

Collabot

A Collaborative Robotic Agent for the CiberRato Competition

Pedro Pontes and Tiago Varela

Faculdade de Engenharia da Universidade do Porto

Abstract. This paper discusses the implementation of the navigation and target localization strategies for a collaborative robotic agent using the Ciber-Rato Simulation Tools. Nevertheless, communication and mapping strategies were also implemented in the discussed agent, however those implementations are further explained in the paper [?]. To this end, we particularly focus on developing an interesting solution for a maze solver agent and explore the collaboration between robots with similar architectures.

1 Introduction

Ciber-Rato is a modality of the Micro-Rato contest from University of Aveiro. This modality is a competition between small autonomous robots trying to solve mazes. [1] In this project, we faced the challenge of developing a collaborative robotic agent architecture using the Simulation Tools created for the Ciber-Rato competition. The agents should be able to solve simple mazes by finding a beacon and returning to his original position, while avoiding obstacles, collisions and dealing with time constraints. Furthermore, in the collaborative competition, the agents are playing in a team of 5 robots, all the robots, must meet in the target area, and after that return to their original position. The maze is only considered solved when all the mice return to their original position.

At the starting point, the agents have no previous information about the world state, namely the target position, maze's topology and even his or other mice positions. Therefore, a simple reactive robot architecture was not suitable for this problem and so proper communication, mapping, navigation and target localization strategies were developed in order to maximize the agent efficiency.

In this paper, first we present the simulation system architecture. Then the agent architecture and design are analyzed, mainly focusing in the navigation and target localization strategies, since communication and mapping strategies are further discussed in the paper [?]. After that, the results of the developed strategies are discussed. Finally, in the last section, are presented the main conclusions and some possible future developments.

2 Simulation System Architecture

To develop this project the Ciber-Rato Simulation Tools, 2012 edition, were chosen as a simulation platform. This platform allows the developers to focus only on the development of an efficient agent algorithm, eliminating the problems and challenges associated with real robots construction by providing a simulation environment that models all the hardware components of the robots and allows the developed algorithms to be tested[1].

The simulation environment is composed by a Simulator, a Simulation Viewer and Virtual Robots. The first is responsible for modelling all the hardware components of the robots, the maze and ensure that all the execution rules are applied. The Simulation Viewer displays the maze, the robots movements and the remaining execution time. The virtual Robots are detailed in the section below.

All the specifications presents in this paper are based on the Ciber-Rato 2011 Rules and Technical Specifications [2], and only a brief specification is present in here, for a more detailed specification please consult the document mentioned above.

2.1 Virtual Robots

The virtual robots have circular bodies and are equipped with sensors, actuators and command buttons. Only the robots' sensors and actuators used by the agent that we developed are mentioned in this section.

Sensors

For the developed agent the following sensors were used, from the ones available in the simulation environment:

- Obstacle Sensors** 4 proximity sensors, 3 oriented to the front of the robot (left, middle and right sides), and one in the rear. Each sensor has a 60 aperture angle.
- Beacon Sensor** Measures the angular position of the beacon with respect to the robot's frontal axis. The measure ranges from 180 to +180 degrees, with a resolution of 1 degree.
- Bumper** Active when the robot collides.
- Ground Sensor** Active when the robot is completely in target area.
- Compass** Positioned in the center of the robot and measures its angular position with respect to the virtual North (X axis).
- GPS** Returns the position of the robot in the arena, with resolution 0.1. It is located in the center of the robot.

Actuators

The actuators components of the robots used in this project are 2 motors and 1 signaling LED.

Motors Motors have inertia and noise in order to more closely represent real motors, and the translation or rotation movements can be achieved by applying different power values to each motor.

LED The LED is used to signal that the robot has already found the beacon.

Buttons

Two buttons, named Start and Stop, are provided in each robot and are used by the simulator to start and interrupt the competition.

2.2 Arena

The arena is randomly positioned in the world, which means that the starting coordinates of the robot may differ for every attempt to solve the maze, and has a maximum size of 14x28 um. The arena is populated with obstacles, a target area, and a starting grid. For the same maze different starting grids can also be used. The obstacles within the arena can be higher than the beacon, making it invisible for the beacon sensor.

2.3 Communication

Communication between robots can be made by sending appropriate commands, through the simulator. The other agents will be then responsible for reading the messages in the simulator. However the following constraints are applied:

- Per cycle, a robot can send (broadcast) up to 100 bytes;
- Per cycle, a robot can read up to 400 bytes;
- Per cycle, a robot can read up to 400 bytes;
- Robots can only read messages sent from a maximum of 8 units from its current position;
- Obstacles do not interfere with communication;
- Latency of 1 cycle for sent messages.

3 Agent Architecture

In this project we faced the challenge of creating a team of 5 robotic agents, playing simultaneously, in the environment provided by the Ciber-Rato Simulation Tools. The Mice have two specific goals: locate the target area and place all the agents inside that area; return all the robots back to their original position.

In order to achieve that goal our agents must be able to fully operate in an unstructured environment by avoiding obstacles and finding the beacon in a simple to moderately complex map. However, at the starting point, the agents have no previous information about the world state, namely the target position, maze's topology and even his or other mice positions. Therefore, a simple reactive robot architecture was not suitable for this problem and so proper communication, mapping, navigation and target localization strategies were developed in order to maximize the agents efficiency.

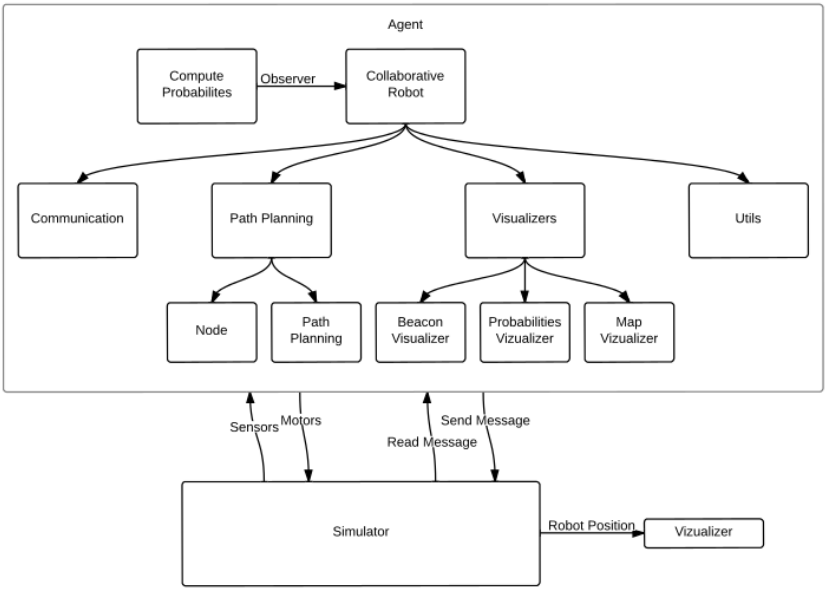


Fig. 1. System architecture.

The developed agent architecture is composed by 6 different modules and is represented in figure 1.

Bellow, the description of each module:

- Compute Probabilities** lorem ipsum
- Communication** lorem ipsum
- Path Planning** lorem ipsum
- Visualizers** lorem ipsum
- Utils** lorem ipsum

3.1 Navigation Strategy

The navigation strategy followed by our robot can be divided in two fundamental steps: exploring the map before finding and reaching the beacon and returning home after finding it.

Exploring the Map

For the first phase of navigation the behavior of our mouse was mostly imported from a previously created solution of a purely reactive mouse described in [3]. This solution was inspired by the subsumption layered model that Brooks proposed for mobile robot control system[4], and can be viewed on figure 2.

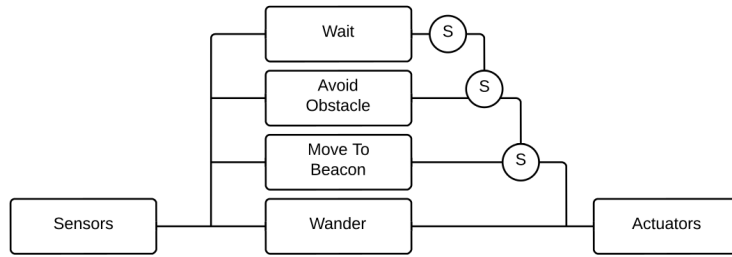


Fig. 2. Layered architecture.

With this system architecture the top layers are activated when certain conditions are detected by the sensors, overriding the actions of the bottom layers, e.g. if an obstacle is detected the robot will start its obstacle avoidance routine, instead of moving towards the beacon or wandering around.

Each of these layers will now be described in further detail:

Wait This layer is used to detect if the robot has reached the beacon location and to stop its motion, also signaling to the simulator that the robot has finished the first phase of the competition.

Avoid Obstacle In order to avoid obstacles a wall following algorithm was implemented. The mouse moves always in a clockwise direction and the strategy is held until the beacon is framed within 20°degrees of amplitude.

One example of a complex obstacle that can be avoided by this algorithm is represented in figure 3. At first, the robot is moving forward. When a wall is detected in front of the robot, it turns about 90°to the right, and keeps moving forward. On every inner corner, C, the mechanism is similar to the previously described. On every outer corner, E, the robot deviates itself in order to turn and move forward without touching the corner. When the robot is rotating, it verifies if the beacon is visible within a 20°amplitude, and if that is the case the wall following is aborted and the robot moves in the direction of the beacon.

Move to Beacon This layer detects if the beacon is visible and if it is the robot rotates itself to align with the beacon direction and then moves forward. This rotation value is calculated accordingly to beacon sensor information, e.g. if the beacon direction is opposite to the robot's facing direction then the rotation value is higher than if the beacon direction was only to the left or to the right of the robot.

Wander This layer provides the default action which is for the robot to move around the arena until it finds a wall to follow or sees the beacon.

have 8 neighbors. A cell that is not traversable is not considered as a neighbor of any cell.

To find the best possible path between two points the A* uses an heuristic function to determine the order in which nodes are visited during the search for that path. Equation 1 defines the cost function $f(x)$ as the sum of the distance so far traveled, $g(x)$, and the estimated distance to the target, $h(x)$. The estimated distance to the target, represented in equation 2, is computed using the euclidean distance[] between the current point, p , and the goal point, q , and returns the length of the line segment connecting the two points.

$$f(x) = g(x) + h(x) \quad (1)$$

$$h(x) = \sqrt{(p_x - q_x)^2 + (p_y - q_y)^2} \quad (2)$$

ytick

Finally, in order to ensure that is always possible to travel through the calculated path without touching the walls, the implemented solution also allows the enlargement of the walls of the the maze in the size of the robot radius. To do so, for every node, N , of the provided matrix that is not traversable and has not been visited yet, the surroundings nodes, are calculated and the node N is marked as visited. If the cost of a surrounding node, S , is smaller then the cost of the current node N , the cost of S is updated to the cost of N and S is marked as visited.

The path planning module requires a proper world state representation when calculating the shortest path, otherwise the algorithm may calculate paths that are impossible for a robot to cross (i.e. If a cell that contains a obstacle is present in the calculated path). Therefore, to create a more robust test set, two different solutions were explored:

1. The first was to use the computed probabilities matrix. Originally all the cells of the matrix have the value of 0.5, meaning that the probability of that cell having or not an obstacle is the same. While the robot moves through the arena the values of the matrix are updated. A higher value, means that the probability of having a obstacle in that cell is higher. The algorithm used to update this matrix is further explained in the paper [?]. Nevertheless, while using this algorithm it is important to ensure that the calculated path always keeps a sufficient distance from the wall, thus it is required to enlarge the walls when using this strategy.
2. The second strategy chosen was to use only the points that were crossed by the robot to calculate the path. With this strategy, the problems related to the sensors noise, or errors in the calculation of the location of the obstacles in the map are avoided, since the robots, only travel through the same tracks they have already crossed. Furthermore, in this strategy, the enlargement of the walls is not required, and the path planning executes faster. However, by not taking all the information available into account, the calculated path may also not be the shortest one.

The results of both strategies are further detailed in the section Results of this paper.

3.3 Target Localization

lorem ipsum

4 Results

Podemos dividir em seccoes tipo:

4.1 Navigation Strategy

Como a soluao ainda e maioritariamente reactiva existem cantos que nao conseguem ser atravessados. Devido a forma como e calculado a posicao, e aos erros acumulados, o uso de gps revelou ser mais util, caso nao haja ruido, caso contrario, a tal formula.

4.2 Path Planning

O uso da matrix de probabilidades, necessita de crescer as paredes, caso contrario o caminho calculado pode passar muito junto a paredes. O uso de informacao colaborativa nao foi muito explorado, fazendo que a informacao sobre o mudo seja relativamente pouca, o que faz com que o resultado obtido possa nao ser o melhor caminho

O uso da matrix de a^* , faz com que a computao seja mais rapida, no entanto, discarda muita informacao valiosa, nao tirando uso da parte colaborativa nem da info dos sensores. Necessita tb que a posicao do robo seja calculada com muita precisao, o que no se verifica qd h ruido.

Em termos gerais, acabaram por revelar resultados semelhantes, com o uso de GPS e sem ruido.

————— old stuff —————

4.3 Limitations and Benefits

This reactive architecture includes some limitations, such as:

- if the robot is following the beacon and there is an concave obstacle in the way, most of the times, the robot will be stuck around the same place with conflicting orders to follow the beacon and to avoid the obstacle in front. The rule to only follow the beacon on every 50 iterations was developed to try to circumvent this cases and provided promising results;
- by not being able to store the world state the robot wanders around the map without knowing if it has already been there, and this can also create cycles, specially if the robot is surrounded by walls and there is only one way out.

The benefits of this type of architecture are that the robot is able to quickly react to dynamic changes in the environment, such as the introduction of a new robot in the system, and also able to react to some environment variable that the robot's programmer has not foreseen.

————— end of old stuff —————

5 Conclusion

lorem ipsum

6 Future Work

era bonito usar mais a colaboracao. Filtros de kalman para o GPS

References

- [1] Lau, N., Pereira, A., Melo, A.: Ciber-rato: Um ambiente de simulacao de robots móveis e autónomos. *Revista do DETUA* **1**(6) (2002) 5–8
- [2] Departamento de Electrónica, T.o.e.I., de Aveiro, U.: CiberRato 2011 Rules and Technical Specifications. (2011)
- [3] Moreira, H., Babo, T.: Implementação de um robô reativo para o simulador Ciber-Rato. (2012)
- [4] Brooks, R.: A robust layered control system for a mobile robot. *IEEE Journal of Robotics and Automation* **2**(1) (1986) 14–23