

VL

VL:

1. .
2. ... : **VL**.

•

, :

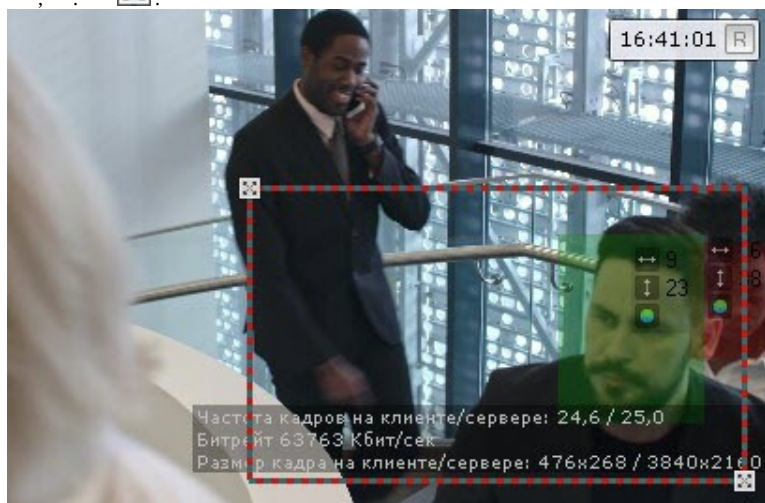
		,, . VL
		.
		. , (.)
		.
		.
	VL	
	640	(640). [640, 10 000]. : • , . • , . • , , .  , 2048*1536, 1000. 2 (512*384), .. (1024 > 1000). , .
		. - XingYun (. fish-eye), 2 180. .
	Auto	. GPU (NVIDIA NVDEC). , Intel Quick Sync Video. CPU
	CPU	
	GPU	
	HuaweiNPU	
	VL	()
		. (.) , (). , (.)
	60	. , 90. , , . [1, 100]
	10	. [1, 100]
		. , (.)
		. , ,
		 5.

CPU	— Nvidia (Nvidia GPU)
Nvidia GPU 0	 ! Nvidia GPU .
Nvidia GPU 1	
Nvidia GPU 2	
Nvidia GPU 3	
Huawei NPU	

 !
ITV.

1	• 1 , 3. • 2 , . • 3 , . .
2	
3	
	, , , , (.)
18	, TrackEngine , [1, 10 000]
3	, , TrackEngine , [1, 10 000]  TrackEngine , . TrackEngine , FaceEngine.
30	[1, 100]
1	, [1, 10 000]
/ (°) 45	[0, 90]
/ (°) 45	[0, 90]
	,
/ (°) 45	[-90, 90]
/ (°) -45	[-90, 90]
2	, [1, 10 000]

 !
SDK VL_SDK_VERBOSE_LOGGING=1 ([9.](#)).



Применить

Отмена