







#### **Exploring Mars: Why Send Rovers?**



#### Rovers complement orbital and fixed-lander assets

- Mobility enables precision placement of high fidelity in situ sensors
- A large number of sites spanning kilometers can be sampled
- Rovers enable opportunistic discovery and investigation of features not visible from orbit
- Every drive gives you a "new landing site" to explore

# Autonomous robotic capabilities mitigate communication delays

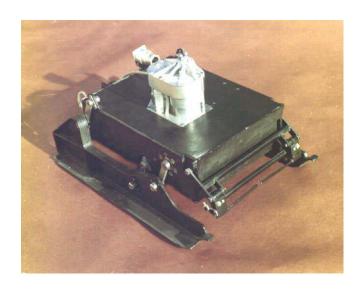
- Joysticking is impractical with round trip delays of 8-42 minutes
- Logistics in the scheduling of Deep Space Network facilities limit the number of command cycles (nominally just one uplink per day)
- SOLUTION: Onboard autonomous processing means a rover can operate safely even in areas not previously viewed in high resolution



#### Early Attempts, Research Rovers



In the early 1970s the then-Soviet Union sent two small rovers to the Martian surface in Mars-2 and Mars-3 missions. Unfortunately neither mission lasted long enough to send back rover data.



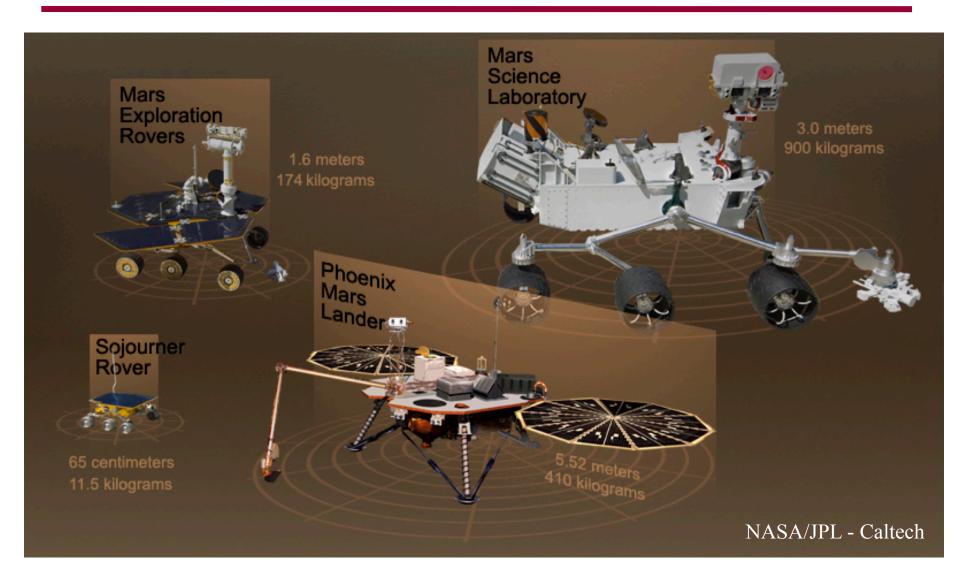
B. Muirhead, *Mars Rovers: Past and Future*, IEEE Aerospace Conference, Big Sky, Montana March 6-13, 2004 has an overview of the 1960's - 1990's research programs in the US

Several Planetary Rover Workshops over the past 12 years, e.g. http://ewh.ieee.org/conf/icra/2008/workshops/PlanetaryRovers/



#### **Recent and Future NASA Mars Surface Vehicles**







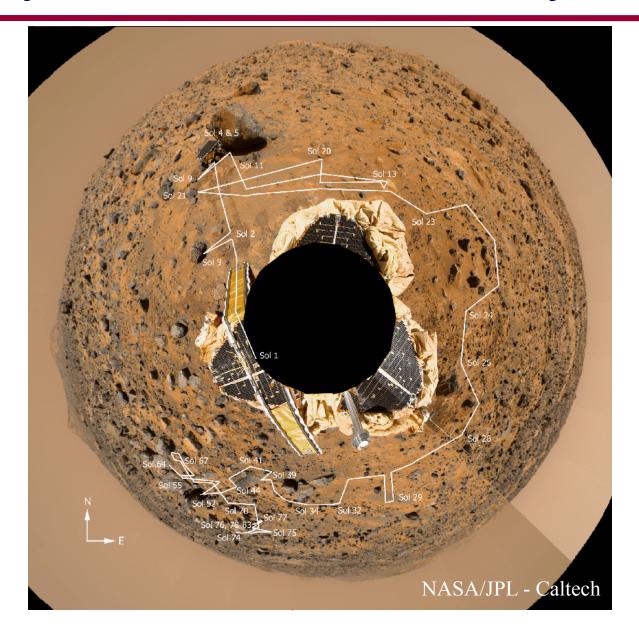


## **How Far Can They Drive?**



## Sojourner's Drive Path: 0.1 km in 0.3 years

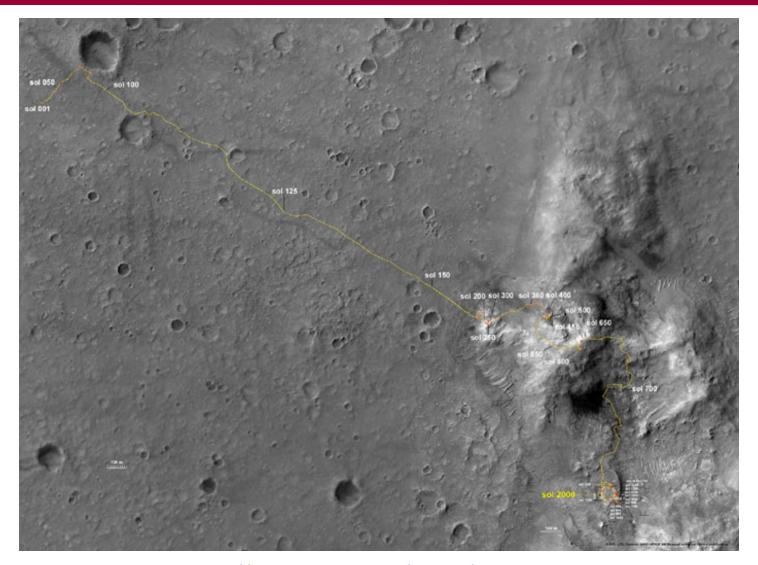






## Spirit's Drive Path: 7.7 km in 5.6 years





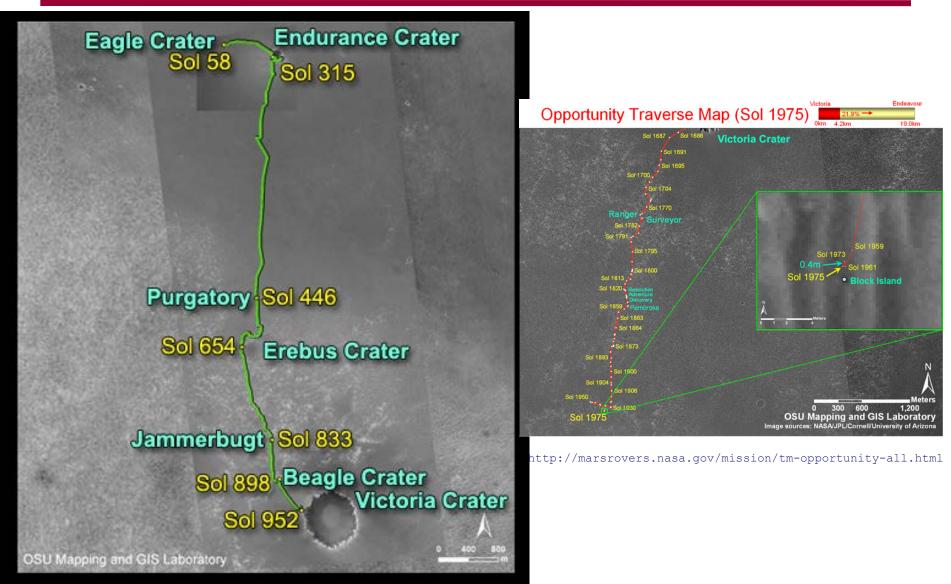
 $\verb|http://marsrovers.nasa.gov/mission/tm-spirit-all.html|$ 

AIAA Space 2009 7 MWM



### Opportunity's Drive Path: 17.2 km in 5.5 years





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#### **How Do We Choose Where to Drive?**



#### 3D Terrain visualization



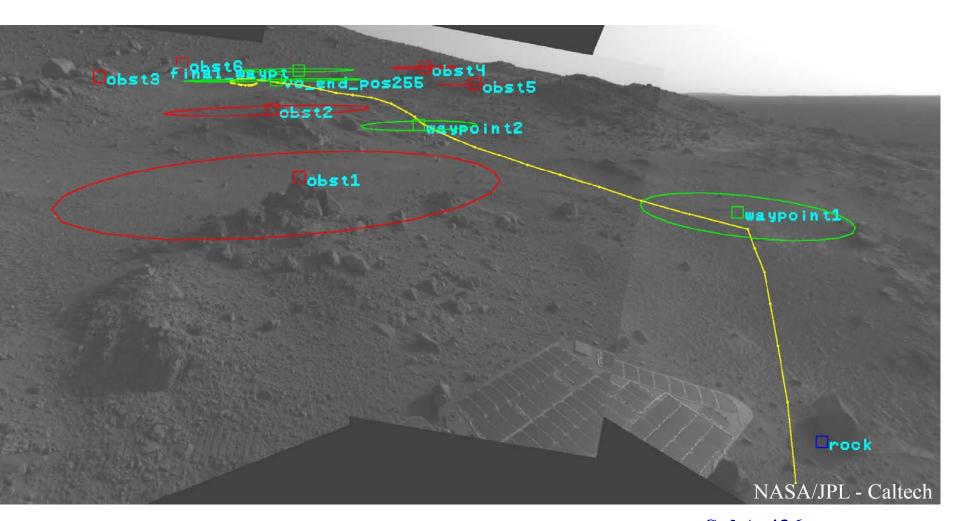
QuickTime™ and a Animation decompressor are needed to see this picture.

> Courtesy of Frank Hartman NASA/JPL Caltech



## **Directed Driving is Complicated**





**Sol A-436** 



#### **Simulating the Planned Drive**



Spirit Sol 74

25 m Blind

QuickTime™ and a YUV420 codec decompressor are needed to see this picture.

9 m Autonomous

> Courtesy of Frank Hartman NASA/JPL Caltech

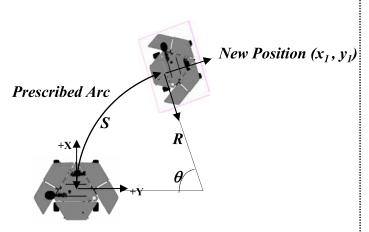


#### **MER Driving Commands**



#### **Basic Mobility**

## Arc (distance, delta-heading, mode, timeout)



Initial Position  $(x_0, y_0)$ 

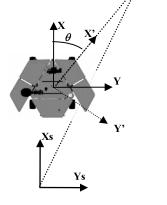
Move along circular arc or straight line path of commanded length - Open-loop relative to on-board position/heading estimate

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# Turn\_absolute (angle,mode, timeout)

Turn\_relative (angle,mode, timeout)

Turn\_to (x,y, offset, mode, timeout) (x,y)



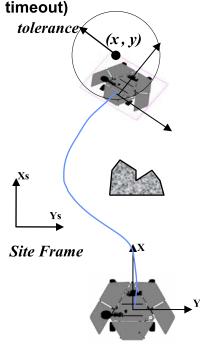
Site Frame

Turn in-place about rover center to commanded heading - Closed-loop around IMU based heading

13 estimate

#### **Autonomous Navigation**

Goto\_waypoint (x, y, tolerance, mode, timeout)

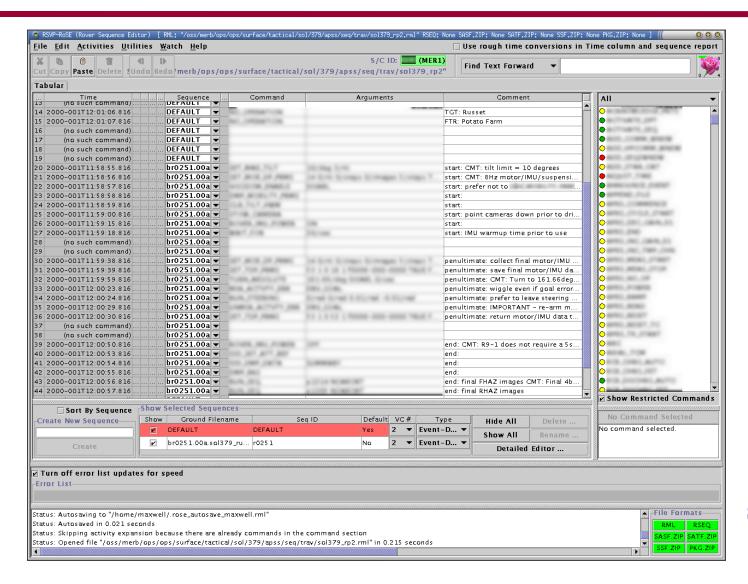


Autonomous traverse toward a commanded waypoint with on-board hazard detection using stereo vision - Closed-loop around position and heading estimate  $^{\!\!MWM}$ 



### **Event-driven Command Sequences**





Courtesy of Scott Maxwell NASA/JPL Caltech



#### **MER Driving Speeds**



- Directed ("blind"): 120 m/hr. Gear ratios limit top mechanical speed to 5 cm/sec (180 m/hr), but nominally no more than 3.7 cm/sec (133 m/hr, less cool-off/re-steer periods).
- Hazard avoidance ("AutoNav"): 10-35 m/hr. Rover moves in 50 cm steps, but only images every 1.5 m (Spirit) or 2 m (Opportunity) in benign terrain. When obstacles are nearby, imaging occurs at each step.
- Visual Odometry ("VisOdom"): 10 m/hr. Desire is to have 60% image overlap; in NAVCAMs pointed nearby, that limits motions to at most 60cm forward or 18 degrees turning in place.



## **Comparing Driving Speeds**

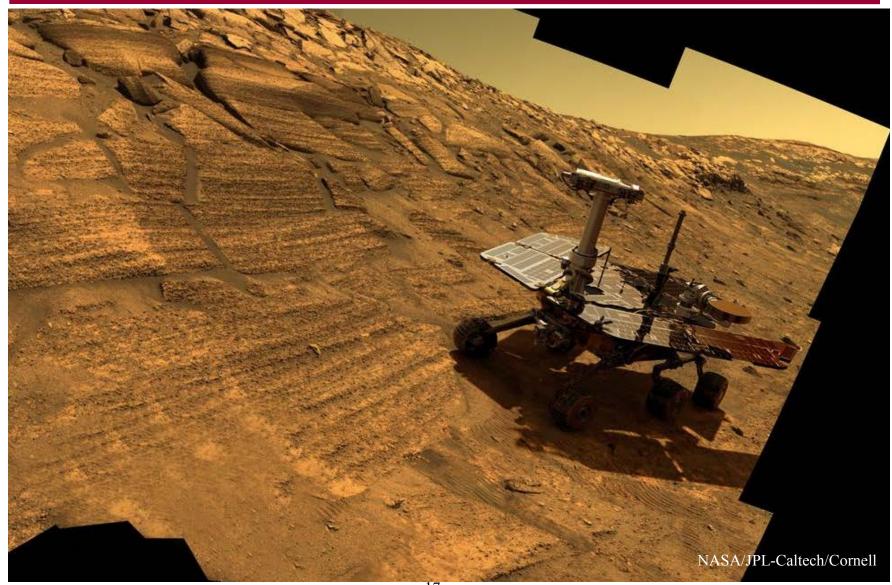


	Sojourner	MER	MSL
All speeds in meters/hour			
Directed ("Blind") max mechanically attainable	24	180	210
Directed ("Blind") nominal (pauses, less than 100% speed)	14	120	~ 144
Hazard Avoidance	Not reported	10-35	Faster than MER
Visual Odometry	N/A	10	Faster than MER
Hazard Avoidance and Visual Odometry	N/A	5	Faster than MER



# **Pushing limits: Driving at 25-30 Degrees**









#### What Kind of Technology Do They Have?



## **Main Computer Comparison**



	Sojourner	MER	MSL
CPU	80C85	BAE RAD6000	BAE RAD750
MHz	2	20	up to 200
RAM (Mbytes)	0.56	128	128
Non-volatile storage (Mbytes)	0.17	256 flash	4,096 flash
Stereo Pixels	20	10,000 -	10,000 -
processed per frame		50,000	50,000



### **MER Mobility Hardware**



Wide FOV stereo
HAZCAMs (front & rear)
for on-board hazard
detection

No bumpers/contact sensors on rover body or solar panels

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Stereo NAVCAMS & PANCAMS used by ground team for planning. PANCAM used for sun based attitude update

IMU(internal) for attitude determination during motion

Six wheel rockerbogie mobility system, steering at four corners

IDD

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MWM



#### **Onboard Autonomous Robotic Technologies**



- Geometric Hazard Detection and Avoidance
  - Includes long range map-based D\* optimal path planning
- Visual Odometry update position and attitude by comparing images taken before and after motion
- Visual Target Tracking keep watching a ground-commanded target no matter what the drive does
- Autonomous Instrument Placement safely deploy the instrument arm even in previously unseen areas
- Onboard Autonomous Science dust devil and cloud detection in images



#### **Detect and Avoid Geometric Hazards**

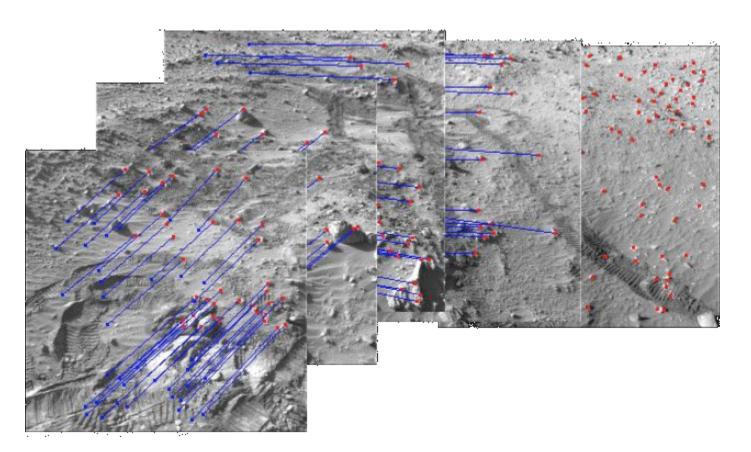


QuickTime™ and a H.264 decompressor are needed to see this picture.



#### **Visual Odometry Processing**



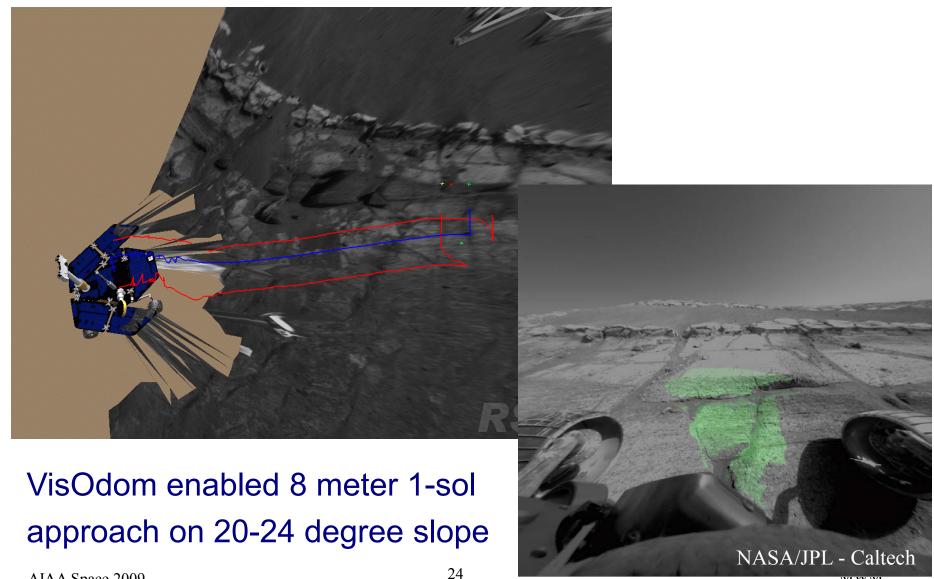


 VisOdom enables precise position estimates, even in the presence of slip, and enables Slip Checks and Keep-out zone reactive checks



## **Science Return: Fewer Approach Sols**



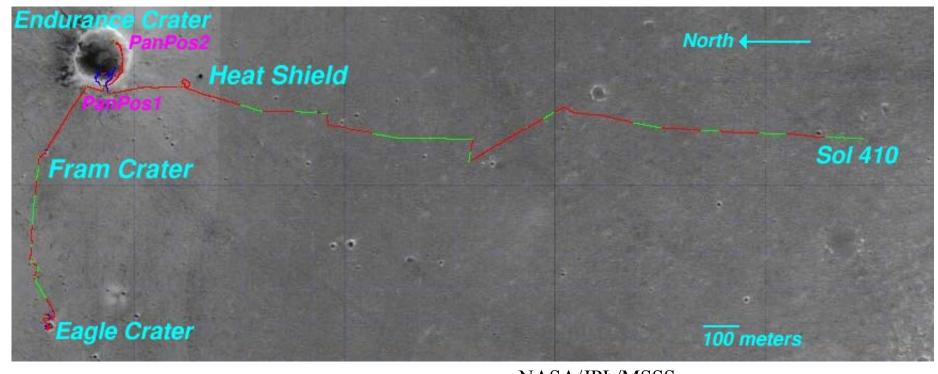


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## **Opportunity Drive through Sol 410**





NASA/JPL/MSSS

**Driving Modes:** 

Blind

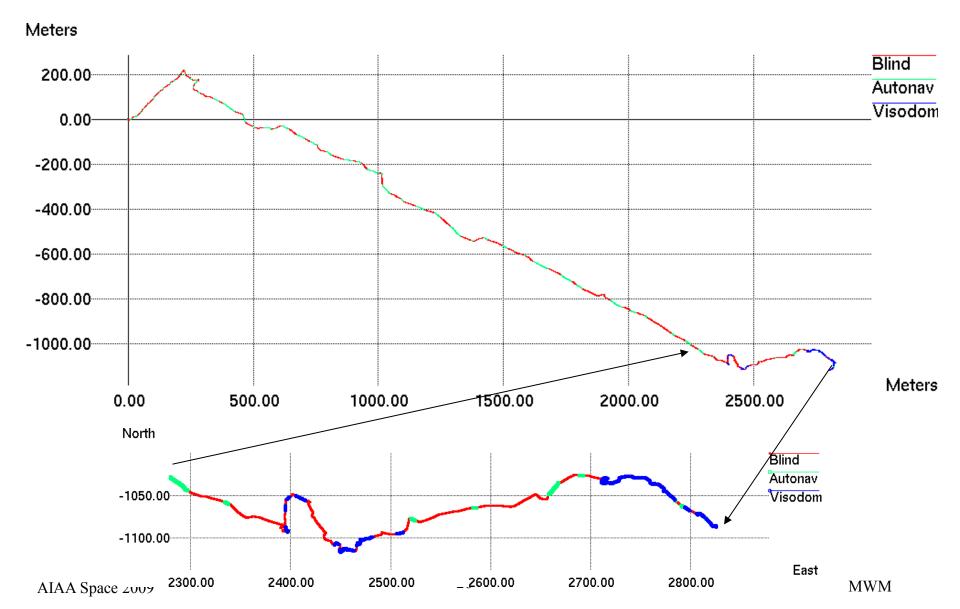
Autonav

Visodom



## **Spirit Drive through Sol 418**

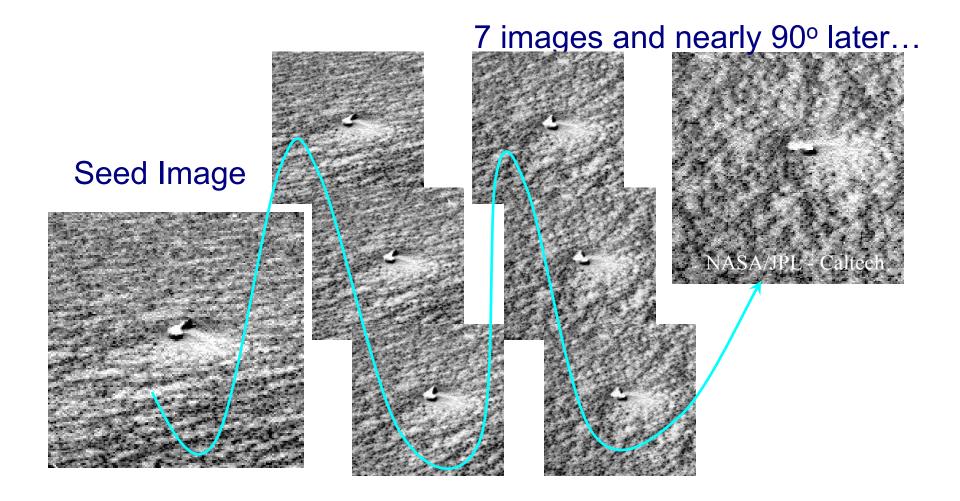






## Visual Terrain Tracking: B-992

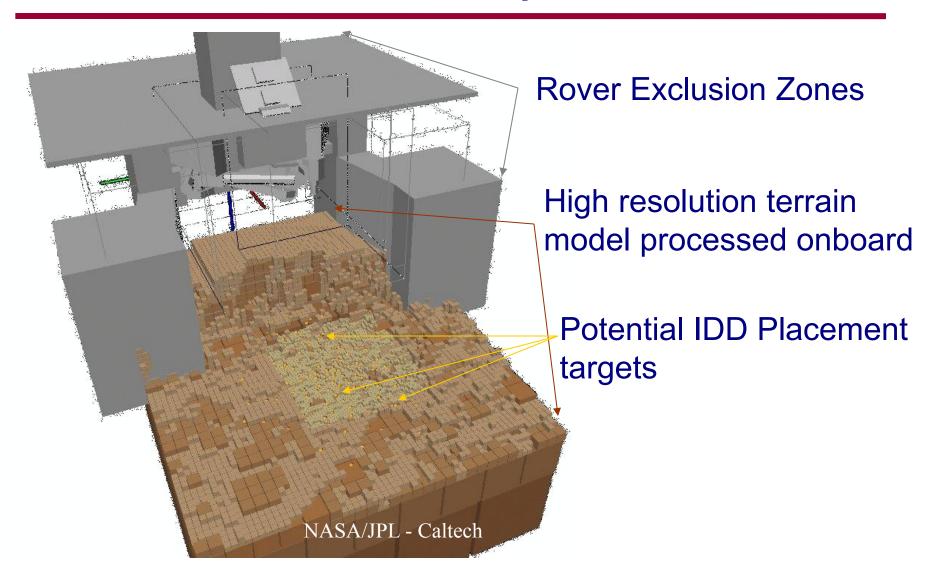






## **Instrument Arm Autoplace: A-1068**

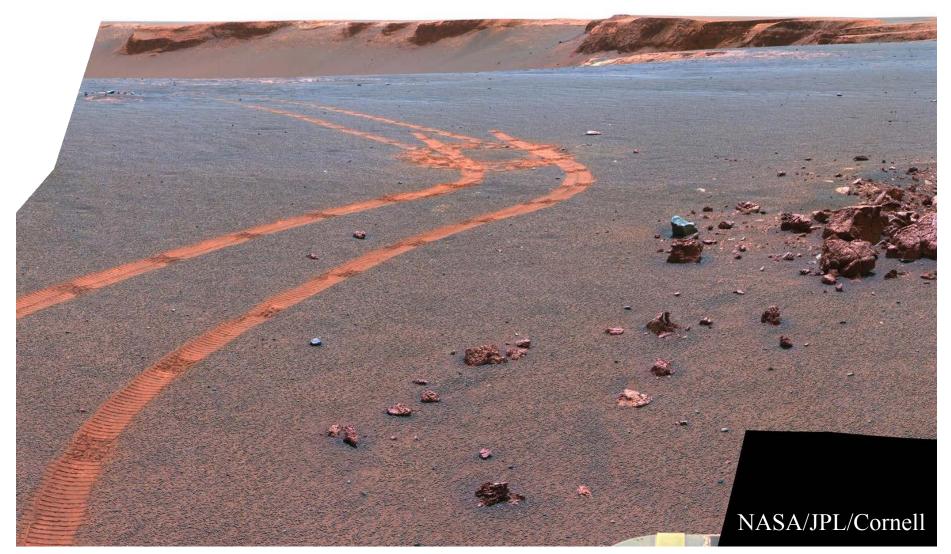






## **Most MER Autonomy**

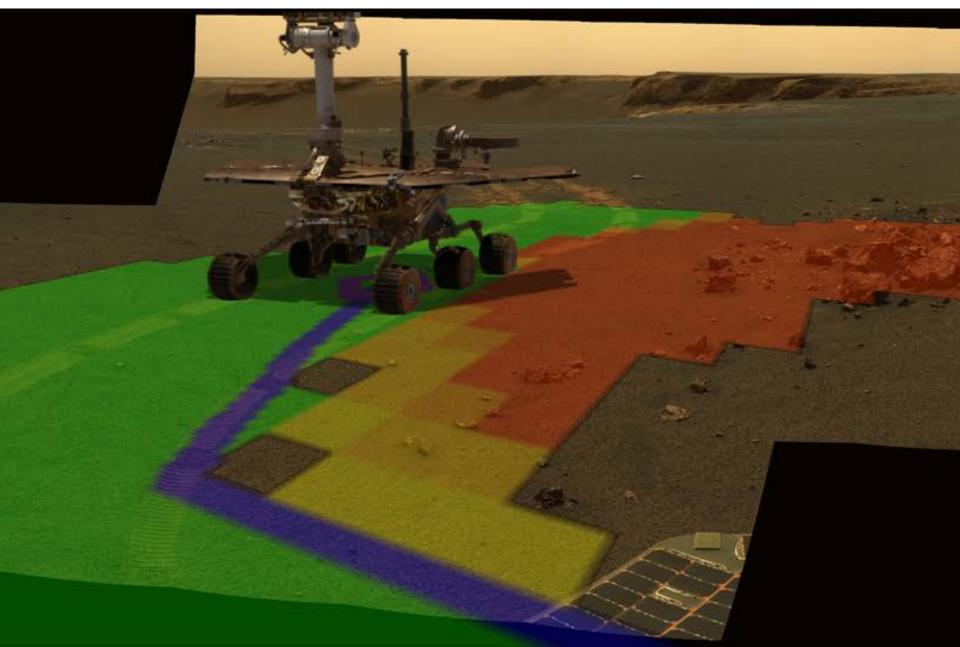






## **Most MER Autonomy: Engineering Overlays**

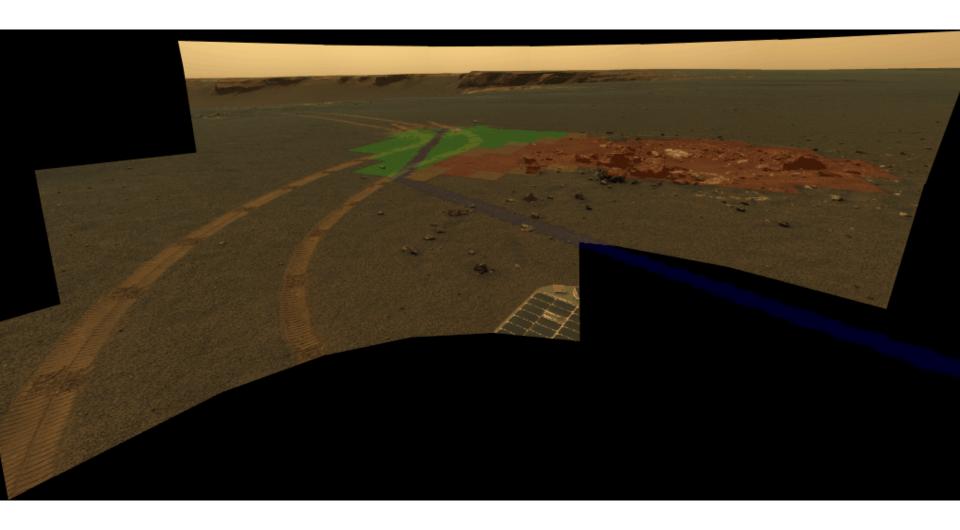






## **Most MER Autonomy: Overlay Animation**







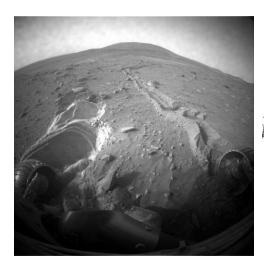


# What Happens When Things Don't Go As Planned?



### **Operations: Expect the Unexpected**









Sojourner sol 47

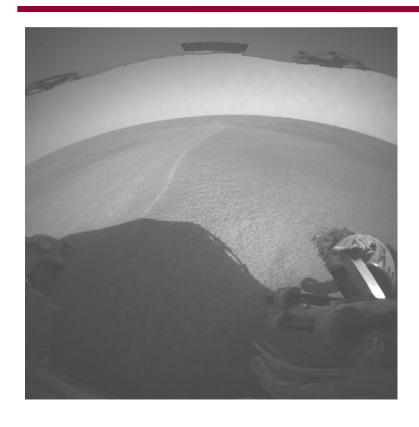


Opportunity sol 446



## **Lessons Learned: Opportunity Slip Check**





On B-446, 50 meters of blind driving made only 2 meters progress, burying the wheels. Recovery time: 5 weeks.

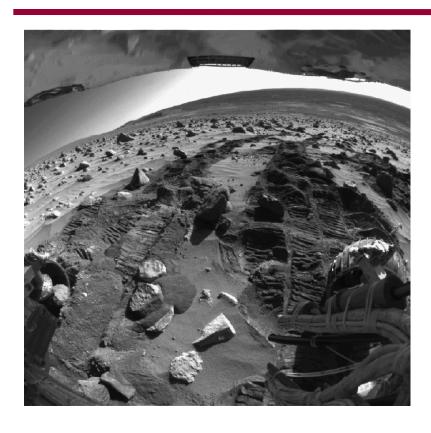


On B-603, 5 meters of blind driving made 4 meters progress (stopped by Visodom with 44% slip). Recovery time: 1 day.

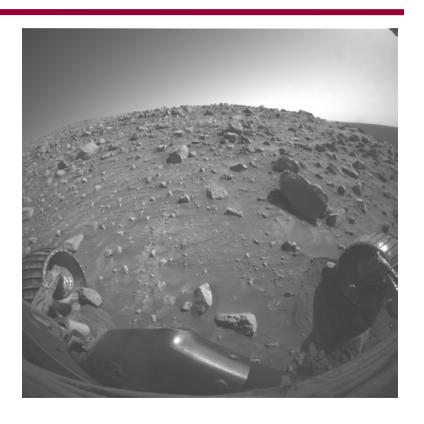


#### **Lessons Learned: Spirit Slip Check**





On A-345, Spirit stalled because a potato-sized rock had gotten wedged inside a wheel. Recovery time: 1 week.



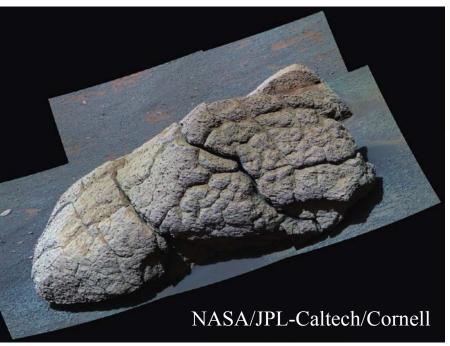
On A-454, Spirit detected 90% slip and stopped with rocks poised to enter the wheel. Recovery time: 1 day.

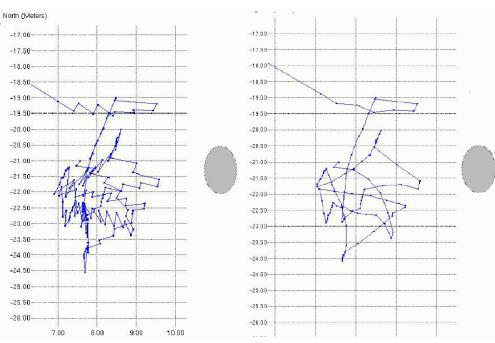


## **Ensuring Vehicle Safety: Keep-out Zones**



From Sol 249-265, Opportunity kept sliding back into Wopmay; high slip, buried rocks, not enough uphill progress



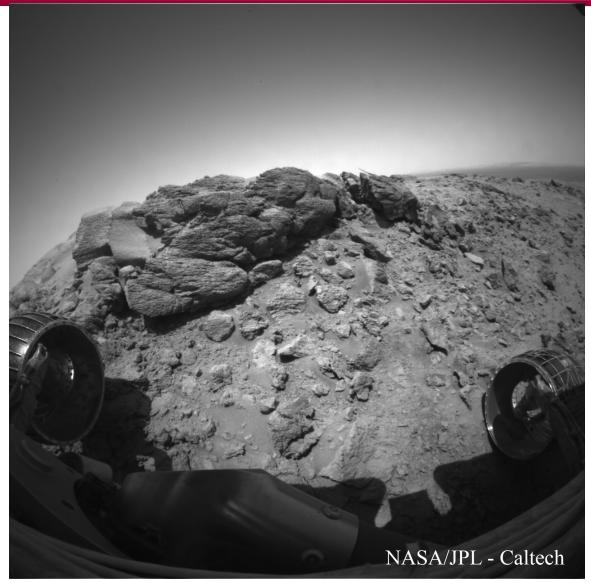


Each time VisOdom noticed the failure to make progress and prevented driving into it.



# **Spirit Settles at Hillary on Sol A-625**





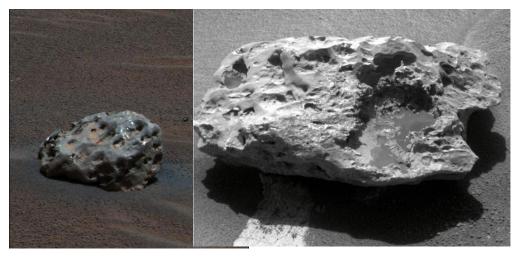


### Science Results: Expect the Unexpected





Spirit sol 1187 - dead drive motor uncovers silica-rich soil



Opportunity sol 339 - first iron meteorite found on another planet

Opportunity sol 1961 - Iron-Nickel meteorite "Block Island"



The research described in this presentation was carried out at the Jet Propulsion Laboratory, California Institute of Technology, under a contract with the National Aeronautics and Space Administration

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### **BACKUP SLIDES**



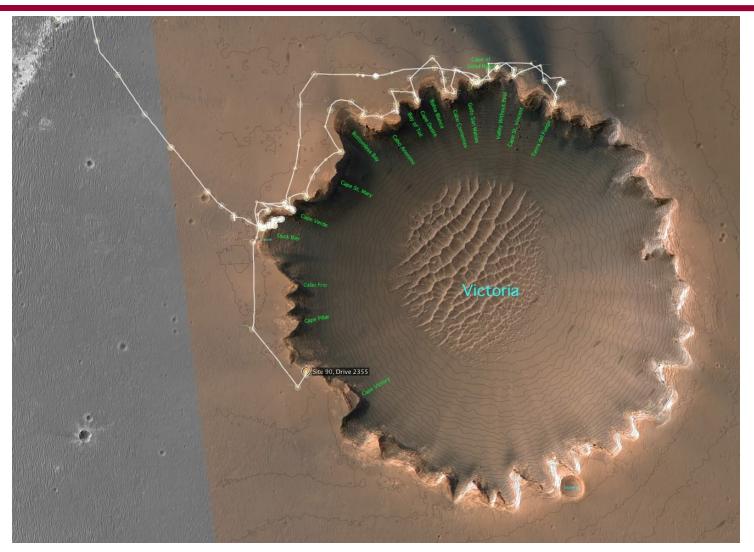


## **MER Explores Victoria Crater**



# **Opportunity Traverse Around Victoria**



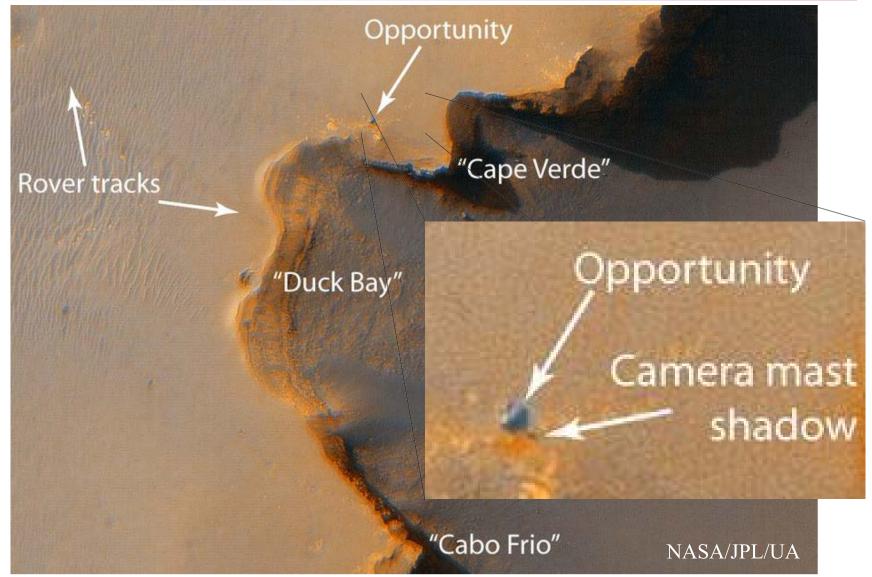


Sol B-1672 http://marsrovers.nasa.gov/mission/tm-opportunity-all.html



# **Opportunity Seen from Orbit**

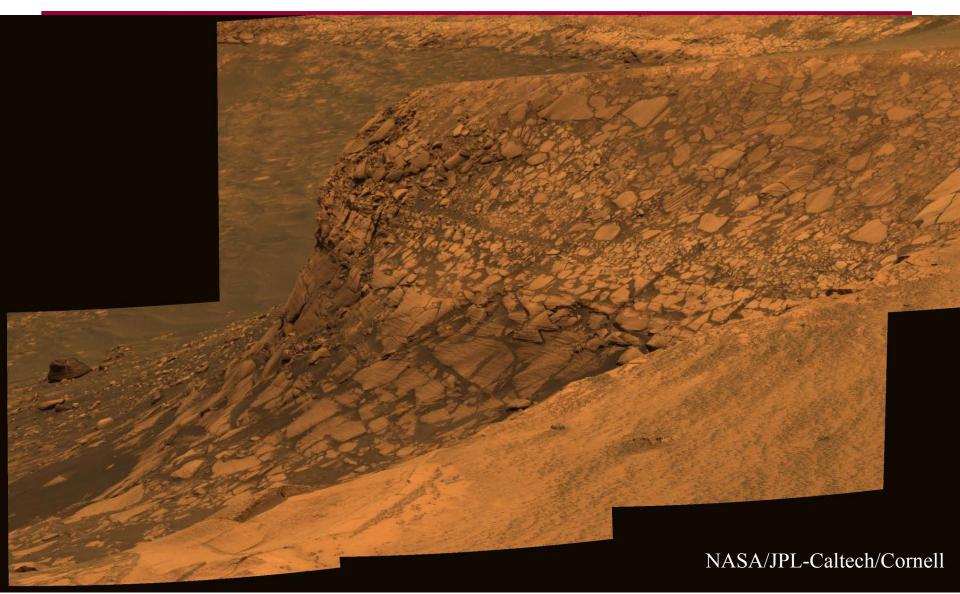






# **Opportunity Views Cape Verde B-1006**

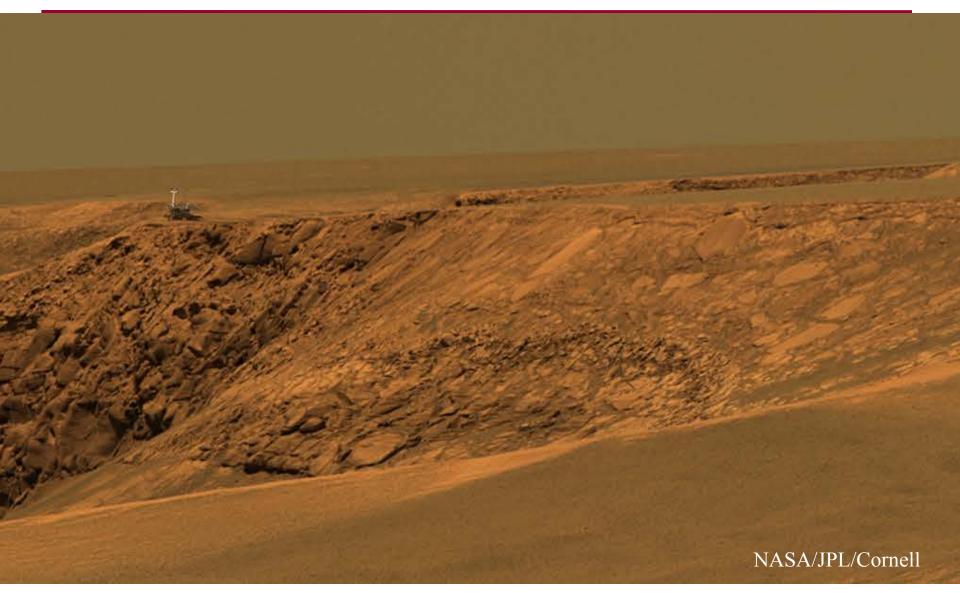






# **Special Effects: Opportunity on Cabo Frio**







# **Special Effects: Opportunity at Victoria**

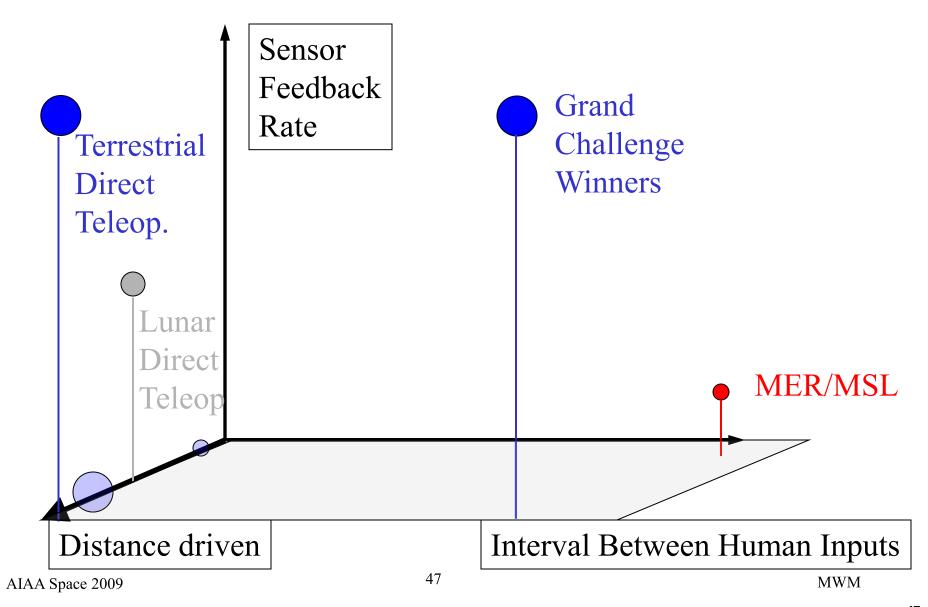






## **Mobility Autonomy Design Space**

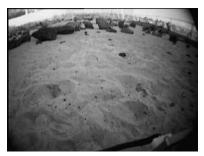


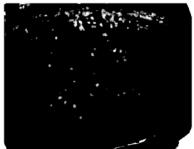




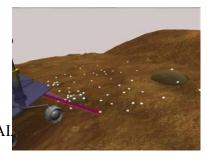
## Visual Odometry Processing











- •Adjacent pairs of stereo images are processed onboard the rover
- Candidate features are selected and tracked automatically from one pair to the next
- Misleading or poorly matched features are automatically eliminated from consideration
- •A 3-D motion estimate is generated from dozens of pairs of matched features
- ●This motion estimate replaces the previous best guess (derived from wheel odometry only) and can be used for precision pointing or driving, even when the wheels slip on sloped and/or loose terrain



### **Style of Commanding**



#### Direct teleoperation does not work (except on the Moon)

- Typically only one chance to send commands each day
- Send a series of conditional, event-driven commands

#### Goal designation is different:

On Earth, a goal might be set using a live beacon, or GPS coordinates

#### Planetary rover Goal designation has multiple error sources:

- Target specification error: locating the rover with respect to the goal at its initial position
  - Stereo range resolution dominates in rover-taken images, initial rover localization and map projection resolution dominate in infrequently-taken orbital images
- Ensuring the proper goal has been reached at the end
  - Must either track the goal or carefully update rover position estimates along the way



#### **Fault Responses**



- There is no kill switch
  - The rover has to be programmed to be more conservative
- Some faults are worse than others
  - Surface operations are different than cruise operations
  - Fault behavior can be tailored to the current terrain
- The command language needs to be designed to allow autonomous fault detection and recovery
  - Must allow the system to be retuned for different types of terrain; we don't have smart enough sensing to autonomously switch behaviours based on terrain yet
  - Adding contingencies into the plan for benign or expected faults will improve overall mission return
- Plan for degraded operations when components fail



#### **MER Design due to Environment and KISS**



- Low power: Nominal mission planned to succeed even with limited power
- Slow driving: Wheel motor gear ratios were determined by the needs of worst-case climbing
  - So it can climb over obstacles, but its top speed is limited even in benign terrains
- Limited sensing
  - No camera can see the middle wheels or under the rover
  - A small number of cameras was chosen to minimize the power required and system integration complexity



### **MER Style of Commanding**



- A series of event-driven conditional commands is updated each drive day
- Drive goals are normally specified using X,Y,Z
  - Short range drive goals (< 20 m) from onboard Navcam range data</li>
  - Long range drive goals from Pancam range data or orbital images
- Only goals that allow for accumulated position estimation error are selected
  - Position error can be minimized by enabling Visual Odometry
- Visual Target Tracking can eliminate target specification error
  - Constantly re-estimating target location visually during a drive



#### **MER Fault Responses**



- Two classes of driving faults: Goal and Motion Errors
  - Goal Errors simply indicate the planned location wasn't achieved; the vehicle is still safe
  - Motion Errors indicate some system parameter is out of range, e.g.,
     motor current, vehicle tilt
    - But ranges are selected to ensure overall vehicle safety; even if "out of range", you can still have sufficient power and communications
- Command sequences can behave conditionally on fault type
  - The more time you have, the more alternatives you can plan for
- Unplanned faults leave the vehicle in a safe state
- Both MER vehicles are dealing with failed motors, yet continue to perform useful science



## **MER Mobility Faults**



Fault Type	Description
·	
Higher level errors - vehicle not necessarily in a dangerous state	
ARB	resource rescinded, may be due to comm pass
ACM	ACM said not-OK-to-drive
POT	CAL_STEERING using a bad potentiometer
TOD	time-of-day limit reached during command
STOPPED	STOP_DRIVING or a shutdown command
WAYPT_TIMEOUT	GO_TO_WAYPOINT command timed out
NO_PATH	NAV could not find a safe path
NO_PROGRESS	insufficient progress, limit cycle or stuck
BUSY	sequencing error, mobility already running
VISODOM	too many Visodom steps failed to converge
'	
Reactive hazard detection - something bad DID happen with the hardware	
IMG	IMG reported an error grabbing images
SAPP	SAPP error, probably a problem with the IMU
МОТ	MOT reported error other than contact switch
IDD	IDD unstowed during drive
DRIVE_TIMEOUT	single step during GO_TO_WAYPOINT timed out
CSW	motion was stopped due to contact switch
TILT	excessive or unknown tilt during drive
SUSPENSION	excessive or unknown susp during drive
BAD_TABLES	drv tables enabled but corrupted
NORTH	insufficient northerly tilt angle

MWM



### **Resource Modeling**

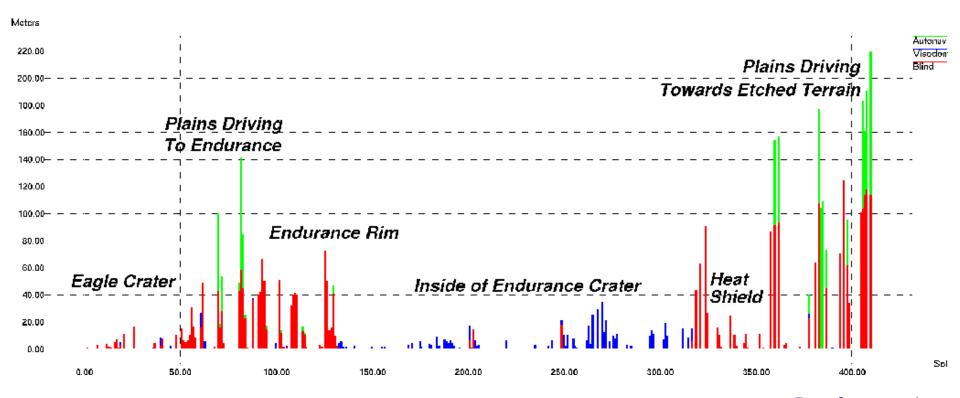


- Any autonomy technology transitioning to flight must include a prediction of its CPU resource use as a function of sensed data size (e.g., image resolution)
  - RAM, CPU time
- Rover operations team will need to model overall system resource use during each day:
  - Power
  - Time required
  - Data Volume



## **Opportunity Drive Modes in first 410 Sols**



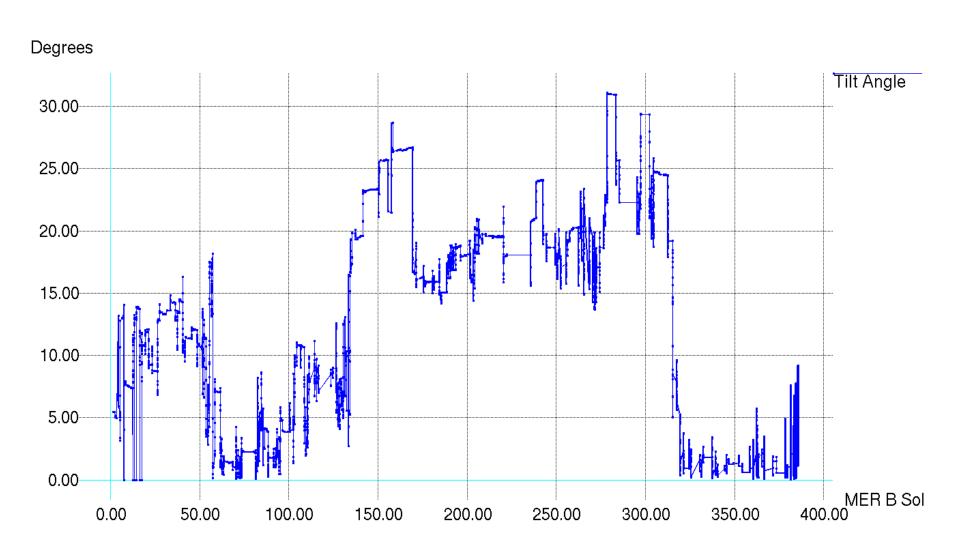


Data from rover's onboard position estimate



## **Opportunity Tilt History through Sol 380**





57



#### **Conclusion**

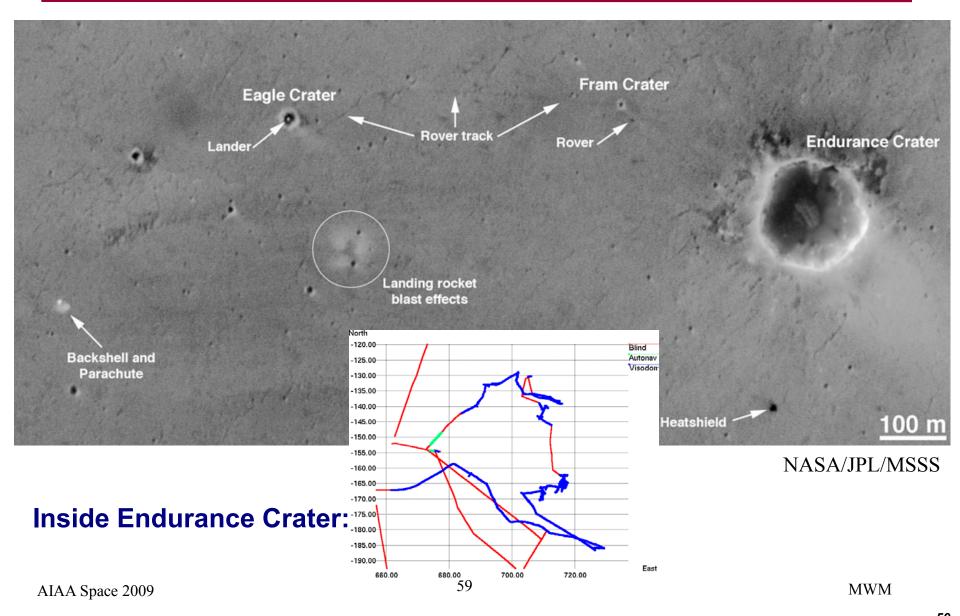


- Planetary robots can take advantage of many new robotic technologies
  - But only if they are tailored to the mission constraints
- Faster processors would improve autonomy behavior, but not by orders of magnitude
  - Mechanical and other sensor bottlenecks quickly come into play
- More focus needed on reducing the number of days spent at a science feature
  - Most time is spent performing in situ work at science targets,
     efficiency improvements there will have a large impact on overall mission science return



## **Opportunity Drive to Endurance Crater**

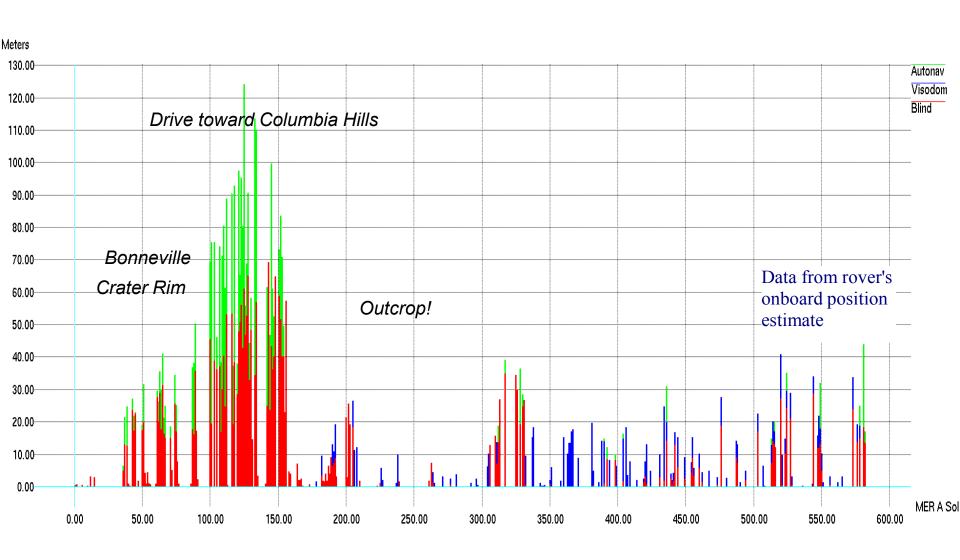






# Spirit Drive History through Sol 588





60



#### **MER FSW 9.1 Drive Constraints**



- Typically only enough power to drive 4 hours/day
- Rover generally sleeps from 1700 0900; humans plan next day's activities while it sleeps, e.g. human terrain assessment enables a blind drive
- A single VisOdom or AutoNav imaging step takes between 2 and 3 minutes (20MHz CPU, 90+ tasks)
- Onboard terrain analysis only performs geometric assessment; humans must decide when to use VisOdom instead of/in addition to AutoNav
- Placement of Arm requires O(10cm) precision vehicle positioning, often with heading constraint



### A-436: Exercising 3 Drive Modes

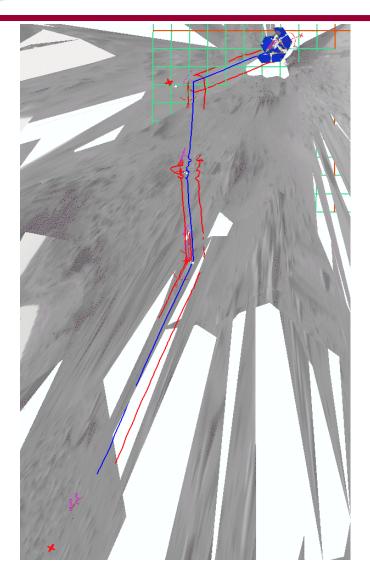


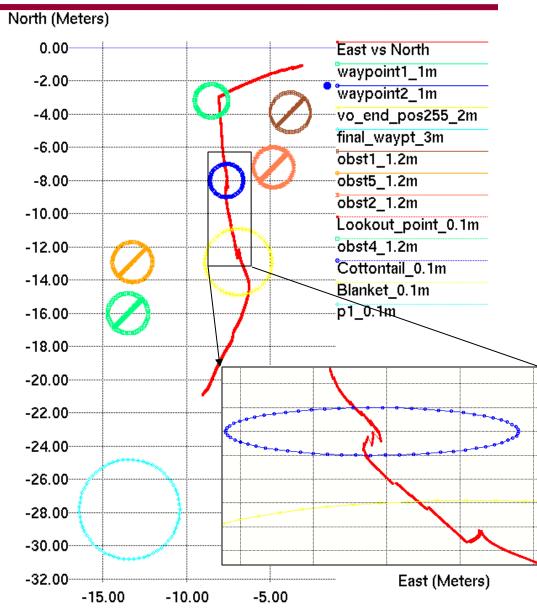
- Here's an example of a sol that used 3 drive moves
- The drive plan for Spirit's Sol 436 was:
  - Back up 5m cross-slope
  - Drive upslope with VisOdom using 2 waypoints
    - Run Obstacle Check in parallel
  - Bear right and run AutoNav (no more VisOdom)
     to climb a reduced slope in unseen area
- One last note says:
  - This avoids the 25deg slopes along the front ledge on the upslope



#### Planned vs. Actual Drive: A-436









#### **Visodom Benefits**



- Visual Odometry has proven a highly effective tool for driving in high-slip areas
- Tangible benefits:
  - Increased Science Return
    - Provided robust mid-drive pointing
    - Enabled difficult approaches to targets in fewer Sols
  - Improved Rover Safety
    - Keep-out zones
    - Slip checks



### **Autonomy Tradeoffs**



#### Benefits:

- Adapts to current vehicle state
- Can drive into unknown areas
- Faster planning time
- Disadvantages:
  - Can be order of magnitude slower than Directed
  - VisOdom cameras need to be manually pointed
  - VisOdom-only mode needs manual Keep-out zones
  - Only geometric terrain classification; cannot predict high slip areas
  - Unknown use of resources and final state



### **Directed Driving Tradeoffs**



- Benefits:
  - Fastest execution time
  - More "predictable" final state
  - Strategies may be adapted daily
- Disadvantages:
  - Can only drive as far as you can see
  - Needs much more planning effort
  - Limited terrain adaptability; yaw knowledge only
  - Cannot plan mid-drive precision imaging with slip