

AN ANALYSIS OF THE FIELD D* ALGORITHM FOR
PATH PLANNING IN THE RETURN AND DELIVERY
JOURNEY OF GROUND BASED COURIER ROBOTS

By
Joshua Daly

Supervisor(s): Mr. Arnold Hensman

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Declaration

I hereby certify that this material, which I now submit for assessment on the programme of study leading to the award of **B.Sc. (Honours) in Computing** in the Institute of Technology Blanchardstown, is entirely my own work except where otherwise stated, and has not been submitted for assessment for an academic purpose at this or any other academic institution other than in partial fulfillment of the requirements of that stated above.

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Author:

Joshua Daly

Abstract

Abstract should be clear, concise, and should cover the entire project in a fraction of the space, consider:

- Keep the word count low around 250 words.
- Avoid an jargon or ambiguous language.
- Do not use abbreviations.
- Do not reference anything.
- Briefly cover the motivation, problem statement, approach, results and conclusions.

Acknowledgements

Remember to thank the following people:

- My family and friends for putting up with me during the course of this project.
- Arnold Hensman for providing supervision and leading me into robotics.
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Abbreviations

DARPA	Defence Advanced Research Project Agency
SLAM	Simultaneous Localisation and Mapping

Chapter 1

Core Implementation

1.1 Building the Project

Section discusses the steps required to get the project up and running from raw source code, including getting the source, compiling C code, and running it from Python3. Basically a how to guide.

1.1.1 Obtaining the Source

The latest version of the project's source code can be checked out via *git* using:

```
git clone https://github.com/swordmaster2k/botnav.git
```

Or downloaded as a ZIP file from `https://github.com/swordmaster2k/botnav`.

Alternatively the most update to date version at the time of printing is available on CD is located at the front of this thesis.

1.1.2 Compiling the Cython Modules

State that since C code is target dependent it is necessary that the compilation be explained since it can be built for x86, x64, ARM, SPARC, PowerPC, etc. Build tool that will be used is Make. Talk about the Makefile contents.

1.1.3 Running it in Python3

Explain how you go about running the project once it is compiled, by default it will run a simulation example. Give the command line arguments for running it from a terminal.

1.2 Running Simulations

Talk about how simulations provide an easy means to test the system against predefined use cases, speeds up the testing process, and provides a means for reproducing results. Discuss these points here.

1.2.1 Configuration

Outline the changes that need to be made to the configuration file, basically the simulation flag will need to be set.

1.3 Using a Real Bot

Mention how using a real robot differs by:

- The need for communications.
- Introducing drift wheel slippage etc.
- By proving the practical application of the planner.

1.3.1 Configuration

Outline the changes that need to be made to the configuration file, highlight the fact that communications medium is required USB, Bluetooth, or Wifi. Explain the different variations.

1.4 How the Planner Works

Explain how the planner was implemented in code, the control logic, looping structure, reacting to change, and the conditions for terminating the planner.

1.4.1 Five Simple Steps

Every planner in robotics splits the problem into five simple steps, include them under this section as numbered items. State any recursive operations that take place. Also include a flowchart or diagram in some form.

1.4.2 Abstracting Away from the Algorithm

This section will cover the abstract model that the Algorithm class enforces, every planning algorithm has a common interface which allows them to be interchanged. Explain how this is achieved using abstraction and talk about the advantages.

1.5 Open Field D*

Core of the project very important, state that every implementation of Field D* to date is closed source NASA's code is not available, nor is Carnegie Mellon's. Open Field D* is significant because it bucks this trend making it open to ITB students and others.

1.5.1 Modifying D* Lite

Point out the key differences between D* Lite and Field D* from a coding perspective, nodes to cell corners how this is represented, linear interpolation. Using Georgia Institute of Technologies D* Lite code state the modifications required to get Field D*.

1.5.2 Basic Implementation

Cover basic implementation of Field D*, most importantly state any problems encountered, or variations/optimisations made during the coding stage.