CS684 Documentation



CS684 - 2010 Project

Depth Detection Based Obstacle Avoidance

Group No: 19

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Project Objective

The project involves the design and implementation of an engineering solution to the problem of autonomous geological obstacle detection and avoidance.

Given an Arena with objects placed in a random manner the Robot scans the area to determines the position of the objects creating a 3D model and takes precise action to navigate through the obstacles.

The implementation has three main components:

- (i) a stereo vision algorithm for object detection,
- (ii) construction of a 3D model of the area with the objects present and
- (iii) visual servoing mechanism for motion control and obstacle avoidance.

Hardware

- i. One FB5 with ATmega2560 microcontroller.
- ii. Two USB Cameras and their mounting mechanism.
- iii. Two 2.4GHz XBee modules : One mounted on FB5 and other connected to PC through USB interface.

Software

- i. AVR Studio 4 for coding n compiling C file to hex file and loading hex file on robot.
- ii. MATLAB 7.9.0.529 (R2009b) for image processing and controlling the robot through PC.

Code Description

Code Files.

Filename	Purpose	Executes on
husmainfb.c	Main C Program	Robot
husmaindepth.m	Main M-file	PC.

Deliverables

Filename	Contains
C-code.tar.gz	SourceCode of programs to be burnt on Robot. Contains documentation of the code as well.
PC-interface.tar.gz	Contains Matlab files.
Documents.tar.gz	Contains Project related doc files.

Execution Instructions

- Start AVR Studio and open the project 'huswirelesscontrol.aps' and open 'husmainfb.c'.
- Build the project creating the hex file.
- Connect the AVRISP programmer to FB5 and open the 'Connect' dialog.
- Select the appropriate settings and burn the hex file in the flash memory.
- Start Matlab and open directory containing the code (../PC-interface).
- Open the Image acquisition window using the 'imagtool' command.
- Adjust the two cameras to align the images vertically.
- Open the file 'husmaindepth.m' and press Run.
- The robot will navigate around the nearest obstacle and redo the steps for next depth detection.