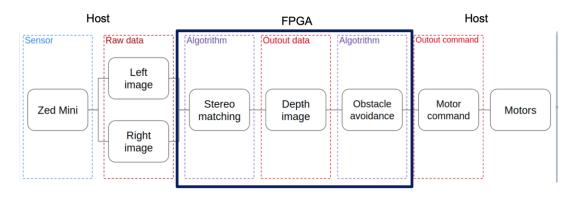
HLS Final Project Proposal



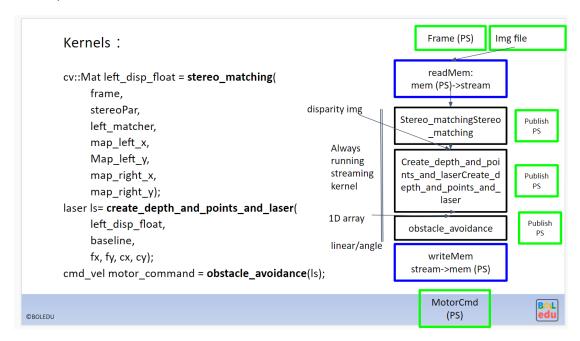
- Team leader: 陳聖文
- Project title: Duckietown FPGA Development
- Problem statement:
 - 1. Context: 本計劃是要實現一個 Duckietown 自走車,在車上會有 stereo camera 作為輸入端,得到的畫面在 FPGA 上透過 Semi-Global Block Matching 計算出 disparity map,再根據 disparity map 推算出深度去避開障礙物。
 - 2. Issue: 原本在 KV260 上的 CPU 計算 stereo matching 與避障演算法速度 過慢,不到 2fps,只有當自走車行駛速度非常慢時才有可能使用。
 - 3. Objective: 將 stereo matching 與避障演算法的計算佈局到 FPGA 上,以 達到數倍的加速效果,目標是要達成 Real-Time 的計算,至少要 10fps 以上,使自走車能夠順利行駛。

Project scope

1. System Block Diagram



2. Operation flow



3. What to implement on?

KV260, XRT, ROS

4. Target specification

Real-Time obstacle avoidance. At least 10fps.

Project plan

- 1. 看 code,看懂 SGBM 演算法
- 2. 整理 code, 先單獨在 FPGA 上測試各個 function
- 3. 合併三個 function 在 FPGA 上測試
- 4. 根據 II 和目前使用的 resource 去優化 function,達到 real time obstacle avoidance
- 5. 實際讓車子跑起來
- 6. 整理資料,寫報告

Reference

https://xilinx.github.io/Vitis Libraries/vision/2020.1/overview.html#stereo-vision

Vitis Libraries/vision at master · Xilinx/Vitis Libraries (github.com)

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<u>Camera Calibration | Uncalibrated Stereo - YouTube</u>

Zhang, Lu, et al. "Real-time high-definition stereo matching on FPGA." *Proceedings of the 19th ACM/SIGDA international symposium on Field programmable gate arrays.* 2011.

Zha, Daolu, Xi Jin, and Tian Xiang. "A real-time global stereo-matching on FPGA." *Microprocessors and Microsystems* 47 (2016): 419-428.

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