

Un evento di:



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INTELLIGENZA ARTIFICIALE E ROBOTICA

PER LA SFIDA DELLA SOSTENIBILITÀ OLISTICA

CONTEST CREATIVI DI ROBOTICA

21 marzo, Università degli studi di Roma Tor Vergata

Volterrabots, DroneBOT

L.S.S. Vito Volterra -in collaborazione con- Tor Vergata

Con il Patrocinio di:



Mobility Partner:

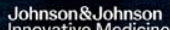


In Collaborazione con:

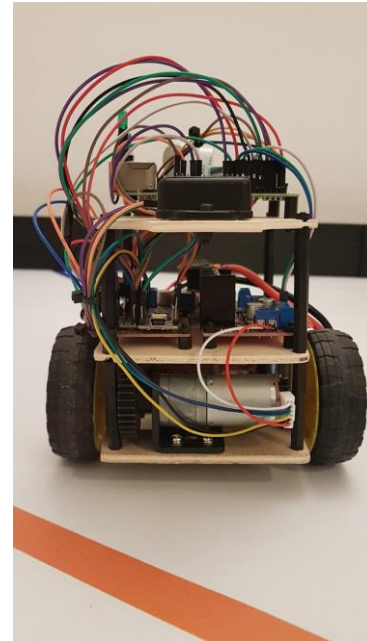
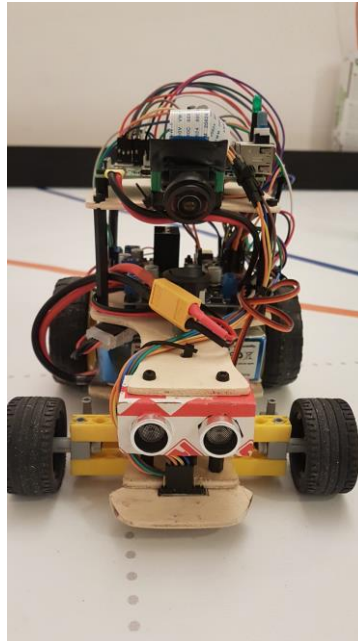
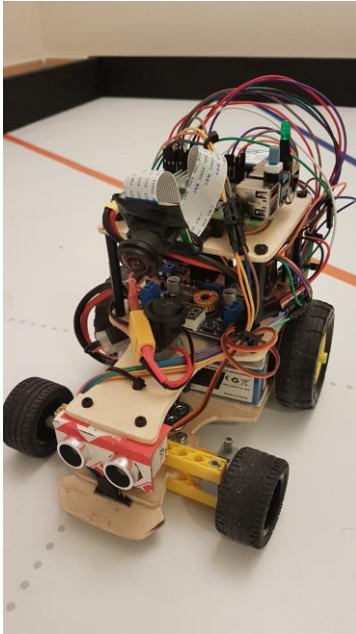


Un progetto congiunto di
Google Cloud, Intesa Sanpaolo,
Tim Enterprise

Partner:



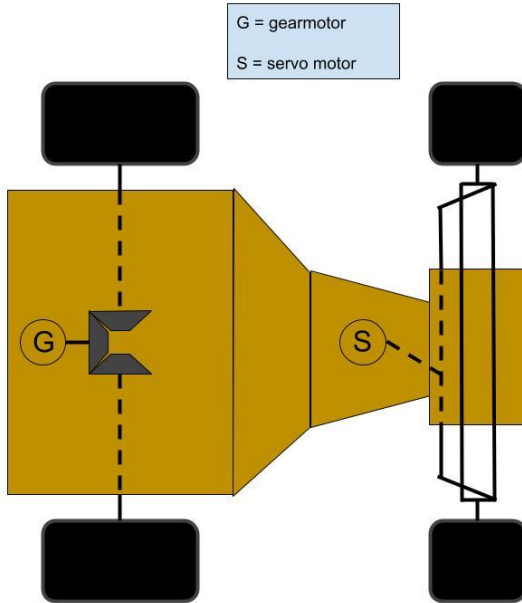
We have **crafted** a **custom** vehicle using the *Raspberry Pi 4 model B* as its foundation.



Mechanical schemes

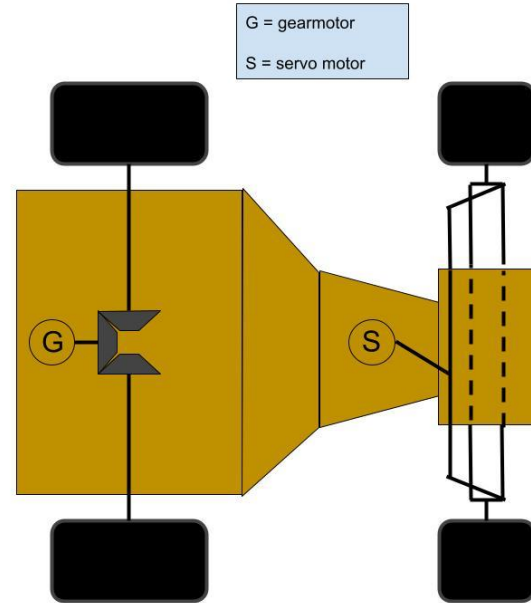
View from the bottom of the vehicle.

The dotted lines are to make it clear that the mechanical piece is on the other side of the platform.

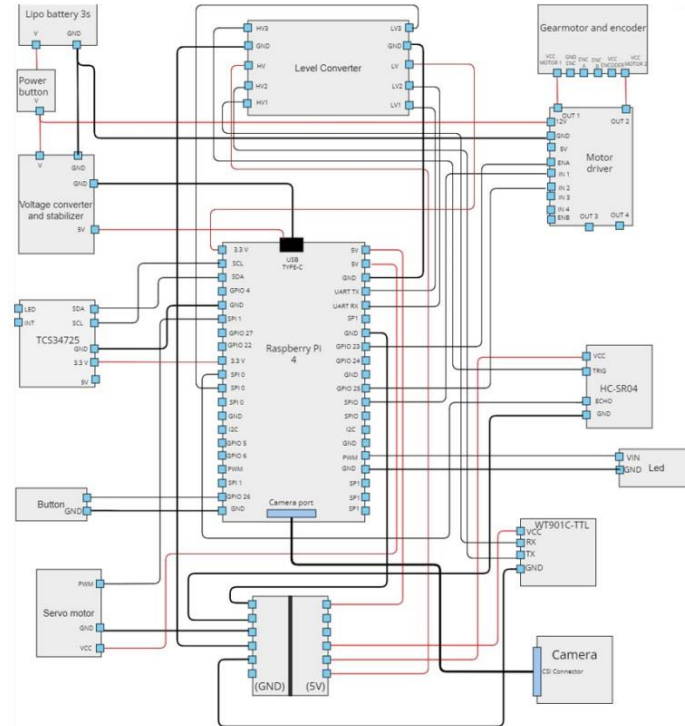


View from the top of the vehicle.

The dotted lines are to make it clear that the mechanical piece is on the other side of the platform.



Electrical scheme



Here is a list of the hardware components utilized by the rover in the competition:

- Gearmotor



- Tension regulator and stabilizer



- Servo motor



- Lipo battery 3S 1800mAh



Overview of Control software - Key Python libraries

- numpy



- ultralytics



- opencv



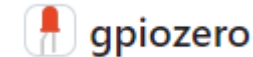
- websockets



- PyTorch



- gpiozero





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Overview of Control software - project architecture

Computer-rover communication

We utilize *websockets* to establish a TCP communication between the computer and the rover, swiftly transmitting the movement with low-latency. Upon successfully receiving the message, the rover employs the *gpiozero* library to produce a physical output via the actuators.

Multi-threaded parallelism

To enhance the performance of our programme, we leverage a combination of multithreaded and asynchronous routines.



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Overview of Control software - project architecture

Performance for DL related task



To accelerate the inference process of our DL model, we load it onto the GPU (NVIDIA RTX 2060), benefiting of CUDA's resources optimization.
The results are impressive, with inference time on GPU being less than a tenth of that on the CPU.

How we capture the video source



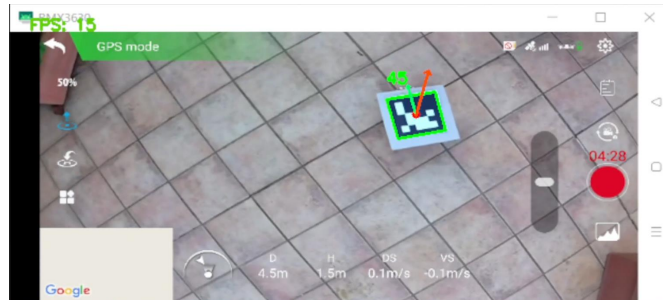
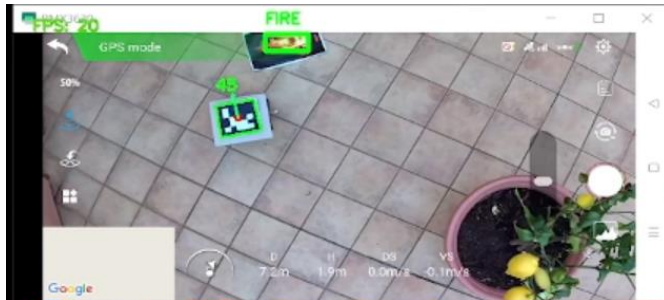
scrcpy

An **Open Source** application that mirrors Android devices (video and audio) connected via USB or over TCP/IP, and allows to control the device with the keyboard and the mouse of the computer.

- REPO: <https://github.com/Genymobile/scrcpy>

How we capture the video source

After having mirrored the image on the desktop, we generate a video source by repeatedly capturing its screenshots, preparing the image for further processing. Namely Aruco Marker recognition and Fire recognition.



Two different examples of processed screen capture

Fire detection using an AI model

The model uses a custom implementation of YOLO v8



- TUTORIAL REPO: <https://github.com/MuhammadMoinFaisal/FireDetectionYOLOv8>

Something about the navigation

- The steering angle is determined by assessing the parallelism between the roll axis of the drone and the rover.
- Motor speed is calculated by considering the rover's position on the frame relative to a designated *sweetspot*, with pixel coordinates converted to meters using proportional correlations.



$$dist = H_ARUCO * (FRAME_HEIGHT - y - h/2) / h$$



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