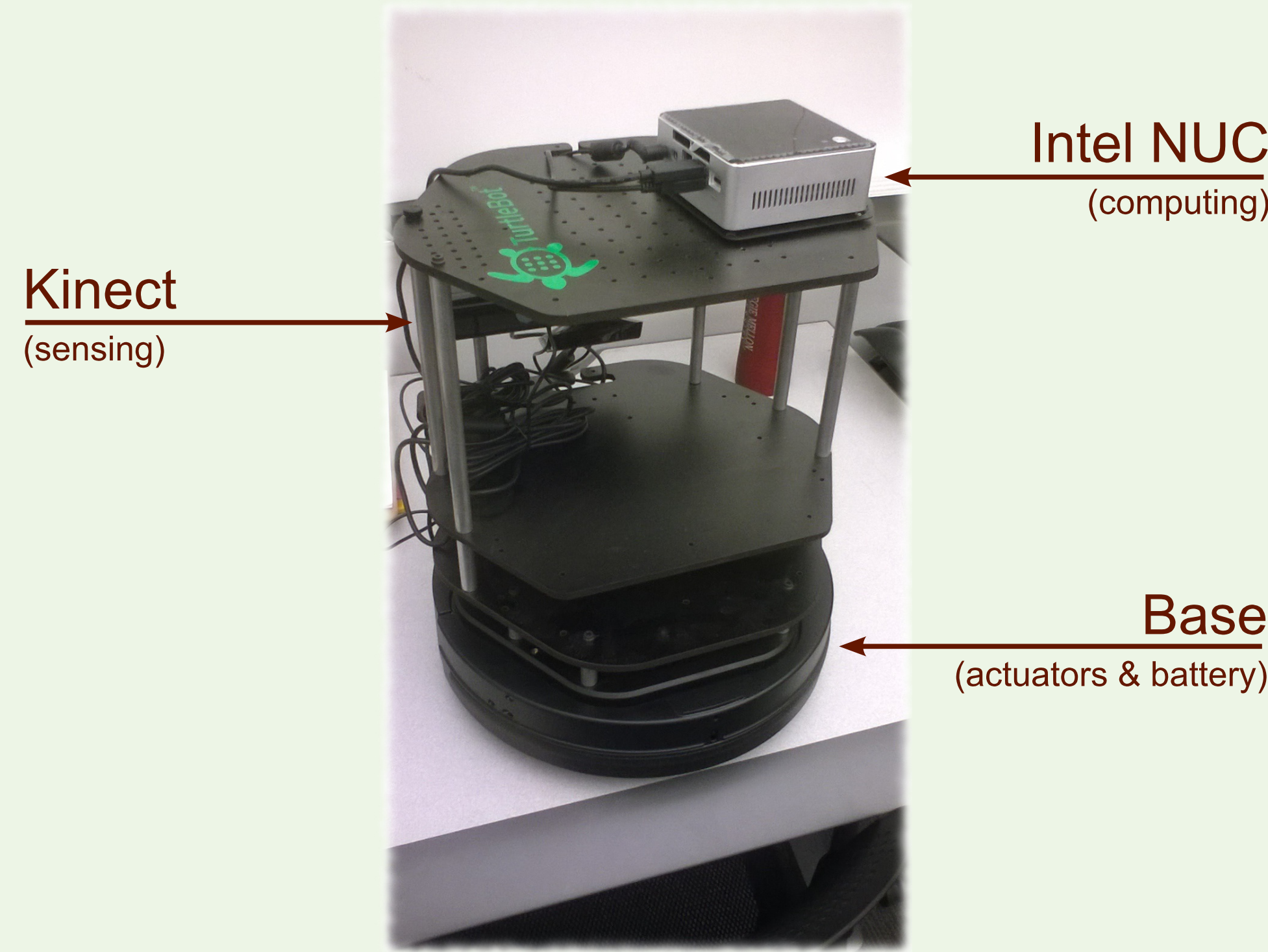


Context

- Building Resource Adaptive Software Systems (BRASS) is a project aiming to enhance *robotic adaptation to limited resources*.
- One such resource is battery power. Personal robots need to plan and execute adaptations to reduce power usage.
- To predict the effects of such adaptations, a *power consumption model* is needed.
- Battery power is consumed by hardware devices and software running on processing units.
- In this work we focus on *hardware power consumption of Turtlebot*:



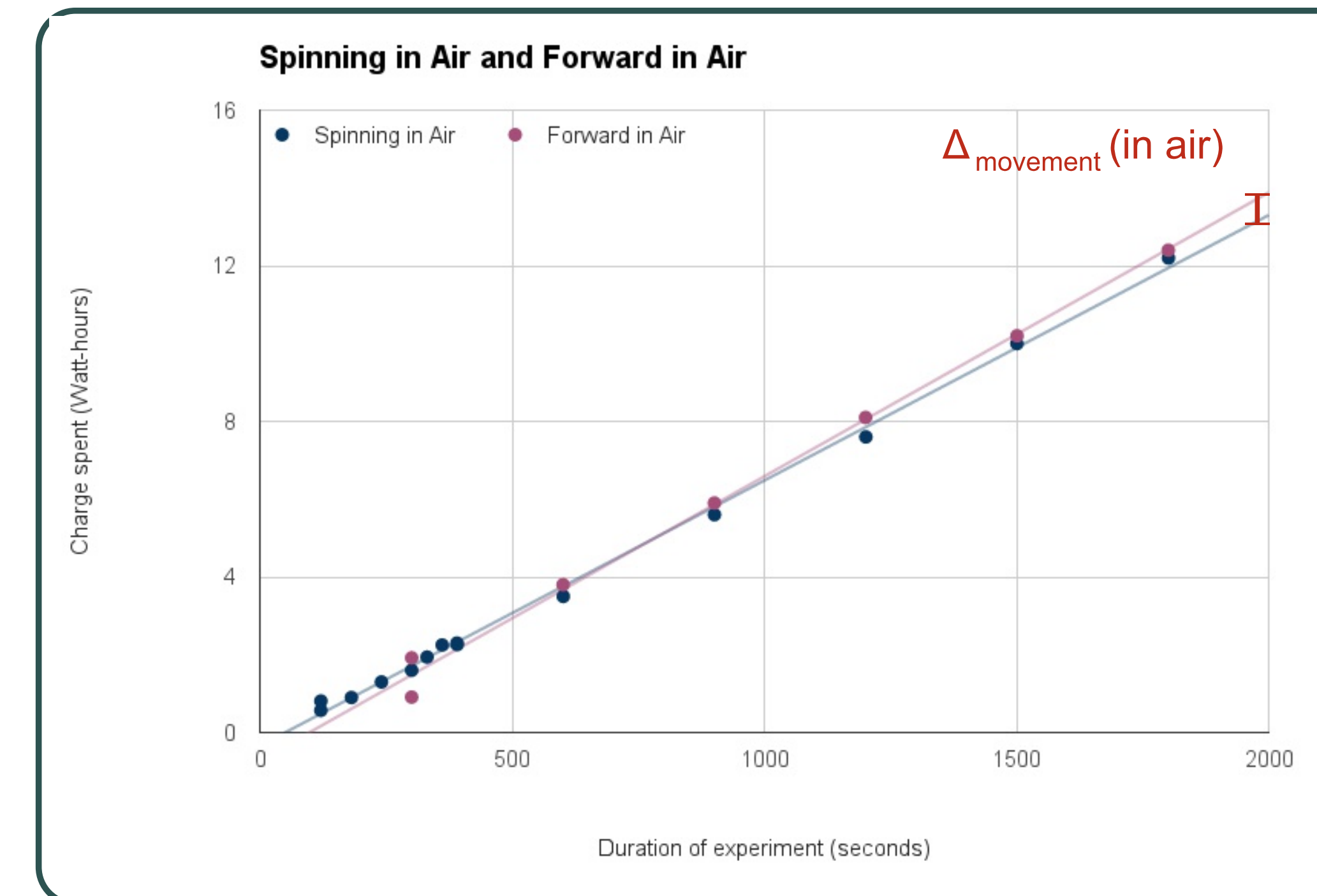
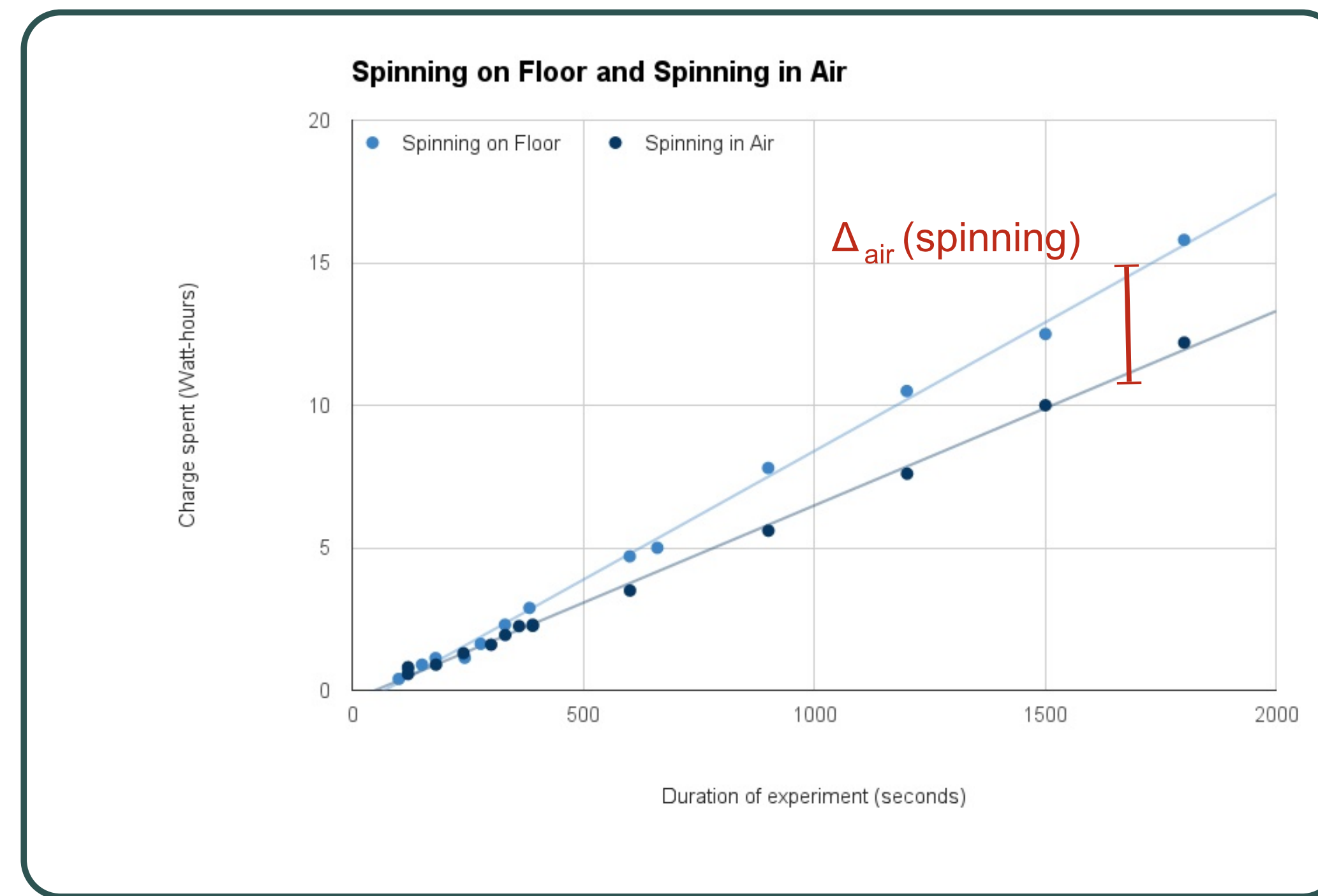
Problem

- What is the power model for the Turtlebot hardware (i.e., the base and Kinect)?
- This model should *predict the power consumption* (in watts) of the base and Kinect when performing a motion task based on variables such as speed, motion type (spinning or going forward), and the task duration.
- The model should also predict the *remaining battery charge* (in watt-hours, output voltages, and % of full charge) after completing a motion task.

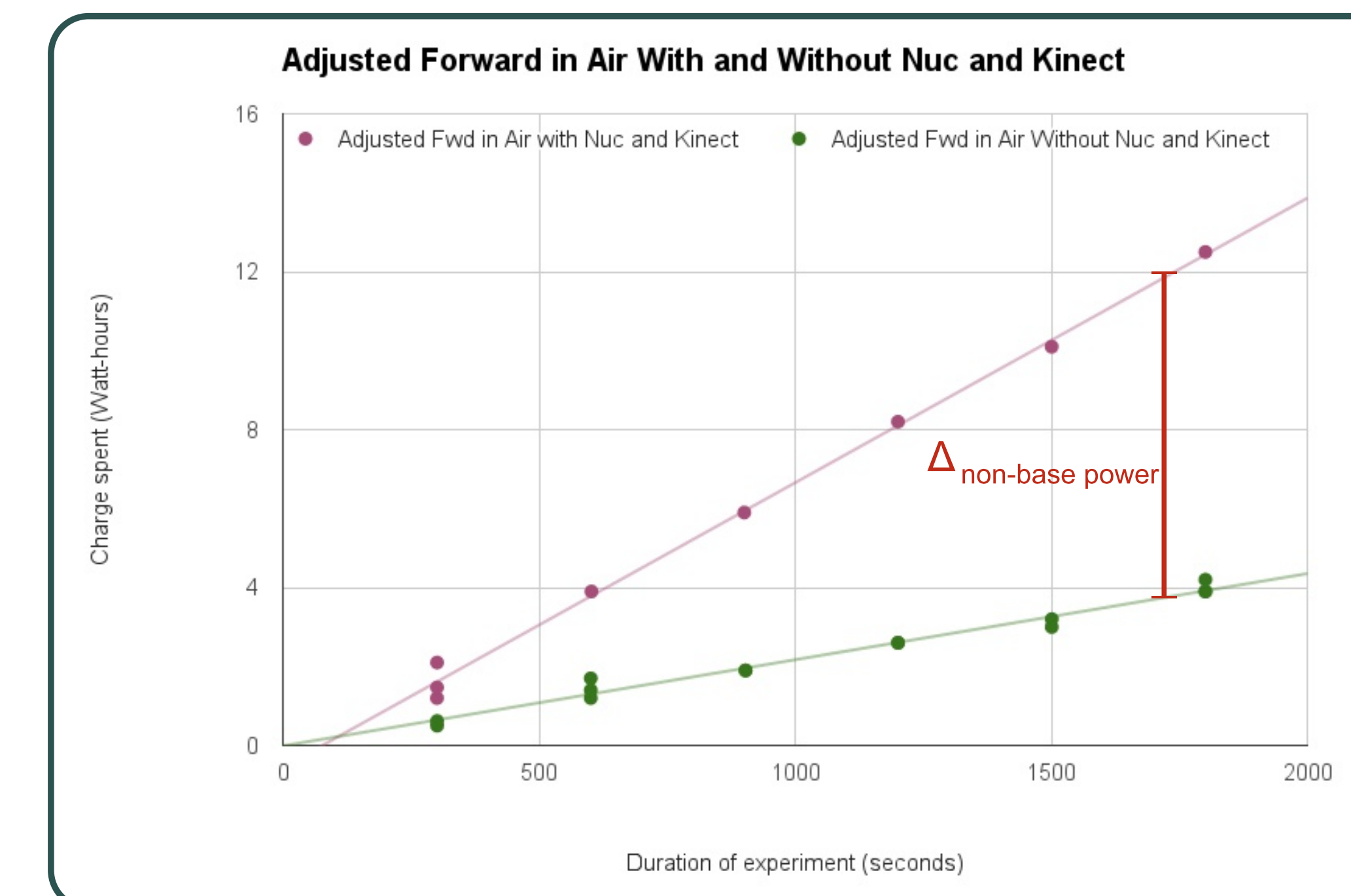
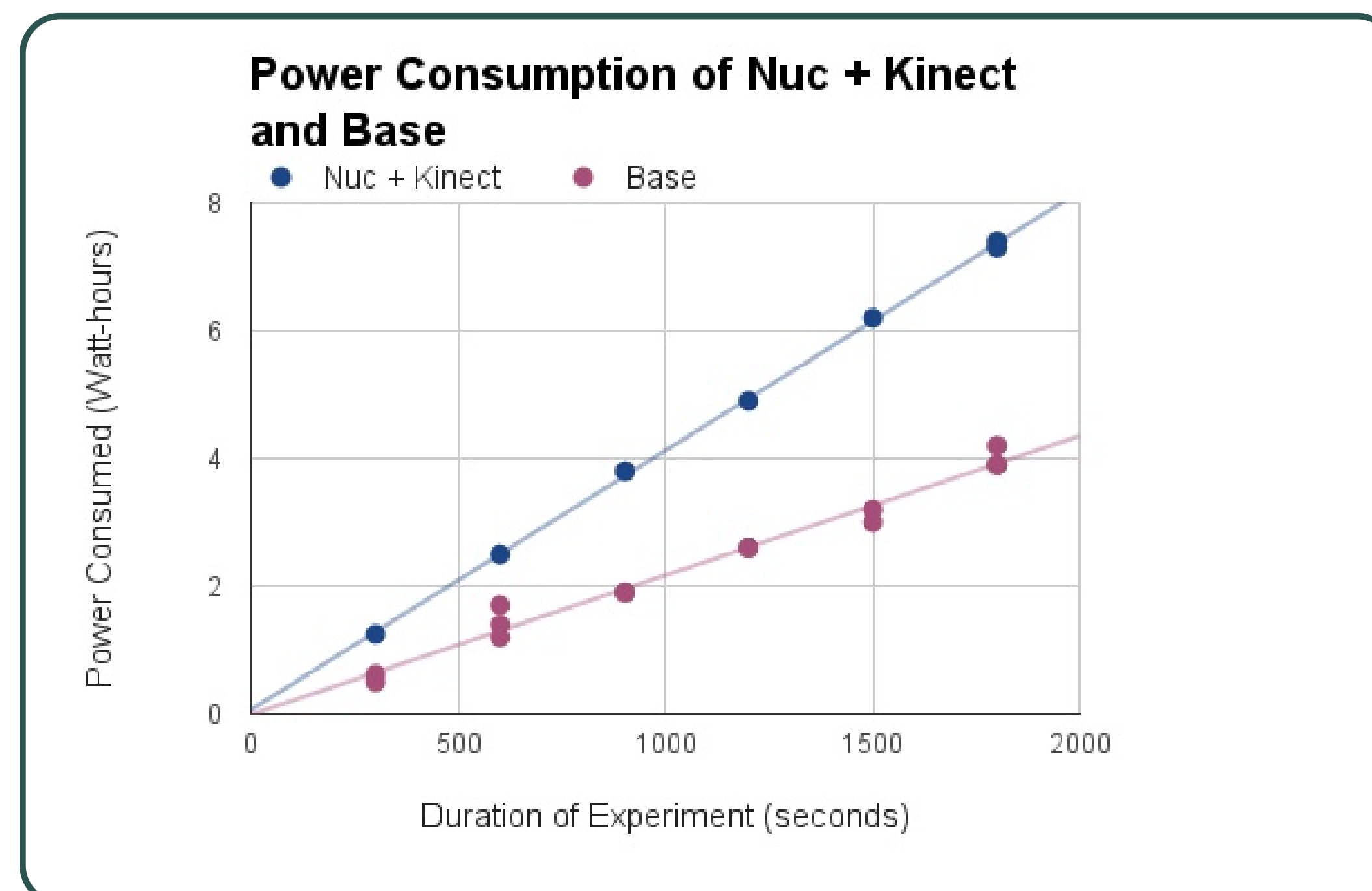
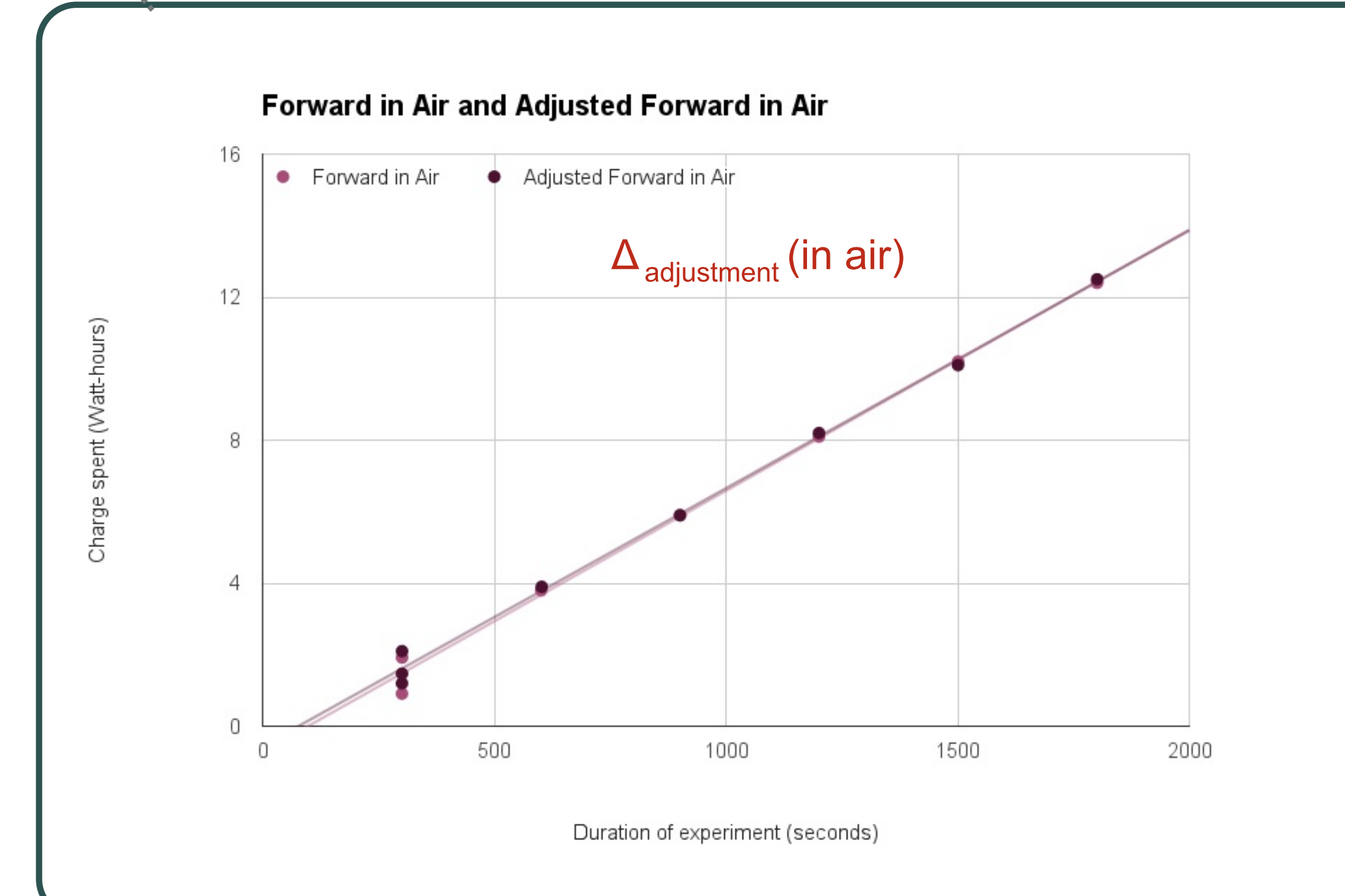
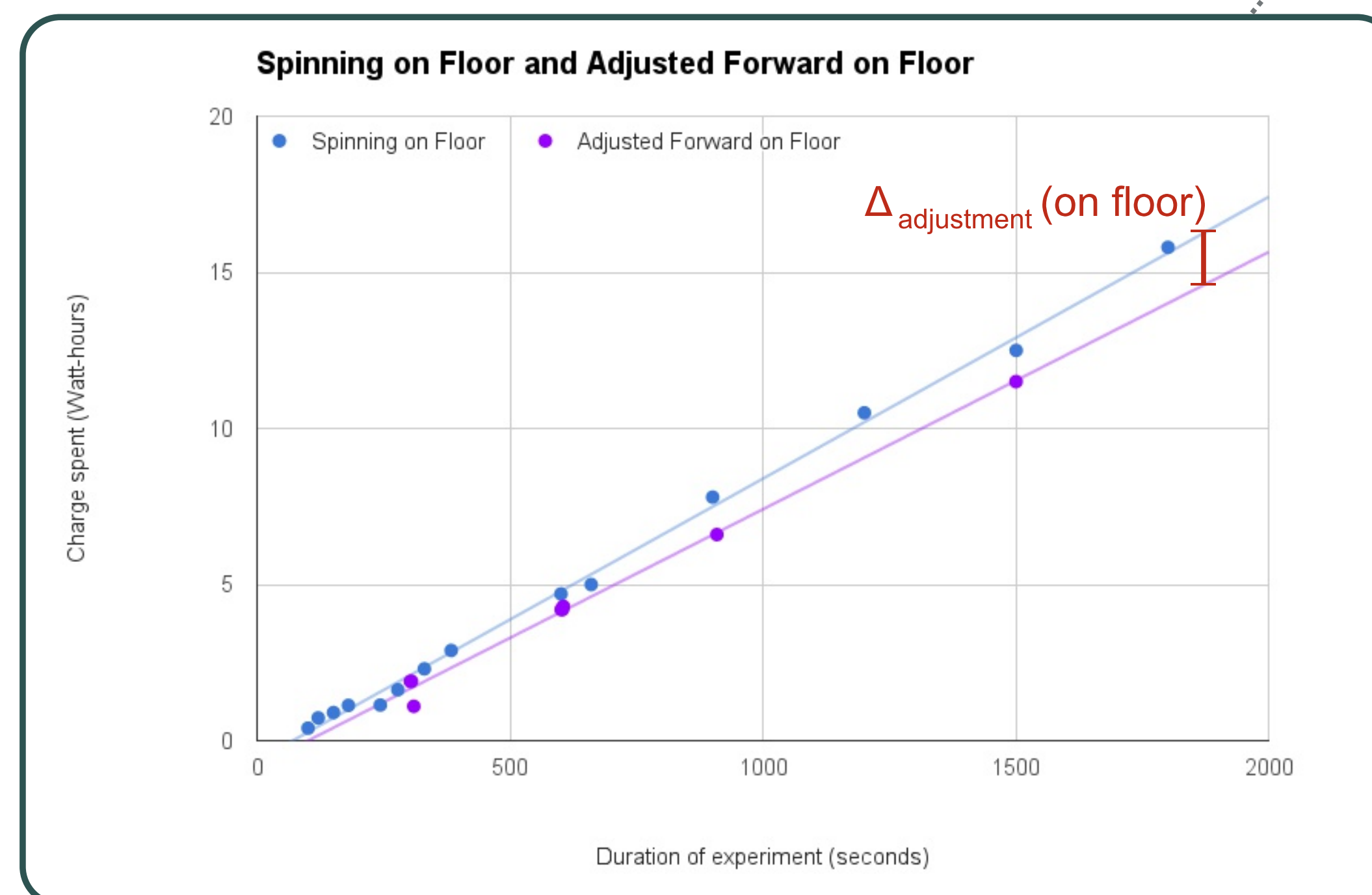
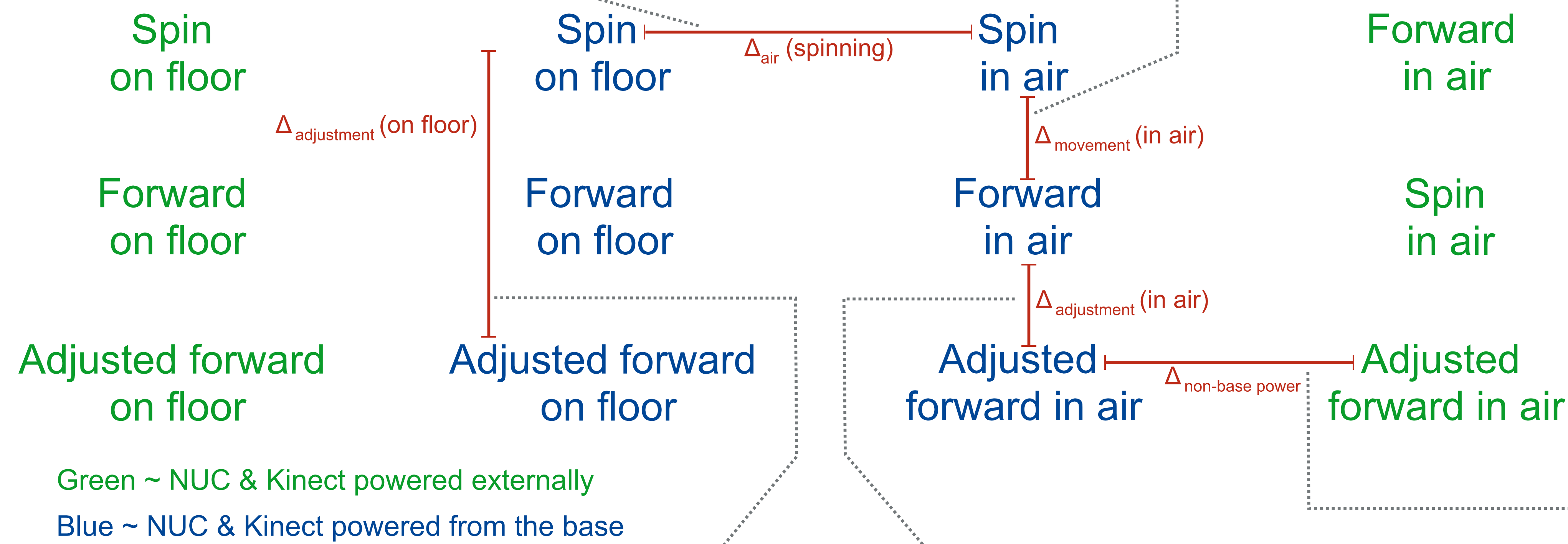
Challenges

- Direct power measurement between the motors and the battery (inside the base) is prohibitively difficult.
- Device separation is hard to achieve for longer tests. See the table below:

		Test length	
		Short (< 1 min)	Long (> 1 min)
NUC plugged into base	No	Low battery consumption causes noise	Cords have a finite length
	Yes	NUC power consumption causes noise	Limited controlled space



Data Collection Sequences

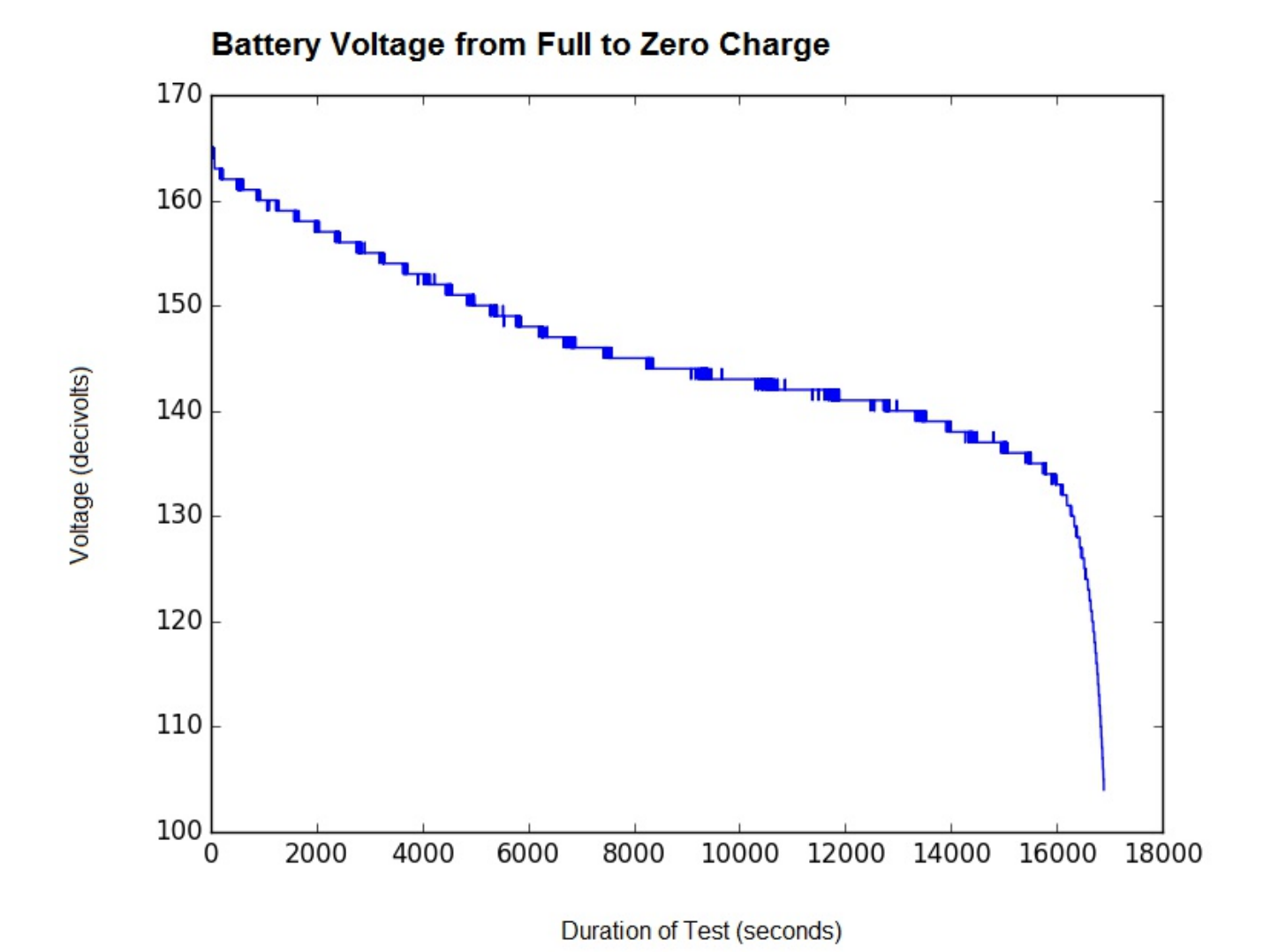


Approach

- *Experimental* data collection during motion tasks lasting for 5-30 minutes.
- *Black-box* treatment of devices: we observe only inputs and outputs.
- *Initial exploration* helped develop controlled experimental protocols.
- *Linear regression* used to create statistical models (see charts on the left).
- Variables in experiments:
 - *Independent*: time, carpet vs air, motion type.
 - *Controlled*: speed, software setup.
 - *Dependent*: battery charge/voltage, wheel clicks.

Findings

- Base & Kinect power consumption is *linear by time*. Good fit of linear regression, $r^2 \geq 0.9$.
- For spinning on the floor, the power consumption of the base in milliwatt-hours = $4.9t + 699$, with t being time in seconds.
- For going forward on the floor, the power consumption of the base in milliwatt-hours = $4.2t + 894$, with t being time in seconds.
- Average standard error of regression is 272 milliwatt-hours, which would translate into about 7 minutes difference per hour on average across all the data.
- Power consumption is *higher on the ground* than in the air by ~6 watts for spinning and ~3 watts for adj. forward.
- In the air, movement type is mostly insignificant: spinning and forward have about 2 minutes per hour difference.
- Battery voltage is not linear by time; see S-curve below.



Future Work

- Model validation: predicting how much power a task would use, running the task, and comparing actual power consumption with the prediction.
- Testing at different speeds and on different surfaces.
- More sophisticated motion types (e.g., arcs).
- Power simulation for a Turtlebot simulators (Gazebo).

Acknowledgments

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- This material is based on research sponsored by NSF under Grant No. 1560137 and by AFRL and DARPA under agreement number FA8750-16-2-0042. The U.S. Government is authorized to reproduce and distribute reprints for Governmental purposes notwithstanding any copyright notation thereon. The views, opinions, findings, conclusions, and recommendations contained herein are those of the authors and should not be interpreted as necessarily representing or reflecting the official policies or endorsements, either expressed or implied, of NSF, AFRL, DARPA or the U.S. Government.