# Autonomous Robots for Transportation of Inventory in a Warehouse

Final Presentation-Group 7

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Introduction

#### Objective

Warehouses are filled with repeatable, process-oriented, and error-prone operations. With automation, robots can take over repetitive tasks like unloading and transporting packages from humans to make the process smoother, faster and efficient.

#### Phases of Project

- 1. Familiarization and test environment modelling  $\checkmark$
- 2. Path planning ✓
- 3. Path tracking ✓
- 4. Object detection and avoidance ✓
- 5. Introduction of multiple robots ✓
- 6. Task allocation ✓
- 7. Pick and drop ✓
- 8. Development of user interface ✓

#### Work done in S7

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- CoppeliaSim was identified as the best simulation software for the project, and a test environment was designed to familiarize with the software.
- Path Planning: We used A\* algorithm to find path from initial position of pickup point and from pickup point to the drop point.
- <u>Path Tracking</u>: We employed Pure Pursuit controller algorithm for the robot to track the path found from the previous step.
- Object Detection: We were able to detect objects via the camera mounted in-front of the robots via YOLOv3 model.

### Work done in S8

#### Object detection

- The object detection feature was dropped because it slowed the whole simulation down.
- We assumed that all of the objects in simulation are static except the robots.
- The static object avoidance is accounted by the A\* algorithm.

#### Introduction of multiple robots

- · Multiple robots were introduced to the simulation.
- Each of the robots are managed by separate threads.
- · This enables us to control the robot concurrently
- A counting semaphore is used to track the number of idle robots.
- The robot collision is handled by blocking all the path which are active.

#### Task allocation

- A task is defined as a tuple which should contain the pickup position, drop position and the package-id.
- The user can add task either through web-app or an API.
- The task is processed in first come first serve manner(Queue).

#### Algorithm - Task allocation

#### Algorithm 1: Task Allocation

```
pool = ThreadPool(number of robots);
semaphore = CountingSemaphore(number of robots);
q = Queue();
mutex = Mutex():
while True do
   Wait for an task to arrive in the queue.;
   Acquire the mutex.:
   Try to acquire the counting semaphore.;
   Spawn a thread from the threadpool.;
   Find a idle robot.:
   Release the mutex.:
   Do the task.:
   After the task completion, release the counting semaphore.;
end
```

#### Algorithm - Task execution

#### Algorithm 2: Task Execution

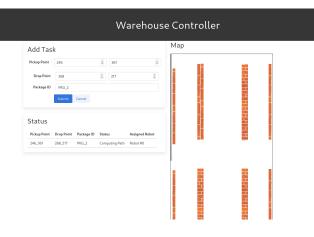
```
A task should contain the coordinates of pickup and drop
 position and the package id;
Path to pickup and drop position is calculated.:
if Path not found then
   quit;
end
Track the path to the pickup position;
```

Load the object to the roof box; Track the path to the drop point: Unload the object.;

#### **User Interface**

- A web app was developed to interact with the system.
- Users can access the web app through any device which have a web browser installed.
- User can add task by providing the pkg-id and cooridinates.
- The coordinates can be selected from the embedded map in the web app.
- After the submission of task, the user is updated with the status of task.
- Web socket technology is used to provide realtime updates to the user.
- The user can create their own user interface with the help of provided web API.

#### Web app



#### **API Description - HTTP**

<u>/getTasks:</u> This endpoint is used to get information of all tasks in the system. It returns a JSON object.

```
{ uuid: 243252153,
pickup: \{x: 134, y: 42\},\
drop: {x: 23, y:324},
package: "pkg-1",
 status: "Finished",
pickupPath: [[3,5], [3, 6] ...],
dropPath: [[3,3], [3, 1] ...],
```

#### **API Description - HTTP**

<u>/getRobotsPos:</u> This endpoint is used to get current position of all robots in the system. It returns a JSON object.

```
id: 5,
x: 65,
y: 234,
angle: 34
```

#### API Description - WebSocket i

1. <u>addTask -</u> This event should be emitted to add a task to the queue.

```
{
   uuid: 243252153,
   pickup: {x: 134, y: 42},
   drop: {x: 23, y:324},
   package: "pkg-1",
}
```

#### API Description - WebSocket ii

2. <u>addRobot -</u> This event should be emitted to add a new robot to the system.

```
f
  id: 32
}
```

#### API Description - WebSocket iii

- 3. **updateStatus** This event is emitted by the system when a robot updates its status. Different status available are:
  - 3.1 Queued
  - 3.2 Computing Path
  - 3.3 In Transit
  - 3.4 No Route
  - 3.5 Finished

```
{
  uuid: 334234,
  status: "In Transit",
}
```

#### API Description - WebSocket iv

4. <u>UpdatePath - This event is emitted by the system after the path finding completes.</u>

```
{
    uuid: 33451,
    pickupPath: [[3,5], [23,2]],
    dropPath: [[3,5], [23,2]],
}
```

#### API Description - WebSocket v

5. <u>AssignTo-</u> This event is emitted by the sytem when a task get assigned to a robot.

```
{
    uuid: 23425,
    robot: 34,
}
```

#### Demo

## Questions?

#### References i

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#### References ii

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#### Thank You

# Thank You