



# Retriever Rover

**Final Presentation**

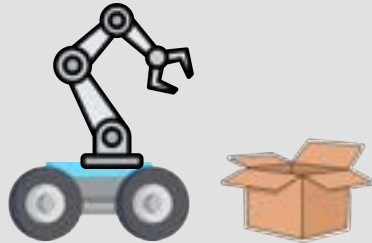
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# Use Case/Application

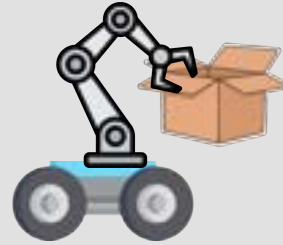
Nearly a quarter of adults have trouble bending down or kneeling, according to PMC



1. User will send a request via WebApp to retrieve an object (boxes/grocery bags)



2. Robot will navigate and locate object



3. Robot will pick up object



4. Robot will find user and return object at an acceptable height

# User Requirements

|                                        |                                                                                                                                                |
|----------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------|
| Delivery Height: 83 cm                 | 95 percentile for knuckle height is 83 cm                                                                                                      |
| Communication between app + robot < 5s | Email takes around 5 seconds to send/receive                                                                                                   |
| Weight of 150 grams                    | For now, robot's use case is limited to smaller objects, such as medicine or light packages                                                    |
| Successful pickup rate: 70%            | Users can rerun. 70% ensures that the first trial has more than a 50% chance of success while having a second rerun has $1 - 0.3 * 0.3 = 91\%$ |

# Design Requirements

Detection: 90%

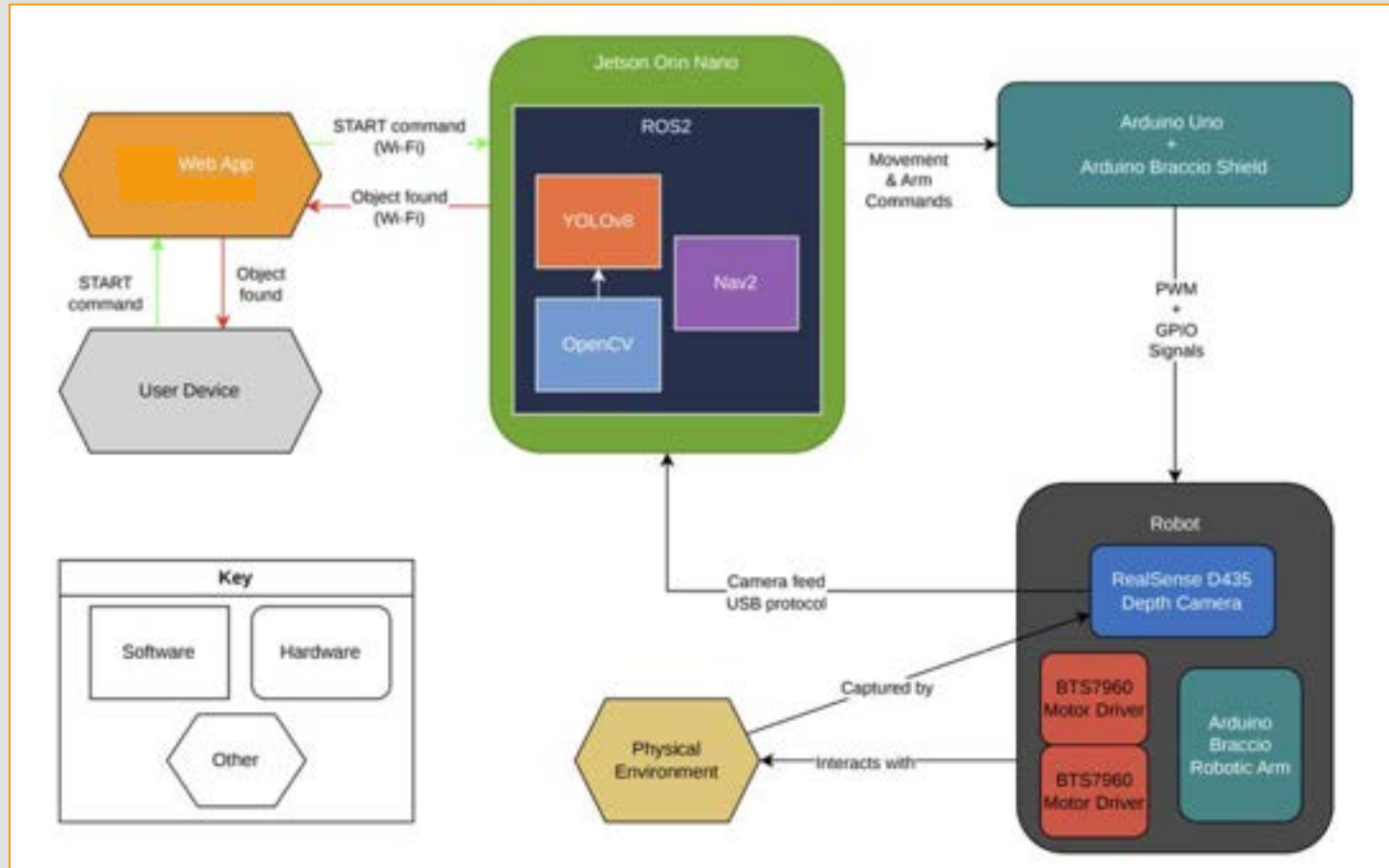
Pickup: 90%

Navigation: 90%

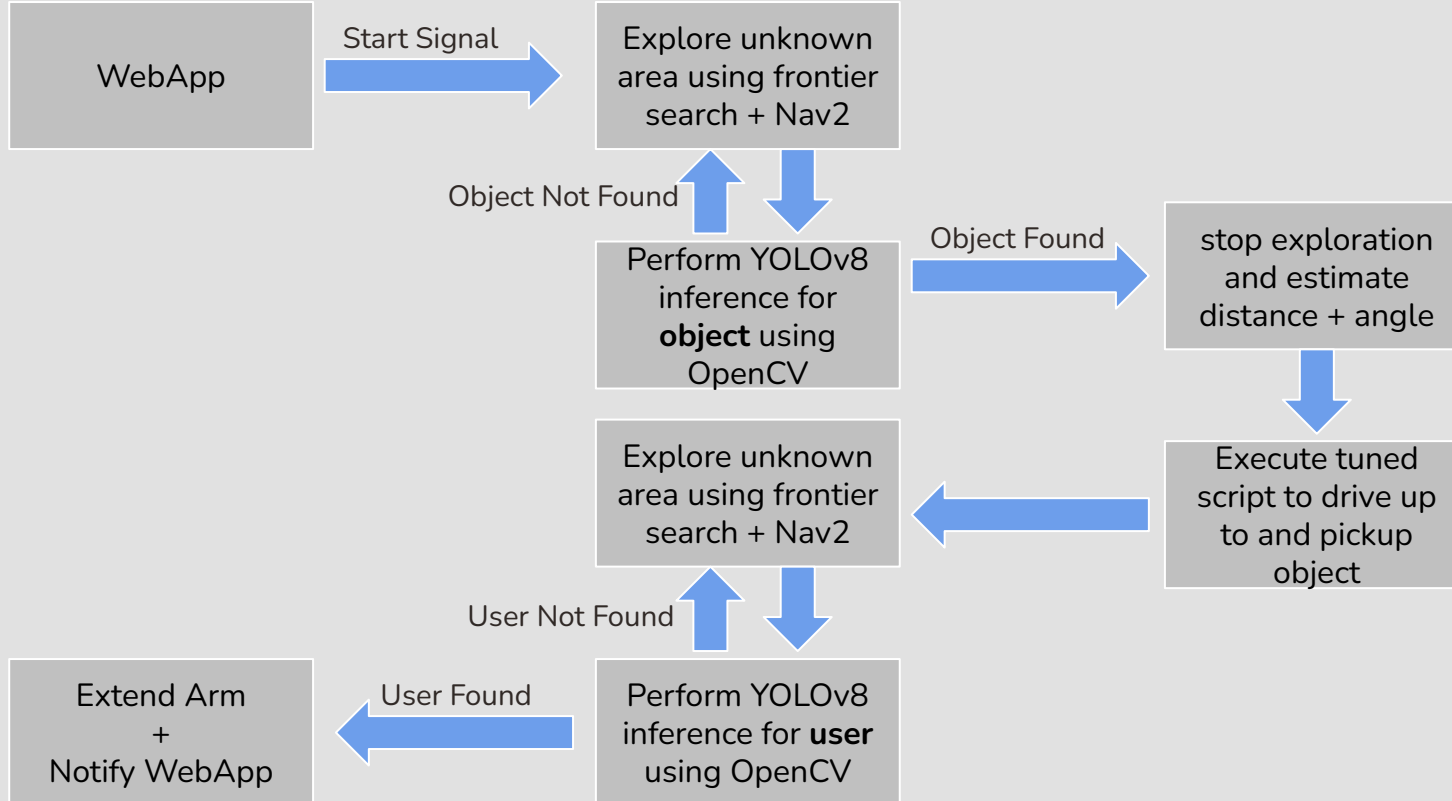


chaining all of their probabilities together allows for:  
 $90\% * 90\% * 90\% = 72.9\% > 70\%$   
(USER REQUIREMENT)

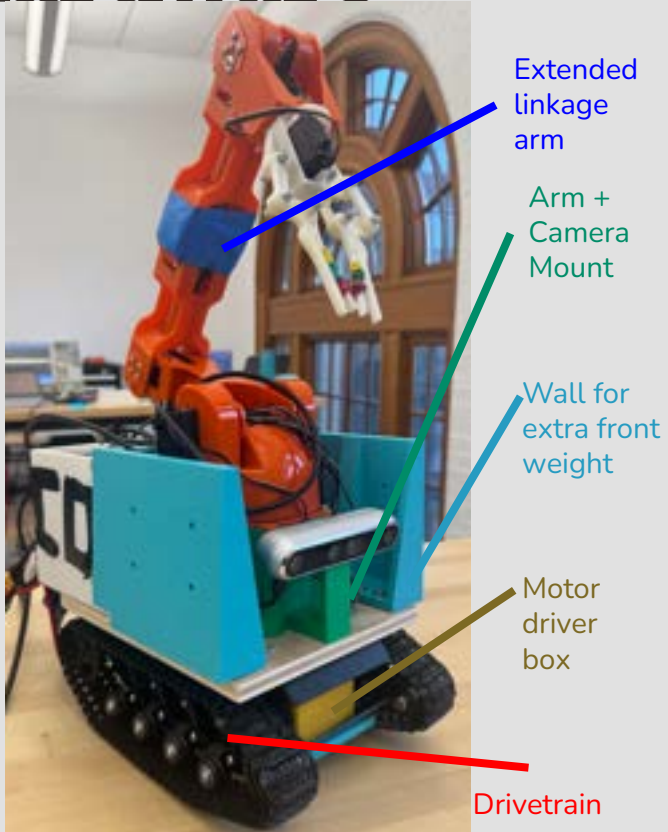
# Block Diagram



# Complete Solution - software



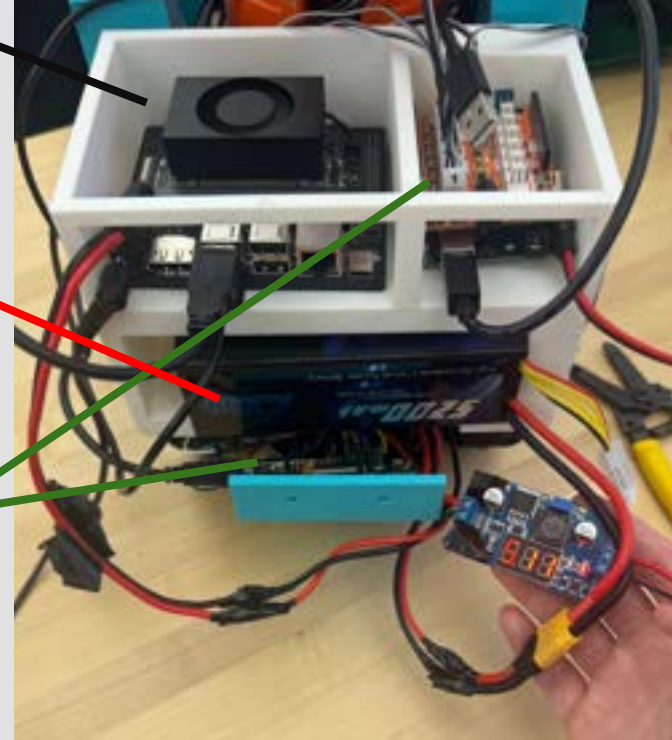
# Complete Solution - Rover Hardware



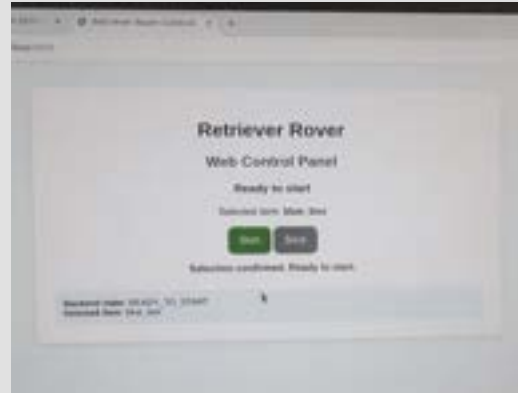
Jetson

Battery

Arduino



# Final Demo Plans



- Robot will be in a predetermined area with four walls and obstacles
- Audience member can place object anywhere in room (not against a wall or corner)
- Audience will then leave the room and press START on the webapp
- We will then watch as the robot navigates and picks up object
- Robot will start searching for a human.
- We will enter the room and show how the robot stops and raises the object to an accessible height

# CV Testing



|                                                        | 0.2m  | 0.5m  | 1m    |
|--------------------------------------------------------|-------|-------|-------|
| Target Object                                          | 12/12 | 12/12 | 12/12 |
| Foot                                                   | 4/4   | 4/4   | 4/4   |
| Shoe that gets predicted as foot (want this to be low) | 2/4   | 0/4   | 0/4   |

Blue box: > 0.90 for prediction, Foot: > 0.6 for prediction

Units of results: correctly identified orientations / total number of orientations tested





# Navigation Testing

|         | Robot can simply drive forward | One Obstacles | Two Obstacles |
|---------|--------------------------------|---------------|---------------|
| Results | 5/5                            | 2/5           | 0/5           |

Conducted 5 trials each

Units of results: successful trials / total trials

<https://drive.google.com/file/d/1NFleo90KV4k2dqpT-z9HnwwZLBGEgBv6/view?usp=sharing>

# Pick up Testing

|                                                       | 0 degrees | 45 degrees<br>right | 45 degrees<br>left |
|-------------------------------------------------------|-----------|---------------------|--------------------|
| Robot starts<br>very tilted<br>(45 degrees)           | 3/3       | 1/3                 | 2/3                |
| Robot starts<br>slightly tilted<br>( < 15<br>degrees) | 3/3       | 2/3                 | 2/3                |

Conducted 3 trials each, overall success: **72%** (might have to retune motor drivers b/c they broke)

Units of results: successful trials / total trials

# Design Tradeoffs

| What we considered:                                                                                                                                                                                 | What we went with                                                                                                                                                                                               |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Variable camera angle (set by servo)</b> <ul style="list-style-type: none"><li>• Able to see farther</li><li>• Easier to detect humans (can use online model)</li><li>• COMPLICATED</li></ul>    | <b>Fixed camera</b> <ul style="list-style-type: none"><li>• Less complexity (one less motor to cause failure)</li><li>• Angle of our camera pointing down: had to train a custom model for feet/shoes</li></ul> |
| <b>Raise the height of our standoff by 6"</b> <ul style="list-style-type: none"><li>• Increases chance of tipping over</li><li>• Makes it harder to grab object because we are so high up</li></ul> | <b>Extend the length of arm by 6"</b> <ul style="list-style-type: none"><li>• Increases torque on servos</li><li>• Led to a lot of servo horn stripping</li></ul>                                               |
| <b>Creeping line search</b> <ul style="list-style-type: none"><li>• Very simple algorithm</li><li>• Easier</li><li>• Cannot avoid obstacles well</li></ul>                                          | <b>Nav 2 + Frontier search</b> <ul style="list-style-type: none"><li>• A lot more complex</li><li>• Obstacle detection and avoidance available</li></ul>                                                        |

- Tune pickup
- Tune Navigation
- Integrate firmware for raising an object to user-accessible height
- Build the full pipeline
- Replace current placeholders on webapp with actual rover-side actions

# Lessons

- Buy extras and backups!!!
  - Hardware often breaks, and at the worst times possible!
- If you can't find a specific part, 3D printing is always a viable option
- Dividing up a very large project into many components is helpful
  - Each arduino has its own task, Jetson acts as the head telling subcomponents when to do their task
- We gained a lot of experience with YOLO models
  - Always be sure to vary your data
- Make sure you install the correct software packages when using Jetson