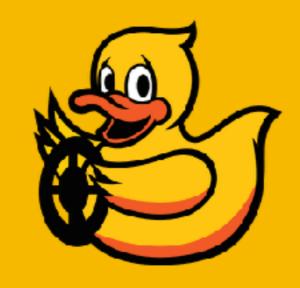
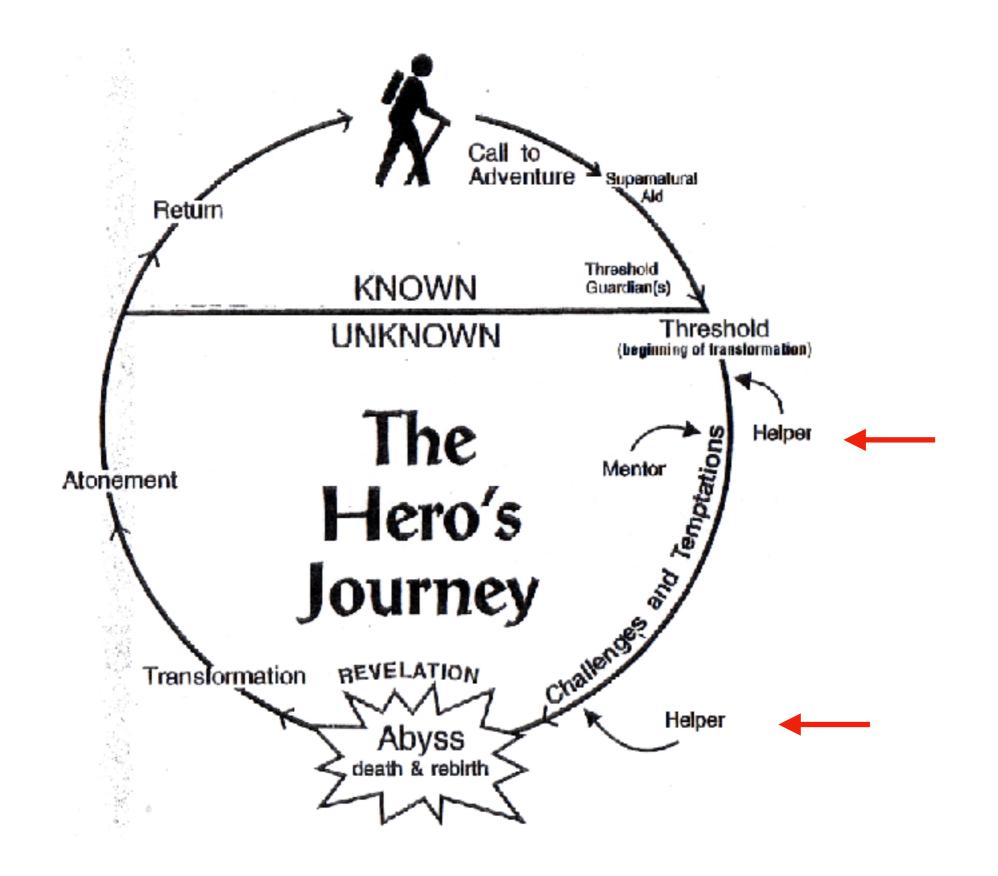
Putting things together



Figures that help put things together

- We have three figures that will help coordinate the efforts:
 - Software Architect
 - System Architect
 - Knowledge Tzarina



System Architect

- The system architect is ultimately responsible:
 - The **logical architecture**
 - Decomposition in modules
 - Who knows what
 - Who says what to whom
 - Definition of performance metrics
 - Definition of contracts (bounds on metrics)

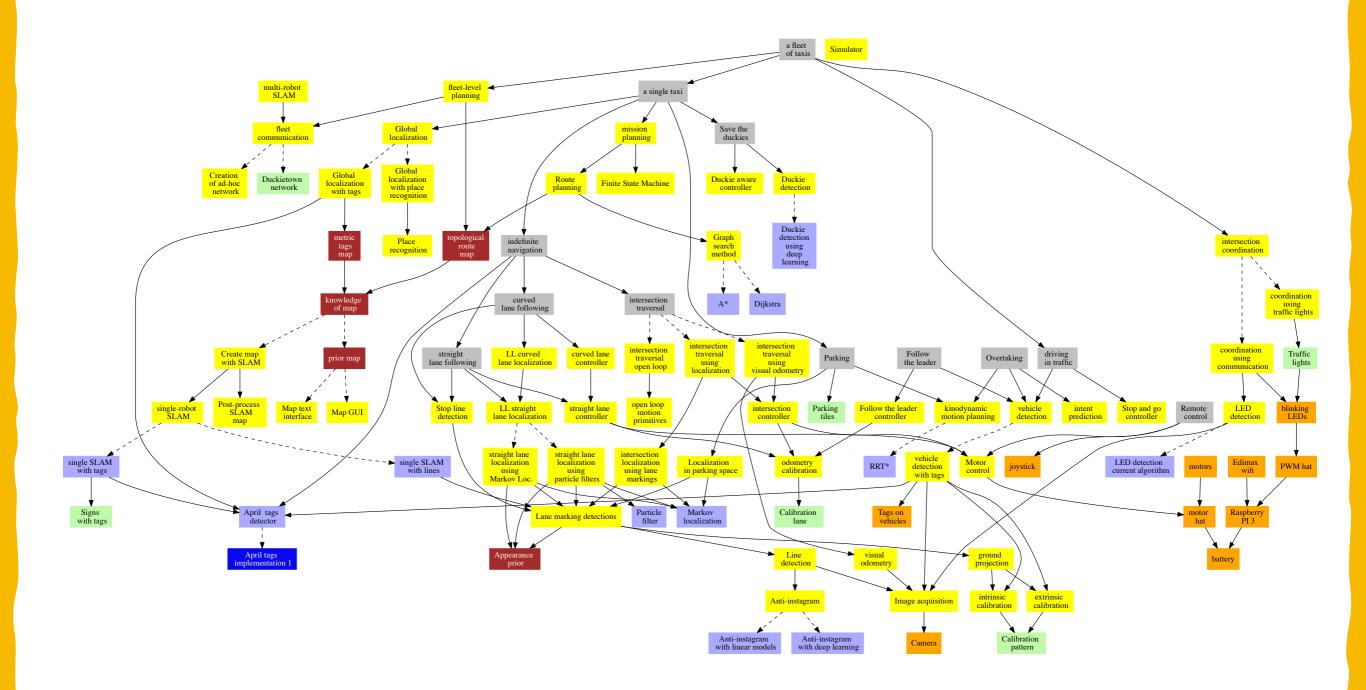
Software Architect

- The Software Architect is ultimately responsible for:
 - The **physical architecture**
 - messages formats
 - protocols
 - ...
 - Coding conventions
 - directory layouts
 - naming conventions
 - launch scripts

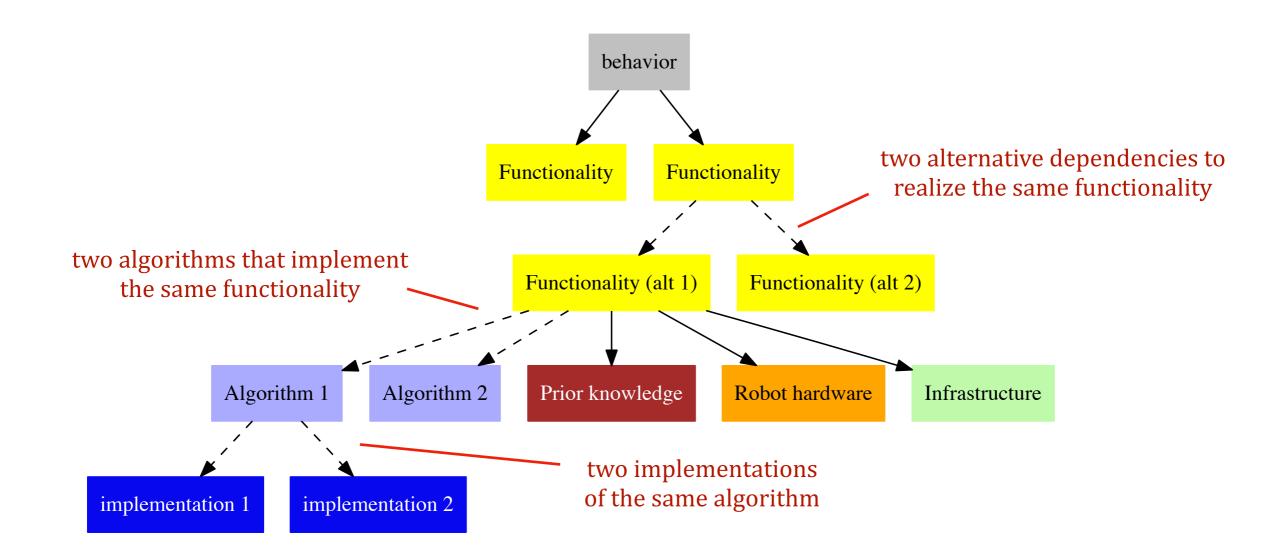
Knowledge Tzarina

- The Documentation Tzarina is ultimately responsible for:
 - Documentation conventions
 - document outlines
 - style
 - Directory layout, figure formats, etc.
 - Proper cross-referencing
 - project to code
 - project to project

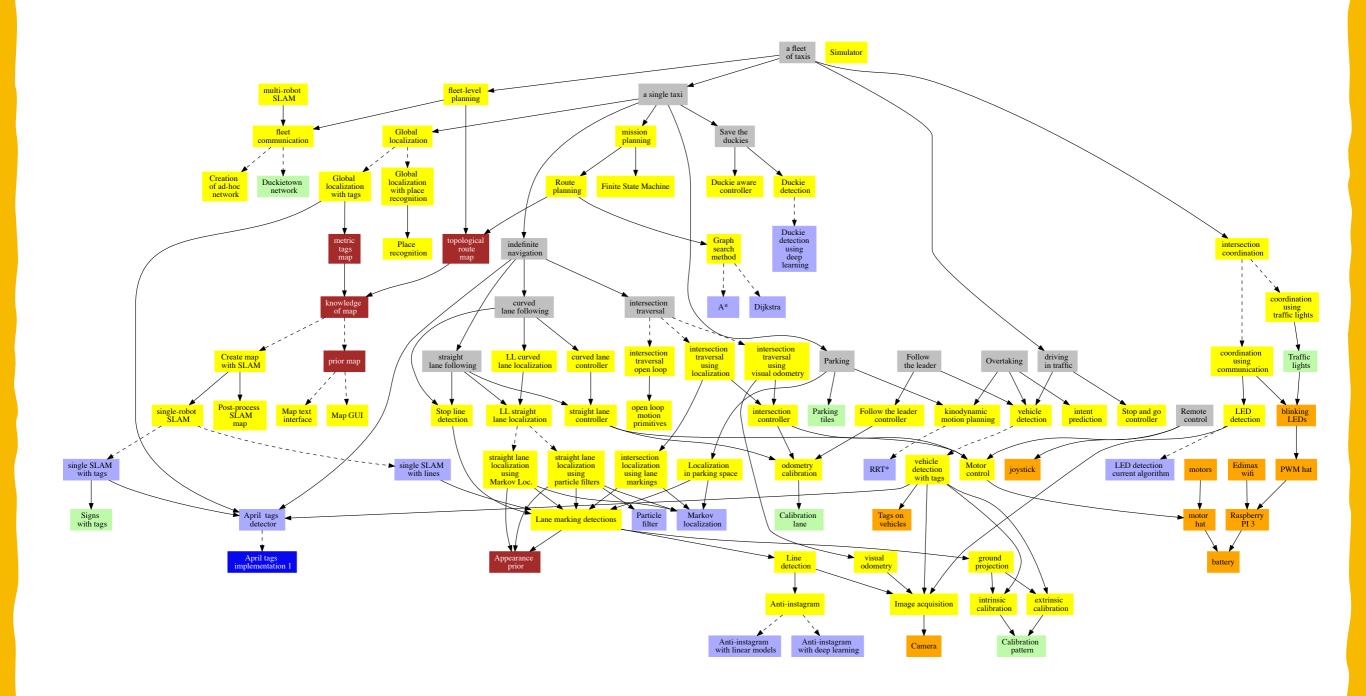
Functionality diagram



Functionality diagram legend



Functionality diagram



Odometry calibration

Functionality

What the module provides (why is it there at all?)

- Knowledge of model
 - quantified as accuracy?

Resources/costs/dependencies

- Time to perform calibration
- Skills to perform calibration
- Extra materials to perform calibration
- Space to perform calibration
- Computation

Camera

Functionality

What the module provides (why is it there at all?)

- Allows to acquire image
 - field of view
 - spatial resolution [pixels]
 - temporal resolution [Hz]
 - sensitivity
 - acquisition modes
 - ...

Resources/costs/dependencies

- Hardware budget
- Power
- A way to attach it on the chassis
- ...

Fleet communication using Wifi

Functionality

What the module provides (why is it there at all?)

- Allows Duckiebots to communicate
 - how many Duckiebots?
 - messages per second
 - size of each message
 - reliability
 - distance
 - ...

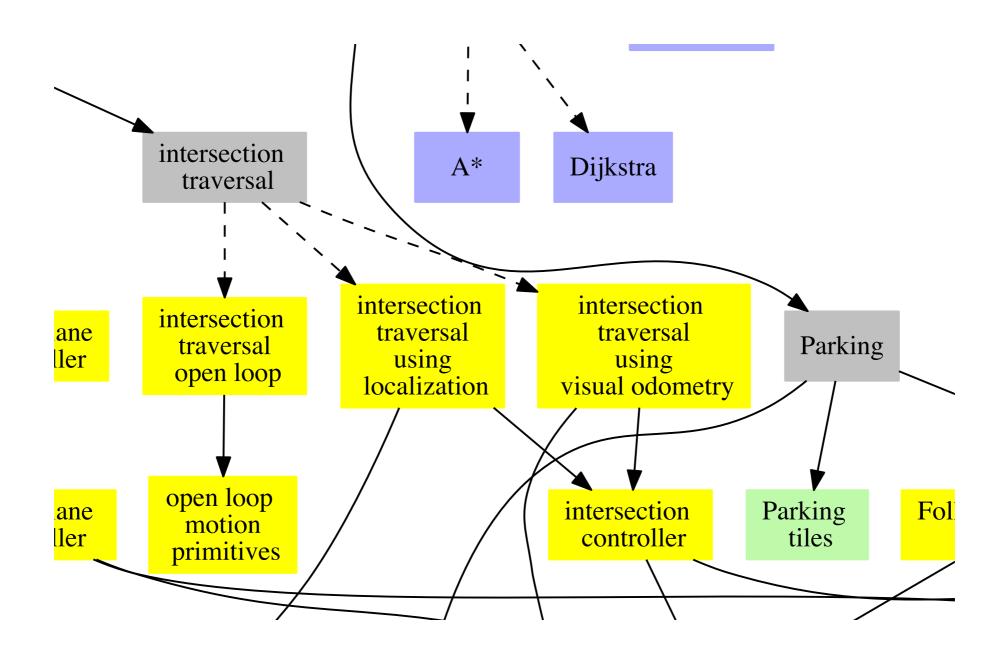
Resources/costs/dependencies

What the module requires for it to work

- Wifi card
- Spectrum available
- A way for the Duckiebots to join the same channel.

• ...

Intersection traversal



Intersection traversal

Functionality

What the module provides (why is it there at all?)

- Allows Duckiebots to traverse an intersection
 - Size of intersection
 - Reliability (probability of success)
 - Speed

Resources/costs/dependencies

Intersection traversal: open loop

Functionality

What the module provides (why is it there at all?)

- Allows Duckiebots to traverse an intersection
 - Size of intersection
 - Reliability (probability of success)
 - Speed

Resources/costs/dependencies

What the module requires for it to work

- A library of motion primitives (go left, go right, go straight).
- Accurate knowledge of where the robot started from at the beginning of the maneuver
- Accurate knowledge of robot model

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Intersection traversal: closed loop, using April tags

Functionality

What the module provides (why is it there at all?)

- Allows Duckiebots to traverse an intersection
 - Size of intersection
 - Reliability (probability of success)
 - Speed

Resources/costs/dependencies

- April tags detector
- April tags placed at the intersection
 - (how many? how big? ...)
- Image acquisition
 - resolution, frequency, ...

Intersection traversal: closed loop, visual odometry

Functionality

What the module provides (why is it there at all?)

- Allows Duckiebots to traverse an intersection
 - Size of intersection
 - Reliability (probability of success)
 - Speed

Resources/costs/dependencies

- Visual odometry method
- Image acquisition
 - resolution, frequency, ...
- Assumptions on image appearance?