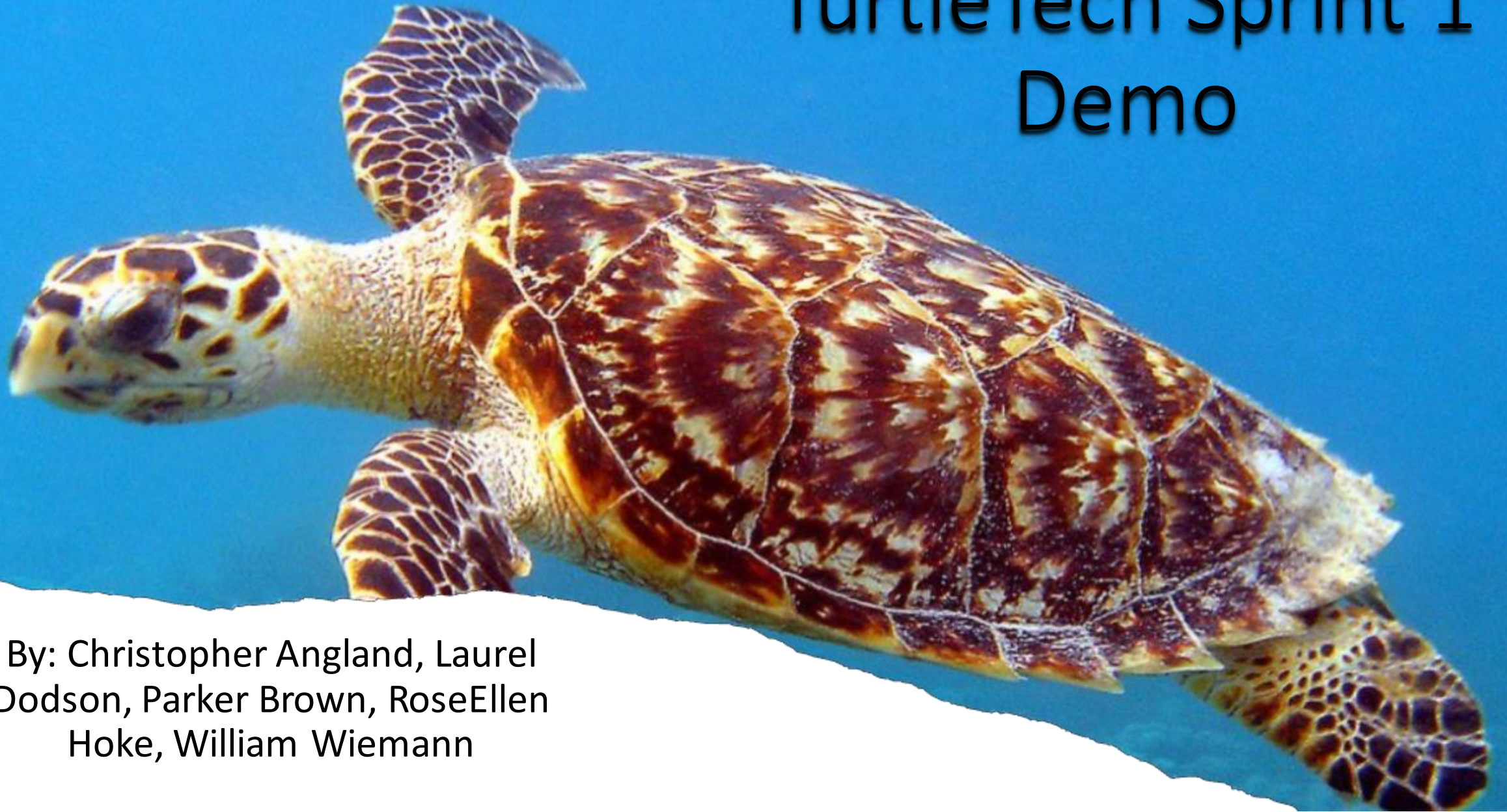
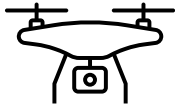


TurtleTech Sprint 1 Demo

By: Christopher Angland, Laurel
Dodson, Parker Brown, RoseEllen
Hoke, William Wiemann

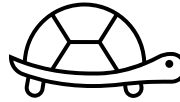


Goals of TurtleTech



Sprint 1

- Create first drafts of all documentation
- Get a basic understanding of the Nvidia Jetson Nano
- Power on the Jetson Nano and accomplish initial steps for communication.
- See a test flight



Sprint 2

- Improve the current neural network and by the end of the sprint have it deployed on the Nvidia Jetson Nano Dev kit for testing purposes



Sprint 3

- Produce a functioning neural network system on a Nvidia Jetson device that identifies aerial turtle images against non-turtle images in real-time.

What have we done?



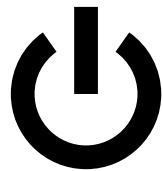
Documentation

Finished the first drafts of the documentation



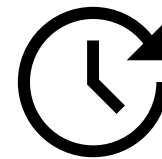
Understanding

Attended a test a flight to understand the big picture of this project



Performance

Powered on the Jetson, to gain an understanding on how the system works



Next Steps

Brainstormed ideas on how to improve and fix the overheating problems with the Jetson

Milestones



Test Flight

Attended a test flight at
Ormond Beach with Northrop
Grumman



Arial Photos

Received turtle photos from
the drone



Nvidia Jetson

Received the Jetson device, powered it
on and flashed the developer kit image
onto the board



Benefit

TurtleTech provides researchers with sensor and data collection technology that affords them full insight into the sea turtle lifecycle from birth to maturity without disrupting habitat. This information will be vital to understanding risks to the population and useful in informing conservation policies.

PROBLEM DEFINITION

Currently, the TurtleTech drone and camera are able to capture pictures of the ocean and shoreline while in flight, but the system is unable to analyze the captured images, in order to identify turtles within the photos, and thus track turtle behaviors and migrations.

In order to resolve this problem, we are creating a neural network that will run on the Jetson Xavier board, deployed on the drone, and analyze captured images while in flight, to select probable turtles within the images.

DESIGN CONSIDERATIONS AND CONSTRAINTS



The jetson is stored in a secure environment and a password is needed to access Jetson data

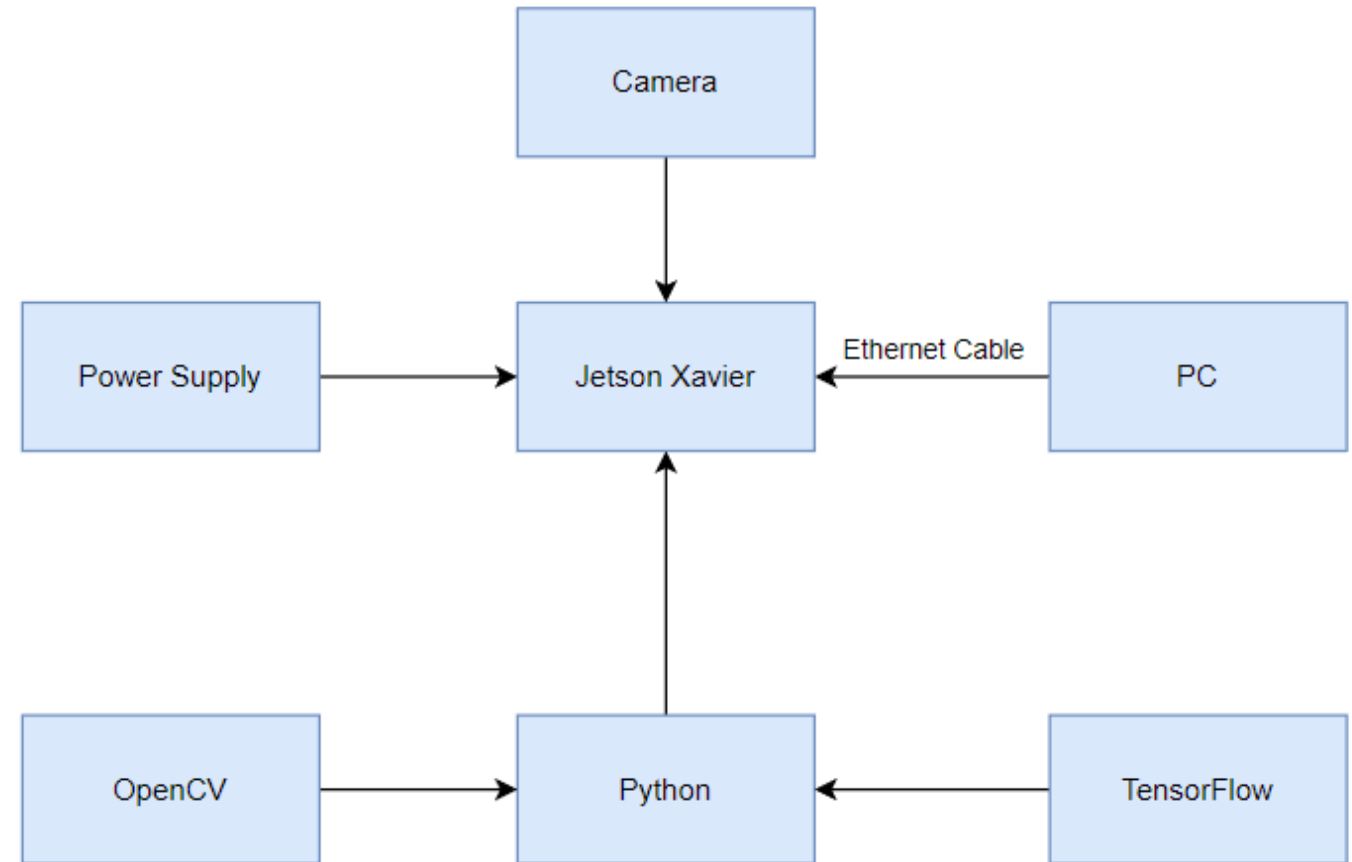
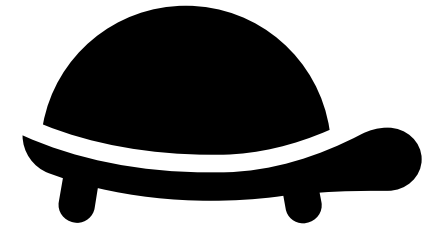
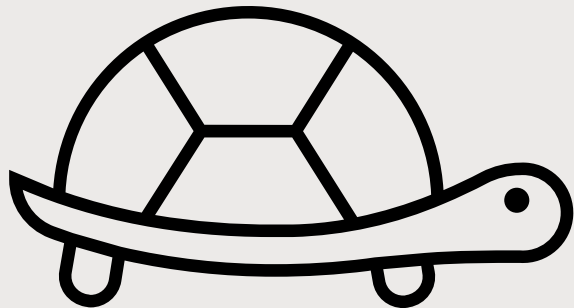


Low camera quality provides the image recognition software with obscure photos of turtles



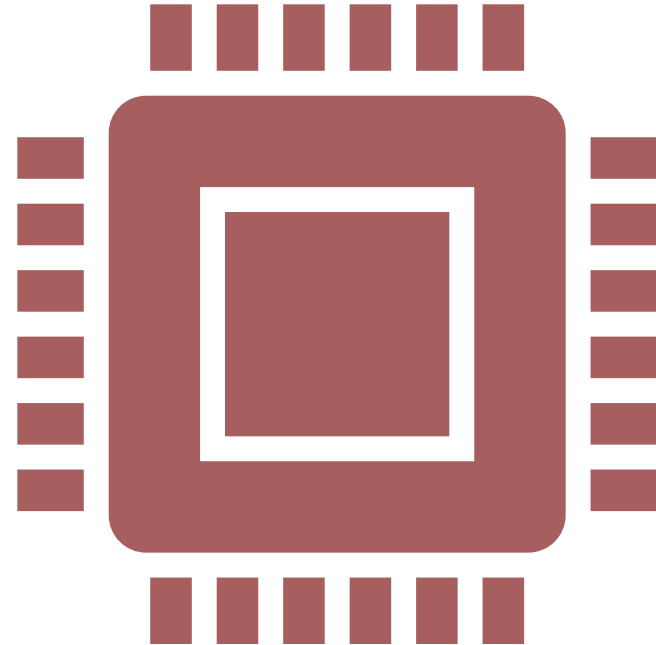
Physical storage limits the number of photos that can be taken

SYSTEM ARCHITECTURE



SUB-SYSTEM DESIGN

- Image files are embedded with timestamps
- OpenCV is used for real time image recognition
- TensorFlow is used for machine learning



CURRENT SOFTWARE

Main Software Tools:

Ubuntu

VS Code

Jetson Nano Developer Kit

Tensor Flow 3.6

labellmg

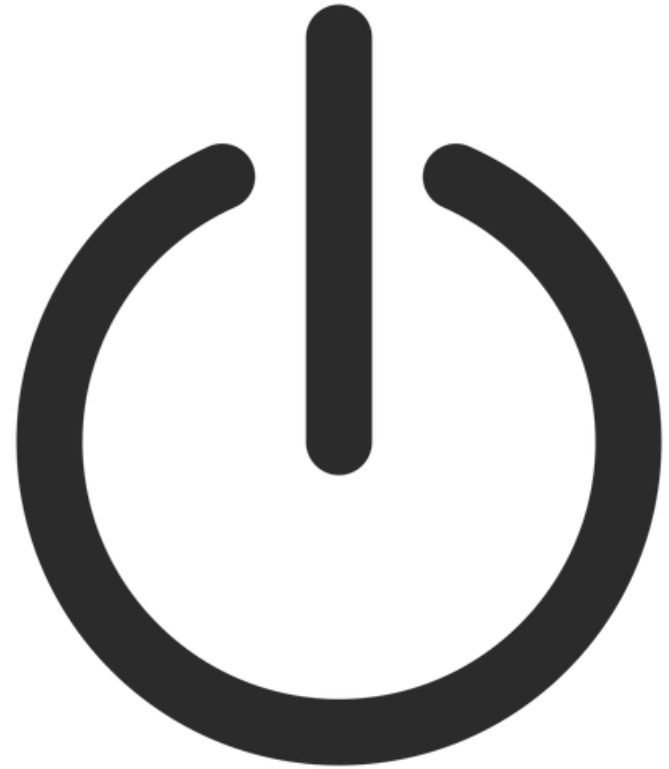
Currently we are using Nvidia Jetson Nano Dev with Python 3.6 to load the programs we write onto the Jetson board.

We are using Python 3.8 as the primary coding language for creating the neural network, and ensuring backwards compatibility. This includes making use of image labelers and models of neural networks available on GitHub.

As with all teams, we will be posting our software on GitHub as well. This includes making use of image labelers and models of neural networks available on GitHub.

CURRENT ISSUES

- Payload Hardware issue – potential fix in progress
Jetson processor shuts off after 15 mins
- Flight software issue (the aircraft is with the manufacturer currently)
Can't conduct test flights or get hands on with the aircraft or payload



LESSONS LEARNED (SOFTWARE)

- Flash the Nvidia Jetson Nano Dev using a micro-SD card using Etcher
- Labeled images using an image labeler (<https://github.com/tzutalin/labelImg>)
- Communicating from Host to Target system





LESSONS LEARNED (HARDWARE)

- Shutdown issues is (most likely) not thermal based
Test done in thermal worst-case scenario
- Test plan for Jetson voltage threshold is made
Part(s) required have been requested
- Variations in operational thresholds for Jetson testbed & flight jetson processor
Jetson testbed operates at 5V, the flight processor requires 12V.

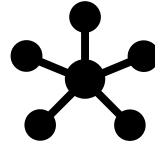
TIMELINE

Sprint 1



- Complete Initial Documentation
- Power on the Jetson
- Accomplish initial steps for communicating with the Jetson
- Compiled all necessary tools to start working on the project

Sprint 2



- Get the Jetson to stop shutting off after 15 minutes
- Produce a functioning neural network on a small scale

Sprint 3



- Produce a functioning neural network system on a Nvidia Jetson device that identifies aerial turtle images against non-turtle images in real time.

A photograph of a sea turtle resting on a beach made of small, dark pebbles. The turtle is facing away from the camera, towards the ocean. The ocean has small waves breaking in the distance. The sky is overcast. The text 'QUESTIONS??' is overlaid in a bright green, sans-serif font across the middle of the image, partially covering the turtle's shell.

QUESTIONS??