

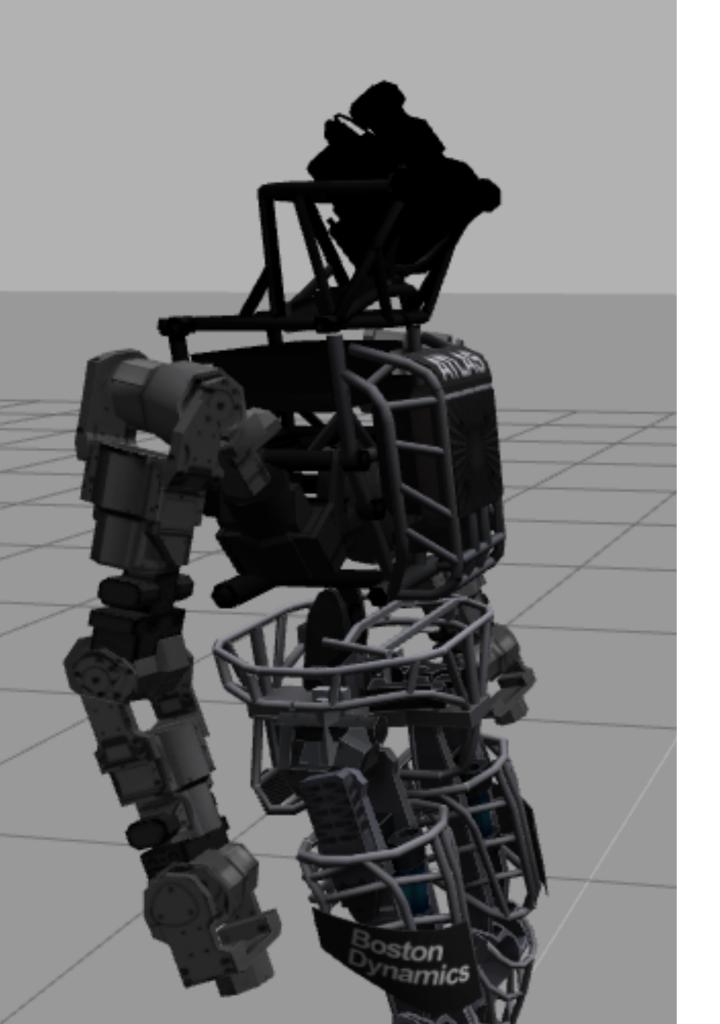


# UNIVERSAL APPROACH TO SIMULATION COMPETITIONS

Ricardo Téllez, CTO at The Construct

# WHAT ARE WE TALKING ABOUT HERE?





- ➤ A unified environment for robotics competitions based on simulations
- ➤ To allow automaticity of competitions
- ➤ To simplify the contest process
- ➤ To remove barriers (location, complexity, equipment)
- ➤ To provide a common environment to all participants and contests





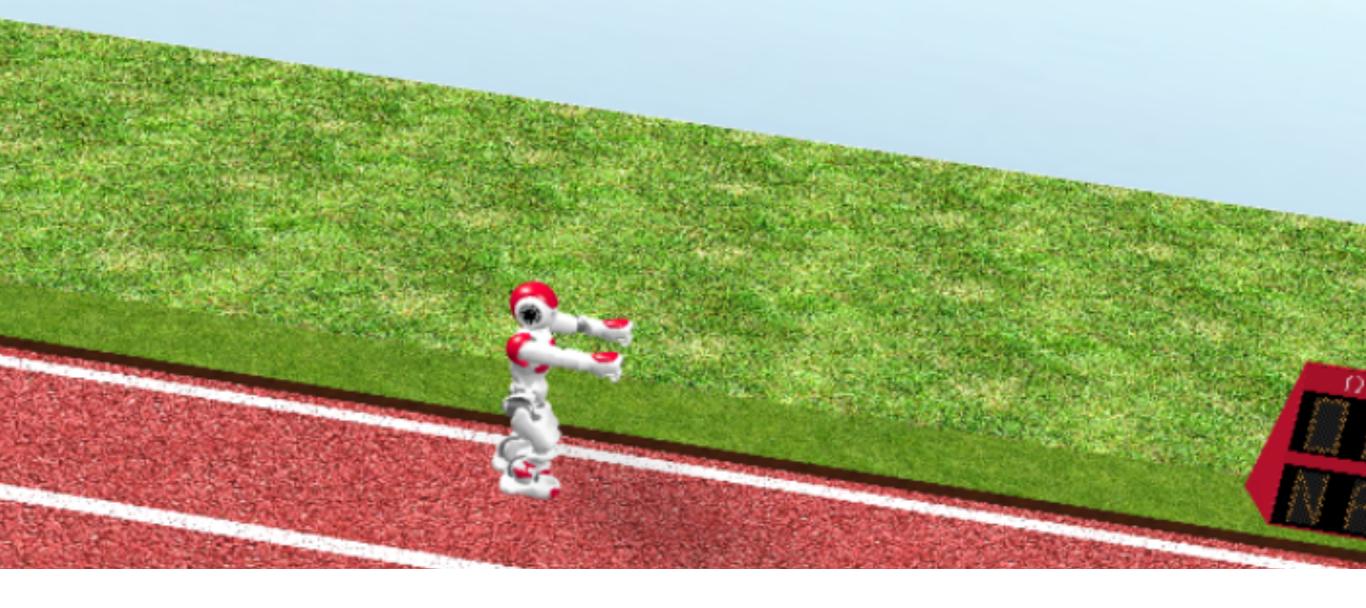
#### **ADVANTAGES**

- ➤ The exact same environment for each participant during training and during competition
- ➤ Independent of the computer O.S.
- ➤ Independent of the location
- ➤ Participants don't have to travel
- Larger CPU power than desktops
- ➤ Different simulators
- ➤ Fully compatible with desktop

### HOW IT WORKS?

Two examples



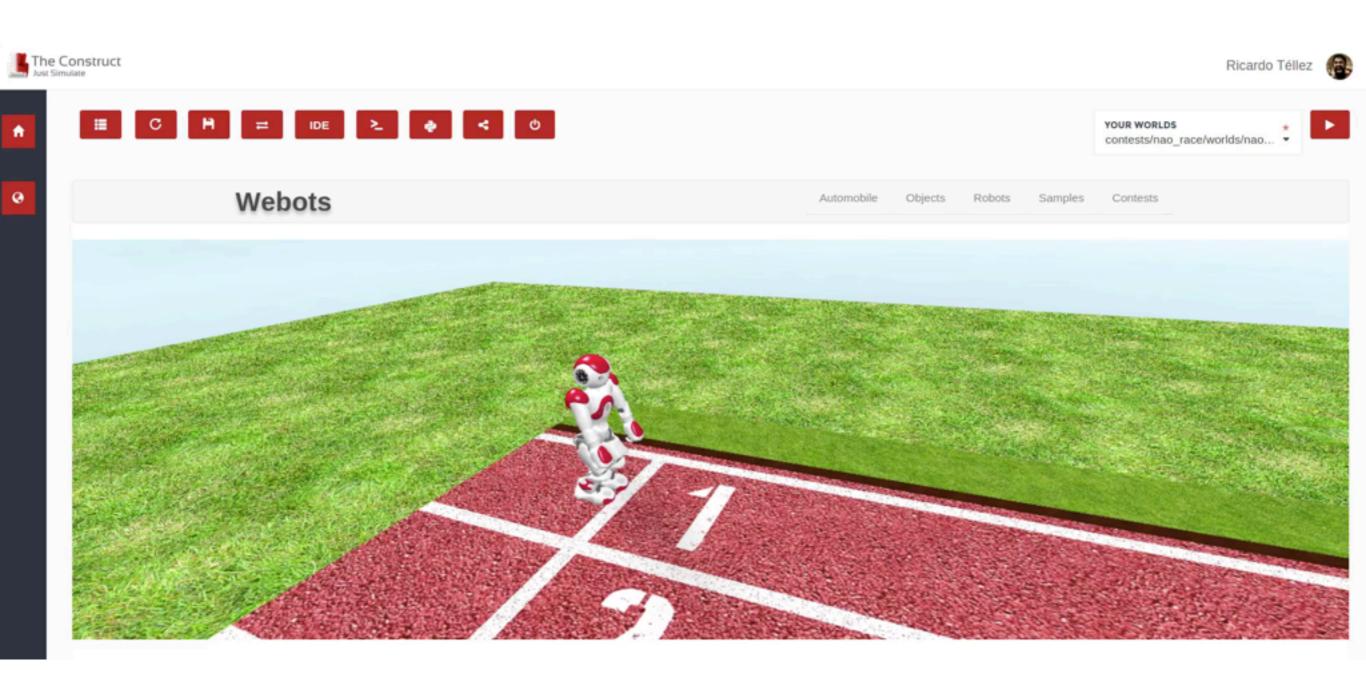


## ROBOT RACE TO HAWAII



Make a Nao robot race 10 meters





# Two Months Long The Construct Continuous Operation





# 1- TRAINING PHASE 2- CONTEST PHASE

Two Phases



#### TRAINING PHASE

live demo



#### CONTEST PHASE

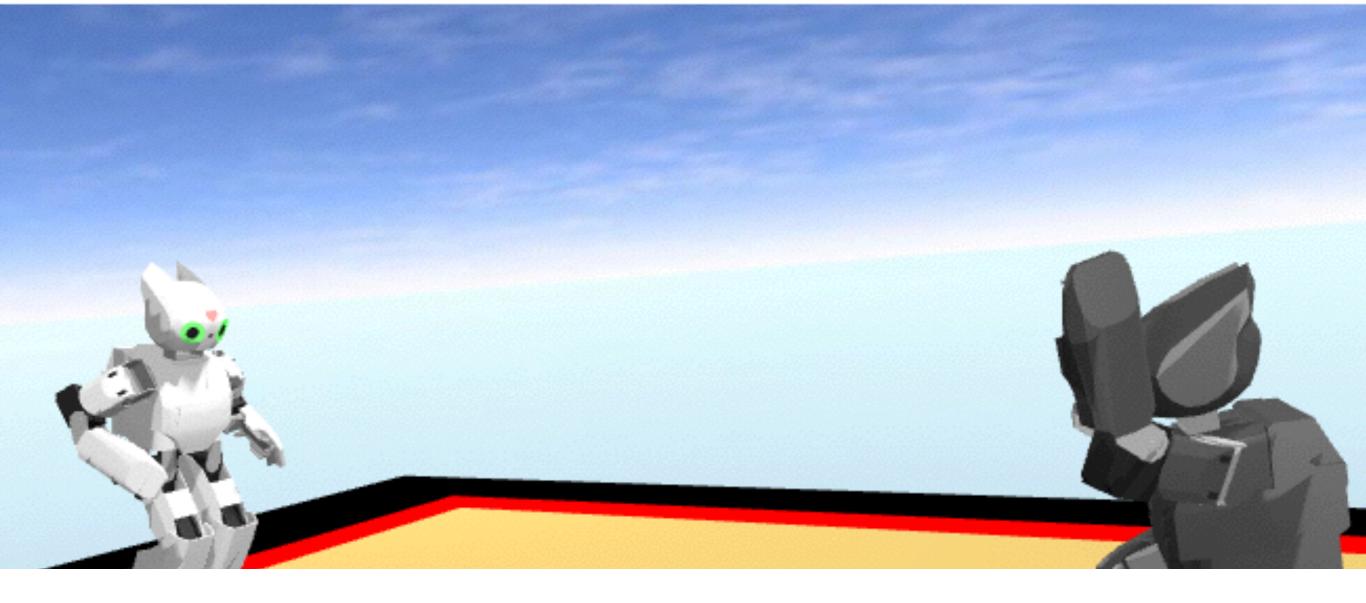
live demo



#### THE LEADERBOARD

http://sw.theconstructsim.com/leaderboard/



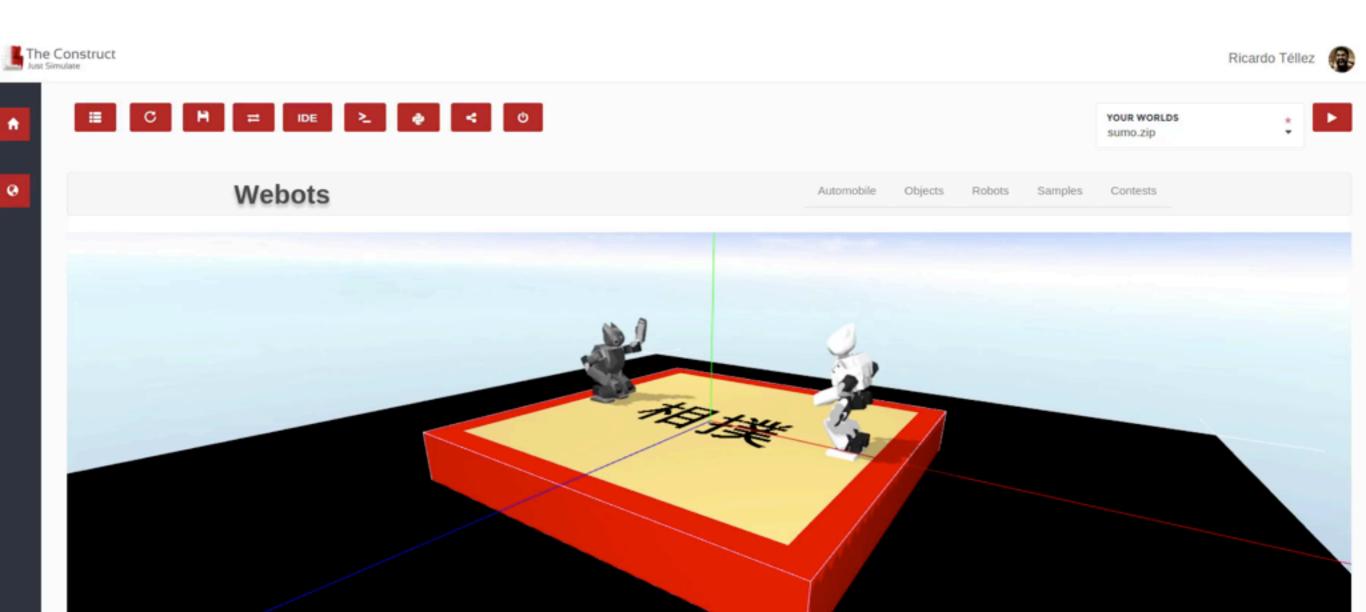


## ROBOSHI CONTEST

Humanoid Sumo Contest







The Construct Six Months Long Automatic Contest Each Night professional mobile robot simulation

Just Simulate

Y B E R B O T I C S

#### THE SAME PROCESS CAN BE USED FOR:

#### > Benchmarking

provide a universal benchmarking tool for robotics based on simulations

#### > Research

provide a way of replicating experiments and allow others continue from your point

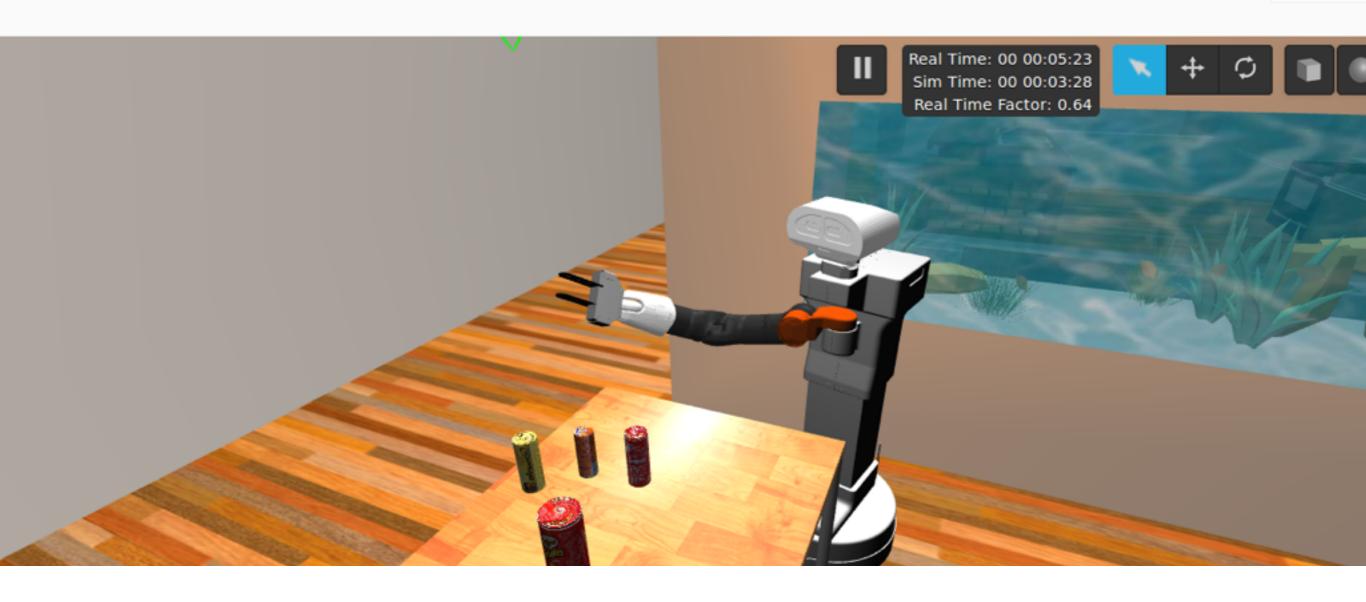
#### ➤ Teaching

provide the same exact environment to all the students, and a set of exercises that the teacher knows they will work

# TWO MORE COMPETITIONS ON THE WAY

(in alpha state)





#### TIAGO BASED SIMULATION



