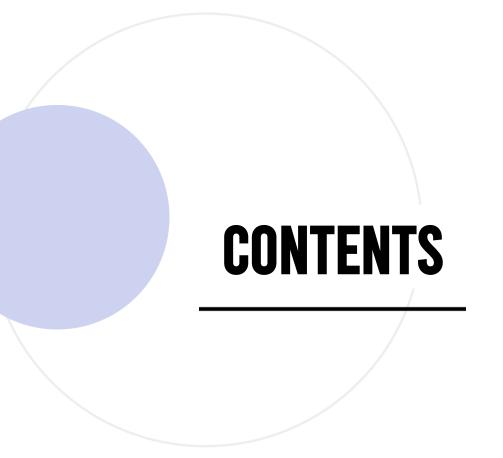


자율 순찰 로봇

4조 A.S.R 팀

팀원: 김경진, 김민서, 이은창, 한정탁

멘토: 이성민(LG전자), 문새마로(TmaxSoft)

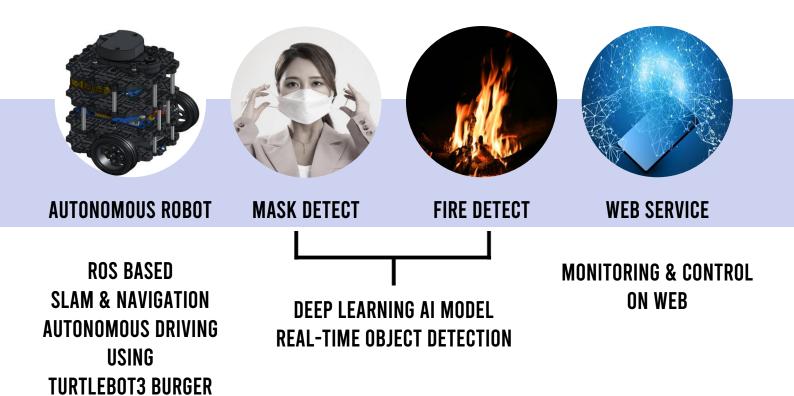


- 1 CONTENTS & GANTT CHART
- 2 ABSTRACT
- 3 ARCHITECTURE
- 4 TECHNOLOGIES
- 5 DEMONSTRATE
- 6 Q&A

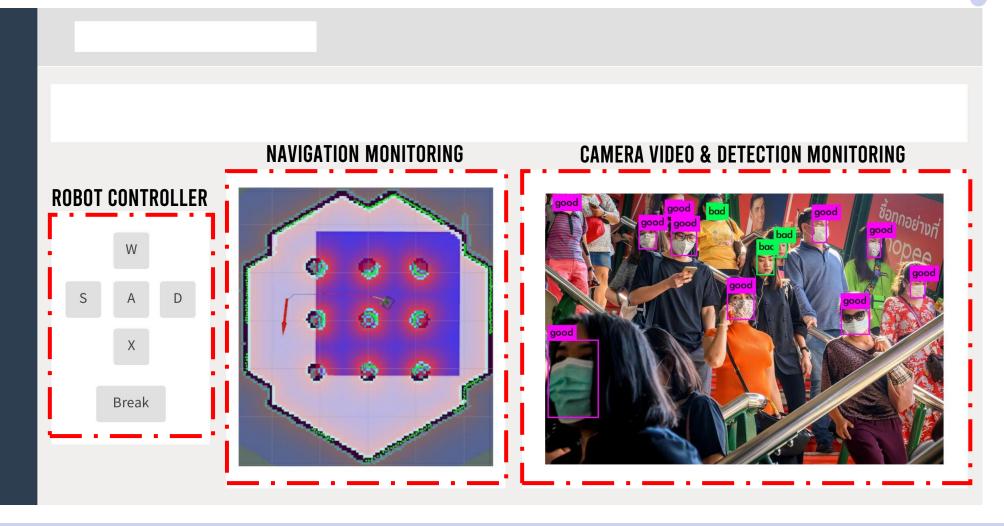


## WHY WE NEED ROBOT? WHAT WE WANT TO DETECT?

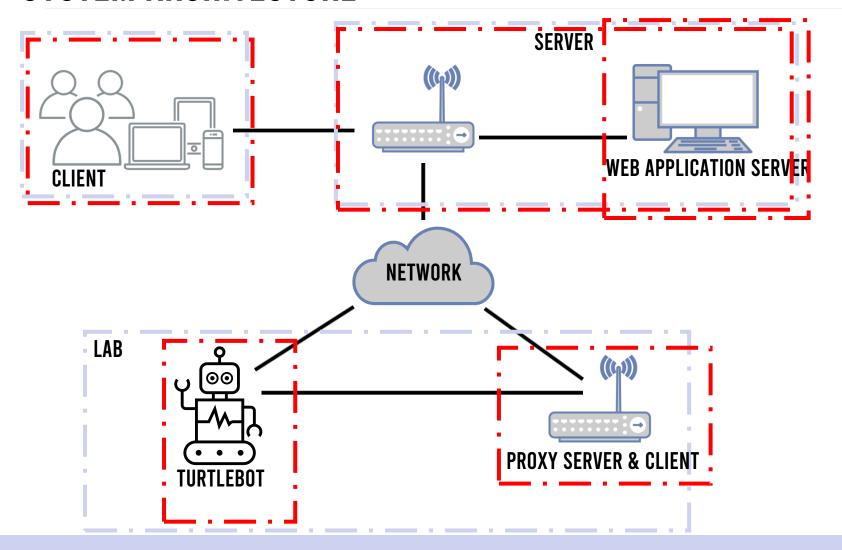
## WHAT WE MADE ON OUR PROJECT



3. Architecture



### SYSTEM ARCHITECTURE\_



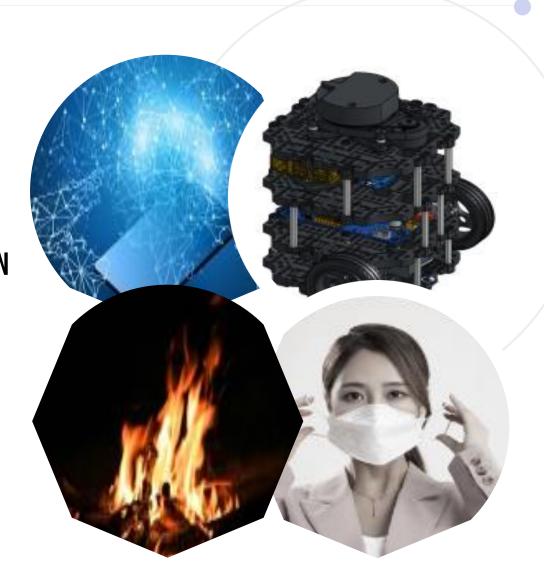
### **TECHNOLOGIES**

3 MAIN TECHNOLOGIES WE USED

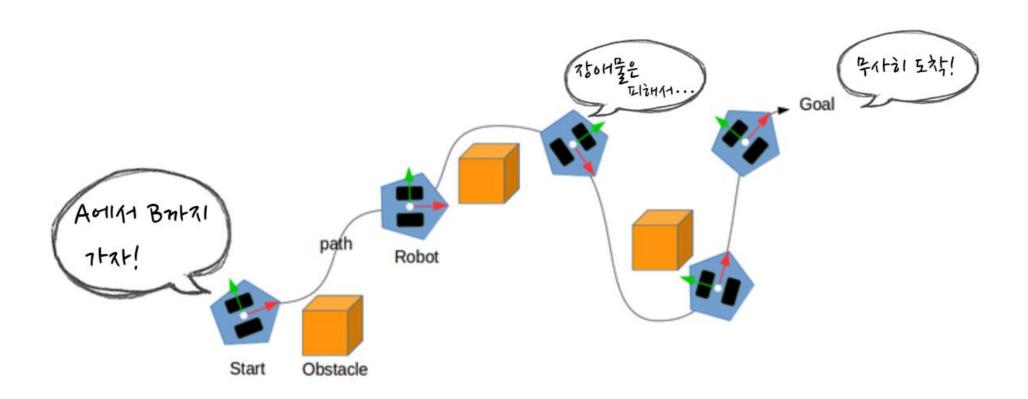
자율 주행 │ SLAM & NAVIGATION

통신 ROS

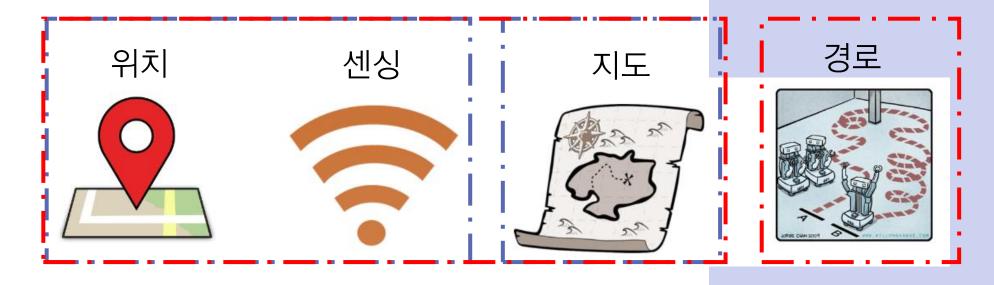
영상 인식 YOLO



### AUTONOMOUS DRIVING? \_\_\_\_\_



4. Technologies

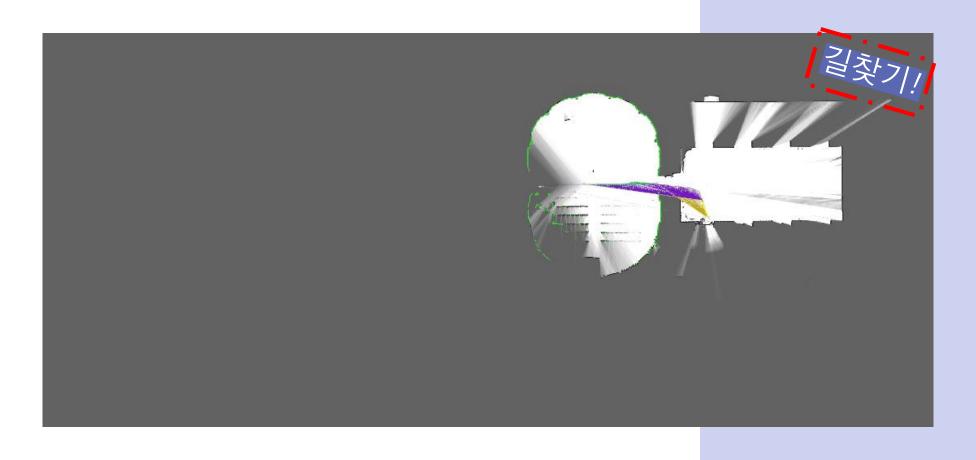


4. Technologie

### SIMULTANEOUS LOCALIZATION AND MAPPING—

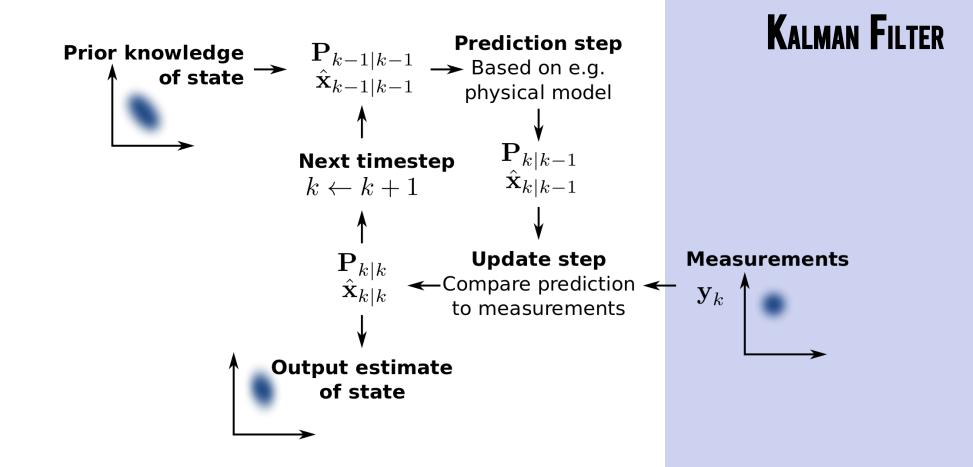
### & Navigation

동시적 위치추정 및 지도작성



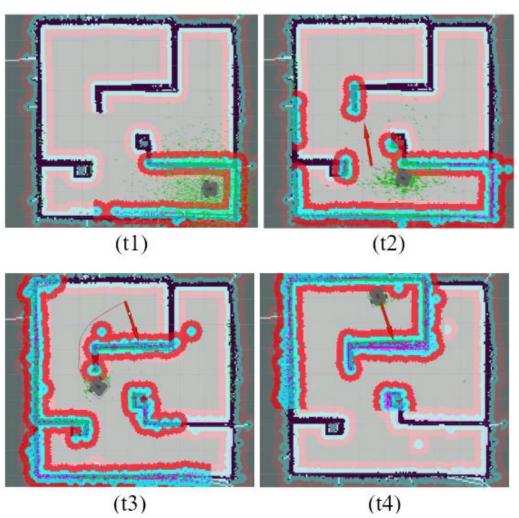
### SIMULTANEOUS LOCALIZATION AND MAPPING-

### & Navigation



### SIMULTANEOUS LOCALIZATION AND MAPPING—

### & Navigation

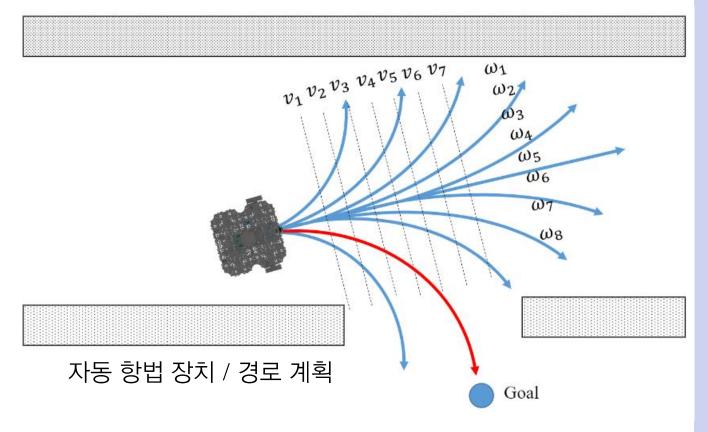


# PARTICLE FILTER & MONTE CARLO LOCALIZATION

4. Technologie

### SIMULTANEOUS LOCALIZATION AND MAPPING—

### & Navigation



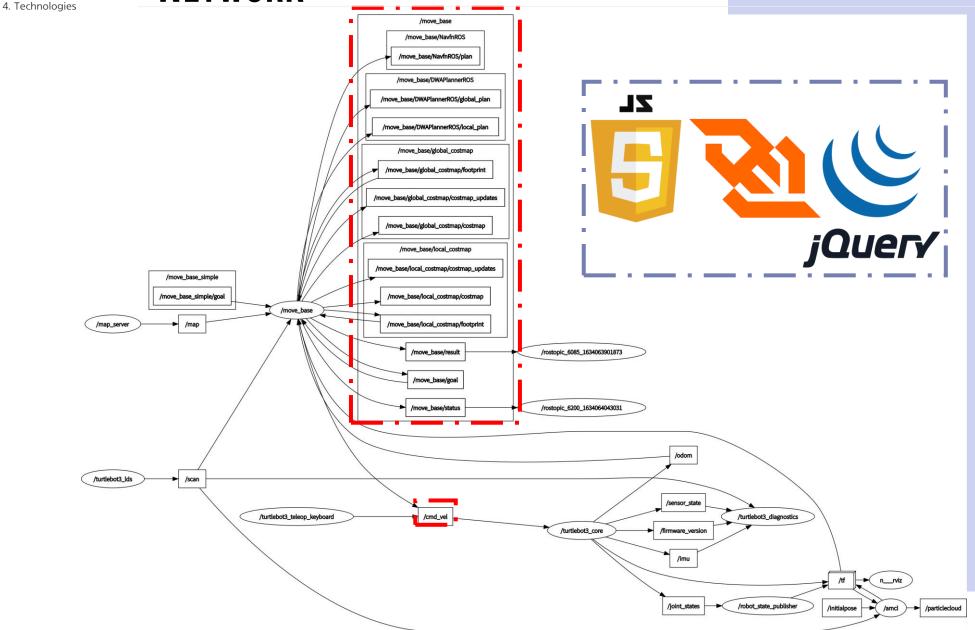
## DYNAMIC WINDOW APPROACH

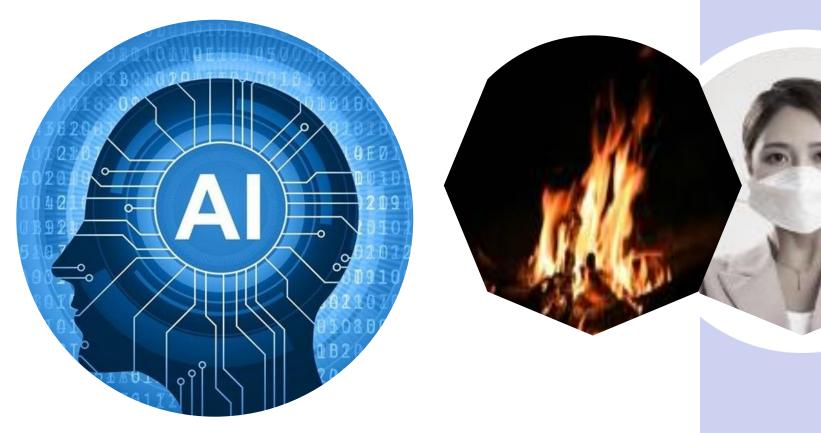
## ROBOT OPERATING SYSTEM

로봇 개발에서 사용하는 TCP 기반의 통신 미들웨어



**NETWORK** 



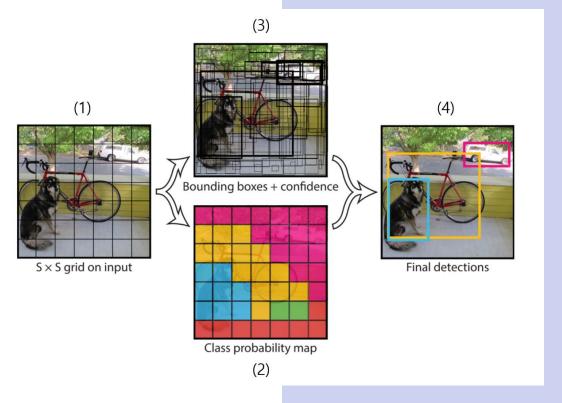




### REAL-TIME OBJECT DETECTION \_\_\_\_\_

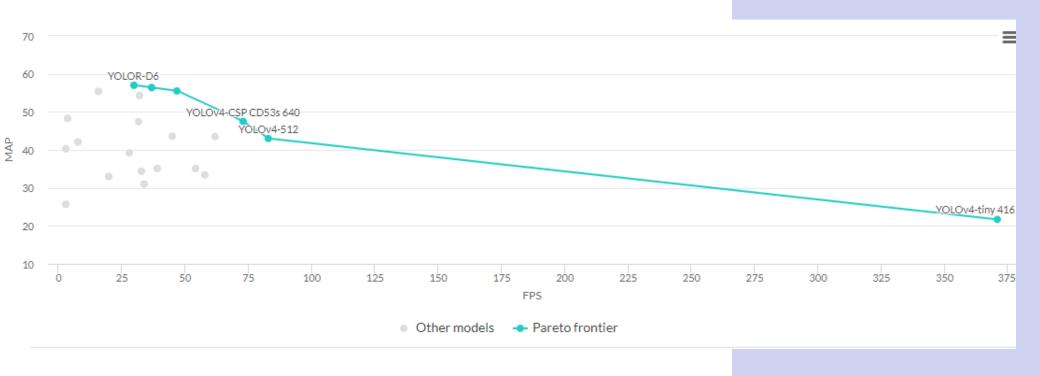
### WHY IS YOLO?





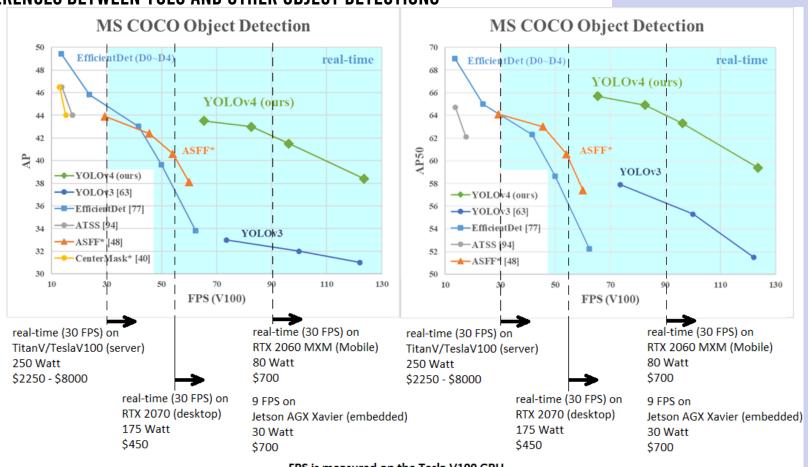
REAL-TIME OBJECT DETECTION \_\_\_\_\_

4. Technologies



### REAL-TIME OBJECT DETECTION

#### DIFFERENCES BETWEEN YOLO AND OTHER OBJECT DETECTIONS



FPS is measured on the Tesla V100 GPU.

For other GPUs with 7.x architecture,
the FPS is estimated based on the TFlops ratio.

### **DEMONSTRATE**

PLEASE ENJOY THE SHOW

