

## SENIOR DESIGN CAPSTONE INDIVIDUAL WINTER PROGRESS REPORT

MARCH 16, 2018

# DEPTH SENSING USING COMPUTER VISION AND LIDAR

PREPARED FOR

### **OREGON STATE UNIVERSITY**

D. KEVIN McGrath

PREPARED BY

GROUP 69

KIN-HO LAM

#### Abstract

Depth Sensing with Computer Vision and LIDAR proposes combining computer vision and LIDAR to create a reliable depth sensor. This document details its project member's progress toward a final design, and future milestones.

### 1 TABLE OF CONTENTS

**CONTENTS** 

#### 2 **DEFINITIONS**

#### 2.1 IR

IR refers to the infrared light spectrum.

#### 2.2 IR Depth Sensor

A device that calculates distances by emitting infrared patterns.

#### 2.3 LIDAR

Light Detection And Ranging - A method that uses lasers to measure distance

#### 2.4 Microsoft Kinect

A product that uses an IR Depth sensor to measure distances. Referred to as a benchmark comparison for the purpose of this project.

#### 2.5 Logitech Brio Webcam

Web-cam used for this project made by Logitech. [?]

#### 2.6 RPLidar A1

A budget LIDAR device used for this project made by Slamtec. [?]

#### 2.7 Computer Vision

The methods for acquiring, processing, analyzing, and classifying digital images and extracting information.

#### 3 Project Purpose

Commercial infrared-based depth sensors such as the model used in Microsoft's Kinect can quickly calculate distances in indoor scenarios. However, IR depth sensors can be confused by other infrared emitters such as other IR depth sensors or natural sunlight. For these reasons, IR depth sensors cannot be used in self-driving cars, outdoor robots, or any any device that requires high accuracy and reliable distance calculation.

Depth Sensing with Computer Vision and LIDAR proposes combining the power of computer vision with the reliability of LIDAR technology. LIDAR uses a pulsing laser to measure relative distance. The LIDAR unit we're going to be using is called the RPLidar A1. ?? We'll be combining this with a high-end Logitech Brio Webcam. ??

#### 4 CURRENT STATE

- 4.1 Kin-Ho Lam
- 4.2 Problems