Supplement to Algorithms For Shaping a Particle Swarm With a Shared Control Input Using Boundary Interaction

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23: **else**

25: **end if**

24:

Abstract—Includes algorithms and equations too lengthy for main paper, but potentially useful for the community. Also links to videos and demonstration code for the algorithms.

I. INTRODUCTION

This supplement gives overviews of the videos and code in $\S II$, provides the algorithm for y position control of two robots in $\S III$, and gives gull analytical models for fluid settling in square-shaped tanks in $\S IV$.

II. SUPPLEMENTARY VIDEOS

Five videos animate the key algorithms in this paper.

A. Robot Swarm in a Circle under Gravity

The video *Robot Swarm in a Circle under Gravity* shows the stable configuration of a swarm under a constant global input. Animated plots show mean, variance, covariance, and correlation for a swarm in a circular workspace. Full resolution video: https://youtu.be/nPFAjVIOxYc. An online demonstration and source code of the algorithm are at Zhao and Becker [4].

B. Distribution of Robot Swarm in Square under Gravity

The video *Distribution of Robot Swarm in Square under Gravity* shows the stable configuration of a swarm under a constant global input. Animated plots show mean, variance, covariance, and correlation for a swarm in a square workspace. Full resolution video: https://youtu.be/ZEksDxLpAzg. An online demonstration and source code of the algorithm are at Zhao and Becker [3].

C. Steering 2 Particles with Shared Controls Using Wall Friction

Animates Algs. 1, 2, 3 in Mathematica to show how two robots can be arbitrarily positioned in a square workspace. In this video the desired initial and ending positions of the two robots are manipulated, and the path that the robots should follow is drawn. The video ends with an extreme case where the robots must exchange positions. Full resolution video: https://youtu.be/5TWlw7vThsM. An online demonstration and source code of the algorithm are at Shahrokhi and Becker [2].

D. Arranging a robot swarm with global inputs and wall friction [discrete]

An implementation of Alg. 4 in MATLAB that illustrates how the two robots positioning algorithm is extendable to n robots. In this video all robots gets the same input, but by exploiting wall friction each robot reaches its goal, the formation "UH". Full resolution video: https://youtu.be/uhpsAyPwKeI. Full code is available at Mahadev and Becker [1].

E. AutomaticCovControl.mp4

A closed-loop controller that steers a swarm of particles to a desired covariance, implemented with a box2D simulator. In this video the green ellipse is the desired covariance ellipse, the red ellipse is the current covariance ellipse of the swarm and the red dot is the mean position of the robots. Robots follow the algorithm to achieve the desired values for σ_{goalxy} , σ_x^2 and σ_y^2 .

III. ALGORITHM FOR GENERATING DESIRED y SPACING BETWEEN TWO ROBOTS USING WALL FRICTION

Algorithm 1 GenerateDesiredy-spacing (s_1, s_2, e_1, e_2, L)

```
Require: Knowledge of starting (s_1, s_2) and ending (e_1, e_2)
     positions of two robots. (0,0) is bottom corner, s_1 is
     rightmost robot, L is length of the walls. Current position
     of the robots are (r_1, r_2).
Ensure: r_{1x} - r_{2x} \equiv s_{1x} - s_{2x}
 1: \Delta s_y \leftarrow s_{1y} - s_{2y}
 2: \Delta e_y \leftarrow e_{1y} - e_{2y}
 3: r_1 \leftarrow s_1, r_2 \leftarrow s_2
 4: if \Delta e_y < 0 then
         m \leftarrow (L - \max(r_{1y}, r_{2y}), 0)
                                                       ▶ Move to top wall
 6: else
          m \leftarrow (-\min(r_{1y}, r_{2y}), 0) \triangleright Move to bottom wall
 7:
 8: end if
 9: m \leftarrow m + (0, -\min(r_{1x}, r_{2x}))
                                                              10: r_1 \leftarrow r_1 + m, r_2 \leftarrow r_2 + m
                                                               ▶ Apply move
11: if \Delta e_y - (r_{1y} - r_{2y}) > 0 then
          m \leftarrow (\min(|\Delta e_y - \Delta s_y|, L - r_{1y}), 0)  \triangleright Move top
13: else
          m \leftarrow (-\min(|\Delta e_y - \Delta s_y|, r_{1y}), 0) \quad \triangleright \text{ Move bottom}
14:
15: end if
16: m \leftarrow m + (0, \epsilon)
                                                                ▶ Move right
17: r_1 \leftarrow r_1 + m, r_2 \leftarrow r_2 + m
                                                               ▶ Apply move
18: \Delta r_y = r_{1y} - r_{2y}
19: if \Delta r_y \equiv \Delta e_y then
          m \leftarrow (e_{1x} - r_{1x}, e_{1y} - r_{1y})
          r_1 \leftarrow r_1 + m, r_2 \leftarrow r_2 + m
                                                               ▶ Apply move
21:
22:
          return (r_1, r_2)
```

return GenerateDesiredy-spacing (r_1, r_2, e_1, e_2, L)

IV. CALCULATIONS FOR MODELING SWARM AS FLUID IN A SIMPLE PLANAR WORKSPACE

Two workspaces are used, a square and a circular workspace.

A. Square Workspace

This section provides formulas for the mean, variance, covariance and correlation of a very large swarm of robots as they move inside a square workplace under the influence of gravity pointing in the direction β . The swarm is large, but the robots are small in comparison, and together cover an area of constant volume A. Under a global input such as gravity, they flow like water, moving to a side of the workplace and forming a polygonal shape. The workspace is

The range of possible angles for the global input angle β is $[0,2\pi)$. In this range of angles, the swarm assumes eight different polygonal shapes. The shapes alternate between triangles and trapezoids when the area A < 1/2, and alternate between squares with one corner removed and trapezoids when A > 1/2.

Two representative formulas are attached, the outline of the swarm shapes in (II) and $\bar{x}(\beta, A)$ in (I).

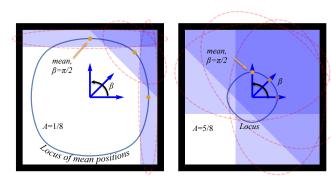


Fig. 1. A swarm in a square workspace under a constant global input assumes either a triangular or a trapezoidal shape if A < 1/2. If A > 1/2 the swarm is either a squares with one corner removed or a trapezoidal shape.

B. Circle Workspace

The area under a chord of a circle is the area of a sector less the area of the triangle originating at the circle center: A = S(sector) - S(triangle) = 1/2LR - 1/2C(1-h), thus

$$A = (1/2) [LR - c(R - h)]$$
(3)

where L is arc length, c is chord length, R is radius and h is height. Solving for L and C gives

$$L = 2\cos^{-1}(1-h) \tag{4}$$

$$C = 2\sqrt{h(2-h)} \tag{5}$$

Therefore the area under a chord is

$$\cos^{-1}(1-h) - (1-h)\sqrt{(2-h)h} \tag{6}$$

For a circular workspace, with $\beta=0$, the variance of x and y are:

$$\begin{split} \sigma_x^2(h) &= \frac{64(h-2)^3 h^3}{144 \left(\sqrt{-(h-2)h}(h-1) + \arccos(1-h) \right)^2} + \\ &= \frac{9 \left(\sqrt{-(h-2)h}(h-1) + \arccos(1-h) \right) \left(\sin\left(4\arcsin(1-h) \right) + 4\arccos(1-h) \right)}{144 \left(\sqrt{-(h-2)h}(h-1) + \arccos(1-h) \right)^2} \end{split}$$

$$\sigma_y^2(h) = \frac{12\arccos(1-h) - 8\sin{(2\arccos(1-h))} + \sin{(4\arccos(1-h))}}{48\left(\sqrt{-(h-2)h}(h-1) + \arccos(1-h)\right)} \tag{8}$$

For $\beta = 0$, $\sigma_{xy} = 0$. These values can be rotated to calculate $\sigma_x^2(\beta, h)$, $\sigma_y^2(\beta, h)$, and $\sigma_{xy}(\beta, h)$.

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$$\bar{x}(\beta,A) = A \leq \frac{1}{2} : \begin{cases} -\frac{\tan^2(\beta)}{24A} - \frac{A}{2} + 1 & 0 \leq \beta \leq \tan^{-1}(2A) \vee 2\pi - \tan^{-1}(2A) < \beta \leq 2\pi \\ 1 - \frac{1}{4}\sqrt{2}\sqrt{A}\tan(\beta) & \tan^{-1}(2A) < \beta \leq \frac{\pi}{2} - \tan^{-1}(2A) \\ \cot(\beta) + \frac{1}{2} & \frac{\pi}{2} - \tan^{-1}(2A) < \beta \leq \tan^{-1}(2A) + \frac{\pi}{2} \\ \frac{1}{3}\sqrt{2}\sqrt{-A}\tan(\beta) & \tan^{-1}(2A) + \frac{\pi}{2} < \beta \leq \pi - \tan^{-1}(2A) \\ \frac{\tan^2(\beta)}{24A} + \frac{A}{2} & \pi - \tan^{-1}(2A) < \beta \leq \tan^{-1}(2A) + \pi \\ \frac{1}{3}\sqrt{2}\sqrt{A}\tan(\beta) & \tan^{-1}(2A) + \pi < \beta \leq \frac{3\pi}{2} - \tan^{-1}(2A) \\ \frac{1}{2} - \frac{\cot(\beta)}{24A} & \frac{3\pi}{2} - \tan^{-1}(2A) < \beta \leq \tan^{-1}(2A) + \frac{3\pi}{2} \\ 1 - \frac{1}{3}\sqrt{2}\sqrt{-A}\tan(\beta) & \tan^{-1}(2A) + \frac{3\pi}{2} < \beta \leq 2\pi - \tan^{-1}(2A) \end{cases}$$

$$= \frac{1}{2} < A < 1 : \begin{cases} -\frac{\tan^2(\beta)}{24A} + \frac{A}{2} & 0 \leq \beta \leq \tan^{-1}(2A) + \frac{3\pi}{2} \\ \frac{1}{2} - \frac{\cot(\beta)}{24A} + \frac{A}{2} + 1 & 0 \leq \beta \leq \tan^{-1}(2A) + \frac{3\pi}{2} \\ \frac{2\sqrt{2}\sqrt{(1-A)}\tan(\beta)(A-1) + 3}{6A} & \tan^{-1}(\frac{1}{2}, 1 - A) \vee 2\pi - \tan^{-1}(\frac{1}{2}, 1 - A) < \beta \leq 2\pi \\ \frac{2A^2}{24A} - \frac{A}{2} + 1 & 0 \leq \beta \leq \tan^{-1}(\frac{1}{2}, 1 - A) \vee 2\pi - \tan^{-1}(\frac{1}{2}, 1 - A) \\ \frac{6A + \cot(\beta)}{12A} & \frac{\pi}{2} - \tan^{-1}(\frac{1}{2}, 1 - A) < \beta \leq \tan^{-1}(\frac{1}{2}, 1 - A) + \frac{\pi}{2} \\ \frac{-2\sqrt{2}\sqrt{(A-1)}\tan(\beta)(A-1) + 6A - 3}{6A} & \tan^{-1}(\frac{1}{2}, 1 - A) + \frac{\pi}{2} < \beta \leq \pi - \tan^{-1}(\frac{1}{2}, 1 - A) + \frac{\pi}{2} \\ \frac{-2\sqrt{2}\sqrt{(A-1)}\tan(\beta)(1-A) + 6A - 3}{6A} & \tan^{-1}(\frac{1}{2}, 1 - A) + \pi < \beta \leq \frac{3\pi}{2} - \tan^{-1}(\frac{1}{2}, 1 - A) + \pi \\ \frac{2\sqrt{2}\sqrt{(A-1)}\tan(\beta)(A-1) + 3}{6A} & \tan^{-1}(\frac{1}{2}, 1 - A) + \pi < \beta \leq \frac{3\pi}{2} - \tan^{-1}(\frac{1}{2}, 1 - A) + \frac{3\pi}{2} \\ \frac{2\sqrt{2}\sqrt{(A-1)}\tan(\beta)(A-1) + 3}{6A} & \tan^{-1}(\frac{1}{2}, 1 - A) + \pi < \beta \leq \frac{3\pi}{2} - \tan^{-1}(\frac{1}{2}, 1 - A) + \frac{3\pi}{2} \\ \frac{2\sqrt{2}\sqrt{(A-1)}\tan(\beta)(A-1) + 3}{6A} & \tan^{-1}(\frac{1}{2}, 1 - A) + \frac{3\pi}{2} < \beta \leq 2\pi - \tan^{-1}(\frac{1}{2}, 1 - A) + \frac{3\pi}{2} \\ \frac{1}{2\sqrt{2}\sqrt{(A-1)}\tan(\beta)(A-1) + 3}{6A} & \tan^{-1}(\frac{1}{2}, 1 - A) + \frac{3\pi}{2} < \beta \leq 2\pi - \tan^{-1}(\frac{1}{2}, 1 - A) \end{cases}$$

$$\begin{cases} \begin{pmatrix} 1 & 0 \\ -A & -\frac{\tan(\beta)}{2} + 1 & 1 \\ -A & +\frac{\tan(\beta)}{2} + 1 & 0 \end{pmatrix} & 0 \leq \beta \leq \tan^{-1}(2A) \vee 2\pi - \tan^{-1}(2A) < \beta \leq 2\pi \\ -\frac{\tan(\beta)}{2} + 1 & 0 \end{pmatrix} \\ \begin{pmatrix} 1 & -\sqrt{2}\sqrt{A\tan(\beta)} & 1 \\ 1 & 1 & -\sqrt{2}\sqrt{A\cos(\beta)} \end{pmatrix} & \tan^{-1}(2A) \vee 2\pi - \tan^{-1}(2A) + \frac{\pi}{2} \\ 0 & -A + \frac{\cos(\beta)}{2} + 1 \end{pmatrix} & \frac{\pi}{2} - \tan^{-1}(2A) < \beta \leq \frac{\pi}{2} - \tan^{-1}(2A) + \frac{\pi}{2} \\ 1 & -A - \frac{\cos(\beta)}{2} + 1 \end{pmatrix} & \frac{\pi}{2} - \tan^{-1}(2A) \wedge \beta \leq \tan^{-1}(2A) + \frac{\pi}{2} \\ 1 & -A - \frac{\cos(\beta)}{2} + 1 \end{pmatrix} & \tan^{-1}(2A) + \frac{\pi}{2} + \frac{\pi}$$

TABLE II ROBOTREGIONS IN A UNIT-SQUARE WORKSPACE

(2)