

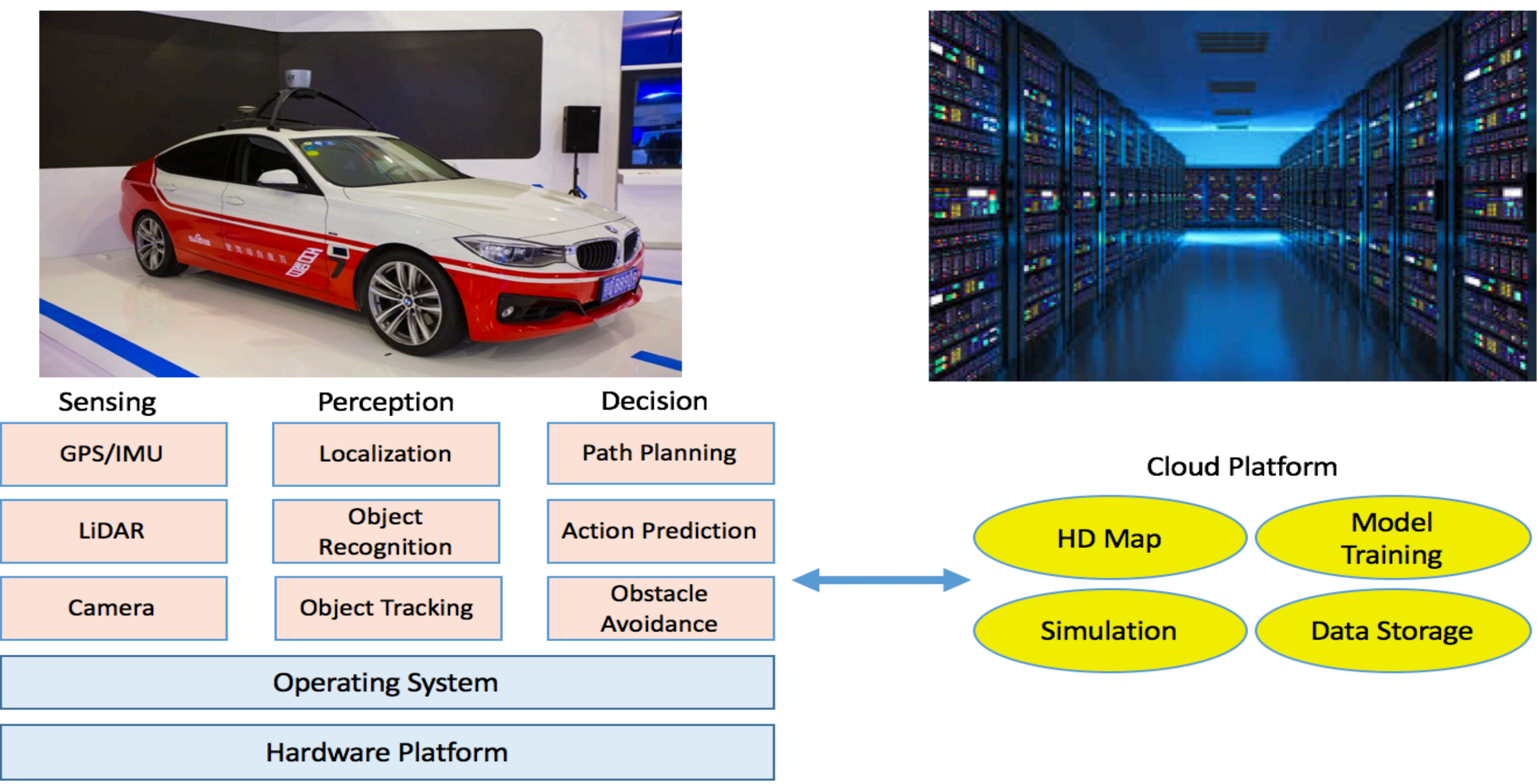
# DragonFly+: FPGA-Based Quad-Camera Visual SLAM System for Autonomous Vehicles

Weikang Fang<sup>\*†</sup>, Yanjun Zhang<sup>\*</sup>, Bo Yu<sup>†</sup>, Shaoshan Liu<sup>†</sup>

<sup>\*</sup>Beijing Institute of Technology, Beijing, China    <sup>†</sup>PerceptIn, Shenzhen, China



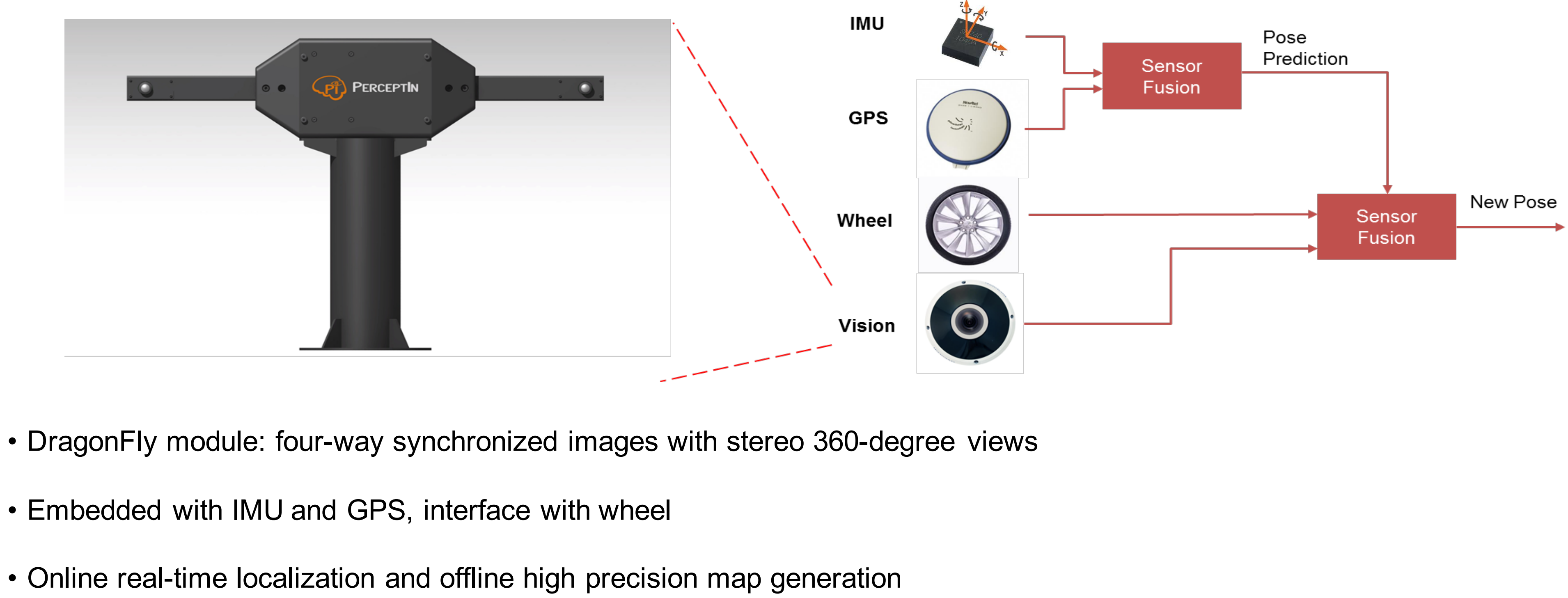
## Overview of autonomous driving technologies



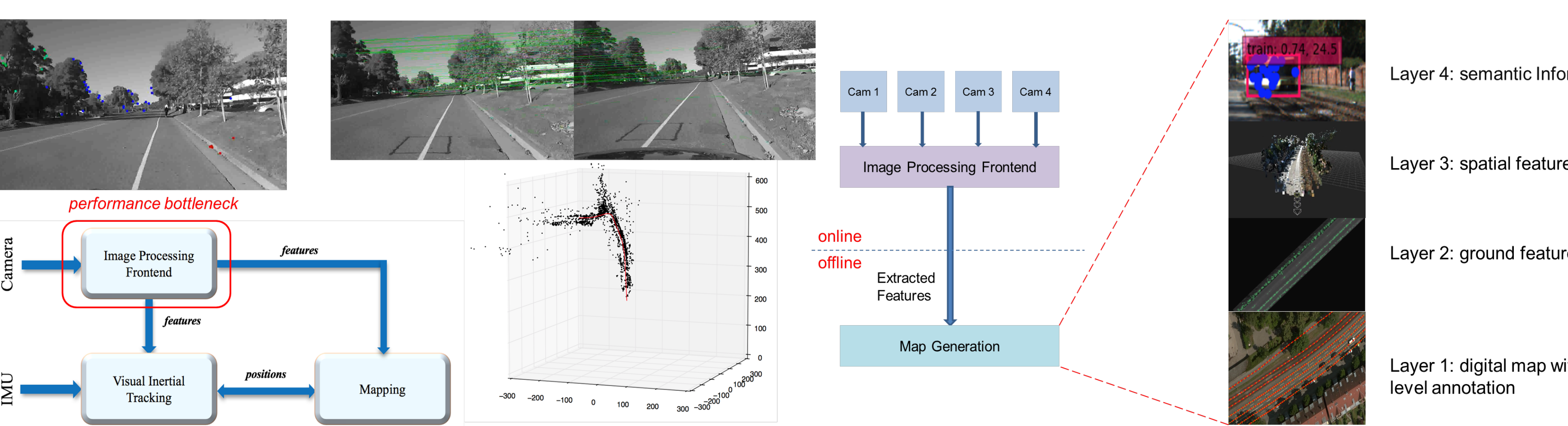
cargo carrying vehicle, passenger vehicle and four-way synchronized images with stereo 360-degree views

- System Design Specifications
- Modular: independent hardware module for computer-vision-based localization and map generation
  - SLAM-Ready: Hardware synchronization of four cameras and IMU
  - Low Power: Power consumption < 10 W
  - High-Performance: Four-way 720P YUV images with > 30 FPS

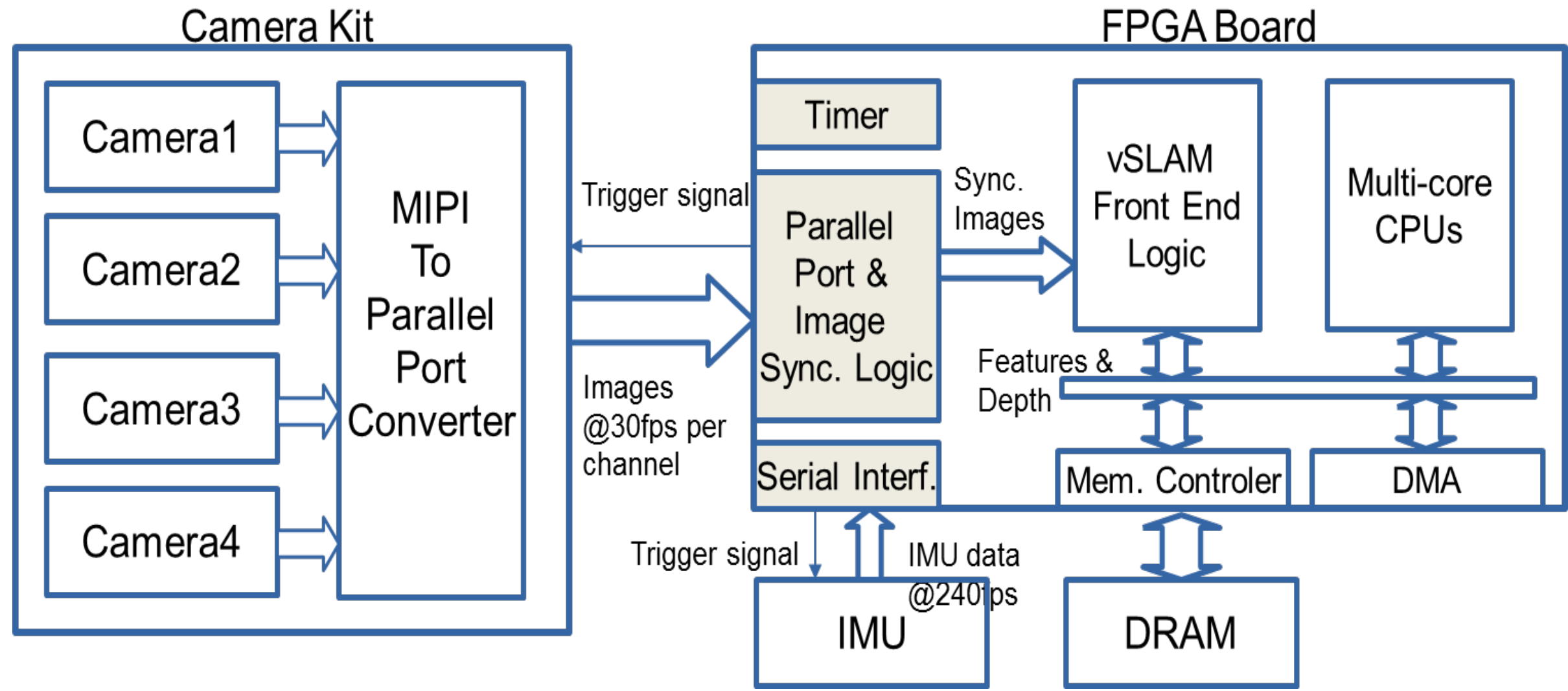
## Computer Vision for Localization and Mapping



## Online Real-Time Localization and Offline High Precision Visual Map Generation



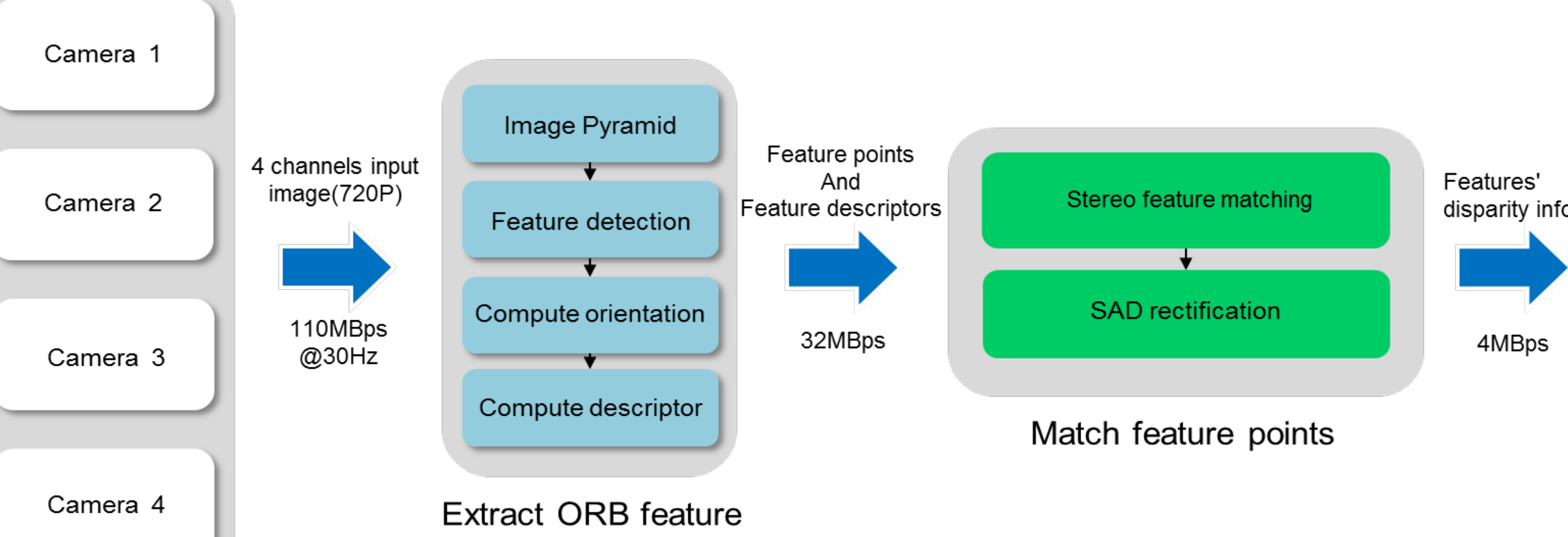
## DragonFly+ FPGA Based Visual SLAM System



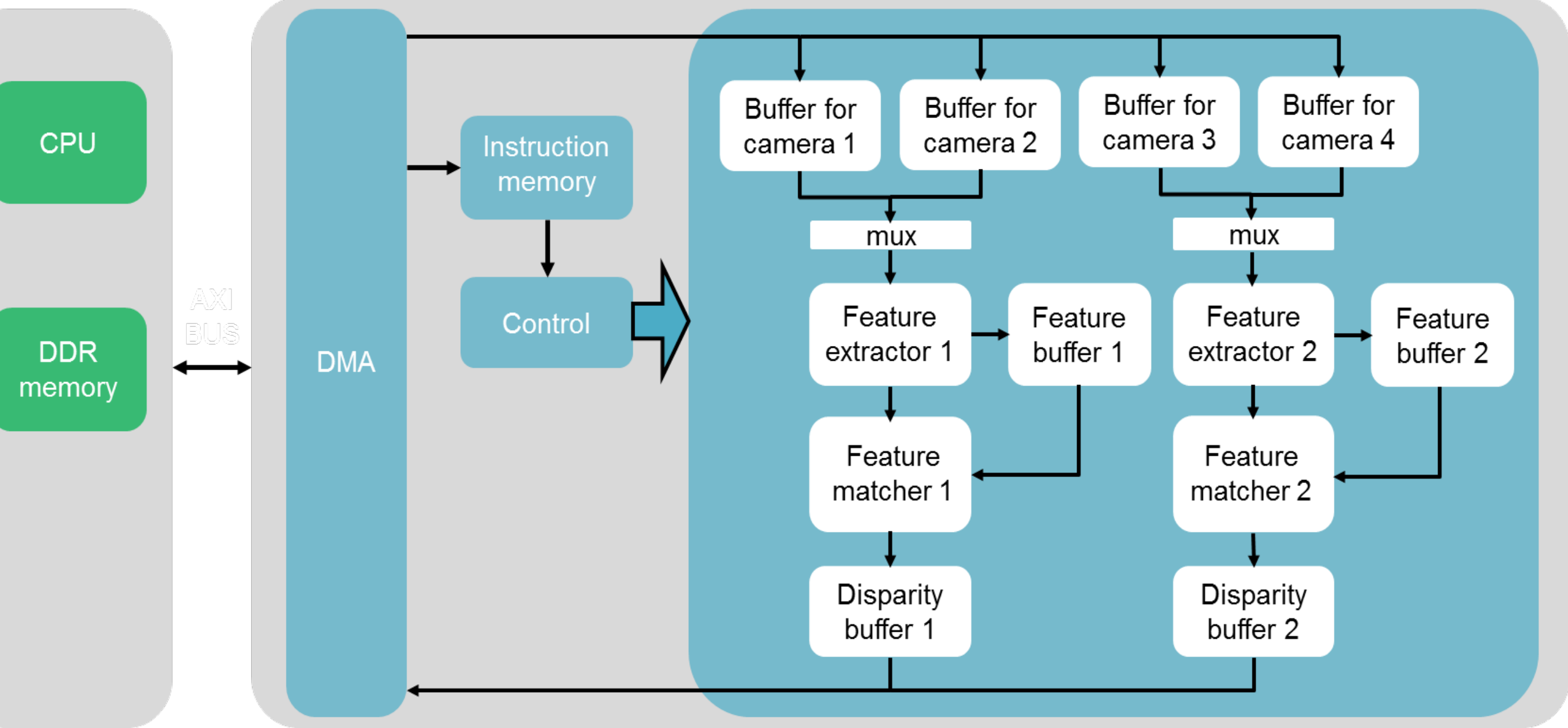
- Camera Interface
- Feature: **Hardware based images synchronization** and **Direct IO**
  - Four cameras are triggered by FPGA at the same time
  - Captured images are tagged time stamp by camera interface
  - Captured images are sent to vSLAM front end logic directly
- IMU Interface
- IMU is triggered by FPGA
  - IMU data is tagged time stamp by IMU interface

- vSLAM Front End Logic:
- Input: camera images
  - Generic function: calculate features and obtain 3D information
  - Implementation: FPGA logic
- Multi-core CPUs:
- Input: features and 3D information
  - Generic function: multi-view image optimization

- Algorithm overview
- ORB feature as the example



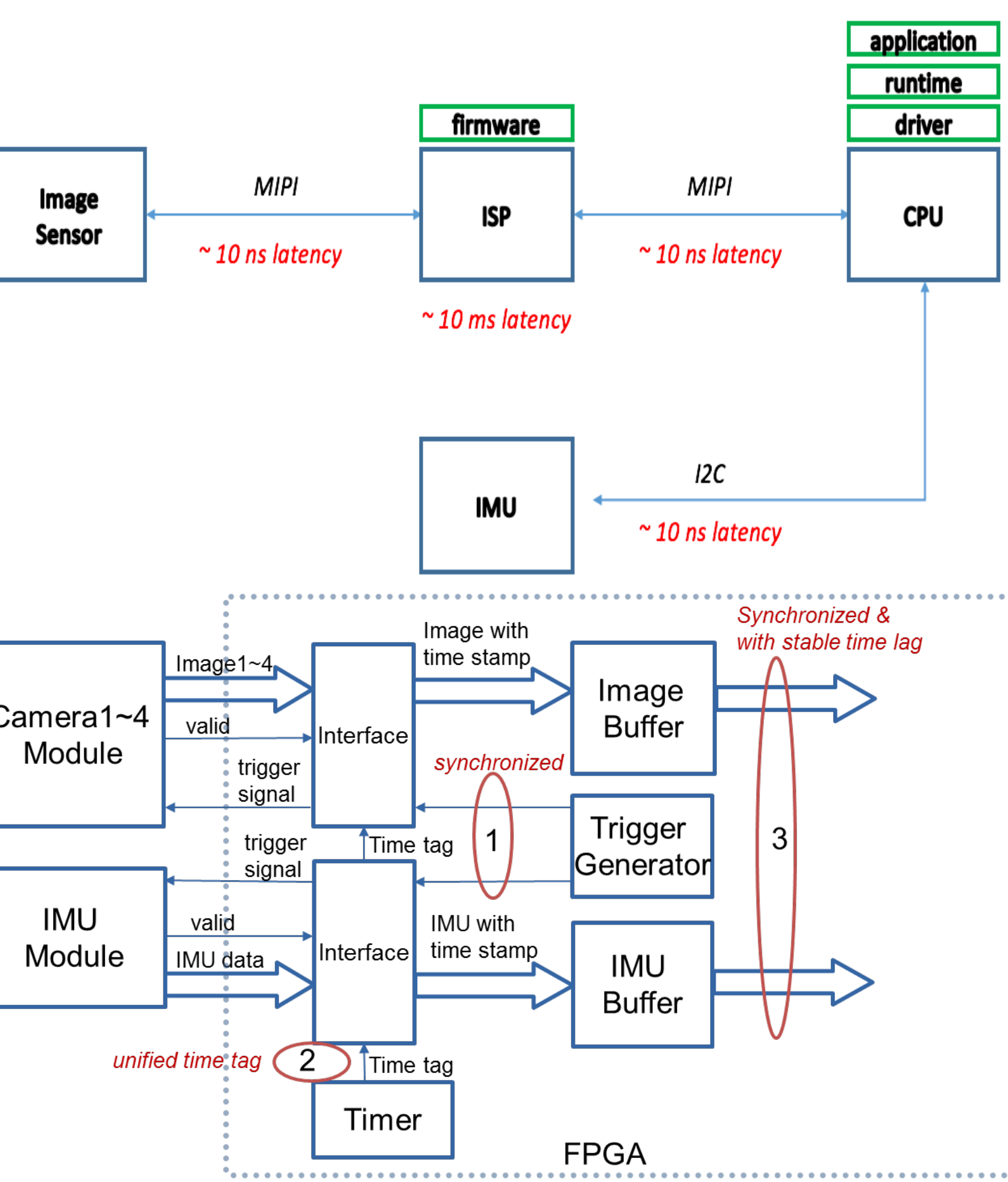
- Sensors
- vSLAM front end hardware architecture
  - Two identical hardware to process two stereo cameras in parallel
  - Two camera channels share one feature extraction hardware to reduce power and hardware



## Hardware Synchronization

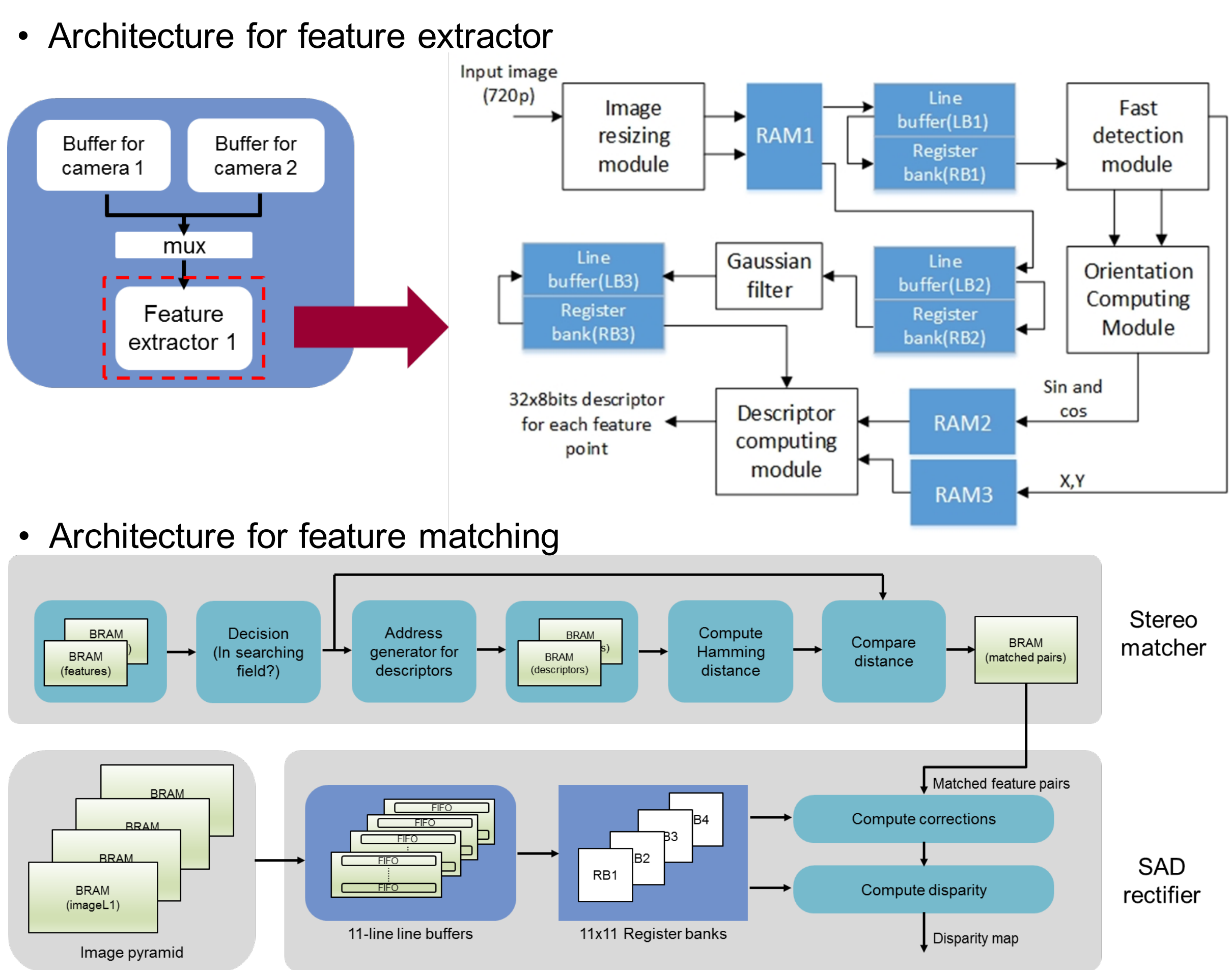
**Problem:** software synchronization leads to variable delay among the four images, making it impossible to achieve reliable visual SLAM results

*Requires Hardware Synchronization!*



- Hardware(Trigger Generator) generates synchronized trigger signals for camera and IMU
- Input image and IMU are tagged by a unified time tag
- Input image and IMU are synchronized at the interface
- Images and IMUs for vSLAM are with a certain time lag, which is guaranteed by this hardware based triggering and synchronization method

## Image Processing Frontend Acceleration



## Evaluation Results

- Target platform : Xilinx ZYNQ Ultrascale+ XCZU17EG MPSOC

Table I : Performance of feature extractor and matcher

	Latency	Frequency	Power
Feature extractor	7.9ms	203MHz	0.52W
Feature matcher	16.1ms	230MHz	0.07W

Table II : Resource consumption of feature extractor and feature matcher

	LUT	FF	BRAM	DSP
Feature extractor	70483	62597	205	32
Feature matcher	42134	11372	68	8
Control logic and buffers	8445	1894	147	10

Table III and IV : DragonFly+ 4-channel vSLAM front end system, compared with software solution

	LUT	FF	BRAM	DSP
Total	423403	846806	796	1590
Used	233679	152832	693	90
Utilization	55%	18%	87%	6%

	Power (W)	Performance (FPS)
DragonFly+	2.31	42
Nvidia TX1	7	9
Intel Core i7	80	15

## Conclusions

- PerceptIn's DragonFly car utilizes computer-vision-based sensor fusion to achieve affordable and reliable real-time localization
- Processing four-way 720p synchronized images imposes tremendous stress on DragonFly car's computing system, hence we designed and implemented DragonFly+
- DragonFly+ achieves and exceeds the design goals: modular, SLAM-ready, low-power, and high-performance
  - 3x more power efficient and delivers 5x of computing power compared to Nvidia TX1
  - 34x more power efficient and delivers 3x of computing power compared Intel Core i7