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Collaboration of Heterogeneous Multi-Agent Systems with Terrain-Dependent Mobility

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Course: MAE 276 Geometric Nonlinear Control

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Institution: University of California, Irvine

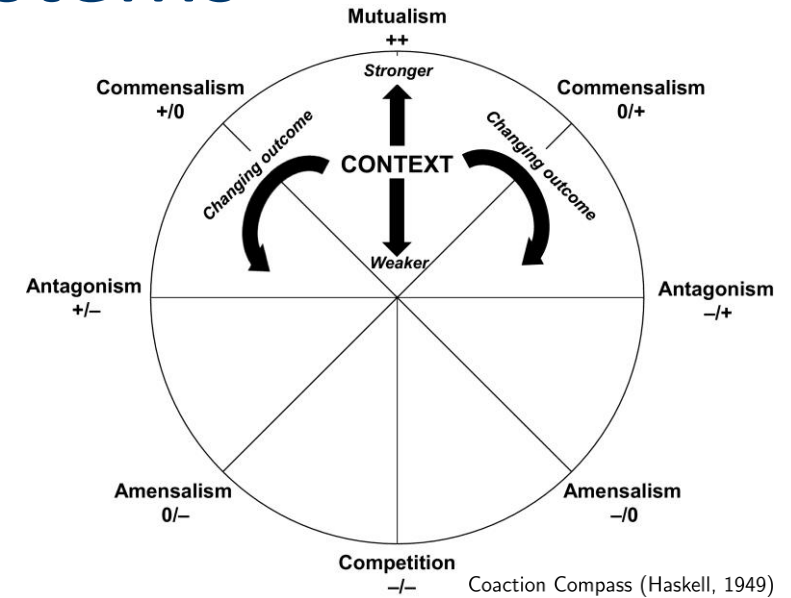




(Biological) Multi-Agent Systems

“Jointly beneficial interactions between members of different species.”

Pauli et al., 2015, *Proc. R. Soc. B.*



<https://www.nhm.ac.uk/discover/mutualism-examples-of-species-that-work-together.html>

Pistol Shrimps and Gobies



<https://www.nhm.ac.uk/discover/mutualism-examples-of-species-that-work-together.html>

Honeyguides and Humans



<https://www.zoho.com/blog/recruit/what-recruiters-can-learn-from-crocodiles-and-plovers.html>

Nile Crocodile and Egyptian Plover

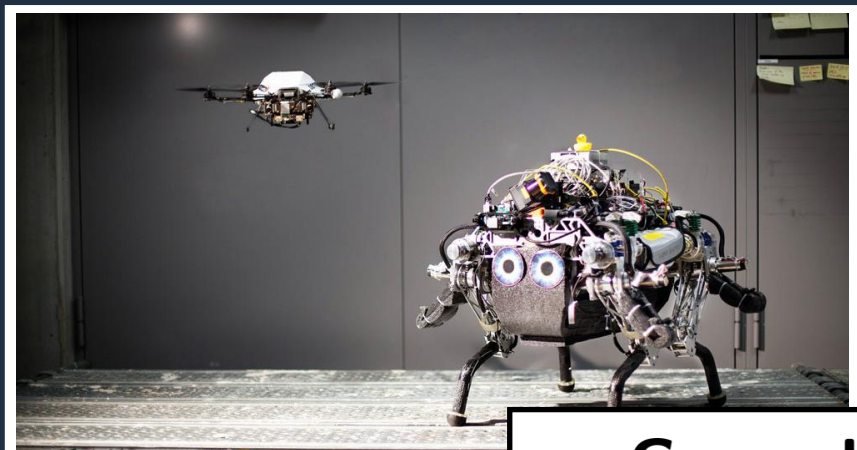


(Engineered) Multi-Agent Systems

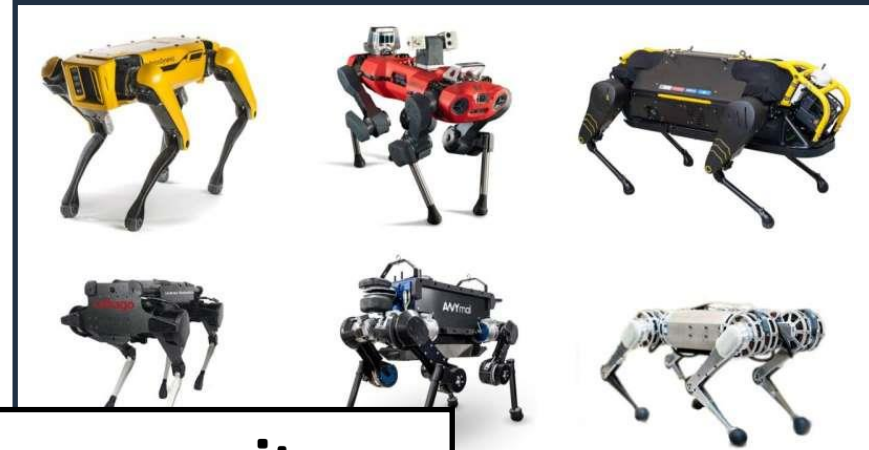




Heterogeneity



<https://robolab.org/air-and-ground-robot-collaborate-to-map-and-saf>
Mobility-Based Opera



moon.html
imitations

Can robot heterogeneity be exploited for collaboration?



<https://www.idtechex.com/en/research-article/idtechex-outlines-the-future-of-the-agricultural-robotics-industry/25744>

Body Shapes

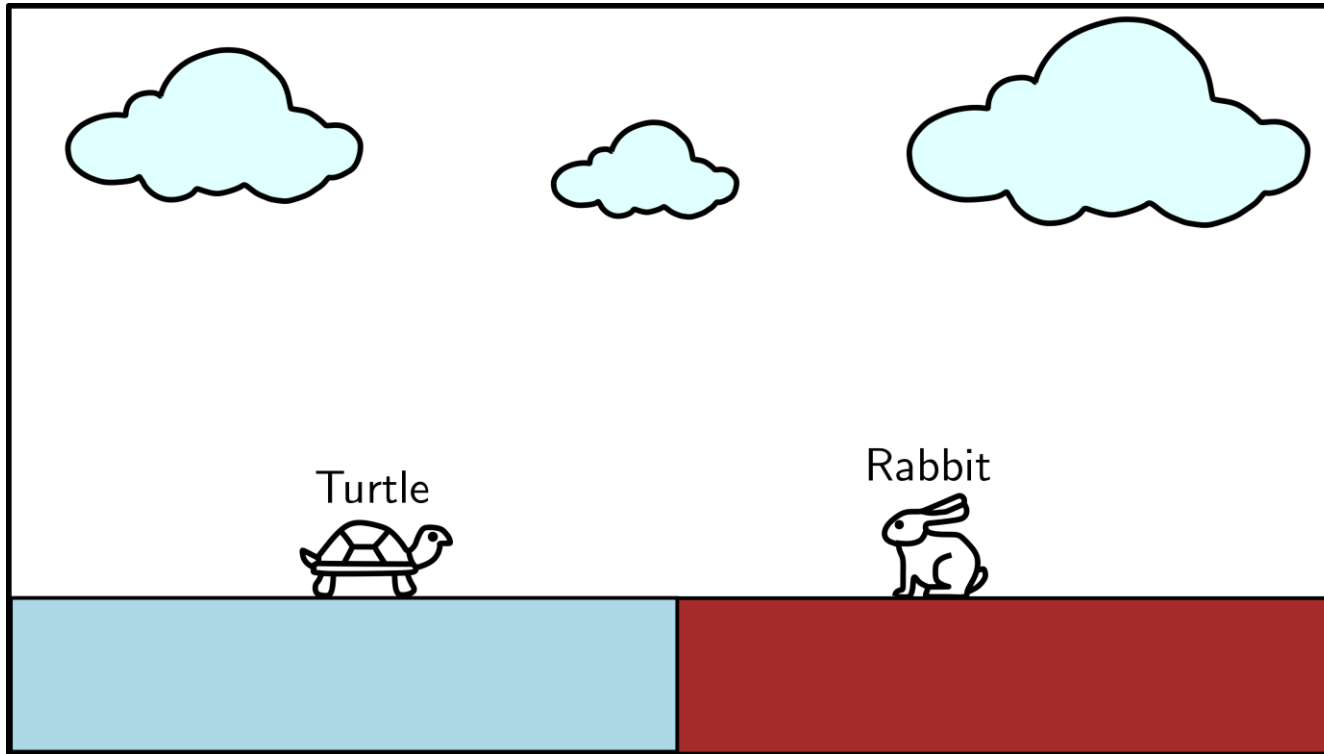


<https://www.frontiersin.org/articles/10.3389/fnbot.2020.576846/full>

Sensing Modalities



Agents in a Shared Workspace



Consider two agents coexisting within a shared workspace

- Amphibious
- Mobility depends on terrain



Rabbit in pond



Turtle on land

Q: What about if the rabbit and turtle worked together??

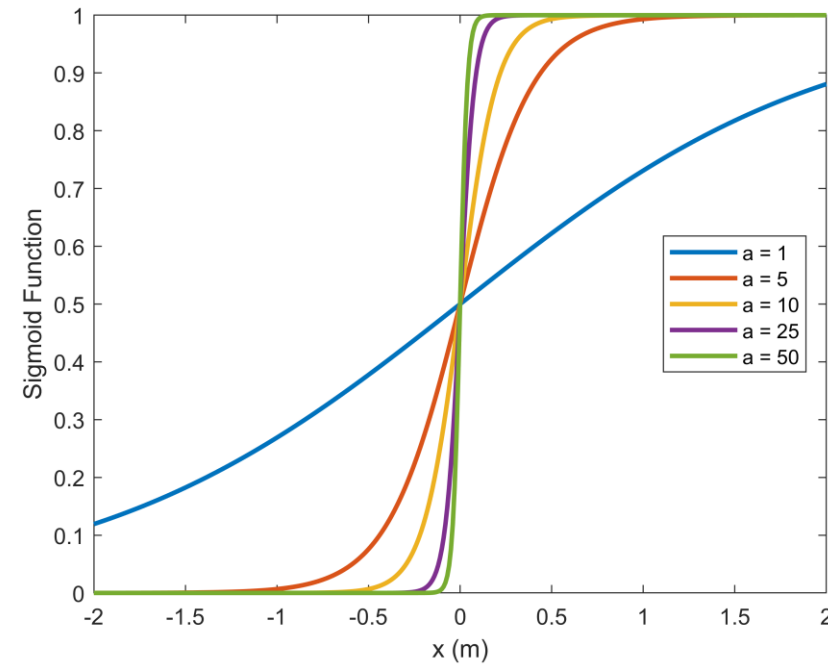
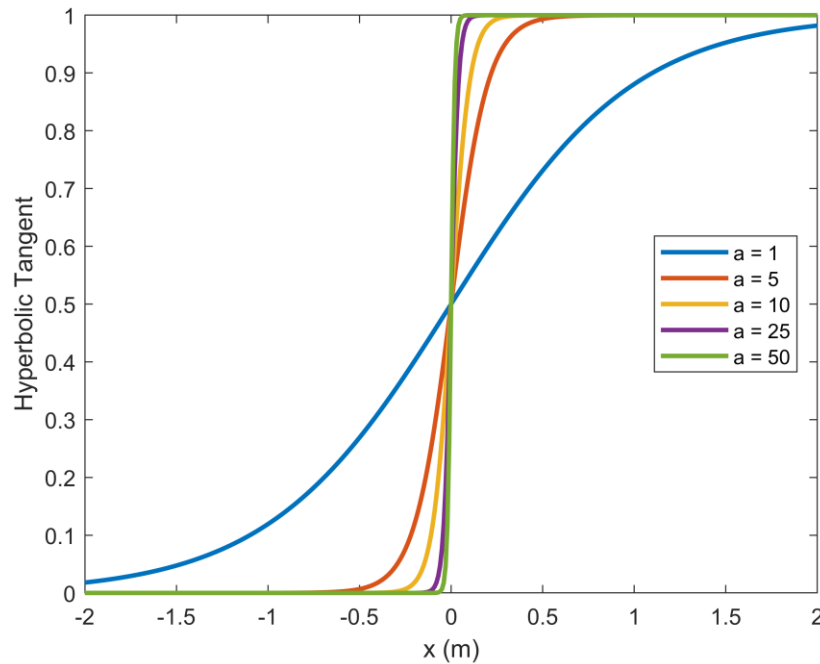




Terrain-Dependent Mobility Gain

Consider the terrain-dependent gain of agent i to be a function of spatial x position only, i.e., $\kappa_r(x_r)$ and $\kappa_t(x_t)$.

Two candidate functions which can capture the desired behavior are



Hyperbolic Tangent: $\kappa(x) = \frac{1}{2}(\tanh(ax) + 1)$

Sigmoid Function: $\kappa(x) = \frac{1}{1 + \exp(-ax)}$

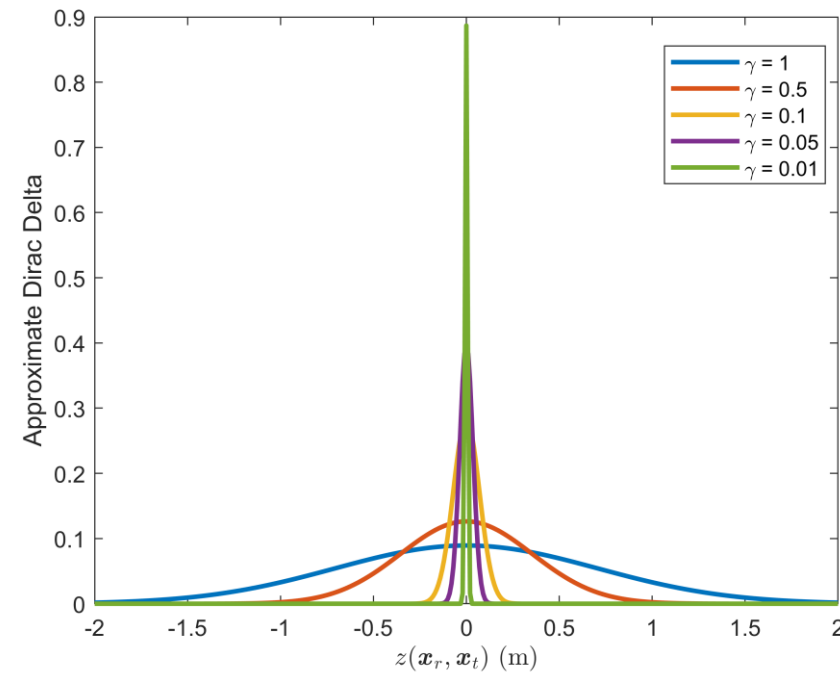
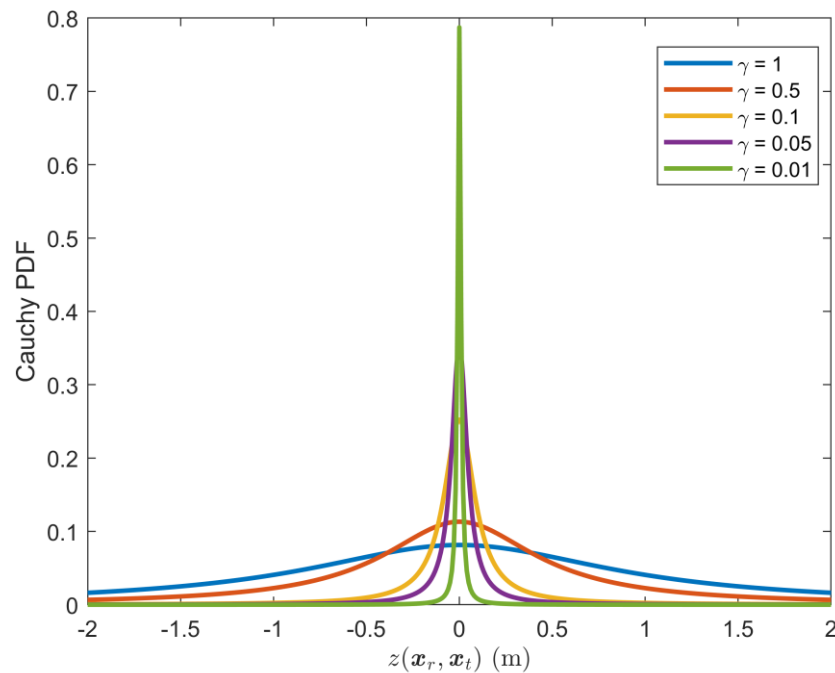
Remark: $\kappa_t(x_t) = 1 - \kappa_r(x_t)$ (e.g., $\kappa_r(x_r) = \frac{1}{1 + \exp(-ax_r)}$, then $\kappa_t(x_t) = 1 - \frac{1}{1 + \exp(-ax_t)}$)



Proximity Metric

Consider a proximity metric to distinguish the relative distance between agents to be a function of planar position states, i.e., $\chi(\mathbf{x}_r, \mathbf{x}_t)$ where $\mathbf{x}_r = [x_r, y_r]^T$ and $\mathbf{x}_t = [x_t, y_t]^T$.

Two candidate functions which can capture the desired behavior are



$$\text{Cauchy PDF: } \chi(\mathbf{x}_r, \mathbf{x}_t) = \frac{1}{\pi} \frac{\gamma}{(z(\mathbf{x}_r, \mathbf{x}_t))^2 + \gamma^2}$$

$$\text{Approx. Dirac Delta: } \chi(\mathbf{x}_r, \mathbf{x}_t) = \frac{1}{\gamma\sqrt{\pi}} \exp \left[-\left(\frac{z(\mathbf{x}_r, \mathbf{x}_t)}{\gamma} \right)^2 \right]$$

Remark: We can normalize $\chi(\mathbf{x}_r, \mathbf{x}_t)$ to one, and have $z(\mathbf{x}_r, \mathbf{x}_t) = \|\mathbf{x}_r - \mathbf{x}_t\|_2^2$.



System Dynamics

We will consider dynamics in control affine form, i.e., $\dot{\mathbf{x}} = \mathbf{f}(\mathbf{x}) + \sum_j \mathbf{g}_j(\mathbf{x})\mathbf{u}_j$, given as

$$\underbrace{\begin{bmatrix} \dot{\mathbf{x}}_r \\ \dot{\mathbf{x}}_t \\ \dot{\alpha} \end{bmatrix}}_{\dot{\mathbf{x}}} = \underbrace{\begin{bmatrix} G_r(\mathbf{x}_r) \\ \alpha\chi(\mathbf{x}_r, \mathbf{x}_t) \cdot I_{d \times d} \\ 0 \end{bmatrix}}_{\mathbf{g}_r(\mathbf{x})} \mathbf{u}_r + \underbrace{\begin{bmatrix} \alpha\chi(\mathbf{x}_r, \mathbf{x}_t) \cdot I_{d \times d} \\ G_t(\mathbf{x}_t) \\ 0 \end{bmatrix}}_{\mathbf{g}_t(\mathbf{x})} \mathbf{u}_t + \underbrace{\begin{bmatrix} 0 \\ 0 \\ \kappa \end{bmatrix}}_{\mathbf{g}_{\text{collab}}} v,$$

where

$d = \{1, 2, 3\}$ is the position states' dimension

$G_r(\mathbf{x}_r) = \kappa_r(\mathbf{x}_r) \cdot I_{d \times d} \succ 0$ is the rabbit's control gain

$G_t(\mathbf{x}_t) = \kappa_t(\mathbf{x}_t) \cdot I_{d \times d} \succ 0$ is the turtle's control gain

$\chi(\mathbf{x}_r, \mathbf{x}_t) \geq 0$ is the proximity metric quantifying the closeness between agents

$\kappa > 0$ is the control gain corresponding to collaboration strength

$\mathbf{x}_r \in \mathbb{R}^d, \mathbf{x}_t \in \mathbb{R}^d$ are the rabbit and turtle (position) states, respectively

α distinguishes the difference between collaboration ($\alpha \neq 0$) and closeness ($\alpha = 0$)



Several Probing Questions

For simplicity, we will consider the case of $d = 1$ (1-D position states), e.g., $\mathbf{x}_r \in \mathbb{R}$ and $\mathbf{x}_t \in \mathbb{R}$. Now, we will pose the following questions:

- Q1:** What happens when we start taking Lie brackets with our controlled dynamics vector fields?

- Q2:** Will the Lie bracket's control gain be larger than the original control gain? If yes, under what conditions does this hold?

- Q3:** How can the control gain obtained from taking the Lie Bracket be realized?



Taking Lie Brackets of Vector Fields

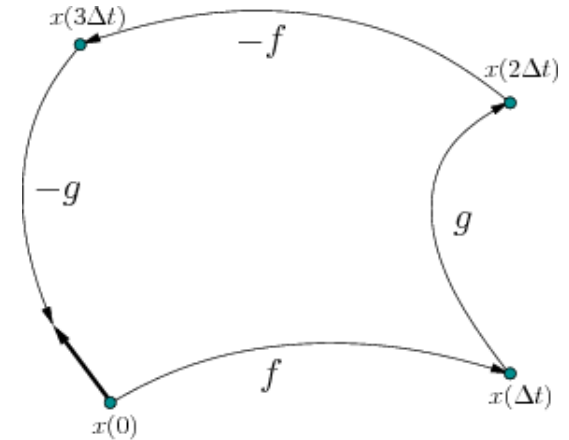
Recall: the Lie bracket is defined as $[X, Y] = J_Y X - J_X Y$ where J_Y, J_X are $n \times n$ Jacobian matrices and X, Y are vector fields.

A1: Assume: $\kappa_r(x_r) = \frac{1}{2}(\tanh(ax_r) + 1)$, $\kappa_t(x_t) = 1 - \frac{1}{2}(\tanh(ax_t) + 1)$
 $\chi(x_r, x_t) = \frac{1}{\gamma\sqrt{\pi}} \exp \left[-\left(\frac{x_r - x_t}{\gamma}\right)^2 \right]$

$$(a) [g_t(x), g_{\text{collab}}] = J_{g_{\text{collab}}} g_t(x) - J_{g_t(x)} g_{\text{collab}}$$

$$= \begin{bmatrix} \frac{-\frac{(x_r - x_t)^2}{\gamma^2}}{\exp \frac{-\frac{(x_r - x_t)^2}{\gamma^2}}{\gamma^2}} \\ \sqrt{\pi}\gamma \\ 0 \\ 0 \end{bmatrix}$$

$$g_t(x) = \begin{bmatrix} \frac{-\frac{(x_r - x_t)^2}{\gamma^2}}{\exp \frac{-\frac{(x_r - x_t)^2}{\gamma^2}}{\gamma^2}} \\ \alpha \frac{\exp \frac{-\frac{(x_r - x_t)^2}{\gamma^2}}{\gamma^2}}{\sqrt{\pi}\gamma} \\ 1 - \frac{1}{2}(\tanh(a \cdot x_t) + 1) \\ 0 \end{bmatrix}$$



⇒ This Lie bracket does not help us gain more control authority.

- Similarly, we can compare $[g_r(x), g_{\text{collab}}]$ and $g_r(x)$, but the result will be the same.



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Taking Lie Brackets of Vector Fields (Continued)

$$(b) [g_t(x), g_r(x)] = J_{g_r(x)} g_t(x) - J_{g_t(x)} g_r(x)$$

$$= \left[\frac{\exp\left(-\frac{2(x_r-x_t)^2}{\gamma^2}\right) \alpha \left(-4(x_r-x_t)\alpha + a \exp\left(\frac{(x_r-x_t)^2}{\gamma^2}\right) \sqrt{\pi} \gamma^3 \operatorname{sech}^2(ax_r) + 2 \exp\left(\frac{(x_r-x_t)^2}{\gamma^2}\right) \sqrt{\pi} (x_r-x_t) \gamma (1 + \tanh(ax_r)) \right)}{2\pi\gamma^4} - \frac{\exp\left(-\frac{2(x_r-x_t)^2}{\gamma^2}\right) \alpha \left(a \exp\left(\frac{(x_r-x_t)^2}{\gamma^2}\right) \sqrt{\pi} \gamma^3 \operatorname{sech}^2(ax_t) - 2(x_r-x_t) \left(2\alpha - \exp\left(\frac{(x_r-x_t)^2}{\gamma^2}\right) \sqrt{\pi} \gamma - \exp\left(\frac{(x_r-x_t)^2}{\gamma^2}\right) \sqrt{\pi} \gamma \tanh(ax_t) \right) \right)}{2\pi\gamma^4} \right]$$

$$g_t(x) = \begin{bmatrix} \frac{\alpha \exp\left(-\frac{(x_r-x_t)^2}{\gamma^2}\right)}{\sqrt{\pi} \gamma} \\ 1 - \frac{1}{2} (\tanh(a \cdot x_t) + 1) \\ 0 \end{bmatrix}$$

⇒ This Lie bracket has the potential to help us gain more control authority!



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Realization of Improved Control Authority

A2: Improved control authority should only happen when $\chi(x_r, x_t) \neq 0$, so we assume $x_r = x_t$

$$\Rightarrow [\mathbf{g}_t(\mathbf{x}), \mathbf{g}_r(\mathbf{x})] = \begin{bmatrix} \frac{a\alpha \operatorname{sech}^2(ax_t)}{2\sqrt{\pi}\gamma} \\ \frac{a\alpha \operatorname{sech}^2(ax_t)}{2\sqrt{\pi}\gamma} \\ 0 \end{bmatrix}, \mathbf{g}_t(\mathbf{x}) = \begin{bmatrix} \frac{\alpha}{\sqrt{\pi}\gamma} \\ 1 - \frac{1}{2}(\tanh(ax_t) + 1) \\ 0 \end{bmatrix}, \mathbf{g}_r(\mathbf{x}) = \begin{bmatrix} \frac{1}{2}(\tanh(ax_t) + 1) \\ \frac{\alpha}{\sqrt{\pi}\gamma} \\ 0 \end{bmatrix}$$

For the turtle, let us determine when control gain would be larger for the Lie bracket vector field

$$\frac{a\alpha \operatorname{sech}^2(ax_t)}{2\sqrt{\pi}\gamma} \geq 1 - \frac{1}{2}(\tanh(ax_t) + 1) \quad \rightarrow \quad \left[\frac{\alpha}{\gamma} \right]_t \geq \frac{2\sqrt{\pi}(1 - \frac{1}{2}(\tanh(ax_t) + 1))}{a \operatorname{sech}^2(ax_t)} = \frac{2\sqrt{\pi}\kappa_t(x_t)}{a \operatorname{sech}^2(ax_t)}$$

For the rabbit, let us determine when control gain would be larger for the Lie bracket vector field

$$\frac{a\alpha \operatorname{sech}^2(ax_r)}{2\sqrt{\pi}\gamma} \geq \frac{1}{2}(\tanh(ax_r) + 1) \quad \rightarrow \quad \left[\frac{\alpha}{\gamma} \right]_r \geq \frac{2\sqrt{\pi}(\frac{1}{2}(\tanh(ax_r) + 1))}{a \operatorname{sech}^2(ax_r)} = \frac{2\sqrt{\pi}\kappa_r(x_r)}{a \operatorname{sech}^2(ax_r)}$$

as long as this inequality hold, the Lie bracket can improve control authority!

A3: Improved control authority (i.e., higher gain) may be achievable by flowing along the Lie bracket direction

$$\phi_{\sqrt{t}}^{-\mathbf{g}_r(\mathbf{x})} \circ \phi_{\sqrt{t}}^{-\mathbf{g}_t(\mathbf{x})} \circ \phi_{\sqrt{t}}^{\mathbf{g}_r(\mathbf{x})} \circ \phi_{\sqrt{t}}^{\mathbf{g}_t(\mathbf{x})}$$



Optimal Control Formulation

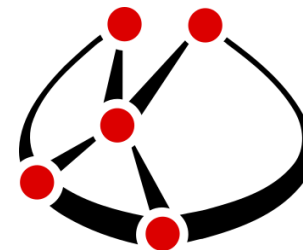
$$\begin{aligned}
 \min_{\mathbf{x}(\cdot), \mathbf{u}(\cdot)} \quad & J = \int_0^{t_f} \|\mathbf{u}(t)\|_2^2 dt && \longrightarrow \text{Control Energy (Cost Function)} \\
 \text{s.t.} \quad & \dot{\mathbf{x}}(t) = \mathbf{g}_r(\mathbf{x}(t))\mathbf{u}_r(t) + \mathbf{g}_t(\mathbf{x}(t))\mathbf{u}_t(t) + \mathbf{g}_{\text{collab}}v(t) && \longrightarrow \text{System Dynamics (Constraint)} \\
 & \mathbf{x}(0) = \mathbf{x}_0, \mathbf{x}(t_f) = \mathbf{x}_f && \longrightarrow \text{Boundary Conditions (Constraint)} \\
 & x_{\min} \leq x_r(t) \leq x_{\max}, x_{\min} \leq x_t(t) \leq x_{\max} && \longrightarrow \text{Boxed Domain (Constraint)} \\
 & y_{\min} \leq y_r(t) \leq y_{\max}, y_{\min} \leq y_t(t) \leq y_{\max} && \longrightarrow \text{Bounded Output (Constraint)} \\
 & \|\mathbf{u}(t)\|_{\infty} \leq \bar{u}, && \longrightarrow \text{Bounding Actuation (Constraint)}
 \end{aligned}$$

where

$$\mathbf{x}_r(t) \in \mathcal{X}_r \subset \mathbb{R}^2, \mathbf{x}_t(t) \in \mathcal{X}_t \subset \mathbb{R}^2, \alpha \in \mathbb{R}$$

$$\mathbf{x}(t) = [\mathbf{x}_r(t), \mathbf{x}_t(t), \alpha(t)]^T \in \mathcal{D} \subset \mathbb{R}^5$$

$$\mathbf{u}(t) = [\mathbf{u}_r(t), \mathbf{u}_t(t), v(t)]^T \in \mathcal{U} \subset \mathbb{R}^5$$



CasADi

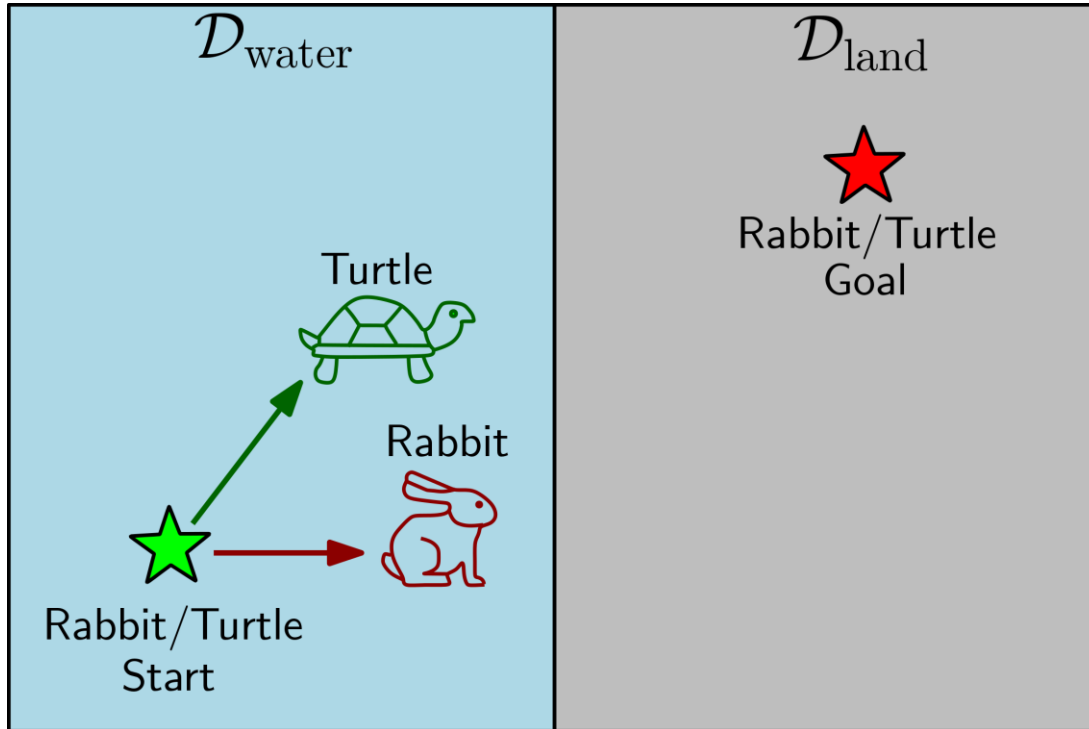
Q: How to solve this optimal control problem?

⇒ Using an open-source software tool for numerical optimization and optimal control!



Simulation Settings

Consider the 2-D domain to be compact, and defined as $\mathcal{D} = \mathcal{D}_{\text{water}} \cup \mathcal{D}_{\text{land}}$



Simulation Settings:

- Time Horizon = 30 s
- Sampling Time = 0.1 s
- $\mathcal{D} = [-2, 2] \times [-2, 2]$ ($[x_{\min}, x_{\max}] \times [y_{\min}, y_{\max}]$)
- $\|u(t)\|_{\infty} \leq \bar{u} = 1 \text{ m/s}$
- IC : $x_0 = x_r(0) = x_t(0) = [-1, -1]^T$
- FC : $x_f = x_r(t_f) = x_t(t_f) = [1, 1]^T$
- Individual: $\alpha(t) = 0 \forall t$
- Collaboration: $\alpha(0) = \alpha(t_f) = 0$ } To Activate Collaboration

Terrain-Dependent Proportional Gains:

$$\kappa_r(x_r) = \frac{1}{2}(\tanh(ax_r) + 1) \in [0.05, 1]$$

$$\kappa_t(x_t) = 1 - \frac{1}{2}(\tanh(ax_t) + 1) \in [0.05, 1]$$

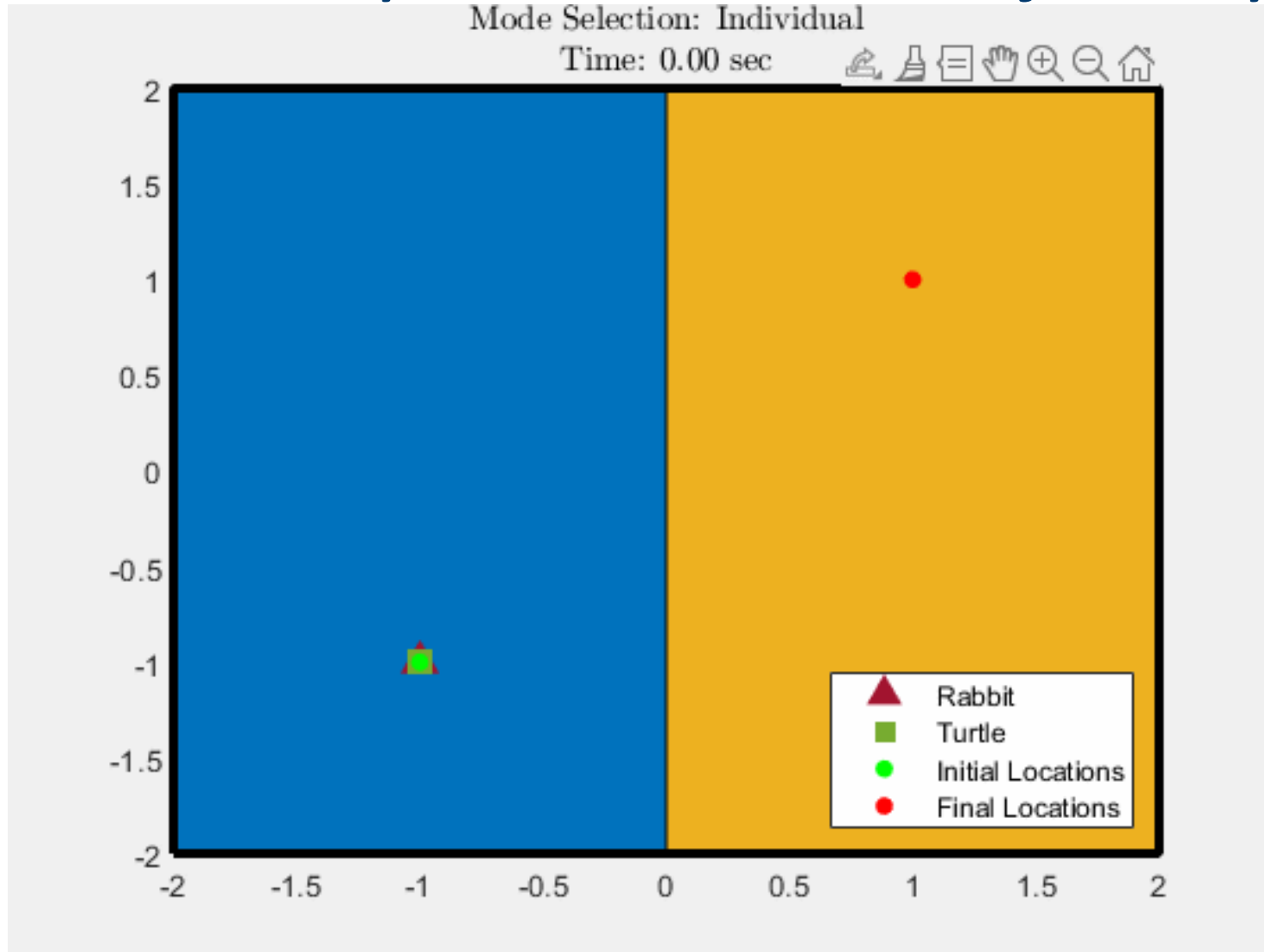
Proximity Function:

$$\text{Let } \chi'(\mathbf{x}_r, \mathbf{x}_t) = \frac{1}{\gamma\sqrt{\pi}} \exp \left[-\left(\frac{z(\mathbf{x}_r, \mathbf{x}_t)}{\gamma} \right)^2 \right]$$

$$\rightarrow \chi(\mathbf{x}_r, \mathbf{x}_t) = \frac{\chi'(\mathbf{x}_r, \mathbf{x}_t)}{\|\chi'(\mathbf{x}_r, \mathbf{x}_t)\|_2}$$

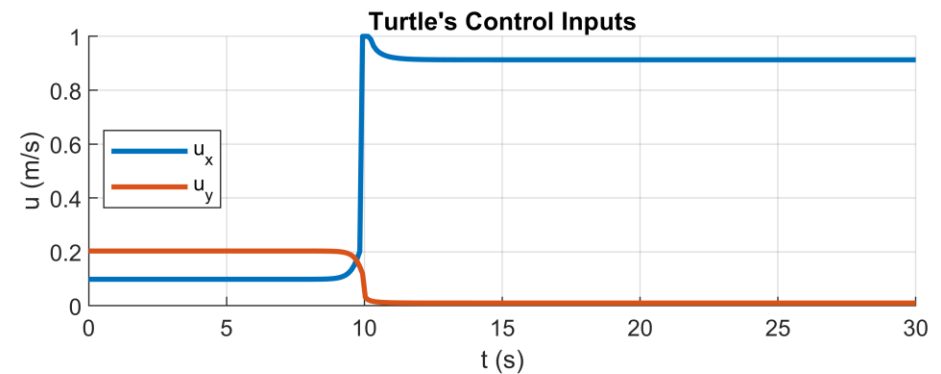
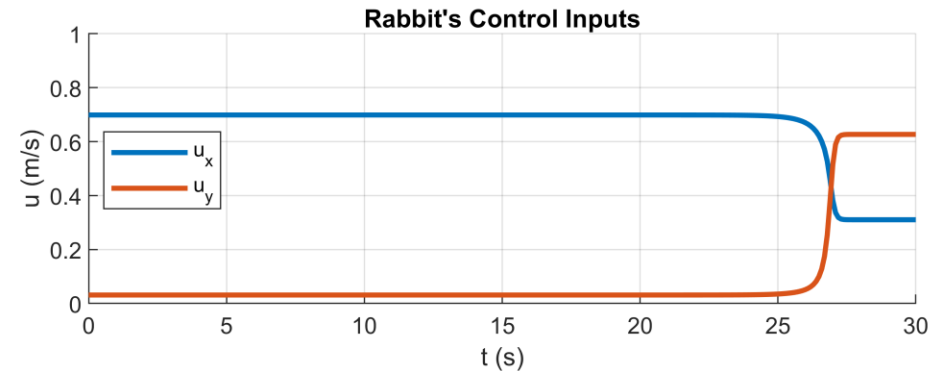
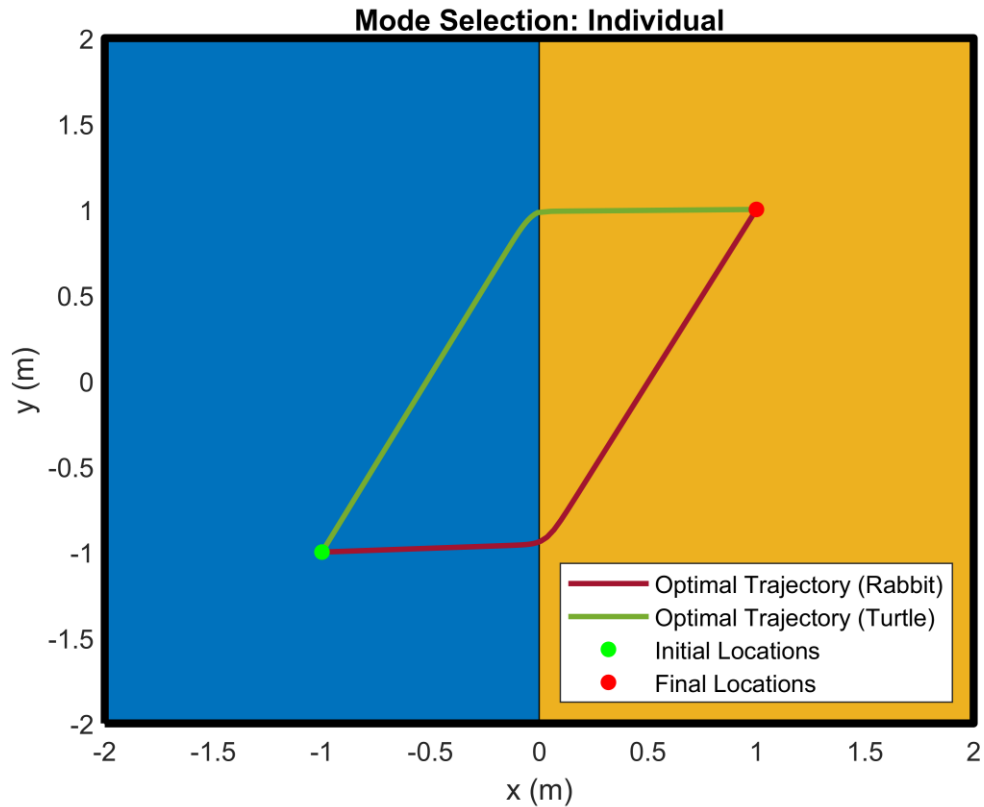


Case Study 1: Individual Trajectory





Case Study 1: Individual Trajectory

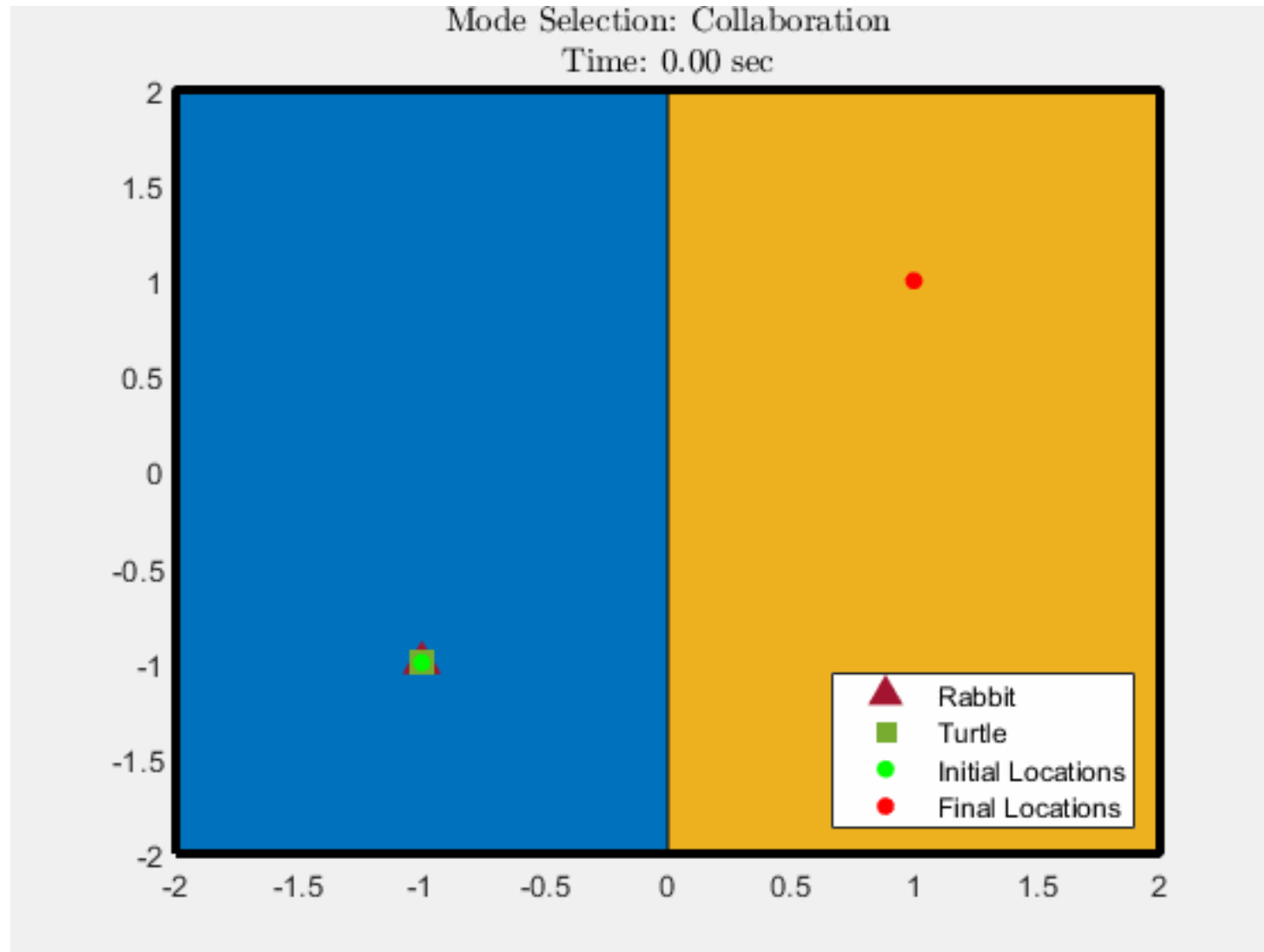


Optimization Solver Run-Time = 6.76 seconds
Simulation Time = 30 seconds

Rabbit Energy = 145.54 J
Turtle Energy = 155.71 J
Collab. Activation Energy = 0 J
Total = 301.24 J



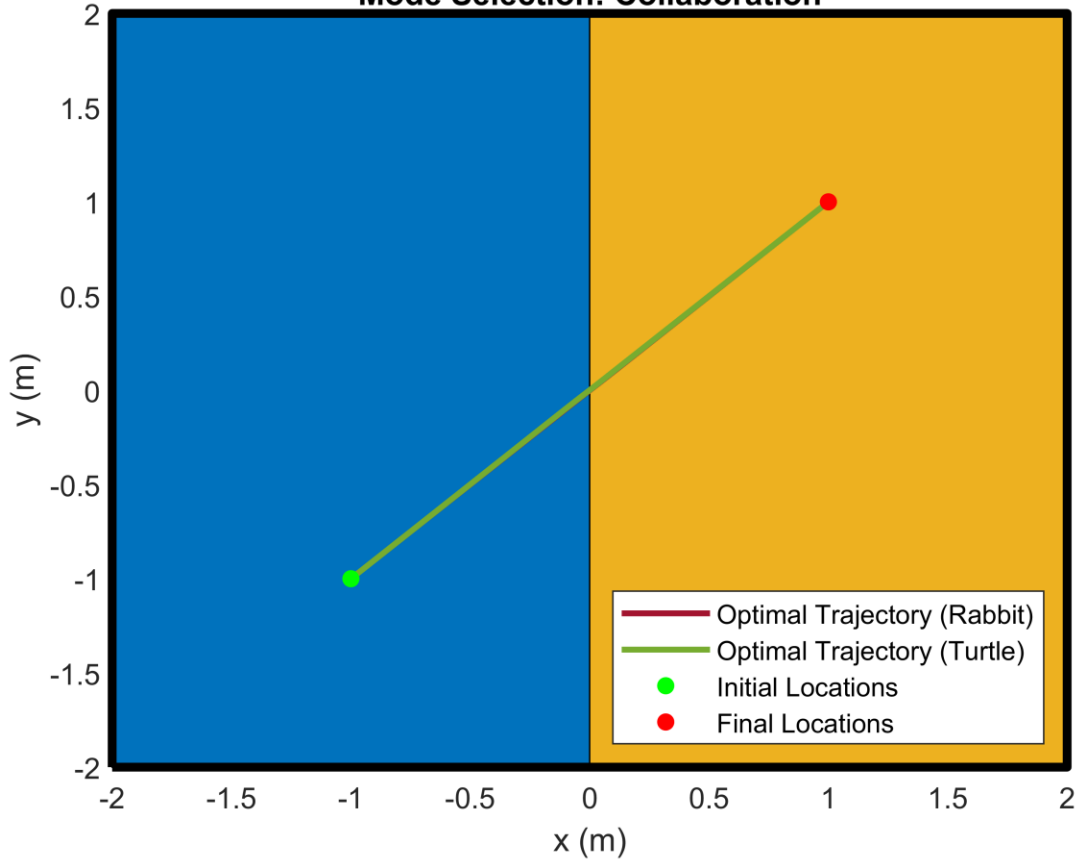
Case Study 2: Collaborative Trajectory





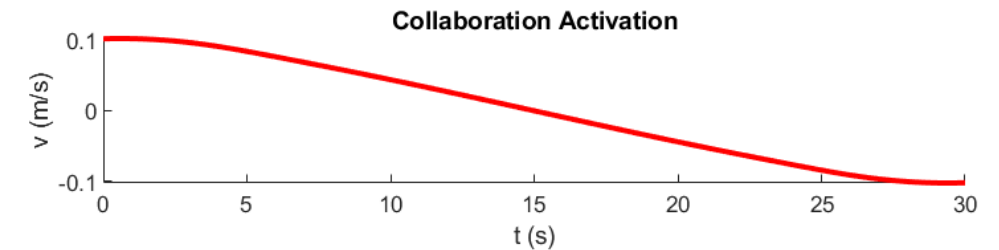
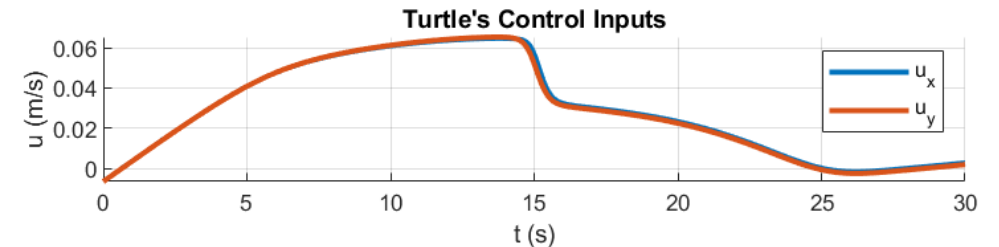
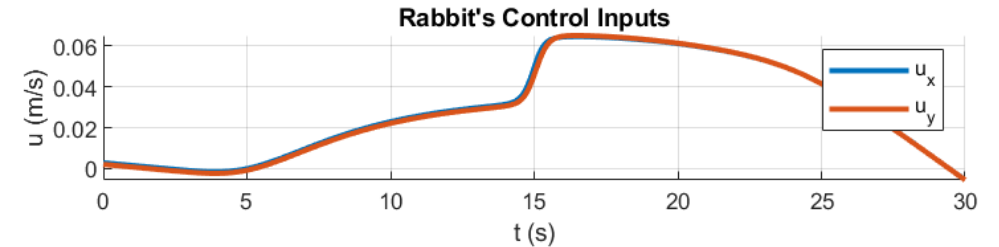
Case Study 2: Collaborative Trajectory

Mode Selection: Collaboration



Optimization Solver Run-Time = 11.96 seconds

Simulation Time = 30 seconds



Rabbit Energy = 0.85 J

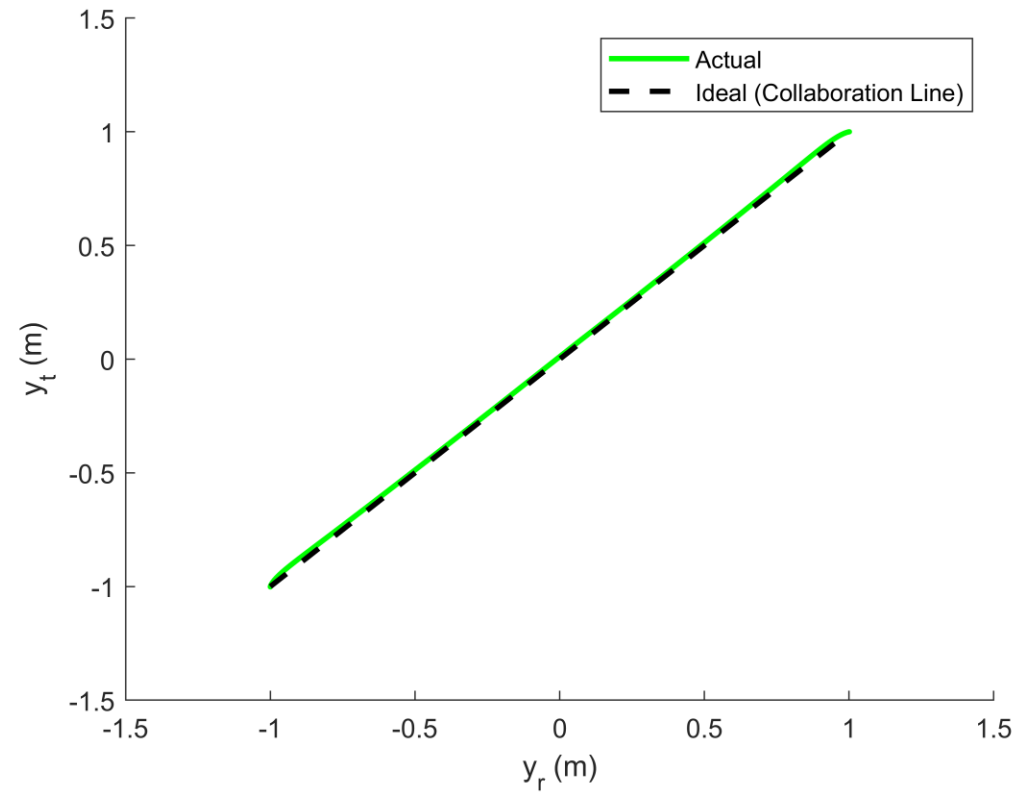
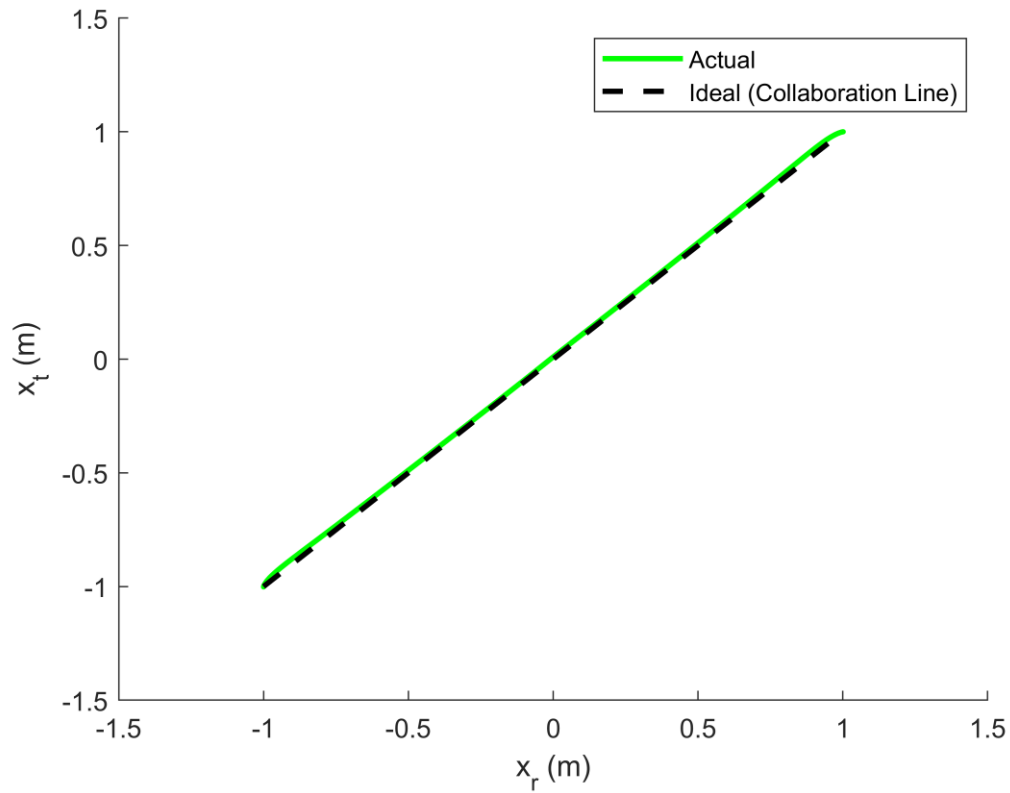
Turtle Energy = 0.85 J

Collab. Activation Energy = 1.44 J

Total = 3.14 J



Case Study 2: Collaborative Trajectory (Continued)



Collaboration is feasible when the position states lie on the characteristic lines of $x_r(t) = x_t(t)$ and $y_r(t) = y_t(t)$!



Thank you for listening!