0 - Intro to aut. rob recap

1) Drunkard's walk

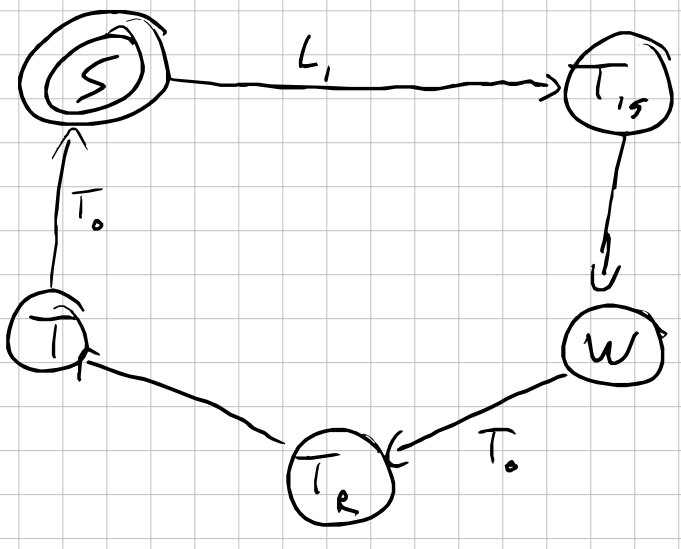
set timer is ↑ set timer random in interval 3-21 →

a) $S = \{$ stand, walk, turn, T_{15}, $T_R \}$

$\Sigma = \{ L_0, L_1, T_0 \}$ (light off, light on, timer trigger)

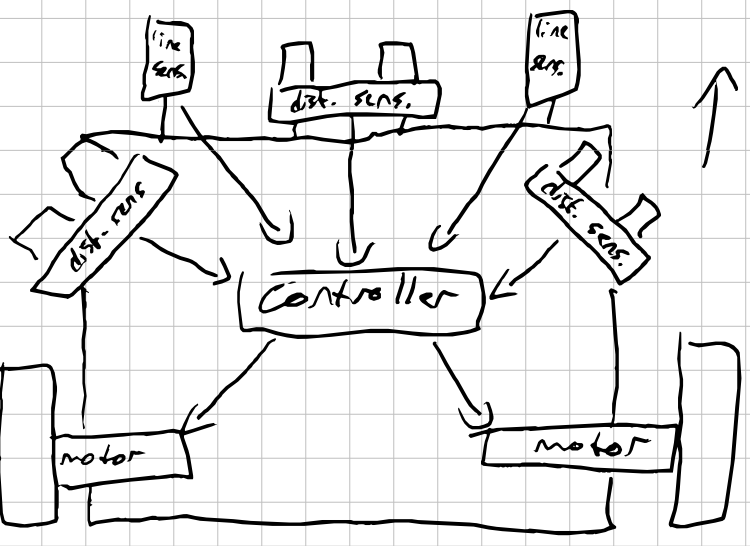
Timer T is a variable

b)

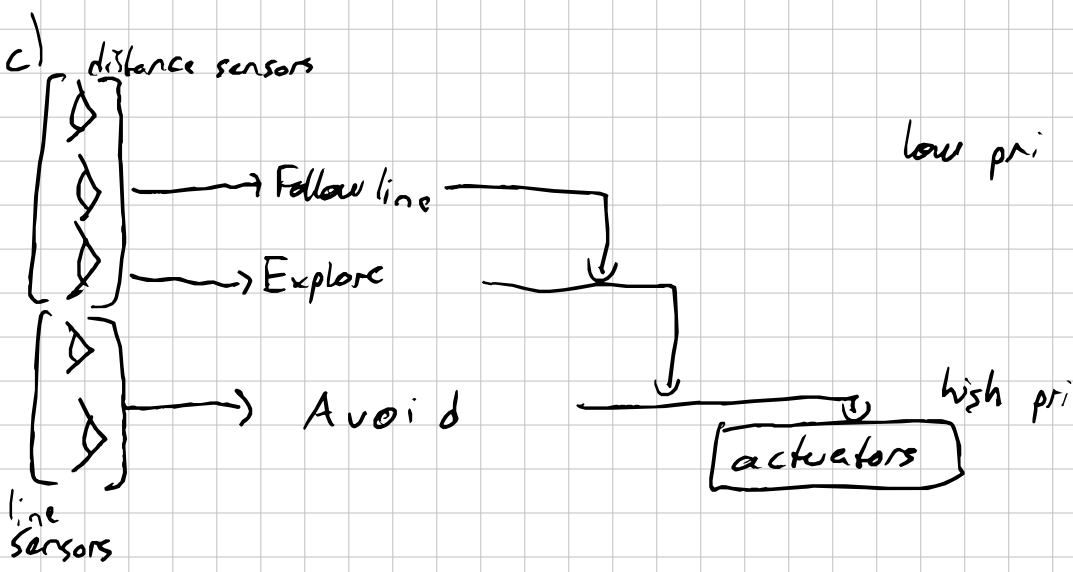


2)

a)

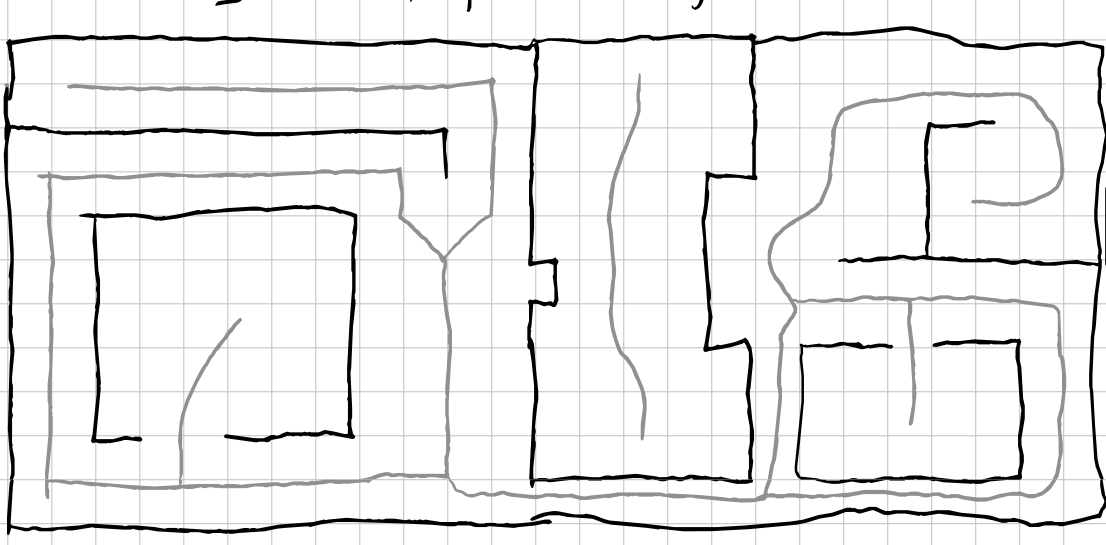


c)

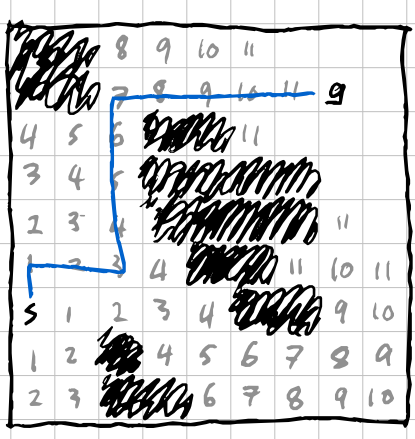


3)

c) assuming border is part of map



d)



Notes from the tutorial

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

$\Sigma = \{$ timer triggered 15 s T_{15}, timer triggered turn time T_t, light sensor triggered $L \}$

δ is just $S \times \Sigma$

c) just draw a table for δ

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

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