

Distributed Robotic Architecture

Using Actin and DDS

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Energid Technologies
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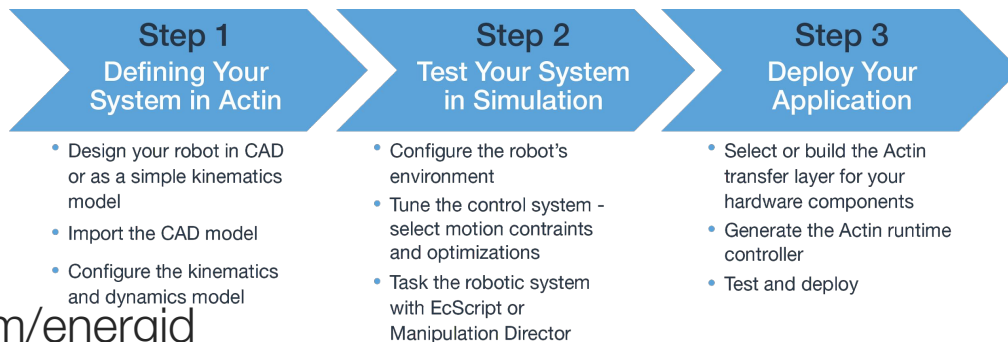
Overview

- Who is Energid?
- What is Actin?
- Actin with DDS
- Tasking with DDS
- Projects using DDS
- Live demo



Energid Technologies

- Develops software for simulation and control of any robotic system
- Actin software is at the core of our business
 - Actin SDK
 - Actin applications
 - Integration services



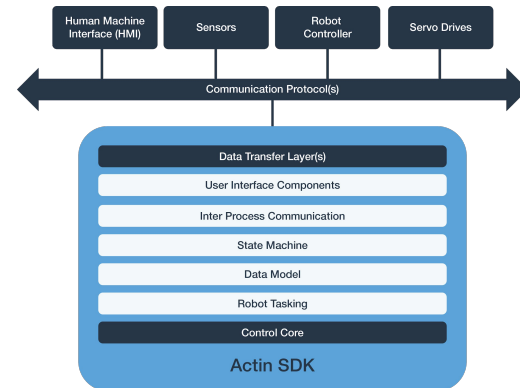
- Now a Teradyne company

- Cool videos: <https://vimeo.com/energid>



Actin Software

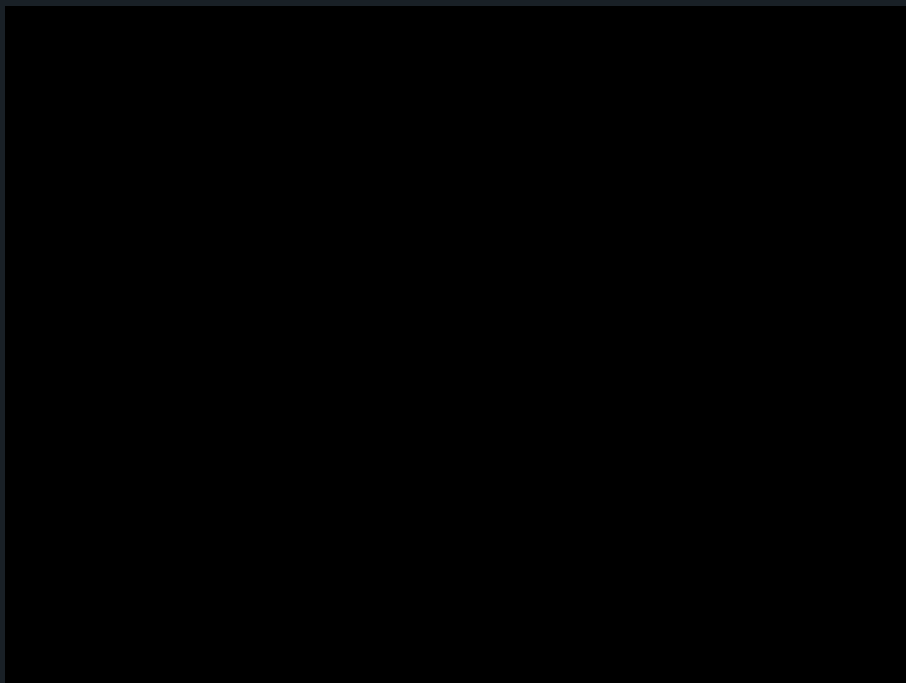
- **General kinematics and dynamics model**
 - Inverse and forward kinematics and dynamics
 - Kinematically redundant mechanisms
 - Fixed and mobile base manipulators
- **General motion constraint and optimization framework**
 - Dynamic collision avoidance
 - Joint limit and singularity avoidance
 - Strength optimization
 - Dynamic response to sensor data
- **Adaptive tasking**
 - Global path planning
 - Complex tool path motion control (EcScript)
 - Coordination of many robots and axes (Manipulation Director)
- **General platform support**
 - Easy integration with sensors and actuators
 - Kinematic model generation from CAD
 - Desktop applications for Windows, Linux, OS X
 - Real-time control on VxWorks, RT Linux, RTOS32, RTX64





Constraint Optimization

- End effector constraints
 - Collision avoidance
 - Joint limit avoidance
 - Singularity avoidance
 - Center of gravity
-
- Video
 - 3 HEBI Actuator Arms
 - 21 DOF Total
 - Frame end effector



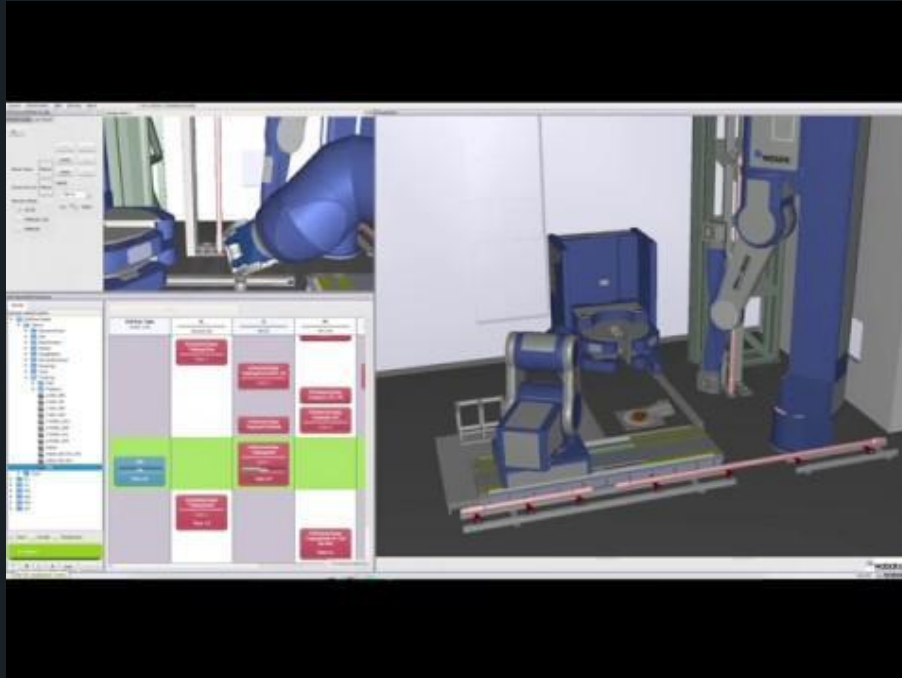
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Multi-Robot Coordination

- 5 Machines
 - Robot
 - Pipe Handler
 - Roughneck
 - Elevator/Lift
 - Slips

- Manipulation Director
 - Hierarchical tasking
 - Machine coordination



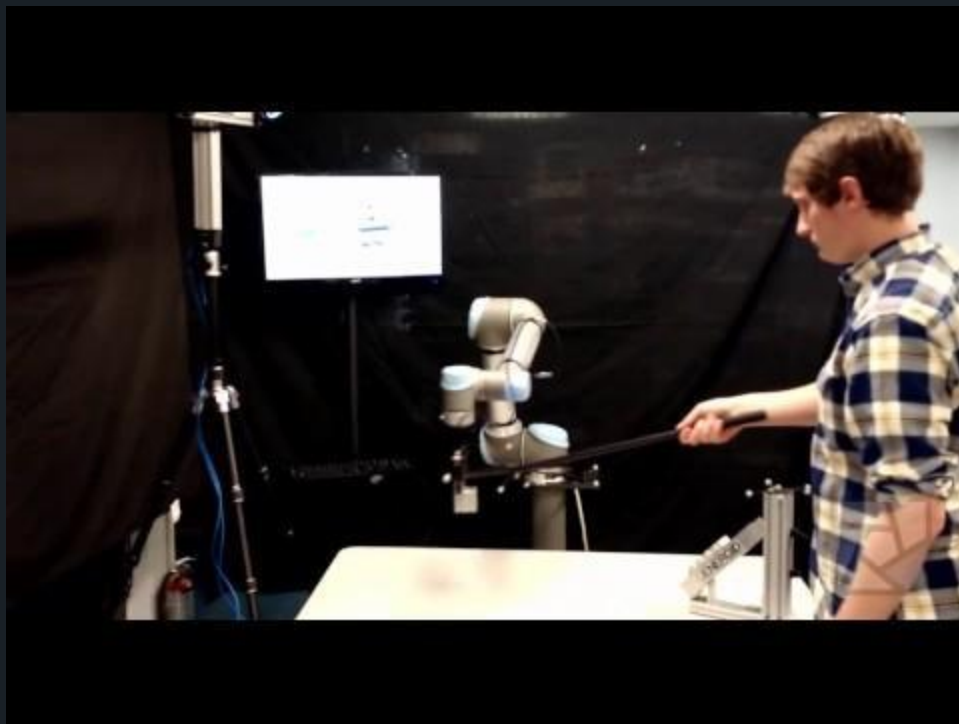
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Collision Avoidance

- Collision exclusion maps
 - Self collision exclusion candidates
 - Static collision exclusion candidates
 - Dynamic collision exclusion candidates

- Video
 - UR5 (6-DOF)
 - Adaptive tasking
 - Dynamic collision avoidance

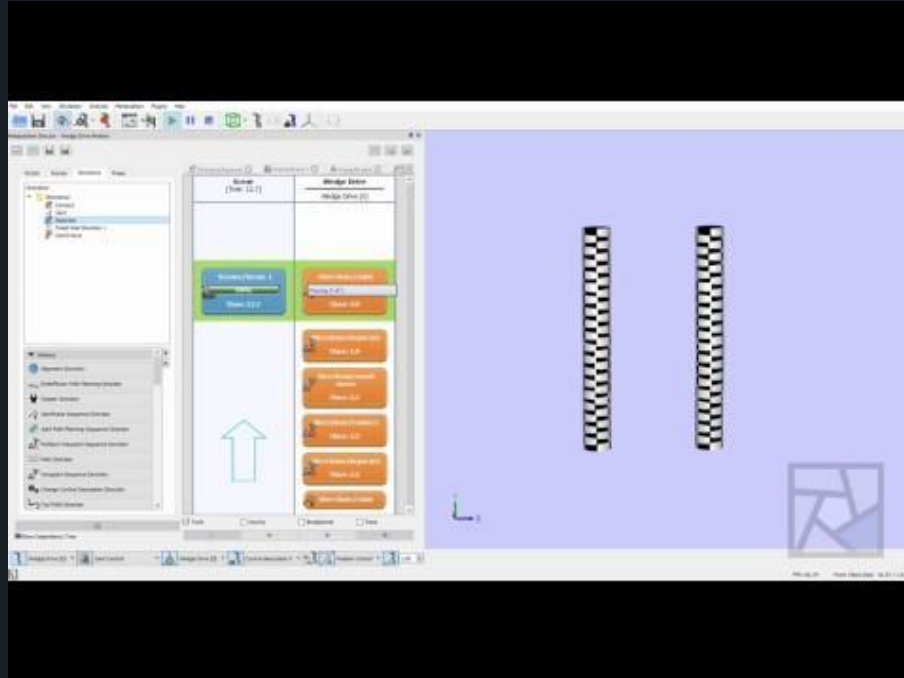


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Kinematically Redundant Mechanisms

- Extra degrees of freedom allows optimizing for other constraints
- Video
 - 2 Theoretical 36-DOF “wedge actuator” arms

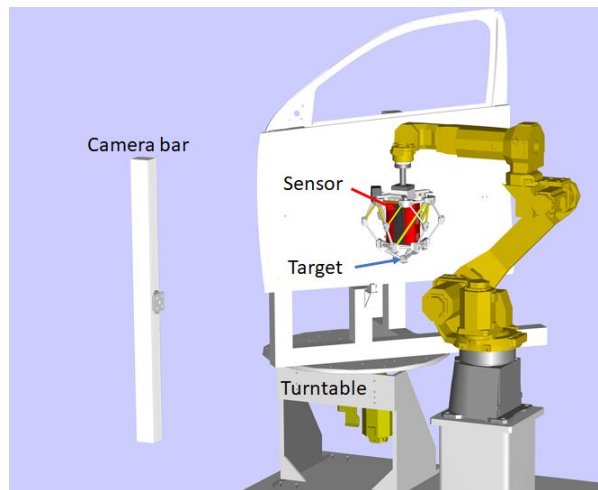


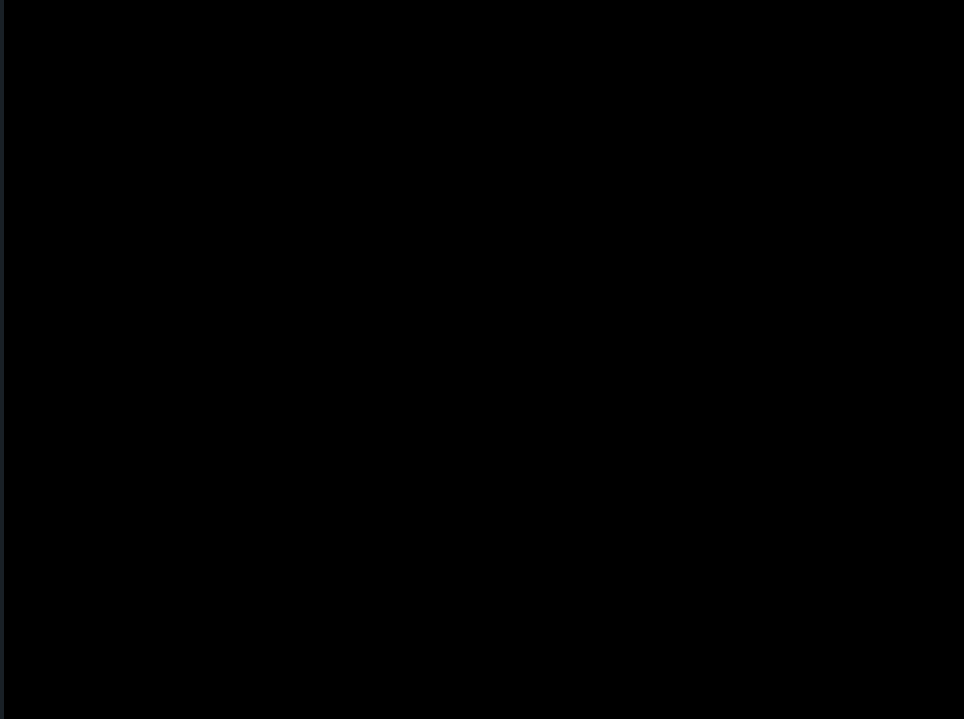
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Global Path Planning

- Fanuc M-10iA/12 6 DOF arm
- Added turntable DOF
- Complex part inspection
 - 41 inspection points
 - Travelling salesman problem
- Additional constraints
 - Target has 36 LED emitters
 - Camera bar has 3 cameras
 - At least 4 LEDs visible to all 3 cameras





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Real Time

- Video
 - HM Elfin 5 Robot (6-DOF)
 - Added linear rail
 - EcScript motion control
 - 1 ms Updates



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Actin with DDS

- Started using DDS early 2013
 - Government customer required us to integrate Actin with their tools using DDS
 - Early RDS work indicated DDS would be a perfect fit

- Single-robot deployments
 - Increased demand for teleoperation

- Multi-robot deployments
 - One robot controller machine per robot
 - Communication between controllers
 - Commands, state synchronization, sensor feedback, hardware status
 - Scalable architecture

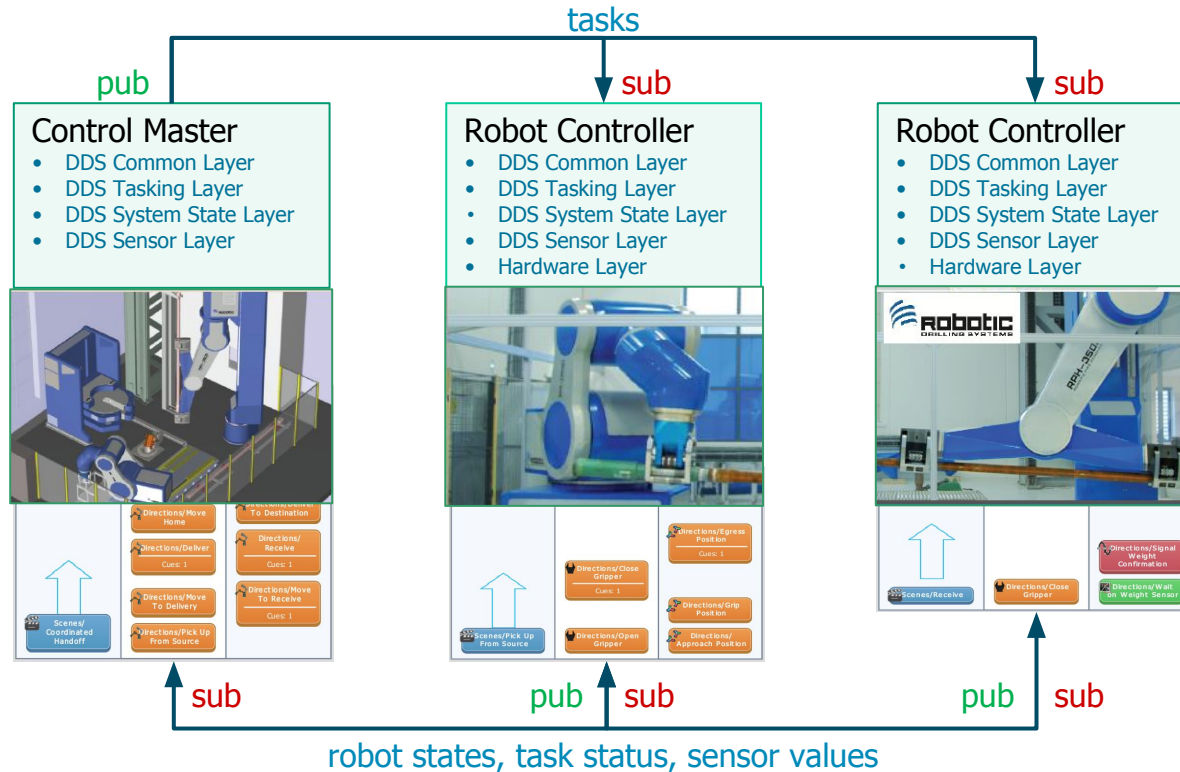


DDS Enables

- Flexible system architectures
 - Add new sensors, actuators, etc
 - Swap out components
 - Scalability
 - Redundancy
- Simplified communication between teams
 - Send the IDL, topic names, and QOS
- High degree of tunability through QOS
- Reduced development time!



Distributed Robot Control Architecture





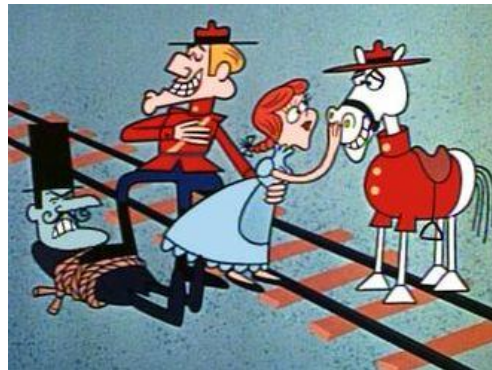
Tasking With DDS

- Manipulation Director
- DDS Tasking Implementation
 - Fundamentals
 - Topics
 - Sequence Diagram
 - Implementation Specifics
- Hierarchical Tasking



Manipulation Director

- Library of manipulation tasks
 - Low-level blocks used to build higher-level blocks
 - All blocks are reusable
 - Write to and read from XML
 - Extensible architecture
- Theater terminology
 - Director - directs the execution of a script
 - Cast - Assigns actors (robots) to play roles in the script
 - Scripts - Composed of scenes
 - Scenes - Composed of directions for the actors
 - Directions
 - Stage Directions - Non “speaking” instructions to actors
 - Manipulation Directions - The “speaking” lines ... For a robot, this means “movement”
 - Poses
 - Reusable transformations
 - Can be fixed or relative
 - Used inside directions for defining positions and orientations
 - Cues



At some point, we lost the “plot”
(of theater terminology)



Manipulation Director GUI

The screenshot displays the Manipulation Director GUI. On the left, a 'Directions' panel lists various actions such as 'Approach object', 'Attach to Gripper', 'Close', 'Detach from Gripper', 'Exclude Object', 'Home Position', 'Include Object', 'Move Block Home', 'Move Object', 'Open', 'Retract from Object', 'Sample Joint Motion', and 'Sample Waypoints'. Below this is a 'Motions' panel with options like 'Alignment Direction', 'Endeffector Path Planning Direction', 'Gripper Direction', 'Jointframe Sequence Direction', 'Joint Path Planning Sequence Direction', 'Multibarm Waypoint Sequence Direction', 'Path Direction', 'Waypoint Sequence Direction', and 'Tool Path Direction'. The main workspace shows a scene editor with columns for 'Scene', 'Gripper', 'Object', and 'URS Arm'. The 'Gripper' column contains 'Robotiq_2F85 [2]'. The 'Object' column contains 'Box001 [4]'. The 'URS Arm' column contains 'UR5 [0]'. A 'Scenes/Approach Object' button is located at the bottom left of the workspace. A blue arrow points from this button to the 'Directions/Approach object' button in the 'Object' column. A yellow arrow points from the 'Directions/Approach object' button to the 'Directions/Attach to Gripper' button in the 'Object' column. Another yellow arrow points from the 'Directions/Attach to Gripper' button to the 'Directions/Exclude Object' button in the 'Object' column. A third yellow arrow points from the 'Directions/Exclude Object' button to the 'Directions/Approach object' button in the 'URS Arm' column. A green arrow points from the 'Directions/Approach object' button in the 'URS Arm' column to the 'Directions/Open' button in the 'Gripper' column. A fourth yellow arrow points from the 'Directions/Open' button in the 'Gripper' column to the 'Directions/Include Object' button in the 'Object' column. A blue arrow points from the 'Directions/Include Object' button in the 'Object' column to the 'Directions/Approach object' button in the 'URS Arm' column. A light blue arrow points upwards from the 'Scenes/Approach Object' button.



Tasking Fundamentals

- Tasking provider “provides” a resource to be tasked
- Tasking requester “requests” control of a resource
- Only one requester can have control of provider at a time
- Control is granted or revoked by the provider
- Control takes into account
 - Machine state (Manual vs. Auto)
 - Continuity of control
- Purpose
 - Manage objects in the manipulation director library
 - Manage task execution of manipulation director objects
- Not so “secret” sauce
 - Multiple keys
 - Content filtered topics





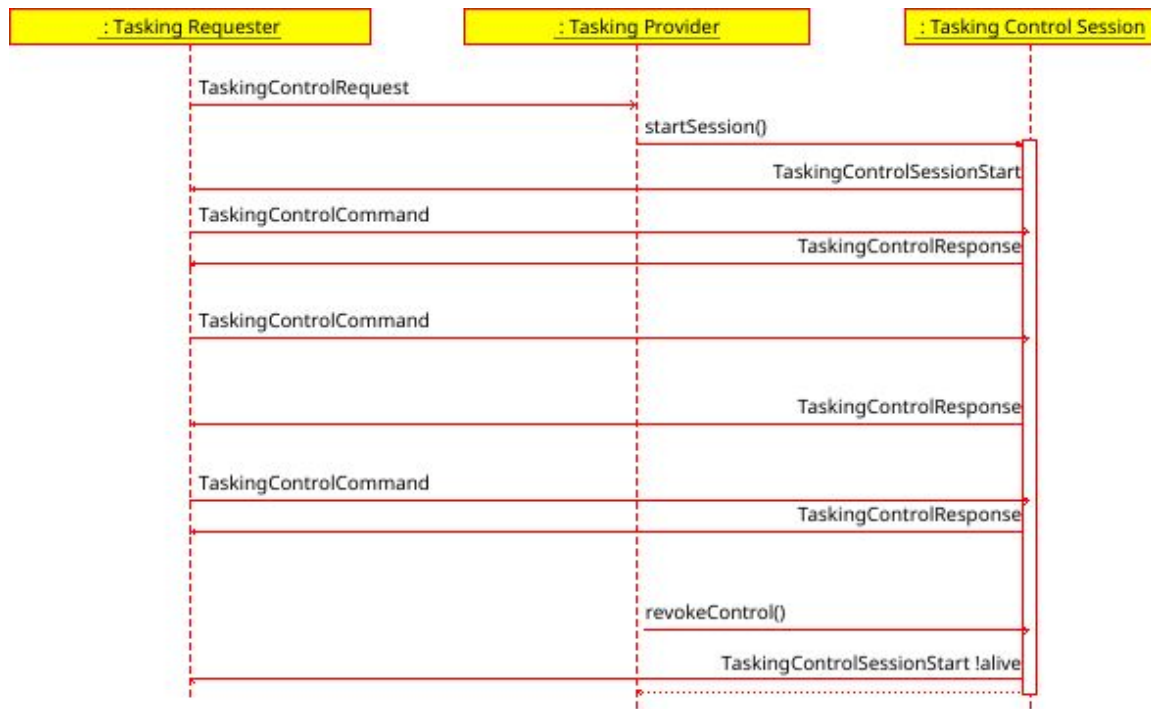
Tasking Topics

- TaskingControlRequest
 - Request control of a particular role
 - Keyed by role and UUID of the requester
- TaskingControlSessionStart
 - Informs a provider when control has been granted
 - When the instance is no longer alive, the requester no longer has control
 - Keyed by role and UUID of the requester
- TaskingControlCommand
 - Send a command to the role
 - Commands manage manipulation director library and execution
 - Keyed by role and UUID of the requester
- TaskingControlResponse
 - Send a response from the role to the requester
 - Responses indicate the success or failure of commands
 - Keyed by role and UUID of the requester





Tasking Sequence Diagram





Tasking Implementation Specifics

- Tasking Requester
 - Generates UUID
 - Publishes
 - TaskingControlRequest uuid=UUID
 - TaskingControlCommand uuid=UUID
 - Subscribes
 - TaskingControlSessionStart (role = 'roleName' AND uuid = 'requesterUuid')
 - TaskingControlResponse (role = 'roleName' AND uuid = 'requesterUuid')
- Tasking Provider
 - Starts tasking control session to grant control
 - Stops tasking control session to revoke control
 - Subscribes
 - TaskingControlRequest (role = 'roleName')
- Tasking Control Session
 - Direct connection to requester UUID
 - Publishes
 - TaskingControlSessionStart uuid=UUID
 - TaskingControlResponse uuid=UUID
 - Subscribes
 - TaskingControlCommand (role = 'roleName' AND uuid = 'requesterUuid')



Hierarchical Tasking

- Lower-level tasking provider
 - Provides lower-level manipulation director library
 - Single machine tasks
 - Single machine does not mean single role

- Higher-level tasking provider
 - Requests control of lower-level tasking providers
 - Provides higher-level manipulation director library
 - Direction sends tasking commands to lower-level providers
 - Multi-machine tasks

- How many levels are needed?



Projects Using DDS

- CANRIG Robotics
- URCaps Integration



CANRIG Robotics

- Formerly Robotic Drilling Systems
 - Acquired by NABORS in 2017
- Manual operations dominate global rig fleet
 - Remove people from the rig floor
 - Save lives
 - Save time
- Tripping is the biggest time consumer
- CANRIG Robots
 - Next-generation
 - Fully electric
 - Maintenance free
 - Design life = 10 years
 - Beautiful design!





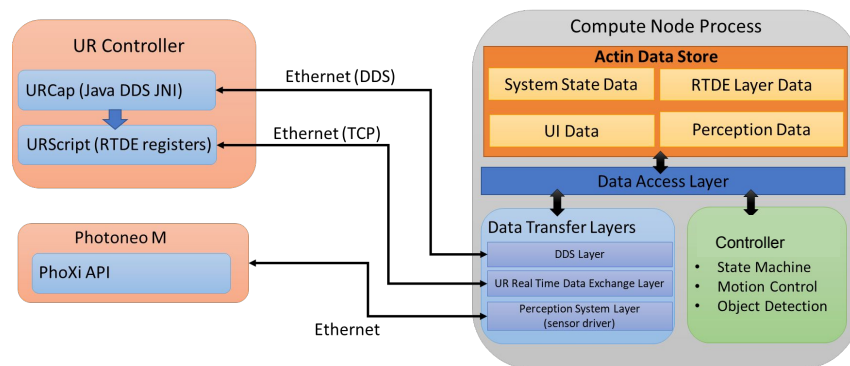
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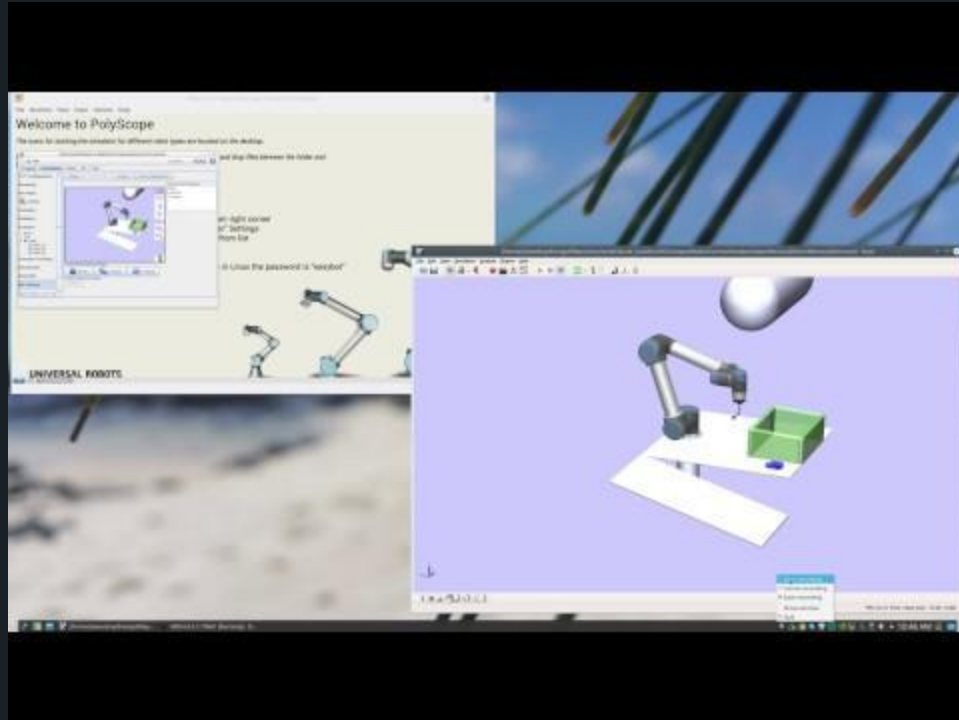




URCaps Integration

- 6 DOF UR3, UR5, or UR10
- Compute node separate from robot controller
 - Runs Actin
 - Provides 3D rendered images







Live Demo

- User interface process (Actin Viewer)
- Robot simulation process (Actin Viewer)
- User interface process 2 (Actin Viewer)