

# Robô Autônomo para Coleta de Cubos



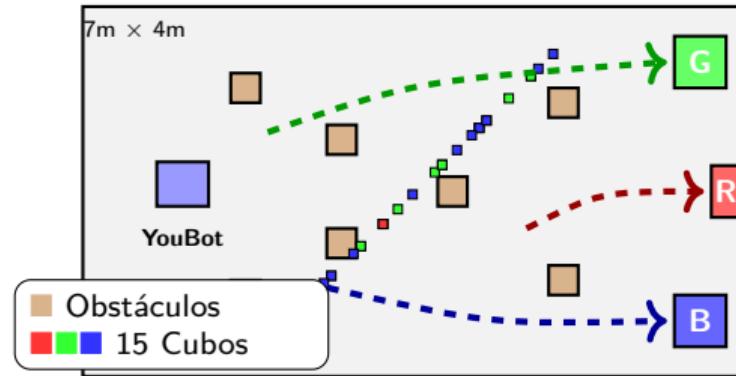
**Luis Felipe Sena**



# Agenda

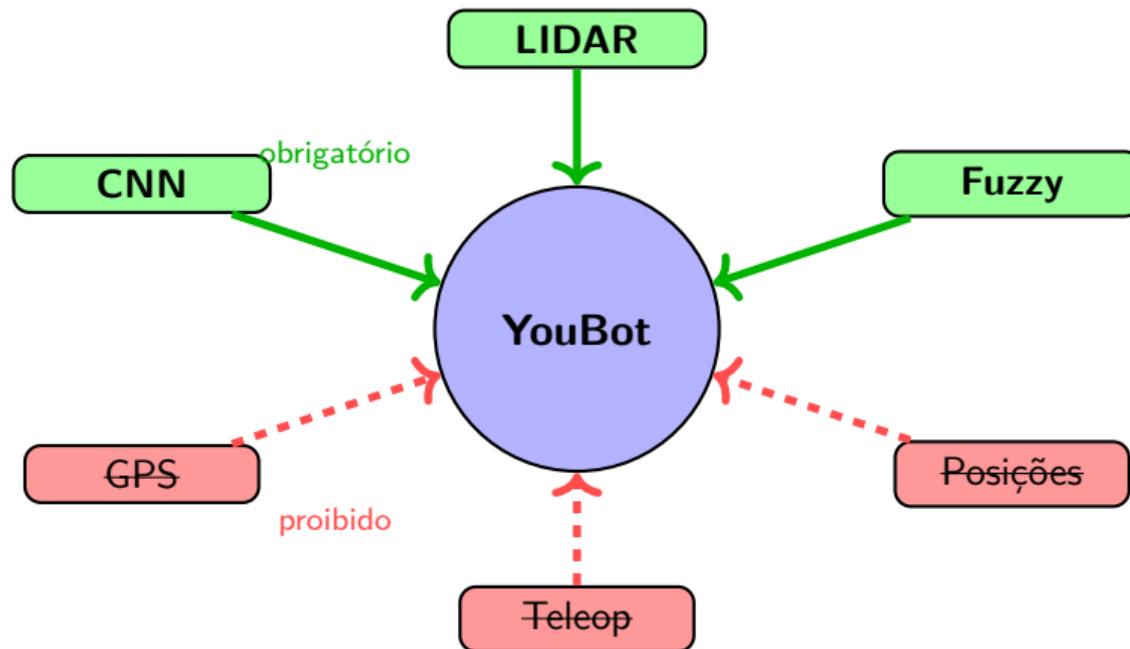


# O Problema

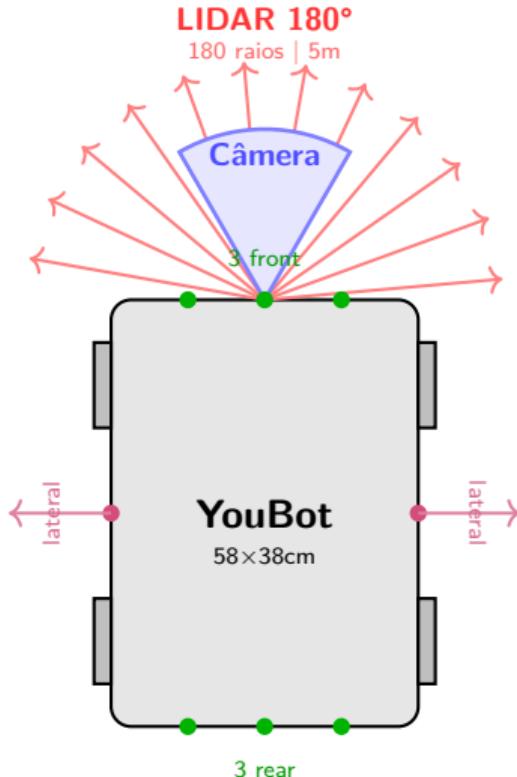


**15 cubos → 3 caixas** por cor

# Restrições



# Sensores do YouBot



## LIDAR

- 180 raios, FOV 180°
- Range: 0.1–5.0m
- Atualiza: 32Hz
- Constrói grade ocupação

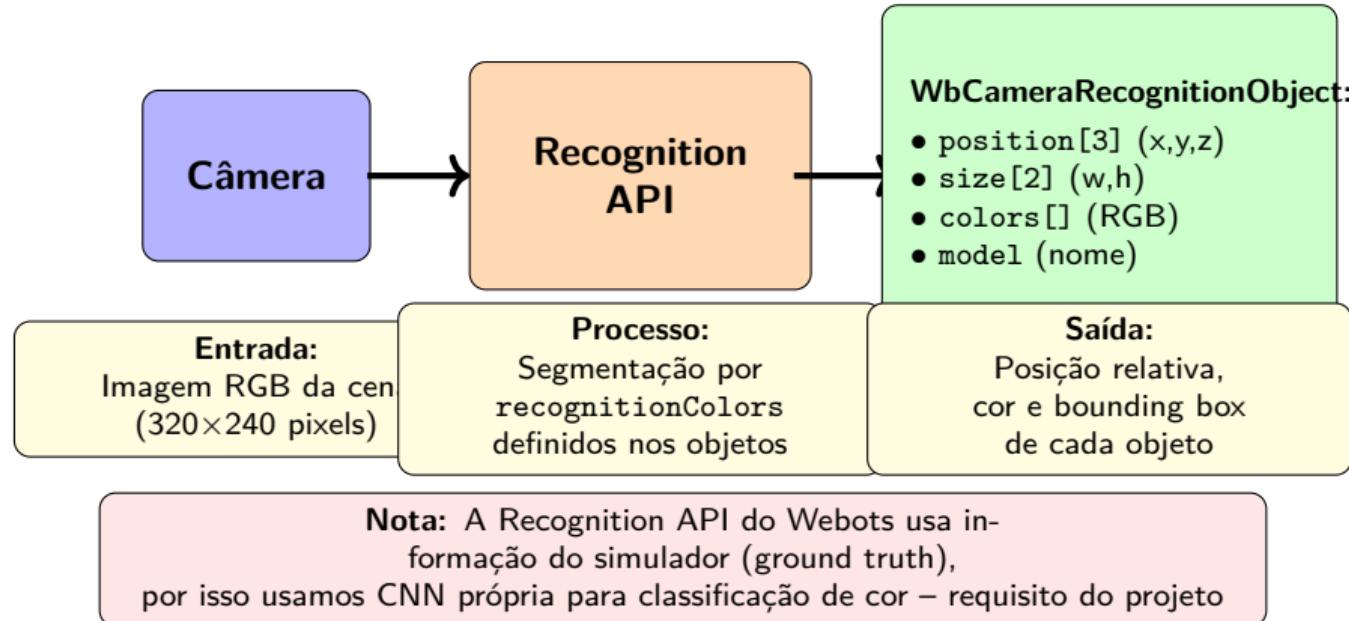
## Câmera RGB

- $320 \times 240$  pixels
- Recognition API
- Entrada para CNN

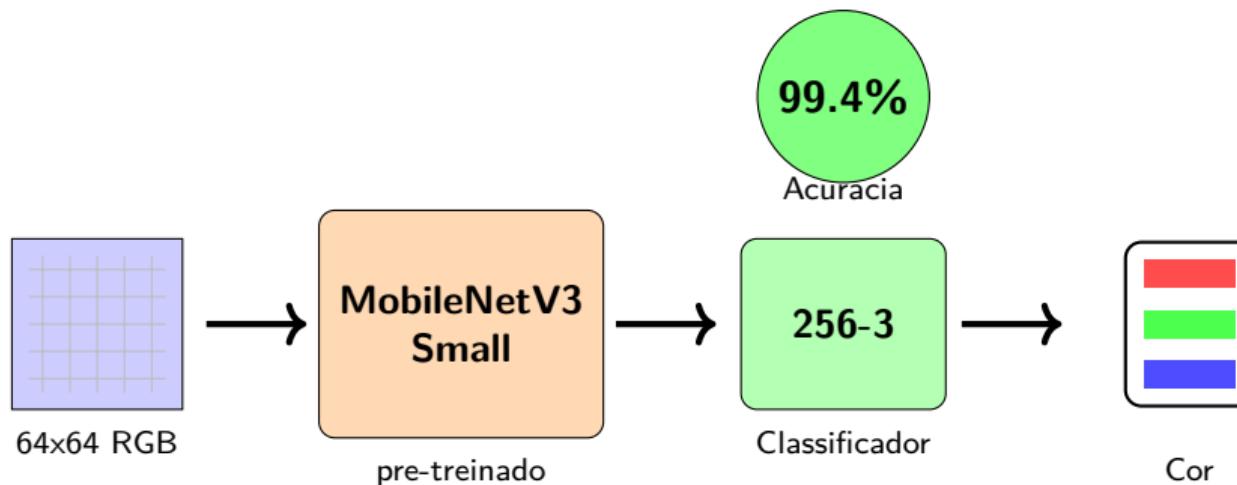
## Dist. Sensors

- 6 frontais/traseiros
- 2 laterais (novos)
- Range: 5cm–2m

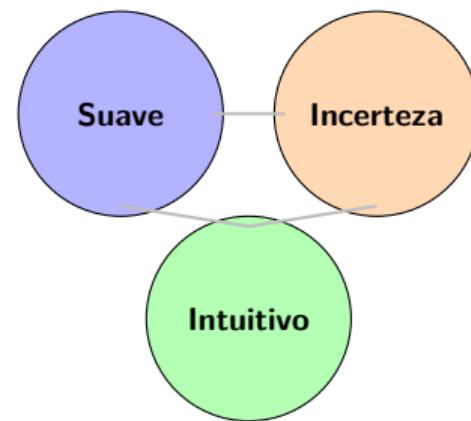
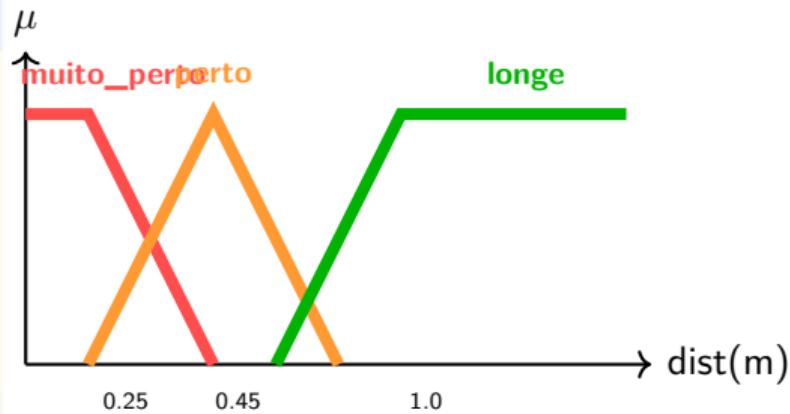
# Recognition API do Webots



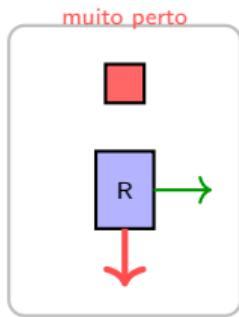
# CNN – MobileNetV3



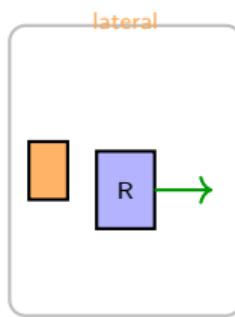
# Lógica Fuzzy



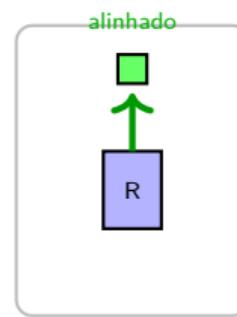
# Regras Fuzzy



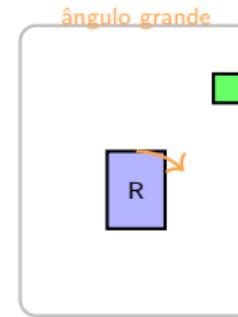
Ré + Strafe



Strafe



Avançar



Rotacionar

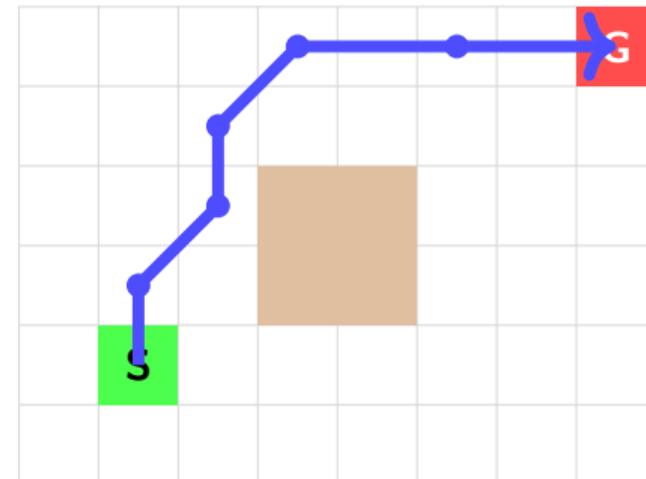
# Algoritmo A\*

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

$g$  = custo até aqui

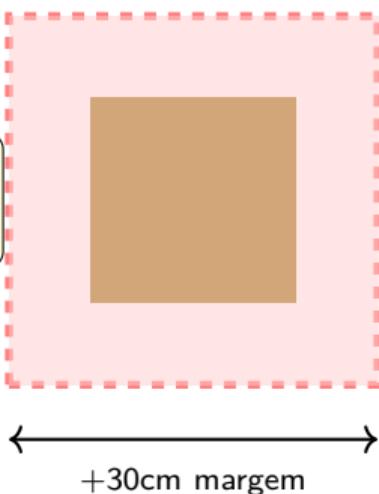
$h$  = heurística

$f$  = total

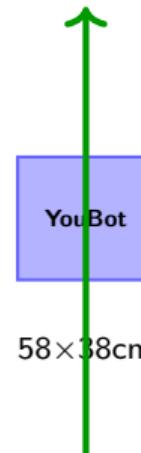


# Inflação de Obstáculos

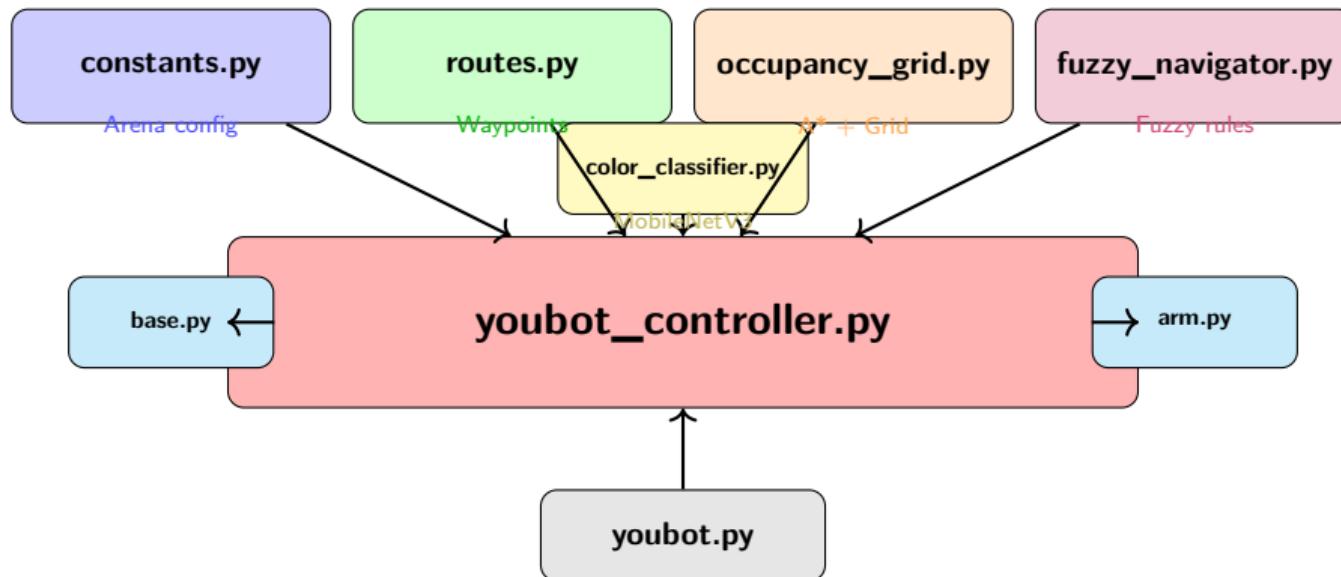
Inflação =  
meia-diagonal  
do robô



caminho seguro

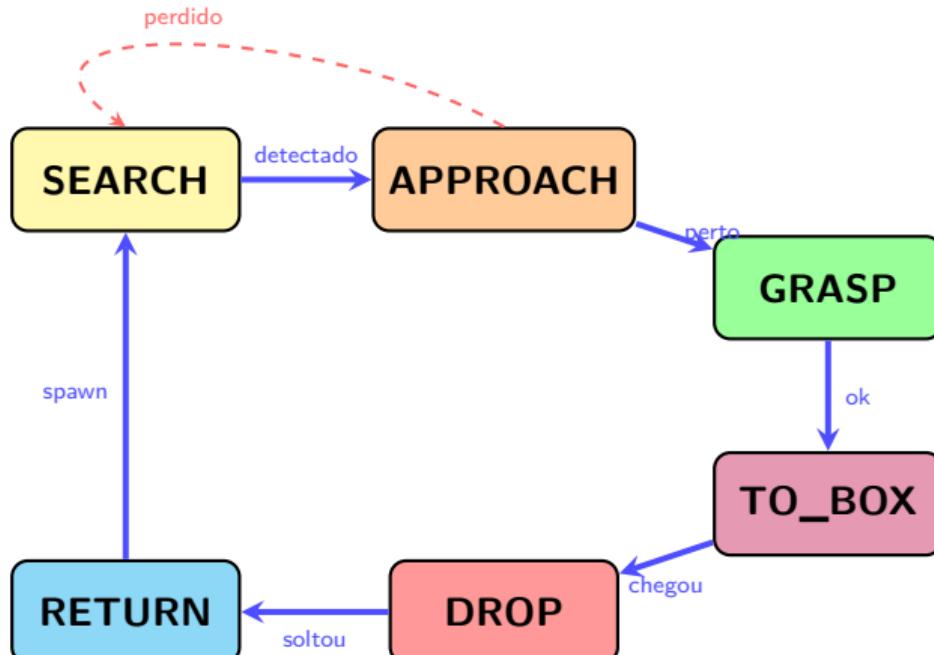


# Arquitetura Modular



**Separação de responsabilidades** → Código manutenível

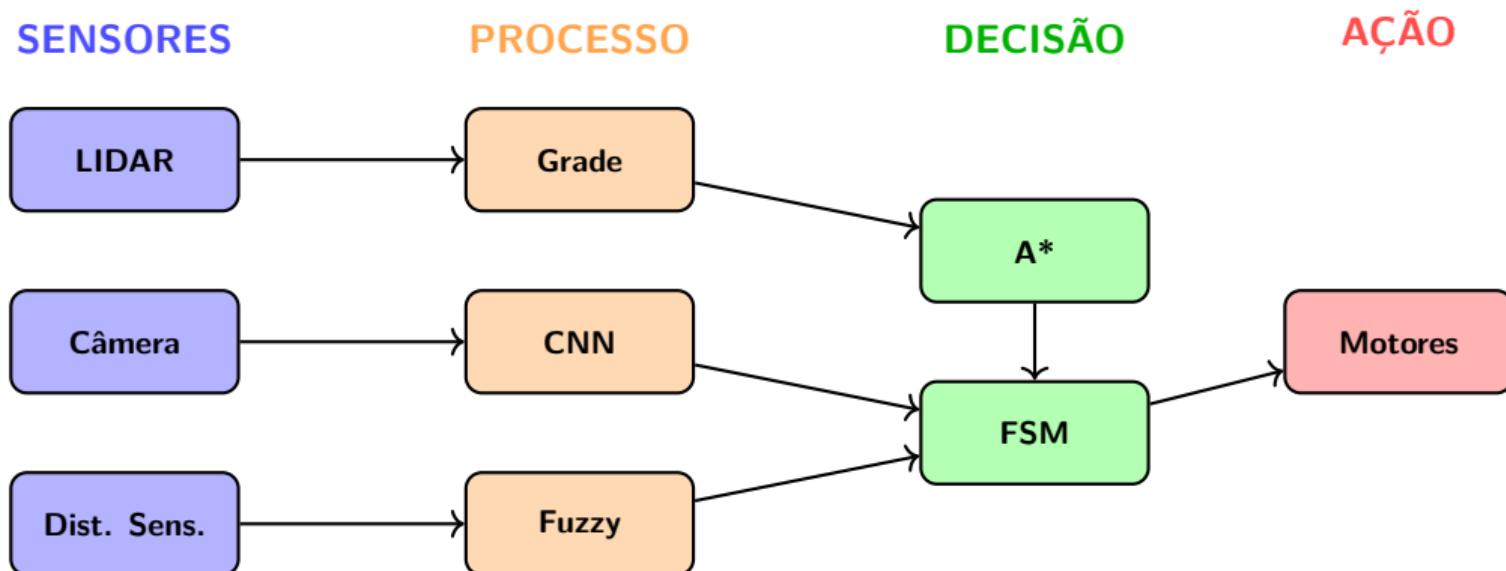
# Máquina de Estados



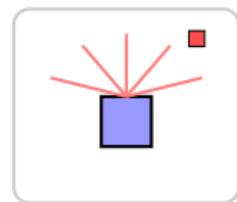
## RETURN:

1. Recuo 60cm
2. Turn-in-place
3. Navigate

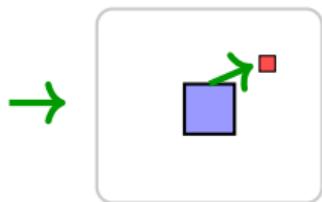
# Pipeline Completo



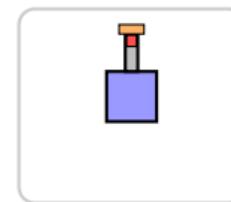
# Sequência de Coleta



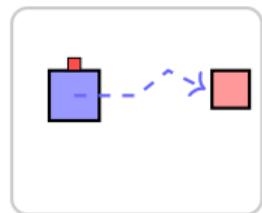
1. SEARCH



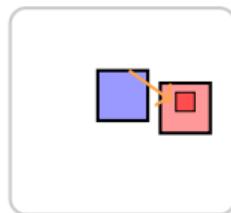
2. APPROACH



3. GRASP



4. TO\_BOX

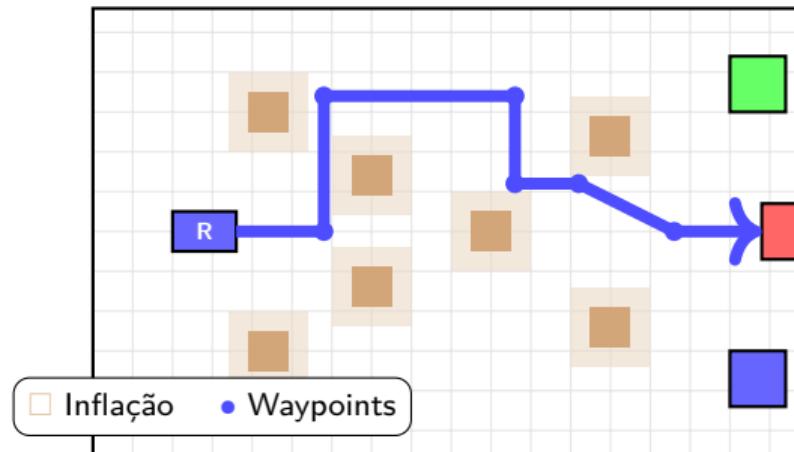


5. DROP



6. REPETIR

# Navegação A\* em Ação



# Demonstração

## DEMO

Execução do robô coletando cubos

Webots Simulator

# Limitações dos Algoritmos

## A\*

- Caminhos próximos a obstáculos
- Muitos nós redundantes
- Suavização limitada
- Lento em mapas grandes

## Fuzzy

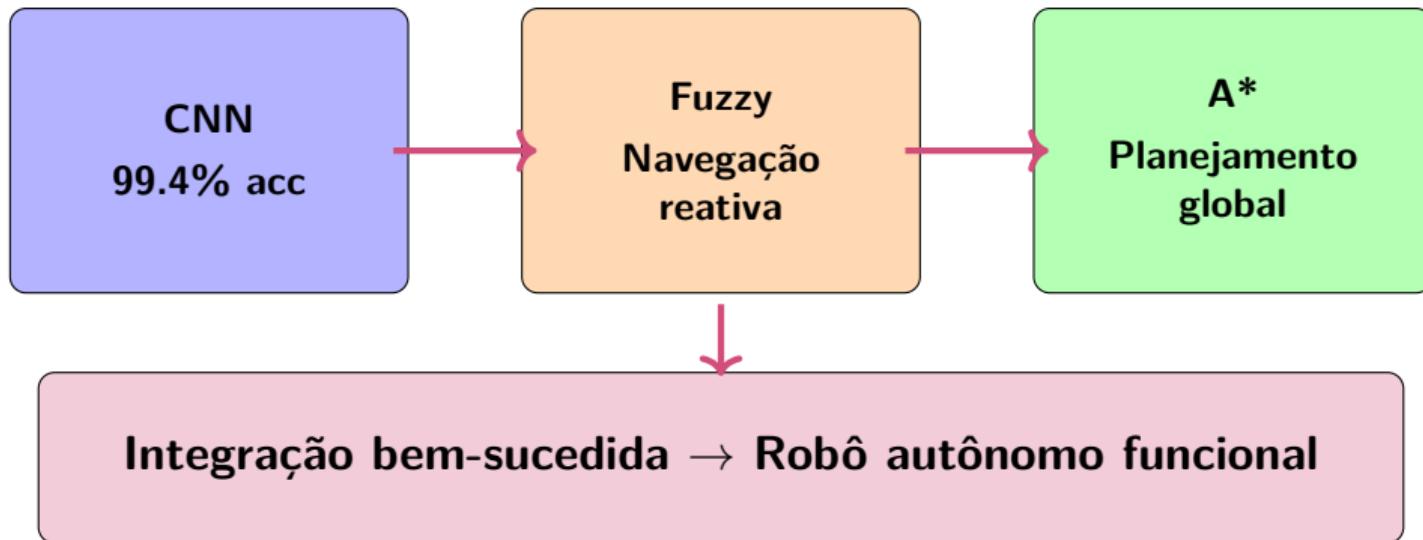
- Oscilações em navegação
- Mínimos locais
- Ponto cego  $<40\text{cm}$
- Fraco em amb. dinâmicos

## CNN

- Trade-off precisão/latência
- Sensível a iluminação
- Requer pré-processamento
- Fallback HSV necessário

**Mitigações:** Inflação de obstáculos (A\*) | Sensores laterais + escape (Fuzzy) | HSV como fallback (CNN)

# Conclusão



# Obrigado!

Perguntas?

## Referências Principais

- Hart et al. (1968) – A\*
- Zadeh (1965) – Fuzzy Sets
- Howard et al. (2019) – MobileNetV3