

Multirobot Systems

Lecture Multirobot formation control

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Introduction

- Multiagent scenarios => Multiagent formations
- A team of mobile agents capable of
 - Autonomous perception, localization, and navigation \succ
- Applications with richer task specification:
 - Behavior defined relative to the group \succ
 - Environment surveillance *
 - Mapping
 - Exploration
 - Search and rescue missions, etc.
- Collective motion tasks:
 - Formation control, rendezvous, flocking, etc. \succ
 - Example: Formation shape stabilization \succ



Introduction

- Different possible architectures, associated with different topologies
- □ How many sensors?
- □ Who carries them?
- □ How does the information enter the control loop?
- Requirements for global reference frames is often difficult to ensure
 - GPS (Global Positioning System)
 - Optical Motion Capture System

State of the art

- Multiagent formation control
- Absolute agent positions
 - M. M. Zavlanos and G. J. Pappas, "Distributed formation control with" permutation symmetries," in IEEE Conference on Decision and Control, 2007, pp. 2894–2899.
- Relative interagent distances
 - K.-K. Oh and H.-S. Ahn, "Formation control of mobile agents based on inter-agent distance dynamics," Automatica, vol. 47, no. 10, pp. 2306 - 2312, 2011.
- Relative interagent positions
 - H. Tanner and A. Boddu, "Multiagent navigation functions revisited," IEEE Trans. on Robotics, vol. 28, no. 6, pp. 1346–1359, 2012
- Common orientation reference
 - K.-K. Oh and H.-S. Ahn, "Formation control and network localization" via orientation alignment," IEEE Transactions on Automatic Control, vol. 59 (2), pp. 540–545, 2014.



State of the art

- Multiagent formation control
- Leader-follower formation
 - J. Chen, D. Sun, J. Yang, and H. Chen, "Leader-follower formation control of multiple non-holonomic mobile robots incorporating a receding-horizon scheme," International Journal of Robotics Research, vol. 29, no. 6, pp. 727–747, 2010
- Circular formation
 - N. Moshtagh, N. Michael, A. Jadbabaie, and K. Daniilidis, "Visionbased, distributed control laws for motion coordination of nonholonomic robots," IEEE Trans. Rob., vol. 25, no. 4, pp. 851–860, 2009
- 3D formation control
 - M. Turpin, N. Michael, and V. Kumar, "Decentralized formation control with variable shapes for aerial robots," in IEEE International Conference on Robotics and Automation, 2012, pp. 23–30



Problem definition

- Coordinate-free formation control
 - Scenarios for decentralized formation control



- □ (a) and (b) require global references (by e.g. GPS)
- Only (c) is coordinate-free => amenable, e.g. to a vision-based implementation





- □ Issue: formation stabilization in (c) generally:
 - Requires leader robots, or
 - Is only locally stable (distance-based formation control)

Problem definition

- Problem: 3D target enclosing with a UAV team
- Applications:
 - Escorting
 - Entrapment of an unfriendly element
 - Collective perception
- Task: make a team of UAVs form a desired geometric pattern with the target at its centroid

- Each UAV uses the locally measured relative positions of the other UAVs and the target, without a global reference frame (the target should be the only "reference" in this task)
- Any three-dimensional pattern is possible (improves flexibility, quality of perception and size of escape areas with respect to planar ones)



Problem definition

q_{ii}

- Problem: 3D target enclosing with a UAV teamDefinitions:
 - \square Consider N-1 robots in 3D space with position $\mathbf{q_i}$
 - $\hfill\square$ Dynamics: single integrator model $\,\dot{\mathbf{q}}_i = \mathbf{u}_i$
 - > Position vector of robot i is q_i
 - \succ Its control input \mathbf{u}_{i}
 - $\hfill\square$ Position of the target to be enclosed: q_N
 - Desired enclosing configuration:
 - > Inter-robot relative position vectors: c_{ij}
 - Desired vectors from the target to each of the N-1 robots: c_{Ni}
 - Consider the desired position of the target is the centroid of the desired configuration

$$\sum_{i\in 1,...,N-1} \mathbf{c_{Ni}} = \mathbf{0}$$

Current relative position vectors: q_{ij}

 $\mathbf{q_{ij}} = \mathbf{q_i} - \mathbf{q_j}$

Target

- Problem: 3D target enclosing with a UAV team
- Goal: Achieve formation shape with arbitrary translation and rotation
 - Rotation matrix, required due to the lack of a common orientation reference: $\mathbf{R} \in SO(3)$

$$\mathbf{q_{ji}} = \mathbf{Rc_{ji}}, \ \forall i, j = 1, ..., N$$



Since the robots' frames are not equally oriented, we introduce rotation matrices that we define as minimizers of the cost function

$$\gamma = \sum_{i} \sum_{j} ||\mathbf{q_{ij}} - \mathbf{R}\mathbf{c_{ij}}||_F^2$$

- □ How to compute **R** that minimizes the cost function?
 - The Procrustes problem \succ

- The Procrustes problem
- The problem is named after the greek Procrustes, from the greek mythology
- In ancient Greek legend, Procrustes was a tyrant of Attica, whose real name was Polypemon or Damastes. He would invite strangers into his house and force them into a bed; if they were too long and did not fit, he would cut off their legs; if they were too short, he would stretch them until they died. His death was one of Theseus' first heroic deed.

[Gran Enciclopedia del Mundo]



- The Procrustes problem
- The orthogonal Procrustes problem: given two matrices *A* and *B*, find an orthogonal matrix Ω which most closely maps *A* to *B*:

 $R = rg\min_{\Omega} \|\Omega A - B\|_F \quad ext{subject to} \quad \Omega^T \Omega = I.$

□ The Kabsch algorithm is a constrained orthogonal Procrustes problem, subject to $det(\mathbf{R}) = 1$ (where R is a rotation matrix). This method determines the optimal rotation of an object with respect to another.



- Cost function:
- Global information

$$\gamma = \sum_{i} \sum_{j} ||\mathbf{q}_{ij} - \mathbf{R}\mathbf{c}_{ij}||_{F}^{2}$$

$$[*Nx3 \quad \mathbf{Q} = [\mathbf{q}_{11}...\mathbf{q}_{1N}, \mathbf{q}_{21}...\mathbf{q}_{2N}]$$

 $\begin{array}{lll} \text{Define } \mathbf{Q}, \mathbf{C} \text{ of size } \mathbf{N}^* \mathbf{N} \mathbf{x} \mathbf{3} & \mathbf{Q} = [\mathbf{q}_{11} ... \mathbf{q}_{1N} \ \mathbf{q}_{21} ... \mathbf{q}_{2N} ... \mathbf{q}_{N1} ... \mathbf{q}_{NN}]^T \\ & \mathbf{C} = [\mathbf{c}_{11} ... \mathbf{c}_{1N} \ \mathbf{c}_{21} ... \mathbf{c}_{2N} ... \mathbf{c}_{N1} ... \mathbf{c}_{NN}]^T. \end{array}$

lacksquare $\mathbf{R}\in SO(3)$ that minimizes the cost function:

- Kabsch algorithm:
 - Singular Value Decomposition (SVD) $\mathbf{A} = \mathbf{C}^T \mathbf{Q} \Rightarrow \mathbf{A} = \mathbf{U} \mathbf{S} \mathbf{V}^T$

$$\mathbf{R} = \mathbf{V}\mathbf{D}\mathbf{U}^T = \mathbf{V} \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & d \end{pmatrix} \mathbf{U}^T \qquad d = sign(det(\mathbf{V}\mathbf{U}^T))$$

Control law for each robot, locally computed, for single-integrator kinematics

- \Box K_c is the control gain
- Is this stable?

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$$\dot{\mathbf{q}}_{\mathbf{i}} = K_c(\mathbf{q}_{\mathbf{N}\mathbf{i}} - \mathbf{R}\mathbf{c}_{\mathbf{N}\mathbf{i}})$$

- It is important that systems are stable. An unstable system is generally useless and potentially dangerous.
- A system is said to be stable if the system being close to its operating point implies that it will always remain around that point.



- Stability of systems
 - Linear Time Invariant systems:
 - Multiple techniques and criteria available (Nyquist, Routh, etc.).
 - □ Non-linear or time-variant systems:
 - Difficult and sometimes impossible
 - Lyapunov method

- Lyapunov's methods (1892)
- For determining the stability of dynamical systems described by ordinary differential equations.
- First Lyapunov method
 - Applicable when the explicit solution of the differential equations is available.
- Second Lyapunov method or direct method
 - To analyze the stability without solving the differential equations.

The basic idea of Lyapunov's direct method is based on the physical fact that if the total "energy" of a mechanical system is continuously dissipated, then, whether the system is linear or nonlinear, it must eventually reach a point of equilibrium (zero energy).

Therefore, the stability of the system can be analyzed by studying the variation of an energy function associated with the system.

- Lyapunov stability
- **Consider a system with state vector x such that:** $\dot{\mathbf{x}} = \mathbf{f}(\mathbf{x}, t)$
- □ State or equilibrium point of the system is: $f(x_e = 0, t) = 0$, $\forall t$
 - > If the system is linear: $\dot{\mathbf{x}} = \mathbf{A} \cdot \mathbf{x}$, if $det(\mathbf{A}) \neq 0 \Longrightarrow \exists only one \mathbf{x}_e$

In nonlinear systems there may be more than one equilibrium point.

- Lyapunov stability:
 - $\forall R > 0, \exists r > 0, \mathbf{x}(0) \in \mathbf{B}_r \Longrightarrow \forall t \ge 0, \mathbf{x}(t) \in \mathbf{B}_R$
 - An equilibrium point is stable if for any R>0 there exists an r>0 such that if x(0) belongs to the sphere of radius r, then x(t) will belong to the sphere of radius R for all t.
 - Otherwise the equilibrium point is unstable.
- Asymptotic stability:
 - An equilibrium point x=0 is asymptotically stable if it is stable and in addition

 $\exists r > 0, \mathbf{x}(0) \in \mathbf{B}_r \Longrightarrow \mathbf{x}(t) \to 0, t \to \infty$

- Exponential stability (a form of asymptotic stability)
 - The convergence is bounded by exponential decay.



Lyapunov stability

- Global: If asymptotic stability is satisfied for any initial state, the equilibrium point is global and asymptotically stable.
- Local: If asymptotic stability is not satisfied for every initial state, the equilibrium point is local and asymptotically stable.

□ Lyapunov's direct method theorem Given system $\dot{\mathbf{x}} = \mathbf{f}(\mathbf{x}, t)$, with $\mathbf{f}(\mathbf{0}, t) = \mathbf{0}$, $\forall t$, if $\exists V(\mathbf{x}, t) \neq$

 $V(\mathbf{x}, t) > 0$ (positive definite)

 $\dot{V}(\mathbf{x},t) < 0$ (negative definite)

 \Rightarrow The equilibrium point in the origen is asymptotically stable

- The scalar function V(x, t) is called Lyapunov function.
- A function V is positive definite if $V(\mathbf{x}) > 0, \forall \mathbf{x} \neq \mathbf{0} \land V(\mathbf{0}) = 0$



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Stability of the target enclosing strategy

The gradient with respect to the rotation matrix R must be null

$$\nabla_{\mathbf{R}}\gamma=\mathbf{R}^{T}\mathbf{A}^{T}-\mathbf{A}\mathbf{R}=\mathbf{0}$$

- □ From the control law: $\dot{\mathbf{q}}_{\mathbf{i}} = K_c(\mathbf{q}_{\mathbf{N}\mathbf{i}} \mathbf{R}\mathbf{c}_{\mathbf{N}\mathbf{i}})$
- □ We obtain $\dot{\mathbf{q}}_{\mathbf{ij}}(t) = \dot{\mathbf{q}}_{\mathbf{i}}(t) \dot{\mathbf{q}}_{\mathbf{j}}(t) = -K_c[\mathbf{q}_{\mathbf{ij}}(t) \mathbf{R}(t)\mathbf{c}_{\mathbf{ij}}]$ □ After some manipulation we get

$$\dot{\mathbf{R}}^T \mathbf{A}^T - \mathbf{A}\dot{\mathbf{R}} = \mathbf{0} \implies \mathbf{R} = \mathbf{0}$$

$$\dot{\mathbf{q}}_{\mathbf{ij}}(t) = -K_c[\mathbf{q}_{\mathbf{ij}}(t) - \mathbf{R}(t)\mathbf{c}_{\mathbf{ij}}] = -K_c[\mathbf{q}_{\mathbf{ij}}(t) - \mathbf{R}_0\mathbf{c}_{\mathbf{ij}}]$$

- □ Therefore, the system <u>converges exponentially</u> to the desired configuration with the target in the centroid of the attained formation
- Globally convergent relative position-based formation stabilization in the absence of global reference frames or leader robots

The enclosing control law can be used for standard formation stabilization tasks

Consider only in the control the robot-to-robot vectors:

$$\dot{\mathbf{q}}_{\mathbf{i}} = \frac{K}{N} c \left[\sum_{j} \mathbf{q}_{j\mathbf{i}} + \mathbf{q}_{\mathbf{N}\mathbf{j}} - \mathbf{R} (\sum_{j} \mathbf{c}_{j\mathbf{i}} + \mathbf{c}_{\mathbf{N}\mathbf{j}}) \right] \quad j = 1, ..., N$$

Keeping only the inter-robot vectors measured by i, we can define the following control law:

$$\dot{\mathbf{q}}_{\mathbf{i}} = K \left[\sum_{j} \mathbf{q}_{j\mathbf{i}} - \mathbf{R} \sum_{j} \mathbf{c}_{j\mathbf{i}} \right] \qquad j = 1, ..., N - 1$$

This control law stabilizes the UAVs to a formation specified by c_{ii}

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Orbiting control

- Maintain the enclosing of the target while the robots gyrate around it Enclosing control law: $\dot{\mathbf{q}}_{\mathbf{i}} = K_c(\mathbf{q}_{\mathbf{N}\mathbf{i}} - \mathbf{R}\mathbf{c}_{\mathbf{N}\mathbf{i}})$
 - $\mathbf{q}_{\mathbf{l}} \mathbf{n}_{c}(\mathbf{q}_{\mathbf{N}_{\mathbf{l}}} \mathbf{n}_{\mathbf{N}_{\mathbf{N}_{\mathbf{l}}}})$
- By means of additive velocity component proportional to the relative vector from robot i to i+1

$$\dot{\mathbf{q}}_{\mathbf{i}} = K_c(\mathbf{q}_{\mathbf{N}\mathbf{i}} - \mathbf{R}\mathbf{c}_{\mathbf{N}\mathbf{i}}) - K_g(\mathbf{q}_{\mathbf{i}+1} - \mathbf{q}_{\mathbf{i}})$$





Simulations

Robot paths from arbitrary initial positions (circles) to the positions in an octahedron-shaped enclosing formation (stars) of a target (cross) situated at coordinates (2,1,0).



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Simulations

- Simulation examples
 - Efficient trajectories
 - Arbitrary geometries
 - Moving target and gyrating formation







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