

CAMS/EiR/CPR 2022/2023

Analysis and Control of Multi-Robot Systems

Introduction to the Course

Andrea Cristofaro

(Part of the slides by Paolo Robuffo Giordano)

DIPARTIMENTO DI INGEGNERIA INFORMATICA
AUTOMATICA E GESTIONALE ANTONIO RUBERTI



SAPIENZA
UNIVERSITÀ DI ROMA

Organization

Lecturer:

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Course Website:

<https://classroom.google.com/c/NjAxOTkxMTIwODI3?cjc=csrnfum>

Codice classroom: **csrnfum**

Schedule:

18/04/2022-25/05/2022, Tuesday 14:00-16:00 (A7), Thursday 09:00-13:00 (A4)

Exam:

group project (3 people) or individual report on a research article

Organization

- Goals of the course:
 - Provide some **theoretical tools** for **analyzing** and **synthetizing** cooperative behaviors in **multi-robot** systems
- Topics of the course:
 - Algebraic Graph theory
 - Decentralized Control and Estimation
 - Consensus-like protocols
 - Graph Connectivity and Graph Rigidity
 - Multi-consensus behaviours
 - Passivity Theory
 - Port-Hamiltonian modeling
 - Formation Control

Multi-Robot Systems

Multi-Robot Systems are systems composed of multiple interacting dynamic units.

biologically inspired...



shimmering of giant honeybees

Kastberger G, Schmelzer E, Kranner I (2008)
Social Waves in Giant Honeybees Repel
Hornets. PLoS ONE 3(9): e3141.



synchronizing fireflies

Buck, J and Buck, E
(1968) Mechanism of Rhythmic Synchronous Flashing of Fireflies.
Science 22 159(3821):1319-1327.

Multi-Robot Systems

Multi-Robot Systems are systems composed of multiple interacting dynamic units.

Synchronization

An agreement by multiple systems on a common state



Aldebaran Robotics, Shanghai Expo 2010

https://www.youtube.com/watch?v=uluRcIr_N34

Coordination

Managing of multiple interacting systems to achieve a team objective



Multi-Robot Systems

Multi-Robot Systems are systems composed of multiple interacting dynamic units.

Semi-Autonomous Haptic Teleoperation Control Architecture of Multiple Unmanned Aerial Vehicles

D. J. Lee, A. Franchi*, H. Il Son*, H. H. Bühlhoff*, P. Robuffo Giordano***

****Seoul National University**

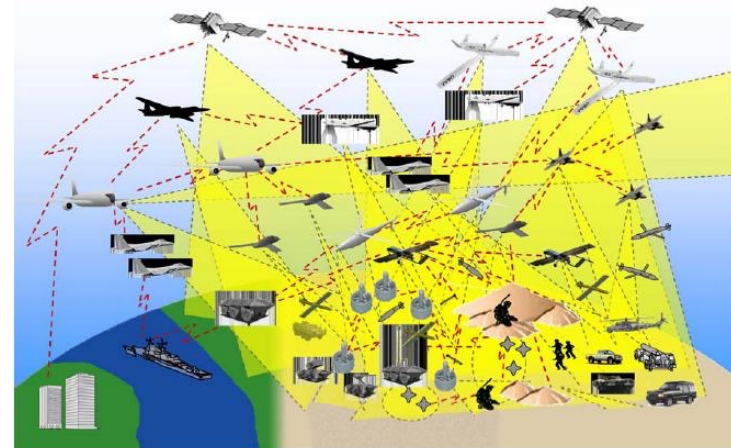
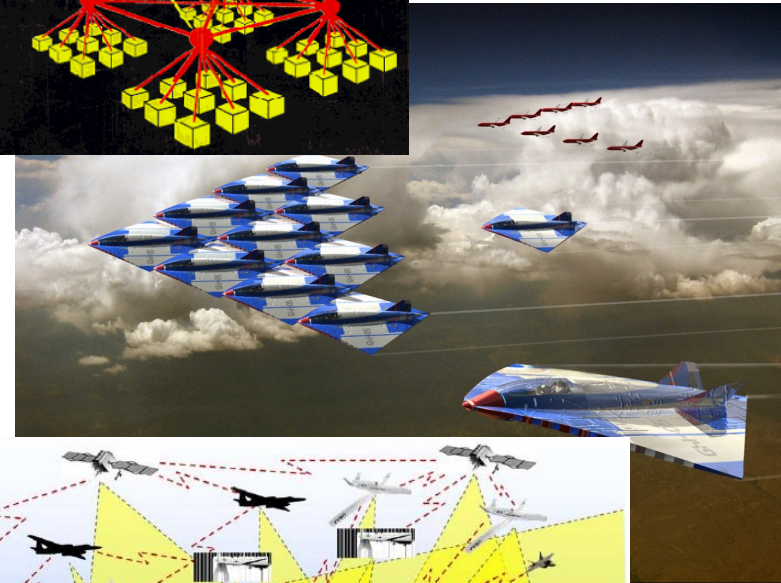
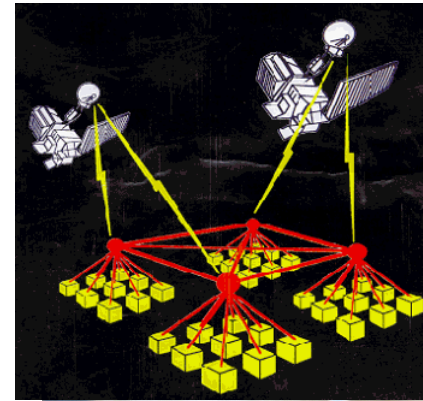
***Max Planck Institute for Biological Cybernetics**

"Experiments with 4 quadrotor UAVs"

From Nature to Engineered Systems

Course Goals

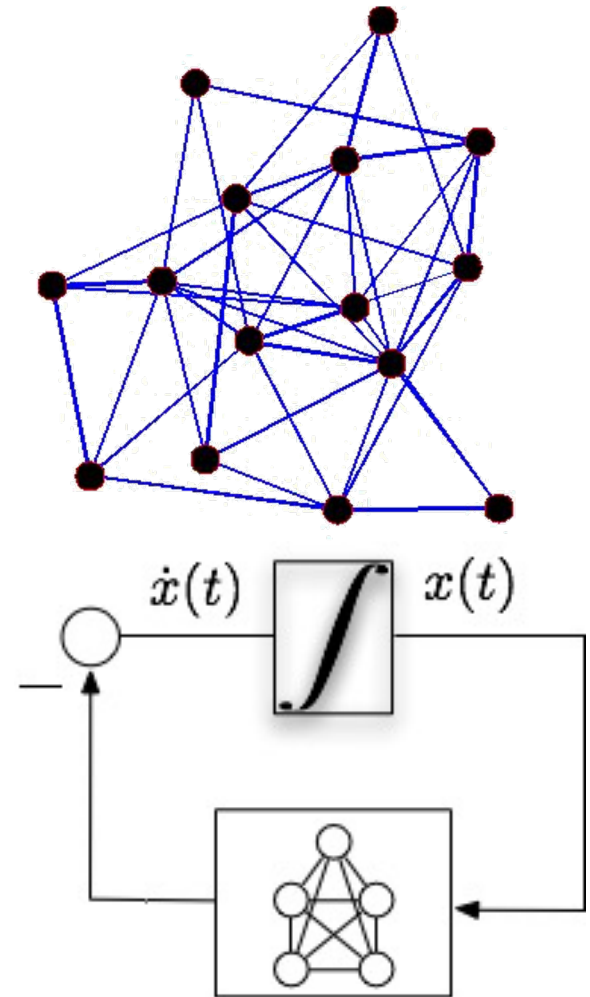
- **Modeling** of multi-robot systems
 - Dynamics
 - Interconnections
- **Analysis** of multi-robot systems
 - Stability and performance
 - Convergence
- **Applications** of multi-robot systems
 - Formation Control
 - Localization



From Nature to Engineered Systems

Course Goals

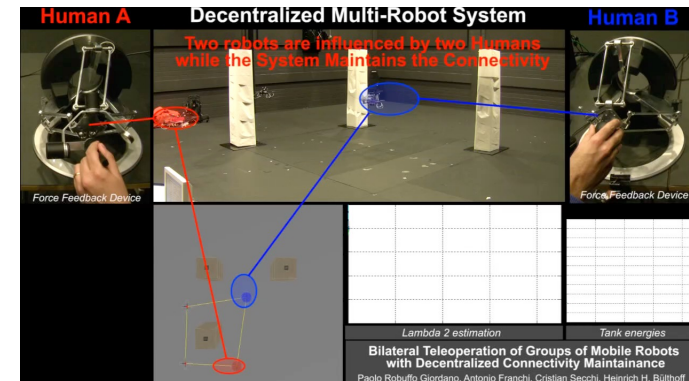
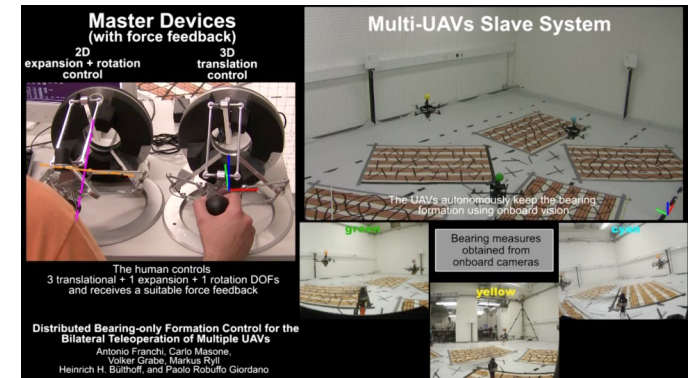
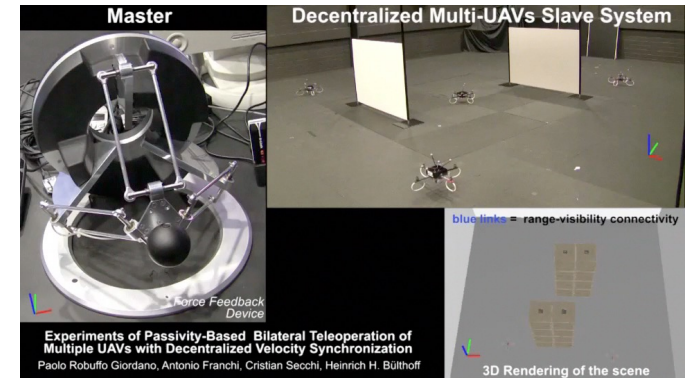
- **Graph Theory**
 - Algebraic graph theory
- **Consensus and Agreement Protocols**
 - Undirected/directed communication
- **Networks as Systems**
 - Graph theory \Leftrightarrow System theory



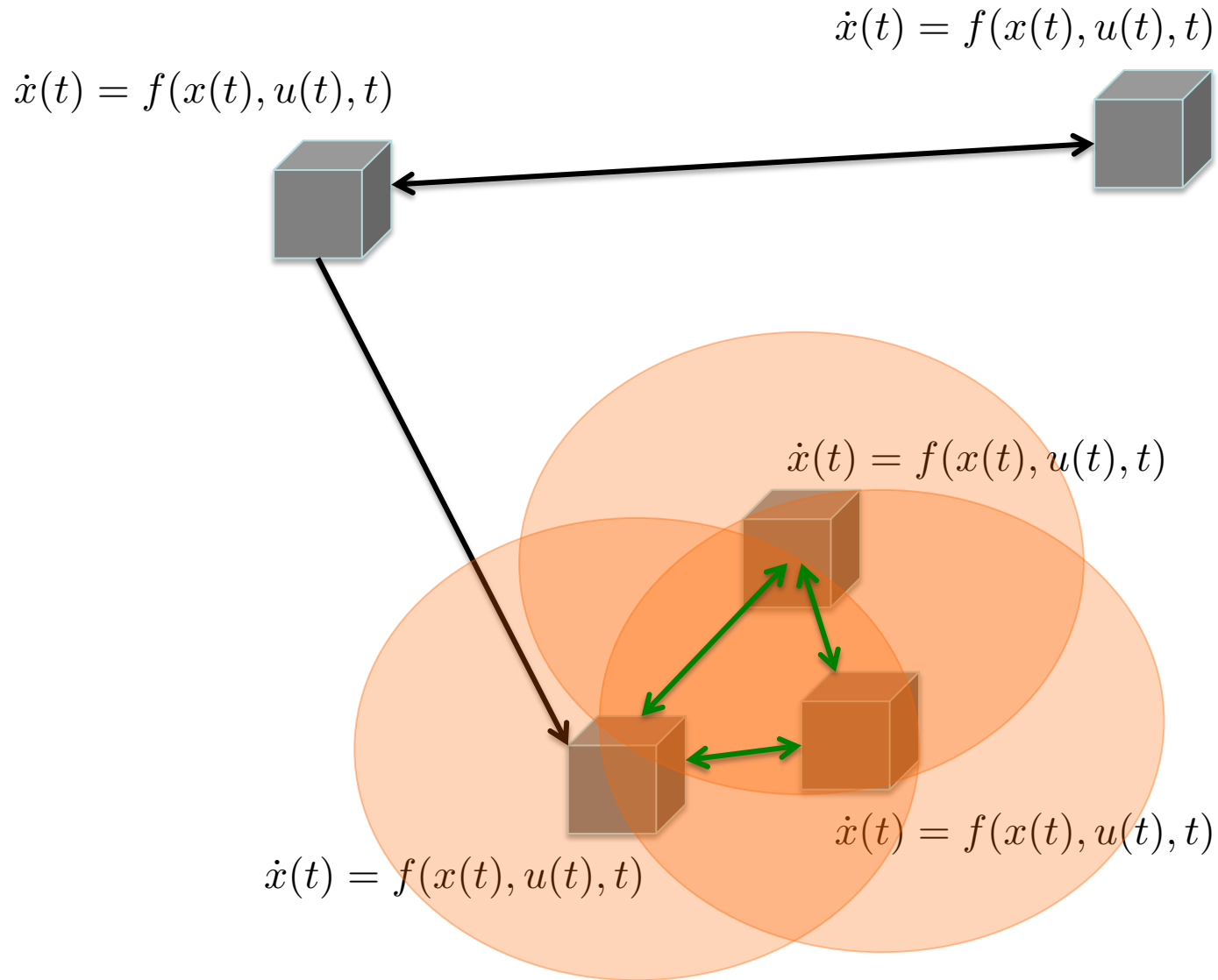
From Nature to Engineered Systems

Course Goals

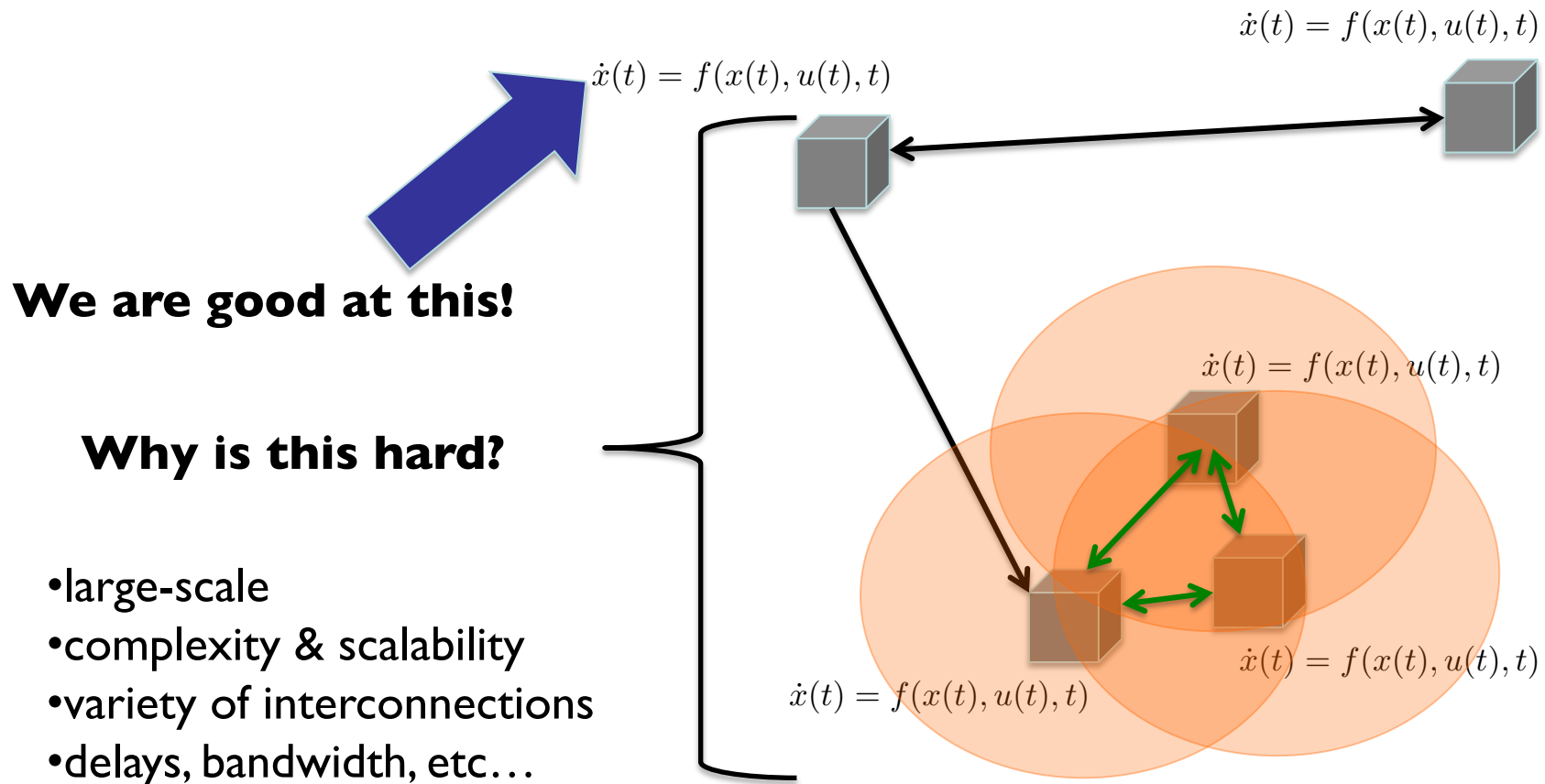
- **Exploit energy-based techniques:**
 - passivity
 - port-Hamiltonian modeling
- **Passivity:**
 - general and powerful framework
 - linear/nonlinear setting
 - related to I/O stability
- **Port-Hamiltonian modeling**
 - approach to model **interconnected systems**
 - based on the “energy flows”
 - strong link with passivity
- **Applications**
 - formation control of UAVs
 - connectivity maintenance
 - navigation and exploration



Networked Dynamic Systems



Networked Dynamic Systems



Networked Dynamic Systems

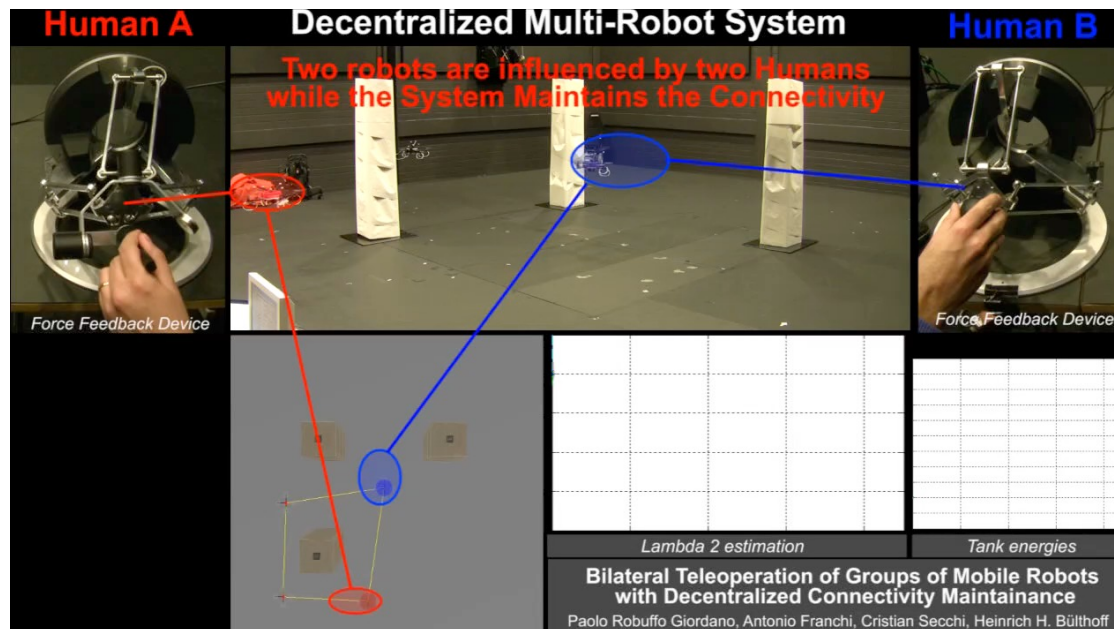
- **Decentralization**: **limited sensing/communication** and/or **computing power**
- Every agent must elaborate the gathered information to run its local controller
- The controller complexity is related to the amount of needed information
- If the whole state is needed, the complexity (\sim computing power) increases with the number of agents
 - May easily become infeasible



From Nature to Engineered Systems

Course Goals

- In this example, no central unit is present
- Every agent has “its own brain”
- Relative communication and sensing depends on the current state
 - within some range
 - in visibility (no occlusions)
- **The complexity of each agent controller doesn't depend on the number of agents**
- Of course:
 - harder to design
 - harder to analyze
 - **but closer to how nature works!**



Passivity

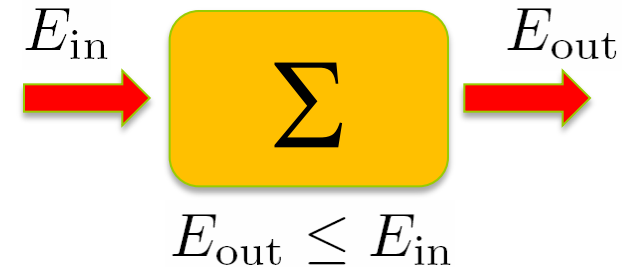
- **Passivity**: intuitively, something that does not produce internal energy

- A generic nonlinear system
$$\begin{cases} \dot{x} &= f(x) + g(x)u \\ y &= h(x) \end{cases}$$

is said to be passive if there exists a storage function

$$V(x) \in \mathcal{C}^1 : \mathbb{R}^n \rightarrow \mathbb{R}^+$$

such that $\dot{V} \leq y^T u$ or equivalently



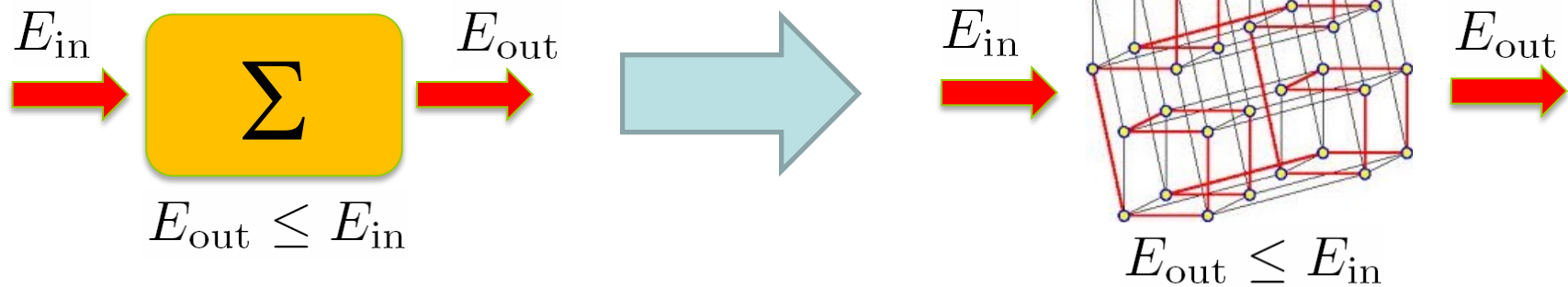
$$V(x(t)) \leq V(x(t_0)) + \int_{t_0}^t y^T(s)u(s)ds$$

Current energy is at most equal to the initial energy + supplied energy from outside

- This condition can be interpreted as “no internal generation of energy”

Passivity: Internal Structure

- An intuition: proper interconnections of passive systems are passive



- Is this a general fact?
- Can we reduce a passive system into the “proper interconnection” of atomic passive sub-systems?
- Is there a network structure behind passivity?
 - ... network structure -> multi-robot
 - ... network structure + passivity -> port-Hamiltonian Modeling