Obstacle Avoidance for a Quadrotor

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Introduction

- Obstacle avoidance for an ARDrone 2.0 quadrotor
- Use the approach in *Obstacle avoidance for small UAVs using monocular vision* (Lee et al. 2011)
- Test with real data as opposed to simulations

Proposed Solution

- Extract SIFT and MOPS features from two images
- Match SIFT and MOPS features in images to locate points in 3D
- Use MOPS to get object outlines
- Use SIFT to get internal object structure
- Determine type of object

MOPS

- Multi-Scale Oriented Patches (*Image Matching using Multi-Scale Oriented Patches* (Brown et al. 2004))
- TODO: Include sample image

Some Results

- MOPS is not robust on real data:
  - Poor keypoints (multi-scale Harris)
  - Poor matches
  - Computationally intensive
- SIFT is also relatively slow
- Do not have sufficient "good" matches to generate object outlines
- Lee et al. approach is not robust on real-world data

A Better Idea

- Use faster and more robust features than SIFT and MOPS while still having sparity
- PTAM
  - An existing monocular SLAM framework using FAST (and other) features
  - Robust enough to work with real-world indoor and outdoor data
  - Significantly faster than our approach
- Integrate with the quadcopter using ardrone_autonomy and tum_ardrone

Further Results

TODO: Images/video from flight

Conclusions

- MOPS is slow and not robust
- Sparsity is important
- PTAM works well