

Claytronics, Synthetic Reality, And Robotics

Seth Goldstein & Todd Mowry

Carnegie Mellon University 8/30/04 Robotics IC

www.cs.cmu.edu/~claytronics

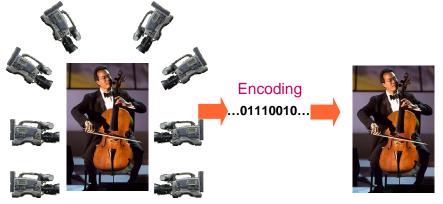
Joint work with Sitti, Hoburg, Lee, Aldrich, Seshan, Pfenning, Veloso, Sukthankar, Baker, Kirby, Rister, Reshko, Bowers

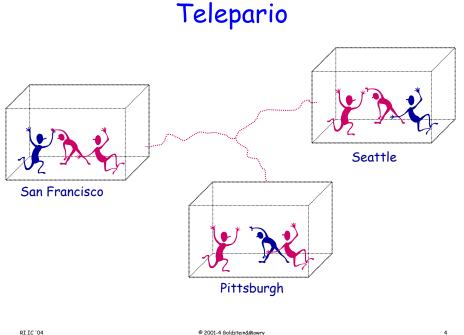
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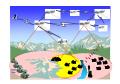


pario

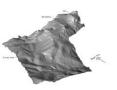
Latin: to bear, bring forth, produce; create, make, get













parioconferencing





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pariopresence



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Science fiction?



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Science fiction?



Flynn/SRI

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Amorphous Computing/ **Emergent Behavior** Modular Robots

Veloso/CML

ing/MIT



Multi-Robot Teams





Programmable matter

- An ensemble of material that contains sufficient
 - local computation
 - actuation
 - storage
 - energy
 - sensing & communication
- Which can be programmed to form interesting dynamic shapes and configurations.

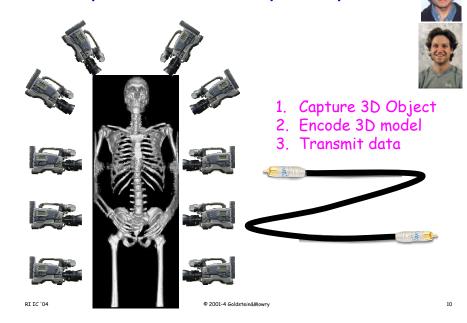
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Claytronics

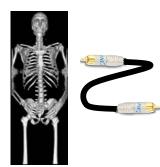
- Bring matter under computer control i.e., programmable matter
- Path to the future
 - 1 micron cubed catom
 - Creation of useful artifacts
- Create a enticing system that explores ALL the computer science issues of programmable matter
- Basis for Synthetic Reality/Future Robots

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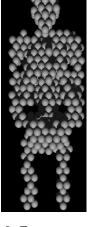
Synthetic Reality - Capture

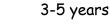


Synthetic Reality - Reproduce



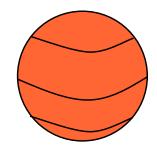
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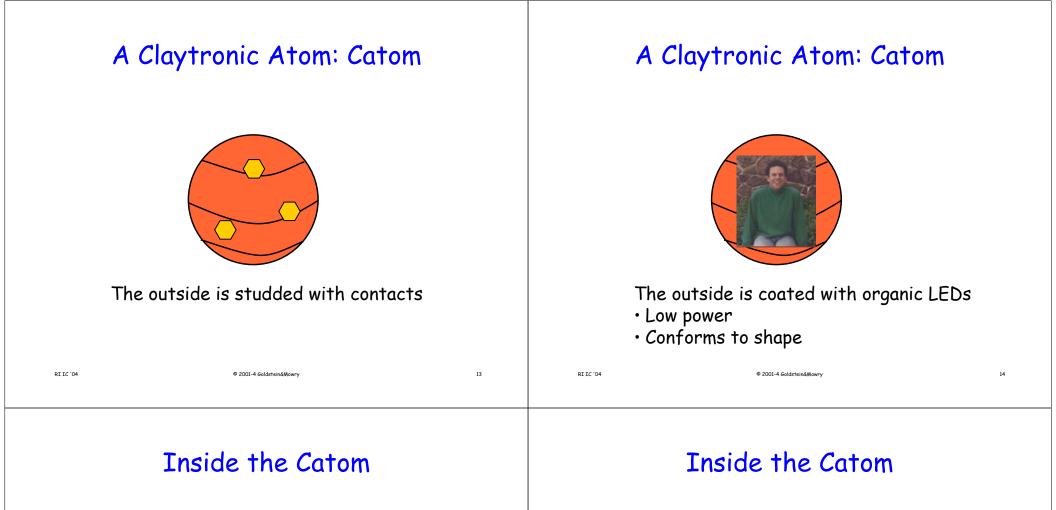


5+ years

A Claytronic Atom: Catom

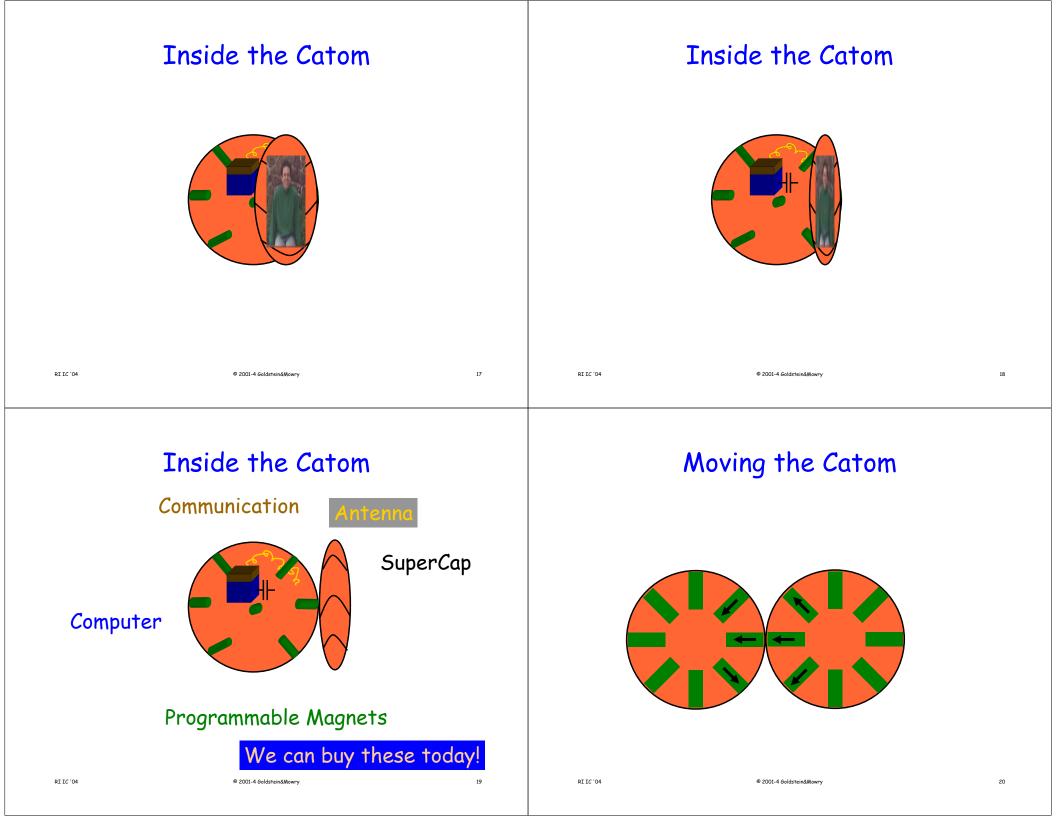


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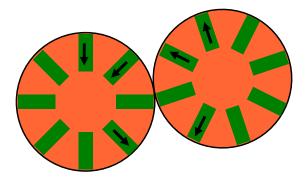




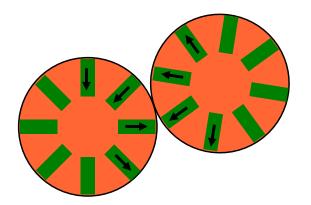


	Moving the Catom			Moving the Catom	
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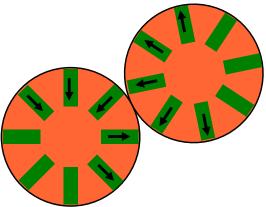
Moving the Catom

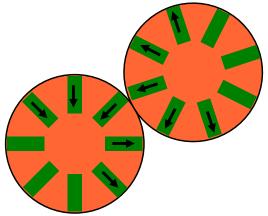


Moving the Catom



Moving the Catom			Moving the Catom		
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	Moving the Catom			Moving the Catom	







Claytronics Today

- · 2D system
- Modular design











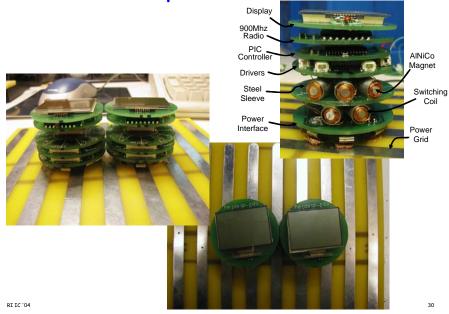


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Complete Catoms



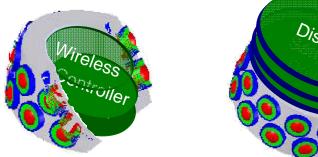
Magnets For Locomotion

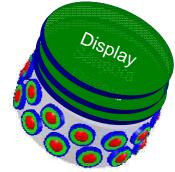






Next Generation 2D catom



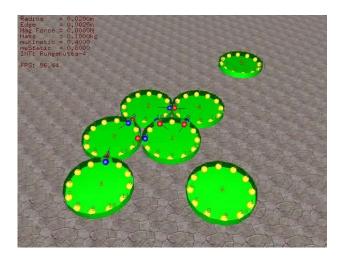


ETA: November 15, 2004

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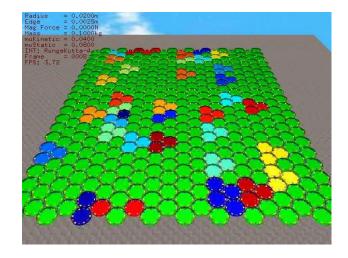
First Step, Find and localize





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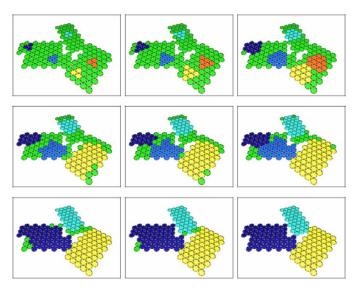
Distributed Localization



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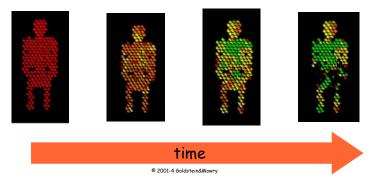
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Handling Grain Boundaries



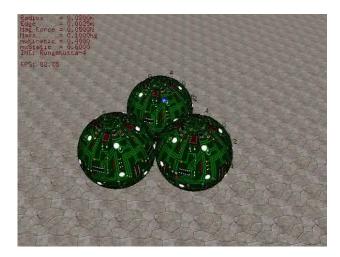
Next Step, Create Network

- Use simple local rules to form hierarchy
- 10 line program does this!
- Local only decisions \rightarrow Global effect

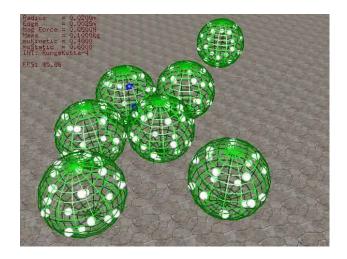


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Simulation of Future Catoms



And Localization



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Multiple Networks



Unlike current systems, we can only create a single electrical contact between devices, so cooperation is needed to form circuits

An external source provides V_{dd} and ground lines, and separate pathways are formed through the object to power each catom



We have developed an algorithm that keeps basic static shapes powered.

Future work includes leveraging the hierarchy and powering dynamic structures.

Getting There From Here

 Goal: Robust ensemble of millions of catoms

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- Claytronics Design Principles
 - No Moving Parts
 - Local Control
 - No Static Power



Moore's Law Нарру B'Day RI IC '04 © 2001-4 Goldstein&Mowry

Where are we in 50 years?

	1949	2003	2050
	Eniac	greeting card	Programmable matter
Cost	5M-23M (2002 \$)	1\$	1 millicent
Weight	30 tons	1 oz	20 µg
Volume	450 M ³	1 cm ³	1 nm ³ ?? (1 μm ³)
Power	200KW	20mW	2 attowatts
Cycle time	>200µs	25ns	2 picosec
Storage	<800B	4KB	16KB

Cogent arguments for both sooner and later exist © 2001-4 Goldstein&Mowr

Scaling of Claytronics

	Macro	Micro	Nano
Dimensions	>1 cm	>1 mm	<10 microns
Weight	10's gr	100's mg	<1 mg
power	<2 Watts	10's mW	10's nW
Locomotive mechanism	Programmable magnets Electromagnets	Electrostatics	Aerosol
Adhesion mechanism	Nanofiber adhesives Magnets	Programmable nanofiber adhesives	Molecular surface adhesion and covalent bonds
Manufacturing methods	Conventional manufacturing and assembly	Micro/Nano- fabrication and micro-assembly	Chemically directed self- assembly and fabrication
Resolution	Low	High	High
Cost	\$\$\$/catom	\$/catom	Millicents/catom

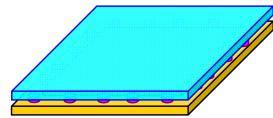
3D Catom Proposal

• Three die

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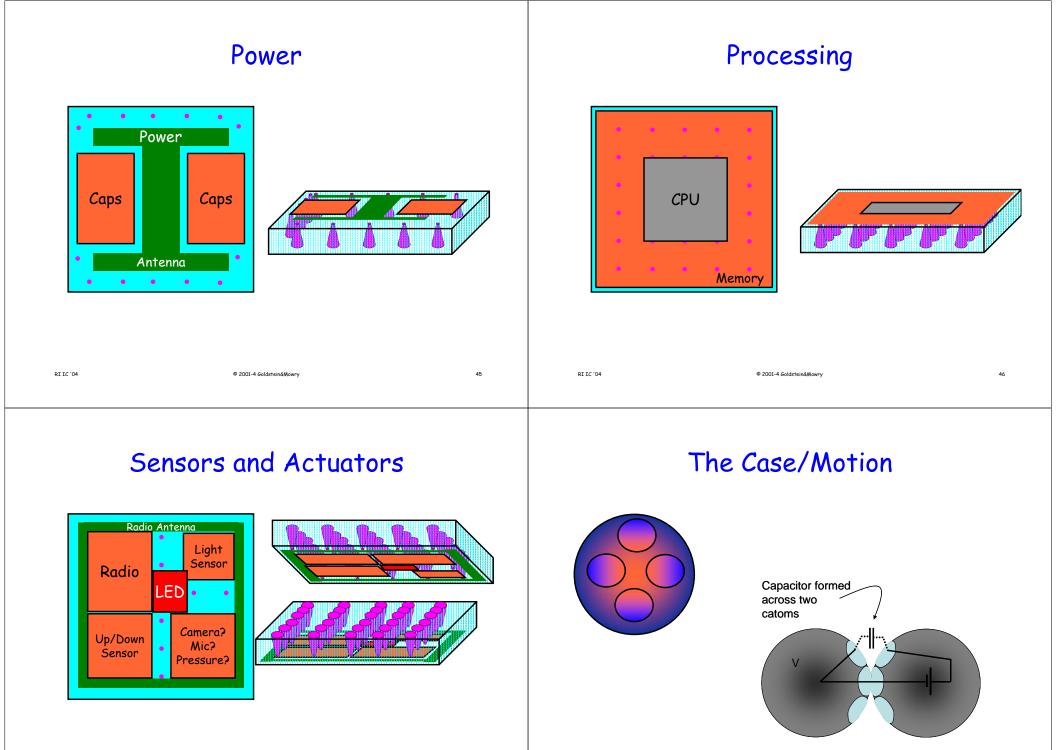
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- Compute die
- Sense/actuate die
- Power die
- Connect back-to-back use through die vias



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What about the software?

- Distributed Planning
- Programming Models
- Networking

...

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Networking: Naming & Routing



Routing

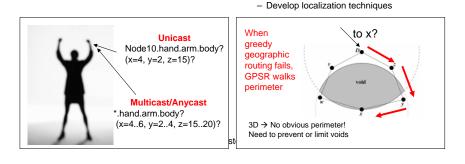
How to identify path to destination catoms

- Traditional ad hoc routing (DSR, AODV, etc.)
 - Relies on flooding → not scalable to Claytronic network sizes
- Geographic (GPSR)

 Requires planar network interconnect → cannot support arbitrary 3d structures

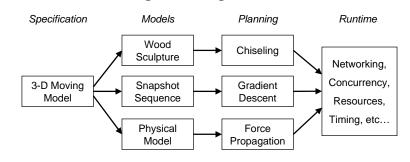
 Use programs to control 3d structure such that GPSR-like routing is possible

Our approach



Programming Language/Software Engineering Research

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Claytronics & Pario

- Open up an entire new application space
 - Entertainment (interactive clay)
 - Training (live-fire exercises)
 - Design

Naming

How will programs address catoms?

Identity: Geographic, based on shape (e.g.

Support multiple naming schemes (at

higher cost) until application needs are

· Granularity: Individual, multicast, anycast

- Driven by application needs

arm catoms)

clear

Our approach

- Interaction (telepario)
- Rescue
- (paramedic on demand)

(100x protein model)

- Metal Man (fault tolerant robotics)
- Vehicle for studying CS problem of the future:

How do you design, program, maintain, and use a billion component system?

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Claytronics & Pario

- Open up an entire new application space
- Vehicle for studying CS problem of the future:

How do you design, program, maintain, and use a billion component system?

• Vehicle for creating robot of the future How to design and program a collection of micro/nanorobots to create a useful macroscale robot?

Claytronics & Pario

- Open up an entire new application space
- Vehicle for studying CS problem of the future.
- Vehicle for creating robot of the future How to design and program a collection of micro/nanorobots to create a useful macroscale robot?

Claytronics & Pario

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- Open up an entire new application space
- Vehicle for studying CS problem of the future.
- Vehicle for creating robot of the future How to design and program a collection of micro/nanorobots to create a useful macroscale robot?
- Our Approach:

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- Make scaling work for us
- Exploit scale invariance
- Design for scalability in both number & size

Software Systems

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- Distributed Computing
 - how to write a program for 1M+ machines? what is the programming model?
- · Robot planning, distributed robotics
 - how to plan the coordinated movement, communication and sensing?
- Networking and sensor nets
 - how to geolocate, communicate?
- Emergent Behavior
 - how to self-organize and operate in uncertain environments with unreliable components?
- Many others...

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Hardware Systems

• •	Microrobots, modular robots - what is the design of the elements? MEMS/nanotech materials - how to achieve small scale economically? Magnetics and other actuation - how to do locomotion, actuation? High voltage silicon processing - how to achieve manufacturing economies of scale? Power systems - how to distribute power? 	
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