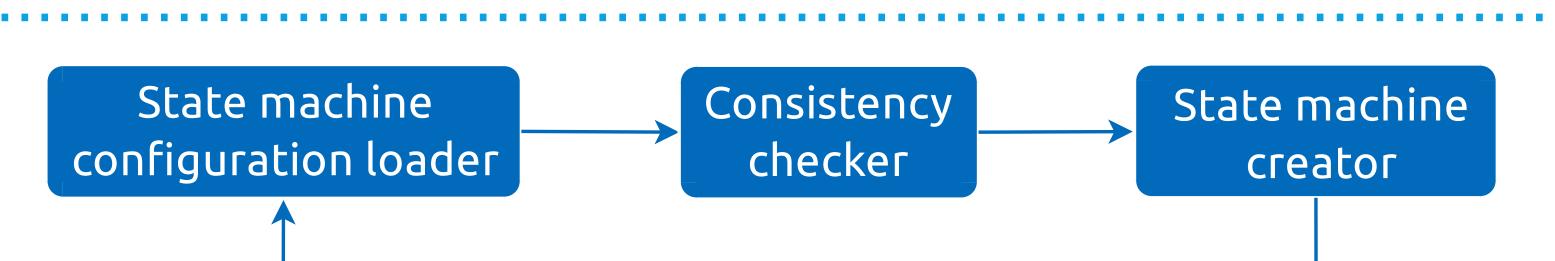
# **Reusable Specification of State Machines for Rapid Robot Functionality Prototyping**

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### Introduction

Rapid prototyping of robot functionalities often involves the use of *state machines*, which model the execution by a set of states and transitions between them. This is particularly the case when designing robot experiments, whose *reproducibility* is of utmost importance. Due to the simplicity with which state machines can be created, it is often the case that the specification of a state machine is interleaved together with the implementation; this however affects the reusability and transparency of the state machine. We address this problem with the help of a *Python-oriented domain-specific language for specifying state machines* and a small *Python library that allows state machines to be dynamically created*.

### **State Machine Library Diagram**



### **State Machine Definition Language**

We use a TOML-based language for specifying state machines.

sm\_id = <string>
states = <list[string]>
outcomes = <list[string]>

[state\_descriptions]
 [state\_descriptions.STATE\_NAME]
 state\_module\_name = <string>
 state\_class\_name = <string>

initial\_state = <bool>

# State machine configuration file



transition\_n\_name = <string>
[state\_descriptions.STATE\_NAME.arguments]
argument\_1 = argument\_1\_value
...
argument\_n = argument\_n\_value
...
[arguments]
argument\_1 = argument\_1\_value

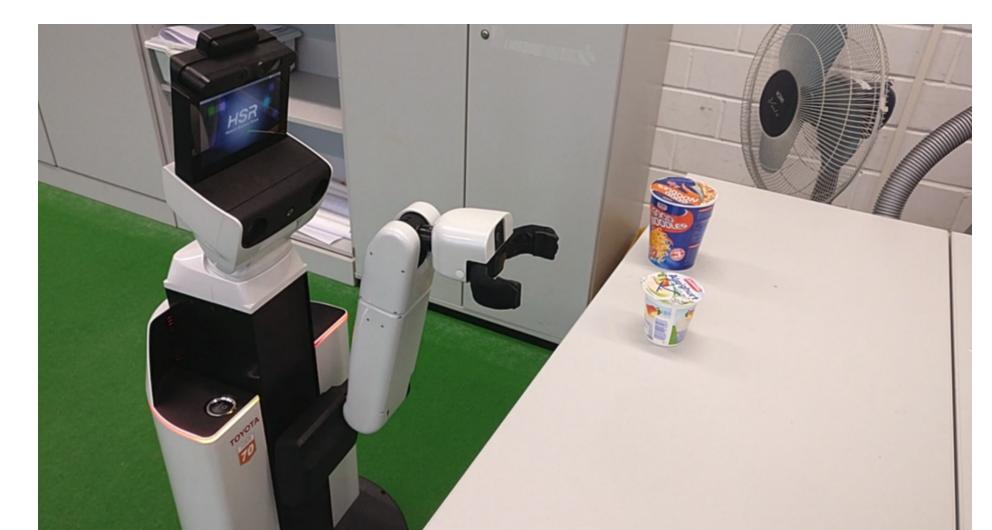
[state\_descriptions.STATE\_NAME.transitions]

transition\_1\_name = <string>

#### argument\_n = argument\_n\_value

#### **Example 1: Pick and Place Experiment for a Domestic Robot**

The first example we consider is one in which a domestic robot finds objects on a table, picks one of them, and then places it back on the table at a potentially different position.



sm\_id = "simple\_pick\_and\_place"
states = ["GO\_TO\_TABLE", "SCAN\_TABLE", "PICK", "PLACE"]
outcomes = ["DONE", "FAILED"]

[state\_descriptions] [state\_descriptions.GO\_TO\_TABLE] state\_module\_name = "mdr\_navigation\_behaviours.move\_base" state\_class\_name = "MoveBase" initial\_state = true [state\_descriptions.GO\_TO\_TABLE.transitions] succeeded = "SCAN\_TABLE" failed = "GO\_TO\_TABLE" failed\_after\_retrying = "FAILED" [state\_descriptions.GO\_TO\_TABLE.arguments] destination\_locations = ["TABLE"] number\_of\_retries = 3

[state\_descriptions.SCAN\_TABLE]
state\_module\_name = "mdr\_perception\_behaviours.
 perceive\_planes"
state\_class\_name = "PerceivePlanes"
[state\_descriptions.SCAN\_TABLE.transitions]
 succeeded = "PICK"
 failed = "SCAN\_TABLE"
 failed\_after\_retrying = "FAILED"
[state\_descriptions.SCAN\_TABLE.arguments]

[state\_descriptions.PICK]
state\_module\_name = "mdr\_manipulation\_behaviours.
pick\_closest\_from\_surface"
state\_class\_name = "PickClosestFromSurface"
[state\_descriptions.PICK.transitions]
succeeded = "PLACE"
failed = "PICK"
failed\_after\_retrying = "FAILED"
find\_objects\_before\_picking = "SCAN\_TABLE"
[state\_descriptions.PICK.arguments]
picking\_surface\_prefix = "table"
number\_of\_retries = 3

[state\_descriptions.PLACE]
state\_module\_name = "mdr\_manipulation\_behaviours.place"
state\_class\_name = "Place"
[state\_descriptions.PLACE.transitions]
succeeded = "DONE"
failed = "PLACE"
failed\_after\_retrying = "FAILED"
[state\_descriptions.PLACE.arguments]
placing\_surface\_prefix = "table"
number\_of\_retries = 3

#### This specification allows easy state machine transfer

plane\_prefix = "table"
number\_of\_retries = 3

between robots - a consequence of the fact that state machines are loaded dynamically.

### **Example 2: Docking to a Cart and Entering an Elevator for a Logistics Robot**

A second example we consider involves an experiment in which a logistics robot needs to dock to a cart and then enter an elevator immediately after docking. This experiment thus involves two states: docking to the cart and then entering an elevator (where both states are state machines themselves).



#### The state machine specification of this experiment is given below.

sm\_id = "dock\_and\_enter\_elevator"
states = ["DOCK", "ENTER\_ELEVATOR"]
outcomes = ["DONE", "FAILED"]

#### [state\_descriptions]

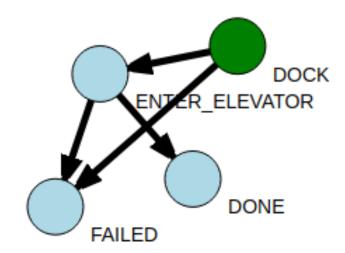
[state\_descriptions.DOCK]
state\_module\_name = "ropod\_experiment\_executor.commands.dock"
state\_class\_name = "Dock"
initial\_state = true
[state\_descriptions.DOCK.transitions]
 done = "ENTER\_ELEVATOR"
 failed = "FAILED"
[state\_descriptions.DOCK.arguments]
 area\_id = "Area1"
 area\_name = "CartArea1"
 dock\_action\_topic = "/ropod\_task\_executor/DOCK"
 dock\_progress\_topic = "/task\_progress/dock"
 timeout\_s = 120.0

[state\_descriptions.ENTER\_ELEVATOR] state\_module\_name = "ropod\_experiment.

state\_module\_name = "ropod\_experiment\_executor.commands.enter\_elevator"
state\_class\_name = "EnterElevator"
[state\_descriptions.ENTER\_ELEVATOR.transitions]
 done = "DONE"
 failed = "FAILED"
[state\_descriptions.ENTER\_ELEVATOR.arguments]
 area\_floor = 0
 elevator\_id = 4
 elevator\_door\_id = 88
 wait\_for\_elevator\_action\_topic = "/ropod\_task\_executor/WAIT\_FOR\_ELEVATOR"
 enter\_elevator\_action\_topic = "/ropod\_task\_executor/ENTER\_ELEVATOR"
 elevator\_progress\_topic = "/task\_progress/elevator"
 timeout\_s = 120.0

In our application, we invoke experiments specified in this manner through a remote monitoring interface, such that the status of an experiment is continuously monitored.

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#### **Future Work**

- Support for multi-level hierarchical state machines
- ► Allow the specification of *concurrent states*
- Using the specification language for generating transparent automated tests

## Acknowledgement

We gratefully acknowledge the support by the b-it International Center for Information Technology. We thank Argentina Ortega and Minh Nguyen for various suggestions about the library, the b-it-bots@Home RoboCup team and the ROPOD team for its early adoption, and Dharmin Bakaraniya for actively contributing to the development.





### **Open Source Repositories**

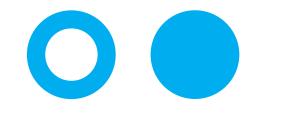
MAS Execution Manager. https://github.com/b-it-bots/mas\_execution\_manager.
 ROPOD Experiment Executor. https://github.com/ropod-project/ropod\_experiment\_executor.
 ROPOD Remote Monitoring. https://github.com/ropod-project/remote-monitoring.

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