ACCESS METAVISION INTELLIGENCE SDK FULL SOURCE CODE, CUSTOMIZE IT TO YOUR NEEDS, DISTRIBUTE IT FOR THE HARDWARE PLATFORM OF YOUR CHOICE.



OVERVIEW

- Create your own product with Metavision Intelligence software inside
 - Visualize events with our tools and libraries created by pioneers of event-based sensors
 - Process events with the largest set of event-based vision algorithms
 - Tune algorithms to your need with full access to source code
 - Share your product based on Prophesee sensors to your customer
- Get access to the source code of all the functional modules
 - Computer Vision, Analytics, Machine Learning, Camera Calibration and more
 - C++ and Python API
 - Code samples and tutorials
- Leverage the open-source architecture of the core modules to participate in the event-based community
- Compiles out of the box on Windows and Ubuntu
- Compatible with Prophesee vision systems and « Powered by Prophesee » partners' products
- Online documentation at docs.prophesee.ai (300+ pages, Jupyter notebooks, reference data, extensive guidelines...)
- Knowledge Center access (Technical app notes, Advanced hardware manuals, Personal ticketing tool, Community Forum and more)
- 2 hours premium support included (troubleshooting, application and code analysis etc...)
- Subject to Metavision Intelligence SDK Licensing Terms and Conditions with initial license fee and volumebased distribution fees
- Support for new versions for one year with additional year extensions available

PROPHESEE METAVISION INTELLIGENCE SDK - SOURCE

MODULE	DESCRIPTION	
HAL	Hardware Abstraction Layer. Generic access to hardware features of the cameras	
Base	Basic classes and utility functions used in other modules	
Core	Generic and commonly used processing blocks	
Core ML	Generic functions for Machine Learning, event_to_video and video_to_event pipelines	
Driver	User-friendly API to ease the interaction with event-based systems, access event data and control sensor settings. This module is based on HAL and allows access to all HAL classes.	
UI	Utility classes to manage on-screen display and react to system or user events	
CV	Algorithms to filter, transform or extract information from events streams	
CV3D	Algorithms to localize the camera in 3d and reconstruct its environment	
Analytics	prithms to monitor and analyze the event stream, e.g. counting, tracking, measuring rations etc.	
Calibration	Algorithms to calibrate an event-based camera	
ML	Python modules to manipulate event-based datasets and design event-based Neural Networks. Comes with pre-trained models and inference demos with event-based cameras	

Nb of Algorithm	95
Nb of Code Samples	67
Nb of Tools and Apps	11

USER-FRIENDLY API IN C++ AND PYTHON

<pre>int main(int argc, char *argv[]) {</pre>	
Metavision::Camera cam; // create the camera	def main():
	""" Main """
// open the first available camera	args = parse_args()
<pre>cam = Metavision::Camera::from_first_available();</pre>	
	# Events iterator on Camera or RAW file
<pre>// to analyze the events, we add a callback that will be called periodically</pre>	<pre>mv_iterator = EventsIterator(input_path=args.input_path, delta_t=1000)</pre>
<pre>// to give access to the latest events</pre>	
<pre>cam.cd().add callback(count events):</pre>	# Process events
	for evs in mv_iterator:
	if evs.size == 0:
// start the camera	print("The current event buffer is empty.")
cam.start();	else:
	<pre>min_t = evs['t'][0] # Get the timestamp of the first event of this callback</pre>
// keep running while the camera is on or the recording is not finished	<pre>max_t = evs['t'][-1] # Get the timestamp of the last event of this callback</pre>
<pre>while (cam.is_running()) {}</pre>	<pre>counter = evs.size # Local counter</pre>
	print(f"There were {counter} events in this event buffer.")
// stop the camera	<pre>print(f"The current buffer included events from {min_t} to {max_t} us.")</pre>
cam.stop();	
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