



Realizing Programmable Matter with Modular Robots

Julien BOURGEOIS
UBFC, FEMTO-ST, CNRS
France

<http://members.femto-st.fr/julien-bourgeois/>

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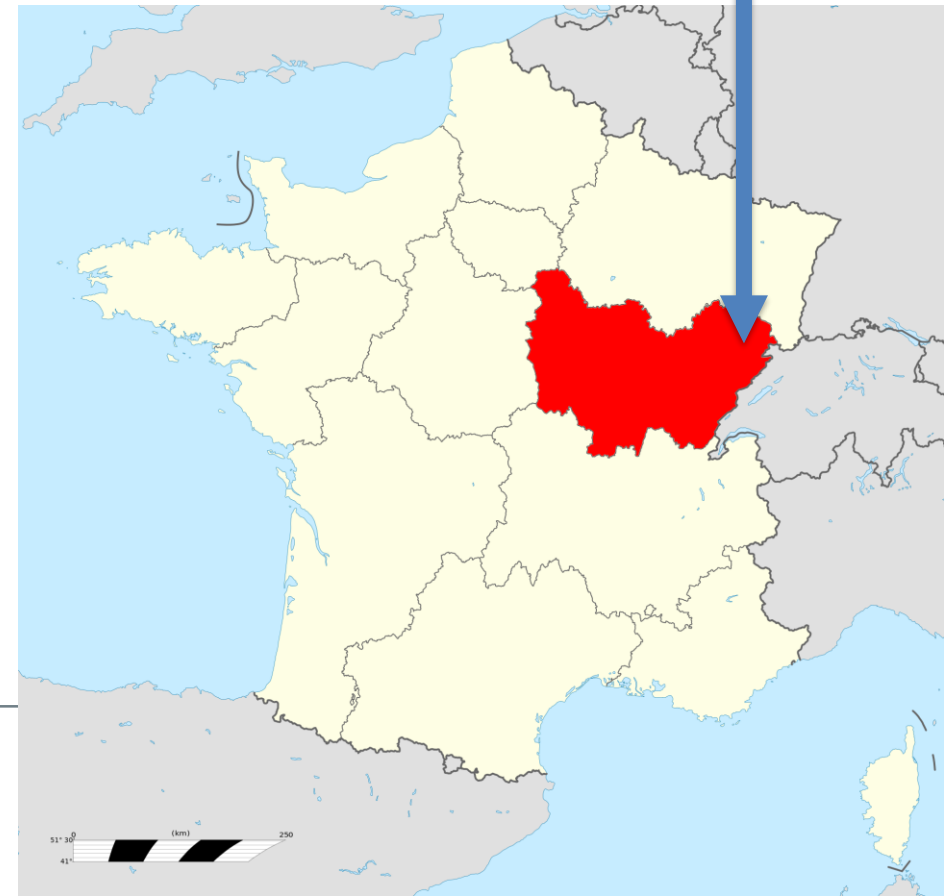
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DARPA (FA87501010215),
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Intel Corporation
Microsoft

Where do I come from?

- University Bourgogne Franche-Comté (UBFC)
- University of Franche-Comté (UFC)
- FEMTO-ST Institute/CNRS, 700 researchers and staff
 - Collegium Smyle with EPFL
- CNRS ranked #1 (article count) in Nature Research Index, 2018



Montbéliard
(Peugeot Citroën
car home city)



Outline

Our Vision

Hardware design

Software

Art

What's Next?

Programmable matter examples



Programmable matter



- Nice video but we cannot do magic!
 - Reconfiguration speed
 - Moving is slow, moving millions of modules is VERY VERY slow
 - 12 hours for reconfiguring 800 sliding-cubes!!
 - (or 11.66 hours for moving 1024 Kilobots)
 - Reliability
 - Having millions of modules, you WILL have failures
 - Sturdiness
 - Very few studies about mechanical resistance of such a complex system

Programmable matter applications



Complex surgery



Take an MRI



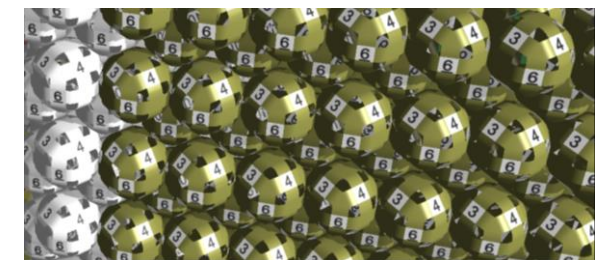
MRI imaging



3D model



Interactive training

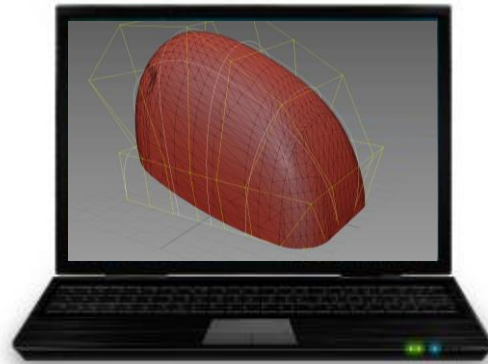


Programmable matter representation

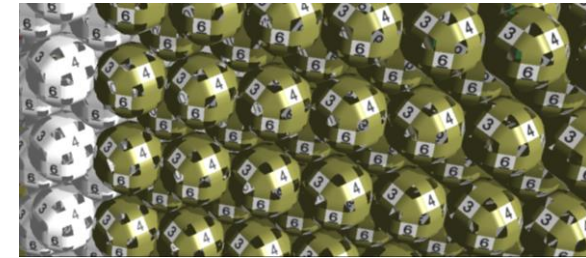
Programmable matter applications



Complex part design



CAD model



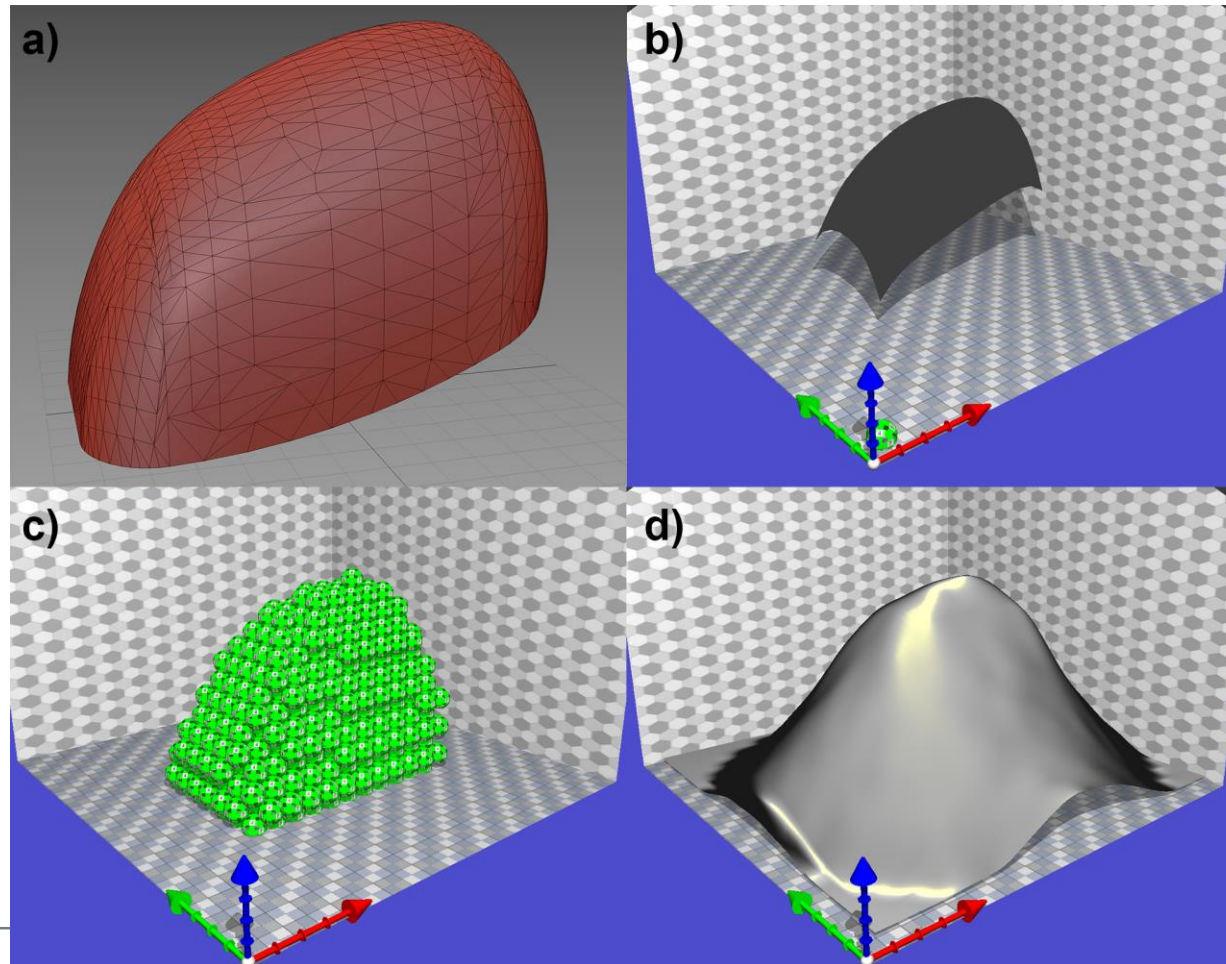
Programmable matter representation

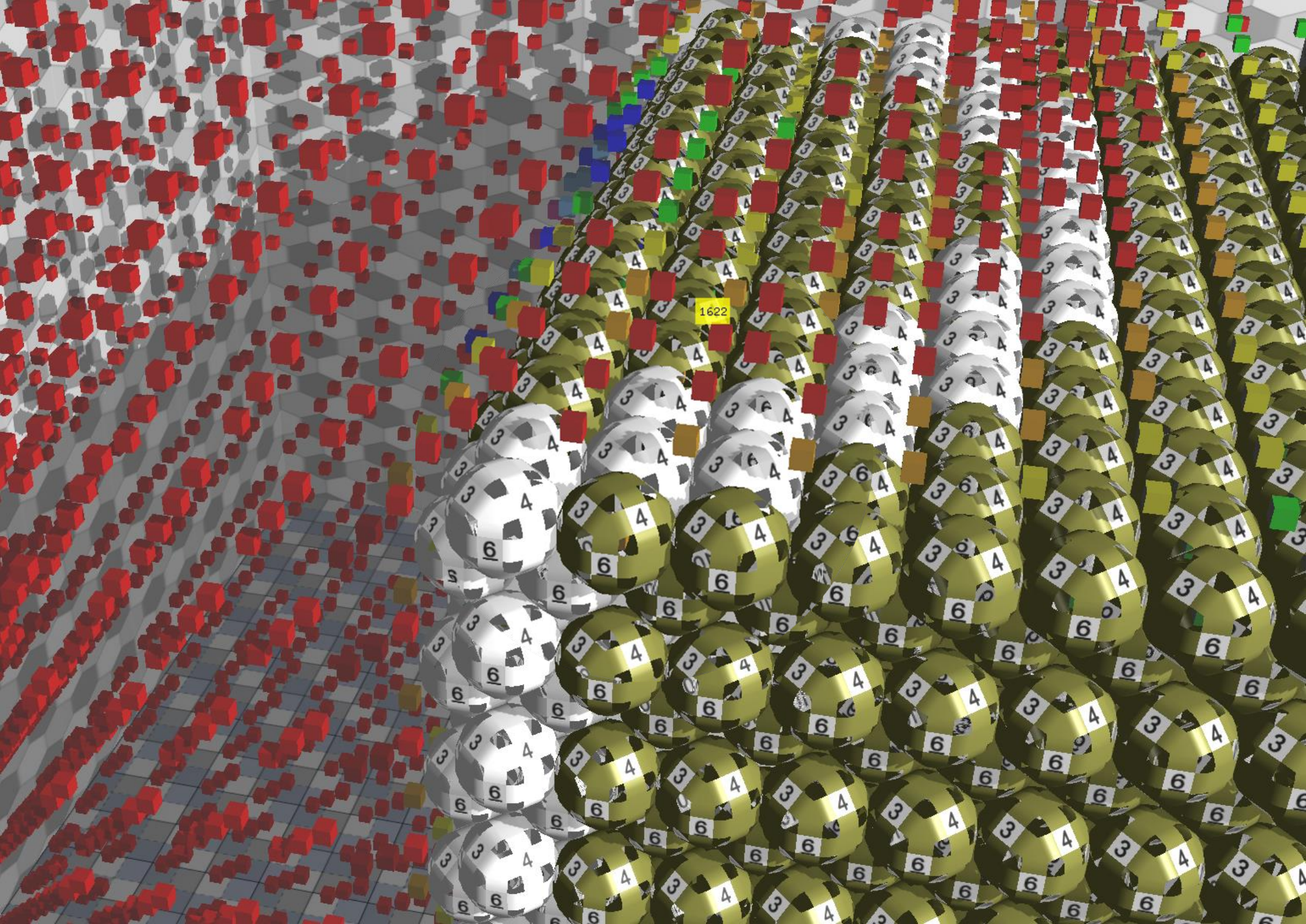


User modifications



Sculpting a shape-memory polymer sheet





Computer Science

Micro- and Nano-Electro-Mechanical Systems



THE UNIVERSITY OF TOKYO



Carnegie Mellon University

Electrical Engineering



Industrial partners

Mechanical Engineering



GRUPE



Art



Computer Science

Seth Copen Goldstein
Benoit Piranda, Eugen Dedu, Hakim
Mabed, Dominique Dhoutaut, *André
Naz, Thadeu Tucci, Pierre Thalamy,
Florian Pescher*

Philippe Lutz, Micky Rakotondrabe,
Abdenbi Mohand Ousaid,
Dominique Gendreau,
Romain Catry
Wahabou Abdou,
Olivier Togni, Nader
Mbarek, *Nicolas Gastineau*

Industrial partners

Stéphane Delalande
Salvatore Gora

Micro- and Nano-Electro-Mechanical Systems

Yoshio Mita, Eric Lebrasseur, Gwenn Ulliac,
Naoto Usami

Electrical Engineering

David Blaauw, Dennis
Sylvester, David Wentzlof,
HunSeok Kim, Jamie
Philip

Mechanical Engineering

Jakub Lengiewicz,
Pawel Holobut,
Pawel Chodkiewicz,
Anna Górzyńska-
Lengiewicz

Art

Grégory Lasserre
Anaïs met den Ancxt



**Programmable
Matter
Consortium**

Outline

Our Vision

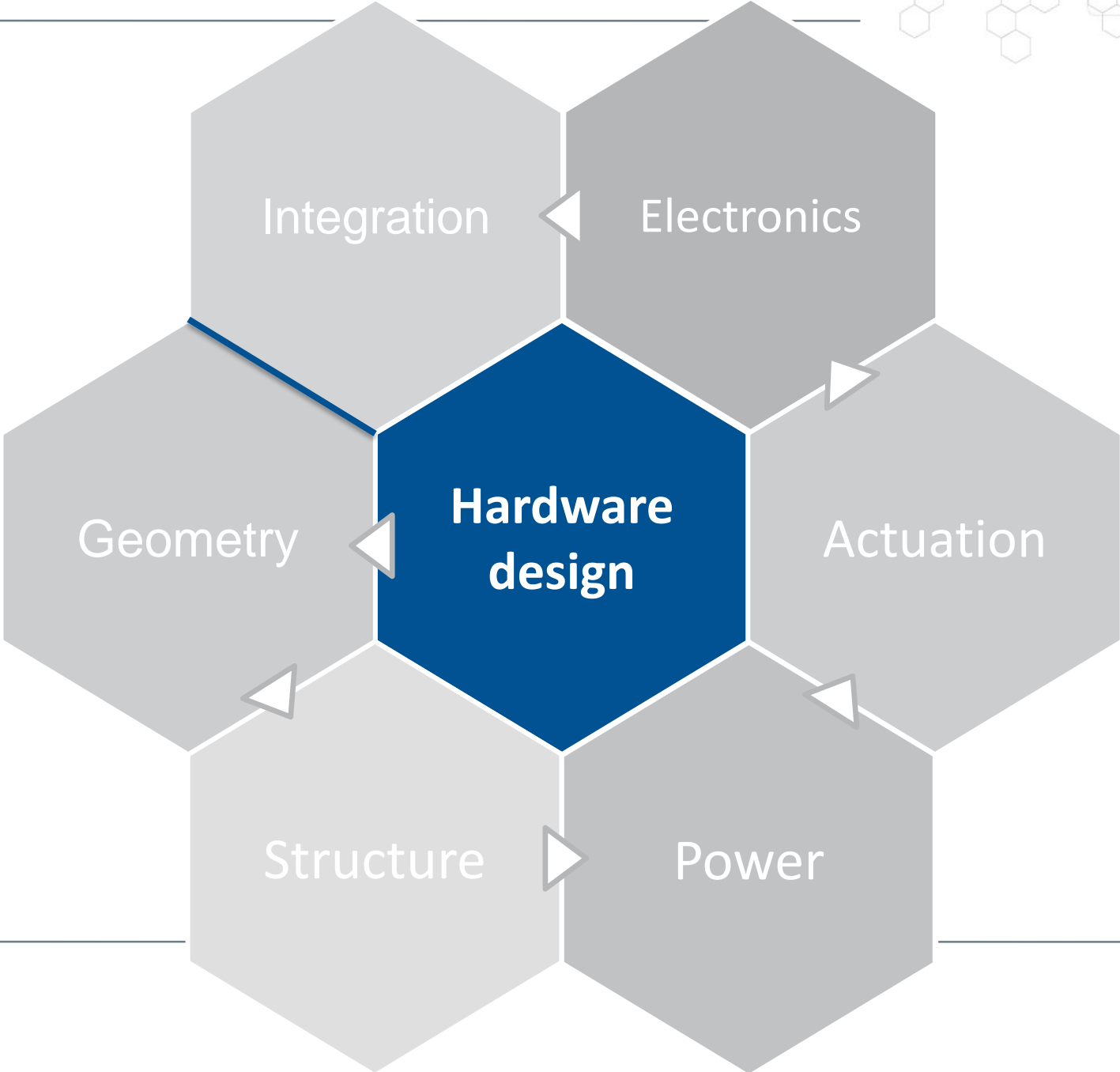
Hardware design

Software

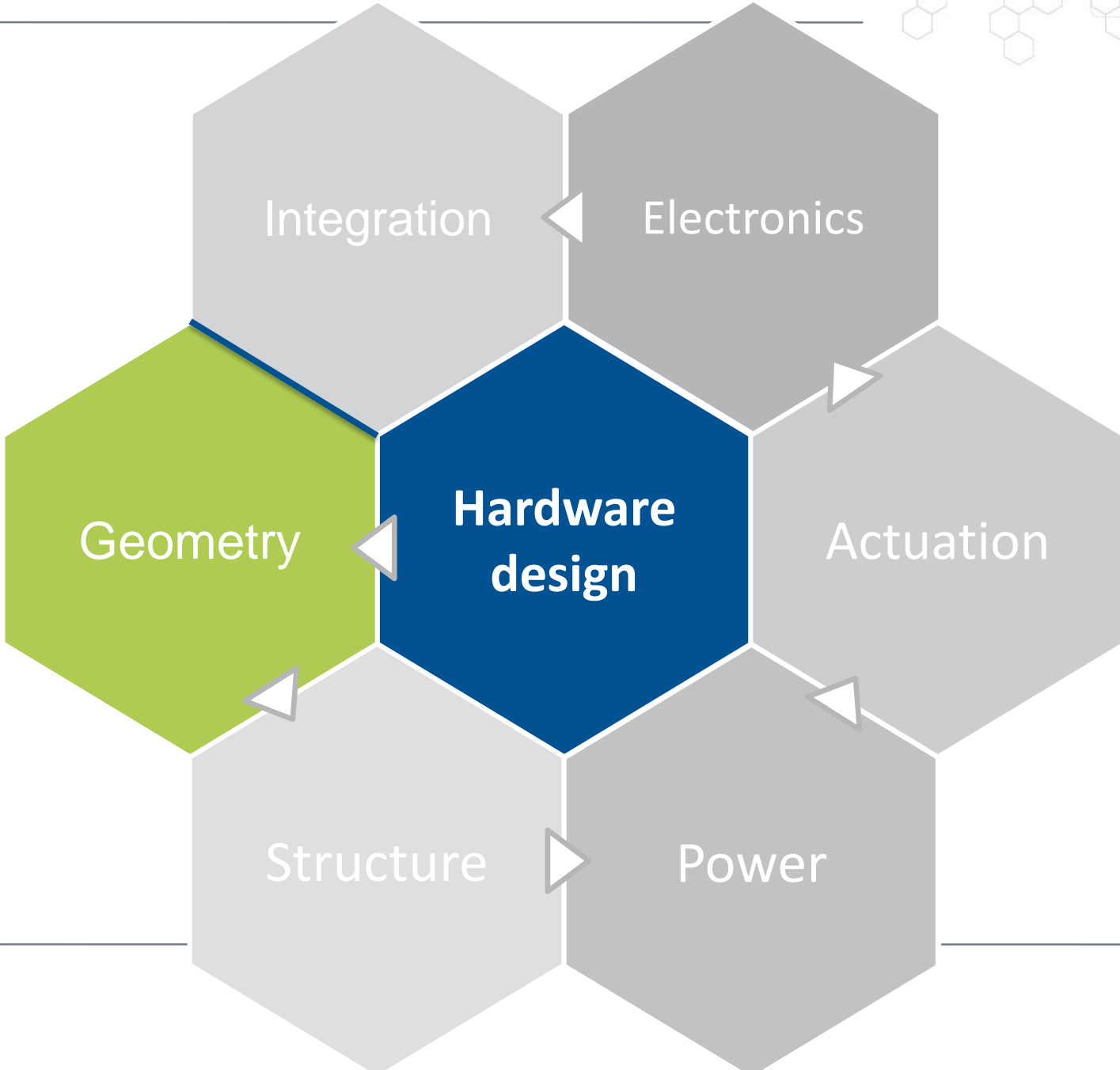
Art

What's Next?

Outline

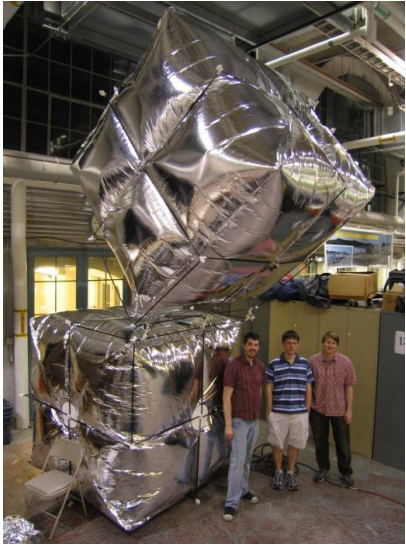


Outline

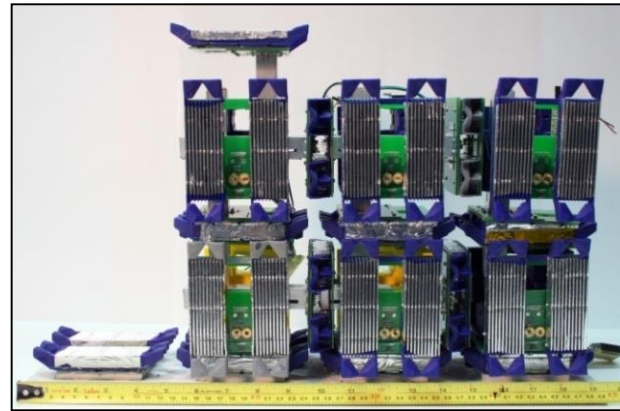


Claytronics Atoms: Catom

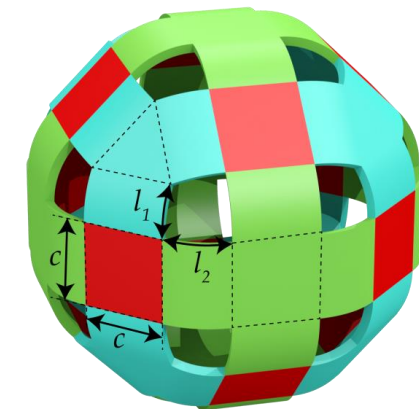
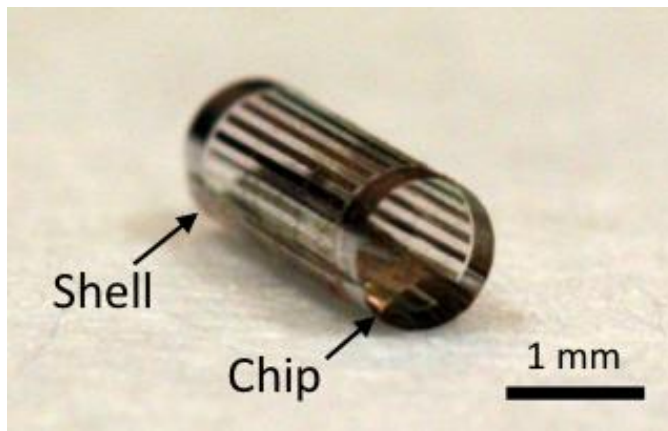
~meters (2006)



~decimeters (2007)



~centimeters (2007)



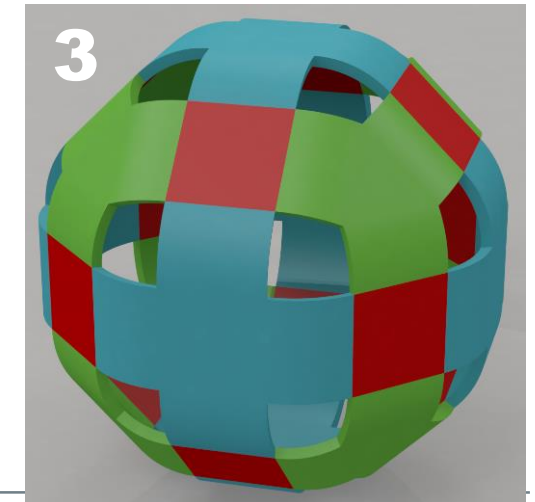
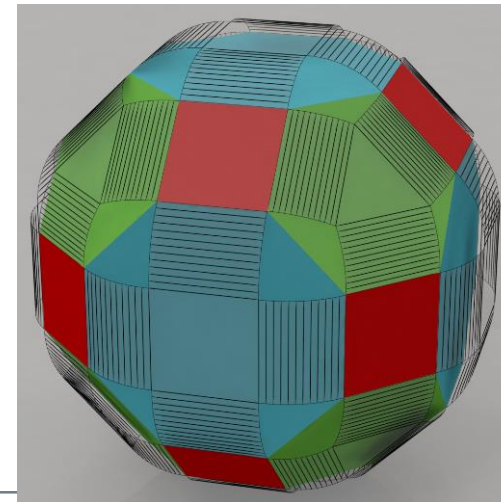
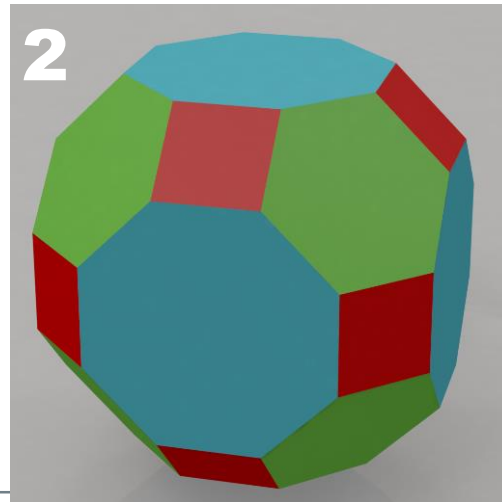
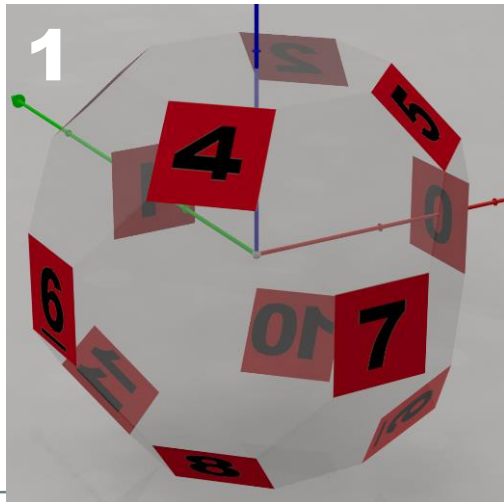
~millimeters (2012)

3D shape

Towards 3D: Geometrical basics



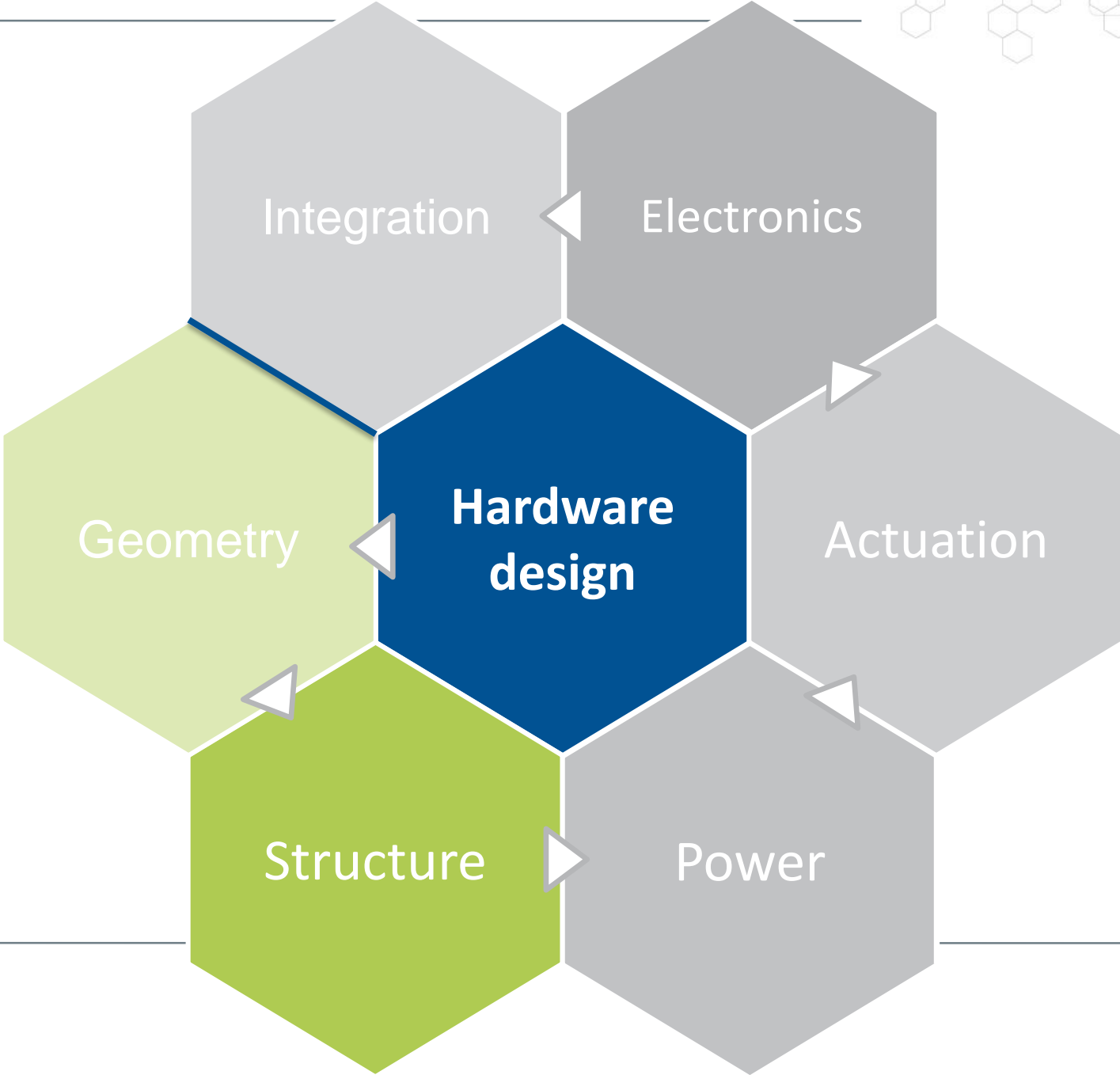
1. We replace connection points by **12 square connectors**.
2. Then we can place **8 hexagons** and **6 octagons**.
 - Truncated cuboctahedron
3. Electrostatic actuators make catoms turning around neighbors.
 - We place curved surface over hexagonal and octagonal faces.
 - These curves are part of cylinders and planes in order to obtain continuous surfaces



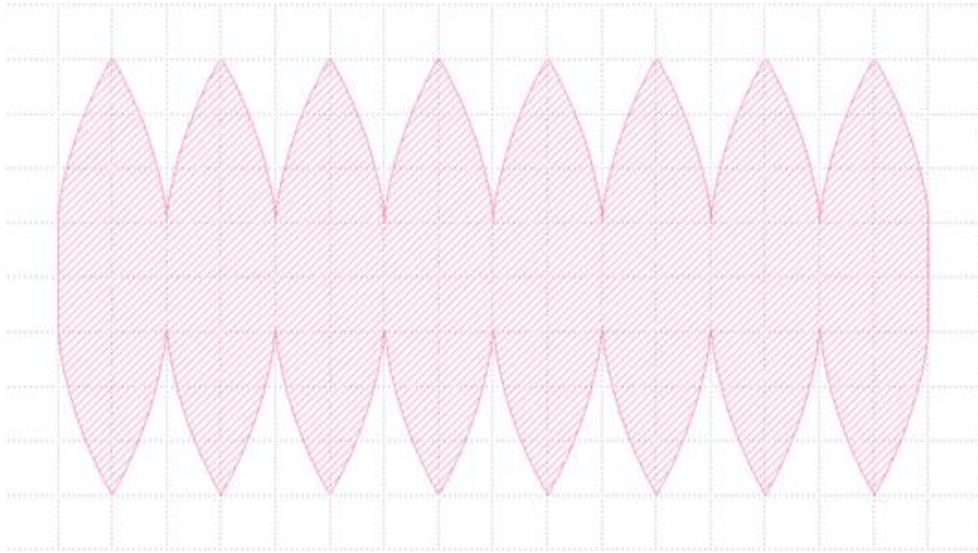
Motion examples



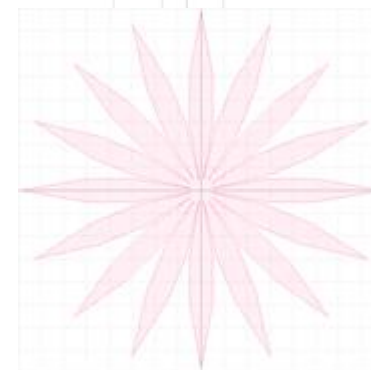
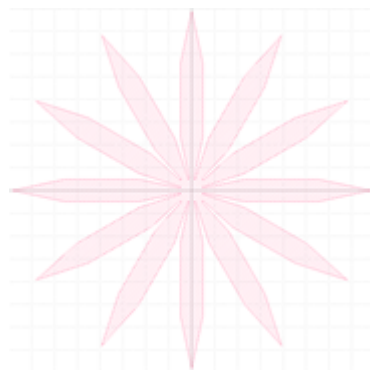
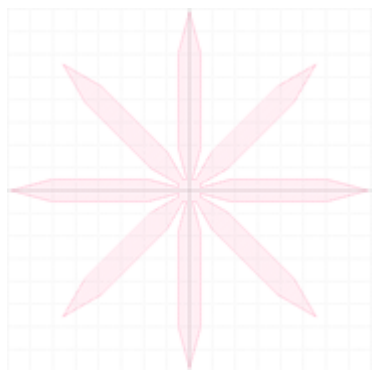
Outline



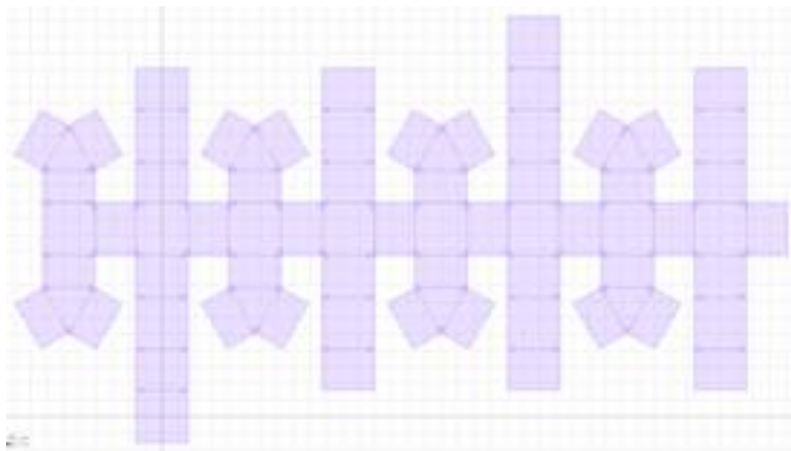
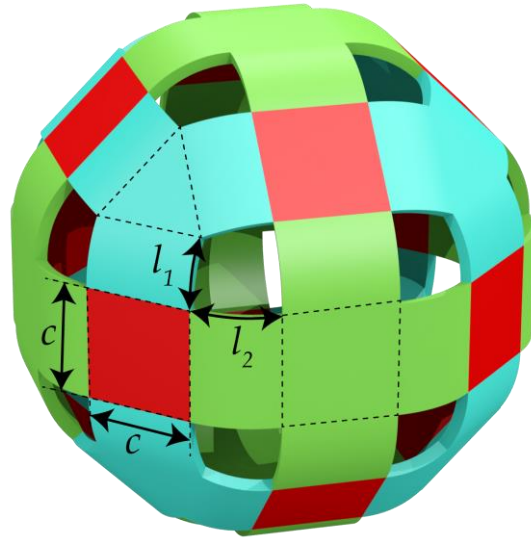
Structure



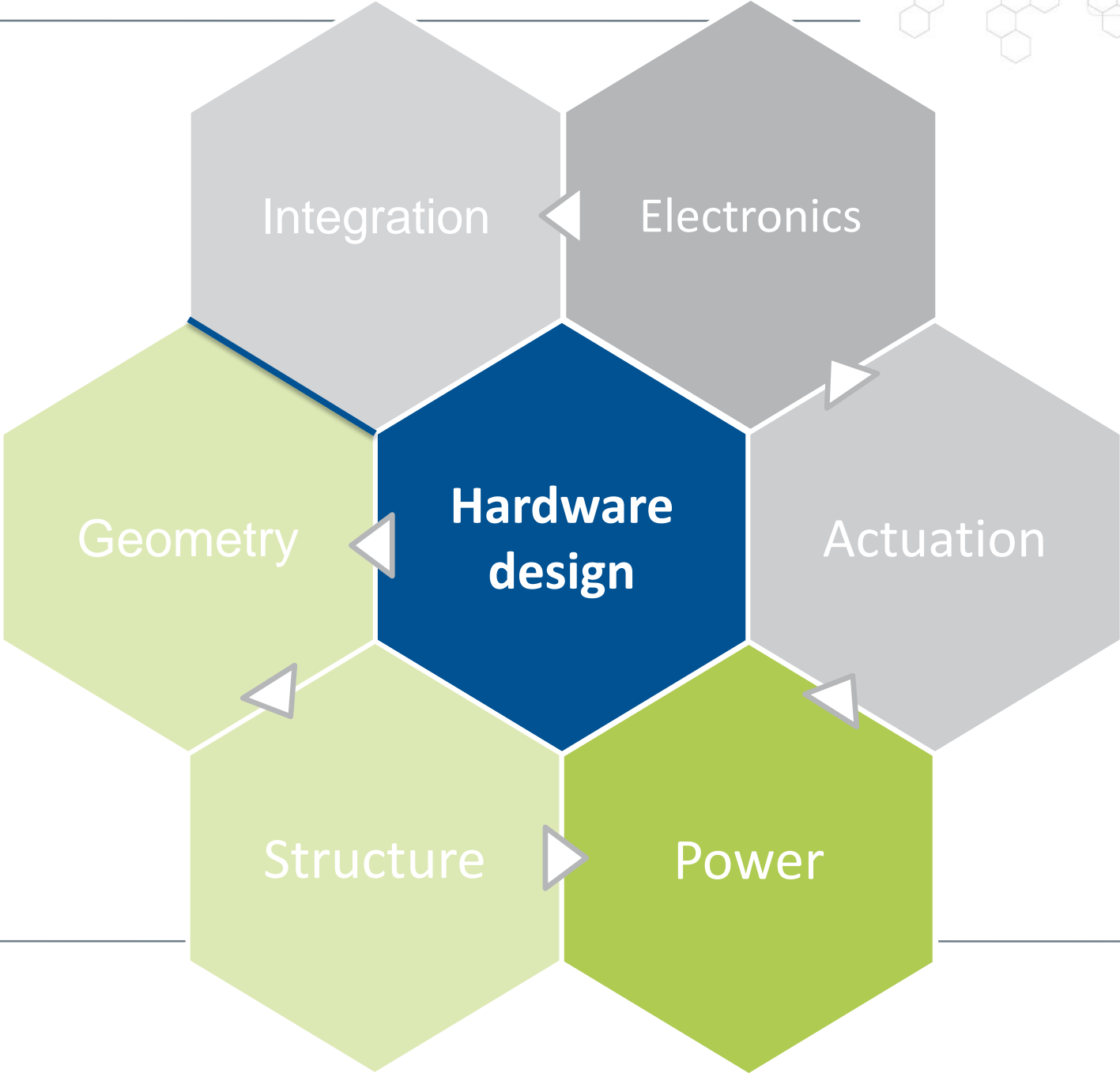
Structure



Structure

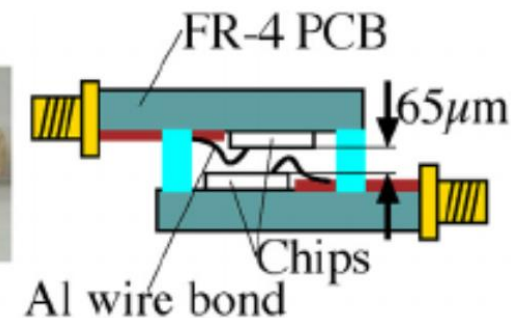
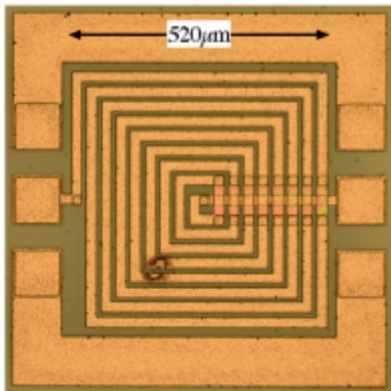


Outline

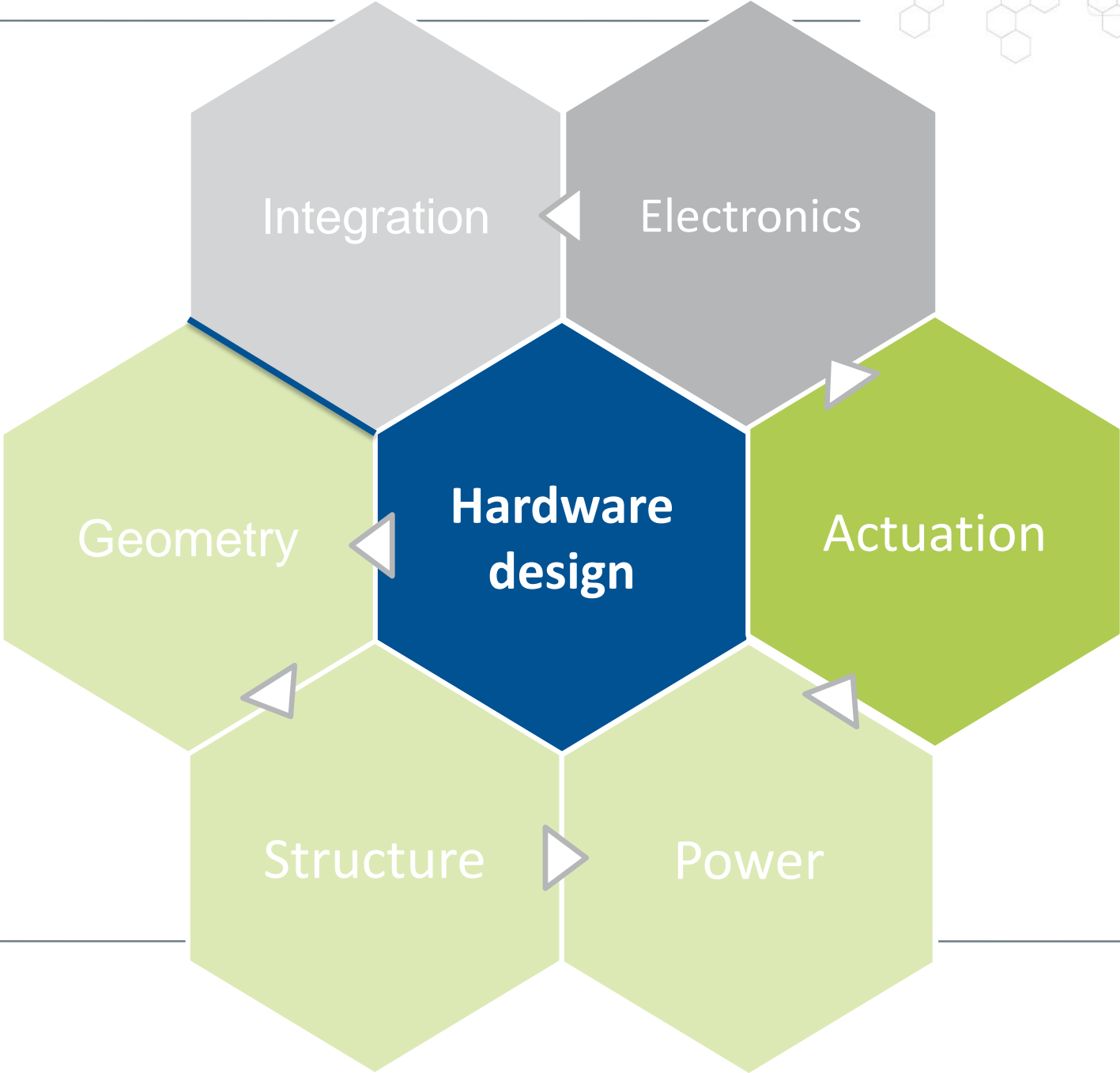


Power

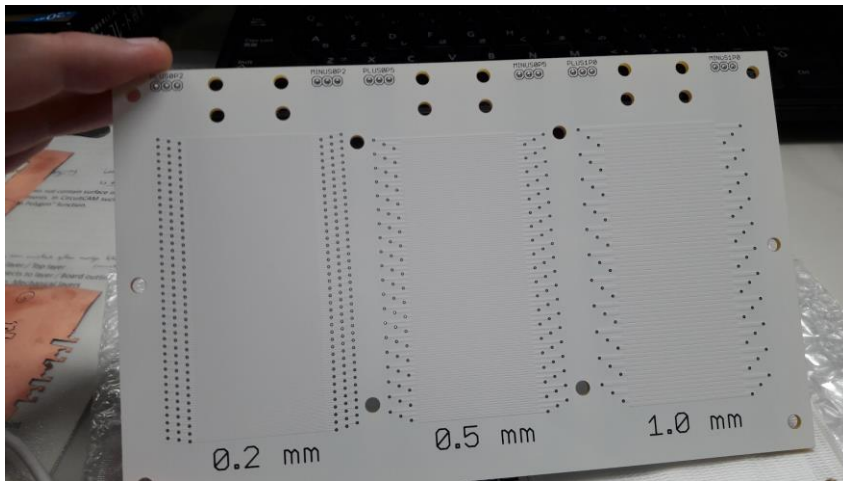
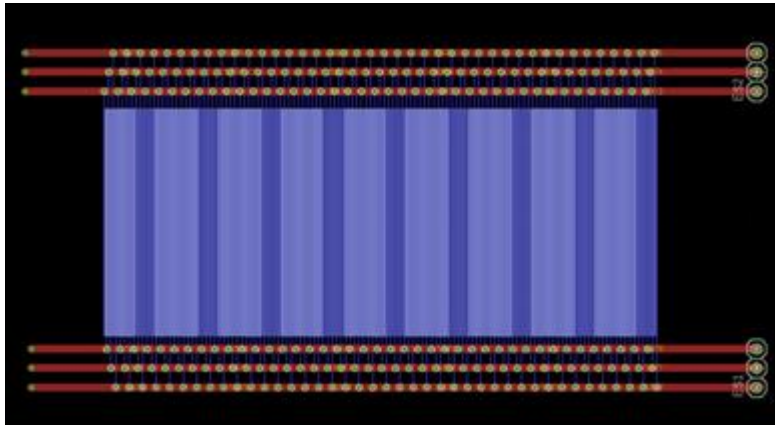
- Experiments with 7.05 mW power consumption by an actuator
- Connected actuators
 - Work using the square of input
 - No need for diode
 - Higher power efficiency



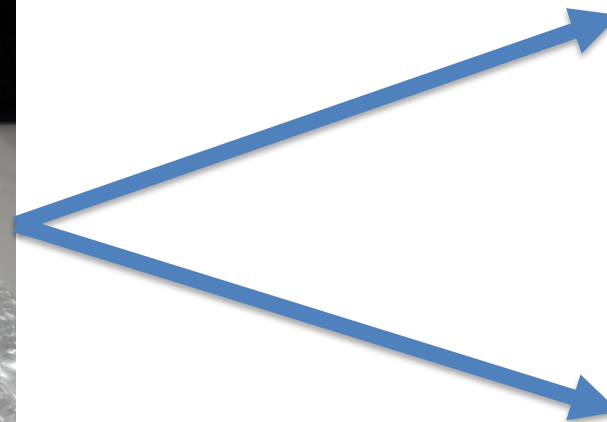
Outline



Actuation



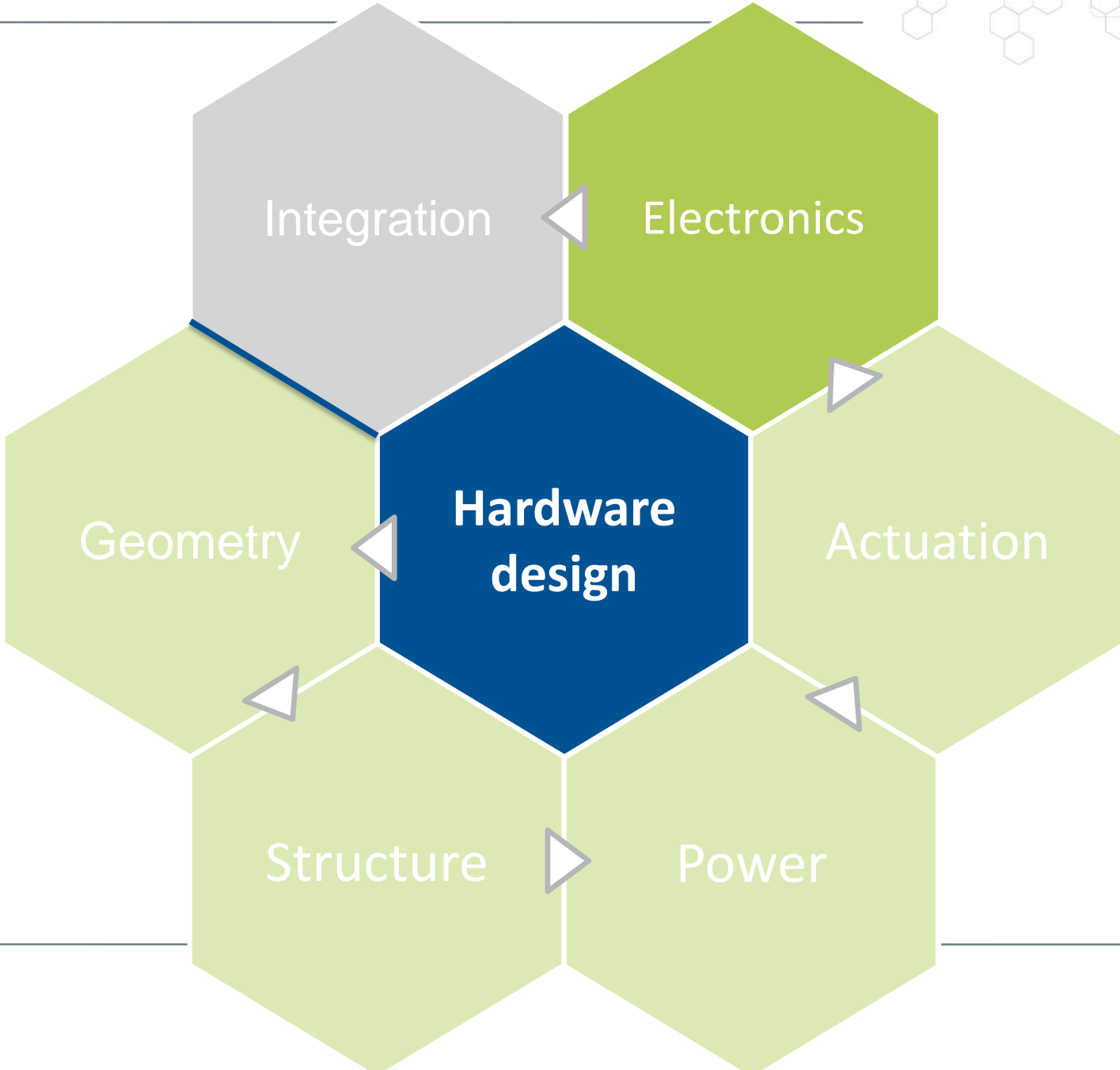
Pyralux flexible



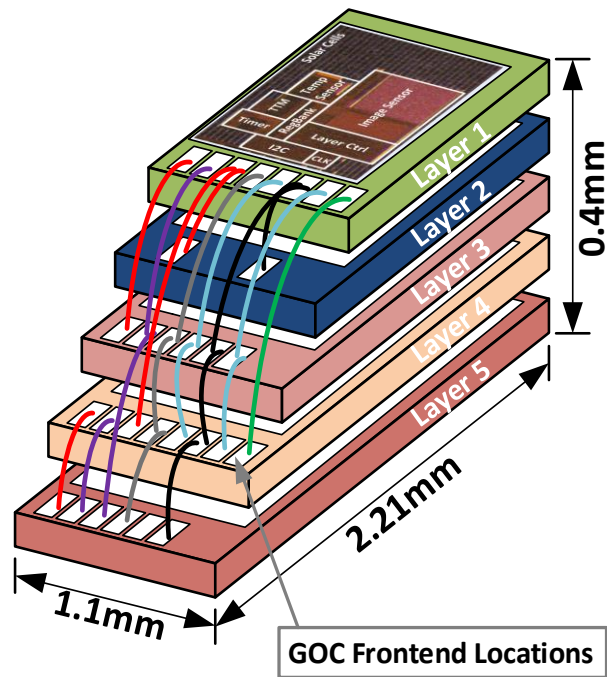
LPKF Protolaser U3



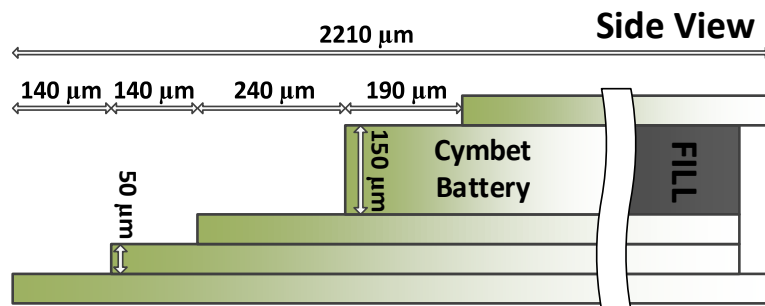
Outline



M³ : Michigan Micro-Mote : A mm³ Sensing Platform



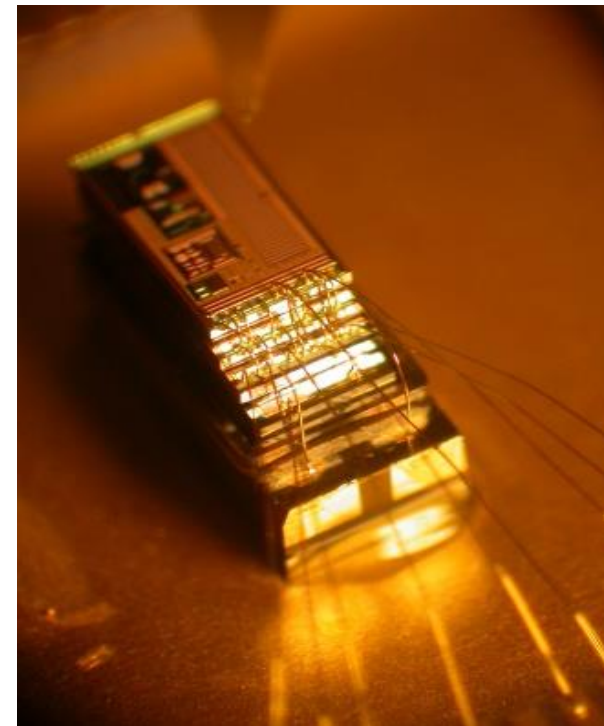
Top View



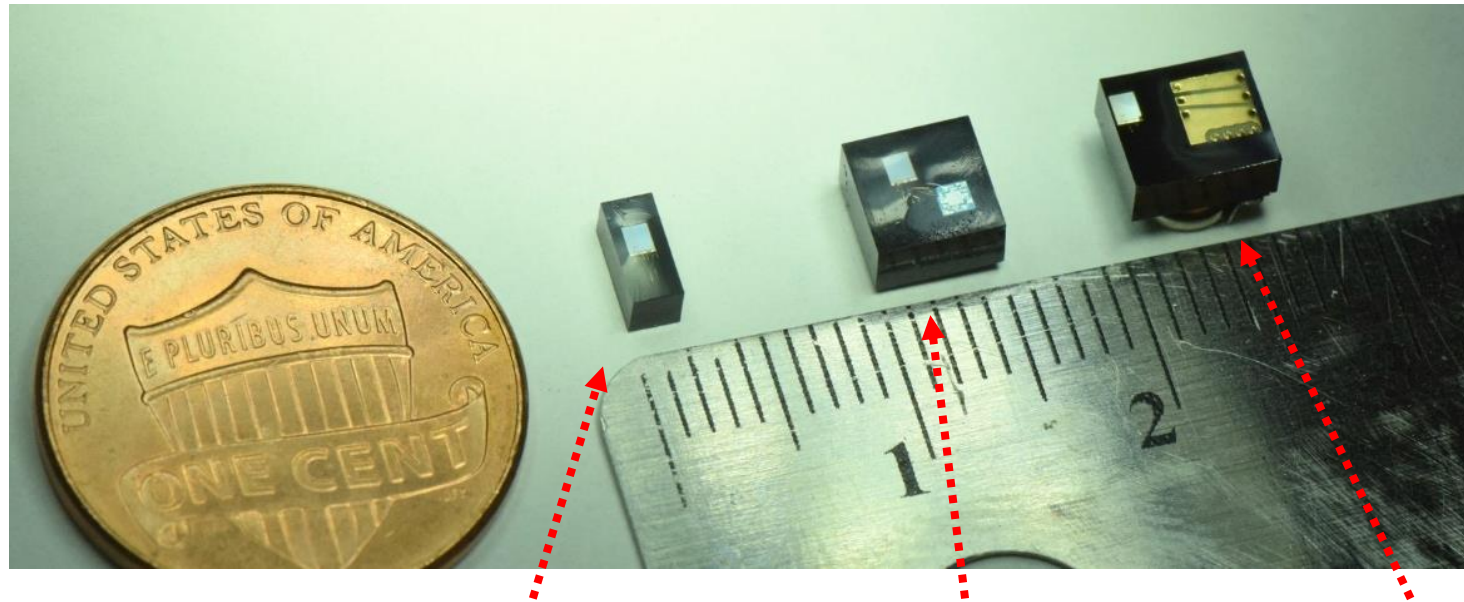
mm³ generic sensing platform

- Modular die-stacked structure
- Enables diverse technology
- 12.3mm² in 2.5mm³
- Swappable layers

Requires standard communication interface between layer



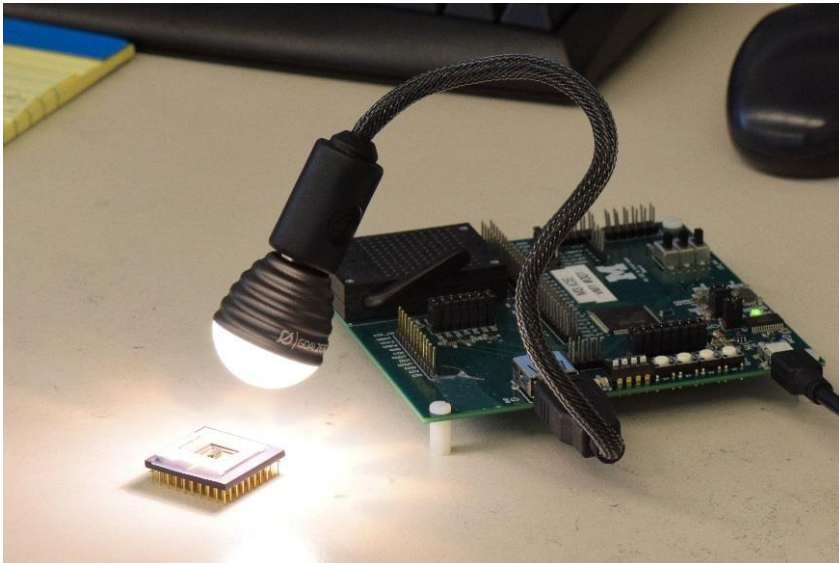
Types of Sensors



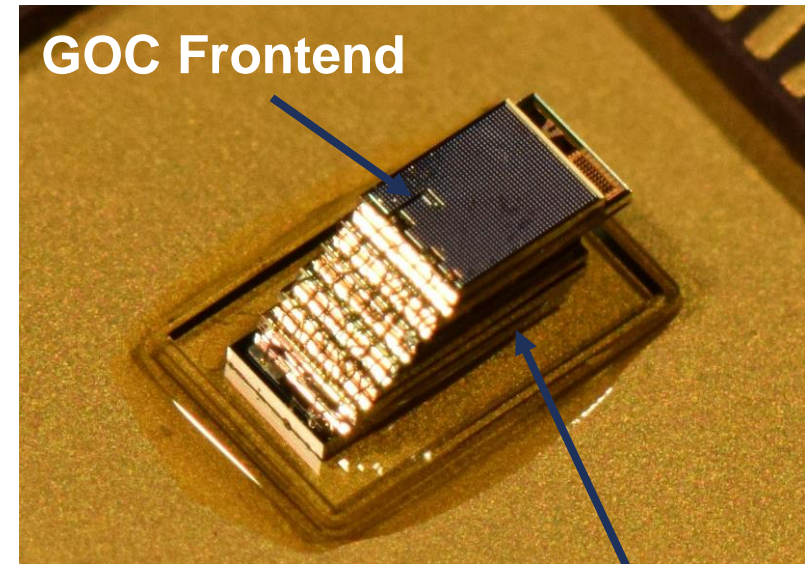
	F Series	P Series	N Series
Dimension	2 x 4 x 2 mm ³	5 x 5 x 3 mm ³	7 x 7 x 5 mm ³
Sensing Modalities	Temp, Pressure, Light	Temp, Pressure, Light	+ Motion, Humidity
Lifetime	1 month 3 years (w/ harvesting)	3 – 5 years	5 – 7 years
Radio Range	5 cm	1 m	20-50m

Optical Programming: GOC

- GOC programming interface
 - Separated front-end for isolating light exposure within the system
 - Up to 840bps transmission by faster clock speed and larger frontend diode
 - Tradeoff between programming speed & sleep power

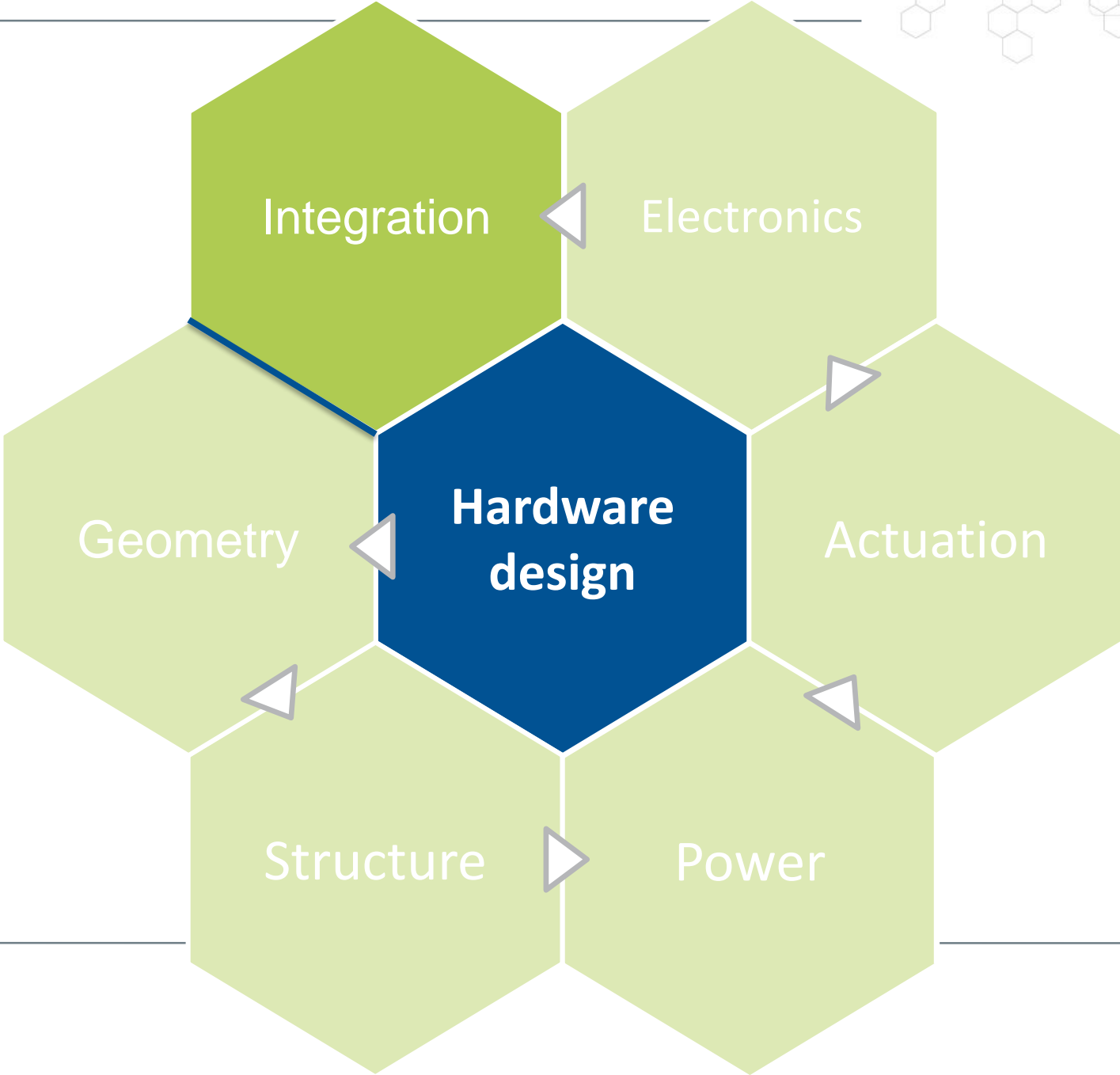


**Programming M3 Stack with
ICE Board via GOC**



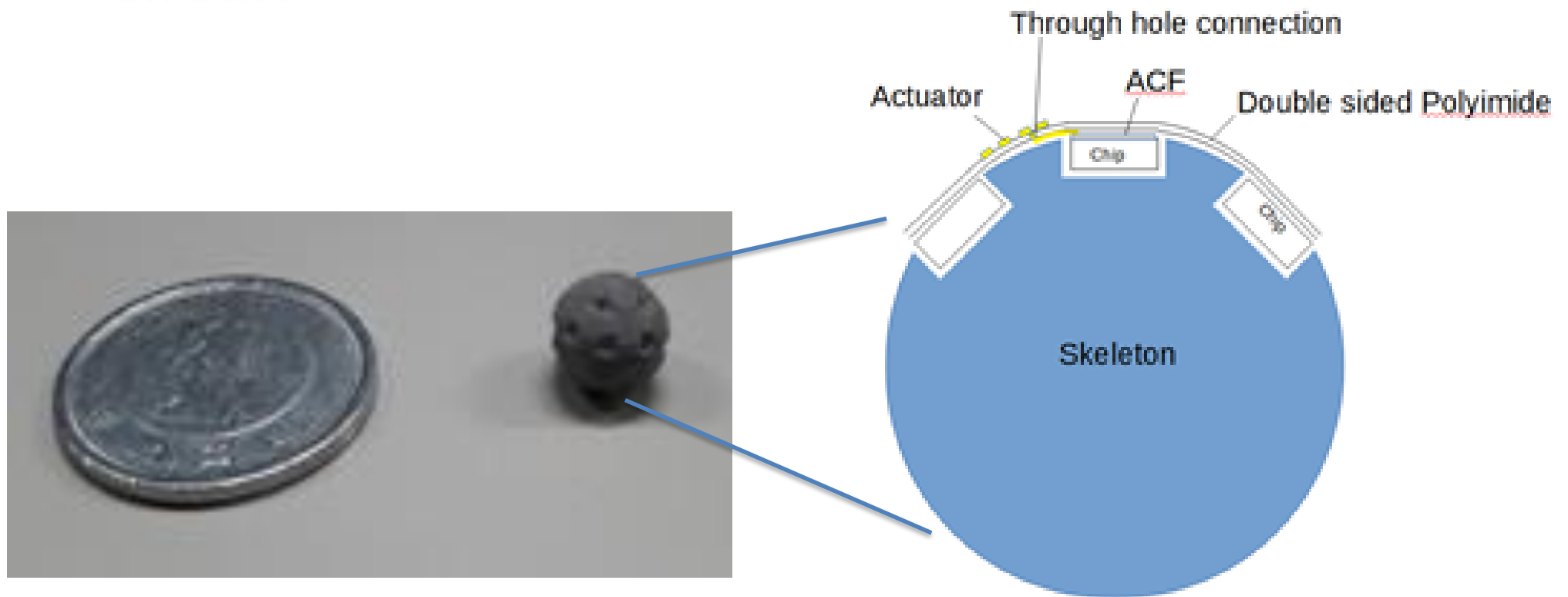
**M3 Stack with Solar Cell and
GOC Frontend on Top Layer**

Outline



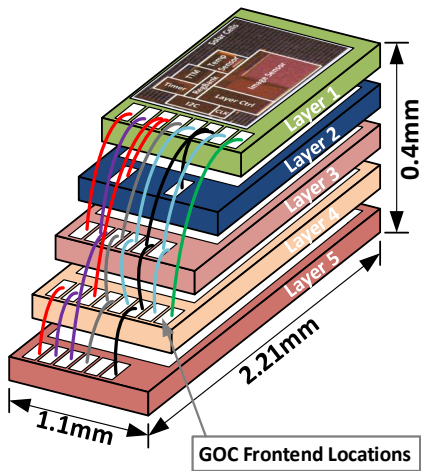
Integration of M3 mote and catom

- Integration on skeleton with flexible printed circuit

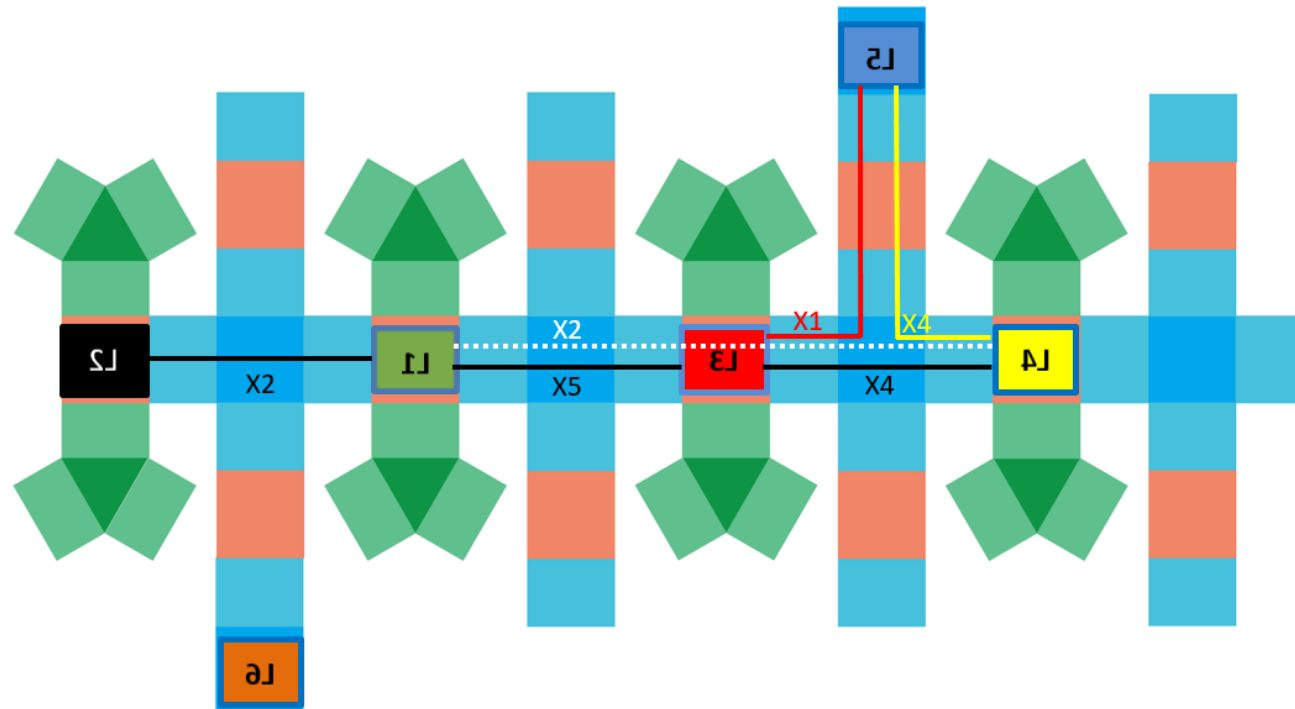
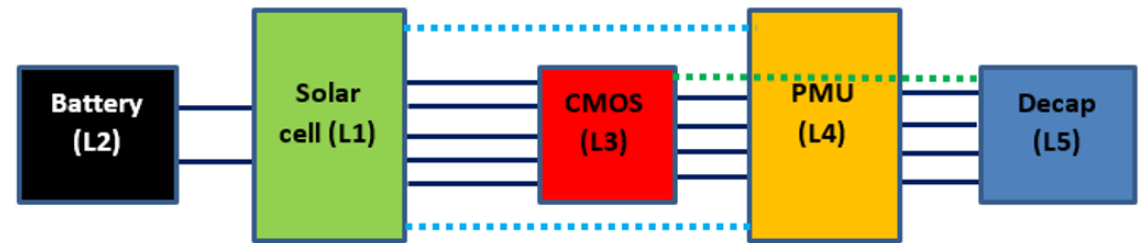


Integration of M3 mote and catom

- Electrical interconnexions

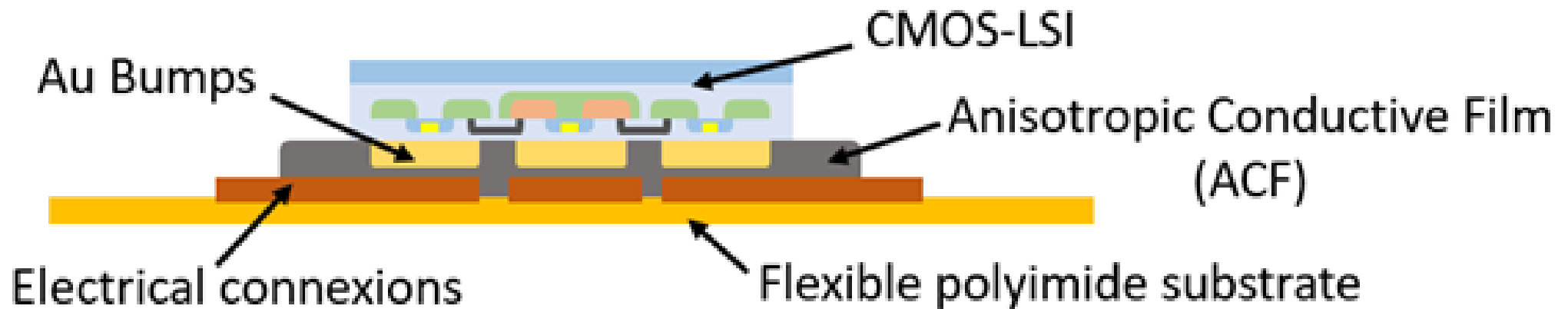


Unstacking →

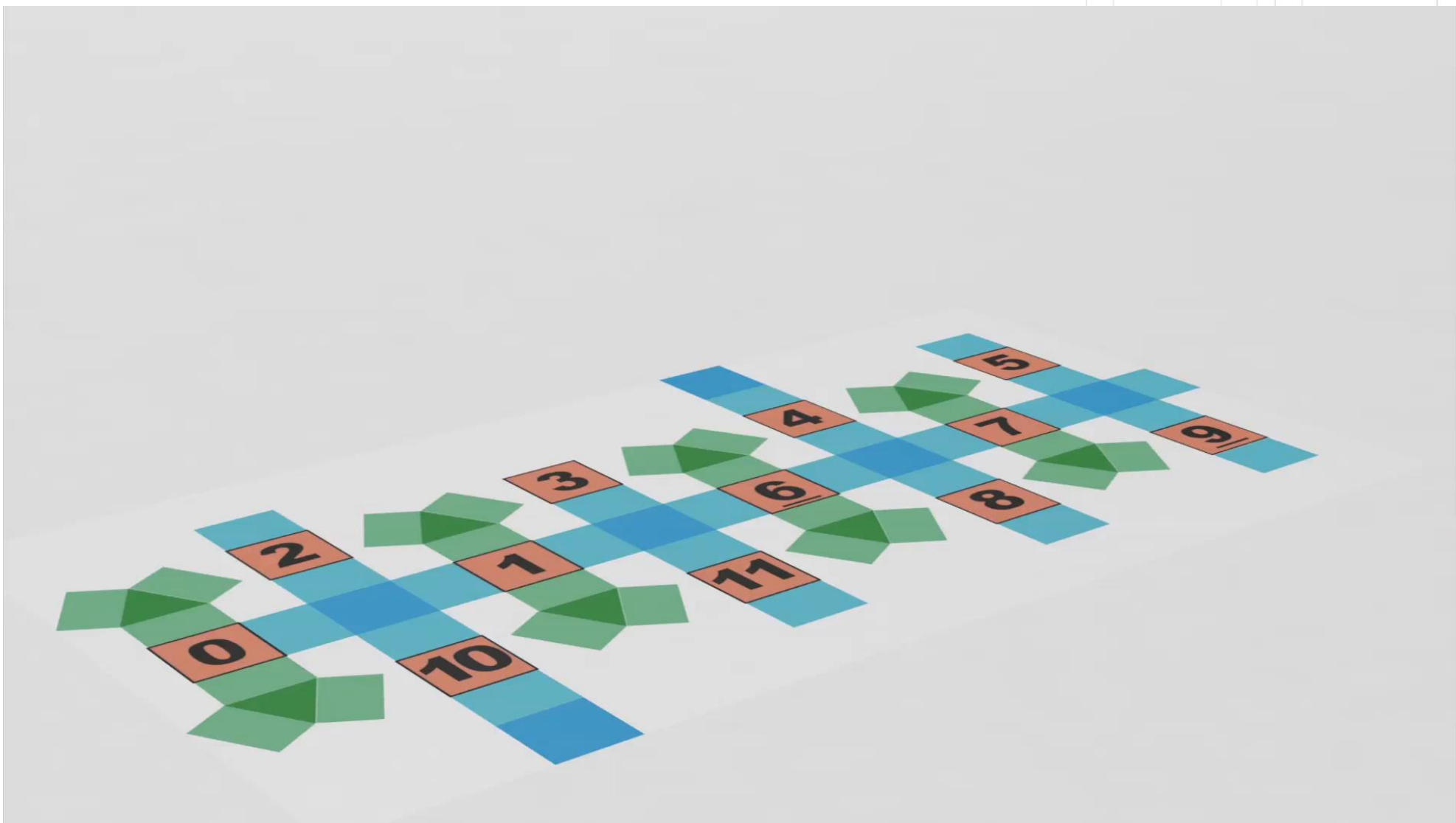


Integration of M3 mote and catom

- Mote unstacking
- Chips bonded on a polyimide film with ACF

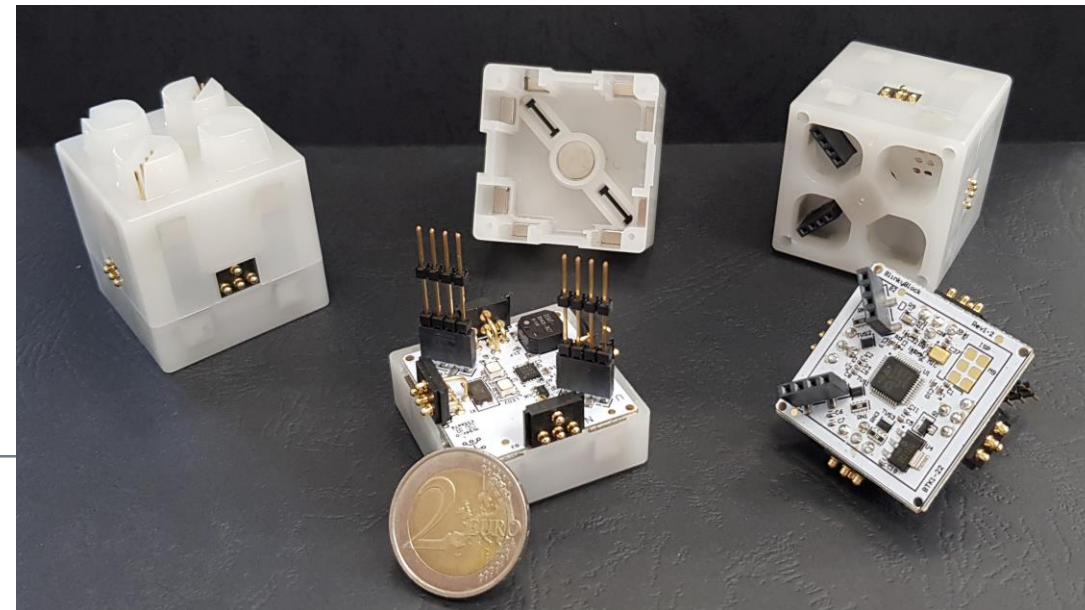
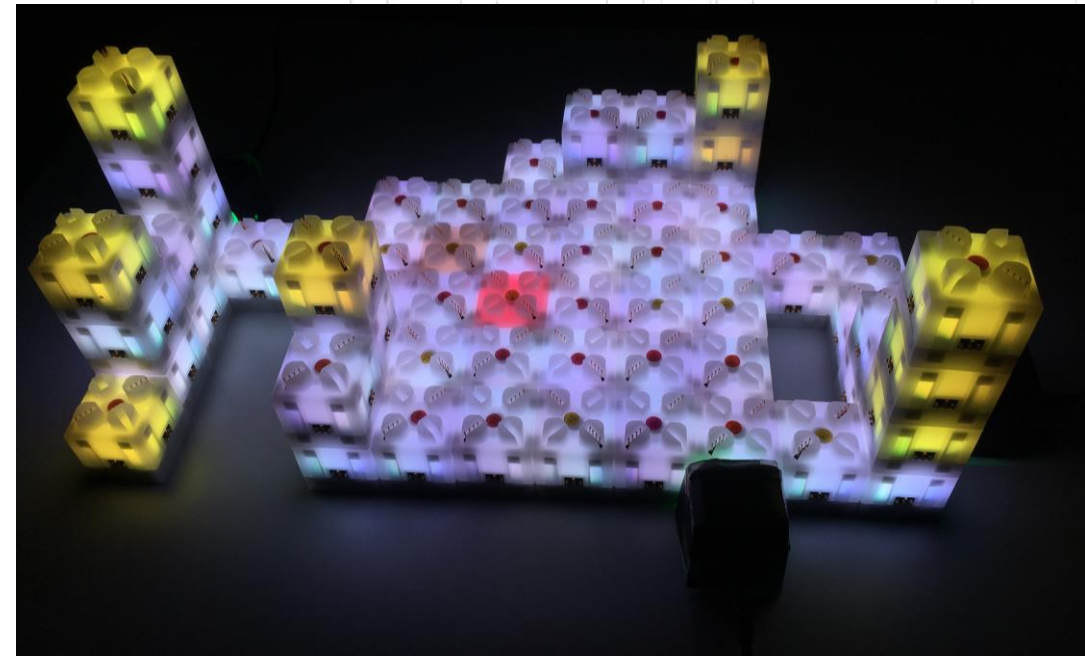


Construction of a 3D Catom from an unfold



The Blinky Blocks

- Micro-controller
 - ARM Cortex M0
- Sensors
 - IMU: Orientation and tapping
 - Microphone: Sound
- Actuators
 - 2 LEDs: Glow in different colors
 - Speaker: Play sounds
- Communications
 - 6 USART communications at 6Mbps max



Outline



Our
Vision

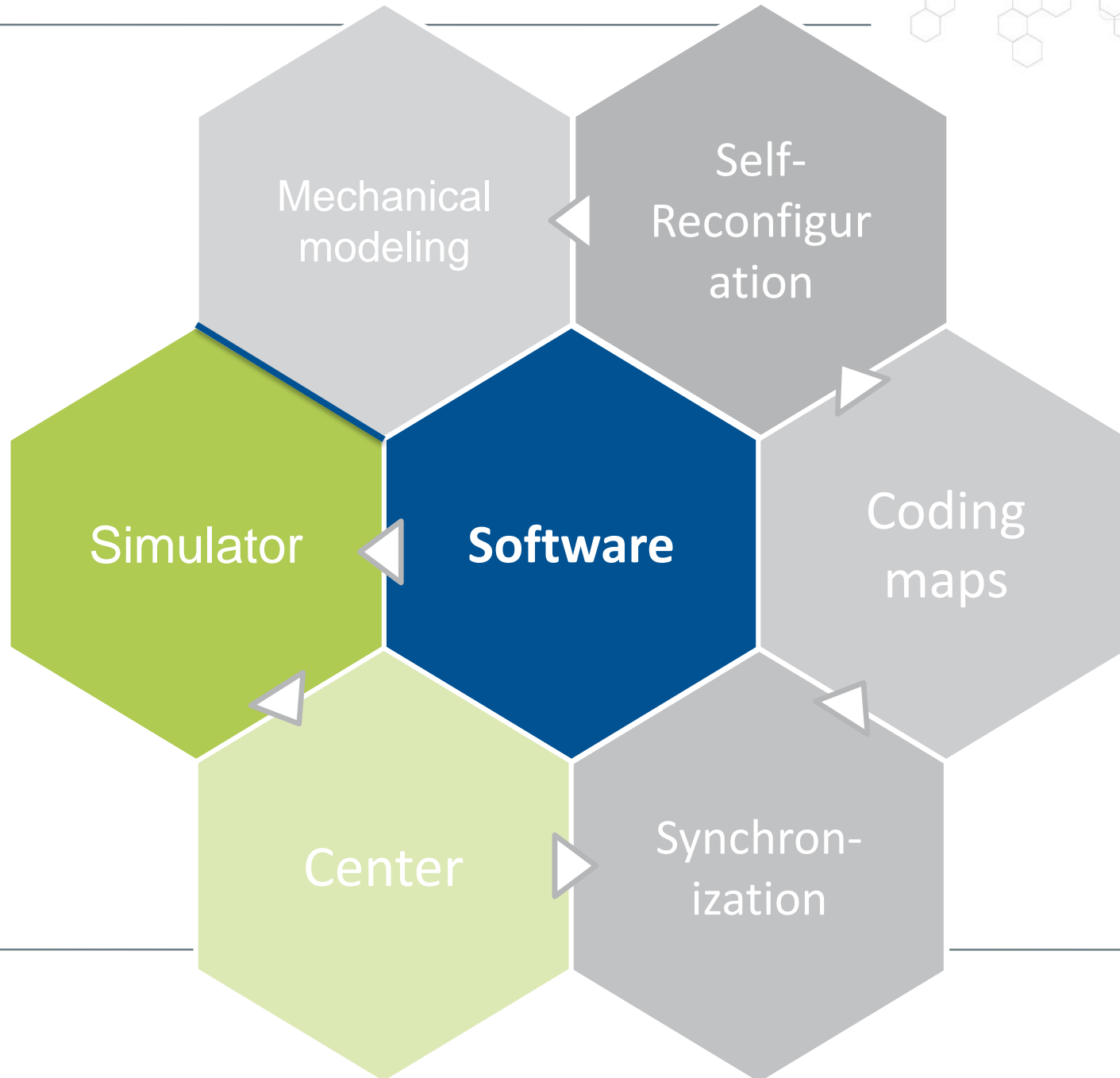
Hardware
design

Software

Art

What's
Next?

Outline



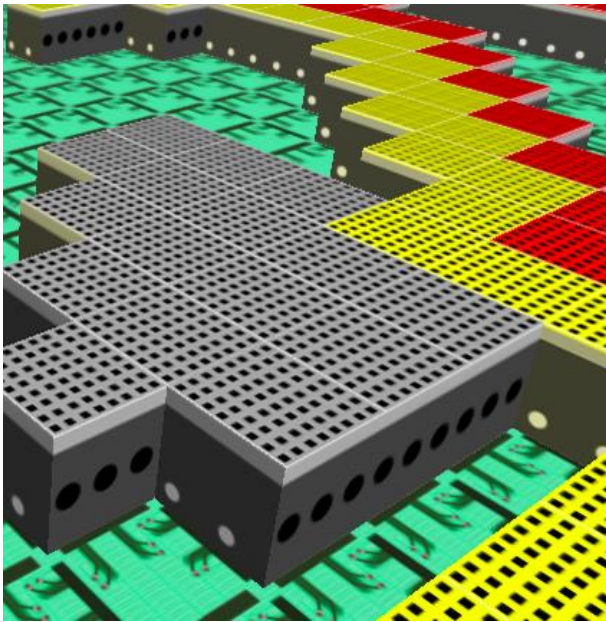
Simulation environment



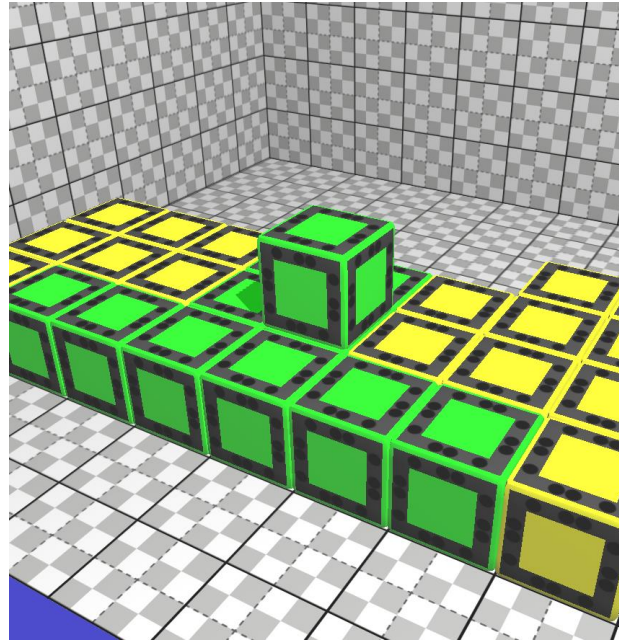
- VisibleSim (FEMTO-ST, <http://projects.femto-st.fr/projet-visiblesim/>):
 - Multi-targets (Blinky Blocks, Smart Blocks, Robot Blocks, Claytronics)
 - Multi-languages (C/C++, Meld, Javascript, Python)
 - Interactive
 - Include debugging
 - Available in your web browser online at:
 - <http://ceram.pu-pm.univ-fcomte.fr:5015/visiblesim/>
 - **First MSR simulator on the web thanks to WebGL!**
- One ambition: make VisibleSim the reference simulator for modular robots and distributed programming initiation

Smart Blocks, Robot Blocks and Blinky Blocks

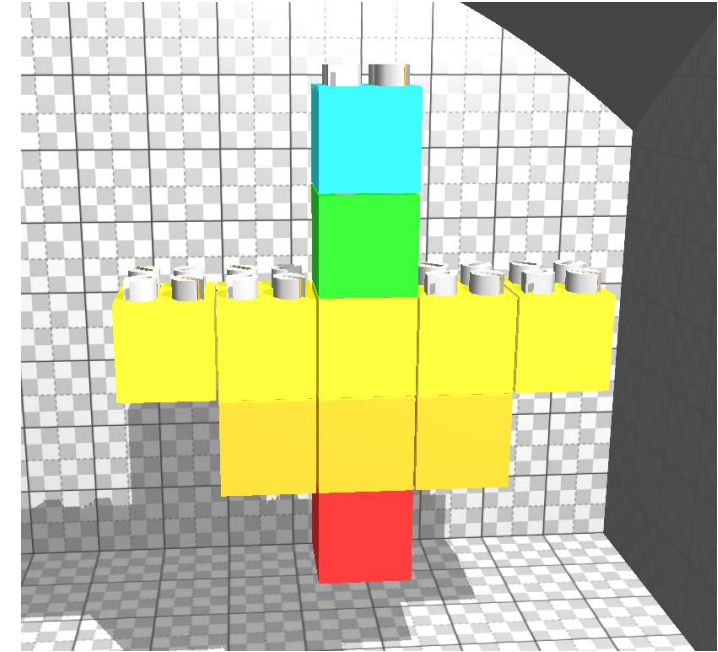
- Smart Blocks



- Robot Blocks



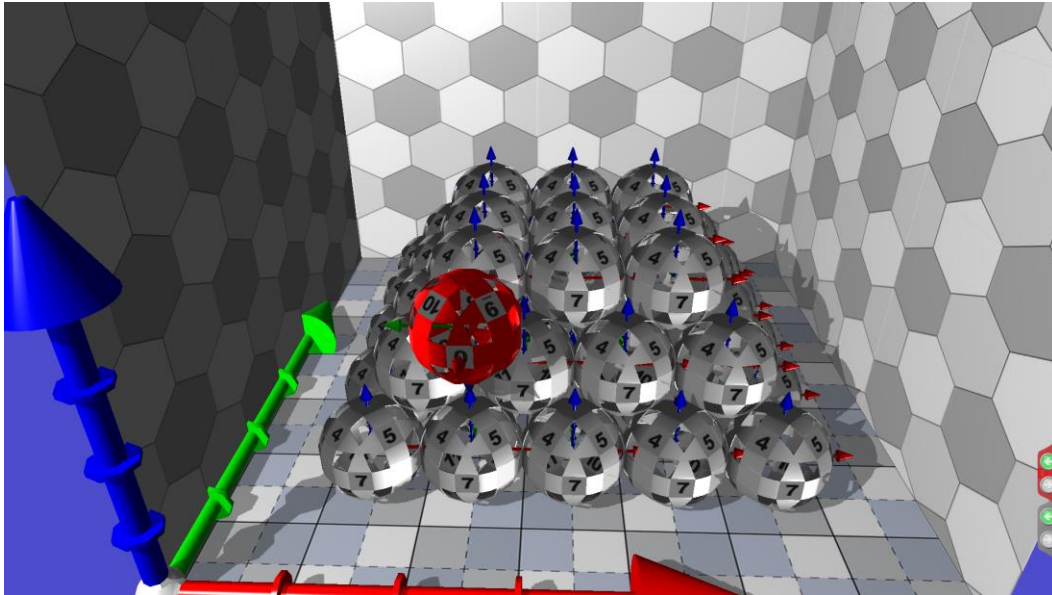
- Blinky Blocks



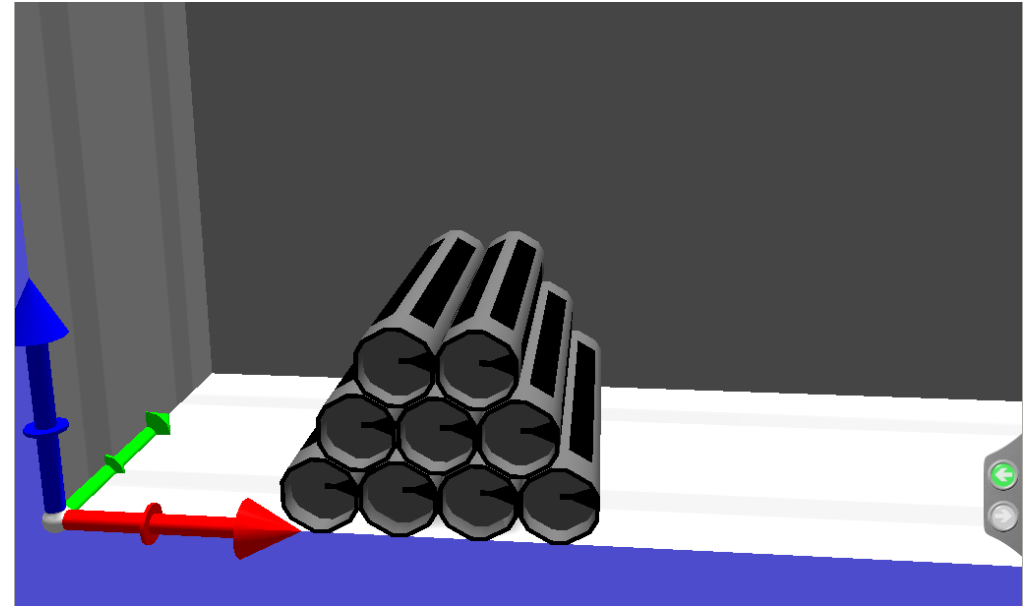
Catoms



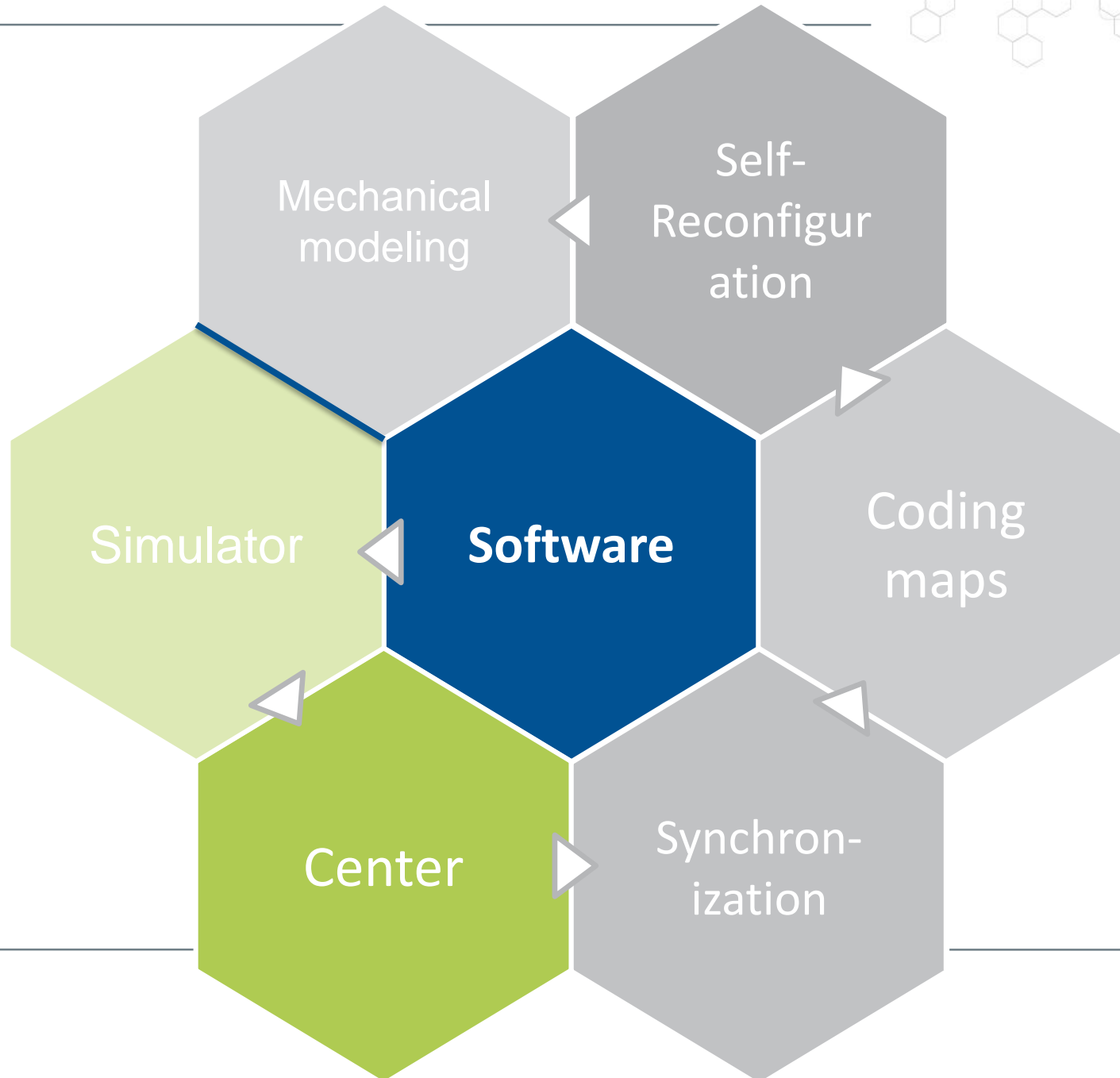
- 3D catoms



- 2D catoms



Outline



Algorithms for programmable matter

- Finding the center of a distributed system: ABC-Center, PC2LE, k-BFS-SumSweep [AINA 16] [IROS 15]
 - In real time
 - To optimize many algorithms
- Synchronizing large set of micro-robots: MRTP [JNCA 18] [PDP 16]
 - For synchronized actions with the external environment
 - Lighting at the same time
 - For mechanical actions
- Memory problem: CSG4PM [SAC 17]
 - Coding goal shapes
- Distributed detection of mechanically unsafe reconfiguration
 - Detecting loss of balance and breakage
- Self-assembly algorithms [AAMAS 18]
- Self-Reconfiguration algorithms
 - With map of the goal shape [NCA 16] [IEEE IoT 16] [AIM 14] [ISPA 14]
 - Without map of the goal shape [JPDC 15][CN 15][ROBIO 15][JoS 14][PDP 14][JNCA 14][AINA 14][NCA 13][SAC 13][UIC 13] [EUROCON 13]

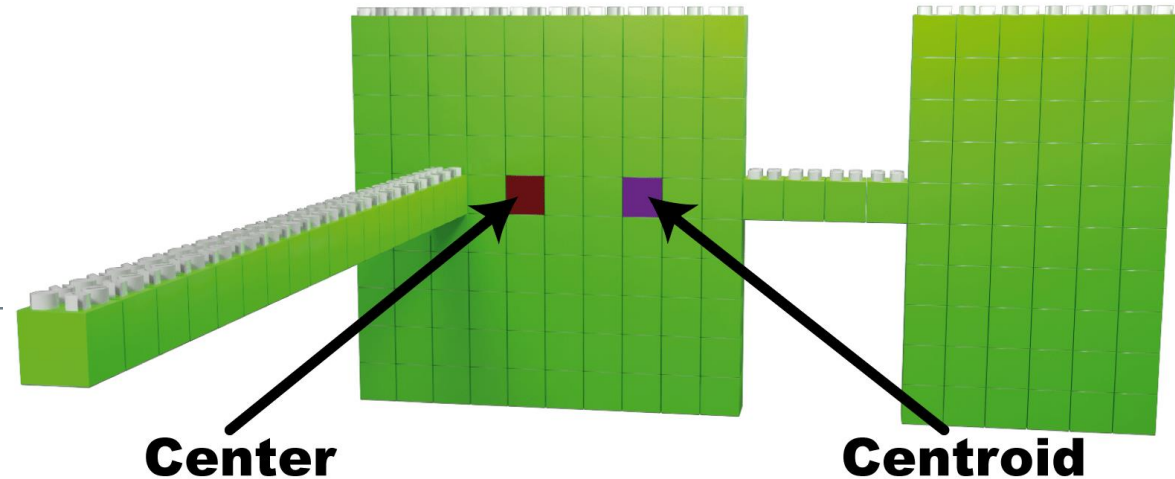
Problem

- Catoms network is forming a graph
 - $G(V,E)$: V = modules, E = connections
- Is it difficult to find a central node?
 - Center: minimizes the maximum distance to all others

$$Center = \operatorname{argmin}_{v_i \in V} \operatorname{ecc}(v_i) = \operatorname{argmin}_{v_i \in V} \max_{v_j \in V} d(v_i, v_j)$$

- Centroid: minimizes the average distance to all others

$$Centroid = \operatorname{argmin}_{v_i \in V} \frac{1}{|V|} \sum_{v_j \in V} d(v_i, v_j)$$



Our contribution



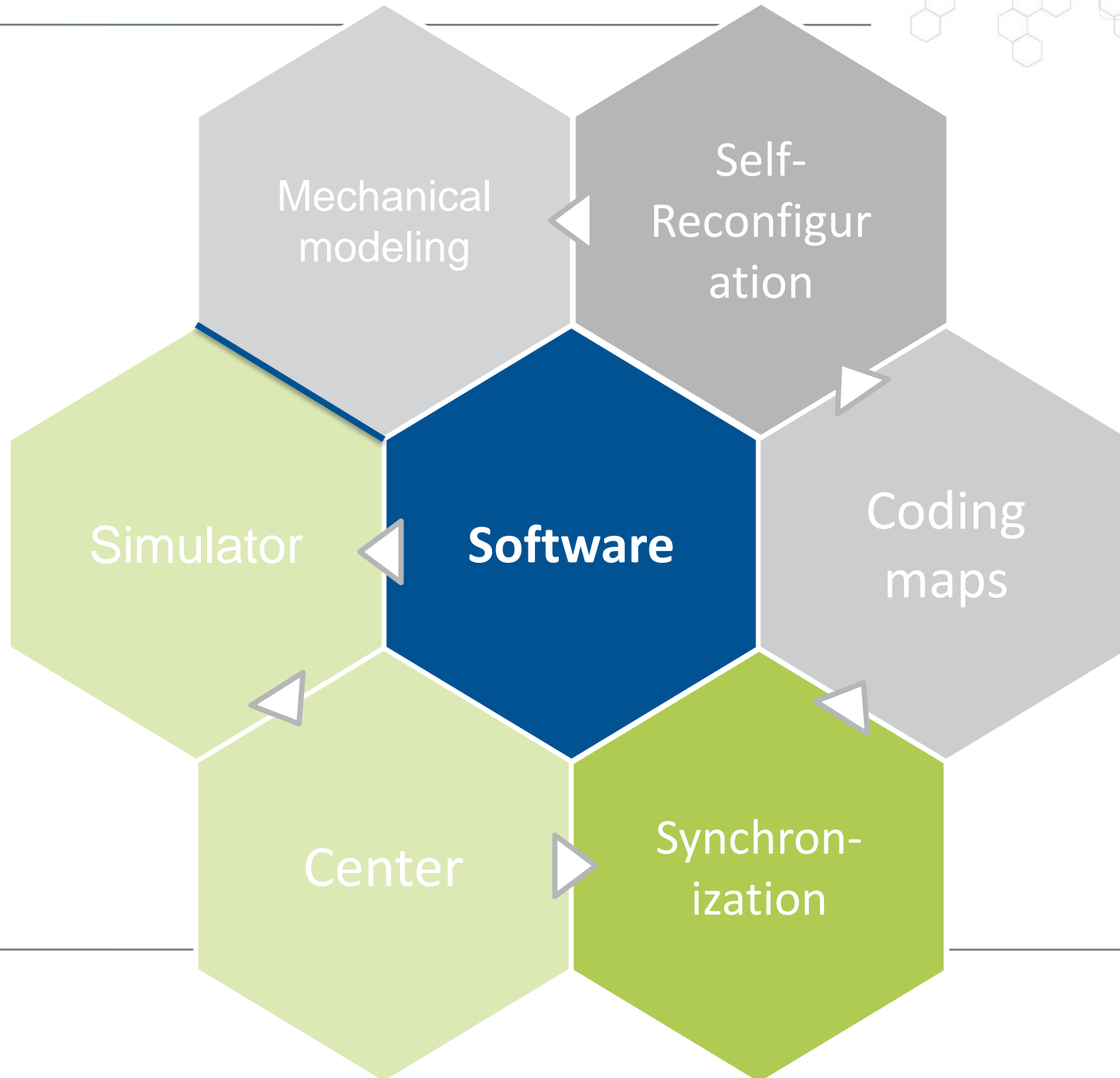
- 3 distributed algorithms
 - K-BFS SumSweep
 - ABC-Center (two versions), ABC-Center-Tree (also known ABC-Center-V2)
 - Probabilistic Counter based Central Leader Election (PC2LE)
- Inspired from existing external-graph analysis algorithms
- All based on intuitive heuristics
- **Experimental evaluation of the accuracy**

Name	Type of center	Time	Memory (per module)	Message
<i>k</i> -BFS SumSweep	center, centroid	$O(k \times d)$	$O(\Delta)$	$O(m \times n^2)$
ABC-CenterV2	center	$O(\#steps \times d)$	$O(\Delta)$	$O(m \times n^2)$
PC2LE	center, centroid	$O(d)$	$O(\Delta + \text{probabilistic counter})$	$O(m \times n^2)$

Notation:

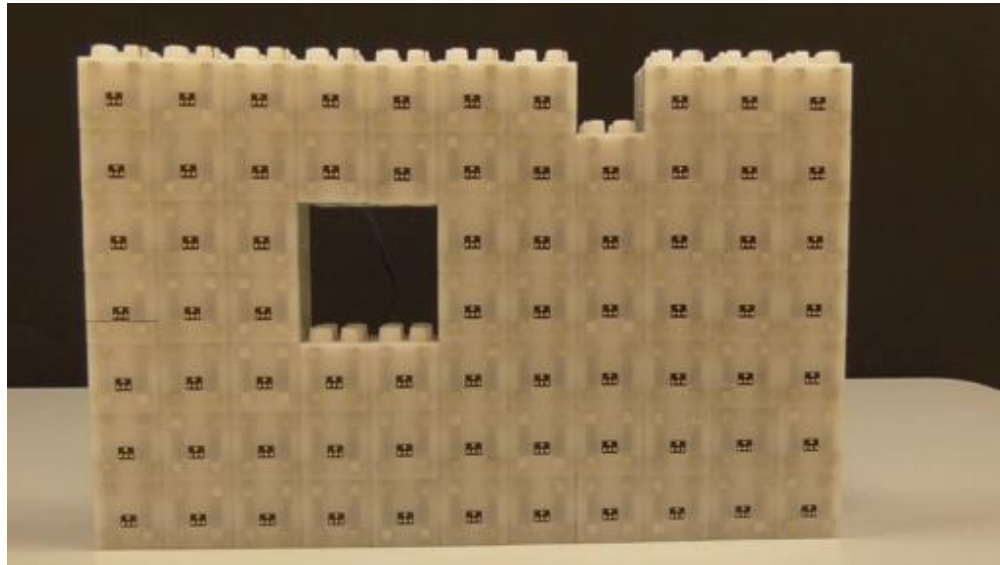
$n = \#modules$, $m = \# links$, $d = diameter$, $\Delta = maximum number of neighbors$

Outline



Time Synchronization

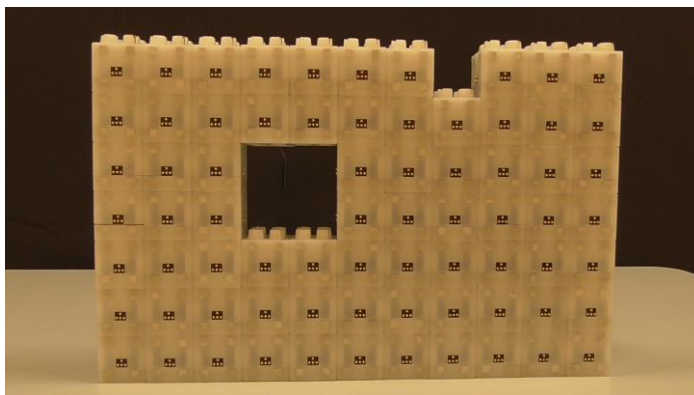
- Needed for distributed coordination



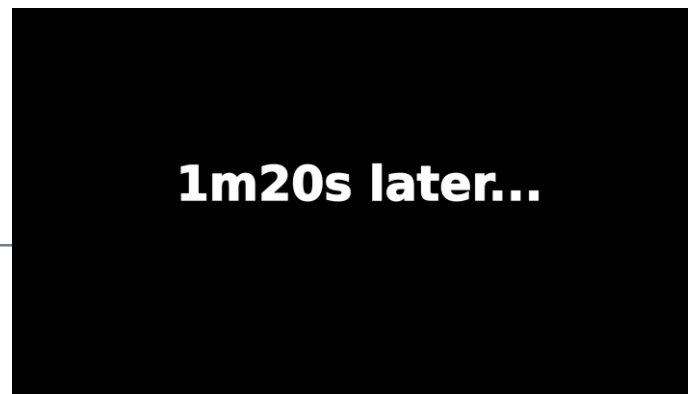
72-Blinky-Blocks scroller
synchronized with our
protocol (MRTP)

- Unsynchronized scroller

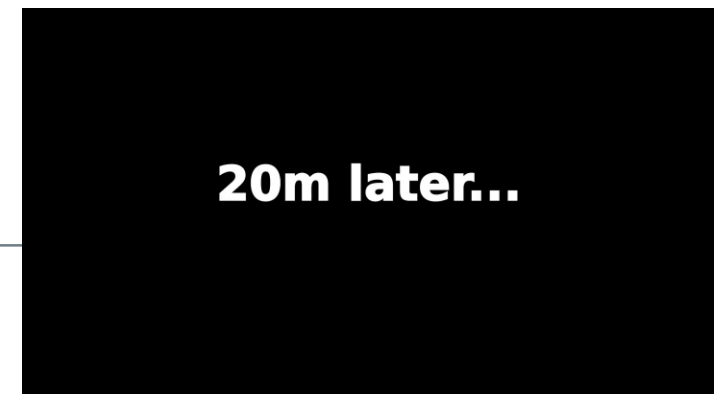
Start



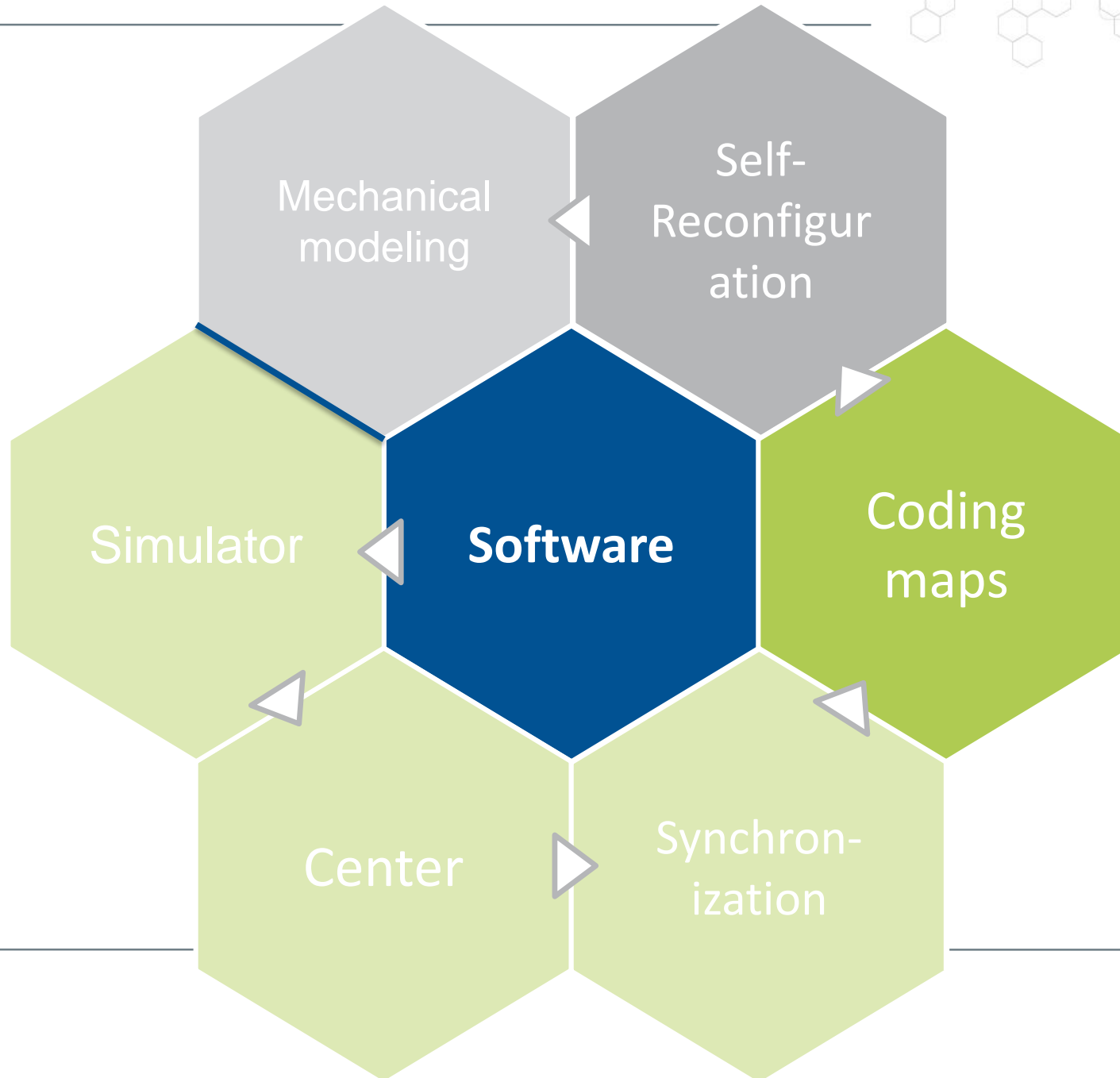
1min20s later



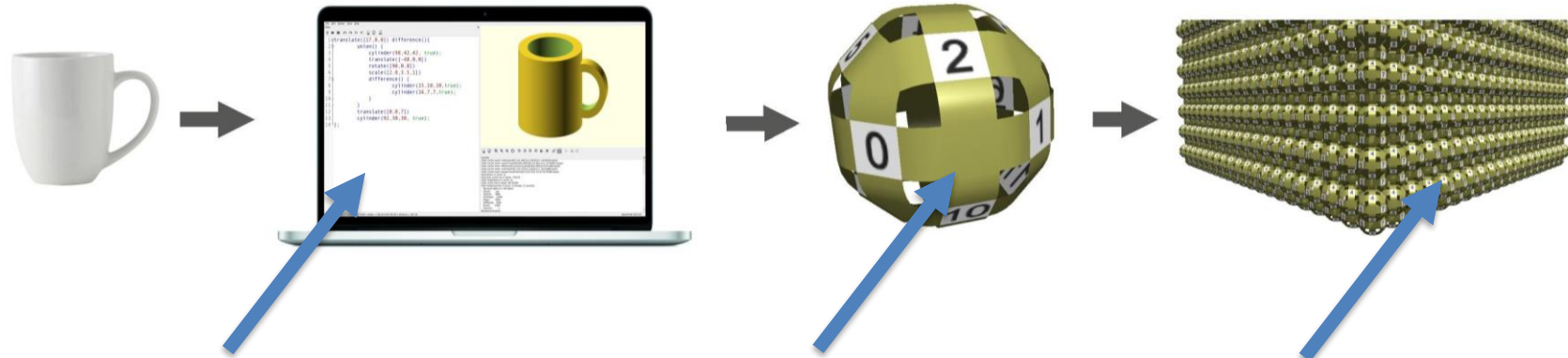
20mins later



Outline



Target shape encoding



Using Constructive Solid Geometry (CSG) for describing the shape

CSG file is transferred to catoms

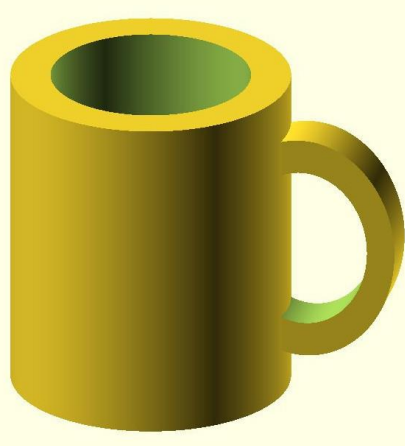
Each catom decides if it is in the shape or not

A

```

1 translate([17,0,0]) difference(){
2   union() {
3     cylinder(98,42,42, true);
4     translate([-48,0,0])
5     rotate([90,0,0])
6     scale([2.8,3.5,1])
7     difference() {
8       cylinder(15,10,10, true);
9       cylinder(16,7,7, true);
10    }
11  }
12  translate([0,0,7])
13  cylinder(92,30,30, true);
14 -};

```



Console

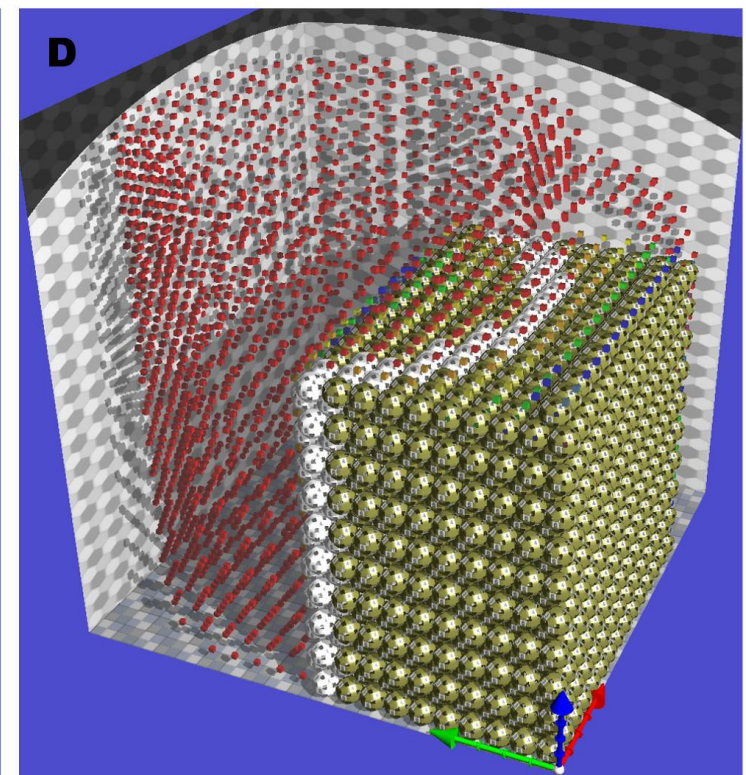
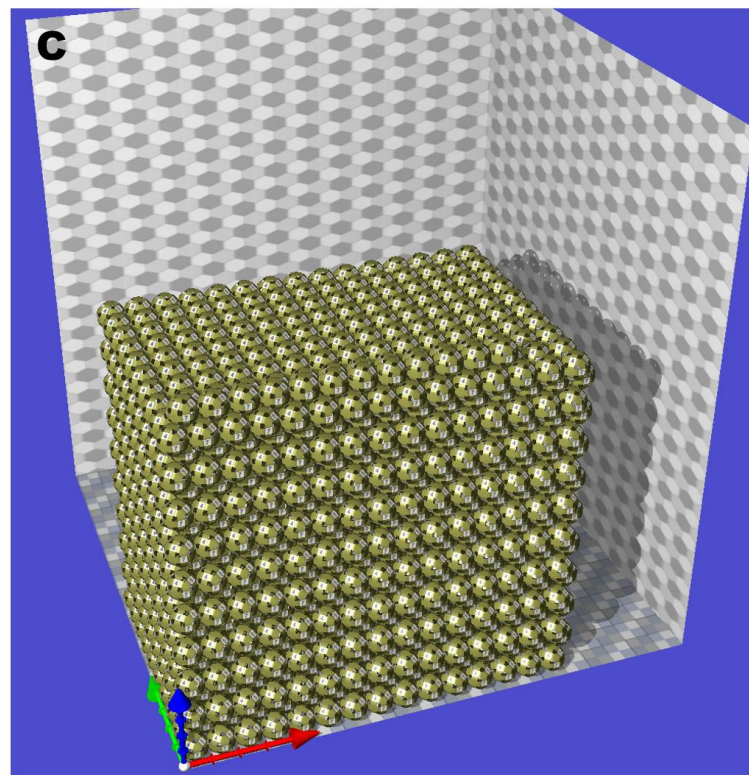
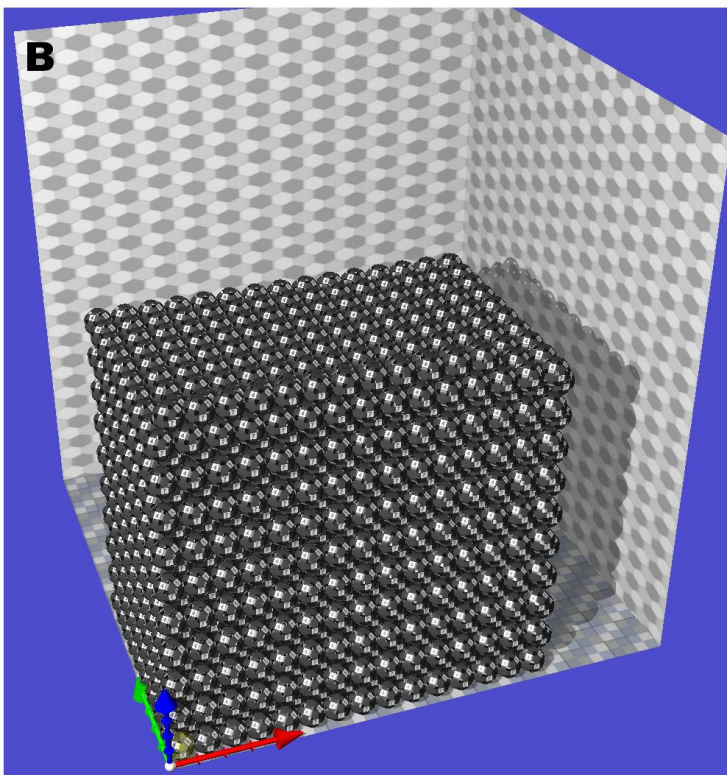
```

CGAL Cache insert: multmatrix[[[1.0,0,-48],[0.1,0.0],[0.0,1.0]]] (3226320 bytes)
CGAL Cache insert: union() {cylinder($fn=600,$fa=12,$fs=2,$h= (3758032 bytes)
CGAL Cache insert: difference() {union() {cylinder($fn=600,$f (5371088 bytes)
CGAL Cache insert: multmatrix[[[1.0,0.17],[0.1,0.0],[0.0,1.0]]] (5371088 bytes)
CGAL Cache insert: group() {multmatrix[[[1.0,0.17],[0.1,0.0]]] (5371088 bytes)
Geometries in cache: 21
Geometry cache size in bytes: 744216
CGAL Polyhedrons in cache: 32
CGAL cache size in bytes: 56170240
Total rendering time: 0 hours, 0 minutes, 11 seconds
Top level object is a 3D object:
Simple: yes
Vertices: 3996
Halfedges: 11088
Edges: 5994
Halfacets: 3998
Facets: 1999
Volumes: 2
Rendering finished.

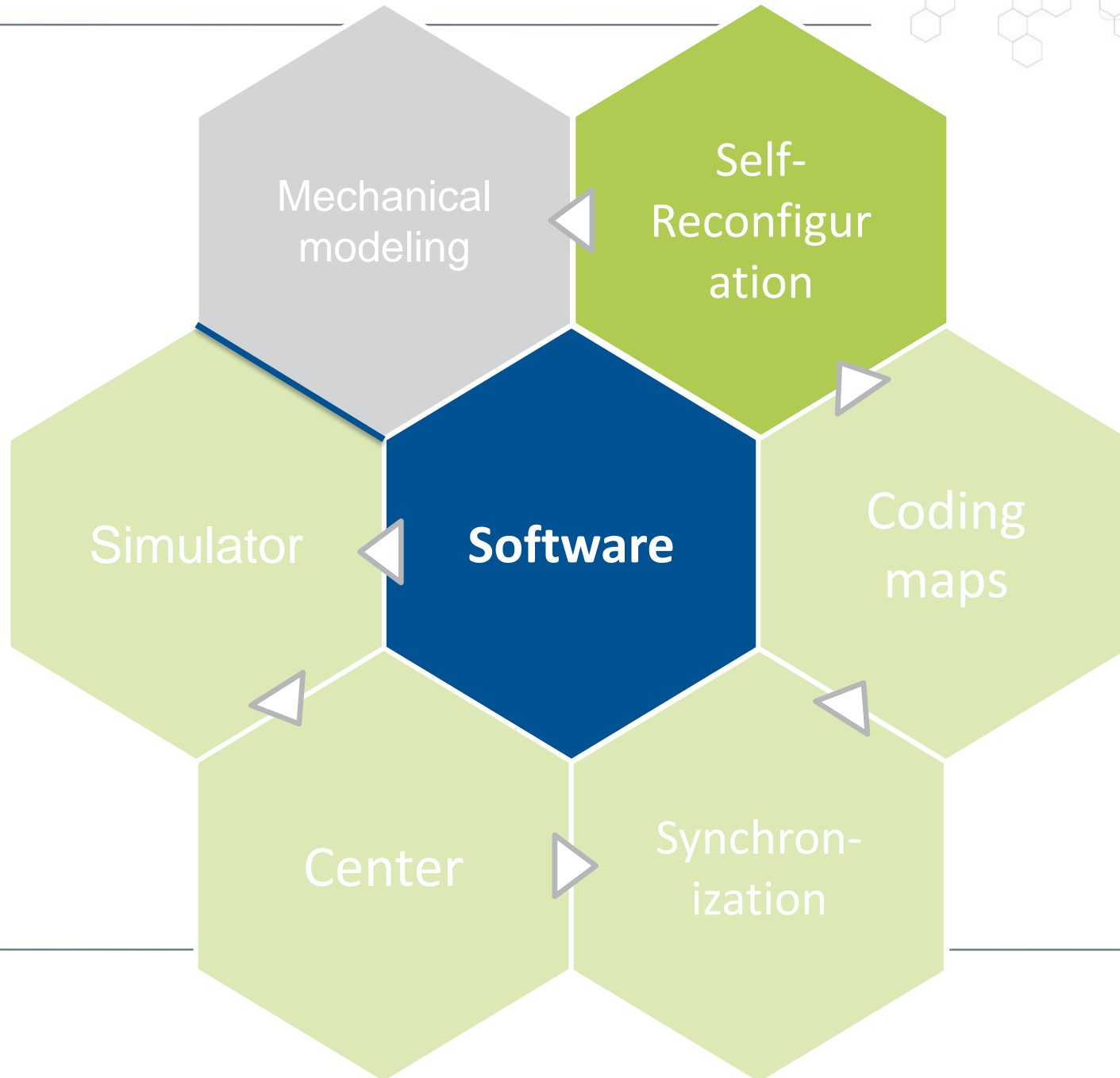
```

Viewport: translate = [-0.00 -0.00 -0.00], rotate = [66.20 0.00 191.80], distance = 361.36

OpenSCAD 2015.03



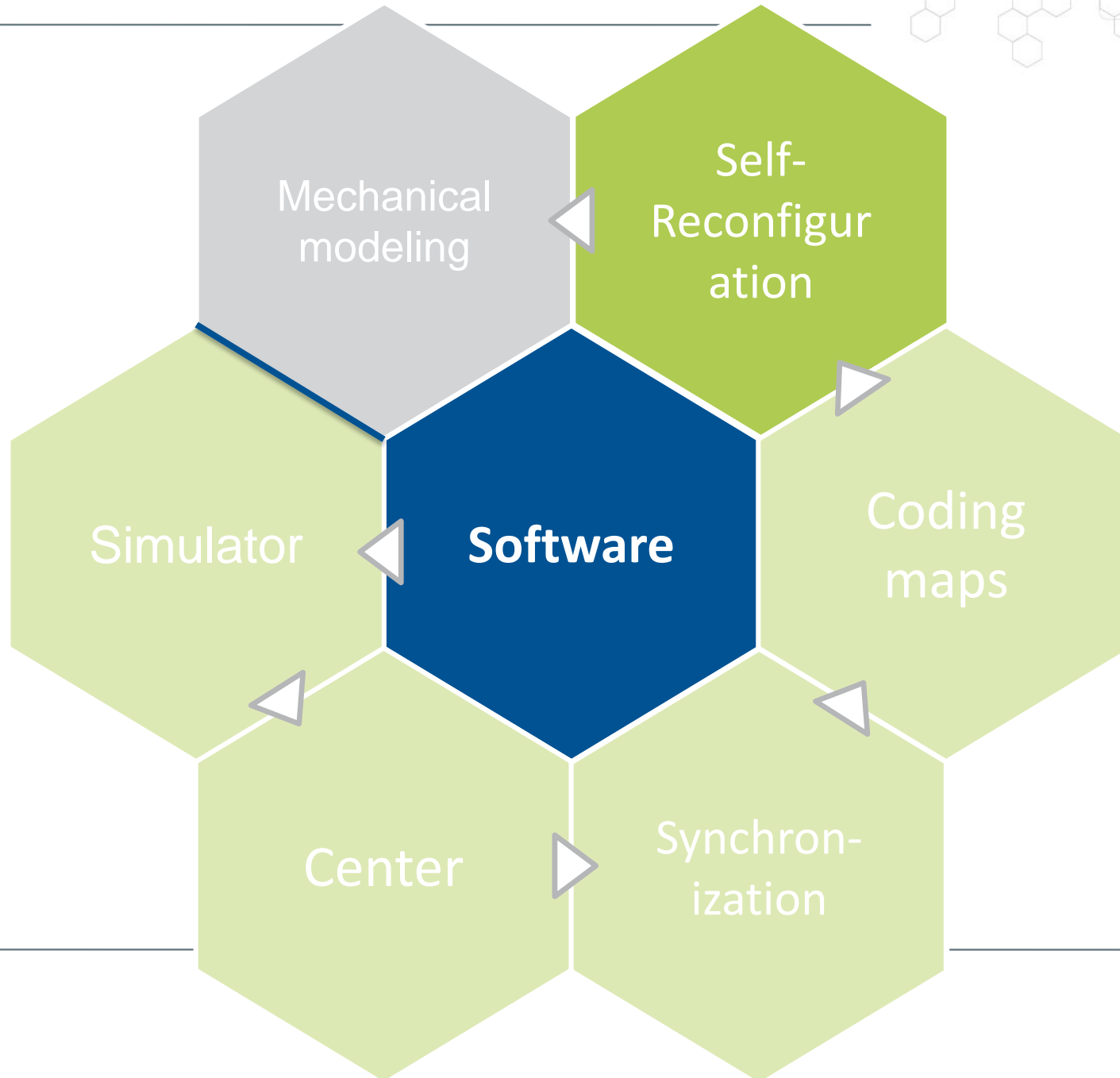
Outline



Self-reconfiguration and self-assembly

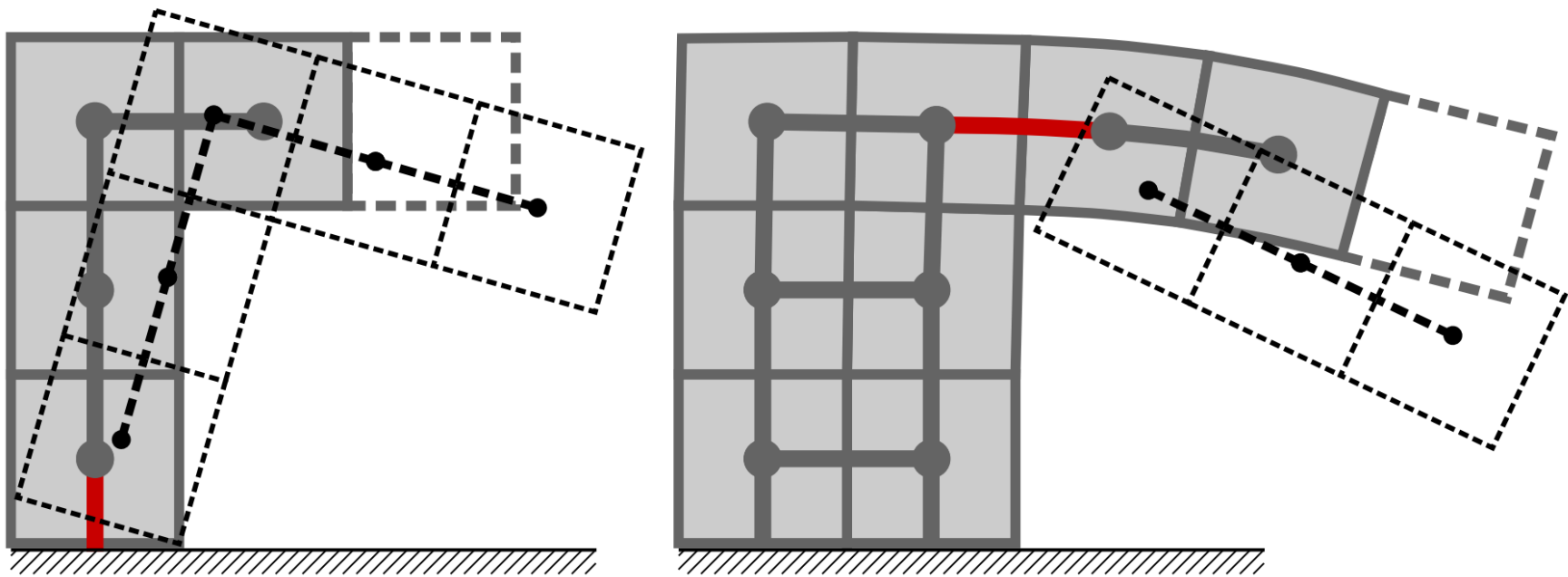
- Self-assembly algorithms
 - With CSG map of the goal shape *[AAMAS 18]*
- Self-Reconfiguration algorithms
 - With map of the goal shape
 - For 2D horizontal shape *[PDP 16]*
 - For 2D Vertical shape *[NCA 16]*
 - Without map of the goal shape
 - Meta algorithm *[IEEE IoT 16] [AIM 14] [ISPA 14]*
 - Chain to square
 - Sequential movements *[NCA 13] [SAC 13] [UIC 13] [JoS 14]*
 - Parallel movements *[JPDC 15] [EUROCON 13] [AINA 14] [PDP 14] [CN 15] [ROBIO 15]*
 - X to square *[JNCA 14]*

Outline





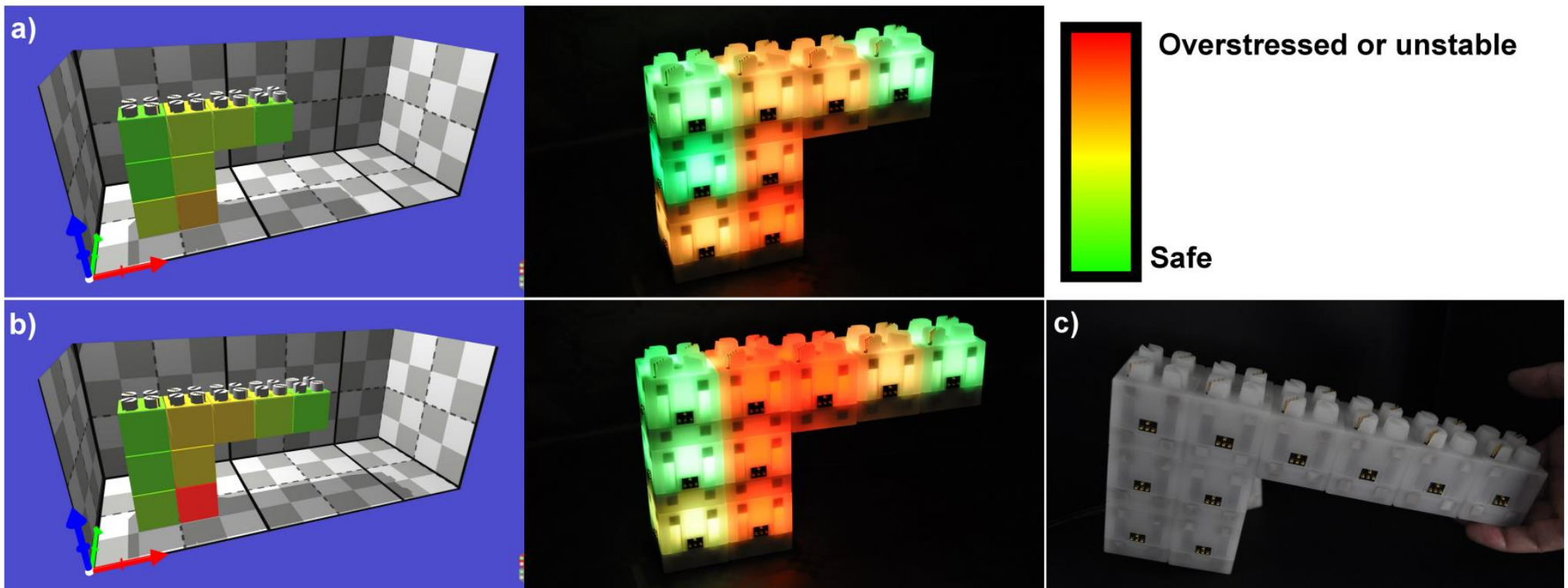
- Distributed detection of mechanically unsafe reconfiguration
 - Detecting loss of balance and breakage



Mechanical modeling



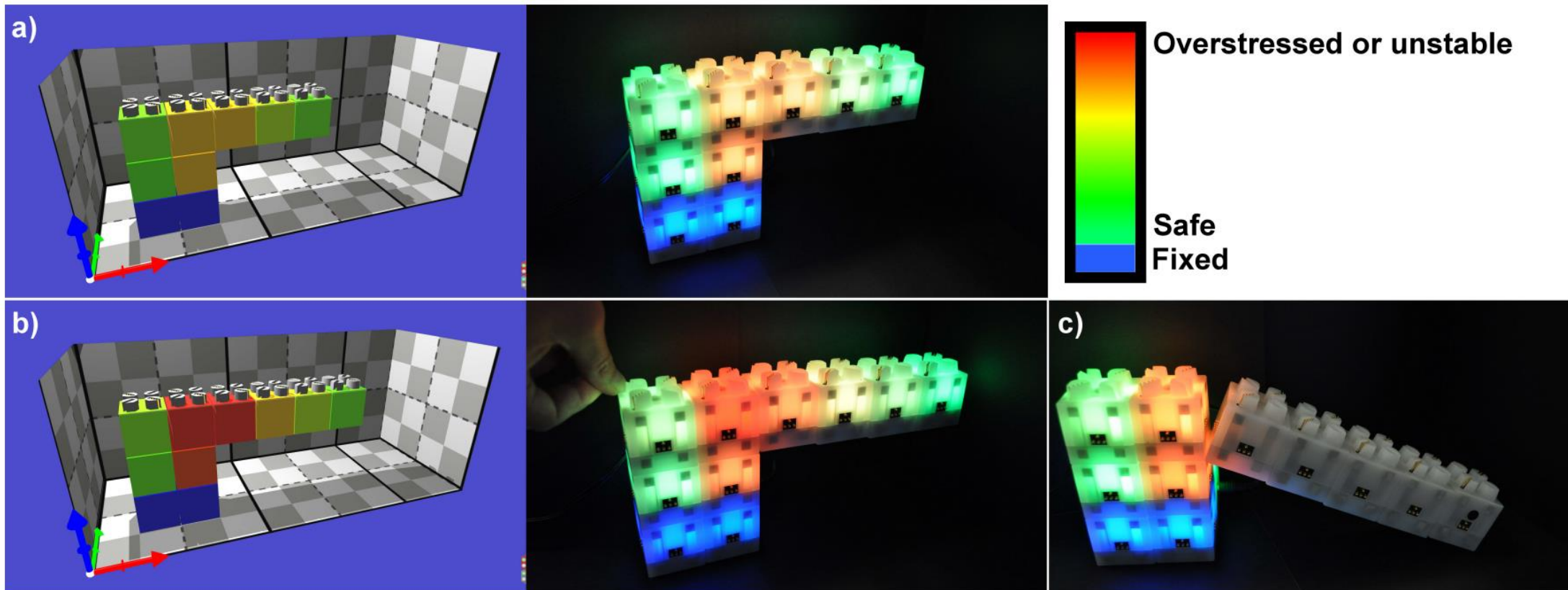
- Detecting loss of balance



Mechanical modeling



- Detecting breakage



Outline

Our Vision

Hardware design

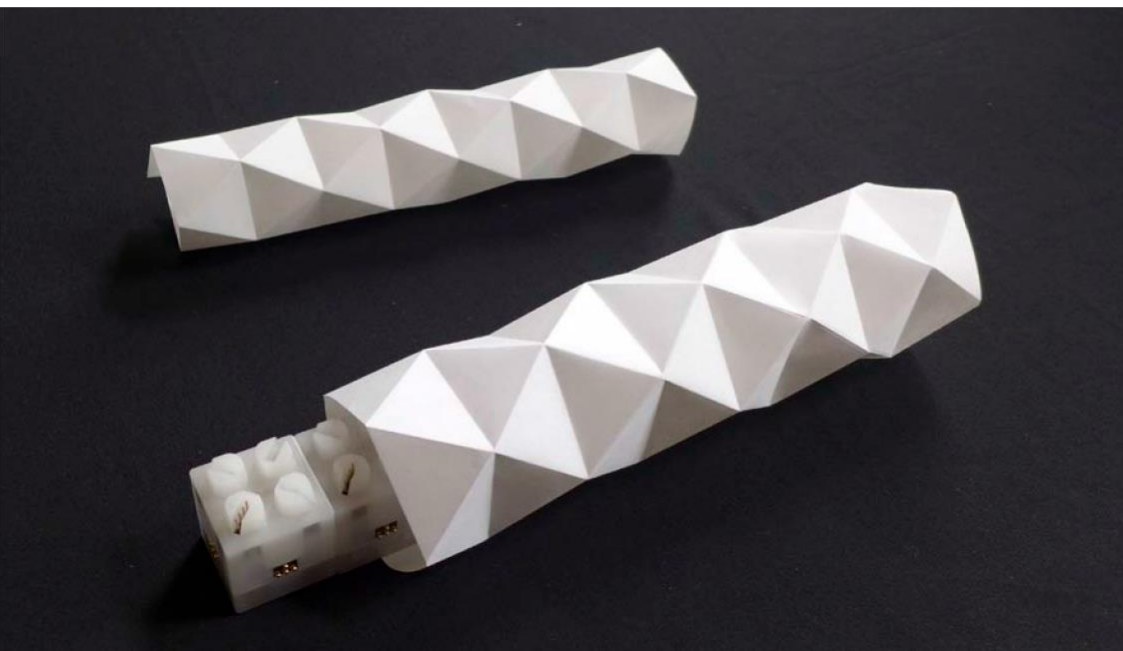
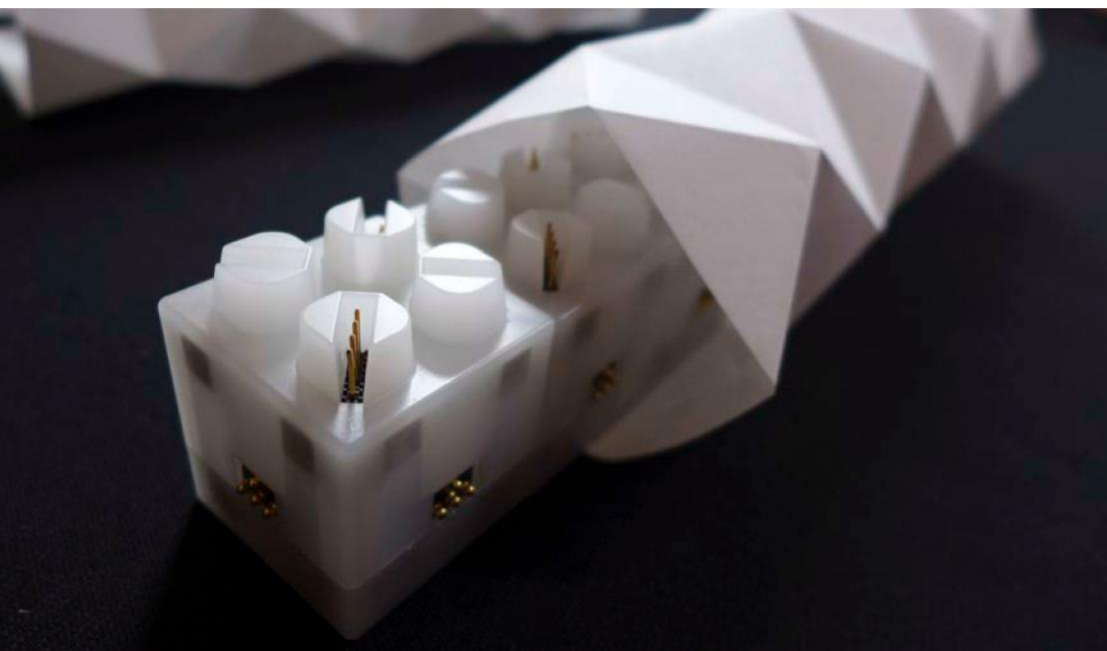
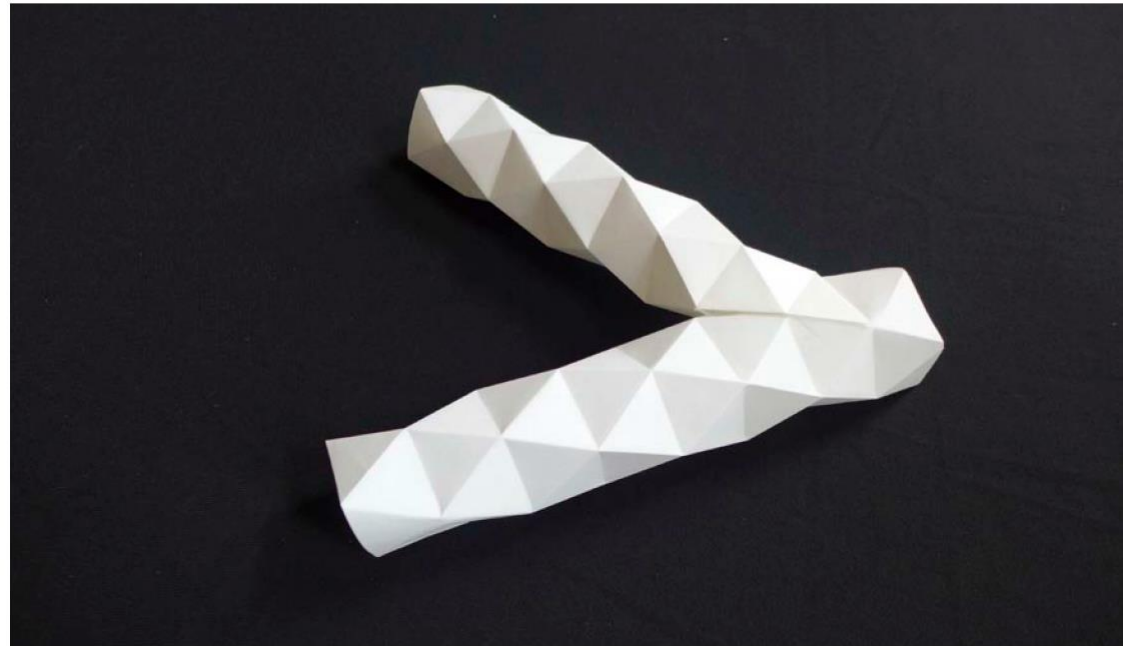
Software

Art

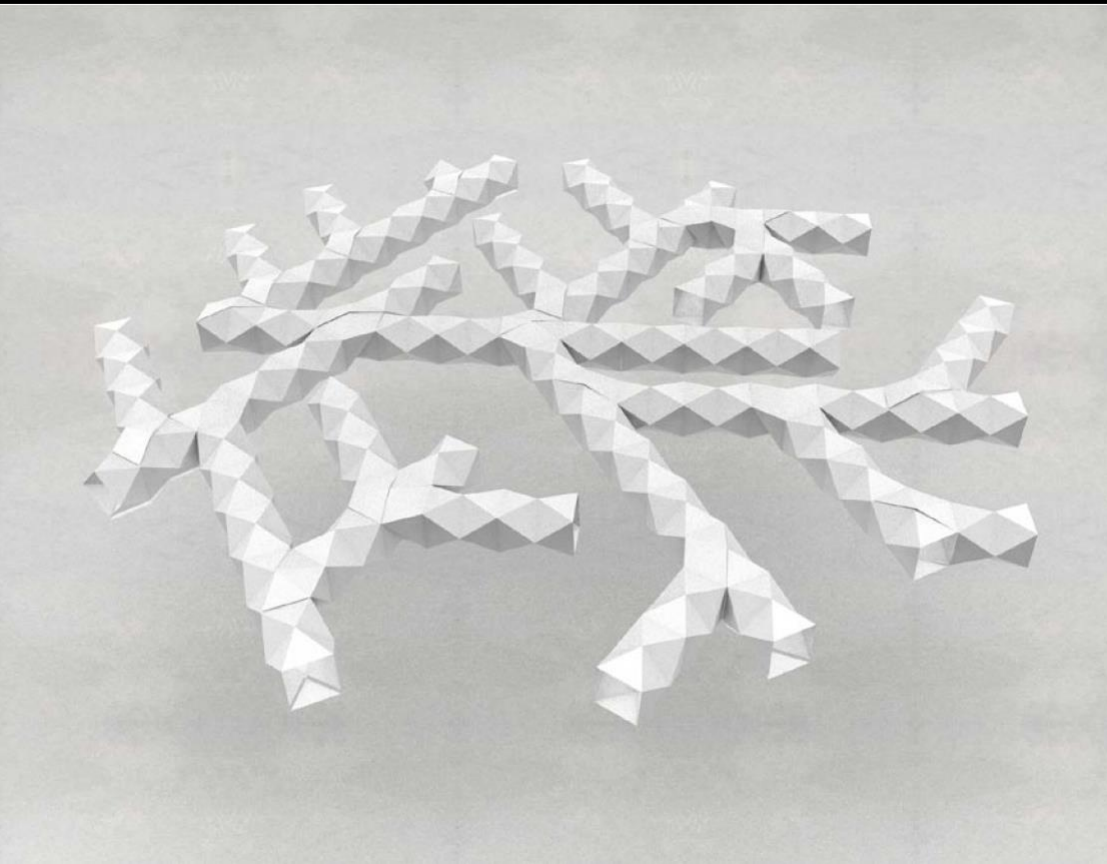
What's Next?

Reactive matter / Interactive sculptures / membranes experimentation

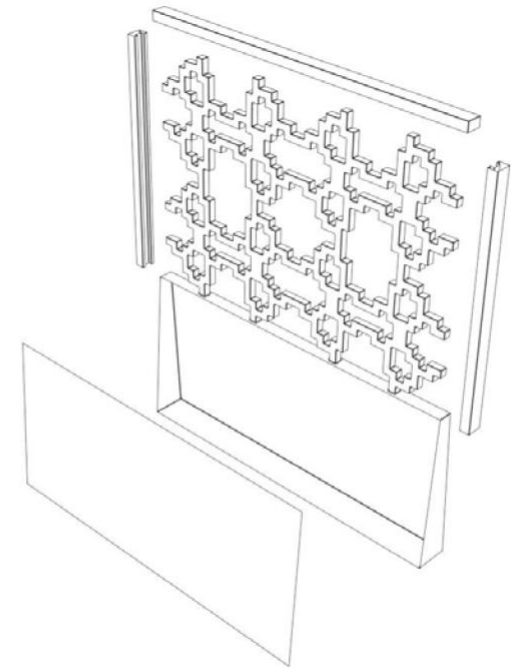
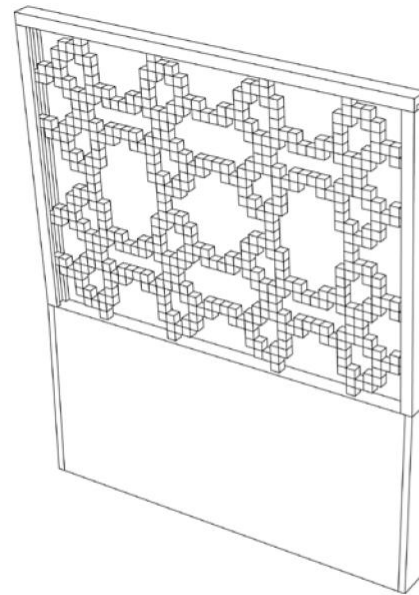
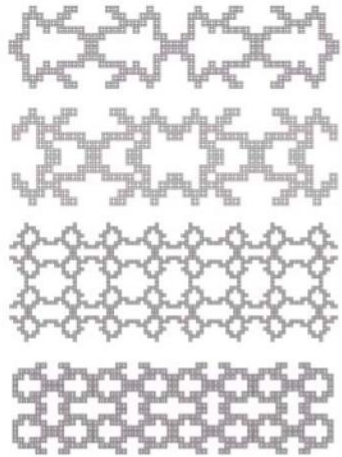
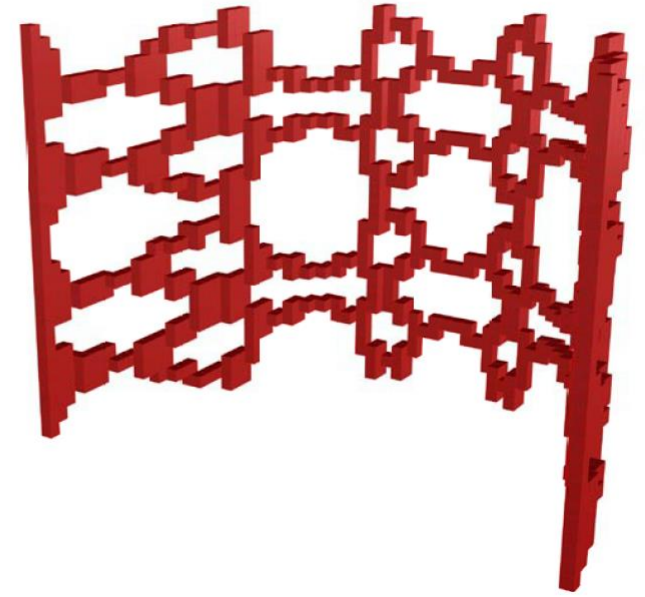
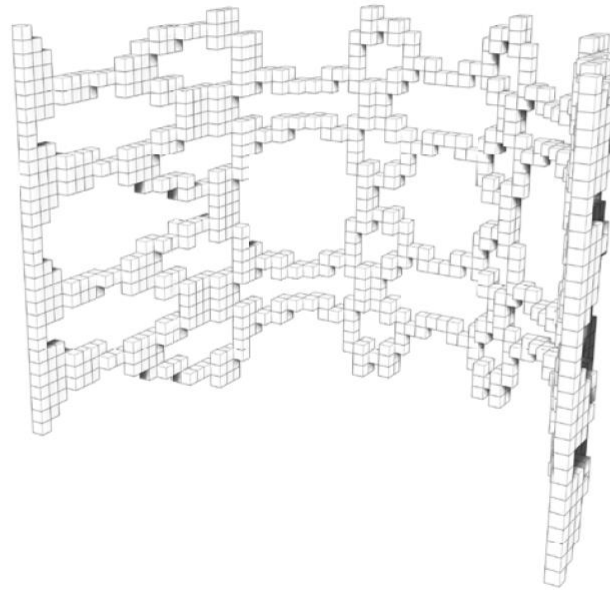
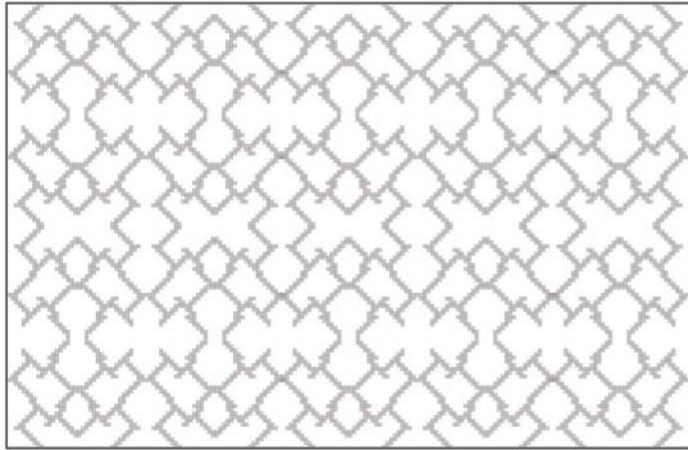
Scenocosme : Grégory Lasserre & Anaïs met den Ancxt

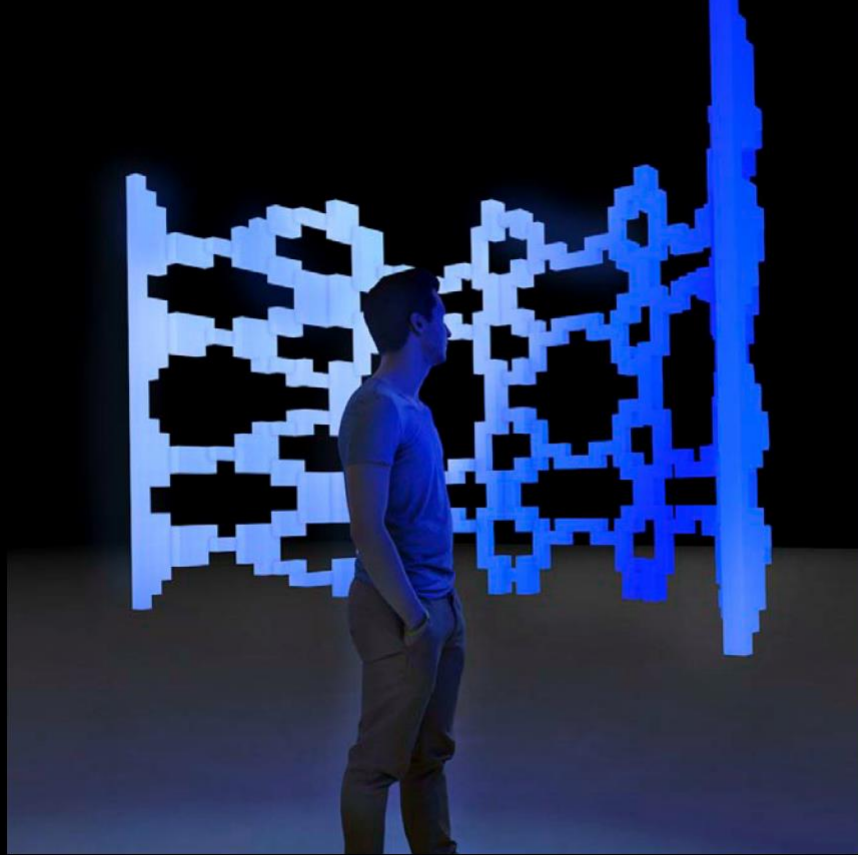


Reactive matter / Interactive sculptures / Lighting and sonorous feedbacks

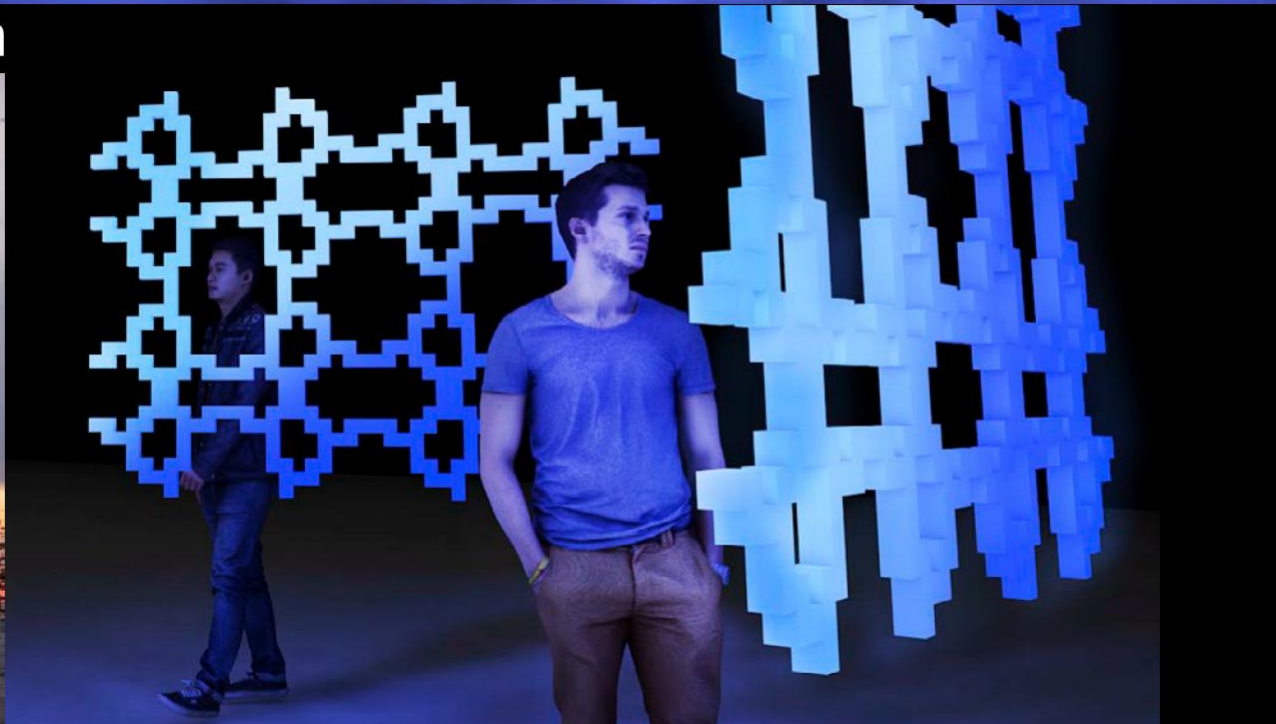


Reactive matter / Interactive sculptures / Mashrabiya design





Reactive matter / Murmuration



Outline

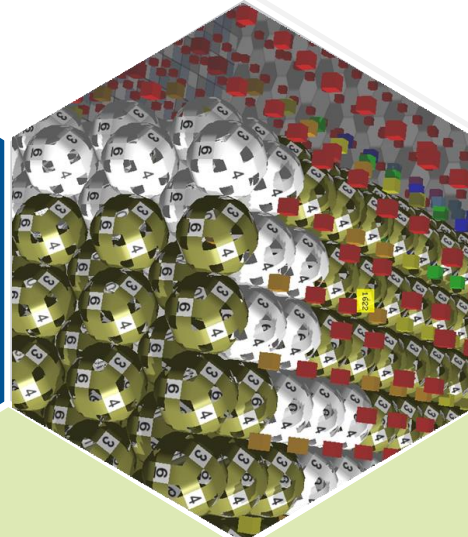
Our Vision

Hardware design

Software

Art

What's Next?



What's next?

- Hardware
 - Latching and actuation
 - Integration of the first 3D catoms
 - Scaling down the catom
 - First experiments
 - New catom design (deformation)
- Software
 - 3D Self-reconfiguration algorithm
 - More real test cases (gravity and forces)
 - Comparison between SR algorithms

Bibliography



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- [2] E. Hawkes, B. An, N. M. Benbernou, H. Tanaka, S. Kim, E. D. Demaine, D. Rus, and R. J. Wood, “Programmable matter by folding,” *Proceedings of the National Academy of Sciences*, vol. 107, no. 28, pp. 12 441–12 445, 2010.
- [3] S. Tibbits, C. McKnelly, C. Olguin, D. Dikovsky, and S. Hirsch, “4d printing and universal transformation,” pp. 539–548, 2014.
- [4] K. Gilpin, A. Knaian, and D. Rus, “Robot pebbles: One centimeter modules for programmable matter through self-disassembly.” in *IEEE International Conference on Robotics and Automation (ICRA)*, 3–7 May 2010, pp. 2485–2492.
- [5] W. McCarthy, “Programmable matter,” *Nature*, vol. 407, no. 6804, pp. 569–569, 2000.
- [6] Y. Ke, L. L. Ong, W. M. Shih, and P. Yin, “Three-dimensional structures self-assembled from dna bricks,” *science*, vol. 338, no. 6111, pp. 1177–1183, 2012.
- [7] J.-W. Kim, J.-H. Kim, and R. Deaton, “Dna-linked nanoparticle building blocks for programmable matter,” *Angewandte Chemie International Edition*, vol. 50, no. 39, pp. 9185–9190, 2011.

Thank you for your attention!

Questions

All the source code at:

<http://github.com/claytronics>

More information at:

<http://projects.femto-st.fr/programmable-matter/>

All videos at:



OMNI Team (FEMTO-ST/DISC/OMNI)



« An adult scientist is a kid that never grew up », Neil DeGrasse Tyson