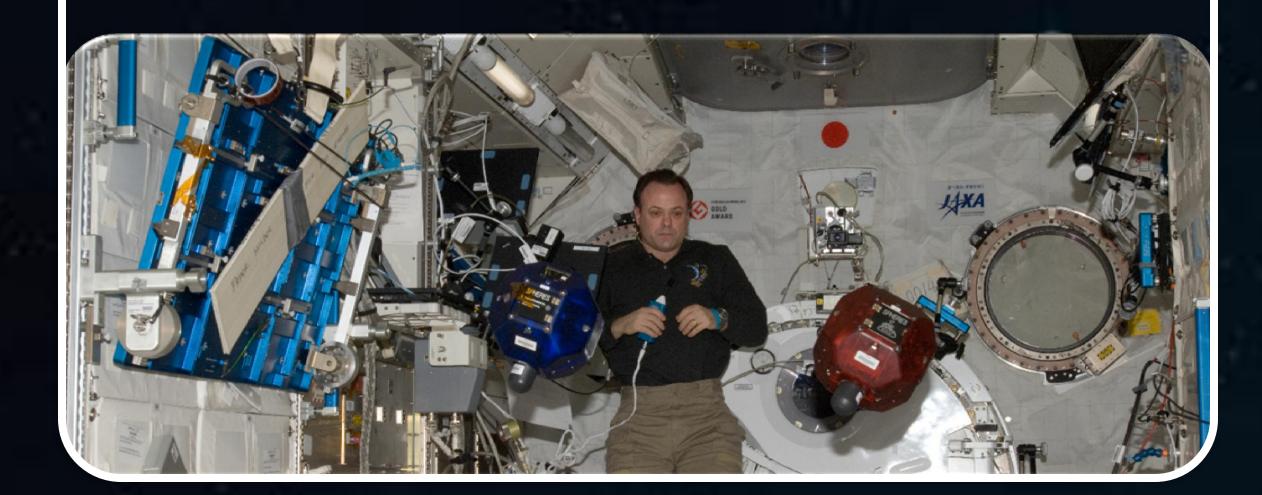


Vision-based Navigation for Android Robots

Summary

- This project investigates and implements a visual matching algorithm for estimation of relative motion of the camera
- This is an important step to implementing visual robot navigation system



Background

- SPHERES: experimental free-floating robot deployed on the International Space Station
- Current navigation system: triangulation by ultrasonic beacon
 - Requires fixed beacons
 - Limited to bounds contained by beacons
- Goal: vision-based navigation
 - Highly scalable
 - Flexible in terms of range of tasks
- Current software with vision-based system requires a much higher processing power than the Android phone provides



Applications

- Navigation: Determine relative and absolute position from video
- Space station droids can automate simple tasks to free up astronaut time
- Beyond robots:
 - Mobile augmented reality applications
 - Enhanced panorama stitching
 - Capturing 3-D models of scenes using a phone



Video/Image Capture

Capture frames from the Android camera



Interest Point Detection

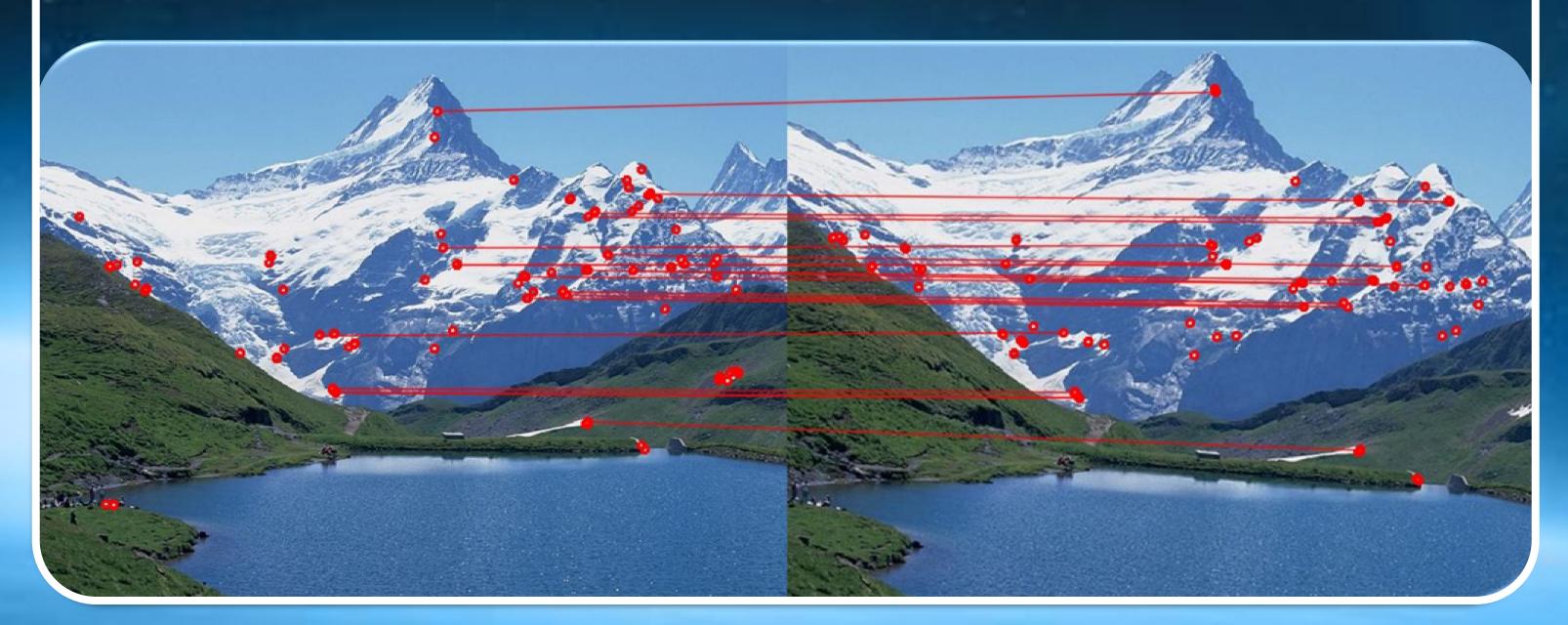
Identify high contrast points in the image using a modified FAST algorithm





Interest Point Description/Matching

- Generate a unique matrix that describes each interest point using ORB descriptors
- Match the corresponding interest points between two frames from the same video



Created By: David Liu | Kenny Kao | Pong Eksombatchai | Spencer Stamats

Special thanks to Vytas Sunspiral and Zachary Moratto, representing NASA Ames Intelligent Robotics Group, for providing the development phone and guidance on this project.