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## Empower your embedded vision

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### What did embedded vision do?



automotive



semiconductor



Food packaging



Logistic





Security & Surveillance Medical/ Pharmaceutical



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### What is happening in embedded vision?

### TYPHOON H PRO











### **Cameras in the market**

Interface:	
Software:	-
HOUSING	
Family:	-
Design:	
Lens mount:	-
IP code:	
• OPTIONS	
Features:	

	USB 2.0 USB 3.0 USB 3.1 GigE All	Gen.	1	•	7
,	All				7
	board lev All	vel		house	ed V
	IP30			IP65/	67
	HDR PoE			NIR	

#### SENSOR

Sensor:

Optical class:

Resolution: Pixel size:

Frame rate:

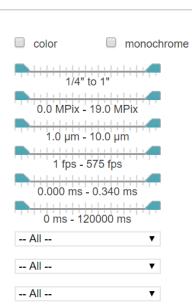
Min. exposure time:

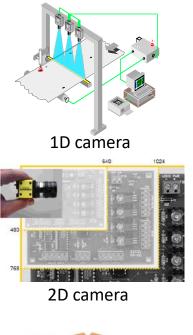
Max. exposure time:

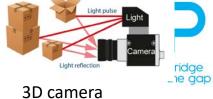
Shutter:

Manufacturer:

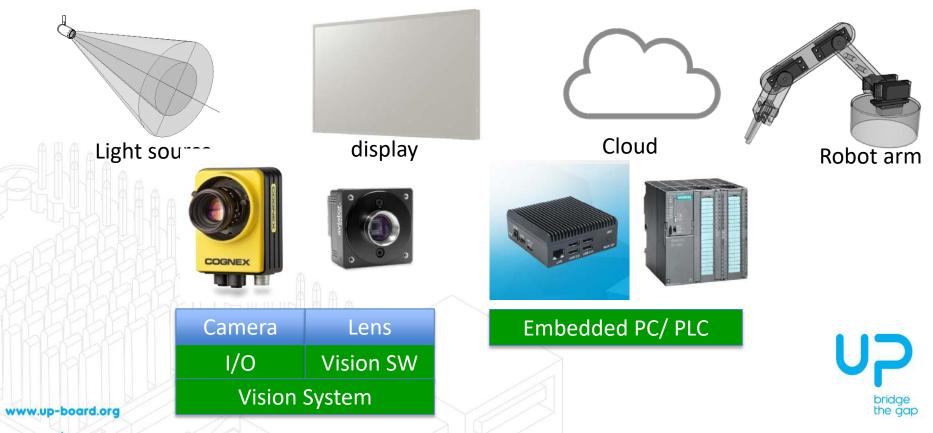
Model:



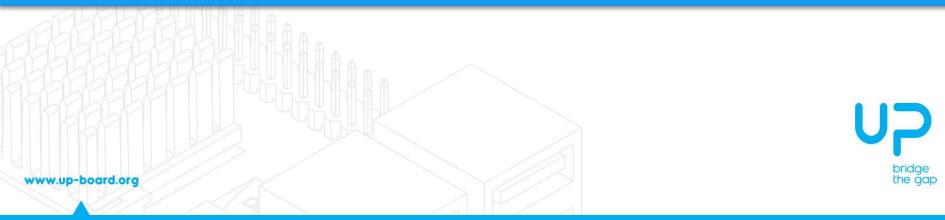




### Key parts of machine vision system



# Solution from UP

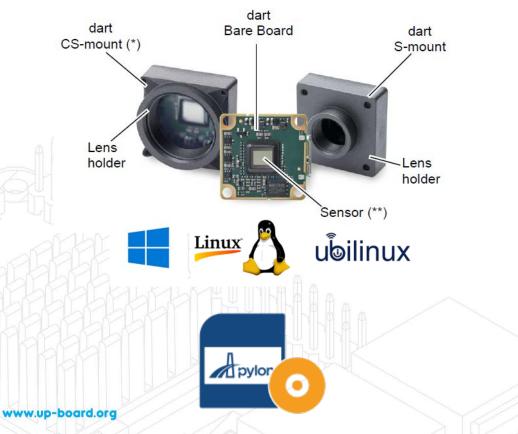


## All thanks to high-speed USB3.0



















New applications – or even existing

#### Basler camera specs (daA2500-14uc)

 $2592 \times 1944$ 

Resolution (H × V pixels) Sensor Sensor Size (optical) Sensor Technology Pixel Size [µm] Frame Rate [fps] Mono / Color Video Output Format

Interface Synchronization Exposure Control

Housing Size (L×W×H)20 × 29Housing TemperatureUp to 5Lens MountS-MourDigital I/O2 Fast-0Power RequirementsVia USEPower Suspend ModeYes, lessPower Consumption (typical)~1.3 W

Aptina MT9P031 1/2.5" CMOS, rolling shutter 2.2 × 2.2 14 Color YUV 4:2:2 Packed (YCbCr 422), Bayer 8, Bayer 12, RGB 8

USB 3.0 Via external trigger or free-run Via external trigger or programmable via camera API 20 × 29 × 29 mm (S-mount) Up to 50°C S-Mount 2 Fast-GPIO Via USB 3.0 interface Yes, less than 20 mW, configurable ~1.3 W S-mount model: <15 g







**USB 2.0** 

**USB 3.0** 

		000 0.0	000 2.0
		✓ Continuous Burstin	g × No Bursting
_		✓ Dual-simplex; unica	ast 🔹 Half-duplex; broadcast
		<ul> <li>Asynchronous notifications</li> </ul>	× Polling
USB3 PHY - Reliable & fast	FPGA - Features	✓ "Streaming" for bul endpoints	k × No Streaming capability
data transmission	- USB3 Vision	<ul> <li>Enters low-power s whenever needed</li> </ul>	tate × Controlled by the host
- Re-sends possible due to buffer	protocol	✓ Informs the host or latency tolerances	No support
concept		USB 3.0	USB 2.0
		<ul> <li>Handles error detection</li> <li>and recovery at the line</li> <li>and the protocol level</li> </ul>	nk only
		✓ Supports +350MB/s	<ul> <li>Supports ~35MB/s</li> </ul>
THE PERSON NEW YORK AND ADDRESS OF ADDRESS O	1	<ul> <li>✓ Supports +350MB/s</li> <li>✓ Power: 4.5W, 5V, 900</li> </ul>	
THE PERSON NEW YORK AND ADDRESS OF THE PERSON NEW YORK AND ADDRESS ADDRES	Trigger/IO		ImA * Power: 2.5W, 5V, 500mA * Uses one unshielded
PRIME PERSONNAL PRIME	<b>Trigger/IO</b> - 2 x GPIO	<ul><li>✓ Power: 4.5W, 5V, 900</li><li>✓ Uses two shielded</li></ul>	<ul> <li>Power: 2.5W, 5V, 500mA</li> <li>Vses one unshielded twisted pair</li> <li>No screw-lock on connector</li> </ul>
USB3 connector		<ul> <li>Power: 4.5W, 5V, 900</li> <li>Uses two shielded (twisted) differential</li> <li>USB 3.0 screw-lock M B connector specified</li> </ul>	ImA       * Power: 2.5W, 5V, 500mA         * Uses one unshielded twisted pair         * No screw-lock on connector by



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#### - 0 Pylon Viewer 64-Bit File View Camera Tools ? 1 5× constitution and below below and the constitution of the 3 a a a USB acA2500-14uc (21330175) 2 Bandwidth Manager acA1300-30uc (21379579) acA1300-30um (21280965) Camera Bandwidth (MB/s) MB/s Received fps Sent fps Received Images Errors acA2000-50um (21111112) USB E-Renesas Electronics USB 3.0 Host Controller ~360 - Renesas Electronics USB 3.0 Hub Features [acA2000-50um (211111 X acA1300-30uc (21379579) 419 78 31.76 31,77 48 0 X acA1300-30um (21280965) 419 57 62 41,16 41,16 0 Feature X acA2000-50um (21111112) 240 86 49,81 49,82 75 0 111 L ⊕ acA2000-50um (21111112) X acA2500-14uc (21330175) 419 73 14,61 14,60 22 .... Transport Layer Stream Parameters User Level: Expert 🔻 **Reset Statistics** 80 4 17:35:26.27 Analyzing bandwidth. You can limit the amount of bandwidth used by a camera using the controls in the Bandwidth (MB/s) column. 35:16.0 Click Stop Analysis to stop the analysis. 11.1 Stop analysis after Second(s) 💌 30 data can be discarded by the Stop Analysis Close acA2000-500m (21111112) ad data can be discarded by the . Image acquisition on acA2000-50um (21111112) Tailed Error: 0xe2000212 Payload data has been de Image acquisition on "acA2000-50um (21111112)" failed! Error: 0xe2000212 "Payload data has been discarded. Payload data can be discarded by the ... acA2000-50um (21111112) Image acquisition on "acA2000-50um (21111112)" failed! Error: 0xe2000212 "Payload data has been discarded. Payload data can be discarded by the ... cA2000-50um (21111112) Image acquisition on "acA2000-50um (21111112)" failed! Error: 0xe2000212 "Payload data has been discarded A2000-50um (21111112)

# **Application case**



bridge the gap











#### Giving your machine the ability to better understand and interact with its environment.

#### INTEL<sup>®</sup> REALSENSE<sup>™</sup> CAMERA

Provides **3D depth sensing** with the ability to comprehend **position and orientation,** giving devices and machines a more realistic view of the world



#### MIDDLEWARE

Enables the ability to Locate, Sense, Identify and Interact in both real and virtual worlds



 $\mathbf{\Omega}$ 





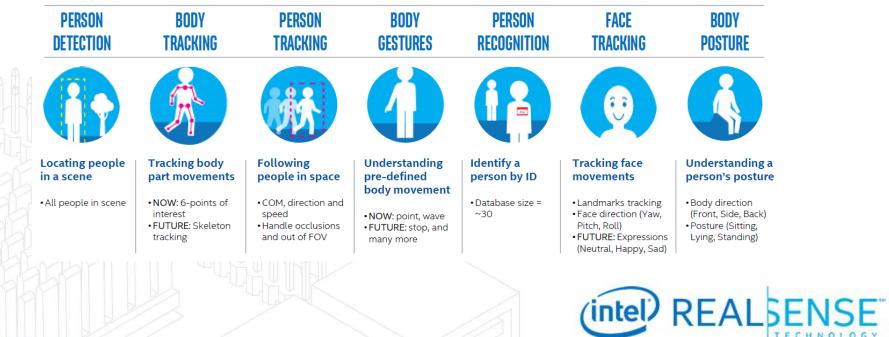


# **DEVELOPER'S GUIDE AND TOOLS**

	SR300	R200	SR300	<b>R200</b>	ZR300	RDK
Developer Platform	Windows®10 Threshold 2		Linux®			
Developer's Resources	Intel® RealS	ense™ SDK			nse <sup>™</sup> Cross Platform API own as librealsense)	
SDK/Librealsense Overview		oture (Depth, Color) raries, and tutorials	Camera stream capture (Depth, Color) and data from motion tracking sensor. Projection tool, tutorials and libraries (ZR300 only)			
Available middleware libraries	BGS, Hand (Cursor) Face, 3D Scan	3D Scan, Scene Perception Enhanced	Nor	ne	SLAM. Person Tracking and Object Recognition	None
Available framework and programming language support	C++, C#, Unity, Wel Proce	support, Java and	C++, ROS, JavaScript, OpenCV, PCL			
Developer's Guide	https://software.intel.com/en-us/intel- realsense-sdk-support/documentation		https://github.com/Int ens		https://software.intel.com /sites/products/realsense /camera/developer_guide .html	https://software.intel.com /en-us/realsense/robotic- development-kit
Getting Started	https://software.intel.com/sites/default/fil es/Getting_Started_0.pdf		https://github.com/Int ense#installa		https://software.intel.com /sites/products/realsense /intro/getting_started.htm	https://01.org/developerj ourney/recipe/intel- realsense-robotic- development-kit



### **Goal**: allow machines to **sense** and **recognize** people, **understand** what they do, and **interact** with them.





### **6DOF TRACKING**

### **RE-LOCALIZATION**

#### 3D DENSE Reconstruction

#### 2D DENSE Reconstruction



6DoF tracking with **real world scale**, fast initialization, no prior knowledge of environment



Ability to **learn** an area, **save/load** tracking state, **recover localization** with saved area



Uses depth data to create **live 3D models and maps** for VR/MR landscapes



Uses depth data to create **2D occupancy maps** for input to robots







#### DATABASE OF Objects





**DEEP LEARNING** 

This includes a library of Use objects that can be accura utilized in market specific and f applications incre

Use to improve current accuracy on existing objects and for collecting data to increase the numbers of object supported

A machine will understand what objects and rooms are and where they are in the scene

**ROOM AND OBJECT** 

LOCALIZATION

If the camera is moving the machine will not lose understanding of the objects of interest

OBJECT

TRACKING



# **Application case**



### **RTC-700B with RealSense SDK**

- RTC-700B with Intel<sup>®</sup> RealSense<sup>™</sup> 3D camera
- This 1080P camera detects volume, depth, color, and motion
- The camera enables new capabilities including box or luggage measurement, object identification or retail demographics.





RTC-700B with Intel® RealSense™ SDK





### **RTC-700B with RealSense SDK**

- 3D modeling of Industrial (offshore) sites to:
  - Create a 3D service step-by-step guide
  - Survey sites without sending out a surveyor to a remote site
  - Real-time sharing opportunities
  - Off-site measurement taking









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