

Autonomous Rover with Deep Learning

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Project Objectives

Integrating ROS (Robotics Operating System) and Unity Engine

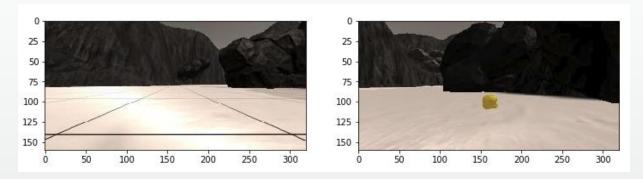


ROS is a mainstream industrial framework to develop Robots. It is designed to simplify the development of Robotics. It supports C++ and Python.

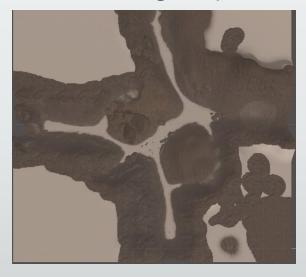
Unity Engine is designed to develop video games, and it is easy to use for simulation environment. It supports C#.

Project Objectives

• Computer Vision: help the robot know the objects and movable terrains



• Path Planning: help the robot know where it is, the area searched and to be explored



Project Objectives

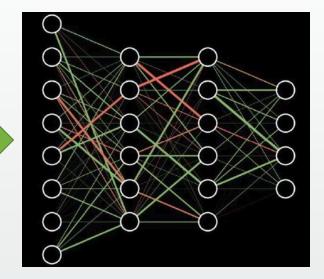
Train the robot in deep learning

Training

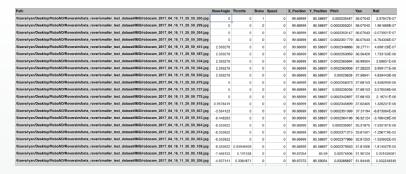
Prediction



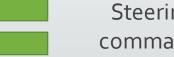
Needs 3000 images to train the model successfully



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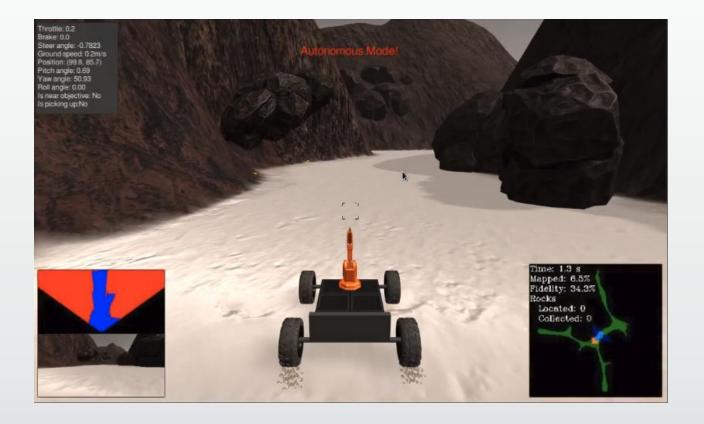
other control inputs, such as brake or throttle (prepared)



Steering angle to command the rover

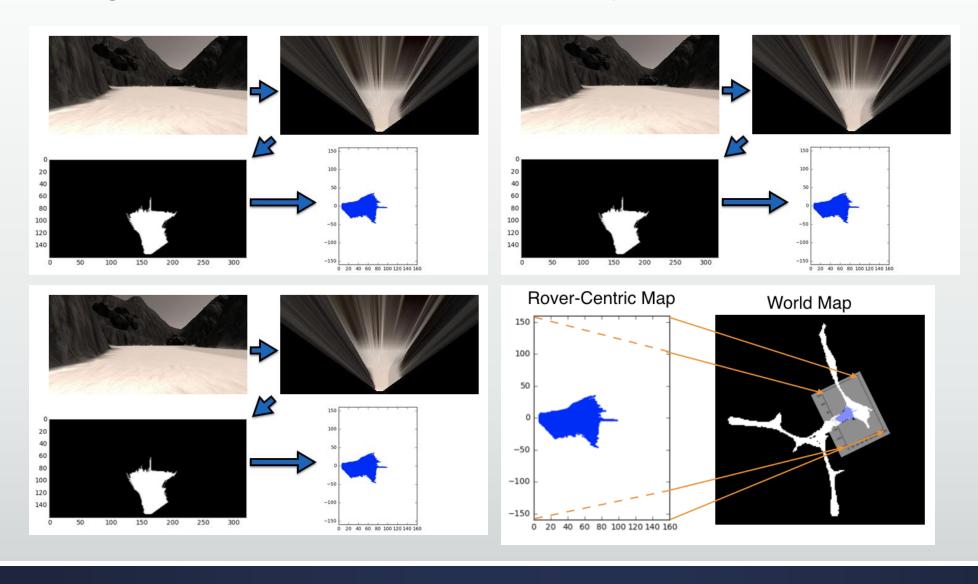
Simulation Result Overview

https://www.youtube.com/watch?v=BlcPZLJX2tw&feature=youtu.be



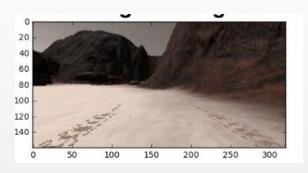
3. Key Implementation Details

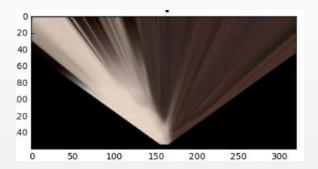
Convert images from camera on the rover to the world map

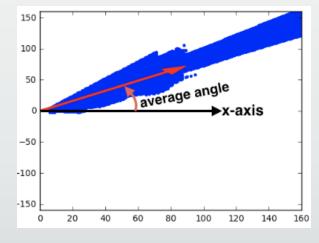


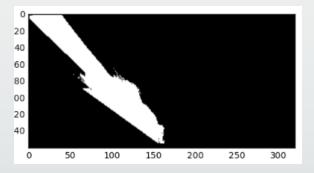
3. Key Implementation Details

Where to go?









4. Future Works

- 1. Improve the decision making codes
- 2. Implementing the hardware
- 3. Taking more sensor data to help control the vehicle.