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PATH PLANNING FOR HUMANOID ROBOTS USING FUZZY MARKOV DECISION METHODS

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ABSTRACT

Path planning in unknown surroundings, which mostly affects humanoid robots, has not yet been made available for future development, in contrast to path planning in known environments. This is primarily explained by the fact that gathering comprehensive sensory information about an unfamiliar area is neither practical nor practical from an economic standpoint. In order to solve the latter issue, this work adopts a unique strategy in which the choice of pace is chosen using fuzzy Markov decision processes (FMDP).

Keywords: *Fuzzy Markov decision processes; Vision based path planning; Path planning in unknown environments; Humanoid robots*

1. INTRODUCTION

The Czech term robota, which meaning "work," is where the word "robot" first appeared. So we anticipate robots to perform like skilled workers. In other words, we want robots to replace human labour forces in the industrial sector. Robots that are physically similar to people are more beneficial than other sorts because humans have ergonomically designed their settings. A number of control and navigation issues, including stability, mapping, interacting, computing, grasping, and path planning, must be looked into in order to design humanoid robots that can work effectively in industrial applications. Path planning, in particular, is an open issue in this research field.

Users and industry both require a robot that can function in the real world. Since the actual world is always changing, a robot cannot save every environment in its memory. This implies that we need to get the robots ready for working in an unfamiliar environment. In a number of academic disciplines, path planning has been researched. There are few techniques for route planning in an unknown environment, despite the fact that programming a mobile robot to move from an initial point to a goal position in a known environment is a well-known problem in robotics.

Medina-Santiago, Camas-Anzueto, Vazquez-Feijoo, Hernández-de León, and Mota-Grajales (2014) implemented neural control systems in mobile robots in obstacle avoidance using ultrasonic sensors with complex strategies.

One of these techniques that has been applied in various related projects is fuzzy logic. For the obstacle avoidance and navigation problem in omni-directional mobile robots, Zavlangas, Tzafestas, and Althoefer (2000) proposed a fuzzy-based navigator. Only the closest barrier was taken into account by their suggested navigator while determining the robot's next course of action. For path planning, this approach made use of the following three parameters: the distance between the robot and the nearest obstacle, the angle between the robot and the nearest obstacle, and the angle between the robot direction and the straight line connecting the current position to the target point. Although this method was in real time and truly works, these three parameters are not needed for a camera humanoid robot.

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In other words, this method can be utilized for any robot that has omni-directional range sensors. In order to address the issue of wheeled mobile robot navigation, Fatmi, Yahmadi, Khriji, and Masmoudi (2006) suggested a practical method of carrying out the navigation job. In their study, fuzzy logic was used to overcome challenges with individual behaviour design and action coordination of the behaviours. The coordination method employed in this study consists of two layers: the layer of simple, primal behaviours and the layer of supervision. To determine the location of any obstructions surrounding the mobile robot, they deployed 14 range sensors. Therefore, the majority of humanoid robots cannot be used using this strategy.

A prototype robot was given real-time programming by Medina-Santiago, Anzueto, Pérez-Patricio, and Valdez-Alemán (2013) to regulate its movement from one second to the next without exhibiting reaction delays. A fuzzy reasoning technique for a Takagi-Sugeno type controller was given by Iancu, Colhon, and Dupac (2010) and used in two-wheeled autonomous robot navigation. A sensory system is included with this mobile robot. The sensor area of the robot is divided into seven radial sectors with the following labels: EZ for the straight area, big left, medium left, and small left for the left sections, and large right, medium right, and small right for the right areas, respectively. Small, medium, and large areas were further subdivided into each radial sector. The robot could distinguish an obstacle anywhere within the range [90, 90] thanks to the sensor's recognition range of up to 30 m. Applying this strategy to humanoid robots appears to be unfeasible given that the majority of them do not have this many sensors.

Bug algorithms are the most basic path planning algorithms for an unknown environment (Lumelsky & Stepanov, 1984). By storing a small number of waypoints and without creating a comprehensive map of the area, bug algorithms are able to solve the navigation challenge. Only touch sensors are compatible with conventional bug algorithms. Recent bug algorithms include Sensbug (Kamon, Rimon, and Rivlin, 1998), Tangentbug (Kamon, Rivlin, and Kamon, 1998), Visbug (Lumelsky & Skewis, 1990), and Distbug (Kamon & Rivlin, 1997). (Kim, Russell, and Koo, 2003), operate solely with range sensors. While it is well known that in practise it is hard to accomplish a continuous update, bug algorithms need to constantly update their position data. The bug model also assumes a few oversimplified characteristics about the robot, such as that it is a point object with perfect localization capabilities and excellent senses. Since these three suppositions are untrue for robots, bug algorithms are often not directly used for real-world navigation problems.

For humanoid robots, Michel, Chestnutt, Kuffner, and Kanade (2005) suggested a path planning method. They were able to gather information on the positions of the robots and the impediments by using an external camera that provided a top view of the area where the robots were operating. Because it is impossible to utilise a camera with a worldwide view of the robot work areas, their technique is often not appropriate.Furthermore, Nakhaei and Lamiraux (2008) utilized a com- bination of online 3D mapping and path planning. They utilized a 3D occupancy grid that is updated incrementally by stereo vision for constructing the model of the environment. A road map-based method was employed for motion planning because the dimension of the configuration space was high for humanoid robots. Indeed, it was necessary to update the road map after receiving new visual information because the environment was dynamic. This algorithm was tested on HRP2. As a conclu- sion, their method was not efficient because it needs exact stereo vision and a lot of time to find a path in each step.

In addition, Sabe et al. (2004) presented a method for path planning and obstacle avoidance

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for QRIO humanoid robot, allowing it to walk autonomously around the home environ- ment. They utilized an A* algorithm in their method; thus, it needs a lot of time to process. Furthermore, they utilized online mapping and stereo vision. Their method seems effective, but it needs stereo vision and high computational processes. As a result, it cannot be applied in most conditions Other path planning project on HRP-2 humanoid robot has been carried out by Michel et al. (2006). This method uses several cameras in the robot environment in order to produce a suitable map. As mentioned before, we cannot utilize many cameras wherever we want to use Moreover, in another project, Chestnutt, Kuffner, Nishiwaki, and Kagami (2003) used the Best-first search and A* algorithms for foot step path planning on a H7 humanoid robot. they demon- strated that A* is more effective than Best-first search. But both of them need stereo vision and high computational processes.

In addition, Okada, Inaba, and Inoue (2003) followed a differ- ent route for humanoid robot path planning: robot and obstacle were considered cylindrical shapes, the floor was extracted based on vision and then the robot made a decision. This method may encounter a conflicting problem when the robot confronts a big obstacle at its start point. In this situation, the robot could not be able to detect the floor which in turn leads to missing the path. In addition, Gay, Dégallier, Pattacini, Ijspeert, and Victor (2010) used artificial potential field algorithms in a recent path planning project on iCub (a humanoid robot). At first, in their proposed algorithm, iCub calculated 3D position of each obsta- cle and transformed it in 2D, and then the artificial potential field was calculated. Their method needs perfect knowledge of the extracted images to find the position of the obstacles; therefore, it may not be utilized in some humanoid robots applications.

As seen from the above study, an efficient and suitable method for path planning for humanoid robots in dynamic unknown environments has not yet been proposed. Considering the iden- tified research gap in this paper, a new procedure, combining the effects of fuzzy inference system and Markov decision pro- cesses, is proposed.The application of Markov decision processes results in faster execution of the procedure when compared to the ones proposed in studies such as those by Sabe et al. (2004). Moreover, in the proposed method, using a fuzzy inference system leads to a smoother optimal path than the other previous past methods. Moreover, resorting to fuzzy Markov decision processes (FMDP) obviates the necessity of having knowledge of the pre- cise shape, position and orientation of the surrounding obstacles, as well as the need for relatively enormous volumes of mem- ory for stocking information gathered in 2D and 3D maps. The

humanoid robots and so this method cannot be applied either.

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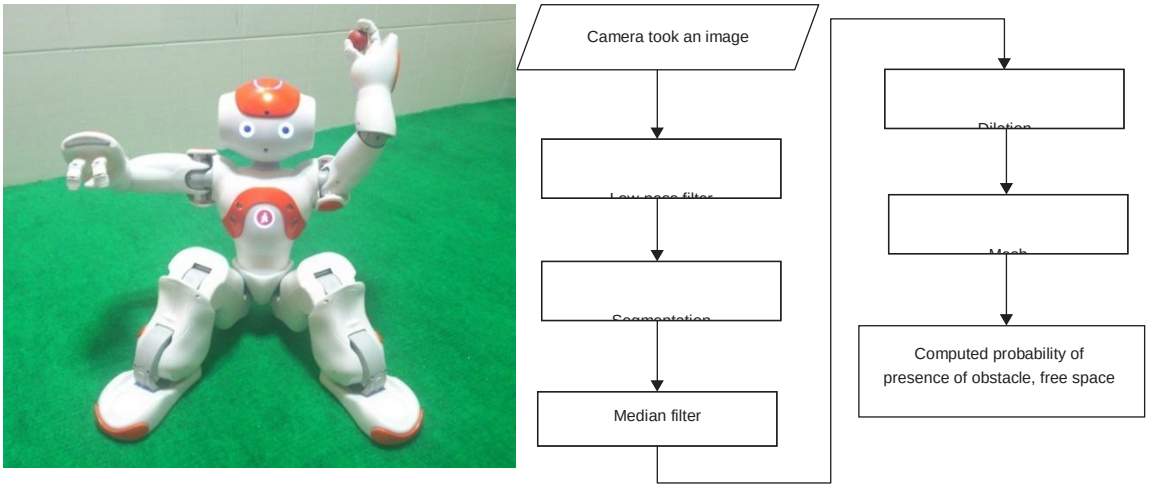

Fig. 1. Aldebaran humanoid robotics – NAO H25 V4.

2. FUNCTIONAL BLOCK DIAGRAM

An Aldebaran humanoid robot – NAO H25 V4 (Fig. 1) – was selected for description and verification of our presented method. This humanoid robot has a camera, which is the only source of environmental sensory information used for the analysis in this approach. After taking an image, it passes through a low-pass filter in order to obviate the effect of the concomitant noises. Thereafter, the image is segmented and subsequently, in order to clear up the effect of the noise caused by segmentation, the image passes through a mode filter. In addition, the dilation process is applied so that the final image can be produced.
Moreover, after computing the rewards associated with each part of the image, the Markov decision processes serve as an input for the fuzzy inference system, so as to feed the robot with the information needed for deciding on the direction and its movement. The functional block diagram of FMDP is illustrated in Fig. 2.

3. THEORETICAL BACKGROUND

Markov decision processes (MDP) can be considered as an extension of Markov chains with some differences such as allowing choice and giving motivation. MDP, is a mathemati- cal decision making tool which may be applicable in situations where series are partly random and partly under the control of a decision maker.
Specifically, a Markov decision process may be defined as a discrete time stochastic control process. At each time step, the process is in state $\boldsymbol{s}$, and the decision maker may choose any admissible action $\boldsymbol{a}$ which is achievable in the state $\boldsymbol{s}$. The process proceeds at the next time step by randomly selecting and moving into a new state $\boldsymbol{s}^{r}$, and giving the decision maker a corresponding reward $R(s,a,s^{r})$. The probability that the process departs toward its new state $\boldsymbol{s}^{r}$ may be affected by the chosen action. Specifically, it is given by the state transition function $P(s,a,s^{r})$. Thus, the next state $\boldsymbol{s}^{r}$ may depend on the current state $\boldsymbol{s}$ and the decision maker's action $\boldsymbol{a}$. But given $\boldsymbol{s}$ and $\boldsymbol{a}$, it is con- ditionally independent of all previous chosen states and

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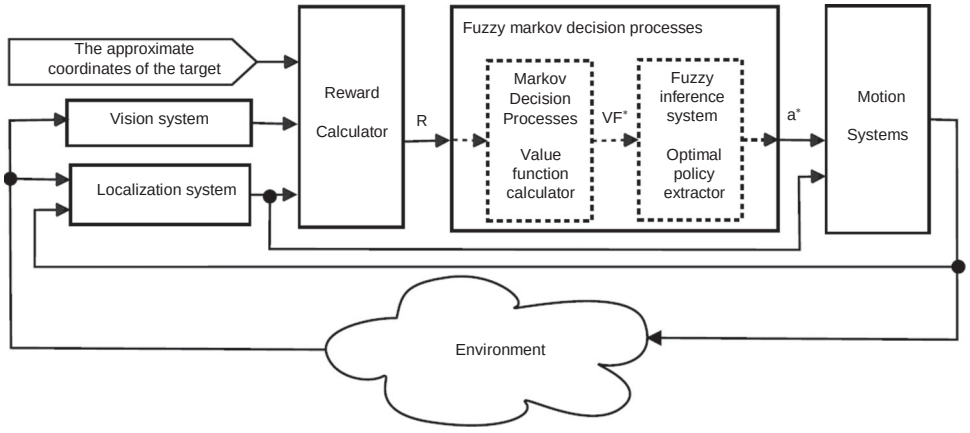

actions;

Fig. 2. Functional block diagram of FMDP.

in other words, the state transitions of an MDP could possess the Markov property (Puterman, 2014).

Policy

Finding a "policy" for the decision maker is the main prob- lem in MDPs. "Policy" can be interpreted as a function π that specifies the action $\pi(s)$ which the decision maker will choose when is in state ***s***.

The goal is to select a policy π which could maximize some cumulative function of the random rewards, typically the expected discounted sum over a potentially infinite horizon.

Value function

Value function $V^{\pi}(s)$ is the expected value of total reward if the system starts from state ***s*** and acts according to policy π. So each policy has its value function. It can be formulated as follows:

$$V^{\pi}(s) = E\Big[R(s_0) + \gamma R(s_1) + \gamma^2 R(s_2) + \cdots \Big| \pi\Big] \qquad (1)$$

Algorithm 1: Value Iteration

```
Input: Reward function R(s)
Output: Value function V(s)
begin
    V(s) ⟵ 0   ∀s
    repeat
        forall the s do
            B(s) ⟵ R(s)+max_a γ ∑ P(s,a,s') V(s')
        end
        V(s) ⟵ B(s)
    until V(s) converges;
end
```

Fuzzy logic

Zadeh (1965) explained fuzzy set theory and fuzzy logic. In contrast to traditional logic that employs fixed and exact values, fuzzy logic uses approximate values. In other words, traditional logic has two-valued logic, false or true (0 or 1) but fuzzy logic has infinite-valued, interval between completely false and com- pletely true (interval [0,1]). It is similar to linguistic variables that use multi-valued. Therefore, we can utilize linguistic inference in fuzzy logic.

| fuzzy inference system is a system that has a fuzzy inference unit as illustrated

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Eq. (1) could be rewritten as follows:

$$V^{\pi}(s) = E^{\Sigma} R(s_0) + \gamma(R(s_1) + \gamma R(s_2) + \cdots) |\pi^{\Sigma} \quad (3)$$

$$V^{\pi}(s) = E^{\Sigma} R(s_0) + \gamma V(s_1) |\pi \quad (4)$$

The Bellman equations can be gained by the simplification of Eq. (4) as follows:

$$V^{\pi}(s) = R(s_0) + \gamma \sum P(s, a, sr) V^{\pi}(sr) \quad (5)$$

Optimal policy and optimal value function

In the optimal case, we will have:

$$V^{*}(s) = R_a(s) + \max\gamma \sum P(s, a, sr) V^{*}(sr) \quad (6)$$

$$\pi^{*}(s) = arg \max\gamma \sum P(s, a, sr) V^{*}(sr) \quad (7)$$

a

In the real world, a specified system gains its needed data via its sensors. As we know, the gathered data throw sensors are crisp and therefore for fuzzy inference systems, a fuzzifier unit (preprocessing unit) should be improvised to change acquired data into fuzzy data. Also, actuators need crisp data; because the inference unit gives fuzzy data, fuzzy inference systems have a defuzzifier unit (post processing unit). There are few types of fuzzy inference systems, Mamdani and Takagi–Sugeno are more widely known than other types (Kaur and Kaur, 2012). Mamdani rules are interpreted as follows:

R_i : **If** $x_1 = A_{i1}$ and $x_m = A_{im}$ Then $y = B_i$

And for Takagi–Sugeno rules we have:

R_i : **If** $x_1 = A_{i1}$ and . . . and $x_m = A_{im}$

Then $y = f_i(x_1, x_2, \ldots, x_m)$

sr These rules could be defined by experts. But there is no standard method for explaining database in fuzzy Inference

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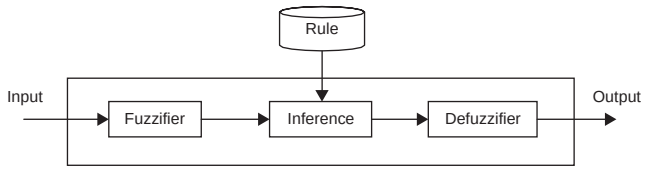
If there are ***n*** states, then there are ***n*** Bellman equations, one for each state. In addition, there are ***n*** unknown values. There- fore, by simultaneously solving these equations, the optimal policy and optimal value function can be achieved.

Value iteration algorithm

As we can see, the Bellman equations (6) are nonlinear, hence they are difficult to solve. In this case, we utilize an algorithm to extract the optimal policy or optimal value func- tion without directly solving the Bellman equations as shown in Algorithm 1.systems. Also, there is no standard method for defining the membership function to minimize error or maximize the output accuracy.

Fig. 4. Fuzzy inference system (Stieler, Yan, Lohr, Wenz, & Yin, 2009).



4. Vision system

Preprocessing (low-pass filter)

Most humanoid robots have at least one camera to see their environment. Robots need some process to percept their envi- ronment through raw data gained by their sensors. Cameras give a 3D matrix and each array of the camera has a value between 0 and 255 and as we know, most of these data are not necessary. Also, these data are mixed with noise. Image noise is a random variation of brightness or color information in images and is usually an aspect of electronic noise. Therefore, these data must first pass through a low-pass filter (s).

There are many low-pass filters for image noise canceling. Most robotics projects employ the Gaussian filter that produces a smooth blur image. The median filter is another filter widely used for image noise canceling; however, all smoothing tech- niques are effective at removing noise, but they adversely affect edges. In other words, at the same time, as noise is reduced, smooth edges will be created. For small to moderate levels of Gaussian noise, the median filter is significantly a better choice than Gaussian blur at removing noise whilst retaining the edges for a given fixed window size (Arias-Castro & Donoho, 2009). Therefore, in this method, the robot utilized a median filter for noise canceling as described in Algorithm 2.

Algorithm 2: Median filter

```
Input: Raw RGB image
Output: RGB image with fewer noise
begin
    forall the Pixel of input image do
        /* pixel(i,j)                          */
        Consider square box with center of (i,j)
        /* For example 3x3 pixels box          */
        Caluclate average value of box colors
        /* RGB color: red, green, and blue     */
        Put average color in pixel (i,j) of output
    end
end
```

Image segmentation

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In the path planning process, robots need to understand the location of obstacles and free spaces, but they do not need to understand the color of each pixel. In this way, the robot must segment images. The main purpose of the segmentation process may be to simplify and change the representation of an image into something that is more significant and easier to analyze (Shapiro & Stockman, 2001, Chap. 12). In this case, obstacles were revealed by red pixels, free space was revealed by green pixels, and undefined pixels reveal other colors that are closer to it.

There are various image segmentation algorithms such as thresholding, clustering, histogram-based, edge detection, region-growing and graph partitioning method. The selection of an image segmentation algorithm is related to where the robot works. For example, in our case study, we examined the proposed methodology in our Robotic Lab, thus the simplest image segmentation algorithm works very well.

Improvement segmentation (mode filter)

Segmentation may produce some noises; therefore, after seg- mentation, the produced images must pass through the mode filter with the Algorithm 3 defined.

Algorithm 3: Mode filter

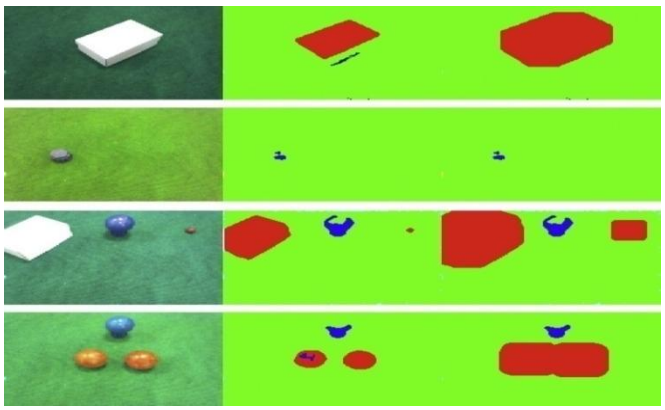
```
Input: Segmented image
Output: Free noise segmented image
begin
    forall the Pixel of input image do
        /* pixel(i,j)                          */
        Consider square box with center of (i,j)
        /* For example 5x5 pixels box          */
        Count pixels number of each color in box
        /* For example 8 segmentation color:
           black, red, green, blue, yellow,
           magenta, cyan, white                */
        Put color of max number in pixel (i,j) of
        output
    end
end
```

These processes made a simple data of any image (Fig. 5).

Image dilations

Dilation means expanding obstacles to obtain configuration space (Choset et al., 2005). In other words, dilation increases the effects of an obstacle by developing the volume of the obstacle.

Fig. 5. Original images in comparison with the segmented and filtered image and the final ones.



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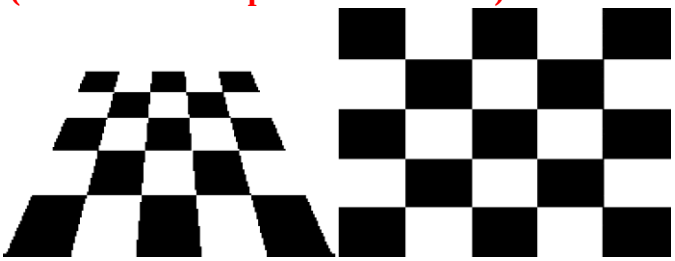

Fig. 6. Example of effect of camera angle; top and perspective view.

Mesh

In the situations in which the angle of the robot head is con- stant and the ground is flat, each pixel shows the same distance. We used this property to approximate the distances from ele- ments of obstacles. Since the robot has a specific physical size and predefined interval foot step, the exact position of each pixel is not that important. Therefore, we should mesh the images. Now every square of the image shows information on the pres- ence of the obstacle in relative position.

Because the camera is located in the head of the humanoid robot and it takes a specified angle with the ground, the image picture by the robot is a perspective view. Fig. 6 illustrates the effect of the perspective view on a checkerboard. It reveals that the meshes are not square. While it is expected that the result of the robot vision must be at some distance from the obstacles, but for computed distance from the robots's image, the mesh must be non-homogeneous. In other words, the number of pixels in each box at the bottom of the image must be greater than the number of pixels in each box at the top of the image; in addition, the number of pixels in each box at the middle of the image must be greater than the number of pixels in each box on the sides of the image.

Probability calculation

The Markov decision process works on discrete states. There- fore, Markov decision processes need to understand the presence of the obstacle in each state. The best way to show the existence of obstacles in a state is by determining the probability of the existence. In this way, the robot divides the number of obstacle pixels in each square by the number of all pixels in the square. Furthermore, Markov decision processes need to understand the presence of the obstacle in each state, which could be calcu- lated in a similar way. The following relations fully interpret this concept:

$$number\ of\ obstacle\ pixels\ in\ square\ (i, j)$$

Reward calculation

Reward calculation is related to observation of the target. If the robot can see the target, it can use only the information extracted from the image; however, if the robot cannot see the target (because of long distance), in addition to these informa- tion, it needs extra information on the coordination of the target and itself to create a sub-goal.

Sub-goal

A sub-goal is defined as a virtual goal in vision space such that achieving it could guide the robot toward the original target. Fig. 7 illustrates how the sub-goal state could be calculated.

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As we can see, if the dark green circle is considered to be the target, then the state in light green is defined as the sub-goal; in a similar way, if the blue circle is considered to be the target, then the state in cyan is known as the sub-goal state.

Reward when the robot cannot see the obstacle

In this condition, the free space has w_1 point, the obstacle has w_2 point, and the sub-goal has +1 point; therefore, the reward function could be calculated as follows:

$$R(i,j) = P_{sub\text{-}goal}(i,j) + w_1 P_{free\ space}(i,j) + w_2 P_{obstacale}(i,j) \quad (11)$$

Reward when the robot can see the obstacle

In this condition, the target has +1, the free space has w_1 point, and the obstacle has w_2 point; thus, the reward function could be calculated as follows:

$$R(i,j) = P_{target}(i,j) + w_1 P_{free\ space}(i,j) + w_2 P_{obstacale}(i,j) \quad (12)$$

5. Designed Fuzzy Markov Decision Process

A Fuzzy Markov Decision Process (FMDP) represents the uncertain knowledge about the environment in the form of offer- response patterns such as triangular and Gaussian membership functions.In the Fuzzy Markov Decision Process (FMDP) designed, the robot begins from its start state, it must choose a suitable action at each time step. In this problem, it is supposed that the actions which lead the robot to go out of its state do not work, in other words, we could say that the adjacent has a similar reward. The

$$P_{target}(i,j) = \frac{number\ of\ target\ pixels\ in\ square\ (i,j)}{number\ of\ all\ pixels\ in\ square\ (i,j)} \quad (9)$$

solution that is called policy ($\pi(s)$) is infrequence from the value function. The designed policy is illustrated in Fig. 8, which is a fuzzy mapping from state to action. Indeed, an optimal policy

$$P_{free\ space}(i,j) \quad number\ of\ target\ pixels\ in\ square\ (i,j)\ number\ of\ all\ pixels\ in\ square\ (i,j) \quad (10)$$

is a policy that maximizes the expected value of accumulated rewards throughout time.

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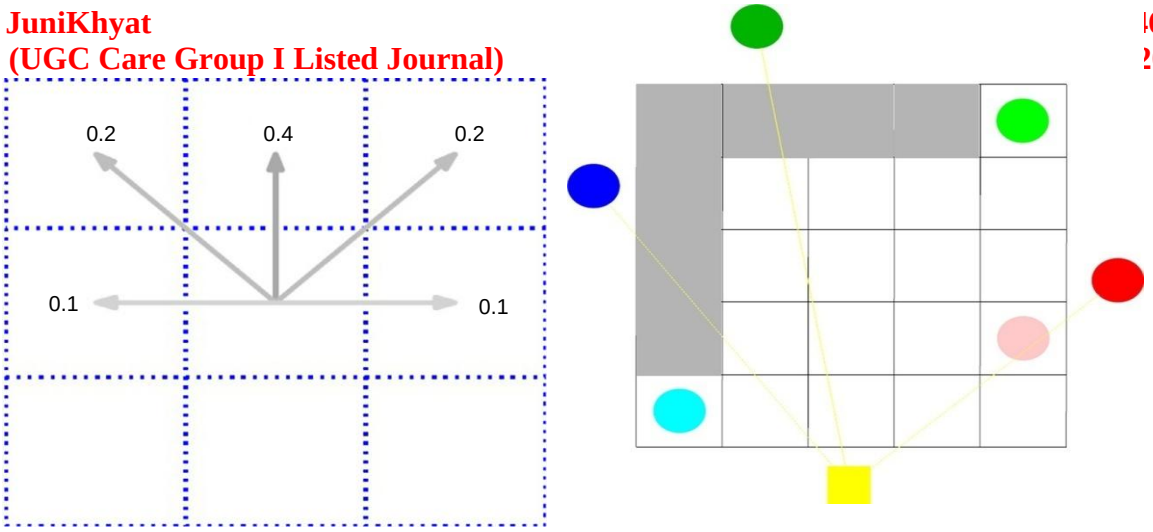

Fig. 7. Example of determining sub-goal state. Dark green: target 1; blue: target 2; red: target 3; light green: sub-goal 1; cyan: sub-goal 2; pink: sub-goal 3. (For interpretation of reference to color in this figure legend, the reader is referred to the web version of this article.)

Value function

Unfortunately, in the real world, humanoid robot's actions are unreliable for some recognized reasons such as noise of input data, ineffectiveness control systems, un-modeled system dynamic and environment changes throughout time; therefore, the probability of going from state $\boldsymbol{s}$ to state $\boldsymbol{s}^{r}$ by choosing action $\boldsymbol{a}$ with $P(s, a, s^{r})$ will be:

$$P(s, a, \mathrm{sr}) = 1, \qquad 0 \leq P(s, a, \mathrm{sr}) \leq 1 \qquad (13)$$

As a result, the robot must decide to act for increasing the probability of success throughout time. An example of proba- bility in the robot action when the robot wants to go to the next state decided is illustrated in Fig. 9.

At first, it is supposed that the optimal policy is equal to the traditional optimal policy; hence, the value function will be achieved by solving Eqs. (6) and (7). As mentioned before, this nonlinear equation can be solved with a value iteration (Section 3.1.4).

In the next step, forgetting the gained optimal policy, the value function will be determined based on decision making. In other words, we utilize the value function as an input for the fuzzy inference system.

Fuzzification

As we know, the extremum of the value function is related to the reward function, while the reward function is related to the environment and user definition, therefore the value function can take any interval. But as we know, the fuzzy input must be a vector where the array is a real number between 0 and 1. Thus, the fuzzification is important for continuation.

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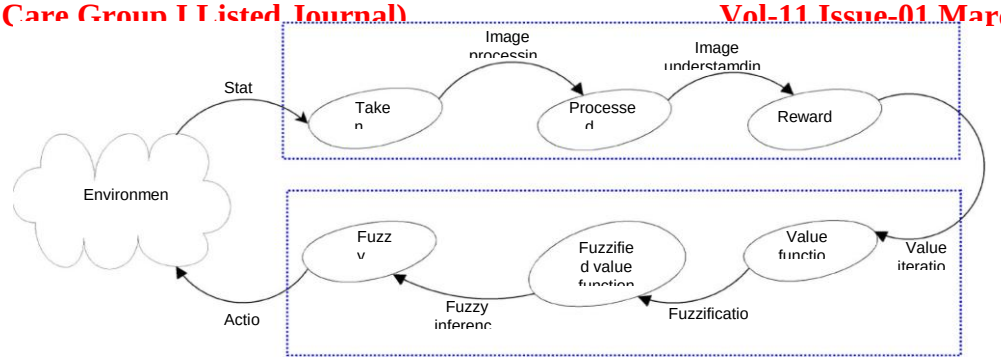

Vision system

Fuzzy markov decision processes

Fig. 8. Data flow.

Fuzzy inference

	x_1	x_2	x_3	
x_4	x_5	x_6	x_7	x_8
x_9	x_{10}	x_{11}	x_{12}	x_{13}

Fig. 10. Traditional Markov decision.

The first route to fuzzification is linear transformation. This way is not logical because the difference between the value on the left side and right side of robot is not significant to guide the robot in the true path. In other words, linear transformer fuzzification for this approach is over fuzzified.

Although other prevalent fuzzification such as triangular and Gaussian methods could result in a significant increase in the number of rules applied in the fuzzy inference part, it is not advisable to use them. The fuzzification proposed in this study is a drastic transformation. If the maximum and minimum of the value function is shown by a and b, respectively, the proposed fuzzification can be written as:

.As illustrated in Fig. 2, the traditional Markov decision pro- cess considers only the adjacent states to choose the optimal policy. According to the traditional approach, the robot must choose one of the candidate states and continue there. Although this policy is known as optimal policy, but it is true only when discrete states are considered. Because in traditional Markov decision process the robot can choose action from finite exist- ence actions, it seems logical to consider only neighbor states.

Nevertheless, in the FMDP, the robot is able to choose infinite actions because it is assumed to be continuous. Nevertheless, the

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$\mu(A_i) = a - b$ e a and b are the maximum and minimum of the value function among inputs, respectively, and x_i is the value function of the ith input.

Table 1 Square distance.

29	26	25	26	29
20	17	16	17	20
14	10	9	10	14
8	5	4	5	8
5	2	1	2	5

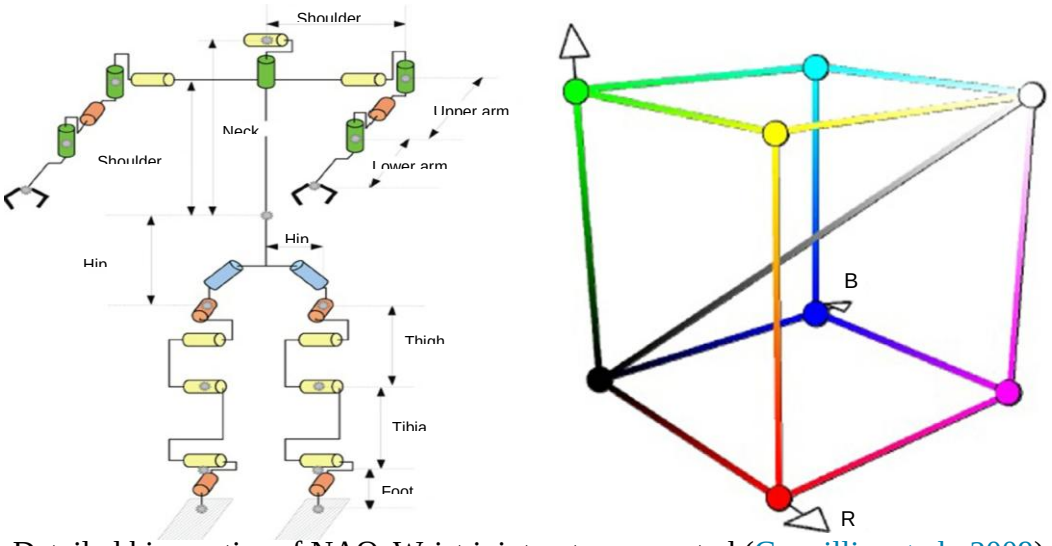

Fig. 11. Detailed kinematics of NAO. Wrist joint not represented (Gouaillier et al., 2009).

traditional process is yet applicable by considering only adjacent G states; in this case, it is not logical to only look at next states; in other words, it is wise for the robot to consider nearer states, as illustrated in Fig. 10. The square distance of each state from the robot's state is presented in Table 1.

As a result, there are many choices for the selection of the number of inputs. The explanation for this problem will continue

with $r =$ 10 that results in 13 inputs (Table 2).

If the robot direction is considered by angle ϕ which is defined as the clockwise angle from the front side of the robot, the fuzzy

rule for Fig. 10 ($r \leq 10$) can be easily written as:

If A_1, then $\hat{\phi}$ is a very small positive. If A_2, then $\hat{\phi}$ is zero.

If A_3, then $\hat{\phi}$ is a very small negative. If A_4, then $\hat{\phi}$ is a medium positive

If A_5, then $\hat{\phi}$ is a small positive If A_6, then $\hat{\phi}$ is zero

Fig. 12. RGB color space.

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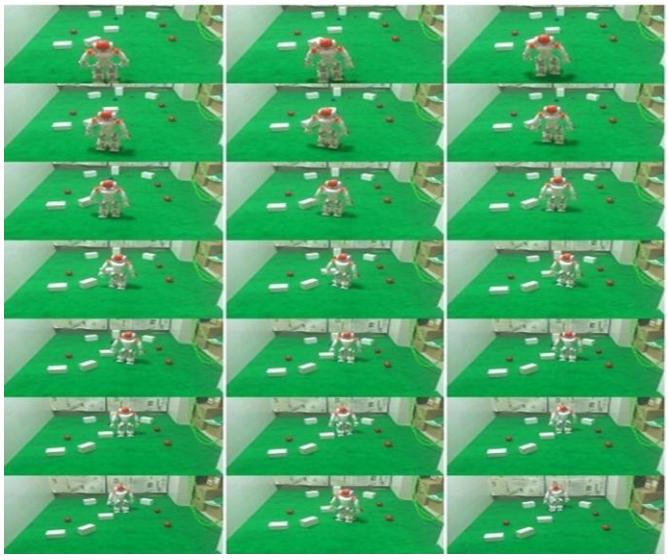

Fig. 13. NAO robot path planning scenario.

If A_7, then $\dot{\phi}$ is a small negative
If A_8, then $\dot{\phi}$ is a medium negative If A_9, then $\dot{\phi}$ is a big positive
If A_{10}, then $\dot{\phi}$ is a medium positive If A_{11}, then $\dot{\phi}$ is zero
If A_{12}, then $\dot{\phi}$ is a medium negative If A_{13}, then $\dot{\phi}$ is a big negative
There are some ways to defuzzify the $\dot{\phi}$ in order to gain ϕ.
Among these ways, weighted average is logical.

6. EXPERIMENTS

We applied our presented method on a NAO H25 V4 that is produced by the French company Aldebaran Robotics (Fig. 1). The NAO has 25 degree of freedom. There are five DOF in each leg; two in the ankle, two in the hip and one at its knee. An additional degree of freedom exists at the pelvis for yaw; nevertheless, it is shared between both legs, that is to say, both legs are rotated outward or inward, together, using this joint. Moreover, NAO has 6 DOFs in each hand and 2 DOFs on its head (Fig. 11). The NAO has two cameras, an inertial measuring unit, sonar sensors in its chest, and force-sensitive resistors under its feet. NAO was designed to perform smooth walking gaits, even when changing speed and direction. The walking speed must be similar to the walking speed of a 2-year-old child of the same size, which is about 0.6 km/h (Gouaillier et al., 2009).

The software architecture was developed using Aldebaran's NaoQi as a framework and an extended code in C^{++}. NaoQi gives access to all the features of the robot, like sending commands to the actuators, retrieving information from the robot memory, and managing Wi-Fi connections. In this way, we use Kubuntu 12.0.4 and Open CV 2.3.1 writing program in C^{++} in Qt creators. In the study experiment, the robot took a 160 120 pixel image. Results revealed that the robot was able to achieve its goal without colliding with any obstacle. Fig. 12 illustrates how the robot truly works. This figure illustrates the fact that the robot can work in noisy environments (Fig. 5).

Euclidean distance-based image segmentation

Path planning was tested in laboratory conditions; therefore, a simple image segmentation algorithm could work without any problem. The simplest image segmentation algorithm is Euclidean distance. Assuming that all pixels are in RGB color space (Fig. 12), then each

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pixel will have three Cartesian coor- dinates. Distance between each color can be calculated by Eq. (15).

Many experiments have been carried out in order to prove the effectiveness and correctness of our presented algorithm. Fig. 13 illustrates a path planning scenario as an example.

7. CONCLUSIONS

For the real-time, optimum path planning of autonomous humanoid robots in unknowable, complicated environments, a novel, successful method has been suggested in this paper. To get the essential information about its surroundings, our technique exclusively employs visual data. It was created by combining fuzzy inference systems with Markov decision processes. The conventional Markov decision procedures are enhanced by this technique. The distance and form of the barriers have not been precisely estimated while calculating the reward function. We also employ value iteration to instantly resolve the Bellman equation. In contrast to other existing algorithms, our approach can handle noisy data. Thus, all aspects of movement, including vision, path planning, and motion planning, are completely independent. These attributes show that the robot is capable of operating in a practical setting. Additionally, this technique just needs one camera and does not require range calculation. The strategy under discussion guarantees convergence to the best objective and collision avoidance. This technique has been created and tested on an experimental humanoid robot with success (NAO H25 V4).

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