

Travel Time Estimation and Deadlock-free Routing of an AGV system

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Outline

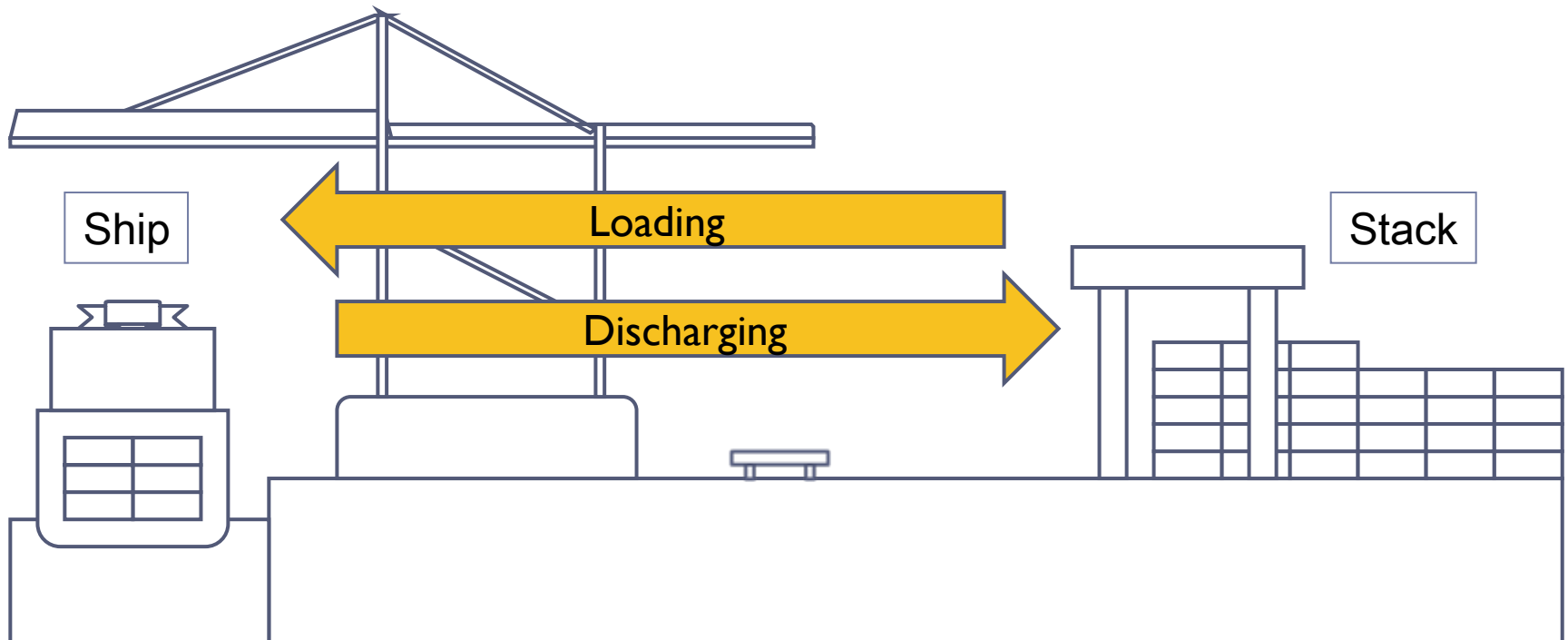
- ▶ Introduction
- ▶ AGV traffic control
 - ▶ Route creation
 - ▶ Travel scheduling
- ▶ Travel time estimation algorithm
 - ▶ Travel time estimation in accelerated motion
 - ▶ Travel time estimation considering interference
- ▶ Experimental results
- ▶ Conclusions

Introduction

- ▶ Automated container terminal
- ▶ AGV routing problem
- ▶ Previous research
- ▶ Motivations

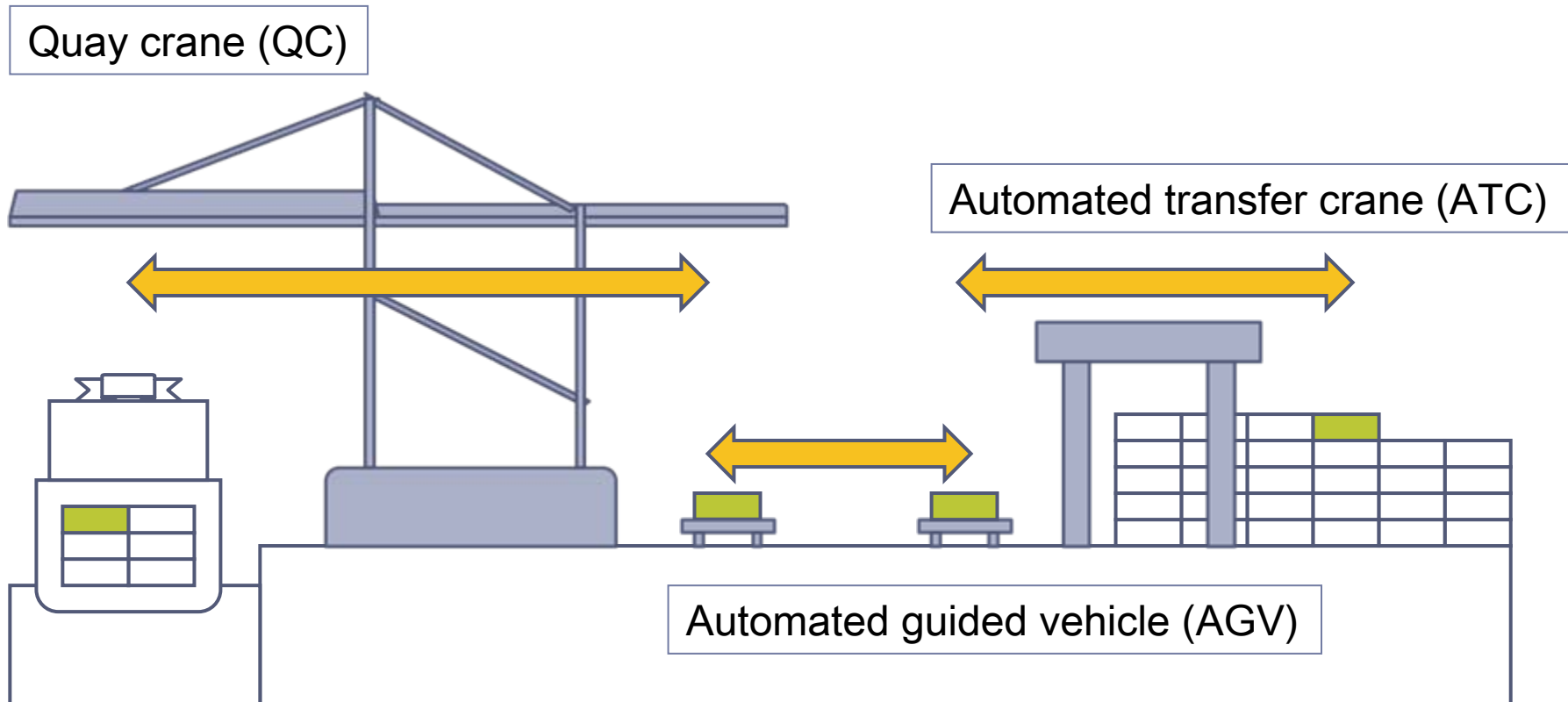
Automated Container Terminal

- ▶ Two main processes
 - ▶ Loading
 - ▶ Discharging



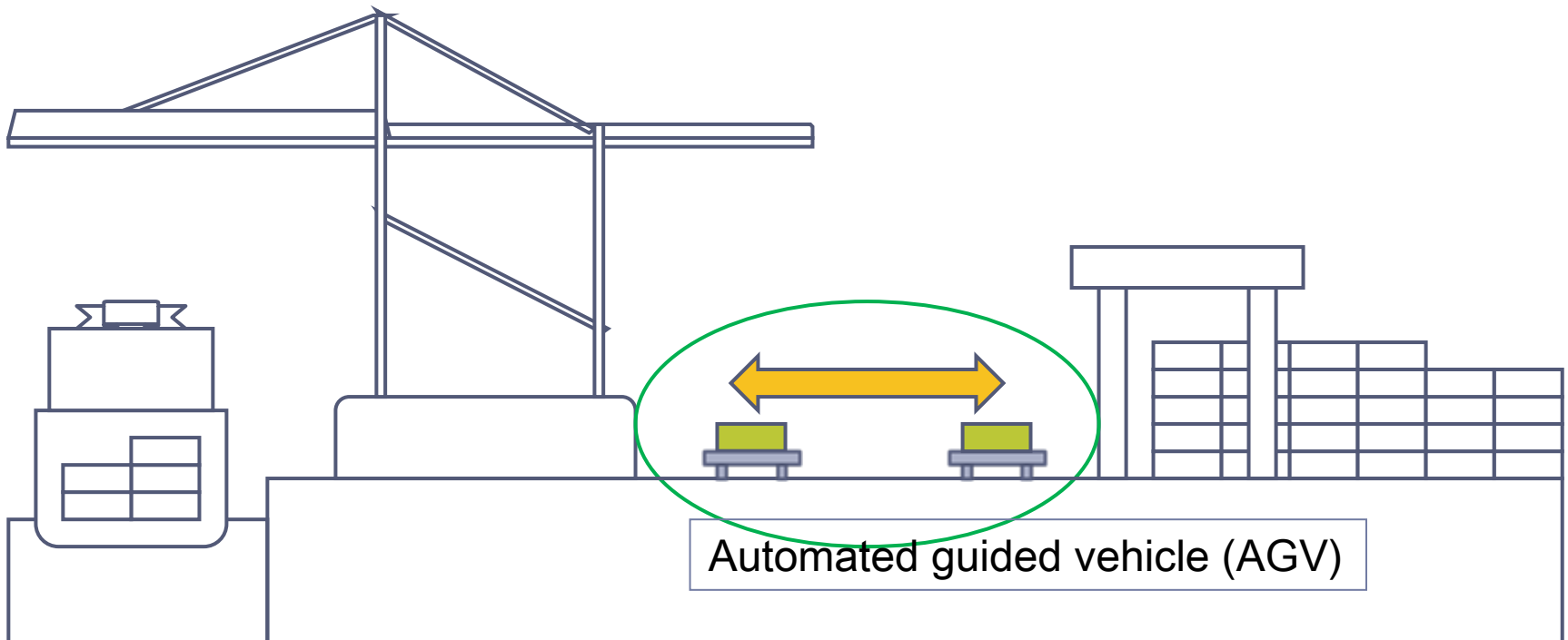
Automated Container Terminal

- ▶ Three types of equipments



Automated Container Terminal

- ▶ Efficient AGV operation is essential for a high productivity of a container terminal.



AGV Routing Problem

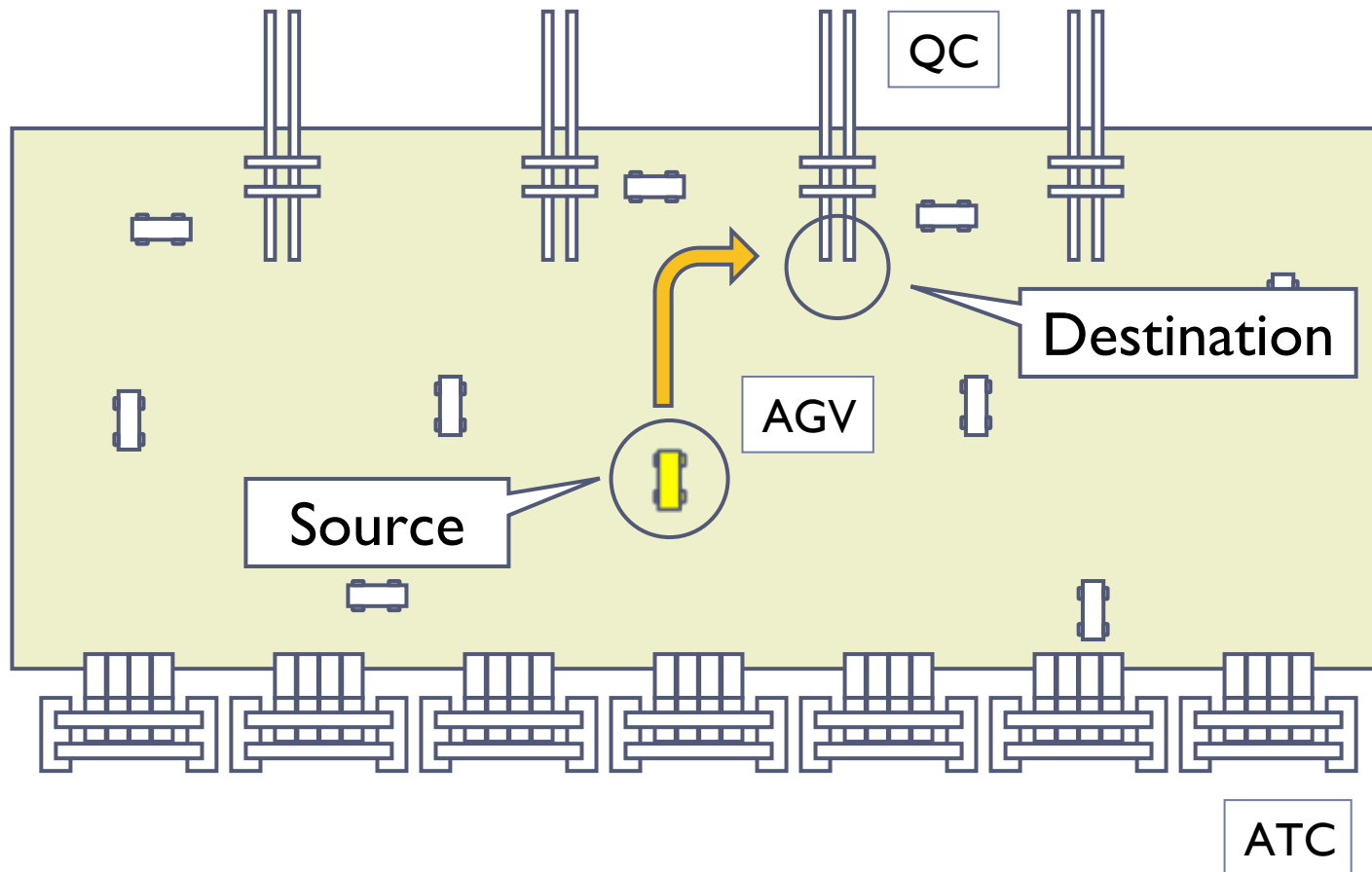
- ▶ Routing
 - ▶ The process of setting up a travel path to the destination

- ▶ Two main issues
 - ▶ Traffic control
 - ▶ Dealing with the collisions and conflicts.

 - ▶ Route selection
 - ▶ Find a good route

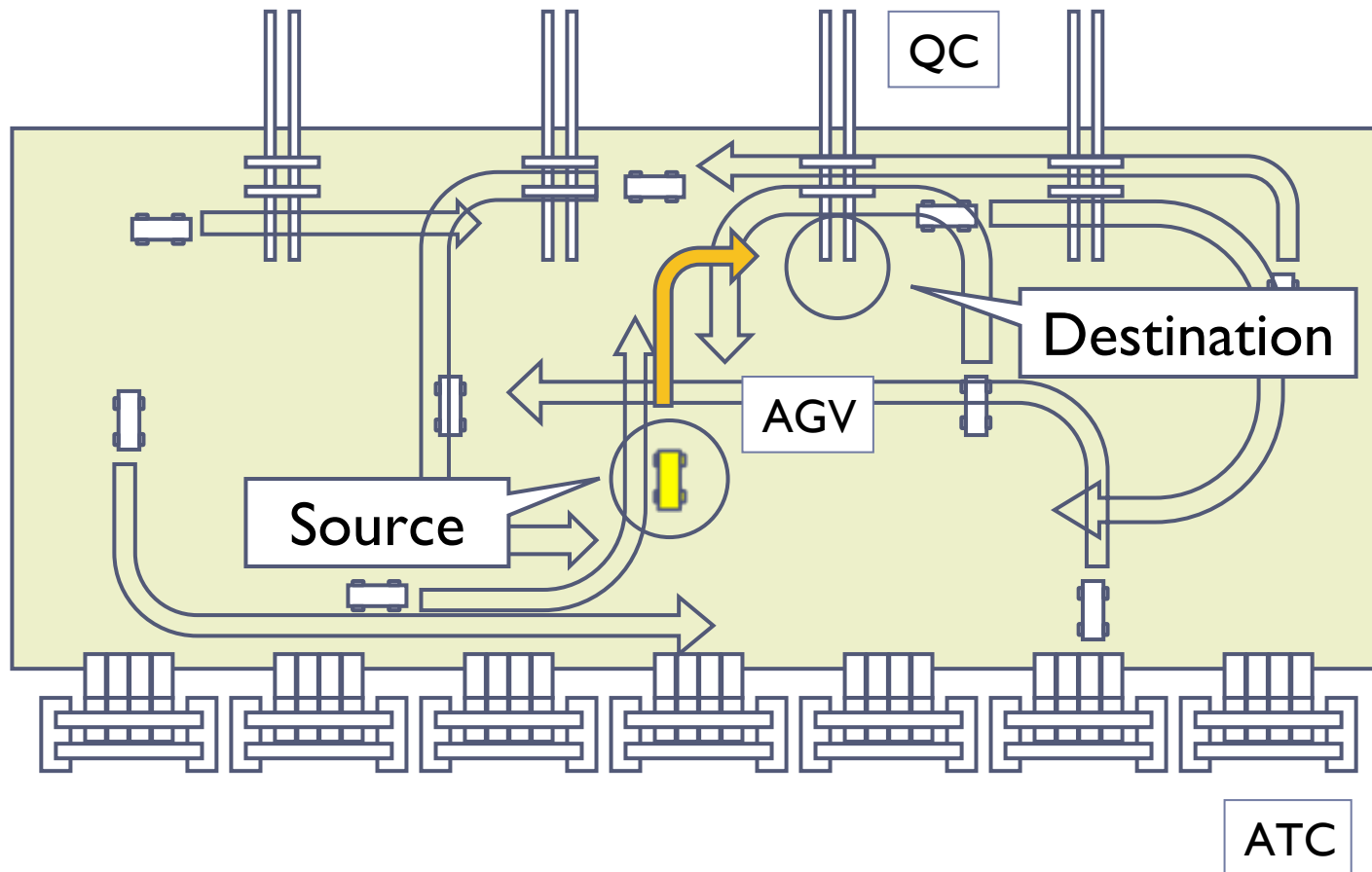
AGV Routing Problem

- ▶ Top view of an automated container terminal



AGV Routing Problem

- ▶ Considering other AGVs.



AGV Routing Problem

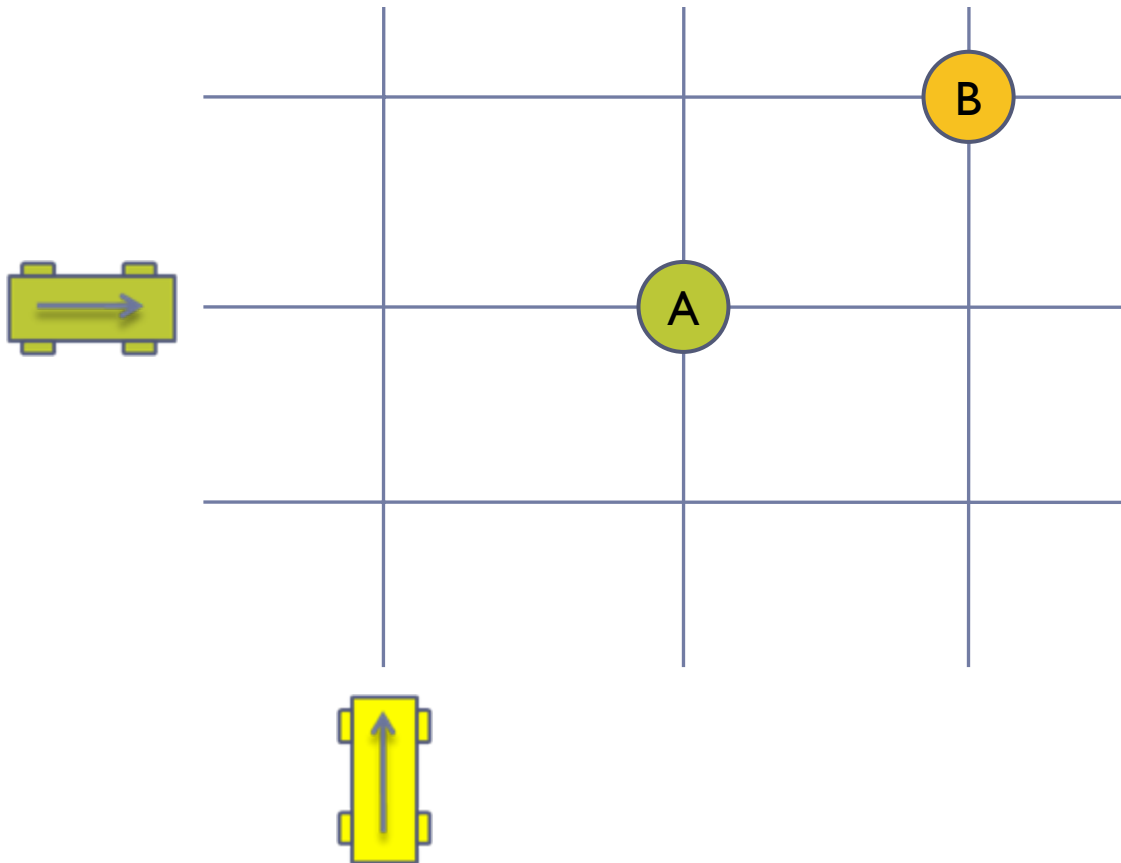
- ▶ Route selection
 - ▶ A route taking a minimum travel time.
 - ▶ Difficulty to calculate the exact travel time.
 - ▶ Accelerations
 - ▶ Interference due to other AGVs

Previous Research

- ▶ Zone control scheme
- ▶ Grid control scheme

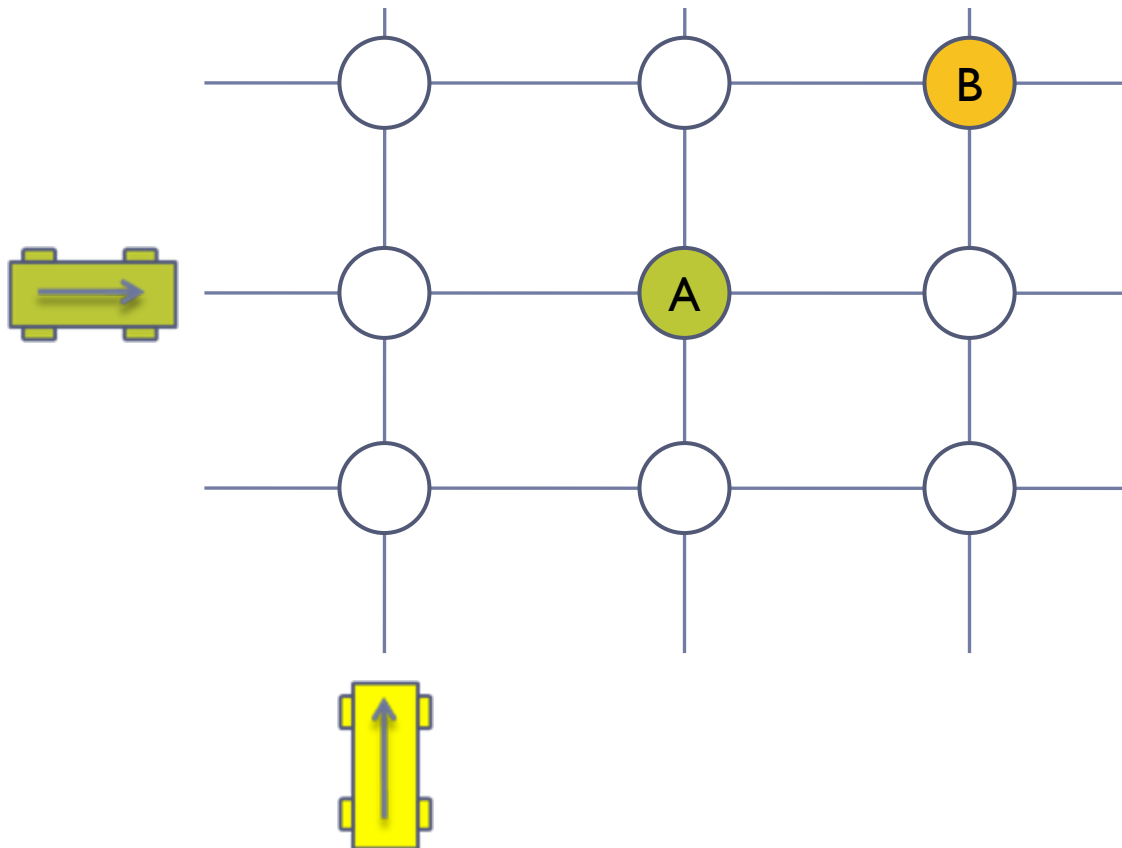
Zone Control Scheme

- ▶ Uses a fixed path layout.



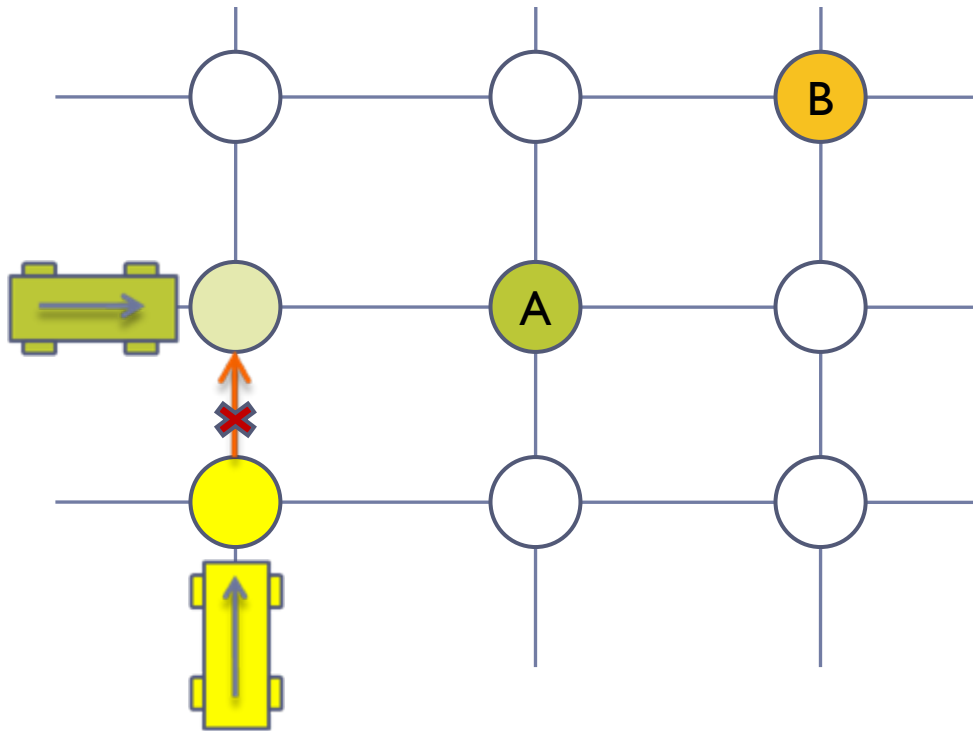
Zone Control Scheme

- ▶ Generates a graph by dividing guide paths into zones and linking them to each other.



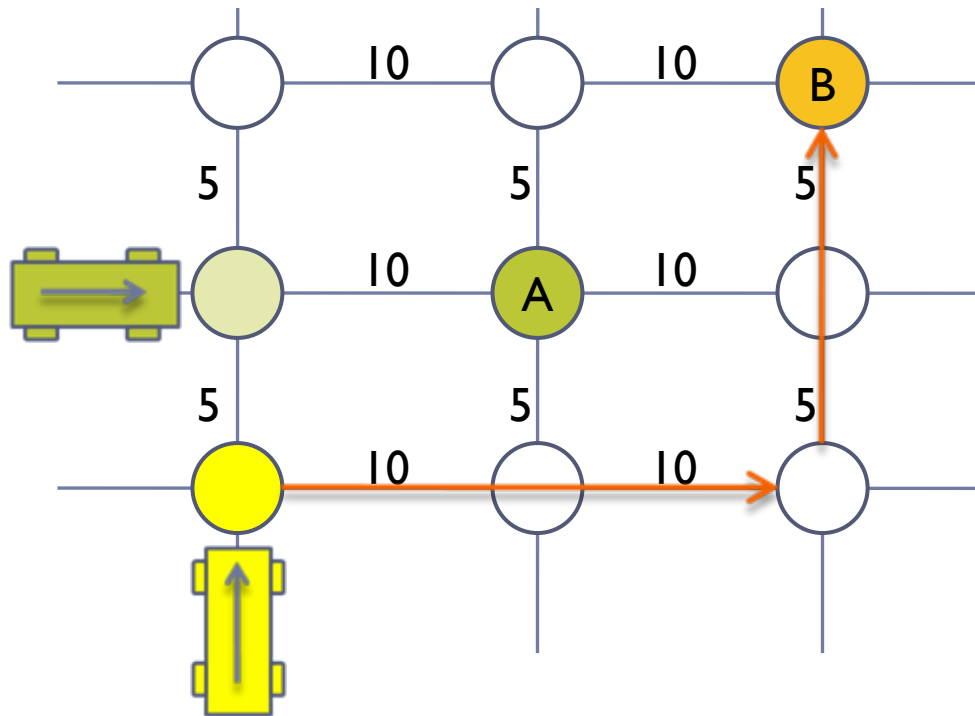
Zone Control Scheme

- ▶ To avoid collision, only one AGV is allowed to occupy a zone at a time



Zone Control Scheme

- ▶ Assumes path costs as constants.
 - ▶ Applies the shortest path algorithm

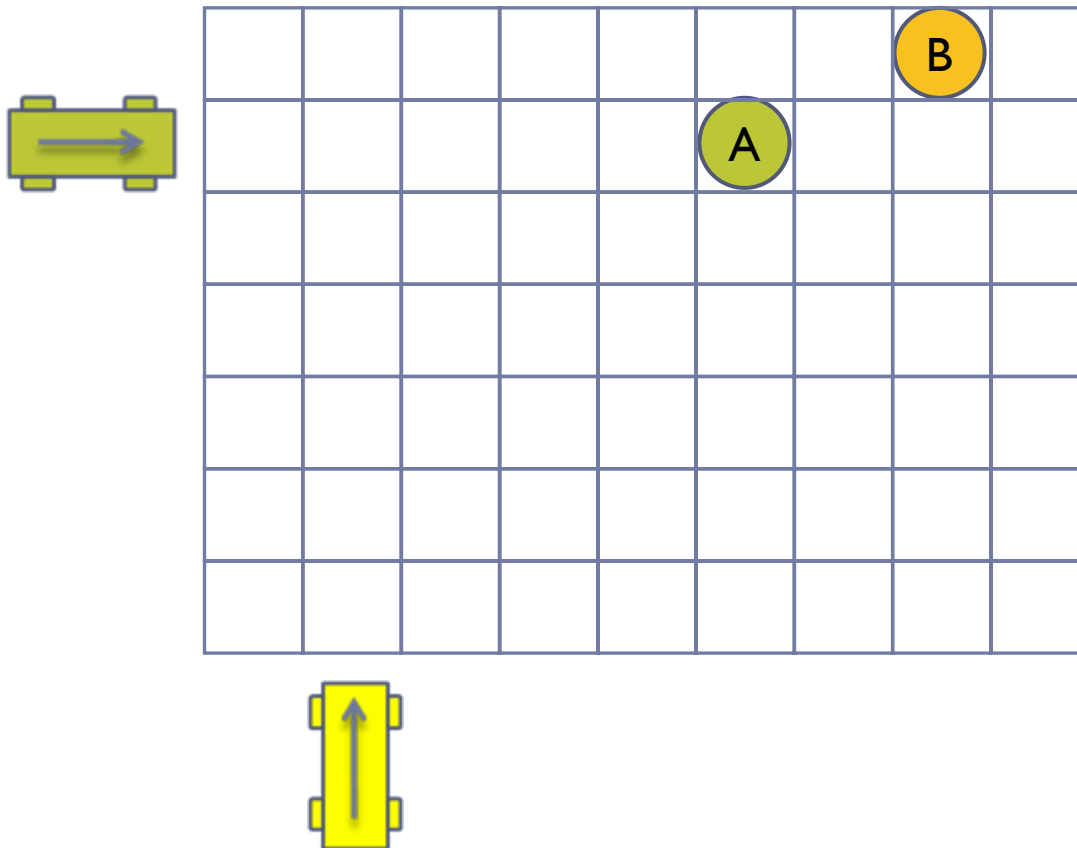


Zone Control Scheme

- ▶ Limitations
 - ▶ Has low degree of freedom to set a travel path.
 - ▶ Cannot take into account the acceleration.

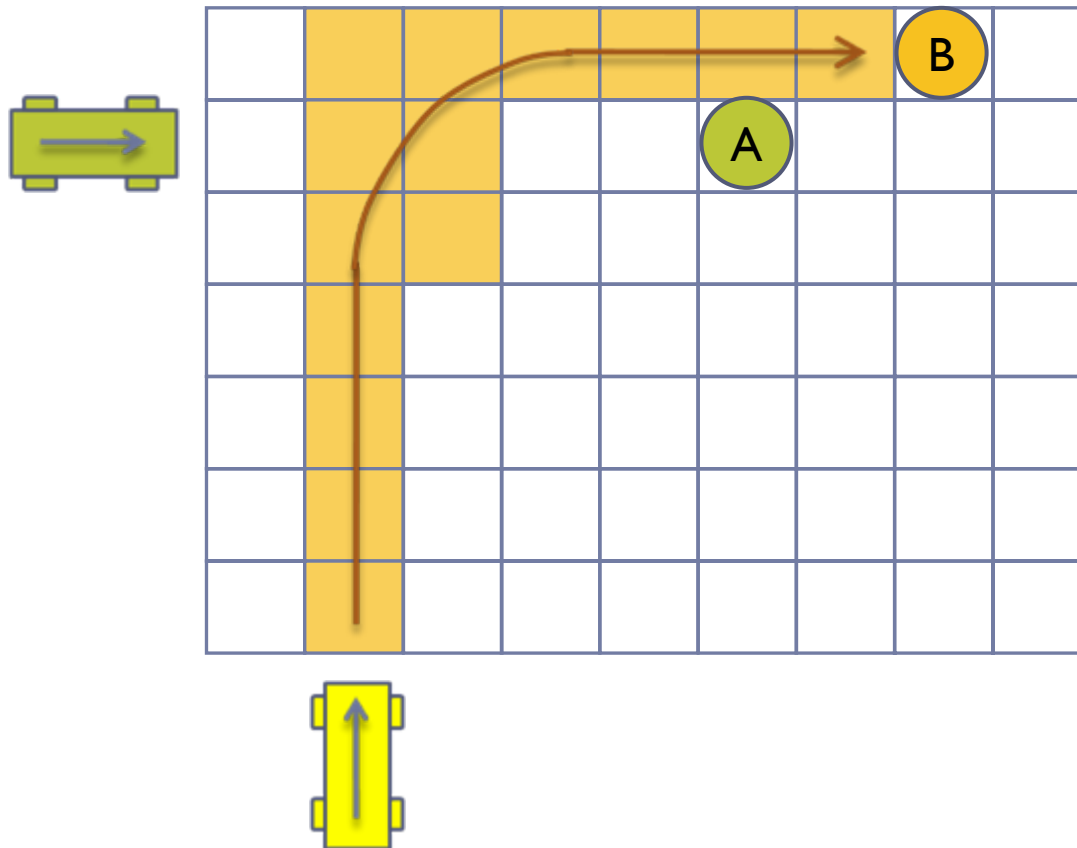
Grid Control Scheme

- ▶ Uses a grid path layout.



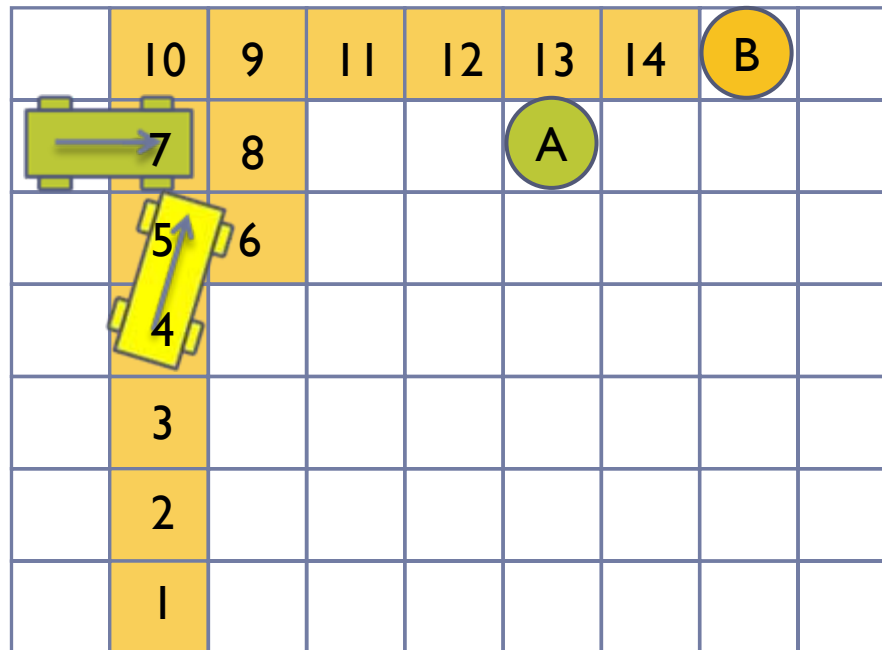
Grid Control Scheme

- ▶ More flexible travel path
 - ▶ Represented by a sequence of occupied grids.



Grid Control Scheme

- ▶ When an AGV turns, the sequence of occupied grids cannot follow the direction of motion



Motivations

- ▶ Create a flexible travel path of which the sequence of areas follows the motion of an AGV when making turns
- ▶ Estimate the travel time of an AGV considering accelerations and interferences

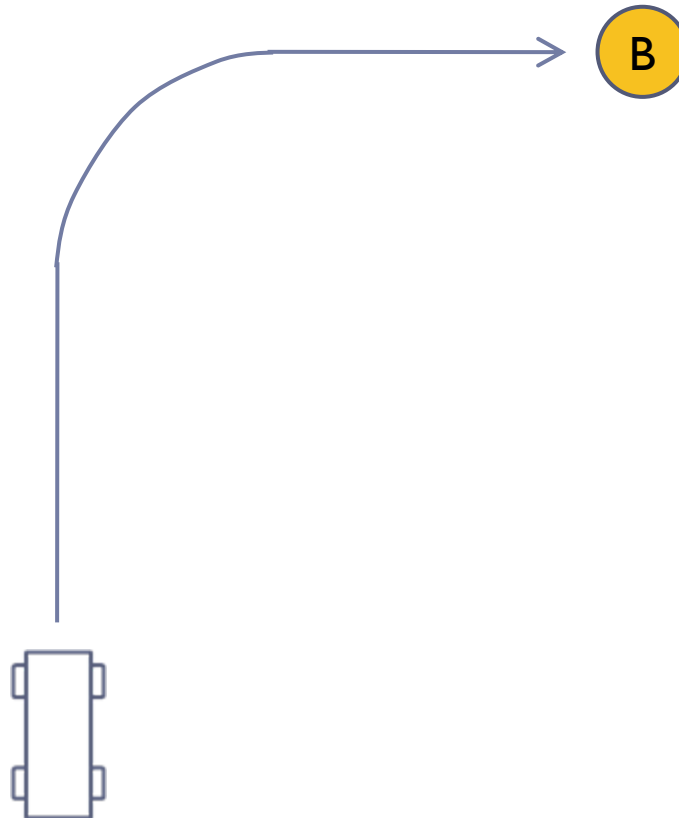
AGV Traffic Control

- ▶ **Route creation**
 - ▶ Generate unit areas along the trajectory of AGVs
 - ▶ Set up a route with a sequence of unit areas

- ▶ **Travel scheduling**
 - ▶ Occupation Area Reservation (OAR) table
 - ▶ Deadlock-free routing algorithm with OAR table

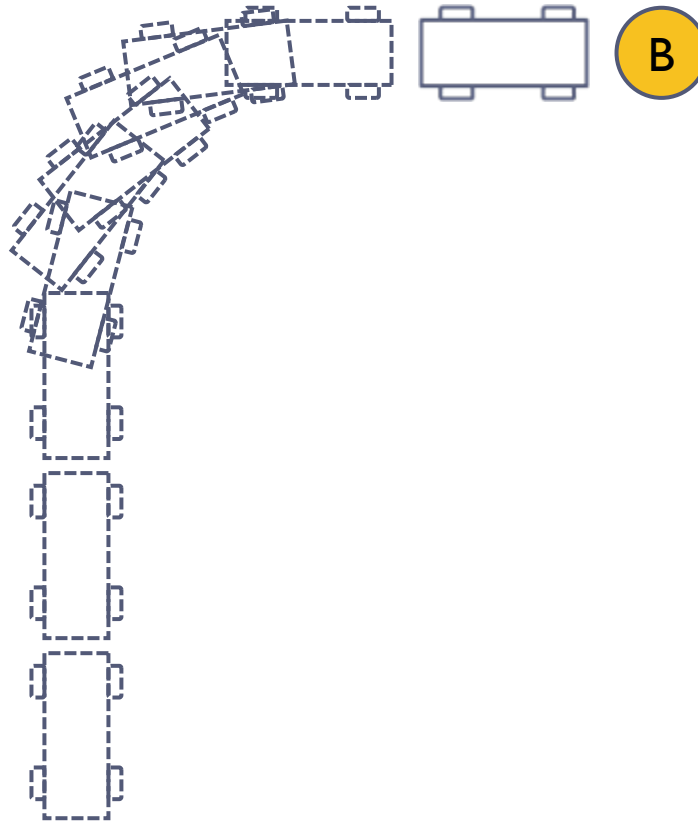
Route Creation

- ▶ An actual trace of the AGV



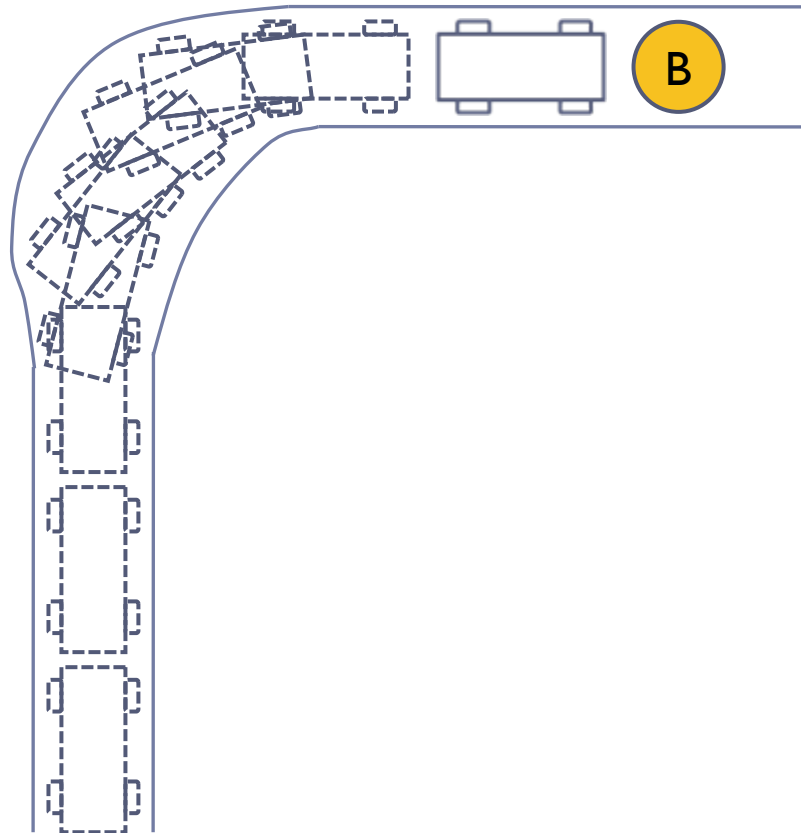
Route Creation

- ▶ Area occupied by the AGV



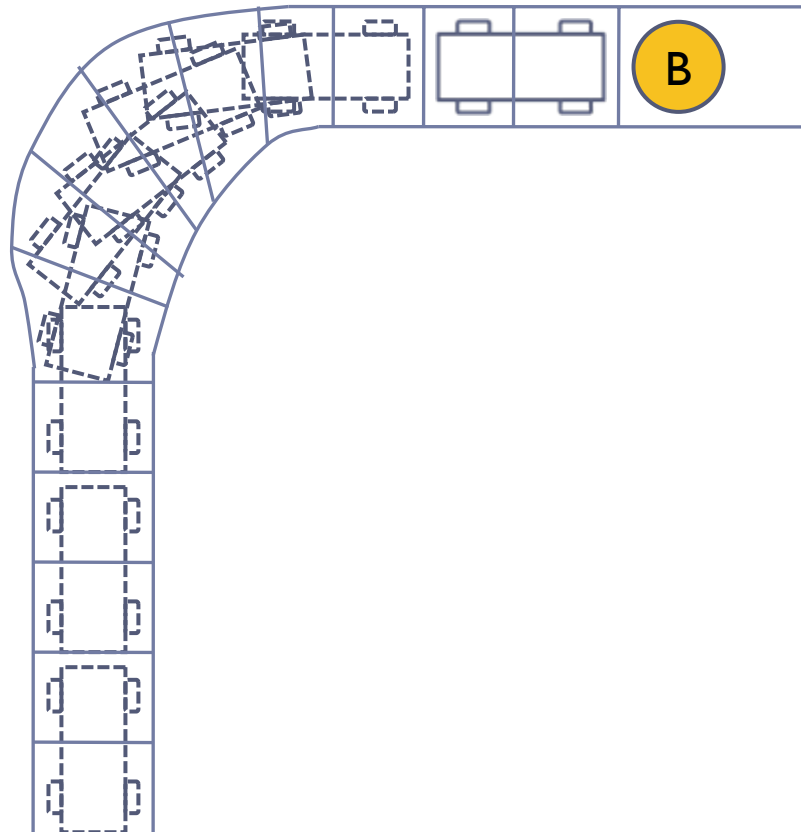
Route Creation

- ▶ The contour of the occupied areas



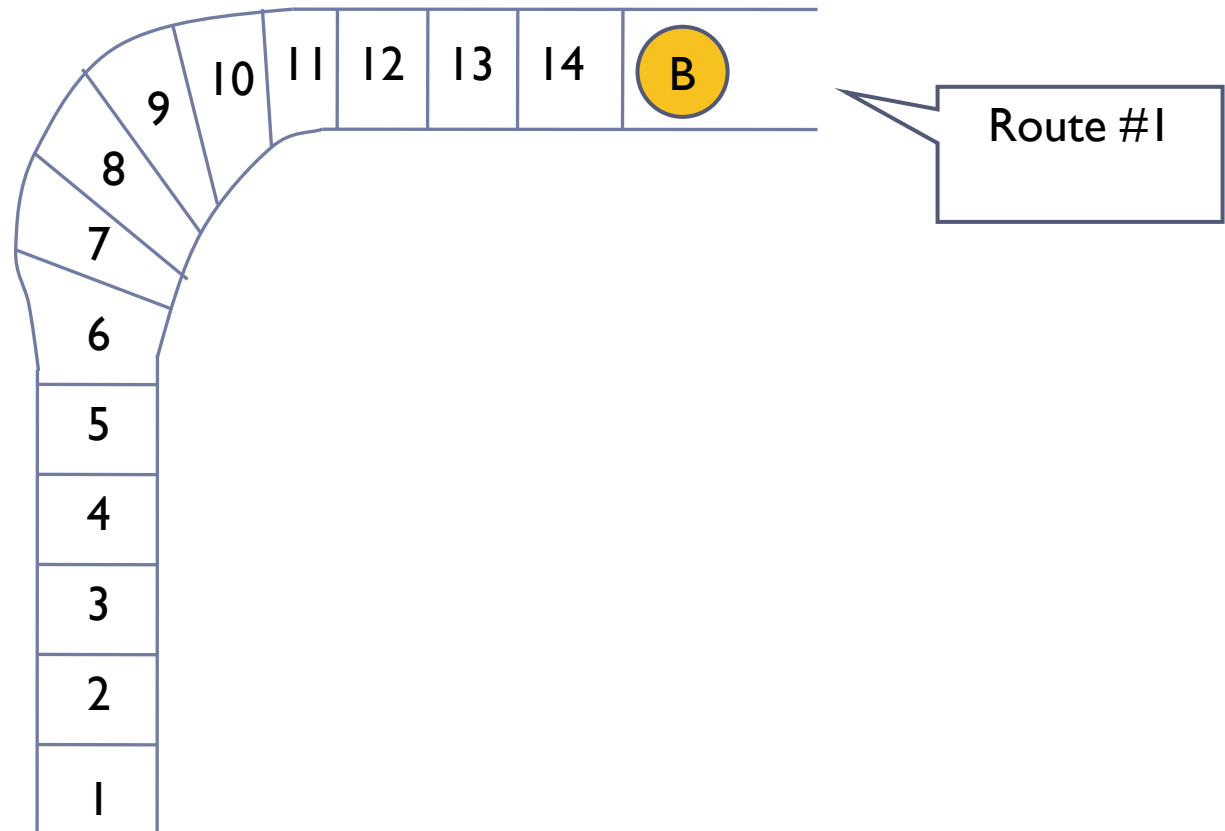
Route Creation

- ▶ Splitting the occupied area



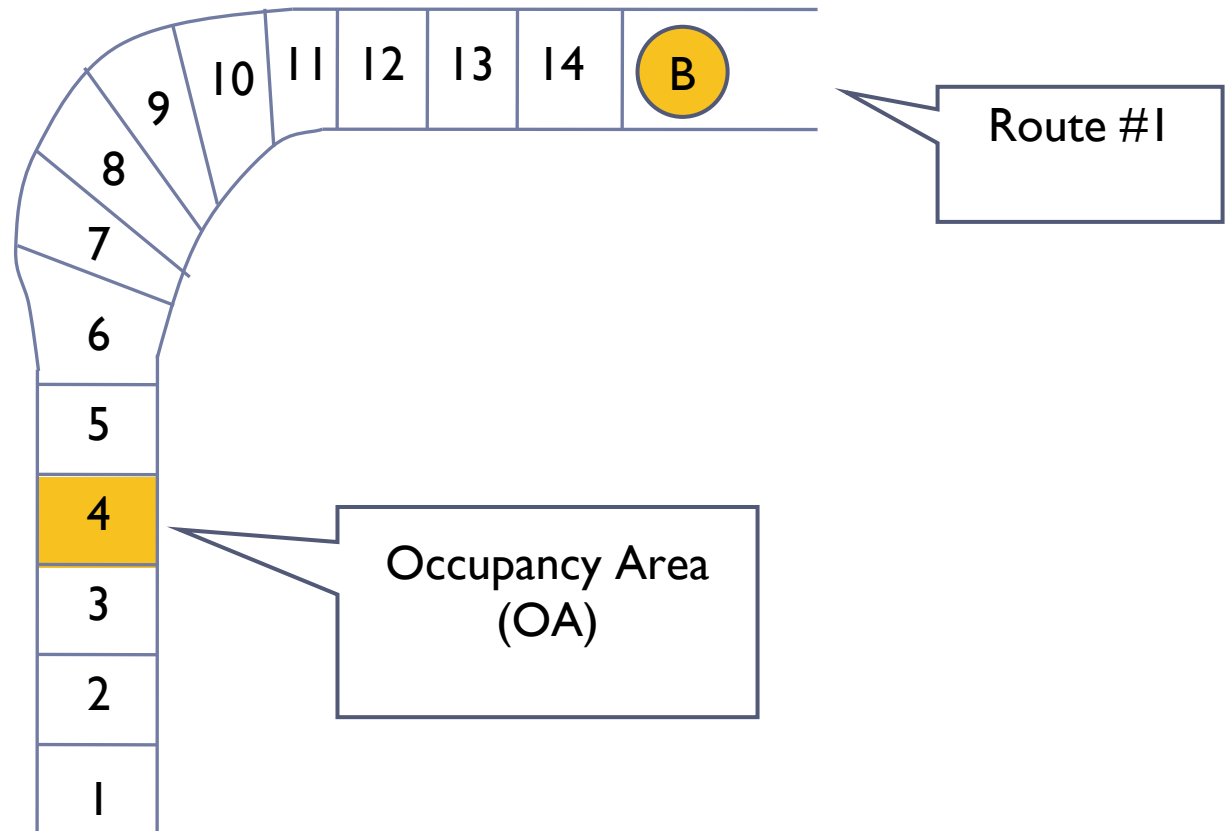
Route Creation

- ▶ Define a route as a sequence of unit areas.



Route Creation

- ▶ Occupancy Area (OA)

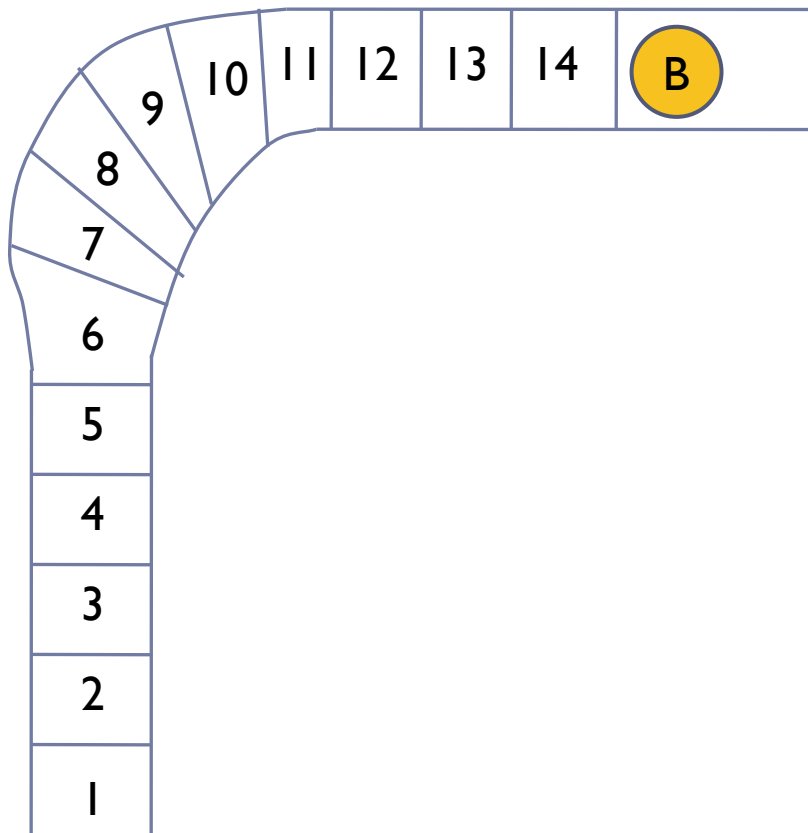


AGV Traffic Control

- ▶ Route creation
 - ▶ Generate unit areas along the trajectory of AGVs
 - ▶ Set up a route with a sequence of unit areas
- ▶ Travel scheduling
 - ▶ Occupation Area Reservation (OAR) table
 - ▶ Deadlock-free routing algorithm with OAR table

Travel Scheduling

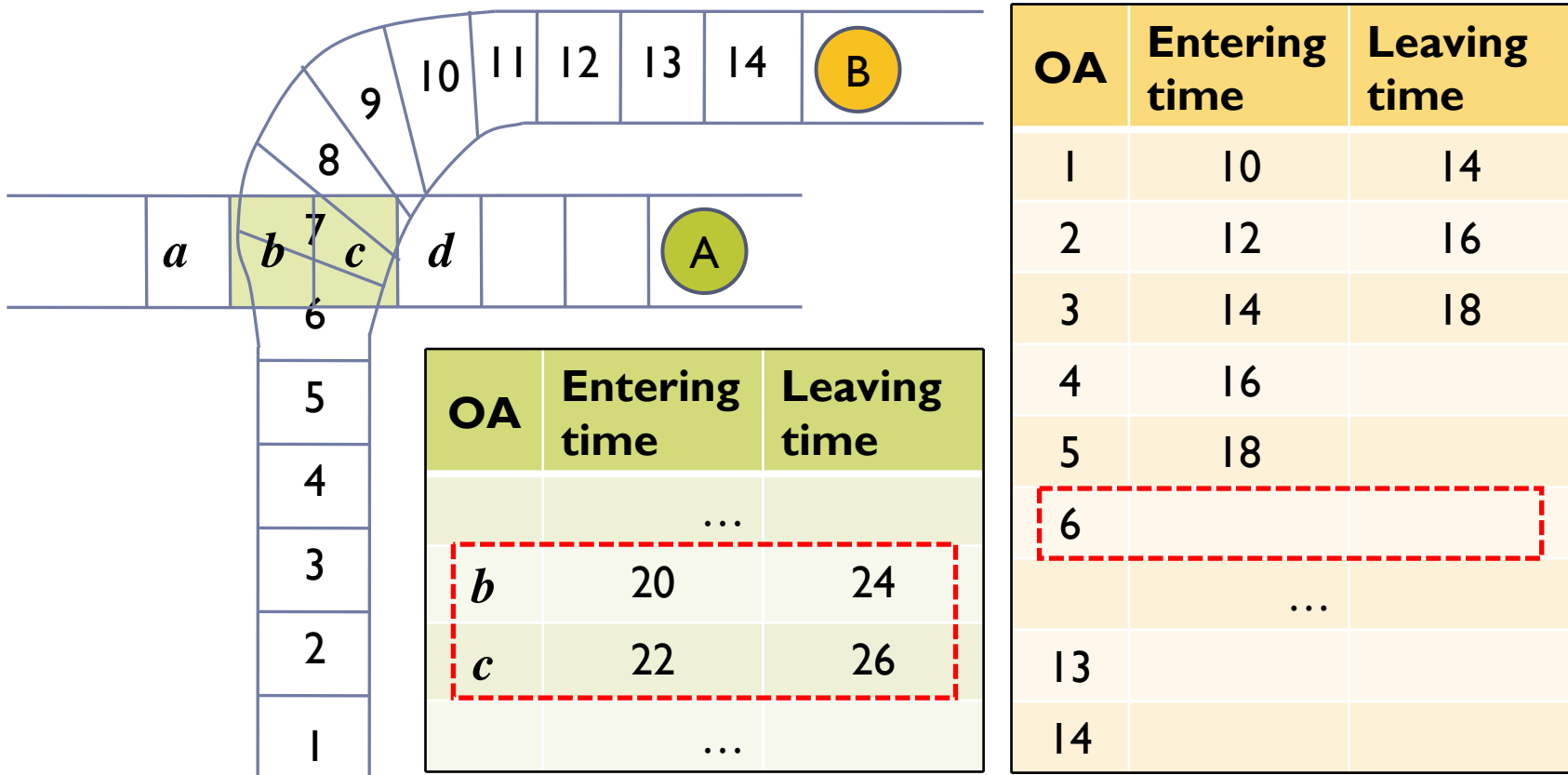
- ▶ Occupation Area Reservation table (OAR table)
 - ▶ Records the entering and leaving time of each OA



OA	Entering time	Leaving time
1	10	14
2	12	16
3	14	18
4	16	
5	18	
6		
	...	
13		
14		

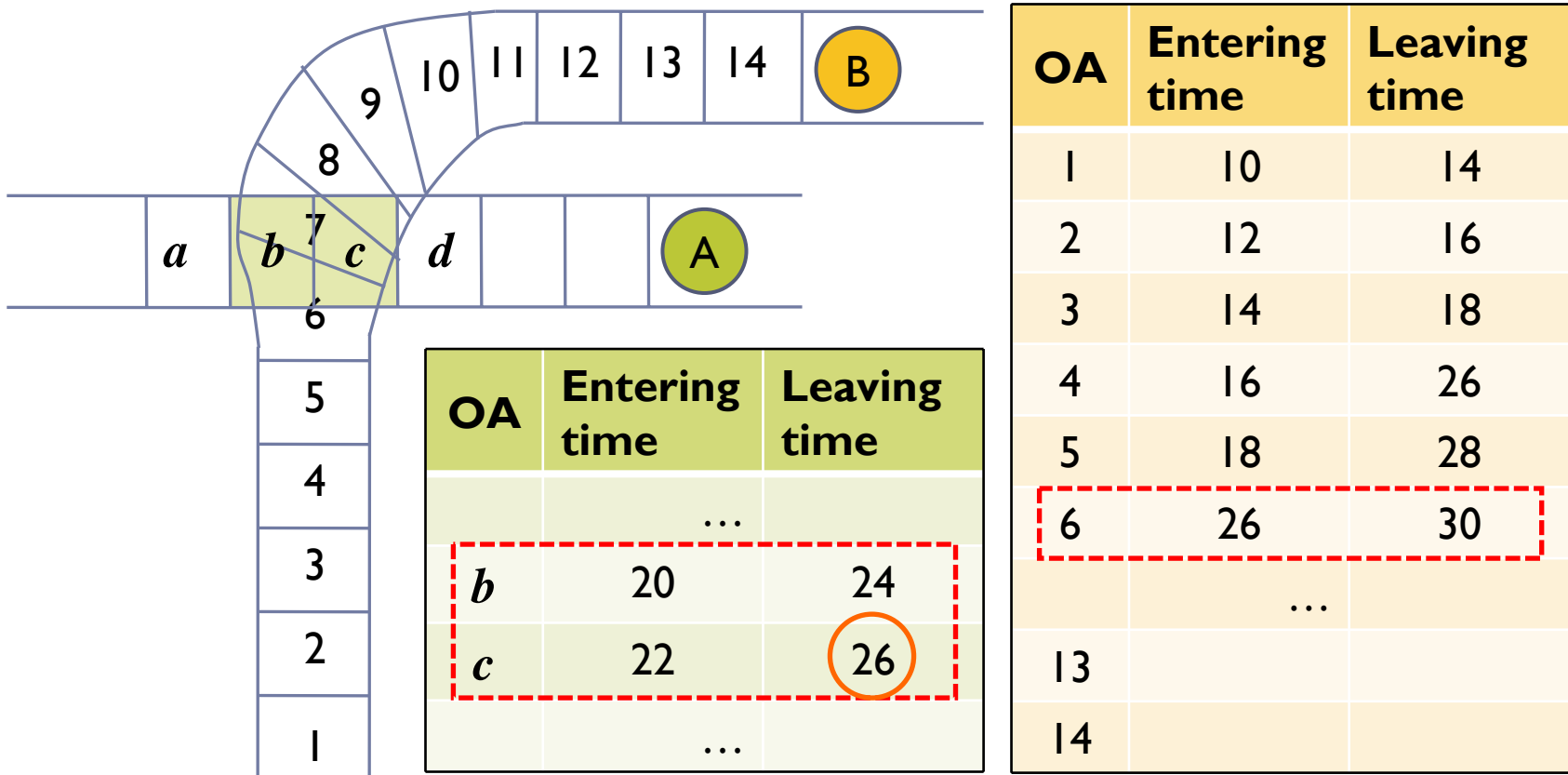
Travel Scheduling

- ▶ To avoid collisions, check the OAR table of other routes overlapped.



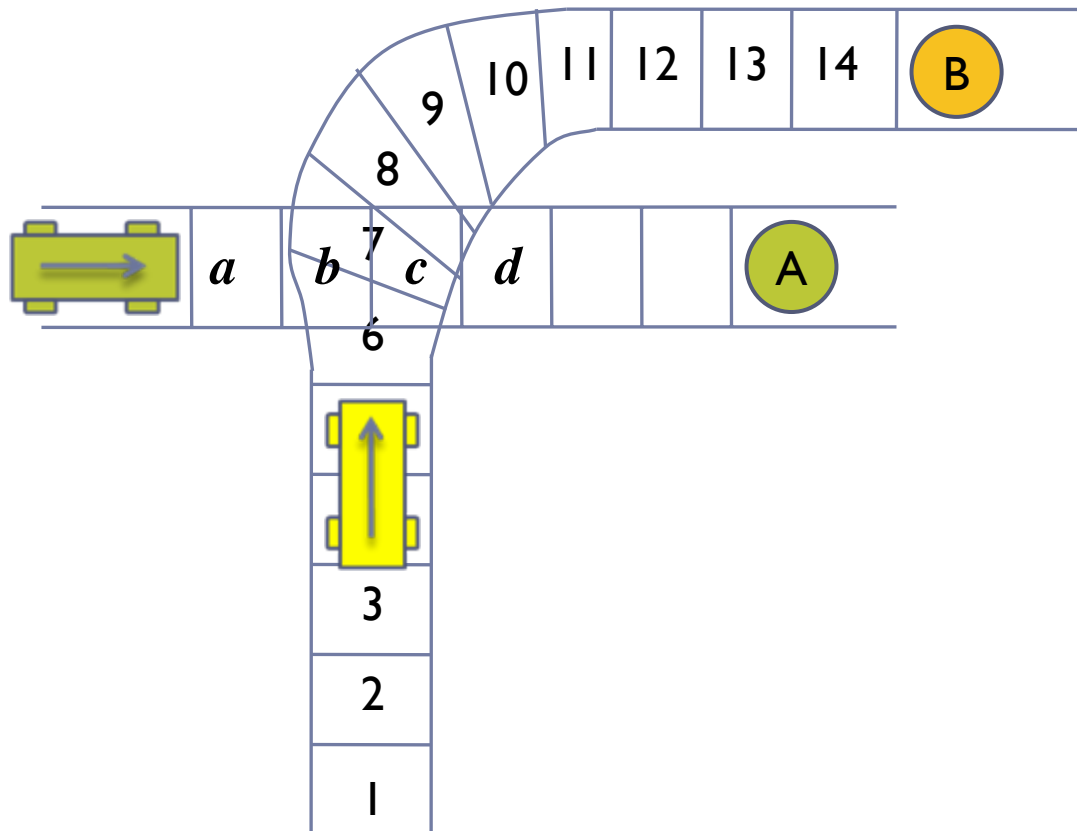
Travel Scheduling

- ▶ The AGV can reserve the OA labeled '6' after the OA labeled 'c' is released.



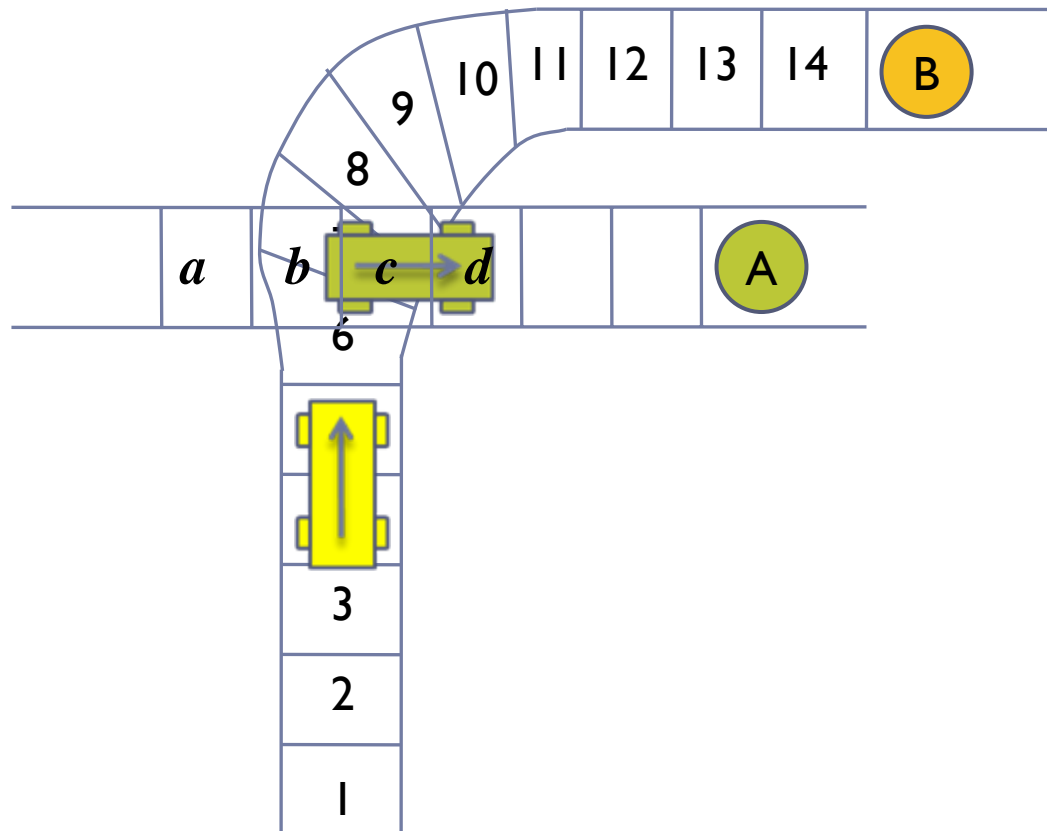
Travel Scheduling

- ▶ The travel of AGVs follows the OAR table.



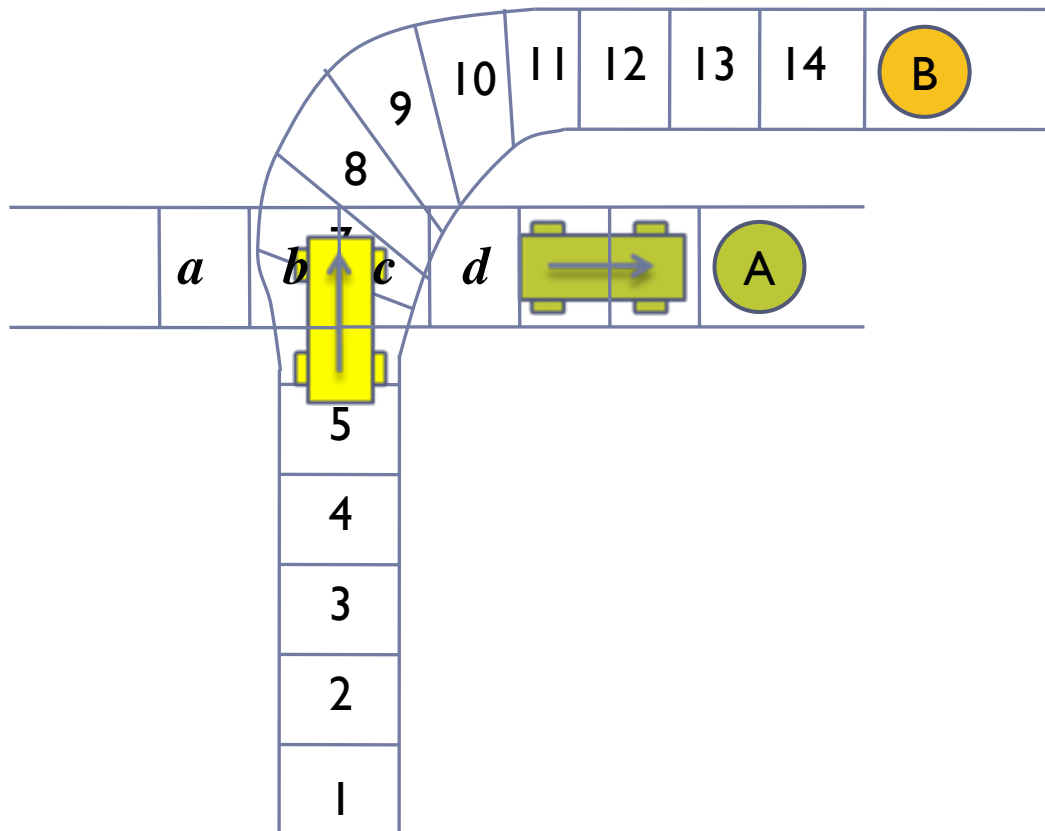
Travel Scheduling

- ▶ The travel of AGVs follows the OAR table.



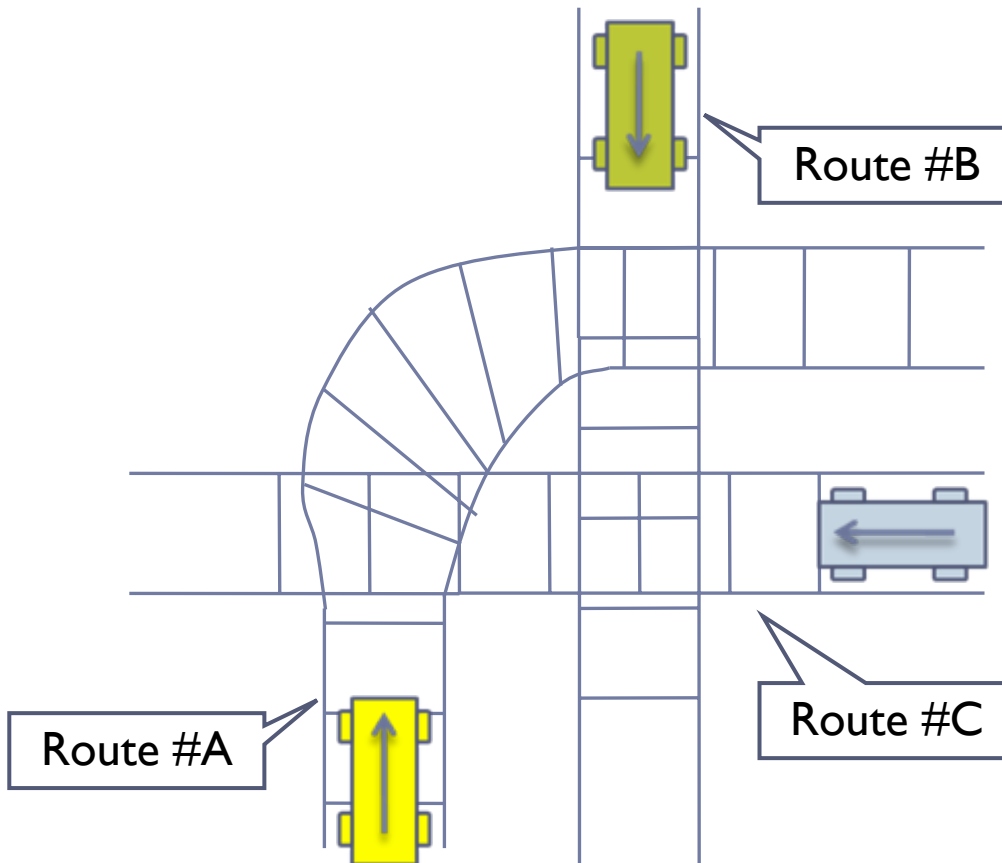
Travel Scheduling

- ▶ The travel of AGVs follows the OAR table.



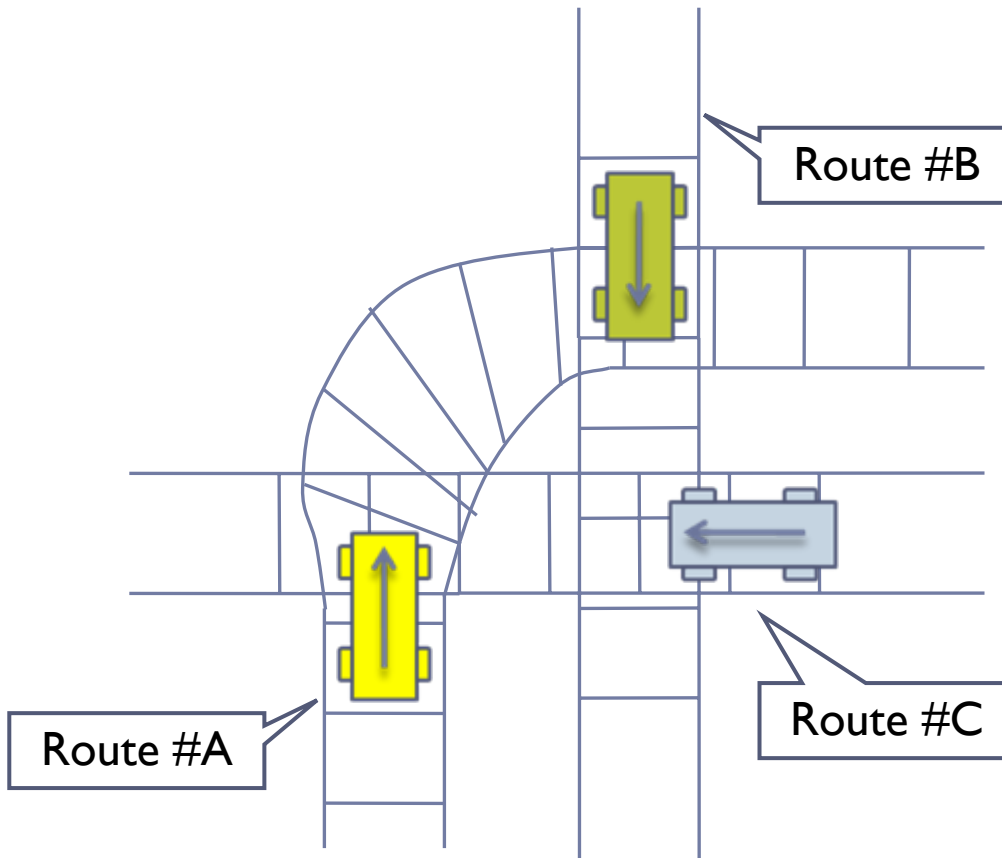
Travel Scheduling

▶ Deadlock



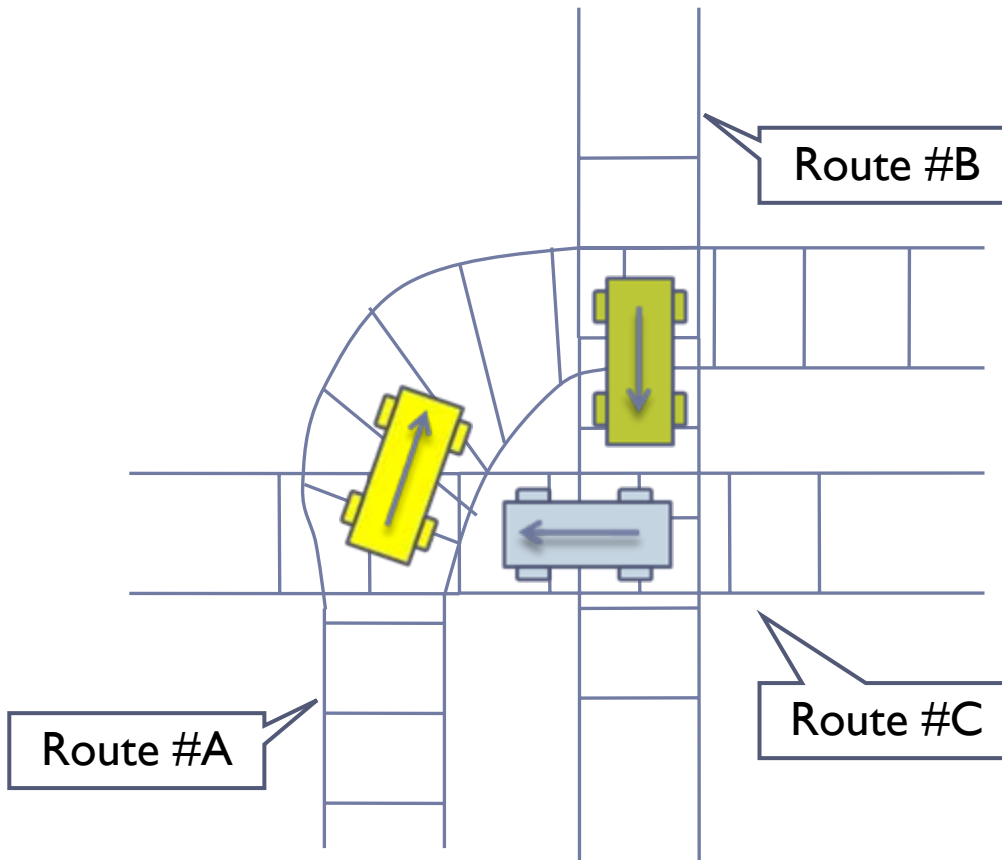
Travel Scheduling

▶ Deadlock



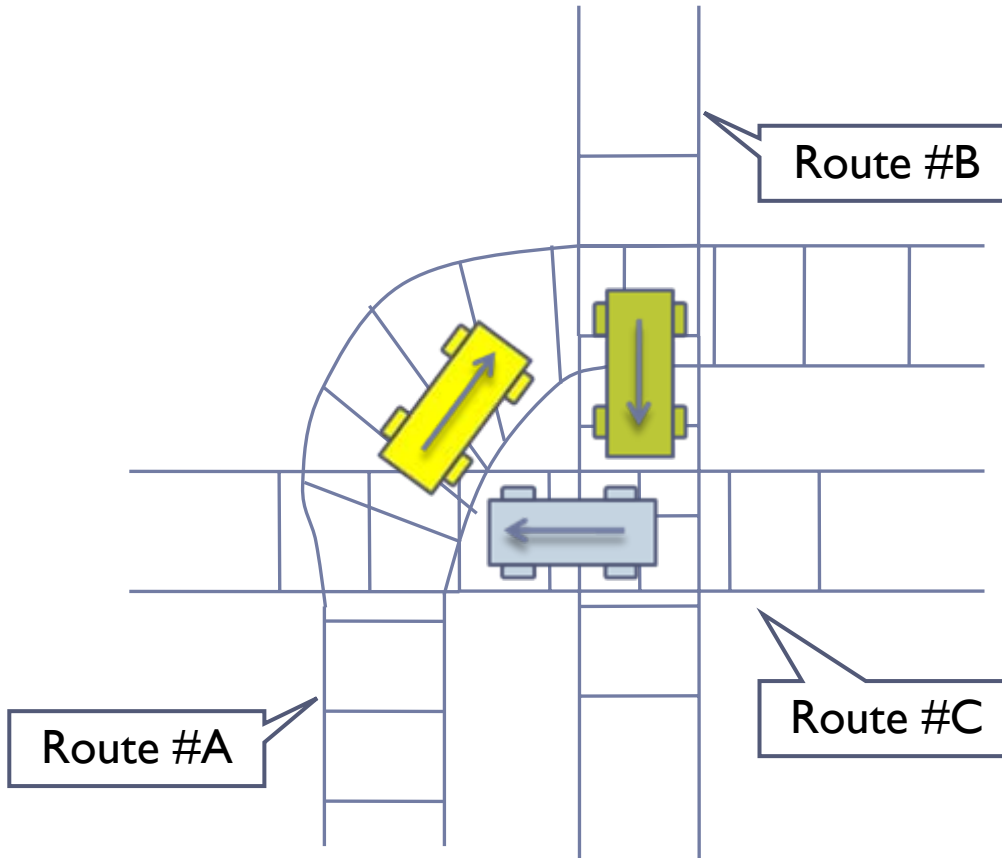
Travel Scheduling

▶ Deadlock



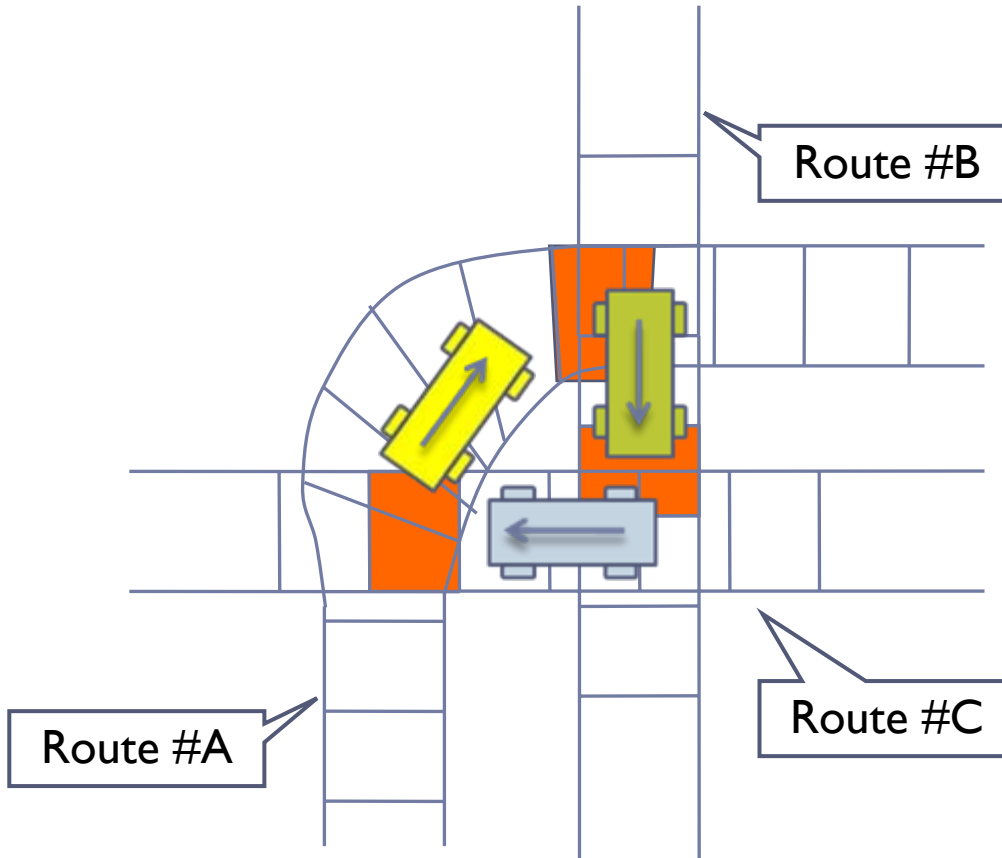
Travel Scheduling

▶ Deadlock



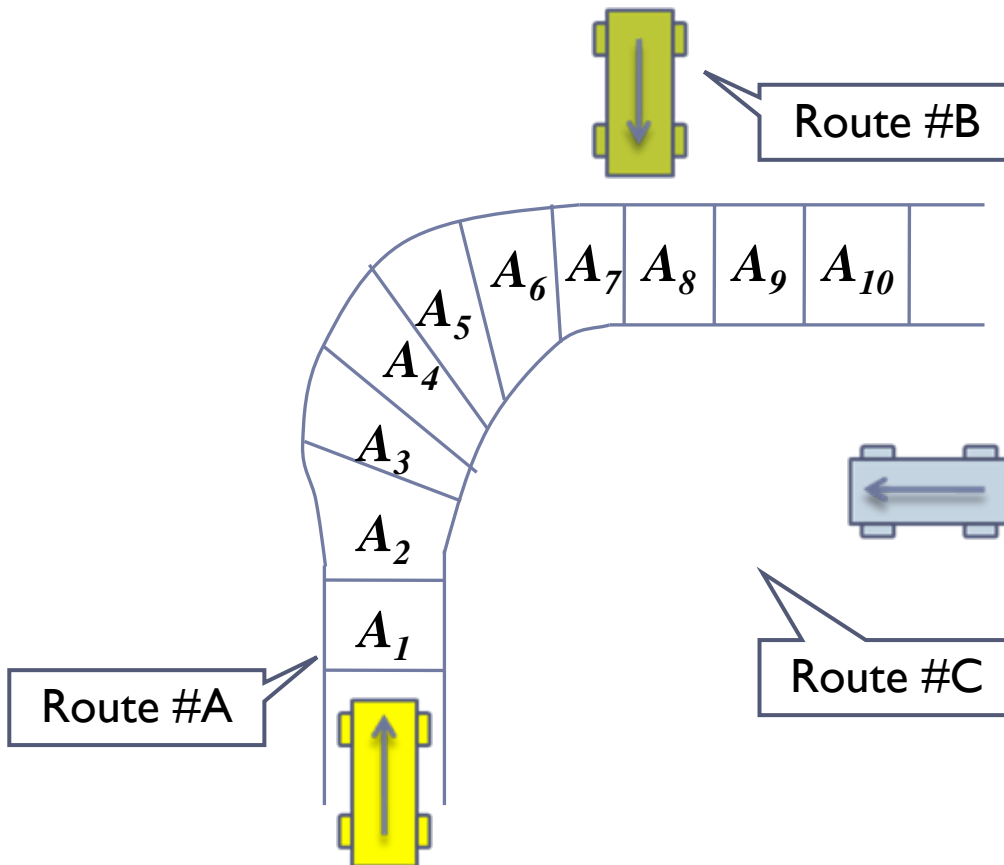
Travel Scheduling

▶ Deadlock



Travel Scheduling

▶ Deadlock prevention



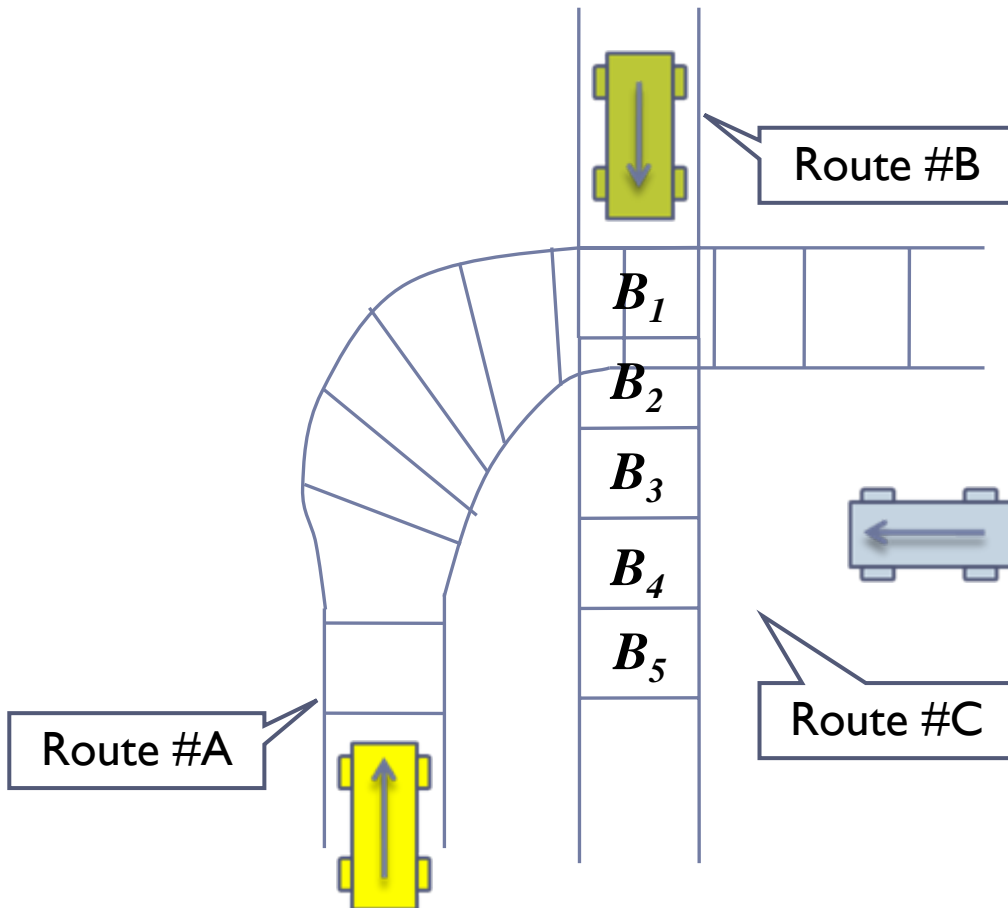
OA	Entering time	Leaving time
A ₂	2	6
A ₇	12	16

OA	Entering time	Leaving time
B ₃		
B ₄		

OA	Entering time	Leaving time
C ₂		
C ₅		

Travel Scheduling

▶ Deadlock Prevention



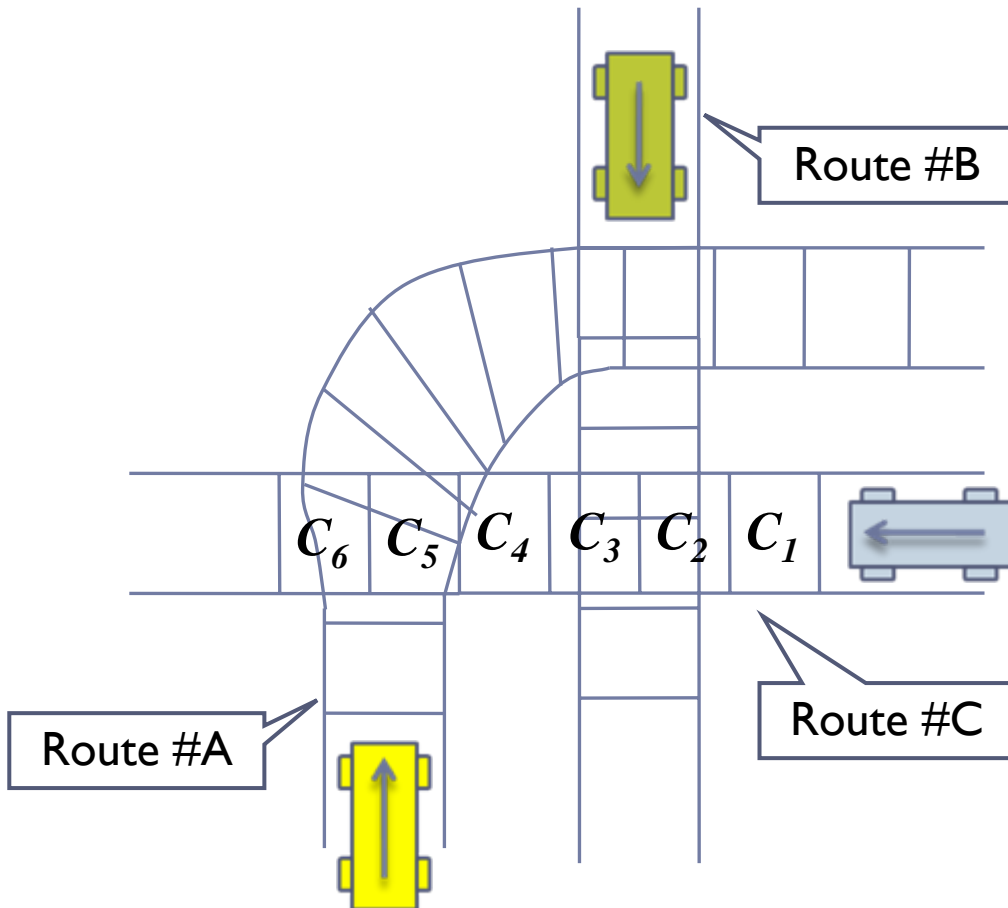
OA	Entering time	Leaving time
A_2	2	6
A_7	12	16

OA	Entering time	Leaving time
B_3	5	9
B_4	7	11

OA	Entering time	Leaving time
C_2		
C_5		

Travel Scheduling

▶ Deadlock prevention



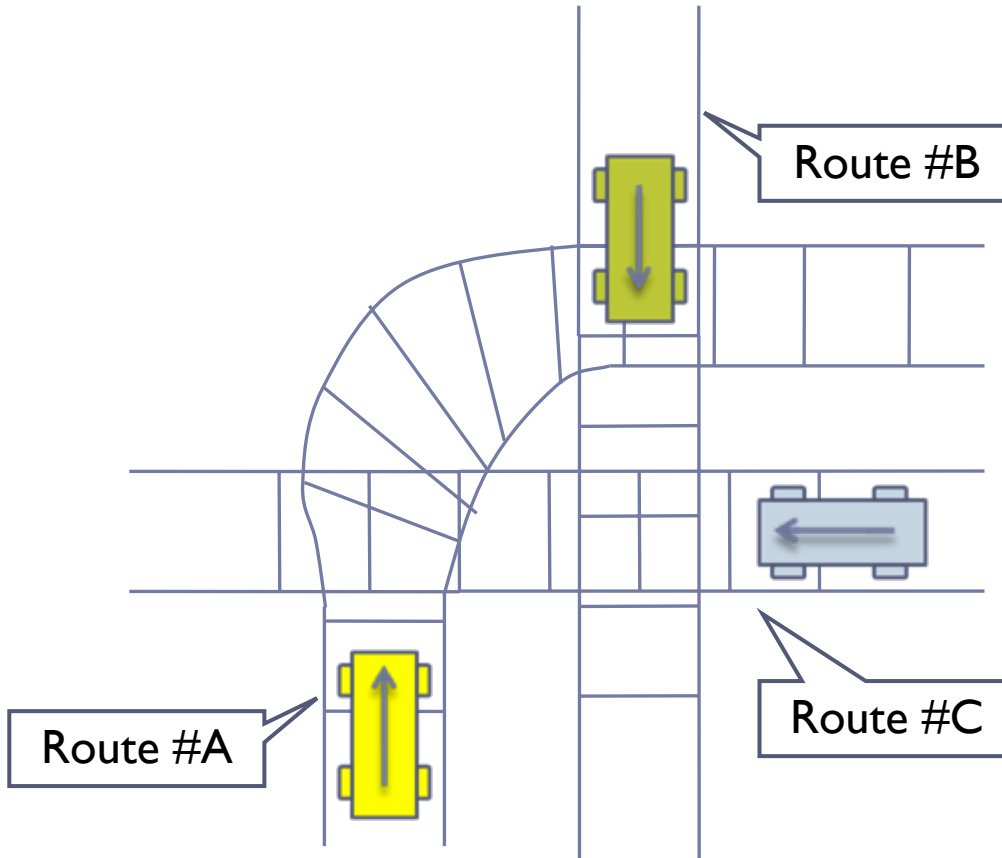
OA	Entering time	Leaving time
A_2	2	6
A_7	12	16

OA	Entering time	Leaving time
B_3	5	9
B_4	7	11

OA	Entering time	Leaving time
C_1	2	19
C_2	17	21

Travel Scheduling

▶ Deadlock prevention



OA	Entering time	Leaving time
A_1	0	4
A_2	2	6

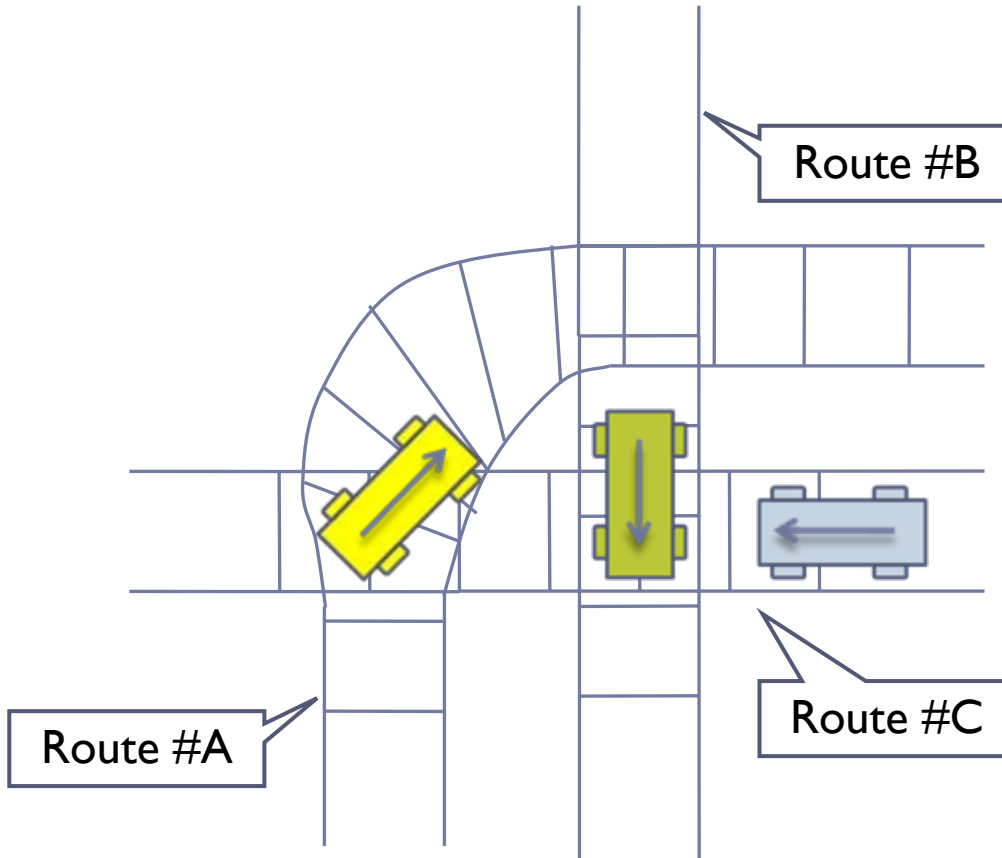
OA	Entering time	Leaving time
B_1	1	5
B_2	3	7

OA	Entering time	Leaving time
C_1	2	13
C_2	11	15

WAITING

Travel Scheduling

▶ Deadlock prevention



OA	Entering time	Leaving time
A_3	4	8
A_4	6	10

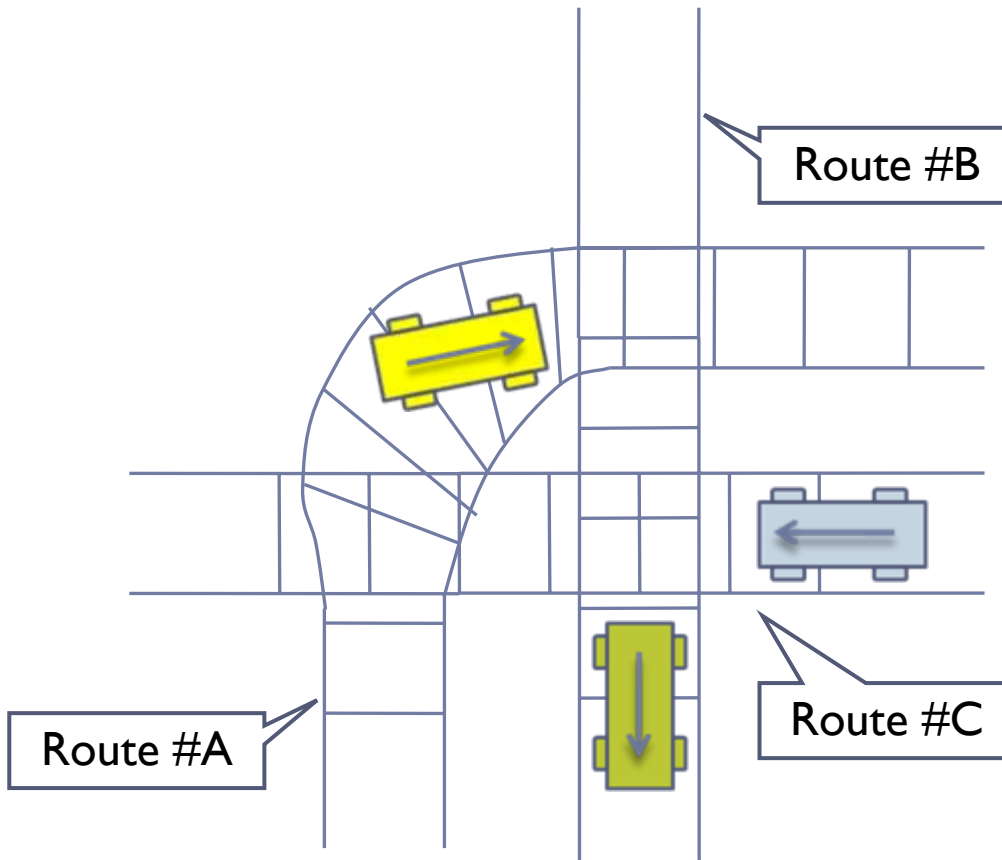
OA	Entering time	Leaving time
B_3	5	9
B_4	7	11

OA	Entering time	Leaving time
C_1	2	13
C_2	11	15

WAITING

Travel Scheduling

▶ Deadlock prevention



OA	Entering time	Leaving time
A_5	8	12
A_6	10	14

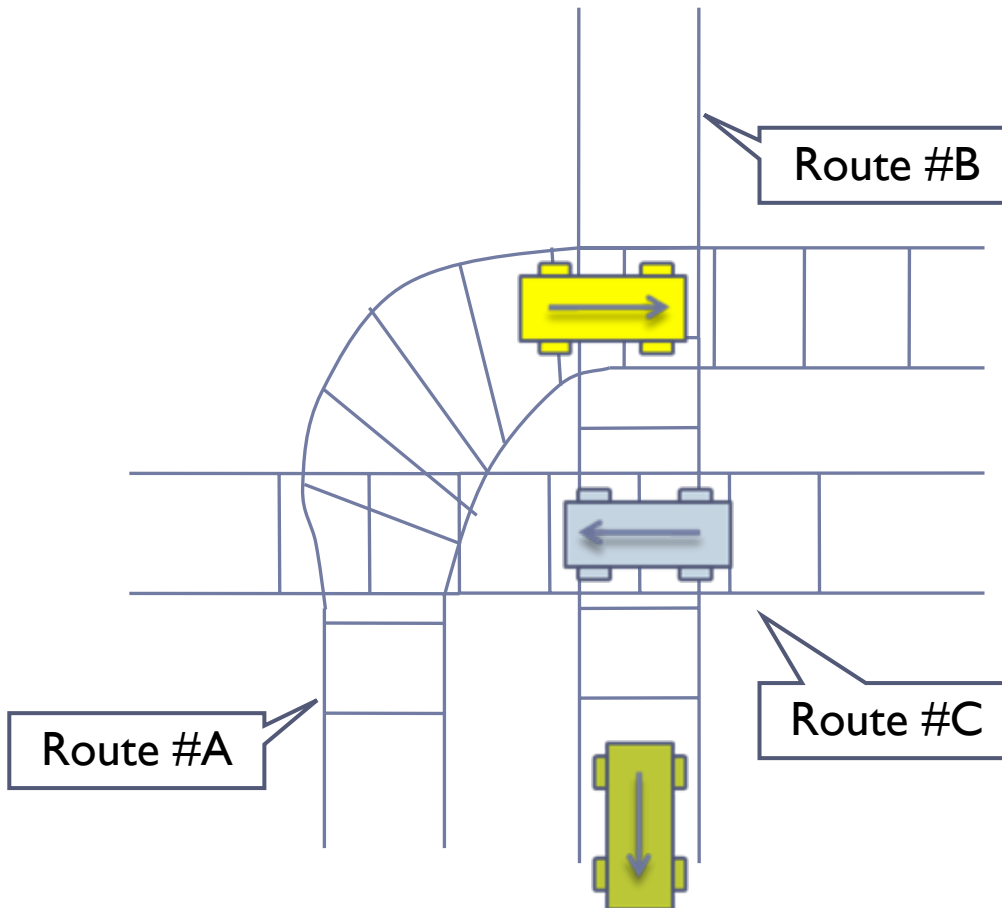
OA	Entering time	Leaving time
B_5	9	13
B_6	11	15

OA	Entering time	Leaving time
C_1	2	13
C_2	11	15

WAITING

Travel Scheduling

▶ Deadlock prevention



OA	Entering time	Leaving time
A_7	12	16
A_8	14	20

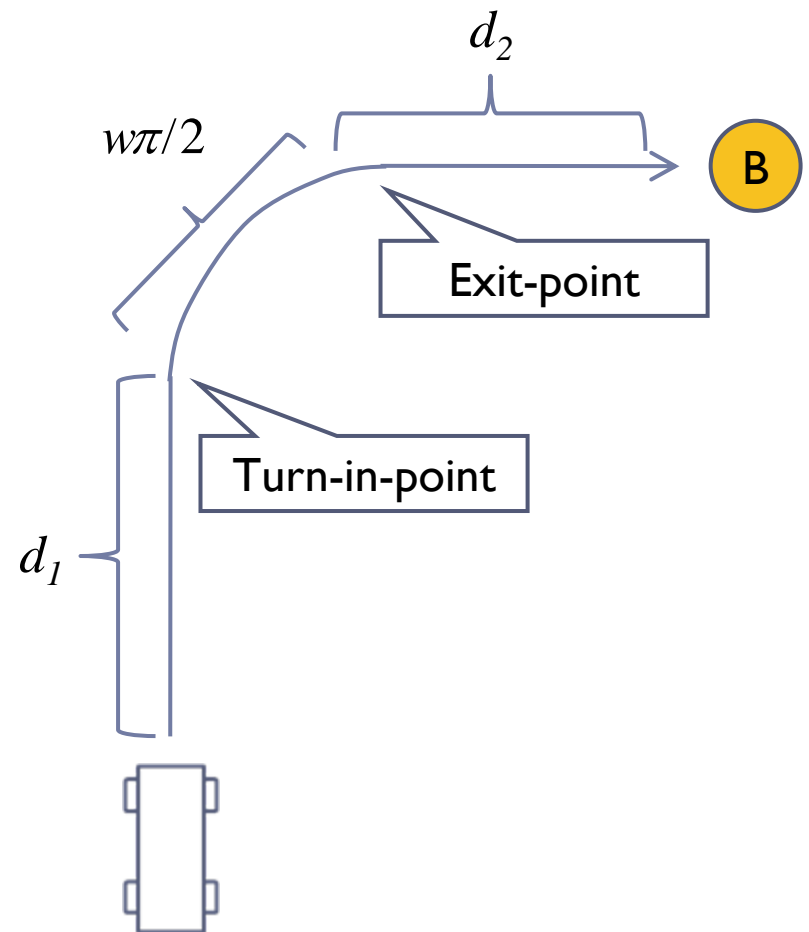
OA	Entering time	Leaving time
B_7	13	17
B_8	15	21

OA	Entering time	Leaving time
C_3	13	17
C_4	15	19

WAITING

Travel Time Estimation in Accelerated Motion

- ▶ Assume that an AGV travels with uniform acceleration
 - ▶ Initial velocity: v_0
 - ▶ Final velocity: v
 - ▶ Acceleration: a
 - ▶ Driving distance: d
 - ▶ Distance required to accelerate from v_0 to v : d_a
 - ▶ Wheelbase of an AGV: w
 - ▶ Turning distance: $w\pi/2$



Travel Time Estimation in Accelerated Motion

- ▶ Travel time calculation:

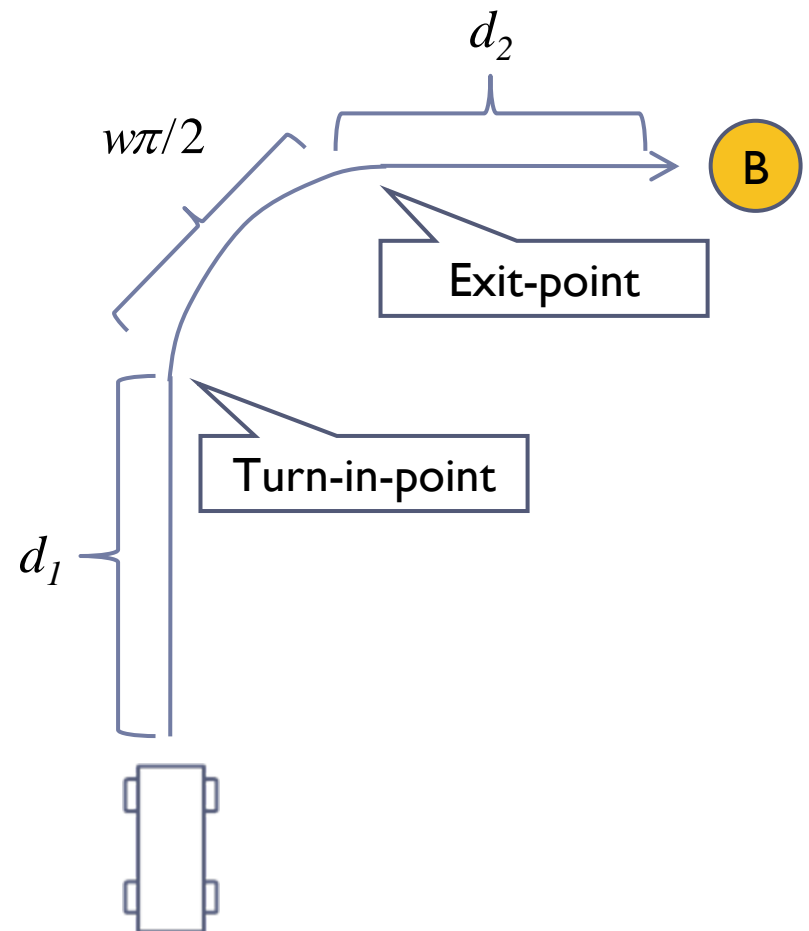
- ▶ Since $d_a = (v^2 - v_0^2) / 2a$

- ▶ If $d \geq d_a$

$$t = \frac{v - v_0}{a} + \frac{d}{v} - \frac{v}{2a} + \frac{v_0^2}{2av}$$

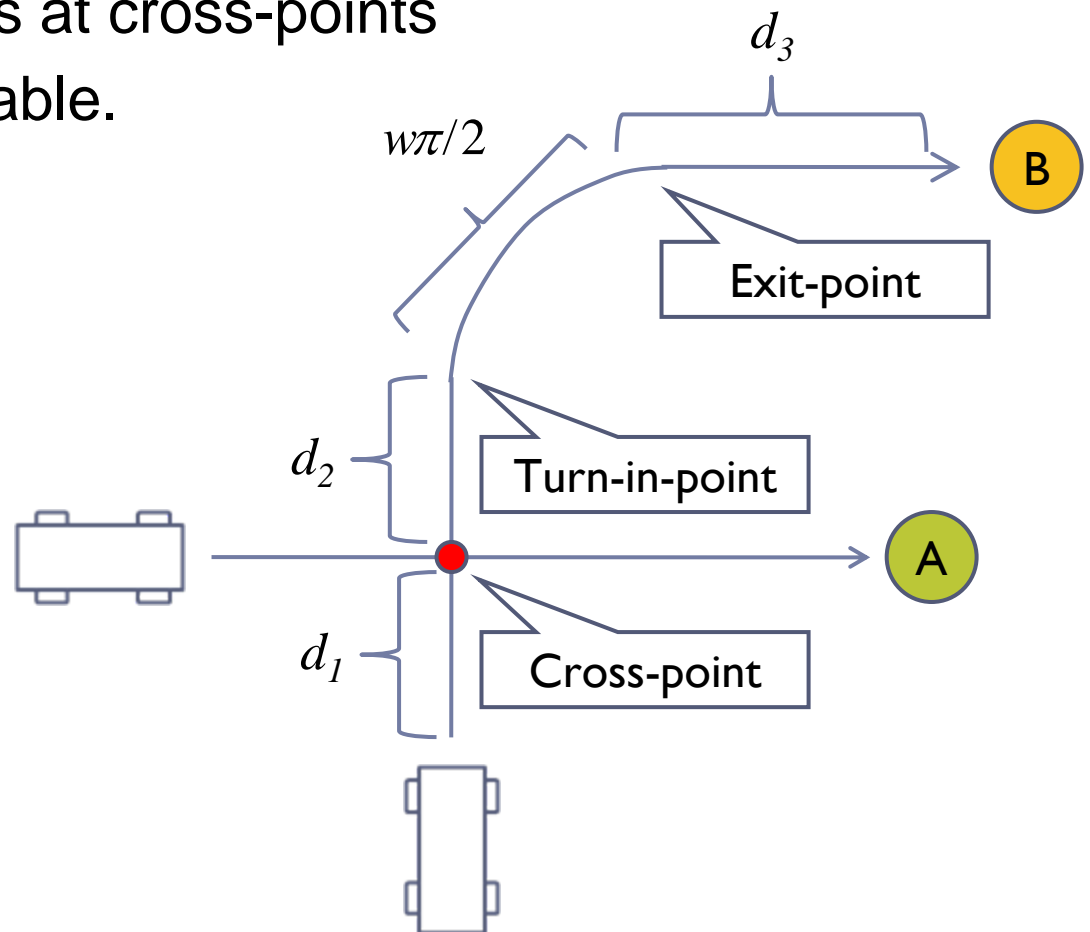
- ▶ else

$$t = -\frac{v_0}{a} + \sqrt{\frac{v_0^2}{a^2} + \frac{2d}{a}}$$



Travel Time Estimation Considering Interference

- ▶ Travel time calculation:
 - ▶ Check the collisions at cross-points
 - ▶ Look up the OAR table.



Experimental setting

- ▶ The target container terminal:
 - ▶ One berth
 - ▶ Three QCs
 - ▶ Seven Blocks (with 7 ATCs)

- ▶ Maximum productivity:
 - ▶ QCs: 50 box/h
 - ▶ ATCs: 50 box/h

Experimental setting

- ▶ AGV specs:
 - ▶ Forward speed: 4 m/s
 - ▶ Cornering speed: 2 m/s
 - ▶ Acceleration: 0.64 m/s²
 - ▶ Deceleration: 1.55 m/s²

Experiments and Results

▶ The accuracy of travel time estimation

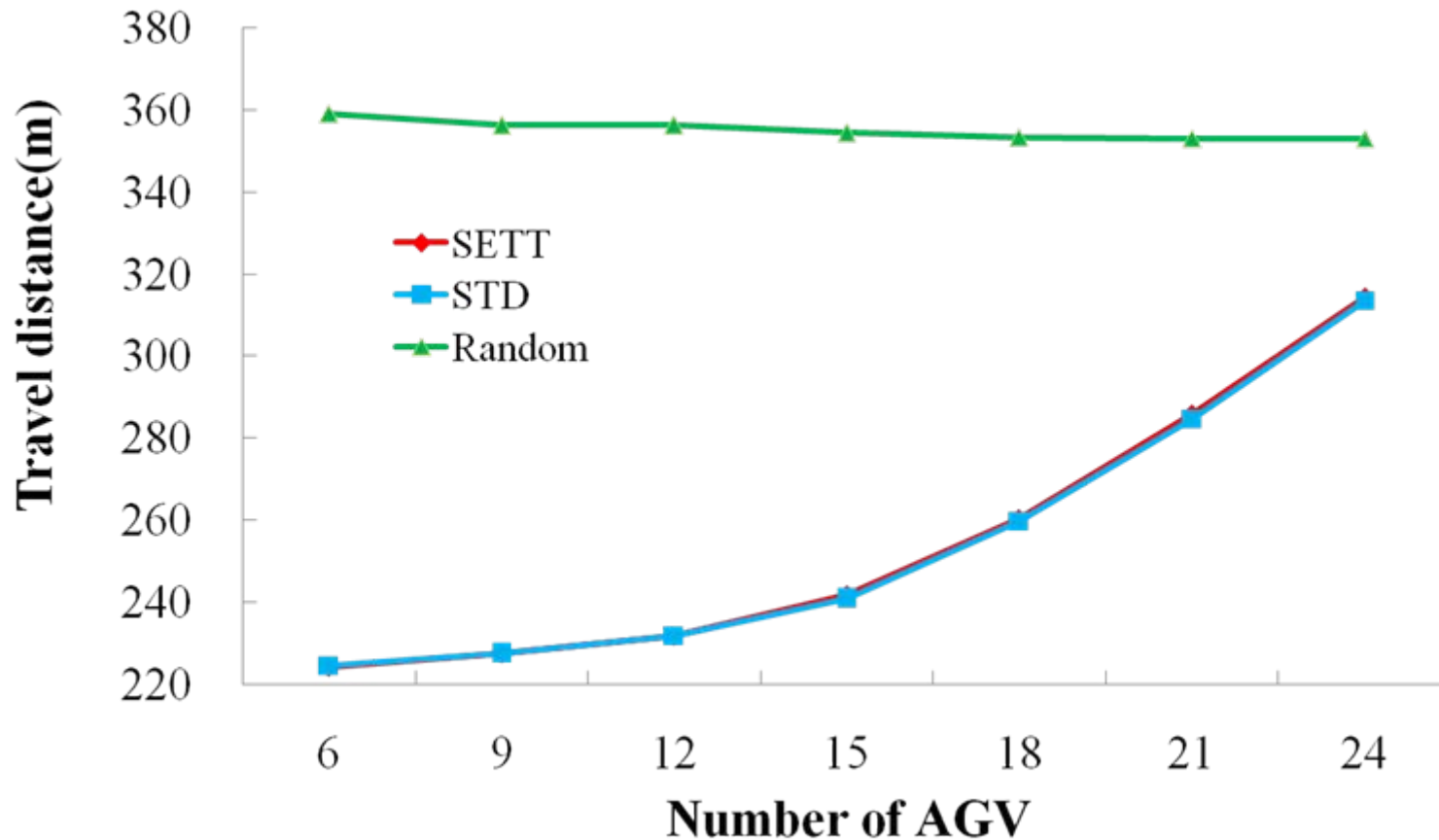
	Absolute error	Percent error	Mean squared error
All factors considered, except interference	99.0 s	13.4 %	152.4
All factors considered	84.6 s	11.5 %	126.7

Experiments and Results

- ▶ Applying travel time estimation to AGV routing
 - ▶ Three routing algorithms
 - ▶ Random path selection (Random)
 - ▶ Shortest travel distance (STD)
 - ▶ Shortest estimated travel time (SETT)
 - ▶ The number of AGV: from 6 to 24 by 3
 - ▶ Discharging process for 24 hours
 - ▶ Repeated 5 times, and the results averaged.

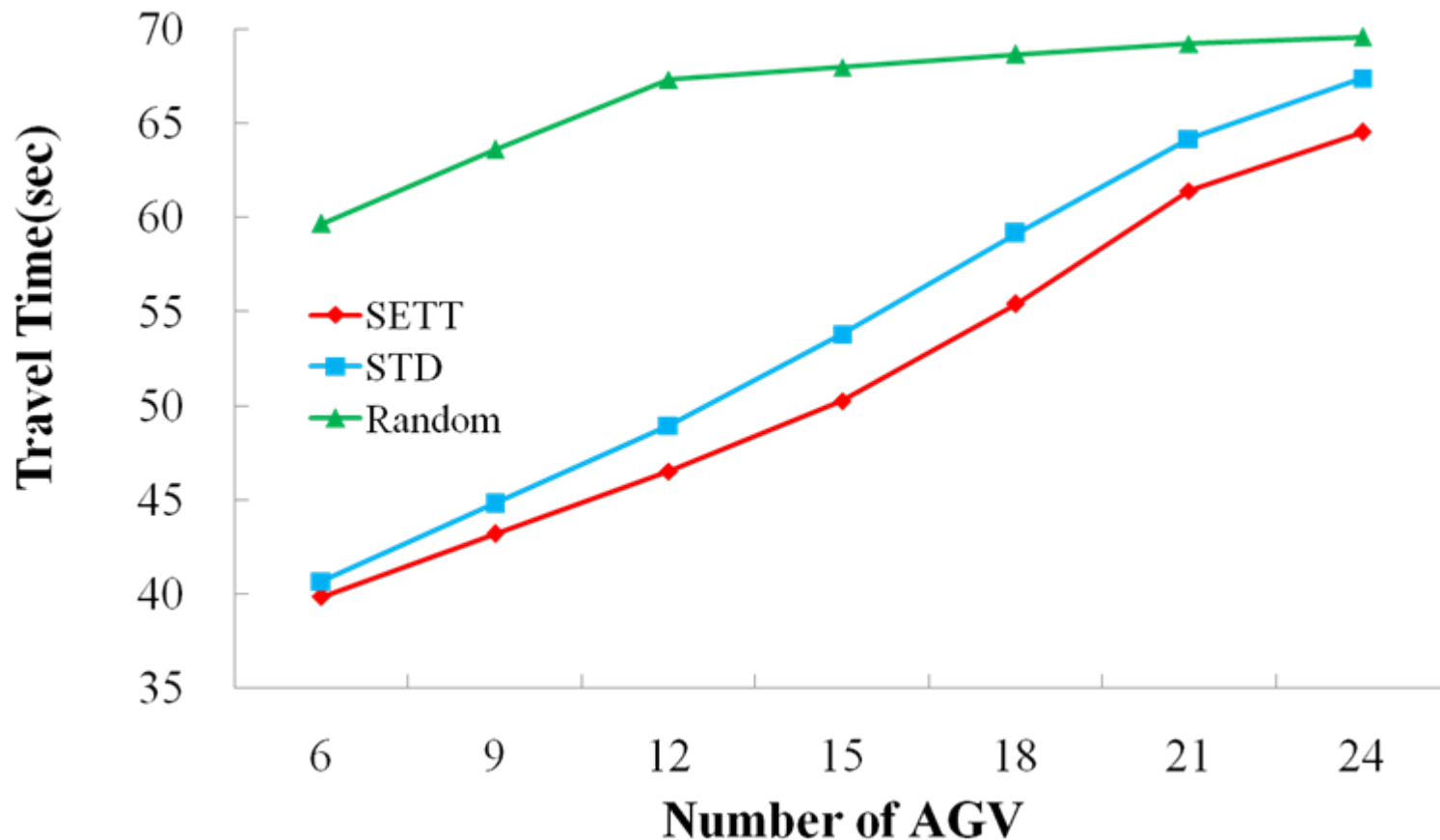
Experiments and Results

▶ Average travel distances of AGVs



Experiments and Results

▶ Average travel times of AGVs



Conclusions

- ▶ In this work, we proposed
 - ▶ An AGV routing process to prevent deadlocks
 - ▶ Methods for travel time estimation considering acceleration, deceleration, and interferences

- ▶ Future research
 - ▶ Consider the uncertainty
 - ▶ Apply the proposed method to estimate the entire duration of container transportation tasks for evaluating the job schedule of AGVs

Questions

