A Scripting-based Approach to Robot Behavior Engineering
Using Hierarchical Generators

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Abstract—When developing software for autonomous robots, the aspect of behavior engineering is, among tasks such as sensing, state estimation, and motion control, of major importance. Current solutions range from basic behavior-based approaches to sophisticated reasoning systems, in each case depending on the complexity of the robot’s task as well as the available amount of computing time. In this paper, we present a behavior specification language, which is called b-script, to describe hierarchical agent behaviors using the programming concept of generators. We show that this is a convenient approach to realize complex robot behaviors in an intuitive and clean way that can be used in large-scale. Furthermore, the actual implementation of this language is in particular suited to be used on resource-restricted embedded systems. This is shown in different examples of a Nao robot in a robot soccer scenario.

I. INTRODUCTION

Each robot that operates (at least partially) autonomously needs an action selection (aka behavior) component to map sensor input or world models to actions. For some trivial tasks, this can already be achieved by sensor actuator coupling, but in general, more sophisticated mechanisms are necessary. These range from behavior-based approaches [1] over pragmatically hand-coded finite state machines [2] to complex planning systems such as [3] or [4]. Amongst others, the applied approach might depend on the complexity of the task, the number of different sub-tasks, as well as of the necessary amount of computing time that is available on the used robot platform. The actual task of defining a robot’s action selection, which is often named as behavior engineering, is, in general, supported by various description languages or logics.

In this work, we focus on the development of behaviors for robots with limited computational resources in dynamic scenarios that require acting in realtime and that cannot be handled by behavior-based approaches due to their complexity or a strictly specified workflow that might conflict with emergent behaviors. Typical examples for such scenarios are office delivery, (semi-)autonomous transportation of humans, or industrial pick and place tasks. In such domains, it is a common practice to preprogram decisions explicitly and to avoid any computationally expensive inference. This is often realized by implementing state machines, either by using special description languages or by directly using some kind of common programming language.

The contribution of this paper is a domain-specific language called b-script to describe hierarchical agent behaviors using the programming concept of generators. We show that it is a convenient way to use hierarchical continuation-based routines to realize complex robot behaviors in an intuitive and clean way and that it can be used in large-scale applications. This is achieved by using a specialized generator implementation, similar to Python’s generators, including implicit context maintenance. The language is in particular suited to be used on resource restricted embedded systems, such as the Nao robot [5], and was already successfully applied in actual competitions of the RoboCup [6] Standard Platform League [7]. Furthermore, b-script has a strong type system and a scripting-like look and feel that can be compiled to C++.

The development was guided by different domain-specific requirements, in particular:

- light-weight due to resource restricted hardware
- allow execution in realtime
- easily embeddable into existing robot architectures (usually written in C/C++)
- consider long and costly edit-compile-deploy-test cycle
- “runtime safe” (no runtime exceptions)

In theory, the basic functionality of this approach could also be realized by using several established high-level languages, such as Python, Lua, Ruby, or C#. But in practice, these languages have different drawbacks, as they are either dynamic languages (conflicts with “runtime safe” and the long edit-compile-deploy-test cycle) or need extensive runtime libraries such as Microsoft’s Common Language Runtime (conflicts with lightweight). In addition, for modeling robot behavior, the full expressiveness of general-purpose languages is not needed. In contrast, it can even be a drawback when developing in large teams, because there is always the risk of the introduction of hacks, i.e. constructs that seriously impede the maintainability of the whole system. Therefore, with b-script we specifically designed a language for modeling robot behavior. As such, it excludes concepts that are not needed for its purpose and bear the risk of resulting in confusing code (e.g. global variables) and it introduces new ones that are very beneficial in its domain (e.g. tasks).

This paper is organized as follows: Section II provides an overview of related work in general and the basic concept of generators in particular. Their use in this work is explained in Sect. III, followed by a description of their actual application for specifying complex behaviors Sect. IV. The b-script
language details are presented in Sect. V. Finally, recent applications of b-script are shown along with an evaluation in Sect. VI.

II. RELATED WORK

As aforementioned, finite-state machines are a common choice for describing a robot’s behavior. Although a direct implementation is possible in almost any programming language, it is a common practice to use domain specific languages. Some recent examples include XABSL [2], XRobots [8], and the use of UML state charts [9], [10]. These implementations have in common that they are not limited to the specification of single, possibly very huge state machines but that they also allow structuring complex behaviors by splitting them into a hierarchy (such as the example in Fig. 1b) of smaller state machines.

Other behavior description systems are COLBERT [11], which includes finite state machines as one major concept, as well as TDL (Task Description Language) [12], an extension to C++. Also the known URBI framework [13] includes its own, event-based behavior scripting language called UrbiScript. All three approaches are based on concurrent code blocks to realize the decomposition of problems, a concept that makes the detailed interplay of different tasks less comprehensible and – in case of bugs or necessary fine-tuning – harder to debug. In addition, COLBERT as well as URBIscript are both embedded in specific control frameworks – Saphiira and URBI respectively – and cannot be considered as light-weight regarding a usage inside other frameworks or control concepts.

Most behavior engineering approaches use programming paradigms that differ from the one that is, in general, used for most other software components inside a robot system: imperative programming1. Huge problems are decomposed into small bits and assembled in a hierarchical structure. Each component in the hierarchy is usually a function that solves a sub-problem (e.g. finding the brightest pixel in an image). This allows creating complex programs that are well structured and relatively easy to understand. Almost all programmers are familiar with this programming concept.

Considering robot behaviors on an abstract level, there is actually only a minor difference from conventional programming problems: the (sub)problems cannot be solved immediately but need to be approached iteratively in discrete steps (e.g. approaching an object and manipulating it). However, usual blocking functions are not adequate to decompose these problems hierarchically. By using the programming concept of generators, we can create function-like routines that provide exactly the behavior required. To put it simple, they allow creating routines that can be suspended (using the yield statement) at any point in execution and be resumed later. When suspended, the context (program counter and local variables) of the generator will be saved. When resumed, the generator will continue its execution from the saved context. Certain programming problems can be modeled very elegantly with generators. In particular, problems that are typical use cases for finite state machines, such as parsers or communication protocols, can be described efficiently, as demonstrated by [14]. A basic example that computes a Fibonacci sequence using the b-script generator implementation is shown in Fig. 1a.

Jouvin introduced an approach to use continuations – the functionality underlying generators [15] – to specify behaviors of conversational agents [16]. It is shown that continuations can be used to describe agent behaviors in an elegant and intuitive way, however, no applications to robot behaviors are considered. Interestingly, it seems that this approach was not further investigated. Furthermore, Bruce and McMillen discussed the possibility of implementing a robot soccer goalkeeper using Python generators [17]. They showed a rudimentary example but apparently did not apply the approach to real robots.

III. TASKS – GENERATORS FOR ROBOT BEHAVIORS

The core of our approach are so-called tasks. These are specialized generators that provide a handy way to describe hierarchical robot behaviors. In this section, the characteristics compared to generators are described.

A. Context Maintenance

When using common generator implementations, there is the need to handle the context of a generator explicitly. One can create multiple instances of the same generator. For specifying robot behaviors, this is not necessary since each component of the hierarchy represents a skill and could be treated as some kind of singleton (like a function). Therefore, each task is associated with a single context instance, which is stored in the b-script runtime environment and is retrieved when the task gets called (cf. Fig. 1a).

B. Task Parameters

Regular generators evaluate their parameters only once when the context is created. When used in a hierarchical orchestra controlling a robot, this usually is not very helpful. Consider a problem from the robot soccer domain: the task Motion::walkTo(position) in Fig. 1c that is called by a task that tries to approach the ball. The relative position of the ball will change while approaching it and hence the target position passed to walkTo needs to be updated in every frame. Therefore, b-script evaluates the parameters of a task at each call.

C. Task States

The context of a common generator usually has discrete states. If not in execution, the state is either suspended or dead. A suspended context can be resumed whereas a dead context indicates that the generator terminated and can not be resumed. In contrast, in b-script a task can be in a nearly arbitrary number of states. If a task is running (any task state > 0), the task is suspended and will resume its context on the next call. A task is done when it terminated with the previous

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1Even when using object-oriented languages such as C++, major parts of the programs consist of imperative blocks.
call and will be restarted with the next call. A task can also be in failure state (any number < 0), which also results it to be restarted with the next call. Besides the implicit task state handling (termination → done, yield → running), the yield statement has an optional parameter that allows explicitly setting the task state, e.g. yield TaskState::failure. The state of a task can be retrieved by its caller (or any other task or function) with the expression taskState(<taskIdentifier>).

Thus, task states can be used to indicate the internal state of a task – e.g. termination or errors – that can be retrieved by other tasks and functions in order to react on them (cf. Fig. 1c).

### D. Implicit Context Handling

Hierarchical finite state machine implementations, such as XABSL [2], use implicit context management. The basic “scheduling” algorithm used in XABSL is to reset the context of a state machine if the state machine transitioned to a target state in the previous call, or it was not called at all during the previous execution cycle. Otherwise, the previous context will be continued. b-script uses the same approach for the task contexts. As mentioned in Sect. III-C, tasks will reset their context at a call if their task state is either TaskState::done or TaskState::failure. Furthermore the task will reset its context if it was not called in the previous execution cycle. A nice side effect of this behavior is that a task even continues its context if it was called from different callers consecutively, i.e. when the same sub-behavior is required by different successive higher level behaviors, it is simply continued.

These specializations provide a handy and clean way to handle tasks without any “overhead”. From a callers point of view, they behave exactly like functions. In fact, one can turn a b-script function into a task without changing the invocation (assuming the parameters are the same). The only difference to a regular function is the use of the yield statement. Figure 1c depicts how to specify a simple gotoBallAndKick skill using a task.

### IV. COMPOSING TASKS TO DESCRIBE BEHAVIORS

The tasks introduced in Sect. III can be used to describe reactive low-level behaviors as well as composed and deliberative higher level behaviors in an intuitive way. In the domain of robot soccer, executing a certain kick or head control (to control the robot’s gaze) are common low-level tasks, whereas gotoBallAndKick is a typical composed high level task. Figure 2 shows a more complete implementation of a gotoBallAndKick skill including the two low-level tasks mentioned.

In general, the tasks will be called like functions and execute one step, i.e. generate the next action based on the actual state, and suspend again. In terms of usual generators, this could be seen as a dynamic iterator executing an action instead of yielding a value. As Fig. 2 illustrates, this can be used to easily describe behavior components in a clean way, where in particular the connectedness of the code fragments is obvious because it follows the common procedural control flow.

In particular in the domain of robotics, special cases are often necessary to realize certain features. Using finite state machines implementing a special case always results in adding a new state. This often leads to multiple states that only differ slightly from each other and are inconvenient to maintain. Using tasks, we can easily add special cases. Most likely this can be realized using an if...else... statement at a certain position in the code. Such a special case is, e.g., shown in Fig. 2c in lines 10-13. A finite state machine would have to have two distinct states to realize that the head control is depending on the distance to the ball.

Obviously, this approach is suited best to specify more or less sequential behaviors. The practical use of this system showed that most non-sequential situations can be decomposed into hierarchical components, which can be described properly with this approach. As in all procedural languages, we can also emulate finite state machines if they are actually needed. Since we can use usual procedural programming features, the control flow, and local variables to maintain the “state”, we can easily specify customized state-based general automata. In addition, we can integrate further features such as, e.g., the use of utility functions, neural networks, or other high as well as low-level decision making components.
1 task executeKick()
2 #set output signal until motion agent reacts
3 for(; input.executedMotion != MotionType::kick; yield)
4 output.motion = MotionType::kick
5
6 #reset output signal and wait until kick is finished
7 for(; input.executedMotion == MotionType::kick; yield)
8 output.motion = MotionType::stand

b)
1 task lookAtBallAndGoal()
2 float ballRatio = 0.875
3 int startTime = input.time
4 for(; true; yield)
5 float progress = ((input.time - startTime) / 2000.0) / 2000.0
6 if(progress < ballRatio)
7 lookAtBall()
8 else
9 lookAtOppGoal()

c)
1 task gotoBallAndKick()
2 func kickPoseReached() : bool
3 return #determine aligned for kick
4 int ballNearDist = 100
5 float ballFarDist = 300
6 for(; input.ball.position.abs() > ballNearDist; yield)
7 Motion:walkTo(input.ball.position)
8 if(input.ball.position.abs() < ballFarDist)
9 Head:lookAtBall()
10 else
11 Head:lookAtBallAndGoal()
12 for(; !kickPoseReached(); yield)
13 if(input.ball.position.abs() > ballFarDist)
14 yield TaskState::failure
15 alignForKick()
16
17 for(; true; yield)
18 Motion:executeKick()
19 Head:lookAtBall()
20 if(taskState(Motion::executeKick) == TaskState::done)
21 break

B. Language Overview

In b-script, each file declares a module similar to Python or Lua. Dependencies to other modules can be declared using the requires statement at the top of a module. Each module consists of functions and tasks. This makes the language very modular and enables comfortable parallel development of huge behaviors in teams without interfering with each other. b-script implements a minimalistic but sufficient subset of common procedural programming statements. This makes the language easy to learn and understandable for non-experts (the examples in this paper demonstrate almost all features).

C. C++ Integration

b-script includes an object-oriented interface to integrate C++ functions and classes similar to Boost.Python [18]. This makes embedding b-script into existing robot architectures easy and comfortable. Furthermore it provides a powerful way to extend the language itself since modules can be written in C++ and used in b-script. Notable is that b-script does not have any support for declaring objects. All objects and types available are C++ objects registered through the C++ interface (this even includes basic data types such as integers, floats, and Booleans). Figure 3 shows an example declaration of a C++ b-script module.

Scripts written in b-script can either be executed using an interpreter or be compiled to C++ code. The generated C++ code defines a C++ b-script module, which can be loaded by the b-scriptEngine and be executed very efficiently.
as input data and generates actuator commands from \textit{b-script}'s action selection. Figure 4 depicts a system overview of a robot control software using \textit{b-script} as behavior system.

To access the input and output structures, \textit{b-script} has two global variables declared and assigned through the \textit{b-scriptEngine}. These variables are arbitrary data structures registered through the C++ interface. Both variables are accessible globally in \textit{b-script} modules through the identifiers \textit{input} and \textit{output}.

Intentionally, general communication between \textit{tasks} is prohibited. This is done to avoid obscure communication channels (e.g. global variables), which would break the clean structure and modularity of \textit{b-script} behaviors. Therefore, \textit{input} is a read-only variable, \textit{output} is a write-only variable, and no further global variables can be declared. The only communication between \textit{tasks} are their parameters and the \textit{task states}.

VI. APPLICATION AND EVALUATION

A. Application

So far, \textit{b-script} was applied in RoboCup competitions in the Standard Platform League. The RoboCup provides several complex and dynamic benchmark environments for all kinds of robot software and hardware systems. In the Standard Platform League, the humanoid Nao robot [5] by Aldebaran Robotics is used. Teams consisting of four autonomous robots each play soccer games against each other on a 6×4m² color-coded pitch as depicted in Fig. 6. The robots mainly use their cameras with an diagonal opening angle of 58° to perceive the world and build world models on top of the resulting percepts. The robots use two-legged walking algorithms for locomotion. Due to the limited field of view and the bipedal locomotion, the perception, world models as well as motions are subjects of high uncertainty and noise.

The Standard Platform League team RoboEireann [19] used \textit{b-script} to develop the behavior system for the German Open 2011 and the RoboCup 2011. Especially the behavior system used on the German Open 2011 performed very successful. RoboEireann achieved the fourth place and defeated the later vice world champion in a penalty shootout. Here, \textit{b-script} allowed rapid and easy behavior development and adaptation to new situations even in short match timeouts without circumstances. It definitely fulfilled its contribution to the successful participation.

The reigning world champion in the Standard Platform League B-Human [20] used \textit{b-script} to develop the penalty behavior for the RoboCup 2011. (Un)fortunately, B-Human did not have to participate in an official penalty shootout in the course of the competition. A complete integration into the B-Human software system was implemented providing full access to all sensor and world model inputs and to all actuator outputs as well as a set of \textit{tasks} providing high level access to all outputs, such as those depicted in Fig. 2a. This base system was also used to implement test match opponents. It met the demands of the B-Human software standards and performed well.

Figure 5 illustrates some statistics about the complexity of the \textit{b-script} behavior systems developed by RoboEireann and B-Human.

B. Evaluation

Since many autonomous robots are running restricted hardware systems and must meet real time constraints, the runtime performance is a crucial property of behavior specification systems. To evaluate the runtime performance of \textit{b-script}, the penalty behavior developed for the RoboCup 2011 by the team B-Human was examined. The behavior was compiled to \textit{b-script} C++ modules and loaded as dynamic library into the \textit{b-scriptEngine}. In Fig. 7, the runtime per frame is plotted. The average runtime is approximately 0.8ms when running complex behaviors. Since the system’s cognitive main loop (including vision, world modeling, and the behavior) is running at 30Hz, this meets the real time requirement and leaves enough computing time for other, computationally more expensive software components.

The test was run on a Nao V3.3 robot running the regular B-Human RoboCup code. The Nao V3.3 runs a Linux system on an x86 AMD GEODE 500MHz CPU and 256MB SDRAM.
VII. CONCLUSIONS AND FUTURE WORKS

A. Conclusions

In this paper, we presented \textit{b-script}, a domain specific language based on hierarchical generators to describe complex robot behaviors in an intuitive and clean way. Through its procedural design it is very flexible, powerful, and allows specifying robot behaviors very precisely. The object-oriented C++ interface provides a handy way to easily extend the language and embed it into existing robot software systems. The scripting-like design of the language gives a commonly known look and feel and makes the migration for programmers very easy. Furthermore the modular structure allows working in large teams and provides the opportunity to reuse code in different applications. Thus it seems to be an elegant alternative to commonly used hierarchical finite state machines to script robot behaviors.

The application in the RoboCup Standard Platform League proved that it allows convenient behavior development in large-scale and that it is suitable to be used on robots with restricted hardware resources. Even though \textit{b-script} was developed to be used in the RoboCup, it contains no domain specific features and can be used in other scenarios as well.

The source code as well as the complete \textit{b-script} B-Human 2011 penalty behavior and further documentation is available at \url{http://www.informatik.uni-bremen.de/~jeffry/b-script}.

B. Future Works

The actual \textit{b-script} implementation distinguishes between \textit{functions} and \textit{tasks}, where \textit{tasks} do not support return values. Since \textit{functions} are actually specialized \textit{tasks} (i.e. \textit{tasks} that do not yield and thus terminate on each call), these two concept could be unified. Therefore, a \textit{task} would need to support return values. Furthermore, adding return values to \textit{tasks} would give new possibilities to use \textit{tasks}, namely to outsource decisions (and their states) and thus simplifying the caller’s code, resulting in an even more modular design of behaviors.

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