

Robô Autônomo para Coleta de Cubos



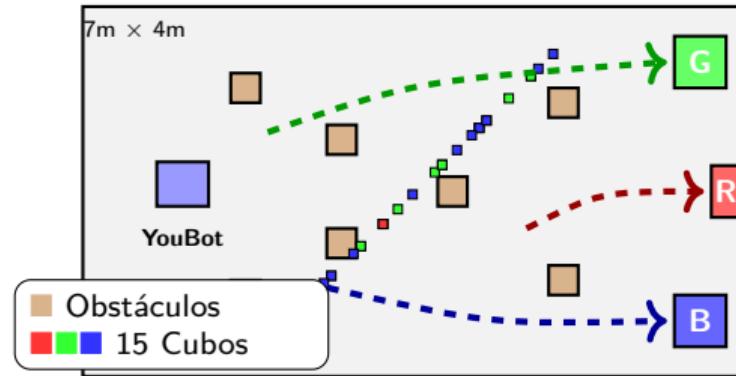
Luis Felipe Sena



Agenda

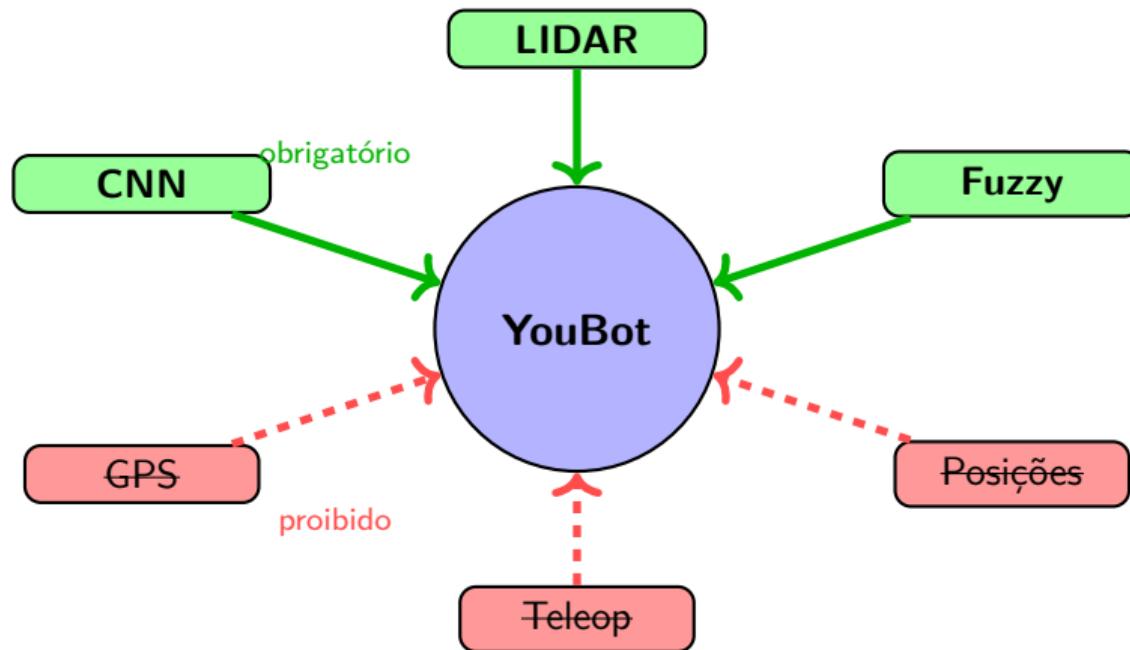


O Problema

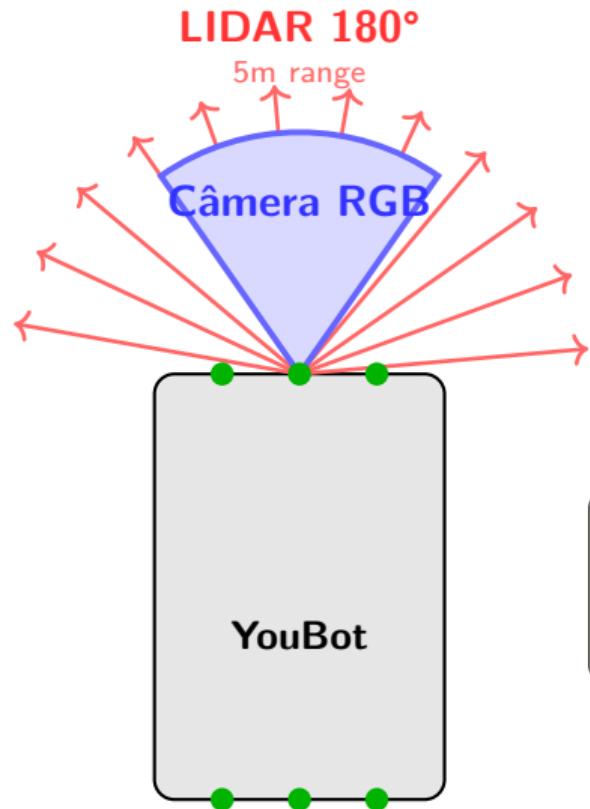


15 cubos → 3 caixas por cor

Restrições



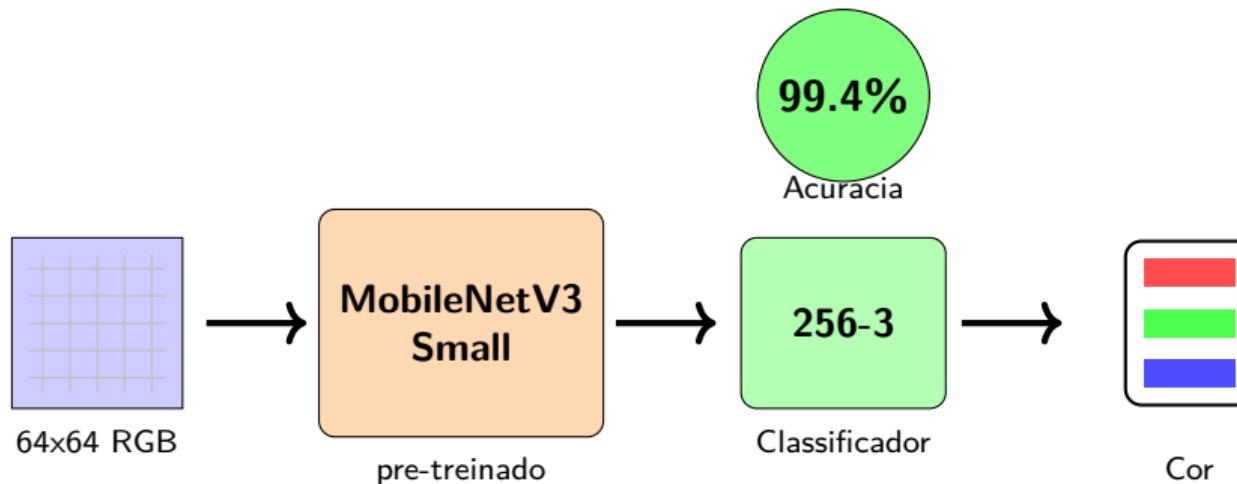
Sensores



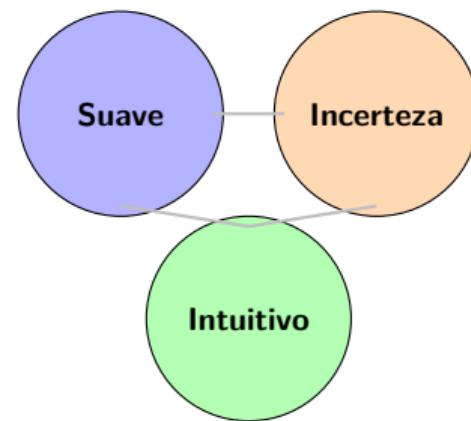
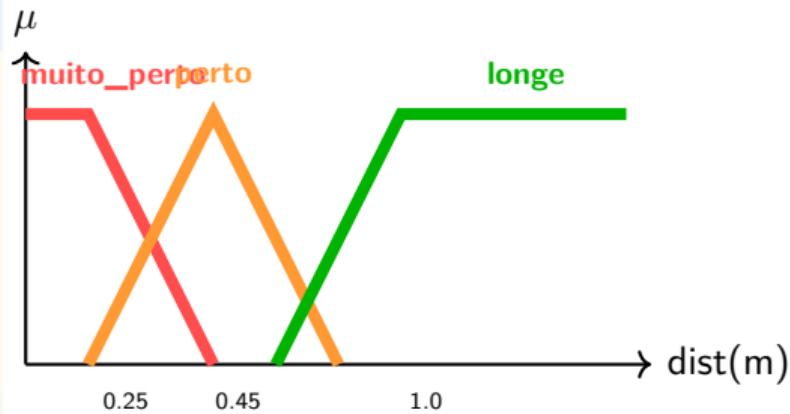
Função:

- LIDAR → Obstáculos
- Câmera → Cubos + CNN
- Dist. → Colisão

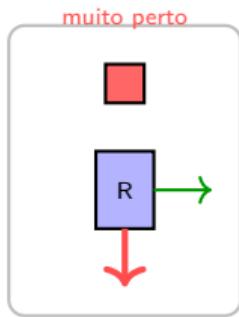
CNN – MobileNetV3



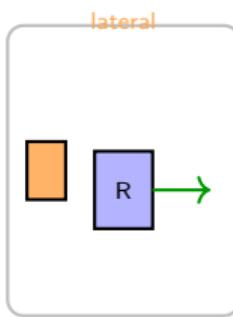
Lógica Fuzzy



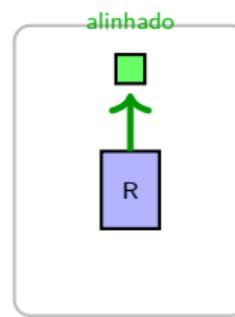
Regras Fuzzy



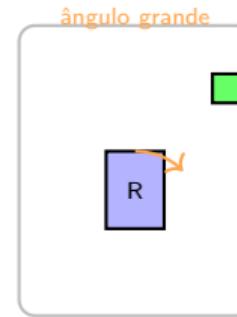
Ré + Strafe



Strafe



Avançar



Rotacionar

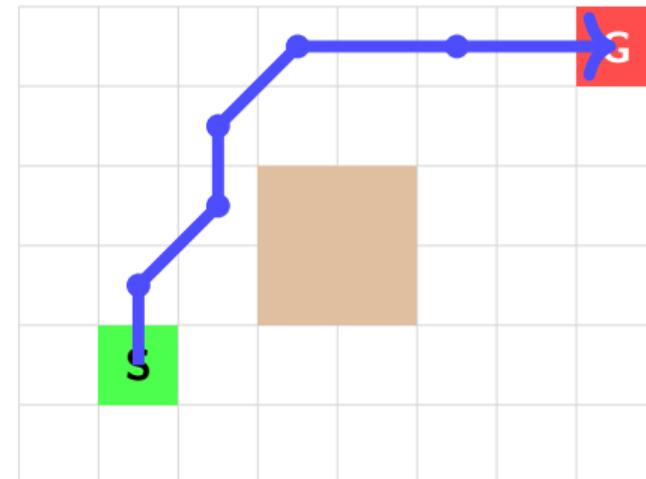
Algoritmo A*

$$f(n) = g(n) + h(n)$$

g = custo até aqui

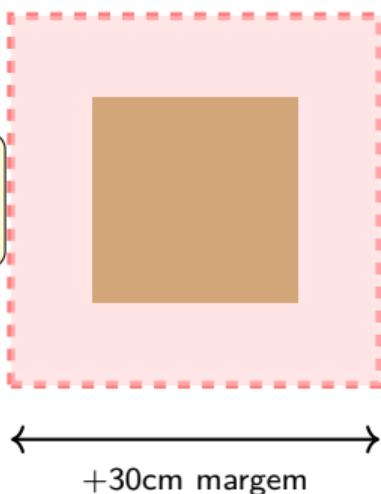
h = heurística

f = total

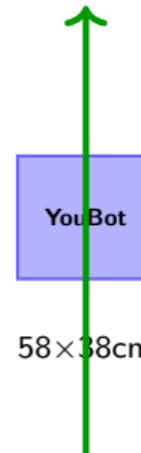


Inflação de Obstáculos

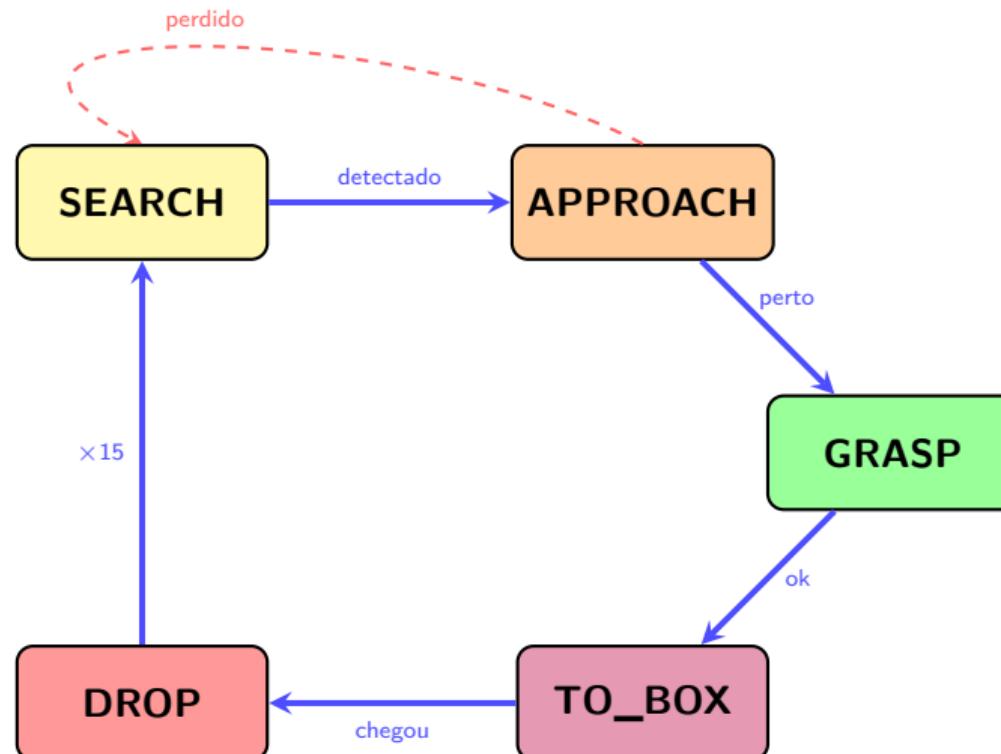
Inflação =
meia-diagonal
do robô



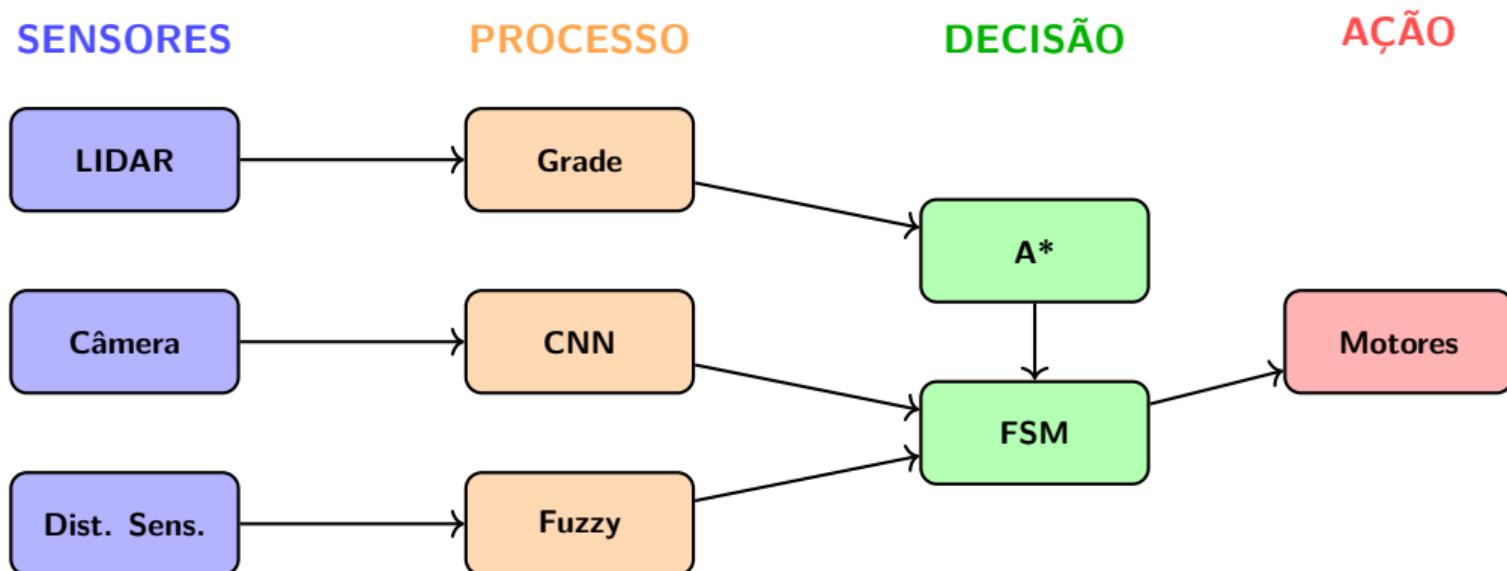
caminho seguro



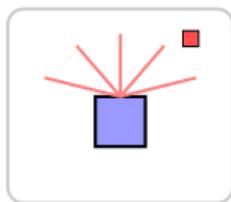
Máquina de Estados



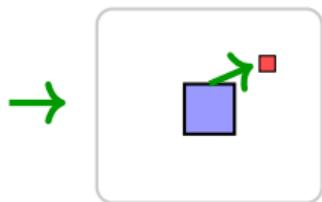
Pipeline Completo



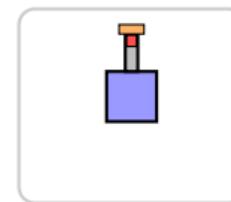
Sequência de Coleta



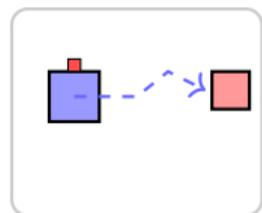
1. SEARCH



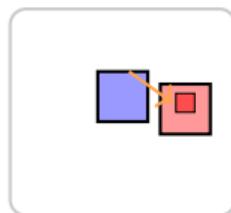
2. APPROACH



3. GRASP



4. TO_BOX

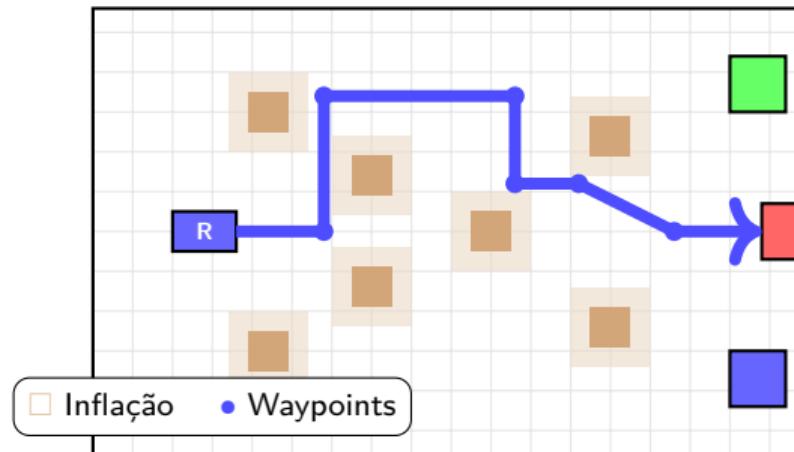


5. DROP



6. REPETIR

Navegação A* em Ação



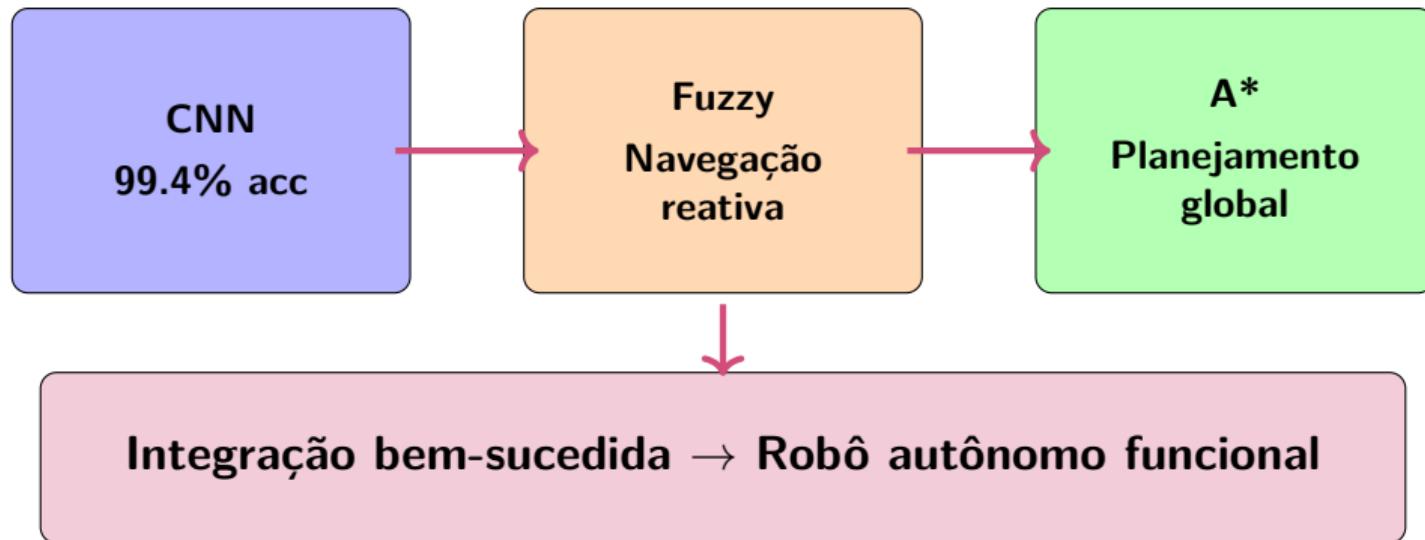
Demonstração

DEMO

Execução do robô coletando cubos

Webots Simulator

Conclusão



Obrigado!

Perguntas?

Referências Principais

Hart et al. (1968) – A*

Zadeh (1965) – Fuzzy Sets

Howard et al. (2019) – MobileNetV3