

(IE) **Industrial Electronics**
(CAR) **Control, Automation and Robotics**

(LAR) **Laboratory of Automation and Robotics**



Minho team

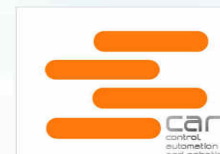
NEW THRUST ON MINHO TEAM



Universidade do Minho
Faculdade de Engenharia



FCT Fundação para a Ciência e a Tecnologia
MINISTÉRIO DA CIÊNCIA, TECNOLOGIA E INOVAÇÃO



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MINHO TEAM

Fernando Ribeiro



Team Leader
RoboCup Trustee

Gil Lopes



Team Leader
Chief Engineering

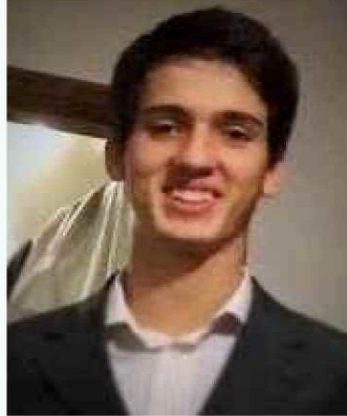
MINHO TEAM

Hélder Ribeiro



Artificial Intelligence,
Tactics & Strategy

Pedro Osório



Vision & Calibration
3D ball Recognition/Goalkeeper

Tiago Maia



Motion Dynamics
Motion Planning

André Gomes



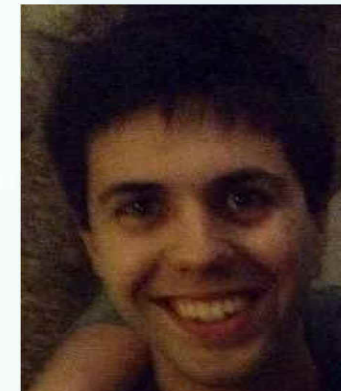
Power electronics
Hardware

Ricardo Roriz



RTDB
Communications

Nuno Ferreira



Ball Reception Mechanism
Mechanical Engineering



CENTRO ALGORITMI

Evolution of Minho Team

- Started in 1997
- Participations in RoboCup events from 1997-2011
- New set of students in 2014, mainly rebuilding the robots
- Aiming to participate in RoboCup'2016



Minho  team



MINHO TEAM ROBOT



CENTROALGORITMI





CENTROALGORITMI

HEAD

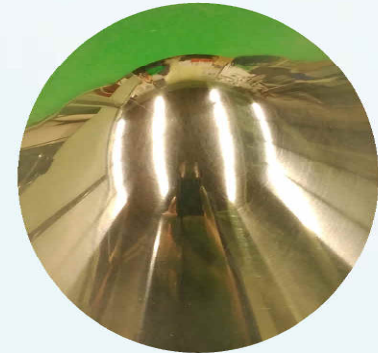
BFLY-PGE-13S2C-CS



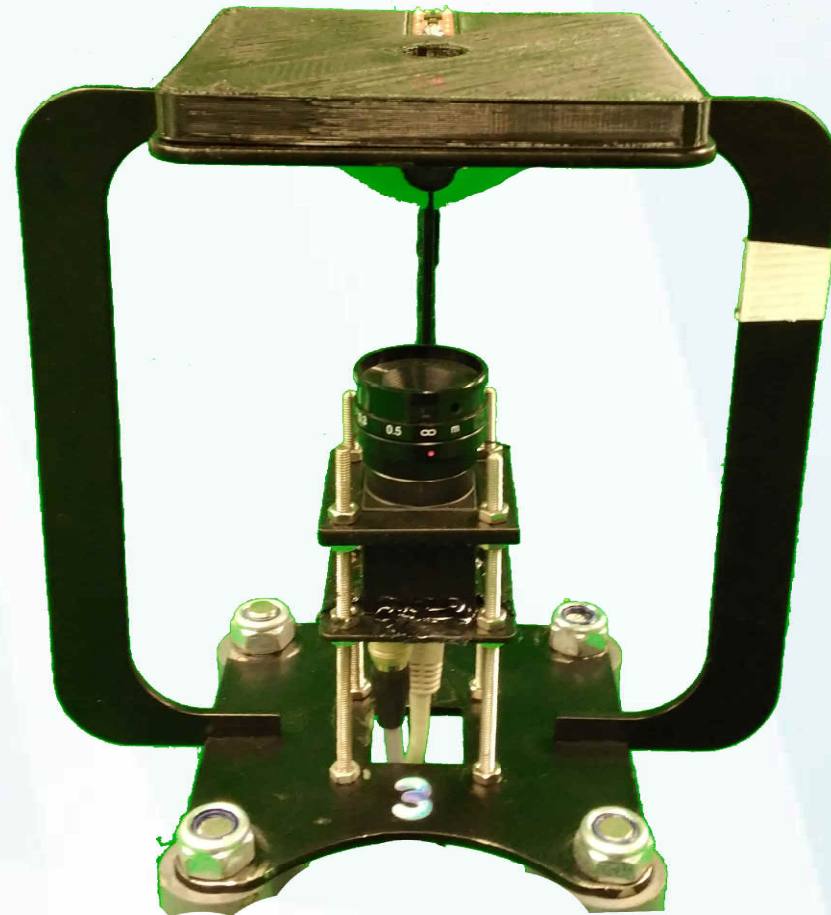
Lens



Curved Mirror



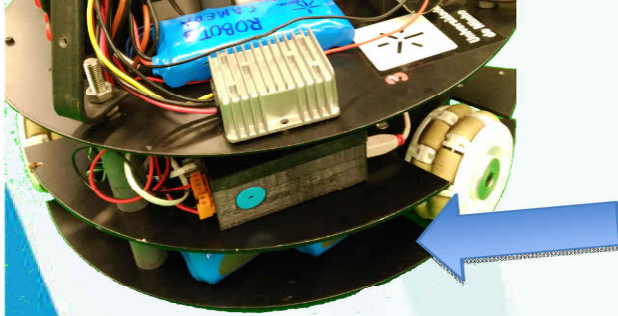
9 Degrees of Freedom - IMU



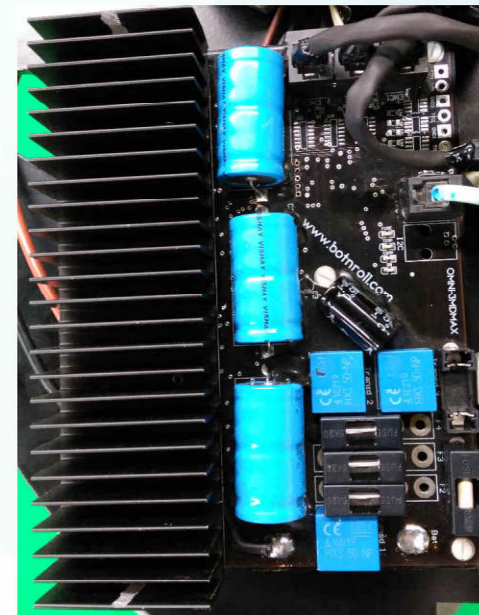


BASE LAYER ONE

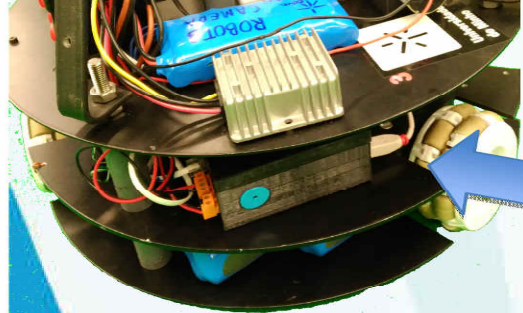
12,6 V 4400mAh LiFe Battery



x3



OMNI 3MD
Omni-directional
Motor
Controller



BASE LAYER TWO

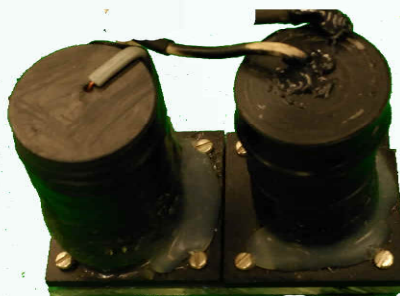
Kick Capacitors



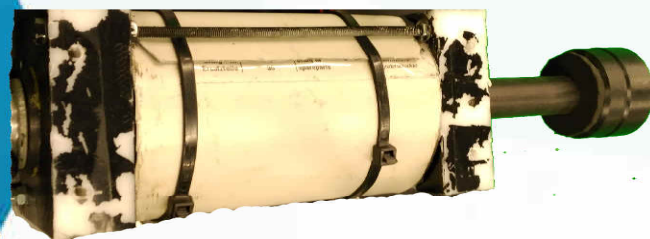
Charge/Discharge Capacitors



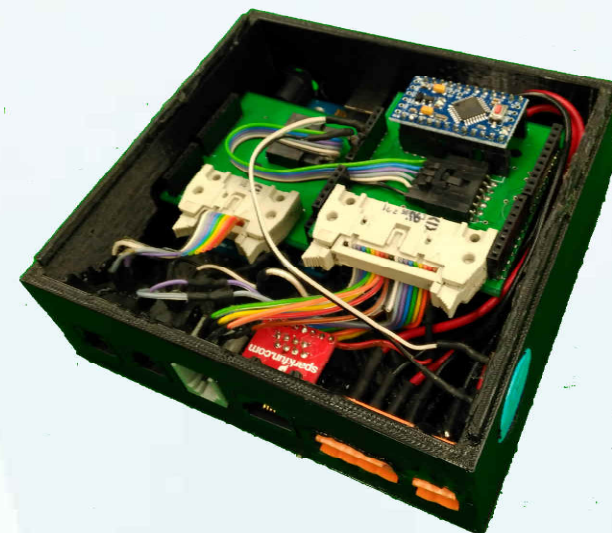
Inductor



Kick Inductor



Hardware Controller Box



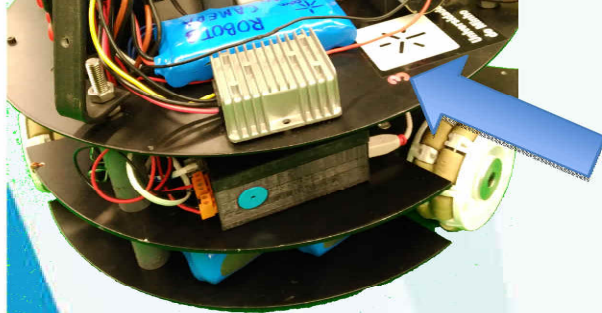
Sonar Ball Detector





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BASE LAYER THREE



Kick's Type Inductor



Power Box

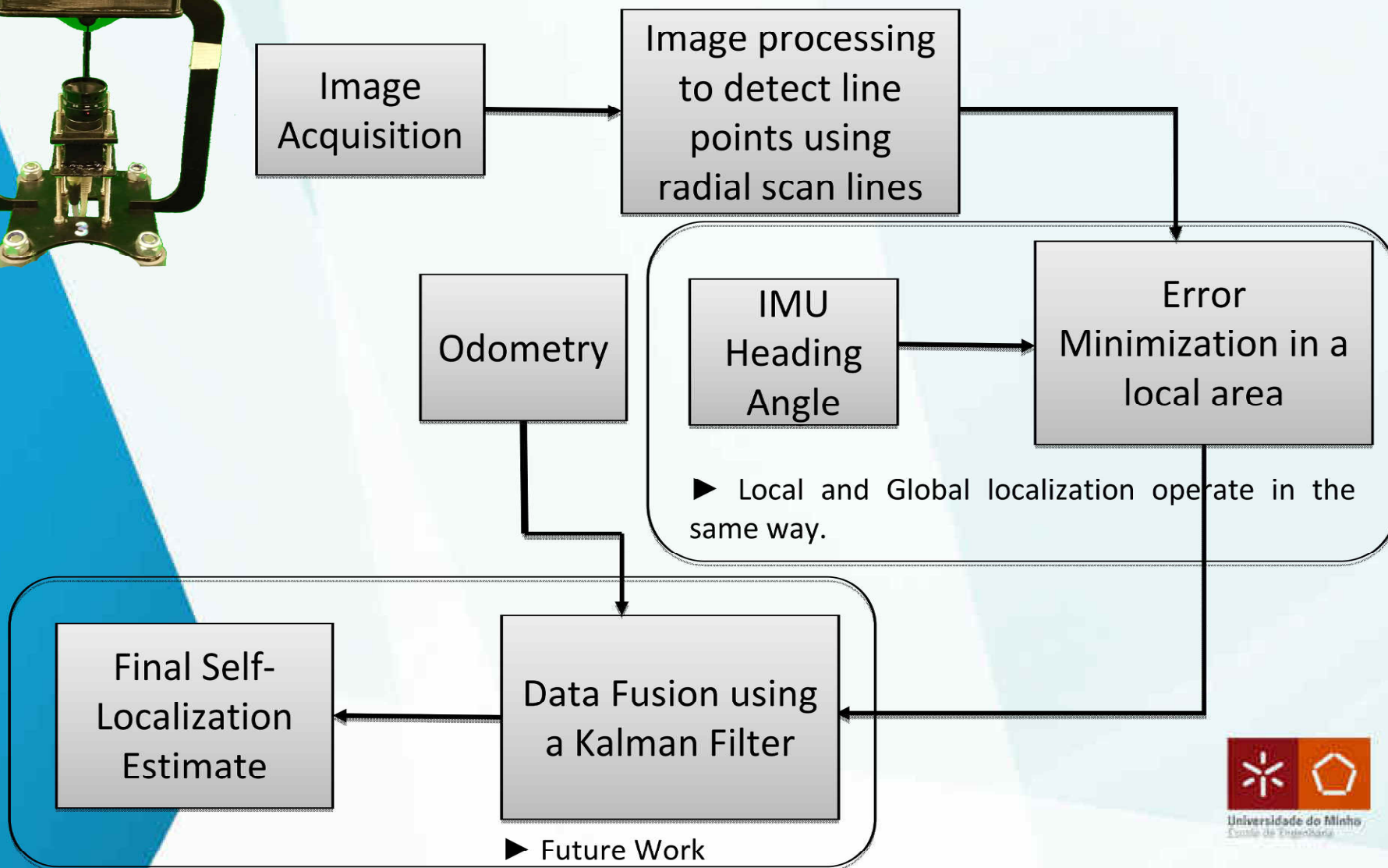
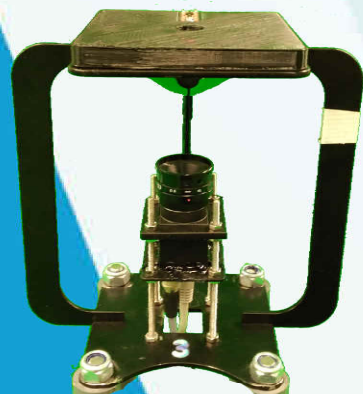


Mini-PC

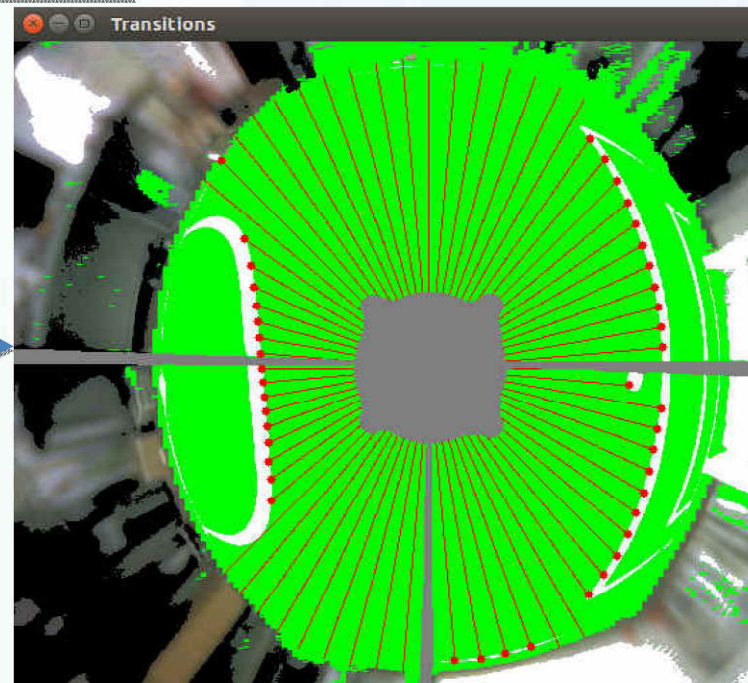
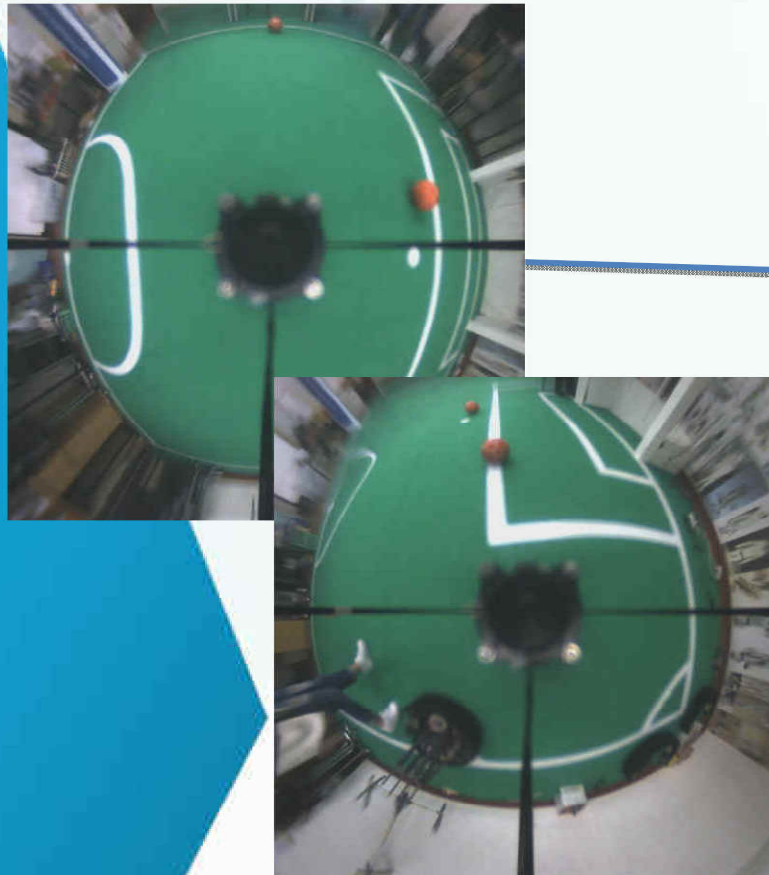
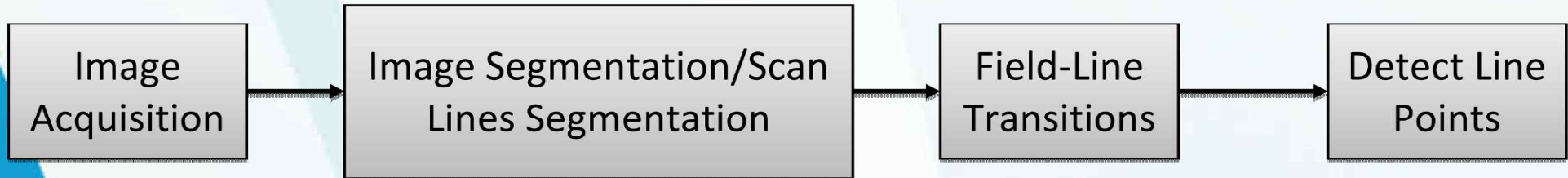




LOCALIZATION

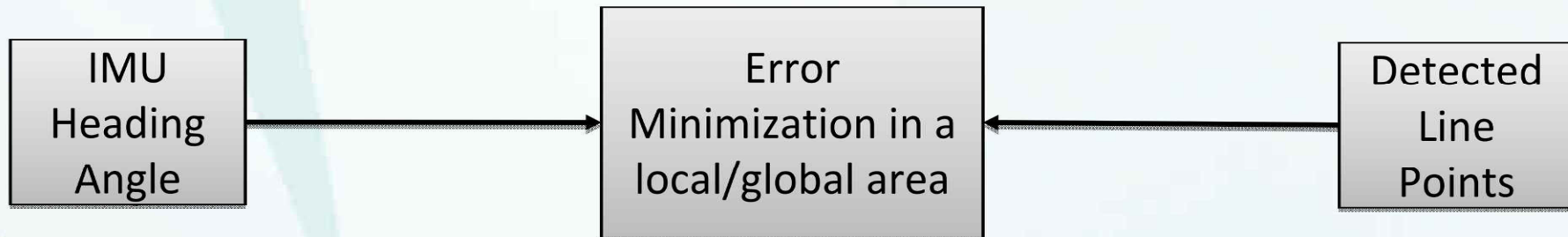


LOCALIZATION





POSE ESTIMATION



PROCEDURE:

- 72 radial scan lines, one each 5°.
- Pre-generated file with the closest line point in every 72 directions.
- Detect line points using the scan lines.
- Compare the detected line points with the pre-generated ones to find the least error.
- Locally or Globally, what changes is the range of comparison with the pre-generated “Field-Map” file.
- Obtain data from odometry.

PROBLEMS AND SOLUTIONS



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Problems Experienced:

- Without the Kalman Filter, the vision estimator produces erroneous “jumps”.
- Exterior light interference, causing “false-positives” in line point detection.
- Bad calibration of image segmentation and image-to-world distance mapping , produce large errors in the estimate.

PROBLEMS AND SOLUTIONS



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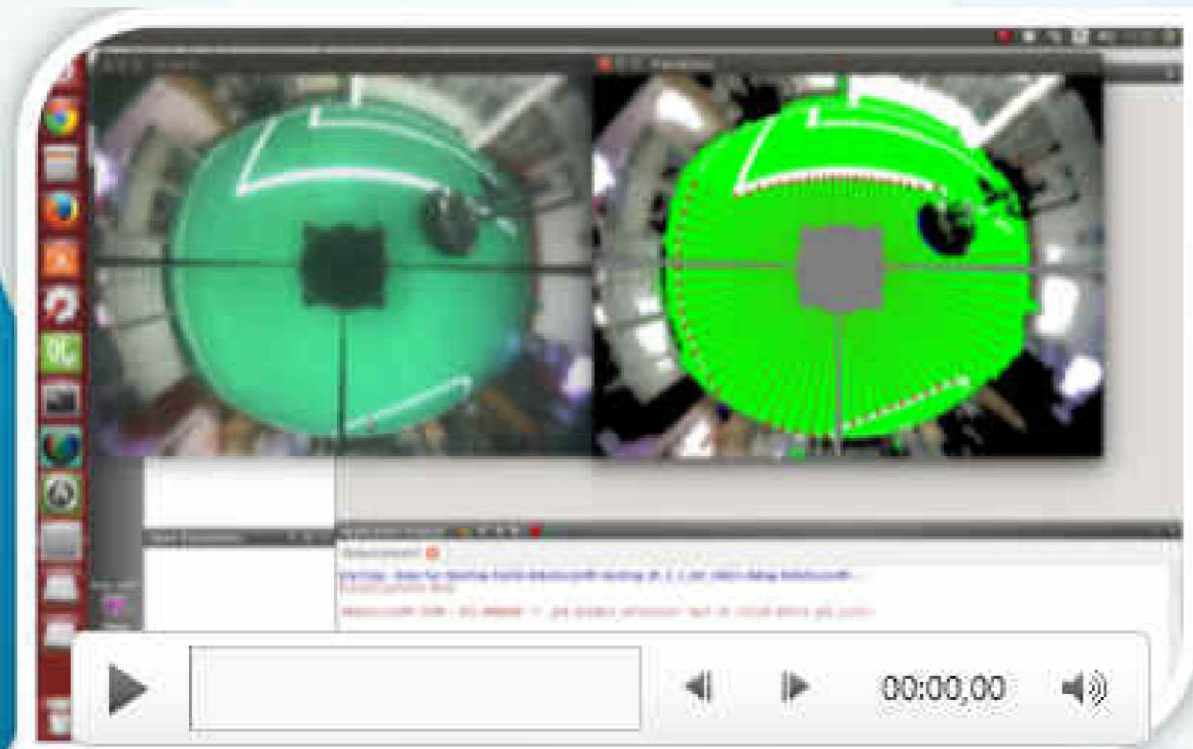
Future Solutions:

- Use odometry and a Kalman filter, to filter out jumps and smooth the pose estimate.
- Better calibration of the camera itself and catadioptric mirror improvement.
- Create a software to calibrate image-to-world distance mapping and image segmentation algorithms and values.
- Adaptation of “Calculating the Perfect Match” by *Brainstormers Tribot*.

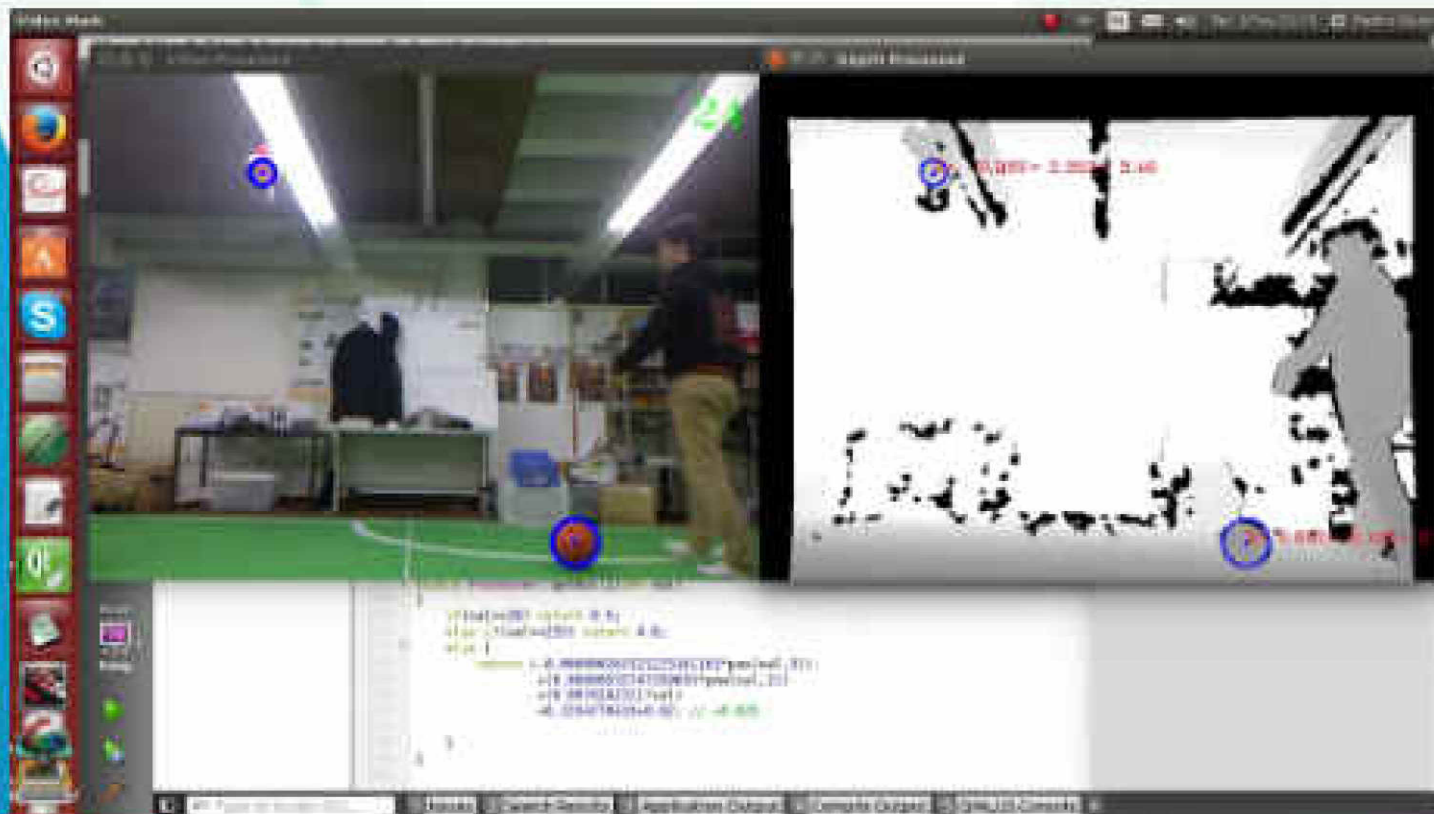
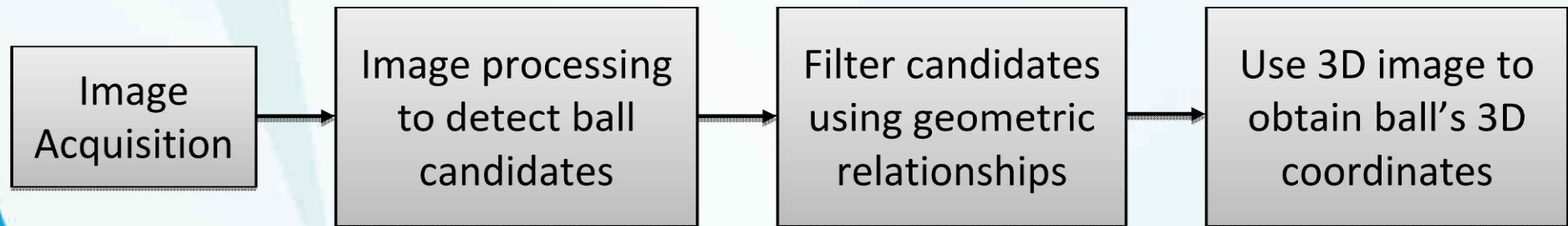
SELF-LOCALIZATION EXAMPLES



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3D Ball Recognition using Kinect



Future Work in Goalkeeping



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- Better filtering in the candidates list using more morphological comparisons.
- Use of a Kalman Filter to predict ball movement and produce a future estimate of where the ball will cross the goal-line.

Future Work in Goalkeeping



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- Active goalkeeping based on human goalkeepers positioning and game-sense.
- Build of goalkeeping structure, as in this stage, we don't have any.

Questions?



Thank you for your attention