



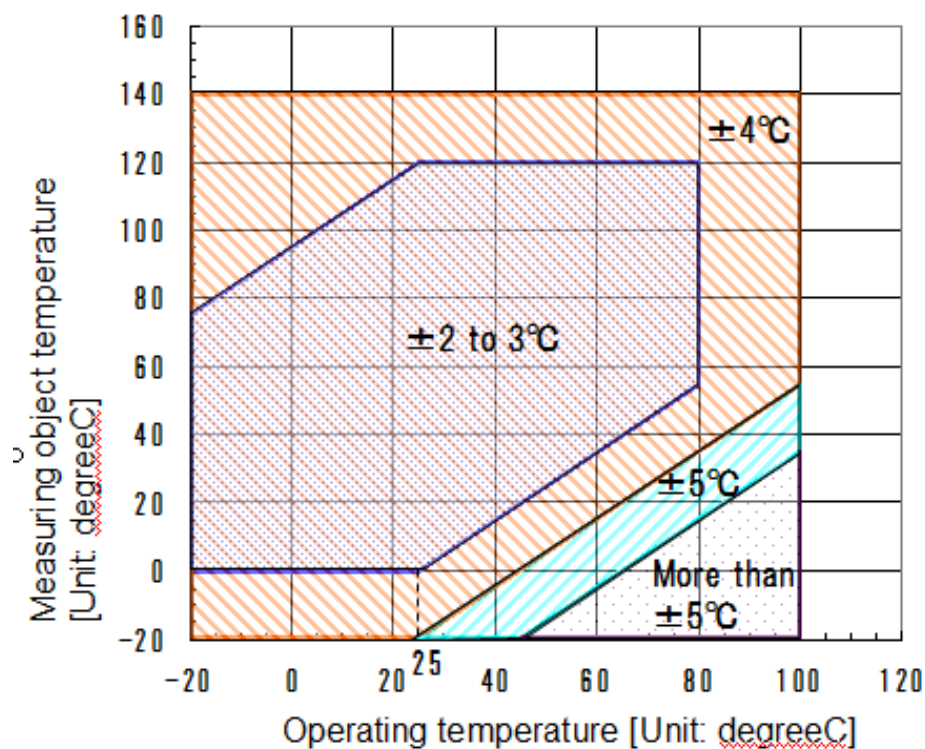
www.eu.industrial.panasonic.com



Grid-Eye Characteristics

Panasonic Automotive & Industrial Systems Europe

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



Condition:
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 pixels see a heat source of 35.0 ° C.
Customer can adjust the output to become 35.0 ° C for all pixels.

Before)

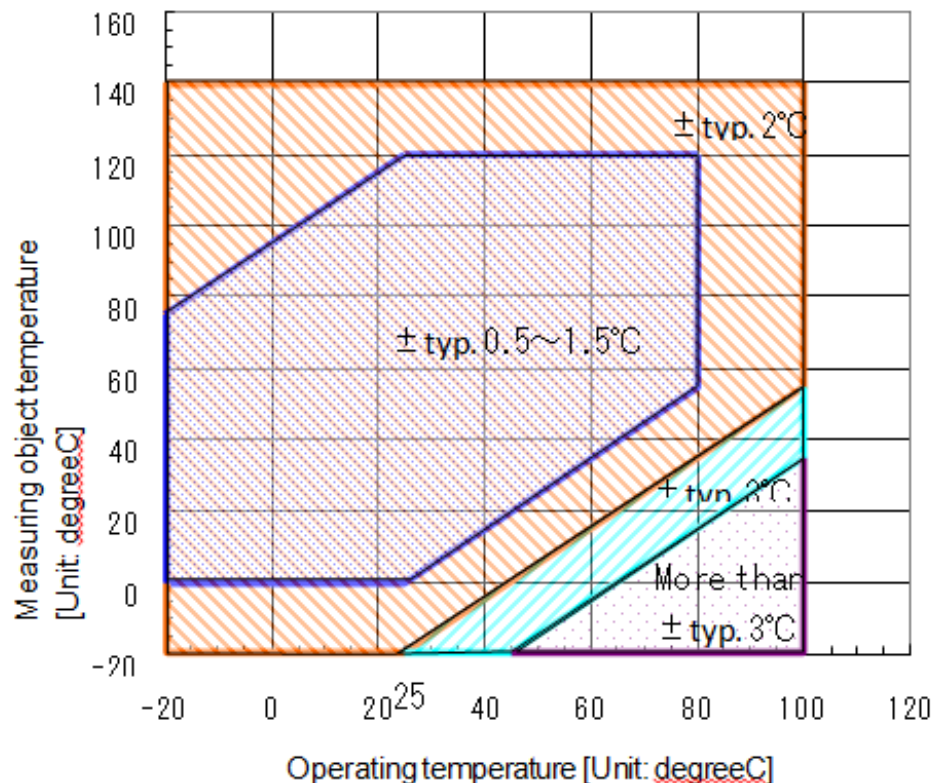
Pixel 1 ; 34.5 ° C
Pixel 2 ; 35.25 ° C
Pixel 3 ; 36.75 ° C...

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



Condition:

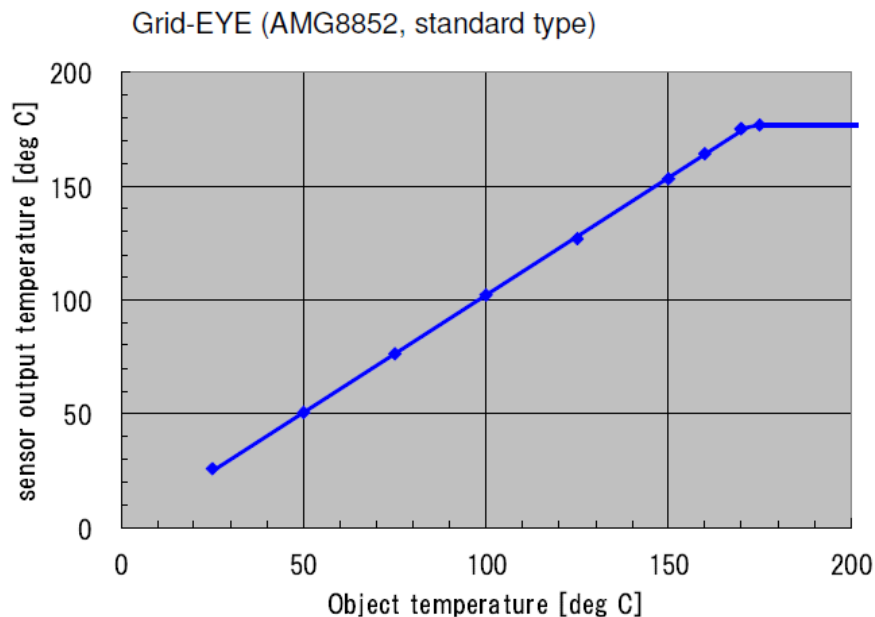
frame rate: 1 fps
moving average: Yes

Standard type Grid-EYE (AMG8852, low gain type) saturates when object temperature exceeds 170 degreeC.

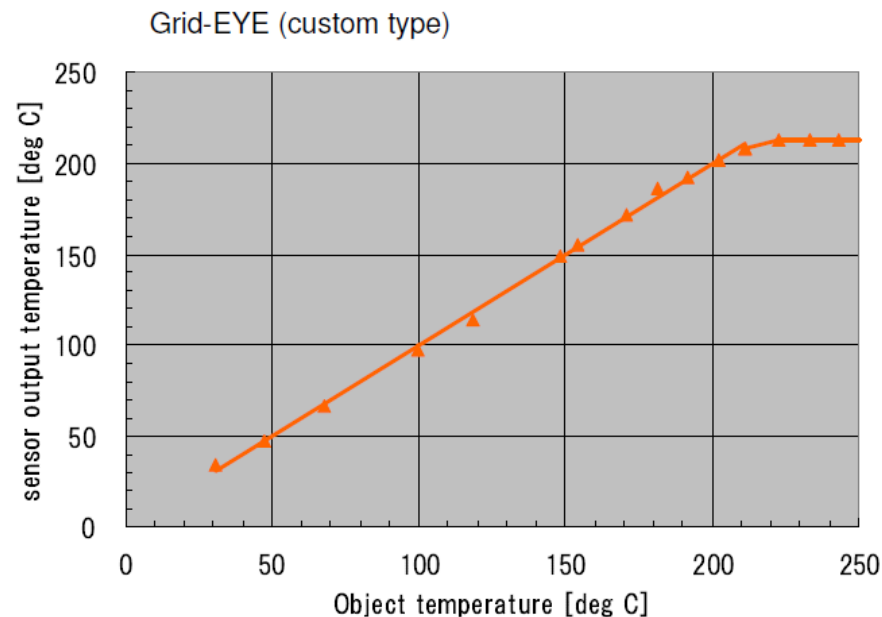
By lowering gain amplification in IC, Grid-EYE (custom type) can detect the object which is higher than 200degreeC.

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.



*Ambient temperature is 25 degC



*Ambient temperature is 25 degC

Average Register

Register for setting moving average Output Mode.

bit5: MAMOD

1: Twice moving average Output Mode

address	register	R/W	bit7	bit6	bit5	bit4	bit3	bit2	bit1	bit0	Initial value
0x07	AVE	R/W	–	–	MAMOD	–	–	–	–	–	0x00

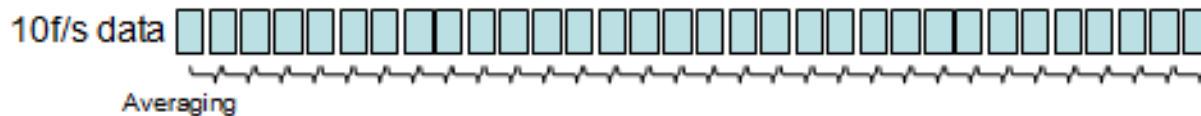
Noise will decrease to 1/sqrt2 by using moving average function.

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

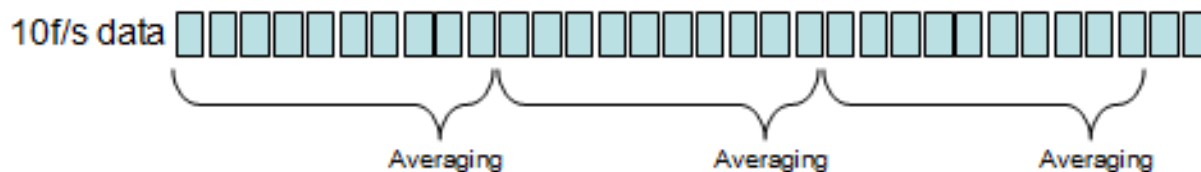
$V_{out}(t)$ output data

$V_o(t-1)$ moving average data

How Moving Average Works



Moving average
for 10 f/s



1f/s data



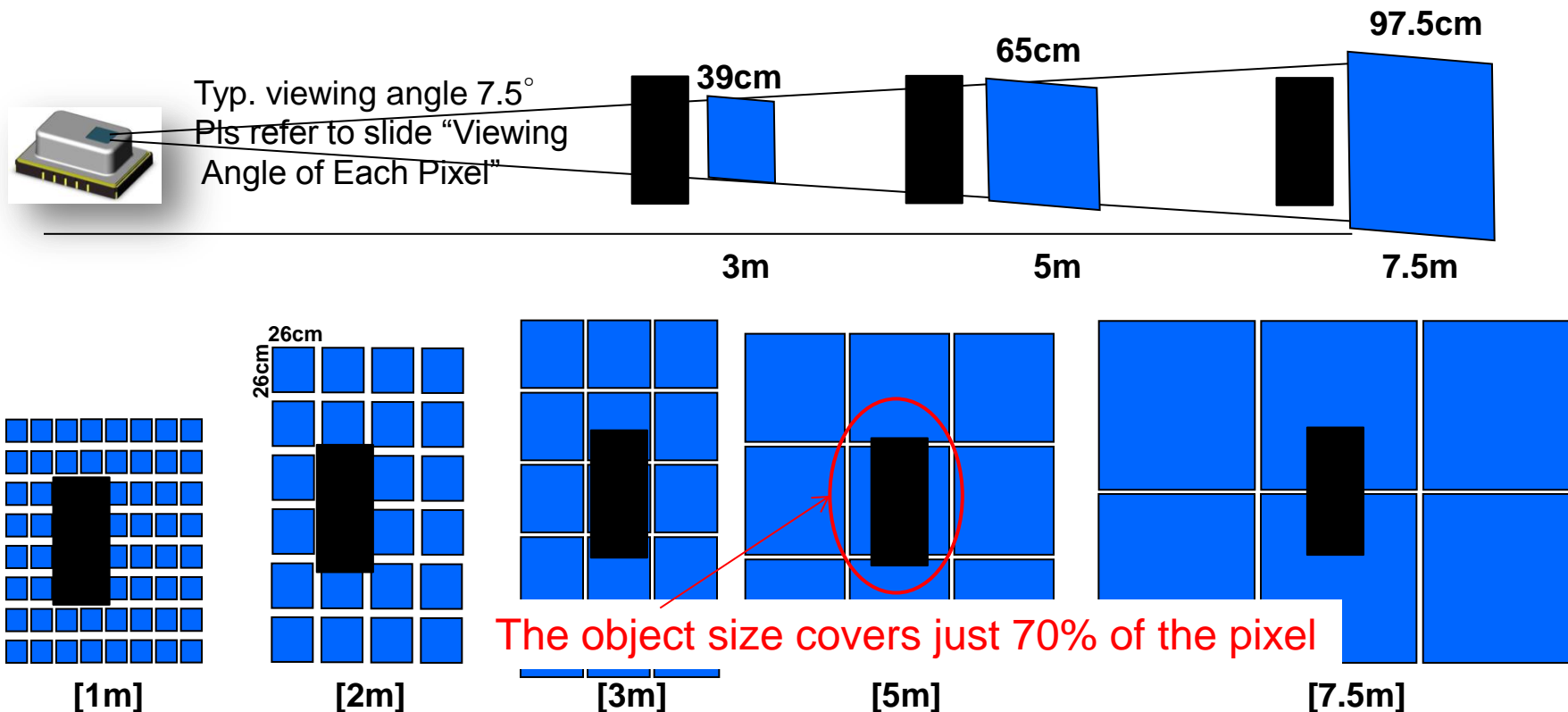
Moving average
for 1 f/s

Averaging

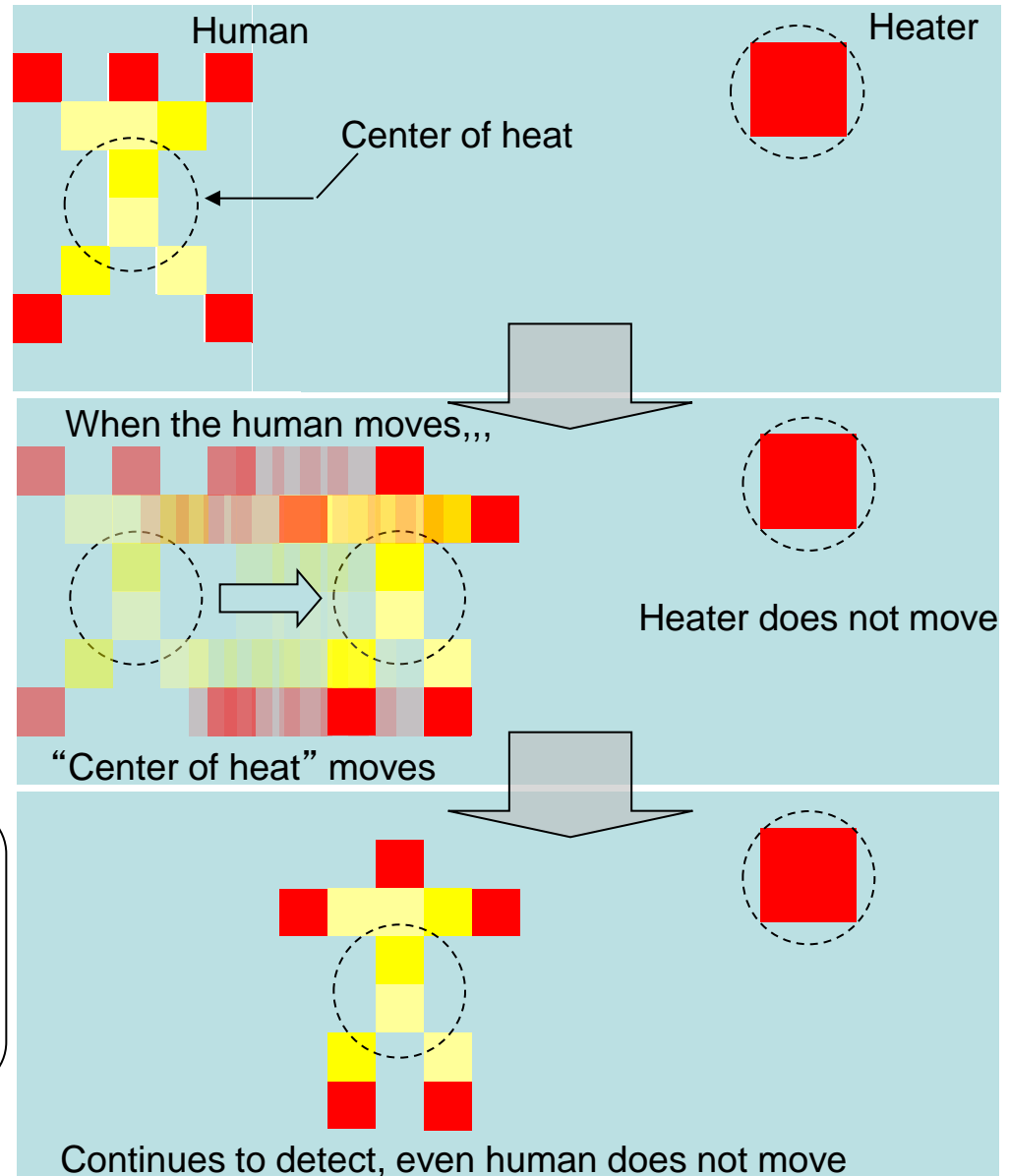
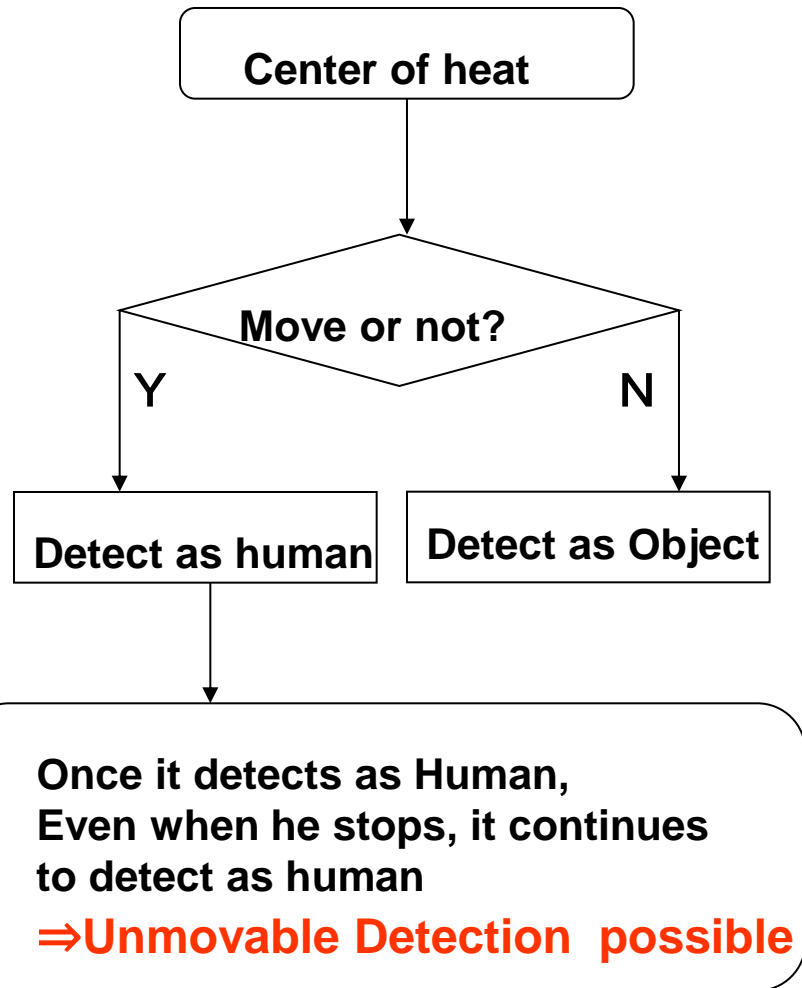
Averaging



Example pixel size vs. distance vs. object size



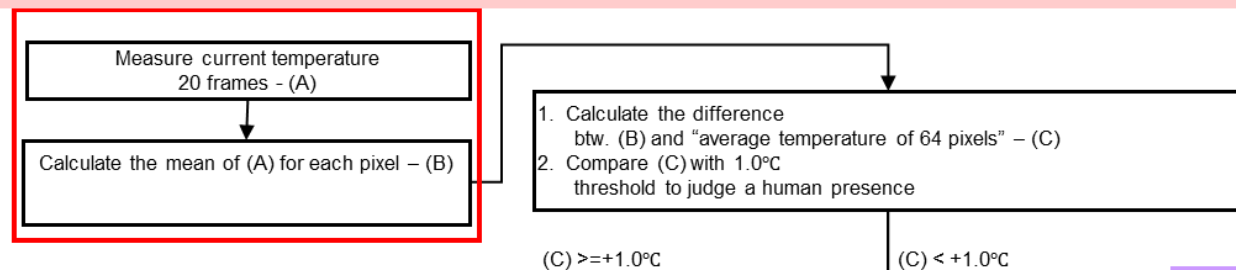
Ambient temperature	= 25°C
Temperature of measurement object	= 34°C
ΔT	= 9°C
$\Delta T * 70\% (@5m)$	= 6,3°C
→ Measured value	= 25°C + 6,3°C = 31,3°C



Flowchart Human Detection with Background Subtraction

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[Initial execution: Human detection / Getting background temperature] (Execute only when software booting up)

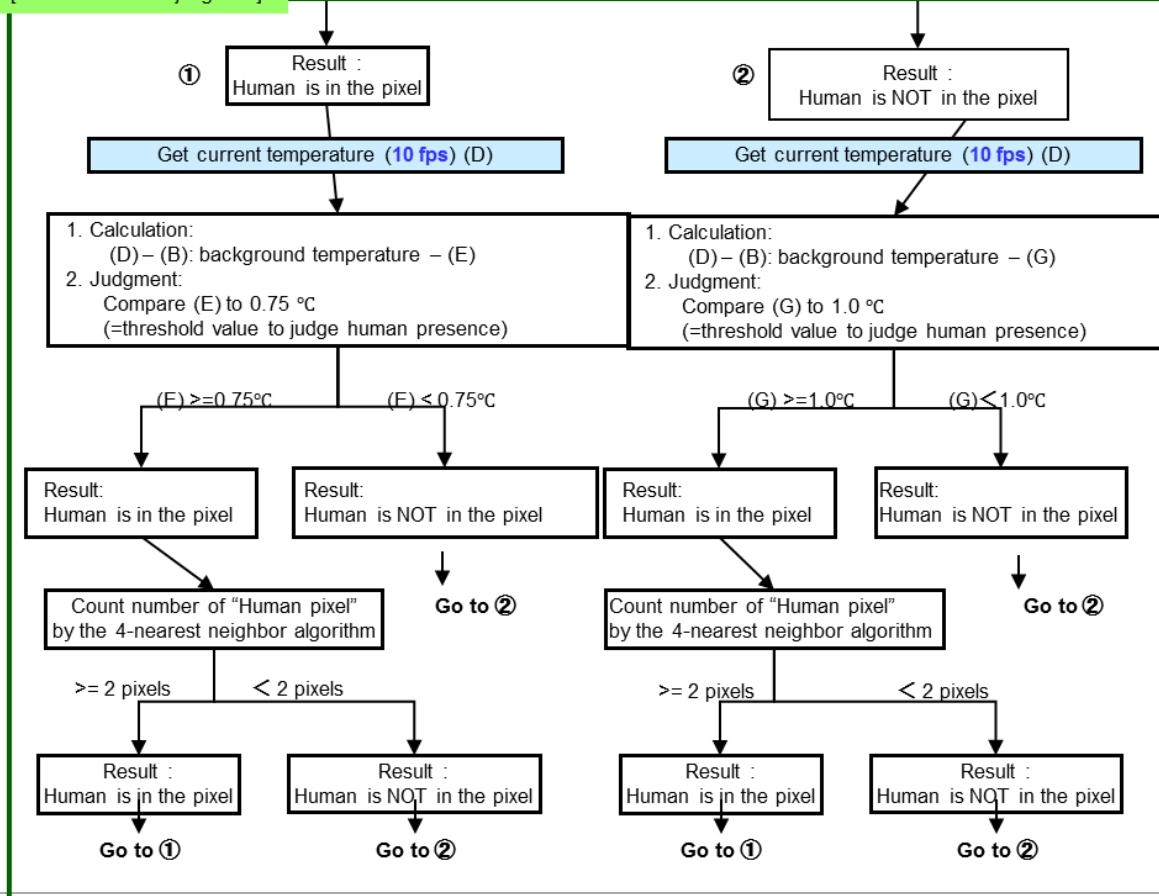


Execute these process for each pixel

Settings

- Frame rate: **10 fps**
- Calculate mode: ON

[human detection judgment]



[Update background data] (execute at every frame)

Pixel which is judged as "non-human pixel"

Use "current temperature value: (X)"
for updating background data

Updating background data using data (X) by 1/128 %

Calculation Process

$$\begin{aligned} &\text{Previous background data} * 127/128 \\ &+ \\ &(X) * 1/128 \\ &= \text{new background data} \end{aligned}$$

Pixel which is judged as "human pixel"

Calculate "average temperature value of all non-human pixels"
(Y), and use it for updating background data

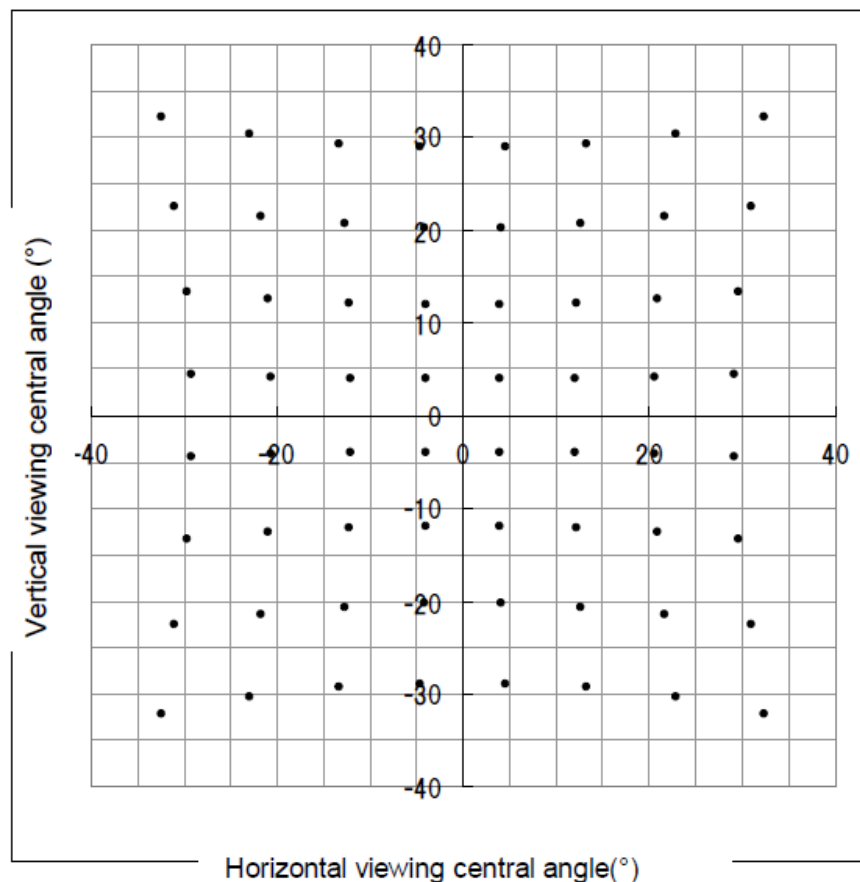
Updating background data using data (Y) by 1/128 %

Calculation Process

$$\begin{aligned} &\text{Previous background data} * 127/128 \\ &+ \\ &(Y) * 1/128 \\ &= \text{new background data} \end{aligned}$$

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

Sensor's optical center (the origin of graph below) gap
: within Typ. $\pm 5.6^\circ$ (Both of horizontal and vertical directions)

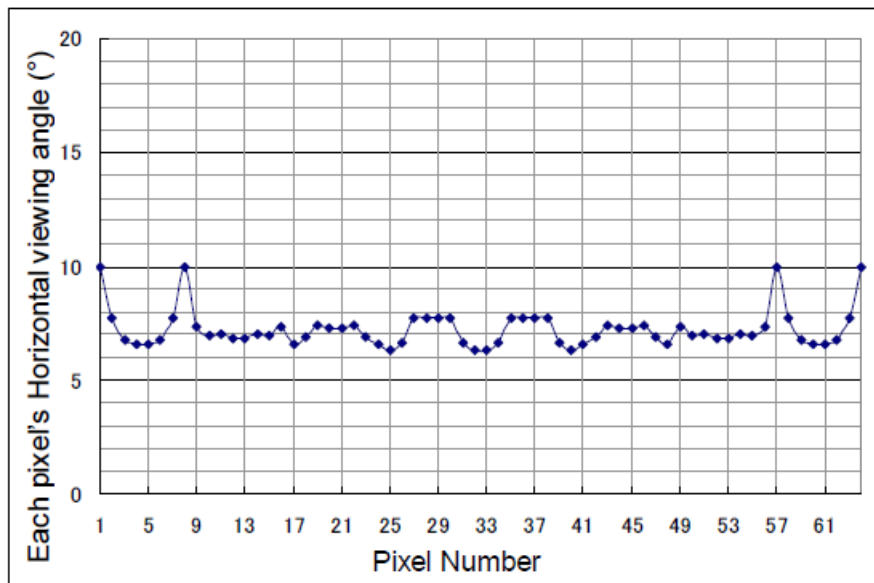


(4) Typical characteristics : Each pixel's viewing angle (half angle)

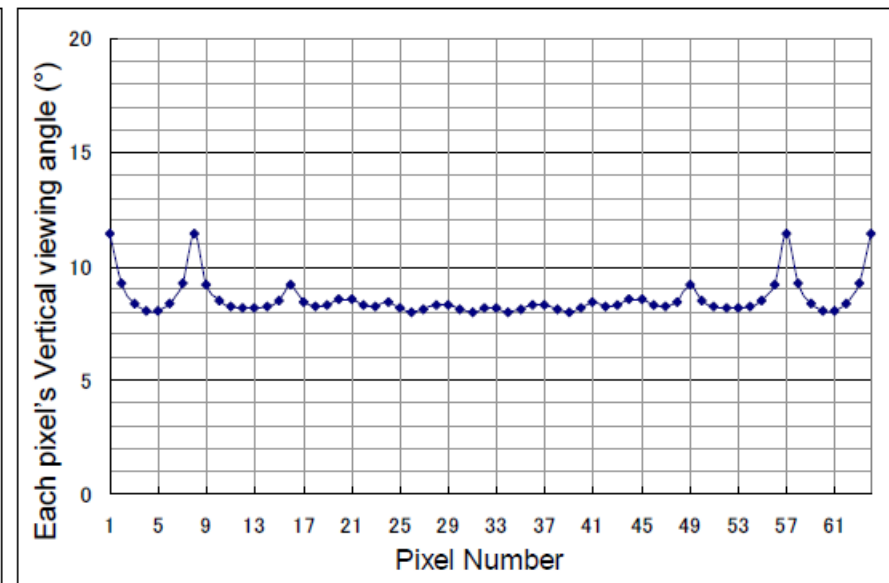
Central 4 pixels (Pixel No. 28, 29, 36, 37) viewing angle (half angle) :

horizontal direction Typ. 7.7°

vertical direction Typ. 8°

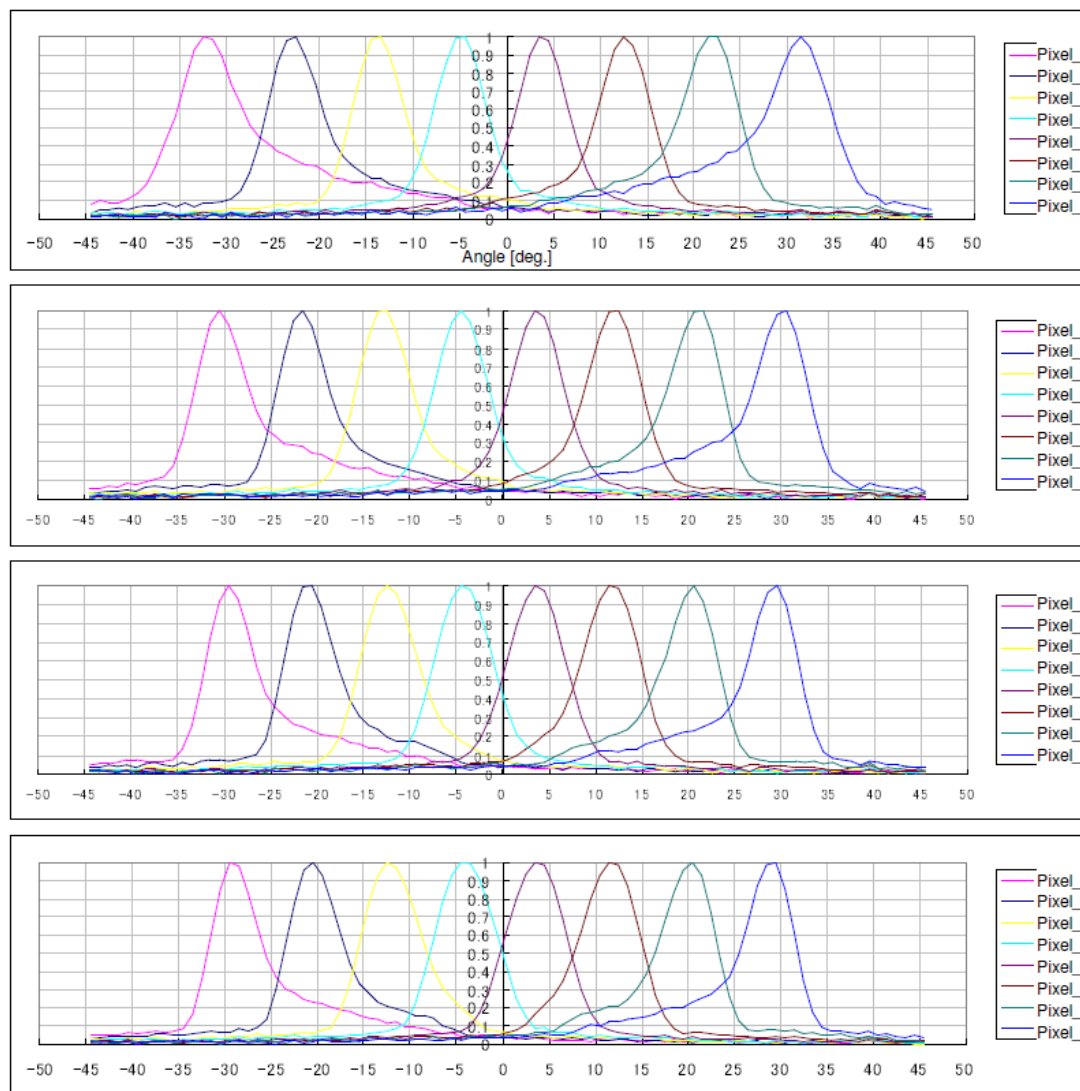


Each pixel's Horizontal viewing angle

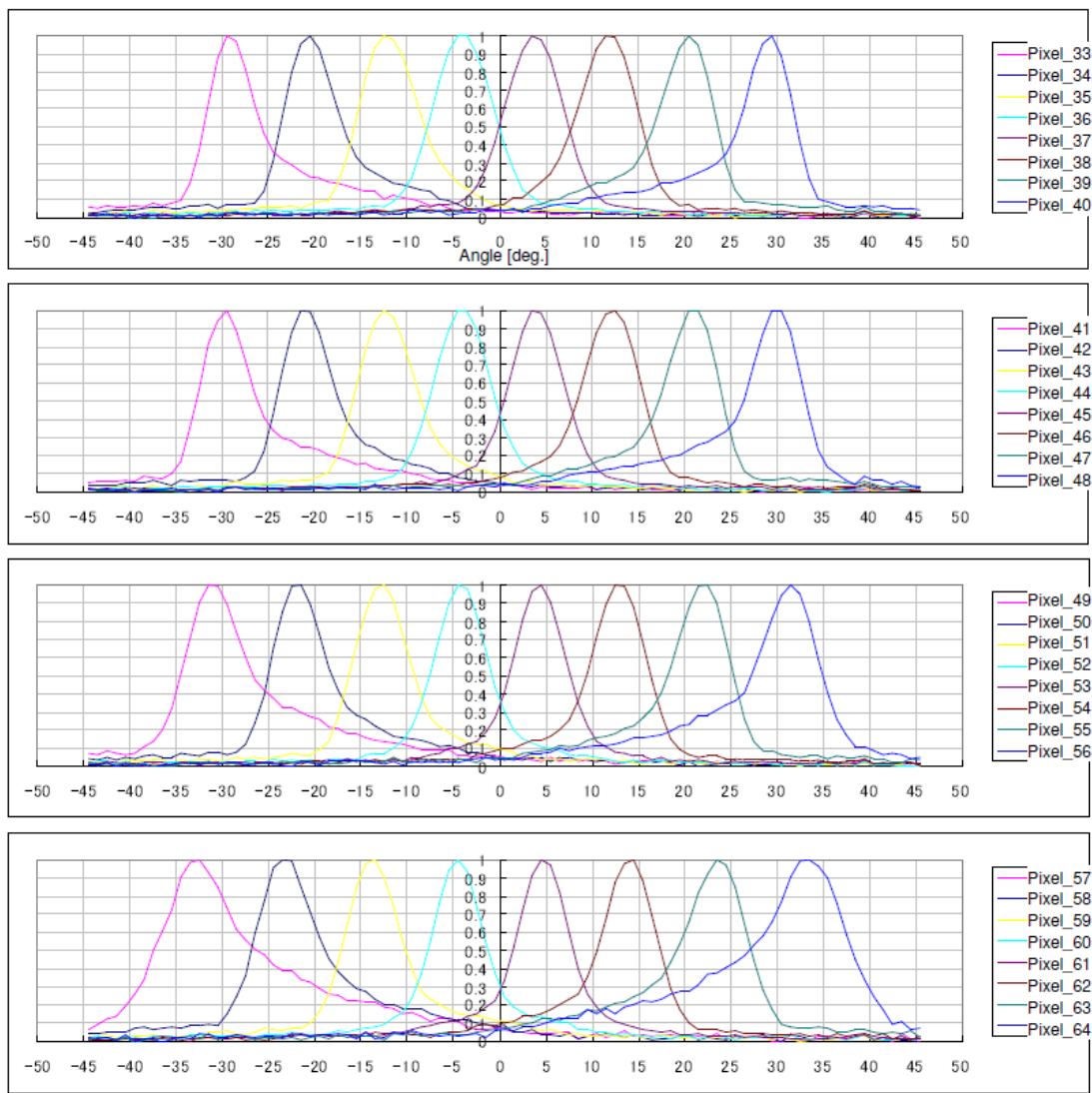


Each pixel's vertical viewing angle

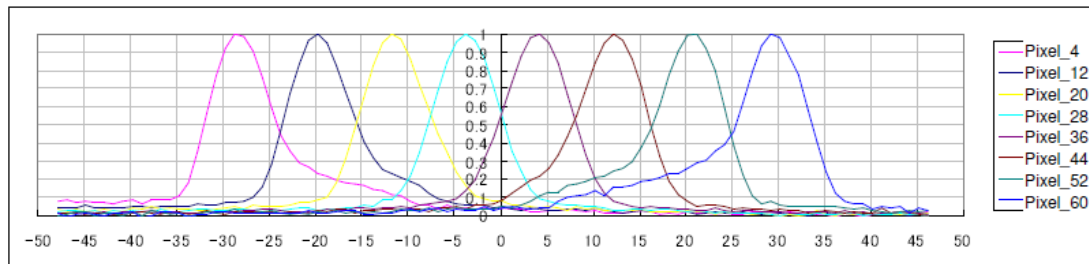
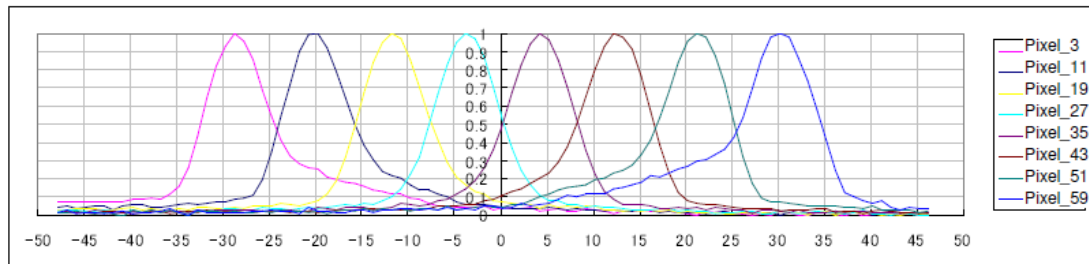
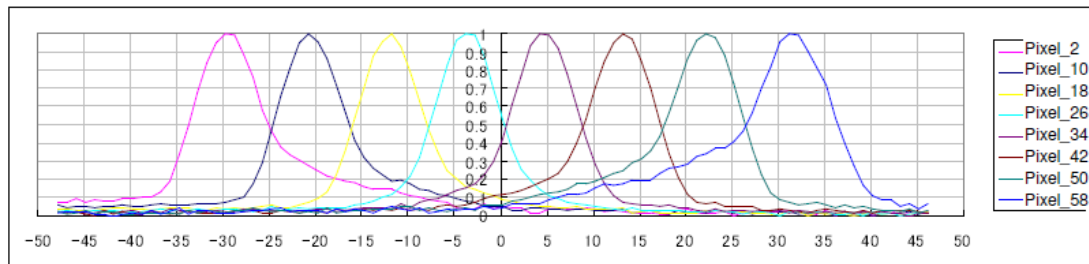
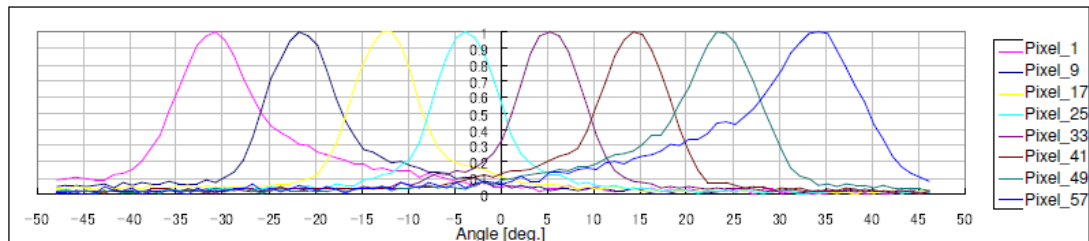
64	63	62	61	60	59	58	57
56	55	54	53	52	51	50	49
48	47	46	45	44	43	42	41
40	39	38	37	36	35	34	33
32	31	30	29	28	27	26	25
24	23	22	21	20	19	18	17
16	15	14	13	12	11	10	9
8	7	6	5	4	3	2	1



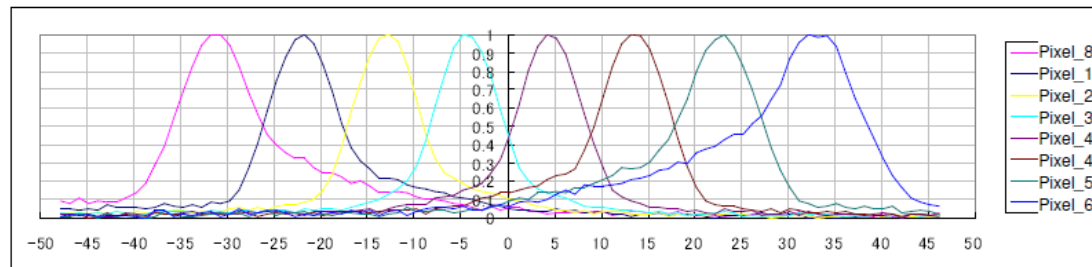
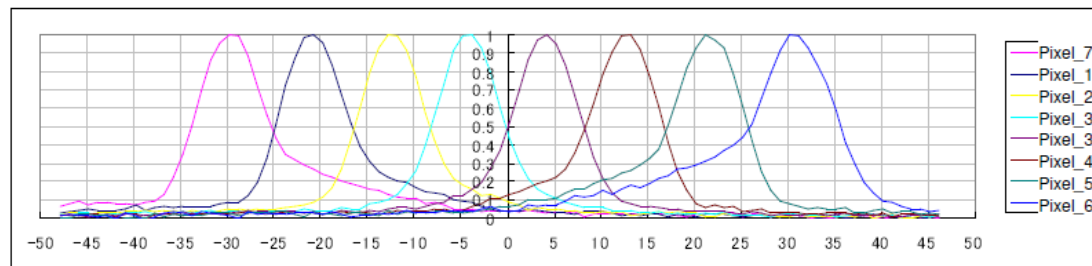
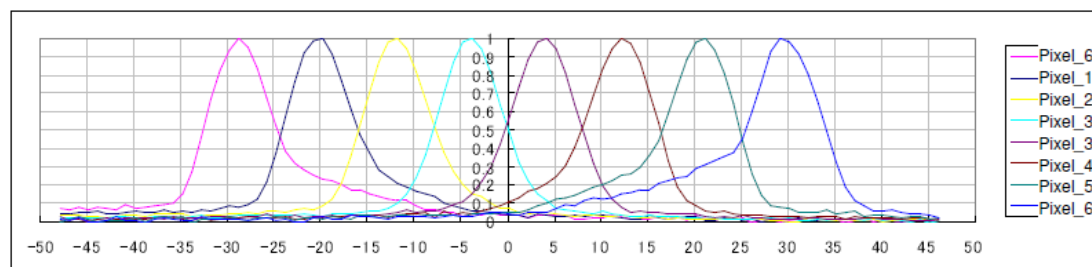
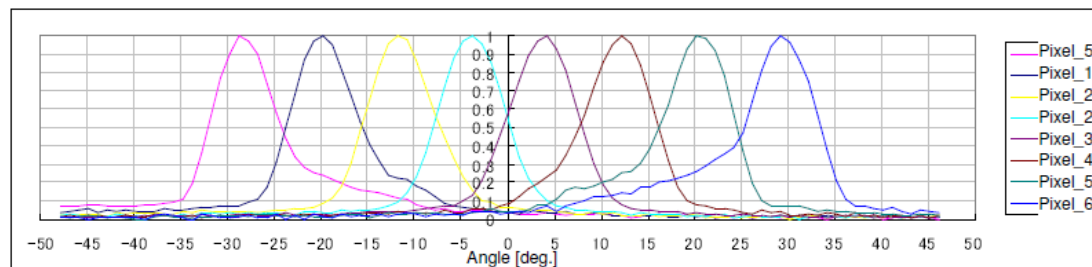
64	63	62	61	60	59	58	57
56	55	54	53	52	51	50	49
48	47	46	45	44	43	42	41
40	39	38	37	36	35	34	33
32	31	30	29	28	27	26	25
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16	15	14	13	12	11	10	9
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24	23	22	21	20	19	18	17
16	15	14	13	12	11	10	9
8	7	6	5	4	3	2	1

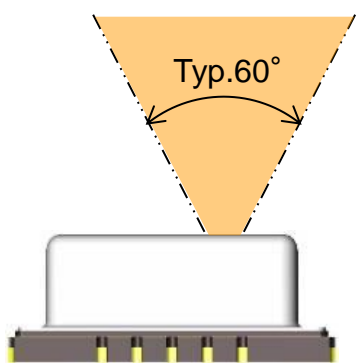
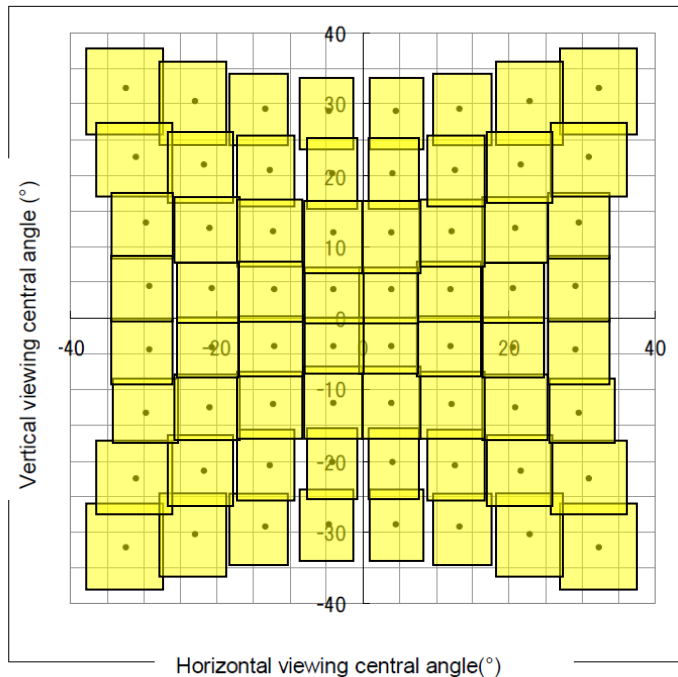


64	63	62	61	60	59	58	57
56	55	54	53	52	51	50	49
48	47	46	45	44	43	42	41
40	39	38	37	36	35	34	33
32	31	30	29	28	27	26	25
24	23	22	21	20	19	18	17
16	15	14	13	12	11	10	9
8	7	6	5	4	3	2	1

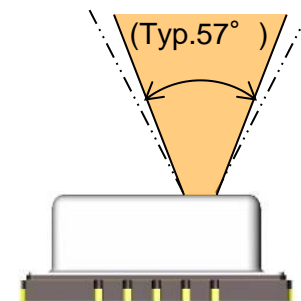
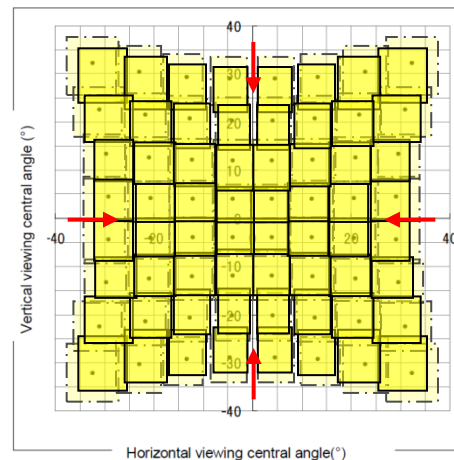


=> Tolerance of FOV is approx. 3° . (Typ. $60 \pm 3^{\circ}$)

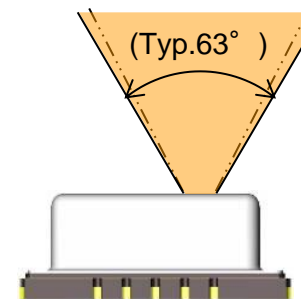
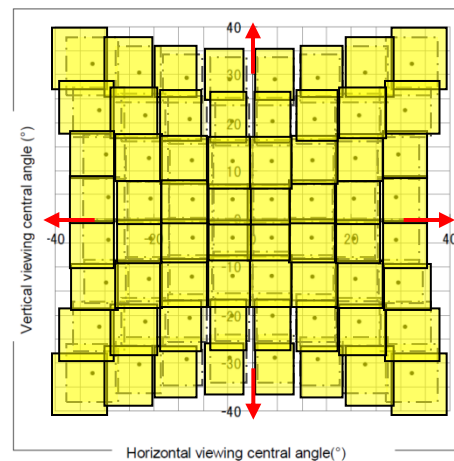
Detection area of each pixels (Typical data)



The case of narrow angle

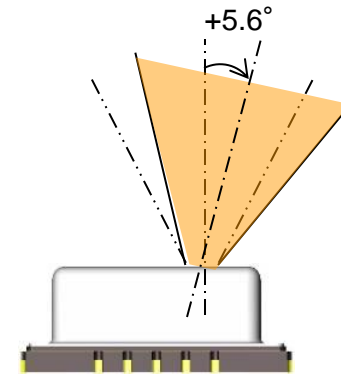
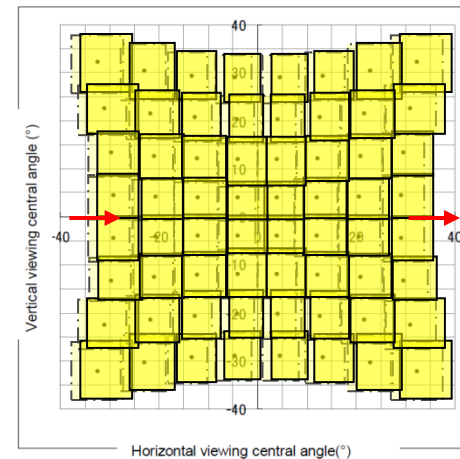
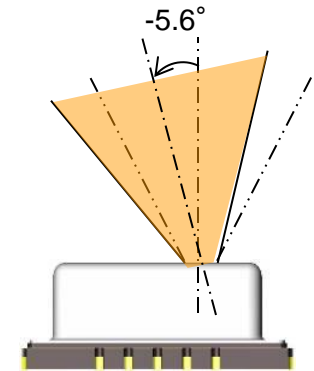
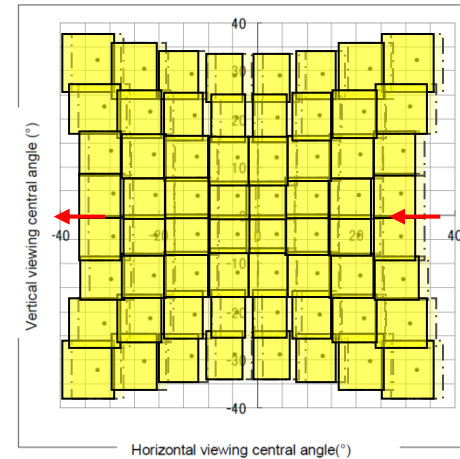
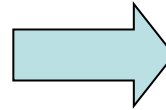
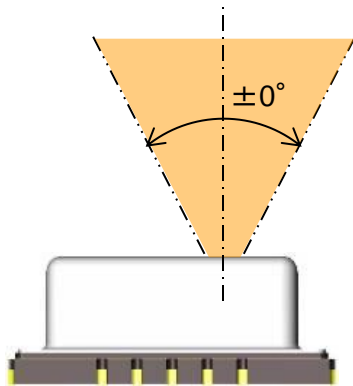
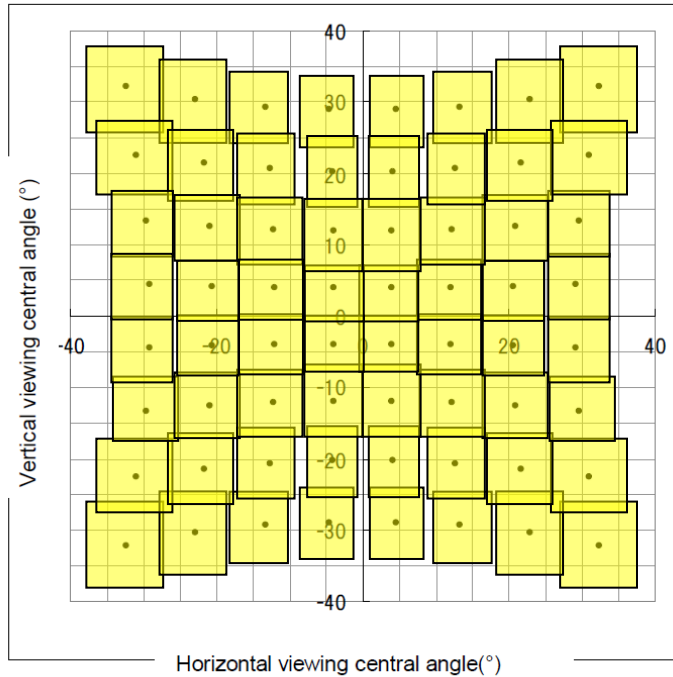


The case of wide angle



=> Optical center gap is within $\pm 5.6^\circ$.

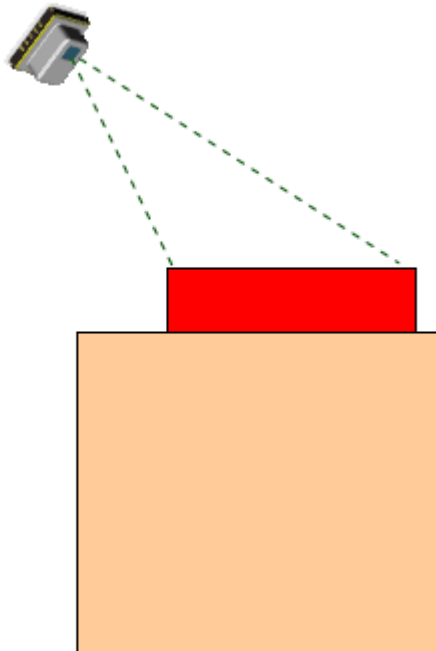
Detection area of each pixels (Typical data)



Field of view concept, if Grid-EYE is mounted like following.

→ No rectangular matrix

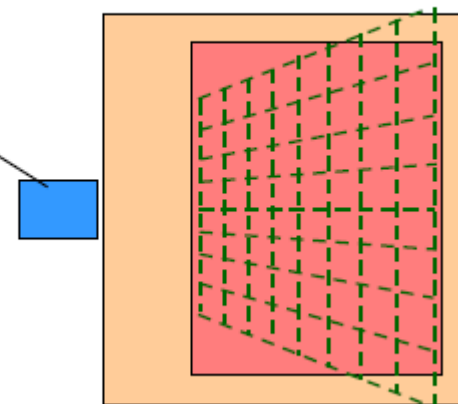
<SIDE VIEW>



Result: Trapezoidal shape

<TOP VIEW>

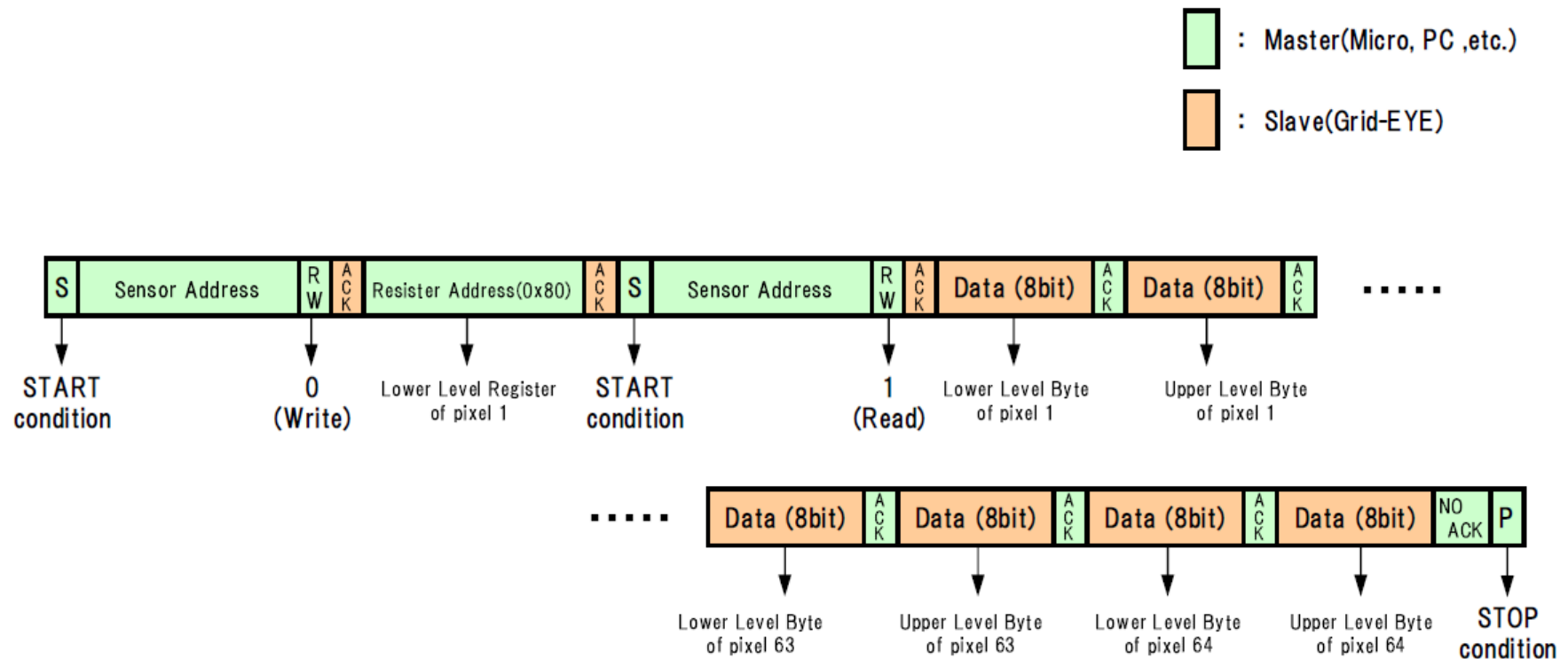
Grid-EYE



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

→ Grid-EYEs is adjusted to an $\varepsilon \geq 0.93$

●How to get data of 64 pixels



- 1. Master send "Start condition" to Grid-EYE
 - 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 Write
- 3. Master receive "ACK" from Grid-EYE on SDA
- 4. Master send "Register address" to Grid-EYE on SDA
 - SDA : 0x80 ex. Lower Level Register of pixel 1
- 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
- 9. Master receive data of Lower Level Byte of pixel1
- 10. Master send "ACK" on SDA

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

- 12. Master send "ACK" on SDA

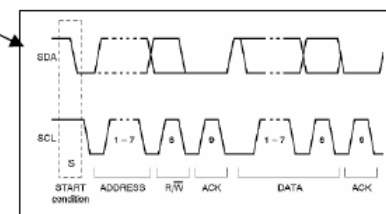
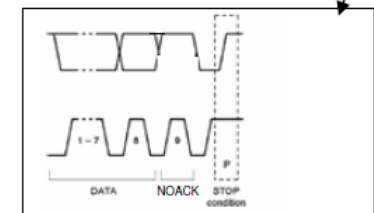
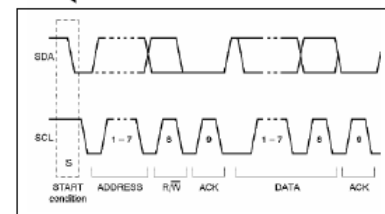
Repetition of 11, 12

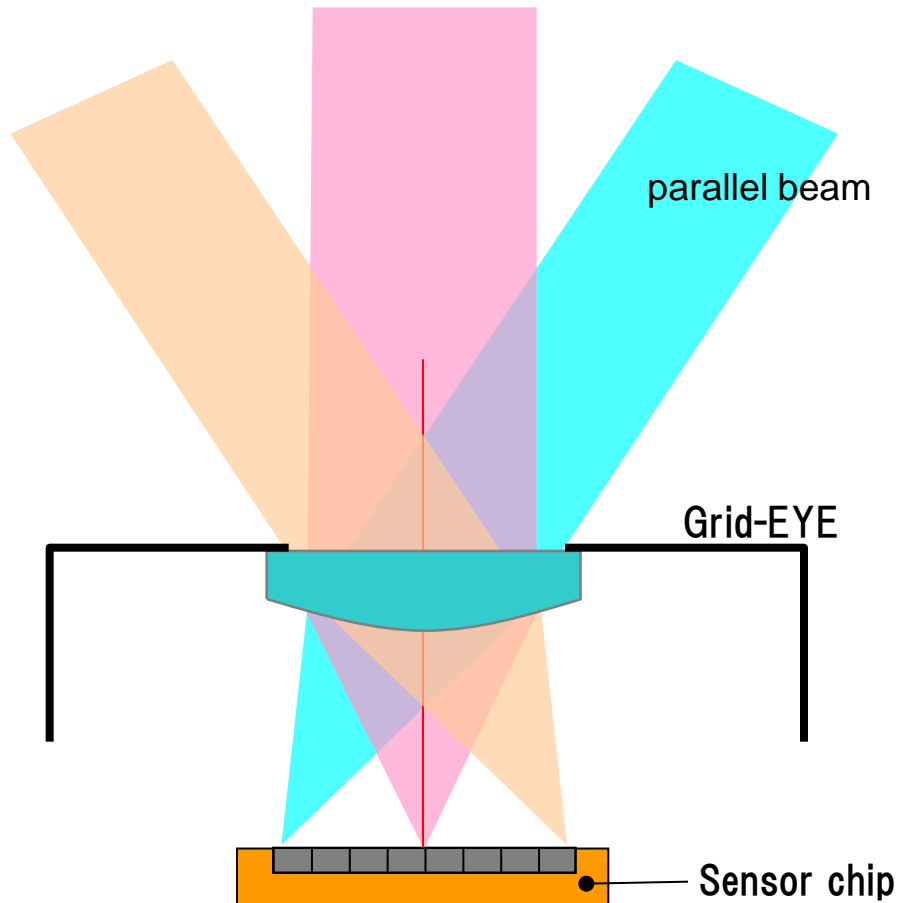
- 13. Master receive data of Upper Level Byte of pixel64

- 14. Master send "NOACK" on SDA

- 15. Master send "Stop condition"

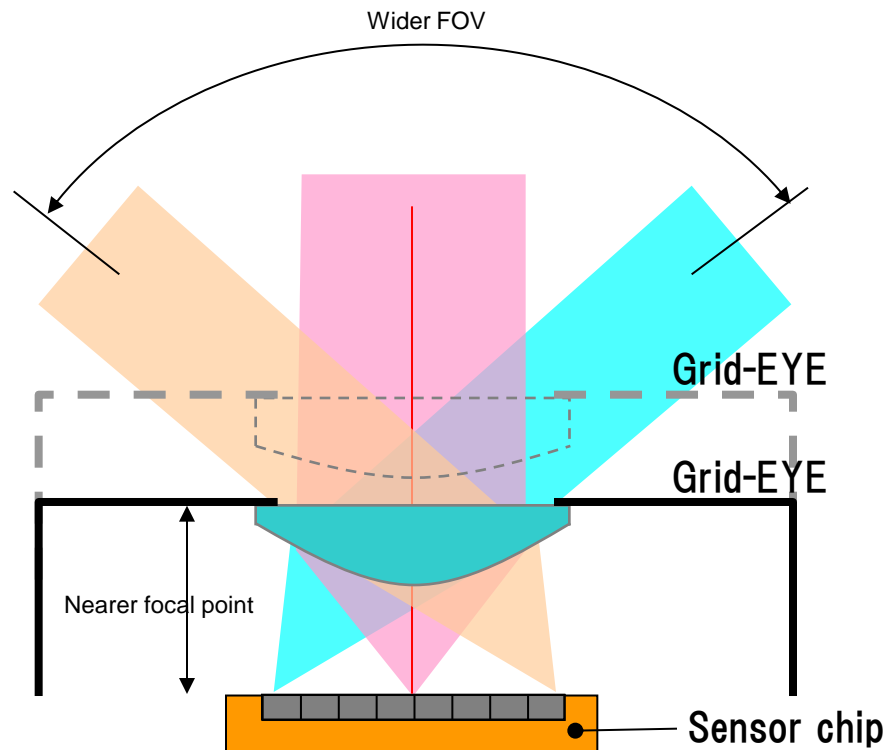
- SCL : High
- SDA : High





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.