

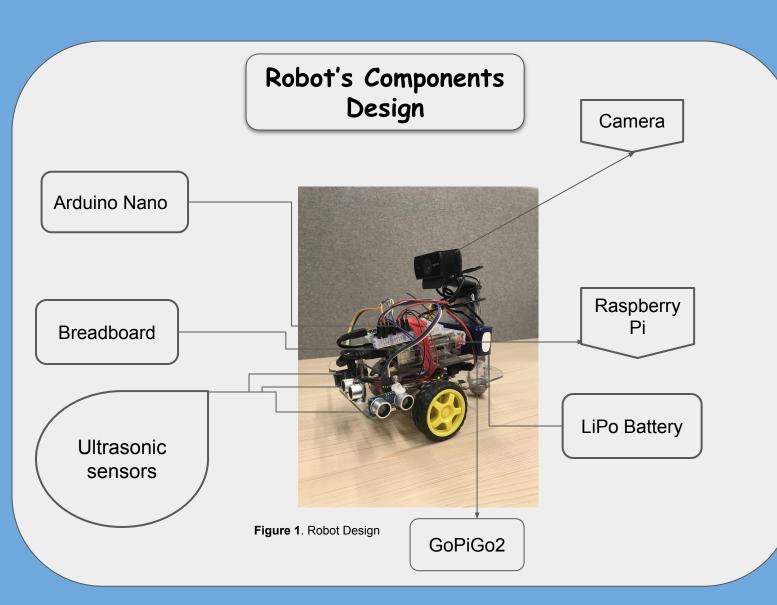
Urban maze robot



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Introduction

The aim of this project is to build a robot that is aware of its surroundings and can navigate through a relatively narrow urban maze which contains traffic lights and signs. It avoids crashing into the walls and follows rules set by signs and lights.



Driving logic

We used camera input and image processing to recognize traffic lights and signs and make driving decisions based on that. While no signs are in sight, driving logic depends on the inputs of 3 ultrasonic sensors. US sensors also make sure that robot keeps its distance from the walls. For smooth movement of the robot we have implemented a proportional controller.



Figure 2. Robot driving in the maze

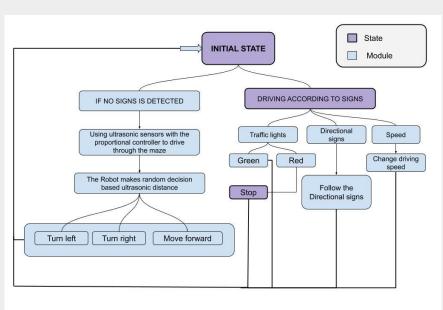


Figure 3. Robot's state machine

Conclusion

Our robot showed the ability to navigate through the maze autonomously using its onboard sensors. Reaction to signs and traffic lights were correct and in timely manner. For the future we would like to use a more powerful platform such as GoPiGo3 to achieve a smoother driving experience. Implementation of line sensors would be another approach to navigate the maze in the future.

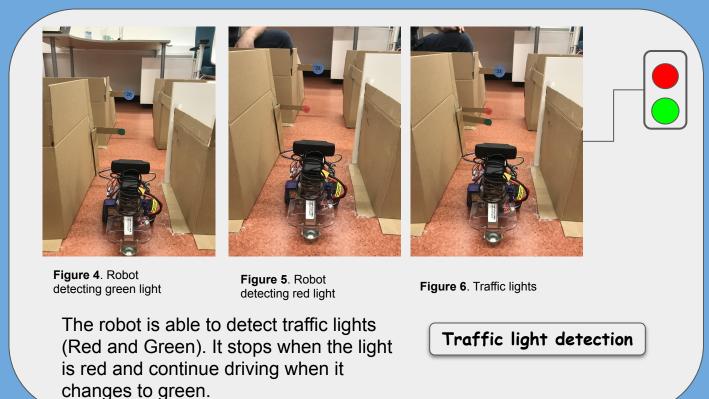




Figure 7. Robot detecting a

speed limit sign

The robot can detect the text written on blue signs and thus receive driving directions. Two types of signs were used:

Speed limit sign -

100

If an integer is written on the sign, e.g "100", the robot would change the speed accordingly.

Directional sign -

Speed detection



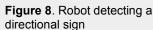




Figure 9. Robot detecting a directional sign

Direction detection

If a string is written on the sign, e.g. "2R", the robot would drive for 20 cm and then turn Right, the first character being the distance from which to make the turn (multiplied

by 10) and the second character the turning direction.

sign, drive for 20 cm and then turn Left.

The robot would read "2L" from the

Image processing -

If the robot detects a sign, a region of interest is mapped from the sign area, which then is binarized and processed by Tesseract OCR character detection library, which outputs the most probable text written on the sign.