

Please see project pdf for links on data.

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Data collected by Lasitha Weerakoon and Gurtajbir Singh Herr  
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Note that the numbering of the CSV file names are not consistent.  
Also, the provided CSV files don't have headers.

The data is organized into columns as follows:

[Laser Range(1:1080), Final\_goal\_x, Final\_goal\_y, Final\_goal\_qk, Final\_goal\_qr, Local\_goal\_x, Local\_goal\_y, Local\_goal\_qk, Local\_goal\_qr, Robot\_pos\_x, Robot\_pos\_y, Robot\_pos\_qk, Robot\_pos\_qr, Cmd\_vel\_v, Cmd\_vel\_w] ]

i.e.,

First 1080 columns represent the laser range data,  
next 4 columns represent final goal information,  
next 4 columns represent the local goal information,  
next 4 columns represents robot's current position and pose information,  
final 2 columns represent the commanded actions

For reference, a header is included in the "Data\_illusted\_CSV.csv" file.

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A note on data generation
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Two environments were considered,  
1. A corridor scenario with moving obstacles  
2. An open box/hall environment with moving obstacles

The data from these environments are in the corresponding folders.  
The folder "special\_CSV" contains high instances of some special maneuvers such as backing up.

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A note on the robot and data types

1) Robot model:  
We use a car-like robot model.

2) Laser range data:  
The laser range data is a 1D array of 1080  
values which is the range recorded at each 0.25deg within a

270deg field of view with the 540th element being the range corresponding to directly in front of the robot.

### 3) Positional data:

The robot pose and the both goal information are spatially represented as 3D cartesian coordinates (x; y; z) for position and a quaternion ( $q = q_r + q_i*i + q_j*j + q_k*k$ ) for the orientation. Since the current work only considers the horizontal plane, we have ignored the z-coordinate as well as the  $q_i$  and  $q_j$  coordinates in the quaternion (we only have  $q_r$  and  $q_k$ ).

### 4) Commanded actions:

The action commands are provided in the form of a translational velocity command ( $v$ ) and a rotational velocity command ( $w$ ).

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