Project Proposal

Team members:
Raymundo Dariel Baas Cabañas
Jesus Gabriel Canul Caamal
Enrique Arturo Emmanuel Chi Gongora
Rafael Marí Reyna
Jose de la Cruz Pat Ramirez
Hernando Enrique Te Bencomo

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Victor Alejandro Ortiz Santiago | Machine Learning

Introduction

We’re stepping into a world where robots and humans share spaces and tasks. Our team's excited to program a smart, adaptable, four-legged robot. This robot will be designed to smoothly navigate through diverse environments, equipped with artificial intelligence to adapt, learn, and efficiently get its tasks done.

Description of the Robot:

1. Quadruped Robot:

The main goal is to design a 3D model of a quadruped robot and develop a learning system that allows the robot to adapt to its environment and maintain constant motion despite the challenges it may encounter.

2. Perception Sensors:

The robot will be equipped with an advanced proximity sensor system, including high-resolution cameras and distance sensors, enabling it to collect detailed data about its surroundings. This will facilitate precise navigation, obstacle identification, and adaptation to various scenarios.

Supervised Learning:

- **Objective:** The primary focus is to instruct the robot to achieve stable and efficient locomotion. It will be able to follow predetermined routes and evade identified obstacles using a labeled dataset.
- **Implementation:** The robot will be trained using supervised learning techniques, where a labeled dataset provides information about stable movements and positions for effective navigation.

Unsupervised Learning:

- **Objective:** The robot should be able to explore and adapt its behavior in real-time. This includes identifying patterns and obstacles not previously known without relying on a labeled dataset.

- **Implementation:** Unsupervised learning techniques will be applied to allow the robot to analyze and understand emerging patterns in the environment, facilitating dynamic adaptation and a proactive response to unanticipated challenges.

Reinforcement Learning:

- **Objective:** The focus will be on optimizing the robot's behavior. Reinforcement learning will be used to enhance the robot’s speed, efficiency, and ability to autonomously overcome obstacles.
- **Implementation:** Reinforcement learning algorithms will be employed to train the robot. Through a system of rewards and penalties, the robot will learn to optimize its actions for more efficient and effective navigation.

Conclusion

As for the expected learnings, we attempt to gain a deeper understanding of robot behavior, learning patterns, and adaptation strategies. We’re not just building a robot; we’re gathering valuable data that will shape future innovations and applications. Every step, turn, and jump our four-legged invention takes is a step closer to understanding how we can make robots more integrated, efficient, and maybe even, more intuitive to our needs and challenges.