

# Towards Smart Farming by Location-aware Agricultural Vehilces

Marvin Banse, Oliver Theel



System Software and Distributed Systems  
Department of Computer Science  
University of Oldenburg, Germany

<http://www.uol.de/svs>



October 8, 2019

# Outline

- ▶ Group's General Research Interests
- ▶ Project: Lawn In Order
- ▶ Project: Automation of a Mobile Sprinkling Machine
- ▶ Conclusion

# System Software and Distributed System Group

## General Research Interests

- ▶ Distributed Systems
- ▶ Distributed Algorithms
- ▶ Dependability, Fault Tolerance
- ▶ Replication, Self-Stabilization, Region Adherence
- ▶ Dependability Measures, Performance, Energy Efficiency
- ▶ Scalability, Dynamics, Graceful Degradation, Consistency Notions
- ▶ Sensors for Environmental Phenomena

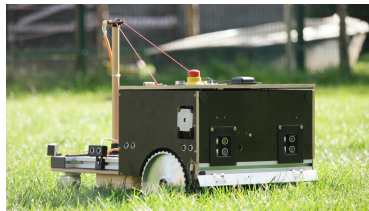
# Lawn In Order

## Problem to solve:

Lawnmowing is a **time-consuming** and **repetitive** (boring) task

→ perfect for automation by

- ▶ calculation of a **covering path**
- ▶ **locating** relative to the path
- ▶ **follow path** as precisely as possible
- ▶ **handling** unexpected obstacles

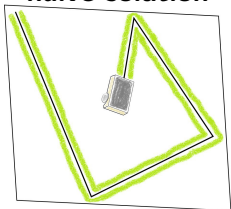


## Roadmap:

- 1) Diploma Thesis: Draft and Simulation of an Autonomous, Fault-Tolerant Lawnmower
- 2) Diploma Thesis: Design and Construction of an Autonomous, Fault-Tolerant Lawnmower
- 3) Bachelor Thesis: Draft and Implementation of a Localization-Strategy for Autonomous Lawnmowers
- 4) Master's Projectgroup: Lawn in Order (cooperation of 11 Master Students)

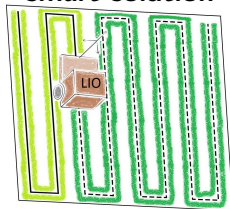
## Why should we go smart?

### naive solution



- + simple algorithm
- + simple hardware
- too many path intersections
- long lawnmowing time
- 100% coverage not guaranteed, even in infinite time
- time-consuming setup

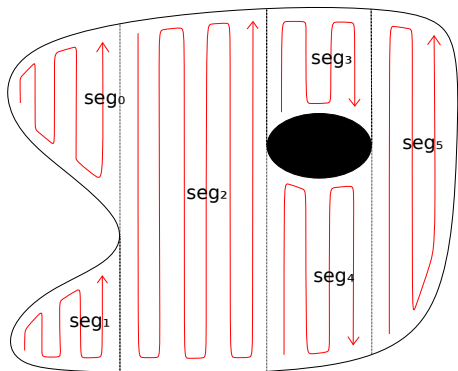
### smart solution



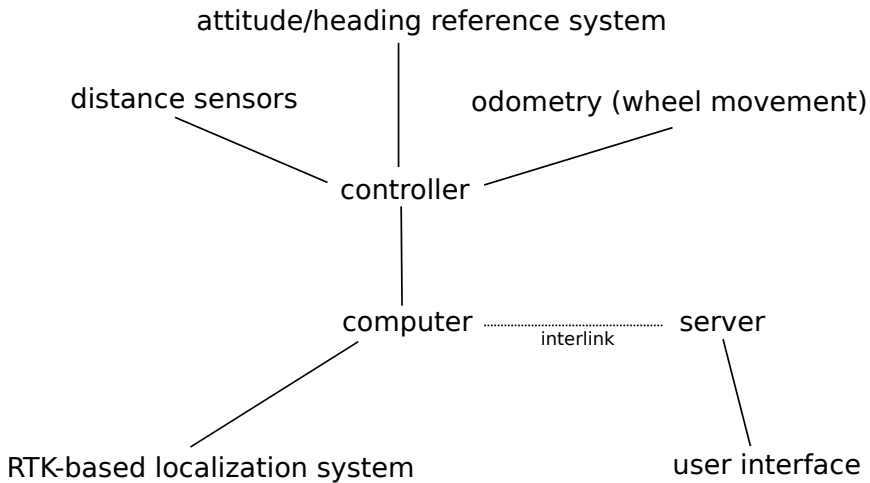
- complex algorithm
- complex hardware needed
- + efficient due to few path intersections
- + short lawnmowing time
- + shape independent processing
- + simple setup

## Path calculation

- 1) lawn borders and stationary obstacles have been previously mapped
- 2) fragmentation of lawn into segments  $seg_0 \dots seg_n$
- 3) calculation of an optimized operating sequence of the fragments



## Components

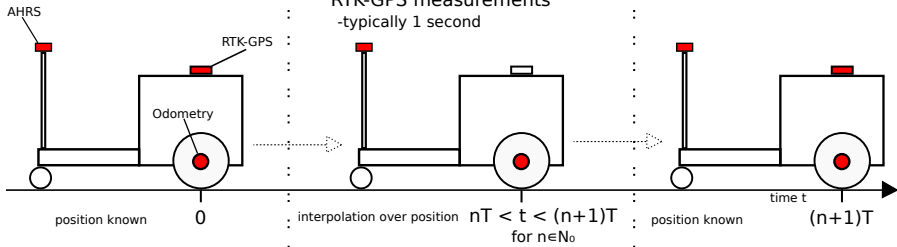


## Localization technique

- start position measured by RTK-GPS
- absolute measurement

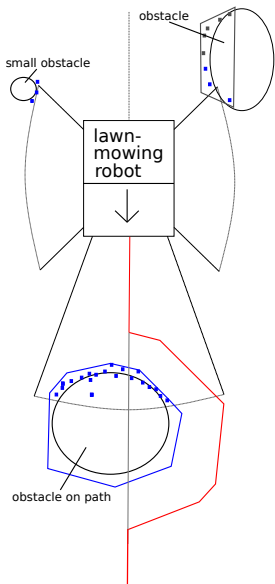
- fusion of differential sensor data
- addition to last known position
- T is interval of RTK-GPS measurements
- typically 1 second

- fusion of entire sensor data

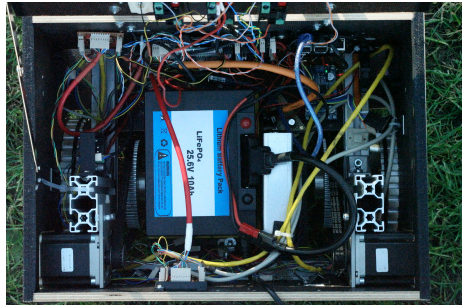
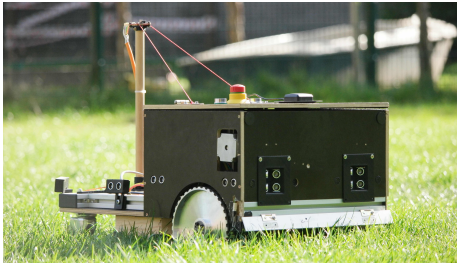




## Handling of unexpected obstacles



- 1) distance sensors capture an obstacle (blue dot)
- 2) multiple blue dots get aggregated to larger obstacle (blue polygon)
- 3) system forgets blue dots after time (grey dots)
- 4) robot dynamically calculates a way to circumvent obstacle
- 5) robot aims to rejoin path as soon as possible

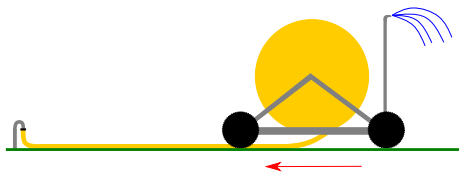


# Automation of a Mobile Sprinkling Machine

## Problem to solve:

Operating a mobile sprinkling machine is a **time-consuming** and **repetitive** (boring) task, too

- ▶ machine **drags itself** forward by pulling along hose
- ▶ machine **stops** when the hose is wound up
- ▶ multiple **repositions** necessary to sprinkle larger area
- ▶ **repetitive task** every few hours (even at night)
- ▶ manual repositioning is imprecise → uneven water distribution



## Ongoing projects:

- ▶ 2 Master Theses: Automation of a Mobile Sprinkling Machine
  - 2 Master's students in cooperation with a small-sized company

## Why should we go smart?

### pure mechanical solution

- + simple and bulletproof hardware
- + no algorithms or electronics needed
- + no preparation of agricultural area
- high workload due to repositioning
- less efficient sprinkling in case of bad repositioning
- no notification at error/accident
- no remote control
- no scheduling

### smart solution

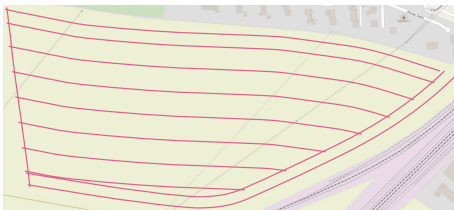
- complex and water-sensitive hardware
- complex algorithms
- agricultural area has to be mapped
- + no repositioning after setup
- + efficient sprinkling due to avoidance of overlapping sprinkling areas
- + error handling and notifications
- + remote start/stop
- + time-/event-controlled start/stop

## Steps to get smart:

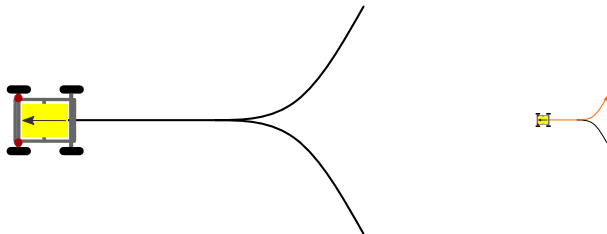
- ▶ reuse LIO's localization-system
- ▶ add a propulsion for reversed direction movement
- ▶ add motors/battery/sensors/electronics to control machine
- ▶ implement LIO's hardware-/software-architecture

## Concept

- ▶ user defines paths on agricultural area
- ▶ machine follows a selected, connected sequence of paths



# Smart machine movement (1/9)



sprinkling machine  
arrow points in direction of  
steered axle

— hose

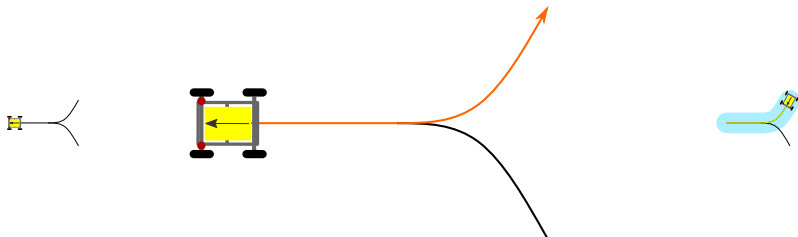
— path

← current path

— 1x time sprinkled surface

— at least 2x times spr. surf.

## Smart machine movement (2/9)



sprinkling machine  
arrow points in direction of  
steered axle

— hose

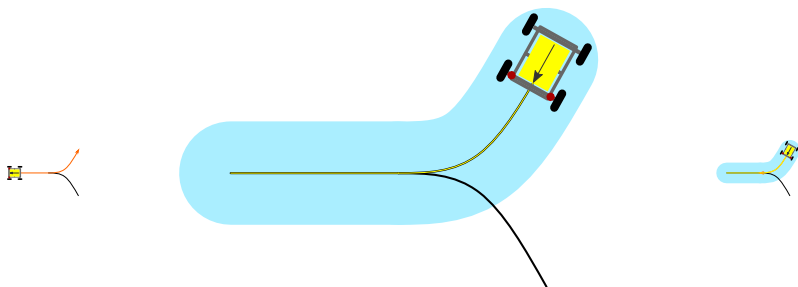
— path

← current path

— 1x time sprinkled surface

— at least 2x times spr. surf.

# Smart machine movement (3/9)

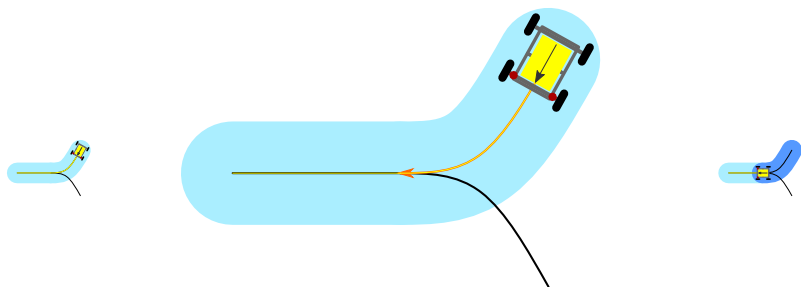


sprinkling machine  
 arrow points in direction of  
 steered axle  
 ——— hose

——— path  
 ← current path  
 ——— 1x time sprinkled surface  
 ——— at least 2x times spr. surf.



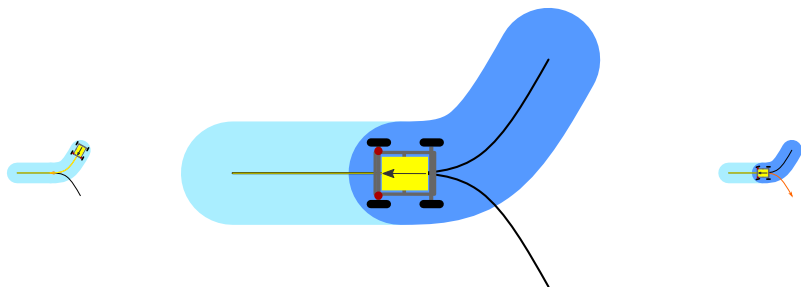
# Smart machine movement (4/9)



sprinkling machine  
 arrow points in direction of  
 steered axle  
 ——— hose

——— path  
 ←—— current path  
 ——— 1x time sprinkled surface  
 ——— at least 2x times spr. surf.

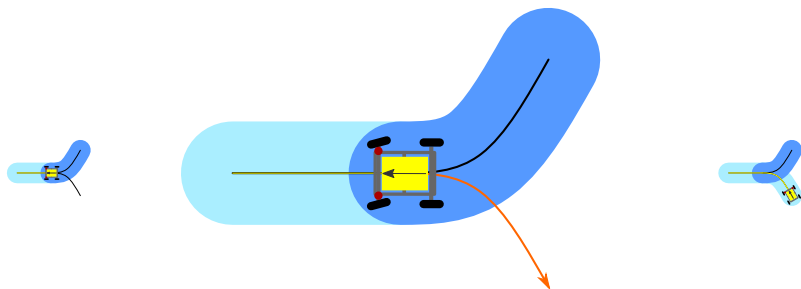
# Smart machine movement (5/9)



sprinkling machine  
 arrow points in direction of  
 steered axle  
 ——— hose

——— path  
 ← current path  
 ——— 1x time sprinkled surface  
 ——— at least 2x times spr. surf.

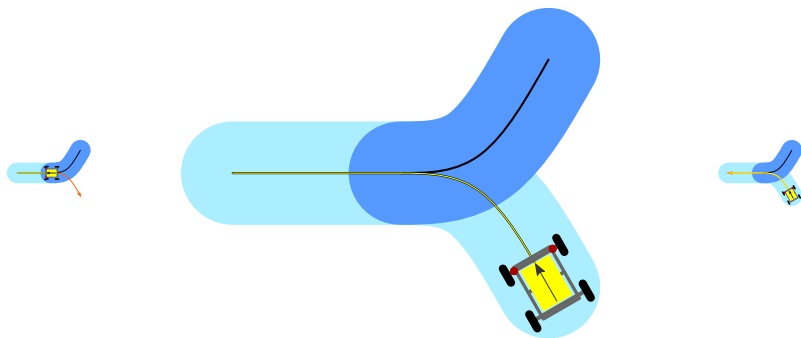
# Smart machine movement (6/9)



sprinkling machine  
 arrow points in direction of  
 steered axle  
 ——— hose

——— path  
 ←—— current path  
 ——— 1x time sprinkled surface  
 ——— at least 2x times spr. surf.

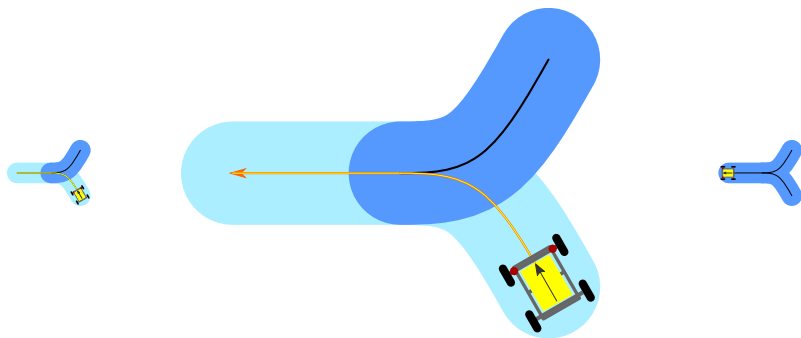
# Smart machine movement (7/9)



sprinkling machine  
 arrow points in direction of  
 steered axle  
 ——— hose

——— path  
 ← current path  
 ——— 1x time sprinkled surface  
 ——— at least 2x times spr. surf.

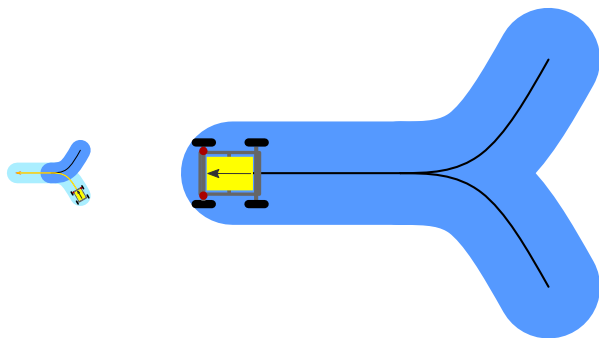
# Smart machine movement (8/9)



sprinkling machine  
 arrow points in direction of  
 steered axle  
 ——— hose

——— path  
 ←—— current path  
 ——— 1x time sprinkled surface  
 ——— at least 2x times spr. surf.

# Smart machine movement (9/9)



sprinkling machine  
 arrow points in direction of  
 steered axle  
 — hose

— path  
 ← current path  
 — 1x time sprinkled surface  
 — at least 2x times spr. surf.



# Conclusion

- ▶ method of path-definition varies
- ▶ hard-/software architecture is similar
- ▶ precise **localization-technique** is essential, latest RTK
  - about 2cm resolution at good GPS-Signal-Quality
  - atmospheric effects must be compensated by a reference station



System Software and Distributed Systems  
Department of Computer Science  
University of Oldenburg, Germany

[www.uol.de/svs](http://www.uol.de/svs)

[marvin.banse@uol.de](mailto:marvin.banse@uol.de)

[oliver.theel@uol.de](mailto:oliver.theel@uol.de)



# Conclusion

- ▶ method of path-definition varies
- ▶ hard-/software architecture is similar
- ▶ precise **localization-technique** is essential, latest RTK
  - about 2cm resolution at good GPS-Signal-Quality
  - atmospheric effects must be compensated by a reference station



System Software and Distributed Systems  
Department of Computer Science  
University of Oldenburg, Germany

[www.uol.de/svs](http://www.uol.de/svs)

[marvin.banse@uol.de](mailto:marvin.banse@uol.de)

[oliver.theel@uol.de](mailto:oliver.theel@uol.de)

Thank  
you for  
attending 😊