



## Xvisio\_SDK\_Guide

---

v1.2/ 2022.03

***Xvisio Confidential***

## **Copyright and Proprietary Information Notice**

Copyright © 2018 Xvisio Ltd. All right reserved. This document contains confidential and proprietary information that is the property of Xvisio Ltd. All other product or company names may be trademarks of their respective owners.

Xvisio Ltd.

Room 408, building 1, No.288, Tong Xie Road, Changning District, Shanghai

<http://www.Xvisiotech.com>

## Revision History

<b>Version</b>	<b>Description</b>	<b>Author</b>
1.0	First version	Xvisio
1.1	XVSDK 3.0.2	Xvisio
1.2	XVSDK 3.1.0	Xvisio

## Contents

<b>1. Overview</b>	5
<b>2. Environment Construction for Xvisio SDK</b>	5
2.1 Android SDK Environment Construction	5
2.1.1 Android SDK Structure	5
2.1.2 Android Box Requirements	6
2.1.3 Android Environment Test Verify	6
2.2 Windows SDK Environment Construction	7
2.3 Ubuntu SDK	13
<b>3. Xvisio SDK Development</b>	16
3.1 Xvisio Slam	16
3.1.1 Slam Mode Settings	16
3.1.2 Slam Center Point	16
3.1.3 6dof Structure	17
3.1.4 Get 6dof	18
3.2 VIO Mode	20
3.3 CSLAM Mode	20
3.4 3DOF (Rotation)	25
3.5 Plane Detection (TOF/stereo)	25
3.6 Map Sharing	27
3.7 HID interfaces	28
3.8 Calibration Parameter API	28
3.9 HOT Plug	29
3.10 Get Fisheye Data	29
3.11 Get RGB Data	30
3.12 Get TOF Data	30
3.13 Get RGBD Data	31
3.14 CNN	31
3.15 Gesture Function	33
3.16 Get SGBM Data	35
3.17 Python-wrapper	36

# 1. Overview

This document describes as a user guide of Xvisio SDK which mainly used to help developers to know Xvisio SDK well and also can develop related applications (slam, camera, audio...) quickly. This document is mainly divided into two parts: SDK environment construction and sample code introduction.

Currently Xvisio SDK supports 3 platforms: Android, Ubuntu and Windows. The mainly difference between these 3 platforms is that *.so* is compiled separately, but API is the same. Section 2 introduces how to install/use Xvisio SDK with these 3 platforms. Section 3 describes how to call the SDK API to achieve different functions for all platforms.

# 2. Environment Construction for Xvisio SDK

This chapter sequentially introduces how to install and use Xvisio SDK on Android, Ubuntu and Windows platforms. And also related precautions are included.

## 2.1 Android SDK Environment Construction

### 2.1.1 Android SDK Structure

Android SDK structure is shown as below:

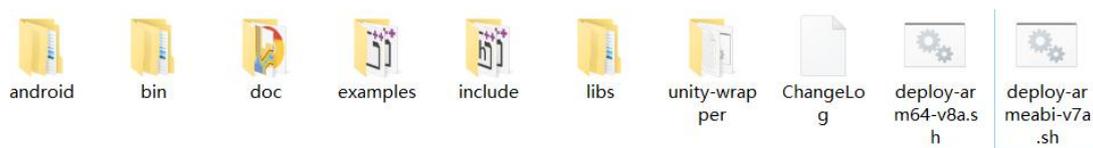


Figure2-1 SDK Structure

The folder "**Android**" contains the makefile compiled by NDK. If user modify the demo code in the samples folder, user can use "ndk-build -j 5" to compile and generate the corresponding executable file. The compiled file path is in */Android/libs/arm64-v8a (armeabi-v7a)*.

File "**bin**" is the tool of 64bit and 32bit.

File "**doc**" contains definition file of class and interfaces.

Folder "**examples**" is our demo code, mainly describes how to use our SDK API.

The "**include**" folder is the header file of the SDK API.

The folder "**libs**" contains "*SDK so*" files. "*arm64-v8a*" is a 64bit library, and "*armeabi-v7a*" is a 32bit library.

"**deploy.sh**" is a push script file. Executing "*./deploy-arm64-v8a.sh*" will push the 64bit library to the Android platform; executing "*./deploy-armeabi-v7a.sh*" will push the 32bit library to the Android platform, Modify the "**libdir**" in *deploy.sh* to modify the push lib path.

### 2.1.2 Android Box Requirements

- The Android OS version should be above (include) 7;
- Developers need to confirm that the Android kernel supports HID and UVC modules first. If not, kernel needs to be recompiled and also add HID&UVC modules should be added;
- Android OS is userdebug version;
- If only slam function is needed, usb2.0 can satisfy the demand. For complete functions (slam, RGB, TOF, audio), usb3.0 is needed.

### 2.1.3 Android Environment Test Verify

We took Android native system box as an example to introduce how to test and verify Xvisio Android SDK.

Connect the box with PC after powered on. Execute the following commands to push Xvisio SDK to box:

- *adb root*
- *adb remount*
- *cd android\_XXX\_sdk*
- *adb push libs /data/test/*
- *adb push bin /data/test/*

Execute the following commands after connecting:

*lsusb* (make sure whether the device can be found. if the terminal shows f408 which means the device has been connected with box successfully. )

*adb shell*

*cd /data/test/bin/arm64-v8a/*

*LD\_LIBRARY\_PATH=../../libs/arm64-v8a/ ./demo-api*

Open a new terminal: *adb shell*, *cd /data/test/bin/arm64-v8a/*,

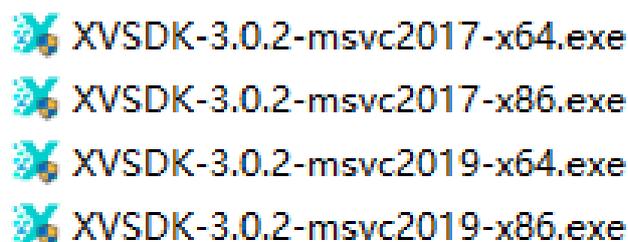
*LD\_LIBRARY\_PATH=../../libs/arm64-v8a/ ./pipe\_srv*

The test verification steps of Android SDK is to refer to the test command and input the command successively (input 1 to obtain 3DOF data, input 2 to obtain 6DOF data...)

If the 3dof, 6dof and other sensor data can be obtained normally in the end which means there is no problem with the Android environment, and subsequent developers can integrate the SDK into the Android system.

## 2.2 Windows SDK Environment Construction

### 2.2.1 XVSDK Installation



**Figure 2-2 XVSDK Installation**

Select the installation file according to the configuration of PC. Double click the .exe file and click next step to complete the installation.

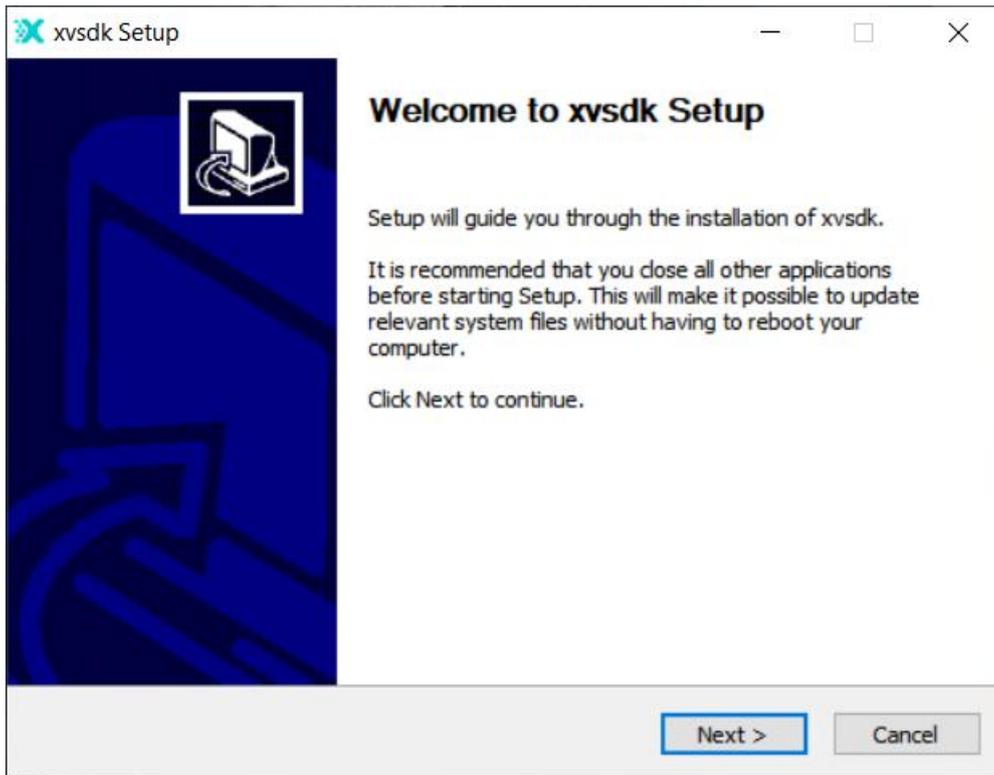


Figure 2-3 Installation1

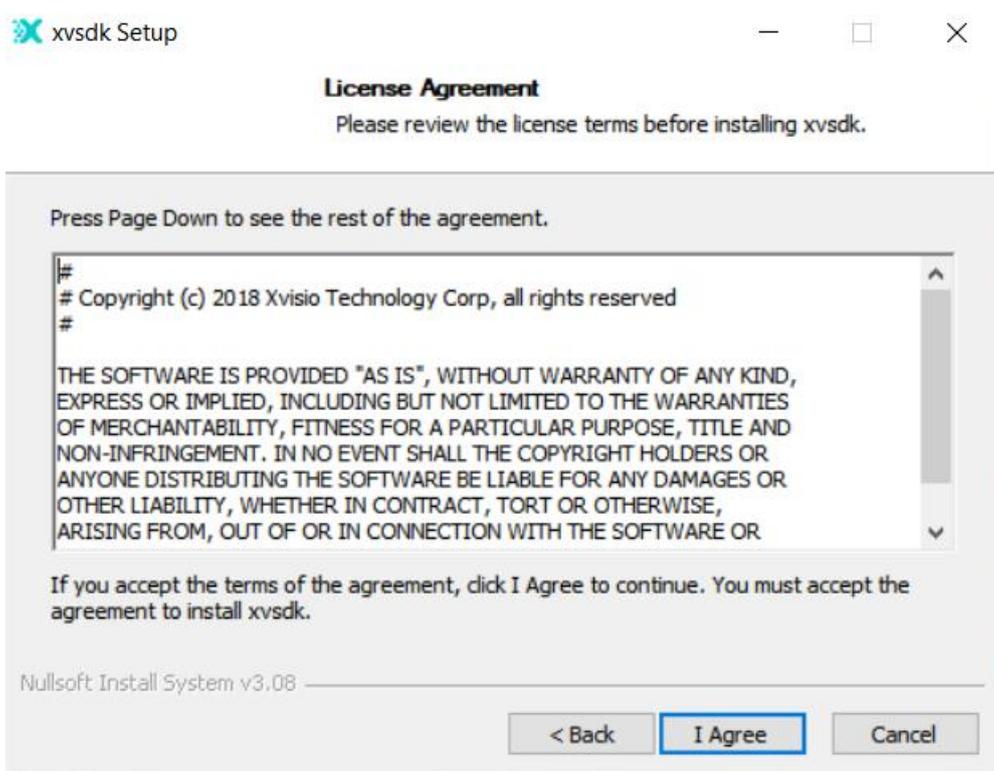


Figure 2-4 Installation2

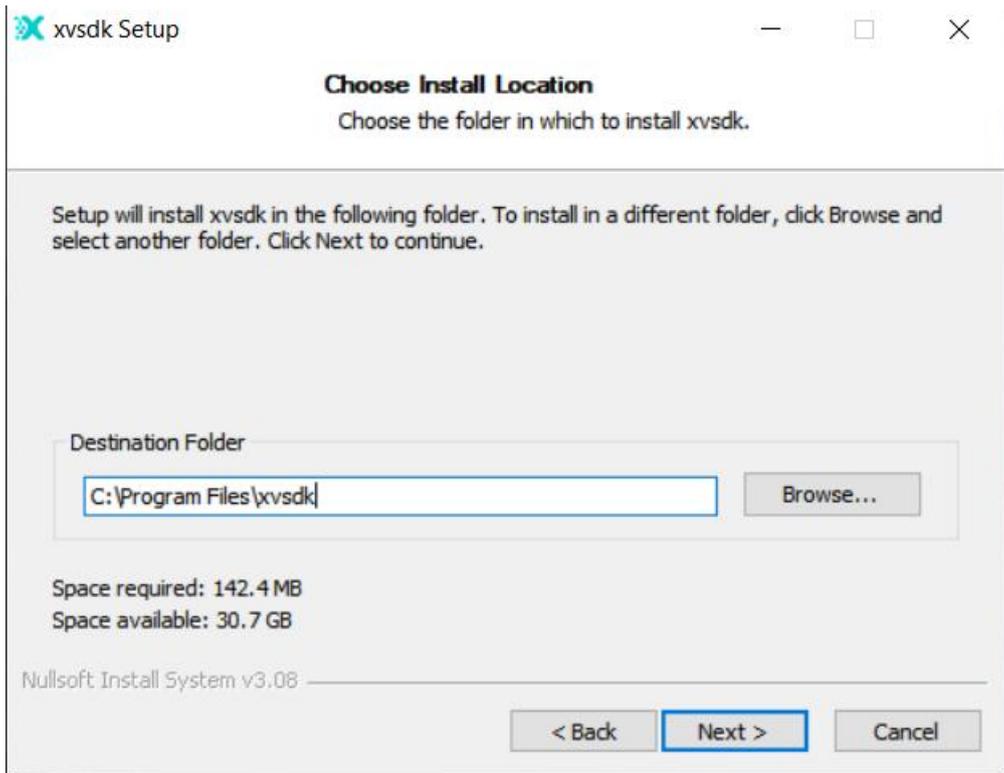


Figure 2-5 Installation 3

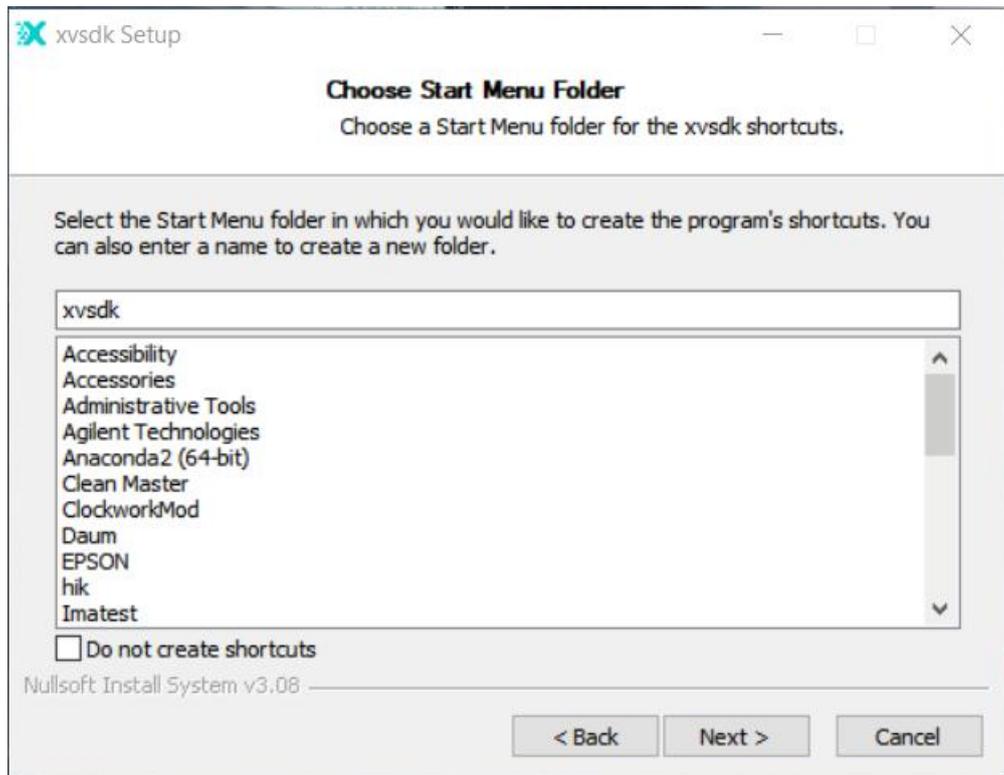


Figure 2-6 Installation 4

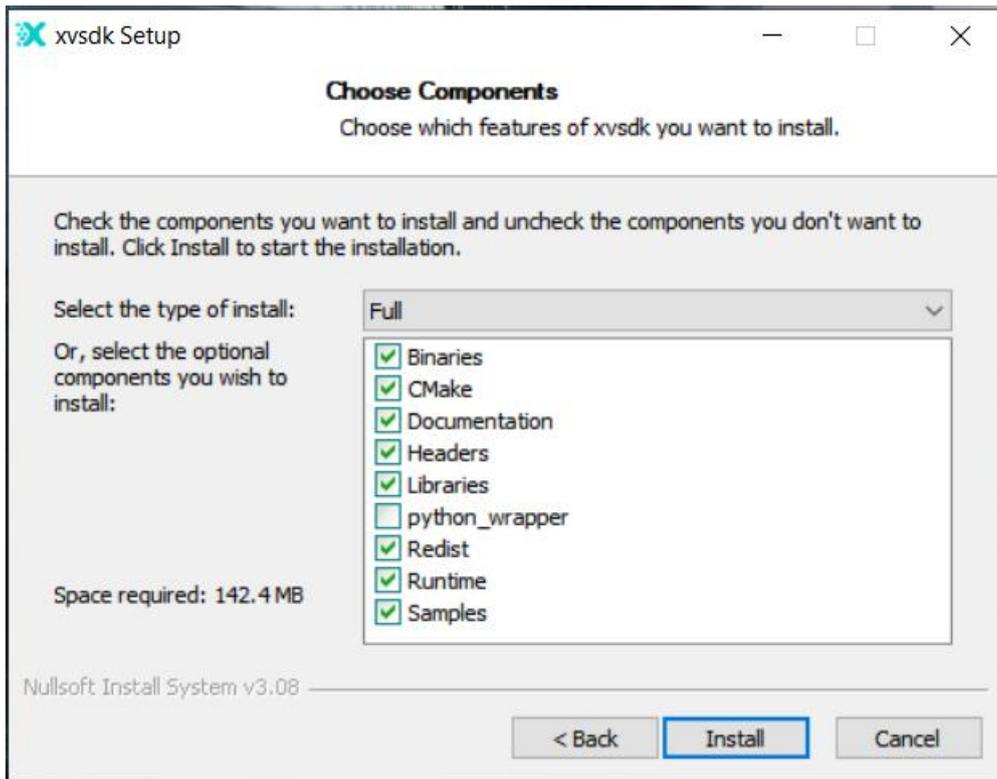


Figure 2-7 Installation 5

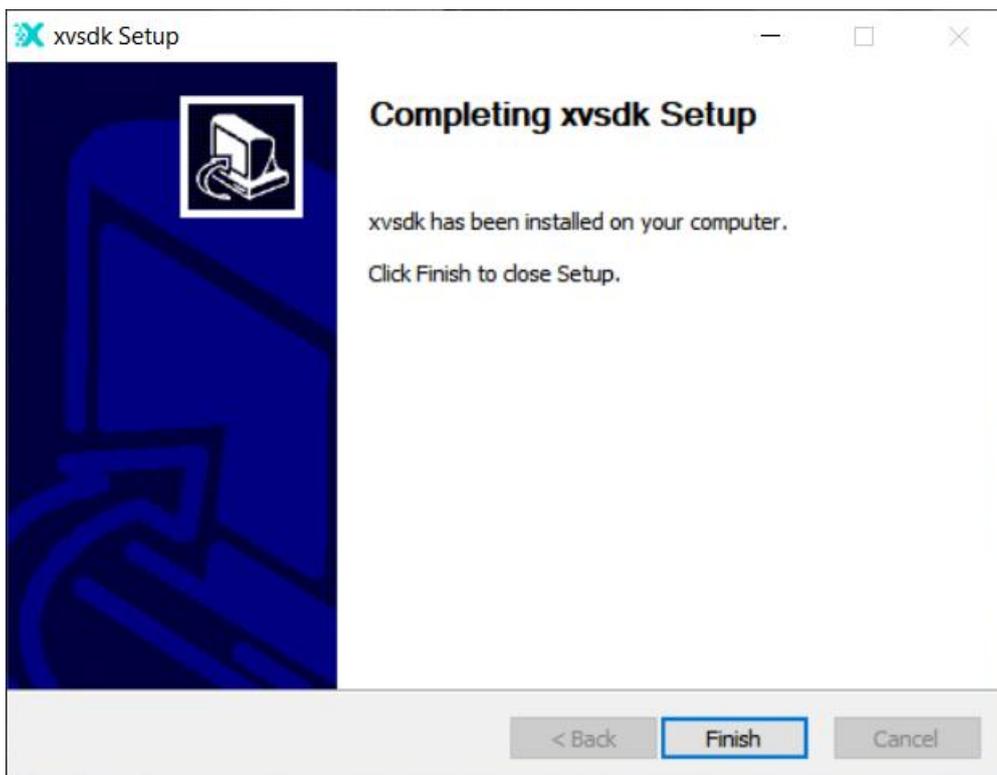


Figure 2-8 Installation 6

## 2.2.2 Driver Installation

- 1) After connecting the device with PC, open the Windows device manager.

Check the USB port as below:

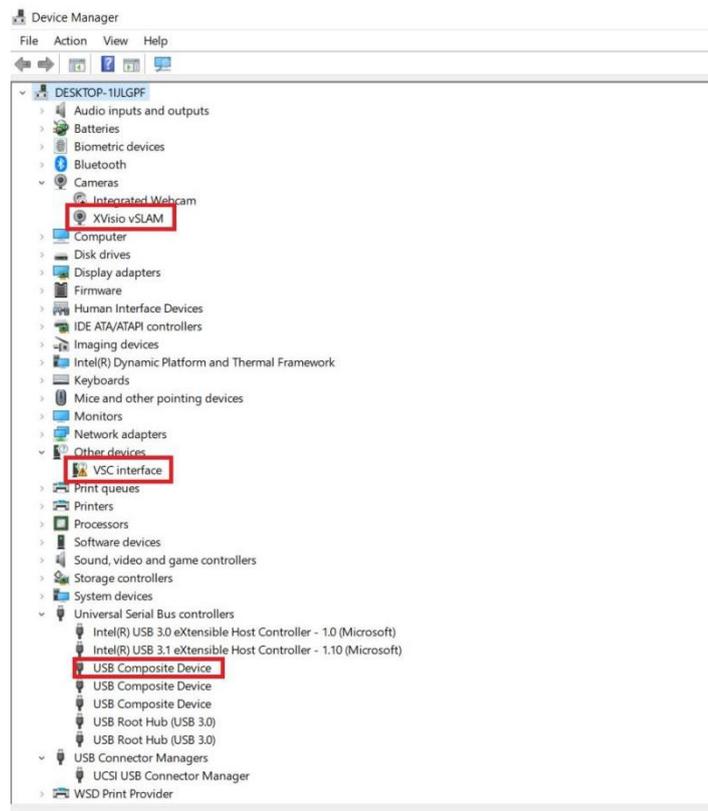


Figure 2-9 Device Manager

- 2) Download tool "Zadig" from <https://zadig.akeo.ie/downloads/zadig-2.4.exe>. Double click "Zadig": select "VSC interface" and "libusb-win32", then click "Install Driver".

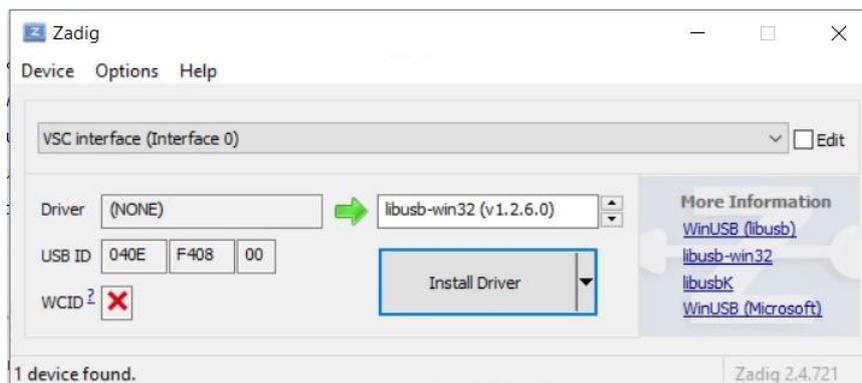


Figure 2-10 Zadig

- 3) Installation successfully.

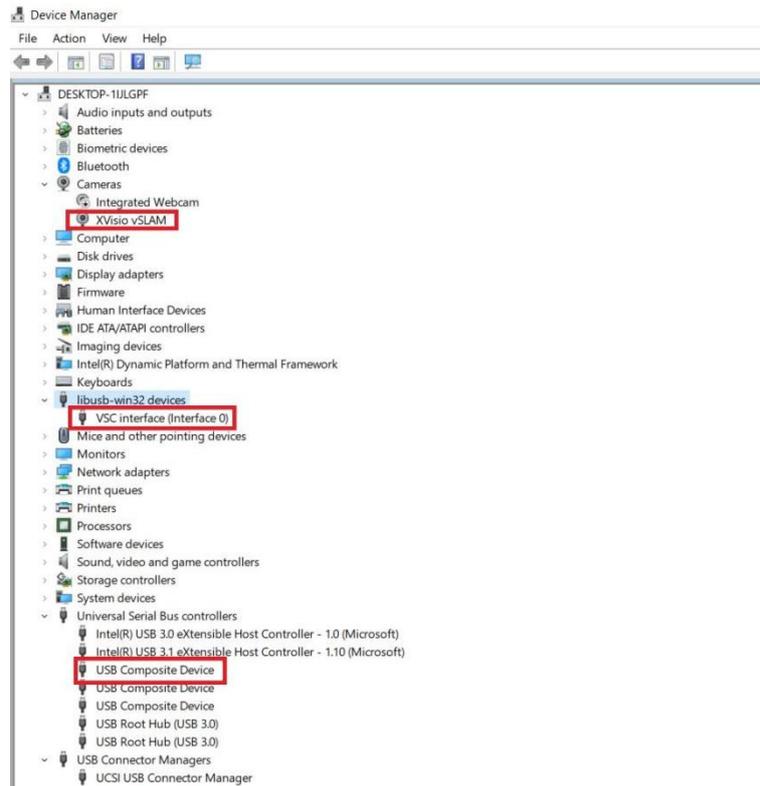


Figure 2-11 Device Manager

- 4) After installation, double click “all\_stream.exe” (path: C:\Program Files\xv sdk\bin). If the data and image can be achieved successfully which means installation successfully.

```

== Initialized ==
#####
Start
#####
ENTER to stop
imu (device=96298316 host=126511.6085 now=126511.6133) @480fps Accel(-0.0961866, 8.35737, 5.6219), Gyro(-0.00129721,
0.000251507, 0.00479595)stereo
(device=96259368 host=126511.5696 now=126511.6146) 640x400@50fps
tof (device=96272417 host=126511.5826 now=126511.6232) 224x172@15fps
[1623508195.1522] WARNING: SECURITY Tof queue too big
rgb (device=96855293 host=126512.1655 now=126512.1825) 1920x1080@30fps
[1623508195.4380] WARNING: SECURITY Fisheye queue too big
stereo (device=97259346 host=126512.5734 now=126512.6137) 640x400@50fps
tof (device=97272417 host=126512.5865 now=126512.6236) 224x172@15fps
imu (device=97341372 host=126512.6555 now=126512.6565) @479fps Accel(-0.124917, 8.29033, 5.54529), Gyro(-0.00455912,
-0.00360776, -0.000932449)
slam-pose (device=97365642 host=126512.6808 now=126512.6808) @0fps (0.000287238, -0.00129014, 0.000544315, 34.0356, 0.016931
8, 179.178)0.61
rgb (device=97687248 host=126513.0014 now=126513.0103) 1920x1080@30fps
stereo (device=98259360 host=126513.5735 now=126513.6134) 640x400@50fps
tof (device=98272418 host=126513.5865 now=126513.6236) 224x172@15fps
slam-pose (device=98365430 host=126513.6806 now=126513.6806) @500fps (-0.000352245, -0.00319871, 0.00190556, 34.0033, 0.0368
119, 179.178)0.63
imu (device=98370659 host=126513.6848 now=126513.6863) @484fps Accel(-0.11534, 8.23287, 5.57402), Gyro(0.00227123, 0.
00714215, 0.00758993)
rgb (device=98520253 host=126513.8344 now=126513.8464) 1920x1080@30fps
stereo (device=99259352 host=126514.5735 now=126514.6142) 640x400@50fps
tof (device=99272421 host=126514.5865 now=126514.6234) 224x172@15fps

```

Figure 2-12 Get Stream Normally

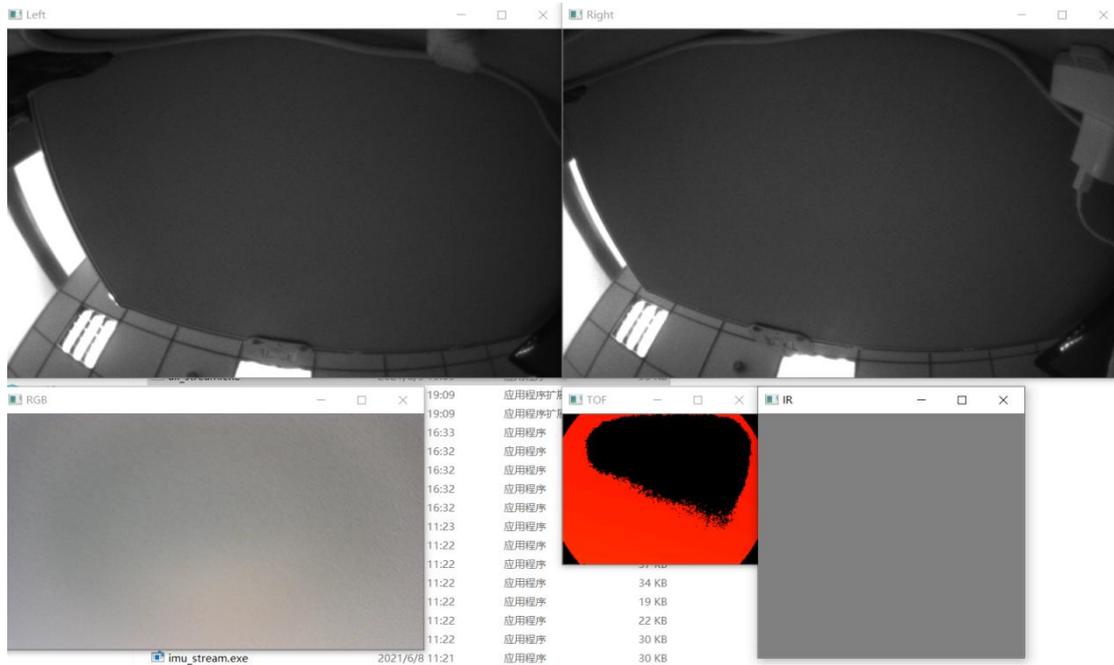


Figure 2-13 Get Image Normally

## 2.2.3 Windows SDK

Windows SDK contains files as below:

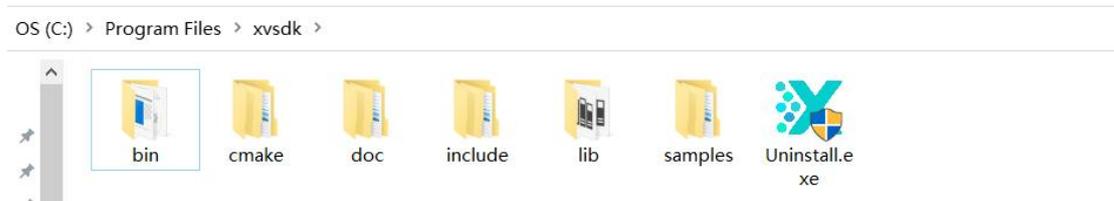


Figure 2-14 Windows SDK

“**bin**” contains windows tools and dynamic link library

“**cmake**” contains cmake configuration file.

“**doc**” contains HTML documents related to xv sdk class, interface and structures.

Tool Doxygen needs to be pre-installed.

“**include**” contains header file of xv-sdk.h and xv-types.h.

“**lib**” contains xv sdk static library.

“**samples**” contains xv sdk example code.

## 2.3 Ubuntu SDK

### 2.3.1 Ubuntu SDK Installation:

Supported PC version:

- **Ubuntu**
  - 16.04 'Xenial'
  - 18.04 'Bionic'
  - 20.04 'Focal'

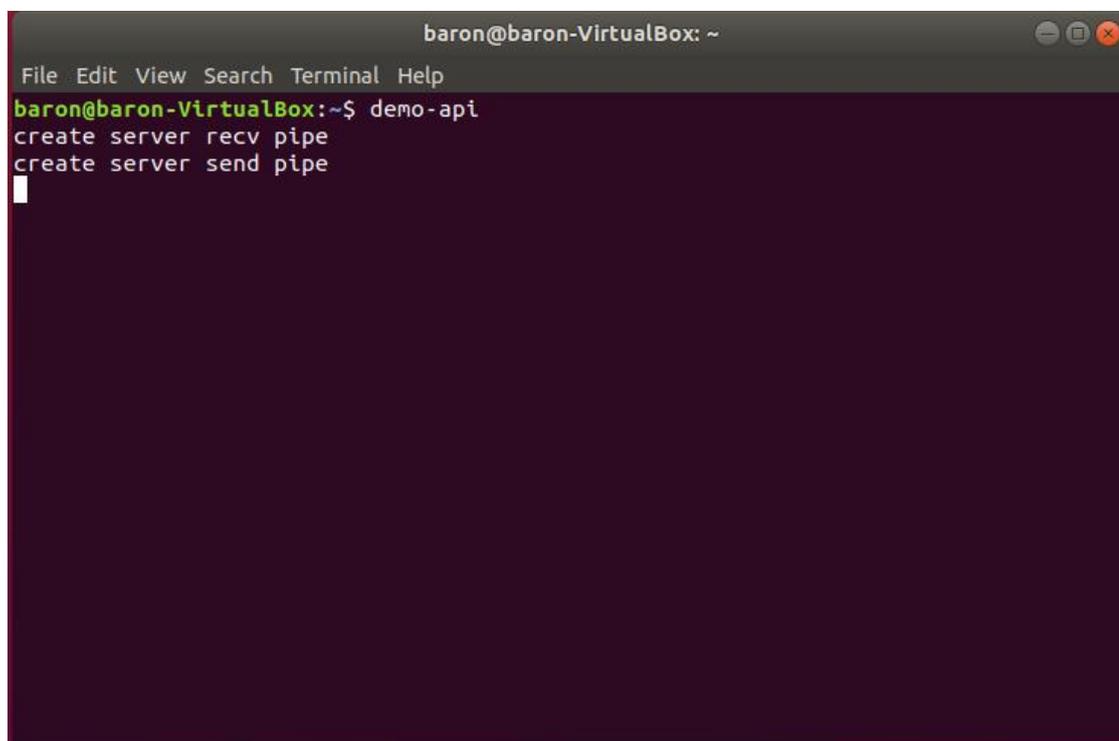
Install xv sdk by "deb":

```
sudo apt-get update
```

```
sudo apt-get install -y g++ cmake libjpeg-dev zlib1g-dev udev libopencv-core3.2  
libopencv-highgui-dev liboctomap1.8 libboost-chrono-dev libboost-thread-dev  
libboost-filesystem-dev libboost-system-dev libboost-program-options-dev libboost-  
date-time-dev
```

```
sudo dpkg -i xv sdk_3.2.0-20220304_bionic_amd64.deb
```

The file is saved in /usr/ after installation finished. Input the tool name in terminal to run the tool. (Note: keep demo-api and pipe\_srv in the same path is needed.)



```
baron@baron-VirtualBox: ~  
File Edit View Search Terminal Help  
baron@baron-VirtualBox:~$ demo-api  
create server recv pipe  
create server send pipe  
█
```

Figure 2-15 Run demo-api

```
baron@baron-VirtualBox: ~
File Edit View Search Terminal Help
baron@baron-VirtualBox:~$ pipe_srv
pipe server rcv has already exist
pipe server send has already exist
wait for client connect...
pipe server get send handle: 3
pipe server get rcv handle: 4
ready handle: send:3,rcv:4

Demo
-----
1 : Init SDK and get IMU
2 : Stop get IMU, start slam, get 6dof
3 : Stop slam, stop get 6dof, get IMU
4 : Get eyetracking data, stop get IMU
5 : Stop get eyetracking data, get IMU
9 : Stop get IMU, get rgb data
10: Stop rgb, get IMU
11: Stop get IMU, get tof data
12: Stop tof, get IMU
13: Start tof plane detection, start slam, stop get IMU, get 6dof
14: Stop tof plane detection, stop slam, get IMU
15: Stop get IMU, switch to edge mode, get edge 6dof
16: Stop get edge 6dof, switch to mixed mode, get IMU
```

Figure 2-15 Run demo-api Normally

Command “whereis” is used to find file position.

```
baron@baron-VirtualBox: ~
File Edit View Search Terminal Help
baron@baron-VirtualBox:~$ whereis demo-api
demo-api: /usr/bin/demo-api
baron@baron-VirtualBox:~$ whereis xvsdk.so
xvsdk: /usr/include/xvsdk /usr/share/xvsdk
baron@baron-VirtualBox:~$
```

Figure 2-17 Find File Path

### 2.3.2 Ubuntu SDK Directory Structure

“bin” contains windows tools and dynamic link library

“**include**” contains header file of xv-sdk.h and xv-types.h.

“**lib**” contains xvsdk static library.

“**share/doc**” contains HTML documents related to xv sdk class, interface and structures. Tool Doxygen needs to be pre-installed.

“**share/xvsdk**” contains xv sdk sample code.

“**share/ros-wrapper**” contains ros sdk environment.

## 3. Xvisio SDK Development

This chapter sequentially introduces how to develop slam, cslam, plane detection, 3dof and other functions based on Xvisio SDK. Also introduces how to obtain camera data such as RGB, TOF, eyetracking and how to integrate audio functions. Specific example code can refer to "*examples\xslam-edge-plus-SDK\demo\demo.cpp*".

### 3.1 Xvisio Slam

#### 3.1.1. Slam Mode Settings

Xvisio slam supports two modes: mix mode (part of the slam algorithm runs on the device side, and some runs on the host side), and edge mode (the slam algorithm runs entirely on the device side).

```
//enable edge mode
```

```
device->slam()->start(xv::Slam::Mode::Edge);
```

```
//enable mix mode
```

```
device->slam()->start(xv::Slam::Mode::Mixed);
```

#### 3.1.2. Slam Center Point

Device's 6dof center point is on IMU (6dof's xyz means IMU's translation; pitch/yaw/roll means IMU's rotation). After slam starting, a coordinate system will be established based on the device's gravity direction. The origin of the coordinate system is on IMU when slam starts (the xyz value is 0 when slam starts;

pitch/yaw/roll represent the rotation of IMU/device at that time). Refer to the figure as below:

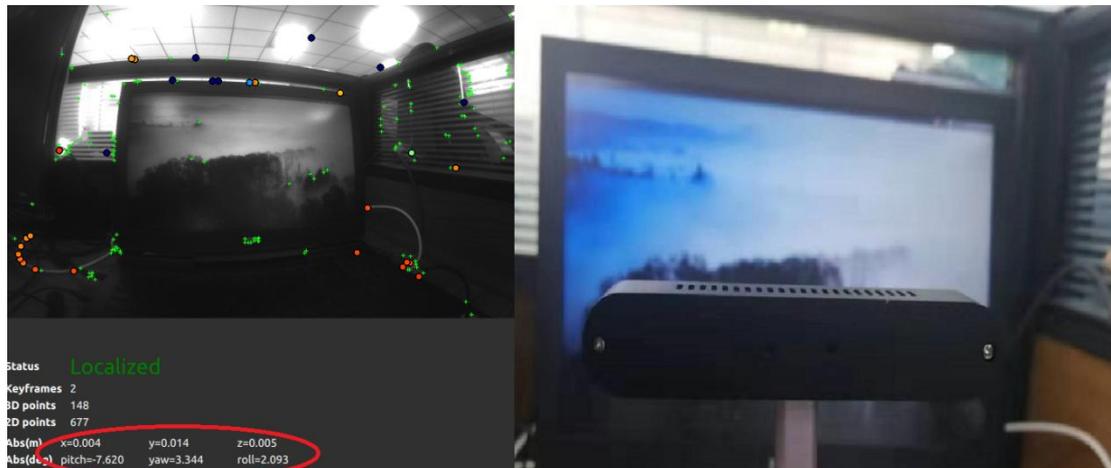


Figure 3-1 Start the device horizontally

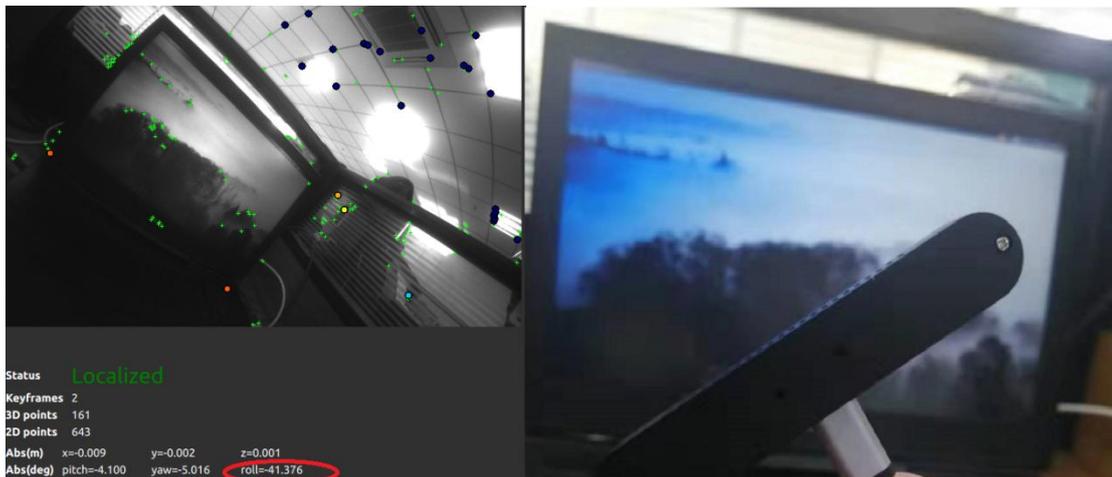


Figure 3-2 Device tilted to start

### 3.1.3. 6dof Structure

6dof data supports 3 formats (Eulerian angle, rotation matrix, quaternion) to express rotation, and the 6dof structure is as follows:

```
struct Pose : public details::PosePred_<double> {
    Pose();
    /**
    * @brief Construct a pose with a translation, rotation, timestamps and confidence.
    */
};
```

```

Pose(Vector3d const& translation, Matrix3d const& rotation,
      double hostTimestamp = std::numeric_limits<double>::infinity(), std::int64_t
edgeTimestamp = (std::numeric_limits<std::int64_t>::min)(), double c=0.);
/**
 * @brief Prediction of the pose based on angular and linear velocity and
acceleration.
 * @param dt amount of prediction (in s)
 * @return The predicted (2nd order extrapolation) of the orientation.
 */
Pose prediction(double dt) const;
};

```

The time base of **hostTimestamp** is the host side, start timing with the host side boot (start timing from 0);

The time base of **deviceTimestamp** is the device side (glass or module), which starts timing with device boot (start timing from 0);

**Confidence** is the trustworthy level of 6dof, and value 0 means slam lost.

### 3.1.4. Get 6dof

Mix mode supports two ways to obtain 6dof data, one is callback, and the other one is active acquisition. The edge mode currently only supports the callback method to obtain 6dof.

1) Callback

```
device->slam()->registerCallback( poseCallback );
```

The frame rate of callback is generally determined by the frame rate of IMU (6DOF uses IMU for fusion); if user wants to get 6dof data with prediction from callback, just set `filter_prediction` value in the “ini” file.

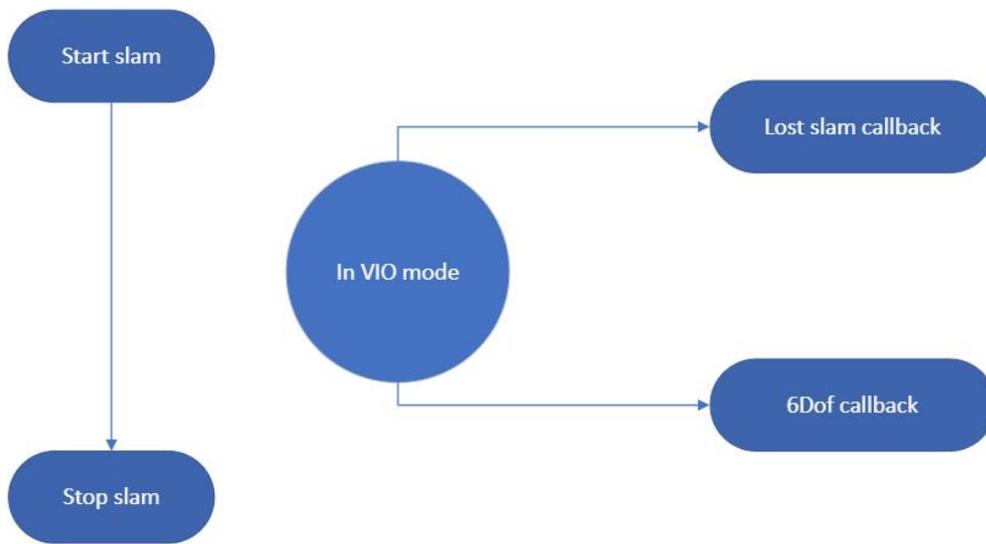


Figure3-3 callback method

2) Active acquisition

*bool getPose(Pose &pose, double prediction) ;*

Developers can call this interface to actively obtain 6dof data and set the prediction time at the same time, but it is recommended to be less than 0.016 (16ms, if the prediction is too large, 6dof prediction may not be accurate).

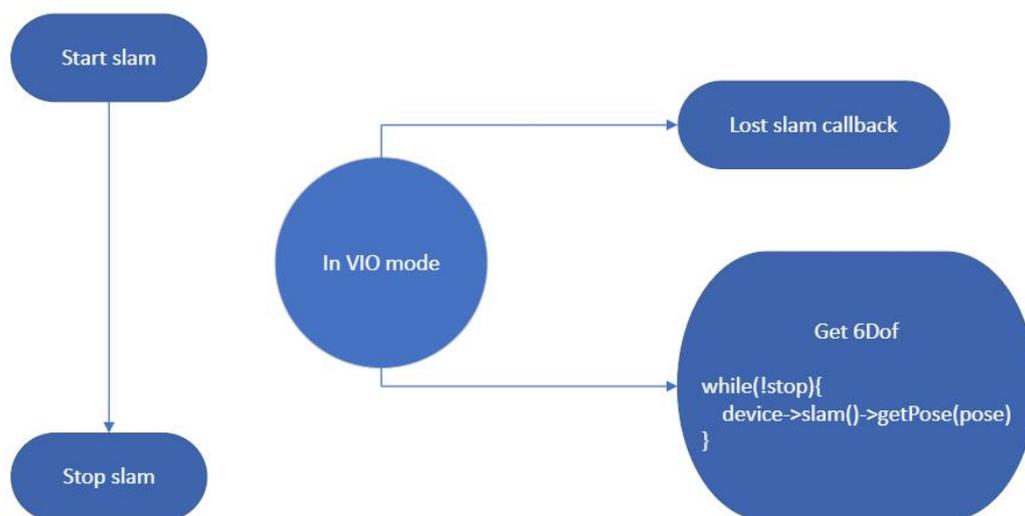


Figure3-4 Get 6Dof

## 3.2 VIO Mode

The following interfaces are mainly used to realize the VIO function:

```
bool start();
```

```
bool stop();
```

```
int registerCallback(std::function<void (xv::Pose const&>);
```

```
bool unregisterCallback(int callbackId);
```

```
bool getPose(Pose &pose, double prediction) ;
```

VIO mode does not include map loopclosure. As the odometer increases, the cumulative error will increase. In normal use, it is generally recommended that users use cslam mode, first build a map, and then run slam. The following takes the initiative to obtain 6dof as an example to introduce how to pass the above. The interface runs slam, and the interface calling process is as follows:

1. Register lost callback,
2. Call start() to turn on slam,
3. Call getPose() to get 6dof,
4. Call stop() to stop slam.

For specific code, refer to demo.cpp (case 2, case 3) for further information.

## 3.3 CSLAM Mode

The following interfaces are mainly used to achieve CSLAM function:

```
bool start();
```

```
bool stop();
```

```
bool loadMapAndSwitchToCslam(std::streambuf &mapStream, std::function<void (int)> done_callback, std::function<void (float)> localized_on_reference_map);
```

```
bool saveMapAndSwitchToCslam(std::streambuf &mapStream, std::function<void (int, int)> done_callback, std::function<void (float)> localized_on_reference_map);
```

CSLAM steps:

**Steps to build a map:**

To build a good map, firstly you should consider how to use the map. The map must contain all the viewpoints required by the application. If the final application is in another room, there is no reason to record the map in the current room. Similarly, if the final application displays some virtual objects on the ground, no need to record the other view of the room. The path to be moved by the application should be the final path of the recorded map. In order to ensure a good loop closure, walk on the same path twice: for example, start from a starting point, walk away, return to the starting point, then walk away on the same path again, and then return to the starting point. During the recording process, walking twice on the same path ensures a good overlap between the different recording viewpoints of the loop closure detection. During recording, it is important to avoid moving fast or facing areas with no features.

### **Sample:**

Refer to *demon-api.cpp* (case 6, case7) for code. The following is the API call process and schematic diagram, which are introduced according to two usage scenarios:

1. Switch to cslam after mapping

API call process:

- a) Call `start()`, register 6dof callback

```
device->slam()->start(xv::Slam::Mode::Mixed);
```

```
device->slam()->registerCallback( poseCallback );
```

- b) Mapping

- c) After mapping, call *saveMapAndSwitchToCslam* to save the map and switch to cslam. (`done_callback`, `localized_on_reference_map` is need to register if use callback to get 6DOF)

```
device->slam()->saveMapAndSwitchToCslam(mapStream, cslamSavedCallback,  
cslamLocalizedCallback);
```

- d) Call `stop()` to stop cslam.

```
device->slam()->stop();
```

The flow chart is shown as below:

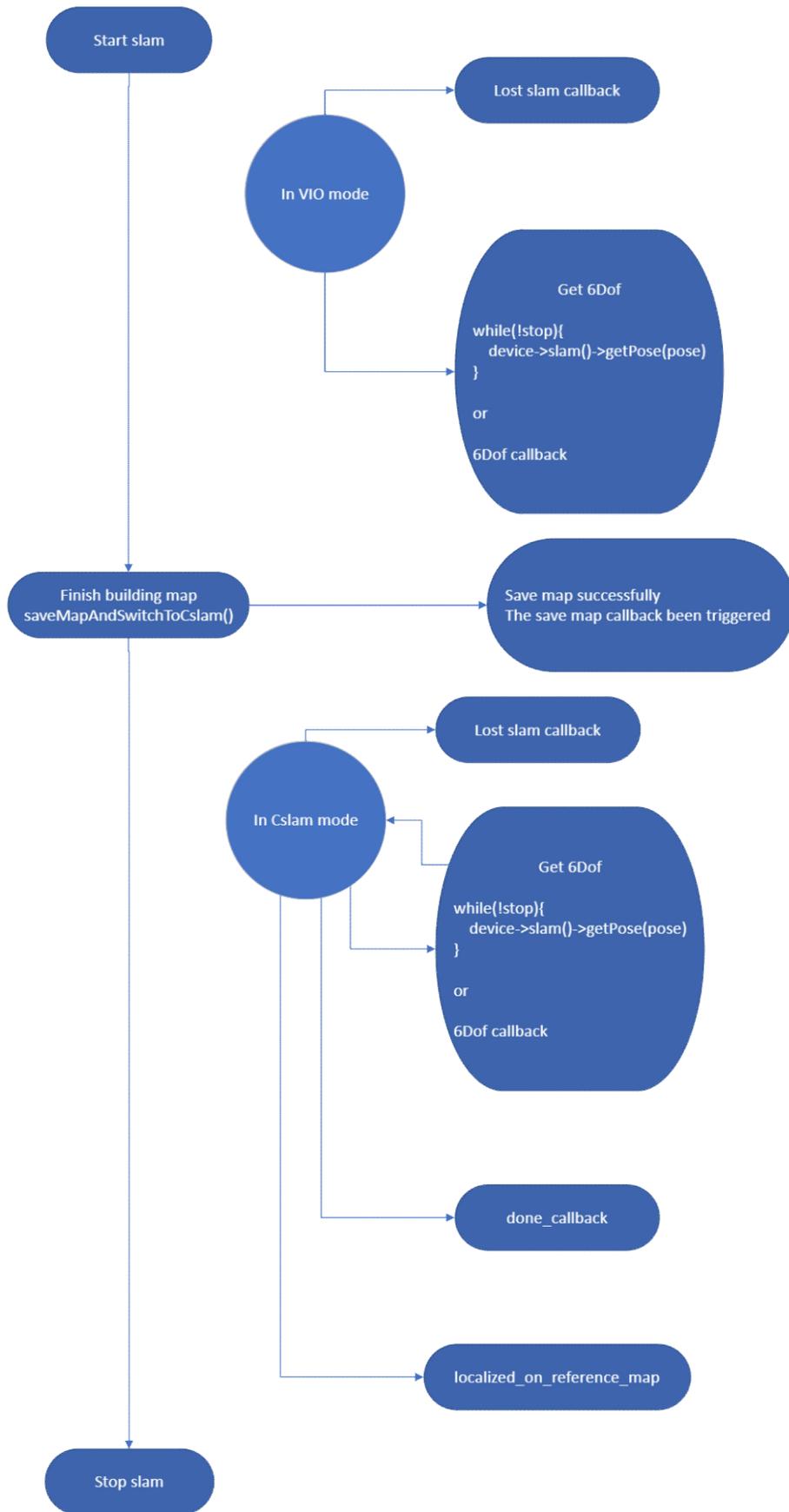


Figure3-5 Call Process

2. Switch to CSLAM after loading the map

1) Call start(), register 6dof callback (register is needed if use callback to get 6DOF),

```
device->slam()->start(xv::Slam::Mode::Mixed);
```

```
device->slam()->registerCallback( poseCallback );
```

2) Call loadMapAndSwitchToCslam, load map and switch to cslam (register done\_callback, localized\_on\_reference\_map if use callback to get 6DOF.)

```
device->slam()->loadMapAndSwitchToCslam(mapStream,
```

```
cslamSwitchedCallback, cslamLocalizedCallback);
```

3) Call stop() to stop CSLAM.

```
device->slam()->stop();
```

The flow chart is as follows:

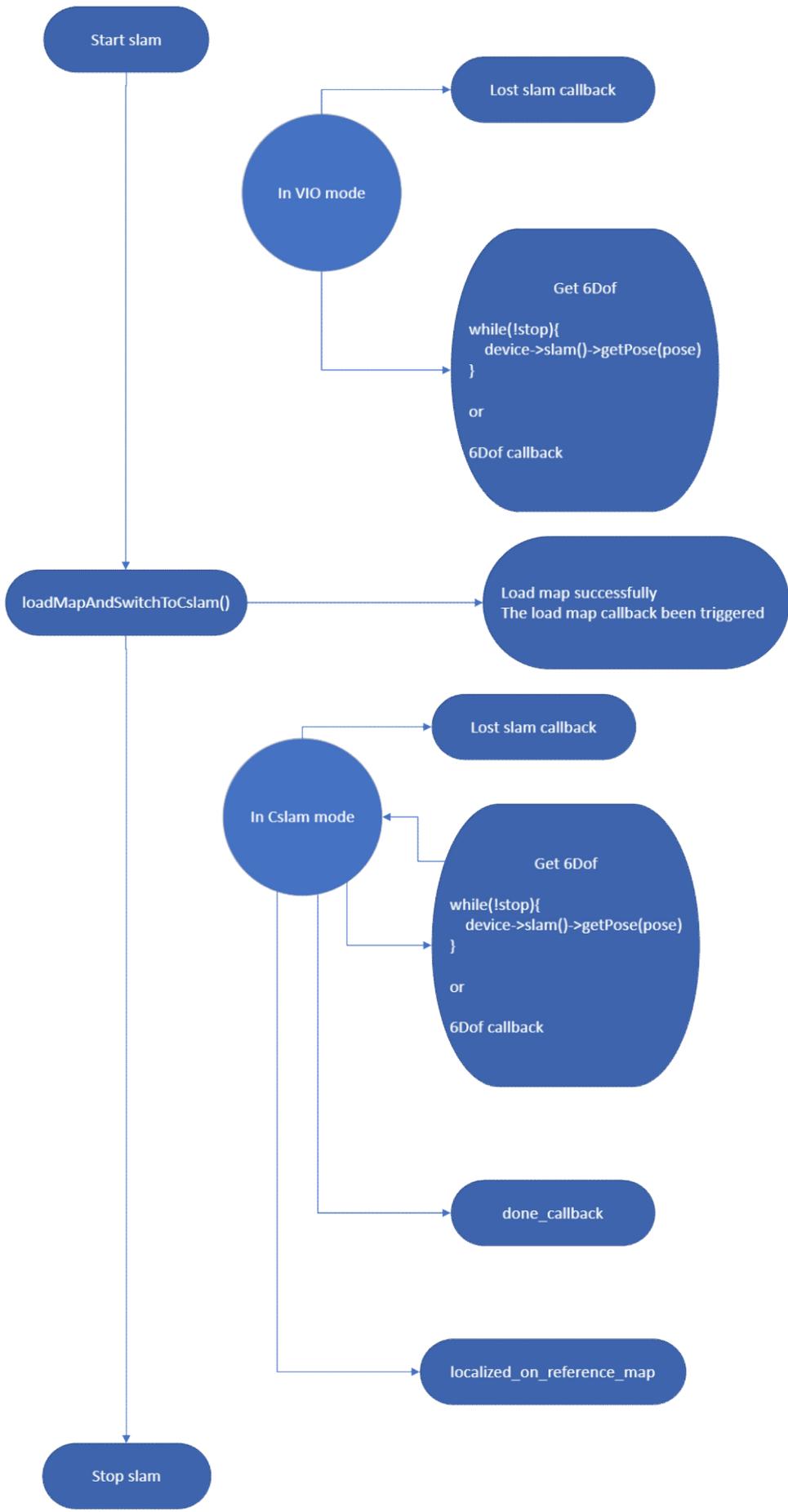


Figure 3-6 Call Process

### 3.4 3DOF (Rotation)

If APP only needs 3DOFdata, SDK can get IMU data and then convert it to 3DOF. 3DOF structure and interface are shown as below:

```
class Orientation {
    Matrix3d m_rotation;
    Vector4d m_quaternions; //!< [qx,qy,qz,qw]
    Vector3D m_angularVelocity = Vector3D{0.,0.,0.};
    Vector3D m_angularAcceleration = Vector3D{0.,0.,0.};
public:
    double hostTimestamp = std::numeric_limits<double>::infinity();
    std::int64_t edgeTimestampUs = (std::numeric_limits<std::int64_t>::min)();
    Vector4d const& quaternion() const;
    Orientation prediction(double dt) const;
    .....
};
int registerCallback(std::function<void (Orientation const &)>);
bool unregisterCallback(int callbackID);
```

#### Sample:

Refer to demon-api.cpp (case 1, case 2) for specific code.

### 3.5 Plane Detection (TOF/stereo)

The interface of Plane detection is shown as below:

```
//stereo plane detection API
Int registerStereoPlanesCallback(std::function<void (std::shared_ptr<const
std::vector<xv::Plane>>> planeCallback);
bool unregisterStereoPlanesCallback(int callbackID);
//tof plane detection API
```

```

int      registerTofPlanesCallback(std::function<void      (std::shared_ptr<const
std::vector<Plane> >)> planeCallback);
bool unregisterTofPlanesCallback(int callbackId);
struct Plane {
    /// @brief Points lying on the plane.
    /// Array of 3D points lying on the plane that describes the
    /// polygon that borders the actually detected area.
    std::vector<Vector3d> points;
    /// @brief Unit vector normal to the plane
    Vector3d normal;
    /// @brief Signed distance to origin.
    /// Signed distance between the plane and the origin of the world. The
distance is
    /// signed according to the direction of the normale.
    double d;
    /// @brief Plane unique identifier
    std::string id;
};

```

Plane detection needs to work with SLAM, and the position of the plane is based on the SLAM coordinate system (the world coordinate system is established with the location of the device-IMU as the origin when slam is started);

“std::vector<Vector3d> points” represents the 3D feature points of the plane. People can get the real detected plane area by connecting these 3D features. “int id” represents the plane ID. The specific opinion is shown in the figure below. Totally 3 planes are detected. By connecting 3D feature points, a specific plane area is obtained. All the planes are based on the SLAM world coordinate system.

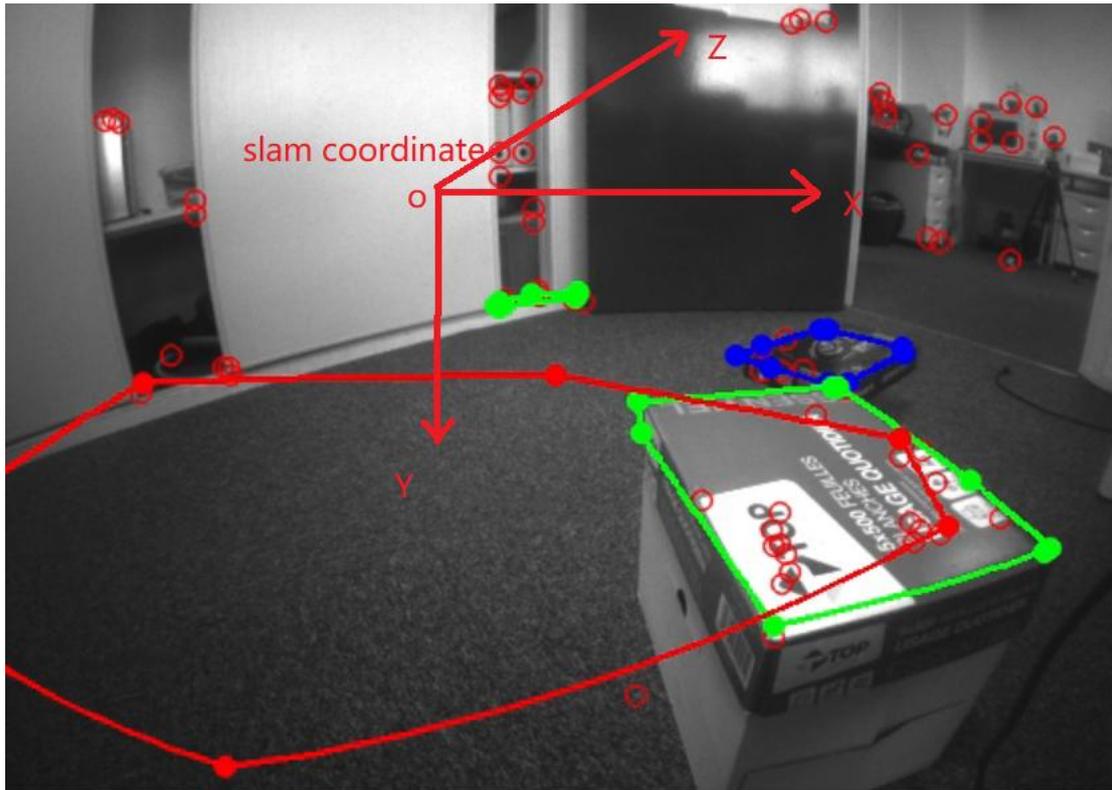


Figure3-7 World Coordinate System.

**Sample:**

Refer to demon-api.cpp (case13 and case14) for TOF plane detection. Refer to demon-api.cpp (case23 and case24) for stereo plane detection..

**3.6 Map Sharing**

The interface of Map sharing is as follows:

```

    bool start();
    bool stop();
    bool loadMapAndSwitchToCslam(std::streambuf &, std::function<void (int)>,
    std::function<void (float)>);

```

Map sharing is an advanced function of CSLAM. Build map and then switch to the SLAM function. However, compared with CSLAM, the difference is that this map can be shared with other device. The application scenario is that multiple people can real-time interaction in the same scene (such as a battle game, co-working). As shown in the figure below, the core is that users are based on the same world coordinate

system (using the same map).



Figure 3-8 Map Sharing

### Sample:

Refer to `demon-api.cpp` (case 19 and case20) for mapping code. Refer to `mapdemon-api.cpp` (case21 and case22) for using code.

## 3.7 HID interfaces

Many control commands of device are based on HID channels. The read and write interfaces of HID are shown as below:

```
bool hidWriteAndRead(const std::vector<unsigned char> &command,  
std::vector<unsigned char> &result)
```

### Sample:

Introduce how to call the HID cmd interface:

```
m_deviceDriver->device()->hidWriteAndRead({0x02, 0xfe, 0x20, 0x0D}, result);
```

## 3.8 Calibration Parameter API

The SDK provides calibration parameter API of fisheye, RGB, TOF, and display. The external coordinate (right-hand) system of all cameras is based on IMU as the origin. Fisheye internal parameters support two types, Polynomial Distortion Model (rgb, tof) and Unified camera model (fisheye).

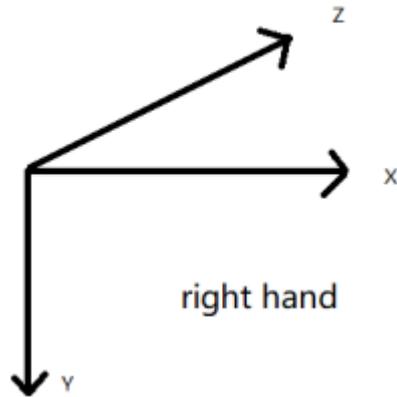


Figure 3-9 Right Hand Coordinate System

The interface is as follows:

```
virtual const std::vector<Calibration>& calibration();
```

**Sample:**

Refer demon-api.cpp (case37) for fisheye calibration parameter. Refer demon-api.cpp (case31) for RGB calibration parameter. Refer demon-api.cpp (case38) for TOF calibration parameter.

### 3.9 HOT Plug

Interfaces of Hotplug:

```
int registerPlugEventCallback(const std::function<void (std::shared_ptr<Device>  
device, PlugEventType type)> &Callback);
```

### 3.10 Get Fisheye Data

Fisheye frequency:

```
enum class ResolutionMode {  
    LOW = 1, ///< Low resolution (typically QVGA)  
    MEDIUM = 2, ///< Medium resolution (typically VGA)  
    HIGH = 3 ///< High resolution (typically HD 720)  
};
```

Fisheye interfaces:

```
virtual int registerCallback(std::function<void (T)>) = 0;
```

```
virtual bool unregisterCallback(int callbackId) = 0;
```

### **3.11 Get RGB Data**

The interface of RGB is as follows:

```
virtual int registerCallback(std::function<void (T)>) = 0;
```

```
virtual bool unregisterCallback(int callbackId) = 0;
```

#### **Sample:**

Refer to demon-api.cpp (case 9) for getting RGB data.

### **3.12 Get TOF Data**

Introduction of TOF mode:

Frequency: single frequency (SF) | double frequency (DF)

Mode: IQ | M2 | edge

Frequency: 5-30 FPS

Different mode corresponds to different FPS (note that FPS setting items will not output the real setting mode in some modes.

IQ DF: 30FPS

IQ SF: 30FPS

M2 DF: 4.5FPS

M2 SF: 13FPS

M2 DF: 3.5FPS

M2 SF: 7FPS

The interface of TOF is as follows:

```
virtual int registerCallback(std::function<void (T)>) = 0;
```

```
virtual bool unregisterCallback(int callbackId) = 0;
```

```
virtual bool setStreamMode(StreamMode mode);
```

```

virtual bool setDistanceMode(DistanceMode mode);
enum class StreamMode { DepthOnly = 0, CloudOnly, DepthAndCloud, None };
enum class DistanceMode { Short = 0, Middle, Long };

```

**Sample:**

Refer to demon-api (case 11, case 39, case 40) for getting RGB data.

### 3.13 Get RGBD Data

Interfaces of RGBD:

```

int registerColorDepthImageCallback(std::function<void(const
DepthColorImage&>>);
virtual bool unregisterColorDepthImage(int callbackId);
struct DepthColorImage {
    std::size_t width = 0; //!< width of the image (in pixel)
    std::size_t height = 0; //!< height of the image (in pixel)
    std::shared_ptr<const std::uint8_t> data = nullptr; //!< RGBD = RGB + Depth Map.
image data of RGB-D pixels : RGB (3 bytes) D (float 4bytes)
    double hostTimestamp = std::numeric_limits<double>::infinity();
};

```

**Sample:**

Note: Both enable colorCamera and TOFCamers to get RGBD data. Refer to demon-api.cpp (case9) to get RGB data.

### 3.14 CNN

#### 3.14.1 CNN Interfaces:

```

virtual bool setDescriptor( const std::string &filepath ) = 0;
virtual bool setModel( const std::string &filepath ) = 0;
virtual bool setSource( const Source &source ) = 0;
virtual xv::ObjectDetector::Source getSource() const = 0;
virtual xv::ObjectDescriptor getDescriptor() const = 0;

```

```
enum class Source { LEFT = 0, RIGHT, RGB, TOF };
```

### Sample:

Refer demon-api.cpp (case42) for CNN function.

#### 3.10.1 Xvisio AI

##### □ Dependency:

OpenVINO Toolkit

Download <https://docs.openvino toolkit.org/latest/index.html> OpenVINO from

<https://docs.openvino toolkit.org/latest/index.html>. Install OpenVINO and the engineering environment. The installed path is /opt/intel/.

##### □ Process:

1) Get model and convert model. Get .blob model file.

Download “OpenVINO Model Zoo” from:

[https://github.com/openvinotoolkit/open\\_model\\_zoo/blob/master/models/intel/index.md](https://github.com/openvinotoolkit/open_model_zoo/blob/master/models/intel/index.md)

Use the model download tool of OpenVINO Toolkit to download:

```
cd /opt/intel/openvino_2021/deployment_tools/tools/model_downloader/python  
downloader.py --name human-pose-estimation-0001
```

```
cd intel/human-pose-estimation-0001/
```

(the model format is OpenVINO IR(.bin & .xml). Take FP16 format as an example, copy folder FP16 to workspace.)

```
cp -r FP16 /home/workspace/example/
```

```
cd /home/workspace/example/
```

Convert OpenVINO IR(.bin & .xml) to Myraid VPU(.blob), for example:

```
/opt/intel/openvino_2021/deployment_tools/inference_engine/lib/intel64/myriad_com  
pile -m FP16/human-pose-estimation-0001.xml -o humanpose.blob -ip U8 -  
VPU_NUMBER_OF_SHAVES 4 -VPU_NUMBER_OF_CMX_SLICES 4
```

(Note: more command parameter configurations can be found on OpenVINO's official website)

2) config.json

“config.json” is used for enable xv sdk to obtain the name of the model correctly and

the corresponding parsing method. So that to get the correct results.

For example for pose detection:

```
{
  "model_type": "tensorflow",
  "classes": [ "background",
  "aeroplane", "bicycle", "bird", "boat",
  "bottle", "bus", "car", "cat", "chair",
  "cow", "diningtable", "dog", "horse",
  "motorbike", "person", "pottedplant",
  "sheep", "sofa", "train", "tvmonitor" ],
  "threshold": 0.45,

  "video": "video2",
  "model": "/home/baron/Desktop/xv sdk-release-
3.1.0/xv sdk/install/bin/CNN_2x8x_r14_5.blob", (absolute path of .blob)
  "source": "RGB",
  "CNN_input_flip_stereo": "true",
  "CNN_input_flip_RGB": "false",
  "CNN_input_flip_TOF": "false"
}
```

- 3) After configuring .blob and .json, put .blob and .json into the default path (/data/down/) which set by demo-api. Run the demo-api of xv sdk. Select No.42 to set CNN function of different cameras.

### 3.15 Gesture Function

#### 3.15.1 MNN

Push MNN model file (include hand\_landmark.mnn, palm\_detection\_pb.mnn) to default path /etc/xvisio/gesture/. New MNN model file path can be set by setConfigPath after pushing the model file.

21 feature points of gesture:



Fig 2. 21 hand landmarks.

### 3.15.2 Interfaces of Gesture:

```
struct keypoint {
    float x = -1;
    float y = -1;
    float z = -1;
};
```

```
struct GestureData {
    int index[2] = {-1,-1}; //gesture index value, left hand first and then right hand
    keypoint position[2]; //position of gesture, left hand first and then right hand.
```

Default of zero feature points position.

```
double hostTimestamp = std::numeric_limits<double>::infinity(); //start timing
(0) from host booting.
```

```
std::int64_t edgeTimestampUs = std::numeric_limits<std::int64_t>::min(); start
timing (0) from device booting
```

```
float distance; //reserved to keep the moving distance of dynamic gesture.
```

```
float confidence; //reserved to keep confidence.
```

```
};
```

```
virtual void setConfigPath(std::string config) = 0; //set path of MNN
configuration file
```

```
virtual int registerDynamicGestureCallback(std::function<void (GestureData
const &>) = 0; //register dynamic gesture callback, get index value of dynamic
```

gesture.

```
virtual bool UnregisterDynamicGestureCallback(int callbackID) = 0;//unregister
dynamic gesture callback
```

```
virtual int registerKeypointsCallback(std::function<void (std::shared_ptr<const
std::vector<keypoint>>>)> callback) = 0;//register gesture 21Dof callback which based
on rgb coordinate system and 2D coordinate.
```

```
virtual bool unregisterKeypointsCallback(int callbackId) = 0;//unregister gesture
21Dof callback
```

```
virtual int registerSlamKeypointsCallback(std::function<void (std::shared_ptr<const
std::vector<keypoint>>>)> callback) = 0;//reserved to get gesture 21Dof&3D
coordinate value which based on slam coordinate system.
```

```
virtual bool unregisterSlamKeypointsCallback(int callbackId) = 0;//reserved to
cancel the callback which based on slam coordinate system.
```

### 3.15.3 Example Code

Refer to demo-api (case 43-47) test items.

## 3.16 Get SGBM Data

SGBM interfaces:

```
virtual int registerCallback(std::function<void (T)>) = 0;
```

```
virtual bool unregisterCallback(int callbackId) = 0;
```

```
virtual Mode mode() const = 0;//set SGBM mode interface , 0-Hardware , 1-
Software
```

```
virtual bool start(const std::string &sgbmConfig) = 0;
```

```
virtual bool start(const sgbm_config &sgbmConfig) = 0;
```

```
virtual bool setConfig(const std::string &sgbmConfig) = 0;
```

*SGBM default start configuration information:*

```
static struct xv::sgbm_config global_config = {
```

```
    0, //enable_dewarp
```

```
    3.5, //dewarp_zoom_factor
```

```
1, //enable_disparity
1, //enable_depth
0, //enable_point_cloud
0.11285, //baseline
69, //fov
255, //disparity_confidence_threshold
{1.0, 0.0, 0.0, 0.0, 1.0, 0.0, 0.0, 0.0, 1.0}, //homography
0, //enable_gamma
2.2, //gamma_value
0, //enable_gaussian
0, //mode
5000, //max_distance
100, //min_distance
};
```

**Sample:**

Get SGBM data from demon-api.cpp (case58, 59)

### 3.17 Python-wrapper

Provide python interface to get images or parameter data of SLAM, IMU, fisheye, RGB, TOF, SGBM and etc.

Python-wrapper only support Windows OS:

- 1) Install windows xv sdk, select “python-wrapper”:

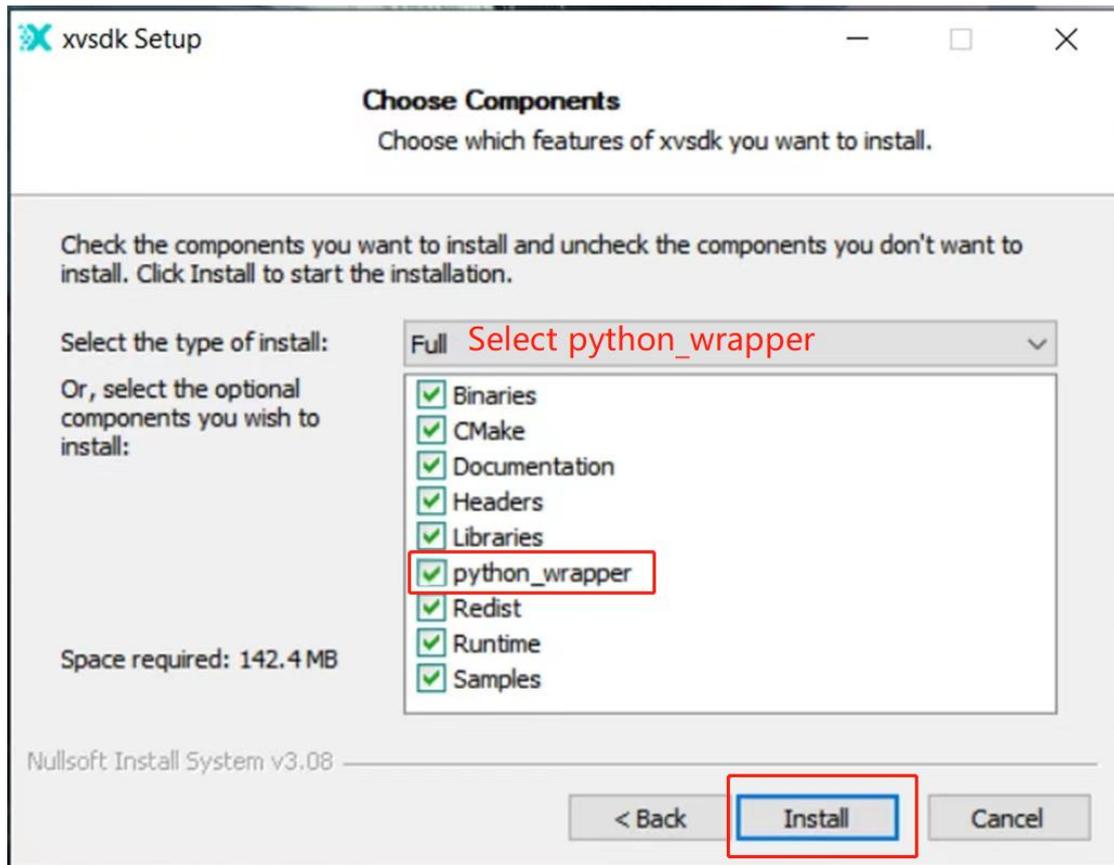


Figure 3-10 XVSDK

- 2) The installation path `\bin\python-wrapper` contains `PythonDemo.py`.
- 3) Connecting the device with PC after installing python3.9, use cmd to run python.