

上海交通大学

SHANGHAI JIAO TONG UNIVERSITY



多机器人系统与amp;控制  
课程大作业

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# 多机器人系统与控制大作业

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## 1 Question 1

编写可视化仿真环境，模拟上图所示主动视觉连接下的多机器人系统。同时假定系统还配置有 10Hz 通讯系统，可供机器人间进行状态交换。以下所有仿真均在此仿真环境中依照上述假定进行验证。

### 1.1 Modeling

在 Gazebo 中建立仿真模型如下，图中红色表示相机视角范围，白色表示相机中心线。

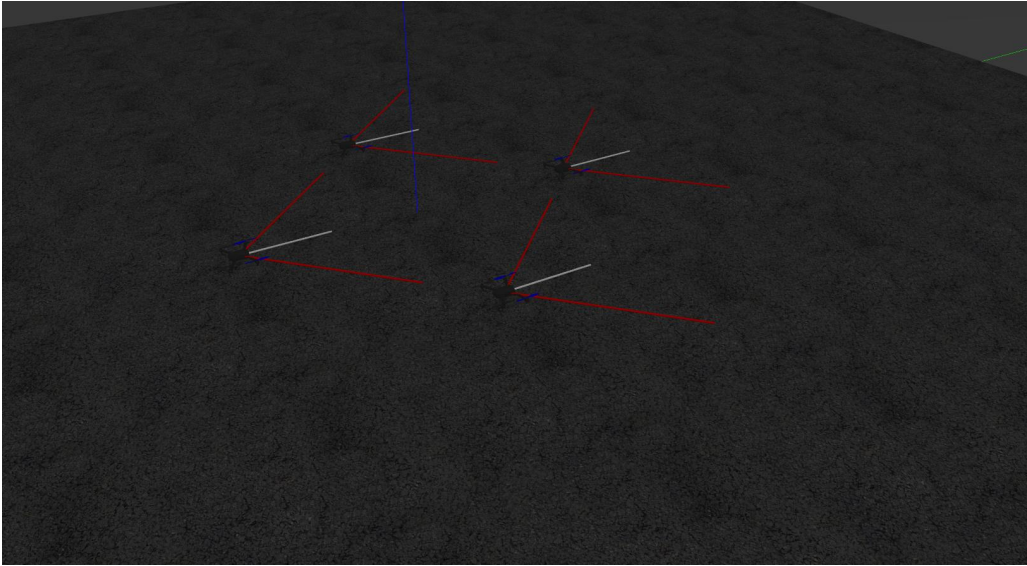


图 1: 仿真模型示意图

## 2 Question 2

在圆周飞行当中，若去除等间距飞行的要求，且每个相机可以观测任一协同机器人，但限定机器人飞行速度区间为  $[0, 2\omega_r r]$ ，加速度区间为  $[-g, g]$ ，且 4 个机器人的平均飞行速度应尽可能接近  $\omega_r r$ ，相机偏航角最大转速为  $\omega_{\psi_c}^m$  ( $\omega_{\psi_c}^m = 10\omega_r$ )，试推导保证最佳拓扑连接的运动形式。阅读多机器人拓扑保持相关文献 [1, 2]。如每个机器人可通过通讯系统获知全局连通拓扑，试自行选择几种不同类型的椭圆运动，编写可保障视觉拓扑连通的分布式控制算法。若每一单体机器人可由一个单积分系统描述，试设计合理的控制器以保持上述拓扑连接。

## 2.1 Modeling and Problem Formulation

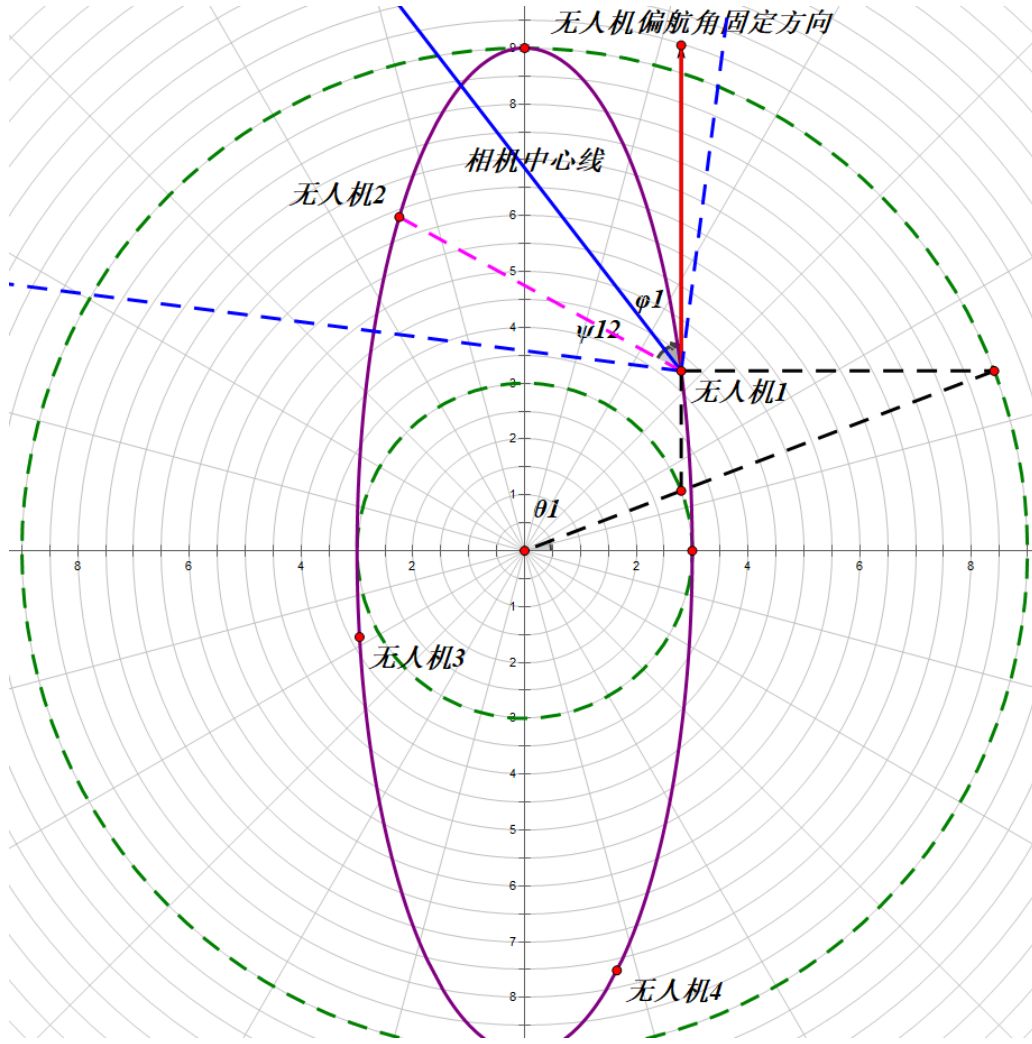


图 2: 问题二示意图

假设椭圆方程  $x^2/a^2 + y^2/b^2 = 1$ , 机器人  $i$  在椭圆坐标  $(a \cos \theta_i, b \sin \theta_i)$ ,  $\theta_i \in [0, 2\pi)$  处, 其相机偏航角可行范围为  $\psi_c \in (-\pi/2, \pi/2)$ , 机器人  $j$  相对于机器人  $i$  的偏航方向夹角为  $\psi_{ij} \in [-\pi, \pi)$

$$\psi_{ij} = \arctan \left( \frac{y_j - y_i}{x_j - x_i} \right) \quad (1)$$

机器人  $j$  与机器人  $i$  连线与机器人  $i$  距离为

$$l_{ij} = \sqrt{(x_i - x_j)^2 + (y_i - y_j)^2} \quad (2)$$

由此设计机器人  $i$  观察机器人  $j$  的连通性权重函数为

$$w_{ij} = \exp \left[ -c_1(\psi_{ij} - \varphi_i)^2 - c_2\varphi_i^2 - c_3(l_{ij} - \frac{\sqrt{a^2 + b^2}}{2})^2 \right] \quad (3)$$

上式指数部分三项的物理含义分别为

- (1)  $(\psi_{ij} - \varphi_i)^2$  代表机器人  $j$  相较于相机  $i$  中轴的偏转角度性能，机器人位于相机视野中央时观测性能最佳，偏角越大性能越差。
- (2)  $\varphi_i^2$  代表相机偏航角性能，偏航角绝对值越大，相机越容易陷入“旋转死角”不利于后续的相机旋转即连通保持。
- (3)  $(l_{ij} - \frac{\sqrt{a^2+b^2}}{2})^2$  代表机器人  $j$  相较于相机  $i$  的距离性能，假设距离值等于等距分布时的距离  $2\sqrt{\frac{a^2+b^2}{a^2+b^2}}$  时性能最佳，距离过近时容易发生碰撞，距离过远时相机可视性不好。
- (4)  $c_1, c_2, c_3$  分别为各分量的乘子系数。

## 2.2 Optimal Control

因为机器人间可以进行状态交换，彼此传递观测结果，例如机器人  $i$  观测到机器人  $j$  后将相对信息同步给机器人  $j$  后， $j$  也可以据此反推出机器人  $i$  相对于自己的位置等信息。我们认为机器人  $i$  与机器人  $j$  的连通性为  $i$  观察  $j$  连通性权重与  $j$  观察  $i$  之和，表达式如下

$$\begin{aligned}\tilde{w}_{ij} &= w_{ij} + w_{ji} \\ &= \exp \left[ -c_1(\psi_{ij} - \varphi_i)^2 - c_2\varphi_i^2 - c_3(l_{ij} - \frac{\sqrt{a^2+b^2}}{2})^2 \right] \\ &\quad + \exp \left[ -c_1(\psi_{ji} - \varphi_j)^2 - c_2\varphi_j^2 - c_3(l_{ij} - \frac{\sqrt{a^2+b^2}}{2})^2 \right]\end{aligned}\quad (4)$$

最终可以列出拉普拉斯矩阵为

$$L = \begin{bmatrix} \tilde{w}_{12} + \tilde{w}_{13} + \tilde{w}_{14} & -\tilde{w}_{12} & -\tilde{w}_{13} & -\tilde{w}_{14} \\ -\tilde{w}_{12} & \tilde{w}_{12} + \tilde{w}_{23} + \tilde{w}_{24} & -\tilde{w}_{23} & -\tilde{w}_{24} \\ -\tilde{w}_{13} & -\tilde{w}_{23} & \tilde{w}_{13} + \tilde{w}_{23} + \tilde{w}_{34} & -\tilde{w}_{34} \\ -\tilde{w}_{14} & -\tilde{w}_{24} & -\tilde{w}_{34} & \tilde{w}_{14} + \tilde{w}_{24} + \tilde{w}_{34} \end{bmatrix}\quad (5)$$

参考文献 [1] 中的梯度控制器，利用 MATLAB 求解  $\lambda_2$  的表达式（见附录代码），因结果过于复杂最终采用数值解法，设计控制器如下

$$\begin{aligned}u_i^\theta &= K(\mathbf{p}) \frac{\partial \lambda_2}{\partial \theta_i} \\ u_i^\varphi &= K(\mathbf{p}) \frac{\partial \lambda_2}{\partial \varphi_i} \\ s.t. \quad K(\mathbf{p}) &= \text{csch}^2(\lambda_2 - \epsilon)\end{aligned}\quad (6)$$

## 3 Question 3

参考上一任务的思路，但若机器人为双积分系统，试设计控制程序，使得所有机器人在作一致性椭圆运动时（长轴对应偏航角为 0 度，且长轴为短轴的 3 倍），并分析视觉系统最佳连通变化情况。

### 3.1 Optimal Control

在上一题的基础上，对于机器人  $i$ ，设计双积分控制器表达式如下

$$\begin{cases} u_i &= \dot{p}_i = \frac{\partial \lambda_2}{\partial p_i} \\ \dot{u}_i &= \ddot{p}_i = \frac{\partial}{\partial t} \left( \frac{\partial \lambda_2}{\partial p_i} \right) = \frac{\partial}{\partial p_i} \left( \frac{\partial \lambda_2}{\partial p_i} \right) \cdot \frac{\partial p_i}{\partial t} = \frac{\partial}{\partial p_i} \left( \frac{\partial \lambda_2}{\partial p_i} \right) u_i = \frac{\partial u_i}{\partial p_i} u_i \end{cases} \quad (7)$$

最终完整控制律表达式如下

$$\begin{aligned} u_i^\theta &= \frac{\partial \lambda_2}{\partial \theta_i} \\ \dot{u}_i^\theta &= \frac{\partial u_i^\theta}{\partial \theta_i} u_i^\theta = \frac{\partial}{\partial \theta_i} \frac{\lambda_2}{\partial \theta_i} \cdot \frac{\partial \lambda_2}{\partial \theta_i} \\ u_i^\varphi &= \frac{\partial \lambda_2}{\partial \varphi_i} \\ \dot{u}_i^\varphi &= \frac{\partial u_i^\varphi}{\partial \varphi_i} u_i^\varphi = \frac{\partial}{\partial \varphi_i} \frac{\lambda_2}{\partial \varphi_i} \cdot \frac{\partial \lambda_2}{\partial \varphi_i} \end{aligned} \quad (8)$$

## 4 Question 4

如果扩大机器人数量（如 10 个机器人），且每一机器人只可获知前后方向各两个机器人的连通拓扑，试编写分布式仿真程序估计表征主动视觉连通的拉氏矩阵次小特征值及其对应特征向量。上述估计是否可保障收敛，试证明你的结论并分析保证收敛的通讯拓扑条件。

### 4.1 Estimation of the algebraic connectivity of the graph

任一机器人在每次通讯中只能与前后各两个，即一共四个进行通讯。对于机器人  $i$ ，无法获知全局的拉普拉斯矩阵  $L$  和次小特征值  $\lambda_2$  的表达式，为了实现连通性的保持，必须对估计表征主动视觉连通的拉氏矩阵次小特征值及其对应特征向量给出定义。由问题2中设计的控制器可知

$$u_i = \frac{\partial \lambda_2}{\partial p_i} = v_2^T \frac{\partial L}{\partial p_i} v_2 \quad (9)$$

参考 [2] 对  $\lambda_2, v_2$  进行估计，将 2 估计值记为  $\tilde{v}_2$  具体估计及迭代过程定义如下

$$\begin{aligned} \alpha_1^i &= \tilde{v}_2^i, \quad \alpha_2^i = (\tilde{v}_2^i)^2 \\ z_1^i &= \text{Ave}(\tilde{v}_2^i), \quad z_2^i = \text{Ave}((\tilde{v}_2^i)^2) \\ \dot{z}^i &= \gamma(\alpha^i - z^i) - K_p \sum_{j \in \mathcal{N}_i} (z^i - z^j) + K_i \sum_{j \in \mathcal{N}_i} (\omega^i - \omega^j) \\ \dot{\omega}^i &= -K_i \sum_{j \in \mathcal{N}_i} (z^i - z^j) \\ \dot{\tilde{v}}_2^i &= -k_1 z_1^i - k_2 \sum_{j \in \mathcal{N}_i} a_{ij} (\tilde{v}_2^i - \tilde{v}_2^j) - k_3 (z_2^i - 1) \tilde{v}_2^i \end{aligned} \quad (10)$$

需要注意的是，由幂迭代算法 [1]， $\tilde{v}_2$  的初始值应当满足条件  $\mathbf{1}^T \tilde{v}_2 = 0$

得到  $v_2$  估计值后即可设计控制律如下

$$\begin{aligned}
u_i &= \tilde{v}_2^T \frac{\partial L}{\partial p_i} \tilde{v}_2 = \sum_{j \in \mathcal{N}_i} \frac{\partial a_{ij}}{\partial p_i} (\tilde{v}_2 - \tilde{v}_j)^2 \\
a_{ij} &= \tilde{w}_{ij} \\
&= \exp \left[ -c_1(\psi_{ij} - \varphi_i)^2 - c_2\varphi_i^2 - c_3(l_{ij} - 2\sqrt{\frac{a^2b^2}{a^2+b^2}})^2 \right] \\
&\quad + \exp \left[ -c_1(\psi_{ji} - \varphi_j)^2 - c_2\varphi_j^2 - c_3(l_{ij} - 2\sqrt{\frac{a^2b^2}{a^2+b^2}})^2 \right]
\end{aligned} \tag{11}$$

在本问题中  $a_{ij}$  最终控制律需要求解  $\frac{\partial a_{ij}}{\partial \theta_i}$  和  $\frac{\partial a_{ij}}{\partial \varphi_i}$  的表达式, 利用附录中的 MATLAB 求解得到结果过于复杂, 因此这里省略。

为了优化最终的仿真效果, 将模型进行简化, 修改队形轨迹为圆形, 得到新的连通权重函数如下

$$\begin{aligned}
\tilde{w}_{ij} &= w_{ij} + w_{ji} \\
&= \exp \left[ -c_1(\psi_{ij} - \varphi_i)^2 - c_2\varphi_i^2 - c_3(\theta_j - \theta_i)^2 \right] \\
&\quad + \exp \left[ -c_1(\psi_{ji} - \varphi_j)^2 - c_2\varphi_j^2 - c_3(\theta_j - \theta_i)^2 \right]
\end{aligned} \tag{12}$$

由此可以得到控制律为

$$\begin{aligned}
u_i^\theta &= \sum_{j \in \mathcal{N}_i} \frac{\partial a_{ij}}{\partial \theta_i} (\tilde{v}_2 - \tilde{v}_j)^2 \\
&= \sum_{j \in \mathcal{N}_i} \{w_{ij} [-c_1(\pi + \theta_j + \theta_i) + 2(\theta_j - \theta_i)] + w_{ji} [-c_1(\pi + \theta_j + \theta_i) + 2(\theta_j - \theta_i)]\} (\tilde{v}_2 - \tilde{v}_j)^2 \\
u_i^\varphi &= \sum_{j \in \mathcal{N}_i} \frac{\partial a_{ij}}{\partial \varphi_i} (\tilde{v}_2 - \tilde{v}_j)^2 \\
&= \sum_{j \in \mathcal{N}_i} \{w_{ij} [+c_1(\pi + \theta_j + \theta_i) - 2c_2\varphi_i]\} (\tilde{v}_2 - \tilde{v}_j)^2
\end{aligned} \tag{13}$$

## 参考文献

- [1] Peng Yang, Randy A. Freeman, Geoffrey J. Gordon, Kevin M. Lynch, Siddhartha S. Srinivasa, and Rahul Sukthankar. Decentralized estimation and control of graph connectivity in mobile sensor networks. In *2008 American Control Conference*, pages 2678–2683, 2008.
- [2] Lorenzo Sabattini, Nikhil Chopra, and Cristian Secchi. On decentralized connectivity maintenance for mobile robotic systems. In *2011 50th IEEE Conference on Decision and Control and European Control Conference*, pages 988–993, 2011.

## Appendices

### 附录 A MATLAB code for solving the expression of $\lambda_2$ in Q2

```

1 % init
2 clc;clear;
3 n = 4;
4 syms a b c1 c2 c3 theta0 theta1 theta2 theta3 phi0 phi1 phi2 phi3
5 theta = [theta0 theta1 theta2 theta3];
6 phi = [phi0 phi1 phi2 phi3];
7
8 %% calculate position
9 for i = 1:n
10     x(i) = a*cos(theta(i));
11     y(i) = b*sin(theta(i));
12 end
13 %% calculate psi
14 for i = 1:n
15     for j = 1:n
16         psi(i, j) = atan(-(y(j)-y(i))/(x(j)-x(i)));
17     end
18 end
19 %% calculate l
20 for i = 1:n
21     for j = 1:n
22         l(i, j) = sqrt((x(i)-x(j))^2+(y(i)-y(j))^2);
23     end
24 end
25 %% calculate w
26 for i = 1:n
27     for j = 1:n
28         if i == j
29             L(i, j) = sym(0);
30         elseif j < i
31             L(i, j) = L(j, i);
32         else
33             L(i, j) = -exp(-c1*(psi(i, j)-phi(i))^2-c2*phi(i)^2-c3*(l(i, j)-2*sqrt(a^2*b^2/(a^2+b^2)))^2)...
34             - exp(-c1*(psi(j, i)-phi(j))^2-c2*phi(j)^2-c3*(l(j, i)-2*sqrt(a^2*b^2/(a^2+b^2)))^2);
35         end
36     end
37 end
38 for i = 1:n
39     for j = 1:n
40         if i == j
41             continue;
42         else
43             L(i, i) = L(i, i) - L(i, j);
44         end
45     end
46 end
47 %% calculate lambda2
48 e = eig(L);
49 e = arrayfun(@char, e, 'uniform', 0);
50 writecell(e, 'e.txt');

```

## 附录 B MATLAB code for solving the expression of $u$ in Q4

```

1  clc;clear;
2  syms a b c1 c2 c3 theta_i theta_j phi_i phi_j
3  x_i = a*cos(theta_i);x_j = a*cos(theta_j);
4  y_i = b*sin(theta_i);y_j = b*sin(theta_j);
5  psi_ij = atan((y_j - y_i)/(x_j - x_i));
6  psi_ji = atan((y_i - y_j)/(x_i - x_j));
7  l_ij = sqrt((x_i - x_j)^2+(y_i - y_j)^2);
8  a_ij = - exp(- c1*(psi_ij - phi_i)^2 - c2*phi_i^2-c3*(l_ij - 2*sqrt(a^2*b^2/(a^2+b^2)))^2) ...
9  - exp(- c1*(psi_ji - phi_j)^2 - c2*phi_j^2-c3*(l_ij - 2*sqrt(a^2*b^2/(a^2+b^2)))^2);
10 pretty(diff(a_ij, theta_i))
11 pretty(diff(a_ij, phi_i))

```

## 附录 C C++ code for question 2

[illegible]





[illegible]

```

219         theta(i) = atan(a*y(i)/b/x(i)) + pi;
220     }
221     else {
222         theta(i) = atan(a*y(i)/b/x(i)) - pi;
223     }
224 }
225 }
226 }
227
228 void update_state(){
229     x(0) = pose_odom0.pose.pose.position.x + x_ini[0];
230     y(0) = pose_odom0.pose.pose.position.y + y_ini[0];
231     z(0) = pose_odom0.pose.pose.position.z;
232     phi(0) = quaternion2euler(pose_odom0.pose.pose.orientation).z;
233     x(1) = pose_odom1.pose.pose.position.x + x_ini[1];
234     y(1) = pose_odom1.pose.pose.position.y + y_ini[1];
235     z(1) = pose_odom1.pose.pose.position.z;
236     phi(1) = quaternion2euler(pose_odom1.pose.pose.orientation).z;
237     x(2) = pose_odom2.pose.pose.position.x + x_ini[2];
238     y(2) = pose_odom2.pose.pose.position.y + y_ini[2];
239     z(2) = pose_odom2.pose.pose.position.z;
240     phi(2) = quaternion2euler(pose_odom2.pose.pose.orientation).z;
241     x(3) = pose_odom3.pose.pose.position.x + x_ini[3];
242     y(3) = pose_odom3.pose.pose.position.y + y_ini[3];
243     z(3) = pose_odom3.pose.pose.position.z;
244     phi(3) = quaternion2euler(pose_odom3.pose.pose.orientation).z;
245     update_theta();
246 }
247
248 geometry_msgs::Vector3 quaternion2euler(geometry_msgs::Quaternion quater){
249     geometry_msgs::Vector3 temp;
250     temp.x = atan2(2.0 * (quater.w * quater.x + quater.y * quater.z), 1.0 - 2.0 * (quater.x * quater.x + quater.y * quater.y + quater.z * quater.z));
251     temp.y = asin(2.0 * (quater.w * quater.y - quater.z * quater.x));
252     temp.z = atan2(2.0 * (quater.w * quater.z + quater.x * quater.y), 1.0 - 2.0 * (quater.y * quater.y + quater.z * quater.z));
253     return temp;
254 }
255
256 geometry_msgs::Quaternion euler2quaternion(geometry_msgs::Vector3 euler)
257 {
258     geometry_msgs::Quaternion temp;
259     temp.w = cos(euler.x/2)*cos(euler.y/2)*cos(euler.z/2) + sin(euler.x/2)*sin(euler.y/2)*sin(euler.z/2);
260     temp.x = sin(euler.x/2)*cos(euler.y/2)*cos(euler.z/2) - cos(euler.x/2)*sin(euler.y/2)*sin(euler.z/2);
261     temp.y = cos(euler.x/2)*sin(euler.y/2)*cos(euler.z/2) + sin(euler.x/2)*cos(euler.y/2)*sin(euler.z/2);
262     temp.z = cos(euler.x/2)*cos(euler.y/2)*sin(euler.z/2) - sin(euler.x/2)*sin(euler.y/2)*cos(euler.z/2);
263     return temp;
264 }
265
266 double get_lambda2(VectorXd Theta, VectorXd Phi){
267     VectorXd X(4);VectorXd Y(4);
268     MatrixXd psi(4, 4);
269     MatrixXd l(4, 4);
270     MatrixXd lap(4, 4);
271     for (int i = 0; i < 4; ++i){
272         X(i) = a*cos(Theta(i));
273         Y(i) = b*sin(Theta(i));
274     }
275     for (int i = 0; i < 4; ++i){
276         for (int j = 0; j < 4; ++j){
277             if (X(j) - X(i) > 0){
278                 psi(i, j) = atan((Y(j) - Y(i))/(X(j) - X(i)));
279             }
280             else {
281                 if (Y(j) - Y(i) > 0){
282                     psi(i, j) = atan((Y(j) - Y(i))/(X(j) - X(i))) + pi;
283                 }
284                 else {
285                     psi(i, j) = atan((Y(j) - Y(i))/(X(j) - X(i))) - pi;
286                 }
287             }
288         }
289     }
290     for (int i = 0; i < 4; ++i){
291         for (int j = 0; j < 4; ++j){
292             l(i, j) = sqrt((X(j) - X(i))*(X(j) - X(i)) + (Y(j) - Y(i))*(Y(j) - Y(i)));
293         }
294     }
295     for (int i = 0; i < 4; ++i){
296         for (int j = 0; j < 4; ++j){
297             if (i == j){
298                 lap(i, j) = 0;
299             }
300             else {
301                 if (j < i){
302                     lap(i, j) = lap(j, i);
303                 }
304                 else {
305                     lap(i, j) = -exp(-c1*(psi(i, j) - Phi(i))*(psi(i, j) - Phi(i)) - c2*Phi(i)*Phi(i)\
306                     - c3*(l(i, j) - sqrt(a*a+b*b)/2)*(l(i, j) - sqrt(a*a+b*b)/2))\
307                     -exp(-c1*(psi(j, i) - Phi(j))*(psi(j, i) - Phi(j)) - c2*Phi(j)*Phi(j)\
308                     - c3*(l(i, j) - sqrt(a*a+b*b)/2)*(l(i, j) - sqrt(a*a+b*b)/2));
309                 }
310             }
311         }
312     }
313     for (int i = 0; i < 4; ++i){
314         for (int j = 0; j < 4; ++j){
315             if (i == j){

```

```

316         continue;
317     }
318     else {
319         lap(i, i) -= lap(i, j);
320     }
321 }
322 }
323 EigenSolver<Eigen::MatrixXd> es(lap);
324 MatrixXcd evals = es.eigenvalues();
325 VectorXd evalsReal = evals.real();
326 double lambda1, lambda2;
327 if (evalsReal(0) < evalsReal(1)){
328     lambda1 = evalsReal(0);
329     lambda2 = evalsReal(1);
330 }
331 else {
332     lambda1 = evalsReal(1);
333     lambda2 = evalsReal(0);
334 }
335 if (evalsReal(2) < lambda1){
336     lambda2 = lambda1;
337     lambda1 = evalsReal(2);
338 }
339 else {
340     if (evalsReal(2) < lambda2){
341         lambda2 = evalsReal(2);
342     }
343 }
344 if (evalsReal(3) < lambda1){
345     lambda2 = lambda1;
346     lambda1 = evalsReal(3);
347 }
348 else {
349     if (evalsReal(3) < lambda2){
350         lambda2 = evalsReal(3);
351     }
352 }
353 return lambda2;
354 }
355
356 void update_pub(){
357     geometry_msgs::Vector3 euler;
358     euler = quaternion2euler(pose_odom0.pose.pose.orientation);
359     euler.z += k_w*u_phi(0);
360     pose0.pose.orientation = euler2quaternion(euler);
361     euler = quaternion2euler(pose_odom1.pose.pose.orientation);
362     euler.z += k_w*u_phi(1);
363     pose1.pose.orientation = euler2quaternion(euler);
364     euler = quaternion2euler(pose_odom2.pose.pose.orientation);
365     euler.z += k_w*u_phi(2);
366     pose2.pose.orientation = euler2quaternion(euler);
367     euler = quaternion2euler(pose_odom3.pose.pose.orientation);
368     euler.z += k_w*u_phi(3);
369     pose3.pose.orientation = euler2quaternion(euler);
370     pose0.pose.position.x = a*cos(theta(0) + k_v*u_theta(0) + w) - x_ini[0];
371     pose1.pose.position.x = a*cos(theta(1) + k_v*u_theta(1) + w) - x_ini[1];
372     pose2.pose.position.x = a*cos(theta(2) + k_v*u_theta(2) + w) - x_ini[2];
373     pose3.pose.position.x = a*cos(theta(3) + k_v*u_theta(3) + w) - x_ini[3];
374     pose0.pose.position.y = b*sin(theta(0) + k_v*u_theta(0) + w) - y_ini[0];
375     pose1.pose.position.y = b*sin(theta(1) + k_v*u_theta(1) + w) - y_ini[1];
376     pose2.pose.position.y = b*sin(theta(2) + k_v*u_theta(2) + w) - y_ini[2];
377     pose3.pose.position.y = b*sin(theta(3) + k_v*u_theta(3) + w) - y_ini[3];
378     pose0.pose.position.z = z_lock;
379     pose1.pose.position.z = z_lock;
380     pose2.pose.position.z = z_lock;
381     pose3.pose.position.z = z_lock;
382 }

```

## 附录 D C++ code for question 4

[illegible]

[illegible]



[illegible]

```

319         if (j == i - 1 || j == i - 2 || j == i + 1 || j == i + 2 || j == i + 7 || j == i + 6 || j == i - 7 || j
320             lap(i, j) = -exp(-c1*(psi(i, j) - phi(i))*(psi(i, j) - phi(i)) - c2*phi(i)*phi(i))\
321                 - c3*(theta(j) - theta(i))*(theta(j) - theta(i)))\
322                 - exp(-c1*(psi(j, i) - phi(j))*(psi(j, i) - phi(j)) - c2*phi(j)*phi(j))\
323                 - c3*(theta(j) - theta(i))*(theta(j) - theta(i)));
324     }
325     else {
326         lap(i, j) = 0;
327     }
328 }
329 }
330 for (int i = 0; i < 8; ++i){
331     for (int j = 0; j < 8; ++j){
332         if (i == j){
333             continue;
334         }
335         else {
336             lap(i, i) -= lap(i, j);
337         }
338     }
339 }
340
341 for (int i = 0; i < 8; ++i){
342     z1.block(i, 0, 1, 8) += gama*(v2.block(i, 0, 1, 8) - z1.block(i, 0, 1, 8))\
343         - Kp*(4*z1.block(i, 0, 1, 8) - z1.block(((i-1)>= 0) ? i-1 : 7+i), 0, 1, 8)\
344         - z1.block(((i-2)>= 0) ? i-2 : 6+i), 0, 1, 8)\
345         - z1.block(((i+1)< 8) ? i+1 : i-7), 0, 1, 8)\
346         - z1.block(((i+2)< 8) ? i+2 : i-6), 0, 1, 8)\
347         + Ki*(4*omega1.block(i, 0, 1, 8) - omega1.block(((i-1)>= 0) ? i-1 : 7+i), 0, 1, 8)\
348         - omega1.block(((i-2)>= 0) ? i-2 : 6+i), 0, 1, 8)\
349         - omega1.block(((i+1)< 8) ? i+1 : i-7), 0, 1, 8)\
350         - omega1.block(((i+2)< 8) ? i+2 : i-6), 0, 1, 8));
351     omega1.block(i, 0, 1, 8) -= Ki*(4*z1.block(i, 0, 1, 8) - z1.block(((i-1)>= 0) ? i-1 : 7+i), 0, 1, 8)\
352         - z1.block(((i-2)>= 0) ? i-2 : 6+i), 0, 1, 8)\
353         - z1.block(((i+1)< 8) ? i+1 : i-7), 0, 1, 8)\
354         - z1.block(((i+2)< 8) ? i+2 : i-6), 0, 1, 8));
355     MatrixXd tmp1 = v2.block(i, 0, 1, 8)*v2.block(i, 0, 1, 8).transpose();
356     z2(i) += gama*(tmp1(0, 0) - z2(i))\
357         - Kp*(4*z2(i) - z2(((i-1)>= 0) ? i-1 : 7+i)\
358             - z2(((i-2)>= 0) ? i-2 : 6+i) - z2(((i+1)< 8) ? i+1 : i-7) - z2(((i+2)< 8) ? i+2 : i-6))
359         + Ki*(4*omega2(i) - omega2(((i-1)>= 0) ? i-1 : 7+i)\
360             - omega2(((i-2)>= 0) ? i-2 : 6+i) - omega2(((i+1)< 8) ? i+1 : i-7) - omega2(((i+2)< 8) ? i+2 : i-6));
361     omega2(i) -= Ki*(4*z2(i) - z2(((i-1)>= 0) ? i-1 : 7+i)\
362         - z2(((i-2)>= 0) ? i-2 : 6+i) - z2(((i+1)< 8) ? i+1 : i-7) - z2(((i+2)< 8) ? i+2 : i-6));
363     v2.block(i, 0, 1, 8) += -k1*z1.block(i, 0, 1, 8).array() - (k2*lap.block(i, 0, 1, 0)*v2).array() - (k3*(z2(i)
364         }
365     }
366 }
367 for (int i = 0; i < 8; ++i){
368     u_theta(i) = 0;
369     u_phi(i) = 0;
370     for (int j = 0; j < 8; ++j){
371         if (j == i - 1 || j == i - 2 || j == i + 1 || j == i + 2 || j == i + 7 || j == i + 6 || j == i - 7 || j
372             MatrixXd tmp = -lap(i, j)*(-c1*(pi + theta(j) + theta(i)) + 2*c3*(theta(j)-theta(i)))*(v2.block(i, 0
373             u_theta(i) += tmp(0, 0);
374             tmp = exp(-c1*(psi(i, j) - phi(i))*(psi(i, j) - phi(i)) - c2*phi(i)*phi(i))\
375                 - c3*(theta(j) - theta(i))*(theta(j) - theta(i)))*(c1*(pi + theta(j) + theta(i)) - 2*c2*phi(i))*
376             u_phi(i) += tmp(0, 0);
377         }
378     }
379 }
380
381 update_pub();
382 local_pos_pub0.publish(pose0);
383 local_pos_pub1.publish(pose1);
384 local_pos_pub2.publish(pose2);
385 local_pos_pub3.publish(pose3);
386 local_pos_pub3.publish(pose4);
387 local_pos_pub3.publish(pose5);
388 local_pos_pub3.publish(pose6);
389 local_pos_pub3.publish(pose7);
390 ros::spinOnce();
391 rate.sleep();
392 }
393
394 return 0;
395 }
396
397 void update_theta(){
398     for (int i = 0; i < 8; ++i){
399         if (x(i) > 0){
400             theta(i) = atan(y(i)/x(i));
401         }
402         else {
403             if (y(i) > 0){
404                 theta(i) = atan(y(i)/x(i)) + pi;
405             }
406             else {
407                 theta(i) = atan(y(i)/x(i)) - pi;
408             }
409         }
410     }
411 }
412
413 void update_state(){
414     x(0) = pose_odom0.pose.pose.position.x + x_ini[0];
415     y(0) = pose_odom0.pose.pose.position.y + y_ini[0];

```



```

416 z(0) = pose_odom0.pose.pose.position.z;
417 phi(0) = quaternion2euler(pose_odom0.pose.pose.orientation).z;
418 x(1) = pose_odom1.pose.pose.position.x + x_ini[1];
419 y(1) = pose_odom1.pose.pose.position.y + y_ini[1];
420 z(1) = pose_odom1.pose.pose.position.z;
421 phi(1) = quaternion2euler(pose_odom1.pose.pose.orientation).z;
422 x(2) = pose_odom2.pose.pose.position.x + x_ini[2];
423 y(2) = pose_odom2.pose.pose.position.y + y_ini[2];
424 z(2) = pose_odom2.pose.pose.position.z;
425 phi(2) = quaternion2euler(pose_odom2.pose.pose.orientation).z;
426 x(3) = pose_odom3.pose.pose.position.x + x_ini[3];
427 y(3) = pose_odom3.pose.pose.position.y + y_ini[3];
428 z(3) = pose_odom3.pose.pose.position.z;
429 phi(3) = quaternion2euler(pose_odom3.pose.pose.orientation).z;
430 x(4) = pose_odom4.pose.pose.position.x + x_ini[4];
431 y(4) = pose_odom4.pose.pose.position.y + y_ini[4];
432 z(4) = pose_odom4.pose.pose.position.z;
433 phi(4) = quaternion2euler(pose_odom4.pose.pose.orientation).z;
434 x(5) = pose_odom5.pose.pose.position.x + x_ini[5];
435 y(5) = pose_odom5.pose.pose.position.y + y_ini[5];
436 z(5) = pose_odom5.pose.pose.position.z;
437 phi(5) = quaternion2euler(pose_odom5.pose.pose.orientation).z;
438 x(6) = pose_odom6.pose.pose.position.x + x_ini[6];
439 y(6) = pose_odom6.pose.pose.position.y + y_ini[6];
440 z(6) = pose_odom6.pose.pose.position.z;
441 phi(6) = quaternion2euler(pose_odom6.pose.pose.orientation).z;
442 x(7) = pose_odom7.pose.pose.position.x + x_ini[7];
443 y(7) = pose_odom7.pose.pose.position.y + y_ini[7];
444 z(7) = pose_odom7.pose.pose.position.z;
445 phi(7) = quaternion2euler(pose_odom7.pose.pose.orientation).z;
446 update_theta();
447 }
448
449 geometry_msgs::Vector3 quaternion2euler(geometry_msgs::Quaternion quater){
450     geometry_msgs::Vector3 temp;
451     temp.x = atan2(2.0 * (quater.w * quater.x + quater.y * quater.z), 1.0 - 2.0 * (quater.x * quater.x + quater.y * quater.y));
452     temp.y = asin(2.0 * (quater.w * quater.y - quater.z * quater.x));
453     temp.z = atan2(2.0 * (quater.w * quater.z + quater.x * quater.y), 1.0 - 2.0 * (quater.y * quater.y + quater.z * quater.z));
454     return temp;
455 }
456
457 geometry_msgs::Quaternion euler2quaternion(geometry_msgs::Vector3 euler)
458 {
459     geometry_msgs::Quaternion temp;
460     temp.w = cos(euler.x/2)*cos(euler.y/2)*cos(euler.z/2) + sin(euler.x/2)*sin(euler.y/2)*sin(euler.z/2);
461     temp.x = sin(euler.x/2)*cos(euler.y/2)*cos(euler.z/2) - cos(euler.x/2)*sin(euler.y/2)*sin(euler.z/2);
462     temp.y = cos(euler.x/2)*sin(euler.y/2)*cos(euler.z/2) + sin(euler.x/2)*cos(euler.y/2)*sin(euler.z/2);
463     temp.z = cos(euler.x/2)*cos(euler.y/2)*sin(euler.z/2) - sin(euler.x/2)*sin(euler.y/2)*cos(euler.z/2);
464     return temp;
465 }
466
467 void update_pub(){
468     geometry_msgs::Vector3 euler;
469     euler = quaternion2euler(pose_odom0.pose.pose.orientation);
470     euler.z += k_w*u_phi(0);
471     pose0.pose.orientation = euler2quaternion(euler);
472     euler = quaternion2euler(pose_odom1.pose.pose.orientation);
473     euler.z += k_w*u_phi(1);
474     pose1.pose.orientation = euler2quaternion(euler);
475     euler = quaternion2euler(pose_odom2.pose.pose.orientation);
476     euler.z += k_w*u_phi(2);
477     pose2.pose.orientation = euler2quaternion(euler);
478     euler = quaternion2euler(pose_odom3.pose.pose.orientation);
479     euler.z += k_w*u_phi(3);
480     pose3.pose.orientation = euler2quaternion(euler);
481     euler = quaternion2euler(pose_odom4.pose.pose.orientation);
482     euler.z += k_w*u_phi(4);
483     pose4.pose.orientation = euler2quaternion(euler);
484     euler = quaternion2euler(pose_odom5.pose.pose.orientation);
485     euler.z += k_w*u_phi(5);
486     pose5.pose.orientation = euler2quaternion(euler);
487     euler = quaternion2euler(pose_odom6.pose.pose.orientation);
488     euler.z += k_w*u_phi(6);
489     pose6.pose.orientation = euler2quaternion(euler);
490     euler = quaternion2euler(pose_odom7.pose.pose.orientation);
491     euler.z += k_w*u_phi(7);
492     pose7.pose.orientation = euler2quaternion(euler);
493     pose0.pose.position.x = r*cos(theta(0) + k_v*u_theta(0) + w) - x_ini[0];
494     pose1.pose.position.x = r*cos(theta(1) + k_v*u_theta(1) + w) - x_ini[1];
495     pose2.pose.position.x = r*cos(theta(2) + k_v*u_theta(2) + w) - x_ini[2];
496     pose3.pose.position.x = r*cos(theta(3) + k_v*u_theta(3) + w) - x_ini[3];
497     pose4.pose.position.x = r*cos(theta(4) + k_v*u_theta(4) + w) - x_ini[4];
498     pose5.pose.position.x = r*cos(theta(5) + k_v*u_theta(5) + w) - x_ini[5];
499     pose6.pose.position.x = r*cos(theta(6) + k_v*u_theta(6) + w) - x_ini[6];
500     pose7.pose.position.x = r*cos(theta(7) + k_v*u_theta(7) + w) - x_ini[7];
501     pose0.pose.position.y = r*sin(theta(0) + k_v*u_theta(0) + w) - y_ini[0];
502     pose1.pose.position.y = r*sin(theta(1) + k_v*u_theta(1) + w) - y_ini[1];
503     pose2.pose.position.y = r*sin(theta(2) + k_v*u_theta(2) + w) - y_ini[2];
504     pose3.pose.position.y = r*sin(theta(3) + k_v*u_theta(3) + w) - y_ini[3];
505     pose4.pose.position.y = r*sin(theta(4) + k_v*u_theta(4) + w) - y_ini[4];
506     pose5.pose.position.y = r*sin(theta(5) + k_v*u_theta(5) + w) - y_ini[5];
507     pose6.pose.position.y = r*sin(theta(6) + k_v*u_theta(6) + w) - y_ini[6];
508     pose7.pose.position.y = r*sin(theta(7) + k_v*u_theta(7) + w) - y_ini[7];
509     pose0.pose.position.z = z_lock;
510     pose1.pose.position.z = z_lock;
511     pose2.pose.position.z = z_lock;
512     pose3.pose.position.z = z_lock;

```

```
513     pose4.pose.position.z = z_lock;  
514     pose5.pose.position.z = z_lock;  
515     pose6.pose.position.z = z_lock;  
516     pose7.pose.position.z = z_lock;  
517 }
```

---