Contents

System Design Proposal for Humanoid Robot Software

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Background Research: Terms & Rationale

robot, humanoid robot — scope & capabilities in industry tasks.
human-robot interaction (HRI) — interface/feedback and task alignment with operators.
collaborative robot (cobot) — safety, task sharing, and guard conditions.
path planning, A* — efficiency in obstacle grids and performance ceiling.
state machine, safety — predictability, recovery paths, and testable guards.
manipulation / grasping — grasp failure, undo actions, and operator feedback.

System Design Rationale (≈500 words, UK English)

The software implemented in robot/robot_system.py supports navigation, object manipulation, and communication for a warehouse humanoid robot, accessible via python -m robot. It prioritises safety, maintainability, and testability, aligning with SDLC principles (Sommerville, 2015). A composition-based architecture uses a Robot façade to orchestrate Navigation, Manipulator, Communicator, Environment, and MemoryStore, reducing coupling and enabling test-time substitution (stubs/mocks). This avoids inheritance hierarchies that often tighten coupling and blur responsibilities (Derezińska, 2015; Siciliano and Khatib, 2016).

The RobotState enum (OFF, IDLE, MOVING, MANIPULATING, COMMUNICATING, CHARGING, ERROR) encodes explicit transitions with guards. Commands are rejected during CHARGING (except tick for progress), while a low-battery guard triggers auto-docking by planning a path to the charger and switching to CHARGING until 100% state of charge; this behaviour is validated in robot/tests/test_auto_charge.py (Mukherjee et al., 2022). The state machine yields predictable recovery (e.g., tick from ERROR back to IDLE when safe), outperforming ad-hoc flags; the model is reflected in uml/state_diagram.puml (Rumbaugh, Jacobson and Booch, 2005).

Data structures are purpose-driven (Siciliano and Khatib, 2016):

- List — Environment.objects and sensor_readings (dynamic append, O(1)).
- Dictionary — object_index for O(1) ID lookups, trading memory for speed.
- Stack — Manipulator.grasp_history and MemoryStore.breadcrumbs for LIFO undo (O(1)).
- Queue — Navigation.path_queue and CLI.cmd_queue for FIFO processing (O(1)).

Navigation employs A* with a Euclidean heuristic (time complexity O(V log V + E)), chosen over Dijkstra's (no heuristic) for faster convergence and over purely greedy approaches (which sacrifice optimality)

(Russell and Norvig, 2020; Thrun, Burgard and Fox, 2005). Obstacle checks via Environment.is_obstacle() keep the planner decoupled from map representation. Polymorphism is explicit: Navigation depends on a PathPlanner Strategy; AStarPlanner is the default and GreedyPlanner an alternative. Tests inject planners and stubs to demonstrate substitutability without modifying Robot (DIP/OCP). Case-insensitive object lookup improves CLI ergonomics, at negligible overhead, matching HRI expectations (Ackerman, 2023; Mulko, 2023).

Error handling covers low battery, no path, and grasp failure with stable operator messages (e.g., "ERROR: No path to target"), mirrored in activity/sequence diagrams and verified by robot/tests/test_* suites. Determinism is supported by narrow interfaces (is_obstacle, sense) and by isolating randomness in tests through stubs/fixed inputs (Derezińska, 2015; Kang, Lo and Lawall, 2019). Linting and coverage provide continuous feedback on quality.

Critical analysis. A* assumes a mostly static map; in dynamic settings D* Lite re-plans efficiently but increases complexity and test surface (Thrun, Burgard and Fox, 2005). In-memory Lists/Stacks/Queues are lightweight and perfectly adequate for the assignment, but lack persistence and durability guarantees (Sommerville, 2015). The CLI yields determinism and simplicity compared with a ROS-based GUI, at the cost of interactivity and richer visual feedback (Ackerman, 2023). An event-driven supervisor could overlap sensing and motion to reduce latency. For explore-space growth or continuous change, PRM/RRT families become relevant for manipulation, trading optimality for probabilistic completeness (Russell and Norvig, 2020).

For concrete **traceability**, the PlantUML sources live under uml/—uml/class_diagram.puml, uml/activity_navigate.puml, uml/activity_pick.puml, uml/activity_errors.puml, uml/sequence_diagram.puml, and uml/state_diagram.puml—and map 1-to-1 to the entries in the traceability matrix.

In summary, a guarded state machine, compositional boundaries, purposeful data structures, and a polymorphic planning Strategy deliver a system that is safe, testable, and extensible, directly addressing the assessment objectives and reflecting industry practice (Mukherjee et al., 2022; Ackerman, 2023; Russell and Norvig, 2020).

UML Artefacts (with captions)

- **Figure 1 — Class Diagram.** Structure (Robot orchestrates Navigation/Manipulator/Communicator/Environment/Memory) and key attributes/ops; matches `robot_system.py`.
  `assets/img/class_diagram.png`
- **Figure 2 — Activity (Navigate).** Guards for OFF, low battery, no-path/timeout; loop over `nextStep`; maps to `Robot.tick(navigate)`.
  `assets/img/activity_navigate.png`
- **Figure 3 — Activity (Pick).** Sense→find object→plan→pick→undo on failure; maps to `Robot.tick(pick)` and `Manipulator`.
  `assets/img/activity_pick.png`
- **Figure 4 — Activity (Errors).** Low battery, no path, grasp fail; recovery and notifications.
  `assets/img/activity_errors.png`
- **Figure 5 — Sequence.** CLI→Robot→Environment/Navigation/Manipulator/Memory; alt blocks for errors; mirrors tests.
  `assets/img/sequence_diagram.png`
- **Figure 6 — State Diagram.** OFF↔IDLE, IDLE→MOVING/MANIPULATING/COMMUNICATING, CHARGING, ERROR; "tick" recovery if battery≥10%.
  `assets/img/state_diagram.png`

Traceability

Use-case	Sequence	Activity/State	Code evidence (examp
Navigate to (x,y)	sequence_diagram (navigate branch)	Activity "navigation"; State IDLE→MOVING	`Robot.tick(navigate`
Pick object	sequence_diagram (pick branch)	Activity "pick"; State IDLE→MANIPULATING	`Robot.tick(pick)`, M
Handle errors	sequence_diagram (error alts)	Activity "errors"; State ERROR/CHARGING	Guards, try/except, a

Unit Mapping

- **Unit 1 (OOP & UML):** Full UML set (Class, Sequence, Activity, State) → `uml/*.puml`, `docs/assets/img/*.png`.
- **Unit 2 (Requirements & Use-cases):** Use-case diagram en CLI-interacties → `docs/assets/img/use_case_diagram.png`, `robot/robot_system.py`.
- **Unit 3 (Abstraction/Encapsulation):** Compositie `Robot → (Navigation/Manipulator/Communicator/MemorySto` → `robot/robot_system.py`.
- **Unit 4 (Design Principles: SRP, DIP/OCP):** Planner als Strategy, injecteerbaar in tests → `robot/tests/test_polymorphism.py`.
- **Unit 5 (Polymorphism):** `PathPlanner` interface met `AStarPlanner` en `GreedyPlanner` → `robot/tests/test_polymorphism.py`.
- **Unit 6 (Algorithms & Search):** A* met Euclidische heuristiek; obstakel-API → `robot/robot_system.py` (Navigation).
- **Unit 7 (Debugging / Error Handling / DS & Search):** Try/except paden (planning/parse), guards (`battery<10%`), datastructuren (List/Dict/Stack/Queue), linters en tests (~95% coverage) → `robot/robot_system.py`, `robot/tests/*.py`.

Evidence of Independent Working

Result summary (latest run): 38 passed, **~95% coverage** (robot package).
Repro steps: create venv → `pip install -r requirements.txt` → `flake8` → `pytest -q --cov=robot --cov-report=term-missing` → `python -m robot`.

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