

# Mobile Robot Systems Mini Project 5

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(ldd25)

Lent 2020

# Project Outline

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- ▶ LIDAR based localisation (ex1)

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- ▶ Decentralised approach to world coverage (pd452)

# Localisation

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- ▶ Particle filter



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- ▶ LIDAR

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- ▶ Particle filter
- ▶ LIDAR
- ▶ Range & bearing

# LIDAR

$$w_i = \sum_{s_j \in \text{Sensors}} \Phi(R(i, j), s_{ij}, \sigma^2)$$

- ▶  $w_i$  = LIDAR weight of particle  $i$
- ▶  $s_{ij}$  = distance recorded by sensor  $j$  on the robot
- ▶  $\Phi(x, \mu, \sigma)$  = Gaussian PDF with mean  $\mu$  and standard deviation  $\sigma$
- ▶  $R(i, j)$  = ray traced distance from particle  $i$  in the direction of sensor  $j$

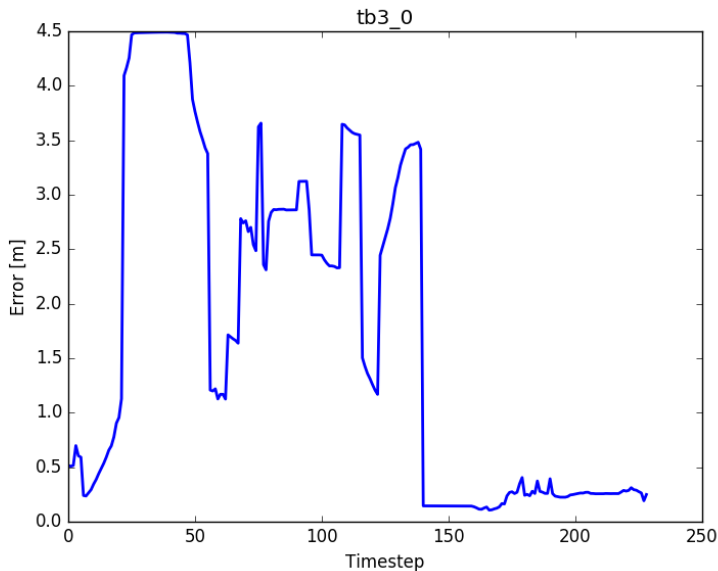
## Range & Bearing

$$\bar{w}_i = \sum_{r_j \in N_i} \sum_{p_k \in r_j} \Phi \left( \begin{bmatrix} D_i(p_k) \\ \Theta_i(p_k) \end{bmatrix}, \begin{bmatrix} d_j \\ \theta_j \end{bmatrix}, \xi \right)$$

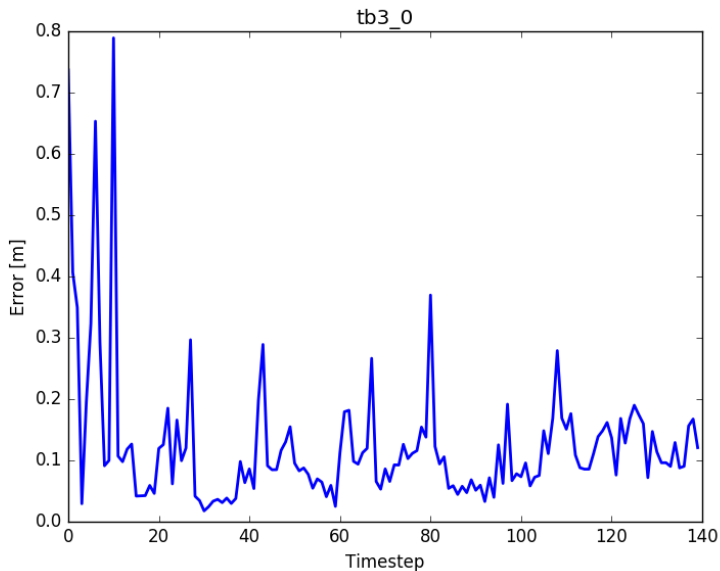
- ▶  $\bar{w}_i$  range & bearing weight of particle  $i$
- ▶  $N_i$  = robot  $i$ 's neighbours
- ▶  $p_k$  ranges over the set of particles from robot  $r_j$
- ▶  $d_j$  = received distance between this robot and robot  $r_j$
- ▶  $\theta_j$  = received bearing of this robot from  $r_j$
- ▶  $D_i(p_k)$  = distance between the particle  $i$  on this robot and the particle  $p_k$  from the other robot
- ▶  $\Theta_i(p_k)$  = bearing between the particle  $i$  and the particle  $p_k$  on the other robot
- ▶  $\xi$  = covariance matrix

Normalising factors omitted.

# Performance Without Enhancement



# Performance With Enhancement



# Centralised Approach to World Coverage

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- ▶ Plan a path for each robot within its region.
- ▶ Follow the paths.

Divide Areas based on initial Robot Position Divide world,  $\mathcal{L}$ , into regions,  $L_i$ , such that:

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- ▶  $x_i(t_0) \in L_i$  (each robot starts in its own region)



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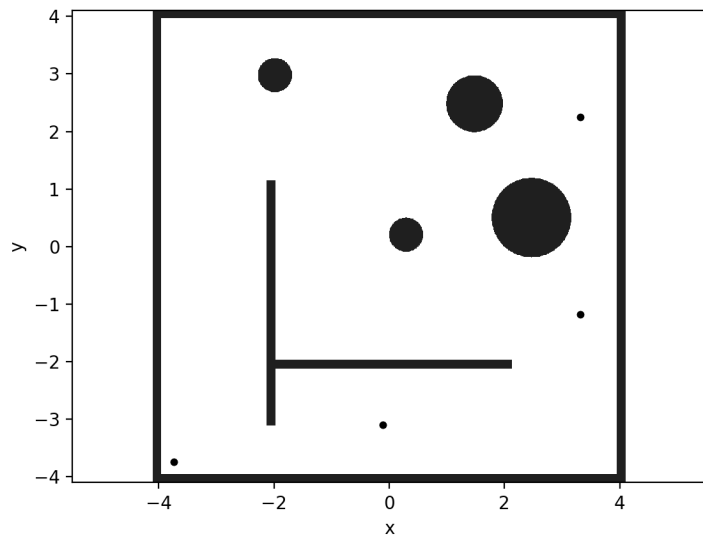
- ▶ For each robot, weight each cell in the world based on distance to the robot.
- ▶ Assign each cell to the robot that gives it the smallest weight.

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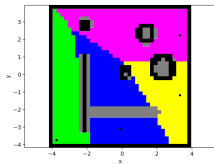
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- ▶ For each robot, weight each cell in the world based on distance to the robot.
- ▶ Assign each cell to the robot that gives it the smallest weight.
- ▶ Iteratively adjust weights to balance the sizes of the regions and ensure all regions are single connected components.

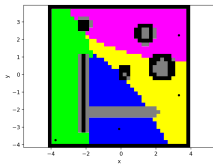
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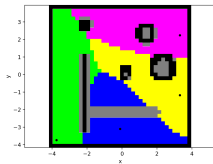
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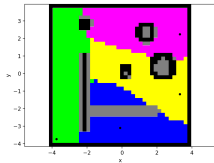
$r=1$



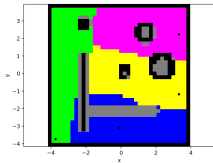
$r=10$



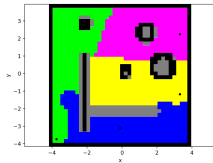
$r=50$



$r=100$



200



$r=346$

Regions after  $r$  iterations.

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- ▶ Trace a path around the edges of the spanning tree.

# Path Planning

