

# Autonomous Robot Soccer

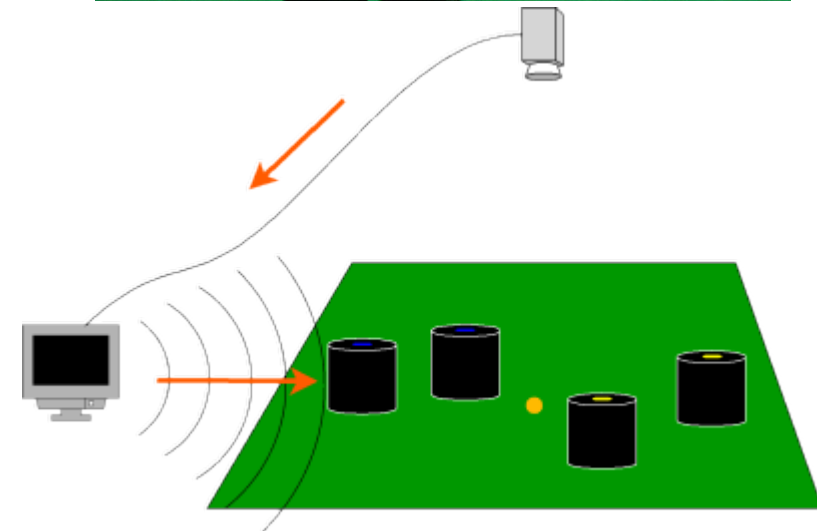
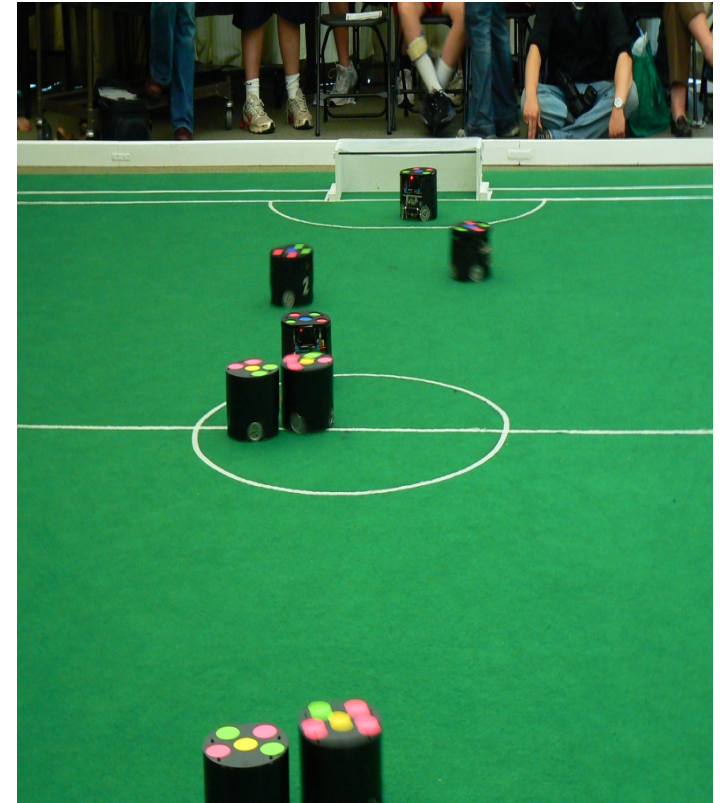
## Planning for Offensive Passing in Robot Soccer

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# Overview of Small Size League (SSL)

- 5-on-5 fully autonomous robot soccer.
- Centralized control system with overhead vision.
- Ball speed much faster than robot speed (10m/s vs 3m/s)



# Problem Description

- The current system uses a hierarchical behavior-based approach to assign roles to individual robots
- There is no strict control of multiple robot interactions, so coordinating passing is very difficult except in trivial cases

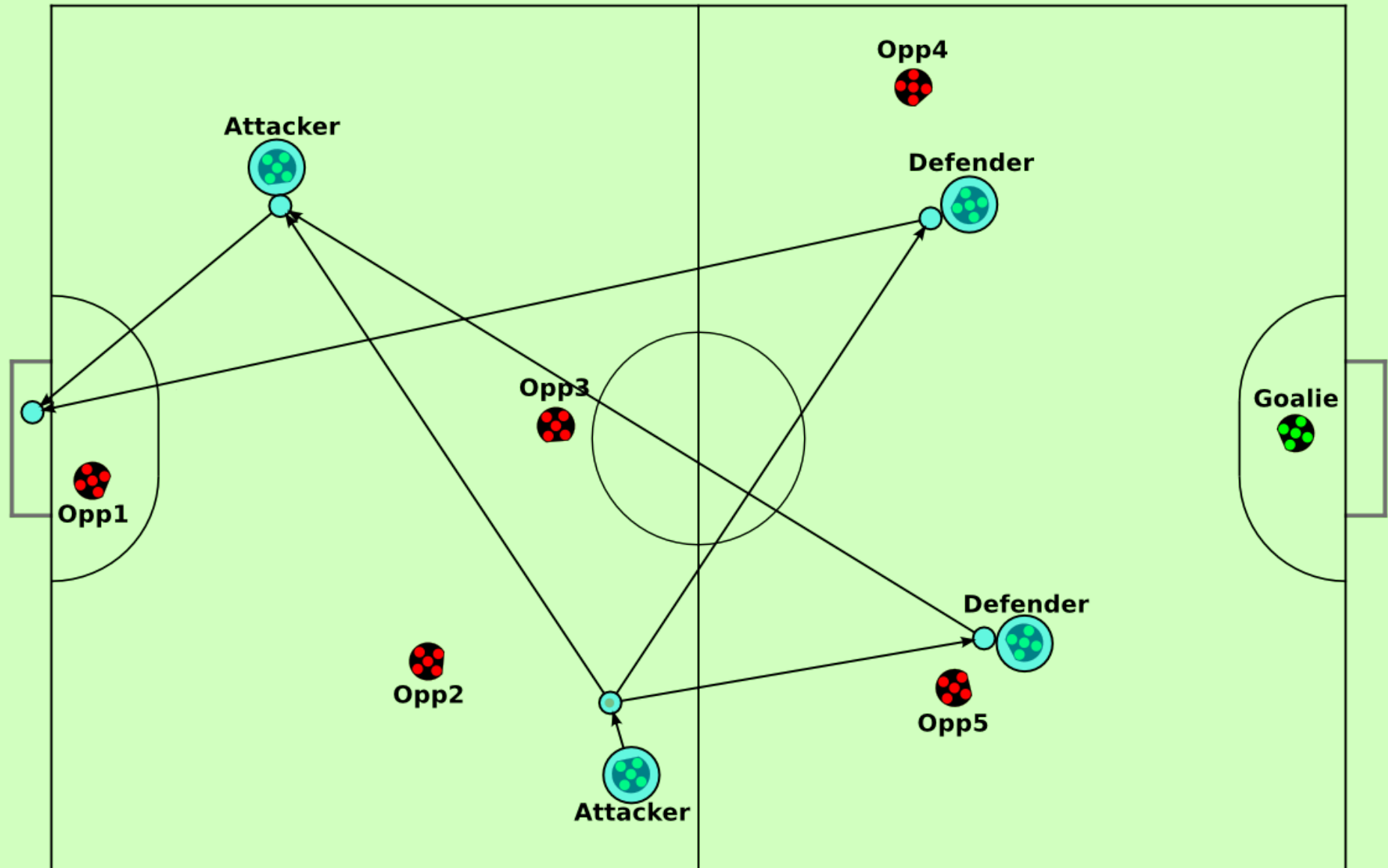
# Our Approach

Four-stage pass planning and execution:

- Create graph structure of potential passes.
- Select a subset of the passes that are “best”.
- Perform nonlinear optimization on the pass plan to improve robot positioning.
- Execute the plan using a variety of low-level controllers

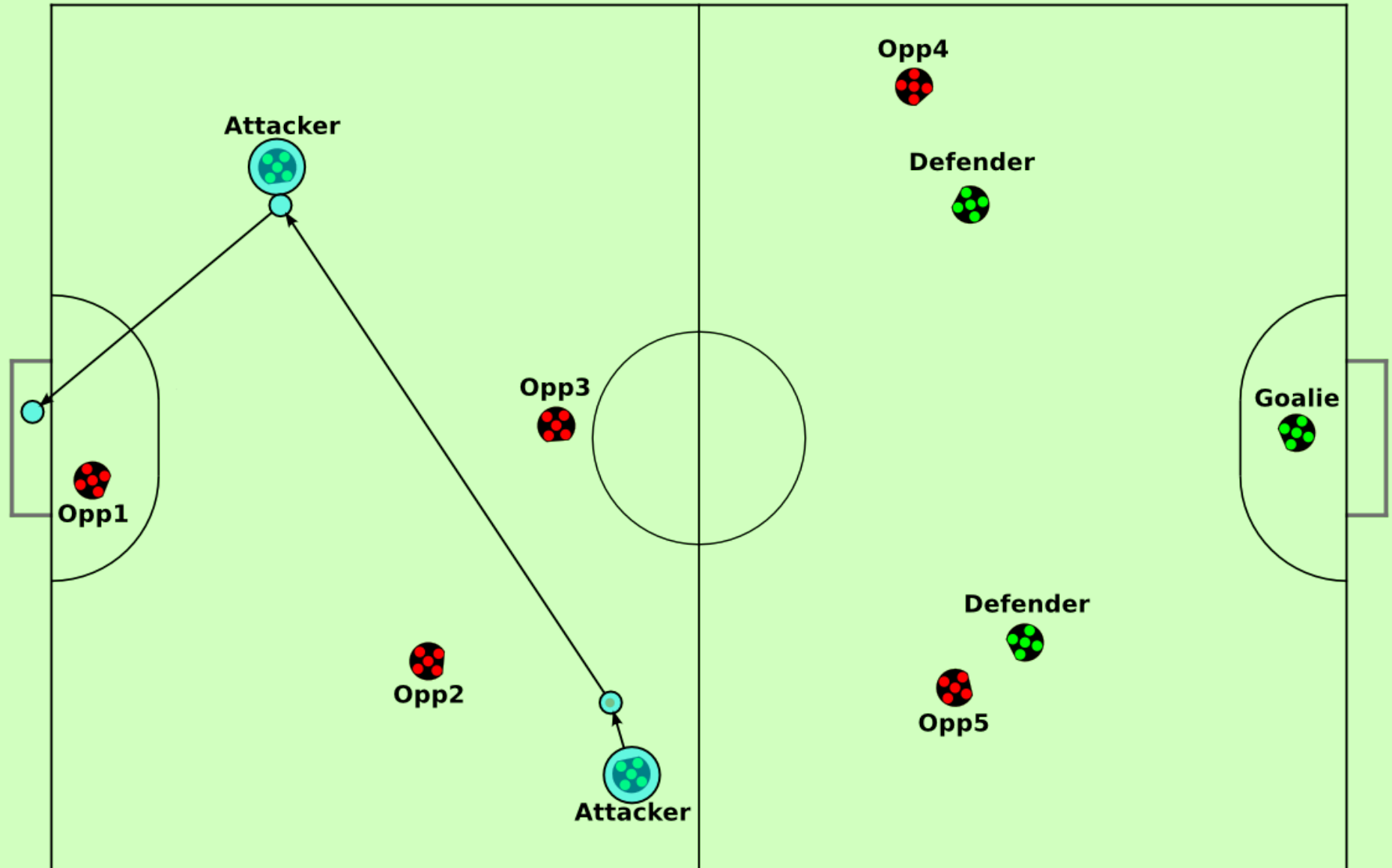
# Step 1: Potential passes

Examples of feasible solutions:



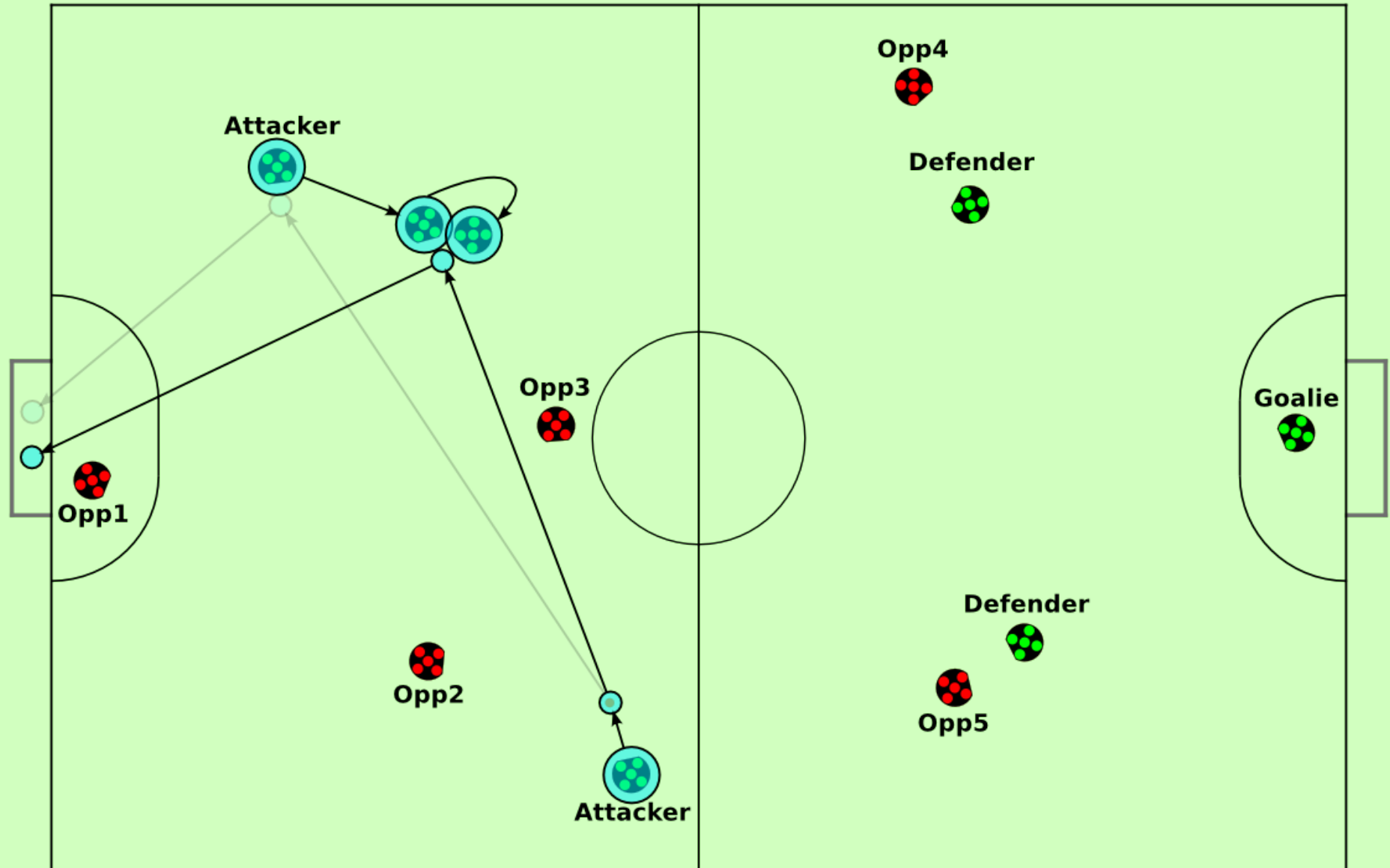
# Step 2: Feasible Subset

This pass would considered “good”:



# Step 3: Optimization

## Adjust position of the receiver to improve speed

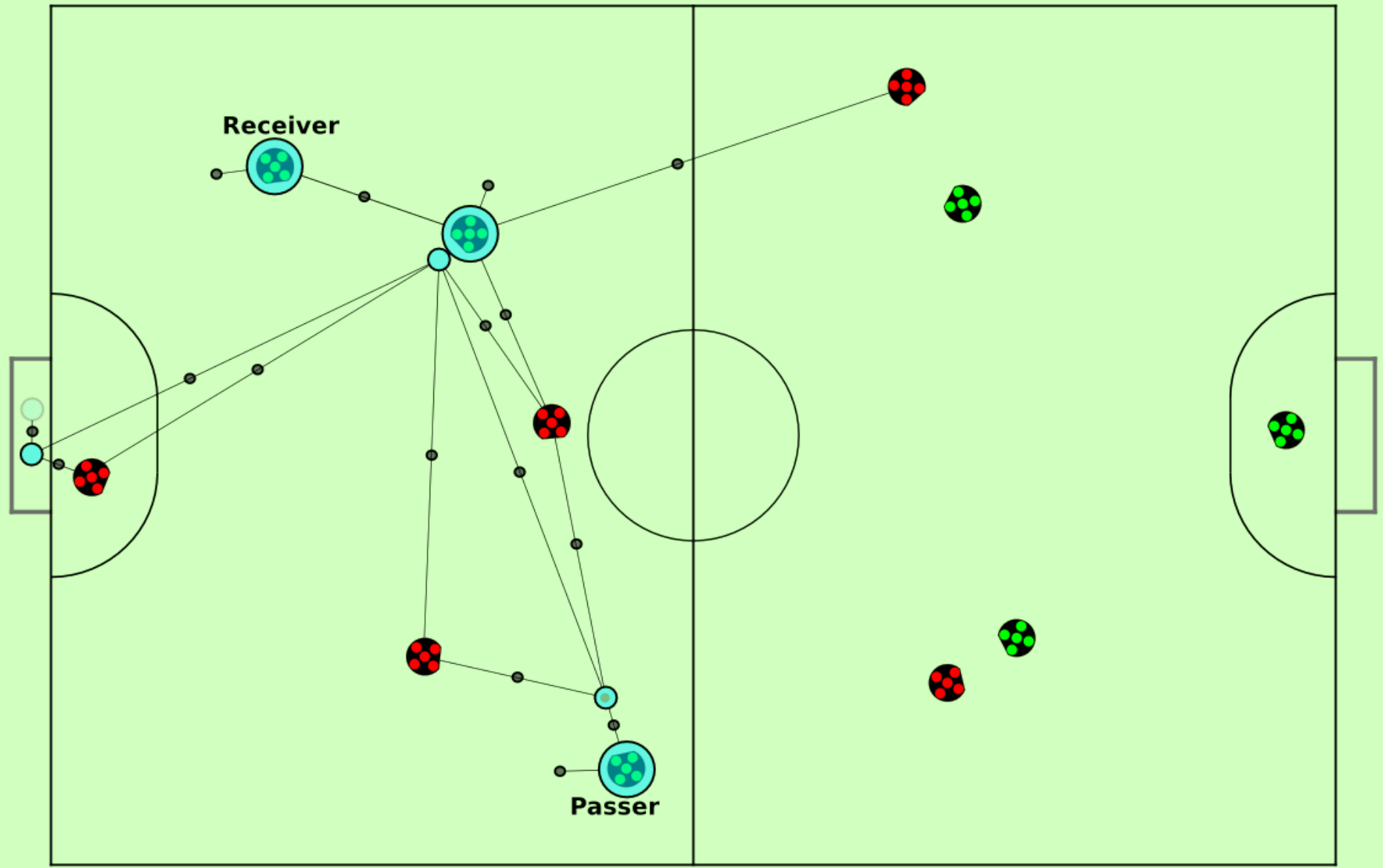


# Optimization Method

- We perform nonlinear constrained simultaneous multi-variable optimization
- We construct a cost function to minimize using a graphical model to relate variables
- The system can then optimize the cost function for better robot positions using Sequential Quadratic Programming
- These tools are usually used for Simultaneous Localization and Mapping



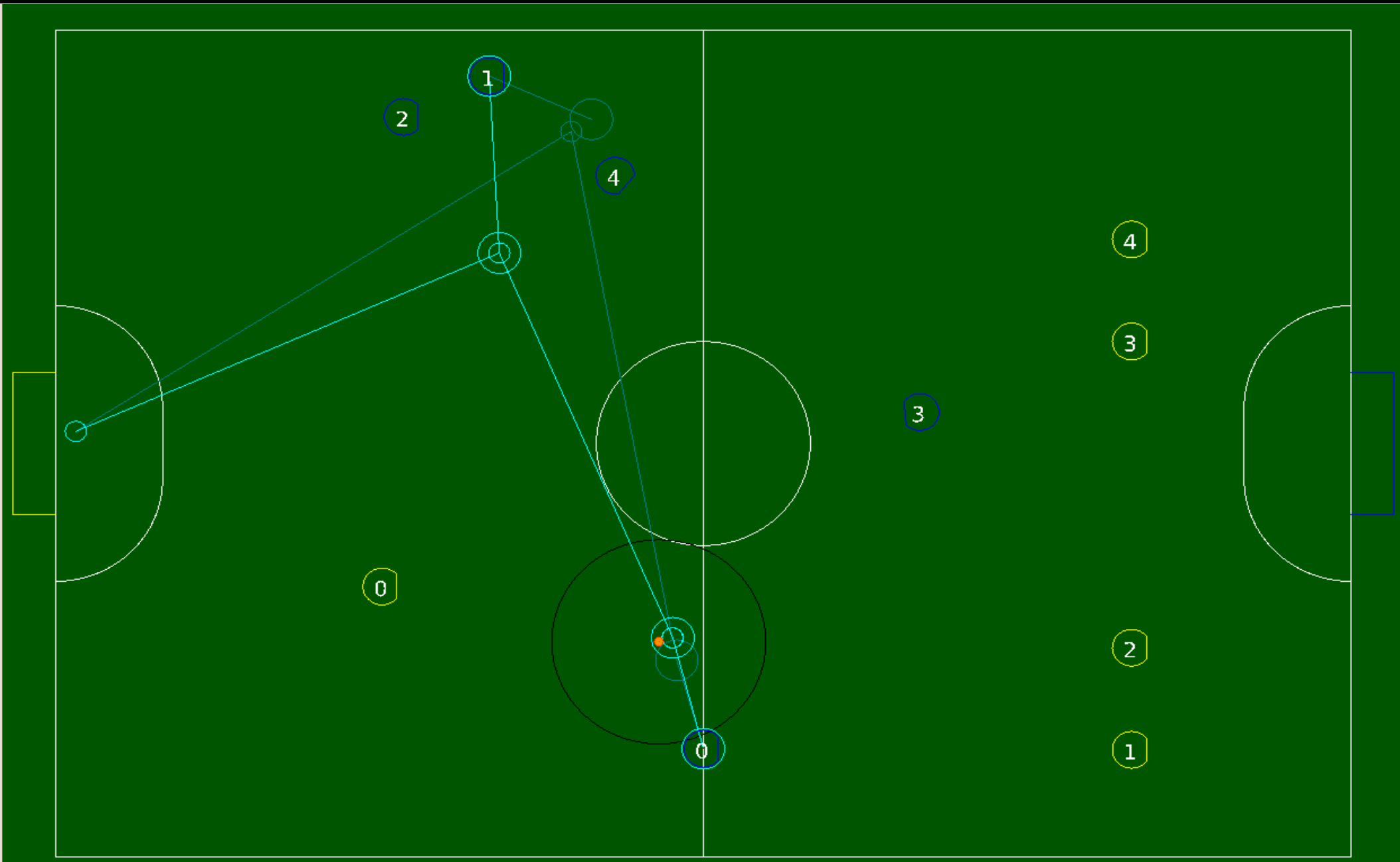
# Optimization Factor Graph



# Low-Level Control

- To execute actions, we reuse low-level behaviors and motion controllers
  - Movement: Executed using an RRT-based controller, with manual path and velocity control available
  - Kicking: Uses a mix of commands to aim and shoot the ball when ready
- These controllers have been tuned to provide effective control using more detailed motion models

# Results



# Results

Video of execution of pass with static opponent.

# Results

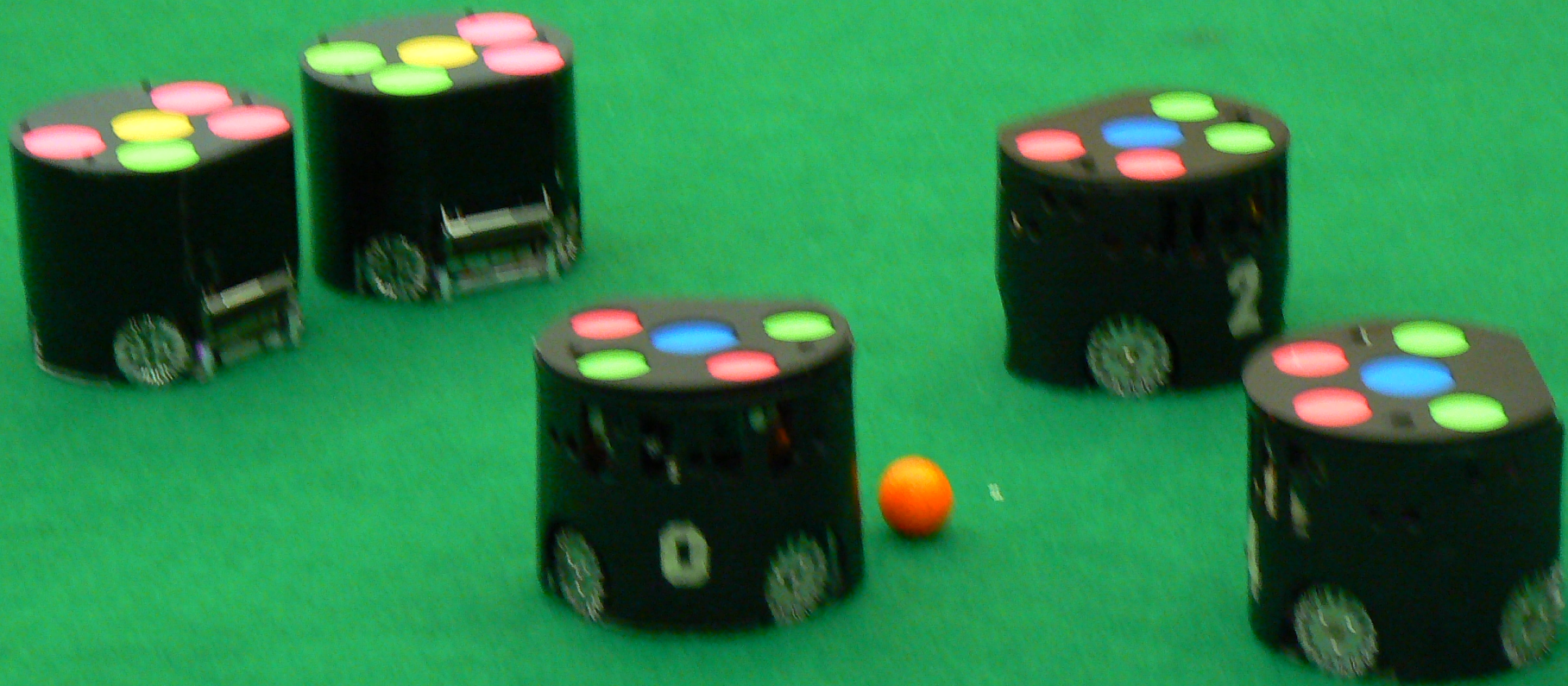
Video of optimized execution with an active opponent.

# Conclusions and Future Work

- The multi-stage planner allows evaluation of plans we would not have been able to find otherwise
- While the current optimization approach uses a simpler cost function, the system is very scalable
- We need to improve the interactions between the low-level control and the planner outputs



# Questions?



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