

Title of project placed here

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A dissertation presented in part fulfilment of the requirements of the Degree of Master of Science at The University of Glasgow

Date of submission placed here



abstract goes here

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Acknowledgements

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Introduction

- 1.1 Context
- 1.2 Problem Objectives
- 1.3 Problem Statement
- 1.4 Application/ Motivation
- 1.5 Outline of the dissertation

Background Literature Survey

Divide into hardware and software/implementation technology Do I need to discuss things I haven't used Existing/similar applications

- 2.1 Papers? if required
- **2.2 ROS**
- 2.3 Turtlebot
- 2.4 Cameras
- 2.4.1 RGB-D
- **2.4.2** Stereo
- **2.5** SLAM
- 2.5.1 RtabMap
- **2.5.2** Others
- 2.6 Frontier Exploration
- 2.7 Object Detection
- 2.7.1 Feature Detection
- 2.7.2 Tensorflow
- 2.7.3 Haar Cascades
- 2.7.4 Google Vision API
- 2.7.5 3D Detection

Requirements

System Design

System Implementation

5.1	Man	ping
	- ·	TE

- 5.1.1 Transforming data
- 5.1.2 Calibration
- 5.2 Frontier Exploration
- 5.3 Object Detection and Recognition
- **5.3.1** Blob Detection
- **5.3.2** Detecting Clusters different methods
- **5.3.3** Creating Boxes
- **5.3.4** Tracking Boxes
- 5.3.5 Positioning Boxes in Map/Loop Closure
- **5.3.6** Recognising Objects
- 5.3.7 Publishing to Rviz/Rtabmap
- 5.4 The whole package how to utilise

Evaluation

6.1 Testing

Conclusion

7.0.1 Future work

Appendix A

First appendix

A.1 Section of first appendix

Appendix B

Second appendix

Bibliography

[1] C. Baier and J.-P. Katoen. Principles of Model Checking. MIT Press, 2008.