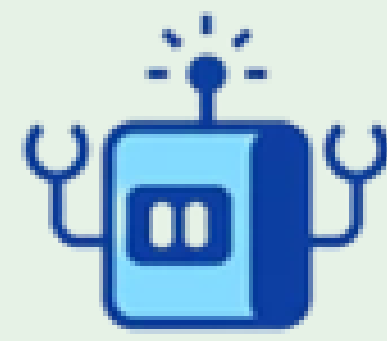


OPTIMIZATION OF PATH FINDING IN ROBOTICS

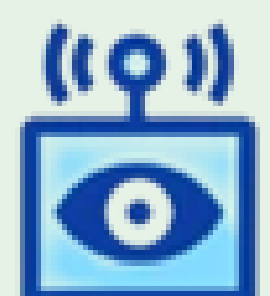
Toby Cox, Emily Ford, Jacob Langlois, Ryleigh Larkin, Kailee Moore, Haley Orr, Andrew Quade, Isaac Suy Trigg

Appalachian STEM Academy at Oak Ridge 2022

INTRODUCTION



Robots define our daily lives; they have proved incredibly efficient in manufacturing due to their ability to perfectly complete repetitive tasks and are well suited for missions that would be deemed unsafe for humans. When working with robots, it is critical that they operate as swiftly as possible whether it is for consumer convenience, or the safety of a mission. Using a series of different approaches, robots can be told to follow pre-written instructions or navigate autonomously.



NAVIGATION SYSTEMS

Whiskers

- Adjusts course based on collision detection from tactile sensors
- Autonomous



Figure 1: Whiskers Robot

Dead Reckoning

- Strictly follows a precoded path to the best of its capability
- Nonautonomous

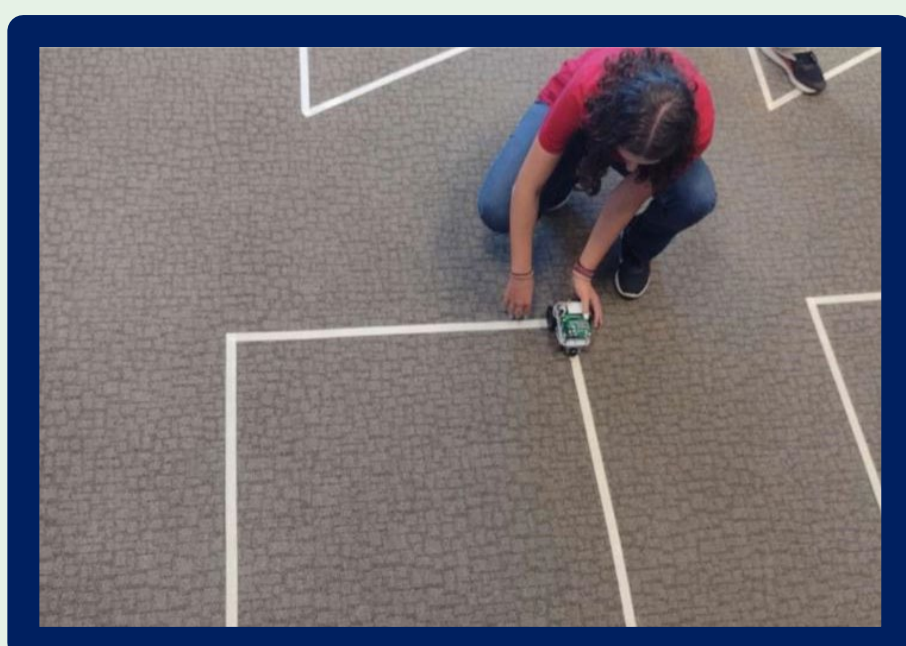


Figure 2: Dead Reckoning Robot

Phototransistors

- Robot uses light-detection sensors to follow light signals generated by user
- Nonautonomous

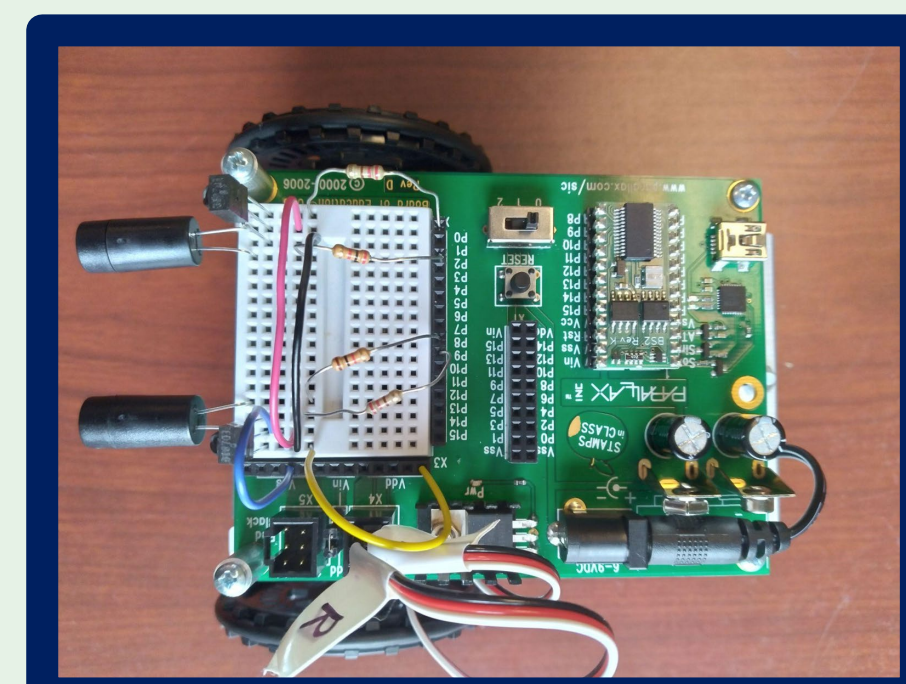


Figure 4: Infrared Receivers Robot

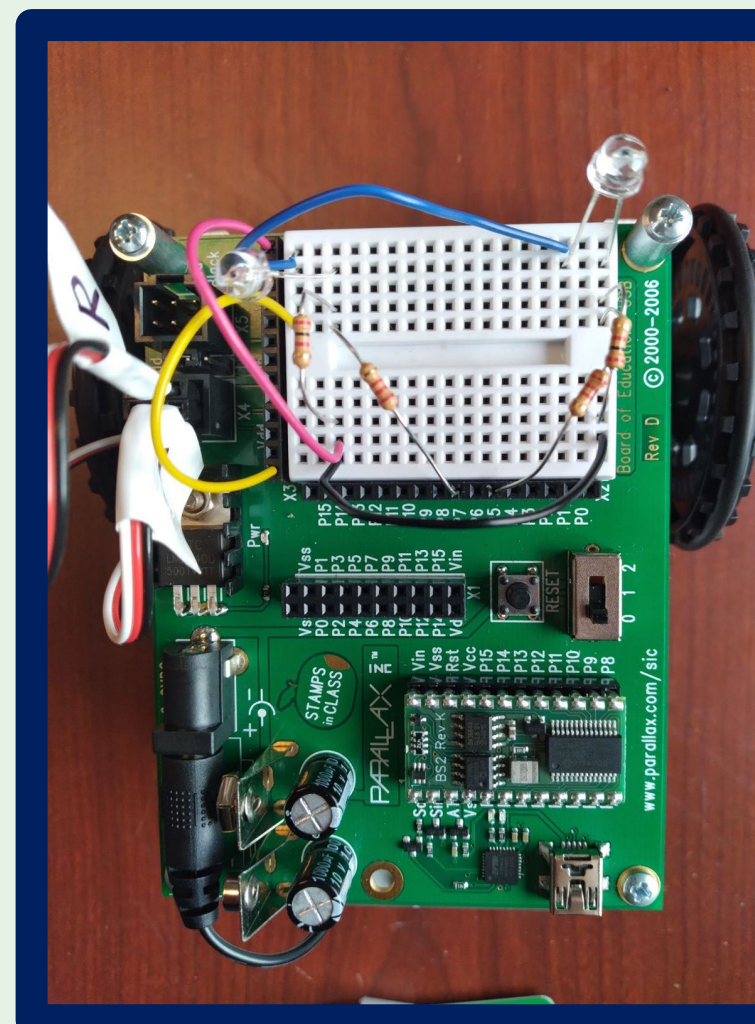


Figure 3: Phototransistor Robot

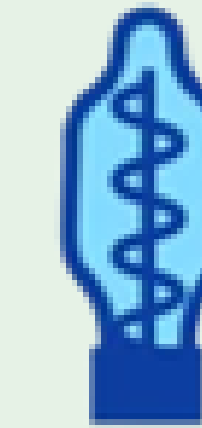
Infrared Sensors

- Avoids collisions by processing shone light reflected off of obstacles
- Autonomous

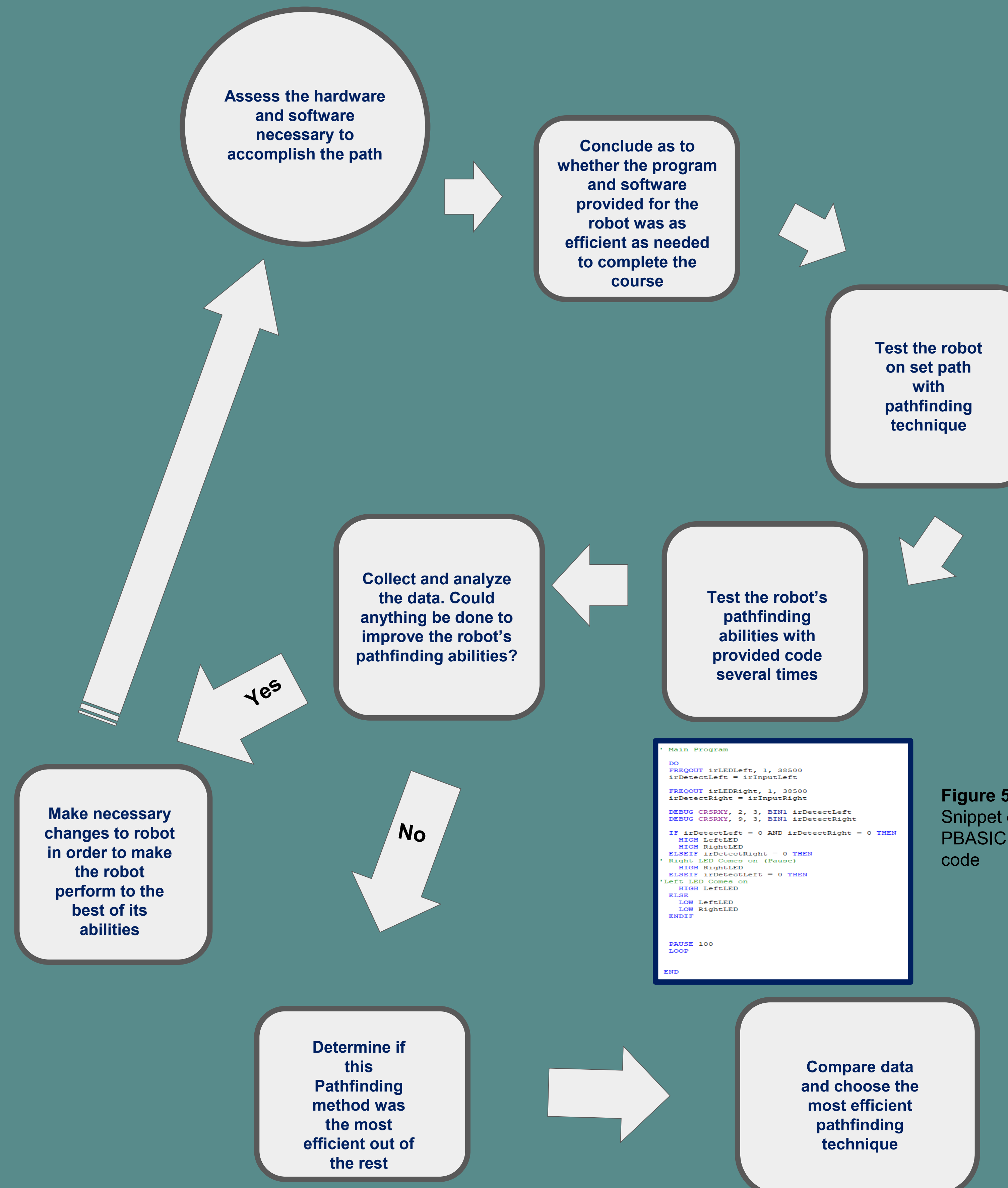
Remote Control

- Remote & robot programmed to communicate with each other
- Nonautonomous

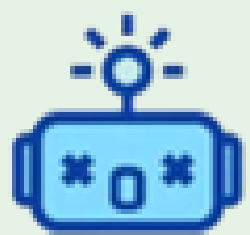
OUR GOAL



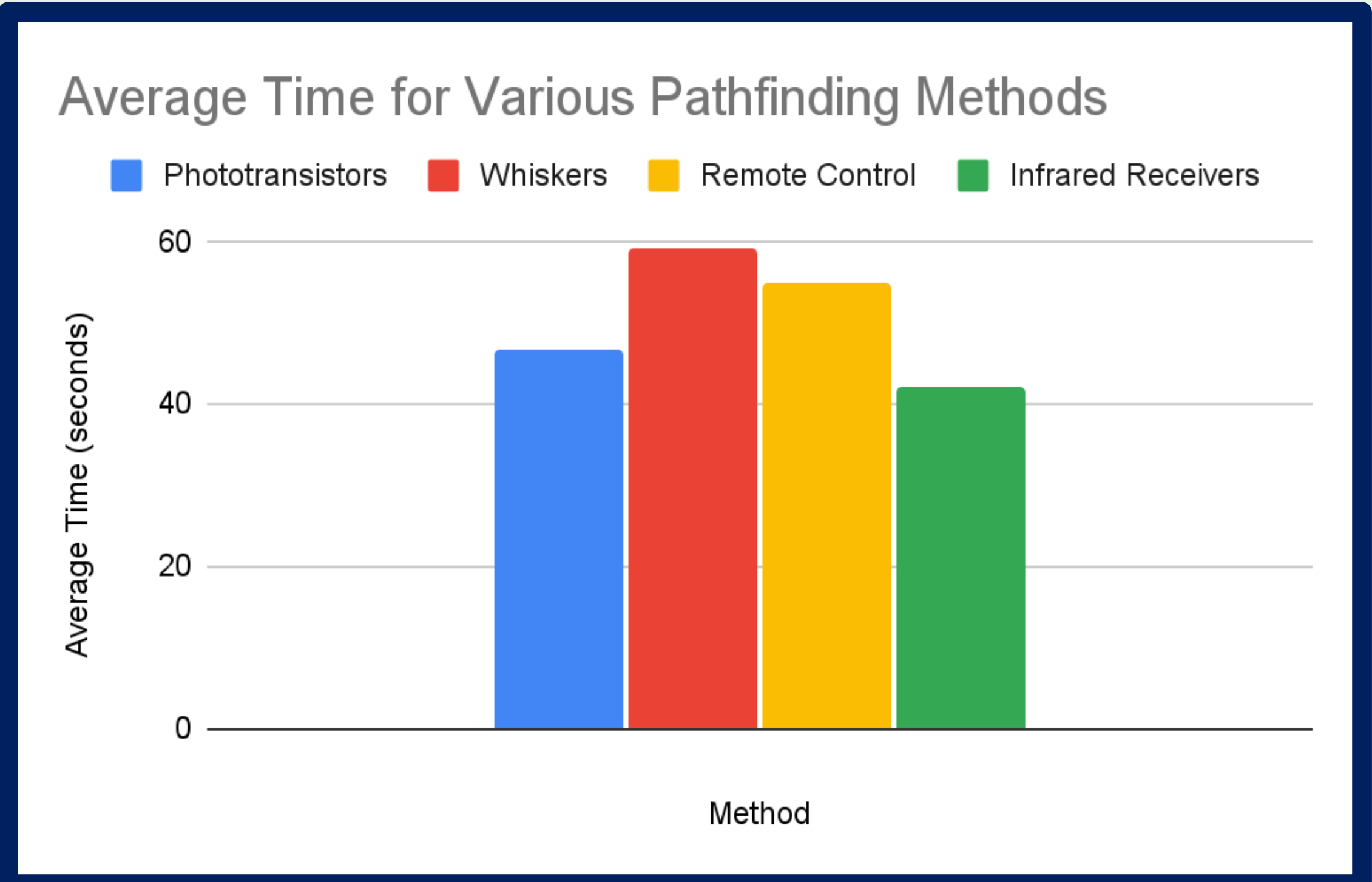
The focus of this project is to utilize the relationship between hardware and software to discover the most efficient method of path finding.



RESULTS



	Pros	Cons
Autonomous:	<ul style="list-style-type: none"> <input type="checkbox"/> Consistent <input type="checkbox"/> Potential for automation 	<ul style="list-style-type: none"> <input type="checkbox"/> Inferior performance in maze <input type="checkbox"/> Generally slower <input type="checkbox"/> Less intelligent
Nonautonomous:	<ul style="list-style-type: none"> <input type="checkbox"/> Generally faster <input type="checkbox"/> More resilient to entanglements / issues 	<ul style="list-style-type: none"> <input type="checkbox"/> Inconsistent <input type="checkbox"/> Impossible to automate <input type="checkbox"/> Human error is incredibly prevalent



CONCLUSIONS



- Humans are a critical part of some methods that were used in our research, meaning human error is prevalent
- The methods all have similar results, meaning the most efficient path depends on what the objective of the situation is
- The autonomous methods rely on the presence of obstacles; thus, they may become inefficient in wider spaces

ACKNOWLEDGMENTS



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MATERIALS



- Parallax Boe-Bot Kit
- Basic Stamp Module
- Electrical Components: Resistors, Wires, LED's, Servos, Sensors
- BASIC Stamp Editor Version 2.5