

Swarming

Research document

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1 Protocol

1.1 Hardware

For the internal communication between the different systems there are multiple protocols to choose from to transmit data. Every subsystem with a microcontroller should be able to communicate with the rest of the system. Because every system should be able to share their information it is necessary to have a multimaster system which allows every system to share their information without being dependent on a single master. To see which protocols are viable multiple protocols will be compared.

Building a modular robot consisting of subsystems, there must be a method to let these "subsystems" communicate with each other to exchange relevant information.

Every subsystem features a micro-controller which must be capable of transmitting and receiving data.

1.1.1 TWI

The name TWI stands for "Two wire interface" which strongly resembles Phillips' protocol I^2C . Like the name suggests the bus is built up using two wires, one is used for the clock signal and the other is used for the data signal. Each of these wires is connected to the powerline through a pull-up resistor so every subsystem connected to the line can pull the line down which other systems can see. TWI can be used as a multimaster system which means every subsystem can send its data without being dependent on a single master.

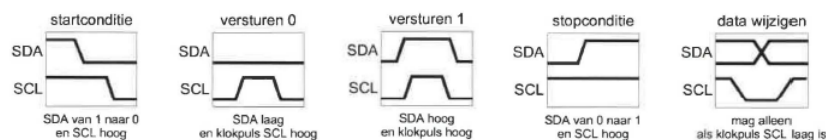


Figure 1: Data conditions

In the above figure multiple data and clock combinations are shown, these combinations define the message start, sending a zero, a one and a stopbit. The system that wants to send information starts a message by changing the datasignal from one to zero on a high clocksignal. All systems that are listening now know one of the systems is going to send a message. Data can be sent by changing the dataline from zero to one or the other way around during a low clocksignal, the other systems will read this bit when the clocksignal becomes high again. Once the system is done sending its message it will let the other systems know by sending a stopbit.



Figure 2: Structure of a TWI message

In the above picture the structure of a message is shown. As explained before the message starts with a startbit after which a small header follows. The header contains information about who is going to be addressed by the message and if you want to read or write. After this the addressed system will respond with an acknowledge to make sure the information has come across. When the acknowledge is received the system will start sending data, followed by an acknowledge from the receiver after every received byte of data. When the system is done sending all of its data and received the last acknowledge it will send the stopbit which means all communication has ended.

I²C has a few benefits, because it is a simple serial protocol it only uses two wires. This saves a lot of space in the hardware design. Also, it has the possibility to be used as a multimaster system. The speed of the communication depends on the frequency of the controller that will be used.

1.1.2 SPI

SPI or Serial Peripheral Interface is, like its name suggests, a serial interface. This interface can be connected in two ways, each having its own advantage. How this works will be explained using the following figure.

1.1.3 UART

1.2 Software

2 Localization

Building a swarm of robots, location awareness may be required to ensure an more efficient operation. Implementing location awareness into a swarm of robots could result in better cooperation. For example: exploration based tasks can be executed on a much lower time scale. With location awareness the swarm can spread out evenly making sure that every part of the perimeter will be explored thoroughly.

With location awareness it is also possible to divide the swarm into multiple groups. Because the location of every individual is available these individual groups can be formed very quickly by selecting the nearest unit. This also enables quick assists when an individual robot gets stuck or needs to execute a task that require more than one unit.

To determine position, not only distance is required, to determine relative position the angle is also required to determine from which angle the units are relative to yourself. However this can result in multiple solutions, the angle could be mirrored.

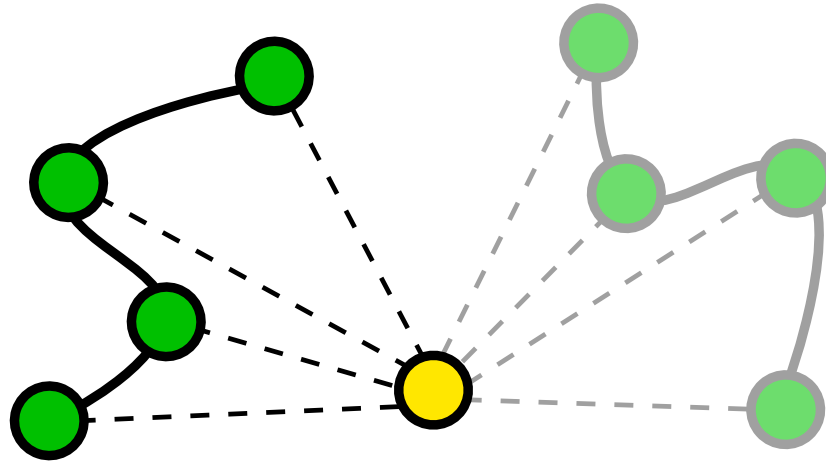


Figure 3: Stationary robot (yellow) cannot compute the relative position of the moving robot (green), since all distance measurements (dashed lines) are invariant to rotations around the stationary robot.[1]

Therefore, in order to leverage the previous trilateration procedure requires coordinating the motion of the robots in a manner that gives every robot a chance to move and ensures that when a robot is moving its neighbors remain stationary. This can also be achieved by the use of stationary anchors.[1]

A more efficient solution would be to retrieve the relative orientation opposite to each other. In combination with the relative distance every robot knows the exact relative position of all the other robots in range of the network.

2.1 Relative Distance

Relative distance can be measured using various methods. The most common methods are "*Received Signal Strength Indication*" and "*Time Of Flight*" abbreviated as RSSI and TOF.

2.1.1 Received Signal Strength

A method to determine distance can be implemented using Received Signal Strength abbreviated as "RSSI". Typically RSSI is a measure of dBm, which is ten times the logarithm of the ratio of the power (P) at the receiving end and the reference power (Pref). Power at the receiving end is inversely proportional to the square of distance.[2] Hence RSSI could potentially be used as an indicator of the distance at which the sending unit (robot) is located from the receiving unit.[2]

RSSI is defined as ten times the logarithm of the ratio of power of the received signal and a reference power (for example 1mW). It is known that power dissipates from its source as it moves further out. As mentioned earlier the relationship between power and distance is that power is inversely proportional to the square of the distance travelled. [2]

In theory it seems as a suitable implementation for the purpose, determining relative distance between different units. However various test results have shown that RSSI is only reliable under certain circumstances. Test results have shown that if the orientation of the sending or receiving unit changes it becomes very unreliable. The graphs below show the reliability of RSSI when the direction is being altered.[2]

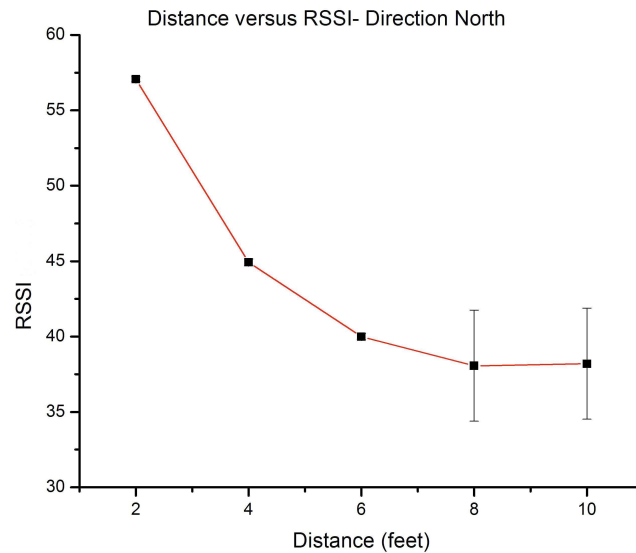


Figure 4: Distance versus RSSI plot showing inverse non linear relationship.[2]

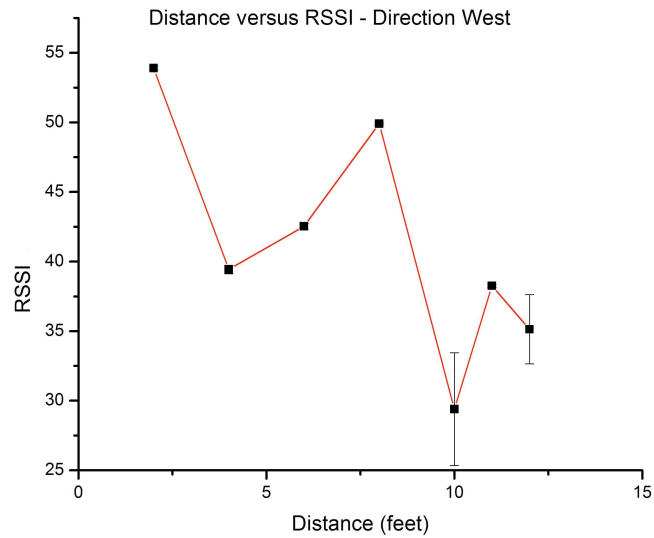


Figure 5: Distance versus RSSI plot showing lack of reliability when tested in a different direction.[2]

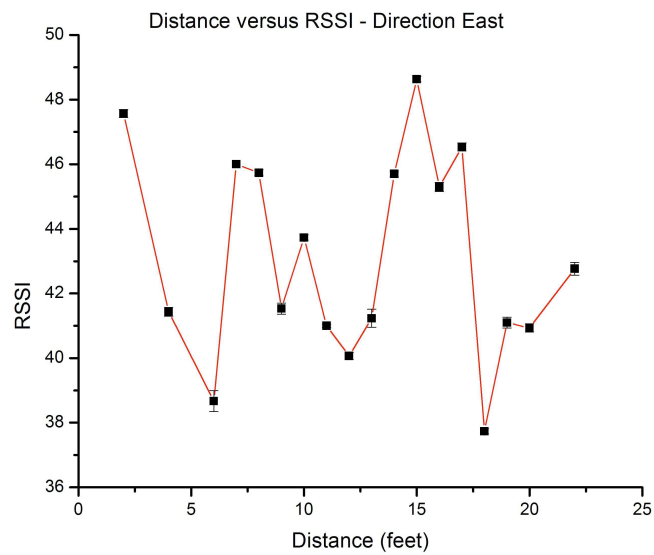


Figure 6: Distance versus RSSI plot showing lack of reliability when tested in a different direction.[2]

Even though RSSI was very promising in many studies, through multi directional experiments it became clear that even under ideal conditions with weather and interference controlled, the RSSI data could not be relied upon. At times the data was correct showing the expected inverse square relation with distance and at other times it didn't.[2]

2.1.2 Time Of Flight

Another common method to determine relative distance is Time Of Flight abbreviated as "TOF". Time Of Flight describes a method that measures the time that an particular wave takes to travel a distance through a medium. The wave can be acoustic, electromagnetic and light.

For relative distance measurements Time Of Flight is often combined with Time Difference Over Arrival abbreviated as "TDOA". Combining these methods enables relative distance measurements to specific units/nodes. TDOA measures the time difference between the transmission and arrival of a wave. With the velocity of propagation times the travelled time the relative distance between two or more nodes can be determined. However TOF also features certain limitations being clock synchronization, noise, sampling and multipath channel effects.[4]

Clock Synchronization TOF ranging systems need to estimate the time of transmission and arrival and comparing this with a common time reference.[4] If the different time references are not perfectly synchronized a time offset error occurs. With the faster the propagation speed, the greater the error in distance.

Sampling Using Light or electromagnetic waves to determine the relative distance can add several limitation. Due to the high velocity propagation (being nearly equal to equal of the velocity propagation of light) sampling this signal requires very high clock rates to do so. It would take a 15GHz clock to achieve one centimetre resolution.[6]

in the 1960's, Tektronix invented a sampling method with a oscilloscope that could measure signals in the GHz range without using high speed clocks. This method is called Sequential Equivalent Time Sampling abbreviated as "SETS". The SETS acquires one sample per trigger see figure 7. When a trigger is detected a sample is taken after a very short, but well defined delay. When the next trigger occurs a small time increment "Delta T" is added to this delay and the digitizer takes another sample. This process is repeated many times with "Delta T" added to each previous acquisition, until the time windows is filled.[3] In figure 8 another example of an sinusoidal signal is displayed using the SETS method.

Using the SETS method enables the use of waveform with an velocity propagation nearly equal to equal to the speed of light. However implementing a advanced SETS circuit is required to reach accuracy of less than 1 meter indoors.[4] However using waveforms with a high velocity propagation enables faster data transfers and a larger range.[4]

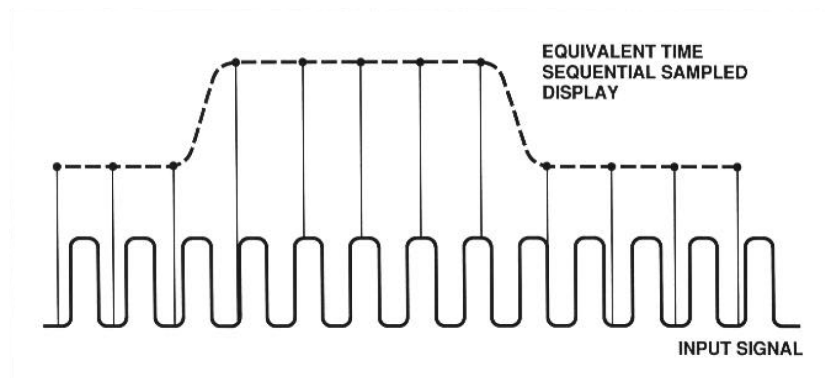


Figure 7: In sequential equivalent time sampling a single sample is taken for each recognized trigger after a delay which is incremented after each cycle.[3]

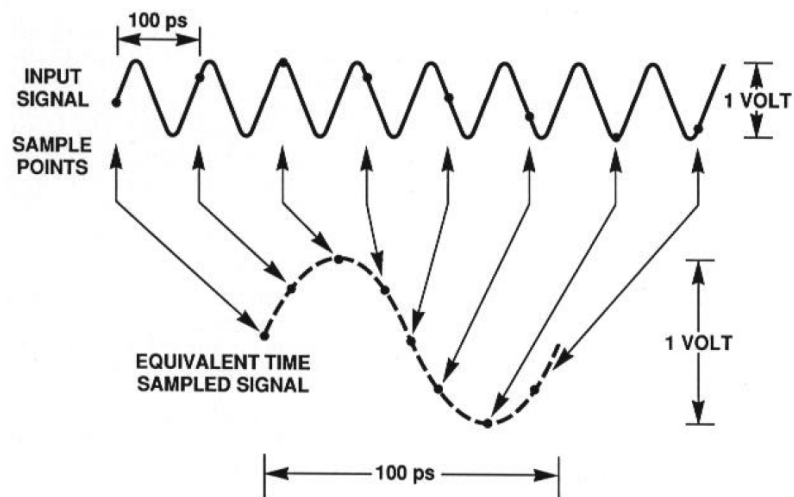


Figure 8: Example equivalent time sampled signal.[3]

2.2 Conclusion

Different studies have shown that Received Signal Strength can theoretically measure distance accurately. However RSSI seems to be very unreliable in many circumstances which leads to not being viable for distance measurements with moving robots.

Time Of Flight has been very promising, however using electromagnetic signals (For example RF, WI-FI or Bluetooth) the acceptable accuracy starts at from a minimum range of 1-2 meters which leads to unreliable to no useful information at all in the range of 1-2 meters. This minimum range could be narrowed using an Sequential Equivalent Time Sampling Circuit, however such a circuit is complex to develop. However using waveforms with a lower velocity propagation can lead to accurate close range measurements. In this case Time Of Flight suits better for the required use, being more accurate and reliable see figure 9.[4]

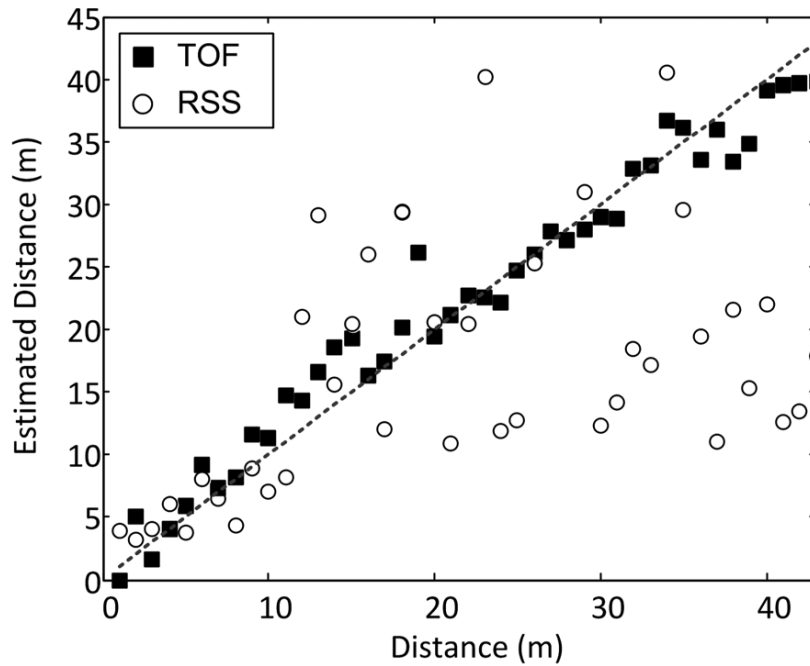


Figure 9: Accuracy RSSI vs TOF.[4]

Determining relative distance does not lead to localization to do so a angle is required.

3 Onderzoek

Hier tekst plaatsen

3.1 Propulsion, Actuators and Effectors

In this chapter the sub-questions about the propulsion, actuators and effectors are researched and answered. First of all, the possible types of propulsion will be researched. Then the various kinds of actuators with a suitable effector will be considered. Depending on the situation different types of propulsion is used. For example a robot that operates in an environment with water would not be implemented with DC motor drivers and tyres. The robot build in this research should be able to operate on Mars in the future. Therefore the robot cant get stuck easily since that will cost millions, since the robot cannot complete his mission. Since swarming and not propulsion is the main goal of this research a simple way of locomotion would suffice. However there should be the possibility to implement a different kind of propulsion in the future, so that the robot can be used on Mars.

3.1.1 Effectors

The way a robot moves is determined by its effector with his corresponding actuator. Possible types of effectors are:

- Wheels
- Leg(s)
- Catepillar tracks
- Air cushion
- Propeller
- (Superconductor)

Each of these effectors have pro's and con's in different situations. Tyres are easily implemented, but there are various ways to implement these. The amount of tyres used will affect the handling of the robot. With a minimum two tyres, movement can already be realized. The downside is that driving with two wheels is not stable, only with algorithms that can balance the robot stable movement can be accomplished. It would be easier to implement more than two wheels so that the robot is more stable and movement is easier.

Elke van deze effectoren hebben voor en nadelen in verschillende situaties. Wielen zijn eenvoudig te implementeren, er kunnen verschillende aantallen wielen worden aangebracht. Het aantal wielen heeft wel invloed op het rijgedrag van de robot. Met twee wielen kan er worden gereden, mits de robot in balans wordt gehouden. Dit kan worden gedaan door middel van een zwenkwiel, of door een regelsysteem te bedenken dat de twee wielen de robot in balans houden. Dit laatste kost veel energie en is niet eenvoudig. Met drie wielen staat de robot al een stuk stabiel. Het nadeel hiervan is dat sturen soms moeizaam kan zijn. Met vier wielen is de robot nog stabiel en kan er op verschillende

manieren worden gestuurd. De wielen kunnen tegengesteld worden aangedreven waardoor de robot draait. Dit kost wel meer energie dan nodig is aangezien er extra wrijving ontstaat. Een optie is de voorste wielen te laten draaien, waardoor de robot in de richting van de wielen zal voortbewegen. Zoals bij een auto het geval is. Dit is weer lastiger te implementeren aangezien er een soort van stuurmechanisme moet worden bedacht.

3.1.2 Actuatoren

De keuze van de actuator hangt sterk samen met de effectoren.

3.1.3 Aandrijving

3.2 Swarm Communication

There are several requirements to realise a robot swarm. Each member of the population needs to communicate with the rest of the swarm. To give the members full freedom of movement the communication also needs to be wireless. It is important that the population size of the swarm is dynamic, because of the scalability of the swarm. As mentioned earlier a swarm does not have a master. So each member needs to be capable to maintain the network. These networks also must be able to reroute around nodes that have been lost.

To create an network with the characteristics described in the previous section a (wireless) mesh network ((W)MN) is a possible solution. A mesh network relies on communication nodes in which data is distributed. Such a network uses multi-hopping to transport data.[7] All of the communication nodes cooperate in the distribution of data in the network. Each node of the network is connected to one or more nearby in range node(s) and forwards data on behalf of the other nodes. [8] An example of an mesh network is illustrated in figure 10. It is possible but not necessary to connect one or more clients of a mesh network to the internet. Thus the client connected to the internet functions as a gateway for the other clients in the network. [9]

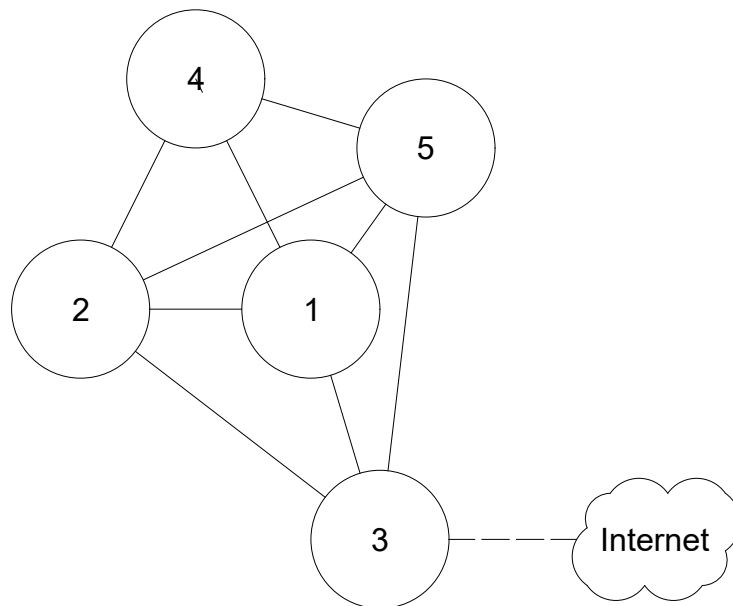


Figure 10: An example of a wireless mesh network with 5 clients and an optional internet connection. The connections made in this example are random.

To ensure a reliable network, self-organization and topology control algorithms are needed.[10] Possibly important and usefull (wireless) network characteristics are [5]:

- Low construction costs
- Energy efficient (power aware)

- Cost aware
- Robust - Able to withstand client or connection
- Guaranteed delivery

Mesh networks can use self-healing algorithms such as Shortest Path Bridging (SPB) to restore and reroute the connection around broken nodes/clients. Shortest path bridging calculates the most favorable connections to the clients with the lowest path costs. [11] Other useful algorithms such as shortest path, greedy, shortest cost path, cost aware, power aware, are listed in [5] with their characteristics. In this research only the most interesting algorithms will be discussed. The distance between neighboring nodes can be estimated on the basis of signal strengths or time delays in direct communications. The exact positions can for example be estimated by using positioning systems such as GPS (General positioning system). [12]

The scalability of each algorithm means the possibility to adjust the scale of the network by adding or removing clients to the network. According to the research done in [13][14] routing algorithms without geographic locating (precise localisation) are not scalable and won't work well in large networks.

A reliable network has a routing algorithm/protocol that includes distributed operating, loop freedom, demand-based operation and sleep period operation. Loop freedom means that the protocol is able to detect loops in the network and eliminates those. For example, data could be floating around in the network. Sleep period operating means that the clients that are not needed go into a 'sleep mode' when it's temporarily inactive.[5]

There are several strategies to distribute a package of data in a network. The following enumeration shows three strategies:

- single-path
- multipath
- flooding

The single-path strategy is an example of the shortest path route protocol. In the single-path strategy only one packet of data is distributed in the network at a time. Which is desirable for the network capacity which is barely affected. Although the capacity is not affected, it is possible that a package is received later, because of a missing or inactive node in the path. [5]

The other strategy, multipath, sends out multiple packets of data through recognizable paths. Flooding strategy literally floods the network with data packages. In case of wireless networks, the single-path strategy is preferred because of the power and bandwidth limitations in wireless networks. [5]

The shortest path route protocol uses information such as the hopcount and distance between clients to calculate the shortest route. Hopcount stands for the amount of clients that are passed by. The shortest cost path route protocol also takes account for the energy required for each routing task. The goal of this protocol is to minimize the total energy cost. According to [5] it is not desirable or if possible to avoid to memorize routes or past traffic in mobile ad hoc networks. This is because of the mobility of clients in the network and constantly changing infrastructure.

In figure 11 a greedy routing scheme is displayed. The node S contains the data package and D is the destination of the package.

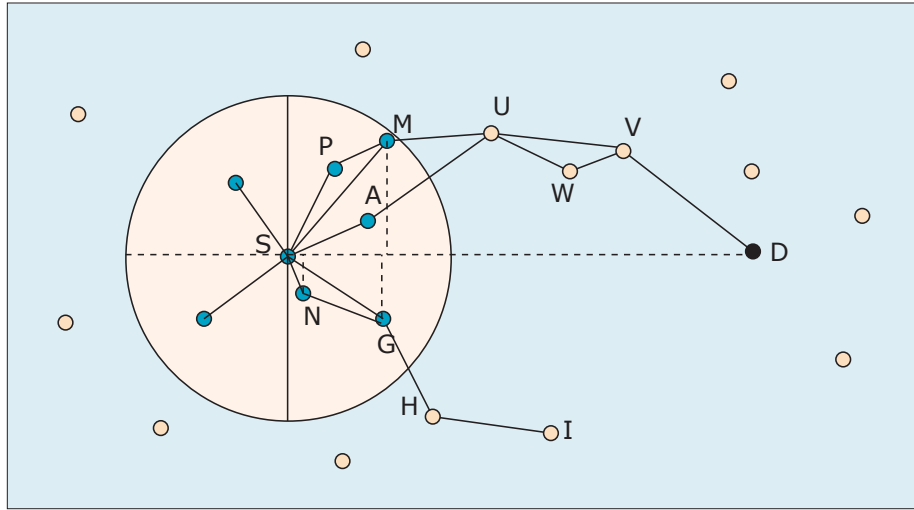


Figure 11: Greedy round scheme found in [5]. "S selects M in MFR path SMUVD, G in greedy path SGHI that fails to deliver, A in direction-based-path SAUWVD, P in power path SPMUWVD, N in NFP/NC path SNGHI that fails to deliver."

The principle of greedy routing is that it is trying to get closer to the destination based on local information. Thus the data package is forwarded to the client/node which is the most suitable from a local point of view. [15] "Greedy schemes have a performance close to performance of optimal shortest path (weighted) algorithm for dense graphs, but have low delivery rates for sparse graphs. Schemes that guarantee delivery may have high communication overhead for sparse graphs." [5] The most efficient algorithm for path bridging depends on the situation where the clients are operating in which is described in [5].

A wireless mesh network (WMN) is a dynamically self-organized and configured network. [10] As described earlier the swarm network is dynamic in size and mutual distance. Because of the size and mobility of the swarm it is not practical to use wired connections between the members of the swarm. Therefore a wireless connection between the members is necessary.

Despite the practical benefits of wireless networks, today's wireless networks still cannot offer the same level of sustained bandwidth as their wired brethren. The bandwidth is for instance affected by interference from adjacent hops on the same and neighboring paths. [16] One of the most important drawback is that each client needs to be in transmitting and receiving range to at least one of the other clients to be connected to the network. [9] Another con is that the data rate falls quickly when increasing the distance between transmitter and receiver, which doesn't or barely apply to wired networks. [16] The complexity of a WMN network is also a main drawback. It is relatively easy to design a WMN, but it is difficult to achieve an optimum performance while ensuring security and robustness.[9]

Nevertheless, the client mobility weigh out the cons described earlier. So solutions must be found to overcome these drawbacks

Each node or client in the network is able to create an ad hoc network

to maintain the mesh connectivity, this is called "client WMN's". These networks are able to reroute around nodes that have been lost. On large scale projects wireless mesh networks are costefficient because of the saving of wired connections.[8]

Wireless local area networks (WLANs) or IEEE 802.11 or popularly known as Wi-Fi.[9]

There exist several techniques to accomplish this method Examples of possible protocols:

- IEEE 802.11
- ZigBee
- SwarmBee

3.2.1 Conclusion

In this section an substudy in swarm communication is made. The results of the substudy have resulted in recommendations for the implementation of the swarming module. An enumeration of the recommendations are given below:

- The connection must be wireless due to the mobility of swarm members.
- Scaling on large-scale projects is not possible without using geographic locating (precize locating). [13][14].
- The network must be reliable, so it must use self-organization and topology control algorithms [10]

3.3 Sensors

For close range obstacle avoidance, the robots will need some kind of proximity sensing technique. The sensor needs to differentiate between different "treats" for the robot to function properly. For example; when the sensor detects a small hill, which the robot can move over it should not trigger the robot to move away from it. But when it detects a big obstacle it should trigger the robot to move away. This is important because the robots will eventually be expected to move across rough terrain (like Mars). In the next paragraphs some different proximity sensor techniques will be discussed. Price is also a important factor while comparing these techniques. Multiple robots must be made on a tight budget, so costs should be cut where possible.

3.3.1 Ultrasoon sensor

Een veel gebruikte proximity sensor op simpele robots is de ultrasoonsensor. Dit komt omdat deze in vergelijking tot andere sensoren een goedkope oplossing is. Een ultrasoon sensor stuurt een ultrasoon geluid uit dit geluid wordt teruggekaatst tegen het object en vervolgens weer opgevangen door de sensor. De tijd die het geluid er over gedaan heeft wordt gemeten. Met een simpel reken-sommetje wordt vervolgens de afstand bepaald. Een probleem met de ultrasoon sensor is dat het moeilijk is om te discrimineren tussen verschillende objecten. Hierdoor wordt het moeilijk om onderscheid te maken tussen bijvoorbeeld een heuvelkje (waar de robot wel overheen kan) en een obstakel die de robot moet ontwijken. Door de atmosfeer op mars wordt geluid ernstig gedempt hierdoor is ultrasoon niet implementeerbaar op mars [17]. Voor testen op aarde is het echter wel een goed werkend en bewezen techniek.

3.3.2 Lidar sensor

Lidar staat voor "Light detection and ranging". Deze sensor werkt volgens het zelfde principe als de ultrasoon sensor. Het is al bewezen dat de lidar techniek werkt op Mars. Met de Phoenix missie is er een lidar systeem gebruikt om wolken en atmosferische stof te meten[18]. Het licht van de laser kon wolken meten op meerdere kilometers hoogte. Omdat licht zich zeer snel verplaatst, moet de elektronica in een lidar sensor ook snel zijn. Hierdoor is de prijs in vergelijking tot de ultrasoon sensor hoog.

3.3.3 Mechanische sensor

Eén mechanische proximity sensor bestaat meestal uit twee onderdelen. Dit zijn de actuator, dit is meestal een simpele druk schakelaar. En de arm of "bumper", dit is het deel dat het object aanstoot en zorgt dat de mechanische kracht op de schakelaar wordt uitgeoefend figuur 12 . De kracht van deze techniek is zijn eenvoudigheid. Er hoeven geen ingewikkelde signalen verwerkt te worden, enkel het aan of uit signaal van de actuator. Een groot nadeel van deze techniek is dat de sensor fysiek tegen een object aan moet komen om het te detecteren. In een zwerm van relatief fragiele robots is dit niet ideaal. Wanneer de robots zich op ruiger terrein bevinden, zal het gebruik van een "bumper" of arm ook niet ideaal zijn, deze kan namelijk vast blijven zitten tegen of achter obstakels.

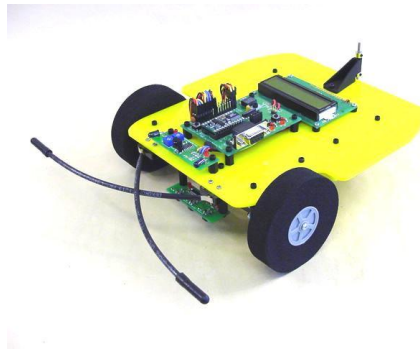


Figure 12: Robot met mechanische proximity sensor

3.3.4 Sensor choice for the robot

Now the question is which of the different sensor techniques proposed, is the best to implement on the swarm robots. While answering this question the following points will be taken into account:

- The sensor must be easy to reproduce because multiple robots must be made from the swarm.
- The budget is limited, therefore the sensor price should be cheap compared to the total price of one robot.
- Energy usage should be as low as possible to increase the operation time per robot.
- For budget reasons there has been chosen to not take into account if the sensor would work on Mars.

Looking at these points it becomes clear that the lidar sensor wouldn't be the best choice. It doesn't really have any outstanding pros compared to the other two techniques and it's much more expensive. Currently the cheapest lidar sensor would cost about 100€. The ultrasonic and mechanical sensor wouldn't cost more than a few Euro's. As talked about before the mechanical sensor has a few drawbacks compared to the ultrasonic sensor. For these reasons the ultrasonic sensor seems the best choice. The only issue left to solve is how to sense the difference between obstacles which the robot has to avoid, and things the robot doesn't have to avoid, but still might be detected by the sensor. This will be discussed in the next paragraph.

3.3.5 Obstacle discrimination with an ultrasonic sensor

An ultrasonic sensor is usually used to detect if there is some obstacle in the way. In this case there is made no difference made between a obstacle that the robot can move over, or a obstacle that should be avoided. For example: a small slope or hill might be detected as an obstacle, but in truth the robot can move over it. The robots developed for this program will eventually be able to cross harsh terrain. In this case the proximity sensor will need to discriminate between these situations. Working with ultrasonic waves there are multiple domains to

work with. These are time, frequency and amplitude. Time is used to determine the distance between the object and the sensor. The change in frequency and/or amplitude contains information about the shape of the object[?]. In the paper "Object recognition with ultrasonic sensor" is concluded that looking at the amplitude over time contains enough information to discriminate between object[?]. The example is given of an object with separated surfaces of 3,5cm, the echo from the second surface will be delayed by 0,2msec relative to the echo from the first surface. This delay can be easily detected with a microprocessor. The reason looking at frequency isn't the first choice is because of the higher hardware requirements it would require to properly sample the signal.

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