

# ECS(418): Intelligent Robotics Final Project

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## 1 Introduction

In the current environment Fabtino robot is used as its able to match the speed of create but not an instance but in an accelerated way. Taking advantage of acceleration of robot we can try to reached a way point in an instance if an obstacle is not present between current location and way point. If obstacle comes in a certain range of robot then robot change its direction based on state diagram above and try to avoid obstacle and again move to way-point. Although it does not prevent all collisions but it significantly reduce the chances of any, unless obstacles comes from behind the robot with higher velocity than the maximum velocity possible by the robot.

## 2 Obstacle Detection

Obstacles are detected using supervisors in webot, supervisor returns position and heading direction and speed of an obstacle. In real world we can use lidar with low height since obstacle robots (Create) has low height and all robots in webot with lidar sensor availability does not provide suitable lidar slot height. Using an EKF (Extended kalman filter) for state estimation we can sense dynamic obstacles heading angle and speed

### 2.1 Avoiding moving obstacle

Moving obstacles are avoided by moving in the opposite direction from where an obstacle is detected. It works in similar way to potential field based approach.

### 2.2 Environment

The experiment was performed in Webots Environment. Which consist of a rectangular arena and one wall in middle of arena along with two moving obstacles. Moving obstacles are create irobots which are moving randomaly in envirnment avoiding obstacles.

### 2.3 Reference:

[1] Guo, Binghua, Nan Guo, and Zhisong Cen. "Obstacle Avoidance With Dynamic Avoidance Risk Region for Mobile Robots in Dynamic Environments." IEEE Robotics and Automation Letters 7.3 (2022): 5850-5857.