Semester	Tasks & Milestones
Fall 2017	• Software Development: Design and modeling of variety of prototype systems which would benefit from tethered motions to use in simulation • Exploration of ways to best model cable interactions on rough terrain in variety of gravities
Spring 2018	• Software development: Finalize prototype systems and physics simulation • Investigate efficiency of sampling-based motion planners on variety of systems with different complexities
Fall 2018	• Design and testing of several control policies for efficacy in maneuvering tether
Spring 2019	• Publish results of low-level control policies for physically-realistic tethered systems • Explore planning in low dimensional state space projections
Fall 2019	• Investigate machine learning approaches for dimensionality reduction in planning • Publish initial low dimensional state space results
Spring 2020	• Analyze results; Finalize low dimensional strategy • Software development: integrate appropriate low level control policies with rudimentary sensing data in simulation • Closing the loop: Integrating all parts of the coordinated solution
Fall 2020	• Simulating and analyzing benefits on variety of systems. • Writing dissertation
Spring 2021	• Finish dissertion