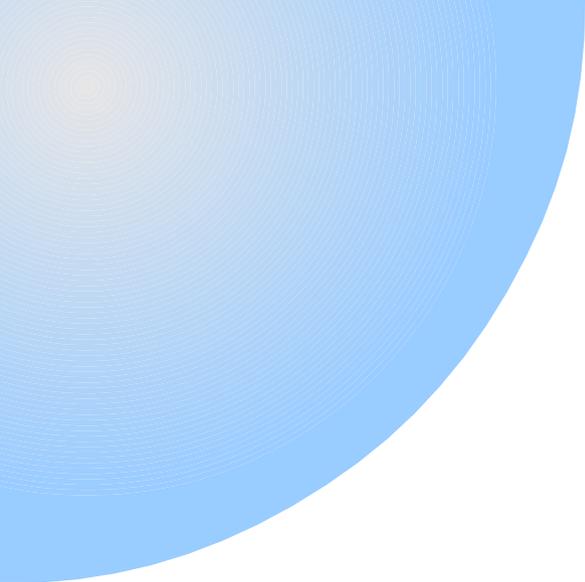


# Object Avoidance in Autonomous Mobile Robotics

Mike Ounsworth

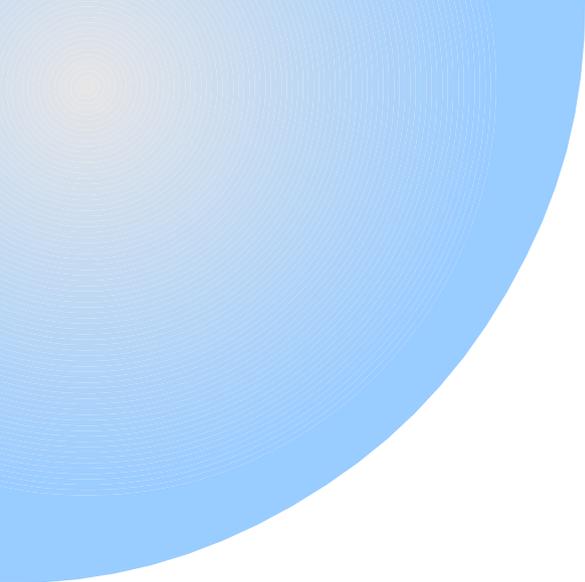
Cisc 491  
March 9th, 2012



Def'n: Autonomous:

No external input at runtime

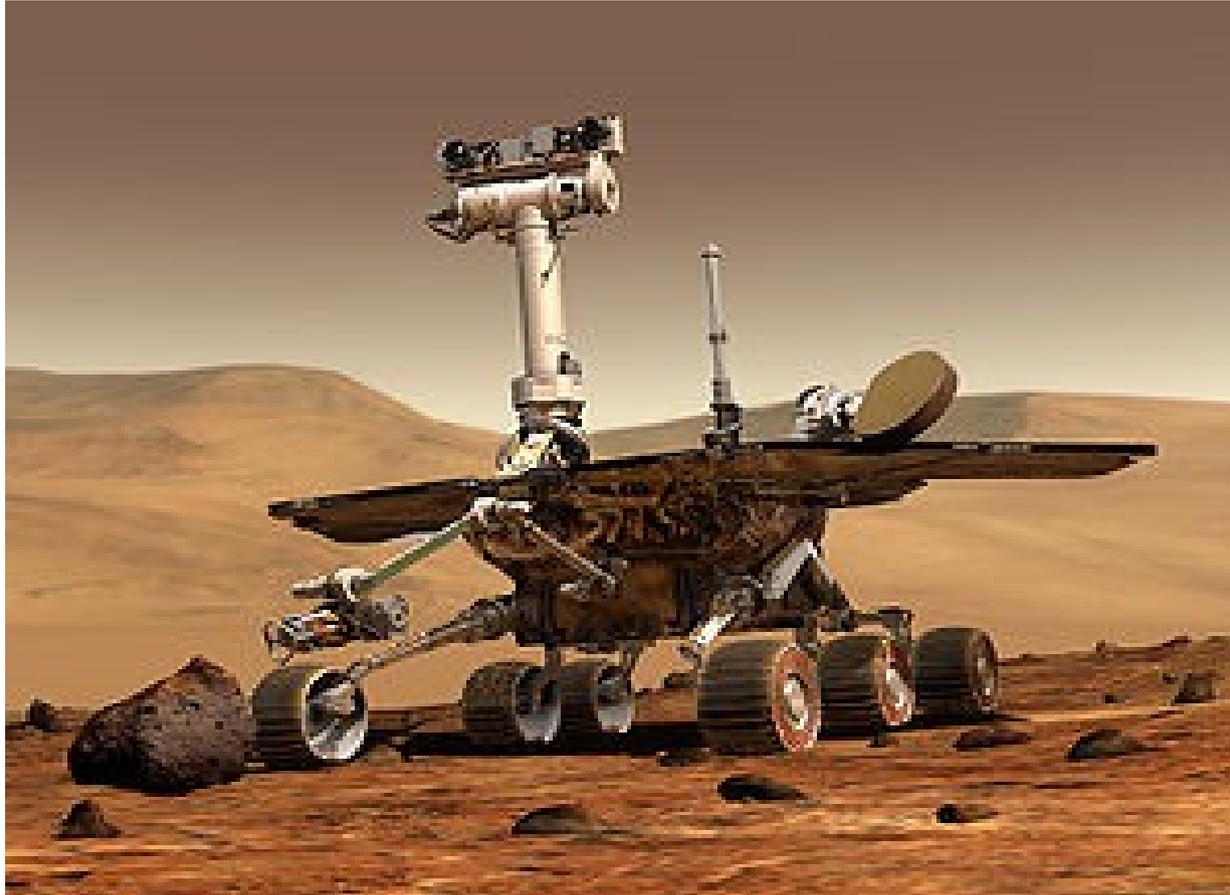
(human with joystick, offboard sensors, etc).



## Def'n: Mobile Robotics

Robots that are free to move around the world.

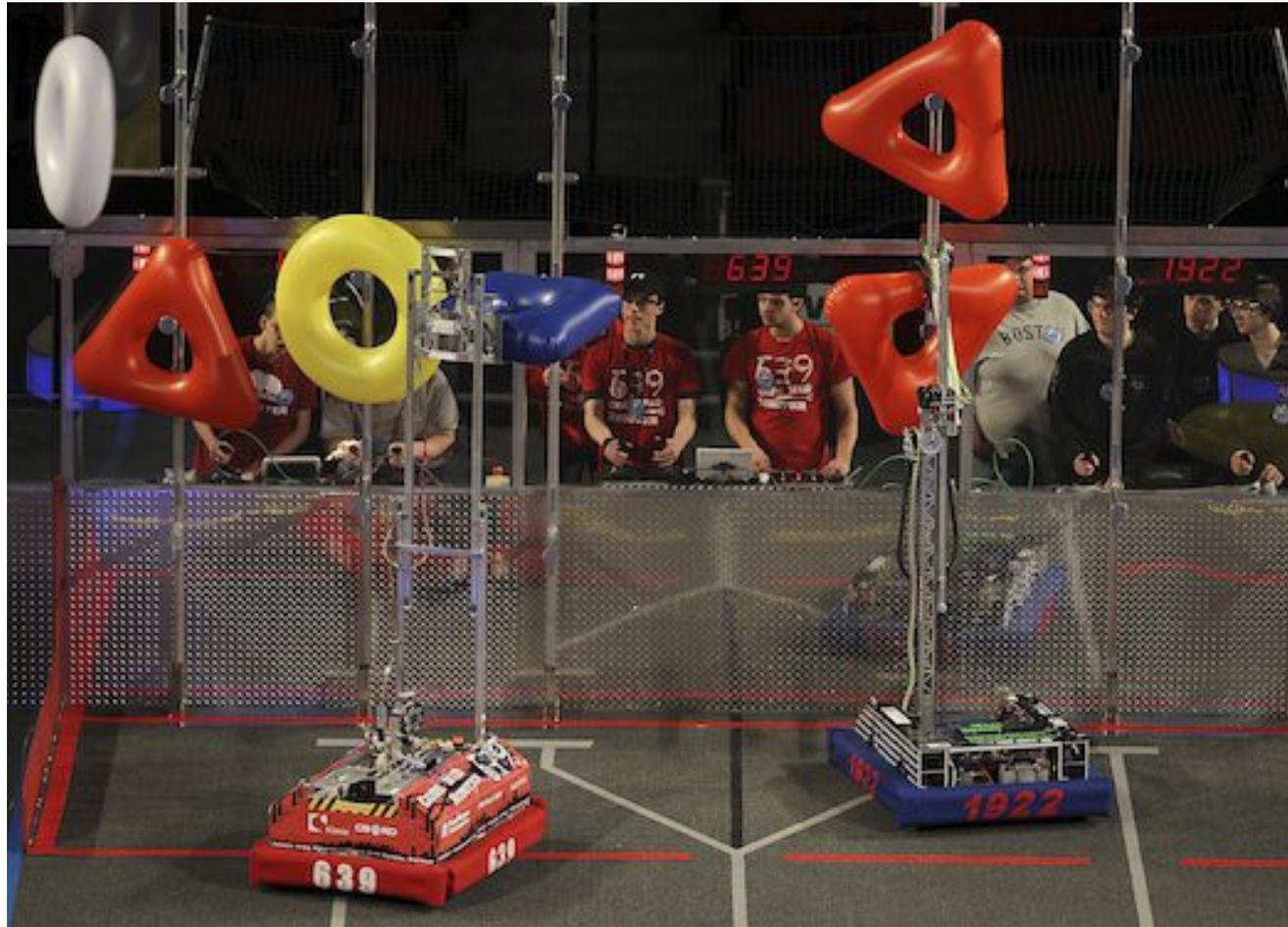
# Example: Mobile Robots



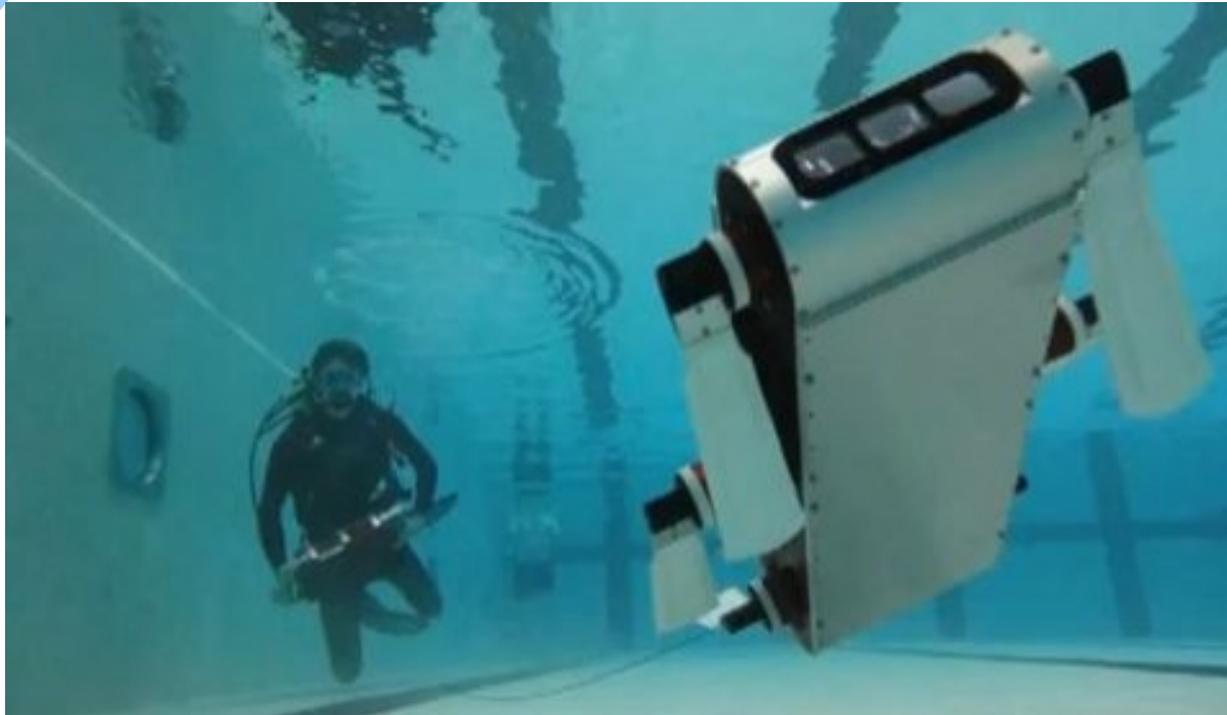
# Example: Mobile Robots



# Example: Mobile Robots



# Example: Mobile Robots



# Example: Non-mobile Robots





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Systems

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## Fuzzy logic techniques for mobile robot obstacle avoidance

Patrick Reignier \*

*LIFIA, IMAG, 46, Av. Félix Viallet, 38031 Grenoble, France*

- Small educational robot.

- Small educational robot.
- Range sensors on Left, Front, and Right.

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- Range sensors on Left, Front, and Right.
- Range data fuzzified to Near and Far.

- Small educational robot.
- Range sensors on Left, Front, and Right.
- Range data fuzzified to Near and Far.
- With 3 sensors and 2 levels of granularity they need ~ 3,000 rules.

(they estimate that with 5 levels of granularity they would need ~1,000,000 rules)

They distinguish 8 possible situations:

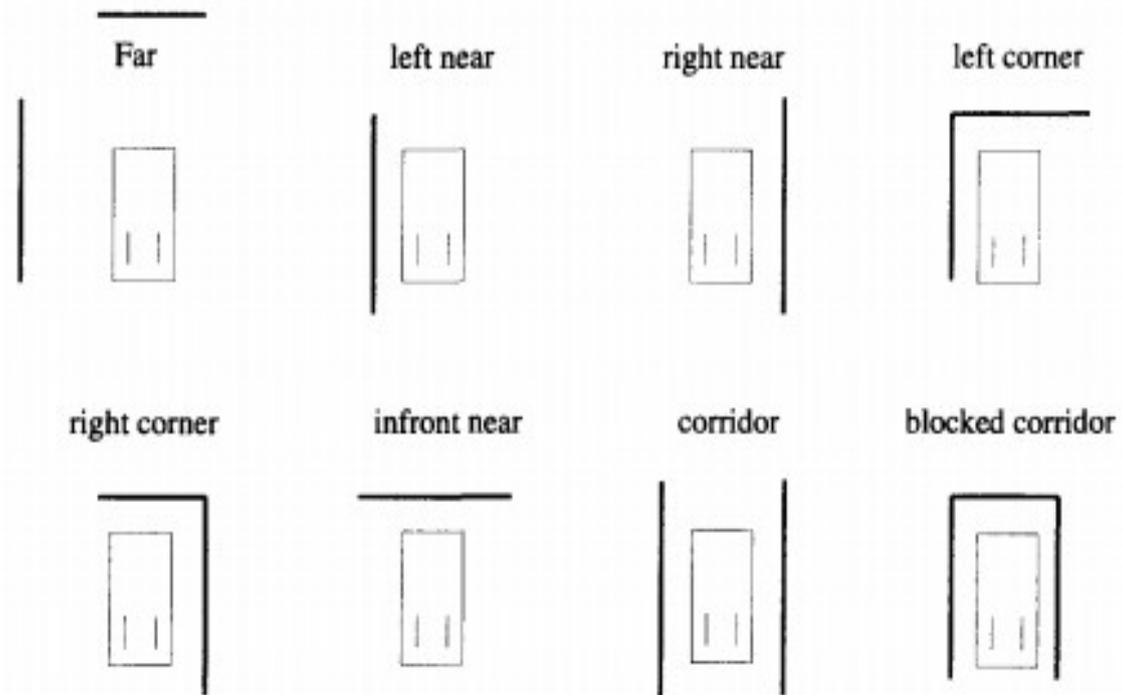
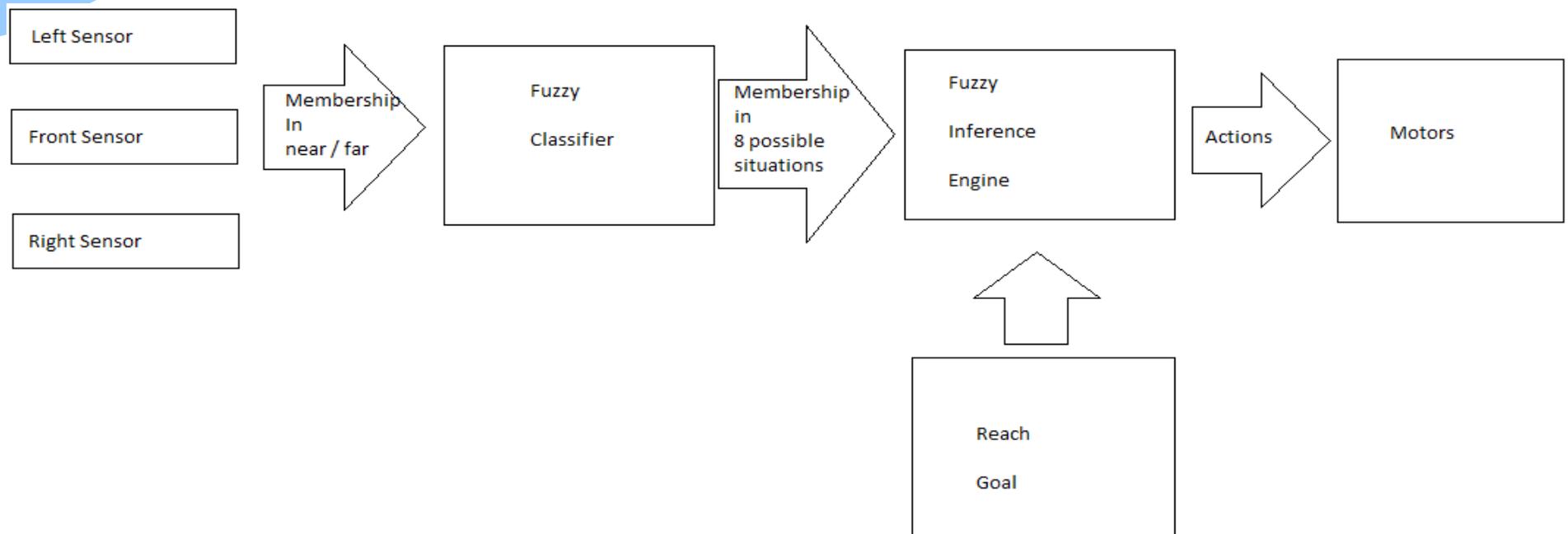


Fig. 10. There are 8 different perceptual situations. A different reaction is associated to each of these situations.

# Navigation Controller:



# Results

