

Exploring the V-REP simulation environment

ELA406 - Mobile Robotics

Ulrik Åkesson

Master's Programme in Robotics

Academy of Innovation, Design, and Engineering, Mälardalen University, Sweden

Email: uan13001@student.mdh.se

Abstract—As a part of a project in the course, Mobile Robotics a mobile robot has been simulated using V-REP. The simulated robot uses a differential drive and is implemented to follow a line and avoid obstacles which required vision and proximity sensors to be implemented in V-REP. The simulation was controlled using code written in Python by using the remote API support in V-REP.

1. INTRODUCTION

In the field of robotics simulation is a powerful tool and thus there exist a multitude of different tools. A couple of examples are Gazebo [1], Open Dynamics Engine (ODE) [2], and Virtual Robotics Experimentation Platform (V-REP) [3]. Where according to a study from 2014 by S. Ivaldi *et. al.* Gazebo is the most commonly used tool, ODE is the most well known, and V-REP has the highest user satisfaction [4].

1.1. Background

As a project in the course ELA406 - Mobile Robotics one possible task was to explore a simulation environment and implementing a line following robot with obstacle avoidance capabilities. Based on the suggestion from the teacher the choice of simulation environment landed on V-REP.

Further supporting that V-REP is an interesting simulation environment to use for this project is a comparison between Gazebo and V-REP which L. Nogueira did in 2014 came to the conclusion that V-REP is a more user-friendly and easy to use than Gazebo as well as being more feature rich [5].

2. V-REP

V-REP is as mentioned in the introduction of a simulation environment. It is developed by Coppelia Robotics and is a licensed software. However, it is available for free under an educational license for students, teachers, professors, and hobbyists as well as schools and universities. V-REP works with the three major operating systems, GNU/Linux, Windows, and macOS but for this project, only the Windows version have been used.

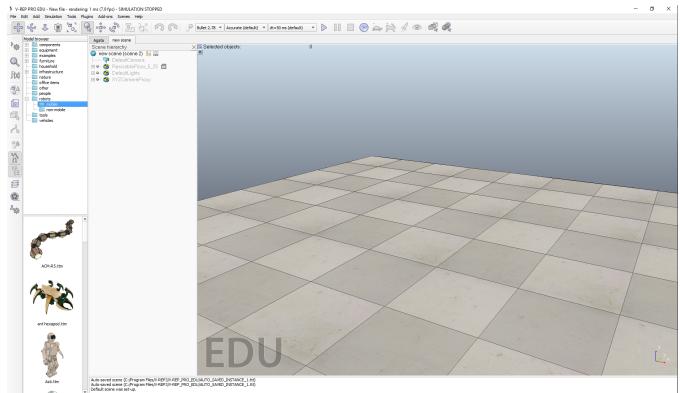
2.1. Programming languages

The primary programming language used for scripting in V-REP is Lua and scripts for the robot can be created easily in the application without any other software. However, V-REP supports other programming languages via its Remote API framework [6]. These programming languages are C/C++, Java, Matlab, Octave, and Python. For this project, the robot programmed with Python.

2.2. Working with V-REP

Working with V-REP is a subjectively easy experience. This is due to the extensive and well-written documentation and tutorials made available by Coppelia Robotics [7] and the video tutorials made available on YouTube by Nikolai K. [8]. Creating and modifying a scene or a robot is done in the application, and a lot can be done by dragging and dropping objects into the scene but there is also possible to make adjustments with finer control via menus.

In V-REP there are a lot of models of different types of robots available, both mobile and non-mobile and a lot of them are models of robots available such as e-puck [9] and Baxter [10]. There are also a lot of models related to the environment, such as furniture, plants, persons, and so forth. These models allow an experiment to be set up faster, and more time can be devoted to simulation and testing rather than creating a robot model or building a world for the simulation to take place in. In figure 1 it can be seen what V-REP looks like when a new scene is first opened.



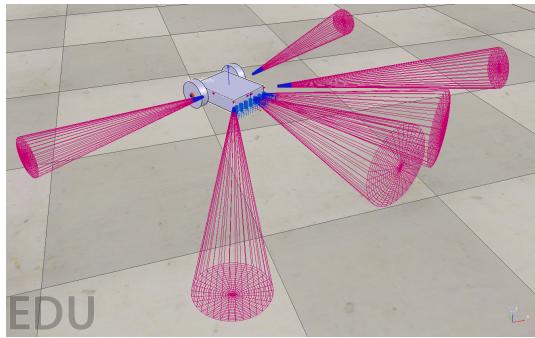


Fig. 2: The differential drive robot created for this project.

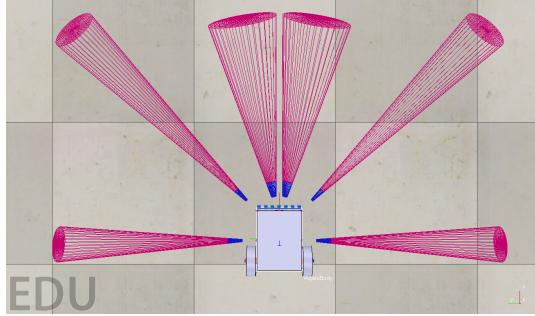


Fig. 3: The differential drive robot created for this project.

3.1. Actuators

Since this is a differential drive robot only 2 actuators are needed, more specifically a motor for each of the two wheels. In V-REP that is represented by revolute joints.

3.2. Sensors

Two types of sensors are used, the first type being a color/intensity sensor that is used to identify and follow a line. The other type is ultrasonic distance sensors which are used to detect obstacles. A total of seven intensity sensors are used represented in V-REP as vision sensors and a total of 5 ultrasonic sensors are used which are represented by proximity sensors in V-REP. The vision sensors are configured to be orthographic with a resolution of 1x1 pixels and the proximity sensors are configured to have a maximum range between 0.6 and 0.8 meters depending on the position and use of the sensor.

3.3. Controller

The controller as previously mentioned is to include two behaviors, one to follow a line and one to avoid obstacles. The line follower uses the intensity sensors to detect the line and calculates an error based on which sensor detects a line. So that if the middle sensor detects the line the error is 0 and if the rightmost sensor detects the line the error is 0.07 which corresponds to its distance from the center of the robot.

The error is then used in a proportional controller which calculates the desired direction for the car in order to stay on the line.

To improve the performance an inversely proportional controller was implemented to set the velocity of the robot,

slowing down the robot in case of a large error and thus resulting in a more precise ride.

The obstacle avoidance is implemented with the help of the distance sensors and is written to be able to avoid the obstacles in the simulation environment. The obstacle avoidance algorithm takes into the account of the last desired direction of the robot so that when it detects an obstacle it can turn away the obstacle toward in a direction that was previously free from obstacles. In algorithm 1 below this can seen.

```

Data: Boolean detected obstacle
if Front sensor detect obstacle then
    Enter obstacle avoidance behaviour;
    while Corner sensor doesn't detect obstacle do
        | Turn away from obstacle;
    end
    while Edge sensor don't detect obstacle do
        | Drive straight ahead;
    end
    while Corner sensor don't detect obstacle do
        | Turn toward obstacle;
    end
    while Edge sensor don't detect obstacle do
        | Drive straight ahead;
    end
    while Edge sensor detect obstacle do
        | Drive straight ahead;
    end
    while Line not detected do
        | Drive forward and turn toward the line;
    end
end

```

Algorithm 1: Obstacle avoidance behaviour for line following differential drive robot. The sensors can be seen in figure 3 and from bottom left and clockwise are defined as **Edge**, **Corner**, **Front**, **Front**, **Corner**, **Edge**.

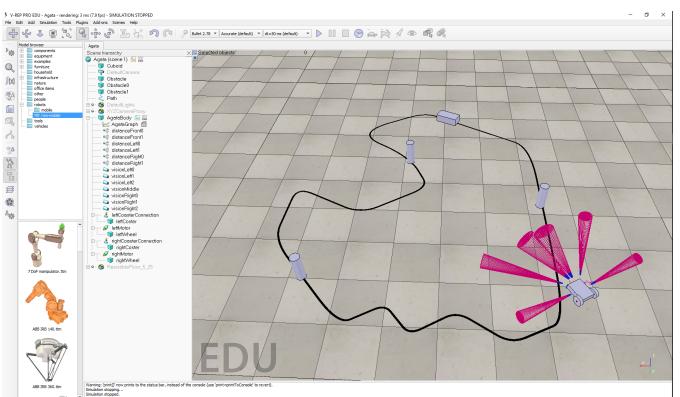


Fig. 4: The scene used for the simulations in this project

3.4. Simulation scene

The scene implemented for this project can be seen in figure 4 and is designed to test the robots ability to follow the line and to avoid obstacles and return to the line. The track consist of two parts, one easier with more straight parts and less sharp turns, and one more challenging part with sharper turns and barely any straight parts. The obstacles are either cylinders or rectangle placed arbitrarily along the path.

4. RESULTS

In V-REP it is possible to attach a graph element to the robot which will plot the robot's path as a 3D-graph and that is what will be used to visualize the result of the controller. In figure 5 it can be seen that the robot closely follows that path without any big deviance. This part of the track is easier due to long straight sections and no sharp turns. In figure 6 the path is harder with more and sharper turns, and it can be seen that the purple 3D-graph does not follow the line as closely. In figure 7 obstacles have been added to the path. It can be seen that the robot avoids the obstacles and finds its way back to the path.

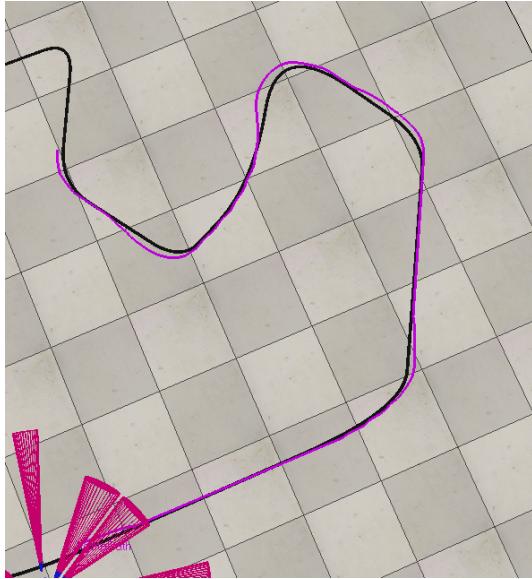


Fig. 5: The robots path on the easier part of the track.

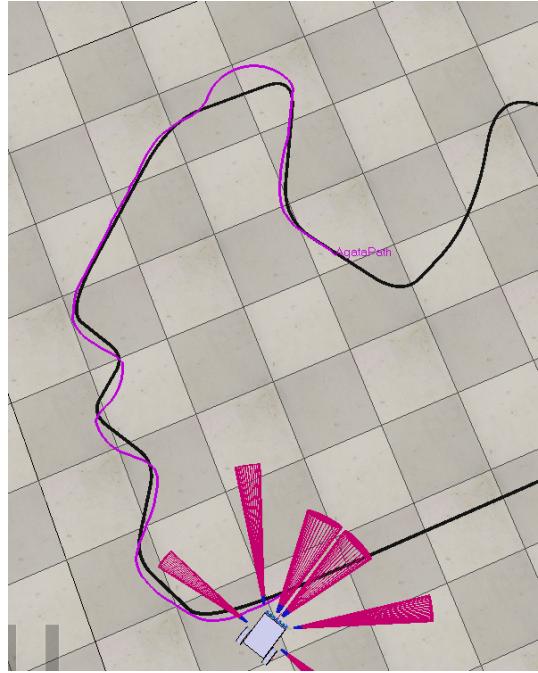


Fig. 6: The robots path on the harder path of the track.



Fig. 7: The robots path when avoiding obstacles.

5. DISCUSSION

Using V-REP has been a quite easy experience due to very good documentation and well written and/or explained tutorials available. The ease of with the scene was set up and the robot created meant that more time could be put into writing the scripts and improve the code. It also means that it is possible to more rapidly test different types of robots or control algorithms, which may be slowed down if the simulation environment is slower and more tedious to use. The support for other programming languages than Lua via the remote API makes it more accessible and versatile since a

language that is more familiar or perhaps better suited to the actual application can be used.

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