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
- not usefull

Wave Frontier Detection

- very fast calculation of new frontiers
- scans only regions, where the robot have already been
- performs good in small areas
- cannot be expected to perform well in large areas

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