

SC 635  
Labwork

Aaron John  
Sabu

A1

Progress

A2

Progress

Tangent Bug

Tuning

Parameters

A3

Progress

Trajectory

RMSE

A4

Progress

# SC635: Advanced Topics in Mobile Robotics Labwork Report

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# Assignment 1

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## Assignment 01: Waypoint Generation and Trajectory Tracking with *turtlebot*

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- The developed scripts for waypoint generation as well as trajectory tracking had been submitted as part of the entire workspace
- Due to issues on my laptop, I had used a friend's laptop. The successful debugging of the code was not possible at that point of time

# Assignment 2

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## Assignment 02: Obstacle Avoidance with Range Sensing

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- Tangent Bug has been completed successfully, working in both worlds.
- Bug 2 has been designed. However, the simulation is not working and several efforts to debug have turned out futile.

# Tangent Bug

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**Tangent Bug**

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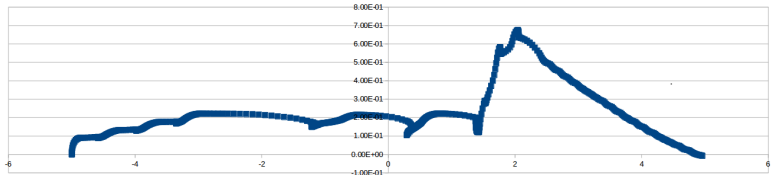
Progress

Trajectory

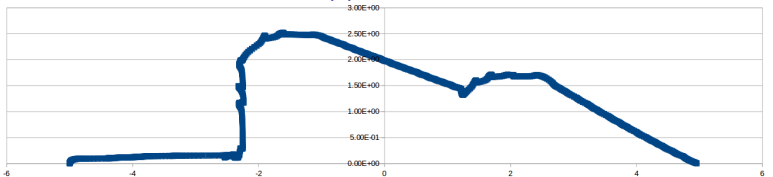
RMSE

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(a) World 1



(b) World 2

Figure 1: X-Y Plot

# Tuning Parameters

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- The distance cutoff chosen was 0.3 m; i.e., when the robot was closer than 0.3 m to the destination, the iterator was incremented
- The proportionality constant for linear motion was 0.40 and that for angular motion was 0.15
- The maximum angular error permitted for high linear velocities was  $2^\circ$ ; i.e., at a heading with an angular error more than  $2^\circ$ , the robot corrects the heading before moving forward significantly

# Assignment 3

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## Assignment 03: Trilateration with Ground Mobile Robot



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- The labwork has been successfully completed with variances up to  $(0.10, 0.10, 0.10)$ .

# Trajectory

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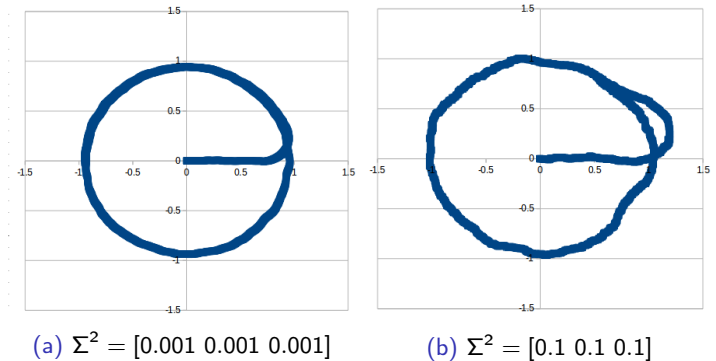


Figure 2: Trajectory Tracking

# Root Mean Square Error

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- Due to lack of individual state variable data in the above plot, the RMSE has been calculated as the distance from the required trajectory, which is the unit-radius circle about the origin.
- The RMSE has been calculated as follows:

$$RMSE = \sqrt{\frac{\sum_{i=1}^N ((x_i^2 + y_i^2) - 1)}{N}}$$

- The hence calculated RMSE for variance  $\Sigma^2 = [0.10 \ 0.10 \ 0.10]$  turns out to be 0.319

# Assignment 4

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## Assignment 04: Kalman Filter

# Progress

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- The scripts for this assignment has been completed.
- There exist certain bugs with respect to the matrix multiplication and inversion for the development of the Kalman filter. As a result, the workspace is not completely functional.