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### AutoQuads Final Presentation

Spring 2020 Senior Design



#### Our Original Goal

Build a drone that can autonomously fly through a racing course (with course knowledge apriori)





#### Our Revised Goal (Post COVID-19)

- Have a drone "fly" autonomously using real-time computer vision and tracking

- Simulate all the necessary components to deliver a final product
- Prepare necessary software and hardware for next senior design team to start the the project right off the bat (without being delayed, like we were)





#### What we accomplished

- Developed real-time computer vision localization scripts using MATLAB and OpenCV
- Used localization to create velocity commands to direct drone to target
- Implemented drone simulator that mimics the setup procedure of actual ArduPilot on drone
- Built actual drone that takes off autonomously and loiters for commands

(drone) Maxs-MacBook-Pro-3:velocity\_control maxrudolph\$ python vel Start simulator (SITL) Starting copter simulator (SITL) SITL already Downloaded and Extracted. Ready to boot. Connecting to vehicle on: tcp:127.0.0.1:5760 CRITICAL:autopilot:APM:Copter V3.3 (d6053245) CRITICAL:autopilot:Frame: QUAD CRITICAL:autopilot:Calibrating barometer CRITICAL:autopilot:Initialising APM... CRITICAL:autopilot:barometer calibration complete CRITICAL:autopilot:GROUND START Basic pre-arm checks Waiting for vehicle to initialise... Waiting for vehicle to initialise... Waiting for vehicle to initialise... Waiting for vehicle to initialise...



# How have we measured success (post-COVID)?

Comparing CV computed path with dronekit simulator path

- Our simulator can do take in position commands (absolute and relative), loiter commands, and velocity commands.
- We relegated ourselves to just sending velocity commands to mimic real life drone control
- Succeeded

- Achieving possible real-time CV for drone implementation
  - Autonomous drone control is only possible in real-time
  - Reduce computation time for traditional CV methods which will allow for real time control of drone once the next team integrates the software
  - Succeeded

### Drone Architecture and Software Stack





- Nvidia Jetson Nano: computer used to perform computer vision and path planning.
- Pixhawk: flight controller to keep drone in air.
- **ESC:** Electronic Speed Controller used to send signals directly to motor.

#### Hardware: Drone Kit



- Most work on drone system will be in software, not hardware; perception, control, data networking, path planning
- Drone kits are cheap, readily available, and reliable.
- Individual parts can be swapped out if they break cheaply and with minimal effort

#### Computing Unit

#### JETSON NANO SPECIFICATIONS



128 Core Maxwell 472 GFLOPs (FP16)
4 core ARM A57 @ 1.43 GHz
4 GB 64 bit LPDDR4 25.6 GB/s
16 GB eMMC
4K @ 30   4x 1080p @ 30   8x 720p @ 30 (H.264/H.265)
4K @ 60   2x 4K @ 30   8x 1080p @ 30   16x 720p @ 30   (H.264/H.265)
12 (3x4 or 4x2) MIPI CSI-2 DPHY 1.1 lanes (1.5 Gbps)
HDMI 2.0 or DP1.2   eDP 1.4   DSI (1 x2) 2 simultaneous
1 x1/2/4 PCIE 1 USB 3.0
1x SDIO / 2x SPI / 5x SysIO / 13x GPIOs / 6x I2C

🛞 NVIDIA



#### Final Build





#### Estimated Cost

Product Description	Quantity	Unit Price (\$)	Total Price (\$)
Drone	2	280.00	560.00
NVIDIA Jetson	3	119.00	357.00
Camera	2	80.00	160.00
Batteries	4	20.00	80.00
Obstacles	15	5.00	75.00
Total Cost			1232.00

### Capability Methodology and Demonstration



#### Methodology

- 1. Capture simulated video
- 2. Detect checkerboard of variable size in each video frame
  - In simulation this step is done at 60Hz but only needs to operate at max. frequency of 10Hz when implemented on the drone because flight controller cannot respond faster than 10Hz
- 3. Use MATLAB/Python to extract location/orientation data
  - a. Plot the calculated location for accuracy measures of drone simulator
- 4. From any given location, calculate and record velocity necessary to bring drone to target
- 5. Send real-time calculated velocities to drone simulator
- 6. Compare dronekit path to MATLAB path to ensure accuracy

# Capture Real-Time Localization with Checkerboard

The localization present in the video was calculated in real-time at around 10 Hz.

#### Versatility of Checkerboard Detection





#### Simulated Drone Movement





#### Computed Drone Movement

Pink dots represent points at which drone velocities are calculated and sent to drone simulator (approx. 1 Hz)

Simulation Examples

## Path of Simulated Drone Using Velocities from CV

Visualization of drone movement when velocities are put into simulator. Notice the matching between this plot and the previous plot



#### Side by Side Comparison of Drone Paths





### Autonomy on Drone





#### First Steps: Unstable Drone





#### Self-Stabilization: Loiter Mode





#### Autonomous Flight in Guided Mode





#### Footage from Drone





#### Potential Final Product

- Given our separate demonstrations for object detection and issuing flight commands, we have laid the groundwork for an autonomous drone.
- Future teams could utilize our real-time localization scripts to generate appropriate velocity commands, then use the MAVLink protocol to send the commands to the flight controller. We proved the concepts; they just need to be fully integrated on the drone!

#### **Reflection and Mistakes**

- Project scope too large
  - Honing in on a single aspect such as CV and path prediction would have been better
- Having a single Jetson cause delays
  - A second jetson would have allowed for prototype/testing CV algorithms without having drone on hand
- Too much time on drone hardware, not enough time on CV
  - A well established detection and path planning algorithm would have been of greater use to future groups. Our understanding of the drone hardware-software only helped us at the beginning.
  - Lack of clarity on amount of software and hardware integration needed

#### Future Team Expectations

- Integrate drone localization into actual drone
- Add more autonomous functionality: path planning and execution
- Add computer vision software to enable the camera do detect and recognize objects
- Ability to prevent collisions and re-adjust course with object detection
- After accurate detection is achieved, strive for higher flight velocities
- Attempt a drone race course once the software is fully integrated and optimized
- Multiple or better cameras could be added, for better field of view. This would allow for better forward navigation and obstacle avoidance.



#### Team Members

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- Eddie Stevens
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- Rishov Sarkar
- Michael Bermudez
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AutoQuads Team 33

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