

Computer-aided design of complex configurations and behaviors for modular robots

Author Names Omitted for Anonymous Review. Paper-ID [add your ID here]

Abstract—In this paper, we present a scalable software framework for the design of modular robot configurations and behaviors. Designs are constructed hierarchically by composing elements from a library, allowing users to easily create complex designs. Likewise, complex behaviors are constructed by composing controllers from a library in a nested series/parallel structure. The system is integrated with a full dynamic simulator, and provides tools to identify common problems with behaviors, specifically self-collision and loss of quasi-static stability.

I. INTRODUCTION

Modular reconfigurable robot systems have been studied extensively for several decades **TODO: citations**. These systems distinguish themselves in their ability to transform into different shapes to address a wide variety of tasks.

This additional flexibility places an additional burden on the user, because solving problems with modular robots involves not only designing (software), but also the best physical form for the task at hand. We argue that if this complexity is not appropriately managed, it can make the system impractical. If the user is free to create any new design he/she pleases to solve a new task, but must program the design from scratch every time, creating new designs will be a huge amount of effort, and the advantage of flexible modular hardware will be defeated.

Software modularity is a well-established practice for developing large maintainable systems and avoiding duplication of effort. In robotics, software behaviors are inextricably linked to the hardware they control, resulting in additional challenges to modularity. Significant progress has been made in sharing robotics software between researchers and hardware platforms, most notably ROS which provides IPC and standard libraries for common robot tasks.

The challenges of software design are different in modular robotics than in typical robotics, because the hardware itself is modular. Porting software from one robot platform to a completely different robot platform takes a considerable amount of time, and needs to be facilitated by a large framework such as ROS, in which fundamental software libraries are almost totally decoupled from specific hardware. In modular robotics, the emphasis needs to be on speed of design, because the major advantage of a modular robot system is that new designs can be made for each task. We need to very quickly develop simple kinematic behaviors (take a step with a leg) with new morphologies that share some of the structure of old morphologies.

Our solution to this problem is to let the modularity of our hardware drive the modularity of our software. We create

new modular robot designs by combining existing sub-designs, for example combining four leg designs with a body to create a walking robot. We provide a GUI tool that allows users to do this easily. Designs have associated libraries of software behaviors, so that when new designs are created by composing existing sub-designs, new behaviors for that design can be quickly and easily created by composing the behaviors associate with its component sub-designs. We introduce new scripting language with a series-parallel execution structure that allows old behaviors to be easily and clearly combined into new behaviors.

Since combining old things in new ways can lead to unexpected problems, we also need to verify that our new designs and behaviors perform the way we expect them to. This is done in a dynamic simulation in Gazebo, and through verification tools that detect common problems.

II. CONTRIBUTION AND PAPER STRUCTURE

The primary contribution of this paper is a software system that allows modular robot configurations and behaviors to be built hierarchically, and a simulation environment that helps the user verify intended behavior. Together, these tools help manage the complexity of a modular robot system, significantly reducing the time and effort required to accomplish tasks with modular robots.

The software we developed is open-source and freely available at **TODO: Link**. Our code is built for SMORES, a modular robot developed at the University of Pennsylvania (see sec 1), but could easily be adapted for use with other modular robot systems.

The remainder of this paper provides a comprehensive description of the structure and algorithmic components of our software system. In Section III, we discuss relevant background material. In Section IV we introduce terminology and concepts used elsewhere in the paper. In Section V, we describe the algorithmic basis for the three major components of our framework - design composition, behavior composition, and behavior verification. In Section VI, we discuss the open-source software tools used to implement our system, and provide examples demonstrating a user's workflow when using this system. We demonstrate that our framework saves the user time and effort, and allows him or her to easily develop complex and capable designs.

III. RELATED WORK

In some respect, our work parallels the efforts of Mehta [5] and Bezzo [1], who aim to create and program printable

robots from design specification by a novice user. Users create new designs by composing existing elements from a design library, and appropriate circuitry and control software are automatically generated as physical designs are assembled. The framework we present is intended specifically for modular robots, and consequently the workflow and design considerations are fundamentally different from that presented by Mehta and Bezzo. In traditional robot design (or printable robot design), hardware and software are somewhat decoupled - hardware is designed and built once, and then programmed many times. In the case of a MRS, the system can be reconfigured to meet new tasks, so hardware configuration and behavior programming go hand in hand. We intend our system to be fast enough that the user could conceivably develop and program a new design for every new task - designs are built once, and programmed once. Where Mehta et al provide many facilities to generate and verify low-level behaviors (i.e. motor drivers appropriate for motors, we do so for high-level behaviors.

A significant amount of work has been done in developing behaviors and software for modular robots. Much of this work focused on automatically generating designs and behaviors using artificial intelligence systems. Genetic algorithms have been applied for the automated generation of designs and behaviors [4]. Other work has focused on emergent behavior from distributed algorithms **TODO: cite papers**.

While significant progress has been made in the automated generation of modular robot behaviors, automated systems are not yet capable of making modular robots truly useful in practice [8]. The need for new programming techniques to manage the complexity of modular robot systems has been acknowledged in the literature [7]. Historically, gait tables have been a commonly used format in which open-loop kinematic behaviors can be easily encoded [6]. Phased automata have also been presented as a way to easily create scalable gaits for large numbers of modular robots [10]. In this paper, we present a method to easily create complex automata-based programs for modular robots.

Our framework assists users in verifying design validity by identifying self-collision and loss of gravitational stability. Identification of these conditions is common in modular robot reconfiguration planning [2] and motion planning [9].

IV. PRELIMINARIES

TODO: Tarik writes

A. SMORES robot

We have developed our system for the SMORES modular robot, developed at the University of Pennsylvania [3]. Each SMORES module has four DoF (DoF) - three continuously rotating faces we call *turntables* and one central hinge with a 180° range of motion (Figure 1). The DoF marked 1, 2, and 4 have rotational axes that are parallel and coincident. SMORES modules may connect to one another via magnets on each of their four faces, and are capable of self-reconfiguration.

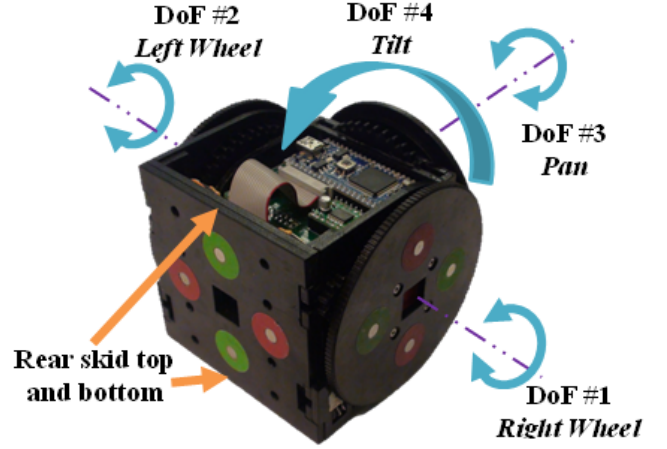


Fig. 1. SMORES robot

Note that while we demonstrate our software with SMORES, it is not limited to the SMORES robot - it could be applied to any modular robot which may be simulated using Gazebo.

B. Concepts and terms

A modular robot *configuration* is a contiguous set of connected modules. A configuration is defined by its connective structure, represented by a topology graph. **TODO: Define the graph**.

A *behavior* for a modular robot is a programmed sequence of movements intended to produce a desired effect (such as walking). In this work, we represent open-loop kinematic behaviors using a *gait table* data structure, which contain a time series of joint-angles for a specific configuration [6]. In this paper, we consider only behaviors that can be represented using gait tables. **TODO: This is the typical definition of gait tables. Ours are actually more complicated. We need to come up with a precise, concise definition for them.**

A *controller* is a position and velocity servo for one DoF of a modular robot. A controller takes as input a desired position or angular velocity, and drives the error between the desired and actual state of the DoF it controls to zero over time.

When writing a behavior, it is possible to mistakenly command one controller to simultaneously hold more than one desired position; this is known as a *controller conflict*. Behaviors with controller conflicts are impossible to execute.

During execution of a behavior, a *self-collision* can occur when two different parts of configuration are commanded to occupy the same location in space. Self-collisions can damage the robot, and are usually unwanted.

In many cases, it is desirable to maintain *quasi-static stability* during execution of a behavior **TODO: define**.

V. APPROACH AND ALGORITHM

TODO: Tarik and Jim write (see subsections)

a) *Configuration composition*: Define the composition of a set of configurations to a single configuration.

A. Configuration Composition

TODO: Jim writes

b) *Input*: A set of configurations. A topology graph representing the connectivity among those configurations. A base module (for position transformation).

c) *Output*: A composed configuration if it is safe.

d) *Procedure*:

- Start from the configurations that connects to the configuration with base module, transform their positions based on the position of the base configuration and topology graph.
- Check if there is any collisions among the modules and report such collision.
- **Check if the final configuration is stable. If not, find the plane that will make the configuration stable and transform the configuration.**
- Show the expected behavior in simulator.

e) *Controller composition*: Define the composition of a set of controllers to a single controller. Define the difference between a parallel composition and a series composition. Define the control composition graph.

B. Controller Composition

TODO: Tarik and Jim write

f) *Input*: A configurations. A set of controllers. A control composition graph.

g) *Output*: A composed controller if it is safe.

h) *Procedure*:

- Compose the set of controllers based on the given control composition graph. Explain how the parallel composition and series composition are handled.
- **Check there is no controller conflict in the composition.**
- Execute the composed controller in user defined incremental time interval. At each time step, update each module position and check collision.
- **At each time step, check if the configuration will not have any unexpected behavior.**

C. Complexity

Discuss the complexity of the algorithm with respect to the number of modules and size of gait tables.

VI. EXAMPLE AND EXPERIMENT

TODO: Jim writes

With simulation in Gazebo:

- Show a configuration composed from a set of basic configurations.
- Show a composed controller that results in a collision in the configuration.
- Show an updated controller that resolves the collision
- Show a composed controller that results in an unexpected behavior.
- Show an updated controller that eliminates the unexpected behavior.

VII. CONCLUSIONS

We worked hard, and had fun.

VIII. FUTURE

- How to represent different attribute/ability of the configurations

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