

0 - Intro to aut. rob recap

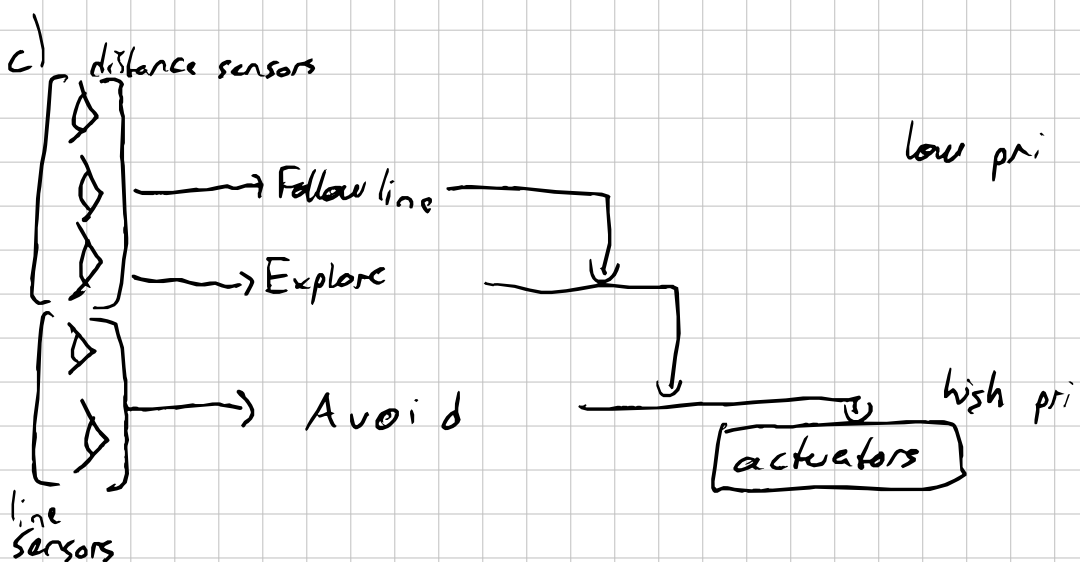
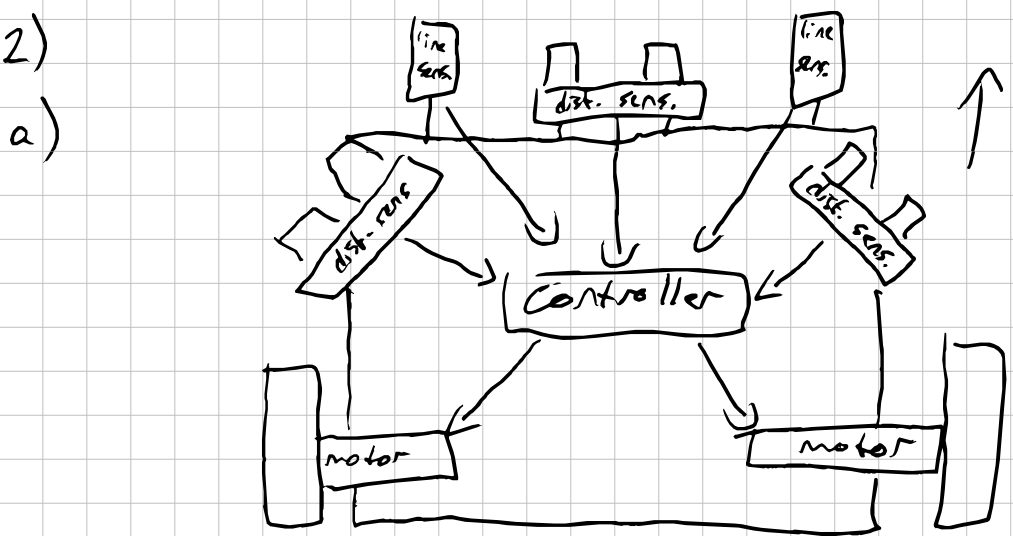
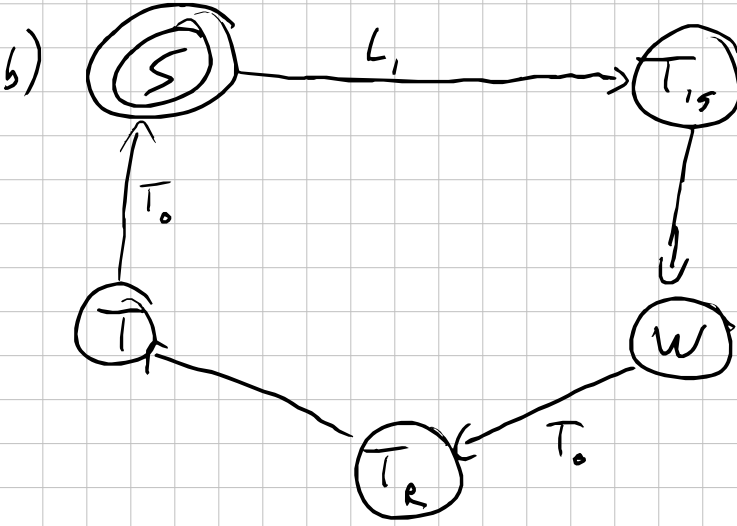
1) Drunkard's walk

set timer 1s → set timer random in interval 3-21

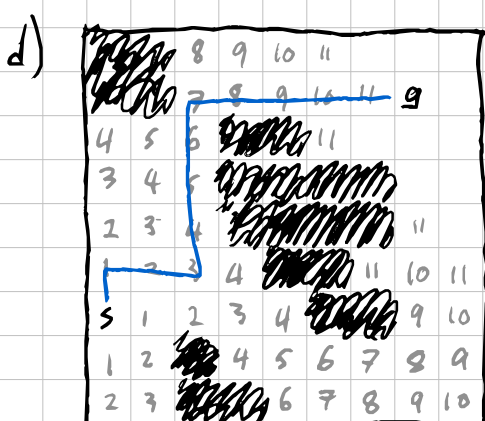
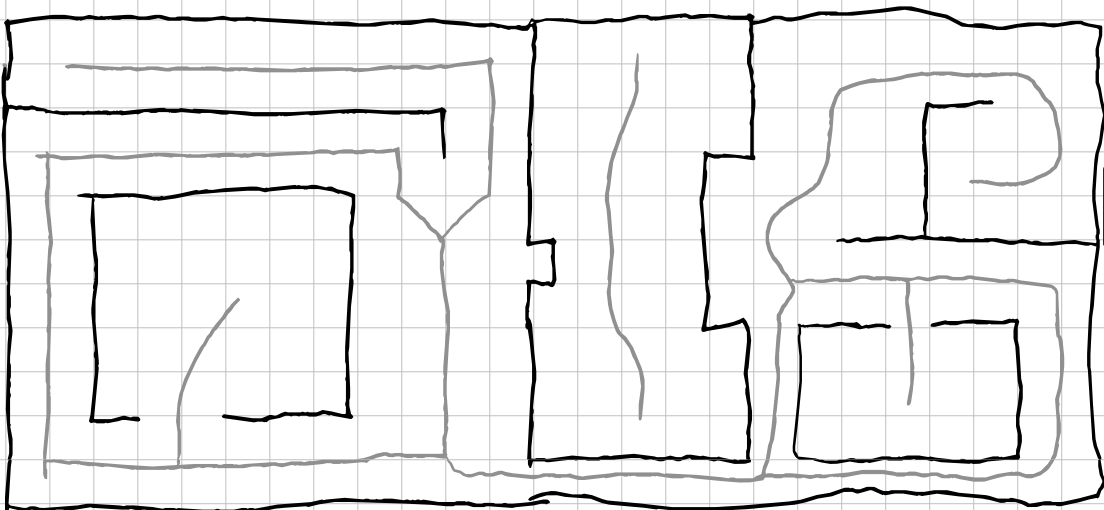
a) $S = \{ \text{stand, walk, turn, } T_s, T_r \}$

$\Sigma = \{ L_o, L_i, T_o \}$ (light off, light on, timer trigger)

Timer T is a variable



3) c) assuming border is part of map



Notes from the tutorial

1) a) $S = \{ \text{walk, turn, wait} \}$

$\Sigma = \left\{ \begin{array}{l} \text{timer triggered 1s } T_s \\ \text{timer triggered turn time } T_r \\ \text{light sensor triggered } L \end{array} \right\}$

so is just $S \times \Sigma$

c) just draw a table for Σ

2) b) eyes are sensors
draw behaviors in blank space
connect proper sensor to proper behavior

arbiter? - decides which behavior to execute
very super abstract

c) subsumption architecture
layers - lowest is highest priority
each layer can inhibit or subsume

start from bottom - if possible, do
if not, go up a layer