

EZ-RASSOR 2.0: Black Team

Group 12





Team Members

John (Jordan) Albury

Shelby Basco

John Hacker

Michael Jimenez

Scott Scalera

Sponsor

Michael Conroy

Mentor

Kurt Leucht

User Story

- ★ Rover is at home base
- ★ Needs to travel to digsite
 - ★ Has no GPS
 - ★ Boulders and craters



Regolith on the moon [1]

Background: EZ-RASSOR 1.0

- ★ Previous team created the base software
 - ★ EZ-RASSOR meant for the Mini-RASSOR
- ★ Needs better autonomy
 - ★ Dependent on navigating without a GPS
- ★ Two EZ-RASSOR 2.0 teams
 - ★ Black: GPS-Denied Navigation
 - ★ Gold: Swarm Control



The RASSOR [2]

Technologies

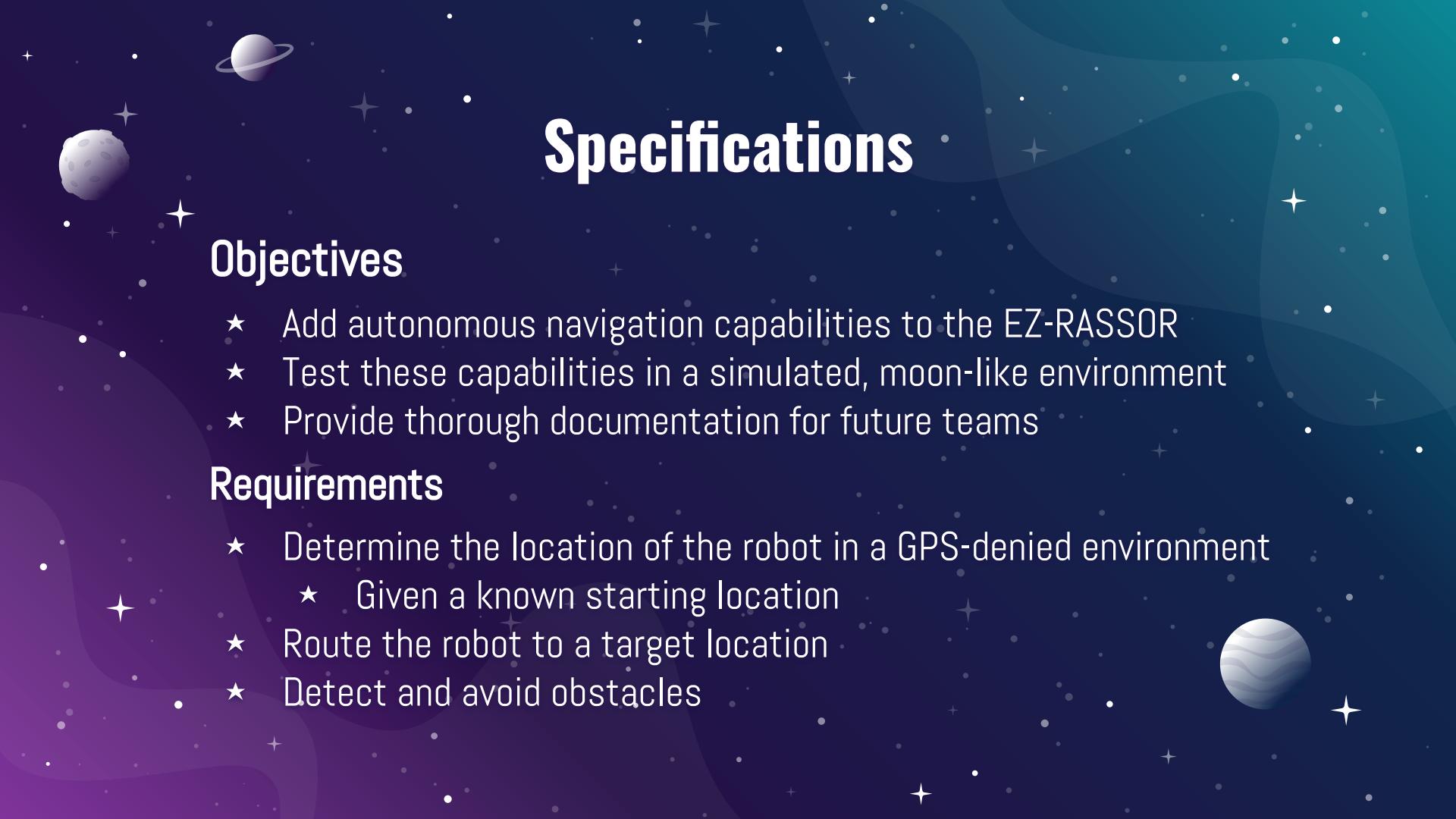
Programming Language: Python2

Robotics Framework: Robot Operating System (ROS)

Testing Environment: Gazebo, RVIZ

Version Control: Git





Specifications

Objectives

- ★ Add autonomous navigation capabilities to the EZ-RASSOR
- ★ Test these capabilities in a simulated, moon-like environment
- ★ Provide thorough documentation for future teams

Requirements

- ★ Determine the location of the robot in a GPS-denied environment
 - ★ Given a known starting location
- ★ Route the robot to a target location
- ★ Detect and avoid obstacles

Components

Absolute Localization: Estimates the coordinates of the robot

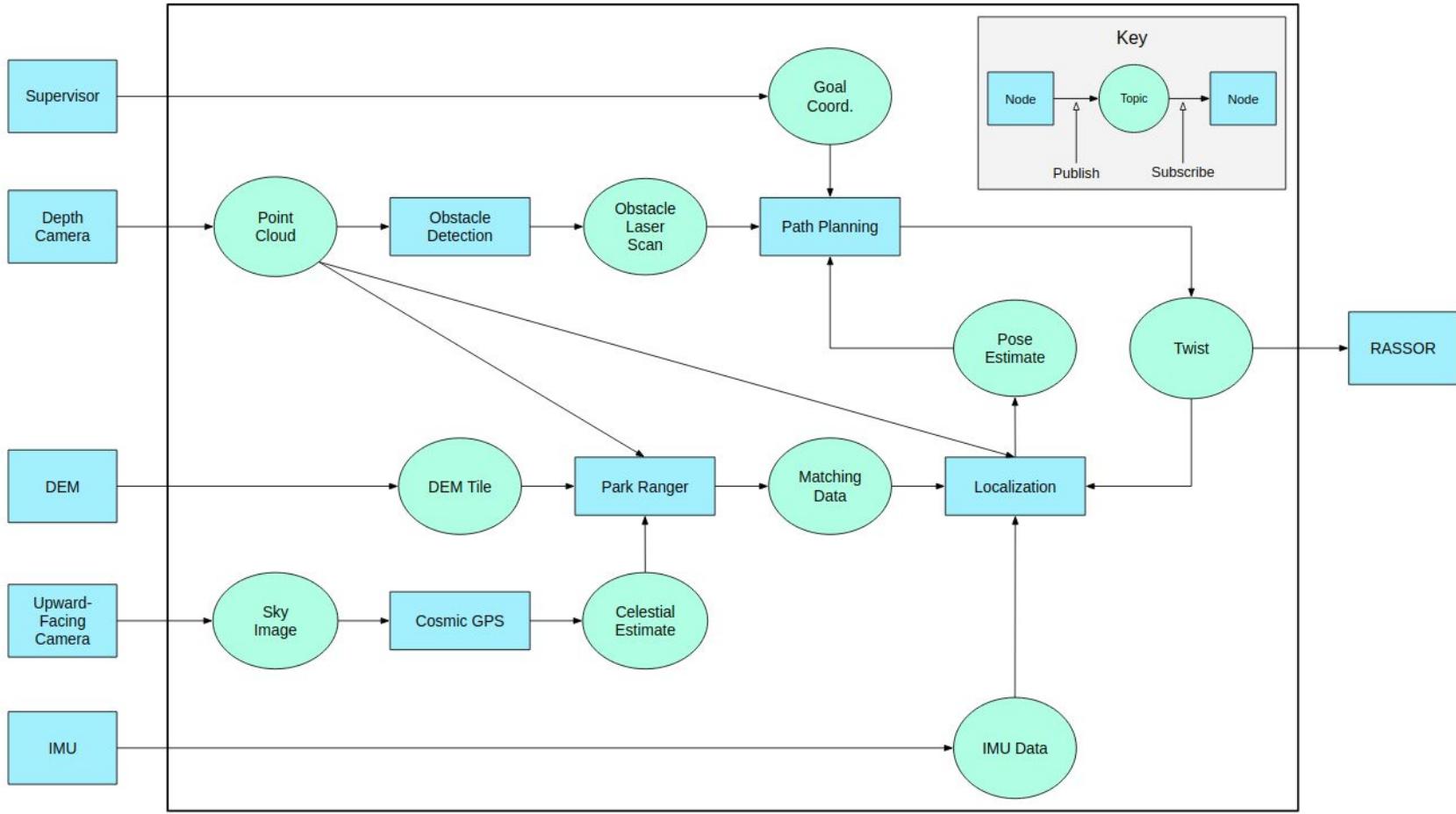
- ★ **Cosmic GPS:** Derives location based on positions of stars
- ★ **Park Ranger:** Derives location by comparing surroundings to
a digital elevation model

Odometry: Estimates the motion of the robot

Obstacle Detection: Detects obstacles in front of the robot

Path Planning: Routes the robot to a target location

EZ-RASSOR 2.0 Black Team Software Architecture



Roles

Shelby: Project Manager, Absolute Localization, Odometry

Jordan: Odometry Lead, Obstacle Detection, Path Planning

John: Obstacle Detection Lead, Path Planning

Mike: Path Planning Lead, Obstacle Detection

Scott: Absolute Localization Lead, Path Planning

Necessary Hardware

- ★ Intel Realsense D435i depth camera
 - ★ Horizontal FOV: 74 degrees [3]
 - ★ Range: 0.105m to 10m [4]
 - ★ BMI055 IMU [3]
- ★ Camera for taking pictures of sky

IMU INSIDE



90 mm x 25 mm x 25 mm

The Intel Realsense D435i depth camera [4]

Budget

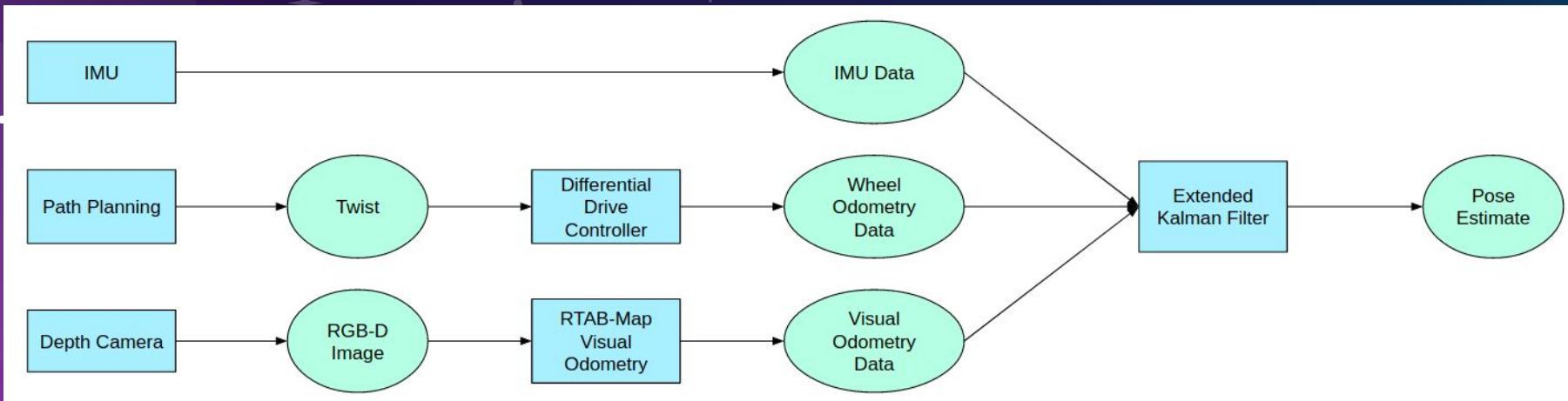
- ★ Camera for testing Cosmic GPS: **\$55**
- ★ All software used is open source (free)

Relative Localization

Odometry

Odometry

- ★ Provides frequent pose (position and orientation) updates for use in Path Planning
- ★ Combines IMU Odometry, Wheel Odometry, and Visual Odometry via an extended Kalman filter



IMU Odometry

- ★ Added simulated IMU sensor with Gaussian noise

```
# This is a message to hold data from an IMU (Inertial Measurement Unit)
#
# Accelerations should be in m/s^2 (not in g's), and rotational velocity should be in rad/sec
#
# If the covariance of the measurement is known, it should be filled in (if all you know is the
# variance of each measurement, e.g. from the datasheet, just put those along the diagonal)
# A covariance matrix of all zeros will be interpreted as "covariance unknown", and to use the
# data a covariance will have to be assumed or gotten from some other source
#
# If you have no estimate for one of the data elements (e.g. your IMU doesn't produce an orientation
# estimate), please set element 0 of the associated covariance matrix to -1
# If you are interpreting this message, please check for a value of -1 in the first element of each
# covariance matrix, and disregard the associated estimate.

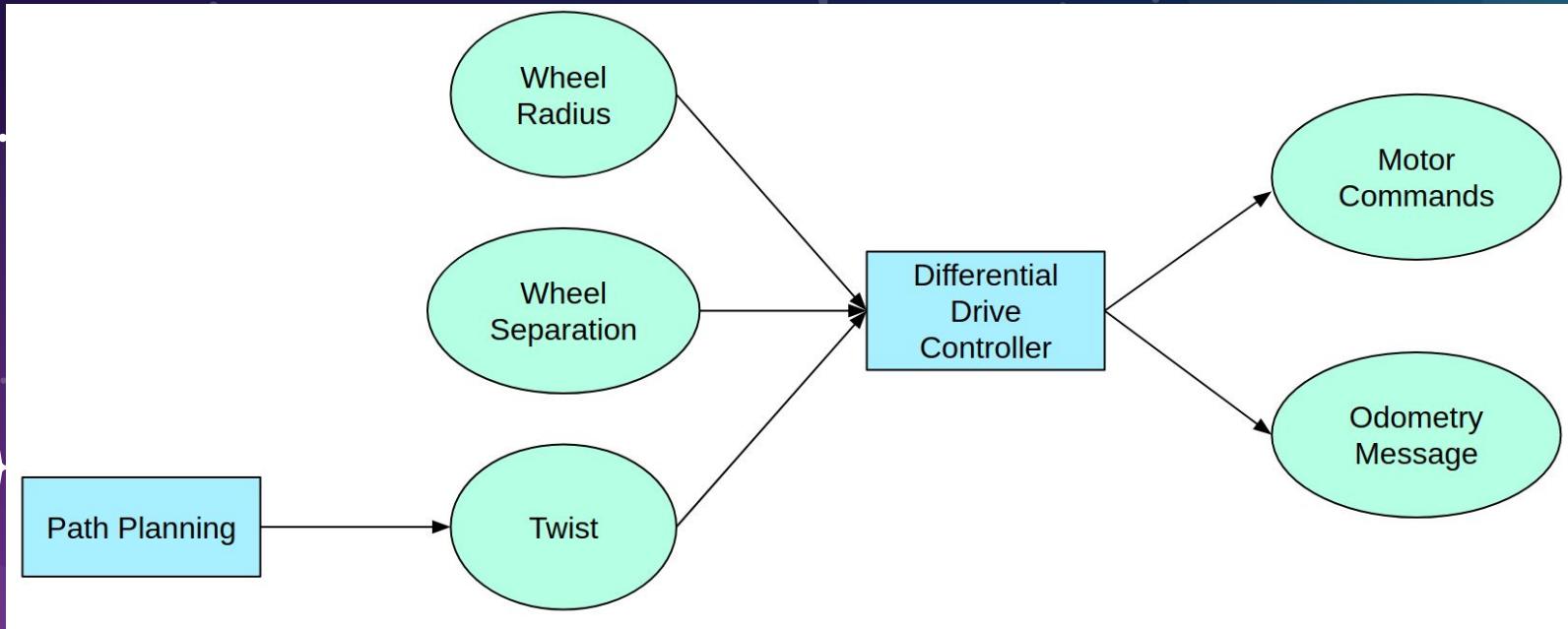
Header header

geometry_msgs/Quaternion orientation
float64[9] orientation_covariance # Row major about x, y, z axes

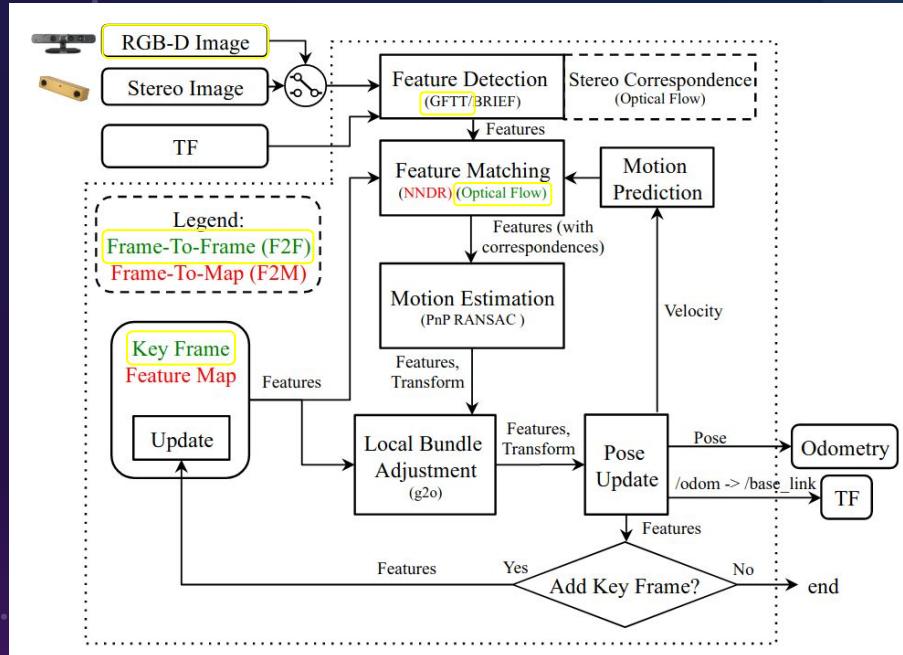
geometry_msgs/Vector3 angular_velocity
float64[9] angular_velocity_covariance # Row major about x, y, z axes

geometry_msgs/Vector3 linear_acceleration
float64[9] linear_acceleration_covariance # Row major x, y z
```

Wheel Odometry



Visual Odometry



• RTAB-Map RGB-D Visual Odometry Pipeline [6]



Extended Kalman Filter

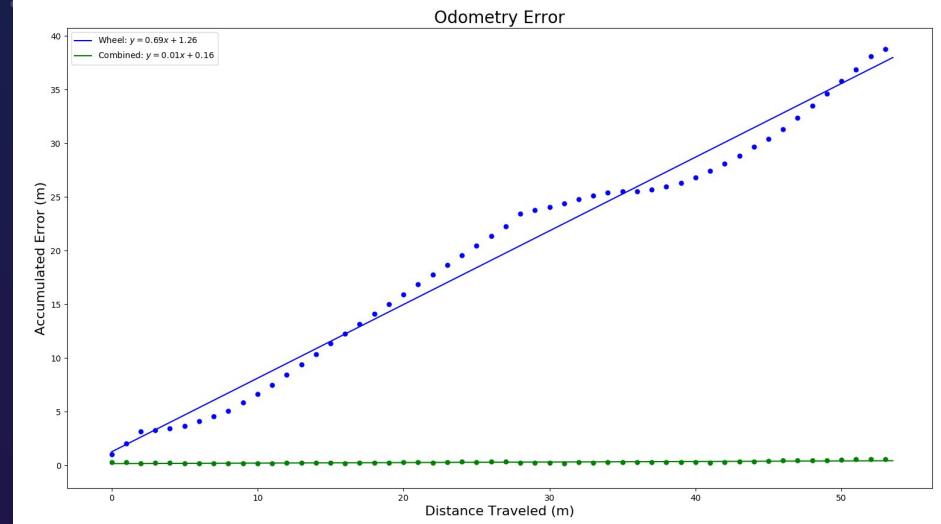
- ★ Uses estimates and variances from input sources to produce an estimate that tends to be more accurate than any of the input sources

Challenges

- ★ Configuring differential drive controller
 - ★ Replaced manual control system with differential drive controller
- ★ Simulated IMU
 - ★ Switched from *GazeboRosImuSensor* to *GazeboRosImu*

Results

- ★ Combined odometry performs much better than individual components
- ★ Combined odometry error accumulates at a rate of approximately 1 centimeter per meter traveled



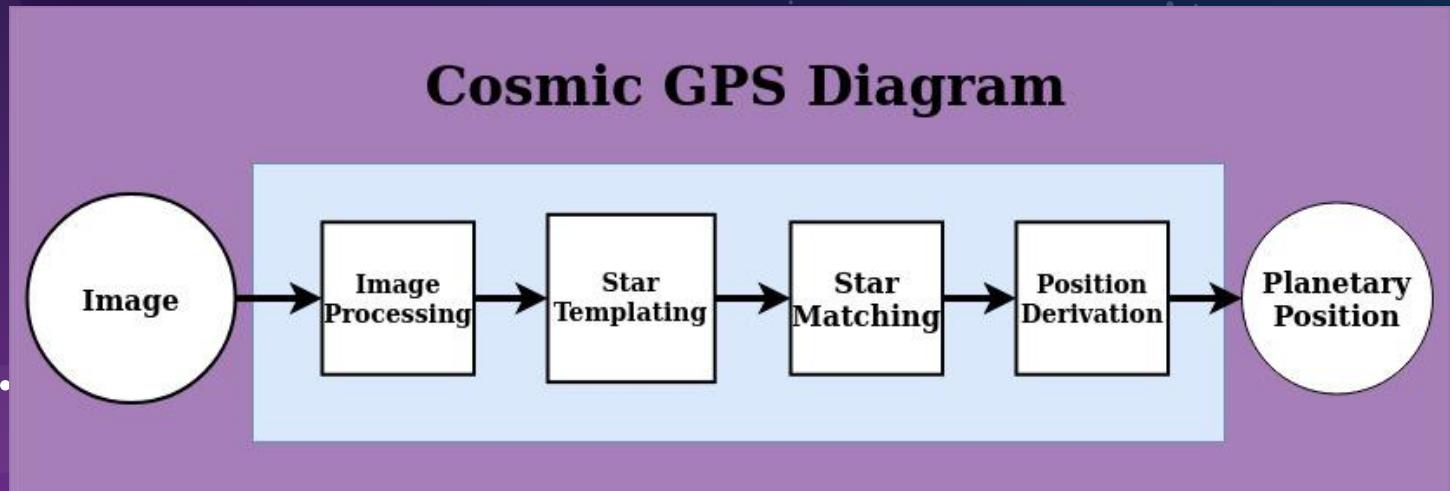
Absolute Localization

Cosmic GPS

Cosmic GPS

- ★ Produces a coarse location estimate
- ★ Location estimate and error is then fed into Park Ranger to refine the estimate

Cosmic GPS Diagram





Cosmic GPS Overview

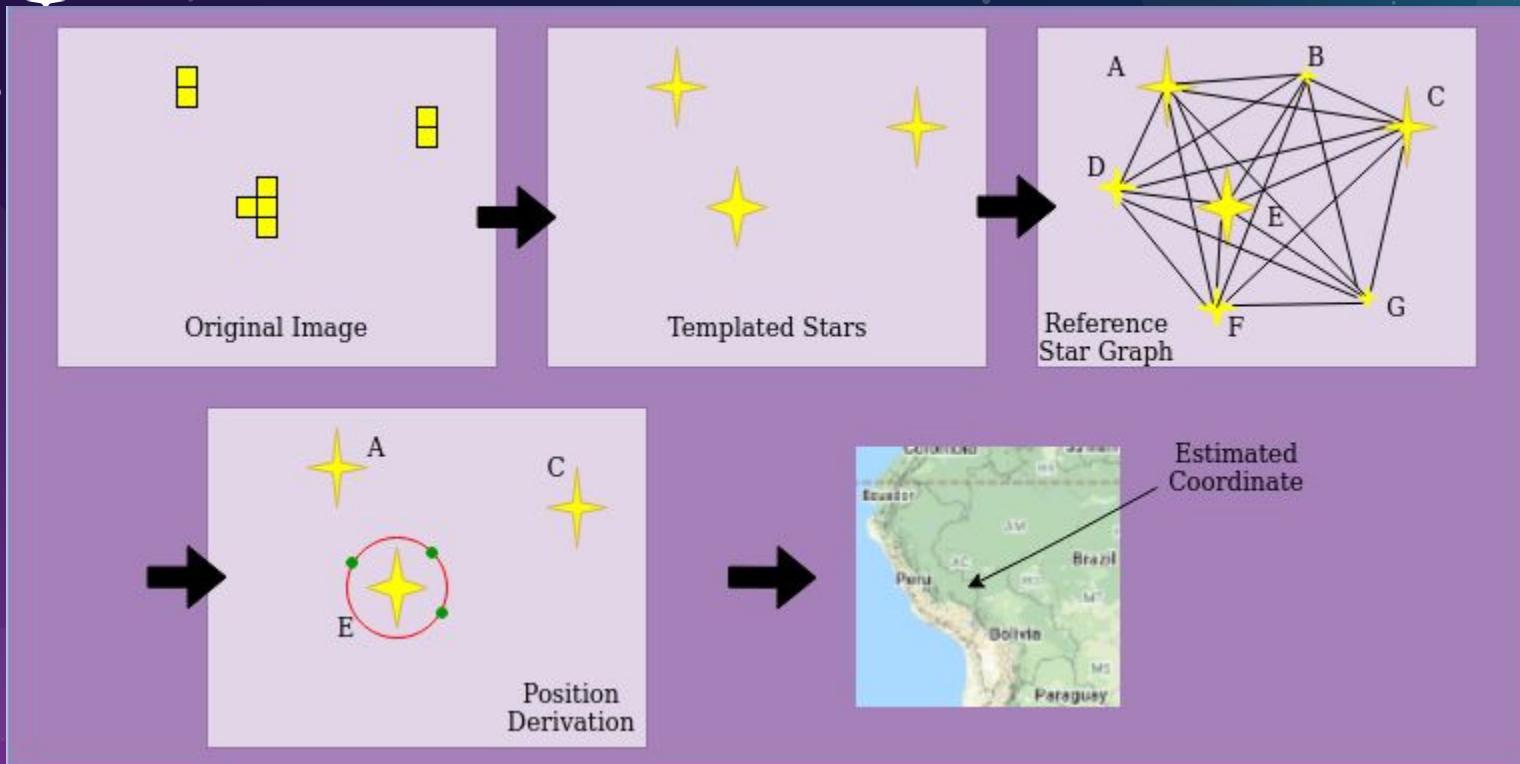


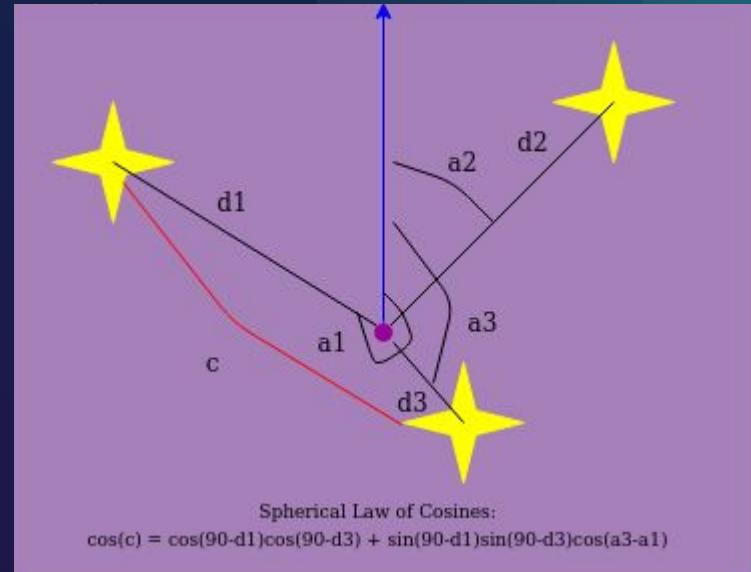
Image Processing

- ★ Master bias frame
 - ★ Base level readout noise
- ★ Master dark frame
 - ★ Hot pixels and dark current
- ★ Master flat frame
 - ★ Variation in pixel sensitivity
- ★ Anisotropic filter
 - ★ Smooths while preserving edges



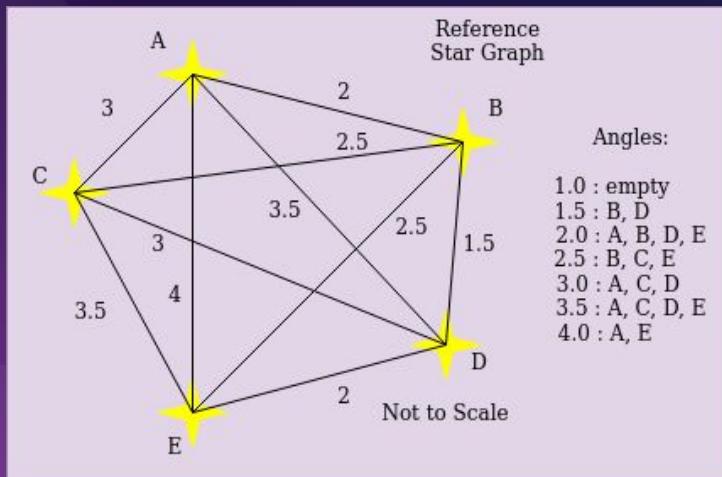
Star Templing

- ★ Thresholding (Local Adaptive)
 - ★ Select “important” pixels
- ★ Clustering
 - ★ Group neighboring pixels
- ★ Centeroiding
 - ★ Determine star centers
- ★ Angles (for each star)



Star Matching

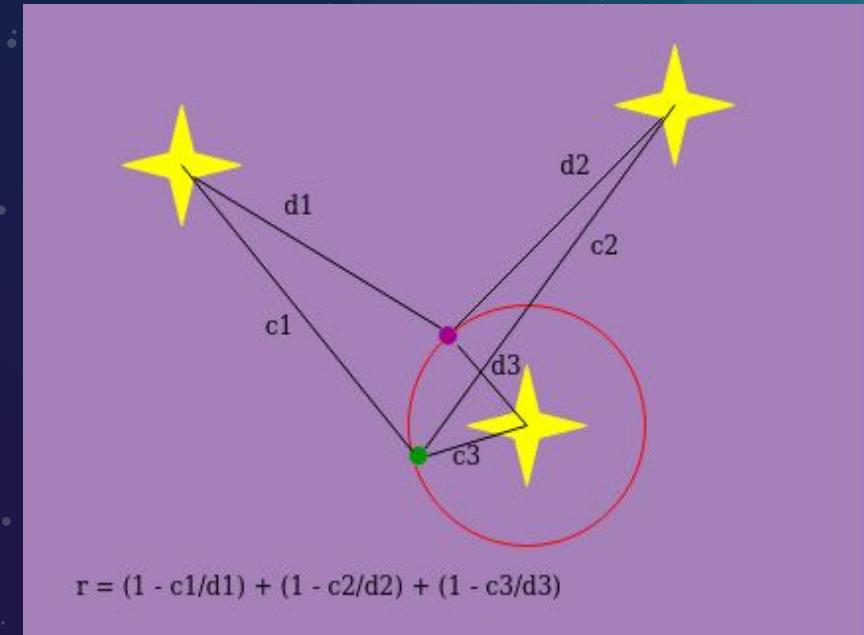
- ★ Take the image's five brightest stars
- ★ Measure distance between each star
- ★ Match these stars into a reference star graph



Count Arrays					
	A	B	C	D	E
1st :		II	I	I	I
2nd:	I	I	II	I	I
3rd:	I	I	I	II	

Position Derivation

- ★ Based on the celestial positions of the identified stars, search for the celestial and then planetary position of the image's center

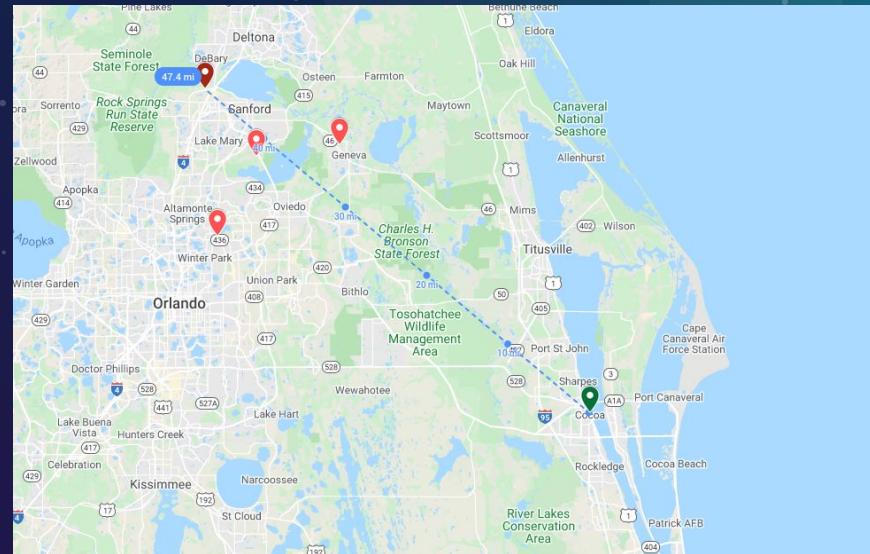


Challenges

- ★ Writing software for hardware that does not exist
- ★ Having to test the software on real data

Results

- ★ Position estimate within 60 miles
 - (less than 1 degree lat/long) of true position
- ★ Would work better on moon
 - ★ Higher curvature



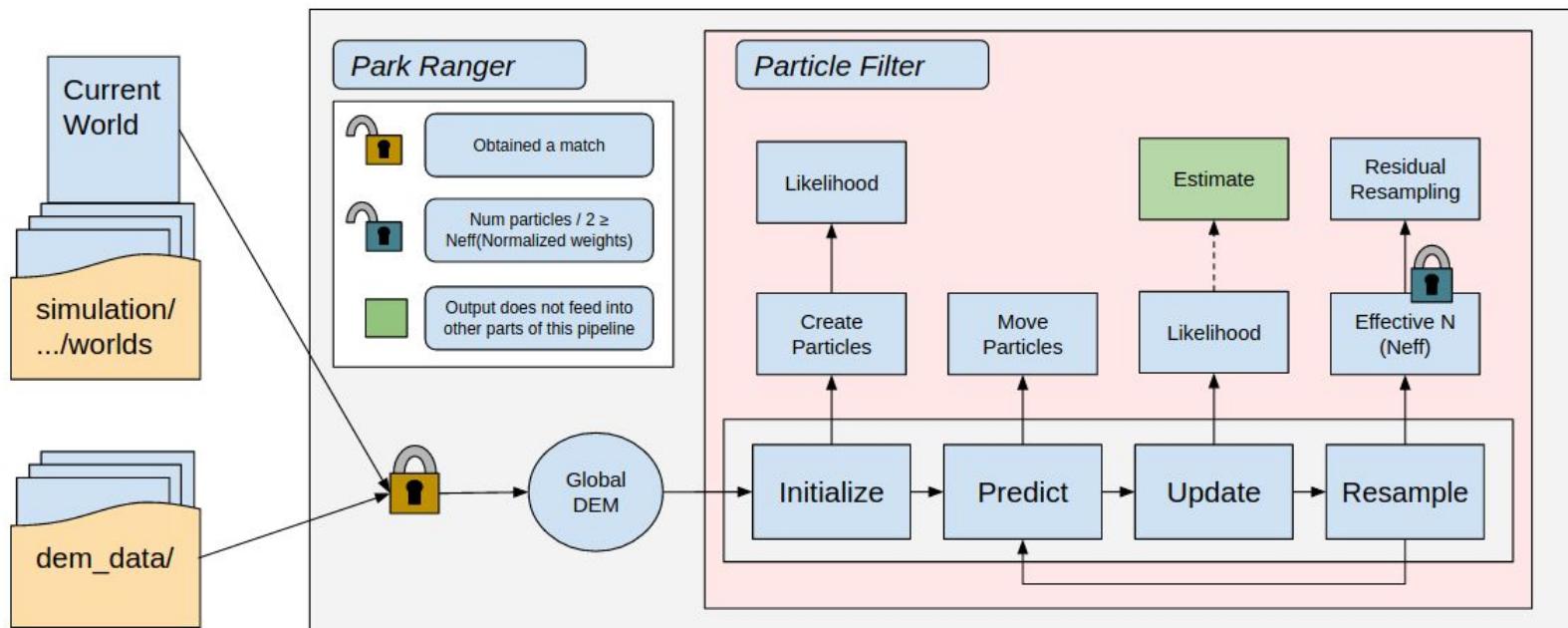
Absolute Localization

Park Ranger

Park Ranger

- ★ Compare direct surroundings with an overhead map
 - ★ Overhead map: Digital Elevation Model (DEM) of the area
- ★ Use particle filter
 - ★ Particle: represents potential state of robot

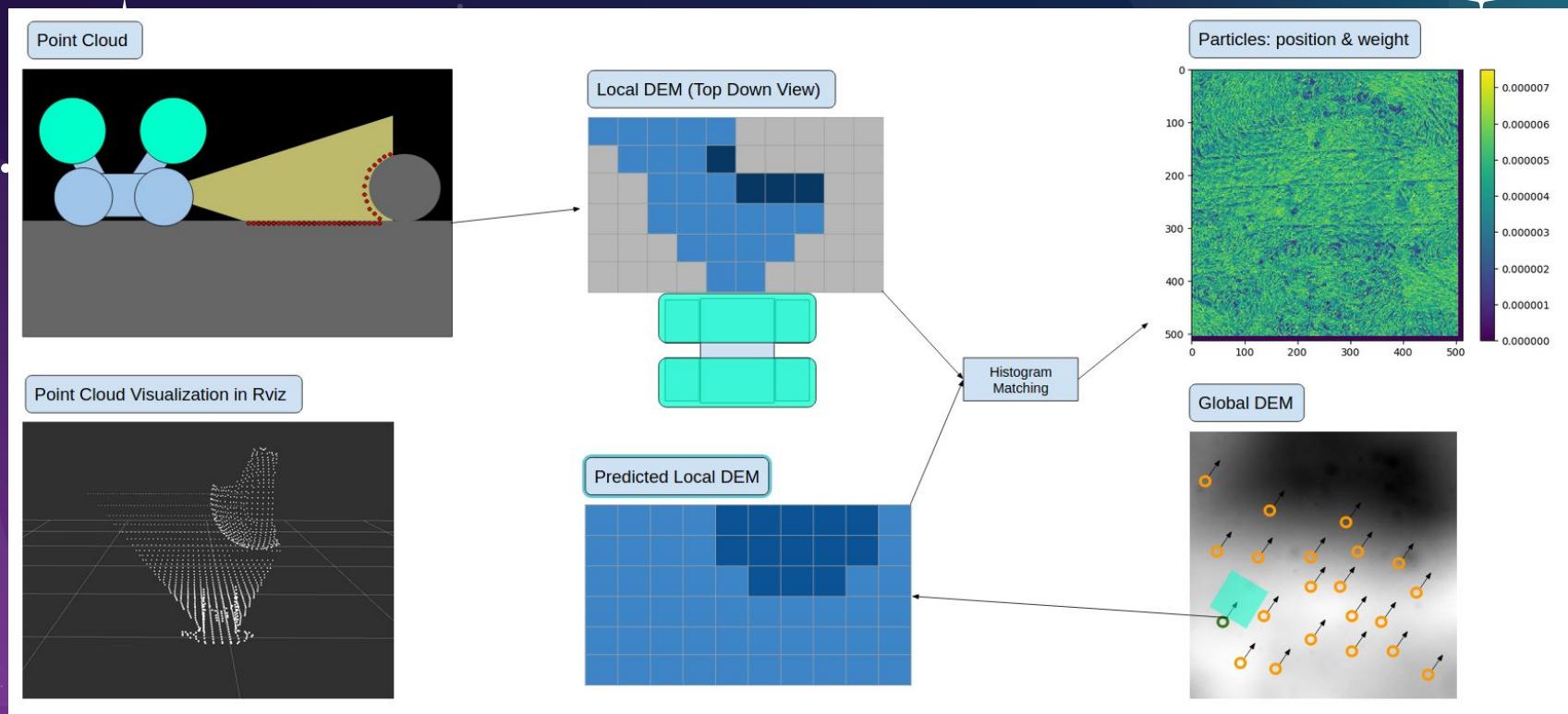
Park Ranger Pipeline



Likelihood

- ★ **Local DEM:** Top down “bucketed” view of point cloud
- ★ **Predicted Local DEM:** Expected local DEM at some position
- ★ Histogram Matching

Likelihood

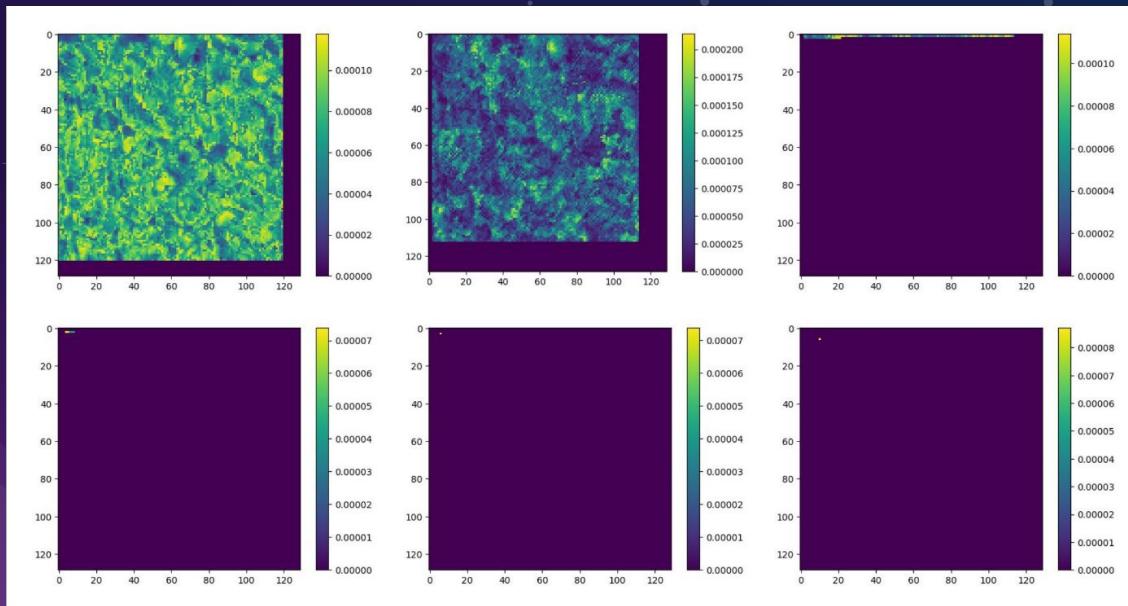


Challenges

- ★ Particle Filter
 - ★ Camera can't see over many hills
 - ★ Flatter terrain gives longer range of view
 - ★ Varying terrain gives more unique predicted local DEMs
 - ★ Real-time plotting for debugging

Results

- ★ Converging estimate
- ★ Inaccurate/inconsistent estimate

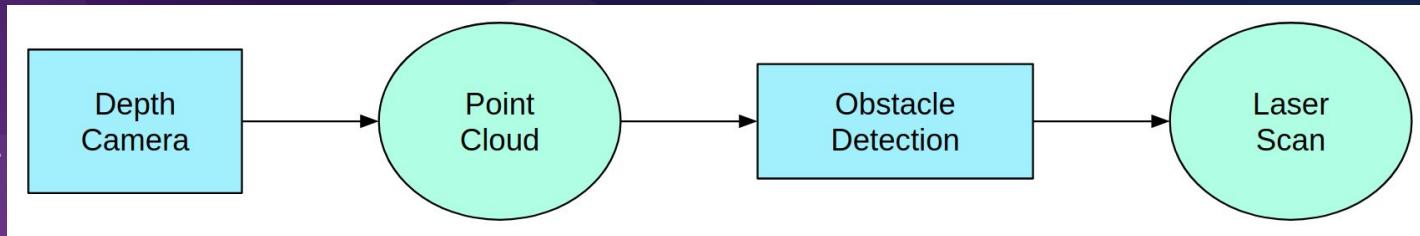


Obstacle Detection



Obstacle Detection

- ★ Local environment data for path planning
- ★ Laser scan of detected obstacles
 - ★ Array of distances at consecutive angles
- ★ Rocks, craters, and more
- ★ Uneven ground on moon



Point Cloud Processing

- ★ Depth camera produces point cloud
- ★ 3D Cartesian coordinate system
- ★ Right, Down, Forward values for each point
- ★ $\text{Angle} = \arctan\left(\frac{\text{Right}}{\text{Forward}}\right)$
- ★ $\text{Step} = \frac{\text{Angle}_i - \text{Angle}_{\min}}{\text{Angle}_{\text{increment}}}$
- ★ $\text{Distance} = \sqrt{(\text{Forward}^2 + \text{Right}^2)}$



Detection Algorithm

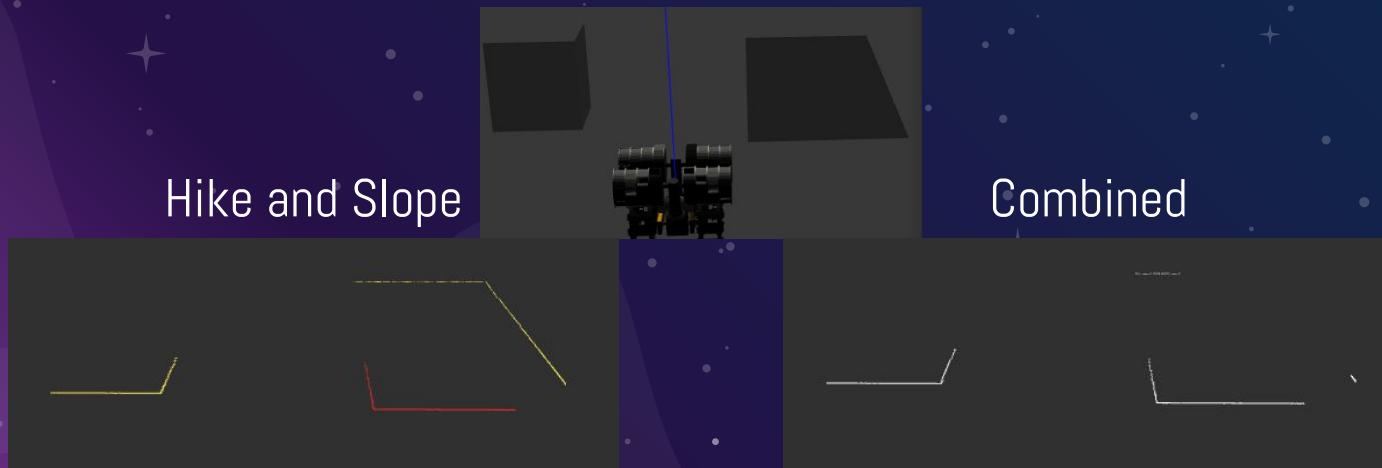
- ★ Group by Step, sort by Distance
- ★ Iterate groups in ascending order
- ★ Hike = Δ Distance
- ★ Slope =
$$\frac{\Delta \text{Down}}{\text{Hike}}$$
- ★ Obstacle if $\text{Hike} \geq \text{Threshold}_H$ or $\text{Slope} \geq \text{Threshold}_S$
- ★ Min. distance to detected obstacle in each step

Challenges

- ★ Detecting cliffs
- ★ Detecting holes
 - ★ Gradients and Hike
- ★ Optimization
 - ★ NumPy vectorization

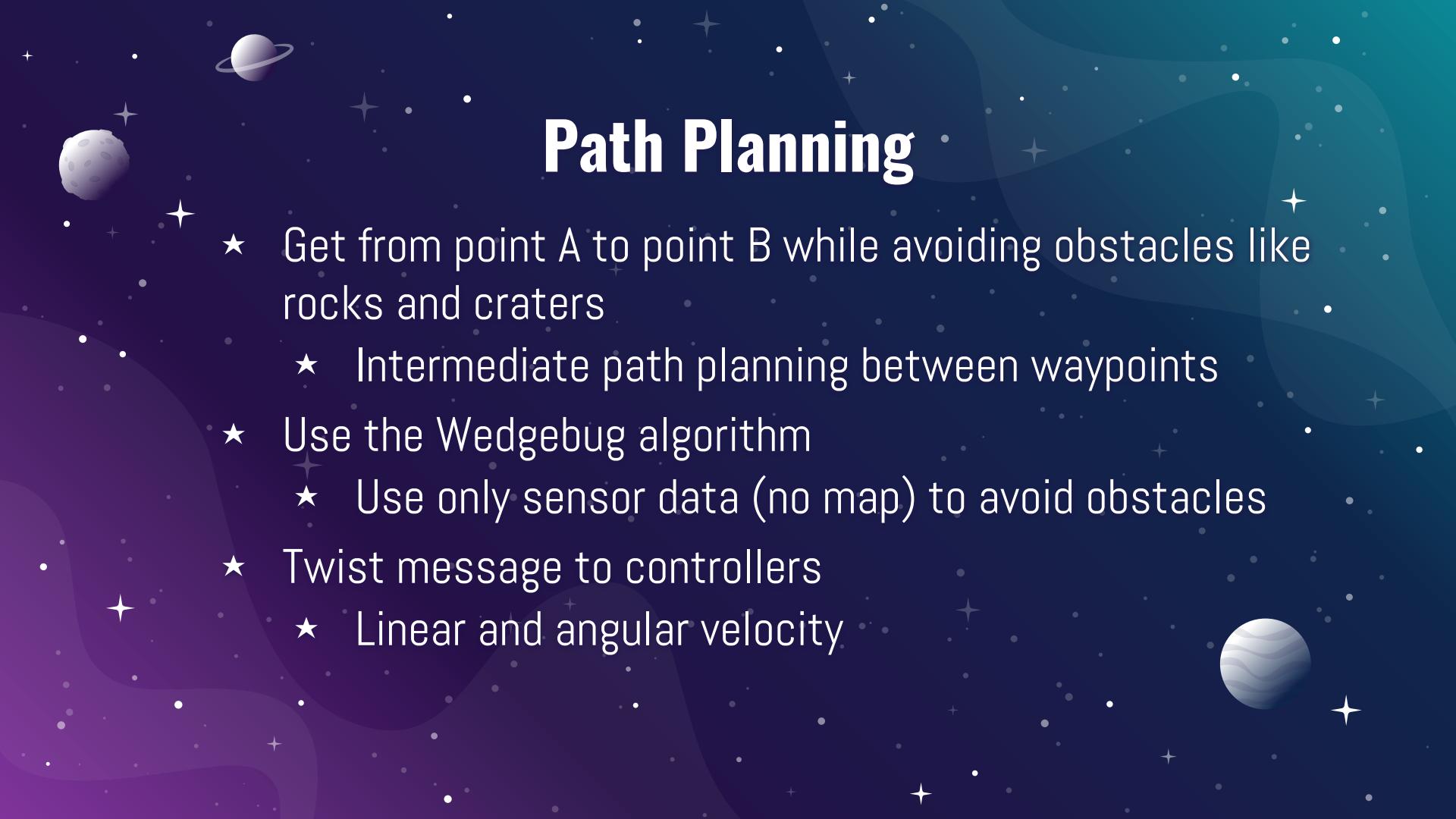
Results

- ★ Quickly makes admissible laser scan
- ★ Strong with above-ground obstacles
- ★ Moderate hole detection



Path Planning



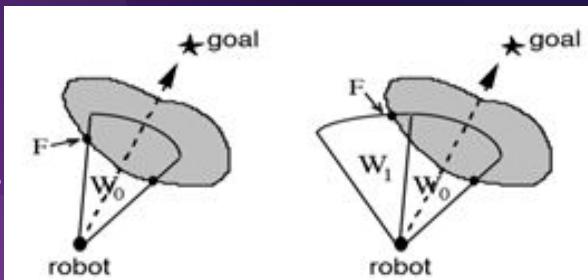


Path Planning

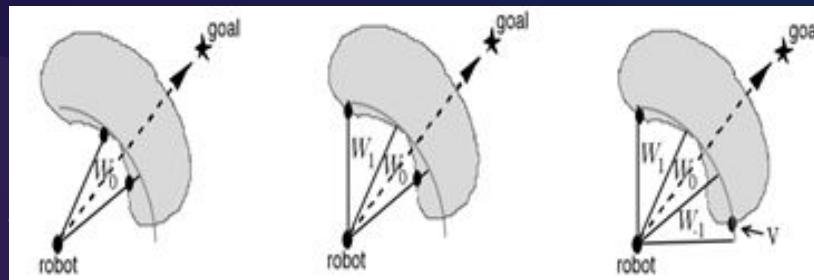
- ★ Get from point A to point B while avoiding obstacles like rocks and craters
 - ★ Intermediate path planning between waypoints
- ★ Use the Wedgebug algorithm
 - ★ Use only sensor data (no map) to avoid obstacles
- ★ Twist message to controllers
 - ★ Linear and angular velocity

Wedgebug Algorithm

- ★ Inspired by how bugs path plan
- ★ If there are no obstacles, continue towards the goal
- ★ If there are obstacles detected (laser scan), then pick the point that will avoid the obstacle and minimize the distance to the goal



Example of virtual motion to goal [7]



Example of virtual boundary following [7]

Challenges

- ★ Making sure that the robot doesn't hit obstacles that are out of view of its sensors
 - ★ Use larger buffer when checking safety

Results

- ★ Successful autonomous navigation in simulation
 - ★ Moon (hills and craters)
 - ★ Obstacle course (blocks)
- ★ Fluid movement with ramping function

Milestones

Dec Jan Feb Mar Apr



Works Cited

- [1] B. Aldrin, "Apollo 11 bootprint," July 1969.
- [2] K. Kessel, "Regolith Advanced Surface Systems Operations Robot (RASSOR) Excavator."
- [3] "Intel Realsense D400 Series Product Family Datasheet," pages 57 and 68, January 2019.
- [4] "Intel Realsense Depth Camera D435i," <https://www.intelrealsense.com/depth-camera-d435i/>.
- [5] "sensor_msgs/Imu Documentation,"
http://docs.ros.org/melodic/api/sensor_msgs/html/msg/Imu.html.
- [6] M. Labbe, and F. Michaud, "RTAB-Map as an Open-Source Lidar and Visual SLAM Library for Large-Scale and Long-Term Online Operation," *Journal of Field Robotics*, pages 8-10, 2019.
- [7] S. L. Laubach, and J. W. Burdick. "An Autonomous Sensor-Based Path-Planner for Planetary Microrovers," *Proceedings of the IEEE International Conference on Robotics and Automation*, May 1999.

Demonstration

