Adaptive Information Management Strategies in Mixed Human-Robot Teams

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January 19, 2012

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Big Picture: Human-robot decision dynamics



Uncertain environment surveyed by human-UAV team (Courtesy: Prof. Kristi Morgansen)



A Surveillance Operator (Courtesy: http://www.modsim.org/)



Data Center Operator

- UCSB Camera Network
- How to handle information overload?
- What are optimal information management strategies?

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Two Critical Issues

Photo courtesy: The Wall Street Journal

Optimal information aggregation



- Which source to observe?
- Efficient search and detection
- Routing for evidence collection

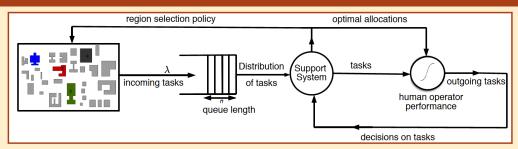
Optimal information processing



- Optimal time allocation?
- Optimal streaming rate?
- Optimal number of operators?

Decision support system to optimize human-robot team objective?

Problem Setup



- Support System (SS) collects information from the sensor network
- Sensor Network ≡ regions surveyed, cold storages, different buildings, etc
- SS streams collected information to the human operator
- SS specifies the time, the operator should spend of each feed
- Based on the operator's decisions, the SS collects information from the most pertinent source

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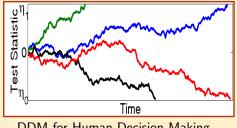
Operator Models I

Vehicle Team Model Level of Autonomy Team Structure λ_{1}, μ_{1} Vehicle Collaboration $\lambda_2 \mu_2$ QUEUE **HUMAN SERVER Environment Model** λ_{n}, μ_{n} **Exogenous Events** Human Operator Model

General vehicle team and human operator interaction model

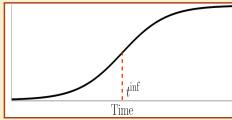
Nehme et al '08

Operator Models II



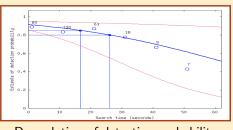
DDM for Human Decision Making

Bogacz et al '06

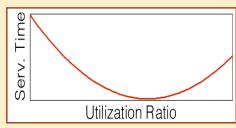


Evolution of probability of detection

Pew '68



Degradation of detection probability Bertuccelli et al '10



Yerkes Dodson effect Yerkes-Dodson 1908

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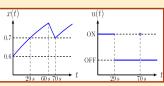
Literature Review I

Task Release Control

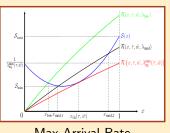
- The service time on a task is a function of utilization ratio (UR)
- Yerkes-Dodson(Y-D) law determines the expected service time
- Task release controller releases a task if UR is below a threshold
- The maximally stabilizing arrival rate depends on Y-D law and UR dynamics
- Limitation: Does not incorporate error rate in the policies



Task Release Setup



Task Release Controller

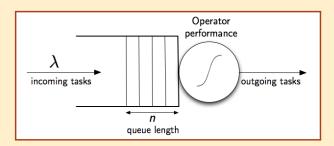


Max Arrival Rate Savla et al '11

Literature Review II

Resource allocation for human operator

Problem: How to optimally allocate operator attention to a batch of tasks or to an incoming stream of tasks



- Static queue: serve N tasks in time T
- Dynamic queue: tasks arrive continuously at some known rate
- Optimal design of queue: What is an optimal arrival rate

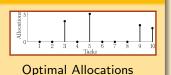
Srivastava et al '11

Literature Review III

Literature Review III

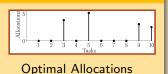
Time Constrained Static Queue

maximize
$$f_1(t_1)+\cdots+f_N(t_N)$$
 subject to $t_1+\cdots+t_N=T$ $t_\ell\geq 0,\quad \ell\in\{1,\ldots,N\}$



Time Constrained Static Queue

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Dynamic Queue with Latency Penalty

$$\max_{t_1,t_2,t_3...} \ \lim_{L \to \infty} \frac{1}{L} \sum_{\ell=1}^L \left(f_{\gamma_\ell}(t_\ell) - \bar{c} \mathbb{E}[n_\ell] t_\ell - \frac{\bar{c} \lambda t_\ell^2}{2} \right)$$

where expected queue length

$$\mathbb{E}[n_\ell] = n_1 - \ell + 1 + \lambda \sum_{j=1}^{\ell-1} t_j$$

Limitation: Does not incorporate SA models in policies





Expected Queue Length

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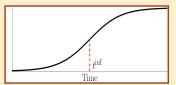
Time Constrained Static Queue with Situational Awareness

Dynamic Programming Formulation

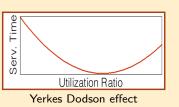
Objective:

- Serve N decision making tasks in time T
- Maximize expected number of correct decisions
- Keep utilization ratio optimal
- Each processed task should be allocated more time than the natural allocation





Probability of Detection



Stage Cost

$$g_{\ell} = z_{\ell}(w_{\ell}f_{\ell}(t_{\ell}) + \beta(t_{\ell} - S(x_{\ell}))), \quad \ell \in \{1, \dots, N\},$$

System Dynamics

Allocation: $a_{\ell+1} = a_{\ell} + t_{\ell} + r_{\ell}, \quad a_1 = 0, \quad a_{\ell} \in [0, T]$

Utilization: $x_{\ell+1} = (1 - e^{-t_\ell z_\ell/\tau} + x(\ell)e^{-t_\ell z_\ell/\tau})e^{-r_\ell z_\ell/\tau}, x_\ell \in [x_{\min}, x_{\max}]$

 $w_{\ell} =$ weight,

 $t_{\ell} = allocation.$

 $r_{\ell} = \text{rest time}$

S = Y-D curve $\tau =$ operator sensitivity

 $\beta = cost.$

 $f_{\ell} = \text{performance func.}$ $z_{\ell} = \text{process} / \text{don't process}$

Dynamic Programming Formulation

Dynamic Queue with Penalty and Situational Awareness

• Latency penalty per unit-time c_{γ} , for task $\gamma \in \Gamma$, and $\bar{c} = \mathbb{E}_{p}[c_{\gamma}]$

Tasks arrive as a Poisson process with rate λ
Tasks sampled from a distribution p : Γ → ℝ>0

Unit reward for each correct decision

Stage Cost

$$g_{\ell} = z_{\ell}(w_{\ell}f_{\ell}(t_{\ell}) + \beta(t_{\ell} - S(x_{\ell}))), \quad \ell \in \{1, \dots, N\},$$

System Dynamics

Allocation:
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 $w_{\ell} = \text{weight},$

 $S = \mathbf{Y} - \mathbf{D}$ curve

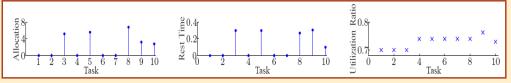
 $t_{\ell}=$ allocation,

 $r_{\ell} = {\sf rest time}$

au = operator sensitivity

 $\beta = \cos t$,

 $f_{\ell} = \text{performance func.}$ $z_{\ell} = \text{process} / \text{don't process}$



Optimal Solution

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Dynamic Queue with Penalty and Situational Awareness

ullet Tasks arrive as a Poisson process with rate λ

- Tasks sampled from a distribution $p:\Gamma\to\mathbb{R}_{\geq 0}$
- Unit reward for each correct decision
- Latency penalty per unit-time c_{γ} , for task $\gamma \in \Gamma$, and $\bar{c} = \mathbb{E}_{p}[c_{\gamma}]$

Stage Cost

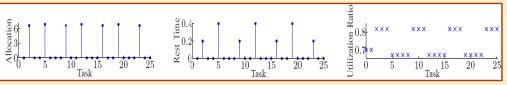
$$\max_{t_1,t_2,t_3...} \lim_{L \to \infty} \frac{1}{L} \sum_{\ell=1}^L z_\ell \Big(w_\ell f_{\gamma_\ell}(t_\ell) - \bar{c} \mathbb{E}[n_\ell] t_\ell - \frac{\bar{c} \lambda t_\ell^2}{2} + \beta (t_\ell - S(x_\ell)) \Big)$$

Dynamic Queue with Penalty and Situational Awareness

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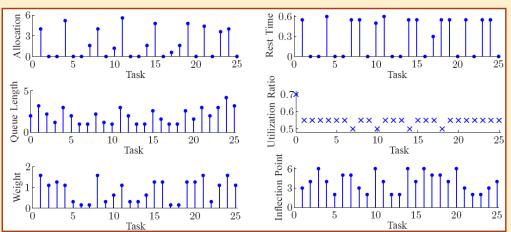


Certainty Equivalent Solution

Illustrative Example I

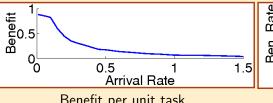
Illustrative Example II

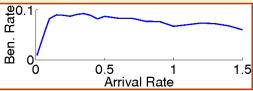
Optimal Allocations and Rest Time



Receding Horizon Policy

Reward versus Arrival Rate





Benefit per unit task

Benefit rate

Optimal arrival rate

- Switching occurs when operator is expected to be always non-idle
- Designer may pick desired accuracy on each task to design arrival rate

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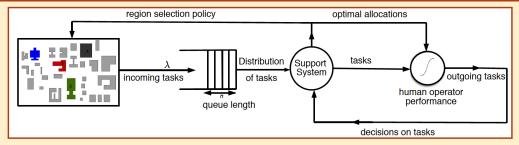
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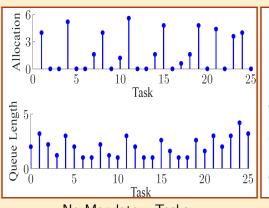
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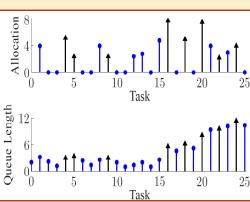
Illustrative Example III

Problem Setup



Handling Mandatory Tasks





No Mandatory Tasks

Mandatory Tasks Present

- Support System (SS) collects information from the sensor network
- Sensor Network ≡ regions surveyed, cold storages, different buildings, etc
- SS streams collected information to the human operator
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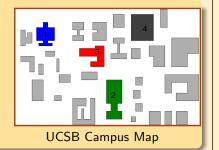
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Quickest Spatial Detection

- N region to be surveyed
- any number of anomalous regions
- an ensemble of CUSUM algorithms
- collection+transmission+processing time at region ℓ is $T_{\ell} > 0$
- distance between region i and j: dii



Quickest Spatial Detection

- N region to be surveyed
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- distance between region i and j: dii



UCSB Campus Map

Spatial Quickest Detection (Srivastava & Bullo '11)

- **1** at iteration τ , pick a region ℓ from stationary distribution **q**
- go to region ℓ and collect evidence y_{τ}
- 3 update CUSUM statistic for region ℓ

$$\Lambda_\ell = (\Lambda_{\ell-1} + \log(f_\ell^1(y_ au)/f_\ell^0(y_ au))^+$$

4 declare an anomaly at region ℓ if $\Lambda_{\ell} > \eta$

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Spatial Quickest Detection: Detection Delay

Expected detection delay at region ℓ

$$\mathbb{E}[T_d^\ell] = rac{e^{-\eta} + \eta - 1}{q_\ell \mathcal{D}(f_\ell^1, f_\ell^0)} (\mathbf{q} \cdot \mathbf{T} + \mathbf{q} \cdot D\mathbf{q})$$

Spatial Quickest Detection: Detection Delay

Expected detection delay at region ℓ

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Two stage quickest detection strategy

- **1** pick optimal $\mathbf{q}^* = \operatorname{argmin} \sum_{\ell=1}^N \pi_\ell^1 \mathbb{E}[T_d^\ell]$
- 2 adapt q* with the evidence collected at each stage

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Spatial Quickest Detection: Detection Delay

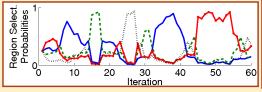
Spatial Quickest Detection with Human Input

Expected detection delay at region ℓ

$$\mathbb{E}[T_d^\ell] = rac{e^{-\eta} + \eta - 1}{q_\ell \mathcal{D}(f_\ell^1, f_\ell^0)} (\mathbf{q} \cdot \mathbf{T} + \mathbf{q} \cdot D\mathbf{q})$$

Two stage quickest detection strategy

- pick optimal $\mathbf{q}^* = \operatorname{argmin} \sum_{\ell=1}^N \pi_\ell^1 \mathbb{E}[T_d^\ell]$
- 2 adapt q* with the evidence collected at each stage



Region Selection Probability

Likelihood of Anamoly

• human operator allocates time t to an evidence

and decides on presence/absence of anomaly

ullet probability of correct decision at region ℓ evolves as sigmoid function

 $\begin{cases} f_\ell^1(t), & \text{if an anomaly is present,} \\ f_\ell^0(t), & \text{if no anomaly is present.} \end{cases}$

 support system runs spatial quickest detection algorithm with the decisions of the operator

Critical Issue:

- human decisions are not i.i.d.
- detection delay expressions can not be used

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Expected Detection Delay: Heuristic Approximation

For a drift diffusion model

Expected decision time = threshold $/\mathcal{D}(f^1, f^0) = t^{\inf}$

Expected delay minimization

detection delay proportional to

- likelihood of anomaly
- difficulty of task
- inverse of region selection probability
- processing time and average distance of the region from other regions

Simultaneous Information Aggregation and Processing I

At each iteration

- the SS determines the optimal region selection policy
- the region selection policy determines

the distribution of incoming tasks

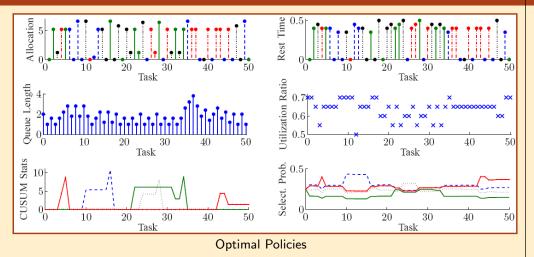
• the performance on an incoming task

from region
$$\ell$$
 is $\pi_\ell^1 f_\ell^1(t) + (1 - \pi_\ell^1) f_\ell^0(t)$

• the SS determines the optimal allocation to each task,

based on current reward and penalty

Simultaneous Information Aggregation and Processing II



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Conclusions & Future Directions

Conclusions

- novel simultaneous information aggregation and processing framework
- incorporation of situational awareness models
- incorporation of human decisions in sensor management strategies
- an adaptive strategy that collects evidence from regions with high likelihood of anomalies and optimally processes it

Conclusions & Future Directions

Conclusions

- novel simultaneous information aggregation and processing framework
- incorporation of situational awareness models
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Future Directions

- re-queuing of tasks and preemptive queues
- validation with experiments
- dynamic anomalies

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