Enabling Multirotors to Perform Construction Tasks Using Swarm Algorithms

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Summary (English)

The goal of the thesis is to \dots

Summary (Danish)

Målet for denne afhandling er at \dots

Preface

This thesis was prepared at DTU Compute in fulfilment of the requirements for acquiring an M.Sc. in Engineering.

The thesis deals with ...

The thesis consists of ...

Lyngby, 01-August-2016

Not Real

Jens-Christian Finnerup

Acknowledgements

I would like to thank my....

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CHAPTER 1

Introduction

1.1 Problem Description

1.2 Project plan

We note that the contents of the project plan is also something we would like to see in the introductory chapter of your thesis. In fact, you can reuse your final project plan (possibly extended) as the introduction. If you prefer to write an introduction from scratch, it is, of course, important that it is consistent with the final project plan.

1.3 The "separate document"

It is also important to note that the separate document containing

- original project plan
- possibly revised project plan.

2 Introduction

• brief self-evaluation

mentioned above will be passed on to the external examiner and since it contains the learning goals and the objectives for your thesis, it will be taken into account when your thesis is assessed.

Awesome awesome

Chapter 2

Methodology

- 2.1 Simulation construction
- 2.2 Experimentation
- 2.3 Validation
- 2.4 Optimisation

4 Methodology

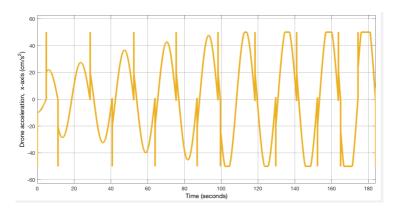


Figure 2.1: Acceleration of agent - without velocity limit

Chapter 3

Simulation

This was otherwise known as an impressive illusion, drone swarms have become of increasing importance as robotics enter our daily lives (as with the example of google car) but are not yet adapted with the intuition we have come to expect from the elements around us. Path planning and multi agent navigation are some of the aspects we expect from objects and people around us, who all for the purpose of path planning theory, act as individual agents

- 3.0.1 Simulation vs. Animation
- 3.0.2 Reality criterias
- 3.0.3 Assumptions on Physics

6 Simulation

$_{\text{Chapter}} \ 4$

Design

8 Design

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