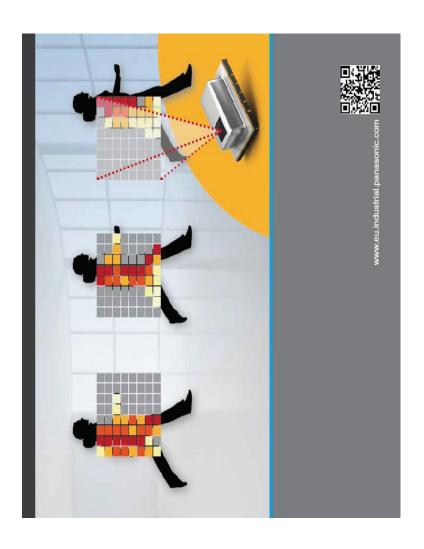
#### **Panasonic**



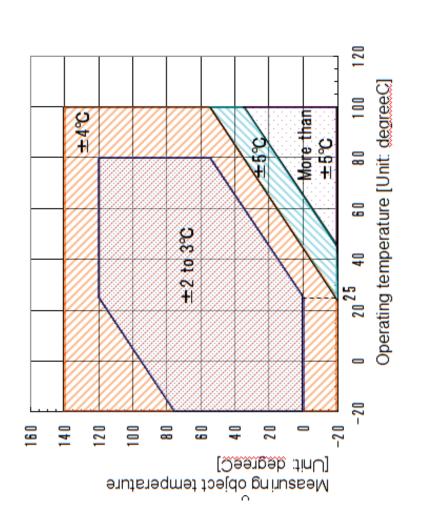
### Grid-Eye Characteristics

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Panasonic Automotive & Industrial System Europe

# Typical measurement accuracy vs. ambient temperature & temperature of measurement object

Characteristics



Condition: frame rate: 1

frame rate: 1fps moving average: Yes Typical measurement accuracy vs. ambient temperature & temperature of measurement object after calibration of the pixels.

The calibration just can be done by customer.

If customer adjust each pixel's output

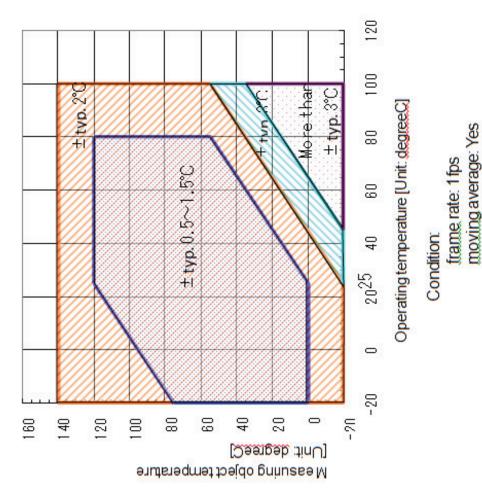
within the software the accuracy between the pixels can be increased like shown in

the diagram.

Example:
All pixes does see a heat source of 35.0 °C.
Customer an adjust the output to become 35.0 °C for all pixels.

Before ) Pixel 1;34.5°C Pixel 2;35.25°C Pixel 3;36.75°C... Adjustment by software) Pixel 1; +0.5 ° C Pixel 2; -0.25 ° C Pixel 3; -1.75 ° C ...

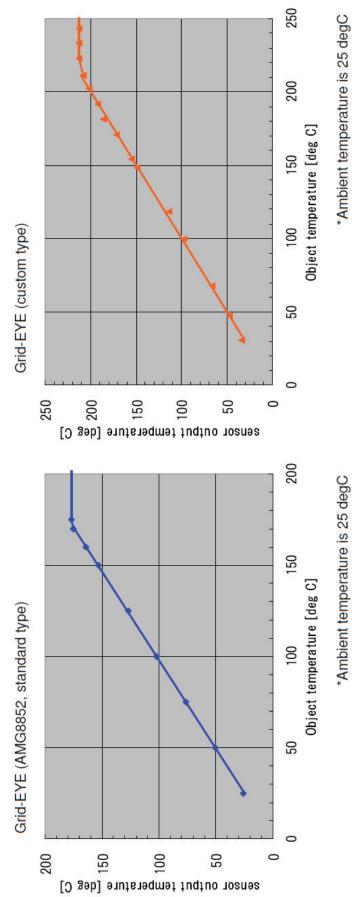
After )
Pixel 1;35.0 °C
Pixel 2;35.0 °C
Pixel 3;35.0 °C





### Measurement of a high temperature object

By lowering gain amplification in IC, Grid-EYE (custom type) can detect the object which is higher than 200degreeC. Standard type Grid-EYE (AMG8852, low gain type) saturates when object temperature exceeds 170 degreeC. When gain amplification is set up low, a noise increases relatively, and the accuracy gets worse. The accuracy and object temperature range expansion have a relation of trade-off.





### Moving Average Register

### Average Register

Register for setting moving average Output Mode.

bit5: MAMOD

1: Twice moving average Output Mode

Initial value	00×0
bit0	I
bit1	I
bit2	I
bit3	I
bit4	I
bit5	MAMO D
bit6	I
bit7	I
R/W	R/W
registe r	AVE
address	20×0

Noise will decrease to 1/sqrt2 by using moving average function.

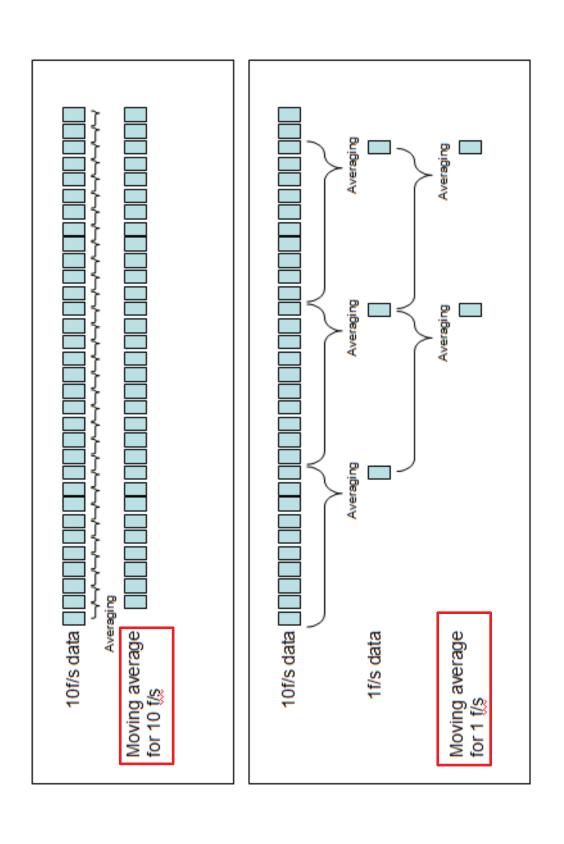
$$V_o(t) = \{V_{out}(t) + V_{out}(t-1)\}/2$$

 $V_{out}(t)$  output data

 $V_o(t-1)$  moving average data

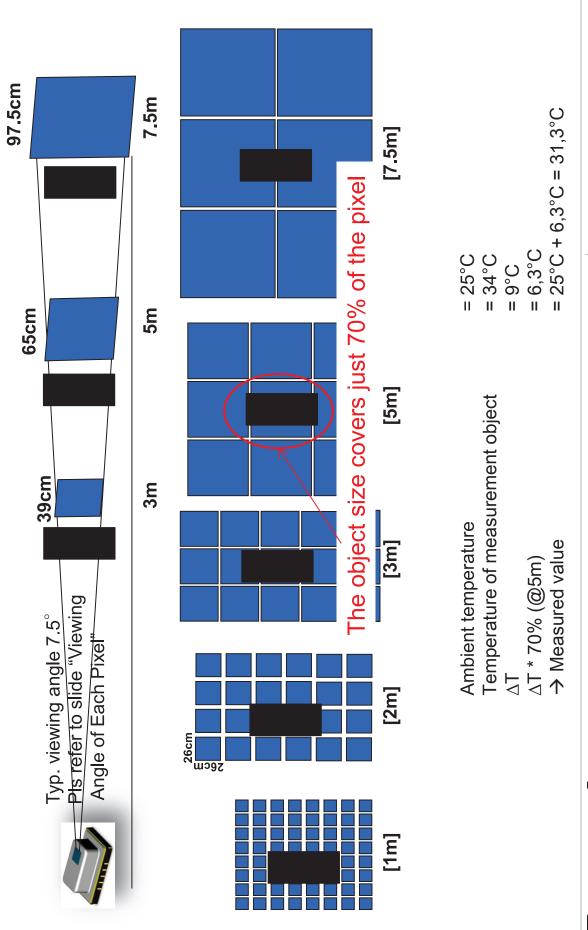


### How Moving Average Works

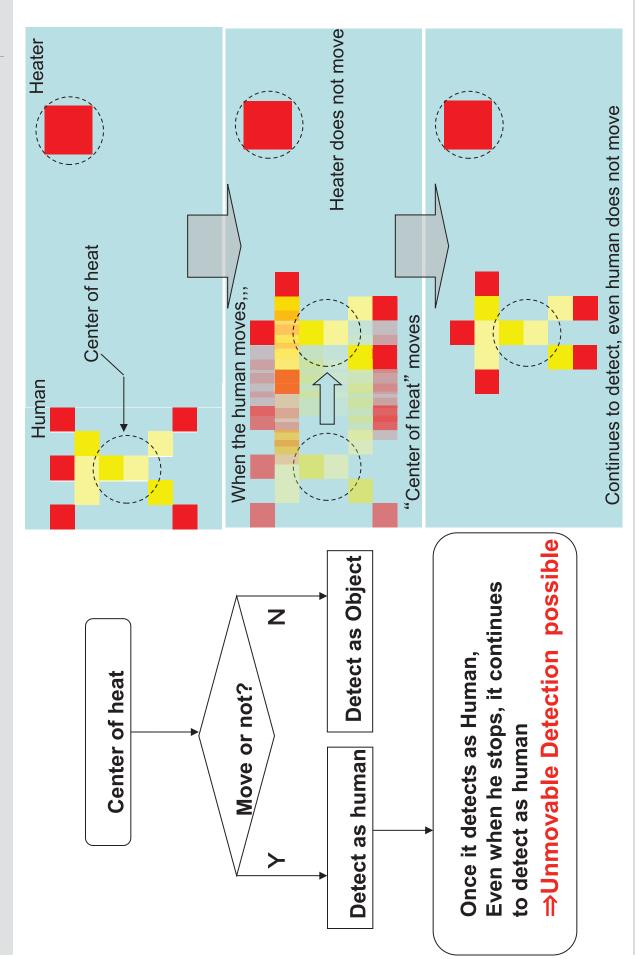




### Example pixel size vs. distance vs. object size







#### **Panasonic**

## Flowchart Human Detection with Background Subtraction

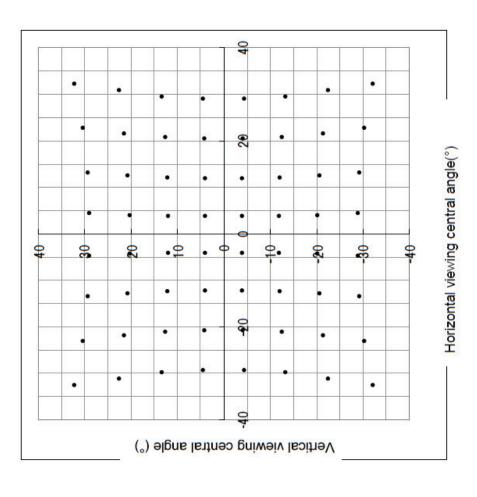
Calculate "average temperature value of all non-human pixels" Updating background data using data (Y) by 1/128 % Updating background data using data (X) by 1/128 % (Y), and use it for updating background data Previous background data \* 127/128 Previous background data \* 127/128 Use "current temperature value: (X)" for updating background data [Update background data] (execute at every frame) Execute these process for each pixel = new background data = new background data Pixel which is judged as "non-human pixel" Calculation Process Calculation Process (Y) \* 1/128 Pixel which is judged as "human pixel" (X) \* 1/128 -Frame rate: 10 fps -Calculate mode: ON Settings Human is NOT in the pixel Human is NQT in the pixel Go to 2 (=threshold value to judge human presence) Get current temperature (10 fps) (D) Calculate the difference btw. (B) and "average temperature of 64 pixels" – (C) Compare (C) with 1.0°C threshold to judge a human presence (D) – (B): background temperature – (G) (6) < 1.0 ° CHuman is NOT in the pixel [Initial execution: Human detection / Getting background temperature] (Execute only when software booting up.) Go to ② Result  $(C) < +1.0^{\circ}C$ < 2 pixels Result Result: Count number of "Human pixel" by the 4-nearest neighbor algorithm Compare (G) to 1.0 °C  $G) >= 1.0^{\circ}C$ Human is in the pixel Result: Human is in the pixel Calculation: Judgment: Go to (1) >= 2 pixels 0 Result (C) >=+1.0°C Human is NOT in the pixel Human is NOT in the pixel Go to ② Compare (E) to 0.75 °C (=threshold value to judge human presence) E) < 0.75°C Get current temperature (10 fps) (D) (D) – (B): background temperature – (E) 2. Judgment: Calculate the mean of (A) for each pixel – (B) Go to ② Result Human is in the pixel Measure current temperature Count number of "Human pixel" by the 4-nearest neighbor algorithm Result: Result < 2 pixels 20 frames - (A) E) >=0.75°C [human detection judgment] Human is in the pixel Human is in the pixel  $\Theta$ 1. Calculation: Go to ① >= 2 pixels Result Result:

#### **Panasonic**

\*Regarding of Pixel Array, please refer to 4-7(1). (3) Typical characteristics: Each pixel's viewing central angle

Field of View

: within Typ. ±5.6° (Both of horizontal and vertical directions) Sensor's optical center (the origin of graph below) gap



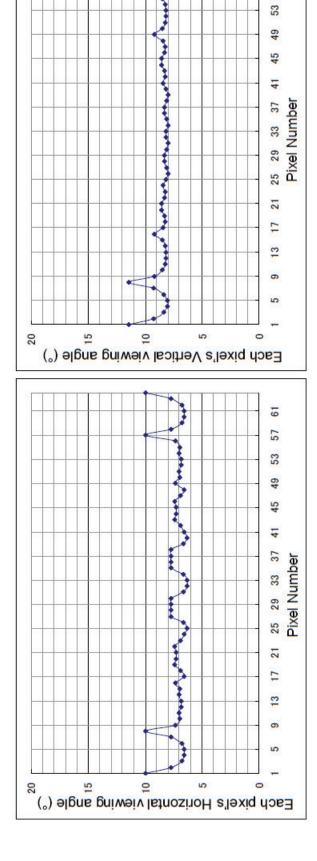
#### **Panasonic**

Panasonic Automotive & Industrial System Europe

(4) Typical characteristics: Each pixel's viewing angle (half angle)

Central 4 pixels (Pixel No. 28, 29, 36, 37) viewing angle (half angle) horizontal direction Typ. 7.7°

vertical direction Typ.8°



Each pixel's Horizontal viewing angle

Each pixel's vertical viewing angle

61

57



57 49 41 17 17 17	58 57 50 49 42 41 42 41 17 10 9 10 9	28 34 45 50 58 14 15 S8	59 58 51 50	2	60 59 58 52 51 50 44 43 42 36 35 34 20 19 18 4 3 2	59 58 51 50	60 59 58 52 51 50 44 43 42 36 35 34 20 19 18 12 11 10 4 3 2	000	5.000	-30 -40 -30 -30 -20 -10 -10 -10 -00 (deg.	50	900	-50 -45 -40 -35 -30 -25 -20 -15 -10 -5 0
	58 50 50 10 10 10		51 59 59 43 43 35 85 85 85 85 85 85 85 85 85 85 85 85 85	51 59 59 43 43 35 43 43 35 85 85 85 85 85 85 85 85 85 85 85 85 85	60 59 52 51 44 43 36 35 20 19 4 3	60 59 52 51 44 43 36 35 20 19 4 3	61 60 59 53 52 51 45 44 43 37 36 35 29 28 27 21 20 19 13 12 11 5 4 3						

24

	20					20
	13.				(1.	45
4	40					40
	35				$\mathcal{A}$	32
	30					30
	25			>	4	25
	20			+		20
	5				1	15
	10				X	10
	ın				W	2
220000000000000000000000000000000000000	0	- 6	8 - 9	2.0	y - 0	0
	if?	0	000	0000		-2
	-10					-10
	1 5			$\prec$	1	-15
	-20					-20
	-30 -25				$\searrow$	-25
	1 1		-			-30
	1, 13,				V	-35
	-40				W	-50 -45 -40 -35 -30 -25 -20 -15 -10 -5
<u> </u>	-50 -45				110	-45



Pixel\_33

Pixel\_34

Pixel\_35

Pixel\_36

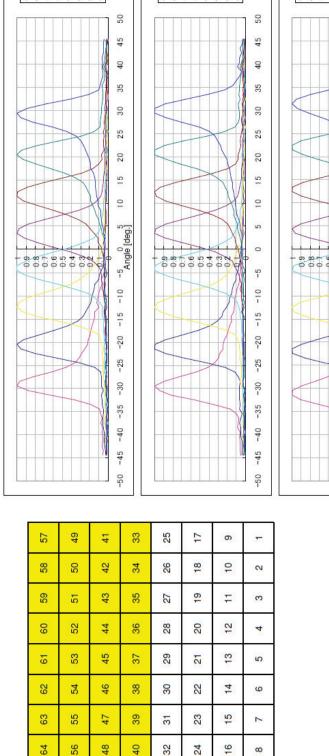
Pixel\_36

Pixel\_37

Pixel\_38

Pixel\_38

### Detailed viewing angle data "Horizontal"



Pixel 41

Pixel 42

Pixel 44

Pixel 44

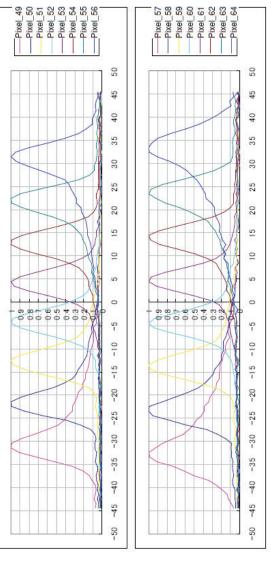
Pixel 45

Pixel 45

Pixel 46

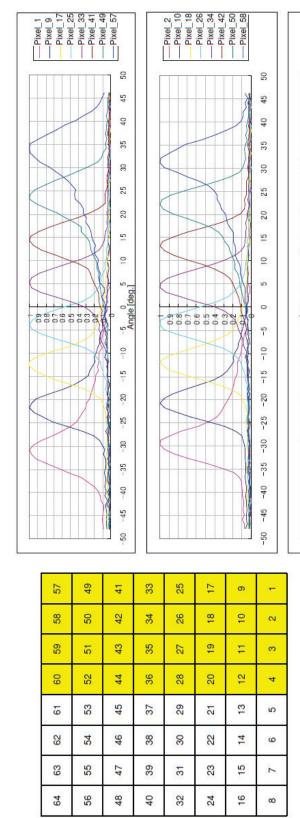
Pixel 46

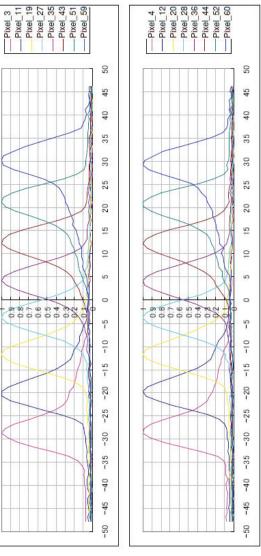
Pixel 46





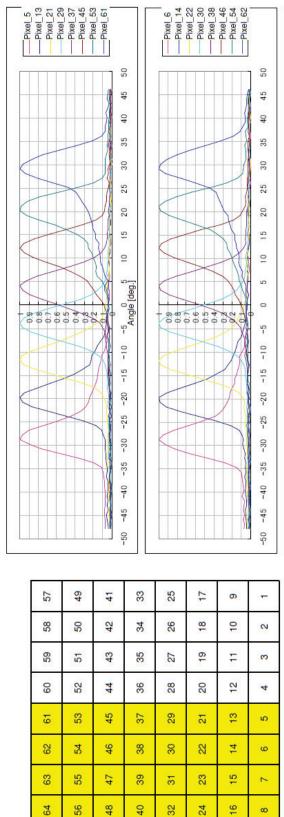
### Detailed viewing angle data "Vertical"

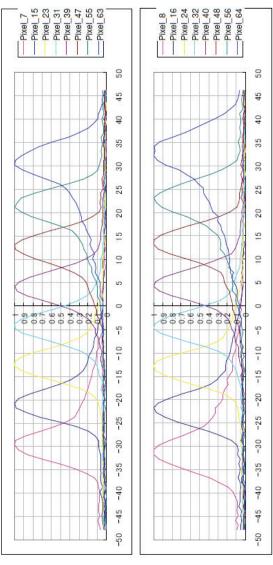






### Detailed viewing angle data "Vertical"



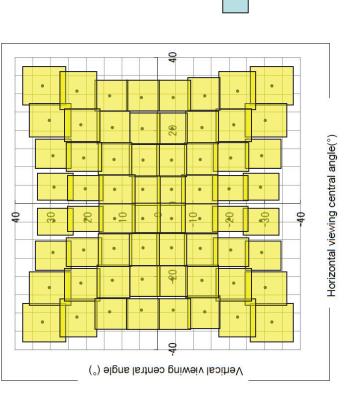


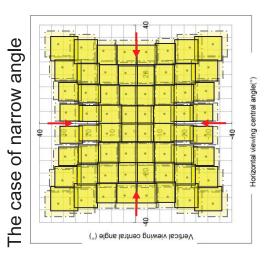


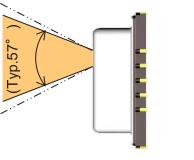
### Tolerance of FOV

=> Tolerance of FOV is approx. 3°. (Typ.60±3°

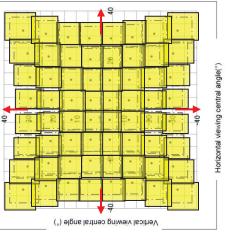
Detection area of each pixels (Typical data)



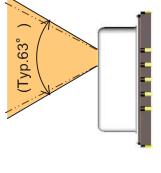




### The case of wide angle



Typ.60°



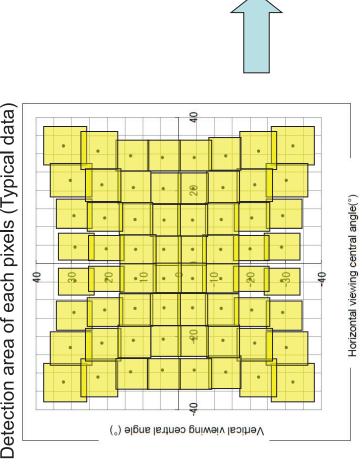


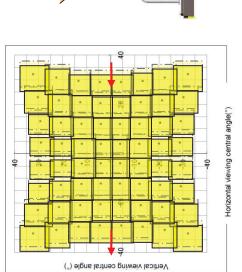
-5.6°

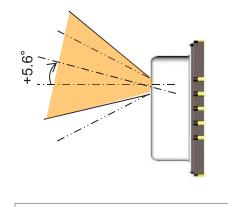
### Optical center gap

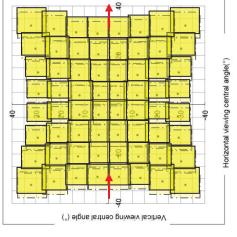
=> Optical center gap is within typ.5.6°

Detection area of each pixels (Typical data)

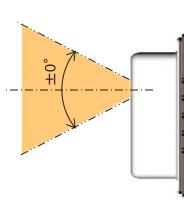




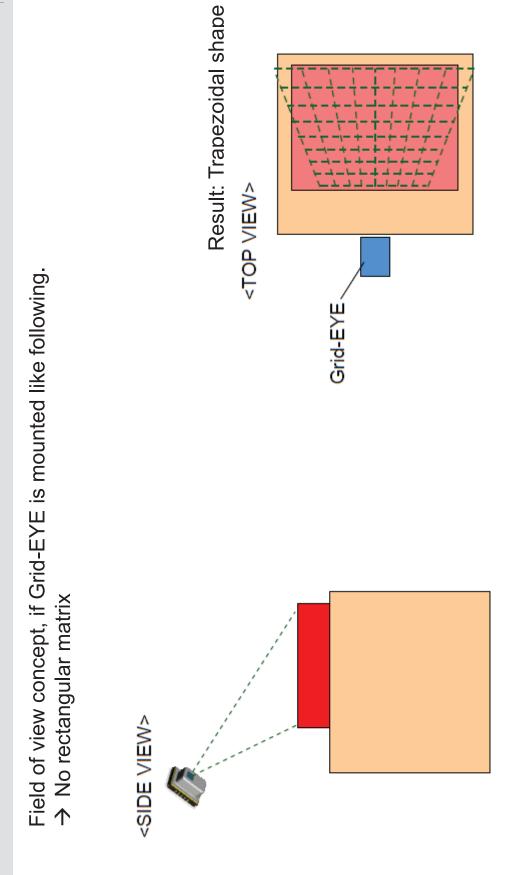








Characteristics

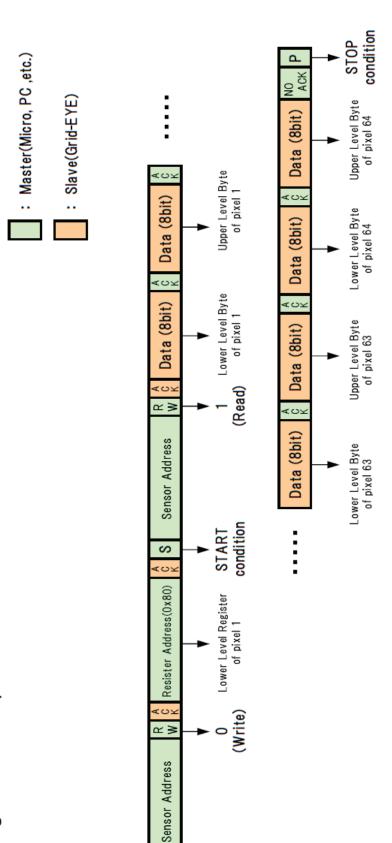




- The **emissivity** of a material (usually written ε or e) is the relative ability of its surface to emit energy by radiation.
- energy radiated by a black body at the same temperature. It is the ratio of energy radiated by a particular material to
- A true black body would have an  $\varepsilon = 1$  while any real object would have  $\varepsilon$  < 1. Emissivity is a dimensionless quantity.
- $\rightarrow$  Grid-EYEs is adjusted to an  $\varepsilon \ge 0.93$



• How to get data of 64 pixels



START condition

S



### Grid-EYE communication

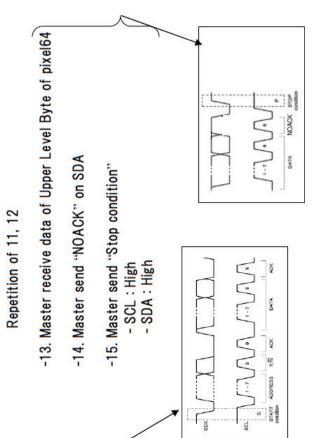
-1. Master send "Start conditon" to Grid-EYE

-11. Master receive data of Upper Level Byte of pixel1

-12. Master send "ACK" on SDA

- SCL: High SDA: Low
- -2. Master send "Sensor address" and "Write" to Grid-EYE on SDA

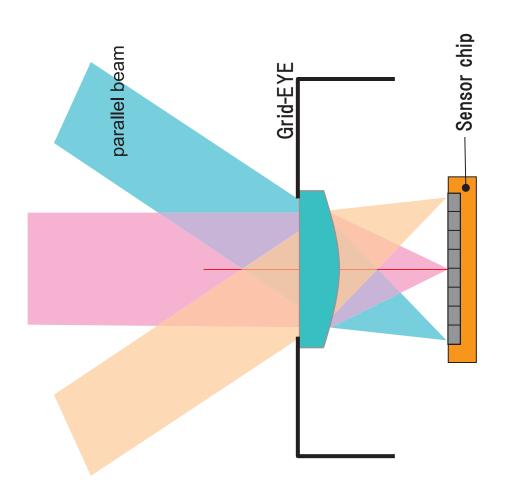
  - SDA: 11010000 or 11010010 Sensor address Write Sensor address
- -3. Master receive "ACK" from Grid-EYE on SDA
- -4. Master send "Register address" to Grid-EYE on SDA
- ex. Lower Level Register of pixel 1 - SDA: 0x80
- -5. Master receive "ACK" from Grid-EYE on SDA
- -6. Master send "Start condition" to Grid-EYE on SDA
- SCL: High SDA: Low
- -7. Master send "Sensor address" and "Read" to Grid-EYE on SDA
  - SDA: 11010001 or 11010011 Sensor address Read Sensor address Read
    - -8. Master receive "ACK" from Grid-EYE
- Master receive data of Lower Level Byte of pixel1
- -10. Master send "ACK" on SDA







# Is it possible to use an additional lens to increase the FOV?



An infrared image is formed on the sensor chip through the Silicon lens.

In the case of Grid-EYE, sensor chip is placed on

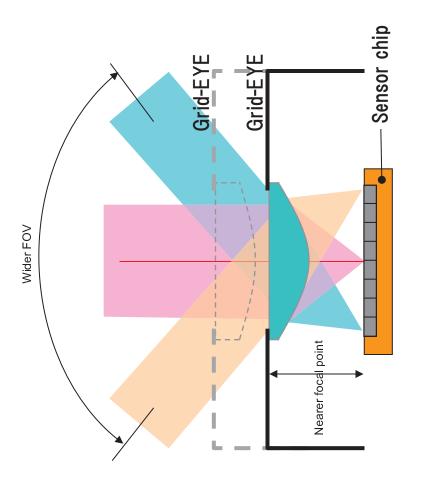
the focal point.

So only parallel infrared beam can be formed.

If an additional lens is placed in front of the sensor, focal point is changed.

Then infrared image is out of focus.





Wider viewing angle.....

The nearer focal point means wider viewing angle. In this case, Grid-EYE package height and lens shape need to be changed.

