TUe Technische Universiteit Eindhoven University of Technology

Model design in context of TSM system architecture and CP

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#### Where innovation starts



# Contents of presentation

- Goal and requirements
- Functions
- Specifications
- Behaviour model
- Structural model
- Integration of TSM and CP
- Activity model
- Problems



#### Goal and requirements

- Goal
  - Robot shall find its way out of the maze as fast as possible, in an autonomous and safe manner
- Requirements
  - Robot is able to find way out of the maze
  - Robot should avoid bumping into walls or doors



## Functions

- Two categories
  - Actions
  - Skills
- Actions
  - Drive, turn, scan, wait
- Skills
  - Drive to location
  - Check for doors
  - Locate obstacles
  - Map the environment

## **Specifications**

 Objectives that software should be able to accomplish Technische Universitei

- 1st specification
  - Driving without bumping into walls or doors
  - Derived from the second requirement
- 2nd specification
  - Record the map and solve maze based on it

## **Specifications**

- 3<sup>rd</sup> specification
  - Algorithm needs to deal with dynamic doors

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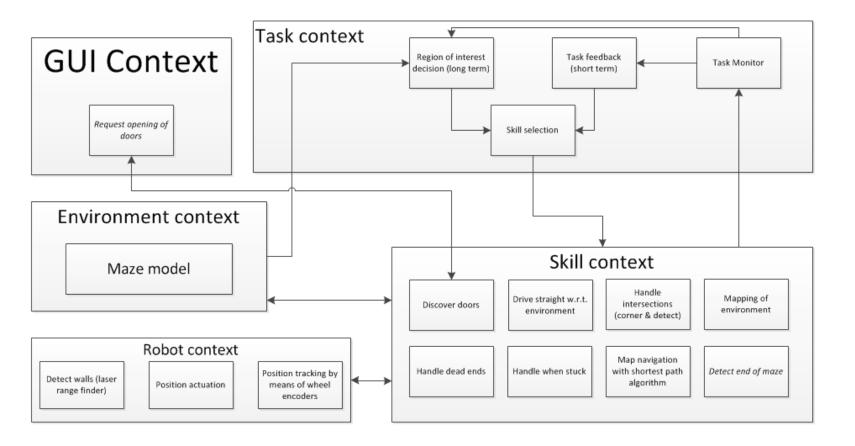
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- At beginning, assuming no door at all
- If no solution, considering case 1, 2, 3 and 4 in sequence



### **Behaviour model**



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#### Structural model

Interconnection of Behaviours and Activities.

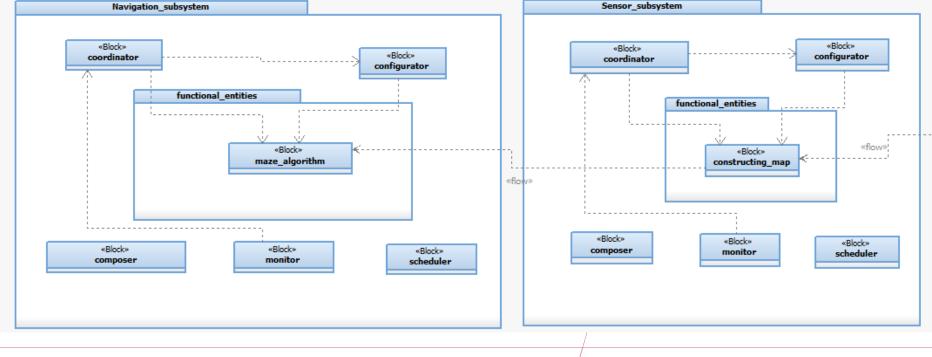
- Every Task, Skill, RHAL, World model is a separate CP •Motion control subsystem (Decoupled 5Cs)
  - Has to stay stable in motion
- •Mapping Maze subsystem
  - Has to map the maze using data presented by sensors
- •Navigation subsystem
  - Has to compute the fastest safe trajectory through maze using mapping data
- Sensor subsystems
  - Gathering data from its sensors and communicating them
- •Kill-switch subsystem
  - Manual input sequence that kills the robot in case of emergency
- Door detection subsystem
  - Has to show the outside world that is sees a door, using one of the actuators
- 8 Embedded Motion Control



#### Structural model

Interconnection of Behaviours and Activities.

#### CP model examples •Navigation subsystem and Sensor subsystems including connection between them



Activity model Executing the code

Serialized execution of Behaviour in an Activity.

Using triggers to activate sequences of Behaviour in a certain Activity. If the trigger is triggered, multiple functions are called sequencially. In general they will include:

- Communicate()
- Coordinate()
- Configure() reconfigure
- Schedule()
- events
- Log()

- $\rightarrow$  get latest relevant data
- $\rightarrow$  respond to data
  - $\rightarrow$  possible need to
  - $\rightarrow$  realise behaviour
- Coordinate()  $\rightarrow$  execution could trigger new
- Communicate()  $\rightarrow$  communicate new events  $\rightarrow$ log all above

# Problems

