The University of Texas C Rio Grande Valley

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Comparative Analysis and Enhancement of Bug Algorithms for Obstacle Avoidance

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Abstract

- Traditional Bug Algorithms for obstacle avoidance often struggle with inefficiency and entrapment in complex environments.
- This research introduces a new algorithm that combines the qualities of existing algorithms.
- The proposed approach shows promise in demonstrating shorter paths and reduced risk of entrapments in complex environments.



Results Cont. Time to Goal C-Trap 114.91 103.65 69.44 52.45

Introduction & Background

- Bug algorithms have low computational cost, relying on sensor data to guide the robot to its target.
- They often struggle with longer paths and getting trapped in complex scenarios.
- Improving these algorithms while maintaining low computational demands is a key challenge in robotics. For this reason, we stuck to the Bug Algorithms focused on localization, common sense, and m-line.
- The research presented proposes a new bug algorithm that enhances the existing strategies to enhance obstacle avoidance using only local sensor data.

Methodology

- **Algorithm Analysis:** Existing Bug Algorithms were analyzed using Webots simulations to identify strengths, limitations, and potential improvement, focusing on localization algorithms. Figures 1 - 4 demonstrate a simulation environment.
- Algorithm Development: The proposed algorithm is shown in Figure 6. The goal is to combine existing features to optimize the Bug's performance. Like other algorithms, it tracks m-line movement, recording hit and leave points. **Current Development:** The algorithm is being tested using Webots, and the comparative analysis is in progress.

Figure 5: Inefficient path of Rev 1 and Rev 2 [1].



Figure 6: A state diagram of ComboBug

Results

Time to Goal Basic Block

Figure 9: Comparison of average time in C-Trap

Rev 1

ComboBug

Alg 1

Data and Results

- Data collection focuses on recording the navigation patterns and obstacle avoidance behaviors of the new algorithm against the existing within simulated environments in Webots.
- The goal of the new bug is to combine features of the m-line and common-sense pattern to enhance its ability to optimize navigation. Figures 7-9 displays preliminary trials where ComboBug reaches the goal in a shorter time than existing algorithms.

Conclusions & Future Work

- While the new algorithm has been \bullet demonstrated to be promising, further comparative testing is required to validate its advantages fully.
- Continue focus on building new environments to trap the robot or delay its travel efficiency, like Figure 4.
- There are plans to extend this research beyond simulations to physical robots, where more variable factors can challenge





Figure 7: Comparison of average time in Basic Block

Time to Goal Double Block



Figure 8: Comparison of average time in Double Block

obstacle avoidance algorithms.

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