

Terrain Traversability prediction by a robot

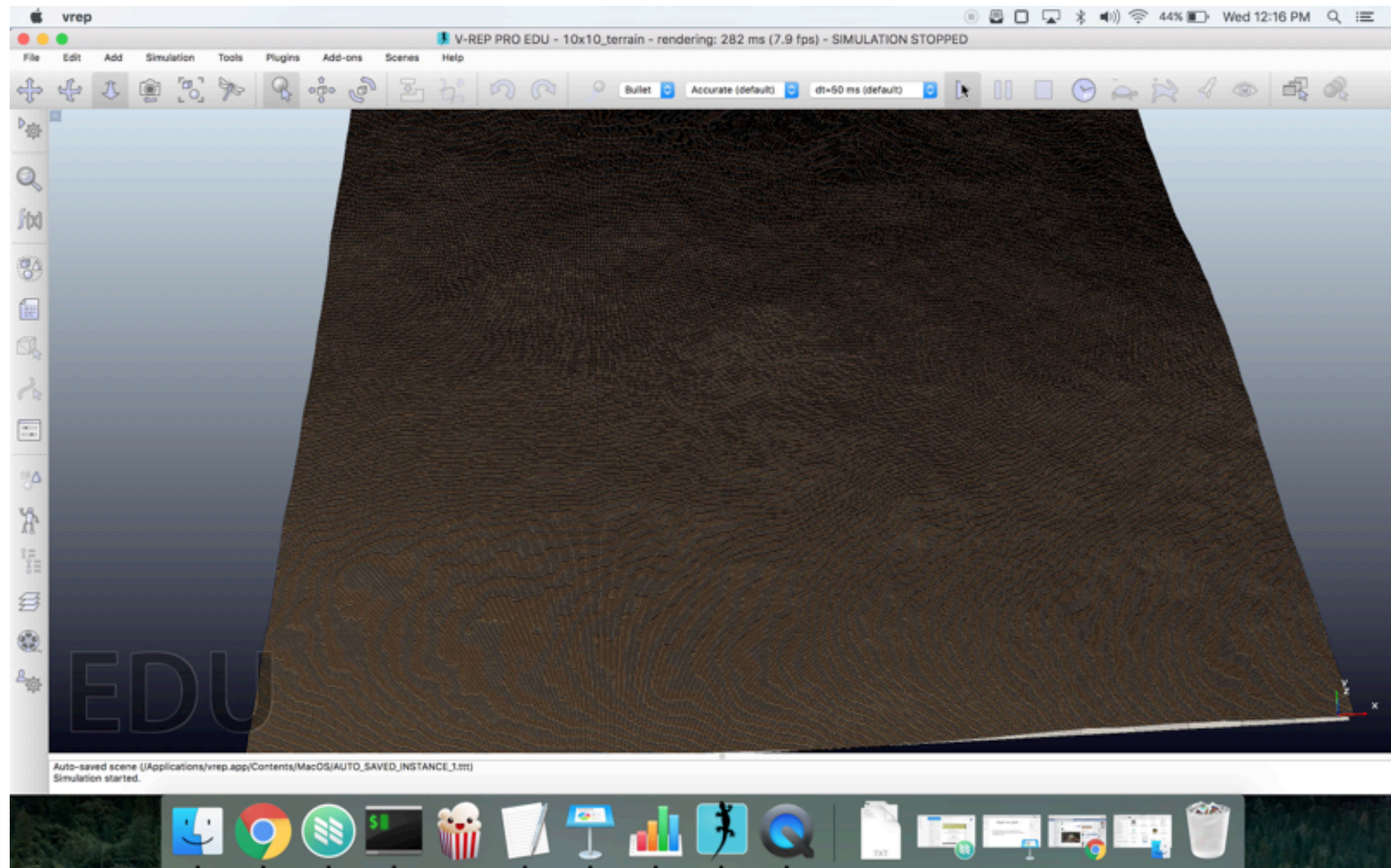
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Again our goal...

- What the project aims is a system that can guarantee a robot to estimate if a given terrain is traversable or not

The controller



In detail ...

- Familiarize with a robot experimentation platform
- Build a realistic terrain environment (height-map) and use an off-road robot model
- Writing a controller for the robot to follow a predetermined path
- Build a dataset of height-maps to represent a large variety of situations
- Run several simulations and analyze possible outcomes
- Investigate options to apply Machine Learning

Challenges faced

- Installing Lua Dependencies in VREP Environment
- Communication between various types of scripts (child scripts, main scripts)

Planning

[illegible]