

**Dragon Sheep**

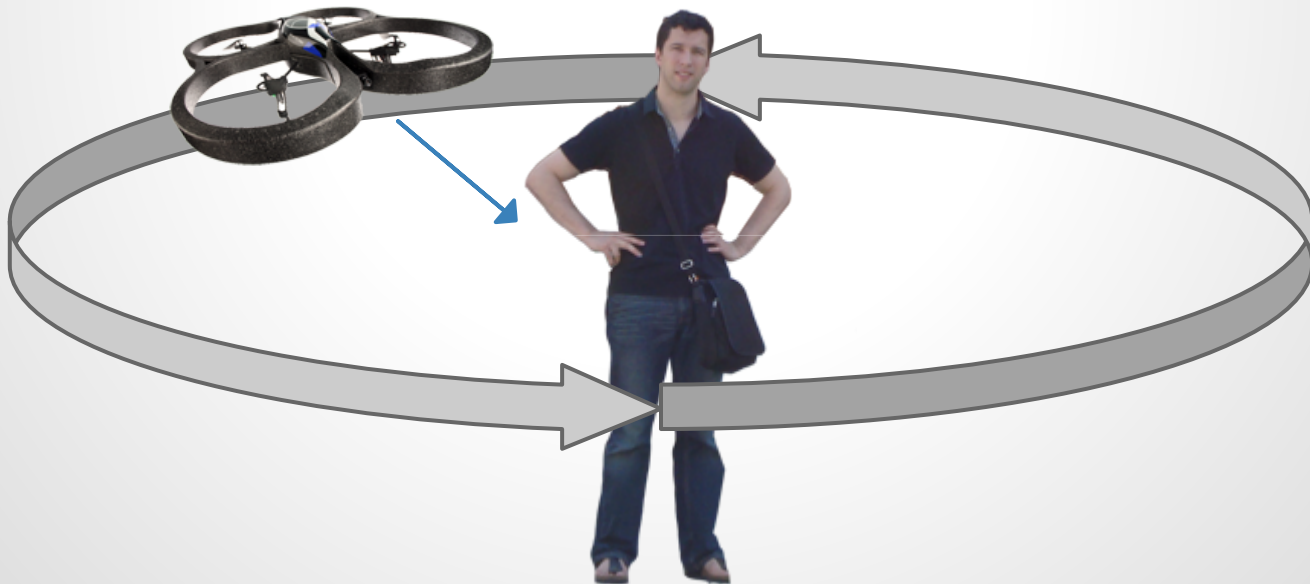
**Project Status**

**Autonomous Circle Flying**

Michael Shelley - Tom Rothoerl - Oliver Dunkley

# Motivation

Task: Autonomously circle a human with variable distance, altitude and speed.



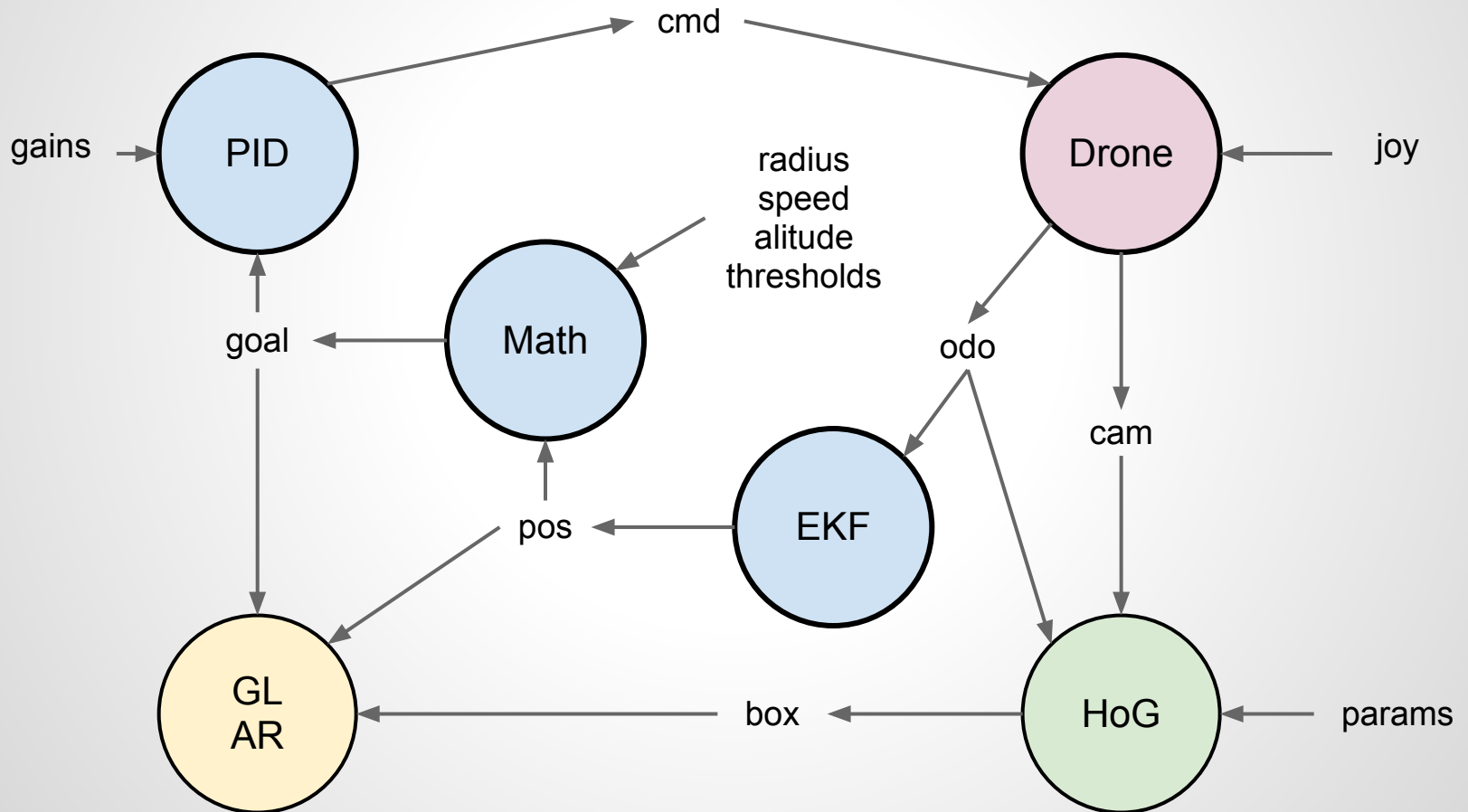
# Problem Specification

- Use opencv to detect the person (HoG)
- Determine location of quadrocopter with bounding box of human
  - Treat bounding box as a marker with a known size in the real world.
  - Calculate pose estimation from virtual marker.
- Specify a goal position and orientation relative to the current location and the human
- Recover automatically when human is lost

# Approach

- Use opencv HoG detector to find the person
- Calculate pose from bounding box
- When no human is detected uncertainty rises
- When uncertainty crosses a threshold switch to search mode
  - Stop moving
  - Rotate until the human is found again
  - If enough time passes, land the copter

# ROS Nodes and Msgs



# Implementation Plan

1. Create bag files with a human at varying distances and locations
2. Find HoG bounding box of human and figure out the size of the box in the real world
3. Use a 4 point algorithm to get the quadrocopter location
4. Plug it into the Kalman Filter and create a goal at distance  $r$  from the human.
5. Vary the goal so the copter goes in a circle
6. Implement search mode for when the human is lost for a long period.

# Demo

HoG with image rotation

Questions?

# Future Work

- A quadcopter rotating around the user would be useful in a number of applications such as sports, dancing, amateur movies etc.
- Using something other than HoG would be a more general approach to circling a target.



# Goal Positioning

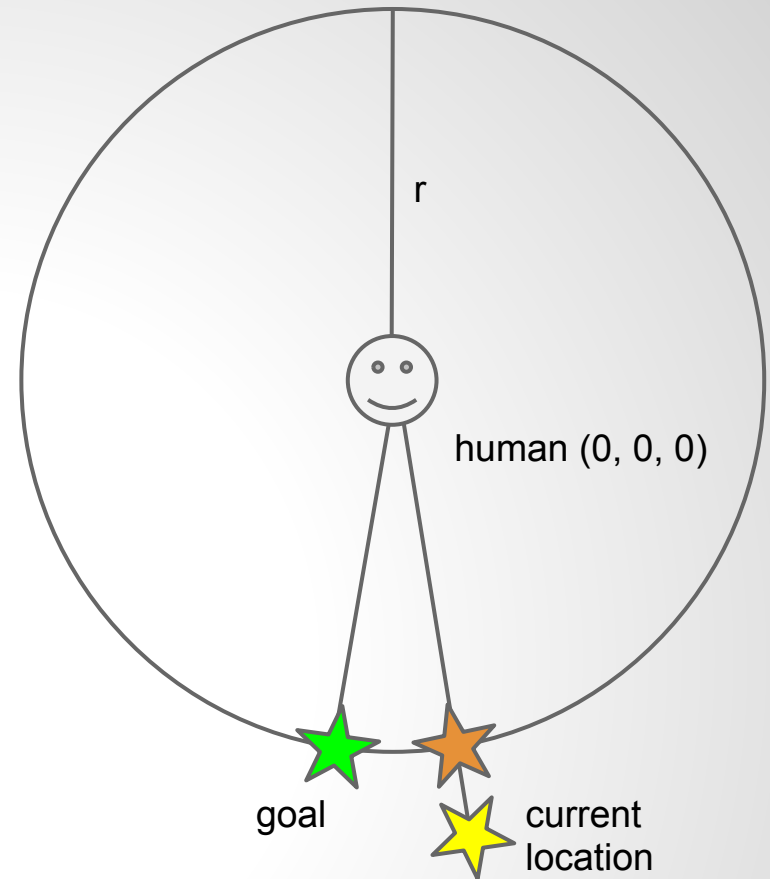
Rotation from current angle to angle facing origin

Rotation specifying goal distance

$$\begin{pmatrix} x \\ y \\ \theta \end{pmatrix}_{goal} = T_O^{-1} R_\psi T_O T_C R_\phi \begin{pmatrix} x \\ y \\ \theta \end{pmatrix}_{copter}$$

Transform from edge of circle to origin

Translation to closest point on circle of radius r



# State Graph

