

# Combining RoboRescue and XABSL

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Currently roborescue mainly involves the exploration task:

- Deploy several robots and a base station
- Autonomous exploration will be started:
  - Simultaneous Localization and Mapping
  - Avoiding obstacles
  - Avoiding walls
- Different subroutines are used.

*XABSL is a very simple language to describe behaviors for autonomous agents based on hierarchical finite state machines.<sup>1</sup>*

Advantages:

- Simple to use
- Easy to keep track on a big FSM hierarchy
- Lots of debugging tools
- Lots of testing tools

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<sup>1</sup>[www.xabsl.de](http://www.xabsl.de)

# Combining the two

Combining  
RoboRescue  
and XABSL

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Used projects

Research goal

Measuring  
results

Why:

- XABSL has proven itself in the robocup soccer competition
- Behavior has not been used in rescue (and exploration) yet
- The current rescue code is in Visual Basic:
  - It's difficult to organize a big behavior hierarchy in Visual Basic
  - It's easy to lose track of what you are doing

# Measuring Results

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How results can be measured:

- Ammount of exploration done
- Time taken for current ammount of exploration

These should be compared with the results of the old code.  
Furthermore it should be easier to tweak variables, which could  
give extra advantages in the points above.