

Mobile Robot Systems Mini Project 5

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(ldd25)

Lent 2020

Project Outline

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- ▶ LIDAR based localisation (ex1)

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- ▶ Improve with range and bearing of other robots (sjs252)

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- ▶ Decentralised approach to world coverage (pd452)

Localisation

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- ▶ Particle filter

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- ▶ LIDAR

Localisation

- ▶ Particle filter
- ▶ LIDAR
- ▶ Range & bearing

LIDAR

$$w_i = \prod_{s_j \in \text{Sensors}} \Phi(R(i, j), s_{ij}, \sigma^2)$$

- ▶ w_i = LIDAR weight of particle i
- ▶ s_{ij} = distance recorded by sensor j on the robot
- ▶ $\Phi(x, \mu, \sigma)$ = Gaussian PDF with mean μ and standard deviation σ
- ▶ $R(i, j)$ = ray traced distance from particle i in the direction of sensor j

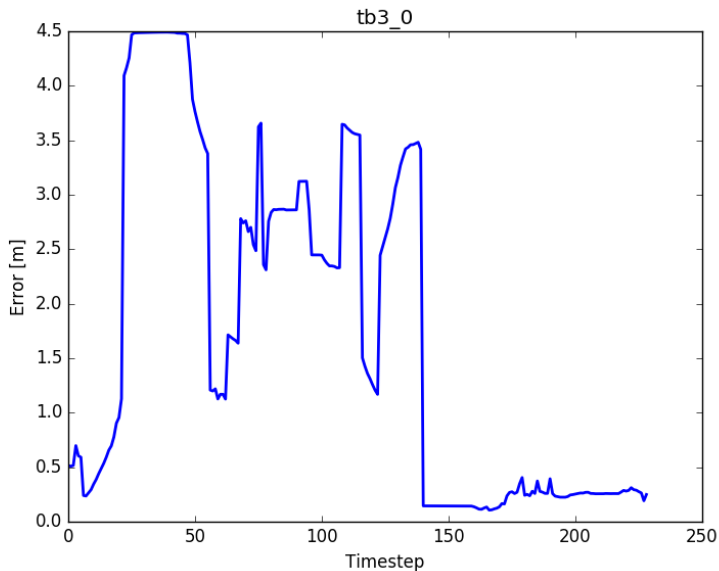
Range & Bearing

$$\bar{w}_i = \prod_{r_j \in N_i} \sum_{p_k \in r_j} \Phi \left(\begin{bmatrix} D_i(p_k) \\ \Theta_i(p_k) \end{bmatrix}, \begin{bmatrix} d_j \\ \theta_j \end{bmatrix}, \xi \right) \cdot w_{p_k}$$

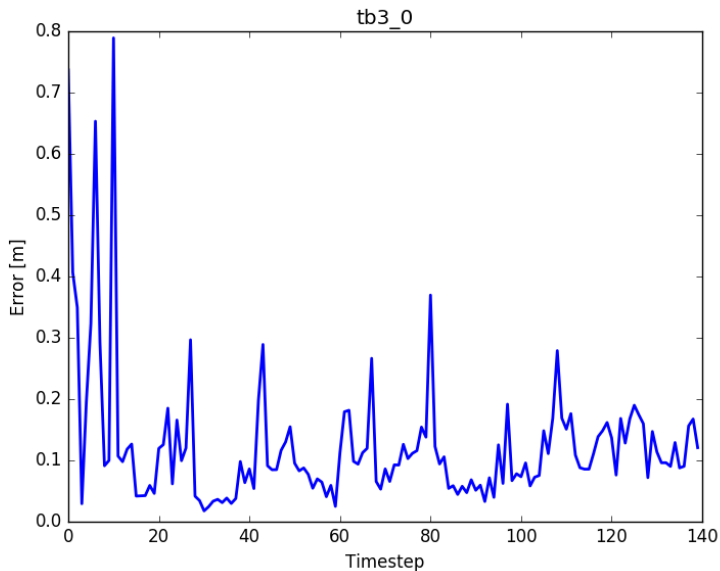
- ▶ \bar{w}_i range & bearing weight of particle i
- ▶ N_i = robot i 's neighbours
- ▶ p_k ranges over the set of particles from robot r_j
- ▶ d_j = received distance between this robot and robot r_j
- ▶ θ_j = received bearing of this robot from r_j
- ▶ $D_i(p_k)$ = distance between the particle i on this robot and the particle p_k from the other robot
- ▶ $\Theta_i(p_k)$ = bearing between the particle i and the particle p_k on the other robot
- ▶ w_{p_k} = weight of particle k
- ▶ ξ = covariance matrix

Normalising factors omitted.

Performance Without Enhancement



Performance With Enhancement



Demo

[https://drive.google.com/file/d/
1VfTZwqM-bqTKb0AGtHgcXKm1kq8-nVvY/view?usp=sharing](https://drive.google.com/file/d/1VfTZwqM-bqTKb0AGtHgcXKm1kq8-nVvY/view?usp=sharing)

Centralised Approach to World Coverage

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- ▶ Divide the world into equal regions.
- ▶ Plan a path for each robot within its region.
- ▶ Follow the paths.

Divide world, \mathcal{L} , into regions, L_i , such that:

DARP

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► $L_i \cap L_j = \phi, \forall i, j \in 1..n_r, i \neq j$

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- ▶ $x_i(t_0) \in L_i$ (each robot starts in its own region)

DARP

The algorithm:

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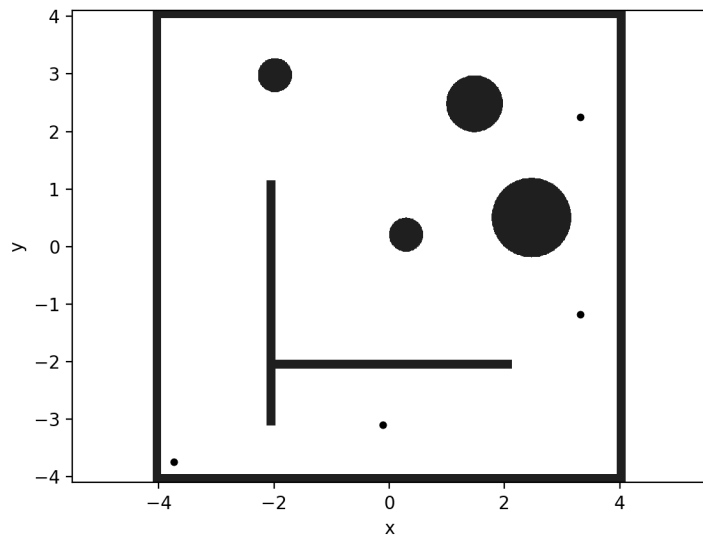
- ▶ For each robot, weight each cell in the world based on distance to the robot.
- ▶ Assign each cell to the robot that gives it the smallest weight.

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The algorithm:

- ▶ For each robot, weight each cell in the world based on distance to the robot.
- ▶ Assign each cell to the robot that gives it the smallest weight.
- ▶ Iteratively adjust weights to balance the sizes of the regions and ensure all regions are single connected components.

DARP



DARP

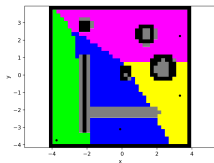


Figure: $r=1$

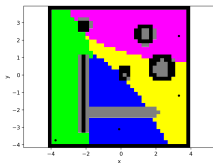


Figure: $r=10$

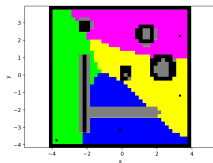


Figure: $r=50$

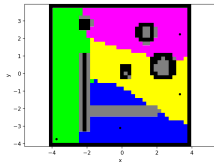


Figure: $r=100$

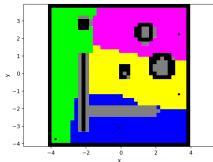


Figure: 200

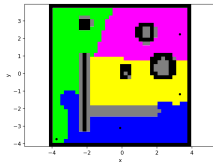


Figure: $r=346$

Path Planning

Path Planning

- ▶ Each cell is 2x the diameter of the robot.

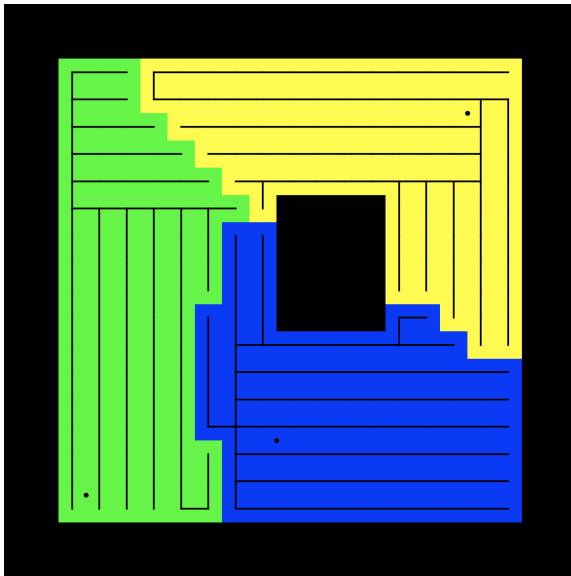
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Path Planning

- ▶ Each cell is 2x the diameter of the robot.
- ▶ For each region, construct a spanning tree between the cells.
- ▶ Trace a path around the edges of the spanning tree.

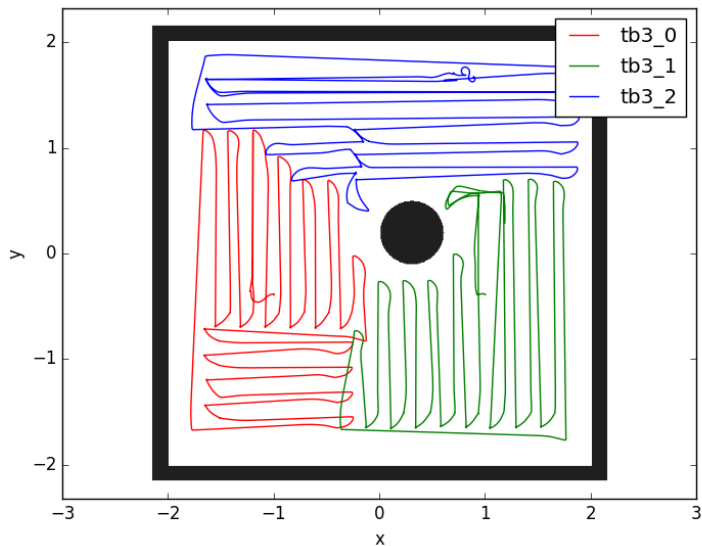
Path Planning



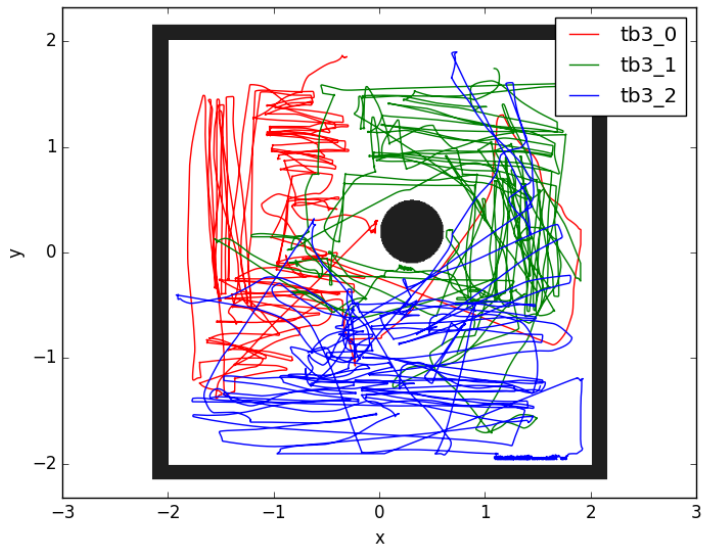
Path Following

- ▶ Extract the points on the path where a change of direction is required.
- ▶ Travel to each of these points in turn in a straight line, then rotate to face the next direction of travel.

Path Following - Ground Truth



Path Following - Localisation



Decentralized Coverage

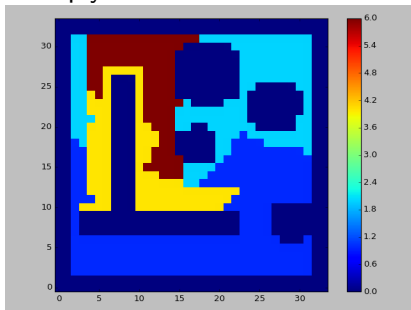
- ▶ Region Trading
- ▶ Navigation within region

Region Trading

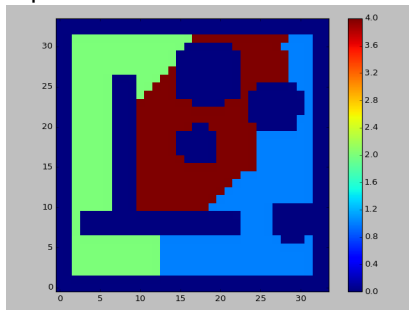
- ▶ Each robot starts out believing that it 'owns' the whole world
- ▶ When robots meet, they trade individual grid cells to try and balance the amount they both have
- ▶ Converges after about 10-20 random robot pairing trades.

Region Trading

After 3 trades - some area still multiply owned



After 10 trades - regions are separate



Region Trading

- ▶ Robots start by buying their positions
- ▶ Then take turns buying cells using BFS
- ▶ Cells already purchased by one robot can still be purchased by the other, if it has run out of unowned cells to buy
 - ▶ Simple strategy used to avoid one robot accidentally splitting the other's region in two by doing this

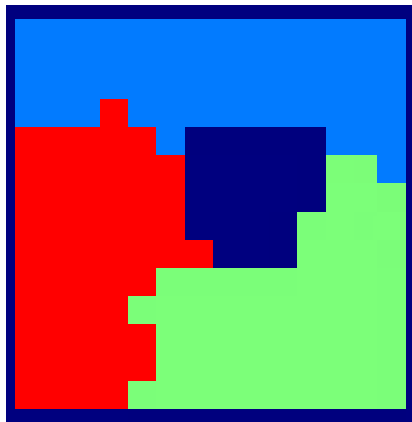
Navigation within region

- ▶ Two approaches tried
 - ▶ Originally used RRT to each position - RRT leads to pathing everywhere
 - ▶ Luke's strategy: Following around the MST of the region
- ▶ The robots will always use RRT anyway to get back inside their region should they find themselves outside - hence paths outside of their own regions

Collision avoidance

- ▶ Phase 1 - modify speed / bearing to avoid potential collision
 - ▶ Robots moving towards each other will bear away from each other
 - ▶ Rotate away from line between the two robots
- ▶ Phase 2 - cancel paths and switch to rule based movement away from obstacle / other robot

Following MST



With Localization

