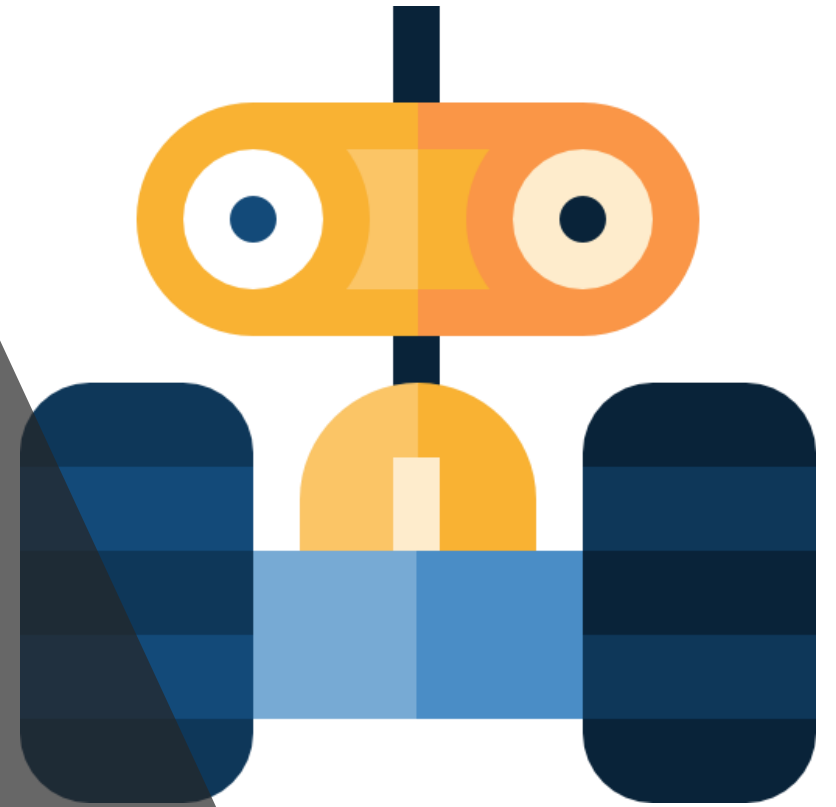
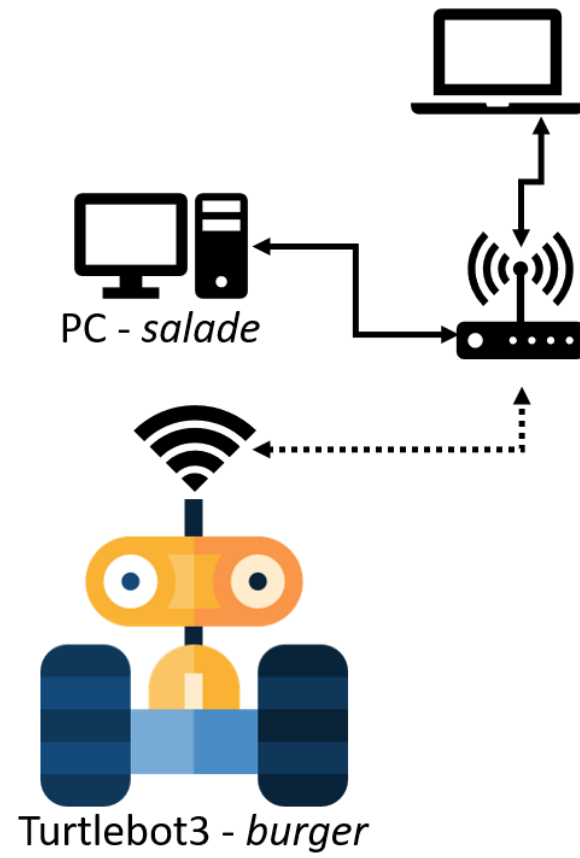


Amaury Camus & Grégoire Roussel

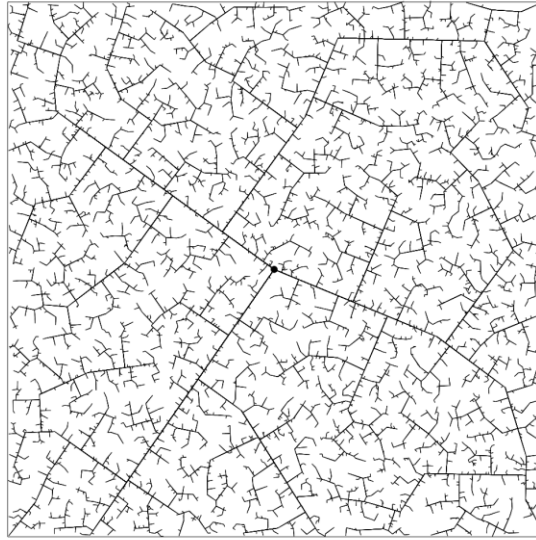
Implémentation d'algorithmes de path- planning garantis sur un TurtleBot3



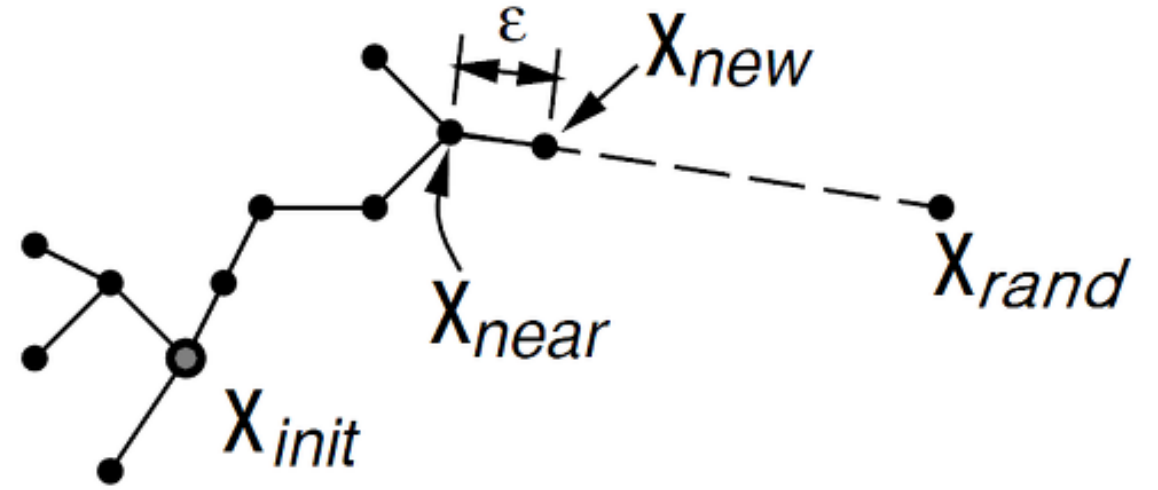


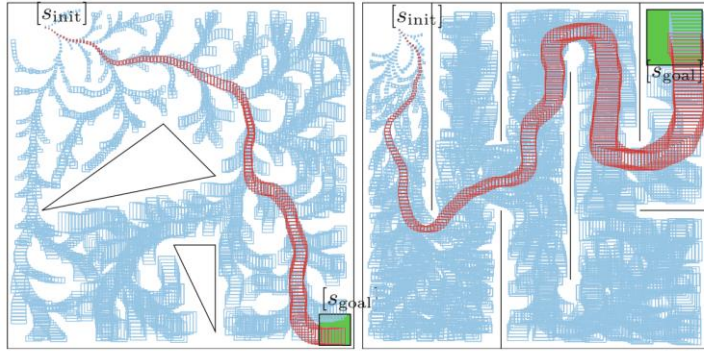


45 iterations

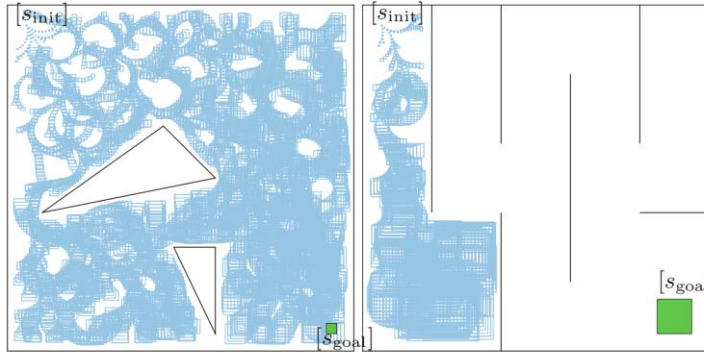


2345 iterations





(a) Few obstacles and large goal area (b) Labyrinthic environment



(c) Box-RRT fails to find a path (the goal area is too small) (d) Box-RRT fails to find a path (skidding errors are too large)

Algorithm 5 Box-RRT($[s_{\text{init}}] \subset \mathbb{S}_{\text{free}}, [s_{\text{goal}}] \subset \mathbb{S}_{\text{free}}, \Delta t \in \mathbb{R}^+, \bar{K} \in \mathbb{N}$)

```

1:  $G.\text{init}([s_{\text{init}}])$ 
2:  $i \leftarrow 0$ 
3: repeat
4:    $[s_{\text{rand}}] \leftarrow \text{random\_box}(\mathbb{S}_{\text{free}})$ 
5:    $[s_{\text{new}}] \leftarrow \text{Box-RRT\_extend}(G, [s_{\text{rand}}], \Delta t)$ 
6: until  $i++ > \bar{K}$  or  $([s_{\text{new}}] \neq \emptyset \text{ and } [s_{\text{new}}] \subset [s_{\text{goal}}])$ 
7: return  $G$ 

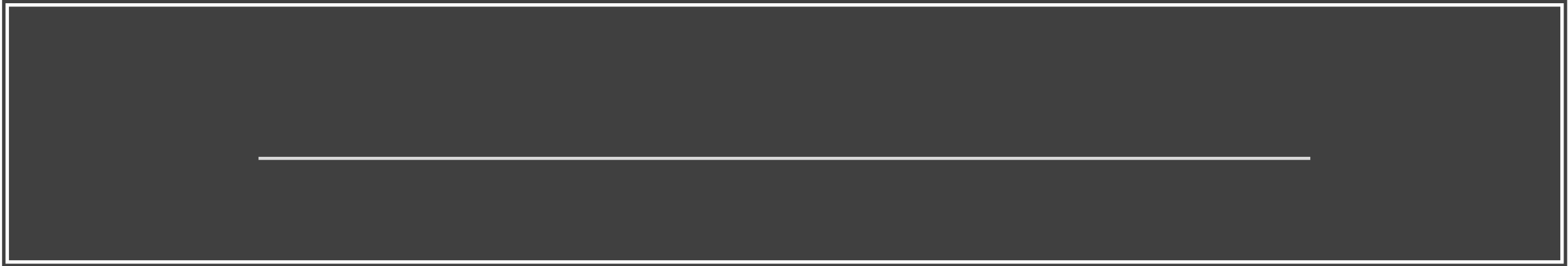
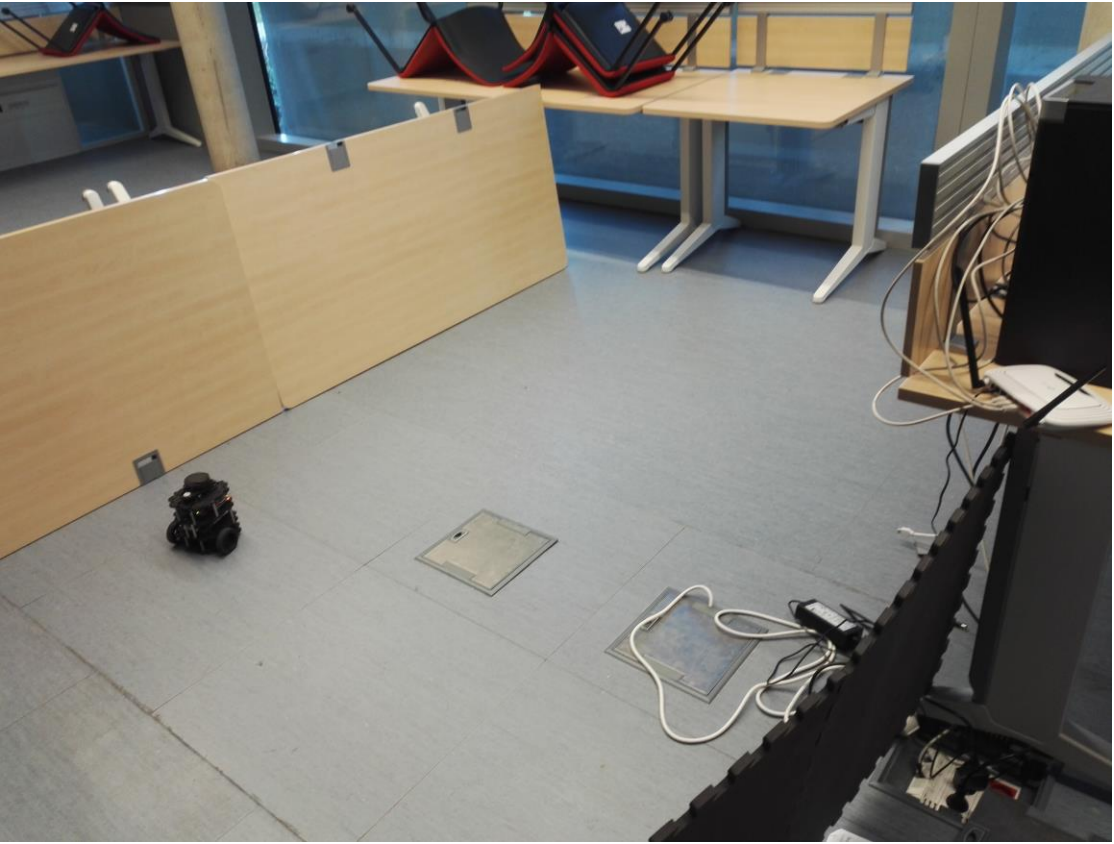
```

Algorithm 6 Box-RRT_extend($G, [s_{\text{rand}}], \Delta t$)

```

1:  $[s_{\text{near}}] \leftarrow \text{nearest\_neighbor}(G, [s_{\text{rand}}])$ 
2:  $u \leftarrow \text{select\_input}([s_{\text{rand}}], [s_{\text{near}}])$ 
3:  $[s_{\text{new}}] \leftarrow \text{prediction}([s_{\text{near}}], u, \Delta t)$ 
4: if  $\text{collision\_free\_path}([s_{\text{near}}], [s_{\text{new}}], u, \Delta t)$  then
5:    $G.\text{add\_guaranteed\_node}([s_{\text{new}}])$ 
6:    $G.\text{add\_guaranteed\_edge}([s_{\text{near}}], [s_{\text{new}}], u)$ 
7:   return  $[s_{\text{new}}]$ 
8: end if
9: return  $\emptyset$ 

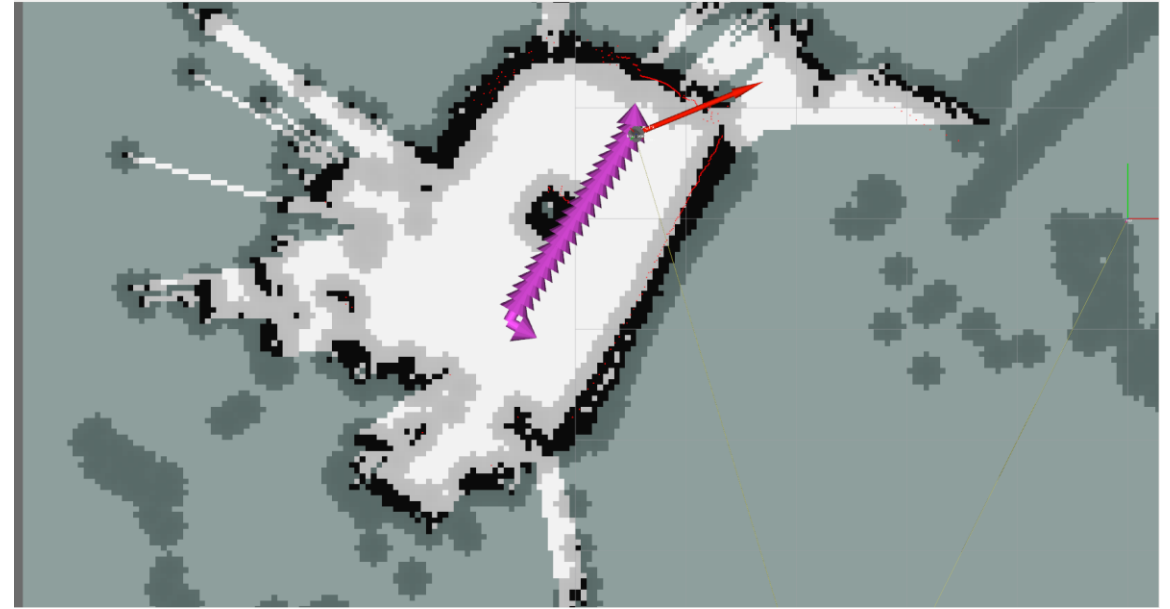
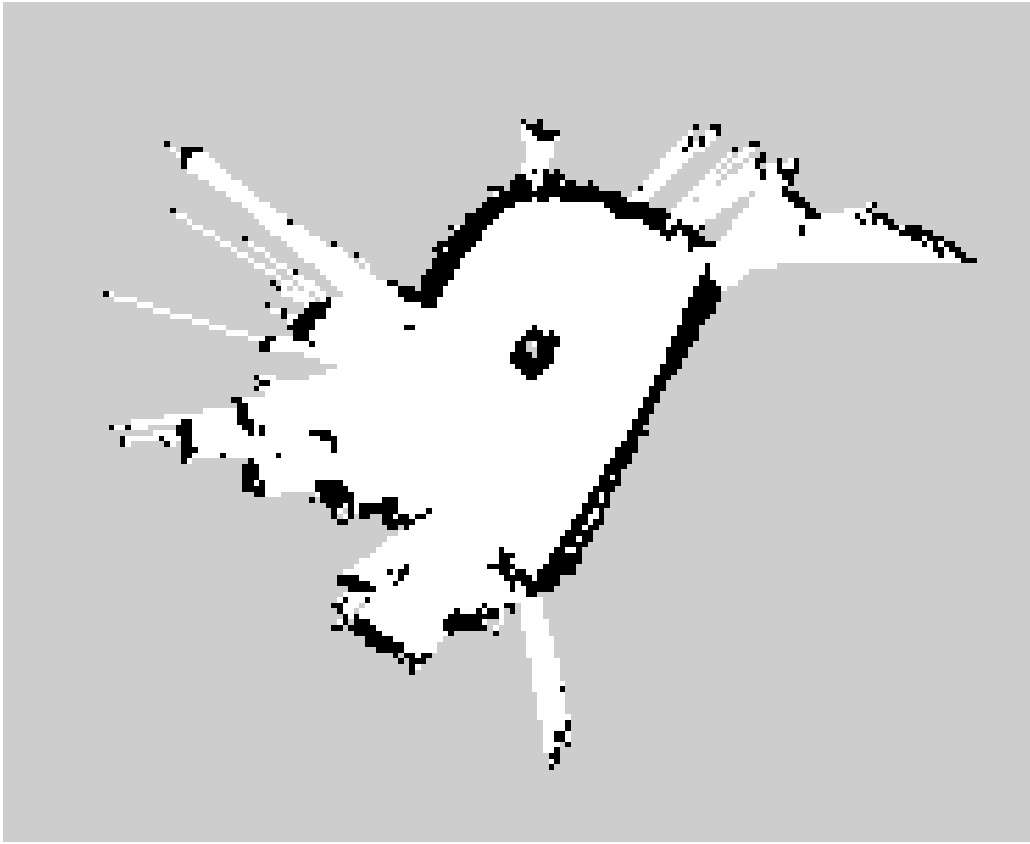
```



Un robot-taupe...

- Distance max du LIDAR
- Trop de régularité déstabilise le SLAM





SLAM & Navigation



