

## **Agenda EMC Meeting #8**

**Date:** 05-06-2020

**Time:** 12:00 – 13:00

**Location:** Online (Microsoft Teams)

**Tutor:** Wouter Kuijpers

**Chairman:** Emre

**Secretary:** Stan

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### **1. Opening meeting**

- a. Everyone present?
- b. Tutor announcements
  - i. Need a new representative for the HR challenge. Not sure if actual live commentary can be used.
- c. Group members announcements?

### **2. Presentation**

- a. Evaluation
- b. 2 questions
  - i. Local map being stored
  - ii. Explicit assumptions needed for localization
- c. Powerpoint should be put on the wiki in pdf format

### **3. Progress**

- a. **FSM updates**
  - i. Localization failed added.
  - ii. Better add additional info about what happens in each state on the wiki rather than in the FSM.
  - iii. Failsafe is a state, which can break a link in case we take more than 150% of the time following a link should take.
  - iv. Make sure that the failsafe is also tested, other groups have really needed it in the past.
- b. Localization
  - i. Smart solution to fix localization failed, which turns a small bit until enough edges are seen.

- ii. If relocalization is required, we still take into account the position where the robot thinks it is. Don't just start relocalizing if there is too little info.
  - iii. Probability function might be a bit too strict, sometimes only 0 or 1 particles pass the test.
  - iv. Would be good if objects could be added in the global map to aid navigation at a later stage. Might run into issues with dynamical objects.
  - v. Dynamical objects will for now not be identified and saved as such. We only consider them as walls for now.
- c. JSON parser
  - i. Now running on c++ 11. Own parsers have also been improved.
  - ii. Convex/concave edges need to be identified.
  - iii. A way to save the waypoints corresponding to the cabinets needs to be designed.
- d. Visualization improvements
- e. Particle filter improvements
- f. Obstacle detection
  - i. Walls are the only things considered for breaking links. No distinctions between objects and walls.
- g. Monitor & Strategy
  - i. Small issue with the robot rotating when reaching a waypoint, will be looked at after the meeting.
  - ii. Pico can drive backwards.
- h. A\*
- i. Failsafe

#### 4. Coming week

- a. Integration of components (strategy)
- b. Testing in hospital map
  - i. Declare edge types
  - ii. Waypoints and cabinets

- c. Wiki update

## **5. Division of tasks**

- a. Emre and Stan – Edges convex/concave, Waypoints and Cabinets in map, before Saturday night
- b. Joep and Bram – Objects in map, strategy for localization
- c. Pim and Aris – Updating wiki, strategy for failsafe,

## **6. AOB**

## **7. End of meeting**

- a. Next meeting
  - i. Monday testing all day
  - ii. Tuesday 1300 with Wouter

**DEADLINES: 3<sup>th</sup> of June, Presentation of final design (1 day)**  
**10<sup>th</sup> of June, Final Competition (~1 weeks)**  
**24<sup>th</sup> of June, Deadline Wiki pages (~3 weeks)**