

# Previous Work

### Shuang Li



Tel: +49 1634014785

E-mail: sli@informatik.uni-hamburg.de

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## Research Experience

### Mechanical Engineering Anhui University of Technology

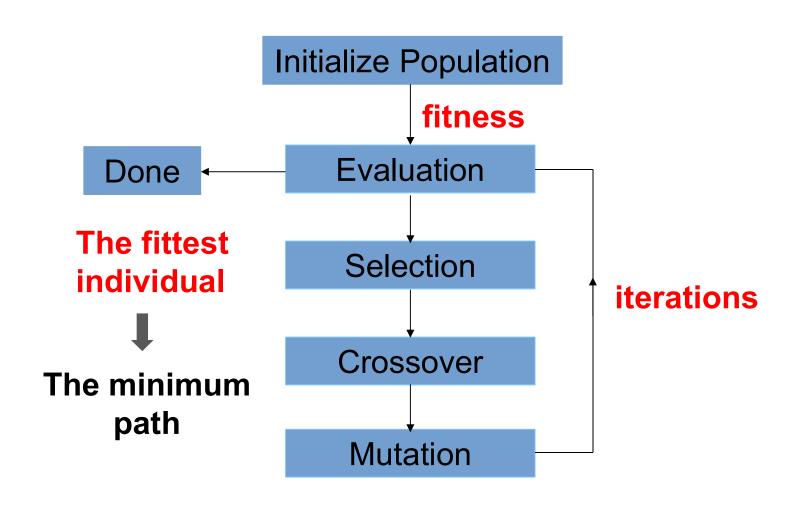
 $(2013.9\sim2015.6)$ 

- Path Planning for Unmanned Ground Vehicle and Modeling Simulation Based on <a href="Improved Genetic Algorithm">Improved Genetic Algorithm</a>
  - 1. Proper environmental modeling methods
  - 2. Efficient algorithms



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## Genetic Algorithm: Simulate evolutionary processes







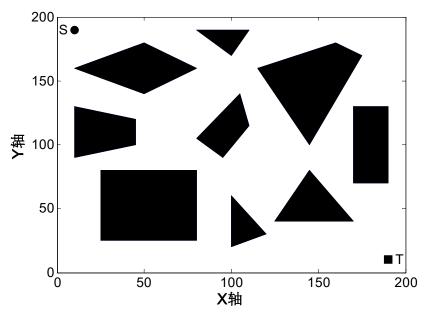
◆ An improved hybrid genetic algorithm based on the free space method

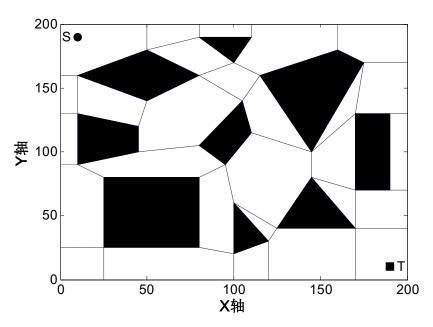
#### Free space method:

• The environmental modeling method always used in **not** complicated environment which objects place relatively concentrated.

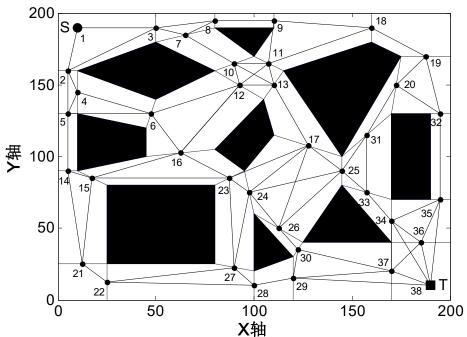








Free space method (Maklink graph method)

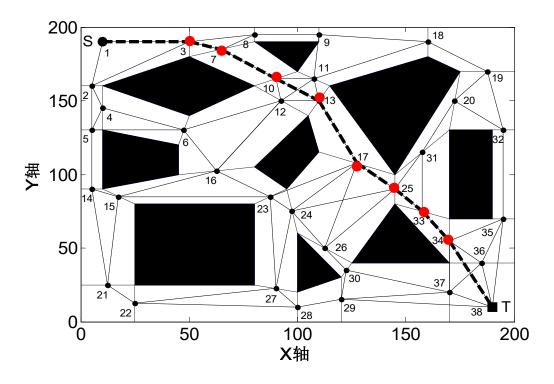






#### The improved algorithm:

• The roughly shortest path in the connected graph could be searched by the Bellman-Ford Algorithm.



The distance of roughly shortest path is 275.8930





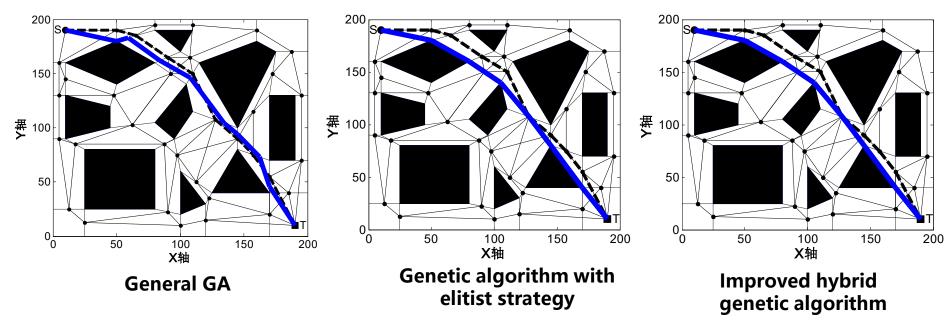
- The genetic algorithm of king-crossover mechanism could be used to optimize the path.
  - **✓** Add king-crossover mechanism
    - **→** Increase the convergence rate
  - **✓ Optimizing mutation operator** 
    - **→** Maintain species diversity, and prevent premature convergence



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### **Simulation:**

### Optima



The shortest path:265.7323 The average path:277.4022

The shortest path: 264.6521 The average path: 269.9015

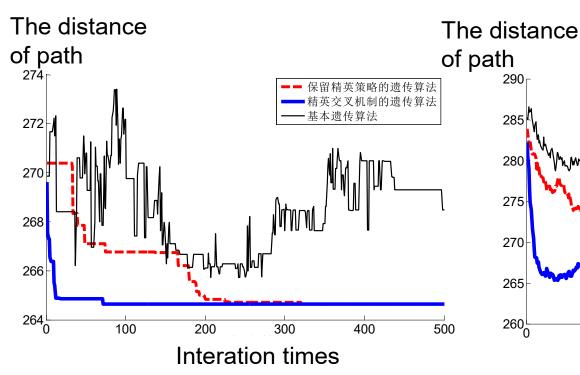
The shortest path: 264.6521 The average path: 266.4557



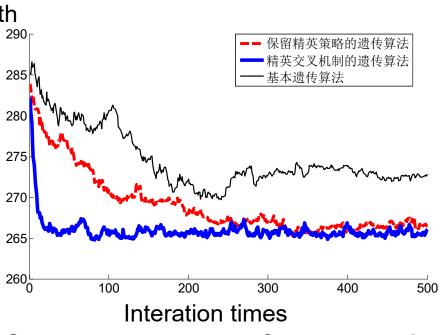
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#### **Simulation:**

- Optima
- Convergence rate



Convergence curves of optimal path obtained by the three algorithms

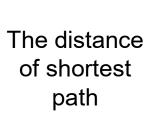


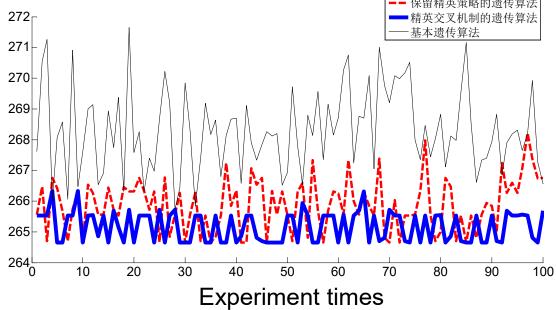
Convergence curves of average path obtained by the three algorithms TA



### **Simulation:**

- Optima
- Convergence rate
- Stability





Fluctuation of optima in 100 experiments obtained by the three algorithms

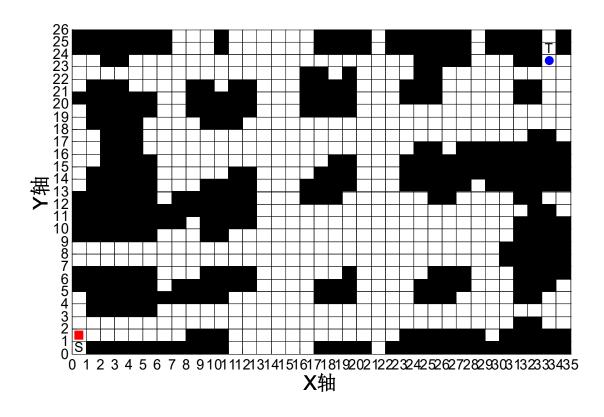




# ◆ An improved genetic algorithm with elitist strategy based on the grid method

#### The grid method:

- The grid division
- Completely rasterization







◆ An improved genetic algorithm with elitist strategy based on the grid method

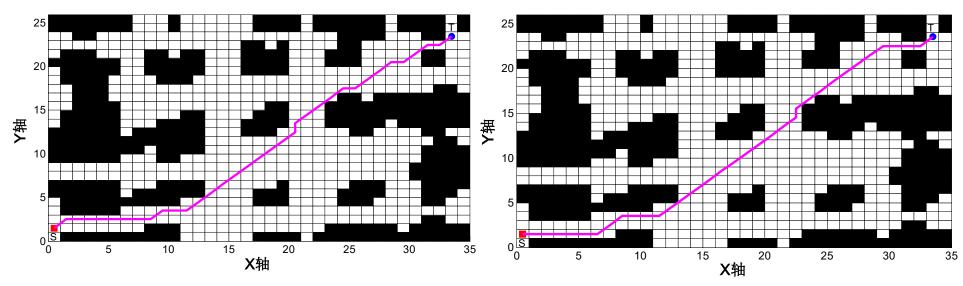
#### Five improved aspects:

- Generating the initial path
- Integrating the initial path
- Effectively choosing the elite individual
- Improving hybrid crossover operator
- Optimizing mutation operator



### **Simulation:**

### Optima



Genetic algorithm with elitist strategy

The shortest path: 42.6985 The average path: 52.1328 Path turning: 12 times Improved genetic algorithm with elitist strategy

The shortest path: 42.6985 The average path: 44.4777 Path turning: 7 times

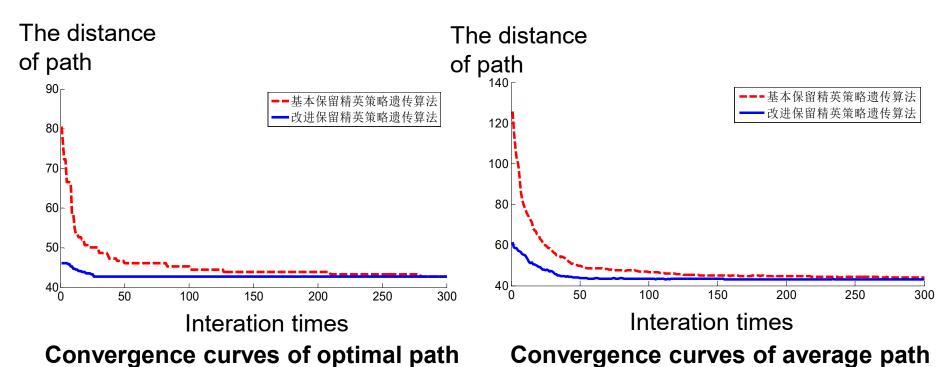


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#### **Simulation:**

- Optima
- Convergence rate

obtained by the two algorithms

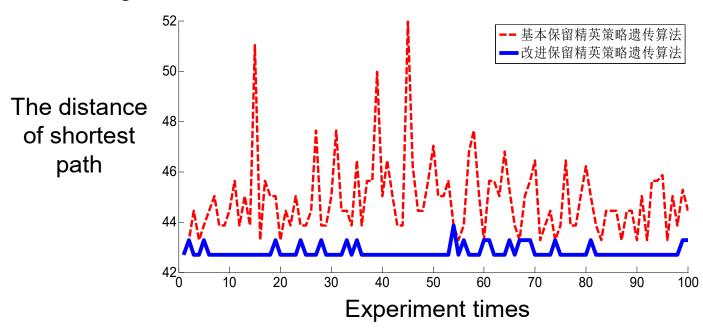


obtained by the two algorithms



### **Simulation:**

- Optima
- Convergence rate
- Stability



Fluctuation of optima in 100 experiments obtained by the two algorithms





# Work Experience

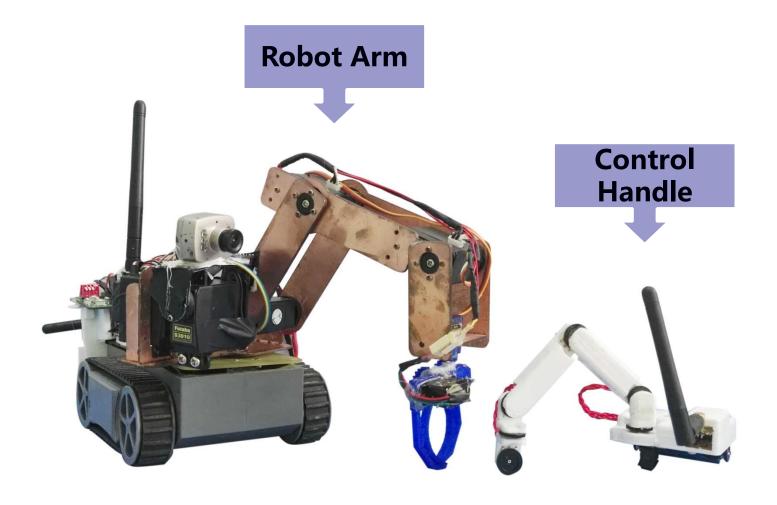
# Lecturer Fuyang Normal University

 $(2015.8\sim2017.2)$ 

- \*Responsible for teaching of C Programming, Virtual Instrument, Computer Network, Robot Sensing and Control Technology and other courses;
- **&** Guided students to participate in the International Contest of Innovation (1rd Prize)
  - Work Title: EZ Controller







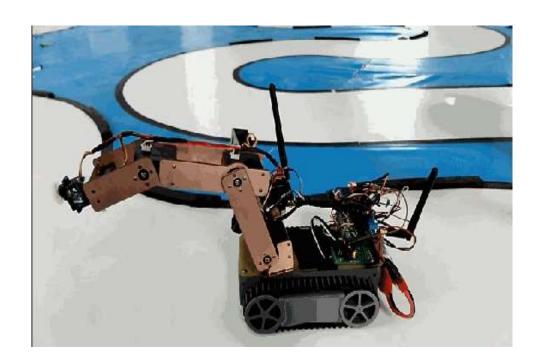
### **EZ** Controller



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# **Imitation**

The executive robot arm automatically follows and imitates the movements of the control handle.

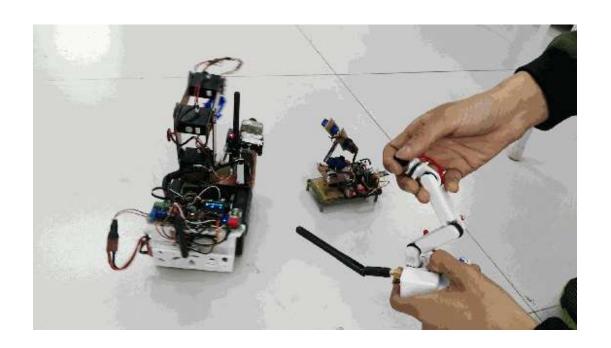




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# **Imitation**

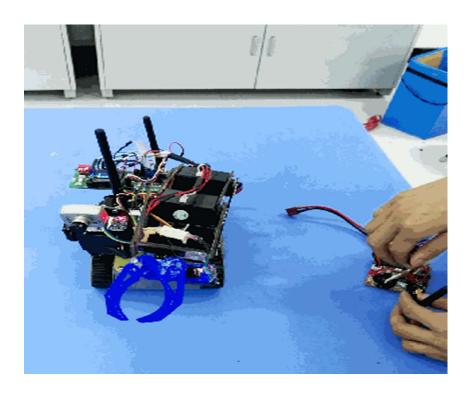
The executive robot arm automatically follows and imitates the movements of control handle.





# Variability

The executive end can transform different tools according to needs of users.

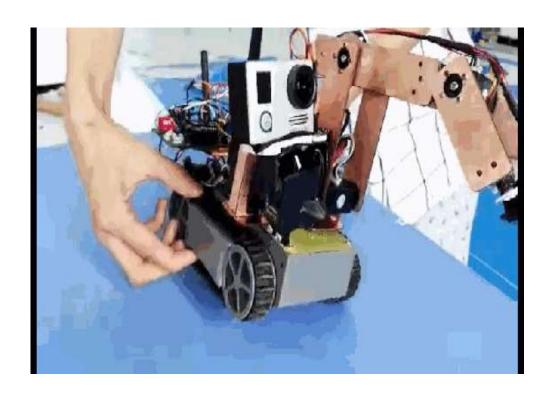




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# **Stability**

By using the self-stable pan-tilt by the gyroscope, this system is able to realize the stable operation of the monitor equipment, and capture high quality of images in real time.

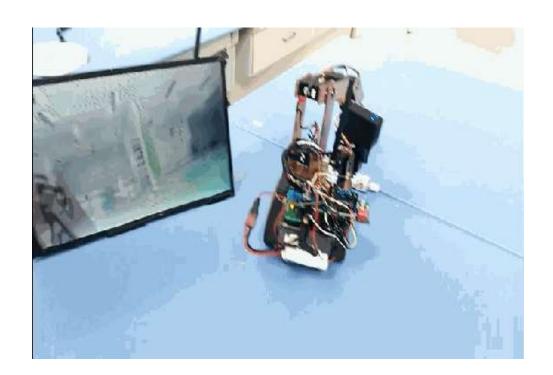






# **Flexibility**

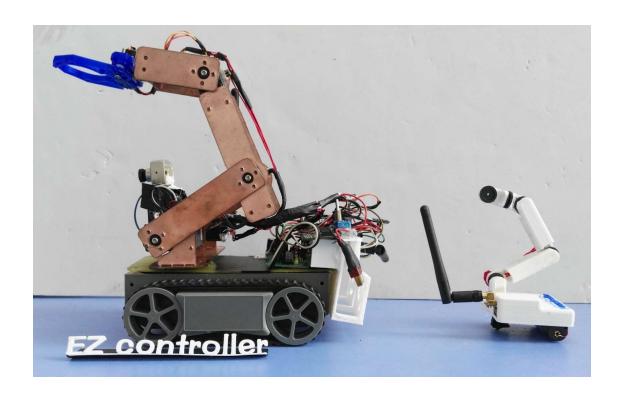
It's flexible to perform plane movement through the belt on base.







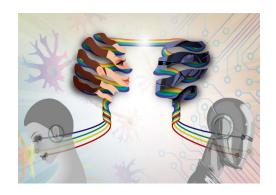
# EMSY CONTROL!







### **Future Plan**



- Create useful model or multimodal manipulation skills operating by learning algorithms, based on multimodal data sources;
- **Big challenge:** how to fusion multimodal data sources greatly.







# **Thank You**

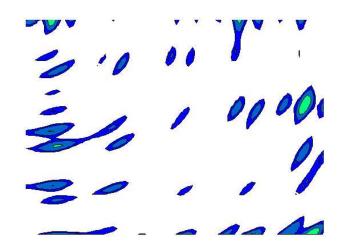
## Shuang Li



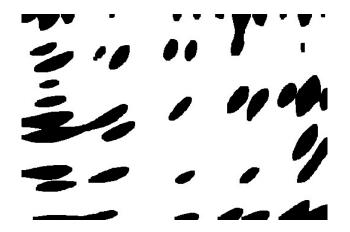




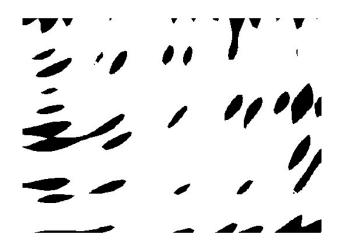
#### **The Grid Division**



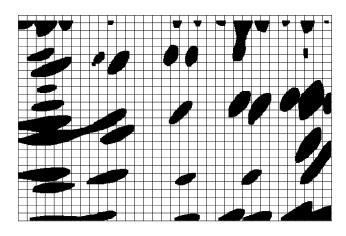
Raw environment from sensor



Enlarged map



Environmental map in binary modality

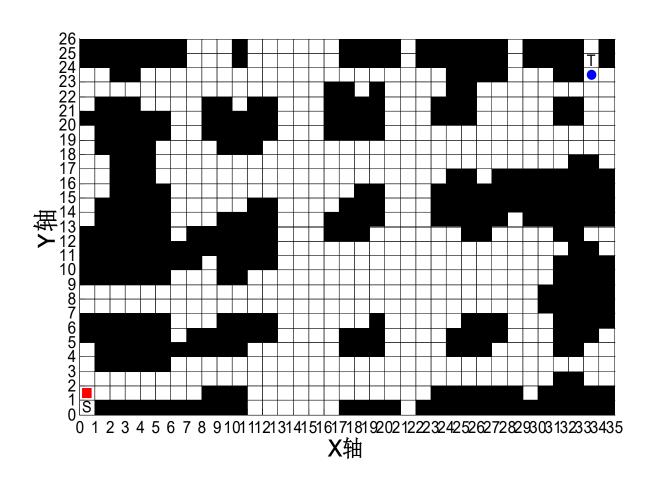


Divided map by choosing proper grid size





#### **Complete Rasterization**

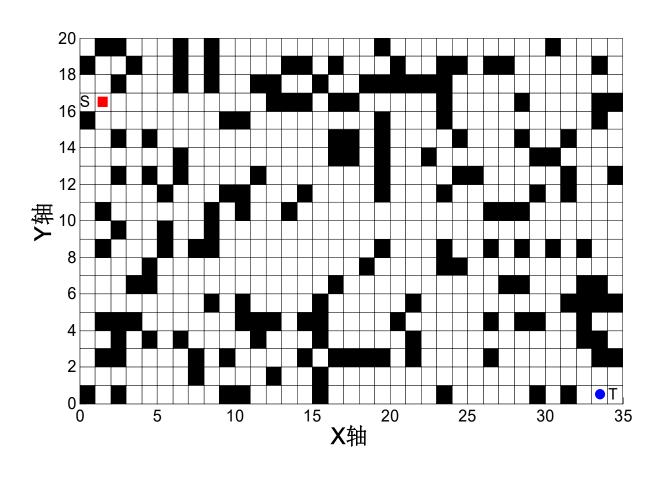


Complicated environment with multiple obstacles and scattered distribution





### **Complete Rasterization**



**Scattered obstacles** 

