BALL IS LIFE: The Autonomous **Trash Can Project**

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The Inspiration behind The Project

- Japanese trash can concept
- Originally planned to catch basketballs
- Reverted to trash can due to time and realistic constraints
- Project aims to catch trash projectiles real time





Overview of the System



- 1. Depth image from Kinect
- 2. OpenCV finds object, robot uses AR tags
- 3. Robot receives relative coordinates through BLE
- 4. Robot calculates angle and norm of coordinates
- 5. Robot spins and drives forward to catch trash

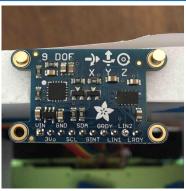




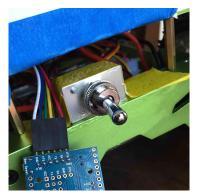
Implementation of Hardware

- Used the 4WD Hercules Robot Kit
- Atmega 168 Microprocessor
- Full H-Bridges
- Additional Components:
 - 9-DOF Accelerometer, Gyro, Magnetometer
 - nRF8001 BLE Chip
 - Power Switch



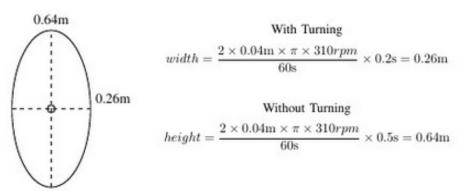






Hardware Performance Math

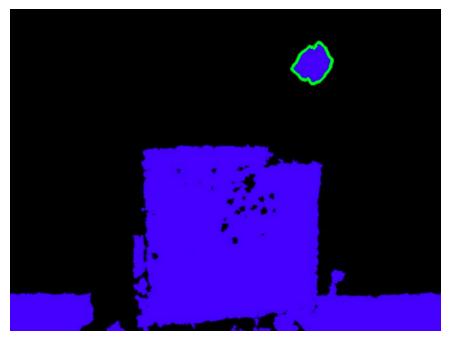
- Best Case Scenario: Forward/Backward
- Worst Case Scenario: Turn 90 degrees and then move
- Wheel Radius = 40 cm
- Max Rotation Time = 0.3s



Battery Vo	Itage		N.	lilliseconds	D	istance (c	m)	Slope of the line
	304				50		6.5	0.155942857
	304				00		11.5	
	304				50		17	
	304			-> 2	200		27	
	304			2	50		33	
	303.5			-> 2	200		25.2	
	304			3	00		42	
	304			3	50		50	
	304			4	.00		58.5	
	304				00		75	
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Implementation of Software

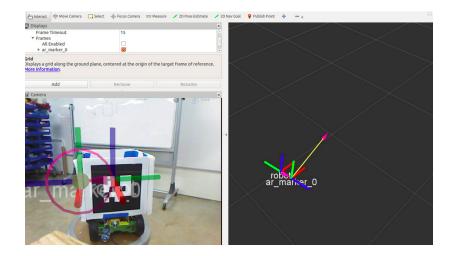
- Built on ROS
 - Supplies network and transformation tool
- Alvar AR tag tracking
- OpenCV image processing
- NumPy trajectory prediction
- gatttool bluetooth tool



Projectile Detection via OpenCV

Software Algorithms

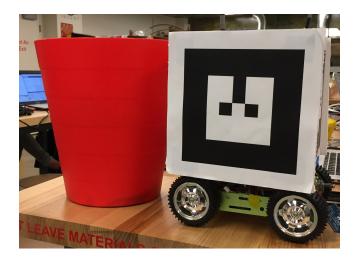
- Projectile Detection
 - Contours based on depth
 - Filtering based on shape, size, and depth
- Trajectory Prediction
 - Least squares curve fitting
- Compares position of robot to position of object
- Motor Actuation
 - Time based

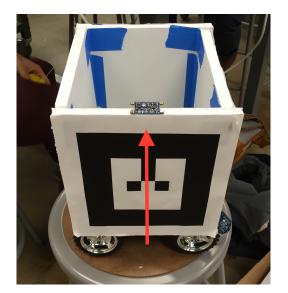


3D Visualization of Robot and Projectile in RViz

Roadblocks Faced

Centripetal Force



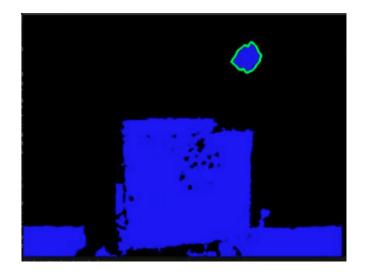


Magnetic Motor Interference

Roadblocks Faced

Processing Power





Motion Blur and Latency

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Thank You!