



UNIVERSITY OF
SOUTH CAROLINA

CSCE274 Robotic Applications and Design

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Navigation

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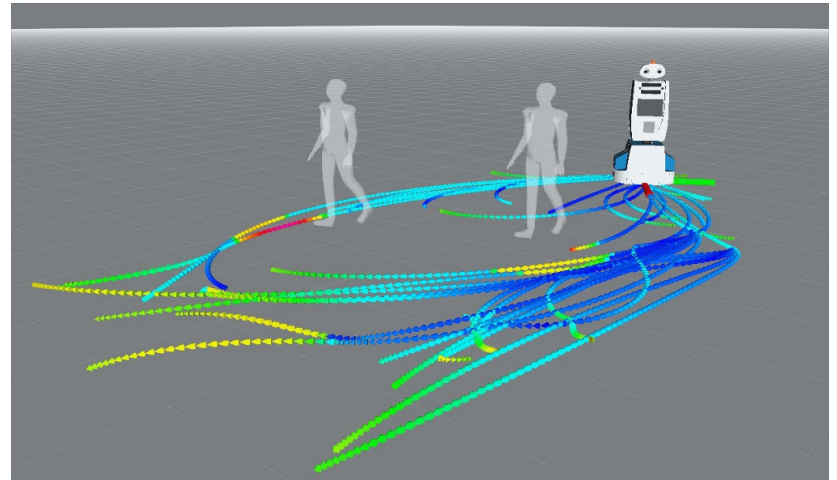
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Navigation

- *Navigation* refers to the way a robot find its way in the environment
- We saw last time state estimation, which is required for proper navigation

Path planning

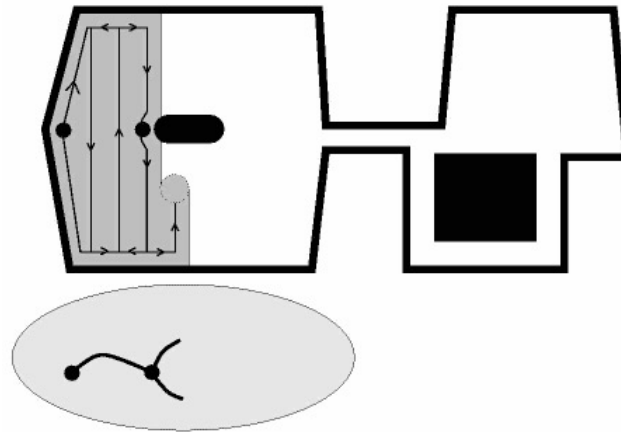
- *How to go from A to B?*
- Additional challenges when environment is dynamic
- Several criteria can be used to decide the best path
 - Distance
 - Number of turns
 - Less risky
 - ...



Source: github.com/srl-freiburg/srl_global_planner

Coverage

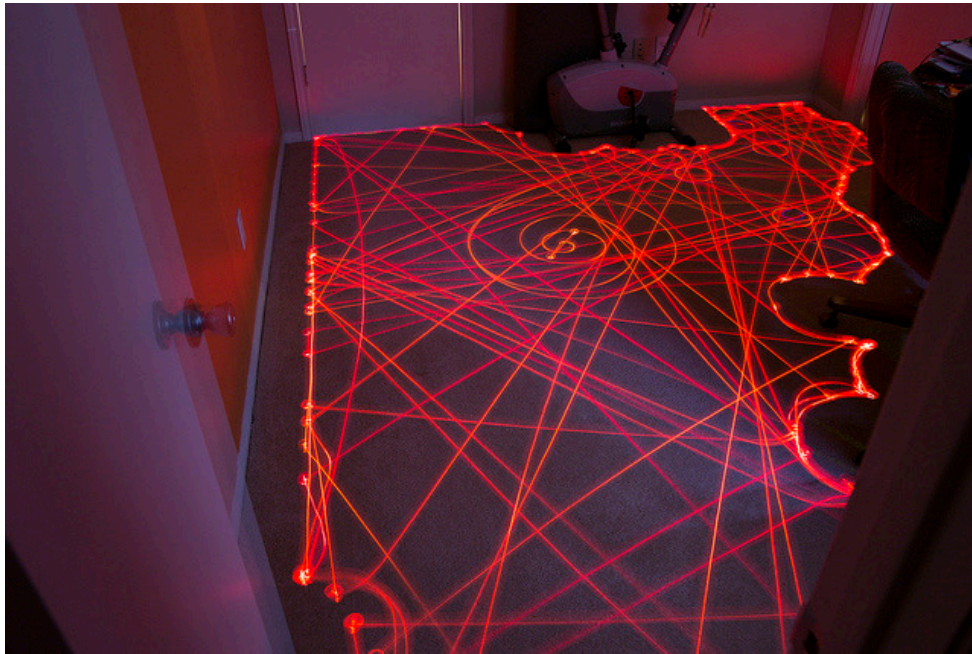
- *Coverage problems* require the robot to visit every location in the environment
- It can be systematic



Source: biorobotics.ri.cmu.edu/research/complete.php

Coverage

- Coverage can be also randomized

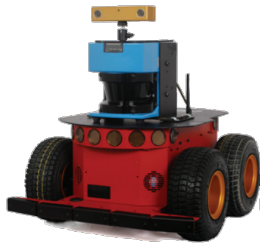


Source: [flickr.com/photos/joejungmann/14505181338/in/pool-roomba/](https://www.flickr.com/photos/joejungmann/14505181338/in/pool-roomba/)

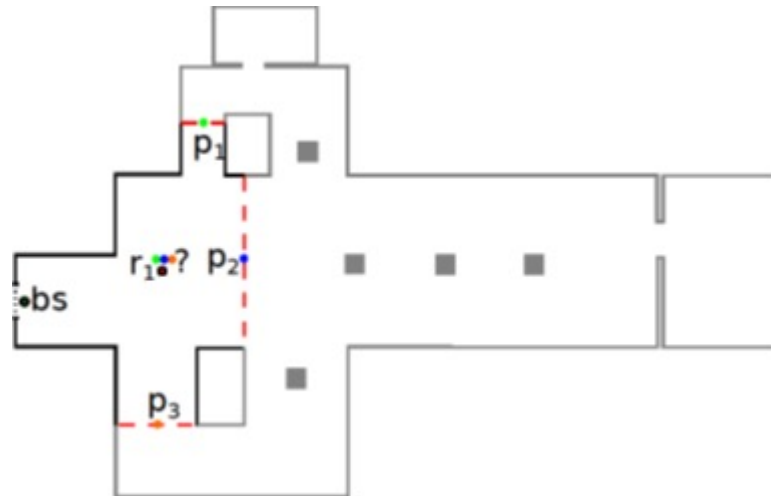
Exploration

- *Exploration problems* require the robot to build the map of an unknown environment
- One way to address this is called *frontier-based exploration*, where robots move to the boundary between known and unknown portion of the environment

Source: mobilerobots.com

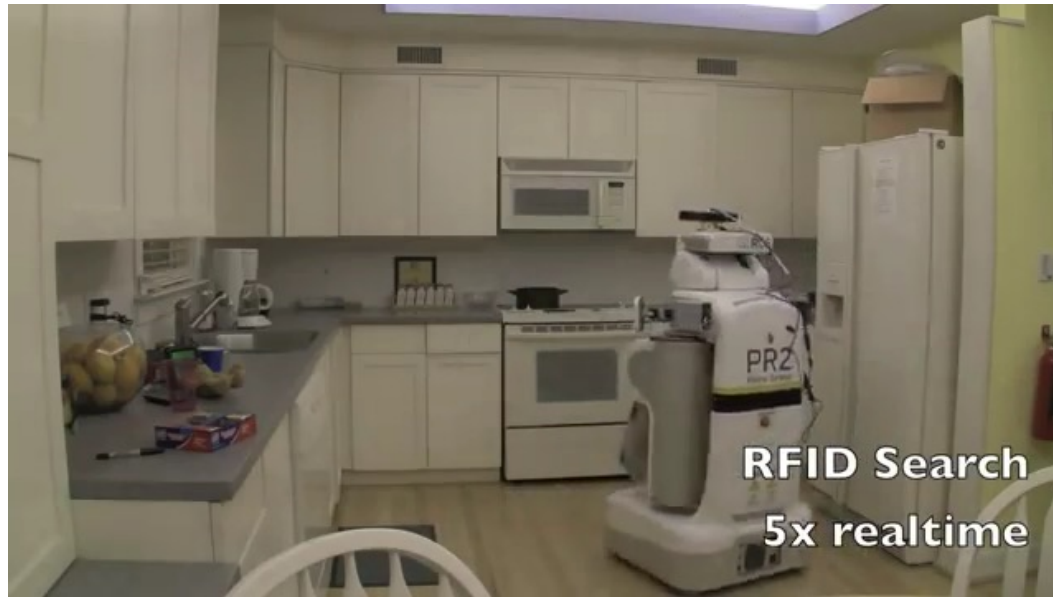


Pioneer 3-AT



Search

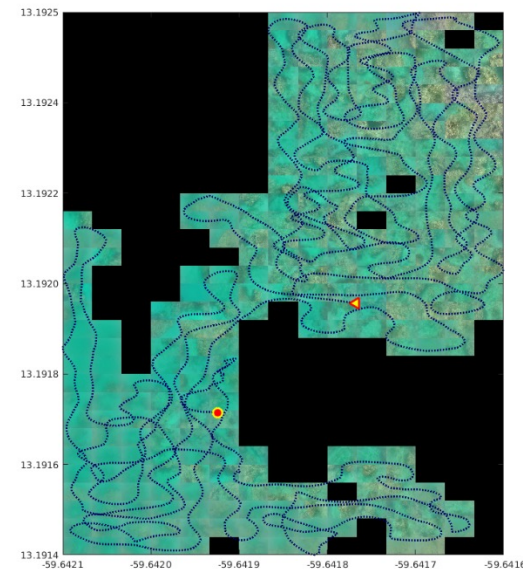
- *Search problems* are problems involving looking for objects or people in an environment
- If no a priori information is available, this corresponds to exploration



Source: [Deyle et al., 2014, IROS]

Information gathering

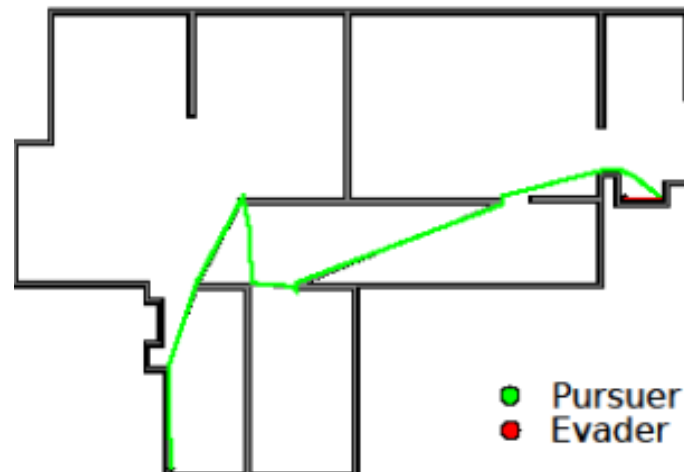
- *Information gathering* is the problem of sending robot to collect data of a phenomenon of interest



Source: [Manjanna et al., 2016, CRV]

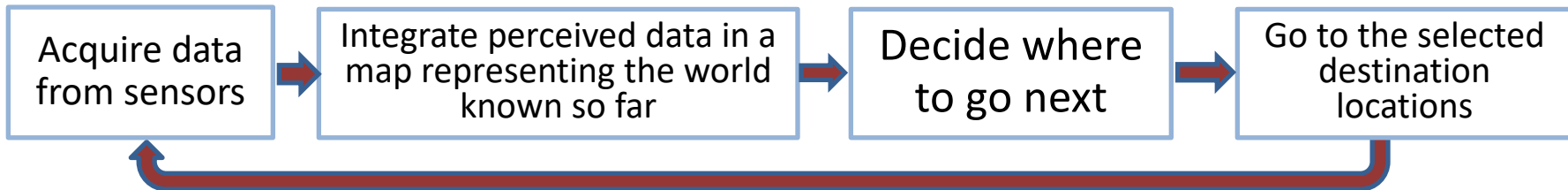
Pursuit-evasion

- *Pursuit-evasion* is the problem of finding a strategy that allows the pursuer to capture an evader
- Usually theoretical analysis on the worst case



Abstract robot behavior

- From high-level perspective, the robot behavior that should accomplish a task can be simplified as follows



A (tentative) framework

- Dimensions that *influence* the *design* and the *evaluation* of the strategies
 - Robot's capability
 - Multiple robots
 - Environment
 - Knowledge
 - Mission

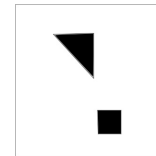
Source: mobilerobots.com



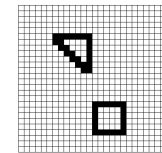
Source: sick.com



Source: bettstetter.com



Source: robocup.org



Source: irobot.com



F. Amigoni, N. Basilico, A. QUATTRINI *LI*

"Moving from 'how to go there?' to 'where to go?': Towards increased autonomy of mobile robots"

In A. Rodic, D. Pisl, H. Bleuler (editors); *New Trends in Medical and Service Robots, Mechanisms and Machine Science 20*, Springer, 2014, p. 345–356.