

WALL-E "Spirals" Out of Control

Joshua Abraham, Amer Alshoghri, Julia Paglia, Shawn Verma

Introduction

Automation is becoming increasingly present in various workplaces, allowing companies to complete the same amount of automated labour as manual, at a fraction of the cost.

Problem Statement

Design a robot that can clean up an entire eatery space as quickly as possible, while also ensuring that all trash is efficiently sorted into appropriate bins.

Stakeholders and Target Users

CUSTOMERS

 Main goal is to efficiently maintain a clean eatery space, ensuring an improved customer experience

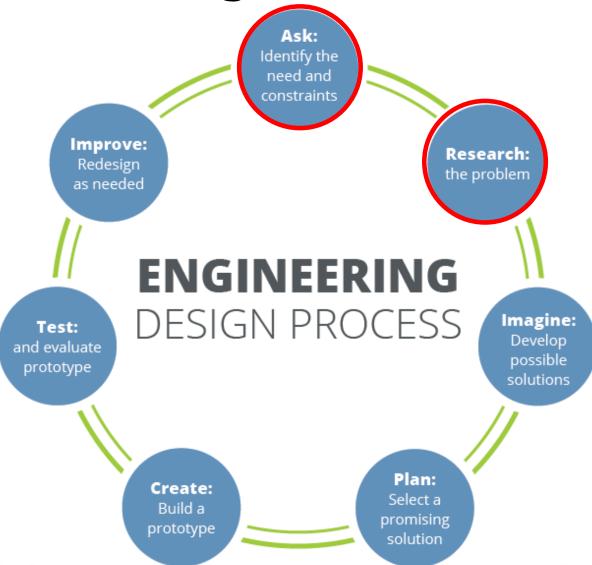
RESTAURANT STAFF

- Staff will spend less time cleaning the space
- Management will not have to pay for closing staff to clean

ENVIRONMENT / GENERAL PUBLIC

 Garbage will be sorted to ensure proper disposal, eliminating human error

Design Process



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Main Objectives/Needs

1. Optimized Navigation

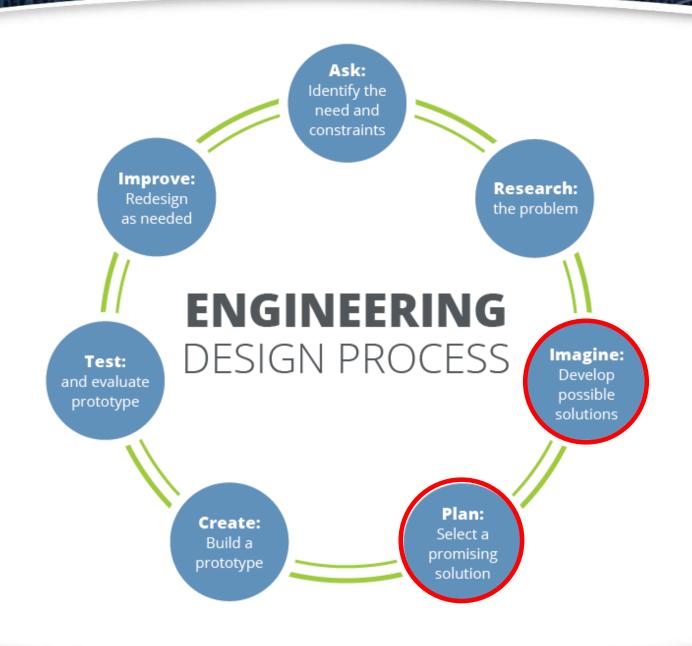
Robot must navigate to dirty locations as quickly as possible

2. Efficient Garbage Sorting

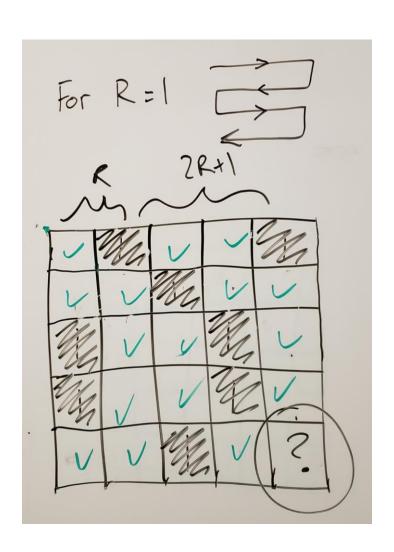
Robot must sort collected garbage into appropriate bins

3. Customer Experience

Robot must maintain clean eatery for customers to enjoy

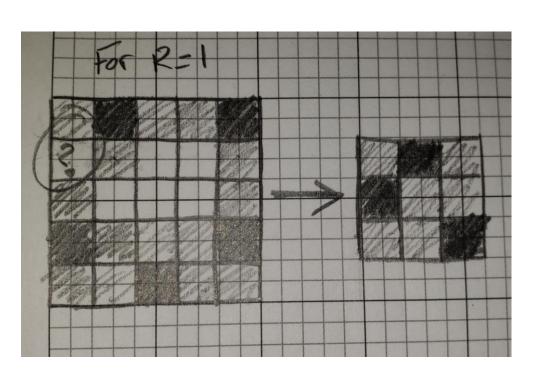


Possible Solutions



- 1. "Snake" Traversal for Scanning
 - Excessive re-scanning needed
 - Does not always scan all tiles

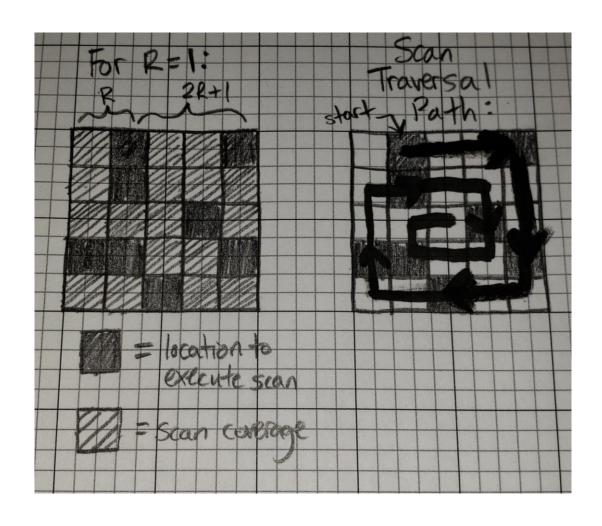
Possible Solutions



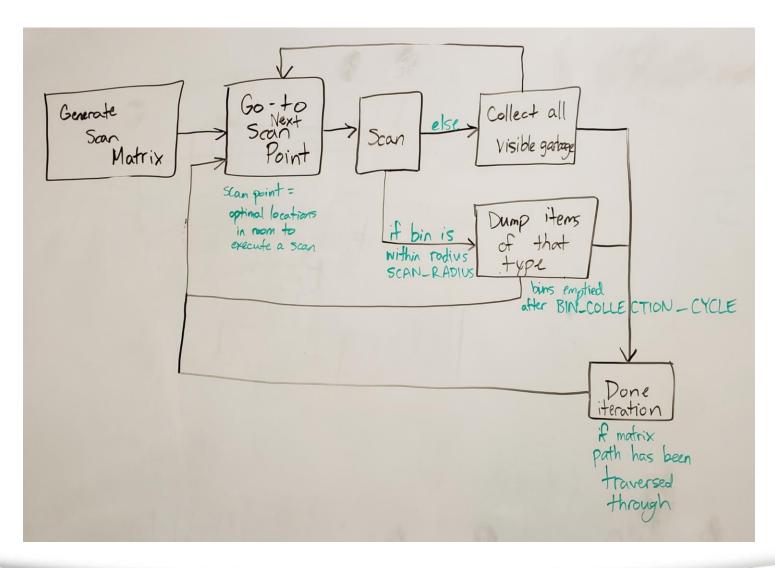
2. Recursive Traversal

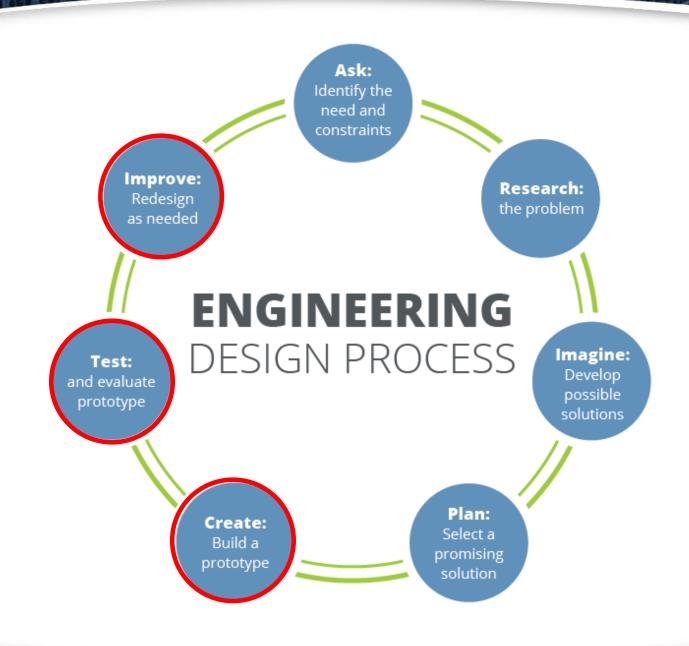
- Breaks down size of room
- Does not always scan all tiles in single

Chosen Solution – Spiral Traversal



Design Overview

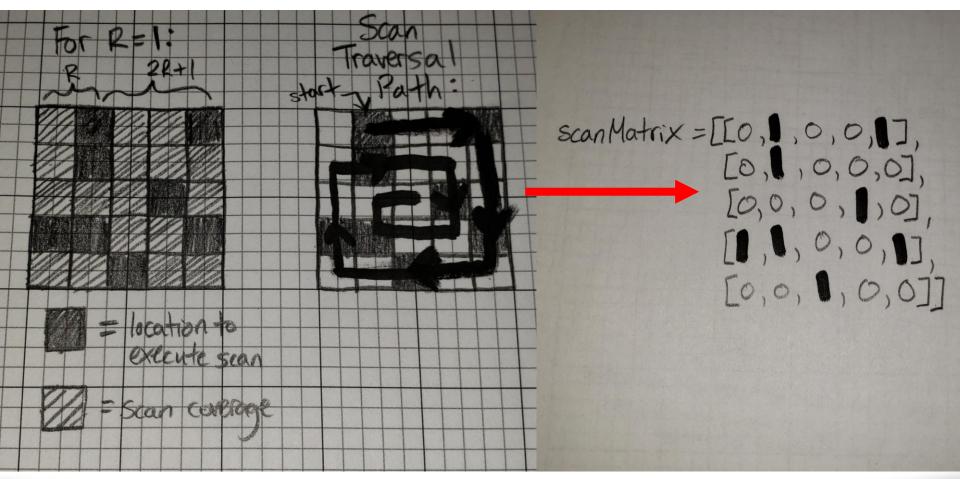




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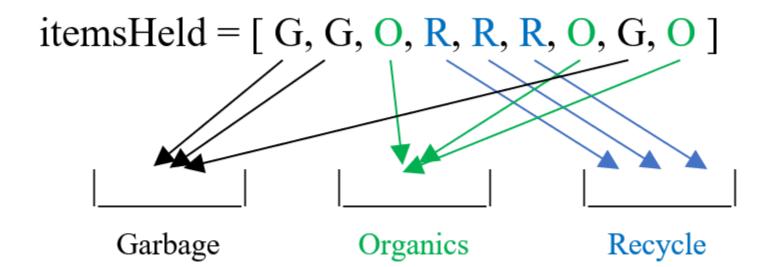
Implementation

1. Optimize Floor Coverage for Scanning



Implementation

2. Efficient Garbage Sorting



Limitations of Solution

- Inefficient item collection order
 - Priority was given to covering more unique surface area per scan
- Difficult to test
 - Only provided one instance with API key
- Time constraint

