Technische Hochschule Rosenheim

RoboSoccer – Design and development of an image processing system

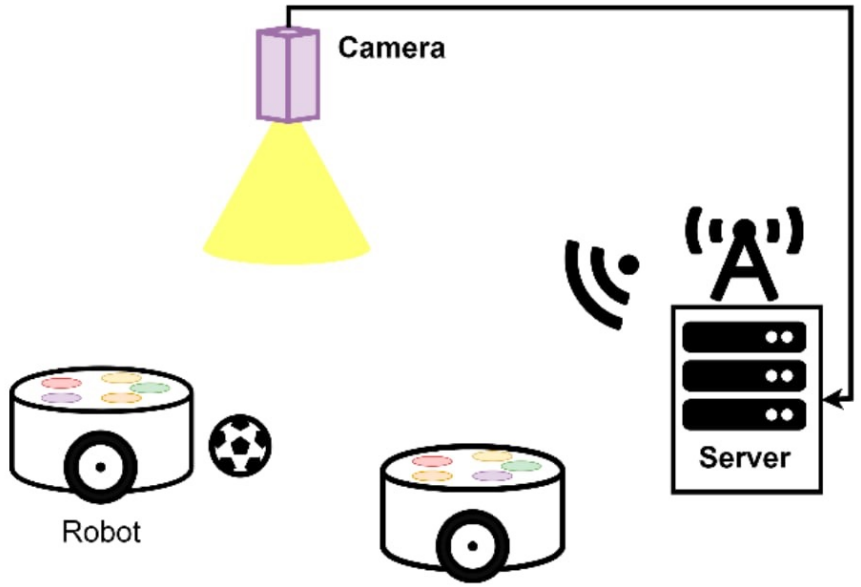
Project Supervisor : Professor Dietrich

Master project of the student : Siamak Mirifar

Brief Description

1: Goal My Project

2: The Construction



Challenges of the project

- Video recording
- Image processing
- Robot pattern recognition
- Real-time data processing and application performance
- Server connection
- Graphical user interface (GUI)

Structure of the soccer field

Structure :

- Camera: Logitech Brio 4k
- Field size : 277*188 cm
- Background color : Dark green
- Material: Carpet
- Robot radius size : 85 cm

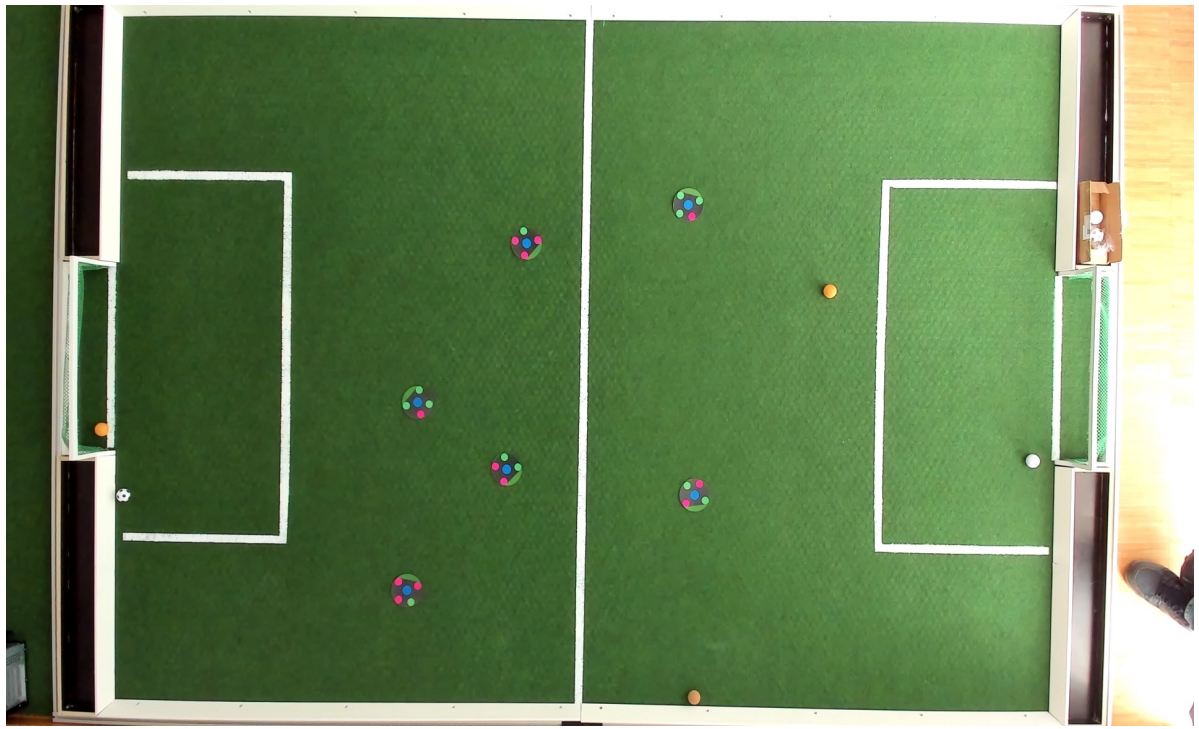


Image Processing

Possibilities of image processing :

- OpenCV
- Loading image
- Video recording

http://opencv.willowgarage.com/wiki/OpenCVLogo

Image Processing

Steps through the process :

- Reduce the image size
- **Blue color detection**
- Is the area of the blue circle is accepted ?
- Saving the pixel position

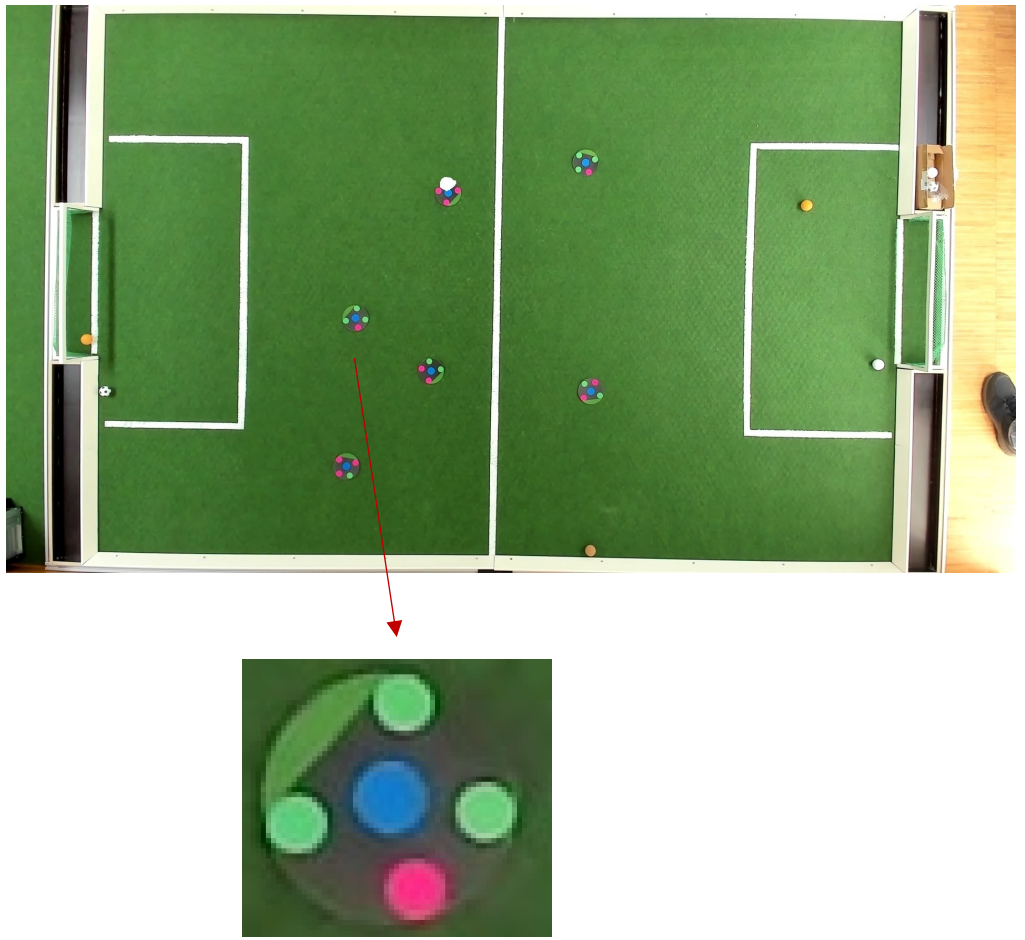
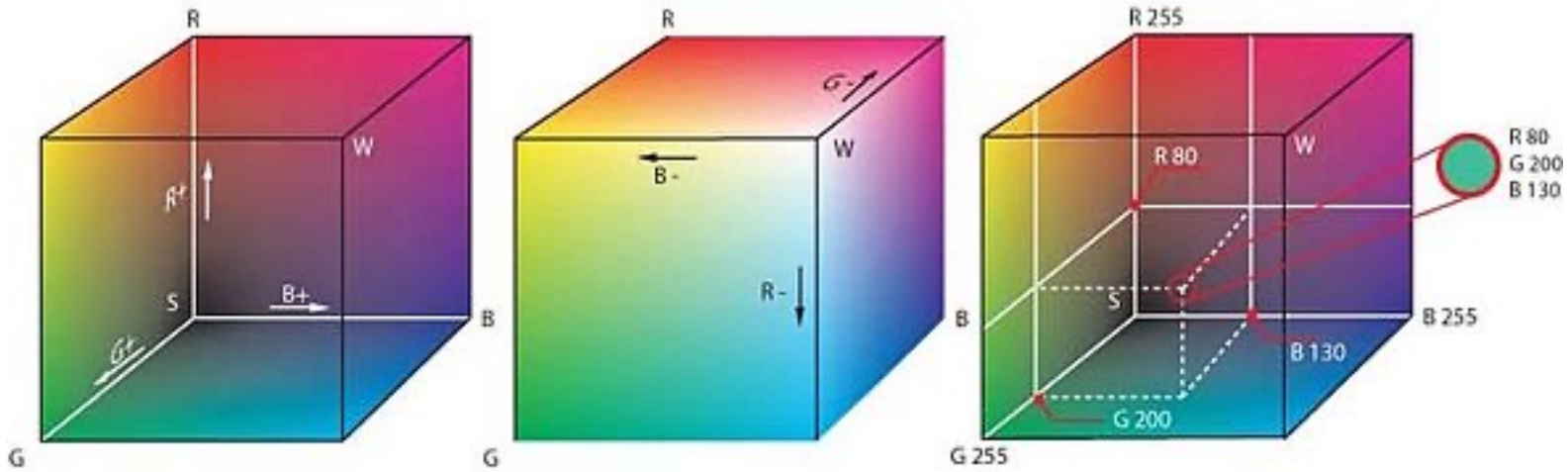


Image Processing

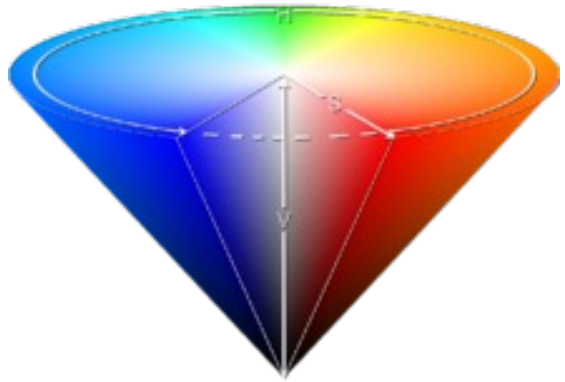
Color space:

The captured images are in RGB color space.

To detect the blue color, we need to use the HSV color space.



https://de.wikipedia.org/wiki/RGB-Farbraum



https://en.wikipedia.org/wiki/HSL_and_HSV

Image Processing

Mask :

In OpenCV, by specifying the lower limits of the color and the upper limits of the color (blue in our case), we can disable all other color spaces.

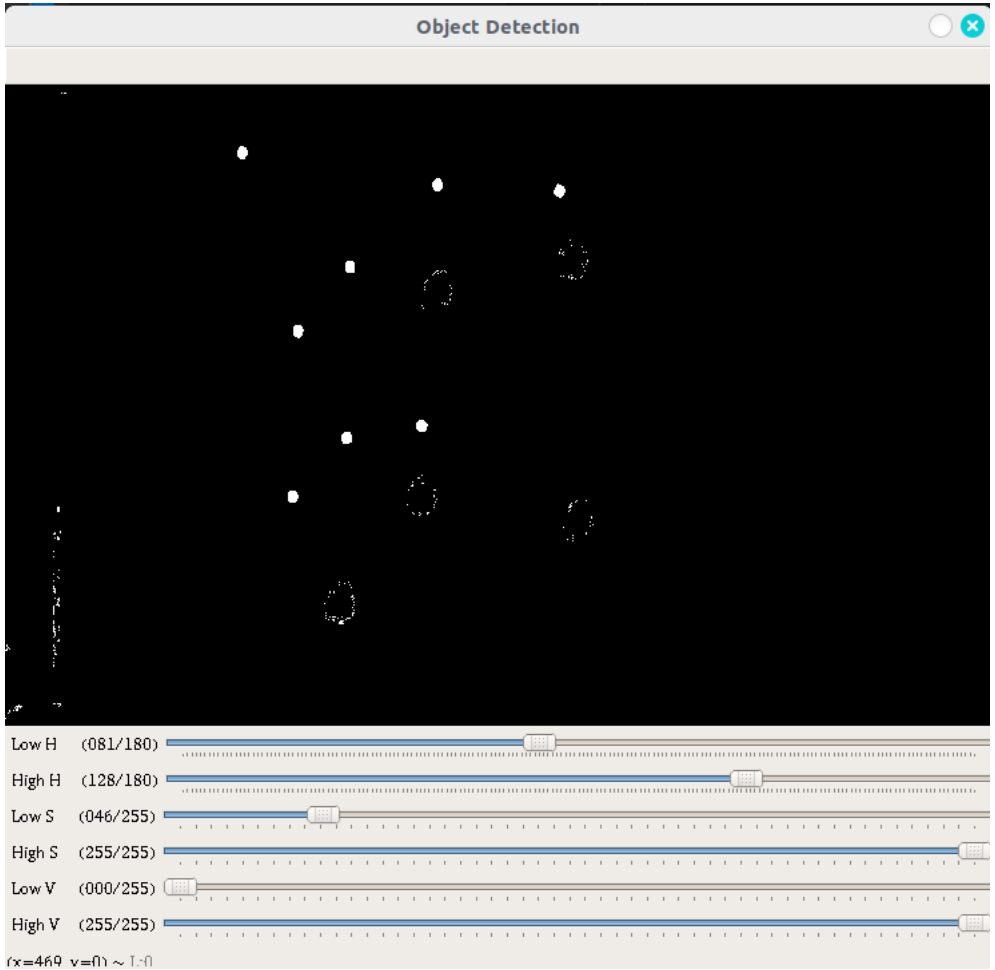


Image Processing

Mask :

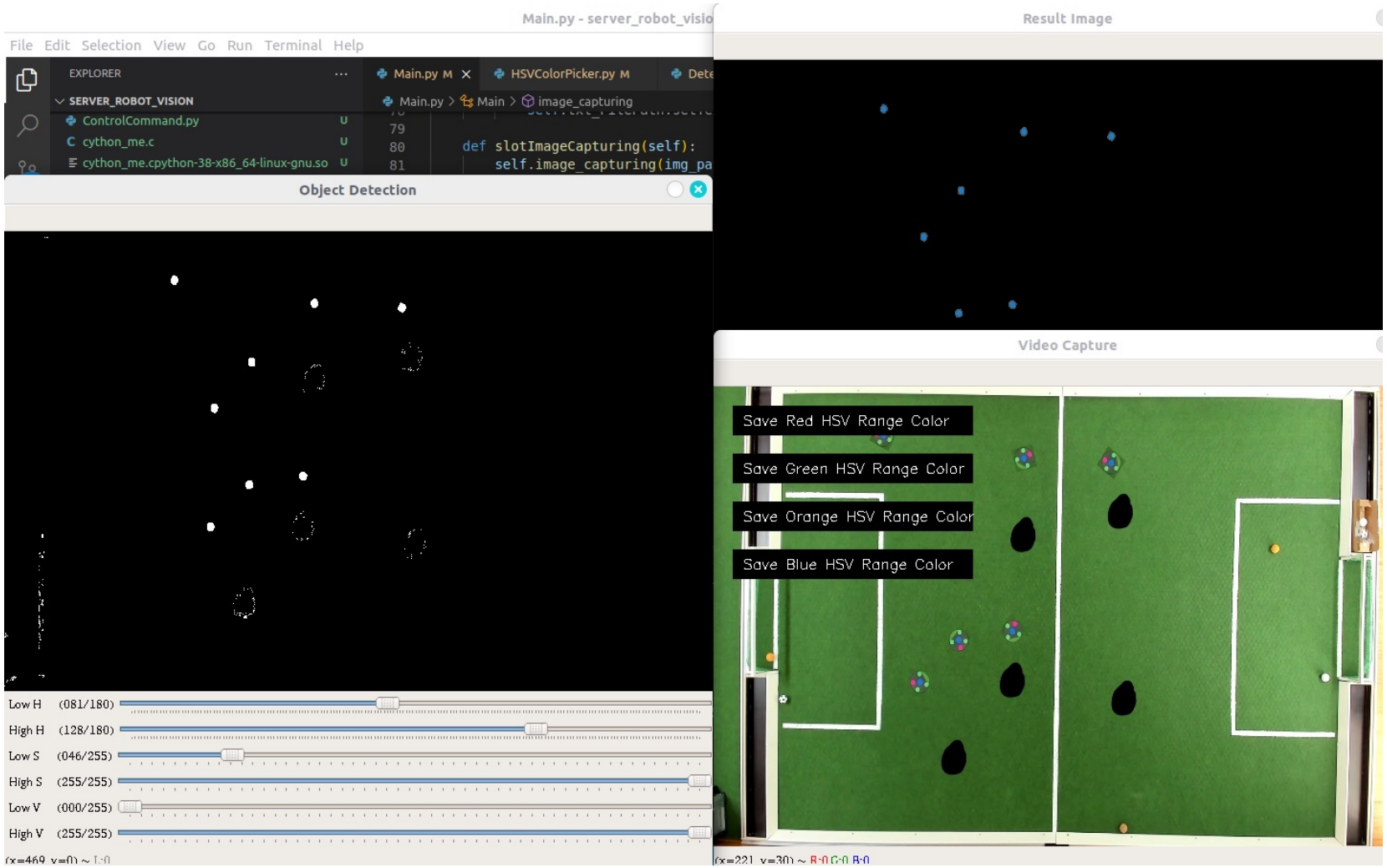
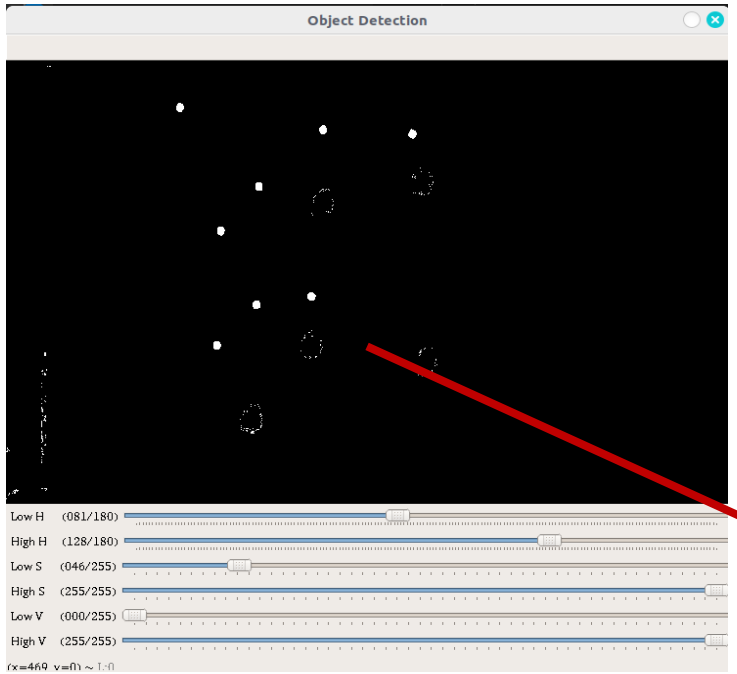
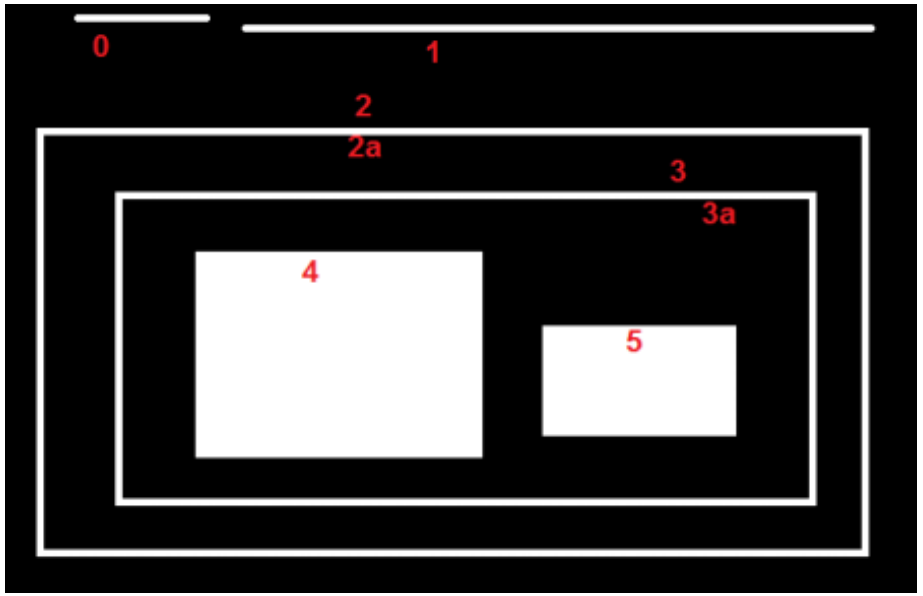


Image Processing

Contours :

Contours can be simply explained as a curve that connects all points constantly (in sequence) that have the same color or intensity (in our case, the color mask is blue).





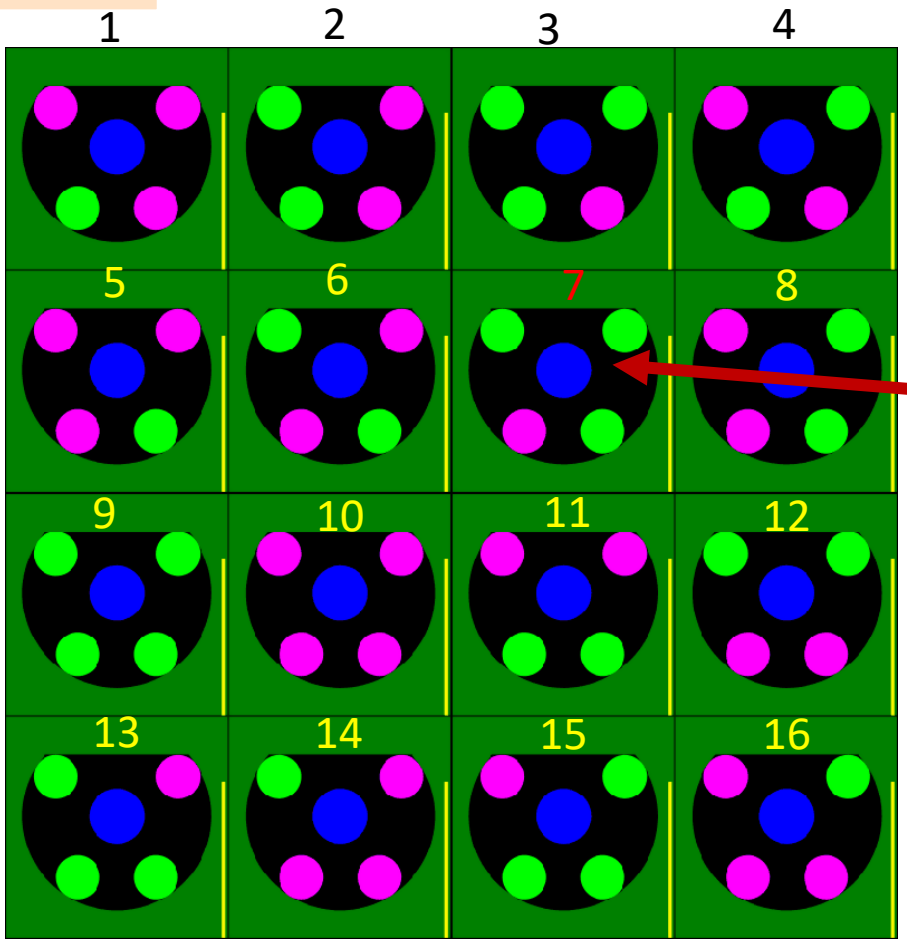
Areas that are not included

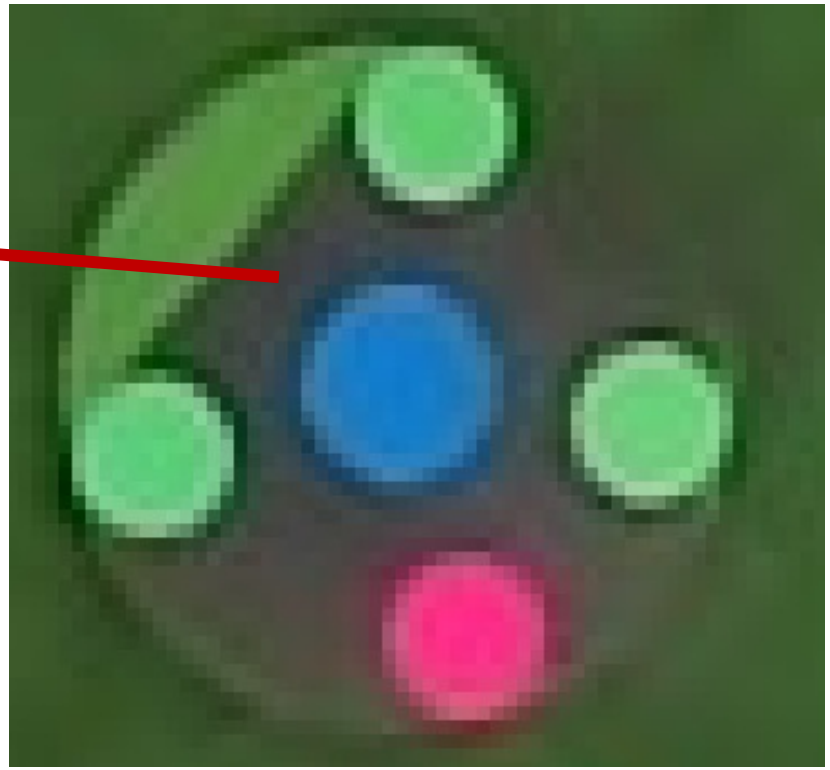
Image Processing

Crop image :

Recognition of robot patterns

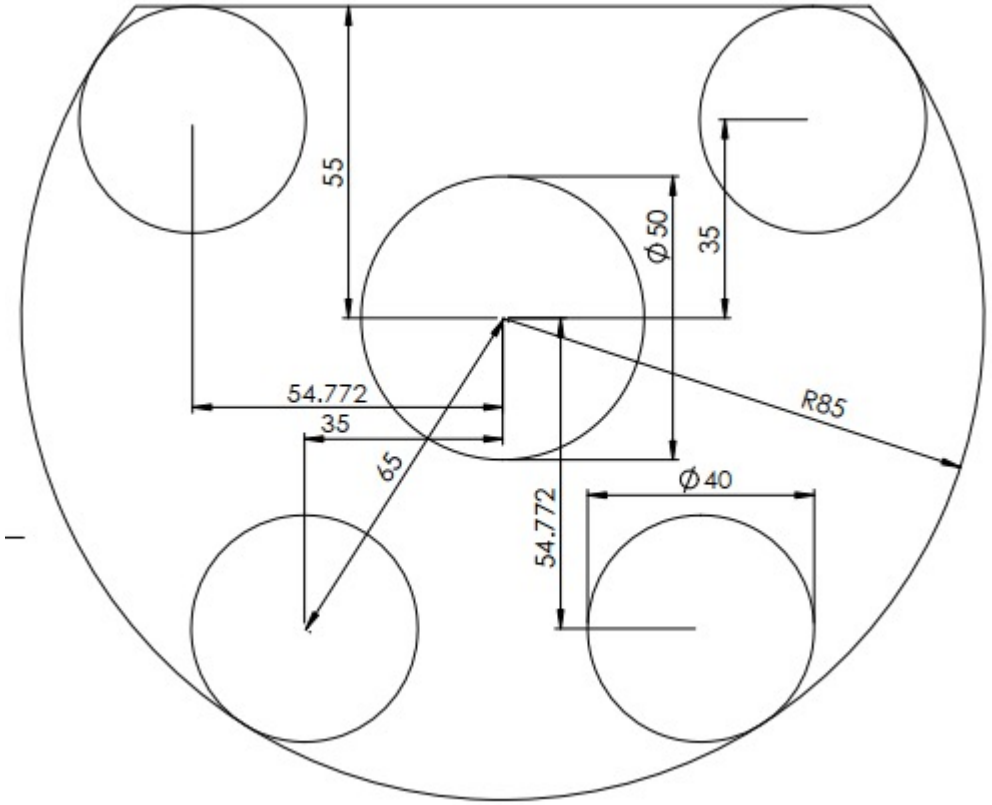
Pattern :



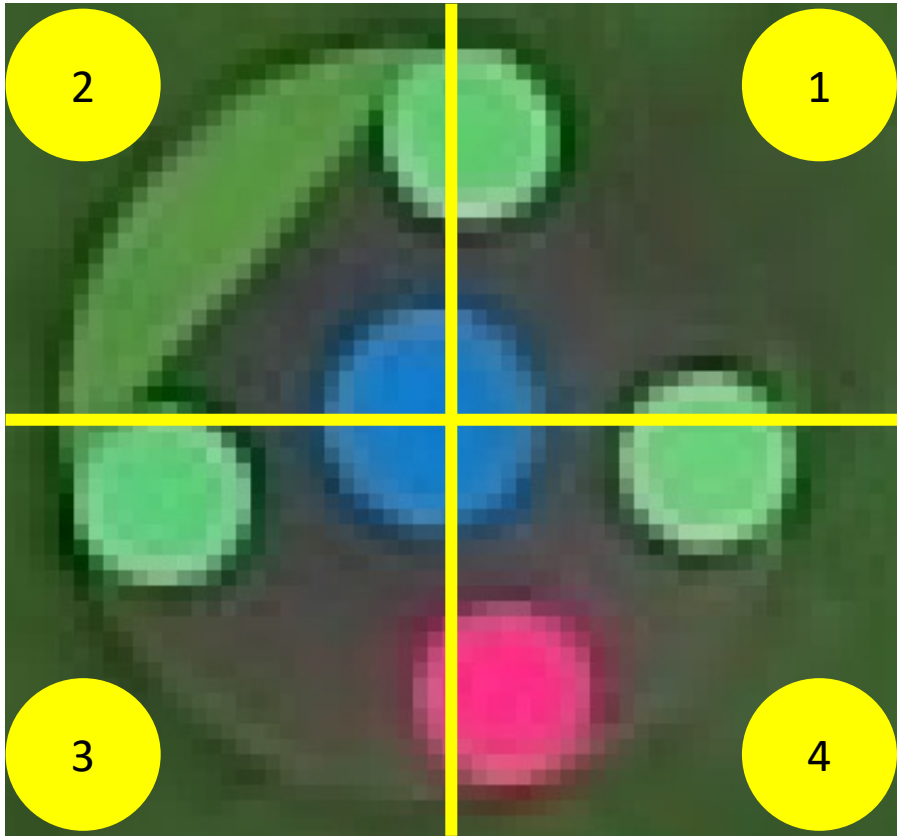


Recognition of robot patterns

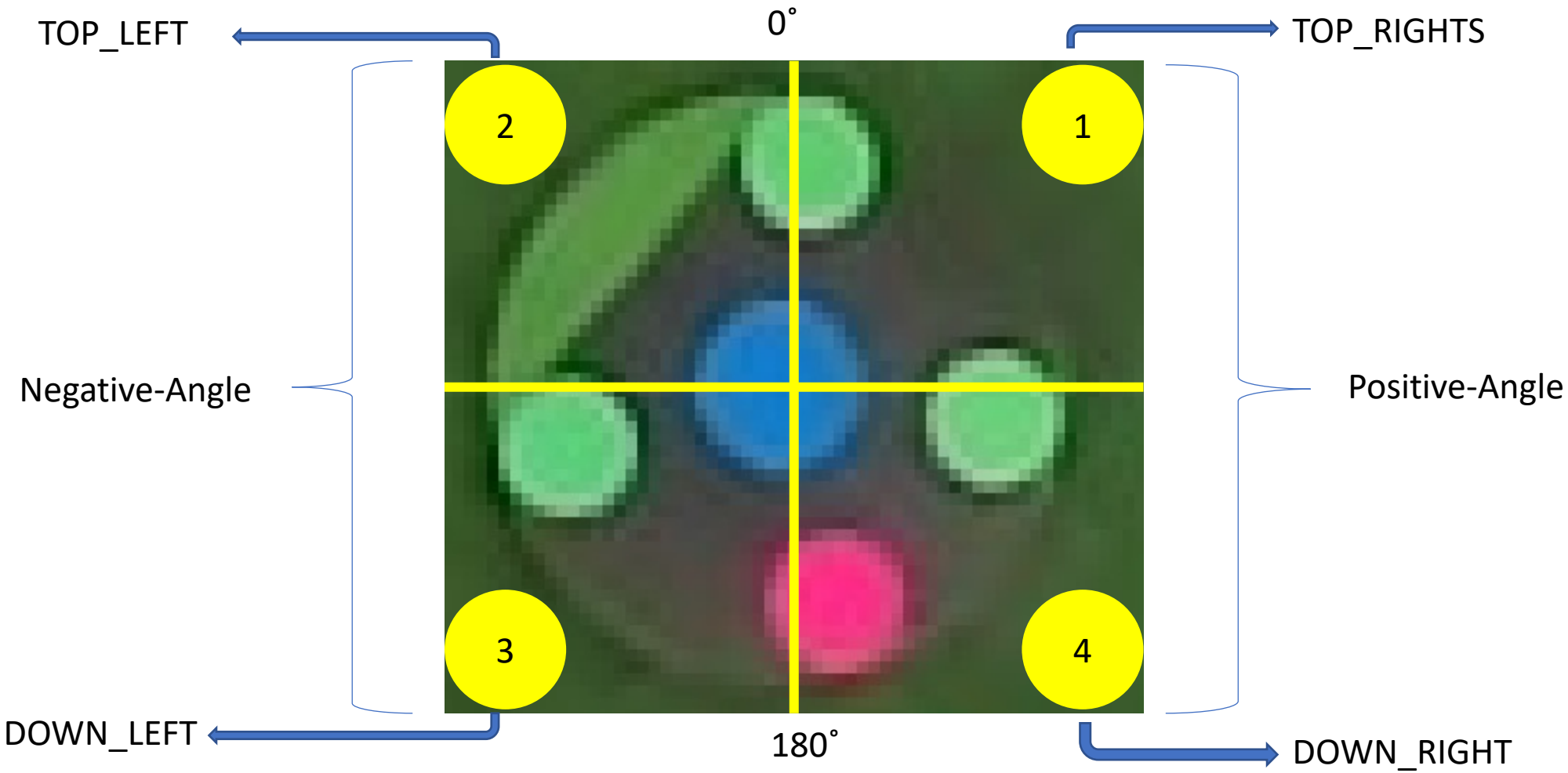
Pattern recognition :



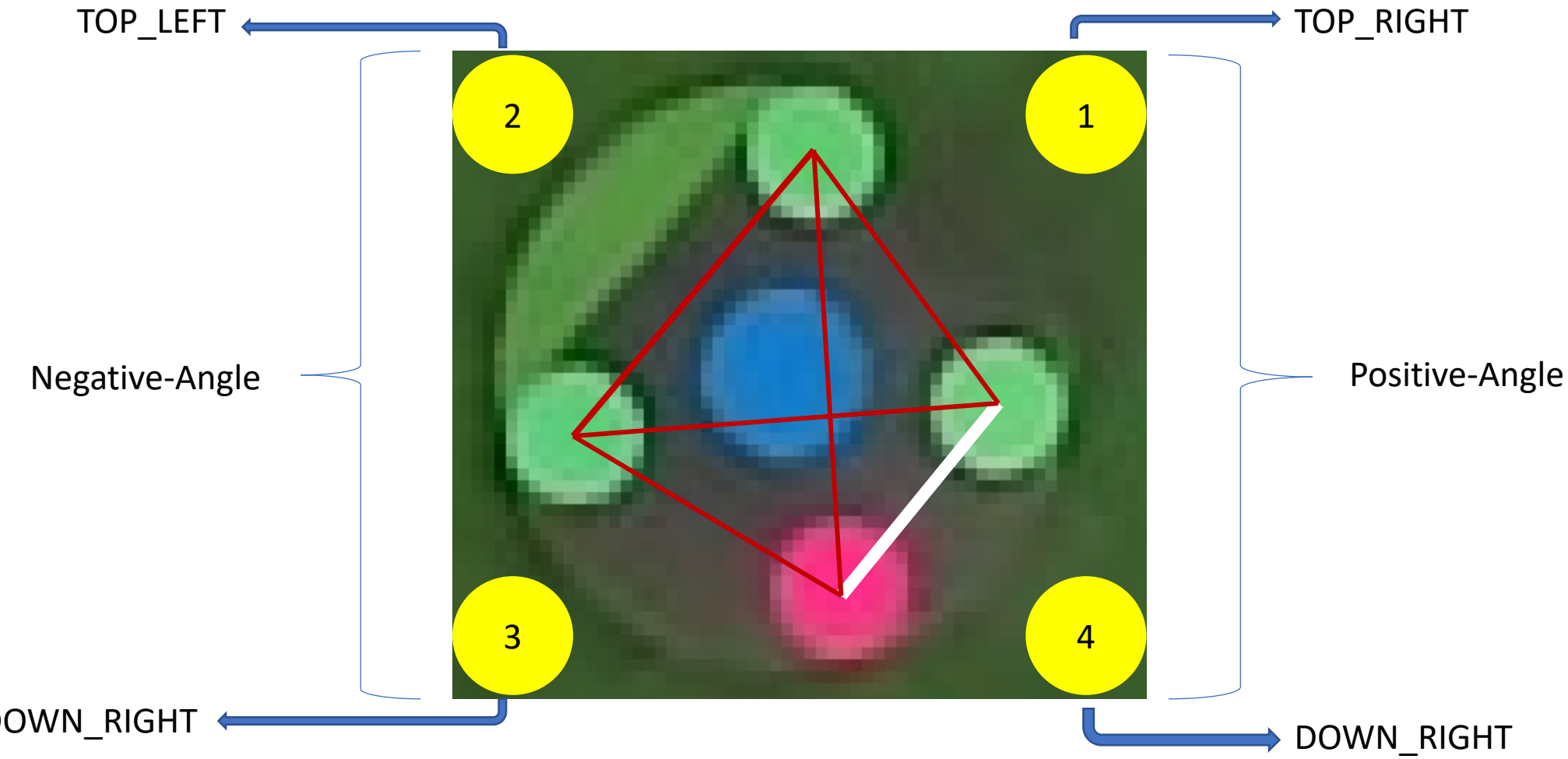
https://github.com/RoboCup-SSL/ssl-vision/blob/master/patterns/teams/standard/standard2010_template_all_dimensions.pdf



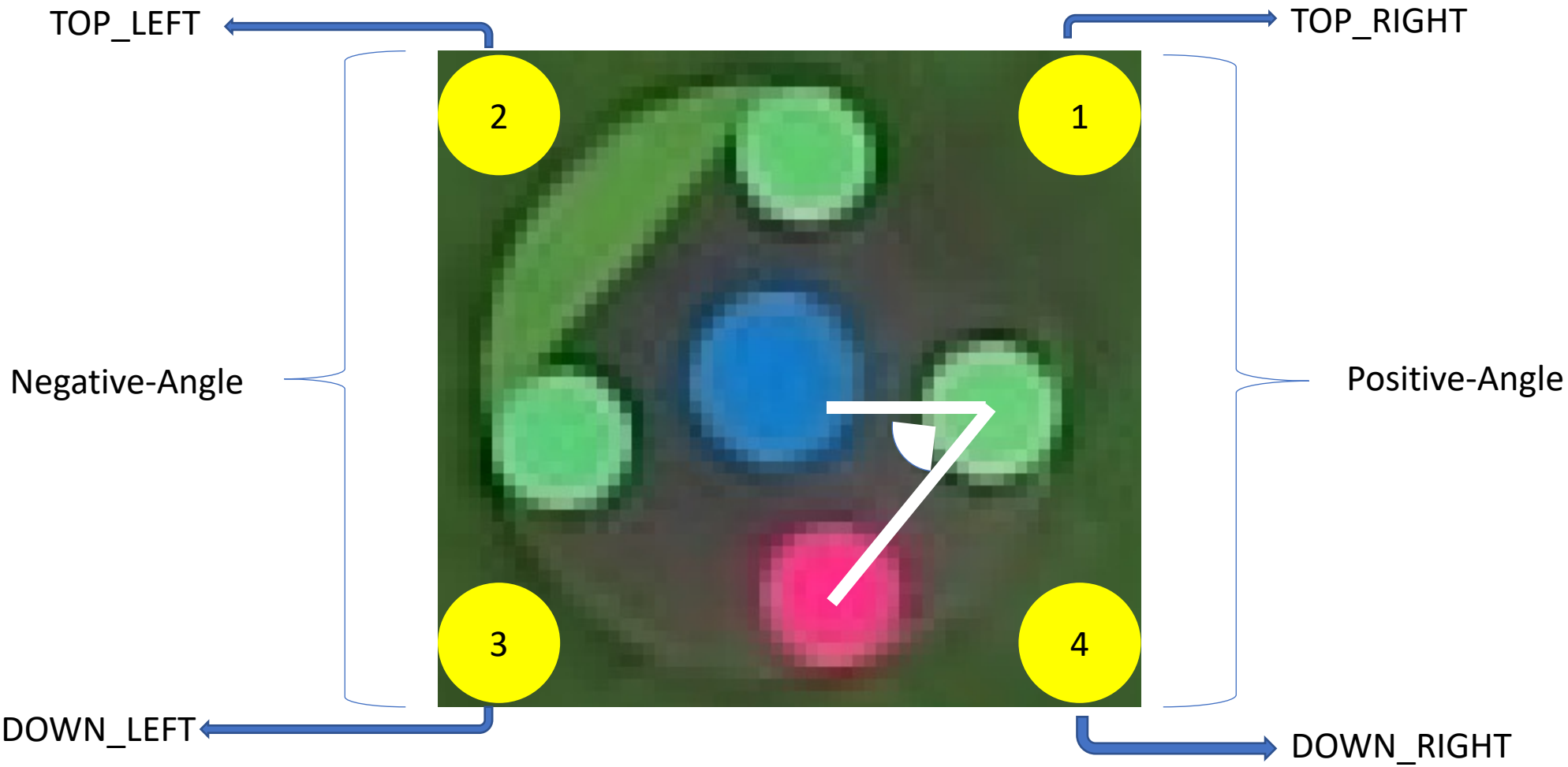
Recognition of robot patterns



Recognition of robot patterns



Recognition of robot patterns



Recognition of robot patterns

finding robot:

```
Robot_Pattern_Dict= { "1"  : {"TOP_RIGHT": 'red'  , "TOP_LEFT": 'red'  , "DOWN_LEFT": 'green', "DOWN_RIGHT": 'red'},
                      "2"  : {"TOP_RIGHT": 'red'  , "TOP_LEFT": 'green', "DOWN_LEFT": 'green', "DOWN_RIGHT": 'red'},
                      "3"  : {"TOP_RIGHT": 'green', "TOP_LEFT": 'green', "DOWN_LEFT": 'green', "DOWN_RIGHT": 'red'},
                      "4"  : {"TOP_RIGHT": 'green', "TOP_LEFT": 'red'  , "DOWN_LEFT": 'green', "DOWN_RIGHT": 'red'},
                      "5"  : {"TOP_RIGHT": 'red'  , "TOP_LEFT": 'red'  , "DOWN_LEFT": 'red'  , "DOWN_RIGHT": 'green'},
                      "6"  : {"TOP_RIGHT": 'red'  , "TOP_LEFT": 'green', "DOWN_LEFT": 'red'  , "DOWN_RIGHT": 'green'},
                      "7"  : {"TOP_RIGHT": 'green', "TOP_LEFT": 'green', "DOWN_LEFT": 'red'  , "DOWN_RIGHT": 'green'},
                      "8"  : {"TOP_RIGHT": 'green', "TOP_LEFT": 'red'  , "DOWN_LEFT": 'red'  , "DOWN_RIGHT": 'green'},
                      "9"  : {"TOP_RIGHT": 'green', "TOP_LEFT": 'green', "DOWN_LEFT": 'green', "DOWN_RIGHT": 'green'},
                      "10" : {"TOP_RIGHT": 'red'  , "TOP_LEFT": 'red'  , "DOWN_LEFT": 'red'  , "DOWN_RIGHT": 'red'  },
                      "11" : {"TOP_RIGHT": 'red'  , "TOP_LEFT": 'red'  , "DOWN_LEFT": 'green', "DOWN_RIGHT": 'green'},
                      "12" : {"TOP_RIGHT": 'green', "TOP_LEFT": 'green', "DOWN_LEFT": 'red'  , "DOWN_RIGHT": 'red'  },
                      "13" : {"TOP_RIGHT": 'red'  , "TOP_LEFT": 'green', "DOWN_LEFT": 'green', "DOWN_RIGHT": 'green'},
                      "14" : {"TOP_RIGHT": 'red'  , "TOP_LEFT": 'green', "DOWN_LEFT": 'red'  , "DOWN_RIGHT": 'red'  },
                      "15" : {"TOP_RIGHT": 'green', "TOP_LEFT": 'red'  , "DOWN_LEFT": 'green', "DOWN_RIGHT": 'green'},
                      "16" : {"TOP_RIGHT": 'green', "TOP_LEFT": 'red'  , "DOWN_LEFT": 'red'  , "DOWN_RIGHT": 'red'  }}
```

Recognition of robot patterns

The final results for all robots with the same pattern recognition:

Real-time data processing and application performance

Multithreading:

Multiprocessing

Advantage

- Faster for light process
- Shared memory
- One thread shares the data, the code
- Threads take less time to terminate
- Communication between threads takes less time than between processes

Disadvantage

(This is how the thread works in Python)

GIL
(Global Interpreter Lock), Globale Interpreter-Sperre

Real-time data processing and application performance

Multithreading

Advantage

- There is no GIL (Global Interpreter Lock).
- When a process is blocked, the remaining processes can continue execution.
- A process can run completely independently like a separate program

Multiprocessing:

Disadvantage

- Processes are completely independent and do not share memory
- Processes require more time for creation
- Processes require more time for termination
- Communication between processes requires more time (QUEUE)

Real-time data processing and application performance

Python :

```
def for_loop(x):
    for i in range(0,x):
        x += 2
    return x
```

Cython :

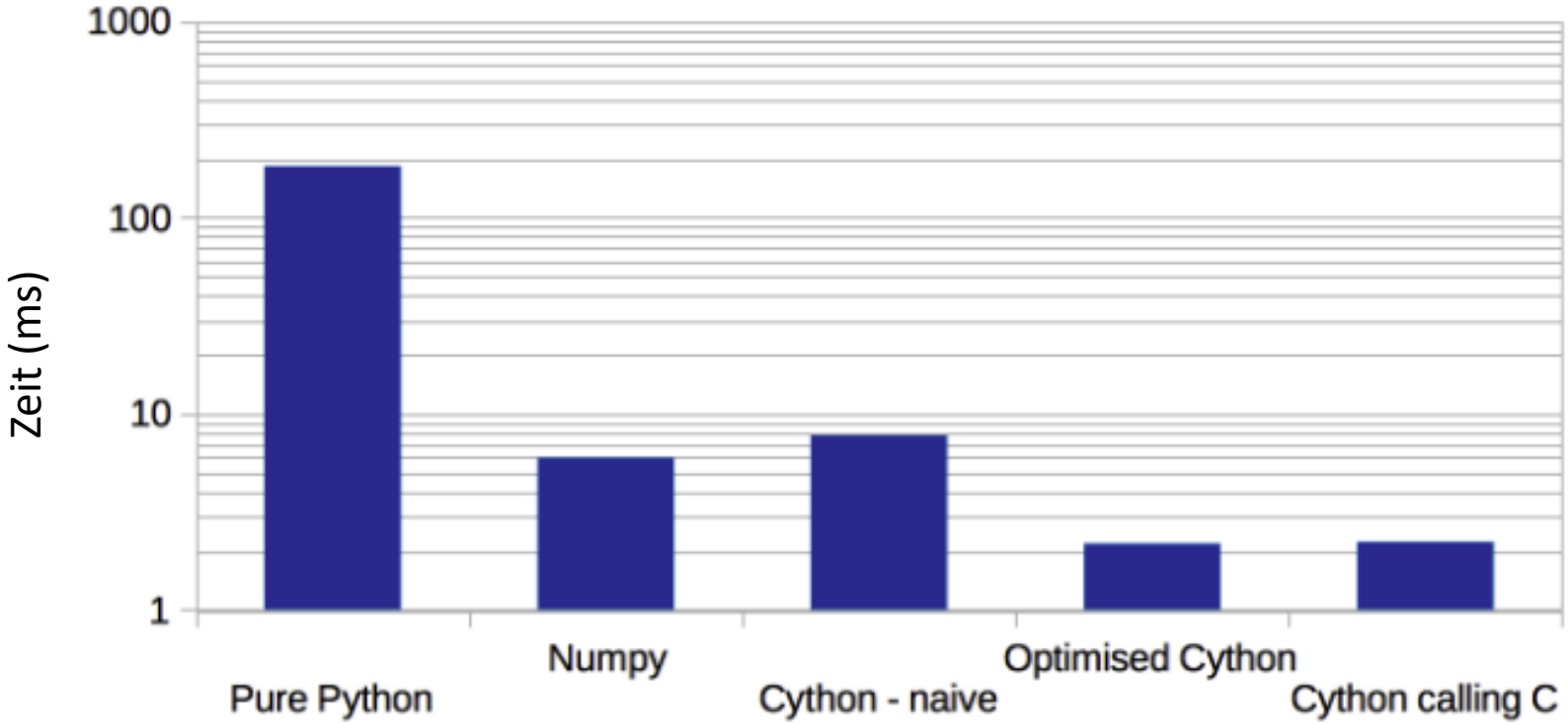
```
Cdef def for_loop(int x):
    cdef int i = 0
    for i in range(0,x):
        x += 2
    return x
```

https://en.wikipedia.org/wiki/Cython

Real-time data processing and application performance

Cython performance:

Standard deviation of 1e6 elements of the list



https://notes-on-cython.readthedocs.io/en/latest/std_dev.html

https://en.wikipedia.org/wiki/Cython

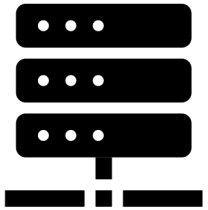
Server connection

Google Protocol Buffer :

The Google protocol makes it possible to develop universal code for several programming languages from one and the same file.

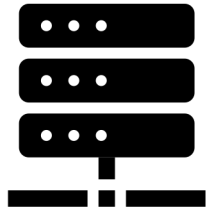
```
syntax = "proto3";
package protoblog;

message SSL_DetectionRobot {
        uint32 robot_id    =  2;
        float  x           =  3;
        float  y           =  4;
        float  orientation =  5;
        float  pixel_x     =  6;
        float  pixel_y     =  7;
        float  height      =  8;
        }
```



Server connection

Server:

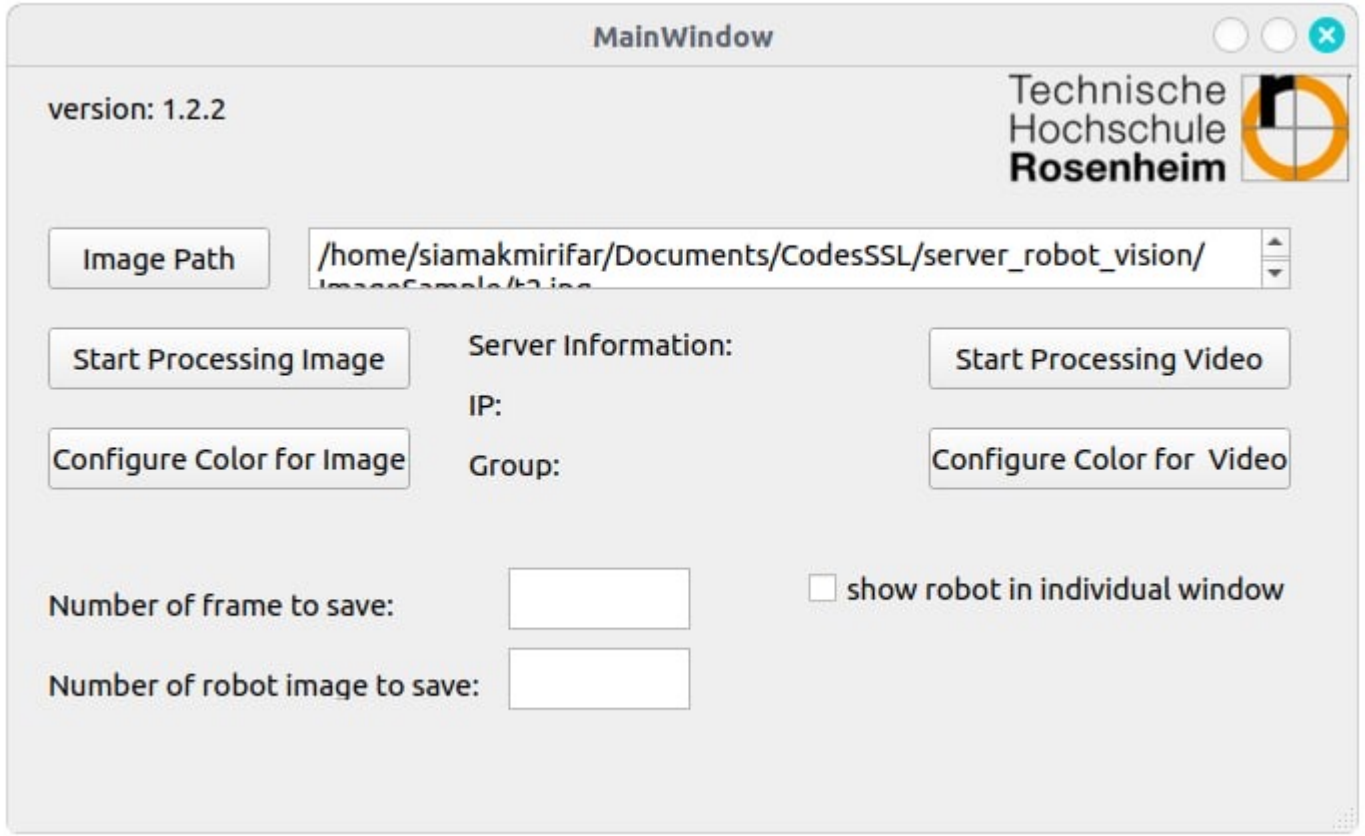


The User Datagram Protocol (UDP) is a minimal, connection network protocol that belongs to the transport layer of the Internet protocol family.

UDP enables applications to send datagrams in IP-based computer networks.

Graphical user interface

User interface :



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Thank you for your attention