



MOOS-IvP Release 20.08 – What is new and Upcoming



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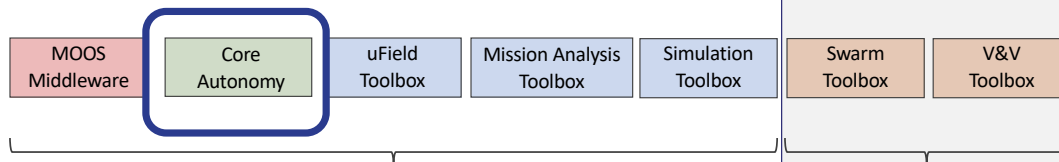


Marine Autonomy Software



The MOOS-IvP Open Source Autonomy Project

- In Development since ~1998.
- First launched online in 2006.
- Latest release in August 2022.



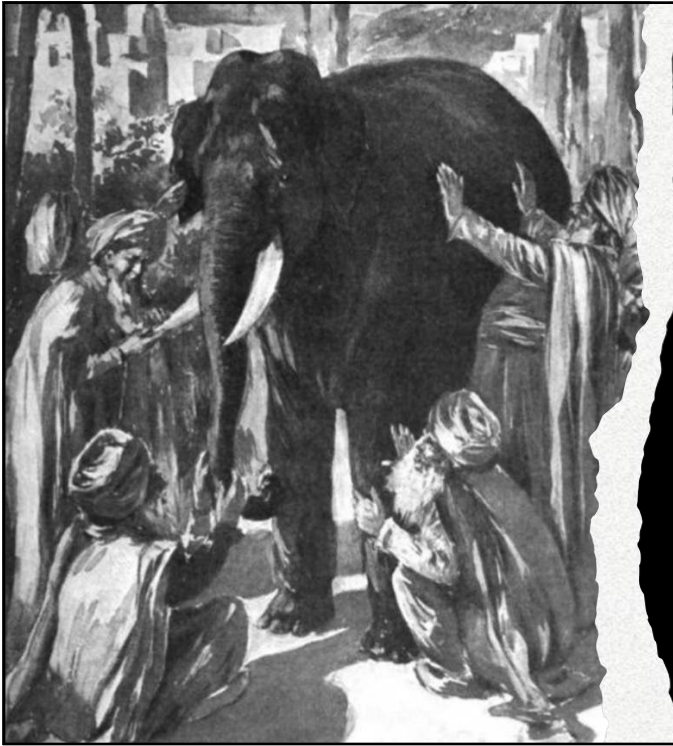
MOOS-IvP Public code

- ~40 work years of effort
- Ported to dozens of platform types
- Full documentation and training

Currently Non-Public code

- ~5 work years of recent efforts

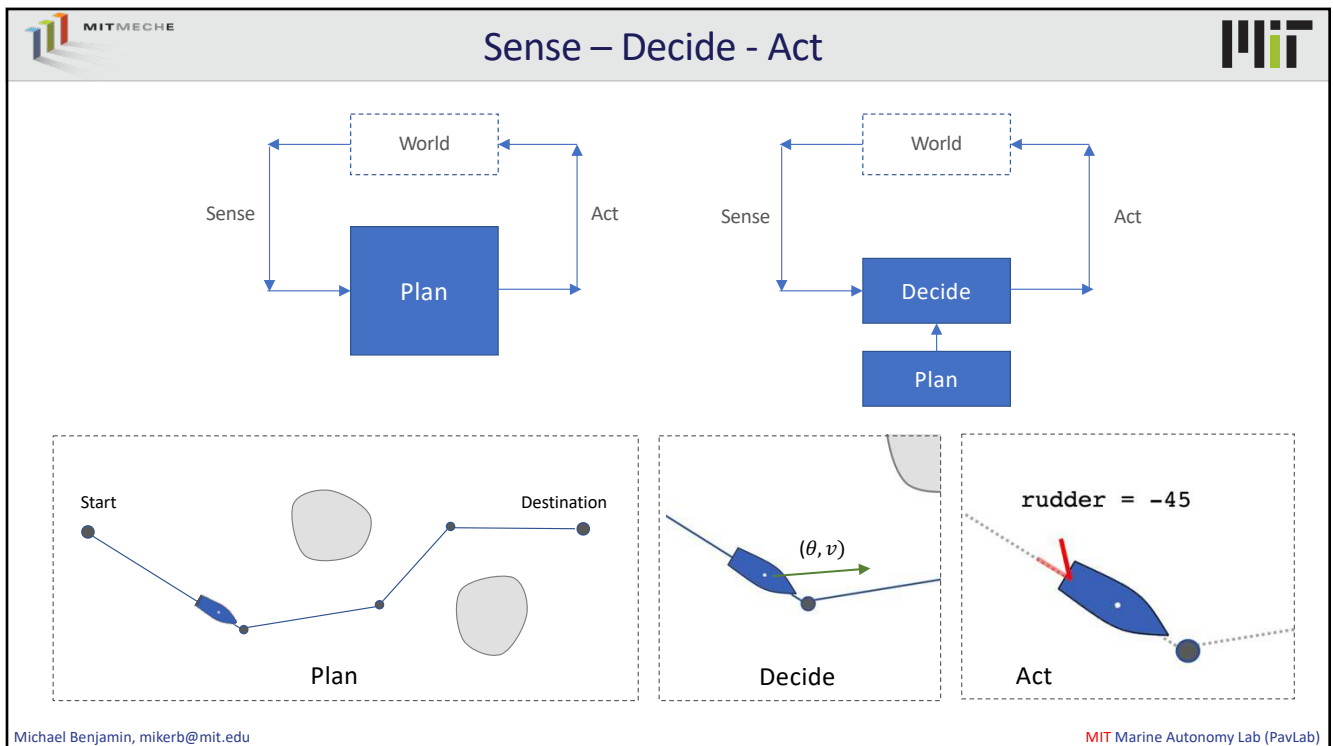
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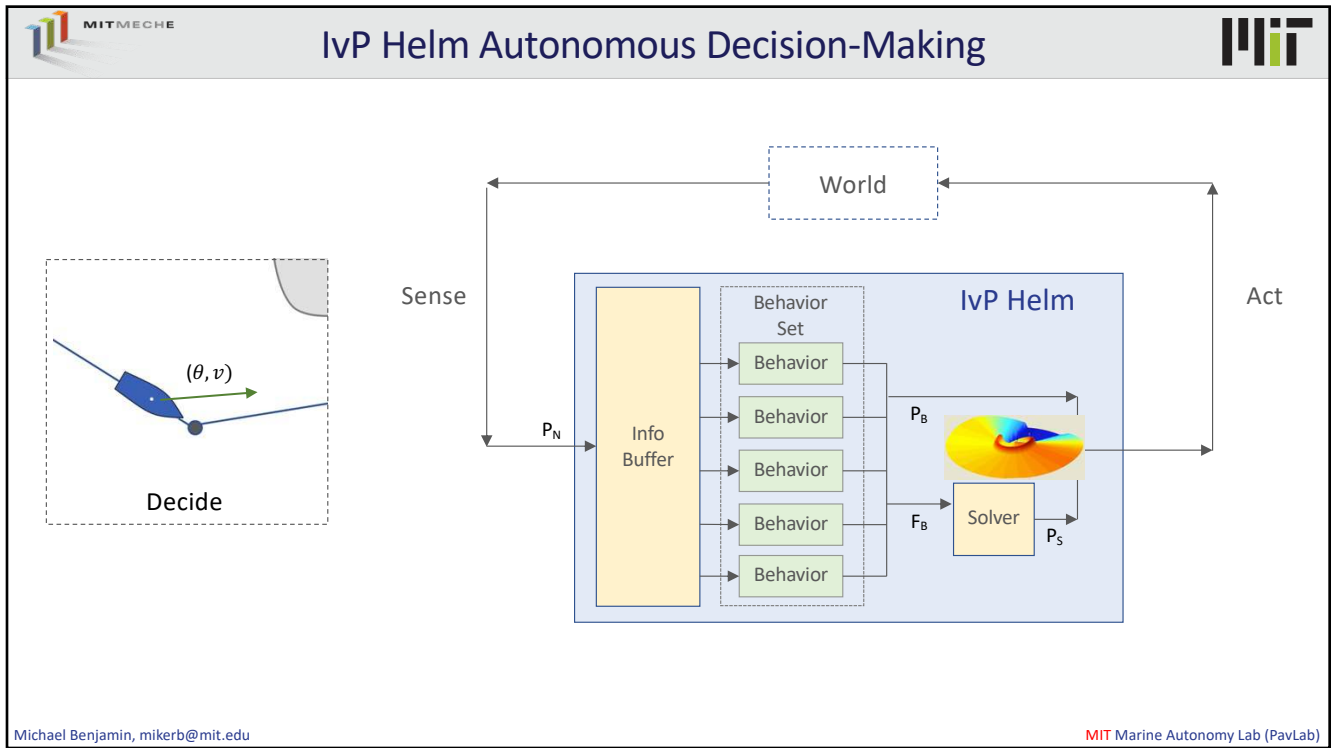
What is “Core” Marine Autonomy

- Decision-Making (the helm plus behaviors)
- Event Managers (the middleman between sensing and decision-making)

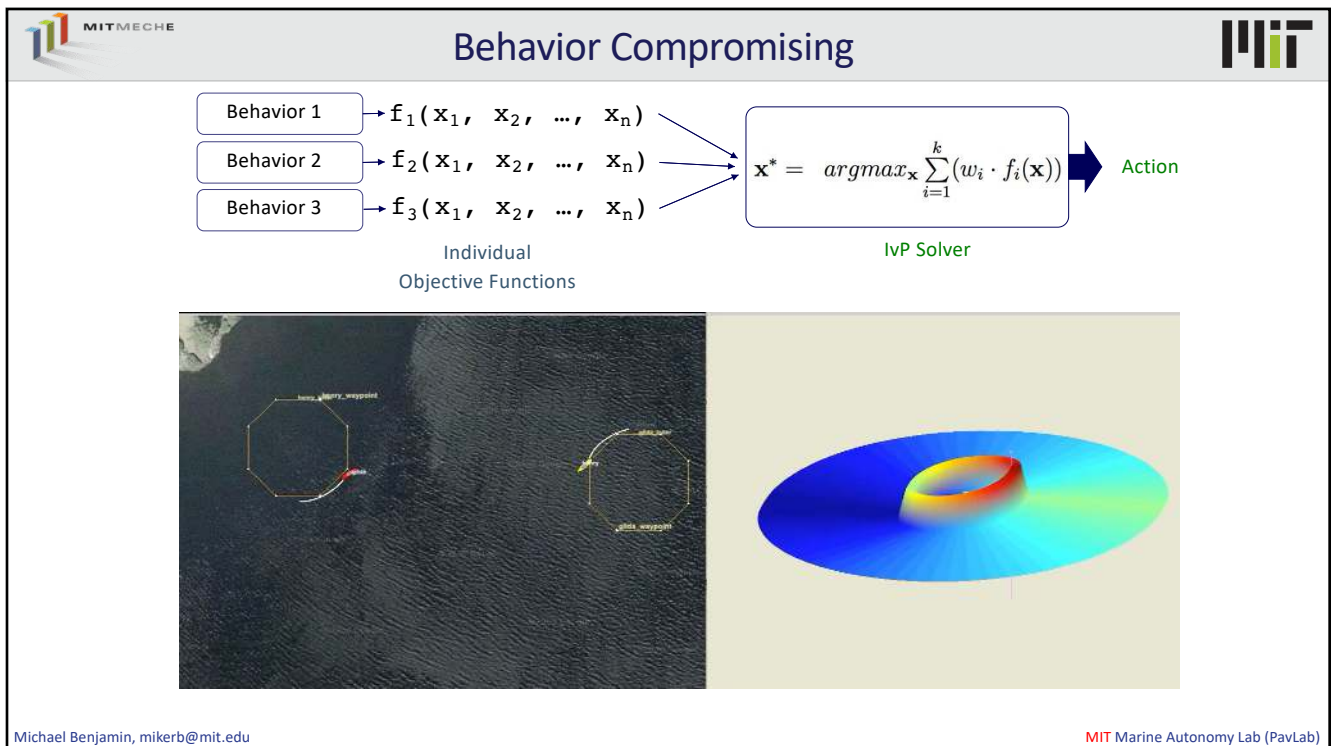
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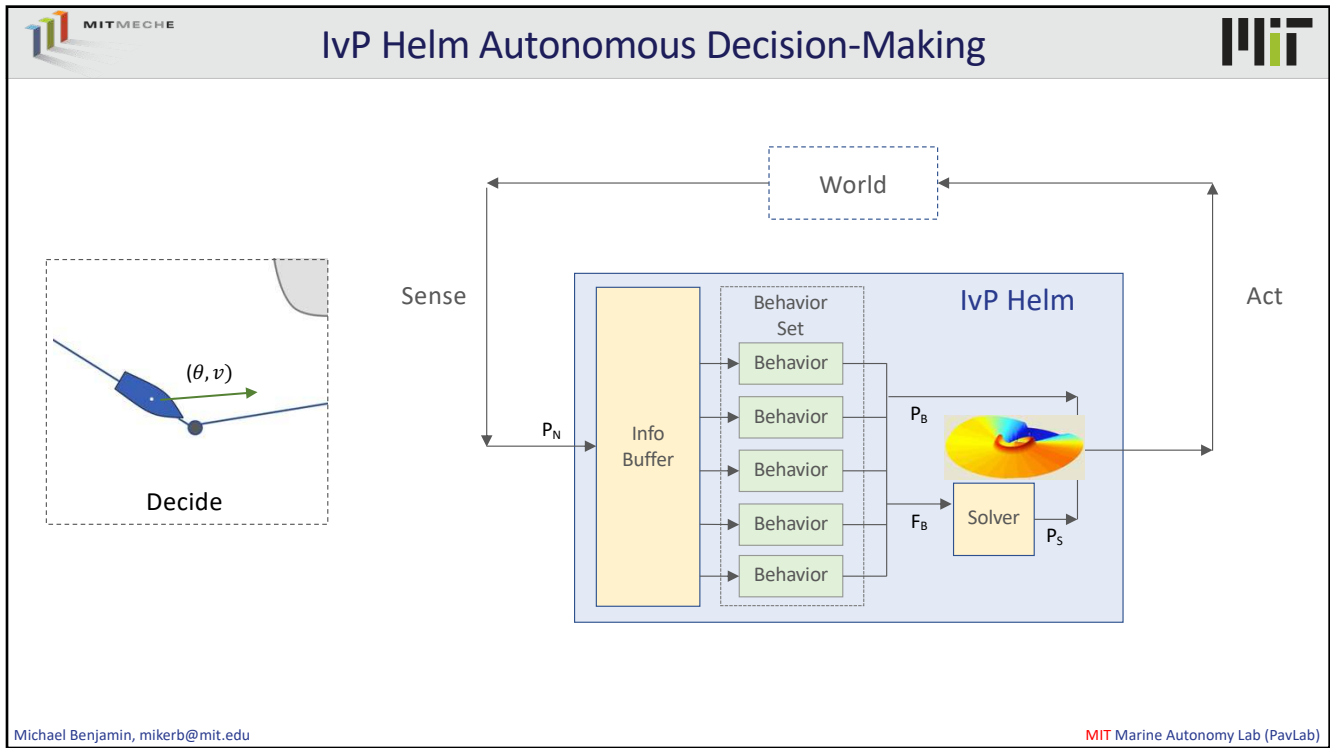
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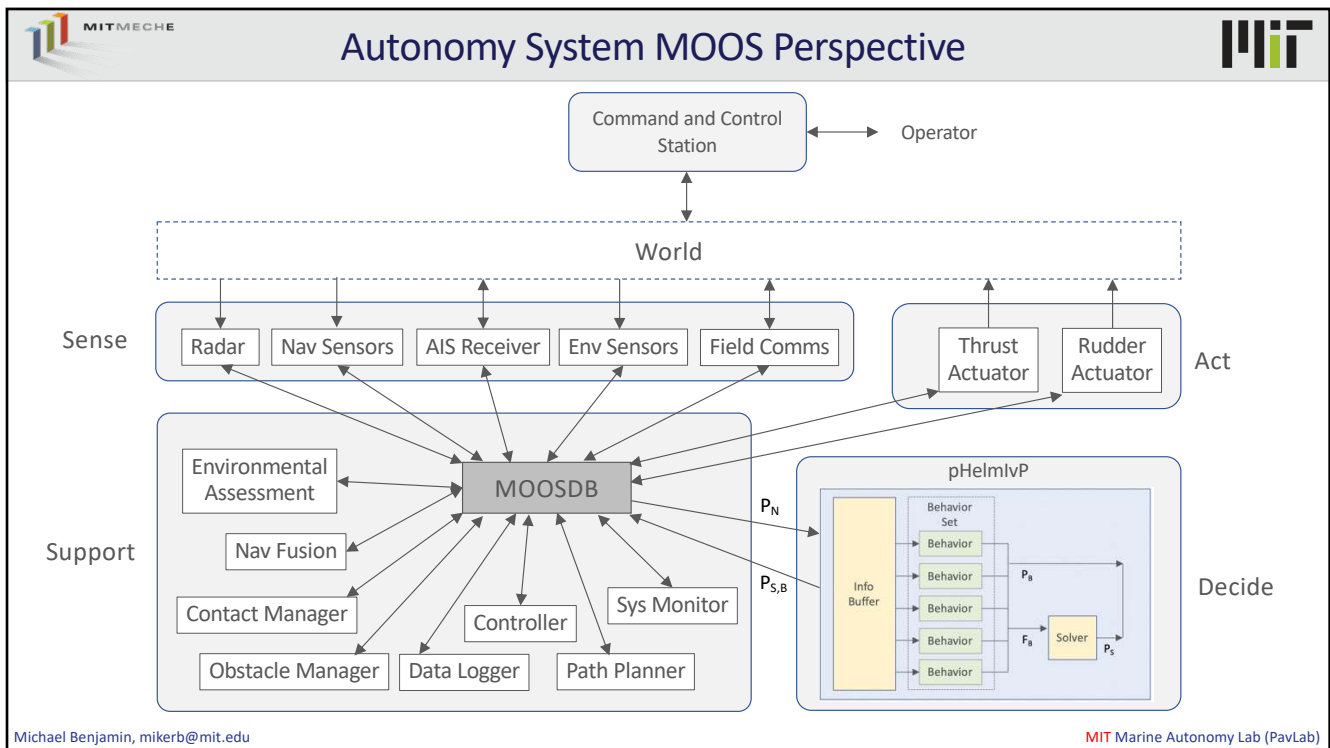
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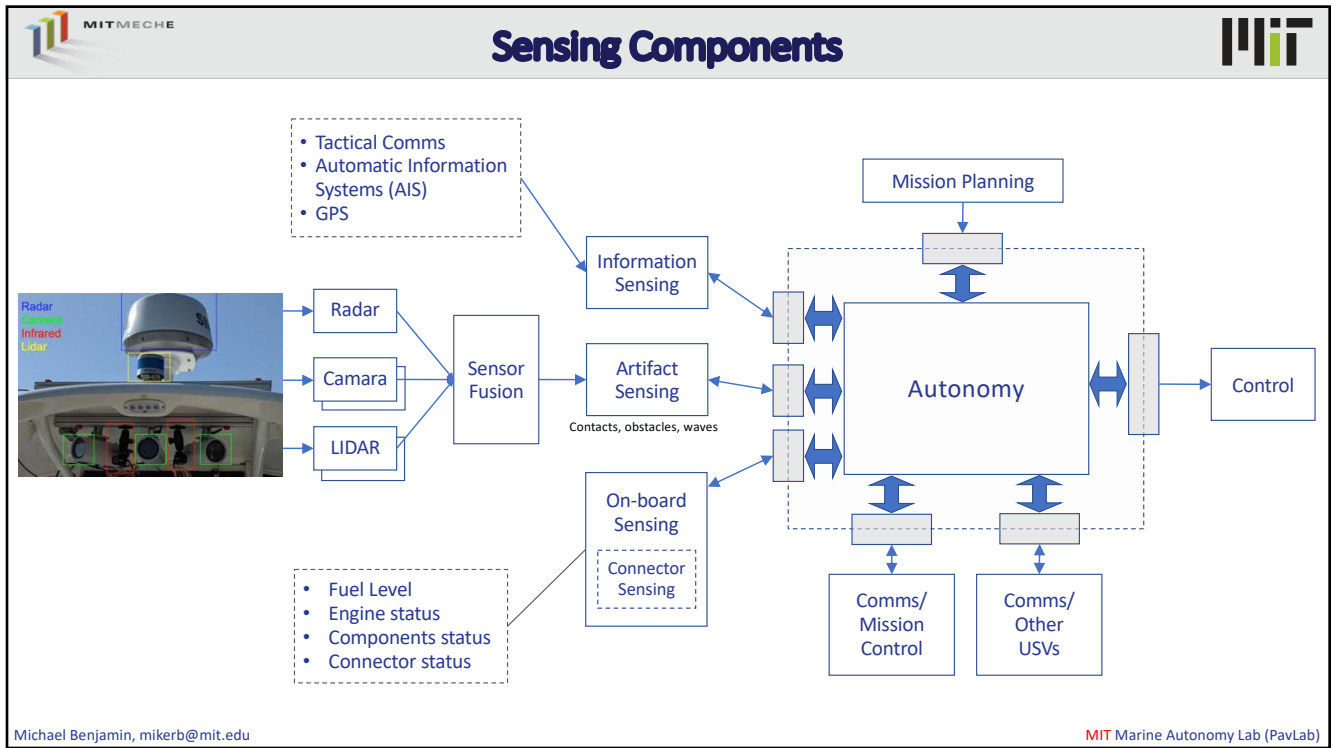
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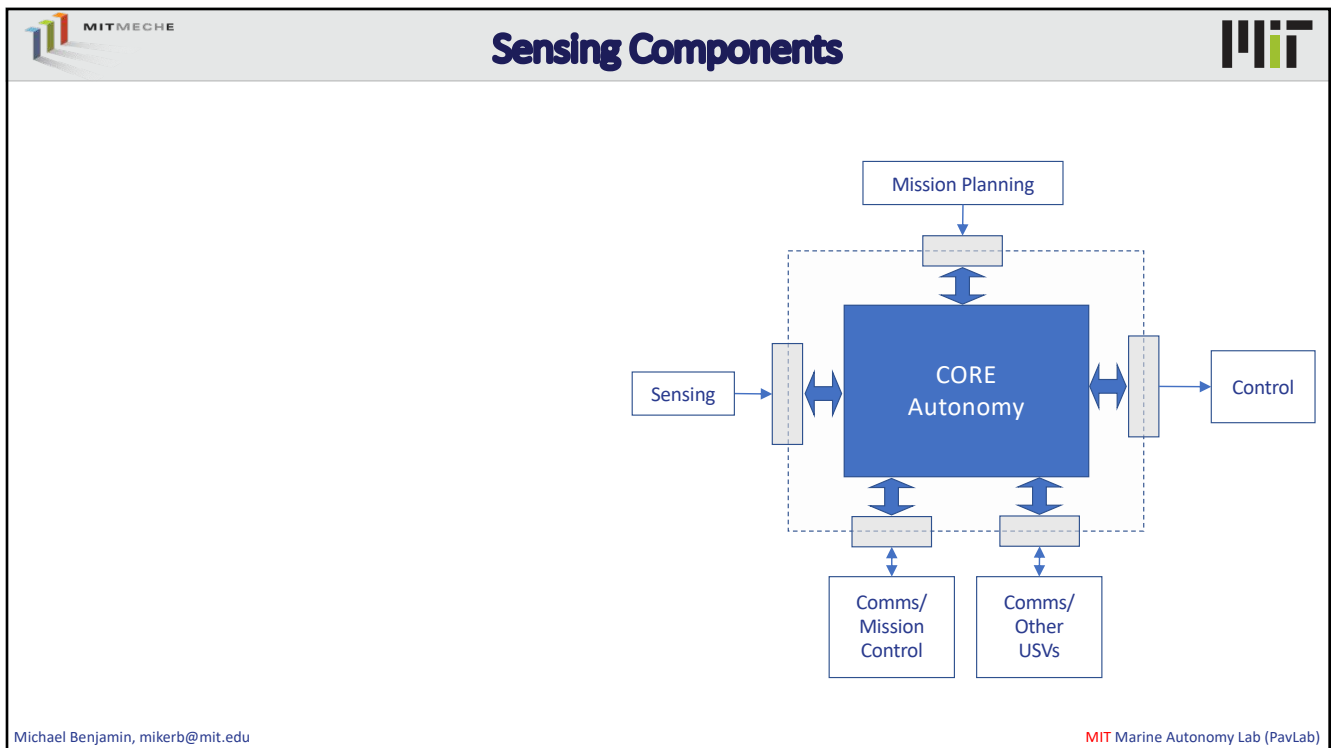
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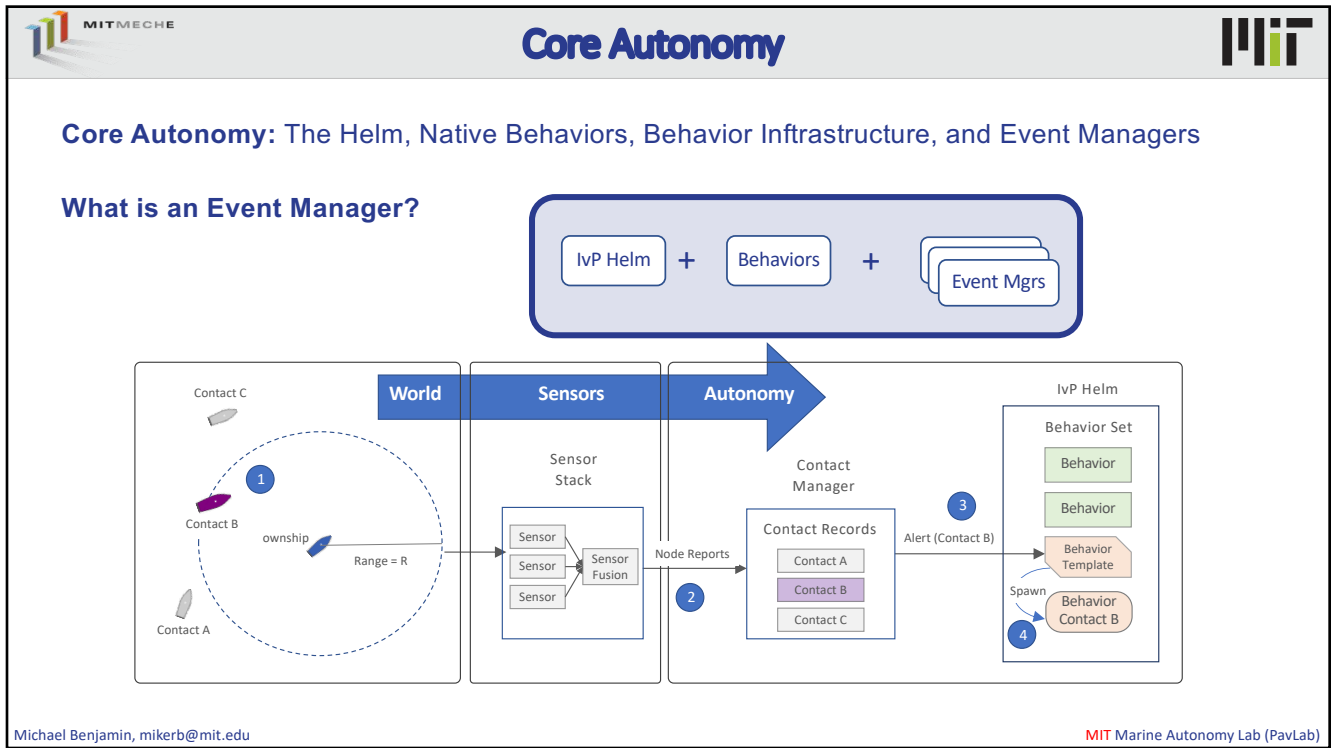
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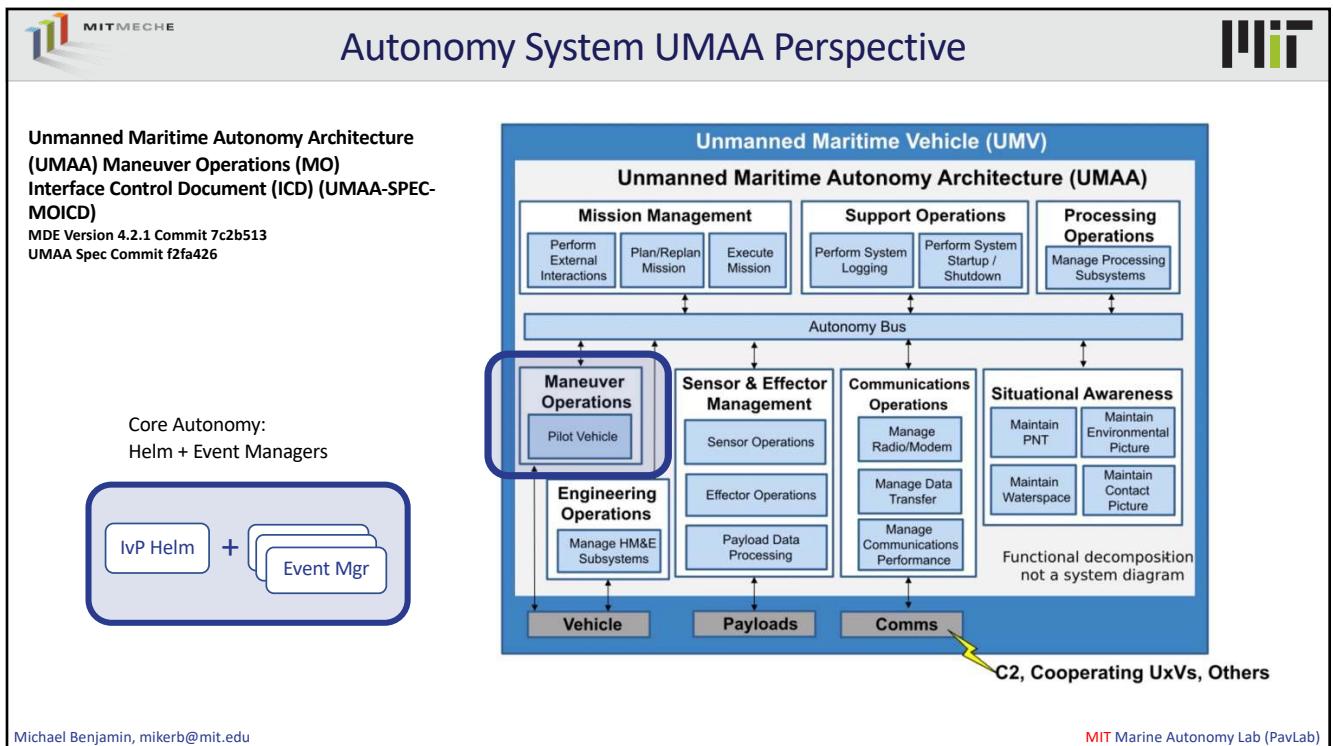
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Example Mission

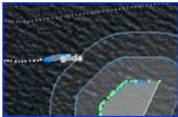
Helm, Event Managers and Simulated Sensing




Simulated LIDAR




Obstacle Avoidance:



Collision Avoidance:






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Core Autonomy

Modifications/Additions in Release 22.8



Contact Manager (pContactMgrV20)

- New support for Exclusion Filters to selectively ignore contacts based on group, name, type, or region.
- Exclusion filter configured per behavior.
- New algorithm for *resolving* contacts.
- Better memory management and guards against unbounded growth.
- Support for managing contacts comprising collaborative groups (to support Swarm Toolbox)


Obstacle Manager (pObstacleMgr)

- Support for obstacles derived from (a) LIDAR points (b) processed obstacles, or (c) configured obstacles
- Incoming (processed) obstacles can be configured with a duration and unique key
- Zero duration obstacles are essentially false-detection retractions.
- Better memory management and guards against unbounded growth

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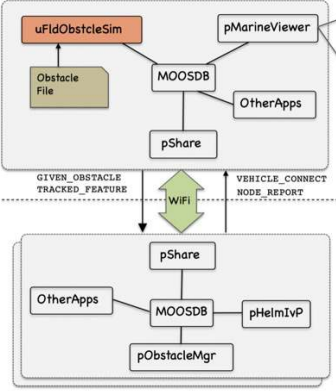
Core Autonomy


Modifications/Additions in Release 22.8




uFldObstacleSim

- Simulates obstacle pipeline in all three modes (fixed, processed, or LIDAR)
- Distributed across multiple vehicles
- Dynamic re-setting mid-mission






Shoreside
Vehicles




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Core Autonomy

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Core Autonomy

Modifications/Additions in Release 22.8

Behavior Structure

```

graph TD
    IvPBehavior --> IvPContactBehavior
    IvPBehavior --> Waypoint
    IvPContactBehavior --> AvoidCollision
    IvPContactBehavior --> AvdColregsV19
    IvPContactBehavior --> Convoy
    Waypoint --> Loiter
    Waypoint --> AvoidObstacle
        
```

IvPBehavior Superclass

- Explicit declaration of Goal and Constraint behaviors. Helm will guard to ensure continuous presence of a goal behavior.

IvPContactBehavior Superclass

- Expanded support of Events and Macros
- Customizable **cn_flag** to support mission and automated testing.
- Exclusion Filters on a per-contact basis

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RealmCasting

RealmCasting

- Powerful new tool for *debugging* and *mission monitoring*
- Similar to AppCasting: on-demand info generation

Using RealmCasting

- Add pRealm to each MOOS community
- No configuration block required.

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RealM Casting


Apps

Nodes

File	BackView	GoAlt	Vehicle	InfoCasting	MOOD	Scope	Action	Mouse	Control
Node	RC					App	RC		
shoreline	0					MOOSE_gilda	11		
TIDal	0					Iday	0		
TIDal2	0					uIday	0		
Refining_Info	0					phoIntVP2	0		
Mission_Tup	110					phoIntVP3	0		
						phoIntVP4	0		
						phoIntVP5	0		
						phoIntVP6	0		
						phoIntVP7	0		
						phoIntVP8	0		
						phoIntVP9	0		
						phoIntVP10	0		
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Notable Ease-Of-Use Improvements in 20.8



AppLogging

- Any AppCasting MOOSApp now supports AppLogging
- By setting **app_logging=true**, all std output, per iteration, is posted to the **APP_LOG** variable
- Or stdout can be logged to a dedicated file with **app_logging=file**
- By saving to the **APP_LOG** variable, stdout information can be re-played in alogview.

Quick Access to documentation

- On any computer where MOOS-IvP is installed, the documentation web page can be summoned from the command-line:



```
$ pHelmIvP --web or -w
```

```
$ pContactMgr --web or -w
```

- A new web-browser window will be opened at the documentation page for the App

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Current Activities for Upcoming Releases

Dynamic Datums



- Migration of Apps, including the Helm to only communicate coordinates using Lat/Lon Global cords
- Individual apps (and behaviors) will still reason in local coordinates
- The Datum, currently fixed for the entire mission, will be fluid during the course of the mission.

- **Support for UMAA and DDS Interfaces**
- **Support for multiple simultaneous command and control Interfaces**
- **Full migration to git**
- **Core Missions for Automated V&V**
- **Support for V&V and Competitions via Containers**

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END

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