ROS-Based Multi-Agent Systems COntrol Simulation Testbed (MASCOT)

Arvind Pandit, Akash Njattuvetty, and Ameer K. Mulla

Department of Electrical Engineering Indian Institute of Technology Dharwad, India

Indian Control Conference (ICC-8) 14-16 December 2022, Chennai, India.





Overview

- Introduction
- 2 Preliminaries
- MASCOT:Structure and Features
- 4 Examples
- **6** Conclusion and Future Work

Multi-Agent Systems:

A system consists of multiple co-operative agents interacting with each other.

Distributed Control:

- Control is distributed among multiple agents.
- Each agent with it's own local control algorithm.
- Communicating with each other.

Multi-Agent Systems:

A system consists of multiple co-operative agents interacting with each other.

Distributed Control:

- Control is distributed among multiple agents.
- Each agent with it's own local control algorithm.
- Communicating with each other.

Advantages:

- Achieve complex objectives.
- Faster exploration.

Multi-Agent Systems:

A system consists of multiple co-operative agents interacting with each other.

Distributed Control:

- Control is distributed among multiple agents.
- Each agent with it's own local control algorithm.
- Communicating with each other.

Advantages:

- Achieve complex objectives.
- Faster exploration.

Applications:

Robotics, space missions, search and exploration, surveillance, agriculture etc.

Simulation Platform for Multiagent System

Simulation:

- Test the performance of robot before it is built.
- Evaluate different control laws.
- Train in safe and controlled environment.
- Study the behaviour of the system.

Simulation Platform for Multiagent System

Simulation:

- Test the performance of robot before it is built.
- Evaluate different control laws.
- Train in safe and controlled environment.
- Study the behaviour of the system.

Existing MAS Simulation:

- MATLAB based simulators.
- Limitation of no. of agents.
- Not readily deployable of hardware.

MASCOT

- Developed using open source tools.
- ROS and Gazebo.
- Supports low level driver.
- Simple user interface.
- In this version Quadcopter as an agent.
- Multiagent system with double integrator.
- Easy to setup with Docker Support.

MASCOT

- Developed using open source tools.
- ROS and Gazebo.
- Supports low level driver.
- Simple user interface.
- In this version Quadcopter as an agent.
- Multiagent system with double integrator.
- Easy to setup with Docker Support.

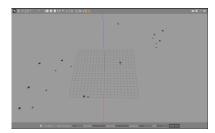


Figure: Initial Position of Drones

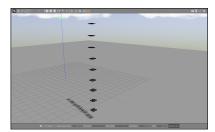


Figure: Final Position

Preliminaries

Frame of Reference¹

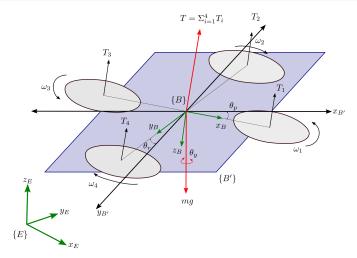


Figure: Frame of Reference

¹P. I. Corke et al., Robotics, vision and control: fundamental algorithms in MATLAB

• The total upward thrust along the $-z^B$ axis is given by

$$\mathbf{T} = \Sigma(b\omega_i^2) \tag{1}$$

• The total upward thrust along the $-z^B$ axis is given by

$$\mathbf{T} = \Sigma(b\omega_i^2) \tag{1}$$

ullet The translation dynamics of the quadcopter in $\{E\}$ is

$$m\dot{\mathbf{v}}^E = \begin{bmatrix} 0 & 0 & mg \end{bmatrix}^T - \mathbf{R}_B^E \begin{bmatrix} 0 & 0 & T \end{bmatrix}^T - B\mathbf{v}$$
 (2)

• The total upward thrust along the $-z^B$ axis is given by

$$\mathbf{T} = \Sigma(b\omega_i^2) \tag{1}$$

• The translation dynamics of the quadcopter in $\{E\}$ is

$$m\dot{\mathbf{v}}^E = \begin{bmatrix} 0 & 0 & mg \end{bmatrix}^T - \mathbf{R}_B^E \begin{bmatrix} 0 & 0 & T \end{bmatrix}^T - B\mathbf{v}$$
 (2)

• Torque about x and y axes is

$$\tau_x = dT_4 - dT_2 = db(\bar{\omega}_4^2 - \bar{\omega}_2^2) \tag{3}$$

$$\tau_y = dT_1 - dT_3 = db(\bar{\omega}_1^2 - \bar{\omega}_3^2) \tag{4}$$

• The total upward thrust along the $-z^B$ axis is given by

$$\mathbf{T} = \Sigma(b\omega_i^2) \tag{1}$$

• The translation dynamics of the quadcopter in $\{E\}$ is

$$m\dot{\mathbf{v}}^E = \begin{bmatrix} 0 & 0 & mg \end{bmatrix}^T - \mathbf{R}_B^E \begin{bmatrix} 0 & 0 & T \end{bmatrix}^T - B\mathbf{v}$$
 (2)

 \bullet Torque about x and y axes is

$$\tau_x = dT_4 - dT_2 = db(\bar{\omega}_4^2 - \bar{\omega}_2^2) \tag{3}$$

$$\tau_y = dT_1 - dT_3 = db(\bar{\omega}_1^2 - \bar{\omega}_3^2) \tag{4}$$

• The total reaction torque about z-axis is

$$\tau_z = Q_1 - Q_2 + Q_3 - Q_4 = k \left(\bar{\omega}_1^2 + \bar{\omega}_3^2 - \bar{\omega}_2^2 - \bar{\omega}_4^2 \right)$$
 (5)

• The total upward thrust along the $-z^B$ axis is given by

$$\mathbf{T} = \Sigma(b\omega_i^2) \tag{1}$$

• The translation dynamics of the quadcopter in $\{E\}$ is

$$m\dot{\mathbf{v}}^E = \begin{bmatrix} 0 & 0 & mg \end{bmatrix}^T - \mathbf{R}_B^E \begin{bmatrix} 0 & 0 & T \end{bmatrix}^T - B\mathbf{v}$$
 (2)

• Torque about x and y axes is

$$\tau_x = dT_4 - dT_2 = db(\bar{\omega}_4^2 - \bar{\omega}_2^2) \tag{3}$$

$$\tau_y = dT_1 - dT_3 = db(\bar{\omega}_1^2 - \bar{\omega}_3^2) \tag{4}$$

 \bullet The total reaction torque about z-axis is

$$\tau_z = Q_1 - Q_2 + Q_3 - Q_4 = k \left(\bar{\omega}_1^2 + \bar{\omega}_3^2 - \bar{\omega}_2^2 - \bar{\omega}_4^2 \right) \tag{5}$$

• By Euler's equation of motion rotational acceleration is

$$J\dot{\boldsymbol{\omega}} = -\boldsymbol{\omega} \times J\boldsymbol{\omega} + \boldsymbol{\Gamma} \tag{6}$$

• The total upward thrust along the $-z^B$ axis is given by

$$\mathbf{T} = \Sigma(b\omega_i^2)$$

• The translation dynamics of the quadcopter in $\{E\}$ is

$$m\dot{\mathbf{v}}^E = \begin{bmatrix} 0 & 0 & mq \end{bmatrix}^T - \mathbf{R}_B^E \begin{bmatrix} 0 & 0 & T \end{bmatrix}^T - B\mathbf{v}$$

• Torque about x and y axes is

$$\tau_x = dT_4 - dT_2 = db(\bar{\omega}_4^2 - \bar{\omega}_2^2)$$

$$\tau_y = dT_1 - dT_3 = db(\bar{\omega}_1^2 - \bar{\omega}_3^2)$$

 $\tau_z = Q_1 - Q_2 + Q_3 - Q_4 = k \left(\bar{\omega}_1^2 + \bar{\omega}_3^2 - \bar{\omega}_2^2 - \bar{\omega}_4^2 \right)$

$$J\dot{m{\omega}} = -m{\omega} imes Jm{\omega} + m{\Gamma}$$

• The total reaction torque about z-axis is

$$\begin{bmatrix} \mathbf{T} & \mathbf{\Gamma} \end{bmatrix}^T = A \begin{bmatrix} \bar{\omega}_1^2 & \bar{\omega}_2^2 & \bar{\omega}_3^2 & \bar{\omega}_4^2 \end{bmatrix}^T$$

(1)

(2)

(3)

(4)

(5)

Quadcopter Dynamics as Double Integrator

• Total force on quadcopter

$$\mathbf{f}^{B'} = \mathbf{R}x \left(\theta r\right) \mathbf{R}y \left(\theta p\right) \begin{bmatrix} 0 & 0 & T \end{bmatrix}^T$$

• Thus we get $\mathbf{f}^{B'}$ as

$$\mathbf{f}^{B'} = \begin{bmatrix} T \sin \theta_p \\ T \sin \theta_r \cos \theta_p \\ T \cos \theta_r \cos \theta_p \end{bmatrix}$$

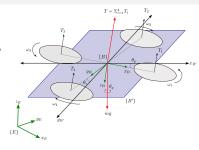


Figure: Quadcopter Dynamics

Quadcopter Dynamics as Double Integrator

• Total force on quadcopter

$$\mathbf{f}^{B'} = \mathbf{R}x (\theta r) \mathbf{R}y (\theta p) \begin{bmatrix} 0 & 0 & T \end{bmatrix}^T$$

• Thus we get $\mathbf{f}^{B'}$ as

$$\mathbf{f}^{B'} = \begin{bmatrix} T \sin \theta_p \\ T \sin \theta_r \cos \theta_p \\ T \cos \theta_r \cos \theta_p \end{bmatrix}$$

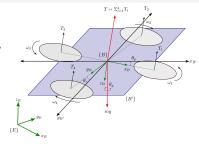


Figure: Quadcopter Dynamics

• For small θ_p and θ_r the $\mathbf{f}^{B'}$ can be approximated by

$$\mathbf{f}^{B'} \approx \begin{bmatrix} T\theta_p & T\theta_r & T \end{bmatrix}^T$$

• With this assumption the Quadcopter can be assumed as a double integrator system where θ_p and θ_r are given by

$$\theta_p = \frac{m}{T} a_x^{B'}, \quad \theta_r = \frac{m}{T} a_y^{B'}$$

MASCOT:Structure and Features

Tools Used

ROS:

- Open source robotics framework.
- Distributed architecture with intercommunication between different nodes.
- Support for various programming language Python, C++, Java.
- Rich visualization and debugging tools.

Tools Used

ROS:

- Open source robotics framework.
- Distributed architecture with intercommunication between different nodes.
- Support for various programming language Python, C++, Java.
- Rich visualization and debugging tools.

Gazebo:

- 3D simulation platform.
- Uses Open Dynamics Engine for realtime physics simulation.
- Support for sensor and actuator plugin.

Tools Used

ROS:

- Open source robotics framework.
- Distributed architecture with intercommunication between different nodes.
- Support for various programming language Python, C++, Java.
- Rich visualization and debugging tools.

Gazebo:

- 3D simulation platform.
- Uses Open Dynamics Engine for realtime physics simulation.
- Support for sensor and actuator plugin.

TUM Simulator Package:

- Uses the AR Parrot drone model.
- Low level plugin is modified as per the Double integrator dynamics.
- Added the required topics and controls.

Control Block

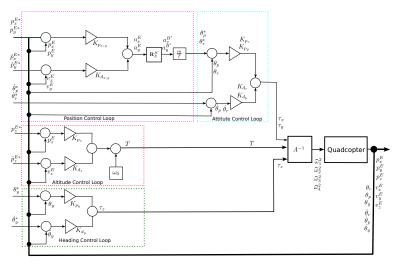


Figure: Control Block

Architecture

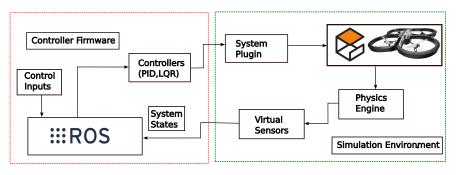


Figure: System Architecture

- Gazebo internal scheduler provides the ROS interface.
- ROS works as middleware which runs independent controller for each agent.
- The intercommunication uses TCPROS protocol.

Feature and Configuration of Simulation Testbed

Feature

- Easy modification.
- Supports multiple languages Python, Cpp, Java.
- Flexibility with no. of agents.

Feature and Configuration of Simulation Testbed

Feature

- Easy modification.
- Supports multiple languages Python, Cpp, Java.
- Flexibility with no. of agents.

Configuration

- Robot: Details of the Robots to be simulated
 - Number: No. of Agents.
 - IntialPosition: Enable initializer.
 - Position: Initial Position.
- Output: Output config
 - Velocity: Generate Vel plot.
 - **Position**: Generate Vel plot.
 - Save-plot : Save plots.
 - Show-plot : Show plots.
 - Save-data: Save Numpy

- Control: Controls laws
 - Custom-Control:
 - Tutorial Examples:
 - * Waypoint Navigation:
 - **P-Gain:** Default = 1.0
 - **D-Gain:** Default = 1.0
 - * Consensus:
 - **Leader:** Robot index to be leader, 0-for leaderless.
 - Communication Graph:
 - L-mat: Laplacian
 - * Min-max Consensus:

Matrix.

Examples

Way-Point Navigation

• The position of the quadcopter in $x^{B'}y^{B'}$ plane is controlled independently by the proportional-derivative controller for each axis.

$$a_x = K_{p_x} (p_x^* - p_x) + K_{d_x} (\dot{p}_x^* - \dot{p}x)$$

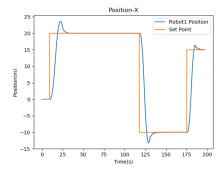
$$a_y = K_{p_y} (p_y^* - p_y) + K_{d_y} (\dot{p}_y^* - \dot{p}y)$$

Way-Point Navigation

• The position of the quadcopter in $x^{B'}y^{B'}$ plane is controlled independently by the proportional-derivative controller for each axis.

$$a_x = K_{p_x} (p_x^* - p_x) + K_{d_x} (\dot{p}_x^* - \dot{p}x)$$

$$a_y = K_{p_y} (p_y^* - p_y) + K_{d_y} (\dot{p}_y^* - \dot{p}y)$$



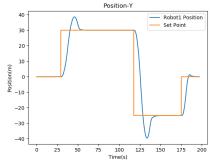


Figure: X-axis Position plot of Waypoint Navigation

Figure: Y-axis Position plot of Waypoint Navigation

Consensus Algorithm (Linear)

- A leaderless asymptotic consensus and leader follower is implemented.
- The control algorithms used is as follows:²

$$\mathbf{f}_{i}^{E} = \begin{cases} \sum_{j=1}^{n} a_{ij} \left(\mathbf{p} j^{E} - \mathbf{p} i^{E} \right) - \beta \mathbf{v}_{i}^{E} & \text{if } \alpha_{i} \in \mathbf{F} \\ 0 & \text{if } \alpha_{i} \in \mathbf{L} \end{cases}$$

 $^{^2 \}mathrm{A.Joshi}$ et~al. Implementation of distributed consensus on an outdoor testbed,2016 ECC_{21}

Consensus Algorithm (Linear)

- A leaderless asymptotic consensus and leader follower is implemented.
- The control algorithms used is as follows:²

$$\mathbf{f}_{i}^{E} = \begin{cases} \sum_{j=1}^{n} a_{ij} \left(\mathbf{p} j^{E} - \mathbf{p} i^{E} \right) - \beta \mathbf{v}_{i}^{E} & \text{if } \alpha_{i} \in \mathbf{F} \\ 0 & \text{if } \alpha_{i} \in \mathbf{L} \end{cases}$$

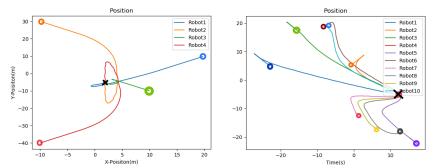


Figure: Leaderless Control plot

Figure: Leader Follower plot

 $^{^2}$ A. Joshi et~al. Implementation of distributed consensus on an outdoor testbed, 2016 ECC 1

Min-Max Time Consensus

- A non linear Min-Max time consensus Algorithm is implemented.
- The Control Law used is ³

$$\mathbf{f}_c^E = \beta_c \operatorname{sign}(2(\beta_c - \beta_p)(\mathbf{p}_c - \mathbf{p}_p) + (\mathbf{v}_c - \mathbf{v}_p)^2 \operatorname{sign}(\mathbf{v}_c - \mathbf{v}_p))$$

 $^{^3\}mathrm{A.}$ Joshi et~al. Implementation of min-max time consensus tracking on a multi-quadrotor testbed,2019 ECC

Min-Max Time Consensus

- A non linear Min-Max time consensus Algorithm is implemented.
- The Control Law used is ³

$$\mathbf{f}_c^E = \beta_c \mathrm{sign}(2(\beta_c - \beta_p)(\mathbf{p}_c - \mathbf{p}_p) + (\mathbf{v}_c - \mathbf{v}_p)^2 \mathrm{sign}(\mathbf{v}_c - \mathbf{v}_p))$$

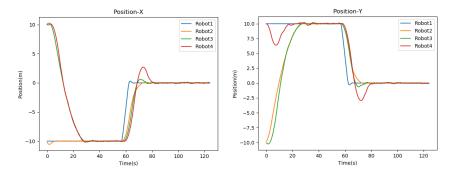


Figure: Position in X axis

Figure: Position in Y axis

 $^{^3\}mathrm{A.}$ Joshi et~al. Implementation of min-max time consensus tracking on a multi-quadrotor testbed,2019 ECC

Conclusion and Future Work

Conclusion and Future Work

Conclusion

- A simulation testbed for MultiAgent System.
- Quadcopter are approximated as a double integrator system.
- Various Linear and Non-Linear control laws are tested.
- This shows the integrity of the developed testbed.

Conclusion and Future Work

Conclusion

- A simulation testbed for MultiAgent System.
- Quadcopter are approximated as a double integrator system.
- Various Linear and Non-Linear control laws are tested.
- This shows the integrity of the developed testbed.

Future Work

- System is Open-source and expandable.
- UGVs and different UAVs can be deployed.
- Human In the loop control.
- Deployment on real hardware.

Thank You



Figure: https://github.com/Avi241/mascot