

CARNEGIE MELLON UNIVERSITY

ROBOTICS CAPSTONE PROJECT

Requirement Specifications and Analysis

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1 Executive Summary

This report provides a requirements specification for our robotics capstone project. Through this document we aim to sufficiently [specify the requirements for outline\(RH, V2.2\)](#) our project.

1.1 Project Overview

The goal of this project is to build a multi-agent system that collaboratively and efficiently recreates inputted images at variable scale. This system can be used for either reproducing works of art on a larger scale for aesthetic purposes or for marking elements of infrastructure. By using a team of robots that work together, as opposed to a single robotic system, we hope to gain greater efficiency as well as explore various coordination schemes.

1.2 Document Outline

Following this executive summary, we begin by outline the purpose of our project, including its goals (Sec. 2.1) and motivation (Sec. 2.3). We detail both our intended scope in this project (Sec. 2.4) and assumptions we make about our environment and operation (Sec. 2.5).

We then identify scenarios where our system could be deployed (Sec. 3). From these scenarios we can describe the various use cases of our system (Sec. 4).

This various scenarios informed the requirements of our system(Sec. 5). We begin by identifying our functional requirements (Sec. 5.1), which define the functionality of our system. Next we detail our non-functional requirements (Sec. ??), which provide us with testable performance benchmarks.

2 Project Description

We plan to build a multi-agent autonomous robotic drawing system. Our goals, motivation, [definitions,\(RH, V2\)](#) scope and assumptions are provided below.

2.1 Product Goal

The goal of our project is to use robotics to bring people's ideas [\[remark=RH, V2.1\]](#)on paper into a reality. We aim to build a system that takes an image as input and reproduces that image on some surfaces, such as ground, poster, or pavement. This direct interaction with the physical world drives much of our design, as well as the need to use a dispensable writing tool, such as chalk or marker.

By using multiple robots, we hope to efficiently decompose a possibly large task into smaller, independent pieces which could be completed in parallel. In doing so we can also explore various coordination and scheduling strategies that naturally arise in a multi-robot scenario.

2.2 Definitions

System. The system includes all robots, user interface and any accessories, such as localization markers.

Robot. A single robot agent within the system. (RH, V2)

2.3 Motivation

Traditionally robots have been pitched as excelling in the three D's: dull, dirty and dangerous. Our project primarily focuses on automating a dull task. The United States has nearly 47,000 miles of interstate highway and more than 5,000 airports with paved runways [1]. Each of these pieces of infrastructure is delineated and marked with drawn lines, which, when worn, must be repainted. These tasks are time consuming, expensive and, in many occasions, dirty, for example painting bicycle lanes would cost on average 133,170 dollars per mile [2].

By enabling robotic automation in painting these lines, we can improve the quality of our infrastructure while saving time and money in the long term. We can expand past transportation infrastructure to sporting arenas. Sports such as baseball, football or American football have fields with markings that must be regularly maintained to insure fair game play.

While this robot can serve a very functional purpose, it is not without its playful side. The robot can potentially be used as a children's toy for bringing the imagination of drawings to life.

While a fully operational system would ideally be able to cover all of the above motivational examples, we do not expect our system to. We discuss the expected scope of our project in Sec. 2.4(RH, V2).

2.4 Product Scope

While our **robotie**(RH, V2) system has a great deal of potential, we want to **ensure****insure**(RH, V2.1) that we can reasonably achieve testable goals. Therefore, in this section we will discuss robotic function and scenarios which are out of scope of this project.

We describe as system has being a multi-agent system. Based on our task, the number of robots in the system could scale up **infinitely****immeasurably**(RH, V2.1). Due to time, cost and planning constraints, we begin with a multi-agent system of two **homogenous**(RH, V2) robots.

In our motivation and goal, we mention large scale applications such as airport runways and stadiums. However, for ease of testing we intend to primarily target this early version to smaller scale projects, such as drawing a design on a large, indoor poster.

Inherently, there is little that prevents our proposed project from scaling in this dimension aside from increasing the durability of our system. This level of durability, to functional well outdoors, is considering out of scope at this point.

In describing the functionality of our robot, we have purposefully not specified the exact type of writing implement. There are many possible tools including by not limited to chalk, **spray paint**,**(RH, V2)** marker, liquid chalk, etc. While we hope to explore several of these options, we do not anticipate being able to explore all options equally.

Delving further into writing implements there are also many smaller, interesting sub-points that we do not believe we will be able to build, such as drawing with multiple colors simultaneously or accounting for a large variety of sized writing tools.

2.5 Assumptions

In designing and parameterizing the needs of our system we will make the following assumptions about our environment and operation:

- A1: We assume that our drawing surface is free of any obstacles.(RH, V2)
- A2: We assume that our system functions indoors, thus removing the need to handle various weather conditions.(RH, V2)
- A3: We assume that the robots are working on flat, homogenous surface. This disqualifies uneven or muddy ground, which is considered out of scope (Sec. 2.4).
- A4: We assume that the writing implement being used by each robot in the system can be loaded into the robot manually by a human. Thus we do not expect our robots to auto-load writing tools.
- A5: We assume that the writing implement can be used by making contact between the tip of the implement and ground, such as a pencil. This assumption removes using writing tools like spray paint. ~~We assume that between the robots and any controlling host we have near perfect, clear communication. Therefore we will not account for scenarios with excessive noise that would compromise robot communication.~~(RH, V2)

3 Scenarios

RH: Need to rework this as our scenarios are more like applications.

The robotic drawing system has many use cases, three of which are detailed below. These scenarios then informed the use cases, described in Sec. 4. ~~These are the scenarios that motivate this project and are the scenarios that a fully developed multi-agent autonomous robotic drawing system is expected to achieve. However, for the scope of this class, the focus on the chalk drawing scenario, as detailed in Sec. 3.1, in an indoor environment.~~(YJ, V2)

3.1 Chalk Drawing

Chalk drawings are often used around campuses and different communities for aesthetic purpose, information sharing, and events announcements, as seen in Fig.1. However, these drawings are often limited by size and complexity of the drawing. Therefore, the robotic system will be designed to draw large-scale items on blacktop or asphalt surfaces with chalks.

~~Drawing designs will be loaded to the control hub which will then analyze the images and generate paths for each robot to follow. Each individual robot will receive commands from the control hub and proceed to complete its responsible section. If these robots encounter any errors or difficulties during the painting process, they need to notify the control hub to make further decisions. Since~~



Figure 1: Various Examples of outdoor chalk drawing for pure fun or more serious announcements.

~~chalk is the main painting tool in this scenario and these robots may work outdoors, we need to design the robot to be ready for drawing on relative wet surfaces and be able to protect chalk from rain or excessive humidity. Chalk becomes shorter as it is used more; a mechanism that is insensible to chalk's length and can ensure chalk tip always be in contact with the ground is needed.(YJ, V2)~~ Since chalk will be the main painting tool in this scenario and these robots may work outdoors, we need to design the system to prepare for situations like drawing on relative wet surfaces and protecting chalk from rain or excessive humidity. We also need to design the system to accommodate the fact that chalk becomes shorter as it is used.

3.2 Infrastructure Lane Drawing

Drawing infrastructure lanes, such as those for parking lots, highways, streets, and airports, can often be dull and expensive [3, 4]. For example, in Fig.2, the massive amount of routing lines that airport runway systems rely on. However, these lines are usually painted via a human operator in a repetitive and time-consuming manner. This leaves an opportunity to improve this process through a robotic system.

~~Digital or physical engineering drawings of the intended lanes will be scanned and loaded into the control hub which then delegates tasks to different robots. Each robot will be in charge of drawing lanes within a bounded area defined by the control hub. When drawing lanes, each robot has to travel at a constant speed and deposit the ink evenly, because the drawn lanes need to be smooth and consistent. Therefore, motor control becomes critical during this process. During the drawing process, if any robot runs out of ink or experiences any sort of accident, it needs to report its status to control hub. The control hub will command it to return home base to change painting tool, call other robot to cover its task or call for human control. When drawing is done, all robots will return to home base automatically. Since completing this scenario requires working outdoors, these robots need to be more robust both in hardware and in software. The mechanical parts need to be weather resistant to a certain extent and the programming scripts need to account for possible situations when working outdoor.(YJ, V2)~~

Since the drawn lanes must be smooth and consistent, motor control becomes critical in this scenario. Completing this scenario requires working outdoors. Therefore, the robotic system needs to be more robust both in hardware and in software. The mechanical parts need to be weather resistant to a certain extent and the programming scripts need to account for unpredictable situations when working outdoor.

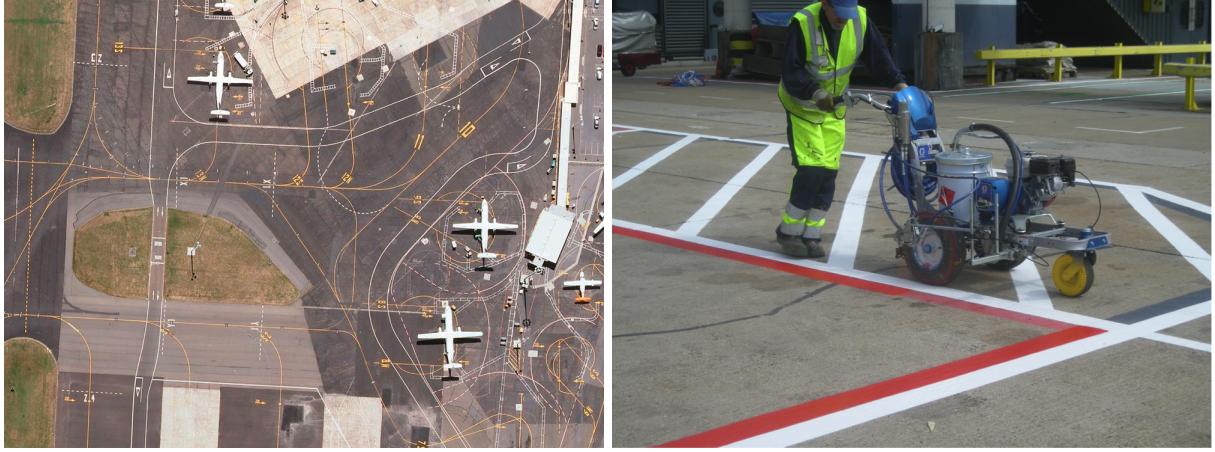


Figure 2: Airports rely on gridlines (left), which are currently painted and repainted by human operators (right).

3.3 Sport Lines

Drawing lanes for sports fields, including soccer fields, football fields, basketball court, etc, could be another scenario for this robotic system. Similar to the infrastructure example, these lines are quite repetitive and must be redrawn often to ensure a quality field. Sports lines are especially motivating as labor can constitute around 95% of their maintenance costs [5] [6], which a robotic drawing system could help reduce.

~~Also similarly to the infrastructure lanes drawing, engineering drawings of the designed lanes will be loaded into the control hub which will assign tasks to each individual robot. These robots will then proceed to painting the lanes with the goals of making lanes smooth and straight. If an error occurs with any robot, such error message will be reported to the control hub. The control hub will then makes decision on calling the robot back or calling for human control. Robots will return to home base automatically when finished painting. When painting certain sports fields, like soccer fields or football fields, these robots need to travel on uneven surfaces, such as grass fields. Therefore, better suspension and drive system will be designed to complete these tasks.(YJ, V2)~~

~~When painting certain sports fields, like soccer fields or football fields, these robots need to travel on uneven surfaces, such as grass. Therefore, better suspension and drive system will be designed to complete these tasks. Similar to the infrastructure lane drawing scenario (Sec. 3.2), the robotic system needs to guarantee the quality of drawing lanes and being weather resistant.(YJ, V2)~~

4 Use Cases

RH: Lots of changes to individual use cases and how we consider them in general.

In detailing the various scenarios that our system might encounter, described in Sec. 3, we developed a series of common uses cases that are necessary to the robot's functionality. These use cases are intended to describe the key functions of our robot and are further used to inform the requirements listed in Sec. 5.

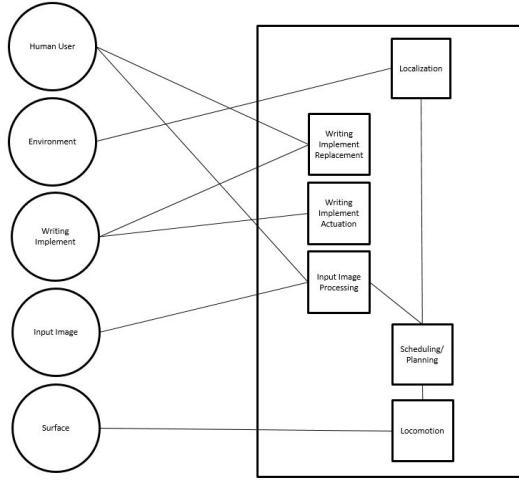


Figure 3: Diagram representing the relationship between use cases and actors in the system

New Image(NJ, V2)

4.1 Reload Writing Implement

Summary: A robot's main consumable, the writing implement, must be reloaded or replaced when empty or when a different implement (with different color or stroke) is desired.

Actors: Writing implement tool(DZ, V2), human

Precondition: No writing tool in the system or the one that is currently loaded is no longer needed for the task.

Post-condition: System has desired writing tool loaded.

Alternative: If the robot is unable to load the implement then the system should report improper loading results to the user. Additionally, other robot agents should be told that the robot to be reloaded is broken, and therefore cannot draw. Hence, in order to complete the picture the other robots must re-plan accordingly.

Description: When the robot is working on a large or intricate drawing that requires a large amount of consumable writing material, the robot may not be able to carry enough material to complete its allocation of the drawing. Additionally, some drawings may involve a variety of colors, strokes, or other properties that necessitate the use of different writing materials. Thus, the robot must be able to replace its writing implement with human assistance. The robot must be able to recognize reloading failures and alert the human operator of their occurrences. If the failure is not corrected, The robot must communicate its inability to perform to other robots in the system so they can re-plan drawing paths accordingly.

4.2 Process Input Image

Summary: The system must take in a human-provided image and interpret what the robot system is required to draw.

Actors: Image, Human

Precondition: No existing image being actively drawn by the robot system.

Post-condition: The image is processed and ready for work distribution between robots.

Alternative: If this step fails the robotic system should report an image processing failure.

Description: The system's task will be input using a human-produced image following specific guidelines. From the image, the system can determine where to place markings in the real world, and how the work should be distributed amongst the robot workers.

4.3 Localization

Summary: The robot must be able to determine where it is in the world.

Actors: Environment

Precondition: If the robot needs to localize, then there must be a large amount of uncertainty about current location and orientation of the robot.

Post-condition: Following localization we hope to have minimal uncertainty about the current location and orientation of the robot.

Alternative: If the robot cannot localize then this should be reported to human operator and the other robots should be alerted of the robot's inability to localize and orient itself. Additionally, any robot that cannot localize can potentially draw incorrectly or collide with another component of the system. Thus any robot that fails to localize should halt all movement.

Description: In order to create an accurate reproduction of the input image, the robot know how its location maps to a location on the input image. If it is unable to do so, it cannot continue drawing and must alert other robots to the fact so that they can re-plan and reschedule the workload.

4.4 Scheduling and Robot Planning/Coordination

Summary: The robot workers must determine an efficient allocation of the work.

Actors: Robots, Input image

Precondition: No plan or schedule currently exists.

Post-condition: Each robot has an allocation of work and a planned path.

Alternative: If we fail the plan, the human user is alerted and the operation is aborted.

Description: The work required must be determined from the input image, and analyzed to determine an efficient allocation of work, as well as a path schedule for each of the robots. Additionally, robots must communicate work completed and failure states to each other in case re-planning is required.

4.5 Move Robot

Summary: The robot moves across flat terrain.

Actors: Ground

Precondition: Robot is stationary.

Post-condition: Robot is moving as commanded.

Alternative: If the robot is unable to move, the the human user is alerted and work is redistributed between remaining robots.

Summary: The robot moves across the writing surface, using its writing implement when required.

4.6 Use Writing Implement

Summary: The robot creates a mark on the writing surface.

Actors: Writing surface, Writing implement

Precondition: The robot has a plan to draw a mark, but that mark has not currently been drawn yet.

Post-condition: The robot's planned mark is drawn on the writing surface.

Alternative: If the robot cannot write, the robot alerts user that the writing implement must be replaced (or inserted if one does not exist).

Summary: The robot creates markings on the surface with the given writing implement, and ensures that its movements do not disrupt drawing accuracy.

5 Requirements

We outline our system's requirements, both functional and nonfunctional. A priority number is provided for each requirement. The system requirements are prioritized on a Likert scale from 1 to 7, detailed below. To describe the scale, a 1 is considered a desirable but unnecessary requirement, a 4 is considered a necessary requirement but open to significant changes, and a 7 is considered an uncompromisable requirement for a minimum viable product.

	Lowest (1)	Low	Medium-Low	Neutral (4)	Medium-High	High	Highest (7)
Priority	<input type="checkbox"/>						

5.1 Functional Requirements

References

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