

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

Two Dimensional Stereoscopic Mapping 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

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Turn off iNotes!

UNIVERSITY OF SOUTHAMPTON

ABSTRACT

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Abstract Needed!

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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
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

Chapter 1

Introduction

Talk about what I set out to do, include some definitions etc.

What I ended up doing

The uses of my robot.

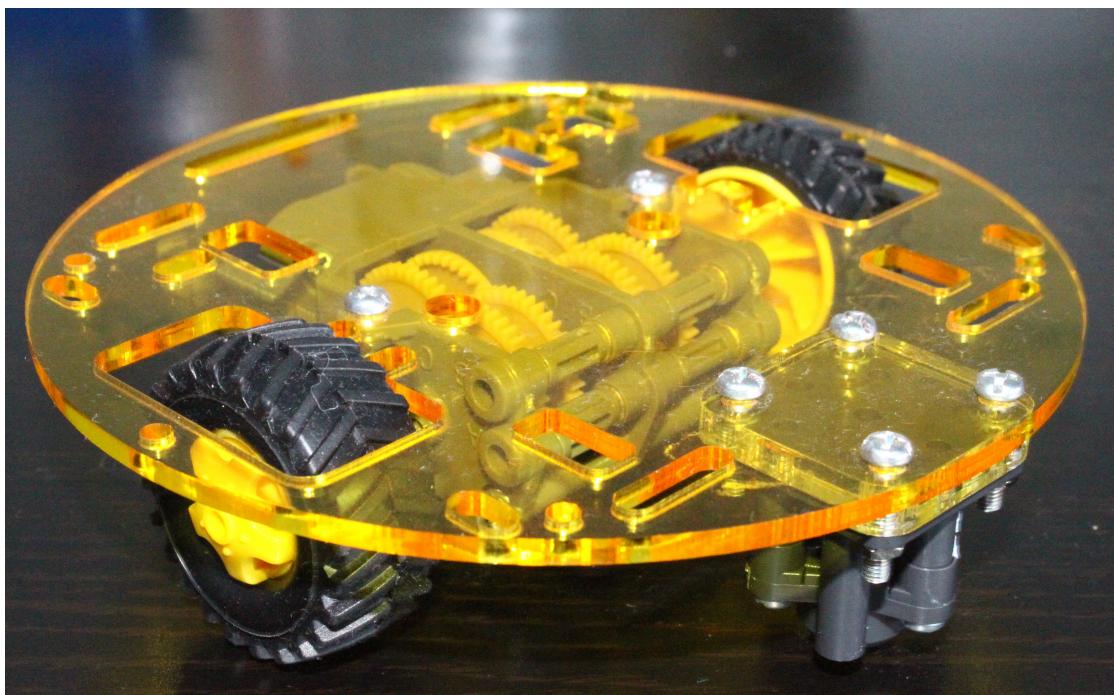


Figure 1.1: The base of the robot

Risk	Severity	Prevention
Parts 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

1.1 Project Management

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

The project will be designed in stages - first, gaining operation of all the basic sections; movement, image capturing, image detection algorithms etc. These will then be brought together once tested to create the final product.

Chapter 2

Research

The research for this project was split into three sections:

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

Hardware and firmware research will be discussed in this section. Vision algorithms are looked at in detail in chapter [4](#).

2.1 Hardware Research

2.1.1 Microcontrollers

The robot is to be designed with a budget of £80 (not including P.C.B.). The choice of microcontroller will be an important one, as a compromise between cost, power and usability must be made. There are two main brands of microcontrollers present in the consumer market: ARM and Atmel AVRs.

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 onboard 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. They range from 8-bit, low clock speed devices for the hobbyist (ATMega and ATTiny series), to an improved 8-bit variant (XMega), and a 32-bit design (AT32UC3). XMegas and AVR32s tend to have higher clock speeds than the ATMegas. The AVR core also has a Harvard RISC architecture, and is mainly 8-bit. Atmel devices often have on board peripherals such as I^2C (called TWI on AVRs), 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 AT32UC3C0512C is the best choice with a high throughput, a floating point unit and a vast amount of GPIO 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 camera by OmniVision. Steve Gunn provided source code for use on the Il Matto development board which uses an ATMega644P and also has an onboard SD Card reader. The original code 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.

	ARM Stelllaris	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
SRAM 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, US- ART, 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 TWI, SPI and timers. These application notes are aimed at older devices like the ATTiny and ATMega and are generally written for IAR Embedded Workbench compiler, as opposed to the AVRGCC compiler used within Atmel Studio.

Chapter 3

Hardware and Firmware Development

For initial development, the *Il Matto* board, designed by Steve Gunn, was used. The system has an ATMega644P clocked at 12MHz and has an on-board SD card socket. This provided the ability to prototype circuits which are then used to create a Printed Circuit Board

The following section is broken down into the following parts:

[3.1 Camera Code](#)

[3.2 SD Card](#)

[3.3 Motor Development](#)

[3.4 PCB Development](#)

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 needed and a 24MHz clock mounted. The schematic for the device can be seen in appendix [B](#).

Original code for the camera operation was given by Steve Gunn, which was used to gain the operation required. This code streamed continuous video to a TFT

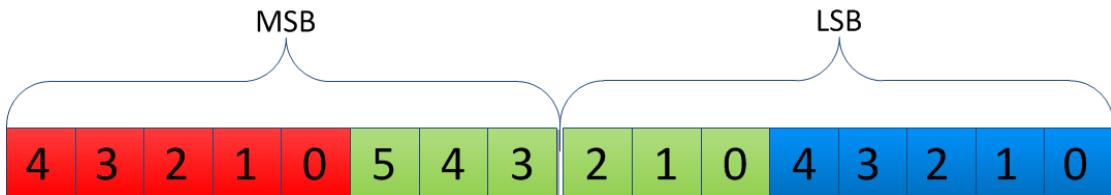


Figure 3.1: RGB565 pixel format

screen. 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 are compatible. The original code used a bit-banged 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 AVR s)¹. This communication bus is used to set up the control registers of the OV7670 to enable operation in the correct format. RGB565 is used in my application.

RGB565 is a 16 bit pixel representation where bits 0:4 represent the blue intensity, 5:10 is the green intensity and 11:15 represent the red intensity (see figure 3.1). 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.

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 AVR to be able to respond to the camera quick enough (ATMegas typically clocked at 8-12MHz). 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 full frame of data, and HREF is high when the data being output is valid. The pixel 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 frame, the first VSYNC pin is set up to interrupt the

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 ”

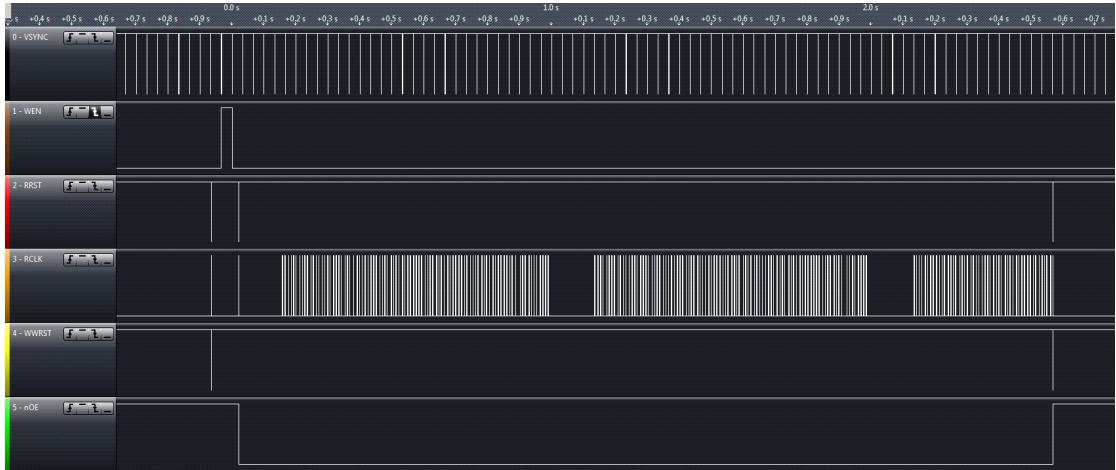


Figure 3.2: Signals generated to control the OV7670 capture and read

AVR to enable WEN. The camera will output an entire frame of pixel data and store it into the buffer. When the second VSYNC is received, the WEN signal is disabled, stopping any more data being stored. The FIFO buffer now contains an entire image.

To obtain the data from the buffer, the AVR sets output enable and pulses the read clock. Valid data is available on the input port while RCLK is high. All the data is then read in half a pixel at a time. The entire operation can be seen in figure 3.2.

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 straight to a desktop computer via a COM Port using USART. A simple desktop program was written in C# to receive and store all the data, and to make a Bitmap image from the data. 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 is used as FAT file system so that data can be looked at by a user on a computer. Text log files are 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 a set 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, there can be no bus contention. However, SCCB is slow and processor-hungry as it deals with the protocol bit by bit in software. This takes up memory and is not reusable for other operations.

An I^2C multiplexer sits on the bus and has multiple output buses. The master can then address the multiplexer and select whether to pass the bus to bus 0, bus 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, but not as much as using SCCB. The main disadvantage to the I^2C MUX is the extra hardware needed; firstly the MUX itself, but also 7 extra resistors to pull up the two extra buses and the three interrupt lines must be added.

Overall, the disadvantages posed by using a MUX are small, so a multiplexer will be 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.

Two ISRs are used to control the VSYNC signals, and when taking a photo, both frames are taken at a time period close together to capture the same scenario. The data for both images are read back individually by the AVR.

Operation to read an image is identical to using one camera. However, an ID number is passed through the functions to make a decision on the pins to use to read the buffer and to enable the output. Care was taken to avoid bus contention, but no checking procedure is explicitly in place. Both images are then read back from the buffers and stored to memory.

	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

To use the SD card, the FATFS library ([Electronic Lives Manufacturing, 2012](#)) was used. The library supplies all the functions for writing a FAT File System in the files *ff.c*, *ff.h*, *ffconf.h*, *diskio.c*, *diskio.h* and *integer.h*. The *diskio.h* functions control what device is being used - SD/MMC Card, USB drive etc. The *ff.h* header contains all the functions to write to in a FAT File system.

An SD card was chosen due to it's small size, low cost and a large data storage. The cards work using an SPI bus which can be used for other devices within the system so the card only uses one extra enable pin in hardware to function.

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 some 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.



Figure 3.3: An Example Image taken using the OV7670 and stored as a Bitmap on the SD Card

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 in a more powerful environment. Figure 3.3 shows a photo taken by the OV7670 and stored on a SD card.

3.2.2 User Interface

The ATMega 664P pinout for the dual camera operation can be seen in table 3.2. Due to a lack of available GPIO pins, an ATMega168 was added on the I^2C bus to act as a port extender. The ATMega168 accepts a read or write command. A write places the written data on Port D and a read returns any button pressed that occurred on Port C. When a button is pressed, this is stored in the ATMega168 until a read has been done. This is so the master (644P) does not miss any button presses while busy doing lengthy operations such as writing an image. The code is based on Application Note AVVR311 ([Atmel Corporation, 2007](#)), written for IAR Compiler. This code was altered to compile with GCC under Atmel Studio. AVRs contain a hardware based I^2C protocol that is interrupt based in software. The interrupt service routine of the TWI vector is a state machine which loads the data to send, stores received data, responds to acknowledges and address calls and deals with bus errors that can occur.

	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.

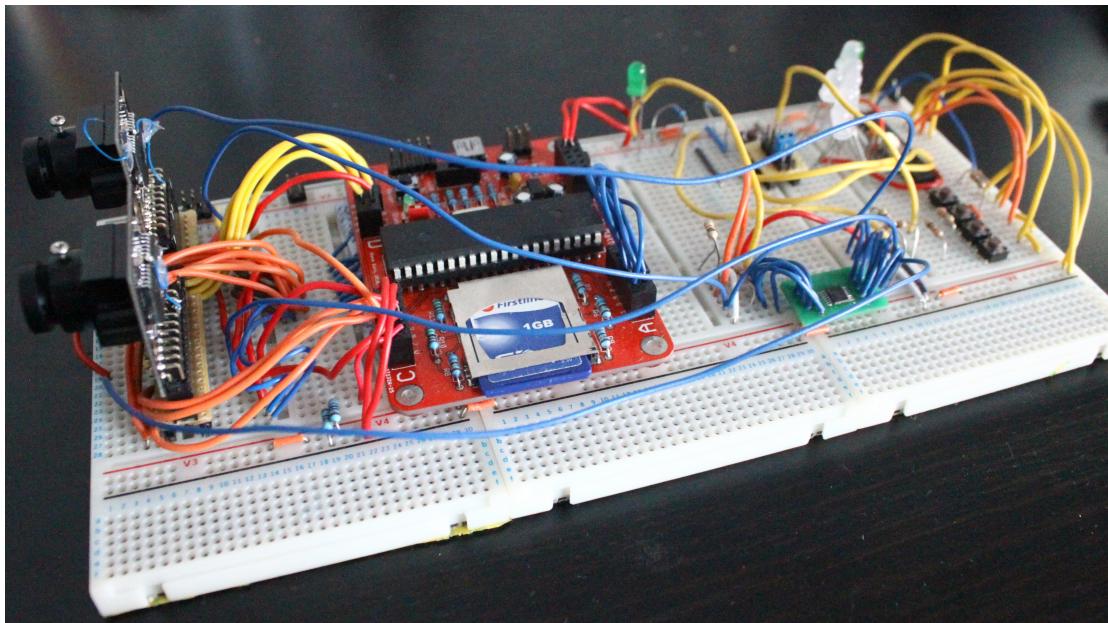


Figure 3.4: Prototype of Dual Camera operation.

The entire prototype for the dual camera operation can be seen in figure 3.4. This circuit was developed to test the cameras and is used to develop the PCB in section 3.4.

3.3 Motor Driver Development

Testing of the Motor system - conclusion is likely to be that it is not a good method, need noise reduction

3.3.1 Hardware

Tachometers are devices used to measure rotational speed of a shaft. Tachometers are most commonly found in bicycles where a small magnet is attached to the wheel and a sensor is attached to the frame. The sensor can then calculate the time period between rotations and therefore can calculate the speed ((?))

Cite Needed

Here, an optosensor, TCRT1010, is used to measure rotations of the wheel and used to be able to move a distance decided by the microcontroller. The TCRT1010 package contains an IR LED and a phototransistor ([Vishay Semiconductors, 2012](#)). The schematic of a simple transistor amplifier used can be seen in figure 3.5 and was taken from ?.

Cite Needed

The wheel's rubber absorbed the IR, so a high voltage was always seen at the collector of the phototransistor. White tipex marks were applied to the wheels at regular intervals, which reflected IR and thereby giving a cheap way to detect wheel rotation. Figure 3.6 shows the voltage at the collector (read by the ADC on the AVR) against the angle of the wheel. Five white tabs were marked on the wheel, and five dips in the voltage can be seen in figure 3.6.

Maybe do some simulations of this circuit? This could dictate a maximum speed

3.3.2 Firmware Development

As the voltage swing from the phototransistor does not reach 0V, the AVR cannot detect this as a logical 0. The internal ADC can be used to continually read the analogue voltage from the phototransistor and detect low points from this data. This method requires the processor to continually compare values and process the data. However, more control would be had over the noise in the data.

An alternative is to use an analogue comparator built in on most AVR's. This can be set up to run an interrupt service routine when the voltage crosses a threshold.

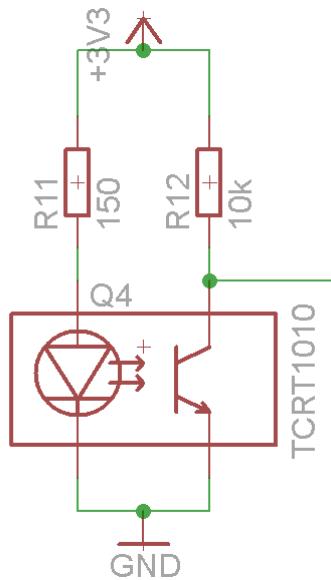


Figure 3.5: Circuit diagram of Optosensor

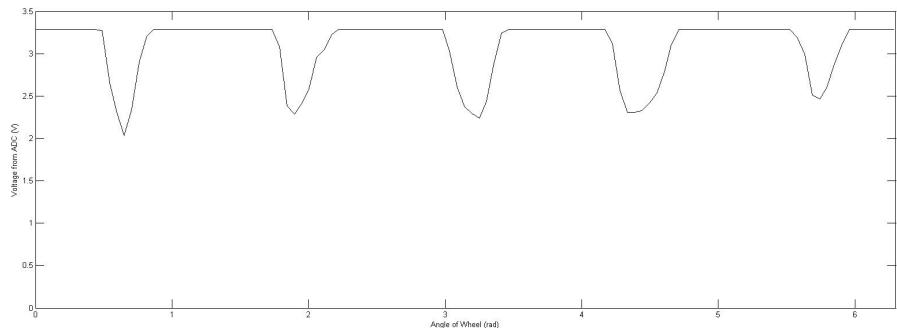


Figure 3.6: Graph of Wheel Angle against the Voltage read by the AVR

The threshold voltage can be determined by a potentiometer. The code is primarily two methods, the set up and the ISR.

Set up is different for if a rotation or movement is wanted. Moving in a straight line takes a parameter of how far to move as a signed integer and calculates the total number of interrupts that need to occur can be calculated using (3.1). This value is put in a global variable. The PWM and input pins to set the correct direction are then set up before enabling the motor.

$$\text{Interrupts} = D \times \frac{IPR}{C_w} \quad (3.1)$$

To rotate, one of three methods can be used: Spot rotation on the centre of the robot, or pivot on either left or right wheel. For ease, the Spot rotation is the

only one implemented. To calculate the distance moved, the radius to the wheels needs to be known. The circumference through the wheels is then easily calculated and the angle of rotation is then a ratio. The distance to move is calculated by equation (3.2) and the total number of interrupts can be calculated using equation (3.1). To rotate clockwise, the left motor is driven forward and the right is driven backwards. To rotate anti-clockwise, the directions are reversed

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

Combining equations (3.1) and (3.2) gives:

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

Where A is the angle to rotate in degrees, IPR is the number of interrupts generated per full revolution of the wheel, C_w is the circumference of the wheel and C_b the $2\pi \times r_b$ and r_b is the distance from the centre of the robot to the centre of the wheel (see figure 3.7).

Maybe a figure to explain better?

The motor speed can be controlled by Pulse Width Modulation (PWM). The code sets up a low duty cycle PWM signal to drive the motors slowly. This removes the need for a controller to ensure the correct distance was moved.

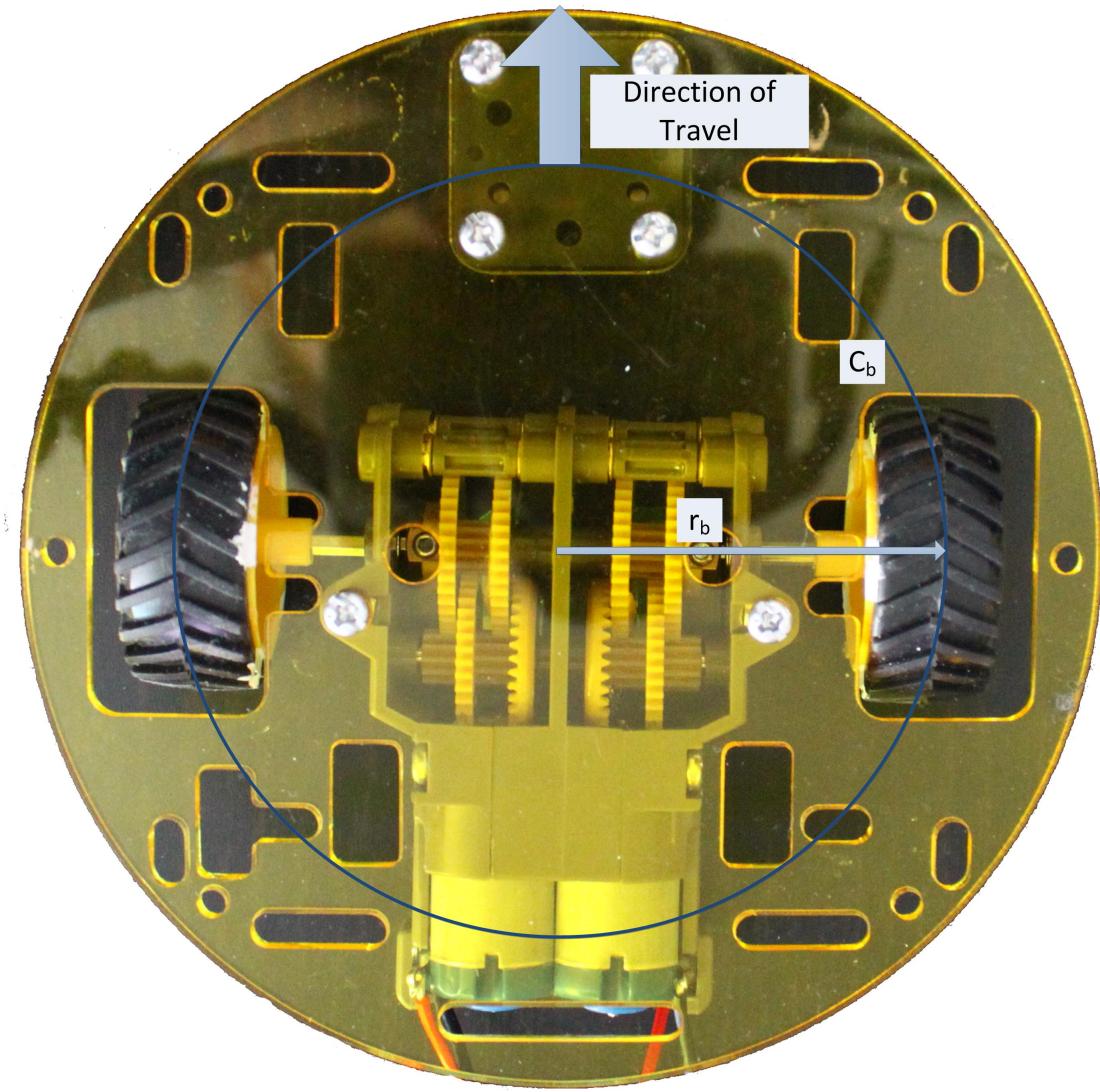
The final code can be seen in appendix G

3.3.3 Testing

Need to get the motors to work reasonably first

3.3.4 Conclusion

It doesn't work



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



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

Figure 3.7: Dimensions of Interest for Robot Movement

3.4 PCB Development

3.4.1 Circuit Design

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](#)).

3.4.2 PCB Design

The PCB was designed using EAGLE CAD Software. A four layer board was decided to be used to save space when routing Power. Layer 2 is a 3V3 plane and layer 3 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, and then other devices were routed, I^2C MUX, SD card, motor drivers etc. As a precaution, spare pins from the UC3C were routed to a header (J8 and J9) so that additions could be done if a pinout or connection was found to be incorrect. Also, UART, I^2C and SPI connections were routed to headers J7, J4 and J5 respectively so logic analysers and COM Port could be attached easily for debugging.

Most of the passives used were 0603 size, but some 1206 capacitors were used for decoupling the voltage regulator and a 1206 diode was used for the analogue reference circuitry. LEDs were also 1206 size. All headers were 0.1" spaced and a mini B USB socket was used.

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 0.1" 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

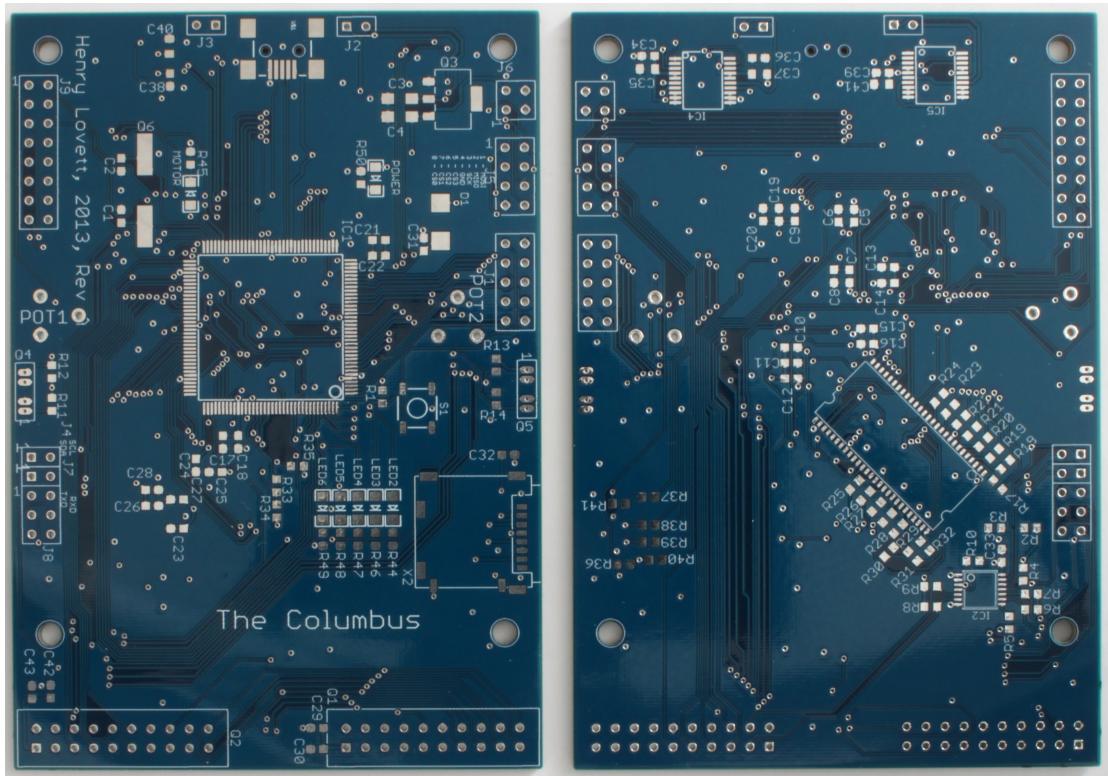


Figure 3.8: PCB with no components. Left: Top View. Right: Bottom View

onto the board so the PCB could be mounted on to the robot base easily. The overall dimensions of the PCB were $100\text{mm} \times 70\text{mm}$. 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 [Cart \(2013\)](#). The PCB cost £205 to manufacture and ship. A photo of the PCB can be seen in figure 3.8.

Considerations - Power consumption of devices not exceeding VReg

3.4.3 PCB Testing

A program was written to test all the devices on the PCB. The following tests are done:

1. UART Send and Receive

2. SD Card Test

3. All LEDs on and off

4. SDRAM Test

5. I^2C Test

6. Camera Test

7. Motor Test

The following sections explain the tests done to check the devices and protocols worked.

3.4.3.1 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 (13_{10}), 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 }
```

3.4.3.2 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 was also configured. The test consists 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  {
9      // Get and display the capacity
10     mem_read_capacity(LUN_ID_SD_MMC_SPI_MEM, &VarTemp);
11     print_dbg("OK:\t");
12     //printf_ulong((VarTemp + 1) >> (20 - FS_SHIFT_B_TO_SECTOR));
13     i = ((VarTemp + 1) >> (20 - FS_SHIFT_B_TO_SECTOR));
14     print_dbg_ulong(i);
15     print_dbg("MB\r\n");
16     print_dbg("SD Card Okay.\n\r");
17 }
18 else
19 {
20     // Display an error message
21     print_dbg("Not initialized: Check if memory is ready...\r\n");
22 }
23 nav_reset();
24 // Use the last drive available as default.
25 nav_drive_set(nav_drive_nb() - 1);
26 // Mount it.
27 nav_partition_mount();
28 nav_filelist_reset();
29 if (nav_filelist_findname((FS_STRING)LOG_FILE, false))
30 {
31     print_dbg("\n\rLog File Already Exists\n\rAttempting to delete...");
32     nav_setcwd((FS_STRING)LOG_FILE, true, false);
33     nav_file_del(false);

34     if (nav_filelist_findname((FS_STRING)LOG_FILE, false))
35         print_dbg("\n\rLog File Still Exists...");
36     else
37         print_dbg("\n\rLog File Deleted!");
38 }
39 print_dbg("\n\rCreating Log File.");

40 if (nav_file_create((FS_STRING)LOG_FILE) == true)
41     print_dbg("\n\rSuccess!");
42 else
43     print_dbg("\n\rNot worked...");
44 print_dbg("\n\rWriting to log file.");

```

```

46 Log_Write("Columbus Tester:\n\r", 18);
47 nav_filelist_reset();
48 nav_setcwd((FS_STRING)LOG_FILE, true, false);
49 file_open(FOPEN_MODE_R); //Open File
50 file_read_buf(Buffer, 8);
51 noErrors = 0;
52 if(Buffer[0] != 'C')
53     noErrors++;
54 if(Buffer[1] != 'o')
55     noErrors++;
56 if(Buffer[2] != 'l')
57     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 them on the device.

3.4.3.3 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.

3.4.3.4 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 Atmel Software Framework ([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;

22 }
23 print_dbg("\rSDRAM filled with test pattern      \r\n");
24 // Recover the test pattern from the SDRAM and verify it.
25 for (i = 0, j = 0; i < sdram_size; i++)
26 {
27     if (i == j * progress_inc)
28     {
29         print_dbg("\rRecovering test pattern from SDRAM: ");
30         print_dbg_ulong(j++);
31         print_dbg("%");
32     }
33     tmp = sdram[i];
34     if (tmp != i)//failed
35     {
36         noErrors++;
37     }
38 }
39 print_dbg("\rSDRAM tested: ");
40 print_dbg_ulong(noErrors);
41 print_dbg(" corrupted word(s)      \r\n");
42

```

3.4.3.5 I^2C Test

The I^2C test checks the bus for devices. It prints out a table showing the address of any devices that acknowledge a probe. A probe is a set up to write to the

address. If a device exists on the line, it should Acknowledge (Philips, 20012). The test is done three times, with no channel selected on the I^2C MUX, 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 MUX. The camera should only acknowledge when the I^2C MUX has the relevant channel selected. Listing 3.4 shows the test code for the I^2C bus and listing 3.4 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    }

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}
noErrors = 0;
//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_Chan_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 MUX 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 - - - - - - - - - -

```

3.4.3.6 Camera Test

This test consists of initialising both cameras and checking it passes. Two photos are then taken and stored to the SD card. Success or Failure is displayed. Two images should exists 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.");
```

3.4.3.7 Motor Driver Test

An extensive test of the motor driver is discussed in section 3.3.3. 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 2cm 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
```

3.4.4 PCB Faults

TCRT1010 Footprint

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

3.4.4.1 SDRAM Footprint

The SDRAM footprint made was done exactly to the specification of the pad size and locations with no consideration for soldering to. This meant the chip fit exactly on to the footprint. This made soldering difficult as pads had to be preloaded with solder and the device's pins were heated and bound to the solder. The chip does not seat flat against the PCB. It also put the device at risk as more heat had to be used than usually necessary. Figure 3.9 shows the SDRAM chip against the footprint. There is no extra space on the pad to be able to easily solder the device.

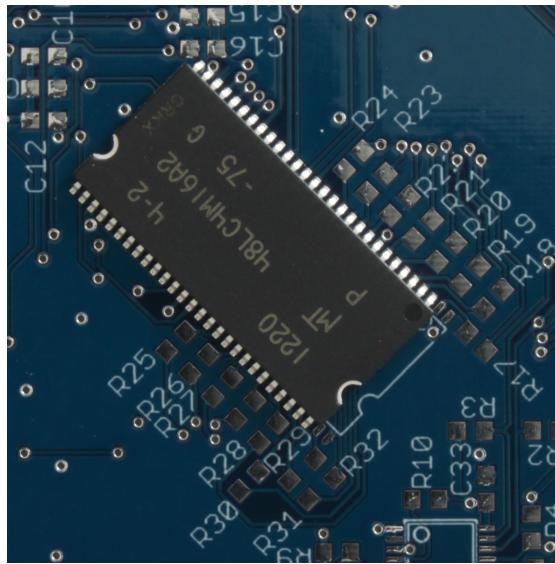


Figure 3.9: SDRAM Chip shown against its footprint.

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.

3.4.4.2 SDRAM Chip Select

The code was prototyped on the Atmel UC3C-EK development board prior to the PCB arriving. When the PCB was built, the code did not work, even with the Chip Select declaration changed. 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 to only Chip Select line 1. The Columbus was designed to use chip select line 0. Chip select 1 was available on an external pin, and a via through the routing was close to a via connected to the SDRAM chip select line. Therefore, to overcome the problem, a small enameled 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 3.11(b).

This fault was caused by not reading the datasheet carefully and ignoring a proven circuit diagram.

3.4.4.3 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. This means read cycles are done per word read. 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 3.3 shows some examples of the problematic data bits. The data written should match the data read back.

Table 3.3: 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.

3.4.4.4 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 UC3C0512C 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

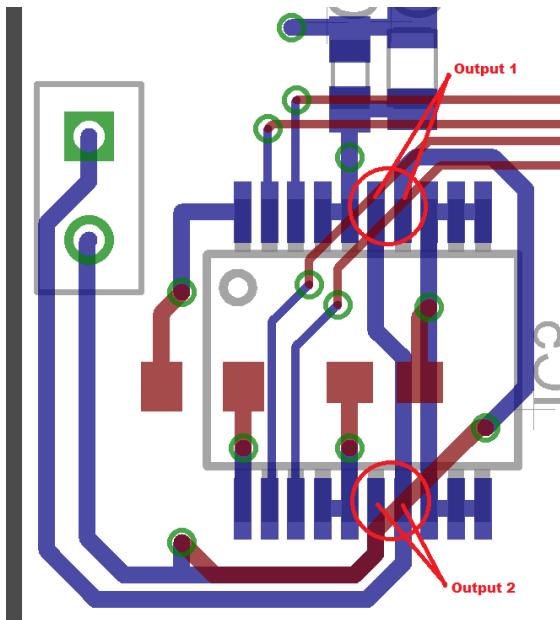


Figure 3.10: Motor Driver error. Outputs incorrectly connected

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

This issues would have been avoided with more understanding of the device before hand and checking the datasheet.

3.4.4.5 Motor Driver Pinout

An error was made in creating the device for the TB6593FNG Motor Driver in EAGLE. On the device, each motor output has two pins to drive each side of the motor. The pin assignment was mixed up when created and connected the two outputs together. Figure 3.10 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 this. Double checking the footprints made against the datasheet would have avoided this problem. No impedance to the operation of the drivers has been seen, but the patch may hinder the devices ability to sink current to the motors.

3.4.5 PCB Conclusions

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

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

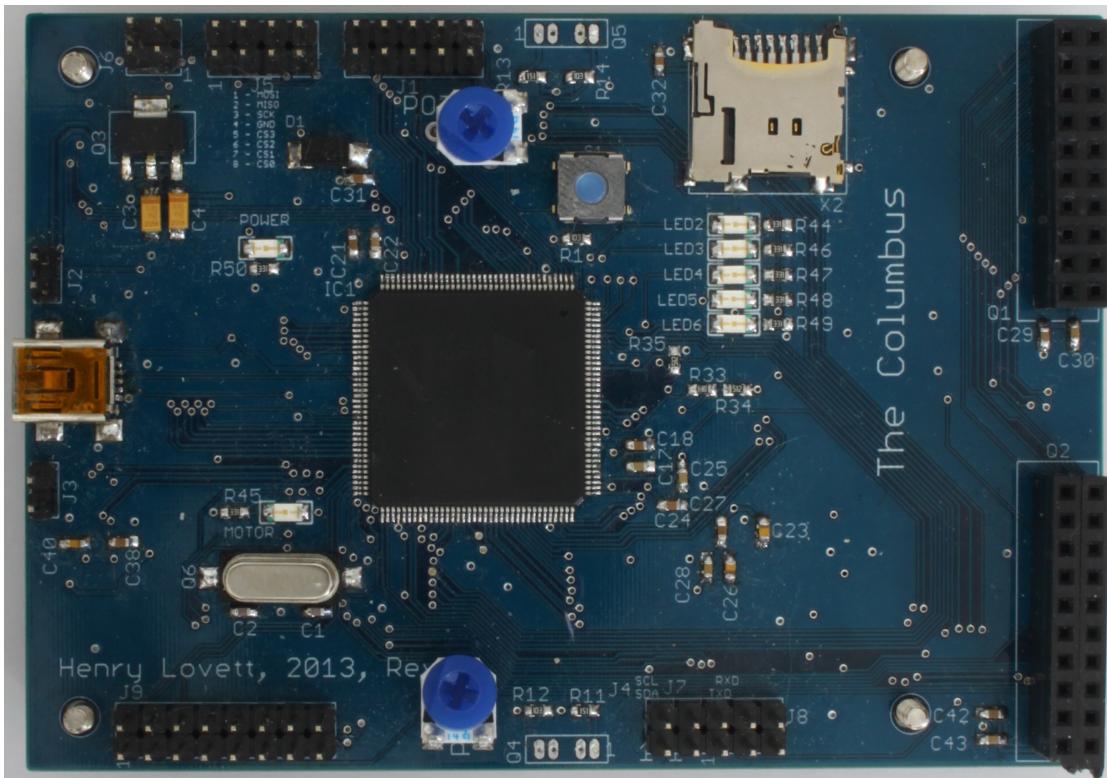
Three of the faults could have been avoided by consulting the datasheet more carefully during the circuit design stage. The footprint error was due to not being experienced in designing footprints and the data line resistors was a mistake due to lack of attention being paid.

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.

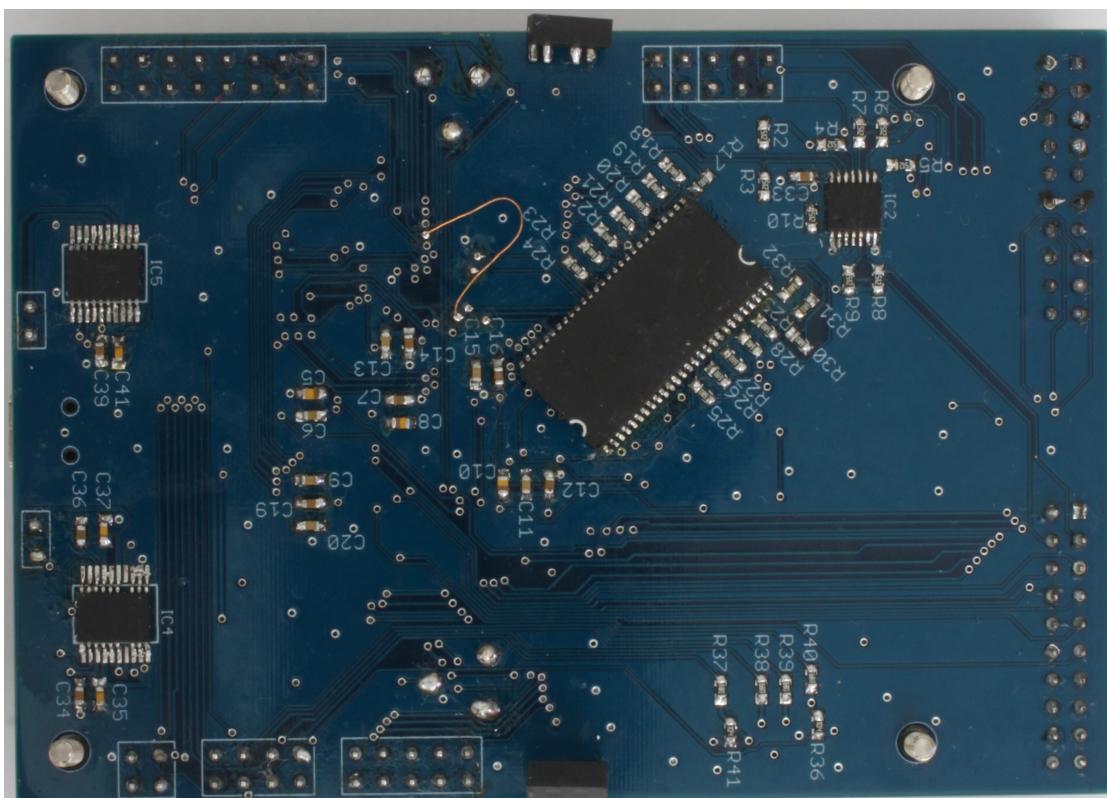
The PCB itself, was a success. It was a complex PCB with many potential things that could have gone wrong. It was the first PCB I had designed and was a four layer board, using some devices that I did not have experience with. All devices are functional (with a few small modifications) on the PCB so firmware development could continue with all hardware able to be used.

3.5 Conclusions

Overall Conclusions of the Hardware design



(a) Top view of built PCB



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

Figure 3.11: Pictures of the built PCB.

Chapter 4

Investigation into 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 window (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 window 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 S.A.D. 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 the other with SAD). Again, a low result is a match in this case.

test effect of box size?

4.1.3 NCC

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

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 S.S.D. and S.A.D., 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 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 operate slowly on a microcontroller without any.

4.1.4 Comparison

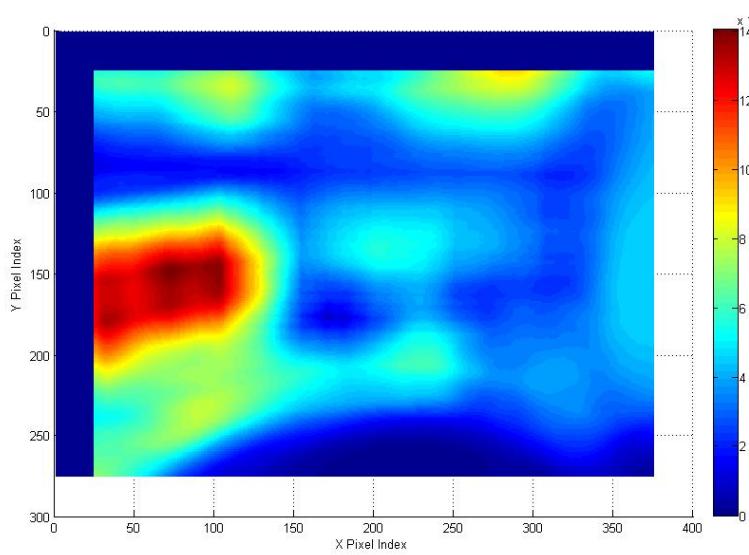
To compare these equations, a 50 by 50 window taken from the right picture was compared with the left image over the entire valid range. The coordinates on the graph give the centre pixel of the calculation.

Each graph shows the correct area being identified as a match, but this also highlights the downfalls of the SAD and SSD. The figures 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 \(2012\)](#)).

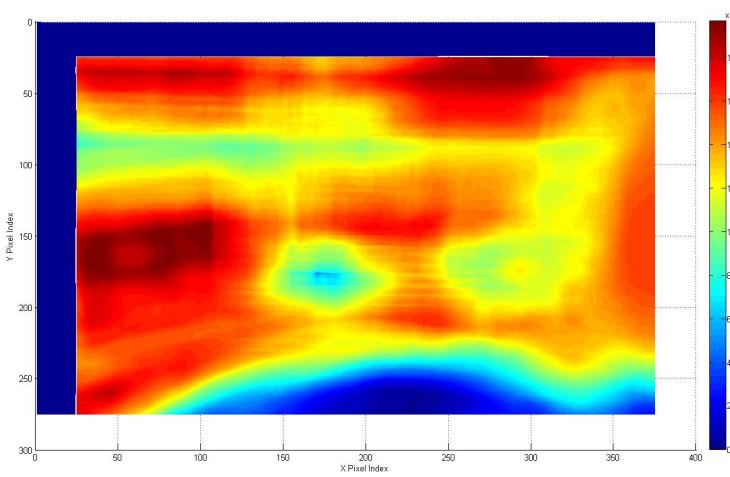
SAD results in figure 4.2(b) show large areas of matching. A minimum occurs around the location expected(170, 175) of a value of 5.66×10^4 . However, along the bottom of the image, where a dark area occurs below the desk in the lower part of figures 4.1, the SAD algorithm detects a greater comparison,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

SSD 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.

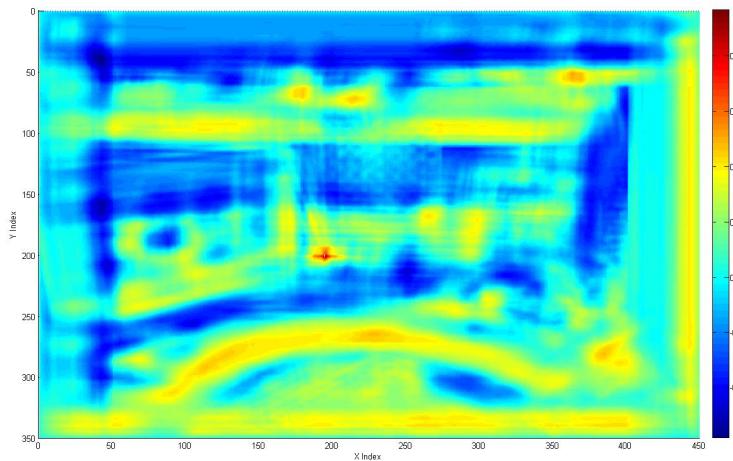
The NCC results are visible in figure 4.2(c). A match can be seen at coordinate (195, 201) with a peak value of 0.9654. The coordinate is different to the previous results because the cross correlation works over the boundary of the image creating more results. The dimensions of the image are 300×400 , but the NCC returns



(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

an data set of dimensions 350×450 when using a window size of 50×50 . To get the actual match, half of the box size must be subtracted from the returned 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 a large area of research, 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. The following are derivations of the equations used to calculate distance.

The problem is broken down into three parts:

1. Object is between the cameras (Figure 4.3)
2. Object is in left or right hand sides of both images (Figure 4.4)
3. Object is directly in front of a camera (Figure 4.5)

4.2.1.1 Object is between the Cameras

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

$$B = B_1 + B_2 = D \tan(\varphi_1) + D \tan(\varphi_2) \quad (4.4)$$

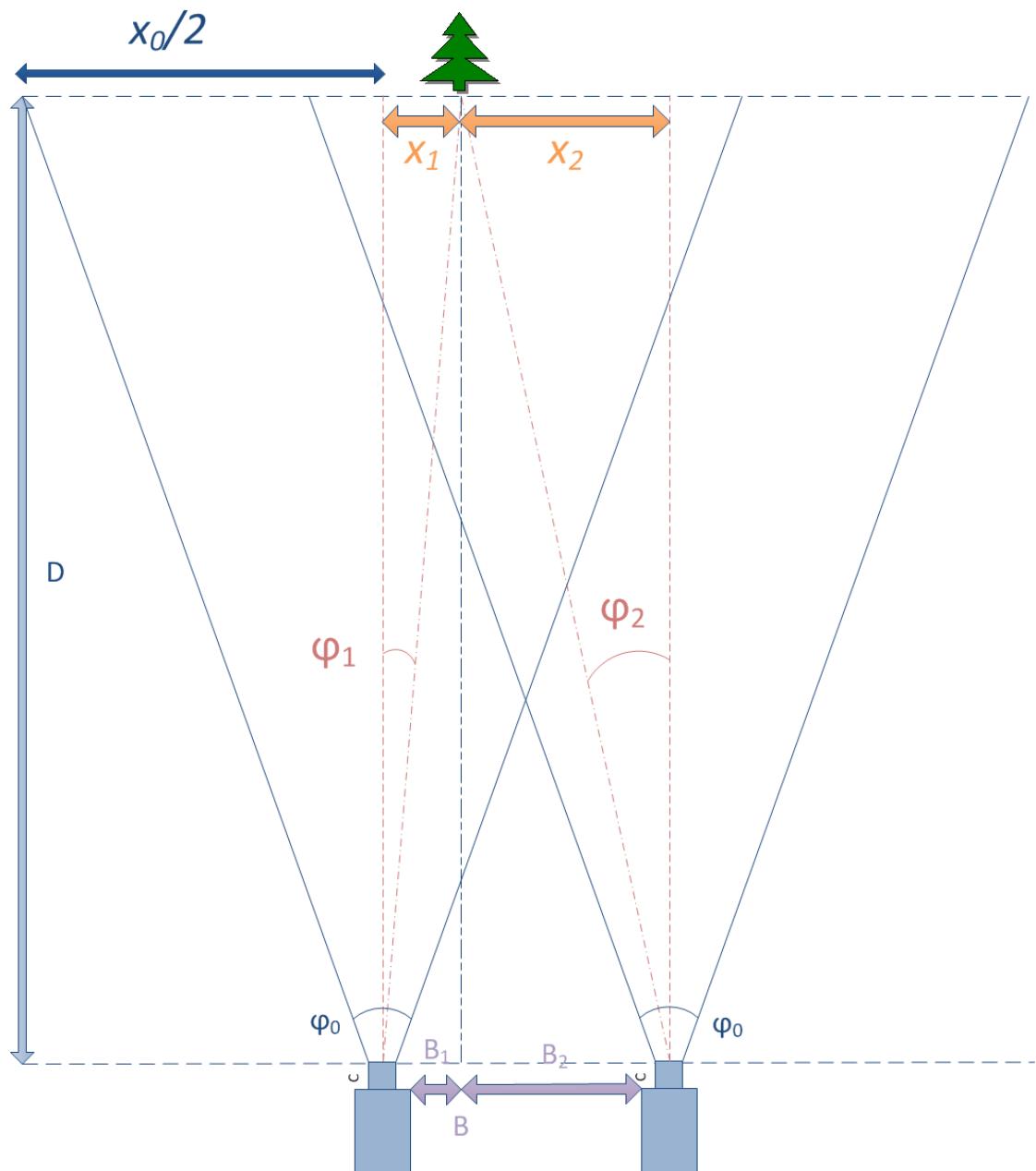


Figure 4.3: Problem 1 - Object is between the Cameras

$$D = \frac{B}{\tan(\varphi_1) + \tan(\varphi_2)} \quad (4.5)$$

$$D \tan\left(\frac{\varphi_0}{2}\right) = \frac{x_0}{2} \quad (4.6)$$

$$D \tan(\varphi_1) = x_1 \quad (4.7)$$

Dividing (4.7) by (4.6)

$$\frac{\tan(\varphi_1)}{\tan(\frac{\varphi_0}{2})} = \frac{2x_1}{x_0} \quad (4.8)$$

$$\tan(\varphi_1) = \frac{2x_1 \tan(\frac{\varphi_0}{2})}{x_0} \quad (4.9)$$

This can also be shown for the right camera:

$$\tan(\varphi_2) = \frac{-2x_2 \tan(\frac{\varphi_0}{2})}{x_0} \quad (4.10)$$

Substitution equations (4.9) and (4.10) into (4.5) gives

$$D = \frac{Bx_0}{2 \tan(\frac{\varphi_0}{2})(x_1 - x_2)} \quad (4.11)$$

4.2.1.2 Object is to the same side in each camera

Derivation is based on the derivation from Tjandranegara (2005). Using figure 4.4:

$$D \cdot \tan(\varphi_1) = x_1 \quad (4.12)$$

$$D \cdot \tan\left(\frac{\varphi_0}{2}\right) = \frac{x_0}{2} \quad (4.13)$$

$$\frac{\tan(\varphi_1)}{\tan(\frac{\varphi_0}{2})} = \frac{2x_1}{x_0} \quad (4.14)$$

$$\varphi_1 = \arctan\left(\frac{2x_1}{x_0} \tan\left(\frac{\varphi_0}{2}\right)\right) \quad (4.15)$$

and similarly

$$\varphi_2 = \arctan\left(\frac{2x_2}{x_0} \tan\left(\frac{\varphi_0}{2}\right)\right) \quad (4.16)$$

$$\theta = \varphi_2 - \varphi_1 \quad (4.17)$$

Using the sine equality rule:

$$\frac{R}{\sin(\frac{\pi}{2} - \varphi_2)} = \frac{B}{\sin(\theta)} \quad (4.18)$$

$$R = B \cdot \frac{\sin(\frac{\pi}{2} - \varphi_2)}{\sin(\theta)} = B \frac{\cos(\varphi_2)}{\sin(\theta)} \quad (4.19)$$

$$D = \cos(\varphi_1) \cdot R \quad (4.20)$$

Substituting (4.17) into (4.19), and then into (4.20):

$$D = B \cdot \frac{\cos(\varphi_2) \cdot \cos(\varphi_1)}{\sin(\varphi_2 - \varphi_1)} \quad (4.21)$$

Where φ_1 is defined in equation (4.15) and φ_2 is defined in equation (4.16).

4.2.1.3 Object is in front of a camera

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

$$D = B \tan\left(\frac{\pi}{2} - \varphi_2\right) \quad (4.22)$$

Where φ_2 can be found from equation 4.16.

4.2.2 Summary

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

Object is between the two cameras:

$$D = \frac{Bx_0}{2 \tan(\frac{\varphi_0}{2})(x_1 - x_2)} \quad (4.23)$$

Object is to the same side in both images:

$$D = B \cdot \frac{\cos(\varphi_2) \cdot \cos(\varphi_1)}{\sin(\varphi_2 - \varphi_1)} \quad (4.24)$$

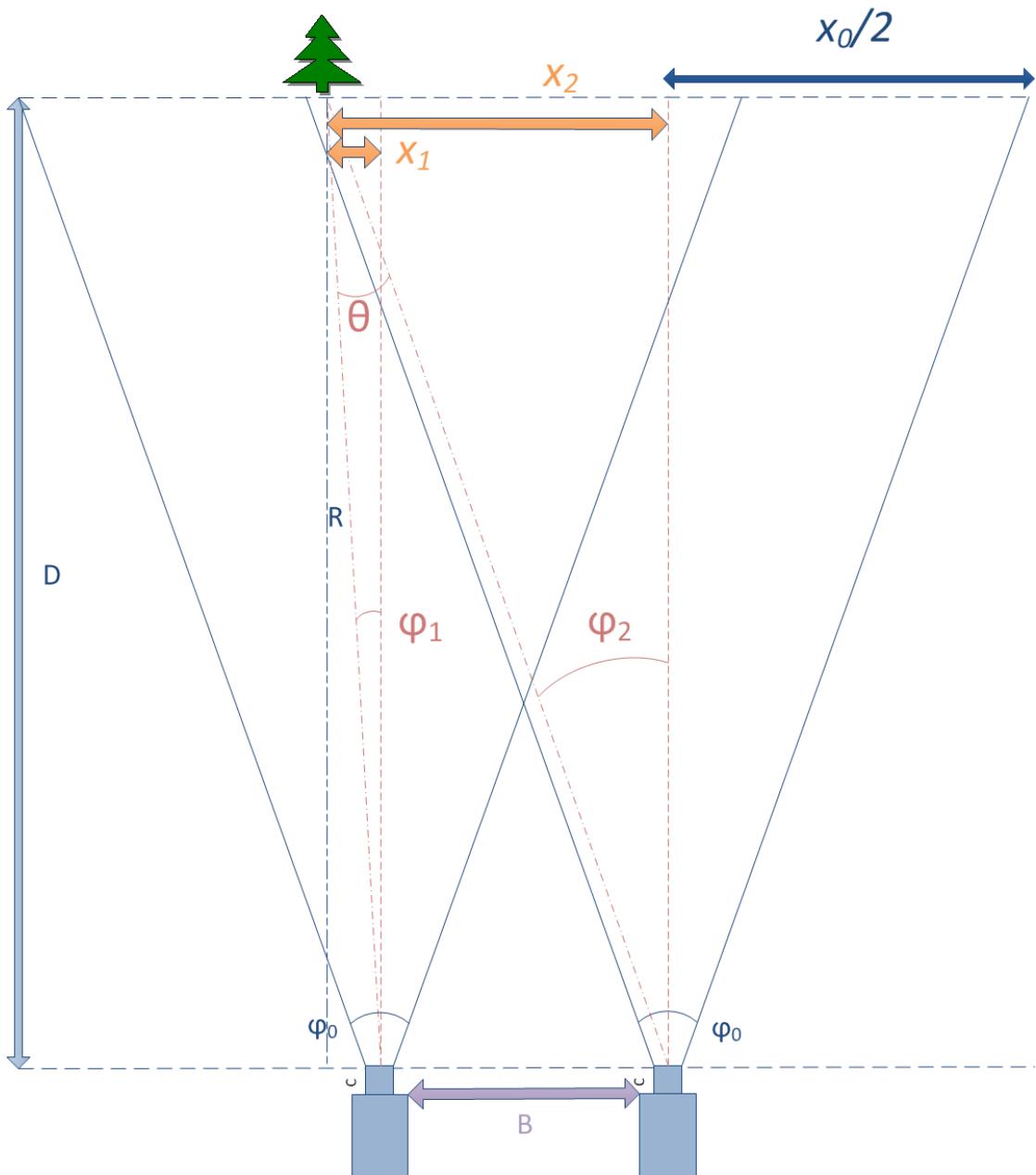


Figure 4.4: Problem 2 - Object is to the same side in both cameras

Object is directly in front of a camera:

$$D = B \tan \left(\frac{\pi}{2} - \varphi_2 \right) \quad (4.25)$$

Where φ_1 is defined in equation (4.15) and φ_2 is defined in equation (4.16).

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

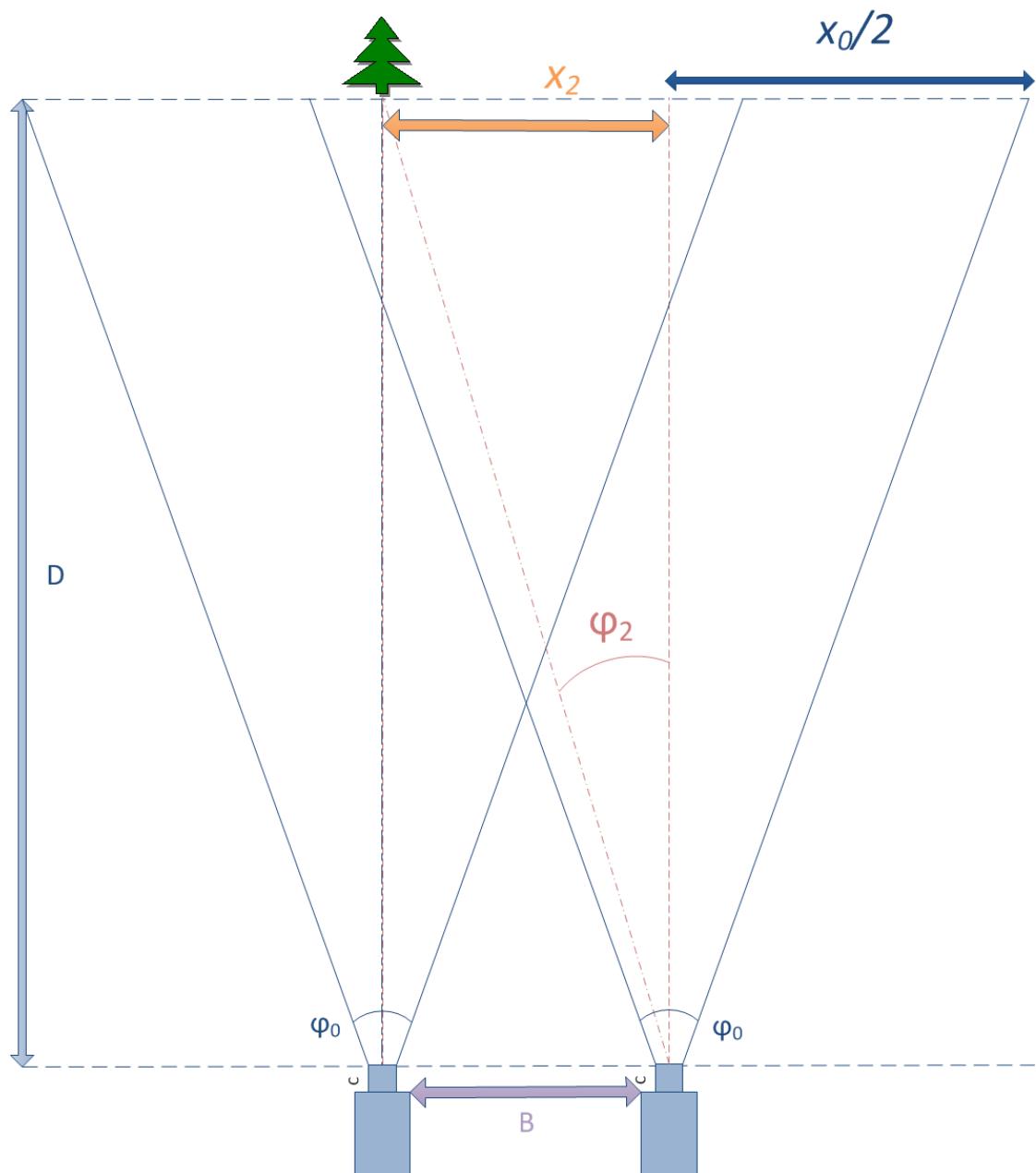


Figure 4.5: Problem 3 - Object is directly in front of a camera

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, which is often displayed as magnitude and

phase. The Fourier Transform is defined in equation (4.26) and two examples of signals and their Fourier Transforms are shown in figures 4.6 and 4.7.

$$X(f) = \int_{-\infty}^{\infty} x(t)e^{-j2\pi ft} dt \quad (4.26)$$

Uses of FT in signal processing

The equation for the Fourier transform in equation (4.26) 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 (4.27). 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.

$$X[k] = \sum_0^{N-1} x[n]e^{-j\Omega_0 kn} \quad (4.27)$$

Where Ω_0 is the sample frequency

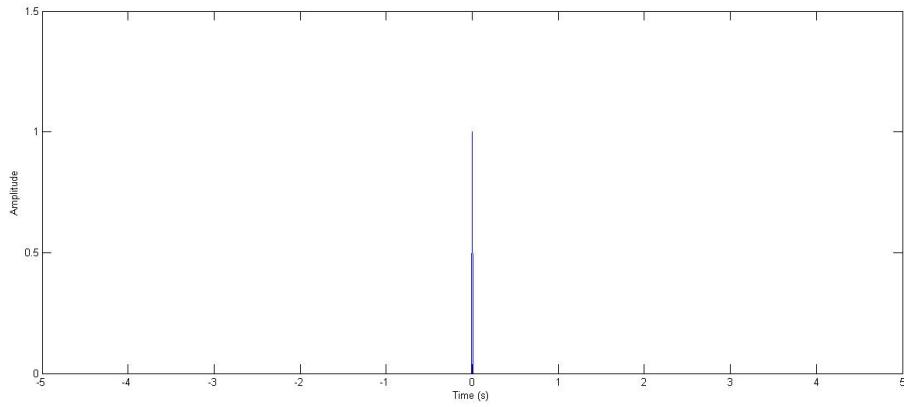
Why this is relevant to my project - what am I using it for?

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 (4.28). As discussed in section 4.1.3, cross correlation is very similar to convolution. Convolution is defined in equation (4.29). With images, $f(t)$ is a real signal, its conjugate is exactly the same, $f(t) \equiv f^*(t)$ given that $f(t) \in \Re$.

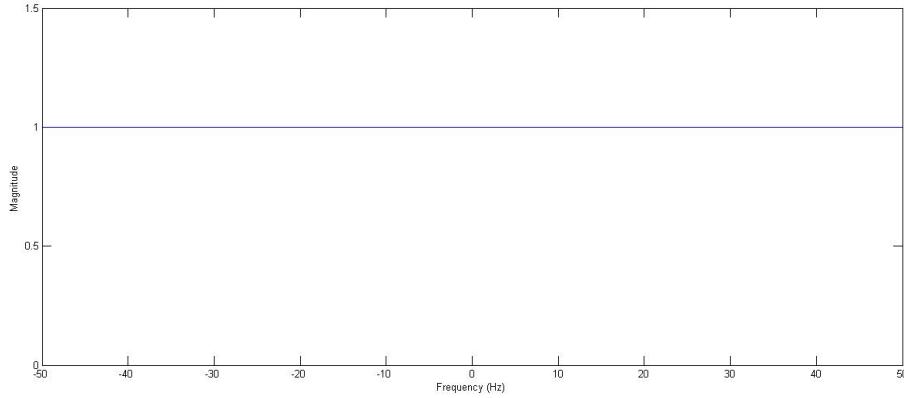
$$\int_{-\infty}^{\infty} f(\tau)g(t - \tau)d\tau = f(t) * g(t) = X(f) \cdot Y(f) \quad (4.28)$$

$$\int_{-\infty}^{\infty} f^*(\tau)g(t + \tau)d\tau = f(t) \star g(t) = X(f) \cdot Y(f) \quad (4.29)$$

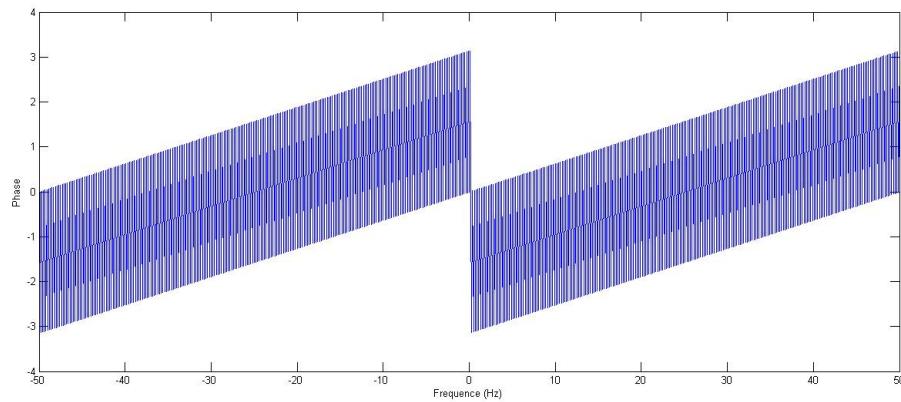
$$f(t) \star g(t) = f(t) * g(-t) = F(f) \cdot G(-f) \quad (4.30)$$



(a) A graph showing a Dirac Function

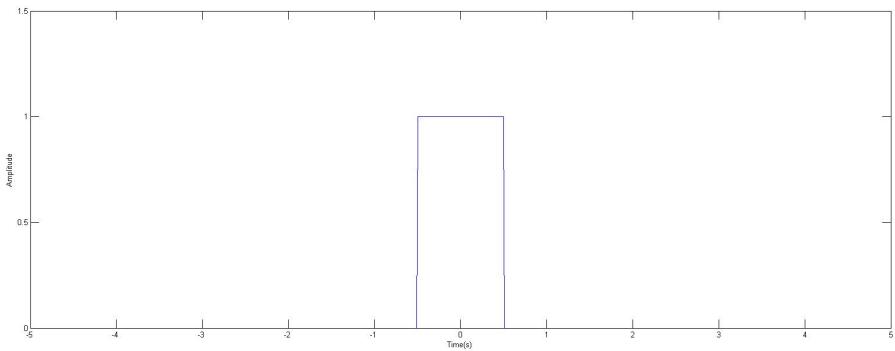


(b) A graph showing the magnitude of the Fourier transform of the Dirac Function

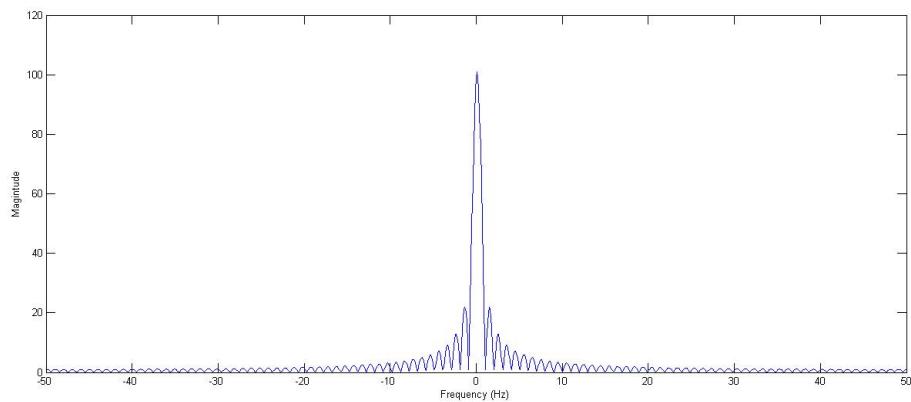


(c) A graph showing the phase of the Fourier transform of the Dirac Function

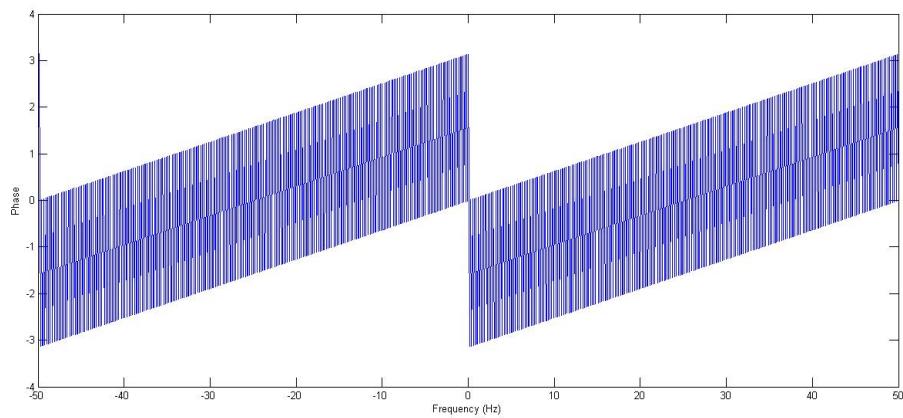
Figure 4.6: A Dirac signal and the phase and magnitude of its Fourier Transform



(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 4.7: A 2D Rectangular pulse and the phase and magnitude of its Fourier Transform

example of convolution used as correlation. Include some pretty graphs

4.3.2 Two Dimensional Fast Fourier Transform

Definition

A two dimensional Fourier transform exists for analysing two dimensional signals, namely in this application, an image. The Fourier Transform is shown in equation (4.31) and the discrete version is shown in (4.32)

$$F(u, v) = \frac{1}{2\pi} \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} f(x, y) e^{-2\pi j(xu+yv)} dx dy \quad (4.31)$$

$$F(u, v) = \frac{1}{N} \sum_{x=0}^{N-1} \sum_{y=0}^{N-1} f(x, y) e^{-\frac{2\pi j(xu+yv)}{N}} \quad x, y, u, v \in \{0 \dots N-1\} \quad (4.32)$$

Examples

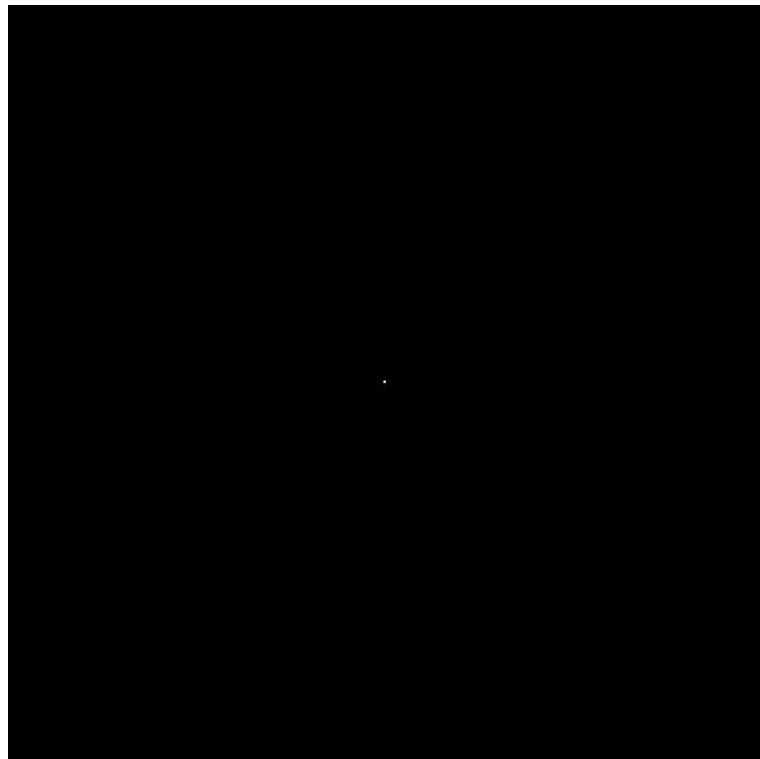
Figures 4.8 and 4.9 show the two dimensional equivalent test signals of figures 4.6(a) and 4.7(a) and the phase and magnitudes of their Fourier Transforms. There is a direct similarity between the 1D and 2D spectra; the magnitudes of the Dirac (figures 4.6(b) and 4.8(b)) are both constant values and the rectangular pulses both have a modulus sinc function magnitude (figures 4.7(a) and 4.9(a)).

2D FFT and restrictions

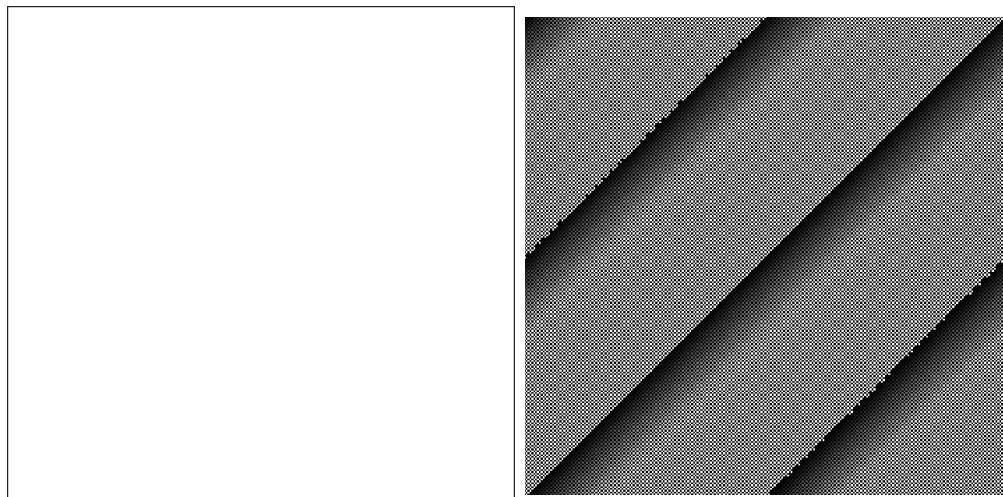
The 2D Fourier transform can also be optimised to a fast Fourier transform algorithm in a similar way as the 1D case. The algorithm, sometimes referred to as the Butterfly transform, is briefly discussed in Nixon and Aguado (2012) where it is explained that the algorithm can be easily applied to images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

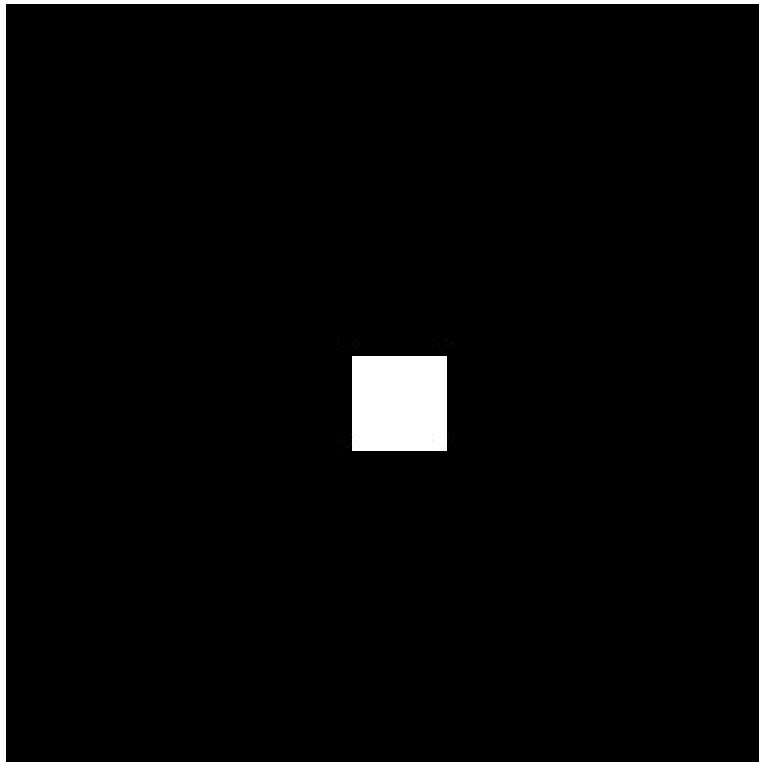


(a) An image of a 2D Dirac Function

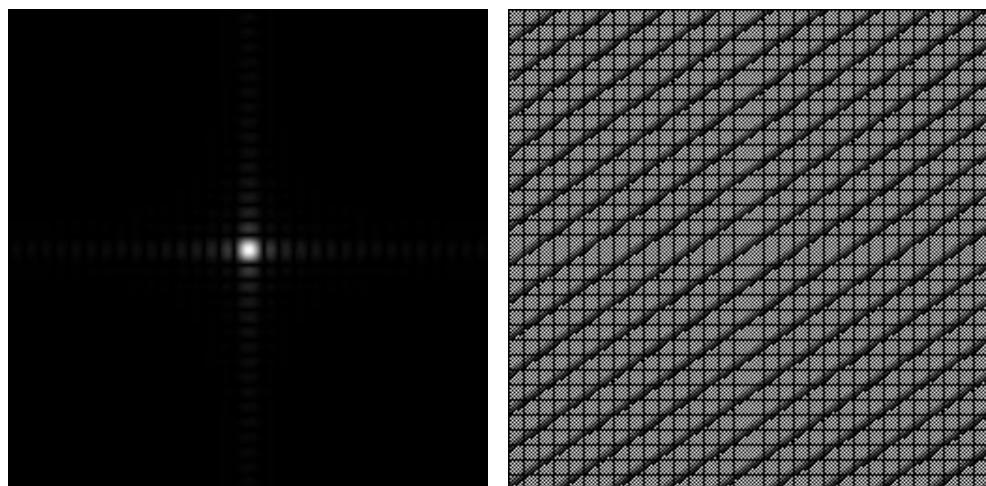


(b) An image of the magnitude of the Fourier transform of the 2D Dirac Function (c) An image of the phase of the Fourier transform of the 2D Dirac Function

Figure 4.8: 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 4.9: A 2D Rectangular Pulse signal and the phase and magnitude of its Fourier transform

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

Include and explain code

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, magnitude and phase 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 256×256 for processing images on the AVR. Though the height of an image from the OV7670 camera is 240, 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 repeating itself.

The function *FFT2DCOMPLEX* in Appendix [G.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

Show results of some test signals

4.3.4.1 1D FFT Test

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

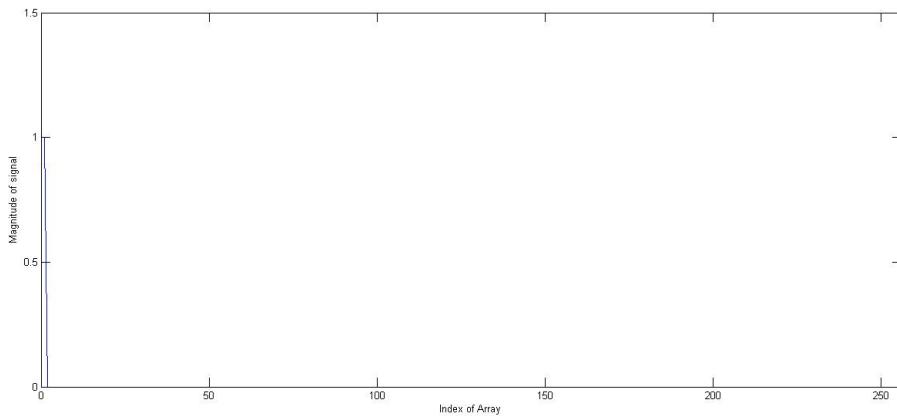


Figure 4.10: Input Dirac Signal for AVR fast Fourier transform

Figure 4.10 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 4.11 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 4.6(b), they are relatively similar. The phase, however, seems to be very different. Figure 4.6(c) shows what was expected, but the two phase results seem not to match. 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 4.12 is obtained. This, though not exactly 1 as expected, is completely flat. It is computed from the same transformed data. It suggests that there is some internal compensation in the algorithms. The actual value in figure 4.12 is 0.9897 to 4 decimal places giving an overall error of 1.03%.

Figures 4.13, 4.14 and 4.15 show the similar outputs from the AVR. 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 4.14) is different to the result when the magnitude is calculated on the AVR (figure 4.15). There are also differences in the result from the AVR and the result from MATLAB in figure 4.7, which can, again, be put down to the algorithms.

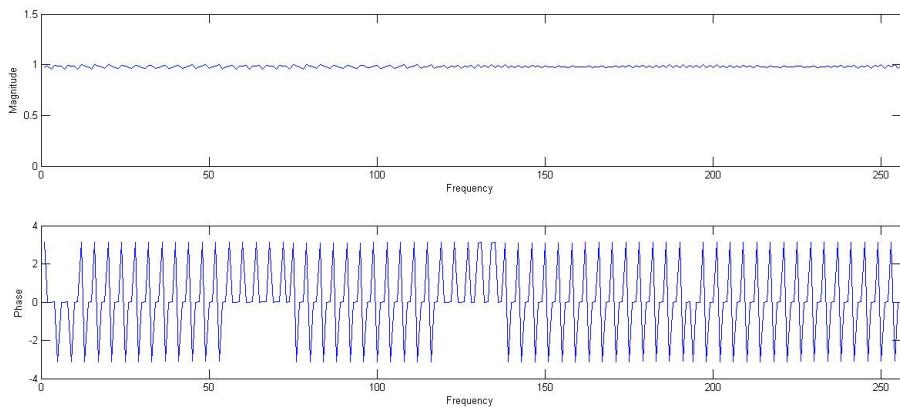


Figure 4.11: Output phase and magnitude of the complex output from AVR fast Fourier transform of a Dirac function

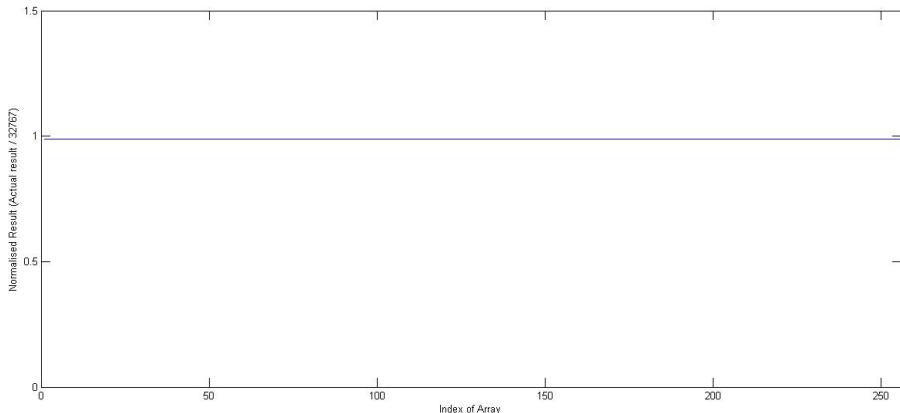


Figure 4.12: Maginitude calculated by the AVR of the Fourier transform of a Dirac function

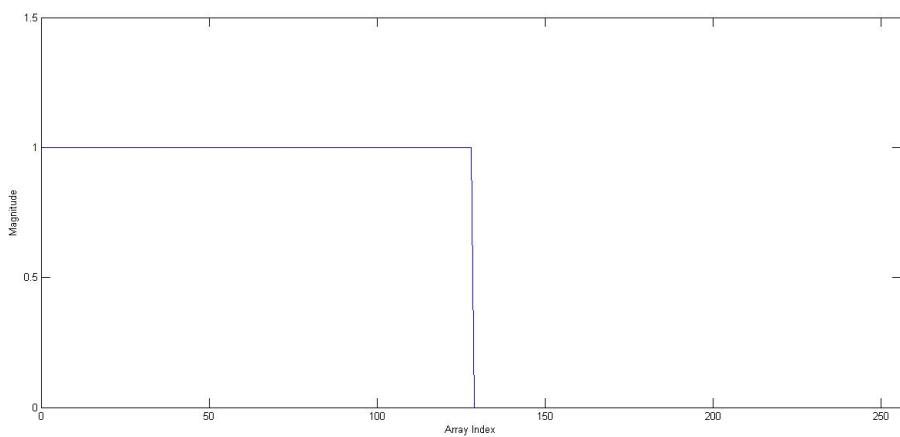


Figure 4.13: Input Rectangular Pulse for AVR fast Fourier transform

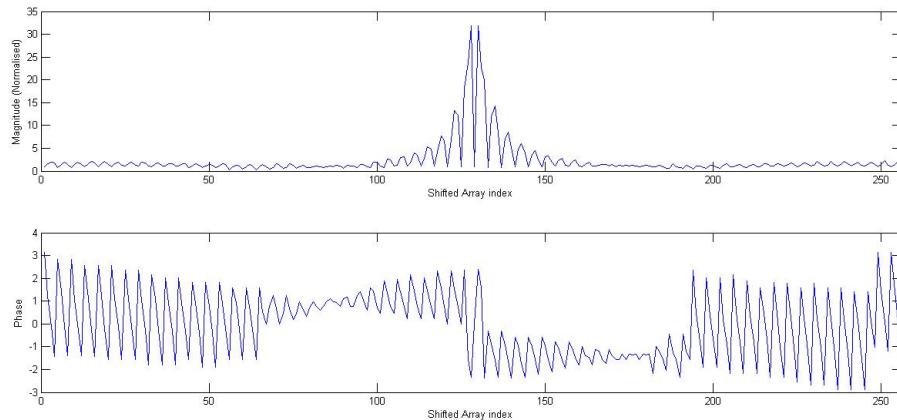


Figure 4.14: Output phase and magnitude of the complex output from AVR fast Fourier transform of a Rectangular Pulse

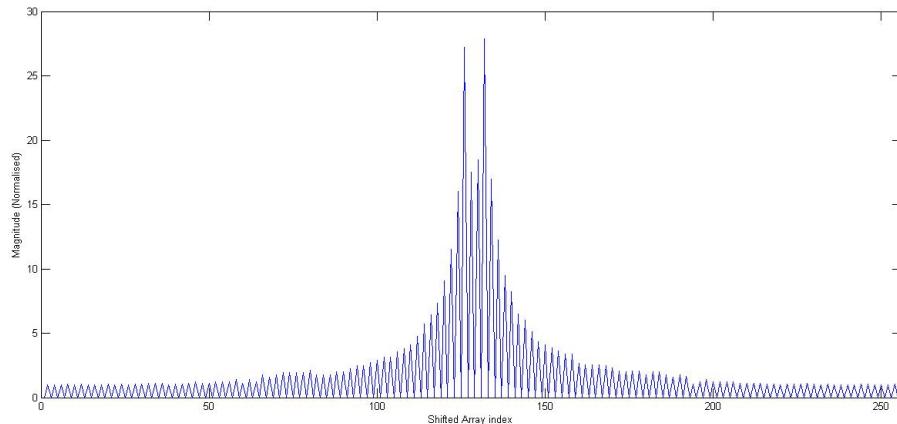
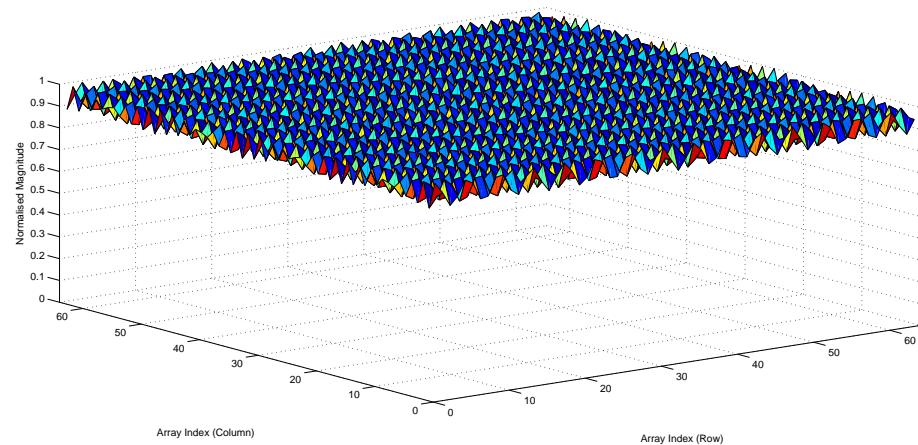


Figure 4.15: Maginitude calculated by the AVR of the Fourier transform of a Rectangular Pulse

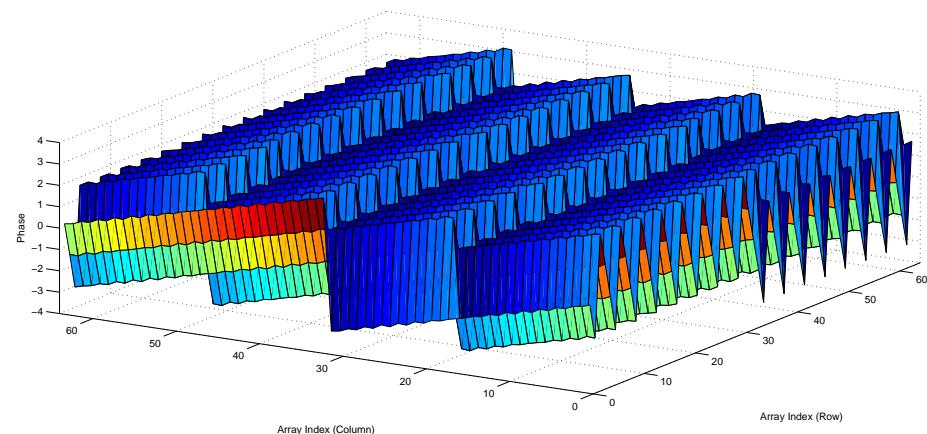
4.3.4.2 2D FFT Test

Two test signals were used to test the 2D FFT on the AVR, a Dirac Signal and a Square wave, seen in figures 4.8(a) and 4.9(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 scaling and the data shifted so that frequency 0 is in the centre. These test were done with a 64×64 2D data 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.



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

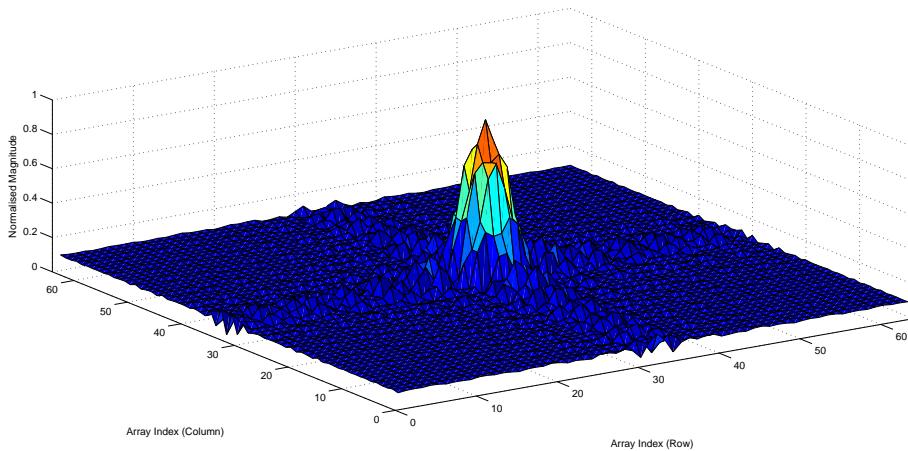


(b) A 3D Plot of the phase of the complex data returned by the 2D fast Fourier Transform on the AVR

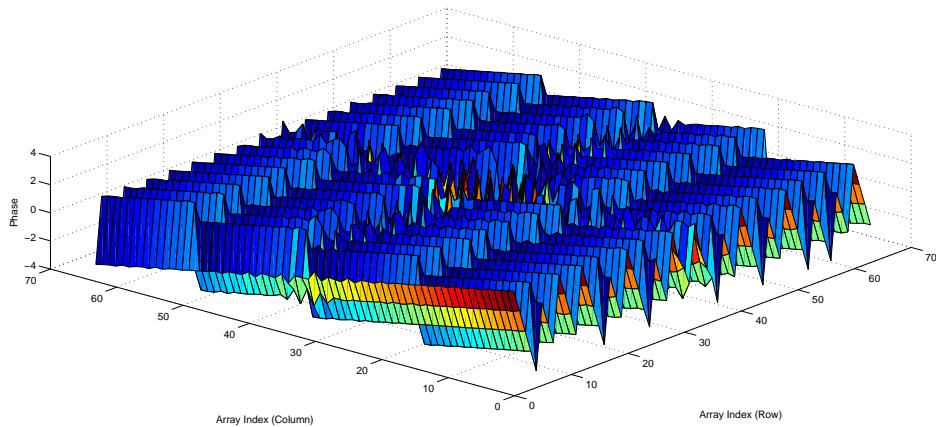
Figure 4.16: 3D Plots of the phase and magnitude of the Complex Data returned from the 2D FFT on the AVR of a 2D Dirac Function

The result of the Dirac test is seen in figure 4.16. 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 4.12. 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 4.17(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 4.17(b)) seems to differ a lot from the expected result in figure 4.9(c).

Elapsed Time to do FT



(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 Square Function

Need to implement grey scaling method before being able to do this

Show results of actual photo being transformed

Compare to MATLAB results

Maybe IFFT it too to find total errors in algorithm?

4.4 Low Level Vision Algorithms

4.4.1 Noise Reduction

Why

Noise exists in all signals. Two noise sources for the camera image is random noise in the sensor, and quantisation noise. It generates a compromise between noise and resolution that has to be made. Large amounts of noise reduction will blur edges and therefore reduce the quality of the image and make it harder to match. This section will investigate some noise reduction methods, and test if the application of them increases the reliability of matching using the Normalised Cross Correlation method discussed in section 4.1.3.

Theory

Examples

Does it improve the reliability of matching? Vary noise amount in images?
and test

4.4.2 Edge Detection

Why

Theory

Examples

Does it improve the reliability of matching?

Chapter 5

Results

5.1 Results

A full test of the system I have got

Summary of good and bad WITH EVIDENCE

Chapter 6

Conclusions and Further Work

What I have accomplished

What could be changed to make it better

Suggestions for further work

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

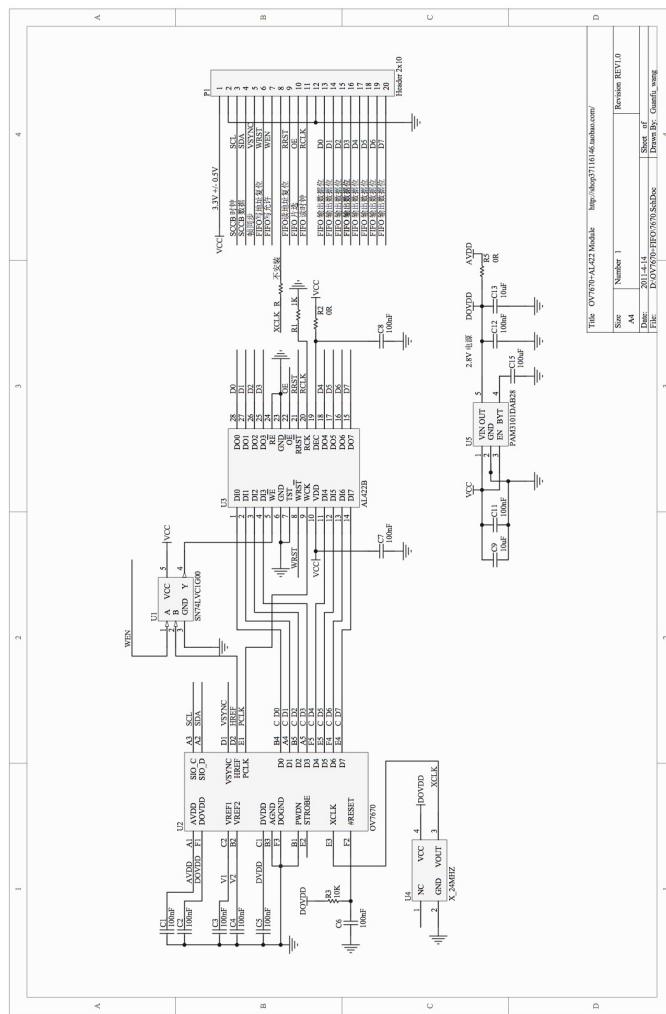
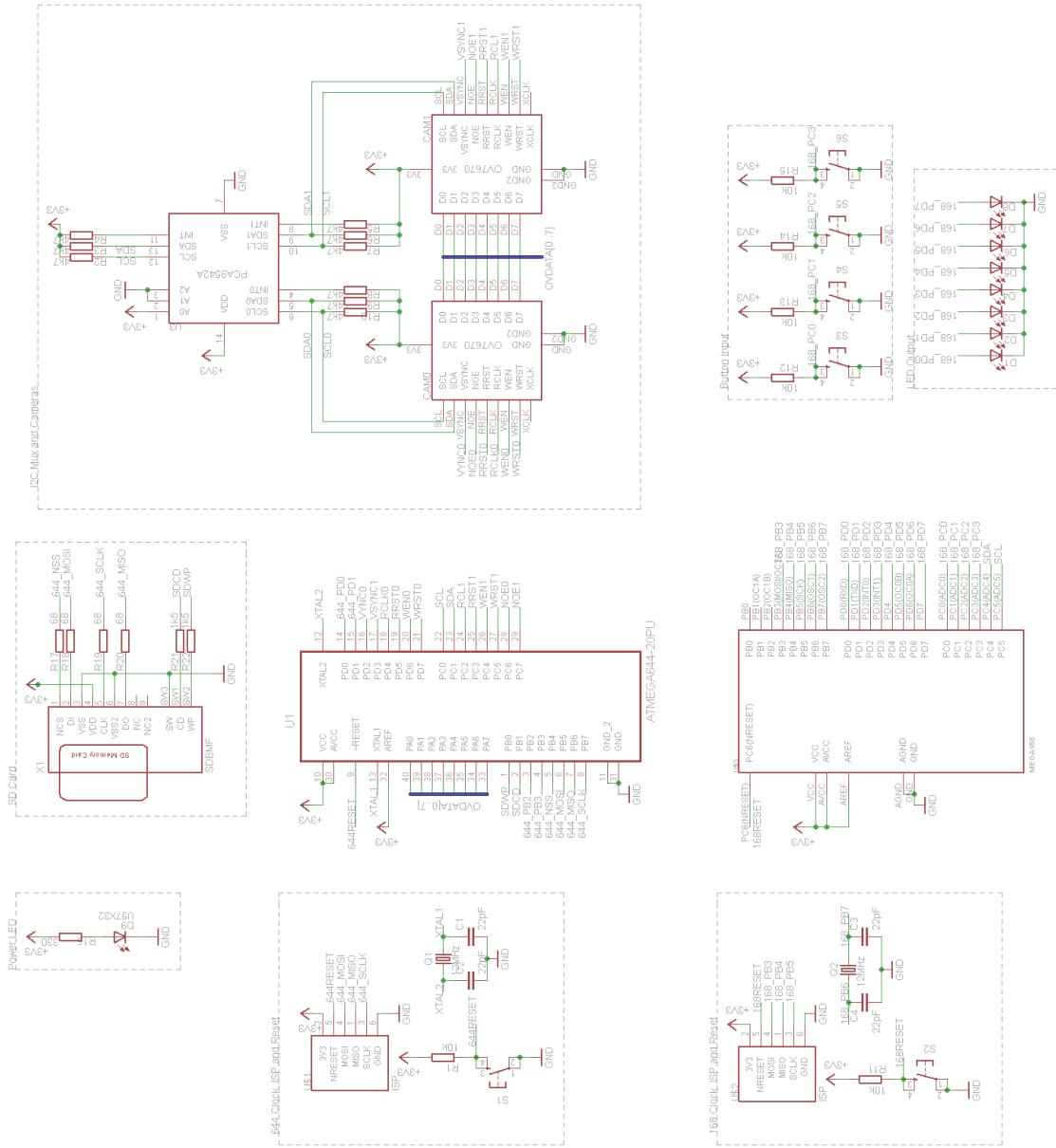


Figure B.1: The circuit diagram for the OV7670 breakout board



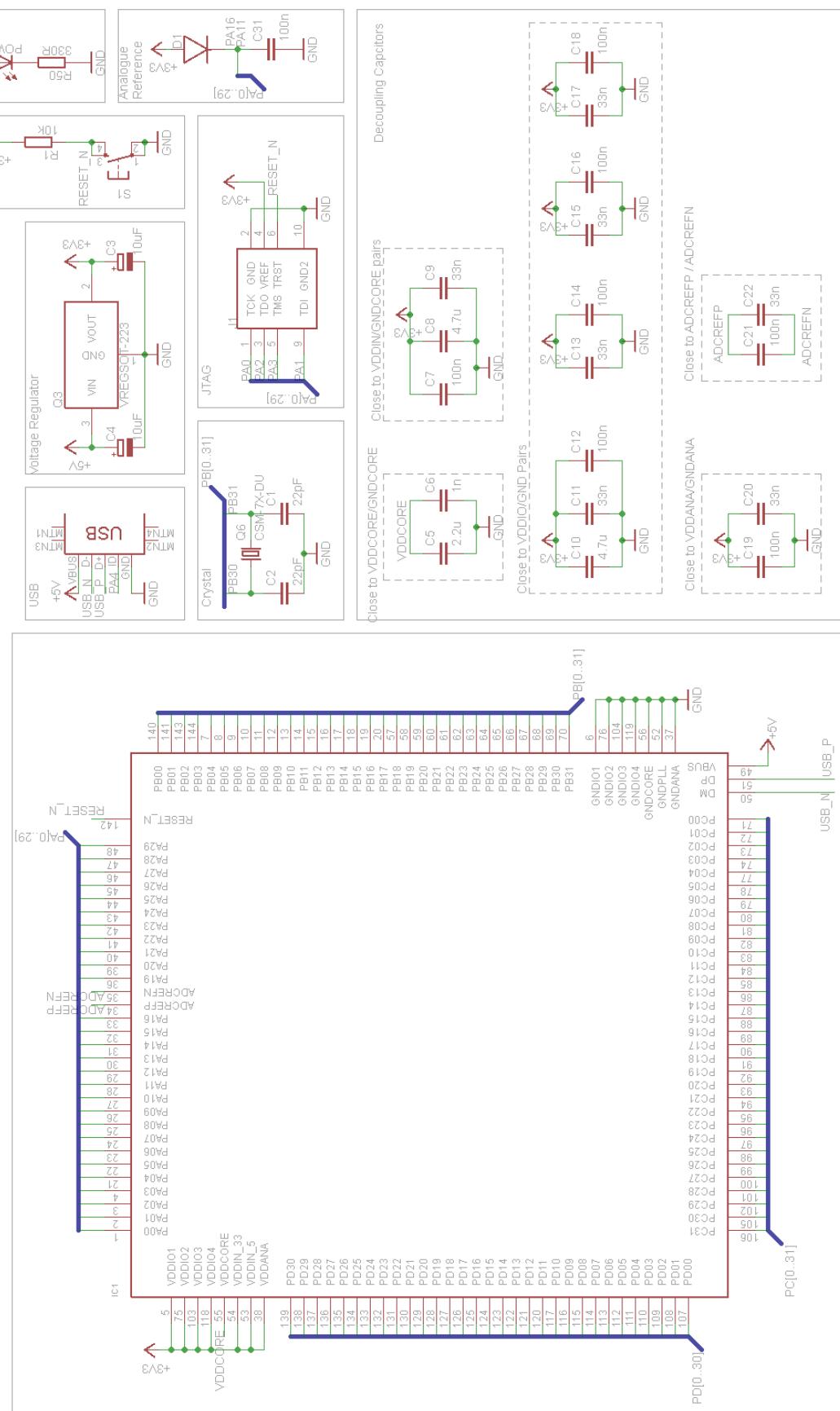


Figure B.3: The Columbus Circuit Diagram Page 1

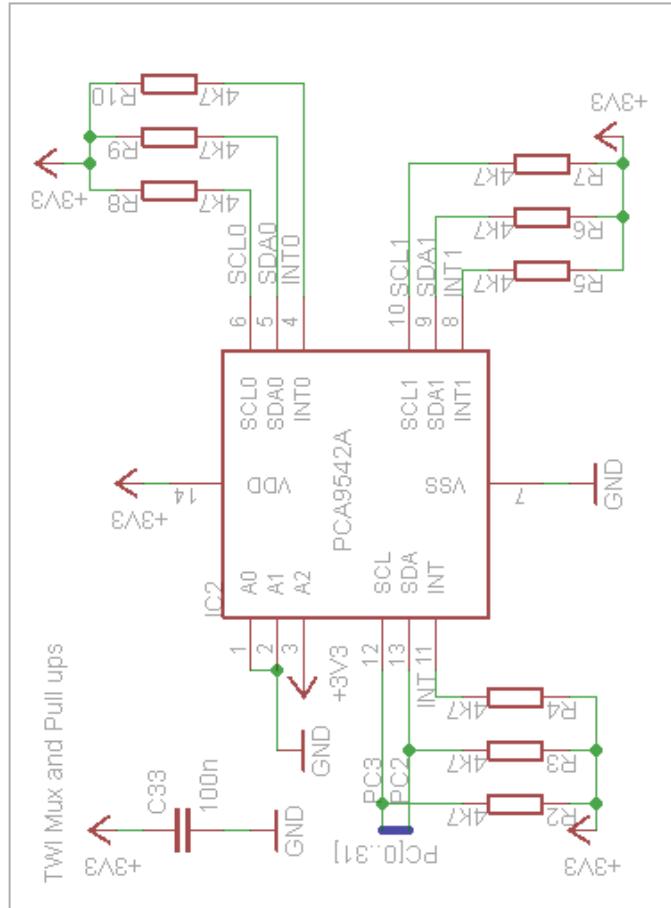
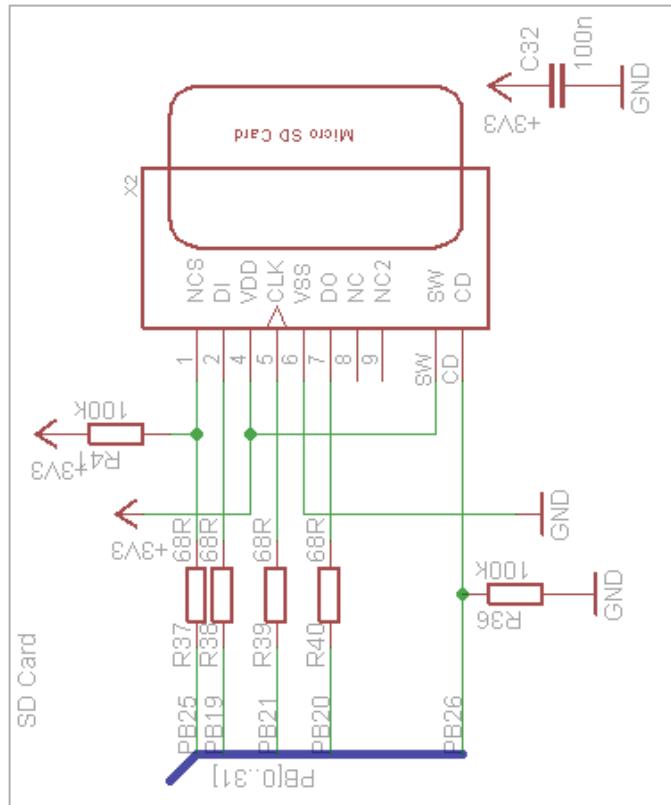


Figure B.4: The Columbus Circuit Diagram Page 2

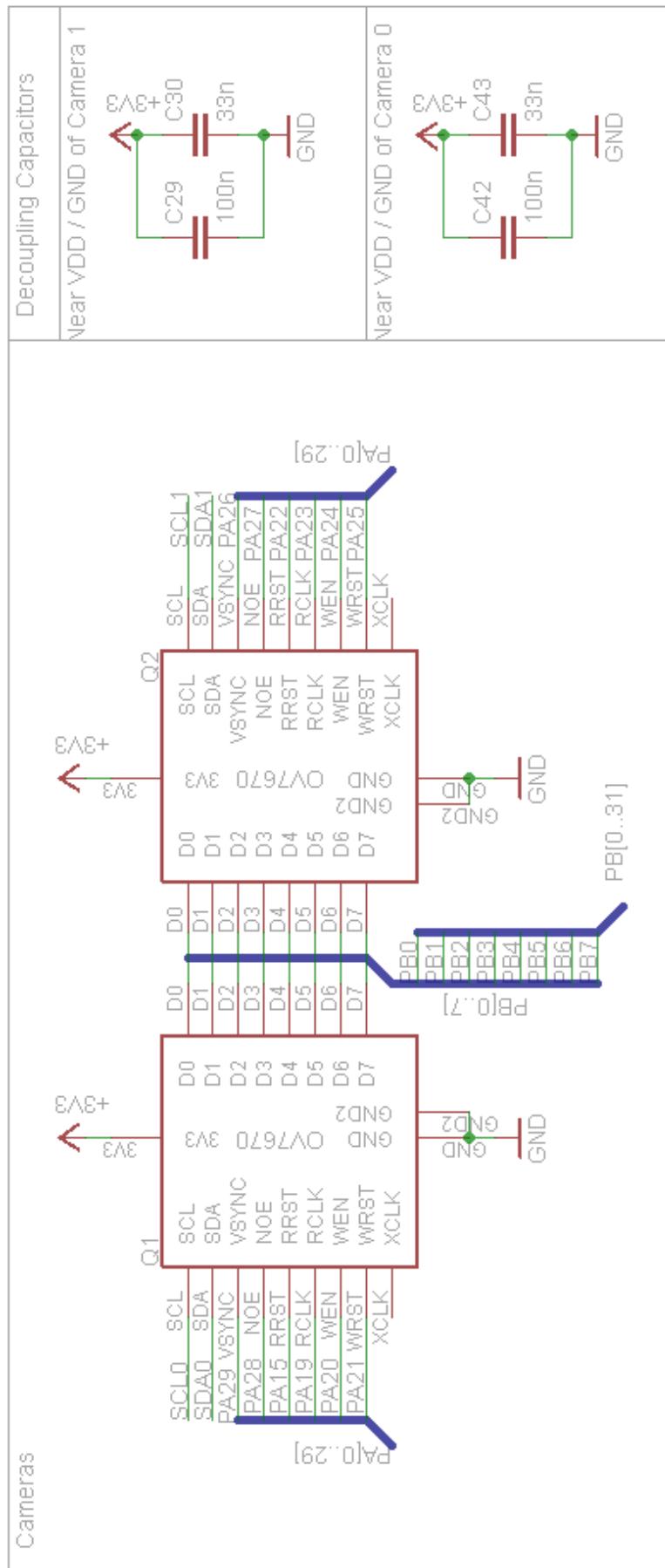


Figure B.5: The Columbus Circuit Diagram Page 3

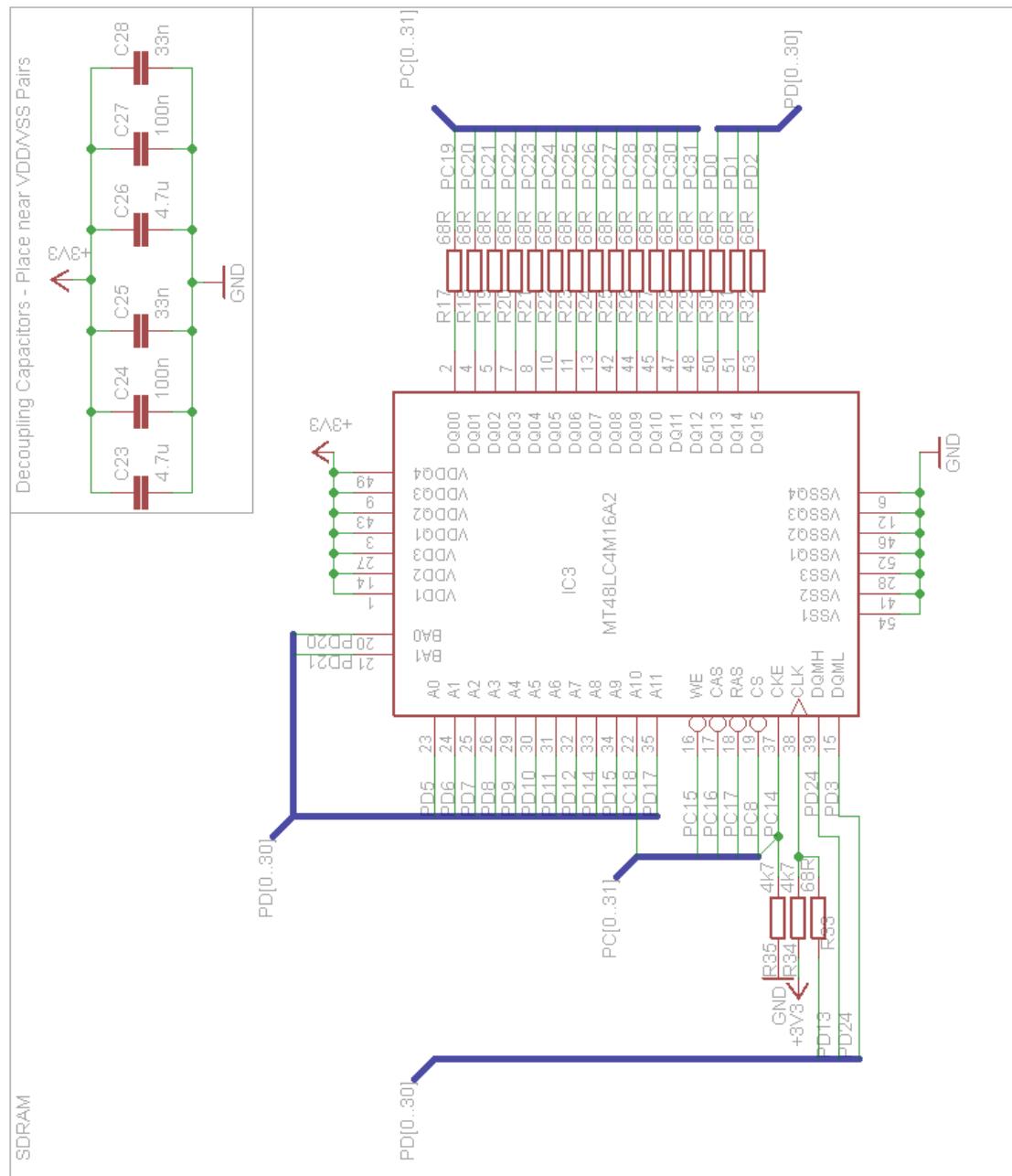


Figure B.6: The Columbus Circuit Diagram Page 4

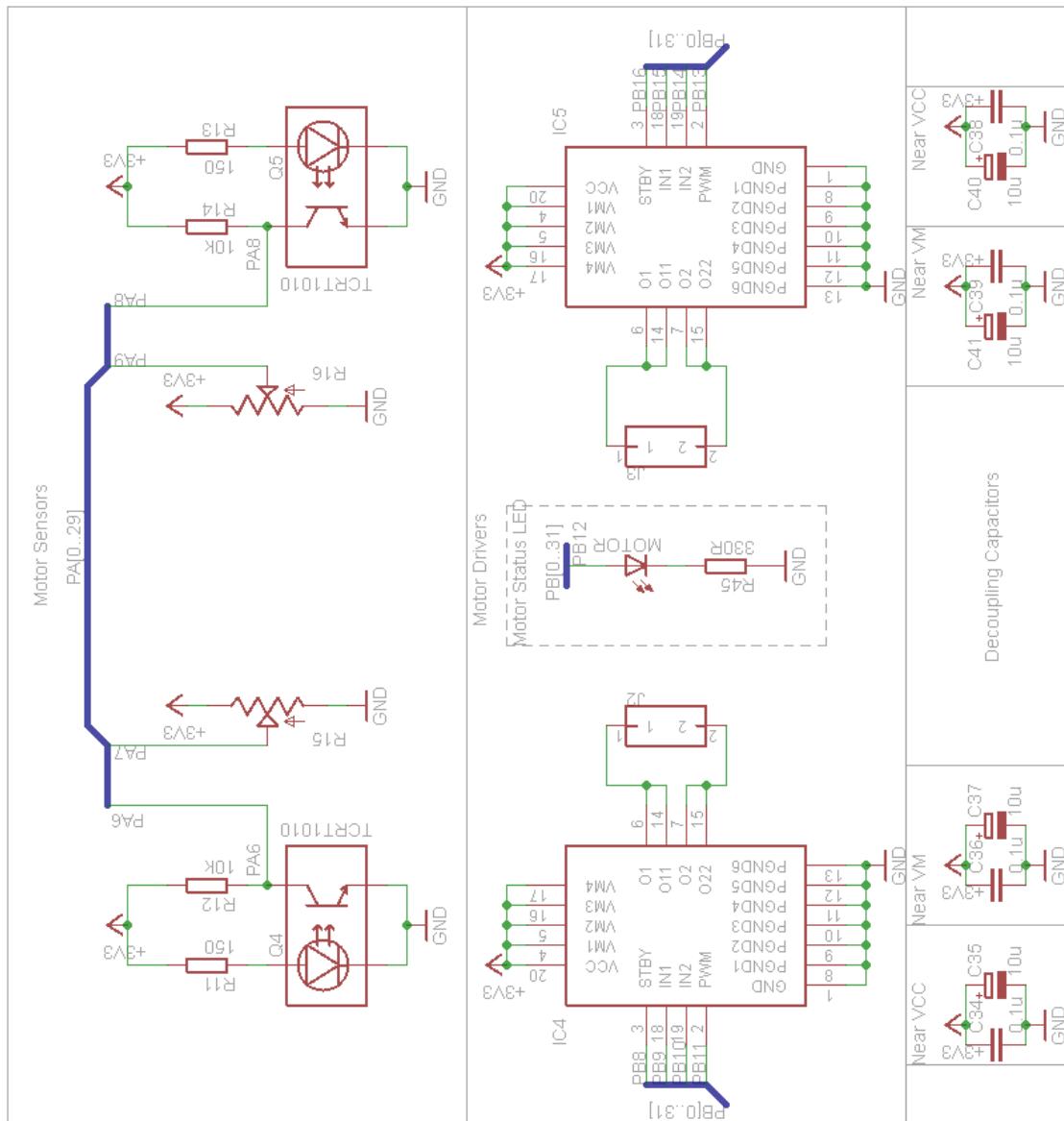


Figure B.7: The Columbus Circuit Diagram Page 5

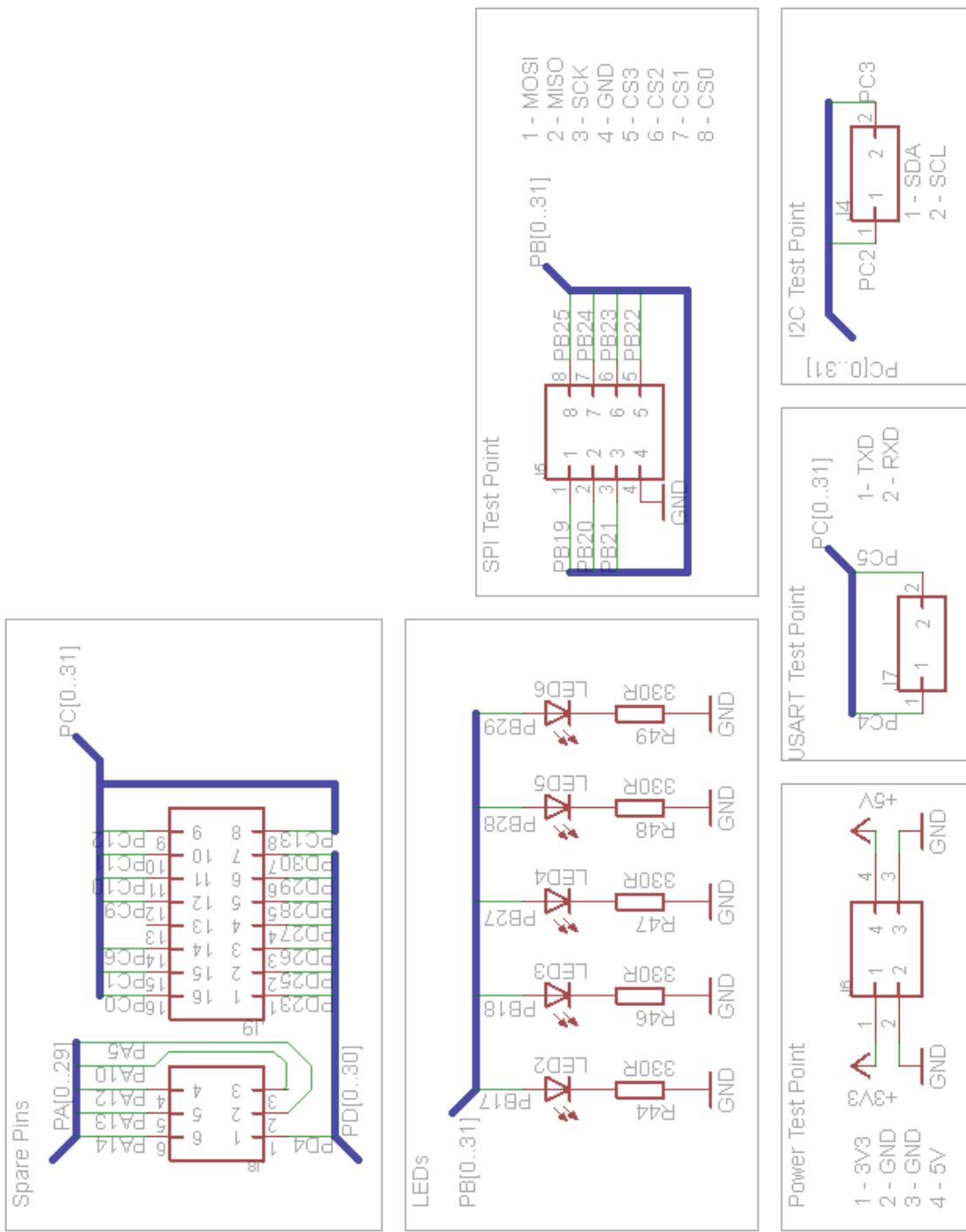


Figure B.8: The Columbus Circuit Diagram Page 6

Appendix C

PCB Design

C.1 PCB Top Side

C.2 PCB Bottom Side

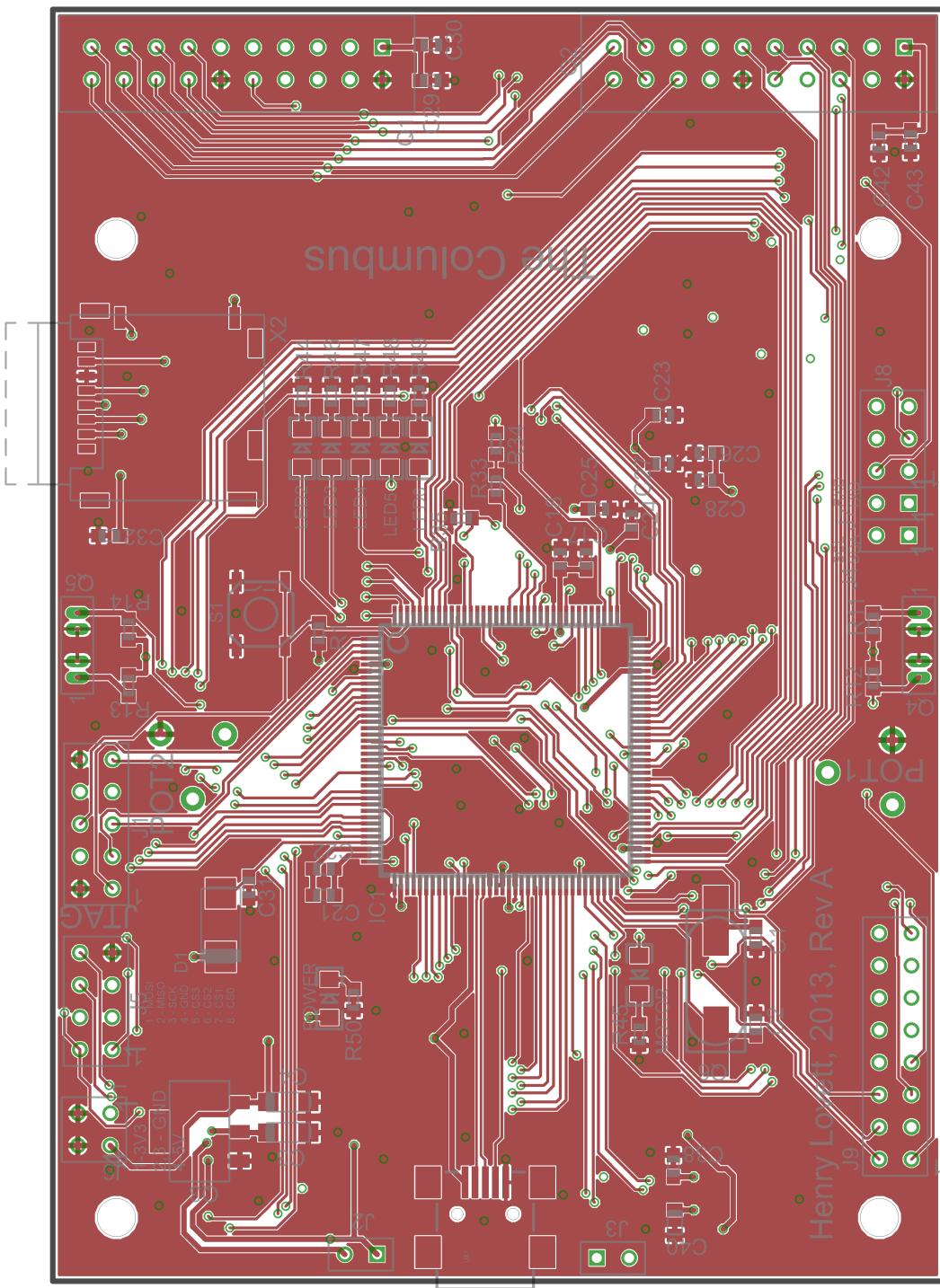


Figure C.1: The Top side of the CAD Design of the PCB

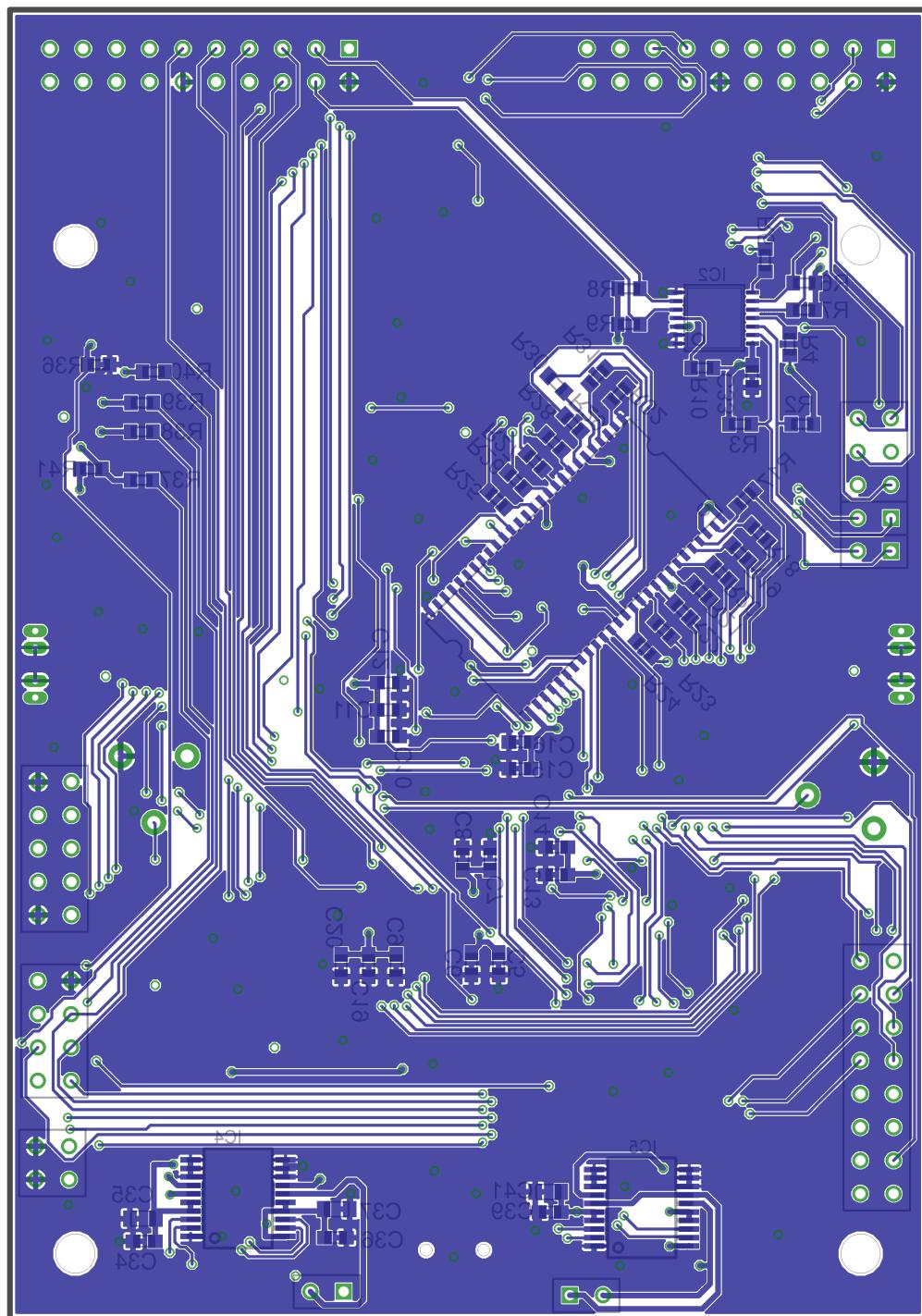


Figure C.2: The Bottom side of the CAD Design of the PCB

Appendix D

Costings

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

Appendix E

Contents of Files

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

Source Code

G.1 C Code for AVR

G.1.1 The Columbus Source Code

G.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 #include <asf.h>
14 #include <conf_board.h>
15 #include "CustomDevices/CustomDevices.h"
16 #include "conf_sd_mmc_spi.h"
17 #include "fat.h"
18 #include "file.h"
19 #include "navigation.h"
20 #include "fastmath.h"
21 #include "delay.h"
22 #include "stdio.h"
23
24 //REF : http://www.chris.com/ASCII/index.php?art=transportation/nautical
```



```
65 #define COMMAND_BUFFER_SIZE    128
66 int main (void)
67 {
68     Image_t image;
69     unsigned long i, j, tmp = 0;
70     char *Ptr;
71 //  volatile unsigned long *sdram = SDRAM;
72     char CommandBuffer[COMMAND_BUFFER_SIZE];
73     int *Working_Buffer = NULL;
74     int SizeOfWorking_Buffer = 0;
75     A_ALIGNED dsp16_complex_t *ComplexBuffer;
76     int SizeOfComplex_Buffer = 0;
77     Columbus_Status.SD_Card = &SD_Status;
78     Columbus_Status.Cameras = &OV7670_Status;
79     Columbus_Status.I2CMux = &PCA9542A;
80     Columbus_Status.SD_Card = &SD_Status;
81     Columbus_Status.Motors = &Motor_Control;
82     board_init();
83     print_dbg("\n\r");
84     print_dbg(THE);
85     print_dbg(COLUMBUS);
86     print_dbg(ASCII_SHIP);
87     System_Test();

88
89 if(Columbus_Status.Status != STATUS_OK)
90 {
91     while(1)
92     {
93         LED2_SET;
94         LED3_SET;
95         LED4_SET;
96         LED5_SET;
97         LED6_SET;
98         delay_ms(500);
99         LED2_CLR;
100        LED3_CLR;
101        LED4_CLR;
102        LED5_CLR;
103        LED6_CLR;
104        delay_ms(500);
105    }//inifinte loop
106 }

107
108 print_dbg("\n\rColumbus Ready!");
109 // Insert application code here, after the board has been initialized.
110 while(1)
111 {
112     {
113         print_dbg(PROMPT);
114         Get_Line(CommandBuffer);
115         Ptr = CommandBuffer;
116         switch(*Ptr++)
117     {
118         case '?':
119             print_dbg(HELP);
120             break;
```

```
122     case '1'://1d FFT (w/ memallocs)
123         print_dbg("\r1D FFT;");
124         SizeOfComplex_Buffer = FFT_SIZE;
125         ComplexBuffer = mspace_malloc(sdram_msp, SizeOfComplex_Buffer *
126                                         sizeof(ComplexBuffer));
126         FFT1D(Working_Buffer, ComplexBuffer);
127         break;
128     case '2':
129         print_dbg("\r2D FFT;");
130         FFT2Dabs(Working_Buffer);
131         break;
132     case '3':
133         print_dbg("\rComplex FFT2D:");
134         SizeOfComplex_Buffer = FFT_SIZE * FFT_SIZE;
135         ComplexBuffer = mspace_malloc(sdram_msp, SizeOfComplex_Buffer *
136                                         sizeof(ComplexBuffer));
136         FFT2DCOMPLEX(Working_Buffer, ComplexBuffer, SizeOfWorking_Buffer);
137         break;
138     case 'm':
139         print_dbg("\r1D FFT Magnitude");
140         FFT1D_Abs(Working_Buffer);
141         break;
142     case 'B':
143         print_dbg("\rReading Bitmap;");
144         ReadBitmap("Image_R_0.bmp", &image);
145         print_dbg("\n\rBitmap Data Returned:\n\rImage Height = ");
146         print_dbg_ulong(image.Height);
147         print_dbg("\n\rImage Width = ");
148         print_dbg_ulong(image.Width);
149         break;

151     case 'c':
152         print_dbg("\rConverting Working Buffer to Fixed Point");
153         for(i = 0; i < SizeOfWorking_Buffer ; i++)
154         {
155             Working_Buffer[i] = DSP16_Q (Working_Buffer[i]);
156         }
157         break;

159     case 'C':
160         print_dbg("\rConverting Working Buffer back from Fixed Point");
161         j = DSP16_Q(1);
162         for(i = 0; i < SizeOfWorking_Buffer ; i++)
163         {
164             Working_Buffer[i] = Working_Buffer[i] / j;
165         }
166         break;

168     case 'D':
169         print_dbg("\rFreeing Working Buffer");
170         mspace_free(sdram_msp, Working_Buffer);
171         break;

173     case 'i':
174         print_dbg("\rImage info:");
175         print_dbg("\n\rImage Pointer = ");
176         print_dbg_ulong(image.ImagePtr);
177         print_dbg("\n\rImage Height = ");
```

```
178     print_dbg_ulong(image.Height);
179     print_dbg("\n\rImage Width = ");
180     print_dbg_ulong(image.Width);
181     break;
182
183     case 'I':
184         print_dbg("\rInverse Fourier Transform;");
185         IFFT2D(ComplexBuffer);
186         break;
187
188     case 'k':
189         print_dbg("\rComplex Buffer:\n\r[");
190         for (i = 0; i < SizeOfComplex_Buffer; i++)
191         {
192             //         print_dbg_ulong(ComplexBuffer[i].real);
193             //         print_dbg(" + ");
194             //         print_dbg_ulong(ComplexBuffer[i].imag);
195             //         print_dbg(", ");
196             if(ComplexBuffer[i].imag >= 0)
197                 sprintf(CommandBuffer, "%d + %dj,", ComplexBuffer[i].real,
198 ComplexBuffer[i].imag);
199             else
200                 sprintf(CommandBuffer, "%d %dj,", ComplexBuffer[i].real,
201 ComplexBuffer[i].imag);
202             print_dbg(CommandBuffer);
203         }
204         print_dbg("]\n\r");
205         break;
206     case 'M': //Motor Related
207         while(*Ptr == ' ')
208             Ptr++; //Find next non - space char
209
210         switch(*(Ptr++))
211         {
212             case 'q': // Reset Motors
213                 print_dbg("\rResetting Motors");
214                 Motors_Reset();
215                 break;
216
217             case 'F': //Move Forward
218                 while(*Ptr == ' ')
219                     Ptr++; //Find next non - space char
220                 i = atoi(Ptr);
221                 Motors_Move(i);
222                 break;
223             case 'T':
224                 while(*Ptr == ' ')
225                     Ptr++; //Find next non - space char
226                 i = atoi(Ptr);
227                 Motors_Rotate(i);
228                 break;
229             case 'l':
230                 Motor_Stop(MOTOR_L);
231                 break;
232             case 'L':
233                 Columbus_Status.Motors->Left_Count = INTERRUPTS_PER_REVOLUTION +
234                 1;
235                 Columbus_Status.Motors->Left_State = FORWARD;
```

```

233     Motor_Start(MOTOR_L);
234     Motors_Execute();
235     break;
236 case 'r':
237     Motor_Stop(MOTOR_R);
238     break;
239 case 'R':
240     Columbus_Status.Motors->Right_Count = INTERRUPTS_PER_REVOLUTION +
241     1;
242     Columbus_Status.Motors->Right_State = FORWARD;
243     Motor_Start(MOTOR_R);
244     Motors_Execute();
245     break;
246 default:
247     print_dbg("\rCommand Not Recognised");
248     break;
249 }

250     break;

252 case 'p':
253     print_dbg("\rPreparing Image;");
254     PrepareImage(&image);
255     print_dbg("\rImage Prepared!");
256     break;

258 case 'P'://take a photo
259     FIFO_Reset(CAMERA_LEFT | CAMERA_RIGHT);
260     print_dbg("\rTaking Photos");
261     if(TakePhoto(CAMERA_LEFT | CAMERA_RIGHT) == CAMERAS_BUSY){
262         print_dbg("Cameras Busy");
263         break;
264     }
265     while(Photos_Ready() == false)
266     ;

268     if(Store_Both_Images() == true)
269         print_dbg("\n\rImages Stored Successfully!");
270     break;

272 case 'r':
273     if (Working_Buffer == 0)
274     {
275         print_dbg("\rWorking Buffer Not Initialised");
276         break;
277     }
278     print_dbg("\rWorking Buffer:\n\r[");
279     for(i = 0; i < SizeOfWorking_Buffer; i++)
280     {
281 //         print_dbg_ulong(Working_Buffer[i]);
282 //         print_dbg(", ");
283         sprintf(CommandBuffer, "%d, ", (dsp16_t)Working_Buffer[i]);
284         print_dbg(CommandBuffer);
285     }
286     print_dbg("\b\b]\n\r");
287     break;
288 case 'R':
289     Working_Buffer = mspace_malloc(sdram_msp, FFT_SIZE);

```

```
290     SizeOfWorking_Buffer = FFT_SIZE;
291     print_dbg("\rReading in signal.bin");
292     ReadSignal(Working_Buffer);
293     break;

295     case 's':// save the working buffer
296         print_dbg("\rSaving Working Buffer;");
297         SaveBuff(Working_Buffer, SizeOfWorking_Buffer);
298         break;
299     case 'd':
300         print_dbg("\rSaving Working Buffer as CSV;");
301         SaveBuff_CSV("Buffer_result.csv", Working_Buffer, SizeOfWorking_Buffer
302 );
303         break;
304     case 'g':
305         print_dbg("\rSaving Complex Buffer as CSV");
306         SaveCBuff_CSV("Buffer_Complex.csv", ComplexBuffer,
307 SizeOfComplex_Buffer);
308         break;
309     case 'f':
310         Working_Buffer = mspace_malloc(sdram_msp, FFT_SIZE*FFT_SIZE);
311         SizeOfWorking_Buffer = FFT_SIZE*FFT_SIZE;
312         print_dbg("\rReading in Buffer.csv");
313         Read_CSV("Buffer.csv", Working_Buffer, SizeOfWorking_Buffer);
314         print_dbg("\n\rComplete!");
315         break;

316     case 'S':
317         print_dbg("\rSaving Bitmap;");
318         SaveBitmap(image.ImagePtr, image.Width, image.Height, "ResavedImage.
319 bmp");
320         print_dbg("\rSaved Bitmap!");
321         break;

322     case 'T':
323         print_dbg("\rReading in 2D Signal");
324         Working_Buffer = mspace_malloc(sdram_msp, FFT_SIZE * FFT_SIZE);
325         SizeOfWorking_Buffer = FFT_SIZE * FFT_SIZE;
326         Read2DSignal(Working_Buffer);
327         break;
328     case 'v':
329         print_dbg("\rColumbus Status:");
330         print_dbg("\n\rSD Card:\n\rStatus: ");
331         print_dbg_ulong(Columbus_Status.SD_Card->Status);
332         print_dbg("\n\rMemory Size : ");
333         print_dbg_ulong(Columbus_Status.SD_Card->Memory_size);
334         print_dbg("\n\rMotors:");
335         print_dbg_ulong(Columbus_Status.Motors->Left_State);
336         print_dbg("\n\rLeft Count : ");
337         print_dbg_ulong(Columbus_Status.Motors->Left_Count);
338         print_dbg("\n\rRight State : ");
339         print_dbg_ulong(Columbus_Status.Motors->Right_State);
340         print_dbg("\n\rRight Count : ");
341         print_dbg_ulong(Columbus_Status.Motors->Right_Count);
342         print_dbg("\n\rCameras:");
343         print_dbg("\n\rStatus : ");
344         print_dbg_ulong(Columbus_Status.Cameras->Status);
```

```

345     print_dbg("\n\rVSYNC0 State : ");
346     print_dbg_ulong(Columbus_Status.Cameras->VSYNC0_State);
347     print_dbg("\n\rVSYNC1 State : ");
348     print_dbg_ulong(Columbus_Status.Cameras->VSYNC1_State);
349     print_dbg("\n\rI2C Mux:");
350     print_dbg("\n\rStatus : ");
351     print_dbg_ulong(Columbus_Status.I2CMux->Status);
352     print_dbg("\n\rChannel Selected : ");
353     print_dbg_ulong(Columbus_Status.I2CMux->ChannelSelected);
354     break;
355 case 'o':
356     print_dbg("\r1 in Fixed point = ");
357     i = DSP16_Q(1);
358     print_dbg_ulong(i);
359     break;
360 //    case 'o'://testing storing a complex
361 //        print_dbg("\rFreeing Complex Buffer");
362 //        mspace_free(sdram_msp, ComplexBuffer);
363 //        print_dbg("\n\rAssigning Space to the Complex Buffer;");
364 //        SizeOfComplex_Buffer = 10;
365 //        ComplexBuffer = mspace_malloc(sdram_msp, 10*sizeof(ComplexBuffer));
366 //        if(ComplexBuffer == NULL)
367 //        {
368 //            print_dbg("\n\rAssign Failed");
369 //            break;
370 //        }
371 //        for(i = 0; i < SizeOfComplex_Buffer; i++)
372 //        {
373 //            ComplexBuffer[i].imag = i;
374 //            ComplexBuffer[i].real = i;
375 //        }
376 //        for(i = 0; i < SizeOfComplex_Buffer; i++)
377 //        {
378 //            print_dbg("\n\r");
379 //            print_dbg_ulong(ComplexBuffer[i].real);
380 //            print_dbg(" + j");
381 //            print_dbg_ulong(ComplexBuffer[i].imag);
382 //        }
383 //        print_dbg("\n\rFreeing Complex Buffer");
384 //        mspace_free(sdram_msp, ComplexBuffer);
385 //        SizeOfComplex_Buffer = 0;
386 //        break;

388 default:
389     print_dbg("\rCommand Not Recognised");
390     break;
391 }
392 }
393 }
```

G.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  };

```

G.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/0V7670.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;
30
31#define SD_ERR      0x1
32#define CAM_ERR     0x2
33#define I2CMux_ERR  0x4
34
35#define FFT_SIZE 256
36
37mspace sdram_msp;
38Columbus_Status_t Columbus_Status;
39//TWI Methods
40void twim_init (void);
41void System_Test();
42#endif /* CUSTOMDEVICES_H_ */

```

G.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_ */

```

G.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"
9
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     }
24 }

```

```

22         ret++;
23     }

25     return ret;
26 }

//*****FFT2DCOMPLEX*****
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 //*****FFT2DCOMPLEX*****
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);

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;//
50 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 }

83 //One Dimensional Fast Fourier Transform
84 int FFT1D_Abs( int *Signal)
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    }

105    return Signal;
106}

108 void Complex_Abs( int *Signal, dsp16_complex_t *ComplexBuffer, int size)
109 {
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
196 //    print_dbg("\n\rOutput to FFT: \n\r[");
197 //    for(j = 0; j < FFT_SIZE; j++)//copy the data across
198 //
199 //        print_dbg_ulong(Result_C_1D[j].real);
200 //        print_dbg(" + j");
201 //        print_dbg_ulong(Result_C_1D[j].imag);
202 //        print_dbg(" , ");
203 //
204 //    print_dbg("\b\b]");
205 //Calculate Abs and put back into Signal TRANSPOSED
206 dsp16_vect_complex_abs(Input_R_1D, Result_C_1D, FFT_SIZE);

207
208     for(j = 0; j < FFT_SIZE; j++)
209     {
210         Signal[i + (j*FFT_SIZE)] = Input_R_1D[j] * FFT_SIZE;
211     }
212 }
213 return Signal;
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 );

225
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     mspace_free(sdram_msp, Image->ImagePtr); //free up the old image
240     Image->ImagePtr = PreparedImage; //move the pointer to the prepared image
241     Image->Height = 256;
242     Image->Width = 256;
243     //SaveBitmap(PreparedImage, 256, 256, "PreparedImage.bmp");
244     //mspace_free(sdram_msp, PreparedImage);
245     //return PreparedImage;
246 }

247
248 //*****
249 // Method:      IFFT2D
250

```

```

251 // FullName: IFFT2D
252 // Access: public
253 // Returns: void
254 // Qualifier:
255 // Parameter: dsp16_complex_t * Signal
256 //*****
257 void IFFT2D (dsp16_complex_t *Signal) //Need to test this!
258 {
259     int i, j = 0;
260     int Ptr;
261     Ptr = 0;
262     A_ALIGNED dsp16_complex_t Input_C_1D[FFT_SIZE];
263     A_ALIGNED dsp16_complex_t Result_C_1D[FFT_SIZE];
264     A_ALIGNED dsp16_complex_t Result_C_2D[FFT_SIZE*FFT_SIZE];
265     A_ALIGNED dsp16_t Input_R_1D[FFT_SIZE];
266
267
268     //Stage 1 - FFT Real values from Signal. Store VERTICALLY in Result_2D
269     for(i = 0; i < FFT_SIZE; i++) //for each row
270     {
271         for(j = 0; j < FFT_SIZE; j++)
272         {
273             Input_C_1D[j].real = Signal[Ptr].real; //copy the data across
274             Input_C_1D[j].imag = Signal[Ptr].imag;
275         }
276
277         //Do the FFT
278         dsp16_trans_complexifft(Result_C_1D, Input_C_1D, log_2(FFT_SIZE));
279         //Copy data into 2D result TRANSPOSED
280
281         for(j = 0; j < FFT_SIZE; j++)
282         {
283             Result_C_2D[i + (j * FFT_SIZE)].imag = Result_C_1D[j].imag * FFT_SIZE;// scale back up
284             Result_C_2D[i + (j * FFT_SIZE)].real = Result_C_1D[j].real * FFT_SIZE;
285         }
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
300         //Do Fourier
301         dsp16_trans_complexifft(Result_C_1D, Input_C_1D, log_2(FFT_SIZE));
302         //Copy back
303
304
305         //Put back into Signal TRANSPOSED
306         //dsp16_vect_complex_abs(Input_R_1D, Result_C_1D, FFT_SIZE);
307

```

```

309     for(j = 0; j < FFT_SIZE; j++)
310     {
311         Signal[i + j * FFT_SIZE].imag = Result_C_1D[j].imag;
312         Signal[i + j * FFT_SIZE].real = Result_C_1D[j].real;
313         //Signal[i + (j*FFT_SIZE)] = Input_R_1D[j] * FFT_SIZE;
314     }
315 }

317     //return Signal;
318 }

320 void ComplexMultiply(dsp16_complex_t *Result_Input1, dsp16_complex_t *Input2,
321     int size)
322 {
323     int i = 0;
324     dsp16_complex_t c;
325     for(i = 0; i < size; i++)
326     {
327         //((a+jb).(c+jd) = (ac - bd) + j(ad + bc)
328         c.real = (Result_Input1[i].real * Input2[i].real) - (Result_Input1[i].imag
329             * Input2[i].imag);
330         c.imag = (Result_Input1[i].real * Input2[i].imag) + (Result_Input1[i].imag
331             * Input2[i].real);
332         Result_Input1[i].imag = c.imag;
333         Result_Input1[i].real = c.real;
334     }
335 }
```

G.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  */

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

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
```

```

24 #define ENABLE ACA_INTERRUPT // {AVR32_ACIFA1.iер = 1; }
25 #define DISABLE ACA_INTERRUPT // {AVR32_ACIFA1.idр = 1; }
26 #define ENABLE ACB_INTERRUPT // {AVR32_ACIFA1.iер = 2; }
27 #define DISABLE ACB_INTERRUPT // {AVR32_ACIFA1.idр = 2; }
28 #define INTERRUPTS_PER_REVOLUTION 5 // Interrupts caused per full rotation of a
29   wheel
30 #define CIRCUMFERENCE_WHEEL_MM    116 // in millimeters
31 #define CIRCUMFERENCE_WHEEL_CM     12 // in centimeters
32 #define MIN_RESOLUTION           CIRCUMFERENCE_WHEEL_CM /
33   INTERRUPTS_PER_REVOLUTION
34 #define C_ROT_MM                 276
35 #define ROTATION_CONST          (INTERRUPTS_PER_REVOLUTION * C_ROT_MM) / (
36   CIRCUMFERENCE_WHEEL_MM * 360)
37 // Type Defs
38 typedef struct {
39   int Left_State;
40   int Right_State;
41   int Left_Count;
42   int Right_Count;
43 } Motor_Control_t;
44
45 // Globals
46 pwm_opt_t pwm_opt; // PWM option config.
47 avr32_pwm_channel_t pwm_channel;
48 Motor_Control_t Motor_Control;
49
50 void Motor_Init();
51 void Motor_Go();
52 void Analogue_Comparator_Init();
53 void Motor_Start(int Motors);
54 void Motors_Reset(void);
55 void Motor_Stop(int Motors);
56 bool Motors_Moving();
57 void Motors_Move(int centimetres_fwd)/*Move this amount forward in centimeters
58   */;
59 void Motors_Execute();
60 void Motors_Rotate(int angle_degs);
61 /*static void ACIInterruptHandler(void); */
62 #endif /* MOTORDRIVER_H_ */

```

G.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>
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"*/

21 static void local_start_highfreq_clock(void)
22 {
23     const scif_pll_opt_t opt = {
24         .osc = SCIF_OSC0,           // Sel Osc0/PLL0 or Osc1/PLL1
25         .lockcount = 16,            // lockcount in main clock for the PLL wait
26         .lock
27             .div = 1,                // DIV=1 in the formula
28             .mul = 6,                // MUL=7 in the formula
29             .pll_div2 = 1,            // pll_div2 Divide the PLL output frequency
30             by 2 (this settings does not change the FVC0 value)
31             .pll_wbwdisable = 0,      // pll_wbwdisable 1 Disable the Wide-Bandith
32             Mode (Wide-Bandwith mode allow a faster startup time and out-of-lock time
33             ). 0 to enable the Wide-Bandith Mode.
34             .pll_freq = 1,            // Set to 1 for VCO frequency range 80-180
35             MHz, set to 0 for VCO frequency range 160-240Mhz.
36     };
37     // Switch main clock to Osc0.
38     // pcl_switch_to_osc(PCL_OSC0, FOSCO, OSCO_STARTUP);

39     /* Setup PLL0 on Osc0, mul=7 ,no divisor, lockcount=16, ie. (16Mhz*7)/(div2)
40      = 56MHz output */
41     scif_pll_setup(SCIF_PLL0, &opt); // lockcount in main clock for the PLL wait
42     lock

43     /* Enable PLL0 */
44     scif_pll_enable(SCIF_PLL0);

45     /* Wait for PLL0 locked */
46     scif_wait_for_pll_locked(SCIF_PLL0) ;
47 }
48
49 static void pwm_start_gc(void)
50 {
51     scif_gc_setup(AVR32_SCIF_GCLK_PWM,
52                   SCIF_GCCTRL_PLL0,
53                   AVR32_SCIF_GC_NO_DIV_CLOCK,
54                   0);
55     // scif_gc_setup( AVR32_SCIF_GCLK_PWM,
56     //                 SCIF_GCCTRL_OSC0,
57     //                 AVR32_SCIF_GC_NO_DIV_CLOCK,
58     //                 0);
59     // Now enable the generic clock
60     scif_gc_enable(AVR32_SCIF_GCLK_PWM);
61 }
62
63 // # define EXAMPLE_PWM_L_PIN          AVR32_PWM_PWML_0_1_PIN
64 // # define EXAMPLE_PWM_L_FUNCTION    AVR32_PWM_PWML_0_1_FUNCTION
65 // # define EXAMPLE_PWM_H_PIN          AVR32_PWM_PWMH_0_1_PIN

```

```

60 // # define EXAMPLE_PWM_H_FUNCTION      AVR32_PWM_PWMH_0_1_FUNCTION
61 // # define EXAMPLE_PWM_CHANNEL_ID      0
62 void Motor_Init()
63 {
64     //Turn boths motors off
65     ML_STANDBY;
66     MR_STANDBY;
67
68     ML_IN1_CLR;
69     ML_IN2_CLR;
70
71     MR_IN1_CLR;
72     MR_IN2_CLR;
73
74     Motor_Control.Left_Count = 0;
75     Motor_Control.Right_Count = 0;
76     Motor_Control.Left_State = STOP;
77     Motor_Control.Right_State = STOP;
78
79     avr32_pwm_channel_t pwm_channel = {{0}, // cmr
80                                         {0}, // cdtv
81                                         {0}, // cdtvupd
82                                         {0}, // cpred
83                                         {0}, // cpredupd
84                                         {0}, // ccnt
85                                         {0}, // dt
86                                         {0}}; // dtupd ; One channel config.
87 /* unsigned int channel_id;*/
88
89     // Start PLL for PWM
90     local_start_highbreq_clock();
91     // Start Enable Generic Clock with PLL as source clock
92     pwm_start_gc();
93
94
95 // gpio_enable_module_pin(EXAMPLE_PWM_L_PIN, EXAMPLE_PWM_L_FUNCTION);
96 // gpio_enable_module_pin(EXAMPLE_PWM_H_PIN, EXAMPLE_PWM_H_FUNCTION);
97 // gpio_enable_module_pin(M0_PWM_H_PIN, M0_PWM_H_FUNCTION);
98 // gpio_enable_module_pin(AVR32_PIN_PB10, AVR32_PWM_PWMH_1_1_FUNCTION); // PWM1 Low
99     gpio_enable_module_pin(ML_PWM_H_PIN, ML_PWM_H_FUNCTION);
100    gpio_enable_module_pin(MR_PWM_H_PIN, MR_PWM_H_FUNCTION); //PWM1 Low
101 //gpio_enable_module_pin(M1_PWM_H_PIN, M1_PWM_H_FUNCTION);
102 // PWM controller configuration.
103     pwm_opt.diva = AVR32_PWM_DIVA_CLK_OFF;
104     pwm_opt.divb = AVR32_PWM_DIVB_CLK_OFF;
105     pwm_opt.prea = AVR32_PWM_PREA_CCK;
106     pwm_opt.preb = AVR32_PWM_PREB_CCK;
107
108     pwm_opt.fault_detection_activated = false;
109     pwm_opt.sync_channel_activated = true;
110     pwm_opt.sync_update_channel_mode =
111         PWM_SYNC_UPDATE_MANUAL_WRITE_MANUAL_UPDATE;
112     pwm_opt.sync_channel_select[0] = false;
113     pwm_opt.sync_channel_select[1] = false;
114     pwm_opt.sync_channel_select[2] = false;
115     pwm_opt.sync_channel_select[3] = false;
116     pwm_opt.cksel = PWM_CKSEL_GCLK;

```

```

116     pwm_init(&pwm_opt);

118     // Update the period
119     pwm_update_period_value(10);

121     // Channel configuration
122     pwm_channel.CMR.dte    = 0;           // Enable Deadtime for complementary Mode
123     pwm_channel.CMR.dthi   = 0;           // Deadtime Inverted on PWMH
124     pwm_channel.CMR.dtli   = 0;           // Deadtime Not Inverted on PWML
125     pwm_channel.CMR.ces    = 0;           // 0/1 Channel Event at the End of PWM
126     Period
127     pwm_channel.CMR.calg  = PWM_MODE_LEFT_ALIGNED;      // Channel mode.
128     pwm_channel.CMR.cpol  = PWM_POLARITY_HIGH;          // Channel polarity.
129     pwm_channel.CMR.cpre  = AVR32_PWM_CPRE_CCK;         // Channel prescaler.
130     pwm_channel.cdtv     = 50;            // Channel duty cycle, should be < CPRD.
131     pwm_channel.cprd    = 200;           // Channel period.

132 /*  channel_id = M0_PWM_CHANNEL_ID;*/
133     pwm_channel_init(ML_PWM_CHANNEL_ID, &pwm_channel); // Set channel
134     configuration to channel 0
135 //pwm_start_channels((1 << channel_id)); // Start channel 0 & 1.
136 /*  channel_id = M1_PWM_CHANNEL_ID; */
137     pwm_channel_init(MR_PWM_CHANNEL_ID, &pwm_channel); // Set channel
138     configuration to channel 0
139 //pwm_start_channels((1 << channel_id)); // Start channel 0 & 1.
140     Analogue_Comparator_Init();
141 }
142 __attribute__((__interrupt__)) static void ACInterruptHandler(void)
143 {
144     //print_dbg("\n\rACIFA Interrupt Entered.");
145     acifa_clear_flags(&AVR32_ACIFA1, 3);

146     if (acifa_is_acb_inp_higher(&AVR32_ACIFA1)) //LEFT MOTOR
147     {
148         LED5_CLR; //wheel not on white tab
149     }
150     else
151     {
152         LED5_SET;
153         Motor_Control.Left_Count--;
154         print_dbg("\n\rLeft Wheel Interrupt");
155         DISABLE_ACB_INTERRUPT;
156         //delay_ms(100);
157     }

158     if (acifa_is_aca_inp_higher(&AVR32_ACIFA1))
159     {

160         LED6_CLR;

161     }
162     else
163     {
164         LED6_SET;
165         Motor_Control.Right_Count--;
166         print_dbg("\n\rRight Wheel Interrupt");
167         //delay_ms(100);
168         DISABLE ACA_INTERRUPT;
169     }
170 }
```

```
171     }
```

```
173     int temp = 0;
174     if(Motor_Control.Left_Count <= 0) //if we have reached the end of the
175         movement on left wheel
176     temp |= MOTOR_L;

177     if(Motor_Control.Right_Count <= 0)
178         temp |= MOTOR_R;
179     if(temp != 0)
180         Motor_Stop(temp); //Stop the Motor
181     //delay_ms(100);

183 }
184 void Analogue_Comparator_Init()
185 {
186     static const gpio_map_t ACIFA_GPIO_MAP =
187     {
188     {POTO_AC1AP1_PIN, POTO_AC1AP1_FUNCTION},
189     {POT1_AC1BP1_PIN, POT1_AC1BP1_FUNCTION},
190     {SENSEO_AC1AN1_PIN, SENSEO_AC1AN1_FUNCTION},
191     {SENSE1_AC1BN1_PIN, SENSE1_AC1BN1_FUNCTION},
192     };
193
194     gpio_enable_module(ACIFA_GPIO_MAP, sizeof(ACIFA_GPIO_MAP) / sizeof(
195         ACIFA_GPIO_MAP[0]));
196     //Make it an interrupt
197     Disable_global_interrupt();

198     //INTC_init_interrupts();
199     acifa_configure_hysteresis(&AVR32_ACIFA1, ACIFA_COMP_SELA, 2);
200     acifa_configure(&AVR32_ACIFA1,
201     ACIFA_COMP_SELA,
202     POTO_AC1AP1_INPUT,
203     SENSEO_AC1AN1_INPUT,
204     FOSCO);

206     acifa_configure_hysteresis(&AVR32_ACIFA1, ACIFA_COMP_SELB, 2);
207     acifa_configure(&AVR32_ACIFA1,
208     ACIFA_COMP_SELB,
209     POT1_AC1BP1_INPUT,
210     SENSE1_AC1BN1_INPUT,
211     FOSCO);

213     //    //Reset Wheels
214     /*    Motor_Go(FORWARD); */
215     //MO_IN1_CLR;
216     //    M1_IN1_CLR;
217     //    while(acifa_is_aca_inp_higher(&AVR32_ACIFA1) == false)
218     //        ;
219     //    MO_IN1_CLR;
220     //
221     //    M1_IN1_SET;
222     //    while(!acifa_is_acb_inp_higher(&AVR32_ACIFA1))
223     //        ;
224     //    M1_IN1_CLR;
```

```
227 //Motor_Go(S)
228 //acifa_enable_interrupt(&AVR32_ACIFA1, (1 << AVR32_ACIFA_ACBINT )| (1 <<
229     AVR32_ACIFA ACAINT));//Enable ACBINT and ACAINT
230 ENABLE ACA_INTERRUPT;
231 ENABLE_ACB_INTERRUPT;
232 AVR32_ACIFA1.ier = 3; //enable interrupts
233 //acifa_enable_interrupt_toggle(&AVR32_ACIFA1, ACIFA_COMP_SELA);
234 //acifa_enable_interrupt_toggle(&AVR32_ACIFA1, ACIFA_COMP_SELB);
235 acifa_enable_interrupt_inp_lower(&AVR32_ACIFA1, ACIFA_COMP_SELA);
236 acifa_enable_interrupt_inp_lower(&AVR32_ACIFA1, ACIFA_COMP_SELB);
237 acifa_start(&AVR32_ACIFA1, (ACIFA_COMP_SELA|ACIFA_COMP_SELB));

241 INTC_register_interrupt(&ACIInterruptHandler, AVR32_ACIFA1_IRQ , 
242                         AVR32_INTC INTO);

243     Enable_global_interrupt();
244 }
245 void Motor_Start(int Motors)
246 {
247     if(Motors & MOTOR_L)
248     {
249         if(Motor_Control.Left_State == FORWARD)
250         {
251             ML_IN1_SET;
252             ML_IN2_CLR;
253         }
254         else if (Motor_Control.Left_State == BACKWARD)
255         {
256             ML_IN1_CLR;
257             ML_IN2_SET;
258         }
259         else //Somethings gone wrong
260         {
261             ML_IN1_CLR;
262             ML_IN2_CLR;
263             return;//don't start any pwm channel
264         }
265         ML_GO;
266         pwm_start_channels((1 << MOTOR_L)); //Start PWM Channel on M0 line
267     }

269     if(Motors & MOTOR_R)
270     {
271         if(Motor_Control.Right_State == FORWARD)
272         {
273             MR_IN1_SET;
274             MR_IN2_CLR;
275         }
276         else if (Motor_Control.Right_State == BACKWARD)
277         {
278             MR_IN1_CLR;
279             MR_IN2_SET;
280         }
281         else //Somethings gone wrong
282         {
```

```

283     MR_IN1_CLR;
284     MR_IN2_CLR;
285     return; //don't start any pwm channel
286 }
287     MR_GO;
288     pwm_start_channels((1 << MOTOR_R));
289 }
290 }
291 void Motors_Execute()
292 {
293     while(Motors_Moving())
294     {
295         ENABLE ACA_INTERRUPT;
296         ENABLE ACB_INTERRUPT;
297         for(int i = 0; i < 750; i++)
298         {
299             delay_ms(1);
300         }
301     }
302 }
303 void Motor_Stop(int Motors)
304 {
305     if(Motors & MOTOR_L)
306     {
307         ML_STANDBY;
308         Motor_Control.Left_State = STOP;
309         pwm_stop_channels((1 << MOTOR_L)); //Start PWM Channel on M0 line
310     }

311     if(Motors & MOTOR_R)
312     {
313         MR_STANDBY;
314         Motor_Control.Right_State = STOP;
315         pwm_stop_channels((1 << MOTOR_R));
316     }
317 }
318 }
319 void Motors_Move(int centimetres_fwd)//Move this amount forward in centimeters
320 {
321     //Calculate number of interrupts of each wheel
322     int number_interrupts;
323     if(centimetres_fwd > 0)
324     {
325         Motor_Control.Left_State = FORWARD;
326         Motor_Control.Right_State = FORWARD;
327     }
328     else
329     {
330         centimetres_fwd = Abs(centimetres_fwd);
331         Motor_Control.Left_State = BACKWARD;
332         Motor_Control.Right_State = BACKWARD;
333     }
334     number_interrupts = (centimetres_fwd * (int)INTERRUPTS_PER_REVOLUTION) / (
335         int)CIRCUMFERENCE_WHEEL_CM;
336     print_dbg("\n\rNumber of interrupts to move = ");
337     print_dbg_ulong(number_interrupts);

338     Motor_Control.Left_Count = number_interrupts;
339     Motor_Control.Right_Count = number_interrupts;

```

```
340     Motor_Start(MOTOR_L | MOTOR_R);
341     Motors_Execute();
342 }
343
344 void Motors_Reset(void)
345 {
346     Motor_Control.Left_State = FORWARD;
347     Motor_Control.Left_Count = 1;
348     Motor_Control.Right_State = FORWARD;
349     Motor_Control.Right_Count = 1;
350     Motor_Start(MOTOR_L | MOTOR_R);
351 }
352
353 bool Motors_Moving()
354 {
355 //    if(Motor_Control.Left_State != STOP)
356 //    {
357 //        if(Motor_Control.Right_State != STOP)
358 //        {
359 //            return true;
360 //        }
361 //        else
362 //            return false;
363 //    }
364 //    else
365 //    {
366 //        return false;
367 //    }
368     if(Motor_Control.Left_State != STOP) //Left is moving
369     {
370         return true;
371     }
372     else if (Motor_Control.Right_State != STOP) //Right is moving
373     {
374         return true;
375     }
376     else
377     {
378         return false;
379     }
380 }

381
382 void Motors_Rotate(int angle_degs)
383 {
384     int interrupts_to_move = 0;
385     //calculate interrupts to move
386     interrupts_to_move = angle_degs * ROTATION_CONST;
387 //    if(Pivot_Type == LEFT_SPOT)
388 //    {
389 //        //Right wheel moves
390 //        Motor_Control.Left_Count = 0;
391 //        Motor_Control.Left_State = STOP;
392 //        if(interrupts_to_move > 0)
393 //        {
394 //            Motor_Control.Right_State = FORWARD;
395 //        }
396 //        else
397 //    }
```

```

398 //      {
399 //          Motor_Control.Right_State = BACKWARD;
400 //      }
401 //      Motor_Control.Right_Count = Abs(interrupts_to_move);
402 //  }
403 //  else if (Pivot_Type == RIGHT_SPOT)
404 //  {
405 //      //Left Wheel Moves
406 //      Motor_Control.Right_Count = 0;
407 //      Motor_Control.Right_State = STOP;
408 //      if(interrupts_to_move > 0)
409 //      {
410 //          Motor_Control.Left_State = FORWARD;
411 //      }
412 //      else
413 //      {
414 //          Motor_Control.Left_State = BACKWARD;
415 //      }
416 //      Motor_Control.Left_Count = Abs(interrupts_to_move);
417 //  }
418 //  else if (Pivot_Type == SPOT_PIVOT)
419 //  {
420 //      //Both Wheels Move
421 //      if(interrupts_to_move > 0)
422 //      {
423 //          Motor_Control.Left_State = FORWARD;
424 //          Motor_Control.Right_State = BACKWARD;
425 //      }
426 //      else
427 //      {
428 //          Motor_Control.Right_State = FORWARD;
429 //          Motor_Control.Left_State = BACKWARD;
430 //      }
431 //      Motor_Control.Left_Count = Abs(interrupts_to_move);
432 //      Motor_Control.Right_Count = Abs(interrupts_to_move);
433 //      Motor_Start(MOTOR_L | MOTOR_R);
434 //  }
435 }

```

G.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: hslovett
6   */
7
8
9 #ifndef OV7670_H_
10 #define OV7670_H_
11 #include <asf.h>

```

```

12 // Constants
13
14 #define HEIGHT 240
15 #define WIDTH 320
16 #define PIXELSIZE 2
17 #define SETTINGS_LENGTH 167
18 #define OV7670_ADDR 0x21
19
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
37 typedef struct {
38     uint8_t Status;
39     bool Camera_0_Found;
40     bool Camera_1_Found;
41     bool Camera_0_Error;
42     bool Camera_1_Error;
43     uint8_t VSYNC0_State;
44     uint8_t VSYNC1_State;
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 void OV7670_Init(void); //Initialises Camera
60 void FIFO_Init();
61 int TakePhoto(uint8_t Cameras);
62 bool Photos_Ready(void);
63 void Store_Image_0();
64 void Store_Image_1();
65 void FIFO_Reset(uint8_t CameraID);
66 bool Store_Both_Images();
67 //void FIFO_Reset(uint8_t CameraID);
68
69 // Pins & Macros

```

```

70 ///////////////////////////////////////////////////////////////////
71 #define FIFO_0_RCLK    AVR32_PIN_PA19
72 #define FIFO_0_nRRST   AVR32_PIN_PA15
73 #define FIFO_0_WEN     AVR32_PIN_PA20
74 #define FIFO_0_WRST    AVR32_PIN_PA21
75 #define FIFO_0_nOE     AVR32_PIN_PA28
76 #define FIFO_0_VSYNC   AVR32_PIN_PA29

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

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

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

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

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

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

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

```

```

124 #define CAMERA_INPUT {((uint8_t)((AVR32_GPIO.port[1].pvr) & 0xFF);}
125 ///////////////////////////////////////////////////////////////////
126 //Camera Register Address definitions
127 ///////////////////////////////////////////////////////////////////
128 #define OV_GAIN      0x00 //Gain Control Setting - ACG[7:0]
129 #define OV_BLUE     0x01 //Blue Channel Gain
130 #define OV_RED      0x02 //Red Channel Gain
131 #define OV_VREF     0x03 //Vertical Frame Control & ACG[9:8]
132 #define OV_COM1     0x04 //CCIR656 enable, AEC low bits (AECHH, AECH)
133 #define OV_BAVE     0x05 //U/B Average level - AUTO UPDATED
134 #define OV_GbAVE    0x06 //Y/Gb Average Level - AUTO UPDATED
135 #define OV_AECHH   0x07 //Exposure value [15:10] (AECH, COM1)
136 #define OV_RAVE     0x08 //V/R Average level - AUTO UPDATED
137 #define OV_COM2     0x09 //Soft Sleep, Output drive capability
138 #define OV_PID      0x0A //Product ID MSB Read only
139 #define OV_VER      0x0B //Product ID LSB Read Only
140 #define OV_COM3     0x0C //Output data MSB/LSB swap + other stuff
141 #define OV_COM4     0x0D //Average values - MUST BE SAME AS COM17
142 #define OV_COM5     0x0E //RESERVED
143 #define OV_COM6     0x0F //COM6
144 #define OV_AECH     0x10 //Exposure value [9:2] (see AECHH, COM1)
145 #define OV_CLKRC    0x11 //Internal Clock options
146 #define OV_COM7     0x12 //RESET, Output format
147 #define OV_COM8     0x13 //Common control 8
148 #define OV_COM9     0x14 //Automatic Gain Ceiling
149 #define OV_COM10    0x15 //PCLK, HREF and VSYNC options
150 #define OV_RSVD     0x16 //RESERVED
151 #define OV_HSTART   0x17 //Output format Horizontal Frame start
152 #define OV_HSTOP    0x18 //Output format Horizontal Frame end
153 #define OV_VSTRT   0x19 //Output format Vertical Frame start
154 #define OV_VSTOP    0x1A //Output format Vertical Frame Stop
155 #define OV_PSHFT   0x1B //Pixel Delay Select
156 #define OV_MIDH    0x1C //Manufacturer ID MSB - READ ONLY
157 #define OV_MIDL    0x1D //Manufacturer ID LSB - READ ONLY
158 #define OV_MVFP    0x1E //Mirror / VFlip Enable
159 #define OV_LAEC    0x1F //RESERVED
160 #define OV_ADCCTR0  0x20 //ADC Control
161 #define OV_ADCCTR1  0x21 //RESERVED
162 #define OV_ADCCTR2  0x22 //RESERVED
163 #define OV_ADCCTR3  0x23 //RESERVED
164 #define OV_AEW     0x24 //ACG/AEC Stable Operating Region Upper Limit
165 #define OV_AEB     0x25 //ACG/AEC Stable Operation Region Lower Limit
166 #define OV_VPT     0x26 //ACG/AEC Fast Mode Operation Region
167 #define OV_BBIAS   0x27 //B Channel Signal Output Bias
168 #define OV_GbBIAS  0x28 //Gb Channel Output Bias
169 #define OV_RSVD1   0x29 //RESERVED
170 #define OV_EXHCH   0x2A //Dummy Pixel Insert MSB
171 #define OV_EXHCL   0x2B //Dummy Pixel Insert LSB
172 #define OV_RBIAS   0x2C //R Channel Signal Output Bias
173 #define OV_ADVFL   0x2D //LSB of insert dummy line in vertical direction
174 #define OV_AdVFH   0x2E //MSB of insert dummy line in vertical direction
175 #define OV_YAVE    0x2F //Y/G Channel Average Value
176 #define OV_HSYST   0x30 //HSYNC Rising Edge Delay (low 8 bits)
177 #define OV_HSYEN   0x31 //HSYNC Falling Edge Delay (low 8 bits)
178 #define OV_HREF    0x32 //HREF Control
179 #define OV_CHLF    0x33 //Array Current Control - RESERVED
180 #define OV_ARBLM   0x34 //Array Reference Control - RESERVED
181 #define OV_RSVD2   0x35 //RESERVED

```

```
182 #define OV_RSVD3      0x36 //RESERVED
183 #define OV_ADCCTRL     0x37 //ADC Control - RESERVED
184 #define OV_ACOM        0x38 //ADC and Analog Common Mode Control - RESERVED
185 #define OV_OFON         0x39 //ADC Offset Control
186 #define OV_TSLB         0x3A //Line Buffer Test Option
187 #define OV_COM11        0x3B //COM11
188 #define OV_COM12        0x3C //COM12
189 #define OV_COM13        0x3D //COM13
190 #define OV_COM14        0x3E //COM14
191 #define OV_EDGE          0x3F //Edge Detection Adjustment
192 #define OV_COM15        0x40 //COM15
193 #define OV_COM16        0x41 //COM16
194 #define OV_COM17        0x42 //COM17
195 #define OV_AWBC1         0x43
196 #define OV_AWBC2         0x44
197 #define OV_AWBC3         0x45
198 #define OV_AWBC4         0x46
199 #define OV_AWBC5         0x47
200 #define OV_AWBC6         0x48
201 #define OV_RSVD4         0x49
202 #define OV_RSVD5         0x40
203 #define OV_RSVD6         0x4A
204 #define OV_REG4B         0x4B
205 #define OV_DNSTH         0x4C
206 #define OV_RSVD7         0x4D
207 #define OV_RSVD8         0x4E
208 #define OV_MTX1          0x4F
209 #define OV_MTX2          0x50
210 #define OV_MTX3          0x51
211 #define OV_MTX4          0x52
212 #define OV_MTX5          0x53
213 #define OV_MTX6          0x54
214 #define OV_BRIGHT         0x55
215 #define OV CONTRAS        0x56
216 #define OV CONTRASCNTR    0x57
217 #define OV_MTXS          0x58
218 #define OV_RSVD9          0x59
219 #define OV_RSVD9_1         0x5A
220 #define OV_RSVD9_2         0x5B
221 #define OV_RSVD9_3         0x5C
222 #define OV_RSVD9_4         0x5D
223 #define OV_RSVD9_5         0x5E
224 #define OV_RSVD9_6         0x5F
225 #define OV_RSVD10         0x60
226 #define OV_RSVD11         0x61
227 #define OV_LCC1          0x62
228 #define OV_LCC2          0x63
229 #define OV_LCC3          0x64
230 #define OV_LCC4          0x65
231 #define OV_LCC5          0x66
232 #define OV_MANU          0x67
233 #define OV_MANV          0x68
234 #define OV_GFIX          0x69
235 #define OV_GGAIN          0x6A
236 #define OV_DBLV           0x6B
237 #define OV_AWBCTR3        0x6C
238 #define OV_AWBCTR2        0x6D
239 #define OV_AWBCTR1        0x6E
```

```
240 #define OV_AWBCTR0      0x6F
241 #define OV_SCALING_XSC  0x70
242 #define OV_SCALING_YSC  0x71
243 #define OV_SCALING_DCWCTR 0x72
244 #define OV_SCALING_PCLK_DIV 0x73
245 #define OV_REG74        0x74
246 #define OV_REG75        0x75
247 #define OV_REG76        0x76
248 #define OV_REG77        0x77
249 #define OV_RSVD12       0x78
250 #define OV_RSVD13       0x79
251 #define OV_GAM1         0x7A
252 #define OV_GAM2         0x7B
253 #define OV_GAM3         0x7C
254 #define OV_GAM4         0x7D
255 #define OV_GAM5         0x7E
256 #define OV_GAM6         0x7F
257 #define OV_GAM7         0x80
258 #define OV_GAM8         0x81
259 #define OV_GAM9         0x82
260 #define OV_GAM10        0x83
261 #define OV_GAM11        0x84
262 #define OV_GAM12        0x85
263 #define OV_GAM13        0x86
264 #define OV_GAM14        0x87
265 #define OV_GAM15        0x88
266 #define OV_GAM16        0x89
267 #define OV_RSVD14       0x8A
268 #define OV_RSVD15       0x8B
269 #define OV_RSVD16       0x8C
270 #define OV_RSVD17       0x8D
271 #define OV_RSVD18       0x8E
272 #define OV_RSVD19       0x8F
273 #define OV_RSVD20       0x90
274 #define OV_RSVD21       0x91
275 #define OV_DM_LNL        0x92
276 #define OV_DM_LNH        0x93
277 #define OV_LCC6          0x94
278 #define OV_LCC7          0x95
279 #define OV_RSVD22       0x96
280 #define OV_RSVD23       0x97
281 #define OV_RSVD24       0x98
282 #define OV_RSVD25       0x99
283 #define OV_RSVD26       0x9A
284 #define OV_RSVD27       0x9B
285 #define OV_RSVD28       0x9C
286 #define OV_BD50ST        0x9D
287 #define OV_BD60ST        0x9E
288 #define OV_HIST0         0x9F
289 #define OV_HIST1         0xA0
290 #define OV_HIST2         0xA1
291 #define OV_HIST3         0xA2
292 #define OV_HIST4         0xA3
293 #define OV_HIST5         0xA4
294 #define OV_HIST6         0xA5
295 #define OV_HIST7         0xA6
296 #define OV_HIST8         0xA7
297 #define OV_HIST9         0xA8
```

```

298 #define OV_HIST10    0xA9
299 #define OV_HIST11    0xAA
300 #define OV_HIST12    0xAB
301 #define OV_STR_OPT    0xAC
302 #define OV_STR_R     0xAD
303 #define OV_STR_G     0xAE
304 #define OV_STR_B     0xAF
305 #define OV_RSVD28_1   0xB0
306 #define OV_RSVD29   0xB1
307 #define OV_RSVD30   0xB2
308 #define OV_THL_ST    0xB3
309 #define OV_RSVD31   0xB4
310 #define OV_THL_DLT   0xB5
311 #define OV_RSVD32   0xB6
312 #define OV_RSVD33   0xB7
313 #define OV_RSVD34   0xB8
314 #define OV_RSVD35   0xB9
315 #define OV_RSVD36   0xBA
316 #define OV_RSVD37   0xBB
317 #define OV_RSVD38   0xBC
318 #define OV_RSVD39   0xBD
319 #define OV_AD_CHB   0xBE
320 #define OV_AD_CHR   0xBF
321 #define OV_AD_CHGb  0xC0
322 #define OV_AD_CHGr  0xC1
323 #define OV_RSVD40   0xC2
324 #define OV_RSVD41   0xC3
325 #define OV_RSVD42   0xC4
326 #define OV_RSVD43   0xC5
327 #define OV_RSVD44   0xC6
328 #define OV_RSVD45   0xC7
329 #define OV_RSVD46   0xC8
330 #define OV_SATCTR  0xC9

334 #endif /* OV7670_H_ */

```

G.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/0V7670.h"
15 // I2C Mux
16 // #include "CustomDevices/PCA9542A.h"
17 // MotorDriver
18 // /*#include "CustomDevices/MotorDriver.h"*/
19 // SDCard
20 // #include "CustomDevices/SD_Card.h"

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 }

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
95 unsigned char Read_Reg(unsigned char Register, unsigned char *Data)
96 {
97 /* I2C Traffic Generated:
98 * S | OV_ADDR + W | A | RegID | A | P |
99 * S | OV_ADDR + R | A | Data | ~A | P |
100 */
101 unsigned char Buff[2] = {Register, 0};
102 int status = twim_write(&AVR32_TWIMO, &Buff, 1, OV7670_ADDR, false);
103 if(status != STATUS_OK)
104     return status;
105
106 status = twim_read(&AVR32_TWIMO, &Buff, 1, OV7670_ADDR, false);
107 *Data = Buff[0];
108
109 return status;
110 }
111 void OV7670_Init()
112 {
113
114 //Check Cameras Exist
115 PCA9542A_Ch 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;
120
121 PCA9542A_Ch 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;
126
127 //Initialise Cameras
```

```
129     if(OV7670_Status.Camera_0_Found)
130     {
131         PCA9542A_Chain_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         if(OV7670_Status.Camera_1_Found)
155         {
156             PCA9542A_Chain_Sel(I2C_CHANNEL_1);

158             //Reset Camera
159             if(STATUS_OK != Write_Reg(OV_COM7, 0x80))
160             {
161                 print_dbg("\n\rCamera Reset Fail");
162                 OV7670_Status.Camera_1_Error = true;
163                 OV7670_Status.Status = ERR_DEVICE;
164                 //return FAIL;
165             }
166             delay_ms(10); //wait for Camera to reset
167             for (int i = 0; i < SETTINGS_LENGTH; i++)
168             {
169                 if(STATUS_OK != Write_Reg(default_settings[i][0], default_settings[i]
170                 ][1]))
171                 {
172                     print_dbg("\n\rCamera Initialise Fail");
173                     //return FAIL;
174                     OV7670_Status.Camera_1_Error = true;
175                     OV7670_Status.Status = ERR_DEVICE;
176                     break;
177                 }
178                 delay_ms(1);
179             }
180             PCA9542A_Chain_Sel(NO_SELECT);

182             //Initialise VSYNC Interrupts
183             eic_options_t eic_options;
184             eic_options.eic_mode = EIC_MODE_EDGE_TRIGGERED;
```

```
185     eic_options.eic_edge = EIC_EDGE_FALLING_EDGE;
186     eic_options.eic_async = EIC_SYNCH_MODE;
187     eic_options.eic_line = VSYNC_1_LINE;
188 //eic_options.eic_line = VSYNC_0_LINE;

190     Disable_global_interrupt();
191     gpio_enable_module_pin(VSYNC_1_PIN, VSYNC_1_FUNCTION);
192     gpio_enable_module_pin(VSYNC_0_PIN, VSYNC_0_FUNCTION);

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

201     INTC_register_interrupt(&VSYNC1_Handler, AVR32_EIC_IRQ_1, AVR32_INTC INTO);
202     INTC_register_interrupt(&VSYNC0_Handler, AVR32_EIC_IRQ_4, AVR32_INTC INTO);
203 //Enable interrupt on VSYNC1
204     eic_enable_line(&AVR32_EIC, VSYNC_1_LINE);
205     eic_enable_line(&AVR32_EIC, (VSYNC_0_LINE));
206     VSYNC_1_ENABLE_INTERRUPT;
207     VSYNC_0_ENABLE_INTERRUPT;

209     FIFO_Init();
210     Enable_global_interrupt();

212 }
213 void FIFO_Init()
214 {
215 //Disable both outputs
216     FIFO_0_nOE_SET
217     FIFO_1_nOE_SET

219 //Reset Buffer 0
220     FIFO_0_WRST_CLR;
221     FIFO_0_RCLK_CLR;
222     FIFO_0_nRRST_SET;
223     FIFO_0_WEN_CLR;
224     delay_us(10);
225     FIFO_0_RCLK_SET;
226     delay_us(10);
227     FIFO_0_RCLK_CLR;
228     FIFO_0_nRRST_CLR;
229     delay_us(10);
230     FIFO_0_RCLK_SET;
231     delay_us(10);
232     FIFO_0_RCLK_CLR;
233     FIFO_0_nRRST_SET;
234     delay_us(10);
235     FIFO_0_WRST_SET;

237 //Reset Buffer 1
238     FIFO_1_WRST_CLR;
239     FIFO_1_RCLK_CLR;
240     FIFO_1_nRRST_SET;
241     FIFO_1_WEN_CLR;
```

```
242     delay_us(10);
243     FIFO_1_RCLK_SET;
244     delay_us(10);
245     FIFO_0_RCLK_CLR;
246     FIFO_1_nRRST_CLR;
247     delay_us(10);
248     FIFO_1_RCLK_SET;
249     delay_us(10);
250     FIFO_1_RCLK_CLR;
251     FIFO_1_nRRST_SET;
252     delay_us(10);
253     FIFO_1_WRST_SET;
254 }
255
256 void FIFO_Reset(uint8_t CameraID)
257 {
258     FIFO_0_nOE_SET;
259     FIFO_1_nOE_SET;
260     if(CameraID & CAMERA_LEFT)
261     {
262         FIFO_0_WRST_CLR;
263         FIFO_0_nRRST_CLR;
264         FIFO_0_RCLK_SET;
265         delay_us(10);
266         FIFO_0_RCLK_CLR;
267         FIFO_0_nRRST_SET;
268         FIFO_0_WRST_SET;
269     }
270     if(CameraID & CAMERA_RIGHT)
271     {
272         FIFO_1_WRST_CLR;
273         FIFO_1_nRRST_CLR;
274         FIFO_1_RCLK_SET;
275         delay_us(10);
276         FIFO_1_RCLK_CLR;
277         FIFO_1_nRRST_SET;
278         FIFO_1_WRST_SET;
279     }
280 }
281
282 int TakePhoto(uint8_t Cameras)
283 {
284
285 //Only want to take pictures on cameras found
286 if((OV7670_Status.VSYNC0_State != IDLE) || !OV7670_Status.Camera_0_Found)
287     && ((OV7670_Status.VSYNC1_State != IDLE) || !OV7670_Status.Camera_1_Found)
288 )
289     return CAMERAS_BUSY; //wait for cameras to be idle if they are found
290
291     if(Cameras & CAMERA_LEFT)
292         OV7670_Status.VSYNC0_State = TAKE_PHOTO;
293
294     if(Cameras & CAMERA_RIGHT)
295         OV7670_Status.VSYNC1_State = TAKE_PHOTO;
296     eic_clear_interrupt_line(&AVR32_EIC, VSYNC_1_LINE);
297     eic_clear_interrupt_line(&AVR32_EIC, VSYNC_0_LINE);
298     VSYNC_0_ENABLE_INTERRUPT;
```

```
298     VSYNC_1_ENABLE_INTERRUPT;
299
300     return TAKING_PHOTO;
301 }
302
303 bool Photos_Ready(void)
304 {
305     int status = 0;
306     if(OV7670_Status.Camera_0_Found == true) //If camera is there
307     {
308         if(OV7670_Status.Camera_0_Error == false)//and has no errors
309         {
310             if(OV7670_Status.VSYNC0_State == TAKEN_PHOTO)
311             {
312                 status |= 1; //camera0 has taken photo
313             }
314         }
315         else
316             status |= 1;
317     }
318     else
319         status |= 1;
320
321     if(OV7670_Status.Camera_1_Found == true) //If camera is there
322     {
323         if(OV7670_Status.Camera_1_Error == false)//and has no errors
324         {
325             if(OV7670_Status.VSYNC1_State == TAKEN_PHOTO)
326             {
327                 status |= 1; //camera0 has taken photo
328             }
329         }
330         else
331             status |= 1;
332     }
333     else
334         status |= 1;
335
336     if(status)
337         return true;
338     else
339         return false;
340 }
341
342
343 bool Store_Both_Images()
344 {
345     if(Photos_Ready() == false)
346         return false;
347
348     Store_Image_1();
349     FIFO_Reset(CAMERA_RIGHT);
350
351     Store_Image_0();
352     FIFO_Reset(CAMERA_LEFT);
```

```
356     OV7670_Status.VSYNC0_State = IDLE;
357     OV7670_Status.VSYNC1_State = IDLE;
358     return true;
359 }
360 // void Store_Image_0()
361 //{
362 //    int i,j;
363 //    //Image0
364 //    //make file
365 //    //delete file if it exits already
366 //    char Filename_buff[15];
367 //    i = 0;
368 //    while(1)
369 //{
370 //        nav_filelist_reset();
371 //        sprintf(&Filename_buff, Image0Name, i++);
372 //        if(nav_filelist_findname((FS_STRING)Filename_buff, false))
373 //{
374 //            //nav_setcwd((FS_STRING)Image0Name, true, false);
375 //            // print_dbg("\n\r File Exists");
376 //            // print_dbg(&Filename_buff);
377 //            //nav_file_del(false);
378 //}
379 //        else
380 //{
381 //            break;
382 //}
383 //}
384 //    nav_file_create((FS_STRING)Filename_buff); //create file
385 //
386 //    file_open(FOPEN_MODE_W);
387 //    //write bitmap headers
388 //    file_write_buf(BMPHeader, BMPHEADERSIZE);
389 //    file_write_buf(DIBHead, DIBHEADERSIZE);
390 //
391 //    //read and write image data
392 //    //Image0
393 //    //reset read pointer
394 //    FIFO_0_nRRST_CLR;
395 //    FIFO_0_RCLK_SET;
396 //
397 //    FIFO_0_RCLK_CLR;
398 //    FIFO_0_nRRST_SET;
399 //    delay_us(10);
400 //    //enable output
401 //    FIFO_0_nOE_CLR;
402 //    uint8_t buffer[WIDTH * 2];
403 //
404 //    for(j = 0; j < HEIGHT; j++)
405 //{
406 //        for(i = 0; i < WIDTH*2; i+=2)
407 //{
408 //            FIFO_0_RCLK_SET;
409 //            delay_us(10);
410 //            buffer[i+1] = ((AVR32_GPIO.port[1].pvr) & 0xFF); //CAMERA_INPUT;
411 //            delay_us(10);
412 //            FIFO_0_RCLK_CLR;
413 //            delay_us(10);
```

```
414 //      FIFO_0_RCLK_SET;
415 //      delay_us(10);
416 //      buffer[i] = ((AVR32_GPIO.port[1].pvr) & 0xFF); //CAMERA_INPUT;
417 //      delay_us(10);
418 //      FIFO_0_RCLK_CLR;
419 //      delay_us(10);
420 //  }
421 //  file_write_buf(&buffer, WIDTH * 2);
422 //}
423 // FIFO_0_nOE_SET;
424 // file_close();
425 //
426 //
427 //}

428 // void Store_Image_1()
429 //{
430 //  int i, j;
431 //  uint8_t buffer[WIDTH * 2];
432 //  char Filename_buff[15];
433 //  //uint8_t *Buffer_ram;
434 //  //Buffer_ram = mspace_malloc(sdram_msp, WIDTH * 2);
435 //  //if(Buffer_ram == NULL)
436 //  //{
437 //  //    print_dbg("\n\rBuffer allocation fail.\n\r");
438 //  //    return;
439 //  //}
440 //  i = 0;
441 //  //make file
442 //  //delete file if it exists already
443 //  nav_filelist_reset();
444 //  while(1)
445 //{
446 //  sprintf(&Filename_buff, Image1Name, i++);
447 //  if(nav_filelist_findname((FS_STRING)Filename_buff, false))
448 //  {
449 //      //nav_setcwd((FS_STRING)Image1Name, true, false);
450 //      //print_dbg("\n\rImage1.bmp File Exists");
451 //      //nav_file_del(false);
452 //  }
453 //  else
454 //  {
455 //      break;
456 //  }
457 //}
458 // nav_file_create((FS_STRING)Filename_buff); //create file
459 // file_open(FOPEN_MODE_W);
460 // //write bitmap headers
461 // file_write_buf(BMPHeader, BMPHEADERSIZE);
462 // file_write_buf(DIBHead, DIBHEADERSIZE);
463 // //Image1
464 // //reset read pointer
465 // FIFO_1_nRRST_CLR;
466 //
467 // FIFO_1_RCLK_SET;
468 // delay_us(10);
469 // FIFO_1_RCLK_CLR;
470 // FIFO_1_nRRST_SET;
```

```
472 //  
473 //  //enable output  
474 //  FIFO_1_nOE_CLR;  
475 // // uint8_t buffer[WIDTH * 2];  
476 //  
477 //  for(j = 0; j < HEIGHT; j++)  
478 // {  
479 //    for(i = 0; i < WIDTH*2; i+=2)  
480 //    {  
481 //      FIFO_1_RCLK_SET;  
482 //      delay_us(10);  
483 //      buffer[i+1] = ((AVR32_GPIO.port[1].pvr) & 0xFF); //CAMERA_INPUT;  
484 //      delay_us(10);  
485 //      FIFO_1_RCLK_CLR;  
486 //      delay_us(10);  
487 //      FIFO_1_RCLK_SET;  
488 //      delay_us(10);  
489 //      buffer[i] = ((AVR32_GPIO.port[1].pvr) & 0xFF); //CAMERA_INPUT;  
490 //      delay_us(10);  
491 //      FIFO_1_RCLK_CLR;  
492 //      delay_us(10);  
493 //    }  
494 //    file_write_buf(&buffer, WIDTH * 2);  
495 //  }  
496 //  
497 //  FIFO_1_nOE_SET;//disable output  
498 //  file_close();  
499 //  //mspace_free(sdram_msp, Buffer_ram);  
500 // /* mspace_free(sdram_msp, Buffer_ram);*/  
501 // }  
  
503 void Store_Image_1()  
504 {  
505     int i, j;  
506     //uint8_t buffer[WIDTH * 2];  
507     char Filename_buff[15];  
508     uint8_t *Buffer_ram;  
509     Buffer_ram = mspace_malloc(sdram_msp, HEIGHT * WIDTH * 2);  
510     i = 0;  
511     //make file  
512     //delete file if it exits already  
513     nav_filelist_reset();  
514     while(1)  
515     {  
516         sprintf(&Filename_buff, Image1Name, i++);  
517         if(nav_filelist_findname((FS_STRING)Filename_buff, false))  
518         {  
519             ;  
520         }  
521         else  
522         {  
523             break;  
524         }  
525     }  
  
527 //Image1  
528 //reset read pointer  
529 FIFO_1_nRRST_CLR;
```

```
531     FIFO_1_RCLK_SET;
532     delay_us(10);
533     FIFO_1_RCLK_CLR;
534     FIFO_1_nRRST_SET;

536     //enable output
537     FIFO_1_nOE_CLR;
538     //  uint8_t buffer[WIDTH * 2];

540     for(j = 0; j < HEIGHT * WIDTH * 2; j+= 2)
541     {
542         FIFO_1_RCLK_SET;
543         delay_us(10);
544         Buffer_ram[j+1] = ((AVR32_GPIO.port[1].pvr) & 0xFF); //CAMERA_INPUT;
545         delay_us(10);
546         FIFO_1_RCLK_CLR;
547         delay_us(10);
548         FIFO_1_RCLK_SET;
549         delay_us(10);
550         Buffer_ram[j] = ((AVR32_GPIO.port[1].pvr) & 0xFF); //CAMERA_INPUT;
551         delay_us(10);
552         FIFO_1_RCLK_CLR;
553         delay_us(10);
554     }

556     FIFO_1_nOE_SET;//disable output
557 /*  file_close();*/
558     SaveBitmap(Buffer_ram, WIDTH, HEIGHT, Filename_buff);
559     mspace_free(sdram_msp, Buffer_ram);
560 }

562 void Store_Image_0()
563 {
564     int i, j;
565     //uint8_t buffer[WIDTH * 2];
566     char Filename_buff[15];
567     uint16_t *Buffer_ram;
568     Buffer_ram = mspace_malloc(sdram_msp, HEIGHT * WIDTH );
569     i = 0;
570     //make file
571     //delete file if it exists already
572     nav_filelist_reset();
573     while(1)
574     {
575         sprintf(&Filename_buff, ImageOName, i++);
576         if(nav_filelist_findname((FS_STRING)Filename_buff, false))
577         {
578             ;
579         }
580         else
581         {
582             break;
583         }
584     }

586     //Image1
587     //reset read pointer
```

```

588     FIFO_O_nRRST_CLR;
589
590     FIFO_O_RCLK_SET;
591     delay_us(10);
592     FIFO_O_RCLK_CLR;
593     FIFO_O_nRRST_SET;
594
595     //enable output
596     FIFO_O_nOE_CLR;
597     //  uint8_t buffer[WIDTH * 2];
598
599     for(j = 0; j < HEIGHT * WIDTH; j++)
600     {
601         FIFO_O_RCLK_SET;
602         delay_us(10);
603         Buffer_ram[j] = ((AVR32_GPIO.port[1].pvr) & 0xFF); //CAMERA_INPUT;
604         delay_us(10);
605         FIFO_O_RCLK_CLR;
606         delay_us(10);
607         FIFO_O_RCLK_SET;
608         delay_us(10);
609         Buffer_ram[j] |= (((AVR32_GPIO.port[1].pvr) & 0xFF) << 8); //CAMERA_INPUT;
610         delay_us(10);
611         FIFO_O_RCLK_CLR;
612         delay_us(10);
613     }
614
615     FIFO_O_nOE_SET; //disable output
616 /*   file_close(); */
617     SaveBitmap(Buffer_ram, WIDTH, HEIGHT, Filename_buff);
618     mspace_free(sdram_msp, Buffer_ram);
619 }
```

G.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}, //0x0b,
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, 0x0a},
159 {0xc8, 0x80},
160 {0x79, 0x0b},
161 {0xc8, 0x01},
162 {0x79, 0x0c},
163 {0xc8, 0x0f},
164 {0x79, 0x0d},
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
179 };

```

G.1.1.11 PCA9542A.h

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

```

1 /*
2 * PCA9542A.h

```

```

3  /*
4   * Created: 15/02/2013 12:21:46
5   * Author: hslovett
6   */
7
8
9 #ifndef PCA9542A_H_
10#define PCA9542A_H_
11
12#define A0 0
13#define A1 0
14#define A2 1
15#define PCA9542A_ADDR (0x70 | (A2 << 2) | (A1 << 1) | A0)
16
17#define NO_SELECT 0x00
18//#define ERROR 0x01
19#define I2C_CHANNEL_0 0x04
20#define I2C_CHANNEL_1 0x05
21
22//Status Codes
23#define SUCCESS 0
24#define DEVICE_NOT_FOUND 2
25
26typedef struct {
27    uint8_t Status;
28    uint8_t ChannelSelected;
29} PCA9542A_t;
30
31PCA9542A_t PCA9542A;
32int PCA9542A_Init();
33//void PCA9542A_Channel_Select(uint8_t Channel);
34void PCA9542A_Chан_Sel(unsigned char Channel);
35#endif /* PCA9542A_H_ */

```

G.1.1.12 PCA9542A.c

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

```

1 /*
2  * 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
35  void PCA9542A_Chан_Sel(unsigned char Channel)
36  {
37      int status = 0;
38      char buff[2] = {Channel, 0};
39      status = twim_write(&AVR32_TWIMO, &buff, 1, PCA9542A_ADDR, false);
40      if(status == STATUS_OK)
41      {
42          PCA9542A.ChannelSelected = Channel;
43      }
44      else
45      {
46          PCA9542A.Status = ERR_PROTOCOL;
47      }
48  }

```

G.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   */
7
8
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"
14
15 typedef struct {
16     uint8_t Status;
17     uint32_t Memory_size;
18 }

```

```

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_ */

```

G.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/OV7670.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];
34
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();
48
49     // Disable interrupt channel.
50     pdca_disable_interrupt_transfer_complete( AVR32_PDCA_CHANNEL_SPI_RX );
51
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 );
57
58     // Enable all interrupts.
59     Enable_global_interrupt();
60
61     end_of_transfer = true;
62 }
63
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     };
76
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 }
```

```
88     };
89
90     // Assign I/Os to SPI.
91     gpio_enable_module(SD_MMC_SPI_GPIO_MAP,
92                         sizeof(SD_MMC_SPI_GPIO_MAP) / sizeof(SD_MMC_SPI_GPIO_MAP
93                         [0]));
94
95     // Initialize as master.
96     spi_initMaster(SD_MMC_SPI, &spiOptions);
97
98     // Set SPI selection mode: variable_ps, pcs_decode, delay.
99     spi_selectionMode(SD_MMC_SPI, 0, 0, 0);
100
101    // Enable SPI module.
102    spi_enable(SD_MMC_SPI);
103
104    // Initialize SD/MMC driver with SPI clock (PBA).
105    sd_mmc_spi_init(spiOptions, PBA_HZ);
106 }
107
108 /*! \brief Initialize PDCA (Peripheral DMA Controller A) resources for the SPI
109        transfer and start a dummy transfer
110 */
111 void local_pdca_init(void)
112 {
113     // this PDCA channel is used for data reception from the SPI
114     pdca_channel_options_t pdca_options_SPI_RX ={ // pdca channel options
115
116         .addr = ram_buffer,
117         // memory address. We take here the address of the string dummy_data. This
118         // string is located in the file dummy.h
119
120         .size = 512,                                // transfer counter: here the
121         // size of the string
122         .r_addr = NULL,                             // next memory address after 1st
123         // transfer complete
124         .r_size = 0,                               // next transfer counter not
125         // used here
126         .pid = AVR32_PDCA_CHANNEL_USED_RX,          // select peripheral ID - data
127         // are on reception from SPI1 RX line
128         .transfer_size = PDCA_TRANSFER_SIZE_BYTE // select size of the transfer:
129         // 8,16,32 bits
130     };
131
132     // this channel is used to activate the clock of the SPI by sending a dummy
133     // variables
134     pdca_channel_options_t pdca_options_SPI_TX ={ // pdca channel options
135
136         .addr = (void *)&dummy_data,                // memory address.
137         // We take here the address of
138         // the string dummy_data.
139
140         file dummy.h                                // This string is located in the
141         .size = 512,                                // transfer counter: here the
142         // size of the string
143         .r_addr = NULL,                            // next memory address after 1st
144         // transfer complete
```

```

132     .r_size = 0,                                // next transfer counter not
133     used here
134     .pid = AVR32_PDCA_CHANNEL_USED_TX,          // select peripheral ID - data
135     are on reception from SPI1 RX line
136     .transfer_size = PDCA_TRANSFER_SIZE_BYTE   // select size of the transfer:
137     8,16,32 bits
138 };

139 // Init PDCA transmission channel
140 pdca_init_channel(AVR32_PDCA_CHANNEL_SPI_TX, &pdca_options_SPI_TX);

141 // Init PDCA Reception channel
142 pdca_init_channel(AVR32_PDCA_CHANNEL_SPI_RX, &pdca_options_SPI_RX);

143 //!\brieve Enable pdca transfer interrupt when completed
144 INTC_register_interrupt(&pdca_int_handler, AVR32_PDCA_IRQ_0, AVR32_INTC_INT1
145 ); // pdca_channel_spi1_RX = 0

146 }

147 #define BUFFER_FILENAME    "Buffer.bin"
148 #define BUFFERCSV_FILENAME "Buffer.csv"
149 void SaveBuff( int * WorkingBuffer , int size)
150 {
151     //If the file exists, delete it
152     if(nav_filelist_findname((FS_STRING)BUFFER_FILENAME, false))
153     {
154         nav_setcwd((FS_STRING)BUFFER_FILENAME, false, false);
155         nav_file_del(false);
156     }
157     nav_file_create((FS_STRING)BUFFER_FILENAME);
158     nav_setcwd((FS_STRING)BUFFER_FILENAME, false, true);
159     file_open(FOPEN_MODE_APPEND);
160     file_write_buf(WorkingBuffer, size * sizeof(WorkingBuffer));
161     file_close();
162 }
163 void SaveBuff_CSV(char *Filename, int *WorkingBuffer, int size)
164 {
165     int i, j;
166     char Buff[16];
167     //If the file exists, delete it
168     nav_filelist_reset();
169     if(nav_filelist_findname((FS_STRING)Filename, false))
170     {
171         nav_setcwd((FS_STRING)Filename, false, false);
172         nav_file_del(false);
173     }
174     nav_file_create((FS_STRING)Filename);
175     nav_setcwd((FS_STRING)Filename, false, true);
176     file_open(FOPEN_MODE_W);
177     for(i = 0; i < size; i++)
178     {
179         sprintf(Buff, "%d,", WorkingBuffer[i]);
180         //itoa(WorkingBuffer[i], Buff, 10);
181         j = 0;
182         while(Buff[j++] != 0); //count the size of data to be written
183         atoi(Buff);
184         file_write_buf(Buff, j-1);
185 }
```

```
186     //file_write_buf("", 1);
187 }
188
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++)
206     {
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     }
218
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     }
```

```
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();

315 //    print_dbg_char(c);

317     WorkingBuffer[Status] = temp;
318 //    print_dbg("  Working Buff = ");
319 //    print_dbg_char(WorkingBuffer[Status]);
320 }
321 file_close();
322 return STATUS_OK;
323 }

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     }

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)
364 {
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.
421
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     }
430
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 }
437
438
439
440     free(Buffer);
441     file_close();
442 }
443
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
450
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     }
```

```

474 nav_setcwd((FS_STRING)Filename, false, false);
475 file_open(FOPEN_MODE_R);
476 //Read Header
477 file_read_buf(Buffer, BMPHEADERSIZE);
478 //Check for BM to confirm it is a Bitmap
479 if((Buffer[0] != 'B') || (Buffer[1] != 'M'))
480 {
481     print_dbg("\n\rBitmap Parse Fail 'BM';");
482     return;
483 }
484 //Extract file size and offset to pixel array
485 FileSize = ReadBigEndian(Buffer, BMP_HEADER_FILESIZE_OFFSET, 4);
486 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);

512 file_seek(OffsetToArray, FS_SEEK_SET);
513 j = 0;
514 image->ImagePtr = mspace_malloc(sdram_msp, image->Height * image->Width);
515 for(i = 0; i < ImageSize; i += 2)
516 {
517     image->ImagePtr[j++] = (file_getc()<<8) | (file_getc());
518 }
519 file_close();
520 nav_filelist_reset();
521 return;
522 }

```

G.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 }
```


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