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# **AmbiLight**

**SoC2018**

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**YOUR TV IS SO BORING THAT YOU ARE  
READING THE NEWSPAPER?**



**ON FOX**

**Kris Frazier**  
is watching "Bull" on Verizon FIOS TV

**Orly Angelo**  
I wish I'd a car wash / garage with hand dryer

**Ryan Trees**  
Has a comment for Sandy has any pictures of him??

**Renae Tidwell**  
Sometimes your world has to be turned upside down before you are able to...



**OR CHECKING FACEBOOK?**

**GET READY ...**





**WE MAKE TV GREAT AGAIN**

# AMBILIGHT



**WATCH TV AS YOU NEVER DID BEFORE**

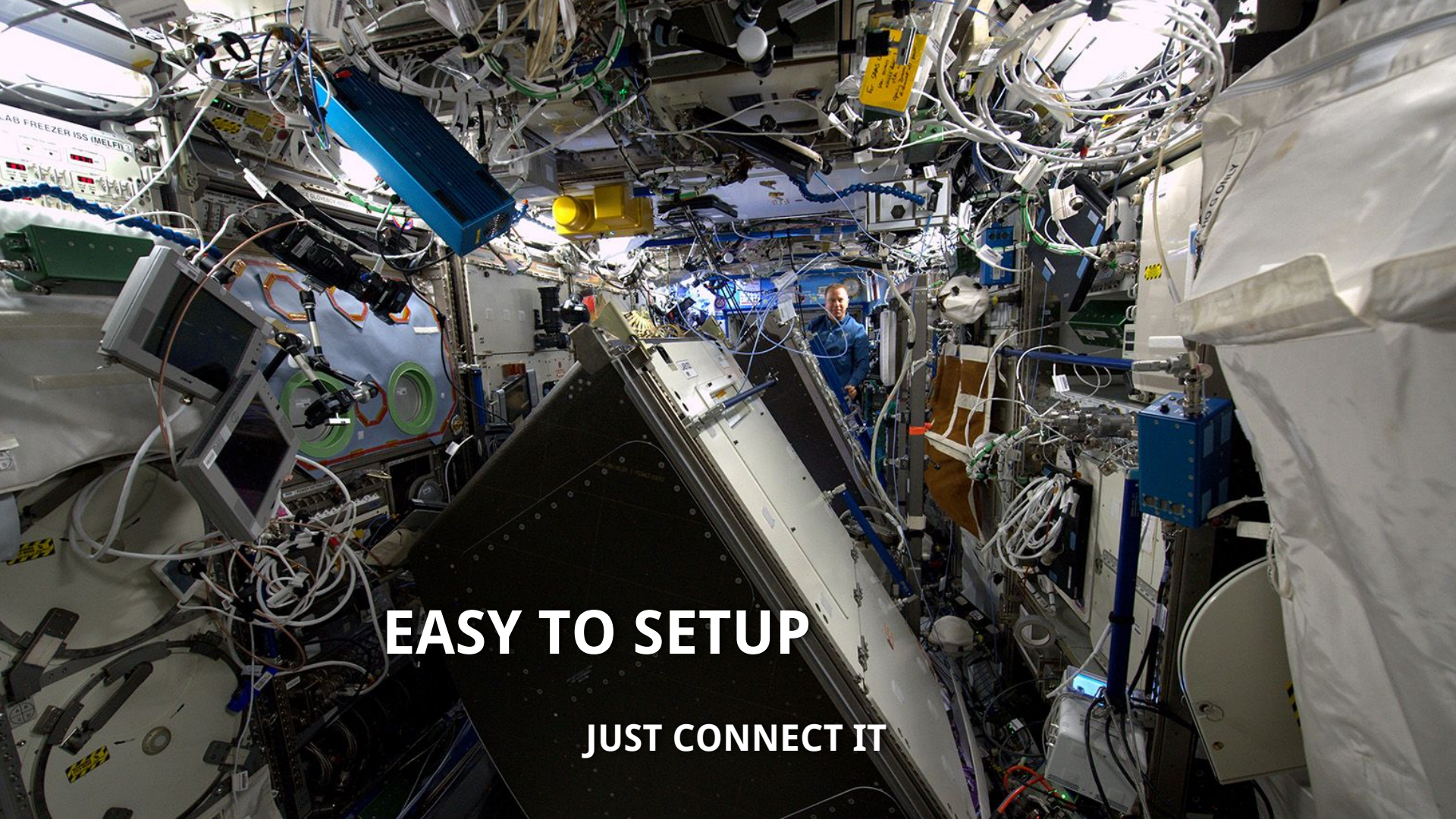




**EASY TO USE**

**CONTROL IT WITH YOUR SMARTPHONE**





**EASY TO SETUP**

**JUST CONNECT IT**





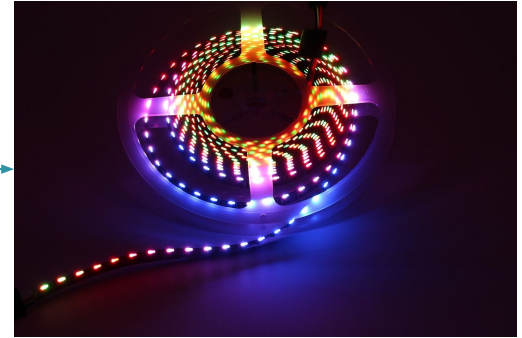
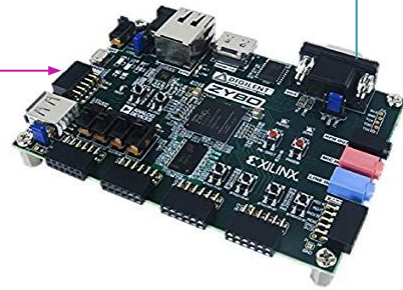
**PURE JOY**

**YOU NEVER WANT TO GET UP AGAIN**

# Overview



HDMI

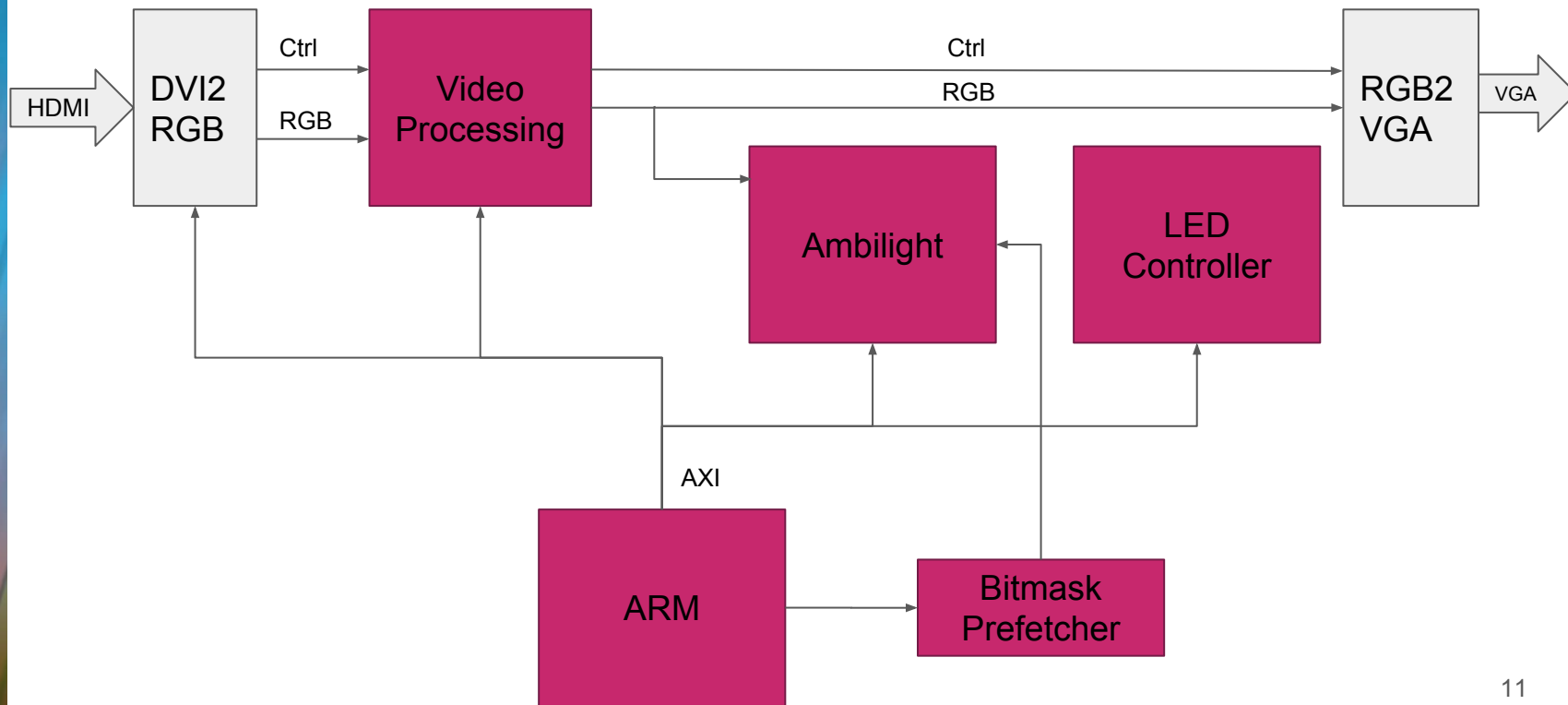


VGA

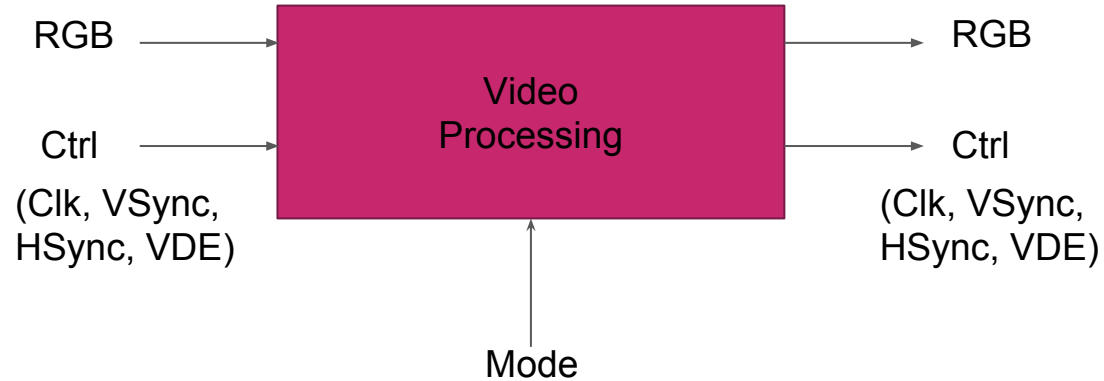




# Architecture Overview



# HW: Video Processing



1. Passthrough
2. Grayscale
3. Dreamy Frame Effect
4. Image Negative
5. Color correction
6. Pink Frame
7. Color binning



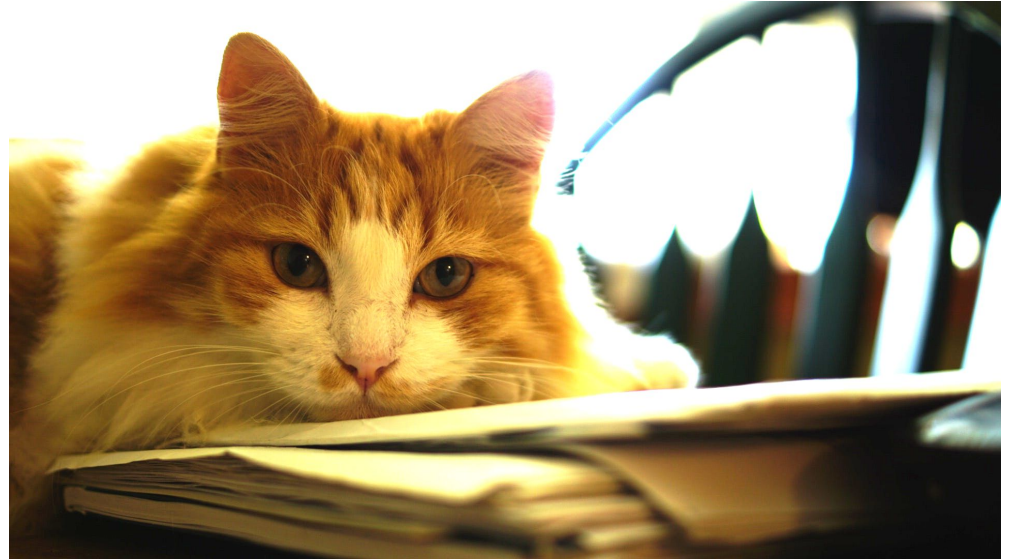
# HW: Video Processing



## 3. Dreamy Frame Effect

Alpha blending:  $out = b * in + (255-b) * 255$

# HW: Video Processing



5. Color correction

$$\text{out} = c * \text{in} + b$$



# HW: Video Processing



## 7. Color binning

# HW: AmbiLight

- Frame divided into zones
- Average pixels per zone
- Pixel to zone mapping with mask
  - Any shape
  - Zone transitions
- ~16 MiB for 8-bit mask
- Only 240 KB Block RAM on Zybo

1	1	1	0	0	2	2	2
1	1	1	0	0	2	2	2
1	1	1	0	0	2	2	2
0	0	0	0	0	0	0	0
3	3	3	4	3	4	4	4
3	3	3	4	3	4	4	4
3	3	3	4	3	4	4	4

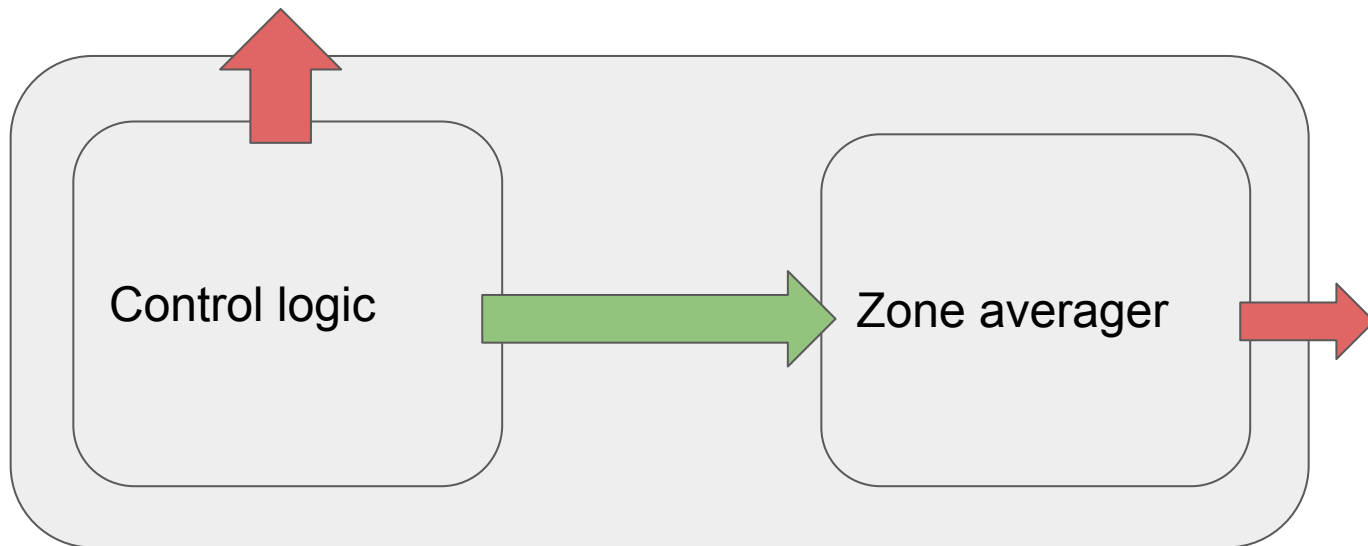
# HW: AmbiLight

- Solution:
- Runtime encoding 16 bit
  - Zone (8 bit) | Length (7 bit) | Zone\_End (1 bit)
  - 1 pixel zones unlikely
  - Saves Memory
- Stored in on-board DRAM
  - 512MiB available
- DRAM accessible with AXI3
- Prefetch and cache 16 bit words
  - 16 encoded words
  - DRAM and AXI latency



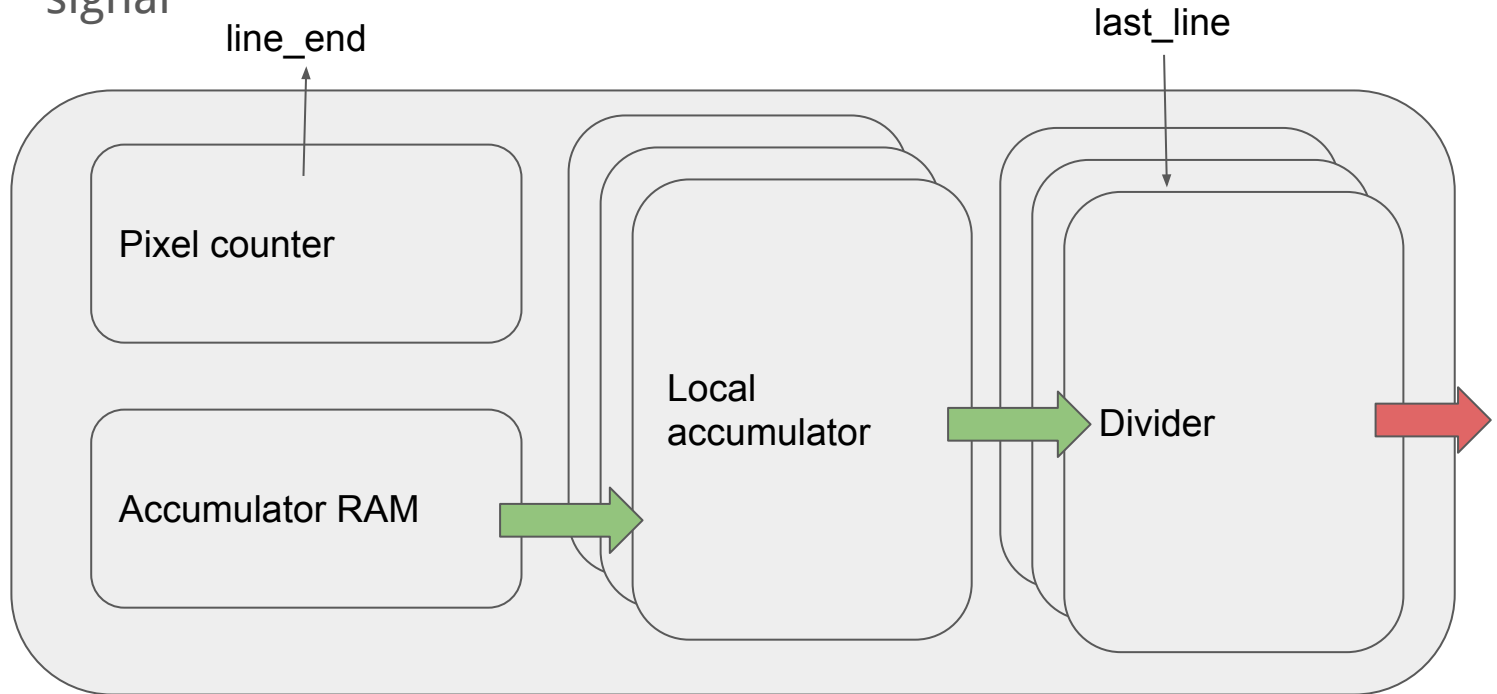
# HW: AmbiLight

- Tasks:
  - Average the zones pixel value
  - Control the LED controller and DRAM prefetcher



# HW: Zone averager

- Produces average value of the zone and additional handshaking signal



# HW: Ambilight - Challenges

- Writing control logic that synchronises and initializes all the modules
  - When to initiate next read so that the data is ready in time for the Zone averager?
- Storing data about previous accumulations in a way that we can access it in 1 clock

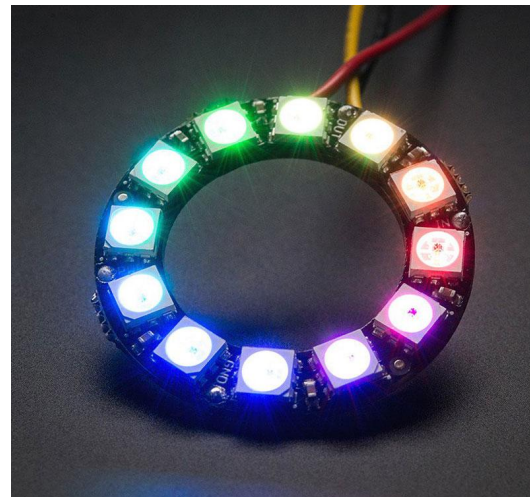


# HW: Ambilight - Issues

- Using 2 clocks between modules
  - Possible timing issues

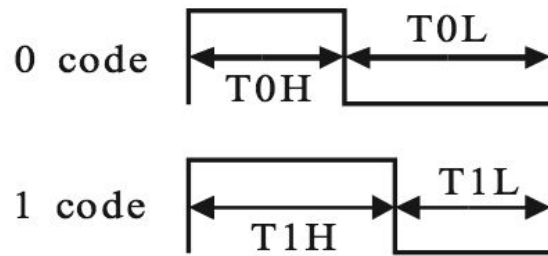
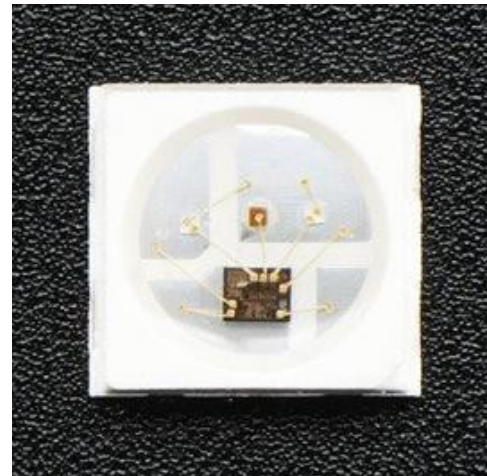
# HW: LED controller

- “framebuffer”
  - up to 250 RGB(W) LEDs
  - dual-port BRAM
- output encoder
  - PWM-based single-wire encoding
- CTRL core
  - state machine
  - “start” signal, “done” flag
- AXI4-lite interface
  - framebuffer + CTRL



# HW: LED controller

- “NEOPIXEL” WS2812B
  - R+G+B LEDs + controller die
  - +5V, GND, SI, SO, no CLK!
  - 800kHz PWM interface
  - strict timing requirements !
  - or not...
  - daisy chained
- 144 LED/m strip
  - 1.25us per PWM cycle → 30us per LED
  - ~5ms per strip → 200Hz refresh rate
  - 20mA per color → 60mA per LED
  - up to 9A per strip ! (5V)

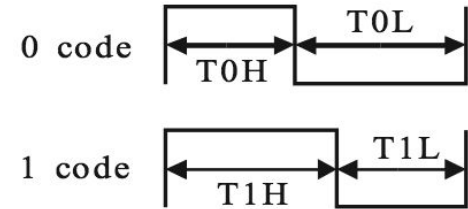




# HW: LED controller



- 1bit per PWM cycle
- “GRB” LED, MSb first
- first 24bit → first LED, rest ist sent on
- refresh: disable PWM for ~“48bits”



## Composition of 24bit data:

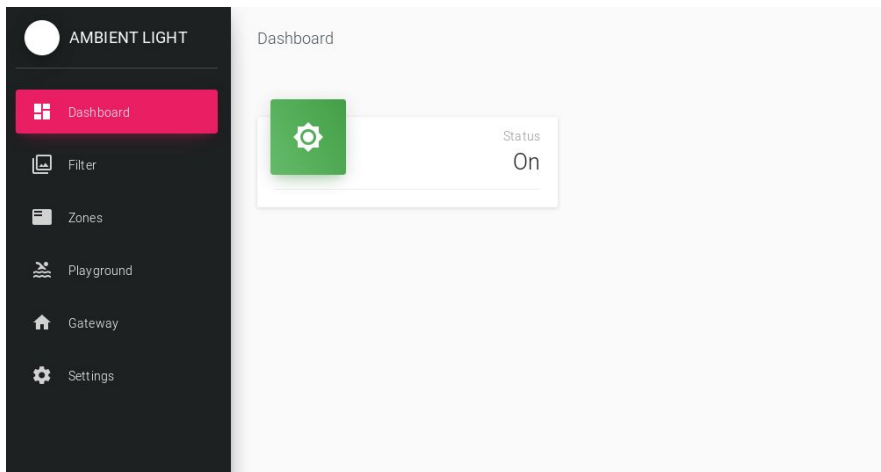
G7	G6	G5	G4	G3	G2	G1	G0	R7	R6	R5	R4	R3	R2	R1	R0	B7	B6	B5	B4	B3	B2	B1	B0
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## Data transfer time ( $T_H+T_L=1.25\mu\text{s}\pm 300\text{ns}$ )

T0H	0 code ,high voltage time	0.4us	$\pm 150\text{ns}$
T1H	1 code ,high voltage time	0.8us	$\pm 150\text{ns}$
T0L	0 code , low voltage time	0.85us	$\pm 150\text{ns}$
T1L	1 code ,low voltage time	0.45us	$\pm 150\text{ns}$
RES	low voltage time	Above 50 $\mu\text{s}$	

# SW: Web Interface

- Modern web frontend using Vue.js
  - Mobile or desktop application
- Allows to control the AmbientLight
  - Set filters
  - Set zones
  - Control light bulb



# SW: RESTful API - Backend

- Provides a RESTful API
  - Implemented in Python using Flask
  - Runs on the AmbientLight
- Handles requests of the frontend
- Stores settings in a database
- Communicates with the kernel module



# SW: Kernel Module

- Kernel module that can be controlled using IOCTL
- Dynamically detects which controllers of the AmbientLight are available
  - Allows easier implementation and testing
- Handles the requests of the backend or example applications
- Offers commands to
  - Configure everything
  - Set lights manually
  - ...



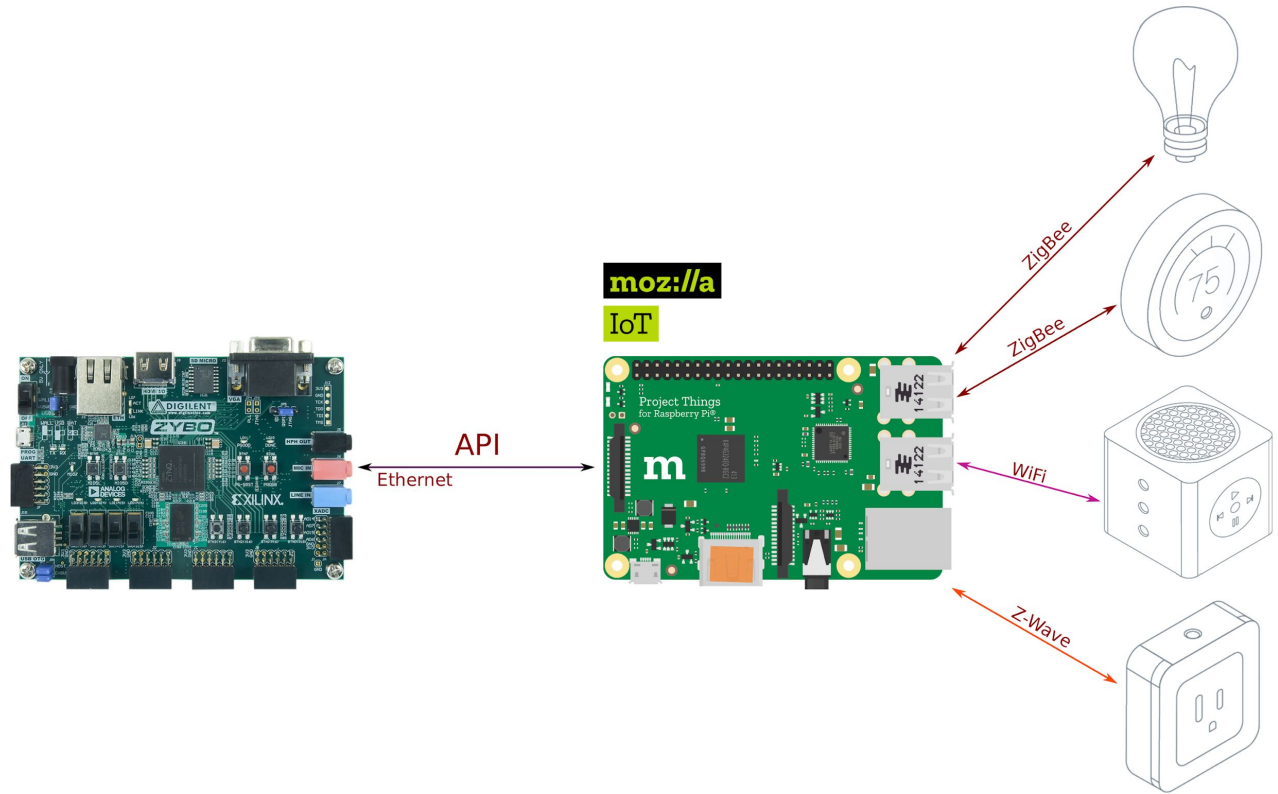


# SW: Home Gateway

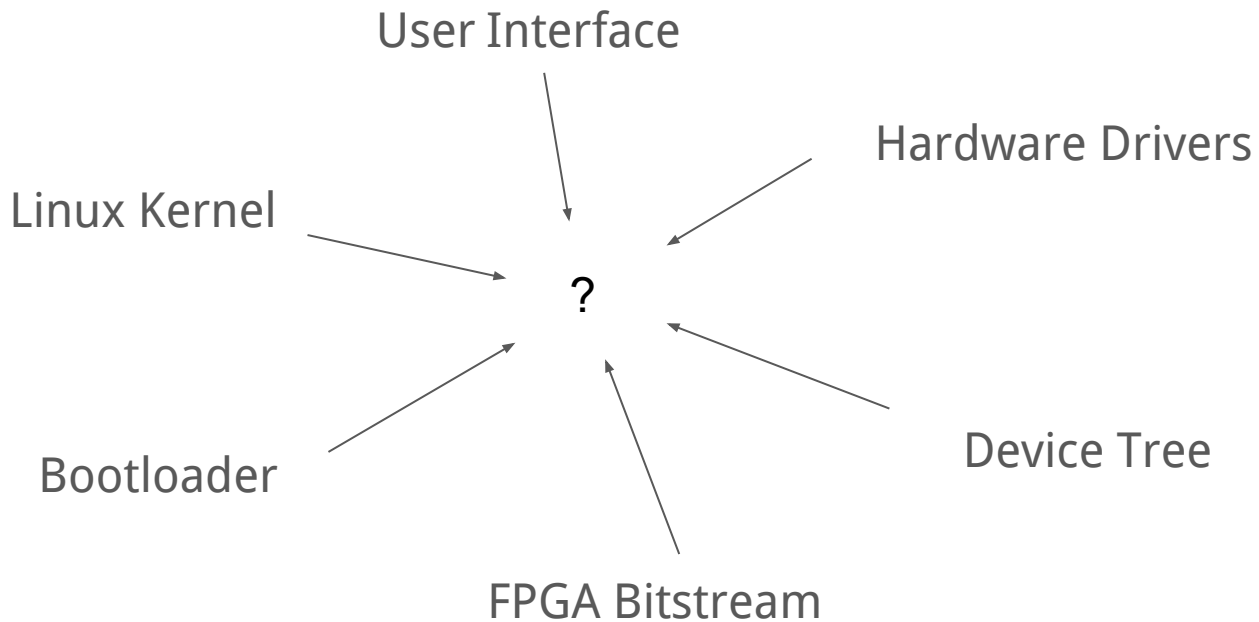
- Goal: Switch off bulbs when movie starts
- Using proprietary gateways:
  - APIs (often) available
  - Supported devices?
  - Privacy, security?
- Implementing ZigBee stack is not that easy



# SW: Home Gateway

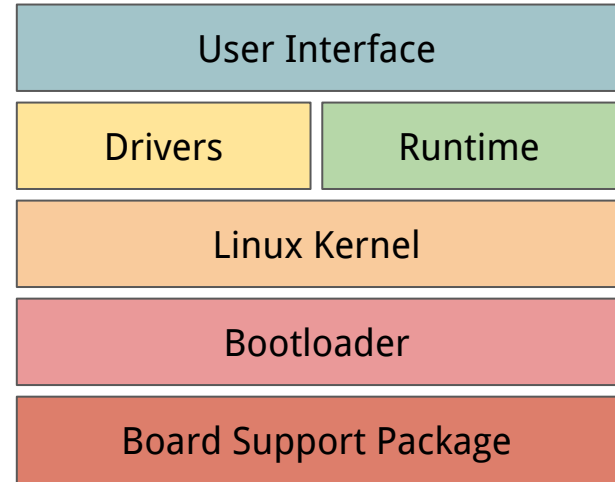


# Putting it all together



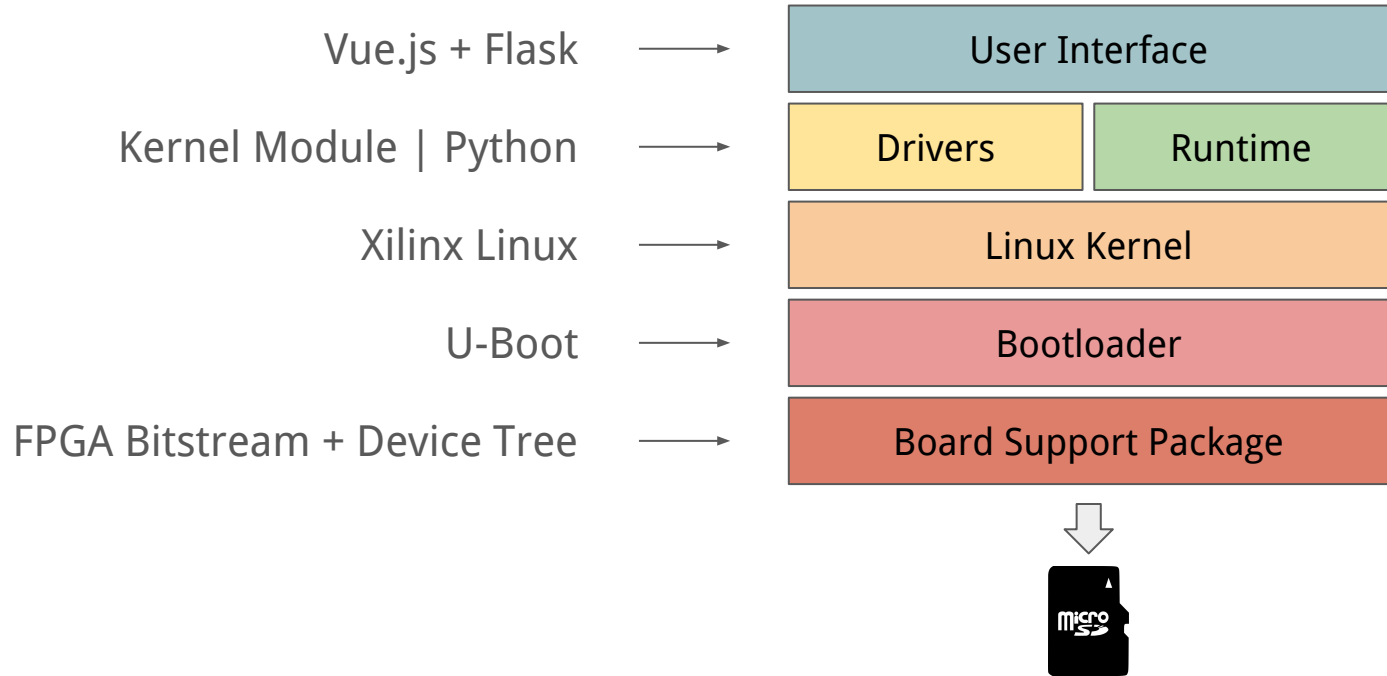
# Yocto - “LEGO for Embedded Systems”

- Build system for the whole stack
- Configurable via modular “layers”
- Combines all parts into a final bootable image





# Yocto - “LEGO for Embedded Systems”





**Live Demo**



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