

# ROBOTICS PROJECT – PART 1

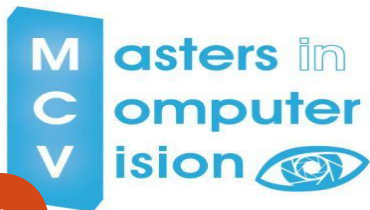
Supervisors: Ralph SEULIN, Cedric DEMONCEAUX

Presented by

ChaKon

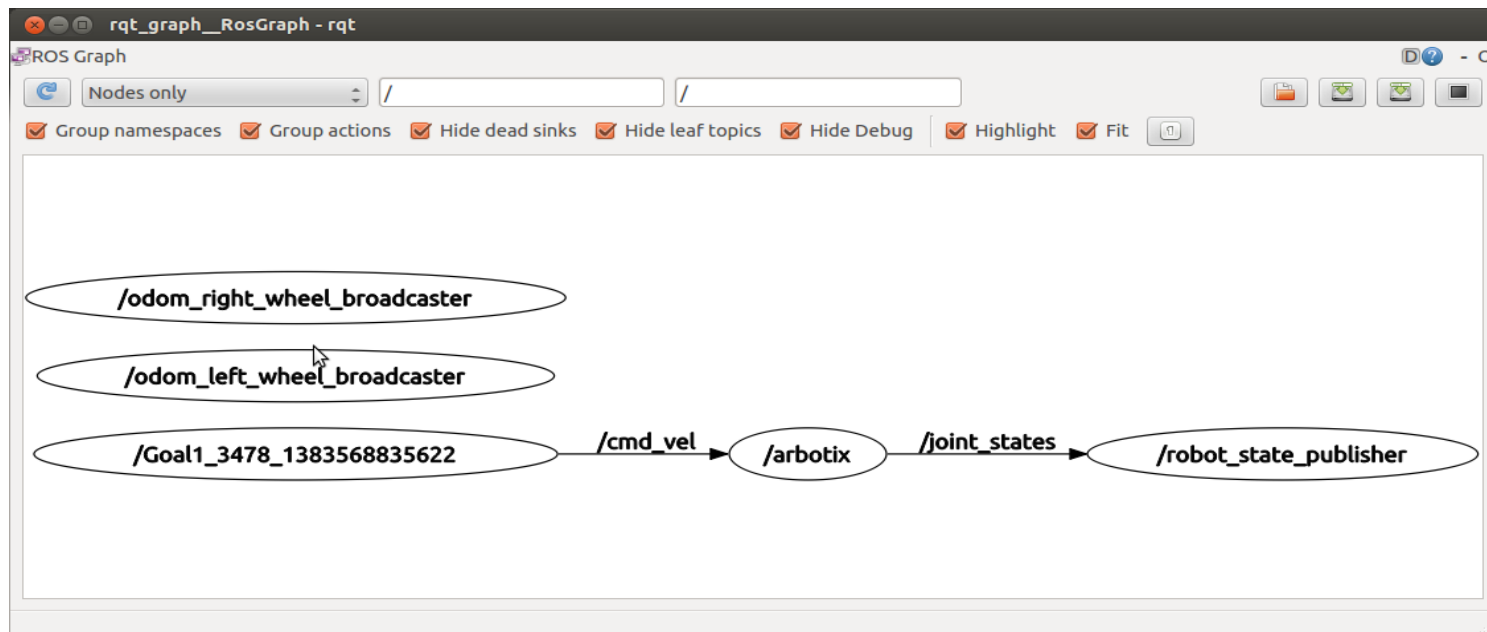
Jampy Florian

Sai Krishna Pathi



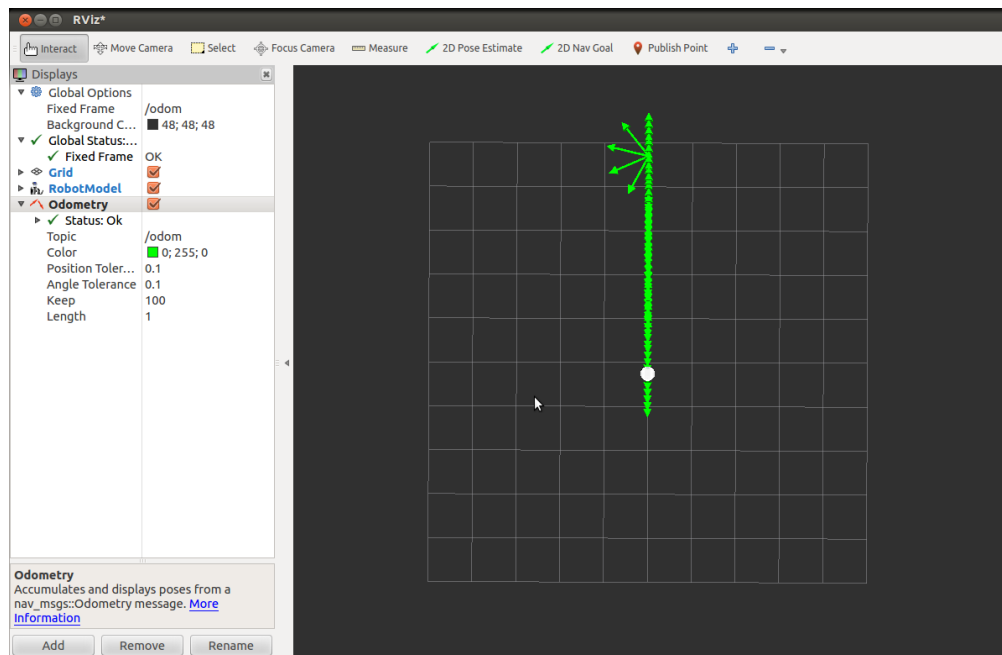
# TASK 1 – Motion Planning (start to target)

- Code developed using simple for loop taking linear and angular velocities with low level programming.
- rqt\_graph



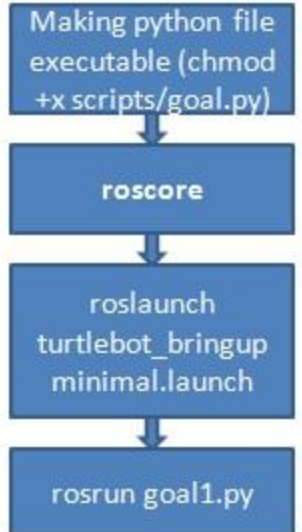
# TASK 1 – MOTION PLANNING

- rviz (simulator) results



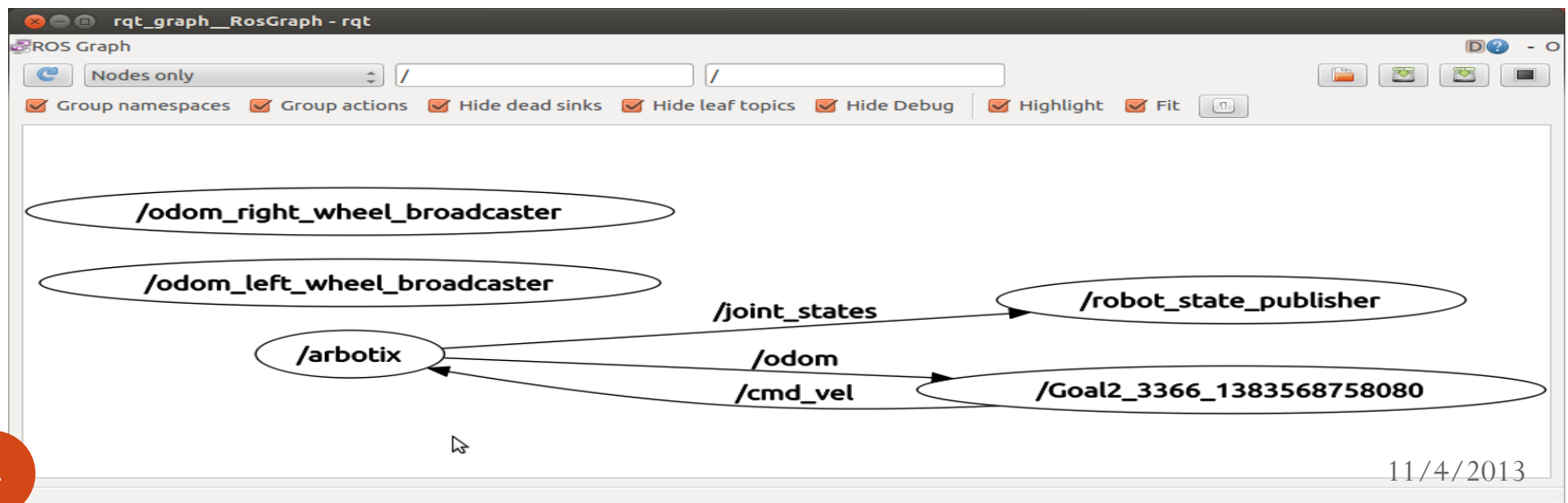
- Demonstration

## Real TurtleBot



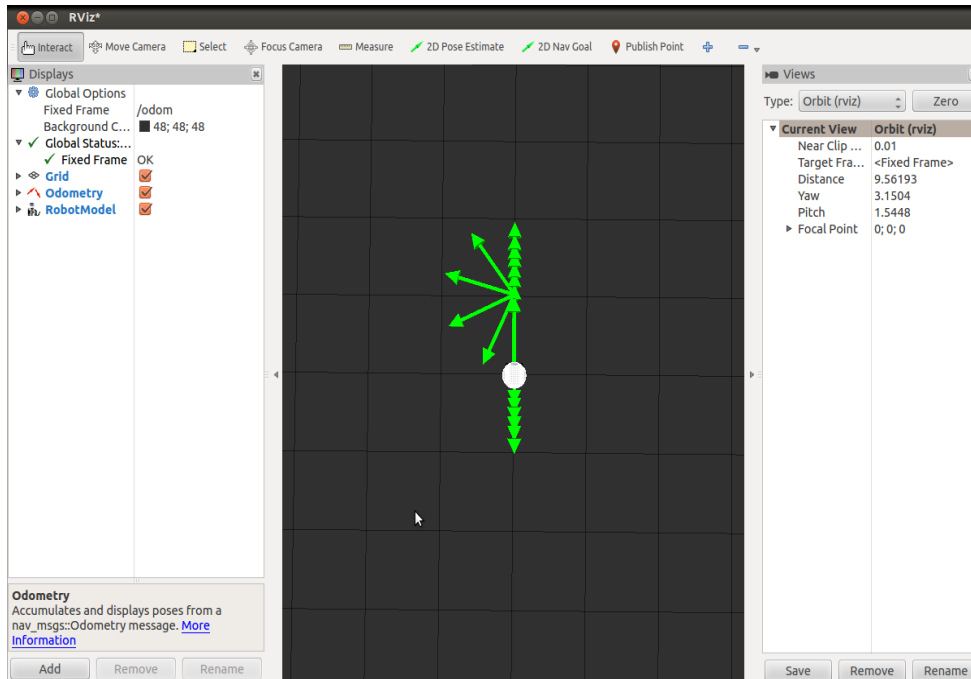
# TASK 2 – MOTION PLANNING (Start – Target – Start)

- Code developed using Twist and odometry messages which doesn't provide satisfactory results so we take gyroscope information into consideration to get angle.
- `rqt_graph`



# TASK 2 – MOTION PLANNING (Start – Target – Start)

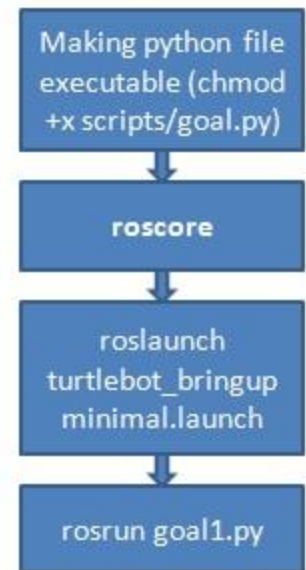
- rviz results



- Demonstration

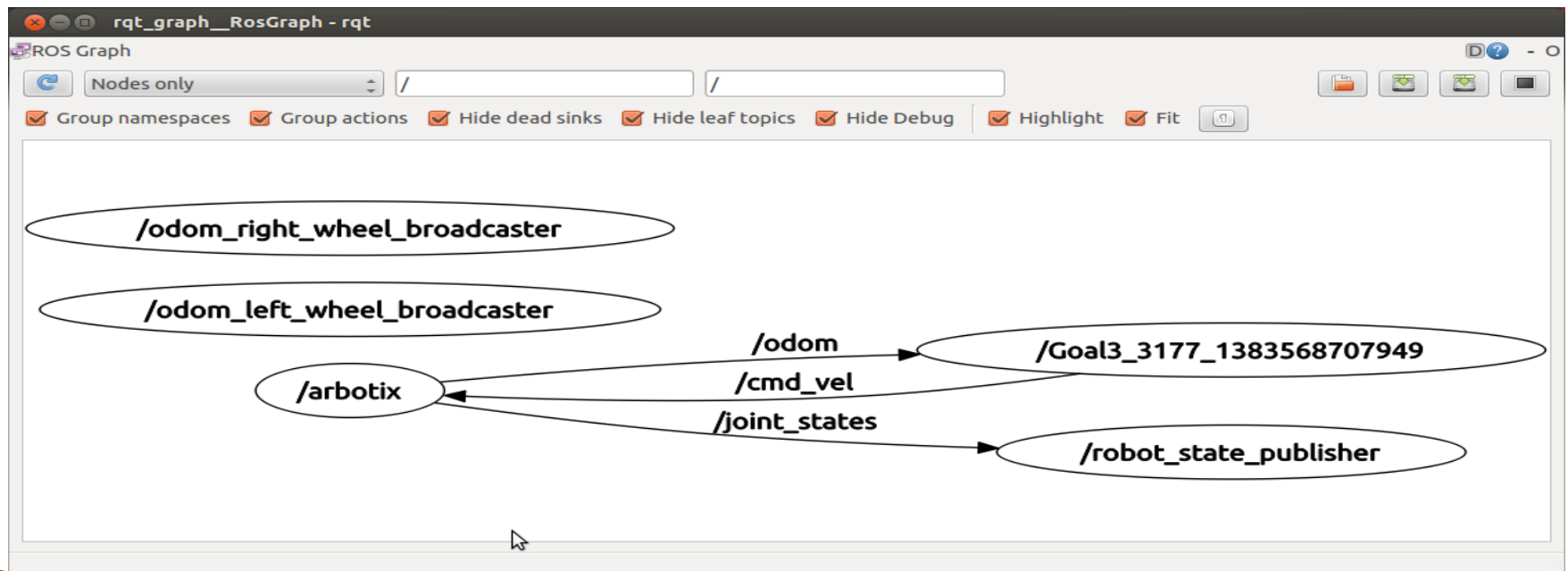
- In real time environment we get good result Using gyro information.

## Real TurtleBot



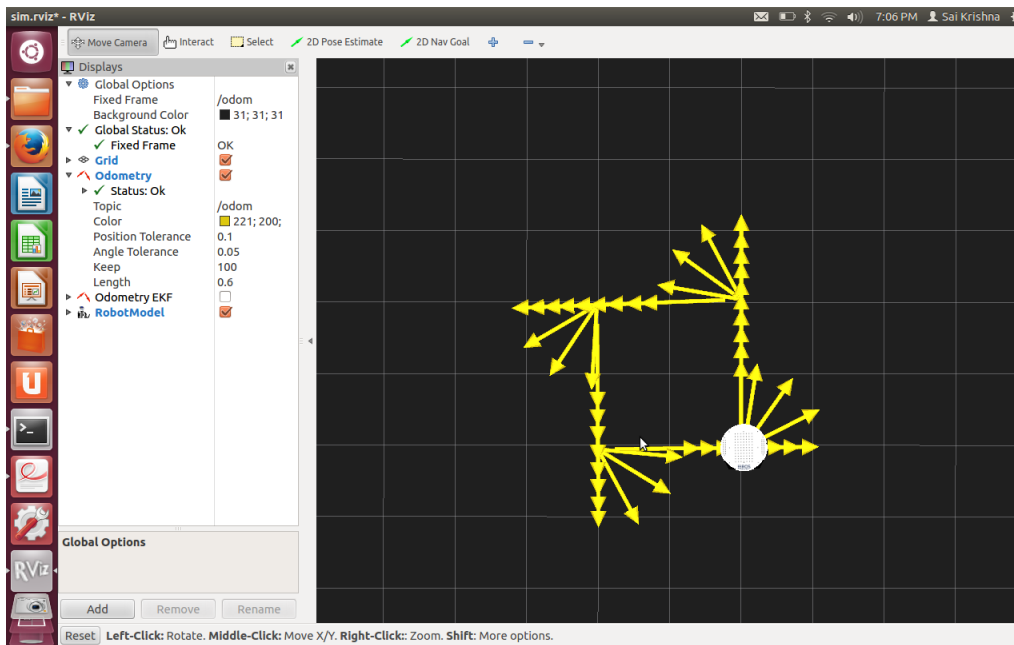
# TASK 3 – NAVIGATION A SQUARE WITH TWIST/ODOMETRY

- We take gyroscope reading which gives good results when compared to odometry messages.
- rqt\_graph



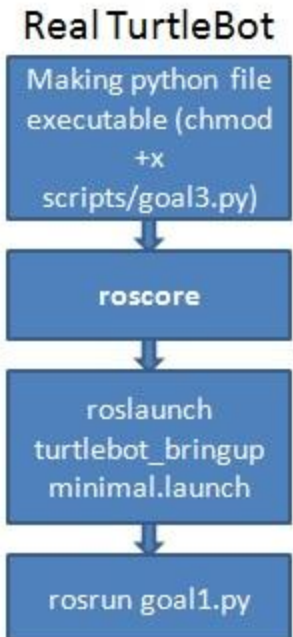
# TASK 3 – NAVIGATION A SQUARE WITH TWIST/ODOMETRY

- rviz results



- Demonstration

- Taking Gyro into consideration we get good result  
In both simulator and real time environment.



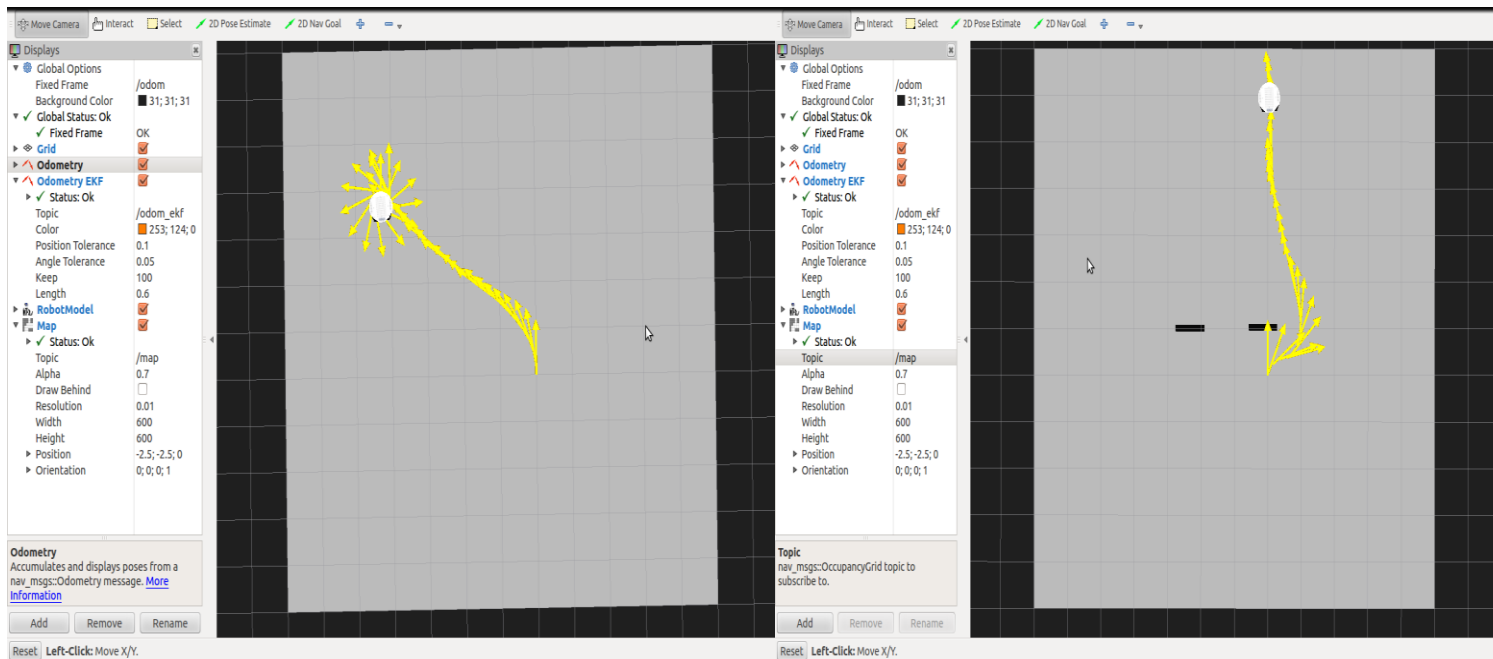
# TASK 4 – NAVIGATION WITH PATH PLANNING

- Used different packages for path planning. Start pose and Goal pose should be same.
- Using Move\_base (Global & Local Planner), AMCL (Adaptive Monte Carlo Localization) and EKF (Extended Kalman Filter).
- For AMCL we need laser information and map of the environment.



# TASK 4 – NAVIGATION WITH PATH PLANNING

- rviz results using Move\_Base Path Planning



## Fake TurtleBot

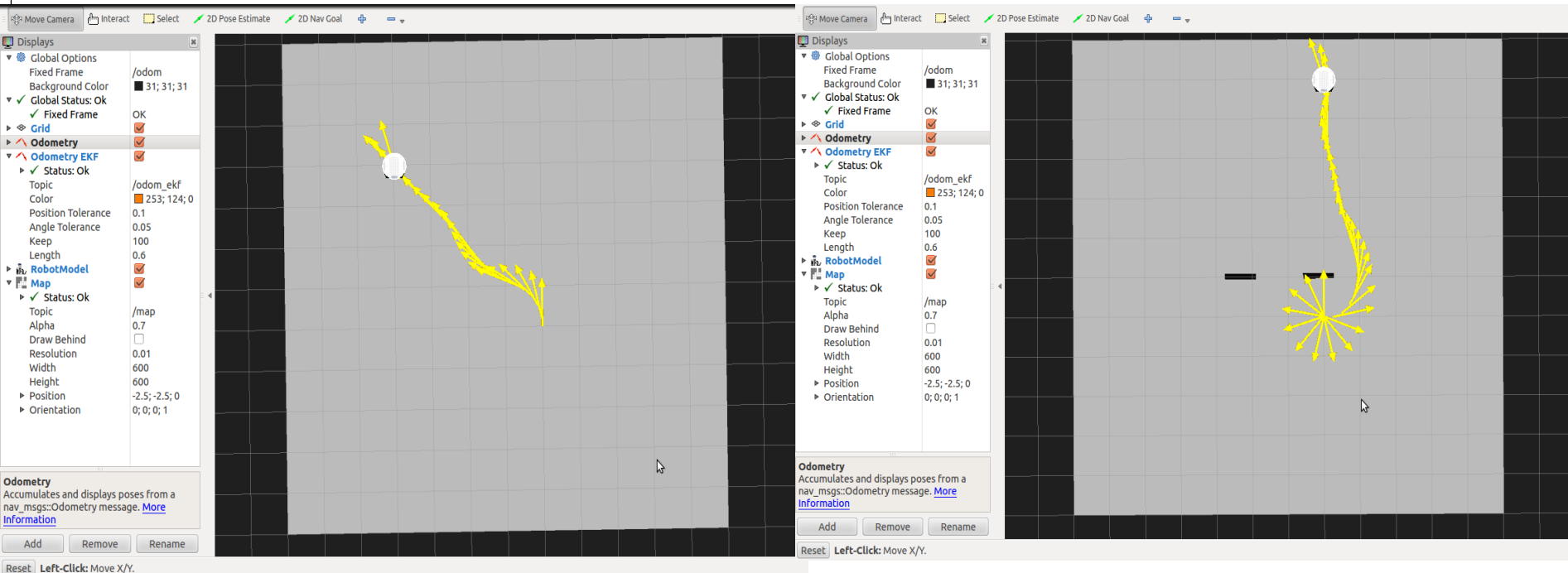


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- Demonstration

# TASK 4 – NAVIGATION WITH PATH PLANNING

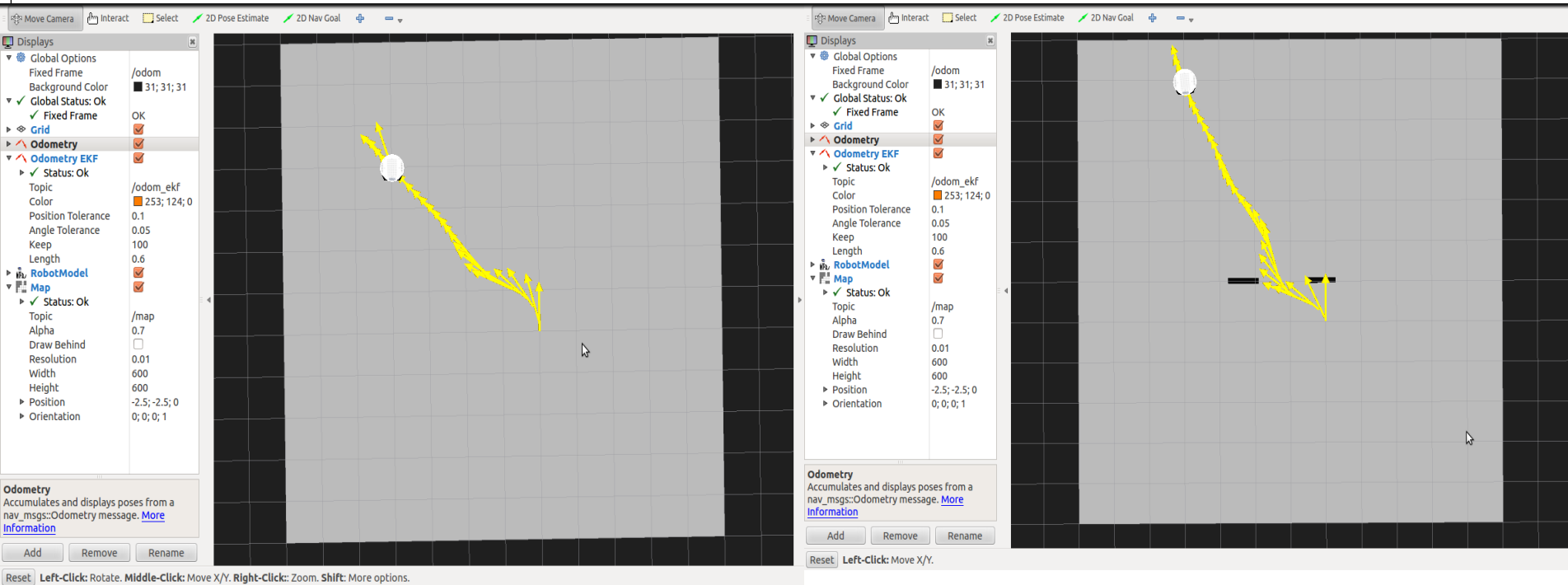
- rviz results using AMCL Path Planning



- Demonstration

# TASK 4 – NAVIGATION WITH PATH PLANNING

- rviz results using EKF Path Planning



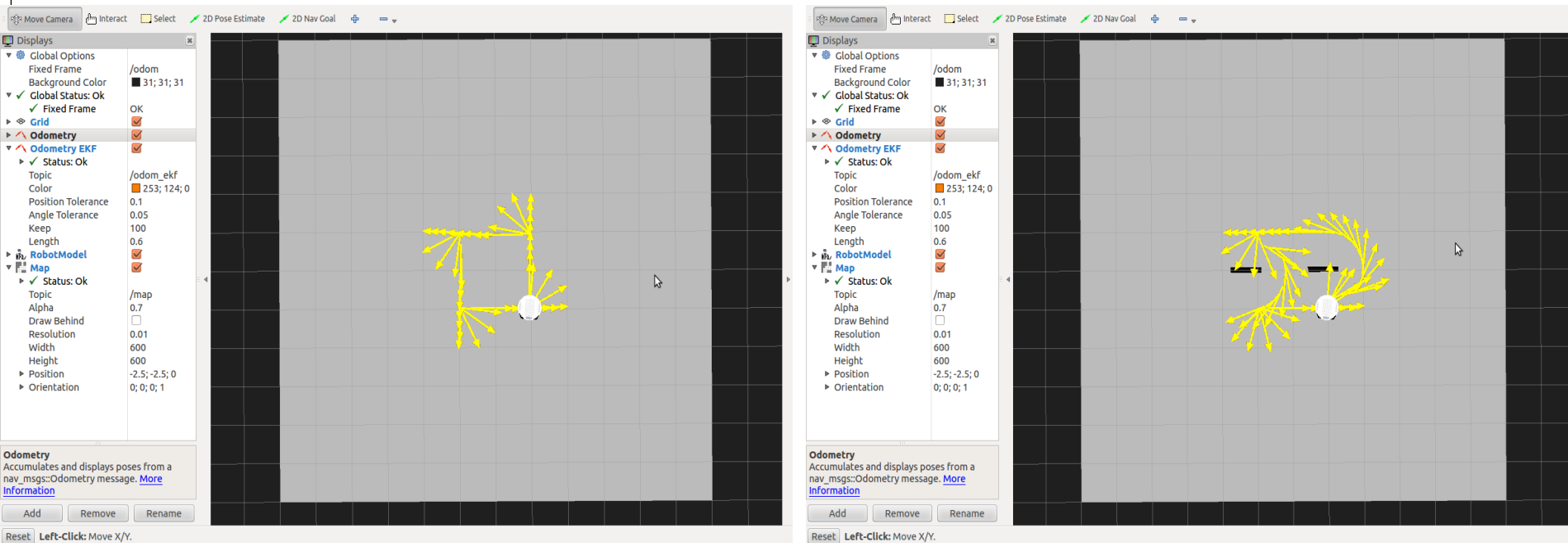
- Demonstration

# TASK 5 – NAVIGATION SQUARE WITH PATH PLANNING

- In order to get the optimal path we implemented `move_base` which includes both global and local map.
- We get good result in simulator and real time environment.

# TASK 5 – NAVIGATION SQUARE WITH PATH PLANNING

- Rviz results using Move\_Base Path Planning



- Demonstration



