



RagoWorld: The Next Generation in ReMote Gaming

Jonathan Friedman, David Lee, Advait Dixit, Parixit Aghera, Aman Kansal, Sophia Wong, William J. Kaiser, Greg J. Pottie, and Mani Srivastava http://nesl.ee.ucla.edu



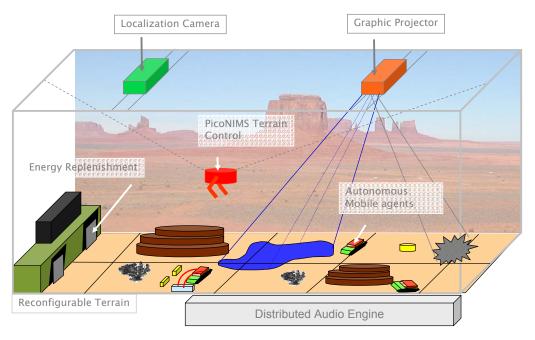
Behind the Bot: A RagoStory



- Entertainment
 - Provide new interactive gaming environment
 - Visual interesting and new potential games
- Education
 - · Fun platform for students to learn about embedded robots
 - · Provide teaching aids for complex systems
- Research
 - Provide reconfigurable mobile platform for embedded research
 - New directions in adaptive actuation and coordinated operation
 - Isolate test algorithms by shifting other functionality to central server



RagoWorld: Robogaming Environment

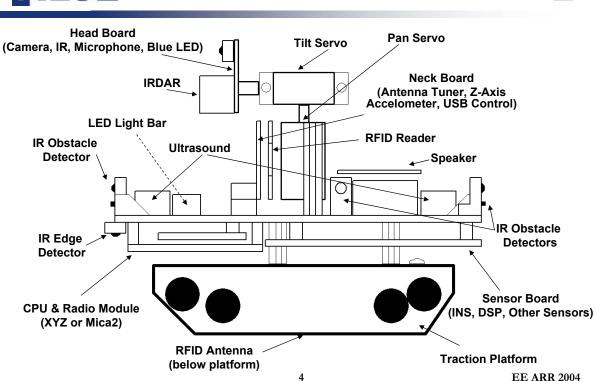


3

EE ARR 2004

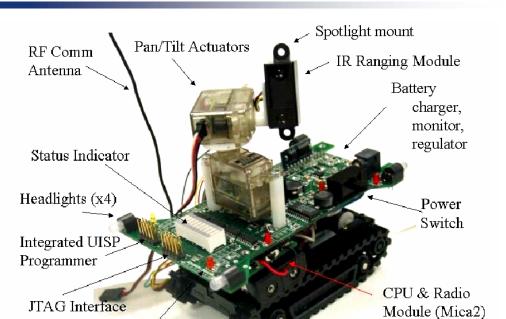


Now Presenting: Ragobot





Ragobot Rev. 1, Say Cheese



EE ARR 2004

NESL

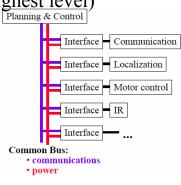
Hierarchy of Modularity: Concept

>Advancing Small-Scale Robotics!

LEDs (x8)

Static Modules

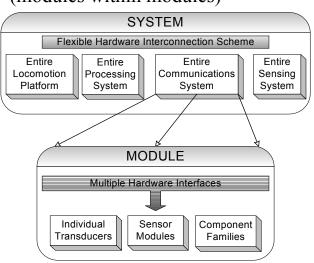
(modularity only at highest level)



Source: L. Navarro-Serment, R. Grabowski, C. Paredis, P. Khosla. Robotics Institute, Carnegie Mellon University, Modularity in Small Distributed Robots

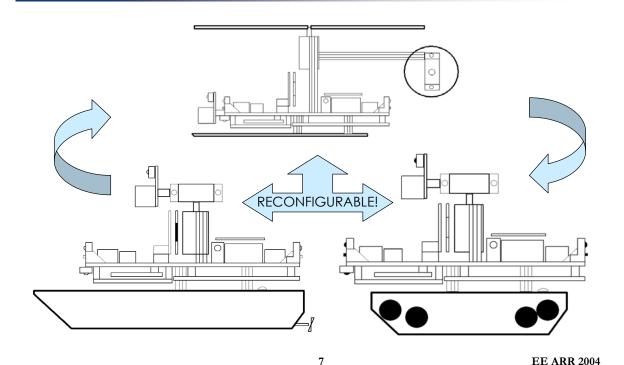
Dynamic Modules

(modules within modules)



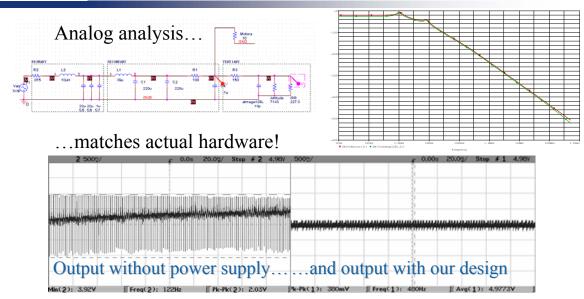
EE ARR 2004

NES Hierarchy of Modularity: The RagoFamily



NESL

State-of-the-Art Design: Power Supply



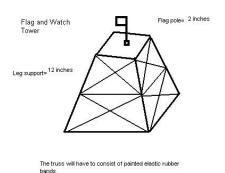
Worst case performance is **only 3.8% fluctuation** to high-current systems and **only 0.9% fluctuation** to sensors, processor, and radio under ½ Amp surge at **94% efficiency!**

EE ARR 2004



Actuated Structures

Shape Memory Alloys (Ni-Ti Alloy) allow electronic control of physical game structures and obstacles



Austenite

Cooling

Load

Digitally
Controlled
Switches

1000

Austenite

Heating

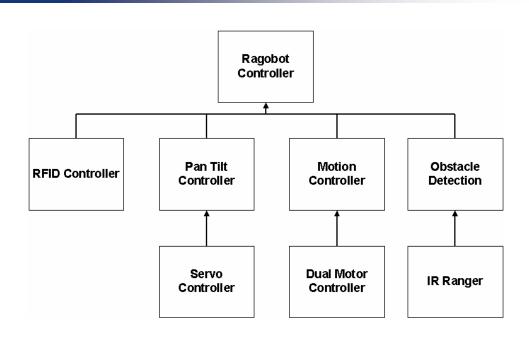
Load

Digitally
Controlled
Switches

EE ARR 2004

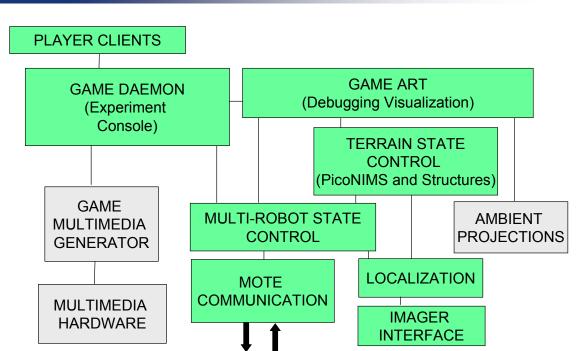
NESL

Software Architecture





Game Server





Ongoing Work

EE ARR 2004

- Remaining hardware components being developed
 - Low noise ultrasound localization
 - Video sensor
 - · Inertial navigation system
 - · Microphone and speaker system
- Robot navigation
 - · Higher level navigation functionality under development
- Robot communication protocol
 - · Between server and robots
 - · Currently based on ID based packet transfer
 - · Among robots
- Multi-robot control primitives
 - · Collaborative team operation