



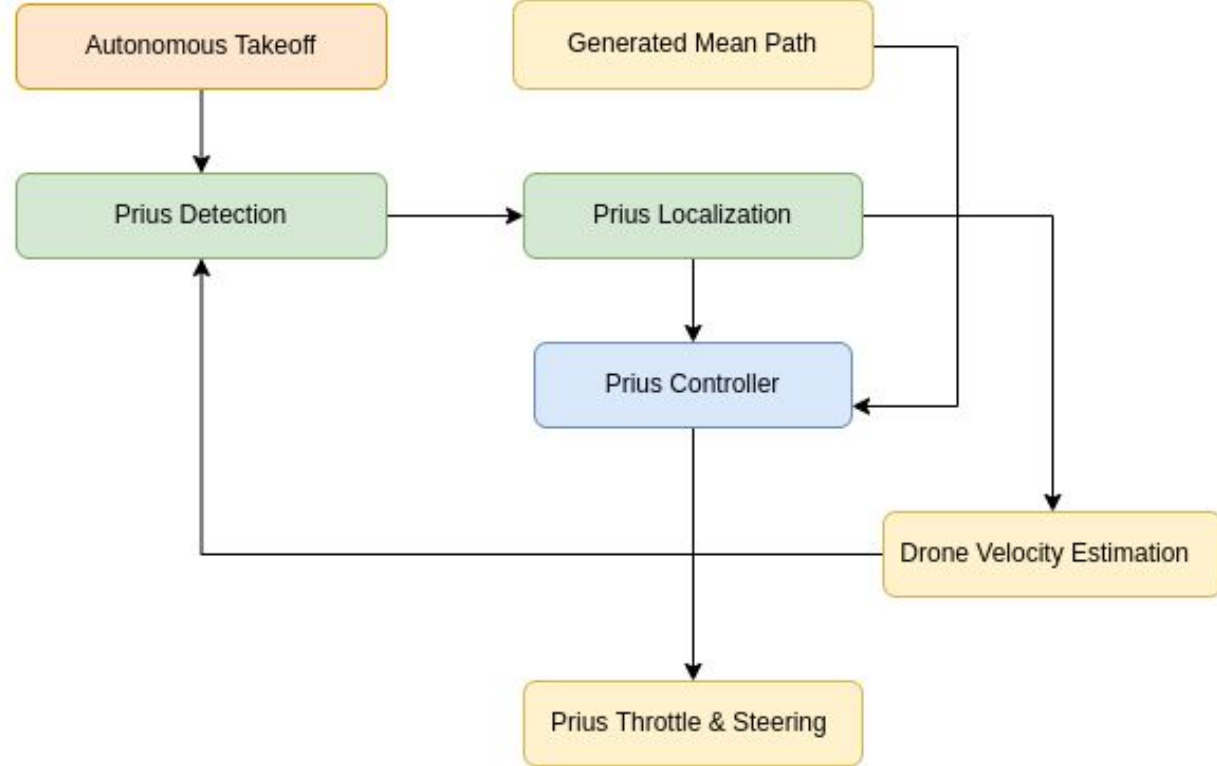
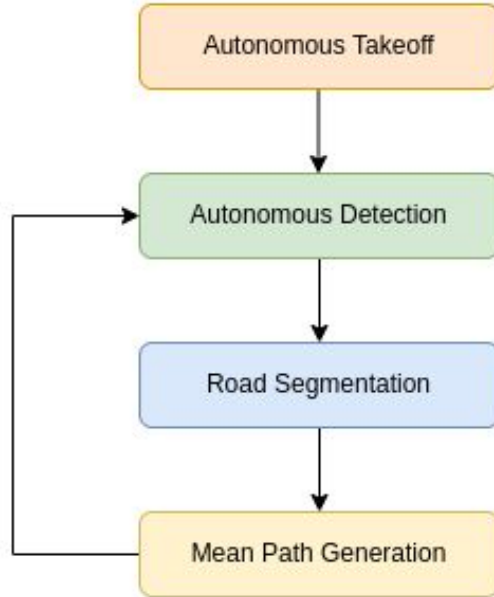
# D.R.D.O UAV Guided UGV Navigation Challenge

TEAM 10

INTER IIT TECH-MEET 10.0



# Approach



# Approach (contd.)

## SEGMENTATION

Road is segmented from the pointcloud using RANSAC along with some heuristics and algorithms for eliminating rogue data.

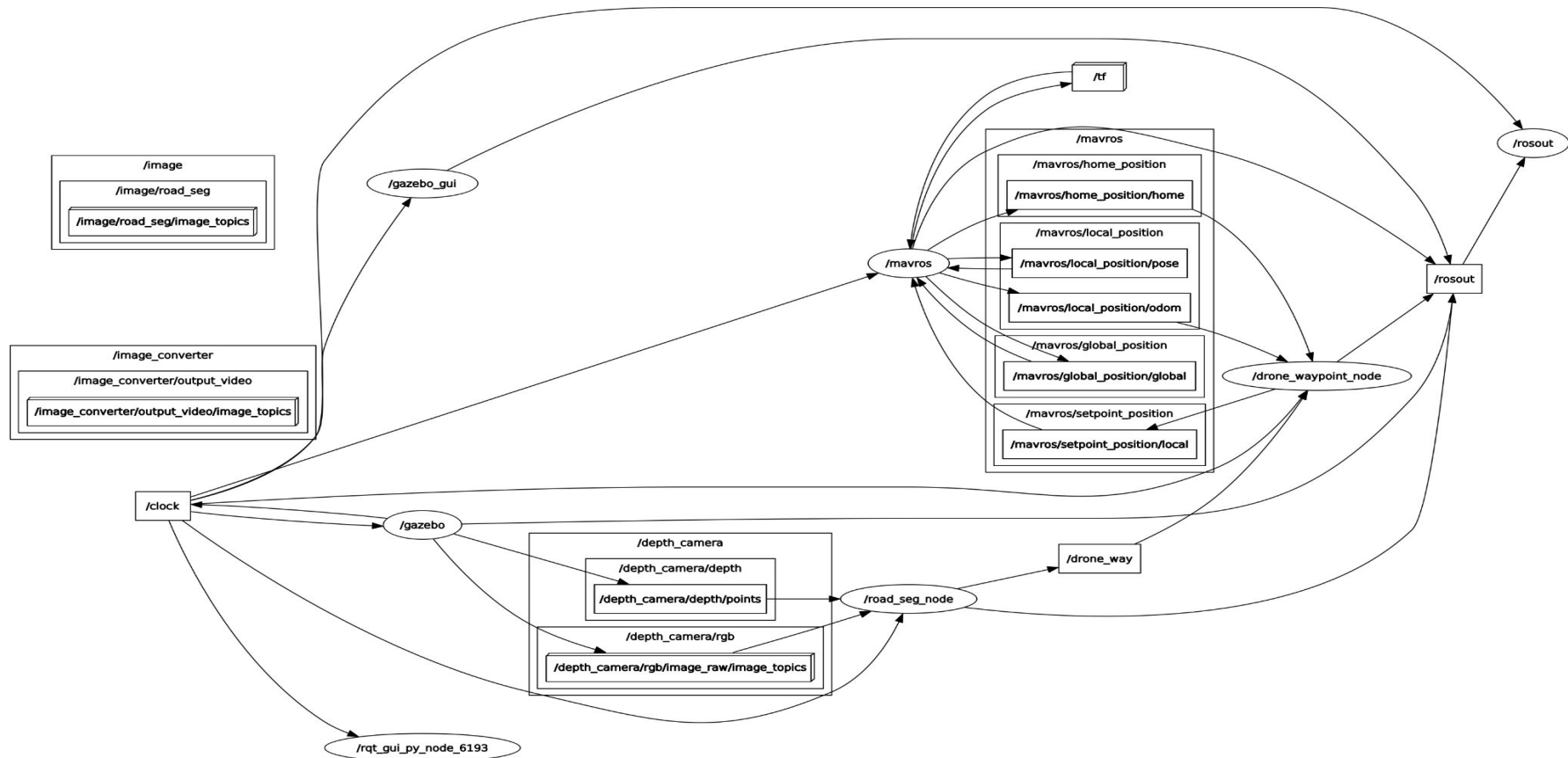
## MEAN PATH DETECTION

MinRectArea and PCA module of OpenCV library for waypoint calculation  
Frame transformations to get the waypoints in map(global) frame

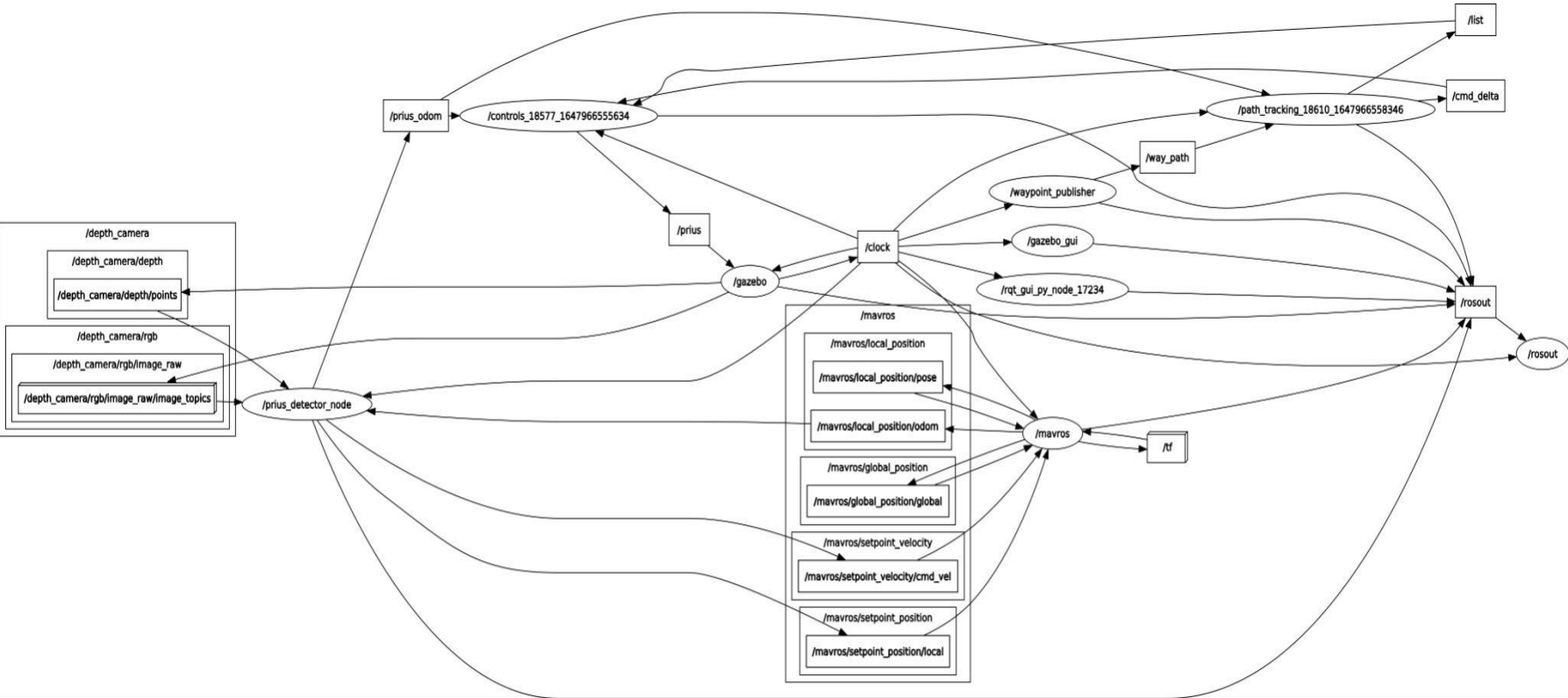
## CONTROLLER

The prius is navigated along produced waypoint using controller. The UAV camera is used provide visual feedback for minimal navigation error.

# Software Architecture Graph: Segmentation



# Software Architecture Graph : UAV Guided UGV



# Software Architecture: Mapping Nodes

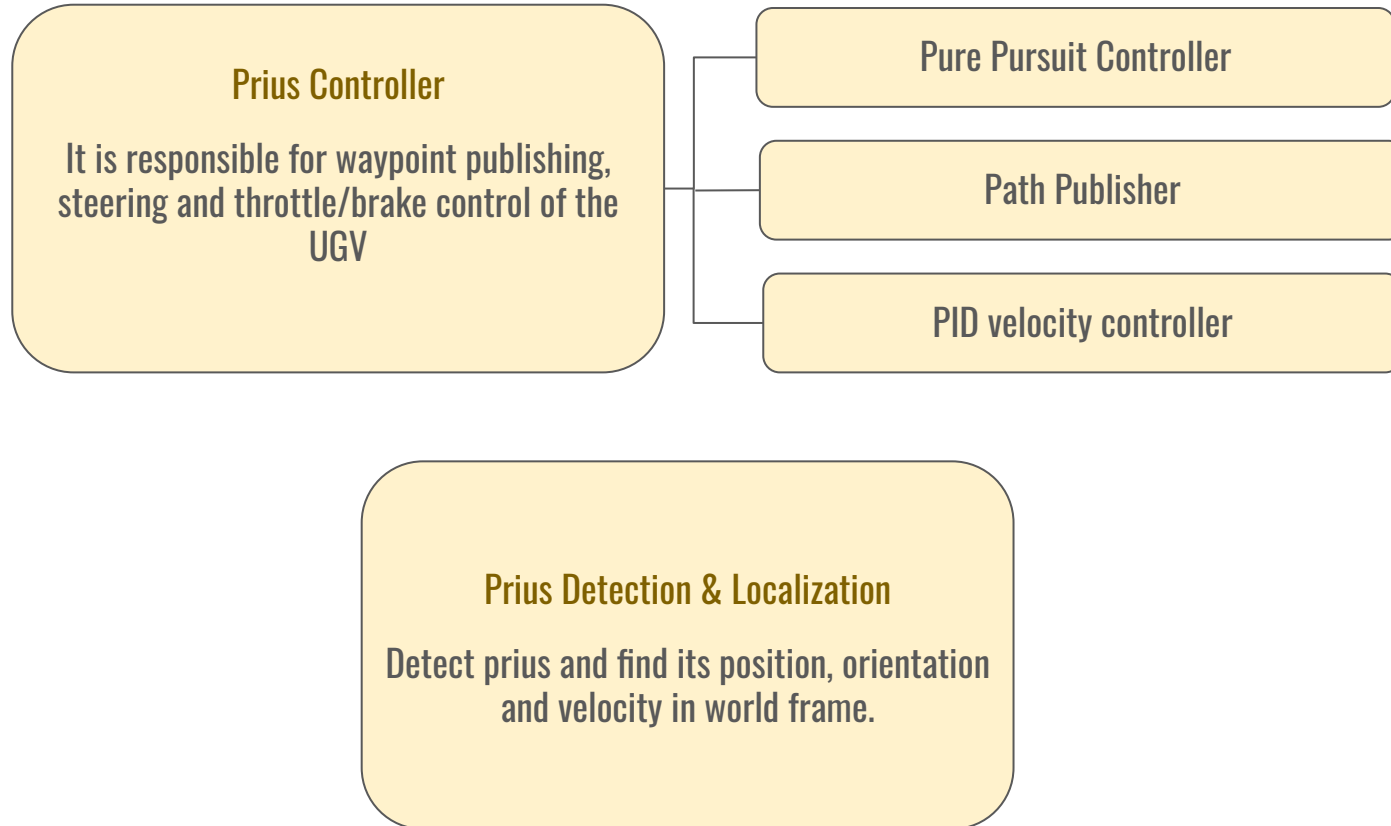
## road\_seg\_node

Segment the road from the pointcloud obtained from camera and find mean path to calculate further waypoints for the drone and prius.

## mapping\_fsm\_node

Converts the waypoints from camera frame to drone frame and then further to world frame.

# Software Architecture: Controller Nodes

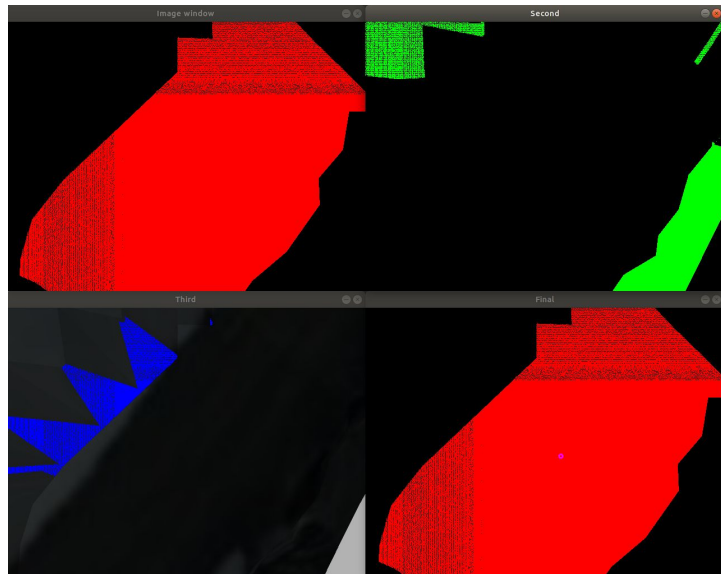


# Road segmentation

- `pcl::RANSAC` algorithm is used to get three planes from pointcloud
- Z-value (average slope) computed for planes and small size penalty applied, if applicable. Planes are sorted on this basis.

## Case 1: Ranking is conclusive

- Plane with lowest Z-value is selected as road. *prevZ* value is updated.
- $$\text{prevZ} = \text{prevZ} * (1 - \text{gamma}) + \text{average\_depth\_of\_road} * \text{gamma}$$

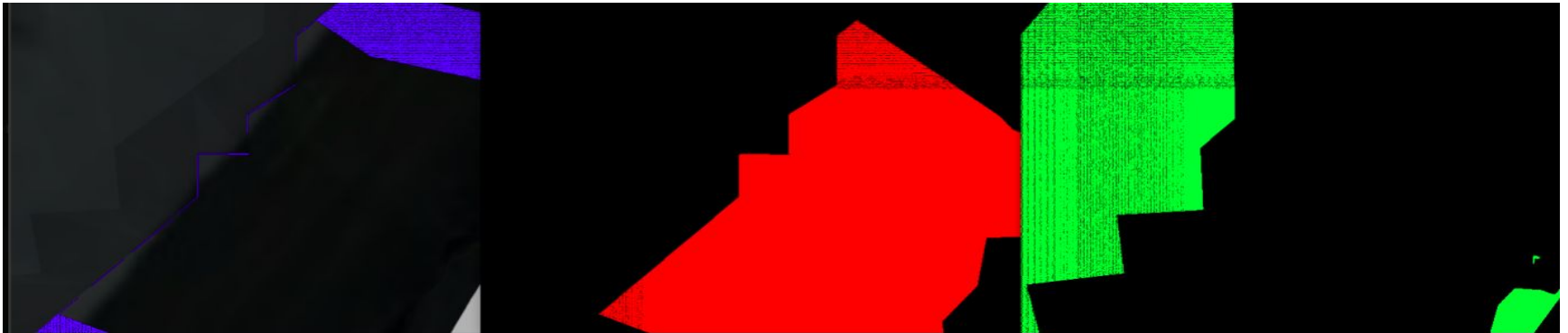




# Road segmentation(contd.)

## Case 2: Ranking is uncertain and inconclusive

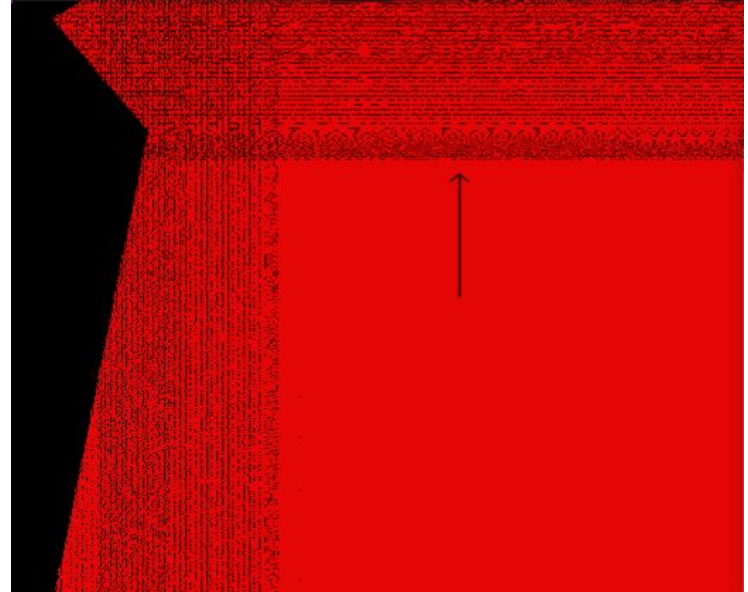
- Time based filtering is applied using the prevZ value.
- Average depth is computed for planes with very close Z-values.
- The plane with the closest depth to the prevZ value is selected as road.
- prevZ value is updated.



# Mean Path Detection

The module uses three avenues of approach in concert with each other.

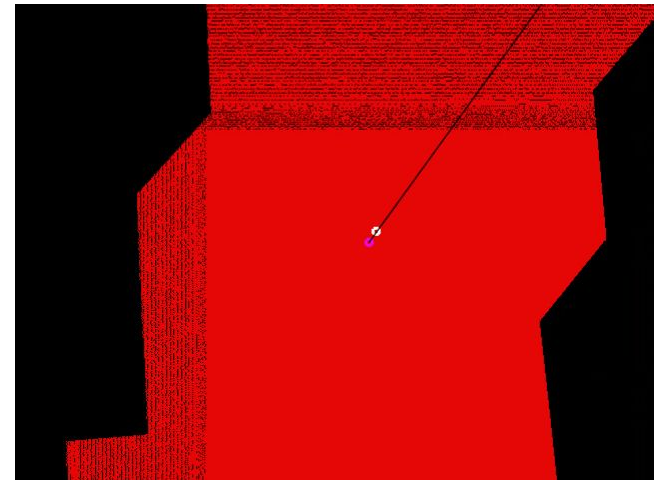
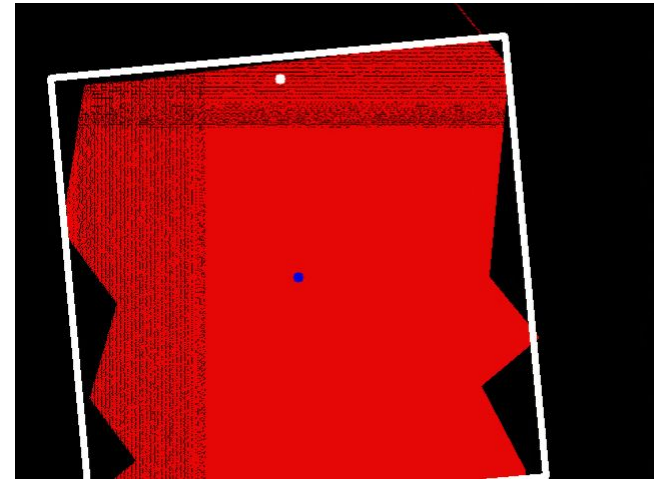
- **Situation 1: When major part of the road is detected**
  - Calculated ratio of pixels of road( $N_0$ ) by total number of pixels( $N$ ) and compared it to certain threshold.
  - In this situation drone was given waypoint to move straight on the road.



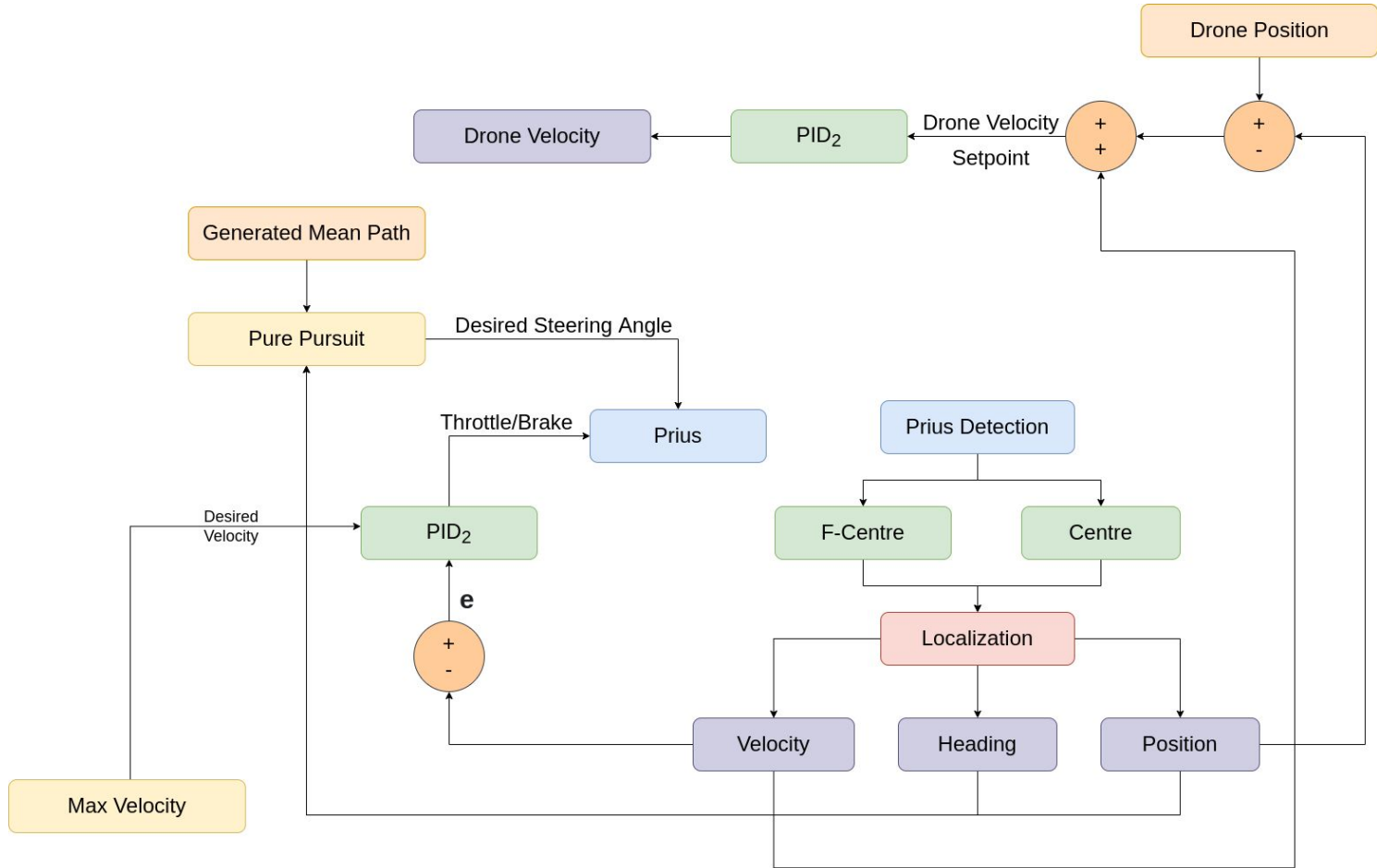
# Mean Path Detection(contd.)

- **Situation 2: When only a part of road is detected.**
  - `cv::MinAreaRect` was used to fit a rotated rectangle around road.
  - If ratio of area of Rectangle( $A_R$ ) and Area of Contour of road( $A_c$ ) is smaller than a given threshold, drone was given waypoint in the direction of orientation of road.
  - Otherwise, `cv::PCA` was used to get direction of movement.

**Corrective measure** -If the detected road center was too far from image center, drone was directed to rectify the offset. Waypoint generated was not used for prius.



# UAV Guided UGV Algorithm



# UGV Path Follower guided by UAV

## → UGV Controller for Path Following

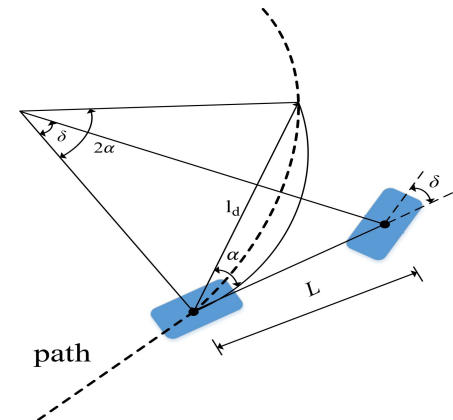
### ◆ Pure Pursuit Controller:

Returns the required steering angle to follow the desired path by considering the following parameters:

- current position
- heading angle
- lookahead distance

### ◆ PID Velocity Controller:

Maintains the desired speed by giving required throttle/brake, considering the current speed.

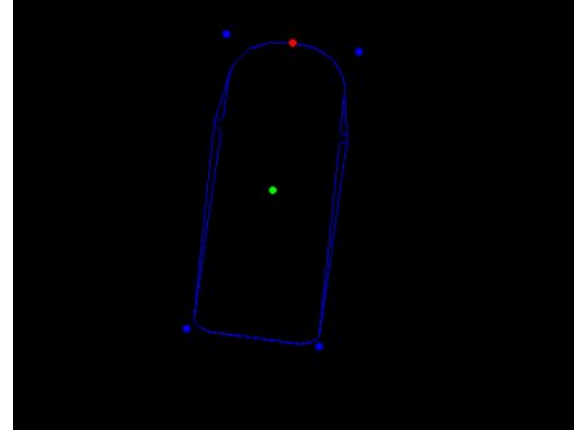


## → UGV Detection

Since UGV lacks any sensor we need to localize UGV. Following algorithms were used to detect the Prius.

- Inrange colour selection
- Gaussian Blur
- Convex Hull
- Feature Count ( for robustness )
- Corner extraction via Rectangle fitting

Using the four corners of prius, we can find the center point of the prius and the midpoint between the front wheels.



## → UGV Localization

- Coordinate transformation is performed on the required coordinates
- Data passed to control system in order to guide UGV with minimal error



Prius velocity is calculated for feedback using change in center coordinates with respect to time.

$$\text{detected\_speed} = | d(x,y)/dt |$$

## → UGV Tracking

- The UAV is given a velocity setpoint such that the UGV is always present in the camera's FOV.
- For calculating setpoint, UGV's pose, orientation and velocity is calculated using OpenCV algorithms.

$$\text{drone\_velocity}(x,y) = k(\text{prius\_position}(x,y) - \text{drone\_position}(x,y)) + \text{prius\_velocity}(x,y)$$

$$\text{drone\_velocity}(z) = k_z(\text{prius\_position}(z) - \text{drone\_position}(z) + 18)$$

$$\text{drone\_angular\_velocity}(z) = k(\text{prius\_yaw} - \text{drone\_yaw}) + \text{prius\_angular\_velocity}(z)$$



# Performance Analysis

<b><u>Computation</u></b>	<b><u>Cost</u></b>
Gazebo	~1.0 cores
Segmentation and Mapping	~1.0 cores
UAV guided UGV	~2.0 cores

<b><u>Local System Specifications</u></b>	
OS	Ubuntu 18.04
Processor	Intel® Core™ i7-10750H CPU @ 2.60GHz × 12
Graphics	GeForce GTX 1660 Ti/PCIe/SSE2

## Previously tried approaches

- Normal Extraction for plane segmentation :- Relies on utilising neighbourhood data for a point which proved too computationally expensive.
- At a constant velocity UGV fails to take sharp turns. Tried to slow down UGV only at turns without affecting speed elsewhere. But drone fails to keep track at high speed.

## Scope of improvement

- Add exploration routine to enable the drone into work even when the road leaves the frame or it encounters situations where it is unable to detect the correct direction.
- Making the Mean Path detection more robust even when the road segmentation module gives out suboptimal results.