

Design Document - 1

Overview

This document presents a summary of the software design to solve the following challenges with the Pico robot.

- Corridor competition: To follow a corridor and take the first exit.
- Maze competition: To solve and exit an unknown maze.

This document describes the brainstorming phase of the design process and provides an overview of the following aspects:

- Requirements
- Specifications
- Functions
- Components
- Interfaces

Requirements/Specifications

For the brainstorming phase, the requirements and specifications are described in one section as the specifications cannot be determined without an introduction to the robot hardware. The requirements of the robot are as follows:

- The robot should not stand still for more than 30 seconds
- The robot should not collide with the walls
- The robot should solve the undisclosed maze and exit within 5 minutes
- The software should store the maze as a map and the robot should be able to revert back to the last known state/position in case of any error.
- The robot should be able to distinguish between the door and dead ends and send out a request to open the determined door
- The robot should determine if the maze is solved and should stop accordingly
- The optimal exit angle should be calculated (how much wheel actuation is necessary for the turn)

Functions

Functions are divided into low, mid and high level. High level functions are not required for corridor challenge.

Low level

initialization	Initialization of sensors, actuators
read_inputs	Read laser (LRF) and encoders (walls as ref.)
drive_forward	accelerate, decelerate can be separate sub-functions
drive_sideways	Motor control for sideways motion
left_turn	Turn 90° left(doesn't necessarily need to be at standstill)
right_turn	Turn 90° right
U_turn:	Turn 180° left
standstill	Stay at the same position with zero speed, for instance when it waits for the door to open

Middle level

get_distance	Measure the distance to an obstacle (wall, door, anything)
avoid_collision	Keep a safety distance from walls (possible sub-functions: slow down when you're close, completely stop when you're ready to crash)
kill_switch	Polling for the manual switch to shut the robot, when needed by us
finishing_line	A function to identify the finishing line and shut down the robot (possible options: use kill-switch or detection of being far away from any wall i.e. no walls in front or to the right/left)
find_gaps	Identify all possible passages, corridors (straight, right, left), identify crossings
dead_end	Recognize you are at a dead end and make a U-turn or return_to_last_crossing
return_to_last_crossing	If you meet a dead end (this may be integrated into the decision routine)
door_check	Check if there is a door at a dead end (possibly just check for height is enough, because the doors are shorter than the walls OR just ask for door to open and wait to see if it gets a response)

High level

opt_decision	The robot decides what its next move (move forward, turn, stand still) will be, based on the chosen algorithm for the optimal decision for the maze (algorithm will be decided later on, possible algorithms: A*, Tremaux), on the mapping and on the current position (recognize scenario e.g. Dead end)
reference_path	Create the desired path for the robot, from one point to another (especially for cases that we know exactly where the robot must go, already mapped paths)
random_decision	Take a random decision the first time the robot is at a junction
mapping	Build a map according to the obstacles(walls) or empty spaces (passages, corridors) identified by the laser
check_position	Check if it has already been in this position, otherwise store position (starting point=reference point)
store_position	Store the current location in the map (if not already stored), to create a path and to avoid visiting same places twice

Components

PICO includes multiple components that can be classified in three groups as: Sensors, Actuators and Computer.

- Sensors:
 - Laser Range Finder (LRF): The LRF situated on PICO can determine the distance to an object. The technique consists of shooting a light pulse towards an object, receiving it, and measuring the time it takes. This sensor will be useful to locate walls, corners and doors.
 - Wheel encoders (odometry): The encoders will provide us with the speed of the wheels which can be used to control PICO based on the provided data.
- Actuators:
 - Holonomic base with omni-wheels
 - Pan-tilt unit for head
- Computer
 - Intel I7
 - Ubuntu14.04

Interfaces

This section describes the interfaces between the following abstractions:

- Challenge context: Describes the goal of the challenge
- Environment context: Describes the environment sensed by the robot
- Robot context: Describes the robot hardware and sensor readings
- Skill context: Describes the robot's skill-set
- Task context: Describes the decision-making abstraction

The interfaces between the above abstractions can be seen in the diagram below:

