

AP068

FPGA Based Sensor Hub For VR|AR Application

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Outline

- Motivation
- Introduction
- Features
 1. Head Position Tracking
 2. Eye Tracking
 3. Stereo Vision
- Implementation
- Application

Motivation

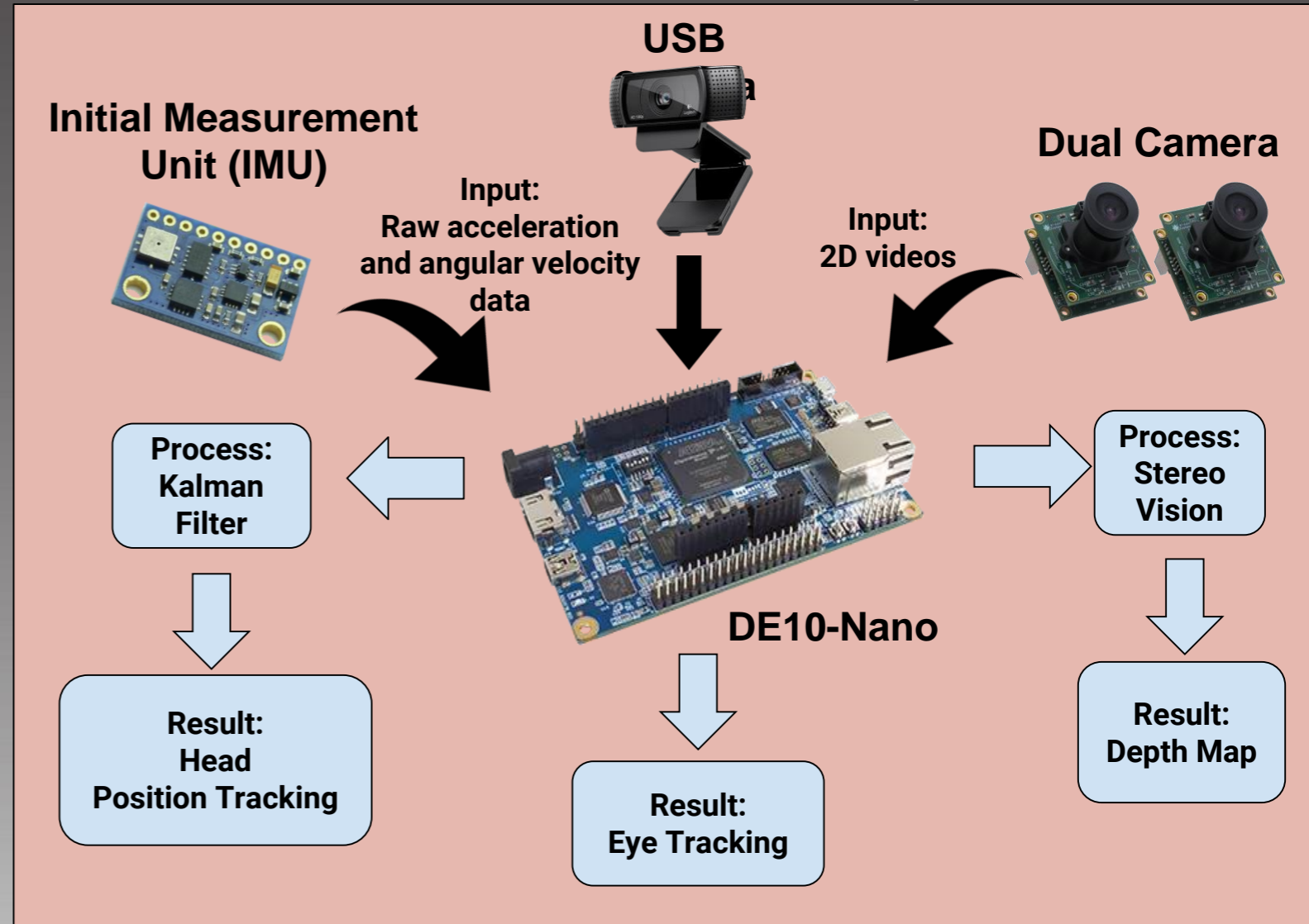
- New way to deliver content and experience
- Demand for affordability and portability
- Exponential growth of the industry
- Basic requirements for VR/AR
 - Head tracking
 - Stereoscopic displays
- Advance requirements
 - Eye tracking
 - Depth map



Headset Hardware Block Diagram

Introduction

- FPGA based sensor hub
- 3 main functions
 - Head Position Tracking
 - Stereo Vision
 - Eye Tracking



Features - Head Position Tracking

- Track the direction where user's head is facing
- Vital data for VR/AR application
- Render specific portion of display based on head position
- Require extra low latency
 - Prevent dizziness
 - Better immersion

Features - Stereo Vision

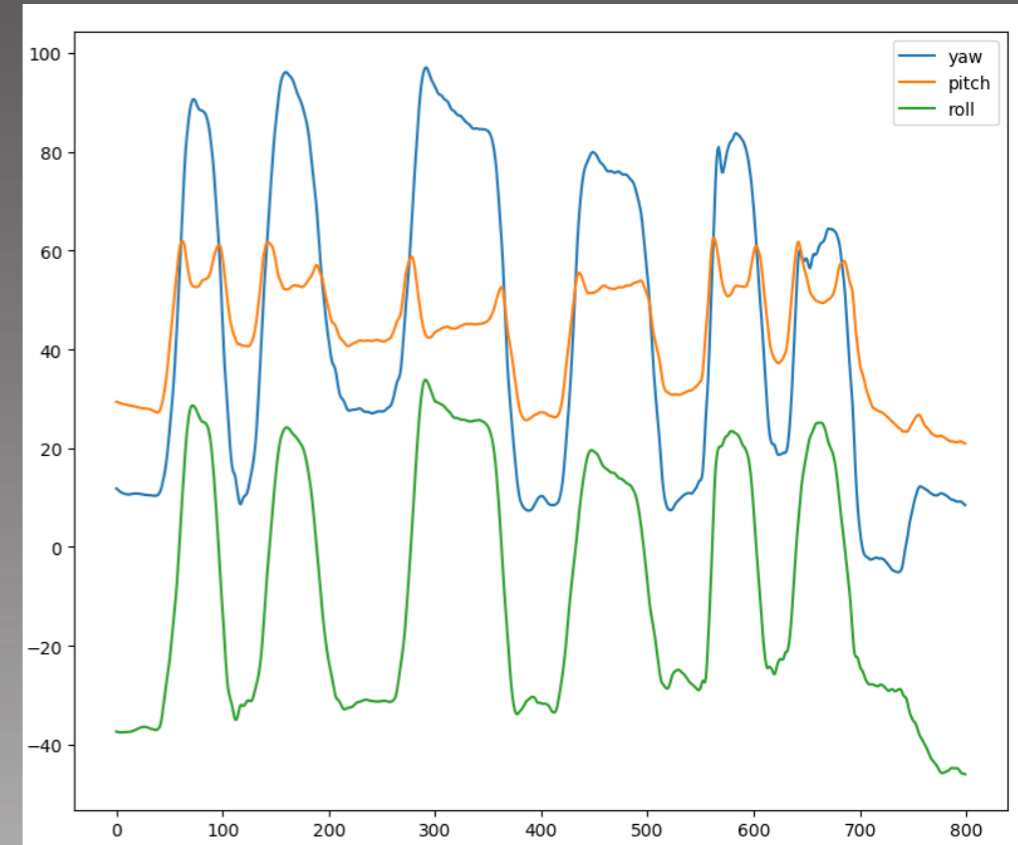
- Process dual camera images into 3D depth map
- Inside-out tracking
 - Positional tracking based on environment
 - Minimal setup and boundless field
- Realistic augmented/mixed reality
 - Environment aware application

Features - Eye Tracking

- Determine eye position from video stream
- Foveated Rendering
 - Render only portion of the display based on the eye position data.
- Input Interface Device
 - Interaction and control by using eye movement

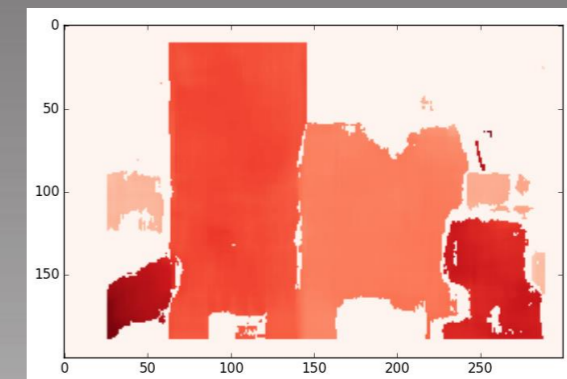
Head Position Tracking

- Kalman Filtering Algorithm
- Two stages
 - Time prediction
 - Measurement update
- Heavy computation
 - Large block of inputs
 - Complex matrix computation
- FPGA
 - Parallel computation ability
 - Computing resource available
 - Able to configured by end user when necessary



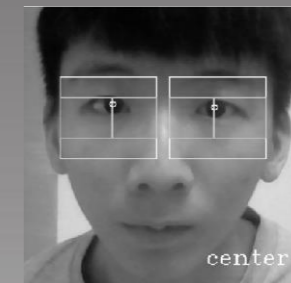
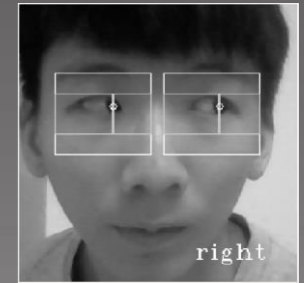
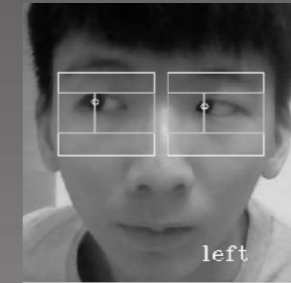
Stereo Vision

- Calibrate and rectify images
 - remove distortion
- Grey-scale conversion
- Stereo Matching
 - Sum of Absolute Difference (SAD) for cost aggregation
 - winner-take-all (WTA) for disparity selection
- Disparity Calculation
 - calculate depth from disparity



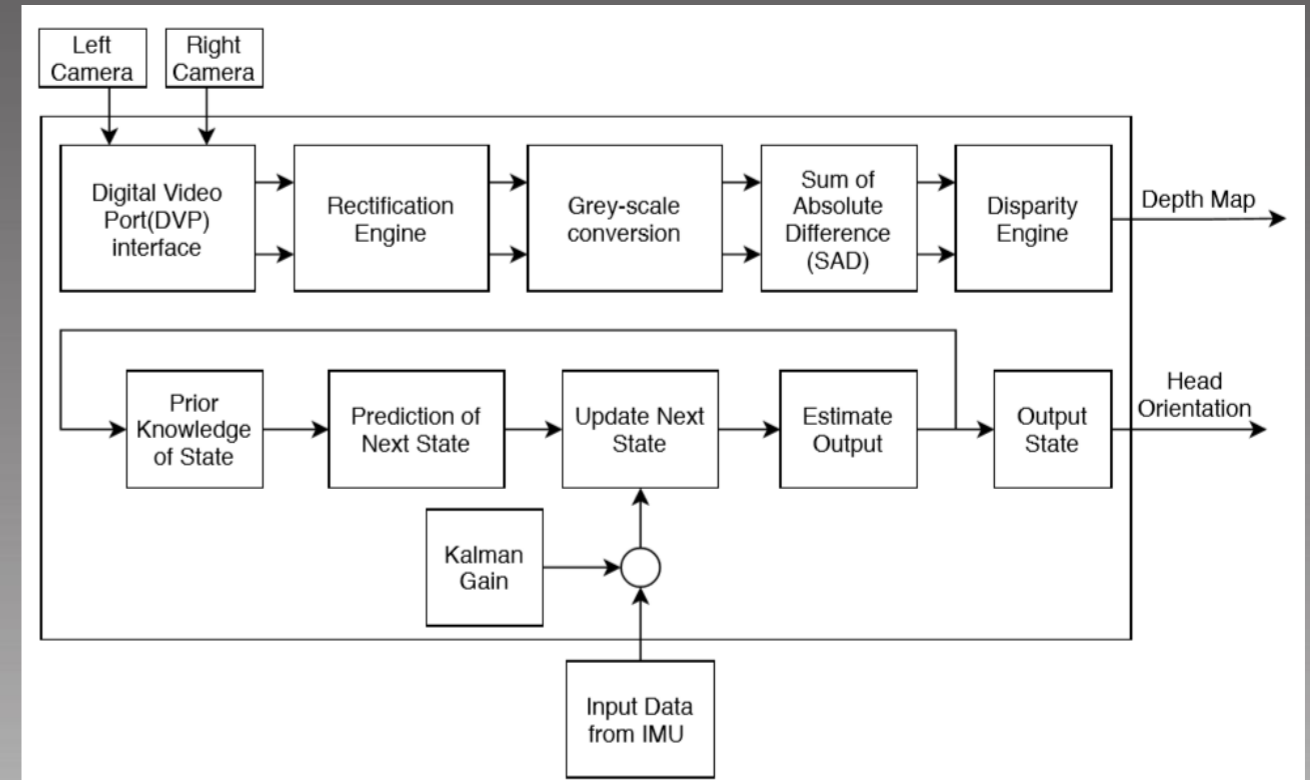
Eye Tracking

- Using Image Processing Approaches
- Face and Eye Detection
 - Classifier using Viola-Jones Algorithm
- Eye Centre Localisation
 - Image Gradient based



System Architecture

- Uses both FPGA and HPS
- FPGA
 - Head Position Tracking
 - Stereo Vision
- HPS
 - Eye Tracking



Applications

- Lightweight, low power sensor hub
 - Integrated with head mounted display
- Provide API to facilitate reading of data from the sensor hub
- Provide hardware abstraction layer
 - Simplify application development for makers and developers

Thank You



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