



# Indoor Localization for Quadrotors using Invisible Projected Tags

### Jinjie Li, Liang Han\*, Zhang Ren

## **Jinjie Ll**

Master Student School of Automation Science and Electrical Engineering Beihang University







### Augmented Reality (AR) + Robotics

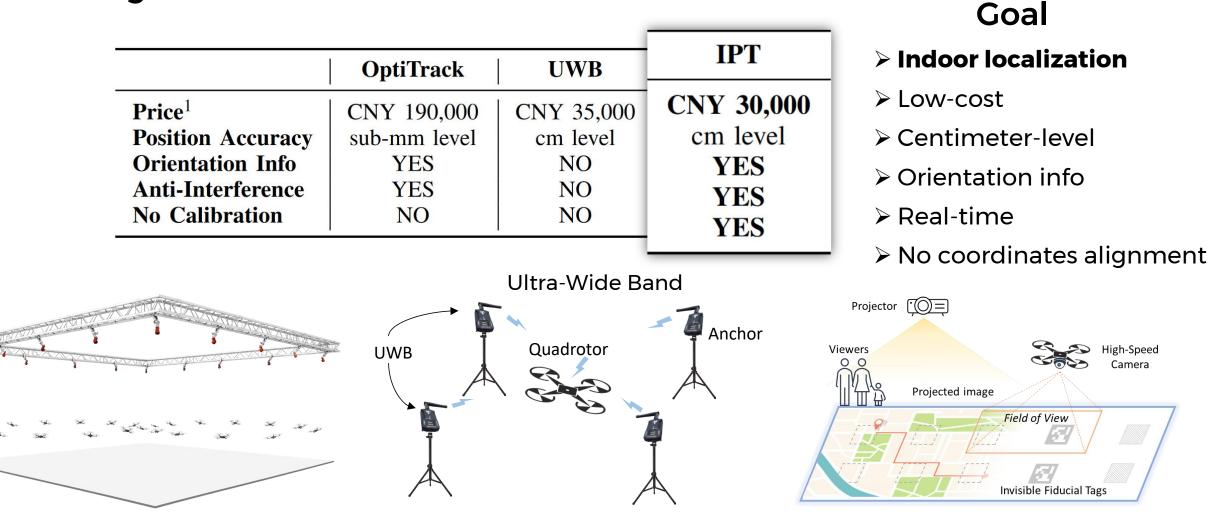


> Omidshafiei, Shayegan, et al. Control Systems Magazine, 2016.



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### **Challenges for Indoor Localization**

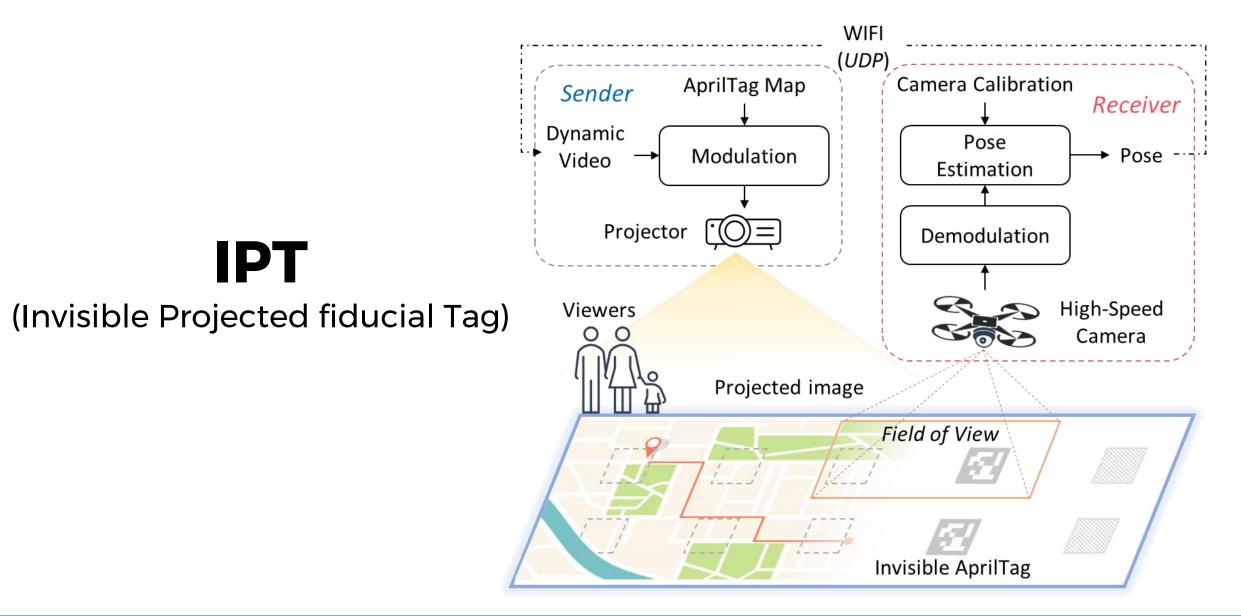


<sup>1</sup>This price consists of devices for both localization and visualization but no personal computers and robots.

**High-Speed** Camera



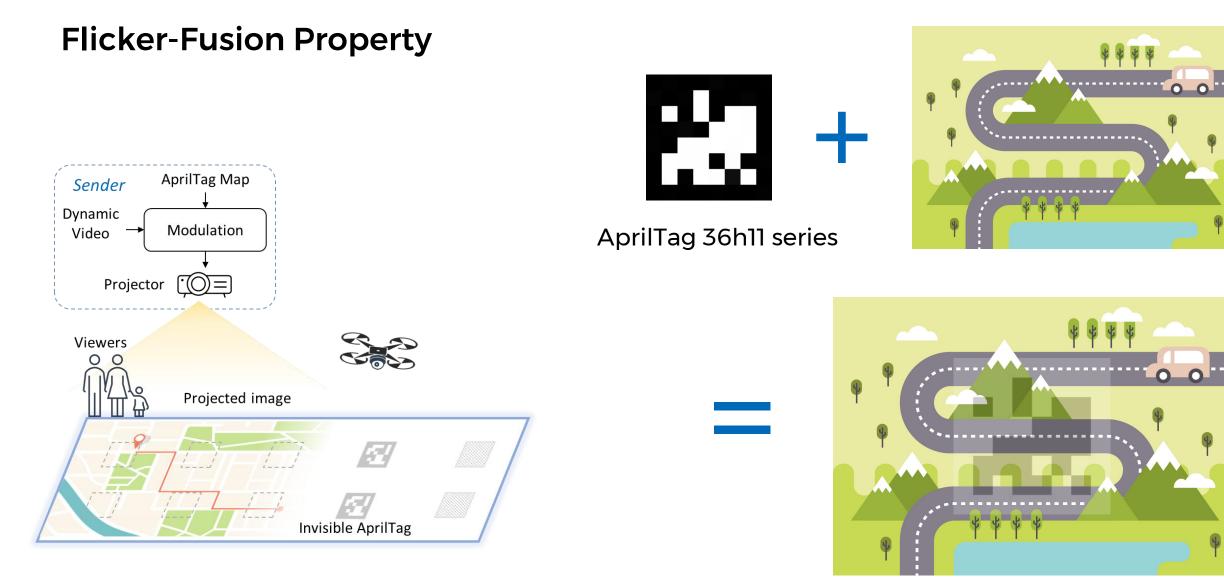






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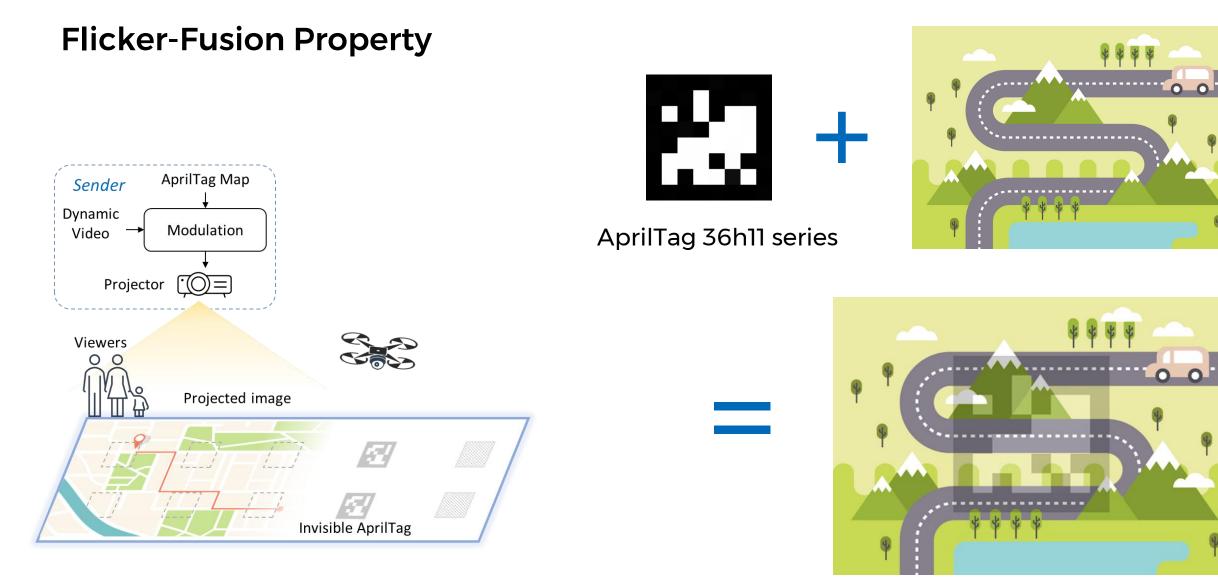
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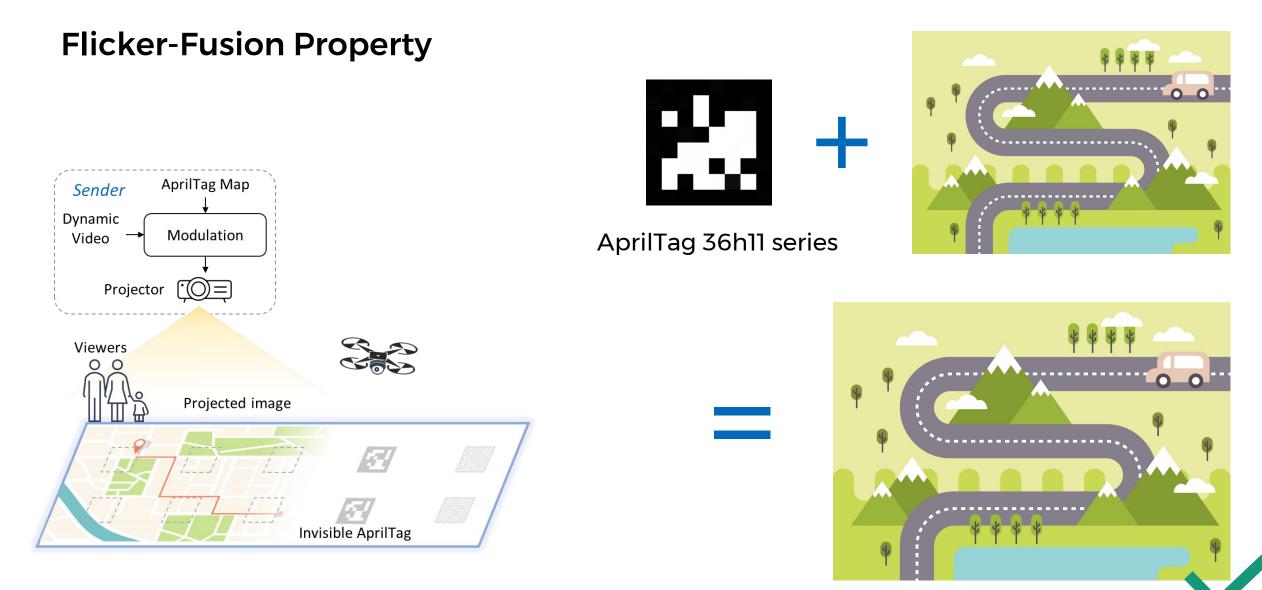
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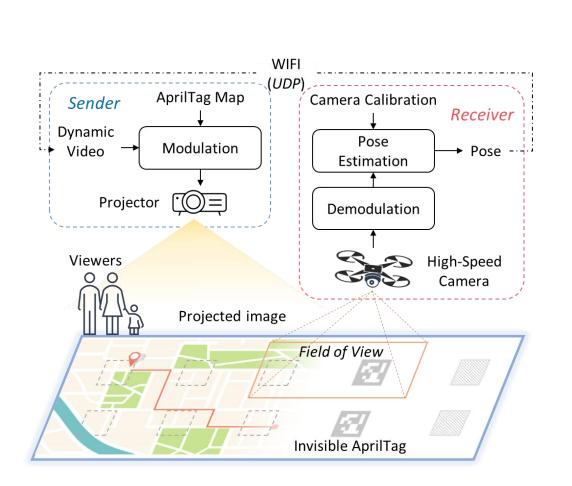
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**Demodulation Process** 





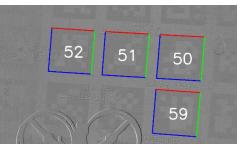
#### Two successive frames



#### Image alignment

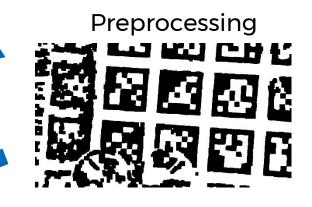


#### Tag detection



#### Subtract in lightness channel









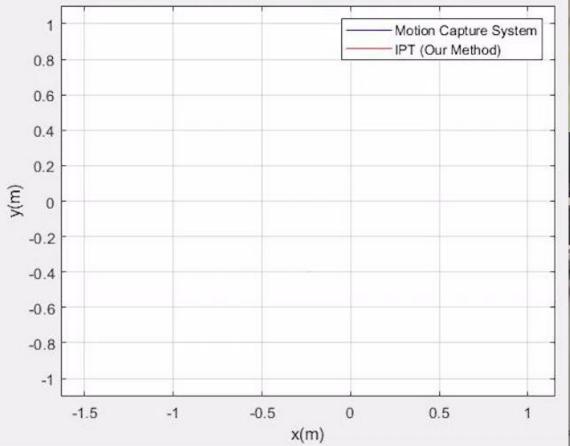


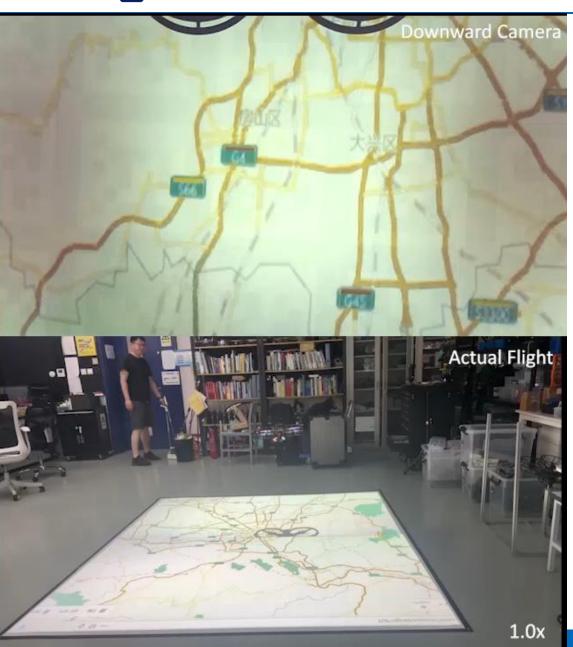
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## Accuracy experiment:

\*Note that this result comes directly from OpenCV function SolvePnP(). The final result can be obtained after inversely coordinate transformation, which is significantly affected by orientation measurements. Read paper for details.

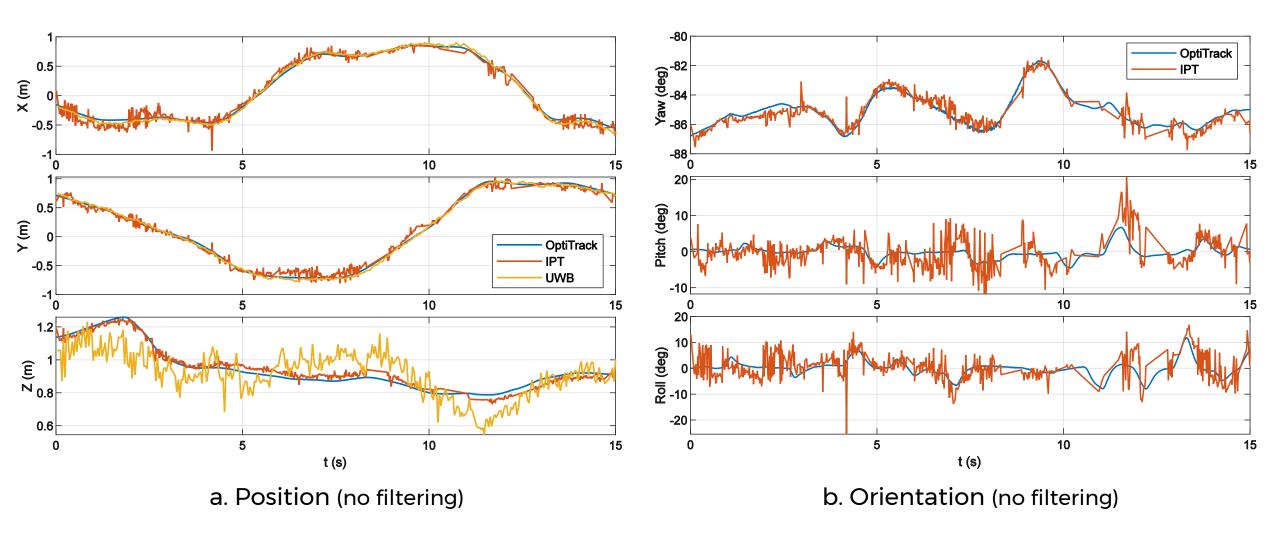
The Comparison of OptiTrack and IPT in X-Y plane









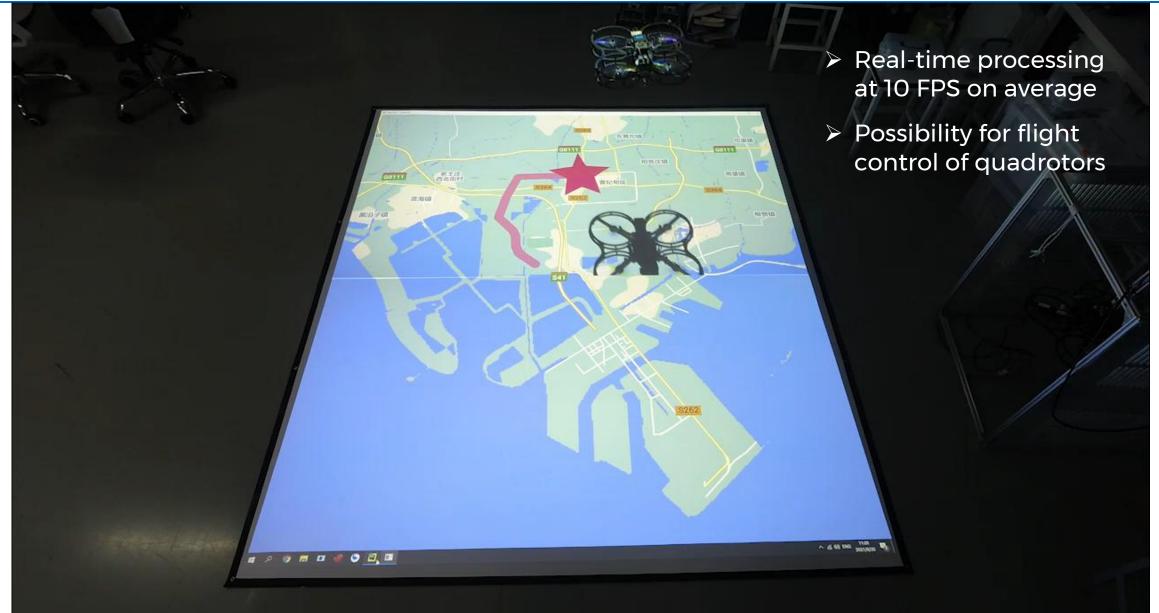


Centimeter-level positional accuracy

> Oscillating orientation, better in yaw











## IPT

- An indoor localization method based on human-invisible projected tags
- The first time screen-camera communication is utilized for AR robot localization

## **Future work**

- ►Integrate with IMU
- Multi-agent scenario
- >More complex videos
- >More vigorous robot movements.



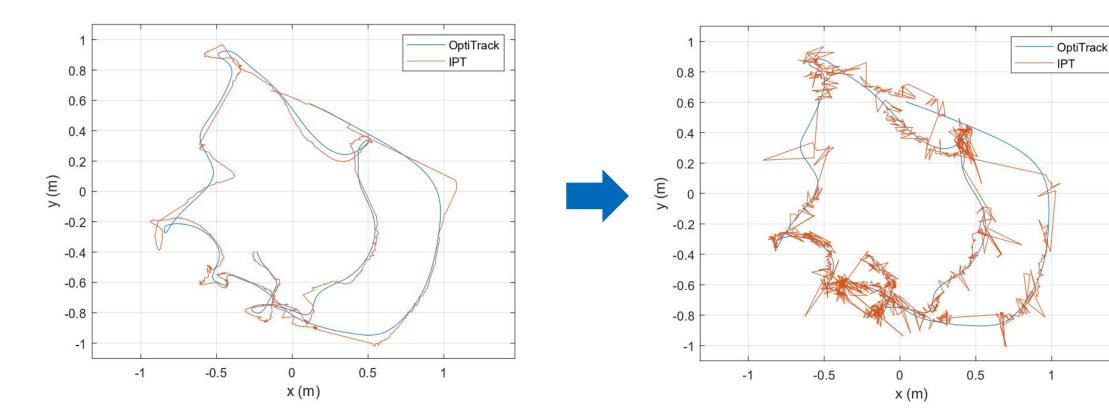


# **Thanks for Watching**









(a) Result from the SolvePnP() function in OpenCV

(a) Result after coordinate transformation

 $\left[\begin{array}{c} {^w}_c R \mid {^w}\vec{T} \end{array}\right] = \left[\begin{array}{c} R^T \mid -R^T \cdot \vec{T} \end{array}\right]$