

Inverse Kinematics Implementation in an FPGA

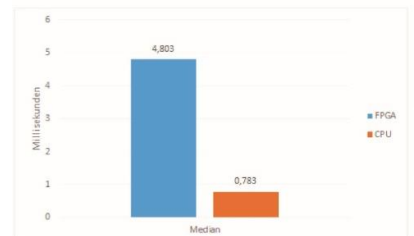
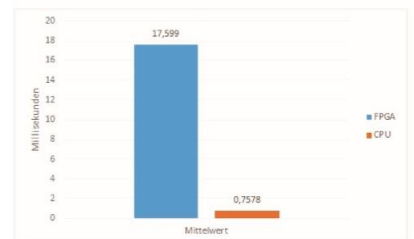
This thesis contributes to a project in which Trinity College in Dublin and the Institute for Embedded Systems in Winterthur collaborate. Trinity College is working on a service robot to help disabled and elderly people in their every day life. It is currently being evaluated, what kind of platform is best suited to control such a system. In this context, the Institute of Embedded Systems evaluates the performance of FPGAs.

The main question of this thesis is: How well does a forward-kinematics algorithm perform on an FPGA, compared to a CPU? This thesis deals with the topics: What is an FPGA, benchmark methodologies of CPU, GPU and FPGA, the implementation and execution on a FPGA. The results show that a CPU outperforms an FPGA in terms of the forwardkinematics algorithm. Generally, the conclusion is that a CPU outperforms an FPGA when it comes to sine and cosine functions.



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The mean value and median of the test series of execution time of an forward kinematics algorithm on an FPGA and a CPU