

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

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**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 §II §III §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. TwoRobotPosition.mp4

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/uhsAyPwKeI>. 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  $\sigma_{goalxy}$ ,  $\sigma_x^2$  and  $\sigma_y^2$ .

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

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### Algorithm 1 GenerateDesired $y$ -spacing( $s_1, s_2, e_1, e_2, L$ )

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**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:**  $r_{1x} - r_{2x} \equiv s_{1x} - s_{2x}$

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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
5:    $m \leftarrow (L - \max(r_{1y}, r_{2y}), 0)$   $\triangleright$  Move to top wall
6: else
7:    $m \leftarrow (-\min(r_{1y}, r_{2y}), 0)$   $\triangleright$  Move to bottom wall
8: end if
9:  $m \leftarrow m + (0, -\min(r_{1x}, r_{2x}))$   $\triangleright$  Move to left
10:  $r_1 \leftarrow r_1 + m, r_2 \leftarrow r_2 + m$   $\triangleright$  Apply move
11: if  $\Delta e_y - (r_{1y} - r_{2y}) > 0$  then
12:    $m \leftarrow (\min(|\Delta e_y - \Delta s_y|, L - r_{1y}), 0)$   $\triangleright$  Move top
13: else
14:    $m \leftarrow (-\min(|\Delta e_y - \Delta s_y|, r_{1y}), 0)$   $\triangleright$  Move bottom
15: end if
16:  $m \leftarrow m + (0, \epsilon)$   $\triangleright$  Move right
17:  $r_1 \leftarrow r_1 + m, r_2 \leftarrow r_2 + m$   $\triangleright$  Apply move
18:  $\Delta r_y = r_{1y} - r_{2y}$ 
19: if  $\Delta r_y \equiv \Delta e_y$  then
20:    $m \leftarrow (e_{1x} - r_{1x}, e_{1y} - r_{1y})$ 
21:    $r_1 \leftarrow r_1 + m, r_2 \leftarrow r_2 + m$   $\triangleright$  Apply move
22:   return ( $r_1, r_2$ )
23: else
24:   return GenerateDesired $y$ -spacing( $r_1, r_2, e_1, e_2, L$ )
25: end if
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#### 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  $\beta$ . 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  $\beta$  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).

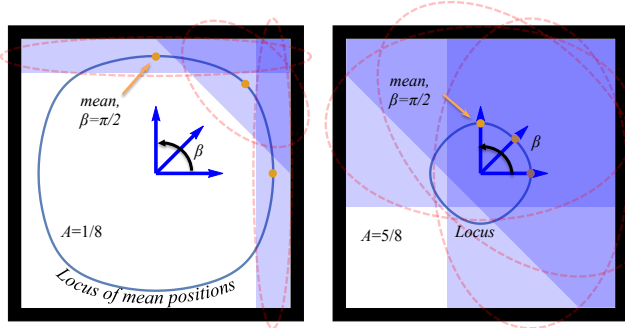


Fig. 1. A swarm in a square workspace under a constant global input assumes either a triangular or a trapezoidal shape if  $A < 1/2$ . If  $A > 1/2$  the swarm is either a square with one corner removed or a trapezoidal shape.

##### 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:  $A = S(\text{sector}) - S(\text{triangle}) = 1/2LR - 1/2C(1 - h)$ , thus

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

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

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

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

Therefore the area under a chord is

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

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

$$\sigma_x^2(h) = \frac{64(h - 2)^3 h^3}{144 (\sqrt{-(h - 2)h(h - 1)} + \arccos(1 - h))^2} + \frac{9 (\sqrt{-(h - 2)h(h - 1)} + \arccos(1 - h)) (\sin(4 \arcsin(1 - h)) + 4 \arccos(1 - h))}{144 (\sqrt{-(h - 2)h(h - 1)} + \arccos(1 - h))^2} \quad (7)$$

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

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

#### REFERENCES

- [1] Arun Viswanathan Mahadev and Aaron T. Becker. "Arranging a robot swarm with global inputs and wall friction [discrete]." MATLAB Central File Exchange, December 2015. URL <https://www.mathworks.com/matlabcentral/fileexchange/54526>.
- [2] Shiva Shahrokhi and Aaron T. Becker. "Moving Two Particles with Shared Control Inputs Using Wall Friction", Wolfram Demonstrations Project, November 2015. URL <http://demonstrations.wolfram.com/MovingTwoParticlesWithSharedControlInputsUsingWallFriction/>.
- [3] Haoran Zhao and Aaron T. Becker. "distribution of a swarm of robots in a circular workplace under gravity", wolfram demonstrations project, February 2016. URL <http://demonstrations.wolfram.com/DistributionOfASwarmOfRobotsInACircularWorkplaceUnderGravity/>.
- [4] Haoran Zhao and Aaron T. Becker. "distribution of a robot swarm in a square under gravity", wolfram demonstrations project, January 2016. URL <http://demonstrations.wolfram.com/DistributionOfARobotSwarmInASquareUnderGravity/>.

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

TABLE I  
 $\bar{x}$  IN A UNIT-SQUARE WORKSPACE

$$\begin{aligned}
\text{RobotRegion}(\beta, A) = A \leq \frac{1}{2} : & \left\{ \begin{aligned} & \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 \\ & \begin{pmatrix} 1 & 1 \\ 1 - \sqrt{2}\sqrt{A \tan(\beta)} & 1 - \sqrt{2}\sqrt{A \cot(\beta)} \end{pmatrix} & \tan^{-1}(2A) < \beta \leq \frac{\pi}{2} - \tan^{-1}(2A) \\ & \begin{pmatrix} 1 & 1 \\ 0 & -A + \frac{\cot(\beta)}{2} + 1 \\ 1 & -A - \frac{\cot(\beta)}{2} + 1 \end{pmatrix} & \frac{\pi}{2} - \tan^{-1}(2A) < \beta \leq \tan^{-1}(2A) + \frac{\pi}{2} \\ & \begin{pmatrix} 0 & 1 \\ \sqrt{2}\sqrt{-A \tan(\beta)} & 1 - \sqrt{2}\sqrt{-A \cot(\beta)} \end{pmatrix} & \tan^{-1}(2A) + \frac{\pi}{2} < \beta \leq \pi - \tan^{-1}(2A) \\ & \begin{pmatrix} 0 & 1 \\ A - \frac{\tan(\beta)}{2} & 1 \\ A + \frac{\tan(\beta)}{2} & 0 \end{pmatrix} & \pi - \tan^{-1}(2A) < \beta \leq \tan^{-1}(2A) + \pi \\ & \begin{pmatrix} 0 & 0 \\ \sqrt{2}\sqrt{A \tan(\beta)} & \sqrt{2}\sqrt{A \cot(\beta)} \end{pmatrix} & \tan^{-1}(2A) + \pi < \beta \leq \frac{3\pi}{2} - \tan^{-1}(2A) \\ & \begin{pmatrix} 1 & 0 \\ 1 & A - \frac{\cot(\beta)}{2} \\ 0 & A + \frac{\cot(\beta)}{2} \end{pmatrix} & \frac{3\pi}{2} - \tan^{-1}(2A) < \beta \leq \tan^{-1}(2A) + \frac{3\pi}{2} \\ & \begin{pmatrix} 1 & 0 \\ 1 - \sqrt{2}\sqrt{-A \tan(\beta)} & 0 \\ 1 & \sqrt{2}\sqrt{-A \cot(\beta)} \end{pmatrix} & \tan^{-1}(2A) + \frac{3\pi}{2} < \beta \leq 2\pi - \tan^{-1}(2A) \end{aligned} \right. \\
\frac{1}{2} < A < 1 : & \left\{ \begin{aligned} & \begin{pmatrix} 1 & 0 \\ 1 & 1 \\ (1-A) - \frac{\tan(\beta)}{2} & 1 \\ (1-A) + \frac{\tan(\beta)}{2} & 0 \end{pmatrix} & 0 \leq \beta \leq \tan^{-1}\left(\frac{1}{2}, 1-A\right) \vee 2\pi - \tan^{-1}\left(\frac{1}{2}, 1-A\right) < \beta \leq 2\pi \\ & \begin{pmatrix} 1 & 0 \\ 1 & 1 \\ 0 & 1 \\ 0 & 1 \end{pmatrix} & \tan^{-1}\left(\frac{1}{2}, 1-A\right) < \beta \leq \frac{\pi}{2} - \tan^{-1}\left(\frac{1}{2}, 1-A\right) \\ & \begin{pmatrix} 0 & 1 \\ \sqrt{2}\sqrt{(1-A) \tan(\beta)} & \sqrt{2}\sqrt{(1-A) \cot(\beta)} \end{pmatrix} & \frac{\pi}{2} - \tan^{-1}\left(\frac{1}{2}, 1-A\right) < \beta \leq \tan^{-1}\left(\frac{1}{2}, 1-A\right) + \frac{\pi}{2} \\ & \begin{pmatrix} 1 & 1 \\ 1 & (1-A) - \frac{\cot(\beta)}{2} \\ 0 & (1-A) + \frac{\cot(\beta)}{2} \end{pmatrix} & \tan^{-1}\left(\frac{1}{2}, 1-A\right) + \frac{\pi}{2} < \beta \leq \pi - \tan^{-1}\left(\frac{1}{2}, 1-A\right) \\ & \begin{pmatrix} 1 & 1 \\ 1 - \sqrt{2}\sqrt{-(1-A) \tan(\beta)} & 0 \\ 1 & \sqrt{2}\sqrt{-(1-A) \cot(\beta)} \end{pmatrix} & \pi - \tan^{-1}\left(\frac{1}{2}, 1-A\right) < \beta \leq \tan^{-1}\left(\frac{1}{2}, 1-A\right) + \pi \\ & \begin{pmatrix} 0 & 1 \\ 0 & 1 \\ 1 - \sqrt{2}\sqrt{(1-A) \tan(\beta)} & 1 \\ 1 & 1 - \sqrt{2}\sqrt{(1-A) \cot(\beta)} \end{pmatrix} & \tan^{-1}\left(\frac{1}{2}, 1-A\right) + \pi < \beta \leq \frac{3\pi}{2} - \tan^{-1}\left(\frac{1}{2}, 1-A\right) \\ & \begin{pmatrix} 1 & 0 \\ 0 & 0 \\ 0 & -(1-A) + \frac{\cot(\beta)}{2} + 1 \\ 1 & -(1-A) - \frac{\cot(\beta)}{2} + 1 \end{pmatrix} & \frac{3\pi}{2} - \tan^{-1}\left(\frac{1}{2}, 1-A\right) < \beta \leq \tan^{-1}\left(\frac{1}{2}, 1-A\right) + \frac{3\pi}{2} \\ & \begin{pmatrix} 1 & 0 \\ 0 & 0 \\ \sqrt{2}\sqrt{-(1-A) \tan(\beta)} & 1 \\ 0 & 1 - \sqrt{2}\sqrt{-(1-A) \cot(\beta)} \end{pmatrix} & \tan^{-1}\left(\frac{1}{2}, 1-A\right) + \frac{3\pi}{2} < \beta \leq 2\pi - \tan^{-1}\left(\frac{1}{2}, 1-A\right) \end{aligned} \right. \\
A = 1 : & \begin{pmatrix} 1 & 0 \\ 0 & 0 \\ 0 & 1 \\ 1 & 1 \end{pmatrix}
\end{aligned} \tag{2}$$

TABLE II  
ROBOTREGIONS IN A UNIT-SQUARE WORKSPACE