ADVANCED MULTI-AGENT SYSTEMS ASSIGNMENT REPORT

Assignment ID: 2

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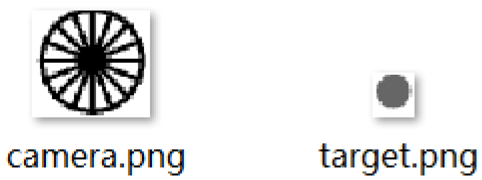
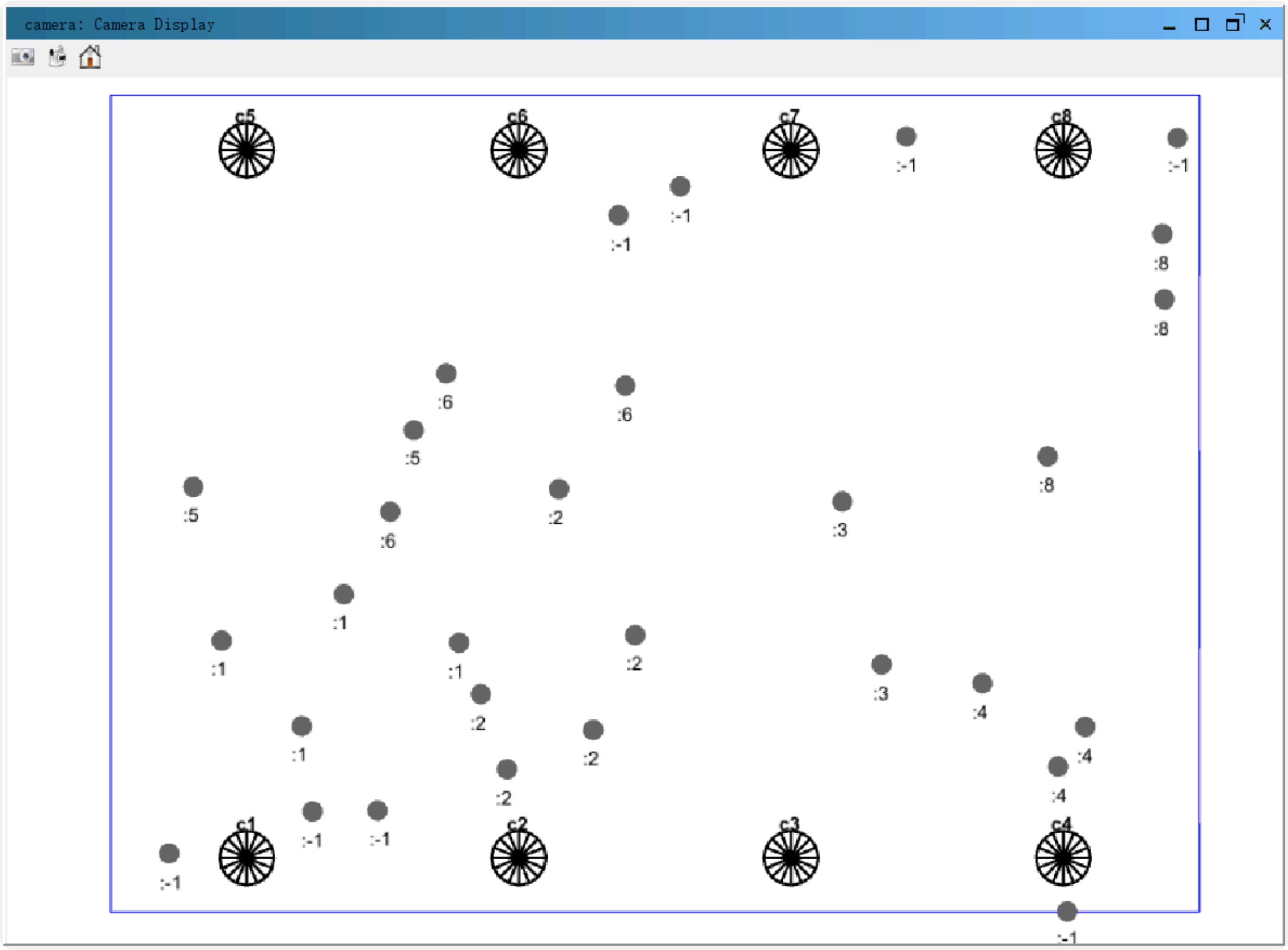
DESIGN

Legend

Icon Legend



World Example



Brief Introduction to Get Start

Simulation Goal

In this task, I will simulate a camera group and complete the target tracking and transfer algorithm.

In the transfer algorithm, I will use the ant colony algorithm to save the neighboring pheromones to more effectively select good neighbors and reduce the cost of communication.

After the communication is established, I will also use auctions to achieve the transfer of tracking targets.

Class Design

File Structure

```
└─camera
    ├─agent
    │       Camera.groovy # Hole Agent
    │       CameraParam.groovy # Camera parameter POJO (for Scenario initialization)
    │
    ├─common
    │       BidRec.groovy # Bid communication model class
    │       SpaceTrait.groovy # Space item base class
    │
    ├─context
    │       CameraScenario.groovy # Scenario Preset
    │       MultiCameraTrackingBuilder.groovy # Build the context
    │       WorldManager.groovy # Manage world's item, singleton
    │
    ├─data
    │       DataHandler.groovy # Collect the data to save
    │
    ├─environment # Environment elements
    │       Target.groovy # Target object class
    │
    ├─graph # for vision graph
    │       PheGraph.groovy # graph main class
    │       PStrategy.groovy # Probability Strategy enumerate class
    │
    ├─style # for repast GUI
    │       CameraStyle.groovy
    │
    └─utils # singleton
            ParameterUtils.groovy # Parameter singleton
            SpaceUtils.groovy # Some public Space item utils
```

The overall design follows good object-oriented paradigms, making it as easy as possible to follow the open-closed principle.

Common Trait

I created a Groovy trait `SpaceTrait` that abstracted some of `Camera` and `Target` common traits for them to implement. These contents are the basis for building them.

```groovy
@CompileStatic
trait SpaceTrait {
    ContinuousSpace space
    int id

    boolean moveTo(double x, double y) {
        space.moveTo(this, x, y)
    }

    // Calculate (x difference, y difference, distance) with others (for FOV calculation)
    double[] calcDxDyDistanceWithOther(SpaceTrait other) {
        NdPoint thisLoc = space.getLocation(this)
        NdPoint otherLoc = space.getLocation(other)
        return SpaceUtils.calcDxDyDistance(thisLoc, otherLoc)
    }
}
```

Personal Structure

Then I add different attributes to them relatively, so they can have their own functions.

- `Target`
    - `trackedBy` : tracked by which camera, `-1` for no one
- `Camera`
    - `RADIUS` : camera track radius
    - `ANGLE` : camera track angle
    - `ROTATION` : camera track rotation
    - `MAX_TRACK` : max targets track number
    - `ownedTargets` : owned targets list

REPORT FOR REQUIREMENTS

In this section, because it involves a lot of specific code implementation, I will add comments as detailed as possible to achieve the purpose of explaining the code functions.

Please refer to my code comments to understand my implementation.

Requirement 1

I design a `CameraScenario` class to record the camera preset configuration. For example, for Scenario 2 from A2 instructions:

```groovy
// CameraScenario.groovy

private static void init1() {
    // Create scenario with world size (x size, y size)
    CameraScenario scenario = new CameraScenario(40, 30)
    def cp = scenario.cameraParams

    // Camera parameters: location x, location y, rotation angle
    cp << new CameraParam(5, 2, 90)
    cp << new CameraParam(15, 2, 90)
    cp << new CameraParam(25, 2, 90)
    cp << new CameraParam(35, 2, 90)
    cp << new CameraParam(5, 28, -90)
    cp << new CameraParam(15, 28, -90)
    cp << new CameraParam(25, 28, -90)
    cp << new CameraParam(35, 28, -90)

    // Add this scenario preset to preset list
    scenarios << scenario
}
```

So I can simulate the scenario. The result is shown in the picture in the Example at the beginning of the report.

To determine whether it is within the camera fov, I use the method:

```groovy
// Camera.groovy

/**
 * Judge whether the target is in this camera FOV.
 *
 * @param target Input target object
 * @return boolean value whether the target is in FOV
 */
private boolean isInFOV(Target target) {
    // Get (x difference, y difference, distance) from other util methods
    def res = calcDxDyDistanceWithOther(target)

    // Get value for FOV calculation
    double dx = -res[0]
    double dy = -res[1]
    double distance = res[2]

    // Outside radius
    if (distance > RADIUS) {
        return false
    }

    // Calculate the absolute angle of an object (-180, 180)
    double angle = Math.toDegrees(Math.atan2(dy, dx))

    // Get relative angle
    double relativeAngle = ROTATION - angle

    // Determine whether it is within the angle range
    return Math.abs(relativeAngle) <= ANGLE / 2
}
```

Requirement 2

For two different $P(i,x)$ decision strategies, I designed an enumeration class `PStrategy` to represent two different implementations. For both implementations, I wrote corresponding codes.

```groovy
// PheGraph.groovy

/**
```

```
 * Method to get neighbor's notify probability for specific camera
 *
 * @param fromId From which camera
 * @return A Integer -> Double map, indicate neighbor's id -> notify probability
 */
Map<Integer, Double> getNotifyProbabilities(int fromId) {
    // Get all it's neighbors as a list
    def neighbors = pheromoneMap[fromId]

    // Initialize the result map
    Map<Integer, Double> probabilities = [:].withDefault{ 0.0 }

    // Select strategy
    switch(pStrategy) {
        case PStrategy.SMOOTH:
        // SMOOTH strategy
        // Max neighbors' pheromone value im
            double im = pheromoneMap[fromId].values().max() as double

            if (im == 0) {
                // No available neighbor, broadcast
                neighbors.each{ id, phe ->
                    // All probabilities are 1
                    probabilities[id] = 1d
                }
            } else {
                neighbors.each{ id, phe ->
                    // Use Eq. 4 from paper
                    probabilities[id] = (1d + phe) / (1d + im)
                }
            }
            break
        case PStrategy.STEP:
        // STEP strategy
            neighbors.each{ id, phe ->
                // Use Eq. 5 from paper
                probabilities[id] = (phe > EPS ? 1d : ETA)
            }
    }

    return probabilities
}
```

In the actual simulation, I chose the STEP method because it is simpler and more direct.

For this approach, the expected effect is:

When the pheromone level of an edge is greater than a given ϵ value, the camera will always notify its neighbor to participate in the auction; otherwise, it will notify the neighbor to participate with a smaller probability η.

This implementation ensures that stronger neighbors can always stay in touch, while weaker neighbors will not always have no chance to communicate.

Requirement 3

For confidence c , I couldn't think of a proper way to quantize a continuous value, so I simply set it to 1 if it's in the FOV, and 0 otherwise.

For visibility v , I took into account the angle and distance factors.

- Angle factor f_a : relative angle difference α , camera angle θ , difference factor $r = \frac{\alpha}{theta}$, final factor $f_a = \frac{1}{1+r} - 0.5$
- Distance factor f_d : relative distance difference x , camera radius R , difference factor $r = \frac{x}{R}$, final factor $f_d = 1 - r$

Then, $v = f_a f_d$, code as below :

```
// Camera.groovy

/**
 * Calculates the utility of an object if tracked by this camera.
 *
 * NOTE: This is for calculating the bid for a specific object.
 *
 * @param target the object to be tracked
 * @return one single double value representing the utility
 */
double getTargetUtility(Target target) {
    // Similar steps like FOV calculation
    def res = calcDxDyDistanceWithOther(target)
```

```
    double dx = -res[0]
    double dy = -res[1]
    double distance = res[2]
    double angle = Math.toDegrees(Math.atan2(dy, dx))
    double relativeAngle = ROTATION - angle

    // Calculate angle factor
    double factor = Math.abs(relativeAngle) / (ANGLE / 2)
    double angleVis = 1 / (1 + factor) - 0.5
    // Calculate radius factor
    double radiusVis = 1.0 - (distance / RADIUS)
    // Get v
    double visibility = angleVis * radiusVis

    // Calculate confidence
    double confidence = isInFOV(target) ? 1.0 : 0.0

    return confidence * visibility
}
```

Requirement 4

Since Repast Simphony has strong internal encapsulation, there are many multi-threading related issues, which I am not sure I can solve well. So in the implementation of the auction process, I use blocking communication.

But I try to optimize the code structure to make it easy to expand for asynchronous communication.

The relevant code is shown below

Bid Record class

```
// BidRec.groovy

/**
 * Bid record POJO
 */
@CompileStatic
class BidRec {
    int bidderId
```

```
    int auctioneerId
    int targetId
    double bid

    BidRec(int bidderId, int auctioneerId, int targetId, double bid) {
        this.bidderId = bidderId
        this.auctioneerId = auctioneerId
        this.targetId = targetId
        this.bid = bid
    }

    @Override
    String toString() {
        return "Bid ${bid} for target ${targetId}, from bidder ${bidderId} to ${auctioneerId}";
    }
}
```

Camera Auctioneer Hand Over Main Method

```
// Camera.groovy

/**
 * Hand over method using Vickrey Auction
 *
 * @param target target need to hand over
 * @return Boolean value, whether hand over success
 */
private boolean handOver(Target target) {
    recivedBid[target] = []
    int targetId = target.id

    // advertise owned objects to other cameras
    // Get probabilities from vision graph
    def neiProbabilities = graph.getNotifyProbabilities(id)

    // For each neighbor
    neiProbabilities.each { camId, probability ->
        if (probability >= 1 || RandomHelper.nextDouble() > probability) {
            // Send the neighbor, call its receive method for simulation
```

```
                sendTo(camId).receiveAuction(this.id, targetId)
            }
        }

        // receive bids (i.e., utility) from other cameras
        def bids = recivedBid[target]

        // No response
        if (bids.isEmpty()) {
            return false
        }

        // Sort the bid
        def sortedBids = bids.sort { -it.bid }

        // Decide the winner
        def winnerBid = sortedBids.first()

        // Decide the final bid
        double finalBid = 0.0
        // Have second bidder
        if (sortedBids.size() >= 2) {
            finalBid = sortedBids[1].bid
        }

        // decide the winner and finalize transfer of object
        // update the current utility of the buyer & seller cameras
        double thisUtility = ownedUtilities[target]
        // Can't hand over for utility is not enough
        if (thisUtility > 0 && finalBid <= thisUtility) {
            return false
        }

        // Get winner ID
        def winnerId = winnerBid.bidderId

        // Auctioneer sent
        sendTransferedTarget(target, finalBid)
        // Winner receive
        sendTo(winnerId).receiveTransferedTarget(target, finalBid)

        // update vision graph for success trade
        graph.reinforce(this.id, winnerId)

        return true
```

```
}


```

Communication Methods

```
// Camera.groovy

/**
 * Calculates own bid for specific target from .
 *
 * @param auctioneer Auctioneer who send the request
 * @param target The target object
 */
void receiveAuction(int auctioneerId, int targetId) {
    // Get the utility
    double bid = getTargetUtility(world.getTargetById(targetId))
    // Judge if can handle the new one
    if (ownedTargets.size() < MAX_TRACK && bid > 0) {
        // Create record
        def bidRec = new BidRec(id, auctioneerId, targetId, bid)
        // Send record
        sendTo(auctioneerId).receiveBid(bidRec)
    }
}

/**
 * Receives and processes a bid record.
 *
 * @param bidRec The bid record containing auctioneer ID, bid amount, and target ID.
 */
void receiveBid(BidRec bidRec) {
    // Wrong
    if (bidRec.auctioneerId != this.id) return
        // Invalid
        if (bidRec.bid <= 0) return

        // Have target
        def target = recivedBid.keySet().find { it.id == bidRec.targetId }
```

```
        // Collect bid record
        if (target) {
            recivedBid[target] << bidRec
        }
    }

    /**
     * Winner bidder receive the target object
     *
     * @param target Received target
     * @param bid final bid
     */
    void receiveTransferedTarget(Target target, double bid) {
        // Add to owned
        ownedTargets << target
        // Track the camera
        target.trackByCamera(id)
        // Payment increase
        payment += bid
    }

    /**
     * Auctioneer send the target object
     *
     * @param target Sent target
     * @param bid Auctioneer
     */
    private void sendTransferedTarget(Target target, double bid) {
        // Lose the target track
        target.loseTrackBy(id)
        // Received payment increase
        pReceive += bid
    }

    /**
     * For simulate communication
     *
     * @param cameraId send to camera's id
     * @return the camera object reference
     */
    private Camera sendTo(int cameraId) {
        world.getCameraById(cameraId)
    }
```

Requirement 5

I use a separate `PheGraph` class to manage the global pheromone information and is responsible for calculating the notification probability $P(i, x)$.

Such unified management also facilitates data collection.

```
// PheGraph.groovy

// Map for pheromone
private final Map<Integer, Map<Integer, Double>> pheromoneMap =
[:].withDefault {
    [:].withDefault {
        0.5
    }
}

// Map for last trade infomation
private final Map<Integer, Map<Integer, Boolean>> tradeMap =
[:].withDefault {
    [:].withDefault {
        false
    }
}

// Other field

/**
 * Initial for new step
 */
void initThisStep() {
    // Clear the trade record map
    (1..dim).each { i ->
        tradeMap.put(i, [:])
        (1..dim).each{ j ->
            if (i != j) {
                tradeMap[i][j] = false
            }
        }
    }
}

/**
```

```
     * Evaporate based on last step infomation
     */
    void evaporateLastStep() {
        // For each element
        pheromoneMap.each { from, neighbors ->
            neighbors.each { to, value ->
                // Last time have trade?
                boolean tradeOccurred = tradeMap[from][to]
                // Determine the pheromone
                double newLevel = tradeOccurred ?
                        (1 - RHO) * value + DELTA :
                        (1 - RHO) * value
                // Update the value
                neighbors[to] = newLevel
            }
        }
    }

    /**
     * Last time trade record
     *
     * @param fromId from auctioneer
     * @param toId to bidder winner
     */
    void reinforce(int fromId, int toId) {
        // Record the trade info
        tradeMap[fromId][toId] = true
    }
```

Instantiate it as a member variable of the `WorldManager` class and call the corresponding method in each step.

```
// WorldManager.groovy

/***
 * Handles pheromone levels of edges in the vision graph.
 */
@ScheduledMethod(start = 2d, interval = 1d)
void handlePheromone() {
    // evaporate pheromone
    visionGraph.evaporateLastStep()
    visionGraph.initThisStep()
}
```

For the parameters:

- $\rho = 0.1$: Control the evaporation rate to prevent pheromones from disappearing too quickly.
- $\Delta = 1$: Make updates more noticeable when trade occur.

Requirement 6

Since I tend to keep existing tracks longer, I only track new one if there is camera capacity left after the auction process is over.

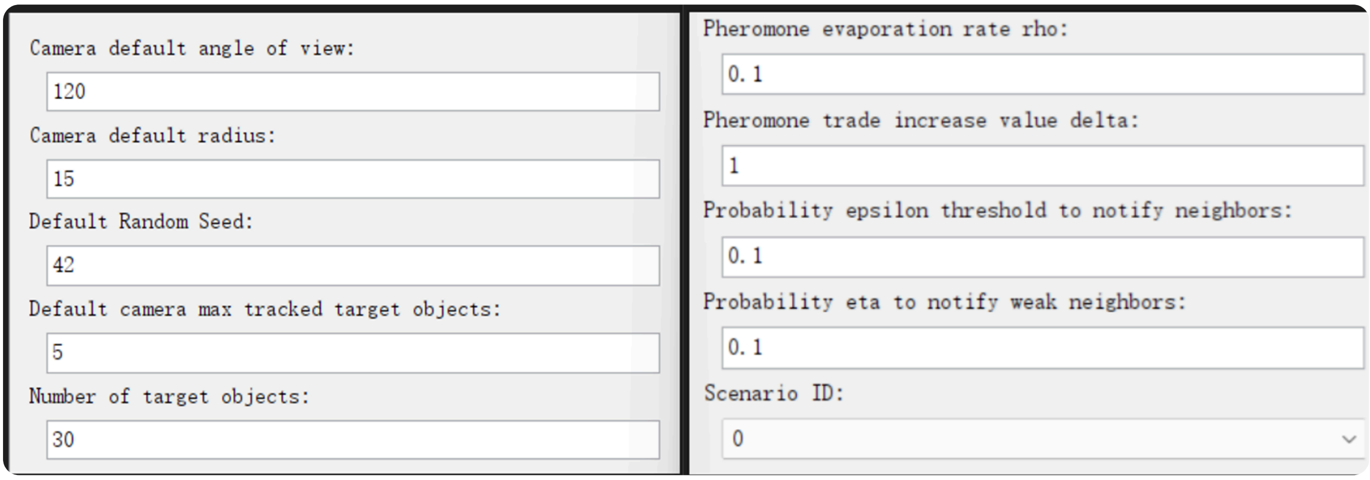
```groovy
// Camera.groovy

/**
 * Simulate the behavior of object tracking
 */
private void trackObjects() {
    // with limited resources, sometimes I can only track some objects
    int spare = MAX_TRACK - ownedTargets.size()

    // if no spare
    if (spare == 0) return

        int newCount = 0
    // Get targets
    def newTargets = getAvailableTargets()
    // Sort by there utility
    newTargets.sort{ -getTargetUtility(it) }

    // While loop
    int newTargetI = 0
    while(spare > newCount && newTargetI < newTargets.size()) {
        // Get the target
        def target = newTargets[newTargetI]
        // Double check not tracked by other camera
        if (!target.isTracked) {
            // Track it
            target.trackByCamera(id)
            // Add target to owned
            ownedTargets << target
            ++newCount
        }
```

```
            ++newTargetI
        }
    }
```

Requirement 7, 8 are in Next Section

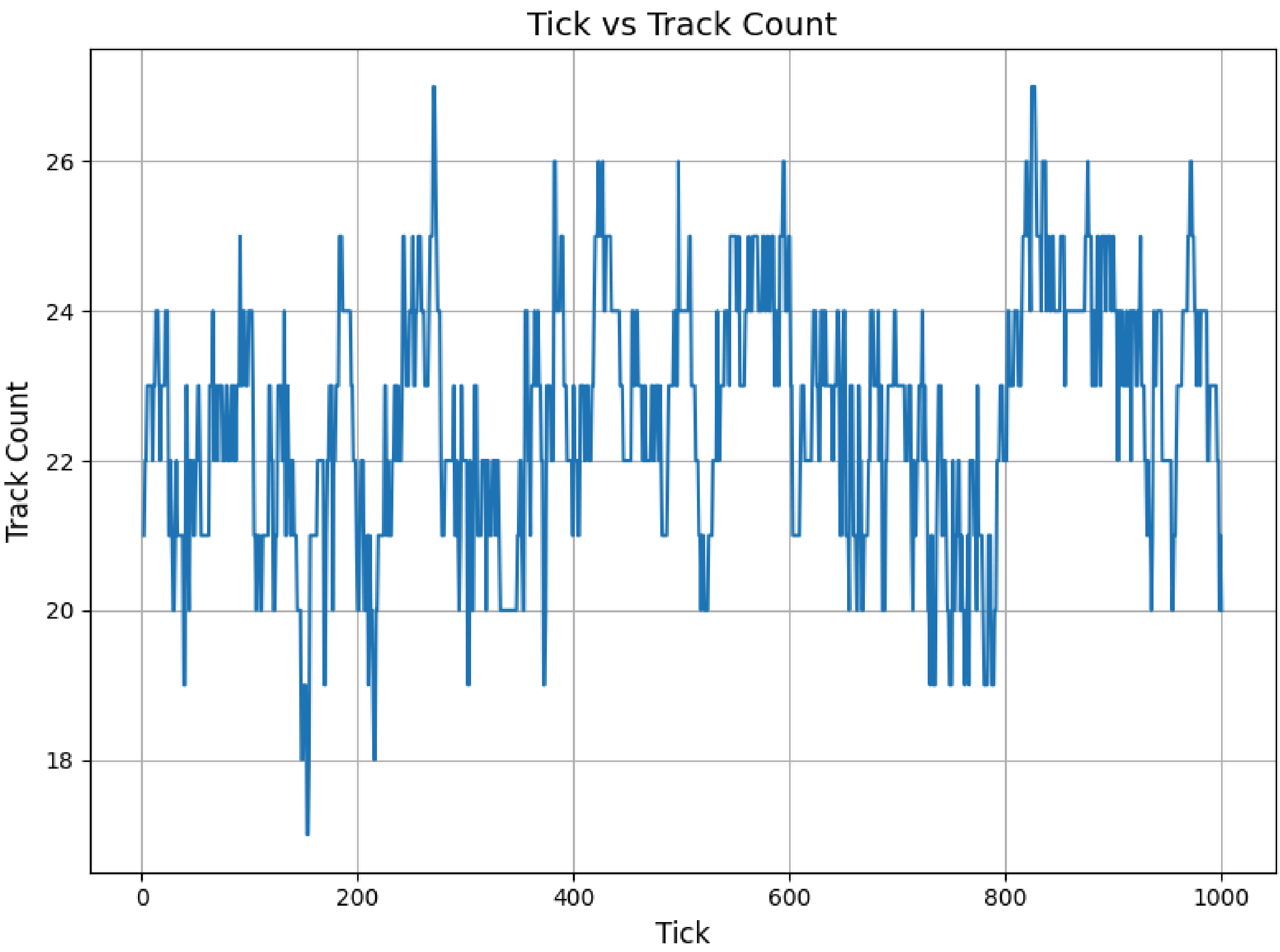
RUNNING RESULT

Parameter Setting Example



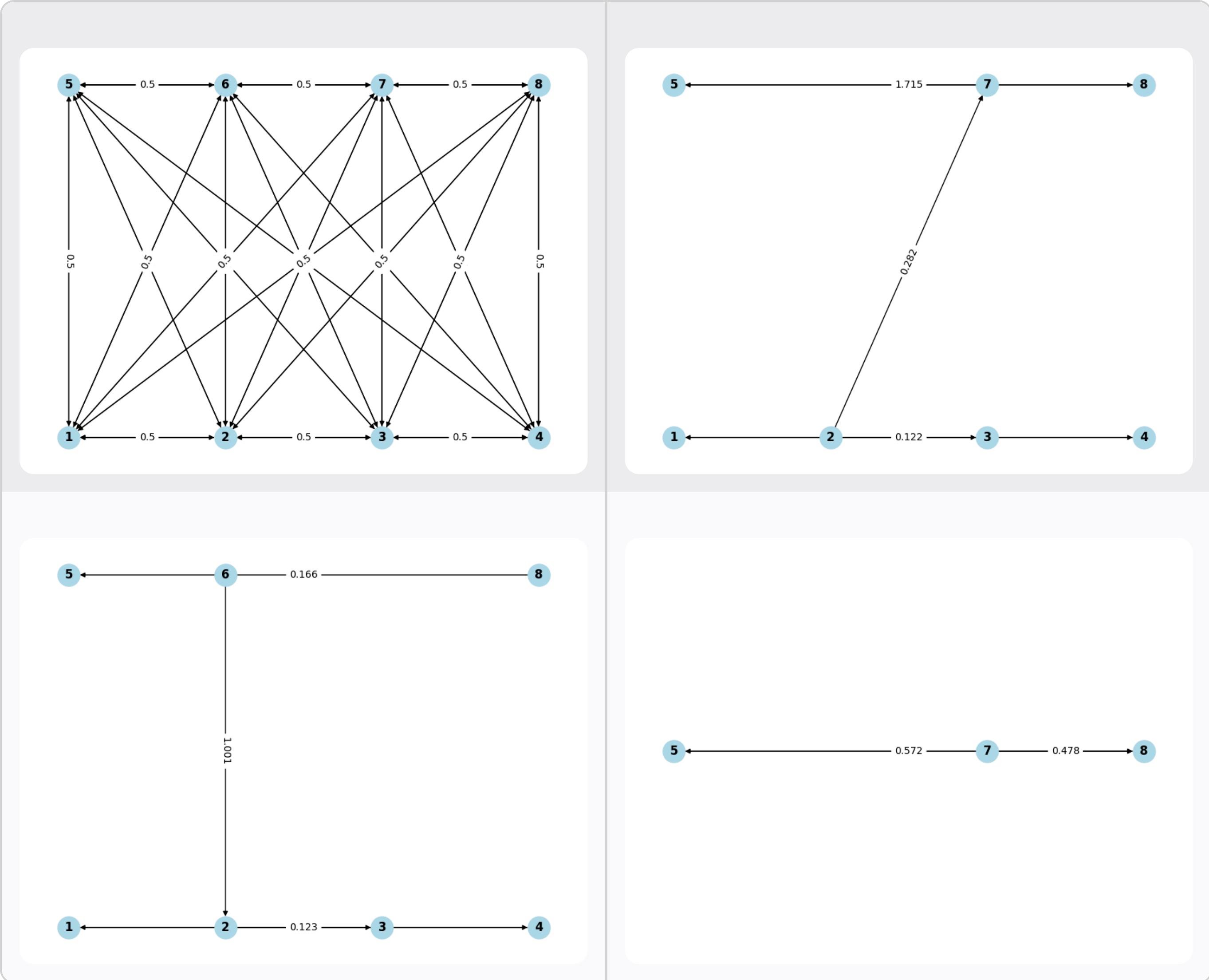
Requirement 7

As can be seen from the figure, my simulation also has a good tracking effect when there are 30 targets. The results are shown in the figure.



Requirement 8

I select graph in step 0, 300, 600, 900, and set threshold as 0.1. As pheromones evaporate, cameras tend to trade with only a subset of their neighbors.



PROBLEMS

Draw a 2D camera range graphic

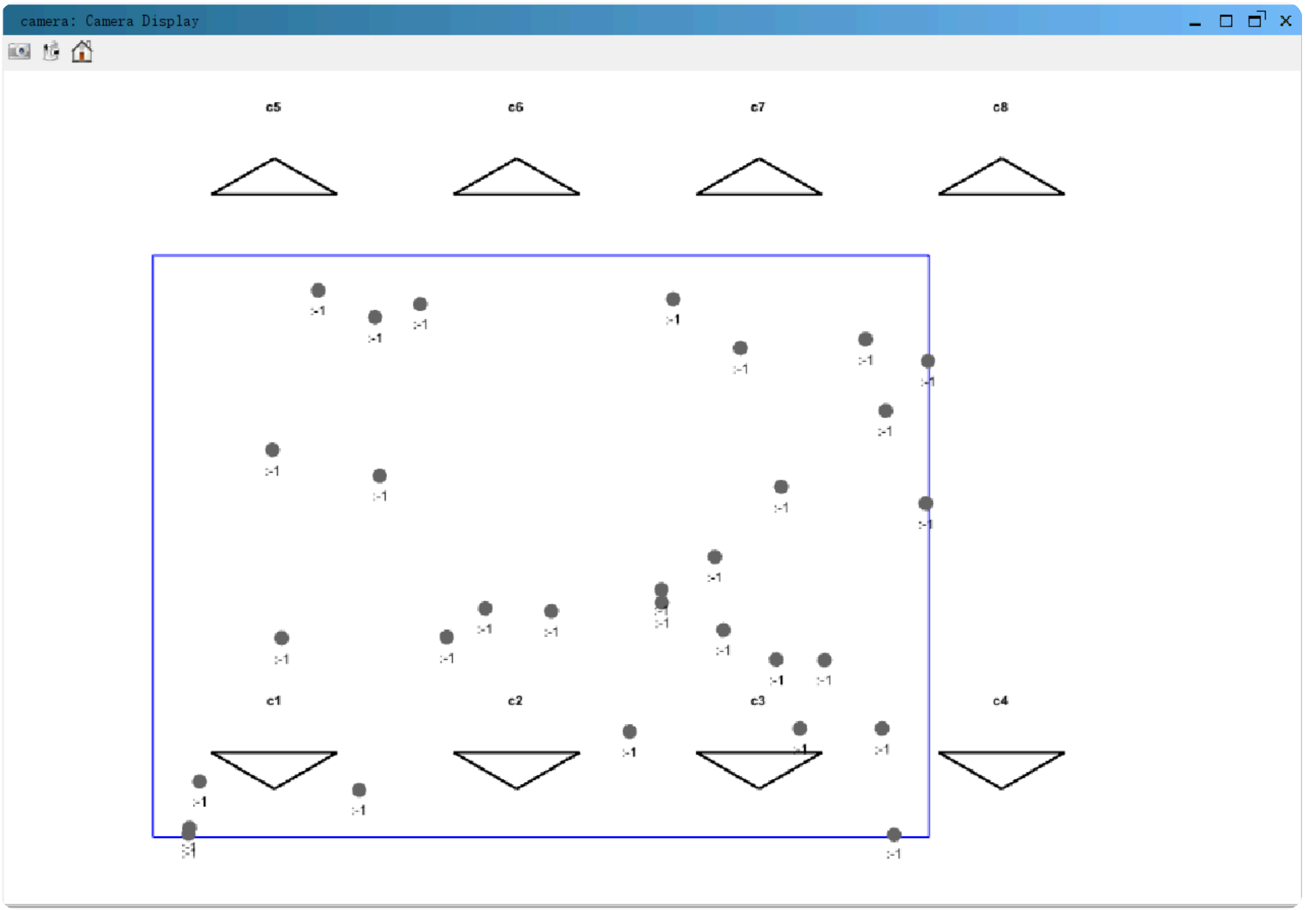
I found two problems when drawing the camera range:

- The classes in the referenced repast have some implicit external dependencies, which prevents me from correctly referencing these packages to draw. For example:

  > The type javax.vecmath.AxisAngle4f cannot be resolved. It is indirectly referenced from required type saf.v3d.scene.VSpatial

  The `saf.v3d.scene.VSpatial` class is used internally by repast, but I might meet mistakes if I use it myself.

- The `VSpatial` drawn by Repast 2D GUI may not overlap in some cases:



Data Collect and Visualization

Compared with the last assignment, the data collection and quantification this time are more complicated and not easy to do well.

Parameter Selection

Because there is no good quantitative standard, there is no definite and specific experimental result when running the simulations. There is no effective methodology for parameter selection, so I can only perform simple analysis.