

# ROBOTS AND HUMANS: A COLLABORATIVE WORKSPACE

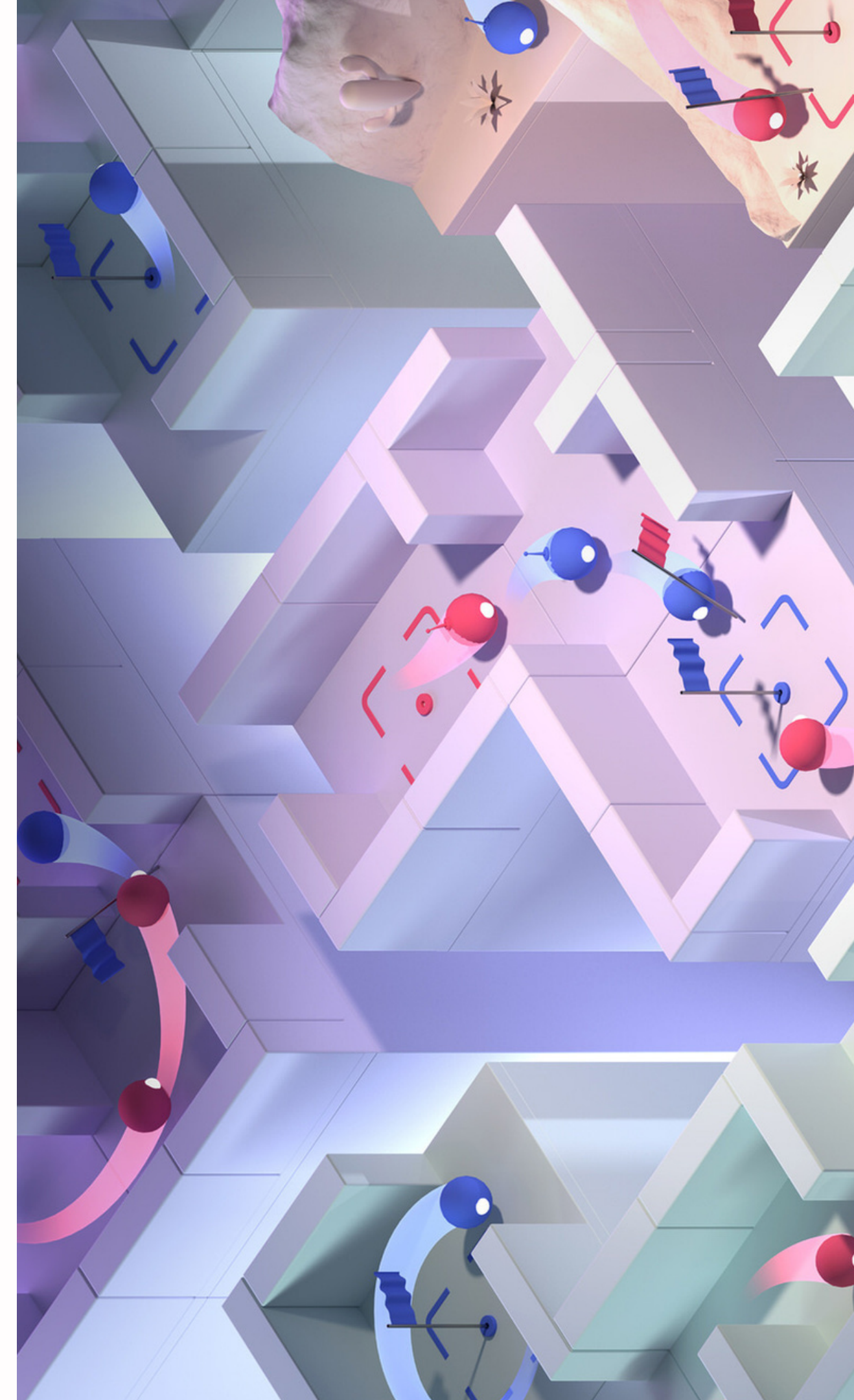
Implementation of the solution

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SOAS Course

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# Case study of my project : A workspace with robots

## Workspace Representation



\*To not make the environment more complex, we won't be representing every "resource" on its own. We will consider all the resources are represented by the green patches.

Resources represented in green patches could be :

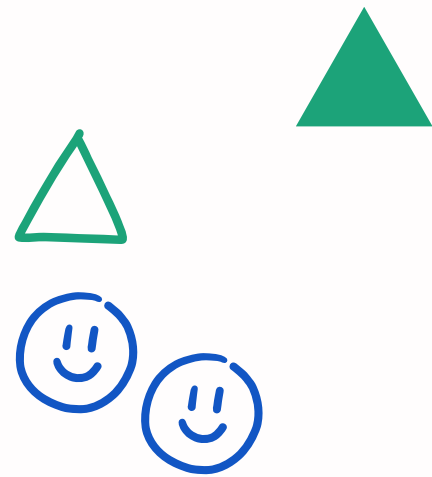
- Papers
- Printers
- Coffee Maker
- Coffee
- Milk

Every green patch represented in the simulation has a max-resources (capacity) that is randomly associated. We define the value and it's distributed randomly through the different patches.

```
ask n-of 40 patches [  
  set pcolor green  
  set resources random max-resources  
]
```

# Explaining the logic and calculations

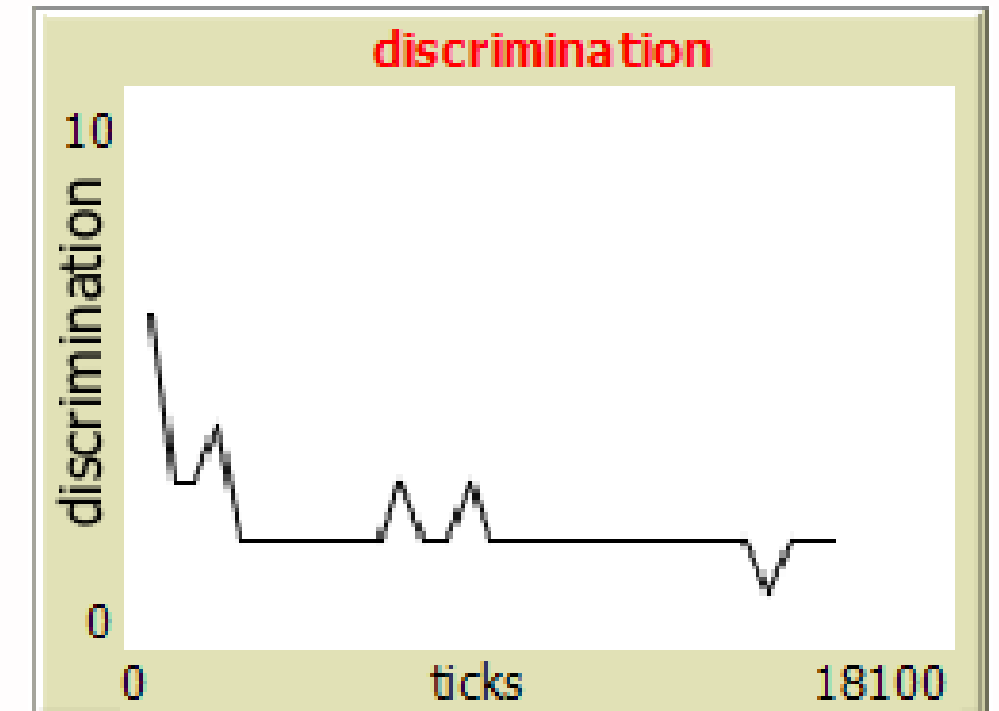
## Discrimination



Discrimination (unfairness and inequality) is **true** if :

- distance between the resource and blue agent  $<$  discrimination\_threshold
- if the distance between blue agent A and blue agent B next to the resource is  $< 2 \rightarrow$  A is discriminating against B and not letting him use the resource.

## Number of discriminations



**If we reduce the numb of patches, discrimination increase**

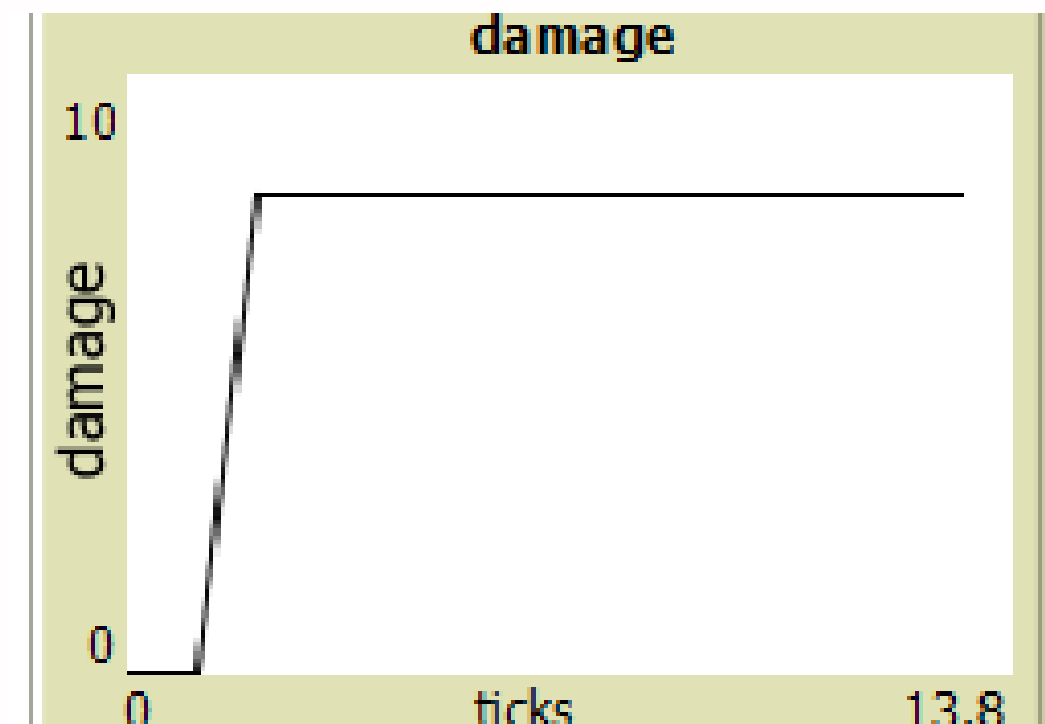
## Damage



Damaging the resources take into account these elements :

- distance between the resource and blue agent  $<$  damage\_threshold
- resource\_depletion\_rate  $>$  50 %
- cumulative\_degradation  $>$  10
- cumulative\_pollution  $>$  0.2
- ecological\_disruption

## Count of Damage per tick

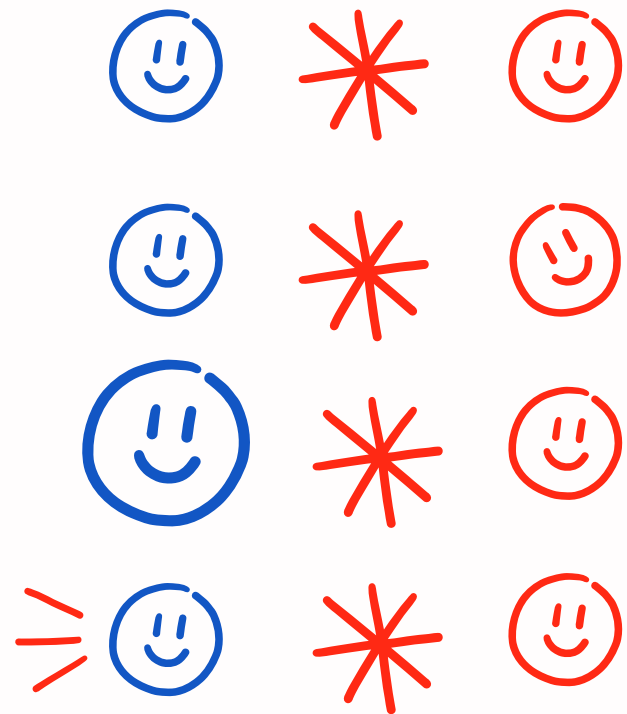


**Damage is checked for each turtle individually**



# Explaining the logic and calculations

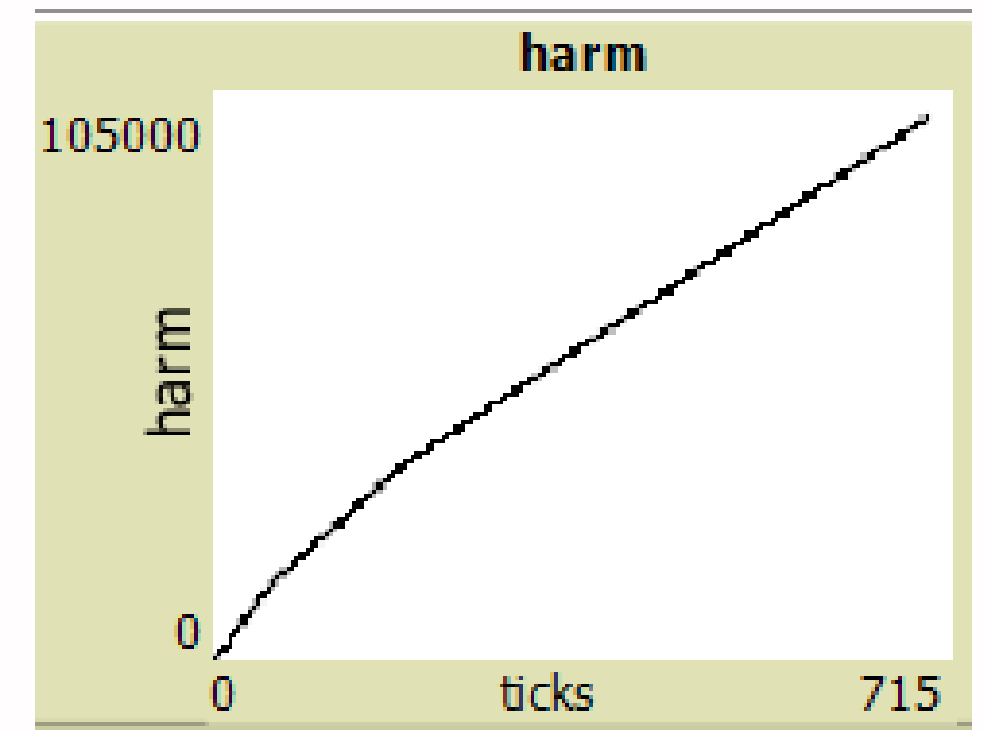
## Harm



Harm is **true** if :

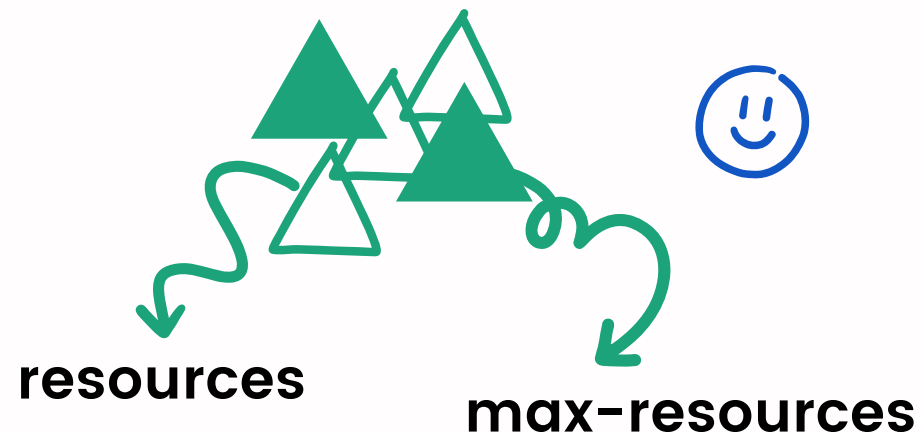
- distance between them  $<$  harm\_threshold
- angle-diff  $>$  170 or angle-diff  $<$  -170
- (size - [size] of myself)  $>$  1
- (speed - [speed] of myself)  $>$  3

## Potential Harm per Tick



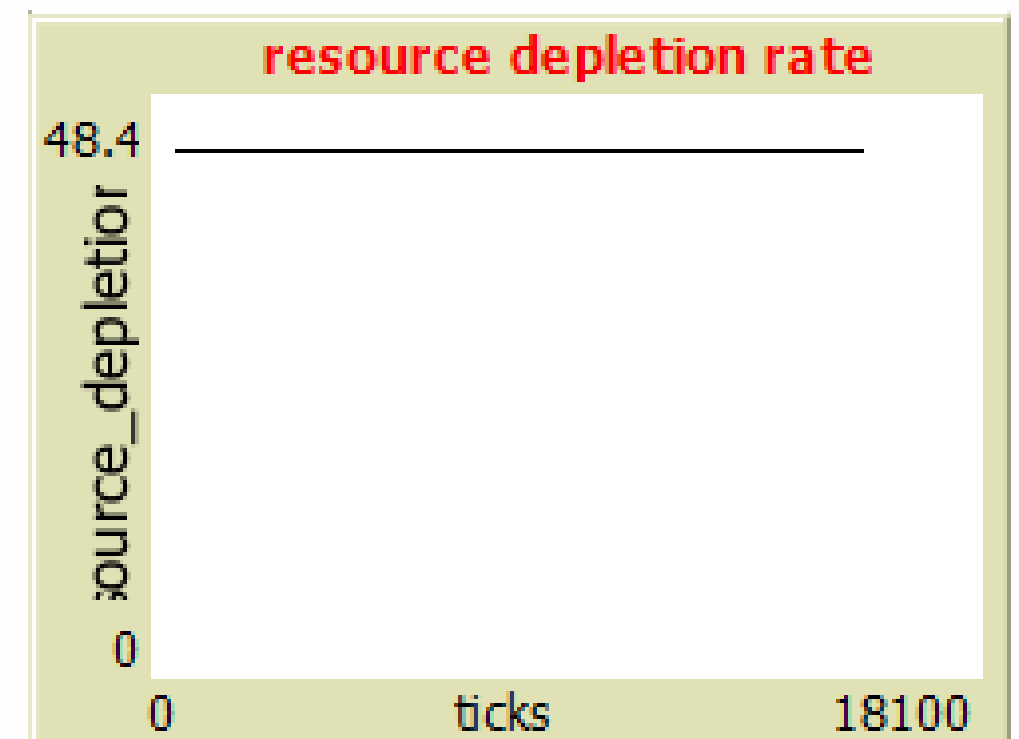
**48,4%** of the resources have been consumed

## Resource Depletion



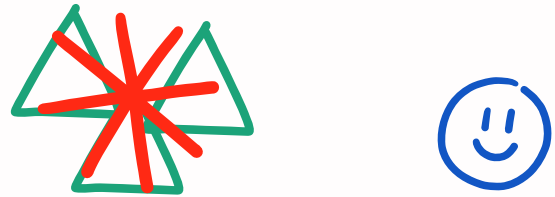
Resource Depletion is calculated **taken into account** :

- $(\text{max-resources} - \text{resources}) / \text{max-resources}$



# Explaining the logic and calculations

## Degradation

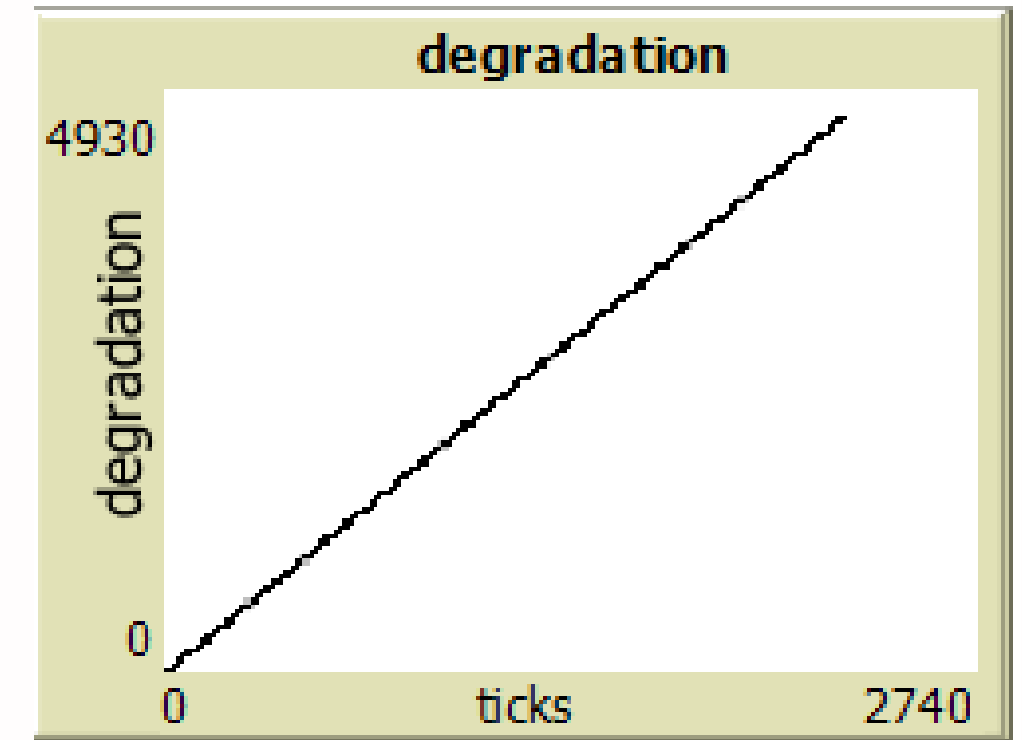


Detecting degradation of the environment (Environmental stewardship) can be calculated using :

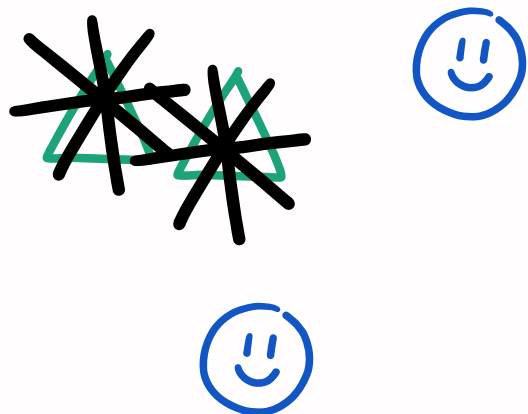
- $\text{degradation} = \text{degradation} + \text{resource-depletion} * \text{degradation\_rate}$



## Degradation cumulative per tick



## Pollution

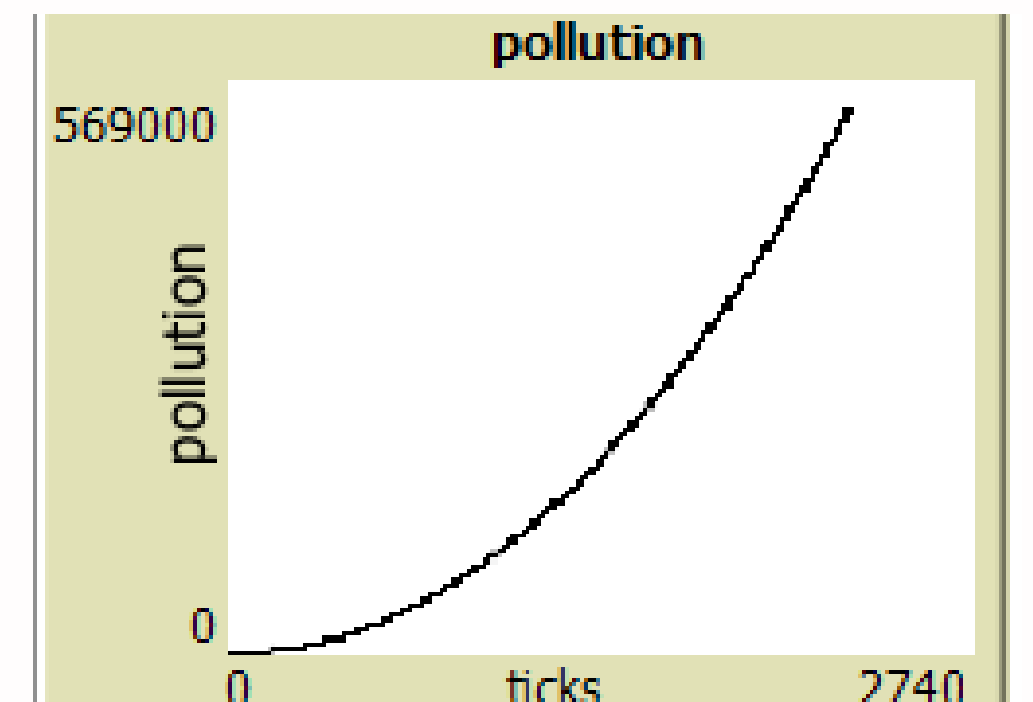


Pollution can be calculated using degradation level calculated :

- $\text{pollution} = \text{pollution} + \text{degradation} * \text{pollution\_rate}$

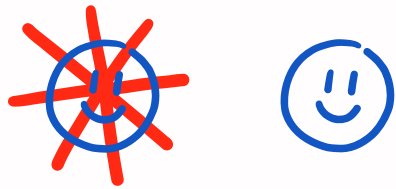


## Pollution cumulative per tick



# Explaining the logic and calculations

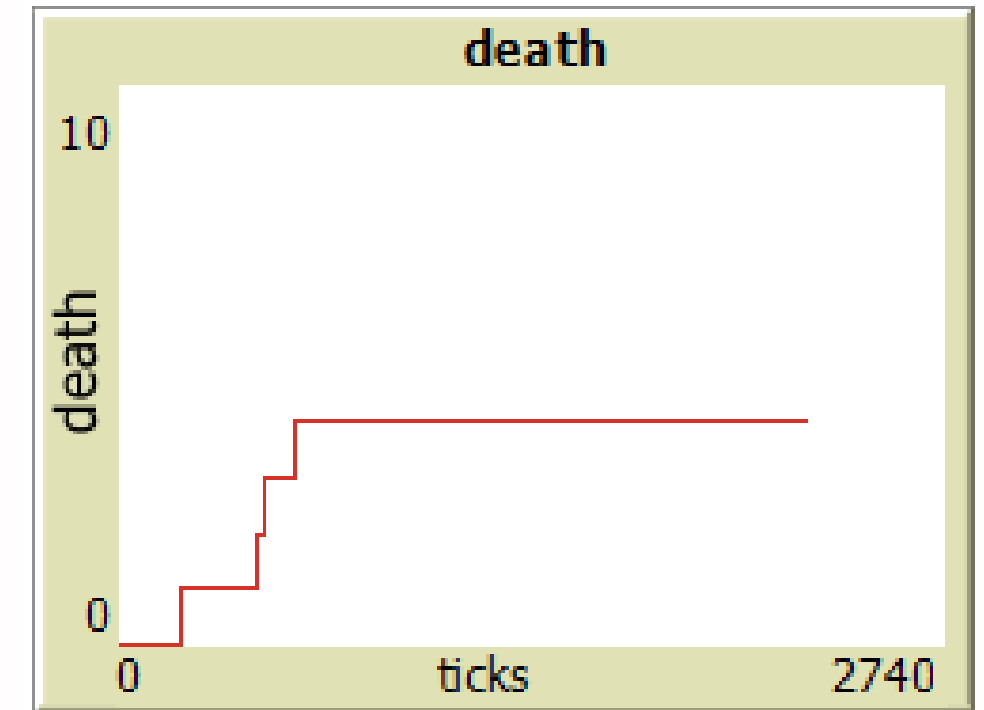
## Death



Death in our case can be represented as an accident done between two blue agents (two robots) that will make one of them break.

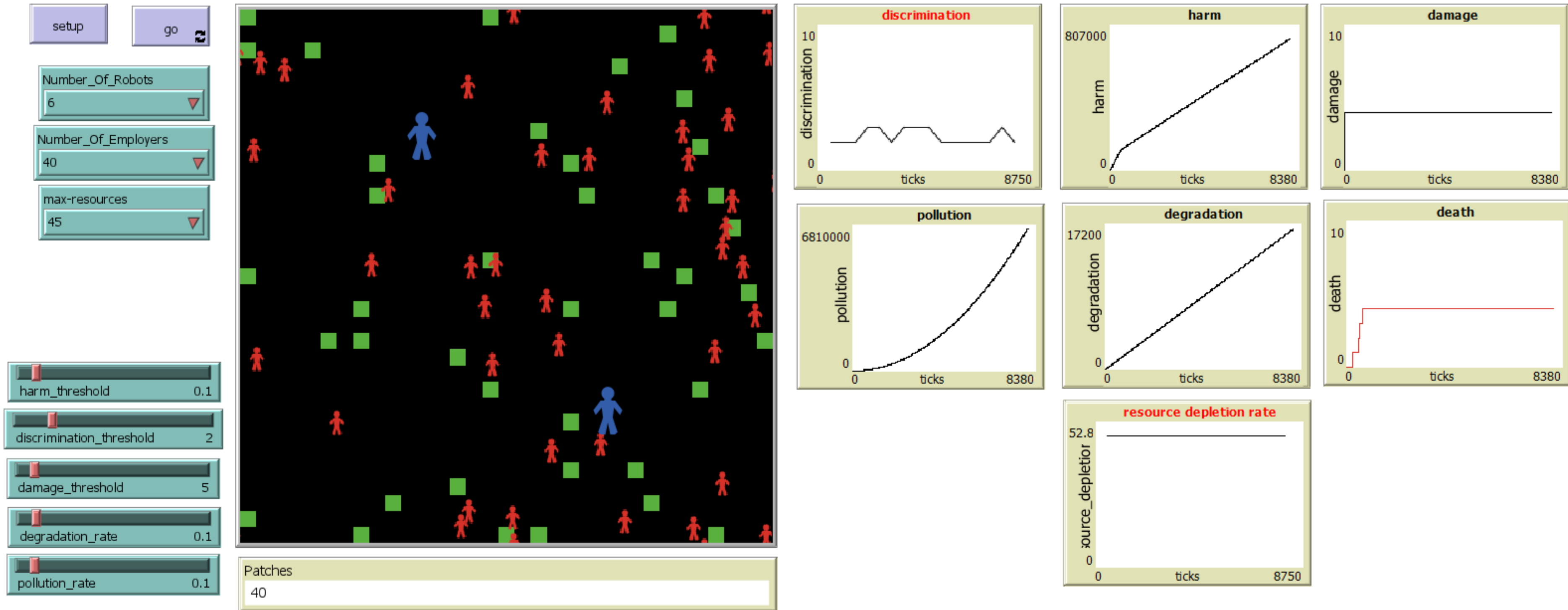
- Distance between blue agents
- Speed of the blue agent
- Size of the blue agent

## Death Count



- In fact, all the logic behind the calculations and behind the definition of ethical values were done taking into account my case study.
- Resources online and already done implementations don't exist as well, so my implementation is fully based on my understanding of ethical values and their logic.
- I had to analyze the ethical considerations, interpret the requirements of the case study, and devise my own logic to incorporate those values into the model

# Implementation representing ethical values and intelligent agents inside a workspace






But what if we want to have a general implementation of the workspace and the interactions humans-robots ?









# Explaining the logic behind the general implementation

## Designing the workspace

OFFICE FLOORPLAN TOOLS

draw  clear

draw-what?  
desk ▼

- wall
-  desk
-  kitchen
-  bathroom
-  printer
-  meeting room
-  elevator
- employee
- robot
- nothing(clear)

export-floorplan


import-floorplan


## Setting up the office

 elevator-barrier 20

setup-office


## Setting up the employees


 %-desks-filled 80

 On Off rbt-same-floor-only

setup-employees

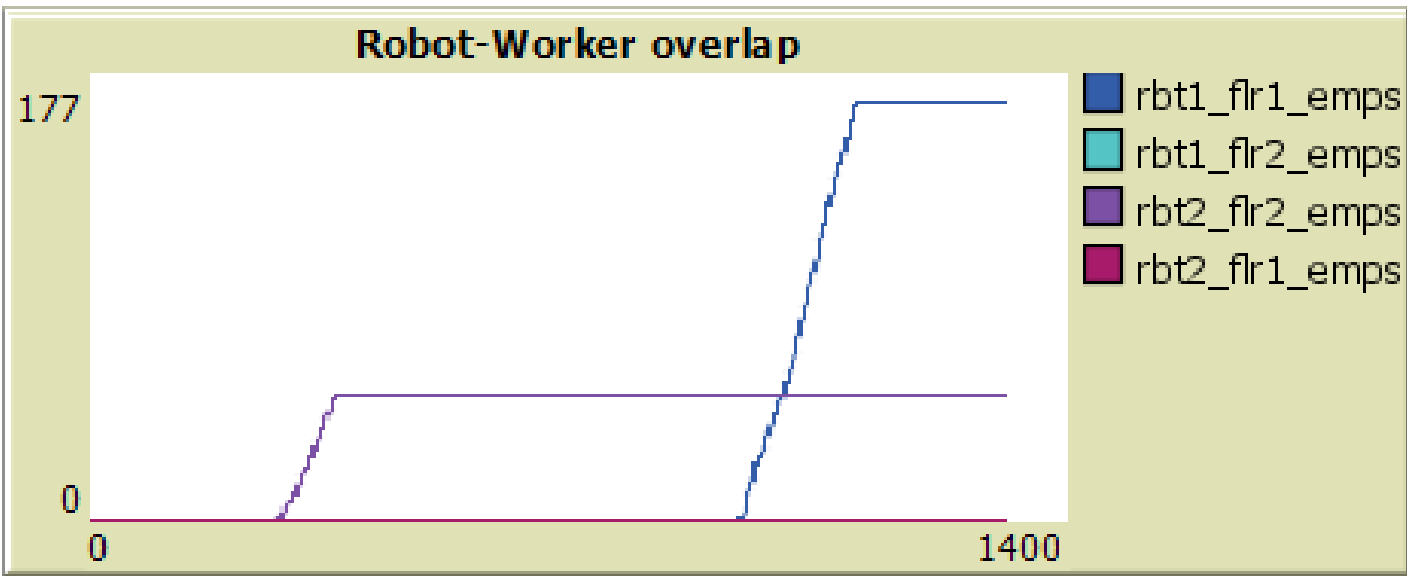
## Setting up the probability

 prob-of-having-mtg-on-other-floor 0.7

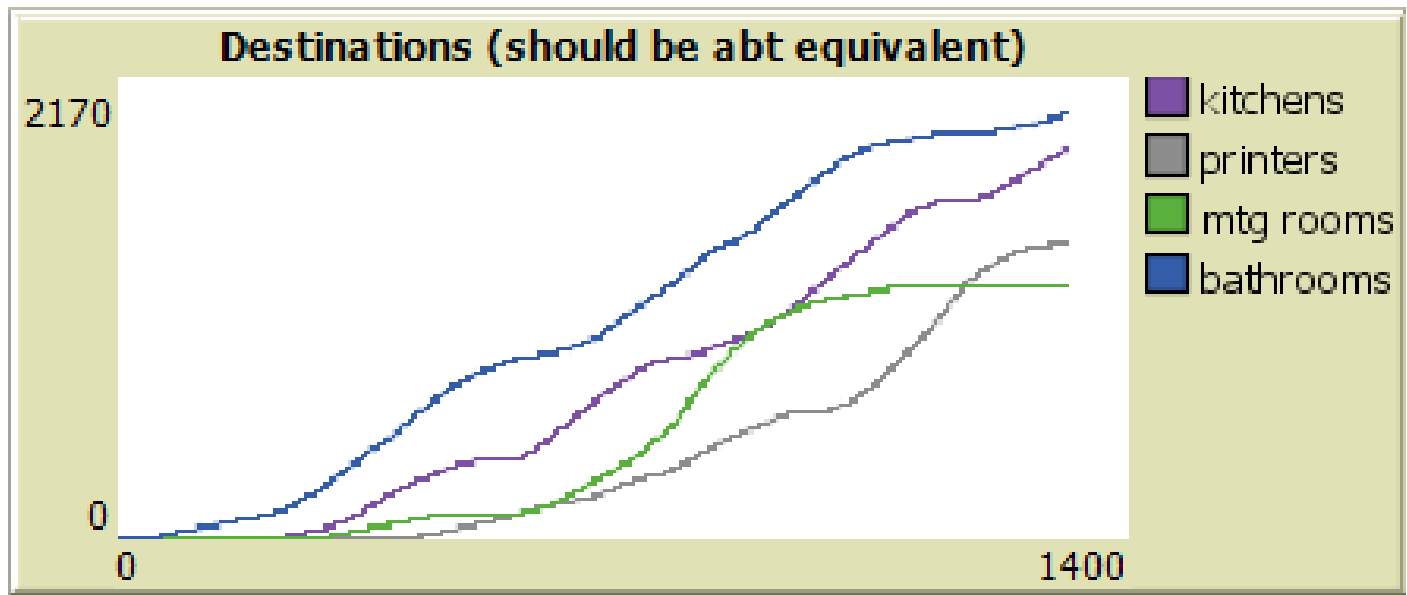
go  go

% haven't seen robot today  
86.96000000000001

## Overlap due to the robots going to different floors



## Overall use of different resources



## Probability of employees who didn't get to use the robot

# Implementation representing interactions workers-robots inside a workspace



# Challenges and future plans



Not enough documentation and resources when it comes to the topic of "Implementation of intelligent agent ethical agents"



The calculations and the overall logic behind the implementation may vary depending on our individual perceptions and interpretations of ethical values. Therefore, there is a subjective element involved, which introduces a certain level of bias.



Due to time constraints, my project faced some limitations as a significant amount of time was dedicated to understanding ethical values and determining how to quantify them.



It would be beneficial to continue working on the project, particularly the second implementation, in order to further develop and observe the nature of interactions and incorporate the ethical values into the model.



Implementing a reinforcement learning method such as Q-learning would be valuable to observe the behavior of the robots and assess potential improvements in their actions and decision-making processes.



# Conclusion

