cameras needed to be as far apart as possible and at the front of the PCB. The motor drivers were situated toward the back of the PCB and headers were added to connect the motors to. The optosensors were positioned such that they could be mounted directly on the PCB and be in the correct position to sense the wheels. Mounting holes were also added onto the board so the PCB could be mounted on to the robot base easily. The overall dimensions of the PCB were $100mm \times 70mm$. A full list of components and cost of each is documented in Appendix D

Finally, the name "*The Columbus*" was decided on as the original application for the project was a mapping robot that would search out an unknown area, so the robot was named after Christopher Columbus who explored and navigated parts of the American continents which were unknown at the time. The Eagle CAD Diagram of the PCB can be seen in Appendix C. The PCB was manufactured by [PCB Cart \(2013\)](#). The PCB cost £205 to manufacture and ship five PCBs. A photo of the PCB can be seen in figure 3.12.

Considerations - Power consumption of devices not exceeding VReg

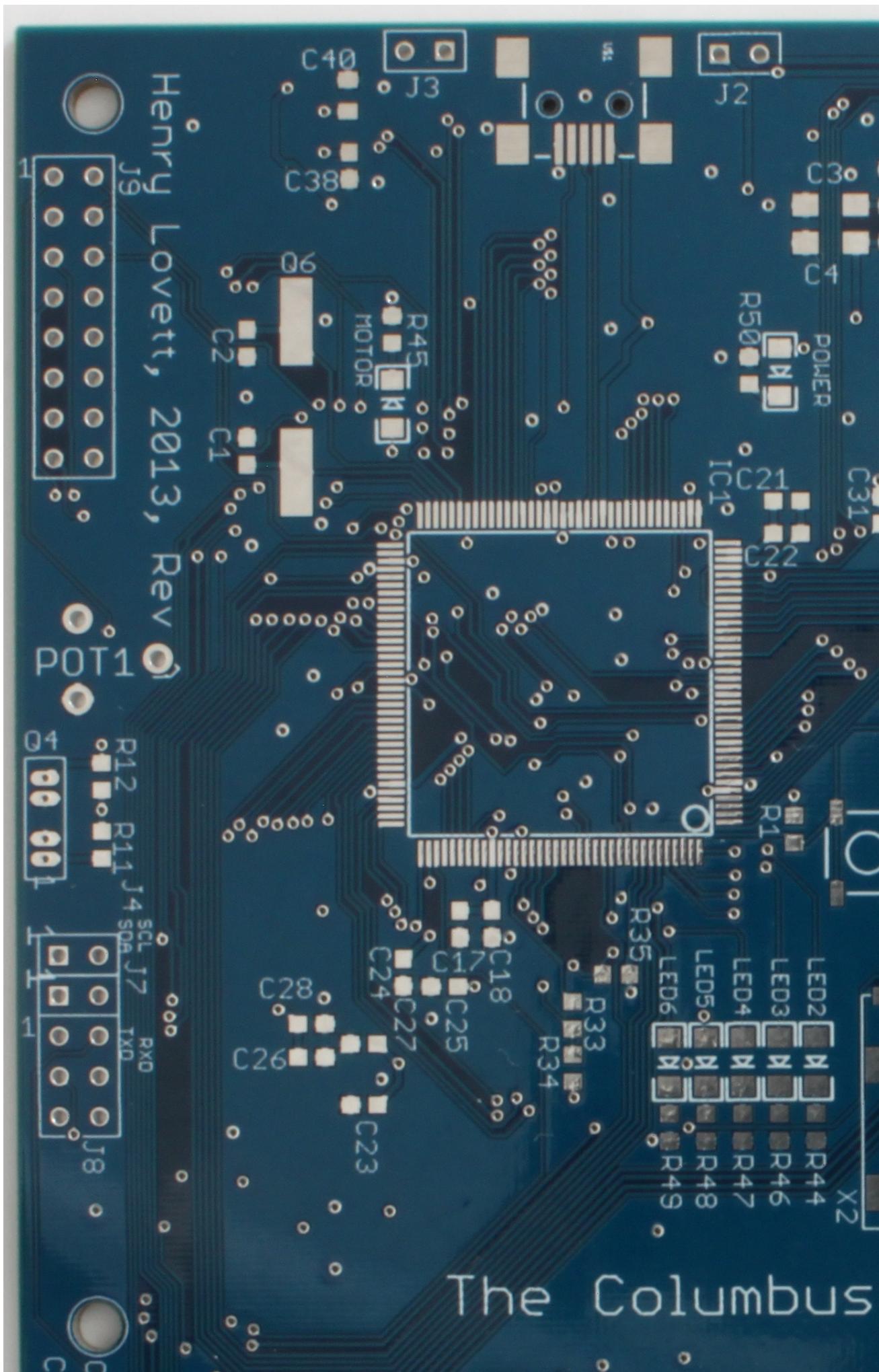
3.5.3 PCB Testing

A program was written to test all the devices on the PCB. The following tests are done and are explained in the subsequent sections:

[3.5.3.1](#) UART Send and Receive

[3.5.3.2](#) SD Card

[3.5.3.3](#) LEDs



3.5.3.4 SDRAM

3.5.3.5 I^2C

3.5.3.6 Camera

3.5.3.7 Motor

3.5.3.1 UART Test

When the test program begins, the microcontroller waits for a character input. All characters are echoed back. This enables the user to check the communications work. Once a carriage return key is received (D_{16}), the test program continues. Listing 3.1 shows the test code for the UART protocol.

Listing 3.1: UART Test Code

```

1 ///////////////////////////////////////////////////////////////////
2 // UART Test ///////////////////////////////////////////////////////////////////
3 ///////////////////////////////////////////////////////////////////
4 uint8_t ch;
5 while (true) {
6     ch = usart_getchar(DBG_USART); // get one input character
7     if (ch) {
8         print_dbg(ch); // echo to output
9     }
10    if (ch == 13)
11        break;
12 }
```

3.5.3.2 SD Card Test

The Atmel Software Framework (Atmel Corporation, 2009) provided drivers and code for SPI communications and use of a FAT32 file system. The code was configured to use the correct chip select pin for the SD Card and the correct SPI Bus. The test consisted of initialising the memory, reading the capacity of the card and printing it to the user.

The AVR then proceeds to delete any previous log file, create a new log file and writes “*Columbus Tester*” to it. The first 8 characters, which should be “*Columbus*” are read back and checked.

Listing 3.2: UART Test Code

```
1 ///////////////////////////////////////////////////////////////////
2 // SD Card Test ///////////////////////////////////////////////////////////////////
3 ///////////////////////////////////////////////////////////////////
4 print_dbg("\n\n\rSD Card Memory Test:\n\r");
5 // Test if the memory is ready - using the control access memory abstraction
6 // layer (/SERVICES/MEMORY/CTRL_ACCESS/)
7 if (mem_test_unit_ready(LUN_ID_SD_MMC_SPI_MEM) == CTRL_GOOD)
{
8     // Get and display the capacity
9     mem_read_capacity(LUN_ID_SD_MMC_SPI_MEM, &VarTemp);
10    print_dbg("OK:\t");
11    //printf_ulong((VarTemp + 1) >> (20 - FS_SHIFT_B_TO_SECTOR));
12    i = ((VarTemp + 1) >> (20 - FS_SHIFT_B_TO_SECTOR));
13    print_dbg_ulong(i);
14    print_dbg("MB\r\n");
15    print_dbg("SD Card Okay.\n\r");
16}
17else
18{
19    // Display an error message
20    print_dbg("Not initialized: Check if memory is ready...\r\n");
21}
22nav_reset();
23// Use the last drive available as default.
24nav_drive_set(nav_drive_nb() - 1);
25// Mount it.
26nav_partition_mount();
27nav_filelist_reset();
28if(nav_filelist_findname((FS_STRING)LOG_FILE, false))
{
29    print_dbg("\n\rLog File Already Exists\n\rAttempting to delete...");
30    nav_setcwd((FS_STRING)LOG_FILE, true, false);
31    nav_file_del(false);

32    if(nav_filelist_findname((FS_STRING)LOG_FILE, false))
33        print_dbg("\n\rLog File Still Exists...");
34    else
35        print_dbg("\n\rLog File Deleted!");
36}
37print_dbg("\n\rCreating Log File.");

38if(nav_file_create((FS_STRING)LOG_FILE) == true)
39    print_dbg("\n\rSuccess!");
40else
41    print_dbg("\n\rNot worked...");
42print_dbg("\n\rWriting to log file.");
43Log_Write("Columbus Tester:\n\r", 18);
44nav_filelist_reset();
45nav_setcwd((FS_STRING)LOG_FILE, true, false);
46file_open(FOPEN_MODE_R); //Open File
47file_read_buf(Buffer, 8);
48noErrors = 0;
49if(Buffer[0] != 'C')
50    noErrors++;
51if(Buffer[1] != 'o')
52    noErrors++;
53if(Buffer[2] != 'l')
54    noErrors++;
```

```

58     if(Buffer[3] != 'u')
59         noErrors++;
60     if(Buffer[4] != 'm')
61         noErrors++;
62     if(Buffer[5] != 'b')
63         noErrors++;
64     if(Buffer[6] != 'u')
65         noErrors++;
66     if(Buffer[7] != 's')
67         noErrors++;
68     file_close();
69     if(noErrors == 0)
70         print_dbg("\n\rSD Card Read Successful\n\r");
71     else
72         print_dbg("\n\rSD Card Read Fail\n\r");
73     noErrors = 0;

```

This exercises all basic file I/O functions, creating, reading and writing and checks that they work.

3.5.3.3 LED Test

All LEDs are turned on for 1 second, and then turned off. The user should check this occurs. It verifies that all the LEDs are functional and correctly mounted. The Power LED should be on when power is supplied to the PCB.

3.5.3.4 SDRAM Test

The SDRAM test consists of initialising the SDRAM, calculating the SDRAM size, writing a unique test pattern to the whole memory, and then reading it back and checking it. The total number of errors are reported.

The test was adapted from an example application from the ASF ([Atmel Corporation, 2009](#)). The code can be seen in listing 3.3. It consists of two *for* loops. In the first, the iteration number is assigned to the memory location. The second loop reads back the data and checks it is correct. An int, *noErrors*, is used to count errors.

Listing 3.3: SDRAM Test Code

```

1 ///////////////////////////////////////////////////////////////////
2 // SDRAM Test ///////////////////////////////////////////////////////////////////
3 ///////////////////////////////////////////////////////////////////
4 print_dbg("\n\n\rSDRAM Test:");
5 sdram_size = SDRAM_SIZE >> 2;

```

```

6   print_dbg("\n\rSDRAM size: ");
7   print_dbg_ulong(SDRAM_SIZE >> 20);
8   print_dbg(" MB\r\n");
9   // Determine the increment of SDRAM word address requiring an update of the
10  // printed progression status.
11  progress_inc = (sdram_size + 50) / 100;
12  // Fill the SDRAM with the test pattern.
13  for (i = 0, j = 0; i < sdram_size; i++)
14  {
15      if (i == j * progress_inc)
16      {
17          print_dbg("\rFilling SDRAM with test pattern:");
18          print_dbg_ulong(j++);
19          print_dbg("%");
20      }
21      sdram[i] = i;

23  }
24  print_dbg("\rSDRAM filled with test pattern      \r\n");
25  // Recover the test pattern from the SDRAM and verify it.
26  for (i = 0, j = 0; i < sdram_size; i++)
27  {
28      if (i == j * progress_inc)
29      {
30          print_dbg("\rRecovering test pattern from SDRAM: ");
31          print_dbg_ulong(j++);
32          print_dbg("%");
33      }
34      tmp = sdram[i];
35      if (tmp != i)//failed
36      {
37          noErrors++;
38      }
39  }
40  print_dbg("\rSDRAM tested: ");
41  print_dbg_ulong(noErrors);
42  print_dbg(" corrupted word(s)      \r\n");

```

3.5.3.5 I^2C Test

The I^2C test checks the bus for devices. It prints out a table showing the address of any devices that acknowledges a probe. A probe is a set up to write to the address. If a device exists on the line, it should acknowledge (Phillips, 2012). The test is done three times, with no channel selected on the I^2C multiplexer, with channel 0 selected and with channel 1 selected. The two addresses expected at 21_{16} for the OV7670 Camera and 74_{16} for the I^2C multiplexer. The camera should only acknowledge when the I^2C multiplexer has the relevant channel selected. Listing 3.4 shows the test code for the I^2C bus and listing 3.5 shows the result from the full bus scan with channel 0 selected. The cameras are both checked to exist.

Listing 3.4: I^2C Test Code

```

1 ///////////////////////////////////////////////////////////////////
2 // TWI Test ///////////////////////////////////////////////////////////////////
3 ///////////////////////////////////////////////////////////////////
4 print_dbg("\n\n\rTWI Test:\n\r");
5 Log_Write("\n\n\rTWI Test:\n\r", 14);
6 for(k = 0; tkmp < 3; k++)
7 {
8     if(k == 0){
9         print_dbg("Scanning all Channels\n\r");
10    }
11    else if (k == 1){
12        //Channel 0
13        PCA9542A_Chан_Sel(I2C_CHANNEL_0);
14        print_dbg("\n\rScanning Channel 0\n\r");
15    }
16    else {
17        //Channel 1
18        PCA9542A_Chан_Sel(I2C_CHANNEL_1);
19        print_dbg("\n\rScanning Channel 1\n\r");
20    }
21
22    print_dbg("h 0 1 2 3 4 5 6 7 8 9 A B C D E F\n\r");
23    tmp = 0;
24    for(i = 0; i < 8; i++)
25    {
26        print_dbg_ulong(i);
27        print_dbg(" ");
28        for(j = 0; j < 16; j++){
29            int status = twim_probe(TWIM, tmp++);
30            if(status == STATUS_OK){
31                print_dbg("A");
32            }
33            else{
34                print_dbg("-");
35            }
36            print_dbg(" ");
37        }
38        print_dbg("\n\r");
39    }
40 }
41 noErrors = 0;
42 //Check cameras exist
43 PCA9542A_Chан_Sel(I2C_CHANNEL_0);
44 if(twim_probe(TWIM, 0x21) != STATUS_OK)
45     print_dbg("\n\rCamera 0 Not Found;");
46 PCA9542A_Chан_Sel(I2C_CHANNEL_1);
47 if(twim_probe(TWIM, 0x21) != STATUS_OK)
48     print_dbg("\n\rCamera 1 Not Found;");

```

Listing 3.5: Result of I^2C bus scan with Channel 0 of the I^2C multiplexer selected

```

1 Scanning Channel 0
2 h 0 1 2 3 4 5 6 7 8 9 A B C D E F

```

```

3 0 - - - - - - - - - - - - - - - -
4 1 - - - - - - - - - - - - - - - -
5 2 - A - - - - - - - - - - - - - -
6 3 - - - - - - - - - - - - - - - -
7 4 - - - - - - - - - - - - - - - -
8 5 - - - - - - - - - - - - - - - -
9 6 - - - - - - - - - - - - - - - -
10 7 - - - - A - - - - - - - - - -

```

3.5.3.6 Camera Test

This test consists of initialising both cameras and checking it succeeds. Two photos are then taken and stored to the SD card. Success or failure of the methods is sent to the debug terminal. Two images should exist on the SD card from the two cameras. Listing 3.6 shows the code to conduct this test.

Listing 3.6: Camera Test Code

```

1 ///////////////////////////////////////////////////////////////////
2 // Camera Test ///////////////////////////////////////////////////////////////////
3 ///////////////////////////////////////////////////////////////////
4 print_dbg("\n\rInitialising Cameras");
5 OV7670_Init();
6 FIFO_Reset(CAMERA_LEFT | CAMERA_RIGHT);
7 if(STATUS_OK == OV7670_Status.Error)
8 {
9     print_dbg("\n\rCamera Initialise Okay!");
10 }
11 else
12     print_dbg("\n\rCamara Initialise Fail.");
13
14 print_dbg("\n\rTaking Photos");
15
16 TakePhoto(CAMERA_LEFT | CAMERA_RIGHT);
17 while(Photos_Ready() == false)
18 ;
19
20 if(Store_Both_Images() == true)
21     print_dbg("\n\rImages Stored Successfully!");
22 else
23     print_dbg("\n\rImages Store Fail.");

```

3.5.3.7 Motor Driver Test

An extensive test of the motor driver is discussed in section 3.4.3. The test code in this application resets the motors so that they are aligned to a white tab on the wheel. This code can be seen in listing 3.7. The robot should move no further

than 1cm to reach a white tab and the motors should drive forward. This test is useful here to ensure the motors are connected the correct way around and that the potentiometers are set to an appropriate level.

Listing 3.7: Motor Test Code

```

1  ///////////////////////////////////////////////////////////////////
2  // Motor Test ///////////////////////////////////////////////////////////////////
3  ///////////////////////////////////////////////////////////////////
4  print_dbg ("\n\rMotor Testing:\n\rMotor Initialised");
5  Motor_Init();
6  Motors_Reset(); //reset the motors to test them
7  while(Motors_Moving() == true)
8      ;//wait for the motors to finish moving

```

3.5.4 PCB Faults

During the build and test of the PCB, a number of faults were found. Each is explained and the solution for the problem given.

3.5.4.1 TCRT1010 Footprint

The holes in the footprint for the optosensor were not large enough. This was a minor problem as the sensor was soldered in a surface mount style. This didn't affect the location of the sensor so had no other implications other than the connection being weaker than it should be.

3.5.4.2 SDRAM Footprint

The SDRAM footprint made was done exactly to the specification of the pad size and locations with no consideration for soldering. This meant the chip fits exactly on to the footprint and made soldering difficult as pads had to be preloaded with solder and the device's pins were heated and bound to the solder. It also put the device at risk as more heat had to be used than usually necessary. Figure 3.13 shows the SDRAM chip slightly offset against the footprint. It can be seen that there is no extra space on the pad to be able to easily solder the device. Though this made building difficult and increased soldering errors, it had no impact on the operation of the device.

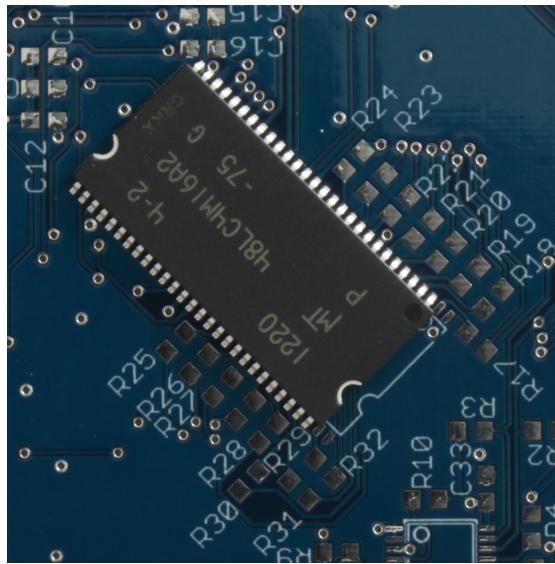


Figure 3.13: SDRAM Chip shown against its footprint.

To avoid this, existing footprints could be used from other libraries, or double checking the footprints made. The problem meant extra care during soldering had to be taken but has not impeded the operation of the device.

3.5.4.3 SDRAM Chip Select

The code was prototyped on the Atmel UC3C-EK development board prior to the PCB arriving. This used chip select 1 for the SDRAM and the PCB was designed using chip select 0. When the PCB was built, the code did not work. To diagnose this problem, the control lines of the SDRAM were probed with a logic analyser. On the UC3C-EK, the bus was busy with refresh cycles outside of SDRAM access. On the Columbus, no activity was seen.

The reason the correct control wasn't being seen was due to the UC3C device having a dedicated SDRAM controller, attached only to chip select line 1. Chip select 1 was available on an external pin, and the via on the CS0 and CS1 lines were close to each other. Therefore, to overcome the problem, a small enamelled wire was soldered to join the two vias together. This solved the problem and the correct signals were then seen on the control lines. The patch can be seen in figure 3.15(b).

This fault was caused by not reading the datasheet carefully and ignoring a proven circuit diagram. Operation of the device was not hindered and the fix was simple.

3.5.4.4 SDRAM Data Line Resistors

Once the chip select problem was solved, data returned was unreliable. The SDRAM is word (32 bit) addressed, but accessed in 16 bits. Each SDRAM access, therefore, consisted of two access cycles. Upon investigation of this problem, the 14th, 15th, 30th and 31st (top two bits of each 16 bit access) seemed to read as a 1 the majority of the time. This result wasn't repeatable and sometimes returned correct data. The other bits of the data were always correct. Table 3.7 shows some examples of the problematic data bits. The data written should match the data read back.

Table 3.7: A table showing examples of the incorrect data returned from the SDRAM

| Data Written | Data Read |
|-------------------------------------|-------------------------------------|
| 00000000 00000000 00000000 00000000 | 11000000 00000000 11000000 00000000 |
| 00001111 00001111 00001111 00001111 | 11001111 00001111 11001111 00001111 |

The problem was traced to resistors **R31** and **R32**. They were soldered on incorrectly so that the two data lines of the SDRAM were connected together and the two AVR GPIO pins were connected together. Data was then read back from, effectively, a high impedance line and therefore varied. Once the resistors were soldered correctly, the issue no longer persisted and the whole SDRAM test passed. By utilising the soldermask more, device orientations could be added to ensure correct placement. This can be extended to other devices, such as diodes and capacitors, especially in densely populated areas of the PCB.

3.5.4.5 Camera Interrupt Line

As discussed in section 3.1, the OV7670 needs an interrupt line to synchronise quickly to the start of the frame and is done by using an interrupt line. The UC3C has 9 external interrupt lines. On the PCB, interrupt lines 0 and 1 were used for this control.

Interrupt line 1 was easily configured and worked as expected. However, interrupt 0 did not seem to trigger the interrupt service routine. It was found that interrupt 0 was a “Non Maskable Interrupt” which has specific uses and cannot be used in to trigger a method.

The external interrupt 4 pin was wired to Junction 8 on the PCB. A wire was attached to the camera's VSYNC line and attached to the relevant pin on the

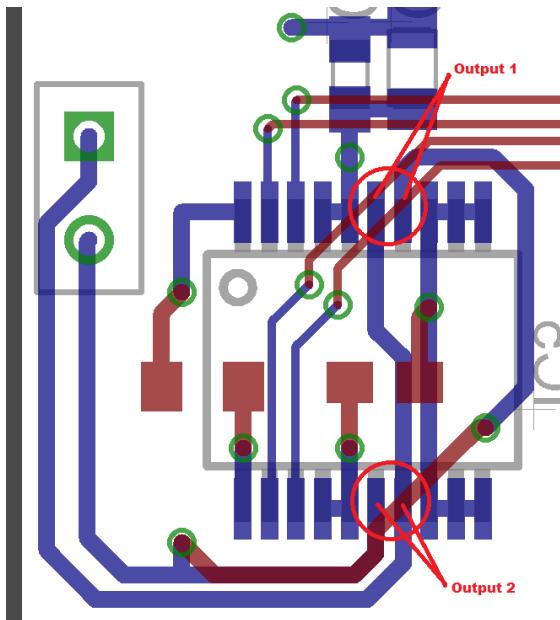


Figure 3.14: Motor Driver error. Outputs incorrectly connected

header. The operation was then easily obtained and the VSYNC line triggered correctly.

This issue would have been avoided with more understanding of the device beforehand and checking the datasheet. The patch can also be seen in figure 3.15(b).

3.5.4.6 Motor Driver Footprint

An error was made in creating the device for the TB6593FNG Motor Driver in EAGLE. The chip has two outputs and each motor output has two pins to drive each pin of the motor. The pin assignment was mixed up when created and connected the two outputs together. Figure 3.14 shows the track errors on one of the motor drivers.

To solve this, pins 7 and 14 were lifted and removed so that output 1 and output 2 were not connected together. The devices were not damaged in the process of testing this and the motors functioned correctly after the modification. Double checking the footprints made against the datasheet would have avoided this problem. No impact to the operation of the drivers has been seen, but the patch may hinder the device's ability to sink current to the motors when driving at higher speeds.

3.5.5 PCB Conclusions

A number of faults were made in the PCB design. They are:

- TCRT1010 footprint
- SDRAM footprint
- SDRAM chip select line
- SDRAM data line resistors
- Camera interrupt line
- Motor driver footprint

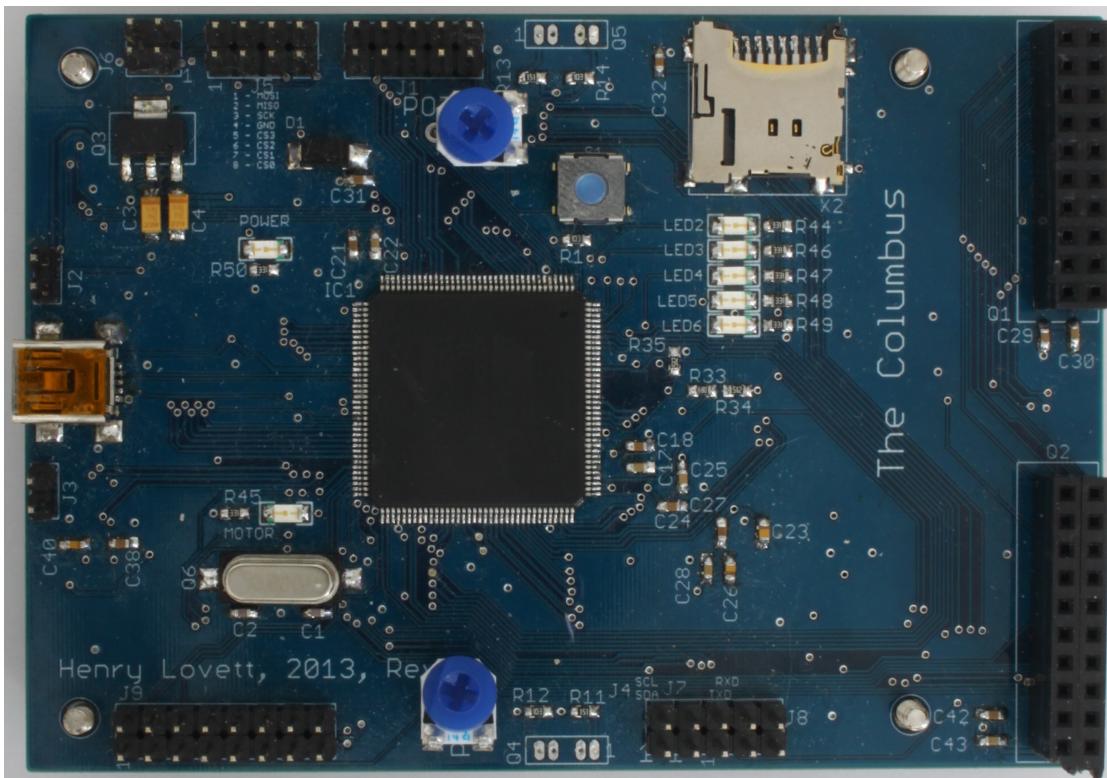
Three of the faults were due to footprint errors. Consulting the data sheets or using existing footprints would have avoided these problems. Two circuit errors were due to special operations of pins on the UC3C. More experience with this device could have prevented this but the errors were easily patches. By utilising the soldermask more would prevent errors during building.

For future PCBs, more care will be taken in circuit design, with prototyping of circuits with the hardware that will be used. This will highlight any pin specific operations (e.g. the non maskable interrupt) and reduce debugging post production. The effectiveness of a soldermask is also apparent, so more time spent on utilising this would be helpful during assembly.

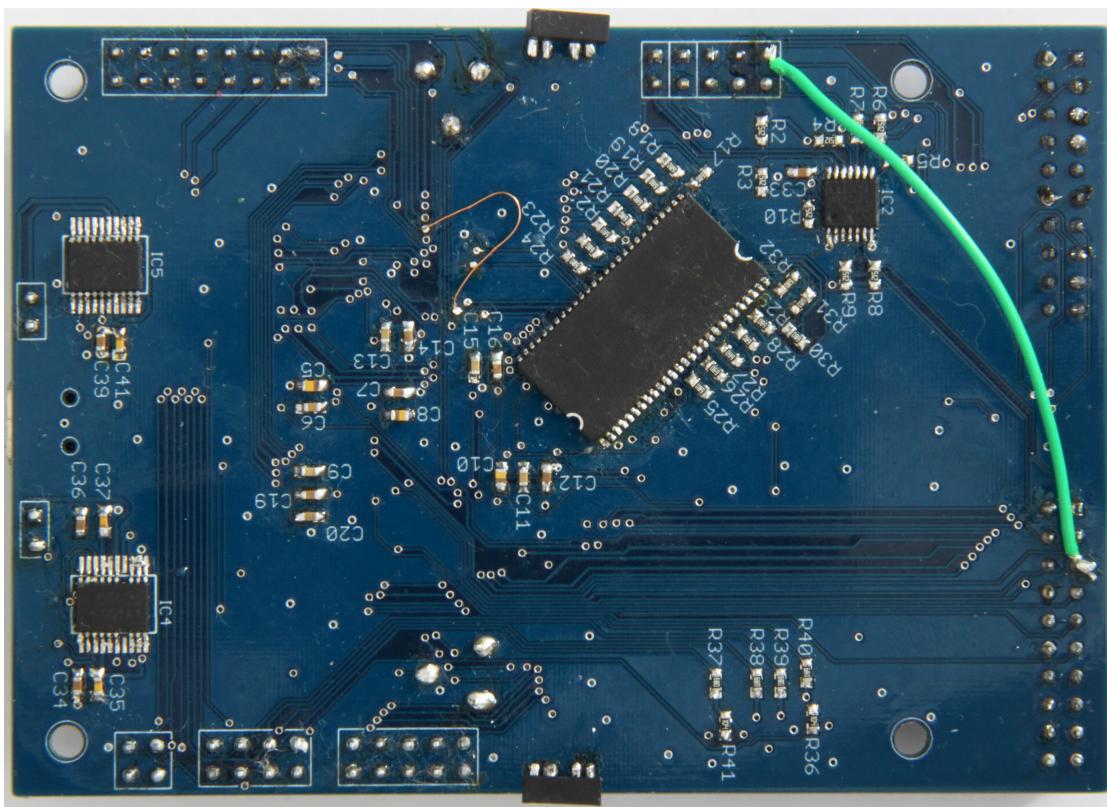
The PCB itself, was a success. It was a complex PCB with many potential things that could have gone wrong. All devices are functional (with a few small modifications) on the PCB so firmware development could continue with all hardware able to be used. Figure 3.15 shows the fully assembled PCB with the modifications needed.

3.6 Conclusions

Overall, the hardware design and firmware is a success. A few minor faults were apparent on the PCB, but these were easily patched and caused no problems. Using a firmware test, the components are seen to be fully functional giving the UC3C full ability to control motors, cameras, I^2C multiplexer, memory of both



(a) Top view of built PCB



(b) Bottom view of built PCB with SDRAM chip select patch

Figure 3.15: Pictures of the built PCB.

SD card (up to 2GB size) and external 4MB RAM. This provides a good platform for a manoeuvrable, stereoscopic vision robot to be developed.

Chapter 4

Vision Algorithms

4.1 Matching Algorithms

In computer vision, there are many different ways of comparing two similar images. These include the sum of absolute differences (S.A.D.) ([Hamzah et al., 2010](#)), the sum of squared differences (S.S.D.)([Mrovlje and Vrančić, 2008](#)) and normalised cross correlation (N.C.C.)([Zhao et al., 2006](#)). Each of these methods will be explained and tested to compare them. All testing will use images seen in figure 4.1. Each test uses the same size template (50×50) to compare the two images.



Figure 4.1: Stereoscopic Test Images from MATLAB Examples

4.1.1 Sum of Absolute Differences

Given two identically sized two dimensional matrices, A, B , of dimensions I, J , SAD is defined as

$$SAD = \sum_{i=0}^{I-1} \sum_{j=0}^{J-1} |A[i, j] - B[i, j]| \quad (4.1)$$

This method subtracts the observed template from the expected. All differences are then added together. This algorithm is simple and requires a small amount of computation. The algorithm returns values where a small result means the two images are well matched.

4.1.2 Sum of Squared Differences

$$SSD = \sum_{i=0}^{I-1} \sum_{j=0}^{J-1} (A[i, j] - B[i, j])^2 \quad (4.2)$$

This is very similar to SAD but adds more complexity by squaring each difference. This removes the ability of equally different but opposite differences cancelling each other out (grey to white of one pixel will cancel out a white to grey difference in another with SAD). Again, a low result is a match in this case.

4.1.3 Normalised Cross Correlation

$$NCC = \frac{1}{n} \sum_{i,j} \frac{(A[i, j] - \bar{A})(B[i, j] - \bar{B})}{\sigma_A \cdot \sigma_B} \quad (4.3)$$

Where n is the number of pixels in A and B ,
 σ is the standard deviation of the image, and
 \bar{A} is the average pixel value.

NCC is very similar to cross correlation, but normalised to reduce the error if one image is brighter than the other. This is common in computer vision ([Tsai and Lin, 2003](#)) and cross correlation is often used in digital signal processing, so fast algorithms have been made to calculate this.

Unlike SSD and SAD, the normalised cross correlation gives a high value for a match. The downside to this algorithm comes with the complexity of the equation

as it contains division and the a square root of a number in order to calculate the standard deviation. These operations are rarely implemented in hardware and are time consuming to carry out in software. They also require floating point registers and operates slowly on a microcontroller without any.

4.1.4 Comparison

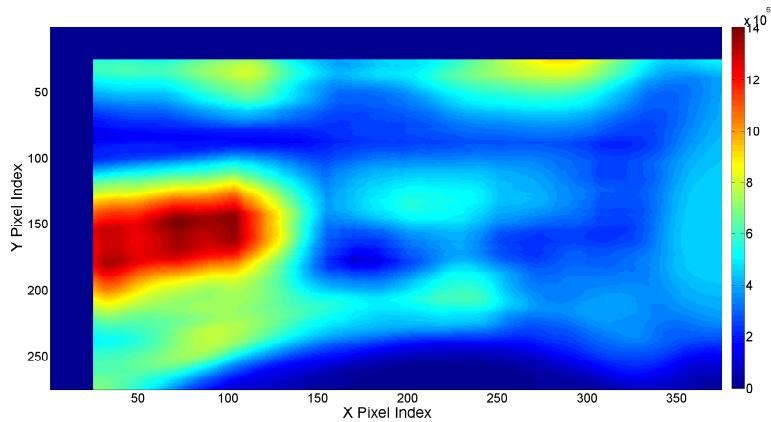
To compare these equations, a 50×50 template taken from the right picture was compared with the left image over the entire valid range. The coordinates on the graph give the centre pixel of the calculation.

Each graph shows the correct area being identified as a match, but this also highlights the downfalls of the SAD and SSD. The graphs in figure 4.2 are rotated to match the orientation of the images in figure 4.1. Each of the images is tested by attempting to match the desk phone from the right image to the entirety of the left image. The actual match should be around (170, 176). An exact result cannot be estimated as the images are not matched perfectly - there isn't an exact integer of pixel difference between the images. This is the sub pixel problem ([Haller and Nedevschi, 2012](#)).

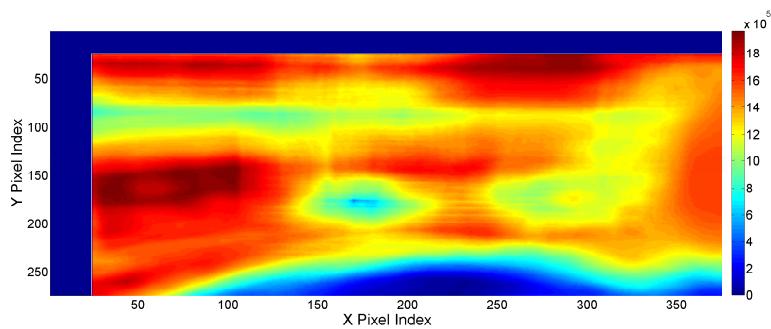
SAD results in figure 4.2(a) show large areas of matching. A minimum occurs around the location expected(170, 175) of a value of 5.66×10^4 . However, along the bottom of the image, where a dark area occurs below the desk in the lower part of figures 4.1, the SAD algorithm detects a greater comparison, with the lowest value in this area being 3370 at (227, 275). This creates a false detection here.

SSD, figure 4.2(b), shows matches in the same two areas: where a match should occur and the dark area beneath the desk. The minimum value where the match should occur is 4.355×10^5 at location (170, 176). However, there is a large match correlation between the dark area under the desk where the actual lowest value of 2.768×10^4 occurs at (225, 274). This, again, is a false match and is a downfall of this algorithm.

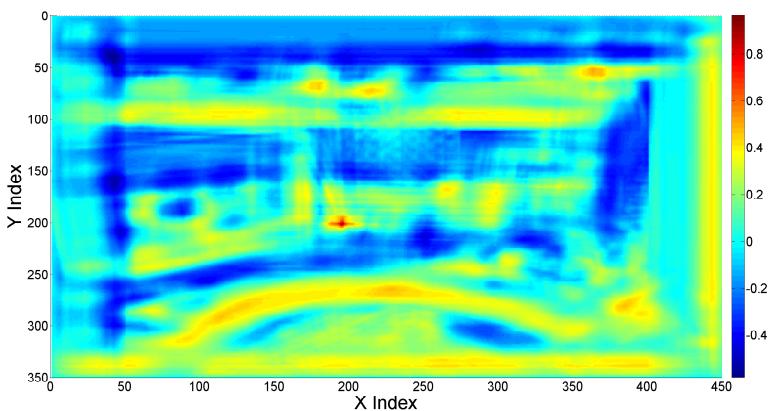
The NCC results are visible in figure 4.2(c). A match can be seen at coordinate (195, 201) with a peak value of 0.9654. The coordinate is different to the previous results because the cross correlation works over the boundary of the image creating more results. The dimensions of the image are 300×400 , but the NCC returns an data set of dimensions 350×450 when using a template size of 50×50 . To get the actual match, half of the box size must be subtracted from the returned



(a) S.A.D. Results (Low match)



(b) S.S.D. Results (Low match)



(c) N.C.C. Results (High match)

Figure 4.2: Result Graphs of Comparison Algorithms

coordinate. This means the match occurs at (170, 176). With this algorithm, there is no area of the image which is close to a false detection.

4.1.5 Conclusion

It can be seen that there is a direct correlation between the complexity of the matching algorithm to the reliability of the match returned. In brightly lit, colourful environments absent of dark colours, SAD and SSD should provide a reliable result, but this cannot be guaranteed to always be the case. Therefore further development of the matching algorithm will start with using the normalised cross correlation. A comprise between complexity and reliability needs to be reached, where reliability is the more desirable of the two. Cross correlation is also widely used in digital signal processing, so optimised algorithms do exist.

4.2 Range Finding

4.2.1 Derivations

By using two images separated by a horizontal distance, B , the range of an object can be found given some characteristics of the camera. Appendix G contains the derivations for the follow scenarios:

1. Object is between the cameras (Figure G.1)
2. Object is in left or right hand sides of both images (Figure G.2)
3. Object is directly in front of a camera (Figure G.3)

4.2.2 Summary

There are three situations that can occur. These are listed below with their equations.

Object is between the two cameras:

$$D = \frac{Bx_0}{2 \tan\left(\frac{\varphi_0}{2}\right)(x_1 - x_2)} \quad (4.4)$$

Table 4.1: Table of results to calculate the field of view of the camera

| L (mm) | D (mm) | $\varphi(^c)$ |
|---------|--------|---------------|
| 70 | 104 | 0.6435 |
| 90 | 135 | 0.6015 |
| 178 | 285 | 0.6054 |
| 214 | 345 | 0.6493 |
| Average | | 0.6249 |

Object is to the same side in both images:

$$D = B \cdot \frac{\cos(\varphi_2) \cdot \cos(\varphi_1)}{\sin(\varphi_2 - \varphi_1)} \quad (4.5)$$

Object is directly in front of a camera:

$$D = B \tan\left(\frac{\pi}{2} - \varphi_2\right) \quad (4.6)$$

Where φ_1 is defined in equation (4.7) and φ_2 is defined in equation (4.8).

$$\varphi_1 = \arctan\left(\frac{2x_1}{x_0} \tan\left(\frac{\varphi_0}{2}\right)\right) \quad (4.7)$$

$$\varphi_2 = \arctan\left(\frac{2x_2}{x_0} \tan\left(\frac{\varphi_0}{2}\right)\right) \quad (4.8)$$

When the images have been matched, these equations can be used to calculate the range to an object.

4.2.3 Field of View

The field of view is an important characteristic to calculate distances and must be measured for the camera. Field of view was measured by placing a ruler at a distance in front of the camera and measuring the total distance seen across the image. Basic trigonometry was then used to calculate the field of view. This was done multiple times to confirm the measurement. Results can be seen in table 4.1. The field of view used is the average of the data set and was found to be $\varphi_0 = 0.6249^c$.

Figure to show this?

Table 4.2: Results of range finding test

| Actual Distance (mm) | Pixel Difference in Images (pixel) | Calculated Distance (mm) | Error (%) |
|----------------------|------------------------------------|--------------------------|-----------|
| 100 | 290 | 72 | 28 |
| 200 | 152 | 137 | 32 |
| 300 | 109 | 191 | 36 |
| 400 | 88 | 236 | 41 |
| 500 | 75 | 277 | 45 |
| 600 | 67 | 310 | 48 |
| 700 | 61 | 341 | 51 |
| 800 | 57 | 365 | 54 |
| 900 | 53 | 393 | 56 |
| 1000 | 51 | 408 | 59 |

4.2.4 Testing

MATLAB was used to test the range finding, and the script can be found Appendix H. It is unable to automatically detect and object so the user must select the template when prompted.

A stereo pair of images of a rubber duck at different ranges were captured using the completed robot. To calculate the distance, a template from the right image of the ducks head was cross correlated with the left image. The maximum peak in the result was found and used as the match point. The distance was then calculated using equation (4.4), with $B = 42\text{mm}$, $\varphi_0 = 0.6249$ and $x_0 = 320$. Example images can be seen in figure 4.3 and an example NCC result can be seen in figure 4.4.

Table 4.2 shows the distances tested with the distance calculated using the above method. The ranges calculated were inaccurate. This could be down to the resolution of the camera being low, so one pixel change can potentially be a large distance error. Matching can only be done to the accuracy of a few pixels without extra effort and therefore can introduce a small error and cause a large distance error in the calculation.

4.2.5 Conclusion

Extensive testing of the effect of separation of the cameras has been done before (Mrovlje and Vrančić, 2008). Figure 4.5 shows that by increasing B will give you a larger range of detectable distances, but with a larger potential error with a low

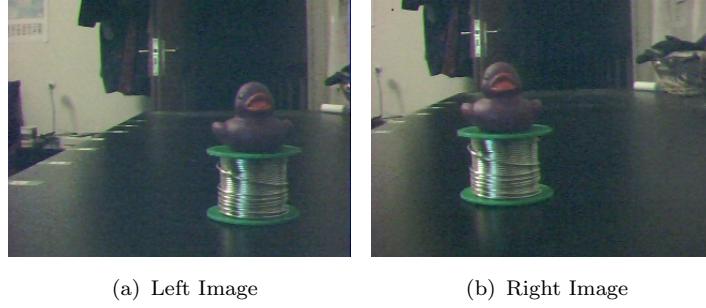


Figure 4.3: Stereo pair of images of a rubber duck on a reel of solder

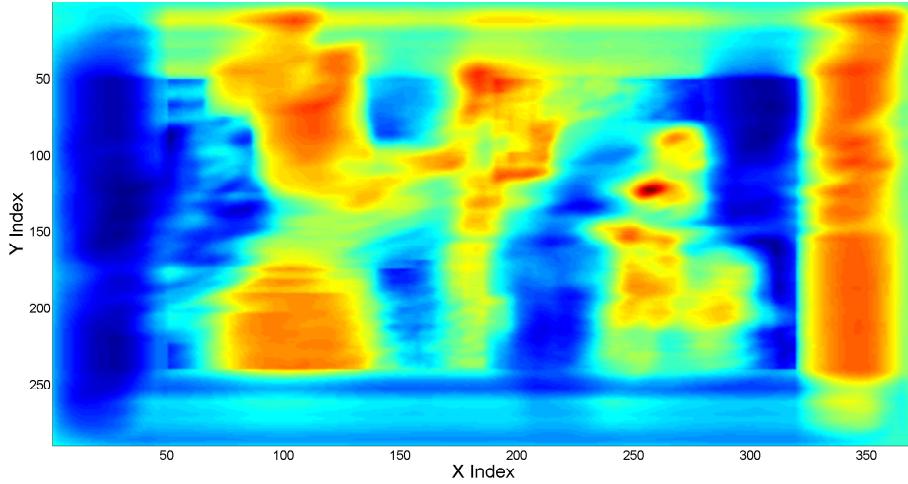


Figure 4.4: NCC results from matching using the duck's head from the right image as the template to the left image

resolution camera. A separation of more than 100 pixels will result in around the same calculated distance due to the function being of the form $D = kx^{-1}$. This gives a range of distances that can be detected. For $B = 42\text{mm}$, it is around 200mm to 1m . An external frame could be made to mount the cameras with a greater separation distance to alter this characteristic on the robot.

The robot was designed to be small, and the cameras were chosen as a cheap alternative to more expensive products on the market. The test results show that using the cameras with a small separation and low resolution, the system is unable to accurately measure distances to objects seen. The separation of objects in the images is a reciprocal function and the data gathered in the test matches this characteristic, see figure 4.6. This means the system can perceive depth from the separation of the objects, but not accurately calculate the distance.

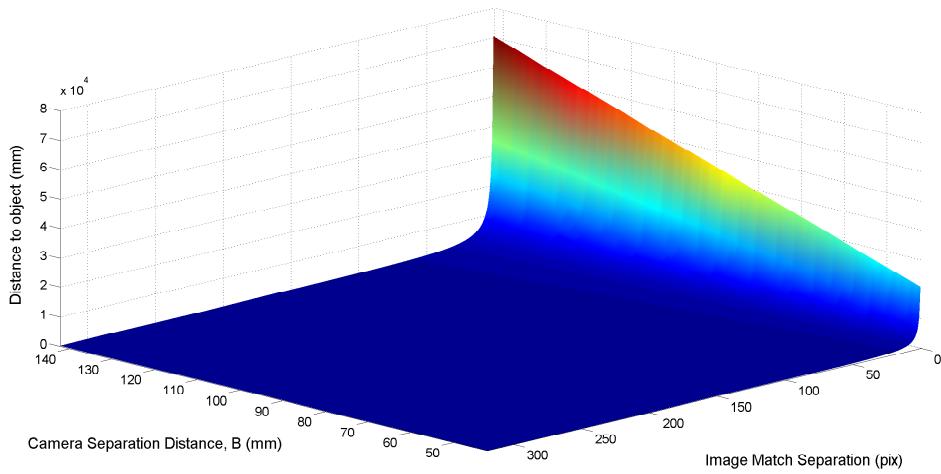


Figure 4.5: 3D Surface plot graph showing range of distances that can be calculated over a range of camera separation, B , values.

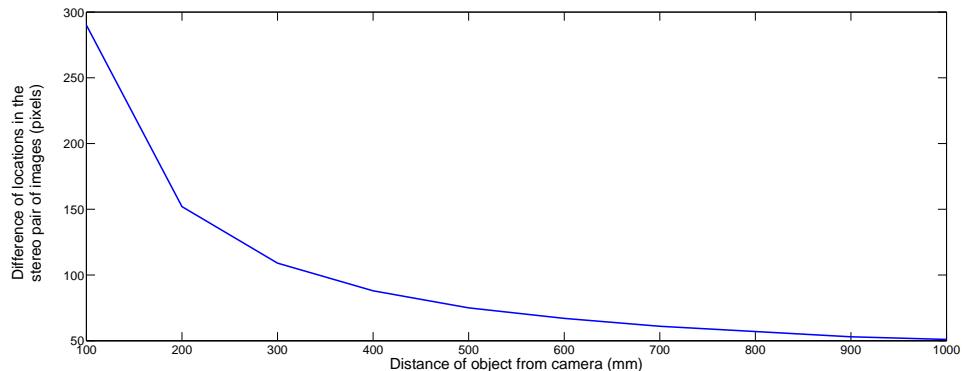
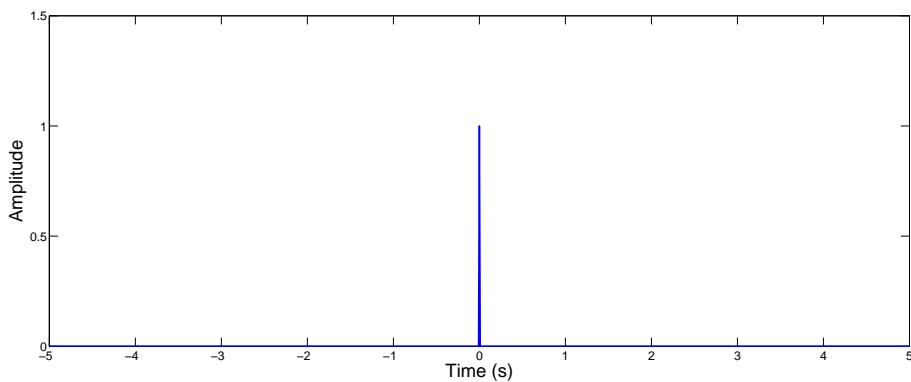


Figure 4.6: Graph showing Distance of the object against the difference in the match locations.

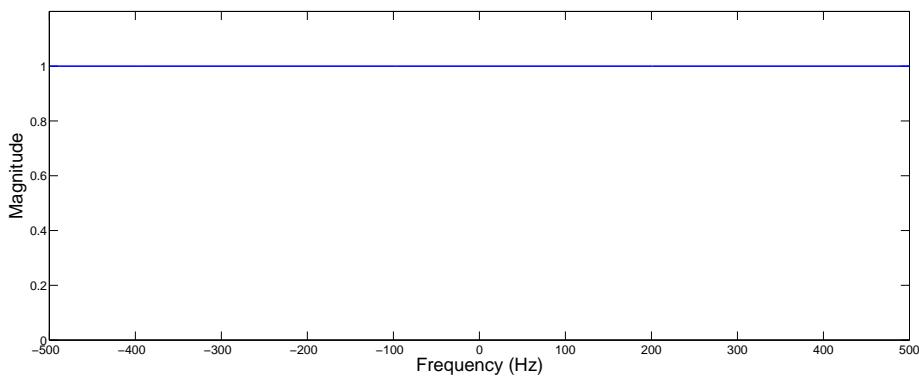
4.3 Fourier Transform

4.3.1 Background Research and the FFT

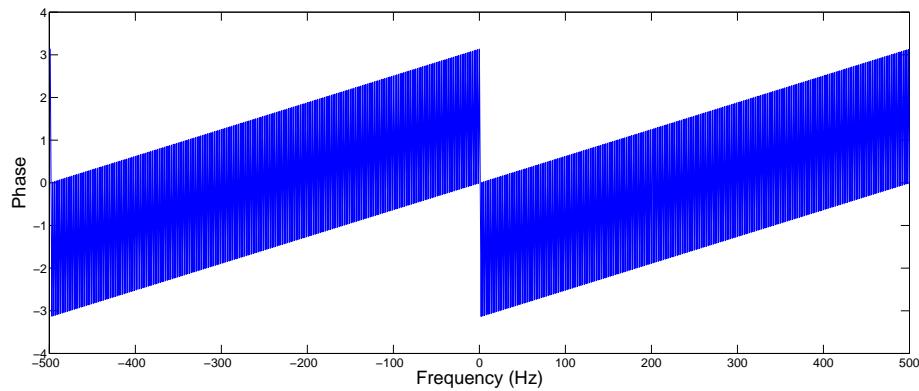
The Fourier transform is a common tool in signal processing. It transforms a time based signal to the frequency domain showing the frequency components contained in the signal as a complex number. This is often displayed as magnitude and phase. The Fourier Transform is defined in equation (4.9) and two examples of signals and their Fourier Transforms are shown in figures 4.7 and 4.8.



(a) A graph showing a Dirac Function



(b) A graph showing the magnitude of the Fourier transform of the Dirac Function

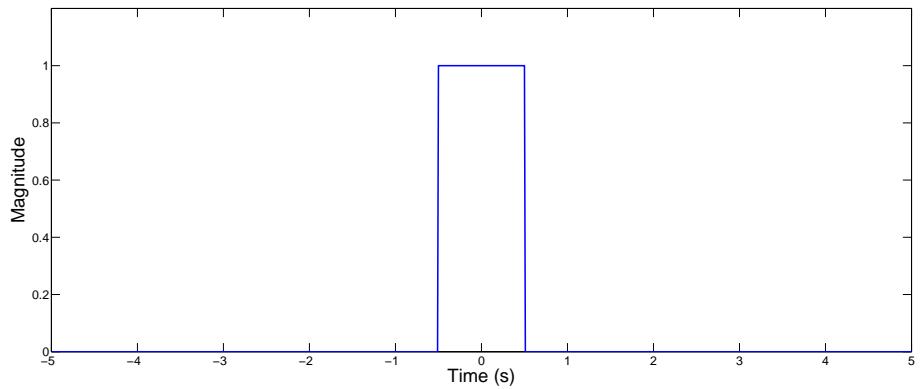


(c) A graph showing the phase of the Fourier transform of the Dirac Function

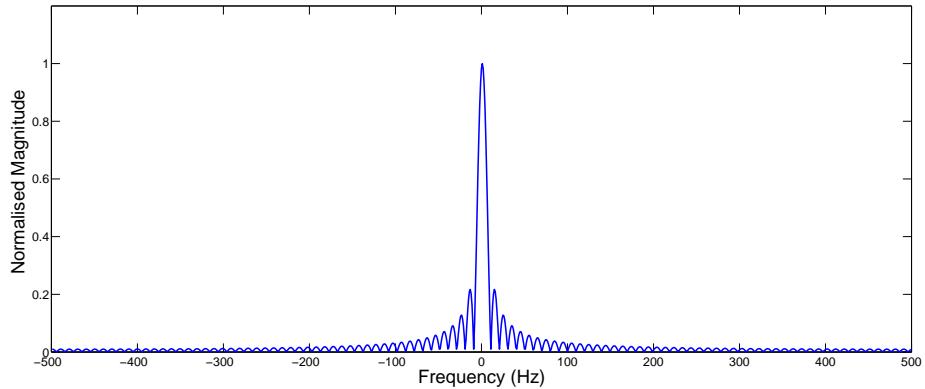
Figure 4.7: A Dirac signal and the phase and magnitude of its Fourier Transform

$$X(f) = \int_{-\infty}^{\infty} x(t)e^{-j2\pi ft} dt \quad (4.9)$$

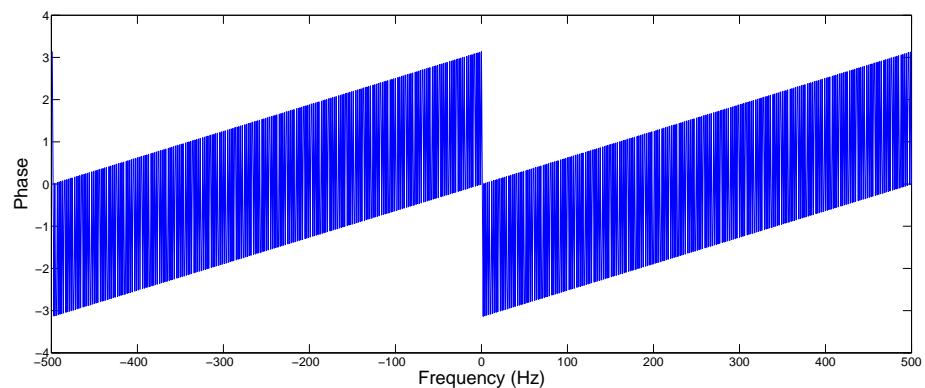
The Fourier transform is used in many areas of signal processing. It is used for



(a) A graph showing rectangular pulse



(b) A graph showing the magnitude of the Fourier transform of the rectangular pulse



(c) A graph showing the phase of the Fourier transform of the rectangular pulse

Figure 4.8: A 2D Rectangular pulse and the phase and magnitude of its Fourier Transform

filter design, system analysis and image processing as well as many others. It shows the frequency components of a time domain signal.

The equation for the Fourier transform in equation (4.9) is for continuous time. A discrete Fourier transform (DFT) exists for finite, equally spaced samples. This is commonly used in digital systems and is defined in equation (4.10). There exists a Fast Fourier Transform (FFT) which gives exactly the same results as the DFT, but is optimised in terms of number of multiplications done. The FFT will be used in implementation due to availability of code and speed of use.

$$X[k] = \sum_{n=0}^{N-1} x[n]e^{-j\Omega_0 kn} \quad (4.10)$$

Where Ω_0 is the sample frequency

A property of the Fourier Transform of interest is the convolution theorem which states that convolution in time is multiplication in frequency and is defined mathematically in equation (4.11). The cross correlation is very similar to convolution. Cross correlation is defined in equation (4.12) and related to convolution. With images, $f(t)$ is a real signal, its conjugate is exactly the same, $f(t) \equiv f^*(t)$ given that $f(t) \in \Re$. This means that to compute a cross correlation, the Fourier transform of the image and the reversed template can be used and multiplied together. FFTs are quick and widely available so this should make the implementation more simple and fast.

$$\int_{-\infty}^{\infty} f(\tau)g(t - \tau)d\tau = f(t) * g(t) = X(f) \cdot Y(f) \quad (4.11)$$

$$\int_{-\infty}^{\infty} f^*(\tau)g(t + \tau)d\tau = f(t) \star g(t) = f'(-t) * g(t) = X(-f) \cdot Y(f) \quad (4.12)$$

4.3.2 Two Dimensional Fast Fourier Transform

A two dimensional Fourier transform exists for analysing two dimensional signals, namely in this application, an image. The Fourier Transform is shown in equation (4.13) and the discrete version is shown in (4.14)

$$F(u, v) = \frac{1}{2\pi} \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} f(x, y) e^{-2\pi j(xu+yv)} dx dy \quad (4.13)$$

$$F(u, v) = \frac{1}{N} \sum_{x=0}^{N-1} \sum_{y=0}^{N-1} f(x, y) e^{-\frac{2\pi j(xu+yv)}{N}} \quad x, y, u, v \in \{0 \dots N-1\} \quad (4.14)$$

Figures 4.9 and 4.10 show the two dimensional equivalent test signals of figures 4.7(a) and 4.8(a) and the phase and magnitudes of their Fourier Transforms. There is a direct similarity between the 1D and 2D spectra; the magnitudes of the Dirac (figures 4.7(b) and 4.9(b)) are both constant values and the rectangular pulses both have a modulus sinc function magnitude (figures 4.8(a) and 4.10(a)).

The 2D Fourier transform can also be optimised to a fast Fourier transform algorithm in a similar way as the 1D case. The algorithm, sometimes referred to as the Butterfly transform, is briefly discussed in Nixon and Aguado (2012) where it is explained that the algorithm can be easily applied to images with equal dimensions that are a power of 2. The algorithm utilises the separability property of the Fourier transform.

The 2D FFT can be implemented using a 1D FFT as follows:

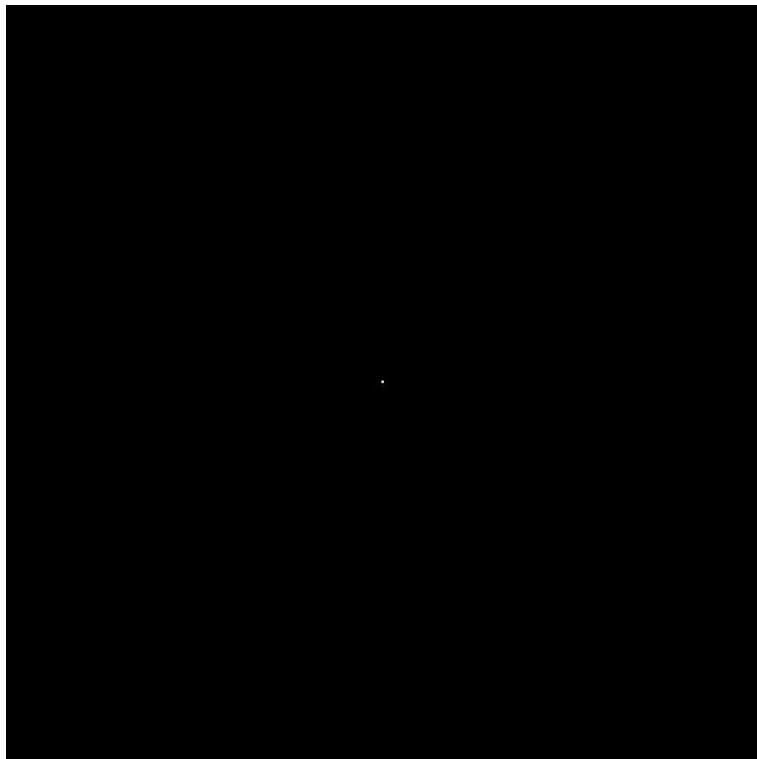
1. Calculate the 1D FFT of each of the rows of the 2D data. (An FFT of data of length n returns an array, also of length n)
2. Calculate the 1D FFT of each of the columns of the 2D data returned from the previous step.

Total number of FFTs done is $2n$ where n is the height/width of the image.

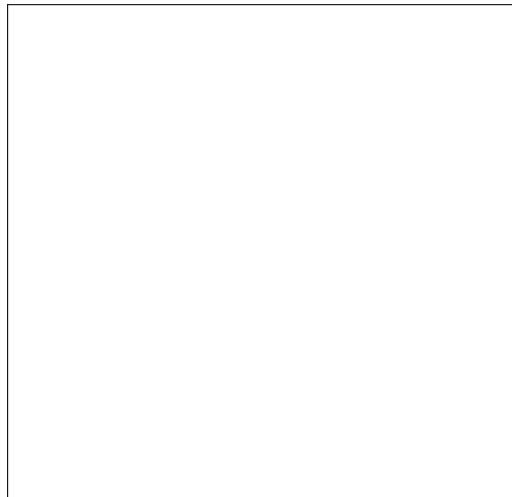
Maybe make a figure to help explain?

4.3.3 Implementing the FFT

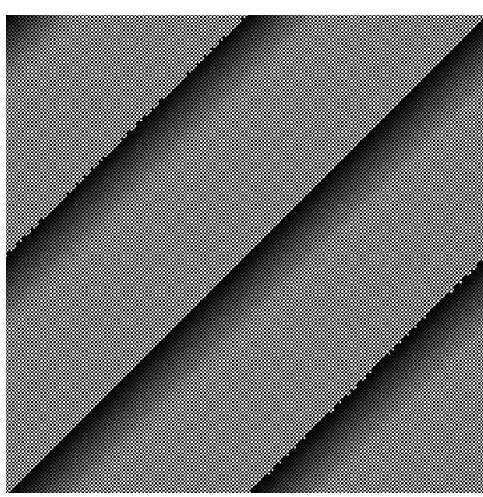
The Atmel Software Framework (Atmel Corporation, 2009) included a digital signal processing library. This contained functions to compute the FFT of a real or complex array, the inverse FFT and the magnitude of complex data. Further restrictions are imposed by the DSP library used as the data must be an even power of 2, and that the data is in fixed point notation. This gives a usable dimension of



(a) An image of a 2D Dirac Function

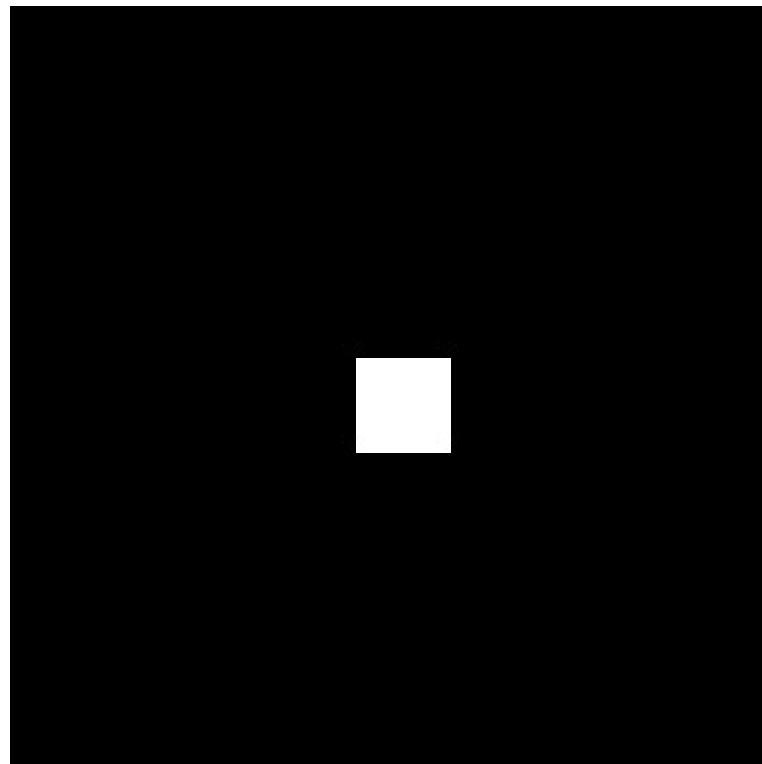


(b) An image of the magnitude of the Fourier transform of the 2D Dirac Function

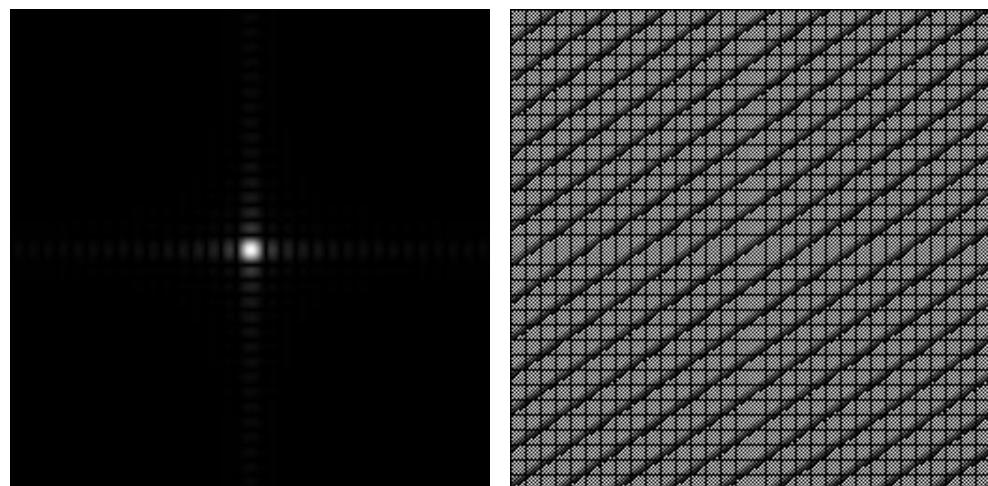


(c) An image of the phase of the Fourier transform of the 2D Dirac Function

Figure 4.9: A 2D Dirac signal and the phase and magnitude of its Fourier Transform



(a) An image of the 2D rectangular pulse



(b) An image of the magnitude of the Fourier transform of the 2D rectangular pulse (c) An image of the phase of the Fourier transform of the 2D rectangular pulse

Figure 4.10: A 2D Rectangular Pulse signal and the phase and magnitude of its Fourier transform

256×256 for processing images on the AVR. Though the height of an image from the OV7670 camera is 240 pixels, the image can be transformed so that it repeats for 16 rows at the bottom as the Fourier transform works on an assumption of the data being periodic.

The function *FFT2DCOMPLEX* in Appendix H.1.1.5 is the realisation of a two dimensional fast Fourier transform on the microcontroller. The FFT function requires the data to be 4 byte aligned (A_ALIGNED) and of type *dsp16_complex_t*. The data must be given in fixed point notation and it is returned in fixed point notation. A 16 bit representation was chosen over 32 bit due to being more functions for 16 bit data available.

4.3.4 Testing of the FFT on AVR

4.3.4.1 1D FFT Test

A Dirac function and a rectangular pulse were used as test signals.

Figure 4.11 shows the input signal given to the AVR. It is a 256 long array of a Dirac function. This was then converted to the internally defined fixed point notation and passed through the Fourier transform method. The resulting complex array was then saved to a Comma Separated Value file and read into MATLAB. Figure 4.12 shows the calculated phase and magnitude plots of the output complex array. The magnitude is relatively flat and around the value of 1. In comparison with figure 4.7(b), they are relatively similar. The phase, however, seems to be very different. Figure 4.7(c) shows what was expected, but the two phase results appear to be quite different. This could be due to MATLAB having more accurate algorithms and a more accurate representation than the 16 bit fixed point used on the AVR. However, using a function in the DSP library to calculate the magnitude, the spectrum in figure 4.13 is obtained. This, though not exactly 1 as expected, is completely flat and it is computed from the same transformed data. It suggests that there is some internal compensation in the algorithms. The actual value in figure 4.13 is 0.9897 to 4 decimal places giving an overall error of 1.03%.

Figures 4.14, 4.15 and 4.16 show the similar outputs from the AVR when transforming the rectangular pulse. The result was renormalised from fixed point notation and the data was shifted so that the centre of the plot is frequency 0. Again, it can be seen the magnitude calculated from the complex output (figure 4.15) is different to the result when the magnitude is calculated on the AVR (figure

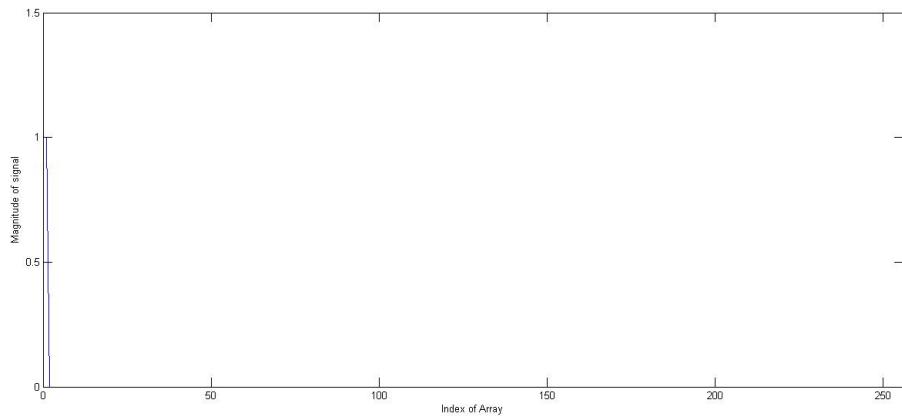


Figure 4.11: Input Dirac Signal for AVR fast Fourier transform

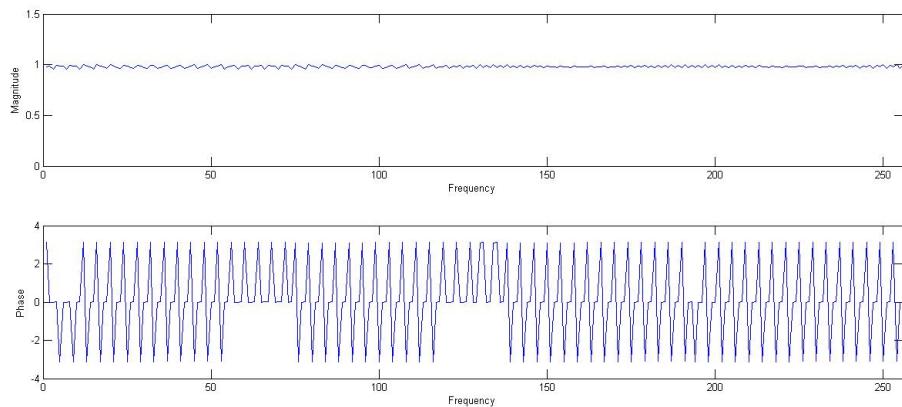


Figure 4.12: Output phase and magnitude of the complex output from AVR fast Fourier transform of a Dirac function

4.16). There are also differences in the result from the AVR and the result from MATLAB in figure 4.8, which can, again, be put down to the algorithms.

4.3.4.2 2D FFT Test

Two test signals were used to test the 2D FFT on the AVR, a Dirac signal and a square wave, seen in figures 4.9(a) and 4.10(a). The internal method on the AVR was not able to compute the magnitude due to the method scaling all the values down causing truncation errors. The complex Fourier transform was obtained, saved to the SD card in CSV format and viewed in MATLAB. All data was normalised to omit the effects of the fixed point notation and the data shifted so that frequency 0 is in the centre. These test were done with a 64×64 2D data

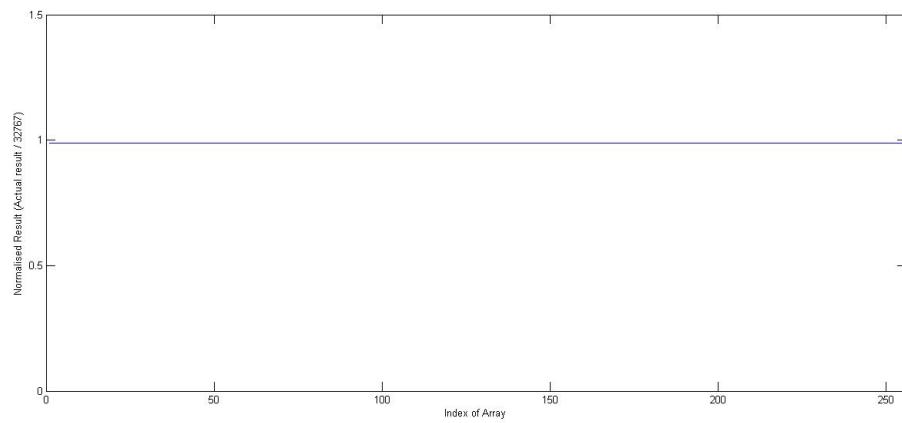


Figure 4.13: Magnitude calculated by the AVR of the Fourier transform of a Dirac function

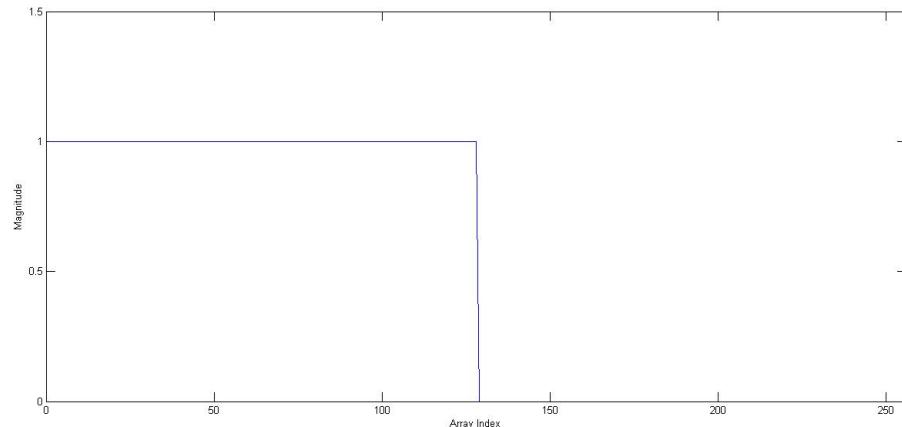


Figure 4.14: Input Rectangular Pulse for AVR fast Fourier transform

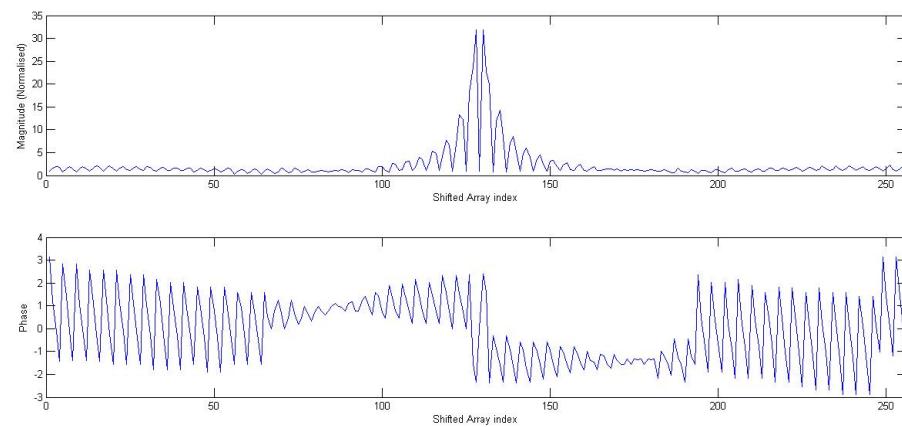


Figure 4.15: Output phase and magnitude of the complex output from AVR fast Fourier transform of a Rectangular Pulse

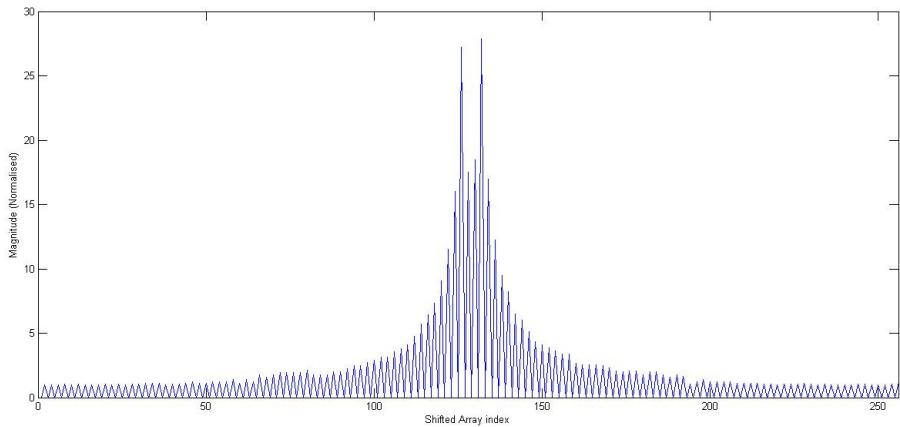


Figure 4.16: Magnitude calculated by the AVR of the Fourier transform of a Rectangular Pulse

as with a 256×256 array, the AVR runs out of internal RAM to calculate the transform.

I would like to get this to work by the end but not vital.

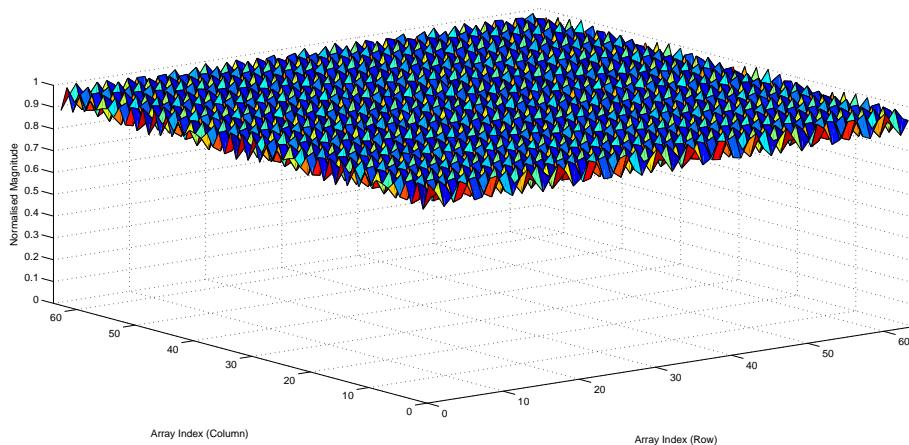
The result of the Dirac test is seen in figure 4.17. A similar error is found in the magnitude, but the spectrum is generally flat with a small amount of ripple as seen with the 1D FFT in figure 4.13. The phase has similar issues as with the 1D FFT. However, there appears to be the correct pattern with the 2D phase, but rotated about 45° . This is also the case with the square wave test. The magnitude in figure 4.18(a) is very similar, with a distinct peak in the centre (frequency 0) and a sinc function extending vertically and horizontally from this. Again, however, the phase (figure 4.18(b)) seems to differ a lot from the expected result in figure 4.10(c).

4.3.5 Conclusion

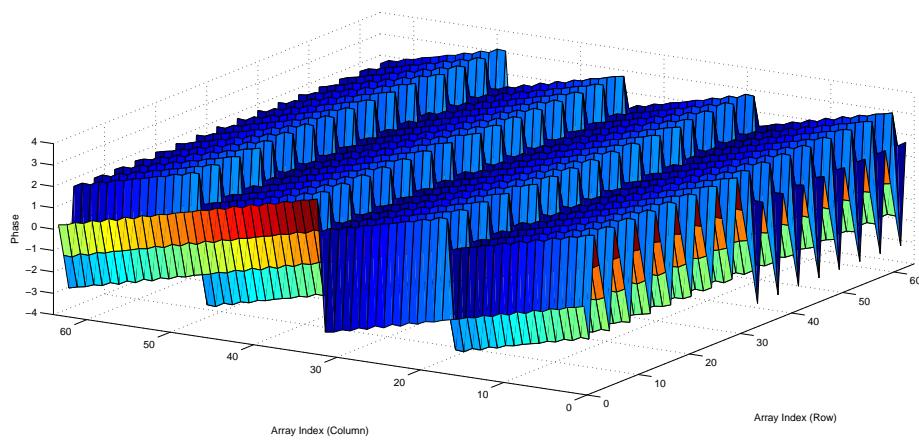
The transforms are calculated in real time with a 16MHz clock source. Table 4.3 shows the number of clock cycles taken to calculate the relevant sized transform. A 64×64 transform takes $39ms$ to compute with a 16MHz clock. This could be reduced by increasing the internal clock speed by using the PLLs available on the AVR, potentially taking it up to 33MHz and therefore halving the time to compute. A 64×64 image, however, is not practical for the application. Larger transforms can be done, but more effort needs to be taken and the external RAM could be utilised more effectively.

Table 4.3: Number of clock cycles taken to calculate the Transform of 64 or 256 long data set

| Size of FFT Data | | |
|------------------|--------|-------|
| | 64 | 256 |
| 1D | 5019 | 23599 |
| 2D | 618168 | - |

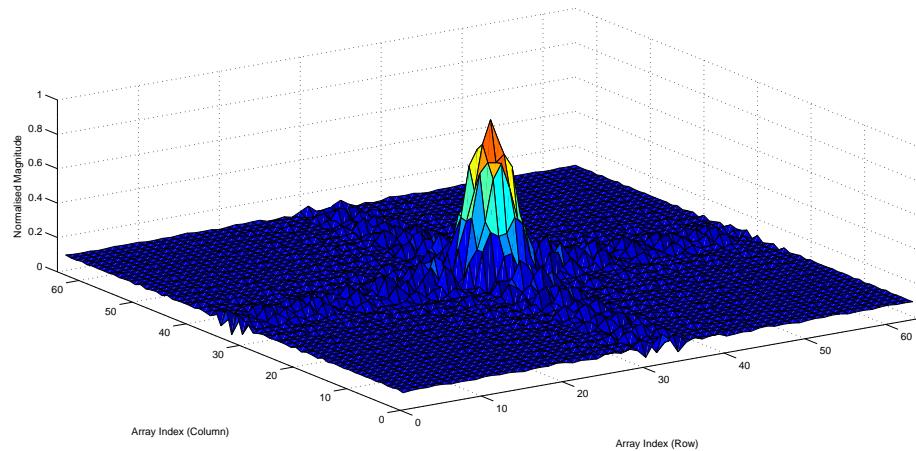


(a) A 3D Plot of the normalised magnitude of the complex data returned by the 2D fast Fourier Transform on the AVR

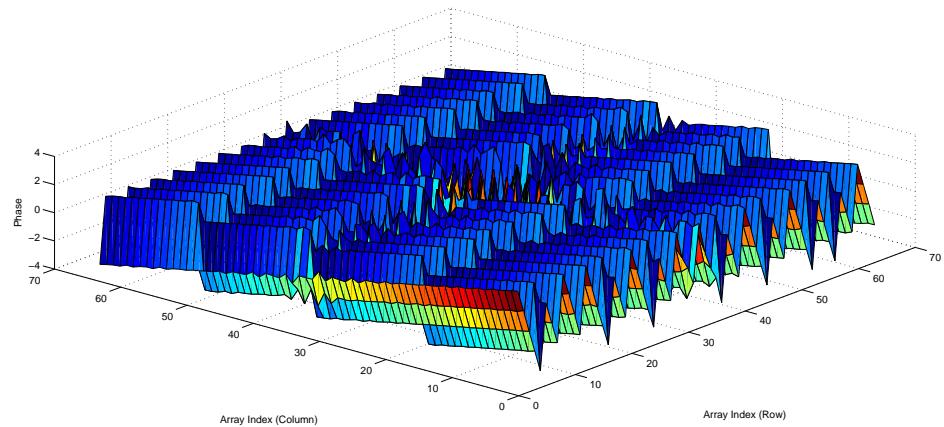


(b) A 3D Plot of the phase of the complex data returned by the 2D fast Fourier Transform on the AVR

Figure 4.17: 3D Plots of the phase and magnitude of the Complex Data returned from the 2D FFT on the AVR of a 2D Dirac Function



(a) A 3D Plot of the normalised magnitude of the complex data returned by the 2D fast Fourier Transform on the AVR



(b) A 3D Plot of the phase of the complex data returned by the 2D fast Fourier Transform on the AVR

Figure 4.18: 3D Plots of the phase and magnitude of the Complex Data returned from the 2D FFT on the AVR of a 2D Square Function

Show results of actual photo being transformed, need 2D 256 FFT working before

Maybe IFFT it too to find total errors in algorithm?

Chapter 5

Conclusions and Further Work

This work has led to a tested device which is mobile and has the capability to perform stereoscopic image processing. The system has the following parts:

1. Motor driving
2. Stereoscopic Cameras
3. SD Card memory
4. SDRAM
5. Image Processing

The motor system is a simple, cheap method to move distances with reasonable accuracy. A better controller would allow variable speed and speed matching between motors. The system was shown to work to 4.5% accuracy over a 300mm distance.

A stereo image pairs can be read captured by the cameras and stored on an SD card in a FAT32 file system. This gives the ability of removable memory that can be viewed on a computer to see any internal logs. Images are stored in QVGA format (320 by 240 pixels) as a bitmap image.

An additional 4MB of SDRAM memory is available to use on the robot allowing for large data arrays of the images to be kept in fast access RAM. The RAM is direct memory accessed so operation is almost seamless from internal memory.

Multiple comparison algorithms have been investigated and compared using the same test images. It was clear that, although at a necessity of more computations, the normalised cross correlation is the best with regard to overall reliability.

Range finding equations were then researched and derived, which use the characteristics of the camera and the separation distance between them to calculate distance to objects in view. The range finding capability was tested using MATLAB and it found that the system could not accurately calculate distances to objects. However, depth perception is possible even with low resolution cameras and small separation between them.

The Fourier transform was also investigated and implemented. The system allows for a 2D array of a square image with dimensions of 2^{2n} , where $n \in \mathbb{N}$, and is limited by RAM space and time. The transform is speed optimised and in tests proved to be fairly accurate.

All aspects implemented on the robot have been shown to be functional. A faster processor would have been a good idea to use for image processing, but this could have developed other problems with the PCB. The Raspberry Pi or Steve Gunn's '*L'Imperatrice*', which both run a Linux operating system, would have been a good choice to remove the need for as much hardware design and existing image processing libraries could have been utilised to gain more functionality in the time.

Though the robots original application wasn't achieved, the end device is a base for a stereoscopic application. The system is a tested platform for future applications to be implemented on and additions can be made using the spare pins and bus connections on the PCB headers.

The system could be used in future projects to develop more functionality. Wireless communications could be added to the system to allow a connection to the computer and search algorithms can be implemented alongside distance calculations to make the robot aware of its surroundings.

5.1 System Operation

The system uses a debug USART available on J7 (57600bps, 8 data, 0 parity and 1 stop bit).

The system has two modes of operation, 'Auto Run' and Debug. By default, the Auto Run mode will run. Debug mode can be entered by the relevant command

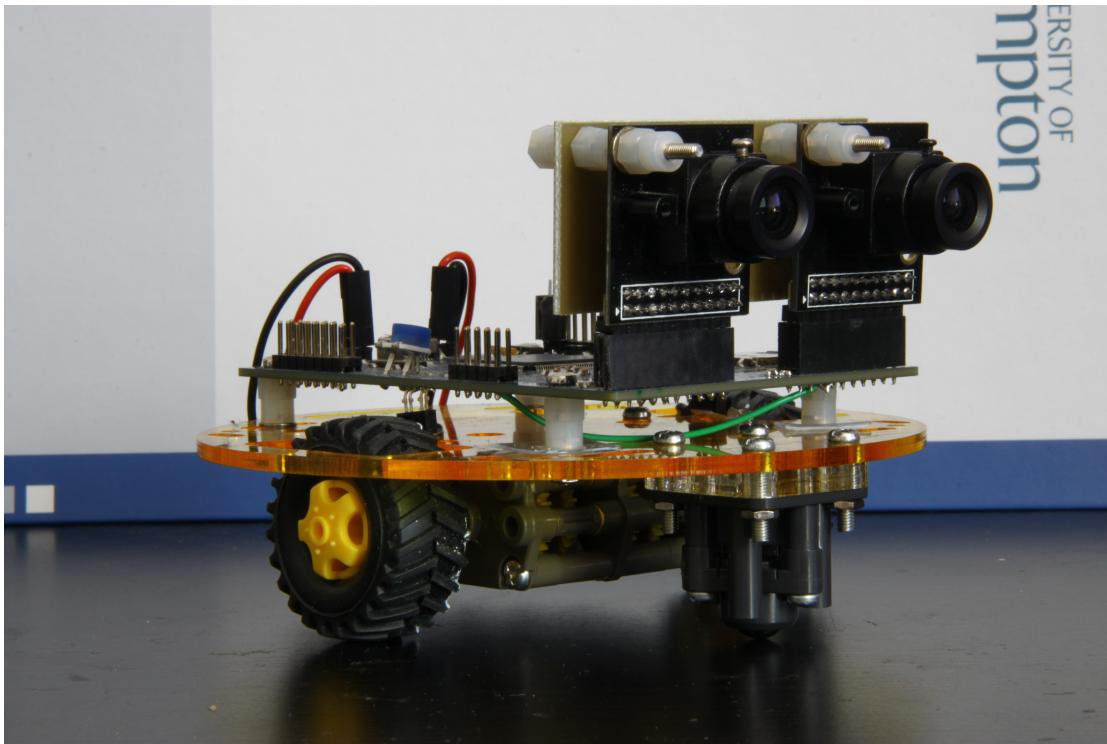


Figure 5.1: The completed Robot

in the Auto Run procedure (see table 5.1) or by connecting Pin D23, available at Pin 1 of J9, to ground on system start. The state of the robot is shown by the LEDs. Table 5.3 shows the meaning of the LEDs.

Auto Run mode runs a set of commands located in “*AutoRun.txt*” on the SD Card. If this file is not present, the system will run a default procedure defined in the code. A list of commands that can be run from this mode can be seen in table 5.1. The commands are specified by line. If an invalid command is found, the system will exit and run the *System_Error* loop. The *System_Error* loop prints the status of all devices out once a second. By attaching a USART terminal, the error can be found.

Debug mode is a DOS-shell style terminal allowing the user to access methods and variables. This was used for development and debugging. A full list of commands can be seen in table 5.2.

The final robot can be seen in figure 5.1.

Table 5.1: Table showing the Auto Run Commands Implemented

| Command | Argument | Operation |
|---------|----------|---|
| B | int | Move backward by the argument value (millimetres) |
| F | int | Move forward by the argument value (millimetres) |
| J | int | Jumps to the command specified (0 indexed) |
| P | N/A | Takes a stereo pair of photos |
| q | N/A | Quits Auto Run and enters debug mode |
| R | int | Rotates by argument (degrees) |

Table 5.2: Table showing the available Debug Commands

| Command | Argument | Operation |
|---------|----------|---|
| ? | | Shows the help prompt |
| A | | Runs the Auto Run procedure in debug mode |
| B | | Reads a Bitmap file and prints information |
| c | | converts the working buffer from integer to fixed point |
| C | | Converts the working buffer from fixed point to integer |
| d | | Saves the Working Buffer to “Buffer_results.csv” |
| D | | Frees the Memory pointed to by the Working Buffer |
| f | | Reads “Buffer.csv” as a 2D Array of FFT_SIZE by FFT_SIZE |
| g | | Saves the Complex Buffer to “Buffer_Complex.csv” |
| k | | Prints the Complex Buffer |
| m | | Computes the Magnitude of the 1D FFT of the Working Buffer |
| M F | (int) | Drive Robot forward by (int) millimetres (negative number for reverse) |
| M L | | Dive Left Wheel Forward a full rotation |
| M q | | Resets Motors |
| M R | | Drive Right Wheel Forward a full rotation |
| M T | (int) | Rotate Robot by (int) degrees (positive turns Clockwise) |
| o | | Displays the fixed point value for (int)1 |
| P | | Takes and stores Stereo Photos |
| r | | displays the contents of the working buffer |
| R | | Reads contents of “signal.bin”, representing 1D Signal. Integers, Big Endian |
| T | | Reads contents of “signal2d.bin”, representing 2D Signal. |
| s | | saves the working buffer |
| S | | Saves the image in memory to a Bitmaps |
| v | | Prints the status variables |
| 1 | | computes the One Dimensional FFT of the working buffer. Returns magnitude. |
| 2 | | Computes the Magnitude of the Two Dimensional FFT of the Working Buffer. |
| 3 | | Computes the Complex 2D FFT of the working buffer and stores it in the Complex Buffer |

Table 5.3: Table show the meaning of the LED lights. F - Flashing, X - Don't Care

| MOTOR | LED | | | | | Meaning |
|-------|-----|-----|-----|-----|-----|-------------------------------------|
| | 2 | 3 | 4 | 5 | 6 | |
| Off | Off | Off | Off | Off | Off | System Initialising |
| On | X | X | X | X | X | Robot moving |
| Off | X | X | X | X | X | Robot not moving |
| X | On | On | On | X | X | System in Debug Mode |
| X | X | X | X | On | X | Left Wheel on a 'Tab' |
| X | X | X | X | Off | X | Left Wheel not on a 'Tab' |
| X | X | X | X | X | On | Right Wheel on a 'Tab' |
| X | X | X | X | X | Off | Right Wheel not on a 'Tab' |
| Off | On | Off | Off | X | X | Auto Run Mode - Robot taking photos |
| On | Off | On | Off | X | X | Auto Run Mode - Robot rotating |
| On | Off | Off | On | X | X | Auto Run Mode - Robot moving |
| Off | F | Off | Off | X | X | System Error - Generic |
| Off | F | F | X | X | X | System Error - SD Card Error |
| Off | F | X | F | X | X | System Error - Camera Error |

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Appendix A

Gantt Chart



Figure A.1: Gantt Chart of how time will be spent in the areas of the project

Appendix B

Circuit Diagrams

B.1 OV7670 Breakout Board Schematic

B.2 Il Matto and Dual Camera Schematic

B.3 The Columbus Circuit Diagram

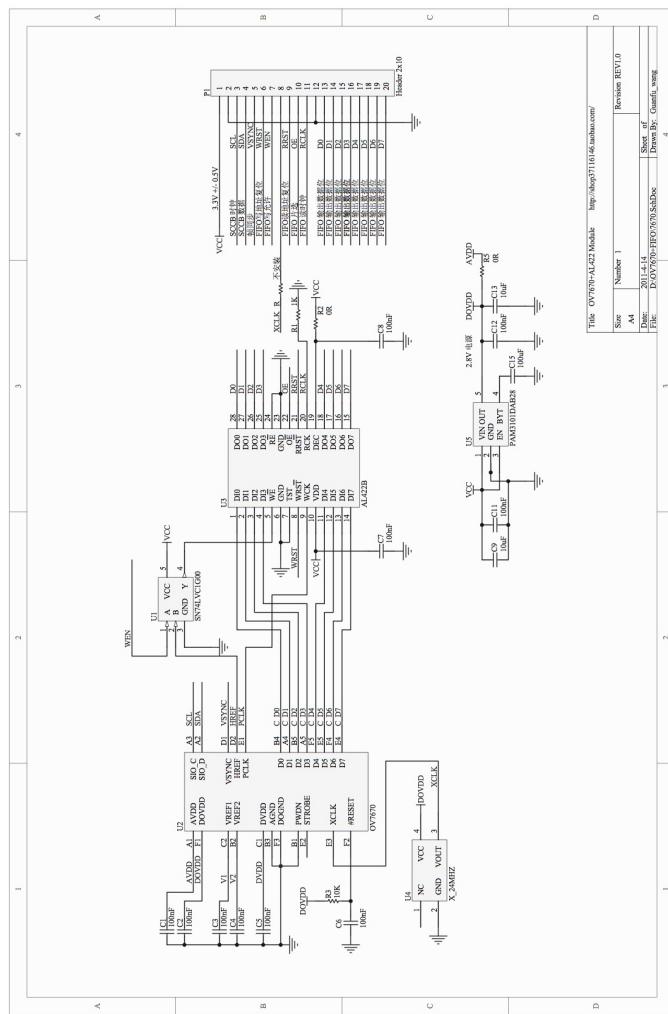


Figure B.1: The circuit diagram for the OV7670 breakout board

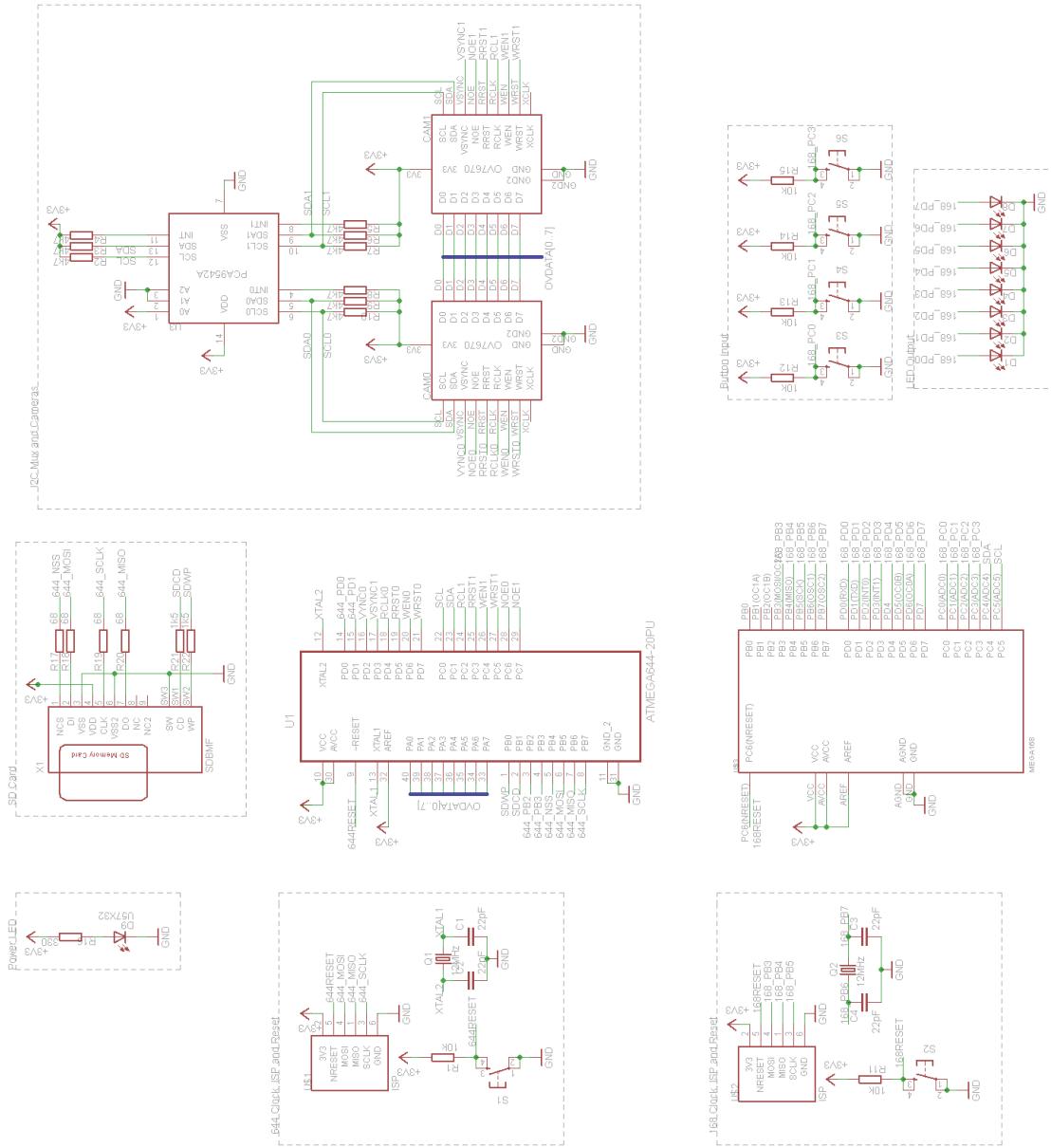


Figure B.2: The circuit diagram for Dual Cameras using the Il Matto Board

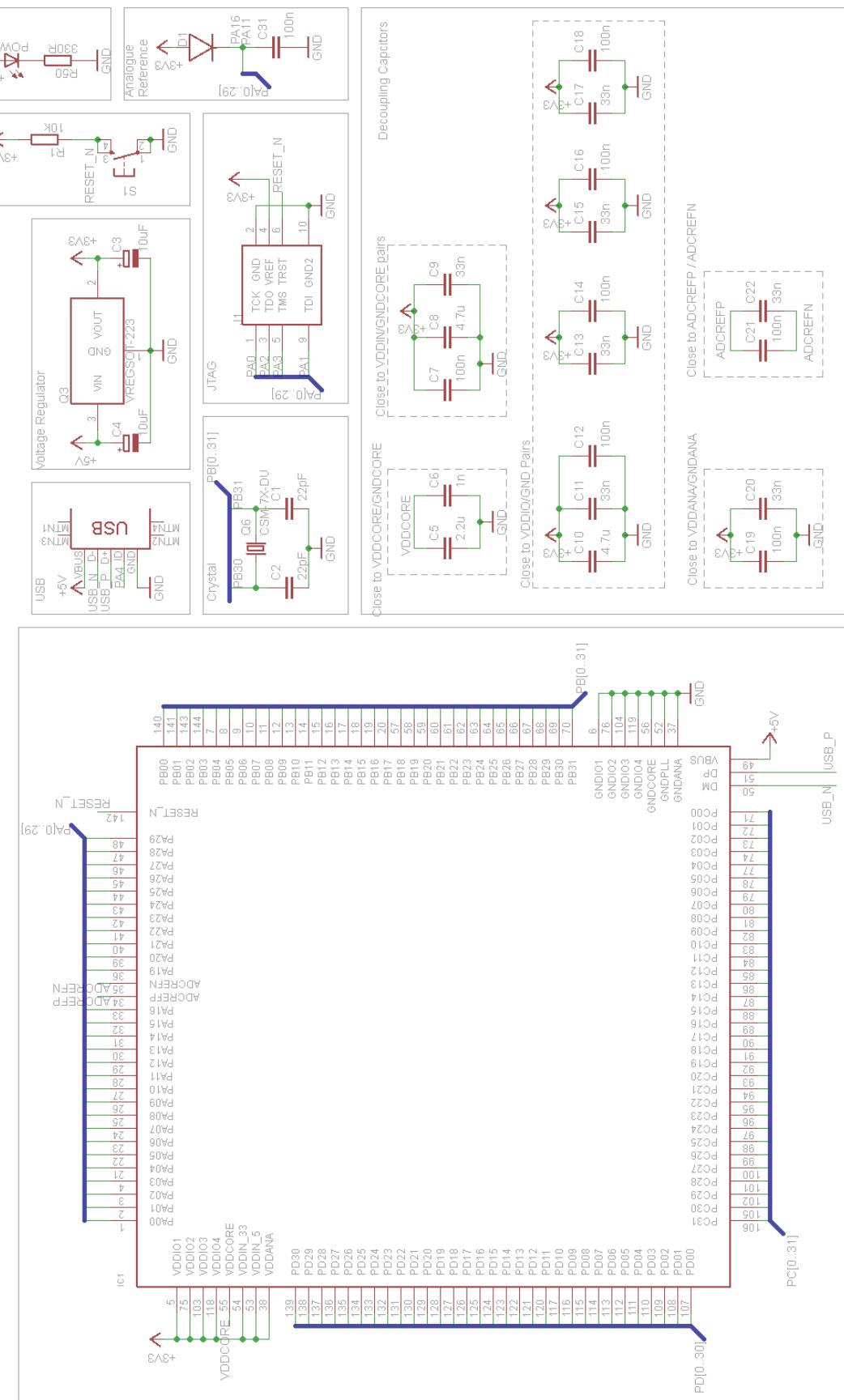


Figure B.3: The Columbus Circuit Diagram Page 1

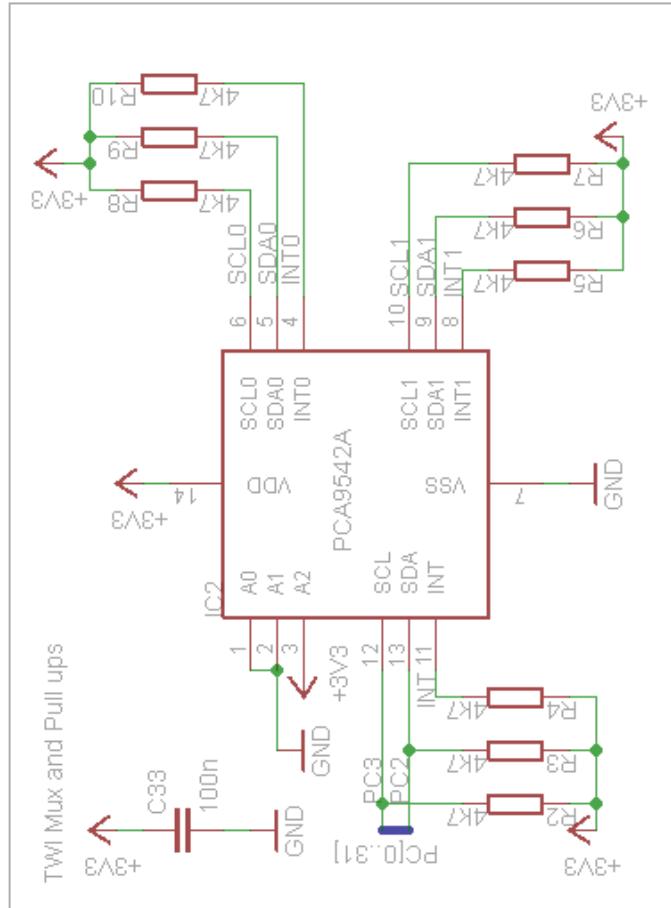
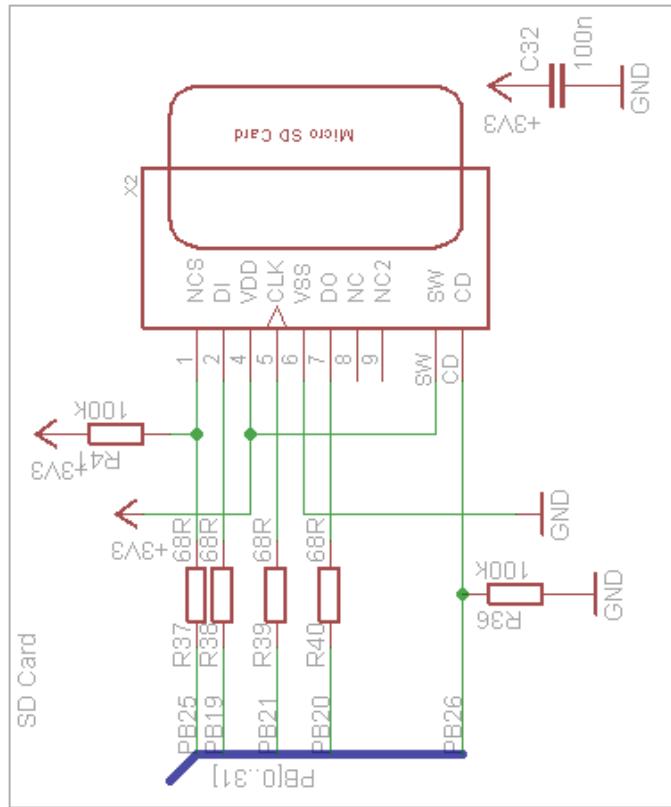


Figure B.4: The Columbus Circuit Diagram Page 2

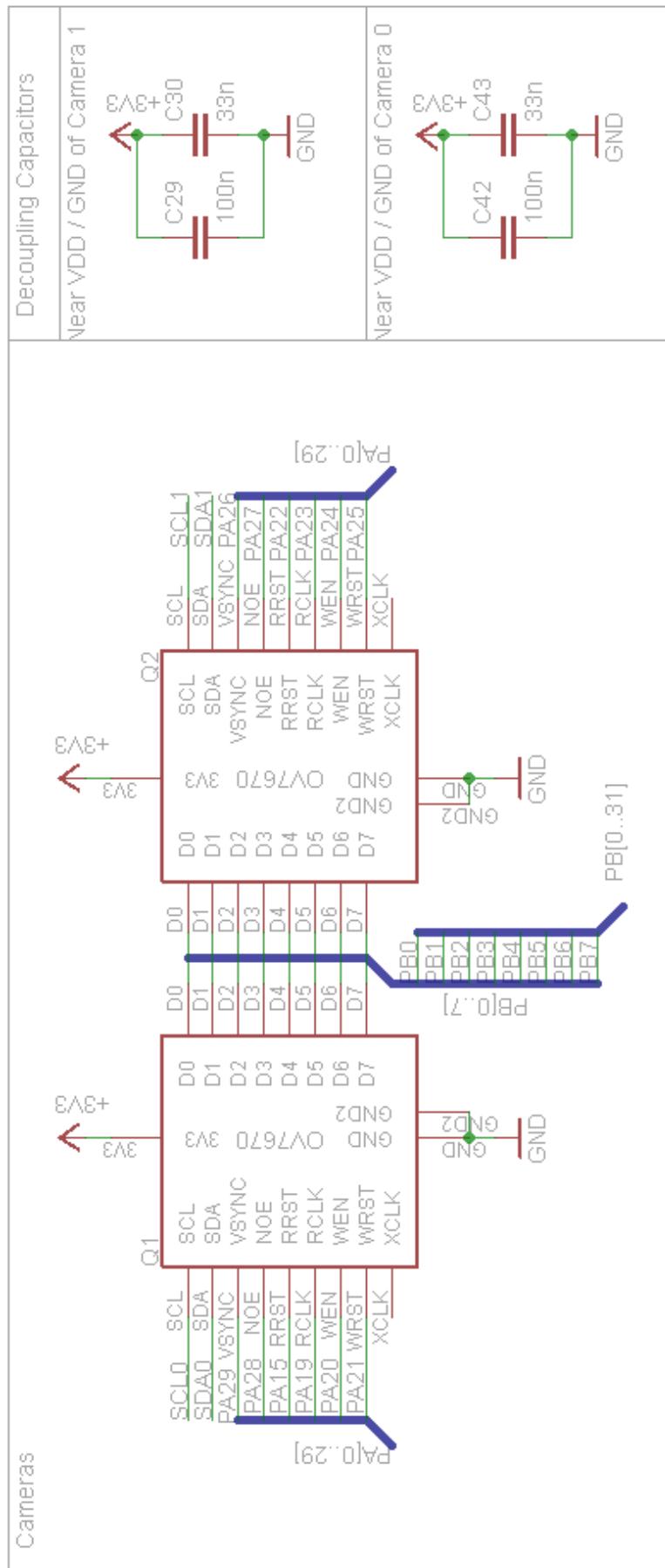


Figure B.5: The Columbus Circuit Diagram Page 3

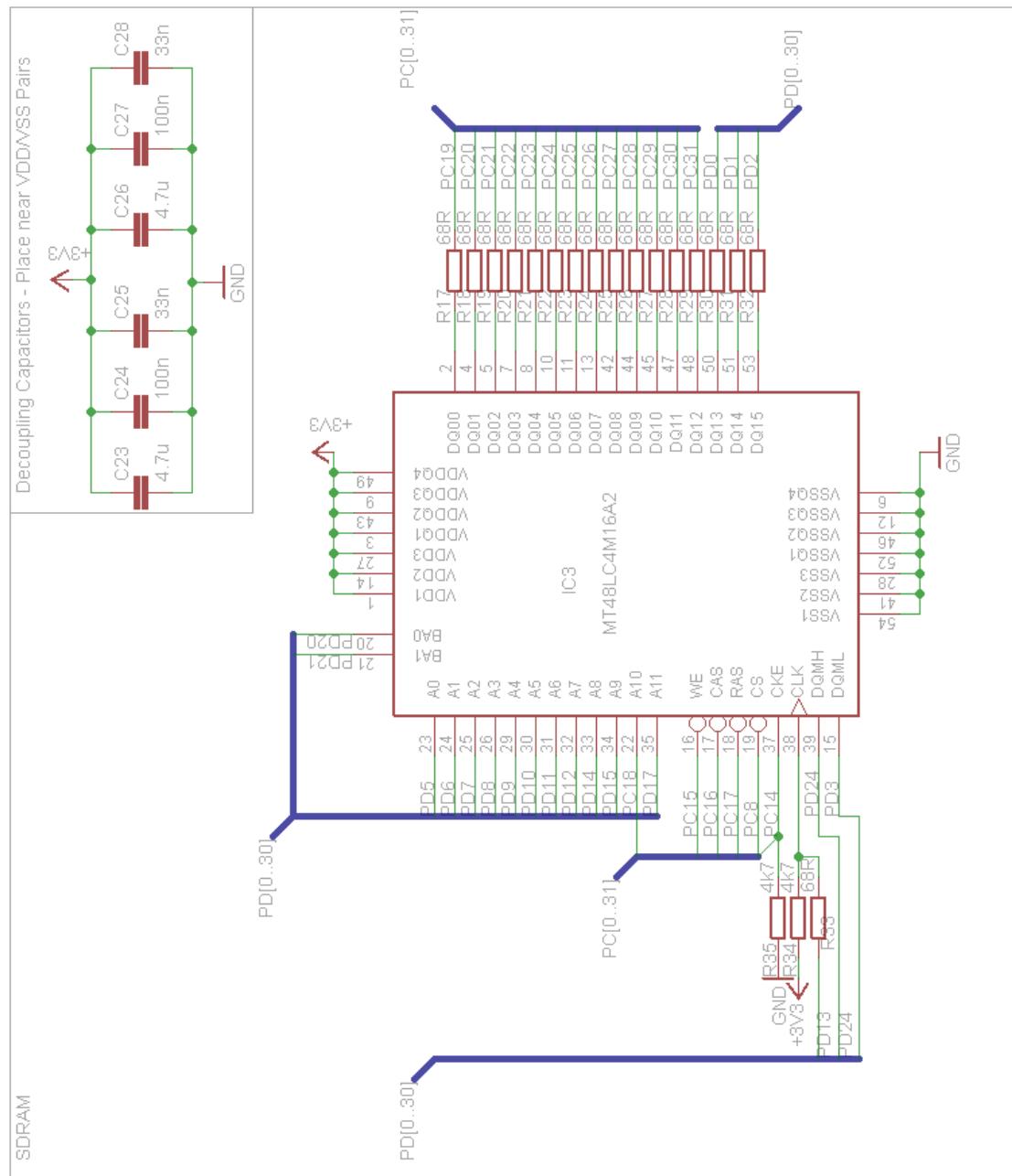


Figure B.6: The Columbus Circuit Diagram Page 4

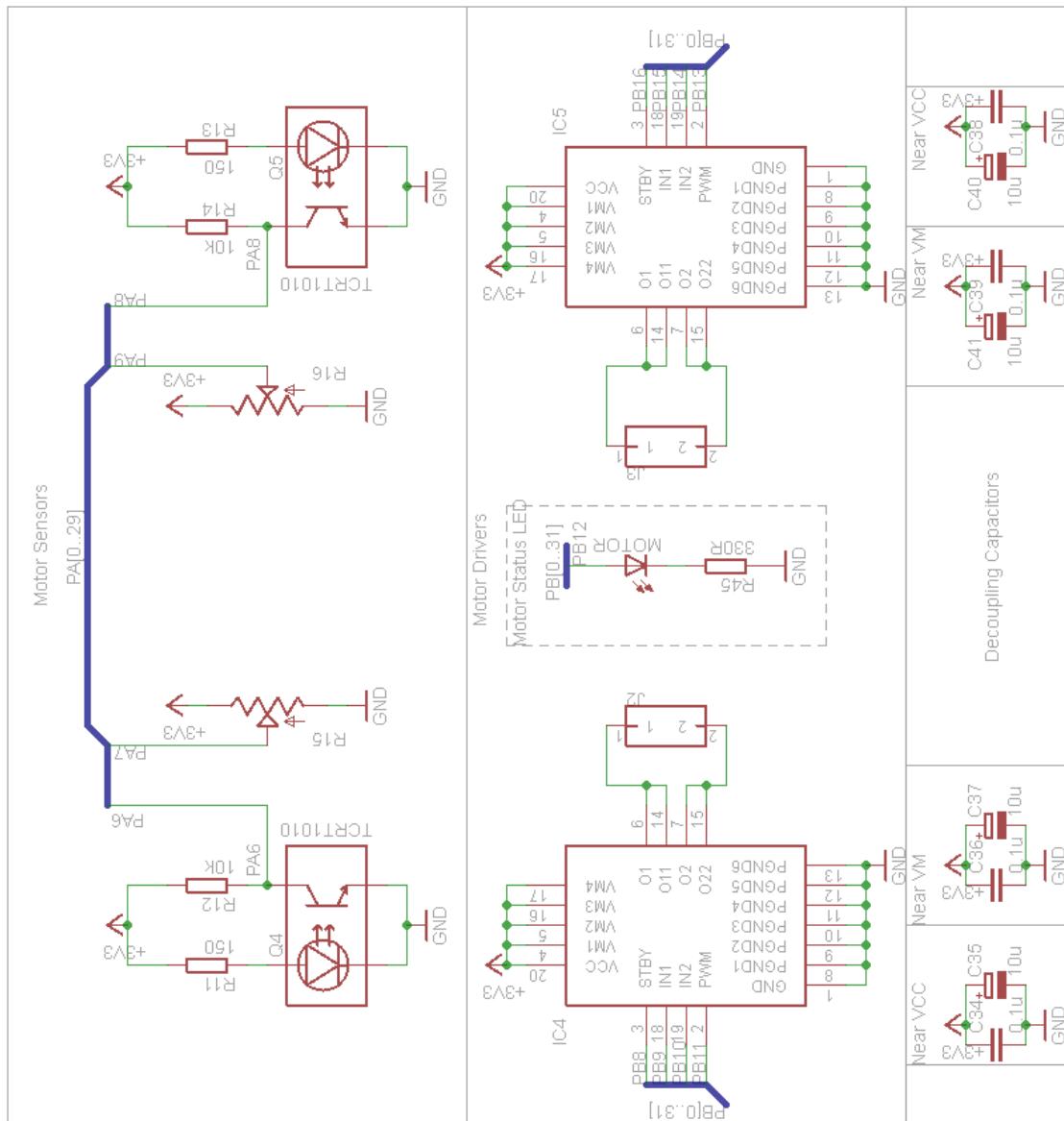


Figure B.7: The Columbus Circuit Diagram Page 5

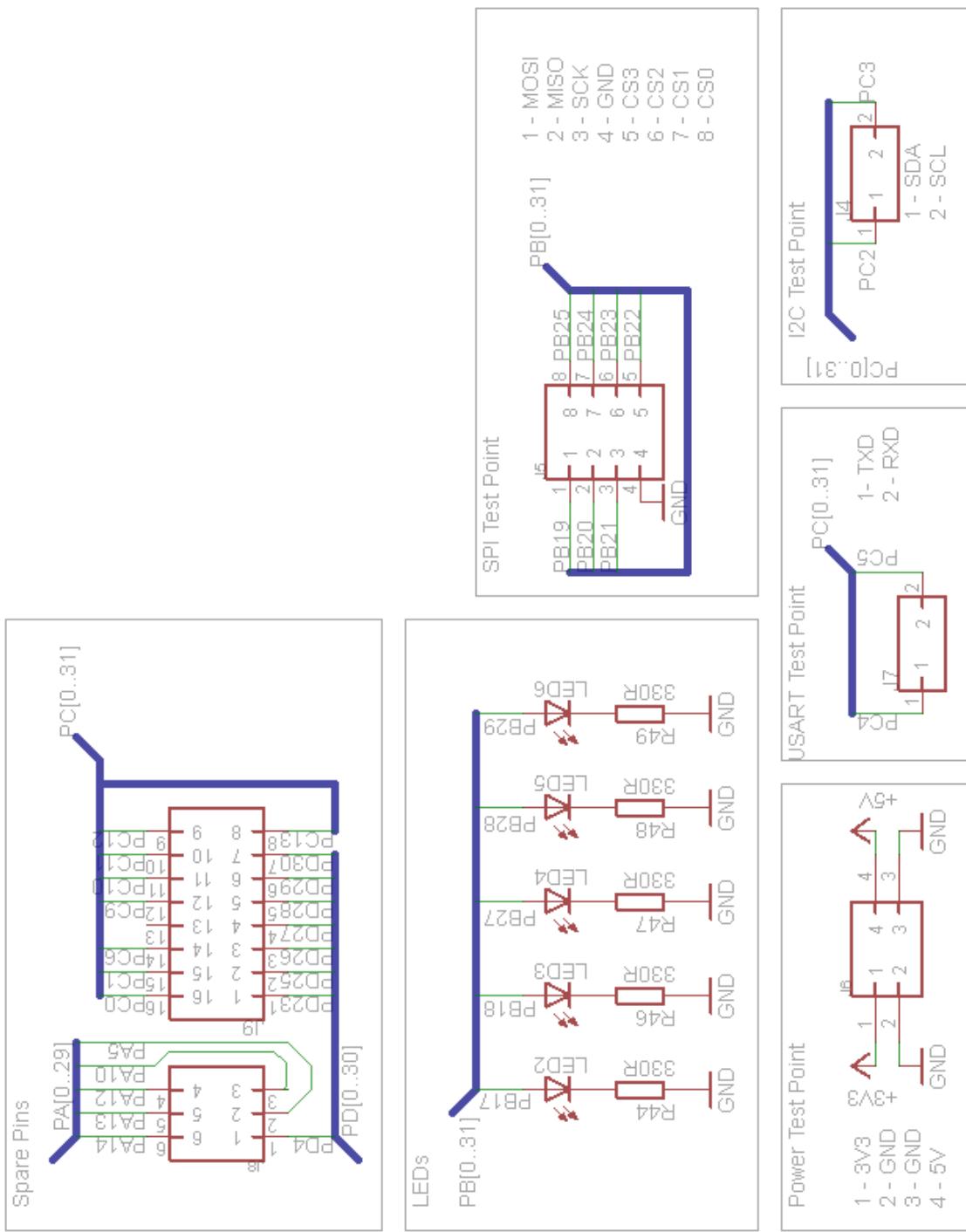


Figure B.8: The Columbus Circuit Diagram Page 6

Appendix C

PCB Design

C.1 PCB Top Side

C.2 PCB Bottom Side

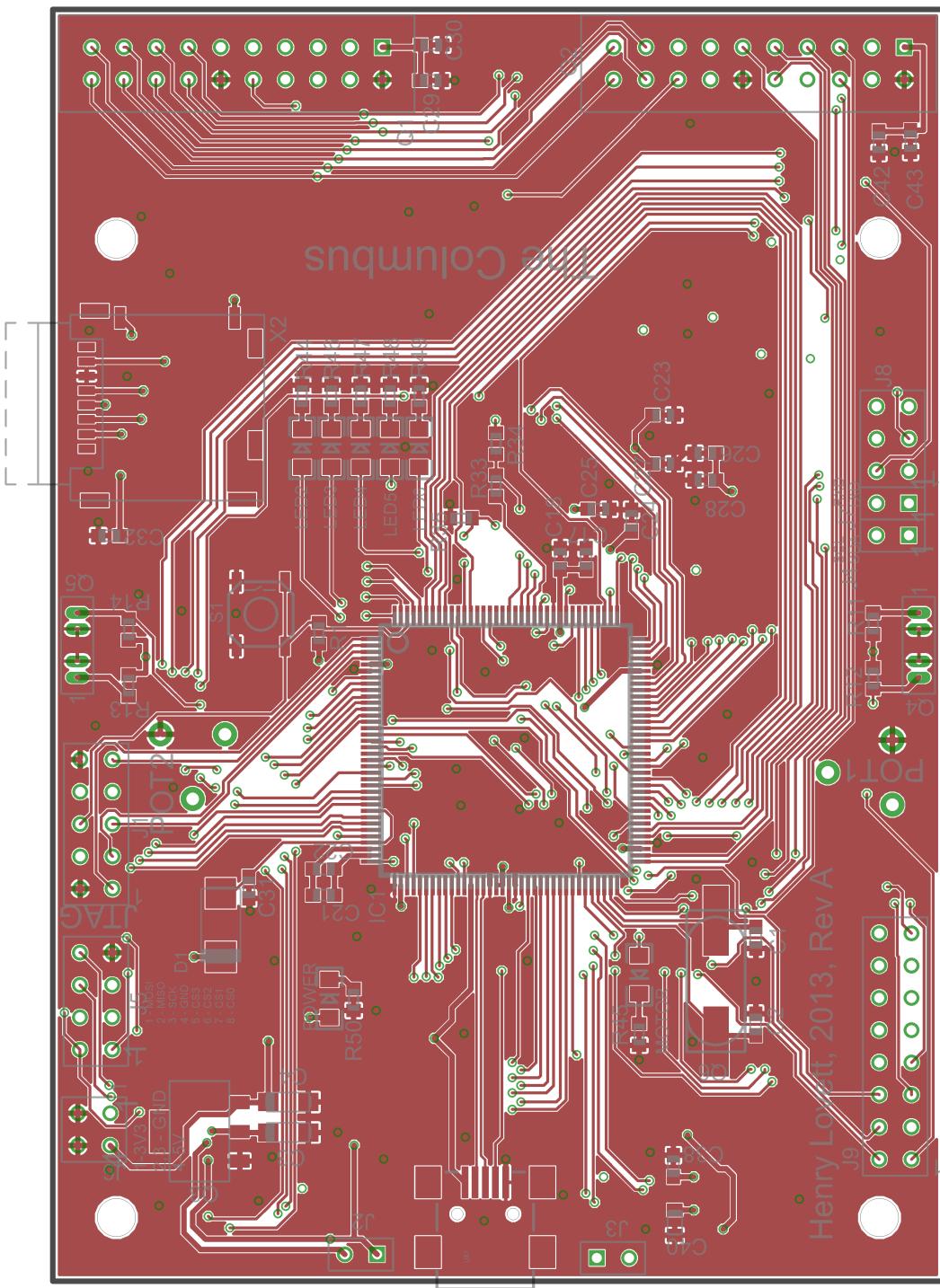


Figure C.1: The Top side of the CAD Design of the PCB

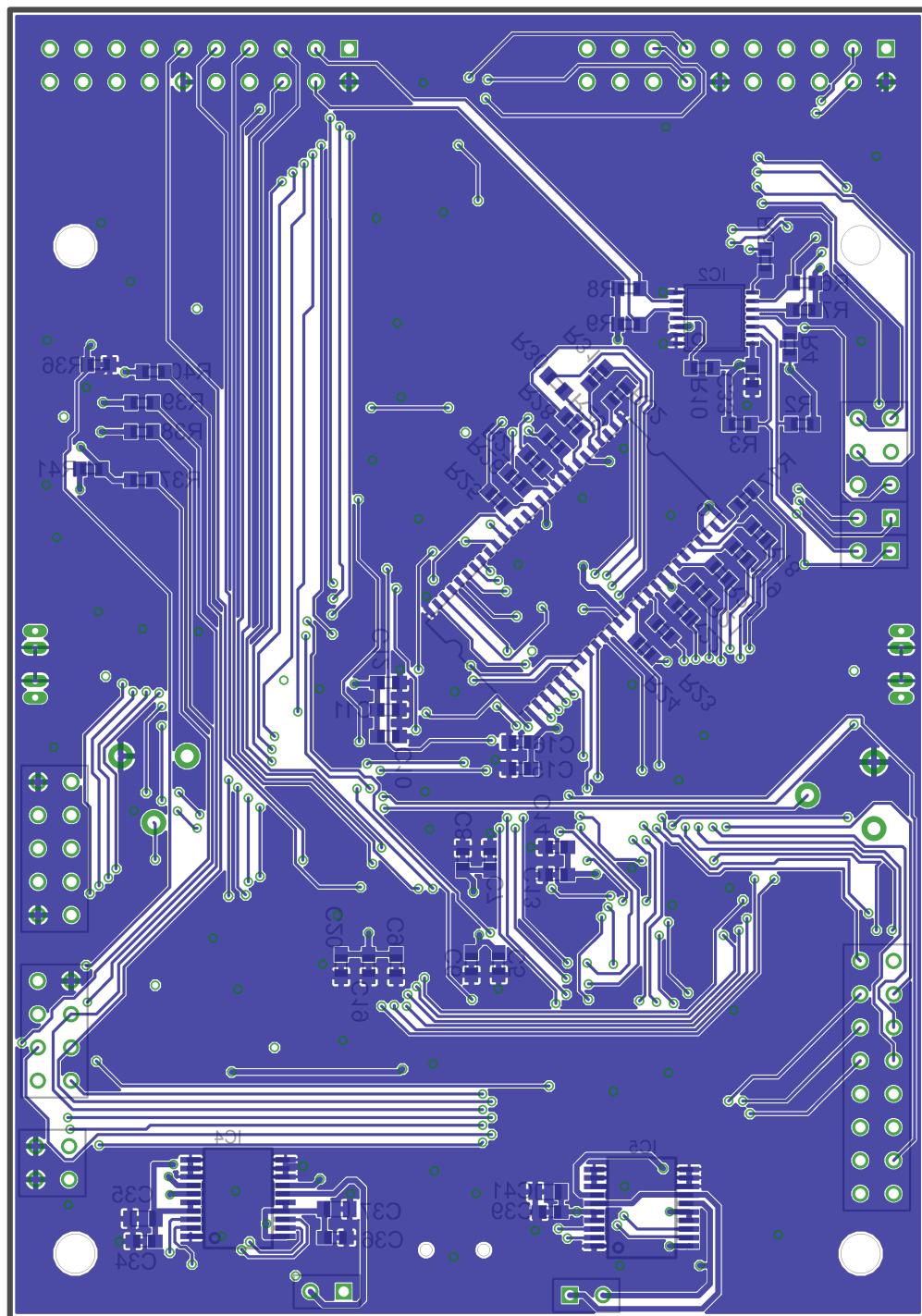


Figure C.2: The Bottom side of the CAD Design of the PCB

Appendix D

Costings and Components

Table D.1: A table of all components used and their costs.

| Component | Cost per unit (£) | Quantity | Cost (£) | Source |
|-------------------------|-------------------|------------|----------|---------|
| PCB | 205 | 1 | 205 | PCBCart |
| Capactiors | 0.155 | 43 | 6.67 | Farnell |
| Clock | 1.48 | 1 | 1.48 | Farnell |
| Diode | 0.48 | 1 | 0.48 | Farnell |
| Headers | 0.51 | 5 | 2.55 | Farnell |
| I2C Mux PCA9542A | 0.81 | 1 | 0.81 | Farnell |
| LEDs | 0.158 | 7 | 1.11 | Farnell |
| Micro SD Card | 4 | 1 | 4.00 | Amazon |
| Micro SD Card Connector | 2.04 | 1 | 2.04 | Farnell |
| AT32UC3C0512C | 15.39 | 1 | 15.39 | Farnell |
| TB6593FNG | 1.07 | 2 | 2.14 | Farnell |
| Motors | 0.42 | 2 | 0.84 | Rapid |
| TCRT1010 | 0.94 | 2 | 1.88 | Farnell |
| OV7670 | 17 | 2 | 34.00 | |
| Potentiometer | 0.43 | 2 | 0.86 | Farnell |
| Resistors | 0.066 | 46 | 3.04 | Farnell |
| MT48LC4M16A2P | 3.24 | 1 | 3.24 | Farnell |
| Switch | 0.45 | 1 | 0.45 | Farnell |
| USB Socket | 0.84 | 1 | 0.84 | Farnell |
| LM1117MP | 1.03 | 1 | 1.03 | Farnell |
| | | Total Cost | £287.84 | |

Table D.2: All components and their values (if applicable)

| Component(s) | Value |
|---|------------------------|
| IC1 | AT32UC3C0512C |
| IC2 | PCA9542A |
| IC3 | MT48LC4M16A2 |
| IC4, IC5 | TB6593FNG |
| Q1, Q2 | OV7670 |
| Q3 | LM1117MP-3.3 |
| Q4, Q5 | TCRT1010 |
| S1 | Tactile Switch |
| R15, R16 | 10kΩ Potentiometer |
| R17, R18, R19, R20, R21, R22, R23, R24, R25, R26, R27, R28, R29, R30, R31, R32, R33, R37, R38, R39, R40 | 68Ω |
| R11, R13 | 150Ω |
| R44, R45, R46, R47, R48, R49, R50 | 330Ω |
| R2, R3, R4, R5, R6, R7, R8, R9, R10, R34, R35 | 4K7Ω |
| R1, R12, R14 | 10kΩ |
| R36, R41 | 100kΩ |
| C1, C2 | 22pF |
| C6 | 1nF |
| C9, C11, C13, C15, C17, C20, C22, C25, C28, C30, C43 | 33Nf |
| C7, C12, C14, C16, C18, C19, C21, C24, C27, C29, C31, C32, C33, C34, C36, C38, C39, C42 | 100nF |
| C5 | 2.2μF |
| C8, C10, C23, C26 | 4.7μF |
| C3, C4, C35, C37, C40, C41 | 10μF |
| D1 | GF1A - Rectifier Diode |
| J1, J2, J3, J4, J5, J6, J7, J8, J9 | 0.1" header |
| LED2, LED3, LED4, LED5, LED6, Motor LED, Power LED | 1206 LED |
| X2 | Micro SD Card Socket |

Appendix E

Contents of Files

- Contents.txt
- encc_matlab.zip
- Harris.zip
- README
- stereo_example.zip
- TcfTransactionLog.csv
- texpout.log
- CircuitDiagrams
 - Project
 - * eagle.epf
 - * project.bcl.pdf
 - * project.brd
 - * project.pdf
 - * project.pro
 - * project.sch
 - * project.tcl.pdf
 - Code
 - AnalogueComparator

- ColumbusTest
- DualCamera_UI
- DualOV7670
- FatFS
- MotorDriver
- OV7670+AVR+TFT-Jian
- OV7670seblov
- OV7670_FATFS
- PhotoViewer
- PORTAtoSPI
- SDCard
- SDTest
- SerialToI2C
- The_Columbus
- Documents
 - 0.3M Sensor OV7670.pdf
 - AT32UC3.pdf
 - ATmega644P.pdf
 - Costings.xlsx
 - EffectiveCornerMatching.pdf
 - ExampleProjectWriteUp.pdf
 - Iterative_Image_Registration.pdf
 - lm1117.pdf
 - MT48LC16M4A2.pdf
 - PCA9542A.pdf
 - PCBChanges.txt
 - RegistrationofStereoandTemporalImages.pdf
 - research.txt
 - SDRAM.pdf
 - Stereoscropy_(Mrovlje).pdf

- SzeliskiBook.pdf
- TB6593FNG.pdf
- tcrt1000.pdf
- Matlab
 - archive
 - Range_Test_Images
- ProjectBrief
- Report
 - Figures
- SDCard

Appendix F

Bitmap File Format

F.1 Bitmap File Format

Table F.1: Format of a Bitmap file with values used, to write an image from the camera to an SD Card

| Section | Field | Description | Size (Bytes) | Value (hex) |
|--|-----------------------|---|-----------------|-----------------------------------|
| Bitmap Header | Signature | Declares the file is a Bitmap Image | 2 | 424D |
| | File Size | Size of the whole file including headers | 4 | 36580200 (153654) ¹ |
| | Reserved | | 4 | 00000000 |
| | Offset to Pixel Array | The address of the start of the pixel data from the beginning of the file | 4 | 36000000 |
| DIB (Device Independent Bitmap) Header | Size | Size of the DIB Header (dictates the version) | 4 | 7C000000 |
| | Width | Width of the image (320 pixels) | 4 | 40010000 |

Continued on next page

¹This is different to the 225kB stated in table 3.1 due to omitting many optional fields

Table F.1 – continued from previous page

| Section | Field | Description | Size (Bytes) | Value (hex) |
|---------|------------------------|---|-----------------|-----------------|
| | Height | Height of the image (240 pixels) | 4 | F0000000 |
| | Planes | Number of colour planes | 2 | 0100 |
| | Bit Count | Number of bits per pixel | 2 | 1000 |
| | Compression | Compression Being Used, RGB Bit Fields | 4 | 03 00 00 00 |
| | Image Size | Size of the image | 4 | 00 86 25 00 |
| | X Resolution | Horizontal resolution in pixels per metre | 4 | 13 0B 00 00 |
| | Y Resolution | Vertical resolution in pixels per metre | 4 | 13 0B 00 00 |
| | Colours in Table | Number of colours in the colour table (not used) | 4 | 00 00 00 00 |
| | Important Colours | Number of Important Colours (0 means all colours are important) | 4 | 00 00 00 00 |
| | Red Mask | Bit mask of Red field | 4 | 00 F8 00 00 |
| | Green Mask | Bit mask of Green field | 4 | E0 07 00 00 |
| | Blue Mask | Bit mask of Blue field | 4 | 1F 00 00 00 |
| | Alpha Mask | Bit mask of Alpha field | 4 | 00 00 00 00 |
| | Colour Space Type | Colour Space of the DIB | 4 | 01 00 00 00 |
| | Colour Space Endpoints | Sets endpoints for colours within the bitmap (not used) | 36 | Whole Field = 0 |
| | Gamma Red | Gamma Value of Red Field (not used) | 4 | 00 00 00 00 |

Continued on next page

Table F.1 – continued from previous page

| Section | Field | Description | Size (Bytes) | Value (hex) |
|-------------------|--|---|-----------------|----------------|
| | Gamma Green | Gamma Value of Green Field (not used) | 4 | 00 00 00 00 |
| | Gamma Blue | Gamma Value of Blue Field (not used) | 4 | 00 00 00 00 |
| | Intent | Enum dictating the intent of the image (Picture) | 4 | 03 00 00 00 |
| | ICC Profile Data | Offset from the file start to the ICC Colour Profile (Not Used) | 4 | 00 00 00 00 |
| | ICC Profile Size | Size of the ICC Colour Profile (not used) | 4 | 00 00 00 00 |
| | Reserved | | 4 | 00 00 00 00 |
| Image Data Format | Each field contains all the pixel data | Padding is used to make the table width a multiple of 4 (Not always needed) | | |
| Pix[0, h-1] | Pix[1, h-1] | ... | Pix[w-1, h-1] | Padding |
| : | : | : | : | : |
| Pix[0, 1] | Pix[1, 1] | ... | Pix[w-1, 1] | Padding |
| Pix[0, 0] | Pix[1, 0] | ... | Pix[w-1, 0] | Padding |

Appendix G

Range Finding Derivations

G.1 Object is between the Cameras

Derivation from [Mrovlje and Vrančić \(2008\)](#).

$$B = B_1 + B_2 = D \tan(\varphi_1) + D \tan(\varphi_2) \quad (\text{G.1})$$

$$D = \frac{B}{\tan(\varphi_1) + \tan(\varphi_2)} \quad (\text{G.2})$$

$$D \tan\left(\frac{\varphi_0}{2}\right) = \frac{x_0}{2} \quad (\text{G.3})$$

$$D \tan(\varphi_1) = x_1 \quad (\text{G.4})$$

Dividing (G.4) by (G.3)

$$\frac{\tan(\varphi_1)}{\tan\left(\frac{\varphi_0}{2}\right)} = \frac{2x_1}{x_0} \quad (\text{G.5})$$

$$\tan(\varphi_1) = \frac{2x_1 \tan\left(\frac{\varphi_0}{2}\right)}{x_0} \quad (\text{G.6})$$

This can also be shown for the right camera:

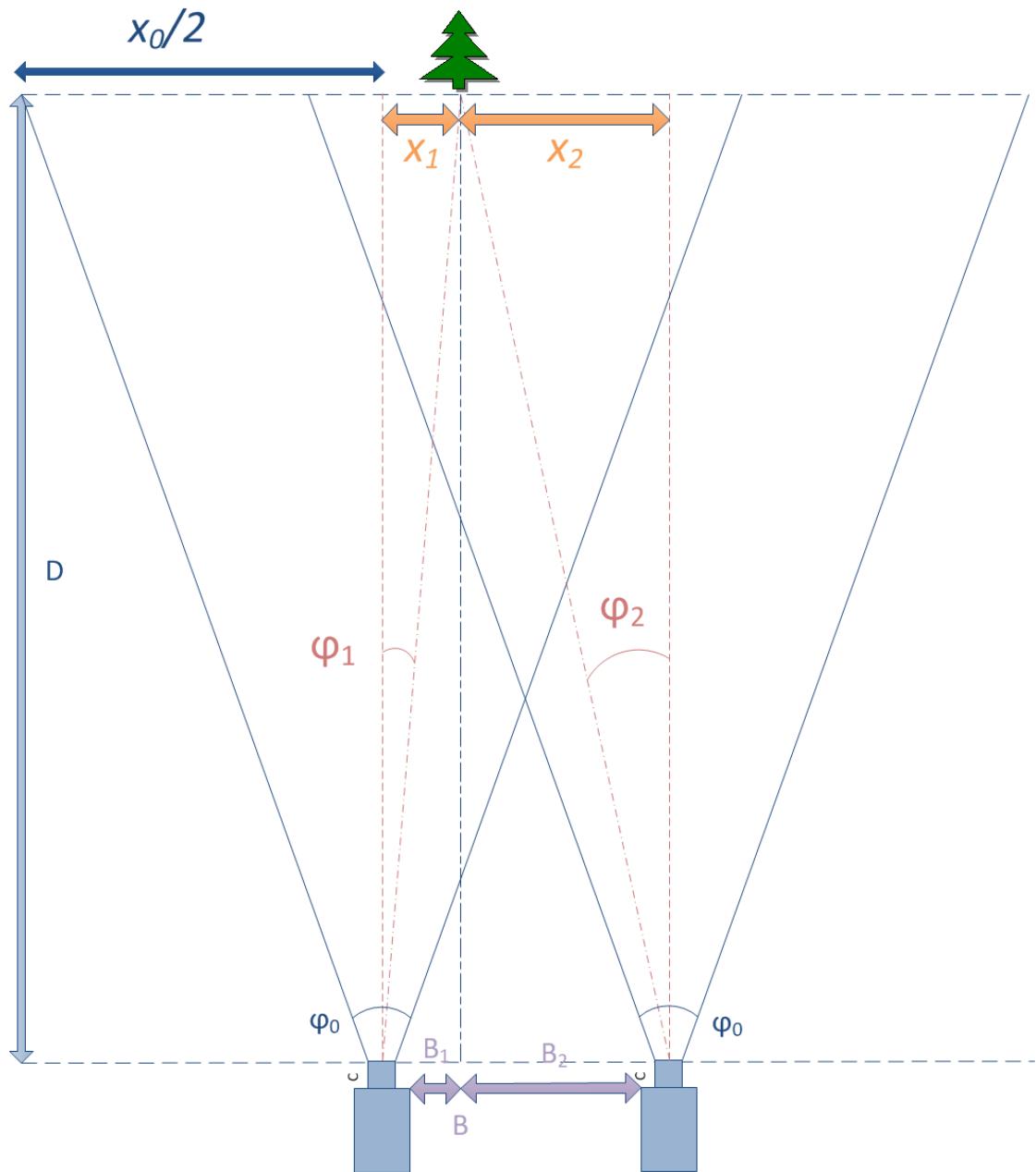


Figure G.1: Problem 1 - Object is between the Cameras

$$\tan(\varphi_2) = \frac{-2x_2 \tan(\frac{\varphi_0}{2})}{x_0} \quad (\text{G.7})$$

Substitution equations (G.6) and (G.7) into (G.2) gives

$$D = \frac{Bx_0}{2 \tan(\frac{\varphi_0}{2})(x_1 - x_2)} \quad (\text{G.8})$$

G.2 Object is to the same side in each camera

Derivation is based on the derivation from Tjandranegara (2005). Using figure G.2:

$$D \cdot \tan(\varphi_1) = x_1 \quad (\text{G.9})$$

$$D \cdot \tan\left(\frac{\varphi_0}{2}\right) = \frac{x_0}{2} \quad (\text{G.10})$$

$$\frac{\tan(\varphi_1)}{\tan\left(\frac{\varphi_0}{2}\right)} = \frac{2x_1}{x_0} \quad (\text{G.11})$$

$$\varphi_1 = \arctan\left(\frac{2x_1}{x_0} \tan\left(\frac{\varphi_0}{2}\right)\right) \quad (\text{G.12})$$

and similarly

$$\varphi_2 = \arctan\left(\frac{2x_2}{x_0} \tan\left(\frac{\varphi_0}{2}\right)\right) \quad (\text{G.13})$$

$$\theta = \varphi_2 - \varphi_1 \quad (\text{G.14})$$

Using the sine equality rule:

$$\frac{R}{\sin\left(\frac{\pi}{2} - \varphi_2\right)} = \frac{B}{\sin(\theta)} \quad (\text{G.15})$$

$$R = B \cdot \frac{\sin\left(\frac{\pi}{2} - \varphi_2\right)}{\sin(\theta)} = B \frac{\cos(\varphi_2)}{\sin(\theta)} \quad (\text{G.16})$$

$$D = \cos(\varphi_1) \cdot R \quad (\text{G.17})$$

Substituting (G.14) into (G.16), and then into (G.17):

$$D = B \cdot \frac{\cos(\varphi_2) \cdot \cos(\varphi_1)}{\sin(\varphi_2 - \varphi_1)} \quad (\text{G.18})$$

Where φ_1 is defined in equation (4.7) and φ_2 is defined in equation (4.8).

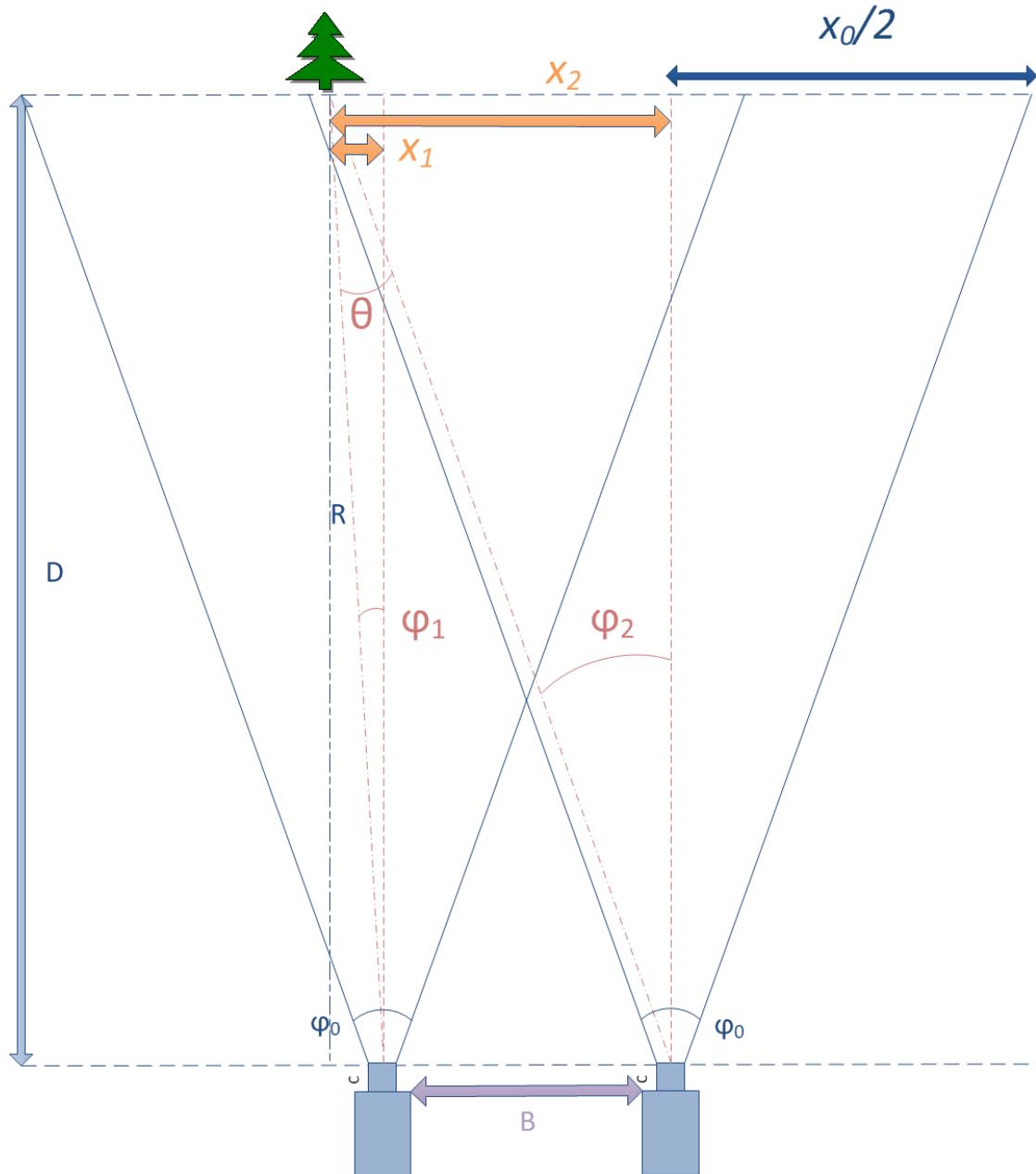


Figure G.2: Problem 2 - Object is to the same side in both cameras

G.3 Object is in front of a camera

The distance, D , in this problem is given by:

$$D = B \tan \left(\frac{\pi}{2} - \varphi_2 \right) \quad (\text{G.19})$$

Where φ_2 can be found from equation 4.8.

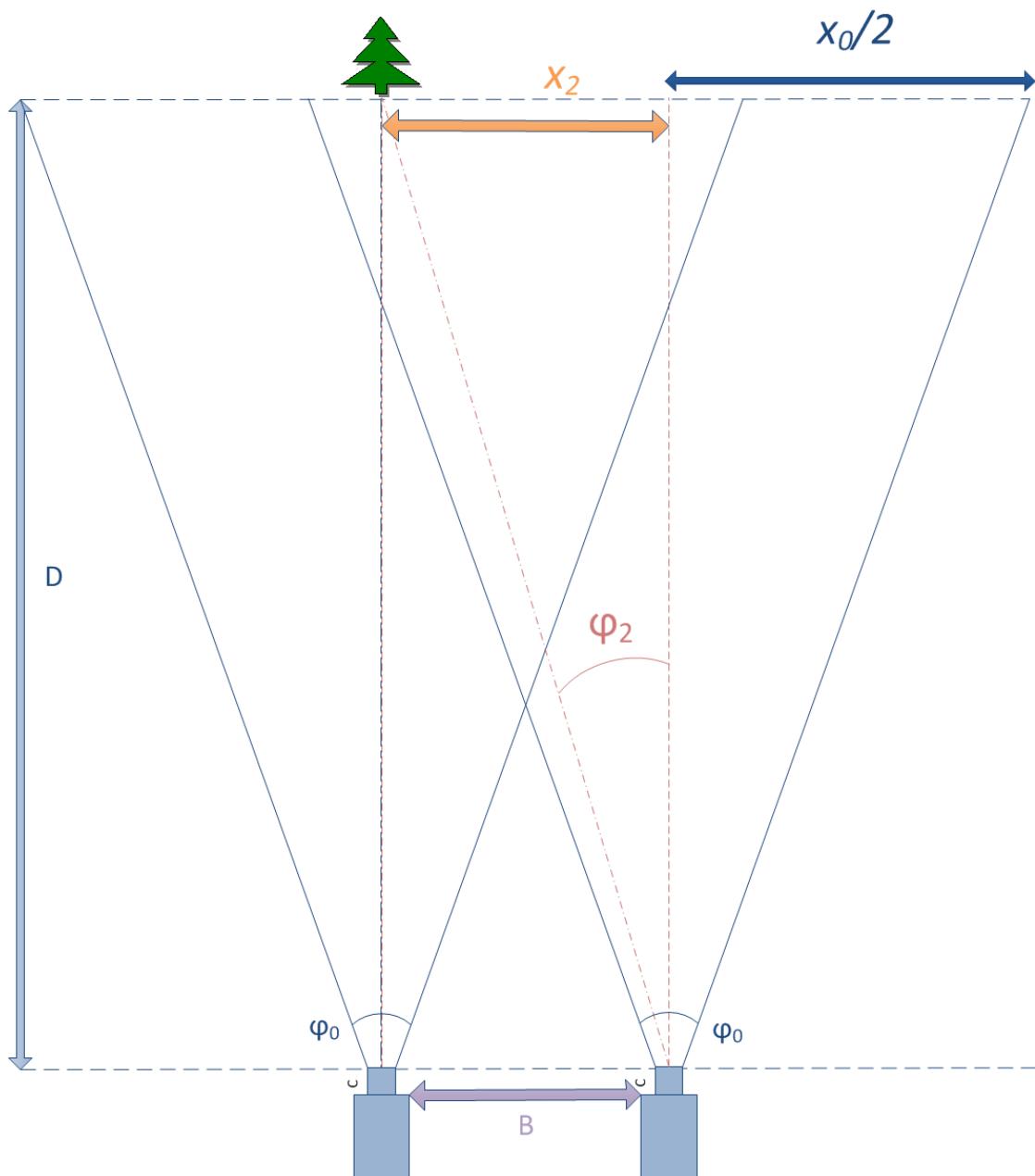


Figure G.3: Problem 3 - Object is directly in front of a camera

Appendix H

Source Code

H.1 C Code for AVR

H.1.1 The Columbus Source Code

H.1.1.1 main.c

..../Code/The_Columbus/ColumbusTest/src/main.c

```
1  /**
2  * \file
3  *
4  * \brief Empty user application template
5  *
6  */
7
8  /*
9  * Include header files for all drivers that have been imported from
10 * Atmel Software Framework (ASF).
11 */
12 #define DSP16_FORMAT 10
13 #define COMMAND_BUFFER_SIZE    128
14 #include <asf.h>
15 #include <conf_board.h>
16 #include "CustomDevices/CustomDevices.h"
17 #include "conf_sd_mmc_spi.h"
18 #include "fat.h"
19 #include "file.h"
20 #include "navigation.h"
21 #include "fastmath.h"
22 #include "delay.h"
23 #include "stdio.h"
```

```
27 void Get_Line( char * CommandBuffer );
28 int Auto_Run();
29 void Debug_Mode();
30 void System_Error();
31
32
33 int main (void)
34 {
35     Columbus_Status.SD_Card = &SD_Status;
36     Columbus_Status.Cameras = &OV7670_Status;
37     Columbus_Status.I2CMux = &PCA9542A;
38     Columbus_Status.SD_Card = &SD_Status;
39     Columbus_Status.Motors = &Motor_Control;
40     board_init();
41     print_dbg("\n\r");
42     print_dbg(THE);
43     print_dbg(COLUMBUS);
44     print_dbg(ASCII_SHIP);
45     System_Test();
46
47     if(Columbus_Status.Status != STATUS_OK)
48     {
49         System_Error();
50     }
51     print_dbg("\n\rColumbus Ready!");
52
53 //Enter into Auto Run if not in debug mode
54 if(gpio_get_pin_value(DEBUG_PIN))
55 {
56     print_dbg("\n\rEntering Auto Run");
57     if(1 == Auto_Run(0)) //if
58         System_Error(); //use the system error loop to stop operation
59 }
60 print_dbg("\n\rEntering Debug Mode... ");
61 Debug_Mode();
62
63 }
64 void Get_Line( char * CommandBuffer )
65 {
66     int c = 0;
67
68     while(c != 13)
69     {
70         c = usart_getchar(DBG_USART);
71         if(c == '\b')
72         {
73             CommandBuffer--;
74             *(CommandBuffer) = 0;
75         }
76         else
77         {
78             *(CommandBuffer) = c;
79             CommandBuffer++;
80         }
81         print_dbg_char(c);
82     }
83     usart_putchar(DBG_USART, 6);
```

```
84    }
85    void PrintStatus()
86    {
87        print_dbg("\n\n\rColumbus_Status:\t0x");
88        print_dbg_hex(Columbus_Status.Status);
89        print_dbg("\n\rSD Card:\n\rStatus:\t\t\t0x");
90        print_dbg_hex(Columbus_Status.SD_Card->Status);
91        print_dbg("\n\rMemory Size :\t\t0x");
92        print_dbg_hex(Columbus_Status.SD_Card->Memory_size);
93        print_dbg("\n\rMotors:");
94        print_dbg("\n\rLeft State :\t\t0x");
95        print_dbg_hex(Columbus_Status.Motors->Left_State);
96        print_dbg("\n\rLeft Count :\t\t0x");
97        print_dbg_hex(Columbus_Status.Motors->Left_Count);
98        print_dbg("\n\rRight State :\t\t0x");
99        print_dbg_hex(Columbus_Status.Motors->Right_State);
100       print_dbg("\n\rRight Count :\t\t0x");
101       print_dbg_hex(Columbus_Status.Motors->Right_Count);
102       print_dbg("\n\rCameras:");
103       print_dbg("\n\rStatus :\t\t0x");
104       print_dbg_hex(Columbus_Status.Cameras->Status);
105       print_dbg("\n\rVSYNC0 State :\t\t0x");
106       print_dbg_hex(Columbus_Status.Cameras->VSYNC0_State);
107       print_dbg("\n\rVSYNC1 State :\t\t0x");
108       print_dbg_hex(Columbus_Status.Cameras->VSYNC1_State);
109       print_dbg("\n\rImage Counter:\t\t0x");
110       print_dbg_hex(Columbus_Status.Cameras->ImageCount);
111       print_dbg("\n\rI2C Mux:");
112       print_dbg("\n\rStatus :\t\t0x");
113       print_dbg_hex(Columbus_Status.I2CMux->Status);
114       print_dbg("\n\rChannel Selected :\t0x");
115       print_dbg_hex(Columbus_Status.I2CMux->ChannelSelected);
116   }
117   void System_Error()
118   {
119       while(1)
120       {
121           LED2_SET;
122           if(Columbus_Status.Status & SD_ERR)
123               LED3_SET;
124           if(Columbus_Status.Status & CAM_ERR)
125               LED4_SET;
126           delay_ms(500);

128           LED2_CLR;
129           if(Columbus_Status.Status & SD_ERR)
130               LED3_CLR;
131           if(Columbus_Status.Status & CAM_ERR)
132               LED4_CLR;
133           delay_ms(500);
134           PrintStatus();
135       }
136   }

138 #define AutoRun_Commands_FileName "AutoRun.txt"
139 const AutoCommand_t DefaultCommands[13] = {
140     {'F', 10},
141     {'P', 0},
```

```

142     {'R', 90},
143     {'F', 10},
144     {'P', 0},
145     {'R', 90},
146     {'F', 10},
147     {'P', 0},
148     {'R', -90},
149     {'F', 10},
150     {'P', 0},
151     {'R', -90},
152     {'q', 0}
153 };
154 AutoCommand_t *AutoCommands = DefaultCommands; //Use the default by default.
155 #define ReadBufferSize 256
156 void LoadCommands()
157 {
158     int i = 1;
159     int j, k;
160     char c = 0;
161     char buff[ReadBufferSize];
162     nav_filelist_reset();
163     if(nav_filelist_findname((FS_STRING)AutoRun_Commands_FileName, false))
164     { //If the file exists, load it
165         print_dbg("\n\rAuto Run File Found");
166         nav_setcwd((FS_STRING)AutoRun_Commands_FileName, false, false);
167         file_open(FOPEN_MODE_R);
168         while(!file_eof())//count how many commands there are
169     {
170             c = file_getc();
171             if(c == 0xD)//if a carriage return if found
172                 i++;
173
174         }
175         sprintf(buff, "\n\r%d commands found\n\r", i);
176         print_dbg(buff);
177
178         AutoCommands = malloc(i*sizeof(AutoCommand_t)); //Initialise the array
179
180         file_seek(0, FS_SEEK_SET);
181         i = 0;//command counter
182         c = 0;
183         while(!file_eof())
184     {
185             k = file_read_buf(buff, ReadBufferSize); //read a chunk of the files
186             if(k > ReadBufferSize)
187                 k = ReadBufferSize;
188             //parse it
189             for(j = 0; j < k; )
190             {
191                 while(buff[j] == ' ') //find next non-whitespace
192                     j++;
193                 AutoCommands[i].Command = buff[j++];
194                 while(buff[j] == ' ') //find next non-whitespace
195                     j++;
196                 if((AutoCommands[i].Command == 'F') || (AutoCommands[i].Command == 'B'
197 ) || AutoCommands[i].Command == 'R' || AutoCommands[i].Command == 'J')
198                     AutoCommands[i].Arg = atoi(buff+j);
199                 else

```

```
199         AutoCommands[i].Arg = 0;
200         i++;
201         while((buff[j++] != 0xA) && (j < k)); //find the next line char
202
203     }
204 }
205 file_close();
206 }
207 else
208 { //Load default commands
209     print_dbg("\n\rAuto Run File Not Found, Using Default Commands:");
210 }
211 }

212 int Auto_Run(int Debug)//Debug = 1, don't run commands
213 {
214     int PC = 0;

215     LoadCommands();
216     while(1)
217     {
218         switch(AutoCommands[PC].Command)
219         {
220             case 'F'://Move Forward
221                 print_dbg("\n\rMove Forward ");
222                 LED4_SET;
223                 print_dbg_ulong(AutoCommands[PC].Arg);
224                 if(!Debug){
225                     Motors_Move(AutoCommands[PC].Arg);
226                 }
227                 LED4_CLR;
228                 break;

229             case 'B'://Move Backward
230                 print_dbg("\n\rMove Backward ");
231                 LED4_SET;
232                 print_dbg_ulong(AutoCommands[PC].Arg);
233                 if(!Debug){
234                     Motors_Move(-AutoCommands[PC].Arg);
235                 }
236                 LED4_CLR;
237                 break;

238             case 'R'://Rotate
239                 print_dbg("\n\rRotate ");
240                 LED3_SET;
241                 print_dbg_ulong(AutoCommands[PC].Arg);
242                 if(!Debug){
243                     Motors_Rotate(AutoCommands[PC].Arg);
244                 }
245                 LED3_CLR;
246                 break;

247             case 'P'://Take Photo
248                 print_dbg("\n\rTaking Photos");
249                 LED2_SET;
250                 if(!Debug){
251                     FIFO_Reset(CAMERA_LEFT | CAMERA_RIGHT);
```

```
257     if(TakePhoto(CAMERA_LEFT | CAMERA_RIGHT) == CAMERAS_BUSY){
258         print_dbg("\n\rCameras Busy");
259         break;
260     }
261     while(Photos_Ready() == false)
262     ;
263
264     if(Store_Both_Images() == true)
265     print_dbg("\n\rImages Stored Successfully!");
266     }
267     LED2_CLR;
268     break;
269
270     case 'J': //Jump
271     print_dbg("\n\rProgram Jump to ");
272     print_dbg_ulong(AutoCommands[PC].Arg);
273     if(!Debug){
274     PC = AutoCommands[PC].Arg;
275     }
276     break;
277
278     case 'q': //End and enter debug
279     print_dbg("\n\rQuit to Debug");
280     return 0;
281
282     default: //System Error
283     if(!Debug){//Inevitable in Debug mode
284     Columbus_Status.Status |= AutoRunCMD_ERR;
285     print_dbg("\n\rSystem Error");
286     }
287     return 1;
288   }
289   PC++;
290 }
291 }
292
293
294
295 void Debug_Mode()
296 {
297   Image_t image;
298   unsigned long i, j, tmp = 0;
299   char *Ptr;
300   // volatile unsigned long *sdram = SDRAM;
301   char CommandBuffer[COMMAND_BUFFER_SIZE];
302   int *Working_Buffer = NULL;
303   int SizeOfWorking_Buffer = 0;
304   A_ALIGNED dsp16_complex_t *ComplexBuffer;
305   int SizeOfComplex_Buffer = 0;
306   LED2_SET;//Set these LEDs to indicate Columbus is in debug mode;
307   LED3_SET;
308   LED4_SET;
309   while(1)
310   {
311     print_dbg(PROMPT);
312     Get_Line(CommandBuffer);
313     Ptr = CommandBuffer;
314     switch(*Ptr++)
```

```

315    {
316        case '?':
317            print_dbg(HELP);
318            break;
319        case 'A':
320            print_dbg("\rRunning AutoRun in Debug Mode;");
321            Auto_Run(1); //Runs in debug mode
322            break;
323        case '1':
324            print_dbg("\r1D FFT;");
325            SizeOfComplex_Buffer = FFT_SIZE;
326            ComplexBuffer = mspace_malloc(sdram_msp, SizeOfComplex_Buffer *
327                sizeof(ComplexBuffer));
328            i = Get_sys_count();
329            FFT1D(Working_Buffer, ComplexBuffer);
330            i = Get_sys_count() - i;
331            print_dbg("\n\rCycles Taken for 1D FFT = ");
332            print_dbg_ulong(i);
333            break;
334        case '2':
335            print_dbg("\r2D FFT;");
336            FFT2Dabs(Working_Buffer);
337            break;
338        case '3':
339            print_dbg("\rComplex FFT2D:");
340            SizeOfComplex_Buffer = FFT_SIZE * FFT_SIZE;
341            ComplexBuffer = mspace_malloc(sdram_msp, SizeOfComplex_Buffer *
342                sizeof(ComplexBuffer));
343            i = Get_sys_count();
344            FFT2DCOMPLEX(Working_Buffer, ComplexBuffer, SizeOfWorking_Buffer);
345            i = Get_sys_count() - i;
346            print_dbg("\n\rCycles Taken for 2D FFT = ");
347            print_dbg_ulong(i);
348            break;
349        case 'm':
350            print_dbg("\r1D FFT Magnitude");
351            FFT1D_Abs(Working_Buffer);
352            break;
353        case 'B':
354            print_dbg("\rReading Bitmap;");
355            ReadBitmap("Image_R_0.bmp", &image);
356            print_dbg("\n\rBitmap Data Returned:\n\nImage Height = ");
357            print_dbg_ulong(image.Height);
358            print_dbg("\n\rImage Width = ");
359            print_dbg_ulong(image.Width);
360            break;
361        case 'c':
362            print_dbg("\rConverting Working Buffer to Fixed Point");
363            for(i = 0; i < SizeOfWorking_Buffer ; i++)
364            {
365                Working_Buffer[i] = DSP16_Q (Working_Buffer[i]);
366            }
367            break;
368        case 'C':
369            print_dbg("\rConverting Working Buffer back from Fixed Point");
370            j = DSP16_Q(1);

```

```

371     for(i = 0; i < SizeOfWorking_Buffer ; i++)
372     {
373         Working_Buffer[i] = Working_Buffer[i] / j;
374     }
375     break;

377 case 'D':
378     print_dbg("\rFreeing Working Buffer");
379     mspace_free(sdram_msp, Working_Buffer);
380     break;

382 case 'i':
383     print_dbg("\rImage info:");
384     print_dbg("\n\rImage Pointer = ");
385     print_dbg_ulong(image.ImagePtr);
386     print_dbg("\n\rImage Height = ");
387     print_dbg_ulong(image.Height);
388     print_dbg("\n\rImage Width = ");
389     print_dbg_ulong(image.Width);
390     break;

392 // case 'I': //Not yet tested
393 //     print_dbg("\rInverse Fourier Transform;");
394 //     IFFT2D(ComplexBuffer);
395 //     break;

397 case 'k':
398     print_dbg("\rComplex Buffer:\n\r[");
399     for (i = 0; i < SizeOfComplex_Buffer; i++)
400     {
401         //         print_dbg_ulong(ComplexBuffer[i].real);
402         //         print_dbg(" + ");
403         //         print_dbg_ulong(ComplexBuffer[i].imag);
404         //         print_dbg(", ");
405         if(ComplexBuffer[i].imag >= 0)
406             sprintf(CommandBuffer, "%d %dj,", ComplexBuffer[i].real,
ComplexBuffer[i].imag);
407         else
408             sprintf(CommandBuffer, "%d %dj,", ComplexBuffer[i].real,
ComplexBuffer[i].imag);
409         print_dbg(CommandBuffer);
410     }
411     print_dbg("]\n\r");
412     break;
413 case 'M': //Motor Related
414     while(*Ptr == ' ')
415     Ptr++; //Find next non - space char

417 switch(*(Ptr++))
418 {
419     case 'q': // Reset Motors
420         print_dbg("\rResetting Motors");
421         Motors_Reset();
422         break;

424     case 'F': //Move Forward
425         while(*Ptr == ' ')
426         Ptr++; //Find next non - space char

```

```
427         i = atoi(Ptr);
428         Motors_Move(i);
429         break;
430     case 'T':
431         while(*Ptr == ' ')
432             Ptr++; //Find next non - space char
433         i = atoi(Ptr);
434         Motors_Rotate(i);
435         break;
436     case 'L':
437         Columbus_Status.Motors->Left_Count = GAMMA + 1;
438         Columbus_Status.Motors->Left_State = FORWARD;
439         Motor_Start(MOTOR_L);
440         Motors_Execute();
441         break;
442     case 'R':
443         Columbus_Status.Motors->Right_Count = GAMMA + 1;
444         Columbus_Status.Motors->Right_State = FORWARD;
445         Motor_Start(MOTOR_R);
446         Motors_Execute();
447         break;
448     default:
449         print_dbg("\rCommand Not Recognised");
450         break;
451     }

453     break;

455 //    case 'p': //Not yet tested
456 //        print_dbg("\rPreparing Image;");
457 //        PrepareImage(&image);
458 //        print_dbg("\rImage Prepared!");
459 //        break;

461     case 'P'://take a photo
462         FIFO_Reset(CAMERA_LEFT | CAMERA_RIGHT);
463         print_dbg("\rTaking Photos");
464         if(TakePhoto(CAMERA_LEFT | CAMERA_RIGHT) == CAMERAS_BUSY){
465             print_dbg("Cameras Busy");
466             break;
467         }
468         while(Photos_Ready() == false)
469         ;

471         if(Store_Both_Images() == true)
472             print_dbg("\n\rImages Stored Successfully!");
473         break;

475     case 'r':
476         if (Working_Buffer == 0)
477         {
478             print_dbg("\rWorking Buffer Not Initialised");
479             break;
480         }
481         print_dbg("\rWorking Buffer:\n\r[");
482         for(i = 0; i < SizeOfWorking_Buffer; i++)
483         {
484             sprintf(CommandBuffer, "%d,", (dsp16_t)Working_Buffer[i]);
```

```

485     print_dbg(CommandBuffer);
486 }
487 print_dbg("\b\b]\n\r");
488 break;
489 case 'R':
490     Working_Buffer = mspace_malloc(sdram_msp, FFT_SIZE);
491     SizeOfWorking_Buffer = FFT_SIZE;
492     print_dbg("\rReading in signal.bin");
493     ReadSignal(Working_Buffer);
494     break;

496 case 's'://save the working buffer
497     print_dbg("\rSaving Working Buffer;");
498     SaveBuff(Working_Buffer, SizeOfWorking_Buffer);
499     break;
500 case 'd':
501     print_dbg("\rSaving Working Buffer as CSV;");
502     SaveBuff_CSV("Buffer_result.csv", Working_Buffer, SizeOfWorking_Buffer
503 );
504     break;
505 case 'g':
506     print_dbg("\rSaving Complex Buffer as CSV");
507     SaveCBuff_CSV("Buffer_Complex.csv", ComplexBuffer,
508     SizeOfComplex_Buffer);
509     break;
510 case 'f':
511     SizeOfWorking_Buffer = FFT_SIZE*FFT_SIZE;
512     Working_Buffer = mspace_malloc(sdram_msp, SizeOfWorking_Buffer);
513     print_dbg("\rReading in Buffer.csv");
514     Read_CCSV("Buffer.csv", Working_Buffer, SizeOfWorking_Buffer);
515     print_dbg("\n\rComplete!");
516     break;

517 case 'S':
518     print_dbg("\rSaving Bitmap;");
519     SaveBitmap(image.ImagePtr, image.Width, image.Height, "ResavedImage.
520 bmp");
521     print_dbg("\rSaved Bitmap!;");
522     break;

523 case 'T':
524     print_dbg("\rReading in 2D Signal");
525     Working_Buffer = mspace_malloc(sdram_msp, FFT_SIZE * FFT_SIZE);
526     SizeOfWorking_Buffer = FFT_SIZE * FFT_SIZE;
527     Read2DSignal(Working_Buffer);
528     break;
529 case 'v':
530     PrintStatus();
531     break;
532 case 'o':
533     print_dbg("\r1 in Fixed point = ");
534     i = DSP16_Q(1);
535     print_dbg_ulong(i);
536     break;

538 default:
539     print_dbg("\rCommand Not Recognised;");

```

```

540         break;
541     }
542   }
543 }
```

H.1.1.2 Bitmap.c

..../Code/The_Columbus/ColumbusTest/src/CustomDevices/Bitmap.c

```

1  /*
2  *  Bitmap.c
3  *
4  *  * Created: 16/02/2013 23:14:34
5  *  * Author: hslovett
6  */
7 #include "CustomDevices/CustomDevices.h"

9 const uint8_t DIBHead[DIBHEADERSIZE] = { 0x7C, 0x00, 0x00, 0x00, //Number of
10   bytes
11   0x40, 0x01, 0x00, 0x00, //Width - 320
12   0xF0, 0x00, 0x00, 0x00, //Height - 240
13   0x01, 0x00, //Planes
14   0x10, 0x00, //Bits per Pixel
15   0x03, 0x00, 0x00, 0x00, //Compression
16   0x00, 0x58, 0x02, 0x00, //Size of Raw Data
17   0x13, 0x0B, 0x00, 0x00, //Horizontal Resolution
18   0x13, 0x0B, 0x00, 0x00, //Vertical Resolution
19   0x00, 0x00, 0x00, 0x00, //Colours in Palette
20   0x00, 0x00, 0x00, 0x00, //Important Colours
21   0x00, 0xF8, 0x00, 0x00, //Red Mask
22   0xE0, 0x07, 0x00, 0x00, //Green Mask
23   0x1F, 0x00, 0x00, 0x00, //Blue Mask
24   0x00, 0x00, 0x00, 0x00, //Alpha Mask
25   0x01, 0x00, 0x00, 0x00, //Colour Space Type
26   0x00, 0x00, 0x00, 0x00, //Colour Space Endpoints
27   0x00, 0x00, 0x00, 0x00, //Colour Space Endpoints
28   0x00, 0x00, 0x00, 0x00, //Colour Space Endpoints
29   0x00, 0x00, 0x00, 0x00, //Colour Space Endpoints
30   0x00, 0x00, 0x00, 0x00, //Colour Space Endpoints
31   0x00, 0x00, 0x00, 0x00, //Colour Space Endpoints
32   0x00, 0x00, 0x00, 0x00, //Colour Space Endpoints
33   0x00, 0x00, 0x00, 0x00, //Colour Space Endpoints
34   0x00, 0x00, 0x00, 0x00, //Gamma Red
35   0x00, 0x00, 0x00, 0x00, //Gamma Green
36   0x00, 0x00, 0x00, 0x00, //Gamma Blue
37   0x03, 0x00, 0x00, 0x00, //Intent - Photo
38   0x00, 0x00, 0x00, 0x00, //ICC Profile Data
39   0x00, 0x00, 0x00, 0x00, //ICC Profile Size
40   0x00, 0x00, 0x00}; //Reserved

42 const uint8_t BMPHeader[BMPHEADERSIZE] = { 0x42, 0x4D,
43   0x8A, 0x58, 0x02, 0x00, //Size
44   0x00, 0x00, 0x00, 0x00, //Reserved
```

```

45         0x8A, 0x00, 0x00, 0x00 //Offset to Pixel Array
46     };

```

H.1.1.3 CustomDevices.h

..../Code/The_Columbus/ColumbusTest/src/CustomDevices/CustomDevices.h

```

1  /*
2   *  CustomDevices.h
3   *
4   *  Created: 16/02/2013 14:30:50
5   *  Author: hslovett
6   */
7
8
9 #ifndef CUSTOMDEVICES_H_
10#define CUSTOMDEVICES_H_
11
12//Camera
13#include "CustomDevices/OV7670.h"
14//I2C Mux
15#include "CustomDevices/PCA9542A.h"
16//MotorDriver
17#include "CustomDevices/MotorDriver.h"
18//SDCard
19#include "CustomDevices/SD_Card.h"
20//Image Processing Functions
21#include "CustomDevices/ImageProcessor.h"
22
23typedef struct {
24    int Status;
25    SD_Status_t *SD_Card;
26    Motor_Control_t *Motors;
27    OV7670_t *Cameras;
28    PCA9542A_t *I2CMux;
29} Columbus_Status_t;
30typedef struct {
31    char Command;
32    int Arg;
33} AutoCommand_t;
34
35#define AUTO_COMMAND_LENGTH    14
36
37#define SD_ERR      0x1
38#define CAM_ERR     0x2
39#define I2CMux_ERR  0x4
40#define CAM0_NotFOUND 0x08
41#define CAM1_NotFOUND 0x10
42#define AutoRunCMD_ERR 0x20
43#define FFT_SIZE   64
44
45//REF : http://www.chris.com/ASCII/index.php?art=transportation/nautical

```



```

83 ///////////////////////////////////////////////////////////////////
84 // Globals
85 ///////////////////////////////////////////////////////////////////
86 mspace sdram_msp;
87 Columbus_Status_t Columbus_Status;
88 //TWI Methods
89 void twim_init (void);
90 void System_Test();
91 #endif /* CUSTOMDEVICES_H_ */

```

H.1.1.4 ImageProcessor.h

..../Code/The_Columbus/ColumbusTest/src/CustomDevices/ImageProcessor.h

```

1 /*
2  * ImageProcessor.h
3  *
4  * Created: 28/02/2013 17:46:37
5  * Author: hslovett
6  */
7
8
9 #ifndef IMAGEPROCESSOR_H_
10 #define IMAGEPROCESSOR_H_
11
12 #define BMP_FORMAT_RGB565      1
13 #define BMP_FORMAT_RGB555      2
14 #define BMP_FORMAT_GREYSCALE   3
15 #define BMP_FORMAT_1xUINT      4
16 #define BMP_FORMAT_2xUINT8T    5
17
18 typedef struct {
19     uint16_t *ImagePtr;
20     int Height;
21     int Width;
22     uint8_t Format;
23 } Image_t;
24
25
26 void FFT1D( int *Signal, dsp16_complex_t *ComplexBuffer);
27 int FFT2Dabs(int *Signal);
28 int log_2(int i);
29
30 void FFT2DCOMPLEX( int *Signal, dsp16_complex_t *ComplexBuffer, int size );
31 void PrepareImage(Image_t *Image);
32 //int* IFFT2D (dsp16_complex_t *Result, dsp16_complex_t *Input);
33 void IFFT2D (dsp16_complex_t *Signal); /*Need to test this! */;
34 int FFT1D_Abs( int *Signal);
35 void Complex_Abs( int *Signal, dsp16_complex_t *ComplexBuffer, int size);
36 #endif /* IMAGEPROCESSOR_H_ */

```

H.1.1.5 ImageProcessor.c

..../Code/The_Columbus/ColumbusTest/src/CustomDevices/ImageProcessor.c

```

1  /*
2   *  ImageProcessor.c
3   *
4   *  * Created: 28/02/2013 17:46:50
5   *  * Author: hslovett
6   */
7  #include <asf.h>
8  #include "CustomDevices/CustomDevices.h"

10 /*#define FFT_SIZE 64*/
11 //Returns log base 2 of i - checks if it is an integer power of 2
12 int log_2(int i)
13 {
14     int ret = 0;
15     if((i & (i - 1)) != 0)
16     {
17         return -1;
18     }
19     while((i & 1) == 0) //while the bit isn't in the lowest bit (already
20         established this is a integer power of 2)
21     {
22         i >>= 1;
23         ret++;
24     }

25     return ret;
26 }
27 //*****
28 // Method:      FFT2DCOMPLEX
29 // FullName:    FFT2DCOMPLEX
30 // Access:      public
31 // Returns:     int*
32 // Qualifier:
33 // Parameter:  int * Signal
34 // Parameter:  A_ALIGNED dsp16_complex_t * ComplexBuffer
35 // Parameter:  int size
36 //*****
37 void FFT2DCOMPLEX( int *Signal , dsp16_complex_t *ComplexBuffer , int size )
38 {
39     int i, j = 0;
40     int Ptr;
41     Ptr = 0;
42     A_ALIGNED dsp16_complex_t Input_C_1D[FFT_SIZE];
43     A_ALIGNED dsp16_complex_t Result_C_1D[FFT_SIZE];
44     A_ALIGNED dsp16_complex_t Result_C_2D[FFT_SIZE*FFT_SIZE];
45     A_ALIGNED dsp16_t Input_R_1D[FFT_SIZE];
46     //Stage 1 - FFT Real values from Signal. Store VERTICALLY in Result_2D
47     //print_dbg("\n\rStage 1 Reached. Iteration: \n\r");
48     for(i = 0; i < FFT_SIZE; i ++){ //for each row
49         for(j = 0; j < FFT_SIZE; j++){
50             Input_R_1D[j] = Signal[Ptr++]; //copy the data across
51         }
52         //Do the FFT

```

```

53 //      print_dbg("\r");
54 //      print_dbg_ulong(i);

55
56     dsp16_trans_realcomplexfft(Result_C_1D, Input_R_1D, log_2(FFT_SIZE));
57 //Copy data into 2D result TRANSPOSED
58 for(j = 0; j < FFT_SIZE; j++){
59     Result_C_2D[i + (j * FFT_SIZE)].imag = Result_C_1D[j].imag * FFT_SIZE;//  
scale back up
60     Result_C_2D[i + (j * FFT_SIZE)].real = Result_C_1D[j].real * FFT_SIZE;
61 }
62 }
63 //print_dbg("\n\rStage 2 Reached. Iteration: \n\r");
64 //Stage 2 - FFT Complex Values from Result_2D, put back into Rows
65 for(i = 0; i < FFT_SIZE; i++){//for each row
66     for(j = 0; j < FFT_SIZE; j++){//copy the data across
67         Input_C_1D[j].imag = Result_C_2D[j + i * FFT_SIZE].imag;
68         Input_C_1D[j].real = Result_C_2D[j + i * FFT_SIZE].real;
69     }
70 //    print_dbg("\r");
71 //    print_dbg_ulong(i);
72 //Do Fourier
73     dsp16_trans_complexfft(Result_C_1D, Input_C_1D, log_2(FFT_SIZE));
74 //Copy back
75 for(j = 0; j < FFT_SIZE; j++){
76     ComplexBuffer[i + j * FFT_SIZE].imag = Result_C_1D[j].imag;
77     ComplexBuffer[i + j * FFT_SIZE].real = Result_C_1D[j].real;
78 }
79 }
80 return;
81 }

82 //One Dimensional Fast Fourier Transform
83 int FFT1D_Abs( int *Signal)
84 {
85
86     int log2Size, i =0;
87     A_ALIGNED dsp16_complex_t vect1[FFT_SIZE];
88     A_ALIGNED dsp16_t vect2[FFT_SIZE];
89     for(i = 0; i < FFT_SIZE; i++)
90     {
91         vect2[i] = (dsp16_t)Signal[i];
92     }
93     dsp16_trans_realcomplexfft(vect1, vect2, log_2(FFT_SIZE));
94     for(i = 0; i < FFT_SIZE; i++)
95     {
96         vect1[i].imag = vect1[i].imag * FFT_SIZE;
97         vect1[i].real = vect1[i].real * FFT_SIZE;
98     }
99     dsp16_vect_complex_abs(vect2, vect1, FFT_SIZE);
100    for(i = 0; i < FFT_SIZE; i++)
101    {
102        Signal[i] = vect2[i];// * FFT_SIZE;
103    }

104    return Signal;
105 }
106

107 void Complex_Abs( int *Signal, dsp16_complex_t *ComplexBuffer, int size)
108 {

```

```

110     int log2Size, i =0;
111     A_ALIGNED dsp16_complex_t vect1[FFT_SIZE];
112     A_ALIGNED dsp16_t vect2[FFT_SIZE];
113     for(i = 0; i < FFT_SIZE; i++)
114     {
115         vect1[i].imag = ComplexBuffer[i].imag;
116         vect1[i].real = ComplexBuffer[i].real;
117     }
118     dsp16_vect_complex_abs(vect2, vect1, FFT_SIZE);
119     for(i = 0; i < FFT_SIZE; i++)
120     {
121         Signal[i] = vect2[i];// * FFT_SIZE;
122     }
123 }
124 //One Dimensional Fast Fourier Transform returning complex values
125 void FFT1D( int *Signal, dsp16_complex_t *ComplexBuffer)
126 {
127     int log2Size, i =0;
128     A_ALIGNED dsp16_complex_t vect1[FFT_SIZE];
129     A_ALIGNED dsp16_t vect2[FFT_SIZE];
130     for(i = 0; i < FFT_SIZE; i++)
131     {
132         vect2[i] = Signal[i];
133     }
134     dsp16_trans_realcomplexfft(vect1, vect2, log_2(FFT_SIZE));
135     for(i = 0; i < FFT_SIZE; i++)
136     {
137         ComplexBuffer[i].imag = vect1[i].imag * FFT_SIZE;
138         ComplexBuffer[i].real = vect1[i].real * FFT_SIZE;
139     }
140 }
141 int FFT2Dabs( int *Signal )
142 {
143     int i, j = 0;
144     int Ptr;
145     Ptr = 0;
146     A_ALIGNED dsp16_complex_t Input_C_1D[FFT_SIZE];
147     A_ALIGNED dsp16_complex_t Result_C_1D[FFT_SIZE];
148     A_ALIGNED dsp16_complex_t Result_C_2D[FFT_SIZE*FFT_SIZE];
149     A_ALIGNED dsp16_t Input_R_1D[FFT_SIZE];

151     //Stage 1 - FFT Real values from Signal. Store VERTICALLY in Result_2D
152     for(i = 0; i < FFT_SIZE; i++) //for each row
153     {
154         //      print_dbg("\n\rInput to FFT: \n\r");
155         for(j = 0; j < FFT_SIZE; j++)
156         {
157             Input_R_1D[j] = Signal[Ptr++]; //copy the data across
158             //      print_dbg_ulong(Input_R_1D[j]);
159             //      print_dbg(", ");
160         }
161         //      print_dbg("\b\b");
162         //Do the FFT
163         dsp16_trans_realcomplexfft(Result_C_1D, Input_R_1D, log_2(FFT_SIZE));
164         //Copy data into 2D result TRANSPOSED
165         //      print_dbg("\n\rOutput of FFT:\n\r");
166         for(j = 0; j < FFT_SIZE; j++)
167         {

```

```

168     Result_C_2D[i + (j * FFT_SIZE)].imag = Result_C_1D[j].imag * FFT_SIZE;//  

169     scale back up  

170     Result_C_2D[i + (j * FFT_SIZE)].real = Result_C_1D[j].real * FFT_SIZE;  

171     //    print_dbg_ulong(Result_C_2D[i + (j * FFT_SIZE)].real);  

172     //    print_dbg(" + j");  

173     //    print_dbg_ulong(Result_C_2D[i + (j * FFT_SIZE)].imag);  

174     //    print_dbg(" , ");  

175     }  

176     //    print_dbg("\b\b]");  

177 }  

178 //Stage 2 - FFT Complex Values from Result_2D, put back into Rows  

179 for(i = 0; i < FFT_SIZE; i++)//for each row  

180 {  

181 //    print_dbg("\n\rInput to FFT: \n\r[";  

182 for(j = 0; j < FFT_SIZE; j++)//copy the data across  

183 {  

184     Input_C_1D[j].imag = Result_C_2D[j + i * FFT_SIZE].imag;  

185     Input_C_1D[j].real = Result_C_2D[j + i * FFT_SIZE].real;  

186     //    print_dbg_ulong(Input_C_1D[j].real);  

187     //    print_dbg(" + j");  

188     //    print_dbg_ulong(Input_C_1D[j].imag);  

189     //    print_dbg(" , ");  

190 }  

191 //    print_dbg("\b\b]");  

192 //Do Fourier  

193 dsp16_trans_complexfft(Result_C_1D, Input_C_1D, log_2(FFT_SIZE));  

194 //Copy back  

195 //    print_dbg("\n\rOutput to FFT: \n\r[";  

196 //    for(j = 0; j < FFT_SIZE; j++)//copy the data across  

197 //    {  

198 //        print_dbg_ulong(Result_C_1D[j].real);  

199 //        print_dbg(" + j");  

200 //        print_dbg_ulong(Result_C_1D[j].imag);  

201 //        print_dbg(" , ");  

202 //    }  

203 //    print_dbg("\b\b]");  

204 //Calculate Abs and put back into Signal TRANSPOSED  

205 dsp16_vect_complex_abs(Input_R_1D, Result_C_1D, FFT_SIZE);  

206  

207     for(j = 0; j < FFT_SIZE; j++)  

208     {  

209         Signal[i + (j*FFT_SIZE)] = Input_R_1D[j] * FFT_SIZE;  

210     }  

211 }  

212 return Signal;  

213 }  

214 }  

215  

216  

217  

218  

219 void PrepareImage(Image_t *Image)  

220 {  

221     int row, col;  

222     uint16_t *PreparedImage;  

223     //Allocate some memory in the RAM  

224     PreparedImage = mspace_malloc(sdram_msp, 256*256 );  


```

```
226 //print_dbg("\n\rPrepared Image Pointer = ");
227 //print_dbg_ulong(PreparedImage);
228 for(row = 0; row < 256; row++)
229 {
230     for(col = 0; col < 256; col++)
231     {
232         if(row < 240)
233             PreparedImage[row*256 + col] = Image->ImagePtr[row * 256 + col];
234         else
235             PreparedImage[row * 256 + col] = 0;//Image->ImagePtr[(row - 240) * 256
236             + col + 32];
237     }
238 }
239
240 mspace_free(sdram_msp, Image->ImagePtr); //free up the old image
241 Image->ImagePtr = PreparedImage; //move the pointer to the prepared image
242 Image->Height = 256;
243 Image->Width = 256;
244 //SaveBitmap(PreparedImage, 256, 256, "PreparedImage.bmp");
245 //mspace_free(sdram_msp, PreparedImage);
246 //return PreparedImage;
247 }

248 //*****
249 // Method:      IFFT2D
250 // FullName:   IFFT2D
251 // Access:    public
252 // Returns:   void
253 // Qualifier:
254 // Parameter:  dsp16_complex_t * Signal
255 //*****
256 void IFFT2D (dsp16_complex_t *Signal) //Need to test this!
257 {
258     int i, j = 0;
259     int Ptr;
260     Ptr = 0;
261     A_ALIGNED dsp16_complex_t Input_C_1D[FFT_SIZE];
262     A_ALIGNED dsp16_complex_t Result_C_1D[FFT_SIZE];
263     A_ALIGNED dsp16_complex_t Result_C_2D[FFT_SIZE*FFT_SIZE];
264     A_ALIGNED dsp16_t Input_R_1D[FFT_SIZE];

265
266     //Stage 1 - FFT Real values from Signal. Store VERTICALLY in Result_2D
267     for(i = 0; i < FFT_SIZE; i++) //for each row
268     {
269         for(j = 0; j < FFT_SIZE; j++)
270         {
271             Input_C_1D[j].real = Signal[Ptr].real; //copy the data across
272             Input_C_1D[j].imag = Signal[Ptr].imag;
273         }
274
275         //Do the FFT
276         dsp16_trans_complexifft(Result_C_1D, Input_C_1D, log_2(FFT_SIZE));
277         //Copy data into 2D result TRANSPOSED
278
279         for(j = 0; j < FFT_SIZE; j++)
280             
```

```

282     {
283         Result_C_2D[i + (j * FFT_SIZE)].imag = Result_C_1D[j].imag * FFT_SIZE;//  

284         scale back up  

285         Result_C_2D[i + (j * FFT_SIZE)].real = Result_C_1D[j].real * FFT_SIZE;  

286     }  

287 }  

288 //Stage 2 - FFT Complex Values from Result_2D, put back into Rows  

289  

290 for(i = 0; i < FFT_SIZE; i++)//for each row  

291 {  

292  

293     for(j = 0; j < FFT_SIZE; j++)//copy the data across  

294     {  

295         Input_C_1D[j].imag = Result_C_2D[j + i * FFT_SIZE].imag;  

296         Input_C_1D[j].real = Result_C_2D[j + i * FFT_SIZE].real;  

297     }  

298  

299 //Do Fourier  

300 dsp16_trans_complexifft(Result_C_1D, Input_C_1D, log_2(FFT_SIZE));  

301 //Copy back  

302  

303 //Put back into Signal TRANSPOSED  

304 //dsp16_vect_complex_abs(Input_R_1D, Result_C_1D, FFT_SIZE);  

305  

306 for(j = 0; j < FFT_SIZE; j++)  

307 {  

308     Signal[i + j * FFT_SIZE].imag = Result_C_1D[j].imag;  

309     Signal[i + j * FFT_SIZE].real = Result_C_1D[j].real;  

310     //Signal[i + (j*FFT_SIZE)] = Input_R_1D[j] * FFT_SIZE;  

311 }  

312  

313 //return Signal;  

314 }  

315  

316 void ComplexMultiply(dsp16_complex_t *Result_Input1, dsp16_complex_t *Input2,  

317 int size)  

318 {  

319     int i = 0;  

320     dsp16_complex_t c;  

321     for(i = 0; i < size; i++)  

322     {  

323         // (a+jb).(c+jd) = (ac - bd) + j(ad + bc)  

324         c.real = (Result_Input1[i].real * Input2[i].real) - (Result_Input1[i].imag  

325             * Input2[i].imag);  

326         c.imag = (Result_Input1[i].real * Input2[i].imag) + (Result_Input1[i].imag  

327             * Input2[i].real);  

328         Result_Input1[i].imag = c.imag;  

329         Result_Input1[i].real = c.real;  

330     }  

331 }  

332

```

H.1.1.6 MotorDriver.h

..../Code/The_Columbus/ColumbusTest/src/CustomDevices/MotorDriver.h

```

1  /*
2   * MotorDriver.h
3   *
4   * Created: 10/02/2013 18:11:55
5   * Author: hslovett
6   */
7
8
9 #ifndef MOTORDRIVER_H_
10 #define MOTORDRIVER_H_
11 #include <asf.h>
12 //Definitions
13 #define MOTOR_L      ML_PWM_CHANNEL_ID
14 #define MOTOR_R      MR_PWM_CHANNEL_ID
15
16 #define FORWARD      2
17 #define BACKWARD     3
18 #define LEFT_SPOT    4
19 #define RIGHT_SPOT   5
20 #define SPOT_PIVOT   6
21 #define STOP         7
22
23
24 #define ENABLE ACA_INTERRUPT    // {AVR32_ACIFA1.iер = 1;}
25 #define DISABLE ACA_INTERRUPT   // {AVR32_ACIFA1.idr = 1;}
26 #define ENABLE ACB_INTERRUPT    // {AVR32_ACIFA1.iер = 2;}
27 #define DISABLE ACB_INTERRUPT   // {AVR32_ACIFA1.idr = 2;}
28 #define GAMMA 10 //Interrups caused per full rotation of a wheel
29 #define CIRCUMFERENCE_WHEEL_MM 116 //in millimeters
30 // #define CIRCUMFERENCE_WHEEL_CM 12 //in centimeters
31 #define MIN_DISTANCE_RESOLUTION CIRCUMFERENCE_WHEEL_MM / GAMMA
32 #define MIN_ROTATION_RESOLUTION (CIRCUMFERENCE_WHEEL_MM*360)/(GAMMA * C_b)
33 #define C_b             282
34 #define ROTATION_CONST   (GAMMA * C_b) / (CIRCUMFERENCE_WHEEL_MM * 360)
35 #define ROTATION_CONST_INV (CIRCUMFERENCE_WHEEL_MM * 360) / (GAMMA * C_b)
36 //Type Defs
37 typedef struct {
38     int Left_State;
39     int Right_State;
40     int Left_Count;
41     int Right_Count;
42 } Motor_Control_t;
43
44 //Globals
45 pwm_opt_t pwm_opt;           // PWM option config.
46 avr32_pwm_channel_t pwm_channel;
47 Motor_Control_t Motor_Control;
48
49 void Motor_Init();
50 void Motor_Go();
51 //void Analogue_Comparator_Init();
52 void Motor_Start(int Motors);

```

```

53 void Motors_Reset(void);
54 void Motor_Stop(int Motors);
55 bool Motors_Moving();
56 int Motors_Move(int centimetres_fwd)/*Move this amount forward in centimeters
   */;
57 void Motors_Execute();
58 int Motors_Rotate(int angle_degs);
59 /*static void ACInterruptHandler(void);*/
60 #endif /* MOTORDRIVER_H_ */

```

H.1.1.7 MotorDriver.c

..../Code/The_Columbus/ColumbusTest/src/CustomDevices/MotorDriver.c

```

1 /*
2  * MotorDriver.c
3  *
4  * Created: 10/02/2013 18:12:07
5  * Author: hslovett
6  */
7 #include <asf.h>
8 #include "CustomDevices/CustomDevices.h"
9 #include <delay.h>

13 static void local_start_highfreq_clock(void)
14 {
15     const scif_pll_opt_t opt = {
16         .osc = SCIF_OSC0,           // Sel Osc0/PLLO or Osc1/PLL1
17         .lockcount = 16,            // lockcount in main clock for the PLL wait
18         .lock
19             .div = 1,                // DIV=1 in the formula
20             .mul = 6,                // MUL=7 in the formula
21             .pll_div2 = 1,            // pll_div2 Divide the PLL output frequency
22             by 2 (this settings does not change the FVCO value)
23             .pll_wbwdisable = 0,      // pll_wbwdisable 1 Disable the Wide-Bandith
24             Mode (Wide-Bandith mode allow a faster startup time and out-of-lock time
25             ). 0 to enable the Wide-Bandith Mode.
26             .pll_freq = 1,             // Set to 1 for VCO frequency range 80-180
27             MHz, set to 0 for VCO frequency range 160-240Mhz.
28     };
29     // Switch main clock to Osc0.
30     // pcl_switch_to_osc(PCL_OSCO, FOSCO, OSCO_STARTUP);

31     /* Setup PLLO on Osc0, mul=7 ,no divisor, lockcount=16, ie. (16Mhz*7)/(div2)
32      = 56MHz output */
33     scif_pll_setup(SCIF_PLLO, &opt); // lockcount in main clock for the PLL wait
34     lock

35     /* Enable PLLO */
36     scif_pll_enable(SCIF_PLLO);

37     /* Wait for PLLO locked */

```

```

34     scif_wait_for_pll_locked(SCIF_PLL0) ;
35 }
36 static void pwm_start_gc(void)
37 {
38     scif_gc_setup(AVR32_SCIF_GCLK_PWM,
39                   SCIF_GCCTRL_PLLO,
40                   AVR32_SCIF_GC_NO_DIV_CLOCK,
41                   0);
42     scif_gc_enable(AVR32_SCIF_GCLK_PWM);
43 }
44 void Analogue_Comparator_Init()
45 {
46     static const gpio_map_t ACIFA_GPIO_MAP =
47     {
48         {POTO_AC1AP1_PIN, POTO_AC1AP1_FUNCTION},
49         {POT1_AC1BP1_PIN, POT1_AC1BP1_FUNCTION},
50         {SENSEO_AC1AN1_PIN, SENSEO_AC1AN1_FUNCTION},
51         {SENSE1_AC1BN1_PIN, SENSE1_AC1BN1_FUNCTION},
52     };
53
54     gpio_enable_module(ACIFA_GPIO_MAP, sizeof(ACIFA_GPIO_MAP) / sizeof(
55         ACIFA_GPIO_MAP[0]));
56     //Make it an interrupt
57     Disable_global_interrupt();
58
59     acifa_configure_hysteresis(&AVR32_ACIFA1, ACIFA_COMP_SELA, 2);
60     acifa_configure(&AVR32_ACIFA1,
61                     ACIFA_COMP_SELA,
62                     POTO_AC1AP1_INPUT,
63                     SENSEO_AC1AN1_INPUT,
64                     FOSCO);
65
66     acifa_configure_hysteresis(&AVR32_ACIFA1, ACIFA_COMP_SELB, 2);
67     acifa_configure(&AVR32_ACIFA1,
68                     ACIFA_COMP_SELB,
69                     POT1_AC1BP1_INPUT,
70                     SENSE1_AC1BN1_INPUT,
71                     FOSCO);
72
73     // acifa_enable_interrupt(&AVR32_ACIFA1, (1 << AVR32_ACIFA_ACBINT )| (1 <<
74     // AVR32_ACIFA_ACAINT)); //Enable ACBINT and ACAINT
75     // AVR32_ACIFA1.iер = 3; //enable interrupts
76     // acifa_enable_interrupt_toggle(&AVR32_ACIFA1, ACIFA_COMP_SELA);
77     // acifa_enable_interrupt_toggle(&AVR32_ACIFA1, ACIFA_COMP_SELB);
78     // acifa_enable_interrupt_inp_lower(&AVR32_ACIFA1, ACIFA_COMP_SELA);
79     // acifa_enable_interrupt_inp_lower(&AVR32_ACIFA1, ACIFA_COMP_SELB);
80     acifa_start(&AVR32_ACIFA1, (ACIFA_COMP_SELA|ACIFA_COMP_SELB));
81
82     // INTC_register_interrupt(&ACIInterruptHandler, AVR32_ACIFA1_IRQ ,
83     // AVR32_INTC_INT0);
84
85     Enable_global_interrupt();
86 }
87 void Motor_Init()
88 {
89     //Turn boths motors off
90     ML_STANDBY;
91     MR_STANDBY;

```

```

90     ML_IN1_CLR;
91     ML_IN2_CLR;

93     MR_IN1_CLR;
94     MR_IN2_CLR;

96     Motor_Control.Left_Count = 0;
97     Motor_Control.Right_Count = 0;
98     Motor_Control.Left_State = STOP;
99     Motor_Control.Right_State = STOP;

101    avr32_pwm_channel_t pwm_channel = { {0}, // cmr
102                                         {0}, // cdt
103                                         {0}, // cdtyupd
104                                         {0}, // cprd
105                                         {0}, // cprdupd
106                                         {0}, // ccnt
107                                         {0}, // dt
108                                         {0}}; // dtupd ; One channel config.
109 /* unsigned int channel_id; */

111    // Start PLL for PWM
112    local_start_highfreq_clock();
113    // Start Enable Generic Clock with PLL as source clock
114    pwm_start_gc();
115    gpio_enable_module_pin(ML_PWM_H_PIN, ML_PWM_H_FUNCTION);
116    gpio_enable_module_pin(MR_PWM_H_PIN, MR_PWM_H_FUNCTION);
117    // PWM controller configuration.
118    pwm_opt.diva = AVR32_PWM_DIVA_CLK_OFF;
119    pwm_opt.divb = AVR32_PWM_DIVB_CLK_OFF;
120    pwm_opt.prea = AVR32_PWM_PREA_CCK;
121    pwm_opt.preb = AVR32_PWM_PREB_CCK;
122    pwm_opt.fault_detection_activated = false;
123    pwm_opt.sync_channel_activated = true;
124    pwm_opt.sync_update_channel_mode =
125        PWM_SYNC_UPDATE_MANUAL_WRITE_MANUAL_UPDATE;
126    pwm_opt.sync_channel_select[0] = false;
127    pwm_opt.sync_channel_select[1] = false;
128    pwm_opt.sync_channel_select[2] = false;
129    pwm_opt.sync_channel_select[3] = false;
130    pwm_opt.cksel = PWM_CKSEL_GCLK;
131    pwm_init(&pwm_opt);
132    // Update the period
133    pwm_update_period_value(10);
134    // Channel configuration
135    pwm_channel.CMR.dte = 0; // Enable Deadtime for complementary
136                                // Mode
137    pwm_channel.CMR.dthi = 0; // Deadtime Inverted on PWMH
138    pwm_channel.CMR.dtli = 0; // Deadtime Not Inverted on PWML
139    pwm_channel.CMR.ces = 0; // 0/1 Channel Event at the End of
140                                // PWM Period
141    pwm_channel.CMR.calg = PWM_MODE_LEFT_ALIGNED; // Channel mode.
142    pwm_channel.CMR.cpol = PWM_POLARITY_HIGH; // Channel polarity.
143    pwm_channel.CMR.cpre = AVR32_PWM_CPRE_CCK; // Channel prescaler.
144    pwm_channel.cdt = 50; // Channel duty cycle, should be <
145                                // CPRD.
146    pwm_channel.cprd = 200; // Channel period.

```

```
144     pwm_channel_init(ML_PWM_CHANNEL_ID, &pwm_channel); // Set channel
145         configuration to channel 0
146     pwm_channel_init(MR_PWM_CHANNEL_ID, &pwm_channel); // Set channel
147         configuration to channel 0
148     Analogue_Comparator_Init();
149 }
150
151 // __attribute__((__interrupt__))
152 // {
153 // }
154 void Motor_Start(int Motors)
155 {
156     if(Motors & MOTOR_L)
157     {
158         if(Motor_Control.Left_State == FORWARD)
159         {
160             ML_IN1_SET;
161             ML_IN2_CLR;
162         }
163         else if (Motor_Control.Left_State == BACKWARD)
164         {
165             ML_IN1_CLR;
166             ML_IN2_SET;
167         }
168         else //Somethings gone wrong
169         {
170             ML_IN1_CLR;
171             ML_IN2_CLR;
172             return; //don't start any pwm channel
173         }
174         ML_GO;
175         pwm_start_channels((1 << MOTOR_L)); //Start PWM Channel on M0 line
176     }
177
178     if(Motors & MOTOR_R)
179     {
180         if(Motor_Control.Right_State == FORWARD)
181         {
182             MR_IN1_SET;
183             MR_IN2_CLR;
184         }
185         else if (Motor_Control.Right_State == BACKWARD)
186         {
187             MR_IN1_CLR;
188             MR_IN2_SET;
189         }
190         else //Somethings gone wrong
191         {
192             MR_IN1_CLR;
193             MR_IN2_CLR;
194             return; //don't start any pwm channel
195         }
196         MR_GO;
197         pwm_start_channels((1 << MOTOR_R));
198     }
```

```
199 }
200
201 #define HYST_MAX 10
202 #define SAMPLE_TIME 10
203 void Motors_Execute()
204 {
205     LEDMOTOR_SET;
206     int Left_State = acifa_is_acb_inp_higher(&AVR32_ACIFA1);
207     int Right_State = acifa_is_aca_inp_higher(&AVR32_ACIFA1);
208     int Left_Hyst = 0;
209     int Right_Hyst = 0;
210     bool Left_OnTab = false;
211     bool Right_OnTab = false;
212
213     while(Motors_Moving())
214     {
215         /////////////////////////////////
216         // LEFT MOTOR //////////////////
217         /////////////////////////////////
218         Left_OnTab = acifa_is_acb_inp_higher(&AVR32_ACIFA1); //Read the status of
the comparator
219
220         if(Left_State == 0) //State Not on Tab
221         {
222             LED5_CLR;
223             if(Left_OnTab == true)
224             {
225                 Left_Hyst++;
226                 if(Left_Hyst == HYST_MAX)//reached threshold, change state
227                 {
228                     Left_State = 1;
229                     Motor_Control.Left_Count--; //Decrement the global counter
230                     Left_Hyst = 0;
231                     print_dbg("\n\rLeft Count Decrement");
232                 }
233             }
234             else //Reset counter
235             {
236                 Left_Hyst = 0;
237             }
238         }
239         else //State On Tab
240         {
241             LED5_SET;
242             if(Left_OnTab == true)//still on a tab
243             {
244                 Left_Hyst = 0;//Reset counter
245             }
246             else
247             {
248                 Left_Hyst++;
249                 if(Left_Hyst == HYST_MAX)//Reached Threshold. Change state
250                 {
251                     Left_State = 0;
252                     Left_Hyst = 0;
253                 }
254             }
255         }
256     }
257 }
```

```
256 //////////////////////////////////////////////////////////////////
257 // RIGHT MOTOR //////////////////////////////////////////////////////////////////
258 //////////////////////////////////////////////////////////////////
259 Right_OnTab = acifa_is_aca_inp_higher(&AVR32_ACIFA1); //Read the status of
the comparator

261 if(Right_State == 0) //State Not on Tab
262 {
263     LED6_CLR;
264     if(Right_OnTab == true)
265     {
266         Right_Hyst++;
267         if(Right_Hyst == HYST_MAX)//reached threshold, change state
268         {
269             Right_State = 1;
270             Motor_Control.Right_Count--; //Decrement the global counter
271             Right_Hyst = 0;
272             print_dbg("\n\rRight Count Decrement");
273         }
274     }
275     else //Reset counter
276     {
277         Right_Hyst = 0;
278     }
279 }
280 else //State On Tab
281 {
282     LED6_SET;
283     if(Right_OnTab == true)//still on a tab
284     {
285         Right_Hyst = 0;//Reset counter
286     }
287     else
288     {
289         Right_Hyst++;
290         if(Right_Hyst == HYST_MAX)//Reached Threshold. Change state
291         {
292             Right_State = 0;
293             Right_Hyst = 0;
294         }
295     }
296 }
297 int temp = 0;
298 if(Motor_Control.Left_Count <= 0) //if we have reached the end of the
movement on left wheel
299     temp |= MOTOR_L;

301 if(Motor_Control.Right_Count <= 0)
302     temp |= MOTOR_R;
303 if(temp != 0)
304     Motor_Stop(temp); //Stop the Motor

306 //Delay to keep a low sample time
307 delay_ms(SAMPLE_TIME);
308 }
309 LEDMOTOR_CLR;
310 }
311 void Motor_Stop(int Motors)
```

```

312 {
313     if(Motors & MOTOR_L)
314     {
315         ML_STANDBY;
316         Motor_Control.Left_State = STOP;
317         pwm_stop_channels((1 << MOTOR_L)); //Start PWM Channel on M0 line
318     }
319
320     if(Motors & MOTOR_R)
321     {
322         MR_STANDBY;
323         Motor_Control.Right_State = STOP;
324         pwm_stop_channels((1 << MOTOR_R));
325     }
326 }
327 int Motors_Move(int millimetres_fwd)//Move this amount forward in centimeters
328 {
329     //Calculate number of interrupts of each wheel
330     int number_interrupts;
331     int distance_moved;
332     if(millimetres_fwd > 0)
333     {
334         Motor_Control.Left_State = FORWARD;
335         Motor_Control.Right_State = FORWARD;
336     }
337     else
338     {
339         millimetres_fwd = Abs(millimetres_fwd);
340         Motor_Control.Left_State = BACKWARD;
341         Motor_Control.Right_State = BACKWARD;
342     }
343     number_interrupts = (millimetres_fwd * (int)GAMMA) / (int)
344     CIRCUMFERENCE_WHEEL_MM;
345     distance_moved = number_interrupts * MIN_DISTANCE_RESOLUTION;
346     print_dbg("\n\rNumber of interrupts to move = ");
347     print_dbg_ulong(number_interrupts);
348
349     Motor_Control.Left_Count = number_interrupts;
350     Motor_Control.Right_Count = number_interrupts;
351     Motor_Start(MOTOR_L | MOTOR_R);
352     Motors_Execute();
353     return distance_moved;
354 }
355 void Motors_Reset(void)
356 {
357     Motor_Control.Left_State = FORWARD;
358     Motor_Control.Left_Count = 1;
359     Motor_Control.Right_State = FORWARD;
360     Motor_Control.Right_Count = 1;
361     Motor_Start(MOTOR_L | MOTOR_R);
362     Motors_Execute();
363 }
364
365 bool Motors_Moving()
366 {
367     //  if(Motor_Control.Left_State != STOP)
368     //  {

```

```
369 //      if(Motor_Control.Right_State != STOP)
370 //      {
371 //          return true;
372 //      }
373 //      else
374 //          return false;
375 //  }
376 //  else
377 //  {
378 //      return false;
379 //  }
380     if(Motor_Control.Left_State != STOP) //Left is moving
381     {
382         return true;
383     }
384     else if (Motor_Control.Right_State != STOP) //Right is moving
385     {
386         return true;
387     }
388     else
389     {
390         return false;
391     }
392 }

395 int Motors_Rotate(int angle_degs)
396 {
397     int interrupts_to_move = 0;
398     int angle_rotated;
399     //calculate interrupts to move
400     interrupts_to_move = angle_degs * ROTATION_CONST;
401     angle_rotated = interrupts_to_move * ROTATION_CONST_INV;

403     //Both Wheels Move
404     if(interrupts_to_move > 0)
405     {
406         Motor_Control.Left_State = FORWARD;
407         Motor_Control.Right_State = BACKWARD;
408     }
409     else
410     {
411         Motor_Control.Right_State = FORWARD;
412         Motor_Control.Left_State = BACKWARD;
413     }
414     Motor_Control.Left_Count = Abs(interrupts_to_move);
415     Motor_Control.Right_Count = Abs(interrupts_to_move);
416     Motor_Start(MOTOR_L | MOTOR_R);
417     Motors_Execute();
418     return angle_rotated;
419 }

420 }
```

H.1.1.8 OV7670.h

..../Code/The_Columbus/ColumbusTest/src/CustomDevices/OV7670.h

```
1  /*
2   *  OV7670.h
3   *
4   *  Created: 15/02/2013 13:12:00
5   *  Author: hslogett
6   */
7
8
9  #ifndef OV7670_H_
10 #define OV7670_H_
11 #include <asf.h>
12 ///////////////////////////////////////////////////////////////////
13 //  Constants
14 ///////////////////////////////////////////////////////////////////
15 #define HEIGHT          240
16 #define WIDTH           320
17 #define PIXELSIZE       2
18 #define SETTINGS_LENGTH 167
19 #define OV7670_ADDR     0x21
20
21 #define CAMERA_LEFT      1
22 #define CAMERA_RIGHT     2
23
24 #define CAMERA_LEFT_ERR  0x10
25 #define CAMERA_RIGHT_ERR 0x20
26
27 #define BMPHEADERSIZE 14
28 #define DIBHEADERSIZE 124 //v5
29 #define FILESIZE 153738
30 ///////////////////////////////////////////////////////////////////
31 //  Globals
32 ///////////////////////////////////////////////////////////////////
33 const char default_settings[SETTINGS_LENGTH][2];
34 const uint8_t DIBHead[DIBHEADERSIZE];
35 const uint8_t BMPHeader[BMPHEADERSIZE];
36 typedef struct {
37     uint8_t Status;
38     bool Camera_0_Found;
39     bool Camera_1_Found;
40     bool Camera_0_Error;
41     bool Camera_1_Error;
42     uint8_t VSYNC0_State;
43     uint8_t VSYNC1_State;
44     uint ImageCount;
45 } OV7670_t ;
46
47 OV7670_t OV7670_Status;
48
49 #define IDLE          0
50 #define TAKE_PHOTO    1
51 #define TAKING_PHOTO  2
52 #define TAKEN_PHOTO   3
53 #define CAMERAS_BUSY  4
54
55 #define Image0Name   "Image_L_%d.bmp"
```

```

56 #define Image1Name "Image_R_%d.bmp"
57 ///////////////////////////////////////////////////////////////////
58 // Methods
59 ///////////////////////////////////////////////////////////////////
60 void OV7670_Init(void); //Initialises Camera
61 void FIFO_Init();
62 int TakePhoto(uint8_t Cameras);
63 bool Photos_Ready(void);
64 void Store_Image_0();
65 void Store_Image_1();
66 void FIFO_Reset(uint8_t CameraID);
67 bool Store_Both_Images();
68 //void FIFO_Reset(uint8_t CameraID);
69 ///////////////////////////////////////////////////////////////////
70 // Pins & Macros
71 ///////////////////////////////////////////////////////////////////
72 #define FIFO_0_RCLK AVR32_PIN_PA19
73 #define FIFO_0_nRRST AVR32_PIN_PA15
74 #define FIFO_0_WEN AVR32_PIN_PA20
75 #define FIFO_0_WRST AVR32_PIN_PA21
76 #define FIFO_0_nOE AVR32_PIN_PA28
77 #define FIFO_0_VSYNC AVR32_PIN_PA29

79 #define FIFO_1_RCLK AVR32_PIN_PA23
80 #define FIFO_1_nRRST AVR32_PIN_PA22
81 #define FIFO_1_WEN AVR32_PIN_PA24
82 #define FIFO_1_WRST AVR32_PIN_PA25
83 #define FIFO_1_nOE AVR32_PIN_PA27

85 #define VSYNC_1_PIN AVR32_EIC_EXTINT_1_2_PIN
86 #define VSYNC_1_FUNCTION AVR32_EIC_EXTINT_1_2_FUNCTION
87 #define VSYNC_1_LINE 1
88 #define VSYNC_1_ENABLE_INTERRUPT {eic_enable_interrupt_line(&AVR32_EIC,
89 VSYNC_1_LINE);}
89 #define VSYNC_1_DISABLE_INTERRUPT {eic_disable_interrupt_line(&AVR32_EIC,
90 VSYNC_1_LINE);}

91 #define VSYNC_0_PIN AVR32_EIC_EXTINT_4_0_PIN
92 #define VSYNC_0_FUNCTION AVR32_EIC_EXTINT_4_0_FUNCTION
93 #define VSYNC_0_LINE 4
94 #define VSYNC_0_ENABLE_INTERRUPT {eic_enable_interrupt_line(&AVR32_EIC,
95 VSYNC_0_LINE);}
95 #define VSYNC_0_DISABLE_INTERRUPT {eic_disable_interrupt_line(&AVR32_EIC,
96 VSYNC_0_LINE);}

98 #define FIFO_0_RCLK_SET {gpio_set_gpio_pin(FIFO_0_RCLK);}
99 #define FIFO_0_nRRST_SET {gpio_set_gpio_pin(FIFO_0_nRRST);}
100 #define FIFO_0_WEN_SET {gpio_set_gpio_pin(FIFO_0_WEN);}
101 #define FIFO_0_WRST_SET {gpio_set_gpio_pin(FIFO_0_WRST);}
102 #define FIFO_0_nOE_SET {gpio_set_gpio_pin(FIFO_0_nOE);}

104 #define FIFO_0_RCLK_CLR {gpio_clr_gpio_pin(FIFO_0_RCLK);}
105 #define FIFO_0_nRRST_CLR {gpio_clr_gpio_pin(FIFO_0_nRRST);}
106 #define FIFO_0_WEN_CLR {gpio_clr_gpio_pin(FIFO_0_WEN);}
107 #define FIFO_0_WRST_CLR {gpio_clr_gpio_pin(FIFO_0_WRST);}
108 #define FIFO_0_nOE_CLR {gpio_clr_gpio_pin(FIFO_0_nOE);}

```

```

112 #define FIFO_1_RCLK_SET      {gpio_set_gpio_pin(FIFO_1_RCLK);}
113 #define FIFO_1_nRRST_SET    {gpio_set_gpio_pin(FIFO_1_nRRST);}
114 #define FIFO_1_WEN_SET       {gpio_set_gpio_pin(FIFO_1_WEN);}
115 #define FIFO_1_WRST_SET      {gpio_set_gpio_pin(FIFO_1_WRST);}
116 #define FIFO_1_nOE_SET       {gpio_set_gpio_pin(FIFO_1_nOE);}

118 #define FIFO_1_RCLK_CLR      {gpio_clr_gpio_pin(FIFO_1_RCLK);}
119 #define FIFO_1_nRRST_CLR     {gpio_clr_gpio_pin(FIFO_1_nRRST);}
120 #define FIFO_1_WEN_CLR        {gpio_clr_gpio_pin(FIFO_1_WEN);}
121 #define FIFO_1_WRST_CLR      {gpio_clr_gpio_pin(FIFO_1_WRST);}
122 #define FIFO_1_nOE_CLR       {gpio_clr_gpio_pin(FIFO_1_nOE);}

125 #define CAMERA_INPUT  {(uint8_t)((AVR32_GPIO.port[1].pvr) & 0xFF);}
////////////////////////////// Camera Register Address definitions ///////////////////
127 //Camera Register Address definitions
128 /////////////////////////////// Camera Register Address definitions //////////////////
129 #define OV_GAIN          0x00 //Gain Control Setting - ACG[7:0]
130 #define OV_BLUE          0x01 //Blue Channel Gain
131 #define OV_RED           0x02 //Red Channel Gain
132 #define OV_VREF          0x03 //Vertical Frame Control & ACG[9:8]
133 #define OV_COM1          0x04 //CCIR656 enable, AEC low bits (AECHH, AECH)
134 #define OV_BAVE          0x05 //U/B Average level - AUTO UPDATED
135 #define OV_GbAVE          0x06 //Y/Gb Average Level - AUTO UPDATED
136 #define OV_AECHH          0x07 //Exposure value [15:10] (AECH, COM1)
137 #define OV_RAVE           0x08 //V/R Average level - AUTO UPDATED
138 #define OV_COM2          0x09 //Soft Sleep, Output drive capability
139 #define OV_PID            0x0A //Product ID MSB Read only
140 #define OV_VER            0x0B //Product ID LSB Read Only
141 #define OV_COM3          0x0C //Output data MSB/LSB swap + other stuff
142 #define OV_COM4          0x0D //Average values - MUST BE SAME AS COM1
143 #define OV_COM5          0x0E //RESERVED
144 #define OV_COM6          0x0F //COM6
145 #define OV_AECH            0x10 //Exposure value [9:2] (see AECHH, COM1)
146 #define OV_CLKRC          0x11 //Internal Clock options
147 #define OV_COM7           0x12 //RESET, Output format
148 #define OV_COM8           0x13 //Common control 8
149 #define OV_COM9           0x14 //Automatic Gain Ceiling
150 #define OV_COM10          0x15 //PCLK, HREF and VSYNC options
151 #define OV_RSVD           0x16 //RESERVED
152 #define OV_HSTART          0x17 //Output format Horizontal Frame start
153 #define OV_HSTOP           0x18 //Output format Horizontal Frame end
154 #define OV_VSTRT           0x19 //Output format Vertical Frame start
155 #define OV_VSTOP            0x1A //Output format Vertical Frame Stop
156 #define OV_PSHFT           0x1B //Pixel Delay Select
157 #define OV_MIDH            0x1C //Manufacturer ID MSB - READ ONLY
158 #define OV_MIDL            0x1D //Manufacturer ID LSB - READ ONLY
159 #define OV_MVFP             0x1E //Mirror / Vflip Enable
160 #define OV_LAEC            0x1F //RESERVED
161 #define OV_ADCCTR0          0x20 //ADC Control
162 #define OV_ADCCTR1          0x21 //RESERVED
163 #define OV_ADCCTR2          0x22 //RESERVED
164 #define OV_ADCCTR3          0x23 //RESERVED
165 #define OV_AEW              0x24 //ACG/AEC Stable Operating Region Upper Limit
166 #define OV_AEB              0x25 //ACG/AEC Stable Operation Region Lower Limit
167 #define OV_VPT              0x26 //ACG/AEC Fast Mode Operation Region

```

```
168 #define OV_BBIAS      0x27 //B Channel Signal Output Bias
169 #define OV_GbBIAS     0x28 //Gb Channel Output Bias
170 #define OV_RSVD1      0x29 //RESERVED
171 #define OV_EXHCH      0x2A //Dummy Pixel Insert MSB
172 #define OV_EXHCL      0x2B //Dummy Pixel Insert LSB
173 #define OV_RBIAS       0x2C //R Channel Signal Output Bias
174 #define OV_ADVFL       0x2D //LSB of insert dummy line in vertical direction
175 #define OV_AdVFH      0x2E //MSB of insert dummy line in vertical direction
176 #define OV_YAVE        0x2F //Y/G Channel Average Value
177 #define OV_HSYST       0x30 //HSYNC Rising Edge Delay (low 8 bits)
178 #define OV_HSYEN       0x31 //HSYNCE Falling Edge Delay (low 8 bits)
179 #define OV_HREF        0x32 //HREF Control
180 #define OV_CHLF        0x33 //Array Current Control - RESERVED
181 #define OV_ARBLM       0x34 //Array Reference Control - RESERVED
182 #define OV_RSVD2       0x35 //RESERVED
183 #define OV_RSVD3       0x36 //RESERVED
184 #define OV_ADCCTRL      0x37 //ADC Control - RESERVED
185 #define OV_ACOM         0x38 //ADC and Analog Common Mode Control - RESERVED
186 #define OV_OFON         0x39 //ADC Offset Control
187 #define OV_TSLB         0x3A //Line Buffer Test Option
188 #define OV_COM11        0x3B //COM11
189 #define OV_COM12        0x3C //COM12
190 #define OV_COM13        0x3D //COM13
191 #define OV_COM14        0x3E //COM14
192 #define OV_EDGE         0x3F //Edge Detection Adjustment
193 #define OV_COM15        0x40 //COM15
194 #define OV_COM16        0x41 //COM16
195 #define OV_COM17        0x42 //COM17
196 #define OV_AWBC1        0x43
197 #define OV_AWBC2        0x44
198 #define OV_AWBC3        0x45
199 #define OV_AWBC4        0x46
200 #define OV_AWBC5        0x47
201 #define OV_AWBC6        0x48
202 #define OV_RSVD4        0x49
203 #define OV_RSVD5        0x40
204 #define OV_RSVD6        0x4A
205 #define OV_REG4B        0x4B
206 #define OV_DNSTH        0x4C
207 #define OV_RSVD7        0x4D
208 #define OV_RSVD8        0x4E
209 #define OV_MTX1         0x4F
210 #define OV_MTX2         0x50
211 #define OV_MTX3         0x51
212 #define OV_MTX4         0x52
213 #define OV_MTX5         0x53
214 #define OV_MTX6         0x54
215 #define OV_BRIGHT        0x55
216 #define OV CONTRAS      0x56
217 #define OV CONTRASCNTR   0x57
218 #define OV_MTXS          0x58
219 #define OV_RSVD9         0x59
220 #define OV_RSVD9_1        0x5A
221 #define OV_RSVD9_2        0x5B
222 #define OV_RSVD9_3        0x5C
223 #define OV_RSVD9_4        0x5D
224 #define OV_RSVD9_5        0x5E
225 #define OV_RSVD9_6        0x5F
```

```
226 #define OV_RSVD10 0x60
227 #define OV_RSVD11 0x61
228 #define OV_LCC1 0x62
229 #define OV_LCC2 0x63
230 #define OV_LCC3 0x64
231 #define OV_LCC4 0x65
232 #define OV_LCC5 0x66
233 #define OV_MANU 0x67
234 #define OV_MANV 0x68
235 #define OV_GFIX 0x69
236 #define OV_GGAIN 0x6A
237 #define OV_DBLV 0x6B
238 #define OV_AWBCTR3 0x6C
239 #define OV_AWBCTR2 0x6D
240 #define OV_AWBCTR1 0x6E
241 #define OV_AWBCTR0 0x6F
242 #define OV_SCALING_XSC 0x70
243 #define OV_SCALING_YSC 0x71
244 #define OV_SCALING_DCWCTR 0x72
245 #define OV_SCALING_PCLK_DIV 0x73
246 #define OV_REG74 0x74
247 #define OV_REG75 0x75
248 #define OV_REG76 0x76
249 #define OV_REG77 0x77
250 #define OV_RSVD12 0x78
251 #define OV_RSVD13 0x79
252 #define OV_GAM1 0x7A
253 #define OV_GAM2 0x7B
254 #define OV_GAM3 0x7C
255 #define OV_GAM4 0x7D
256 #define OV_GAM5 0x7E
257 #define OV_GAM6 0x7F
258 #define OV_GAM7 0x80
259 #define OV_GAM8 0x81
260 #define OV_GAM9 0x82
261 #define OV_GAM10 0x83
262 #define OV_GAM11 0x84
263 #define OV_GAM12 0x85
264 #define OV_GAM13 0x86
265 #define OV_GAM14 0x87
266 #define OV_GAM15 0x88
267 #define OV_GAM16 0x89
268 #define OV_RSVD14 0x8A
269 #define OV_RSVD15 0x8B
270 #define OV_RSVD16 0x8C
271 #define OV_RSVD17 0x8D
272 #define OV_RSVD18 0x8E
273 #define OV_RSVD19 0x8F
274 #define OV_RSVD20 0x90
275 #define OV_RSVD21 0x91
276 #define OV_DM_LNL 0x92
277 #define OV_DM_LNH 0x93
278 #define OV_LCC6 0x94
279 #define OV_LCC7 0x95
280 #define OV_RSVD22 0x96
281 #define OV_RSVD23 0x97
282 #define OV_RSVD24 0x98
283 #define OV_RSVD25 0x99
```

```
284 #define OV_RSVD26 0x9A
285 #define OV_RSVD27 0x9B
286 #define OV_RSVD28 0x9C
287 #define OV_BD50ST 0x9D
288 #define OV_BD60ST 0x9E
289 #define OV_HIST0 0x9F
290 #define OV_HIST1 0xA0
291 #define OV_HIST2 0xA1
292 #define OV_HIST3 0xA2
293 #define OV_HIST4 0xA3
294 #define OV_HIST5 0xA4
295 #define OV_HIST6 0xA5
296 #define OV_HIST7 0xA6
297 #define OV_HIST8 0xA7
298 #define OV_HIST9 0xA8
299 #define OV_HIST10 0xA9
300 #define OV_HIST11 0xAA
301 #define OV_HIST12 0xAB
302 #define OV_STR_OPT 0xAC
303 #define OV_STR_R 0xAD
304 #define OV_STR_G 0xAE
305 #define OV_STR_B 0xAF
306 #define OV_RSVD28_1 0xB0
307 #define OV_RSVD29 0xB1
308 #define OV_RSVD30 0xB2
309 #define OV_THL_ST 0xB3
310 #define OV_RSVD31 0xB4
311 #define OV_THL_DLT 0xB5
312 #define OV_RSVD32 0xB6
313 #define OV_RSVD33 0xB7
314 #define OV_RSVD34 0xB8
315 #define OV_RSVD35 0xB9
316 #define OV_RSVD36 0xBA
317 #define OV_RSVD37 0xBB
318 #define OV_RSVD38 0xBC
319 #define OV_RSVD39 0xBD
320 #define OV_AD_CHB 0xBE
321 #define OV_AD_CHR 0xBF
322 #define OV_AD_CHGb 0xC0
323 #define OV_AD_CHGr 0xC1
324 #define OV_RSVD40 0xC2
325 #define OV_RSVD41 0xC3
326 #define OV_RSVD42 0xC4
327 #define OV_RSVD43 0xC5
328 #define OV_RSVD44 0xC6
329 #define OV_RSVD45 0xC7
330 #define OV_RSVD46 0xC8
331 #define OV_SATCTR 0xC9

335 #endif /* OV7670_H_ */
```

H.1.1.9 OV7670.c

.. /Code/The_Columbus/ColumbusTest/src/CustomDevices/OV7670.c

```
1  /*
2   *  OV7670.c
3   *
4   *  Created: 15/02/2013 13:12:12
5   *  Author: hslovett
6   */
7
8
9 #include <asf.h>
10 #include "CustomDevices/CustomDevices.h"
11 #include "stdio.h"
12 #include "delay.h"
13 // Camera
14 // #include "CustomDevices/OV7670.h"
15 // I2C Mux
16 // #include "CustomDevices/PCA9542A.h"
17 // MotorDriver
18 // /*#include "CustomDevices/MotorDriver.h"*/
19 // SDCard
20 // #include "CustomDevices/SD_Card.h"
21
22 __attribute__((__interrupt__)) static void VSYNC0_Handler (void)
23 {
24     //print_dbg("\n\rVSYNC0 Detected!");
25     eic_clear_interrupt_line(&AVR32_EIC, VSYNC_0_LINE);
26     //VSYNC_0_DISABLE_INTERRUPT;
27     switch(OV7670_Status.VSYNC0_State)
28     {
29         case(TAKE_PHOTO):
30             FIFO_0_WEN_SET;
31             OV7670_Status.VSYNC0_State = TAKING_PHOTO;
32             break;
33
34         case(TAKING_PHOTO):
35             FIFO_0_WEN_CLR;
36             OV7670_Status.VSYNC0_State = TAKEN_PHOTO;
37             break;
38
39         case (TAKEN_PHOTO):
40             FIFO_0_WEN_CLR;
41             break;
42
43         case(IDLE):
44             default:
45                 VSYNC_0_DISABLE_INTERRUPT;
46                 FIFO_0_WEN_CLR;
47                 OV7670_Status.VSYNC0_State = IDLE;
48                 break;
49     }
50 }
51
52 __attribute__((__interrupt__)) static void VSYNC1_Handler (void)
53 {
54     //print_dbg("\n\rVSYNC1 Detected!");
55     eic_clear_interrupt_line(&AVR32_EIC, VSYNC_1_LINE);
```

```
56 //VSYNC_1_DISABLE_INTERRUPT;
57 switch(OV7670_Status.VSYNC1_State)
58 {
59     case(TAKE_PHOTO):
60         FIFO_1_WEN_SET;
61         OV7670_Status.VSYNC1_State = TAKING_PHOTO;
62         //print_dbg("\n\rCase: Take Photo;");
63         break;
64
65     case(TAKING_PHOTO):
66         FIFO_1_WEN_CLR;
67         OV7670_Status.VSYNC1_State = TAKEN_PHOTO;
68         //print_dbg("\n\rCase: Taking Photo;");
69         break;
70
71     case(TAKEN_PHOTO):
72         FIFO_1_WEN_CLR;
73         //print_dbg("\n\rCase: Taken Photo;");
74         break;
75
76     case(IDLE):
77     default:
78         VSYNC_1_DISABLE_INTERRUPT;
79         FIFO_1_WEN_CLR;
80         OV7670_Status.VSYNC1_State = IDLE;
81         //print_dbg("\n\rCase: Idle;");
82         break;
83     }
84 }
85 unsigned char Write_Reg(unsigned char Register, unsigned char Data)
86 {
87     /* I2C Traffic Generated:
88      * S | OV_7670 + W | A | RegID | A | Data | A | P |
89      */
90     uint8_t Buff[2] = {Register, Data};
91     int status = twim_write(&AVR32_TWIMO, &Buff, 2, OV7670_ADDR, false);
92     return status;
93 }
94 unsigned char Read_Reg(unsigned char Register, unsigned char *Data)
95 {
96     /* I2C Traffic Generated:
97      * S | OV_ADDR + W | A | RegID | A | P |
98      * S | OV_ADDR + R | A | Data | ~A | P |
99      */
100    unsigned char Buff[2] = {Register, 0};
101    int status = twim_write(&AVR32_TWIMO, &Buff, 1, OV7670_ADDR, false);
102    if(status != STATUS_OK)
103        return status;
104
105    status = twim_read(&AVR32_TWIMO, &Buff, 1, OV7670_ADDR, false);
106    *Data = Buff[0];
107
108    return status;
109 }
110 void OV7670_Init()
111 {
112 }
```

```
114 //Check Cameras Exist
115 PCA9542A_Chан_Sel(I2C_CHANNEL_0);
116 if (twim_probe(&AVR32_TWIMO, OV7670_ADDR) == STATUS_OK)
117     OV7670_Status.Camera_0_Found = true;
118 else
119     OV7670_Status.Camera_0_Found = false;

121 PCA9542A_Chан_Sel(I2C_CHANNEL_1);
122 if (twim_probe(&AVR32_TWIMO, OV7670_ADDR) == STATUS_OK)
123     OV7670_Status.Camera_1_Found = true;
124 else
125     OV7670_Status.Camera_1_Found = false;

128 //Initialise Cameras
129 if(OV7670_Status.Camera_0_Found)
130 {
131     PCA9542A_Chан_Sel(I2C_CHANNEL_0);
132     //Reset Camera
133     if(STATUS_OK != Write_Reg(OV_COM7, 0x80))
134     {
135         print_dbg("\n\rCamera Reset Fail");
136         OV7670_Status.Camera_0_Error = true;
137         OV7670_Status.Status = ERR_DEVICE;
138         //return FAIL;
139     }
140     delay_ms(10); //wait for Camera to reset
141     for (int i = 0; i < SETTINGS_LENGTH; i++)
142     {
143         if(STATUS_OK != Write_Reg(default_settings[i][0], default_settings[i]
144             ][1]))
145         {
146             print_dbg("\n\rCamera Initialise Fail");
147             //return FAIL;
148             OV7670_Status.Camera_0_Error = true;
149             OV7670_Status.Status = ERR_DEVICE;
150             break;
151         }
152         delay_ms(1);
153     }
154     else
155     {
156         OV7670_Status.Status |= CAM0_NotFOUND;
157     }
158     if(OV7670_Status.Camera_1_Found)
159     {
160         PCA9542A_Chан_Sel(I2C_CHANNEL_1);

162     //Reset Camera
163     if(STATUS_OK != Write_Reg(OV_COM7, 0x80))
164     {
165         print_dbg("\n\rCamera Reset Fail");
166         OV7670_Status.Camera_1_Error = true;
167         OV7670_Status.Status = ERR_DEVICE;
168         //return FAIL;
169     }
170     delay_ms(10); //wait for Camera to reset
```

```
171     for (int i = 0; i < SETTINGS_LENGTH; i++)
172     {
173         if(STATUS_OK != Write_Reg(default_settings[i][0], default_settings[i]
174 ] [1]))
175         {
176             print_dbg("\n\rCamera Initialise Fail");
177             //return FAIL;
178             OV7670_Status.Camera_1_Error = true;
179             OV7670_Status.Status = ERR_DEVICE;
180             break;
181         }
182     }
183 }
184 else
185 {
186     OV7670_Status.Status |= CAM1_NOTFOUND;
187 }
PCA9542A_Chан_Sel(NO_SELECT);

//Initialise VSYNC Interrupts
eic_options_t eic_options;
eic_options.eic_mode = EIC_MODE_EDGE_TRIGGERED;
eic_options.eic_edge = EIC_EDGE_FALLING_EDGE;
eic_options.eic_async = EIC_SYNCH_MODE;
eic_options.eic_line = VSYNC_1_LINE;
//eic_options.eic_line = VSYNC_0_LINE;

Disable_global_interrupt();
gpio_enable_module_pin(VSYNC_1_PIN, VSYNC_1_FUNCTION);
gpio_enable_module_pin(VSYNC_0_PIN, VSYNC_0_FUNCTION);

gpio_enable_pin_pull_up(VSYNC_1_PIN); //Enable pull up as it is a low level
    interrupt
gpio_enable_pin_pull_up(VSYNC_0_PIN);
//Initialise EIC
eic_init(&AVR32_EIC, &eic_options, 1);
eic_options.eic_line = VSYNC_0_LINE;
eic_init(&AVR32_EIC, &eic_options, 1);

INTC_register_interrupt(&VSYNC1_Handler, AVR32_EIC_IRQ_1, AVR32_INTC_INT0);
INTC_register_interrupt(&VSYNC0_Handler, AVR32_EIC_IRQ_4, AVR32_INTC_INT0);
//Enable interrupt on VSYNC1
eic_enable_line(&AVR32_EIC, VSYNC_1_LINE);
eic_enable_line(&AVR32_EIC, (VSYNC_0_LINE));
VSYNC_1_ENABLE_INTERRUPT;
VSYNC_0_ENABLE_INTERRUPT;

FIFO_Init();
Enable_global_interrupt();

}
void FIFO_Init()
{
//Disable both outputs
FIFO_0_noE_SET
FIFO_1_noE_SET
```

```
227 //Reset Buffer 0
228 FIFO_0_WRST_CLR;
229 FIFO_0_RCLK_CLR;
230 FIFO_0_nRRST_SET;
231 FIFO_0_WEN_CLR;
232 delay_us(10);
233 FIFO_0_RCLK_SET;
234 delay_us(10);
235 FIFO_0_RCLK_CLR;
236 FIFO_0_nRRST_CLR;
237 delay_us(10);
238 FIFO_0_RCLK_SET;
239 delay_us(10);
240 FIFO_0_RCLK_CLR;
241 FIFO_0_nRRST_SET;
242 delay_us(10);
243 FIFO_0_WRST_SET;

244 //Reset Buffer 1
245 FIFO_1_WRST_CLR;
246 FIFO_1_RCLK_CLR;
247 FIFO_1_nRRST_SET;
248 FIFO_1_WEN_CLR;
249 delay_us(10);
250 FIFO_1_RCLK_SET;
251 delay_us(10);
252 FIFO_0_RCLK_CLR;
253 FIFO_1_nRRST_CLR;
254 delay_us(10);
255 FIFO_1_RCLK_SET;
256 delay_us(10);
257 FIFO_1_RCLK_CLR;
258 FIFO_1_nRRST_SET;
259 delay_us(10);
260 FIFO_1_WRST_SET;
261 }
262

263 void FIFO_Reset(uint8_t CameraID)
264 {
265     FIFO_0_nOE_SET;
266     FIFO_1_nOE_SET;
267     if(CameraID & CAMERA_LEFT)
268     {
269         FIFO_0_WRST_CLR;
270         FIFO_0_nRRST_CLR;
271         FIFO_0_RCLK_SET;
272         delay_us(10);
273         FIFO_0_RCLK_CLR;
274         FIFO_0_nRRST_SET;
275         FIFO_0_WRST_SET;
276     }
277     if(CameraID & CAMERA_RIGHT)
278     {
279         FIFO_1_WRST_CLR;
280         FIFO_1_nRRST_CLR;
281         FIFO_1_RCLK_SET;
282         delay_us(10);
283         FIFO_1_RCLK_CLR;
284 }
```

```
285     FIFO_1_nRRST_SET;
286     FIFO_1_WRST_SET;
287 }
288 }
289
290 int TakePhoto(uint8_t Cameras)
291 {
292
293     //Only want to take pictures on cameras found
294     if(((OV7670_Status.VSYNC0_State != IDLE) || !OV7670_Status.Camera_0_Found)
295         && ((OV7670_Status.VSYNC1_State != IDLE) || !OV7670_Status.Camera_1_Found)
296         )
297         return CAMERAS_BUSY; //wait for cameras to be idle if they are found
298
299     if(Cameras & CAMERA_LEFT)
300         OV7670_Status.VSYNC0_State = TAKE_PHOTO;
301
302     if(Cameras & CAMERA_RIGHT)
303         OV7670_Status.VSYNC1_State = TAKE_PHOTO;
304     eic_clear_interrupt_line(&AVR32_EIC, VSYNC_1_LINE);
305     eic_clear_interrupt_line(&AVR32_EIC, VSYNC_0_LINE);
306     VSYNC_0_ENABLE_INTERRUPT;
307     VSYNC_1_ENABLE_INTERRUPT;
308
309     return TAKING_PHOTO;
310 }
311
312 bool Photos_Ready(void)
313 {
314     int status = 0;
315     if(OV7670_Status.Camera_0_Found == true) //If camera is there
316     {
317         if(OV7670_Status.Camera_0_Error == false)//and has no errors
318         {
319             if(OV7670_Status.VSYNC0_State == TAKEN_PHOTO)
320             {
321                 status |= 1; //camera0 has taken photo
322             }
323         }
324         else
325             status |= 1;
326     }
327     else
328         status |= 1;
329
330     if(OV7670_Status.Camera_1_Found == true) //If camera is there
331     {
332         if(OV7670_Status.Camera_1_Error == false)//and has no errors
333         {
334             if(OV7670_Status.VSYNC1_State == TAKEN_PHOTO)
335             {
336                 status |= 1; //camera0 has taken photo
337             }
338         }
339         else
340             status |= 1;
```

```
341     }
342     else
343         status |= 1;
344
345     if(status)
346         return true;
347     else
348         return false;
349 }
350
351 #define ImageNumberFile "ImageNum.bin"
352 bool Store_Both_Images()
353 {
354     if(Photos_Ready() == false)
355         return false;
356     char buff[16];
357     //Ideally wanted this done on flash for speed, but difficulties arose with
358     //using the flash memory.
359     nav_filelist_reset();
360     if(!nav_filelist_findname((FS_STRING)ImageNumberFile, false))//If a global
361     //counter file exists
362     {
363         nav_file_create((FS_STRING)ImageNumberFile); //Make it
364         nav_setcwd((FS_STRING)ImageNumberFile, false, false);
365         OV7670_Status.ImageCount= 0;
366     }
367     else
368     {
369         nav_setcwd((FS_STRING)ImageNumberFile, false, false); //Read the global
370         //counter file
371         file_open(FOPEN_MODE_R);
372         file_read_buf(buff, 16); //Read the data.
373         OV7670_Status.ImageCount = atoi(buff); //Get the count
374         OV7670_Status.ImageCount++; //Increment it
375         file_close();
376         nav_filelist_reset();
377     }
378     nav_setcwd((FS_STRING)ImageNumberFile, false, false); //Update the counter
379     //in the file
380     file_open(FOPEN_MODE_W);
381     sprintf(buff, "%d", OV7670_Status.ImageCount);
382     file_write_buf(buff, 16);
383     file_close();
384     nav_filelist_reset();
385
386     print_dbg("\n\rImage Number = "); //Print the image number to debug
387     print_dbg_ulong(OV7670_Status.ImageCount);
388
389     Store_Image_1();
390     FIFO_Reset(CAMERA_RIGHT);
391
392     Store_Image_0();
393     FIFO_Reset(CAMERA_LEFT);
394
395     OV7670_Status.VSYNC0_State = IDLE;//Reset the states to IDLE
396     OV7670_Status.VSYNC1_State = IDLE;
```

```
395     return true;
396 }

398 void Store_Image_1()
399 {
400     int i, j;
401     //uint8_t buffer[WIDTH * 2];
402     char Filename_buff[15];
403     uint8_t *Buffer_ram;
404     Buffer_ram = mspace_malloc(sdram_msp, HEIGHT * WIDTH * 2);
405     i = 0;
406     //Use global counter
407     sprintf(&Filename_buff, Image1Name, OV7670_Status.ImageCount);
408     nav_filelist_reset();
409     if(nav_filelist_findname((FS_STRING)Filename_buff, false))//if the file
        already exists
410     {
411         nav_setcwd((FS_STRING)Filename_buff, false, false);
412         nav_file_del(false); //Delete it
413     }
414     //Image1
415     //reset read pointer
416     FIFO_1_nRRST_CLR;

418     FIFO_1_RCLK_SET;
419     delay_us(10);
420     FIFO_1_RCLK_CLR;
421     FIFO_1_nRRST_SET;

423     //enable output
424     FIFO_1_nOE_CLR;
425     // uint8_t buffer[WIDTH * 2];

427     for(j = 0; j < HEIGHT * WIDTH * 2; j+= 2)
428     {
429         FIFO_1_RCLK_SET;
430         delay_us(10);
431         Buffer_ram[j+1] = ((AVR32_GPIO.port[1].pvr) & 0xFF); //CAMERA_INPUT;
432         delay_us(10);
433         FIFO_1_RCLK_CLR;
434         delay_us(10);
435         FIFO_1_RCLK_SET;
436         delay_us(10);
437         Buffer_ram[j] = ((AVR32_GPIO.port[1].pvr) & 0xFF); //CAMERA_INPUT;
438         delay_us(10);
439         FIFO_1_RCLK_CLR;
440         delay_us(10);
441     }

443     FIFO_1_nOE_SET; //disable output
444 /* file_close(); */
445     SaveBitmap(Buffer_ram, WIDTH, HEIGHT, Filename_buff);
446     mspace_free(sdram_msp, Buffer_ram);
447 }

449 void Store_Image_0()
450 {
451     int i, j;
```

```

452 //uint8_t buffer[WIDTH * 2];
453 char Filename_buff[15];
454 uint16_t *Buffer_ram;
455 Buffer_ram = mspace_malloc(sdram_msp, HEIGHT * WIDTH );
456 i = 0;
457 sprintf(&Filename_buff, Image0Name, OV7670_Status.ImageCount);
458 nav_filelist_reset();
459 if(nav_filelist_findname((FS_STRING)Filename_buff, false))//if the file
    already exists
{
461     nav_setcwd((FS_STRING)Filename_buff, false, false);
462     nav_file_del(false); //Delete it
463 }
464 //Image0
465 //reset read pointer
466 FIFO_0_nRRST_CLR;

468 FIFO_0_RCLK_SET;
469 delay_us(10);
470 FIFO_0_RCLK_CLR;
471 FIFO_0_nRRST_SET;

473 //enable output
474 FIFO_0_nOE_CLR;
475 // uint8_t buffer[WIDTH * 2];

477 for(j = 0; j < HEIGHT * WIDTH; j++)
{
478     FIFO_0_RCLK_SET;
479     delay_us(10);
480     Buffer_ram[j] = ((AVR32_GPIO.port[1].pvr) & 0xFF); //CAMERA_INPUT;
481     delay_us(10);
482     FIFO_0_RCLK_CLR;
483     delay_us(10);
484     FIFO_0_RCLK_SET;
485     delay_us(10);
486     Buffer_ram[j] |= (((AVR32_GPIO.port[1].pvr) & 0xFF) << 8); //CAMERA_INPUT;
487     delay_us(10);
488     FIFO_0_RCLK_CLR;
489     delay_us(10);
490 }
493 FIFO_0_nOE_SET; //disable output
494 /* file_close(); */
495 SaveBitmap(Buffer_ram, WIDTH, HEIGHT, Filename_buff);
496 mspace_free(sdram_msp, Buffer_ram);
497 }

```

H.1.1.10 OV7670.c

..../Code/The_Columbus/ColumbusTest/src/CustomDevices/OV7670_Setup.c

```

1 /*
2  * OV7670_Setup.c

```

```
3  *
4  * Created: 15/02/2013 13:14:09
5  * Author: hslovett
6  */
7
8 #include "CustomDevices/CustomDevices.h"
9
10 const char default_settings[SETTINGS_LENGTH][2] =
11 {
12 {OV_TSLB, 0x04},
13 {OV_COM15, 0xd0}, //RGB565 / RGB555
14 {OV_COM7, 0x14},
15 {OV_HREF, 0x80},
16 {OV_HSTART, 0x16},
17 {OV_HSTOP, 0x04},
18 {OV_VSTRT, 0x02},
19 {OV_VSTOP, 0x7b}, //0x7a,
20 {OV_VREF, 0x06}, //0xa,
21 {OV_COM3, 0x00}, //MSB and LSB swapped
22 {OV_COM14, 0x00}, //
23 {OV_SCALING_XSC, 0x00},
24 {OV_SCALING_YSC, 0x00},
25 {OV_SCALING_DCWCTR, 0x11},
26 {OV_SCALING_PCLK_DIV, 0x00}, //
27 {0xa2, 0x02},
28 {OV_CLKRC, 0x01},
29 {OV_GAM1, 0x20},
30 {OV_GAM2, 0x1c},
31 {OV_GAM3, 0x28},
32 {OV_GAM4, 0x3c},
33 {OV_GAM5, 0x55},
34 {OV_GAM6, 0x68},
35 {OV_GAM7, 0x76},
36 {OV_GAM8, 0x80},
37 {OV_GAM9, 0x88},
38 {OV_GAM10, 0x8f},
39 {OV_GAM11, 0x96},
40 {OV_GAM12, 0xa3},
41 {OV_GAM13, 0xaf},
42 {OV_GAM14, 0xc4},
43 {OV_GAM15, 0xd7},
44 {OV_GAM16, 0xe8},
45 {OV_COM8, 0xe0},
46 {OV_GAIN, 0x00}, //AGC
47 {OV_AECH, 0x00},
48 {OV_COM4, 0x00},
49 {OV_COM9, 0x20}, //0x38, limit the max gain
50 {OV_HIST6, 0x05},
51 {OV_HIST12, 0x07},
52 {OV_AEW, 0x75},
53 {OV_AEB, 0x63},
54 {OV_VPT, 0xA5},
55 {OV_HISTO, 0x78},
56 {OV_HIST1, 0x68},
57 {OV_HIST2, 0x03}, //0xb,
58 {OV_HIST7, 0xdf}, //0xd8,
59 {OV_HIST8, 0xdf}, //0xd8,
60 {OV_HIST9, 0xf0},
```

```
61 {OV_HIST10, 0x90},
62 {OV_HIST11, 0x94},
63 {OV_COM8, 0xe5},
64 {OV_COM5, 0x61},
65 {OV_COM6, 0x4b},
66 {0x16, 0x02},
67 {OV_MVFP, 0x27}, //0x37,
68 {0x21, 0x02},
69 {0x22, 0x91},
70 {0x29, 0x07},
71 {0x33, 0x0b},
72 {0x35, 0x0b},
73 {0x37, 0x1d},
74 {0x38, 0x71},
75 {OV_OFON, 0x2a}, //
76 {OV_COM12, 0x78},
77 {0x4d, 0x40},
78 {0x4e, 0x20},
79 {OV_GFIX, 0x0c}, /////////////////////////////////
80 {OV_DBLV, 0x60}, //PLL
81 {OV_REG74, 0x19},
82 {0x8d, 0x4f},
83 {0x8e, 0x00},
84 {0x8f, 0x00},
85 {0x90, 0x00},
86 {0x91, 0x00},
87 {OV_DM_LNL, 0x00}, //0x19, //0x66
88 {0x96, 0x00},
89 {0x9a, 0x80},
90 {0xb0, 0x84},
91 {0xb1, 0x0c},
92 {0xb2, 0x0e},
93 {OV_THL_ST, 0x82},
94 {0xb8, 0xa},
95 {OV_AWBC1, 0x14},
96 {OV_AWBC2, 0xf0},
97 {OV_AWBC3, 0x34},
98 {OV_AWBC4, 0x58},
99 {OV_AWBC5, 0x28},
100 {OV_AWBC6, 0x3a},
101 {0x59, 0x88},
102 {0x5a, 0x88},
103 {0x5b, 0x44},
104 {0x5c, 0x67},
105 {0x5d, 0x49},
106 {0x5e, 0x0e},
107 {OV_LCC3, 0x04},
108 {OV_LCC4, 0x20},
109 {OV_LCC5, 0x05},
110 {OV_LCC6, 0x04},
111 {OV_LCC7, 0x08},
112 {OV_AWBCTR3, 0xa},
113 {OV_AWBCTR2, 0x55},
114 {OV_AWBCTR1, 0x11},
115 {OV_AWBCTR0, 0x9f}, //0x9e for advance AWB
116 {OV_GGAIN, 0x40},
117 {OV_BLUE, 0x40},
118 {OV_RED, 0x40},
```

```
119 {OV_COM8, 0xe7},
120 {OV_COM10, 0x02}, //VSYNC negative
121 {OV_MTX1, 0x80},
122 {OV_MTX2, 0x80},
123 {OV_MTX3, 0x00},
124 {OV_MTX4, 0x22},
125 {OV_MTX5, 0x5e},
126 {OV_MTX6, 0x80},
127 {OV_MT XS, 0x9e},
128 {OV_COM16, 0x08},
129 {OV_EDGE, 0x00},
130 {OV_REG75, 0x05},
131 {OV_REG76, 0xe1},
132 {OV_DNSTH, 0x00},
133 {OV_REG77, 0x01},
134 {OV_COM13, 0xc2}, //0xc0,
135 {OV_REG4B, 0x09},
136 {OV_SATCTR, 0x60},
137 {OV_COM16, 0x38},
138 {OV_CONTRAS, 0x40},
139 {0x34, 0x11},
140 {OV_COM11, 0x02}, //0x00, //0x02,
141 {OV_HIST5, 0x89}, //0x88,
142 {0x96, 0x00},
143 {0x97, 0x30},
144 {0x98, 0x20},
145 {0x99, 0x30},
146 {0x9a, 0x84},
147 {0x9b, 0x29},
148 {0x9c, 0x03},
149 {OV_BD50ST, 0x4c},
150 {OV_BD60ST, 0x3f},
151 {0x78, 0x04},
152 {0x79, 0x01}, //Some weird thing with reserved registers.
153 {0xc8, 0xf0},
154 {0x79, 0x0f},
155 {0xc8, 0x00},
156 {0x79, 0x10},
157 {0xc8, 0x7e},
158 {0x79, 0xa},
159 {0xc8, 0x80},
160 {0x79, 0xb},
161 {0xc8, 0x01},
162 {0x79, 0xc},
163 {0xc8, 0x0f},
164 {0x79, 0xd},
165 {0xc8, 0x20},
166 {0x79, 0x09},
167 {0xc8, 0x80},
168 {0x79, 0x02},
169 {0xc8, 0xc0},
170 {0x79, 0x03},
171 {0xc8, 0x40},
172 {0x79, 0x05},
173 {0xc8, 0x30},
174 {0x79, 0x26},
175 {OV_COM2, 0x03},
176 {OV_BRIGHT, 0x00},
```

```

177 {OV_CONTRAS, 0x40},
178 {OV_COM11, 0x42}, //0x82, //0xc0, //0xc2, //night mode
180 };

```

H.1.1.11 PCA9542A.h

..../Code/The_Columbus/ColumbusTest/src/CustomDevices/PCA9542A.h

```

/*
 * PCA9542A.h
 *
 * Created: 15/02/2013 12:21:46
 * Author: hslovett
 */

#ifndef PCA9542A_H_
#define PCA9542A_H_

#define A0 0
#define A1 0
#define A2 1
#define PCA9542A_ADDR (0x70 | (A2 << 2) | (A1 << 1) | A0)

#define NO_SELECT 0x00
//#define ERROR 0x01
#define I2C_CHANNEL_0 0x04
#define I2C_CHANNEL_1 0x05

//Status Codes
#define SUCCESS 0
#define DEVICE_NOT_FOUND 2

typedef struct {
    uint8_t Status;
    uint8_t ChannelSelected;
} PCA9542A_t;

PCA9542A_t PCA9542A;
int PCA9542A_Init();
//void PCA9542A_Channel_Select(uint8_t Channel);
void PCA9542A_ChSel(unsigned char Channel);
#endif /* PCA9542A_H_ */

```

H.1.1.12 PCA9542A.c

..../Code/The_Columbus/ColumbusTest/src/CustomDevices/PCA9542A.c

```

/*
 * PCA9542A.c

```

```

3  /*
4   * Created: 15/02/2013 12:21:36
5   * Author: hslovett
6   */
7
8 #include <asf.h>
9 #include "CustomDevices/CustomDevices.h"
10 //Camera
11 /*#include "CustomDevices/OV7670.h"*/
12 //I2C Mux
13 /*#include "CustomDevices/PCA9542A.h"*/
14 //MotorDriver
15 /*#include "CustomDevices/MotorDriver.h"*/
16 //SDCard
17 /*#include "CustomDevices/SD_Card.h"*/
18
19 int PCA9542A_Init()
20 {
21     int status = twim_probe(&AVR32_TWIMO, PCA9542A_ADDR);
22     if (status != STATUS_OK)
23     {
24         PCA9542A.Status = DEVICE_NOT_FOUND;
25         return DEVICE_NOT_FOUND;
26     }
27     char buff[2] = {NO_SELECT, 0};
28     status = twim_write(&AVR32_TWIMO, &buff, 1, PCA9542A_ADDR, false);
29     PCA9542A.Status = STATUS_OK;
30     PCA9542A.ChannelSelected = NO_SELECT;
31     return status;
32 }
33
34 void PCA9542A_Chан_Sel(unsigned char Channel)
35 {
36     int status = 0;
37     char buff[2] = {Channel, 0};
38     status = twim_write(&AVR32_TWIMO, &buff, 1, PCA9542A_ADDR, false);
39     if(status == STATUS_OK)
40     {
41         PCA9542A.ChannelSelected = Channel;
42     }
43     else
44     {
45         PCA9542A.Status = ERR_PROTOCOL;
46     }
47 }
48

```

H.1.1.13 SD_Card.h

..../Code/The_Columbus/ColumbusTest/src/CustomDevices/SD_Card.h

```

1 /*
2  * SD_Card.h
3  *

```

```

4  * Created: 10/02/2013 17:11:51
5  * Author: hslovett
6  */

9 #ifndef SD_CARD_H_
10 #define SD_CARD_H_
11 #include "ImageProcessor.h"
12 #define SIGNAL_FILE "signal.bin"
13 #define TWOD_SIGNAL_FILE "signal2d.bin"

15 typedef struct {
16     uint8_t Status;
17     uint32_t Memory_size;
18 } SD_Status_t;
19 SD_Status_t SD_Status;

21 void local_pdca_init(void);
22 void sd_mmc_resources_init(void);
23 static void pdca_int_handler(void);
24 void wait();
25 void Log_Write_ulong(unsigned long n);
26 void Log_Write(char *buff, int length);
27 void SaveBuff( int * WorkingBuffer , int size);
28 int Read2DSignal( int * WorkingBuffer );
29 int ReadSignal( int * WorkingBuffer );
30 void SaveBitmap(uint16_t *Image, int width, int height, char *FileName);
31 //void ReadBitmap(char *Filename);
32 void ReadBitmap(char *Filename, Image_t *image);
33 void SaveBuff_CSV(char *Filename, int *WorkingBuffer, int size);
34 void SaveCBuff_CSV(char *Filename, dsp16_complex_t *ComplexBuffer, int size);
35 void Read_CSV(char *Filename, int *WorkingBuffer, int size);
36#endif /* SD_CARD_H_ */

```

H.1.1.14 SD_Card.c

..../Code/The_Columbus/ColumbusTest/src/CustomDevices/SD_Card.c

```

1 /*
2  * SD_Card.c
3  *
4  * Created: 10/02/2013 17:11:58
5  * Author: hslovett
6  */
7 //Camera
8 /*#include "CustomDevices/0V7670.h"*/
9 //I2C Mux
10 /*#include "CustomDevices/PCA9542A.h"*/
11 //MotorDriver
12 /*#include "CustomDevices/MotorDriver.h"*/
13 //SDCard
14 /*#include "CustomDevices/SD_Card.h"*/
15 #include "CustomDevices/CustomDevices.h"
16 #include "conf_sd_mmc_spi.h"

```

```
17 #include <asf.h>
18 #include "stdlib.h"
19 #include "stdio.h"
20 // Dummy char table
21 const char dummy_data[] =
22 #include "dummy.h"
23 ;

26 // PDCA Channel pointer
27 volatile avr32_pdca_channel_t* pdca_channelrx ;
28 volatile avr32_pdca_channel_t* pdca_channeltx ;
29 // Used to indicate the end of PDCA transfer
30 volatile bool end_of_transfer;
31 // Local RAM buffer for the example to store data received from the SD/MMC
32     card
33 volatile char ram_buffer[1000];

35 void wait()
36 {
37     volatile int i;
38     for(i = 0 ; i < 5000; i++);
39 }
40 /* interrupt handler to notify if the Data reception from flash is
41 * over, in this case lunch the Memory(ram_buffer) to USART transfer and
42 * disable interrupt*/
43
44 static void pdca_int_handler(void)
45 {
46     // Disable all interrupts.
47     Disable_global_interrupt();

49     // Disable interrupt channel.
50     pdca_disable_interrupt_transfer_complete(AVR32_PDCA_CHANNEL_SPI_RX);

52     sd_mmc_spi_read_close_PDCA(); //unselects the SD/MMC memory.
53     wait();
54     // Disable unnecessary channel
55     pdca_disable(AVR32_PDCA_CHANNEL_SPI_TX);
56     pdca_disable(AVR32_PDCA_CHANNEL_SPI_RX);

58     // Enable all interrupts.
59     Enable_global_interrupt();

61     end_of_transfer = true;
62 }

64 /*! \brief Initializes SD/MMC resources: GPIO, SPI and SD/MMC.
65 */
66 void sd_mmc_resources_init(void)
67 {
68     // GPIO pins used for SD/MMC interface
69     static const gpio_map_t SD_MMC_SPI_GPIO_MAP =
70     {
71         {SD_MMC_SPI_SCK_PIN, SD_MMC_SPI_SCK_FUNCTION }, // SPI Clock.
72         {SD_MMC_SPI_MISO_PIN, SD_MMC_SPI_MISO_FUNCTION}, // MISO.
73         {SD_MMC_SPI_MOSI_PIN, SD_MMC_SPI_MOSI_FUNCTION}, // MOSI.
```

```

74     {SD_MMC_SPI_NPCS_PIN, SD_MMC_SPI_NPCS_FUNCTION} // Chip Select NPCS.
75 }

77 // SPI options.
78 spi_options_t spiOptions =
79 {
80     .reg          = SD_MMC_SPI_NPCS,
81     .baudrate    = SD_MMC_SPI_MASTER_SPEED, // Defined in conf_sd_mmc_spi.h.
82     .bits         = SD_MMC_SPI_BITS,           // Defined in conf_sd_mmc_spi.h.
83     .spck_delay   = 0,
84     .trans_delay  = 0,
85     .stay_act     = 1,
86     .spi_mode     = 0,
87     .modfdis     = 1
88 };

89 // Assign I/Os to SPI.
90 gpio_enable_module(SD_MMC_SPI_GPIO_MAP,
91                     sizeof(SD_MMC_SPI_GPIO_MAP) / sizeof(SD_MMC_SPI_GPIO_MAP
92 [0]));

93 // Initialize as master.
94 spi_initMaster(SD_MMC_SPI, &spiOptions);

95 // Set SPI selection mode: variable_ps, pcs_decode, delay.
96 spi_selectionMode(SD_MMC_SPI, 0, 0, 0);

97 // Enable SPI module.
98 spi_enable(SD_MMC_SPI);

99 // Initialize SD/MMC driver with SPI clock (PBA).
100 sd_mmc_spi_init(spiOptions, PBA_HZ);
101 }

102 /*! \brief Initialize PDCA (Peripheral DMA Controller A) resources for the SPI
103    transfer and start a dummy transfer
104 */
105 void local_pdca_init(void)
106 {
107     // this PDCA channel is used for data reception from the SPI
108     pdca_channel_options_t pdca_options_SPI_RX ={ // pdca channel options
109
110         .addr = ram_buffer,
111         // memory address. We take here the address of the string dummy_data. This
112         // string is located in the file dummy.h
113
114         .size = 512,                                // transfer counter: here the
115         // size of the string
116         .r_addr = NULL,                             // next memory address after 1st
117         // transfer complete
118         .r_size = 0,                               // next transfer counter not
119         // used here
120         .pid = AVR32_PDCA_CHANNEL_USED_RX,        // select peripheral ID - data
121         // are on reception from SPI1 RX line
122         .transfer_size = PDCA_TRANSFER_SIZE_BYTE // select size of the transfer:
123         // 8,16,32 bits
124     };

```

```
124 // this channel is used to activate the clock of the SPI by sending a dummy
125 // variables
126 pdca_channel_options_t pdca_options_SPI_TX ={ // pdca channel options
127     .addr = (void *)&dummy_data, // memory address.
128     // We take here the address of
129     // the string dummy_data.
130     // This string is located in the
131     file dummy.h
132     .size = 512, // transfer counter: here the
133     // size of the string
134     .r_addr = NULL, // next memory address after 1st
135     // transfer complete
136     .r_size = 0, // next transfer counter not
137     // used here
138     .pid = AVR32_PDCA_CHANNEL_USED_TX, // select peripheral ID - data
139     // are on reception from SPI1 RX line
140     .transfer_size = PDCA_TRANSFER_SIZE_BYTE // select size of the transfer:
141     // 8,16,32 bits
142 };
143
144 // Init PDCA transmission channel
145 pdca_init_channel(AVR32_PDCA_CHANNEL_SPI_TX, &pdca_options_SPI_TX);
146
147 // Init PDCA Reception channel
148 pdca_init_channel(AVR32_PDCA_CHANNEL_SPI_RX, &pdca_options_SPI_RX);
149
150 //!\ brief Enable pdca transfer interrupt when completed
151 INTC_register_interrupt(&pdca_int_handler, AVR32_PDCA_IRQ_0, AVR32_INTC_INT1
152 ); // pdca_channel_spi1_RX = 0
153
154 }
155
156 #define BUFFER_FILENAME "Buffer.bin"
157 #define BUFFERCSV_FILENAME "Buffer.csv"
158 void SaveBuff( int * WorkingBuffer , int size)
159 {
160     //If the file exists, delete it
161     if(nav_filelist_findname((FS_STRING)BUFFER_FILENAME , false))
162     {
163         nav_setcwd((FS_STRING)BUFFER_FILENAME , false , false);
164         nav_file_del(false);
165     }
166     nav_file_create((FS_STRING)BUFFER_FILENAME);
167     nav_setcwd((FS_STRING)BUFFER_FILENAME , false , true);
168     file_open(FOPEN_MODE_APPEND);
169     file_write_buf(WorkingBuffer , size * sizeof(WorkingBuffer));
170     file_close();
171 }
172 void SaveBuff_CSV(char *Filename, int *WorkingBuffer, int size)
173 {
174     int i, j;
175     char Buff[16];
176     //If the file exists, delete it
177     nav_filelist_reset();
178     if(nav_filelist_findname((FS_STRING)Filename , false))
179     {
180         nav_setcwd((FS_STRING)Filename , false , false);
181     }
```

```
173     nav_file_del(false);
174 }
175 nav_file_create((FS_STRING)Filename);
176 nav_setcwd((FS_STRING)Filename, false, true);
177 file_open(FOPEN_MODE_W);
178 for(i = 0; i < size; i++)
{
180     sprintf(Buff, "%d,", WorkingBuffer[i]);
181 //itoa(WorkingBuffer[i], Buff, 10);
182     j = 0;
183     while(Buff[j++] != 0); //count the size of data to be written
184     atoi(Buff);
185     file_write_buf(Buff, j-1);
186 //file_write_buf(",", 1);
187 }

189     file_close();
190 }
191 void SaveCBuff_CSV(char *Filename, dsp16_complex_t *ComplexBuffer, int size)
192 {
193     int i, j;
194     char Buff[16];
195 //If the file exists, delete it
196     nav_filelist_reset();
197     if(nav_filelist_findname((FS_STRING)Filename, false))
198     {
199         nav_setcwd((FS_STRING)Filename, false, false);
200         nav_file_del(false);
201     }
202     nav_file_create((FS_STRING)Filename);
203     nav_setcwd((FS_STRING)Filename, false, true);
204     file_open(FOPEN_MODE_W);
205     for(i = 0; i < size; i++)
{
207         if(ComplexBuffer[i].imag >= 0)
208             sprintf(Buff, "%d%dj,", ComplexBuffer[i].real, ComplexBuffer[i].imag);
209         else
210             sprintf(Buff, "%d%dj,", ComplexBuffer[i].real, ComplexBuffer[i].imag);
211 //itoa(WorkingBuffer[i], Buff, 10);
212     j = 0;
213     while(Buff[j++] != 0); //count the size of data to be written
214     atoi(Buff);
215     file_write_buf(Buff, j-1);
216 //file_write_buf(",", 1);
217 }

219     file_close();
220 }
221 void Read_CSV(char *Filename, int *WorkingBuffer, int size)
222 {
223     char Buff[32];
224     int i, j;
225     char c;
226     nav_filelist_reset();
227     if(WorkingBuffer == NULL){
228         print_dbg("\n\rRead_CSV: Buffer not initialised");
229         return;
230 }
```

```
231 //Check file Exists
232 if(nav_filelist_findname((FS_STRING)Filename, false) == false){
233     print_dbg("\n\rRead_CSV : File doesn't exist;");
234     return;
235 }
236 nav_setcwd((FS_STRING)Filename, false, true);
237 file_open(FOPEN_MODE_R);
238 for(i = 0; i < size; i++)
239 {
240     if(file_eof())
241         break;
242     c = 0;
243     //j = 0;
244     for(j = 0; j < 32; j++)
245         Buff[j] = 0; //clear the buffer
246     j = 0;
247     while(c != ',')
248     {
249         if(file_eof())
250             break;
251         c = file_getc();
252         if(c == ',')
253             break;
254         Buff[j++] = c; //load string into buffer
255     }
256     WorkingBuffer[i] = atoi(Buff); //Convert to int and put into buffer
257 }
258 file_close();
259 return;
260 }
261 void Log_Write(char *buff, int length)
262 {
263     nav_setcwd((FS_STRING)LOG_FILE, true, false);
264     file_open(FOPEN_MODE_APPEND);
265     if(length == -1)
266         length = sizeof(buff);
267     file_write_buf(buff, length);
268     file_close();
269 }
270 void Log_Write_ulong(unsigned long n)
271 {
272     char tmp[11];
273     int i = sizeof(tmp) - 1;

275 // Convert the given number to an ASCII decimal representation.
276     tmp[i] = '\0';
277     do
278     {
279         tmp[--i] = '0' + n % 10;
280         n /= 10;
281     } while (n);

283 // Transmit the resulting string with the given USART.
284 Log_Write(tmp + i, -1);
285 }

287 int ReadSignal( int * WorkingBuffer )
288 {
```

```
289     bool status_b;
290     int Status, temp;
291     char c = 0;
292     if(Columbus_Status.SD_Card->Status != STATUS_OK)
293         return ERR_IO_ERROR;
294     nav_filelist_reset();
295     nav_setcwd((FS_STRING)SIGNAL_FILE, false, false);
296     status_b = file_open(FOPEN_MODE_R);
297     if(status_b == false)
298     {
299         print_dbg("File Open Error");
300         return ERR_IO_ERROR;
301     }
302
303
304 //Status = file_read_buf(WorkingBuffer, 16);
305 for(Status = 0; Status < FFT_SIZE; Status++)
306 {
307 //    print_dbg("\n\r Read from file: ");
308     c = 0;
309     temp = 0;
310     temp |= file_getc() << 24;
311     temp |= file_getc() << 16;
312     temp |= file_getc() << 8;
313     temp |= file_getc();
314
315 //    print_dbg_char(c);
316
317     WorkingBuffer[Status] = temp;
318 //    print_dbg(" Working Buff = ");
319 //    print_dbg_char(WorkingBuffer[Status]);
320 }
321 file_close();
322 return STATUS_OK;
323 }
324
325 int Read2DSignal( int * WorkingBuffer )
326 {
327     bool status_b;
328     int Status, temp;
329     char c = 0;
330     if(Columbus_Status.SD_Card->Status != STATUS_OK)
331         return ERR_IO_ERROR;
332     nav_filelist_reset();
333     nav_setcwd((FS_STRING)TWOD_SIGNAL_FILE, false, false);
334     status_b = file_open(FOPEN_MODE_R);
335     if(status_b == false)
336     {
337         print_dbg("File Open Error");
338         return ERR_IO_ERROR;
339     }
340
341
342 //Status = file_read_buf(WorkingBuffer, 16);
343 for(Status = 0; Status < FFT_SIZE * FFT_SIZE; Status++)
344 {
345 //    print_dbg("\n\r Read from file: ");
346     c = 0;
```

```
347     temp = 0;
348     temp |= file_getc() << 24;
349     temp |= file_getc() << 16;
350     temp |= file_getc() << 8;
351     temp |= file_getc();

353 //      print_dbg_char(c);

355 WorkingBuffer[Status] = temp;
356 //      print_dbg("  Working Buff = ");
357 //      print_dbg_char(WorkingBuffer[Status]);
358 }
359 file_close();
360 return STATUS_OK;
361 }

363 void SaveBitmap(uint16_t *Image, int width, int height, char *FileName)
{
365     int i, j, k;
366     uint8_t *Buffer;

368     nav_filelist_reset();
369     if(nav_filelist_findname((FS_STRING)FileName, false))
370     {
371         nav_setcwd((FS_STRING)FileName, true, false);
372         nav_file_del(false);
373     }
374     nav_file_create((FS_STRING)FileName);
375     file_open(FOPEN_MODE_W);
376     //write a modified bitmap header
377     //Calculate which is the biggest:
378     i = width * 2;
379     if(height > i)
380         i = height;
381     if(DIBHEADERSIZE > i)
382         i = DIBHEADERSIZE;

384     Buffer = malloc(i);

386     for(i = 0; i < BMPHEADERSIZE; i++)//copy all the header
387     {
388         Buffer[i] = BMPHeader[i];
389     }
390     //edit the size field
391     j = width * height * 2 + BMPHEADERSIZE + DIBHEADERSIZE;
392     for(i = 0; i < 4; i++)
393     {
394         Buffer[i + 2] = (uint8_t)(j >> 8*i);
395     }

397     file_write_buf(Buffer, BMPHEADERSIZE);

399 //DIB Header
400     for(i = 0; i < DIBHEADERSIZE; i++)
401     {
402         Buffer[i] = DIBHead[i];
403     }
404     Buffer[4] = (uint8_t)(width & 0xFF);
```

```

405     Buffer[5] = (uint8_t)((width >> 8) & 0xFF);
406     Buffer[6] = (uint8_t)((width >> 16) & 0xFF);
407     Buffer[7] = (uint8_t)((width >> 24) & 0xFF);

409     Buffer[8] = (uint8_t)(height & 0xFF);
410     Buffer[9] = (uint8_t)((height >> 8) & 0xFF);
411     Buffer[10] = (uint8_t)((height >> 16) & 0xFF);
412     Buffer[11] = (uint8_t)((height >> 24) & 0xFF);

414     file_write_buf(Buffer, DIBHEADERSIZE);

416     for(i = 0; i < height ; i++)
417     {
418         for(j = 0; j < width ; j++)
419         {
420             //Copy the data across.

422             /*Buffer[j] = Image[i*width + j];*/
423             Buffer[(2 * j) + 1] = (uint8_t)(Image[i*width + j]);
424             Buffer[(2 * j)] = (uint8_t)(Image[i*width + j] >> 8);
425         }
426         if(file_write_buf(Buffer, width * 2) != (width * 2))
427         {
428             print_dbg("\n\rFile write error.");
429         }

431         //    j = width % 4;
432         //    if(j != 0)
433         //        {//Padding is needed to make things 4 byte aligned
434         //            file_write_buf(Buffer, j);
435         //        }
436     }

440     free(Buffer);
441     file_close();
442 }

444 #define BMP_HEADER_FILESIZE_OFFSET      2
445 #define BMP_HEADER_OFFSETTOARRAY_OFFSET 10
446 #define DIB_V5_WIDTH_OFFSET           4
447 #define DIB_V5_HEIGHT_OFFSET          8
448 #define DIB_V5_BITCOUNT_OFFSET        14
449 #define DIB_V5_IMAGESIZE_OFFSET       20

451 int ReadBigEndian(uint8_t *Buffer, int Offset, uint size)
452 {
453     int retVal, i;
454     retVal = 0; //initialise value
455     for(i = 0; i < size; i++)
456     {
457         retVal |= Buffer[Offset + i] << (i * 8);
458     }
459     return (Buffer[Offset]) | (Buffer[Offset + 1] << 8) | (Buffer[Offset + 2] << 16) | (Buffer[Offset + 3] << 24);
460 }
461 void ReadBitmap(char *Filename, Image_t *image)

```

```
462 {
463 // Image_t image;
464 int i, j, FileSize, OffsetToArray, temp, BitCount, ImageSize;
465 uint8_t Buffer[128];
466 nav_filelist_reset();
467 if(nav_filelist_findname((FS_STRING)Filename, false) == false)//if the file
468 doesn't exist
469 {
470 print_dbg("\n\rFile ");
471 print_dbg(Filename);
472 print_dbg("\n\r does not exist;");
473 return;
474 }
475 nav_setcwd((FS_STRING)Filename, false, false);
476 file_open(FOPEN_MODE_R);
477 //Read Header
478 file_read_buf(Buffer, BMPHEADERSIZE);
479 //Check for BM to confirm it is a Bitmap
480 if((Buffer[0] != 'B') || (Buffer[1] != 'M'))
481 {
482 print_dbg("\n\rBitmap Parse Fail 'BM';");
483 return;
484 }
485 //Extract file size and offset to pixel array
486 FileSize = ReadBigEndian(Buffer, BMP_HEADER_FILESIZE_OFFSET, 4);
487 OffsetToArray = ReadBigEndian(Buffer, BMP_HEADER_OFFSETTOARRAY_OFFSET, 4);

488 file_read_buf(Buffer, DIBHEADERSIZE);
489 temp = ReadBigEndian(Buffer, 0, 4);
490 if(temp != 0x7C) //check it is a V5 BMP DIB Header
491 {
492 print_dbg("\n\rBMP Parse: DIB Header not V5;");
493 return;
494 }
495 image->Width= ReadBigEndian(Buffer, DIB_V5_WIDTH_OFFSET, 4);
496 image->Height = ReadBigEndian(Buffer, DIB_V5_HEIGHT_OFFSET, 4);
497 BitCount = ReadBigEndian(Buffer, DIB_V5_BITCOUNT_OFFSET, 2);
498 ImageSize = ReadBigEndian(Buffer, DIB_V5_IMAGESIZE_OFFSET, 4);
499 print_dbg("\n\rBitmap Width = ");
500 print_dbg_ulong(image->Width);
501 print_dbg("\n\rBitmap Height = ");
502 print_dbg_ulong(image->Height);
503 print_dbg("\n\rBitmap File Size = ");
504 print_dbg_ulong(FileSize);
505 print_dbg("\n\rBitmap Offset to Array = ");
506 print_dbg_ulong(OffsetToArray);
507 print_dbg("\n\rBitmap Image Bitcount = ");
508 print_dbg_ulong(BitCount);
509 print_dbg("\n\rBitmap Image Size = ");
510 print_dbg_ulong(ImageSize);

511 file_seek(OffsetToArray, FS_SEEK_SET);
512 j = 0;
513 image->ImagePtr = mspace_malloc(sdram_msp, image->Height * image->Width);
514 for(i = 0; i < ImageSize; i += 2)
515 {
516 image->ImagePtr[j++] = (file_getc()<<8) | (file_getc());
517 }
```

```

519     file_close();
520     nav_filelist_reset();
521     return;
522 }
```

H.1.1.15 TWI.c

..../Code/The_Columbus/ColumbusTest/src/CustomDevices/TWI.c

```

1  /*
2   *  TWI.c
3   *
4   *  Created: 27/02/2013 10:51:19
5   *  Author: hslovett
6   */
7
8 #include "CustomDevices/CustomDevices.h"
9 #include <asf.h>
10
11 #define TARGET_ADDRESS      0x0          //!< Target's TWI address
12 #define TARGET_ADDR_LGT      3            //!< Internal Address length
13 #define VIRTUALMEM_ADDR     0x123456    //!< Internal Address
14 #define TWIM_MASTER_SPEED    50000        //!< Speed of TWI
15
16
17 void twim_init (void)
18 {
19     int8_t status;
20
21     /**
22     * \internal
23     * PIN 2 & 3 in Header J24 can be used in EVK1104
24     * PIN 1 & 2 in Header J44 can be used in UC3C_EK
25     * \endinternal
26     */
27     const gpio_map_t TWIM_GPIO_MAP = {
28     {AVR32_TWIMSO_TWCK_0_0_PIN, AVR32_TWIMSO_TWCK_0_0_FUNCTION},
29     {AVR32_TWIMSO_TWD_0_0_PIN, AVR32_TWIMSO_TWD_0_0_FUNCTION}
30 };
31
32 // Set TWIM options
33 const twi_options_t TWIM_OPTIONS = {
34     .pba_hz = FOSCO,
35     .speed = TWIM_MASTER_SPEED,
36     .chip = TARGET_ADDRESS,
37     .smbus = false,
38 };
39 // TWIM gpio pins configuration
40 gpio_enable_module (TWIM_GPIO_MAP,
41     sizeof (TWIM_GPIO_MAP) / sizeof (TWIM_GPIO_MAP[0]));
42
43 // Initialize as master.
44 status = twim_master_init (&AVR32_TWIMO, &TWIM_OPTIONS);
45 }
```

H.2 MATLAB Code

H.2.1 Image Matching Algorithms

H.2.1.1 Match.m

..//MATLAB/Match.m

```

1 function [ NCC MatchDiff ] = Match( left, right )
2 %UNTITLED2 Summary of this function goes here
3 % Detailed explanation goes here
4 %close all;
5 % Global Constants
6 BoxSize = 50

8 % Display Images
9 f = figure;
10 subplot(2,2,1);
11 imshow(left);
12 title('Left Image');
13 subplot(2,2,2);
14 imshow(right);
15 title('Right Image');
16 % Get Template
17 figure;
18 imshow(right);
19 title('Choose location to Cross Correlate with the Left Image');
20 rSubCoord = ginput(1);
21 [rSubCoord(2), rSubCoord(1)];
22 rSubCoord = round(rSubCoord);
23 Rx = rSubCoord(1);
24 Ry = rSubCoord(2);
25 close;
26 leftG = rgb2gray(left);
27 rightG = rgb2gray(right);
28 % Extract Template
29 RightTemplate = rightG(Ry-(BoxSize/2):Ry+(BoxSize/2), Rx-(BoxSize/2):Rx+(BoxSize/2));

31 %Cross Correlate
32 NCC = normxcorr2(RightTemplate, leftG);

34 %Display
35 figure(f+1);
36 %subplot(2,2,3);
37 surf(NCC);
38 hold on;
39 shading interp;

41 %Find Maximum
42 [~, 1] = max(NCC(:));
43 %Return Match Coordinates
44 [~, Lx] = ind2sub(size(NCC),1);
45 Lx = Lx-BoxSize/2;
```

```
46 fprintf('Right Template at %d\n', Rx);
47 fprintf('Left Match at %d\n', Lx);

48 MatchDiff = abs(Lx - Rx);
49
50 end
```

H.2.1.2 MatchAll.m

..../MATLAB/MatchAll.m

```
1 for i = 1:10
2     l = sprintf('Range_Test_Images/Duck_L_%d00.bmp', i);
3     r = sprintf('Range_Test_Images/Duck_R_%d00.bmp', i);

4     left = imread(l);
5     right = imread(r);

6     Matches(i) = Match(left,right);

7
8 end
```