open robotics

On multi-fleet operations with the Open Robotics Middleware Framework



19 Oct 2022, ROSCon JP 2022, Kyoto, Japan

Open Robotics Stewarded Platforms







- World's most widely-used open-source SDK for robotics
- ROS is to robotics as Android is to mobile devices

- Open-source robot simulation software
- Gazebo is to robotics what AutoCAD is to architecture

- Open-source multi-fleet management and interoperability software
- Open-RMF is to robotics as SAP is to operations

ros.org

gazebosim.org

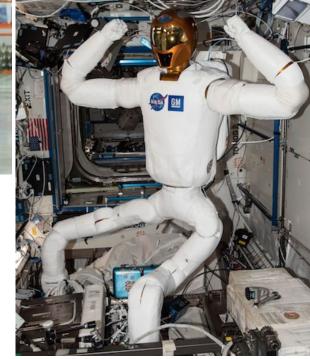
open-rmf.org







We're asking more of robots (a lot more)









The industry is growing dramatically



Global robot density CAGR





global robot suppliers with **diverse** solutions

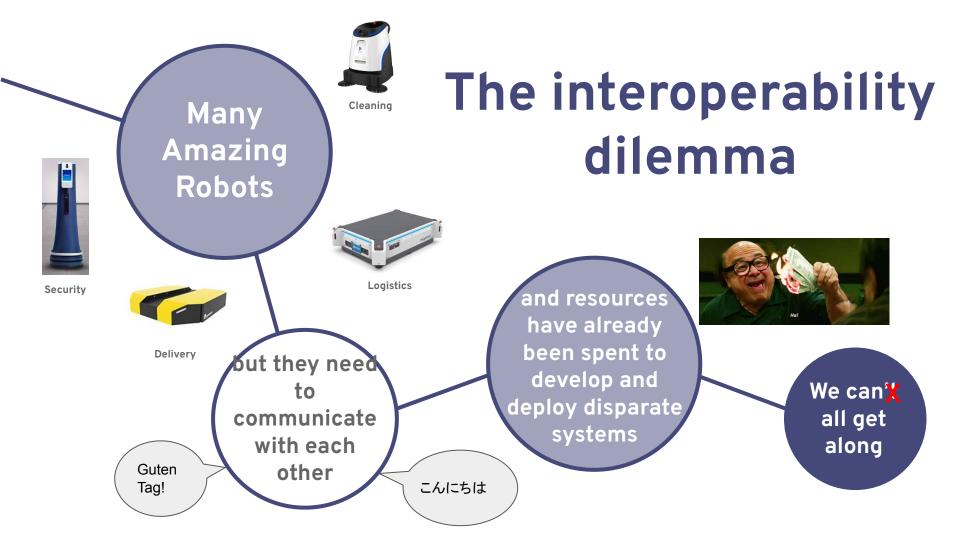


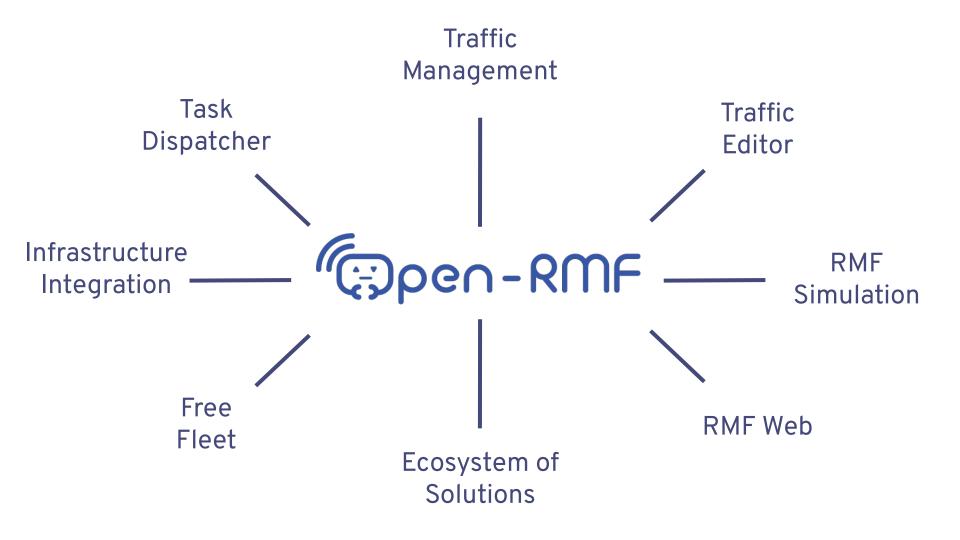
companies **planning robotic adoption**

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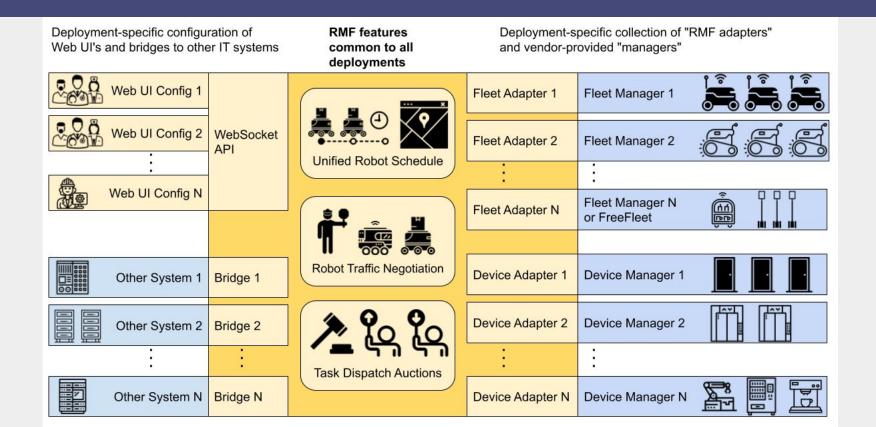
companies listing **cost of adoption** as a top 5 challenge to adoption

> Source <u>IFR</u> Source <u>IFR</u> Source <u>Zippia</u>





What is Open-RMF?



Open-RMF Creates Market Opportunities





Facility Owner/ Operator

Reduces TCO and frees up resources for further growth Robot Vendor

Reduces integration costs, complexity and time



Reduces the total number of integrations



Solution Provider

Reduces integration costs, complexity and time

Photo by Lenin Estrada



Collaborators



SI's and

Solution Providers



Construction



Healthcare



Airports



Application Fields



Manufacturing &

Logistics

Seaports

.



Hospitality



Space



Agriculture

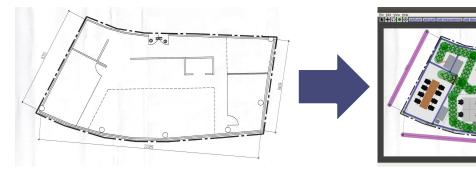




Start using RMF in three easy steps

- 1. Find or create a building map
- 2. Create a simulation model
- 3. Make a robot traffic map

Step 1 may require human interaction. Traffic Editor helps you with steps 2 and 3.



Building floorplan



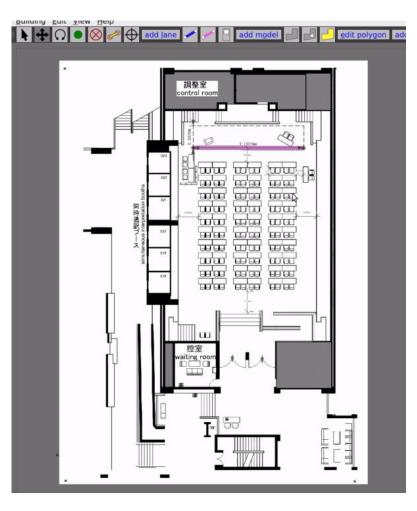
Annotated in *traffic_editor*



Physics-based Gazebo simulation world

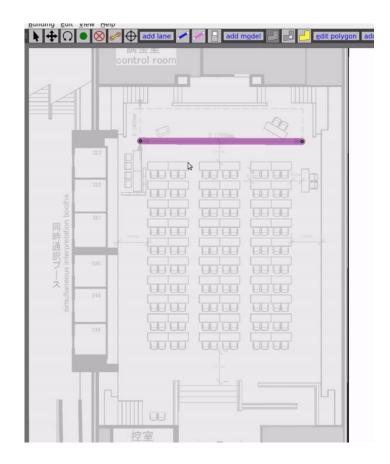
Create floor polygons

- First we need to define the floor polygon
- It can be precise to just look nice, or just a bounding-box so robots don't fall down
- Each floor polygon has the same material
- Multiple polygons can be used to model different flooring types



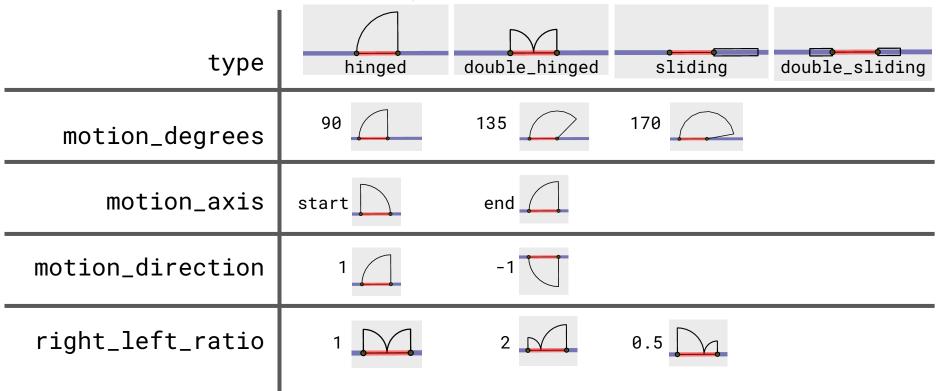
Create walls

- Walls can be traced from the floor plans
- Typically not all walls are needed or wanted
- Materials (textures) can be defined for each segment



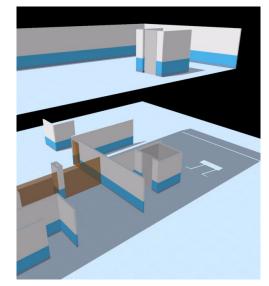
Configure door parameters

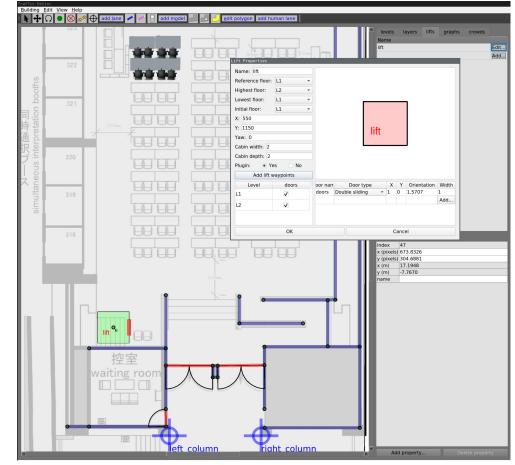
- Doors are surprisingly complicated!
- Use the property editor to configure them



Configure elevators

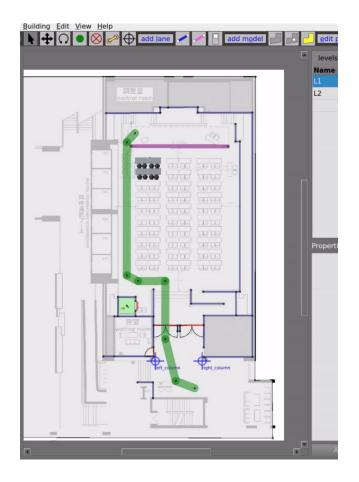
- Elevators (lifts) are a critical part of any multi-level robot site
- They are incredibly expensive (!)
- They often set the throughput limit for the entire system
- Careful modeling is important





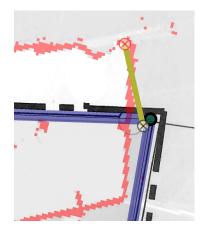
Drawing robot traffic lanes

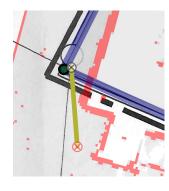
- Traffic lanes can be drawn on the map
- This helps simplify the planning problem and make the robot motion patterns easier to understand for people nearby
- Traffic lanes can be extended, branched, moved, etc., in the GUI
- Next question: how do we align this with the robot coordinate system?



Aligning real-robot maps

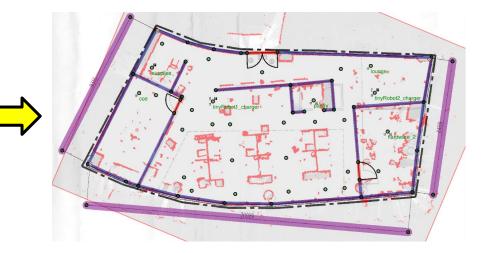
- Fully-automatic alignment is hard
 - As-built often differs from floorplan, especially wall partitions
 - Cabinets, pillars, chairs, etc., can occlude walls
- Humans can easily spot these issues and ignore them
 - This is difficult to program for computers
- "Semi-Automatic" alignment workflow:
 - Roughly align the robot map using manual transform parameters
 - Click "features" that you can see in both robot map and floorplan
 - corners of load-bearing walls
 - pillars
 - Click "constraints" between corresponding features
 - Select Edit->"Optimize Layer Transforms" (Ctrl+T)
 - Numeric solver tries to find a transformation that minimizes the constraint lengths





Aligning maps with numerical optimization

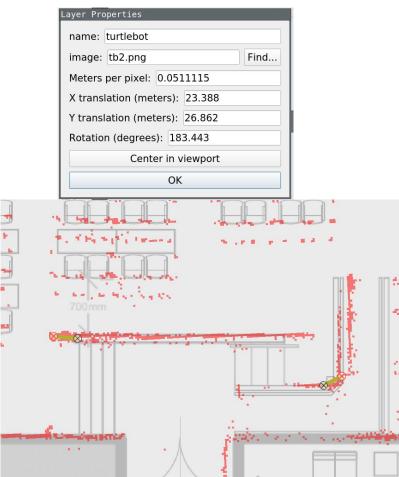




Find...

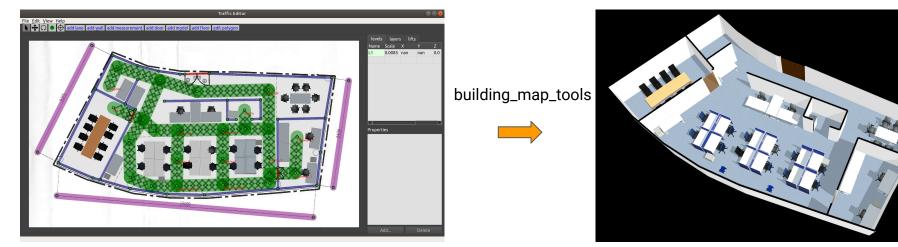
name: turtlebot		name: turtlebot	
image: office_A4.png	Find	image: office_A4.png	Find
Meters per pixel: 0.05		Meters per pixel: 0.0484015	
X translation (meters): 5.000		X translation (meters): 6.904	
Y translation (meters): -5.000		Y translation (meters): -5.651	
Rotation (degrees): -20.000		Rotation (degrees): -22.811	
Center in viewport		Center in viewpo	
ОК		ОК	

Aligning maps





Building Map Tools



Annotated map in *traffic_editor*

Physics-based simulation world with 3d assets, robots, doors, plugins

http://github.com/open-rmf/rmf_traffic_editor

The RMF Site Editor

https://github.com/open-rmf/rmf_site

Next generation of RMF site editing

- Full 3D previews of the simulated facility, updated live as you edit it
- Runs natively on Linux, Windows, Mac, or web browsers
- Edit the placement of furniture, walls, doors, lifts, traffic lanes, human crowd behavior, cameras, and lights
- Easy to extend with custom plugins for application-specific features

Upcoming Features

- Preview camera feeds
- Save and link "read-only" portions, to reuse site information across different scenarios and allow manual additions to upstream data

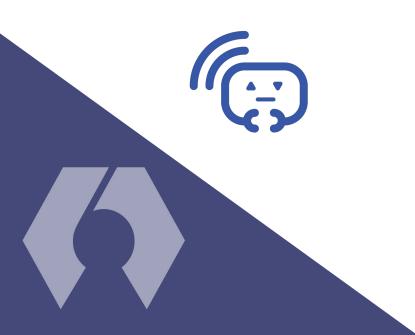
Beyond

• A single application that can run on any computer (including Windows) to simulate a full deployment of RMF. All RMF nodes would run inside the site editor, running the same code as the real deployments. Users can add their own custom nodes as plugins.





CAPABILITIES



Overview

- Traffic Negotiation
 - Full Control
 - Traffic Light
 - Read-Only
- Shared Infrastructure
 - Doors
 - Elevators (Lifts)
 - Workcells
- Task Management
 - Customize
 - Dispatch
 - Execute

Traffic Negotiation

Full Control: Robot/Fleet API accepts arbitrary waypoint commands Traffic Light: Robot/Fleet API accepts pause/resume commands Read-Only: Robot/Fleet API only provides current location and destination information

	Full Control	Traffic Light	Read-Only
Can be tracked and displayed on a dashboard			
Can be avoided as an obstacle			
Can yield to higher priority agents			
Can stop at intersections to prevent simple conflicts			
Can reroute to avoid or resolve complex conflicts			
Can reroute for optimal traffic flow			

Future work

Native Integration: Negotiation takes place on board the robot and takes advantage of the robot's perception

Traffic Negotiation

The robots will negotiate whether to wait for each other or reroute depending on which is computed to require less time.



Traffic Negotiation

When rerouting is not possible, the robots will wait on each other for as long as necessary.

Head-to-head conflicts are anticipated within the long stretches, and one robot in the head-to-head conflict will stay out of the long lane while the other robot is approaching.



- Doors
- Elevators (Lifts)
- Workcells

The rmf_fleet_adapter library synchronizes robot traffic with
the use of shared infrastructure

Robots can negotiate their traffic through a shared door.



Robots can also negotiate traffic around others that are using doors.



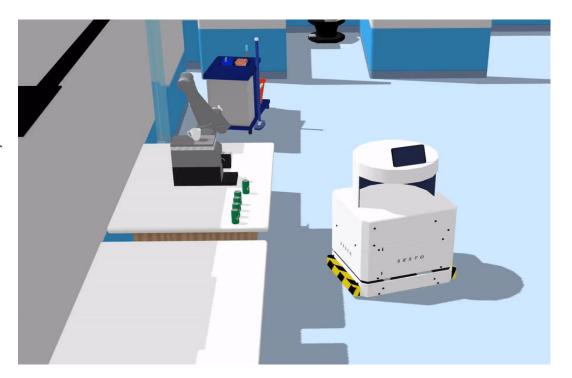
Robots can negotiate the use of elevators.

RMF integration allows any RMF-compliant robot to use any RMF-compliant elevator.

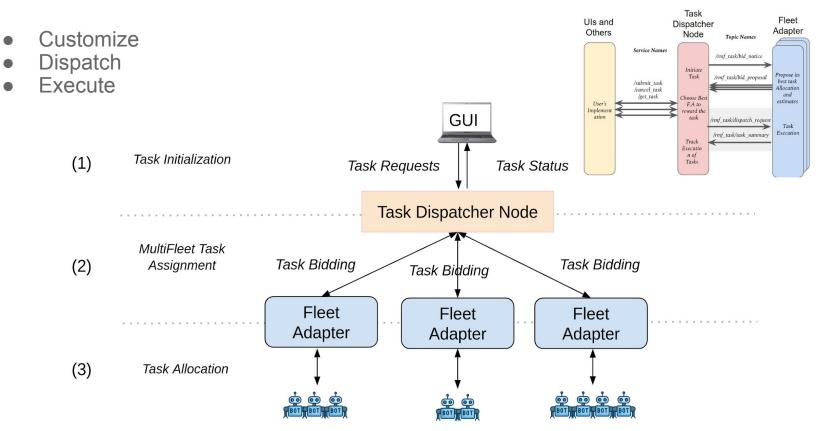
If certain elevators should be reserved for certain robots, that can be expressed in the navigation graphs that are used by the fleets.



Workcells, such as robot arms, have standardized interfaces that allow the fleet adapter to coordinate pickups, drop-offs, docking procedures, or other interactions between robots.



Task Management



What is a "Task"?

Task Description

serializable data structure that can be interpreted into...

Predictive Model

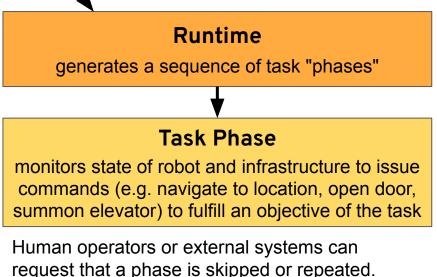
inputs: (initial state prediction, robot description) output: predicted state after task completion

Provided to a multi-agent task planner to search for a "minimum-cost" assignment of tasks to robots



The current implementation assumes **each task** is assigned to **one mobile robot** and that individual tasks **do not depend** on each other.

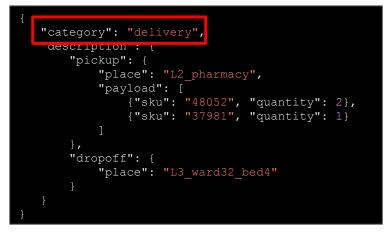
Future versions of RMF will support **multi-agent tasks** and **constraints between tasks**.



This is helpful if a phase did not go as intended.

Task Descriptions

Simple, premade



Common tasks can be given simple premade description schemas with a minimal set of parameters to fill in

Each **category** is associated with its own **description** schema that can be interpreted by task planners and executors.

More detailed instructions: https://osrf.github.io/ros2multirobotbook/task_new.html

Custom, composed



Allocation of tasks

A* Solver

- Priority Assignment
 - Add a **Priority** field to task request
 - During node expansion, check if new node assignments are valid
 - Valid = high priority tasks are assigned prior to low priority ones
 - If invalid, f(n) = g(n) + h(n) * penalty
- Finishing Task
 - Automatically include a task that the robot has to perform at the end of its assignments
 - Park, ChargeBattery, etc
- Fleet adapters automatically replan task assignments when a task is cancelled
- Fleet adapters use rmf_battery to check they should automatically return an idle robot to its charger





Interrupt / Resume / Cancel

- Tasks can be interrupted at any time
 - Not all actions can be interrupted
 - Non-interruptible actions will finish, and then the task will switch to an interrupted state
- When a robot's task is interrupted, the robot can be given direct commands without conflicting with any commands RMF
 - Useful when a robot needs to be teleoperated
- Tasks can be canceled at any time
 - When a task is canceled, it will perform a "cancelation sequence" that depends on how far the task progressed



THANK YOU!!!

Questions?

