

Shape Formation in a Three-dimensional Model for Hybrid Programmable Matter

Kristian Hinnenthal, Dorian Rudolph, Christian Scheideler
Paderborn University

Outline

Introduction

- Motivation

- Problem

Model

- 2D

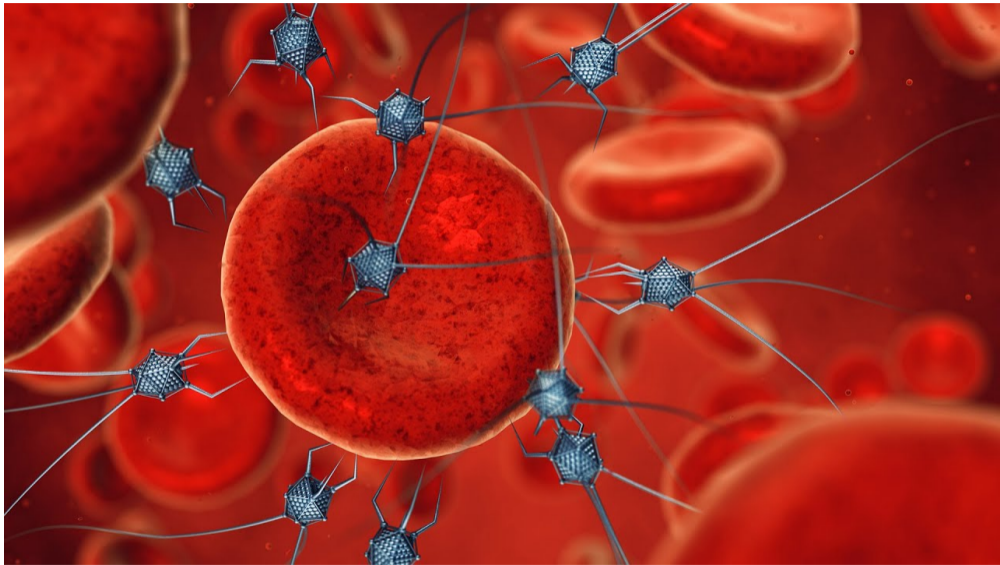
- 3D

- Safely Movable Tiles

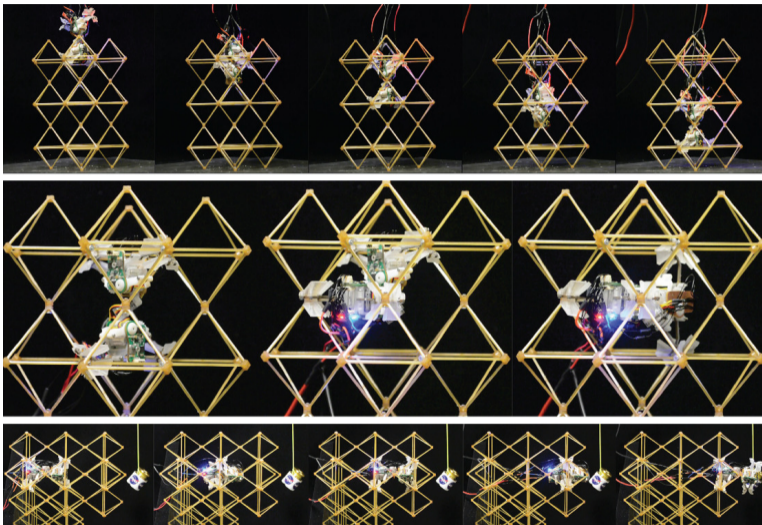
Algorithm

Conclusion

Motivation I



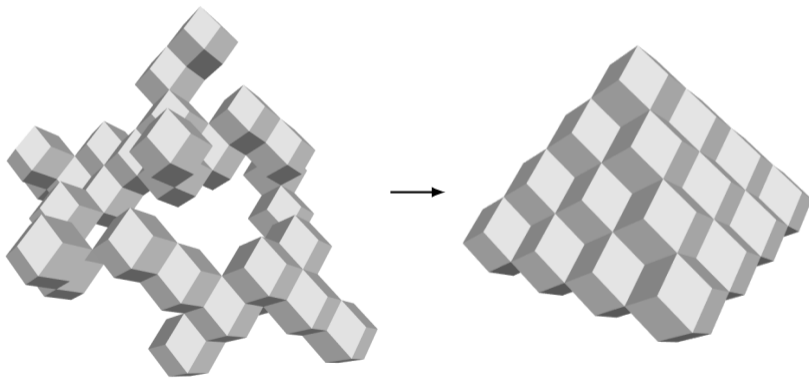
Motivation II



B. Jenett and D. Cellucci, "A mobile robot for locomotion through a 3D periodic lattice environment," 2017 IEEE International Conference on Robotics and Automation (ICRA), Singapore, 2017, pp. 5474-5479.

Problem

- Use a single *finite automaton robot* to reconfigure arbitrary 3D tile structures into a given shape, e.g., a pyramid.



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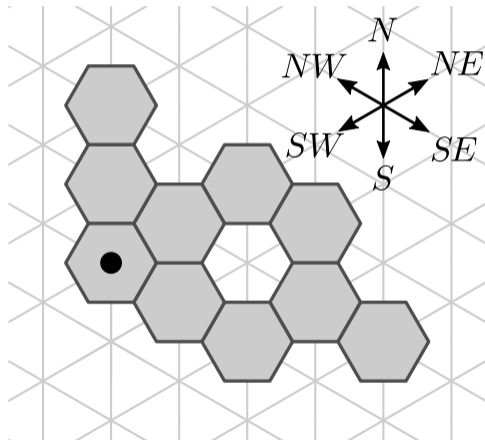
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2D Model

2D model by Gmyr et al. [DNA 2018]:

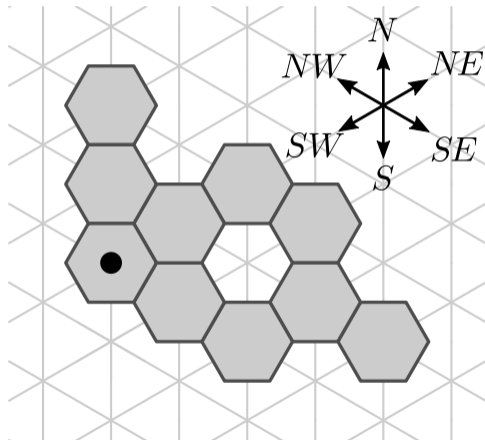
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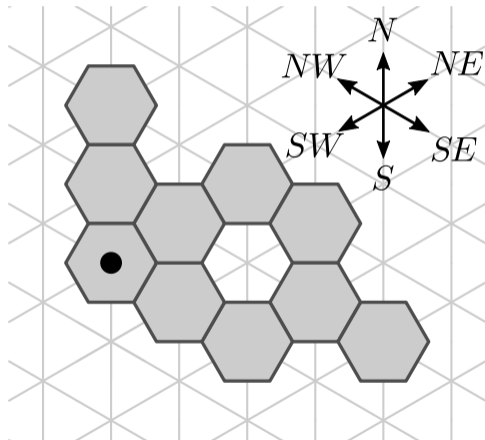
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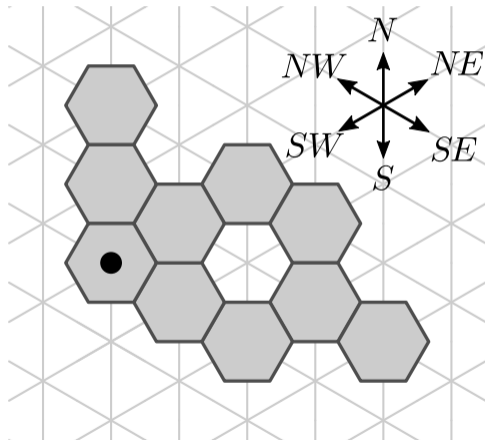
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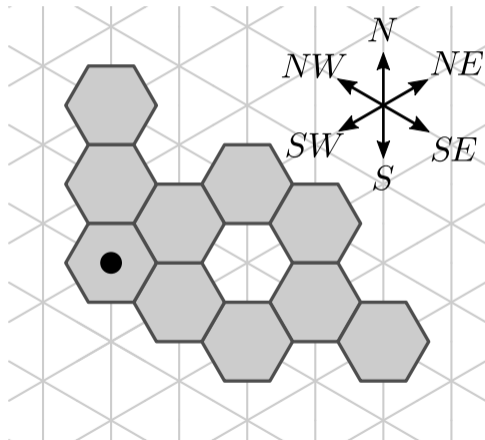
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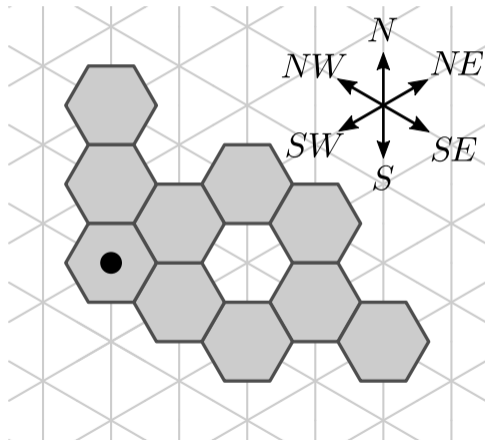
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- ▶ r may carry at most one tile.
- ▶ Tiles (including the robot if it carries a tile) must remain connected.



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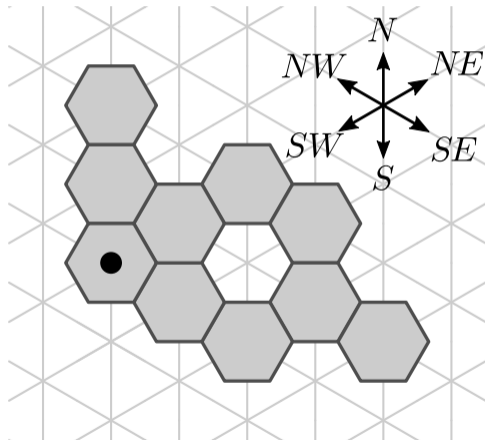
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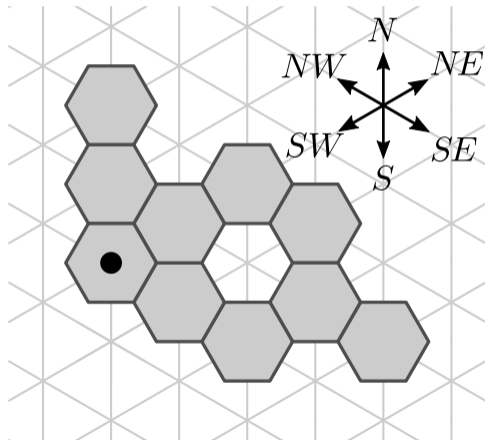
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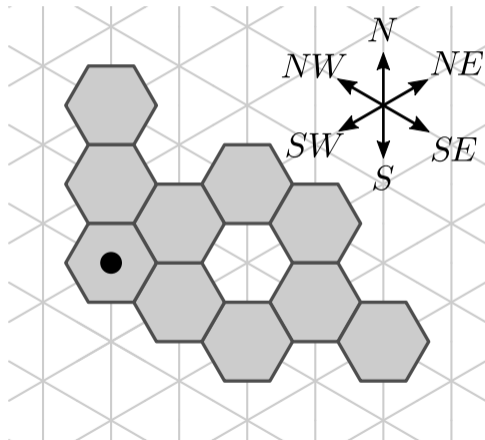
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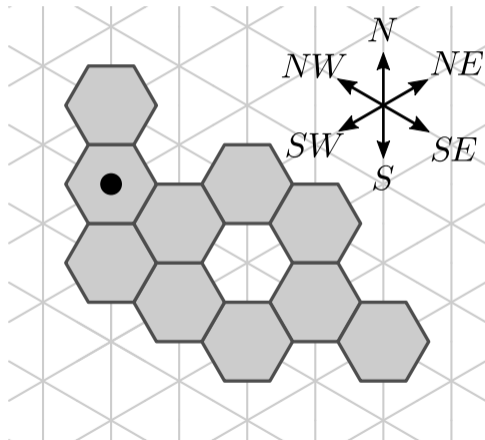
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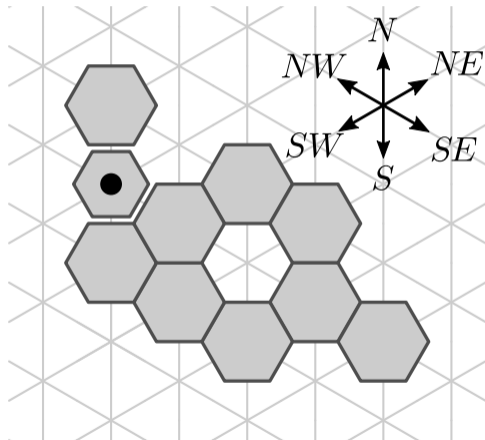
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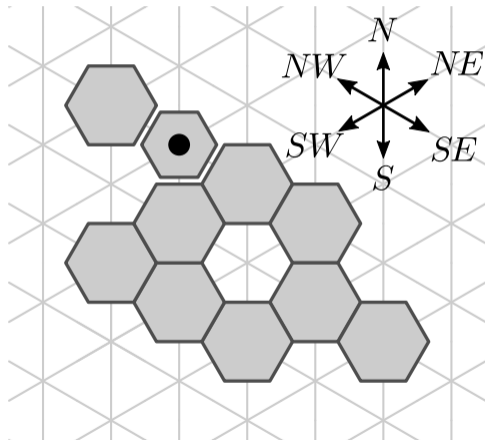
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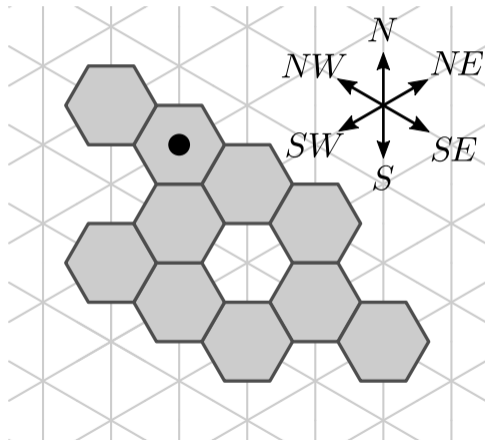
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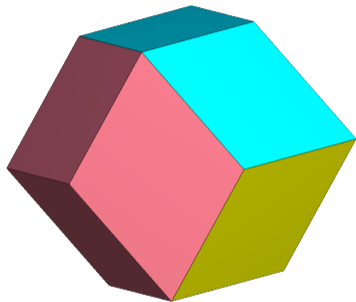


3D Model

- ▶ Same as 2D, but with *rhombic dodecahedral* tiles.

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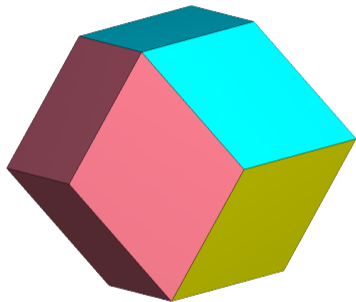
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Tomruen [CC BY-SA 4.0]

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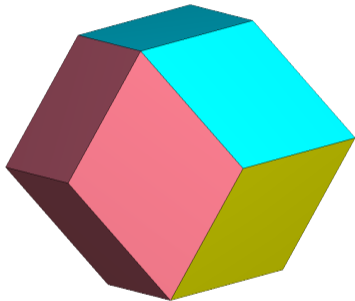


Tomruen [CC BY-SA 4.0]

TED-43 [CC BY 3.0]

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Tomruen [CC BY-SA 4.0]

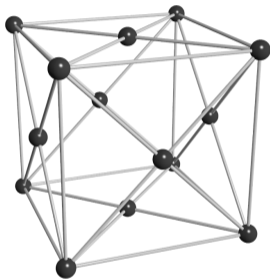
TED-43 [CC BY 3.0]



Didier Descouens [CC BY-SA 4.0]

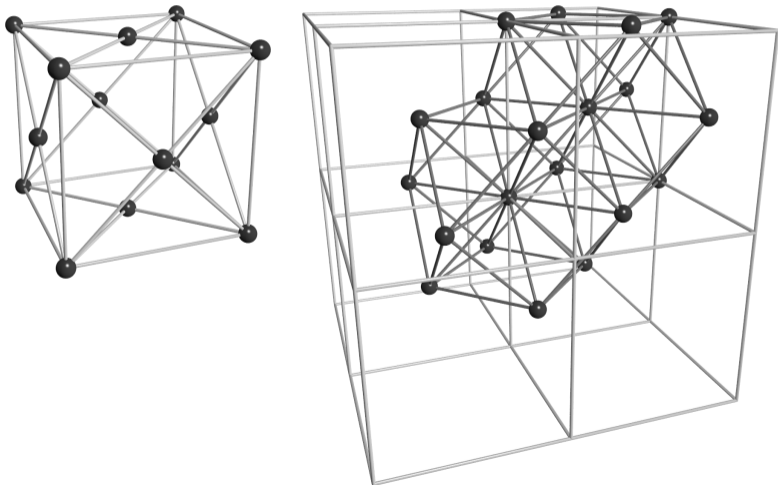
Lattice

- ▶ Rhombic dodecahedral tiles are placed in the *face-centred cubic (FCC)* lattice (i.e., the adjacency graph of the FCC sphere packing)



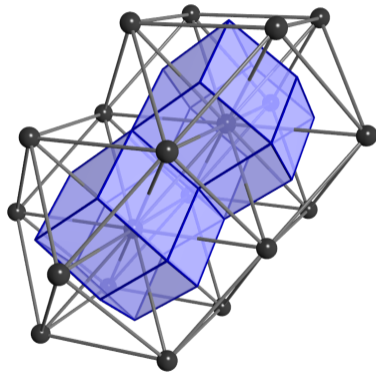
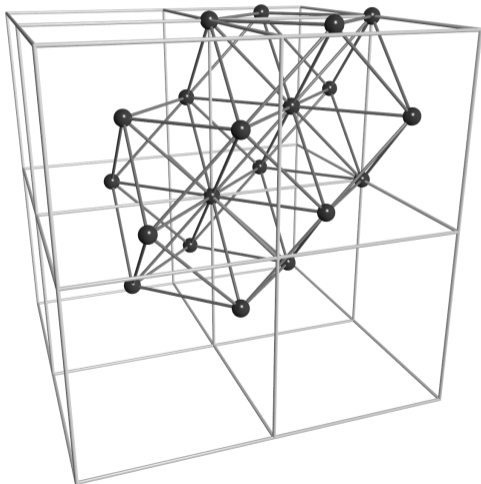
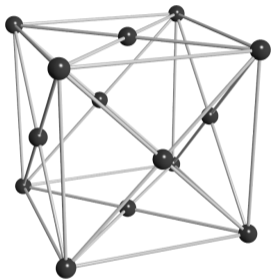
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- ▶ Voronoi cells of the FCC lattice are rhombic dodecahedra



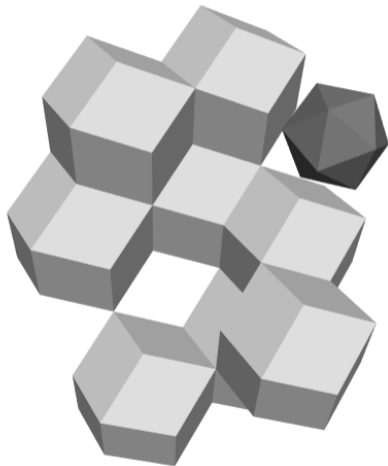
Why Rhombic Dodecahedra?

- Form a space-filling tessellation.



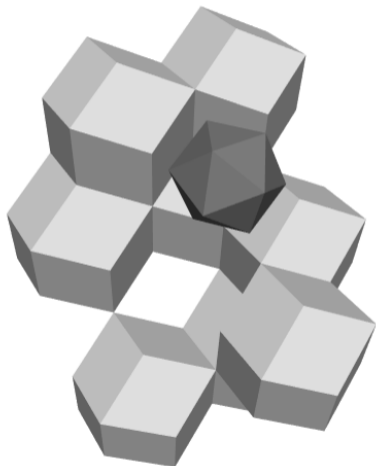
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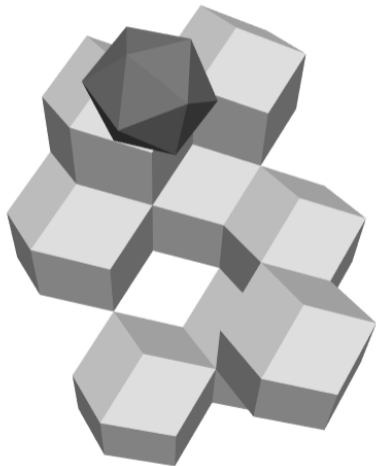
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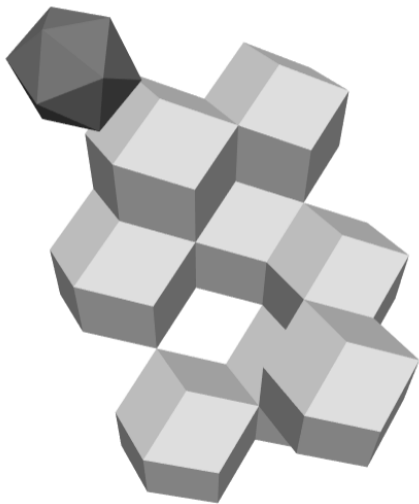
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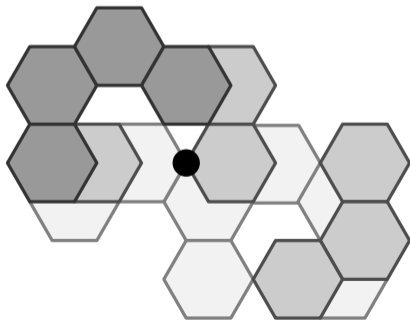
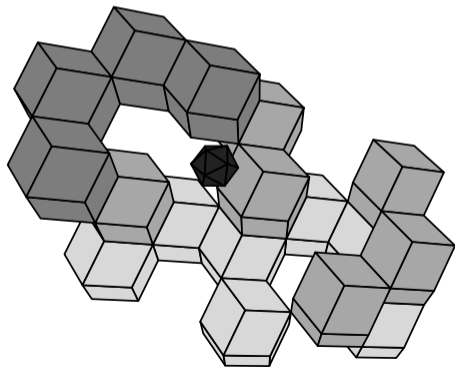
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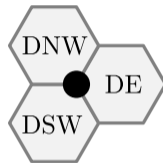
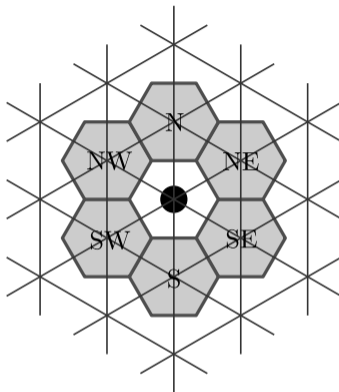
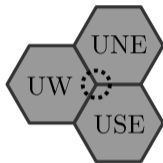
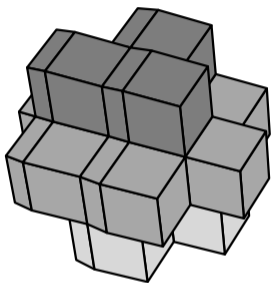


Why Rhombic Dodecahedra?

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- ▶ Robots can move along the surface while remaining connected.
- ▶ Can be viewed in terms of hexagonal layers.



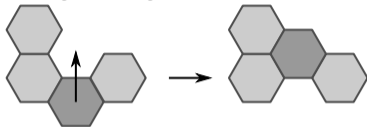
Directions



- ▶ Up: UNE/USE/UW
- ▶ Same layer: N/NE/SE/S/SW/NW
- ▶ Down: DNW/DE/DSW

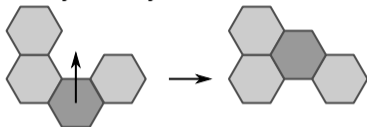
Safely Movable Tiles

- *Safely locally movable:*

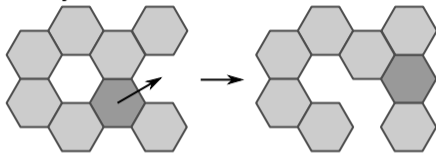


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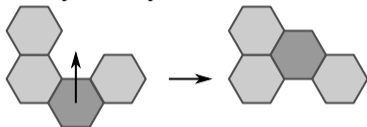


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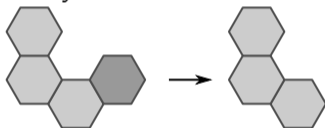


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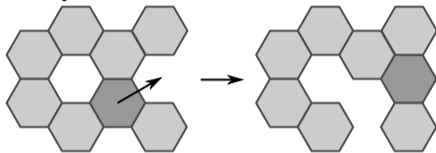
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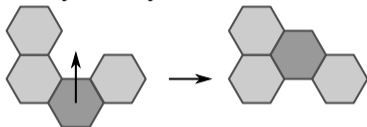


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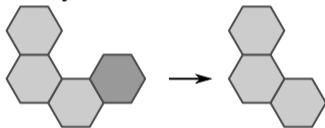


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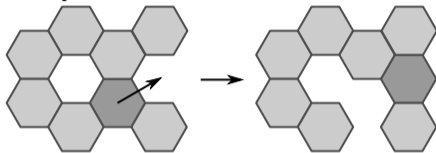
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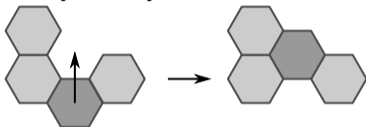


Theorem (2D)

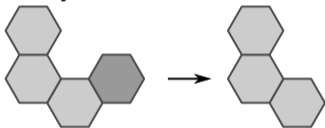
A robot that can always find a safely *locally movable* tile.

Safely Movable Tiles

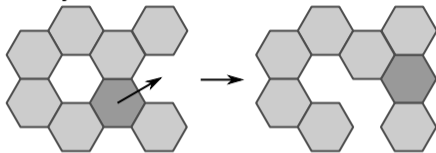
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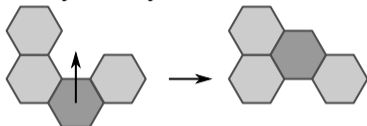
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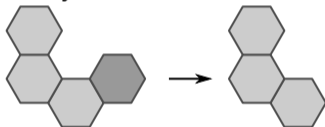
*No robot can find a safely **removable** tile in all configurations.*

Safely Movable Tiles

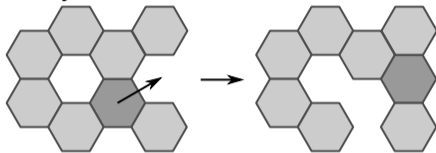
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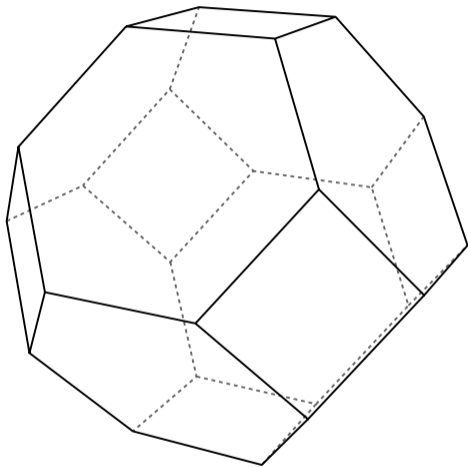
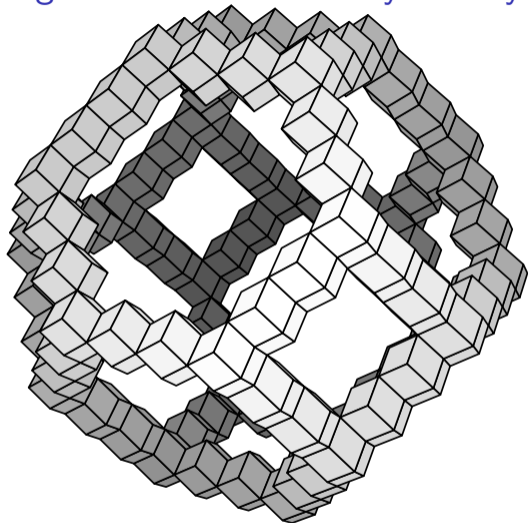
A robot that can always find a safely locally movable tile.

No robot can find a safely removable tile in all configurations.

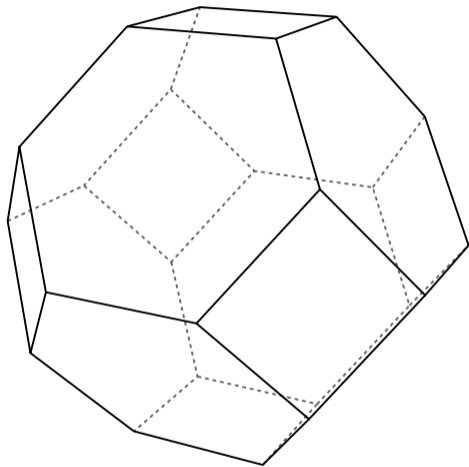
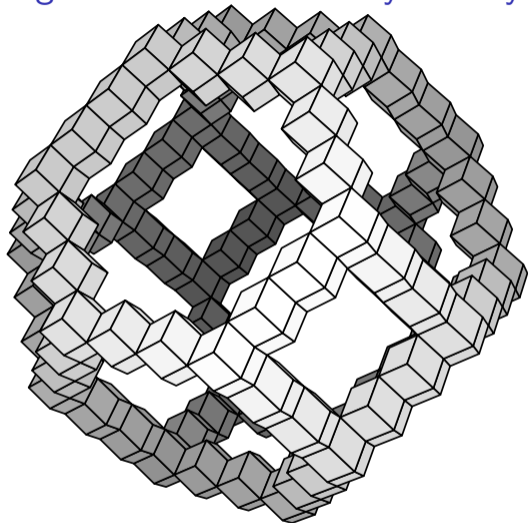
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Configuration without Safely Locally Movable Tiles



Configuration without Safely Locally Movable Tiles



- Solution: The robot initially carries a tile.

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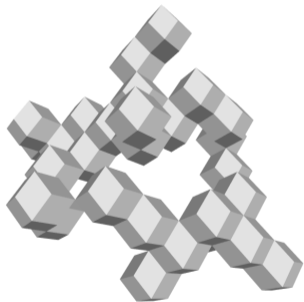
Safely Movable Tiles

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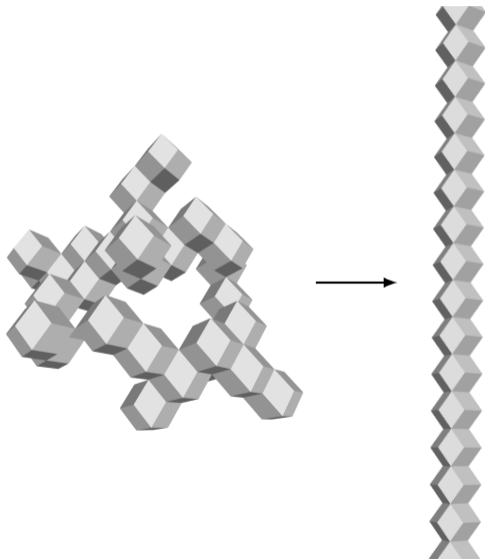
Intermediate Structure

- Use a line as *intermediate structure* for shape formation.



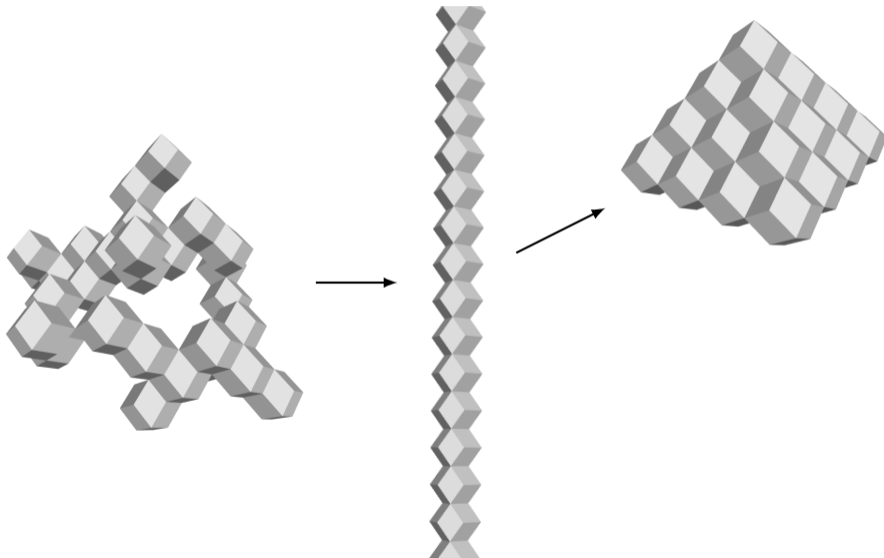
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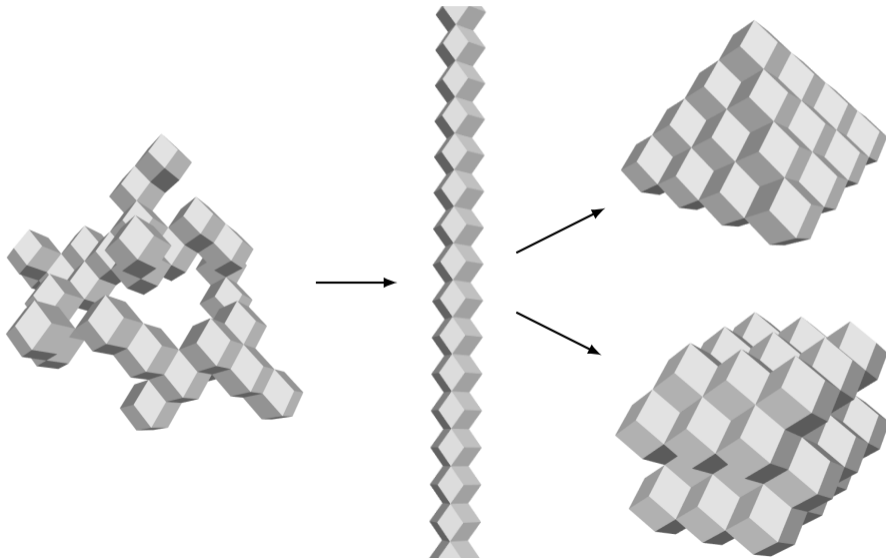
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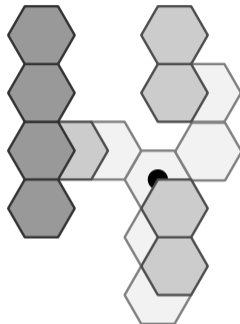
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Line Building Algorithm

Algorithm works in three phases:

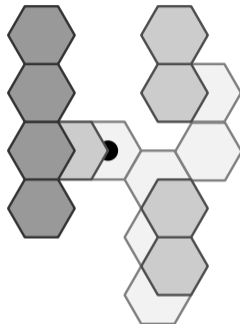
- ▶ **Find column:** Find a column (maximal line in N/S direction) without tiles above or west.
 - ▶ Traverse current column and check adjacent nodes.
 - ▶ If tile in direction USE/UNE/UW/NW/SW, move there.
 - ▶ Terminate if the structure is a line.



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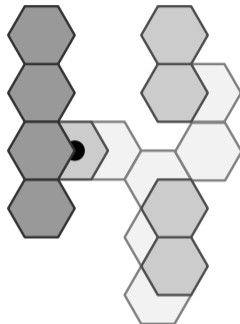
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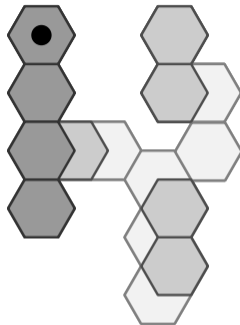
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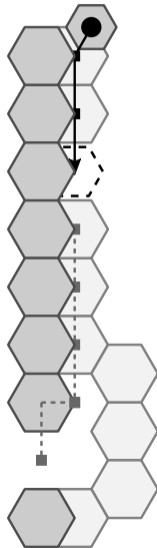
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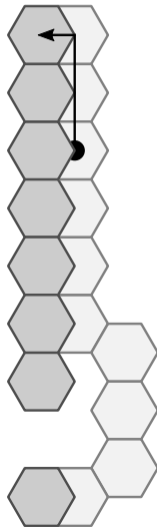
- ▶ **Find column:** Find a column (maximal line in N/S direction) without tiles above or west.
- ▶ **Move column down:** If found column has neighbors below, move its tiles DE.
 - ▶ Place carried tile at first empty node along the path.



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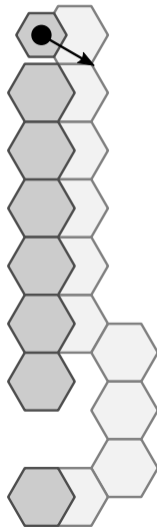
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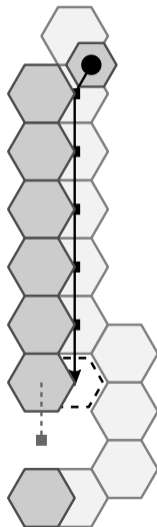
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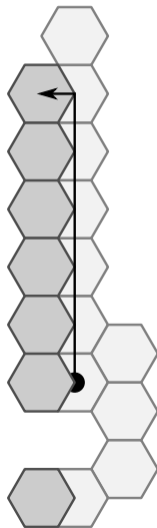
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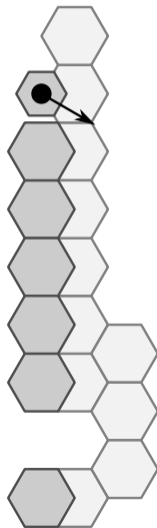
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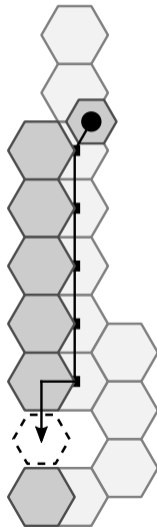
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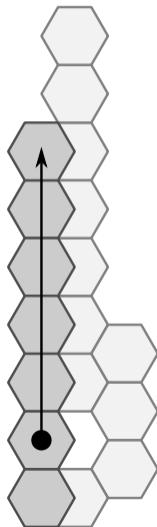
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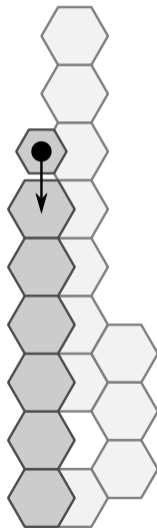
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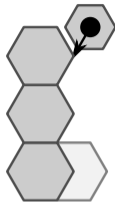
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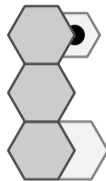
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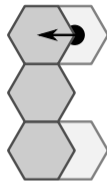
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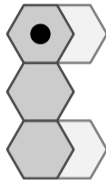
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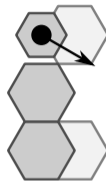
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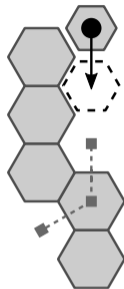
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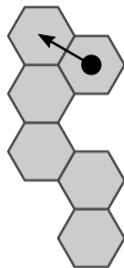
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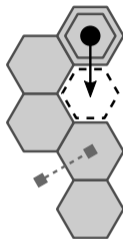
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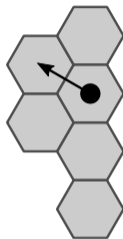
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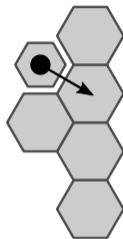
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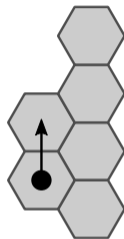
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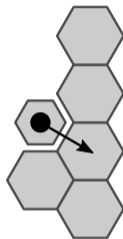
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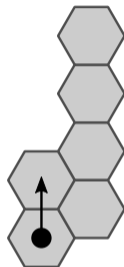
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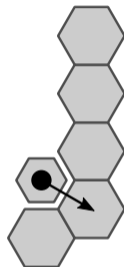
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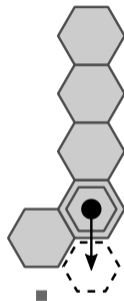
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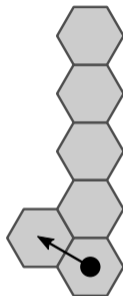
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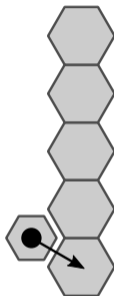
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Analysis

Theorem

The robot can build a line in $O(n^3)$ rounds.

Outline

Introduction

Motivation

Problem

Model

2D

3D

Safely Movable Tiles

Algorithm

Conclusion

Future Work

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^bDisser, Y., Hackfeld, & J., Klimm, M. (2015). Undirected Graph Exploration with $\Theta(\log \log n)$ Pebbles. In Proceedings of the Twenty-Seventh Annual ACM-SIAM Symposium on Discrete Algorithms. Society for Industrial and Applied Mathematics.

Try out the Simulator

- ▶ <https://go.upb.de/3DHybridSim>
- ▶ Browser: Tested with Chrome, Safari does not work