



DUBAI WORLD CONGRESS
FOR SELF-DRIVING TRANSPORT

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Autonomous Robot Guide based on the Loomo Mini Personal Transporter

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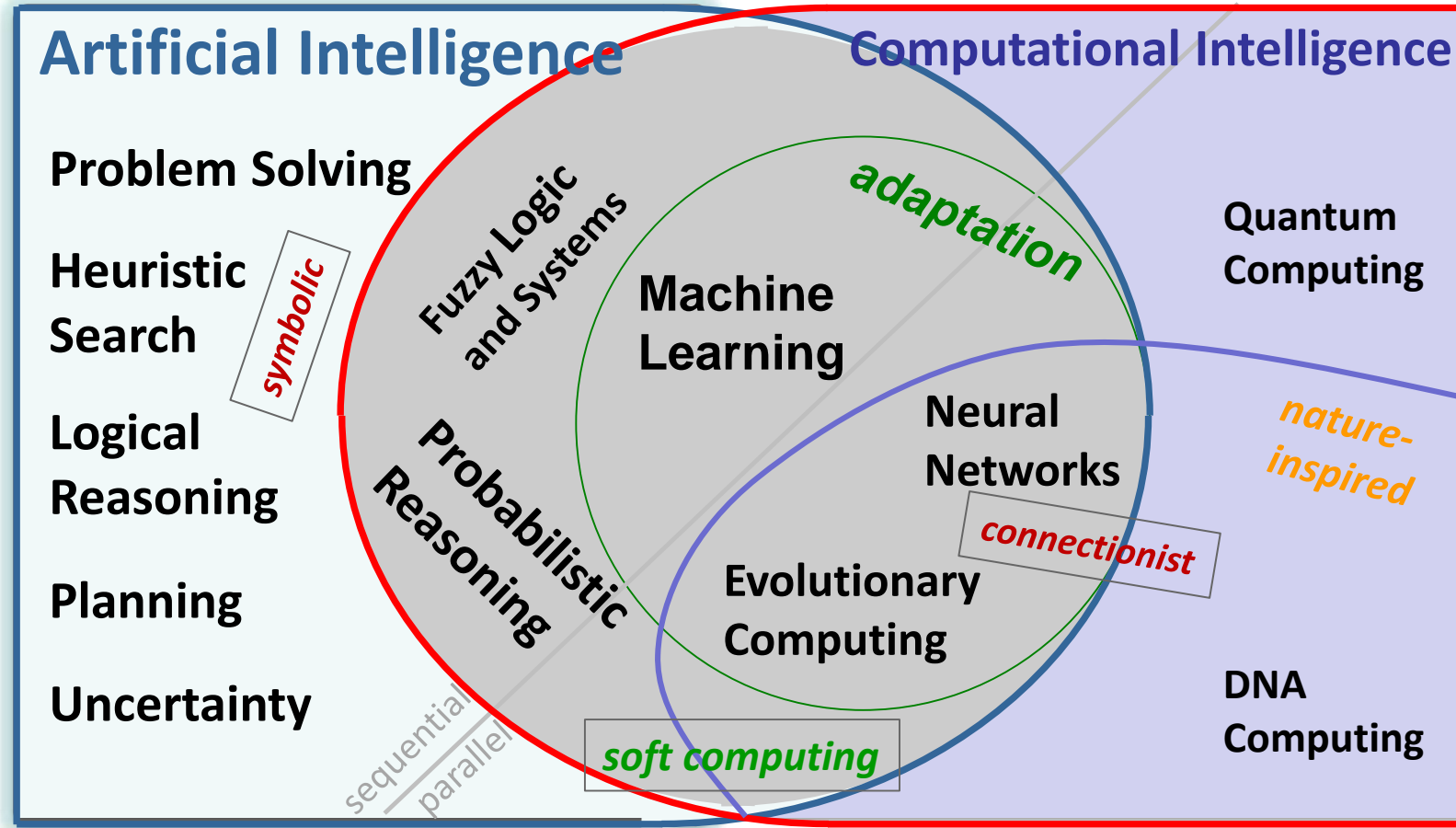


Complex Adaptive Systems

- *Technological progress renders our environment ever more complex and more incomprehensible.*
 - multi-agents, distributed, highly dynamic, unpredictable
- *“AI is about making machines more fathomable and more under the control of human beings, not less.”* (D. Michie)
 - need **automated solutions** that remain **simple to us**
- *“AI is the science of making machines do tasks that humans can do.”* (J.F. Allen)
 - require **natural interaction** and **human-like cognition**
- *“It may be that we cannot program intelligent robots, but we can cause them to evolve”* (R. Rucker)
 - **adaptation** and **learning**

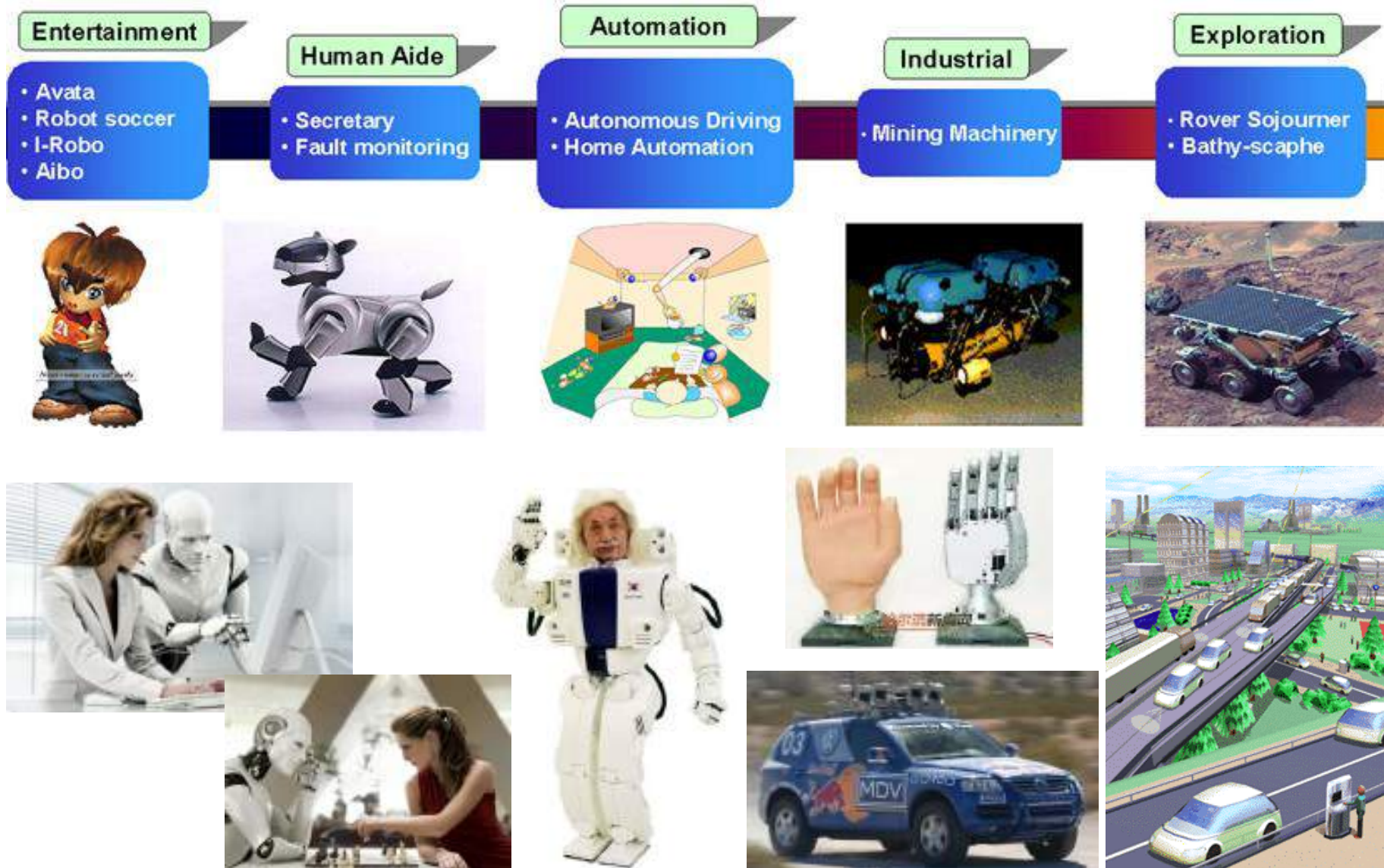
AI and Learning

Machine Intelligence



Machine Vision – Natural Language Processing – Robotics and Control

Cognitive Robotics



Automating Transportation Systems



Intelligent Transportation Systems

- **Motivation**
 - **Human errors:** primary cause of traffic accidents e.g., lack of driver attention
 - **In-car technologies:** needed to provide guidance, monitoring, safety
 - **Source of inspiration:** human skill learning
- **Intelligent Cars**
 - **Safety:** minimize road accidents and injuries
 - **Efficiency:** improve traffic network usage
 - **Reliability:** boost performance, predict faults
 - **Flexibility:** adapt to various drivers / users
 - **Expediency:** assist via intelligent interfaces



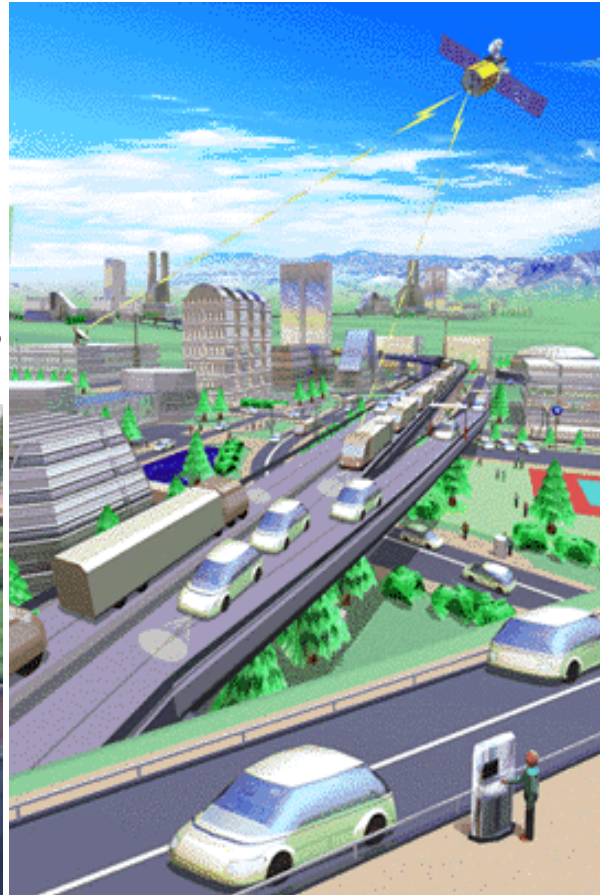
Transportation in the Future



Cycling alternatives



CyCab (INRIA)



ITS



AutoLib



PRT

Loomo Personal Assistant and Transporter



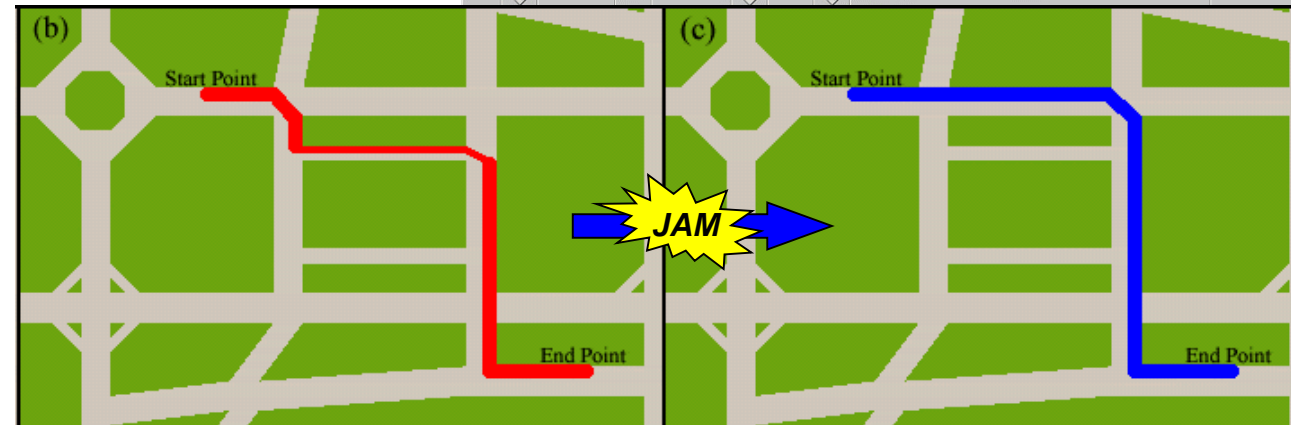
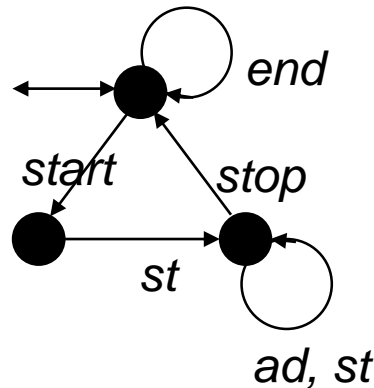
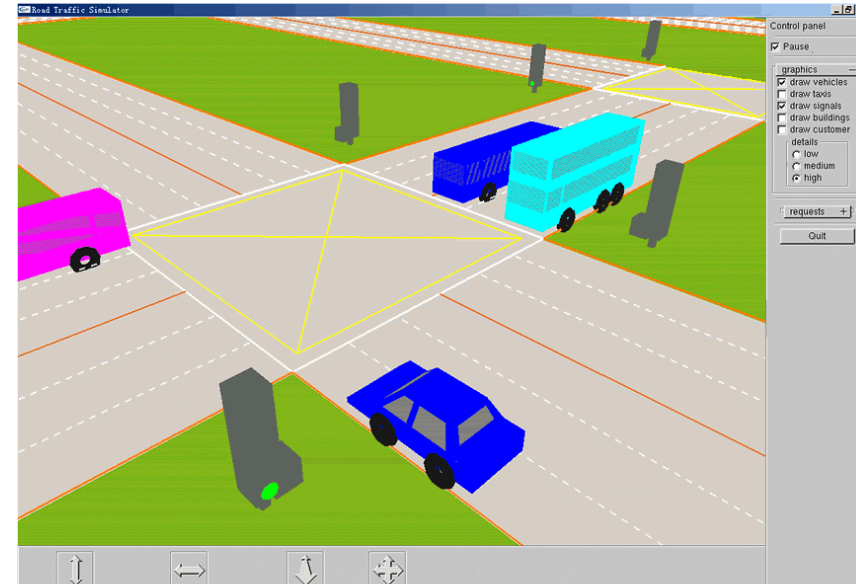
Research Areas

- Fleet management
- Traffic forecasting
- Vehicle navigation
- Vehicle control
- Sensing and data fusion
- Environment modeling
- Human-vehicle interaction



Intelligent Fleet Management and Routing

- **Distributed Planning**
 - Blackboard/agent architecture
- **Dynamic Vehicle Routing**
 - ACO-GA, D*, simulator/FPGA
- **Supervisory Control**
 - Controlled automata



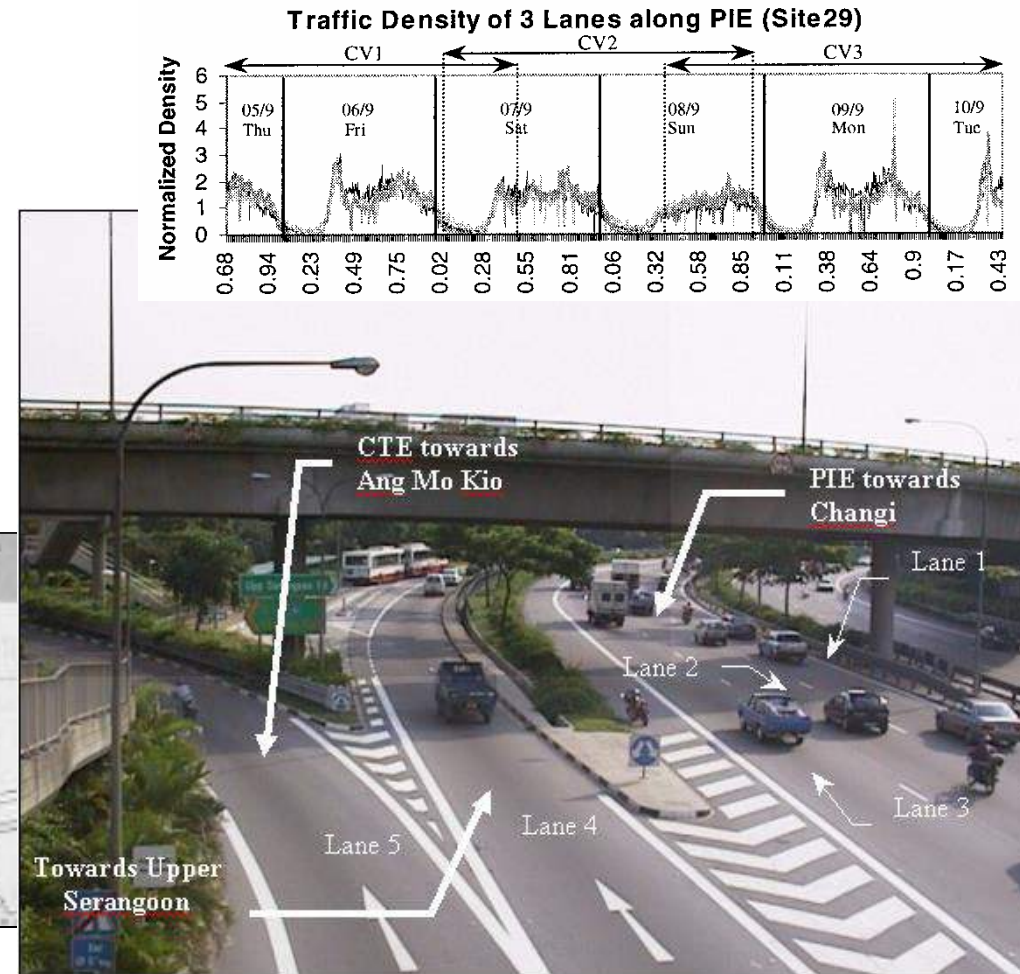
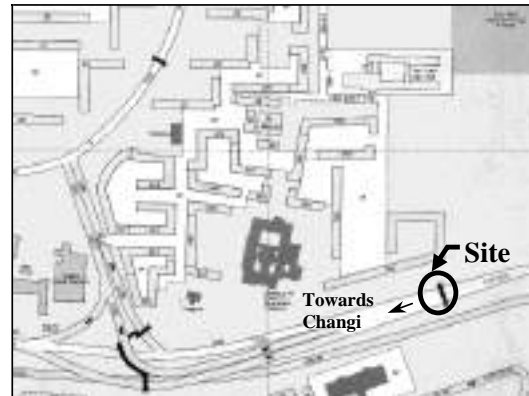
Intelligent Traffic Forecasting

- **Traffic Flow Modeling and Prediction**

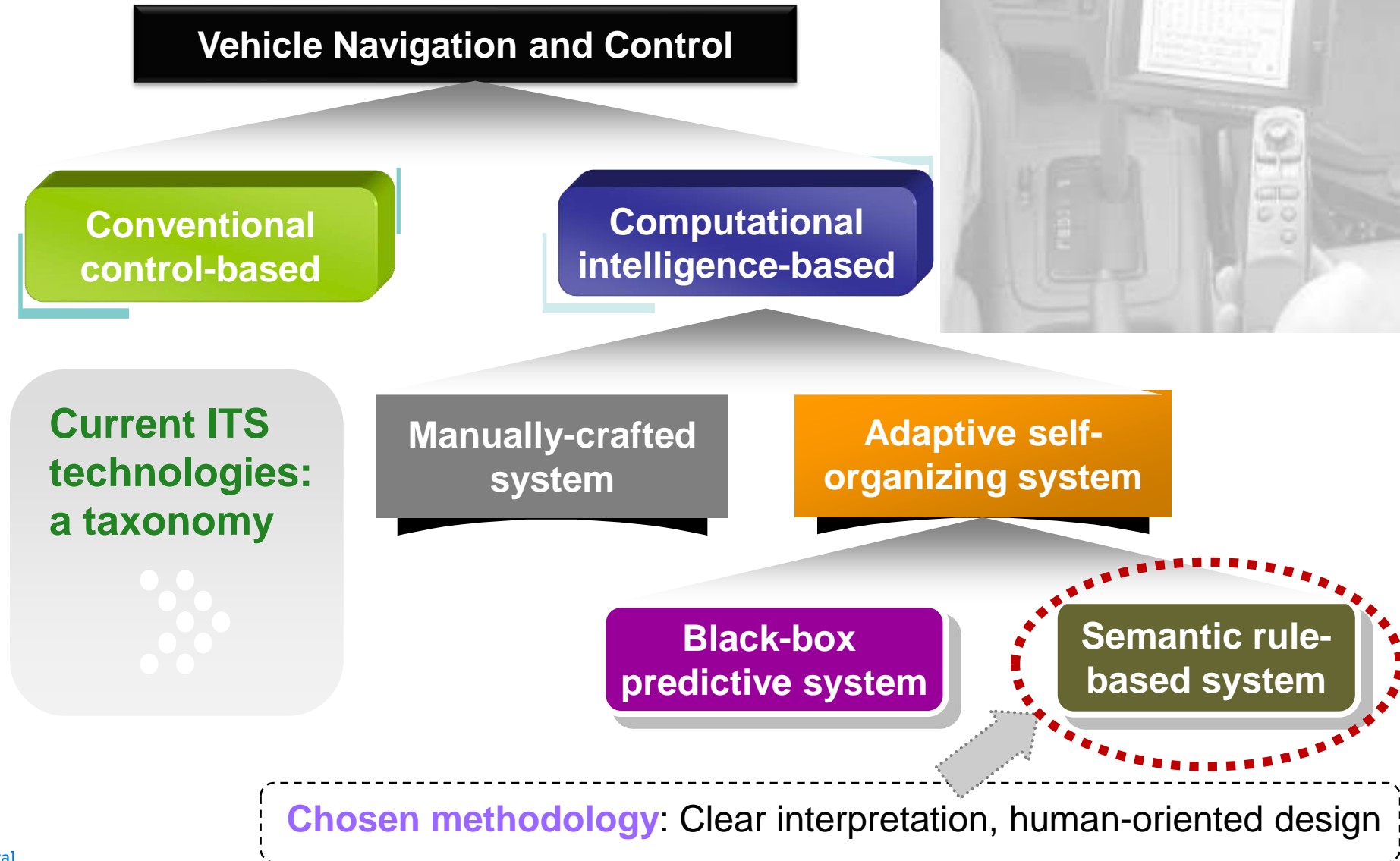
- Neural and neuro-fuzzy systems

- **Traffic Estimation**

- Neural vision



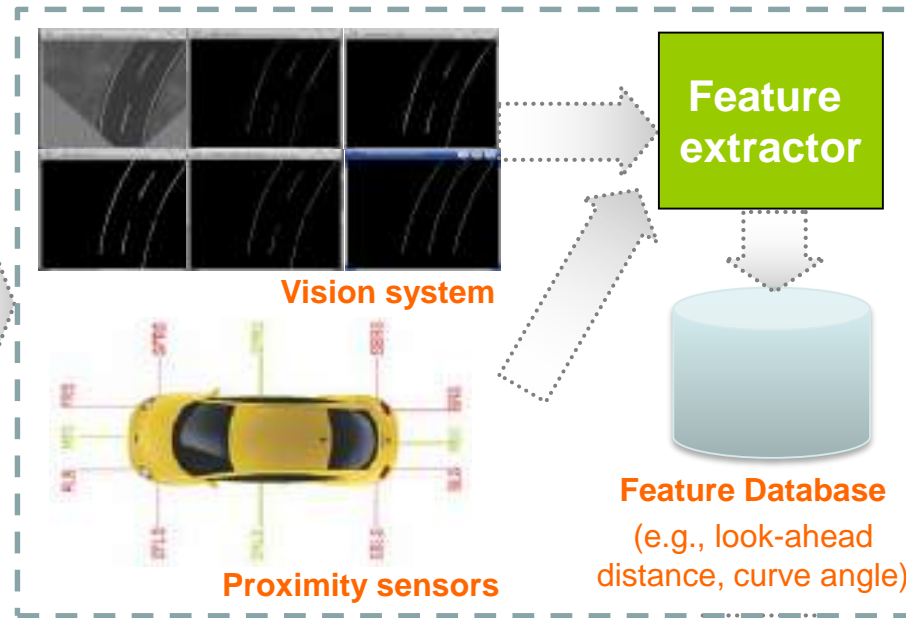
Intelligent Vehicle Navigation



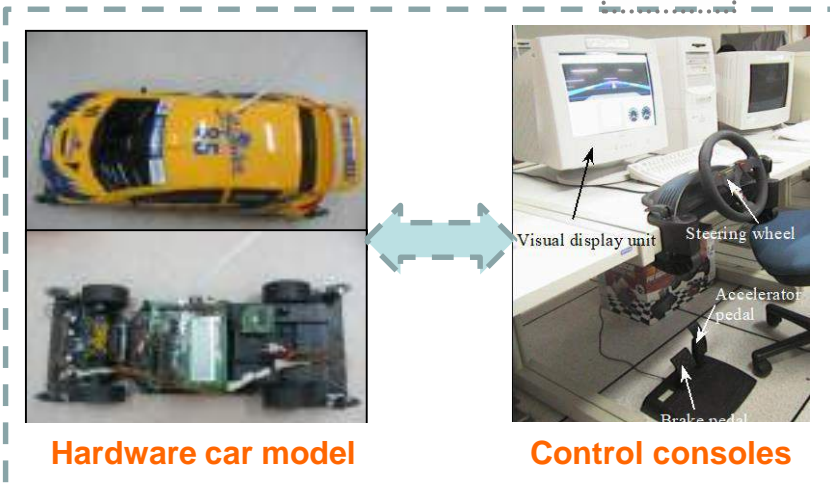
Intelligent Car Driving System



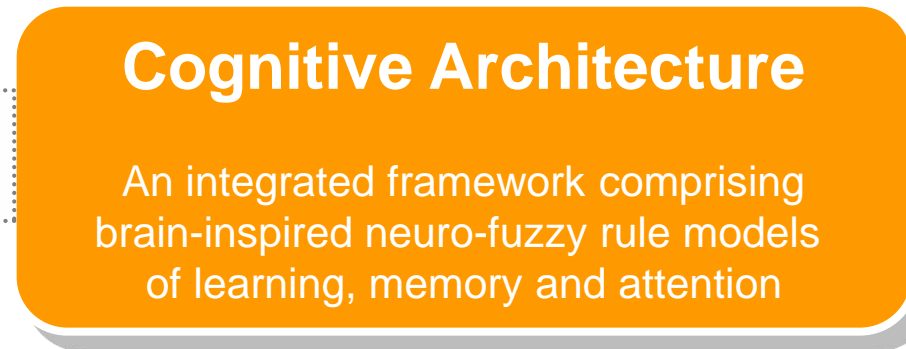
1 Vehicle simulator



2 Feature extraction



4 Motor system



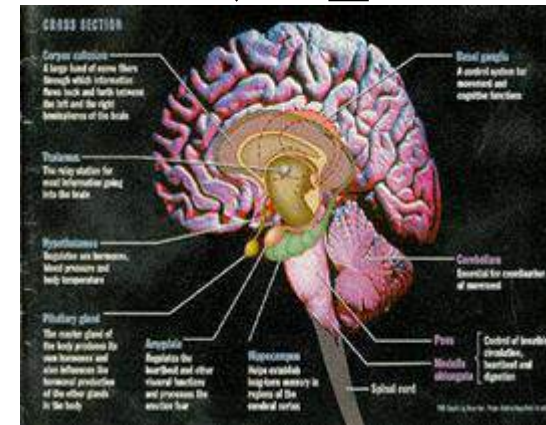
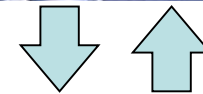
3 Driving agent

Neuro-Cognitive Architectures

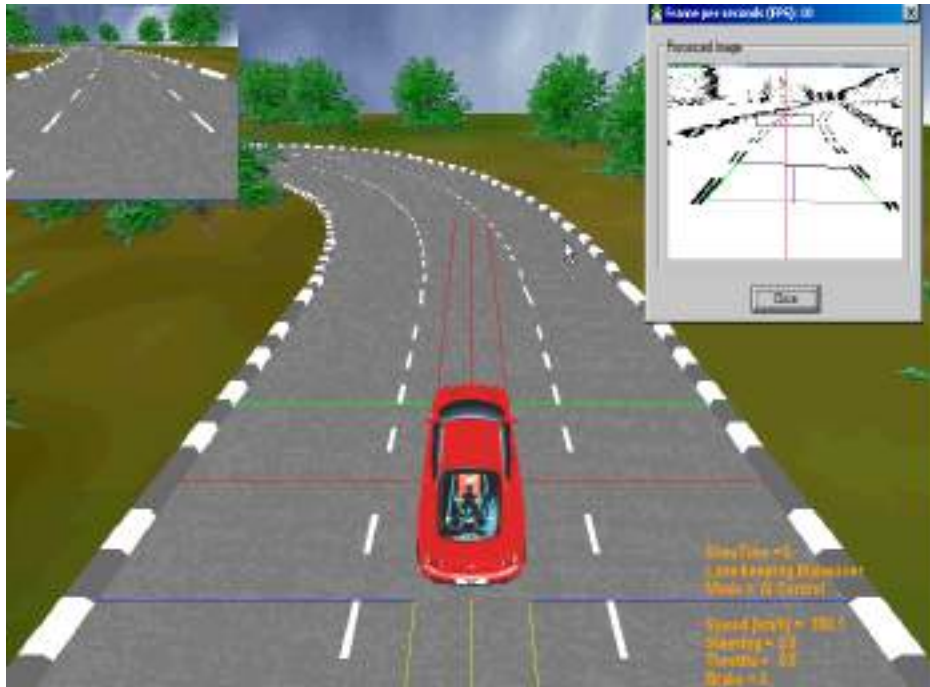
- **Convergence of Cognitive Science and Neuroscience**
- **Study of the human mind**
→ **new science for AI**
 - Sensing, diagnosis, guidance
 - Semantic learning memory
 - Skill acquisition e.g. driving

*“Example is the way to learn.
Example is the only way to learn.”
(A. Einstein)*

→ **Humanized Intelligent Systems**



Intelligent Car Driving Manoeuvres



5 Lane-keeping behaviour
(lane following)

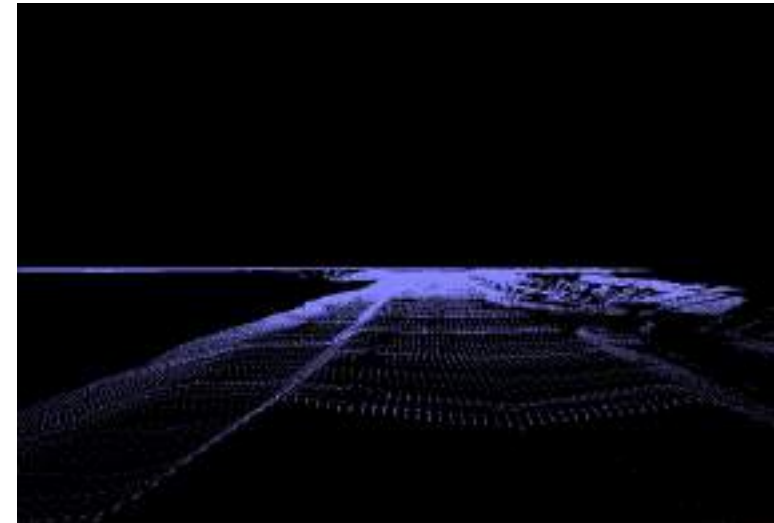
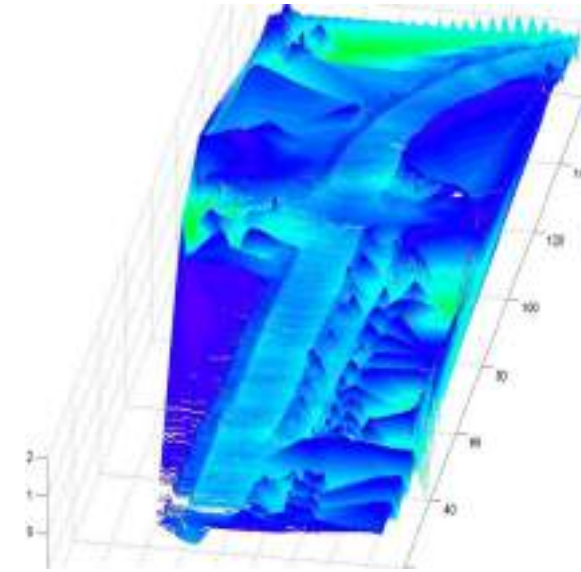


6 Lane-switching behaviour
(lane-changing + following)

Intelligent Car Driving and Parking



Simultaneous Mapping and Localization





Capstone Research Project to investigate modes of Personal Transportation



Dr. Michel Pasquier

Dr. Gerassimos Barlas

Indoor Robot Navigation using Grid-based Maps & Visual Odometry

Omar Sobhy

Gehad Aboarab

Hussain Abbasi

Mohammad Atallah

Outline

Problem Statement

Design Objectives

System Components

Implementation Details

Testing Results

System Limitations



Problem Statement



Unfamiliar environment



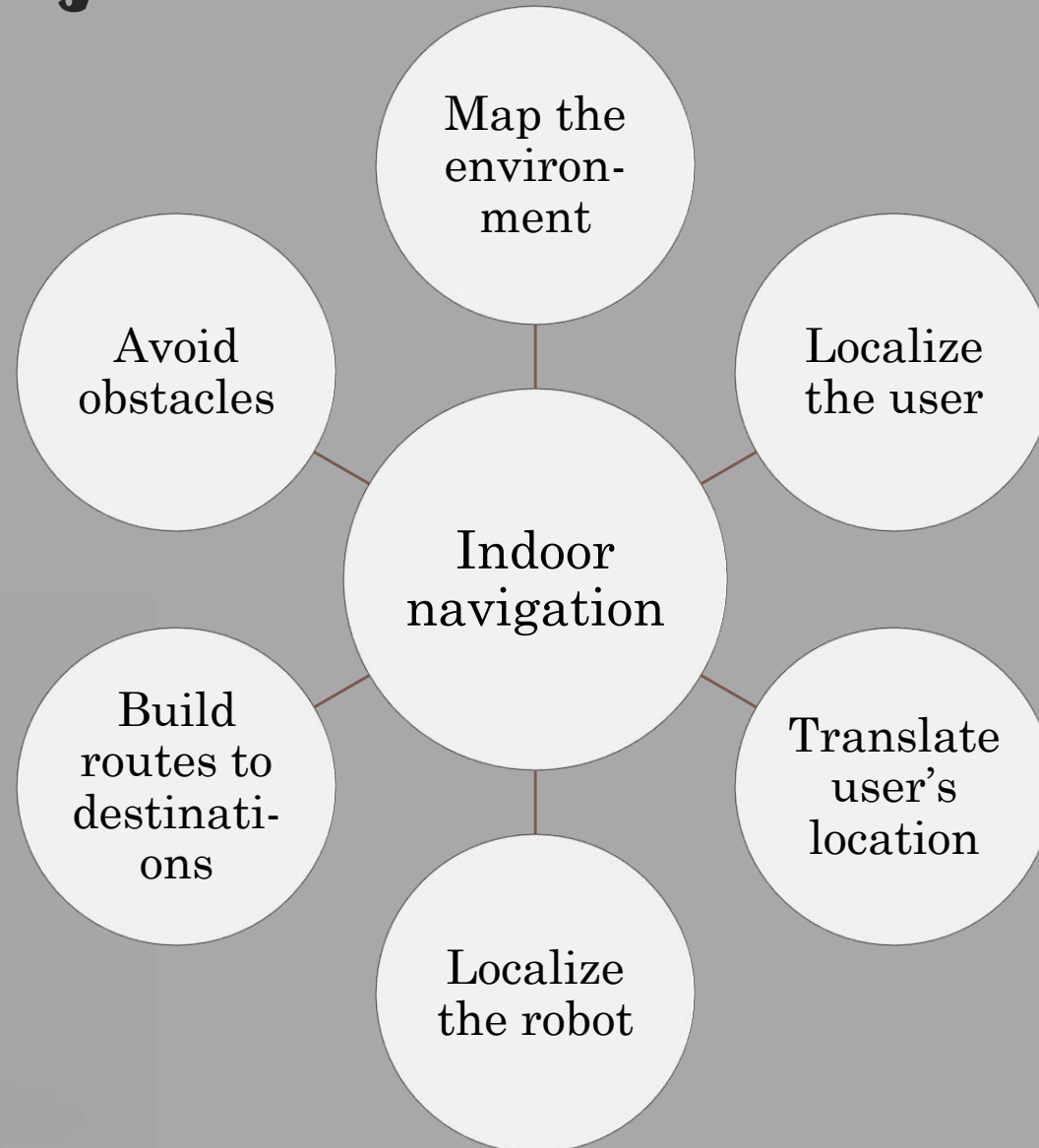
Lack of indoor transportation



Challenge to learn new maps

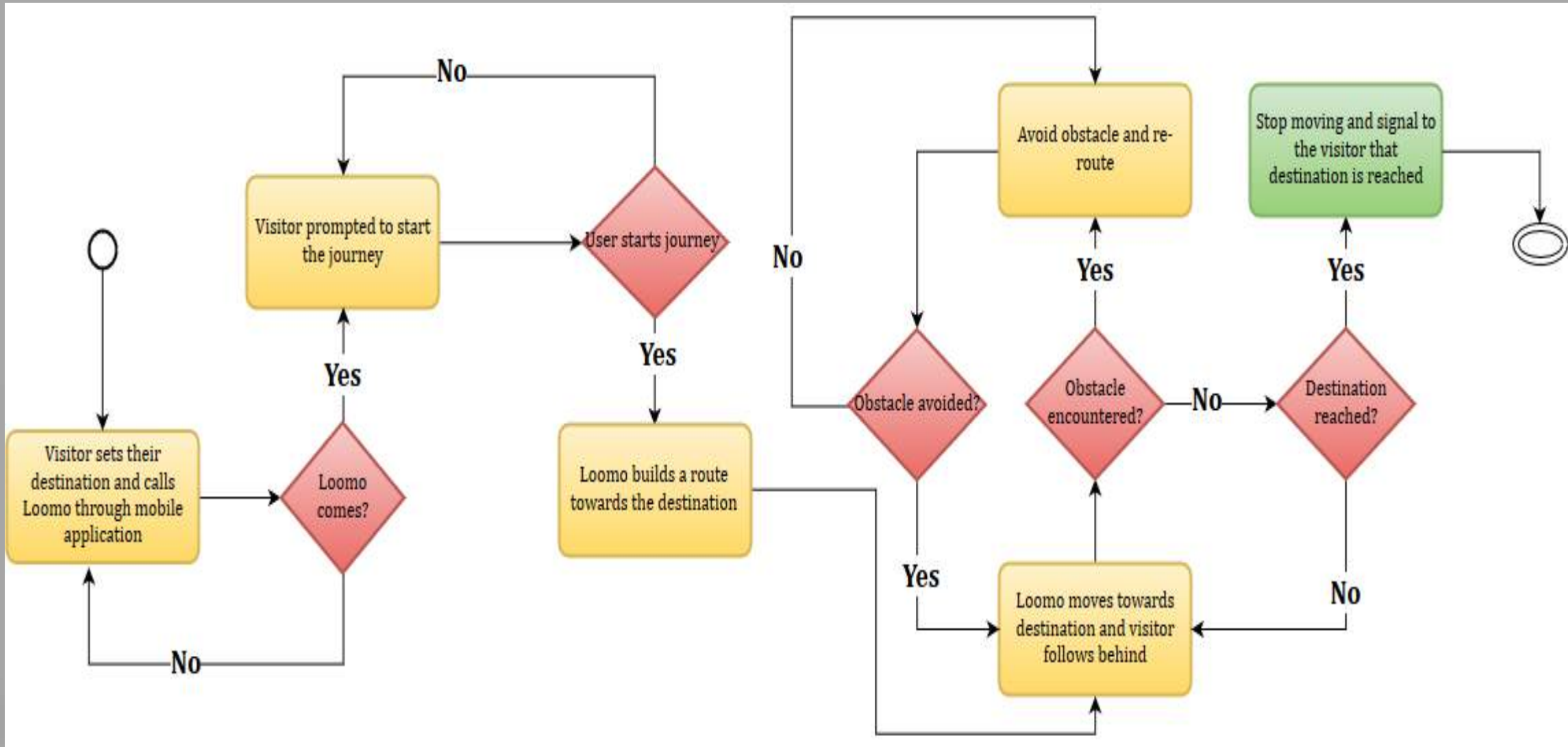


Design Objectives



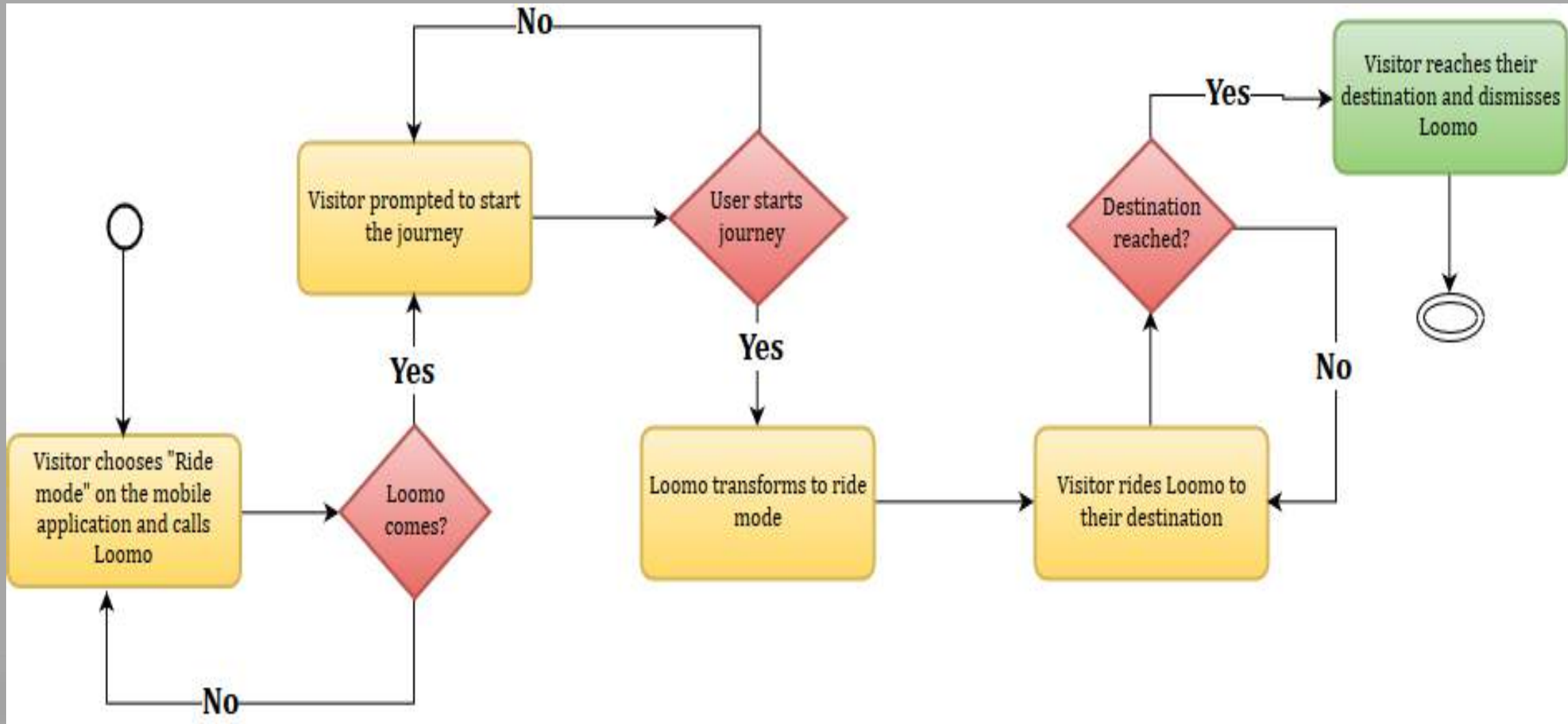
Design Objectives

Guide Mode



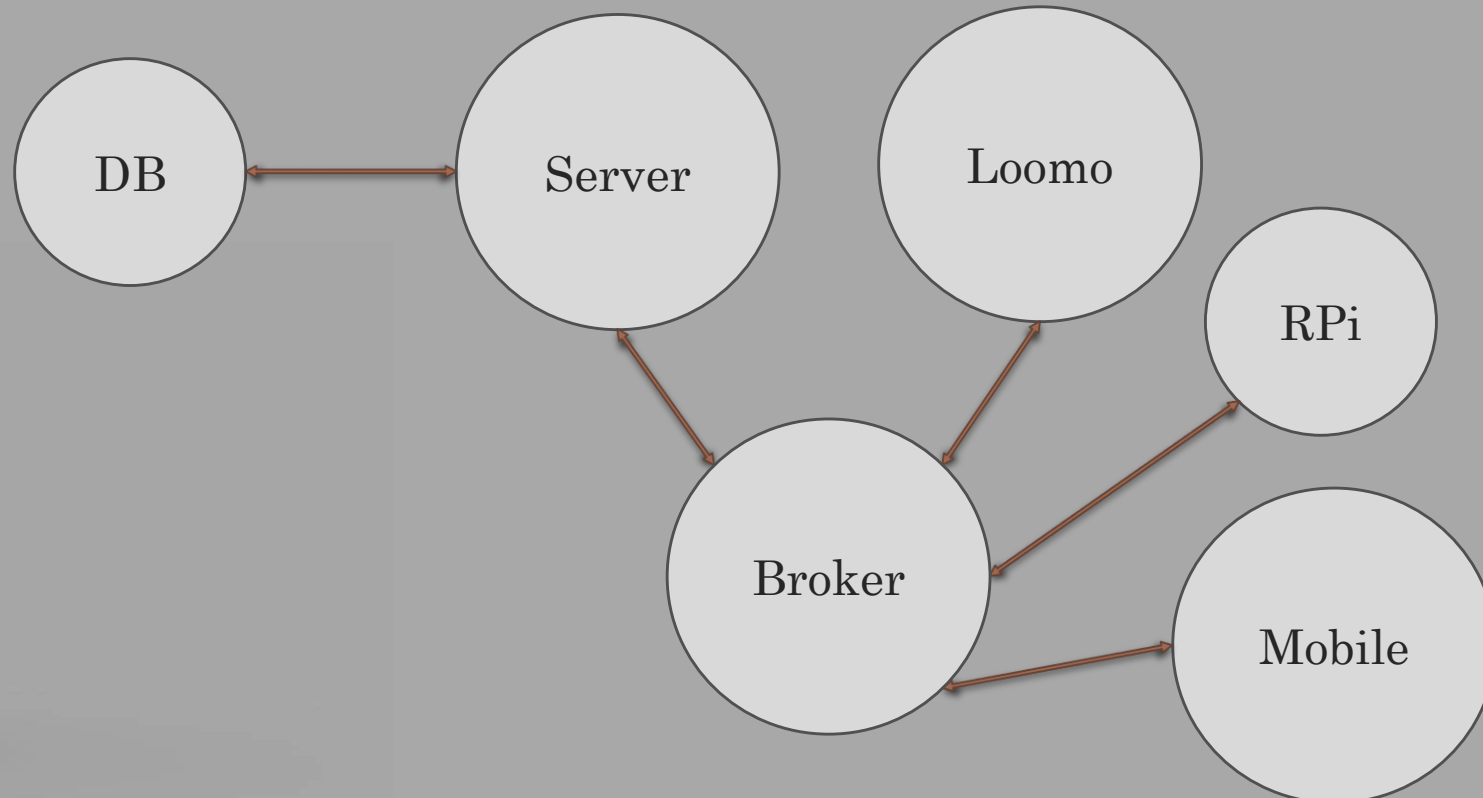
Design Objectives

Ride Mode



System Components

- The system is made up of 6 main components
- The components are interdependent on each other

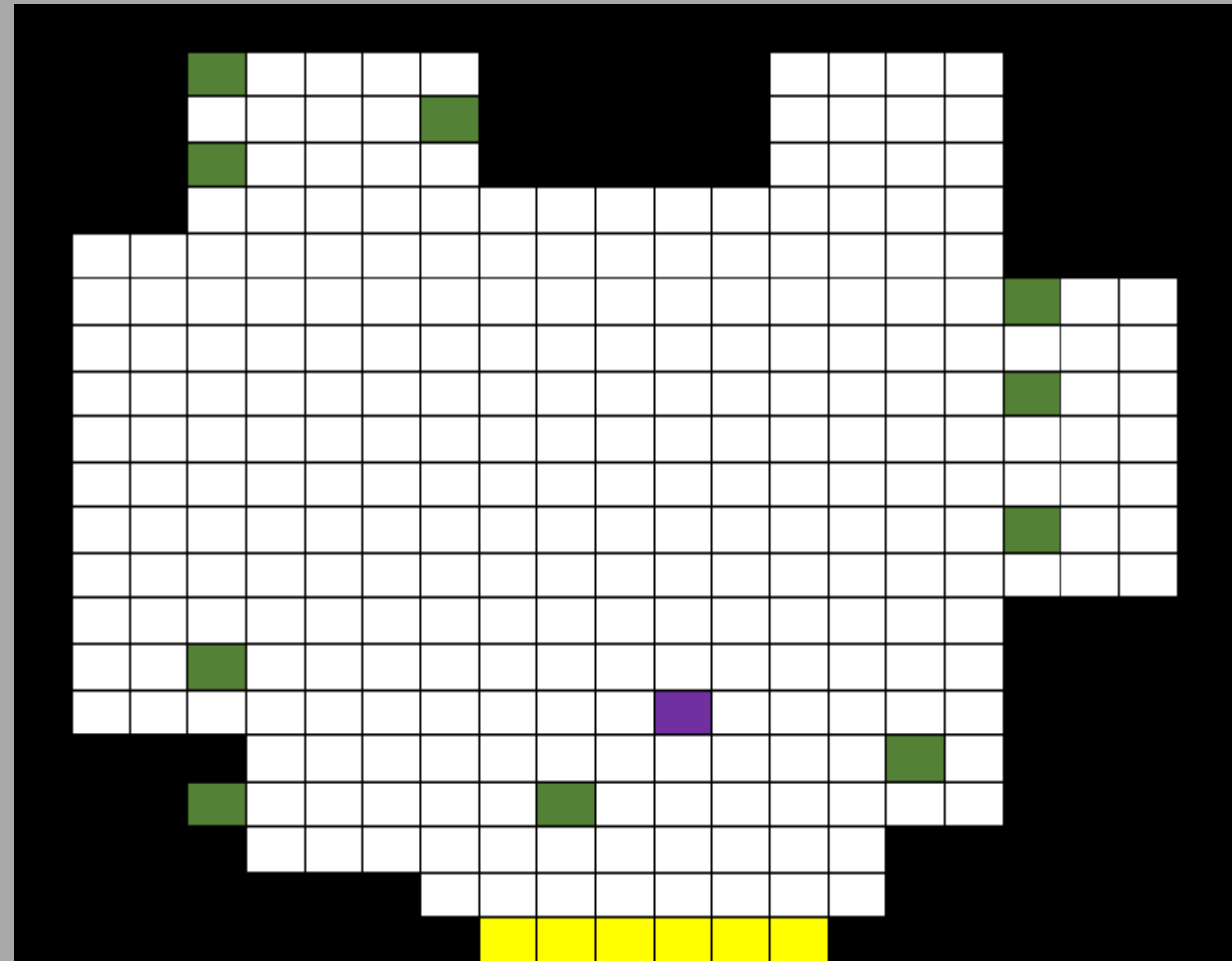


Building the Map

- Physical measurements
 - Permanent obstacles
 - Beacon positions
 - Destination coordinates
 - Loomo's home location
- Measurements to coordinates

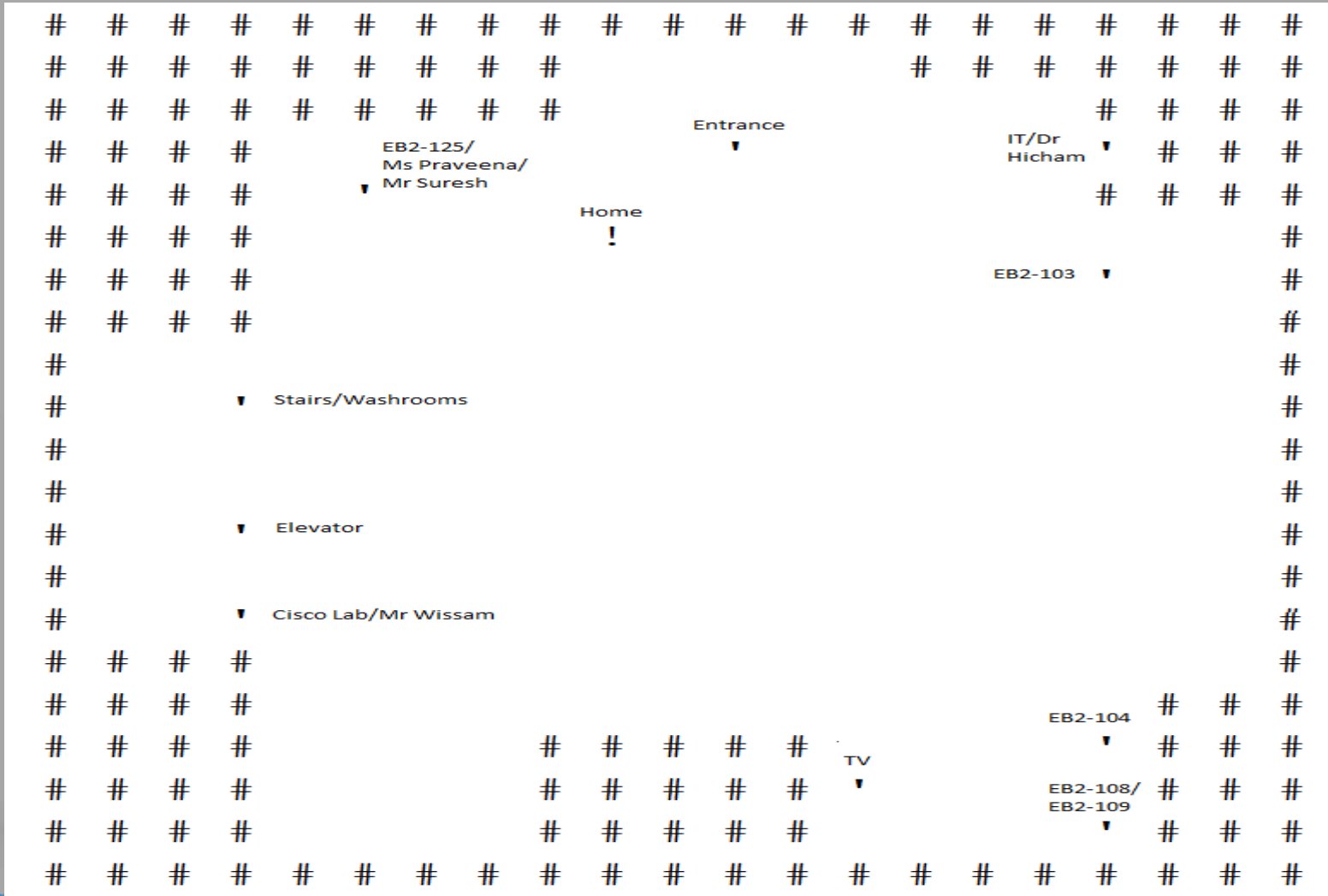
Store in database

■	Loomo Home Station
■	Destination
■	Obstacle
■	Empty
■	Entrance

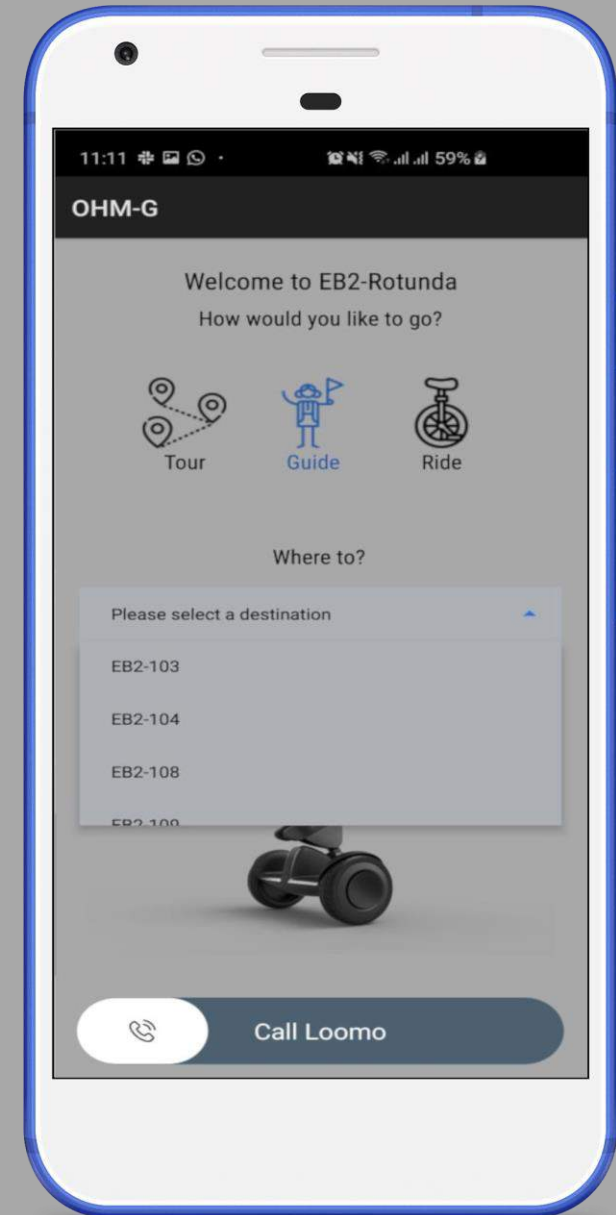


Getting the Map

Loomo application map



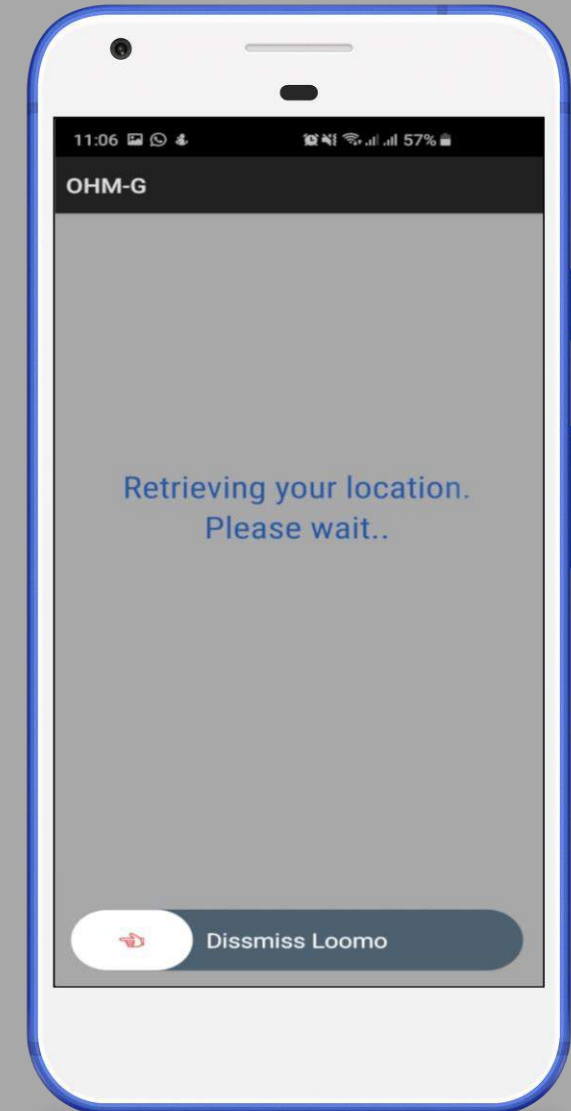
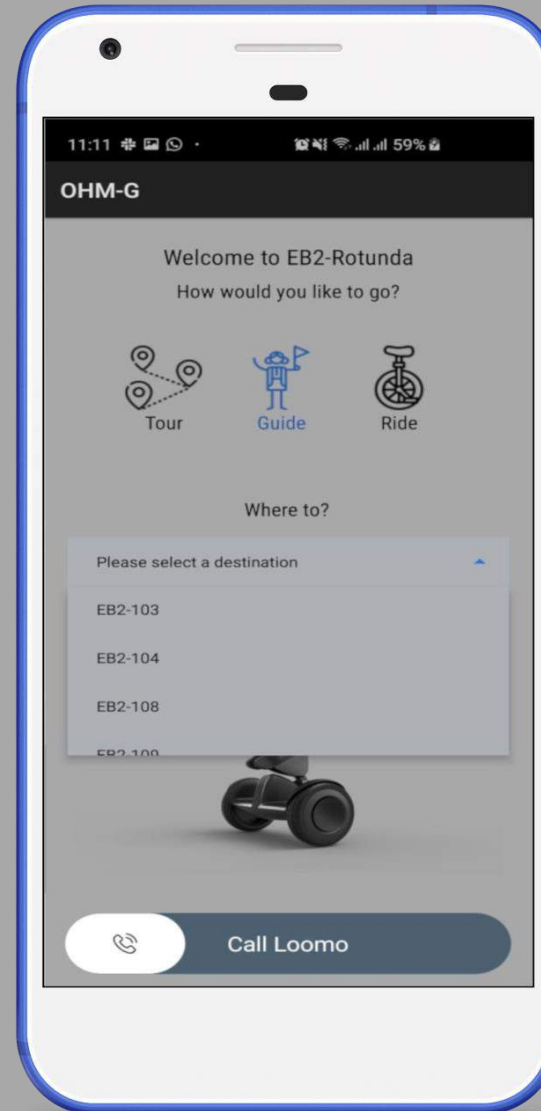
mobile application map



Localizing the User








Retrieving nearest beacon ID on mobile application

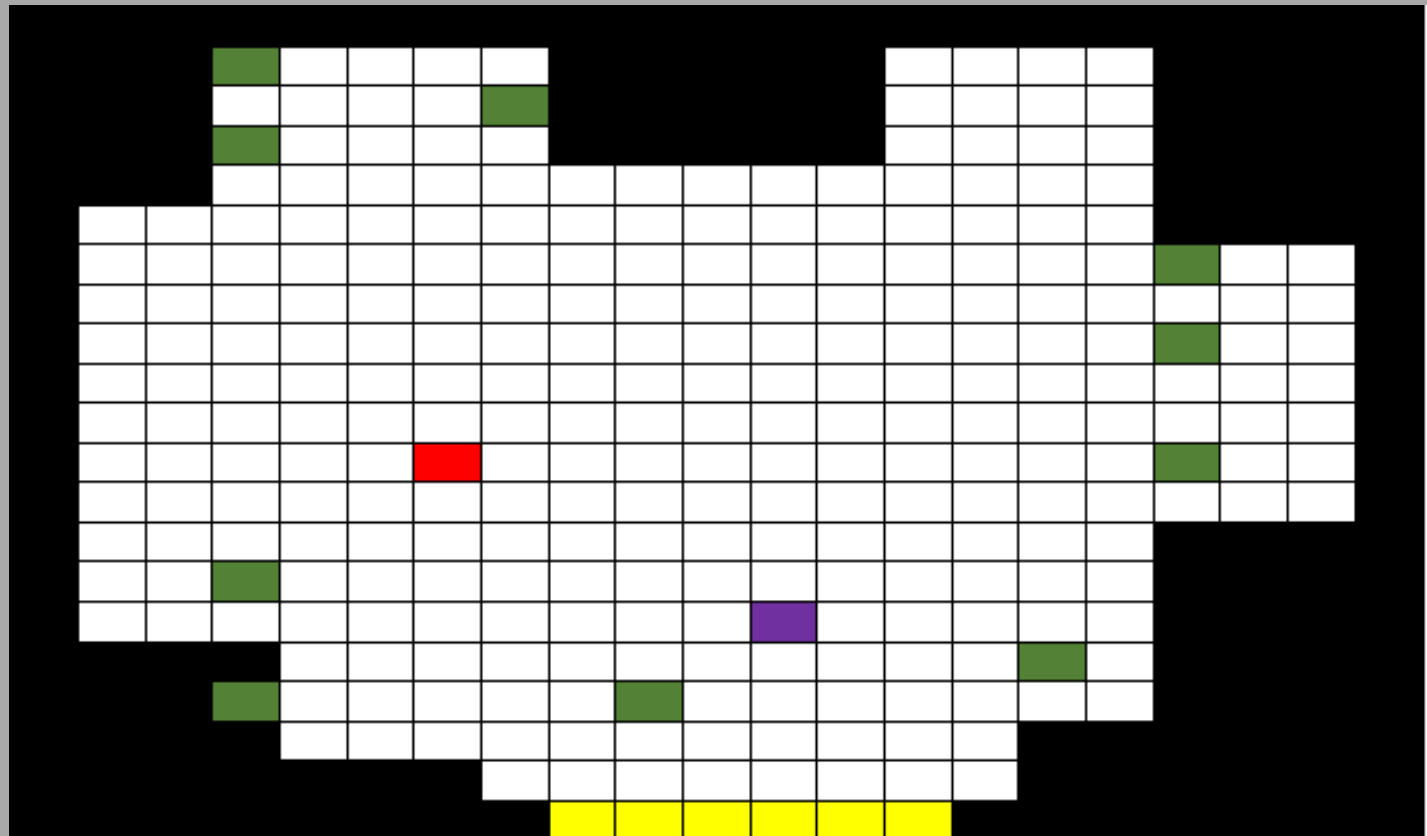
- Estimote SDK to scan for beacons
- Nearest beacon ID
- Mobile sends beacon ID to server



Translating User's Location








- Nearest beacon ID → Corresponding beacon coordinate
- Store in the database

	Home Station
	Loomo Location
	Destination
	Obstacle
	Empty
	User Location
	Route to destination



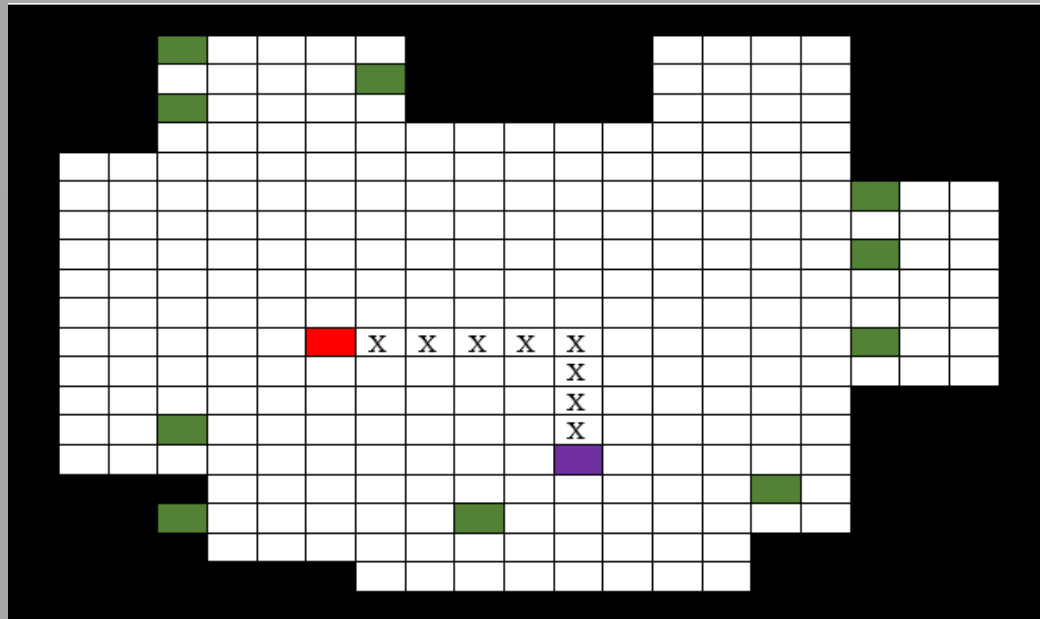
Localizing Loomo

- Upon installation of Loomo application

	Home Station
	Loomo Location
	Destination
	Obstacle
	Empty
	User Location
	Route to destination

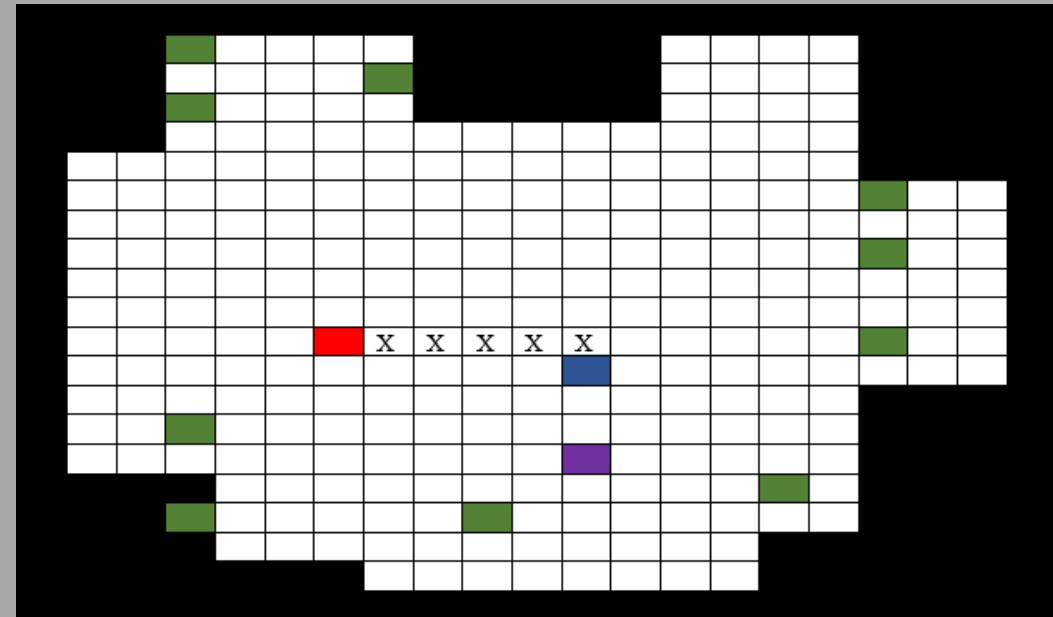
Home: 9,5

LastKnownLocation: 9,5










Home: 9,5

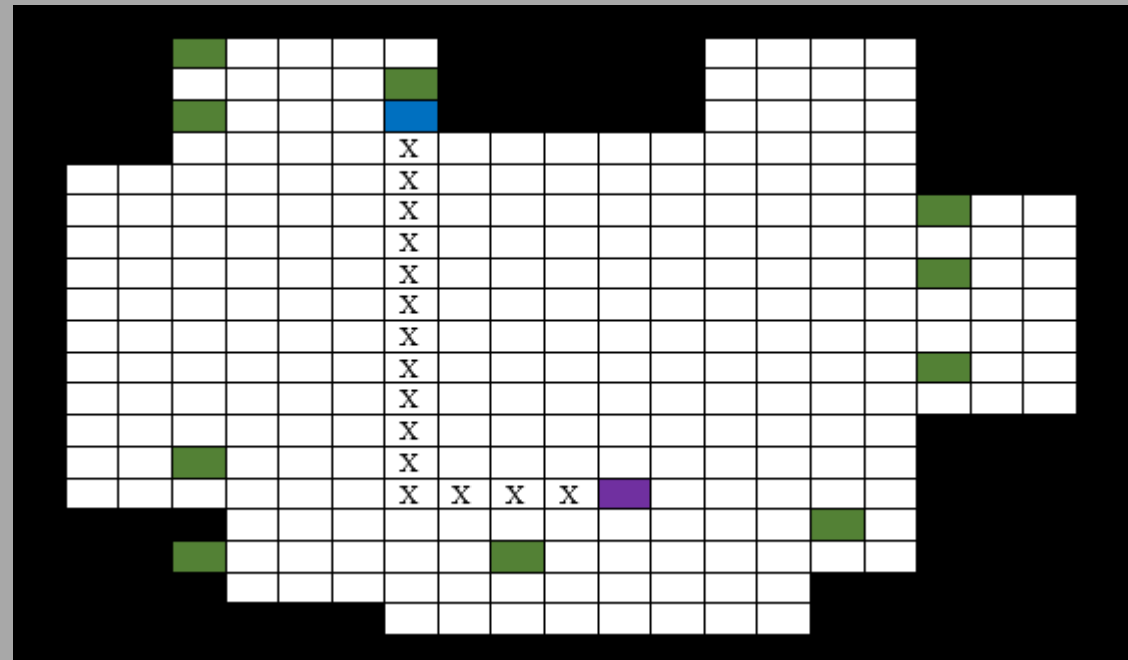
LastKnownLocation: 11,5



Building a Route

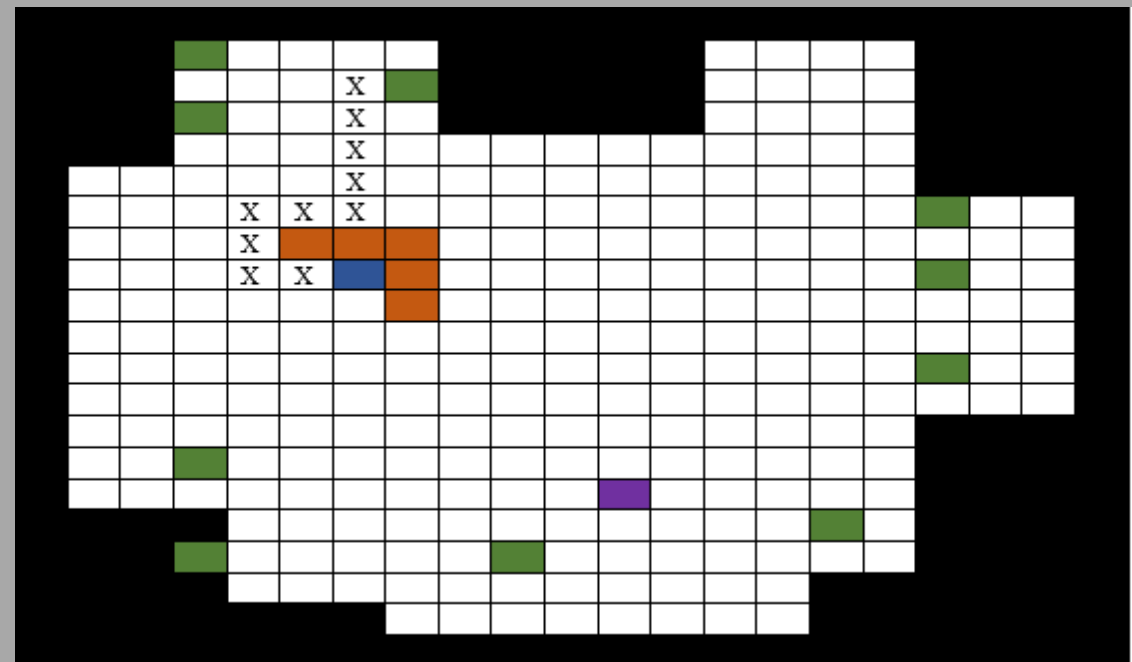
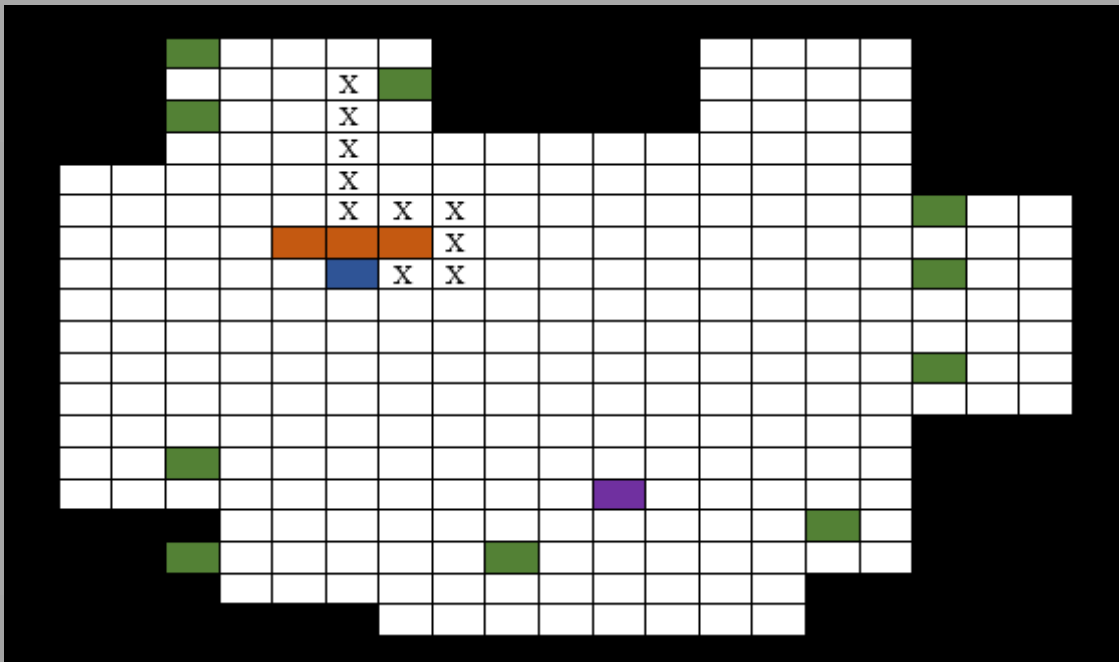
- A* algorithm builds route using
 - Map object
 - Current and destination coordinates
 - Permanent obstacles already in place

	Home Station
	Loomo Location
	Destination
	Obstacle
	Empty
	User Location
	Route to destination



Avoiding Obstacles

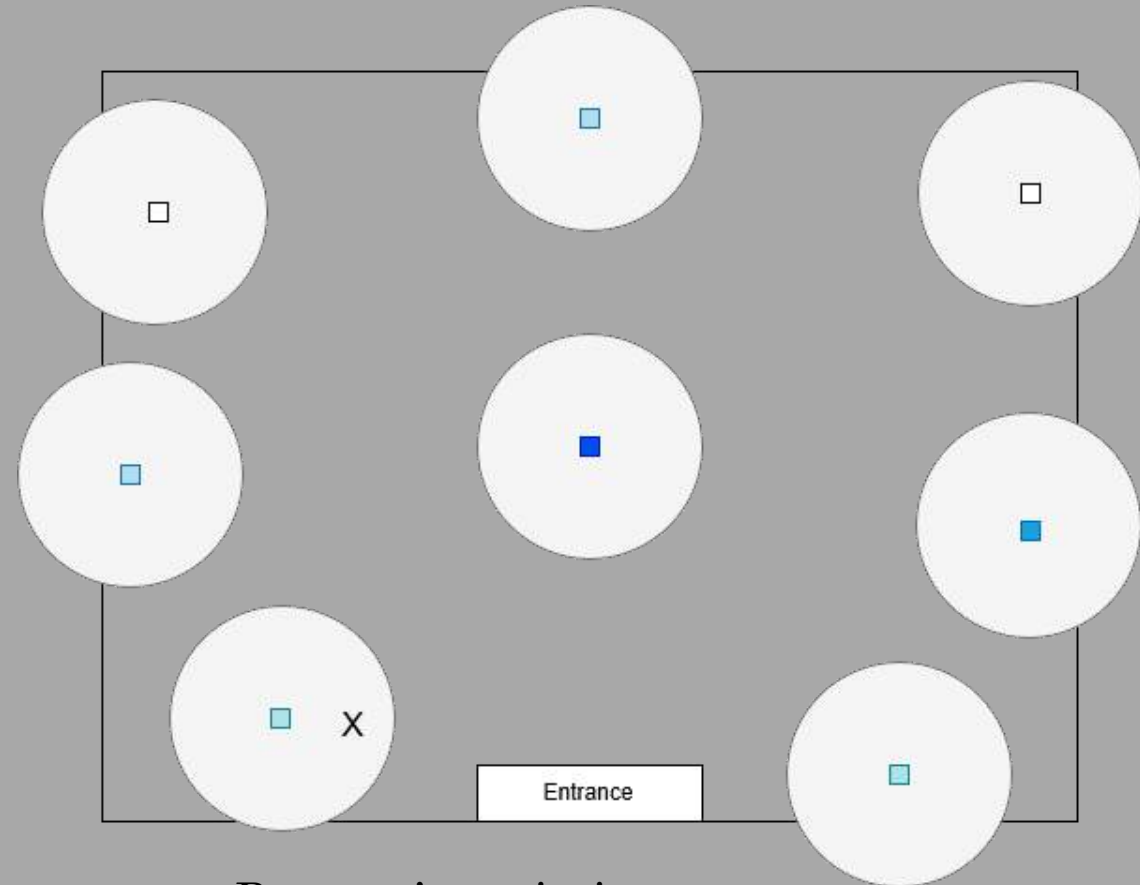
- D* algorithm places temporary obstacle in map
- Reroutes using:
 - Map object + permanent obstacles already in place
 - Current checkpoint + destination coordinate



Testing Results

Beacons & Mobile Application

- Beacons were placed at different locations in EB2
- The ranges were tested with mobile



*Beacons' proximity zones
and user location*



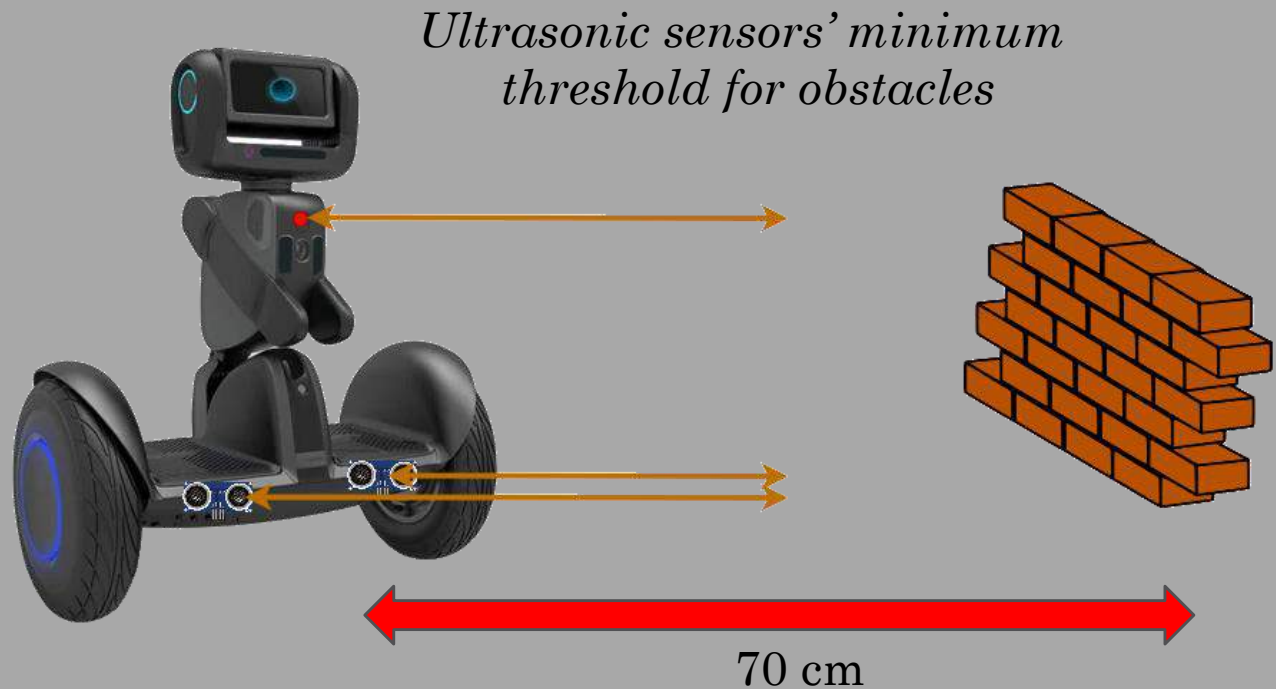
Testing Results IV

RPi & Ultrasonic Sensors

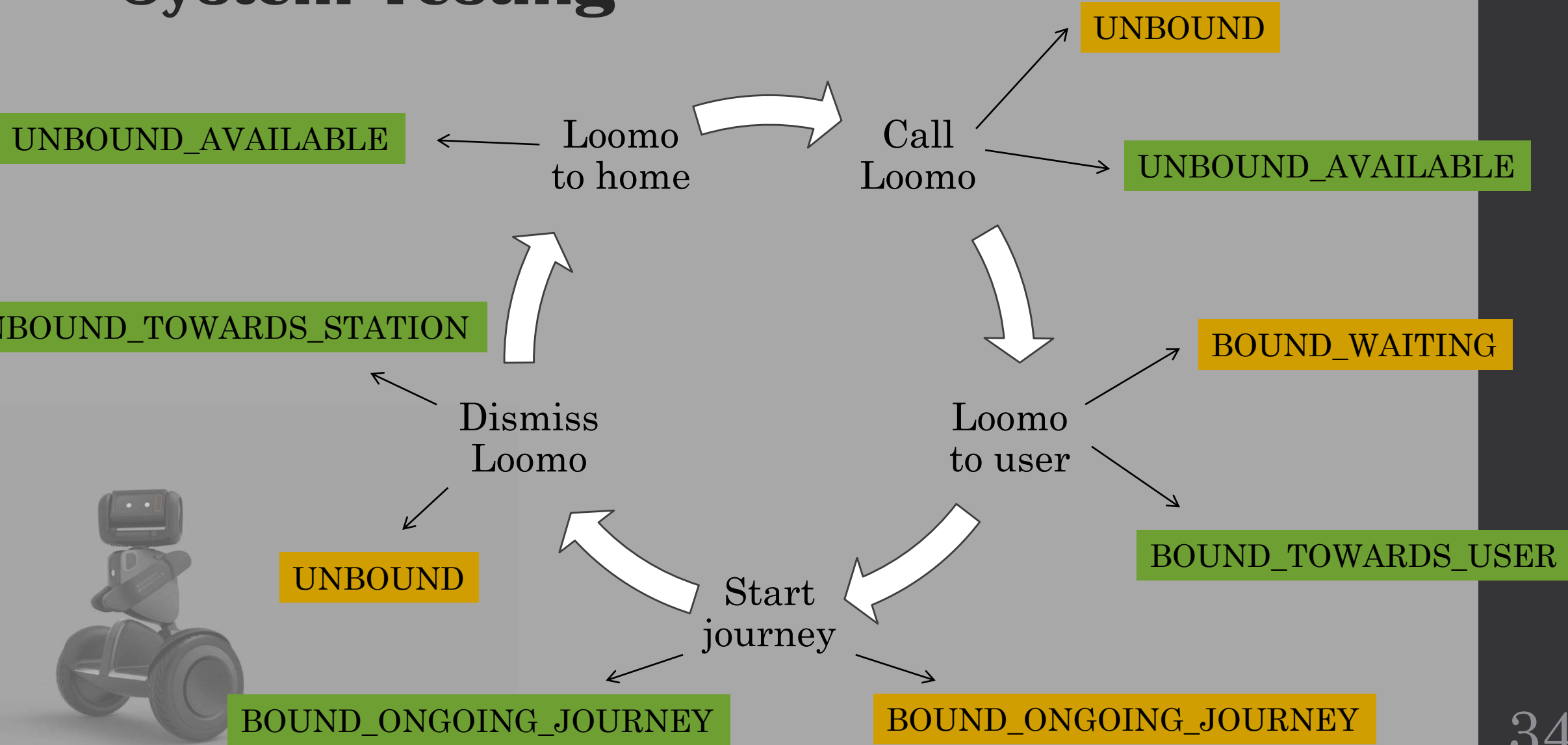
- Tested ranges and positioning



Ultrasonic sensors placement



System Testing





System Limitations



Loomo SDK



Manual mapping



Artificial Landmarks



Beacon proximity





