

Autonomous Mobile Robot Navigation Methods



Team: Silviano Torres, Anthony Linarez, Chris Bowles, Alex
Torres

Mentor: Joey Durham

Advisor: Francesco Bullo

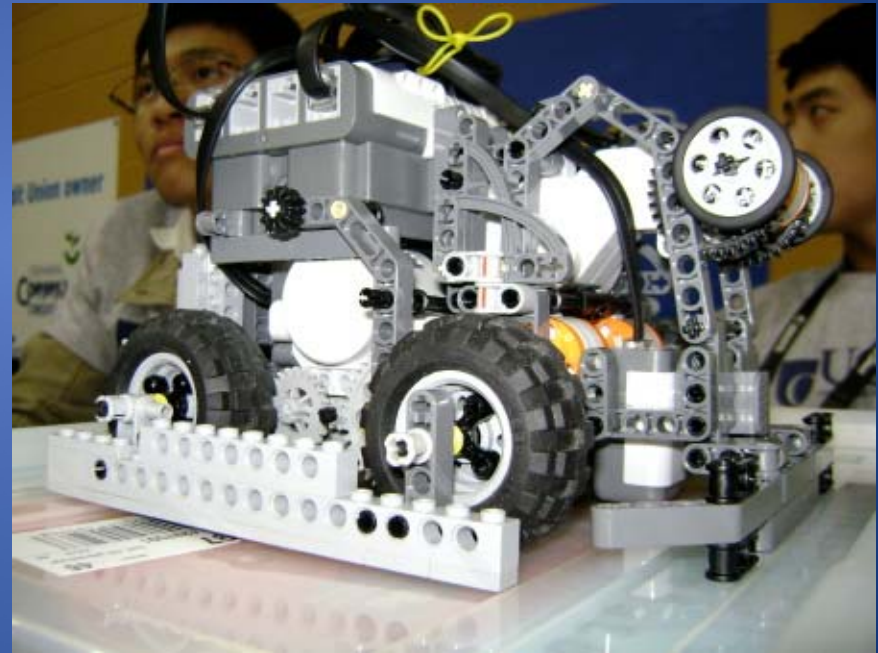
The Big Picture of Autonomous Robots



http://www.starstore.com/acatalog/Starstore_Catalogue_STAR_WARS_COOKIE_JARS_5525.html

The Big Picture of Autonomous Robots

- What are autonomous robots?



<http://adamw523.wordpress.com/2007/12/13/annual-uoit-robotics-competition/>

The Big Picture of Autonomous Robots

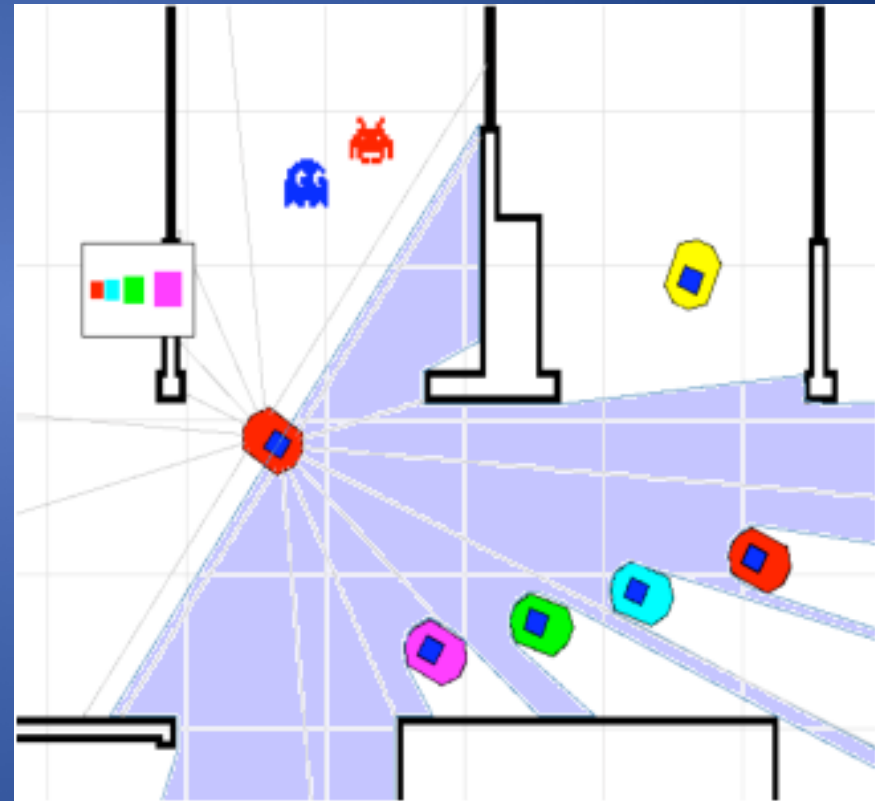
- What are autonomous robots?
- The laboratory's focus.



http://upload.wikimedia.org/wikipedia/commons/thumb/d/d/Industrial_Robotics_in_car_production.jpg/300px-Industrial_Robotics_in_car_production.jpg

The Big Picture of Autonomous Robots

- What are autonomous robots?
- The laboratory's focus.
- The current challenge at hand.



<http://www.cs.sfu.ca/~vaughan/img/stage-2.0.0a.1.png>

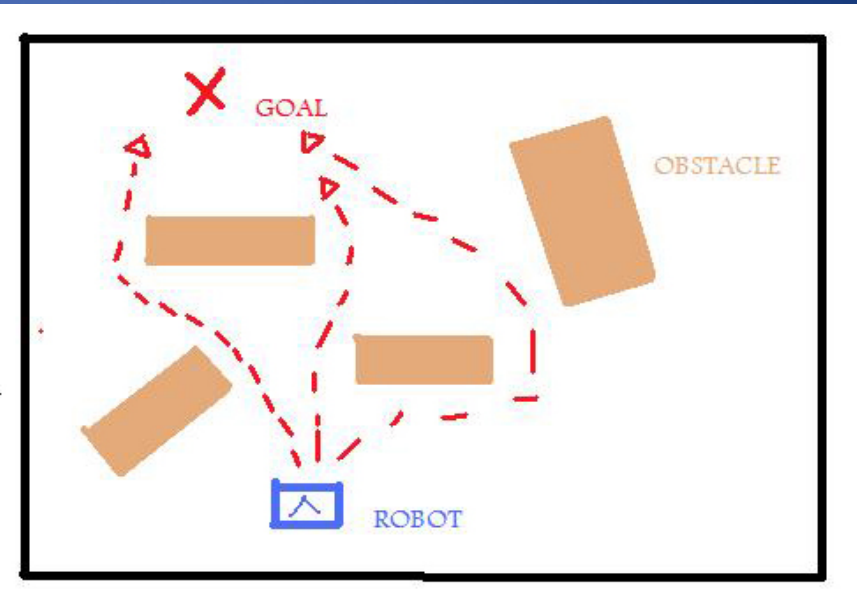
Project Goals



<http://news.webclicshoppingmall.com/content/view/23/1/>

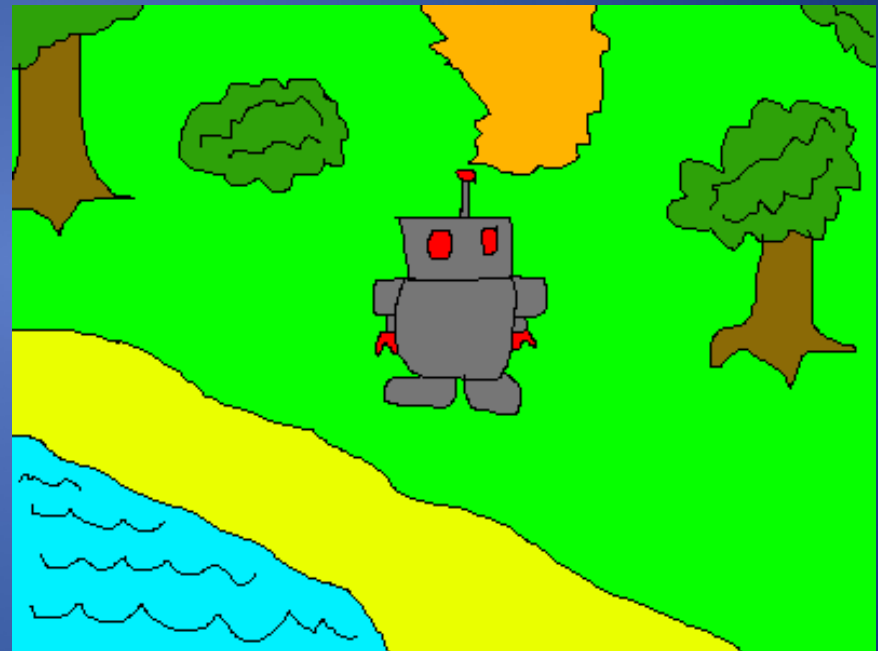
Project Goals

- Compose an algorithm for robots to maneuver around their environment.



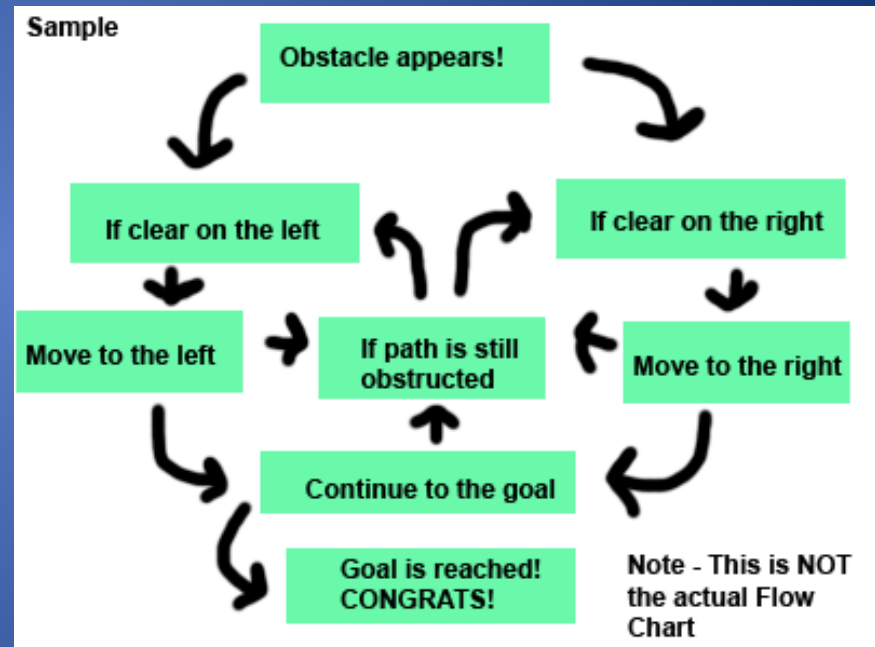
Project Goals

- Compose an algorithm for robots to maneuver around their environment.
- Develop an understanding of how the robot sees it's environment.



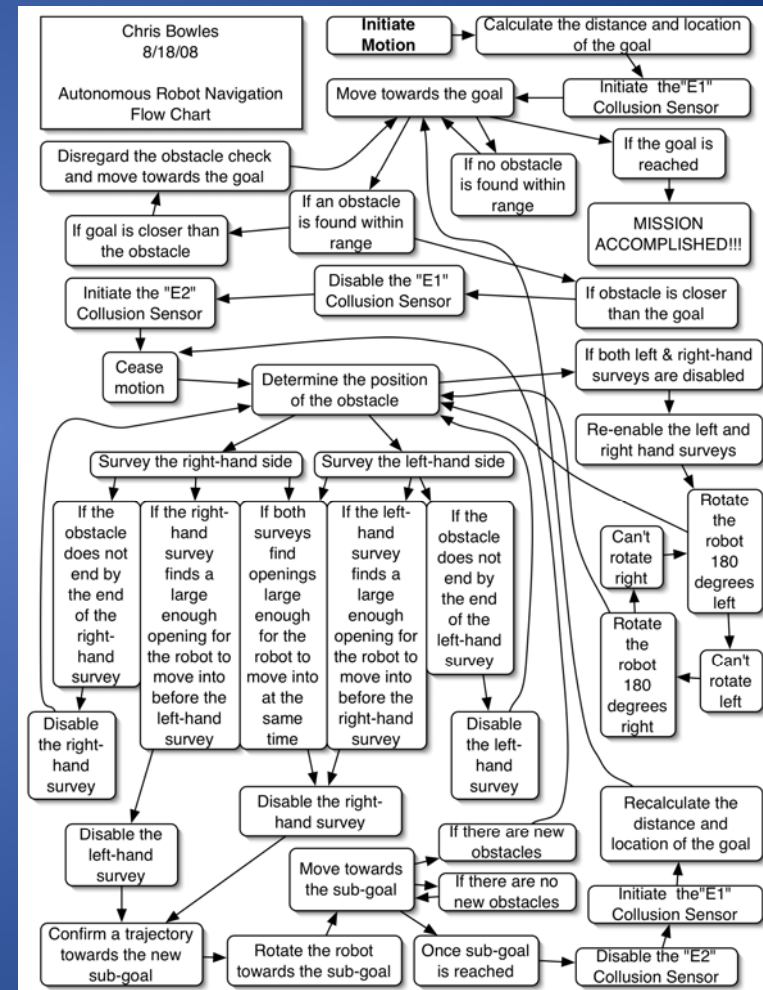
Project Goals

- Compose an algorithm for robots to maneuver around their environment.
- Develop an understanding of how the robot sees it's environment.
- Assemble a flowchart with different possibilities and outcomes.



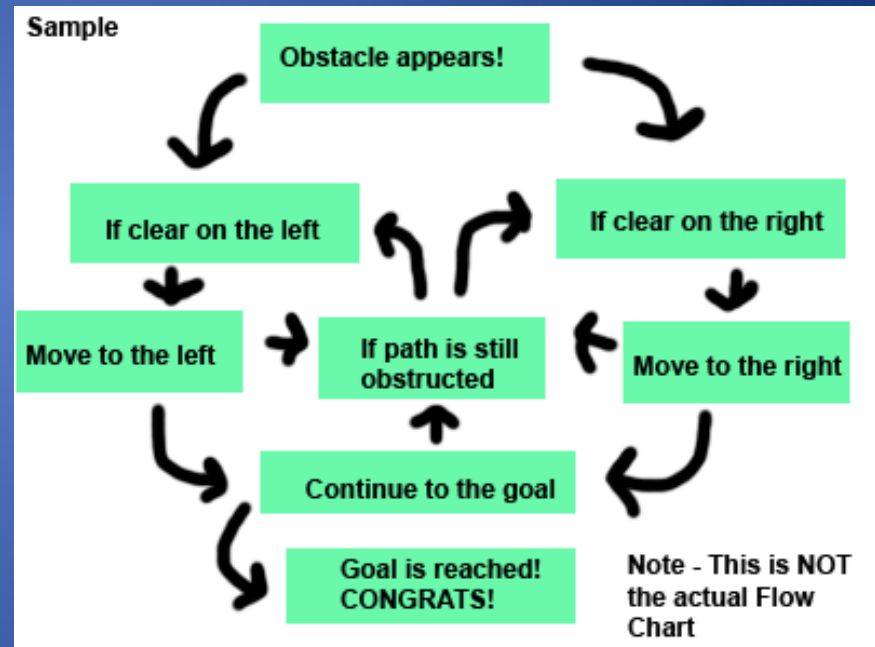
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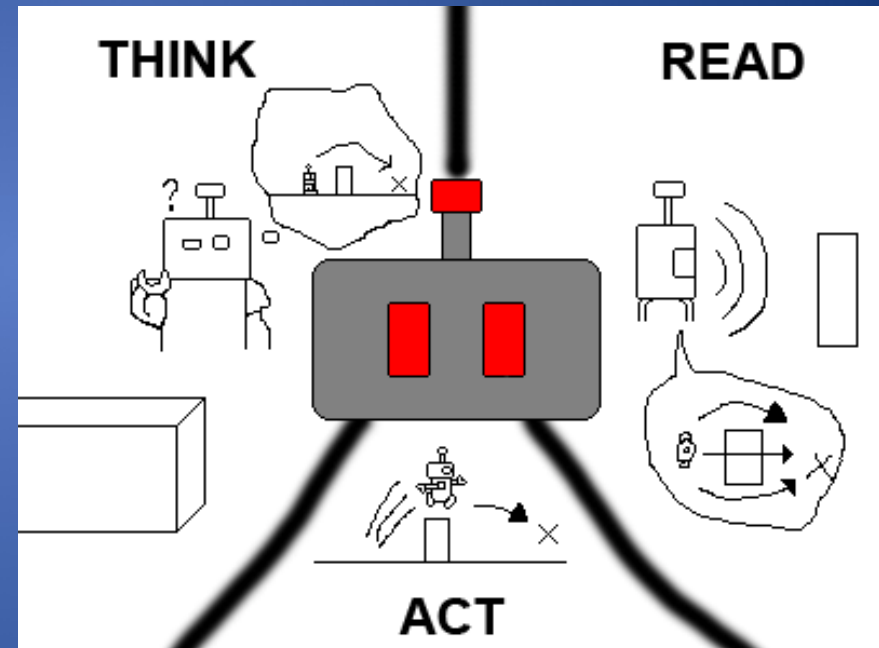
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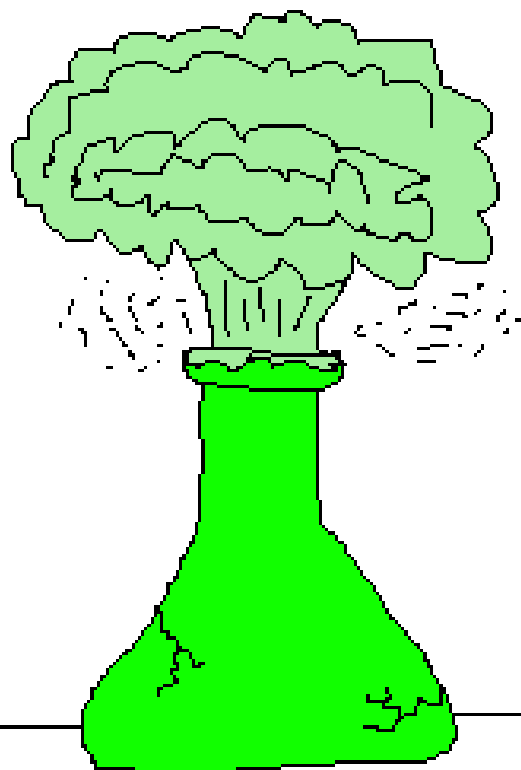


Project Goals

- Compose an algorithm for robots to maneuver around their environment.
- Develop an understanding of how the robot sees it's environment.
- Assemble a flowchart with different possibilities and outcomes.
- Improve the robot's backbone structure of "Think, Read, & Act."



Experimental Methods



Experimental Methods

- Designing Algorithms

Experimental Methods

- Designing Algorithms
- Running Tests on the Algorithms

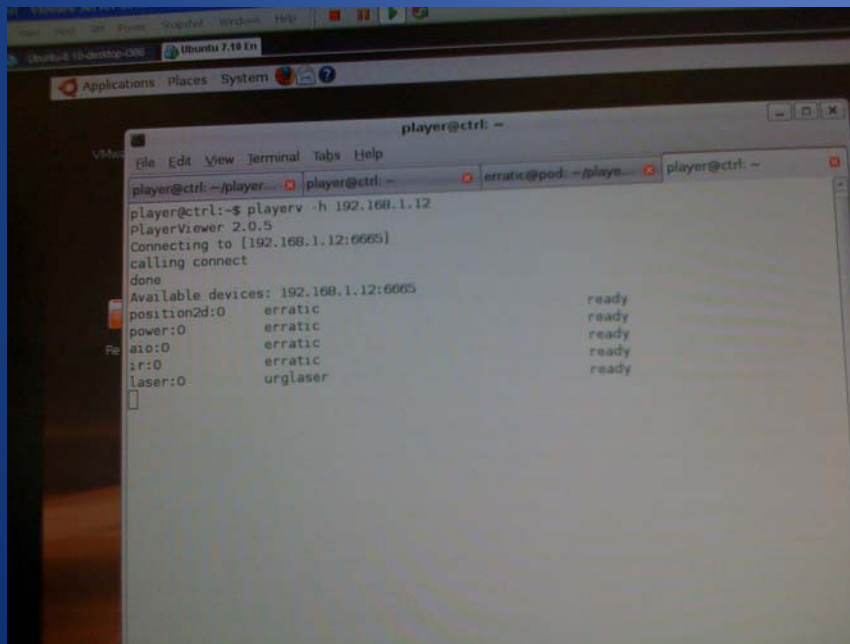
Experimental Methods

- Designing Algorithms
- Running Tests on the Algorithms
- Refining errors within the Algorithms

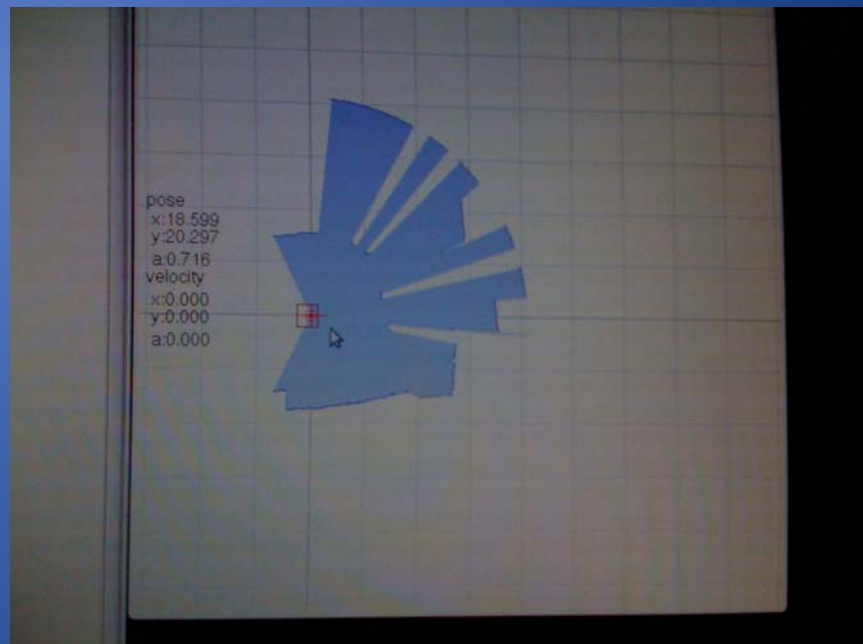
Experimental Methods

- Designing Algorithms
- Running Tests on the Algorithms
- Refining errors within the Algorithms
- Repeating Steps 1 through 3

Designing Algorithms

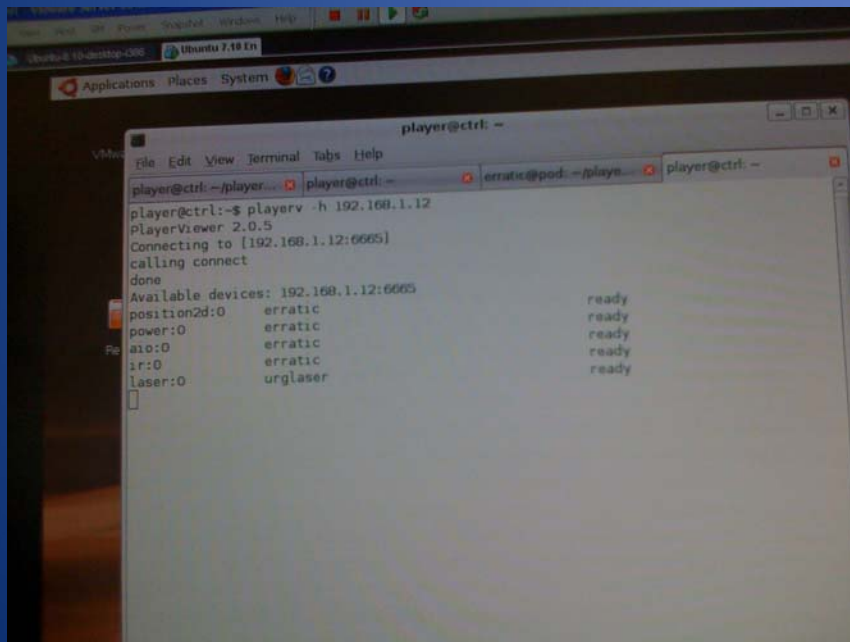


```
player@ctrl: ~  
File Edit View Terminal Tabs Help  
player@ctrl:~/player... player@ctrl:~  
player@ctrl:~$ playerv -h 192.168.1.12  
PlayerView 2.0.5  
Connecting to [192.168.1.12:6665]  
calling connect  
done  
Available devices: 192.168.1.12:6665  
position2d:0 erratic ready  
power:0 erratic ready  
ax:0 erratic ready  
ir:0 erratic ready  
laser:0 urglaser ready
```

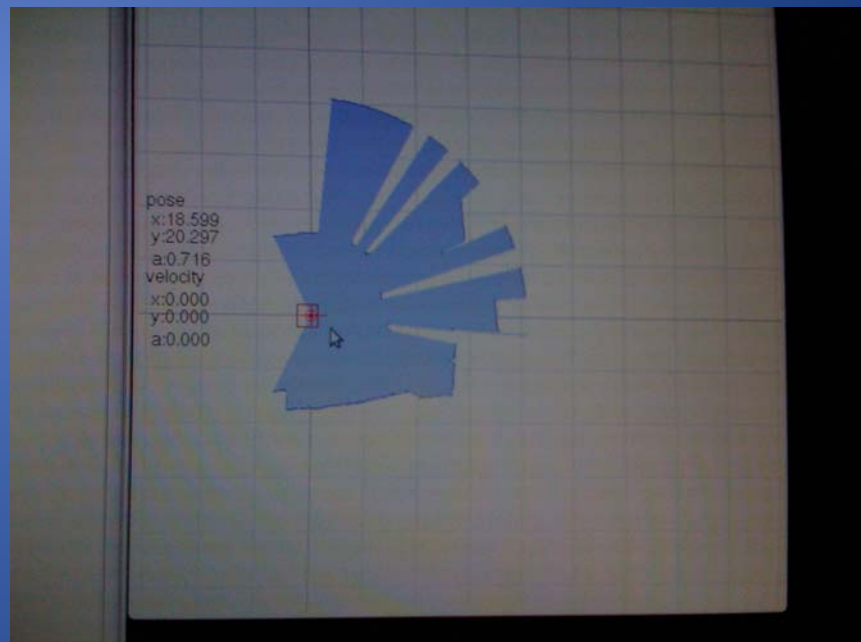


Designing Algorithms

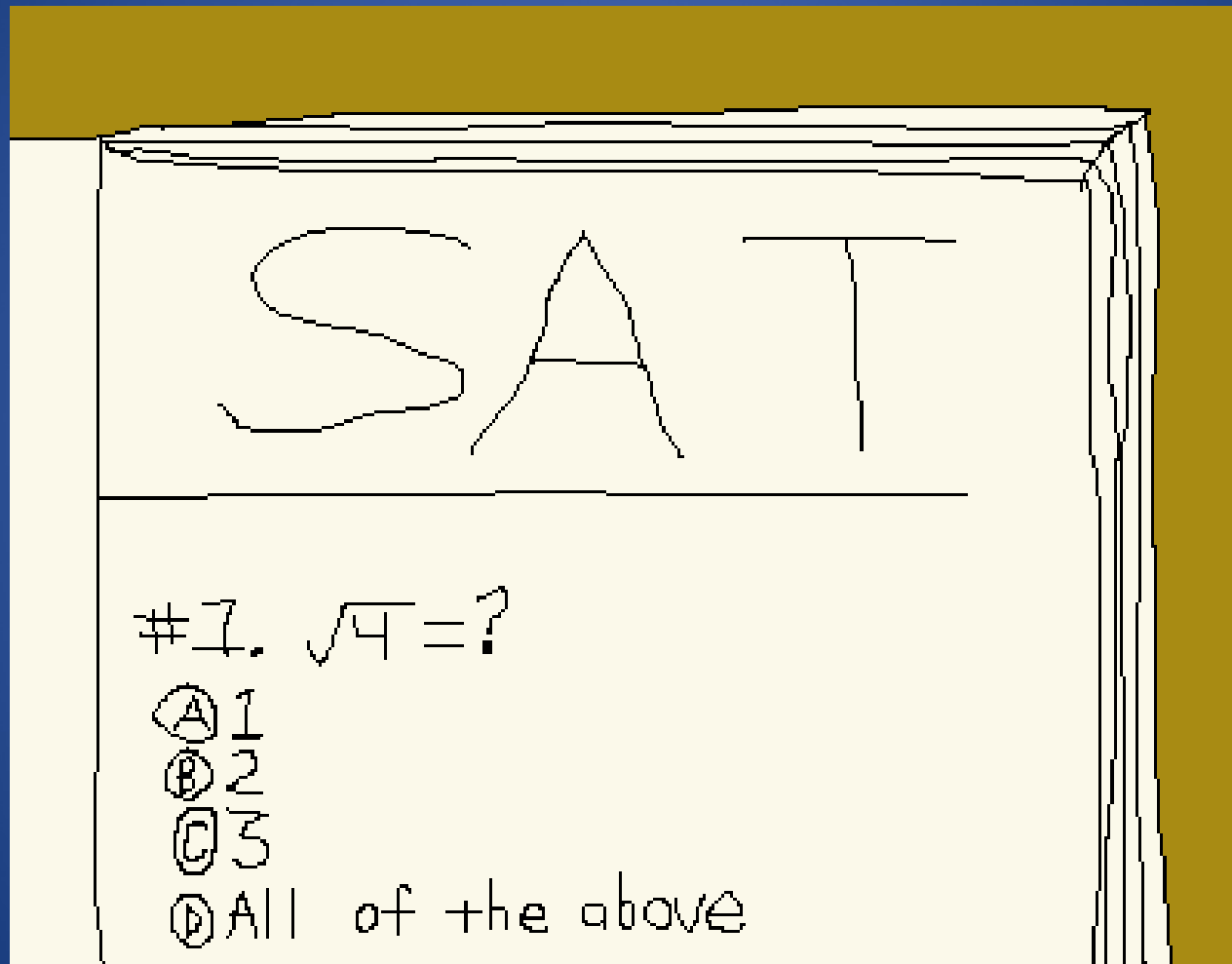
- Algorithms will be written with C++ using the Player/Stage interface.



```
player@ctrl: ~  
File Edit View Terminal Tabs Help  
player@ctrl:~/player... player@ctrl:~  
player@ctrl:~$ playerv -h 192.168.1.12  
PlayerViewer 2.0.5  
Connecting to [192.168.1.12:6665]  
calling connect  
done  
Available devices: 192.168.1.12:6665  
position2d:0 erratic ready  
power:0 erratic ready  
ax:0 erratic ready  
ir:0 erratic ready  
laser:0 urglaser ready
```



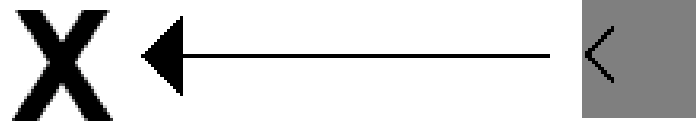
Diagnostic Tests



Diagnostic Tests

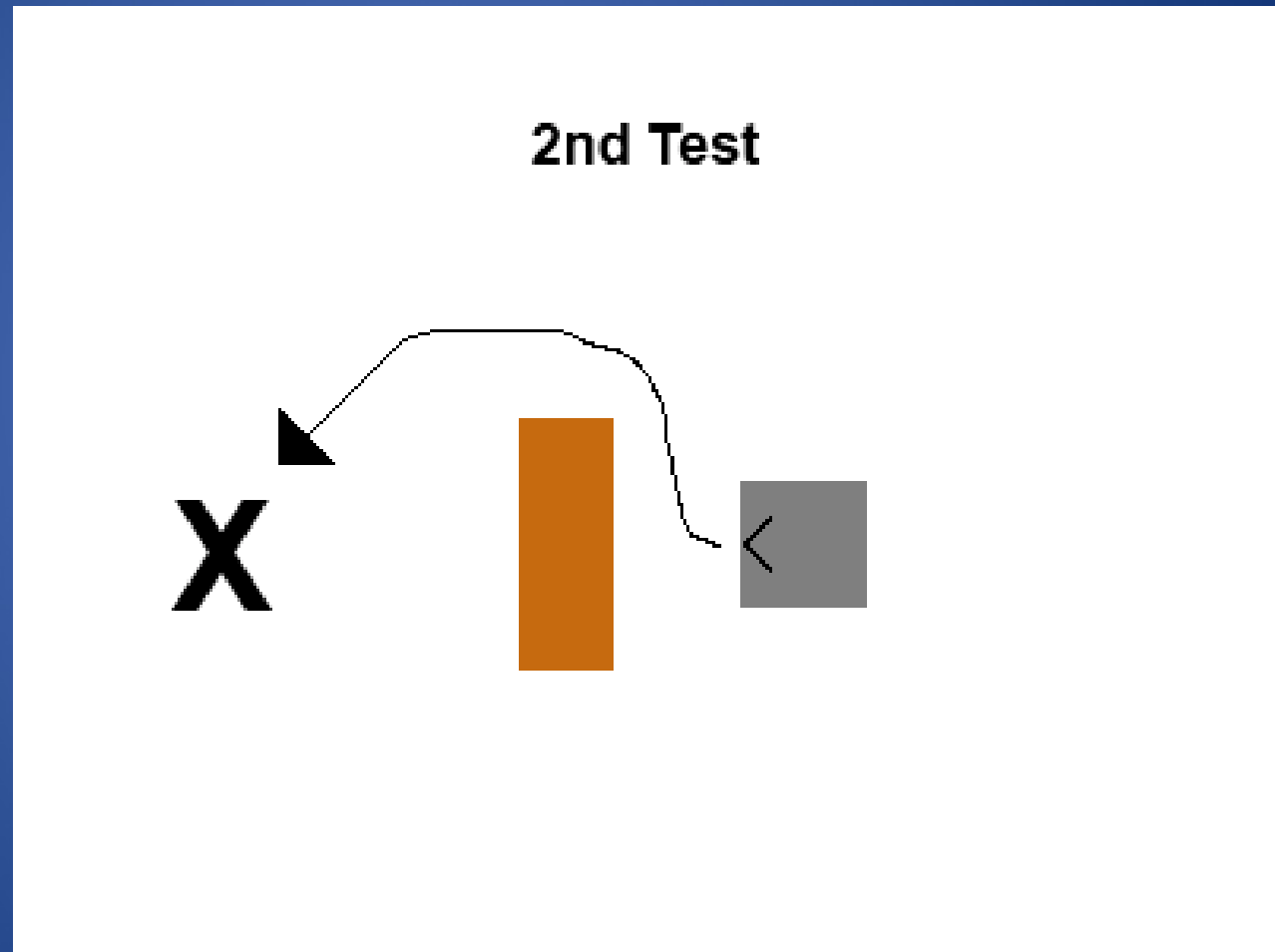
- Test #1

1st Test



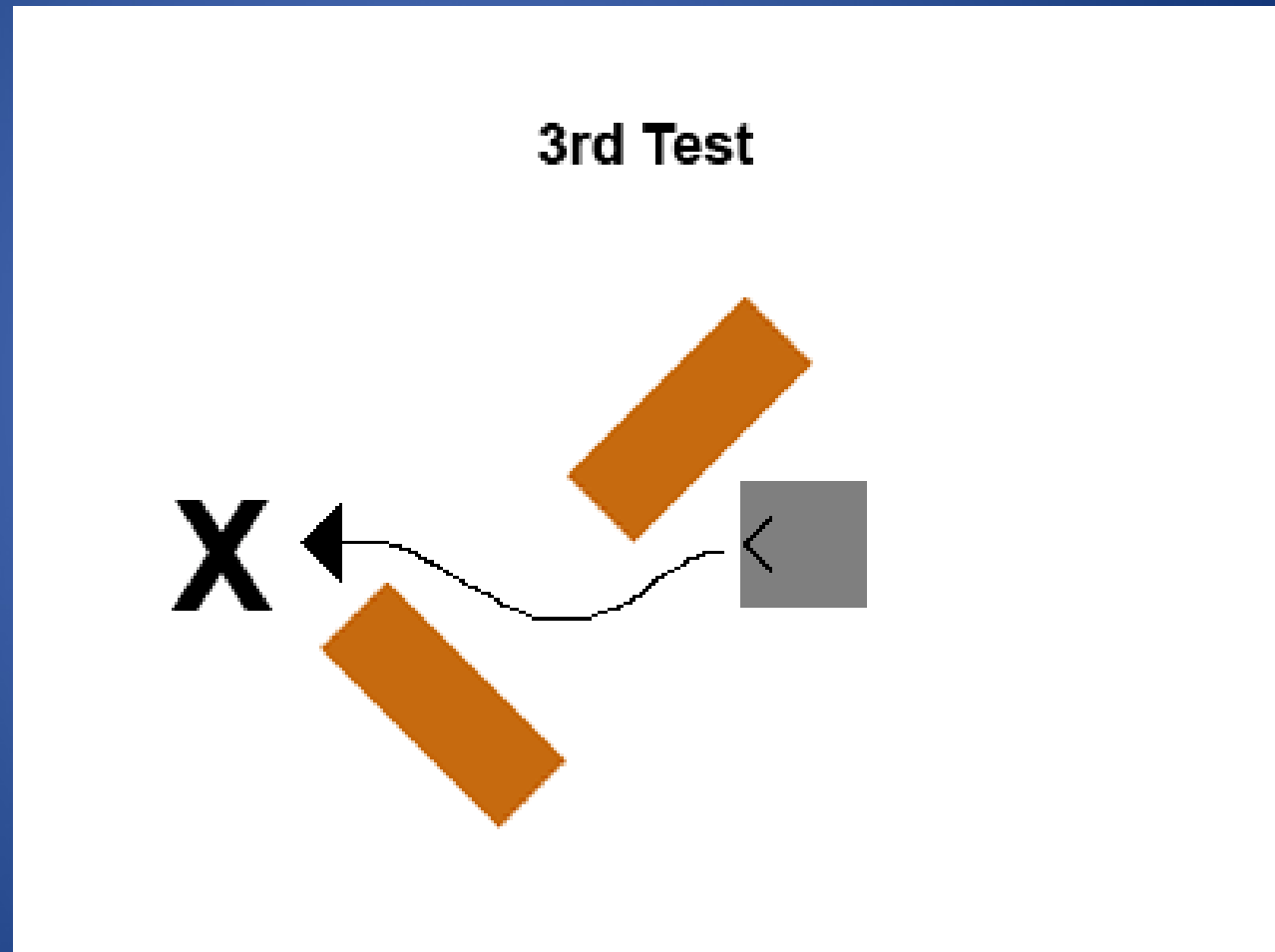
Diagnostic Tests

- Test #1
- Test #2



Diagnostic Tests

- Test #1
- Test #2
- **Test #3**

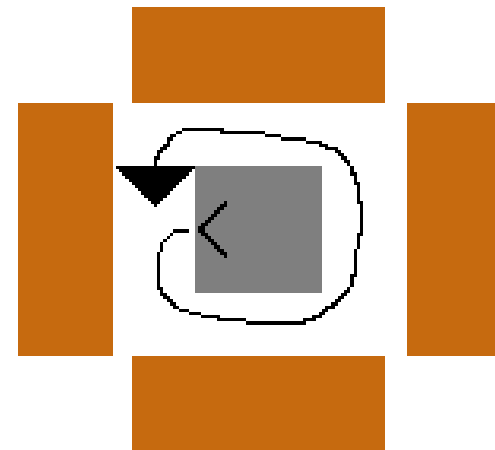


Diagnostic Tests

- Test #1
- Test #2
- Test #3
- Test #4
- **Test #5**

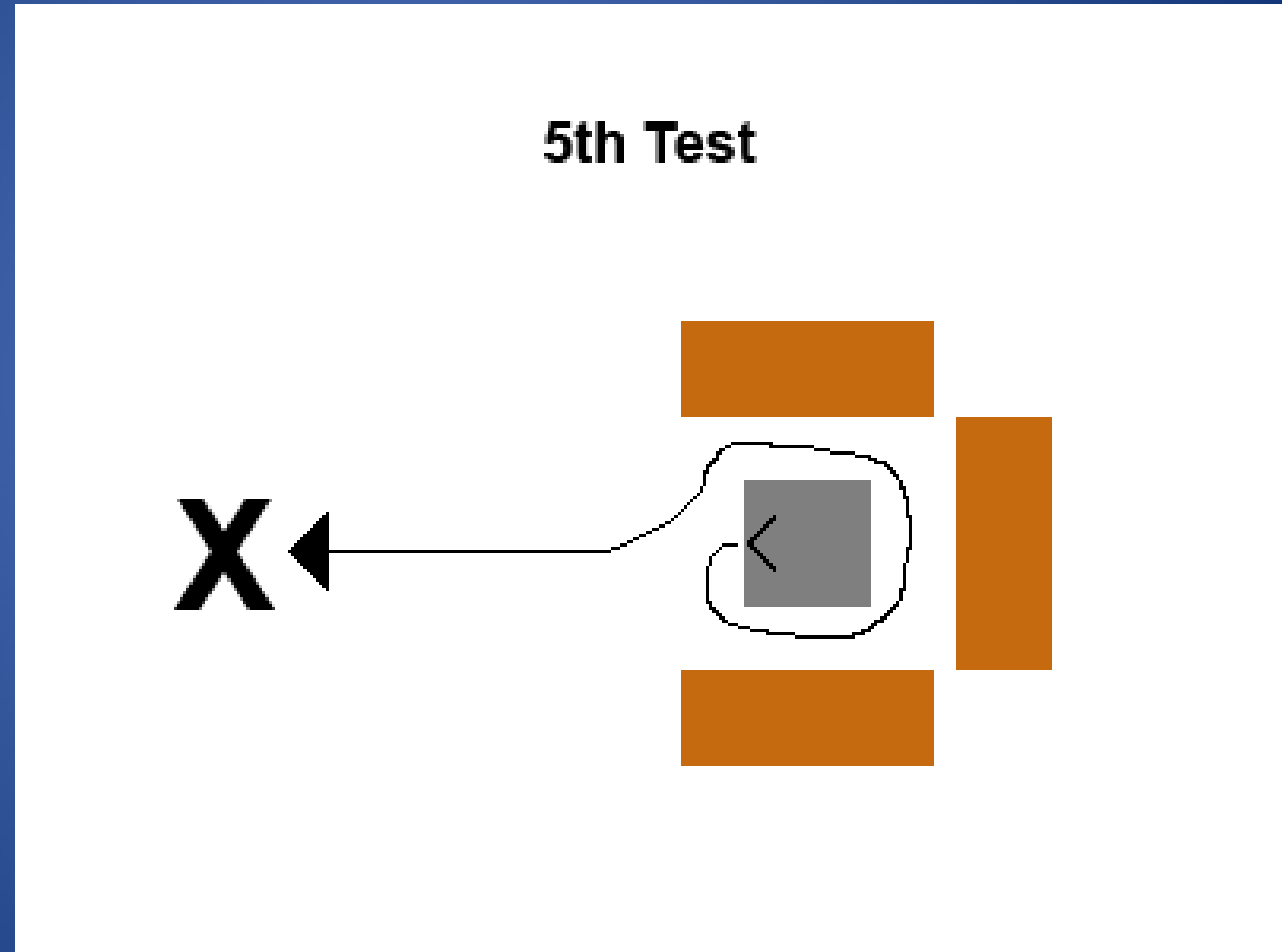
X

5th Test

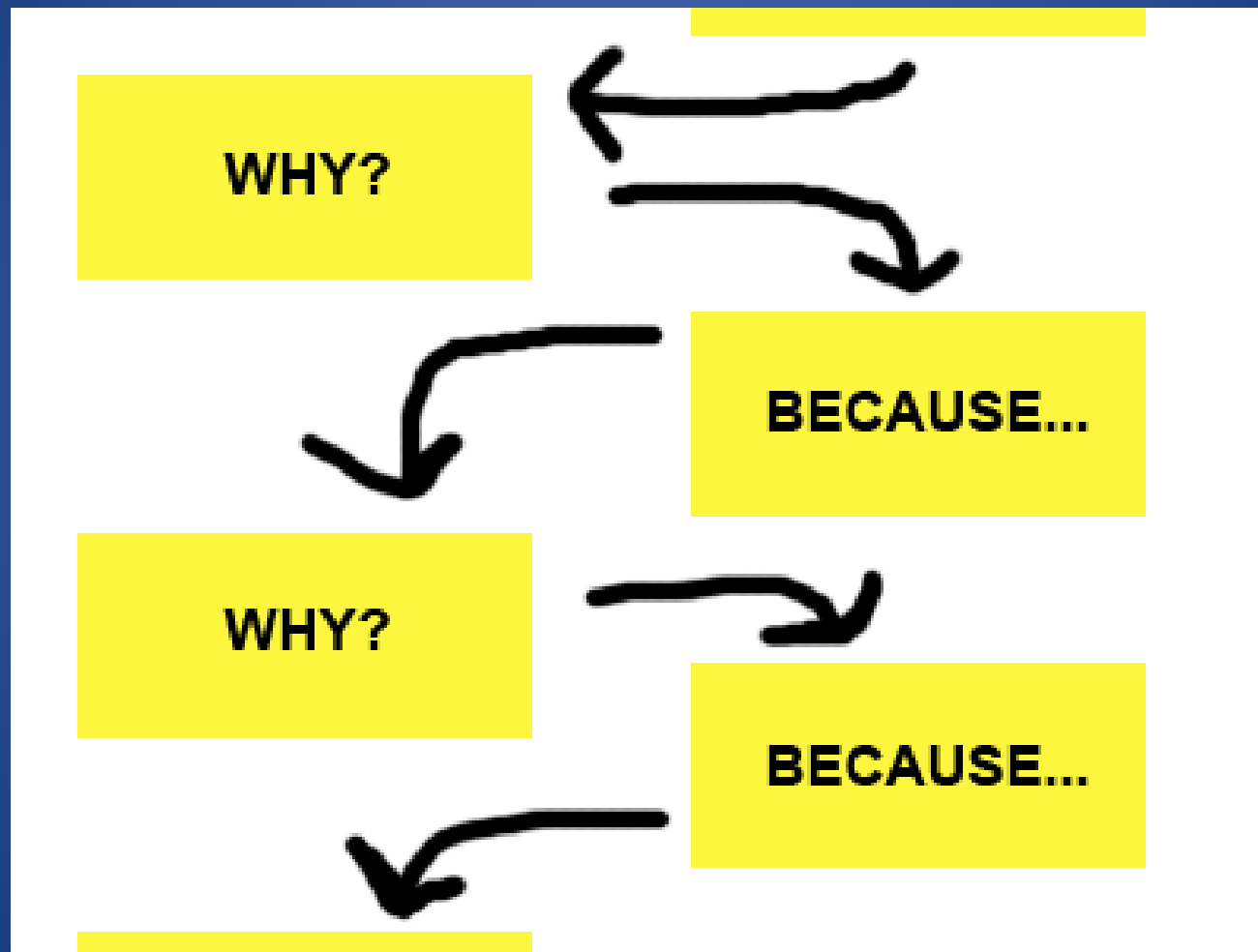


Diagnostic Tests

- Test #1
- Test #2
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- Test #4
- **Test #5**

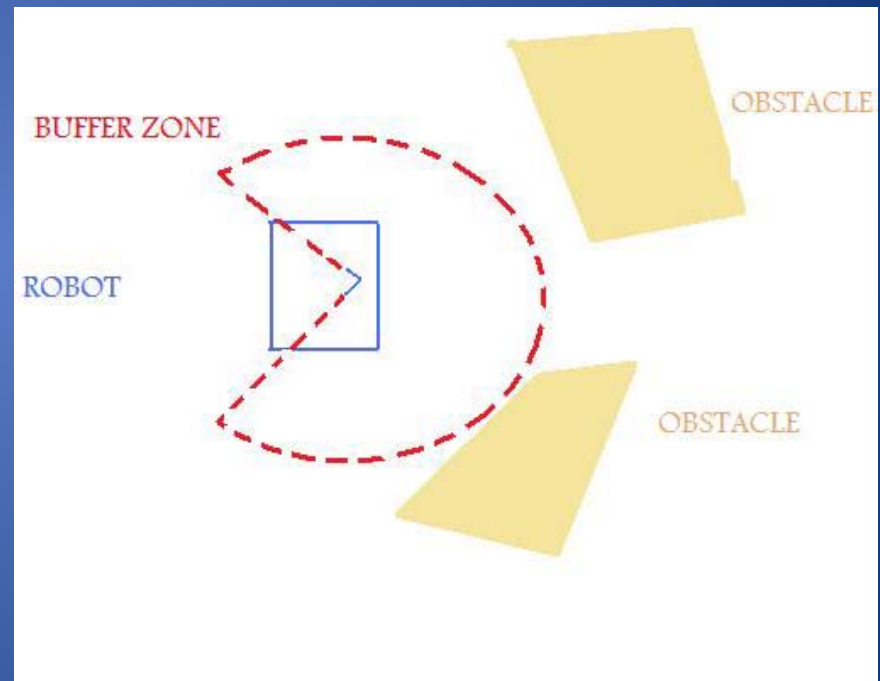


Algorithmic Principles



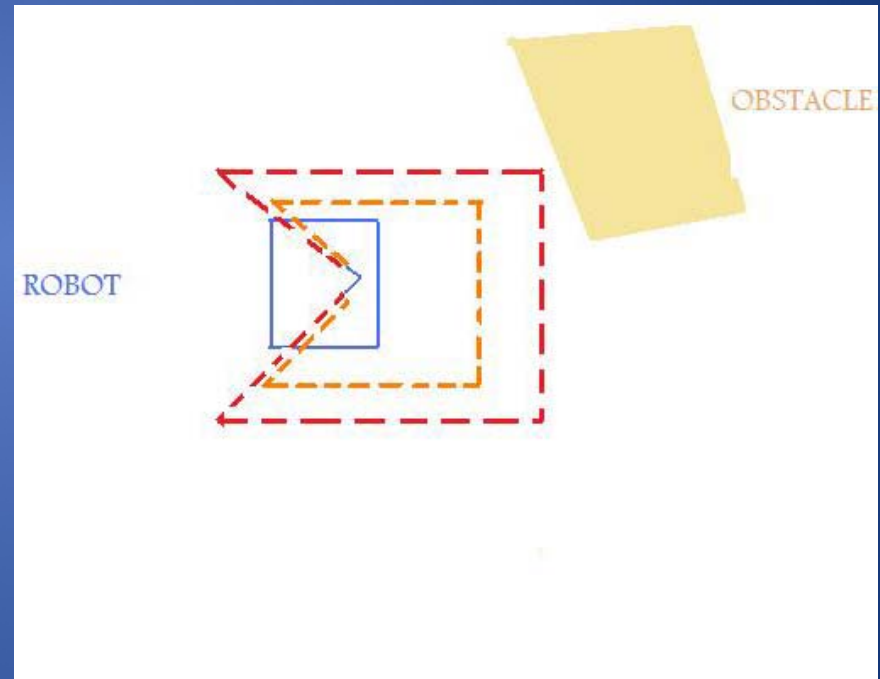
Algorithmic Principles

- Alex & Silvano's –
Buffer zone



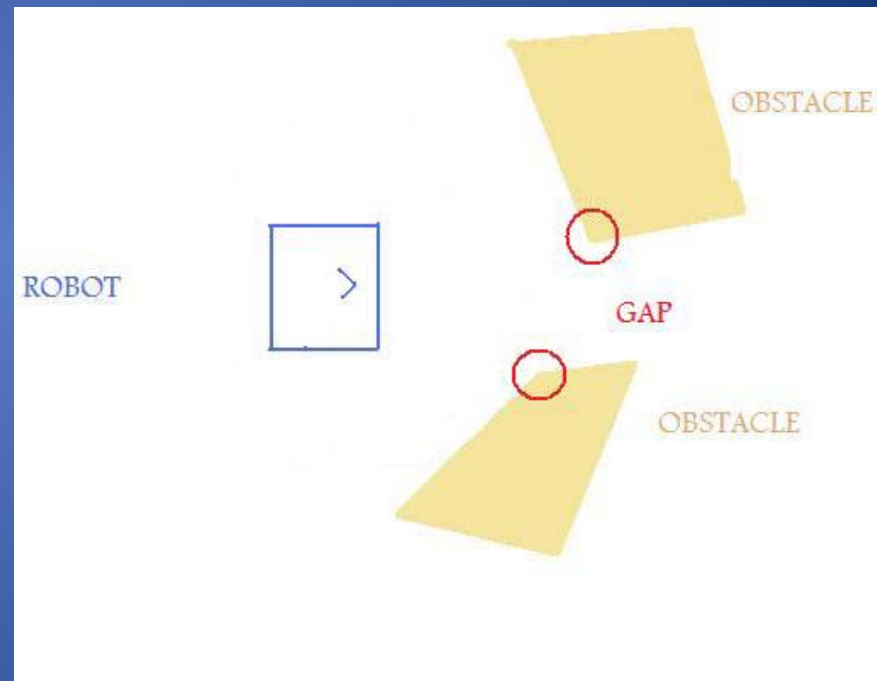
Algorithmic Principles

- Alex & Silvano's – Buffer zone
- Chris's – Rectangular obstacle filters



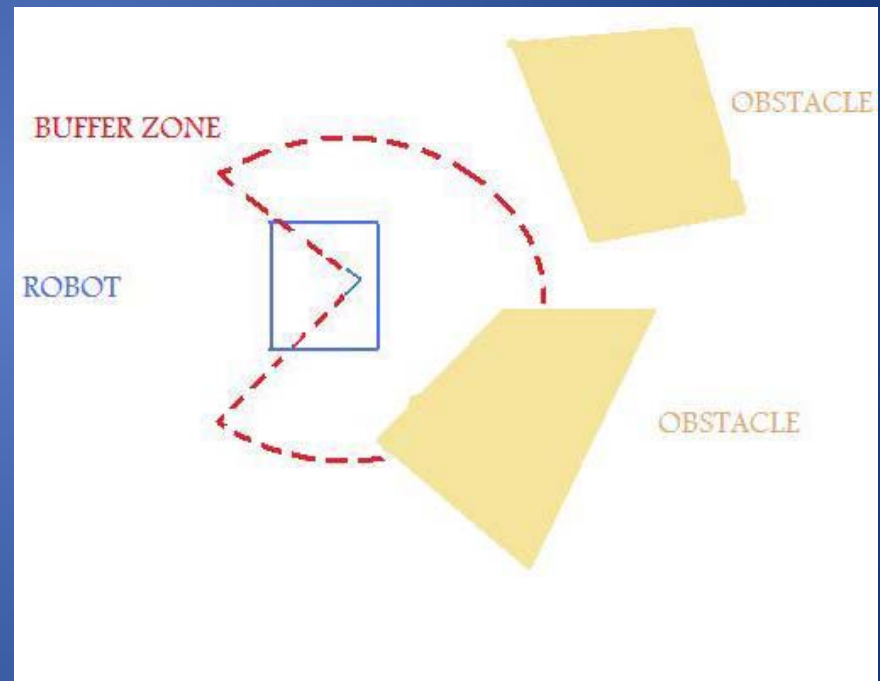
Algorithmic Principles

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- Anthony's – Gaps within corners

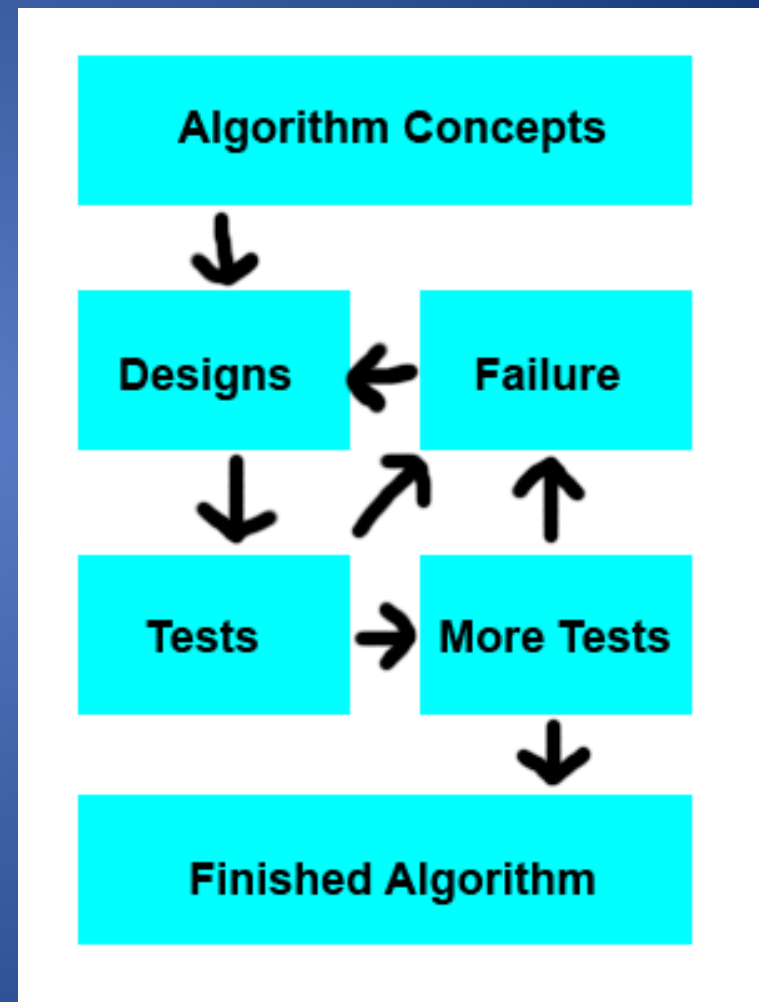


Algorithmic Principles

- Alex & Silvano's – Buffer zone
- Chris's – Rectangular obstacle filters
- Anthony's – Gaps within corners
- Joey's – Repulsion from the closest obstacle

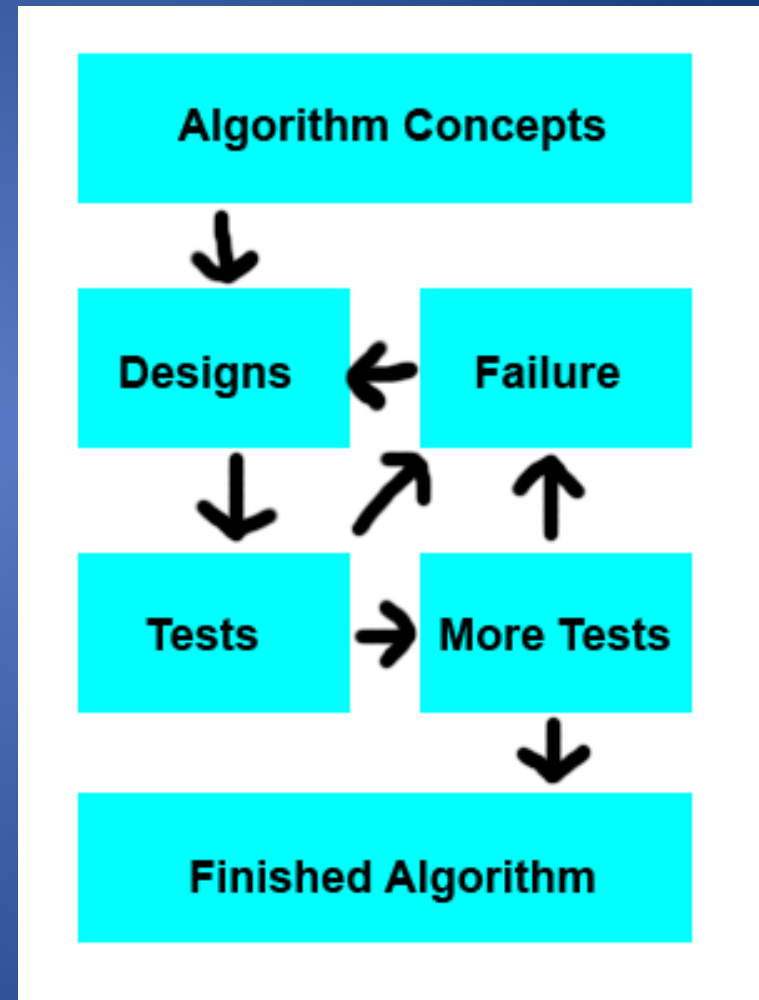


Refining Errors



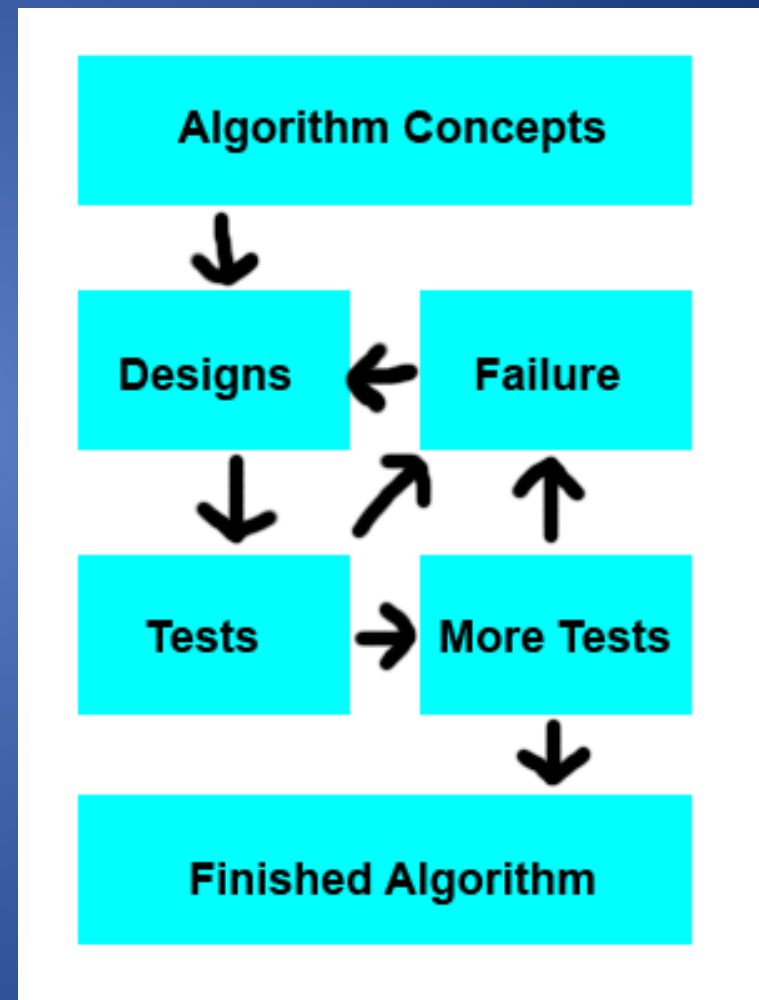
Refining Errors

- Analyzing the robot's implementation of the Algorithm.



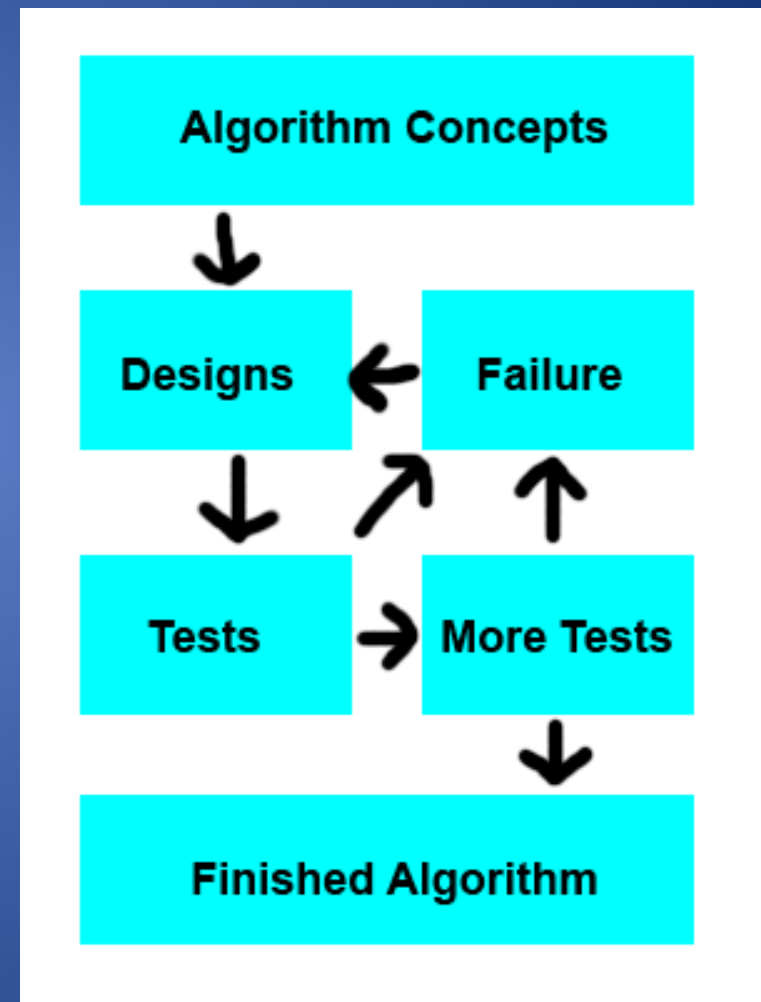
Refining Errors

- Analyzing the robot's implementation of the Algorithm.
- **Detect all errors within the 1st phase of tests.**



Refining Errors

- Analyzing the robot's implementation of the Algorithm.
- Detect all errors within the 1st phase of tests.
- **Correcting the errors & running additional tests.**



Data Table

Algorithm	Test	Test	Test	Test	Test

Legend:

Data Table

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Legend:

Three trials per test. 15 trials per algorithm. 25 tests total, consisting of 75 trials.

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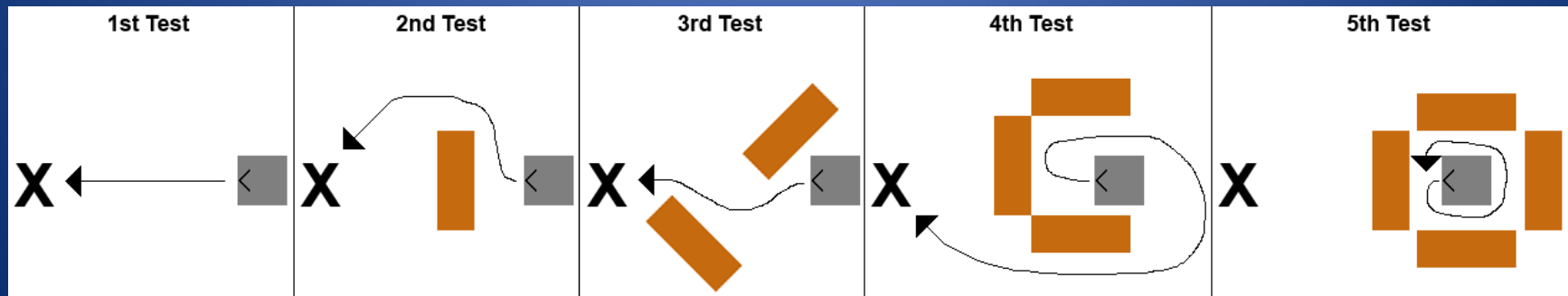
√ – Test Passed, X – Test Failed, * – Technical Difficulty, N/A – Not attempted

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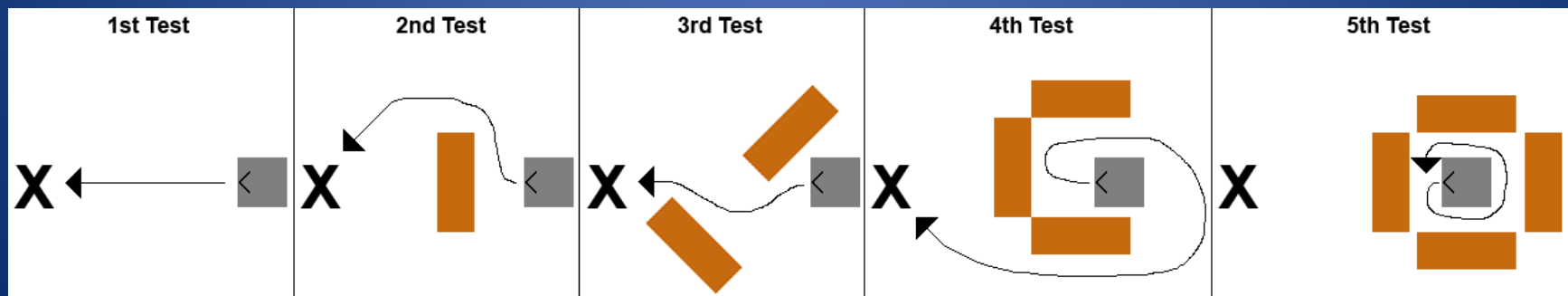


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Base Algorithm	✓	X	X	X	X

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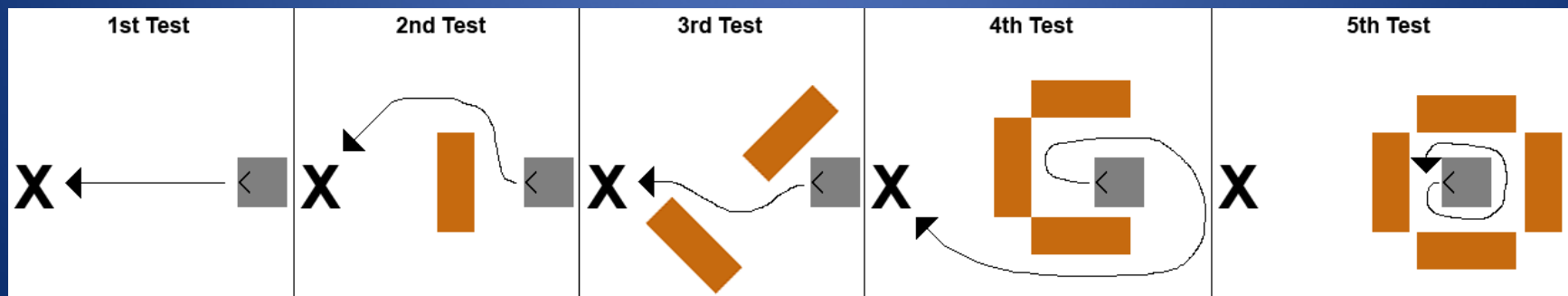


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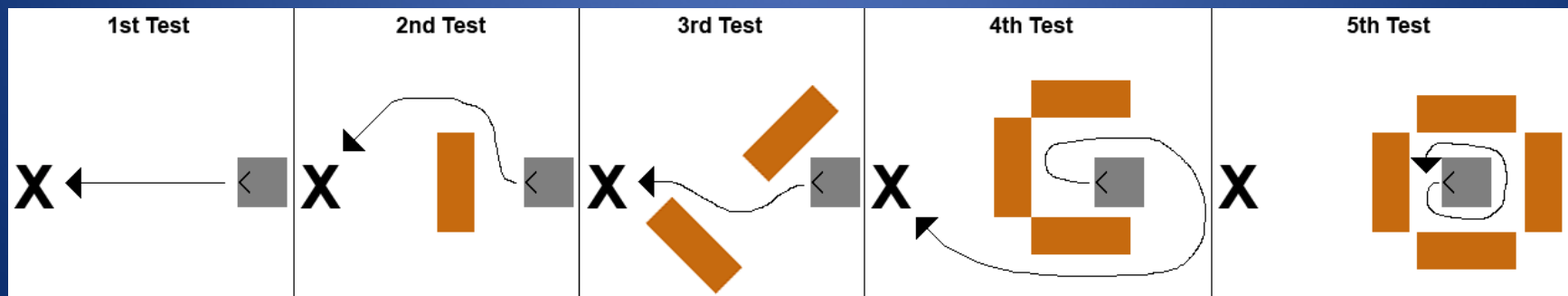


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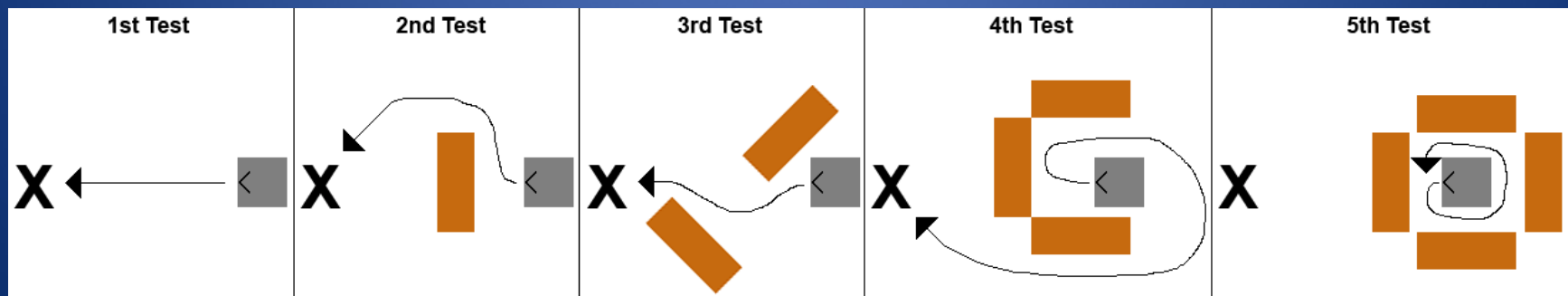
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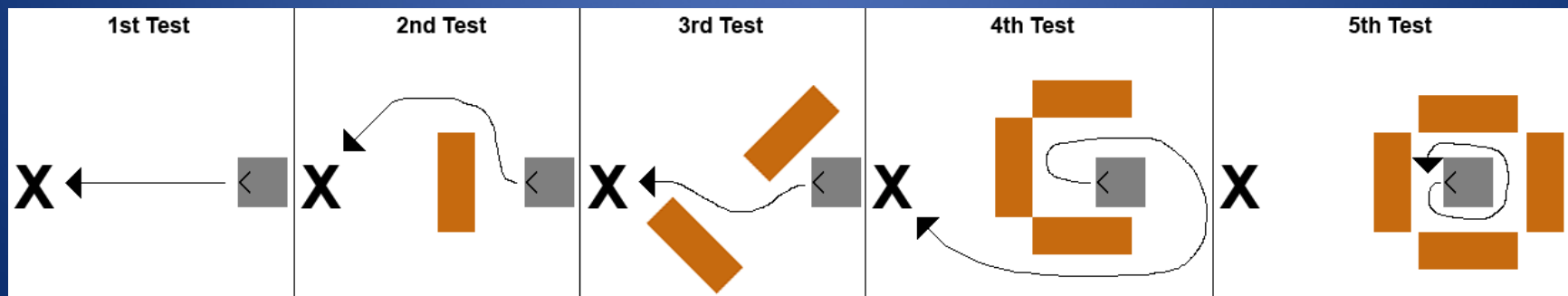


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Chris's – Rectangular obstacle filters	√	√	√	√	√
Anthony's – Gaps within corners	√	√	√	√*	√*
Joey's – Repulsion from the closest obstacle	√	√	√	√	√

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Conclusion

/// THE ///
RESULTS!!!
~~~~~

YAY! :)

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- **Joey's Algorithm – Also passed all 5 tests flawlessly!**

# Acknowledgements

- Joey Durham
- Francesco Bullo
- N.S.F. and C.N.S.I.
- S.I.M.S. Program Staff
- “Pod” the Robot

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- Thank you for watching our