

AP2DX

Awesomizing the P2DX

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UvA

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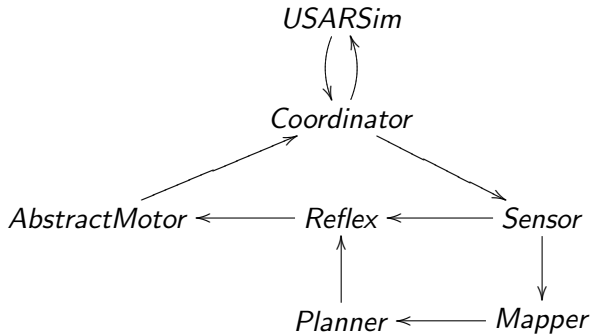
Introduction

- The same assignment
- Who we are
- What is special in our case

Goals

- Loosely coupled modules based on network communication
- Robot should be safe, i.e. stop for obstacles
- Robot should be able to drive autonomously through the environment
- Robot should be able to create a map of the environment
- No user input will be required

Architecture - the basics



Architecture - into the depths

Abstract base class

We decided to use an abstract class, to base all our classes on.

Advantages

- Very easy to work with
- Only have to make the connection protocol once
- Strict contracts with team mates

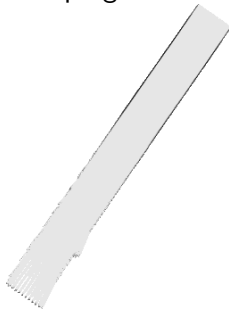
Disadvantages

- Stuck with one language
- Hard debugging
- Hard to make big changes, or add things we had not thought of

boobs

Mapper

We did not make our own mapper. We used DP Slam¹².
The program works in C, and creates a map like this one:



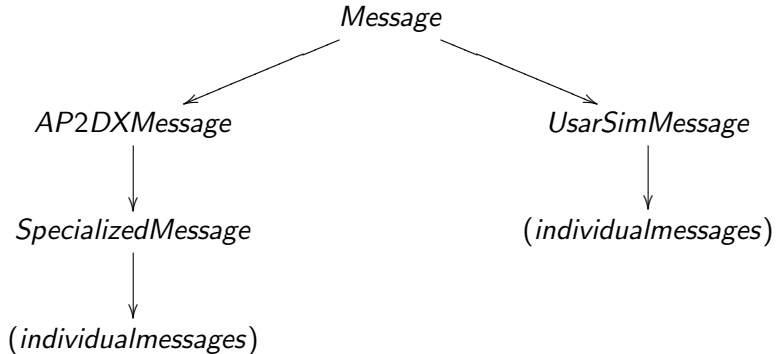
¹<http://www.cs.duke.edu/~parr/dpslam/>

²Algorithm from: Austin Eliazar, Ronald Parr: DP-SLAM: Fast, Robust
Simultaneous Localization and Mapping Without Predetermined Landmarks

Mapper - What makes it special

- Two ways to use a mapper:
 - While driving
 - After driving (with saved sensordata)
- We make a map, while driving
- Mapper uses Odometry and Laser range scanner data
- Currently only works on linux

Messages



Messages - explained

There are a couple of advantages and disadvantages:

Advantages

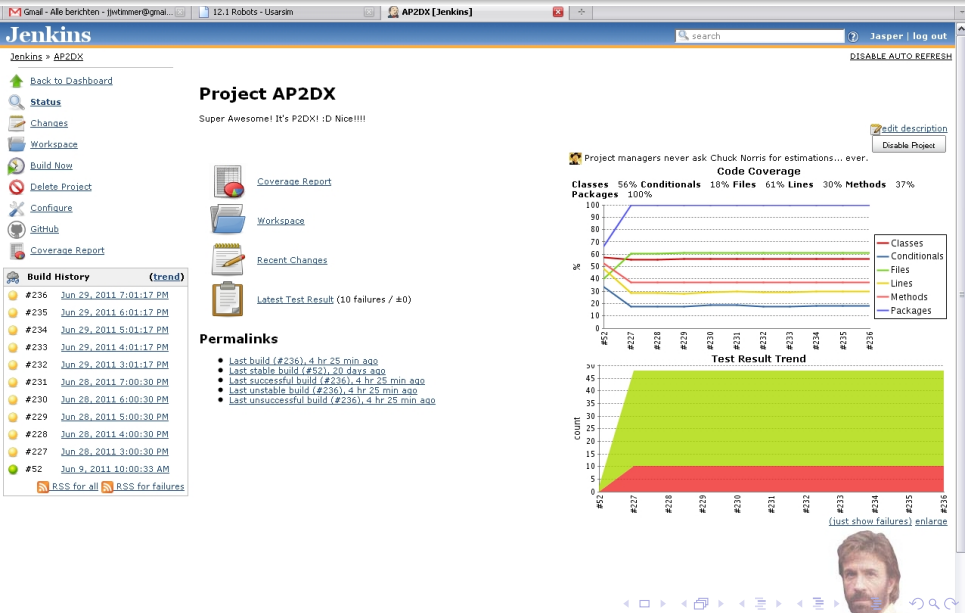
- Very easy to work with
- Easy to add a new kind of message
- Strict restrictions to how a message should look (and thus uniformity)

Disadvantages

- Very hard to debug
- Hard to add a type of message that doesn't fit in

Testing - an introduction

We decided to use jUnit tests, since all our code is in Java.
For this, we used Jenkins, an automatic build and test server



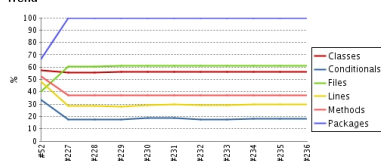
Jenkins > AP2DX > #236

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Code Coverage

Cobertura Coverage Report

Trend



Project Coverage summary

Name	Classes	Conditionals	Files	Lines	Methods	Packages
Cobertura Coverage Report	56% 36/64	18% 54/295	61% 30/49	30% 535/1810	37% 145/389	100% 10/10

Coverage Breakdown by Package

Name	Classes	Conditionals	Files	Lines	Methods
AP2DX.specializedMessages	31% 5/16	5% 1/20	27% 4/15	23% 66/287	24% 20/85
AP2DX.usarsim	100% 2/2	69% 11/16	100% 2/2	69% 34/49	78% 7/9
AP2DX.coordinator	40% 2/5	14% 2/14	33% 1/3	27% 29/106	50% 5/10
AP2DX.reflex	100% 2/2	7% 2/27	100% 1/1	23% 14/62	38% 5/13
AP2DX.sensor	67% 2/3	4% 1/23	50% 1/2	13% 19/149	27% 6/22
AP2DX.mapper	60% 3/5	0% 0/15	100% 3/3	28% 34/121	26% 7/27
AP2DX	64% 9/14	14% 10/69	100% 8/8	35% 168/478	51% 41/81
AP2DX.planner	33% 1/3	0% 0/27	50% 1/2	8% 9/112	14% 3/21
AP2DX.usarsim.specialized	67% 8/12	37% 26/70	67% 8/12	38% 147/387	40% 46/115
AP2DX.motor	100% 2/2	7% 1/14	100% 1/1	25% 15/59	83% 5/6



```

Maarten zegt... 12.1 Robots - Usersim Jenkins
23  /**
24   * make a new UserSinMessage
25   *
26   * @param in
27   */
28  public UserSinMessage(String in) {
29  7      super(in, Module.UNDEFINED);
30  7  }
31
32  /**
33   * make a new UserSinMessage
34   *
35   public UserSinMessage(MessageType type) {
36  4      super(type);
37  4  }
38
39  @Override
40  public Message.MessageType getMsgType() {
41  6      if (this.type == MessageType.UNKNOWN || this.type == null) {
42  2          String startPatternStr = "[A-Z]+";
43  2          Pattern startPattern = Pattern.compile(startPatternStr);
44  2          Matcher startMatcher = startPattern
45              .matcher(this.getMessageString());
46
47  2          if (startMatcher.find()) {
48  2              this.type = UserSinMessage.MessageType
49                  .getEnumByString(startMatcher.group(0));
50              } else {
51  0              this.type = null;
52              }
53          }
54
55  6      return this.type;
56  }
57
58  @Override
59  protected void parseMessage() throws Exception {
60  0      throw new Exception(
61          "Not possible on this class, try casting to a specialized message type.");
62  }
63
64  /**
65   * This method uses annotated fields to build the output of the message.
66   * field.toString() is the value of the field like so: {name value}.
67   * @throws IllegalAccessException

```