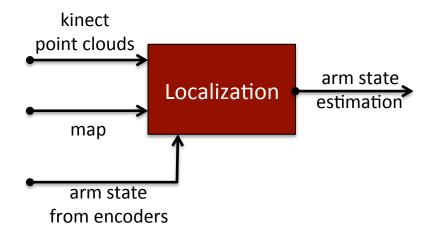
## **Amazon Picking Challenge**

- Software components that need to be developed and integrated
- Assignment of tasks
- System architecture



- Alberto
- Ainesh
- Shaojun
- Colin

## Purpose:

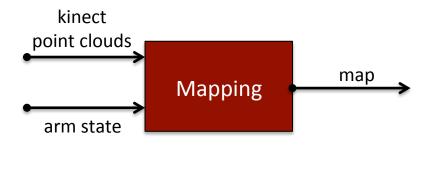
Provide an accurate estimation of the arm's state

## Simple version:

Just forward the information provided by the arm encoders

## **Final version:**

Correct information from the encoders by using the currently constructed map and the kinect point clouds (arm + body)



- Alberto
- Colin
- Shaojun
- Ainesh

## **Purpose:**

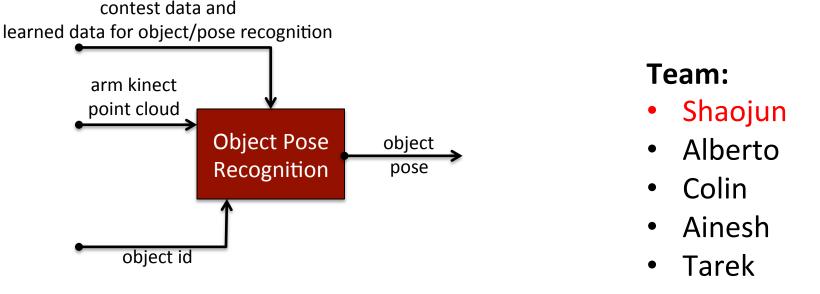
Provide a map of the world for collision-checking purposes

## Simple version:

Initially use a static kinect on the body to provide a map

## **Final version:**

Use the localization module's output for the arm state and integrate the data from the arm's kinect



## **Purpose:**

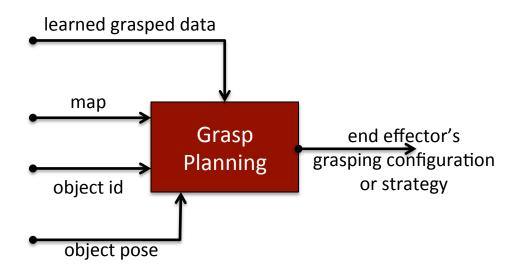
Identify the pose of an object in the shelf

## Simple version:

Do it for a single item

#### **Final version:**

- Solve the problem for all the items
- Deal with multiple items of the same type in the same shelf



- Colin
- Thanasis
- Shaojun
- Rahul
- Alberto

## Purpose:

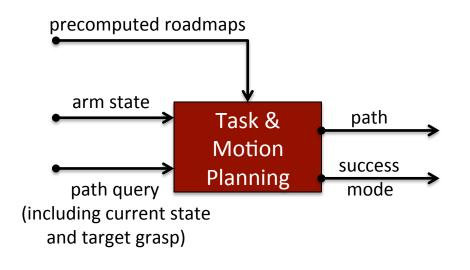
Identify the grasping configuration/strategy for the robot's hand

## Simple version:

Initially assume only grasping with gripper, assume objects in the center of the shelf in a standard pose (no other objects) - ignore map

#### **Final version:**

- Take the map into account
- Deal with multiple objects in the shelf in general configurations



- Chuples
- Rahul
- Zakary
- Andrew
- Kostas

## **Purpose:**

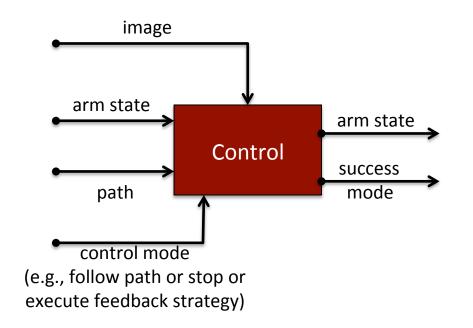
Compute paths for the robot

## Simple version:

Initially assume simple setups where one of the arms can always easily grasp a single object in the shelf

#### **Final version:**

Increase the complexity of the setup



- Rahul
- Andrew
- Zakary
- Chuples
- Kostas

## **Purpose:**

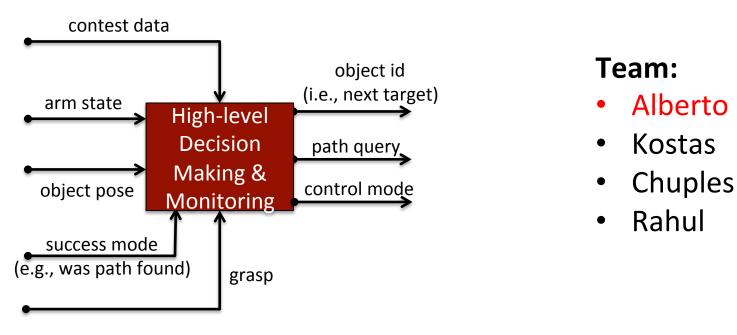
Provide controls to the robot

## Simple version:

Initially just follow a path computed by the motion planning module, interrupt execution if not followed appropriately

#### **Final version:**

Provide a feedback strategy for following the path or more complex visual servoing strategies for complex objects



## **Purpose:**

Error monitoring of the process and high-level decision making

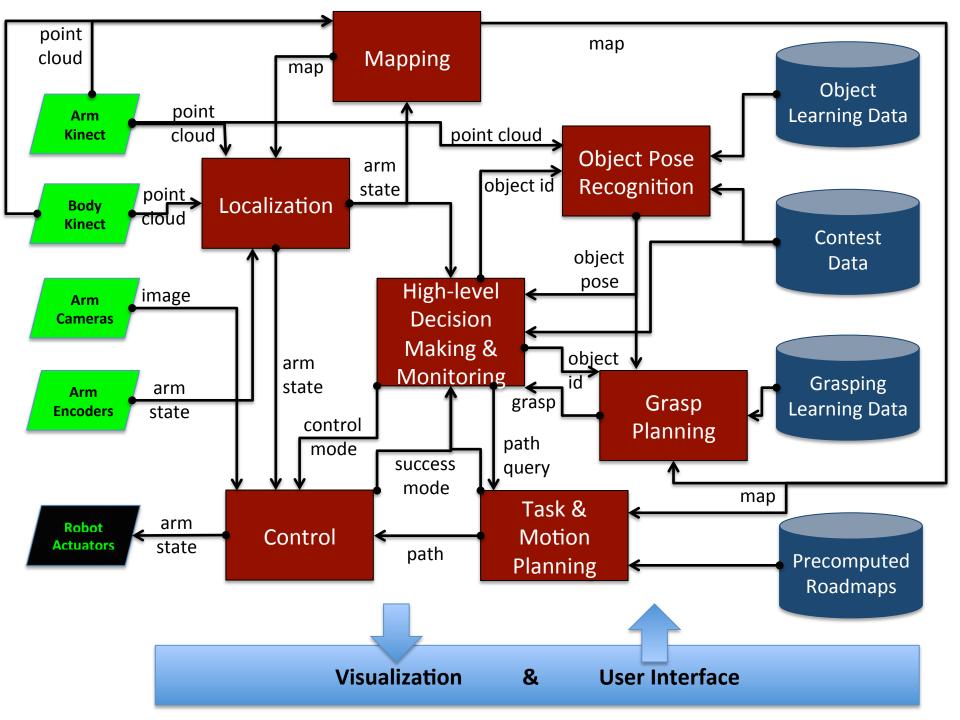
## Simple version:

Map the space, plan a path for the arm in front of the bin, find pose of an object, identify grasp, compute path and execute it

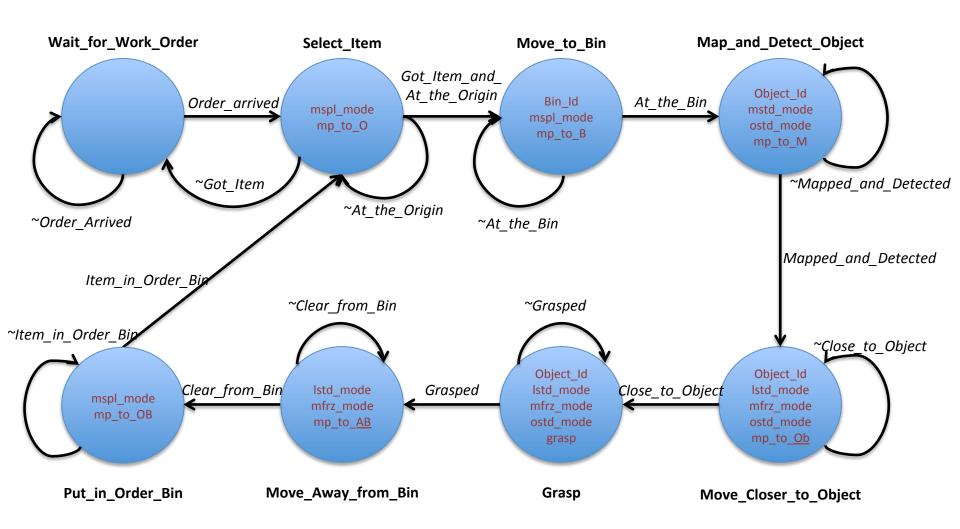
#### **Final version:**

Deal with the complete challenge: select order of objects, use both arms simultaneously, handoffs (??)

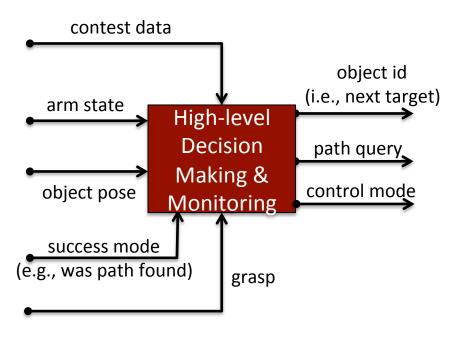
# Full System Architecture



# High-level Decision Making & Monitoring: State Machine



High-level Decision Making & Monitoring model publish the system state



- Alberto
- Kostas
- Chuples
- Rahul

## **Purpose:**

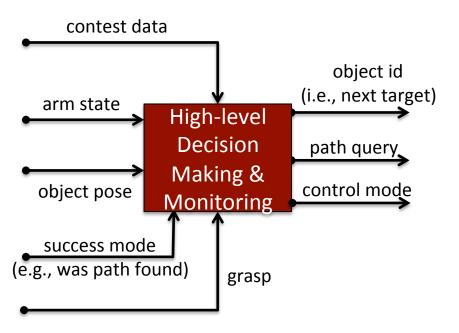
Error monitoring of the process and high-level decision making

## Simple version:

Implements the state machine

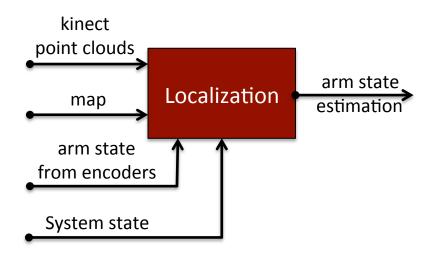
#### **Final version:**

Deal with the complete challenge: select order of objects, error monitoring, use both arms simultaneously, handoffs (??)



- Alberto
- Kostas
- Chuples
- Rahul

- This module' state machine operates at a frequency of about 40Hz
- Each circle of the state machine represents one state
  - In **bold** we have the name of the state
  - In italics we have the conditions (flags) for state transition,
     which are examined at each cycle
  - In color we have the information (variables) that is published together with the state
    - Binary variables are only shown when true
    - Non-binary variables are only shown when they have a valid value



- Alberto
- Ainesh
- Shaojun
- Colin

## **Purpose:**

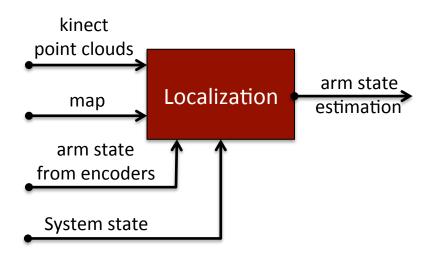
Provide an accurate estimation of the pose of the sensor in the arm with respect to the map

## Simple version:

Publish the pose of the sensor in the arm with respect to the robot using the arm's encoders

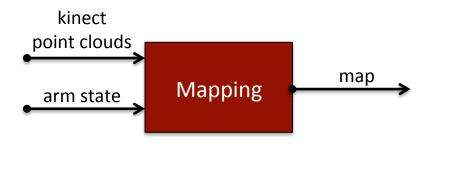
## **Final version:**

Publish the pose of the sensor in the arm with respect to the map



- Alberto
- Ainesh
- Shaojun
- Colin

- Operates in two modes, Istd\_mode and ~Istd\_mode, governed by a binary variable published together with the system state
  - "Istd\_mode: Publish the pose of the sensor in the arm with respect to the robot using the arm's encoders. The world reference frame is provided by the map.
  - **Istd\_mode:** Publish the pose of the sensor in the arm with respect to the map use the kinect point cloud and the map to compute the pose (and does not use the arm's encoders). The world reference frame is provided by the map.



- Alberto
- Colin
- Shaojun
- Ainesh

## **Purpose:**

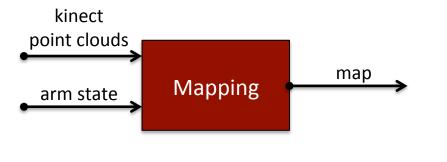
Provide a map of the world for collision-checking purposes

## Simple version:

Publish a fixed model of the shelf

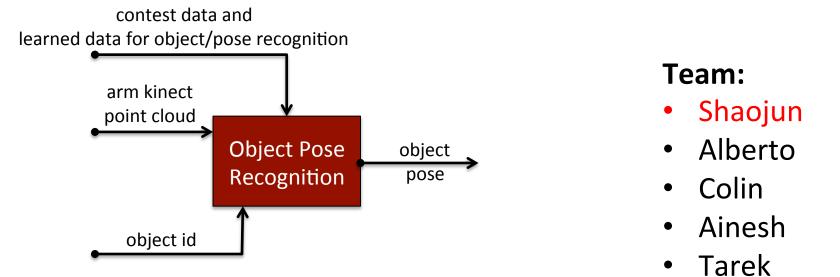
#### **Final version:**

Build and publish a map of a target bin of the real shelf and its surroundings



- Alberto
- Colin
- Shaojun
- Ainesh

- Operates in three modes: mspl\_mode, mstd\_mode, mfrz\_mode
  - mspl\_mode: Publish a fixed model of the shelf (in world coordinates) at an approximate expected position with respect to the robot.
  - mstd\_mode: Build and publish a map of the target bin of the real shelf and its surroundings continuously.
  - mfrz\_mode: Publish the last map of the target bin of the real shelf and its surroundings continuously.



## **Purpose:**

Identify the pose of an object (Item) in the shelf

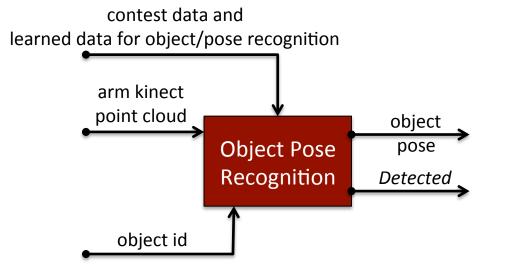
## Simple version:

Do it for a single item in a limited number of positions

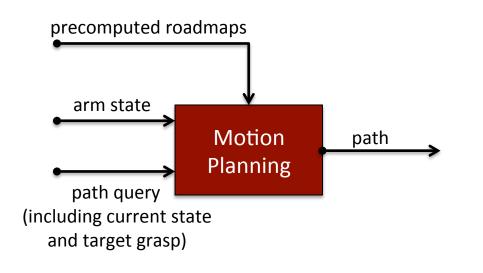
## **Final version:**

Solve the problem for all the items

Deal with multiple items of the same type in the same shelf



- Shaojun
- Alberto
- Colin
- Ainesh
- Tarek
- Operates in two modes: ostd\_mode and ~ostd\_mode
  - "ostd\_mode: Do nothing.
  - ostd\_mode: Publish the pose of the detected object with respect to the map. Publish the flag *Detected* when the object is found.



- Chuples
- Rahul
- Zakary
- Andrew
- Kostas

## Purpose:

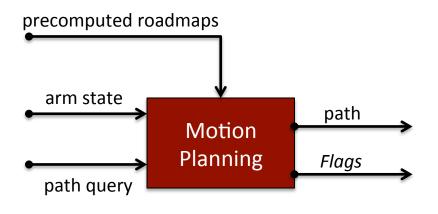
Compute and publish trajectories for the robot

## Simple version:

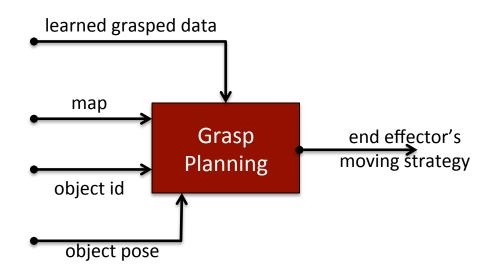
Publish pre-defined trajectories or compute and publish trajectories from current position to given target position not considering obstacles

#### **Final version:**

The same but avoiding obstacles



- Chuples
- Rahul
- Zakary
- Andrew
- Kostas
- Operates in two modes: publish pre-defined trajectory X, mp\_to\_X, and compute and publish trajectory from current position to target position X, mp\_to\_X
  - mp\_to\_X: Publish pre-defined trajectory X. The origin of the robot is fixed in the world. Publish the flag At\_the\_Origin after executing mp\_to\_O, the flag At\_the\_Bin after executing mp\_to\_B, the flag Mapped after executing mp\_to\_M, and the flag Item\_in\_Order\_Bin after executing mp\_to\_OB.
  - mp\_to\_X: Continously compute, publish and monitor the trajectory to move the position of the sensor in the arm (with respect to the map) to target position X (with respect to the map). At the beginning of each step of the movement (or serie of steps), computes the position of the robot origin given the sensor pose, and then publish the trajectory to move the robot. Repeat until the sensor is in the X position. Publish the flag Close\_to\_Object after executing mp\_to\_Ob, and the flag Clear\_from\_Bin after executing mp\_to\_AB.



- Colin
- Thanasis
- Shaojun
- Rahul
- Alberto

## Purpose:

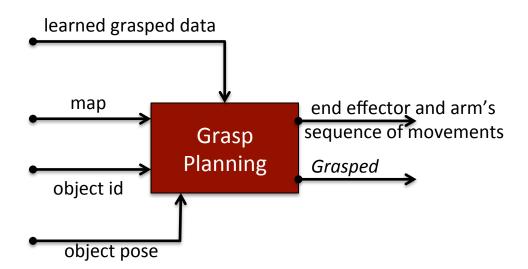
Identify the grasping configuration/strategy for the robot's hand

## Simple version:

Assume only grasping with gripper and that objects are in standard pose free of obstacles and in front of the gripper - ignore map

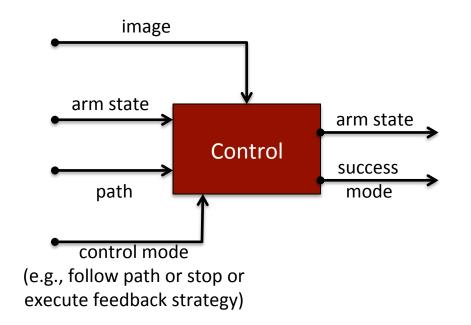
#### **Final version:**

Take the map into account Deal with multiple objects in the shelf in general configurations



- Colin
- Thanasis
- Shaojun
- Rahul
- Alberto

- Operates in two modes: grasp or ~grasp.
  - ~grasp: Do nothing.
  - **grasp:** Continuously compute, publish and monitor sequence of movements for grasping the item. Publish the flag *Grasped* when finished.



- Rahul
- Andrew
- Zakary
- Chuples
- Kostas

## **Purpose:**

Provide controls to the robot

## Simple version:

Just follow the trajectory computed by the Motion Planning or the Grasp Planning modules (interrupt execution if not followed appropriately)

#### **Final version:**

Provide a feedback strategy for following the trajectory