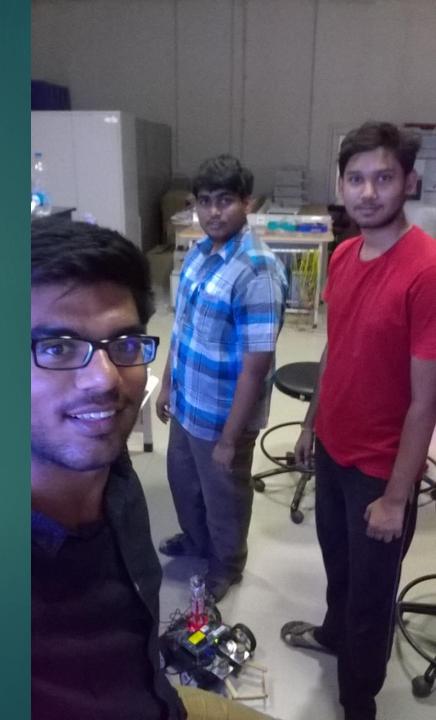
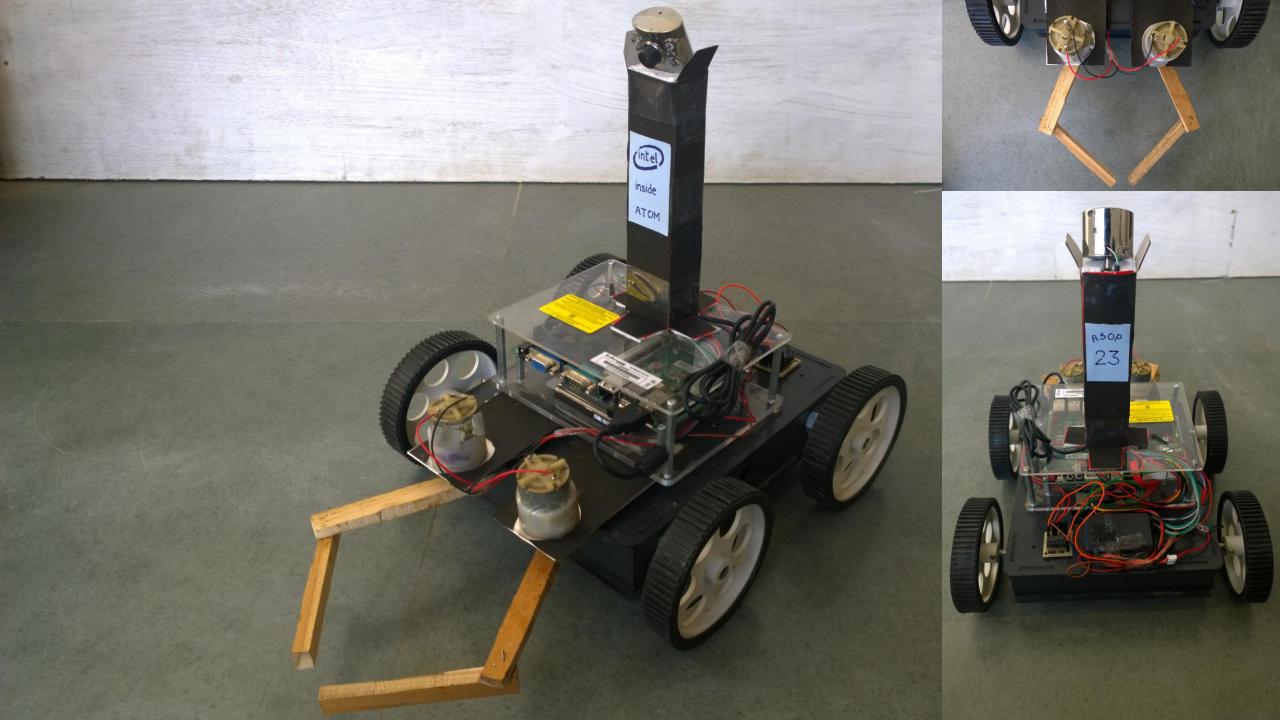
# ASOP

AUTONOMOUS SOCCER PLAYER

EE404 Embedded Systems Instructor: Prof. Joycee Mekie

TA: Sneha Ved

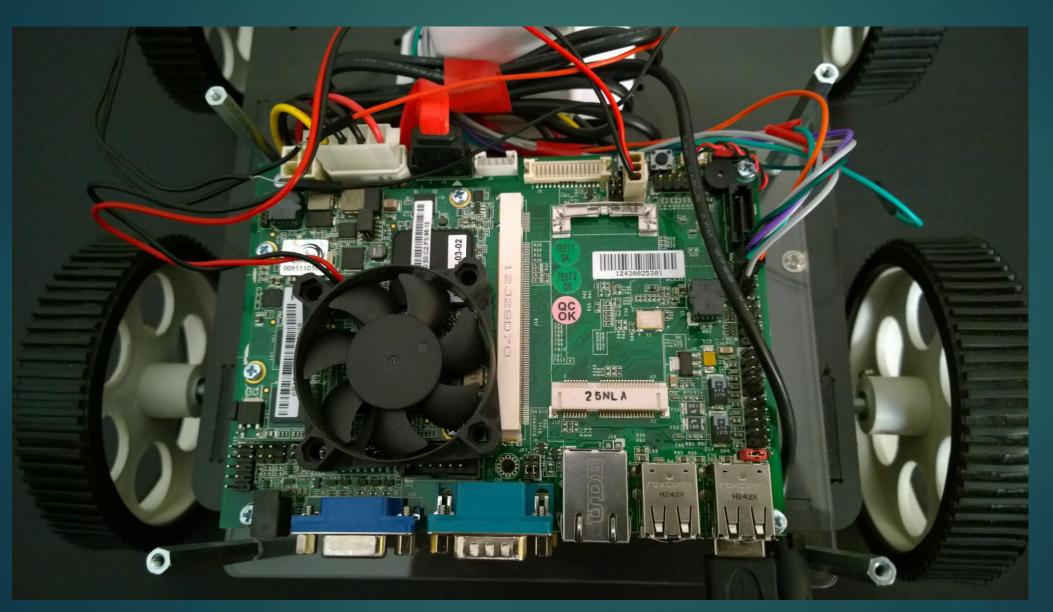




#### What Does it Do?

- Detects the location of the ball in the field
- Approaches it and "holds " the ball
- Detects where the goal post is
- Pushes the ball into the goal

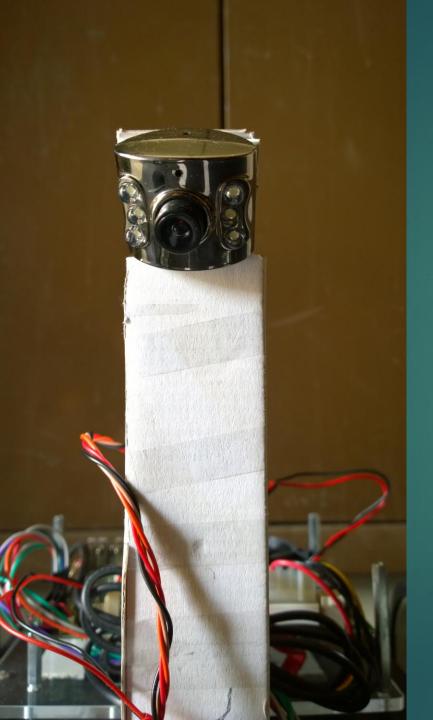
### The Brain:



Intel ATOM Processor

Speed: 1GHz

RAM:1Gb

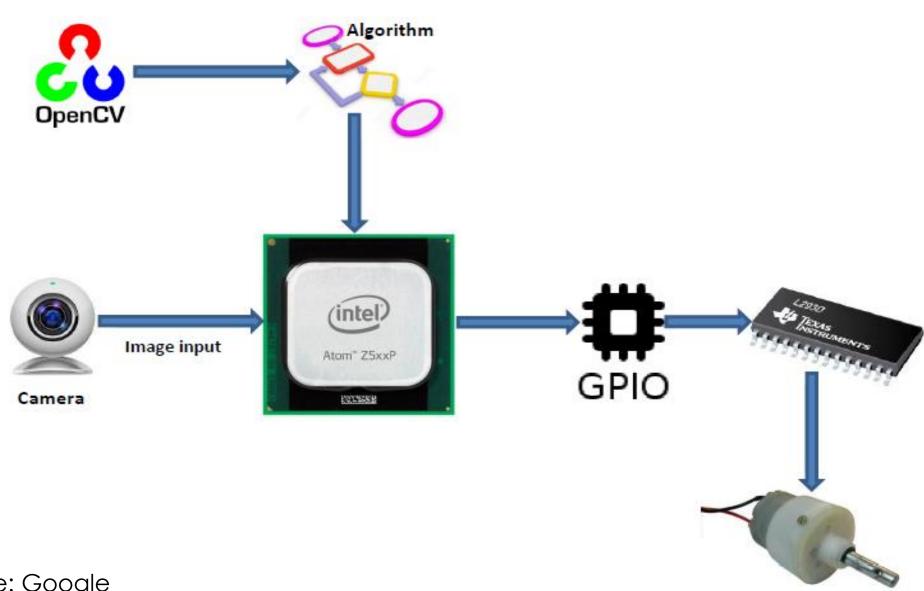


## The Eyes:

Web Cam

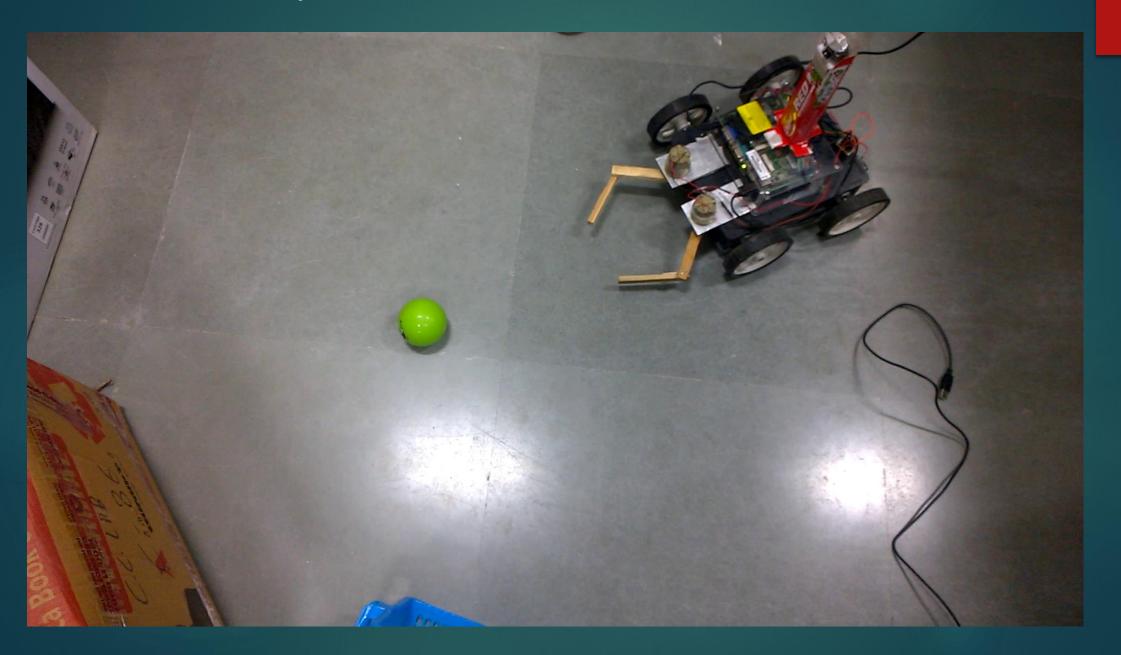
2.0 MP USB camera. Resolution – 480x640

# Implementation



Images source: Google

### Ball Detection and acquisition



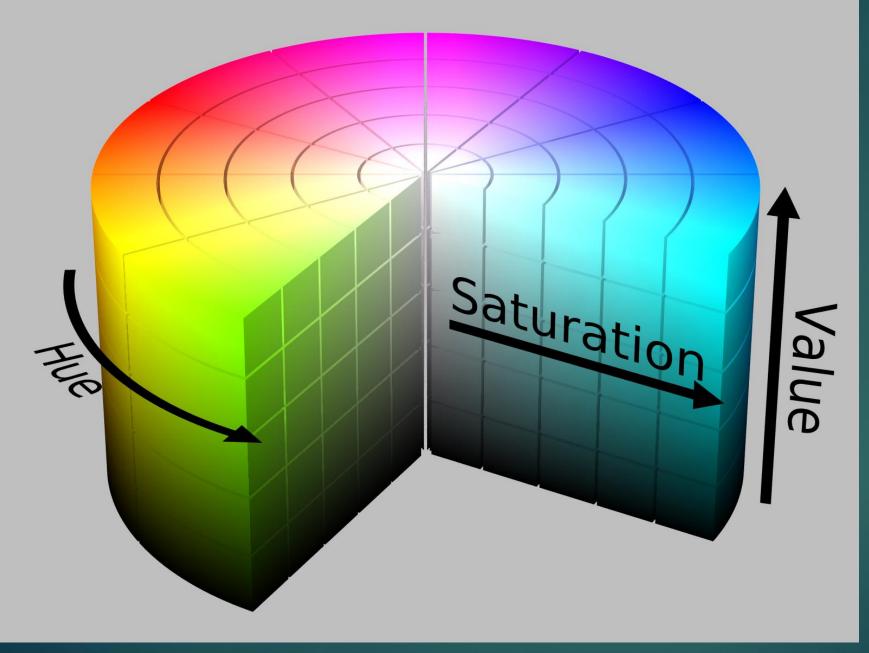
#### Algorithm

#### Detecting the ball:

- > The algorithm changes the input image from RGB to HSV colour space
- > The ball is in green colour, so we search for green hue and get the appropriate mask
- > The location of the ball in the image can then be obtained
- Depending on which part of the image the ball is located, we can estimate how far or near the ball is and get a rough idea of where the ball is and where should the robot go.

#### Catching the ball:

When the ball is close enough, the arms get closed enclosing the ball



Why HSV colour space?

Images source:

https://upload.wikimedia.org/wikipedia/commons/0/0d/HSV\_color\_solid\_cylinder\_alpha\_lowgamma.png



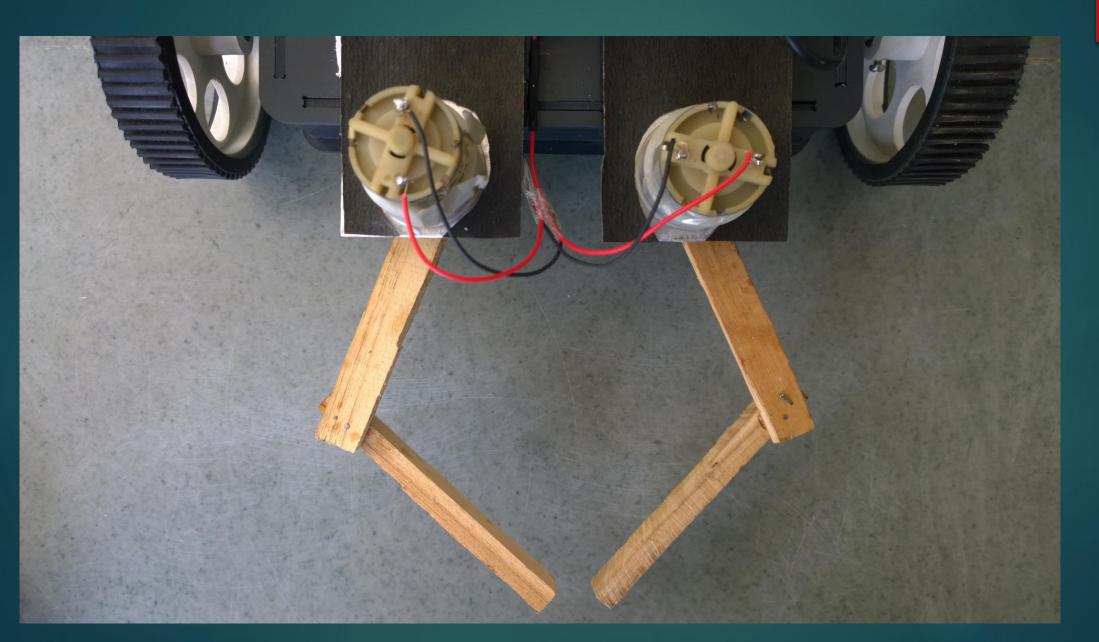








# **Holding Mechanism**

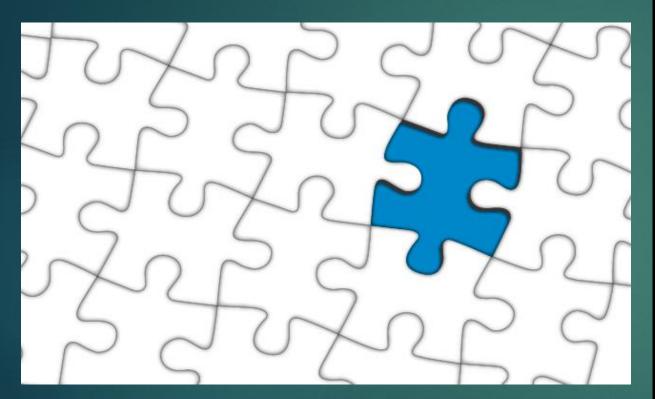


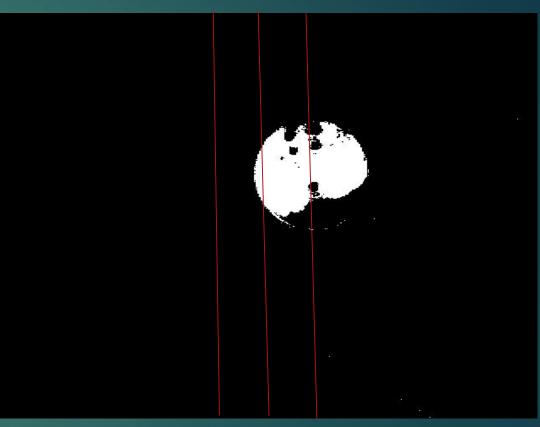


https://33.media.tumblr.com/5da32377611852ddef1a3197f7c6714f/tumblr\_newnw9vaql1s2wio8o1\_500.gif

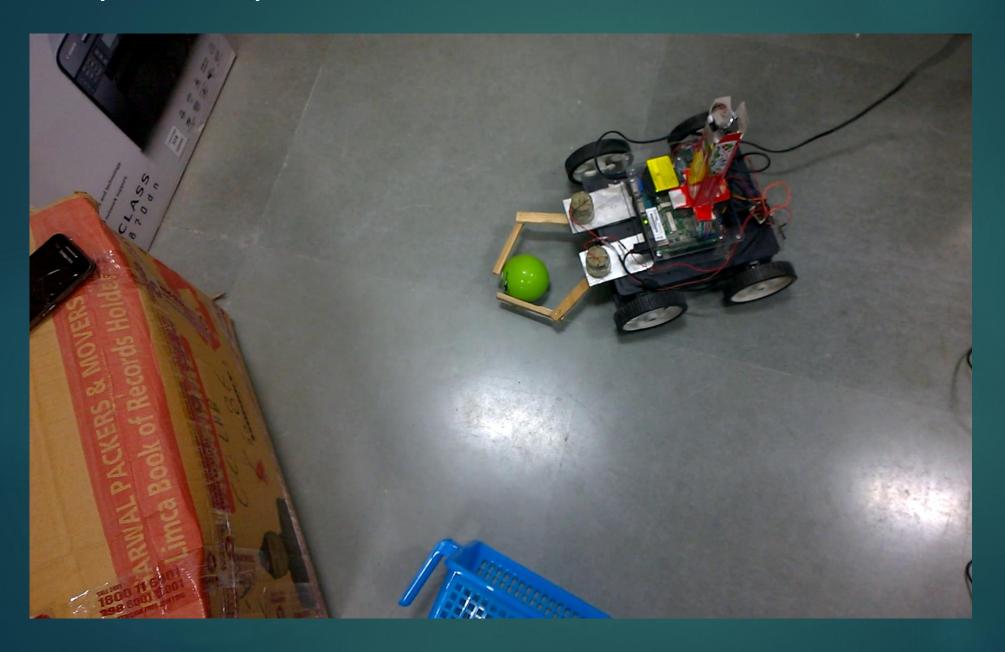


### We are interested only in a few pieces!!

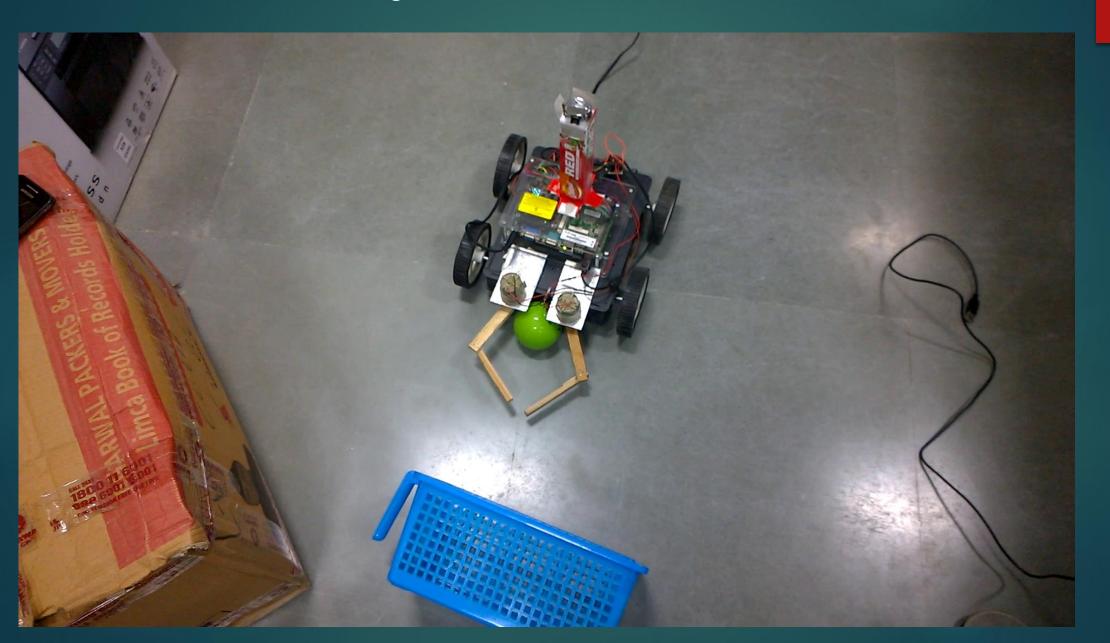




# Finally, Real Time speed !!!



## Goal Post Detection and Scoring

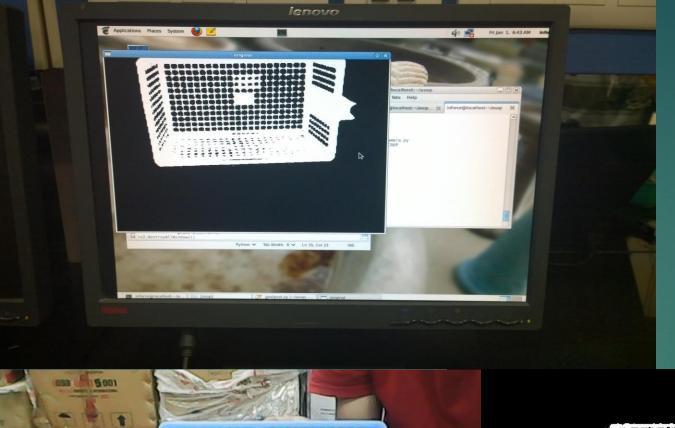


#### Goal Post Detection:

- > The algorithm changes the input image from RGB to HSV colour space
- > The goal post is in blue colour, so we search for green hue and get the appropriate mask
- > The location of the goal post in the image can then be obtained
- ➤ Depending on the width of the goal post in the image we can estimate how far or near the goal post is and get a rough idea of where should the robot go.

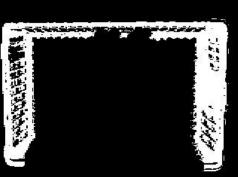
#### Scoring:

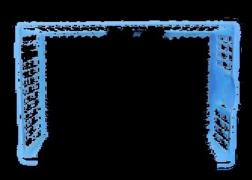
When the goal post is close enough, the ball is released



Through the eyes of ASOP

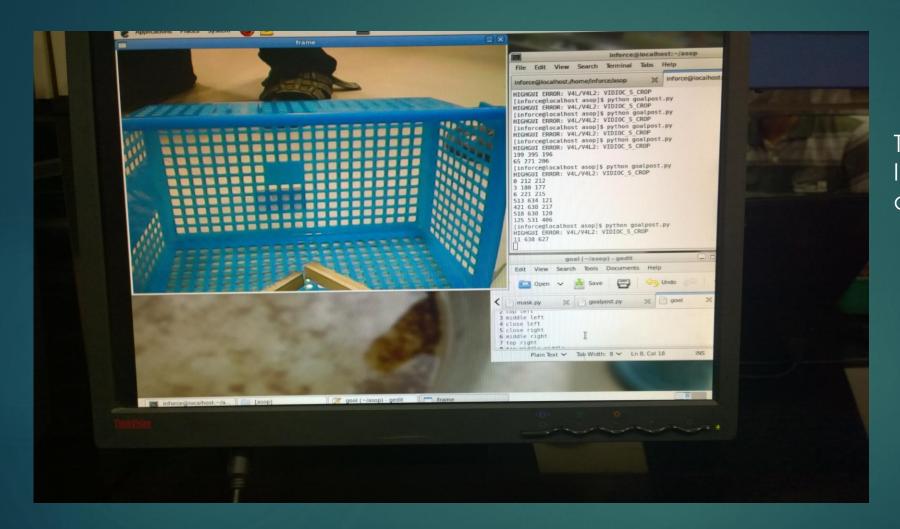






# Maximum Range





The width of the goal post In the image is used to determine how far the goal is

#### What next??

Speed

Axle control instead of motor control

Searching for ball, goalpost

Ball release mechanism

Memory and intelligence

Coordination with multiple robots

