Holiday Arboreal Lights Project

 $\bullet \bullet \bullet$

sddec18-10

About Us



Rajiv Bhoopala Computer Engineer Android Dev/Web Server

Michael Scholl Computer Engineer Image Processing Robert Tyynismaa Computer Engineer Android Dev Aaron Hudson Computer Engineer RPi Systems Dev Justin Falat Computer Engineer Web App/Server Dev

Client and Advisor: Dr. Thomas Daniels



Problem Statement

- Many people decorate their homes with a set of lights
- However current holiday lights are limited by customizability
- Currently, to decorate an arboreal display we must first visualize the display and lay the lights accordingly

Our Solution

- The idea for our solution is for users to set up RGB LED lights on a tree and then upload patterns to the string of lights
- An android application will send a picture of the RGB LED lights to web server
 The web server will create a model of the LEDs
- Raspberry Pi will then power the lights
- User will be able to select many different colors and patterns

Functional Requirements

- Raspberry Pi PWM controller sends RGB values to LED
- Android App takes pictures for calibration process and sends them to the Web App
- Web App selects what patterns to display on the tree
- Web App controls state of LED Manager by creating and deleting .lck files
- LED Manager drives lights

Non-Functional Requirements and Constraints

- Android App must be responsive and easy to use
- Calibration process must be energy efficient to limit battery use
- Web App must control state of LED Manager while maintaining mutual exclusion
- System must be able to run for long periods of time without fail

- Raspberry Pi 3B processor and storage limitations
- Android only mobile application
- Android App and Web App must communicate via WiFi

Block Diagram



Android Application

- Communicate with Web Server
 - Start calibration process
 - Communicates LED index for calibration
 - Send images
- In-App functions
 - Take and save pictures
 - Lock and Unlock Settings
 - Draw app-side triangle



Android Development

- Started off with the Camera2Basic <u>sample</u> provided by Google
 - Basics of Camera2 <u>API</u>
- Added functions to lock and unlock camera settings
- Tried different methods for image capture
 - <u>CountdownTimer</u>
 - Video Intent/<u>Camera2Video</u>
 - HTTP handshake with Web Server
- Unit and Integration Testing

Raspberry Pi Overview

- Three subsystems
 - Web App
 - Image Processing
 - LED Manager
- LED control and power
 - Data: 3.3V out to 5V in
 - Level shifter
 - GPIO 18 PWM
 - Power: 12V30A supply to LEDs



Web Application and Server

- Main functionality of Web Application
 - Pattern Selection
 - Display project information
 - Team/Project info, brief component break down
- Hosted locally using Apache2 web server on the Raspberry Pi
 - Web Application built with HTML, CSS, JS for Web App content and functionality
- Server hosts PHP scripts for:
 - Pattern selection and .lck file manipulation
 - Acceptance of files from Android Application
 - Calibration process

Web Application - Pattern Selection

- Allows the user to choose from a set of preset patterns to display on the tree
- Once the pattern is selected, the Web Application creates and deletes .lck files, controlling the state of the LED Manager
 - Updates the pattern to display while maintaining mutual exclusion of the pattern file



LED Manager

- Finite State Machine
 - Idle, Running, Calibration
 - Polls .lck files
- Drives WS2811 LEDs
 - RPi WS281x Library
 - PWM via GPIO
- Reads pattern input from .txt file
 - Assigns LED index to RGB value
 - Refreshes LED state



LED Manager Development

- Replace FastLED C library
 - Arduino Uno for initial testing
 - Raspberry Pi Model 3B for final implementation
- Using RPi WS281x Library
 - C, Go, Python library for driving WS281x LEDs (shift registers)
 - Creates LED object, updates indices, refreshes
- Need to control LEDs and tree state
 - Finite State Machine
 - Sockets vs lock files vs watchgod for state control
 - Settled on lock files using os.open() functions

LED Manager Testing

- Unit testing paired with Web App
 - Lock file state changes
 - Proper state sequence when updating patterns
 - Individual state duties
 - Polling for changes, driving lights
- Acceptance testing
 - LED colors
 - What the colors should look like
 - Refresh rate of tree
 - Too slow or too fast



Image Processing

- Image subtraction
 - <u>Scikit-image</u>
 - Comparison value

• Blob detection

- <u>OpenCV</u>
- Parameter calibration
- LED location

• Common errors

- Light pollution
- Multiple LED's



Image Processing

• Top Image

- Using front/right photo
- Distance from center
- \circ Angle taken from R/L axis

• Bottom Image

- Angle conversion
- Data storage
- Custom Patterns
 - Image extraction



Future Work

- Improving image analysis accuracy
 - \circ ~ Unlit image for each lit LED image
- Better estimate the LED locations we are unable to find
- Implement states in the Android App
 - Display current progress of calibration
- Other quality of life improvements to Android App
 - Delete images immediately upon send to free up space
- In-depth analysis of power usage
- Support for more advanced patterns in Web App and LED Manager
 - Custom patterns from uploaded images, manually created patterns



References

RPi WS281x - https://github.com/rpi-ws281x/rpi-ws281x-python

watchgod - <u>https://pypi.org/project/watchgod/</u>