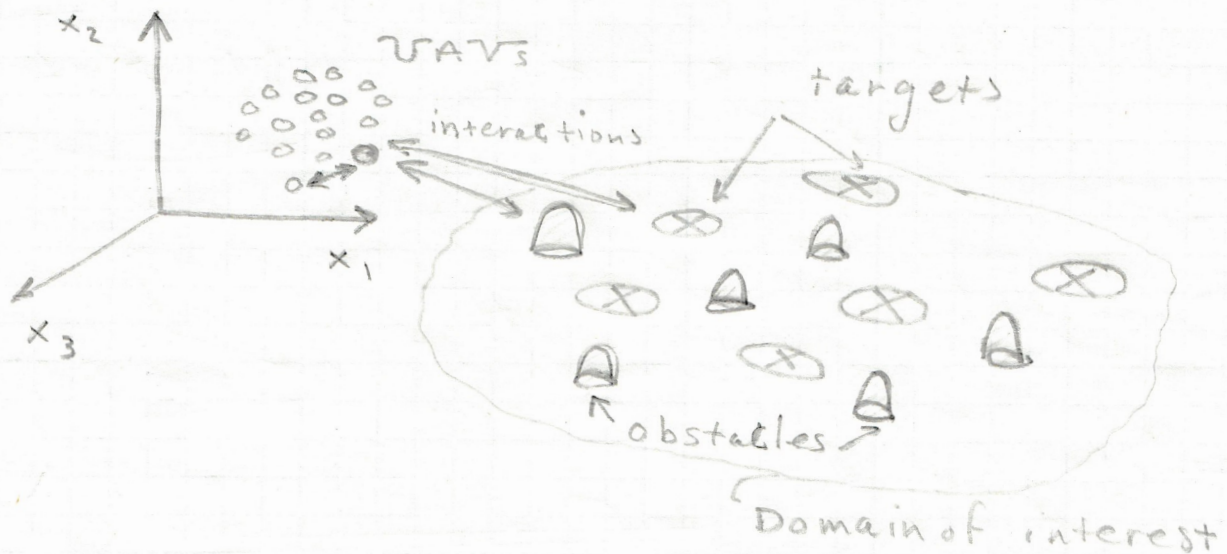


Modeling and Simulation of Swarm of UAVs

• For historical perspectives - typed notes

Model Problem:



Governing Equation:

$$m_i \dot{\underline{v}}_i = m_i \ddot{\underline{r}}_i = \underline{\tau}_i = \underline{F}(\underline{N}_i, \underline{N}_t, \underline{N}_o)$$

mass of the "i"th swarm member velocity position total interaction member-target (mt) member member (mm) member obstacle (mo)

position $\underline{r}_i = r_{i1} \underline{e}_1 + r_{i2} \underline{e}_2 + r_{i3} \underline{e}_3$

velocity $\underline{v}_i = \dot{\underline{r}}_i = \dot{r}_{i1} \underline{e}_1 + \dot{r}_{i2} \underline{e}_2 + \dot{r}_{i3} \underline{e}_3$

acceleration $\underline{a}_i = \dot{\underline{v}}_i = \ddot{\underline{r}}_i = \ddot{r}_{i1} \underline{e}_1 + \ddot{r}_{i2} \underline{e}_2 + \ddot{r}_{i3} \underline{e}_3$

- $N_m = \#$ of swarm-members
- $N_t = \#$ of targets
- $N_o = \#$ of obstacles

Characterization of interactions:

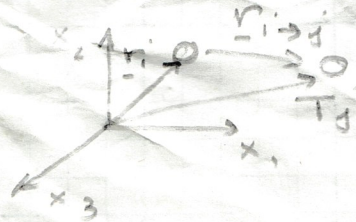
Member - target interaction

$$\|\underline{r}_i - \underline{T}_j\| = \left((r_{i1} - T_{j1})^2 + (r_{i2} - T_{j2})^2 + (r_{i3} - T_{j3})^2 \right)^{1/2}$$

$$\stackrel{\text{def}}{=} d_{ij}^{mt}$$

Direction vector: $\underline{n}_{i \rightarrow j} = \frac{\underline{T}_j - \underline{r}_i}{\|\underline{T}_j - \underline{r}_i\|} = \text{unit vector}$

since $\underline{r}_i + \underline{n}_{i \rightarrow j} = \underline{T}_j$



Weighted direction vector:

$$\hat{\underline{n}}_{i \rightarrow j} = \left(w_{t1} e^{-a_1 d_{ij}^{mt}} - w_{t2} e^{-a_2 d_{ij}^{mt}} \right) \underline{n}_{i \rightarrow j}$$

\uparrow weight that reflects importance
 \uparrow decay

Sum all member - target interaction:

$$\underline{N}_i^{mt} = \sum_{j=1}^{N_t} \hat{\underline{n}}_{i \rightarrow j}$$

Member - obstacle interaction

$$\|\underline{r}_i - \underline{O}_j\| = \left((r_{i1} - O_{j1})^2 + (r_{i2} - O_{j2})^2 + (r_{i3} - O_{j3})^2 \right)^{1/2}$$

$$\stackrel{\text{def}}{=} d_{ij}^{mo}$$

Direction vector: $\underline{n}_{i \rightarrow j} = \frac{\underline{O}_j - \underline{r}_i}{\|\underline{O}_j - \underline{r}_i\|}$

Weighted direction vectors:

$$\hat{\underline{n}}_{i \rightarrow j} = \left(w_{o1} e^{-b_1 d_{ij}^{mo}} - w_{o2} e^{-b_2 d_{ij}^{mo}} \right) \underline{n}_{i \rightarrow j}$$

Sum of all member-obstacle interactions:

$$\underline{N}_i^{mo} = \sum_{j=1}^{N_o} \hat{n}_{i \rightarrow j} \quad (j \neq i)$$

member-member interaction

$$\|\underline{r}_i - \underline{r}_j\| = \left((r_{i1} - r_{j1})^2 + (r_{i2} - r_{j2})^2 + (r_{i3} - r_{j3})^2 \right)^{1/2}$$

Direction vector: $\underline{n}_{i \rightarrow j} = \frac{(\underline{r}_j - \underline{r}_i)}{\|\underline{r}_i - \underline{r}_j\|} \stackrel{\text{def}}{=} \underline{d}_{ij}^{mm}$

Weighted direction vector:

$$\hat{\underline{n}}_{i \rightarrow j} = \left(w_{m1} e^{-c_1 d_{ij}^{mm}} - w_{m2} e^{-c_2 d_{ij}^{mm}} \right) \underline{n}_{i \rightarrow j}$$

Sum all the member-member interactions:

$$\underline{N}_i^{mm} = \sum_{j=1}^{N_m} \hat{\underline{n}}_{i \rightarrow j}$$

Summation of all interactions:

$$\underline{N}_i^{tot} = w_{mt} \underline{N}_i^{mt} + w_{mo} \underline{N}_i^{mo} + w_{mm} \underline{N}_i^{mm}$$

normalized $\underline{n}_i^* = \frac{\underline{N}_i^{tot}}{\|\underline{N}_i^{tot}\|}$

Forces are $\underline{F}_i^{tot} = F_i \underset{\substack{\uparrow \text{thrust}}}{\underline{n}_i^*}$

yielding $m_i \underline{\dot{v}}_i = m_i \underline{\ddot{r}}_i = \underline{F}_i^{tot}, i=1, \dots, N_m$

Time discretization :

velocity update: $\underline{v}_i(t+\Delta t) = \underline{v}_i(t) + \frac{\Delta t}{m_i} \underline{f}_i^{tot}(t)$

position update: $\underline{r}_i(t+\Delta t) = \underline{r}_i(t) + \Delta t \underline{v}_i(t)$

"Speed Limit" : maximum speed = v_{max}

Thus, if $\|\underline{v}_i(t+\Delta t)\| > v_{max}$

then (a) $\underline{v}_i^{old}(t+\Delta t) \stackrel{def}{=} \underline{v}_i(t+\Delta t)$

(b) $\underline{v}_i^{New}(t+\Delta t) = v_{max} \frac{\underline{v}_i^{old}(t+\Delta t)}{\|\underline{v}_i^{old}(t+\Delta t)\|}$

(c) $\underline{v}_i(t+\Delta t) = \underline{v}_i^{New}(t+\Delta t)$

Mapped Criteria:

If $\|\underline{r}_i - \underline{T}_j\| \leq tol \Rightarrow$ take \underline{T}_j out of the system

Obstacle Criteria:

If $\|\underline{r}_i - \underline{O}_j\| \leq tol \Rightarrow$ Immobilize the UAV

Algorithm: at time = t

(1) Initialize target Locations: $\underline{T}_j = (T_{j1}, T_{j2}, T_{j3})$

(2) Initialize obstacle Locations: $j=1, \dots, N_t$

$$\underline{O}_j = (O_{j1}, O_{j2}, O_{j3})$$

(3) Initialize swarm Locations $j=1, 2, \dots, N_o$

$$\underline{r}_i = (r_{i1}, r_{i2}, r_{i3}), i=1, 2, \dots, N_m$$

- 4) Determine relative distances and directions $\underline{r}_i, \underline{d}_i$
- 5) For each swarm member determine $\underline{N}_i^{mt}, \underline{N}_i^{mo}, \underline{N}_i^{mm}$
- 6) For each swarm member determine $\underline{V}_i^{tot} = F_i \underline{N}_i^*$
- 7) For each swarm member integrate ODE to
 yield
 (with speed) $\underline{v}_i(t + \Delta t) = \underline{v}_i(t) + \frac{\Delta t}{m_i} \underline{V}_i^{tot}(t)$
 Limits $\underline{r}_i(t + \Delta t) = \underline{r}_i(t) + \Delta t \underline{v}_i(t)$

- 8) check mapping criteria $\|\underline{r}_i - \underline{T}_j\| \leq tol$
 check obstacle criteria $\|\underline{r}_i - \underline{O}_j\| \leq tol$

9) Repeat for next time step

• See example in Reader.

• Design vector:

$$\underline{\Lambda} = \{ \Lambda_1, \dots, \Lambda_N \}$$

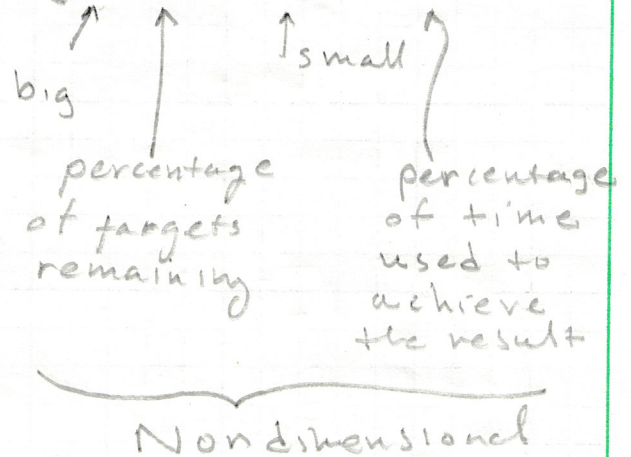
$$= \{ W_{mt}, W_{mo}, W_{mm}, w_{t1}, w_{t2}, w_{o1}, w_{o2}, w_{m1}, w_{m2}, a_1, a_2, b_1, b_2, c_1, c_2 \} = 15 \text{ variables}$$

• These parameters are hard to estimate, thus necessitating optimization.

Machine Learning

Objective: Map all targets as fast as possible.

For example: $TT(\underline{A}) = (w_1 A + w_2) T_m$



Apply MLA / Genetic algorithm:

- (1) Generate Population: 5 of them
- (2) Evaluate Performance: $TT(\underline{A}^{(i)})$
- (3) Rank Performances
- (4) "Mate" the top performers \Rightarrow "children"
- (5) Eliminate the poor performers
- (6) Add new population members
- (7) Repeat process until tolerance met
- (8) Apply gradient based methods if needed