



A Bio-inspired Collision Detector & Its Application on small Quadcopter

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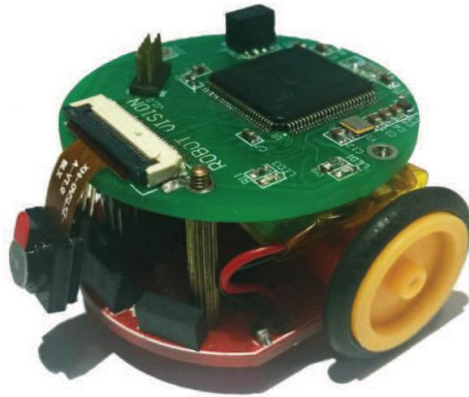
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3 System implementation

4 Discussion



Mobile Robot



Collision detector



Quadcopter



Detector on the
Quadcopter

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Background



About LGMD

About Quadcopter

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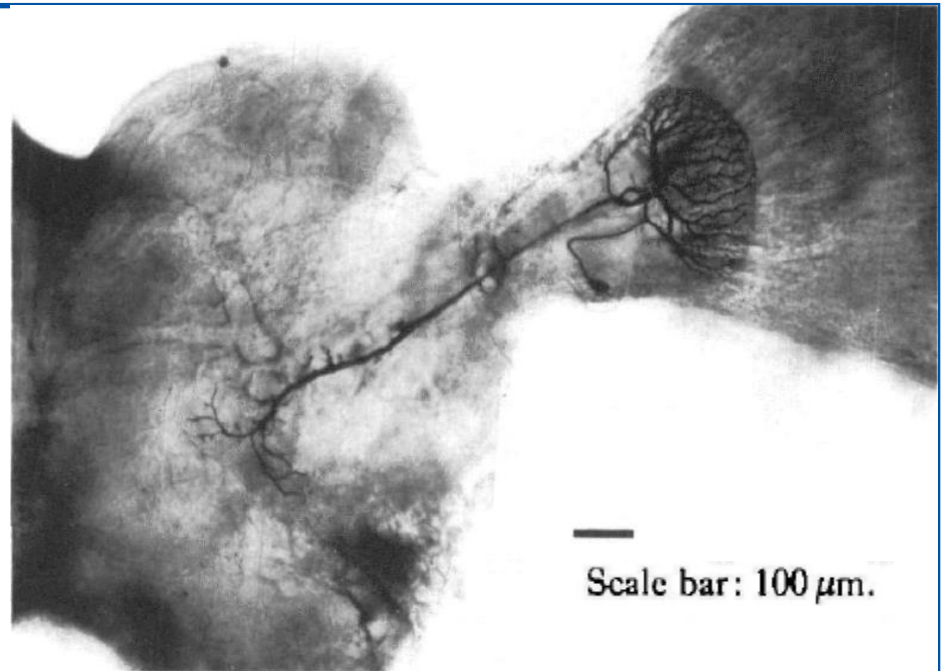
Implementation

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LGMD

Lobula Giant Motion Detector

Origin



Scale bar: 100 μm .

Character: Responds to imminent collision & approaching predators

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Lobula Giant Motion Detector

Features

1

25-30ms delay to response a collision

2

More sensitive to approaching Obstacles
than complex background

3

Direction selectivity
(not realized on artificial components)

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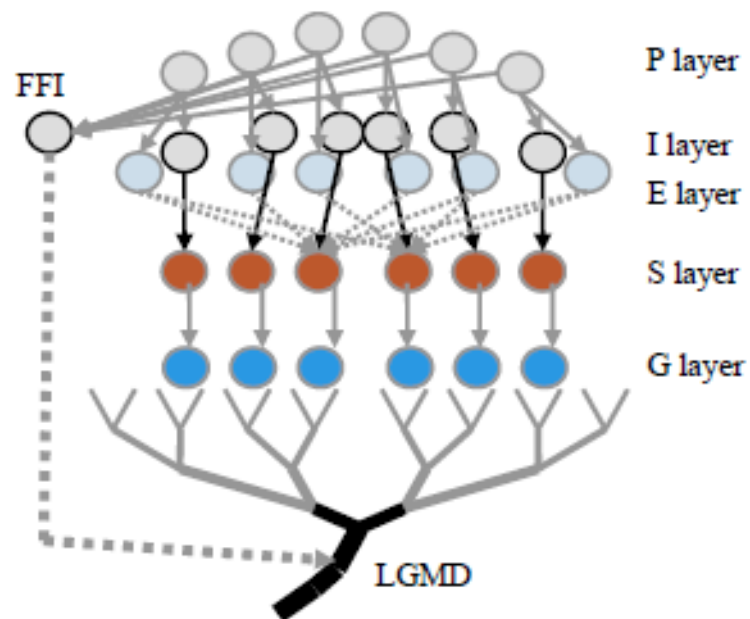
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LGMD

5 functional layers of the LGMD

Structure



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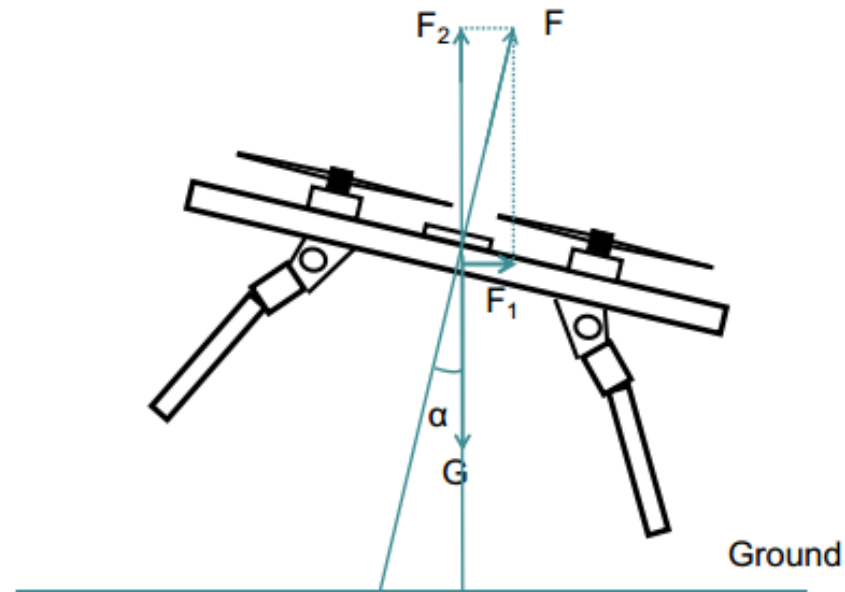
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6 Degree of Freedom

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**Current avoiding method for UAV : SLAM
(computationally intensive)**

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Main Character:
Lateral Inhibition

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$$P_f(x, y) = L_f(x, y) - L_{f-1}(x, y) \quad (1)$$

$$E_f(x, y) = P_f(x, y) \quad (2)$$

$$I_f(x, y) = \sum_{i=-r}^r \sum_{j=-r}^r P_{f-1}((x+i), (y+j)) \cdot W(i, j), \quad (\text{if } i=j, j \neq 0) \quad (3)$$

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Main Character:
Lateral Inhibition

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$$G_f(x, y) = S_f(x, y)Ce_f(x, y)\omega^{-1} \quad (4)$$

$$[Ce]_f = [S]_f \otimes [\omega_e] \quad (5)$$

$$[\omega_e] = \frac{1}{9} \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \quad (6)$$

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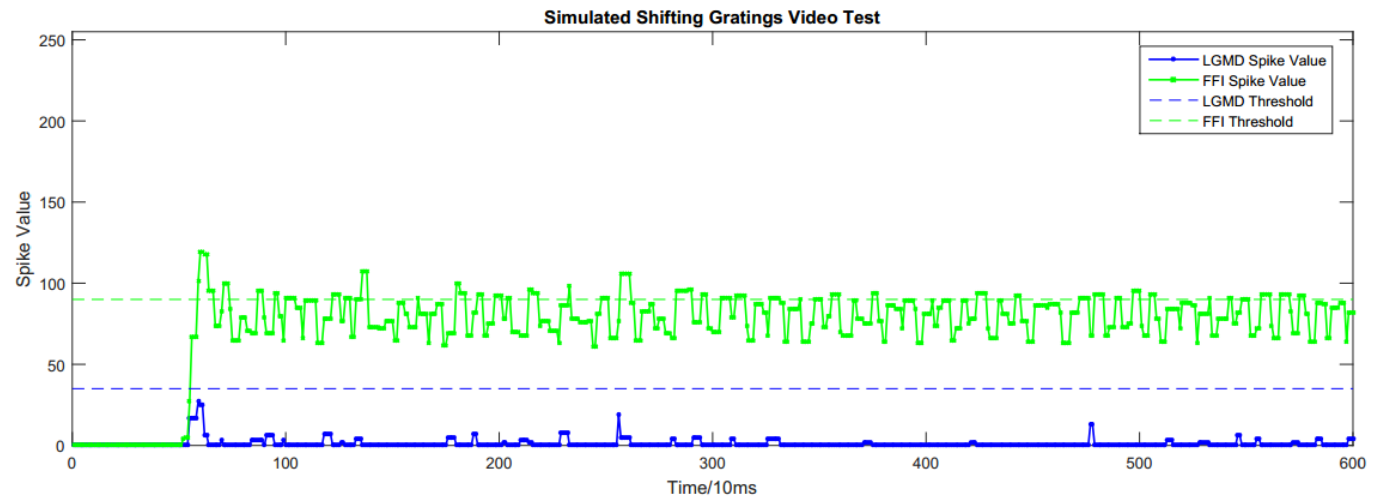
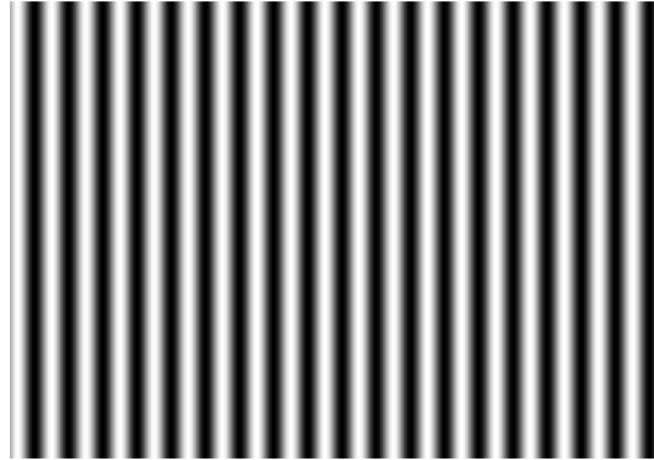
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Response to Lateral Shifting Video Simulation



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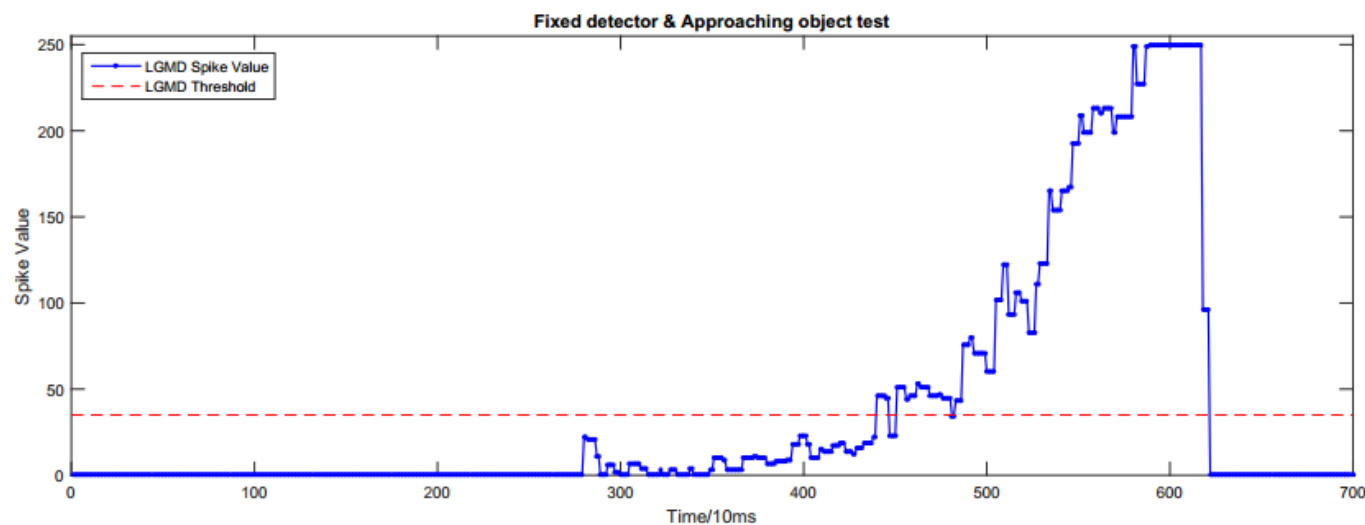
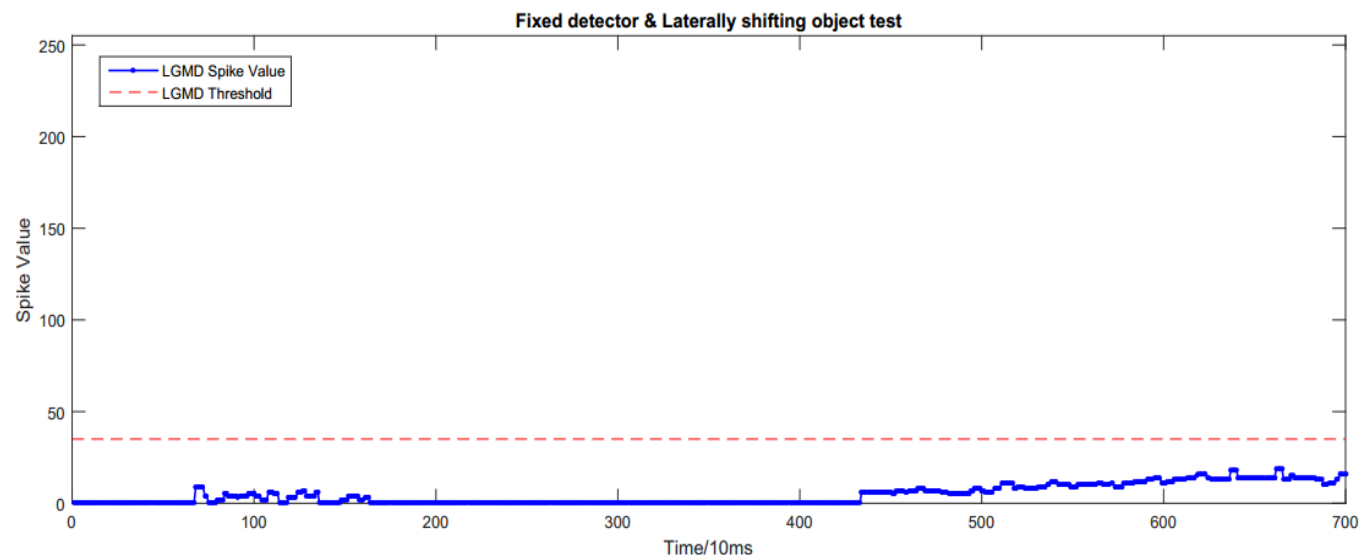
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(d) Result of approaching objects test.

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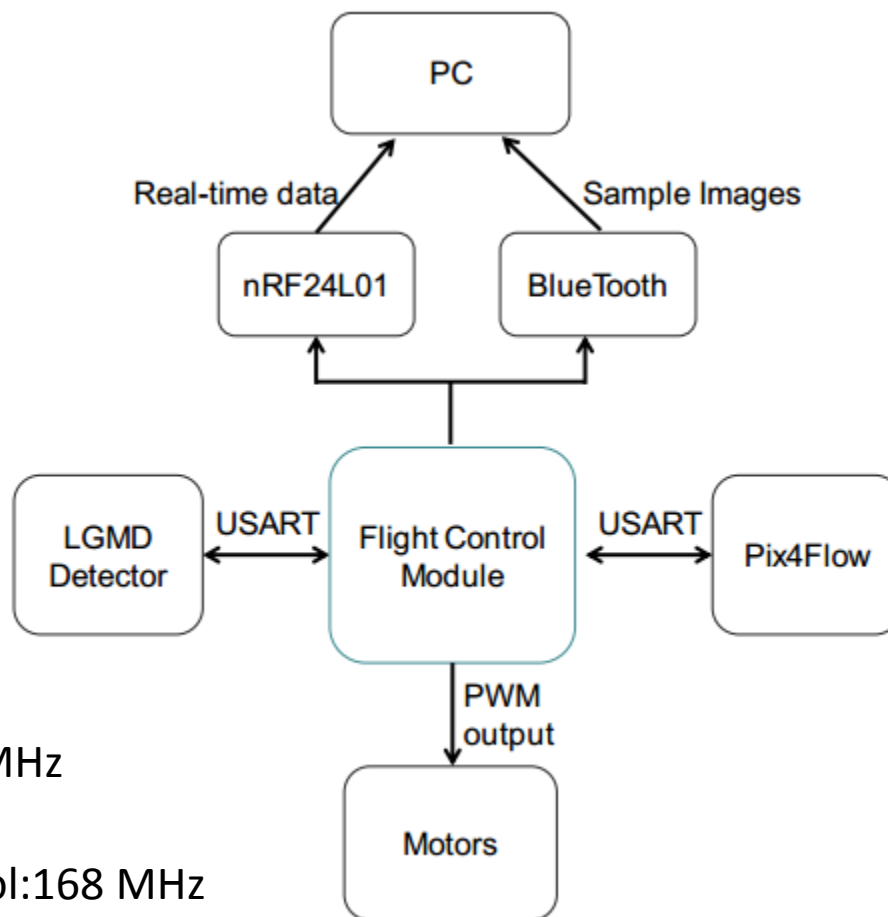
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Modules



LGMD:168 MHz

Flight Control:168 MHz

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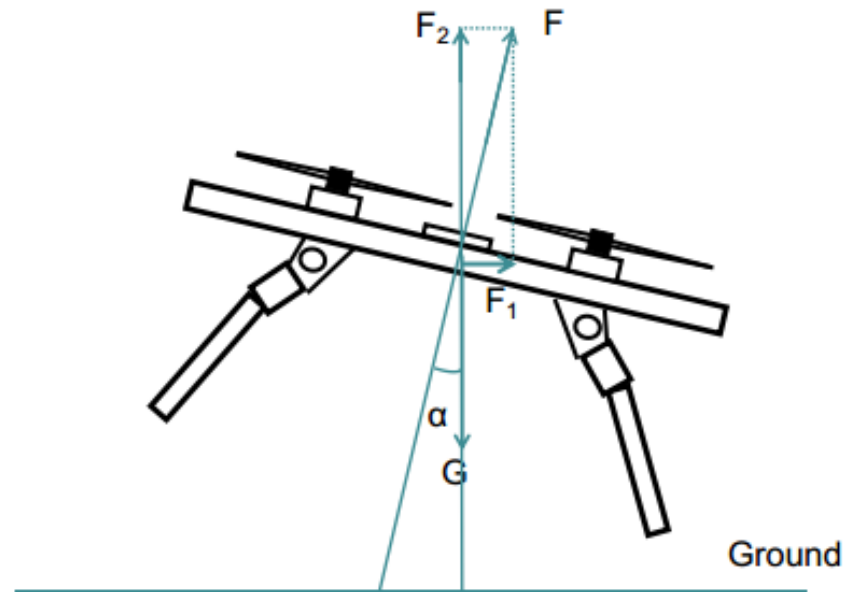
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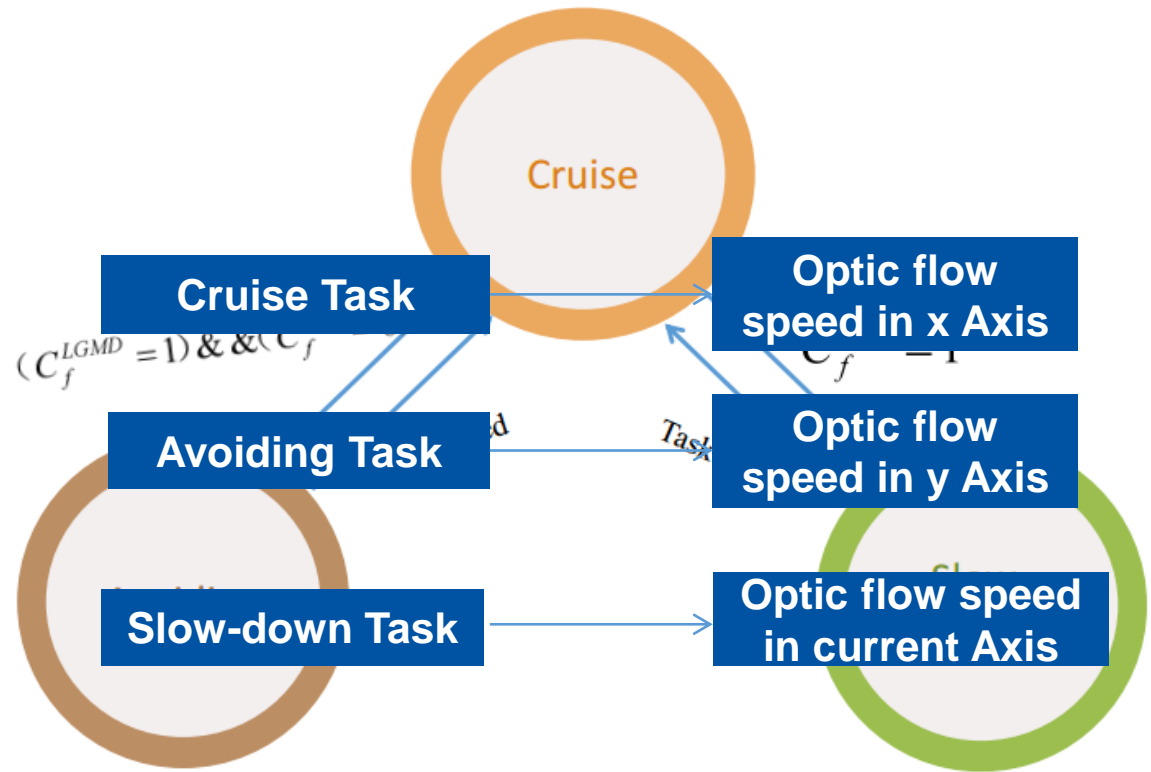
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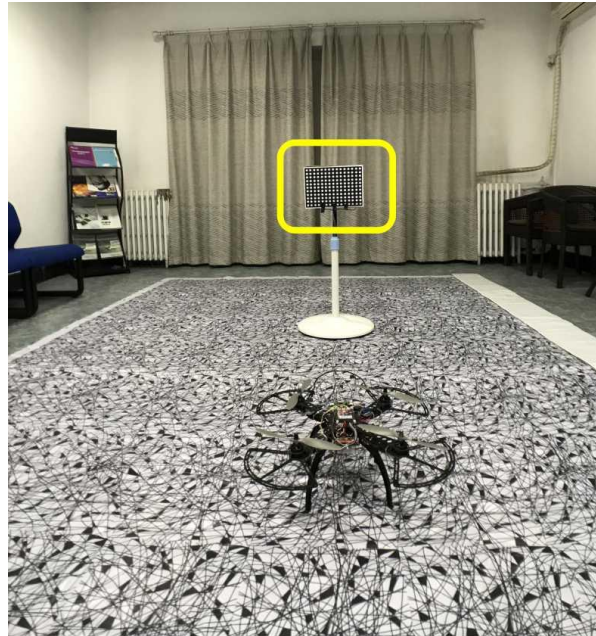
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Avoiding Tests



A glimpse of the arena

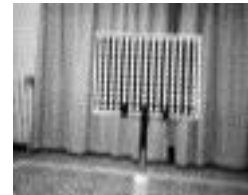


Image from the Detector

99*72 Pixels/ frame

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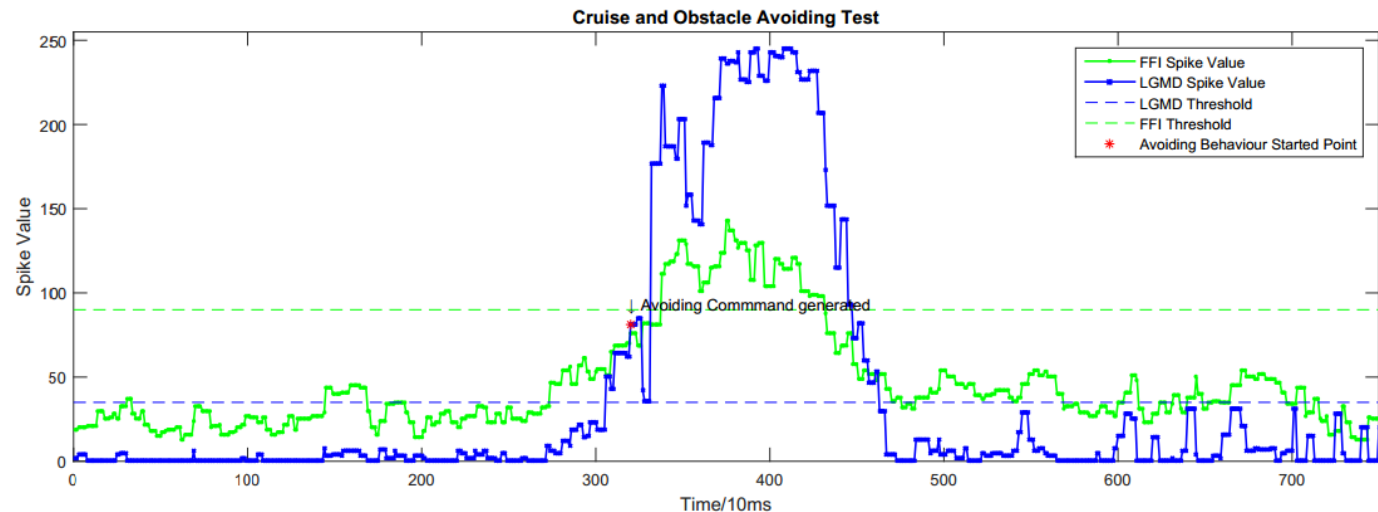
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Spiking Results in avoiding test

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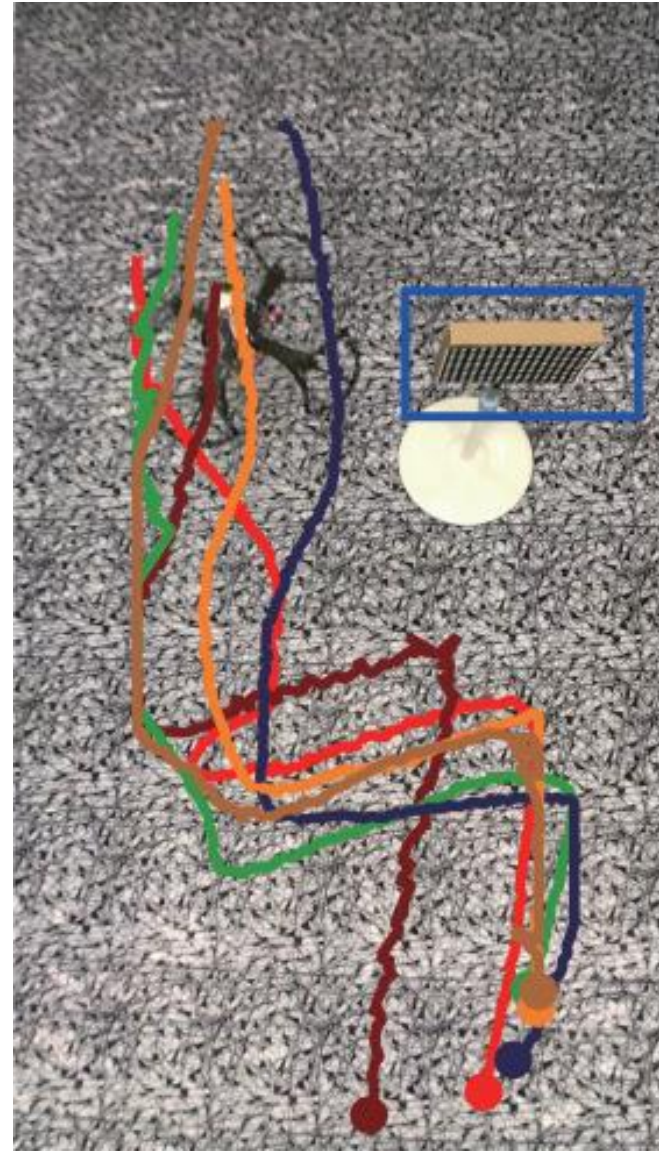
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Trajectory in overlook view scene

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Further discussion



Make the quadcopter more intellegent



Develop the neuron network in depth