

# **Robot Soccer Autonomous Car**

Learning Agents Research Group  
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# RoboCup

- One of the largest annual robotics competition in the world
- Started in 1997.
- Goal:
  - *"By mid-21st century, a team of fully autonomous humanoid robot soccer players shall win the soccer game, complying with the official rule of the FIFA, against the winner of the most recent World Cup"*
- 8-11 different leagues:
  - We participate in the standard platform and 3d simulation leagues.

# Robot Soccer



# Aldebaran Nao



Aldebaran Nao (<http://www.aldebaran-robotics.com/>)

# About the Nao

- 58 cm high
- 21 degrees of freedom (25 if you have articulated hands)
- 1 GHz Single Core Atom processor
- Sensing: 2 cameras, sonar, gyros, accelerometers, FSRS on the feet, proprioception
- Pros: Pretty cheap (\$4000 per robot for the RoboCup edition)
- Cons: Certainly not the best humanoids around.

# AustinVilla Robot Soccer Team



Todd Hester  
Samuel Barrett  
Katie Genter  
Jacob Menashe  
Yuchen He  
Piyush Khandelwal  
Peter Stone

Mohan Sridharan  
Michael Quinlan

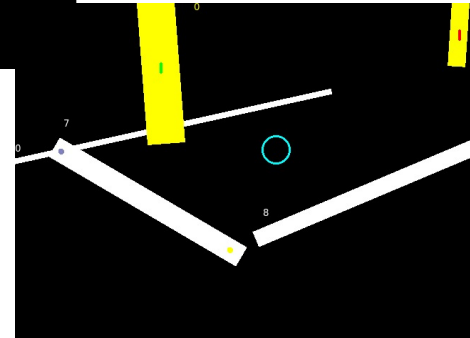
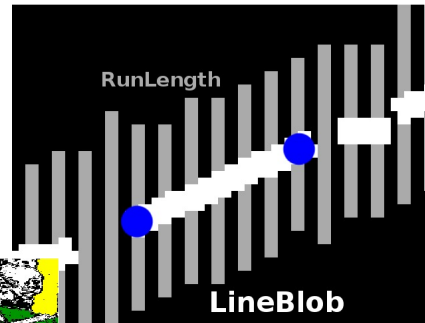
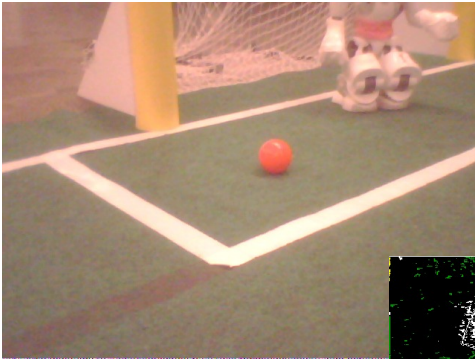
# Challenges

Main problems we try and solve:

- Perception - Vision/Sonar
- State Estimation - Markov Localization
- Motion - Kicks/Walk
- Software Architecture

# Perception

- Earlier in this group there was a presentation on the general object detection pipeline through vision. *Too computationally intensive for us.*
- We use color segmentation and scan-line based approaches to detect lines.





# Localization

- Absolutely necessary to know your own position in the field
- Based on the locations of lines, goal posts and the center circle we try and maintain an estimate of our own position

Two main methods for Markov Localization:

- Monte Carlo Localization (Particle Filters)
- Multi-Modal Extended Kalman Filter



# Localization

- 2012 will be a challenging year for localization
  - Both goals are yellow - all landmarks are symmetric
- We now have a "fancy" multi-modal Kalman filter shared between all team-mates
  - Allows a lost team-mate to relocalize
  - Also causes a lost team-mate to confuse other players

# Motion

- We can provide joint angles to the robot to be executed at a particular time.
- These commands are executed using PID controllers.
- Most challenging task for us - mostly our lack of expertise and ability to filter poor sensor data.
- The Germans do this extremely well.

# Those Germans!!



# This year

- RoboCup in mid June in Mexico City
- We have given up on trying to develop our own walk, but are using a walk available through a public code-release.

# Simulation League



The UT team won the 2011 competition scoring a total of 136 goals and 0 goals against. The goalie did not touch the ball once during the competition.

Patrick MacAlpine  
Adrian Lopez-Mobilia  
Nick Collins  
Peter Stone

Daniel Urieli  
Shivaram Kalyanakrishnan  
Yinon Bentor

# DARPA Urban Challenge



# Grand Challenge History

## DGC I

### Barstow to Primm

March 13, 2004



142 miles, 10 hours  
\$1M; no winner  
Best result 7 miles (CMU)

## DGC II

### Desert Classic

October 8, 2005

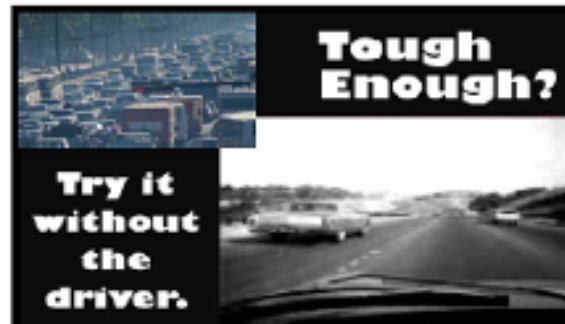


132 miles, 10 hours  
195 contestants  
5 finishers  
\$2M Stanford wins

## DGC III

### Urban Challenge

November 3, 2007



60 miles, 6 hours  
89 contestants  
\$2.75M (1st, 2nd, 3rd)

# Previous Challengers



# Even the top teams had problems...



**H1ghlander**  
*September 19, 2005*



*7 days before National Qualification Event*



# DARPA Urban Challenge overview



## Program Objective

### Safe autonomous driving in traffic

- **Safe**  
No collisions
- **Capable**  
Turns, stops, intersection, passing, merging, parking, following
- **Robust**  
Blocked roads, erratic drivers, sparse waypoints, GPS outage



# Austin Robot Technology (ART)

- Group of local hobbyists
  - Built the car for the 2005 Grand Challenge
    - Made it to the semi-finals that year
  - They own the car.
    - So listen to them if they are around
- Team members:
  - Arturo Martin-de-Nicolas founder
  - Juan Martin-de-Nicolas mechanic / fix-it guy
  - Don McCauley electronics and computers
  - Jack O'Quin low-level/high-level software and testing
  - Jorge Martin-de-Nicolas - low-level software
  - Others: Jon Brogdon, Dave Tuttle etc.
- In 2007, the CS378 class (led by Prof. Peter Stone) joined the ART team, several of which attended the national event.

# Marvin



# Specific Challenges in Urban Driving

- Need to sense far ahead in order to safely navigate at 30 mph
- Need to detect static and dynamic obstacles around vehicle
  - Ignore (mostly) approaching vehicles in other lanes
- Need to obey traffic laws, re-plan at road blocks

# 2007 Results: First steps

- 89 teams were accepted in 2006
- Site Visit (Basic navigation and intersection management; no moving traffic)
  - Track A teams automatically got site visit
  - Track B teams (including us) had to submit video of the vehicle autonomously driving a loop and passing a stalled vehicle (class goal for cs378 in Spring 2007)
- 35 teams passed site visit
  - ART was one of those teams
  - Much of the ART code was created by the juniors/seniors in cs378



# 2007 Results: National Qualifying Event

- After Site Visit, most code above the driver level was re-written
  - 3 months
- 35 teams at NQE
  - Decommissioned Air Force base in Victorville, CA
  - 3 test areas
    - Merging into and across moving traffic
    - Long term navigation/parking/gauntlet
    - Site visit style test
- 20 teams were supposed to make the final
  - Only 11 teams ended up in final
    - We placed somewhere between 12th and 21st.

# NQE Team



# Videos

- On-board video compilation from our vehicle
  - <http://www.youtube.com/watch?v=sHbdr3LAEfg>

# Next Challenge

- There is not another planned DARPA competition.
  - The MAGIC (Multi Autonomous Ground-robotic International Challenge) Competition in 2010 was close to the scale of the DARPA Grand Challenges.
- The 2007 Urban Challenge was a big step forward, but . . .
  - No pedestrians
  - Final race much easier than NQE events
  - Teams still rely heavily on expensive computing/sensing capabilities
  - Vehicles that work 9/10 times are not good enough
- We now do research outside of the DARPA competitions through the FRI stream