Constrained Path Planning for Energy Efficiency in Mobile Robots

Renan G. Maidana renan.maidana@acad.pucrs.br

Introduction

- Embedded processors and Systems-on-Chip (SoCs) have gained attention in mobile robotics
 - Reduced size and weight
 - High performance-per-watt

Many state-of-the-art solutions require significant computing power

 As embedded processors become more powerful, their energy requirements grow as well

Introduction

- We propose the use of constrained planning to implement energy-efficient path planning in an embedded mobile ground robot
 - Turtlebot 2
 - Jetson TX2 embedded computer

 The goal is to find the path which simultaneously minimizes travel distance and increases battery life

Introduction

- The implemented method will be compared to a conventional path planning method for mobile robots (i.e., D* search), in terms of:
 - Reliability (how often the robot reaches its goal);
 - Battery power consumption;

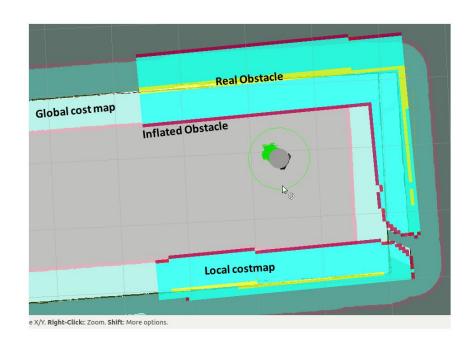
While energy efficiency is normally a bonus of optimal planning, some works
 consider this as a key aspect of the path planning problem [1-5]

- The method chosen to implement energy-efficient path planning is constrained heuristic search, applied to the domain of automated planning
 - Combines constraint satisfaction with heuristic search

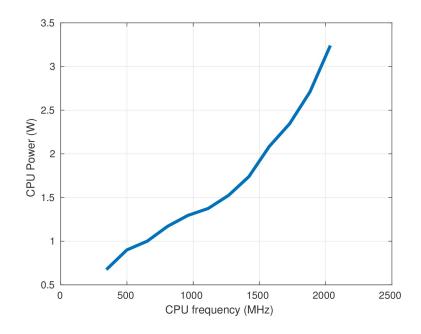
 Considering energy restrictions in mobile robots on top of distance-based heuristics naturally fits the definition of constrained heuristic search

 The idea is to adapt a path planning method for mobile robots (e.g., D*, A*), to include an additional energy constraint

 In conventional methods, a "costmap" is computed offline for each position in a known map, based on the distance to obstacles



- Let us assume that the robot can adopt different levels of responsiveness depending on its CPU frequency
 - Faster frequencies decrease the robot's response time
 - When near an obstacle, the response time must be low to avoid collisions
 - CPU frequency has a direct influence on the processor's power draw



 Thus, we can compute an "energymap" offline, mapping the CPU frequencies based on the distance to obstacles

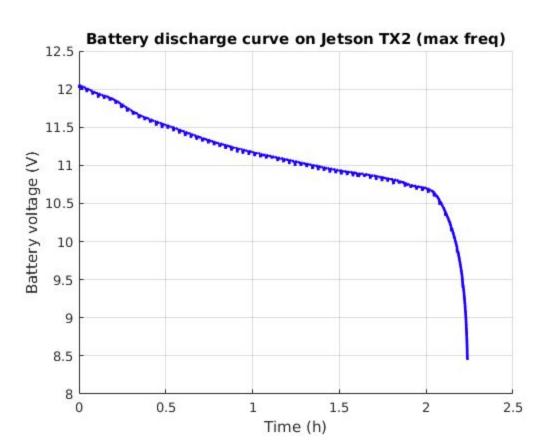
- This energy map will be considered alongside the costmap when performing heuristic search
 - The optimal path will simultaneously minimize energy draw and travel distance between initial and goal positions

- To evaluate the solution, it will be implemented in a Jetson TX2 embedded system, to run on a Turtlebot 2 mobile base
 - The Jetson TX2 has internal power sensors;

Its power draw due to computation is the most expressive when compared with similar embedded systems;

	Max. overall power (W)	Max. power due to computation (W)	Percent of power due to computation
Jetson TX2	9.50	6.96	73.32 %
ODroid xu4	11.52	7.15	62.07 %
Jetson TK1	4.19	2.04	48.69 %
Raspberry Pi 3	4.79	2.20	46.41 %

- The Jetson's battery level will be monitored as the robot performs autonomous navigation
 - The expected result is an increase in battery life, compared to conventional path planning methods



Project Management

The main tasks in this project are:

- 1. **Define** the constrained planning problem for the domain of energy-efficient path planning;
- Implement and validate the proposed solution;
- 3. **Integrate** the solution with the Turtlebot 2;
- Measure the battery discharge curves for the proposed solution and for a conventional path planner;
- Compare the results and write a report;

Project Management

Table 2: Tentative time schedule for completing the project's tasks

Task Week	1	2	3	4	5
1					
2					
3					
4					
5					

Week 1 starts on October 11 and week 5 ends on November 15

Conclusion

- We have proposed the implementation of an energy-efficient path
 planning solution to mobile robots, based on constrained heuristic search
 - Considers the relationship between power draw and CPU frequency as a constraint in heuristic search
 - Optimal path minimizes both travel distance and energy consumption

 The expected result is an increase in battery life when using our energy-aware path planning method, compared to common heuristic search algorithms (e.g., D*)

References

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