



# C3 - Intelligence Artificielle pour la Robotique

Bastien.vincke@universite-paris-saclay.fr

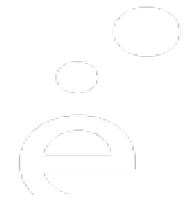


# Organisation

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## Séances :

- 12 Janvier      Robotique mobile et Webots (BV)
- 19 Janvier      Localisation (BV)
- 26 Janvier      Télémétrie laser (BV)
- 2 Février       Navigation réflective (BV)
- 16 Février, 30 Février, 8 Mars – Sergio Rodriguez (IA)



## Format :

- 1h de présentation / cours
- 2h30 de TP sur simulateur Webots en binôme

## Évaluation (pour ma partie) :

- 3 comptes rendus (à partir du second TP) à rendre avant le vendredi suivant.

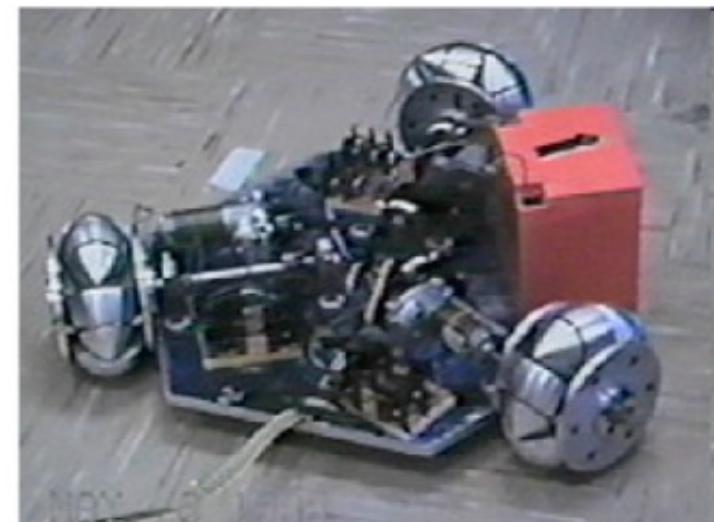
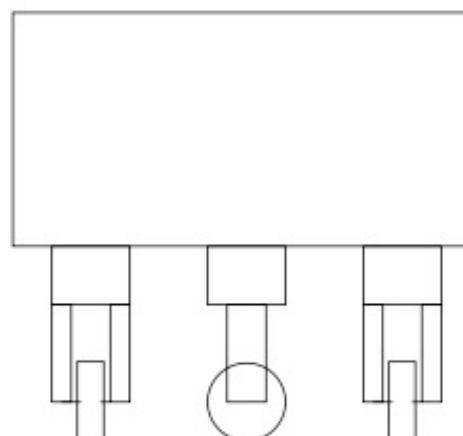
# Etudiants inscrits

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BERTHOUMIEUX Simon  
CHASSIN Victor  
CHOUKRI Yassine  
DERBAL Iyadh  
DJELLALIL Yacine  
DO NASCIMENTO SANTOS Alaf  
HOLLENSTEIN Guillaume  
KHORSI Mohamed Merzak  
LI Ziyu  
x MASSCHELIER Paul-Marie  
OMARINI Thomas  
TAFFIN Gabriel  
TRUONG Alexandre

# Plateforme Holonome

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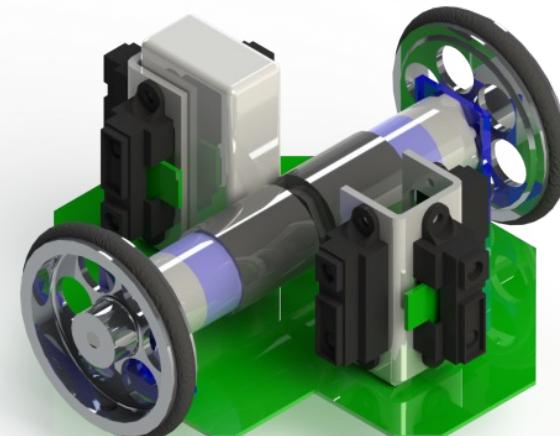
# Plateforme à pattes

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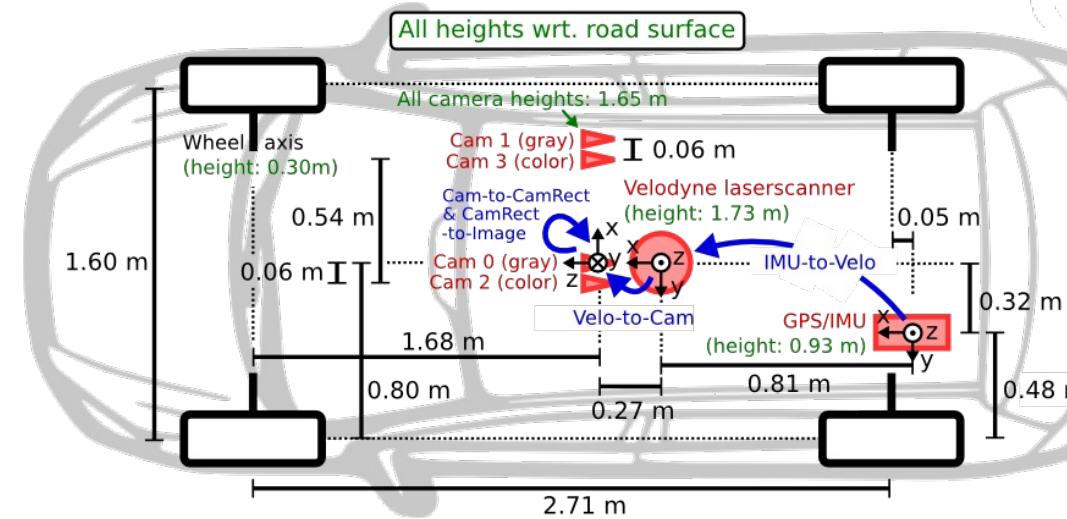


# Robot différentiel

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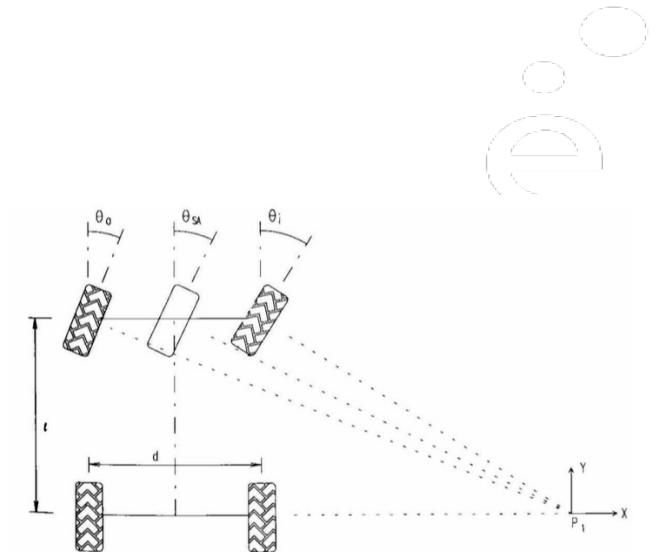
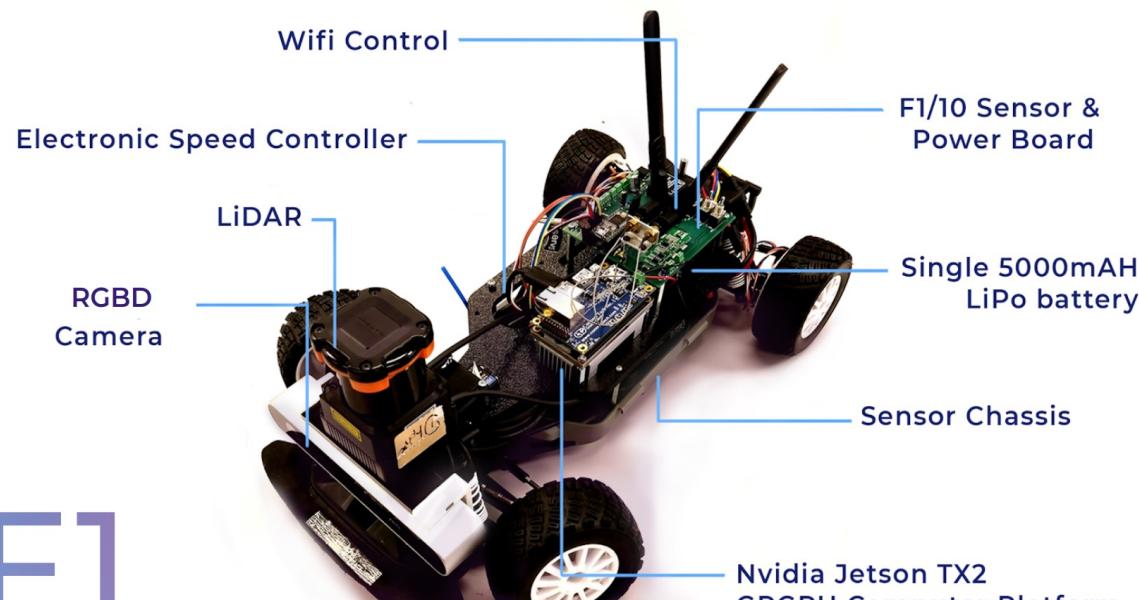


# Robotique mobile



# Robotique mobile

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# Les stratégies de navigation

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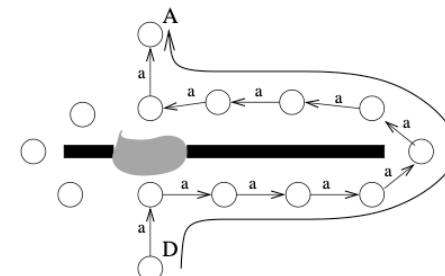
## 1 - Approche d'un objet

## 2 - Guidage

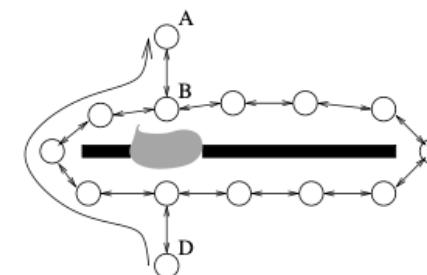
## 3 - Action associée à un lieu

## 4 - Navigation topologique

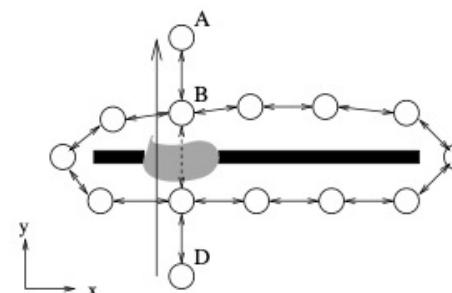
## 5- Navigation métrique



■ Obstacles  
○ Lieux mémorisés  
Zone inexplorée  
→ Direction à prendre pour atteindre le lieu A  
→ Trajectoire suivie par l'animat



■ Obstacles  
○ Lieux mémorisés  
Zone inexplorée  
↔ Possibilité de passer d'un lieu à un autre  
→ Trajetotire suivie par l'animat



■ Obstacles  
○ Lieux mémorisés  
↔ Possibilité de passer d'un lieu à un autre  
Zone inexplorée  
→ Trajetotire suivie par l'animat  
↔ Possibilité de passer d'un lieu à un autre déduite de leur position relative

# Les architectures de contrôle

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A



B



C



# Robotique mobile

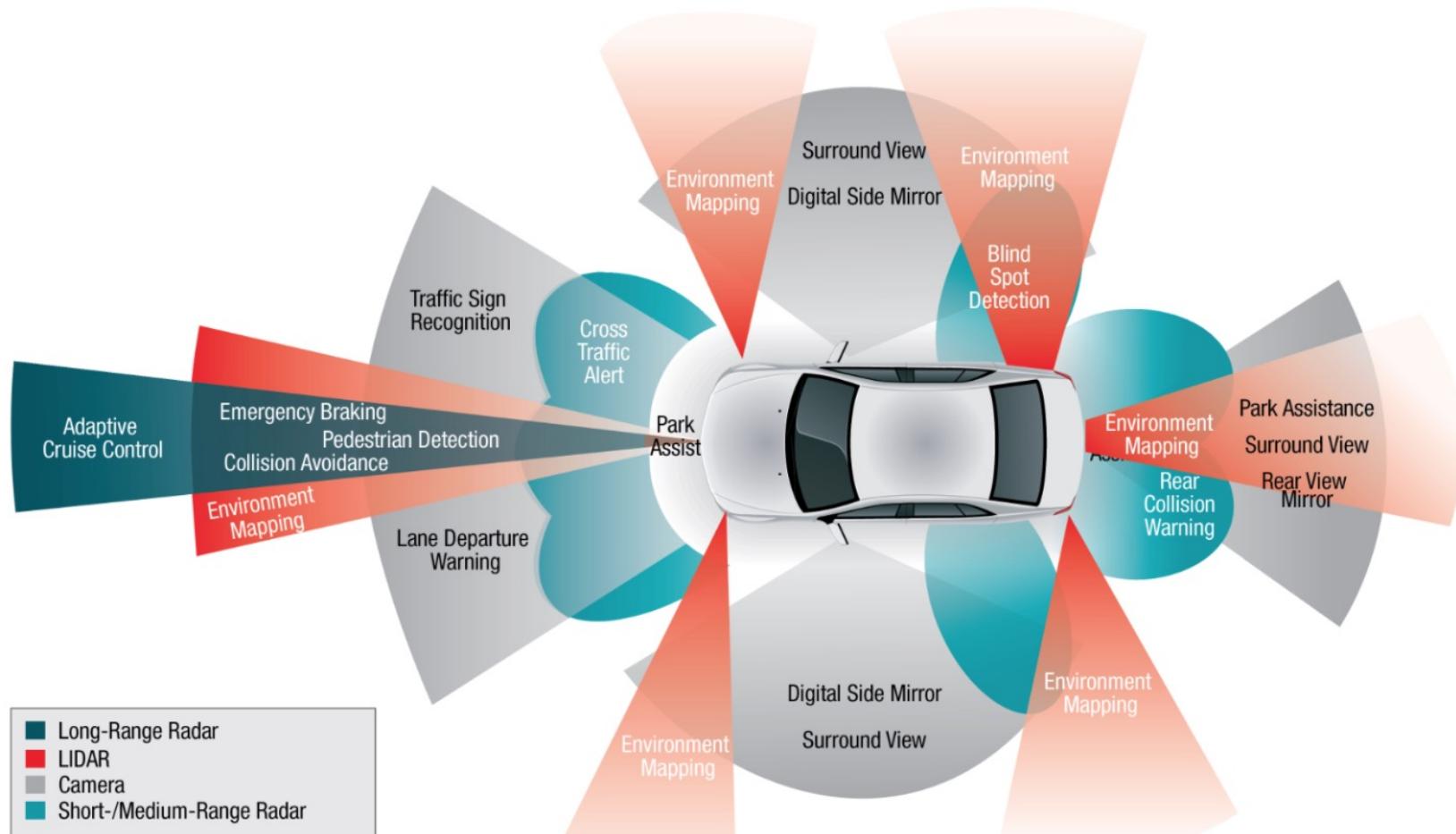
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Algorithmes de base d'un véhicule autonome :

- Planification
- Localisation
- Perception de l'environnement

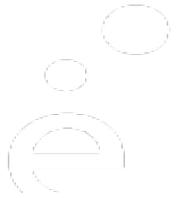
→ Regroupé dans la « navigation »

# Les sources d'information



# Les sources d'information

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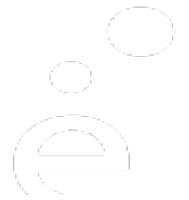


**Informations proprioceptives**  
**Informations extéroceptives**

# Informations proprioceptives

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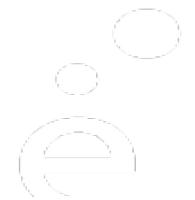
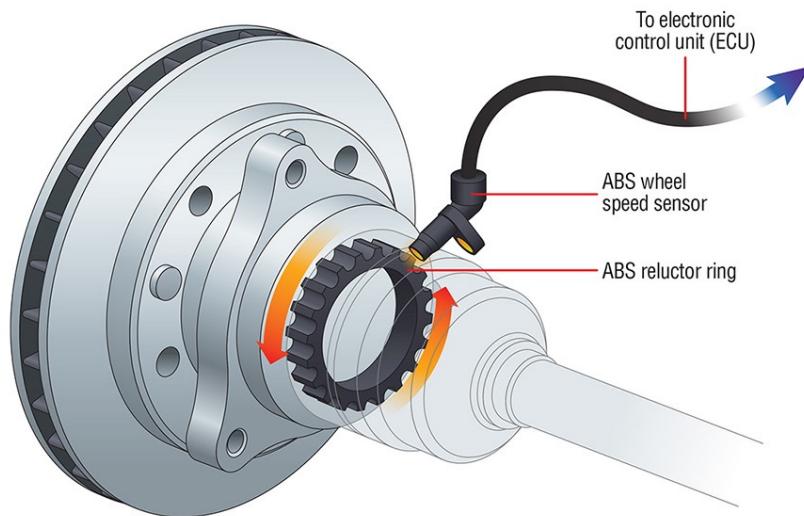
## Centrale inertielle



# Informations proprioceptives

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## Odométrie



# Informations proprioceptives

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## Système radar

### CORREVIT L-CE-Sensor

A compact sensor with integrated optics and (E)lectronics for the non-contact and non-slip measurement of length (distance) and speed on roads, off-road and on rails.

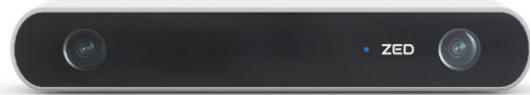


<b>Working Range</b>	1-400 km/h
<b>Frequency Output</b>	350 pulses/m down to 35 pulses/km
<b>Analog Output</b>	12.5, 25, 50, 100 mV/km/h
<b>Linearity</b>	0.2%
<b>Power Supply</b>	9 - 14.5 V/DC, 25W
<b>Operation Temp</b>	-25 ° to + 50 °C
<b>Working Range of the Sensor</b>	300mm ± 60
<b>Dimensions</b>	approx 150 x 60 x 85 mm
<b>Weight</b>	approx 1.3 kg
<b>Cable Length</b>	5m

# Informations extéroceptives



Structured Light



Stereo Camera



Monocular Camera



Radar



Ultrasonic



Planar LIDAR



3D LIDAR



Solid State LIDAR

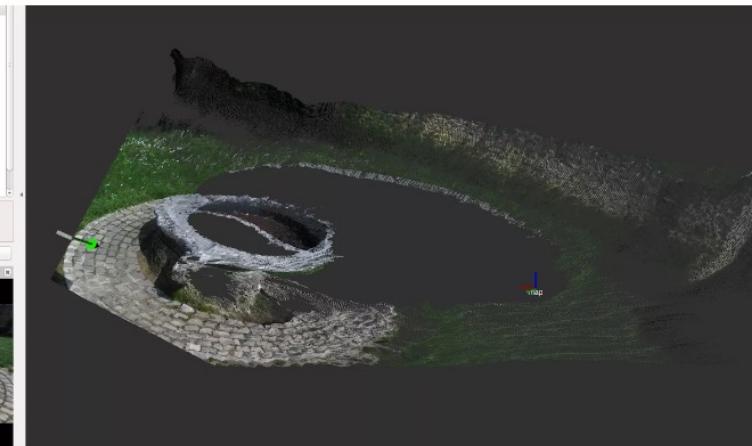
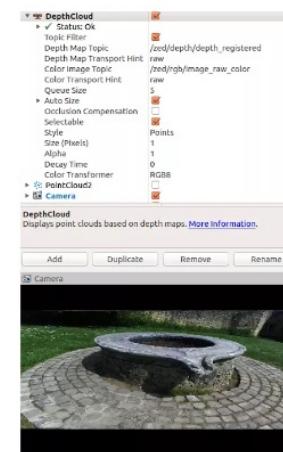
# Stereo Camera

Demo Hardware: ZED Camera

Working Principle: Stereo/Multiview Geometry

Advantages: Range, outdoor performance, ‘scalability’

Disadvantages: Low texture surfaces, baseline width determines range, processing requirements.



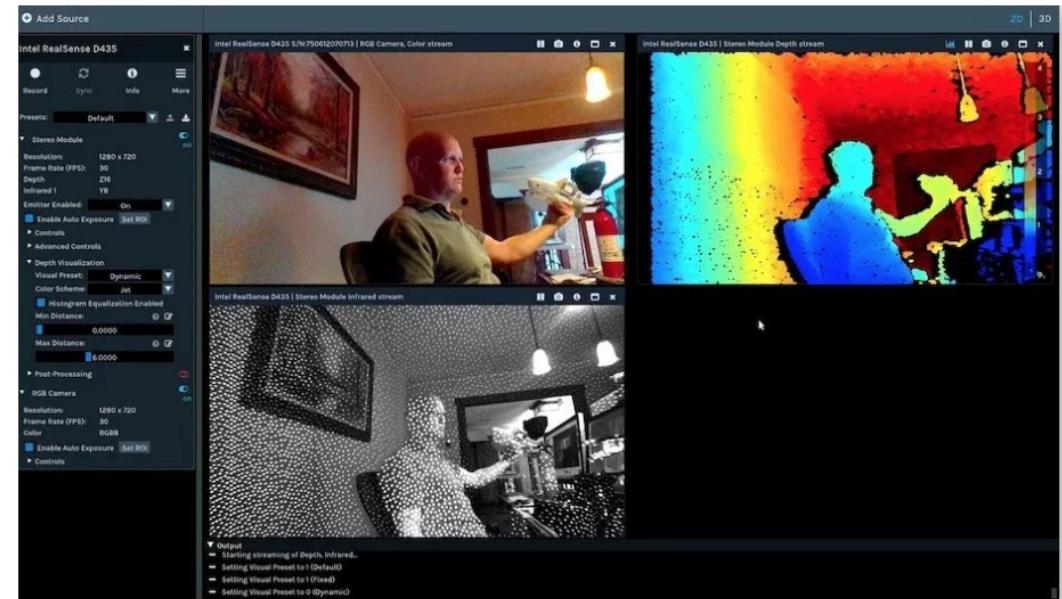
# RGB-D Camera

**Demo Hardware:** Intel Realsense D435i

**Working Principle:** Active Infrared Stereo

**Advantages:** 3D pointcloud, works outdoors, properly calibrated IMU

**Disadvantages:** Limited range, can be noisy, lighting conditions affect performance, requires building Linux kernel



# Monocular Depth

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**Example Hardware:** Logitech Webcam  
& Monodepth Net

**Working Principles:** Learn from stereo camera data (unsupervised) to map monocular to depth.

**Advantages:** No special hardware,  
orthogonal failure modes to other options

**Disadvantages:** Relative poor accuracy  
(good for near vs. far questions).



# Ultrasonic Proximity Sensor

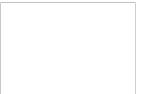
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**Example Hardware:** VEX IQ Ultrasonic Distance Sensor

**Working Principle:** Measures time of flight of high-frequency sound waves.

**Advantages:** Accuracy, cost, size

**Disadvantages:** Range, resolution, only good enough for parking applications (eg. 5m)



# RADAR

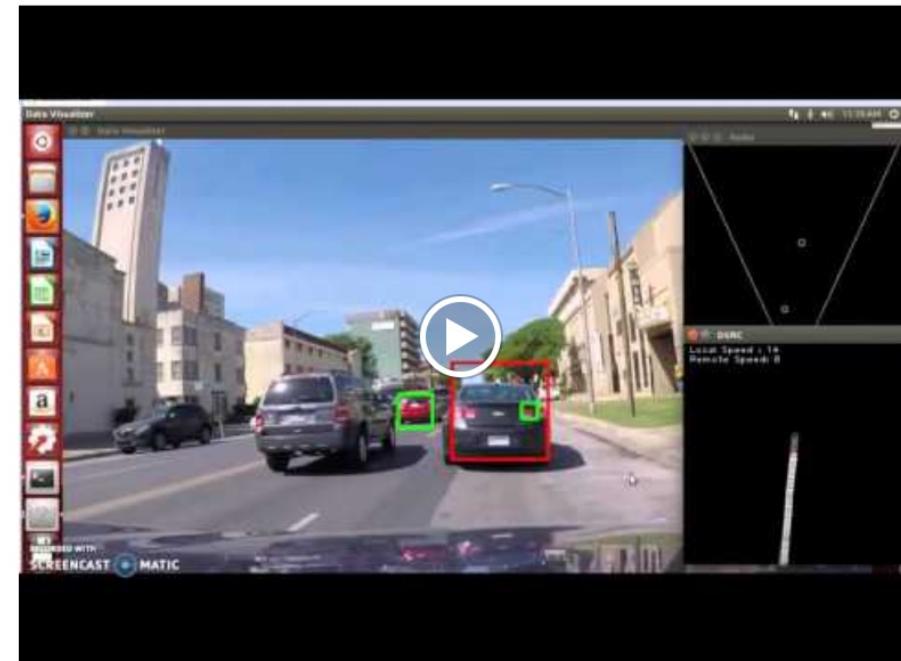
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**Example Hardware:** Continental (etc)

**Working Principles:** Emit RF energy and measure 'echo', can use doppler shift etc to get velocity.

**Advantages:** Cheap, long range, orthogonal failure modes.

**Disadvantages:** Poor spatial resolution and field of view, false positives on overhead signs etc.



# Planar LIDAR

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Demo Hardware: Hokuyo 30LX

Working Principle: Time-of-flight using laser.

Advantages: Relatively low cost, simple data structure, high update rate, low processing requirements

Disadvantages: Primarily working in flat environments, harder to detect objects etc.



# 3D LIDAR

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Demo Hardware: Ouster OS-2

Working Principle: Time-of-flight, laser,  
note different wavelength of this product

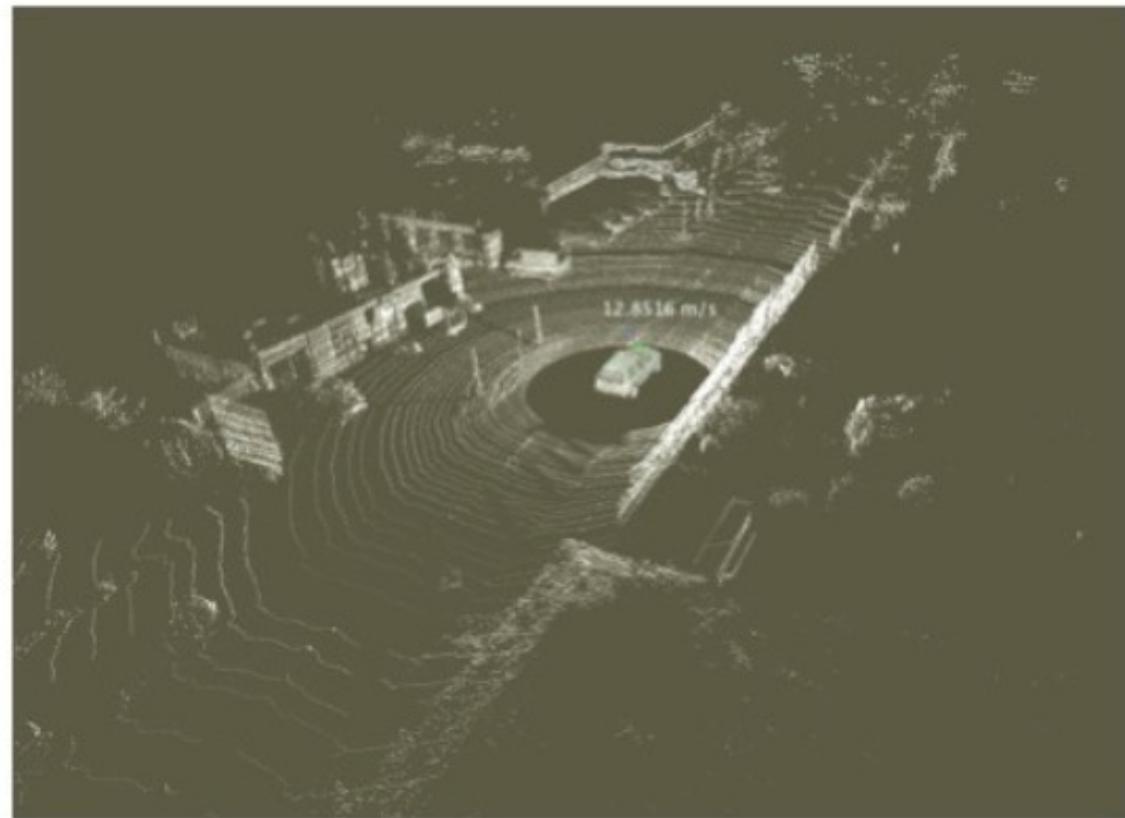
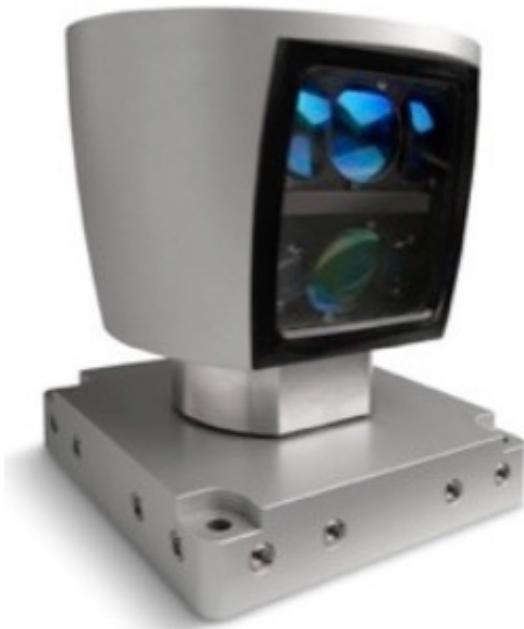
Advantages: Full 3d information, can get  
image like information

Disadvantages: Cost, reliability  
(mechanical), processing point cloud.



# Télémètre rotatif multinappe

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# Solid-State LIDAR

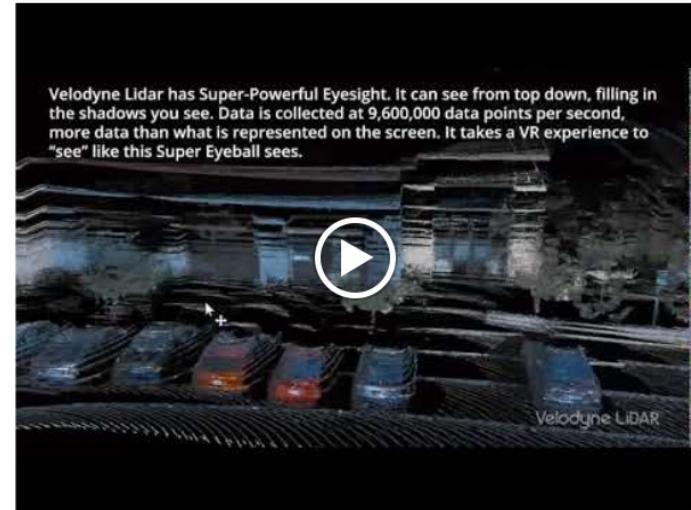
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**Demo Hardware:** Velodyne Velarray

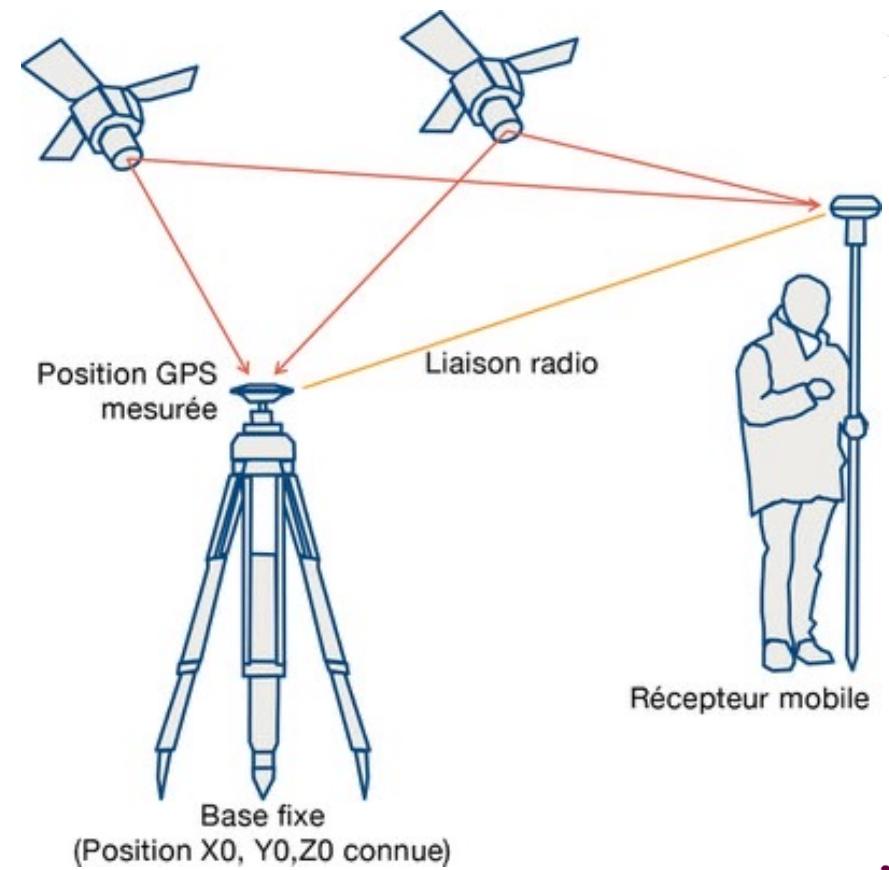
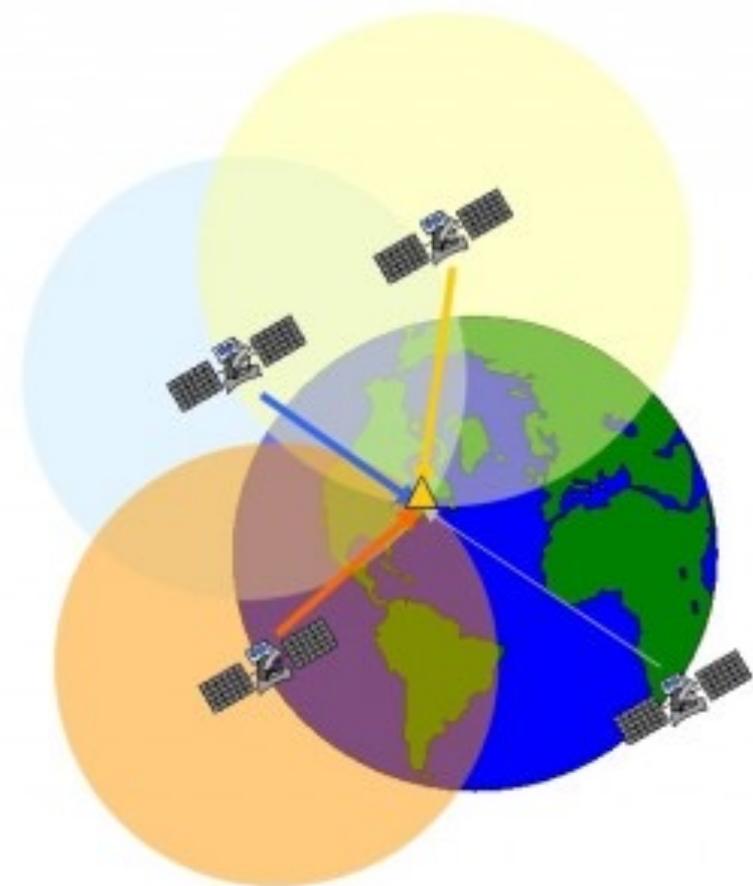
**Working Principle:** Time-of-flight, steer laser with solid-state components.

**Advantages:** Compact, no moving parts, range etc

**Disadvantages:** Field of view, availability, technical feasibility.



# GPS



# Le Thymio

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Motorisation ?

Capteurs proprio ?

Capteurs extero ?

Programmation ?

<https://www.thymio.org/fr/>

# Webots – Simulateur (Thymio)

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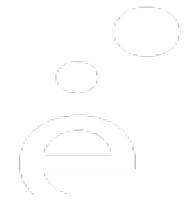


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# Webots – Simulateur (Thymio)

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Sujet disponible sur Ecampus



- Prendre en main le simulateur Webots et ses outils de développement
- Découvrir le robot Thymio et ses capteurs embarqués
- Développer un premier algorithme simple