Summer 2015

Multi-Robot Systems with ROS
Lesson 6

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Agenda

- Decision making in ROS
- CogniTAO installation
- TAO plans definition

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Decision Making

- http://wiki.ros.org/decision_making
- The goal of this package is to implement light-weight, generic and extendable tools for writing, executing, debugging and monitoring decision making models through ROS standard tools
- Decision making package is being actively developed by Cogniteam
  - For single robot – it is a public package
  - For multi robot – needs a commercial license

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Installation

- We will start with the single robot case
- Create a new catkin workspace called dmw
- Check out and compile decision making packages

```
$ cd ~/dmw/src
$ git clone https://github.com/cogniteam/decision_making.git
$ cd ..
$ catkin_make
```

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Installation

- If you have changed the ROS_PACKAGE_PATH variable in .bashrc, make sure its definition is at the end of the file:

```
# ROS setup
source /opt/ros/hydro/setup.bash
source ~/catkin_ws/devel/setup.bash

source /home/roiyeho/dmw/install/setup.bash
source /home/roiyeho/dmw/devel/setup.bash

export ROS_PACKAGE_PATH=~/ros/stacks:${ROS_PACKAGE_PATH}
export EDITOR='gedit'
```

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DM Examples

- Under the ~/dmw/src you will find two folders with code examples
  - decision_making_examples – for single robot
  - dm_teamwork_examples – for multi robots
- You can launch any of the examples using the standard roslaunch command
- For example, to launch the Wandering Robot FSM example, type:

```
$ roslaunch decision_making_examples fsm_wandering.launch
```

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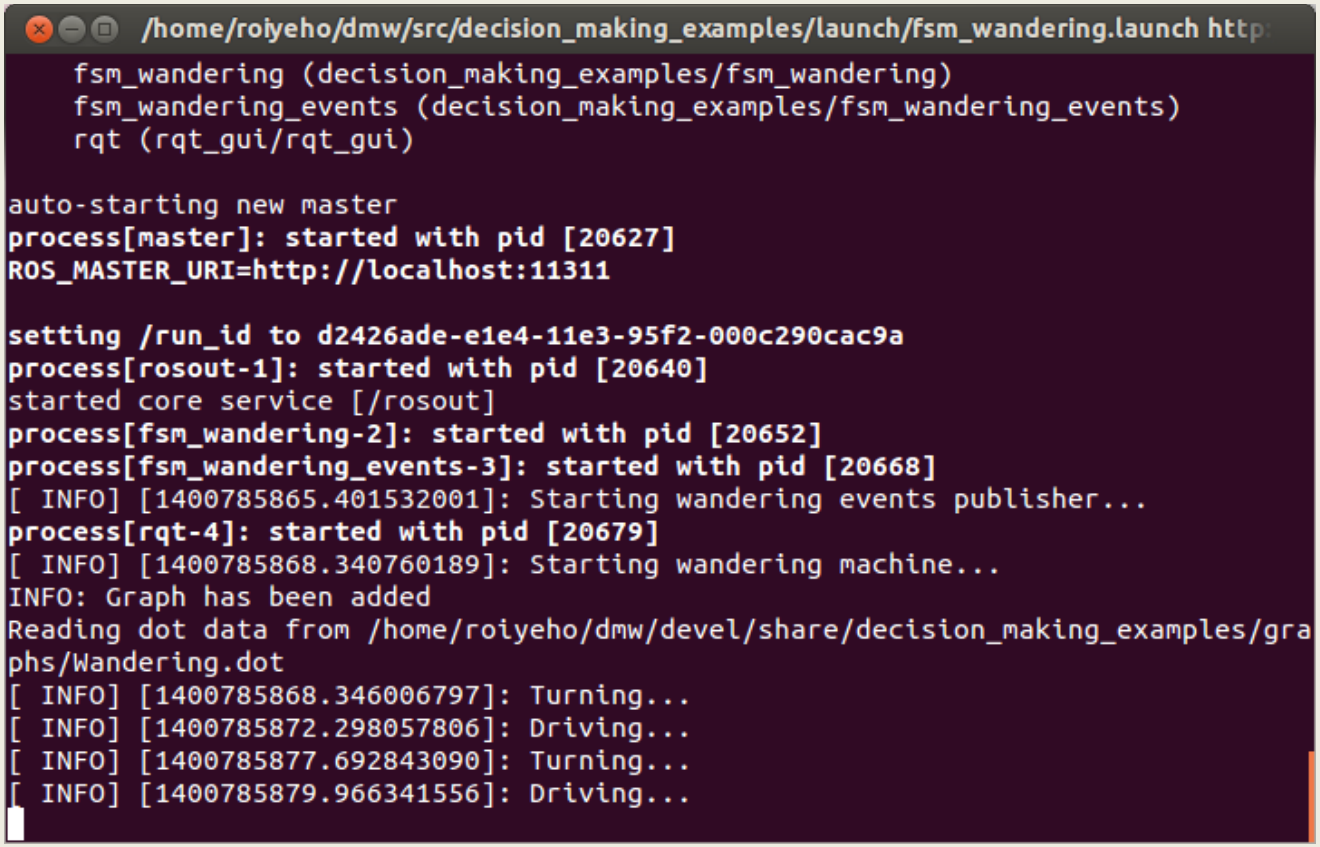
FSM Wandering Example



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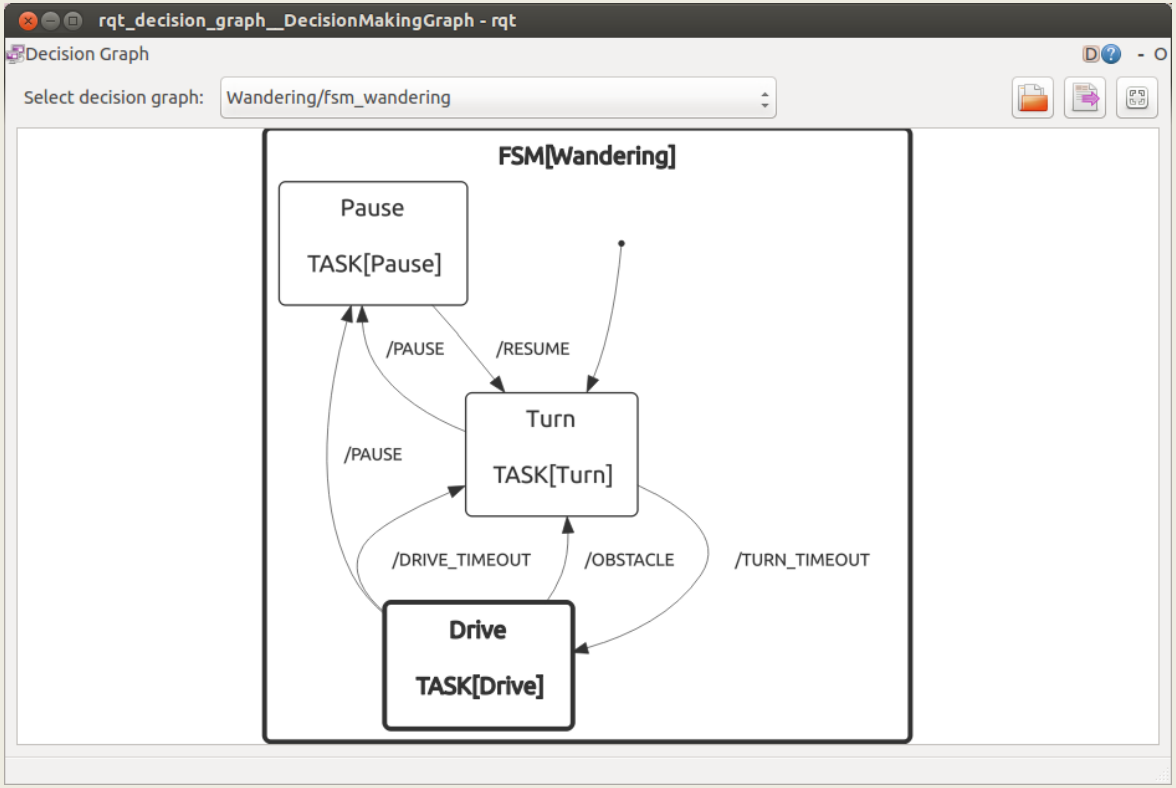
rqt Decision Graph

- Once the model is running, its visualization is displayed using the Decision Making rqt plugin



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Decision Making Models

- The decision making system supports different types of models:
  - FSM – Finite State Machines
  - HSM – Hierarchical FSM
  - Behavior Trees
  - CogniTAO – implementation of BDI architecture
- In this course we will focus on CogniTAO

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CogniTAO

- CogniTAO (**T**hink **A**s **O**ne) is an implementation of the BDI architecture for both single robot missions and for multiple robots working in teams
- Main features:
  - Simulate entities that can execute complex missions in dynamic environments, where it is impossible to foresee all possible decisions
  - Coupling between the decision-making and the world modeling components
  - Mixing goal-oriented and reactive control, according to the principals of BDI

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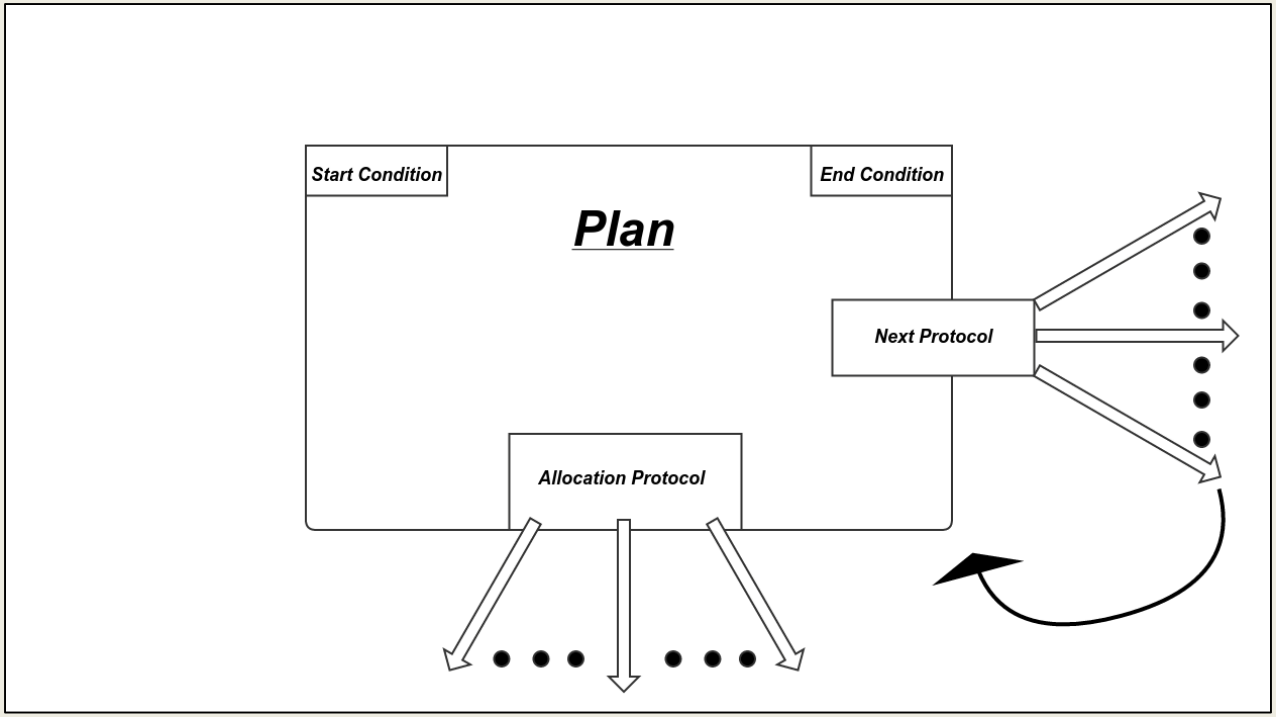
Plan

- Defines the current Task to be performed, contains Start and Stop conditions, and is coupled with corresponding Plans through *Allocation* and *Next* protocols



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TAO

- A TAO is a level of a number of Plans and their corresponding *"Sons"*, *"Allocations"*, and *"Next"* protocols
- A deeper level of sub-plans creates another TAO
- Each TAO defines its starting plan via the TAO_START_PLAN tag

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Start and Stop Conditions

- Boolean conditions defined inside each *"Task"*
- Start conditions are validated before the plan is selected for running
- Stop conditions are validated throughout the entire running time of the plan
- The start and stop conditions are usually based on the world model (more on this later)

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Next Protocol

- The *Next* Protocol takes place when a current plan ends, and essentially chooses one next plan to be performed
- It has the possibility to loop its own plan (i.e. 'return' back and re-run the plan)
- Built-in *Next* protocols:
  - NextFirstReady
- You can also create your own *Next* protocols

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Allocation Protocol

- The *Allocation* Protocol takes place in a running plan, and essentially chooses (or divides) a sub-plan that will be performed
- It does not have the possibility to loop the given plan node
- If all children of an Allocation Protocol 'die' (i.e. there is no additional child that continues to its own *Next* protocol) then the father 'dies'
- Built-in *Allocation* protocols:
  - AllocFirstReady

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Next and Allocation Protocols in Teams

- In teams, all members of the team correspond to the same *Next* protocol, while *Allocation* divides the team into sub-groups that correspond to the same *Next* protocols respectively

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TAO Machine Definition

- TAOs are defined in a .cpp file using the following syntax:

```
TAO(TAO_NAME)
{
	TAO_PLANS { PLAN_1, PLAN_2, ... }
	TAO_START_PLAN(PLAN_NAME);
	TAO_BGN {
		PLANS
	}
	TAO_END
}
```

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TAO Machine Definition

- To reference another TAO before defining it, use the following declaration:

```
TAO_HEADER(TAO_NAME);
```

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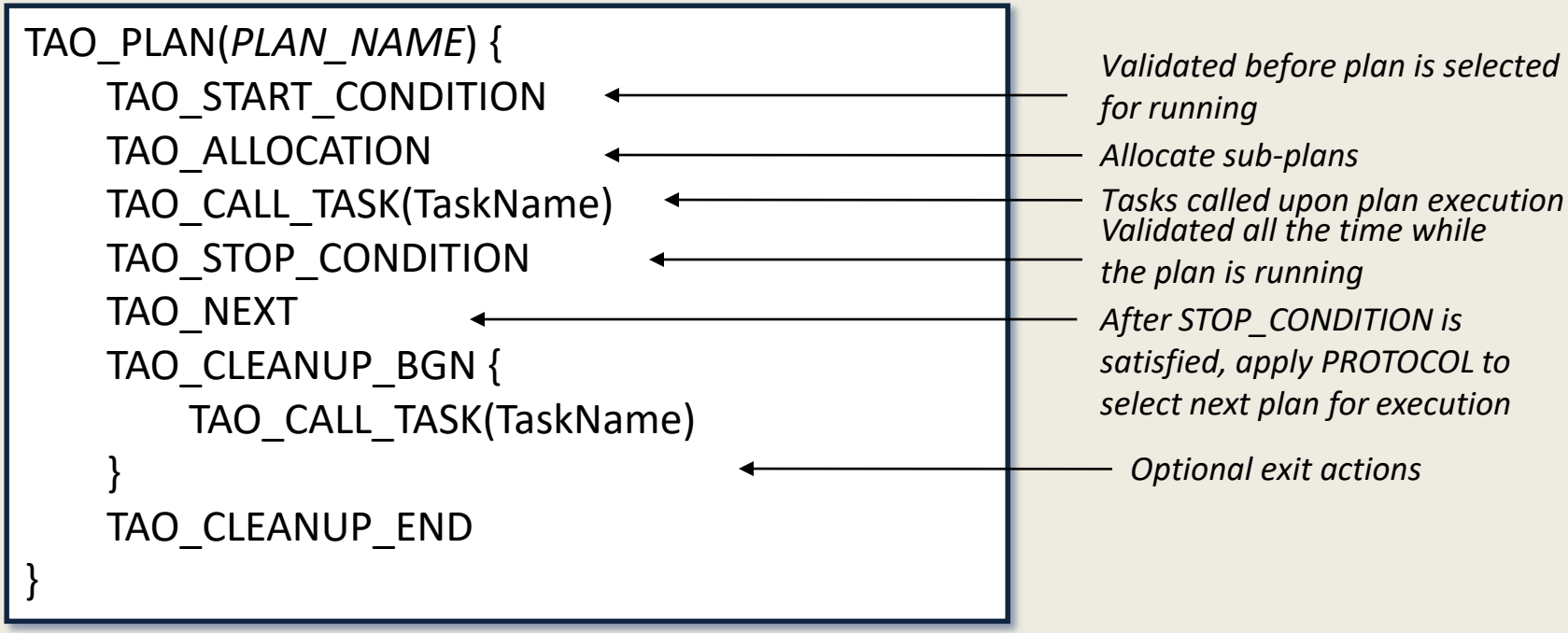
TAO Plan Definition



- Must be located inside a TAO_BGN-TAO_END block
- All task calls after TAO_ALLOCATION section run in parallel as the plan begins

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TAO Protocols

- TAO_ALLOCATE syntax:

```
TAO_ALLOCATE(PROTOCOL) {
        TAO_SUBPLAN(TAO_1),
        TAO_SUBPLAN(TAO_2),
        …
}
```

- Each sub-plan is a start plan of a selected *TAO*
- If there are no sub-plans to allocate, then use the tag TAO_ALLOCATE_EMPTY

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TAO Protocols

- TAO_NEXT syntax:

```
TAO_NEXT(PROTOCOL) {
      TAO_NEXT_PLAN(PLAN_1),
      TAO_NEXT_PLAN(PLAN_2),
      …
}
```

- If there are no next plans to execute, then use the tag TAO_NEXT_EMPTY

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