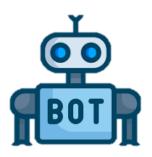
양로원 로봇

B팀

김준서 임승현 정종현 최지훤 0

Recap





Robotics

Grab items

Get preset items to user ex) medicine, paper cup

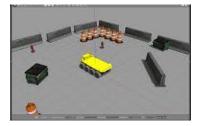
Stroll Assistant

Guidance for stroll around ex) call admin, emergency detect guide along preset path

Robot Service App for elderly people

via Simulation on GAZEBO



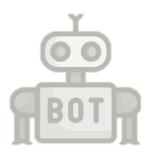


Web Application

User interact with robot

Admin manages robot

Call robot, view logs





Robotics

Grab items

Stroll Assistant

Guidance for stroll around ex) call admin, emergency detect guide along preset path

Emergency detection via DL

Patrol around the map Detect fall down human figure

Robot Service App for elderly people

via Simulation on GAZEBO





Web Application

User interact with robot

Admin manages robot

Call robot, view logs

Stroll assistant

Guide along pre-set path

Speed control along user via Object detection

Emergency detection

Emergency detection

Default mode

Patrols along the map

Detect fall down figure and make alert

Pose detection Model

INDEX

- 1. Object Detection
 - 2. Pose Detection
 - 3. Gazebo
 - 4. Weekly Plan

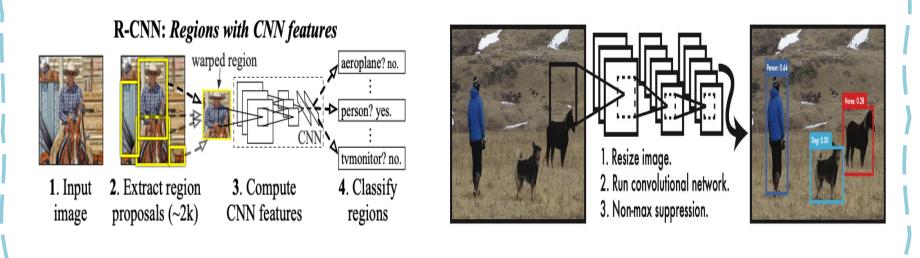
1

Object Detection

1 Object Detection

R-CNN VS. YOLO

Object Detection Model



1 Object Detection

R-CNN VS. YOLO

Object Detection Model

	R-CNN	YOLO
Overall	Divide ROI(Regions of Interest) and CNN	Only Single CNN network
Speed	0.5FPS(Fast R-CNN)	45FPS
Precisi on	70.0%	63.4%

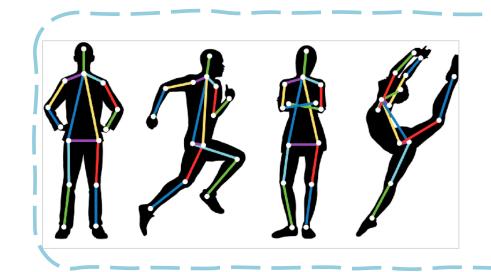
2

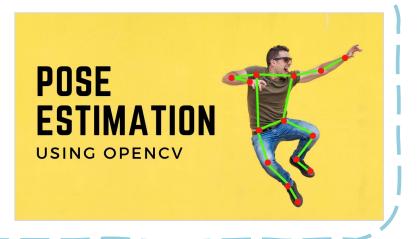
Pose Detection

Pose Estimation

Pose Estimation

Pose Estimation은 사람의 모습을 감지하는 컴퓨터 비전 기술





컴퓨터 비전에서 객체의 위치와 방향을 탐지하는 일반적인 문제 사람의 신체 관절인 keypoint가 어떻게 구성되어 있는지 위치를 측정, 추정

Realtime Multi-Person 2D Pose Estimation

Human Pose Estimation 접근 방식

Pose Estimation은 사람의 모습을 감지하는 컴퓨터 비전 기술

Top-Down 방식

사람을 먼저 감지를 한 다음 각 사람의 자세 추정함











Bottom-Up 방식

관절 부위(keypoint)를 먼저 감지하여 서로 연결해 모든 사람의 자세를 추정함











Realtime Multi-Person 2D Pose Estimation

Human Pose Estimation 접근 방식

Pose Estimation은 사람의 모습을 감지하는 컴퓨터 비전 기술

Top-Down 방식



문제점:

사람을 인식하지 못하면 측정할 수 없고 사람 수가 많아지면 계산량도 많아짐

Bottom-Up 방식











문제점:

찾은 관절을 매칭할 수 있는 조합이 많고 적절하게 매칭하는데 시간이 많이 걸림, 정확도 높이기 어려움 Realtime Multi-Person 2D Pose Estimation

Realtime Multi-Person 2D Pose Estimation

Realtime Multi-Person 2D Pose Estimation using Part Affinity Fields *

Zhe Cao Tomas Simon Shih-En Wei Yaser Sheikh The Robotics Institute, Carnegie Mellon University

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Abstract

We present an approach to efficiently detect the 2D pose of multiple people in an image. The approach uses a non-parametric representation, which we refer to as Part Affinity Fields (PAFs), to learn to associate body parts with individuals in the image. The architecture encodes global context, allowing a greedy bottom-up parsing step that maintains high accuracy while achieving realtime performance, irrespective of the number of people in the image. The architecture is designed to jointly learn part locations and their association via two branches of the same sequential prediction process. Our method placed first in the inaugural COCO 2016 keypoints challenge, and significantly exceeds the previous state-of-the-art result on the MPII Multi-Person benchmark, both in performance and efficiency.



Figure 1. **Top:** Multi-person pose estimation. Body parts belonging to the same person are linked. **Bottom left:** Part Affinity Fields (PAFs) corresponding to the limb connecting right elbow and right wrist. The color encodes orientation. **Bottom right:** A zoomed in view of the predicted PAFs. At each pixel in the field, a 2D vector encodes the position and orientation of the limbs.

Realtime Multi-Person 2D Pose Estimation

Realtime Multi-Person 2D Pose Estimation

Bottom up

정확도가 떨어지거나 조합 증가에 따른 계산량의 증가 등의 문제 신체 부위 사이의 중간점을 따내는 등 위치 정보를 추가하는 기법 제안 존재, 그러나 방향 정보 없이는 표현에 한계

논문 방식

신체 부위의 위치, 신체 부위 간의 연결도 인코딩 위치 정보, 방향 정보를 포함하는 표현을 limb(신체 부위의 이음 맞춤 부분) 를 2D 벡터로 인코딩할 수 있는 필터를 학습

Realtime Multi-Person 2D Pose Estimation

Realtime Multi-Person 2D Pose Estimation

Bottom up

정확도가 떨어지거나 조합 증가에 따른 계산량의 증가 등의 문제 신체 부위 사이의 중간점을 따내는 등 위치 정보를 추가하는 기법제안, 방향 정보 없이는 표현에 한계

논문 방식

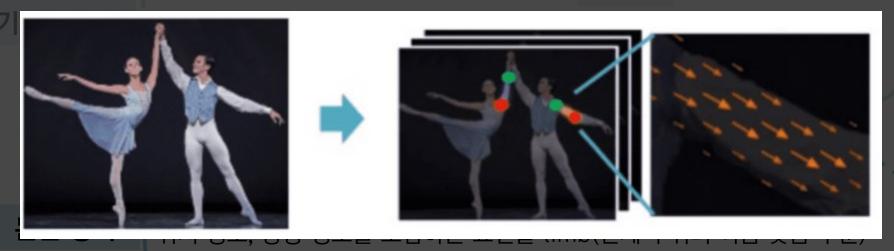
신체 부위의 위치, 신체 부위 간의 연결도 인코딩 위치 정보, 방향 정보를 포함하는 표현을 limb(신체 부위의 이음 맞춤 부분) 를 2D 벡터로 인코딩할 수 있는 필터를 학습

Realtime Multi-Person 2D Pose Estimation

Realtime Multi-Person 2D Pose Estimation

사람을 감지하고 각 사람에 각각 pose estimation을 수행하는 Top-Down 방식 대신 관절을 먼저 찾아 여러 사람의 pose estimation을 수행하는 Bottom-Up 접근으로도 pose estimation의 정확성과 속도를 개선 가능

정확도가 떨어지거나 조합 증가에 따른 계산량의 증가 등의 문제



채널마다 각 신체 부위 사이의 흐름을 인코딩(그림은 2명의 왼쪽 팔의 흐름)을 나타냄

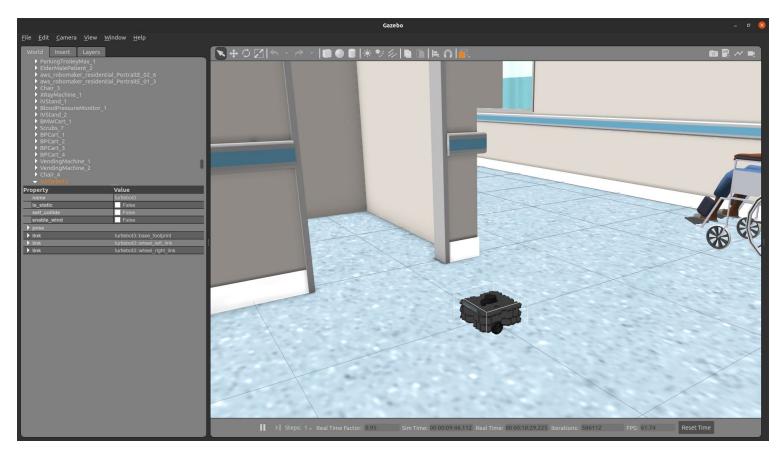
3

Gazebo

What is Gazebo?

Gazebo?

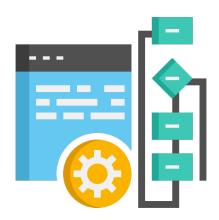
Gazebo: 3D dynamic simulator



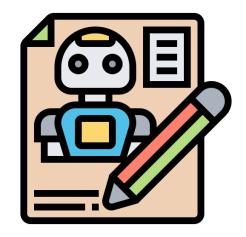
What is Gazebo?

Gazebo?

Gazebo: Usage



Testing robotics algorithm



Designing robot



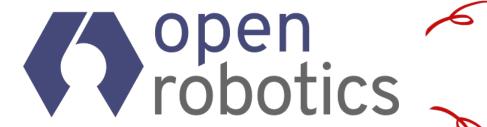
Performing regression testing with realistic scenarios

What is Gazebo?

Gazebo?

Gazebo: Advantage

1. ROS Integration











What is Gazebo?

Gazebo?

Gazebo: Advantage

2. Supported Sensors

Simulator	Supported Sensors
Gazebo	Camera Sensor, Depth camera sensor, Distance and Proximity Sensors, Laser, Force Sensors
V-Rep	Vision Sensor, Force Sensor, Proximity Sensor, Accelerometers Gyro, Lasers, Lidars
Unity	Cameras

What is Gazebo?

Gazebo?

Gazebo: Advantage

3. Compatability

TABLE III
CAPABILITY OF IMPORTING/EXPORTING URDF AND SDF.

	Im	port	Export		
	SDF	URDF	SDF	URDF	
V-Rep	Yes	Yes	No	No	
Unity	No	Yes	No	Yes	
Gazebo	Yes	Yes	Yes	No	

What is Gazebo?

Gazebo?

Gazebo: Advantage

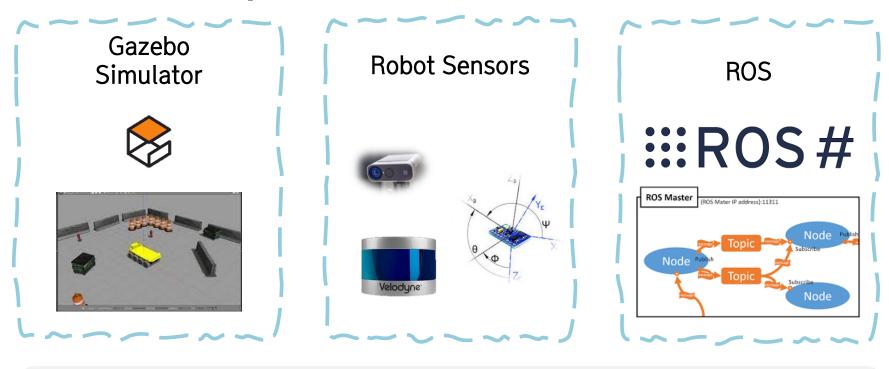
4. License

Simulator	License
Gazebo	Apache 2.0 (Open-source)
V-Rep	GNU(Free for Education)
Unity	Free for student

3 about ROS

How Do We Operate Robot in Simulator?

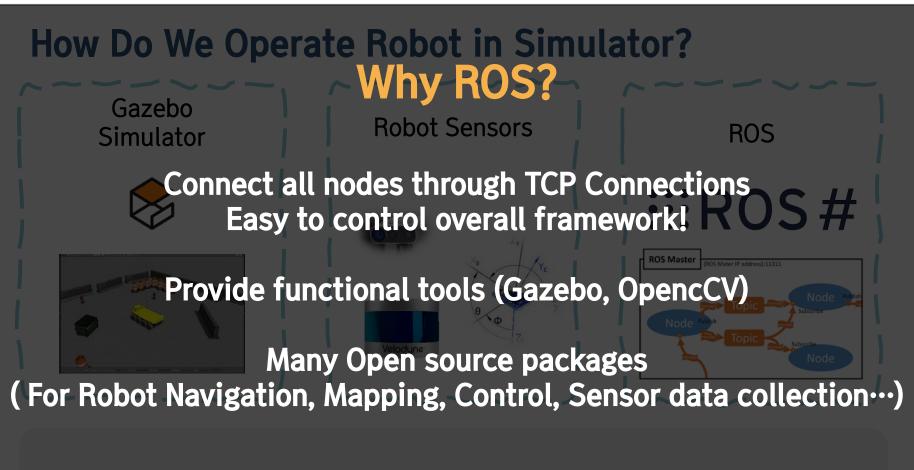
How Do We Operate Robot in Simulator?



ROS is necessary for easy development!

3 about ROS

How Do We Operate Robot in Simulator?

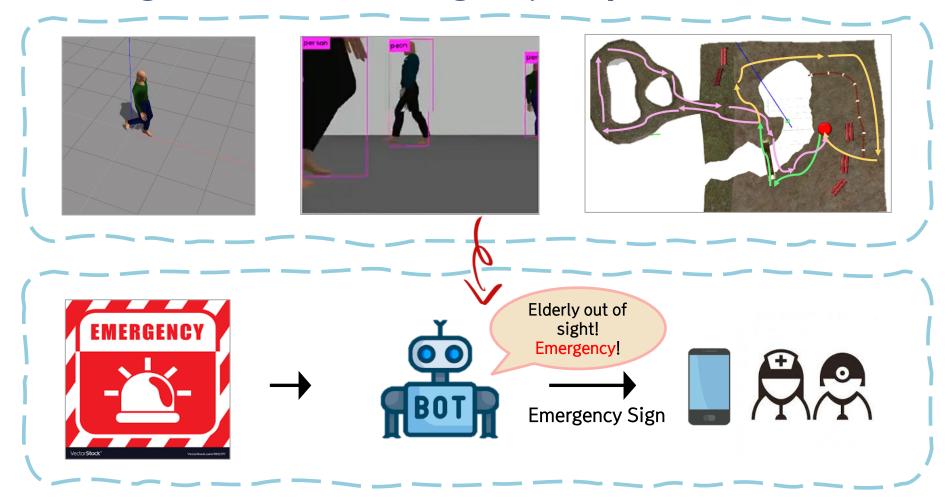


ROS is necessary for easy development!

3 Simulation

Taking a Walk with Emergency Inspection

Taking a walk with Emergency inspection



4

Weekly Plan

	Week6	Week7	Week8	Week9		Week11	Week12	Week13	Week14	
Robotics	Setting on Gazebo	Add user model	Navigation Stockport Edit robot model	Set Navigation Stack parameter	Week		Check navigation function	Test and trouble shooting		Week 1
DL			Train model		10 pres					5 final p
Frontend	Build app for user	Build app for user	Login feature	Connect with robot	sentation	Emergency alert message	Build app for admin			reser
Backend		Design Database	set API for emergency	Connect robot with app	on	Set API for command log				ntation
Document	Proposal document							Final do	cument	

로보틱스 - 임승현 정종현 DL - 김준서 최지훤 프론트 - 최지훤 김준서 백엔드 - 김준서 정종현

THANK YOU