

Depth Detection Based Obstacle Avoidance

CS 684 Application Project

Group : 19

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Basic Idea

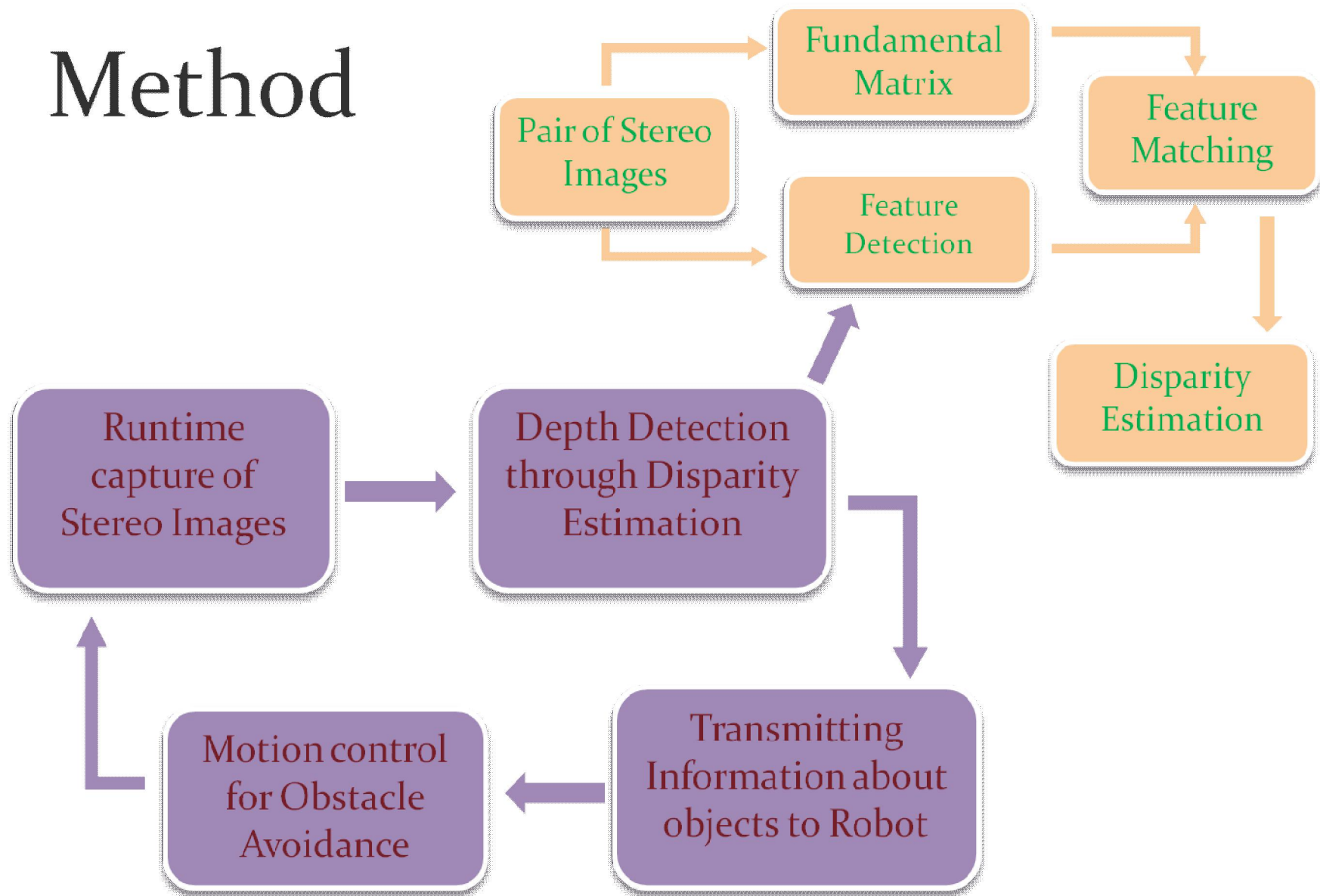
Given an Arena with objects placed in a random manner

- The Robot scans the area to create a Depth Map of the scene.
- Determine the position of the objects.
- Takes precise action to navigate through the obstacles.

The implementation has three main components :

- (i) A stereo vision algorithm for depth detection,
- (ii) Construction of a Position model of the area,
- (iii) Wireless Motion control for obstacle avoidance.

Method



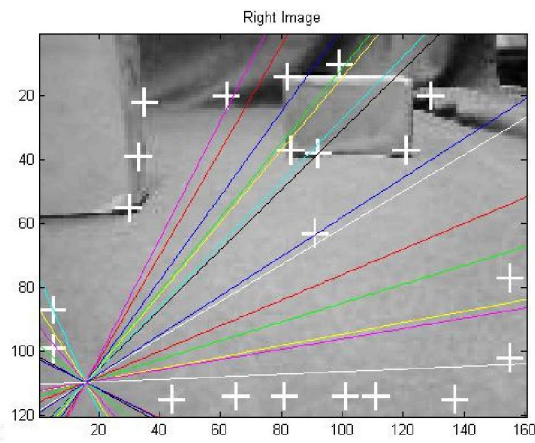
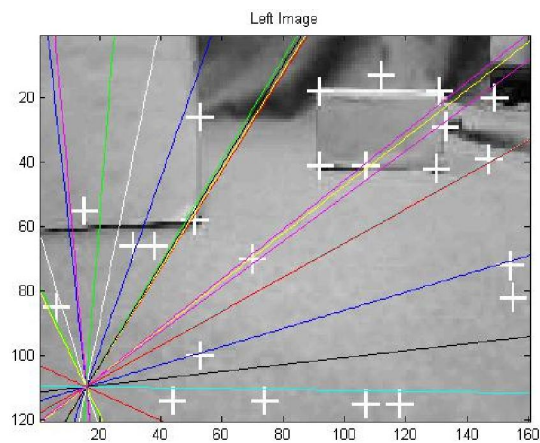
Method – Depth Detection



– Left Image



Right image



Depth Map



Implementation and Testing

- Code in C for controlling FB5 through XBee.
 - To move in particular direction.
 - To move in predefined steps.
- Coding in Matlab to capture stereo images using USB cameras and transmit data through XBee to FB5.
- Coding in Matlab for Depth detection on captured stereo pair images:
 - Testing and calibration with predefined shapes.
 - Different positions.
- Depth to Position mapping.
- Integration and runtime testing.

Problems faced

- Wireless cameras had to be replaced by USB cameras.
- Calibration of motor for precise 90 deg turn.
- Interference was caused due to neighboring XBee.
- Lighting conditions were not suitable .
- Discrete movement of FB5 rather than smooth due to delay in acknowledgement in Matlab.

Innovation

- A new approach was developed making object detection independent of its properties.
- Also facilitates Position mapping of objects and find their properties.

Future Work

- Further improvement in the Depth detection code to give more accurate results.
- Making image acquisition system wireless as well as system on-board facilitating the Robot to traverse distant location.

