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AUTOMATIC ROUTING OF FORKLIFT ROBOTS IN WAREHOUSE APPLICATIONS

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Abstract. *Forklift robots are frequently applied in automated logistics systems to optimize the transportation tasks and, consequently, to reduce costs. Nowadays, in a scenario of extremely fast technological development and constant search for costs minimization, the automation of logistic process is essential to improve the productivity and reduce costs. In order to decrease costs of logistics and distribution of goods, it is quite common to find in developed countries mechatronic systems performing several tasks in harbor, warehouses, storages and products distribution center. Therefore, research in this topic is considered strategic to ensure a greater insertion of the individual countries in the international trade scenario. In this application, the vehicle routing decision is one of the main issues to be solved. It is important to emphasize that its productivity is highly dependent on the adopted routing scheme. Consequently, it is essential to use efficient routes schemes. This paper proposes an algorithm that produces optimal routes for AGVs (Automated Guided Vehicles) working inside warehouse as forklift robots. The algorithm was conceived to deal with different real situations, such as the need of conflict-free paths and the presence of obstacles. In the routing algorithm each AGV executes the task starting in an initial position and orientation and moving to a pre-established position and orientation, generating a minimum path. This path is a continuous sequence of positions and orientations of the AGVs. The algorithm is based on Dijkstra's shortest-path method and was implemented in C++. Computer simulation tests are used to validate the algorithm efficiency in different working conditions.*

Keywords*: Routing Algorithm, Obstacle Avoidance, Forklift Robots, Mobile Robots, Mechatronics.*

1. INTRODUCTION

Logistics systems are increasing in importance as strategic means of competitiveness for internal and external markets. In large logistic systems, the importance of vehicle routing activities has raised due to its influence on the final costs of the products. Even a small improvement in the routing process may provide significant and positive impact on costs reduction effort.

In the current scenario of extremely fast technology development, automated logistic systems, used by industries, warehouses, seaports, and container terminals are adopting AGVs (Automated Guide Vehicles) as a flexible and scalable alternative to optimize transport tasks. More recently, a new generation of AGVs is providing better reliability, availability robustness, and productivity for the logistics sector, offering significant advantages when compared to conventional material manipulation equipments. The routing task may be understood as the process of selecting appropriate paths for the AGVs among different solution possibilities using cost functions in order to increase the system productivity. A routing task consists in an algorithm that selects efficient routes and optimizes them regarding the mission requirements, robot characteristics, and specifics environment conditions. The development of new routing algorithms for AGVs is up to now a great challenge for robotics researchers. Vehicle routing tasks are being studied since 1980. It is possible to find several works in the literature that focus on this subject, e.g. Bodin *et at.* (1983), Psaraftis (1988), and Laporte (1992). More recently, Vis (2006) highlighted the routing importance in current logistics context and emphasized the need of continuous research in this area.

2. THE ROUTING TASK

It is well-known that the selection of a certain route and a time schedule influence the overall intelligent warehouse system performance. Therefore, one of the main purposes of AGVs routing system is to minimize the time waste in cargo transportation. Broadbent *et al.* (1985) has published one of the first papers concerning the AGVs routing task. Since then, many authors focused their efforts on this issue: Kim and Tanchoco (1991); Desrosiers *et al.* (1995); Seifert *et al.* (1998); and Möhring *et al.* (2004).

According to the authors, the algorithms can be classified into two categories: static and dynamic routing. In the first case, static routing, all the information, such as position and cargo demand are previously known before the route calculus and do not change. Due to this, the route is calculated without taking into account collision avoidance procedures. This strategy can affect drastically the system performance due to deadlocks (Fig. 1-a) and traffic jams (Fig. 1-b). In this case, it is necessary to add a new collision avoidance system to deal with unplanned situations. This would alter completely the routing previously calculated because the obstacle avoidance system acts on the run and cannot be predicted during the static routing calculus phase. This is the main disadvantage of applying this kind of routing in systems that depends on the arrival time knowledge.

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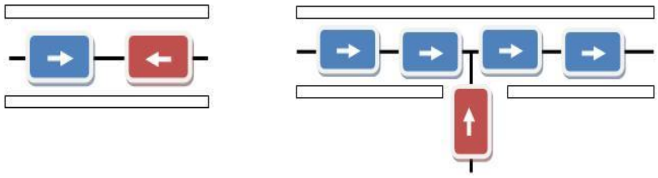

(a) (b)

Figure 1. Example of a typical static routing problem: in (a) deadlocks, both forklifts try to use the same route, but in different directions, and in (b) traffic jam, a line of forklifts is blocking another one preventing it from executing its route. Adapted from Möhring *et al*. (2004).

In order to solve this problem, taking into account a static routing, Kim and Tanchoco (1991) proposed an algorithm to find a conflict-free shortest-time route for AVGs. They introduced the time window graphic concept. In this graphic, each node set represents the free window time and, the arc set, the reachability between the free time windows. Consequently, every calculated route has no collisions during the routing execution and the conclusion time of a solicitation is known right after the route calculus.

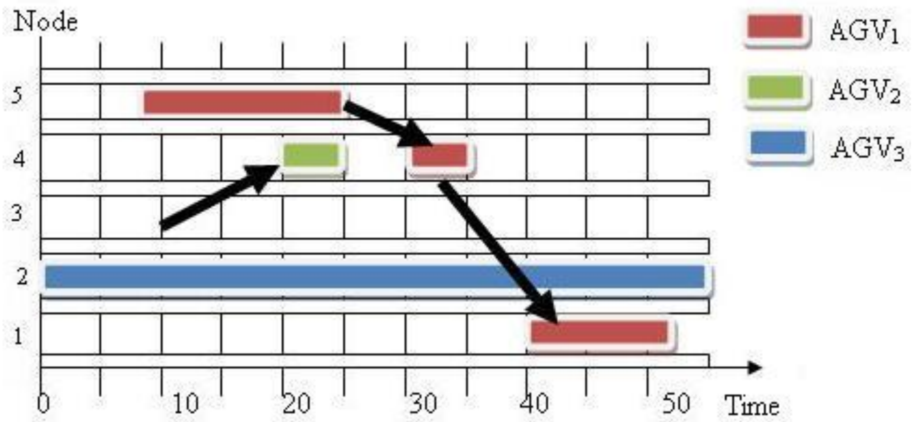

Figure 2: Graphic representation of a forklift entry and exit versus time in each node on the routes. In this example, we have: AGV_1: (N5,[8,25])→ (N4,[30,35])→ (N1,[40,52]); AGV_2: (N3,[5,10])→ (N2,[20,25]) and AGV_3: (N2,[0,55]). We adopted the following notation: (node,[entry time, exit time]). Adapted from Kim and Tanchoco (1991).

In addition to this, in dynamic routing, all the service orders, or a great percentage of them, occur while the routes are executed. The dynamic routing task consists in finding in real-time the most efficient routes for all forklifts based on several environment data and warehouse priorities information. Due to this, it is not possible to define a complete solution when the operation begins. It is updated as the system receives new information. Therefore, it's necessary to react to events that occur in real time, such as, new service orders, unpredicted delays, failures, and accidents (Larsen, 2000). In order to avoid the difficulties found in static routing, Möhring *et al.* (2008) computed conflict-free routes. They considered that in a conflict-free approach there is no need for any additional collision avoidance algorithm. This approach considers the physical dimensions of the AGV and it is also time-dependent. Because of this, it brings a great advantage to the management control system (higher control level) that computes the intelligent warehouse solicitations. Apart from searching conflict-free routes, the routing algorithm must also observe the system interruption occurrence. In some cases, interruptions may occur due to broken vehicles, obstacles on the AVGs way, manual intervention, etc. As a consequence of this, the AVGs may be blocked and they will not be able to complete their tasks. So, if an interruption occurs, it is necessary to recalculate the overall warehouse system route. The advance of technology used by AVGs has caused a need for new routing systems that be able to deal with the different situations faced nowadays. In this context, this paper focus on the development of an algorithm that aims to calculate efficient routes, and that is able to deal with many variations in environment conditions. The paper is organized as follows: in section 3, we show the basics of storage activities. In sections 4 and 5, we present the methodology used. In section 6, we introduced the routing algorithm proposed and the new techniques adopted. Finally, in section 7 we present some numerical results and in section 8, the conclusions.

3. STORAGE LOGISTIC ACTIVITY

The storage activities consume a significant part of the costs involved in the logistics process. It consists of approximately 25% of the sales and 20% of the product costs. However, aiming to obtain reasonable results in the logistics project, it is necessary to have an information structure that could satisfy the system requirements, providing fast decisions for the solicitations (Arbache *et al*., 2004). These activities may be classified through the followings basic process: receiving goods, storage, transfer, orders management, and goods expedition (Figure 3).

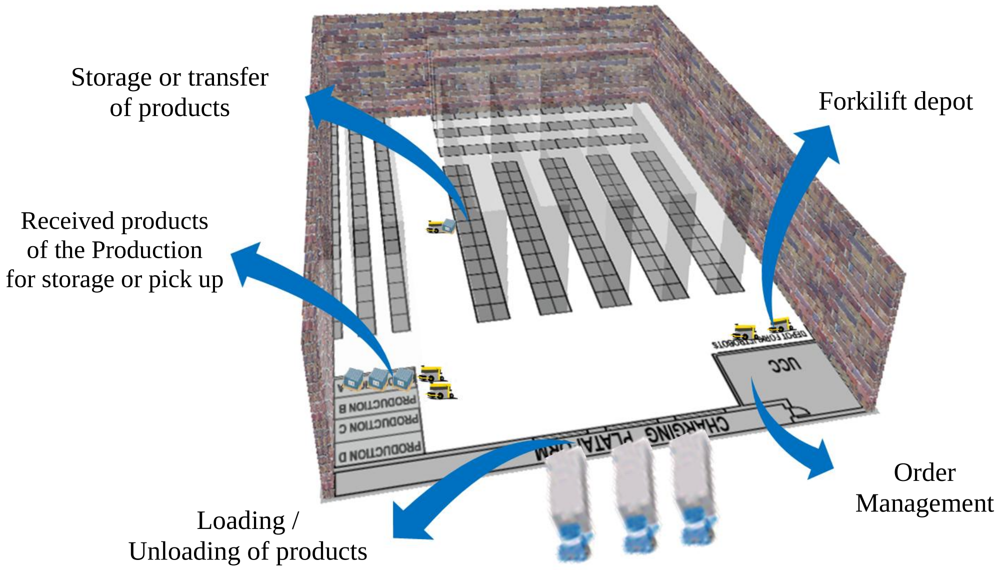

Figure 3. Storage Logistic Activity

Forklift depot is a place where forklifts are kept when not in use.

4. SHORTEST PATH METHOD USING DIKSTRA'S ALGORITHM

One of the simplest problems in graph theory is the determination of the minimum path between two nodes in graphs. This problem appears frequently in logistics practical applications, both directly and as a subtask of other more complex tasks.

4.1 Mathematical formulation shortest path problem between two nodes

The graph $G = (N,E)$, $N = \{1,2,...,n\}$ (where N is the set of nodes and E the set of edges) is used to map the possible routes inside of the operation environment and as input parameter for the search of the shortest path from source node 1 to the node n of the graph, Both nodes represent respectively the start and end point of a desired path that will be used to transport goods. The length of each arc in the graph is defined as the cost of connection between two nodes in the environment. Based on this, Eq. (1) to Eq. (4) present the shortest path problem formulation. We considered the origin node as the node 1 and the node *n as* the destination node.

$$\text{Minimize} \quad f(x) = \sum_{i=1}^{n} \sum_{j \in S(i)} c_{ij} x_{ij} \tag{1}$$

$$\sum_{j \in S(1)} x_{1j} = 1 \tag{2}$$

$$\sum_{i \in P(n)} x_{in} = \sum_{k \in S(j)} x_{jk}, \quad \text{where } j = 2,...,n-1 \tag{3}$$

$$x_{ij} \geq 0, \qquad \text{where } i = 2,\ldots,n \text{ and } j = 1,\ldots,n \tag{4}$$

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where: $S(j)$ is a set of successor nodes j; $P(j)$ is a set of predecessor nodes j; x_{ij} is the quantities transported of the origin position i to the destination j using the arc (i, j); c_{ij} is the arc cost (i, j).

It is important to highlight that the formulation and the algorithm can be extended to any two nodes of the graph network. When it comes to solving the shortest path problem, Dijkstra's Algorithm (Dijkstra, 1959) described in the following section is applied.

4.2. Dijkstra's Algorithm

The Dijkstra's algorithm searches for the shortest path between any two nodes of a network, when all arcs have non-negative costs. It uses an iterative procedure that establishes in the first iteration the closest node to the source node. In the second iteration, the subsequent closest node is obtained and so on until reaching the *n* node.

The Dijkstra's algorithm is shown below in a pseudo-code structure. Given a graph G = (N,E), with arc cost $(i, j) \in E$ (hypothesis: $c(i,j) \geq 0$, *1* is the initial node and *n* is the final node. The set *R* is composed by previously ordered labeled nodes, i.e., the closest node, the subsequent closest node, etc. The *NR* set is composed by non-labeled nodes. To recover the minimum shortest path to a determinate node *k*, it will be allocate since the previous node until the node *k* in a path called *p(k)*, i.e., the path from *1* to *k* is established from path 1 to node $p(k)$ and the arc $(p(k),k)$. If $p(k) = 1$, then the shortest path that attaches node *1* to the node *k* is uniquely established by the arc $(1, k)$. The shortest path from node *1* to node *n* will be indicated by $d(n)$.

***Step* 1**: Beginning

$R = \{1\}$	: initially, the node 1 is labeled
$NR = \{2, ..., n\}$	: the others nodes are not labeled
$d(1) = 0$	: the distance between node 1 and node 1 is zero
$p(1) = 0$	: the node 1 is declared as the initial node
For $i \in NR$	
$d(i) = +\infty$	: the distance from node 1 to any non-labeled node i is $+\infty$
$p(i) = n+1$	: the node *i* has predecessor
$a = 1$	: the last node that has included in *R* set

***Step* 2**: For every $i \in NR$, $d(i) = minimum\{d(i), d(a) + c(a, i)\}$ and $p(i) = a$, if $d(i) = d(a) + c(a,i)$.
If $d(i) = +\infty$ for every $i \in NR$, then stop {there's no path from 1 to any nodes in *NR*}
Else if, establish $k \in NR$ so that $d(k) = minimum\ \{d(i),\ i \in NR\}$. Eliminate the node *k* from *NR* (i.e., $NR \leftarrow NR - \{k\}$), include it in *R* (i.e., $R \leftarrow R \cup \{k\}$) and do $a=k$.

***Step* 3**: If $a = n$, then recover the *C* minimum path from the values stored in *p(.)*, starting with $k_1 = p(n)$, then following, $k_2 = p(k_1)$, until node 1 is reached.
Else if, (i.e., $a \neq n$), return to *Step 2*.

According to Brassard and Bratley (1996), in Dijkstra's algorithm each step needs a number of operations proportional to *N*, and the steps are iterated $|N - 1|$ times, introducing a complexity of $O(n^2)$. In this paper, the Dijkstra's minimum path method is used to for calculate the AGVs routes.

5. ROUTING METHOD WITH TIME WINDOWS

This section presents the routing task with time windows restrictions. It consists on finding the shortest distance path, or the lowest path cost, between an origin node and a destination node in a network, based on scheduling restrictions (time windows) for each one of the path nodes. The main purpose is the minimization of the total cost of the transportation task. This model is a generalization of the Routing Task.

Considering a set of routes, where each route *i* is specified by a pair of points (origin and destination), a cost value, a duration and time intervals $[a_i, b_i]$, when the route must begin, the corresponding graphic representation is a node of the network. The routing is defined as the routes sequence done by a number of forklifts, and a route is the positions sequence and its intermediary points conducted for one of the forklift. Consider *P* as being the set of routes and *I* o the set of intermediary points.

A route is represented by an arc (i, j) that lies from the end of the route *i* to its beginning *j*. For each arc (i, j), we associated a duration time given by t_{ij} and cost given by c_{ij}, where the arc can be defined, only if possible to realize the route *j* after the route *i* respecting the time interval $(a_i + t_{ij} \leq b_i)$.

The problem is described for one warehouse, where each robotic forklift (AGV) leaves its station once. The nodes *s* and *t* represent the exit and the entry nodes to the depot. Additionally, the depot is also single, so *s* and *t* are coincident. But, they are represented separately in order to make it easier to understand the network. The network used for the AGV is defined as a set of nodes $N = P \cup \{s,t\}$ and a set of oriented arcs given by $E = I \cup (\{s\} \text{ x } P) \cup (P \text{ x } \{t\})$.

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The variables used in the mathematical formulation are given by:

$x_{ij} = \begin{cases} 1 & \text{if the arc}(i, j) \text{ it be used for the forkilift} \\ 0 & \text{otherwise.} \end{cases}$, where $(i, j) \in E$

t_i = variable that represent the time associated to the begin of each route *i*, with $i \in P$.

Following this formulation, optimal routes that respect the constraints of schedules are considered as solutions of the problem:

$$\text{Minimize} \quad \sum_{(i,j)\in E} c_{ij} x_{ij} \tag{5}$$

$$\text{Subject to:} \quad \sum_{j\in N} x_{ij} = 1, \qquad i \in P \tag{6}$$

$$\sum_{j\in N} x_{ji} = 1, \qquad i \in P \tag{7}$$

$$x_{ij} \geq 0, \qquad (i, j) \in E \tag{8}$$

$$x_{ij} > 0 \Rightarrow t_i + t_{ij} \leq t_j, \qquad (i, j) \in I \tag{9}$$

$$a_i \leq t_i \leq b_i, \qquad (i, j) \in E \tag{10}$$

$$x_{ij} = \{0,1\}; \qquad (i, j) \in E \tag{11}$$

The relationships in equations (5) to Eq. (8) form a simple routing problem without scheduling constraints. This is a minimum cost flow problem that has an integer solution. The constraint of Eq. (6) informs that starting from a single node *j*, the forklift will arrive in node *i*. The constraint of Eq. (7) establishes that the forklift that arrived at the node *i* will have to leave for a single node *j*. Eq. (9) describes the compatibility requirements between the routes and the schedules, while Eq. (10) establishes the exact time at which the route must begin. It can be shown that exits an optimal integer solution to the routing problem with scheduling constraints defined by Eq. (5) to Eq. (10). However, this optimal integer solution cannot be obtained directly by linear programming because Eq. (9) has not linear constraints, but it can be written in linear form (Desrosiers *et al*., 1986).

$$t_i + t_{ij} - t_j \leq (1 - x_{ij}) M_{ij}, \qquad (i, j) \in I \tag{12}$$

with $M_{ij} \geq b_i + t_{ij} - a_j$. This formulation is equivalent only if x_{ij} is a binary variable (Eq. 11). In the special case where $[a_{ij}, b_{ij}] = [0, |P| - 1]$ for $i \in P$ and $t_{ij} = 1$ $(i, j) \in I$, we may set $M_{ij} = |P|$ and constraints Eq. (12) become the sub tour elimination constraints proposed by Miller *et al.* (1960) for the travelling salesman problem (Eq. 13):

$$t_i - t_j + |P| x_{ij} \leq |P| - 1, \qquad (i, j) \in I \tag{13}$$

A shortest path between nodes *s* and *t*, considering the schedule constraints (time windows) is obtained by finding the optimal solution of the above model. This formulation forces the variable x_{ij} to be integer. If we relax the constraint integrality of variable x_{ij}, in other to obtain $0 < x_{ij} < 1$, we will have the following equation (Eq. 14):

$$0 < t_i + t_{ij} + t_j \leq (1 - x_{ij}) \tag{14}$$

However, Eq. (14) does not satisfy the constraints of the initial problem presented in Eq. (9). Therefore the variable x_{ij} must be integer (Desrosiers *et al.*, 1986). Concluding, one of the main contributions of this method for the routing task with time window is the improvement of the forklift path planning.

6. THE MODEL

In the proposed model, our routing algorithm performs the selection of optimized routes for the forklift robots along the network nodes, being responsible for sending information between the origin and destiny positions. Taking into account the storage activities presented previously, a summary of the tasks is presented in Tab. 1:

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Table 1. Information treated in the proposed model.

Information	Entry	Exit
Request (Orders)	Quantities, loading data / unloading data of each good	Number of necessary forklifts and the allocation of each request in a route for the forklifts.
Loading	Location point for loading the pallets.	Routes that the forklifts should execute to carry the pallets.
Unloading	Location point for delivering the pallets	Routes that the forklifts should execute to unload the pallets.
Problems in route execution	Route cannot be concluded.	Inform: position and found problems.

With regards to the storage activities, the routing algorithm considers the objectives below, analyzing sequentially the instructions:

1. Check the quantity forklifts necessary and the strip of service schedules: calculate the forklift quantity necessary according to the request.
2. Pre-calculate the route (in order to minimize the relation distance and total cost): the distance traveled by forklifts involves the whole course, starting from an initial position and orientation and moving to a pre-established position and orientation, generating a minimum path. This path is a continuous sequence of positions and orientations for the forklift, as well as, all loading and unloading points. The objective of this function is to reduce variable costs and selecting the best route to be executed (Dijkstra's Algorithm).
3. Check the existence of traffic jams and deadlocks in the computed route (route x time): analyze the routes computed verifying the time windows, in case collisions or deadlocks exist, it is necessary to recalculate the route. The objective is to avoid collisions and deadlocks in the computed route (Rerouting with time Windows).
4. Optimize the route in order to minimize the relation maneuvers x total cost: the maneuvers made in the path of the forklifts consume larger times. The objective of this function is to verify previously possible reductions in the maneuver quantities that do not exceed the cost of appraised time. The objective is to verify and to validate the time of execution of the tasks attributed x position of the forklifts.

6.1. Description of the model

Our warehouse model used in simulation is composed of a fleet of six forklifts that move in a bi-directional circuit composed by 360 nodes, interconnected by 652 arcs as shown in Figure 4. There are some stations: 6 Depot stations for forklift robots, 4 Production stations (A, B, C, and D), 11 Shelves with various stations, and 6 Charging Platform stations. We considered that the Unit Control Central (UCC) calculates the routes using the routing algorithm and sends to the forklift robots. They navigate through the warehouse connected by a communication system. It is necessary to highlight hat the proposed algorithm calculates the route, represented by check-points (nodes in a topological map). In order to apply the Dijkstra's algorithm, it will be necessary to have previously the environment map (Fig. 4-a) and an estimation of the forklift robots position. Then, the environment topological map is used (Fig. 4-b). In this map, the relevant environment features are modeled as check-points (nodes). We assumed that the stations (Shelves, Platform Charging and Production) are placed in nodes belonging to our warehouse topological map, and that each forklift robot in the warehouse can be guaranteed as being in a node. Based on these assumptions, the graph used in the simulations represented in Fig. 4-c.

Each node has its address represented by the coordinates (x, y), where x e y represents row and column of address in meters. This map is modeled for the graph $G(N,E)$. The NxN nodes of the graph represent the intersection of nodes, edges represent two paths between two adjacent intersection nodes, and the length of each edge is a constant value in meters. The attribution of loading and unloading tasks will be omitted in this work. We assumed that the time can be divided into discreet units and that each forklift always arrives the intersection node at some discreet time. Based on the forklift routing model of map, we formally define that:Storage task: a task that is identified by an ordered pair of nodes *initials* e *final* $((I_x,I_y),(F_x,F_y))$, where (I_x,I_y) represents the origin address, (F_x,F_y) represents the final address the destination, and $(I_x,I_y) \neq (F_x,F_y)$. Assuming that a task has a distinct origin and also a distinct (but different) destination and each task has only one forklift handled, each forklift begins its activities.

6.2.The Algorithm

The problem of finding routes with shortest path plays a fundamental role in the area of distribution and logistics management. Most of the routing problems can be resolved through the method shortest path, once which the appropriate cost is given for each connection.

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The proposed algorithm (Fig. 5) was applied in this paper based on the programming dynamic approach that consists on the division of the original problem into smaller and simpler problems. When it comes to the routing problem this approach is very useful, because it presents a sequence of decisions to be taken along a time sequence (Arenales *et al.*, 2007). So, the algorithm verifies the task quantity and determines how many forklift robots will be necessary to perform them. It also calculates the minimum route for each robot taking into account its tasks, verifies collisions and traffic jams (in case they happen, the route is eliminated and another one is calculated based on time windows). Then, the algorithm tries to optimize (minimize) the robot maneuvers quantity considering the costs and times previously established. Finally, the route is sent to the forklift robots and, in case there are more tasks to be executed, it returns to its beginning.

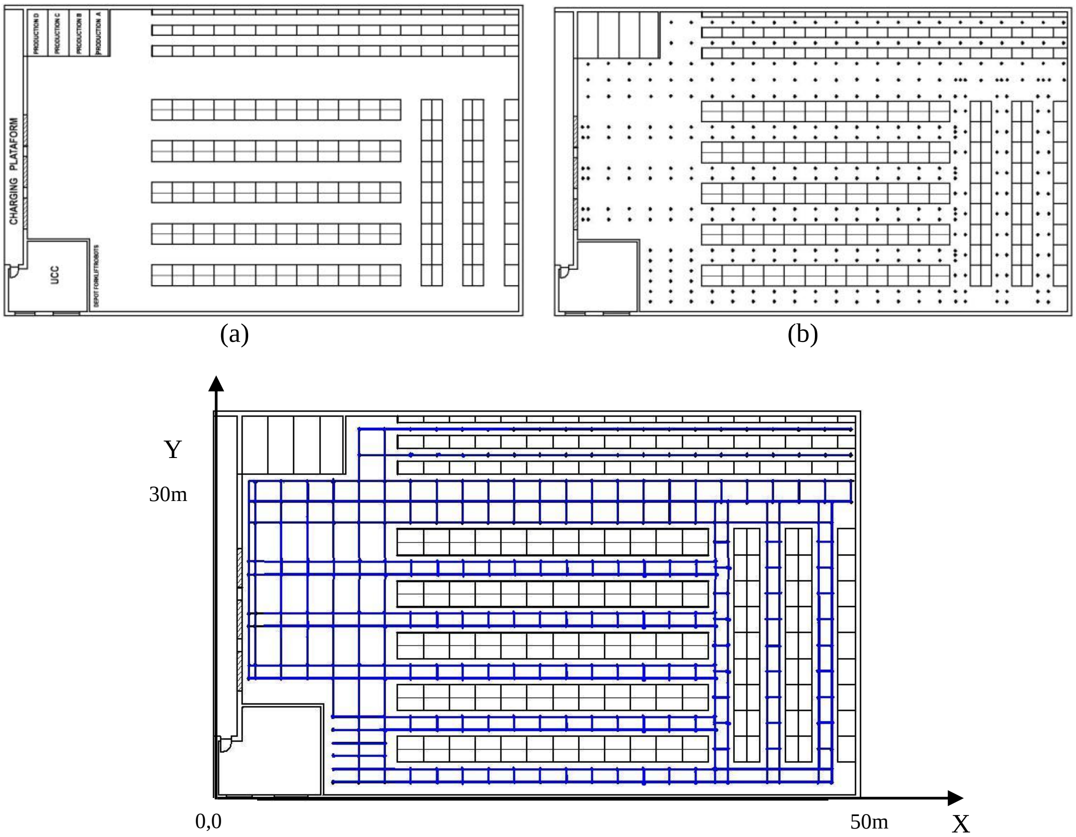

Figure 4. The mapping model considered in the simulations: (a) the warehouse 2D model ;(b) the topologic map with the nodes, and (c) final graph used in the simulations.

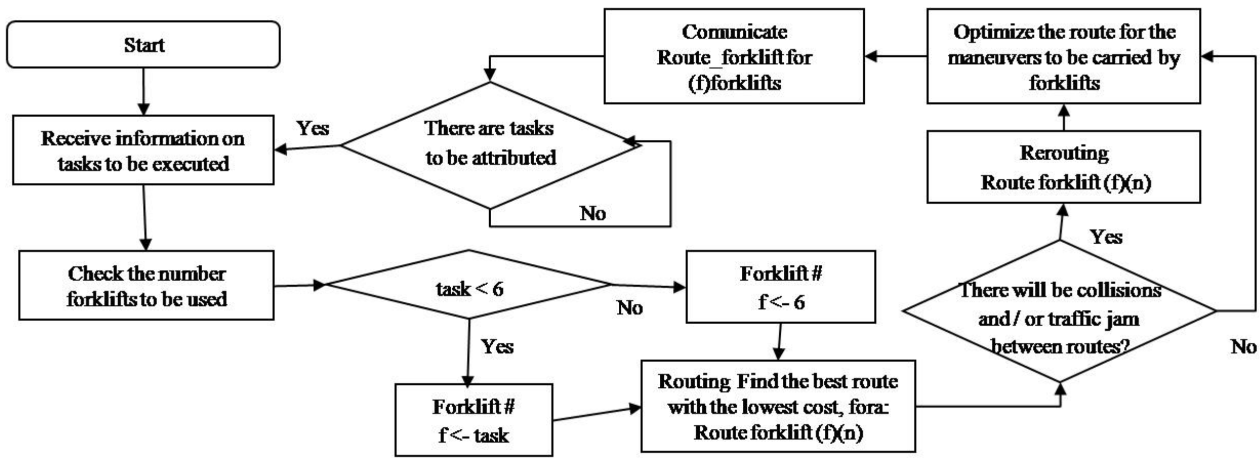

Figure 5. Proposed algorithm

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The Dijkstra's shortest path is used in this paper to calculate the routes of the forklifts considering the cost. Basically, the method of routing time window consists on verifying traffic jams and deadlocks in order to improve the route. After that, we verify the route optimization reducing the quantity of curves using again the Dijkstra's algorithm with time-window.

7. RESULTS

To verify the algorithm efficiency, we performed several simulations inside virtual warehouse that was built in the Player/Stage Simulator. We applied our algorithm to control this warehouse. Simulations were carried out using 6 forklift robots. Each forklift robot has 2 loading and unloading tasks to execute (Table 2, task #1 and #2). Therefore, in the proposed scenario, each task related route constitutes a set of 5 sub-routes automatically generated by the algorithm. We tested the three stages of routing, all of them leaving the depot and coming back to it after finishing the tasks. In order to measure the improvement of the computed routes in the stages, we compare the total time spent for tasks, and found the total duration of each task (Tables 3, 4, and 5).

Table 2. Information concerning the forklift robots routes.

Forklift robots	Depot	Task #1		Task #2		Depot
		Origin	Destination	Origin	Destination	
1	Depot # 1	SHELF_A_03	SHELF_A_15	PRODUCTION_A	CHANGING_F	Depot # 1
2	Depot # 2	CHANGING_E	PRODUCTION_C	SHELF_E_14	CHANGING_A	Depot # 2
3	Depot # 3	CHANGING_D	PRODUCTION_B	SHELF_E_01	CHANGING_B	Depot # 3
4	Depot # 4	SHELF_A_17	CHANGING_F	SHELF_C_01	CHANGING_F	Depot # 4
5	Depot # 5	SHELF_A_15	CHANGING_E	SHELF_C_14	CHANGING_F	Depot # 5
6	Depot # 6	SHELF_A_15	SHELF_A_03	SHELF_C_01	CHANGING_F	Depot # 6

Table 3. Information on the time of route execution – Distance X cost

Forklift Robots	Depot	Task #1		Task #2		Depot
		Origin	Destination	Origin	Destination	
1	0	88	208	440	612	760
2	0	148	344	464	604	816
3	0	164	320	432	540	736
4	0	120	316	424	532	656
5	0	80	252	392	540	656
6	0	88	200	328	436	544

Table 4. Information on the time of route execution – Conflict-free

Forklift robots	Depot	Task #1		Task #2		Depot
		Origin	Destination	Origin	Destination	
1	0	88	208	440	612	760
2	0	148	344	464	604	816
3	0	164	320	432	540	736
4	0	136	332	408	524	648
5	0	80	252	392	540	656
6	0	88	232	352	460	560

Table 5. Information on the time of route execution – Optimization maneuvers

Forklift robots	Depot	Task #1		Task #2		Depot
		Origin	Destination	Origin	Destination	
1	0	88	208	440	612	760
2	0	148	280	400	540	762
3	0	164	320	432	540	736
4	0	136	332	408	524	648
5	0	80	252	392	540	656
6	0	88	232	352	460	560

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The results show that in Fig. 6-a Forklift # 6 had two routing problems: a traffic jam with the Forklift # 1 (detail represented by a green arrow) and a deadlock with the Forklift # 4 (detail represented by a red arrow). In addition to this, in the conflict-free stage (Fig. 6-b), the time cost can be higher than the distance x cost routing (Fig 6-a), because it deals with the traffic jams and dead-locks. Finally, in the stage of maneuvers optimization (Fig. 6-c) the best results for calculated routes were obtained, demonstrating the method efficiency.

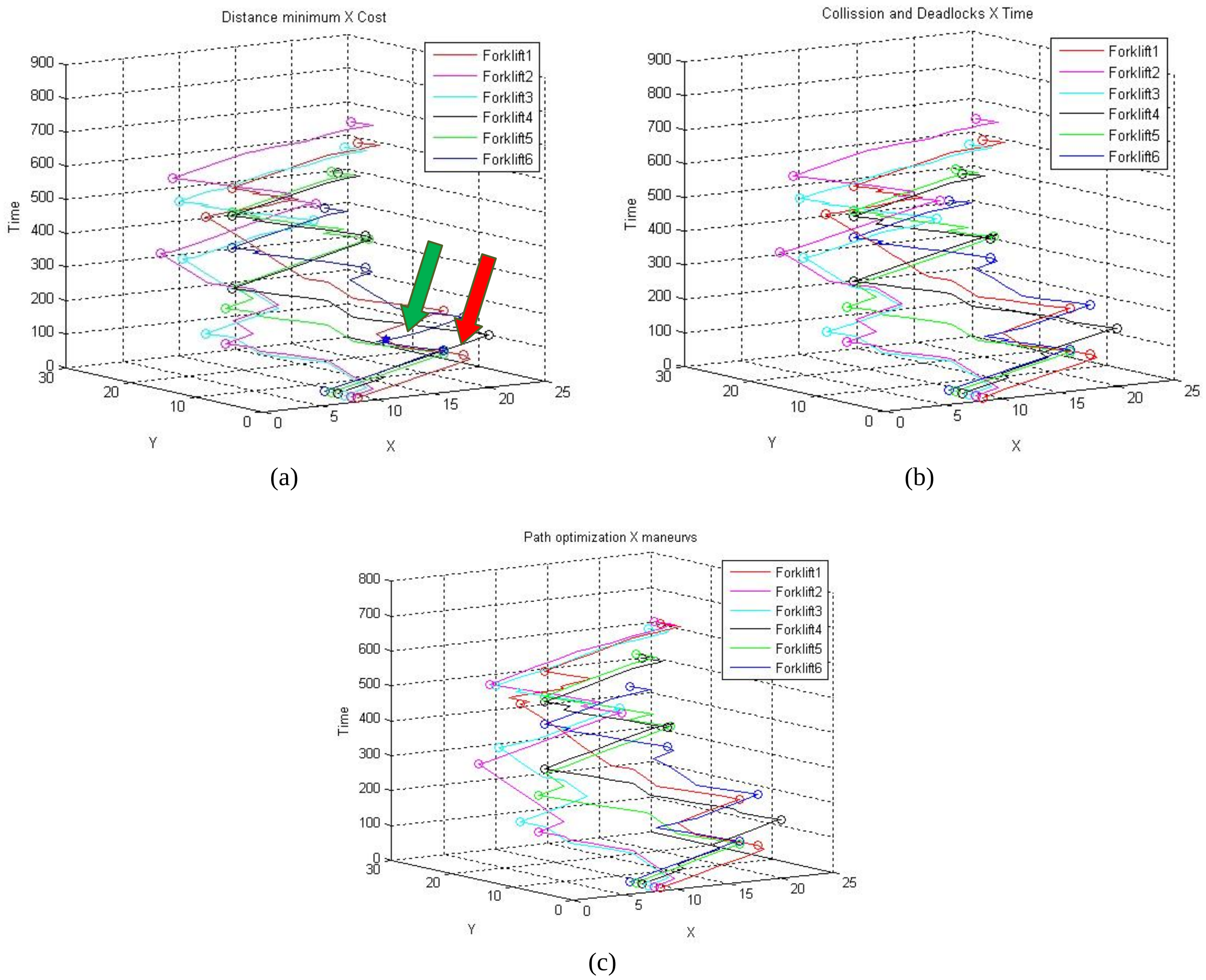

Figure 6. Forklift positions in *x-y* plane versus time. The nodes of table 2 are represented by circles. Collisions and traffic jams are represented by blue stars. In (a) the minimum route calculated for the desired tasks; in (b) routes without deadlocks and traffic jams after the rerouting; and in (c) the path was optimized, reducing the total maneuver quantity.

8. CONCLUSIONS

This paper presented a routing algorithm applied to six forklift robots in a simulated warehouse. In order to verify the algorithm performance, the forklift robots were tested performing two tasks simulating the load and unload of products, all of them leaving their depots and coming back after finishing their tasks. Initially, the algorithm calculated the route that each forklift needed to fulfill its tasks, minimizing the traveled distance in relation to the total distance (cost) of the route. It guaranties that the set of smaller routes will be executed by the forklift robots.

In a second stage, when the routes were already established, the algorithm checked the nodes time interval and verified that some routes produced traffic jams and deadlocks. In this case, the problematic sub-route was discharged, the collision point is blocked, and a new sub-route is calculated taking into account time windows. It guaranties that routes will be conflict and traffic jam free. And finally, before sending the routes for the forklift robots, the algorithm tries to optimize the paths, reducing the maneuvers quantities (in this case, it also considers previously calculated times and costs).

It is important to emphasize that in the current version, the algorithm assumes that the forklifts use a constant speed during the path, however when getting the smallest runtime route and reduce the maneuvers quantity, and there is an

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increase in straight line routes. This reduction is particularly interesting, because the hypothesis of constant speed in curves induces to differences between simulated and real processes. Another limitation of the algorithm is that collisions are always solved by finding a new route. A possible solution would be the application of stoppages for one of the forklifts during a certain time interval, or reducing its speed. Both options will be investigated in future. In addition to this, we are planning to introduce in the algorithm other aspects of the storage activities, such as: high rates of production (high quantities of missions, restricted spaces to move, large number of mobile elements in the environment, and characteristics of the application - e. g. attendance and mounting applications).

Concluding, we may cite as strong points of our algorithm the fact that it always find a route and the processing time for computing the route for all cases tested was approximately 1.40 seconds using a AMD Athlon ™ 2600 +, 1.14Ghz with 512MB RAM. (The processing time will be reduced by means of code optimization.)

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