

An IoT-Enabled Modular Quadrotor Architecture for Real-Time Aerial Object Tracking

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Outline of the talk

- ❖ Introduction
- ❖ Novel Contributions
- ❖ Hardware Components
- ❖ Wireless Communication
- ❖ Object Detection and Video Processing
- ❖ Conclusion

Introduction

- Quadrotors are used with an on-board camera while one or two operators control the flight of the vehicle and the camera operation.
- Quadrotors have the advantages of simplified design, low cost and maneuverability.
- Multiple quadrotors can communicate with each other or with a base station, forming a subnet of the Internet-of-Things (IoT).
- A control algorithm can be used to analyze information from the whole swarm.

Introduction

➤ Internet of Things

- The Internet of Things is a network of devices where each device in the network is recognizable and connected.
- Given media, people and the internet, the three possible connectivities are people-to-people; people-to-media and media-to-media^[1] .



The IoT-enabled aerial platform

[1] N. Dimitrova, “Connected by media[vision and views]”, Multimedia, IEEE published on 08/07/2002.

Introduction

➤ Applications

- Industry : Inspection of pipelines, bridges and large structures, navigating to areas that are remote and otherwise hard to access.
- Civil : Search and rescue, traffic congestion analysis, fire monitoring, HAZMAT operations and the inspection of dangerous sites as well as environmental assessments and nature conversation.
- Law enforcement : Useful for surveillance, documenting crime scenes and gathering intelligence.
- Aerial photography, television and videography, real estate and property assessment.

Novel Contributions of This Paper

1. A low-priced quadrotor was built based on modification of existing proprietary and open-source platforms.
2. A medium resolution (640 x 480) optical camera system was designed and attached to the quadrotor.
3. A ground control station was designed and built.
4. PID control was implemented on-board.

Novel Contributions of This Paper

5. Wireless video transmission was achieved with the help of off-the-shelf components.
6. The OpenCV computer vision software platform was modified to accomplish all video related tasks such as pattern recognition.
7. A library of serial communication functions was custom developed.
8. An average speedup of 20 X was achieved.

Hardware Components

A. ArduCopter

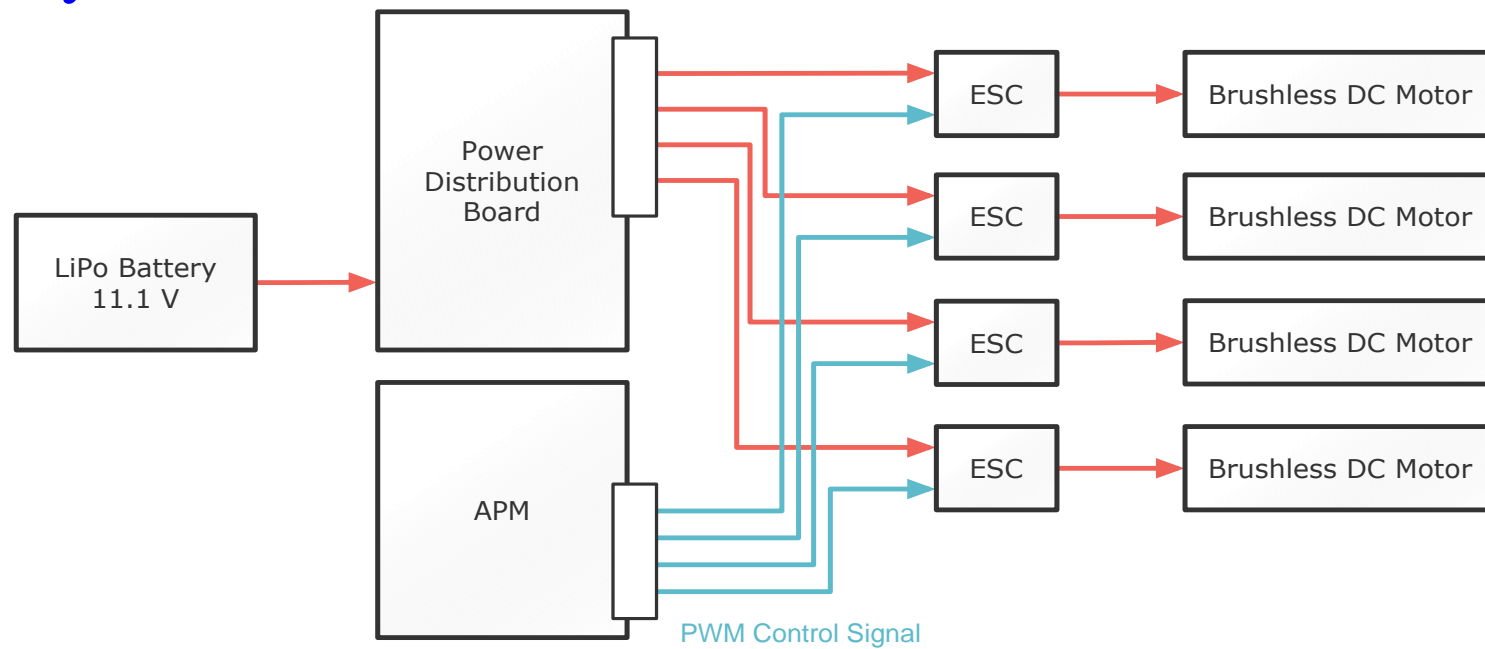
B. Radio Controller

C. Ground control Station

Hardware Components

A.ArduCopter:

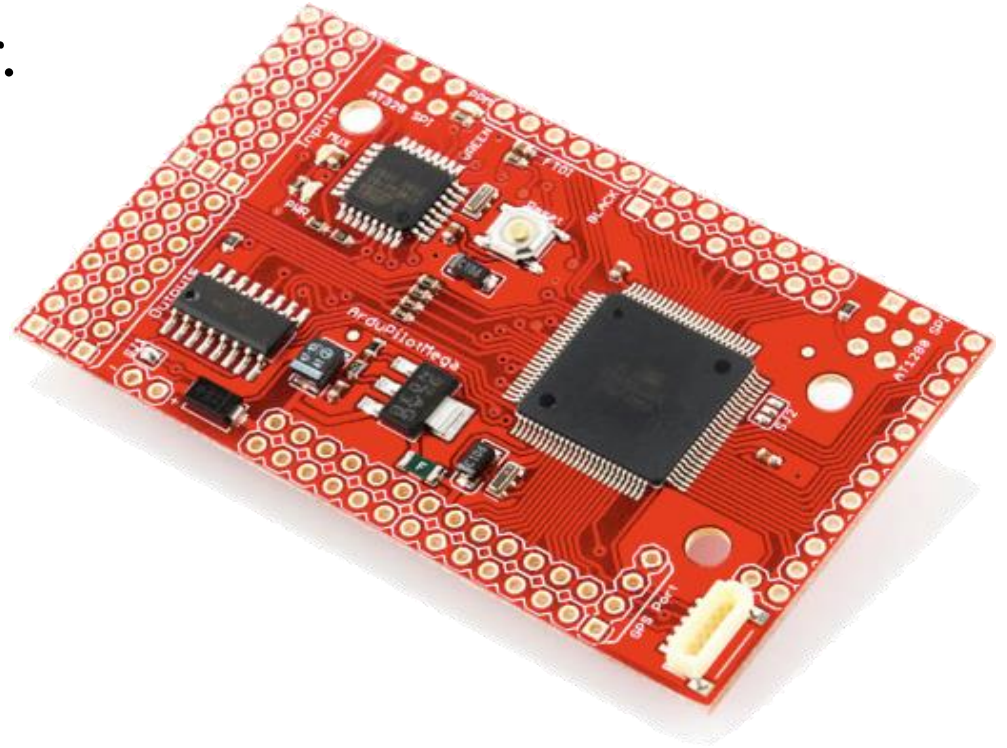
- **Frame:** The frame was purchased as a kit which contained the base, motor arms, motor mounts, landing gear, camera mount.
- **Drive System:**



Hardware Components

A.ArduCopter:

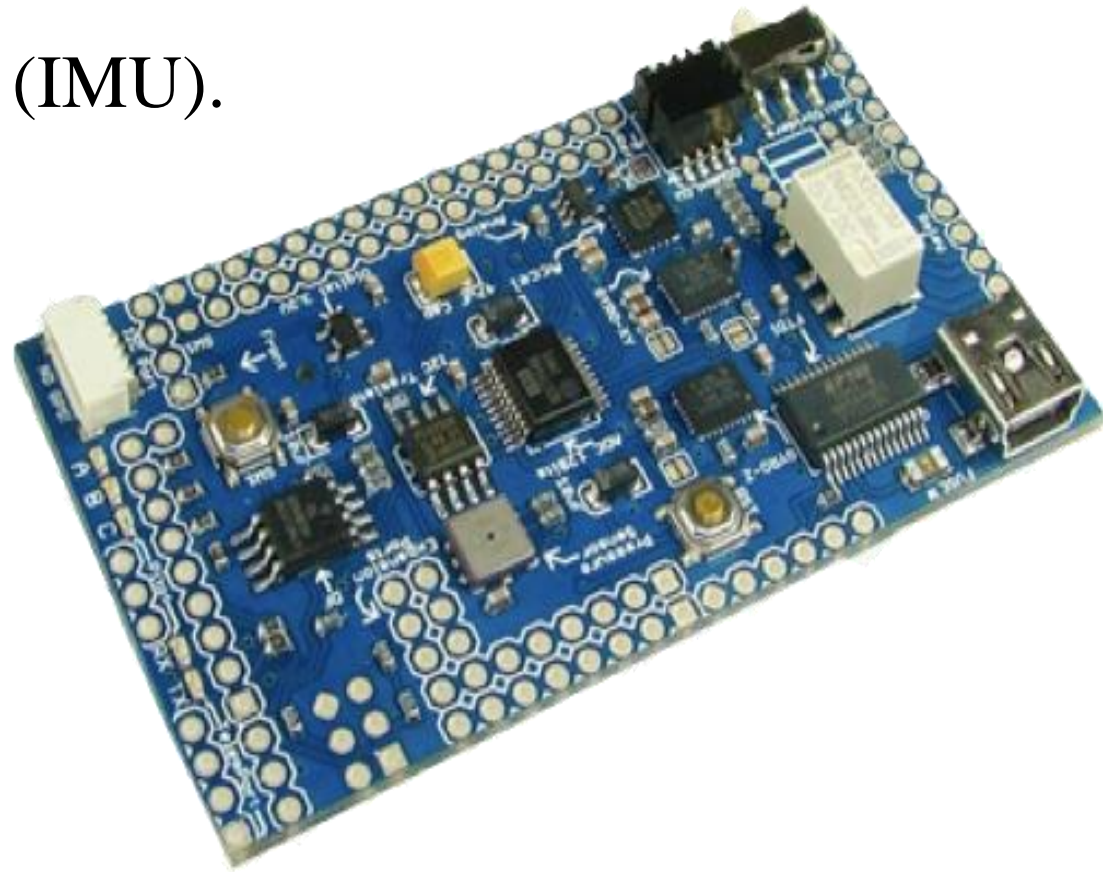
- **Controller/ Autopilot:**
 - ✓ ArduPilot Mega (APM) - Controller board based on a 16MHz ATmega 1280 microcontroller.
 - ✓ PID control.
 - ✓ Motor Control.
 - ✓ Stabilizes vehicle.



Hardware Components

A.ArduCopter:

- **Sensors:**
 - ✓ Inertial Measurement Unit (IMU).
 - ✓ Gyroscope.
 - ✓ Magnetometer.
 - ✓ Three axis accelerometer.
 - ✓ GPS.
 - ✓ Sonar.



Hardware Components

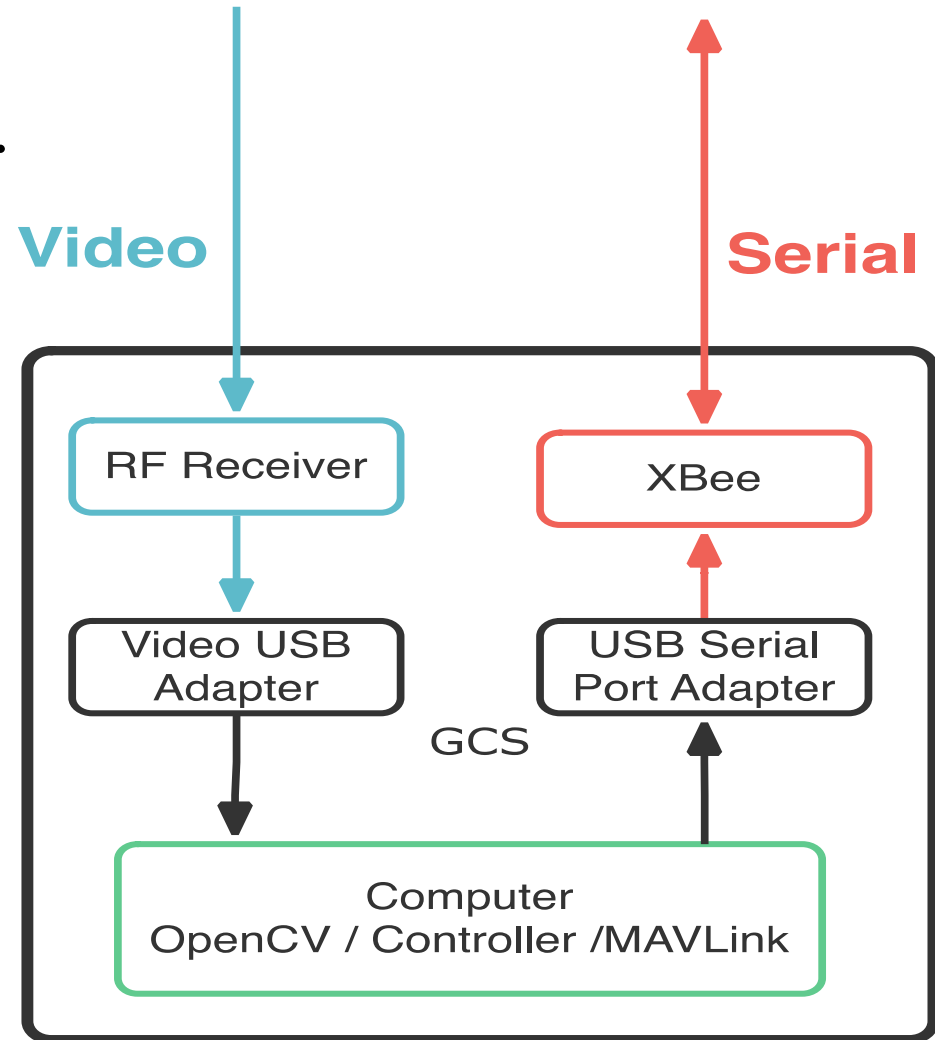
B. Radio Controller

- ✓ 6 Channel RF Radio Control unit and receiver is used.
- ✓ The 6 channels are:
 - Roll
 - Pitch
 - Throttle
 - Yaw
 - Mode (Stabilize/ Alt Hold)
 - Unused.

Hardware Components

C. Ground Control Station

- ✓ It handles all the video processing.
- ✓ It consists of
 - Laptop Computer.
 - Wireless video receiver.
 - USB video capture device.
 - USB Xbee wireless module.



Wireless Communication

Control & Telemetry

- Two way communication
- Xbee
- 900 MHz
- Up to 10km range

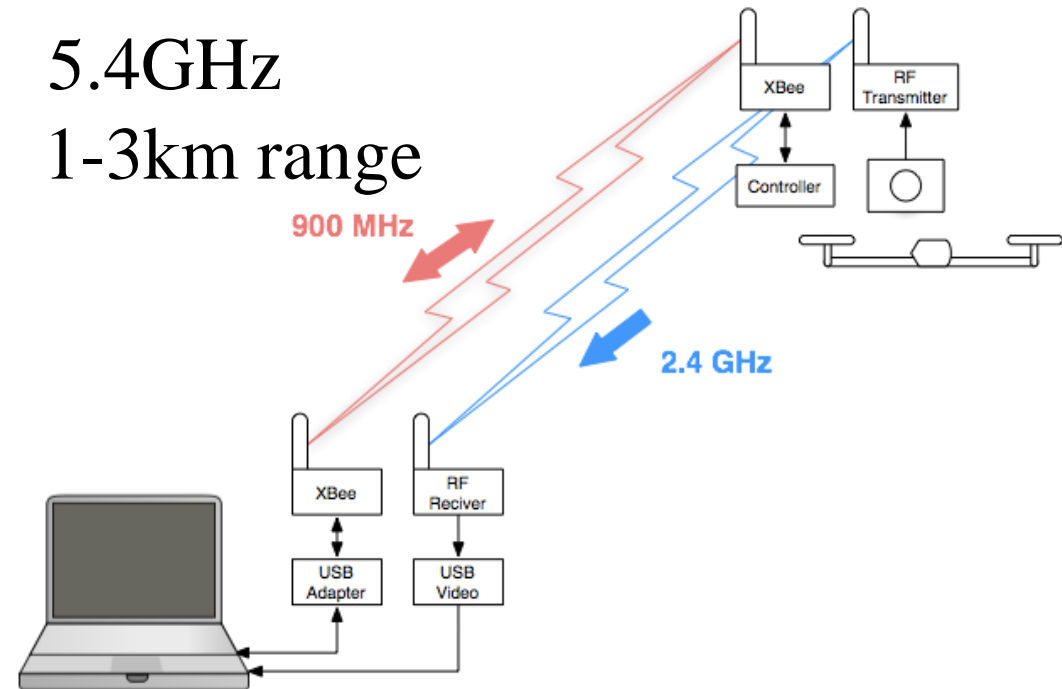
Video

One way communication

RF

5.4GHz

1-3km range



Wireless Communication Setup

Object detection & Video Processing

➤ *Object Tracking*

1. Detection of the desired object.
2. Tracking of the object between frames.
3. Analysis of changes in object position to determine the behavior of the object.

➤ *Object Detection*

1. Position of the object relative to the camera.
2. Lighting variations.
3. Differences in the object models.

Object detection & Video Processing

A. *Template Matching*

➤ *Advantages*

1. Relatively easier to implement.
2. Does not require a large training set of images.

➤ *Disadvantages*

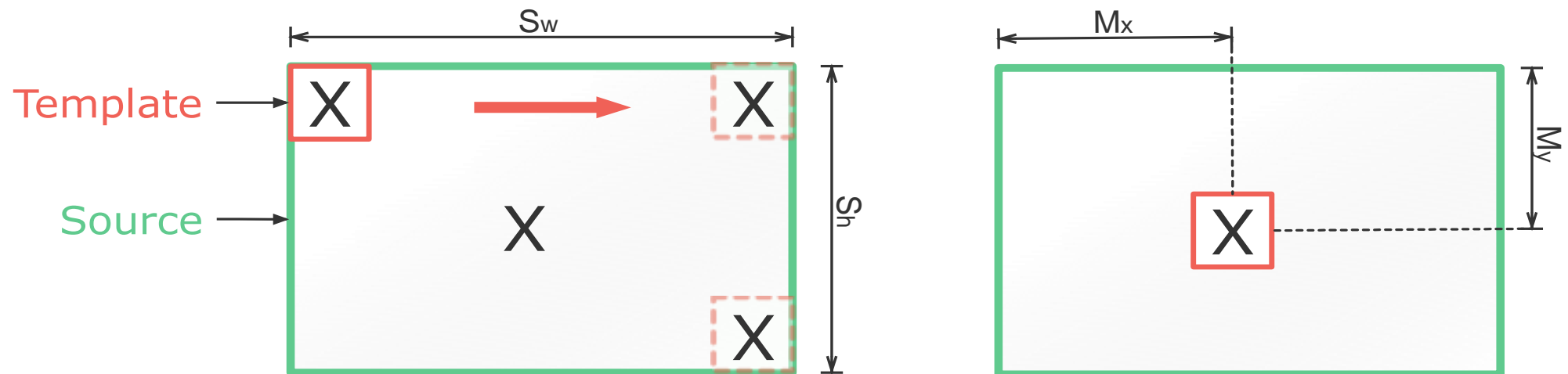
1. Slow.
2. Object needs to be of same size/ orientation as template.

Object detection & Video Processing

A. Template Matching

For a 640*480 px image with 100*100 px template,

$$\begin{aligned}\text{Number of comparisons} &= (640-100) * (480-100) \\ &= 540 * 380 \\ &= 205200\end{aligned}$$



Sliding window method used for Template matching

Object detection & Video Processing

B. Fast Template Matching

- The time taken by template matching is reduced by equally scaling down the source and template images.
- Perform template match on small images.
- If match is found, then original source image is searched around a small region of interest (ROI).
- Number of comparisons performed is greatly reduced.
- Results in a speed improvement of over 20 times.

Conclusions

- A versatile quadrotor platform based on open-source hardware and software was designed.
- A target recognition system was designed, programmed and implemented using custom and published algorithms with outstanding performance.
- Future research involves reducing computational capabilities and securely transfer image and video data using on-board secure digital camera (SDC).

THANK YOU

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