

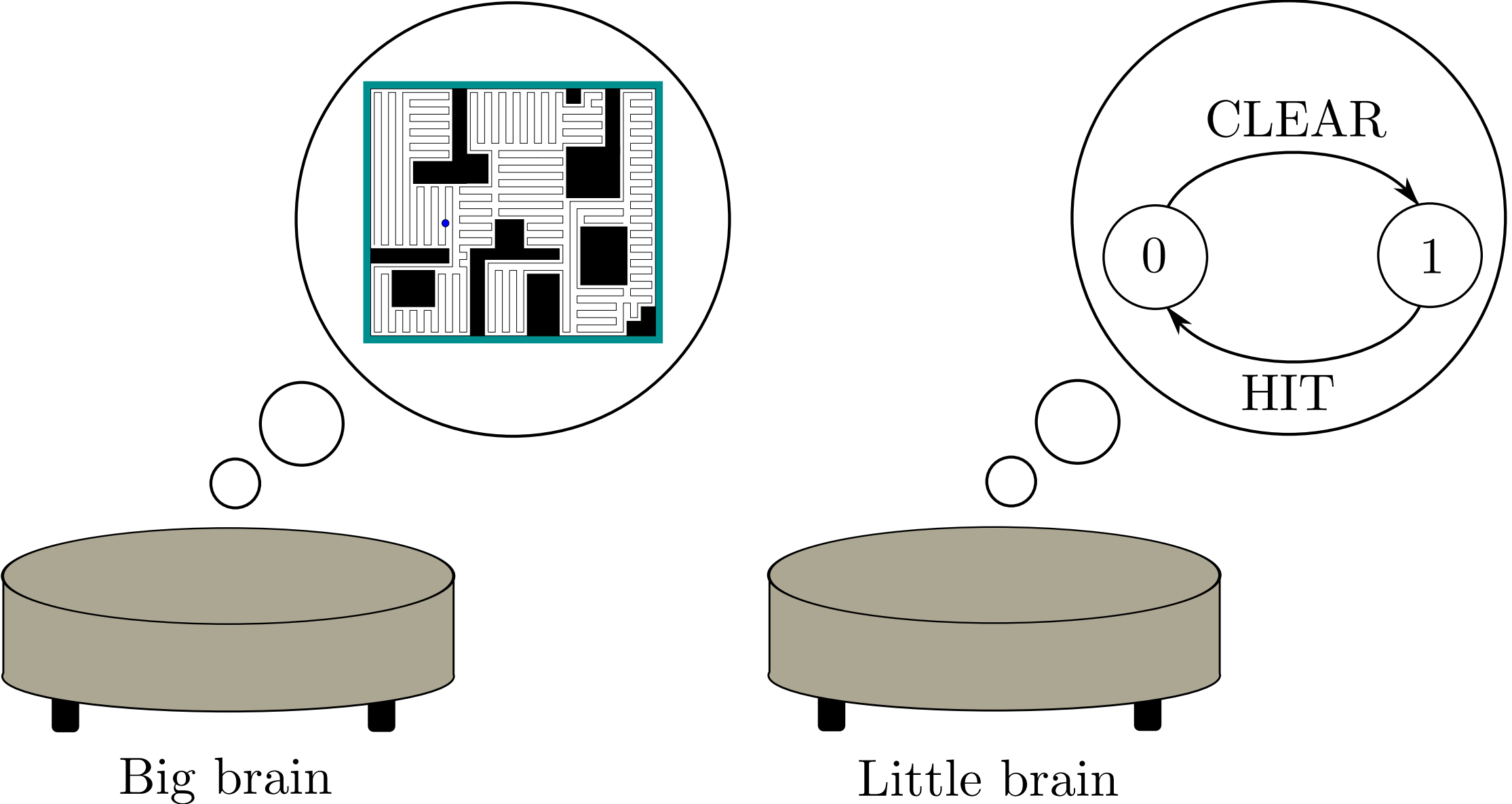
# Controllable Billiards: Characterizing the Paths of Simple Mobile Robots



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## MOTIVATION

- What **tasks** can simple robots perform?
- What are the minimal **resources** (sensing, actuation, computation time and space, feedback control) needed to complete tasks?
- By leveraging natural dynamics, make robots more efficient and robust!



## ROBOTIC TASKS AS PROPERTIES OF PATHS

- **Navigation:** From a set of starting states, the robot's path must end at the goal state(s).
- **Coverage:** The robot's path must meet some coverage criterion (scan some fraction of environment).
- **Patrolling:** The path must be repeatable, and may also have some coverage criterion.

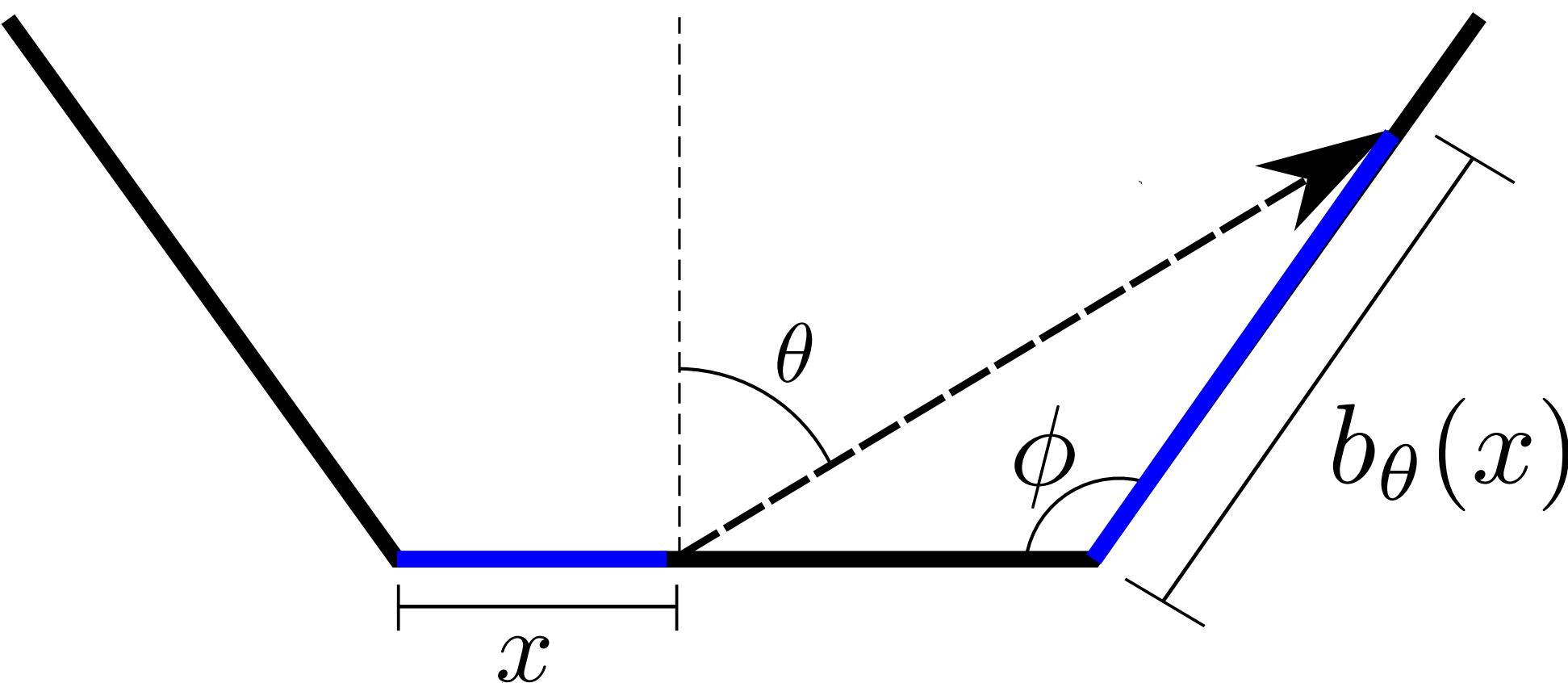
## APPROACH

- Notice that many robots can travel forward in straight lines, identify when they've reached a boundary, and turn in place.
- Construct edge-to-edge mapping functions, compose and find fixed point.
- See also: aspecular billiards [3], microorganism billiards [4], bouncing robots [2] [1]

## MODELLING ONE TRANSITION

- $x$ : distance from the nearest clockwise vertex on edge of length  $\ell$ .
- Each  $n$ -sided polygon and control angle  $\theta$  define system of piecewise linear transitions.

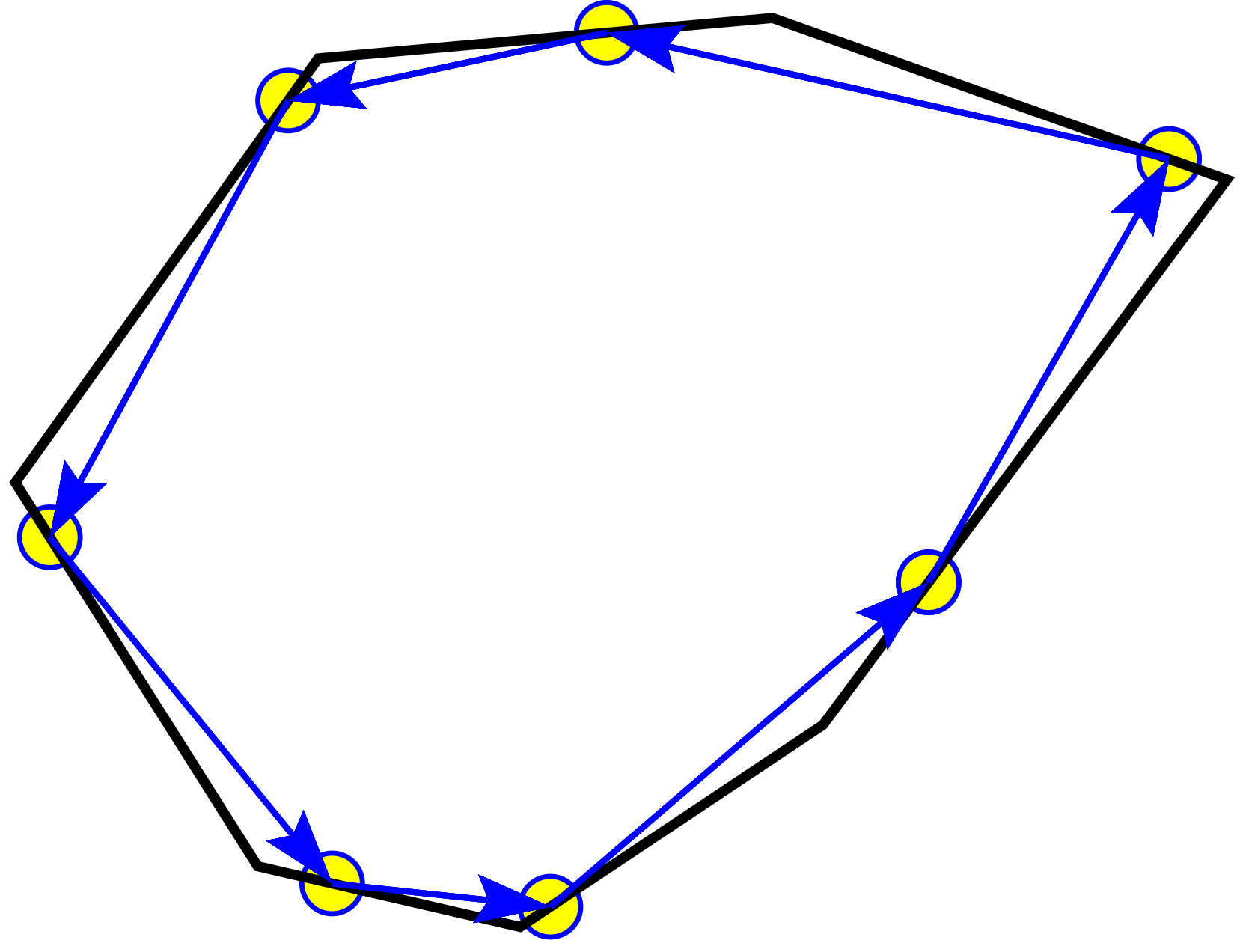
$$x_{t+1} = b_{\theta}(x_t) = c(x_t - \ell) \quad c = \frac{-\cos(\theta)}{\cos(\theta - \phi)}$$



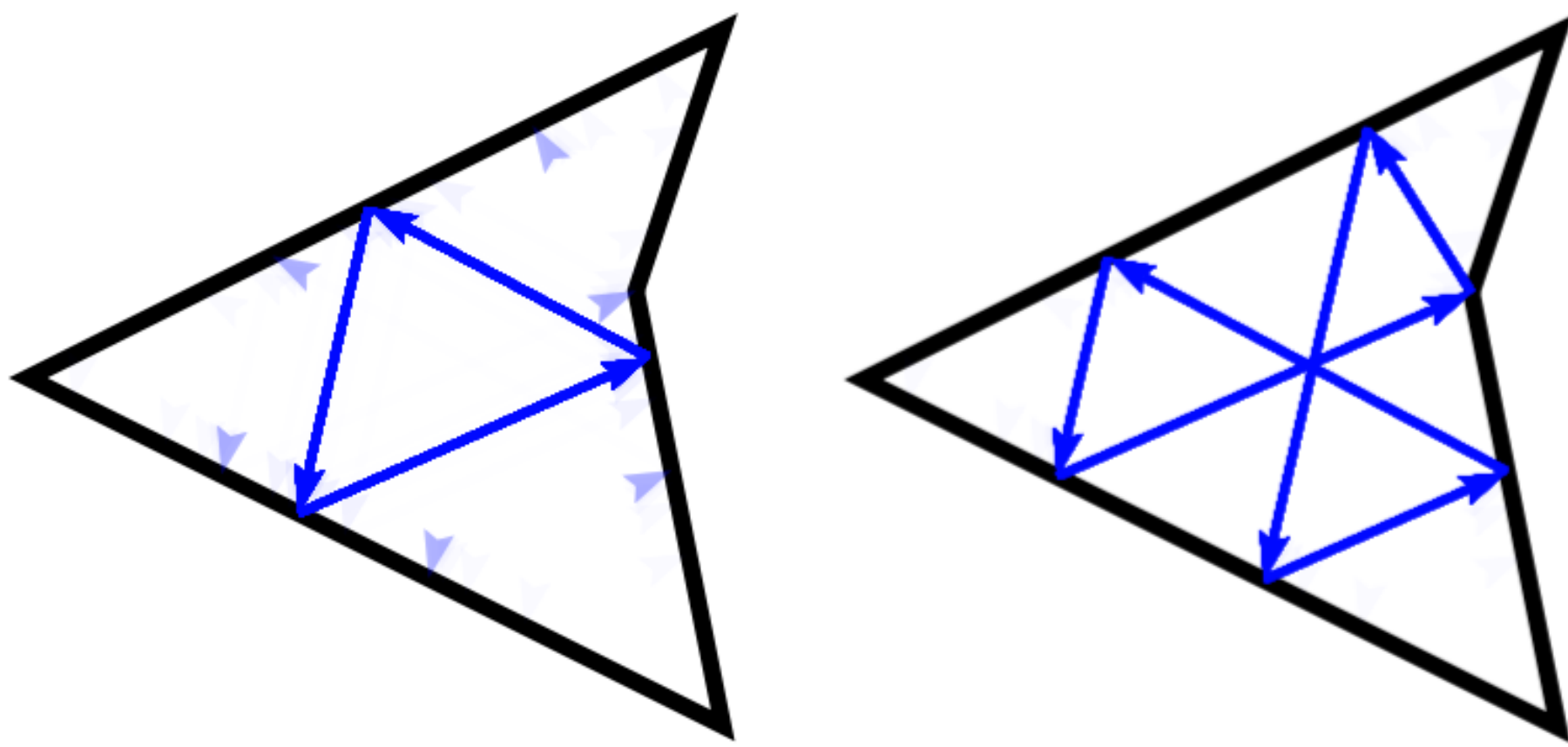
## LIMIT CYCLES IN CONVEX POLYGONS

- Compose edge-to-edge mappings to form  $B_{\theta}$ , mapping one edge back to itself.
- In every convex  $n$ -sided polygon, there exists a range for  $\theta$  such that  $B_{\theta}$  has a fixed point (proof: show that  $B_{\theta}$  is a contraction map).

$$x_{FP} = \left( \sum_{i=0}^{n-1} \ell_i \prod_{j=0}^{i-1} c_j \right) / \left( 1 - \prod_{k=0}^{n-1} c_k \right)$$

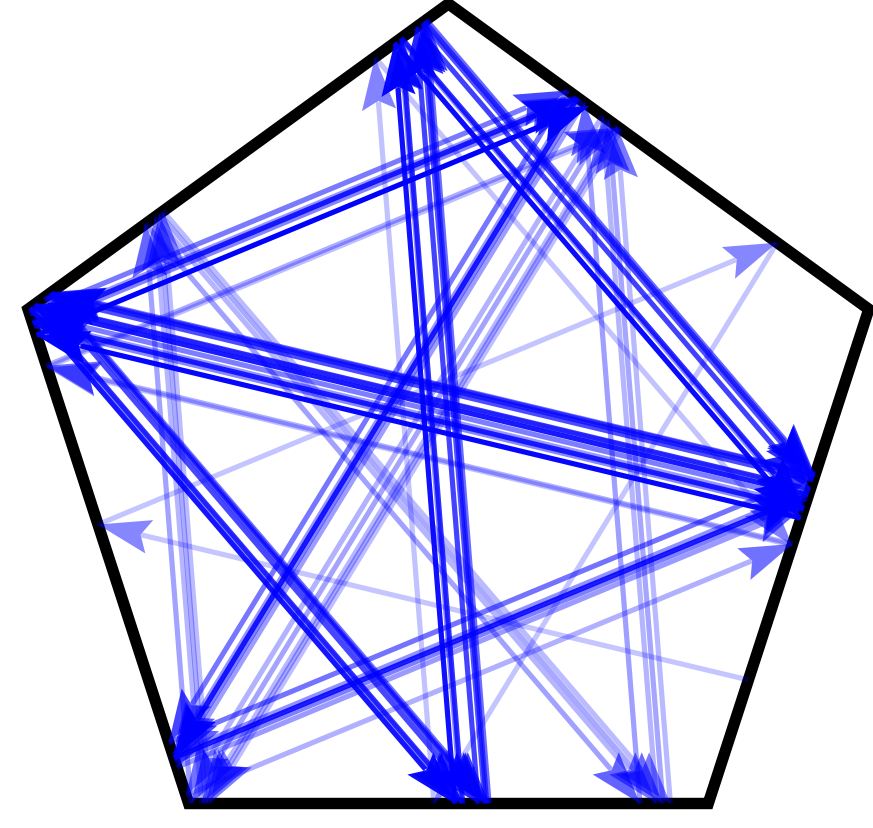


## ONGOING WORK: NONCONVEXITY



- Can find "embedded" convex shapes by extending edges: number of potential limit cycles is exponential in number of sides.
- How many other limit cycles exist?

## ONGOING WORK: COVERAGE PROPERTIES



- Are trajectories ergodic?
- Density of contact with boundary over time?

## ONGOING WORK: VERIFICATION TOOLS

- Formal verification tools can augment analysis of hybrid dynamical systems.
- Can express stability as a reachability query: does trajectory ever leave initial set?
- Use refinement techniques to find minimal approximation to invariant set?

## ACKNOWLEDGMENTS

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 [1] T. Alam, L. Bobadilla, and D. A. Shell. "Minimalist Robot Navigation and Coverage using a Dynamical System Approach". In: *IEEE IRC*. 2017. [2] L. H. Erickson and S. M. LaValle. "Toward the Design and Analysis of Blind, Bouncing Robots". In: *IEEE ICRA*. 2013. [3] R. Markarian, E. Pujals, and M. Sambarino. "Pinball billiards with dominated splitting". In: *Ergodic Theory and Dynamical Systems* (2010). [4] S. E. Spagnolie et al. "Microorganism billiards". In: *Physica D: Nonlinear Phenomena* (2017).