



VENTURI

WP6 Technology

Integration, Evaluation
and Test-cases

- » Deliverables status
 - > D6.1
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- » Tasks updates
 - > T6.3: Profiling, bottleneck detection and software optimization
 - > T6.4: Platform integration and demonstration
- » Y1 demonstrator
- » Integration

- » Platform benchmarks (backup slides)

Content



- » D6.1 “Report on the performance of platform profiling tools and techniques” (R, M8)
- » Contributions from: ST-Italy, STE, Metaio
- » Submitted to project coordinator on May 23rd
- » Includes detailed description of platform benchmarking tools that will be used throughout the project

Deliverable D6.1



- » D6.3 “Use case(s) implemented on VENTURI integrated platform V1” (P, M12)
- » Initiated by editing Y1 demonstrator application specification: E-Diam, ST-Italy (Cfr. Y1 prototype presentation from Javier)

Deliverable D6.3

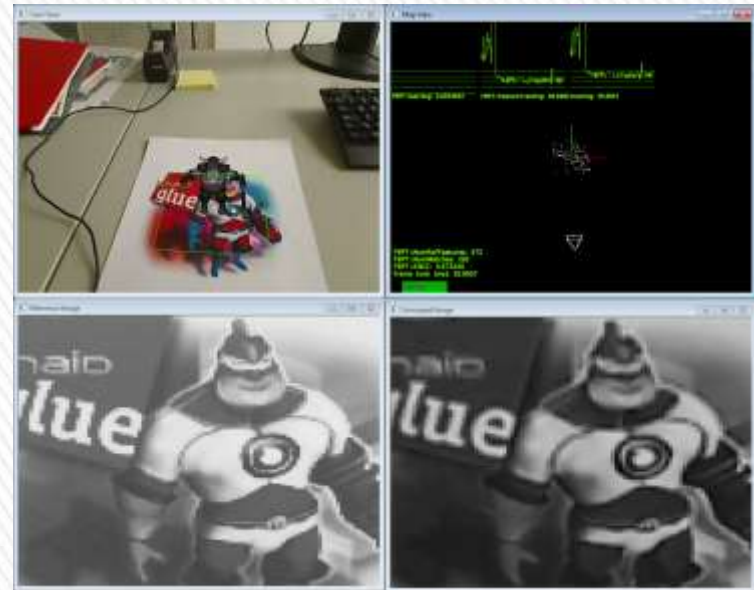


- » Concentrated on platform's sensors benchmarking
- » Android libsensor assessment
 - > Identified and submitted sampling rate issue: data rate not-respected and sensor samples temporal diffusion. CR issued by STE
- » Sensors access time statistics
 - > Android Application level
 - > Android NDK level
 - > libsensor level
 - > I2C bus level
- » Magnetometer sensor assessment (issue raised in Paris f2f)
 - > Magnetometer suffers from soft/hard iron effects
 - > Compass-based tests confirming poor magnetometer data
 - > Platform is missing runtime calibration
 - > Ellipsoids evaluations confirm significant skews
- » Sensor fusion algorithms assessment ongoing
- » Let us know benchmarks you'd like to run!

T6.3 Profiling, bottleneck detection and software optimization



- » T6.3: Profiling, bottleneck detection and software optimization
 - > Participated in writing the document D6.1 Report on the performance of platform profiling tools and techniques
 - > Implemented new profiling tools (debug tools) for live markerless tracking evaluations



T6.3 Profiling, bottleneck detection and software optimization

- » T6.4: Platform integration and demonstration
 - > Tested the markerless tracking wrt. planar scenes on STE's hardware reference board
 - > Tested the 3D markerless tracking using the STE hardware reference board running ICS
 - > Fixed (with a workaround) the camera image rotation : for that we had to rotate the displayed camera image and we had to disable the Gravity usage as it would be inconsistent with the camera image
 - > Helped eDIAM installing and having the metaio Creator running on their STE hardware reference board running ICS

- » Agreed and documented game control setup

- » Preliminary, proof of concept application delivered based on planar tracking

- » Agreed on single player/multiplayer game scenarios
 - > Fireman
 - > Burger King

Y1 demonstrator



- » Discussed yesterday
- » Wrap up, action items review, homework definition, deadlines assignment

Integration



Benchmarks backup slides