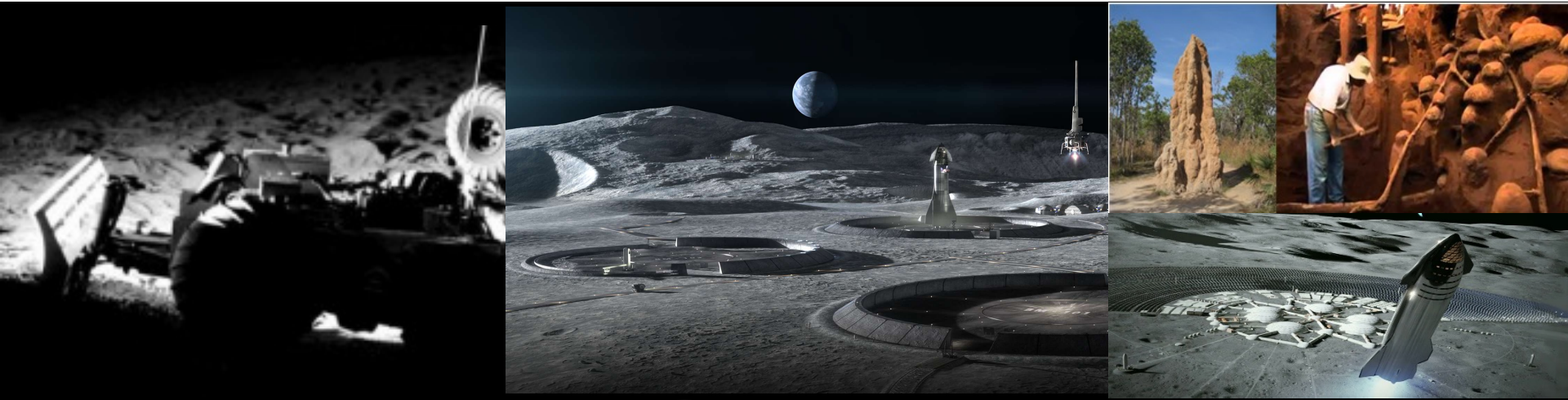




**ASTEROIDS SpaceTReX**



## **First Steps Towards Lunar Settlements: Small Multirobot Chains For Landing Pad Construction**

**Jekan Thangavelautham\*, Yinan Xu**

**Space and Terrestrial Robotic Exploration (SpaceTReX) Laboratory**

**Asteroid Science, Technology and Exploration Research Organized by Inclusive eDucation**

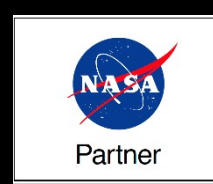
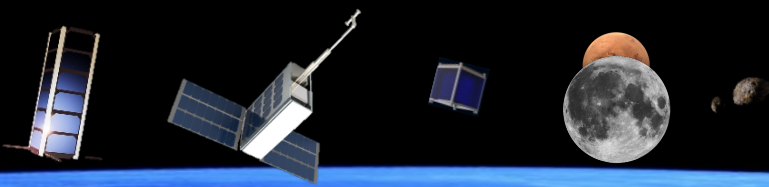
**Systems (ASTEROIDS) Laboratory**

**University of Arizona**



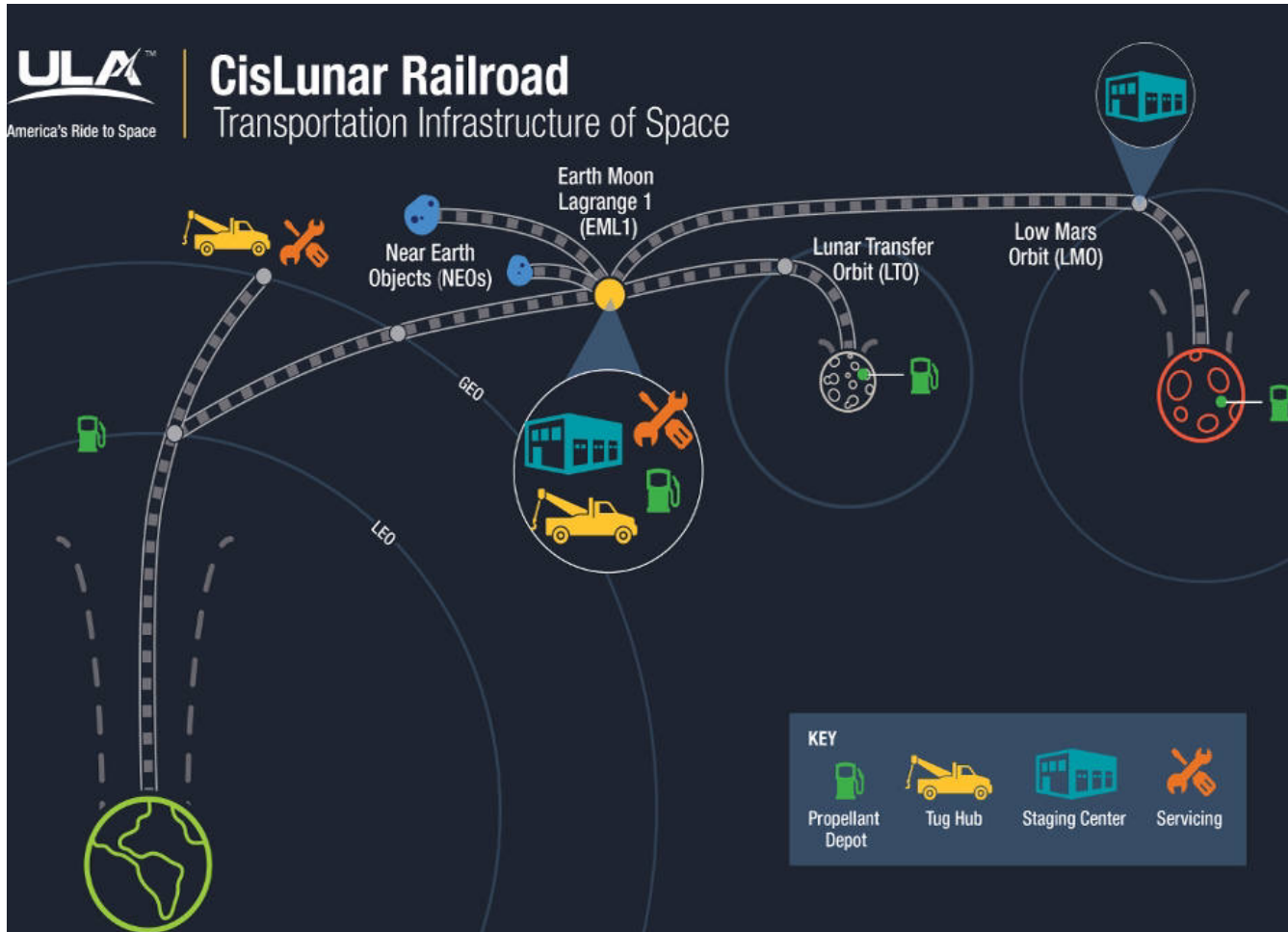
## Outline

- **Motivation**
- **Launch and Landing Pads**
- **Challenges**
- **Objectives**
- **Approach**
- **Results**
- **Summary**
- **Future Work**



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# Motivation







# Motivation

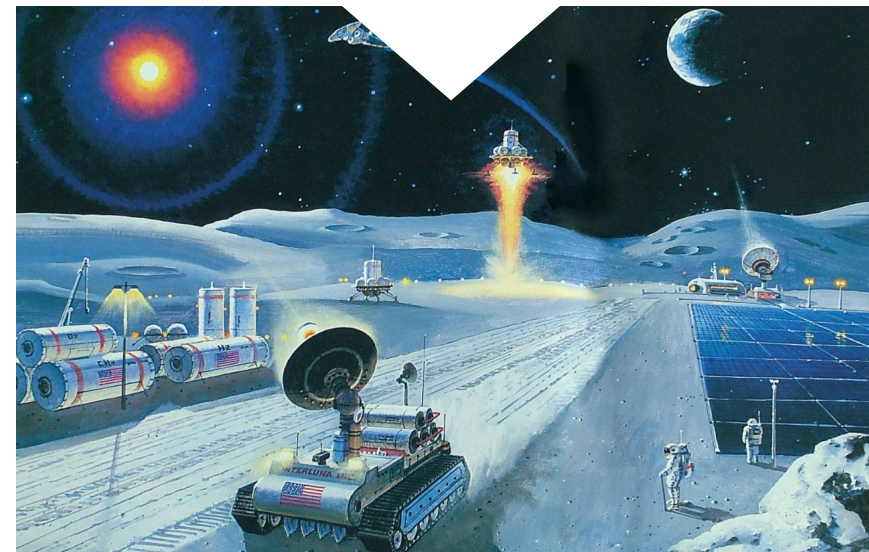
- Refueling base at various locations in cis Lunar space
- Water electrolyzed to produce H<sub>2</sub> and O<sub>2</sub>
- Fuel and raw material for transport, construction and manufacturing





# Motivation

- **How to practically extract resources at large scale**
  - Full automation
  - Self-encapsulated
  - Extensible
  - Minimal functionality
- **Can we seek out exemplars from the bio-world ?**
  - What can we mimic ?
  - What do we discard ?







## Importance of Launch and Landing Pads

- Quick means of transport of goods, services, astronauts to mining sites and outposts will be critical.
- Launch and landing pads will be the main gateway into the base and needs to be in excellent condition.
- Withstand high demand use
- Handle heavy and uneven loading/unloading.





# Challenges

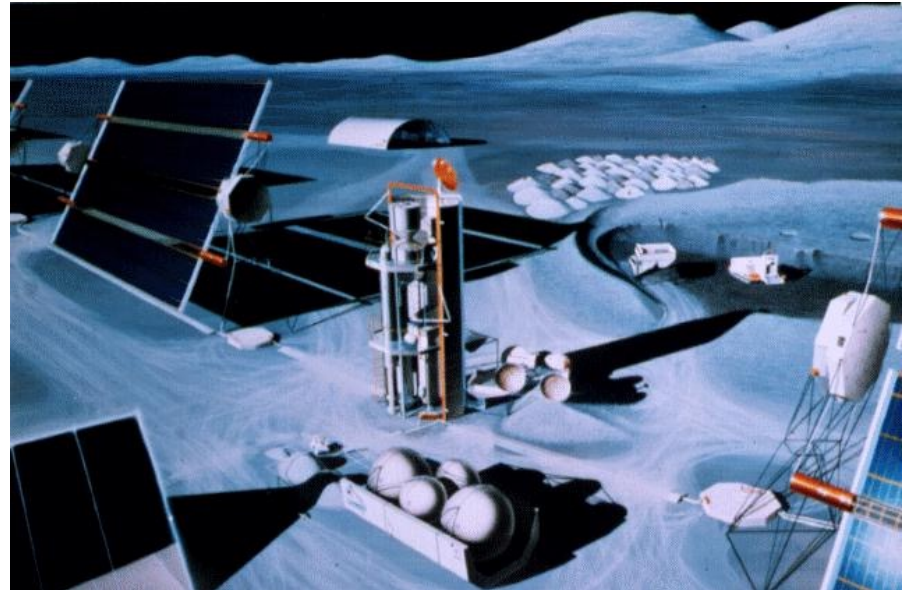
- Low gravity – low traction → low speeds
- Low cohesion sand/dust → increased wear and tear





# Keys to Lunar Base Robotics

- **Autonomous Control**
  - Unstructured environments
  - Minimal supervision and task decomposition
  - In-situ adaptation
- **Multiple robots**
  - Cooperation
  - Specialization
  - Redundancy
  - Ability to improvise
- **Control development**
  - Adaptive, robust, little or no onsite support







# From Excavation to Construction



- Papers being presented at Earth and Space, 2022



# Objective

- Develop an autonomous robotic system to construct Lunar Landing Pads (LLP).
- Thrusts: What are the interaction behaviors needed to attain a desired global behavior for a given number of robots ?
  - Effective templates
  - Effective stigmergy (communication mediated via environment)
  - Minimal human input
  - How to deal with *antagonism* ? - negative interaction with too many robots
  - Scalable autonomy



# Approach

- Biologically inspired ideas suited for design of space robotic systems
- Model of natural selection:
  - Evolutionary Algorithms [Rechenberg, 1971], [Holland, 1975]

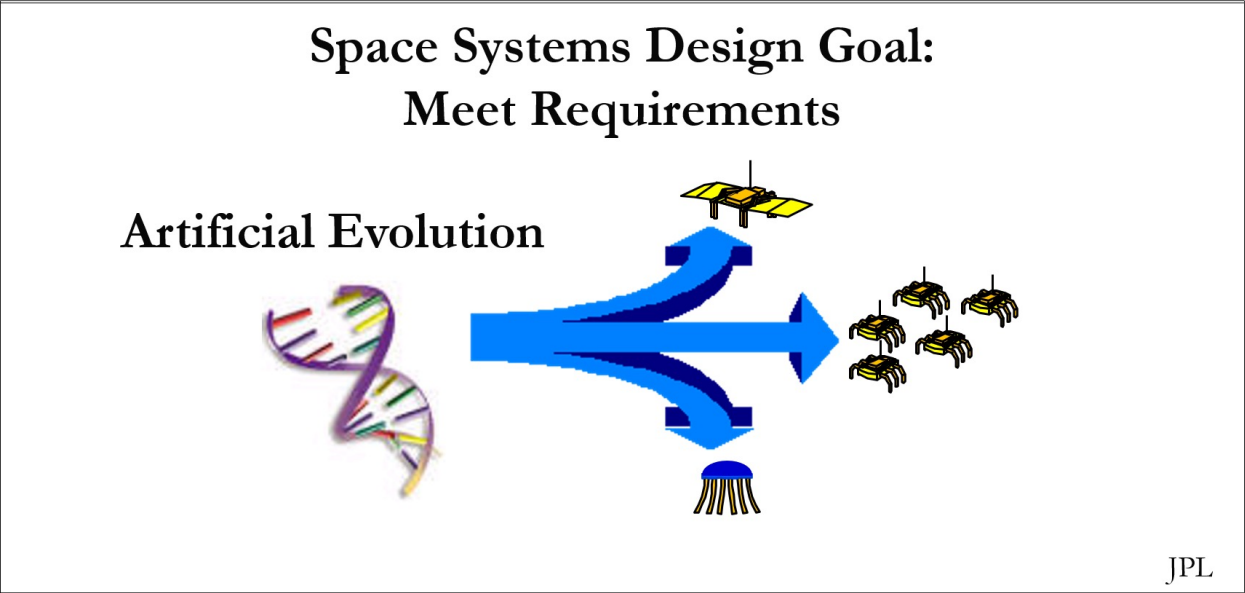






# Approach

- Biologically inspired ideas suited for design of space robotic systems
- Model of natural selection:
  - Evolutionary Algorithms [Rechenberg, 1971], [Holland, 1975]





# The Engineering Model: Social Insects

- “Whole greater than the sum of the parts” -Koffka
- Solve a complex task using many individuals.
- Individuals are simple, low-cost, disposable.
- They have survived for 400+ million years through 2 major extinction events.





# The Engineering Model: Social Insects

- Stigmergy
- Templates
- Self-organization

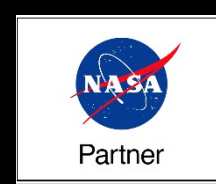
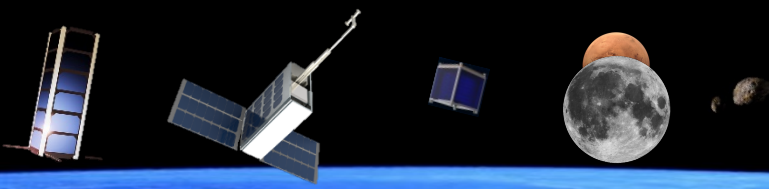






# Computation Intelligence for Constructing LLPs

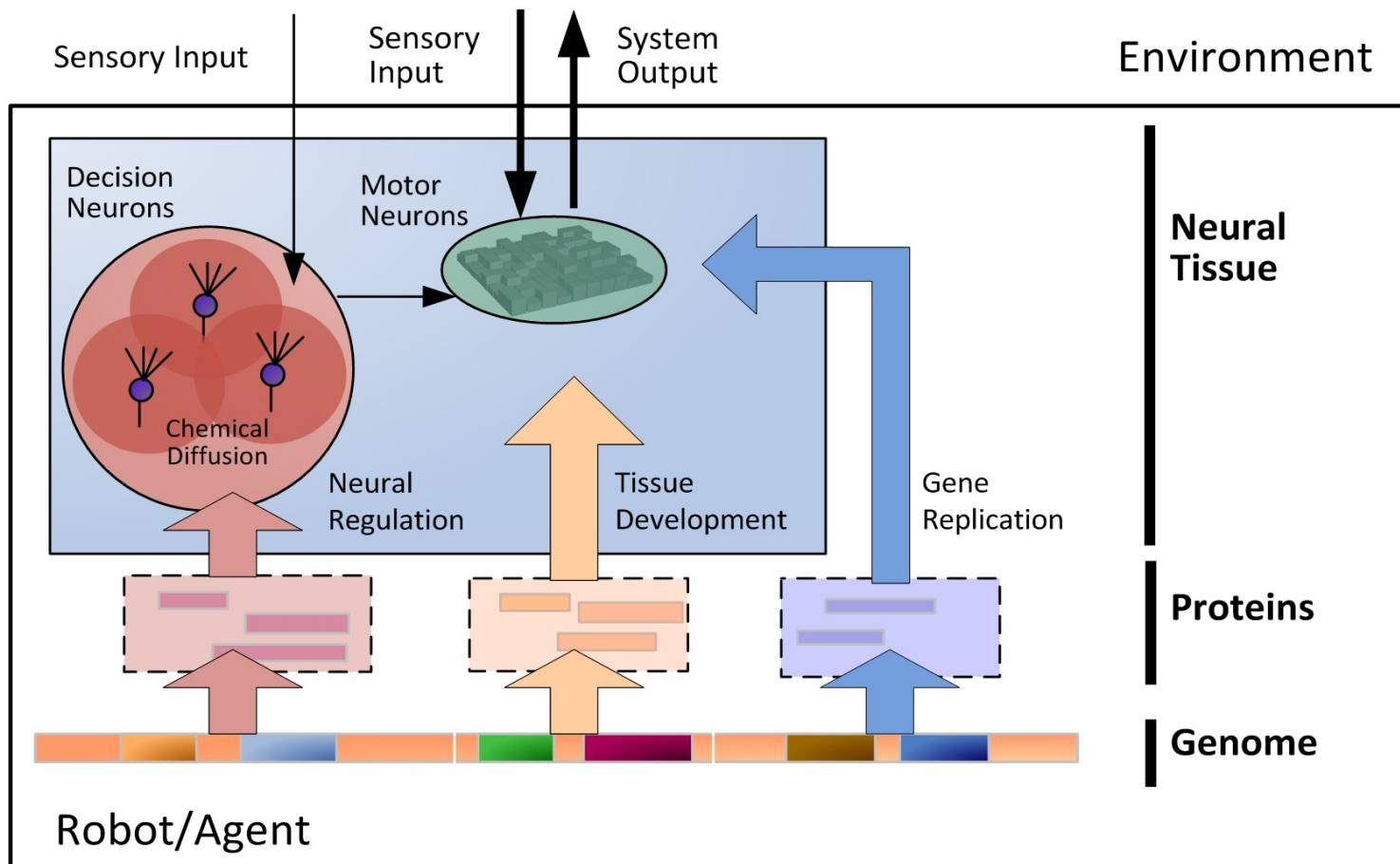
- **Effective task decomposition**
  - **Task allocation – multiple robots**
- **Find solutions where little task domain knowledge available**
  - **Plastic**
  - **Creative**
  - **Extensible**
  - **Robust, scalable, multiplatform**

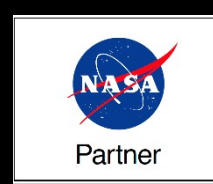
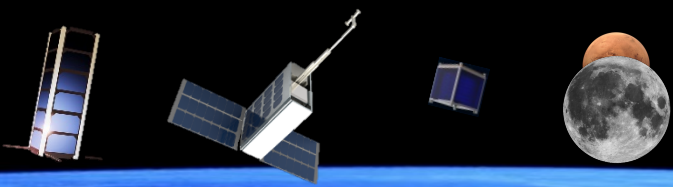


SpaceTrex

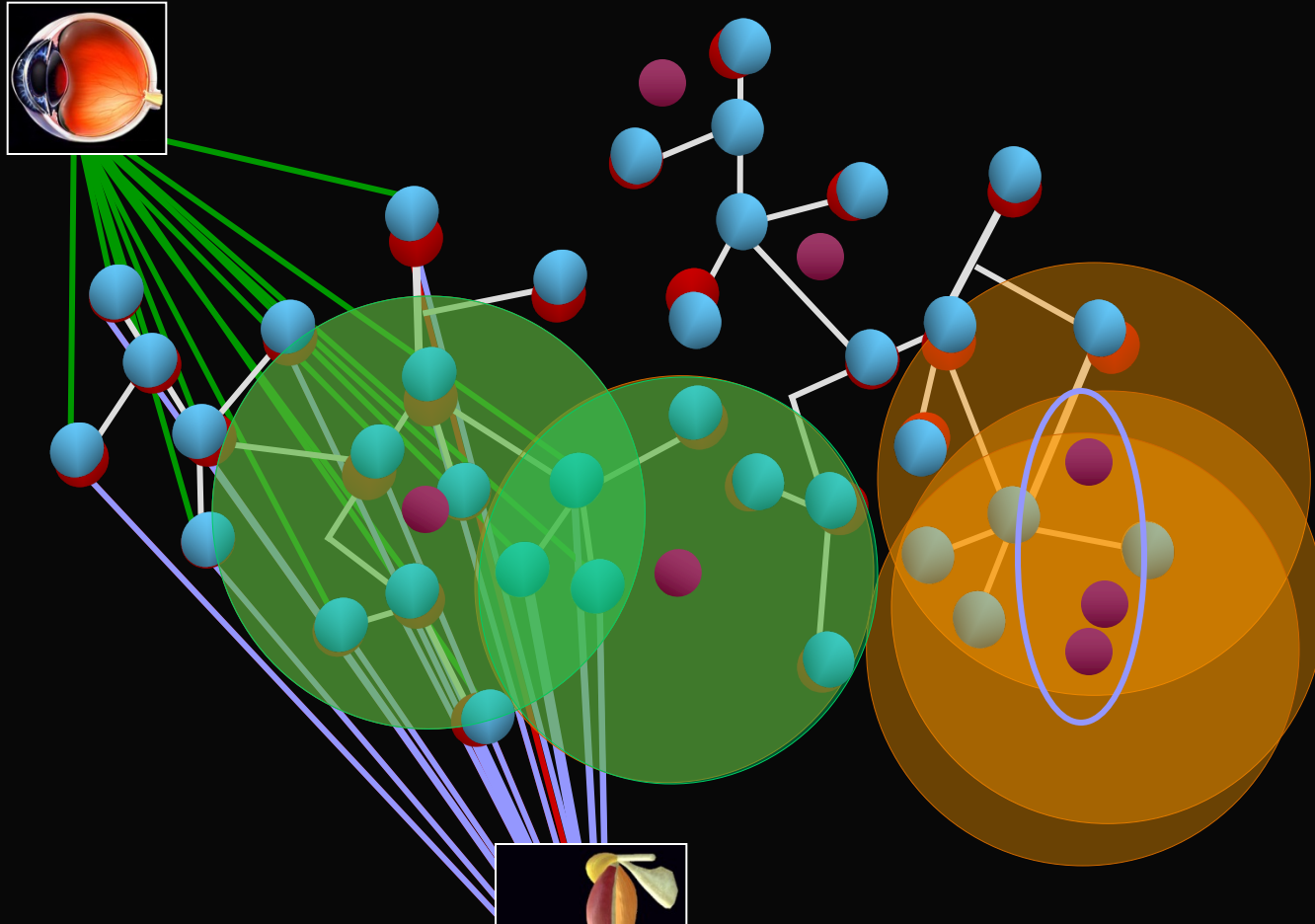
# Artificial Neural Tissues

[Thangavelautham & D'Eleuterio, 2005]





# Neural Regulation



Inspired by the ~~neural network~~ **neural network**

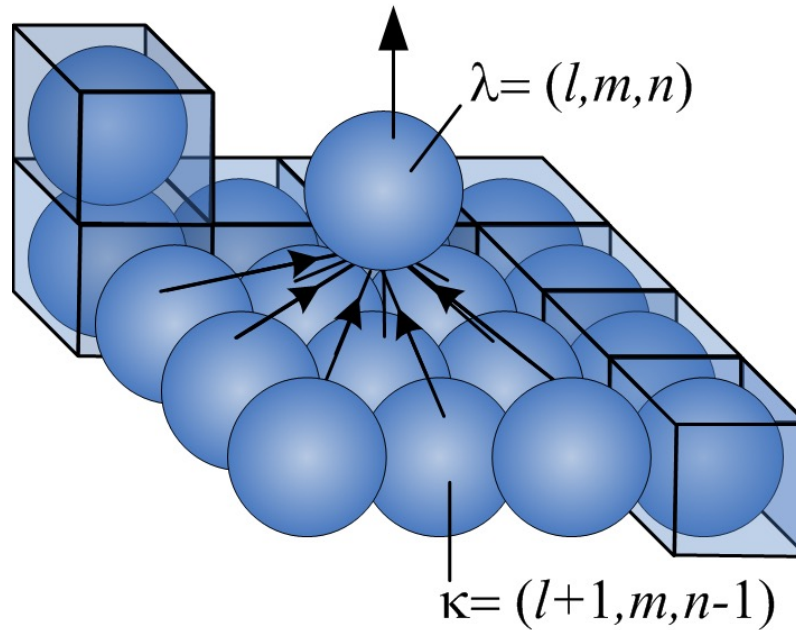
[Jordan & Jacob, 1991]





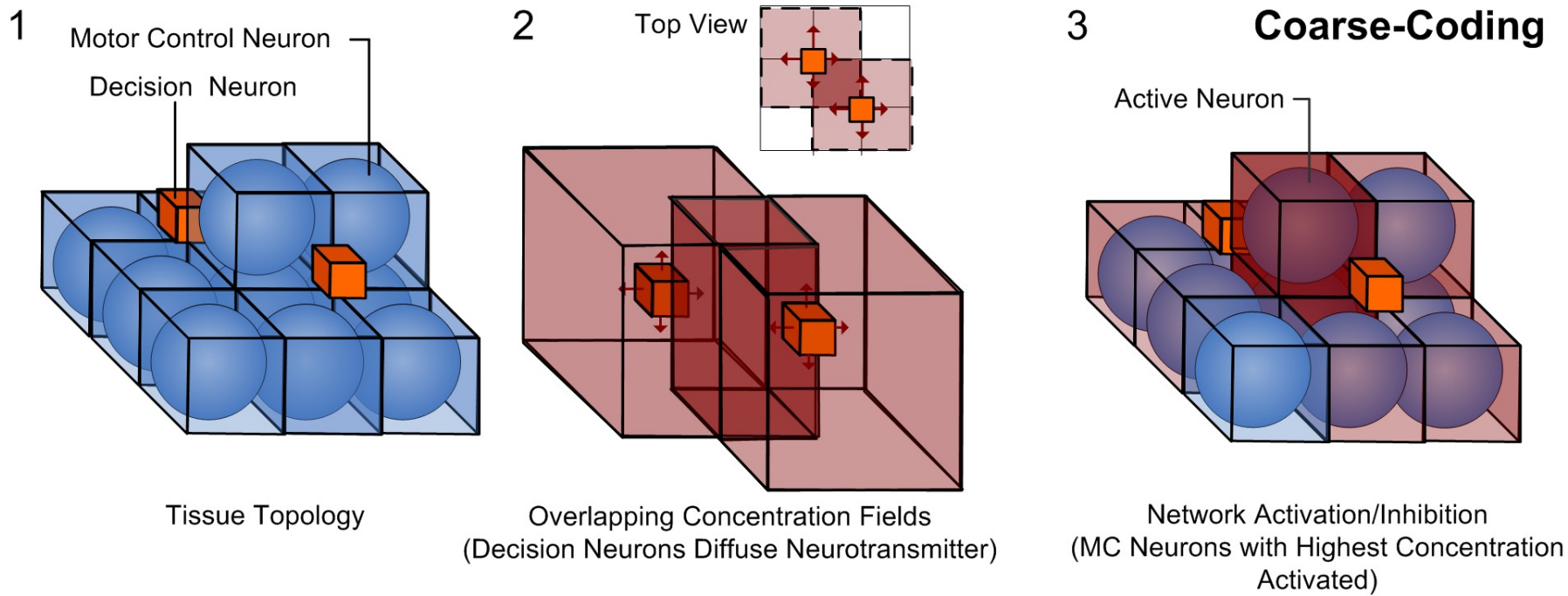
# ANT Topology

## Synaptic Connections



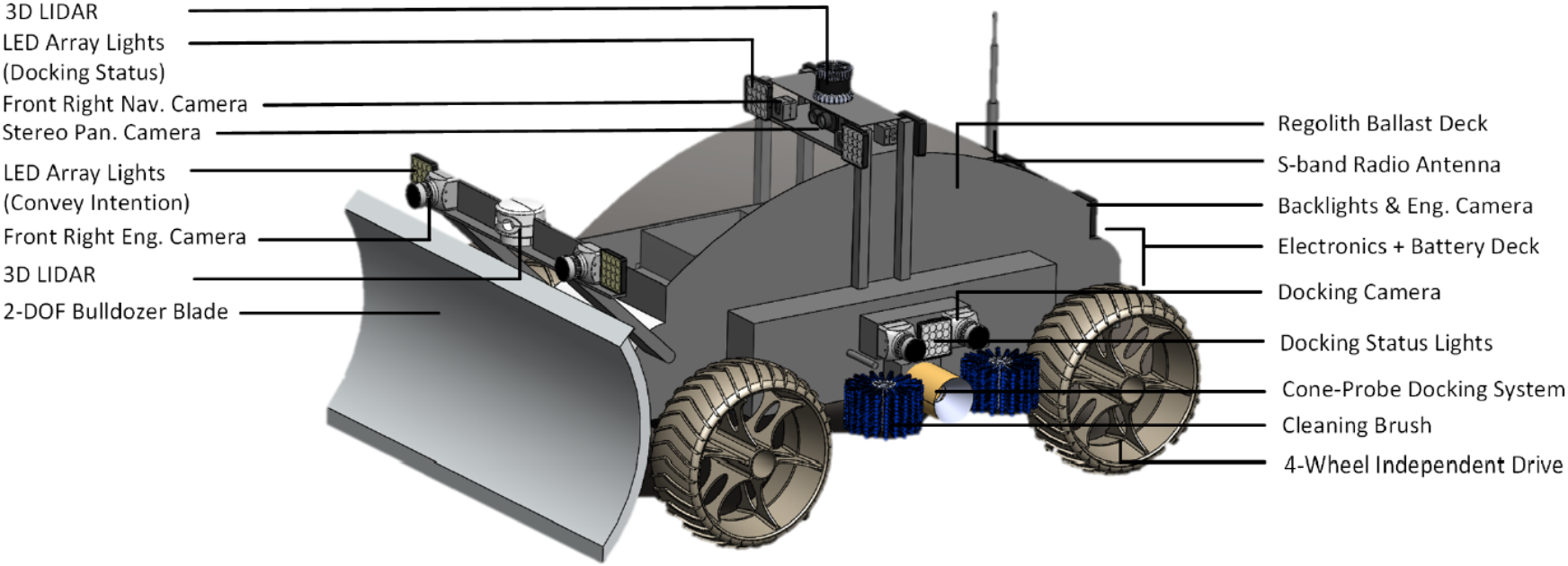


# Neural Regulation within ANT





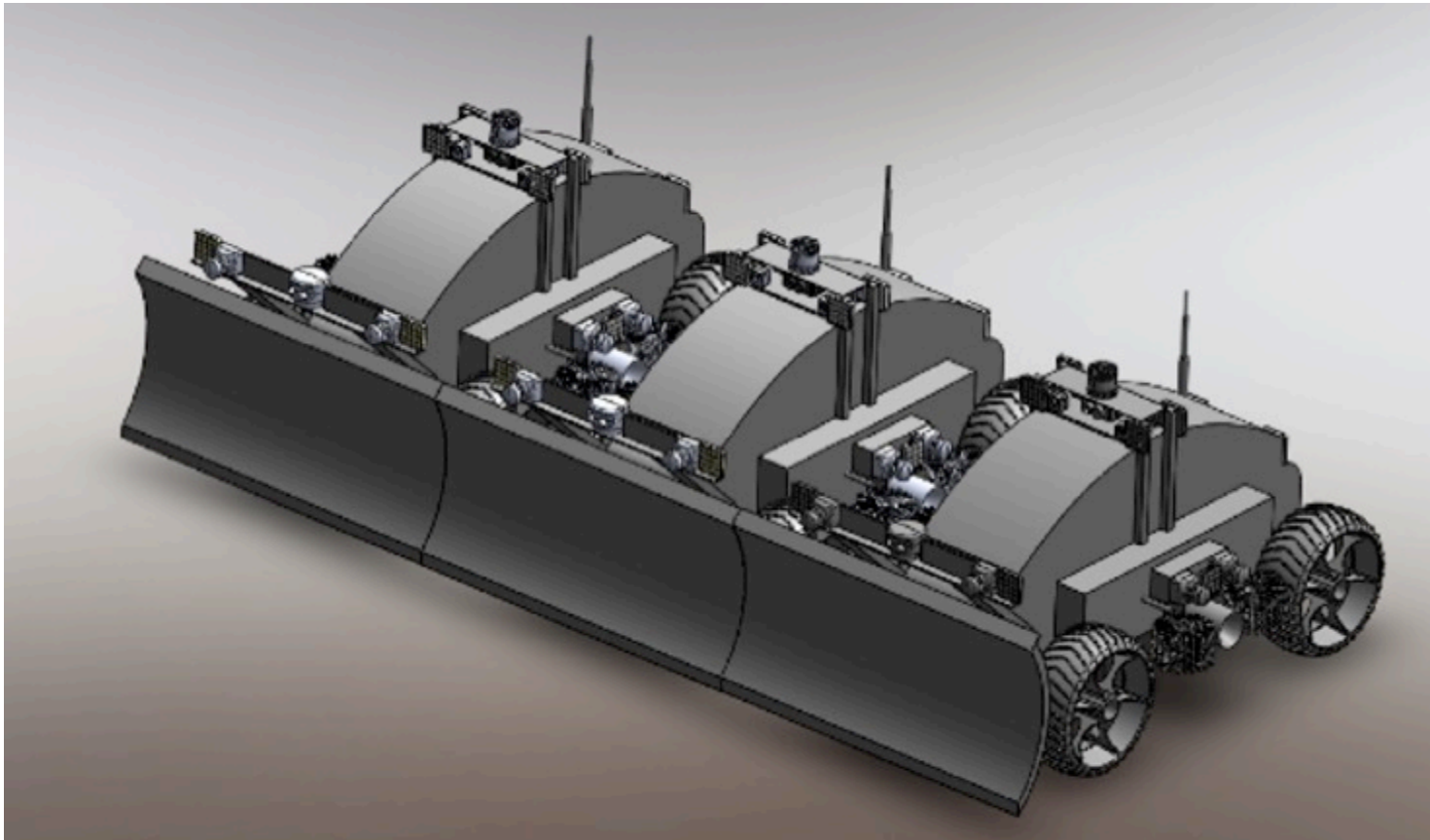
# Landing Pad Construction Robot







# Chaining





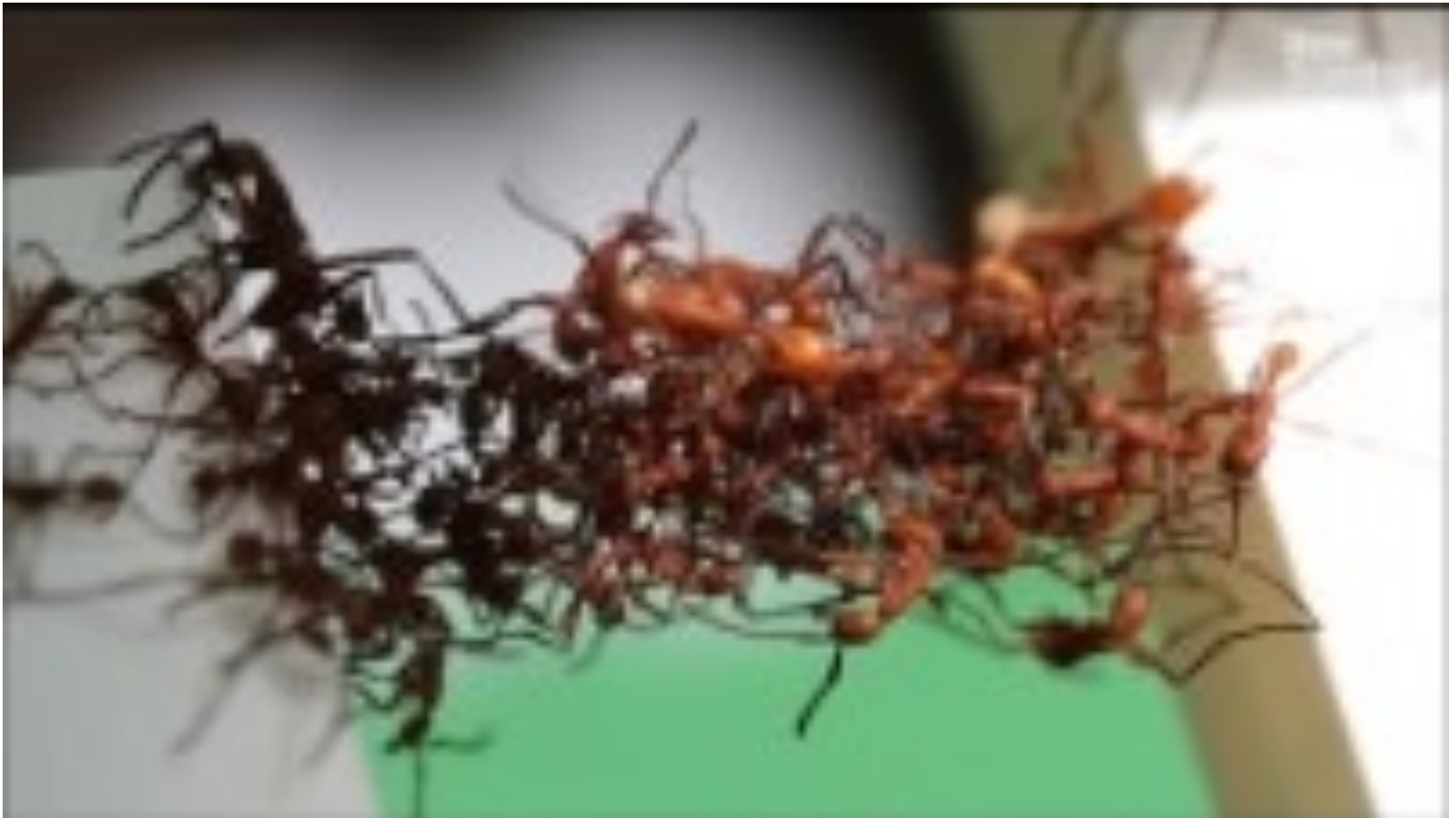
## Why Chaining and Aggregation ?

- Chaining is form of an aggregation strategy
- Requires close coordination but provides x advantage
- Ancient Romans used Turtle Formations with great success in battle.
- Ants use it as bridges, transport of large objects and a general defensive strategy against a larger threat.





# Ant Chaining Behavior





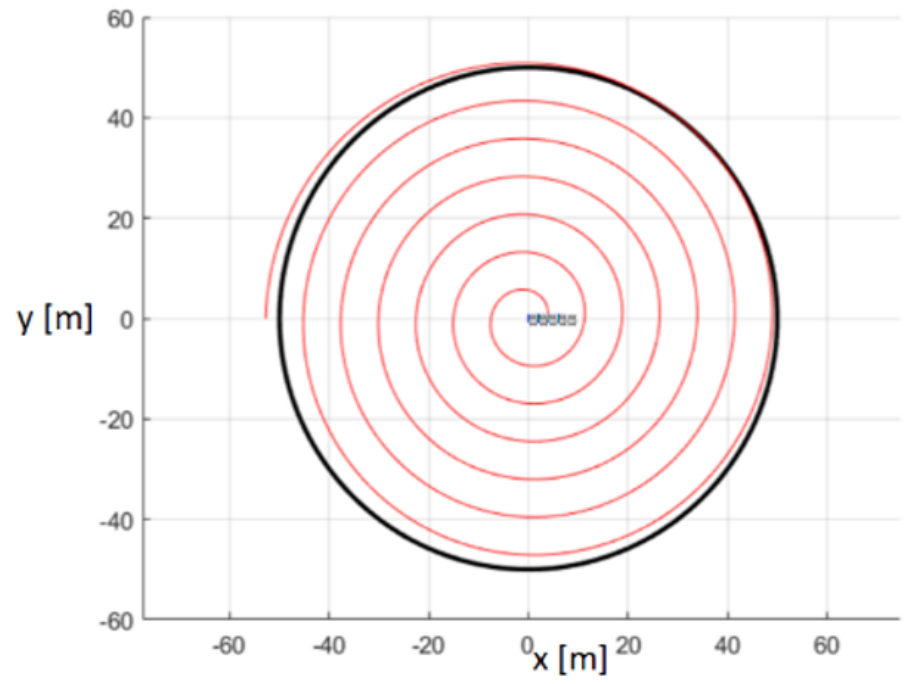
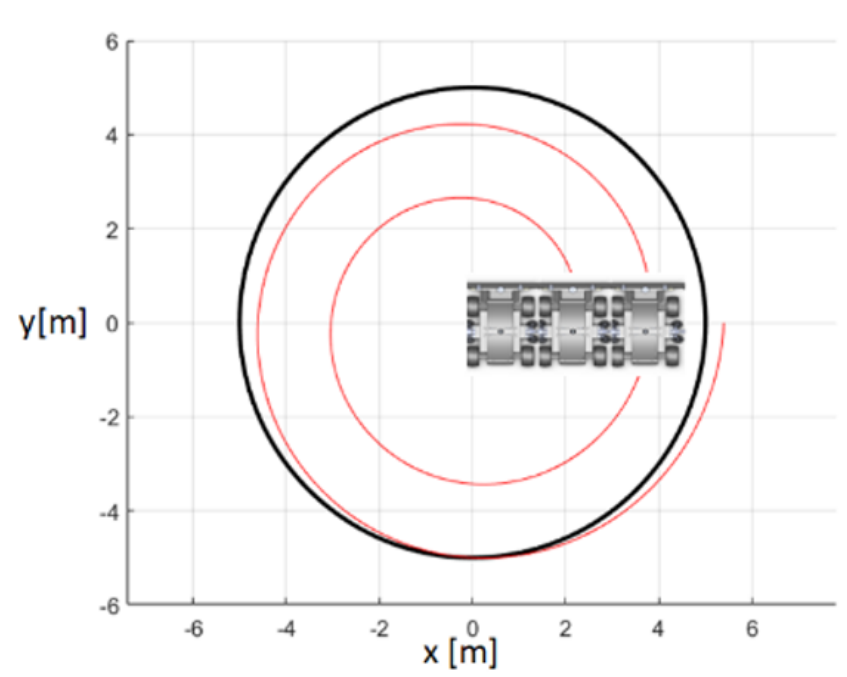


## Why Chaining ?

- The robots can work cooperatively to clear the landing pad space – avoid antagonism
- Exploit the advantage of parallelism
- Load evenly distributed.
- Reduced windrows per unit area.
  
- Challenge:
- How to coordinate the robots
- How physically place them next to each other.



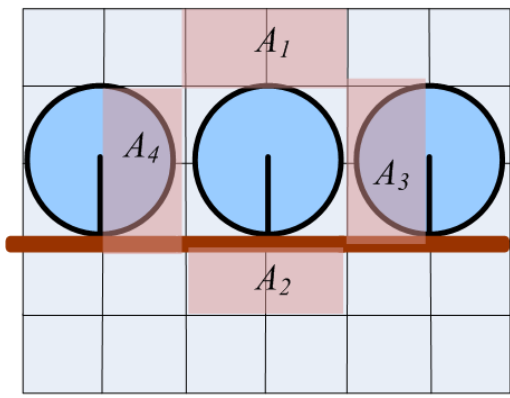
# Landing Pad Construction Strategy



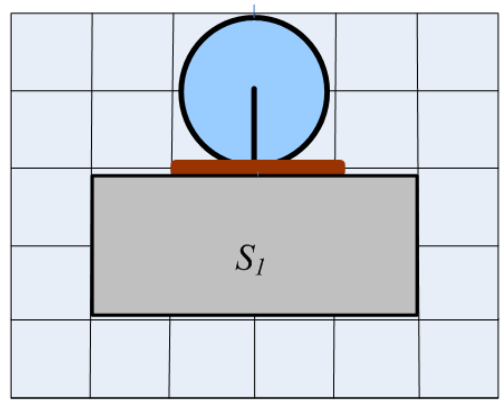


# Sensor Inputs

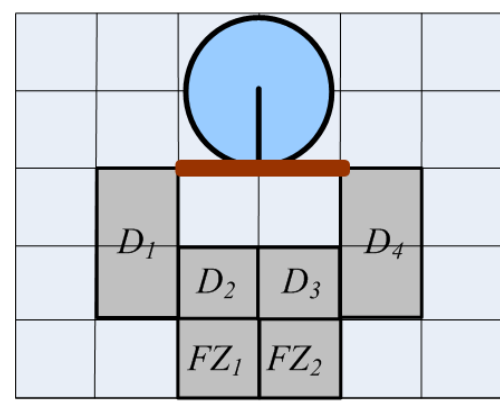
Robot Alignment



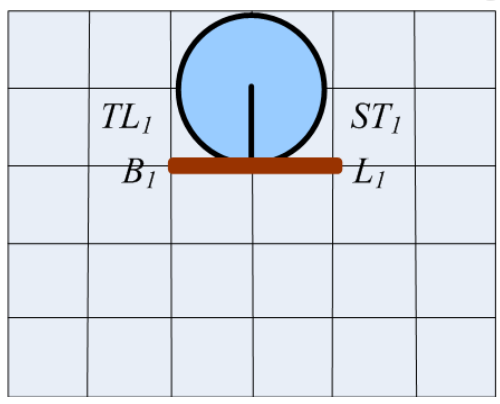
Obstacle Avoidance



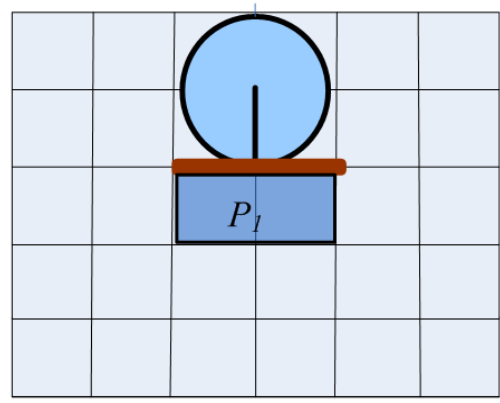
Depth Sensing



Blade Position, Motion Sensing



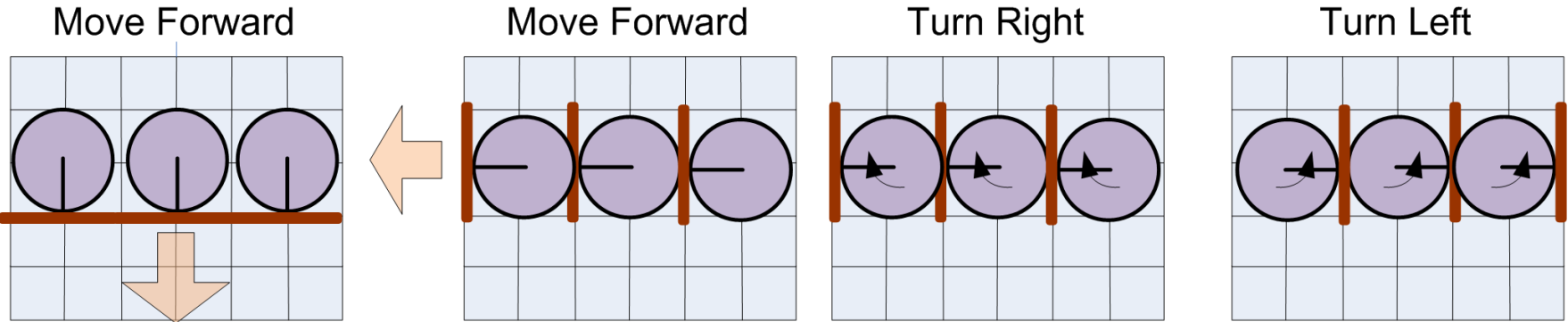
Place Memory







# Chained Movement



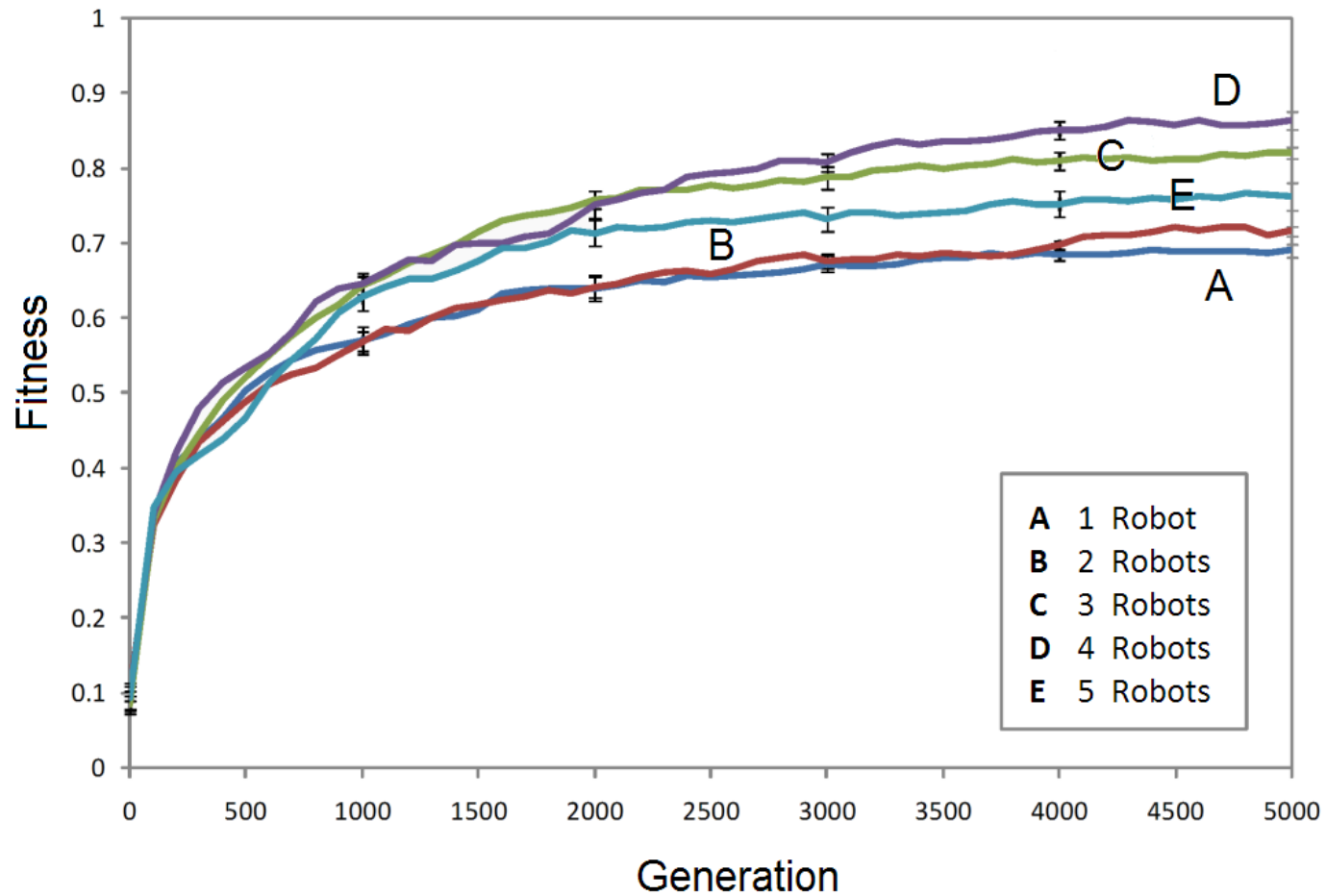


## Task Specification

- **Robots given blueprint of site to excavate/clear. Also includes site for dumping regolith.**
- **Blueprint specifies depth, grade, and don't care areas.**
- **The task is time limited.**
- **Evolutionary training involves evaluation of 100+ scenarios.**
- **Robots cannot collide.**
- **Robots cannot get buried in regolith.**



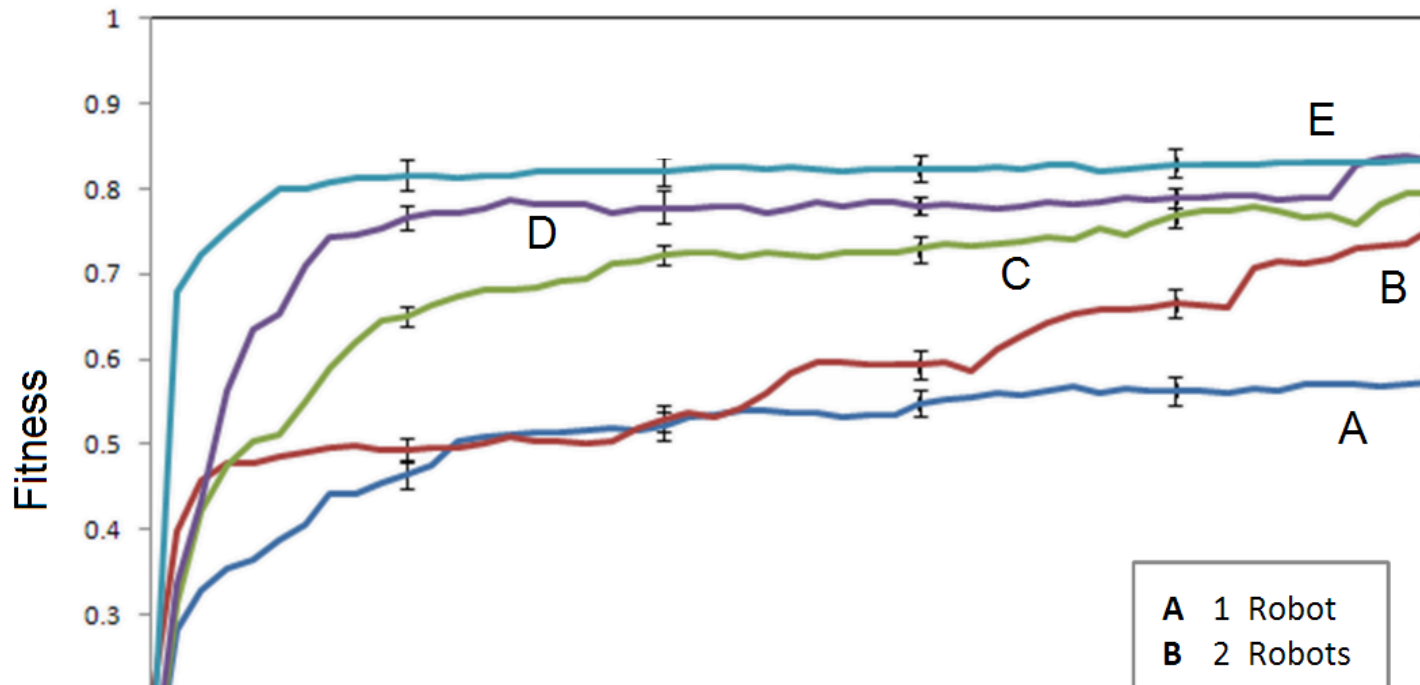
# Evolution – No Chaining







# Evolution - Chaining

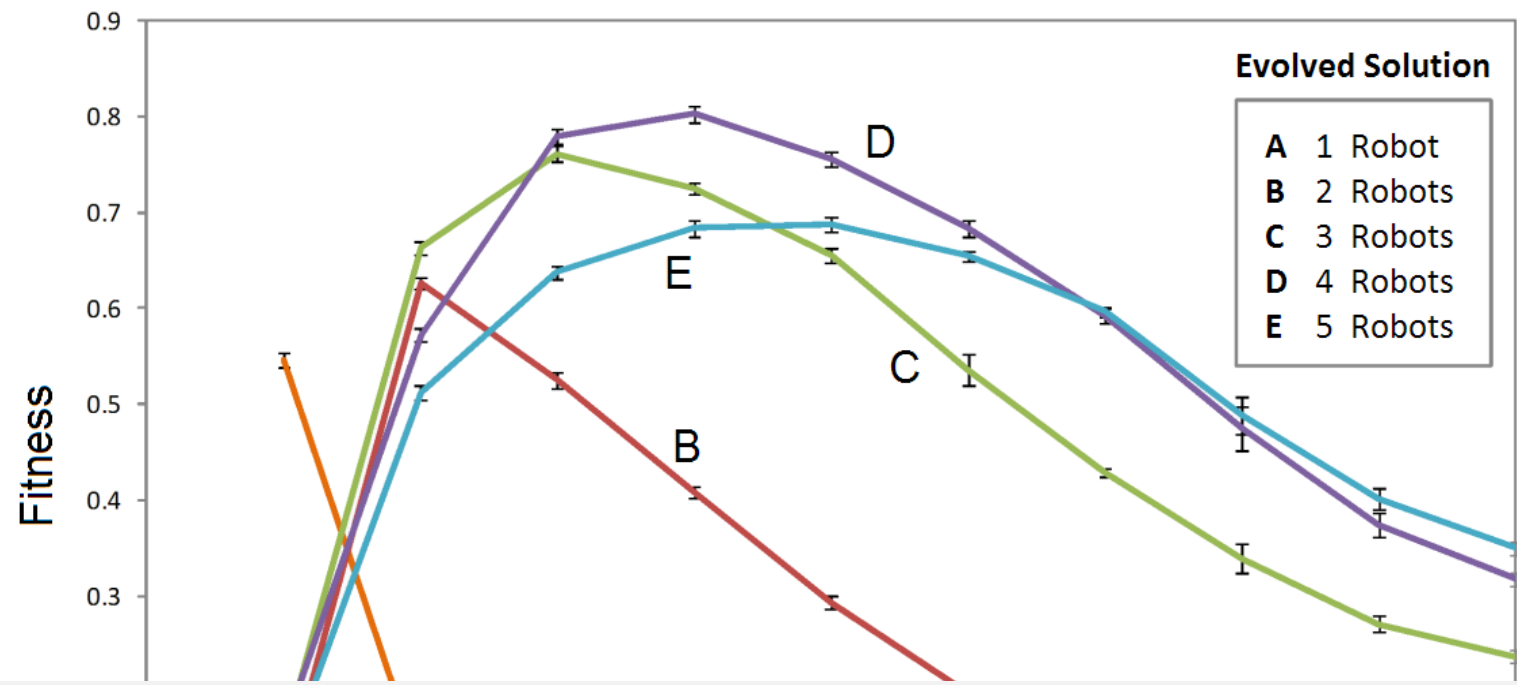


Under the right conditions chaining reduces learning time towards near-optimal solutions.

Generation



# Scalability – No Chaining

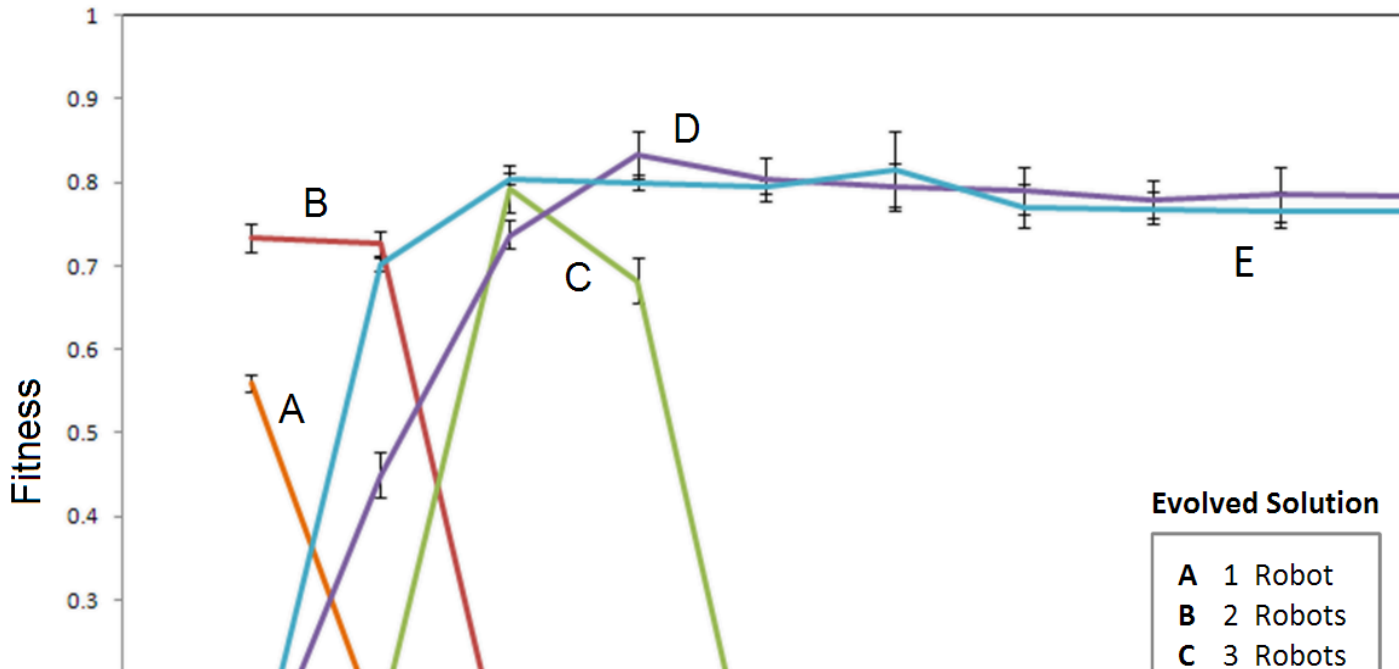


**Reduced performance with too few robots due to insufficient labor. Too many robots and we have antagonism.**

Robots (Rescaled)



# Scalability – Chaining



Antagonism can be significantly reduced and chaining is an advantage over a decentralized approach.



## Lab Experiment Comparison

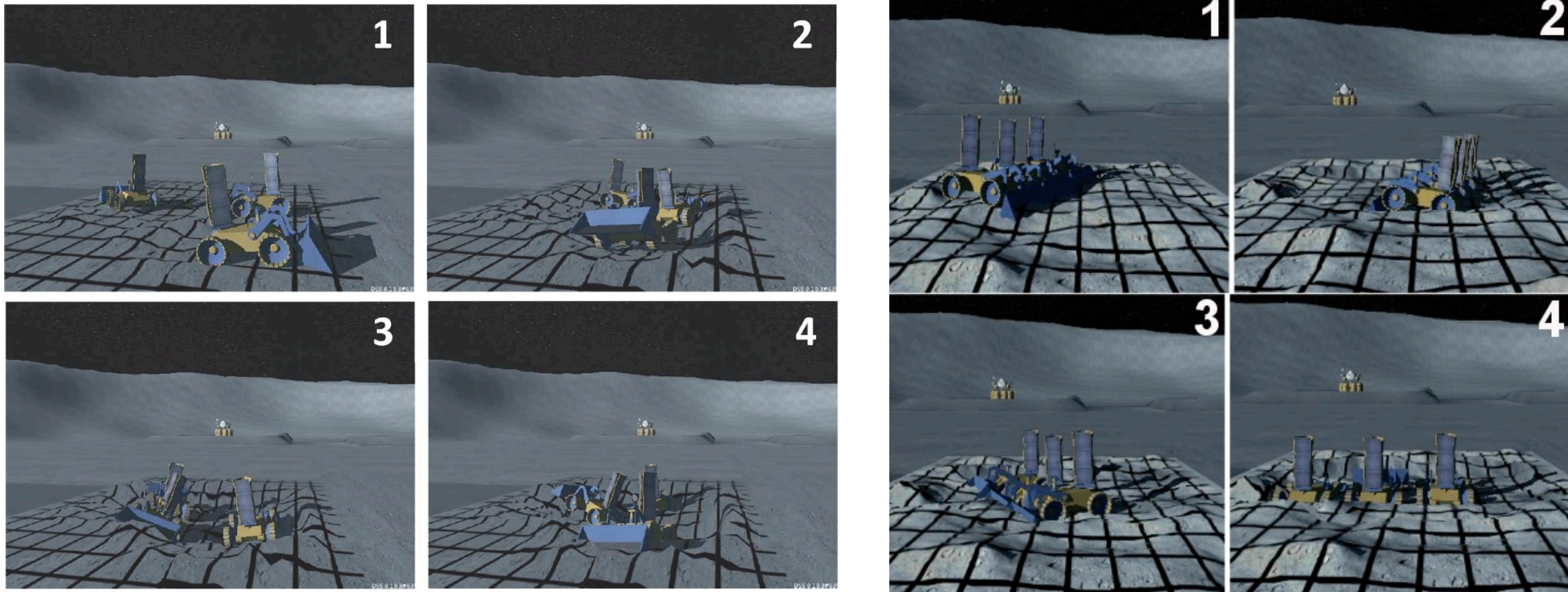


- Chaining approach effective at clearing windrows.
- Unlikely to get stuck in closed loop that limits area coverage.





## High Fidelity Simulations

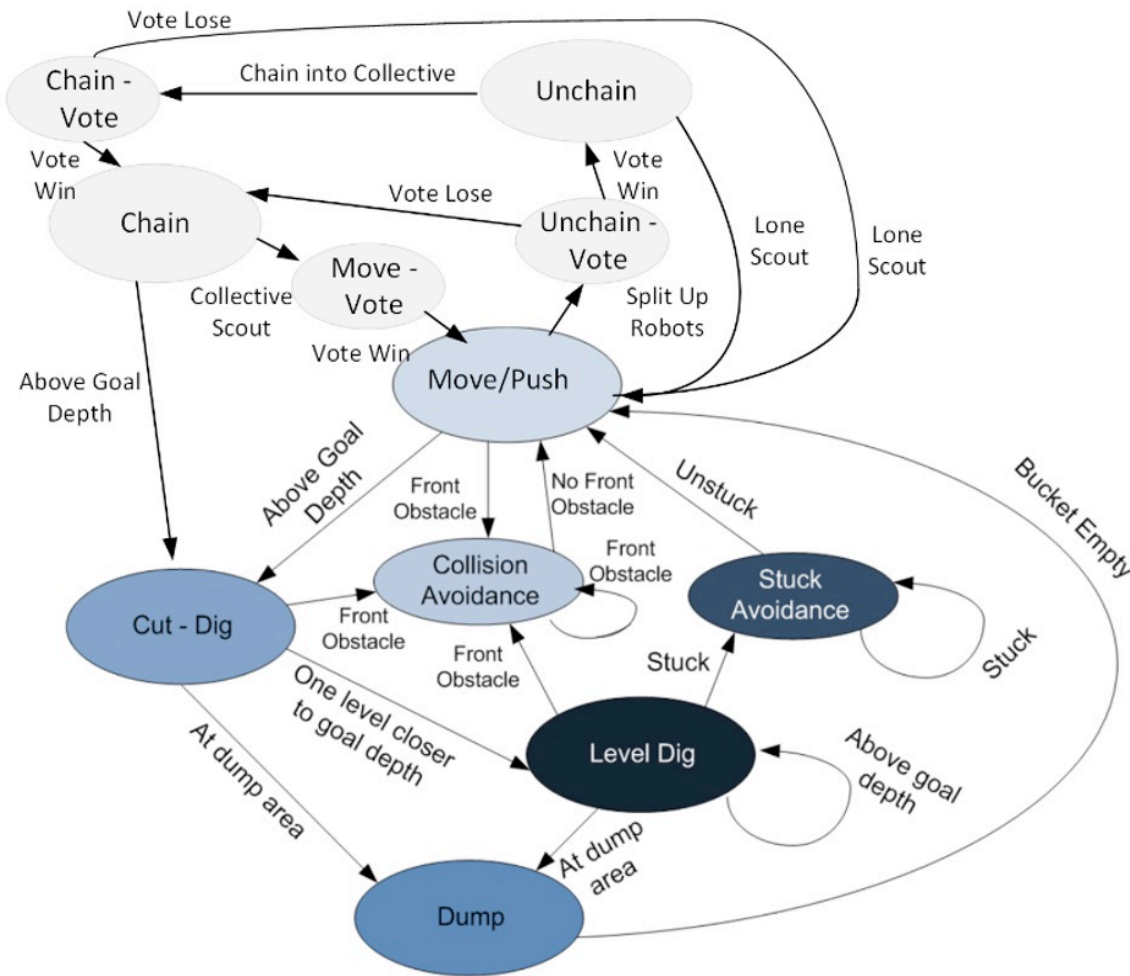


- Chaining approach shows increased quality (flatness, contiguous) and requires reduced time for clearing an area.



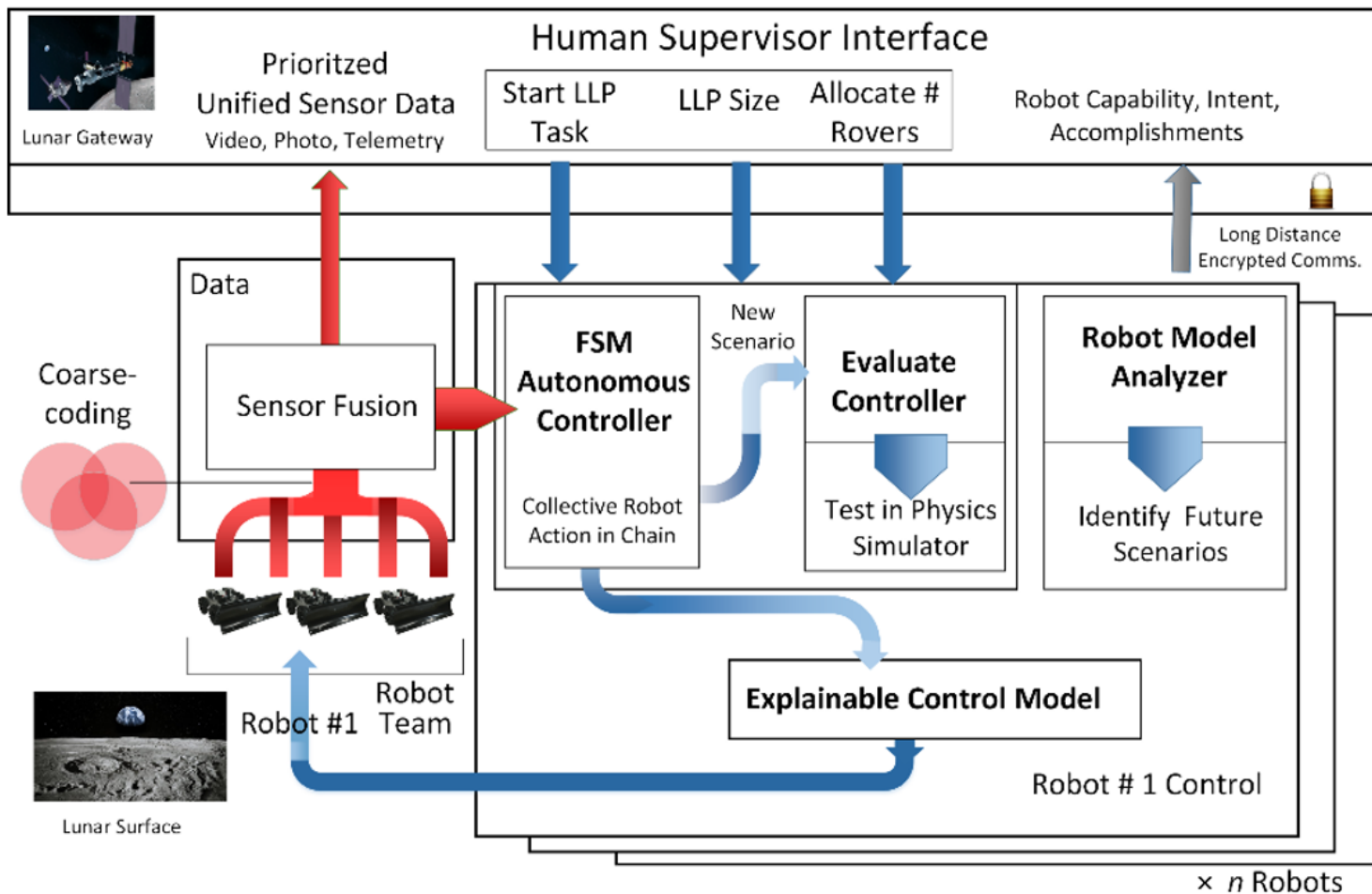
# Finite State Machine Controller Derived from ANT

- Captures key behaviors
- FSM easy to understand
- Easy to port.
- Helps with prediction





# Implementation on a Mission





## Discussion

- **Chaining/aggregation approach shows promising results for area clearing tasks.**
  - Increased quality, reduced time due to increased efficiency.
  - Avoids antagonism
- **Experiments have shown it clear windrows. It has the potential to reduce rutting. More experiments needed.**
- **Challenge is how to implement on real robots without substantial increase in complexity.**
  - Deal with large obstacles that may require unchaining (?)





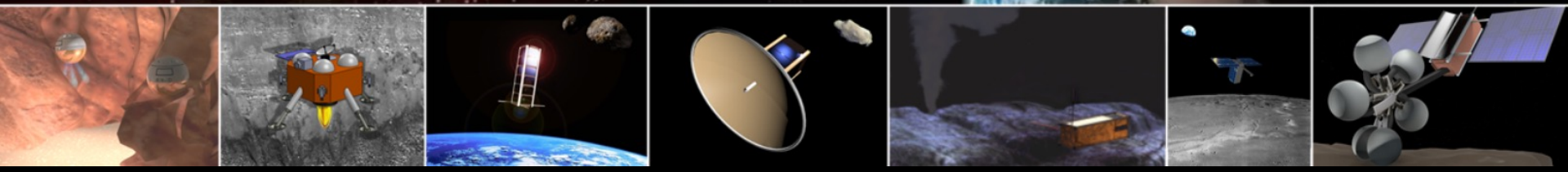
## Future Work

- **Physical comparison of several candidate chaining methods including using docking.**
- **Evaluation of robots performing chaining, dispersal and chaining.**
- **Construction of half or third scale rover team for the landing pad construction task.**



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# Adventure Awaits





**Thank You!**



Questions ?

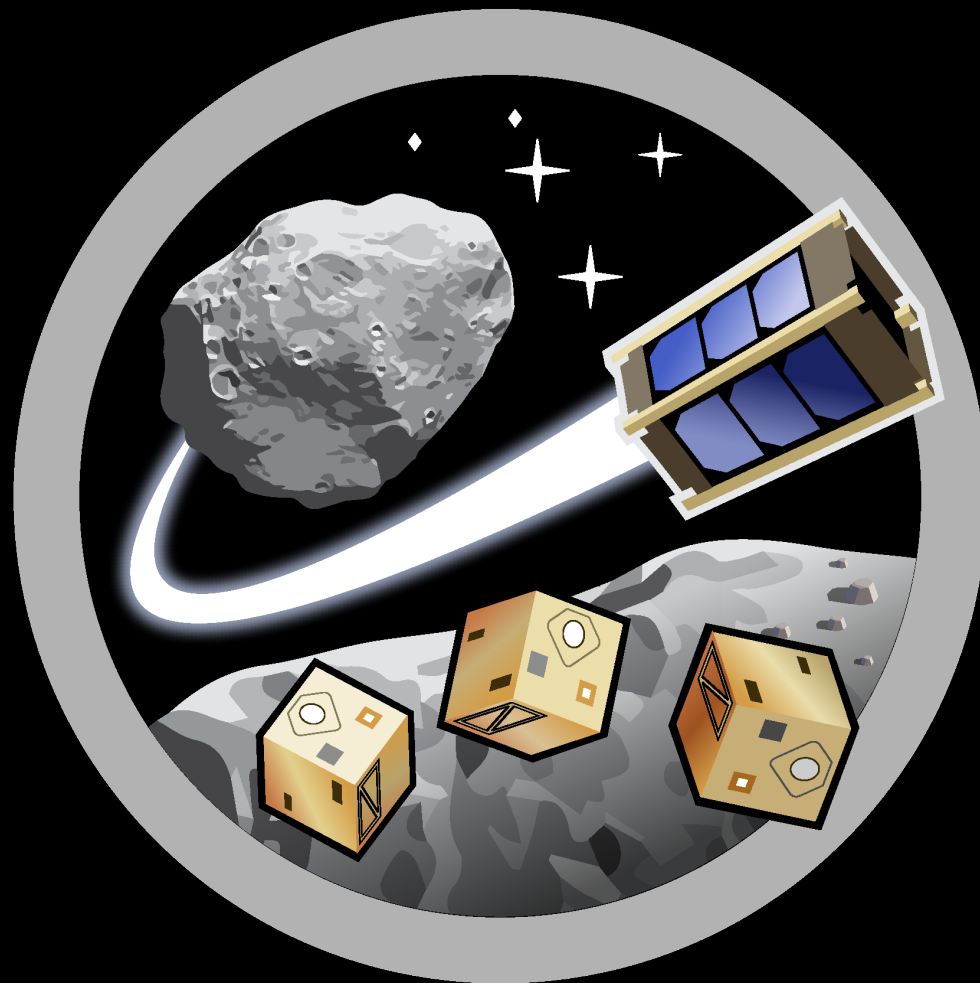




# SpaceTReX

LABORATORY

Space and Terrestrial Robotic Exploration (SpaceTReX) Laboratory



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Asteroid Science, Technology and Exploration Research Organized  
by Inclusive eDucation (ASTEROID) Center