

A grayscale photograph of a sailboat on the water, tilted slightly to the right. The sail is white and has some dark spots. The water is dark and textured. The text is overlaid on the lower half of the image.

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**COMPLEX ROBOT BEHAVIOUR CREATION  
USING VECTOR FIELDS AT WRSC 2016**

## PLAN

I. Existing work

II. Construction method

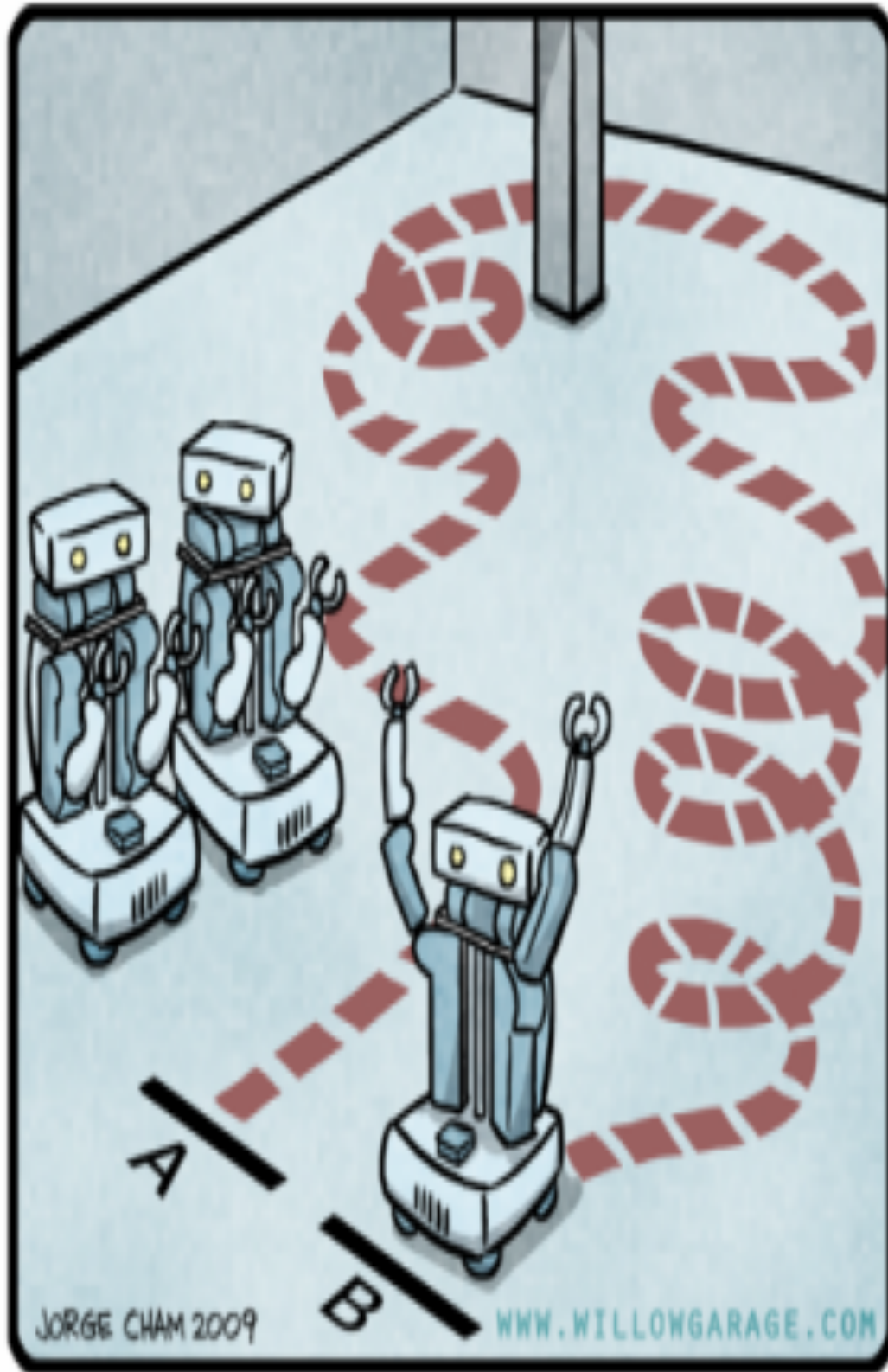
III. Implementation

1. Architecture

2. Simulation, Tests & Results

IV. WRSC 2016

V. Conclusion & Discussions



MOTION PLANNING FOR  
COMPLEX BEHAVIOURS

**EXISTING WORK**

"HIS PATH-PLANNING MAY BE  
SUB-OPTIMAL, BUT IT'S GOT FLAIR."

- ▶ Robot control is a complex task
- ▶ Generalised rules

**“AT THE EXECUTION LEVEL IT CAN BE DESCRIBED AS A  
COLLECTION OF BEHAVIOURS ”**

**C. ARKIN**

## SEVERAL SOLUTIONS

- ▶ Grid-based search
- ▶ Interval-based search
- ▶ Geometric algorithm
- ▶ Potential & Vector fields

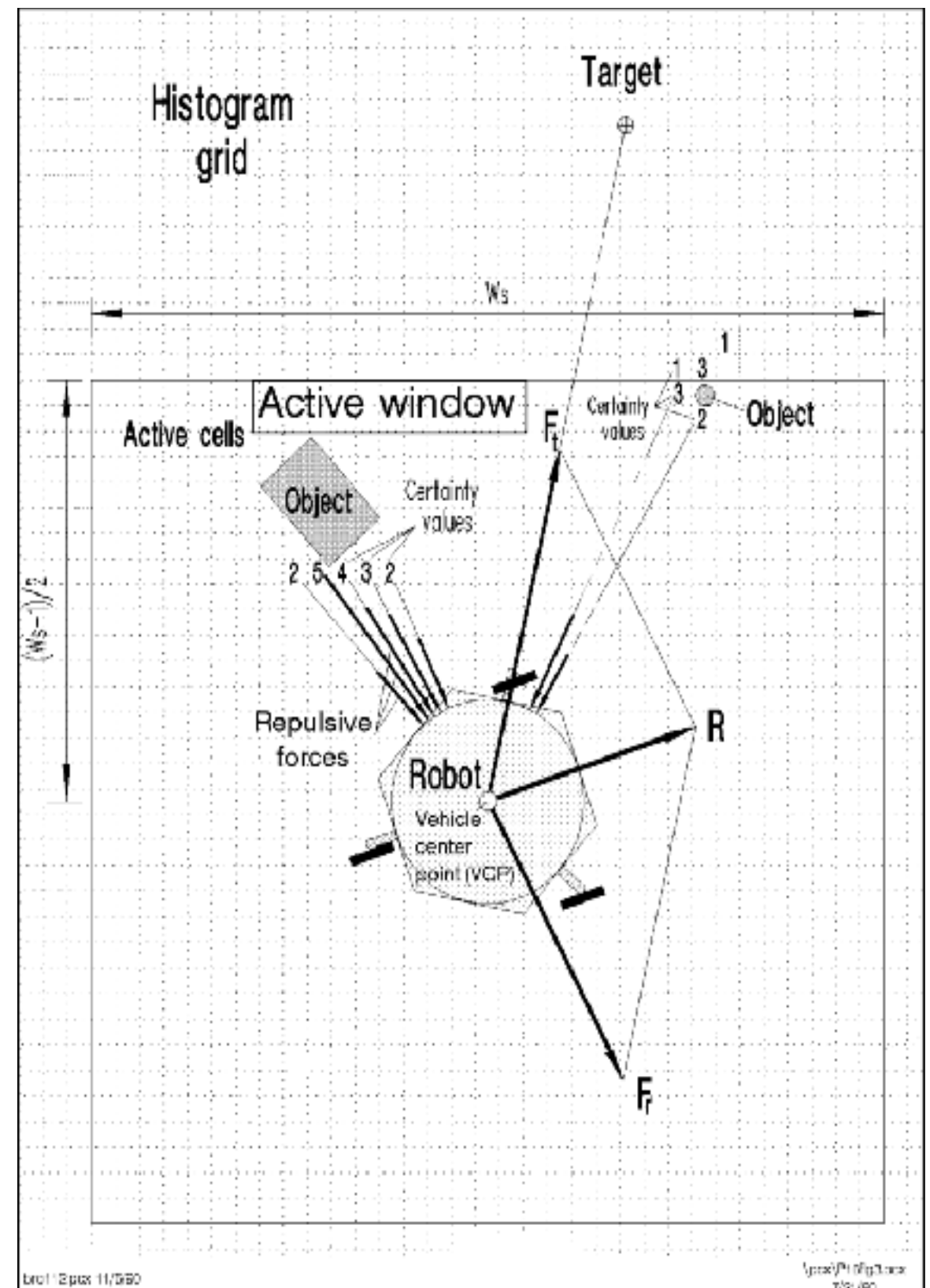
## SEVERAL SOLUTIONS

- ▶ Grid-based search
- ▶ Interval-based search
- ▶ Geometric algorithm
- ▶ Potential & Vector fields
  - ▶ Elegant
  - ▶ Simplicity of implementation



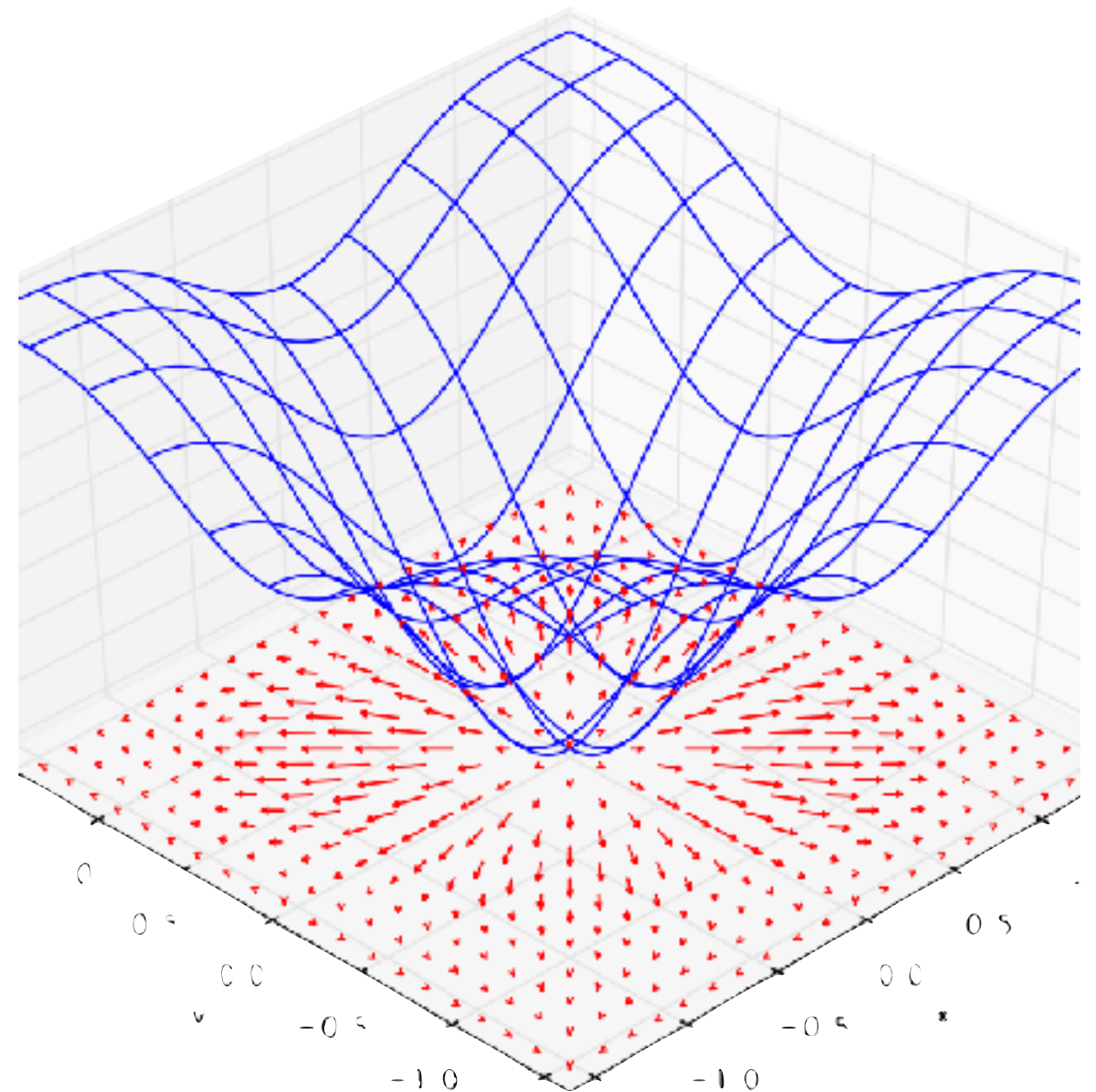
## VIRTUAL FORCE FIELD

- ▶ 2D-Cartesian grid
- ▶ Each cell generates a repulsive force
- ▶ Target generates attractive field
- ▶ Total force



# GRADIENT DESCENT

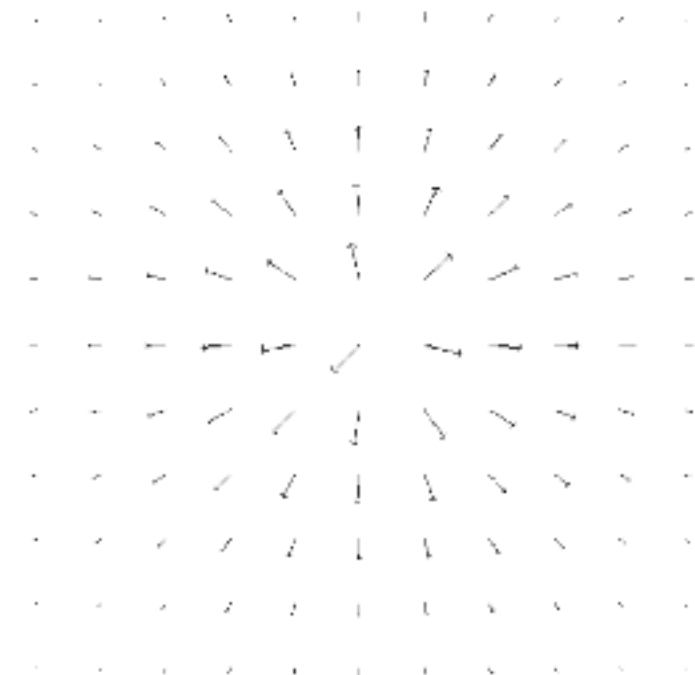
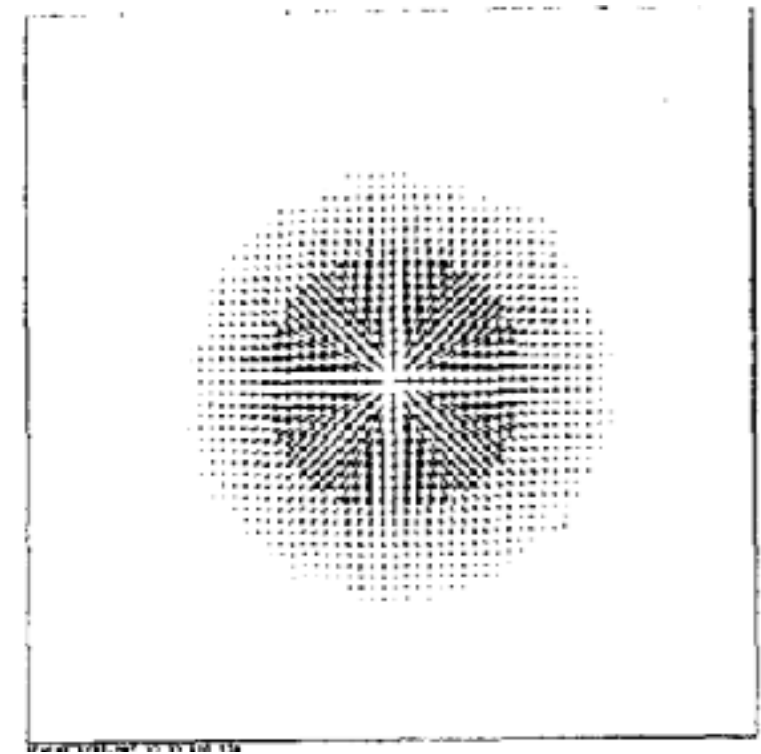
- ▶ 2D-cartesian grid for the potential field
- ▶ Doing a gradient descent on the 2D matrix to generate a vector field
- ▶ Use vector for steering and speed



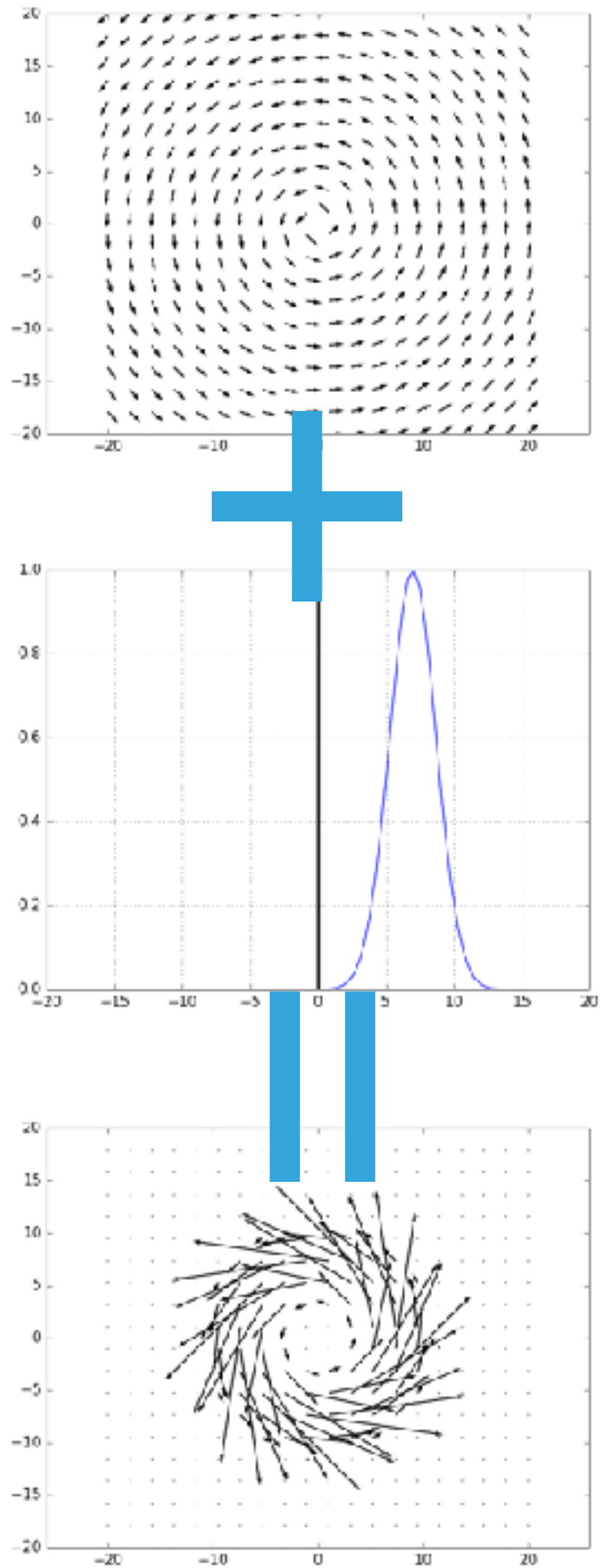


## GENERATE VECTOR FIELD DIRECTLY

- ▶ Generic functions for each behaviour
- ▶ More flexibility
- ▶ More various fields



(b) Repulsive Point



CONSTRUCTION  
METHOD

VECTOR FIELD  
CONSTRUCTION

## S. SCHMITT IMPLEMENTATION

- ▶ General solutions for obstacle avoidance
- ▶ Ocean environments - less vector field limitations
- ▶ Complex vector fields = combination of '*atomic*' fields
  - ▶ addition
  - ▶ rotation
  - ▶ translation
  - ▶ scaling

## INTRODUCTION TO OUR IMPLEMENTATION

- ▶ Using R.O.S.
- ▶ Modularity to create complex fields
- ▶ Focus on velocity control
- ▶ Vector fields instead of potential fields

## VECTOR FIELDS DEFINITION

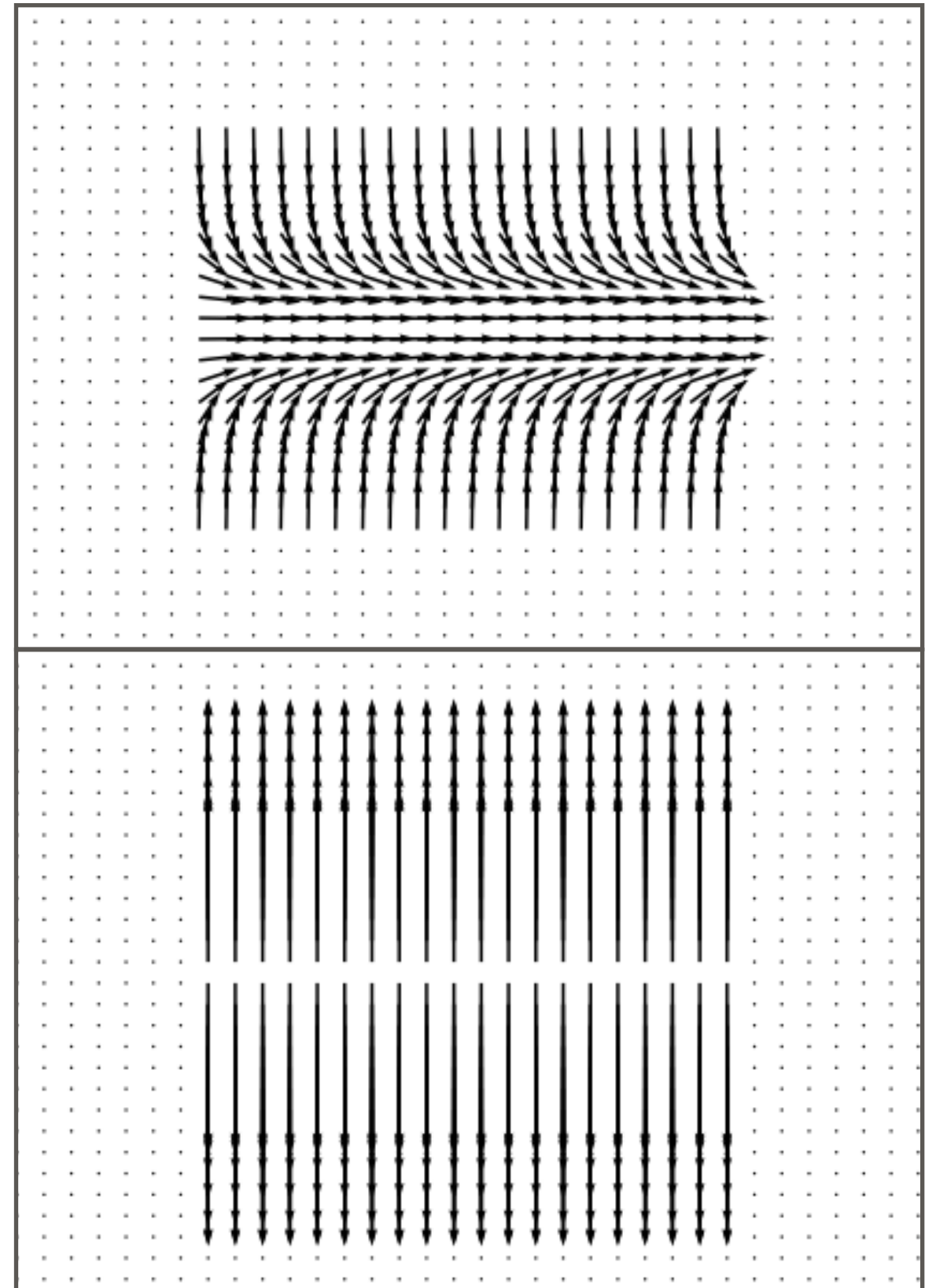
► Function

$$\begin{aligned} f : \mathbb{R}^2 &\rightarrow \mathbb{R}^2 \\ (x, y) &\mapsto f(x, y) \end{aligned}$$

- $\|f(x, y)\|$  is the desired speed to within a constant
- $\tan^{-1}\left(\frac{y}{x}\right)$  is the desired heading

# BLOCKS FOR MODULARITY

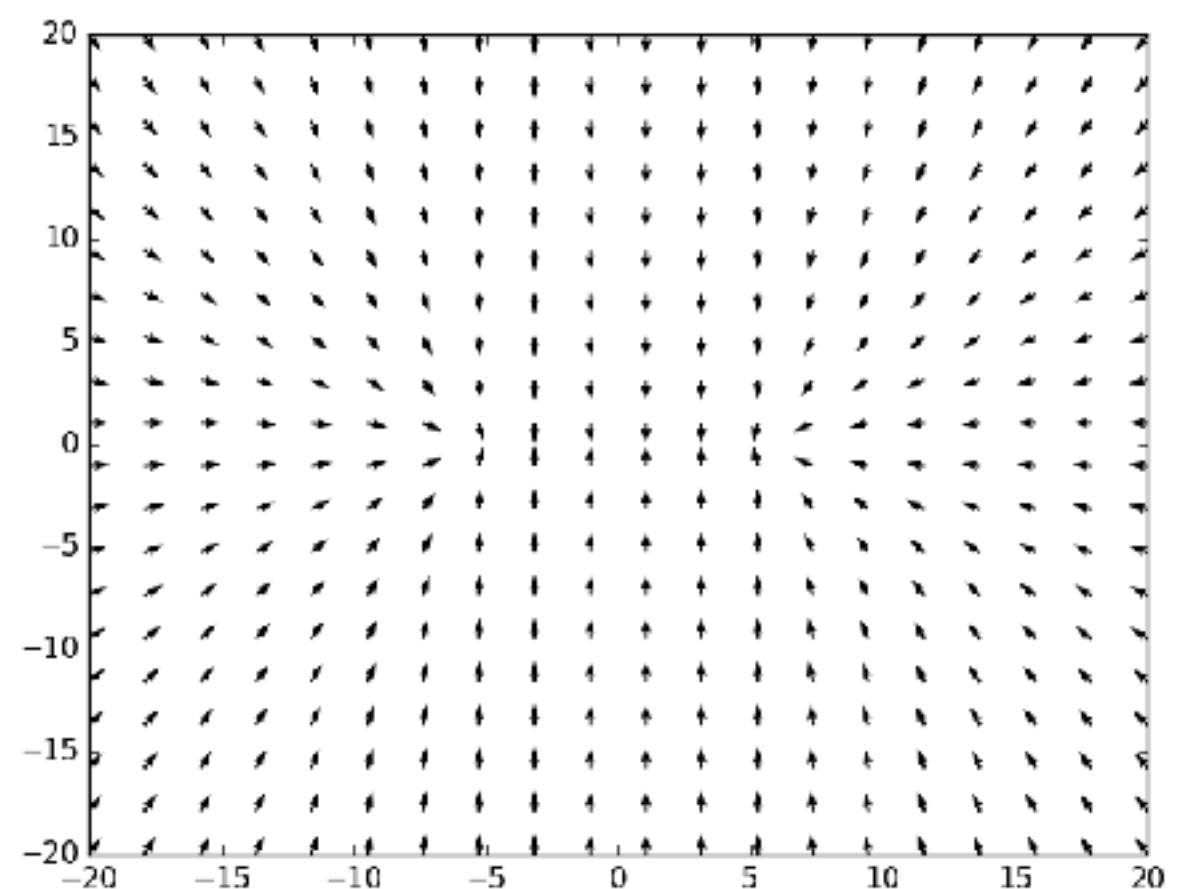
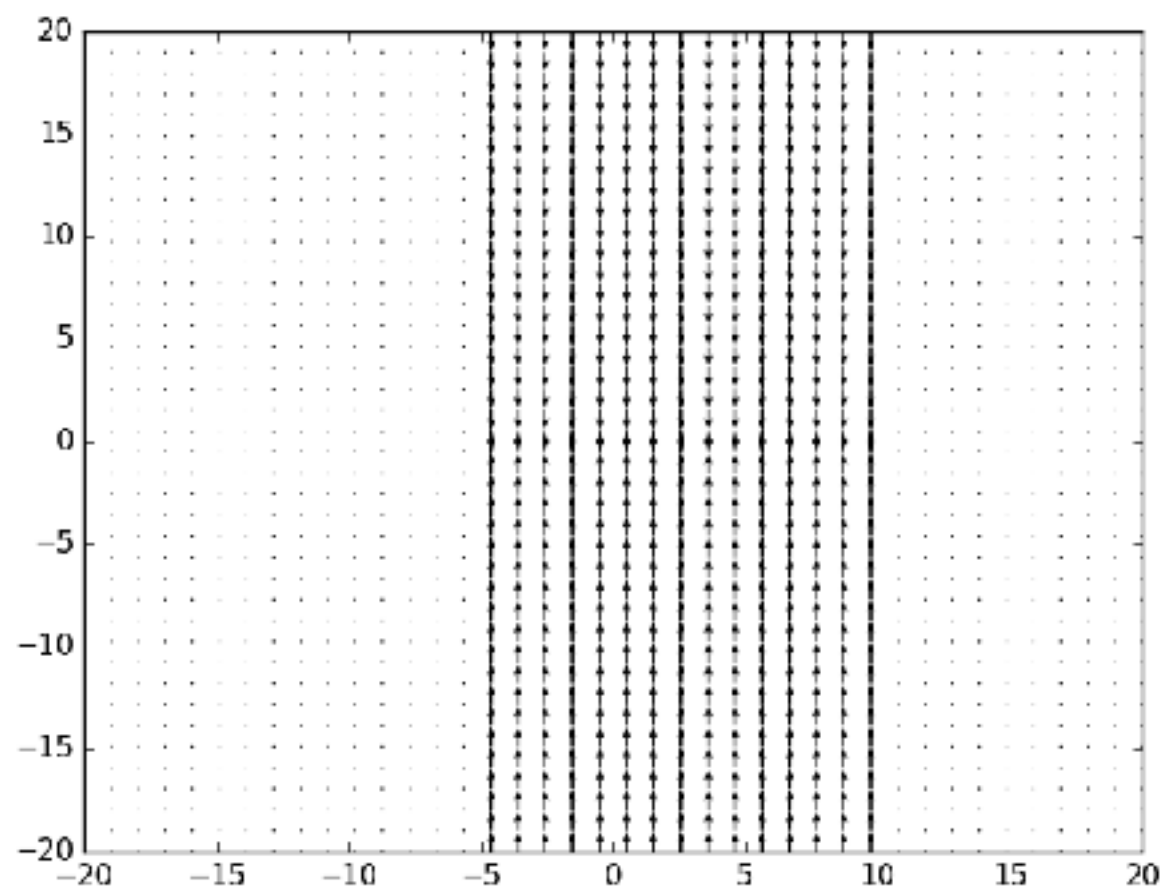
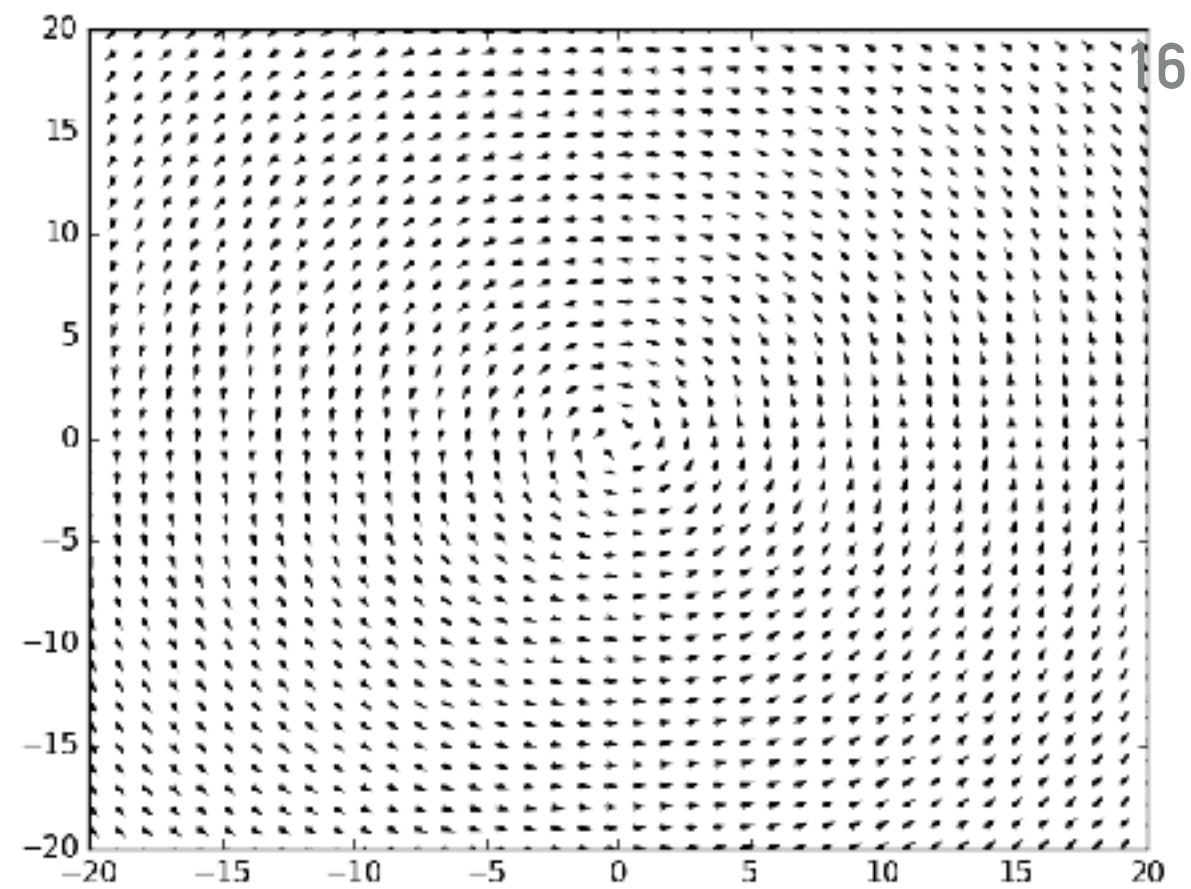
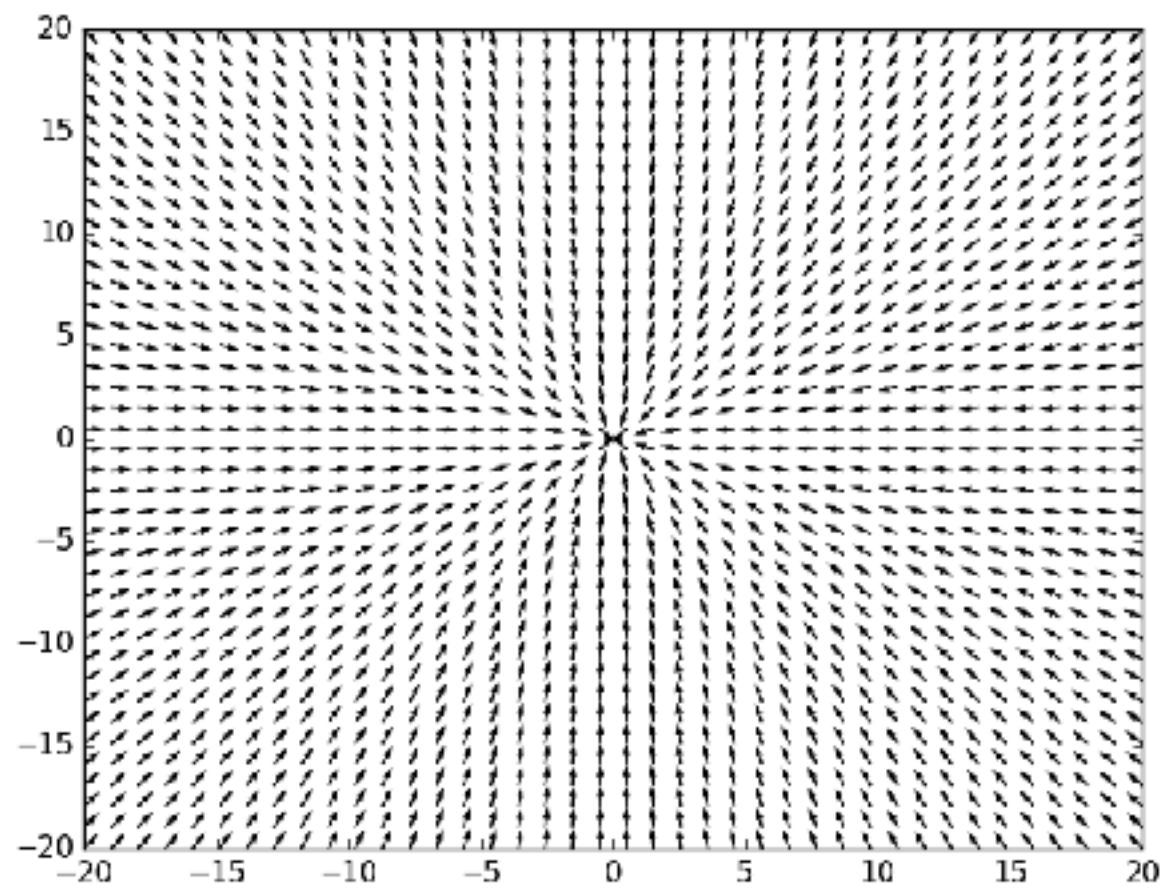
- ▶ Similarities in field construction:
  - ▶ Direction
  - ▶ Intensity modulation
- ▶ Simple blocks





# FIELD DIRECTION

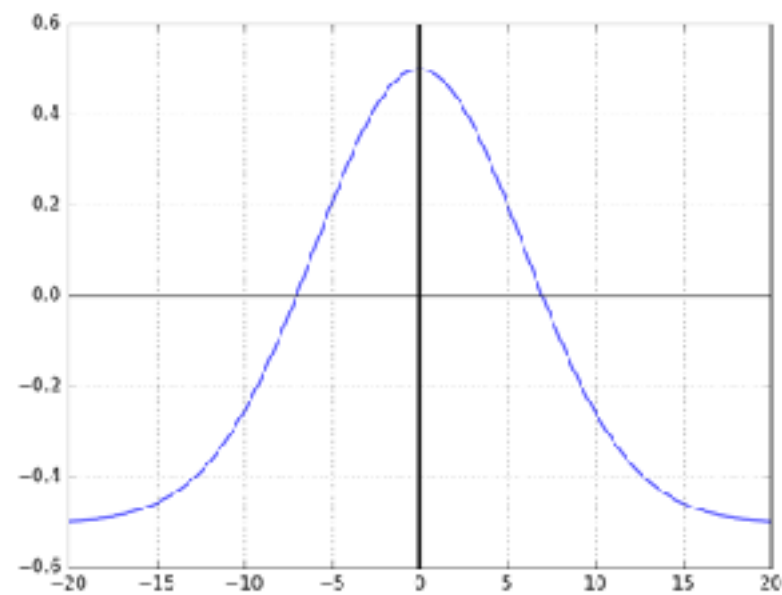
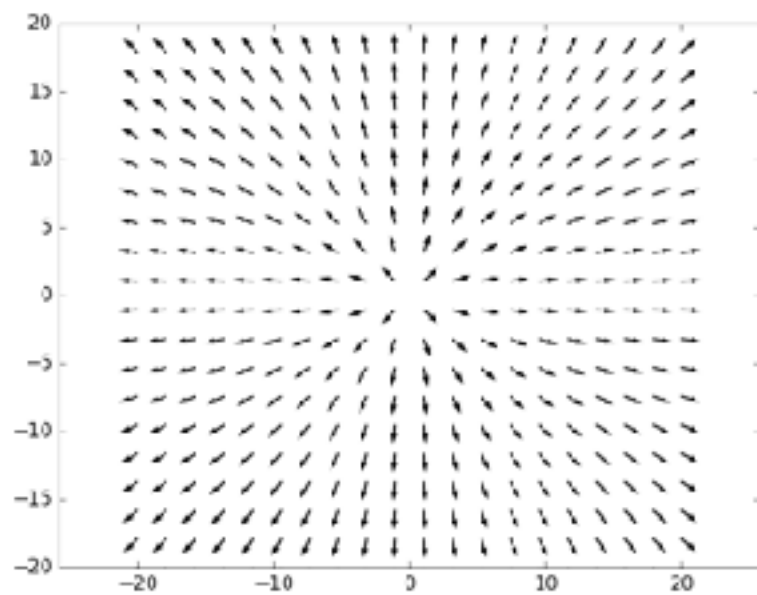
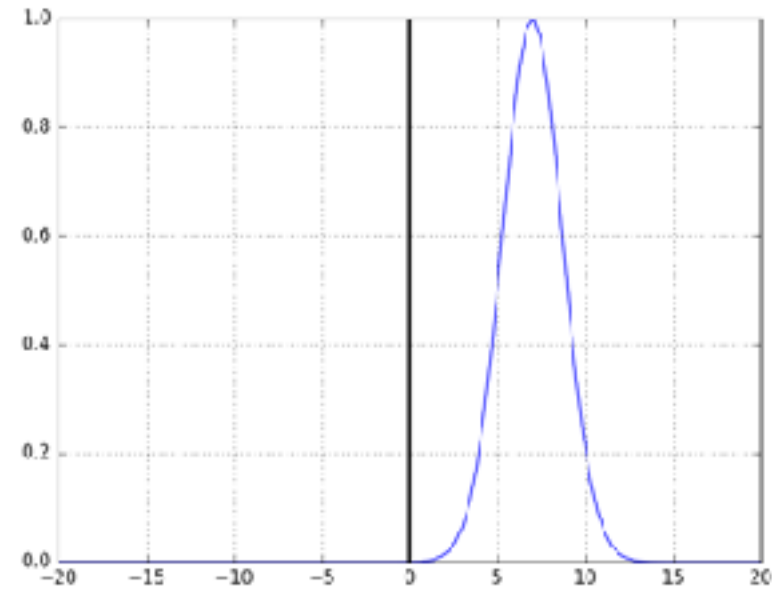
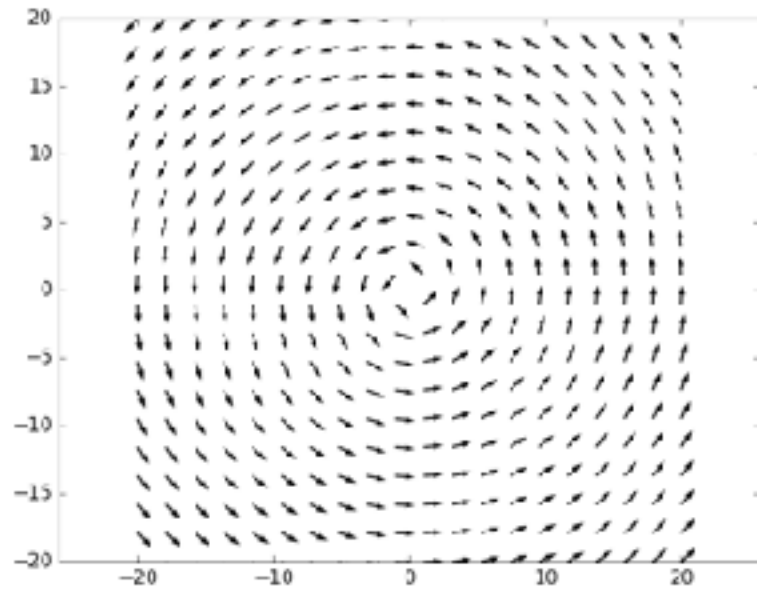
- ▶ Generate fields towards common behaviour shape:
  - ▶ point
  - ▶ line
  - ▶ segment
  - ▶ rotating
- ▶ Information about the position of the behaviour
- ▶ Methods for each simple field



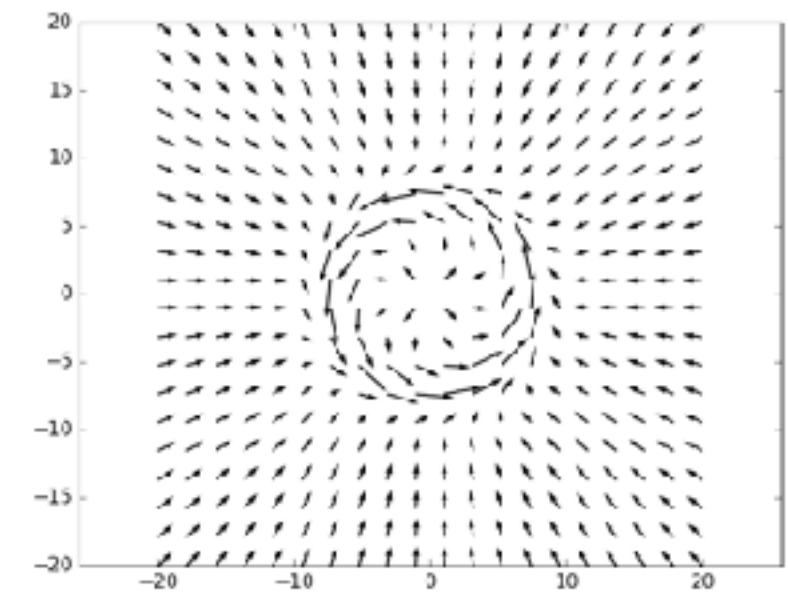
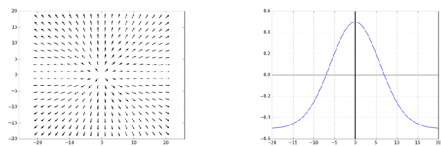
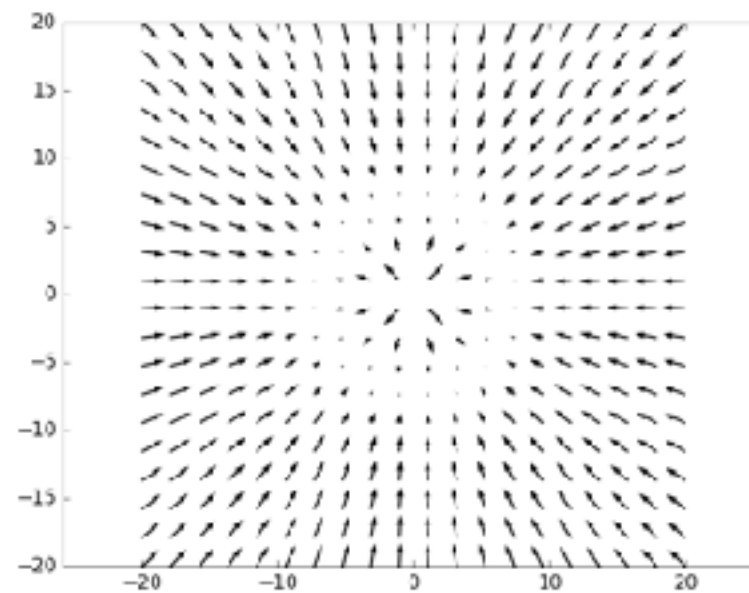
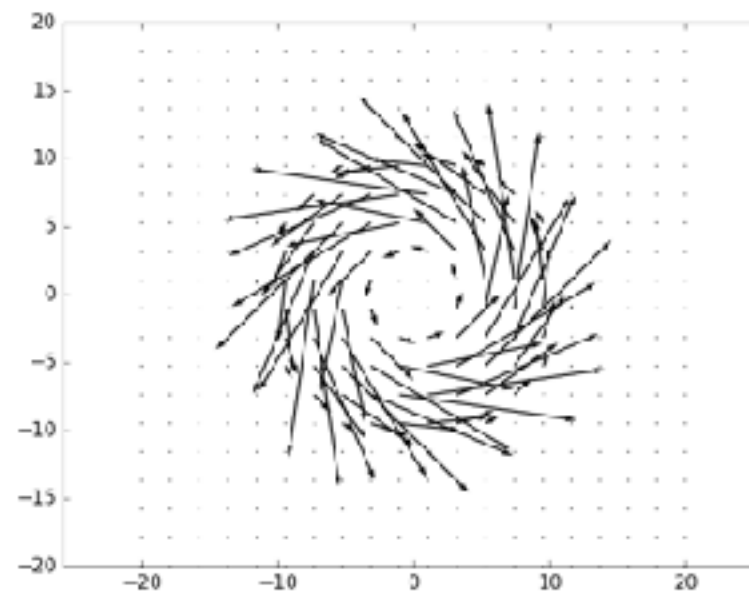
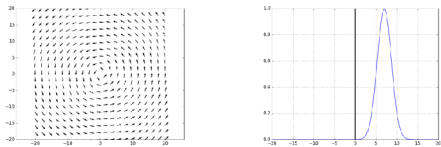
# FIELD MODULATION

- ▶ Function of the distance to the behaviour location
- ▶ Calculation method for distance to behaviour shape
- ▶ Information about the velocity
- ▶ Various modulation = various fields

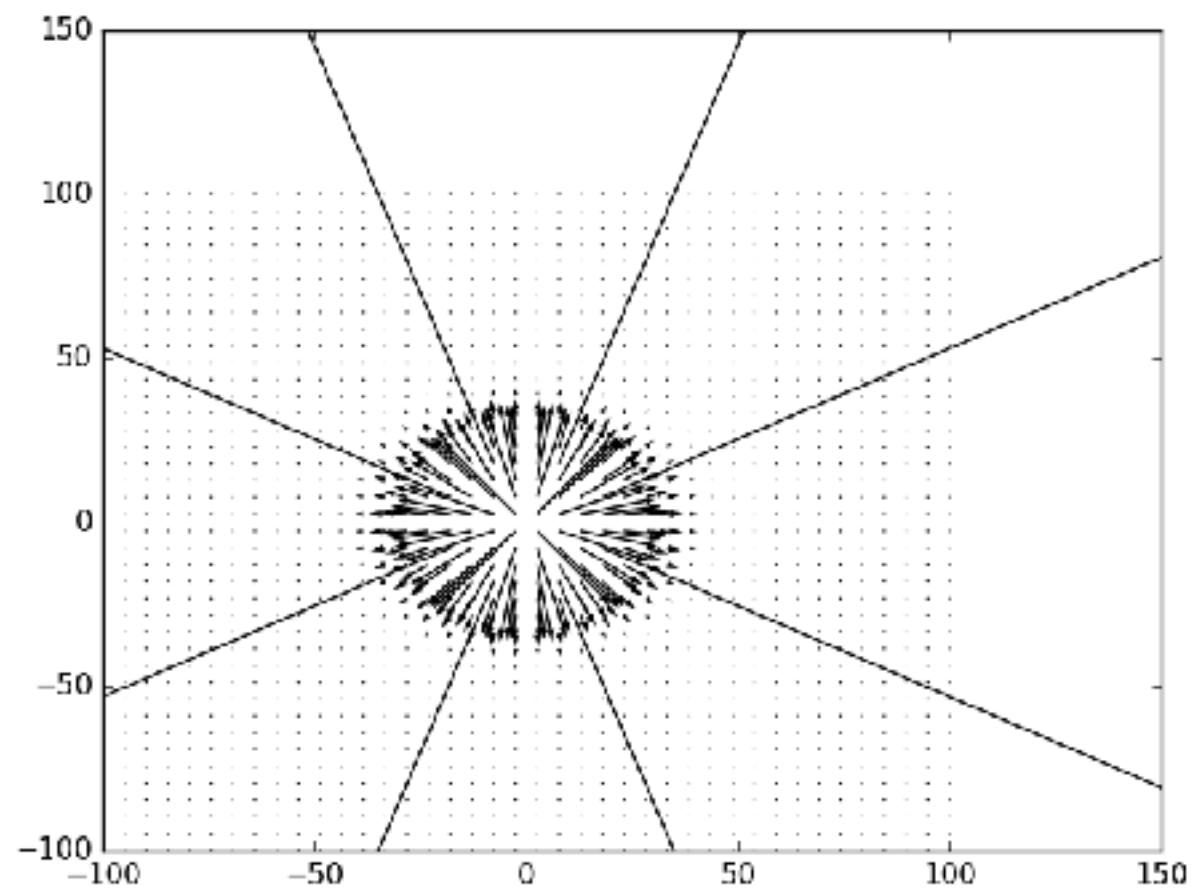
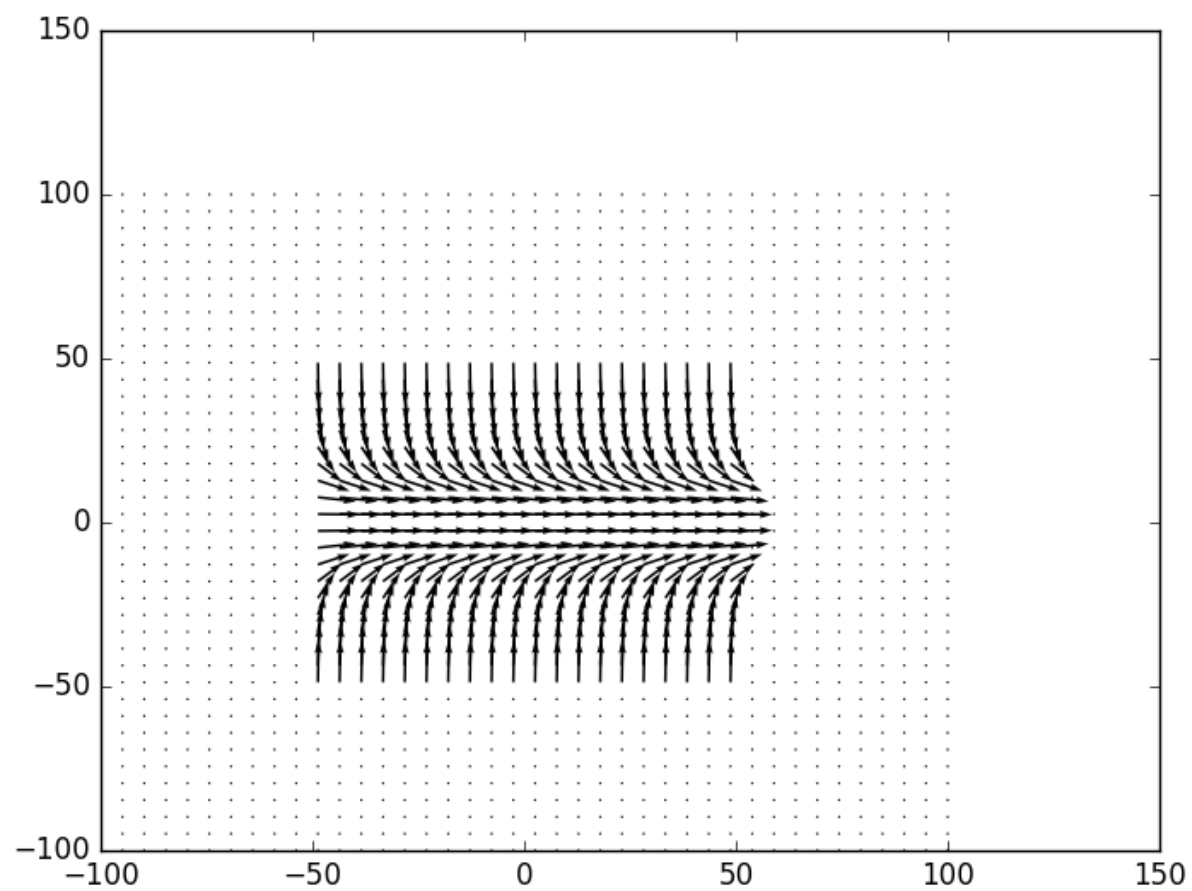
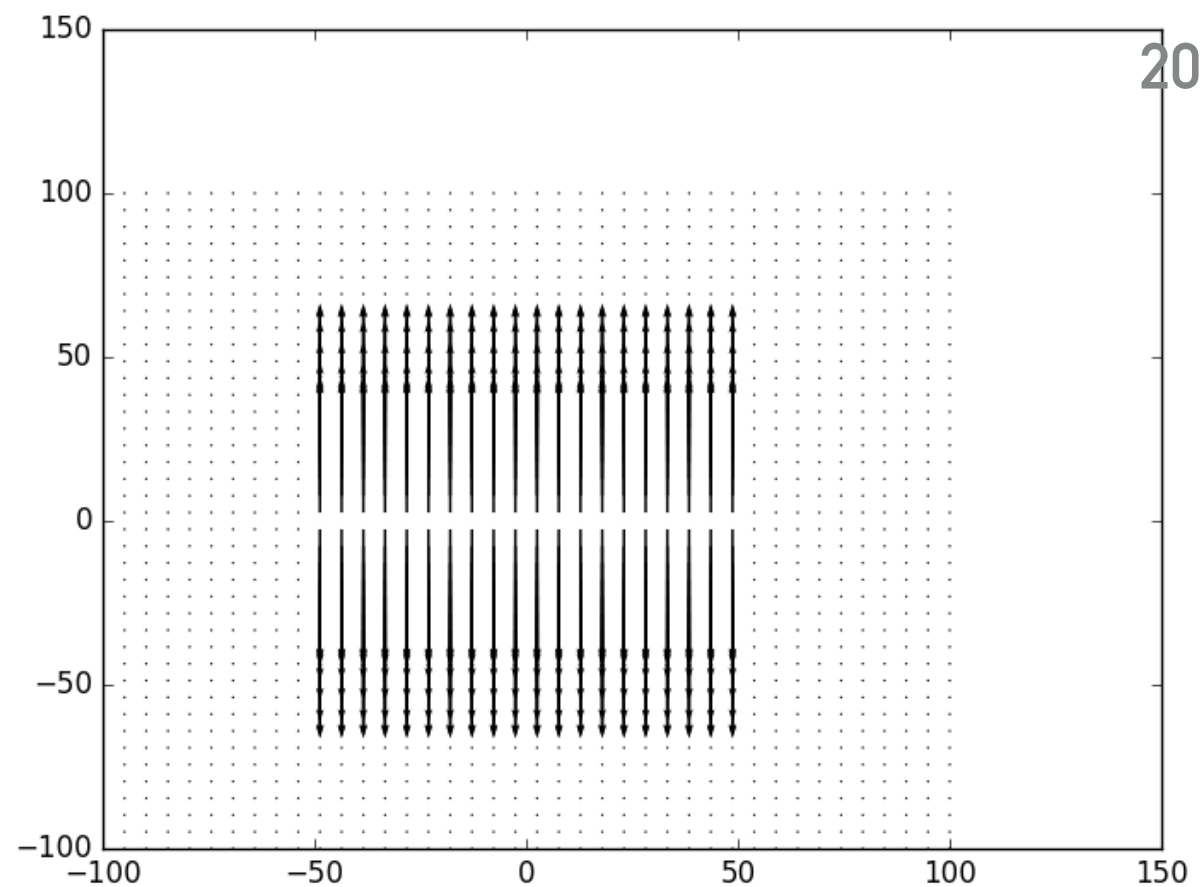
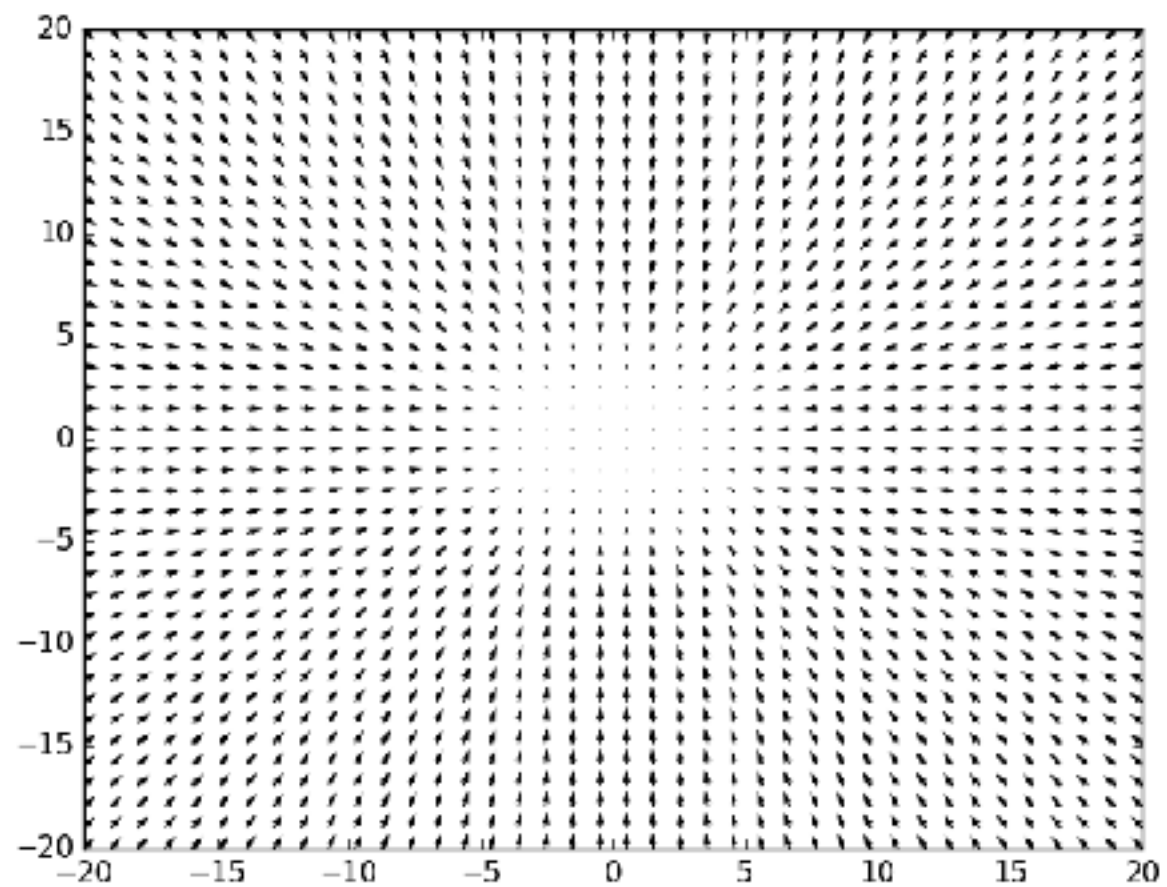
# FIELD COMBINATION – EXAMPLE



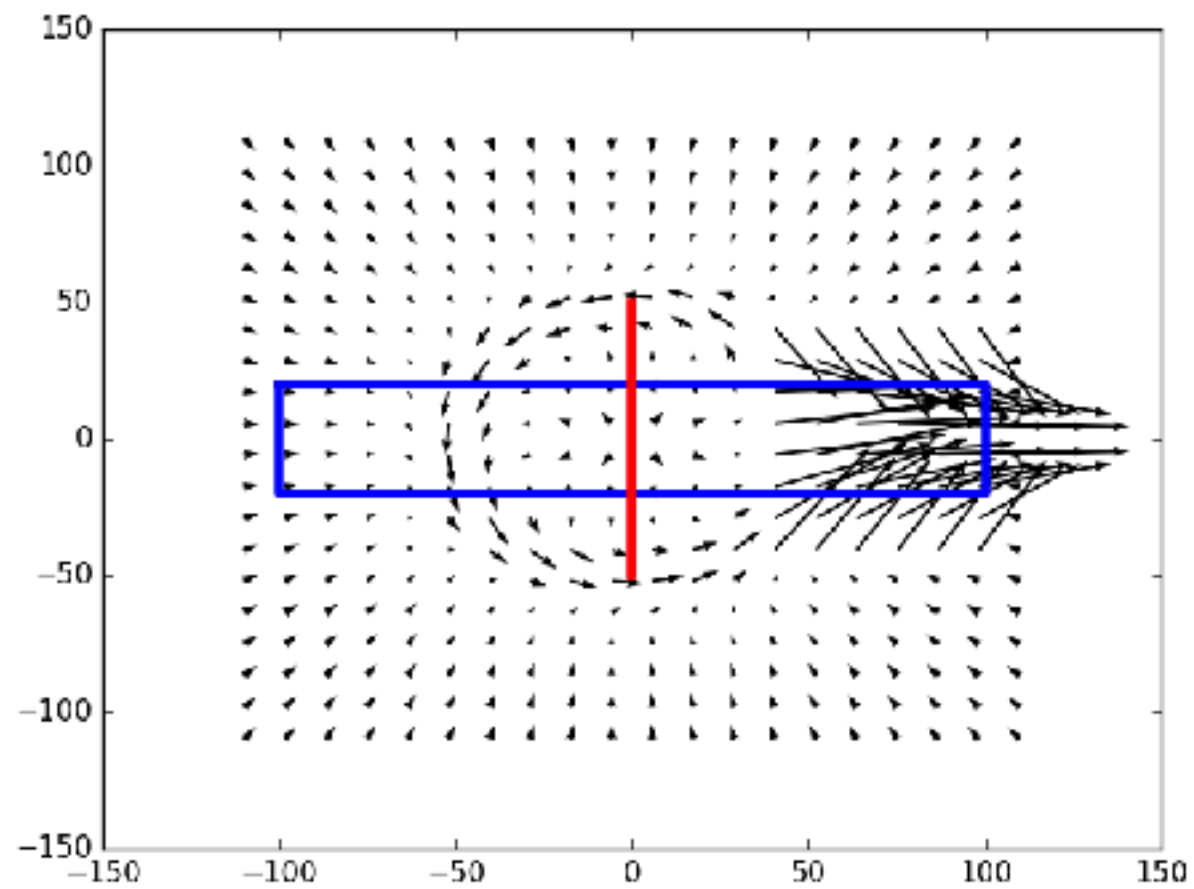
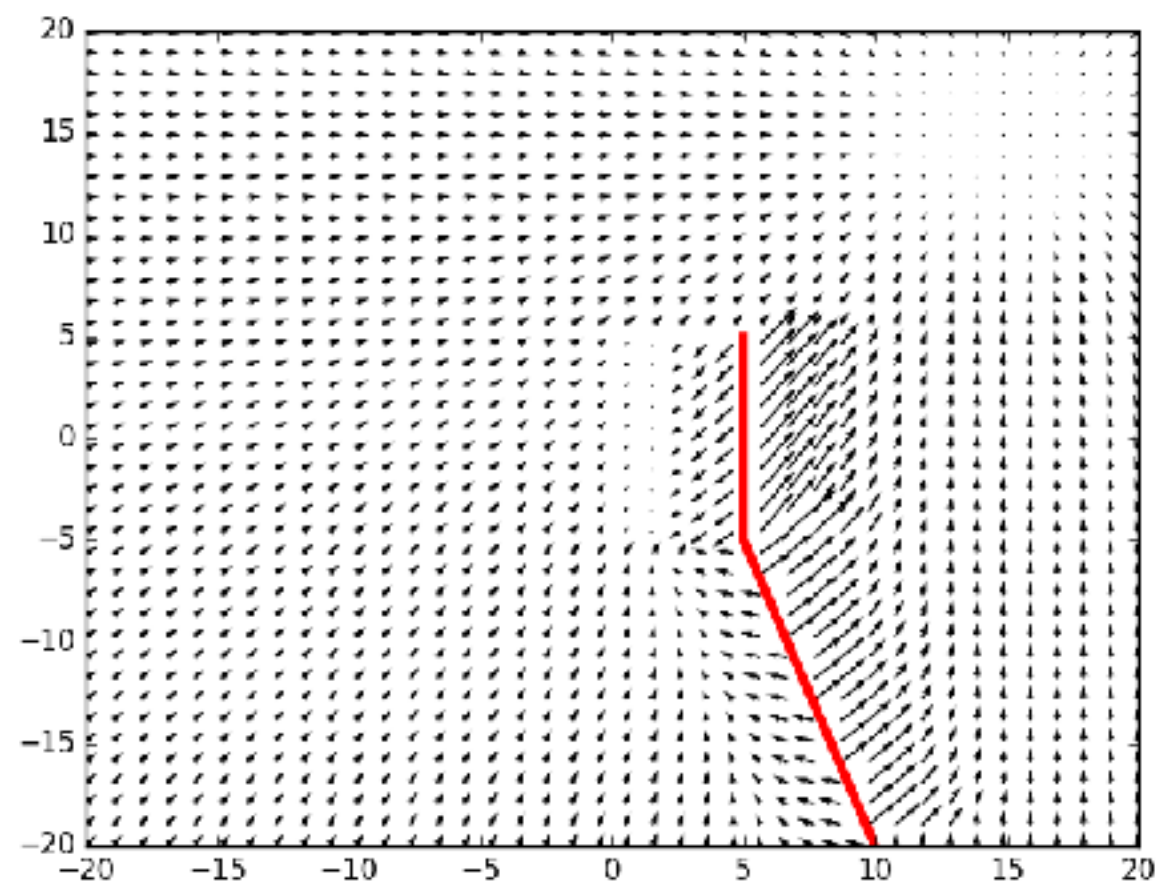
# FIELD COMBINATION – EXAMPLE

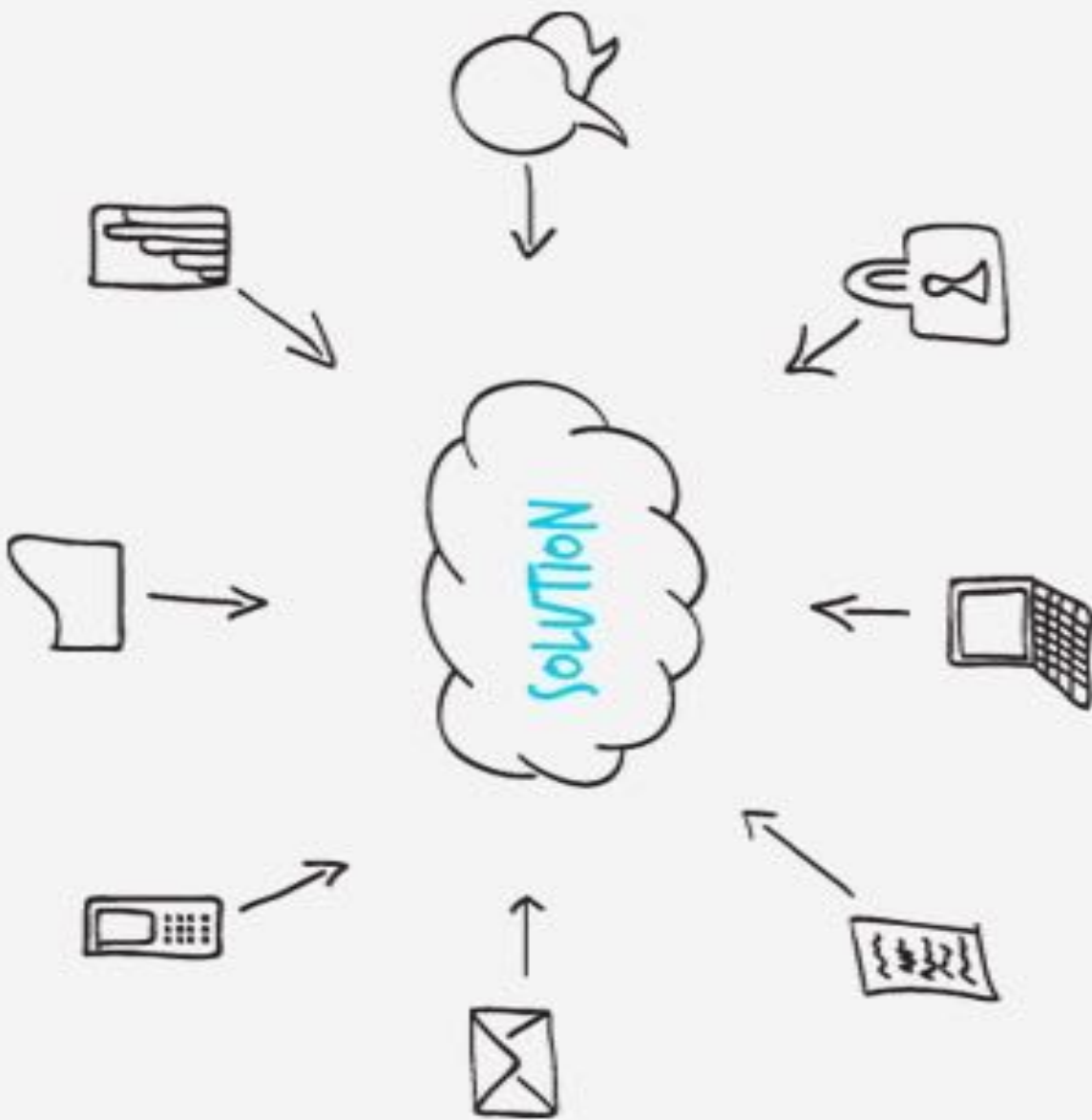












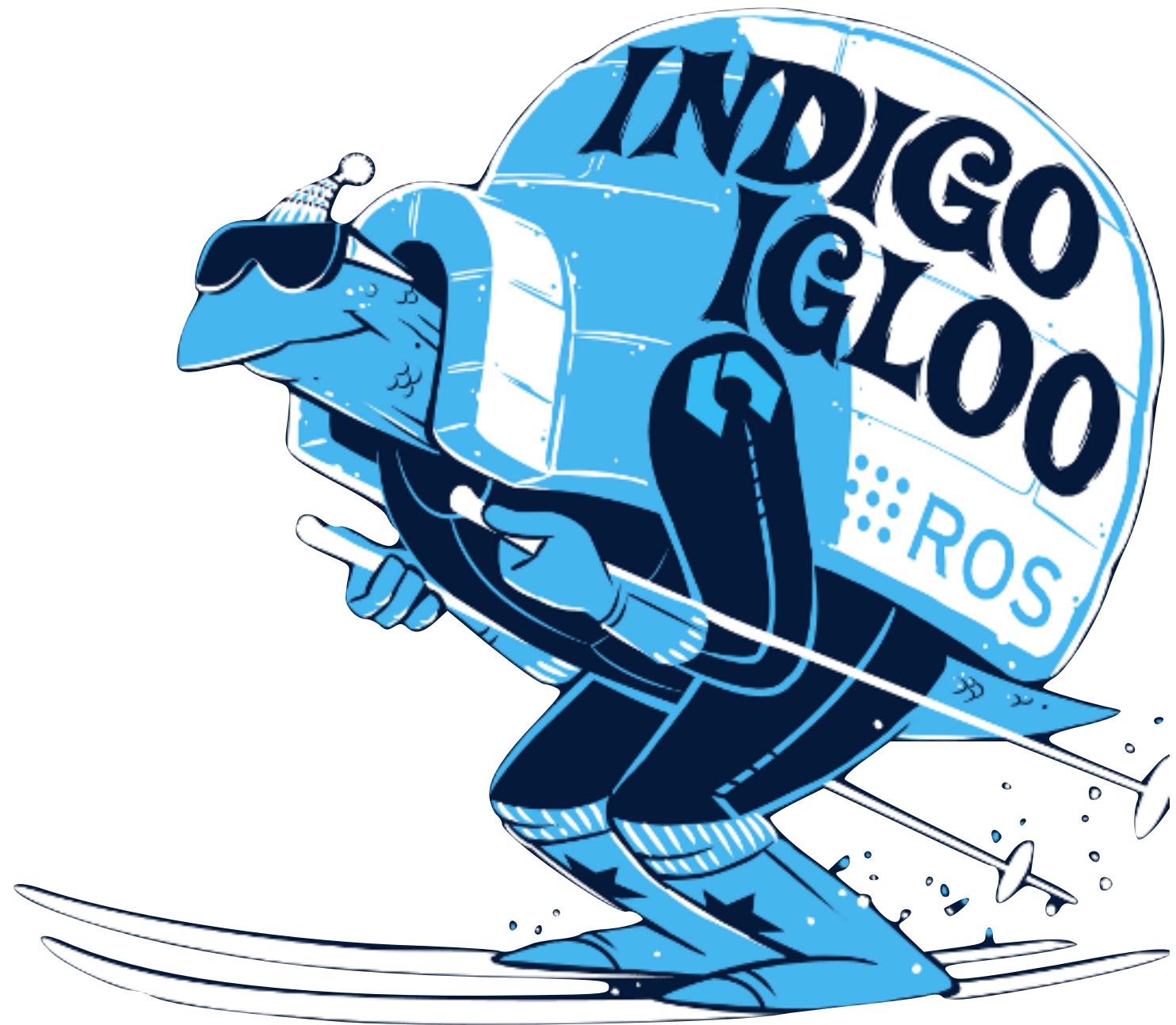
IMPLEMENTATION

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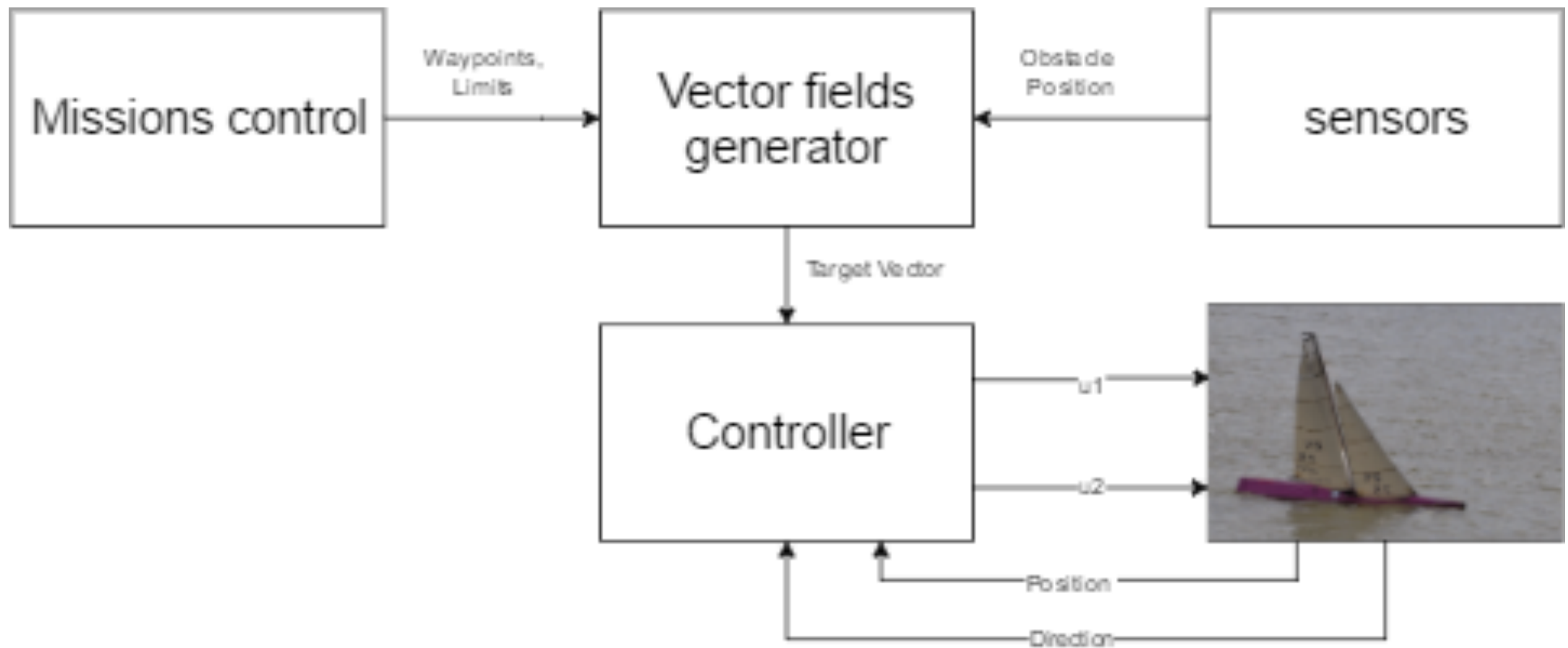
**ARCHITECTURE ,  
SIMULATION & RESULTS**

# ROS MIDDLEWARE

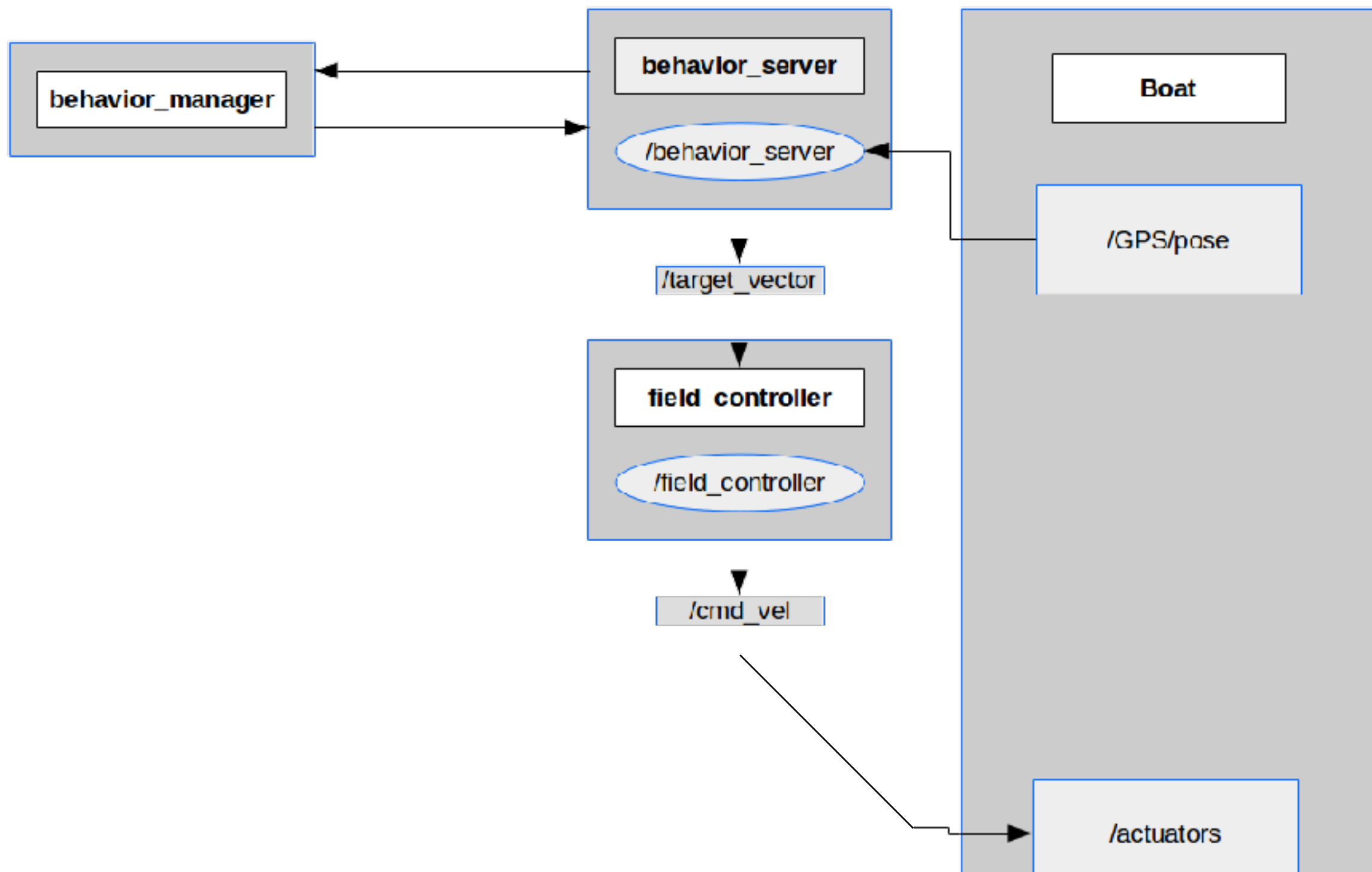
- ▶ Flexible framework
- ▶ Tools, libraries & conventions
- ▶ Complex & robust system
- ▶ Publish-subscribe architecture
- ▶ Rapid iteration
- ▶ Parallelisation of process



# ARCHITECTURE



# ROS - ARCHITECTURE





## TEST 1





## TEST 1 CONCLUSION

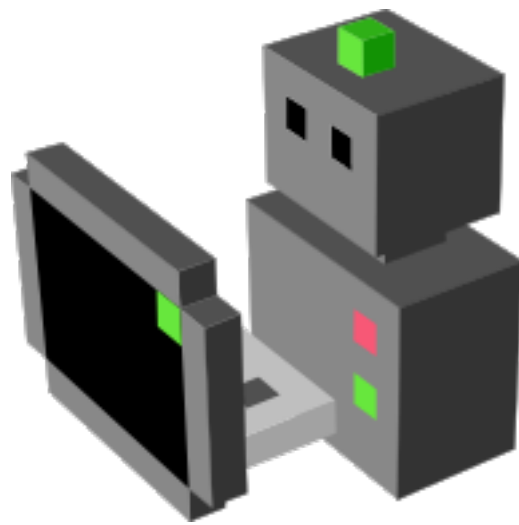
- ▶ Buggy = Dubin's Car
- ▶ Waypoint = station keeping
- ▶ Good results



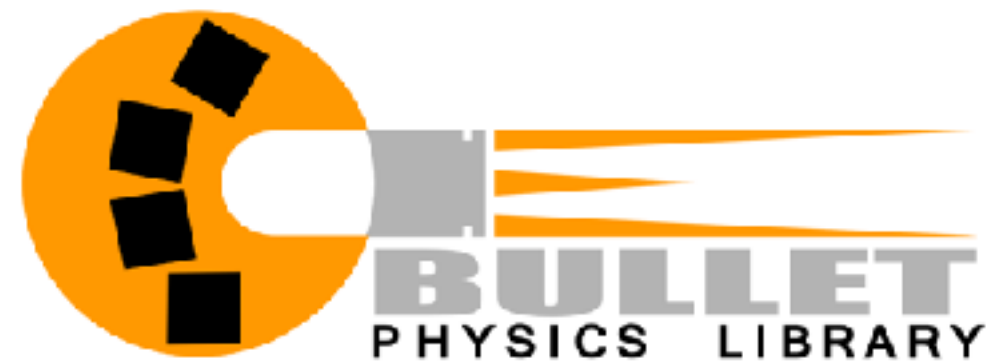
## ADVANTAGE OF SIMULATION

- ▶ Avoid technical problems
  - ▶ battery
  - ▶ wifi connectivity
  - ▶ sensor imprecision
- ▶ Environment easy to change

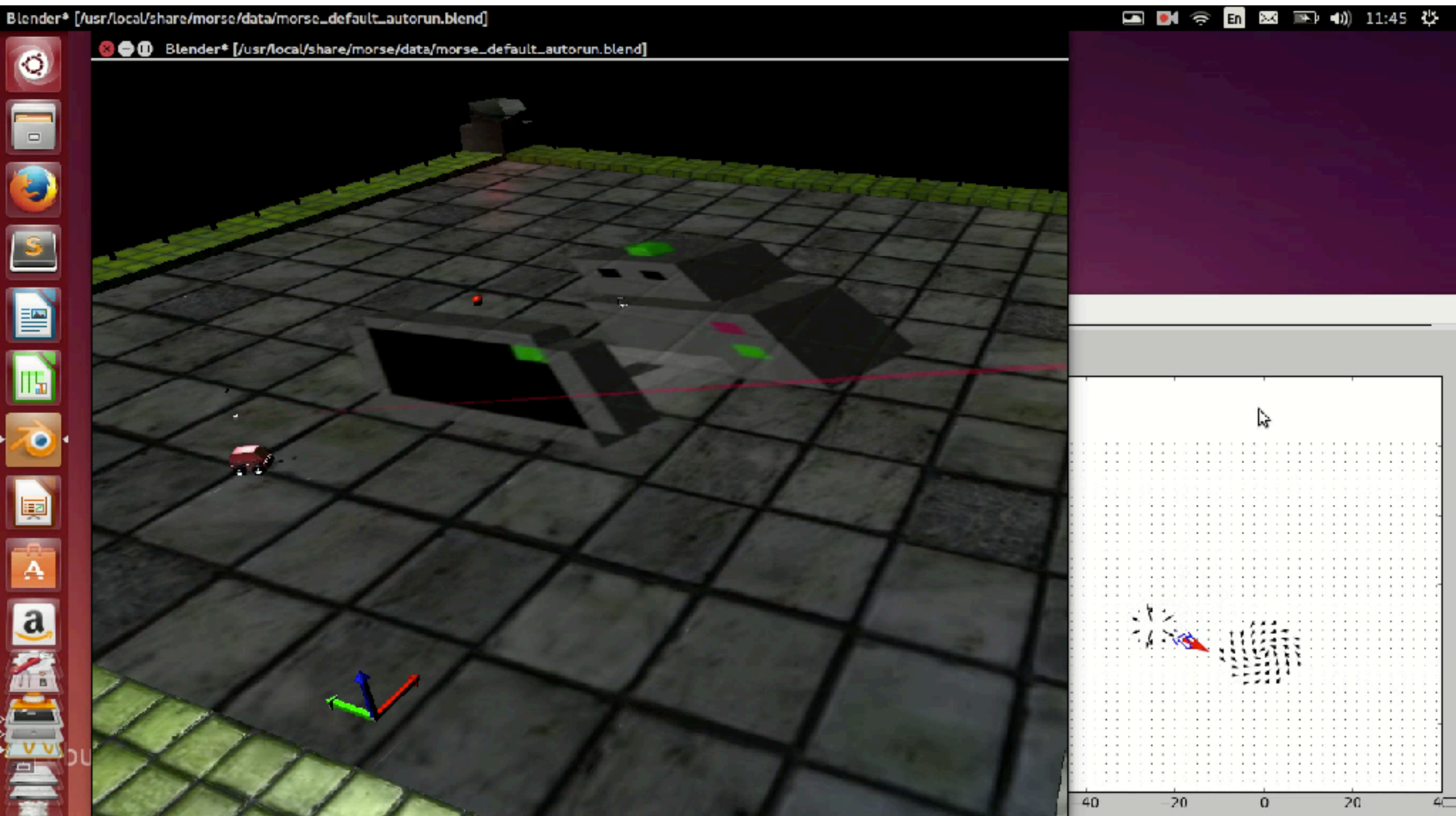
# SIMULATION UNDER MORSE



```
print("Hello, world!")
```

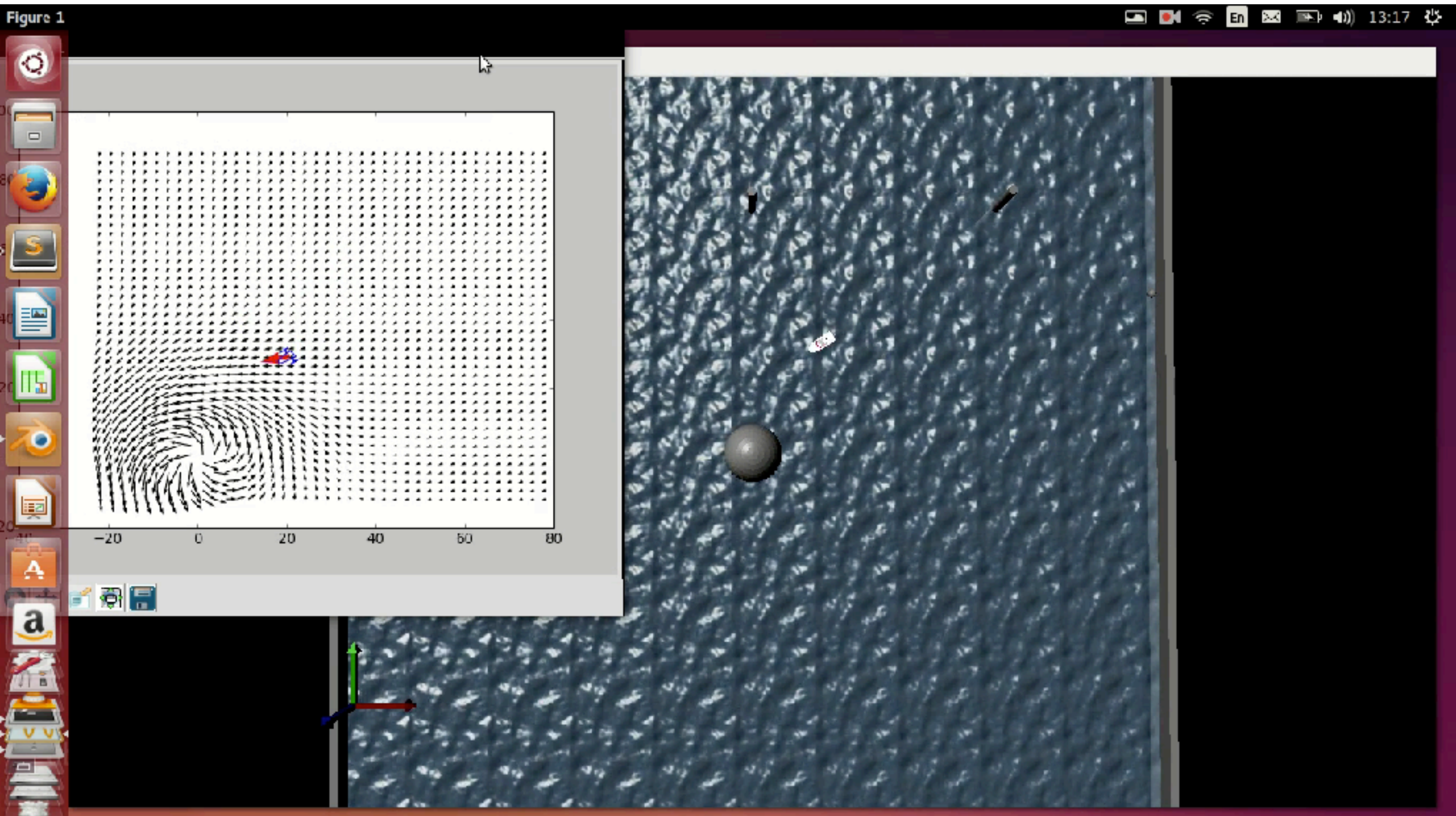


## TEST 2 – SIMULATED GROUND ROBOT



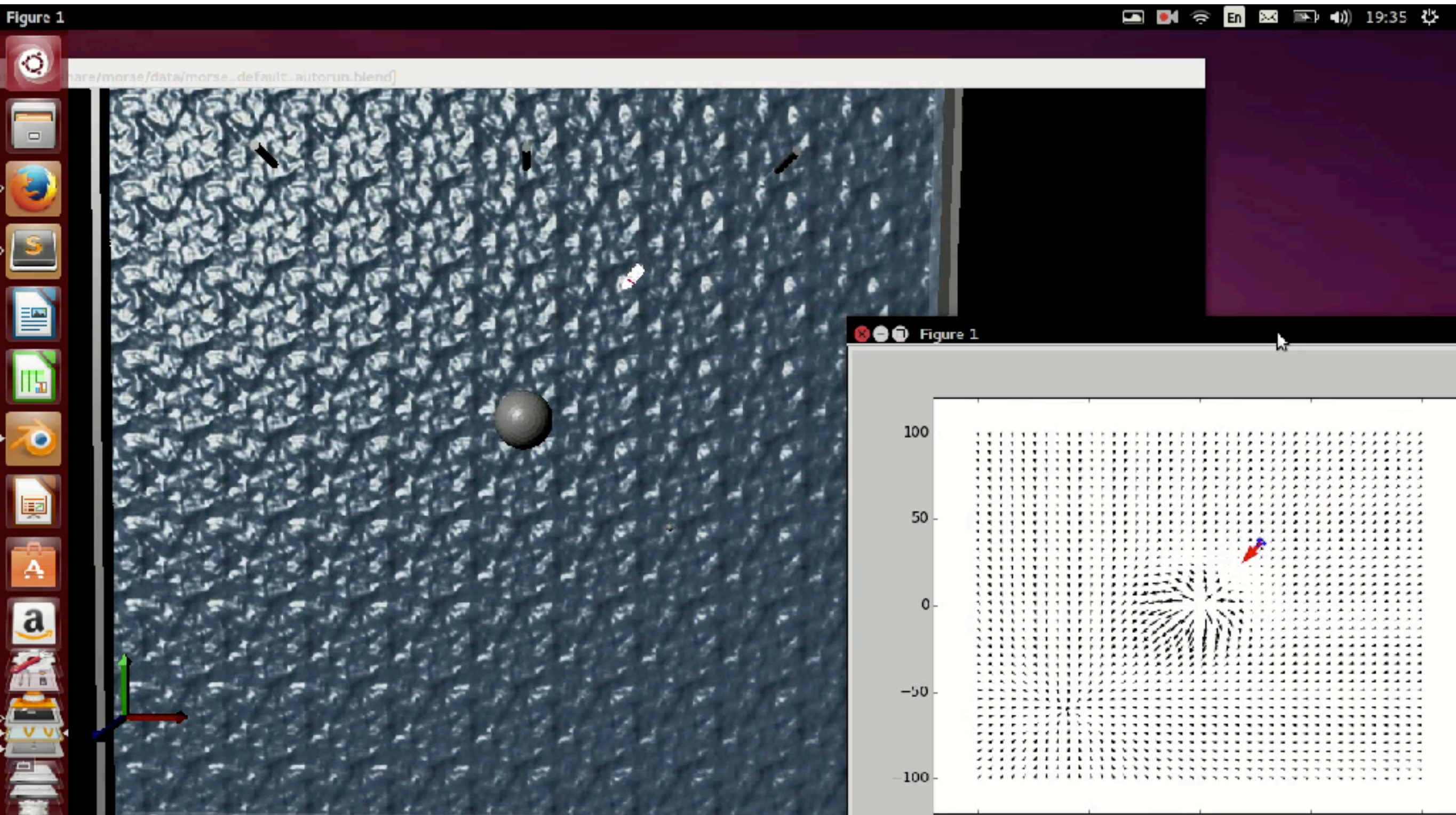


## TEST 3 – SIMULATED BOAT



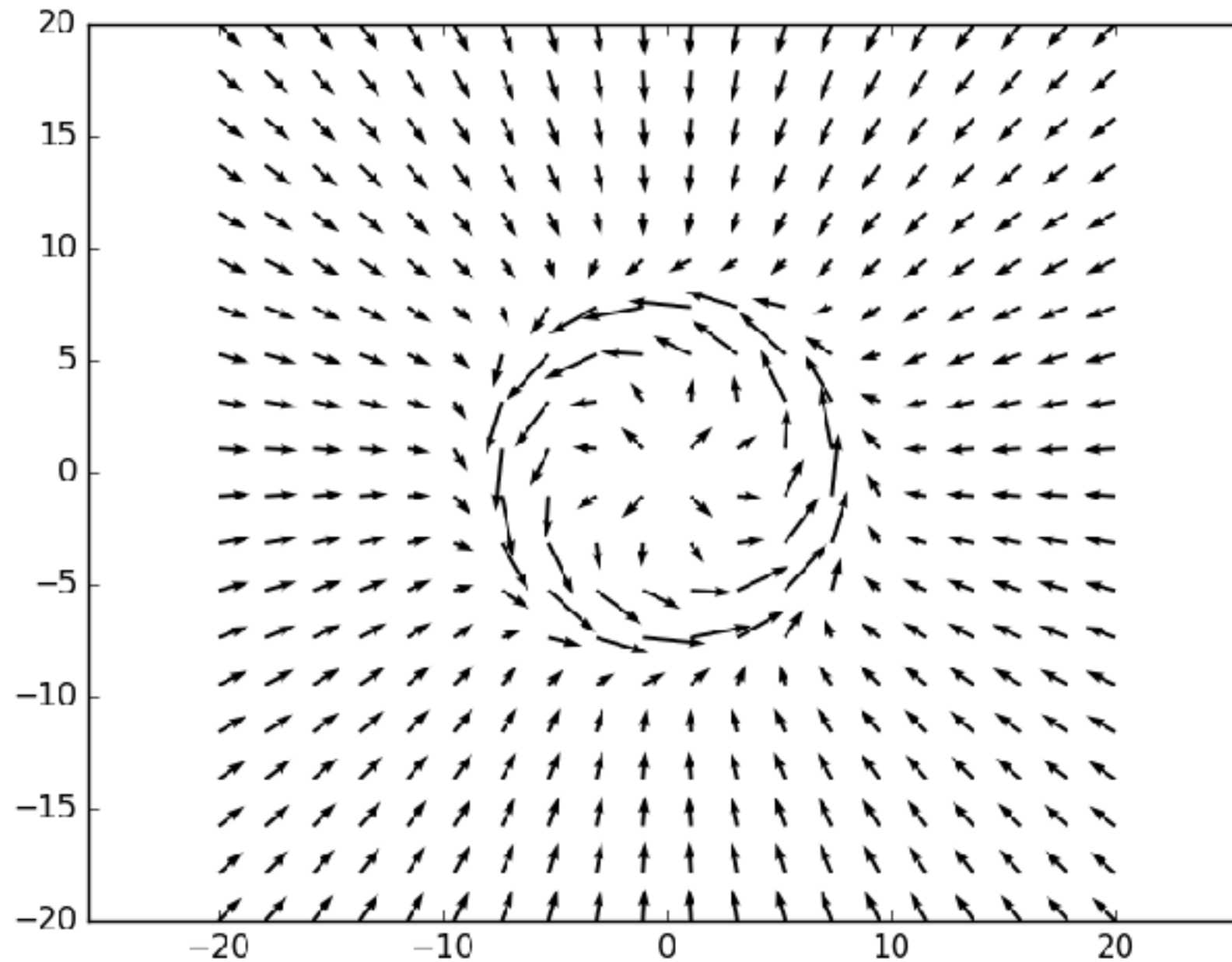


# COMPARISON WITH PREVIOUS FIELD

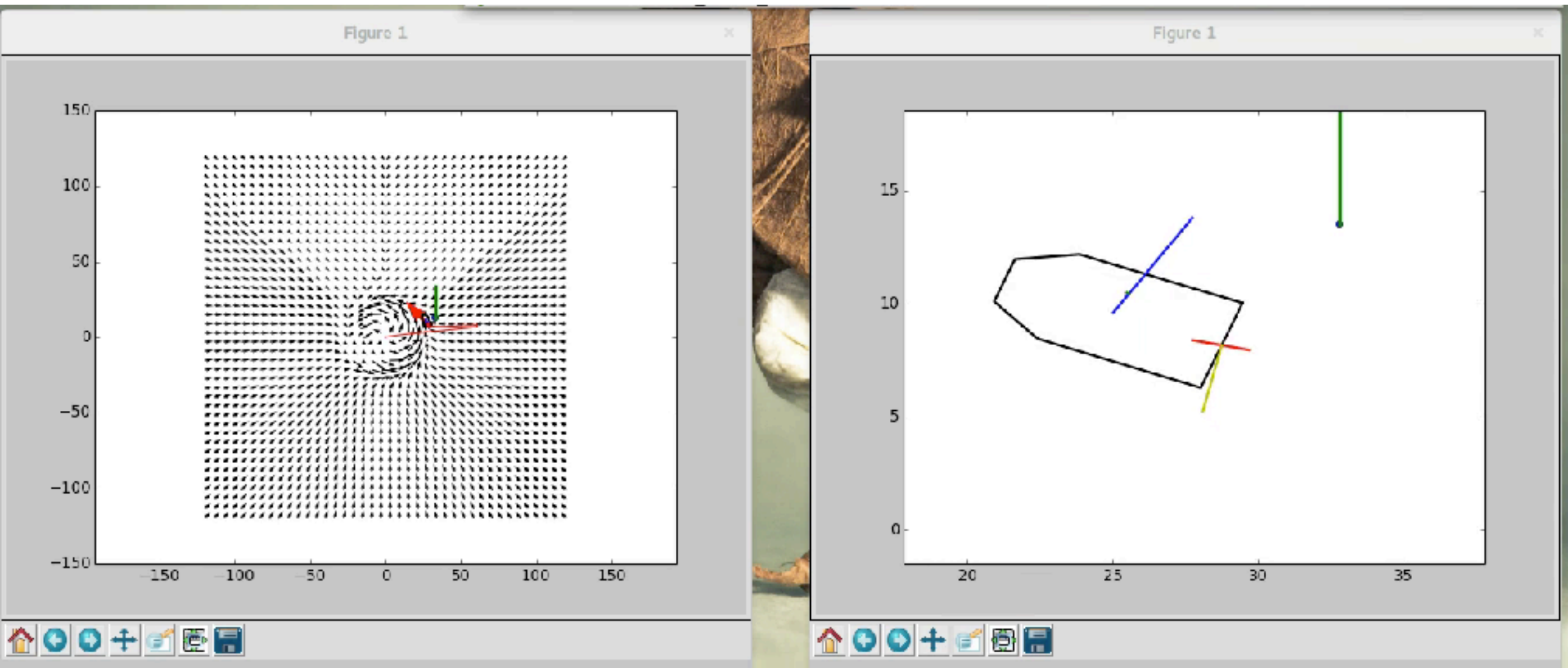




## APPLICATION TO A SAILBOAT



# APPLICATION TO A SAILBOAT





## PRESENTATION & RESULTS

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# WRSC 2016



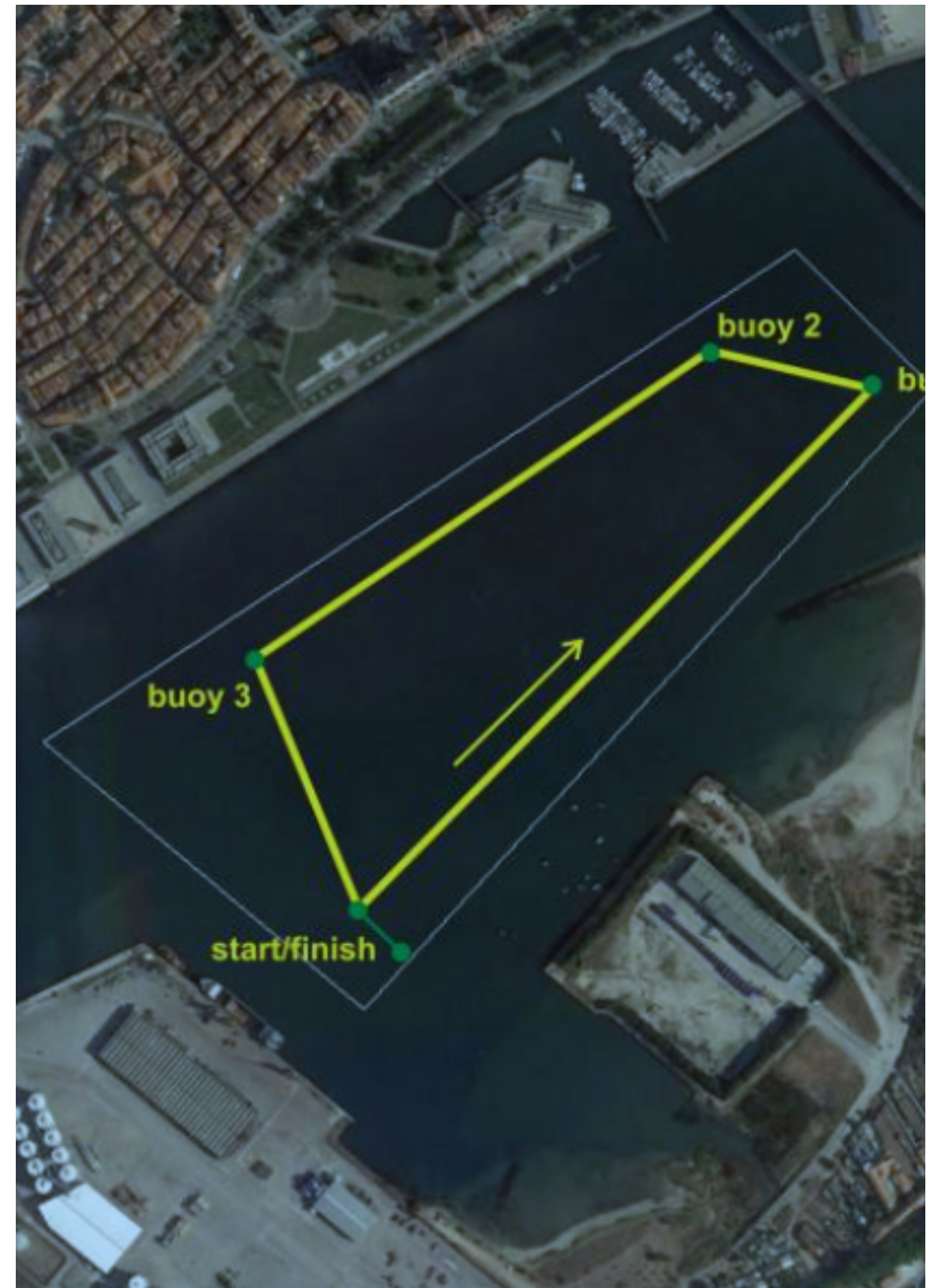
# PRESENTATION

- ▶ **WRSC:** World Robotic Sailing Competition
- ▶ **IRSC:** International Robotic Sailing Conference
- ▶ Around 12 International teams
- ▶ 2 categories
  - ▶ Microsailboat (<1.5m)
  - ▶ Sailboat (1.5 to 4m)



# MISSIONS

- ▶ 4 missions
  - ▶ Fleet race (1st)
  - ▶ Station keeping
  - ▶ Area scanning
  - ▶ Obstacle avoidance







## Fleet Race



HA-EB\_fr

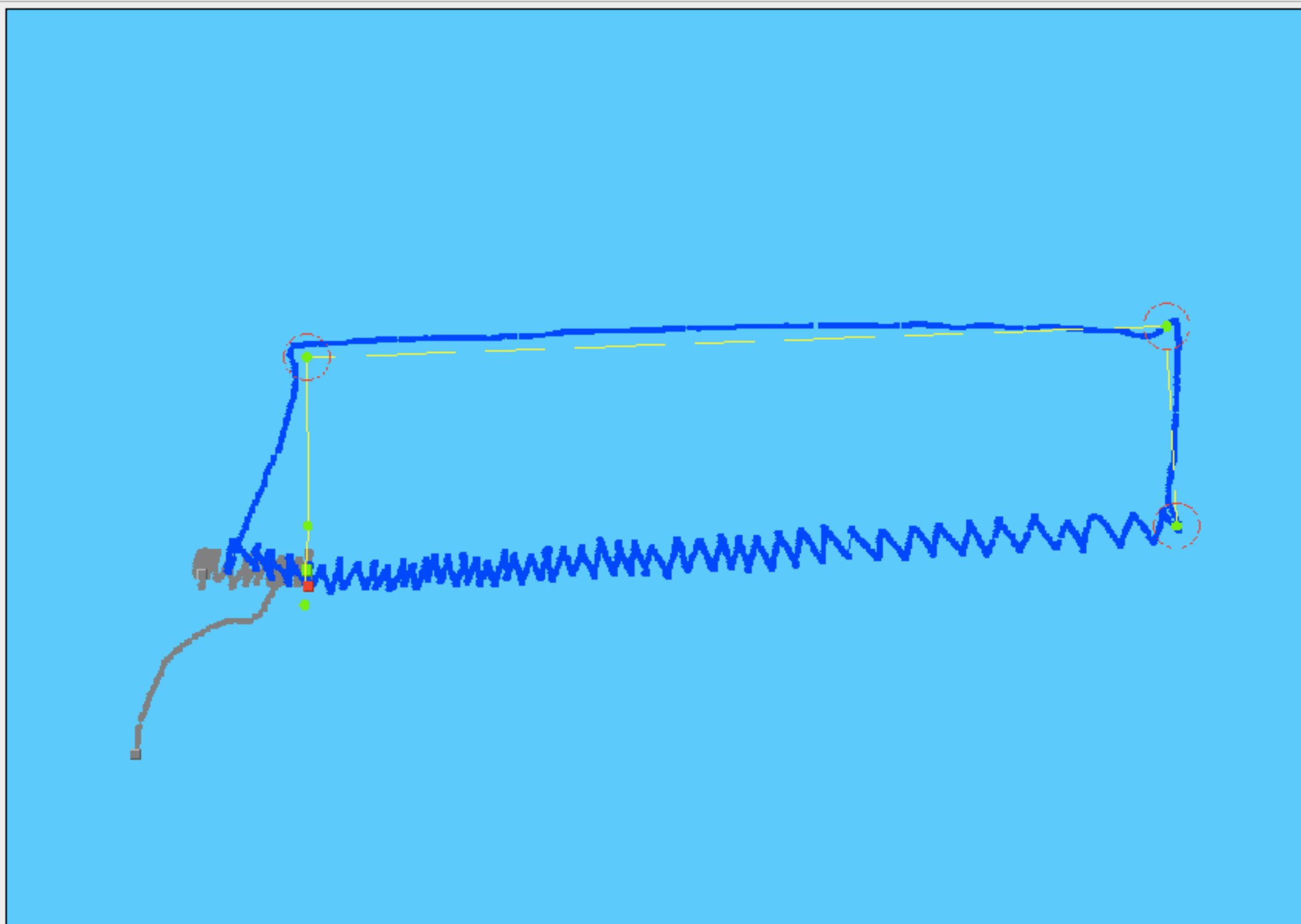
Reached all marks

Run Time: 32:13.0

Valid: Complete Run

☐ Show Full Route

Back

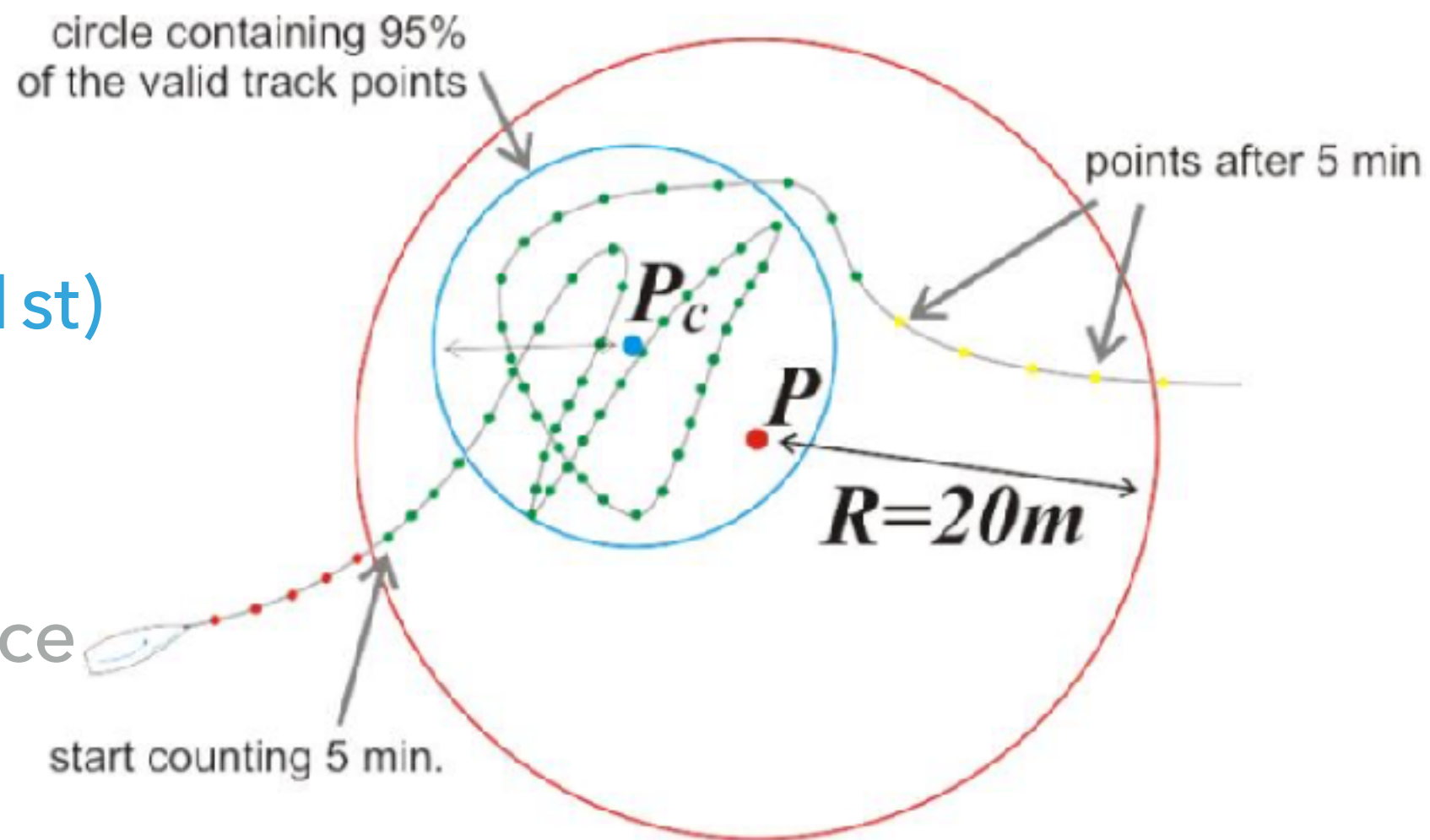




# MISSIONS

## ▶ 4 missions

- ▶ Fleet race
- ▶ Station keeping (1st)
- ▶ Area scanning
- ▶ Obstacle avoidance



## Station Keeping



HA-EB\_sk1

LOA: 1.85

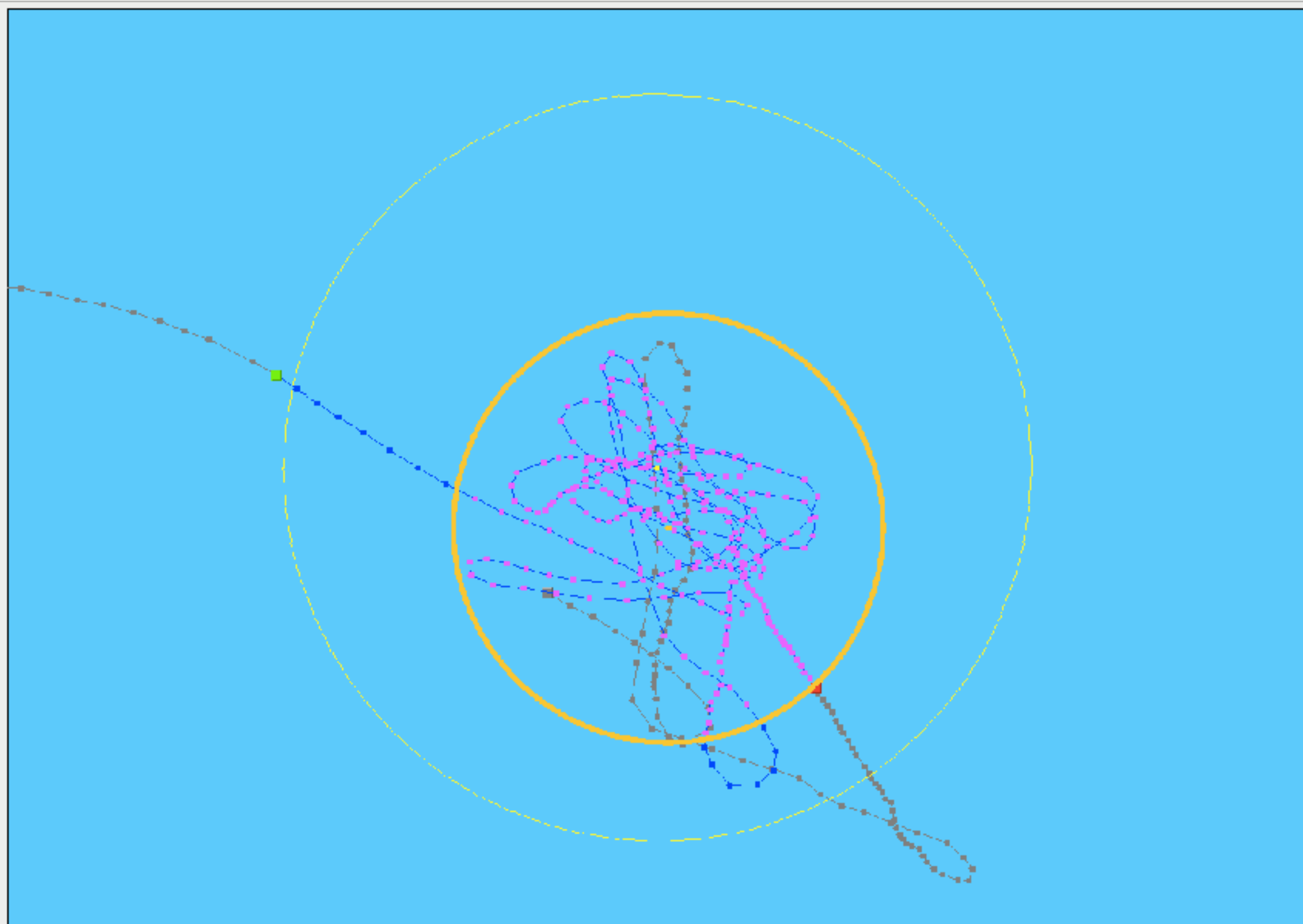
Radius: 11.48m

Score: 6.205405

Run Time: 5:1.0

Valid

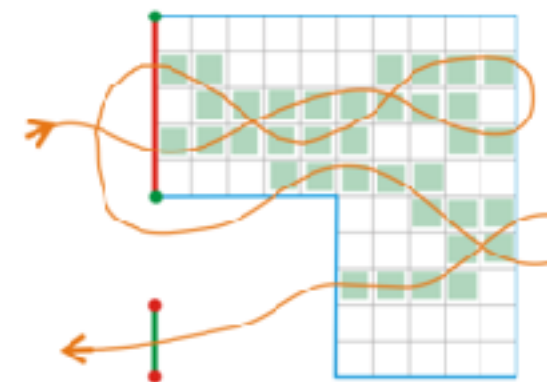
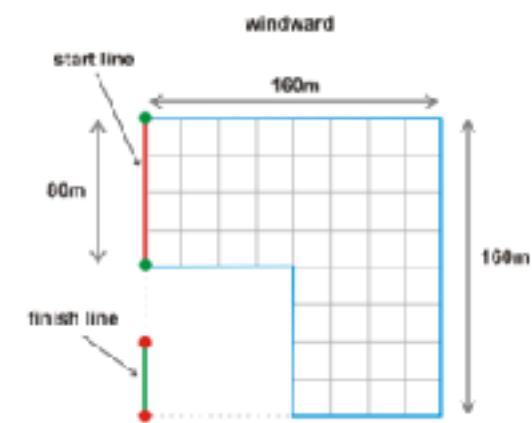
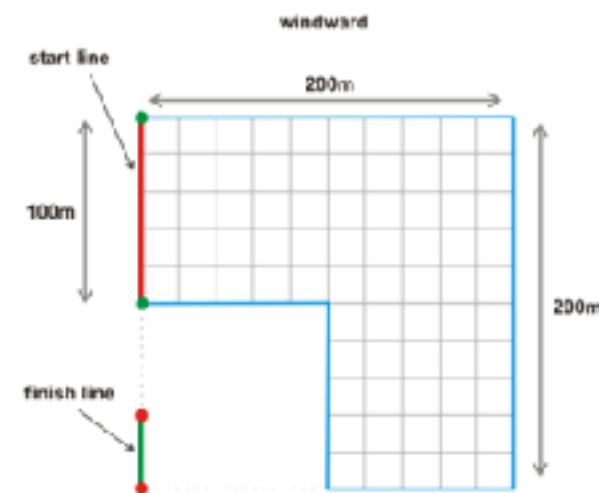
☐ Show Full Route



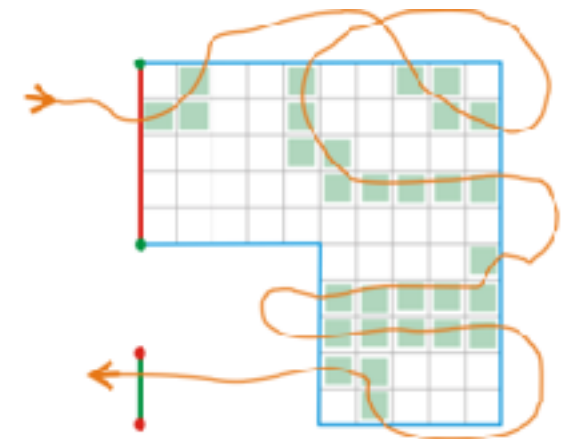
Back

# MISSIONS

- ▶ 4 missions
  - ▶ Fleet race
  - ▶ Station keeping
  - ▶ Area scanning (3rd)
  - ▶ Obstacle avoidance



score: 36 squares



score: 30 squares

## Area Scanning



HA-EB\_as1

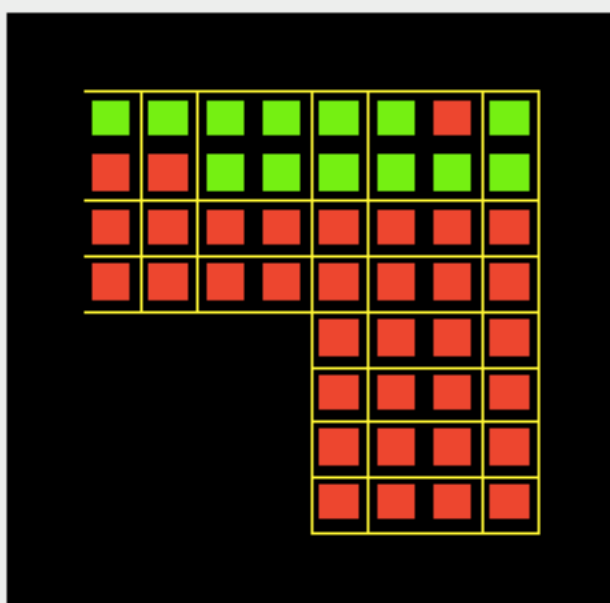
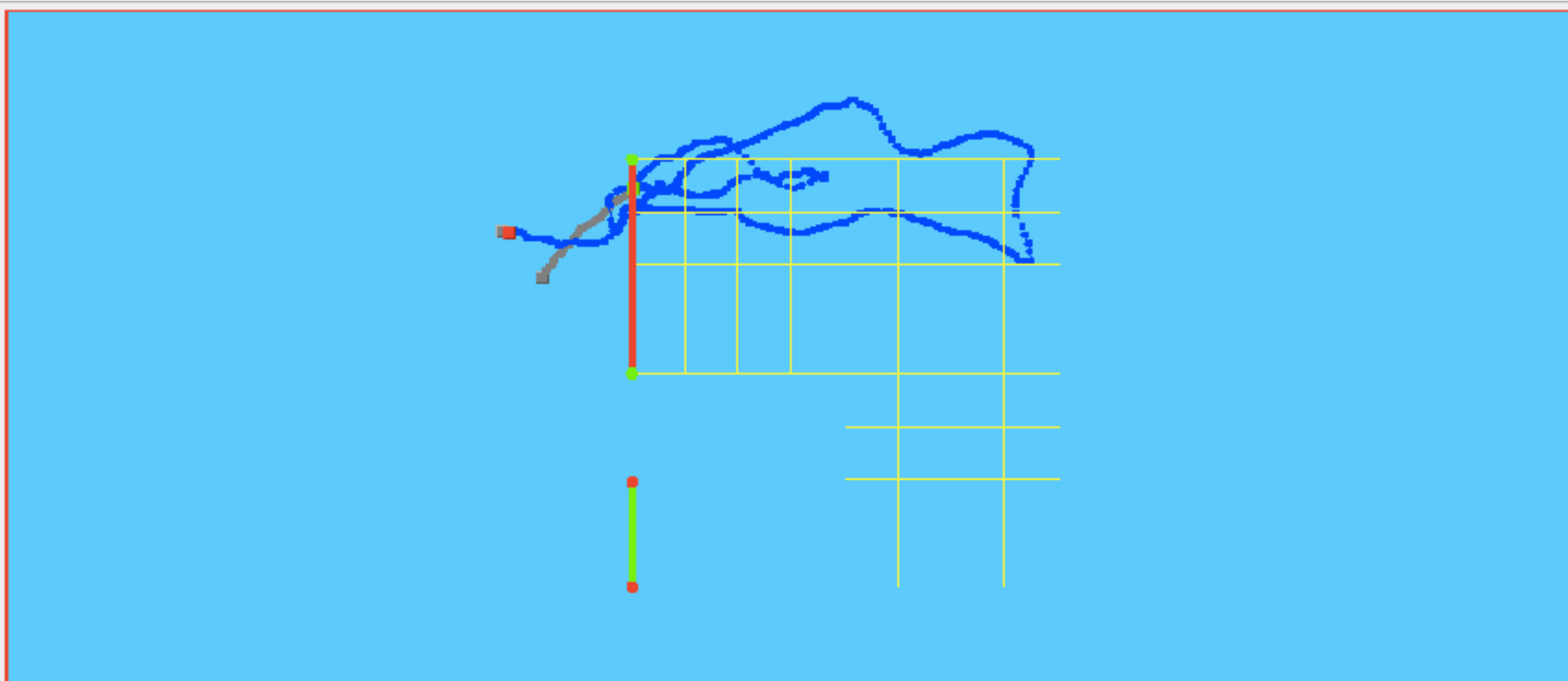
Score:

- 13/48

- 62.5% (inside)

Run Time: 8:44.0

Valid



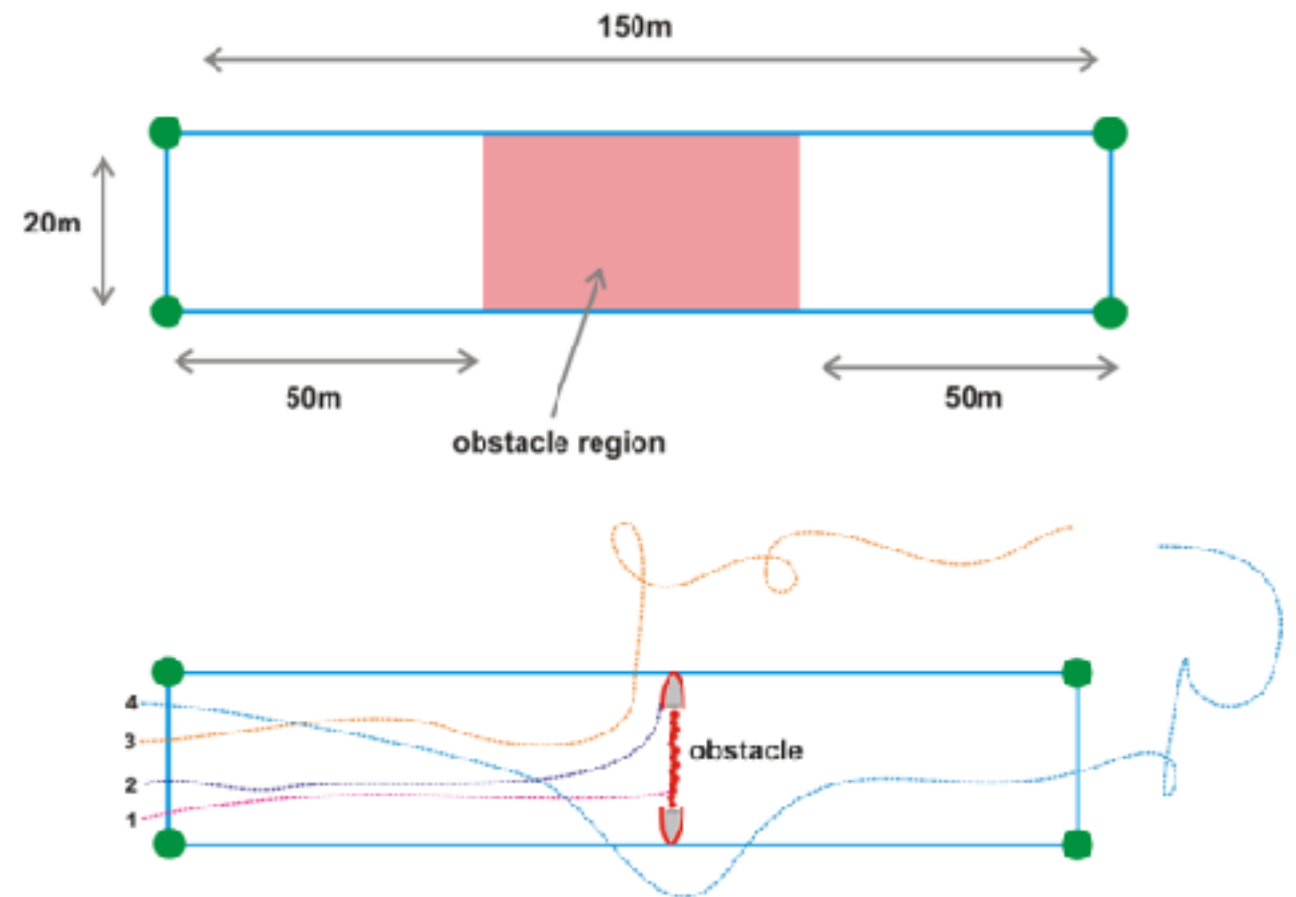
Square Height: 19.99m  
Square Width: 19.99m

Back



# MISSIONS

- ▶ 4 missions
  - ▶ Fleet race
  - ▶ Station keeping
  - ▶ Area scanning
  - ▶ Obstacle avoidance



## Collision Avoidance



HA-EB\_ca1

Obstacle in leg 3

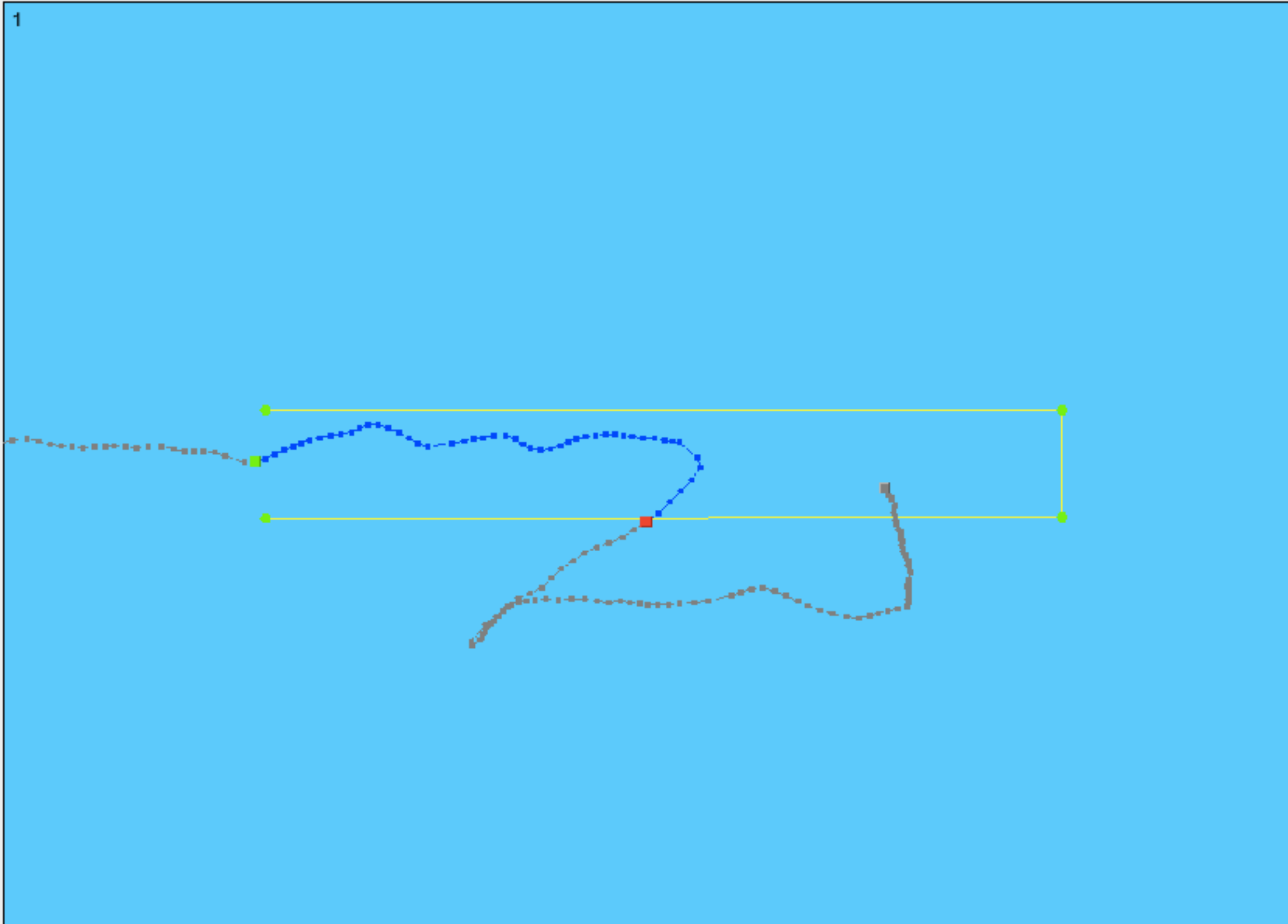
- % (inside)

Run Time: 0:52.0

Invalid: left area in leg 1

☐ Show full route (last leg)

Back





# WRSC2016

## Final results Class “Sailboat”

	Team	Fleet Race	Station Keeping	Area Scanning	Collision Avoidance	Total
1st	ULPGC	6	2	1	1	10
2nd	HÅ-EB	1	1	3	6	11
3rd	Univ Porto – INESC TEC	6	6	2	6	20
4th	USNA	6	6	4	6	22
5th	CINAV – Escola Naval	6	6	5	6	23

## CONCLUSION & DISCUSSIONS

- ▶ Still under implementation
- ▶ Correct some problems (normalisation, addition...)
- ▶ Did not tested everything on a real sailboat
- ▶ 2nd position at WRSC 2016

## FUTURE WORKS

- ▶ Simulation of sailboat under M.O.R.S.E.
- ▶ Test on real sailboat
- ▶ WRSC 2017