



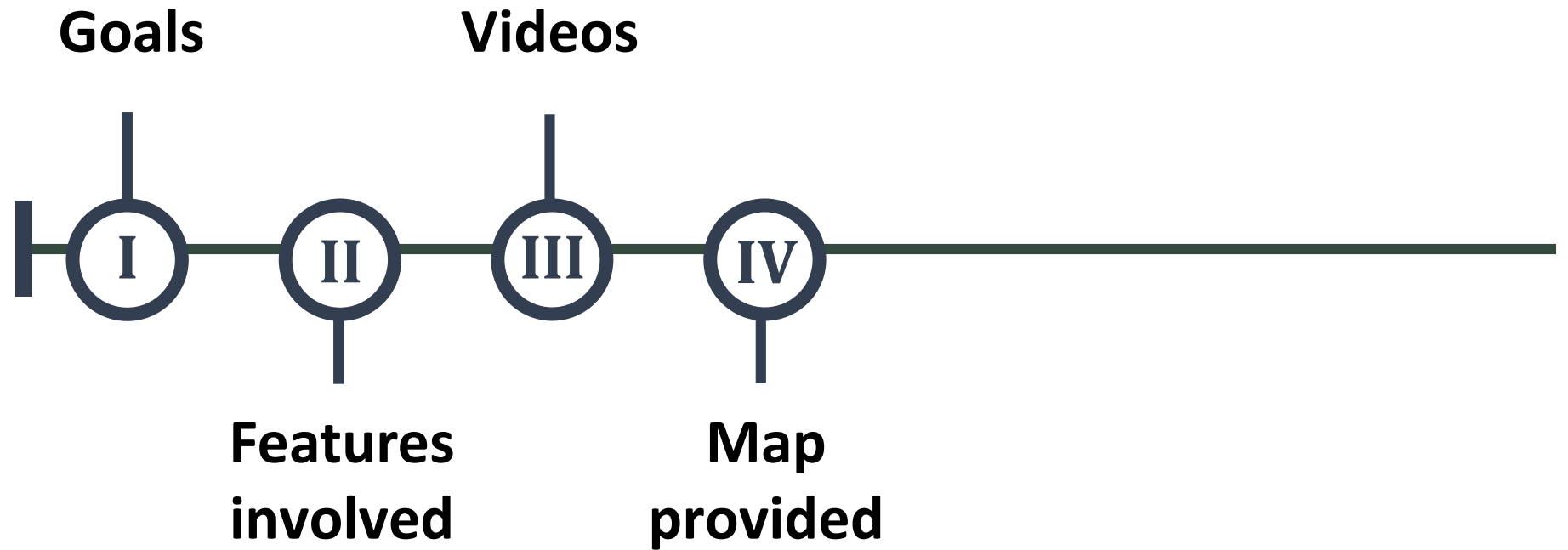
# Autonomous Robotics

## CS - 7630

Final

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# Plan :



## The mission of our autonomous robot:

- Highest wifi intensity mapping
- Environnement mapping

## The tools designed:

- Environment mapping, AR-tag-based SLAM
- Environment mapping, occupancy grid
- Trajectory planning
- Path following, replanning, and obstacle avoidance
- Autonomous Exploration
- Wifi Mapping
- Autonomous docking/undocking and Battery management

## Environment mapping, AR-tag-based SLAM

## AR-tag-based SLAM



## Update Equations

- (1) Project the state ahead  
$$\hat{x}_k^- = f(\hat{x}_{k-1}, u_{k-1}, 0)$$
- (2) Project the error covariance ahead  
$$P_k^- = A_k P_{k-1} A_k^T + W_k Q_{k-1} W_k^T$$

## Prediction Equations

- (1) Compute the Kalman gain  
$$K_k = P_k^- H_k^T (H_k P_k^- H_k^T + V_k R_k V_k^T)^{-1}$$
- (2) Update estimate with measurement  $z_k$   
$$\hat{x}_k = \hat{x}_k^- + K_k (z_k - h(\hat{x}_k^-, 0))$$
- (3) Update the error covariance  
$$P_k = (I - K_k H_k) P_k^-$$

State  
estimate

## 2

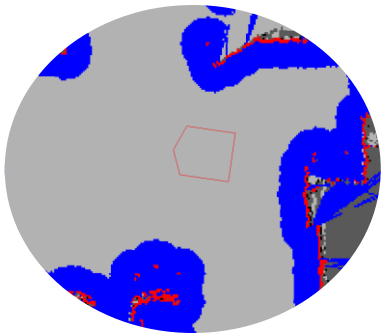
## Features

### Environment mapping, occupancy grid

#### Occupancy grid

#### Occgrid script

Cost Map



3 Hz



Laser Data →

- Free point?
- Unknown point?
- Border point?
- Occupied point?



2D  
Occupancy  
Grid

## Trajectory planning

**Obstacle Expansion**  
-> White Erosion

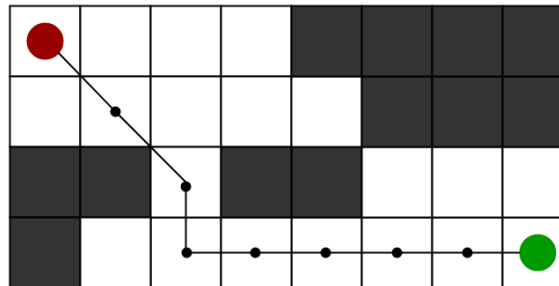
Expand the obstacles' radius



**Planning**  
-> A\* algorithm

Create and publish the path thanks to the A\* algorithm

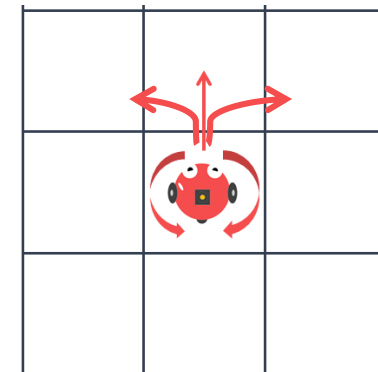
- A\* uses an Euclidean distance heuristic function  $h(n)$
- $f(n) = g(n) + \epsilon h(n)$



**Accounting for heading**

Change all features to work in 3 dimensions :

- Coordinates in the grid
- Point and matrices modifications
- Neighbours and costs



## 2

## Features

## Path following, Replanning and Obstacle avoidance

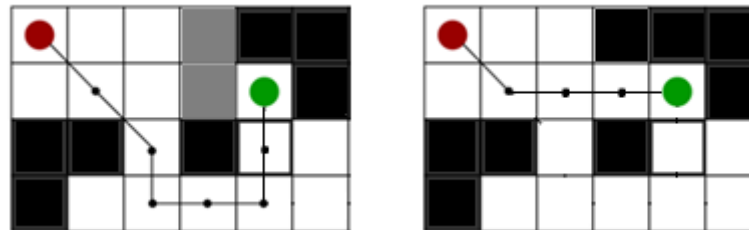
*Path following*

Compute Error  
between robot and  
goal

Publish linear and angular  
Velocity until error is low

*Replanning*

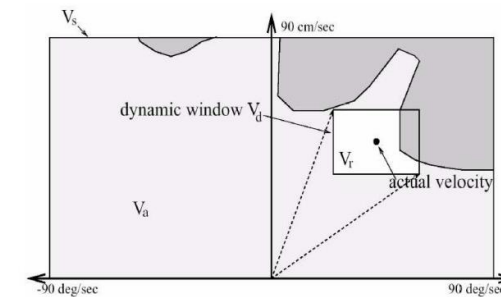
Every 5 seconds, the path is  
replanned to find a more suitable  
one if part of the grid was still  
unknown

*Obstacle Avoidance*

Implementation of the  
Dynamic Window  
obstacle

$$V_r = V_s \cap V_a \cap V_d$$

$V_s$ : static limits in velocity  
 $V_d$ : dynamic limits in change in velocity  
 $V_a$ : limits due to nearby obstacles

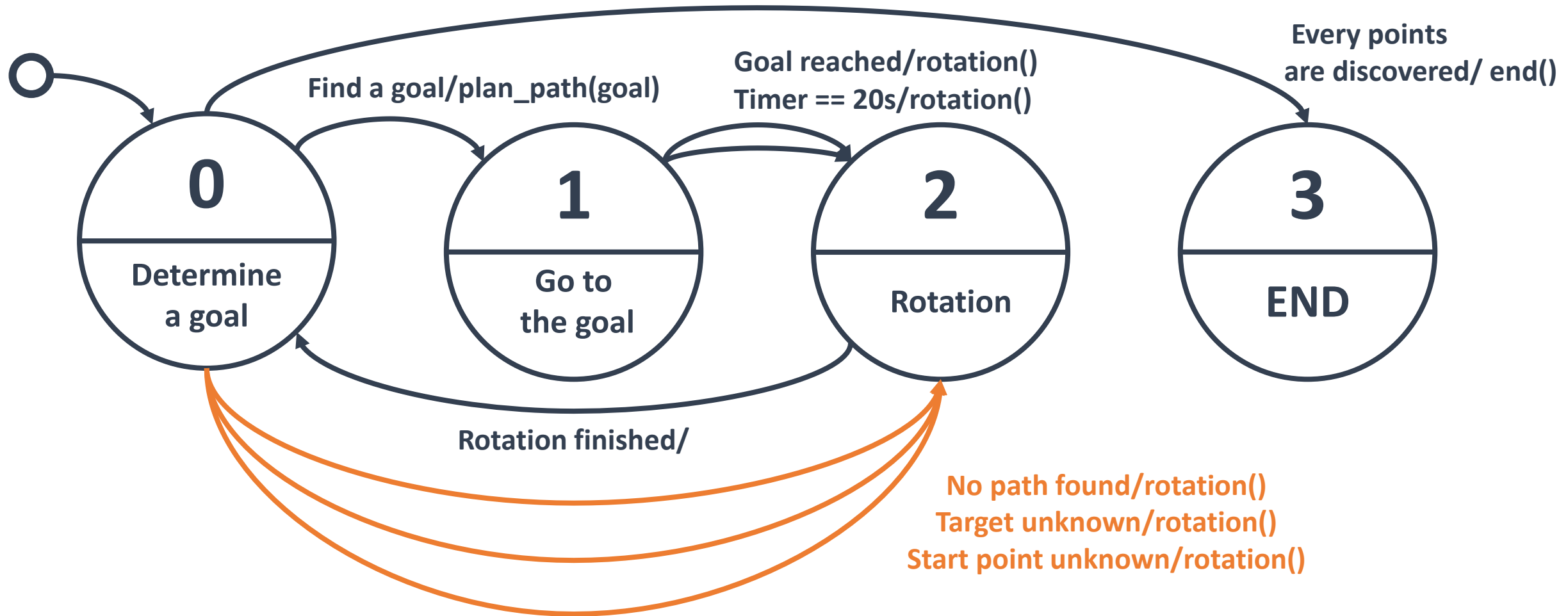




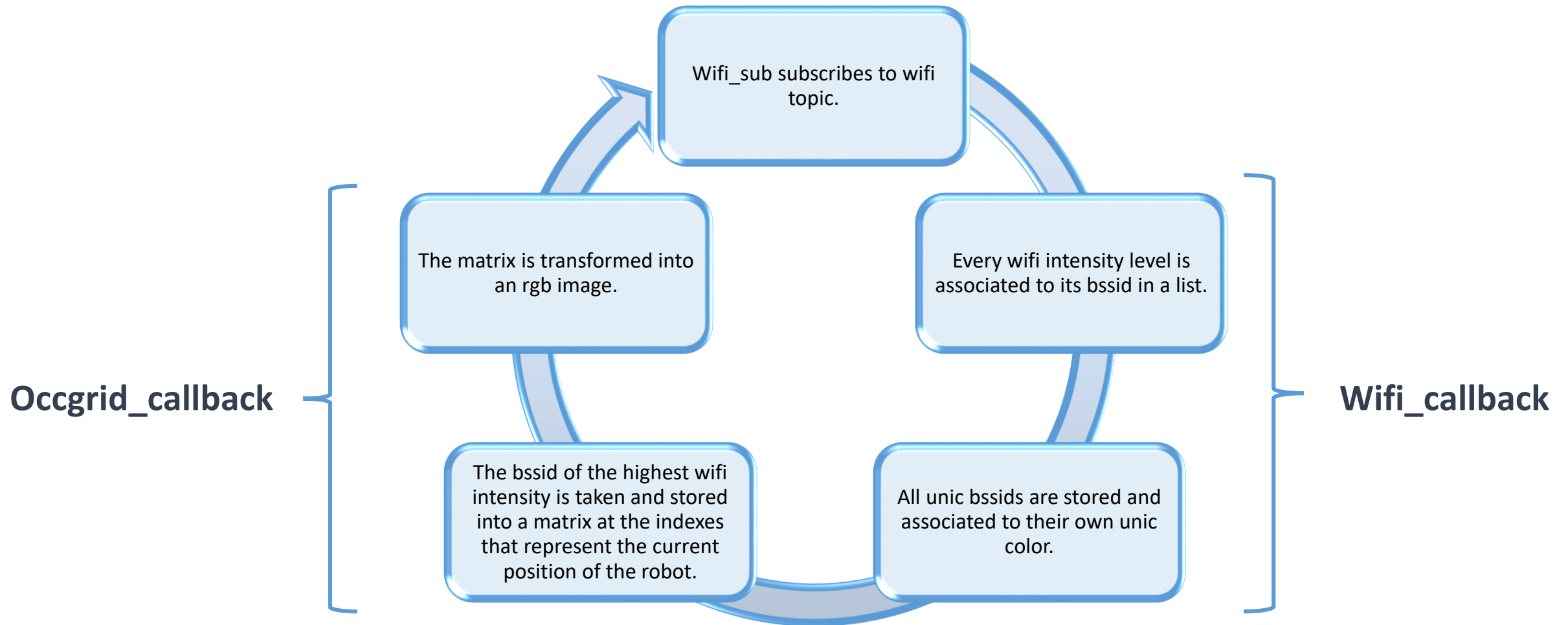
## 2

## Features

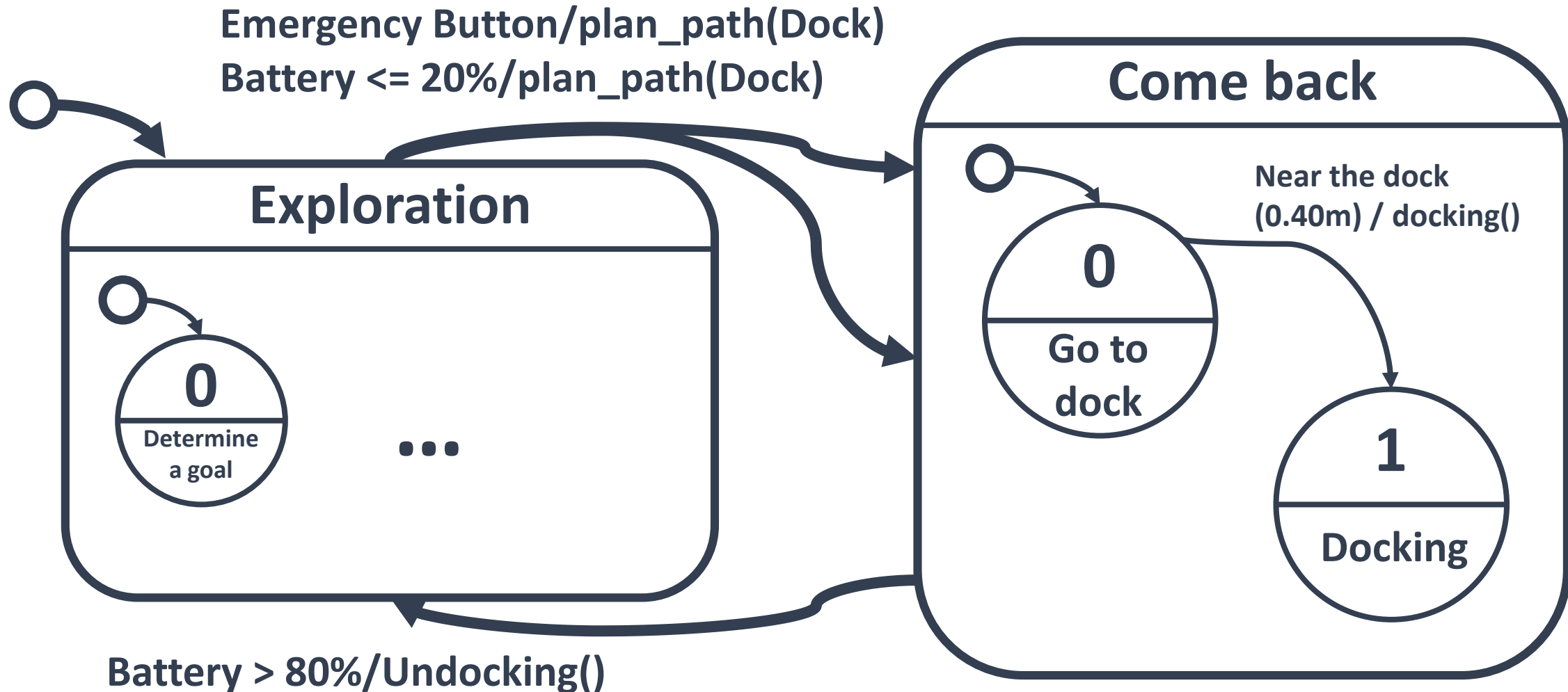
### Autonomous Exploration



## Wifi Mapping



## Docking/Undocking &amp; battery management



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## Videos

### The Dual Mapping

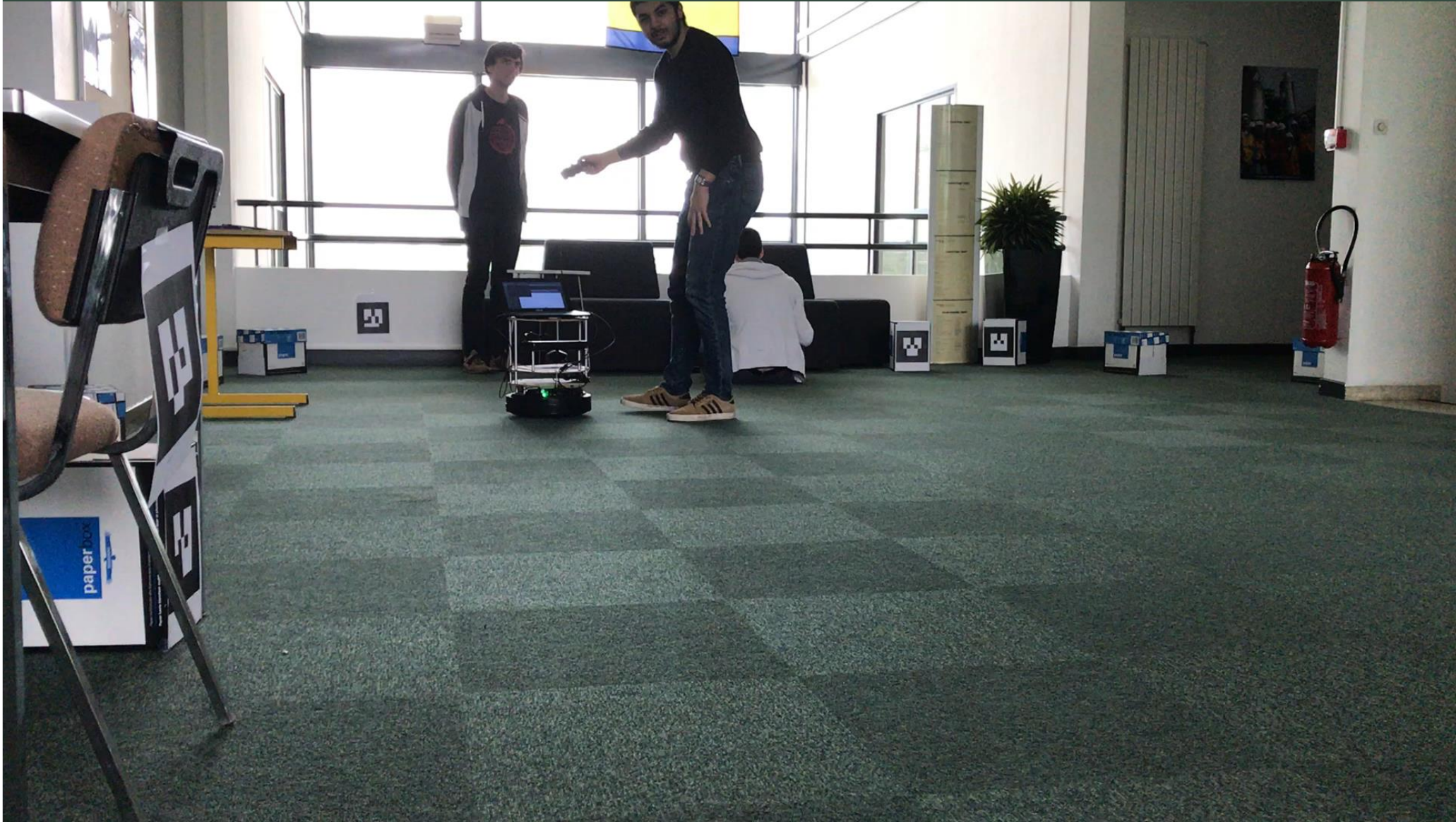




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## Videos

### The Docking



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## Maps provided

### WIFI Map



### Environment





# Questions