

Table of Content

1. Introduction	1
1.1. Context and Motivation	1
1.2. Hypothesis	2
1.3. Objectives	3
1.3.1. Main Objective	3
1.3.2. Specific Objectives	3
1.3.3. Thesis Outline	3
2. Theoretical Framework	4
2.1. General Aspects of a Rover	4
2.1.1. Power System	5
2.1.2. Thermal Control	6
2.1.3. Telecommunication	6
2.1.4. Mobility System	7
2.1.5. Flight Software	9
2.1.6. Autonomous Navigation	10
2.2. Energy Storage	12
2.2.1. Basic Concepts and Considerations	12
2.2.2. Requirements for a Rover	13
2.2.3. State-Space Model	14
2.3. Terrain Classification	15
2.4. Path Planning	17
2.4.1. Traveling Salesman Problem	18
2.4.2. The Shortest Path Problem	18
2.5. Genetic Algorithms	19
2.5.1. Selection	21
2.5.2. Crossover	21
2.5.3. Mutation	22
2.5.4. Additional Operators	22
2.5.5. Penalty Functions	23
2.5.6. Termination Criteria	24
3. Decision-Making System	26
3.1. Architecture	26
3.2. Problem Formulation	26
3.2.1. GA-1	28
3.2.2. GA-2	29

3.3. Map Generation	30
3.4. GA Programming	31
3.4.1. GA-1	31
3.4.2. GA-2	35
4. Simulation Tests	39
4.1. Experimental Setting	39
4.2. GA-1 Analysis	41
4.3. GA-2 Analysis	46
4.4. Decision-Making System Analysis	49
5. Conclusions and Future Work	56
Bibliography	58
Annex	62