

# Autonomous Agents and Multiagent Systems Challenges in Earth Observation Satellite Constellations

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Jonathan Guerra<sup>2</sup>   Cédric Pralet<sup>1</sup>   Stéphanie Roussel<sup>1</sup>

<sup>1</sup> ONERA/DTIS, Université de Toulouse

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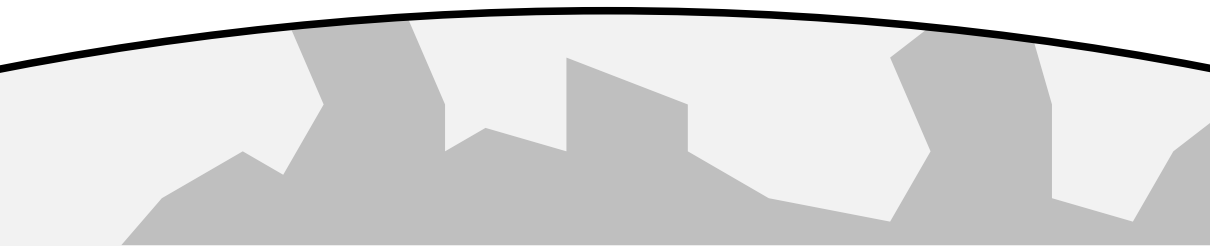
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Many open challenges for autonomous agents and multiagent systems

# Constellation Design Challenges

# How to Design an EOS Constellation?

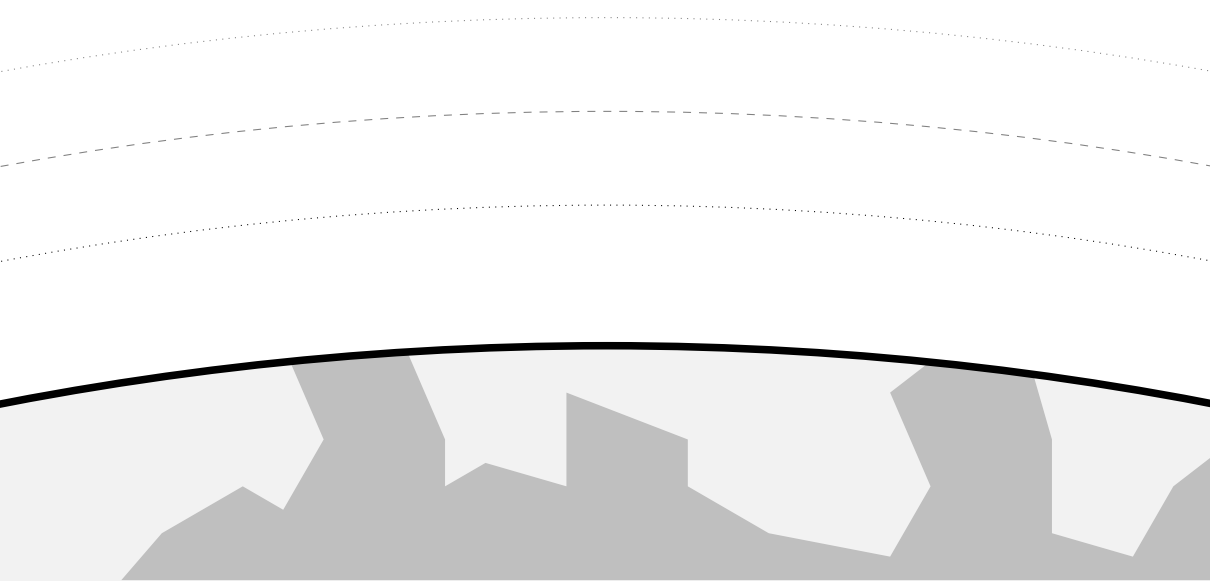
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# How to Design an EOS Constellation?

## Orbits

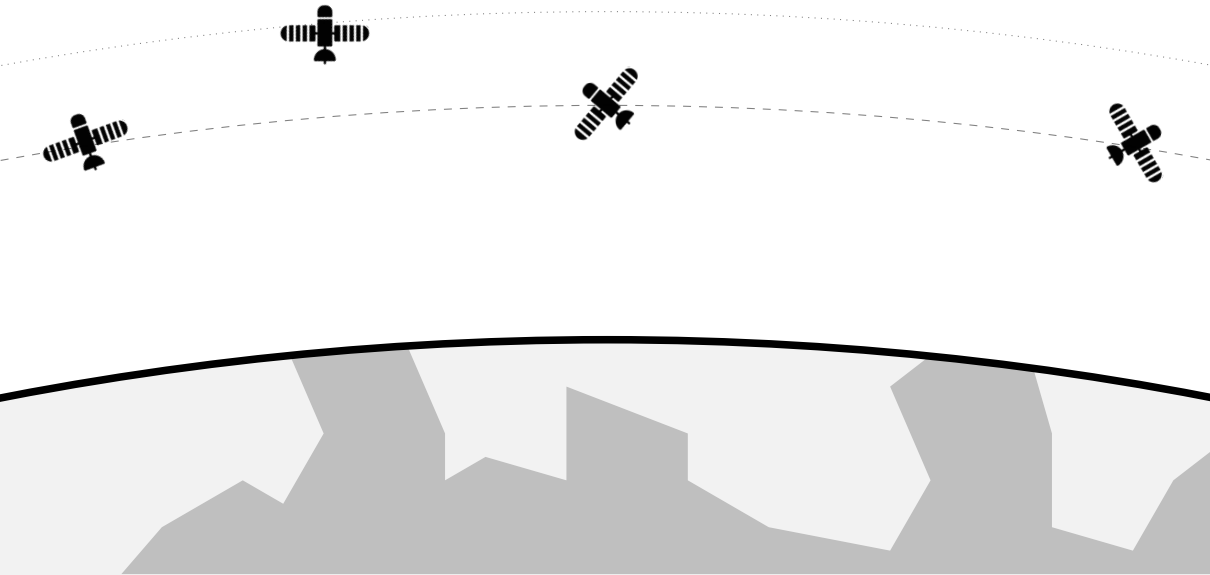
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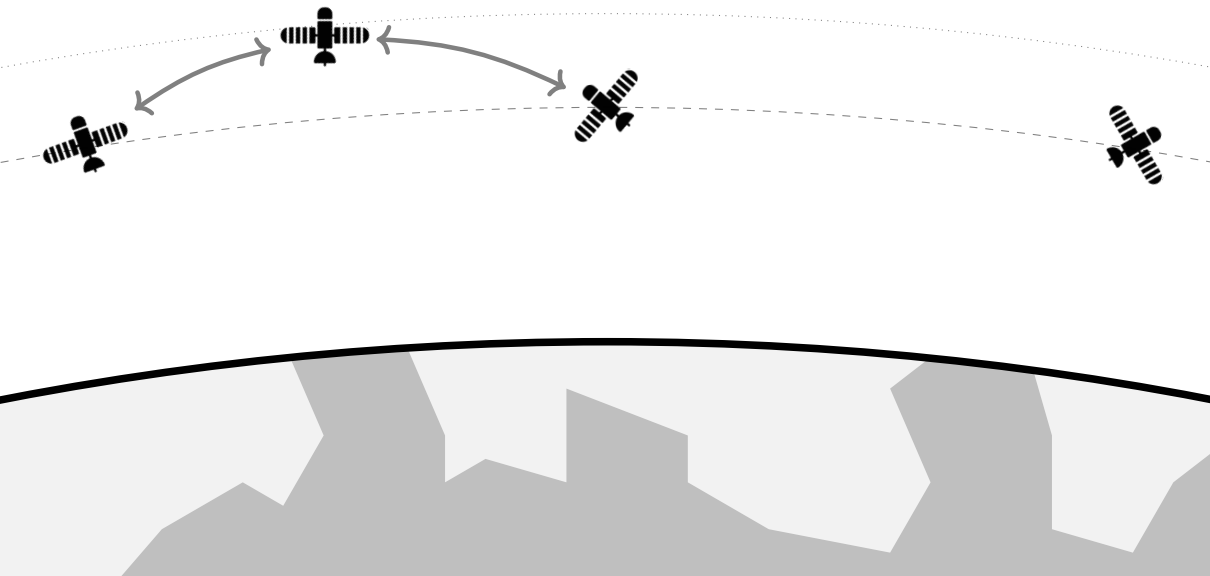
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## Constellation composition



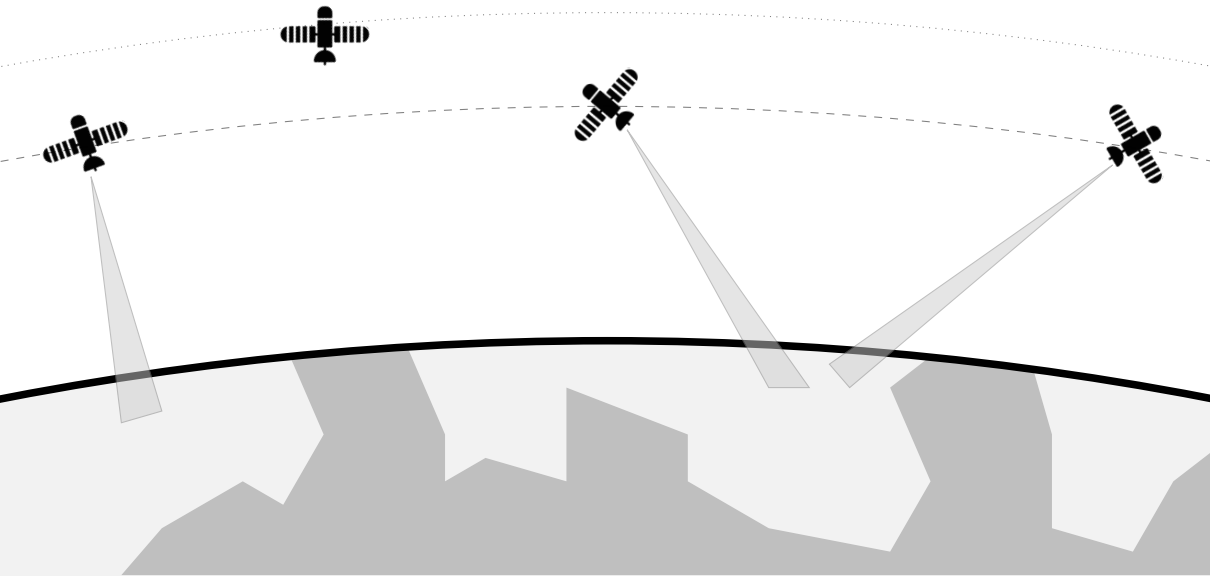
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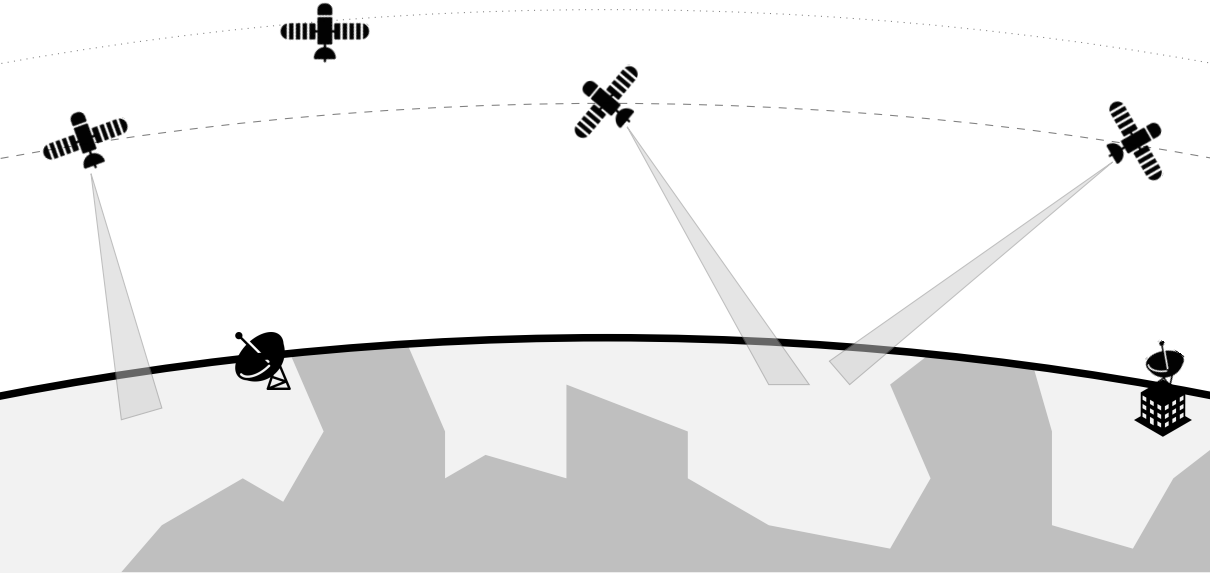
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Points of interest



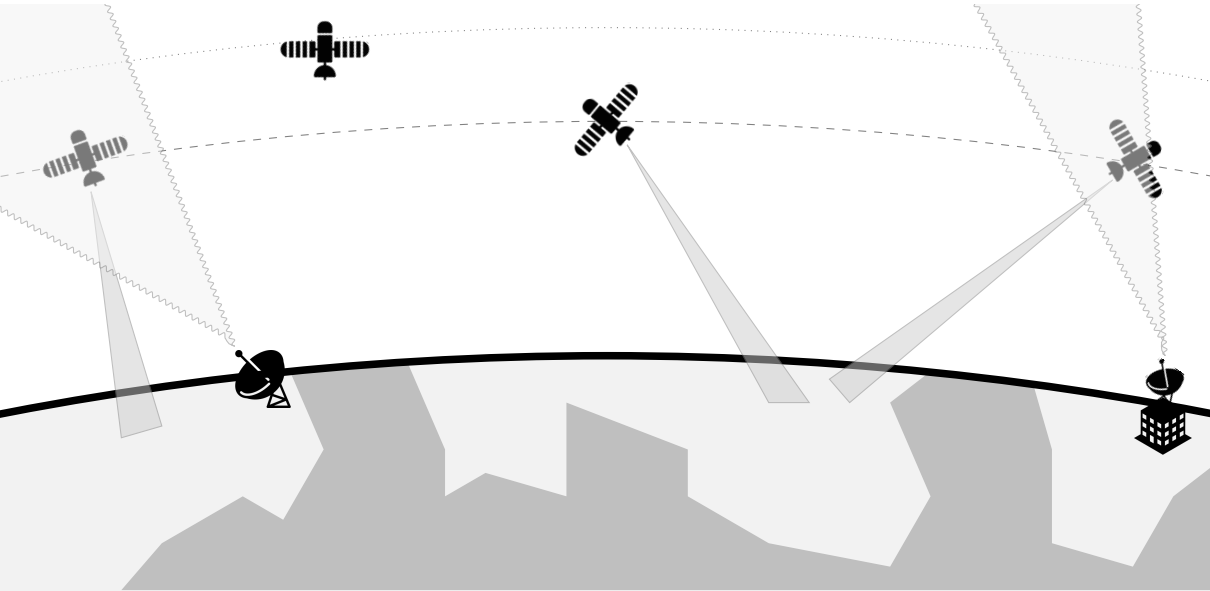
# How to Design an EOS Constellation?

On-ground communication stations



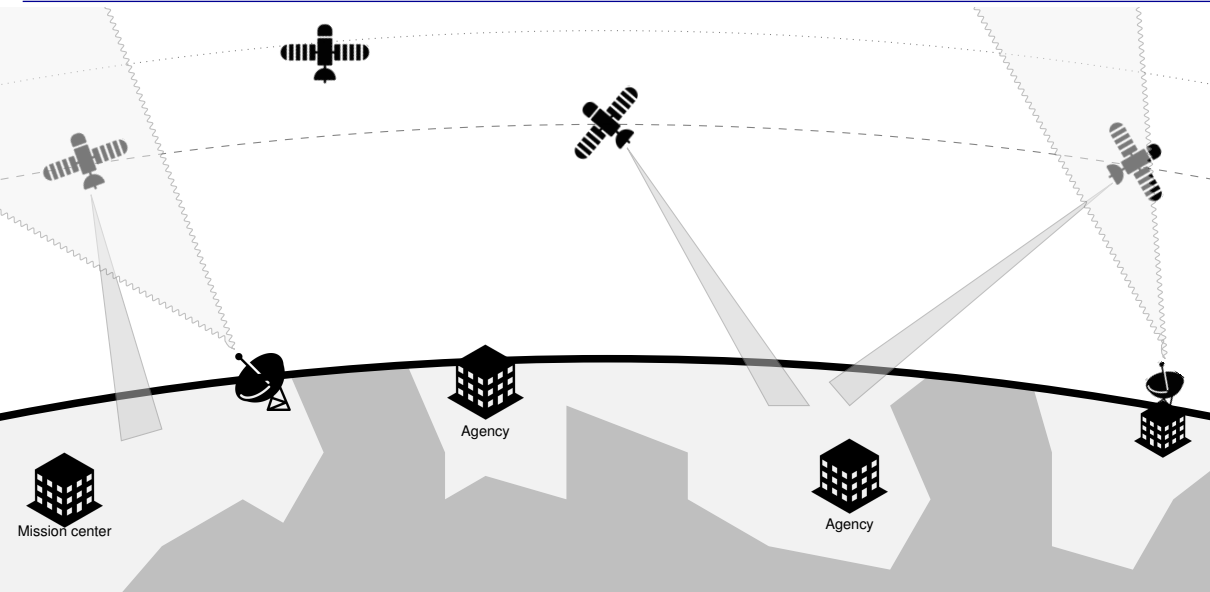
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## Visibility windows



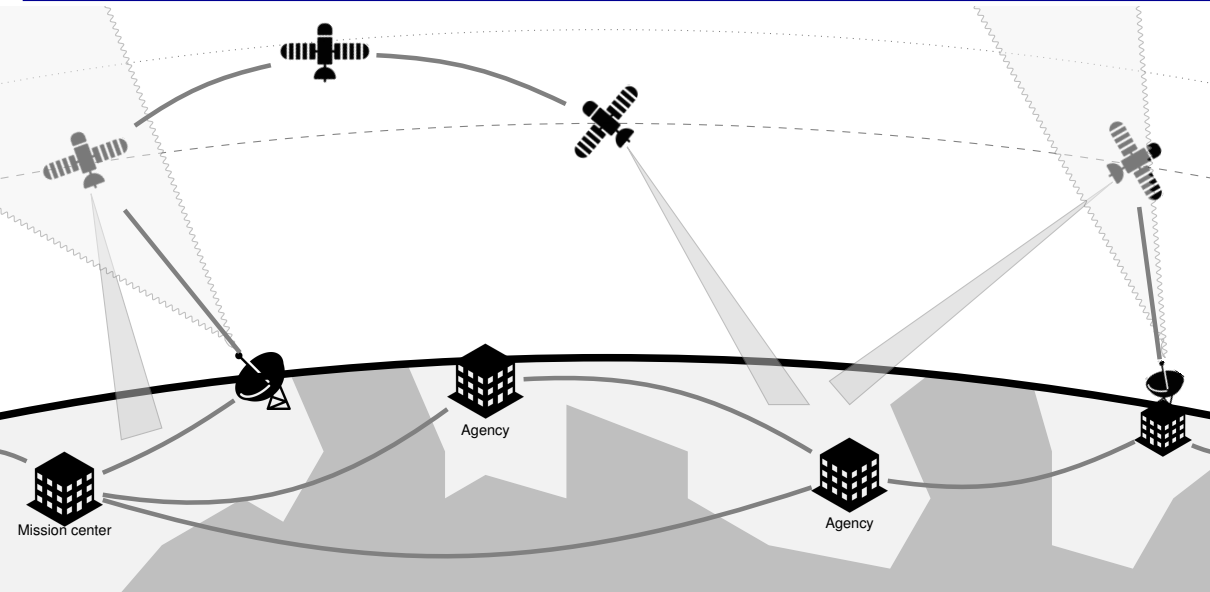
# How to Design an EOS Constellation?

Other actors and stakeholders



# How to Design an EOS Constellation?

## System organization



Design phase should take into account composite nature, heterogeneity, dynamics, openness, guarantees and safety



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- *Multiagent modeling and programming*
  - Models (roles, goals, ...) [BOISSIER et al., 2013; WINIKOFF and PADGHAM, 2013]
  - EOS clustering [CHEN et al., 2018], team formation [ANDREJCZUK et al., 2017]
  - Agent-level and system-level formal verification

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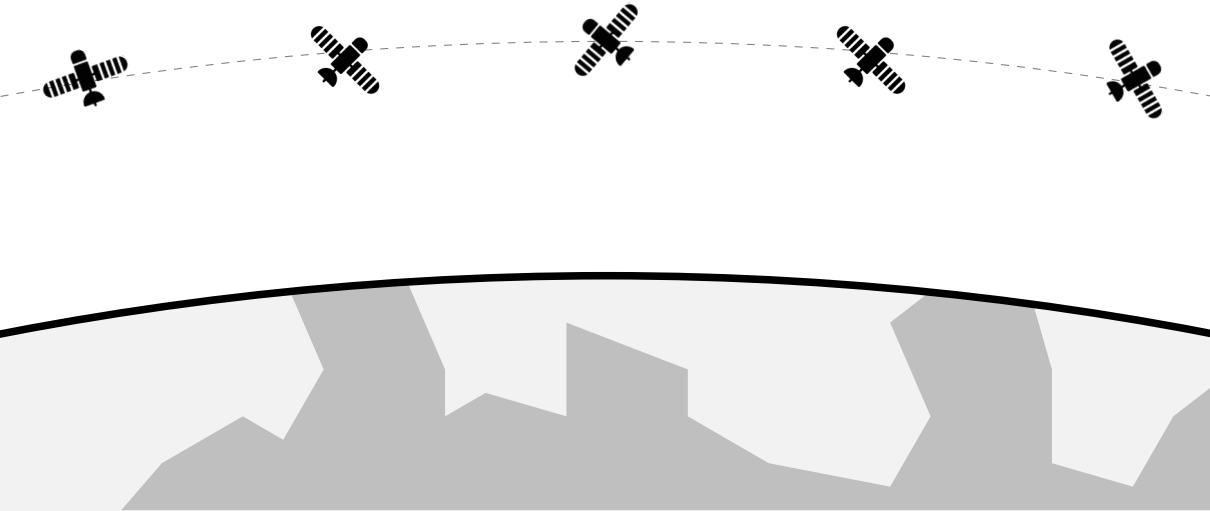
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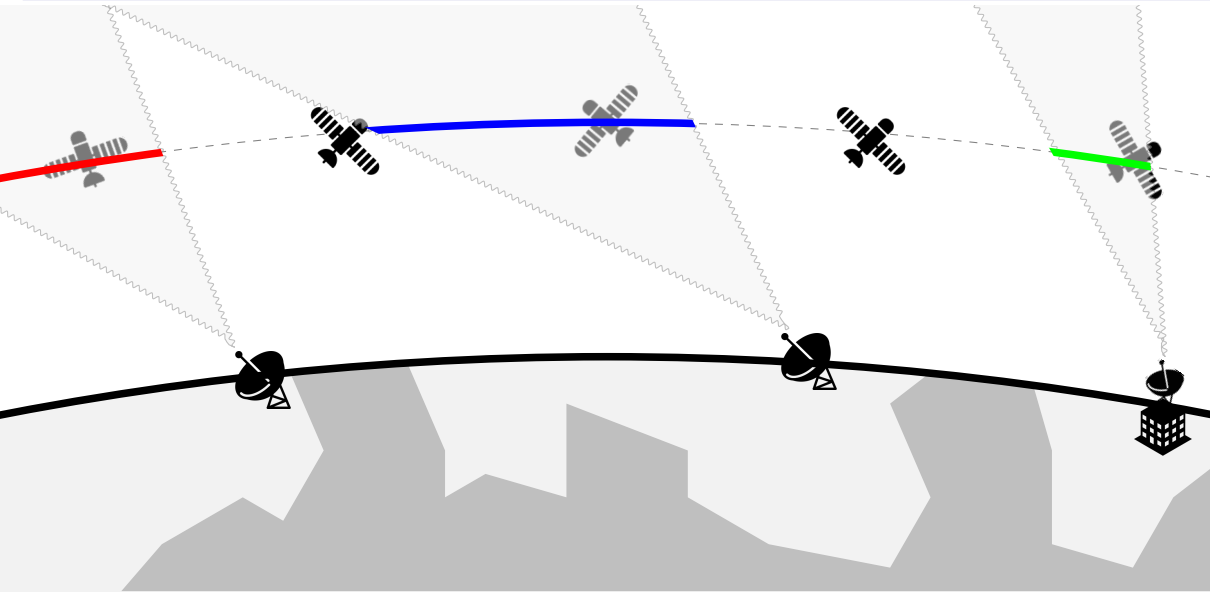
⚠ Models used for assessing performance are different from models used for assessing requirements/safety [SÁNCHEZ et al., 2017]

# How to Allocate Resources?

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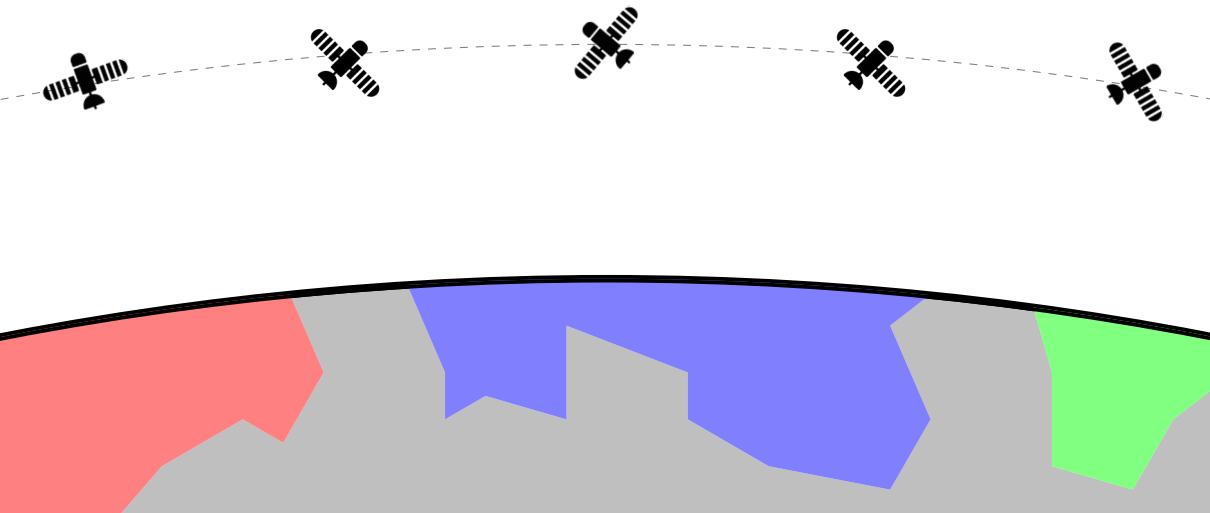


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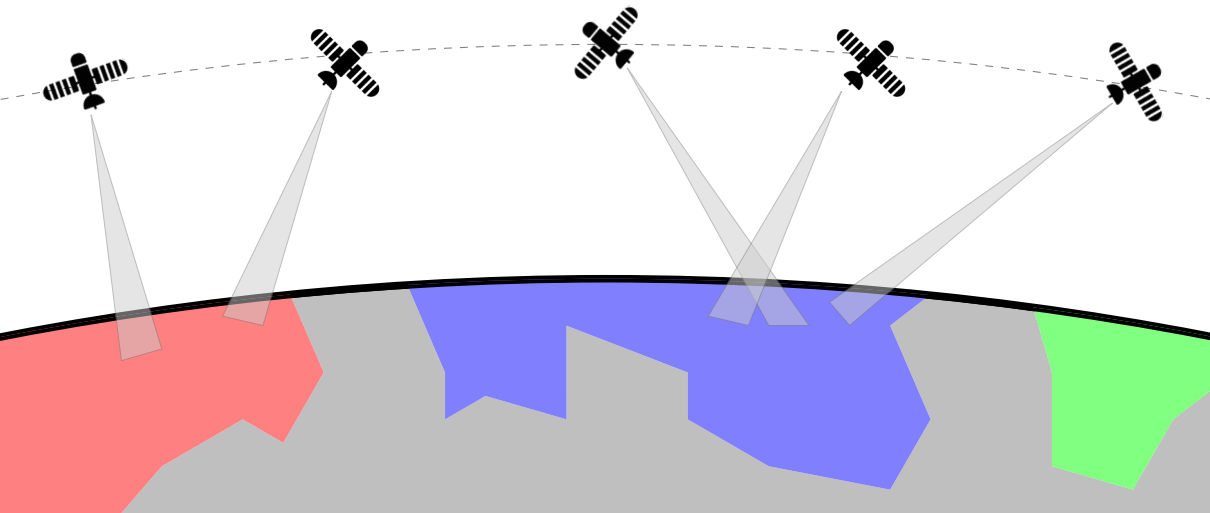


# How to Share Resources?

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# Constellation Design Challenges

## Resource Allocation and Fair Division

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- *Fair division* [BOUTILIER et al., 2004; BOUVERET et al., 2016]
  - Several *fairness* visions
    - ▶ Proportionality wrt. the financial contribution in the funding [LEMAÎTRE et al., 2003]
    - ▶ *maxmin* fairness [JOHNSTON, 2020; TANGPATTANAKUL et al., 2015]
  - Trade-off between several criteria is necessary, e.g. efficiency vs. fairness
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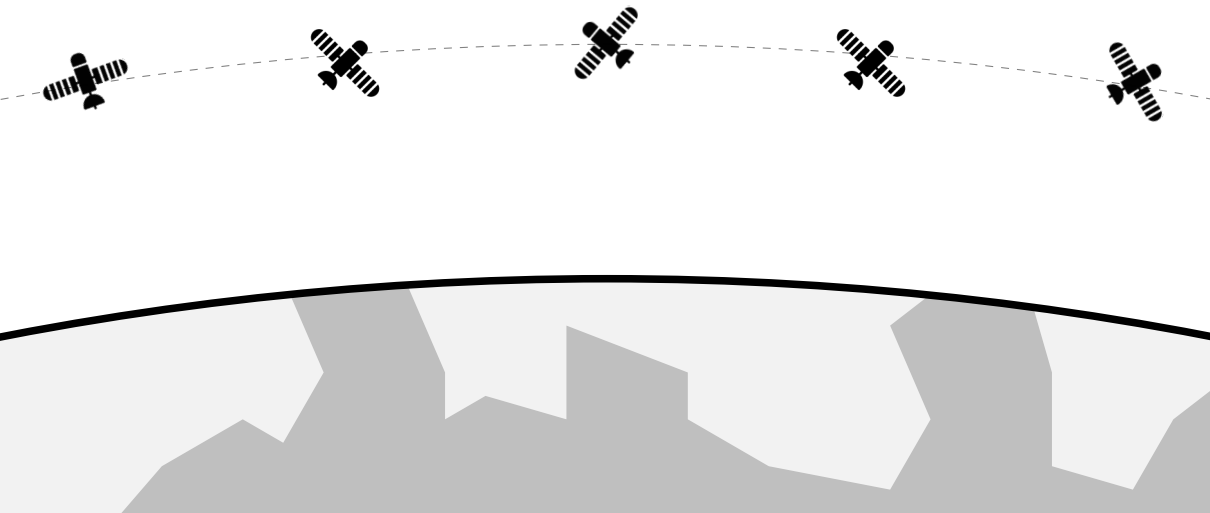
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- *Centralized or decentralized procedures*, returning (near) optimal allocations
  - e.g. Auctions on orbit portions, geographic zone

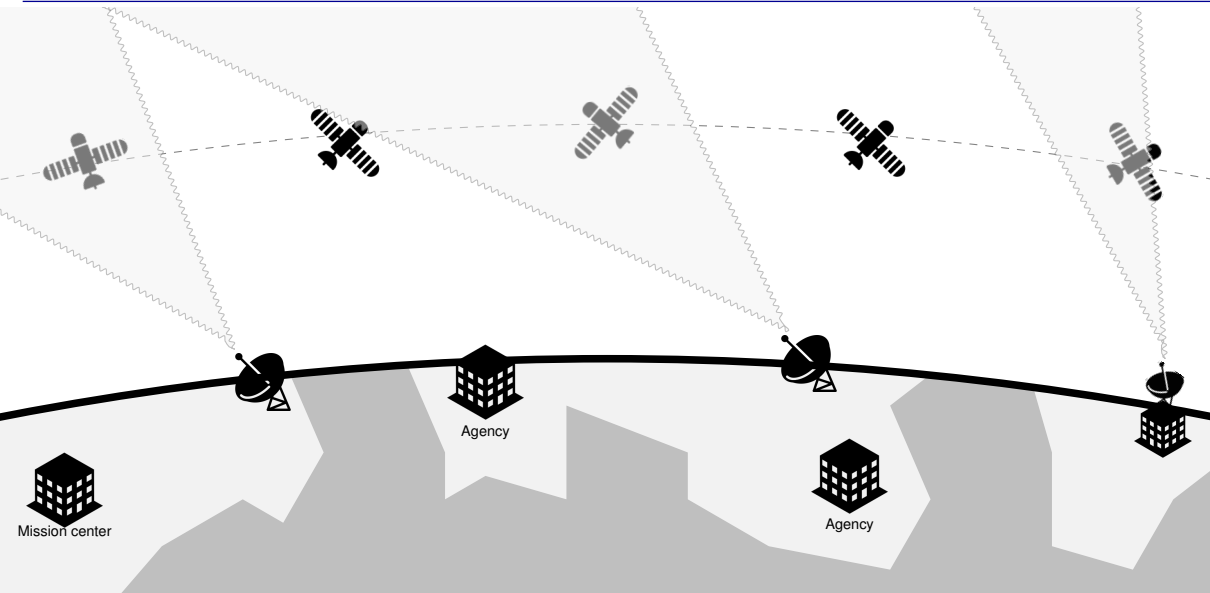
# Offline Operation Challenges

# How to Schedule Tasks in a Multi-satellite and Multi-user Setting?

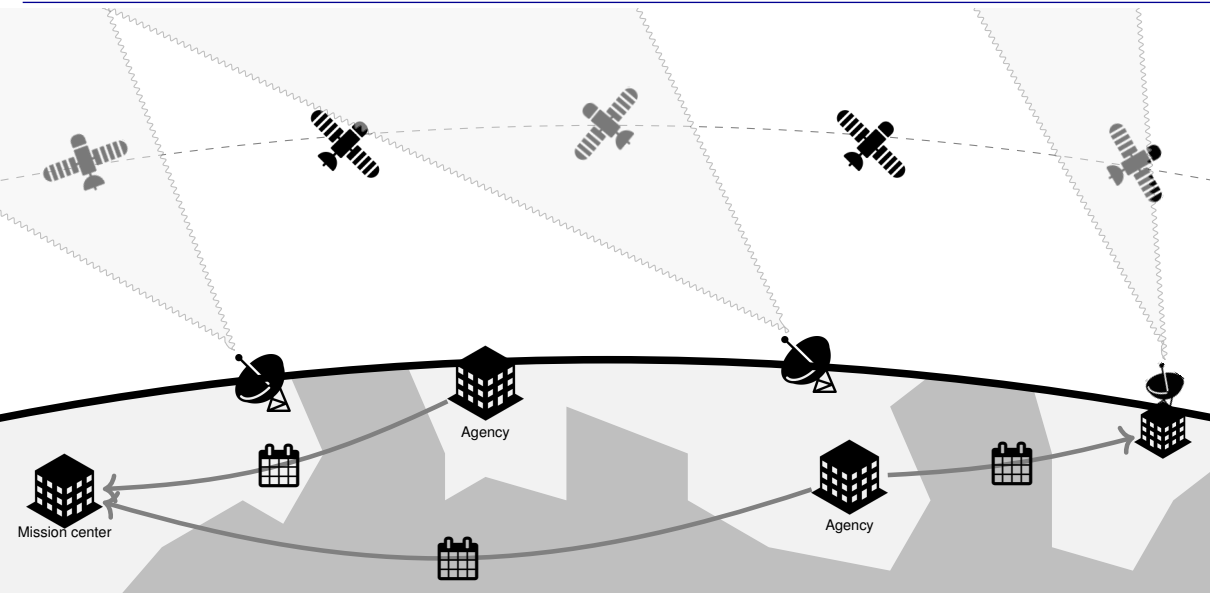
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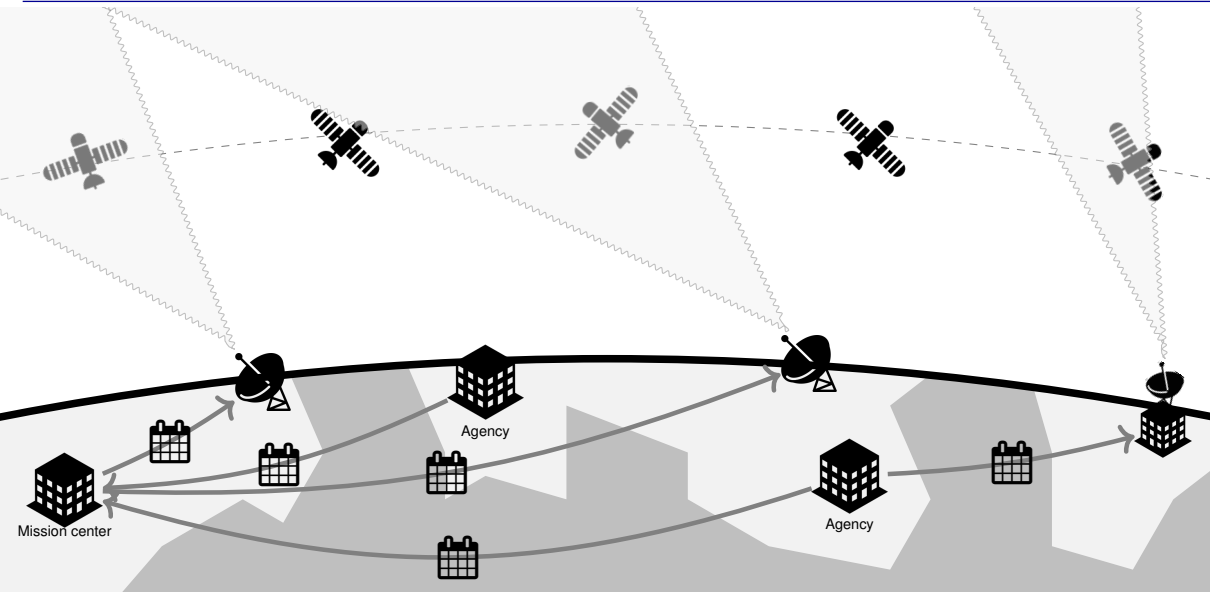
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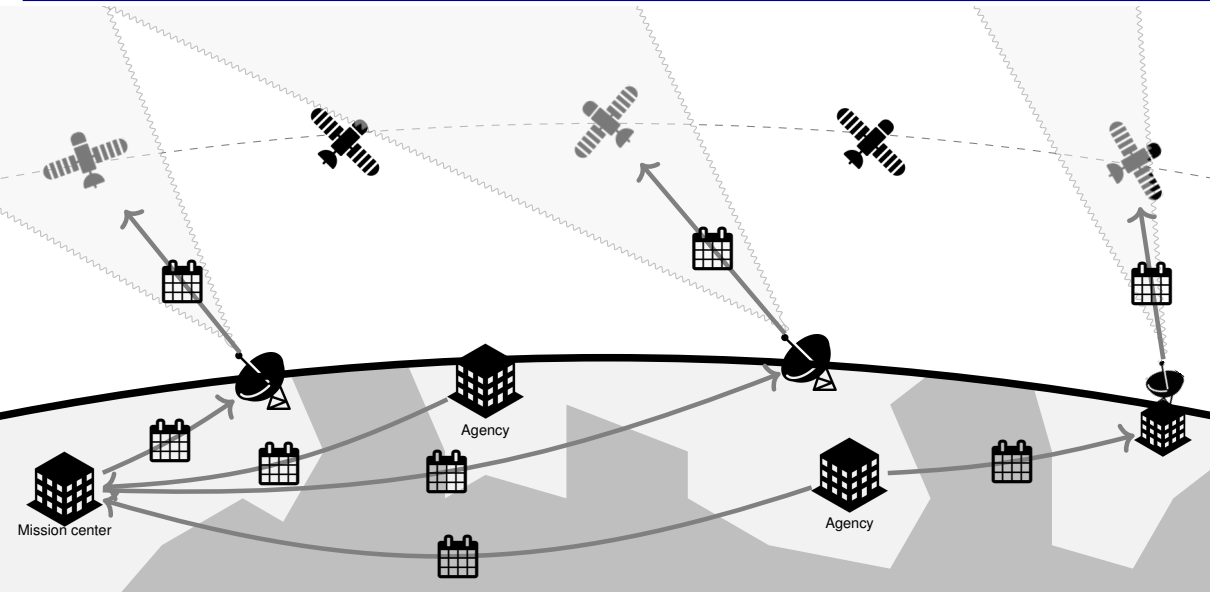


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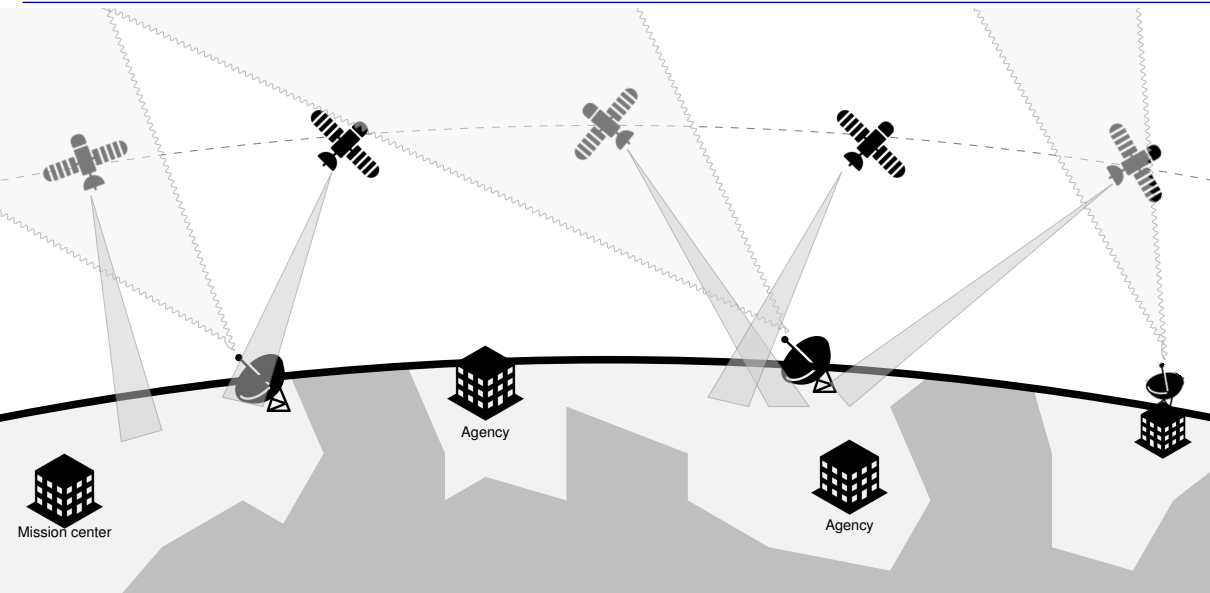




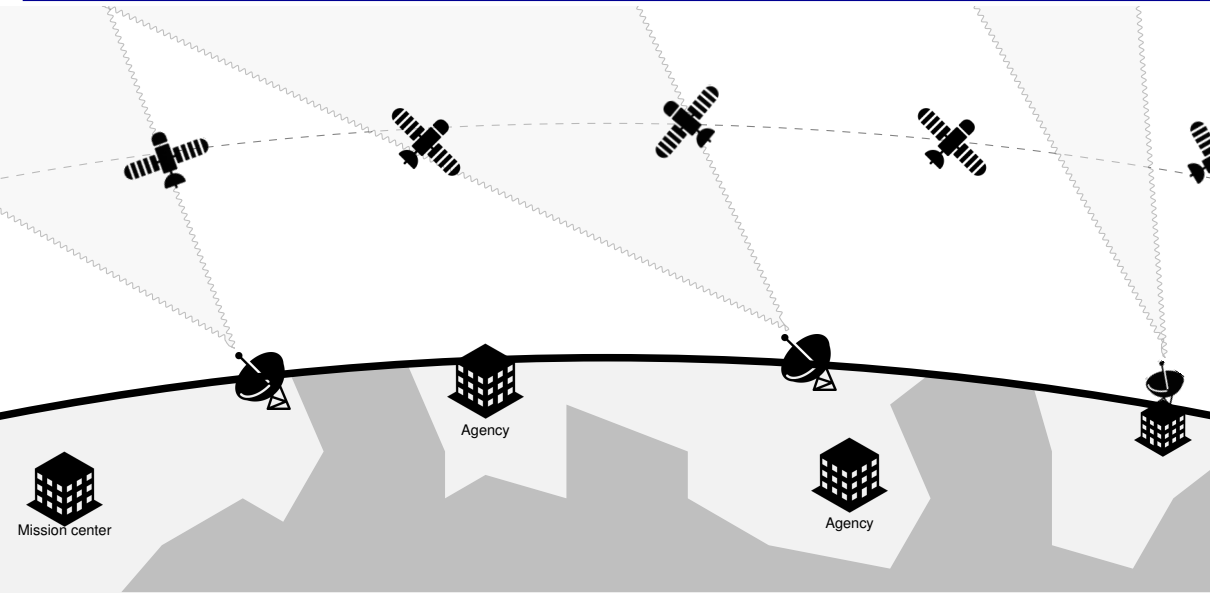
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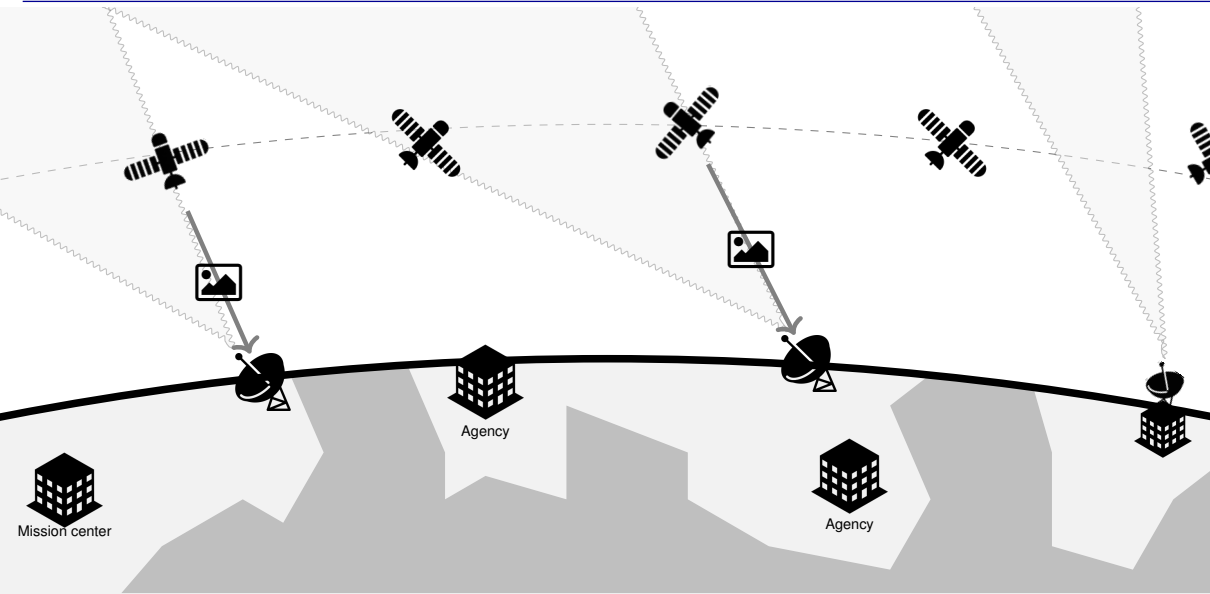
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- *Self-organization and heuristics* for *large scale* schedules [BONNET et al., 2015]
  - ⚠ No quality guarantees, yet?

# Offline Operation Challenges

## Scheduling under Uncertainties

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- *Beyond probabilities*
  - *Possibility Theory* [DUBOIS and PRADE, 2014]  $\rightarrow$  increased decision robustness
  - ⚠ How to define deterministic rewards that consider requests of different types and priorities, while being combined into the chosen uncertainty measure?

# Offline Operation Challenges

## Deconflicting User Requests

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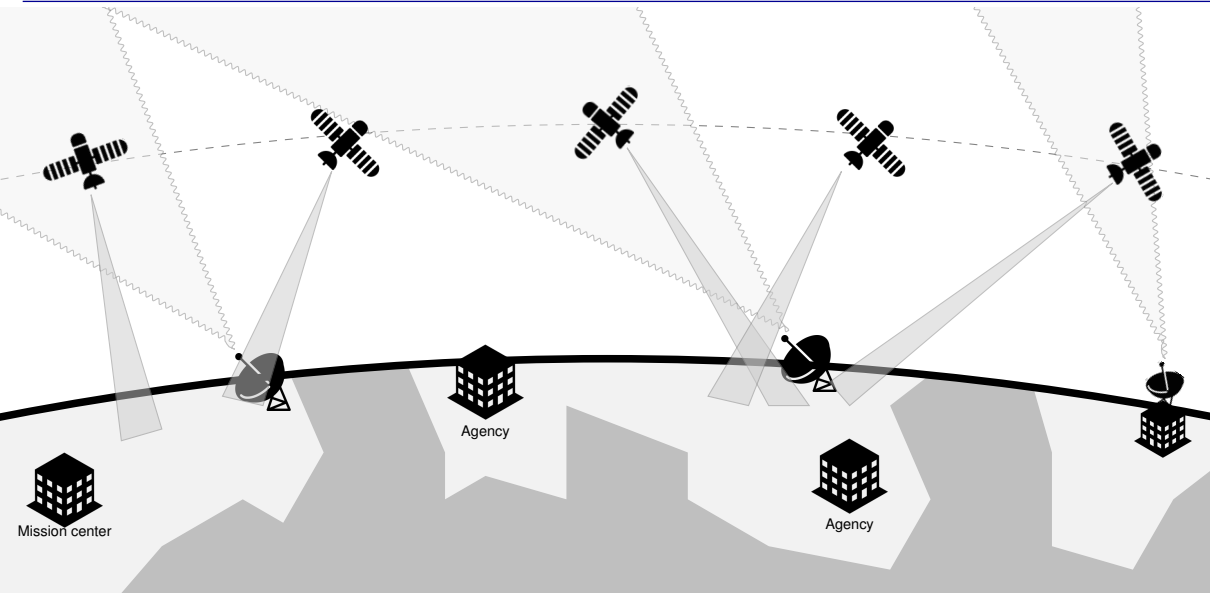
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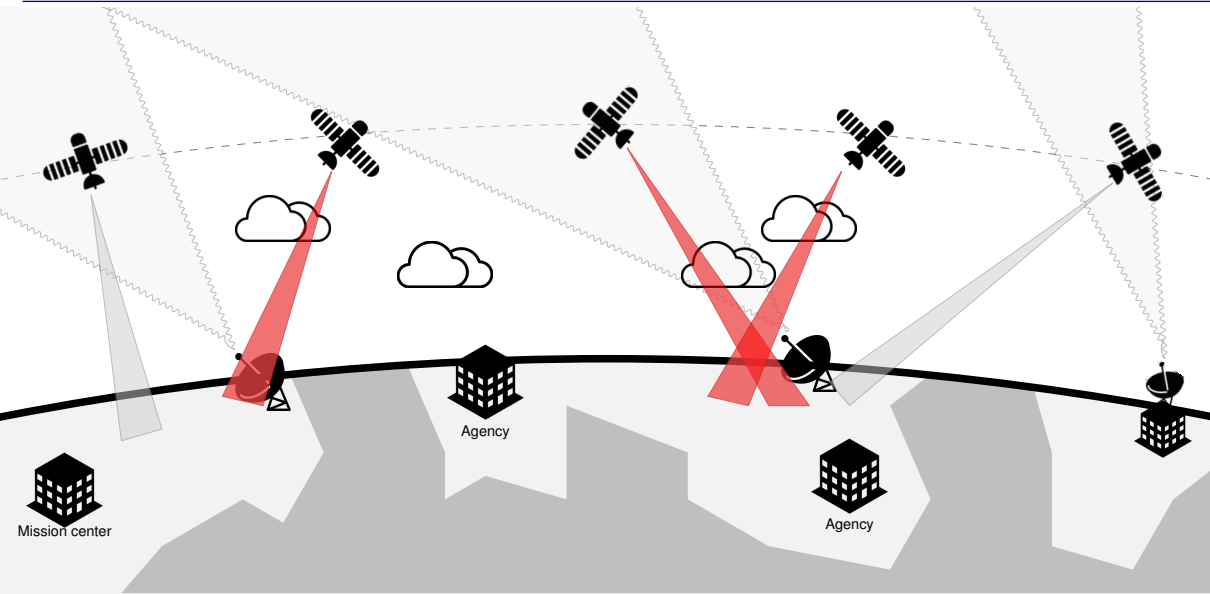
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- *Game Theory* [SUN et al., 2018] and market design [DENIS et al., 2017], in more conflicting and non-cooperative settings

# Online Operation Challenges

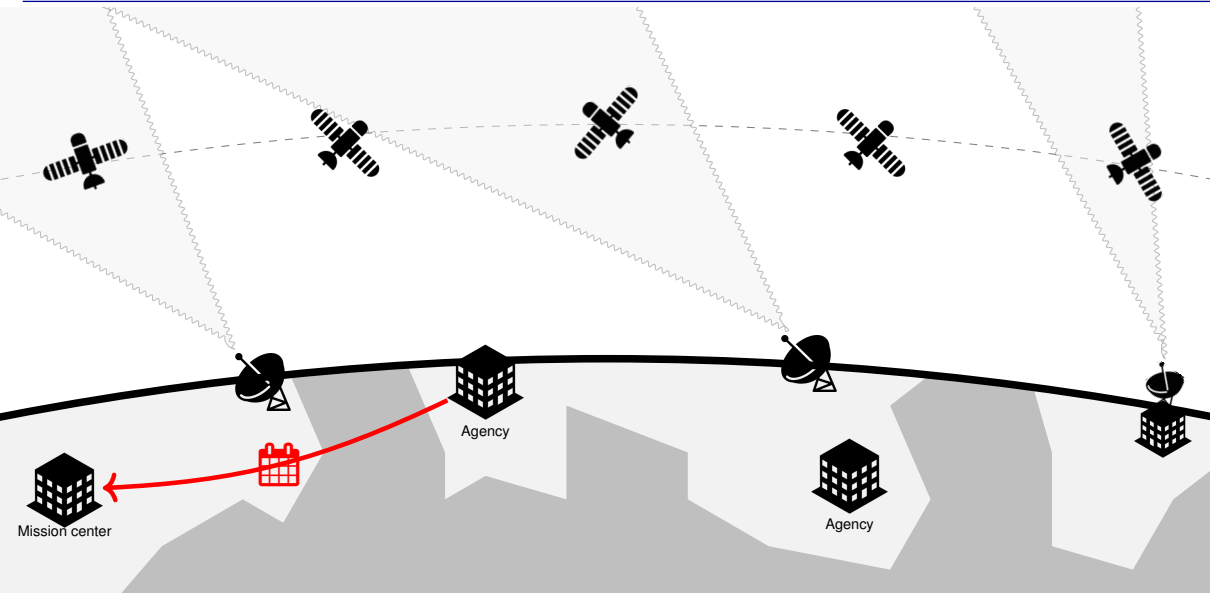
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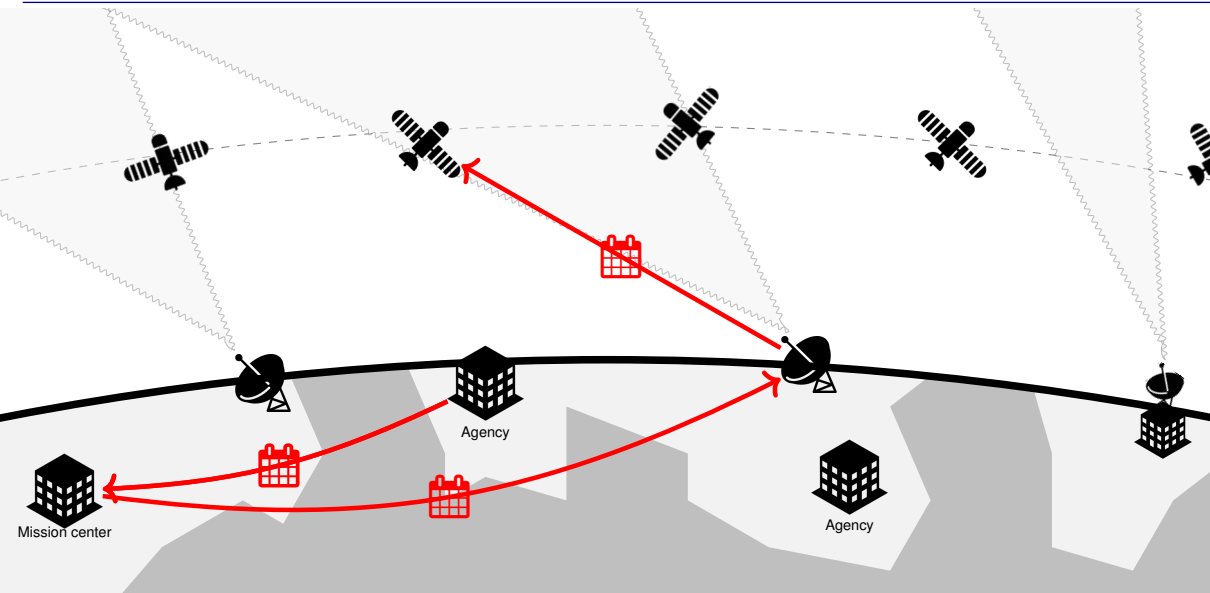
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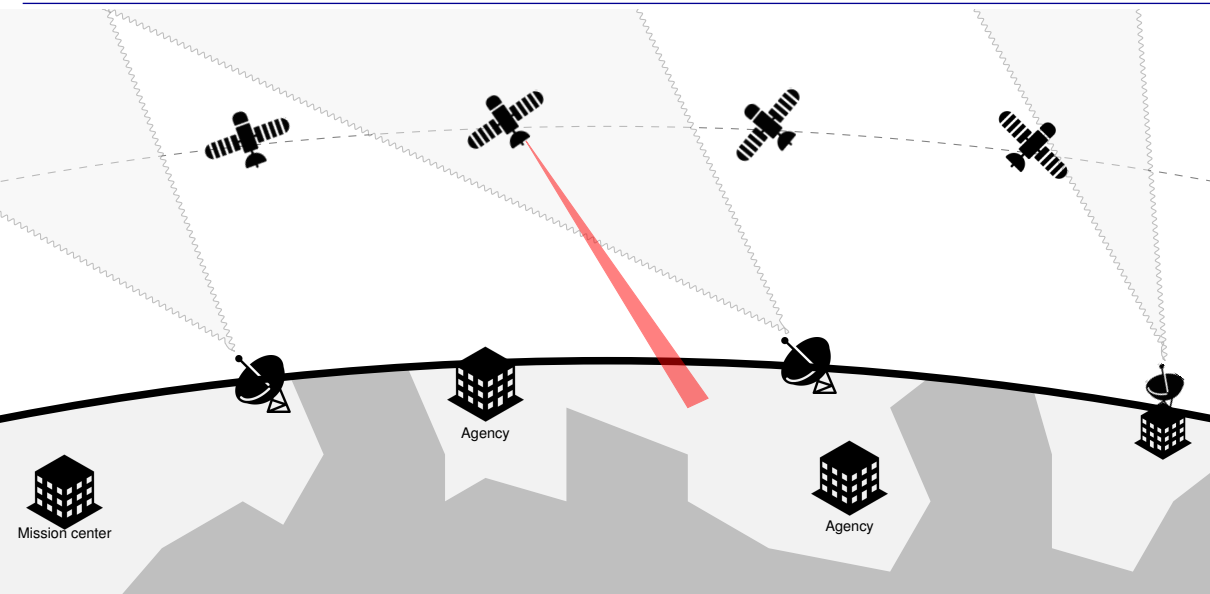




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- *On-board decision-making* and inter-agent cooperation
  - *Dynamic Distributed Constraint Optimization* (DynDCOP) [HOANG et al., 2016; RUST et al., 2020]
  - *Multiagent plan repair* techniques [KOMENDA et al., 2014]
  - *Dynamic consensus* techniques [FRANCESCHELLI and FRASCA, 2018; LI et al., 2014]
  - ⚠ Limited scalability and resilience to communication loss and asynchronicity [DIBAJI and ISHII, 2015; JOHNSTON, 2020; RUST et al., 2020]
  - ⚠ Strong requirements for on-board operations

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- inter-satellite link
- direct communication between mission centers
- indirect communications through geostationary relay satellites or drones

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- *Epidemic communication protocols* [BONNET and TESSIER, 2007]
- *Negotiation and coordination between spacecraft agents* [ARAGUZ et al., 2015; CAHOY and KENNEDY, 2017; SCHETTER et al., 2003]

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## Concluding Remarks



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- Coordination, Organisations, Institutions, and Norms
- Engineering Multiagent Systems
- Knowledge Representation, Reasoning, and Planning
- Learning and Adaptation
- Markets, Auctions, and Non-Cooperative Game Theory
- Modelling and Simulation of Societies
- Robotics
- Social Choice and Cooperative Game Theory

This work has been performed with the support of the French government in the context of the “Programme d’Investissements d’Avenir”, namely by the BPI PSPC project “LiChIE”



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