

Thirty Gallon Robot, Movement and Obstacle Avoidance

April 22, 2022

Presented by:

Fernando Diaz, UlugBek Abdullayev, Jonathan Gomez, Brandon Jester

Team Mentor:

Han Peng



Robotics

Robotics is a great field, continually expanding. Many manufacturers currently use a form of robotics to facilitate manufacturing of products given the high demand.

Autonomous driving is also a field of robotics being currently tested, and many big companies such as Tesla, Ford, and others currently search for a solution.

The Client: Dr. Leverington

- Lecturer of Computer Science at NAU
- Wants a “wow” factor to bring in new engineering students
 - Autonomous touring robot will inspire more people to join the school



The Thirty Gallon Robot



Big Picture:

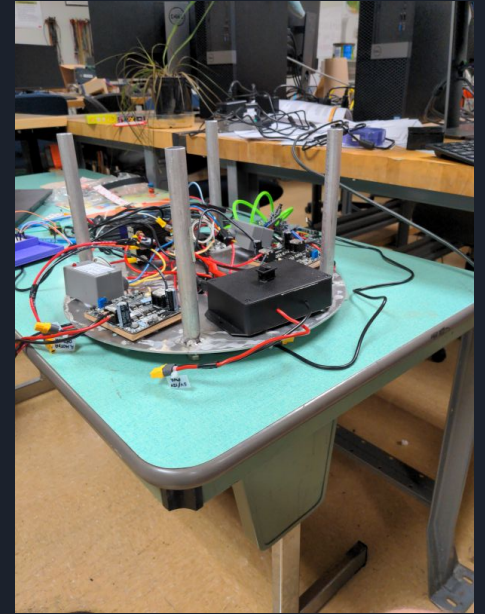
- Full touring implementation requires multiple modules operating together
- Obstacle avoidance and autonomous movement are crucial implementations for further development
- Need an affordable robot that can give tours and easy to build

Project Objectives:

- Autonomous navigation module can be difficult to implement, given the vast amount of variables that may be present, such as obstacles.
- Obstacle avoidance must also be recognized and handled appropriately.

Problem Overview

- The hardware doesn't move on its own.
- No control unit for autonomous driving and obstacle avoidance
- Currently no software architecture that employs the use of the components.



Solution Statement

Our plan is to implement three major components:

- Autonomous Movement module
- Obstacle Avoidance module
- Affordable Control Unit

Implemented with:

- Robot uses a raspberry pi as the central computer and controller.
 - Controls motors
- Kinect sensor for detecting obstacles
 - Tells the pi when it should avoid an object
- Small camera module for end of hallway detection
 - Image classification/recognition via deep learning



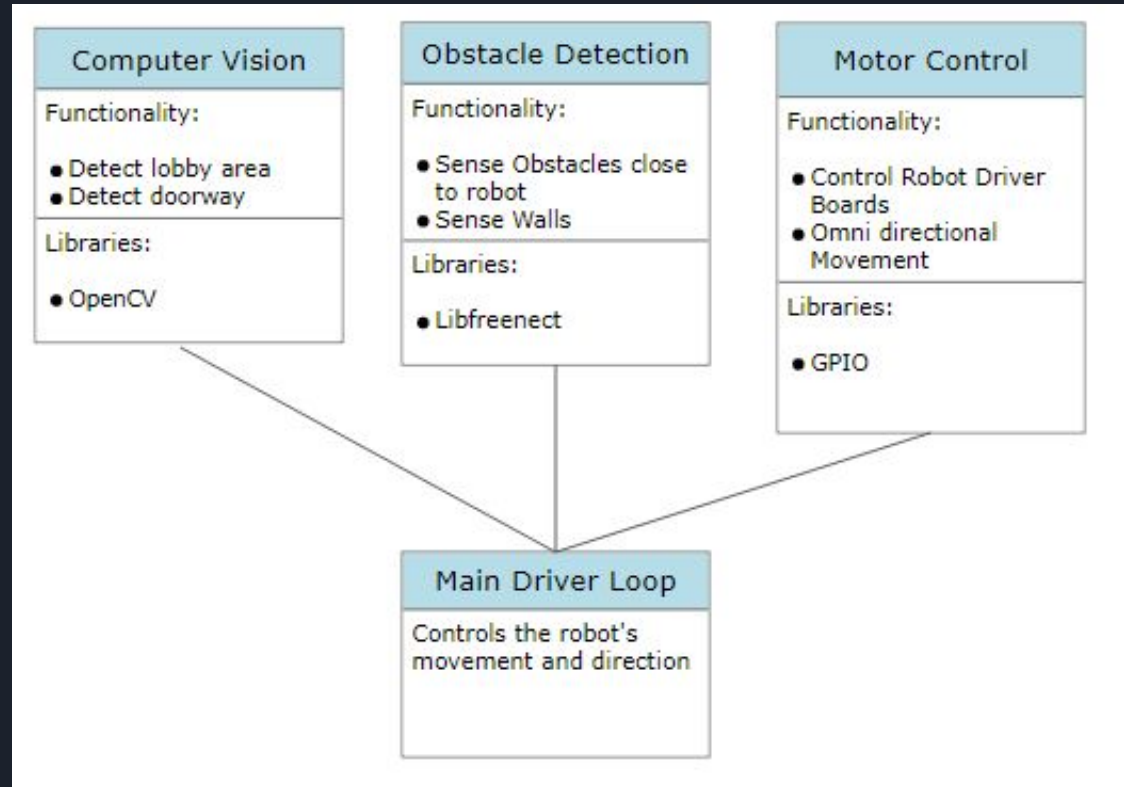
Requirements

- Autonomously move down the long hallway of the second floor engineering building
 - Move at the average human walking speed
- Avoid any obstacles in the way
 - These obstacles may be random
 - 1 to 3 meters away
 - At least $\frac{1}{2}$ meter tall
- Detect when the robot has reached the end of the hallway
- Be able to turn around and come back
- Detect when it has returned the starting point and stop moving



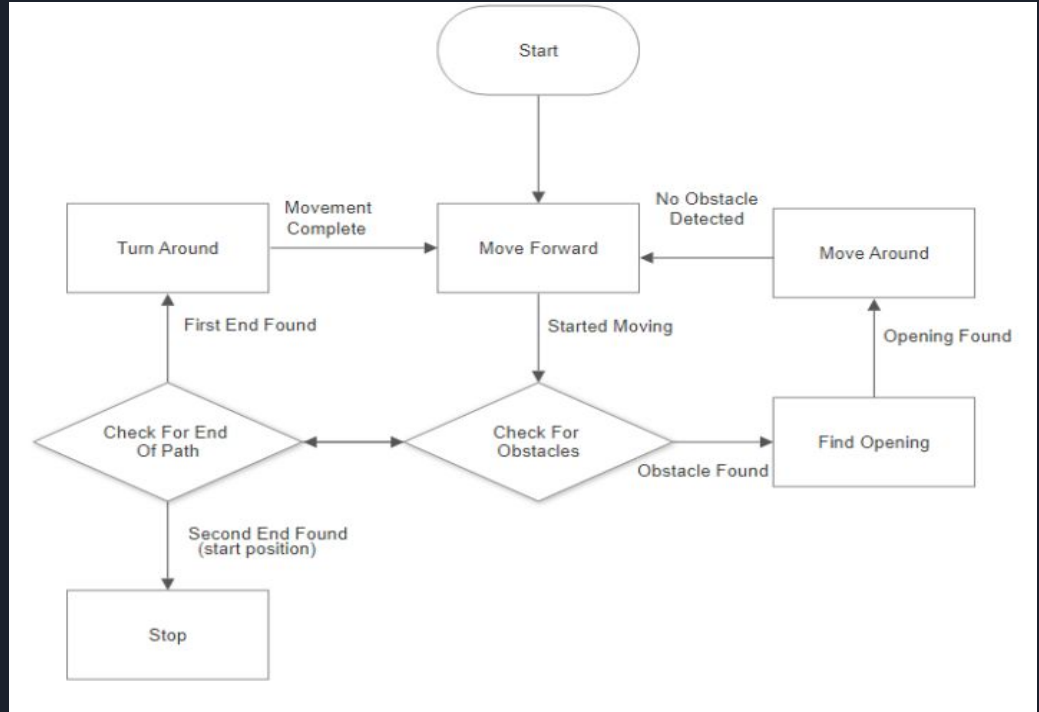
Architecture Overview

- Computer Vision:
 - OpenCV
 - Allow camera access
 - Deep CNN
- Obstacle Detection:
 - Libfreenect
 - Allow Kinect Sensor access
 - Object detection
- Motor Control
 - GPIO
 - Allows access to motors
 - Robot movement



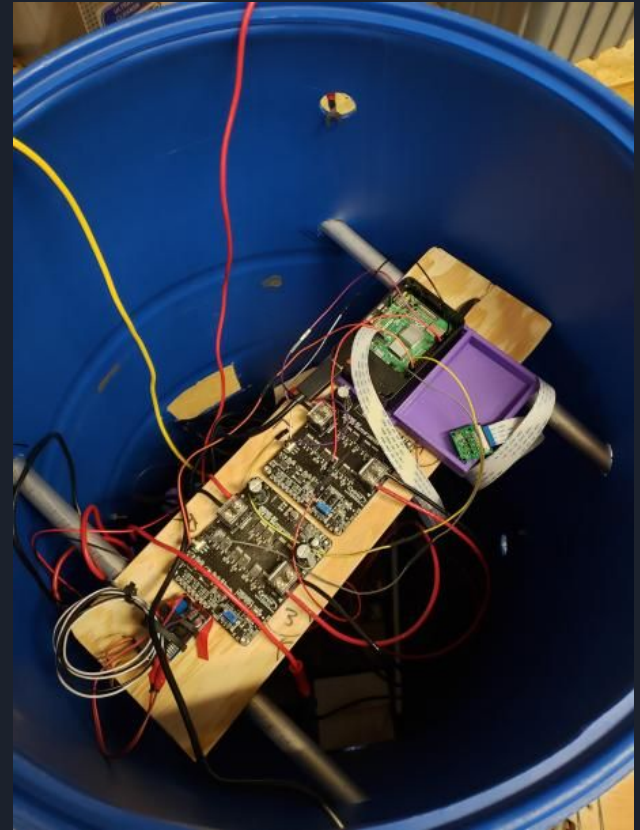
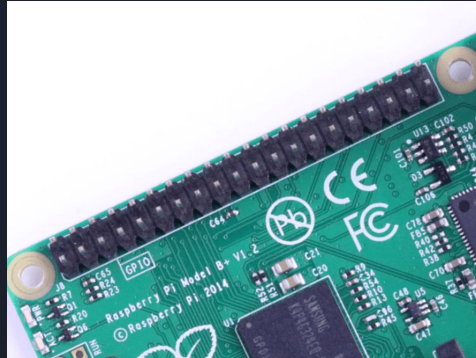
Implementation Overview

- One main loop
 - Does constant checking for obstacles and end of hallway conditions
- Checks for two end of hallway conditions
- Checks for obstacles in path



Prototype Review - Control Unit

- Hardware connection between the Raspberry Pi's GPIO pins and the motor driver pins
- Provides interface that may be called upon in the program:
 - `move_forward()`
 - `move_backward()`
 - `turn_left()`
 - `turn_right()`
 - `stop()`



Prototype Review - Obstacle Detection

- The kinect sensor is opened and the depth images are taken and processed
- The side in which an obstacle lies on will be determined and rotate the robot in the opposite way
- Finding an opening resulting in the robot continuing forward down its path





Prototype Review - Hallway Detection

- The images from the Raspberry Pi Camera are received and are used to predict which end of the hall the robot is at using the deep learning model.
- In order to account for false positives we check that the camera detects the same end of the hall multiple times consecutively.
- The first end detection results in the robot turning around, and the second ends the program.

```
rpi@rpi:~/ThirtyGallon$ python3 main.py
===== PROGRAM STARTING =====
Trying To Open Kinect...
Kinect Opened
Moving Forward
Checking for Obstacle
Obstacle Found, Waiting 3 seconds -----
Obstacle On Left Side|XXXXXXXXXXXXXXXXXXXXX
>>>> Turning Right >>>>

Opening Found, Continuing -----
Moving Forward
Checking for Obstacle
Result = LOBBY      Lobby +++: 1 | Door +++: 0
Result = LOBBY      Lobby +++: 2 | Door +++: 0
Result = LOBBY      Lobby +++: 3 | Door +++: 0

END OF HALLWAY - LOBBY
TURNING AROUND

Obstacle Found, Waiting 3 seconds -----

XXXXXXXXXXXXXXXXXXXXX|Obstacle On Right Side
<<<<< Turning Left <<<<<

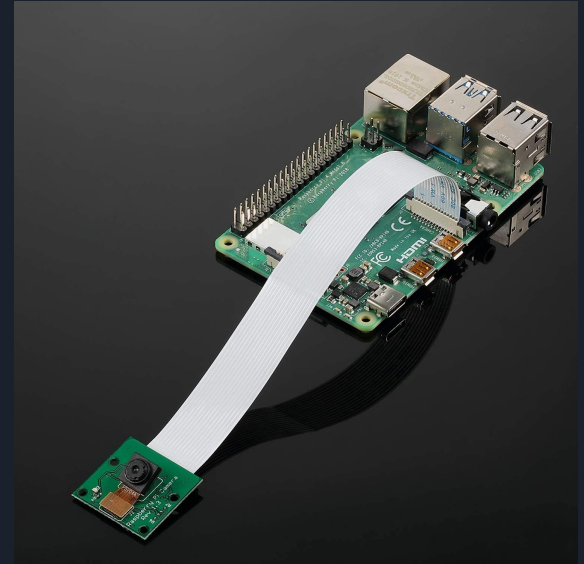
Opening Found, Continuing -----
Moving Forward
Checking for Obstacle
Result = DOOR      Lobby +++: 0 | Door +++: 1
Result = DOOR      Lobby +++: 0 | Door +++: 2
Result = DOOR      Lobby +++: 0 | Door +++: 3

END OF HALLWAY - DOOR
STOPPING PROGRAM
===== PROGRAM ENDED =====
```



Challenges and Resolutions

- Detecting the end of the robot's path
 - Implementing a small camera
 - Using AI to model and recognize the end of the path
- Electrical issues with robot
 - Getting the robot re-built with more sound architecture
 - Reengineer power module and drivetrain for the robot



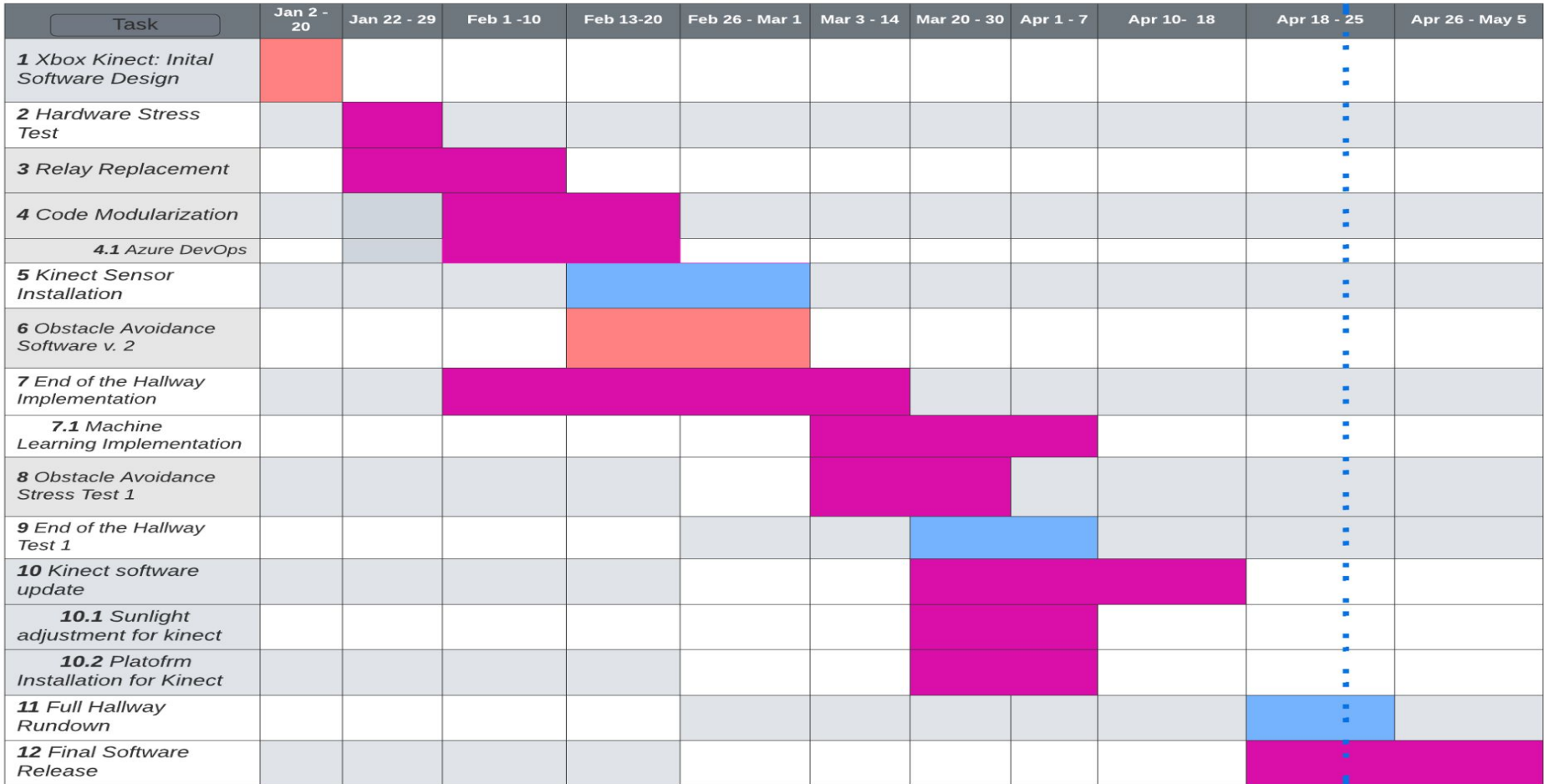
Testing Plan

- Unit and Integration testing is used to ensure full functionality of the thirty-gallon robot.
- Computer Vision is integrated with Obstacle Avoidance.
- Hardware Stress Test for potential overload
- Obstacle Avoidance, and will scan for appropriate obstacles and possible end of the hallway.
- Qualitative testing has been conducted to test for end-user usability.



Implementation Timeline

Thirty-Gallon Robot





Future Work

- Kinect infrared sensor is impacted by sunlight
 - Manage infrared sensor to avoid sunlight exposure
- Robot localization needs to be implemented
 - Future teams need to have a module for robot to localize itself in indoor environment



Conclusion

- Cheaper implementation of robotics can open learning opportunities
- Dr. Leverington is looking for an initial software architecture as proof of concept for touring robot
- Team Poseidon Wayfinding has implemented obstacle avoidance and autonomous movement
- Raspberry Pi module and integration of machine learning can enhance performance
 - Future teams and stakeholders can further develop the software architecture

THANK YOU

