

Assembly Sequence Planning and Program Generation for Flexible Automation

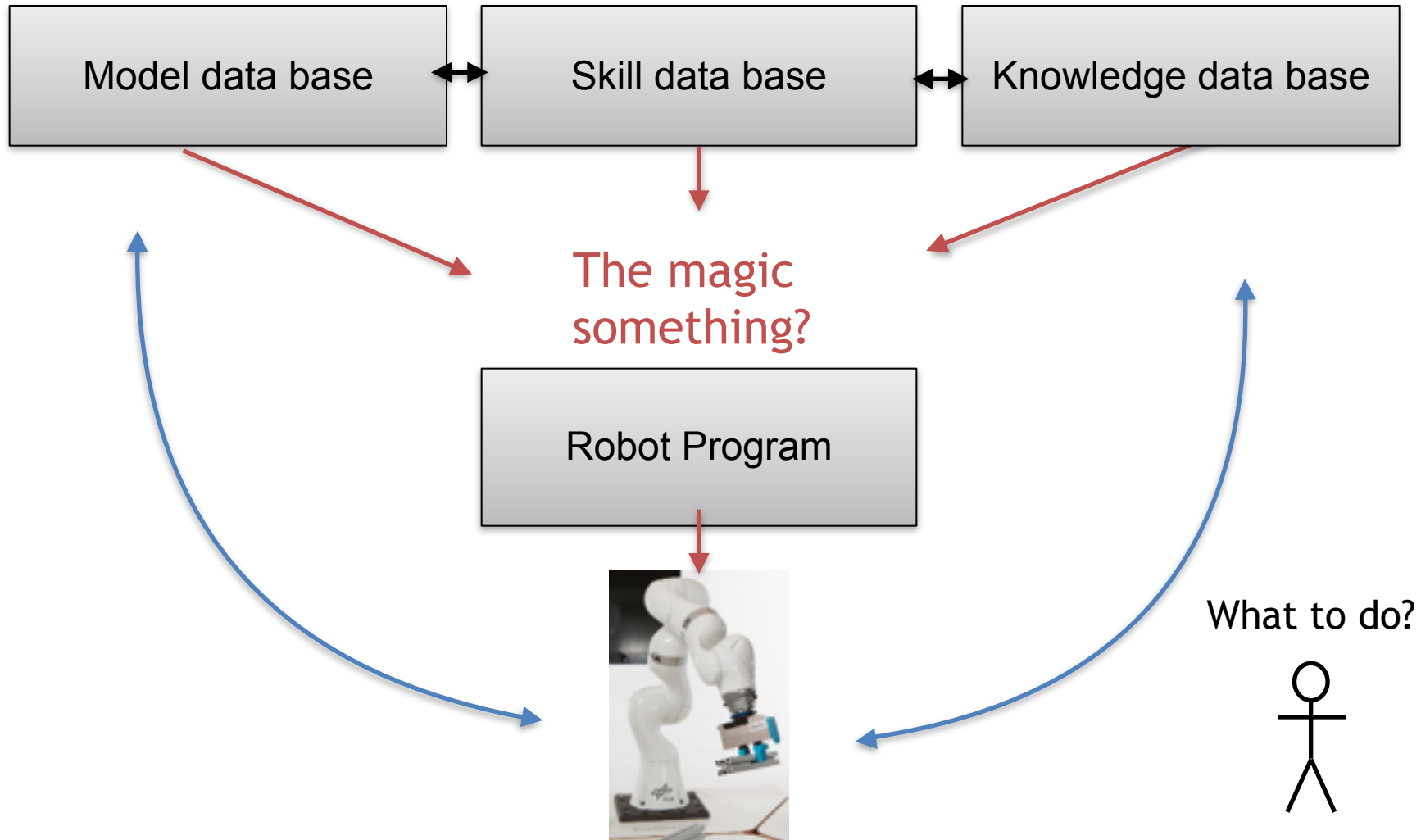
Ulrike Thomas

Institute for Robotics and Mechatronics, DLR

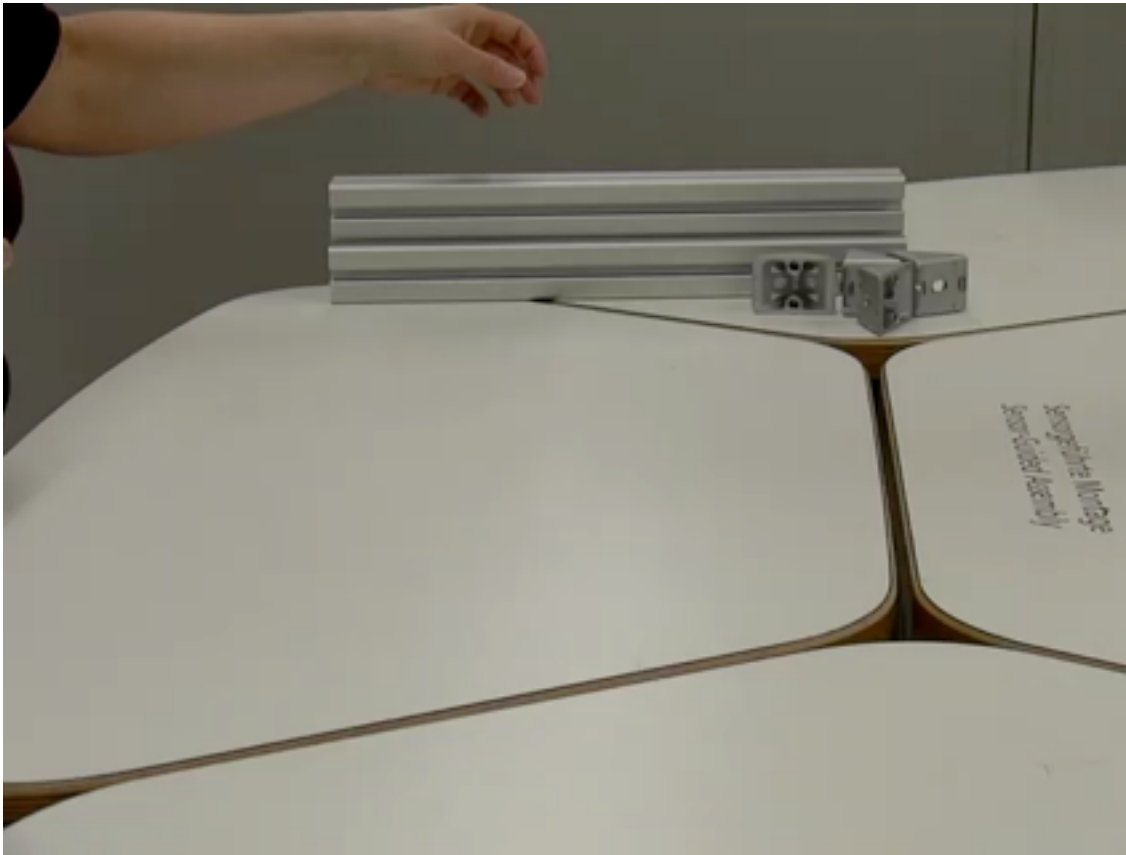
Content

- ▶ Motivation
- ▶ Intuitive programming
- ▶ Assembly sequence planning
- ▶ Methods for robot program generation
- ▶ Conclusion

Motivation



Programming by Showing



Estimate Position
of Objects

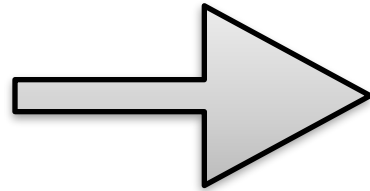
Consistency
Checks

Specification of
Assembly

Note: Sequence during
demonstration does not matter

Programming by Showing

Estimate Position
of Objects

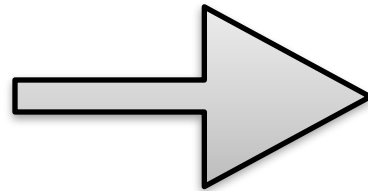
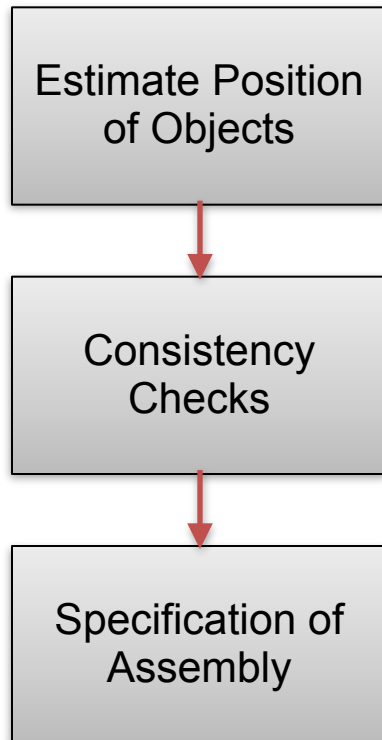


Consistency
Checks

Specification of
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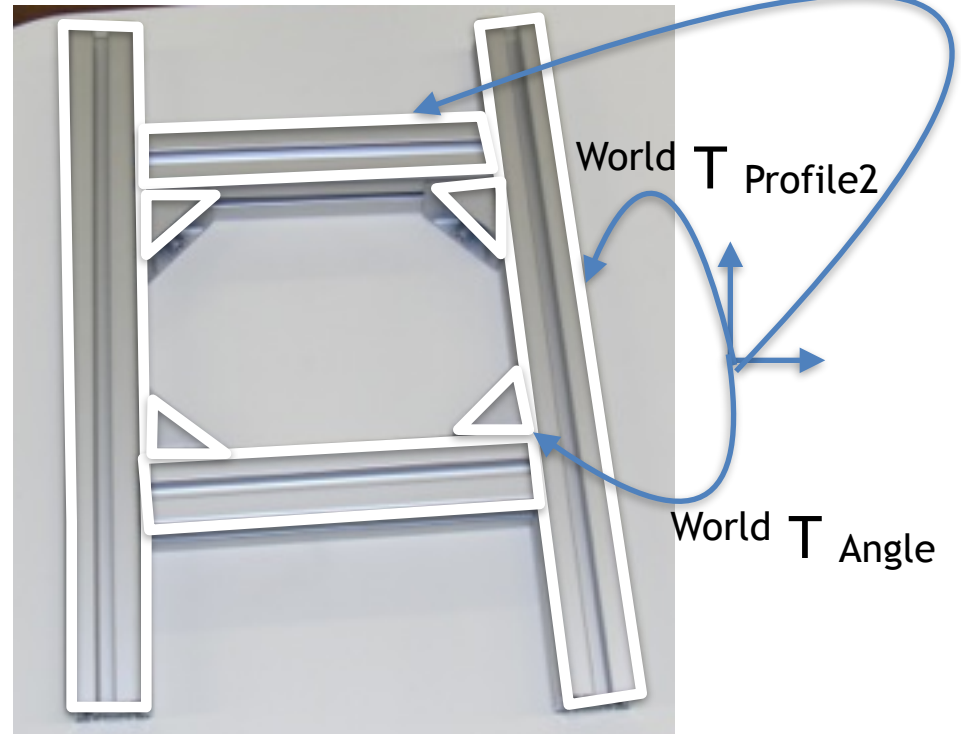
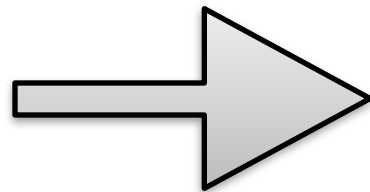
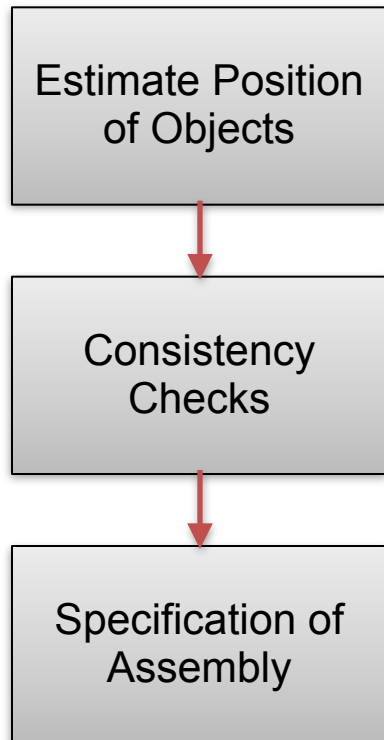


Programming by Showing



- ▶ Are the relative object poses consistent
 - ▶ Do objects overlap ?
 - ▶ Is the uncertainty space well defined?
- ▶ Are models correct, e.g. no violated meshes?
- ▶ Does the detection confirm to the knowledge data base
- ▶ Is the knowledge complete regarding planning?

Programming by Showing



A coherent definition of the assembly group

Steps of the Assembly Sequence Planning

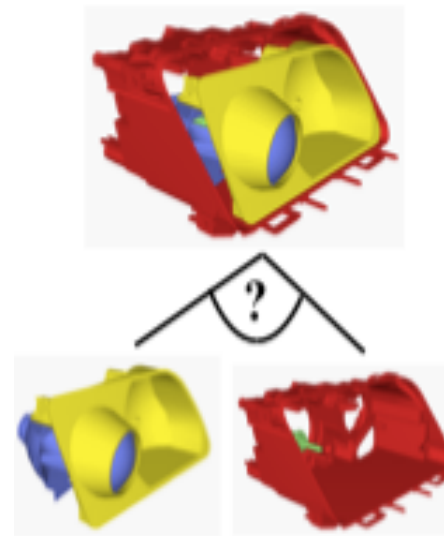
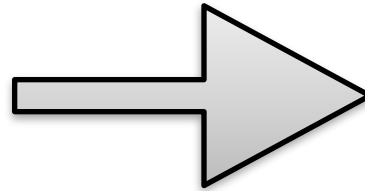
Geometric Feasibility Tests



Recursive Graph-Cuts



Evaluation of Subassemblies and Sequences



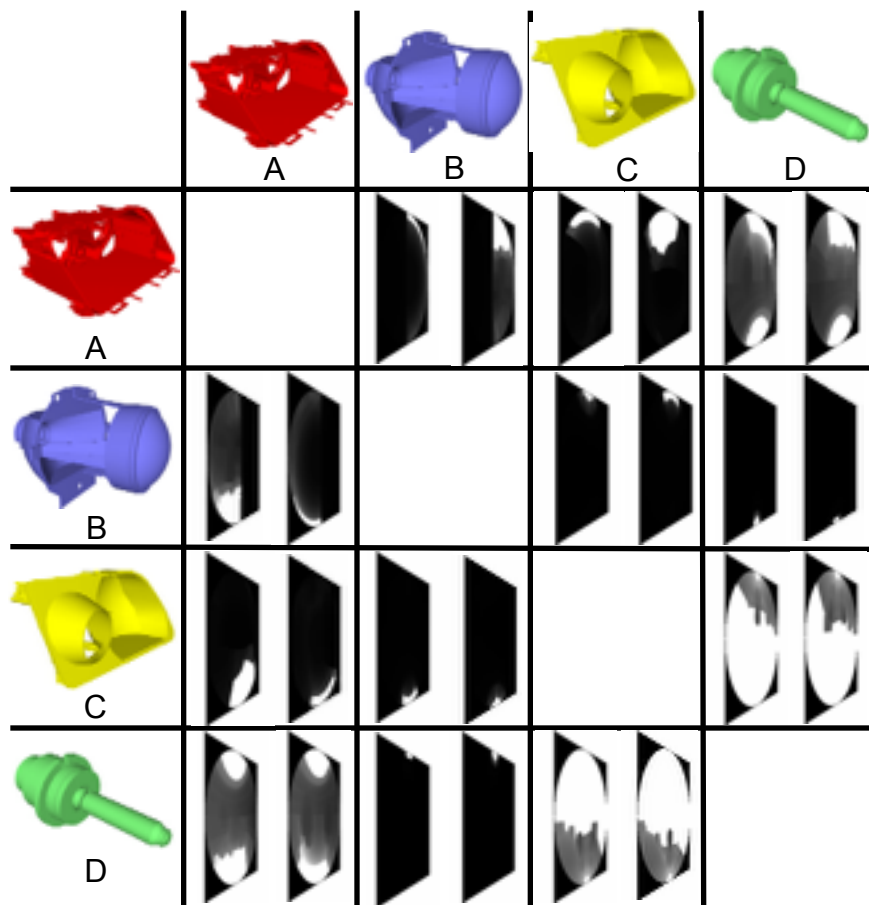
Disassembly into two disjunct groups:

$$\frac{1}{2} \cdot \sum_{i=1}^{n-1} \binom{n}{i} = 2^{n-1} - 1$$

Number of sequences in general:

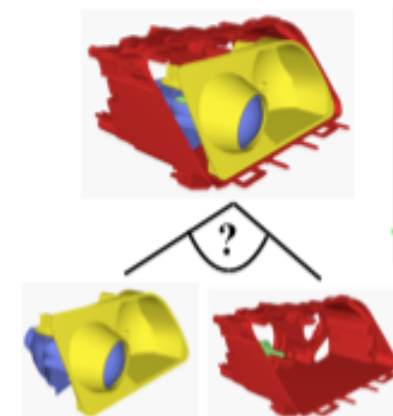
$$\sum_{i=2}^n \binom{n}{i} \cdot (2^{i-1} - 1) = \frac{3^n + 1}{2} - 2^n$$

Geometric Feasibility in 3D

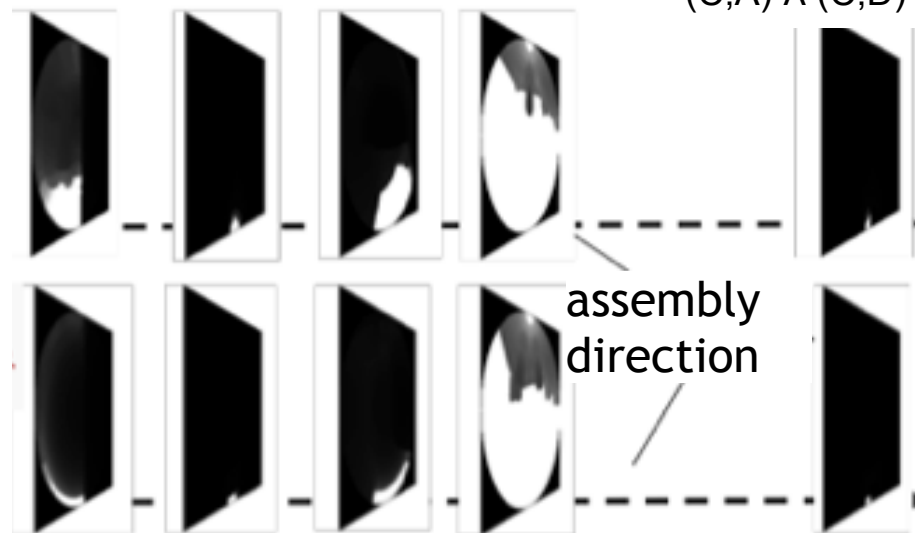


Look-up table of projected c-space obstacles

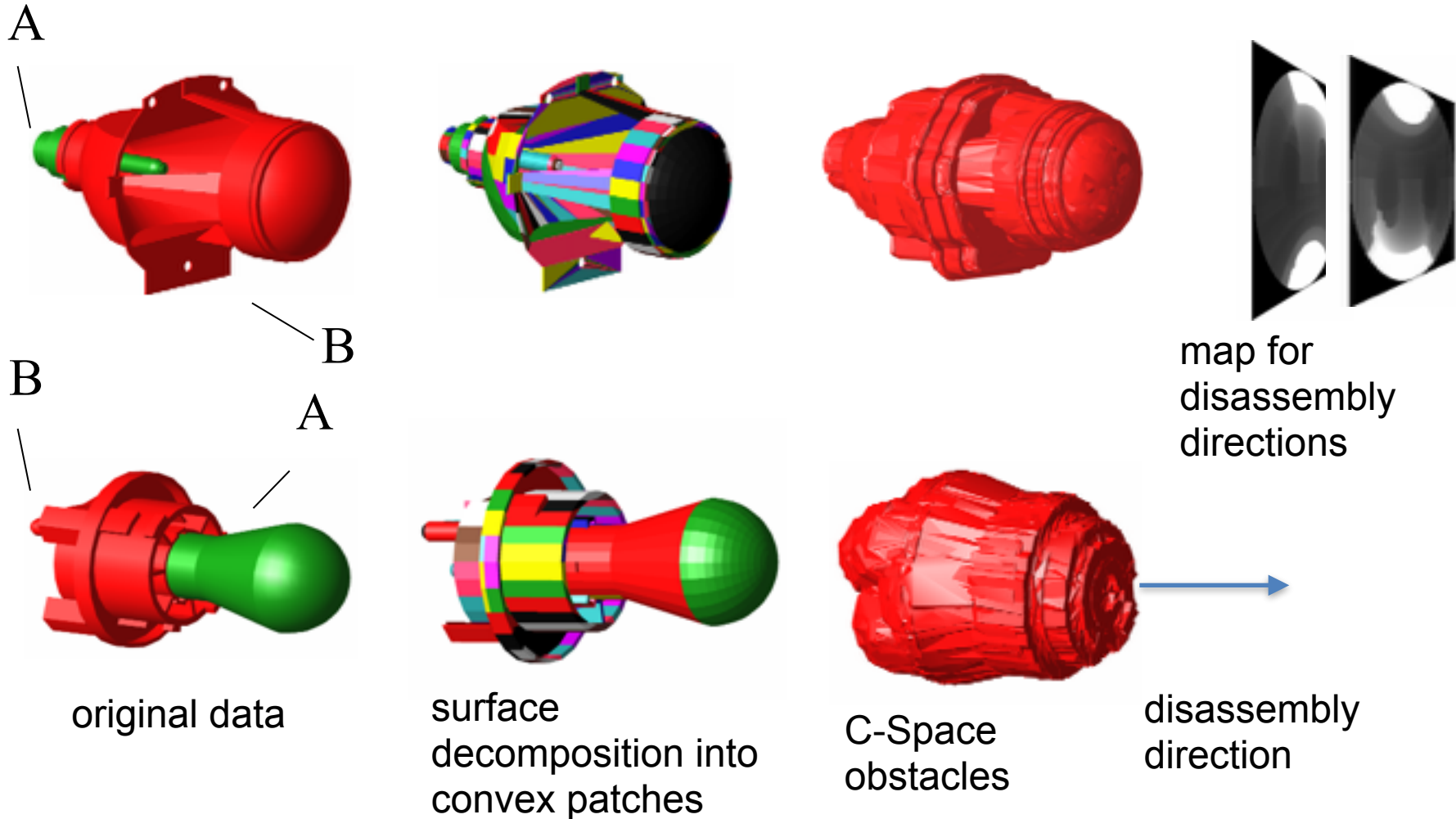
feasible?
(B,C)/(A,D)



(B,A) (B,D) (C,A) (C,D) (B,A) \wedge (B,D) \wedge (C,A) \wedge (C,D)



Accurate Estimation of Disassembly Directions



Steps of the Assembly Sequence Planning

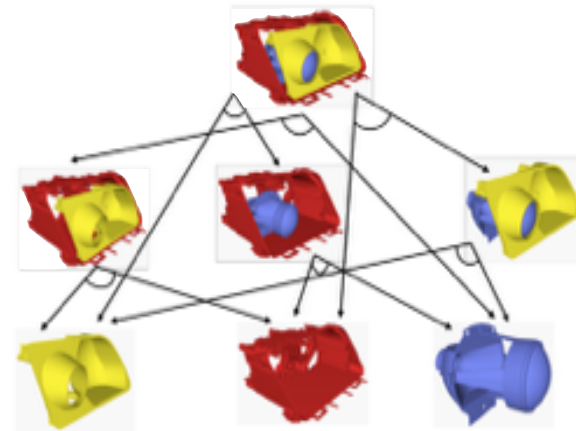
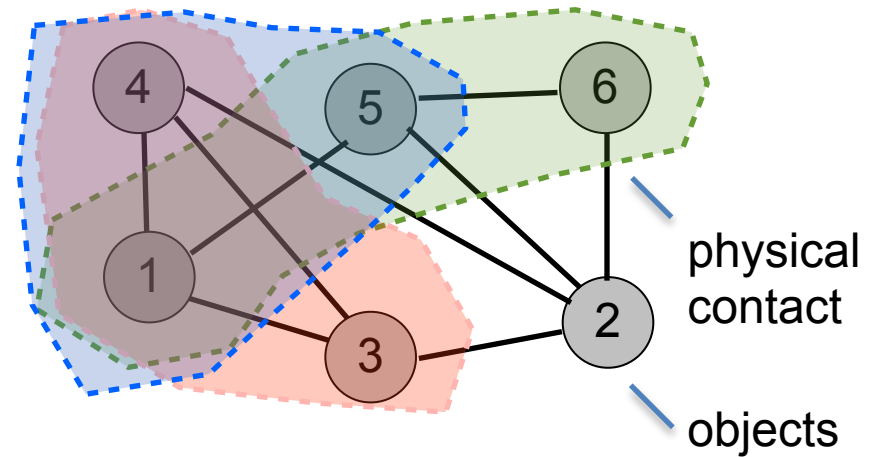
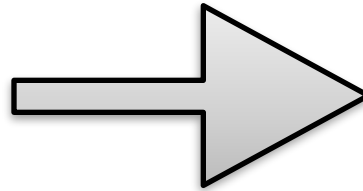
Geometric Feasibility Tests



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Evaluation of Subassemblies and Sequences



Steps of the Assembly Sequence Planning

Geometric Feasibility Tests

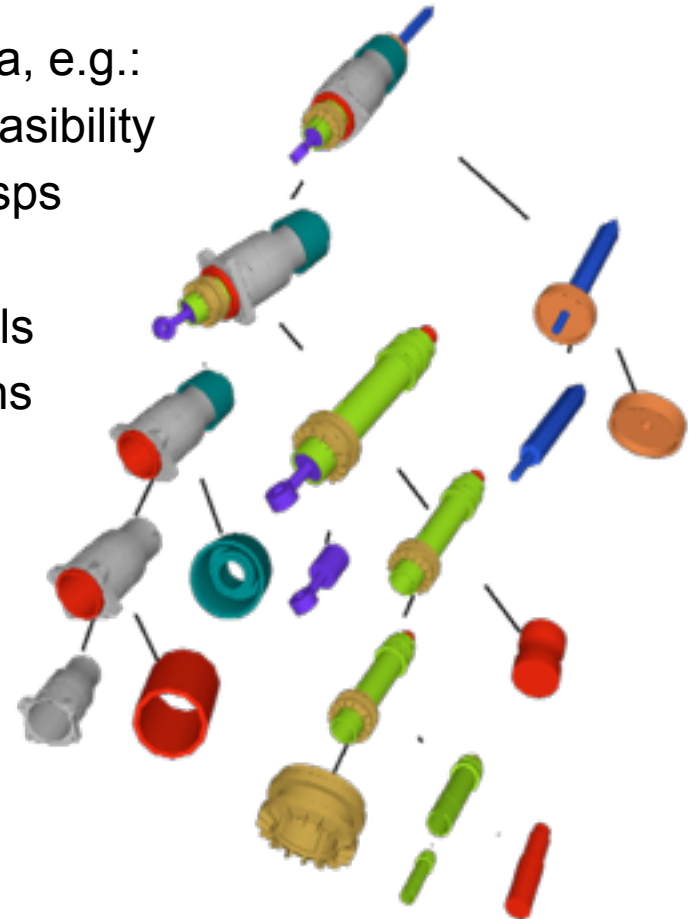
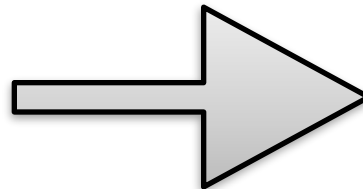


Recursive Graph-Cuts



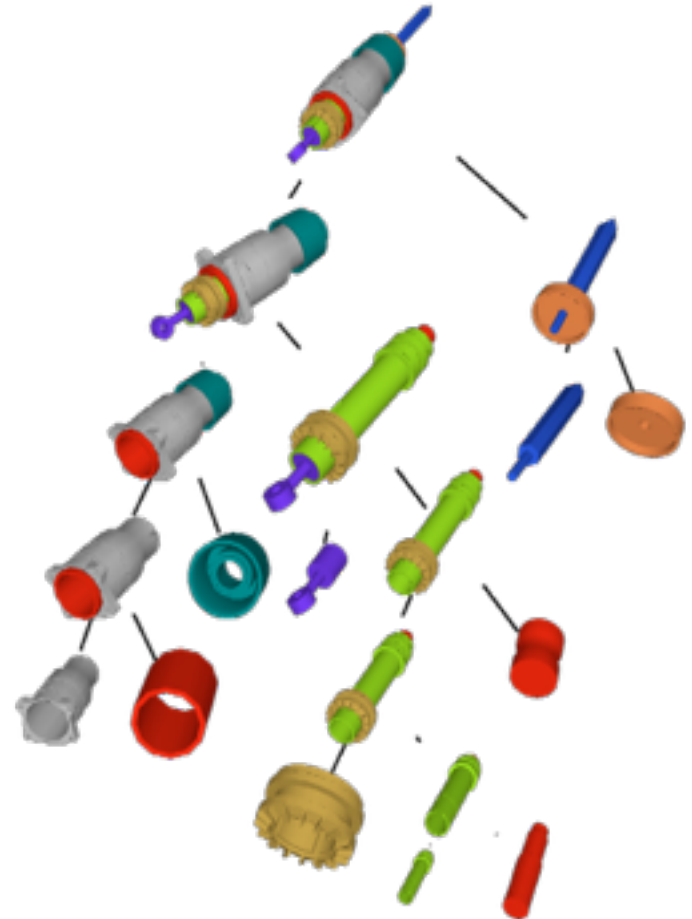
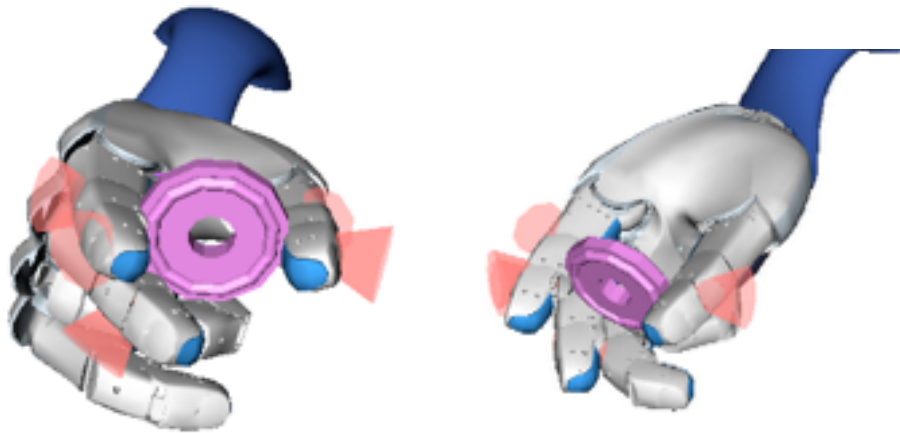
Evaluation of Subassemblies and Sequences

- ▶ Evaluation Criteria, e.g.:
 - ▶ Geometric feasibility
 - ▶ Feasible grasps
 - ▶ Stability
 - ▶ Available skills
 - ▶ Reorientations



Assembly Sequence Planning; What is done and what is open?

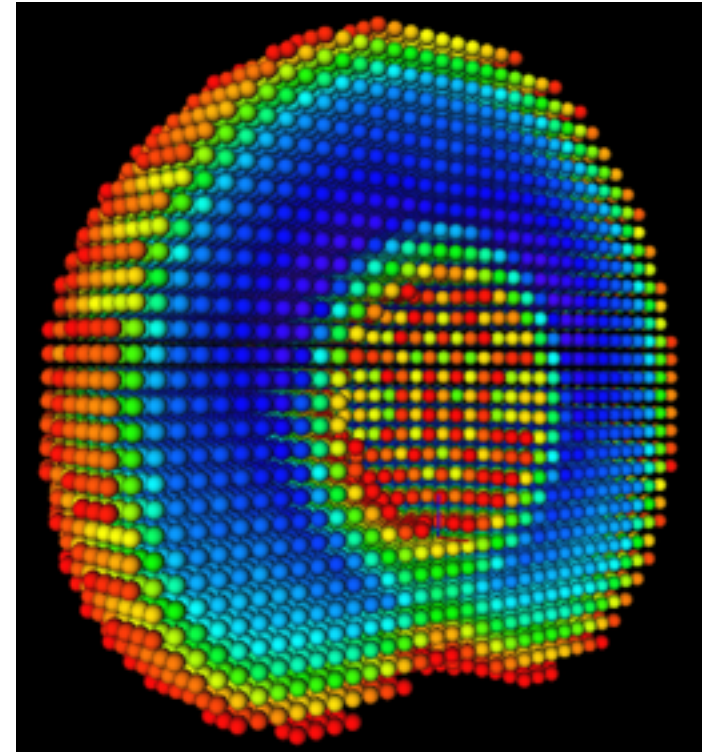
- ▶ Current State:
 - ▶ Generating feasible sequences
 - ▶ Considering uncertainties in poses and shape
 - ▶ Considering capabilities of grippers



Assembly Sequence Planning; What is done and what is open?

- ▶ Current State:
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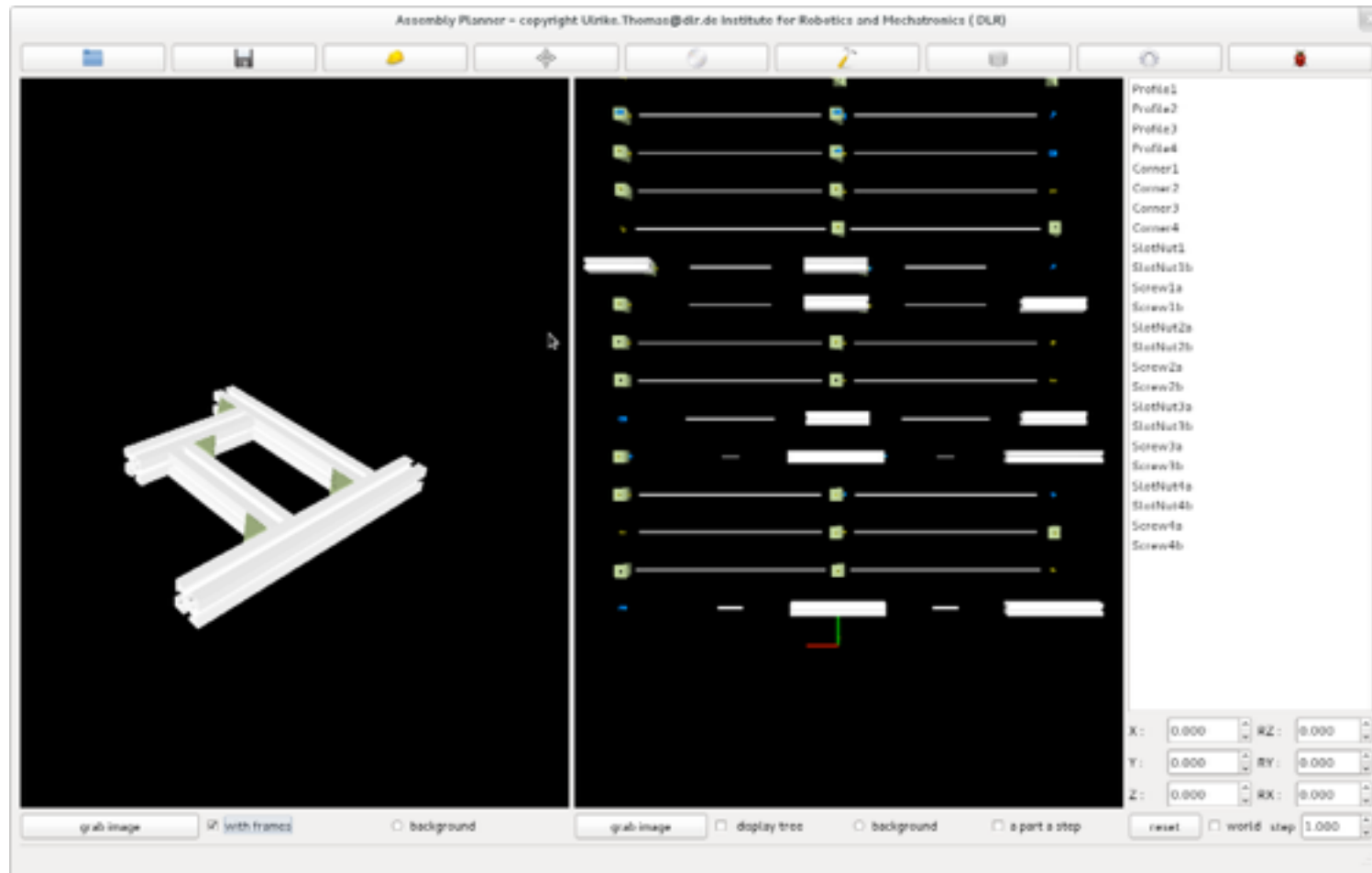
- ▶ Some open issues:
 - ▶ Capabilities regarding robots
 - ▶ Application of fixtures
 - ▶ Optimization regarding time, energy



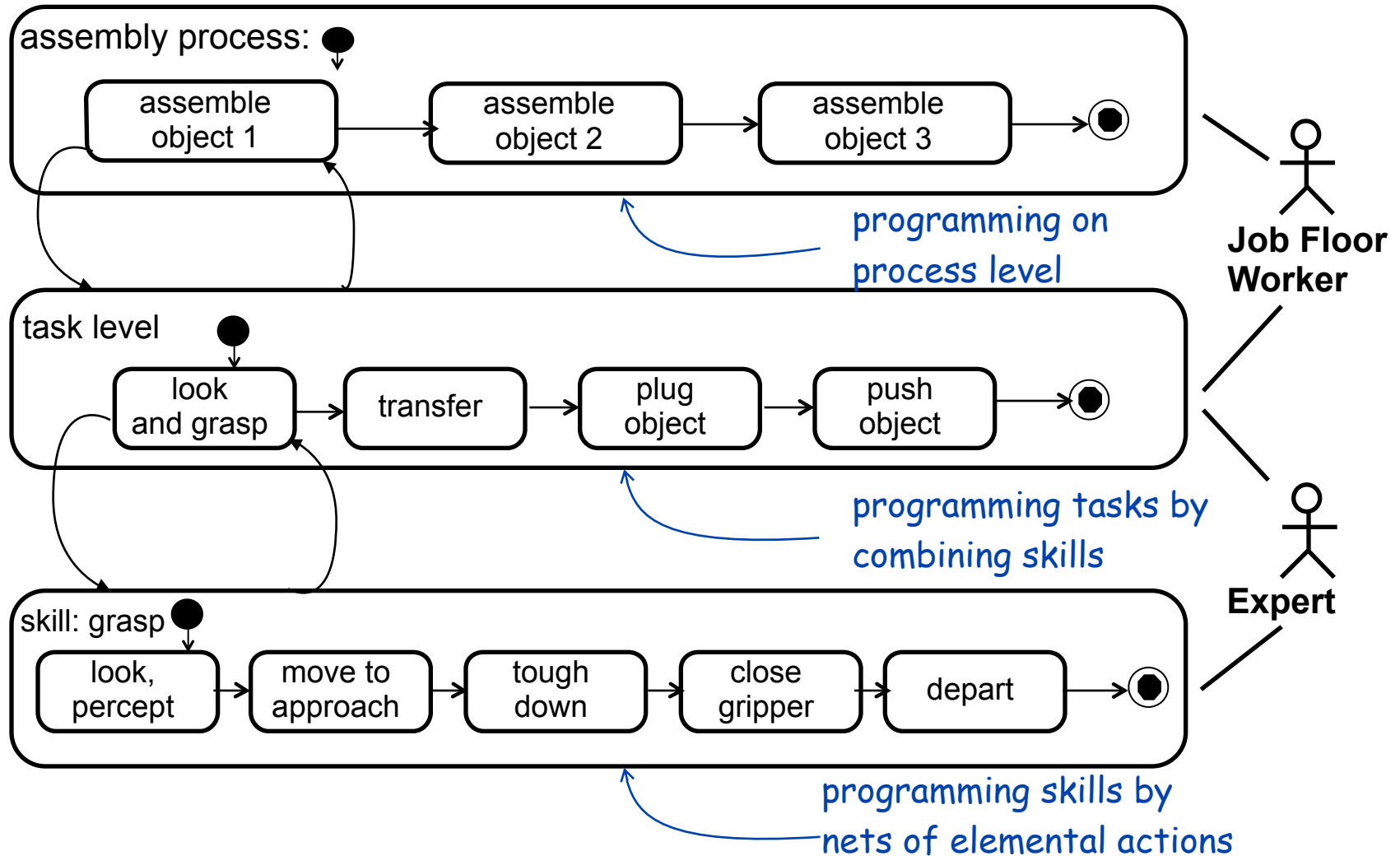
Capability map for
KUKA LBR III

Assembly Sequence Planner

... close to be released to robot manufacturers

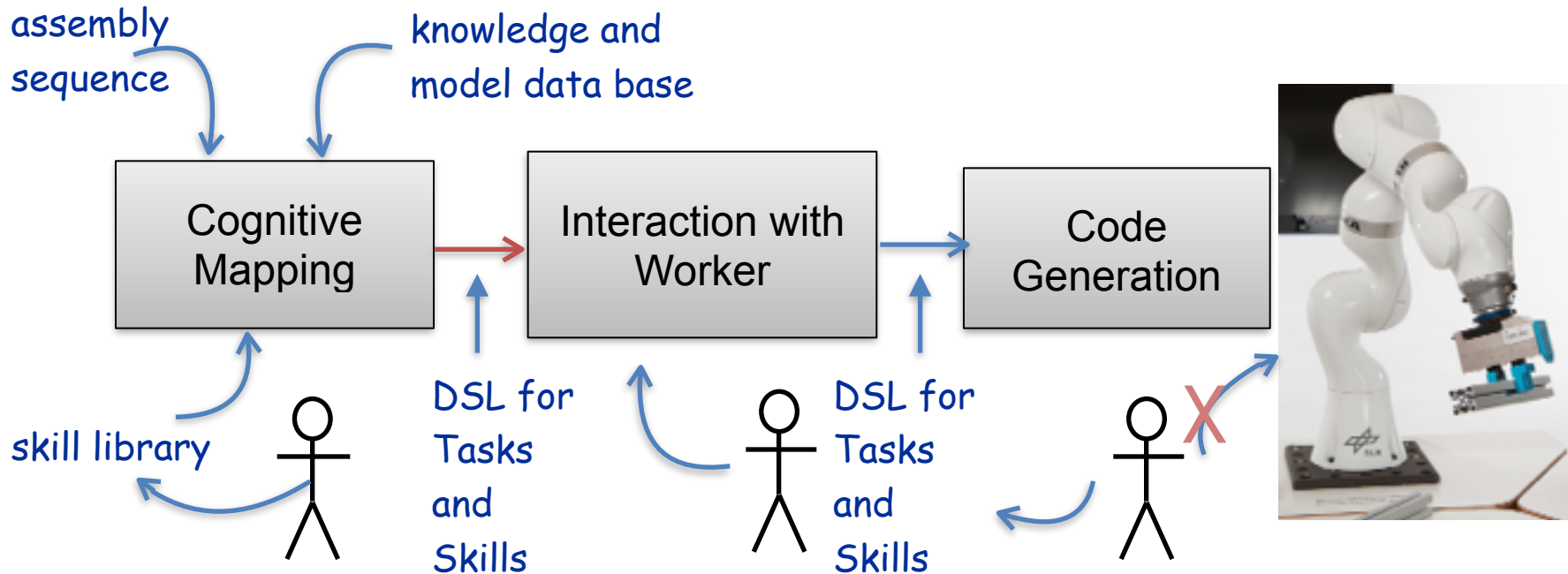


Robot Programming - Levels of Abstractions

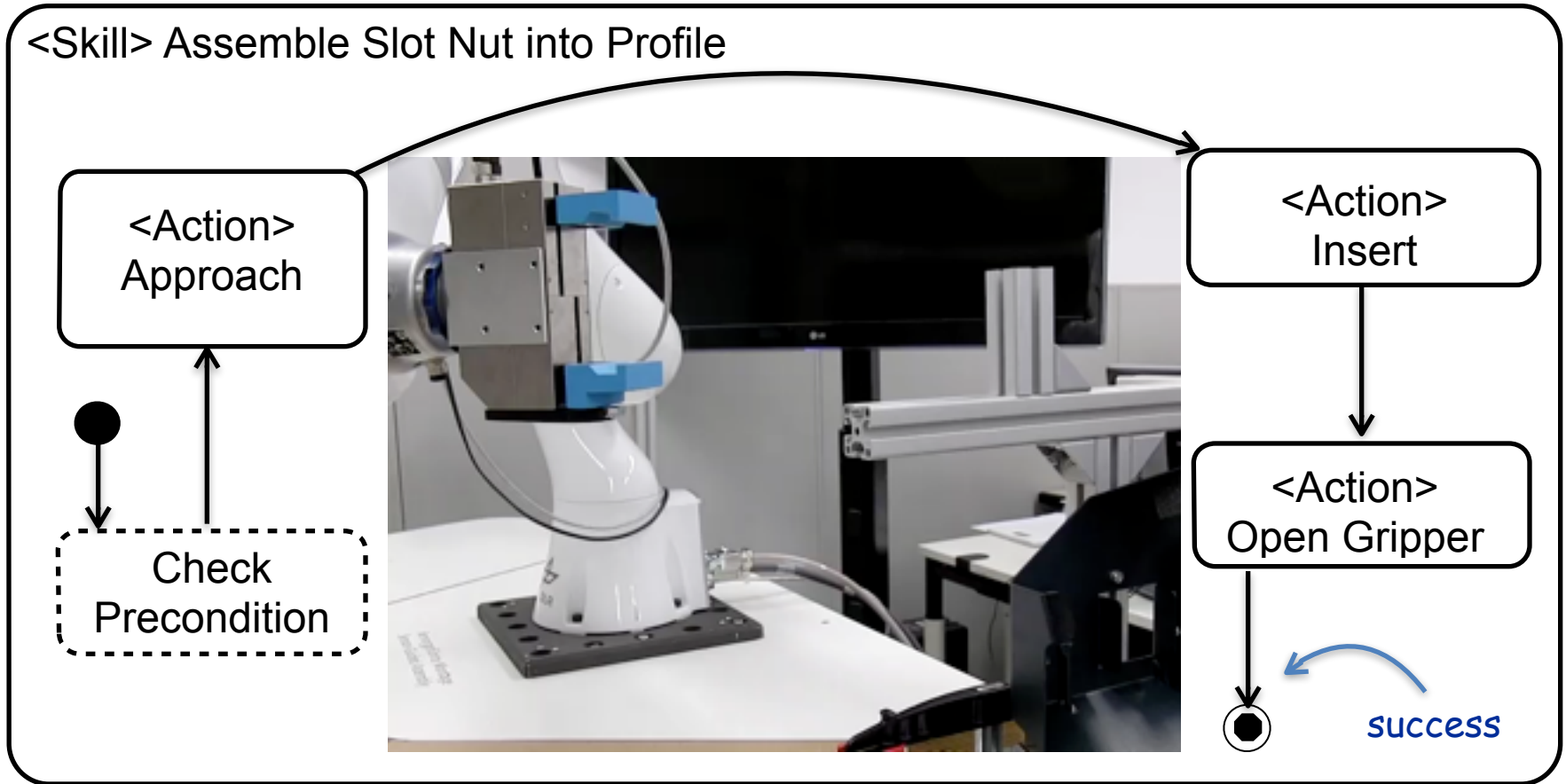


Mapping Assembly Sequences to Executable State-Charts of Skills

- ▶ Using rules from a knowledge data base
- ▶ Applying a skill library linked to the knowledge data base
- ▶ Generating State-Charts embedded with skills.
- ▶ A domain specific language used as interface between coding and planning



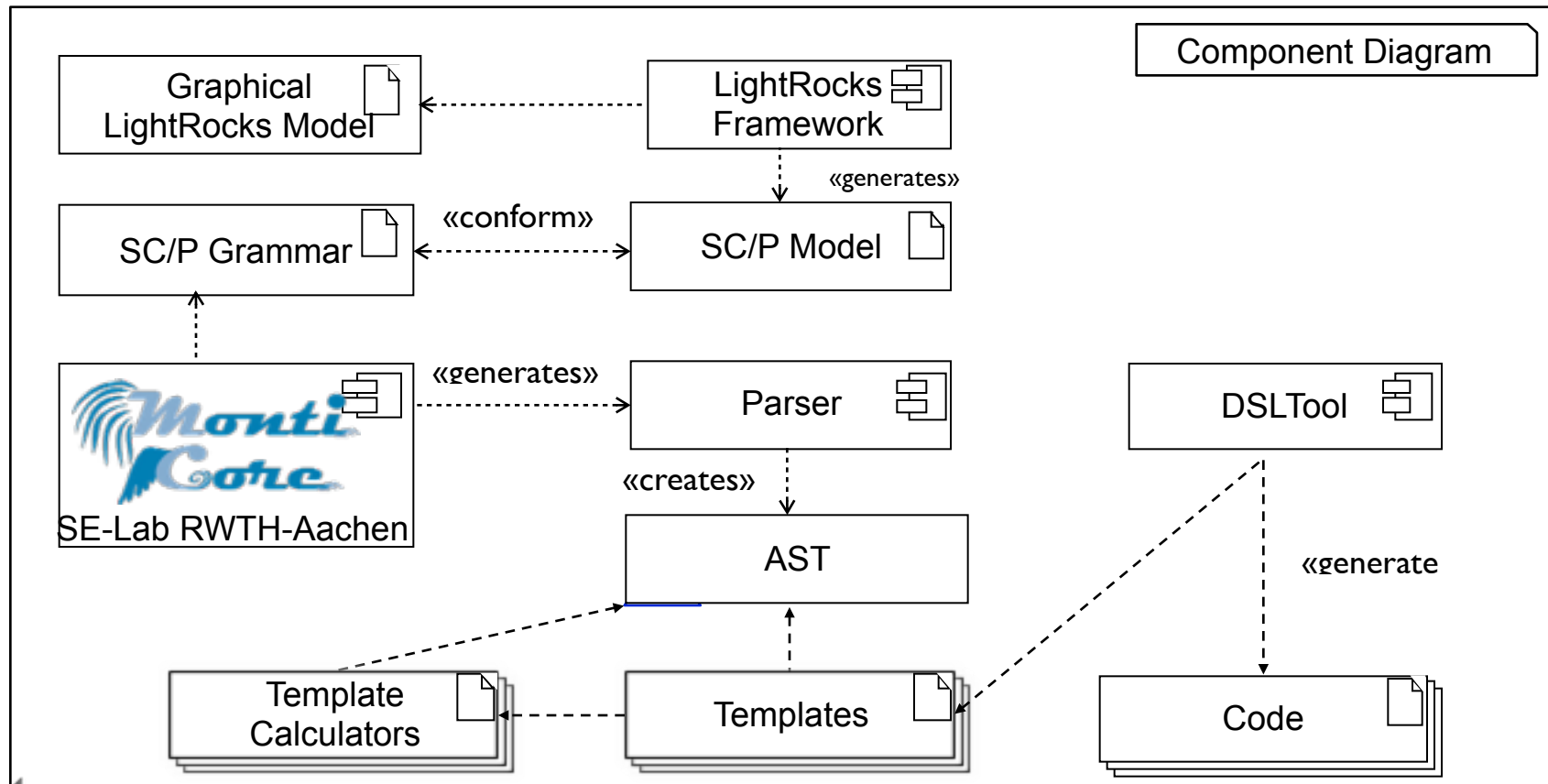
State-Chart based DSL for Skills



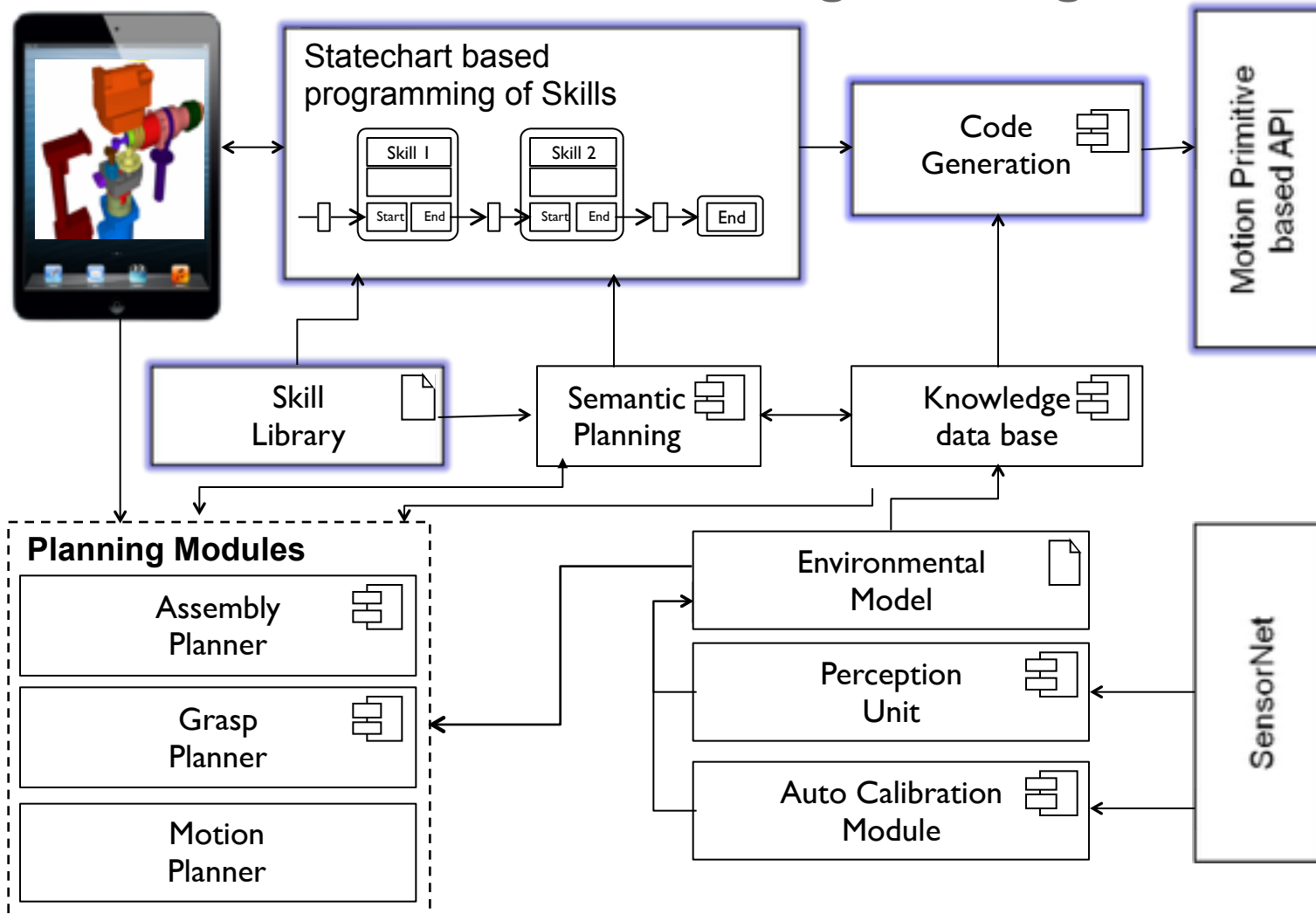
Run-Time World Model

Architecture for Code Generation

- ▶ Applying SE-tools like MontiCore for code generation
 - DSL for skills called LightRocks
 - Code generation from templates



Architecture for Flexible Programming



Conclusion

- ▶ The framework will be shown with assemblies of ITM profiles
 - ▶ relatively structured environment
 - ▶ many variations possible
 - ▶ a certain set of skill necessary
- ▶ Generating assembly sequences
- ▶ A hierarchy of State-Charts for Robot Programming
- ▶ Using the DSL as intermediate representation between planning and execution
- ▶ Still, many open questions ...
 - ▶ more autonomy
 - ▶ reactive planning
 - ▶ ...



Thank you !

Visit us at Automatica and at our SMERobotics web page:

<http://smerobotics.org>

to keep you up to date!

The team:

at DLR:

**Andreas Stemmer, Daniel Seidel, Korbinian Nottensteiner,
Maximo R. Roa, Michael Kasaecker, Theodoros Stouraritis,
Tim Bodenmüller, Ulrike Thomas**

at KUKA;

Christian Scheuer, Marinus Danzer, Uwe Zimmermann