

Java Camera

Simple to use Image Processing System
By Peter van Lith - RI





Image Processing

- Most Image processing is done with:
 - C++
 - Dedicated hardware
- Hard to use and program for beginners and students
- Goal is to develop an intelligent camera that:
 - Is programmable in Java
 - Is easy to use
 - Has a performance comparable to dedicated systems
 - Is affordable
- Project was inspired by the CMU camera project
 - More recently the AVR camera extended this project
 - Camera is low resolution and allows tracking
 - Cost < \$ 100</p>
 - CMU not programmable, AVR programmable in C





The camera unit

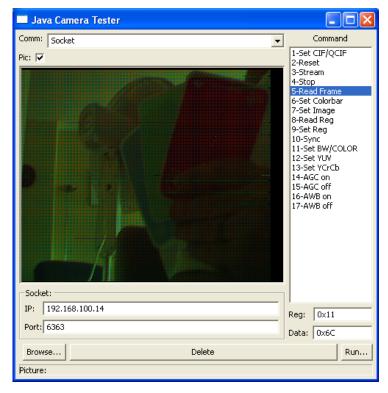
- Consists of a camera chip
- Interface to Java processor
- Special hardware in FPGA to accellerate processing
- Java processor is hardware implementation of Java and directly executes Java Byte Code
- Interface with software based on library of generalized pixel operations





The simulator

- An existing JavaCam simulator allows testing of all system functions using a standard USB camera
- All low-level functions are coded as if they are implemented in FPGA
- Camera Tester built in previous projects
- Basic library of functions is available





The Project

- Add new functionality to JavaCam tester
- To be used in Combined project
- Working together with the Simulator
- New functions are:
 - Calculating flow in an image
 - Use existing optical flow functions
 - Decide how much percentage movement is present
 - Movement in what direction
 - Used to give indication of people- or traffic flow
 - Convert to world data based on GPS and orientation
 - E.g. 10% flow in westerly direction
 - Count number of people
 - Indicate an area in the image
 - When the area is crossed, count as one person
 - Indicate every crossing
 - Calculate number of people in each direction





Additional Possibilities

- Determine the center of a cabbage
- Used to build a machine that has to remove the core of the cabbage
- Some work has already been done
- All programmed in Java
- Integrate with the JavaCam environment.

