

DAFTAR GAMBAR

Figure 2.1 Sampling frame ruang 1366 x 768 pixel.....	11
Figure 2.2. Sampling 26 frame per detik	11
Figure 2.3 Block Intrapicture	13
Figure 2.4 a) frame ke-n b) frame ke-(n+1)	13
Figure 3.1 Diagram Block Sistem Robot	16
Figure 3.2 Desain Mekanik	17
Figure 3.3 Model Dinamik.....	18
Figure 3.4 Model 3D robot	19
Figure 3.5 Skematik Pembalik Arah (pengubah urutan fasa dengan DPDT)	20
Figure 3.6 Skematik Beaglebone Cape	21
Figure 3.7 Diagram Block Codec Mode Lossless.....	22
Figure 3.8 Urutan penomoran CU pada CTB	24
Figure 3.9 Partisi gambar I-Frame	25
Figure 3.10 <i>Flowchart Intra Frame Compression</i>	26
Figure 3.11 a) nilai pixel n-1 b) nilai pixel n c) <i>reference table</i>	27
Figure 3.12 <i>Flowchart Inter Frame Compression</i>	27
Figure 3.13 <i>Flowchart Frame-Shuffling Encryption</i>	28
Figure 4.1 Pengujian Sistem BeagleBone	30
Figure 4.2 Pengujian Hello World di c++	31
Figure 4.3 Pengujian Robot Pada Aquarium	32
Figure 4.4 Pengujian USB Kamera	34
Figure 4.5 Pengujian akuisisi gambar 432x240	40
Figure 4.6 a. raw data (kiri) b. decoded data (kanan).....	42
Figure 4.7 Struktur file CTB video terkompresi	42
Figure 4.8 Perbandingan data asli dengan data rekonstruksi.	43
Figure 4.9. Shifted Coding Tree Blocks	45