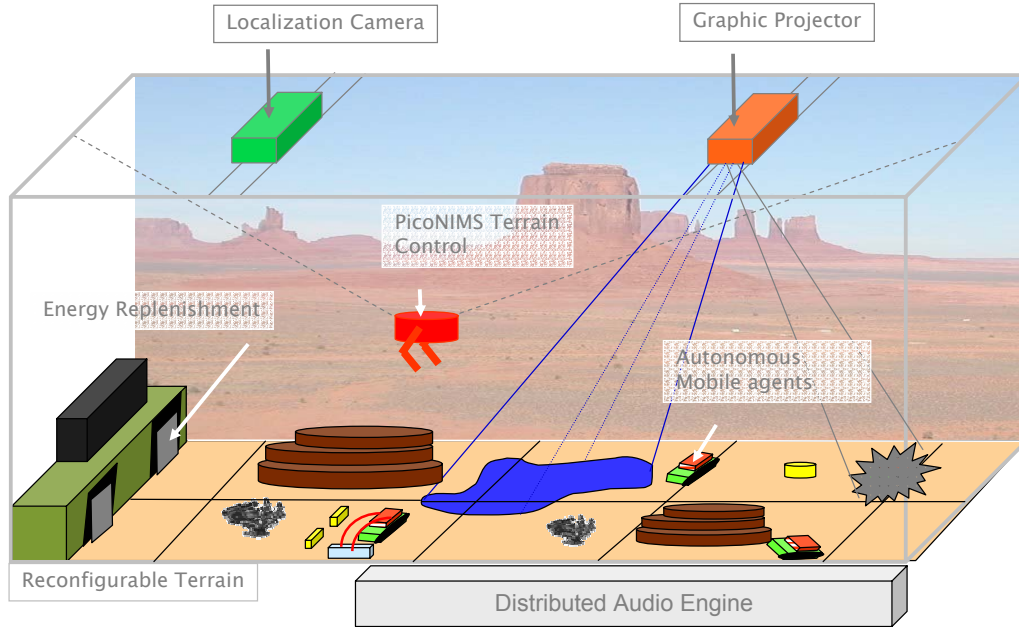


## RagoWorld: The Next Generation in ReMote Gaming

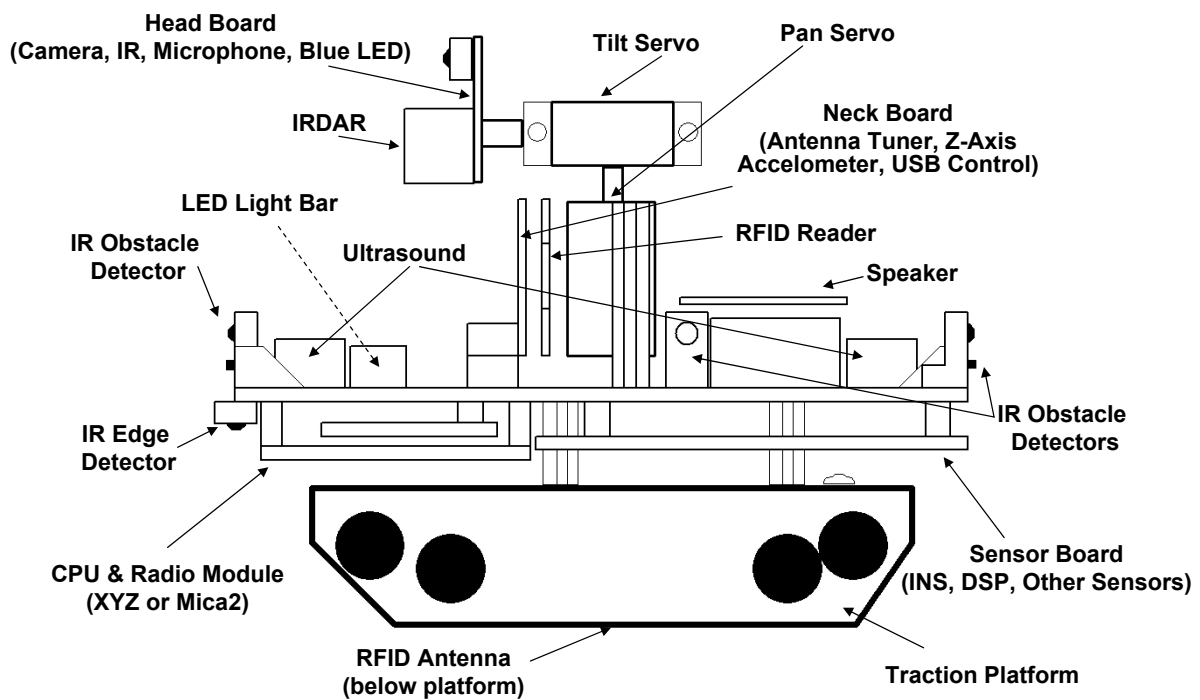
Jonathan Friedman, David Lee, Advait Dixit,  
Parixit Aghera, Aman Kansal, Sophia Wong,  
William J. Kaiser, Greg J. Pottie, and Mani Srivastava  
<http://nesl.ee.ucla.edu>

- 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



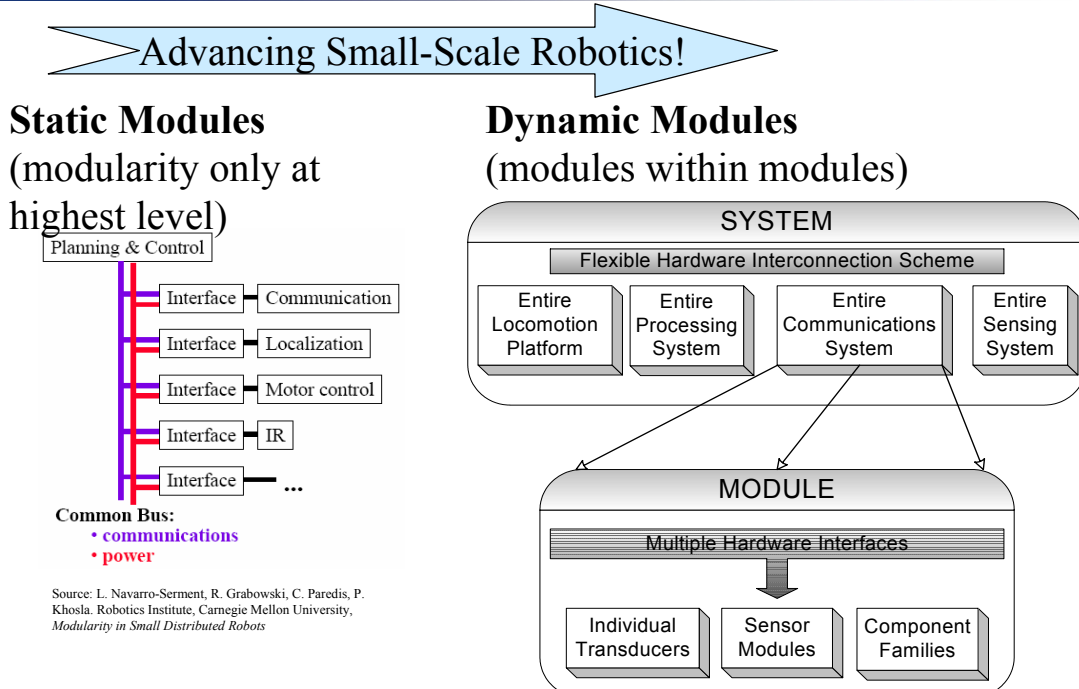
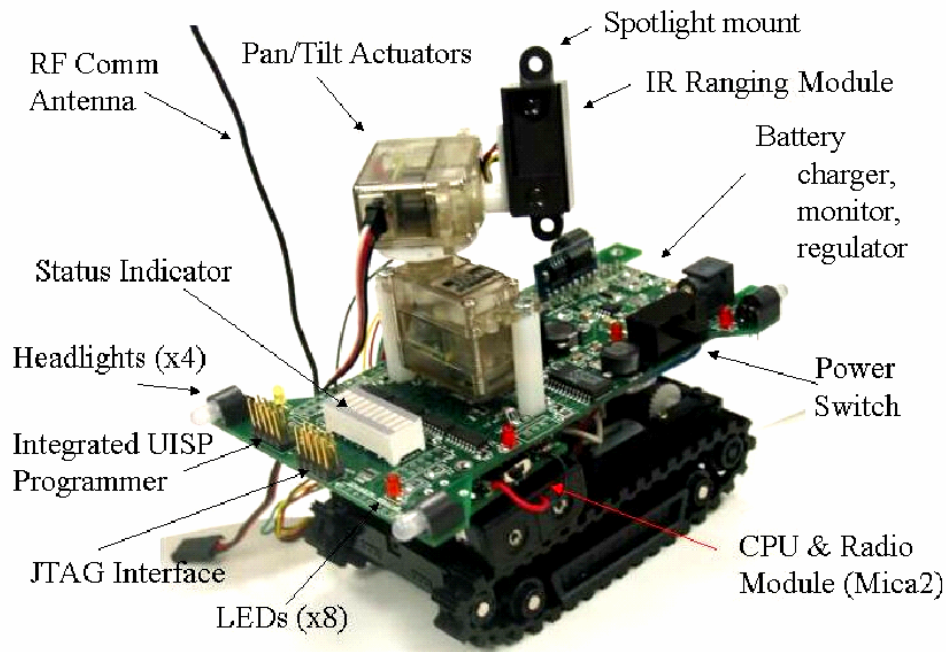
3

EE ARR 2004

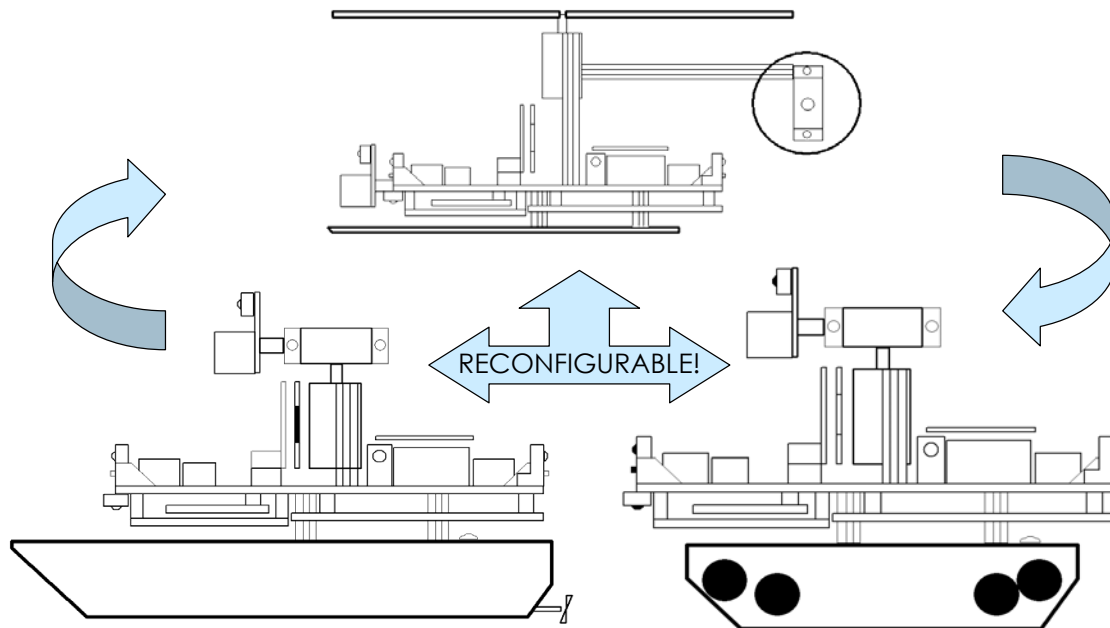


4

EE ARR 2004



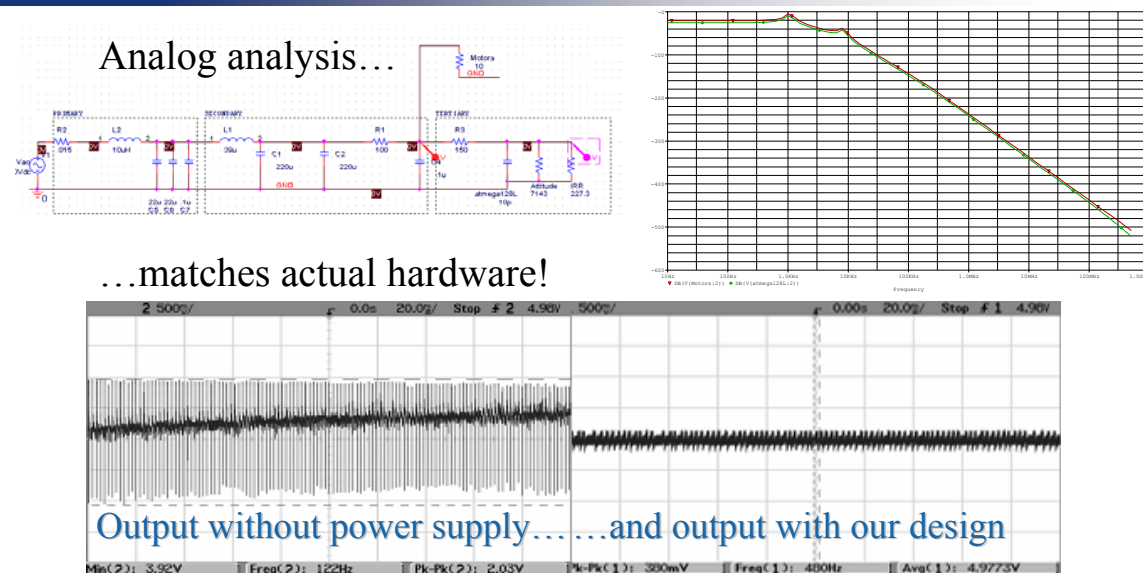
# NESL Hierarchy of Modularity: The RagoFamily



7

EE ARR 2004

# NESL State-of-the-Art Design: Power Supply

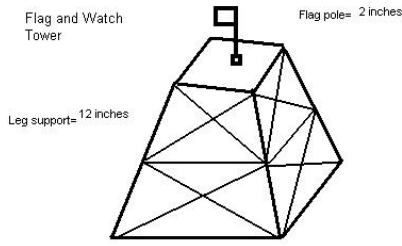


Worst case performance is **only 3.8% fluctuation** to high-current systems and **only 0.9% fluctuation** to sensors, processor, and radio under ½ Amp surge at **94% efficiency**!

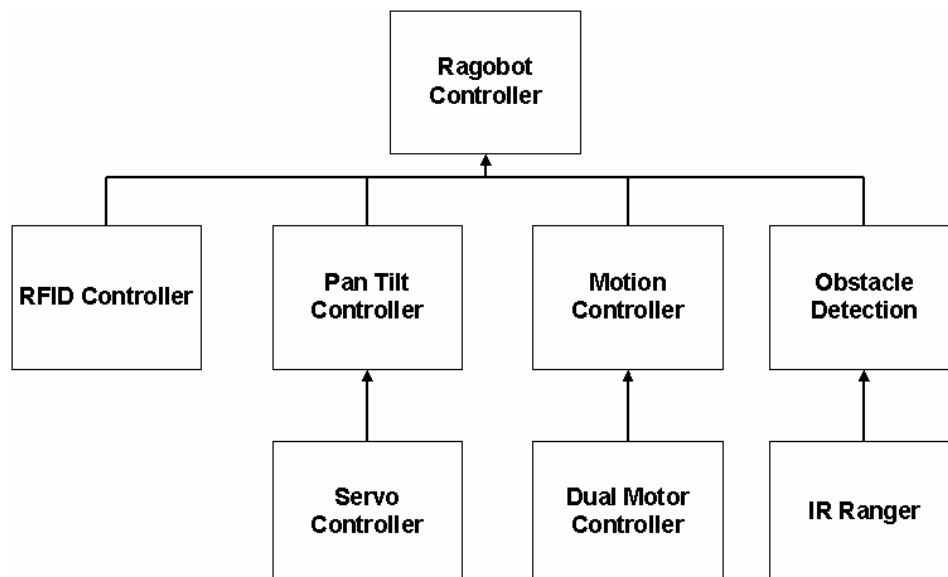
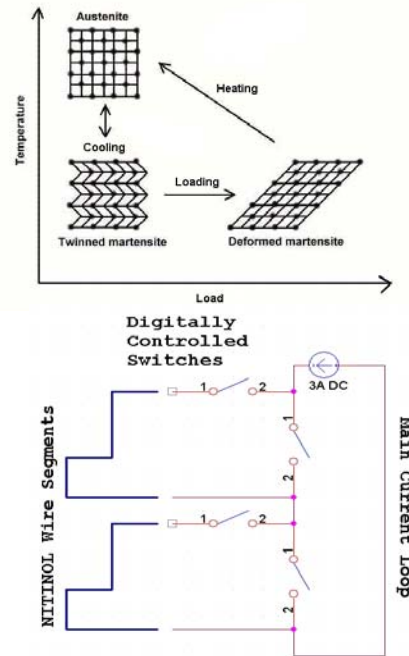
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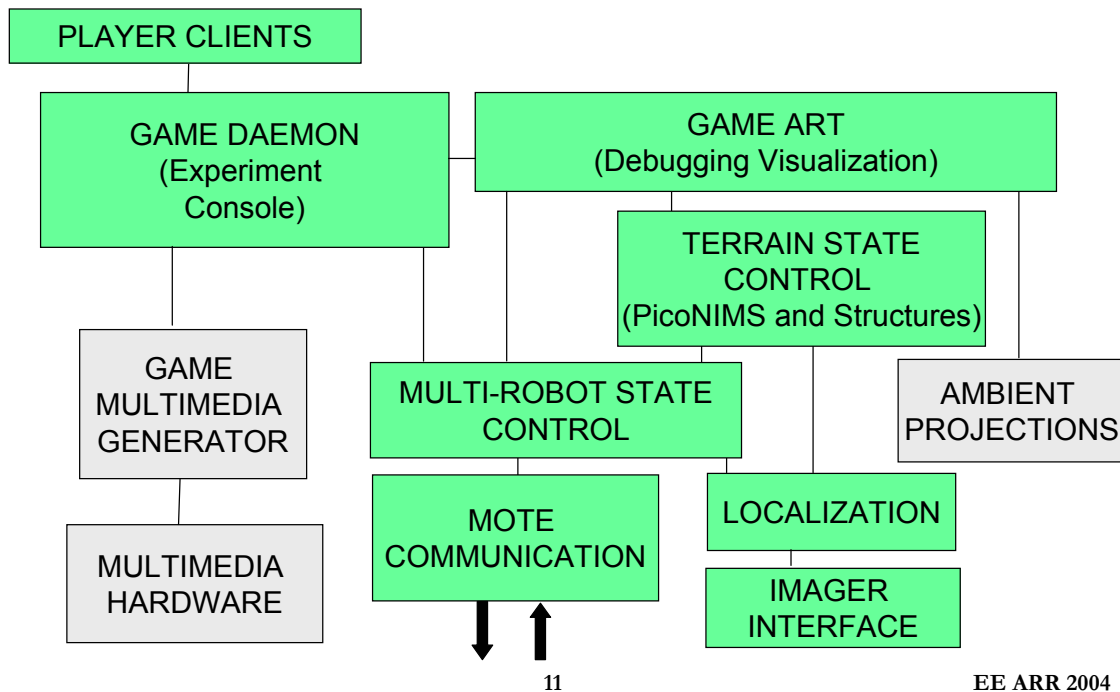
EE ARR 2004

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



The truss will have to consist of painted elastic rubber bands.





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