DAVID RAZHIEL CERES ARROYO

TASK ALLOCATION AND SENSOR FUSION LOCALIZATION FOR AUTONOMOUS SYSTEMS

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A Multi-Tool Allocation Approach for Optimized Weed Removal in Autonomous Agriculture

June 2025 – classicthesis v4.8

Ohana means family.
Family means nobody gets left behind, or forgotten.

— Lilo & Stitch

Dedicated to the loving memory of Rudolf Miede.

1939 – 2005

ABSTRACT

Short summary of the contents in English... a great guide by Kent Beck how to write good abstracts can be found here:

https://plg.uwaterloo.ca/~migod/research/beckOOPSLA.html

ZUSAMMENFASSUNG

Kurze Zusammenfassung des Inhaltes in deutscher Sprache...

PUBLICATIONS

This is just an *example.*

This might come in handy for PhD theses: some ideas and figures have appeared previously in the following publications:

[1] Tobias Isenberg, André Miede, and Sheelagh Carpendale. "A Buffer Framework for Supporting Responsive Interaction in Information Visualization Interfaces." In: *Proceedings of the Fourth International Conference on Creating, Connecting, and Collaborating through Computing (C^5 2006)*. IEEE, 2006, pp. 262–269. ISBN: 978-0-7695-2563-1.

[2] Ulrich Lampe, Markus Kieselmann, André Miede, Sebastian Zöller, and Ralf Steinmetz. "A Tale of Millis and Nanos: On the Accuracy of Time Measurements in Virtual Machines." In: *Proceedings of the Second European Conference on Service-Oriented and Cloud Computing (ESOCC 2013)*. Springer, 2013, pp. 172–179. ISBN: 978-3-642-40650-8.

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[6] Hsin-Yi Tsai, Melanie Siebenhaar, André Miede, Yu-Lun Huang, and Ralf Steinmetz. "Threat as a Service? Virtualization's Impact on Cloud Security." In: *IEEE IT Professional* 14.1 (2012), pp. 32–37. ISSN: 1520-9202.

Attention: This requires a separate run of `bibtex` for your `refsection`, e. g., `ClassicThesis1-blx` for this file. You might also use `biber` as the backend for `biblatex`. See also `http://tex.stackexchange.com/questions/128196/problem-with-refsection`.

We have seen that computer programming is an art,
because it applies accumulated knowledge to the world,
because it requires skill and ingenuity, and especially
because it produces objects of beauty.

— Donald E. Knuth [9]

ACKNOWLEDGMENTS

Put your acknowledgments here.

Many thanks to everybody who already sent me a postcard!

Regarding the typography and other help, many thanks go to Marco Kuhlmann, Philipp Lehman, Lothar Schlesier, Jim Young, Lorenzo Pantieri and Enrico Gregorio, Jörg Sommer, Joachim Köstler, Daniel Gottschlag, Denis Aydin, Paride Legovini, Steffen Prochnow, Nicolas Repp, Hinrich Harms, Roland Winkler, Jörg Weber, Henri Menke, Claus Lahiri, Clemens Niederberger, Stefano Bragaglia, Jörn Hees, Scott Lowe, Dave Howcroft, José M. Alcaide, David Carlisle, Ulrike Fischer, Hugues de Lassus, Csaba Hajdu, Dave Howcroft, Anonymous, Konrad Höffner, and the whole LaTeX-community for support, ideas and some great software.

Regarding LyX: The LyX port was intially done by *Nicholas Mariette* in March 2009 and continued by *Ivo Pletikosić* in 2011. Thank you very much for your work and for the contributions to the original style.

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ACRONYMS

DRY Don't Repeat Yourself

API Application Programming Interface

UML Unified Modeling Language

IT Implement Tool

DOF Degrees of Freedom

Part I

BUILDING THE TOOLS

1 INTRODUCTION

1.1 BACKGROUND AND CONTEXT

Autonomous systems are complex agents capable of carrying out operations without human intervention. They have become more capable thanks to technological advancements and increasingly integrated into society with recent remarkable progress in artificial intelligence (AI) techniques. According to Zhang in [19], current trends indicate that the development and adoption of such systems will continue to grow in the coming years.

The agricultural sector is one of the areas where the integration of autonomous technologies has great potential. These systems could significantly benefit farmers by making their work safer and less repetitive. Autonomous systems have already been used in alternative cropping methods such as precision agriculture. Nevertheless, traditional practices are still facing challenges that autonomous systems could perfectly address. Among these challenges, the proliferation of weeds in grass fields raises as a major concern for the livestock well-being for two main reasons. First, weeds compete with grass for resources, reducing the quality of food available for grazing animals. Second, some weed species pose a direct threat to livestock health. In particular, plants like Rumex have been identified as toxic and the cause of livestock poisoning [15].

Removing these plants is a task that farmers must perform manually, as EU regulations restrict the use of pesticides and prevent farmers from combating weed proliferation through chemical means. It is evident that this task, especially in large grass fields, is highly time-consuming and extremely repetitive, making it an ideal candidate for automation. In Germany, companies like Paltech have developed solutions to address this problem using autonomous wheeled robots. Their flagship robot is a differential-drive wheeled system equipped with various sensors for localization and weed detection, as well as an onboard drilling mechanism for weed removal. Currently, if the weed removal process needs to be sped up, the only solution is to deploy a fleet of robots. While this is feasible, developing single units capable of holding more than one drilling mechanism seems like the natural next step in Paltech's solution.

1.2 PROBLEM STATEMENT

The development of systems with more than one drilling unit for weed removal comes with both hardware and software challenges. It is crucial to ensure that tools and system resources are used as efficiently as possible. We want to avoid having more capable units with unused tools, especially since the production and deployment of these improved systems are more costly. Therefore, reducing idle time is a top priority and the focus of this thesis.

Idle time refers to periods when resources, such as drilling equipment, are not actively engaged in productive work. Reducing idle time in this context means minimizing the time tools remain unused and maximizing their productivity in weed removal. To achieve this, allocating detected plants to the correct tools is essential. In the literature, this process is known as task allocation. Some technical challenges to consider during implementation include computational latency and multi-tool coordination. The task allocation algorithm and execution pipeline must be fast enough to process new detections and reassign tools in real time without causing delays, while also ensuring that multiple drilling units operate efficiently without interference or redundancy.

1.3 CURRENT SOLUTIONS

In general, a task allocation system aims to achieve an efficient assignment of tasks to robots (or tools in this case) by considering various characteristics such as the robots' capabilities, task requirements, and system efficiency. This process of task allocation involves three important factors to be consider acording to Umashankar in [7]. Robot/tool, environment and coordination as shown in Figure 1.1.

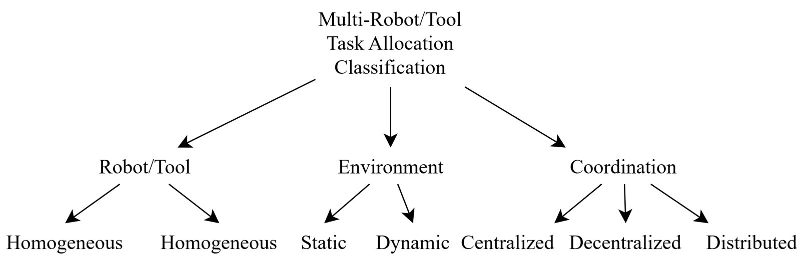

Figure 1.1: Multi-robot/tool task allocation classification. Source [7]

An example of homogeneous tools in this context is a robot equipped with multiple tools of the same type, such as drills. In contrast, heterogeneous tools refer to robots equipped with different types of tools, such as drilling, seeding, and sensing equipment.

The multi-tool task allocation can take place in either a dynamic or static environment. In an environment that is static in nature, tasks are allocated to tools in advance before they begin to execute them. This method works well in situations when the tasks are predetermined and the environment remains unchanged. In contrast, dynamic task allocation involves the real-time assignment of tasks to tools as they carry out their activities. For the scope of this thesis, we will focus on homogeneous tools operating in a dynamic environment with centralized coordination, where the onboard computer will act as the master, assigning plants to each drilling mechanism.

There are several ways to accomplish multi-tool allocation, including heuristic, cluster-based, market-based, learning-based, and optimization-based techniques. Table 1.1 and 1.2 presents a comprehensive classification of task allocation algorithms found in the literature.

Approach	**Technique/Algorithm**
Cluster Based	SVCA [14]
	Group Agent Partitioning [6]
	Consensus-Based Distributed Task Allocation [2]
	Voronoi Diagram-Based, K-Means Algorithm [8]
	CBBA [16]
	Cluster First Consensus-Based Strategy
	K-Means Clustering
Market Based	Auction Algorithm [11]
	Improved Auction Algorithm [18]
	Extended auction algorithm
	Distributed auction algorithm
	Sequential single-item auctions
	Auction-based algorithm
	Multihop-based auction algorithm
	Based on sequential single item auctions
	Consensus Based Parallel Auction and Execution Algorithm
	Extended sequential single item auction
	Distributed auction-based algorithm
	The consensus-based bundle algorithm
	Linear integer programming
	Contract Net protocol

Table 1.1: Different Approaches to Task Allocation, Source [7]

Approach	**Technique/Algorithm**
Learning Based	Gated Recurrent Unit, Multi-layer Perceptron [13]
	Deep Reinforcement Learning [5]
	Heterogeneous Graph Attention Network
	Capsule Attention-based Mechanism
	Encoder Decoder Architecture with cross attention mechanism
	Graph Neural Network (GNN)
	Q-Learning , Convolutional layers and a GRU
	Deep Reinforcement Learning
	Graph Convolutional Neural Networks
Optimization Based	Mixed-integer quadratic program
	Centralized Hungarian method [12]
	Bin Maximum Item Doubled Packing
	Particle swarm optimization (PSO) algorithm
	Group theory and Optimization duality theory
	Particle Swarm Optimization
	Group theory and the optimization duality theory
	Integer Programming
	Mixed-integer quadratic program (MIQP)
	A genetic algorithm (GA), A* algorithm
	Constraint based optimization as quadratic program
	Particle Swarm Optimization
	Heuristic based
	Diferential Evolution for multimodal problems
	Fuzzy Optimization

Table 1.2: Different Approaches to Task Allocation, Source [7]

In cluster-based approaches, the goal is to group tasks into a predefined number of clusters. Instead of assigning a single task to each tool, the clustering approach allocates entire groups of tasks to them, reducing the number of individual task assignments and computational complexity. Clustering approaches aim to minimize travel distance and maximize task coverage by grouping tasks effectively. However, the optimal clustering of tasks still needs further exploration. Although these approaches simplify task allocation, they struggle to handle dynamic changes in the environment.

An optimization-based strategy aims to select the best solution from a set of available options. These solutions are constrained by specific conditions, and the optimal one is determined based on the objective function. The objective function represents the system's ultimate goal. Some of the optimization algorithms have poor robustness to uncertainties therefore this approach is more suitable for solving well-defined and static problems focusing on theoretically optimal or near-optimal solutions. Additionally, optimization-based approaches require more computational power and are less adaptable to changing environments.

Market-based approaches effectively handle highly combinatorial optimization problems. In this method, an auctioneer informs agents about available tasks and requests bids. Each agent evaluates its capacity to complete the tasks and submits a bid accordingly. The auctioneer then assigns tasks to the agent with the most favorable bid. Generally, task allocation using this approach minimizes travel time. While these methods are flexible and scalable, they may not always achieve a globally optimal solution.

Recent approaches to task allocation incorporate deep learning techniques such as graph neural networks and graph convolutional networks. These types of task allocation methods are commonly referred as learning-based approaches. Most learning-based approaches struggle to generalize to larger-scale problem scenarios beyond those used during training. This characteristic is especially important because real-world task allocation problems frequently require modeling scenarios whose costs increase with the number of tasks and robots. Table 1.3 gives a comparison between all the approaches.

	Clustering	Optimization	Market-Based	Learning-Based
Advantage	Simplifies task allocation and reduces complexity	Provides optimal solutions, well suited for static problems	Flexible, scalable, decentralized	Adaptable, learns, and improves over time
Limitation	May not account for dynamics well	Computationally intensive, less adaptable	May not yield global optima, and needs effective bidding	Requires training time, initially sub-optimal
Best case	Logical tasks	Well-defined, static problems	Dynamic environments with varying tasks	Complex and uncertain environments
Future work	Dynamic clustering, online adaptation	Hybrid models, real-time optimization	Adaptive market mechanisms, incentive models	Transfer learning, meta-learning

Table 1.3: A Comparison of different approaches to TA, Source [7]

1.4 PROPOSED SOLUTION

As Table 1.3 illustrates, algorithm selection must be carefully considered based on the application's nature to achieve optimal performance. In a grass field clearing application, the environment is highly dynamic, especially since weed detections occur while the system is in motion. Therefore, market-based approaches are well-suited to ensuring the system adapts effectively to such conditions. However, since weeds often spread in clustered areas, a cluster-based approach could help reduce the algorithm's computational load and improve real-time responsiveness.

A hybrid algorithm is proposed to tackle the dynamics of the environment and leverage the benefits of both market-based and cluster-based approaches. By combining real-time adaptability with efficient task grouping, the system can dynamically allocate tasks while minimizing computational overhead. This approach ensures that weed removal remains efficient even as new detections occur, ultimately improving performance in large-scale and rapidly changing field conditions.

2 SIMULATION

2.1 THE ROBOT

Nuga is Paltech's solution for speeding up the weed removal process. Nuga is a mobile platform equipped with two drilling mechanisms, also called Implement Tool (IT), one main camera at the front for plant detection, two internal cameras for fine adjustment during tools' placement, an IMU, and two GNSS antennas for GPS localization. Each IT is mounted on a structure with three Degrees of Freedom (DOF) using prismatic joints, allowing movement in X, Y, and Z directions.

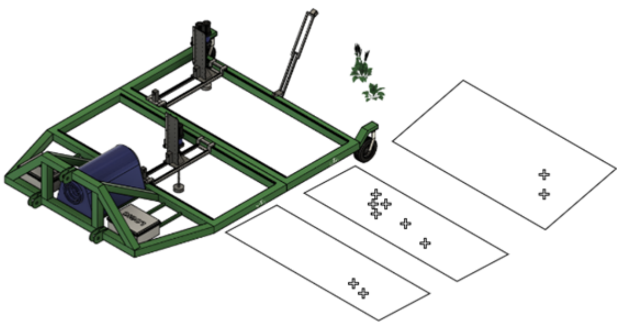

Figure 2.1: Nuga Platform

2.2 SIMULATION

A representative simulation of reality is crucial for developing new algorithms and analyzing robot behavior before implementing them in the physical world. Therefore, building a simulation of the project was a foundational step for this work, ensuring a controlled environment for validation and testing. Gazebo[1] was the selected tool because it provides a physics engine, supports sensor and actuator modeling, and integrates well with ROS[2], making it ideal for testing robotic systems.

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1 Gazebo is a physics-based robotics simulation tool that allows testing and validation of robot models before real-world deployment. https://gazebosim.org/home

2 ROS (Robot Operating System) is an open-source framework that provides tools, libraries, and conventions for developing, managing, and simulating robotic applications. https://www.ros.org/

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Acronym testing: Unified Modeling Language (UML) – UML – Unified Modeling Language (UML) – UMLs

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2.3 ANOTHER SECTION IN THIS CHAPTER

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Table 2.1: Autem timeam deleniti usu id. Knuth

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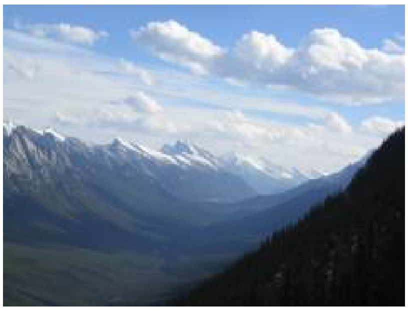
(b) Pan ma signo.



(c) Methodicamente o uno.

(d) Titulo debitas.

Figure 2.2: Tu duo titulo debitas latente. Don't Repeat Yourself (DRY)

Part II

THE SHOWCASE

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3

MATH TEST CHAPTER

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3.1 SOME FORMULAS

Due to the statistical nature of ionisation energy loss, large fluctuations can occur in the amount of energy deposited by a particle traversing an absorber element[1]. Continuous processes such as multiple scattering and energy loss play a relevant role in the longitudinal and lateral development of electromagnetic and hadronic showers, and in the case of sampling calorimeters the measured resolution can be significantly affected by such fluctuations in their active layers. The description of ionisation fluctuations is characterised by the significance parameter κ, which is proportional to the ratio of mean energy loss to the maximum allowed energy transfer in a single collision with an atomic electron:

You might get unexpected results using math in chapter or section heads. Consider the `pdfspacing` option.

$$\kappa = \frac{\xi}{E_{\mathrm{max}}} \tag{3.1}$$

E_{max} is the maximum transferable energy in a single collision with an atomic electron.

$$E_{\mathrm{max}} = \frac{2m_{\mathrm{e}}\beta^2\gamma^2}{1 + 2\gamma m_{\mathrm{e}}/m_{\mathrm{x}} + \left(m_{\mathrm{e}}/m_{\mathrm{x}}\right)^2},$$

where $\gamma = E/m_{\mathrm{x}}$, E is energy and m_{x} the mass of the incident particle, $\beta^2 = 1 - 1/\gamma^2$ and m_{e} is the electron mass. ξ comes from the Rutherford scattering cross section and is defined as:

$$\xi = \frac{2\pi z^2 e^4 N_{\mathrm{Av}} Z\rho\delta x}{m_{\mathrm{e}}\beta^2 c^2 A} = 153.4\frac{z^2}{\beta^2}\frac{Z}{A}\rho\delta x \quad \mathrm{keV},$$

where

z	charge of the incident particle
N_{Av}	Avogadro's number
Z	atomic number of the material
A	atomic weight of the material
ρ	density
δx	thickness of the material

1 Examples taken from Walter Schmidt's great gallery:
http://home.vrweb.de/~was/mathfonts.html

κ measures the contribution of the collisions with energy transfer close to E_{max}. For a given absorber, κ tends towards large values if δx is large and/or if β is small. Likewise, κ tends towards zero if δx is small and/or if β approaches 1.

The value of κ distinguishes two regimes which occur in the description of ionisation fluctuations:

1. A large number of collisions involving the loss of all or most of the incident particle energy during the traversal of an absorber.

   As the total energy transfer is composed of a multitude of small energy losses, we can apply the central limit theorem and describe the fluctuations by a Gaussian distribution. This case is applicable to non-relativistic particles and is described by the inequality $\kappa > 10$ (i. e., when the mean energy loss in the absorber is greater than the maximum energy transfer in a single collision).

2. Particles traversing thin counters and incident electrons under any conditions.

   The relevant inequalities and distributions are $0.01 < \kappa < 10$, Vavilov distribution, and $\kappa < 0.01$, Landau distribution.

3.2 VARIOUS MATHEMATICAL EXAMPLES

If $n > 2$, the identity

$$t[u_1, \ldots, u_n] = t\big[t[u_1, \ldots, u_{n_1}], t[u_2, \ldots, u_n]\big]$$

defines $t[u_1, \ldots, u_n]$ recursively, and it can be shown that the alternative definition

$$t[u_1, \ldots, u_n] = t\big[t[u_1, u_2], \ldots, t[u_{n-1}, u_n]\big]$$

gives the same result.

Part III

APPENDIX

A APPENDIX TEST

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A.1 APPENDIX SECTION TEST

Test: Table A.1 (This reference should have a lowercase, small caps A if the option `floatperchapter` is activated, just as in the table itself → however, this does not work at the moment.)

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Table A.1: Autem usu id.

A.2 ANOTHER APPENDIX SECTION TEST

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Listing A.1: A floating example (`listings` manual)

```
for i:=maxint downto 0 do
begin
{ do nothing }
end;
```

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DECLARATION

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Zagreb, Croatia, June 2025

David Razhiel Ceres Arroyo

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