

## Appendix G: Simulation Procedure

Pre-requisite: [mrs\\_env\\_simulator](#), [cfe\\_module](#), [env\\_stats](#), [fyp\\_commands](#)

### Pre-Simulation Set-up

Create a catkin workspace and download the first three packages into the src folder. An additional folder titled *store* can be created for storage of map related files produced in step 6. The \*.sh files can be obtained by pasting the files from *fyp\_commands* into the workspace. See Figure G1 for recommended file structure.

```
catkin_ws
- devel
- build
- src
  - cfe_module
  - env_stats
  - mrs_env_simulator

- store
- *.sh
```

Figure G1: Recommended file structure for workspace

### Simulation Procedure

Step 1: In the catkin\_ws, open up 4 terminals (terminator was used in this case). If not already done, run this command: `chmod +x *.sh`

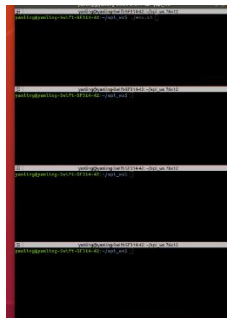
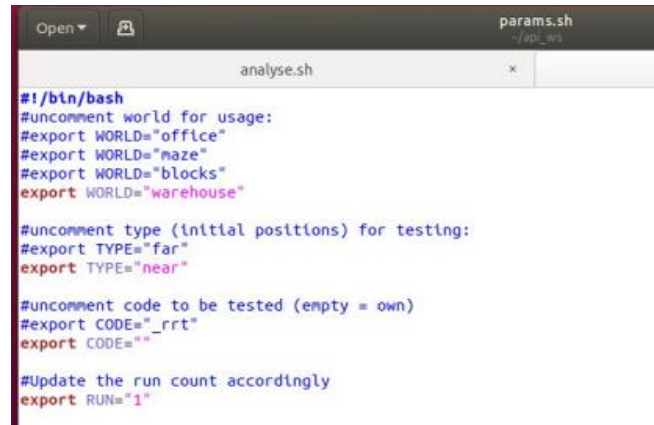


Figure G2: 4 empty terminals created with *terminator* in the catkin\_ws

Step 2: Bring up the params.sh file which contains details about the simulation.



```
#!/bin/bash
#uncomment world for usage:
#export WORLD="office"
#export WORLD="maze"
#export WORLD="blocks"
export WORLD="warehouse"

#uncomment type (initial positions) for testing:
#export TYPE="far"
export TYPE="near"

#uncomment code to be tested (empty = own)
#export CODE="_rrt"
export CODE=""

#Update the run count accordingly
export RUN="1"
```

Figure G3: params.sh

WORLD refers to one of the four simulation environments.

TYPE refers to the initial configuration.

CODE refers to the algorithm that is being tested.

RUN refers to the simulation count (e.g., 1<sup>st</sup> run, 5<sup>th</sup> run)

Uncomment the lines for usage.

Step 3: In one terminal, run the command: ./env.sh

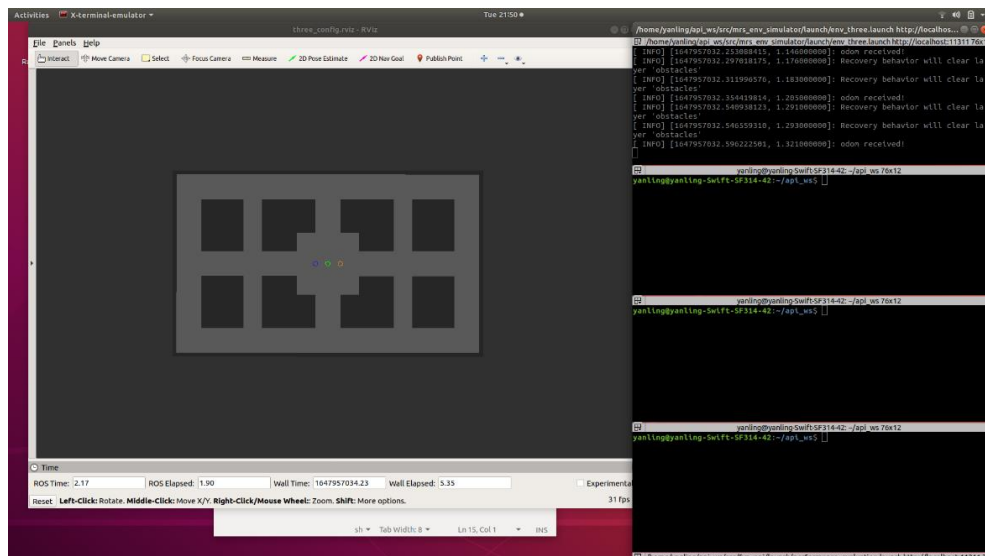


Figure G4: Screenshot of interface after ./env.sh is run.

The environment will be brought up with `./env.sh`. The Gazebo simulation has been suppressed in the `env_three.launch` file (in `mrs_env_simulator`) for speed and can be enabled by changing the `<gui>` tag.

Environment is fully simulated after “odom\_received” appears as the last line.

Step 4: In another terminal, run the command: `./run.sh`

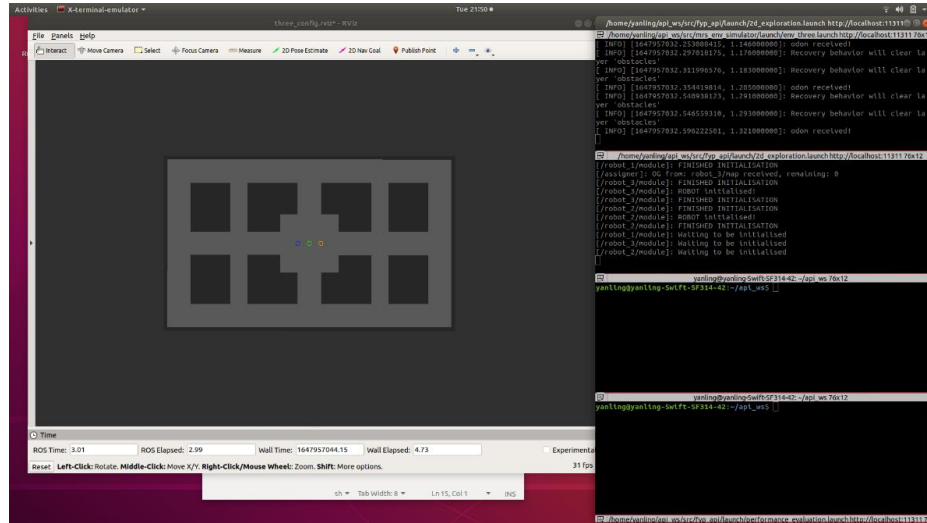


Figure G5: Screenshot of interface after `./run.sh` is run.

This starts the exploration with CFE by launching the necessary nodes in the `cfe_module`. The functionality of CFE is described in Section 4 and is characterised by the nodes which are: the *detector*, the *filter* and the *allocator*. The robots will start moving towards their target points through the `move_base_node`.

Step 5: In another terminal, run this command: `./stats.sh`

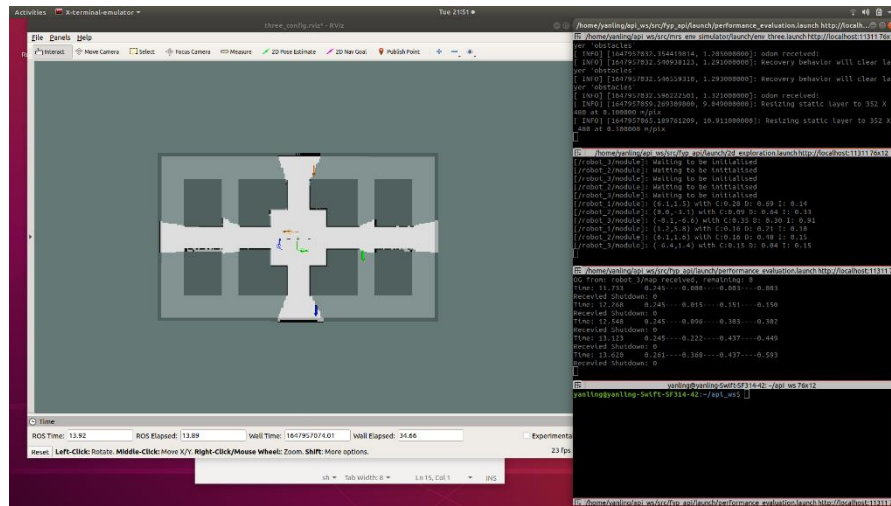


Figure G6: Screenshot after `./stats.sh` is run.

This kickstarts the collection of the different metrics (e.g., position, distance travelled, map completeness) by launching the *evaluator* node in *env\_stats*. The merged map is also produced by the *evaluator* for visualisation of the overall exploration efforts. This merged map is superimposed over the ground truth.

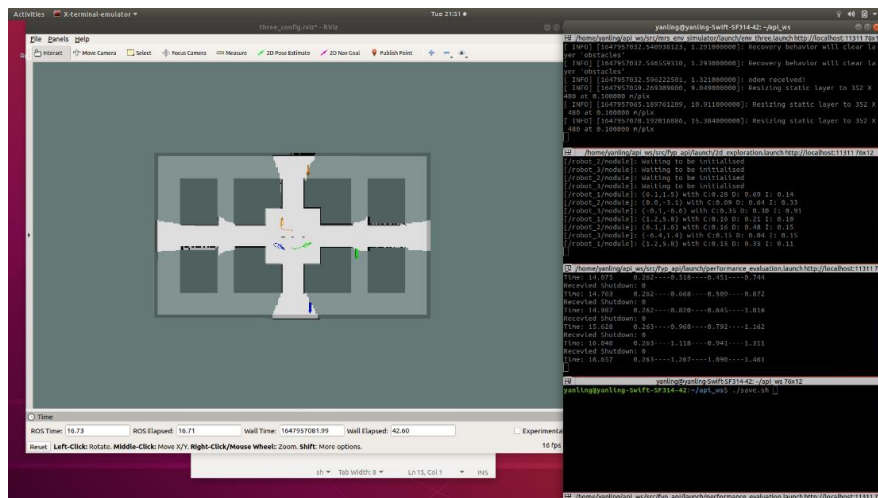
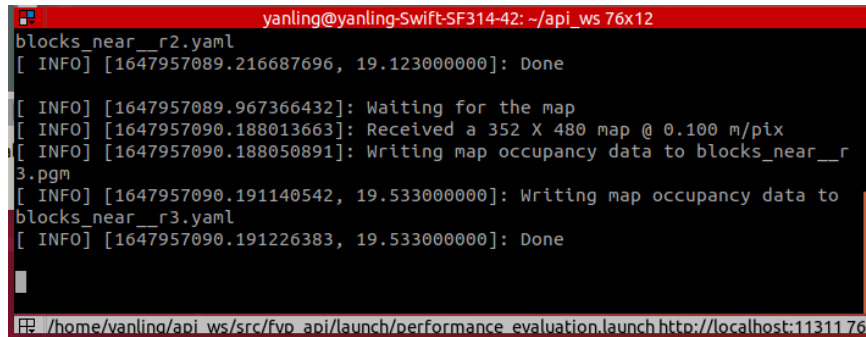


Figure G7: Exploration Run

Step 6: When the exploration is finished (as indicated by the evaluator in the third terminal) or earlier termination is wanted, run this command in the last terminal:

`./save.sh`



```
yanling@yanling-Swift-SF314-42: ~/api_ws 76x12
blocks_near_r2.yaml
[ INFO ] [1647957089.216687696, 19.123000000]: Done
[ INFO ] [1647957089.967366432]: Waiting for the map
[ INFO ] [1647957090.188013663]: Received a 352 X 480 map @ 0.100 m/pix
[ INFO ] [1647957090.188050891]: Writing map occupancy data to blocks_near_r3.pgm
[ INFO ] [1647957090.191140542, 19.533000000]: Writing map occupancy data to blocks_near_r3.yaml
[ INFO ] [1647957090.191226383, 19.533000000]: Done
/home/yanling/api_ws/src/fvp_api/launch/performance_evaluation.launch http://localhost:11311.76
```

Figure G8: Screenshot after `./save.sh` is run shows occupancy grids saved

`./save.sh` runs two processes for data collection.

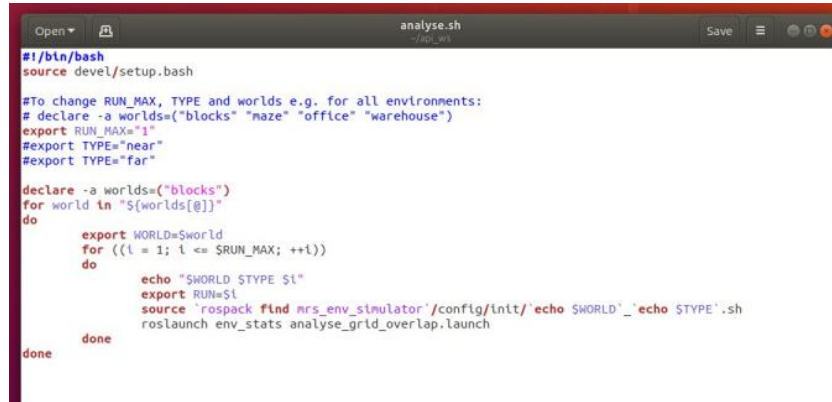
First, it takes a screenshot of the trajectory and saves the individual maps and merged map through *map\_server* package for analysis. The (4) maps are saved as .pgm and .yaml files in the `~/(catkin_ws)/store` directory. Recall that .yaml describes properties of the environment while .pgm contains the layout of the environment. This directory can be altered in the `save.sh` script. The filenames, however, follow this format: `[WORLD]_[TYPE]_[CODE]_[RUN].pgm/.yaml`, where WORLD, TYPE, CODE, and RUN are defined in `params.sh` file. For example, `blocks_near_1_` is the first simulation in the Blocks using CFE.

Second, it sends a terminating condition to the *evaluator* node for output into a .txt file (e.g., `stats.txt`). If the exploration was terminated before completion without `save.sh`, no information will be collected. The .txt file is found in the data folder in the *cfe\_module* package. The name for the .txt file as well as the directory can be edited in the `performance_evaluator.launch` file found in *cfe\_module* package.

## Post Simulation (Performance Analysis)

At this point, the exploration has concluded. The following steps are focused on the analysis of the maps related file (.pgm and .yaml) and the .txt file.

Step 7: To calculate the map overlap, run this command: `./analyse.sh`



```
#!/bin/bash
source devel/setup.bash

#To change RUN_MAX, TYPE and worlds e.g. for all environments:
# declare -a worlds=("blocks" "maze" "office" "warehouse")
export RUN_MAX=10
#export TYPE="near"
#export TYPE="far"

declare -a worlds=("blocks")
for world in "${worlds[@]}"
do
    export WORLD=$world
    for ((i = 1; i <= $RUN_MAX; ++i))
    do
        echo "WORLD $TYPE $i"
        export RUN=$i
        source `rospack find mrs_env_simulator`/config/init/echo $WORLD `echo $TYPE`.sh
        roslaunch env_stats analyse_grid_overlap.launch
    done
done
```

Figure G9: analyse.sh

The standardisation of the filename automates the process of analysis, specifically, the calculation of map overlap. Ensure that the env variables RUN\_MAX, TYPE, and worlds are properly set. The map overlaps will be recorded in a .txt file (e.g., overlaps.txt) in the /config folder of *env\_stats* package. The values are reported in the order of: environment, type, run number, overlap in robot 1's map, robot 2's map robot 3's map, and the merged map as seen in Figure G10.

File	Edit	Format	View	Help						
warehouse		near	1		0.804914	0.707517	0.940915	0.653961		
warehouse		near	3		0.993046	0.437885	0.661241	0.437941		
warehouse		near	4		0.969025	0.538041	0.709495	0.526645		
warehouse		near	5		0.940412	0.820319	0.76814	0.700882		
warehouse		near	6		0.989969	0.424775	0.65015	0.425626		
warehouse		near	8		0.977644	0.555717	0.727401	0.55349		
warehouse		near	9		0.937488	0.614846	0.797949	0.588903		
blocks	near	1			0.777997	0.855776	0.795584	0.658937		
blocks	near	2			0.650533	0.743096	0.791575	0.516198		
blocks	near	3			0.771852	0.66964	0.758639	0.527284		
blocks	near	4			0.796563	0.703134	0.834431	0.601897		

Figure G10: Sample overlaps.txt file

Step 8: To access the .txt file collected by *evaluator* node (stats.txt), navigate to */data* folder in the *cfe\_module* package. The values are reported in the order of: environment, type, run number, exploration time, free areas, occupied areas, explored ratio, r1 dist, r2 dist, r3 dist as seen in Figure G11.

maze	near	8	240.262	292.47	39.48	0.55325	62.2273	52.5246	52.4112
warehouse	near	1	54.019	323.19	18.51	0.9112	11.2435	12.4108	12.9845
warehouse	near	2	39.273	322.83	14.74	0.900187		8.70719	7.98038 7.78342
warehouse	near	3	30.961	322.6	17.19	0.906107		6.80658	6.84841 4.78464
warehouse	near	4	47.808	326.58	15.8	0.913013		11.4099	9.32646 9.96463
warehouse	near	5	62.035	320.08	17.53	0.900293		14.5454	15.1322 13.2536
warehouse	near	6	28.855	324.93	16.46	0.910373		6.29184	6.01165 5.2222
warehouse	near	7	27.033	322.89	15.69	0.90288	5.51677	5.41169	4.61488
warehouse	near	8	52.38	327.3	16.84	0.917707		11.9343	11.4584 10.1464
warehouse	near	9	56.362	319.74	17.94	0.90048	12.3285	11.9167	12.8165

Figure G11: Sample stats.txt file

The values are separated by tabs and can be pasted into excel for analysis.