

TurtlebotSLAM

Group 1

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Introduction

- Phase 1: Exploration, Frontier Detection
- Phase 2: Graph-based SLAM
- Phase 3: Exploration and Landmark detection
- Competing against other teams in the competition

Problem Description

- short problem description
- platform used
- turtlebot

Exploration Algorithms

- Random
- Wave Frontier Detection (WFD)
- Fast Frontier Detection (FFD)



Random

-depends on the map



WFD

Wave Frontier Detection



FFD

Fast Frontier Detection

Experiments

- setup of experiments
- % discovered when done
- % discovered over time
- % time taken



Results

-results

Conclusions

- conclusions
- terrible documentation

Planning

- graph based SLAM
- chicken egg
- landmark detection
- entropy