

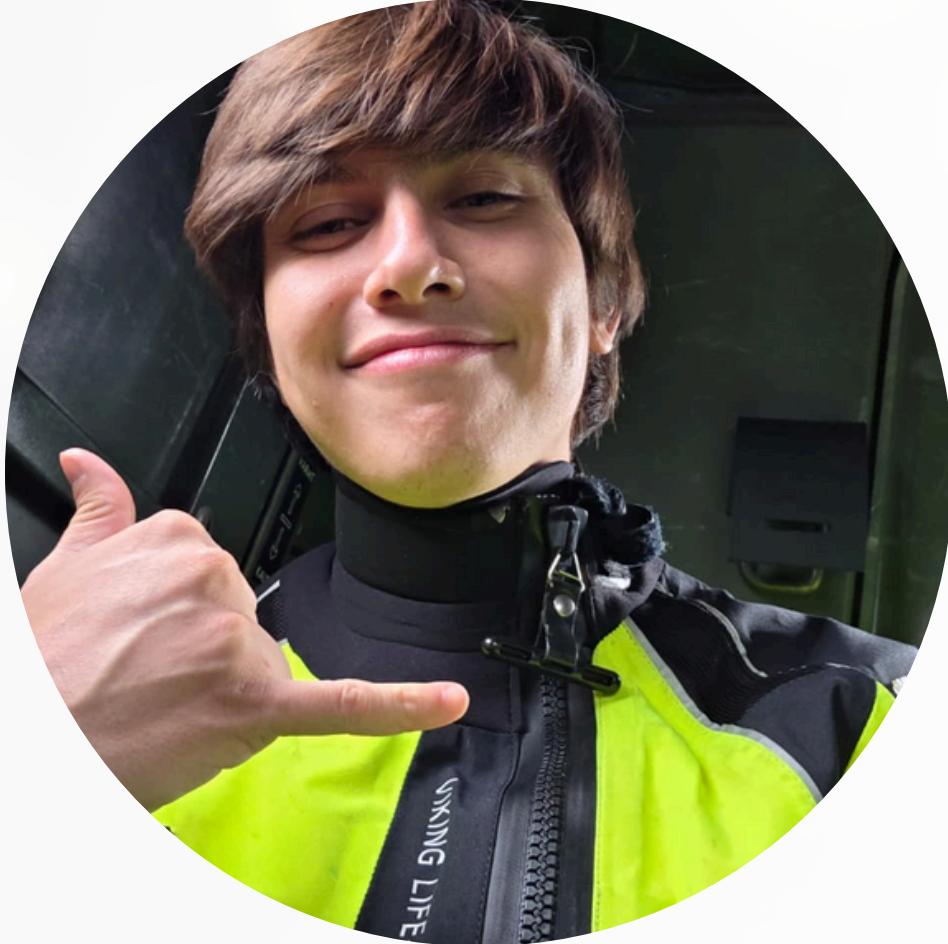


EQUIPO 2

PROYECTO FINAL

-TIER 5-

CONOCE A
NUESTRO EQUIPO



Pablo Daniel Candelas Perez



Godsfavour Ugwu-Gabriel



Mukesh

OBJECTIVE OBJETIVOS

Recuperar una “blackbox” del fondo de una piscina usando un ROV

Tener un sistema autonomo cognitovo que pueda ser explicado

Hacer uso de una interfaz de usuario amigable para monitorear la mision y controlar el ROV

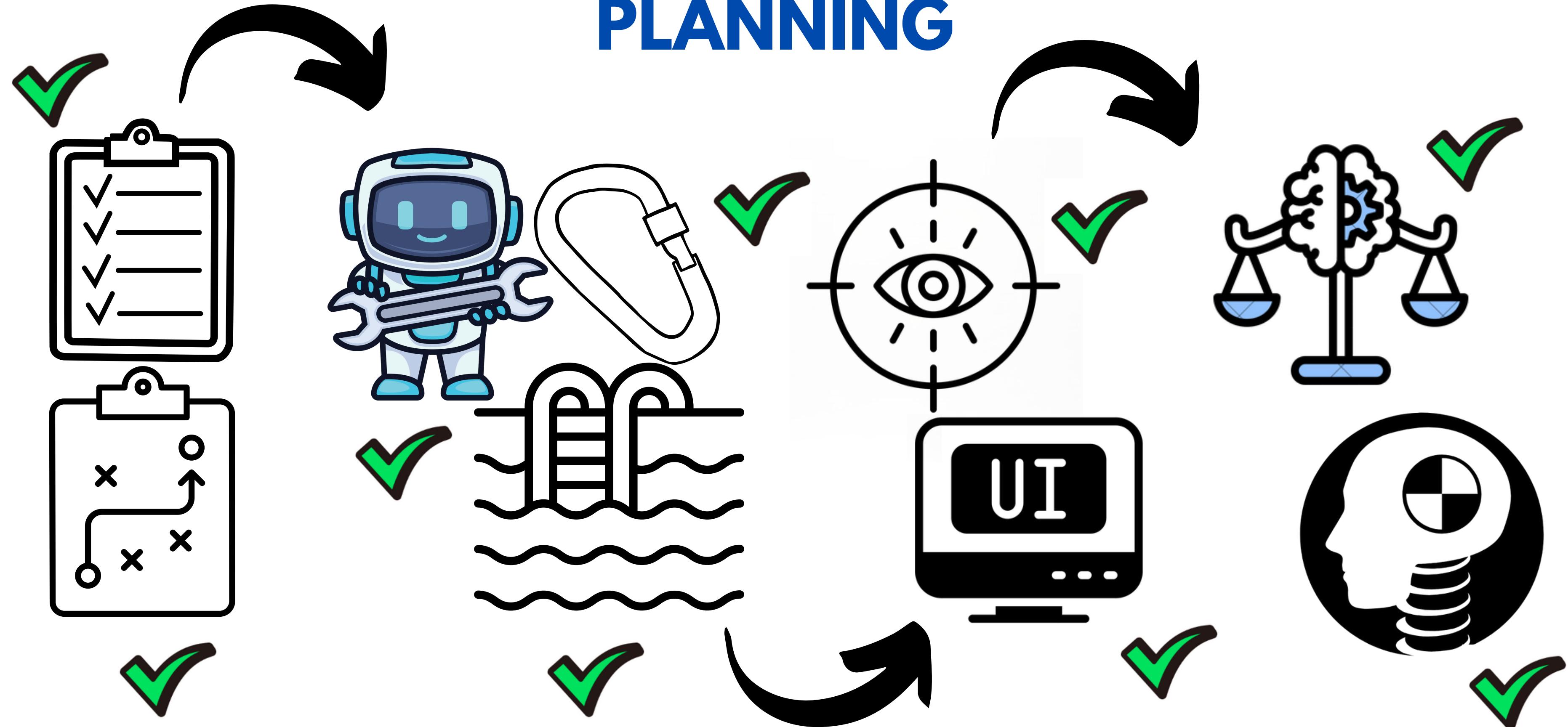
1

2

3



PLANNING



THE ENVIRONMENT



Cirtesu water tank

- Water tank has been filled with water
- ARuco markers IDs identified & located
- Working station in top part and visual station in lower part
- Ready to deploy ROVs

TECH EQUIPMENT

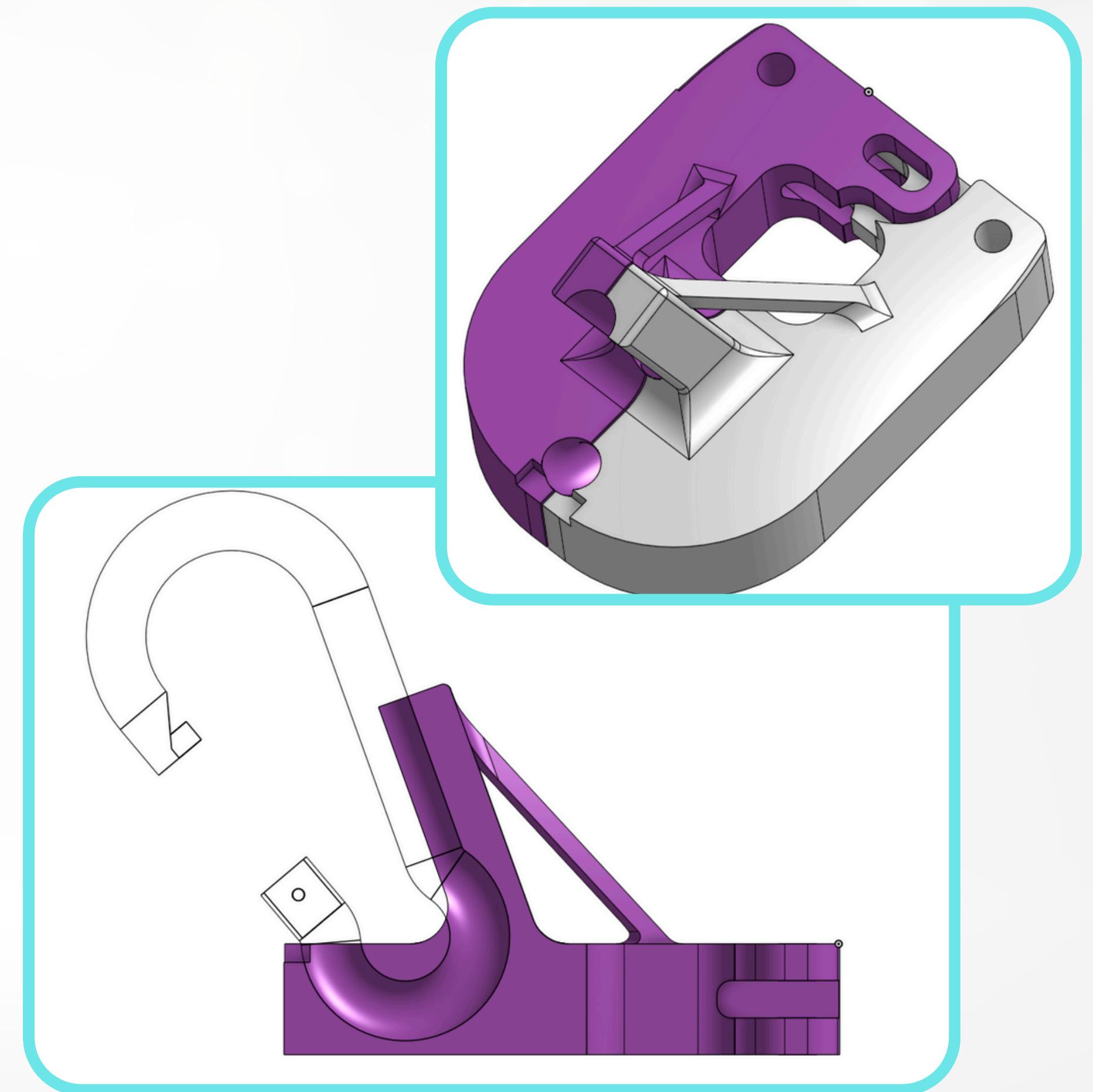
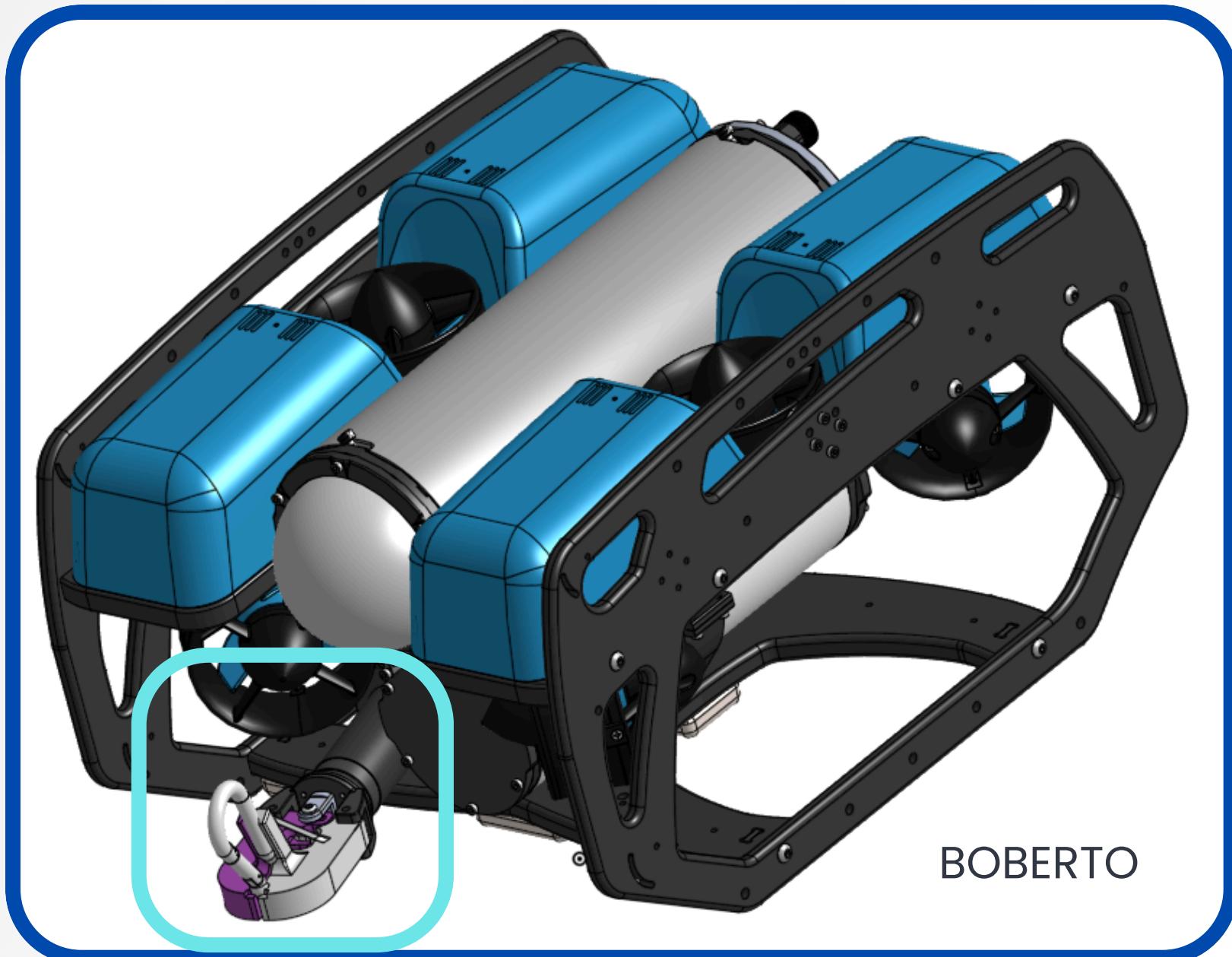
Bluerov2- heavy configuration

- Camera - Calibrated ✓
- IMU - Calibrated ✓
- Depth sensor - Calibrated ✓
- Tethered - Correct connection ensured ✓
- Battery - Working ✓
- linear actuator (newton gripper) - controlled ✓
- 6 DoF, 8 thrusters - Controlled and correctly mapped ✓
- Lights - Controlled and pins activated ✓

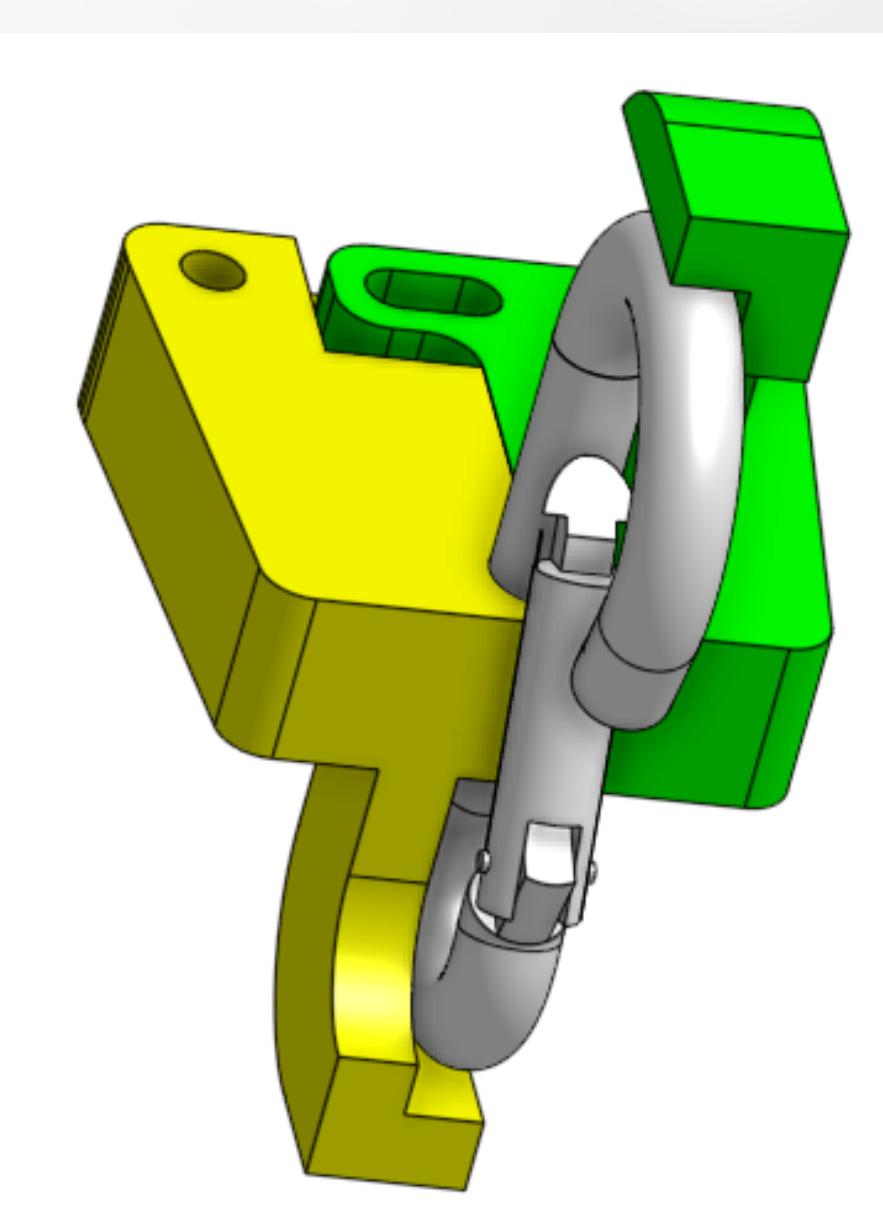
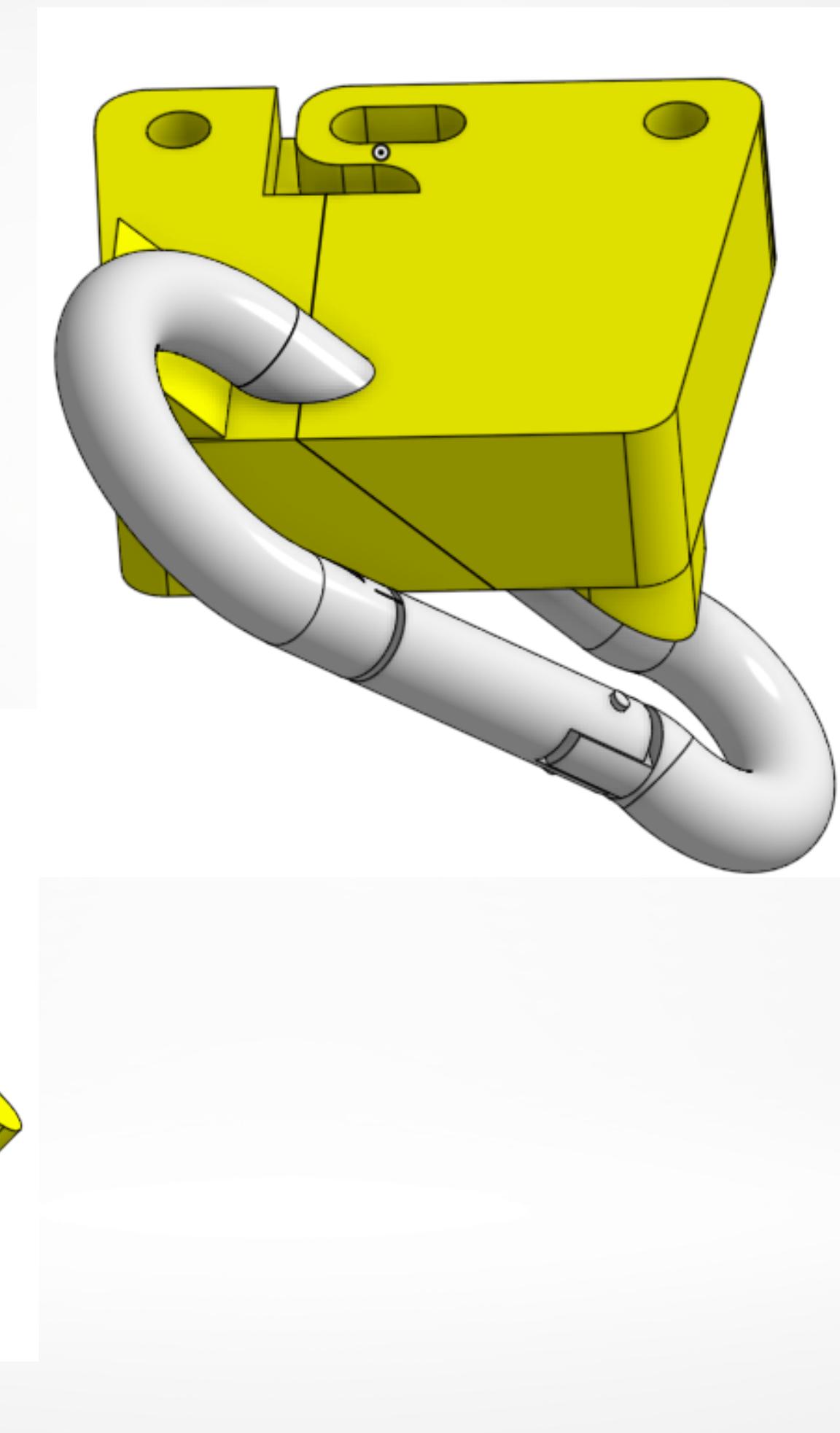
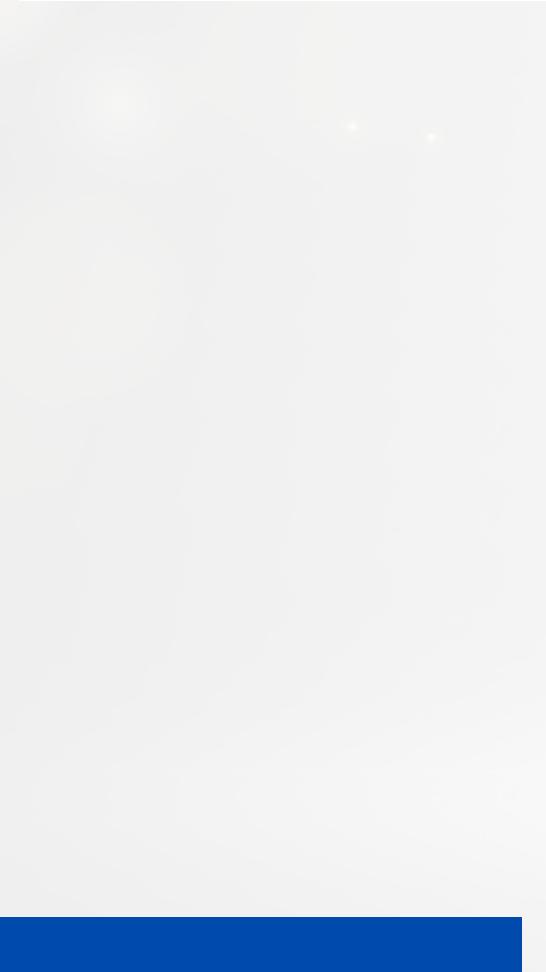
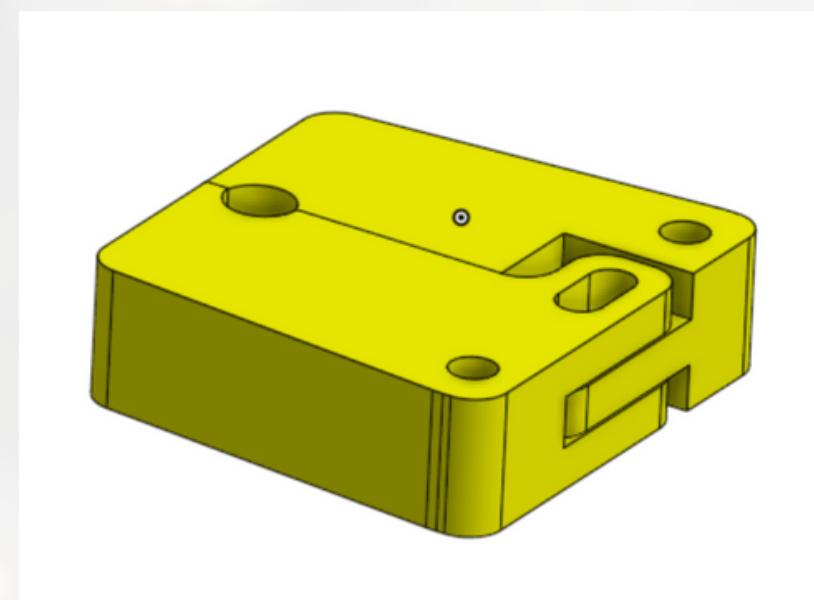


BOBERTO

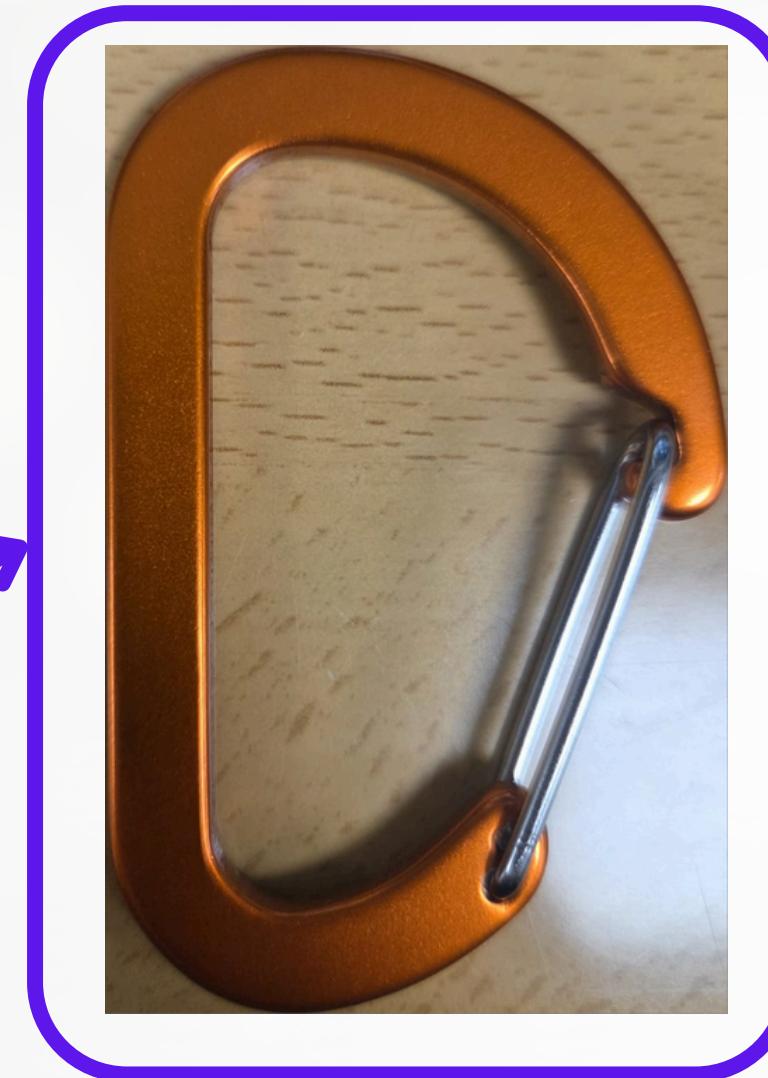
GRIPPER V1



GRIPPER V2

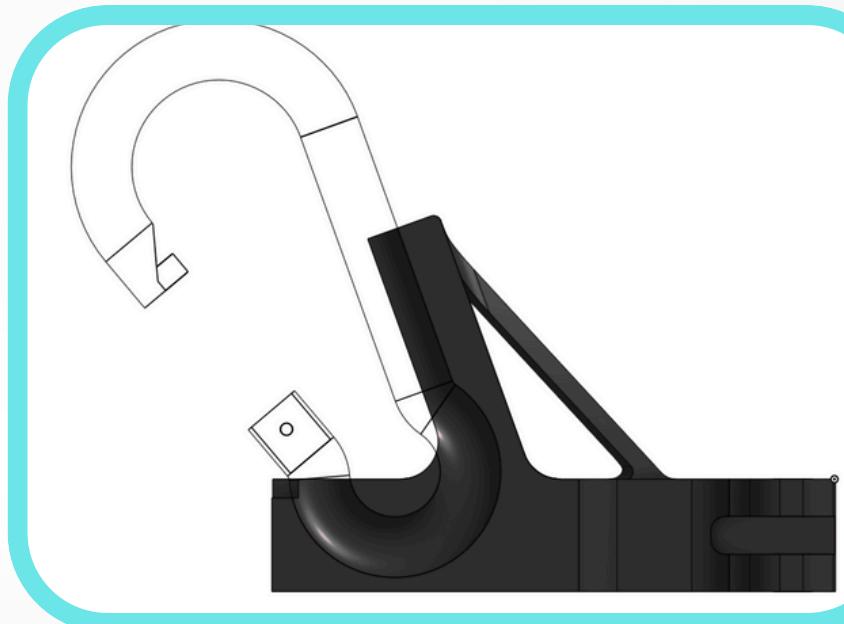


GRIPPER VF



- Final carabiner selected
- Soft to use
- good size for handle

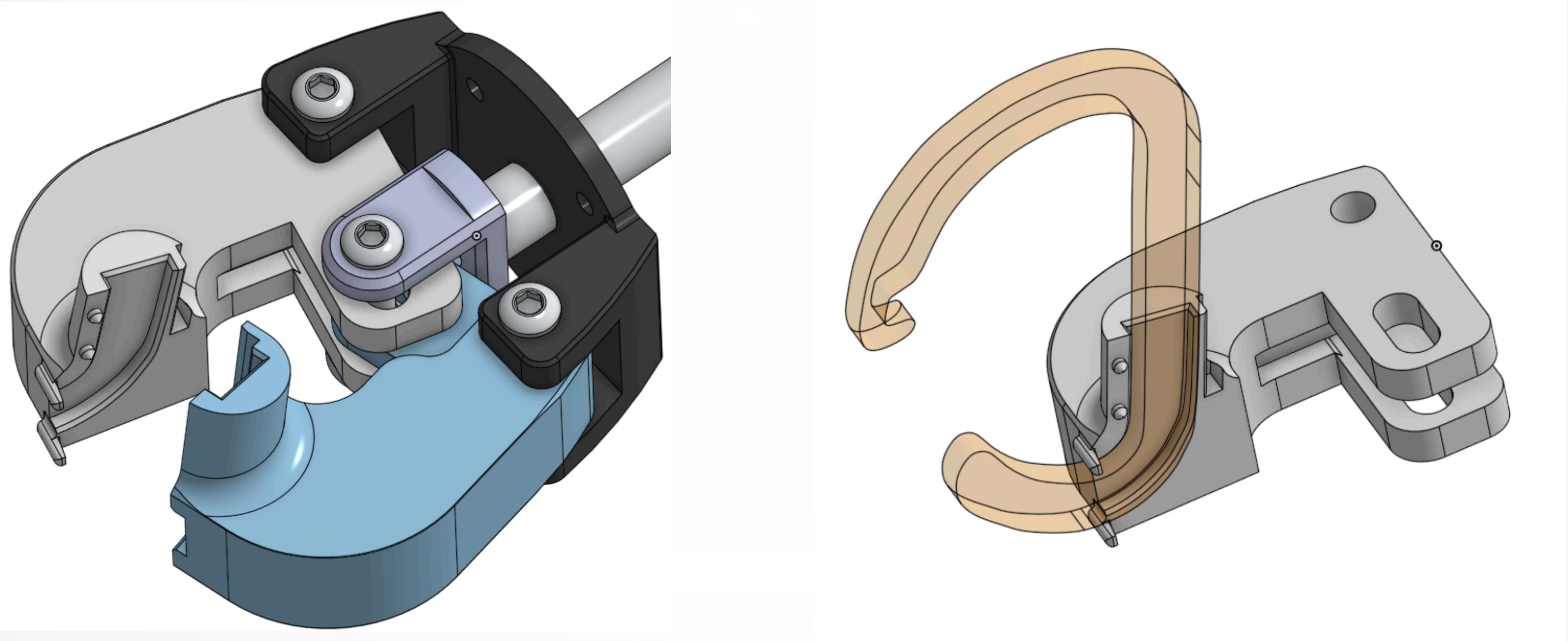
Modify to:



- Position with angle for easier approach
- Consider both vertical and horizontal black box poses
- Good grip, at least 3 contact points

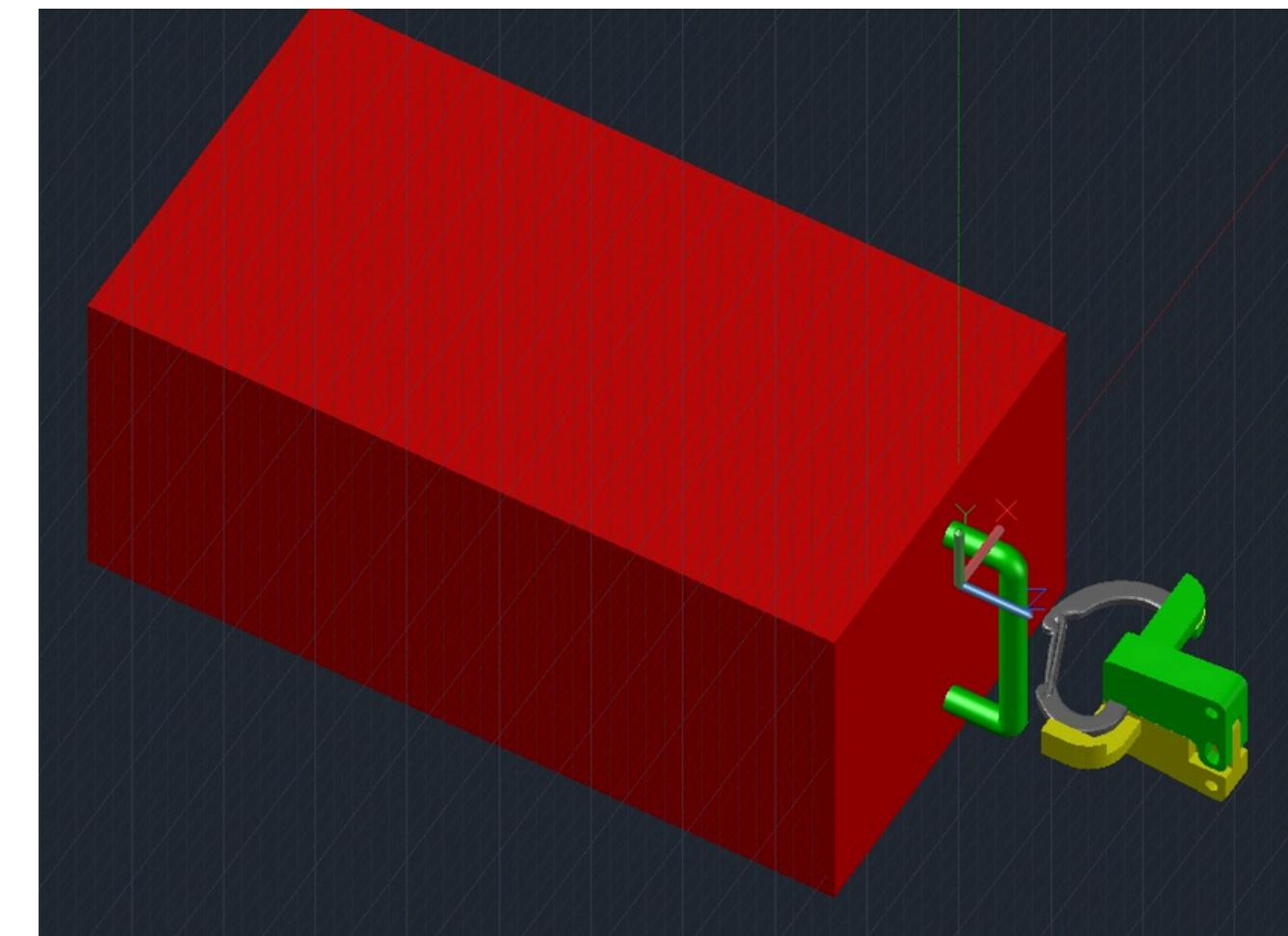
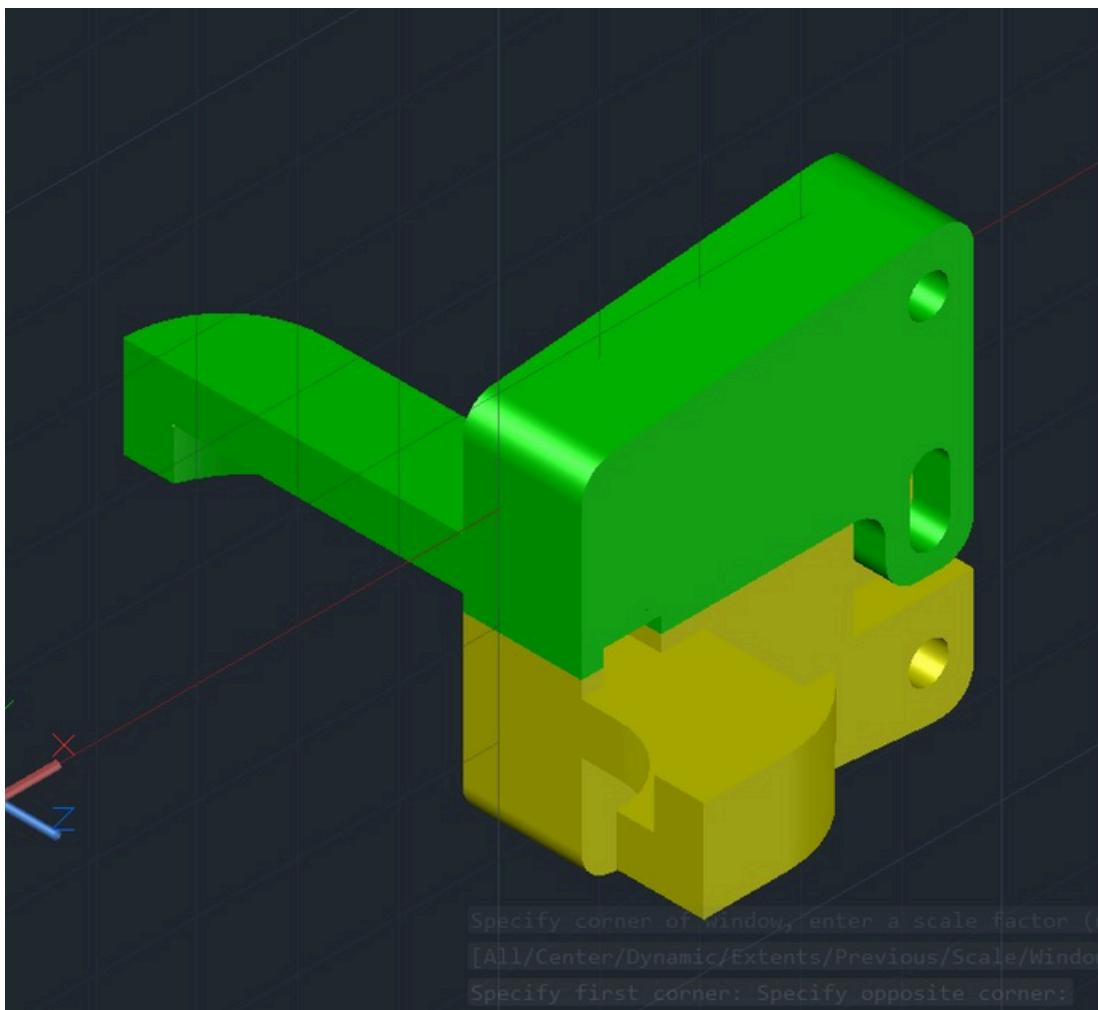
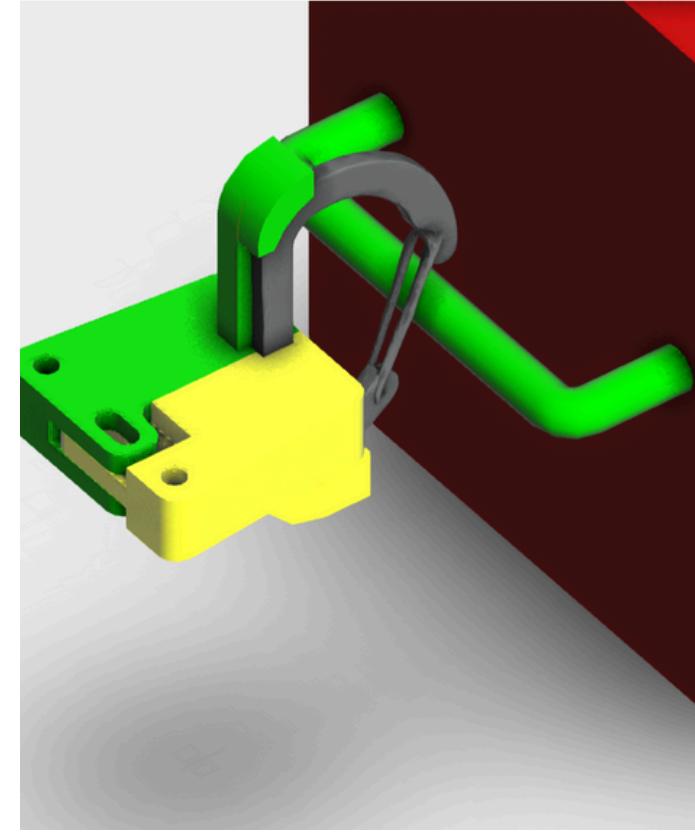
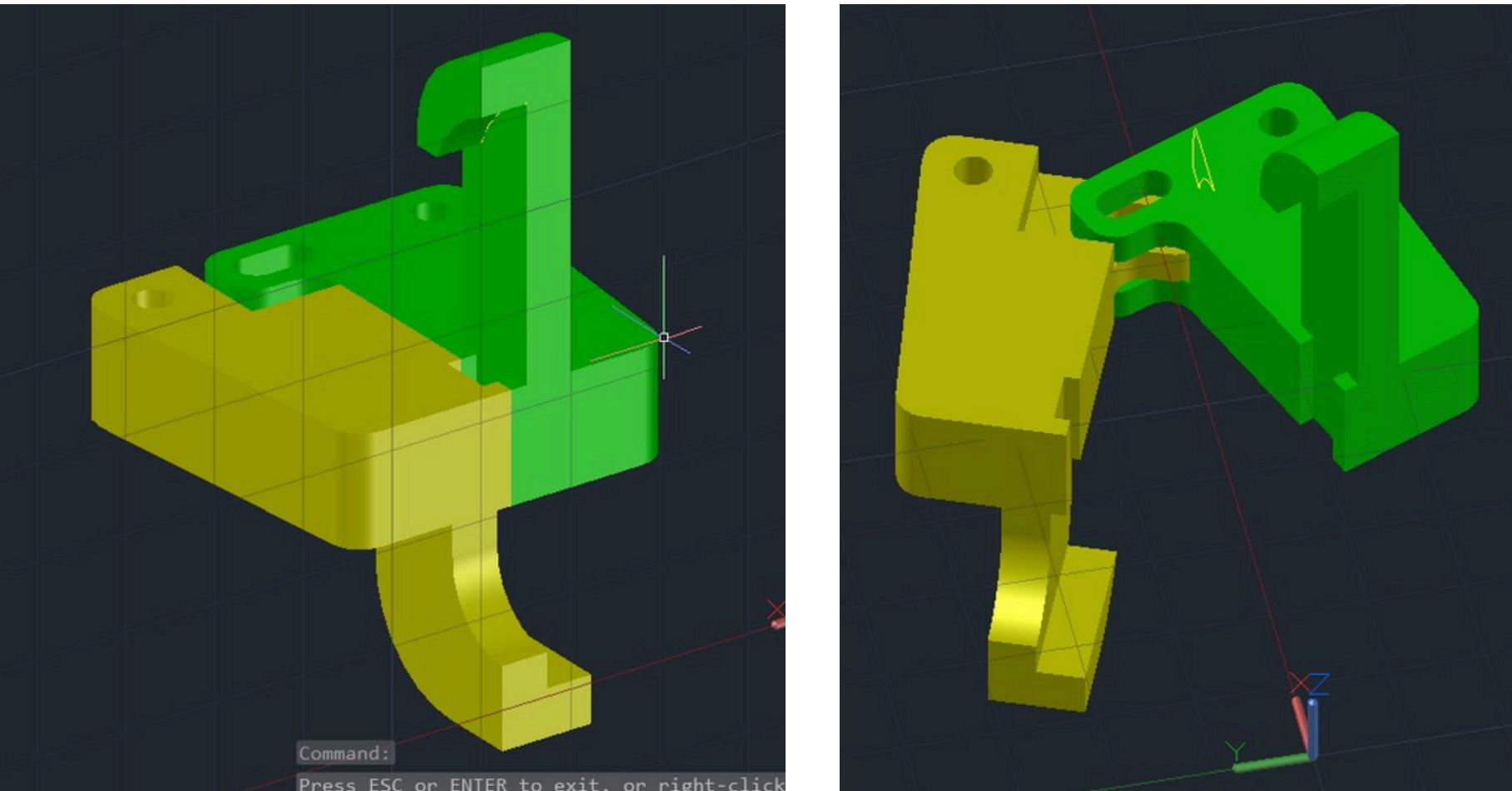
GRIPPER VF_1

BROKEN

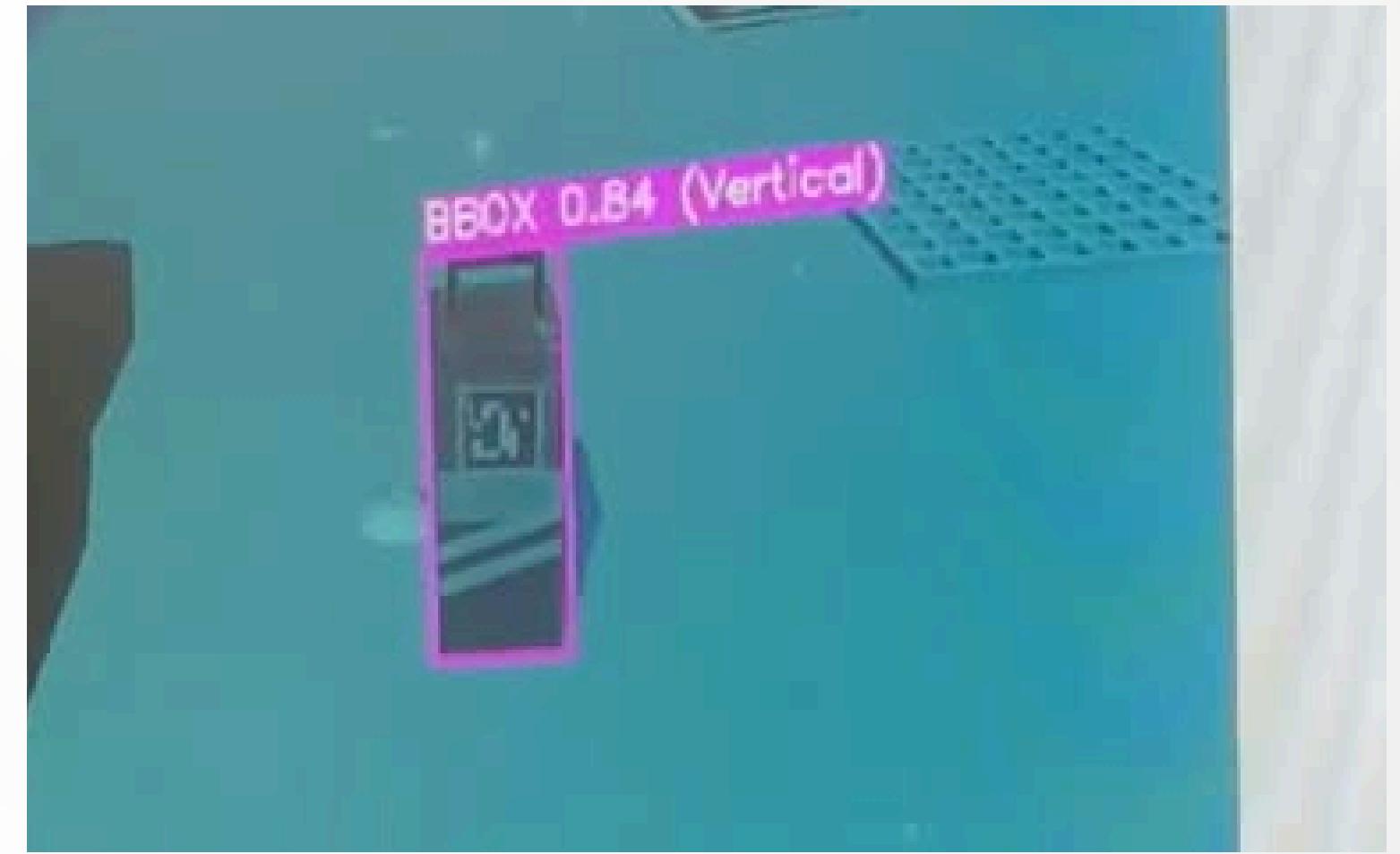


GRIPPER VF_2

GOOD



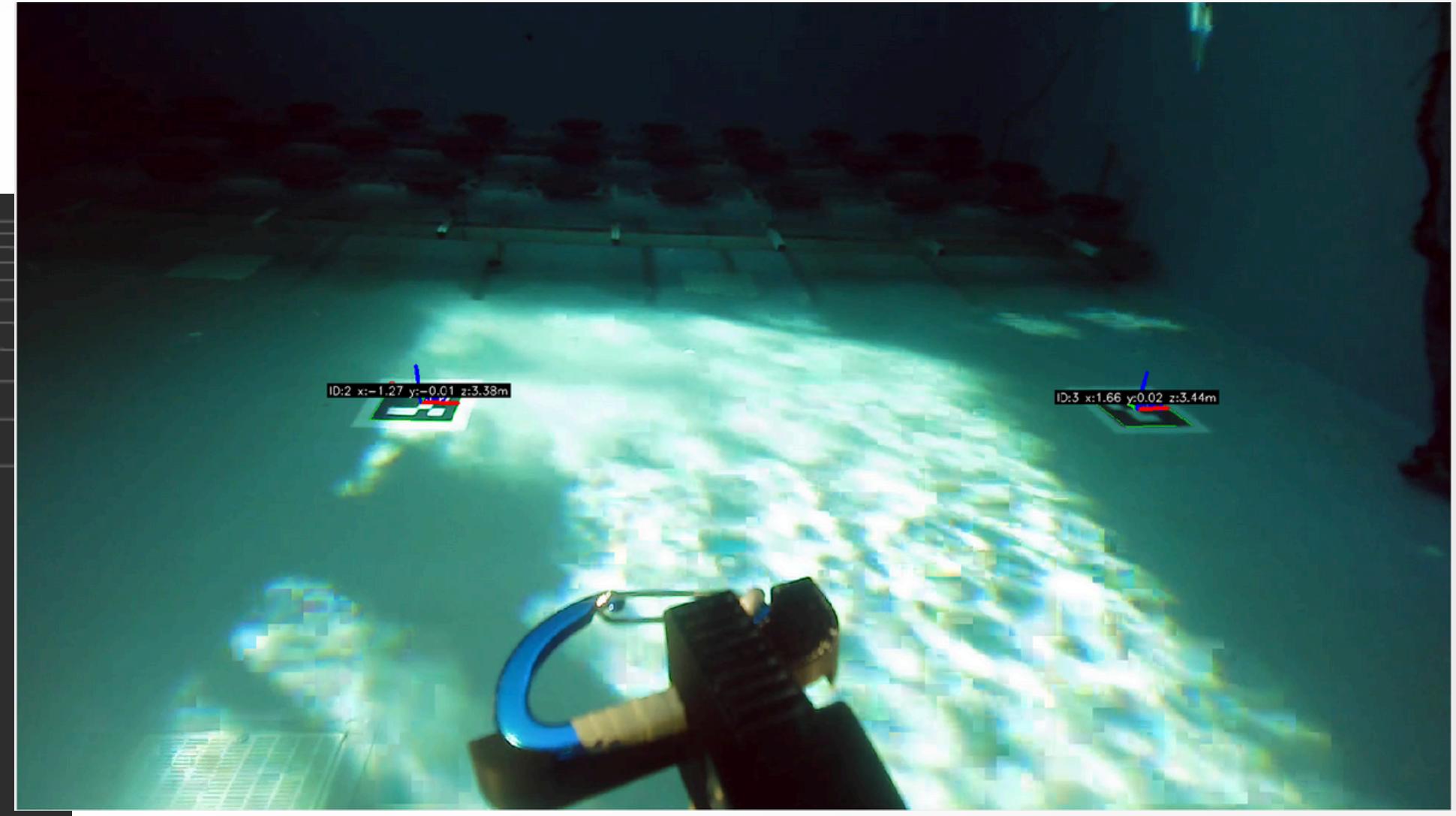
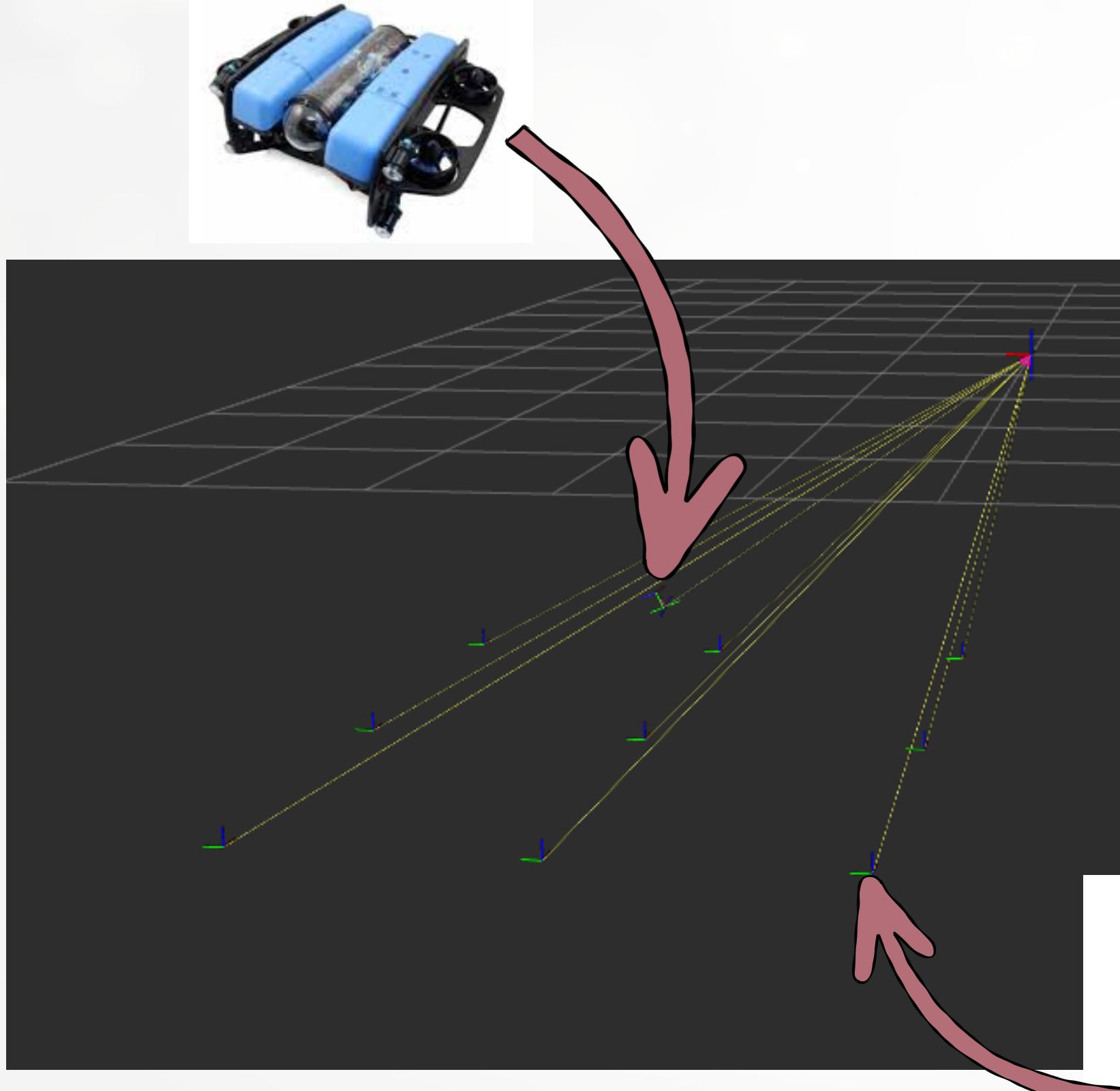
THE SIMULATIONS



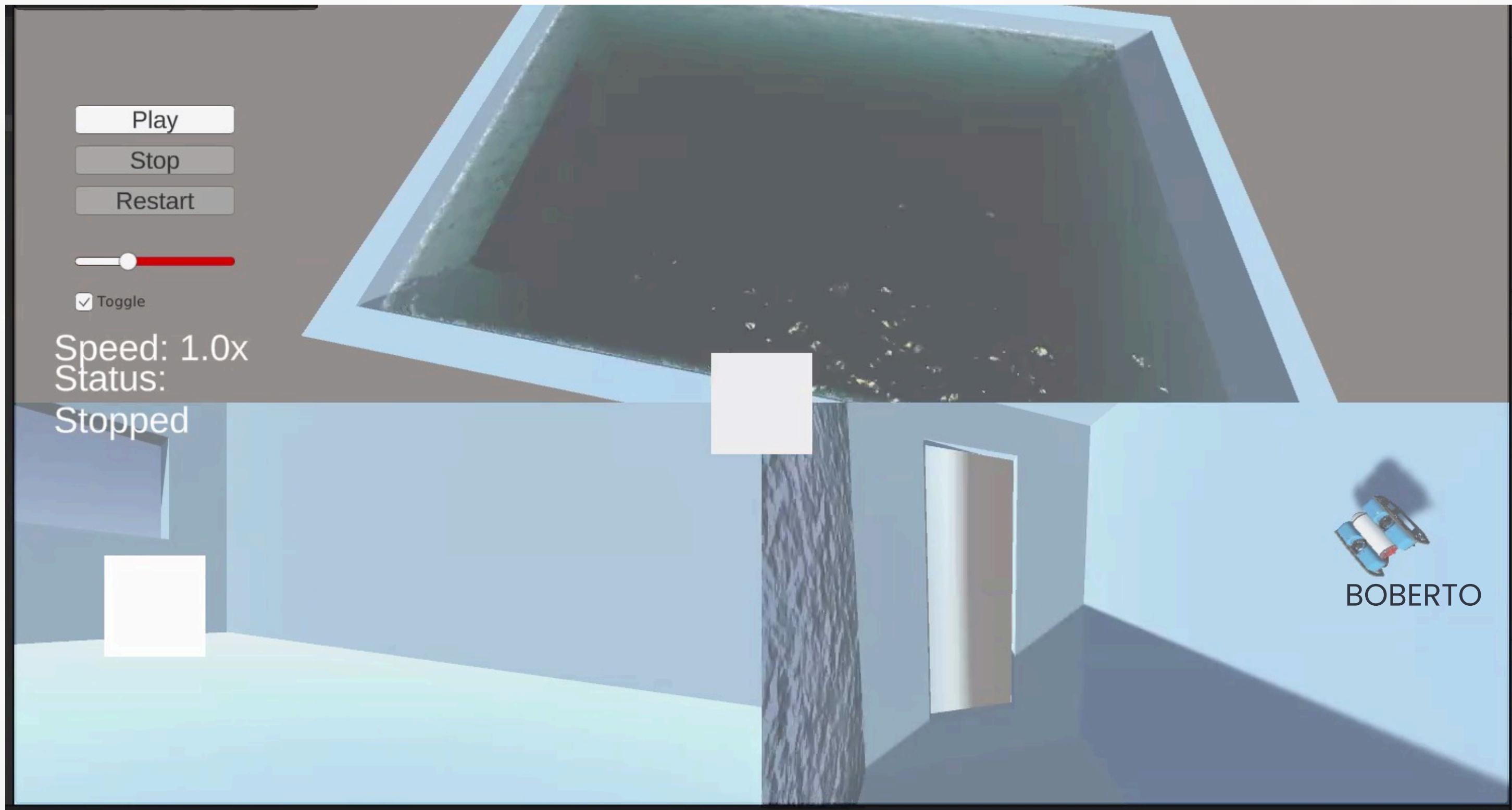
- WE TESTED OUR PERCEPTION AND CONTROL CODE IN THE STONEFISH MARINE ROBOT SIMULATOR.
- OBJECT DETECTION WAS VALIDATED USING SIMULATED SENSOR DATA UNDER DIFFERENT SCENARIOS.

LOCALIZATION

BOBERTO

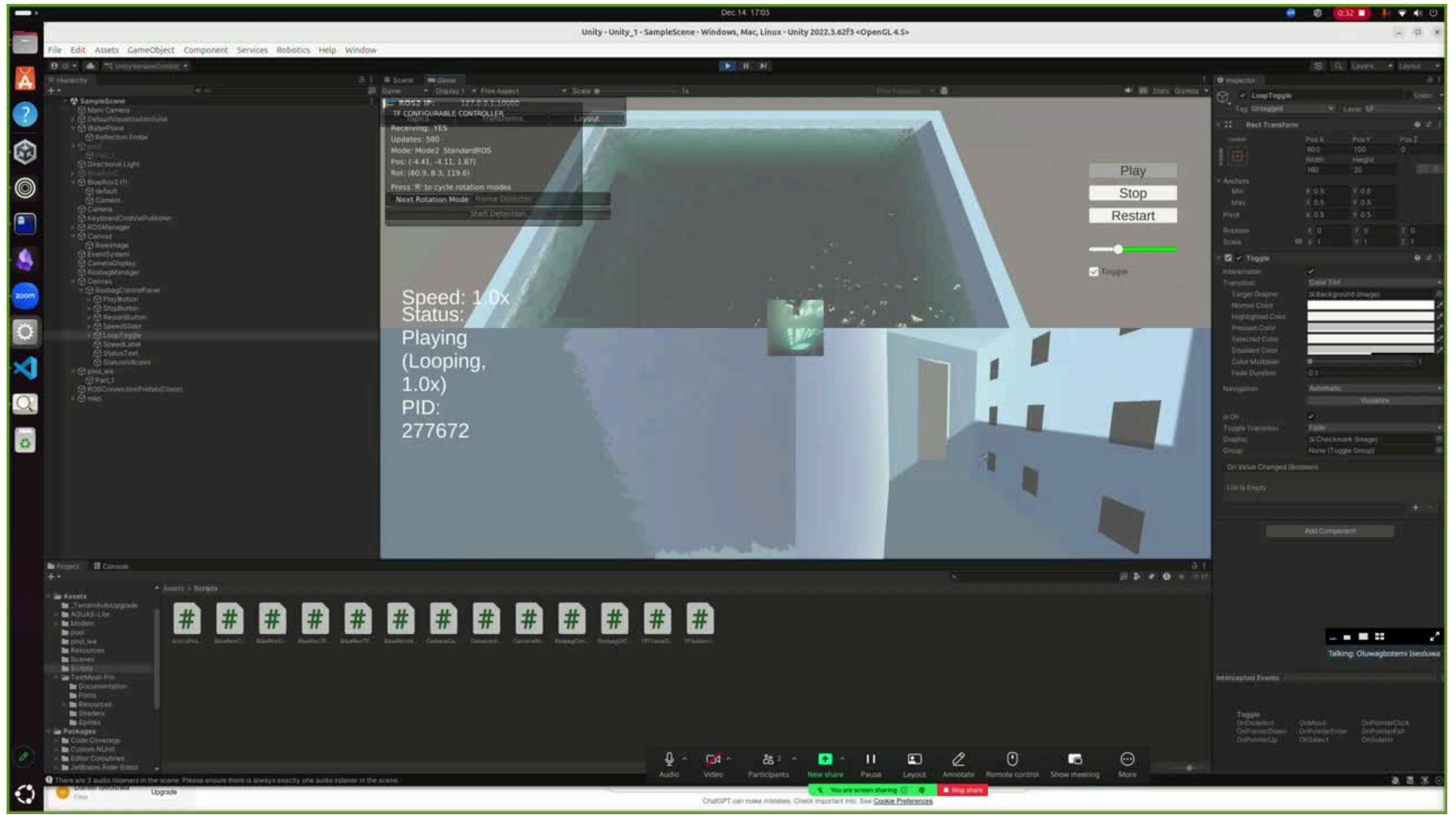


3D VISUALIZATION



3D VISUALIZATION





OUR USER INTERFACE



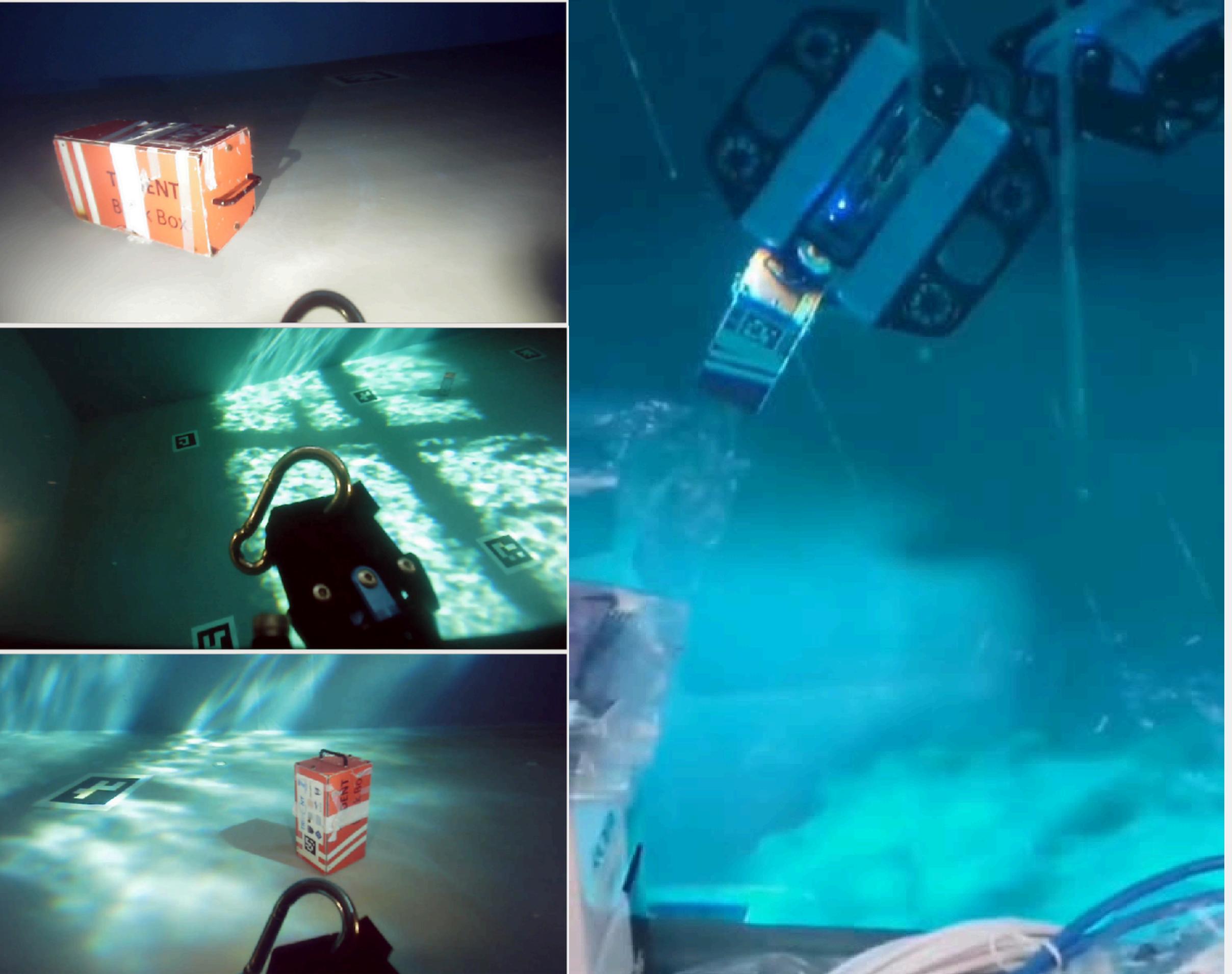
The screenshot displays the Foxglove User Interface (UJI) for a BlueROV2 system. The interface is organized into several panels:

- Override Channels:** A grid of 12 sliders for controlling roll, pitch, yaw, surge, heave, and sway.
- Logs:** A large central area showing logs such as "read logs", "Engaging!!", and "std_msgs/msg/Float64 @ 1765754285.678000000 sec".
- Power:** A digital meter labeled "POWER IN USE" with a value of "49.938010".
- Armed Status:** A button labeled "ARMED" with a blue circular icon.
- Lights:** A digital meter labeled "LIGHTS OFF".
- Plot:** A plot showing a single data series with a value of "-4.828".
- Global Position:** A log entry showing "std_msgs/msg/Float64 @ 1765754285.728000000 sec" with a value of "-4.828".
- Camera Feed:** A live video feed from the BlueROV2 camera showing an orange rectangular object on a light-colored surface.
- Mission Log:** A log entry for "/mission/log.data" with the message "Waiting for next message...".

At the bottom of the interface, there is a footer bar with the date and time "2025-12-15 12:18:05.751 AM CET" and a "Relaunch to update" button.

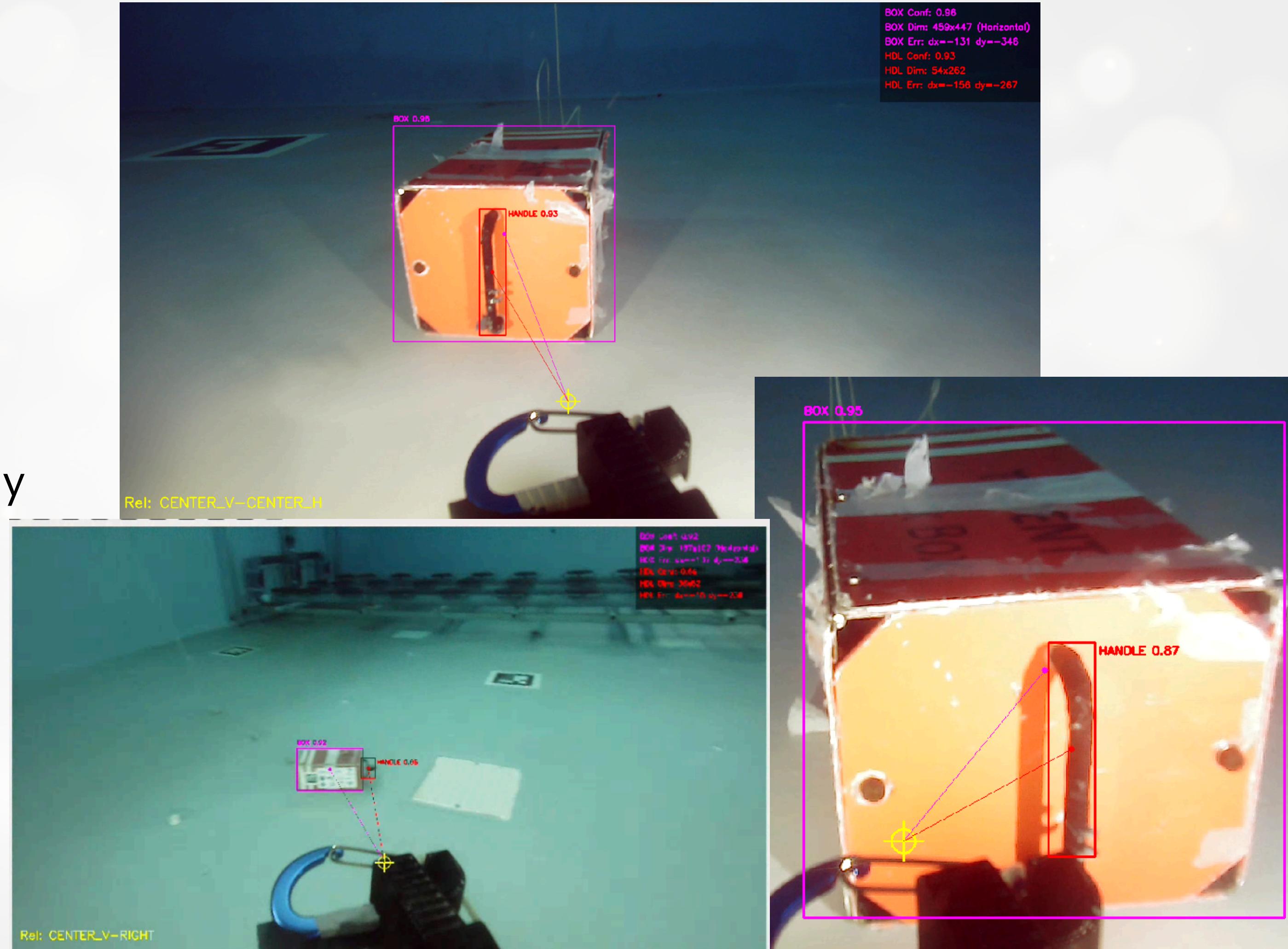
FIRST TRIALS

- Testing system in teleoperation mode
- Visual dataset recollection
- Understanding considerations for new gripper design



SUCCESSFUL TRIALS

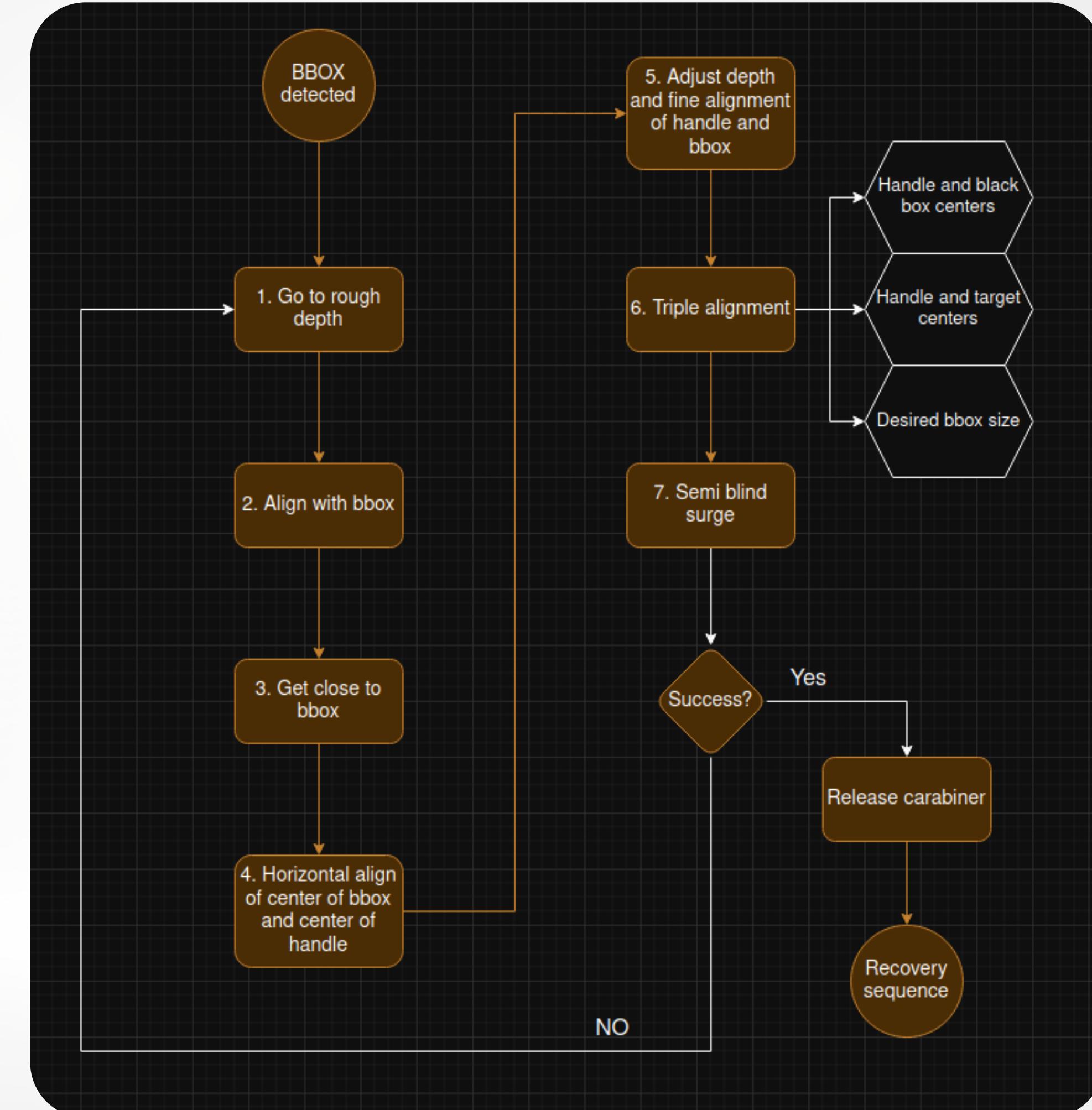
- YOLO V8n model successful detection
- Detection of the bbox from far away
- Handle detection when closer with proper lights (for high confidence)



SUCCESSFUL TRIALS

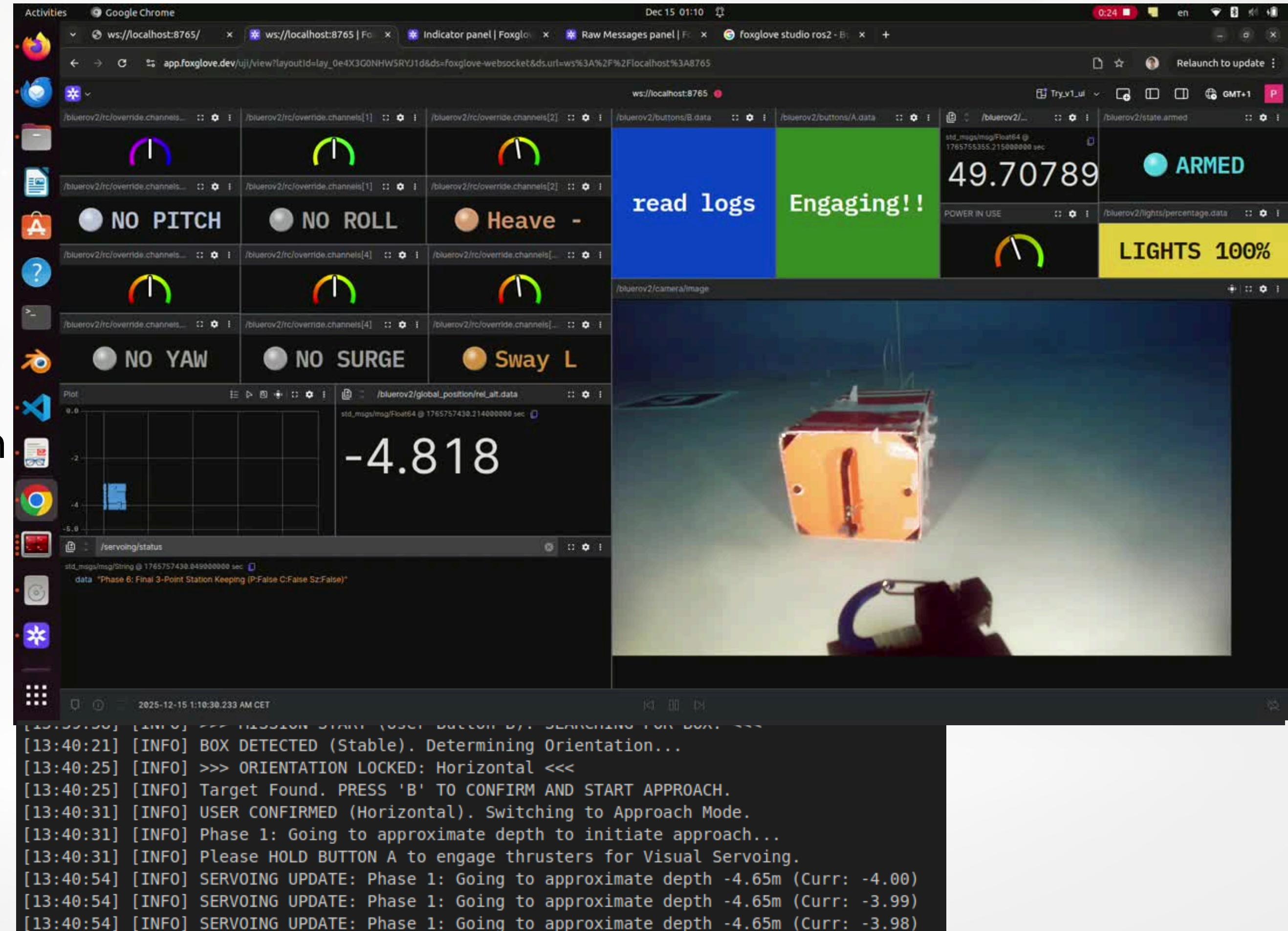
Visual servoing approach:

- State machine
- Death man switch on
- PID controllers for each type of motion



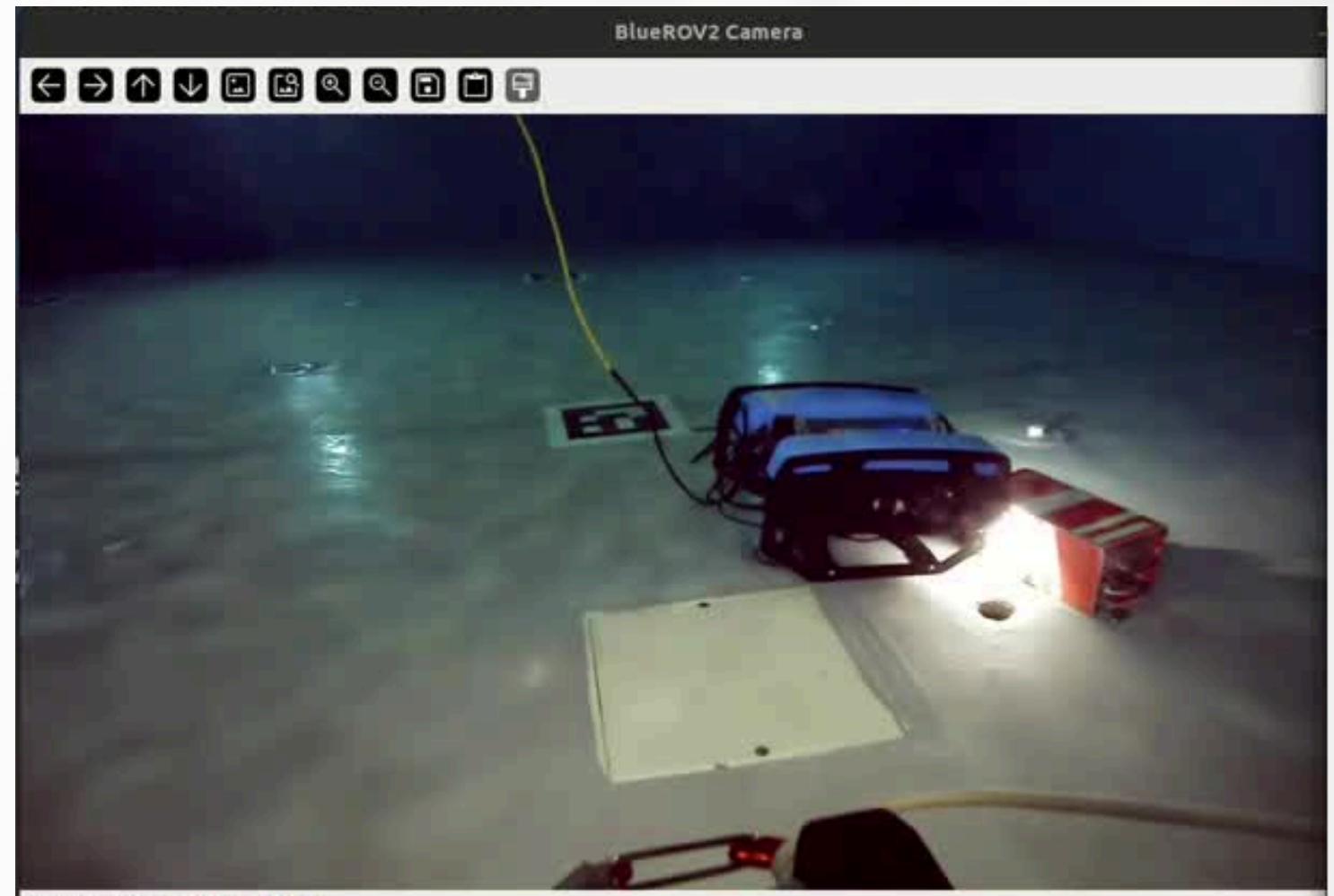
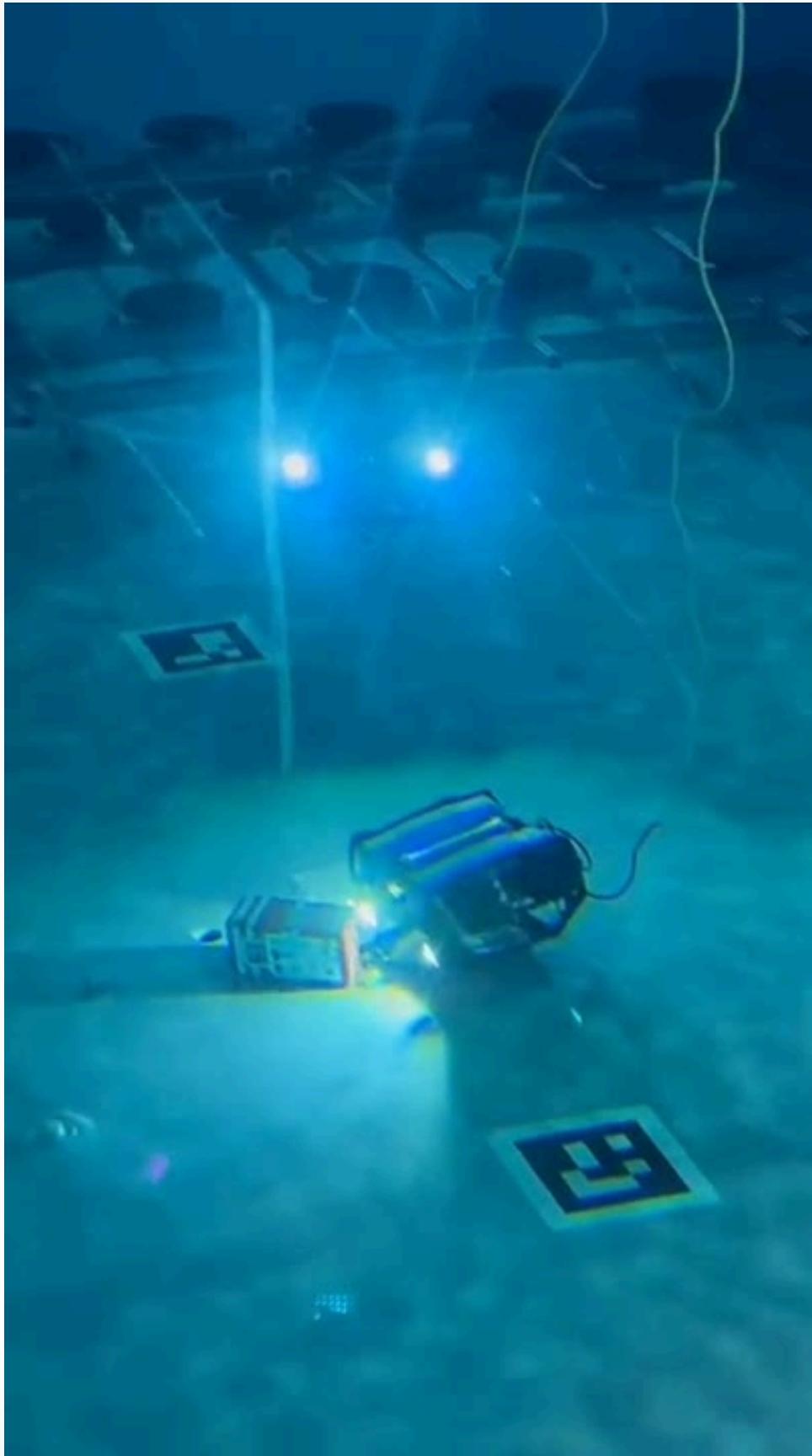
SUCCESSFUL TRIALS

- YOLO V8n model successful detections
- Visual servoing successful approach
- LOGS of mission successfully recorded



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- YOLO V8n model successful detections
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THANK YOU

