

# Simulation and Execution of Learning Methods and Algorithms of an Automated Lawnmower

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# Abstract

- ▶ Mowing of a lawn can be done more efficiently, such as when it is done manually.
- ▶ Identifying cut grass versus uncut grass, dividing the lawn into sections to be completed at separate times, and avoiding obstacles are how humans work more efficiently.
- ▶ This project uses Java in conjunction with the Processing Development Environment (in simulation) in order to evaluate the performance of an ALM as it learns its environment.

Purpose  
Background  
Automower  
Project  
Simulation  
Implementation  
Results  
Conclusion

# Introduction and Purpose

- ▶ Manual labor is outdated
- ▶ Roomba – same concept
- ▶ Improve the concept



<http://www.aaronsdayoff.com/>

# Background



<http://www.erobotshop.com/>

- ▶ Husqvarna Automower
  - ▶ Random movements
  - ▶ Trimming
  - ▶ Wire installation

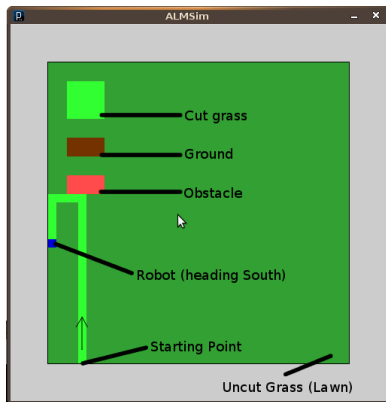
# The Project

The project consists of two parts:

- ▶ Simulation
  - ▶ A graphical representation of the lawnmower.
- ▶ Implementation (Execution)
  - ▶ To be created in conjunction with the Robotics Lab

# Simulation

- ▶ Created with the Processing Development Environment (PDE)
- ▶ Knows nothing of its whereabouts until it "bumps" into them
- ▶ Base state for actual robot (similar to Automower)



# Implementation and Execution



<http://corporate.husqvarna.com/>

- ▶ The "eyes" of the robot:
  - ▶ US sensors
  - ▶ SLAM
- ▶ The fail-safe:
  - ▶ Bumper sensors
  - ▶ Emergency stop button

## Expected Results

The robot should begin by working as it does now, making random cuts. It then progresses as it learns its environment through SLAM, avoiding obstacles more often. The robot should eventually be able to notice when it would be best to just finish an entire section rather than continue running around the entire lawn.



# Conclusion

For an automated lawnmower to be feasible, it must be:

- ▶ Low-cost/Cost-effective
- ▶ Efficient
- ▶ Quiet/Customizable
- ▶ Safe



Our designs for this project cover 3 of the 4 bases, as the parts are somewhat expensive.

<http://blog.robotbase.org/>