

Meobot

Design Review

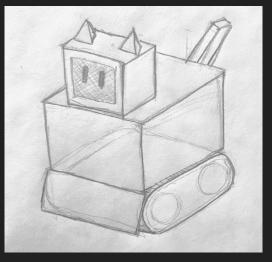
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Application

A desktop robot companion pet "Meo"

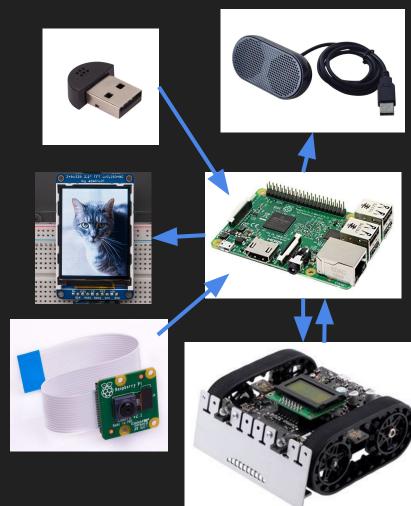
- Wanders around
- "Hi Meo!"
- Reacts to voice command and displays information on its "face" (screen)



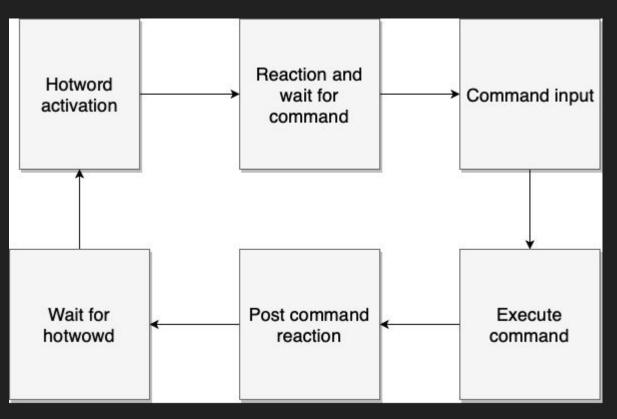


Solution Approach

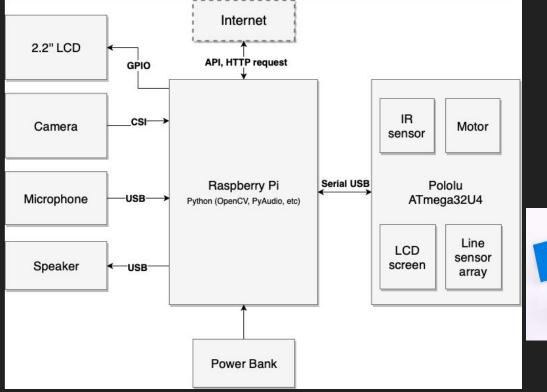
- Pololu robot kit with proximity sensors
- USB serial communication between robot and RPi
- Hotword Detection
- Python for computation and Internet connection
- C++ for Pololu movement control



App Flow



Specification





Control: Raspberry Pi

Body: Zumo 32U4

- line sensor, proximity sensor, inertial sensor
- Arduino IDE

Connection: USB



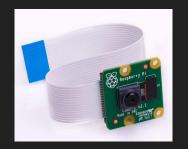
Simple Obstacle/edge avoidance:

- Two front IR proximity sensors
- Two side proximity sensors
- Three line sensor array on bottom
- Write our own algorithm

Peripherals: Camera, microphone, speaker, 2.2" LCD display screen

Voice Recognition: Hotword Detection Toolkit

Facial recognition: OpenCV; write our own basic neural network

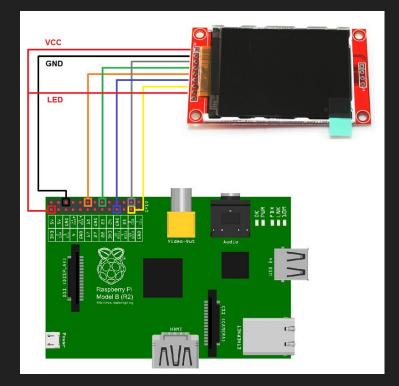






LCD:

- Adafruit's TFT python library
- Own code for visual display (characters, weather indication, facial expressions)



Online Resources:

- API for weather information
- Third-party service for speech-to-text recognition



Measurement and Validation

- Voice Input
 - 80% activation rate to eliminate false positives
- Obstacle/Edge avoidance
 - 100% no falling, 80%-90% successful turn at large obstacles
- Facial recognition for team members
 - 90% success rate
- Command processing time
 - Less than 3 seconds

Project Management

-	Task Name	2/25	3/4	3/11	3/18	3/25	4/1	4/8	4/15	4/22	4/29
1	Pololu - Edge detection										
2	Pololu - Obstacle detection & path finding solution										
3	Pololu - Communication and command processing										
4	RPI - Control flow skeleton										
5	RPI - Microphone input and speaker output										
6	RPI - Hotword and command recognition										
7	RPI - Camera input and photo taking							1			
8	RPI - Facial recognition								_		
9	RPI & Pololu integration										
10	LCD - Basic drivers										
11	LCD - Character, weather, Facial expression										
12	LCD & RPI integration										
13	Appearance design										
14	Appearance implementation										
15	User testing										
16	Stretch goal implementation										

