# **Ring Detection and Pose Estimation**

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## **Objectives**

- 1. Generate a detector for BlueROV that can:
  - 1.1. Detect red rings under water
  - 1.2. Estimate the distance and angle of the ring with respect with the BlueROV
- 2. The detector works in real time.

#### **Demo first!**



**Link to the Video!** 

## **Algorithm**

#### YOLO v5

Github : <a href="https://github.com/ultralytics/yolov5">https://github.com/ultralytics/yolov5</a>

License for modification: <a href="https://github.com/ultralytics/yolov5/blob/master/LICENSE">https://github.com/ultralytics/yolov5/blob/master/LICENSE</a>

## **Training**

Training images : 36

Cross-Validation: 3

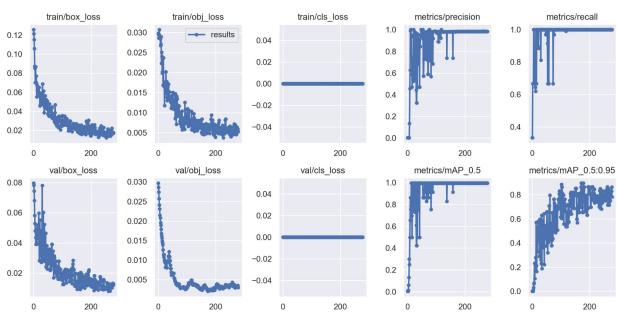
Epocs : 278

Precision : 0.98

#### Note:

- We added additional white noise in the training set to make the model stronger.
- The model is overfitting, but can be solved with a larger training data set.

## **Training Results**



#### **Distance Estimation**

#### **Distance from Camera**

Case I (If bounding-box's height in pixel is known at a known distance):

Focal length = (known\_pixel\_height \* known\_distance) / known\_height

Distance = (known\_height \* focal\_length) / pixel\_height\_now

Case II (If no prior information):

Assumption : When the object is at distance zero, either bbox's height or width is equal

to the whole frame's height or width.

Distance = frame\_size / max{pixel\_height\_now, pixel\_width\_now}

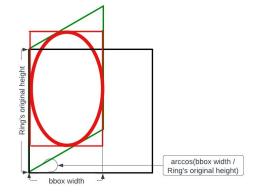
#### Distance from Center of image frame

Euclidean distance

### **Angle Estimation**

Theta = arccos(bbox width / Ring's original height)

Assumption: The height of the Ring does not change



This estimation technique only does a rough estimation of the angle, so can be less accurate at some positions. The estimation accuracy can be improved using stereo vision.

## **Demo for Real Time streaming**

### **Thank You!**