

NATIONAL UNIVERSITY OF SCIENCES & TECHNOLOGY, ISLAMABAD

SCHOOL OF MECHANICAL & MANUFACTURING ENGINEERING



**Topic: Exploring Swarm Robotics: Simulation and Analysis of Explorer-Picker
Robot Dynamics**

Assignment: 1

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Introduction:

Swarm robotics, inspired by the collective behaviors observed in natural systems such as ant colonies and flocking birds, has emerged as a promising field for designing decentralized and robust robotic systems. In this project, we delve into the fascinating world of swarm robotics, focusing on a specific scenario where two types of robots, explorers, and pickers, collaborate to efficiently accomplish a task.

The objective of our project is to simulate and analyze the dynamics of explorer and picker robots in a virtual environment using the ARGoS simulator. Our scenario involves an arena populated with obstacles and food sources randomly distributed throughout the space. The explorer robots navigate the arena autonomously, actively seeking out food sources. Upon detecting food, they transmit signals to the picker robots, which then navigate to the location of the detected food, pick it up, and transport it to a designated yellow area within the arena.

This iterative process continues until all the food sources have been successfully transported to the yellow area, demonstrating the collaborative and adaptive nature of swarm robotics. By simulating this scenario in ARGoS, we aim to explore various aspects of swarm robotics, including coordination, communication, navigation, and task allocation.

Environment:

Argos Simulator:

ARGoS (Autonomous Robots Go Swarming) Simulator stands as a versatile and powerful tool in the domain of robotics simulation. Developed by the Robotics, Evolution, and Artificial Intelligence Laboratory (REAL) at the University of Sheffield, ARGoS provides researchers, engineers, and enthusiasts with a comprehensive platform to simulate and analyze the behaviors of robotic systems in a virtual environment.

At its core, ARGoS offers modularity and flexibility, allowing users to tailor simulations to their specific needs and research objectives. Whether exploring swarm robotics, multi-robot coordination, or individual robot behaviors, ARGoS provides a framework to simulate complex scenarios with ease.

ARGoS supports a diverse range of robot models, sensor configurations, and environments, enabling users to recreate real-world conditions and scenarios accurately. Its intuitive interface and extensive documentation make it accessible to users of all levels, from novice researchers to seasoned professionals.

Foot-bot:

Footbot represents a quintessential example of a versatile and efficient mobile robot designed for swarm robotics applications. Developed as part of the ARGoS (Autonomous Robots Go Swarming) ecosystem, Footbot embodies the principles of simplicity, agility, and adaptability,

making it an ideal platform for exploring collective behaviors and emergent phenomena in robotic swarms.

At its core, Footbot features a compact and lightweight design, equipped with omnidirectional wheels that enable seamless navigation through diverse environments. Its modular architecture allows for easy customization and integration of various sensors and actuators, empowering researchers to tailor Footbot to specific tasks and scenarios.

Footbot's onboard sensors, including proximity sensors and light sensors, provide crucial feedback for navigation, obstacle avoidance, and environmental perception. Moreover, its communication capabilities enable seamless interaction and collaboration with other robots in the swarm, facilitating coordinated behaviors and task allocation.

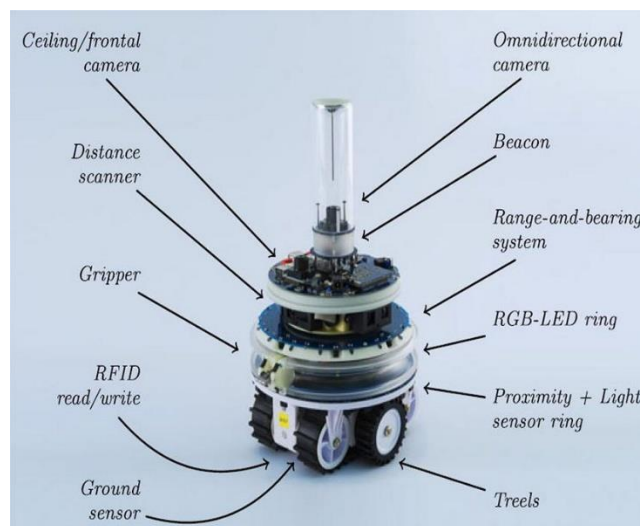


Figure 1 Foot-Bot

Working Principle:

The working principle of the scenario involving explorer and picker robots can be broken down into several key steps:

1. Exploration Phase:

- The explorer robots are deployed into the arena, each equipped with sensors to perceive the environment.
- These robots autonomously navigate the arena, using their sensors to detect obstacles and explore the surroundings.
- As the explorer robots move, they continuously scan the environment for food sources using their onboard sensors, such as proximity sensors or cameras.
- When an explorer robot detects a food source, it sends a signal or message to notify the picker robots of its location. This signal could be transmitted wirelessly using communication modules integrated into the robots.

2. Coordination and Communication:

- Upon receiving the signal from an explorer robot, the picker robots activate and begin to move towards the location of the detected food source.
- The picker robots may communicate with each other to coordinate their movements and avoid collisions as they navigate towards the target location.
- Communication between the robots ensures efficient task allocation and prevents redundancy in food collection efforts.

3. Food Collection and Transport:

- Once a picker robot reaches the location of the detected food source, it uses its manipulator or gripper to pick up the food item.
- The robot then transports the food item towards the designated yellow area within the arena, where it is deposited.
- Other picker robots continue to explore the arena and collect food items based on signals received from the explorer robots, repeating the process until all food sources are collected and deposited in the yellow area.

4. Iterative Process:

- The exploration, detection, and collection process iterates until all food sources in the arena have been successfully collected and deposited.
- Throughout the process, the robots may encounter dynamic obstacles or changes in the environment, requiring them to adapt their navigation and behavior accordingly.
- The coordination and collaboration between the explorer and picker robots enable efficient task completion and demonstrate the effectiveness of swarm robotics in accomplishing complex tasks in dynamic environments.

Overall, the working principle of this scenario demonstrates the collaborative nature of swarm robotics, where individual robots work together to explore, detect, and collect resources in a coordinated manner, ultimately achieving the collective goal of efficiently gathering all food items within the arena.