

Multi-Robot Systems

<https://youtu.be/dT7b1j5lj1l>

Martin Saska



**Multi-robot Systems group,
Czech Technical University in Prague**



<http://mrs.felk.cvut.cz> martin.saska@fel.cvut.cz

Multi-Robot Systems at CTU in Prague

<http://mrs.felk.cvut.cz/>

<http://mrs.felk.cvut.cz/available-student-projects>



- UAV localization, mapping, SLAM and perception
- UAV stabilization and fast collision mutual avoidance
- Model Predictive Control
- Vision-based techniques
- UAV formation coordination
- Safety-critical & robust applications
- Decentralized control of swarms of aerial vehicles
- Cooperative sensing and data collection by a group of UAVs
- Mutual localization of neighboring vehicles in swarms
- High-level planning, communication and coordination
- Indoor navigation and exploration



3/2017 – MBZIRC 3rd challenge:
1st place \$330.000



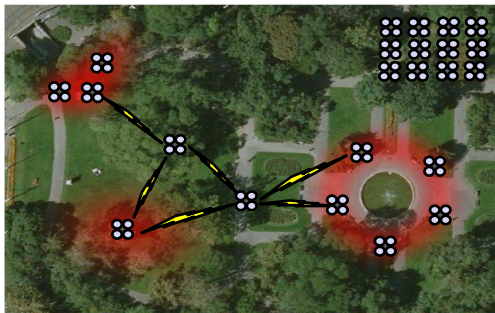
2/2020 – MBZIRC 2nd challenge:
1st place \$250.000, TOTAL WINNERS



2019-2020 - DARPA SubT: 2x 1st place
among self-funded teams. \$200k & \$500k

Multi-Robot Systems

- Single-Robot → Multi-Robot Systems
 - Multiple mobile robots → Multi-Robot System
 - Coordination using communication
- Motivation
 - Robotic problems are often naturally distributed
 - Redundancy and robustness vs. enlarged complexity of the system
 - Faster mission execution (e.g., search and rescue)
 - Several light-weight robots replace a large well-equipped and heavy robot
 - Many tasks not solvable by a single robot
 - Actions realized in distance places in parallel



Saska 2017 AURO



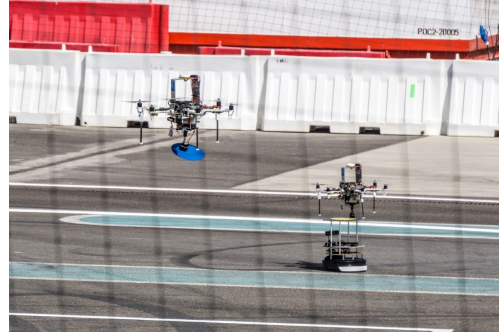
Saska 2017 ETFA



Spurný 2019 ETFA

Multi-Robot Systems

- Taxonomy and essential terms
 - Centralized vs. Decentralized control architecture
 - Coordination vs. Cooperation vs. Collaboration
 - Explicit vs. Implicit communication
 - Homogeneous vs. Heterogeneous robots
 - Collective movement - Swarms vs. Formations



Centralized vs. Decentralized (vs. Distributed)

- Centralized control architecture
 - Single control unit (a decision/commands are distributed to all robots from a central PC)
 - Centralized state estimation of the entire MRS; knowledge of the global state
 - + Usually simpler control design and better performance
 - Requires synchronized and reliable communication
 - Single-point of failure problem
 - Less scalable

Centralized vs. Decentralized (vs. Distributed)

- Centralized control architecture



Centralized vs. Decentralized (vs. Distributed)

- Decentralized control architecture
 - Each robot equipped with onboard processing unit makes and executes its own decision obtained based on interactions with other robots
 - Decentralized state estimation (each robot estimates its state and relative states of teammates)
 - + Scalability
 - + Robust to failures
 - Difficult to achieve optimal performance (sub-optimal performance)
 - Difficult to prove optimality

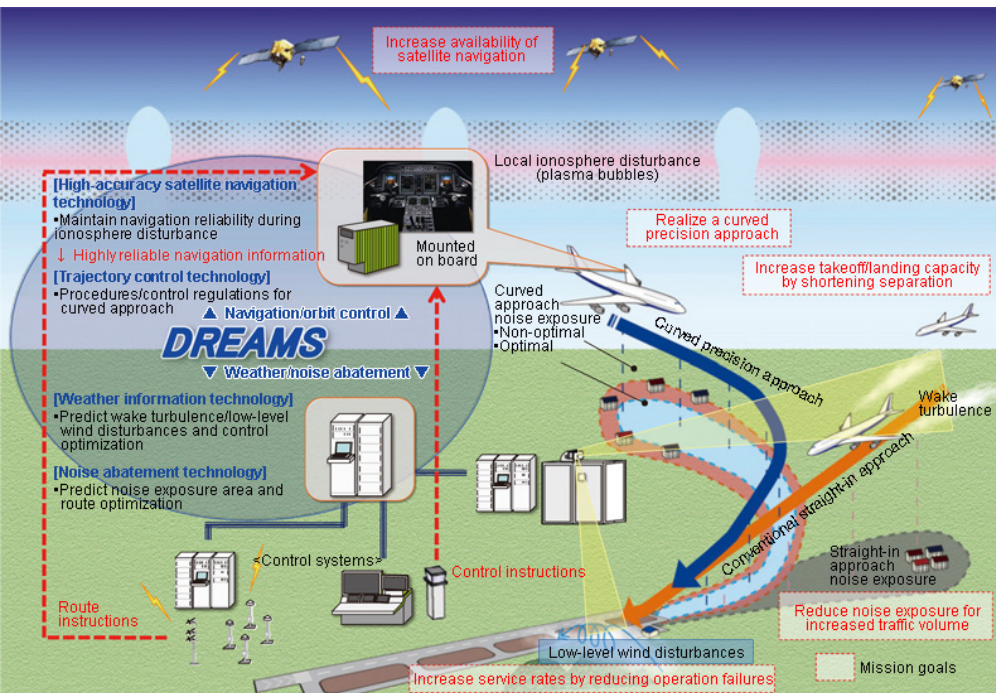
Centralized vs. Decentralized (vs. Distributed)

- Decentralized control architecture

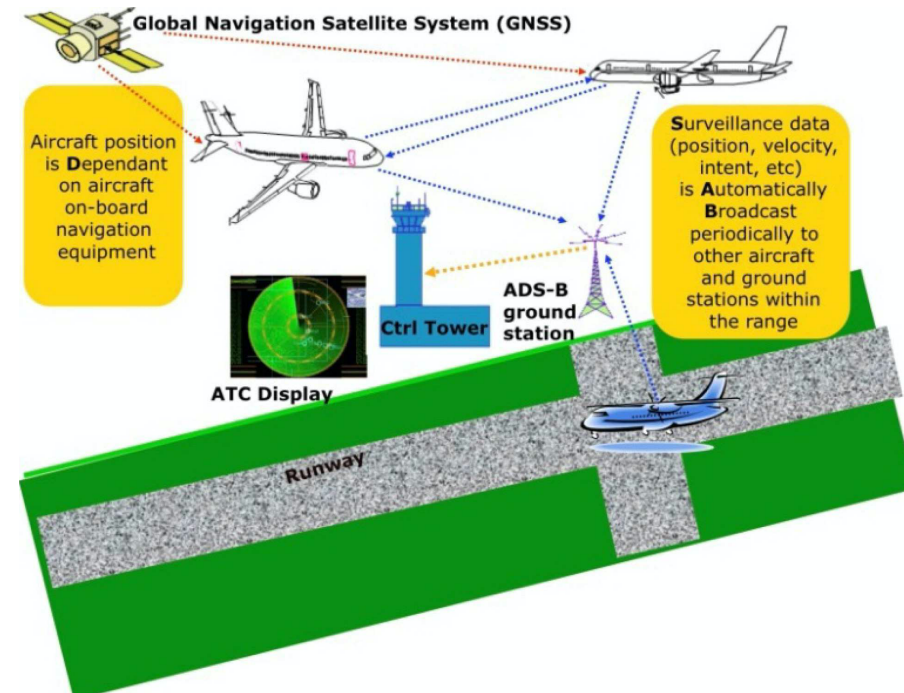


Centralized vs. Decentralized (vs. Distributed)

- Distributed control architecture
 - The decision is made by a negotiation process between the robots
 - For example autonomous air and car traffic management
 - + Scalability and robust to failures
 - Requires reliable communication



DREAMS (Distributed and Revolutionarily Efficient Air-traffic Management System)



Air traffic management by Imperial College London

Coordination vs. Cooperation vs. Collaboration

- Coordination
 - Allows a group to complete a task more efficiently than a single robot by its self (according to Vijay Kumar, UPENN)
 - Usually motion coordination and alignment (e.g., to keep a cohesive swarm)
- Cooperation
 - Allows a group to complete a task that an individual robot could not complete on its own at all.
 - Robots cooperate towards a common intention together (e.g., cooperative transportation)
 - It usually requires synchronization and tight sharing workspace
- Collaboration
 - Allows a group of different types of robots with diverse capabilities to complete a task that cannot be completed using just one type of robots

Coordination – e.g. Treasure hunt at MBZIRC 2017

- Multi-UAV team collecting objects of unknown position – faster and more reliable

Cooperation – e.g. heavy object transportation

- The object is too heavy or large to be transported by a single UAV with a payload

Cooperative transport of large objects by multiple UAVs

Flying through a field
with obstacles

Collaboration – e.g. complex fire extinguishing or smart lightning

- MBZIRC 2020: Different robots for different fire locations (ground floor, top floor, outdoor)

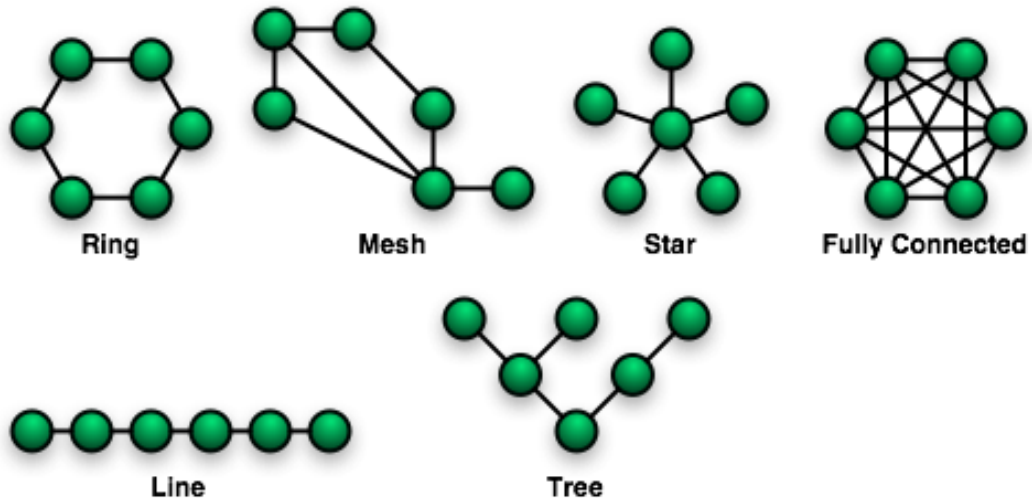


Explicit vs. Implicit communication

- **Explicit communication**
 - States of neighbors are unobservable
 - Communication infrastructure required
- **Implicit communication**
 - Directly through observation of neighbor states (relative or mutual localization)
 - Undirect information exchange by observation of the workspace

Explicit communication - Topologies

- Range of communication
 - A disc model (only in a simple environment)
- Communication for centralized control/coordination
 - **Fully connected**
 - **Star**, Line, Ring, Tree, Hierarchical topology
- Communication for decentralized control/coordination
 - Mesh
 - Random mesh



Explicit communication – Line and Mesh topology

- DARPA SubT: Team of ground and aerial robots deployed in underground tunnels

Implicit communication – relative localization

- Marker-Less Detection and Localization
 - Vision-based (CNN), Lidars, 3D cameras
 - None-cooperating robots, humans, vehicles

2019

Demonstration of an autonomous
aerial interception prototype platform



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Vrba 2019 RAL

https://youtu.be/r_qouOpFMn4

Vrba 2020 RAL

<https://youtu.be/mr4uqgBslHw>

Implicit communication – relative localization

- MBZIRC 2020: Team of aerial robots hunting balloons and aerial target (RGB and Lidar)

MBZIRC 2020 Summary

Challenge #1

CTU in Prague, UPenn, NYU



CTU

CZECH TECHNICAL
UNIVERSITY
IN PRAGUE

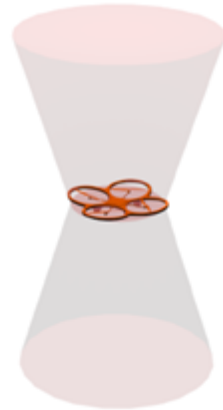
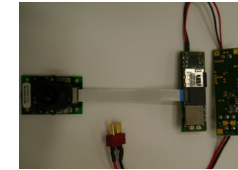
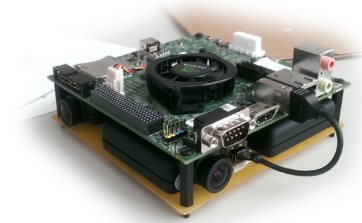


Penn
UNIVERSITY of PENNSYLVANIA



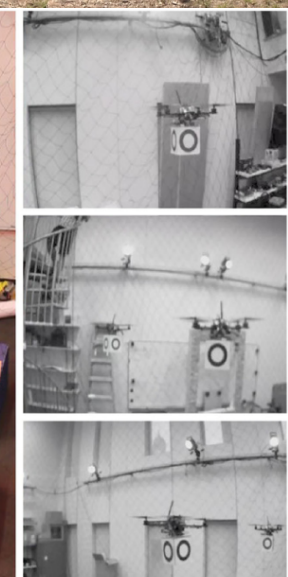
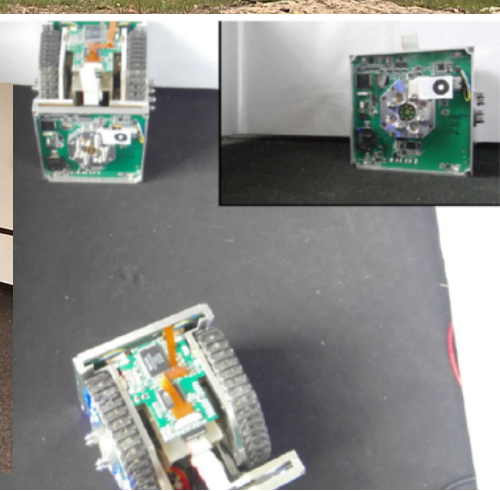
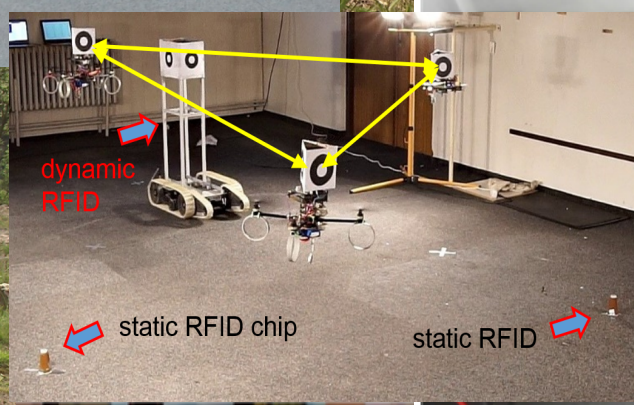
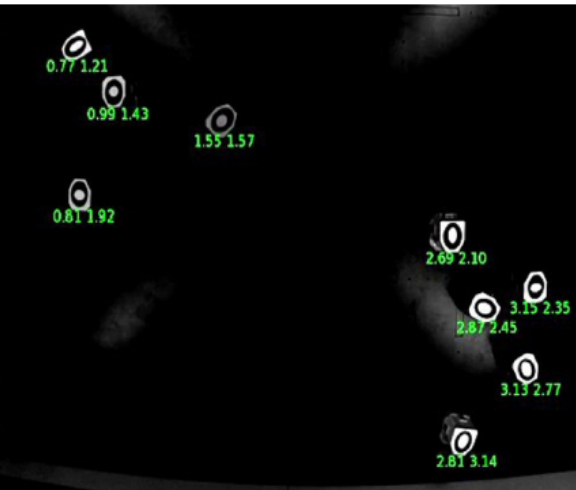
Implicit communication – relative localization

- Marker-based relative localization
 - Passive markers – color and B&W patterns
 - Active markers – RGB and UV lights



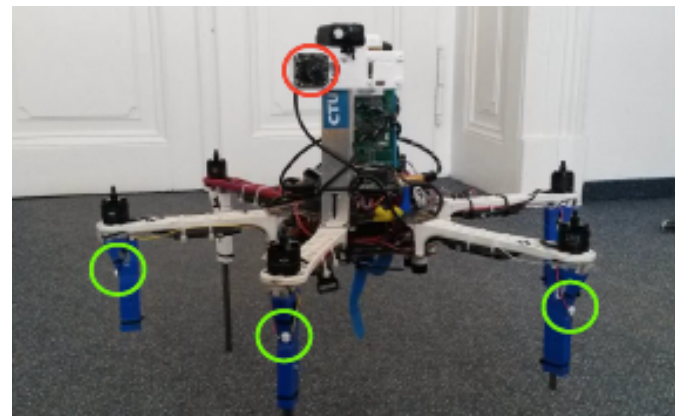
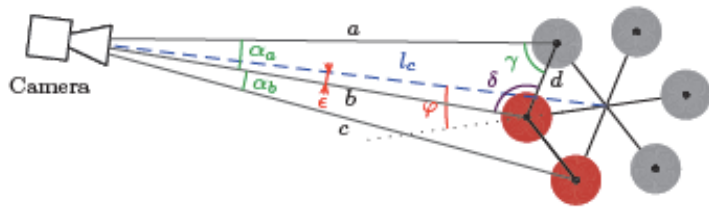
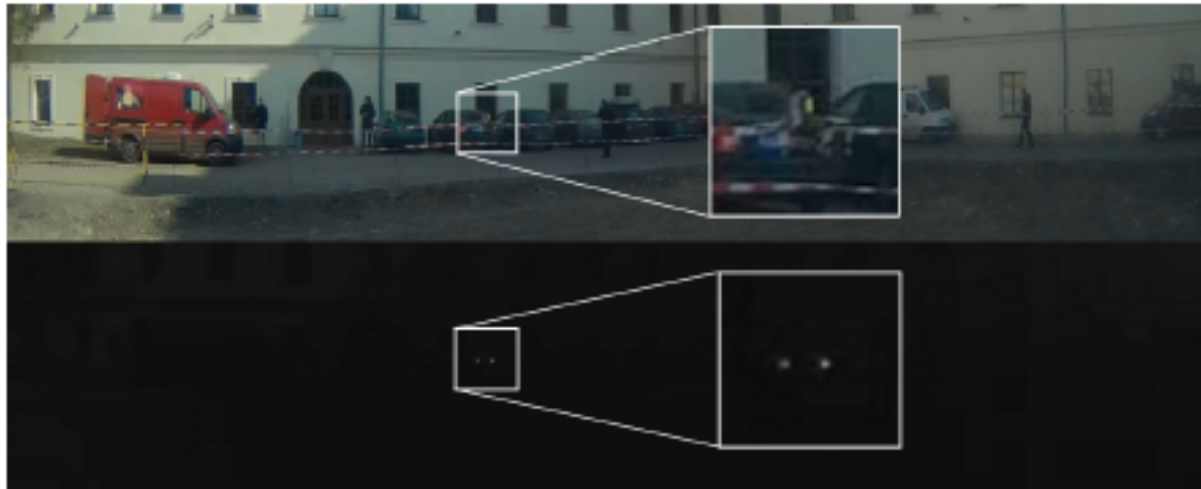
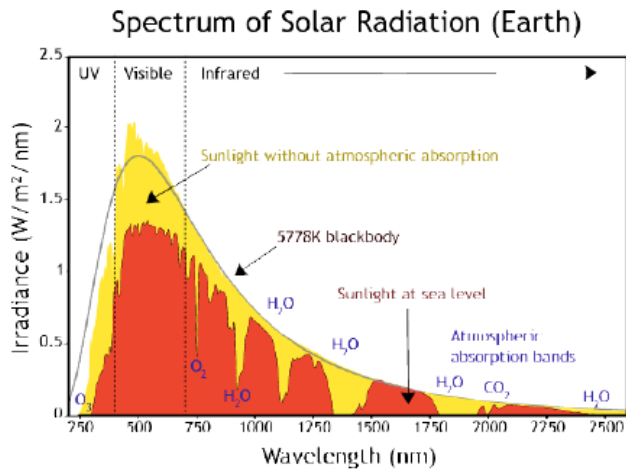
Faigl 2013 ICRA, Krajník 2014 JINT





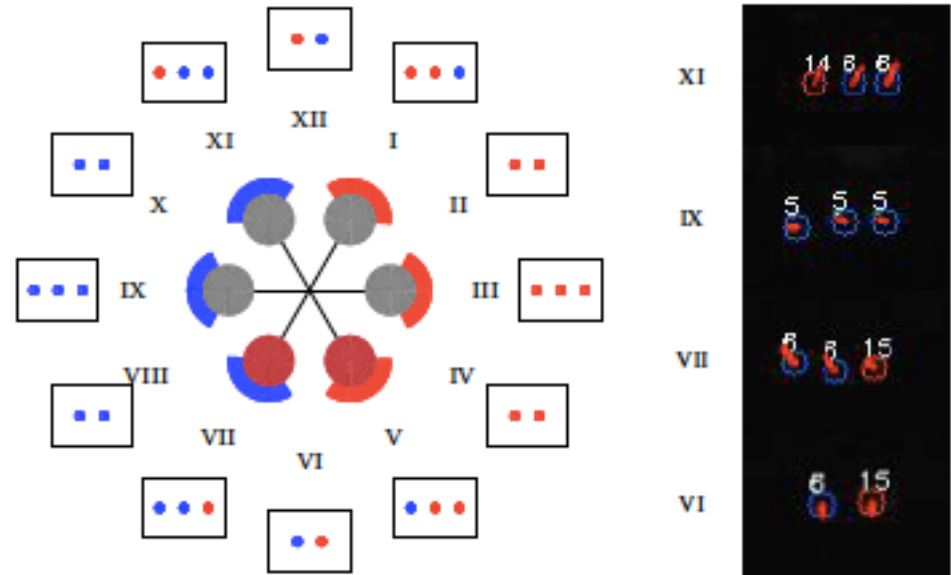
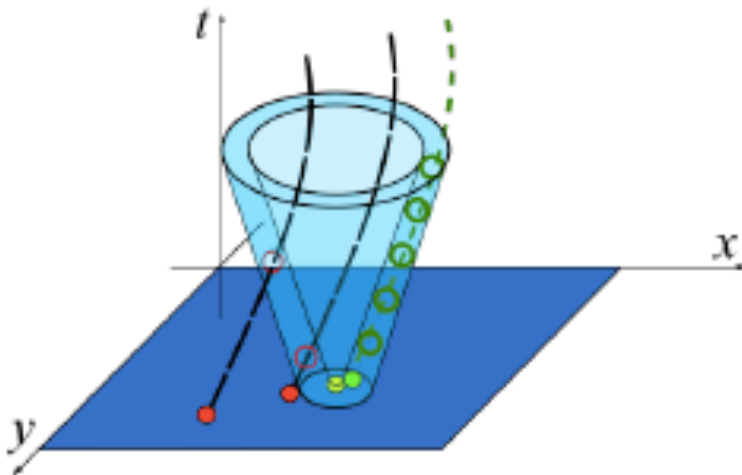
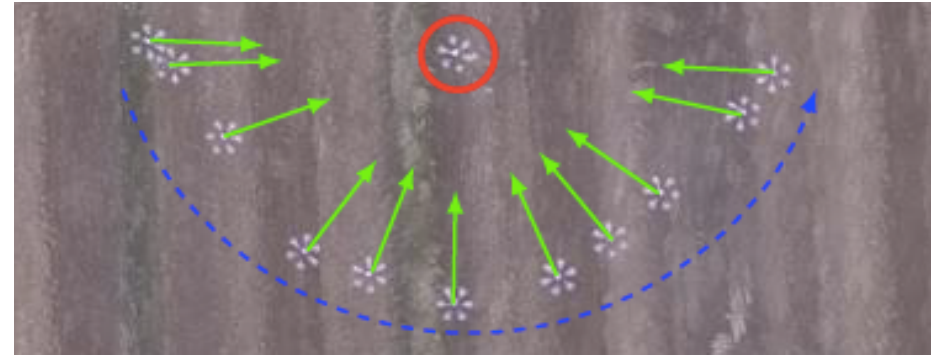
Implicit communication – relative localization using active UV Markers

- Reduced size of markers, low computational complexity
- Increased reliability



Beyond implicit communication - Blinking UV markers

- ID encoding and observation
- Relative orientation estimation
- 3D time-position Hough transform
- Robustness increase



Collective Movement – swarms/flocks

- Inspiration by nature
 - Completely decentralized (no leader), scalable, allows splitting, collective obstacle avoidance, escape ability (from predators), local interactions and relative localization
- Swarms of robots
 - Decentralized – e.g., Boids [Reynolds, 1997] or [Olfati-Saber, 2006]
 - Centralized – drone shows, stochastic optimization methods: PSO, Fish school

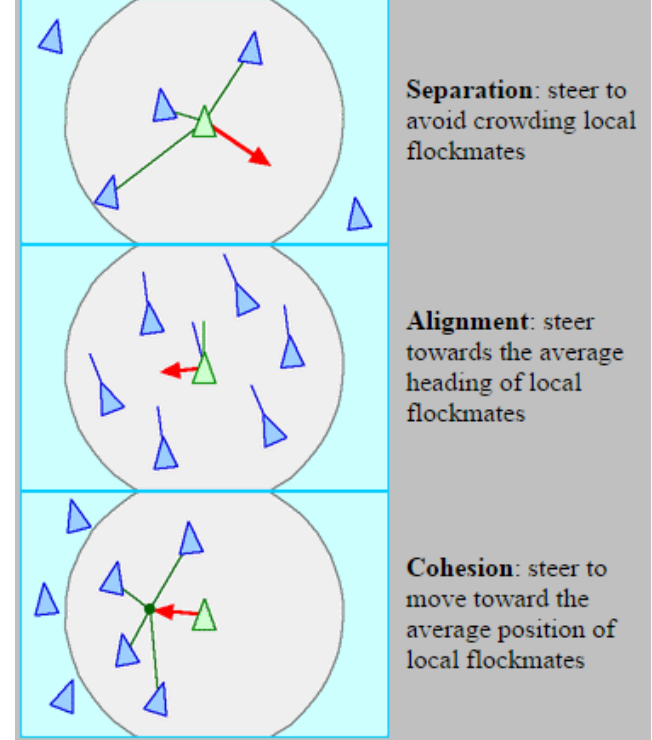


2,018 Intel Shooting Star drones

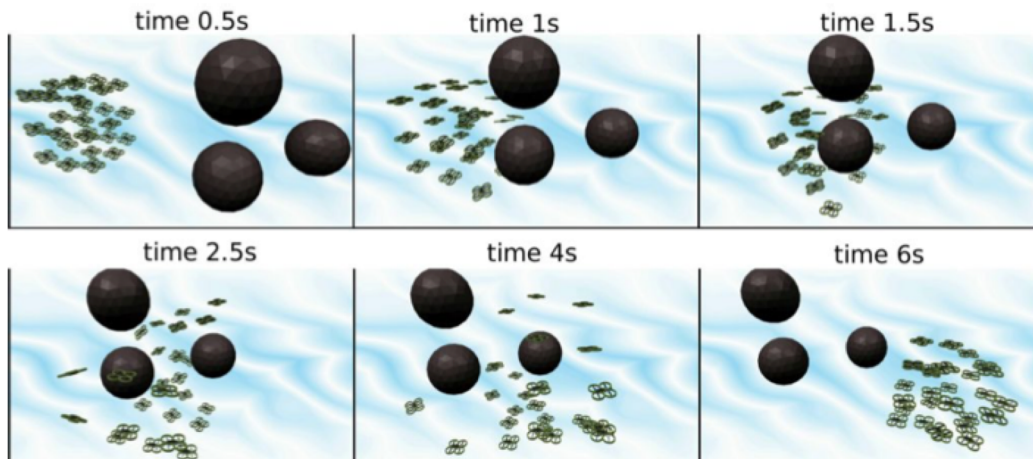
Collective Movement – swarms/flocks

- Boids by Reynolds

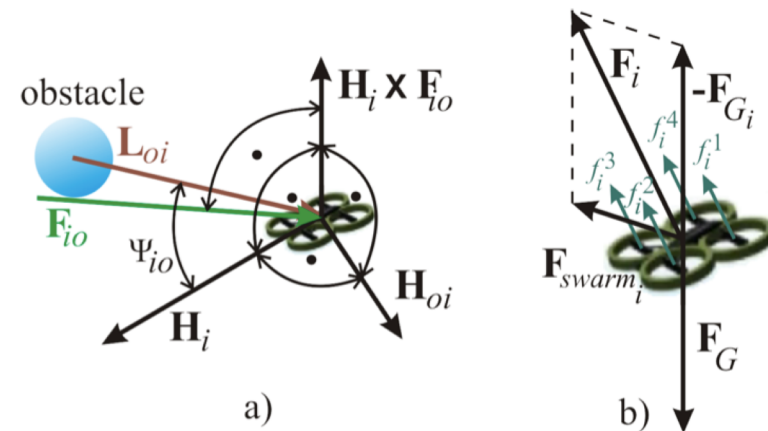
- Originally a computer graphic method to animate flocks
- Each particle reacts to local neighborhood → complexity $O(N)$
- 3 control rules in the primary method
- For real-world swarms + *obstacle avoidance* and *common intention* rules
- Local sensory system: (e.g., UVDAR)



Reynolds, 1997



Saska 2015 ICUAS



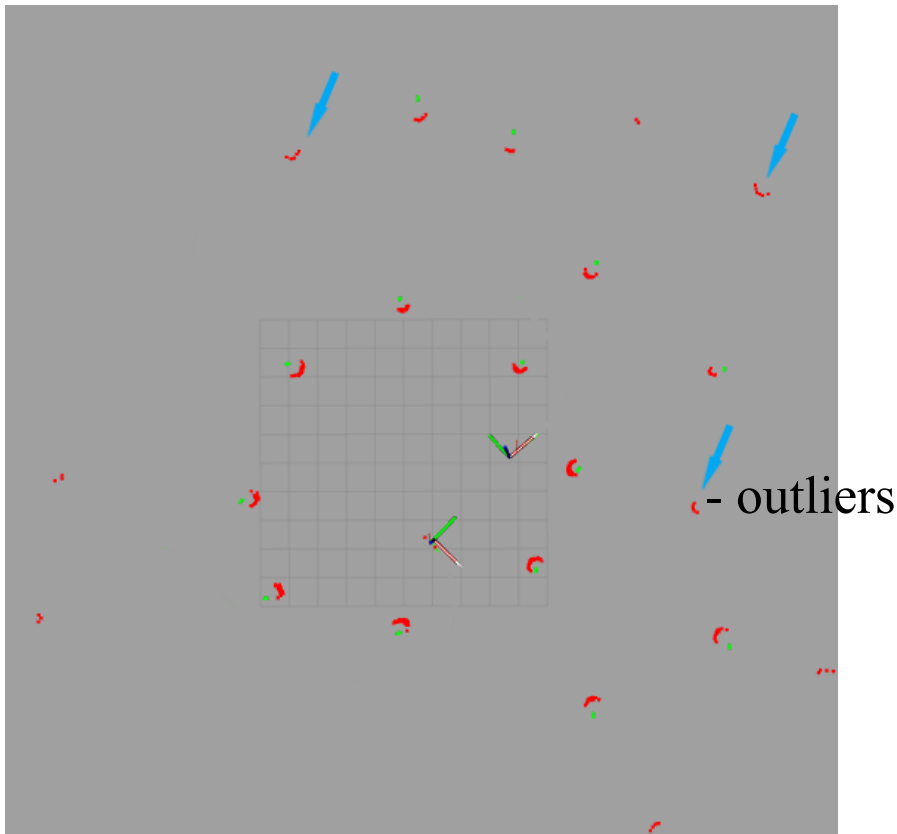
Saska 2014 ICRA

Collective Movement – swarms in environments with obstacles

- No GNSS, no explicit communication, fully decentralized, implicit UV-based com.

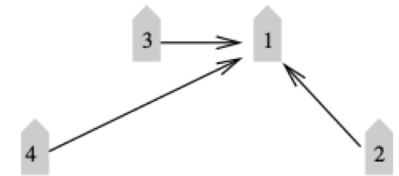
Implicit communication - undirect

- Explicit communication
 - Undirect information exchange by observation of the workspace
 - Problem of matching features detected from different positions
 - Similar to ICP for SLAM

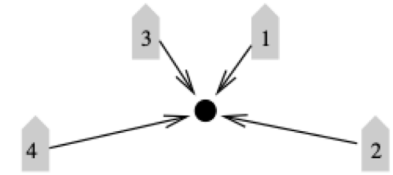


Collective movement - Formations

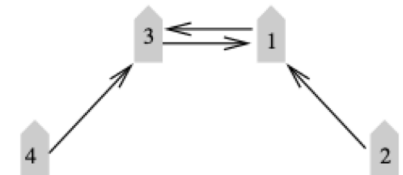
- Formations of cooperating robots
 - Specific geometric configurations
 - Knowledge of states of all robots required
- Formation driving and flying approaches
 - Virtual structures
 - Leader-follower
 - Virtual leader-follower (e.g. unite-center referenced)
 - Neighbor referenced



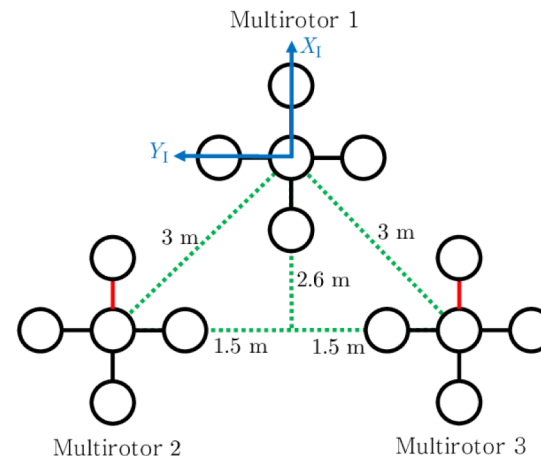
Leader-follower



Unite-center referenced



Neighbor referenced



Formations – Nonholonomic Leader-Follower model

- Nonholonomic kinematic model
 - Car-like vehicle
 - Limited turning radius

$$\dot{x}_j(t) = v_j(t) \cos \theta_j(t)$$

$$\dot{y}_j(t) = v_j(t) \sin \theta_j(t)$$

$$\dot{\theta}_j(t) = K_j(t)v_j(t) \quad j \in \{1, \dots, n_r, L\}$$

$$\bar{u}_j(t) = \{v_j(t), K_j(t)\} \text{ - control inputs (velocity + curvature)}$$

$$\bar{p}_j(t) = \{x_j(t), y_j(t)\} \text{ - position}$$

$$\psi_j(t) = \{p_j(t), \theta_j(t)\} \text{ - system state (position + heading)}$$



Formations – Nonholonomic Leader-Follower model

- Position of the followers determined by curvilinear coordinates $p_i(t), q_i(t)$

$p_i(t)$ - traveled distance between leader and follower i

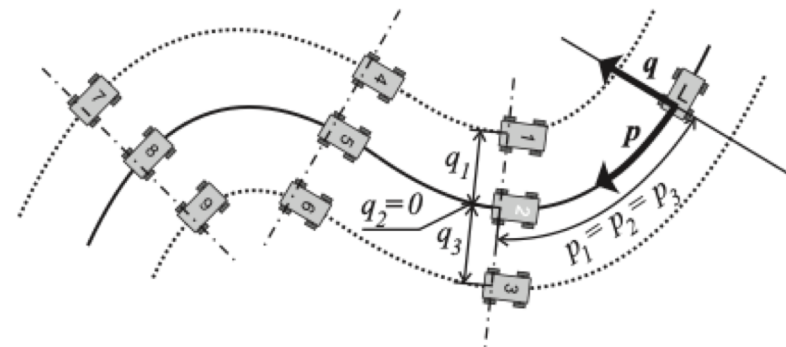
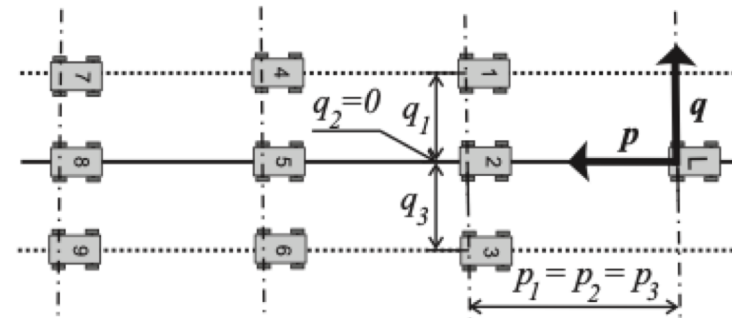
$q_i(t)$ - offset distance between
leader and follower i

$t_{p_i(t)}$ - time when the leader was
in traveled distance $p_i(t)$

$$x_i(t) = x_L(t_{p_i(t)}) - q_i(t_{p_i(t)}) \sin(\theta_L(t_{p_i(t)}))$$

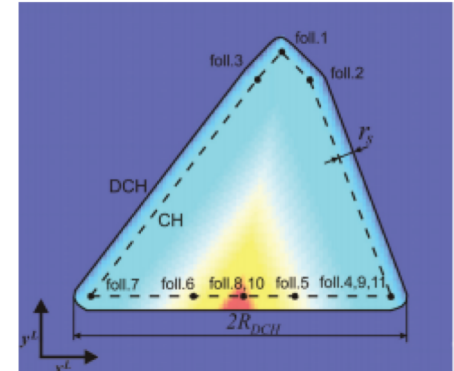
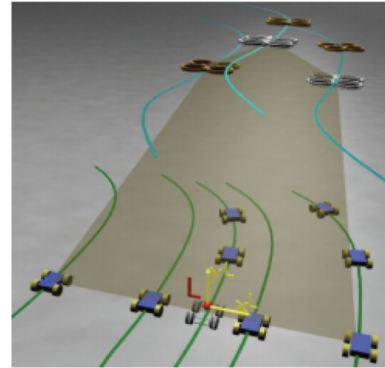
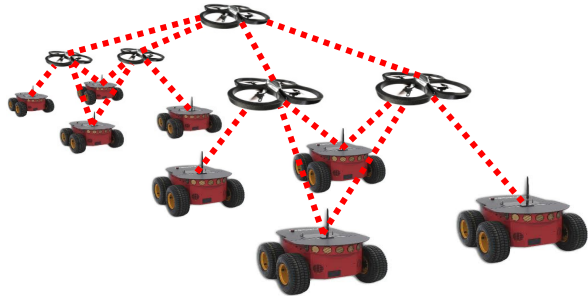
$$y_i(t) = y_L(t_{p_i(t)}) + q_i(t_{p_i(t)}) \cos(\theta_L(t_{p_i(t)}))$$

$$\theta_i(t) = \theta_L(t_{p_i(t)})$$

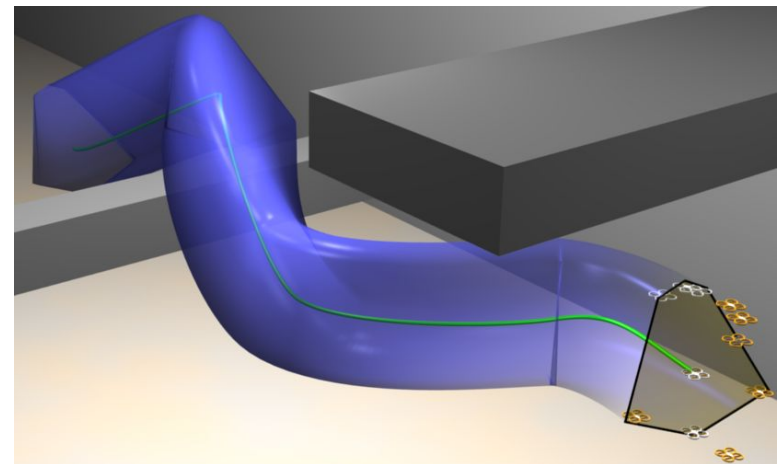
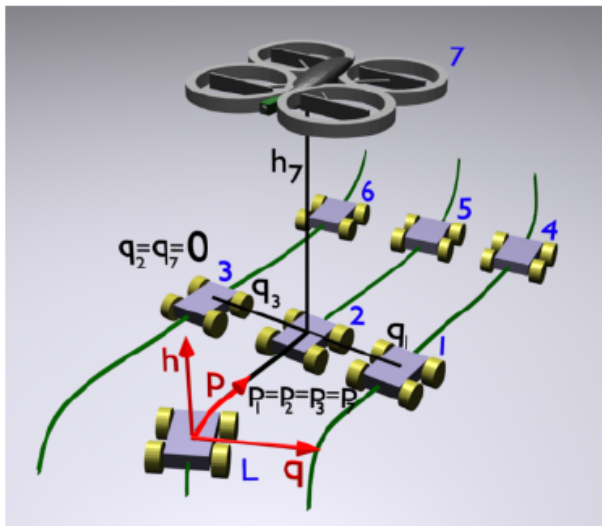


Formations – Nonholonomic Leader-Follower model

- Heterogenous UAV-UGV formations and 3D UAV formations
- MAV-UGV teams with a "hawk-eye" relative localization

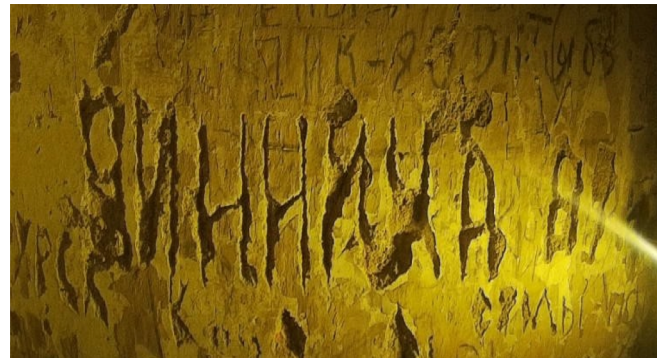
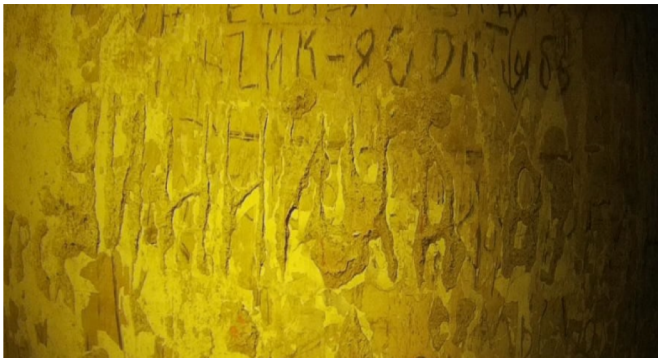
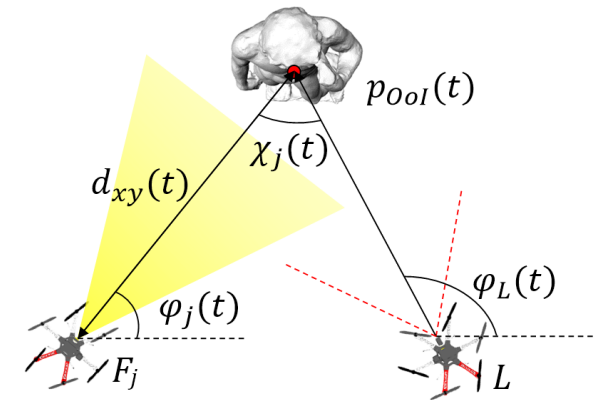
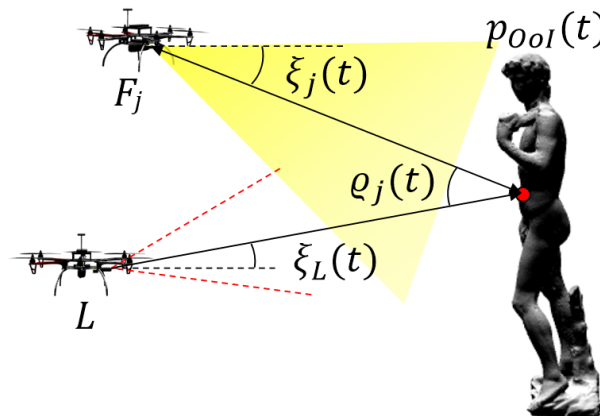
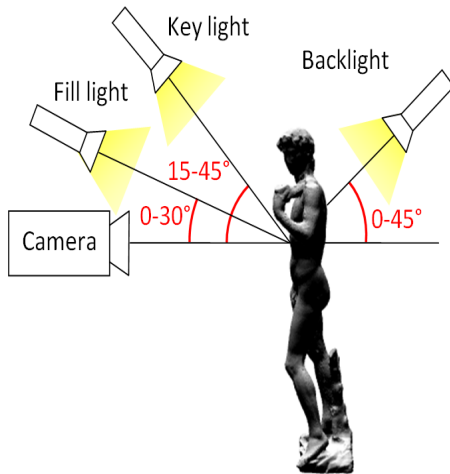


- Complex hull for obstacle avoidance



Formations –Leader-Follower Applications

- Documentation of dark areas of large historical buildings by a formation of unmanned aerial vehicles
 - Three points lighting technique
 - Cannot be solved by a single robot



*Petráček 2020 RAL
Krátký 2020 RAL
Saska 2017 ETFA*

Dronument

Documentation of historical monuments
by a team of autonomous aerial vehicles

mrs.felk.cvut.cz/dronument



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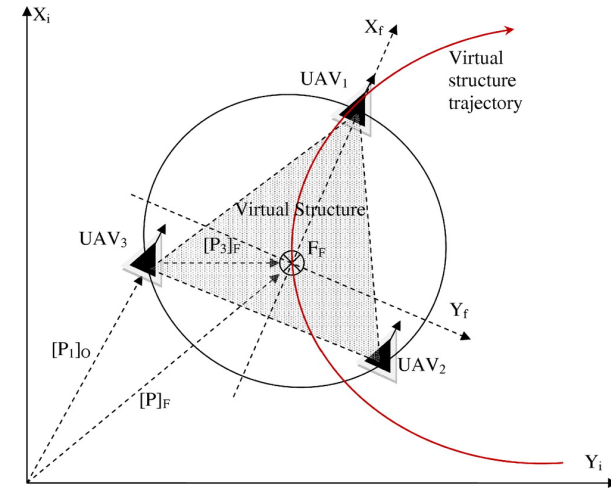


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Video: Pavel Petráček

Formations – Virtual Structures

- Virtual structures approach
 - + Fixed relative positions between vehicles
 - + Cooperative manipulation with large objects
 - Limited motion constraints
 - Unfeasible for nonholonomic car-like vehicles



Askari 2015

 Multi-robot systems group
CTU in Prague

Cooperative transport of large objects by multiple UAVs

Narrow passage experiment

Spurný 2019

<https://youtu.be/Pdg3j791I9c>

Further reading

- Classical graph-based approaches designed for multi-robot systems can be found in:
 - Mesbahi, M. & Egerstedt, M. (2010) Graph theoretic methods in multiagent networks. Princeton University Press.
- Topics related directly to multirotor aerial platforms may be studied from:
 - Franck Cazaurang Kelly Cohen Manish Kumar (2020) Multi-rotor Platform Based UAV Systems. Elsevier.
- An overview of swarming approaches can be found in:
 - Heiko Hamann (2018) Swarm Robotics: A Formal Approach. Springer.

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- M Petrlik, T Baca, D Hert, M Vrba, T Krajnik and M Saska. A Robust UAV System for Operations in a Constrained Environment. IEEE Robotics and Automation Letters 5:2169-2176, April 2020.
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