

ENHANCING AUTONOMY ON CONSTRUCTION SITES THROUGH IMPLEMENTATION OF SWARM ROBOTICS AS AN ADAPTIVE MATERIAL-HANDLING LOGISTICS SYSTEM

BT Graduation Studio Master Thesis June 2024

Mentors:

Serdar Asut

Stijn Brancart

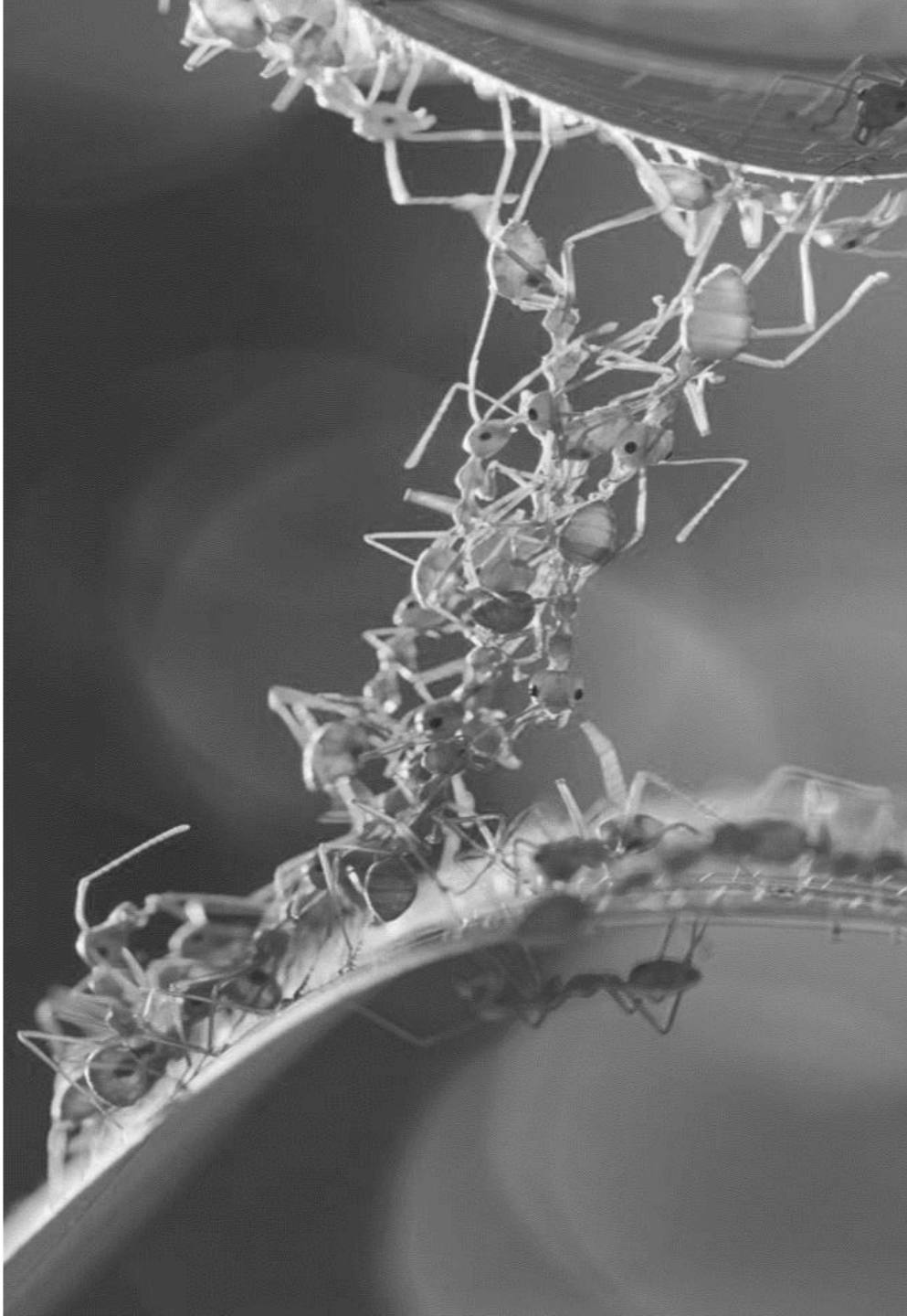
Jordan Boyle

Delegate of Board of Examiners:

Andrej Radman

Zahra Khoshnevis

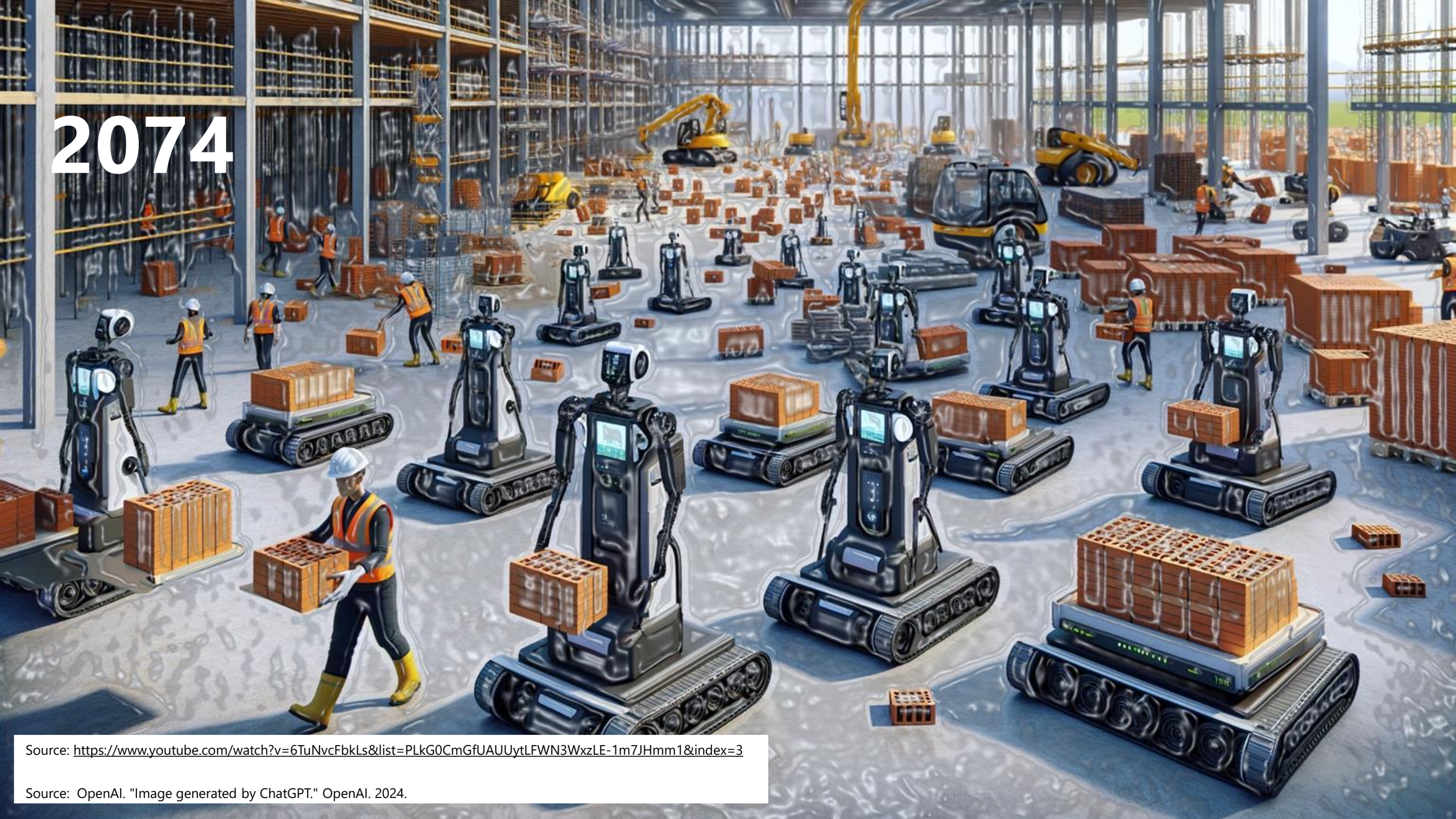




CHAPTERS

1. Introduction
2. Literature Review
3. Implementation
4. Simulation
5. Experiments
6. Results
7. Conclusion
8. Discussion
9. Reflection

2074



Source: <https://www.youtube.com/watch?v=6TuNvcFbkLs&list=PLkG0CmGfUAUytlFWN3WxzLE-1m7JHm1&index=3>

Source: OpenAI. "Image generated by ChatGPT." OpenAI. 2024.

2024



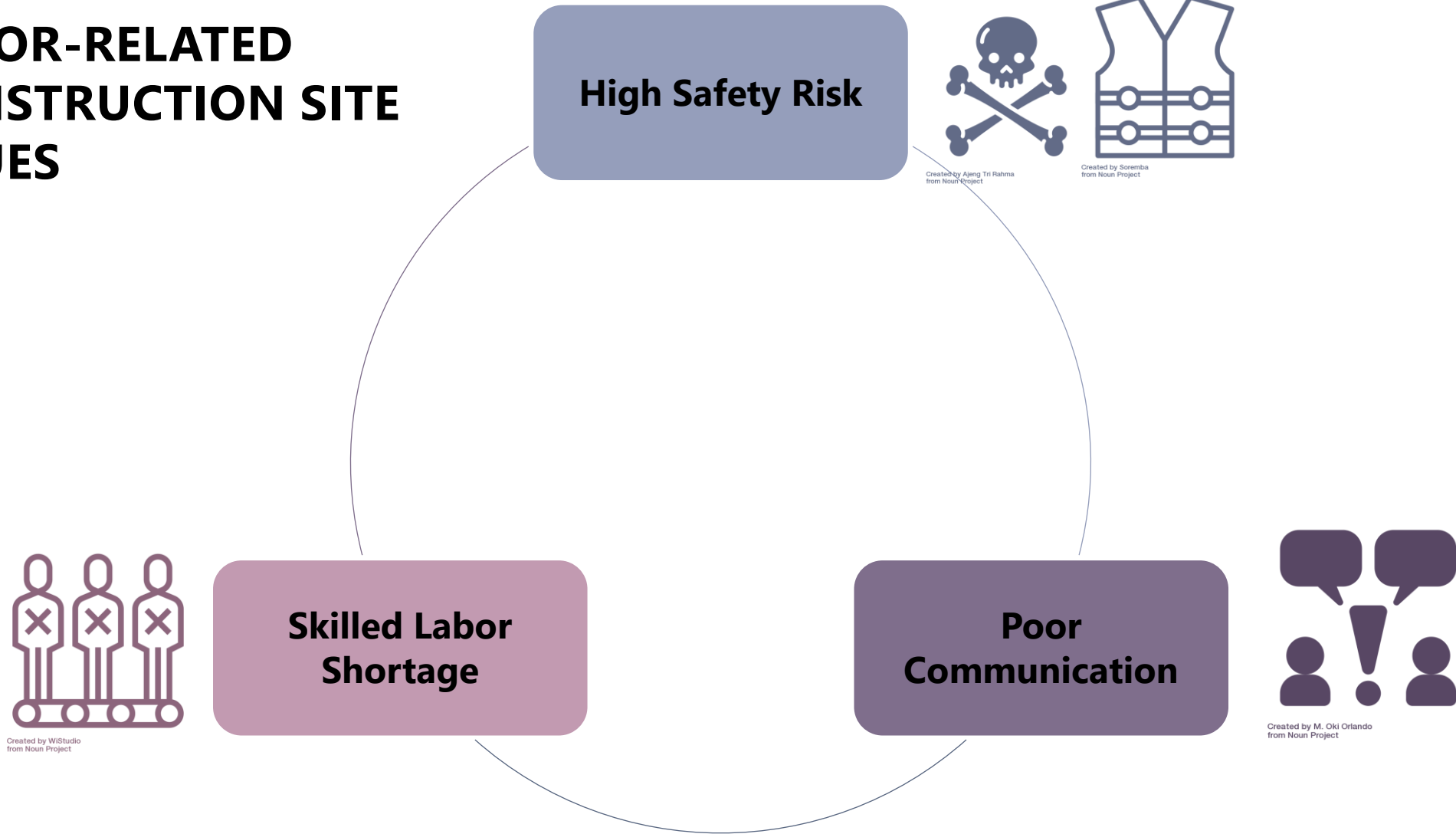
CONSTRUCTION INDUSTRY

- **High dependency** of the construction industry on the human workforce
- Challenges related to their **presence** on the construction site.

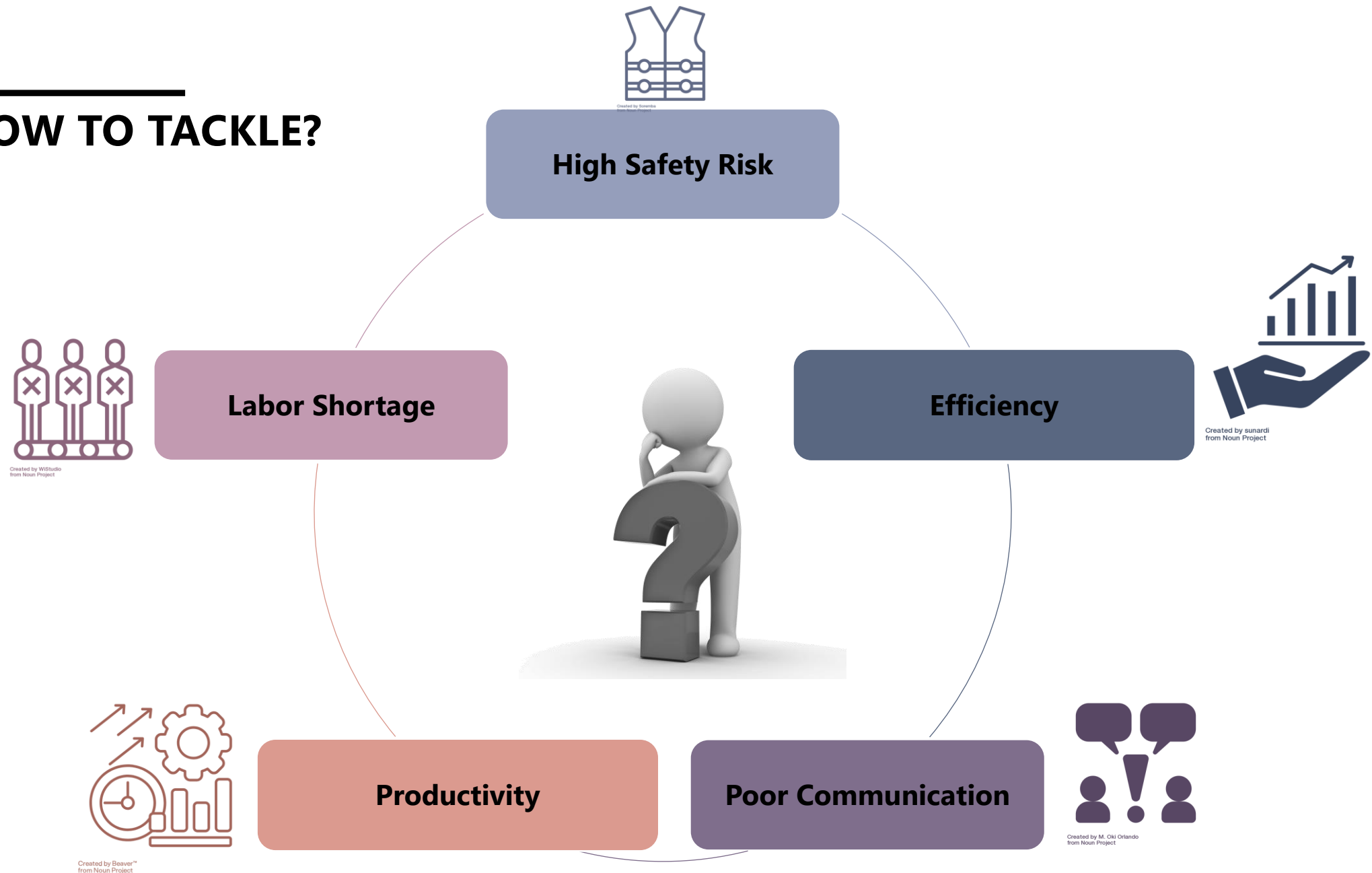


Source: OpenAI. "Image generated by ChatGPT." OpenAI. 2024.

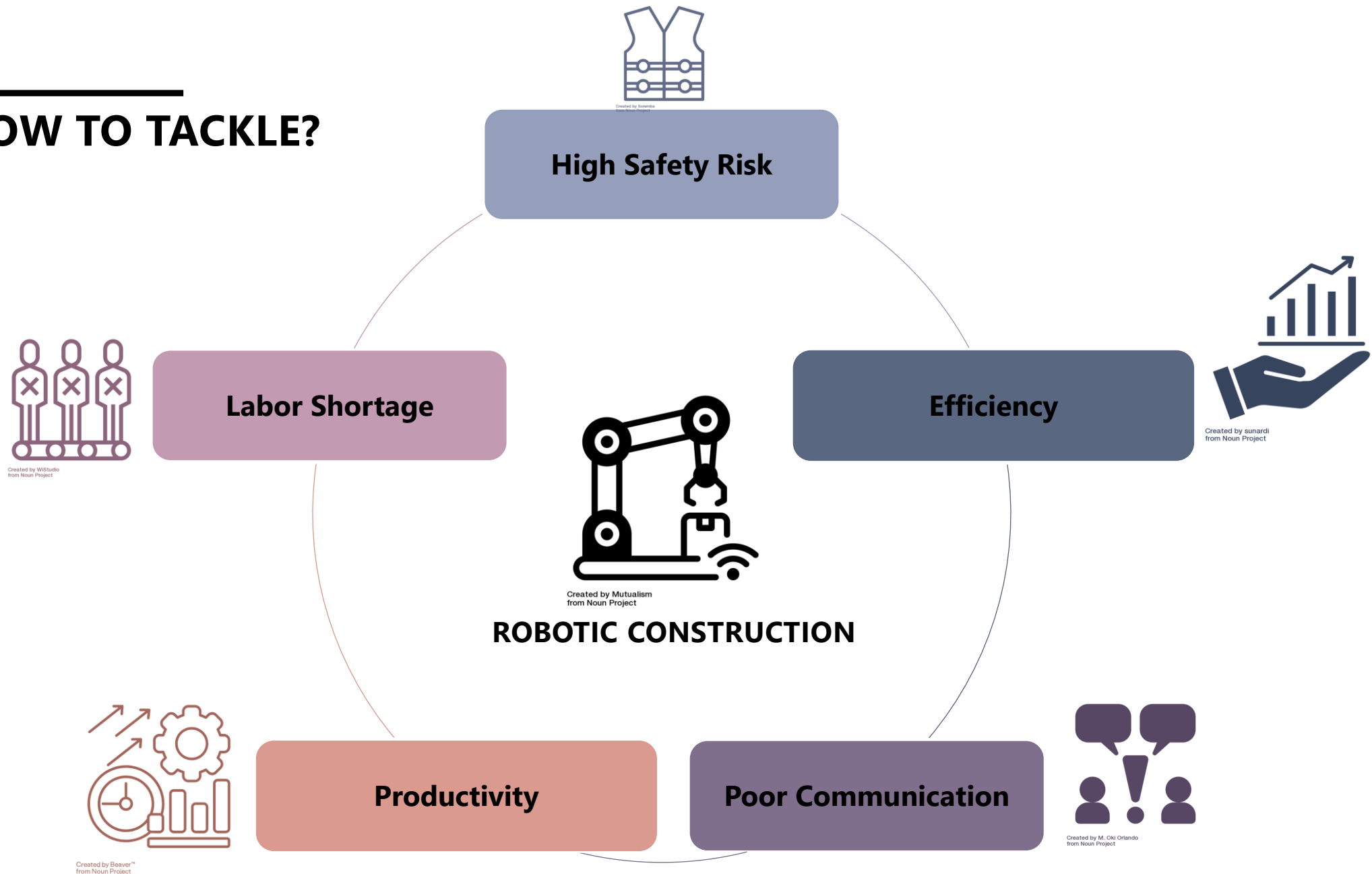
LABOR-RELATED CONSTRUCTION SITE ISSUES



HOW TO TACKLE?



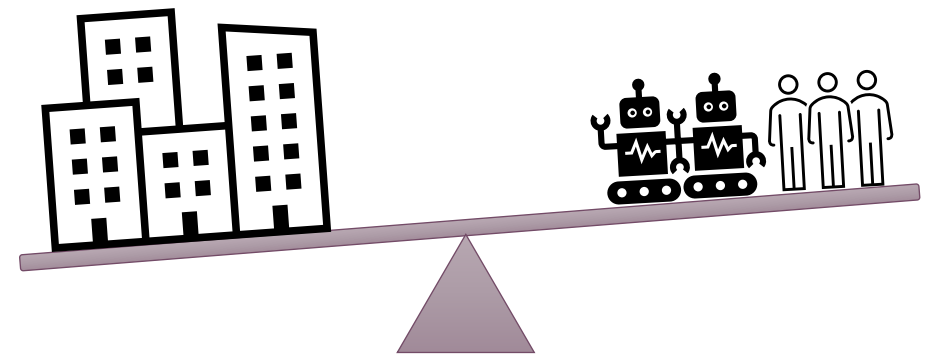
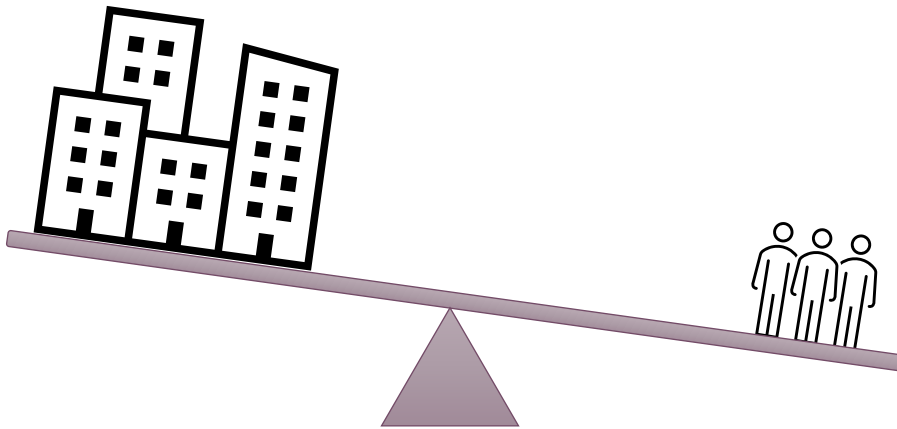
HOW TO TACKLE?



LABOR-RELATED ISSUES SOLUTIONS

Skilled Labor Shortage

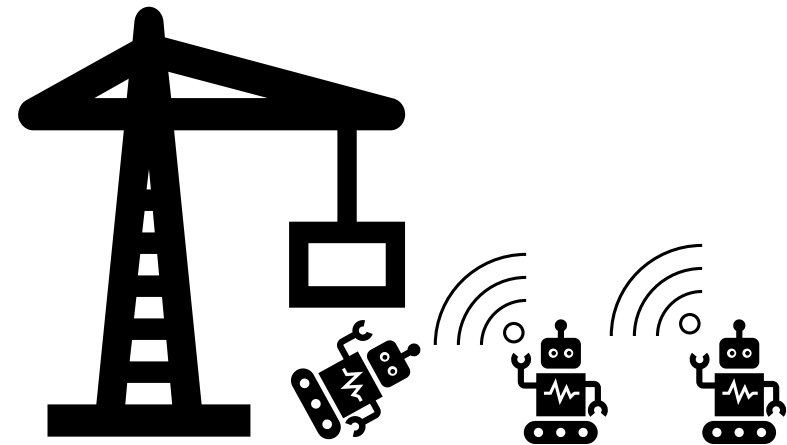
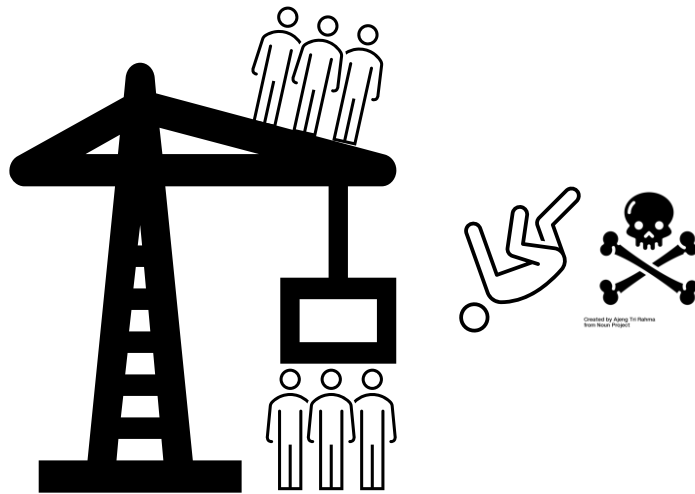
- Robots complement the human workforce
- Bring Back the balance to the industry



LABOR-RELATED ISSUES SOLUTIONS

High Safety Risks

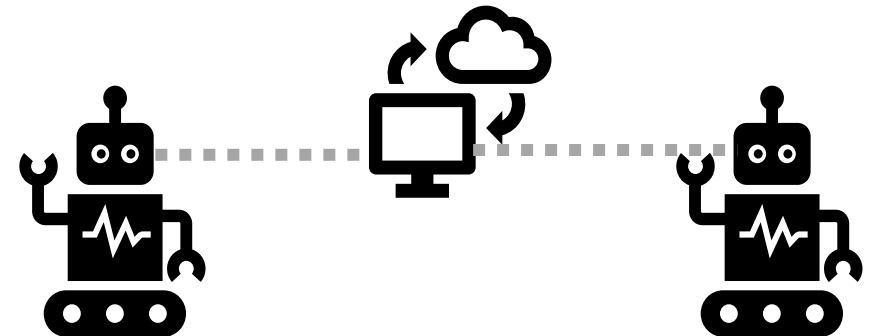
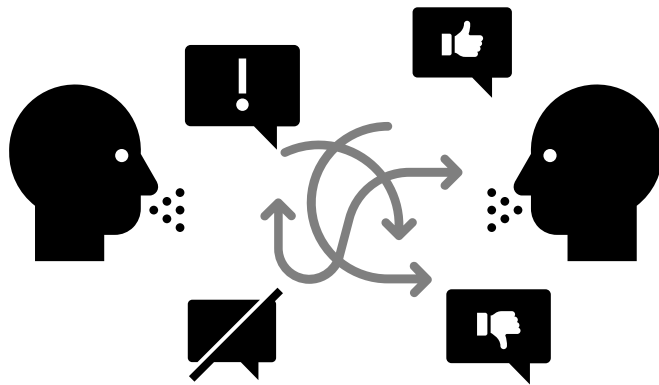
- sharing tasks with robots
- workers are less exposed to safety risks.



LABOR-RELATED ISSUES SOLUTIONS

Poor Communication

- Robots with built-in standard communication
- No different interpretations



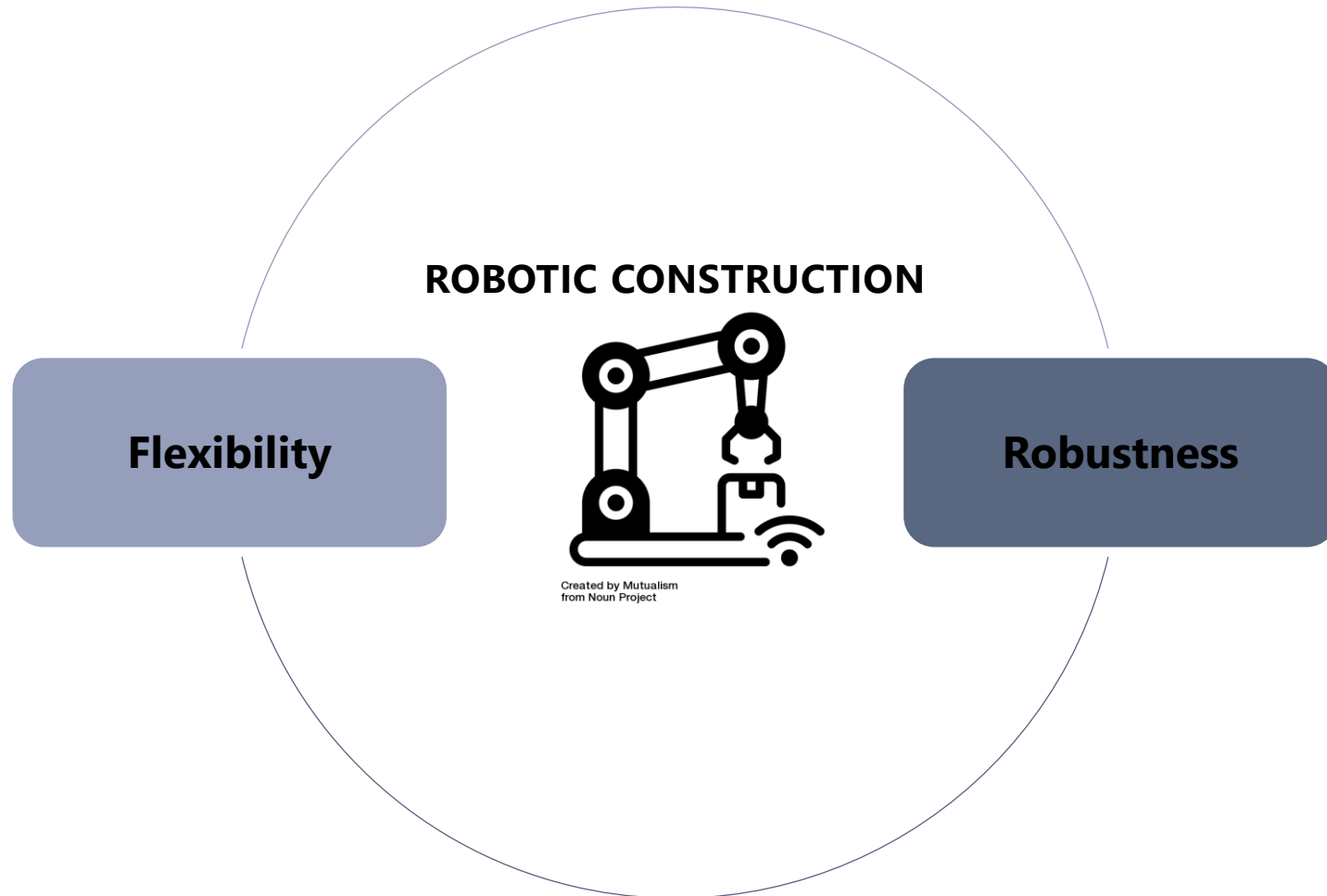
PROBLEM STATEMENT

- Construction Automation and Robotics (CAR), have **not** yet experienced widespread **real-world** implementation on a **large scale**.

BUT WHY?



CURRENT CHALLENGES IN THE CONSTRUCTION INDUSTRY

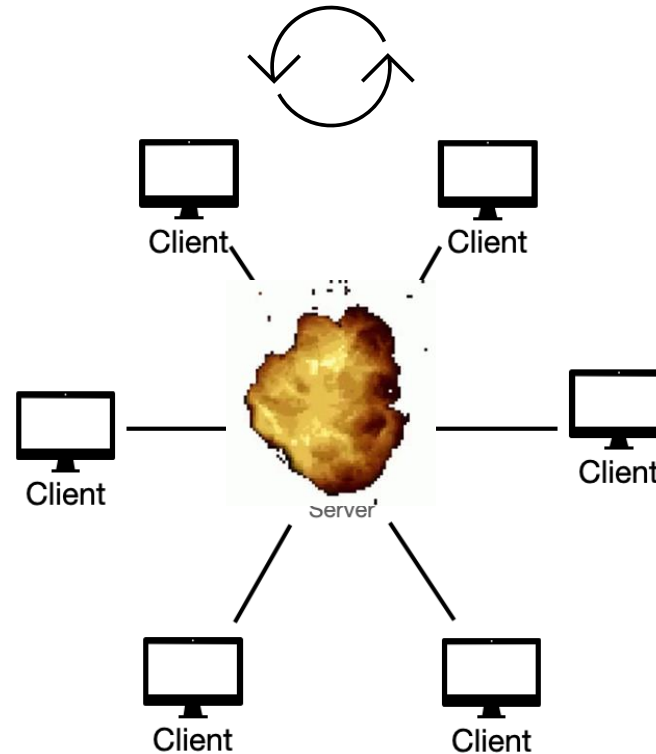


CENTRALIZED SYSTEMS

Flexibility

Existing Systems

- Costly and Hard to adapt to changes in dynamic environments.



Robustness

Existing Systems

- if one robot or the central authority malfunctions, the entire system is at risk of failure.

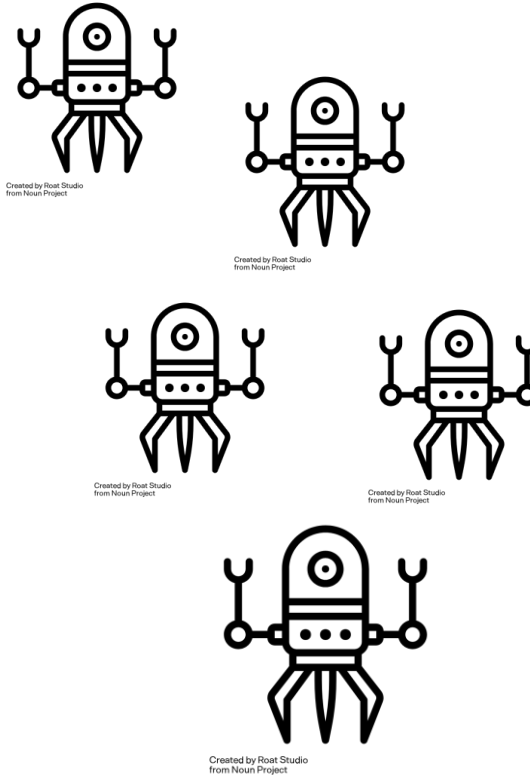
Source: <https://systemdesignschool.io/blog/peer-to-peer-architecture>

ADVANTAGES OF SWARM ROBOTS

Flexibility

Swarm Robots

- generate multiple solutions through coordinated robot collaboration
- adapt and act simultaneously in response to environmental changes



Robustness

Swarm Robots

- if one robot malfunctions, efficiency consists.
- In case of failure: compensated for by others

SWARM INTELLIGENCE & ALGORITHMS

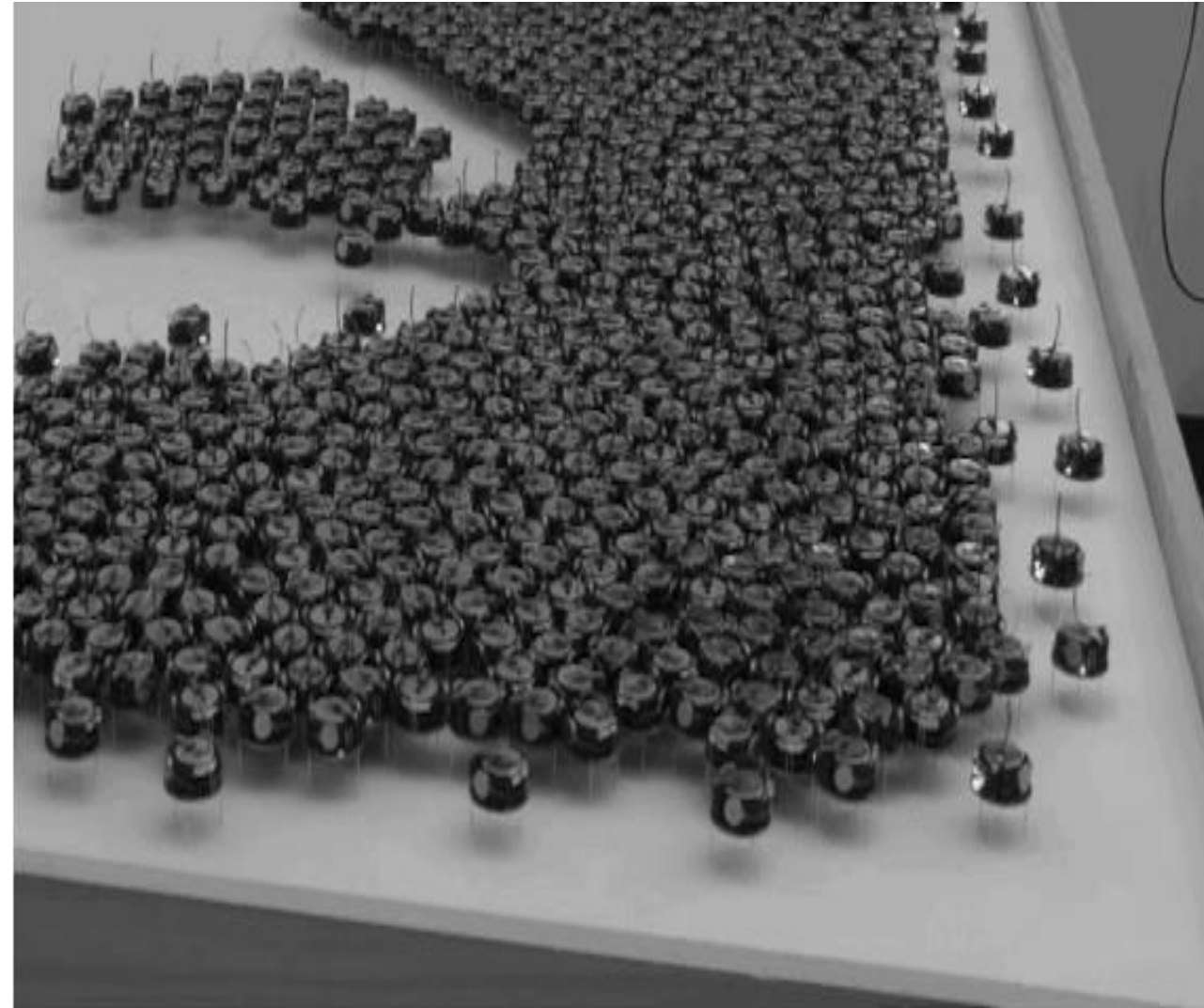
- A discipline based on the **natural behavior** of Species like ants, wasps, herds, etc.
- Numerous individuals coordinating by **decentralized control**
- Simple tasks achieving more complex tasks



Source: <https://medium.com/zerone-magazine/swarm-intelligence-676e40968473>

SWARM ROBOTIC

- Swarm robotics is the application of **swarm intelligence** principles to the control of swarms of robots.
- Used in other industries but not construction



Kilobot Robot- Source: <https://gifer.com/en/1Zup>.

RESEARCH QUESTION

Labor
Shortage

Simple and
Repetitive Task

Robust
System

Flexible
System

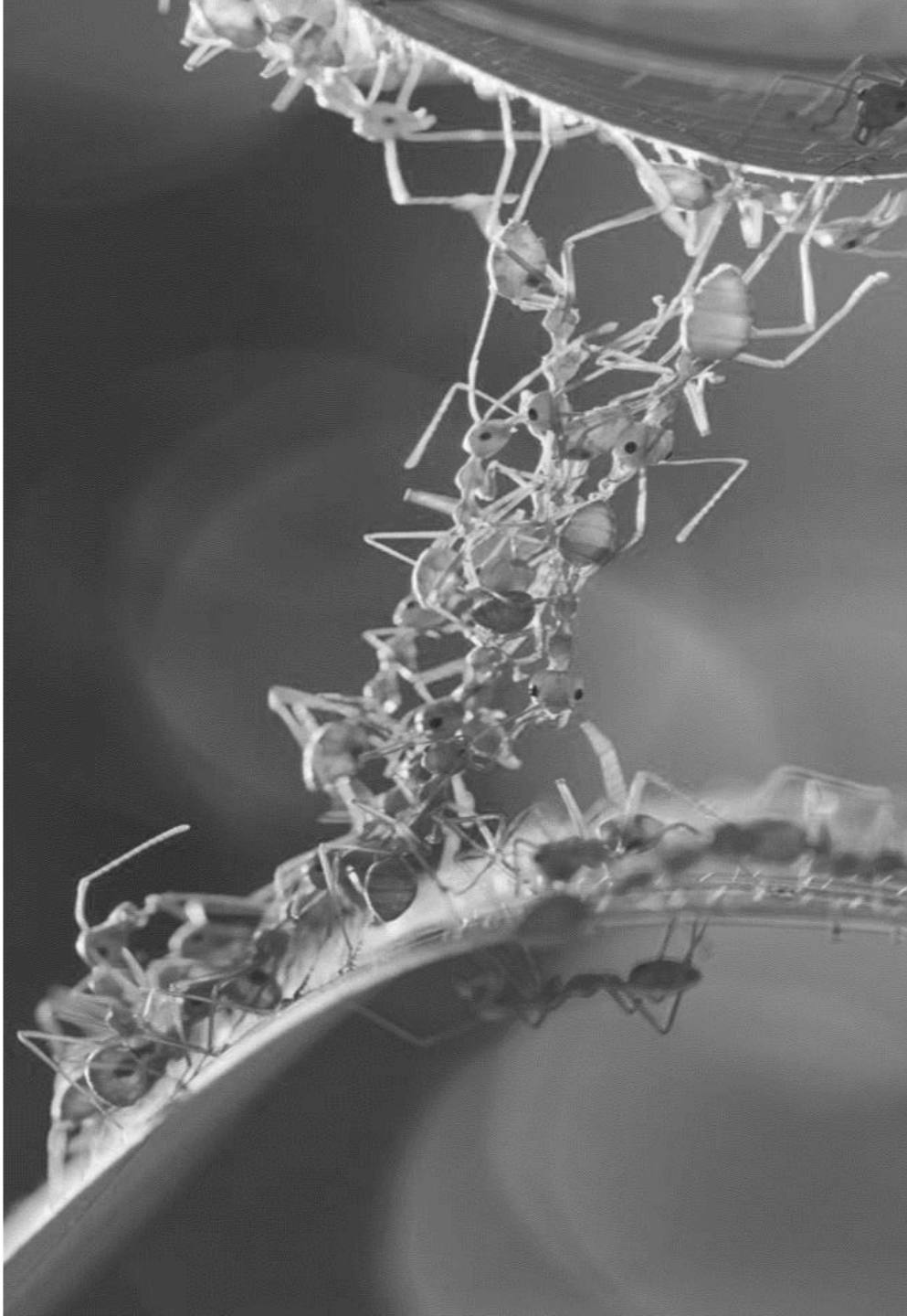
Safety

Construction
Site

Manual
Labor

RESEARCH QUESTION

"HOW CAN SWARM ROBOTS PERFORM AS AN ON-SITE ADAPTIVE LOGISTIC SYSTEM ON A DYNAMIC CONSTRUCTION SITE?"



CHAPTERS

1. Introduction
2. Literature Review
 - Construction Site
 - Swarm Algorithms
3. Implementation
4. Simulation
5. Experiments
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CONSTRUCTION SITE AS A DYNAMIC ENVIRONMENT

- Dynamic and Dangerous workplace
- unpredictable nature
- Controllable Parameters
 - Strong management
 - Well-organized logistics
- uncontrollable Parameters
 - Weather
 - Accidents



Subway connects York University-<https://www.youtube.com/watch?v=gSRPcRDPy1w>

CONSTRUCTION DISRUPTIONS



Inefficient site logistics

Inadequate material-handling

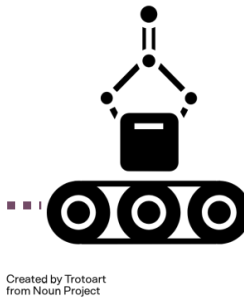
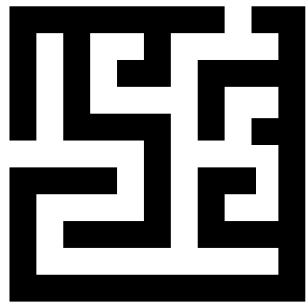


Source; <https://www.levelset.com/blog/2020-report-construction-wasted-time-slow-payment/>

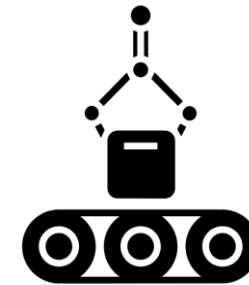
Source; https://creativemarket.com/Good_Studio/3174516-Construction-site-illustration?u=ohlove&epik=dj0yJnU9cHRBT0t3cGo5LWdtdFUzRFJtd1RYdDFiMnZHUUU0Q3omcD0wJm49ajRZYzNSVmY1YW5lcjFGZDBOX0hjZyZ0PUFBQUFBR1pVVERR

ROBOT NAVIGATION & PATH-PLANNING

- Ability to perceive, plan and act → Path-planning
- Enhancing Efficiency and Safety

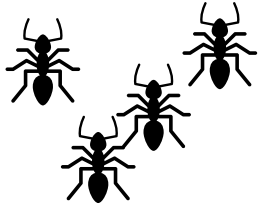


Created by Trotoart
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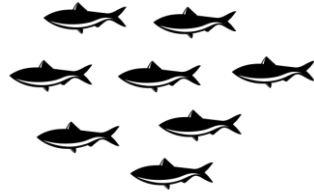


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from Noun Project

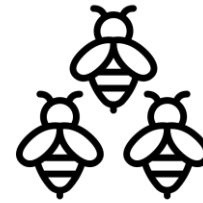
SWARM ALGORITHMS WITH NAVIGATION BEHAVIORS



Ant Colony Optimization-
artificial/engineering



Particle Swarm Optimization-
artificial/engineering



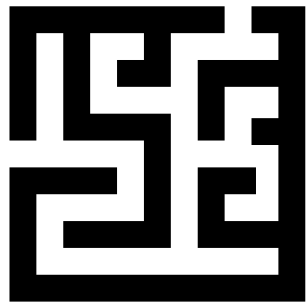
Created by Andi Nur Abdillah
from Noun Project

Bee Colony Optimization (BCO)
artificial/engineering

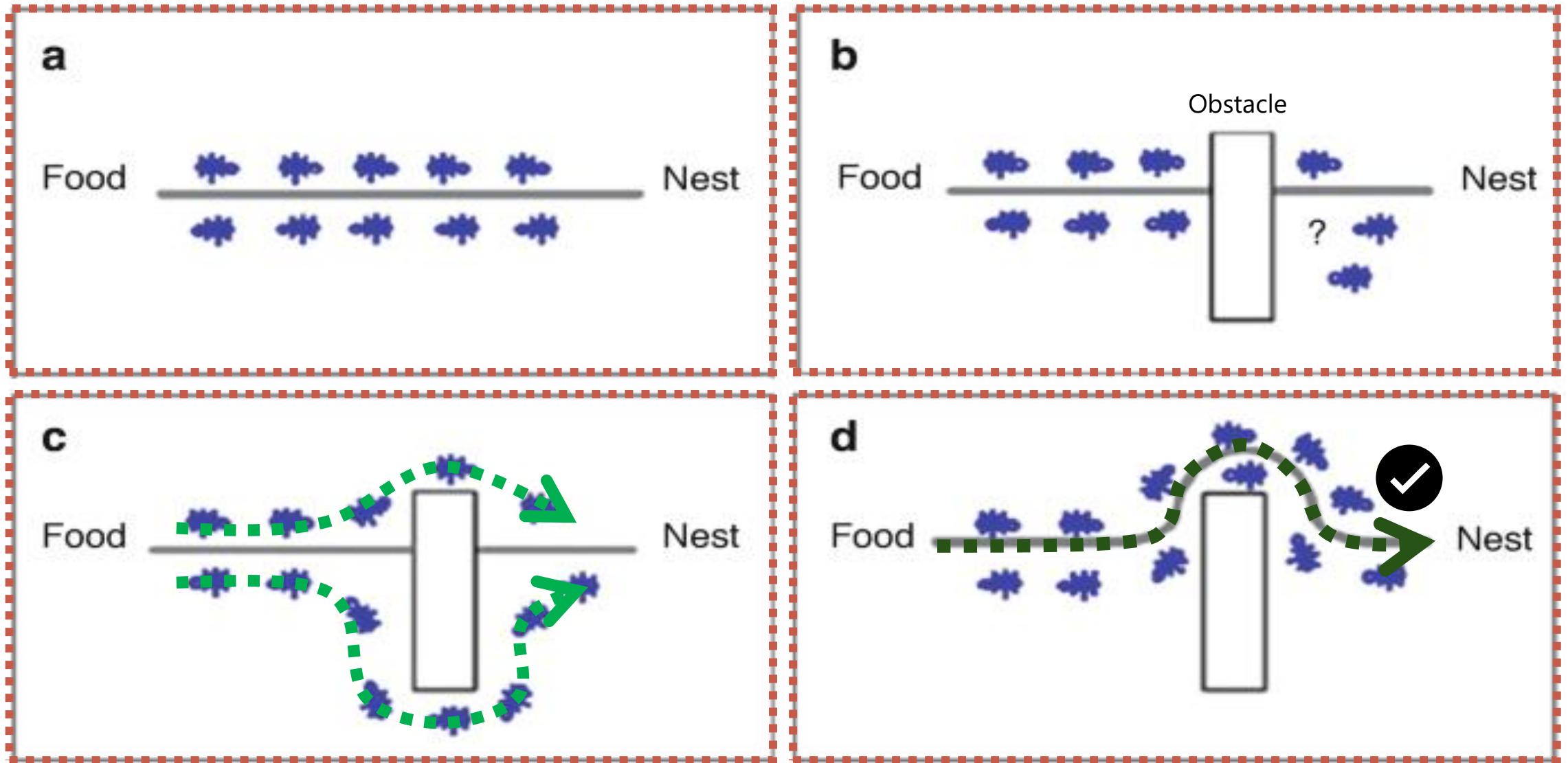


Created by Ian Rahmadi Kurniawan
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Created by Ian Rahmadi Kurniawan
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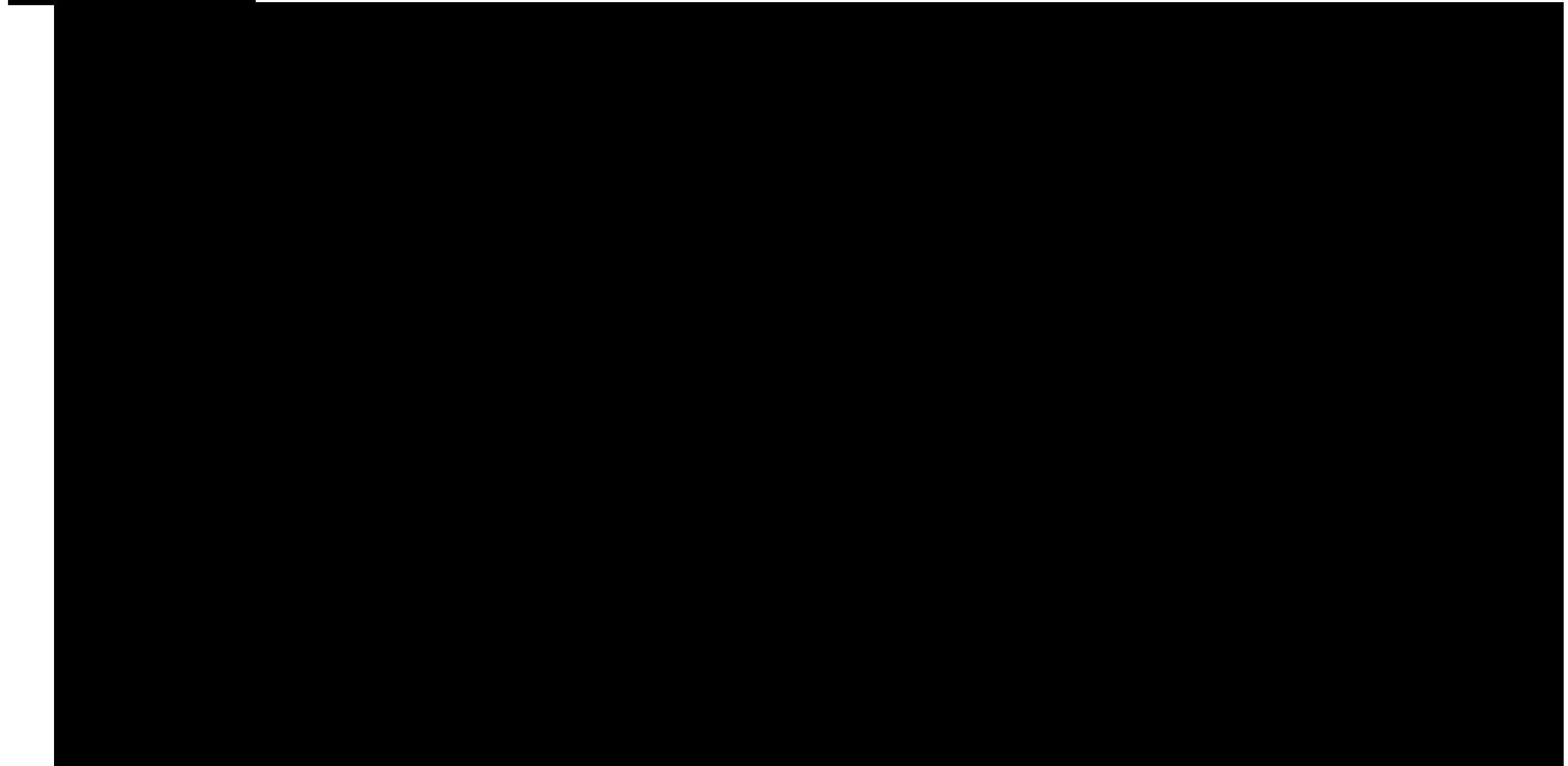
Firefly Algorithm (FA)
Natural/Scientific



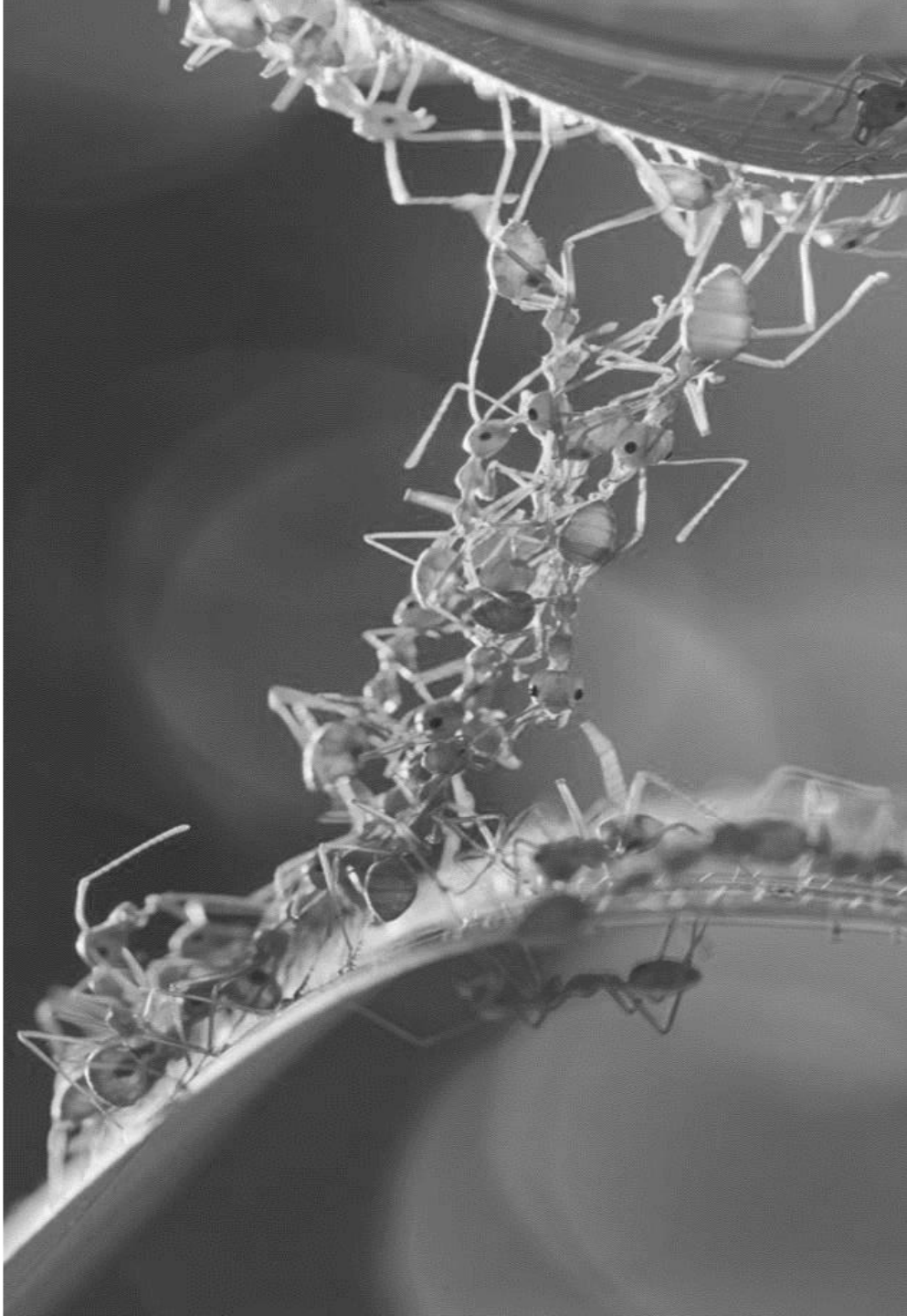
ANT COLONY OPTIMIZATION



LET'S SEE IF WE CAN TRANSFORM THE ANTS TO ROBOTS!



Source: <https://www.youtube.com/watch?v=mgCIKGIYJ1A>



CHAPTERS

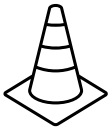
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HOW TO CREATE A FRAMEWORK?

Design Essentials Steps



1- Architectural scenario and function of it



2- Construction site's condition and layout



3- Structure type creating the layout and the used material



4- Operating robotic system and its technical features

What has been Studied?

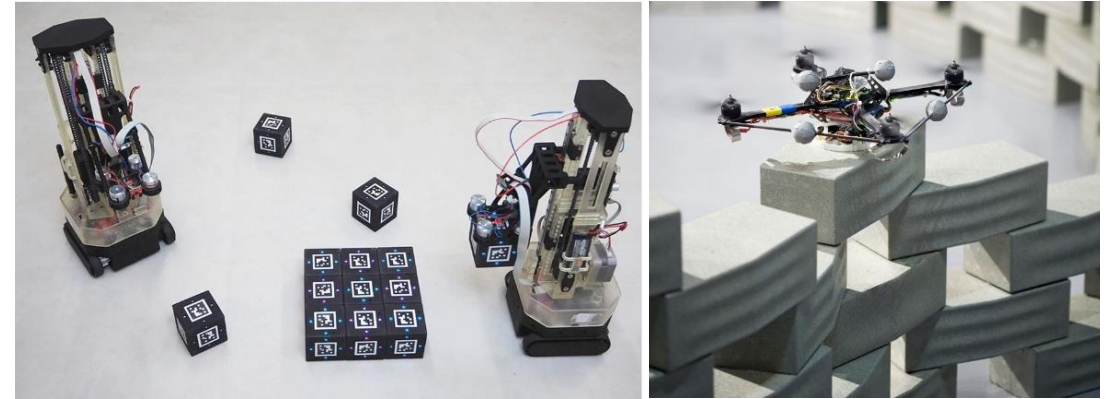
Architectural and construction site Layout

Structural and Material Selection

Current Robots in the Industry

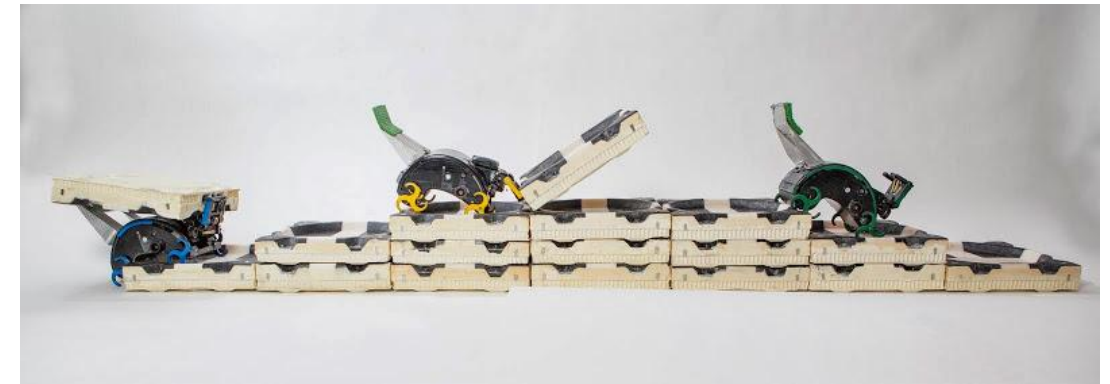
CAPABILITIES AND APPLICATIONS OF SWARM ROBOTS

- Mostly used for stacking lightweight discrete material
- Practical limitations in large-scale projects with conventional heavy material
- Material handling as a primary task focus



Source: <https://gramaziokohler.arch.ethz.ch/web/e/projekte/209>

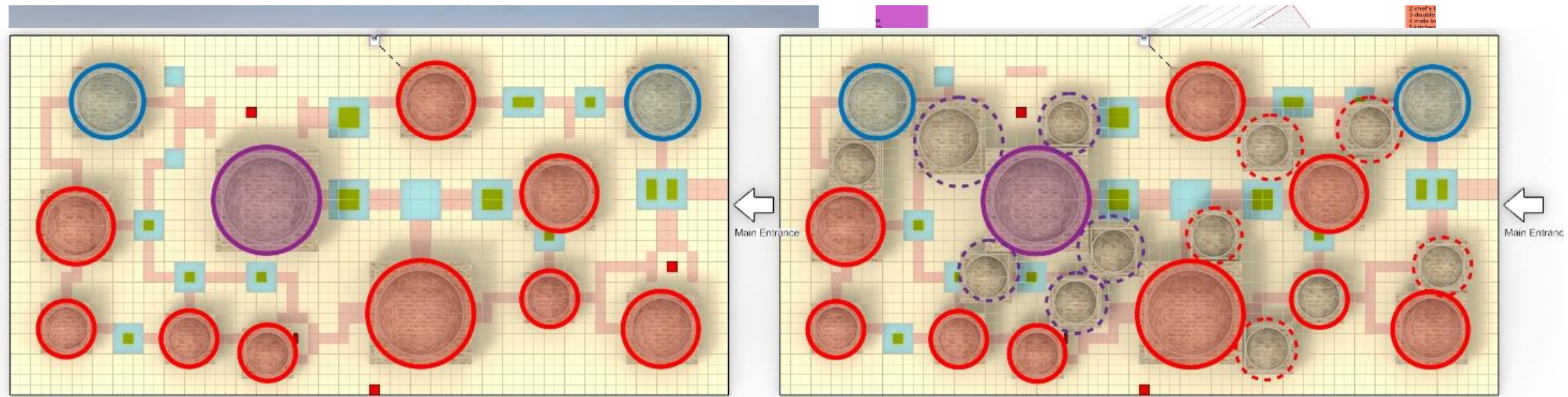
Source: (Khaluf et al., 2020)



Source: <https://ssr.seas.harvard.edu/termes>

ARCHITECTURAL LAYOUT

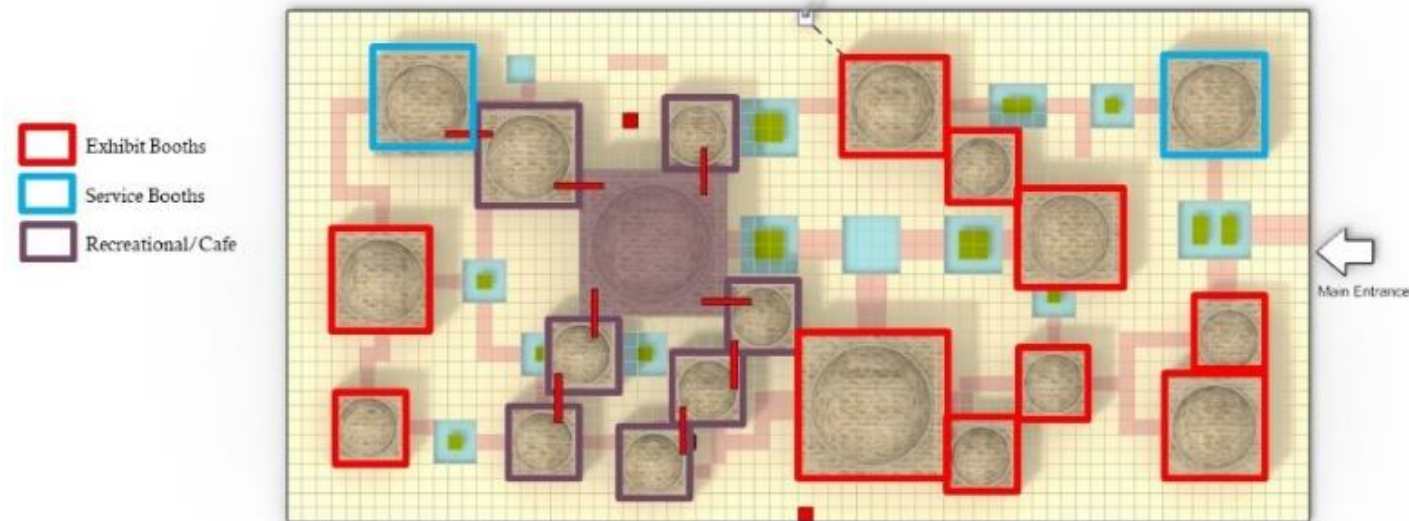
- Inspired by Riadh Houses, Multiple scattered points, functioning as the main cores
- Enhances the ease of robot movement around the site
- Allowing different levels of compactness and design flexibility on the site



Source: Riyadh Dream Villas | Collarch

ARCHITECTURAL LAYOUT

- Architectural Function: Temporary Exhibition consisting of multiple booths
- Multiple assembly and disassembly
- Suitable for customization by Architect
- Three types of booths
- Ponds & Walking Path



BOOTH DESIGN

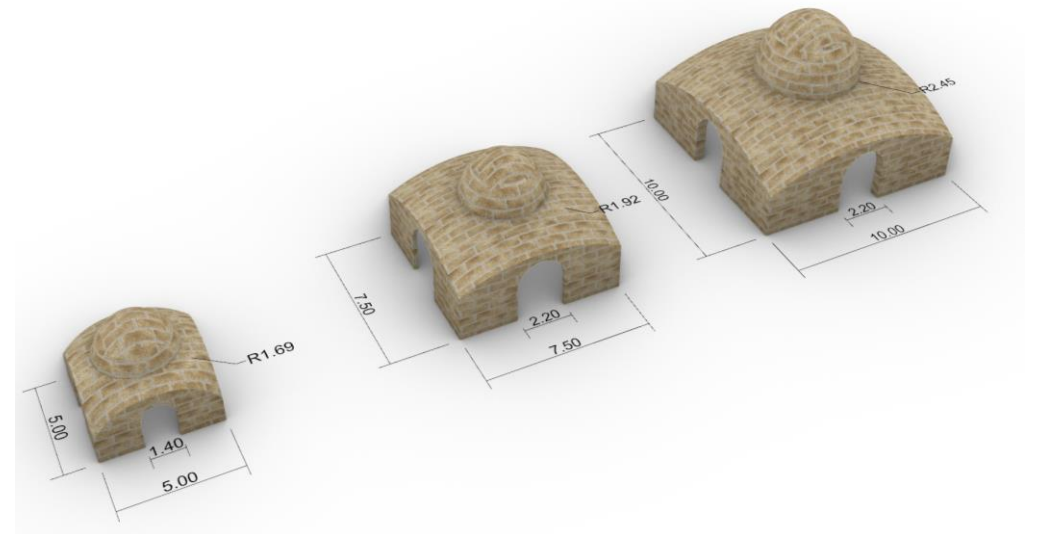
- Compression-only structures
 - Architectural inspiration from Atashkade, a term in Persian architecture
 - The booths are designed in three sizes:

5m x 5m, 7.5m x 7.5m, and 10m x 10m, each requiring a different volume of materials.
-



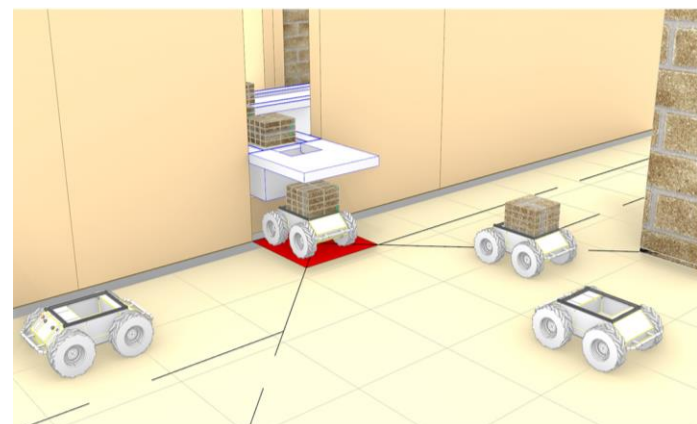
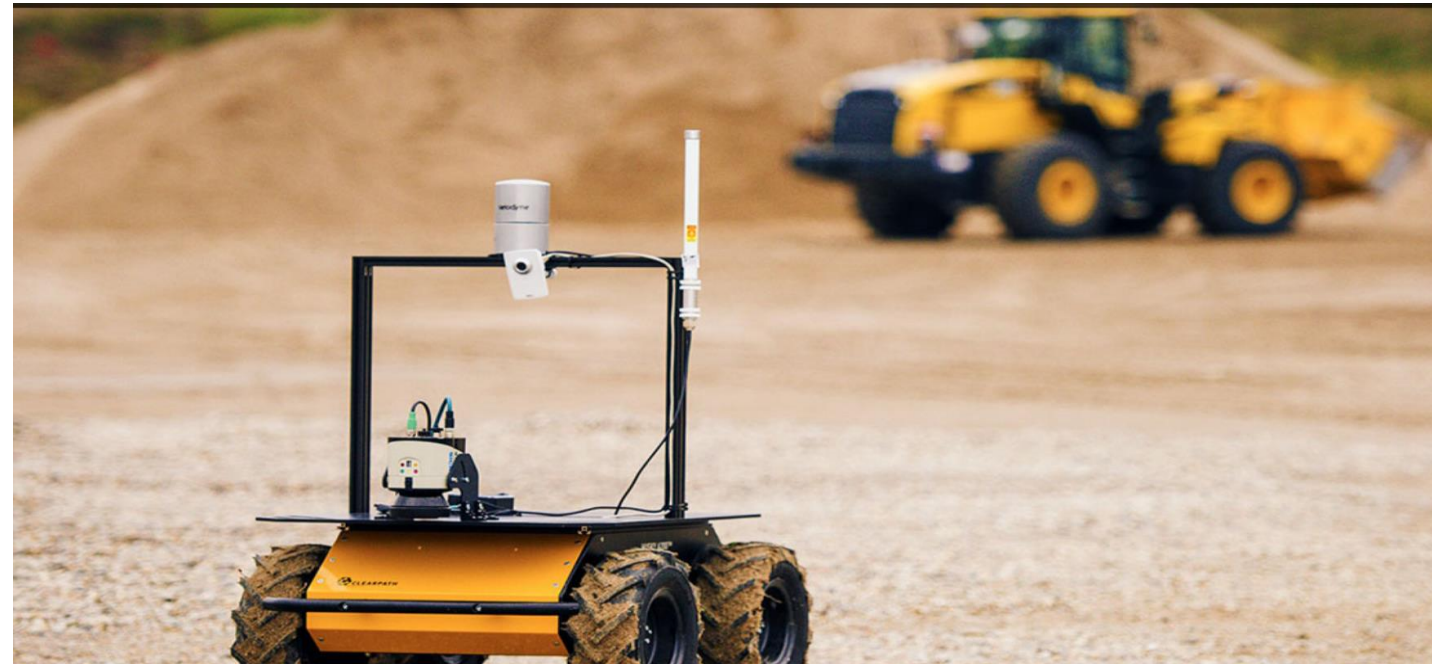
Source:
<https://www.3dwasp.com/en/3d-printed-house-tecla/>

Source: <https://memarifa.ir/what-is-atashkade/>



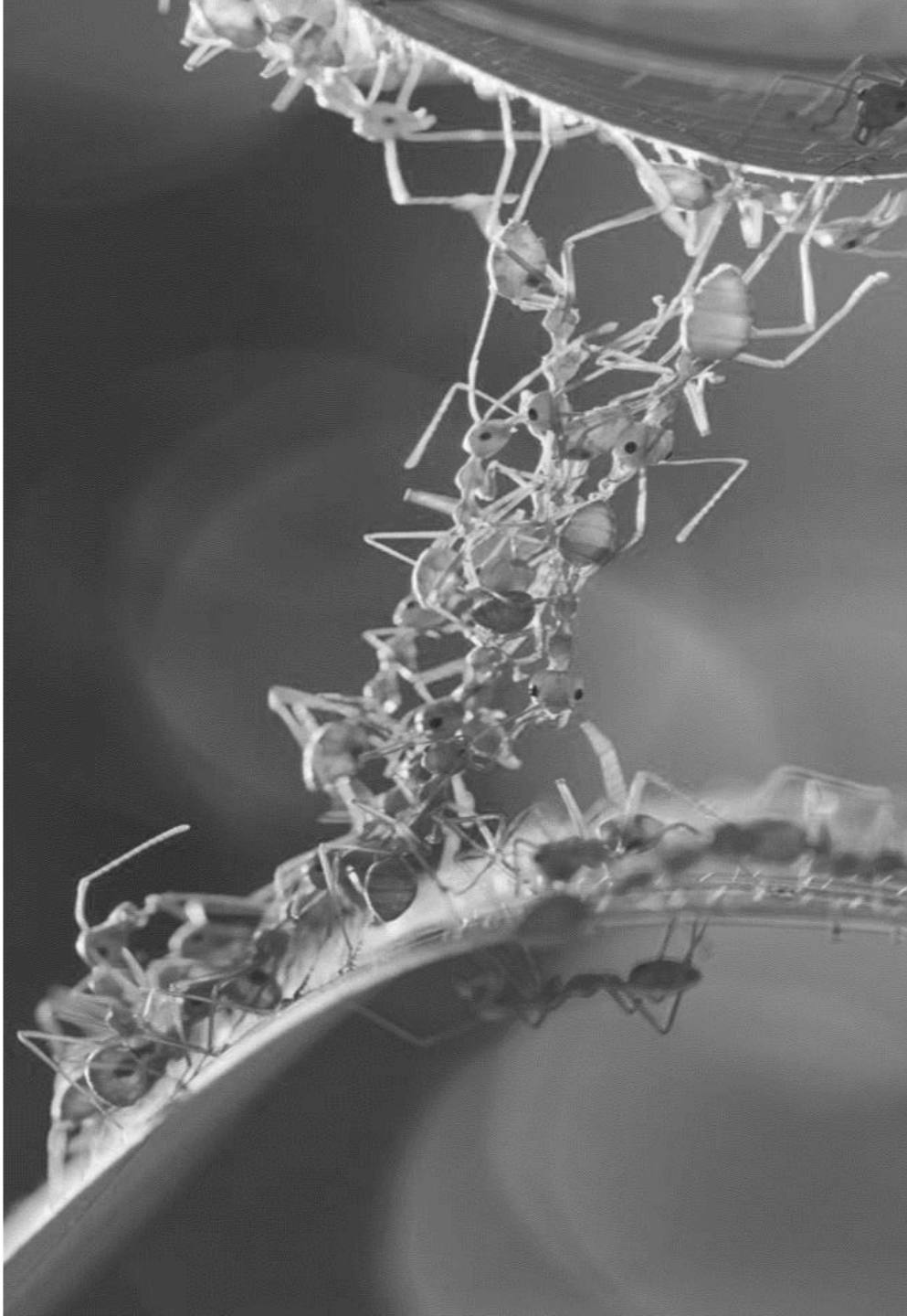
ROBOT SELECTION

- Autonomous mobile robots in industrial projects With larger sizes
- Husky a UGV robot for construction sites, 75 kg payload and 1m/s



Pick up Station

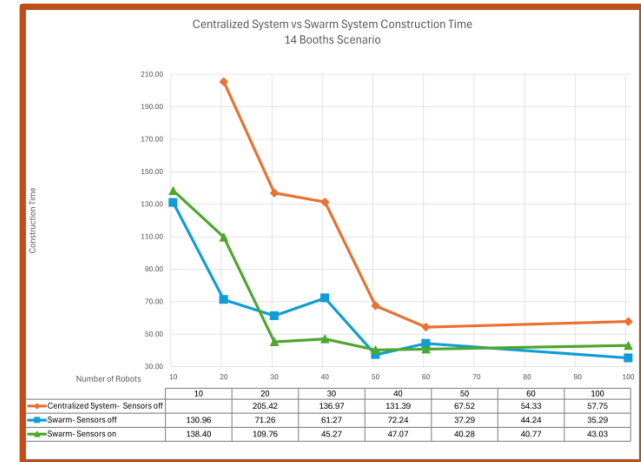
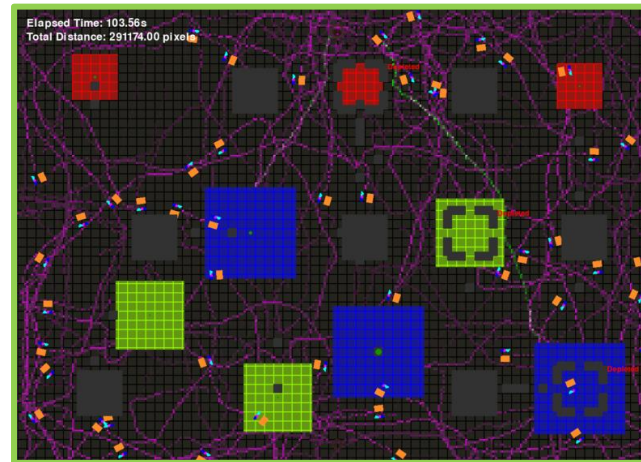
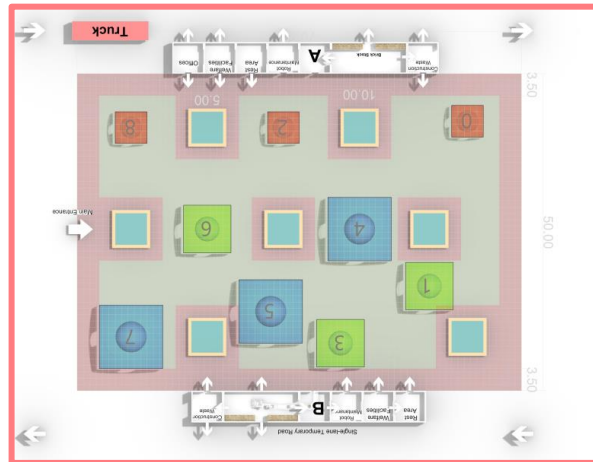
Placement



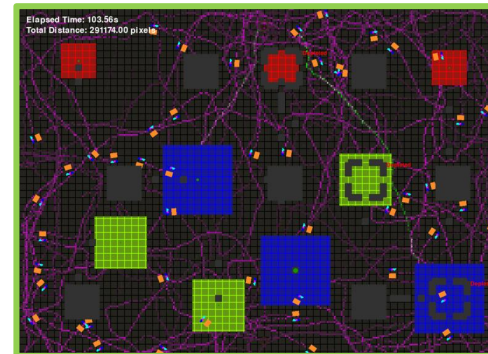
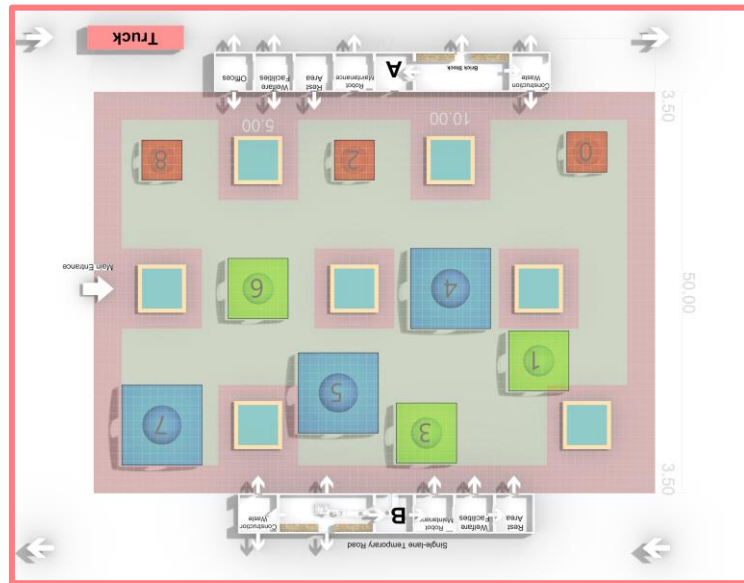
CHAPTERS

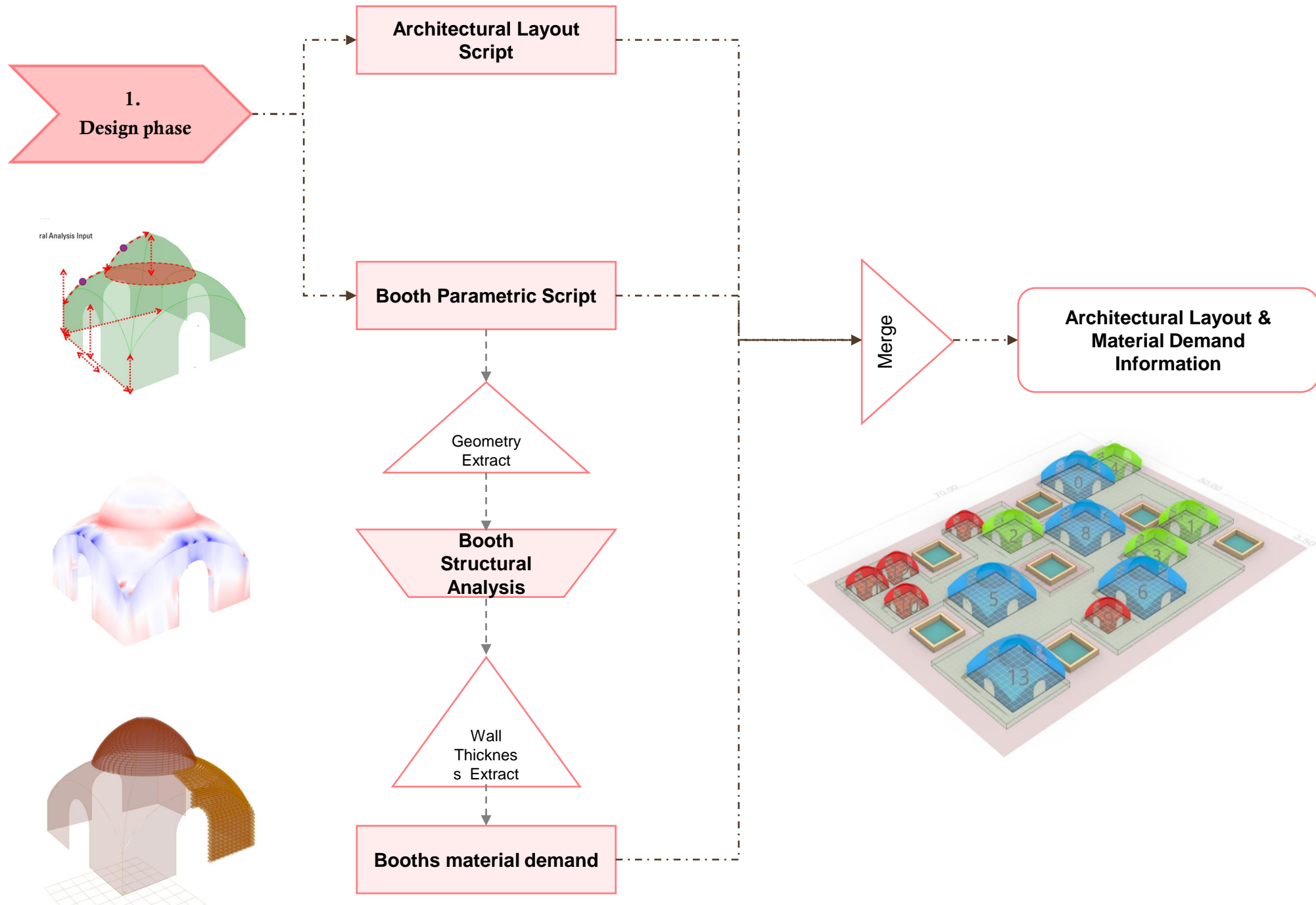
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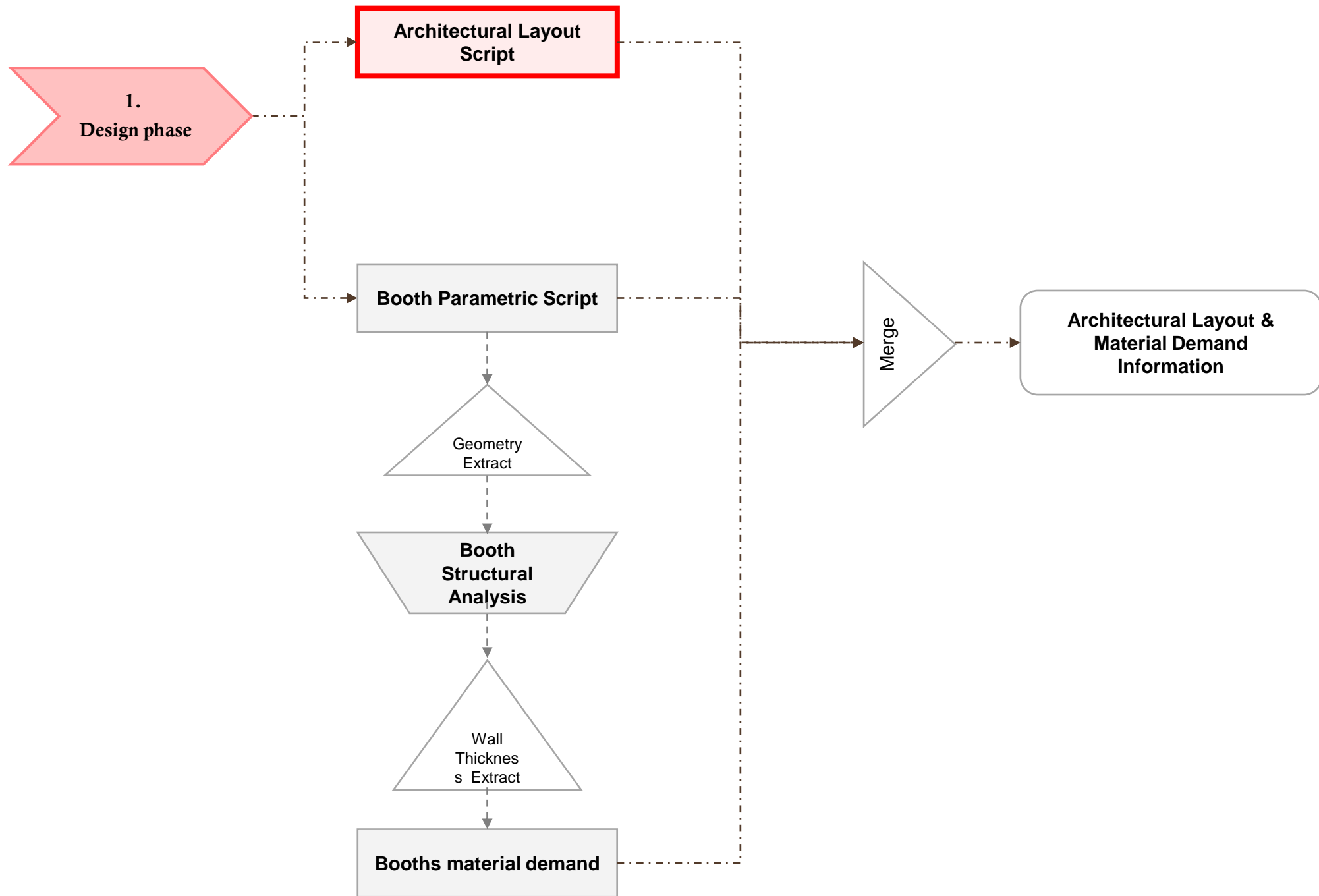
WORKFLOW



WORKFLOW





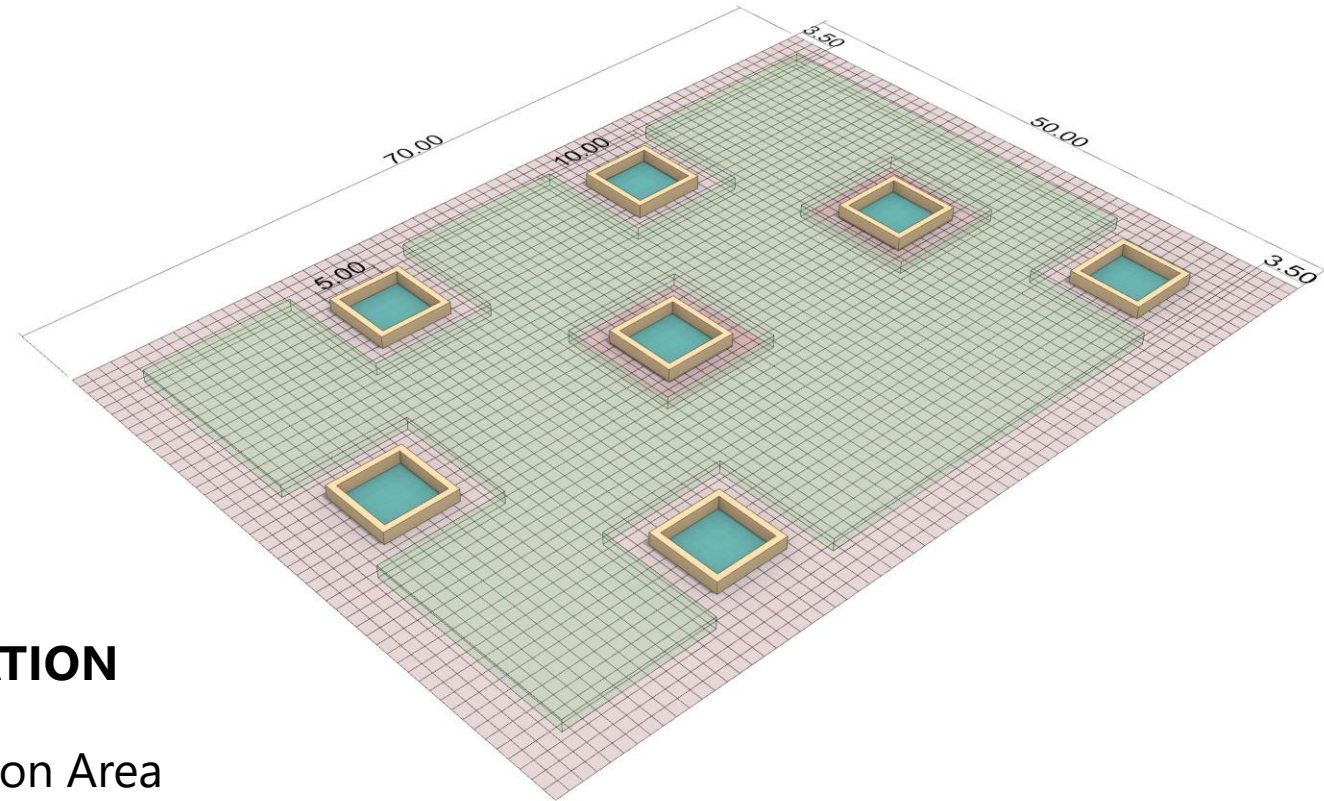


CONSTRUCTION SITE LAYOUT INITIALIZATION

- 70m*50m rectangle with a grid system of 1

STATIC OBSTACLE CONFIGURATION

- Ponds are fixed as seven squares, each 5m x 5m with an additional margin of 2.5m.

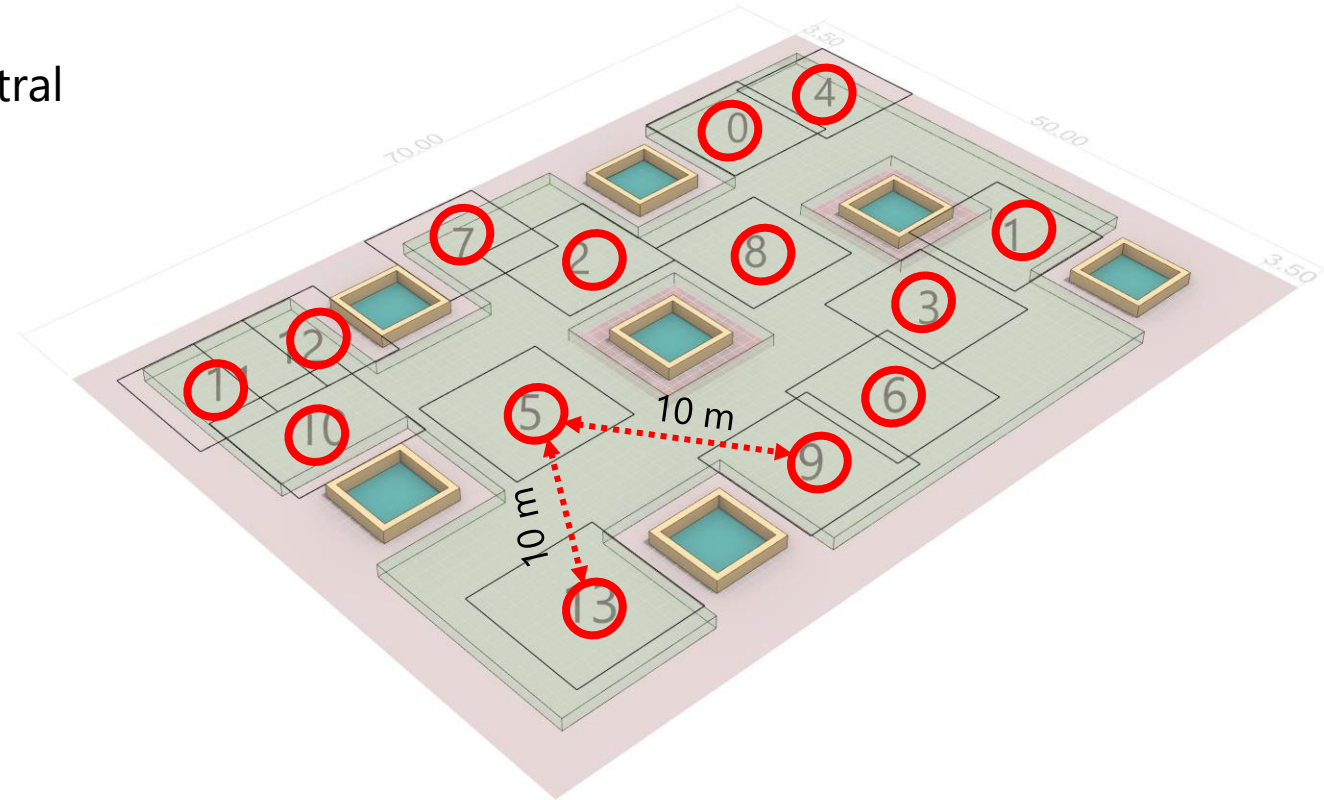


BOOTH PLACEMENT AND DISTANCE VALIDATION

- The cells in the green area: Allowed Construction Area

BOOTH PLACEMENT AND DISTANCE VALIDATION

- From the green area, the desired number of points - are randomly selected to serve as central locations for the booths.
- Each chosen point must have a minimum distance of 10 meters from any other booth's central point.



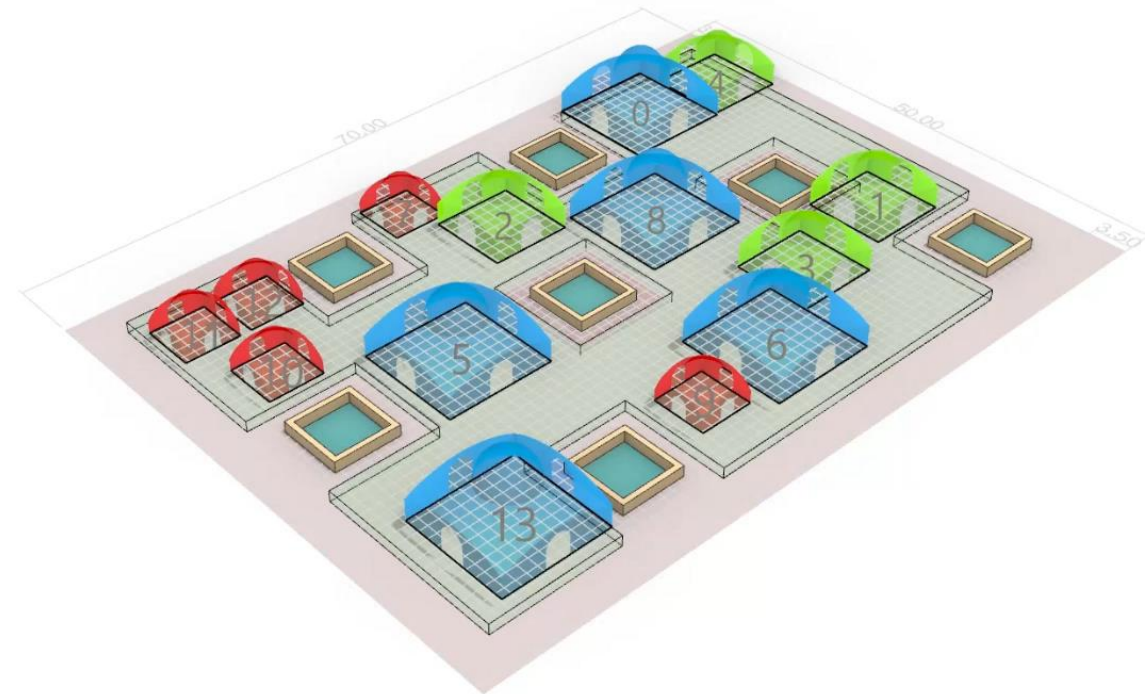
BOOTH PLACEMENT AND DISTANCE VALIDATION

- To make this condition true:

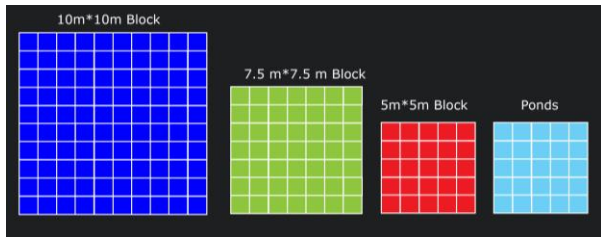
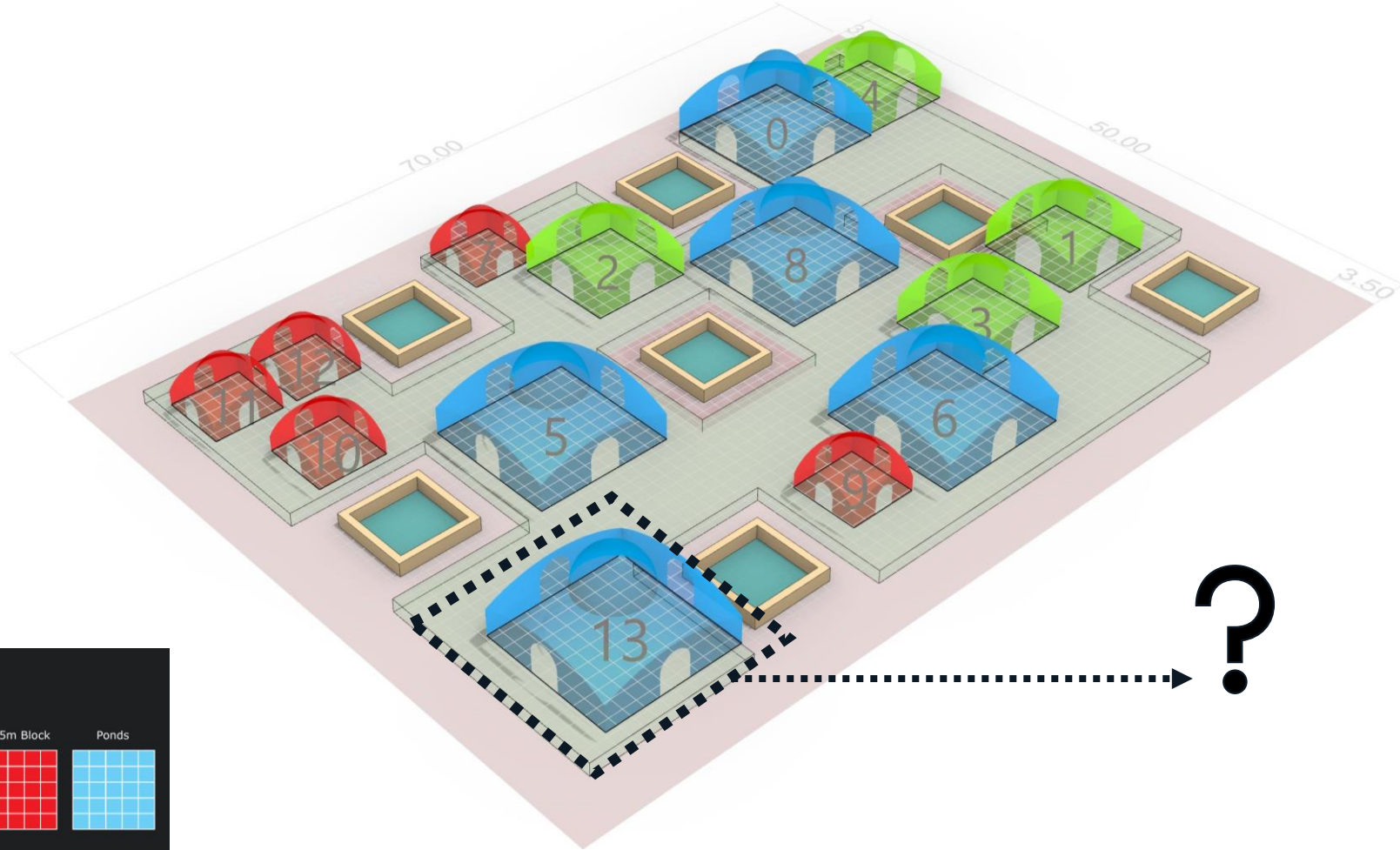
Manual adjustments of the booths' positions in the X and Y directions by number sliders.

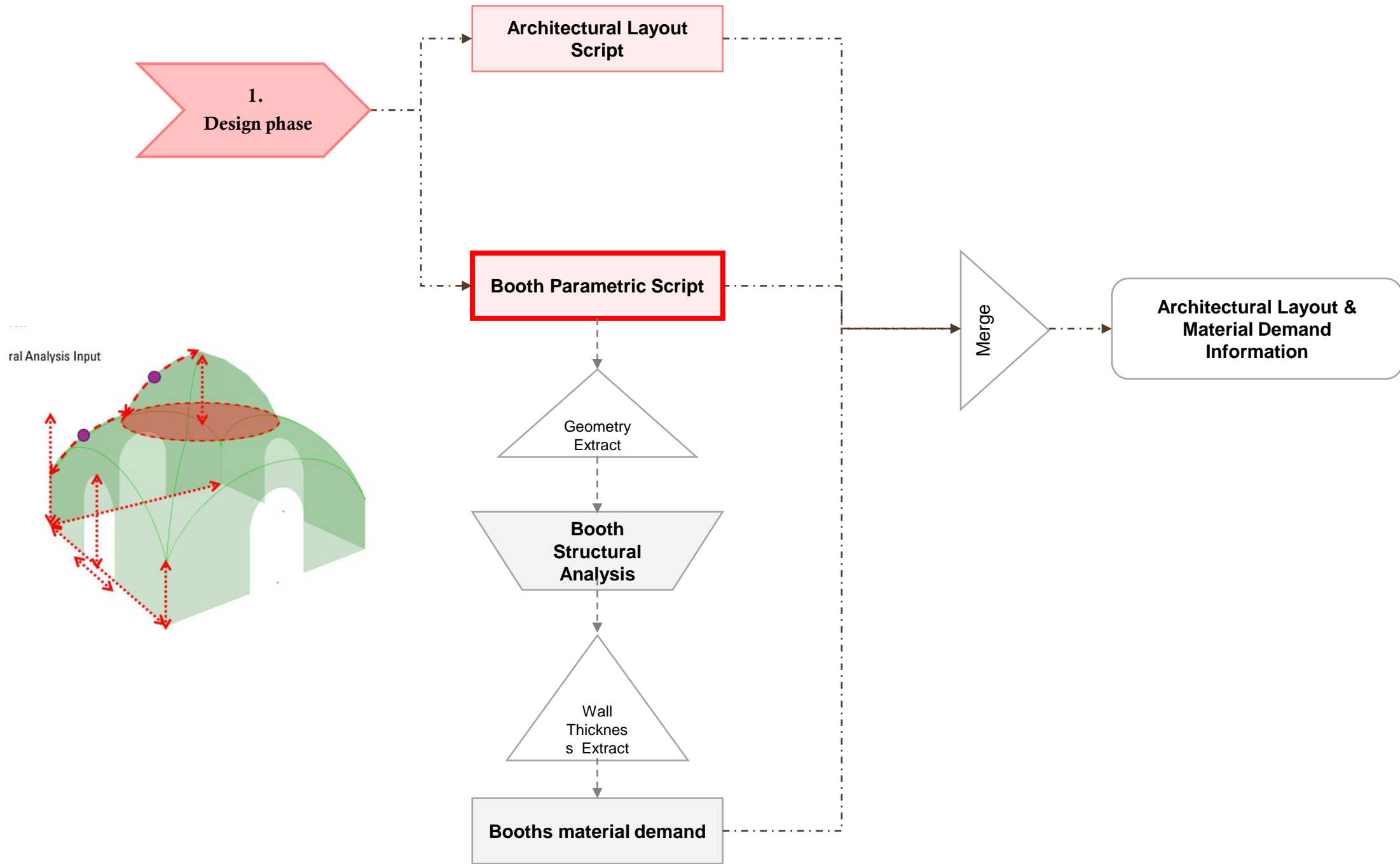
- If the design is confirmed:

Booths get scaled by factors of 1, 0.75, and 0.5 randomly.



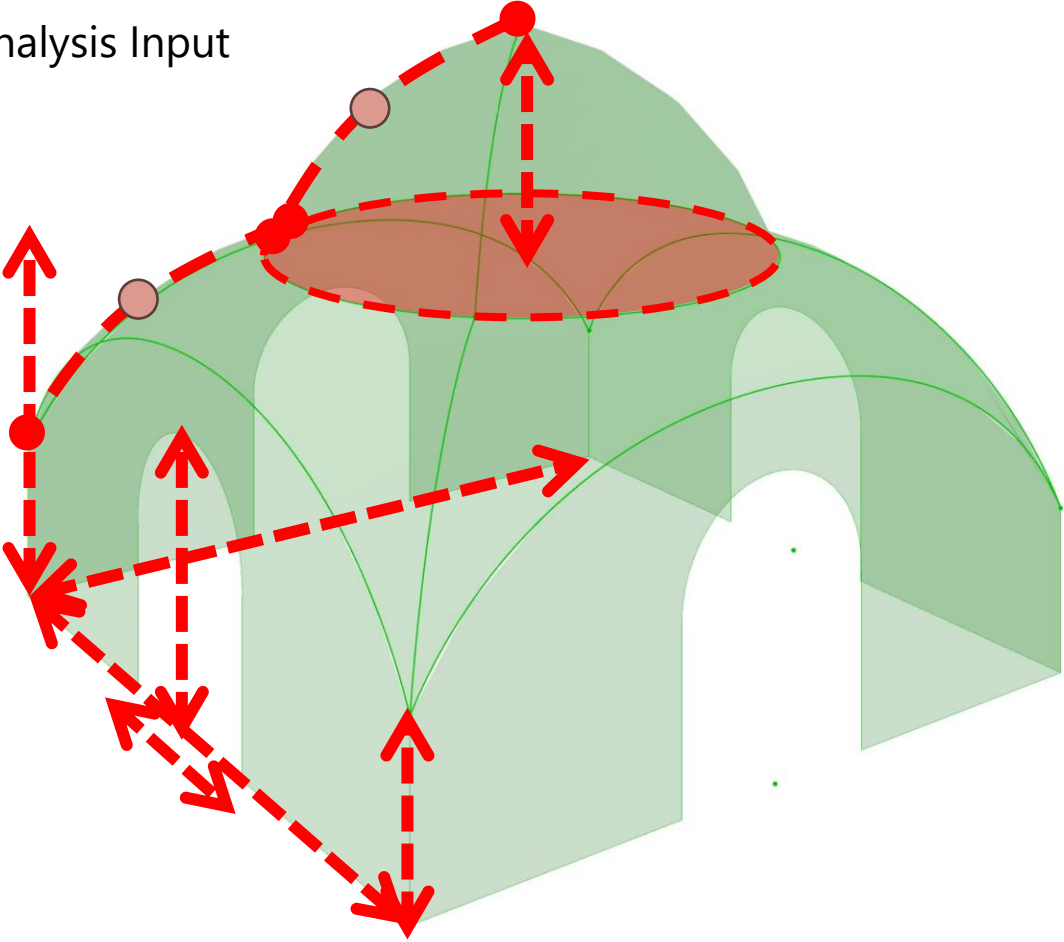
BOOTH PLACEMENT

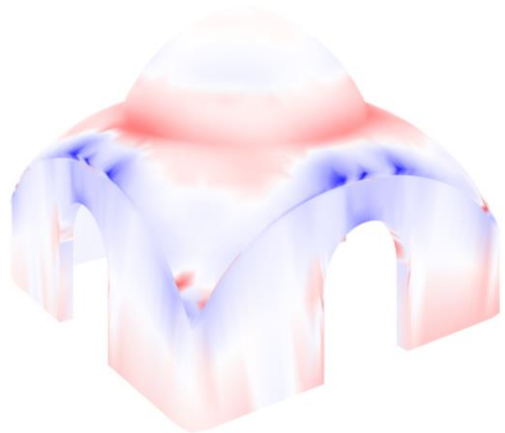
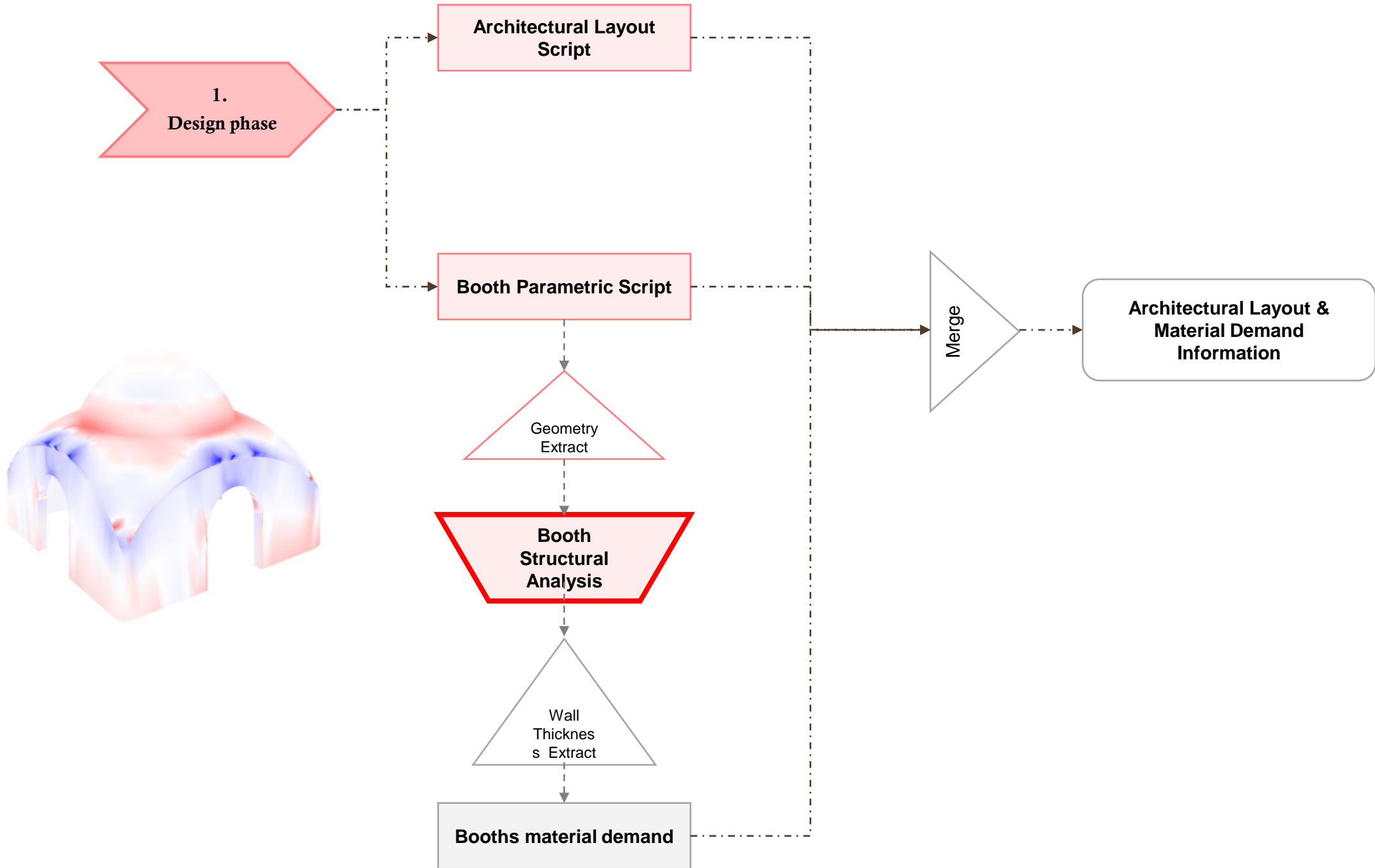




Final Form

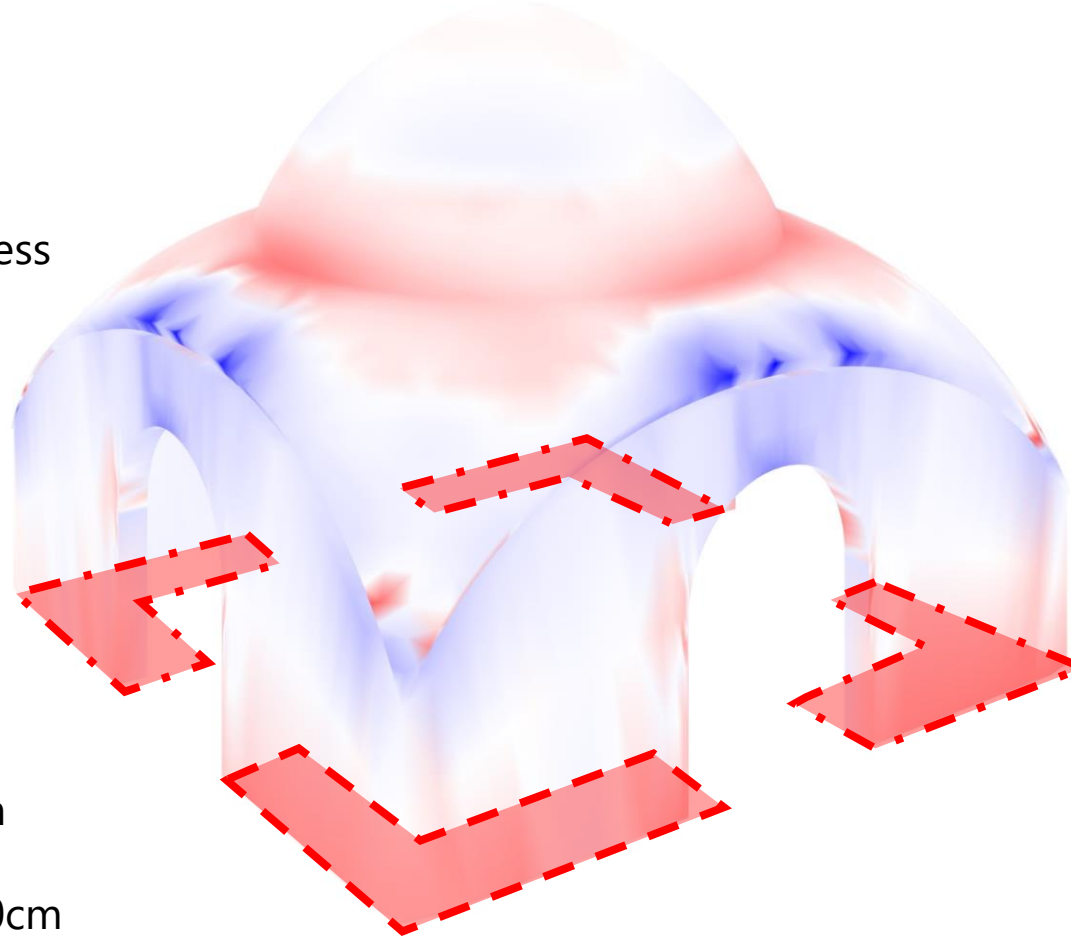
- Structural Analysis Input



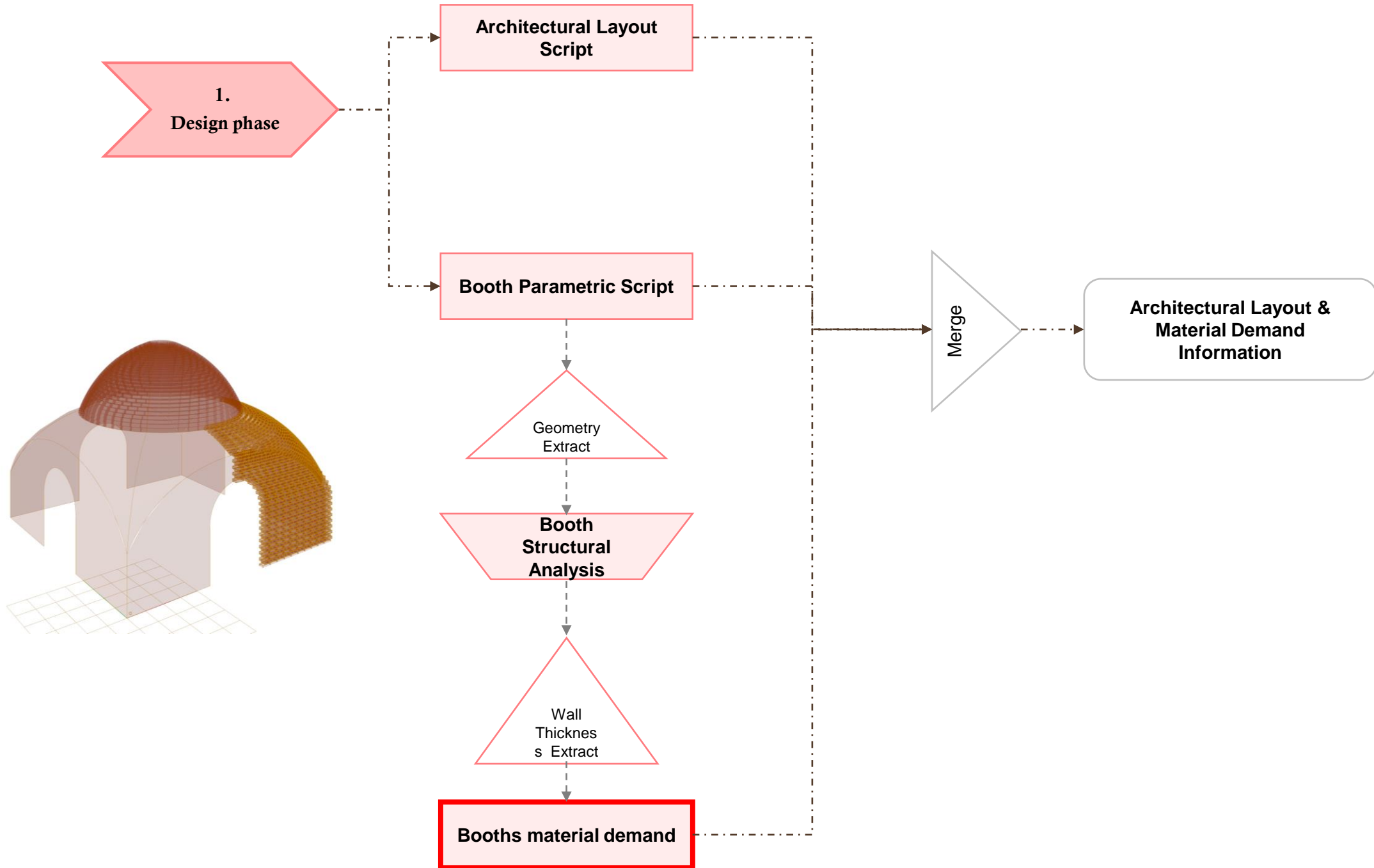


Structural Analysis

- As a shell structure
- Utilization Factor
- Extract Wall Thickness



- Small Booth: 20cm
- Medium Booth: 20cm
- Large Booth: 50 cm



Brick Demand Estimation

- **Small Booth**

11500 Bricks-325 Trips

- **Medium Booth**

22500 Bricks- 650 Trips

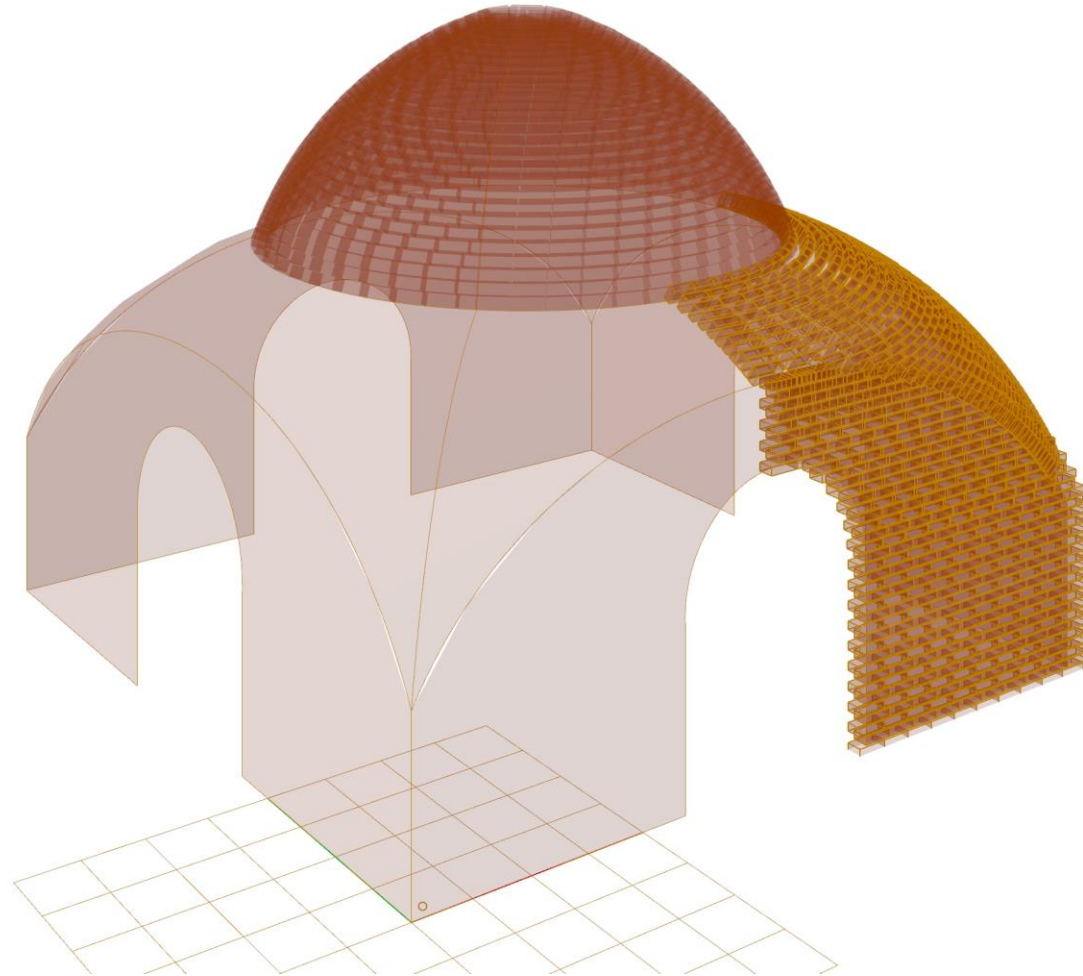
- **Large Booth**

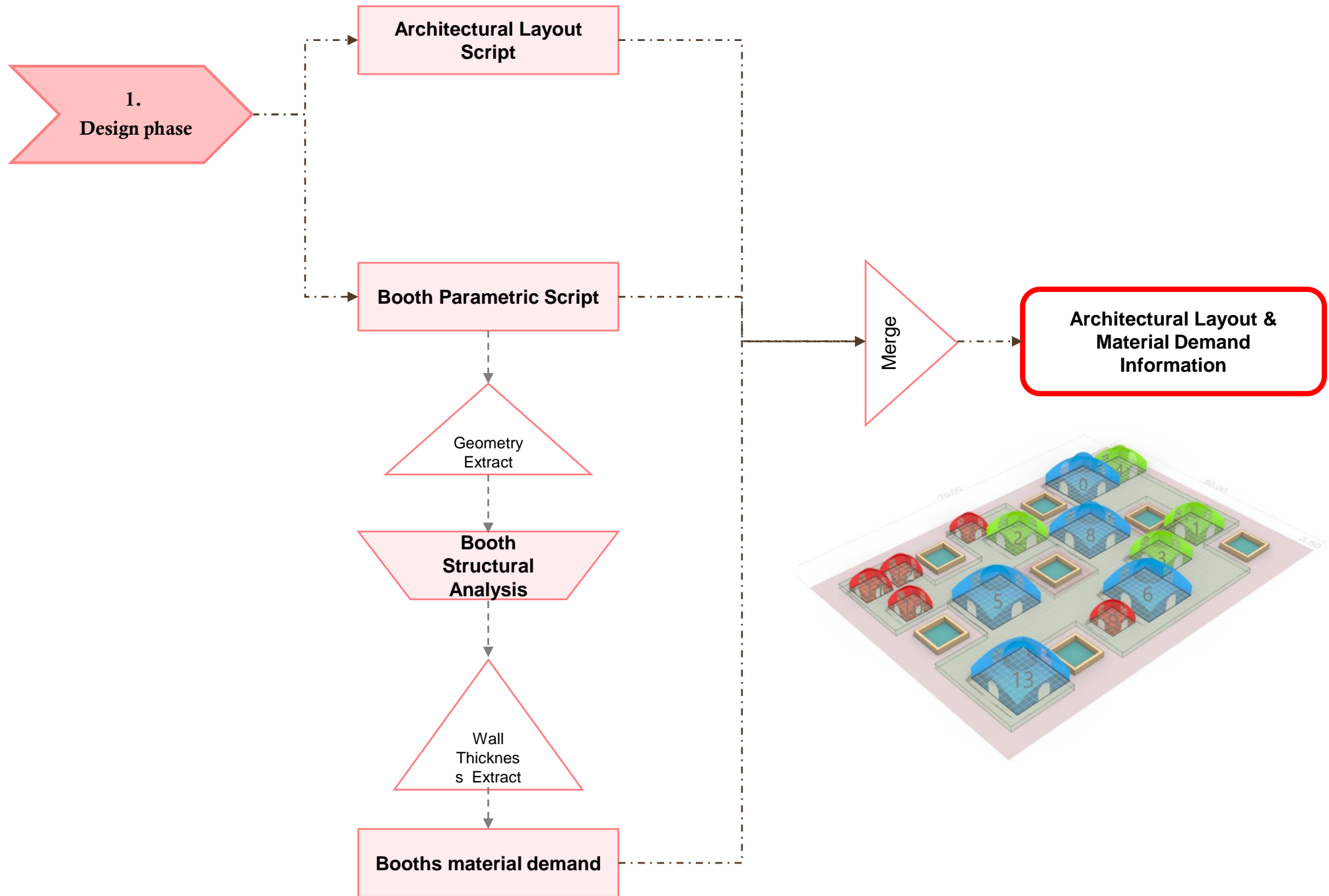
95000 Bricks- 2720 Trips

Total number:

129000 Bricks

370 Trips





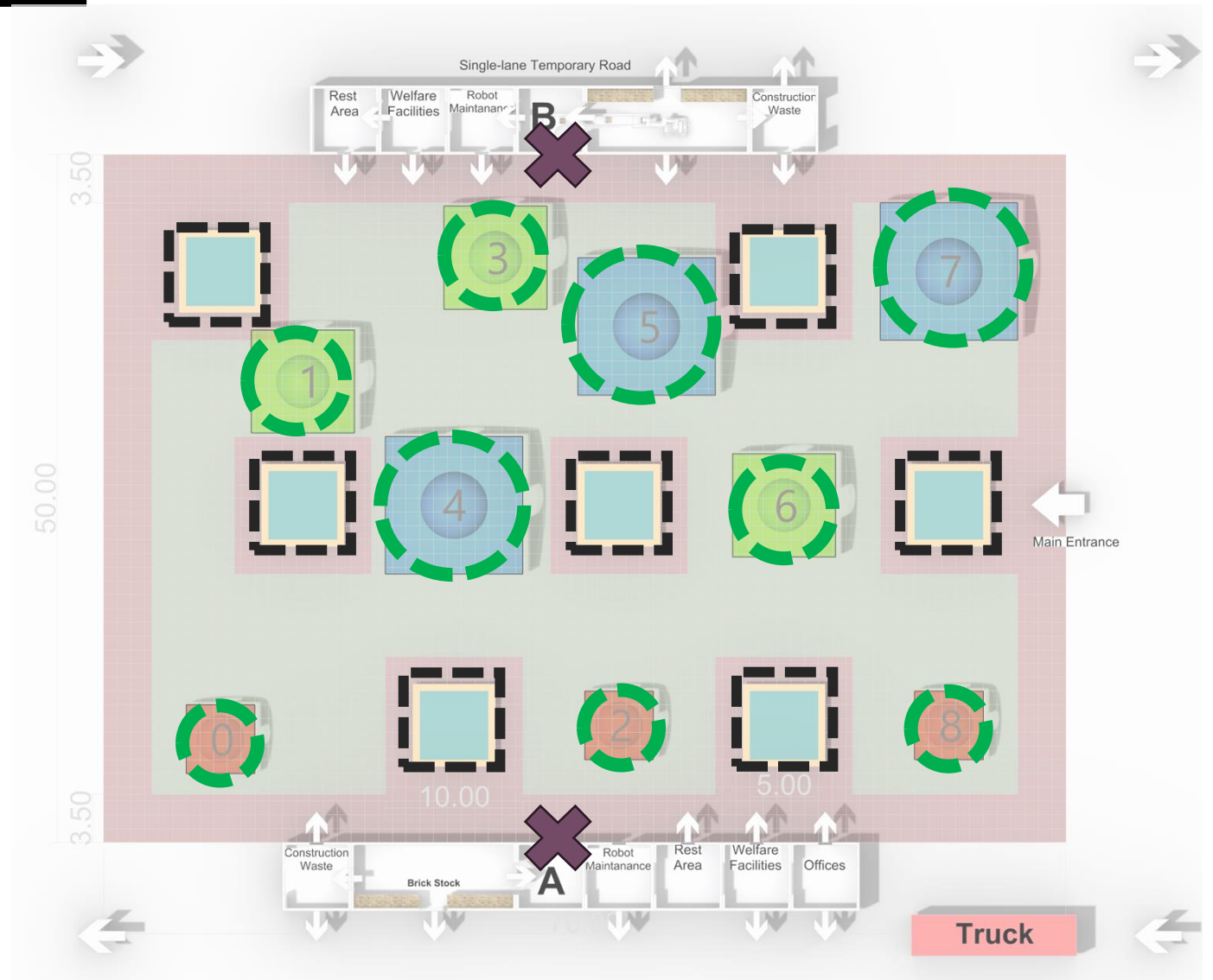
DATA EXPORT- CSV FILE

✘ Material Supplies as Nests

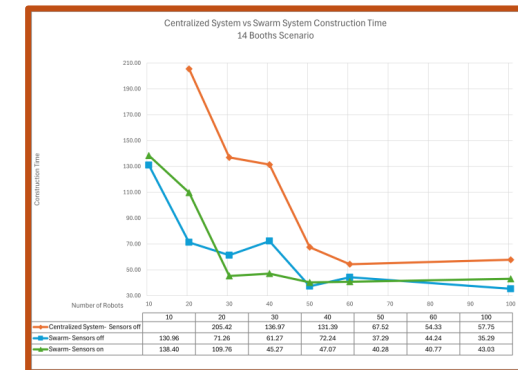
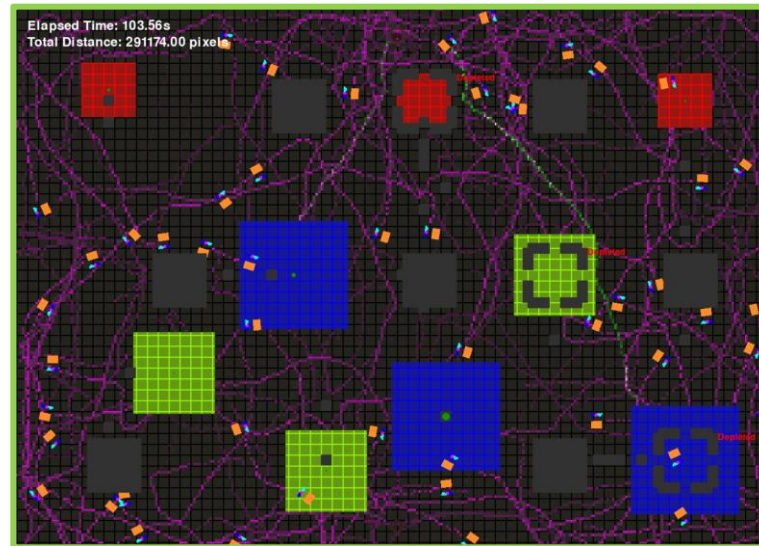
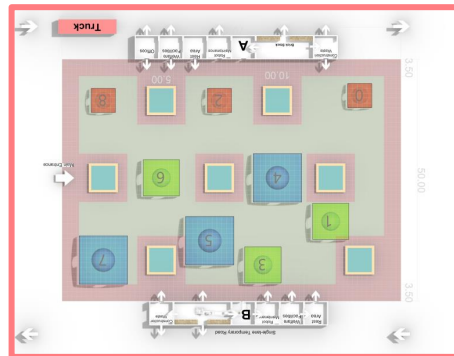
□ Ponds as static obstacles

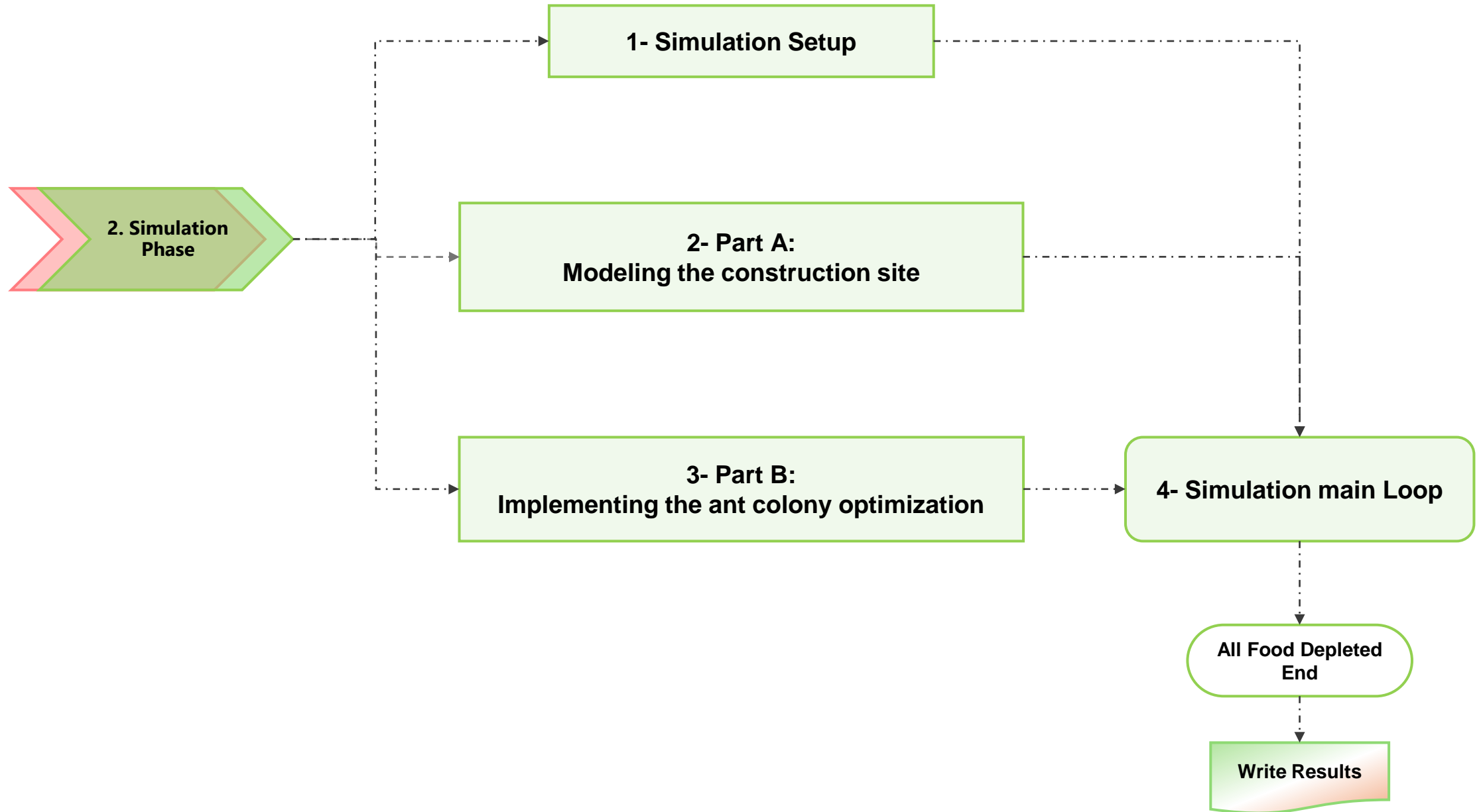
○ Booths Coordinate as food points and dynamic obstacles.

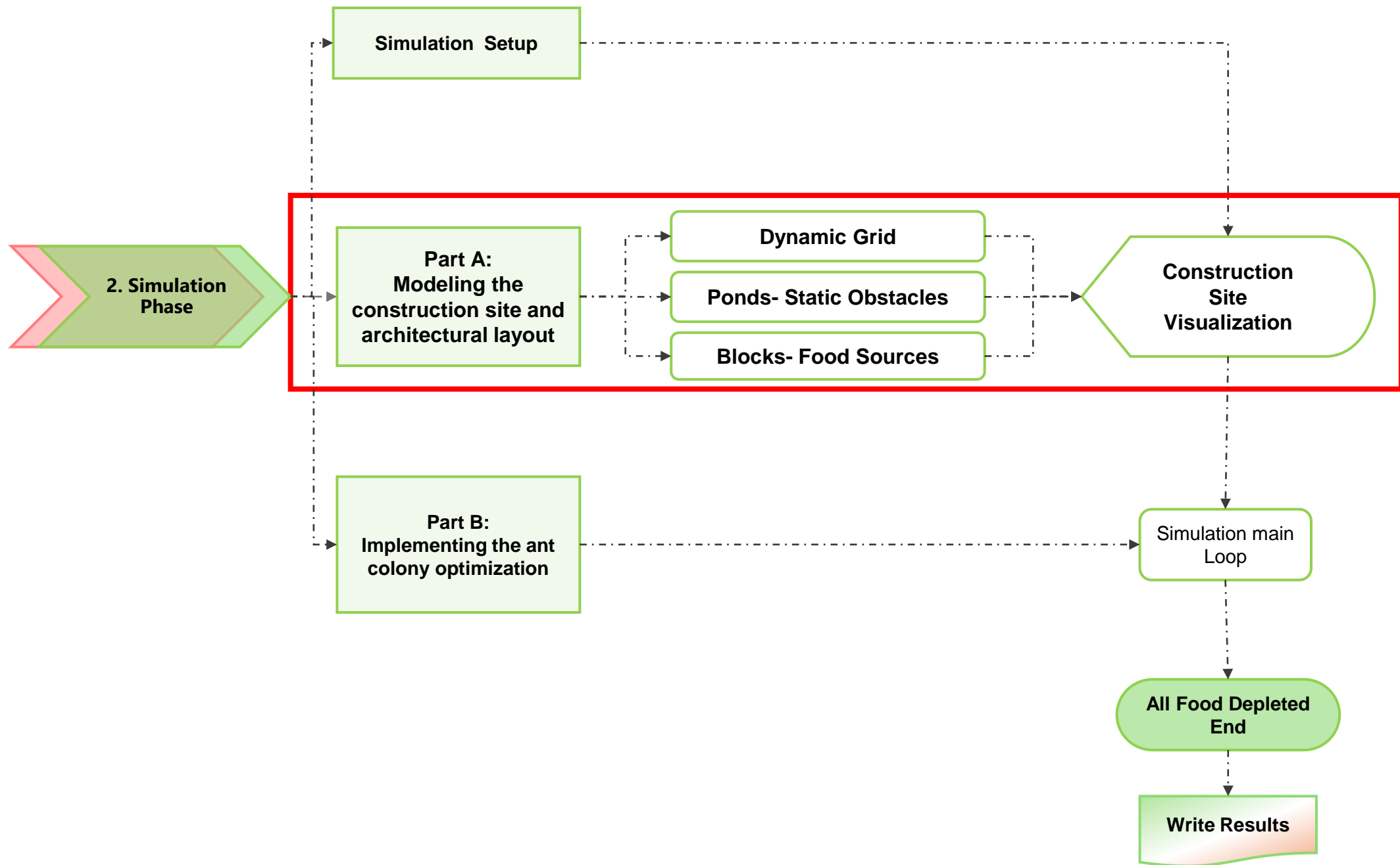
Booth material demand as food amount.



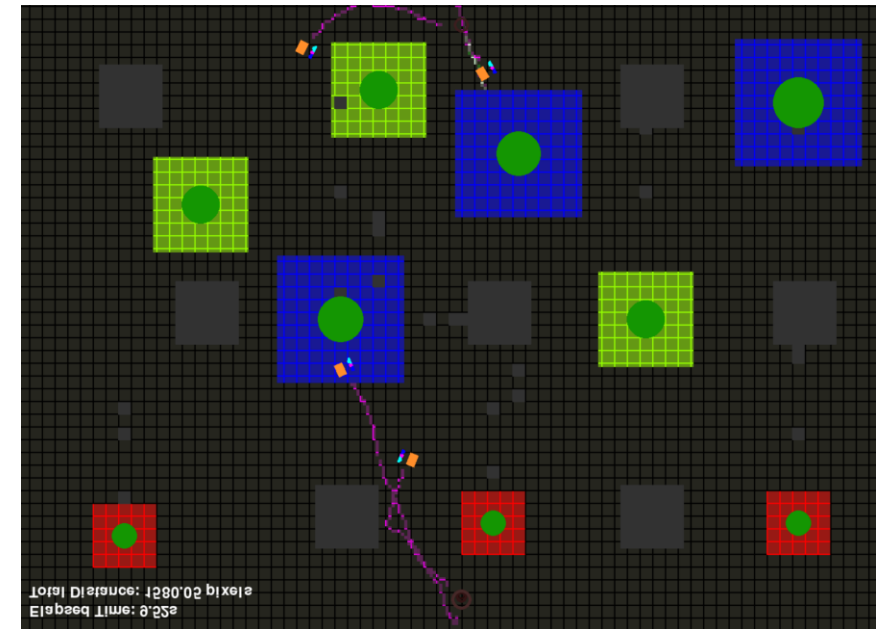
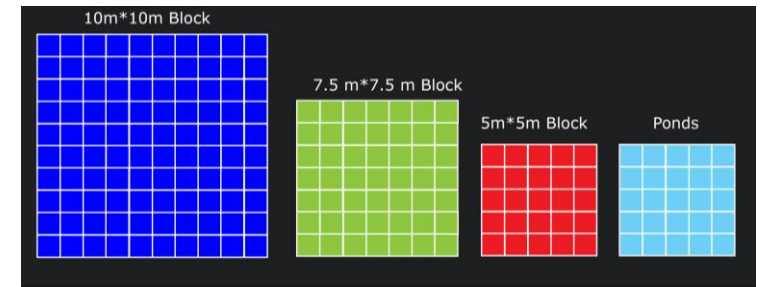
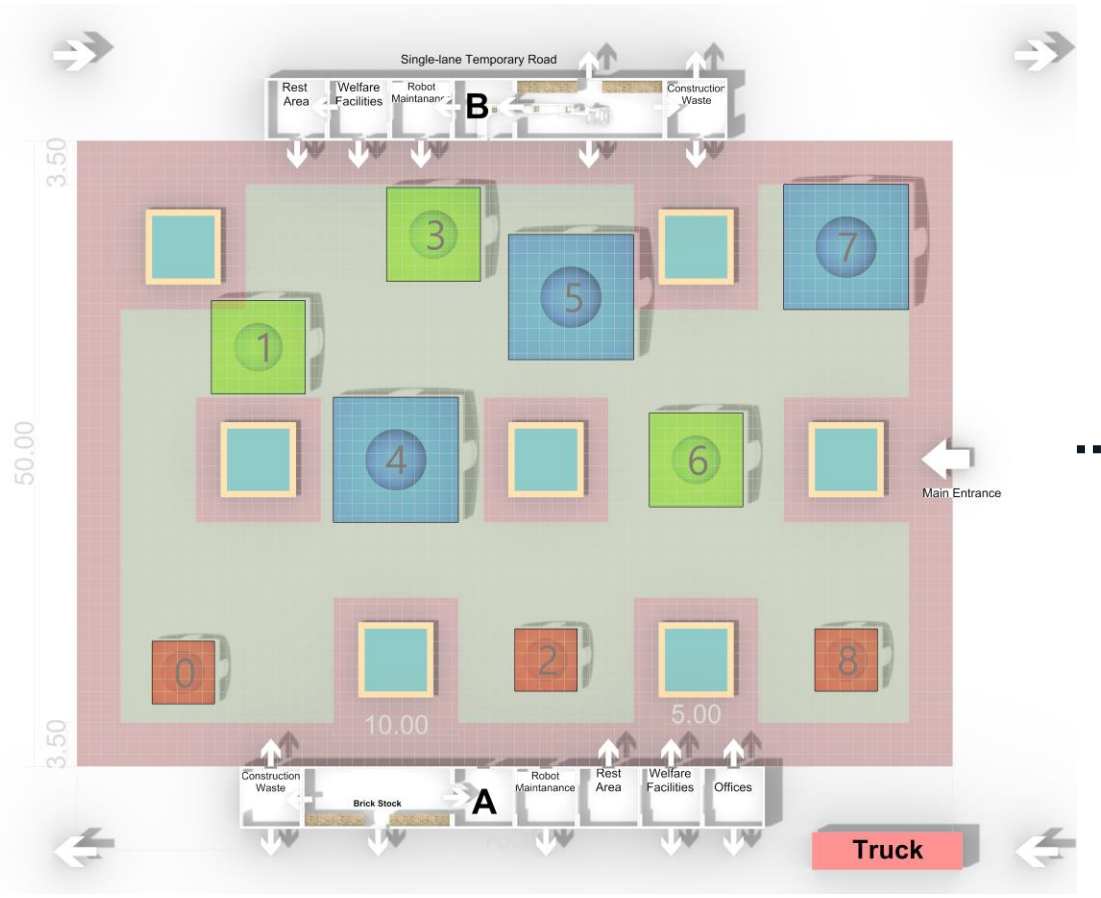
WORKFLOW

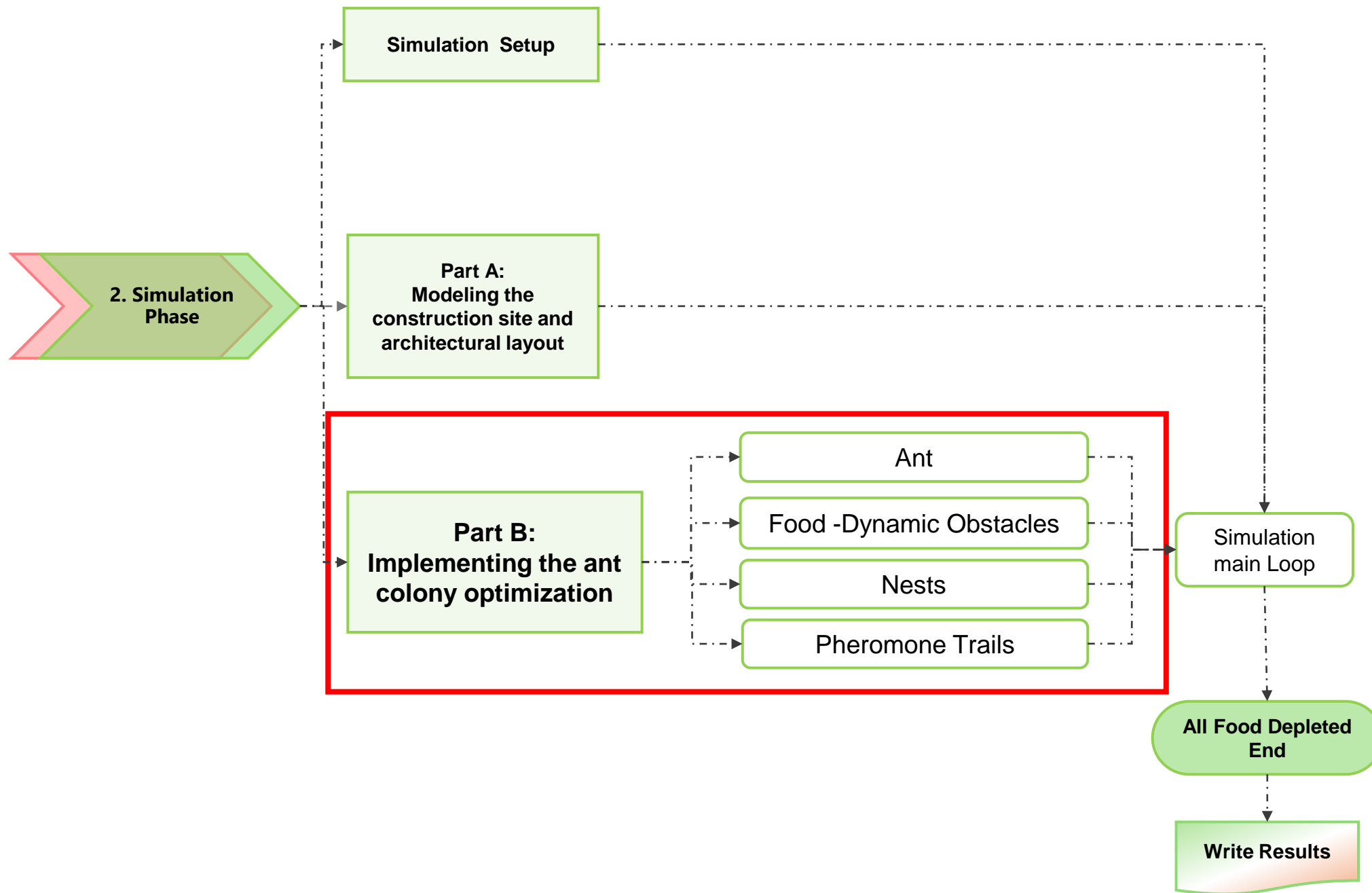






PART A: CONSTRUCTION SITE VISUALIZATION



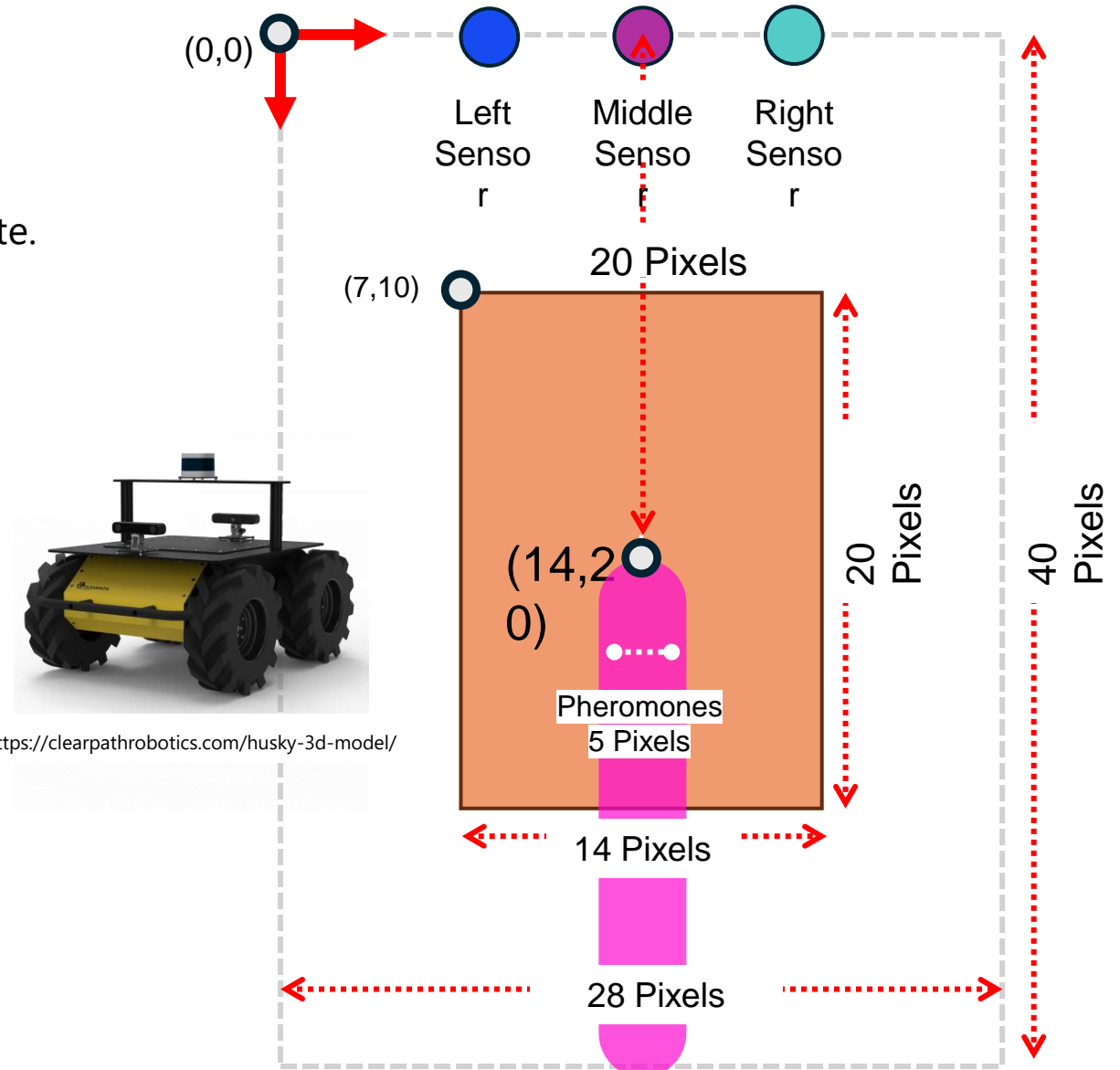


TECHNICAL FEATURES

- Husky's capacity of 35 bricks= the ant's consumption rate.
- Max Speed= 1m/s
- Dimension= Husky's Dimension Scaled
- Three Sensors
- Sensors Detection Values

1- Pheromone value Result at the sensor point.

2- RGB Values at the sensor point.



Collision Detection

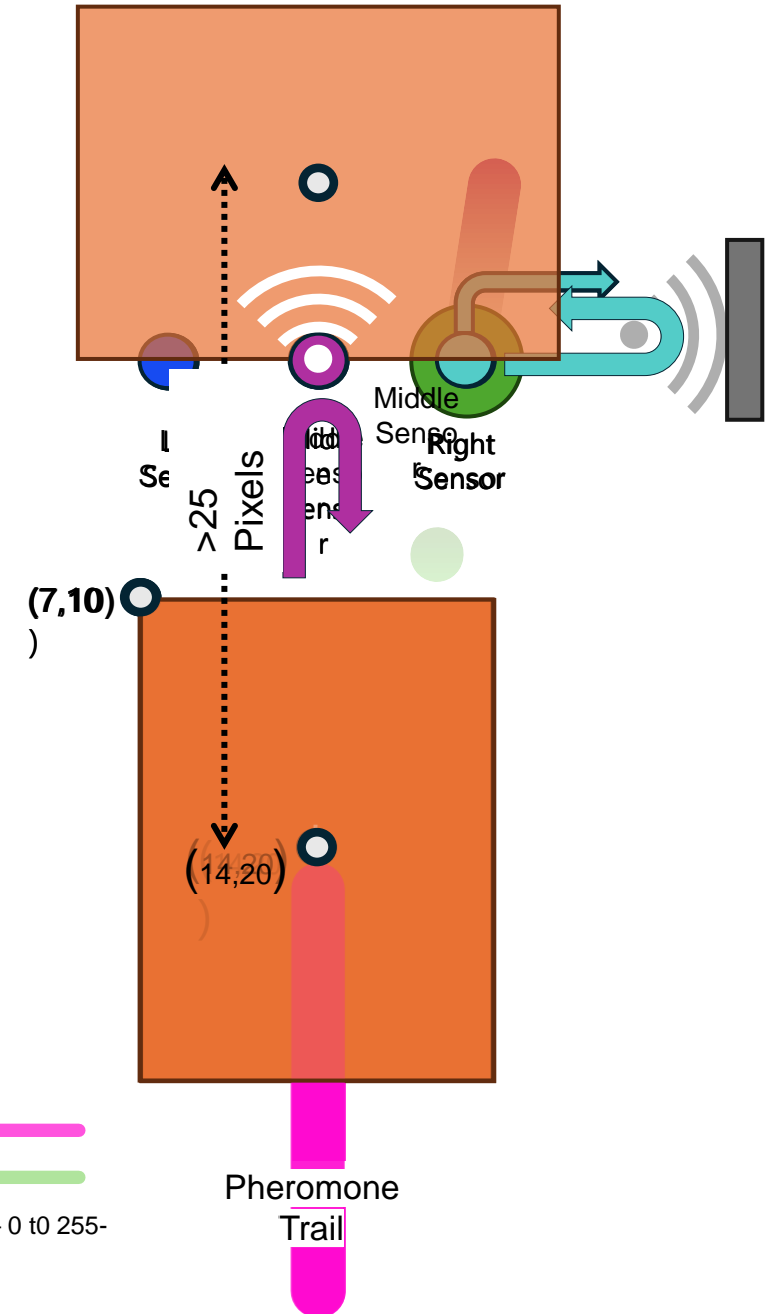
Behavioral Adjustments

1- Higher Pheromone Detection

2- Finding Food

3- Obstacle Detection

4- Collision Detection with Other Robots



- Obstacle = (7,10) - (10,5) - (10,5) - (10,5)
- Carrying food to nest = Green Trail - (0, 255, 0)
- Pheromone Intensity = Green Color Intensity mapped - 0 to 255-

Elapsed Time: 0.63s

Total Distance: 0.00 pixels



(170, 150)



(750, 170)



(1230, 170)



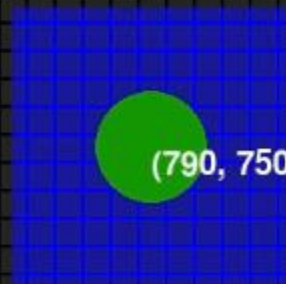
(510, 490)



(990, 490)



(290, 670)



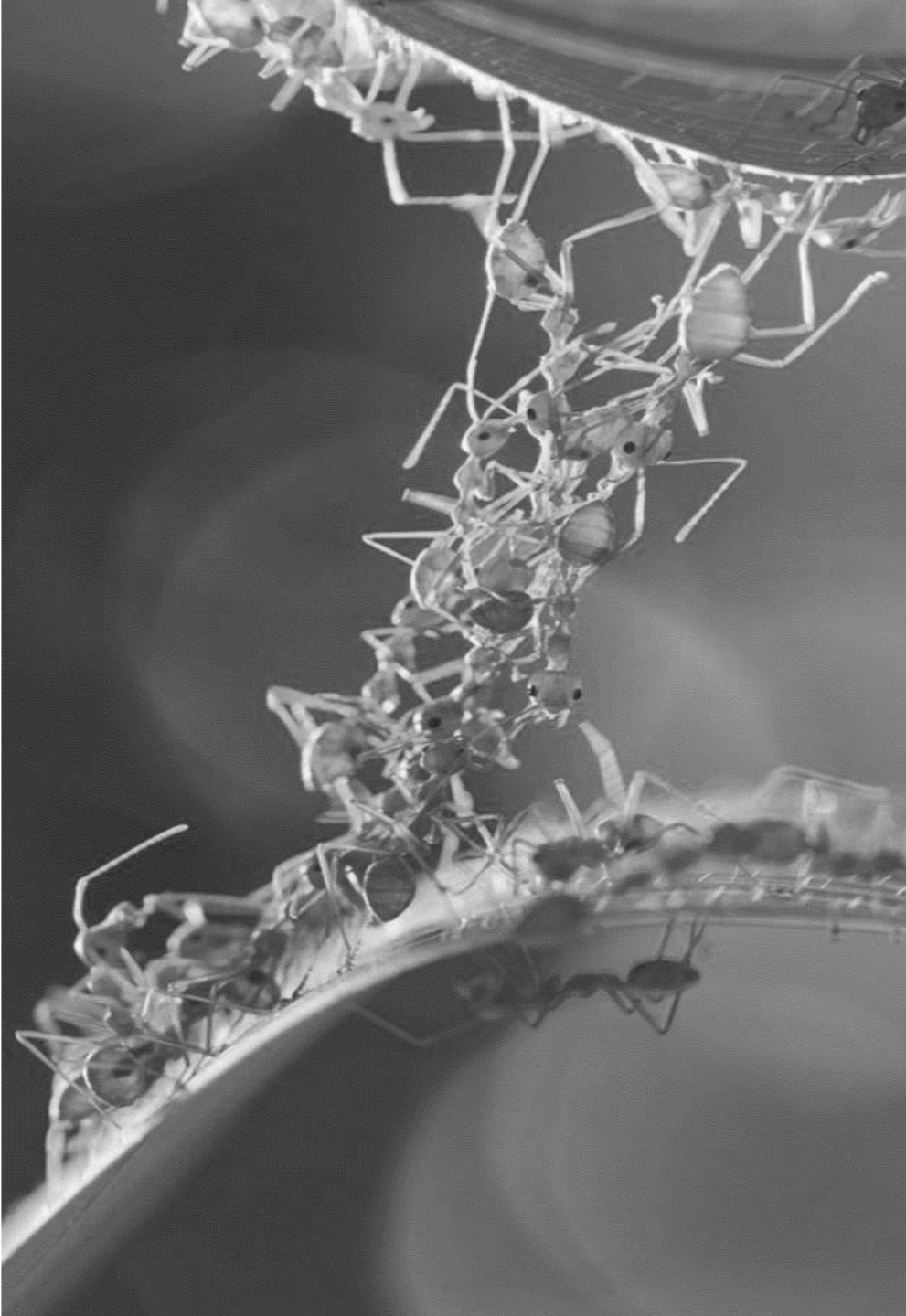
(790, 750)



(570, 850)



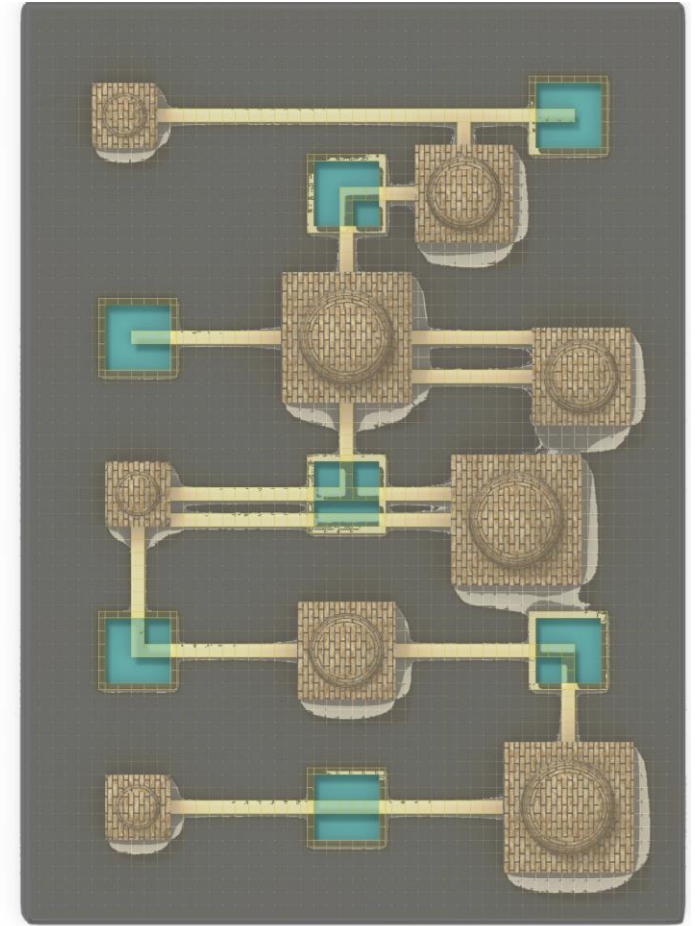
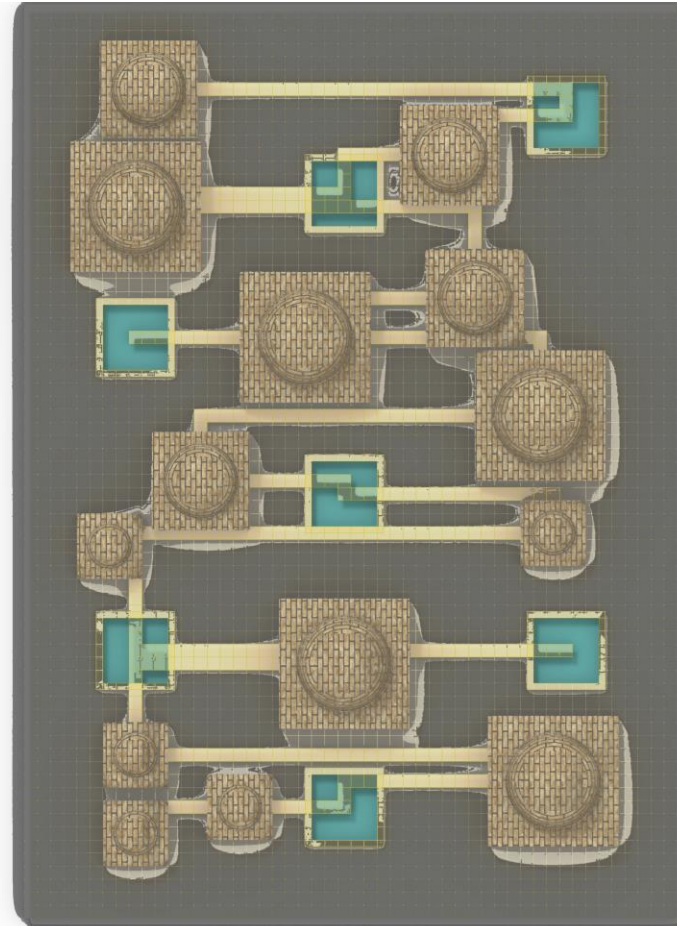
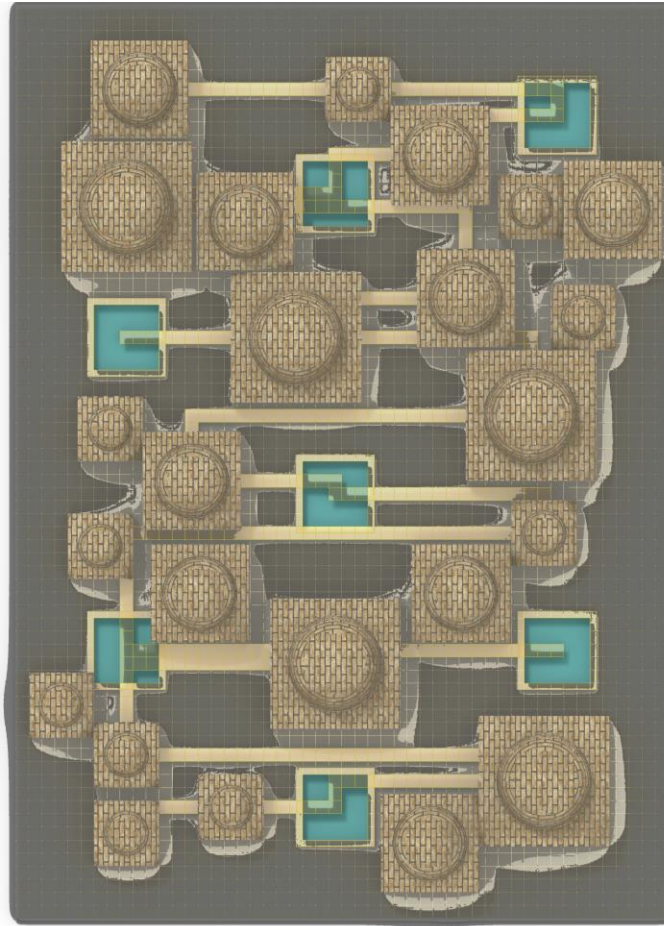
(1230, 830)



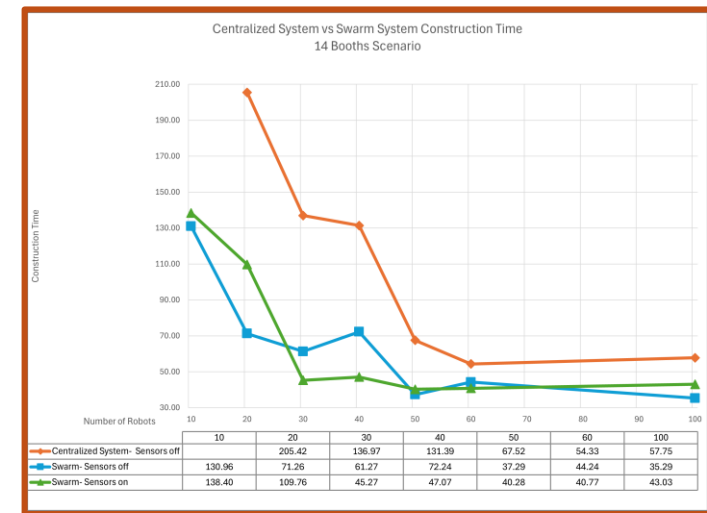
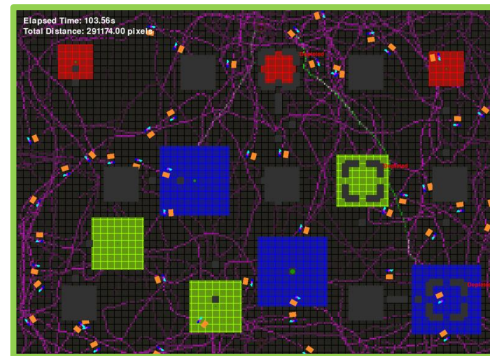
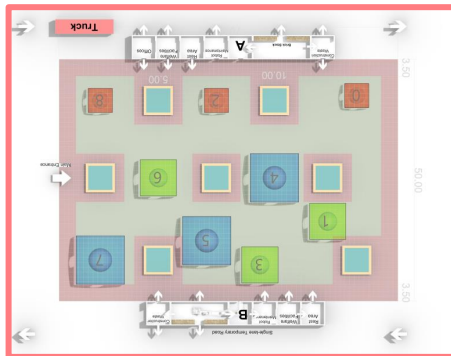
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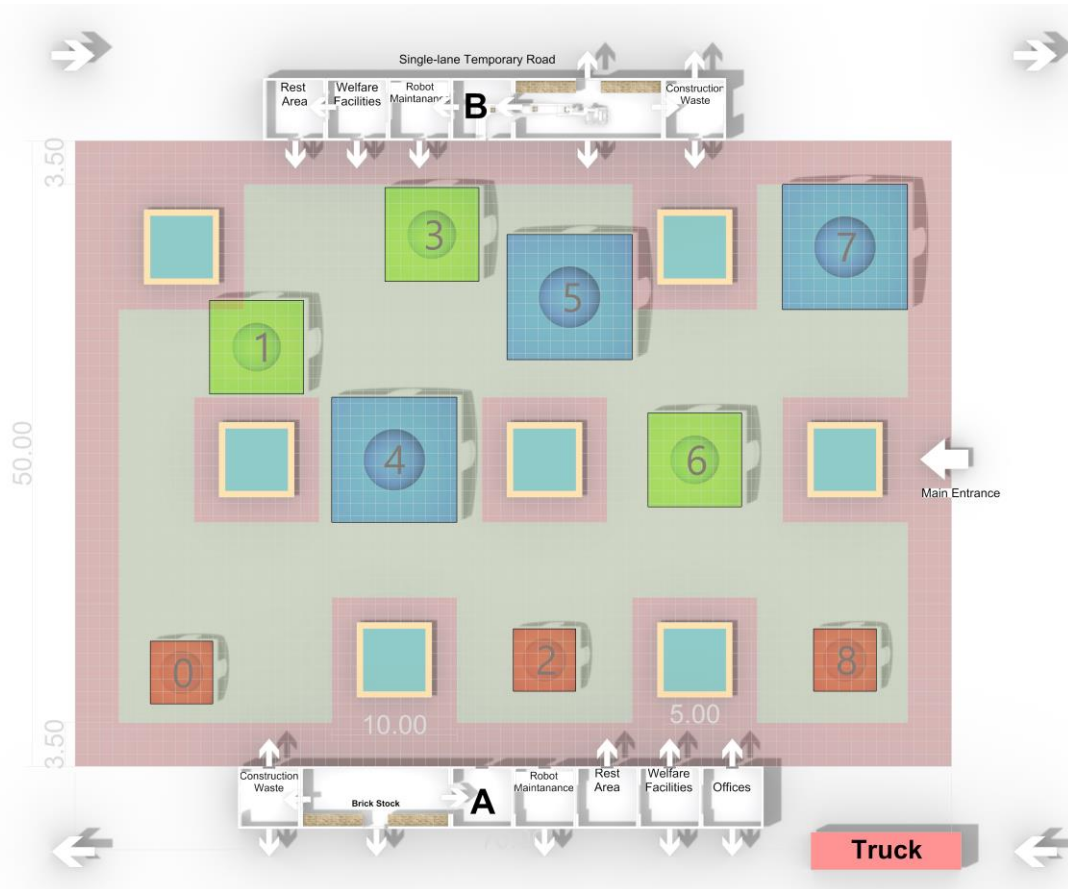
WHAT HAPPENS?



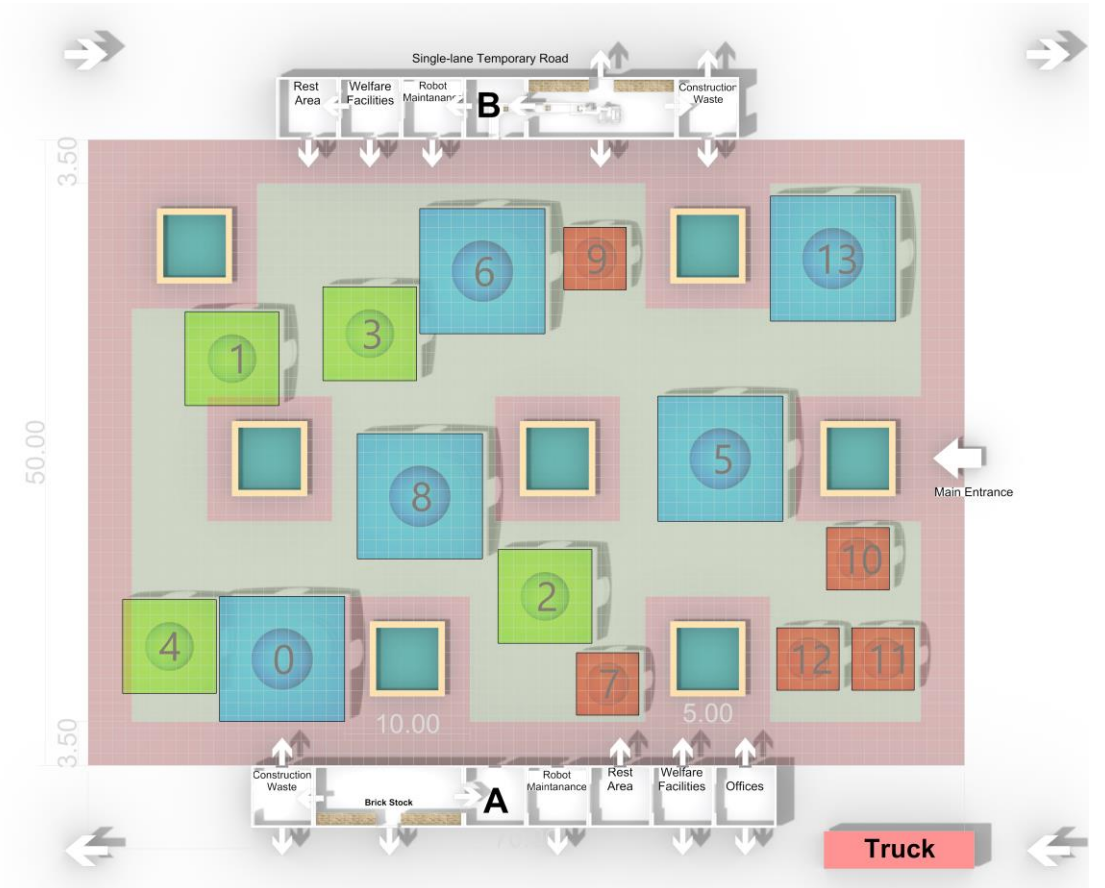
WORKFLOW



SCENARIOS



LESS COMPACT-9 BOOTHS



MORE COMPACT- 14 BOOTHS

VARIABLES UNDER INVESTIGATION

- **Number of Robots**

7 values tested: Tested with 10, 20, 30, 40, 50, 80, and 100 robots.

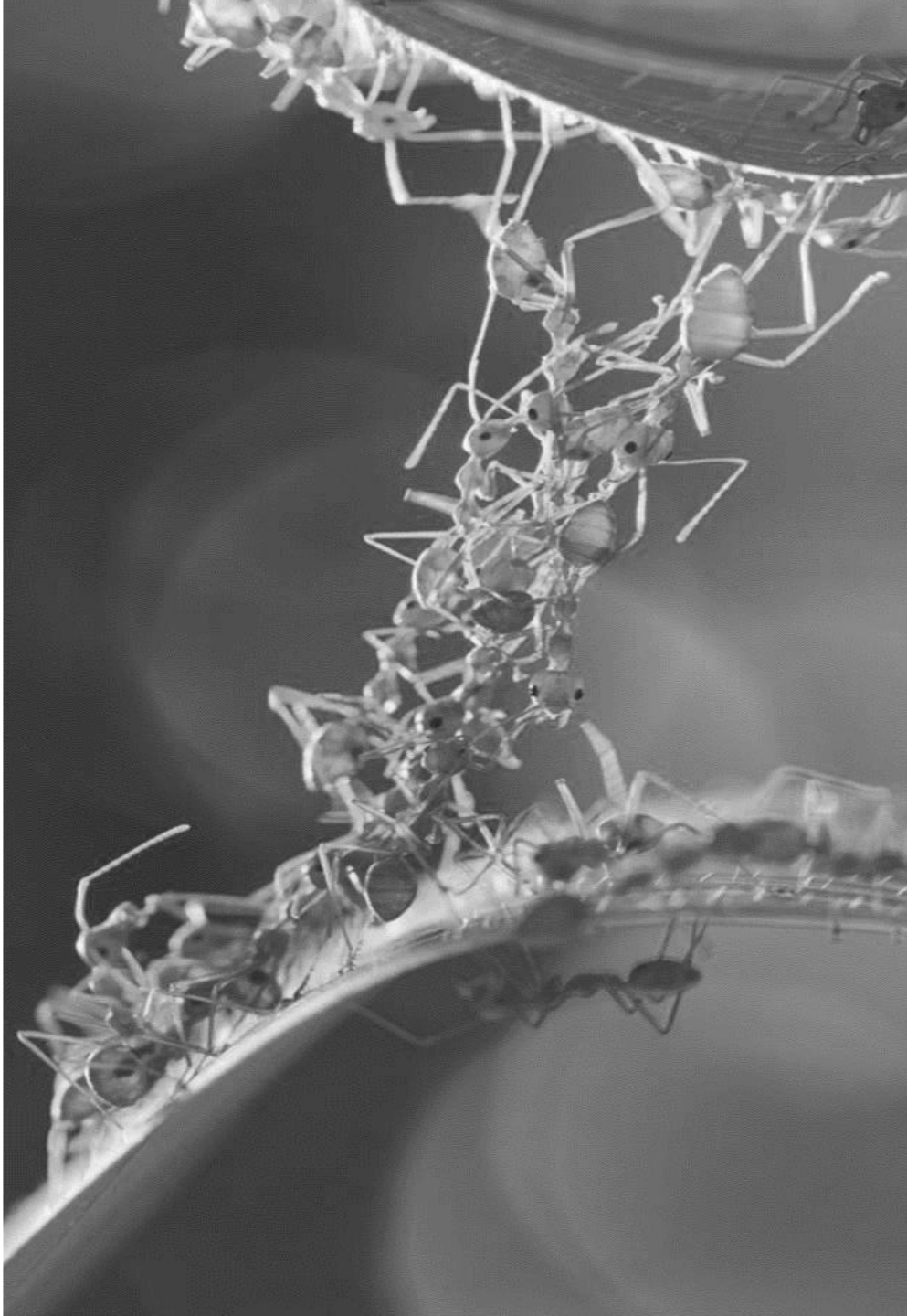
- **Pheromone Evaporation Rate**

8 values tested: No Evaporation, 1%, 5% , 10%, 20%, 30%, 50%, 80% and Full Evaporation.

Assessment Criteria:

Total construction time

Total Walking Distance

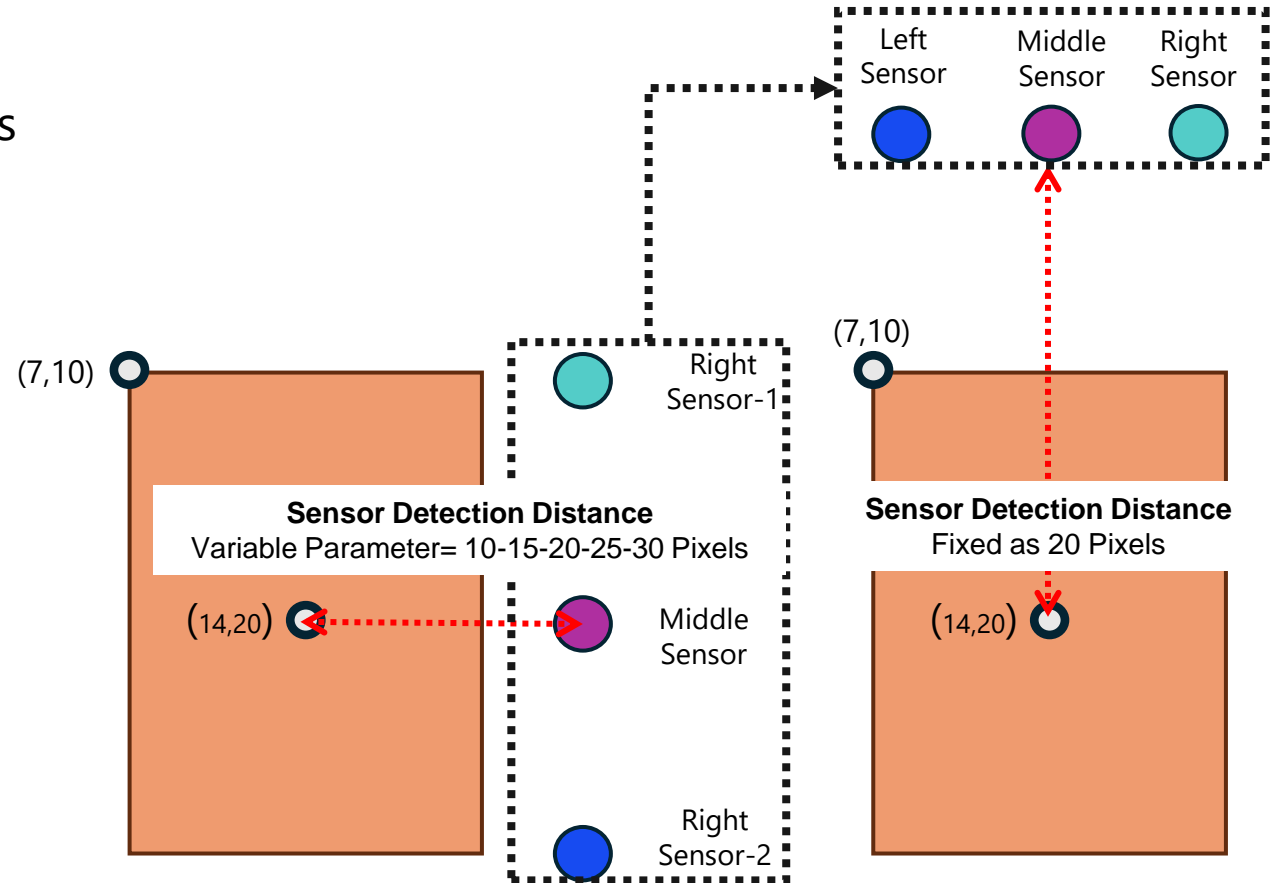


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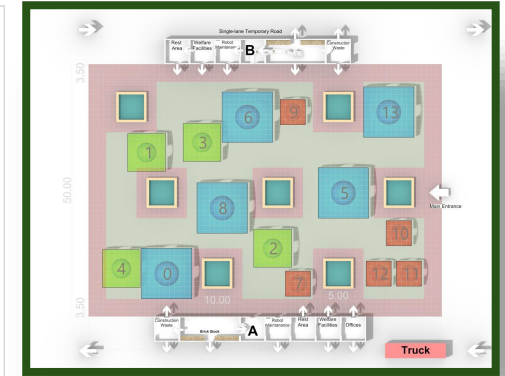
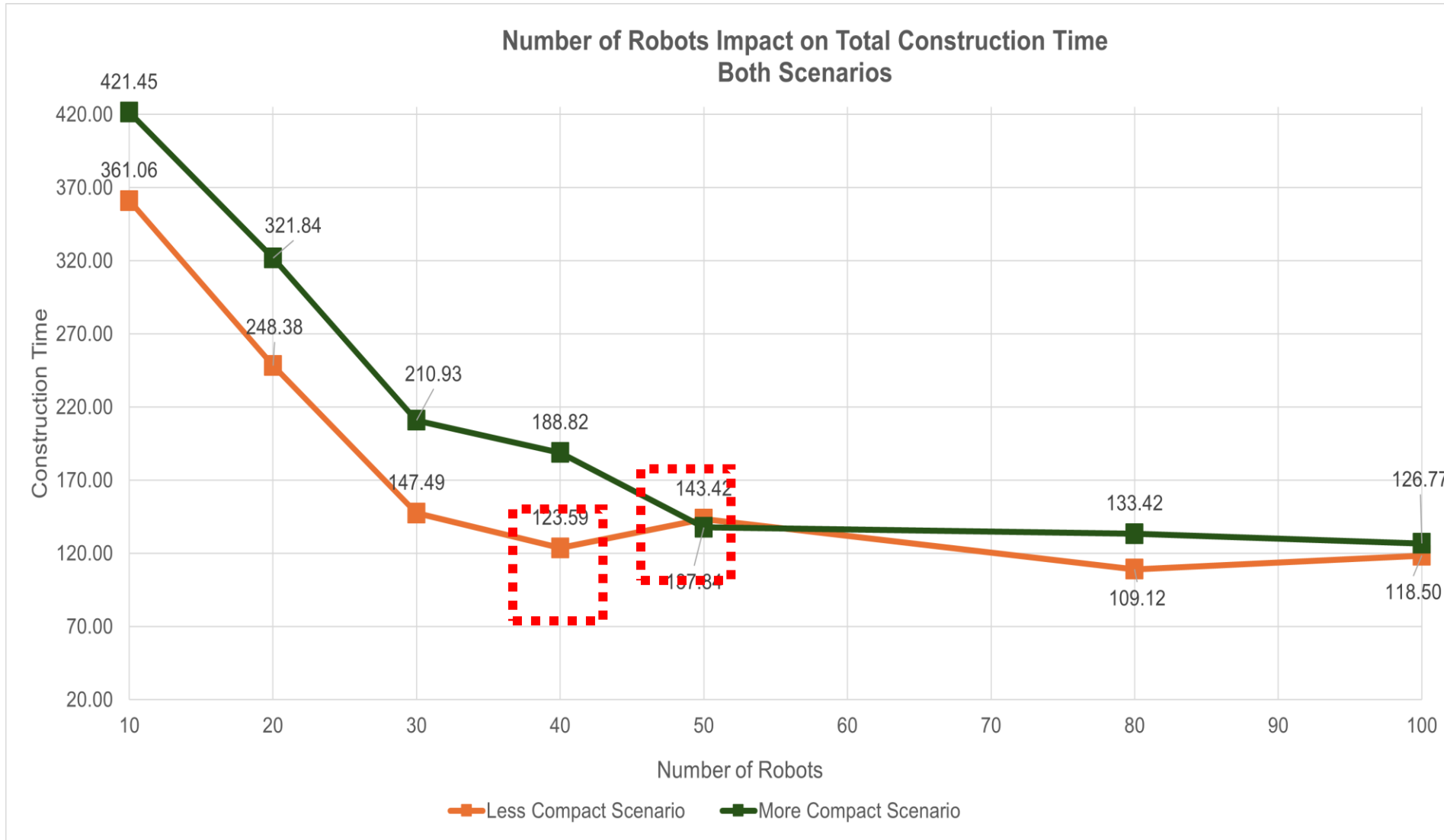
EXPERIMENTS

- Experiments so far 92► Repeated 3 times
- 60 belongs to before sensor relocation
- After the Sensor Relocation from Right to Front
32 Experiments

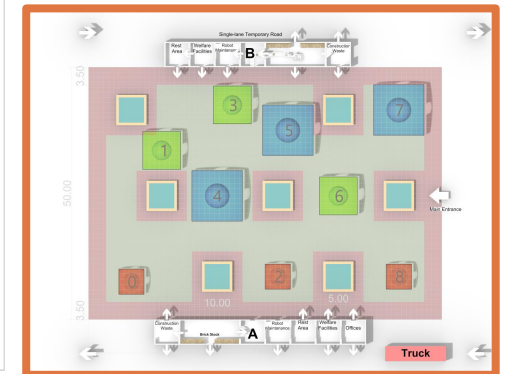


1- The Impact of the Number of Robots on Construction Time

MORE COMPACT- 14 BOOTHS

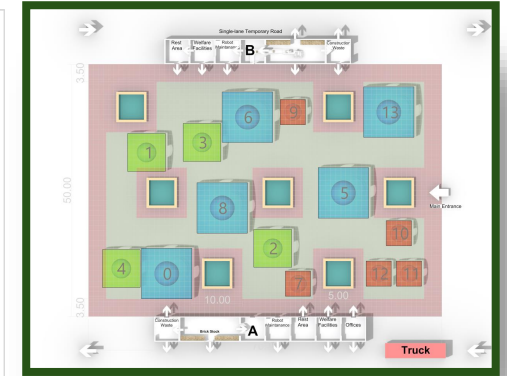
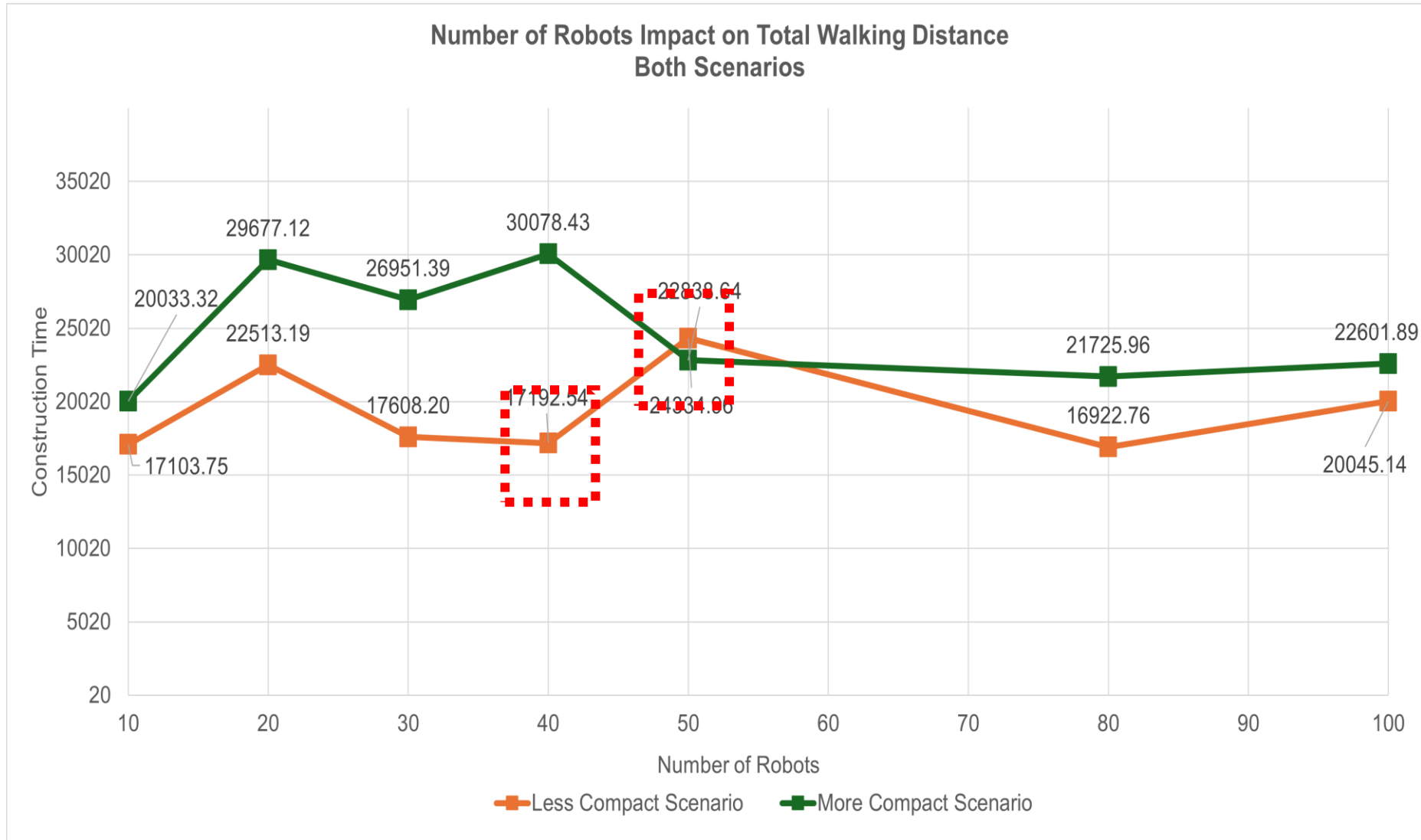


LESS COMPACT-9 BOOTHS

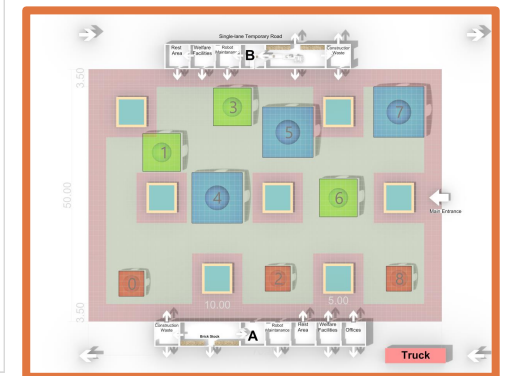


2- The Impact of the Number of Robots on Walking Distance

MORE COMPACT- 14 BOOTHS

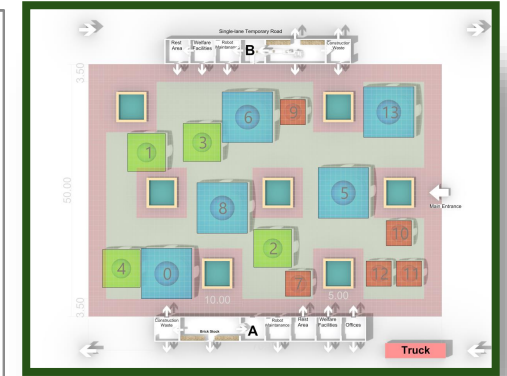
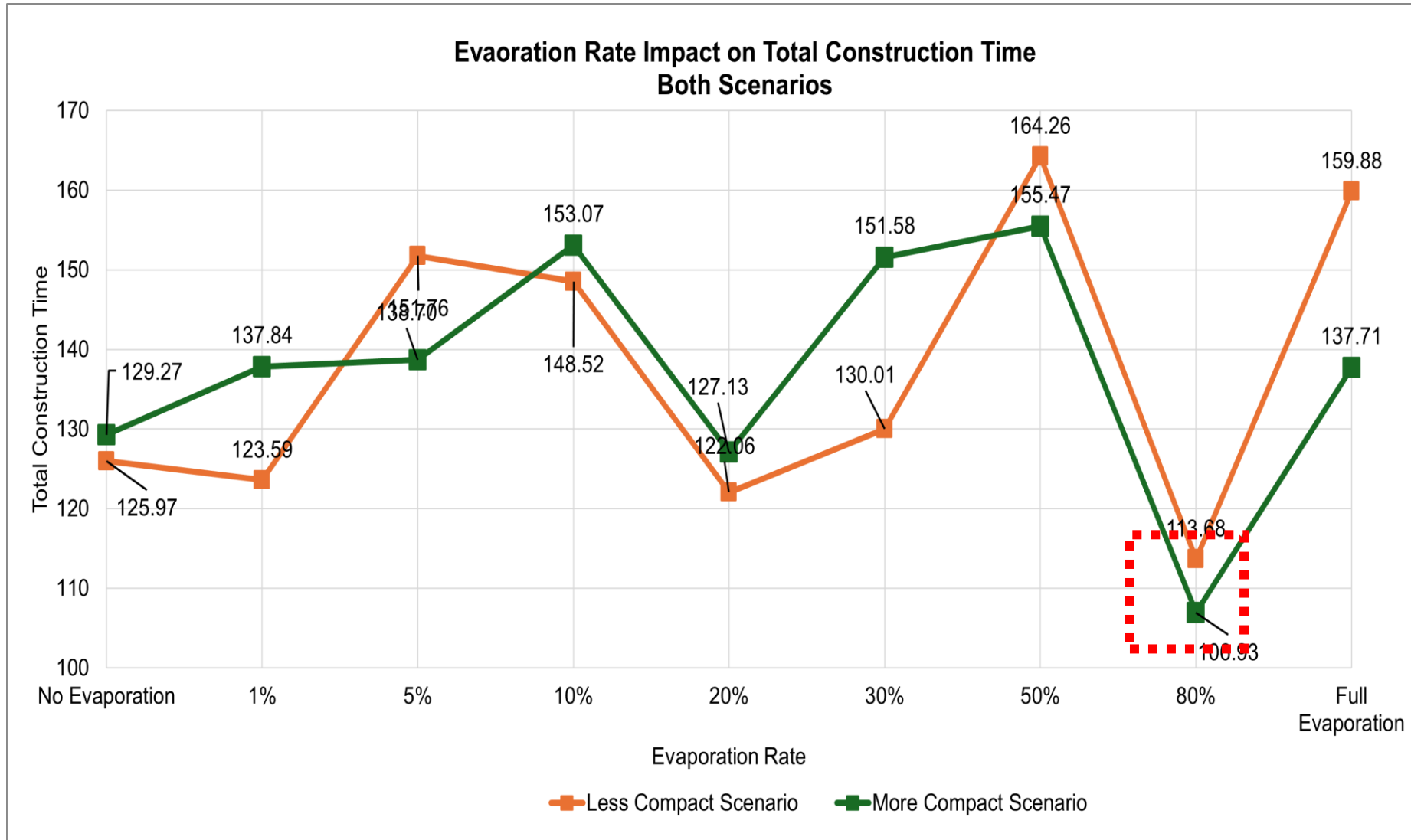


LESS COMPACT-9 BOOTHS

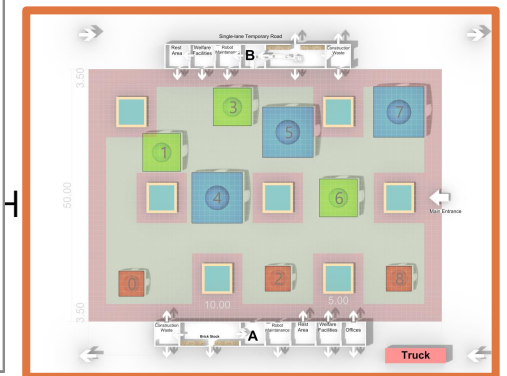


3- The Impact of Pheromone Evaporation Rate on Construction Time

MORE COMPACT- 14 BOOTHS

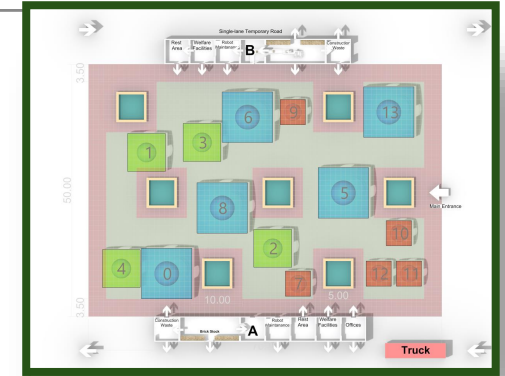
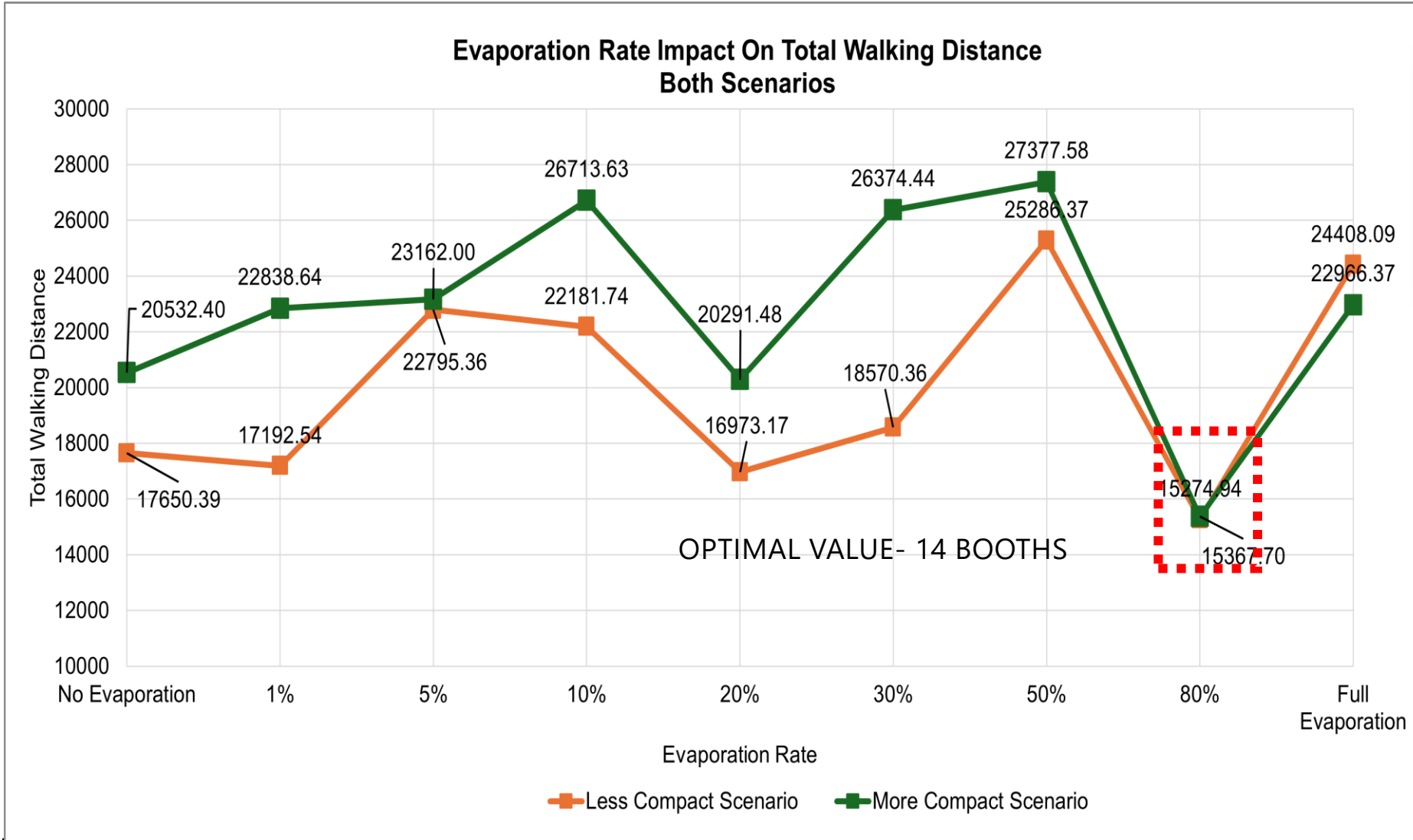


LESS COMPACT-9 BOOTHS

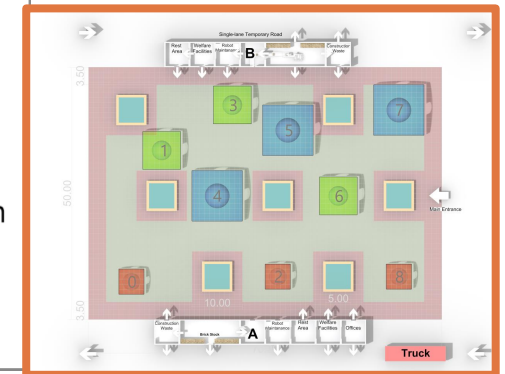


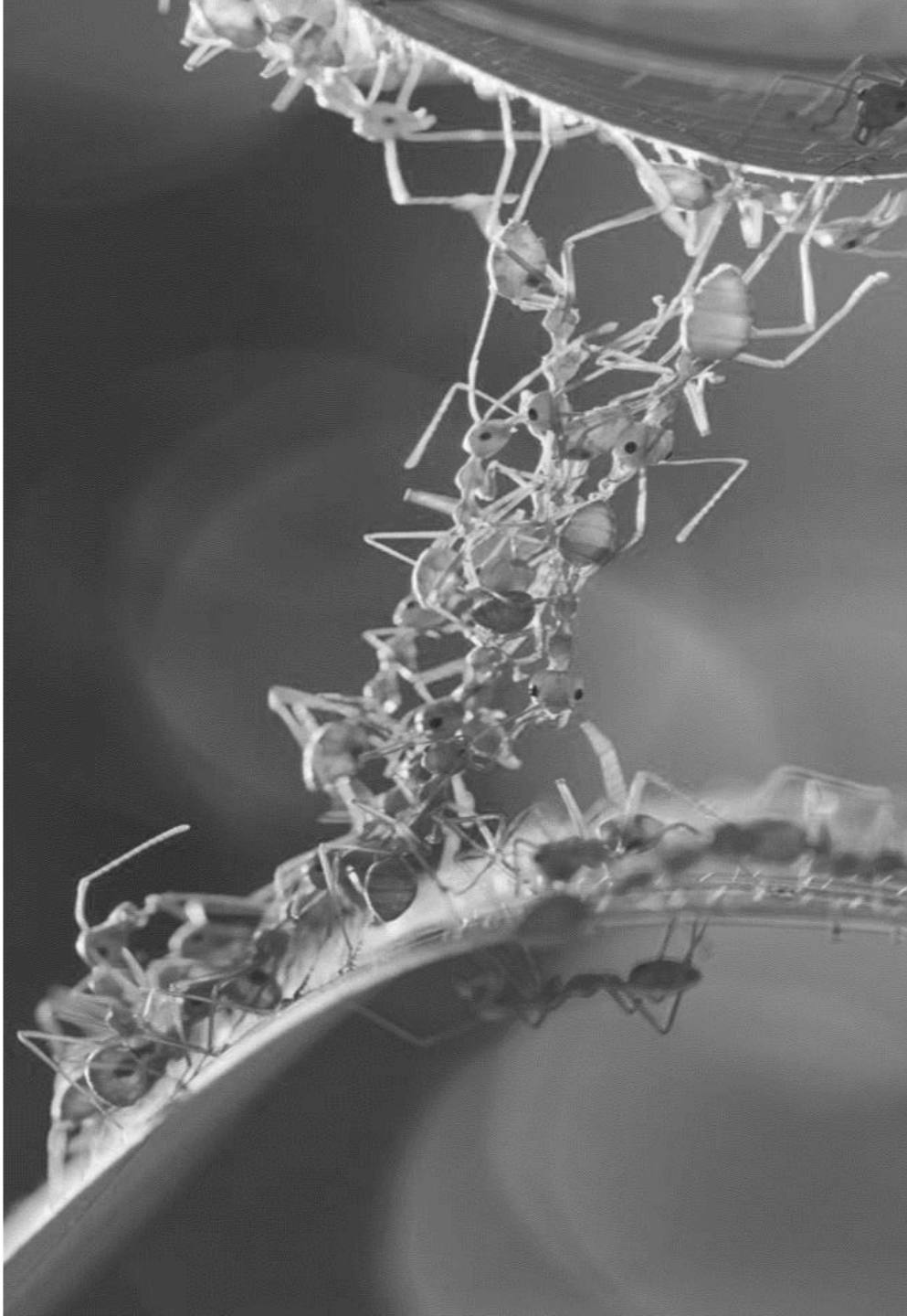
4- The Impact of Pheromone Evaporation Rate on Walking Distance

MORE COMPACT- 14 BOOTHS



LESS COMPACT-9 BOOTHS

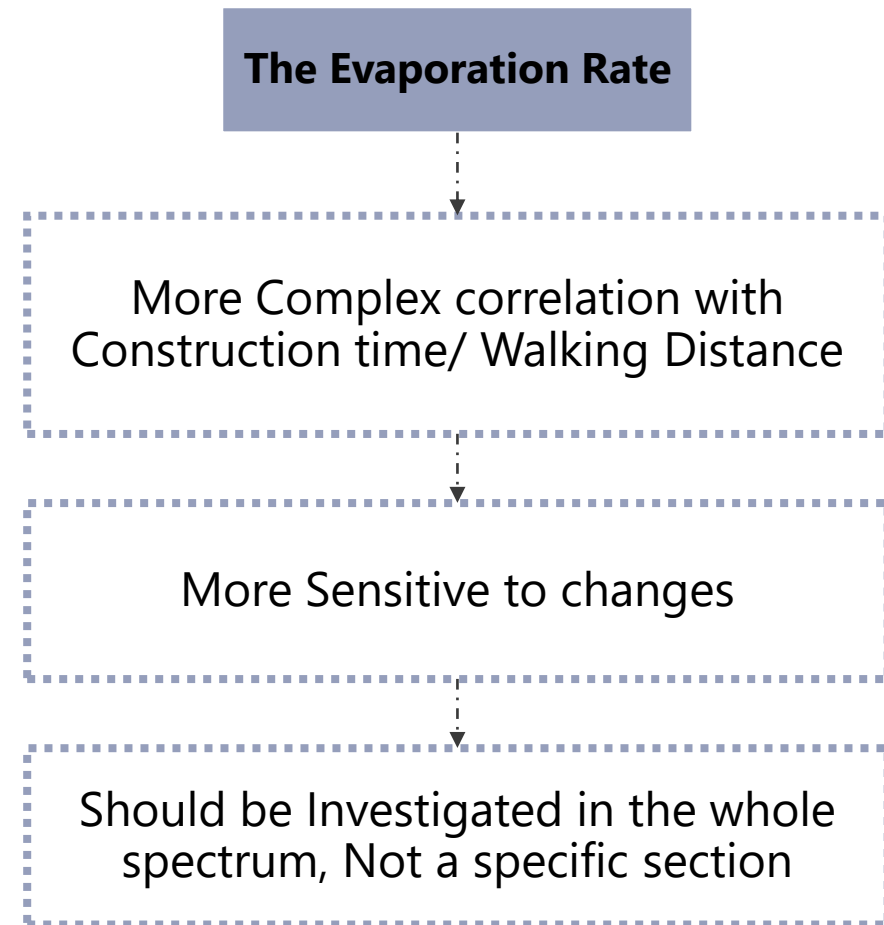
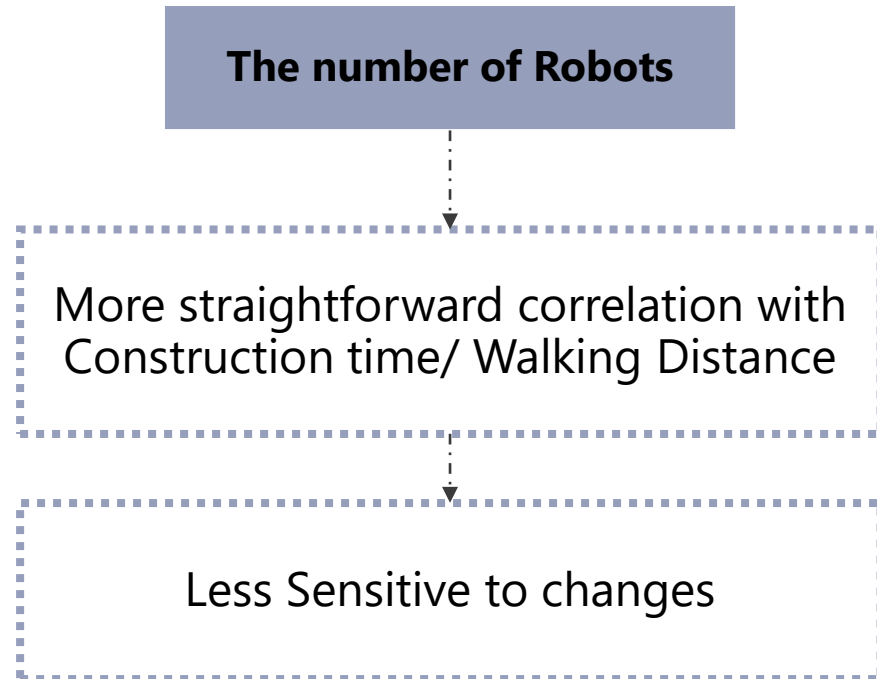




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FINDINGS



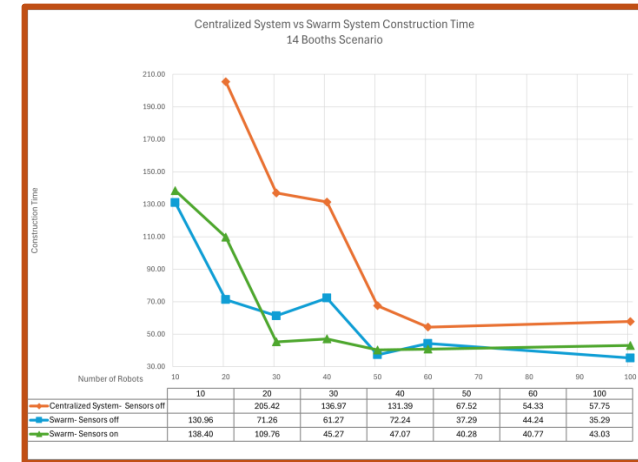
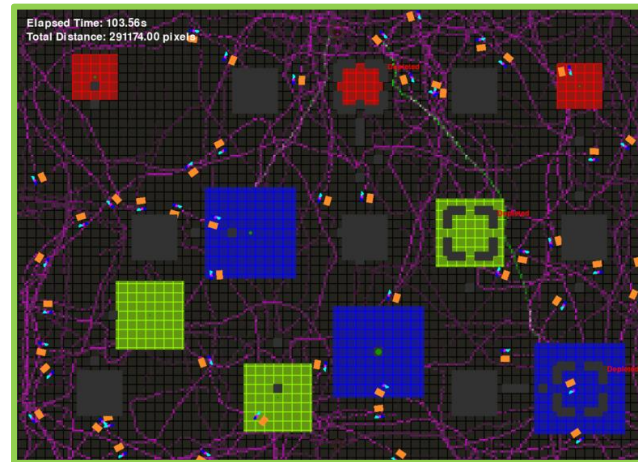
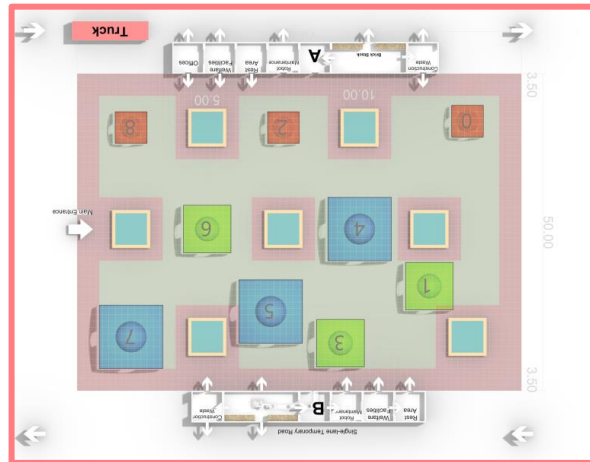
FINDINGS

The number of Robots

The Evaporation Rate

-
- The optimal parameters are highly scenario-dependent.
 - A unique set of parameters cannot be applied to all scenarios, even within the same construction site.
 - Each scenario should be individually optimized before construction.

"HOW CAN SWARM ROBOTS PERFORM AS AN ON-SITE ADAPTIVE LOGISTIC SYSTEM ON A DYNAMIC CONSTRUCTION SITE?"



layout

Construction Site

Booths

Material Supply

Material Type

Obstacles

Further Specifications

Overview



Next

Specifications

Total Number

Type A- Booth

Number

Dimensions

Material Demand

Type B- Booth

Number

Dimensions

Material Demand

Type C- Booth

Number

Dimensions

Material Demand

Coordinates

layout

Construction Site

Booths

Material Supply

Material Type

Obstacles

Further Specifications

Overview



Specifications

Total Number

Coordinates

Import File

Manual Adjustments

X-Direction

Y-Direction

0		-3											
1			5										
2	-7												
3													20
4				5									
5		-2											
6													16
7			-2										
8													
9						6							
10							5						
11		-4											
12			-7										
13		-10											
												9	

0													
1													11
2													6
3													29
4													9
5													-10
6													21
7													1
8													7
9													-13
10													-5
11													15
12													14
13													7
													-1

Next

Simulation

Robot Selection

Site Topography Files

Project Planning Files

Simulation

Overview

```
Go Run Terminal Help ← → Search
xs.py × Direct-14 booths.py
STUDIES > 3rd Semester > 01-CORE > Msc_CORE_Assignments_Week2 > Zahra > final p4-14 booths_Sensors.py > ...
python3
rt pi, sin, cos, atan2, radians, degrees
port randint
as pg
s np

lib.pyplot as plt

e # True for Fullscreen, or False for Window
# Number of Ants to spawn
# default 1200
# default 800
# 48-90
# limit frame rate to refresh rate
# Pixel Size for Pheromone grid, 5 is best
# show framerate debug

of the Game
onstruction site size as game window

TERMINAL PORTS DEBUG CONSOLE Python: final p4-14
45
0
505
70
10
5
470
35
hra>
hra>
```

Specifications

Number of Robots



Robot Operation Time

Construction Order

Construction Rate

Construction Site Files



Time Elapsed

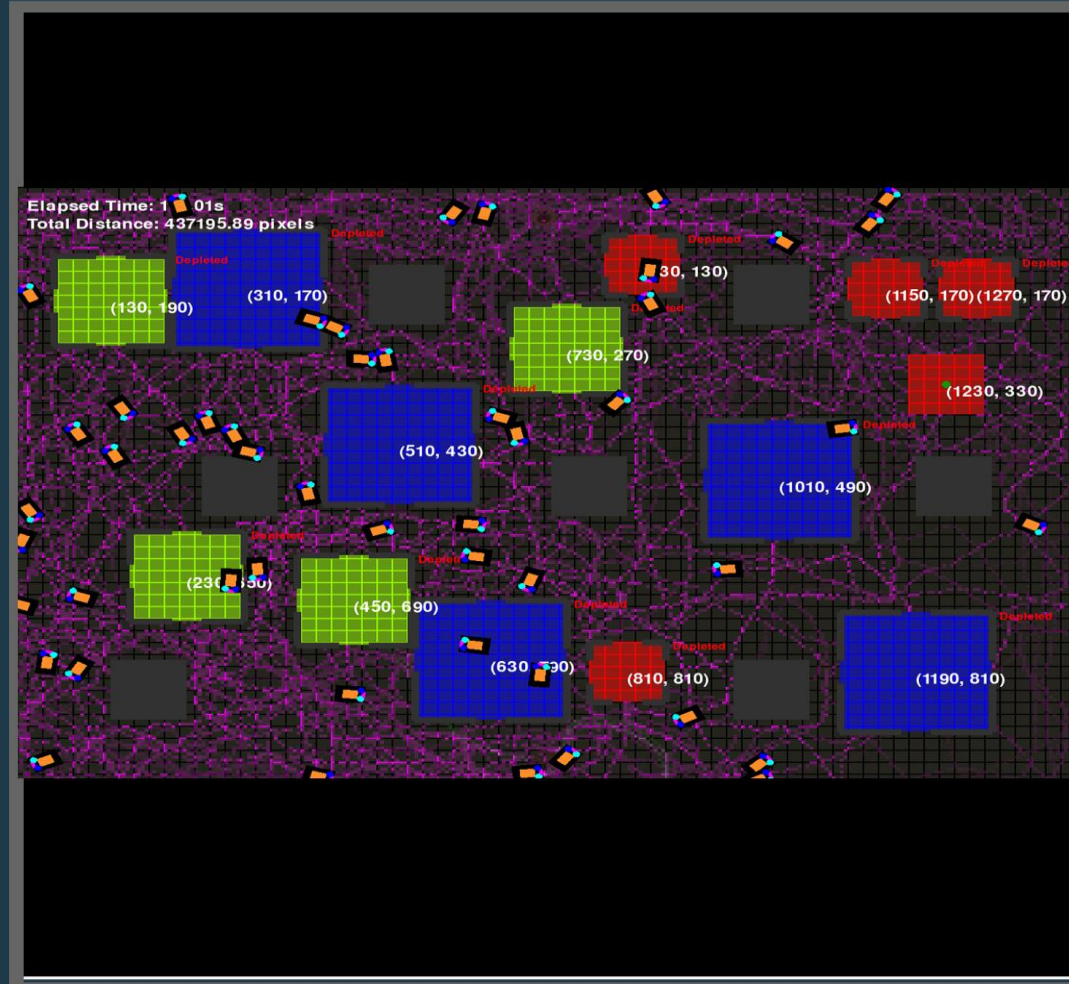
14:04:36

Estimated Time	16:30:30
Distance	7950 m
Material Used	75%
Material Remained	25%
Robots Operating	19
Robots Charging	5
Robots Maintenance	7

PAUSE

ABORT

Overview



Next

Specifications

Found Issues

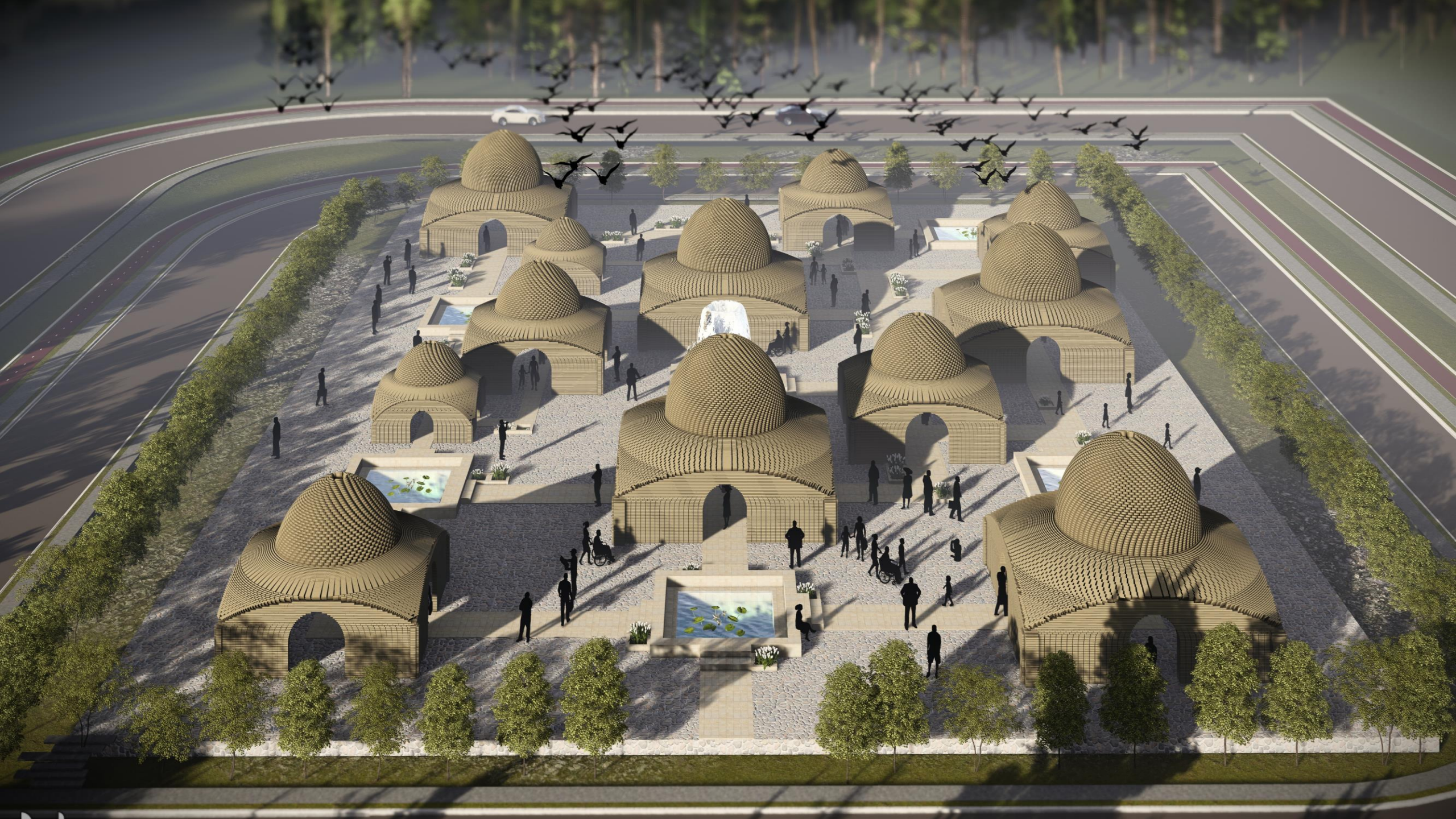
Reports

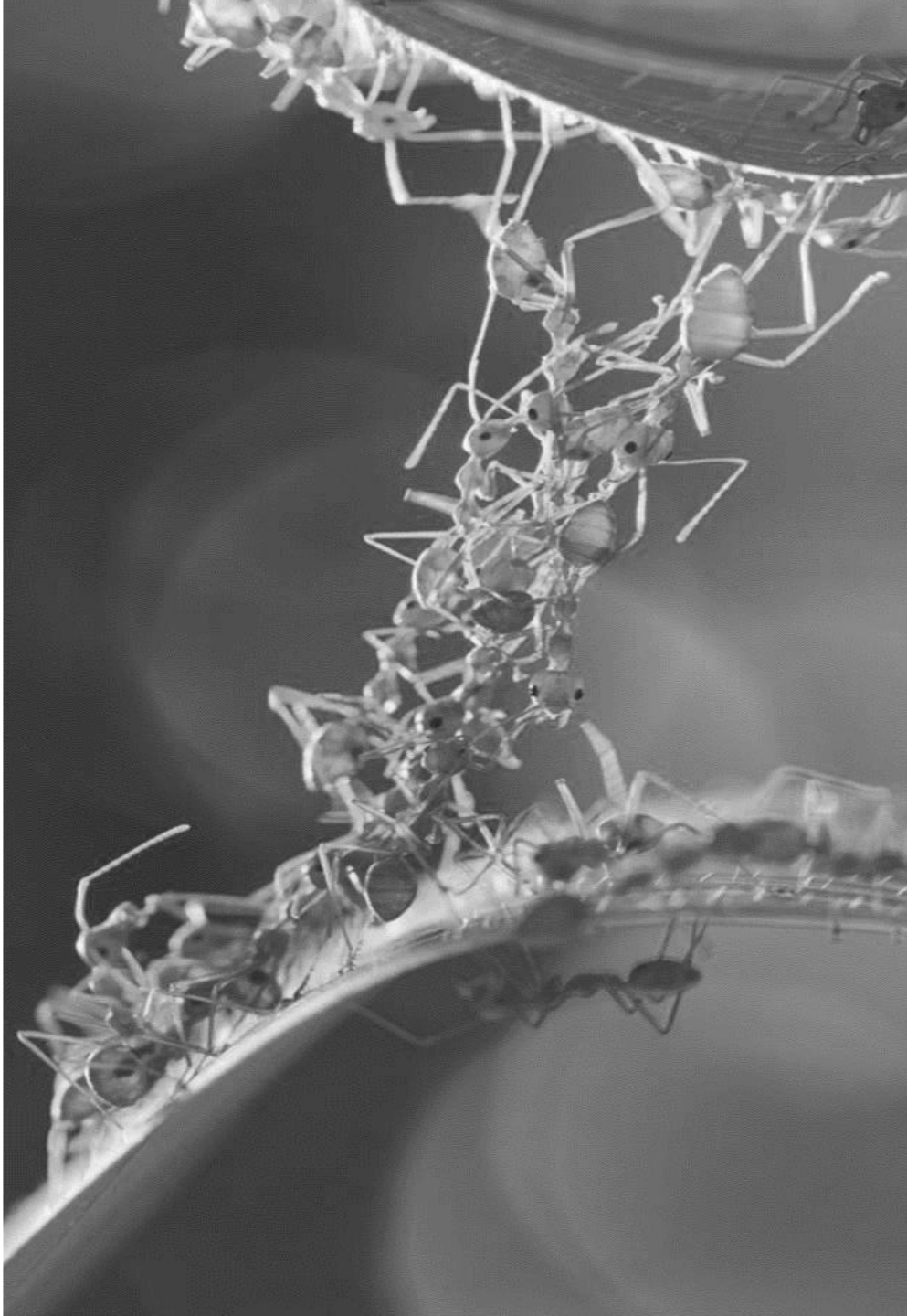
Technical Support







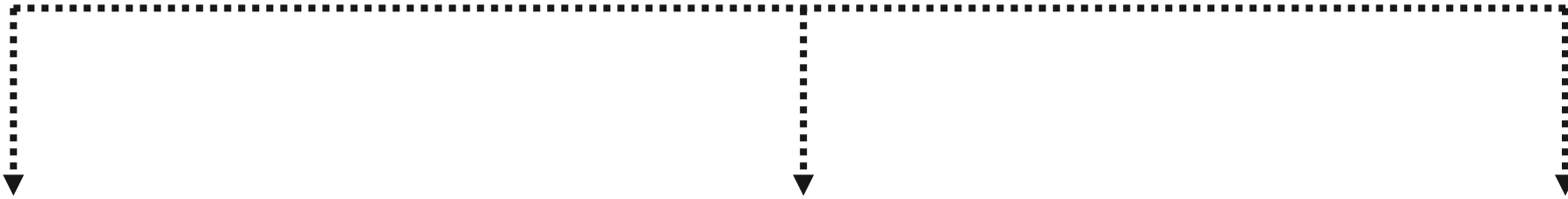




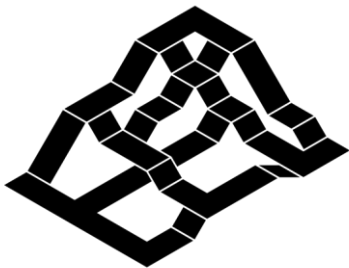
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DISCUSSION-LIMITATIONS



- Fully Replicating a Dynamic Construction Process



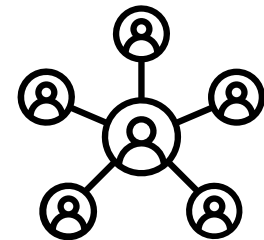
Created by Zach Bogart
from Noun Project

- Robotic Physical Translation



Source: <https://clearpathrobotics.com/husky-3d-model/>

- Simulation Difficulties regarding the background and interdisciplinary nature of the research



FUTURE RESEARCH

- Replicating a More Realistic Site
- Exploring Other Swarm Algorithms
- Automating the Entire Construction Process
- Developing a Unified Tool(UI)

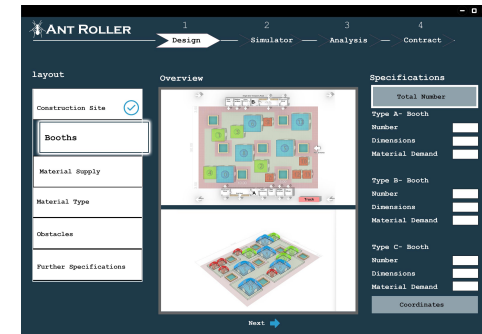
3D Terrain



Created by Zach Bogar from Noun Project

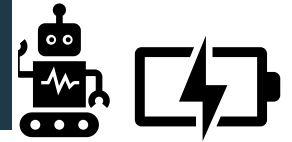


Created by Felix Brönnimann from Noun Project



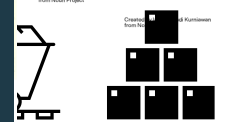
Material Supply

Operational Status



Pick Station

Firefly



3

FUTURE RESEARCH

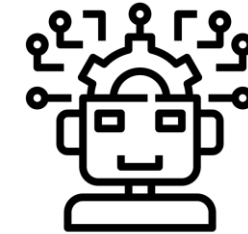
→ Incorporating more variables

→ Linking to a Machine Learning Model

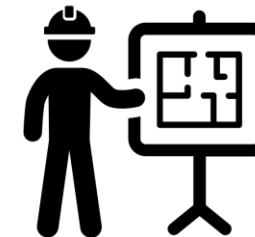
→ More Complex Architectural Design



Created by Orange Cat
from Noun Project



Created by Konkapp
from Noun Project



Created by Adrien Coquet
from Noun Project



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REFLECTION-SOCIETAL IMPACT

Project Efficiency

- Mitigation of disruptions, delays, and inefficiencies
- Enhanced efficiency in the construction industry and economic growth
- Making the industry more resilient and productive.

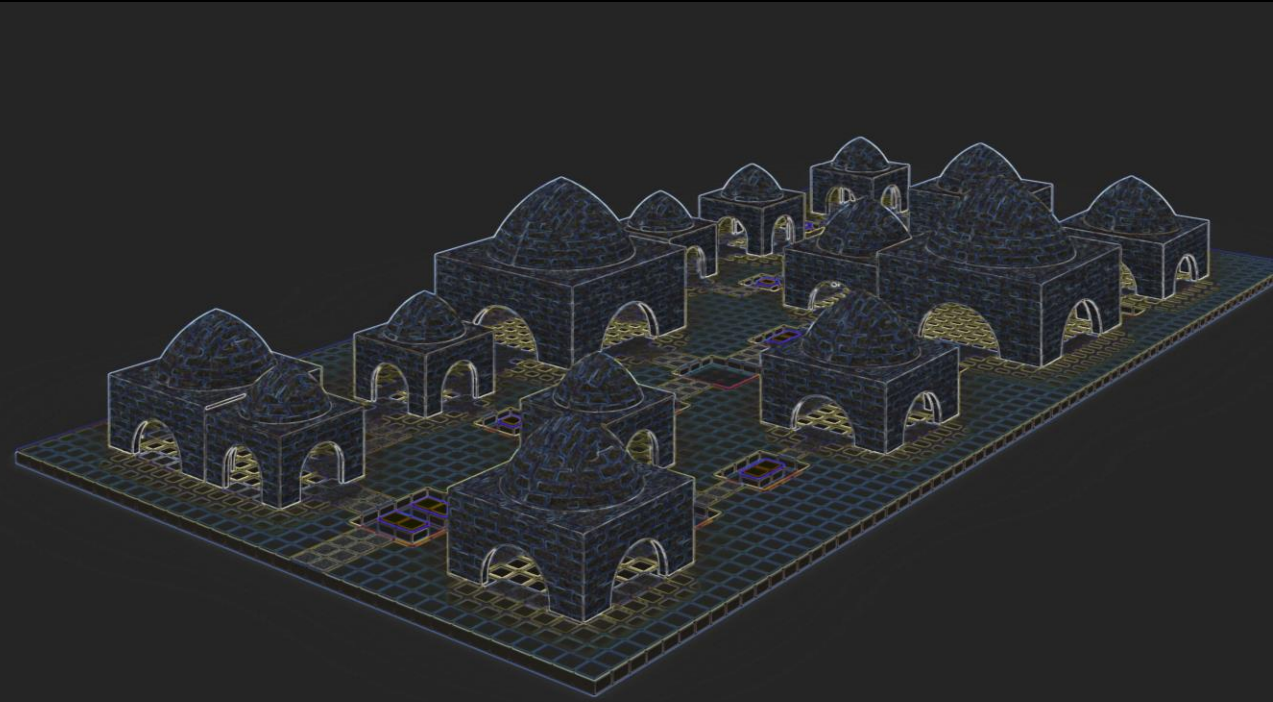
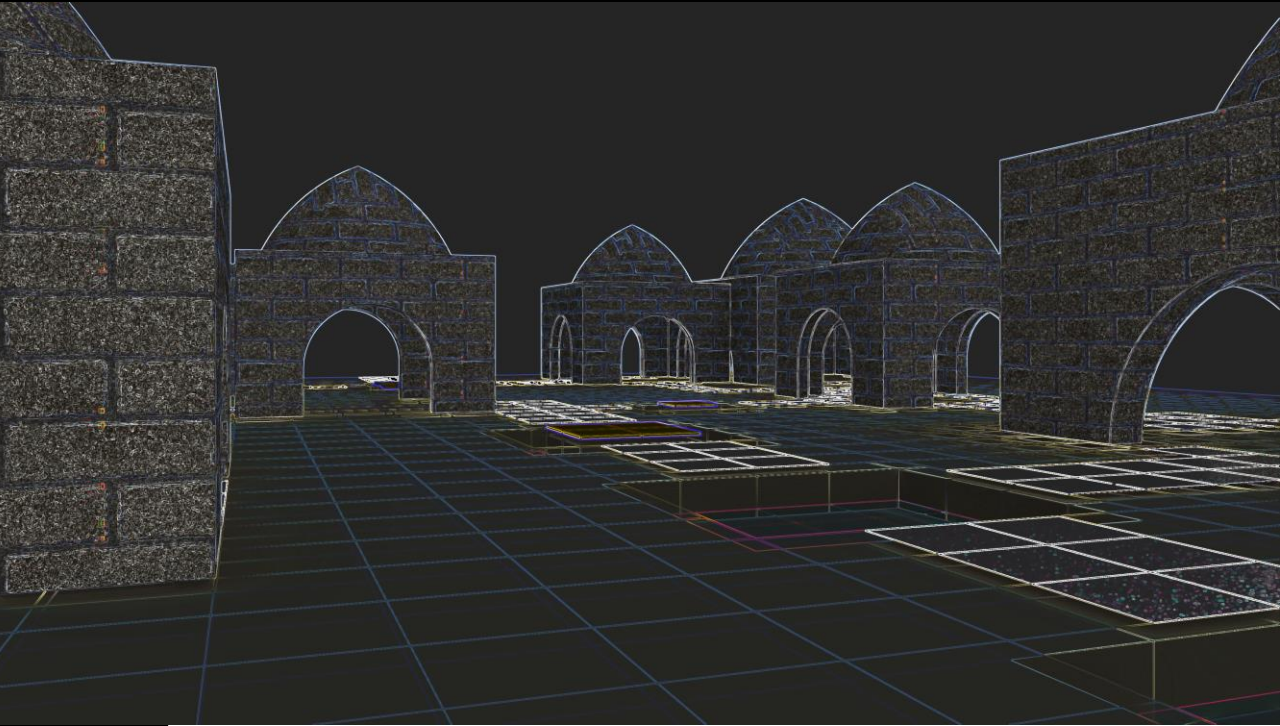
REFLECTION-SOCIETAL IMPACT

Workforce Health

- Preventing the human workforce from various injuries and accidents related to material handling.
- Might lead to a safer work environment.



Source: <https://www.southparkstudios.com/video-clips/v4m5w7/south-park-ordering-everything-online>



THANK YOU

Zahra Khoshnevis