Augmented Reality on FPGA

Realtime Object Recognition and Image Processing

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6.111 Fall 2011

15 November 2011

Introduction

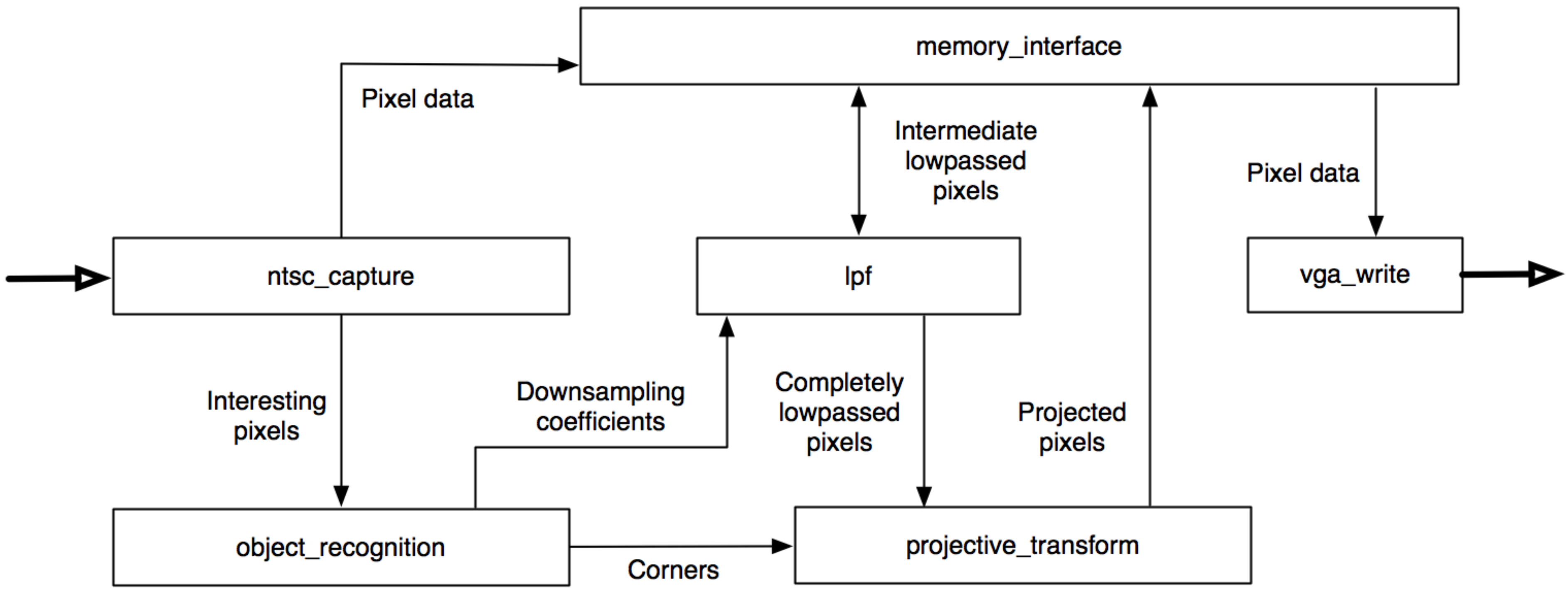
- Overlay a digital image on a physical object in realtime.
- In this case, we want to identify a picture frame in captured video, and output video with another image distorted to fit on top of the picture frame.

Example Image

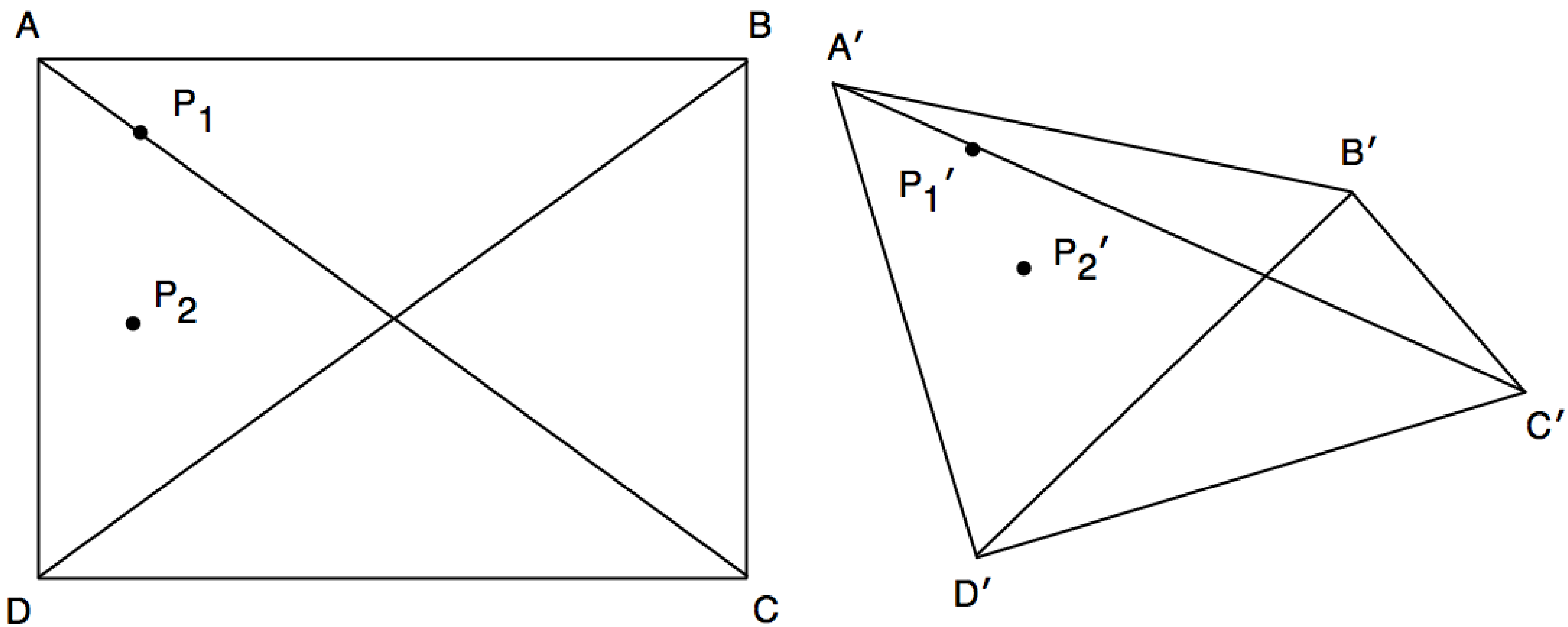
Example Image

Example Image

Top-Level Overview

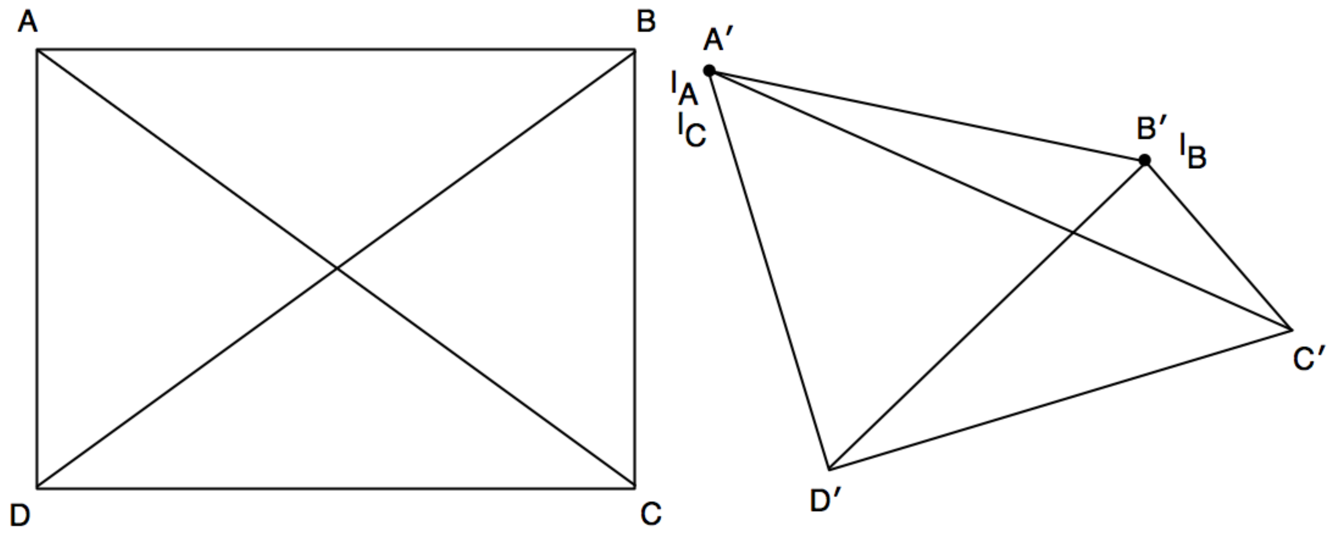


`projective_transform`: Purpose



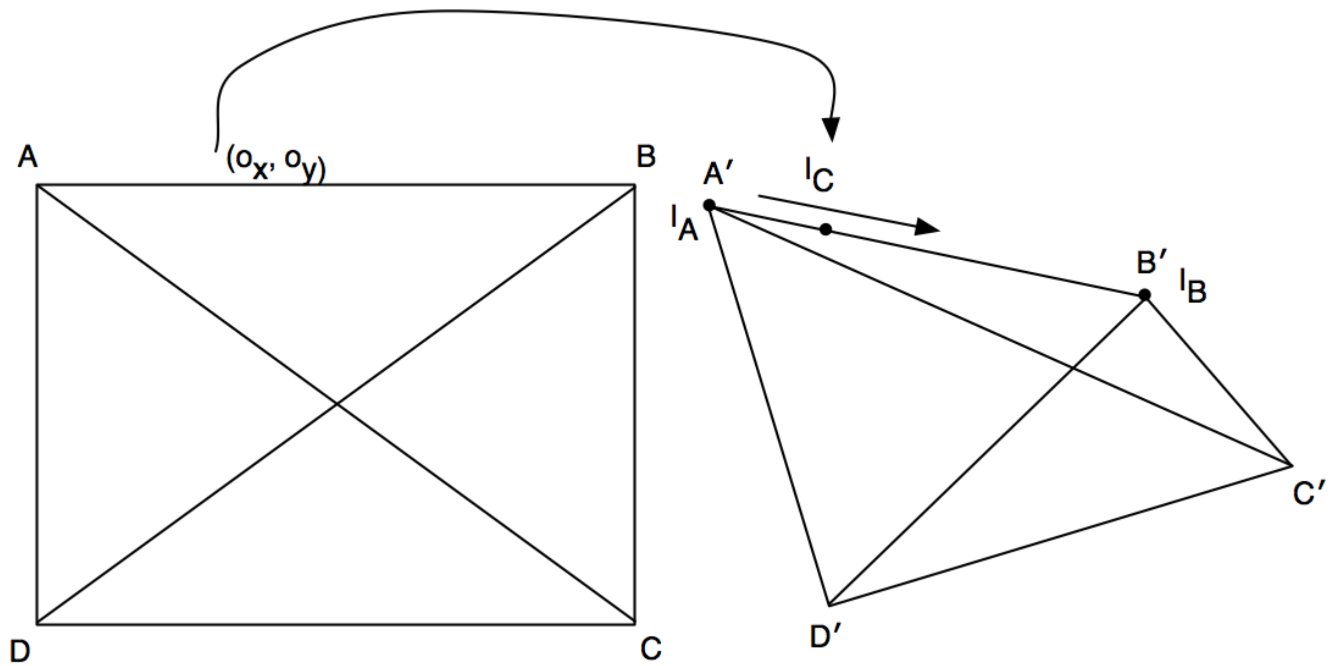
- Skew to any arbitrary convex quadrilateral

`projective_transform`: How the algorithm works



1. Calculate the distance of line $\overline{A\prime D\prime}$ and assign it to d_{ad}.
2. Do the same for $\overline{B\prime C\prime}$ and assign it to d_{bc}.
3. Create two "iterator points," point I_A and I_B initially located at $A\prime$ and $B\prime$.
4. Let $o_x = 0$ and $o_y = 0$
5. Calculate the distance between the iterator points, assign it to d_i.
6. Create a third iterator point, I_C at the location I_A.

`projective_transform`: How the algorithm works



7. Assign the pixel value of I_C to pixel (o_x, o_y) in the original image.
8. Move I_C along line $\overline{I_A I_B}$ by an amount $= \frac{d_i}{width_{original}}$.
9. Increment o_x.
10. Repeat steps 7–9 until $I_C = I_B$.

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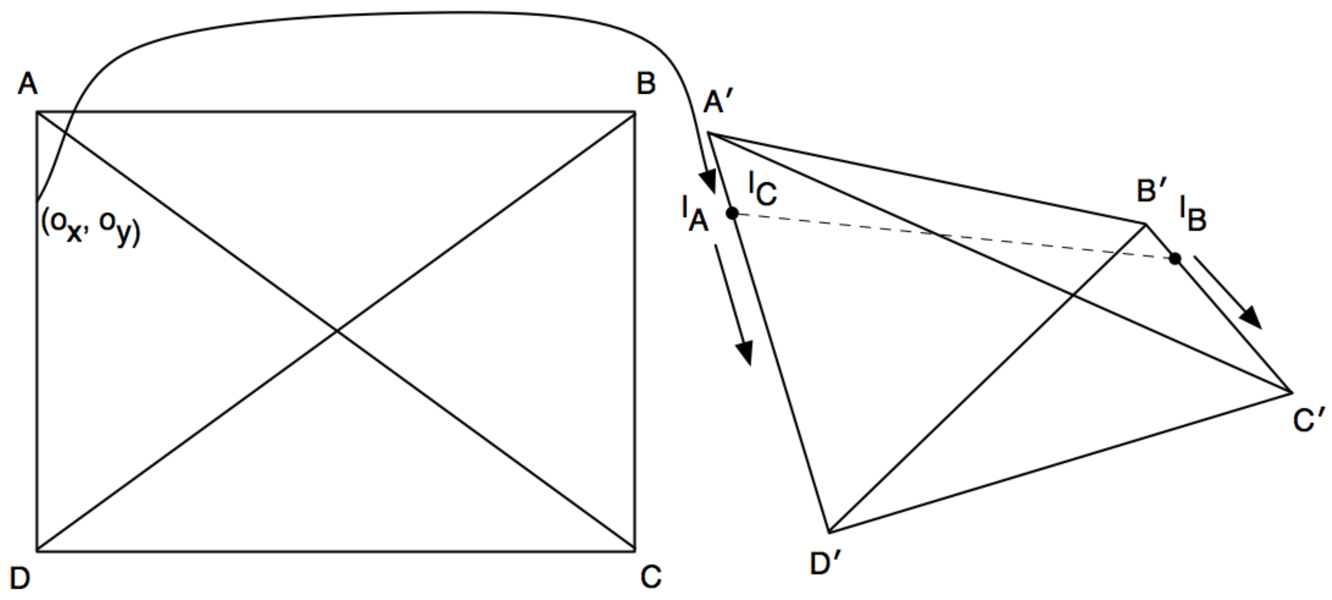

11 Move I_A along line $\overline{A\prime D\prime}$ by an amount $= \frac{d_{ad}}{height_{original}}$.

12 Move I_B along line $\overline{B\prime C\prime}$ by an amount $= \frac{d_{bc}}{height_{original}}$.

13 Increment o_y.

14 Repeat steps 5–13 until $I_A = D\prime$ and $I_B = C\prime$.

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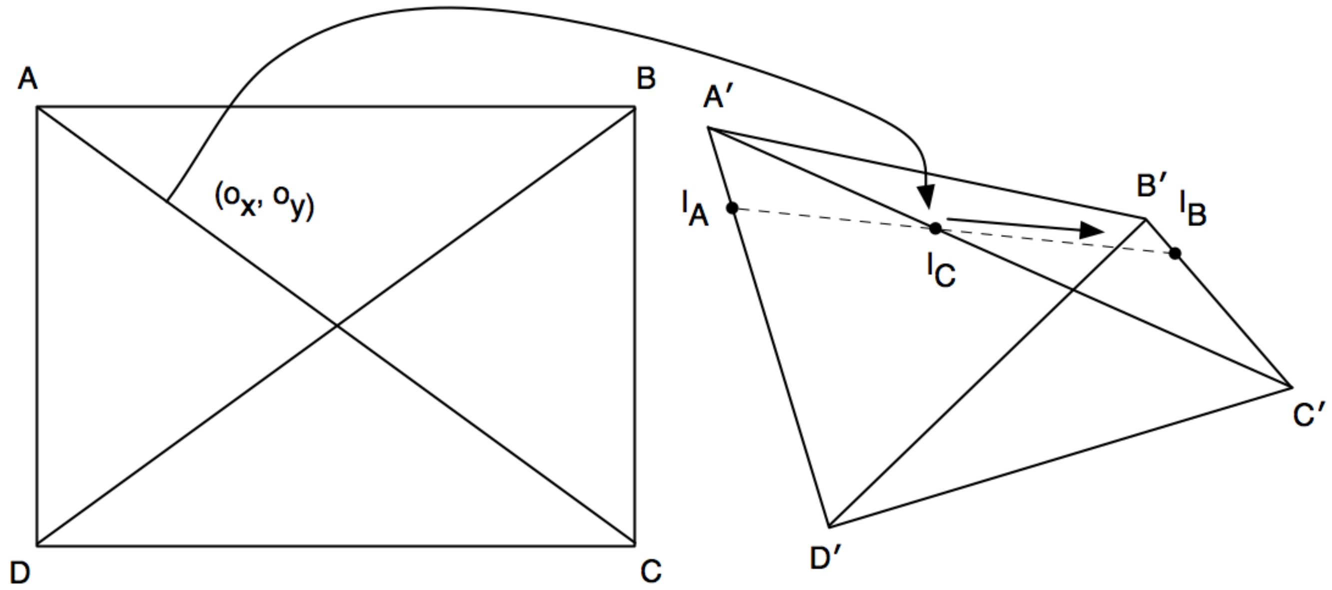

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projective_transform: Example

Figure: The original image

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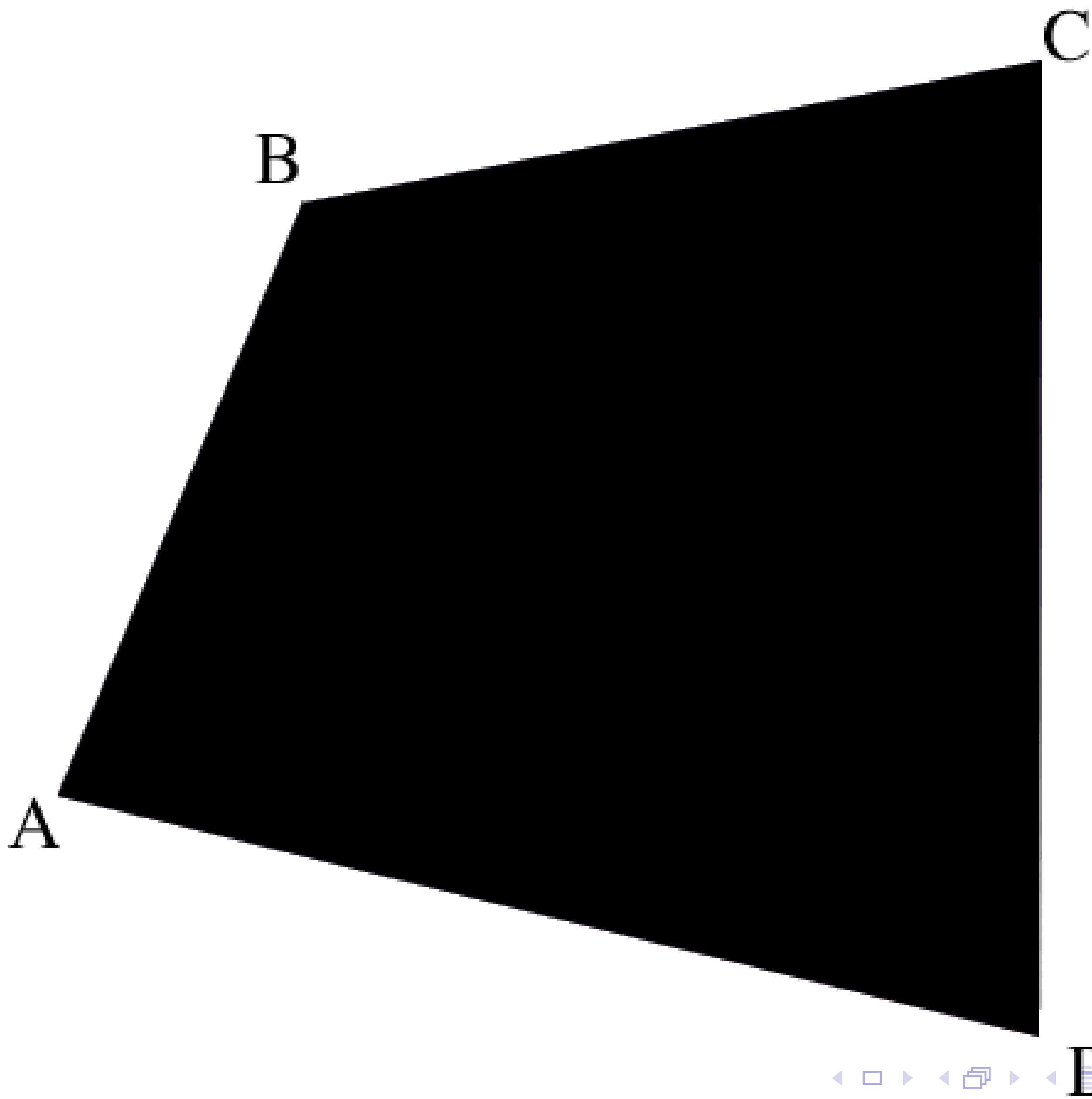

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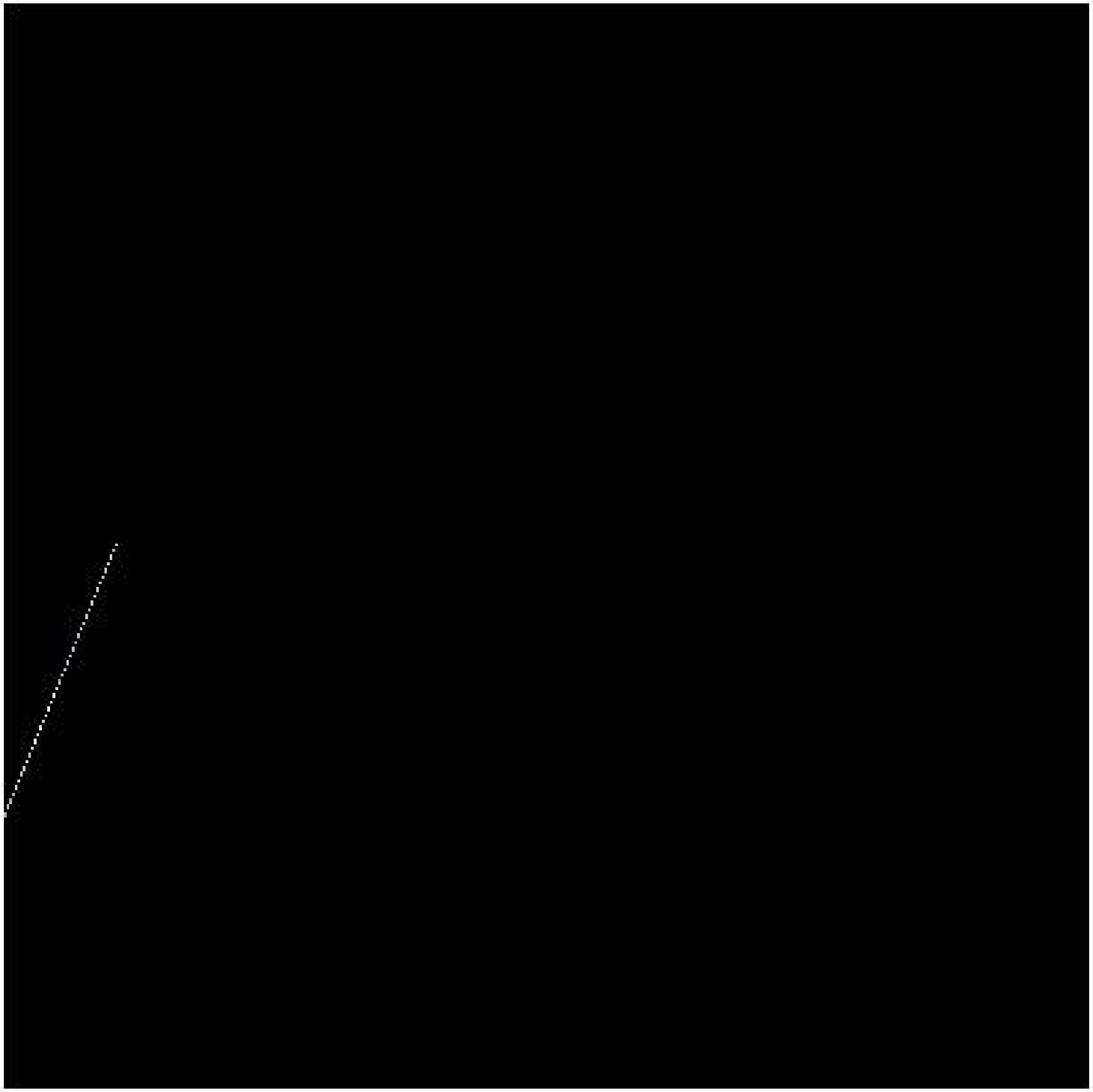

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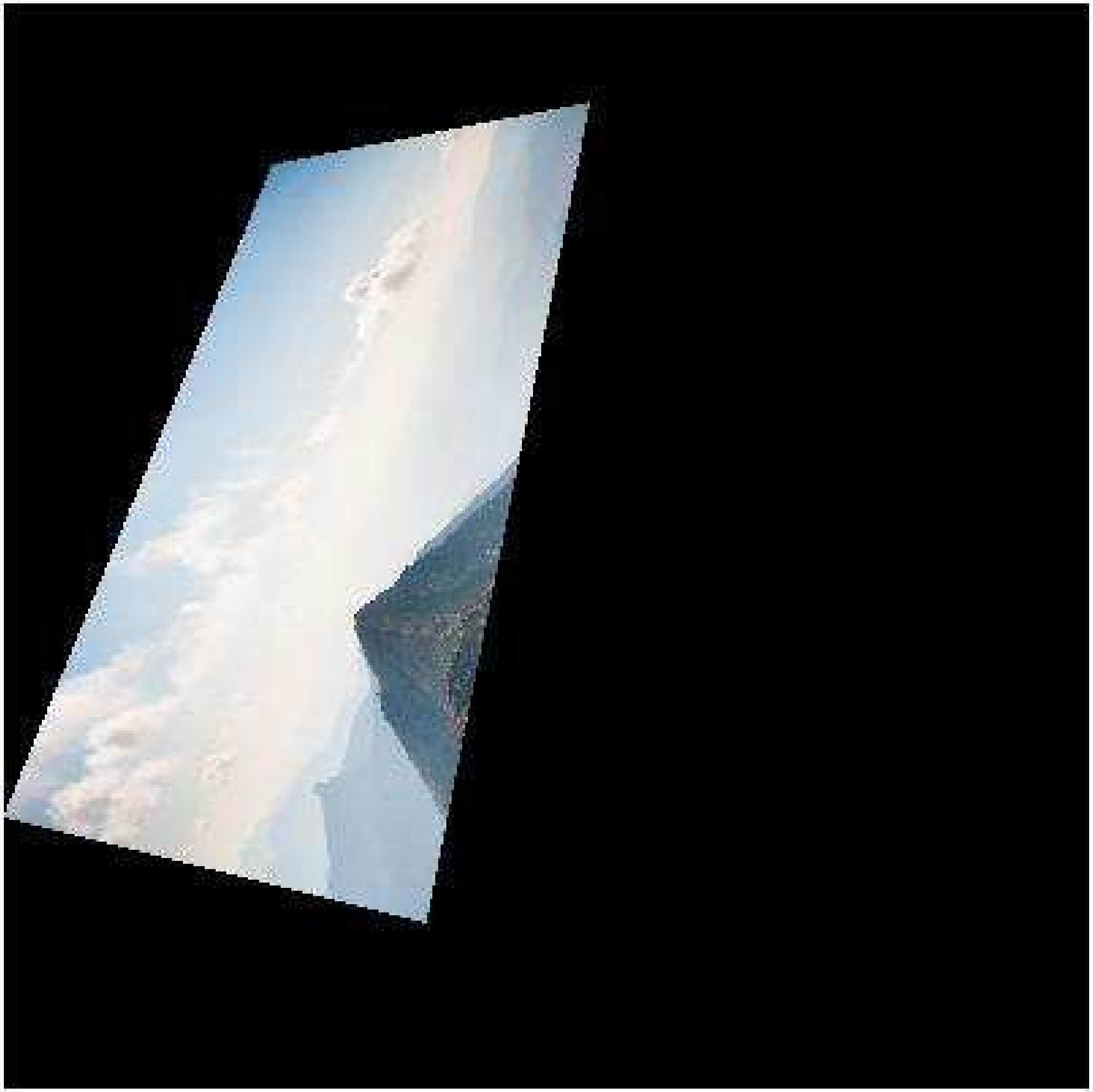
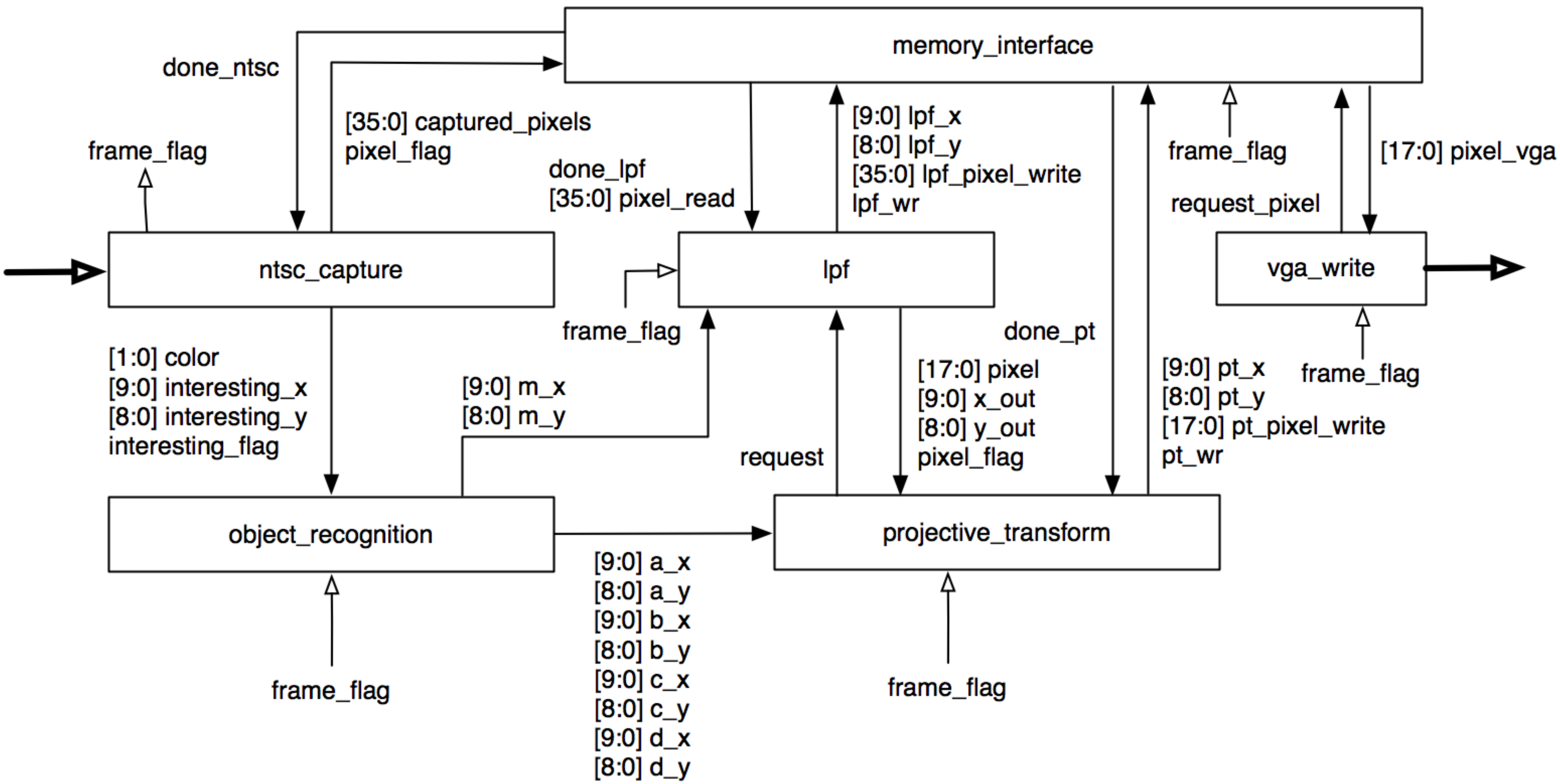


`projective_transform`: Example

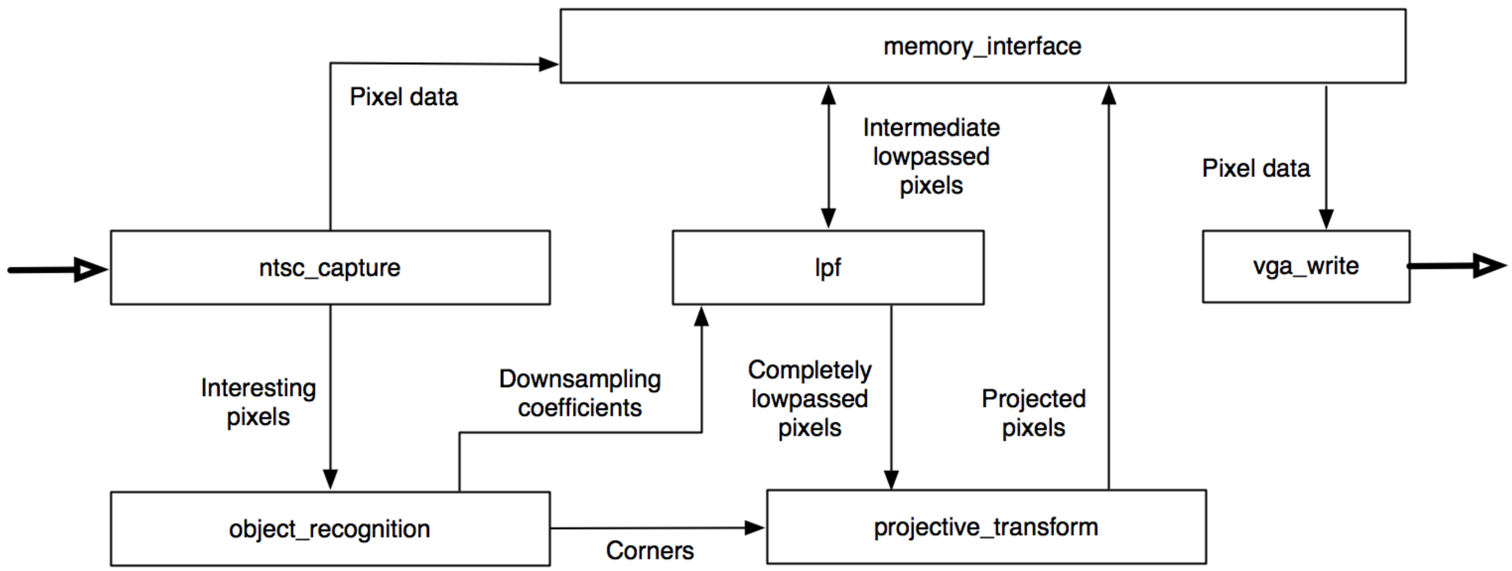
`projective_transform`: FPGA implementation

- Straightfoward implementation of the above algorithm
- Uses coregen Divider modules for the divisions
- Requires only 2*640*480 + 4*480 multiplications per clock cycle
- Uses an iterative algorithm for finding distances (pipelined at the end of each line of the image)
- Processes pixels "on-the-fly" from `LPF`
- Negligible memory requirements (a handful of registers)

projective_transform: How it Interfaces



object_recognition



- Mark corners of frame with four differently colored dots.
- Recognition begins in the `ntsc_capture` module, which detects these colors as it is capturing data and sends the pixel info to the `object_recognition` module.

object_recognition

- Take linear weighted center of mass for each image
- Sums the (x,y) coordinates for each color as it receives them. (8 running sums, 2 for each color)
- When the frame is done, divide each sum by the number of summed items
- The resulting 4 (x,y) pairs are the corners of the frame
- By looking for pixels in `ntsc_capture` we significantly reduce the amount of time spent in `object_recognition`

LPF: its purpose

- `projective_transform` → aliasing

Original

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- Aliasing reduces the quality of an image

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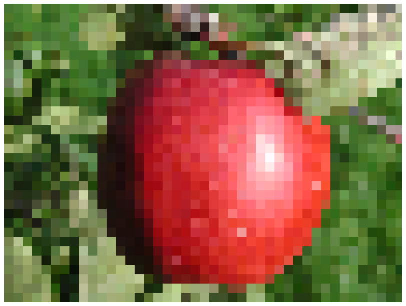

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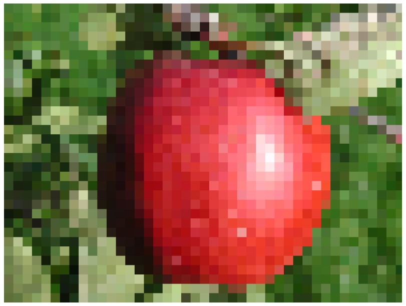

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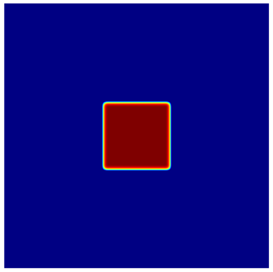

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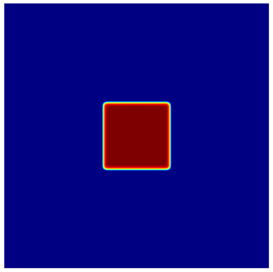

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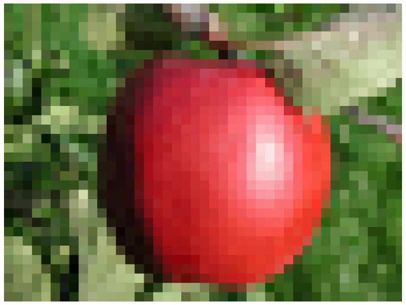

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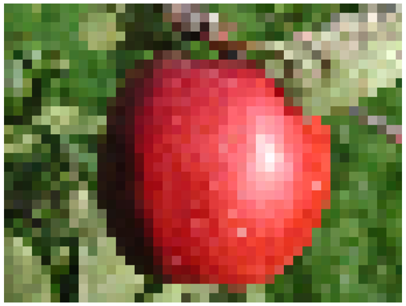

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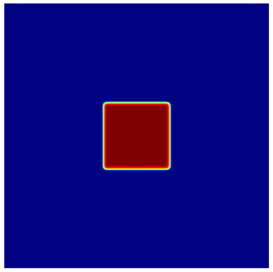

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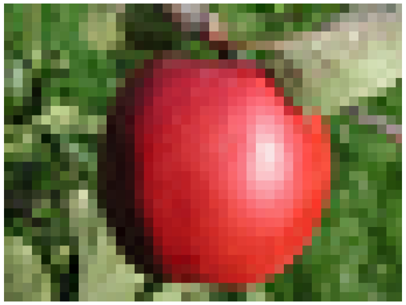

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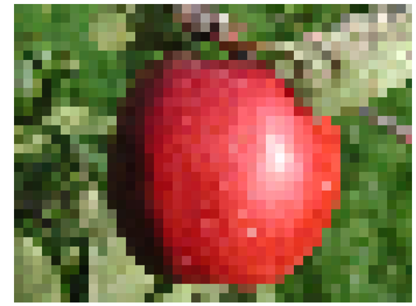

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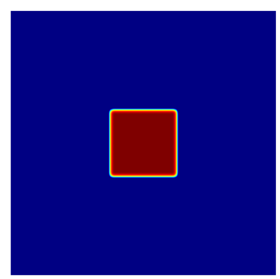

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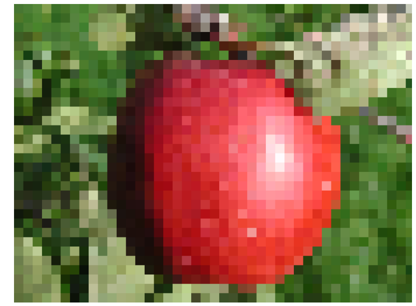

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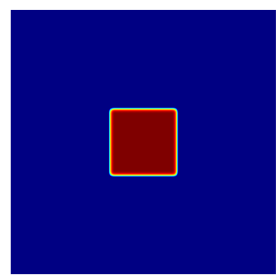

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- Parks-McClellan: reasonable accuracy, symmetric, easily calculable

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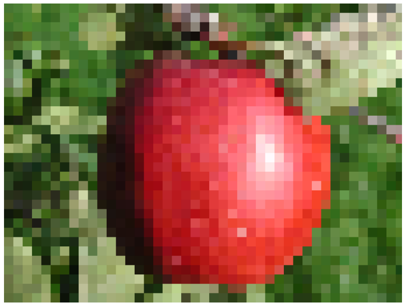

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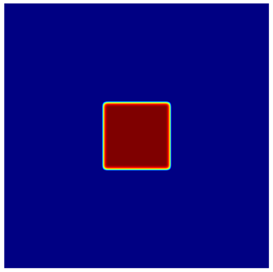

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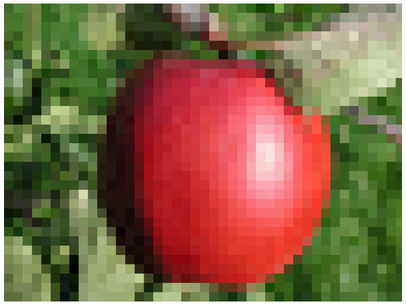

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- FIR PM filter reduces mem. acceses to 1.5/pixel

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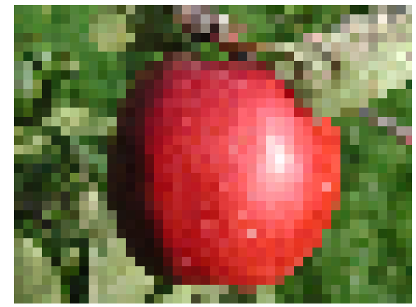

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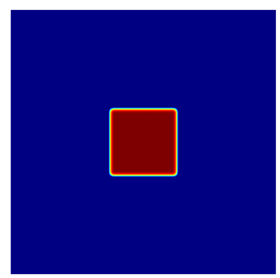

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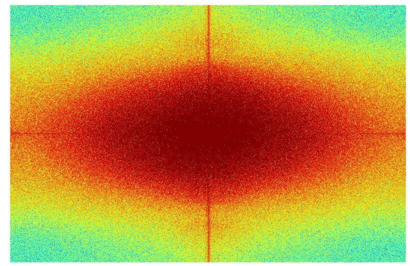
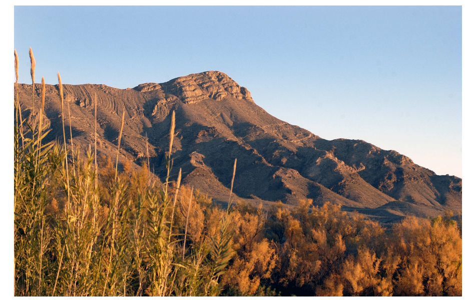
LPF: the algorithm

1. Given an arbitrary image & skewing coefficients M_x & M_y.



F.T. Original



Original Image

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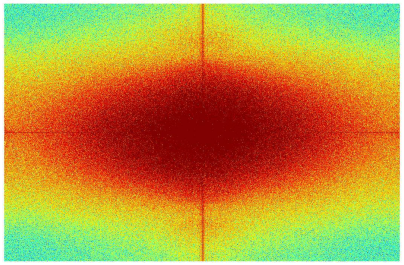
2. Fetch a filter with cutoff $\frac{\pi}{M_y}$.



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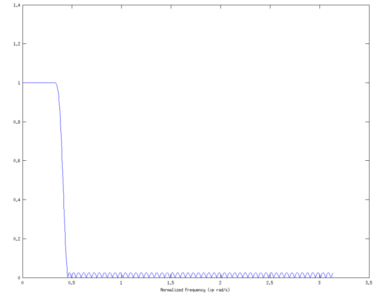

1D FIR, $\omega_c = \frac{\pi}{8}$

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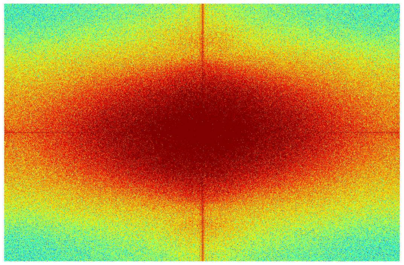
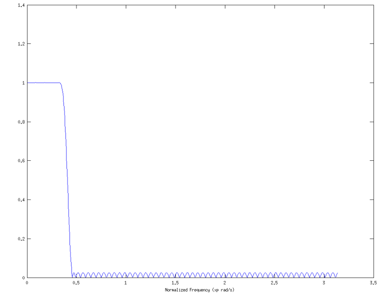


F.T. Original



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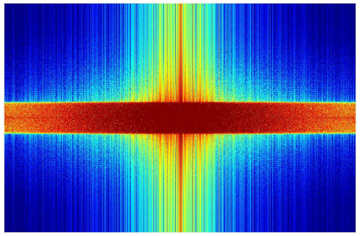

F.T. Filtered

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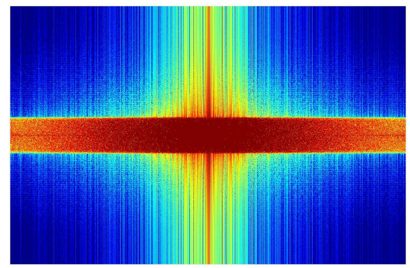
4. Fetch a filter with cutoff $\frac{\pi}{M_x}$.



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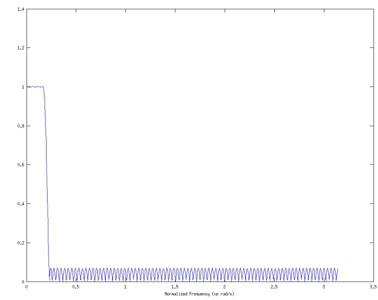

1D FIR, $\omega_c = \frac{\pi}{16}$

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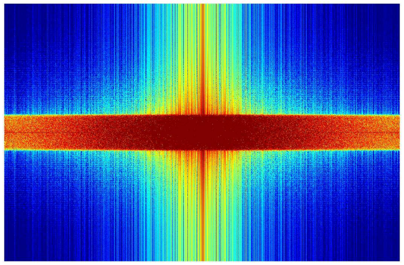
5. Filter each row and output to `projective_transform`.



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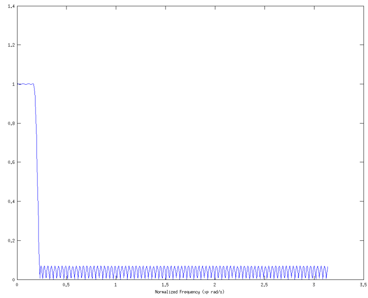

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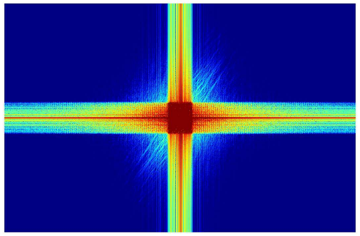

F.T. Output

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6. Repeat this process every refresh cycle.

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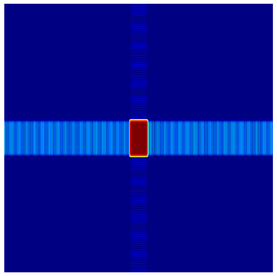

F.T. of Process

Output

memory_interface

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  $640 \cdot 480 \cdot 24$ bits ≈ 0.88MiB

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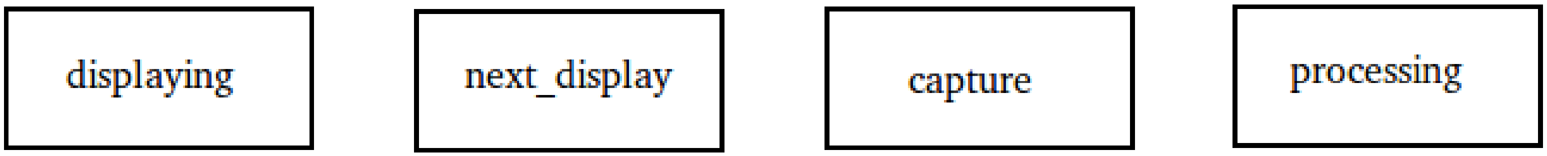
- Let's store store 18 bits per pixel or 2 per address

memory_interface: operation

Four images in memory:



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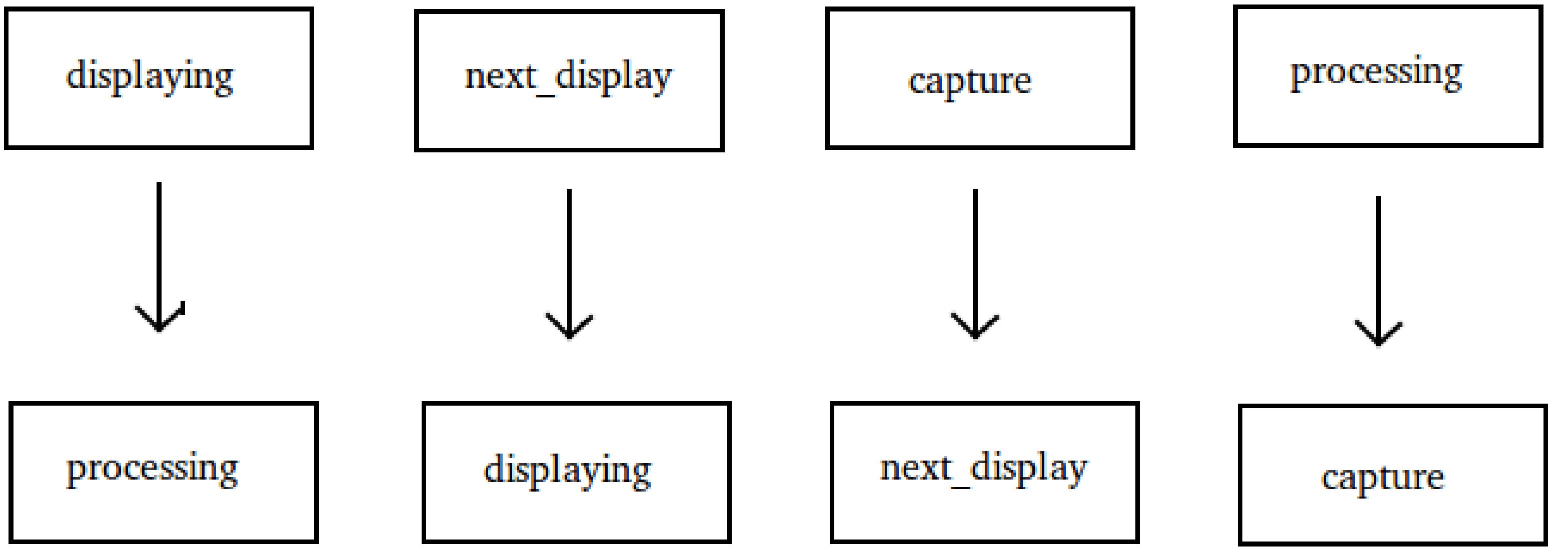

Shift every refresh cycle

system io: `ntsc_capture` & `vga_write`

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- Image data streamed to monitor

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- Image data streamed to monitor
- New image every $\frac{1}{60}$ seconds
- Module will be adapted from Lab 2 VGA code
- Requires own clock (ISE)
- `memory_interface` will feed properly formatted pixels

timeline

11-11-2011 Finalized block diagram

11-18-2011 First drafts of `projective_transform` and `memory_interface` written

11-22-2011 First drafts of `object_recognition`, `LPF`, `vga_write`, and `ntsc_capture` first drafts written; `projective_transform` and `memory_interface` fully tested

11-28-2011 `ntsc_capture` and vga_write fully tested; start of basic integration

11-31-2011 `object_recognition` and `LPF` fully tested; start of full integration

12-05-2011 Full integration complete

12-12-2011 Final report due