

# Physical Models in RoboChart

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# RoboChart: why a physical model?

For **simulation**.

- ▶ Using robotics simulators such as Gazebo.
- ▶ Explore different scenarios.

# RoboChart: why a physical model?

For **simulation**.

- ▶ Using robotics simulators such as Gazebo.
- ▶ Explore different scenarios.

For **verification** of properties that involve physical aspects.

*From takeoff, within 20s achieve and maintain an altitude with position accuracy of within 0.2m of the target altitude of 0.5m for a period of 3s.*

Such property relies on the combined behaviour of **software**, **sensors** and **actuators**.

# RoboChart: physical modelling

## Modular

- ▶ Blocks for **parts**, **links**, **joints**, **sensors** and **actuators**.
- ▶ Frame of reference determined by containment.

## Record of assumptions

- ▶ Capture behaviour of **sensors** and **actuators**.
- ▶ Establish relationship with software model via **platform mapping**.

## Tool support

- ▶ Eclipse-based tool that can automatically generate non-trivial SDF.

# RoboChart: Firefighting UAV

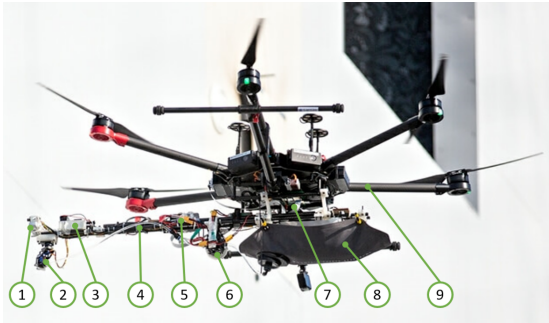
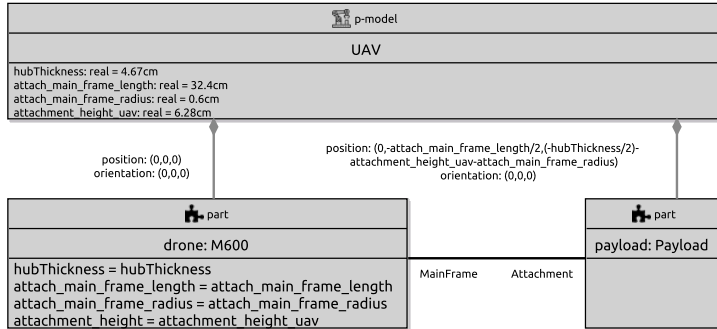


Figure: DJI M600 with custom payload in flight.

1. Depth and thermal cameras.
2. Nozzle attached to two-axis gimbal.
3. Arduino for pump and gimbal control.
4. 1m-long carbon fibre arm.
5. LiPo battery.
6. 10bar water pump.
7. Onboard computer.
8. 4L water tank.
9. DJI M600 UAV.

# Physical models: block diagrams

Block diagram contains a single **p-model** block that can be connected to other blocks.



## Physical models: **links** and **bodies**

- ▶ A **link** is a representation of a rigid body and contains **joints**, **sensors**, **actuators** and **bodies**.
- ▶ A **body** captures the physical properties of a **link** but does not contain other elements.



Figure: Rotor arm in M600 CAD model.

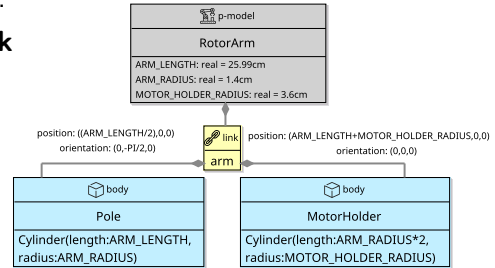


Figure: Physical model of rotor arm in RoboTool.

## Physical models: **parts**

- **Parts** can be modularly composed in p-models. Their **links** can be connected to other components.
- Examples:
  - LeftLeg and RightLeg are LandingGear parts that reflect the left and right legs of the M600.
  - There are six arms in the M600, defined here using the indexed notation  $a : [1, \text{arms}] @$ .

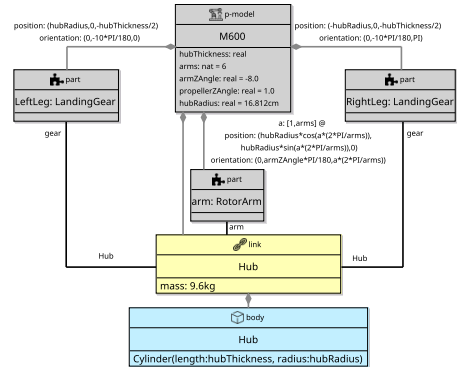


Figure: Legs and arms connected to the Hub.



## Physical models: **joints**

- ▶ **Links** can be flexibly connected via **joints**.  
A joint is contained in a link and connected to another with a flexible connection.
- ▶ An actuated **joint** is defined by containing an instance of an **actuator**, such as a ServoMotor.

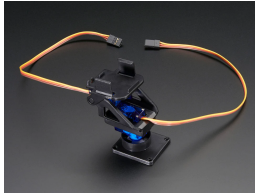


Figure: Pan and tilt servo actuators.

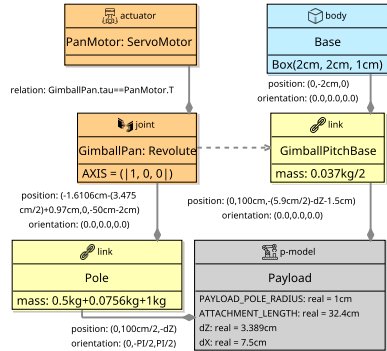


Figure: Partial model of spraying gimbal.

## Physical models: **sensors** and **actuators**

- The behaviour of **sensors** and **actuators** is defined using a system of DAEs that define the relation between **inputs** and **outputs**.

Example: in ServoMotor the input *dangle* is an angle and the output *T* is the torque produced.


 actuator definition
ServoMotor
<i>Inputs</i>
dangle: real
<i>Outputs</i>
T: real
<i>Local Variables</i>
Tm: real, Vemf: real, Tf: real V: real, i: real theta: real, av: real, e: real
<i>Constants</i>
b: real, Ke: real, Kt: real R: real, L: real Kp: real, Ki: real, Kd: real
<i>Equations</i>
av==derivative(theta) Tm==Kt*i Vemf==Ke*av Tf==b*av T==Tm-Tf V==i*R+L*derivative(i)+Vemf e==dangle-theta V==Kp*e+Ki*integral(e, 0, t)+Kd*derivative(e)

Figure: ServoMotor model.

## Physical models: **sensors** and **actuators**

- Example: in ColourCamera the **input** is a 3D colour view of the world.

The **output** is a 2D image produced following the camera's characteristics.



Figure: RealSense depth/RGB camera.


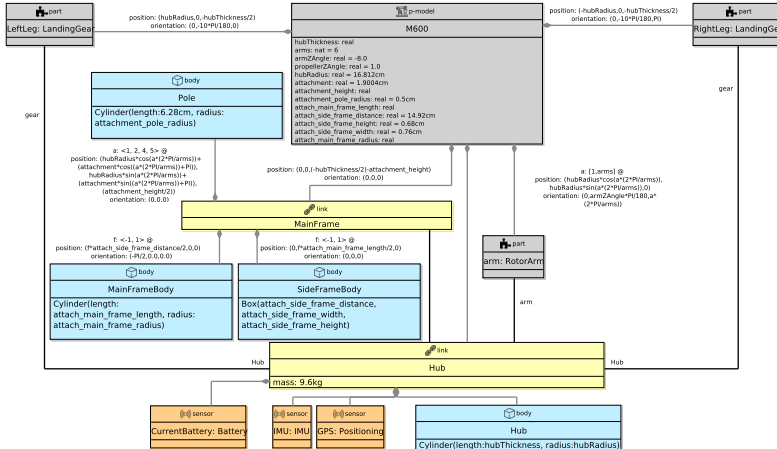
 sensor definition
ColourCamera
Inputs
world: vector(real,3)->Colour
Outputs
image: matrix(Colour,960,720)
Local Variables
trans: vector(real,3)->Colour plane: vector(real,2)->Colour
Constants
WIDTH: nat = 960, HEIGHT: nat = 720 mx: nat, my: nat CM: matrix(real,3,4) = [  611.2014,0,321.56766,0; 0,611.63403,247.37758,0; 0,0,1,0  ]
Equations
trans=={ op: vector(real,3)   op in dom(world) @ (  CM*hom3(op), world(op)   ) } plane=={ p: vector(real,3)   p in dom(trans) @ (  dehom2(p), trans(p)   ) } forall px: nat, py: nat   1<=px\px<=WIDTH\1<=py\py<=HEIGHT @ image(px, py)==plane(mx*px, my*py)

Figure: ColourCamera model.

# Physical models: complete M600 model



## Physical models: **platform** mapping

- A **platform mapping** specifies how the software (**d-model**) and physical platform (**p-model**) are connected.

Example: the platform operation `gimbalWritePan` is realised by assigning the value `angle` to the **input** angle of `PanMotor` as a radian.

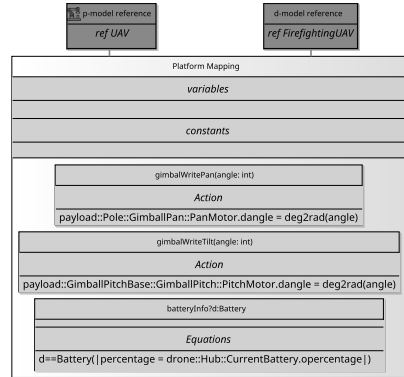


Figure: Subset of platform mapping for UAV.

## Simulation: via SDF to Gazebo

RoboTool can generate a Scene Description Format (SDF) file suitable for simulation.

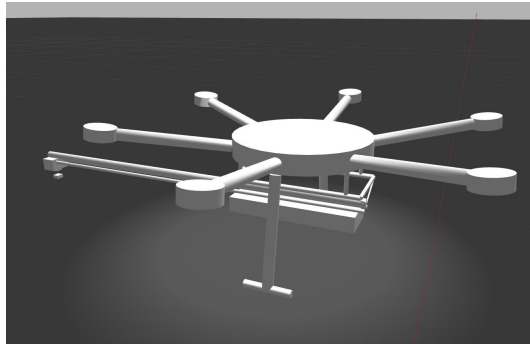


Figure: UAV loaded in Gazebo.

# Concluding

- ▶ Brief overview of the physical modelling language.
- ▶ Example: Firefighting UAV.
- ▶ From modular block diagrams to simulation.
- ▶ Automatic generation of SDF suitable for simulation.
- ▶ Automatic generation of *CyPhyCircus* hybrid semantics for verification.
- ▶ Work is ongoing to describe scenarios suitable for model-based testing.