

# Space Robotics Challenge backstage

## A glimpse at the challenges of running the competition

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**HAB**  
ACADEMIC INNOVATION  
CHALLENGE



# Space Robotics Challenge

R5 (Valkyrie) robot in Mars environment

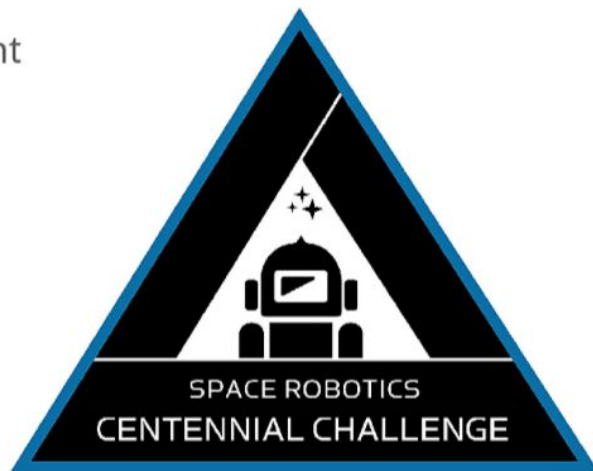
3 tasks, 18 checkpoints

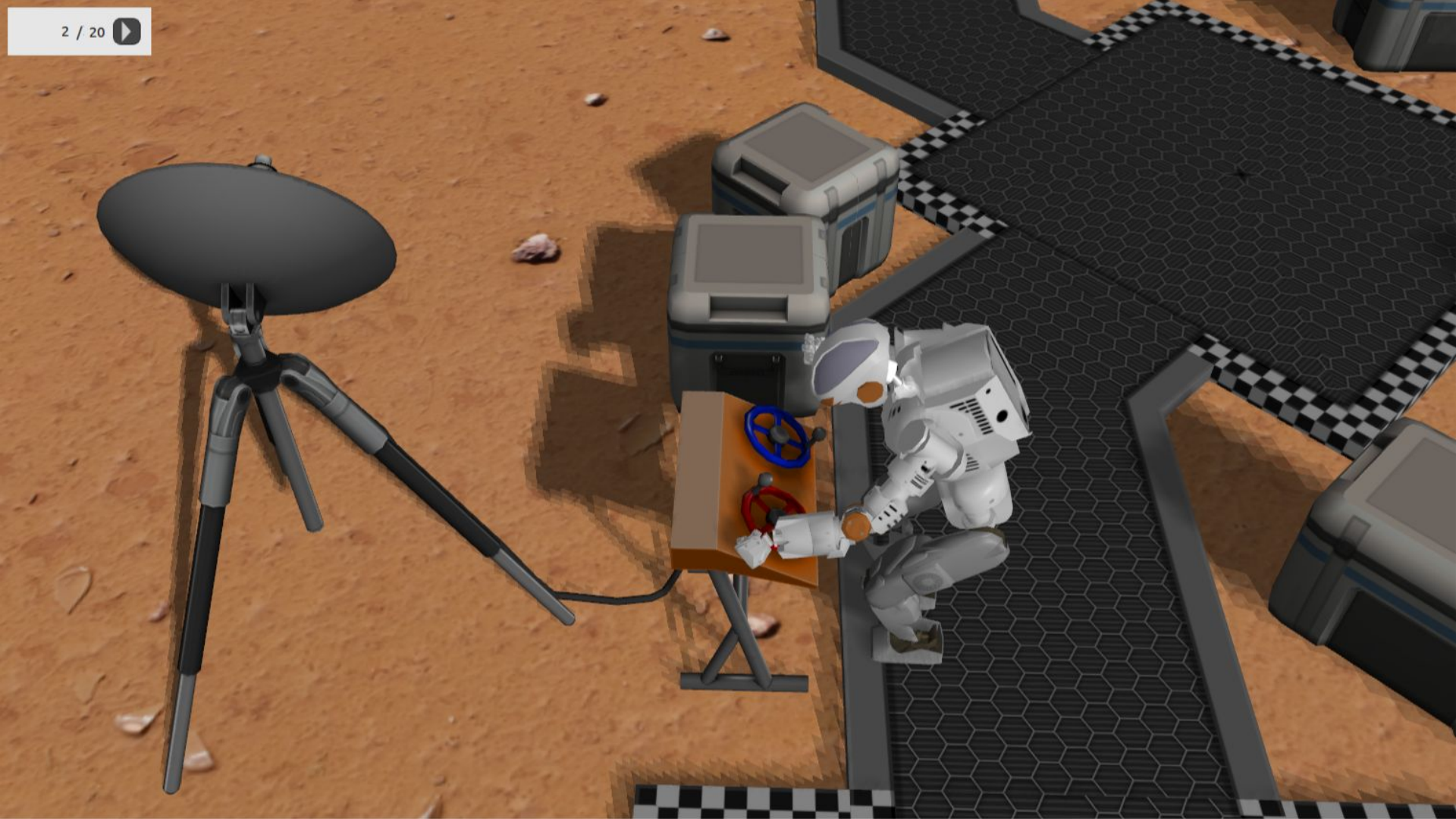
Complete all tasks in succession

Semi-autonomous (or fully!)

Restricted network conditions

20 finalists (from 93 teams)







# CloudSim for SRC

Challenge hosted on AWS

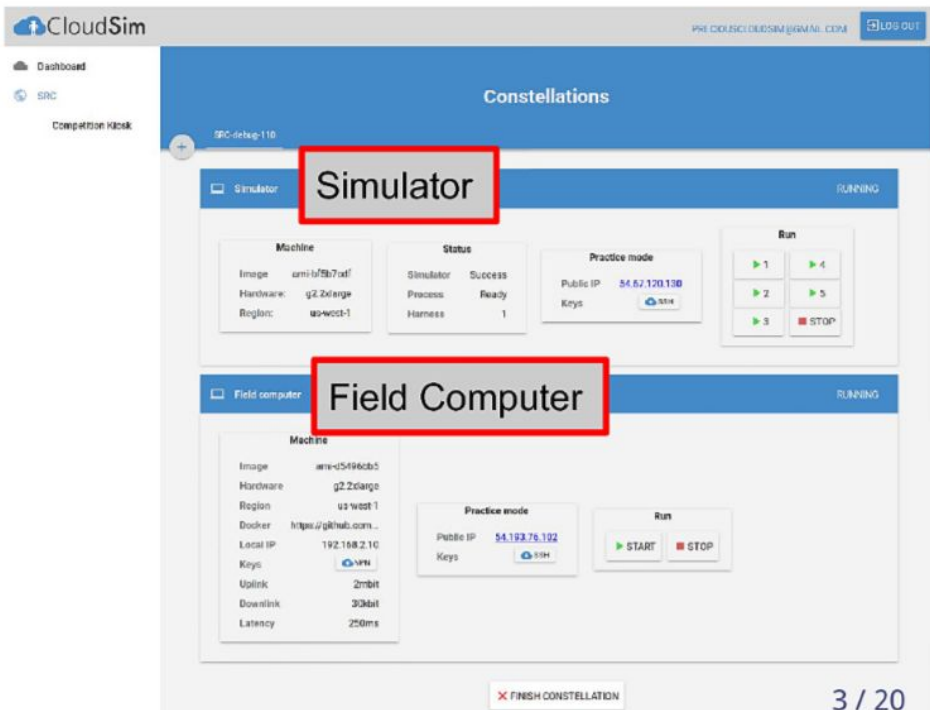
[cloudsim.io](https://cloudsim.io)

Launches constellations  
(group of machine instances)

Docker integration



- Reproducible environment
- Team code deployment



CloudSim

Dashboard SRC Competition Hack

### Constellations

SRC-deploy-110

#### Simulator

Machine

Image	Hardware	Region
ami-h79b7ad1	g2.xlarge	us-west-1

Status

Simulator	Success
Process	Ready
Harness	1

Practice mode

Public IP	Keys
54.57.120.130	<a href="#">SSH</a>

Run

1	4
2	5
3	STOP

#### Field Computer

Machine

Image	Hardware	Region	Docker	Local IP	Keys	Uplink	Downlink	Latency
ami-c5496cb5	g2.xlarge	us-west-1	https://github.com...	192.168.2.10	<a href="#">SSH</a>	2mbit	30kbit	250ms

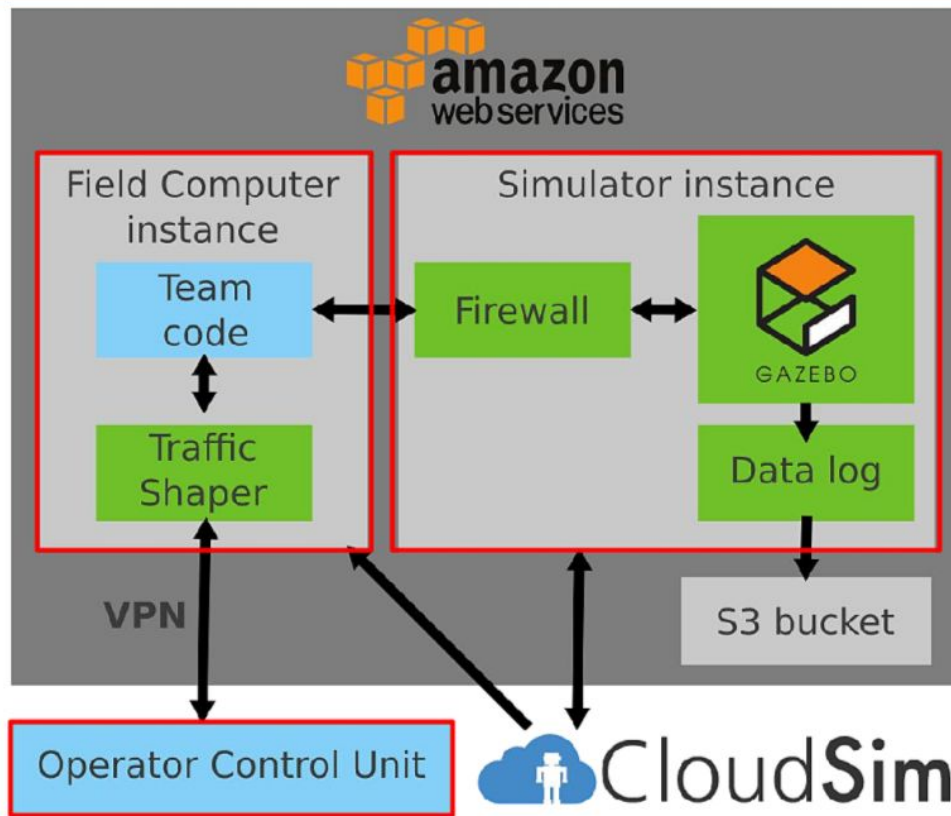
Practice mode

Public IP	Keys
54.193.76.102	<a href="#">SSH</a>

Run

START	STOP
<a href="#">START</a>	<a href="#">STOP</a>

FINISH CONSTELLATION





 open  
robotics

  
competitors



Hardware  
interface



Whole-body  
controller



competitors



Hardware  
interface



Whole-body  
controller



GAZEBO  
Simulation



competitors





Hardware  
interface

 **ihmc**  
Whole-body  
controller

 **ROS**



GAZEBO  
Simulation



competitors

 **open  
robotics**



Hardware  
interface



Whole-body  
controller



ROS



GAZEBO  
Simulation



SRCSim



competitors

CloudSim



## SRCSim

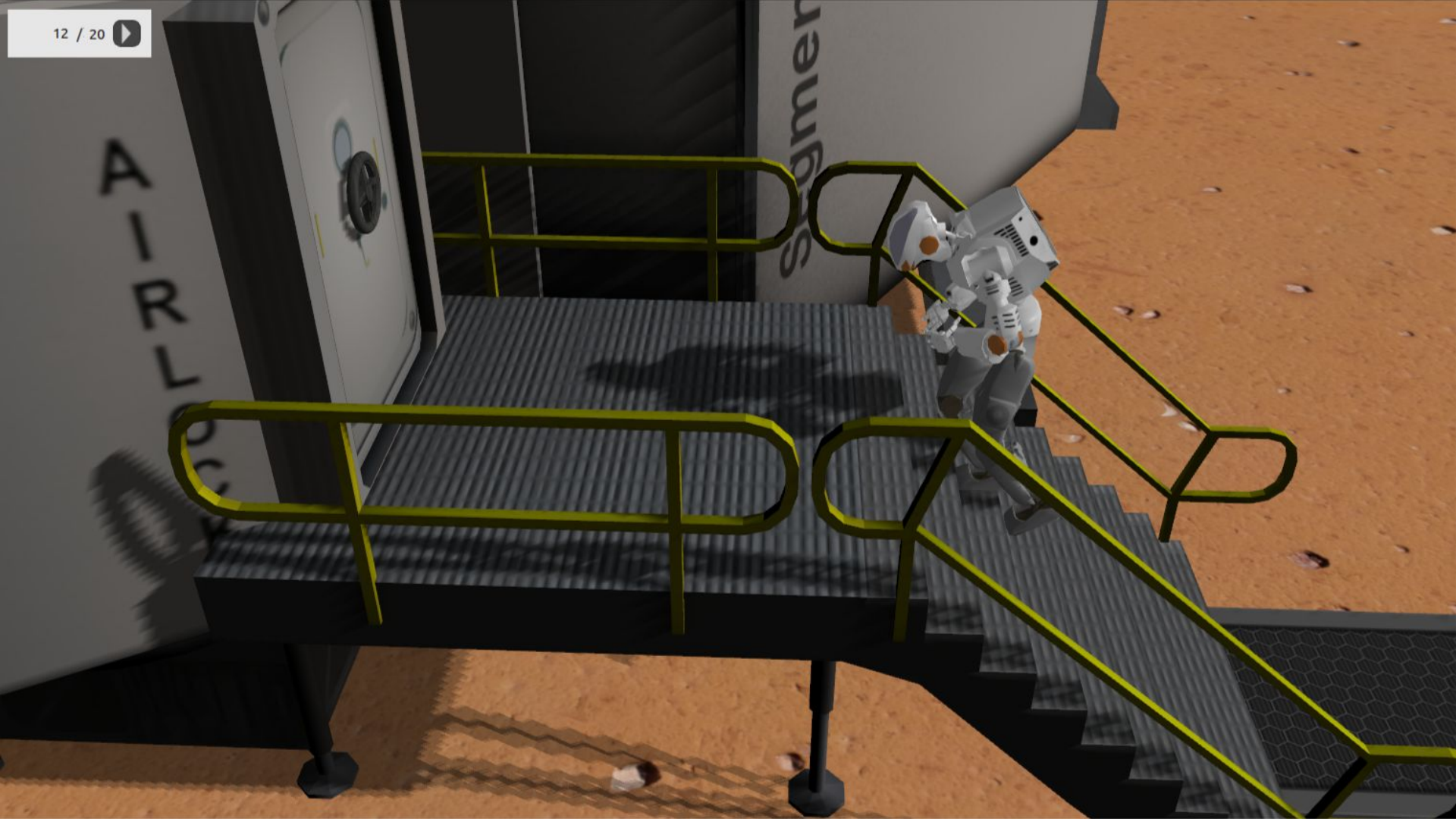
- World mechanics
- Real-time scoring
- Restart / skip checkpoints
- Harness
- Log filtering on record

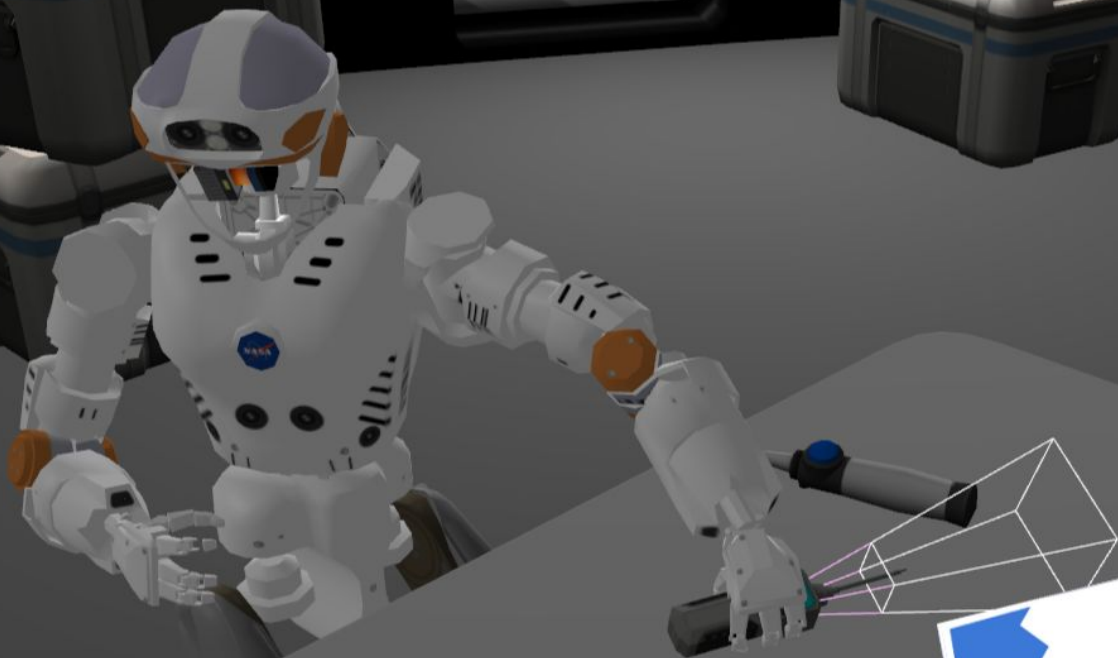


## SRCSim - random world generator

- Embedded ruby
- Randomized
  - Configuration
  - Parameters
  - Targets
- Full world or separate tasks







leak detector  
(logical camera)







## Challenges

Problem: simulation stability vs performance

- Time limit per run: 3.5hr simulation time
- Worst case: 0.1 RTF = **35hr** real time!
- **5 runs** total = **7.3 days!**

Suggestions

- Simple shapes for collisions
- Model insertion / deletion / disabling after passing checkpoints
- Tried relaxing ODE physics solver parameters
  - 2ms step size, reduced iterations
- Try different physics engines



Task Difficulty  
Can they be solved?





leak dete  
(logical car

## Acknowledgements



3D artist







# Thank you!



PDF



Powered by Simslides

[bitbucket.org/chapulina/simslides](https://bitbucket.org/chapulina/simslides)