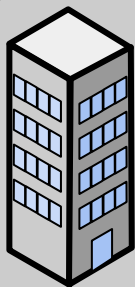


## Physical World

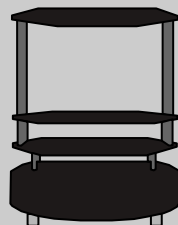
Walls  
Windows  
Objects



## Hardware

Microphone  
Odometry sensors

Loudspeaker  
Wheels



## Software

Echolocation  
Dead reckoning

SLAM  
Search patterns  
Path planning  
Motion planning

