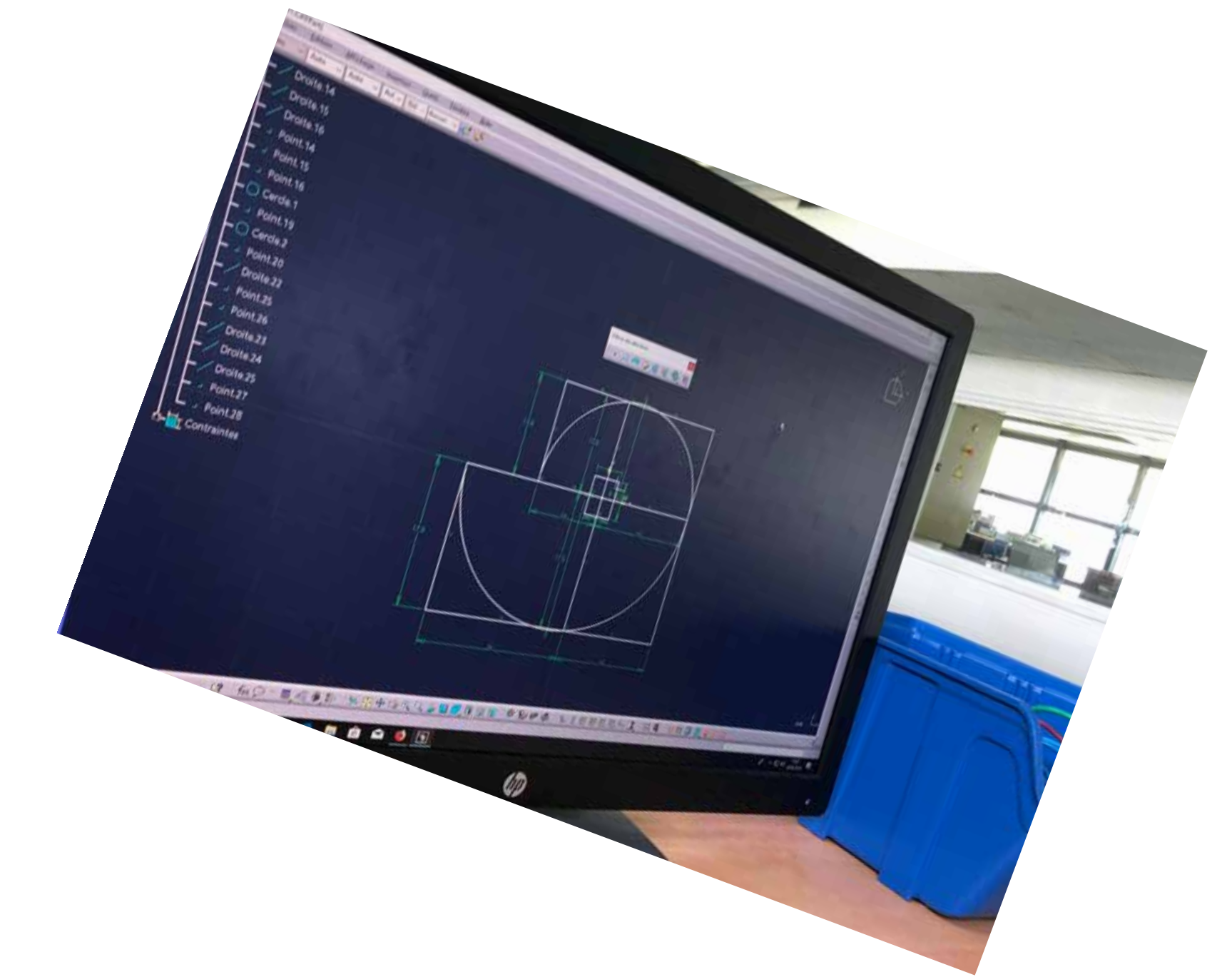


DUET MÉCANIQUE FLÛTE ET XYLOPHONE



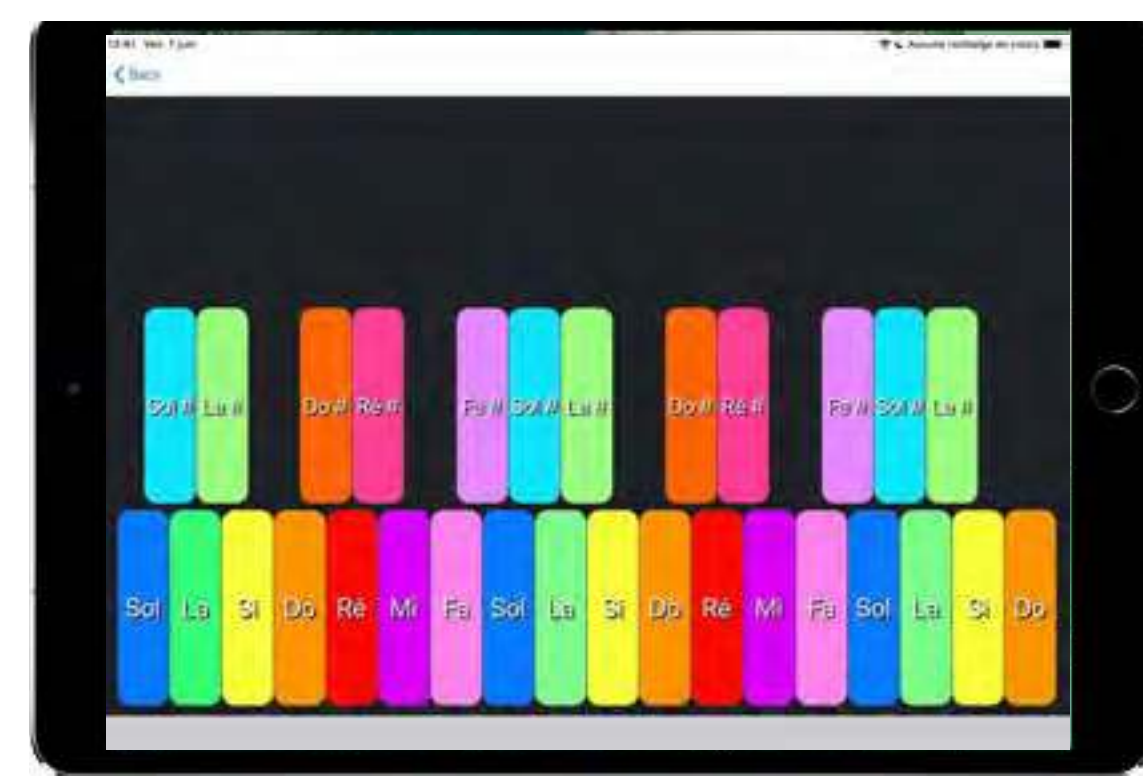
Application IOS

CC2650 module bluetooth

microcontrôleur MSP432

Pont en H

Xylophone

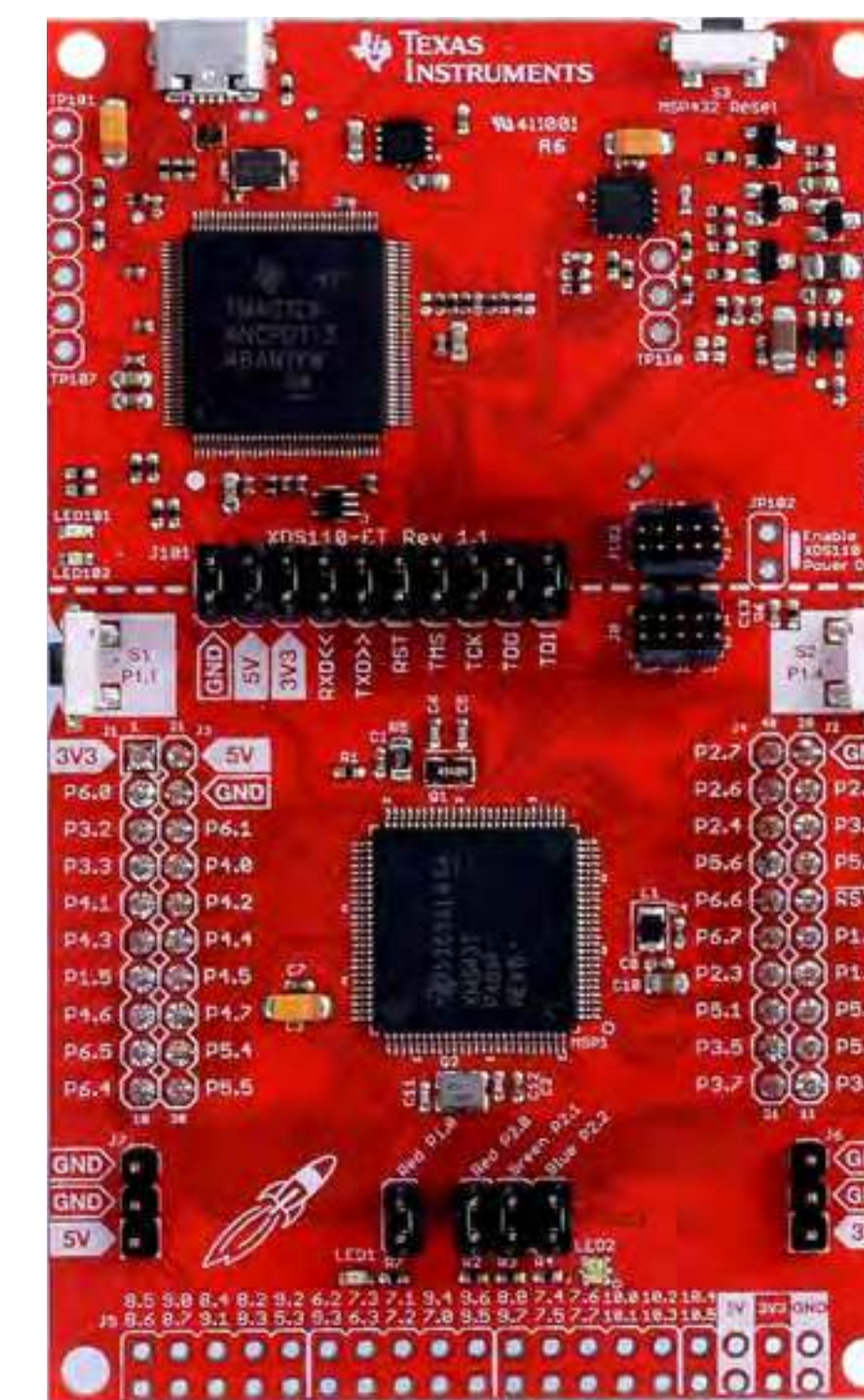


Modes: Automatique
Manuel
Composition

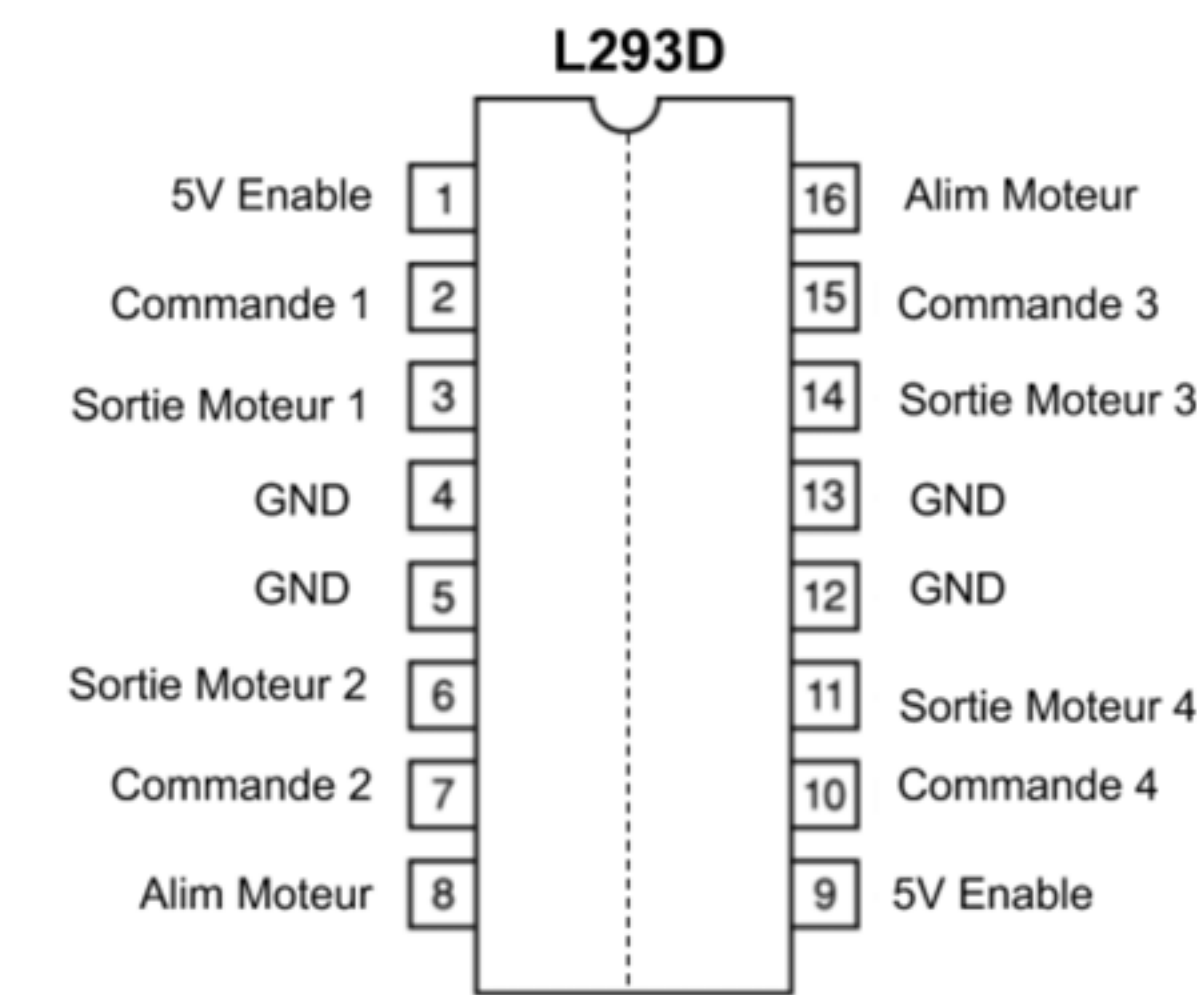
Envoi d'un message par bluetooth



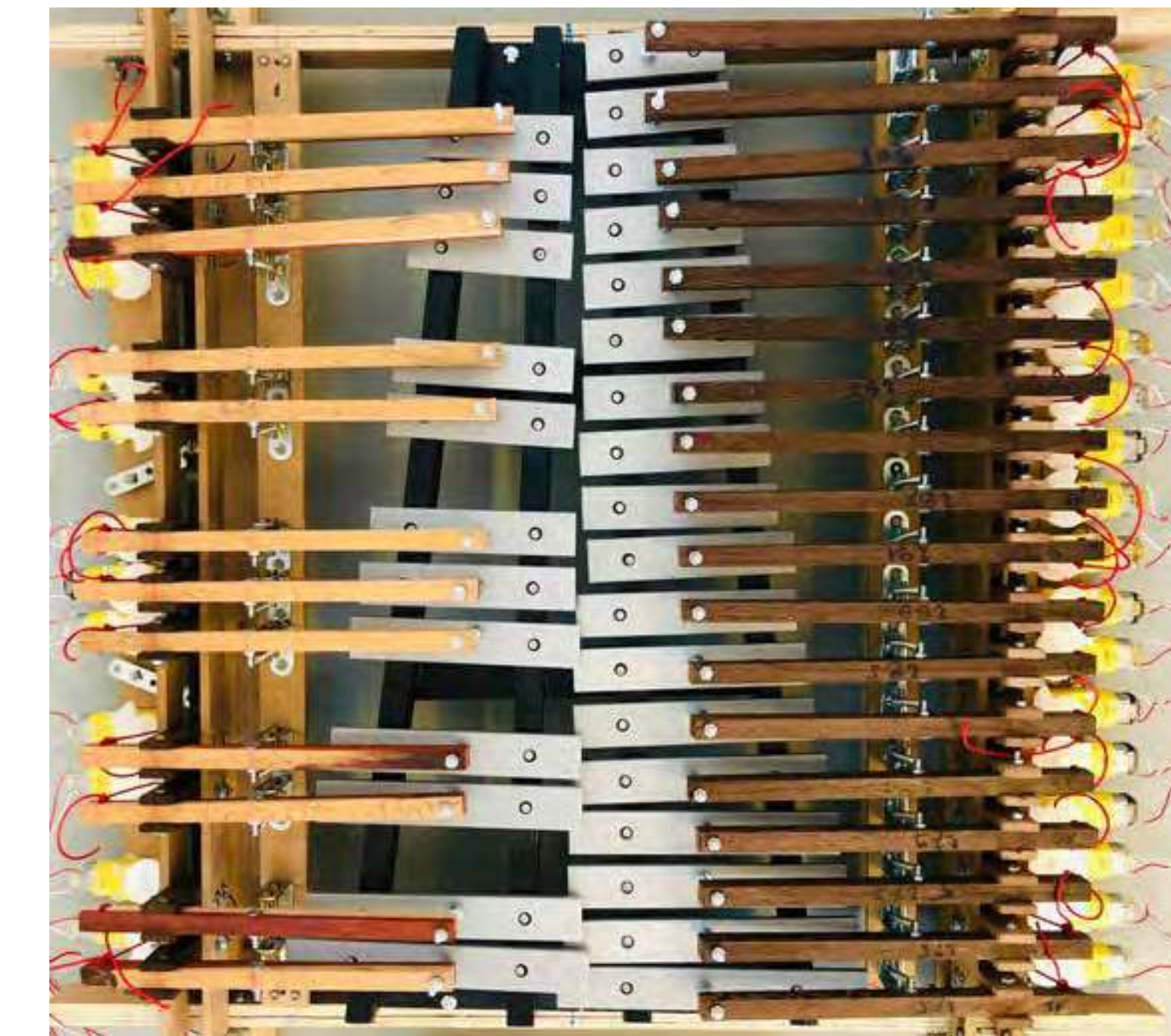
Transmission des données par protocole UART



Commande numérique

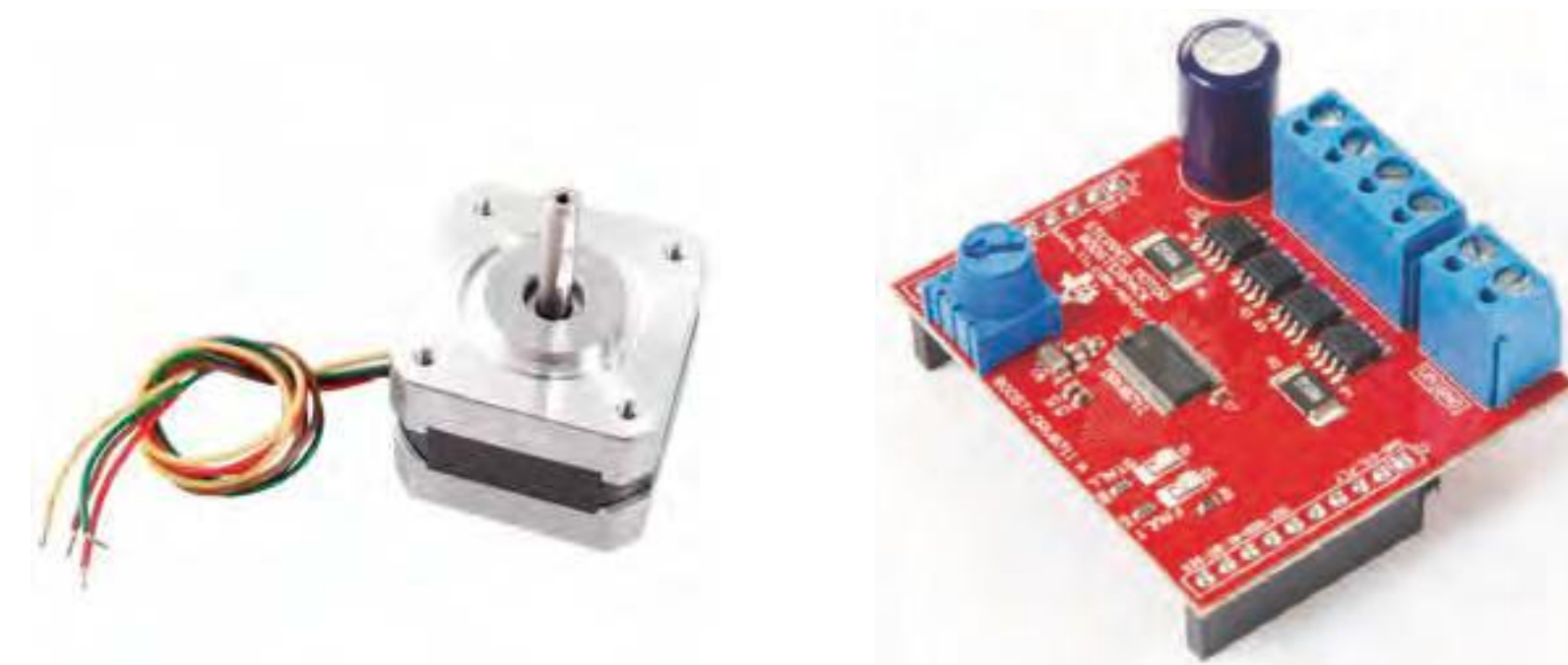


Délivre un courant au moteur de la note jouée



Commandes moteur

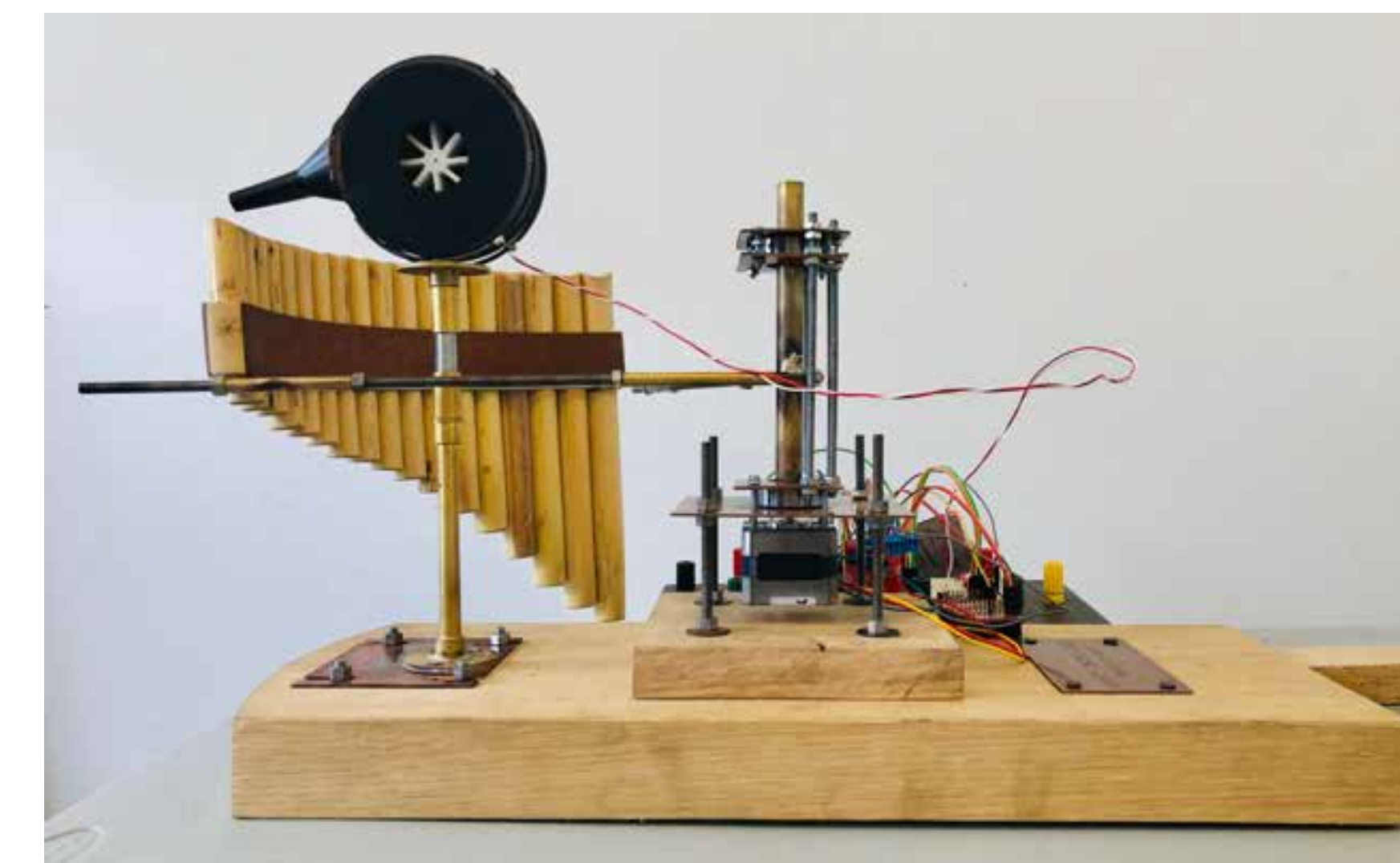
boost drv8711



Rotation flûte Moteur à pas

Alimentation souffleur

Flûte



E3 Promo 2021

Réalisé par : Maxime Burchi,
William Ekou, Lucas Gratas,
Annie Lim, Benjamin Opraseuth,
Pierre sakaloff, Jimmy Ung

Suiveur : Louis Trameçon

ISYS

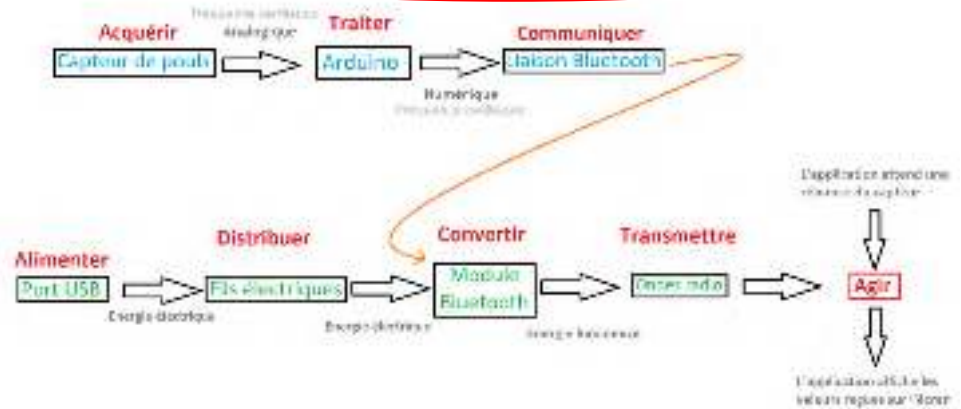
Oxymètre connecté

Objectifs

- Construction d'un oxymètre qui permet d'extraire le rythme cardiaque et le taux de saturation en oxygène
- Afficher les données extraites sur une application mobile



Chaîne d'informations et d'énergie



Composants



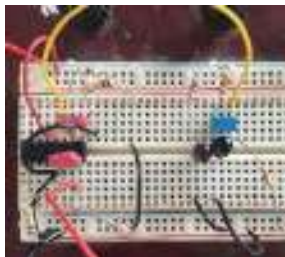
Module Bluetooth



Arduino Uno



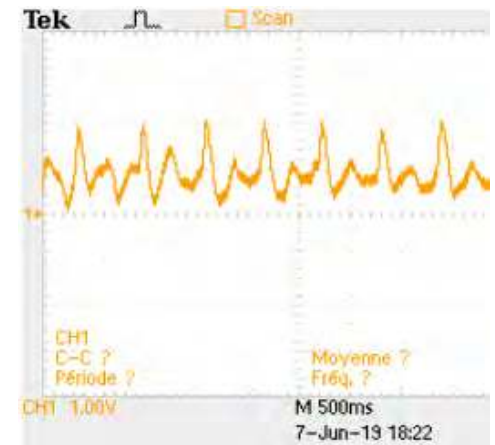
Capteur de pouls



Circuit du capteur de pouls



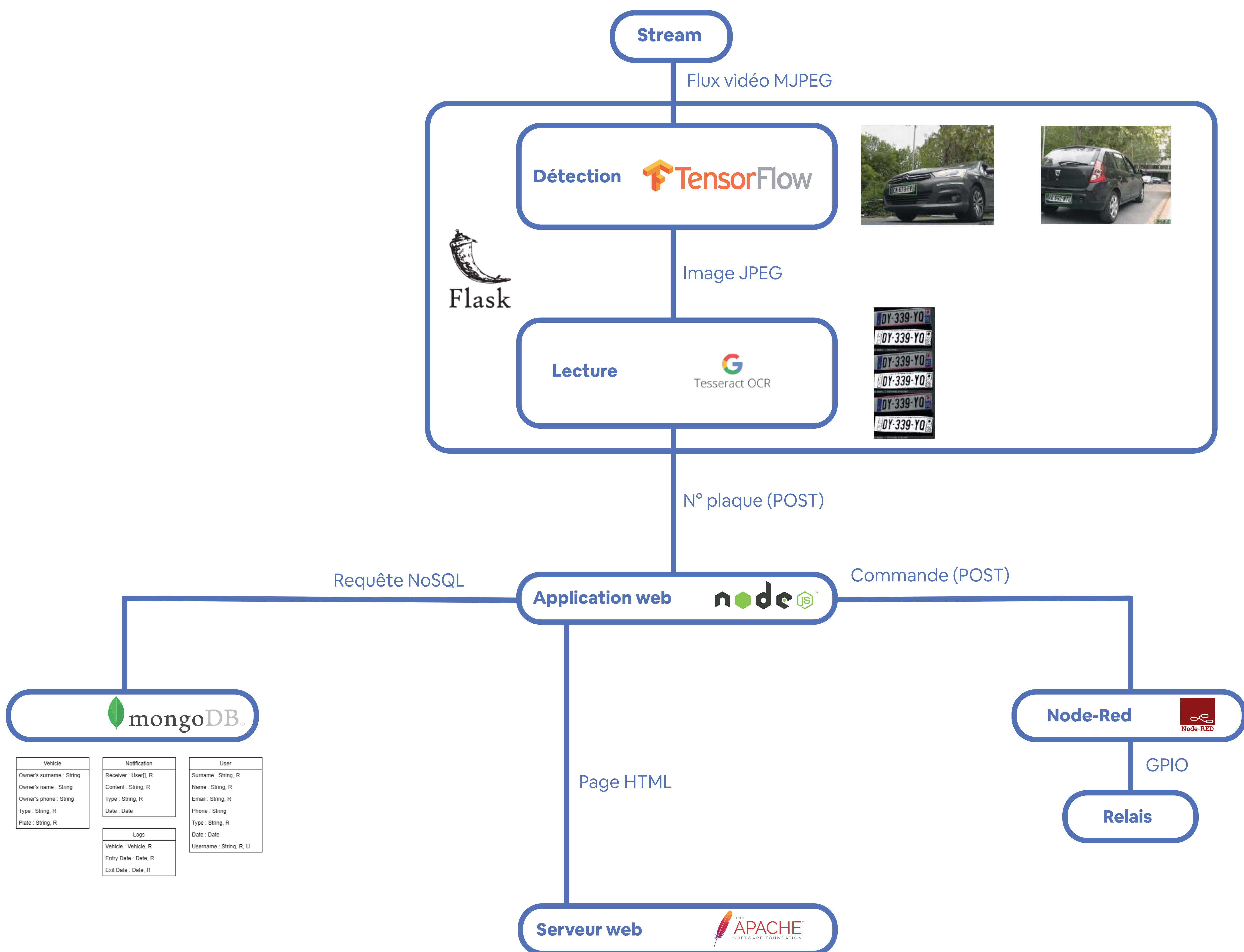
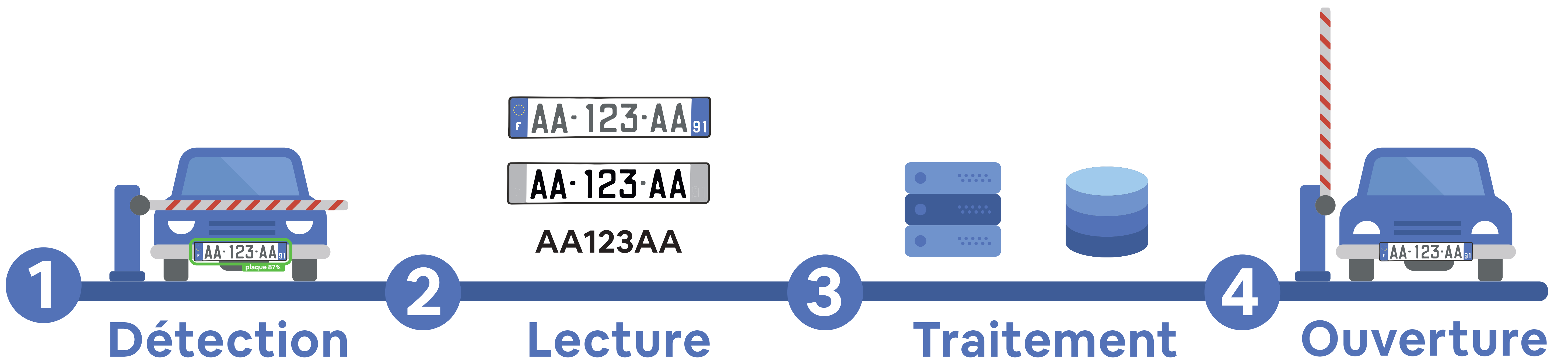
Interface de l'application Android créée avec son logo



Représentation graphique de la fréquence cardiaque

Parky

Application de gestion de parking automatique pour l'ESIEE Paris

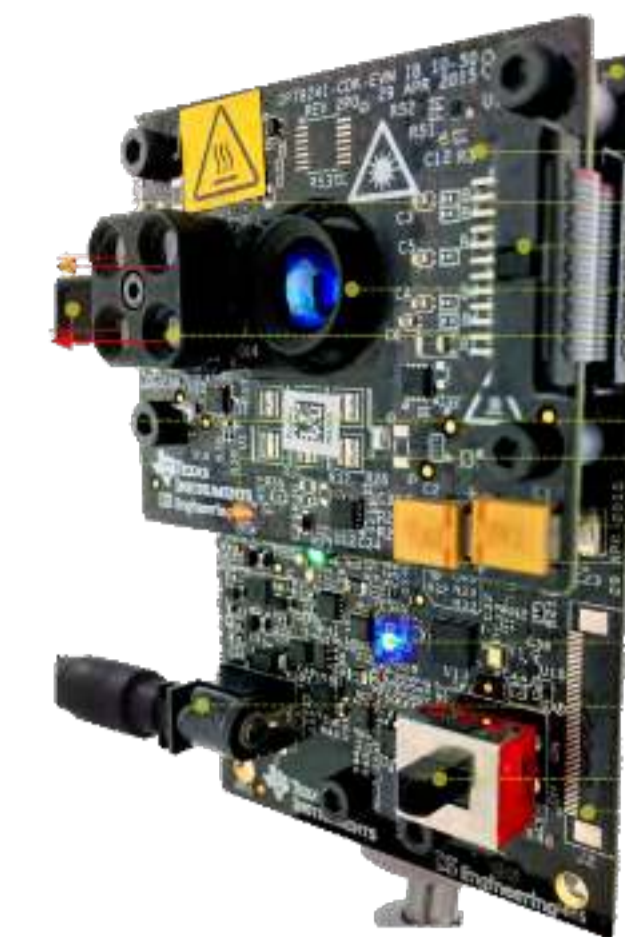


Suiveur : Imen KACHOURI
Antoine GELIN Sébastien
ZHOU Baptiste ADAM
Kévin TELLIER

People Counter with 3D Time of Flight Camera

Objective: Detect and count people located in an enclosed area in real-time using light-intensity-images (amplitude) and the measured distance relative to the time it takes for infrared light to be reflected on the camera (phase). With this information, increase significantly the accuracy without store facial data to grant privacy.

Description: Using a **Texas Instruments OPT8241 ToF 3D Camera** [Figure 1], we obtain sequences and preprocess them to reduce noise and normalize the background. Afterwards we detect faces using Deep Learning algorithms, and bodies using structural analysis and shape descriptors to have a confident, 3D based people counter.



[Figure 1]
TI ToF Camera

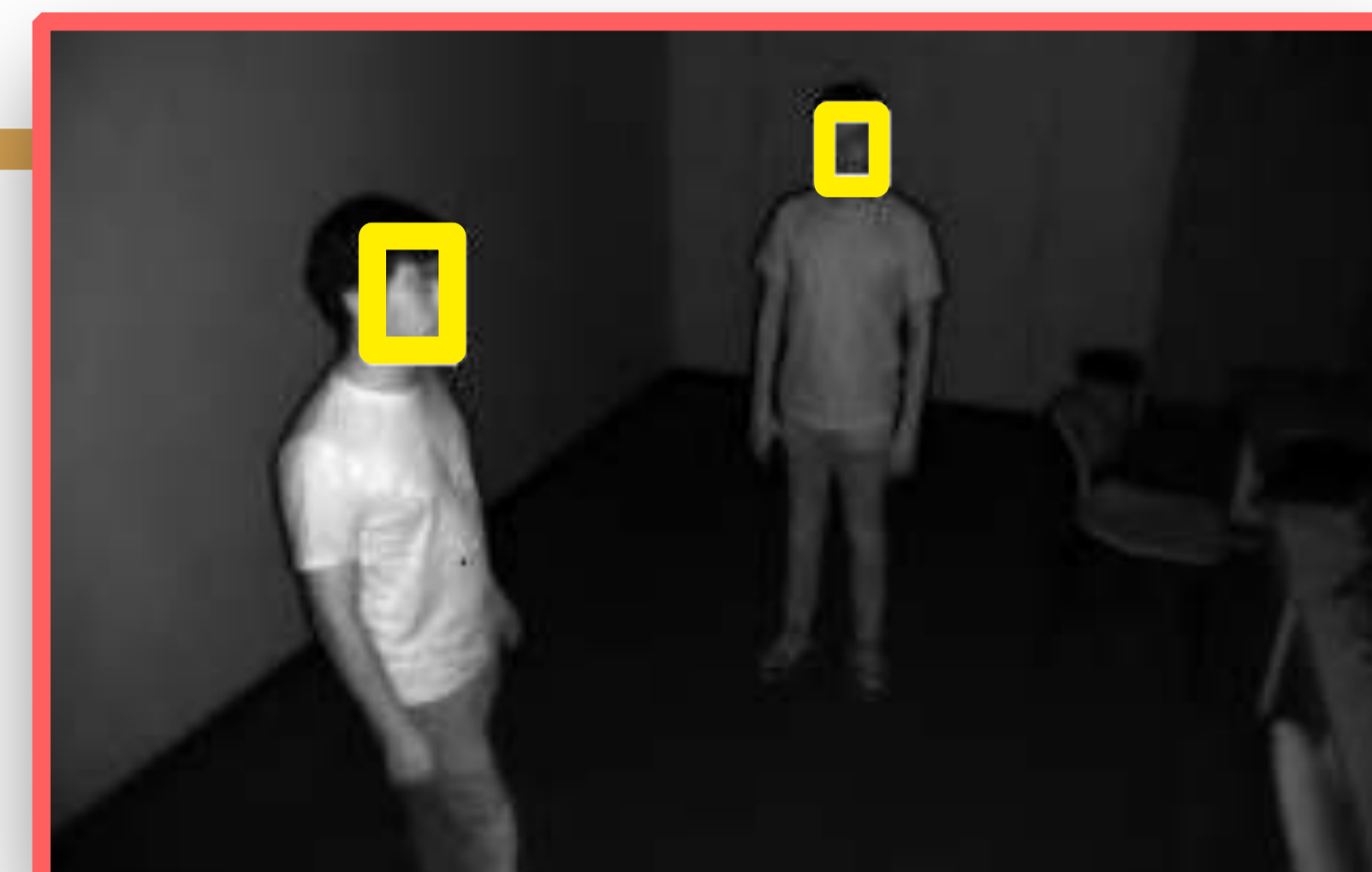
1 Stream

The camera generates phase and amplitude frames. We apply gaussian and morphological filters to separate the subjects from the background. A key benefit of the ToF camera is the ability to use depth to segregate foreground from the background.



2 Face Recognition

To recognize people with high confidence, we apply Tiny Faces deep learning architecture to the amplitude image, this architecture is able to detect faces at different scales, light levels and rotations giving better results than conventional approaches.



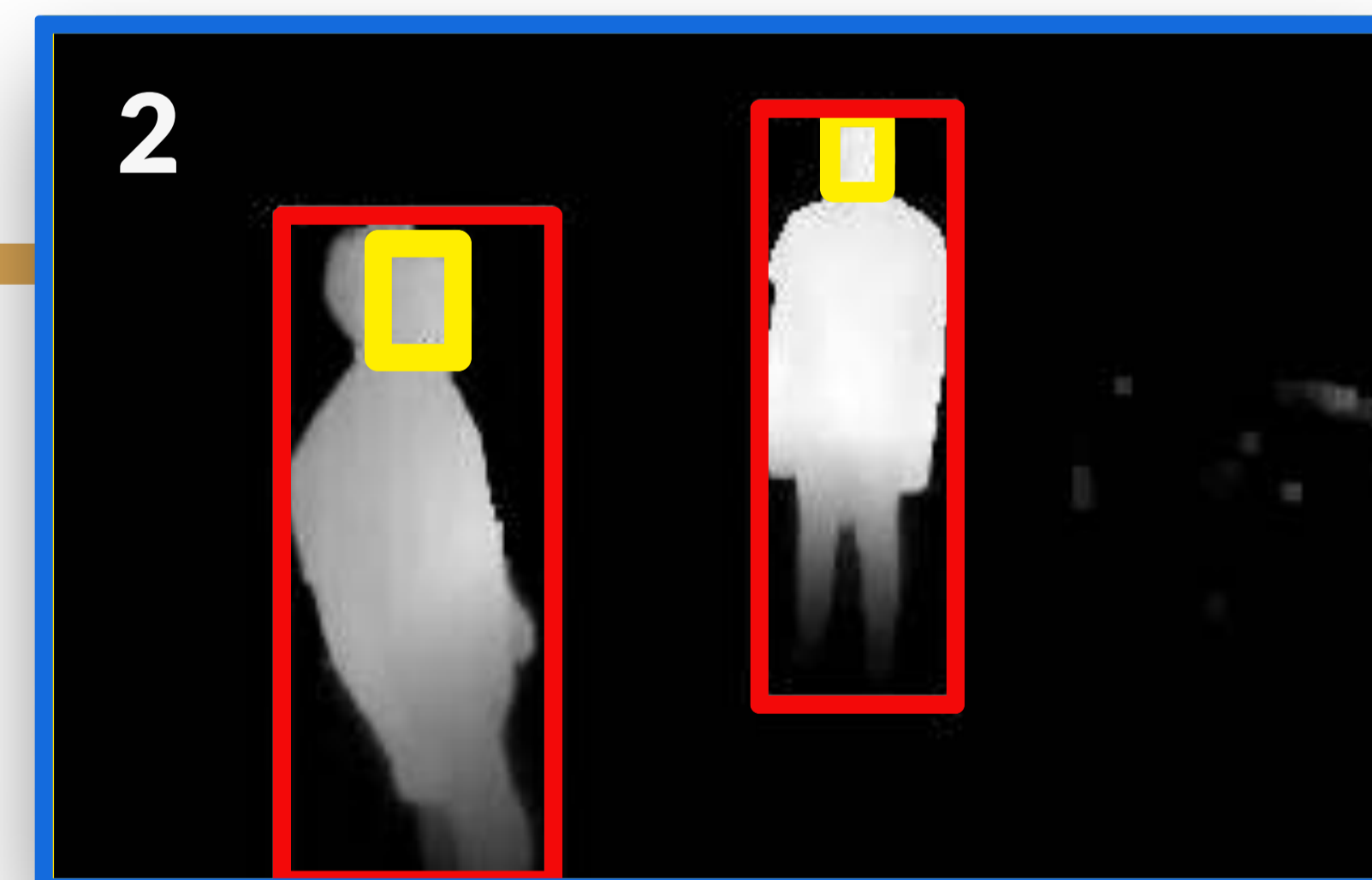
3 Body Recognition

To detect multiple bodies regardless of their position within the frame. Implementing connected components we separate one body from the other depending on the distance, we obtain the recognition of each one.



4 Recognition Intersection

We aim to an accurate system that would not confuse images of faces to actual people, for that reason, we intersect both recognitions to consider only faces inside bodies and display accurate results.



Results: We achieved a full human detection that validates both facial and body features with depth data to provide a more accurate recognition that follows a non conventional approach, without infringing peoples' privacy.

Future steps: Migrate to technologies such as GPU or FPGA to reduce detection time and implement people tracking to obtain more information about what the people do in the area.

Applications:

- Automatic ventilation control systems in enclosed buildings.
- Data gathering for marketing purposes.
- Wagon occupancy for train/metro logistics.

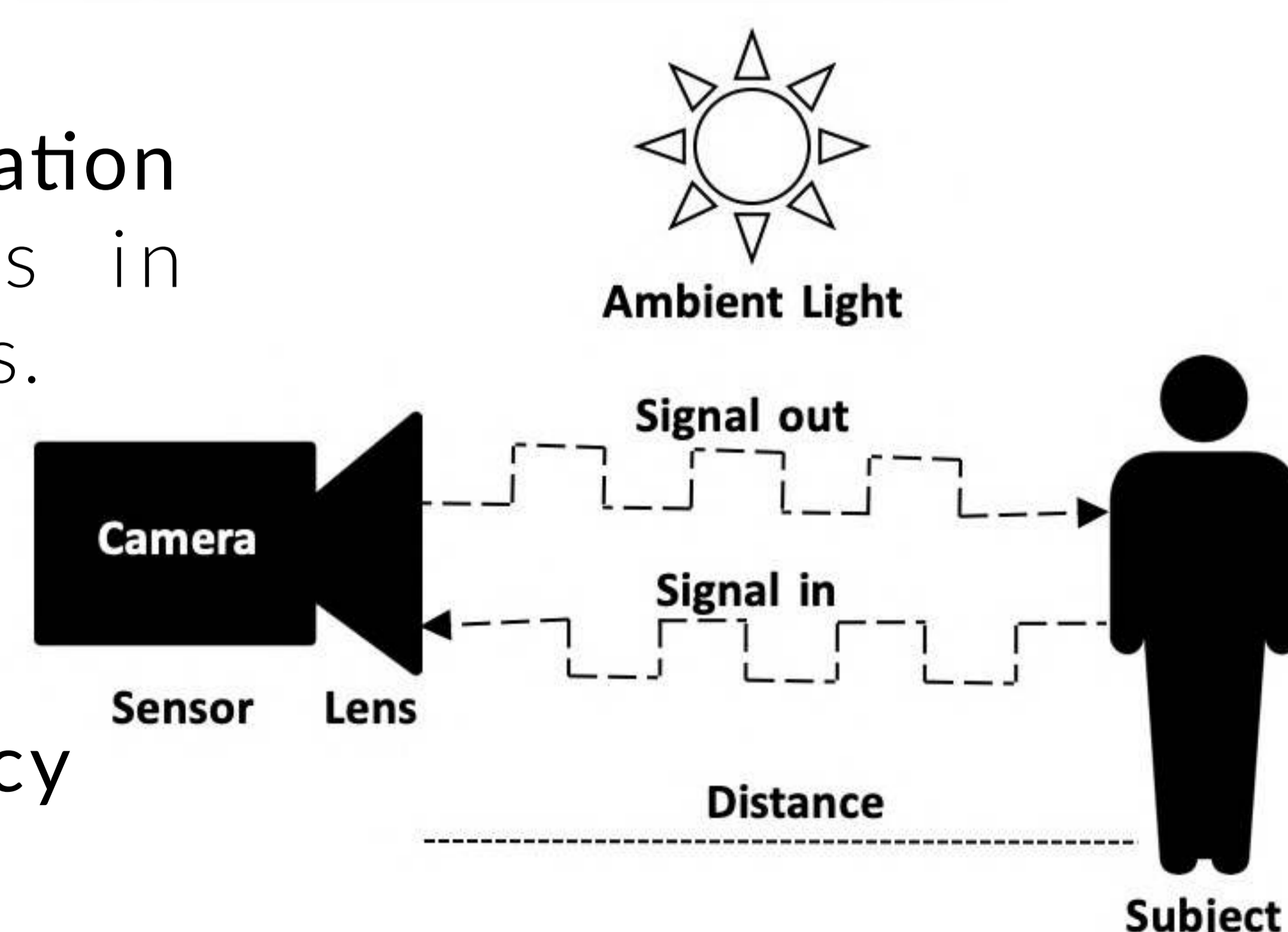


Figure 2. Time of Flight (ToF) measures distance relative to light traveling time.



Pitfall



2

Arènes



2

Personnages

Arena Fighter 1 v1 PC