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İSTANBUL TECHNICAL UNIVERSITY

Department of Computer Engineering

BLG456E – Robotics – Spring 2013 Final exam.

Duration: 120 minutes

There are 10 questions.

Rules: - Not open-book. No extra notes or papers are allowed.

- Cellphones must be put away. Basic calculators are allowed.
- Answers must be in English.
- Show your working.
- Put at least your name or ID on all pages.
- If you write in the margins (you should not need to), indicate under the relevant question.

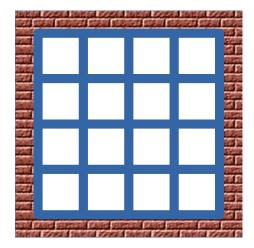
BIBASSE FINAL

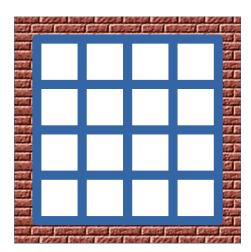
Question 1 (5 pts): What is an observation model? Give one way that an observation model can be acquired.

A robot is trying to localise in a 4x4 grid, which is surrounded by a wall. It currently has **no prior information** about its current location. It can sense whether it is close to a wall or if there is no wall. Its wall sensor is active with the following probabilities conditional only on whether the current state is next to a wall:

```
P( WallSensor=on | NextTo(state)=Nothing ) = 0.8 P( WallSensor=on | NextTo(state)=Wall ) = 0.6 P( WallSensor=off| NextTo(state)=Nothing ) = 0.2 P( WallSensor=off| NextTo(state)=Wall ) = 0.4
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Question 2 (15 pts): Fill in the location *likelihoods* in the grid below left if a wall is detected (WallSensor=on). Fill in location *probabilities* in the grid on on the bottom right. You can use fractions instead of decimals if you wish.





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An iterative forward search motion planning algorithm uses the following 3 motion primitives for a car with no reverse gear:

Motion primitive 1:

- Move directly forward at $10 \, ms^{-1}$ for $\frac{1}{10} \, s$ ($\dot{x} = 10 \, ms^{-1}$, $\dot{\theta} = 0 \, rad \, s^{-1}$, $\Delta t = \frac{1}{10} \, s$)

Motion primitive 2:

- Move arcing left at $10 \, \text{ms}^{-1}$ for $\frac{1}{10} \, \text{s}$ ($\dot{x} = 10 \, \text{ms}^{-1}$, $\dot{\theta} = \frac{\pi}{4} \, \text{rad s}^{-1}$, $\Delta t = \frac{1}{10} \, \text{s}$).

Motion primitive 3:

- Move arcing right at $10 \, \text{ms}^{-1}$ for $\frac{1}{10} \, \text{s}$ ($\dot{x} = 10 \, \text{ms}^{-1}$, $\dot{\theta} = -\frac{\pi}{4} \, \text{rad s}^{-1}$, $\Delta t = \frac{1}{10} \, \text{s}$).

Question 3 (5 pts): How many possible paths are there after 1 second? (you can write an expression rather than a number).

Question 4 (15 pts): Draw the possible paths that the iterative forward search algorithm would produce after 0.2s if the initial pose is x=0, y=0, $\theta=-\frac{\pi}{2}$. Assume that the direction $\theta=0$ is along the positive x axis and that rotations are expressed counter-clockwise (anti-clockwise). Annotate the diagram with *all* the possible robot pose vectors at 0.1s and 0.2s.

Question 5 (10 pts): Name a different path planning algorithm and compare the iterative forward search algorithm to it in terms of *efficiency* and *completeness*. Give reasoning.

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	ever quite stays on the taks: ng.	ory. A <i>P-controller</i> is installed to control the arget and instead wiggles (oscillates) around ible drawbacks, if any.
Question 7 (5 pts): In the area of robot a	audition, what is the "co	ocktail party effect"?
Question 8 (5 pts): You want a humanoi algorithm for learning to do this task.	id to learn to balance on	one leg. Suggest a data structure and
Question 9 (10 pts): Give two examples passive and active localisation.	s each of passive and ac	tive sensing. Give one example each of
Question 10 (15 pts): A robot is rotated metres. 1) Give the matrix representing this to		inslated (5,-7) where the unit of distance is

Give the matrix representing this transform.
 If the robot's wheel is located at (2,2) (in the original frame of reference) before the transform, what is the position of the robot's wheel after the transform?

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Extra space for answers/working

- If you write answers here, indicate as such under the appropriate question.