



WPI

RBE 510 – Multi-Robot Systems

Lecture 4: Controlling Groups of Robots

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September 2, 2025

Admin

- HW 1 Due Friday
- Office hours Wednesday 3-3:45, UH 250 D

Groups

- Group 1
 - Honor
 - Mann
 - Hart
- Group 2
 - Shah
 - Green
 - Raja
- Group 3
 - Boozer
 - Kaiser
 - Smith
- Group 4
 - Cruse
 - Rosenstein

Paper Presentations

- Presentation dates
 - 9/9
 - 9/16
 - 9/23
 - 9/30
- One paper will be assigned to each group
- Whole class read the paper and be prepared to discuss
- Assigned group plan ~20 minute presentation
- Rubric, paper, and assignment posted this afternoon

Paper Presentation

- Goal:
 - Get a sense of some of the research going on in this field that is outside of what we can cover in class
 - Tie topics from class (trade-offs, complexity, etc.) to current work
- Criteria
 - Explain the main/important ideas to the class
 - Cover assumptions, limitations, trade-offs
 - Discussion/questions for the class

Recap

- Last time:
 - Robot models
 - Motion
 - Comms
 - Processing
 - Generality of models we use
 - Distributed algorithms and complexity

Today

- Back to formations
 - Leader-follower
 - Some variants
- Non-consensus-based approaches to controlling formations
- Reference-frame invariant control

In class so far

- Consensus-based control

$$\dot{x} = -Lx$$

- Including different assumptions on topologies, information flow, etc.

- Formation control

- Modified consensus

$$\dot{x} = -Lx + d$$

In class so far

- Goal is static
 - Converge to an average value
 - Converge to a given formation
- How is such a formation determined?
- What if there's a sequence of tasks to do?

In class so far

- Lots of things are known *a priori*
 - Desired formation
 - Global reference frame/absolute location
- What if this type of information is unavailable?

Leader-Follower Control



Moving a Group of Agents

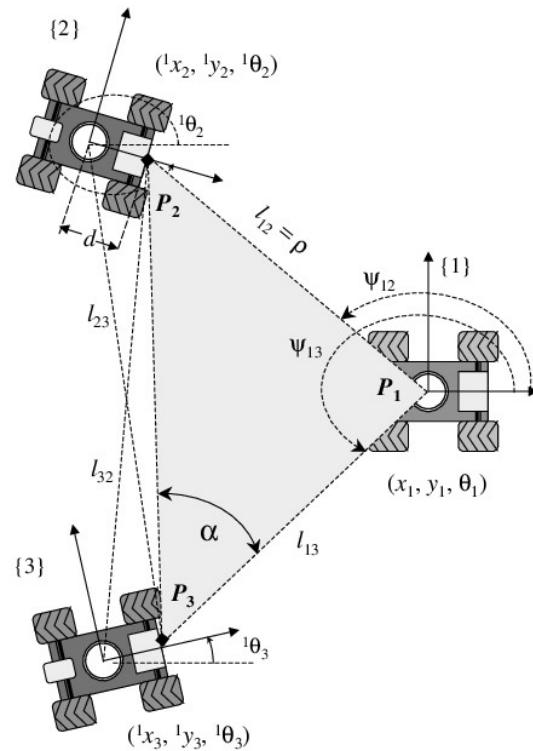
- So far, we've looked at agents doing something with respect to other agents
 - Reach a consensus
 - Rendezvous
 - Make a formation
 - Etc.
- What if we want to control when and how they move?
- Human input commands?

Leader-Follower Networks

- Ji, Muhammad, and Egerstedt 2006
- Ch. 6 of Mesbahi and Egerstedt
- This is a “sheep dog” problem
 - For a heterogenous group with leaders and followers, can we use consensus to control a formation and its location
 - How can the leaders move to force the followers to any desired position?

Leader-Follower Formation Intuition

- One or more agent needs control input
- The rest just perform consensus or formation control



The Model

- n_l leaders
- n_f followers
- Followers run consensus algorithm on position
$$\dot{x} = -Lx$$

- Leaders run a different control law to “herd” the followers
 - What control law should they run?
 - How does it influence the followers

The Model

- $\dot{x} = -Lx$
- Let's start by splitting the state

$$x = \begin{bmatrix} x_f \\ x_l \end{bmatrix} \quad \text{sorted}$$

- What does this do to the Laplacian?

$$L = \begin{bmatrix} L_f & : & l_{f\ell} \\ \cdots & \vdots & \cdots \\ l_{\ell f} & : & L_\ell \end{bmatrix}$$

leader effect
on follower

The Laplacian

- Write our new Laplacian as

$$L = \begin{bmatrix} L_f & l_{fl} \\ l_{fl}^T & L_l \end{bmatrix}$$

- $L \in \mathbb{N}^{n \times n}$
- $L_f \in \mathbb{N}^{n_f \times n_f}$
- $L_l \in \mathbb{N}^{n_l \times n_l}$
- $l_{fl} \in \mathbb{N}^{n_f \times n_l}$

Follower Dynamics

- Overall dynamics

$$\dot{x} = -Lx$$
$$\dot{x} = - \begin{bmatrix} L_f & l_{fl} \\ l_{fl}^T & L_l \end{bmatrix} \begin{bmatrix} x_f \\ x_l \end{bmatrix}$$

- What are the follower dynamics?

$$\dot{x}_f = - \left(l_f x_f + l_{fl} x_l \right)$$

*control input/
"formation"-like*

coupling among followers

Worcester Polytechnic Institute

Follower Equilibria

- $\dot{x}_f = -L_f x_f - l_{fl} x_l = 0$
- Where is equilibrium? $x_f^* \text{ s.t. } \dot{x}_f = 0$

$$L_f x_f^* = -l_{fl} x_l$$

$$x_f^* = -L_f^{-1} l_{fl} x_l$$

Equilibrium

- $x_f = -L_f^{-1} l_{fl} x_l$
- Can we compute it?

L_f^{-1} exist?

L^{-1} d.n.e.

$$\text{rank}(L) = n-1$$

Follower Laplacian

- Follower Laplacian is positive definite (and therefore invertible)

For connected G , $L \geq 0 \Rightarrow L_f > 0$

$$x_f^T L_f x_f > 0 \quad \underbrace{[x_f^T 0] L \begin{bmatrix} x_f \\ 0 \end{bmatrix} \geq 0}_{\text{def of } L_f \geq 0}$$

$$L x = 0 \iff x = 1\alpha \quad (\text{e.g., from consensus notes})$$

$$x = \begin{bmatrix} x_f \\ 0 \end{bmatrix} = 1\alpha \iff \alpha = 0$$

$$\therefore [x_f^T 0] L \begin{bmatrix} x_f \\ 0 \end{bmatrix} > 0 \iff x_f = 0 \Rightarrow L_f > 0$$

Does it converge?

- Yes!

$$\vec{x}_f = -L_f^{-1} L_{f\ell} \vec{x}_\ell \quad \textcircled{1}$$

$$e_f = x_f - x_f^* \quad \dot{e}_f = \dot{x}_f = -L_f x_f - L_{f\ell} x_\ell$$

replace x_f w/ e_f

$$\dot{e}_f = -L_f e_f - L_f x_f^* - L_{f\ell} x_\ell$$

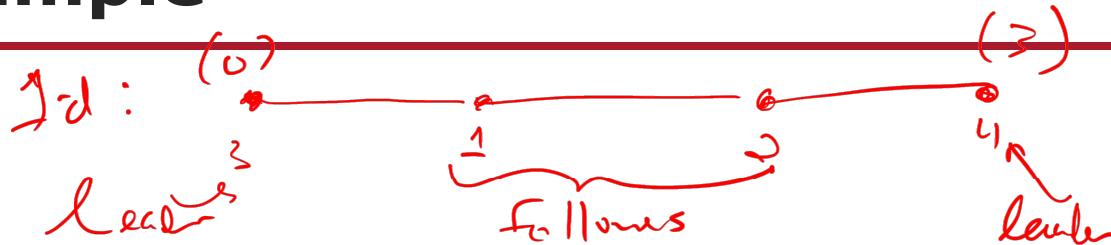
sub. in \textcircled{1}

$$= -L_f e_f + L_f L_f^{-1} L_{f\ell} x_\ell - L_{f\ell} x_\ell = -L_f e_f \therefore \rightarrow 0$$

Quick example

- 4 agents

- $x_l = [0, 3]^T$



$$x = \begin{bmatrix} x_f \\ \vdots \\ x_2 \\ x_1 \end{bmatrix} = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_4 \end{bmatrix}$$

$$L = \begin{bmatrix} 2 & -1 & -1 & 0 \\ -1 & 2 & 0 & -1 \\ -1 & 0 & 2 & -1 \\ 0 & -1 & 0 & 1 \end{bmatrix} \quad L_f = \begin{bmatrix} 0 & -1 \\ -1 & 2 \end{bmatrix} \quad L_f^{-1} = \frac{1}{3} \begin{bmatrix} 2 & 1 \\ 1 & 0 \end{bmatrix}$$

$$G \begin{bmatrix} x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} 0 \\ 3 \end{bmatrix}$$

$$x_f^* = -L_f^{-1} l_{f\ell} x_\ell = \begin{bmatrix} 1 \\ 2 \end{bmatrix}$$

$$L = \begin{bmatrix} 2 & -1 & 1 & -1 & 0 \\ -1 & 2 & 1 & 0 & -1 \\ -1 & -2 & 1 & 0 & -1 \\ -1 & 0 & 1 & 1 & 0 \\ 0 & -1 & 1 & 0 & 1 \end{bmatrix} \quad \dot{x}_f = -L_f x_f - l_{f\ell} x_\ell$$

$\dot{x}_\ell = -l_{\ell f}^T x_f - L_\ell x_\ell$

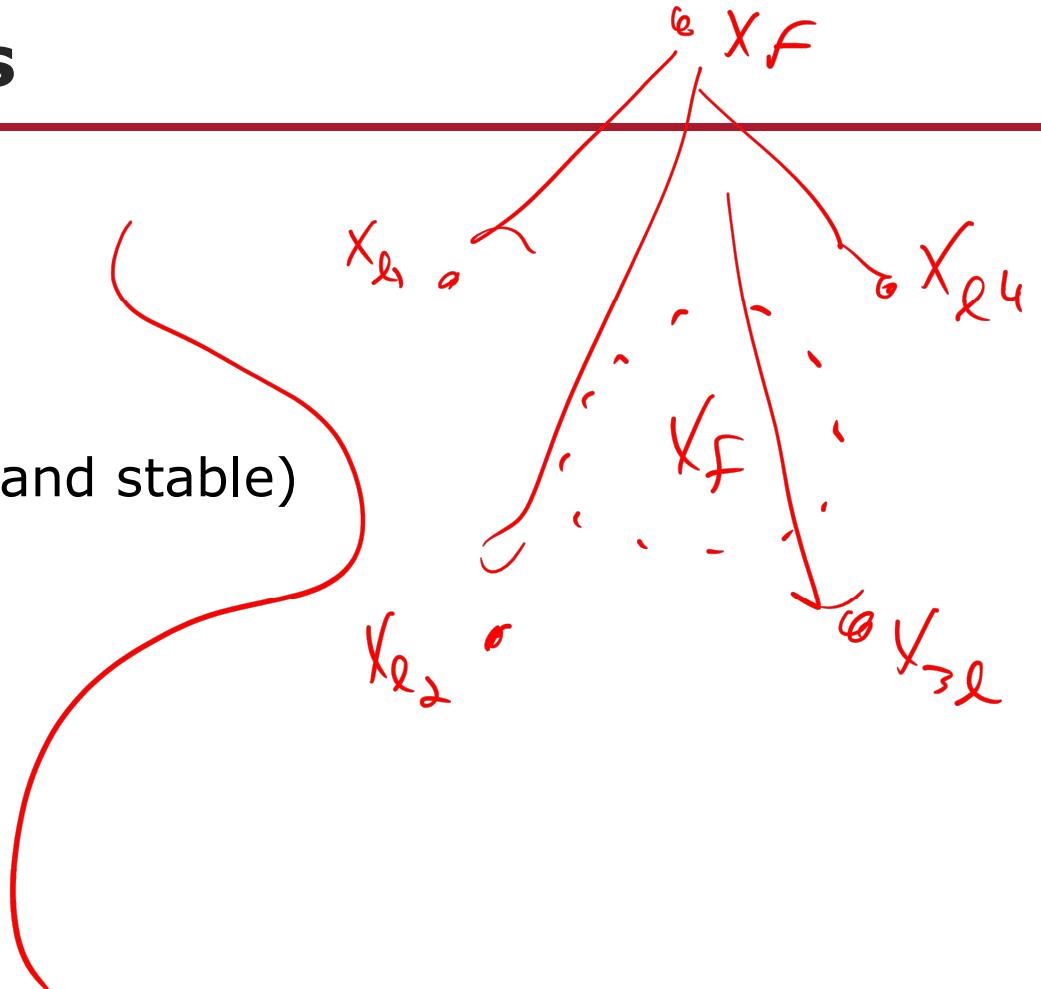
ignore

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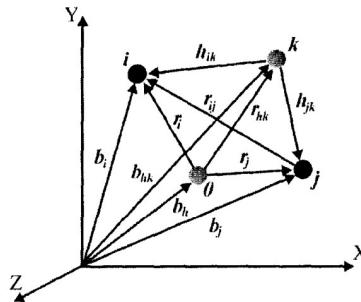
$x_\ell = u$ ← we get
to pick

Formation Dynamics

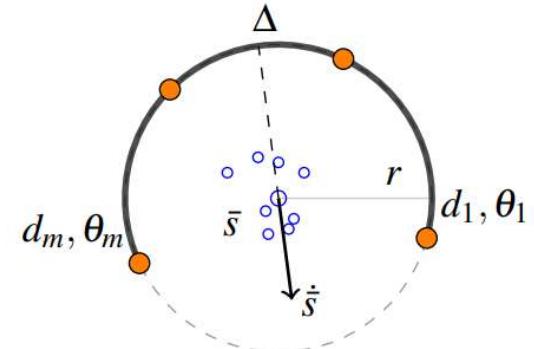
- $\dot{x}_f = -L_f x_f - l_{fl} x_l + d$
- Equilibria
- $x_f = -L_f^{-1} l_{fl} x_l + L_f^{-1} d$ (unique and stable)
- Reduces to
- $\tilde{x}_f = x_f - L_f^{-1} d$
- $\dot{\tilde{x}}_f = \dot{x}_f$



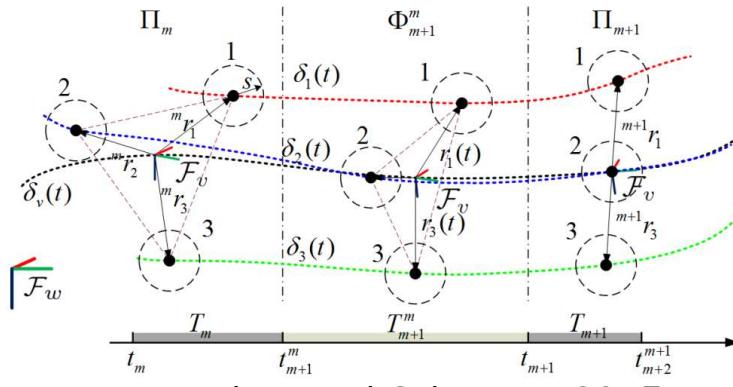
Other approaches



Leonard and Fiorelli 2001



Pierson and Schwager 2015



Zhou and Schwager 2015

Controlling Abstractions



Alternatives to Nearest Neighbor Control

- Based on Belta and Kumar 2004
- One-to-many control regime
- All agents run an identical protocol
- Control is based on the aggregate (global) state of agents instead of local information

Controlling an Abstraction

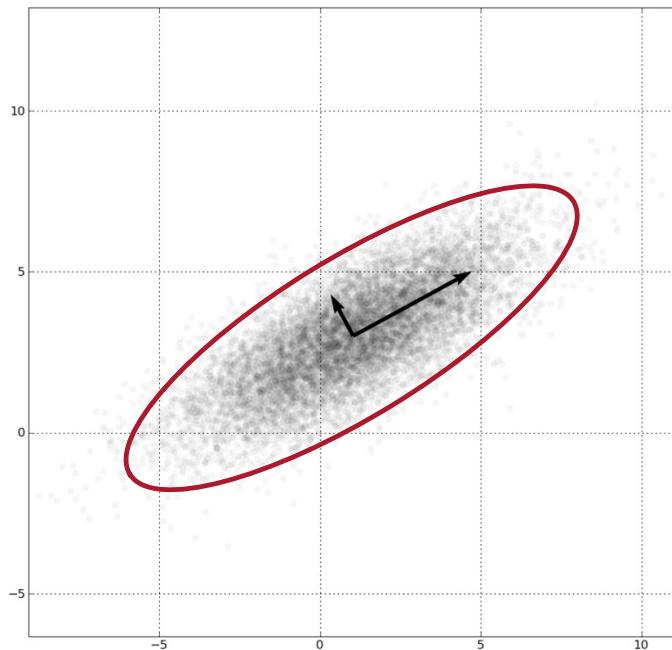
- Consider N robots, with robot i having state $q_i \in \mathbb{R}^2$
- State is position in *world frame* $\{W\}$
- Single integrator: $\dot{q}_i = u_i$
- Collect them together

$$\dot{q} = u$$

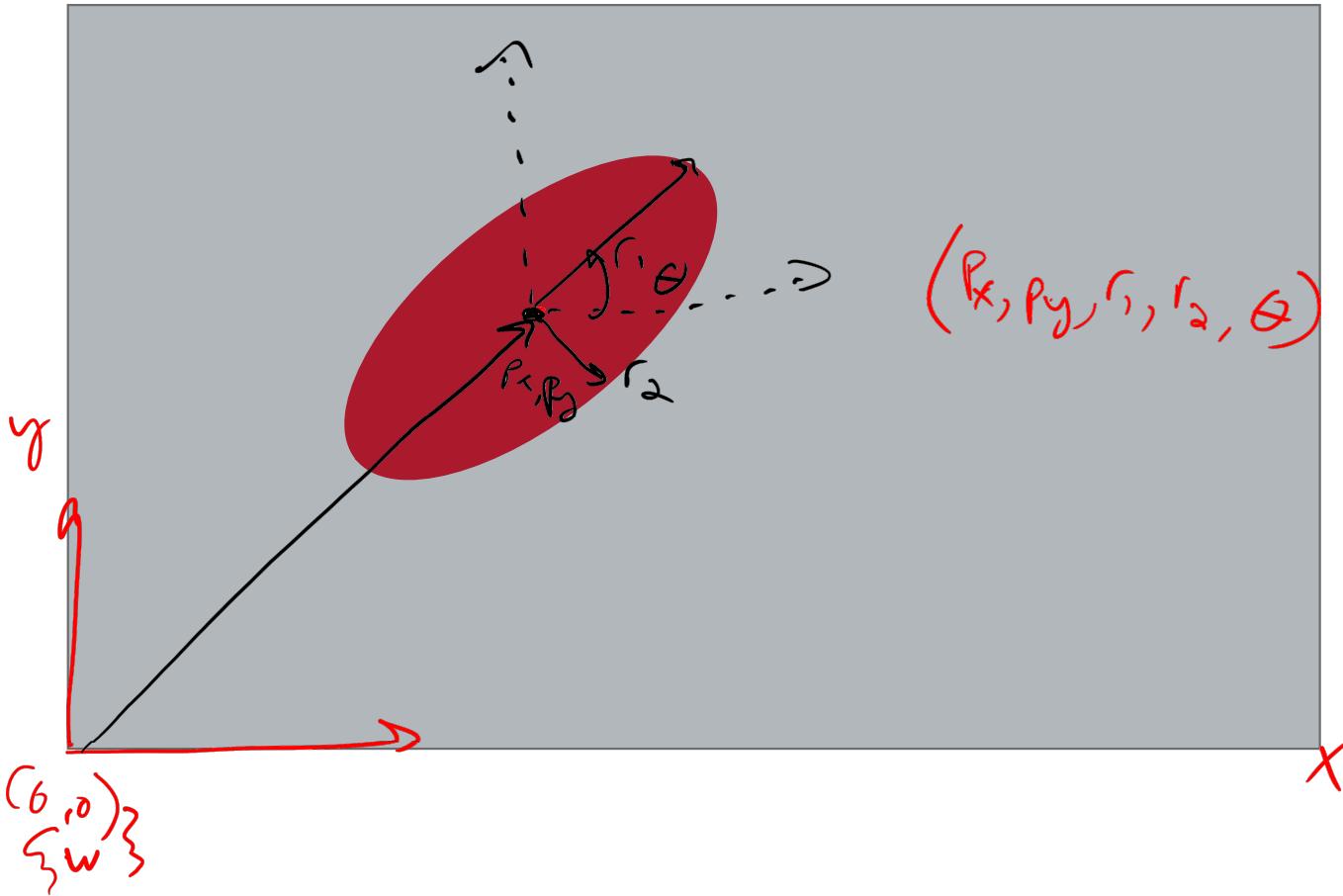
Where $q \in Q = \prod_{i=1}^N Q_i \in \mathbb{R}^{2N}$

Abstracting the agents

- Consider a bunch of agents distributed in \mathbb{R}^2
- Assume they are normally distributed*
- What's a good abstraction for the agents?



Abstraction



- How to describe an ellipse in \mathbb{R}^2 ?
- Can we describe the motion we want the agents to execute in terms of an ellipse?

Abstraction

- Assume agent positions q_i are realizations of a random variable with mean μ and covariance Σ
- If N is sufficiently large, sample mean and covariance converge to true values of the Normal distribution
- Rotation R diagonalizes the covariance
- Covariance matrix has eigenvalues s_1 and s_2

Abstraction

- Can estimate as follows

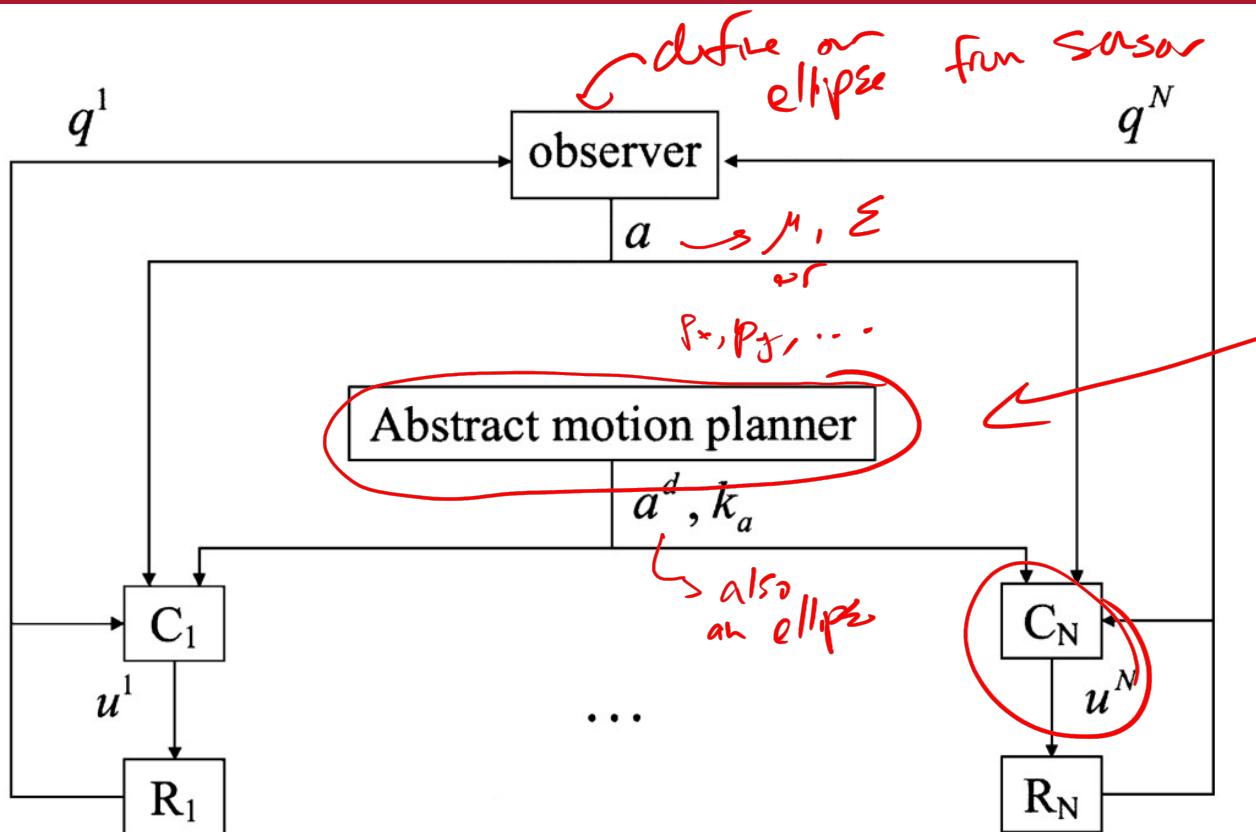
- $\mu = \frac{1}{N} \sum_{i=1}^N q_i$

- Defines “equiprobability ellipse” for probability p *(contains p% of agent in our ellipse)*
 - $c = -2 \ln(1 - p)$
 - $(x - \mu)^T \Sigma^{-1} (x - \mu) = c$
 - I.e., given a desire to enclose 99% of the robots, we can define a corresponding ellipse that will contain that probability mass consistently

Realism of abstraction

- Can estimate from camera or similar “stand-off” surveillance asset
- Doesn’t depend on high-quality sensor or number of agents
- It is an “equipotential” view of the world

Architecture



- Control law C_i of robot R_i depends only on
 - ~~Own state q_i~~
 - Abstract state a , provided by observer
 - ~~the abstract~~ Desired state or trajectory
- No explicit inter-agent dependence

Controlling the Abstraction

- We can describe the desired motion of the ellipse as follows
 - $\dot{\mu} = K_\mu(\mu^d - \mu)$
 - $\dot{\theta} = k_\theta(\theta_d - \theta)$
 - $\dot{s}_1 = k_{s_1}(s_1^d - s_1)$
 - $\dot{s}_2 = k_{s_2}(s_2^d - s_2)$
- Where $K_\mu \in \mathbb{R}^{2 \times 2}$ and $k_\theta, k_{s_{1,2}} > 0$
- Used to guarantee the behavior of the *abstraction* on a trajectory
- How to get the agents to realize the trajectory?

Map to Dynamics

- The derivation involves “simple but rather tedious calculations”
- Overall formation controls are
 - $\dot{q} = X_q^\mu \dot{\mu} + \frac{s_1 - s_2}{s_1 + s_2} \dot{\theta} X_q^\theta + \frac{\dot{s}_1}{4s_1} X_q^{s_1} + \frac{\dot{s}_2}{4s_2} X_q^{s_2}$
- X_q are some matrices whose precise details don’t matter for us
- Note each aspect of the abstract is controllable independently

Map to Dynamics

- Convert overall dynamics to individual agent dynamics

$$u_i = \dot{q}_i = \dot{\mu} + \frac{s_1 - s_2}{s_1 + s_2} H_3(q_i - \mu) \dot{\theta} + \frac{1}{4s_1} H_1(q_i - \mu) \dot{s}_1 + \frac{1}{4s_2} H_2(q_i - \mu) \dot{s}_2$$

relative to P_x, P_y

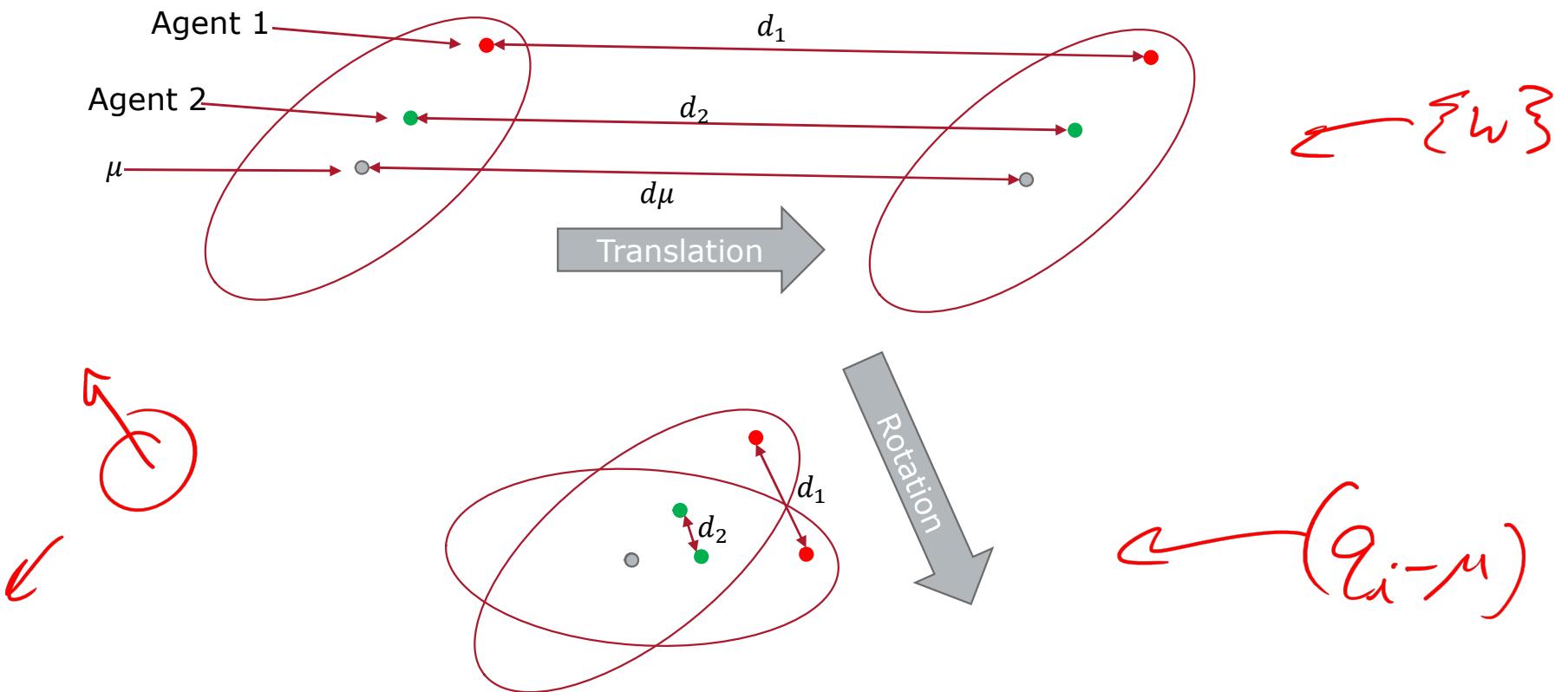
- "Rather centralized"

- Agents need to know their own absolute state

↳ in $\mathcal{E}^w \}$

- I.e., position relative to the swarm/abstraction – big assumption!

Agents and Distance from μ



Stability, controllability, etc.

- Some important properties
 - Proposition 2:
 - If a (the abstraction) is bounded, then so are all q_i
 - I.e., if you can control the abstraction, the control laws are well-defined
 - Argument follows that if μ , s_1 , and s_2 are bounded, then controls will be bounded
 - Proposition 3:
 - The closed-loop system converges to equilibrium
 - $\dot{a} = 0$ iff $\dot{q}_i = 0$ for all i
 - The rest follows from some Lyapunov and LaSalle-based proofs

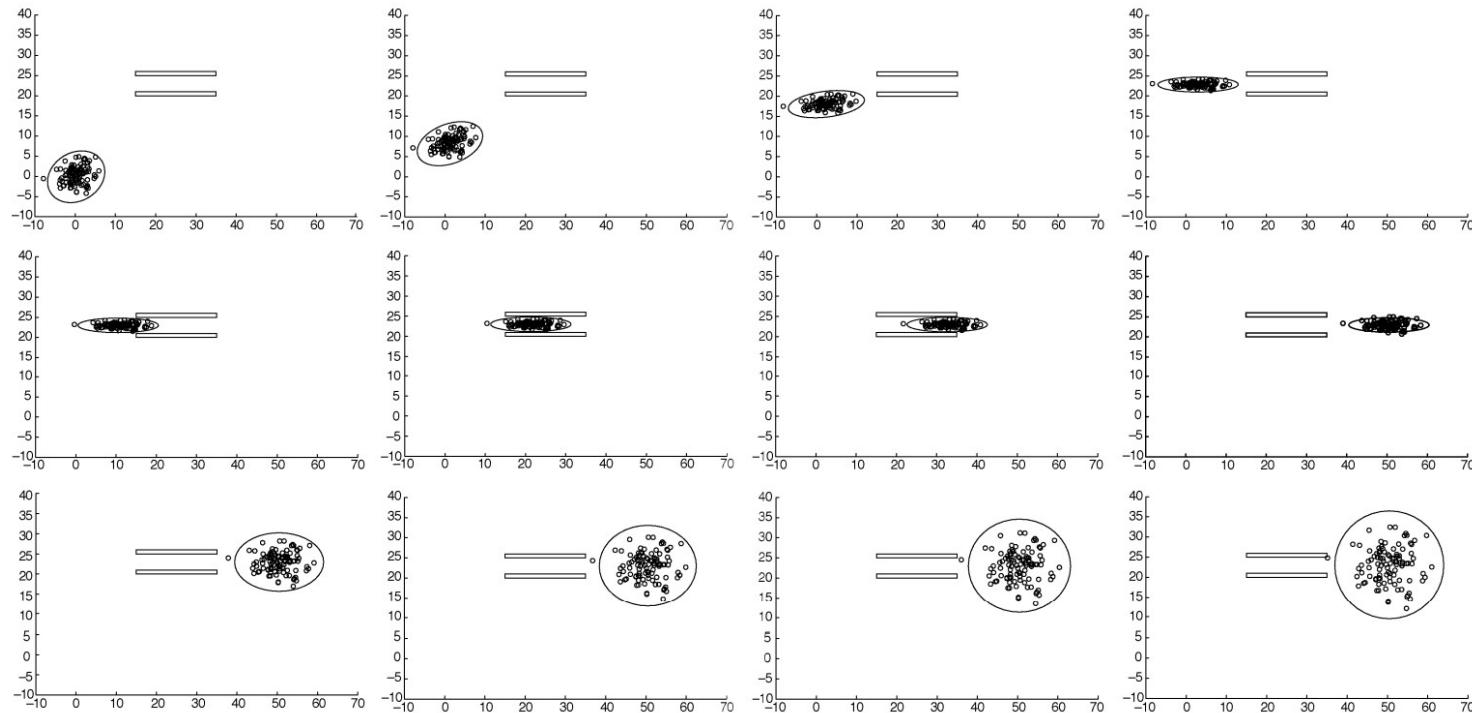
Contractions and Expansions

- If you cede control of orientation (i.e., assume abstraction keeps its initial orientation), then control law

$$\dot{q}_i = \dot{u}_i = \dot{\mu} + \frac{q_i - \mu}{2s} \dot{s}$$

- This allows scaling of the formation via s
- Can switch from scaling mode back to standard mode and vice versa

Example



$N = 100$ robots; equiprobability ellipse of 99%

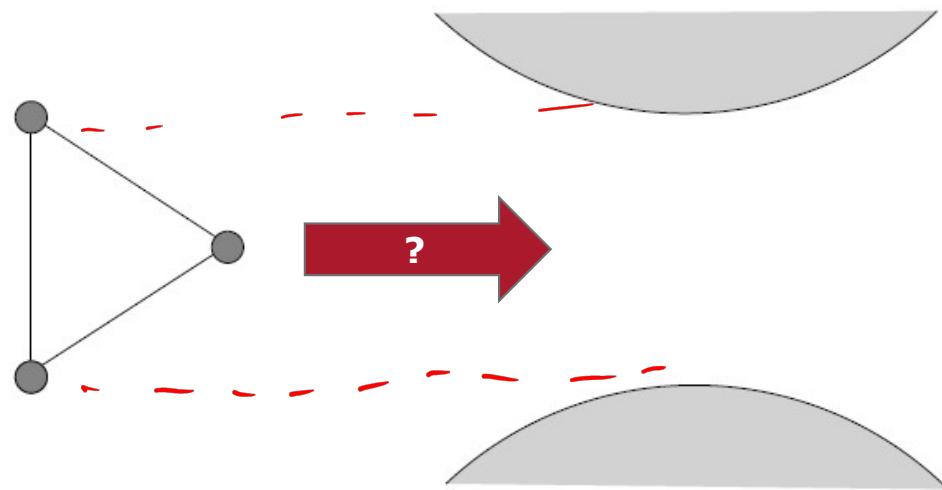
Trade-offs

- Distributed
- Scalable
- Centralized! – Observation and control come from centralized source
- Agents require good self-localization in a global reference frame

Modifications to Formation Control



Navigation with Formations

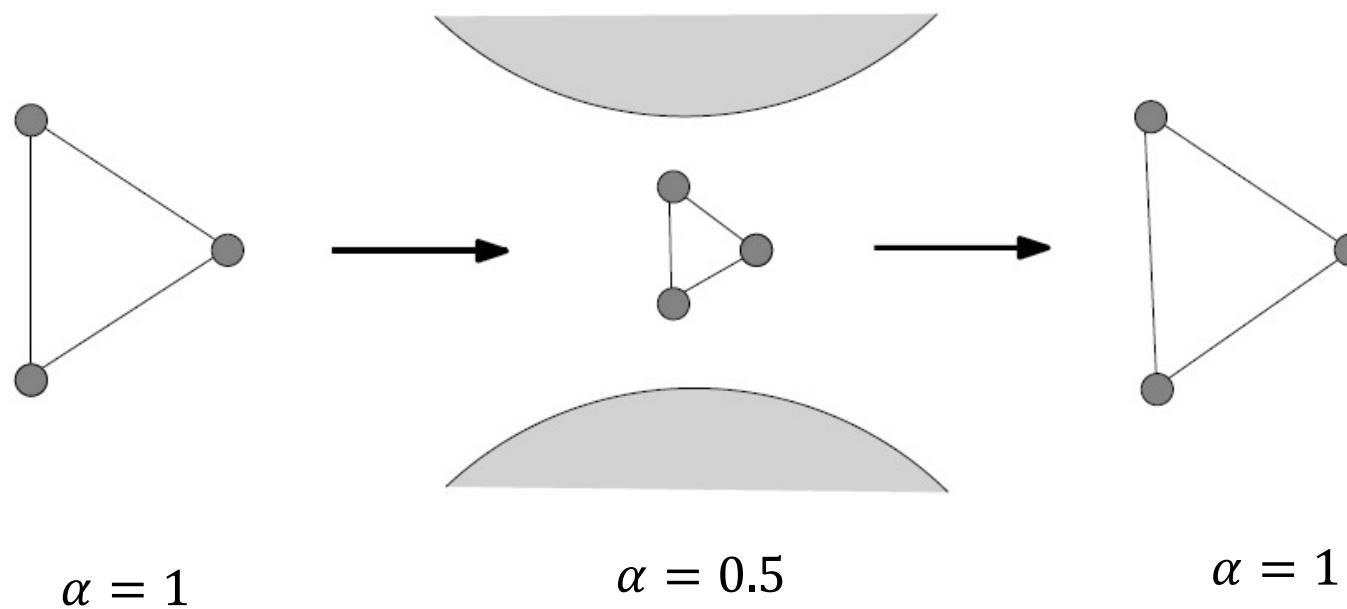


Scaling

- Recall:
 - Formation control: $\dot{x} = -Lx + d$
 - Under conditions:
 - $d_{ij} = -d_{ji}$
 - $1^T d = 0$
- Can scale the entire vector by a term $\alpha \in \mathbb{R}_+$
 - $\dot{x} = -Lx + \alpha d$
 - Does not violate our conditions
- Formation control is therefore **scale invariant**
- But, in the most common case you need to specify the scale

Scaling

- Useful for navigating narrow passages, for example

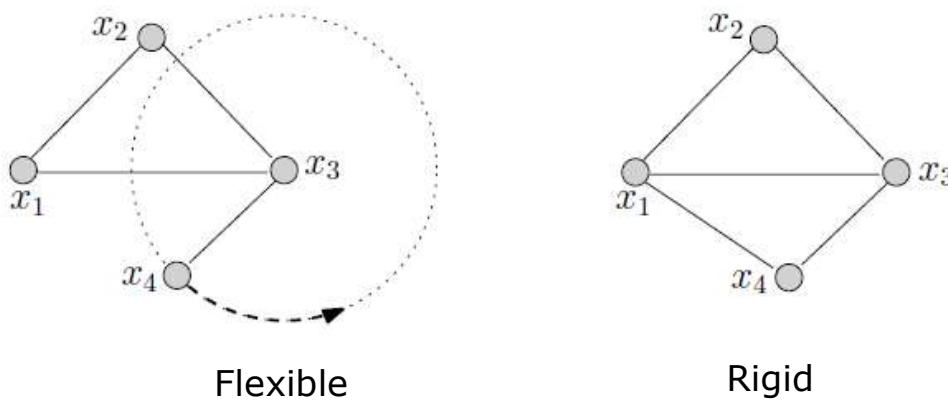


Translation

- Formations are **translation invariant**
- We already saw this
 - If x^* is a solution to $Lx^* + d = 0$, so is $L(x^* + 1\alpha) + d$
 - If \exists one solution, \exists infinitely many solutions
- I.e., the formation can be displaced and still remain a solution to the closed-loop control law

Rigidity

- Imagine a formation already in goal state x^*
- If the only way to translate a single agent is to translate the entire formation, the formation is **rigid**



Rigidity

- Thus, to ensure a feasible formation, the best bet is to ensure
 - $d_{ij} = -d_{ji}$
 - $\mathbf{1}^T \mathbf{d} = 0$
 - Graph is rigid
- How to guarantee rigidity?

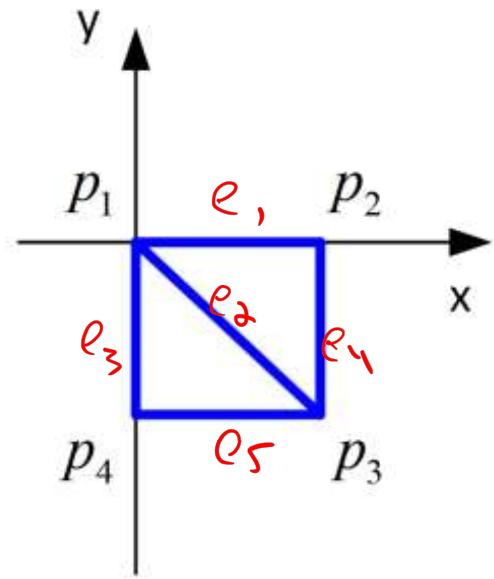
Determining Rigidity

- Assume agents in goal formation x^* 
- Apply infinitesimal control input $u = [u_1^T, u_2^T, \dots, u_n^T]$
- We want the distances between edges to remain constant in that motion
- $(\dot{x}_i(t) - \dot{x}_j(t))^T (x_i(t) - x_j(t)) = 0$ for all $i, j \in E$ 
*Condition
to
check*

Determining Rigidity

- $\underbrace{(\dot{x}_i(t) - \dot{x}_j(t))^T}_{\text{Trajectory}} \underbrace{(x_i(t) - x_j(t))}_{\text{Constant } d_{ij}} = 0$ for all $i, j \in E$
- In matrix form, we write
$$\underbrace{R(G(x^*))}_{\text{rigidity matrix}} \underbrace{\dot{x}}_u = 0$$
- Call $R(G(x^*))$ the **rigidity matrix**
- A framework with $n \geq 2$ points in \mathbb{R}^2 is (infinitesimally) rigid iff rank $\text{rank}(R(G(x^*))) = 2n - 3$

Infinitesimal Rigidity



$$R = \begin{bmatrix} (p_1 - p_2)^T & -(p_1 - p_2)^T & 0 & 0 \\ (p_1 - p_3)^T & 0 & -(p_1 - p_3)^T & 0 \\ (p_1 - p_4)^T & 0 & 0 & -(p_1 - p_4)^T \\ 0 & (p_2 - p_3)^T & -(p_2 - p_3)^T & 0 \\ 0 & 0 & (p_3 - p_4)^T & -(p_3 - p_4)^T \end{bmatrix} \begin{array}{l} \text{e}_1 \\ \text{e}_2 \\ \text{e}_3 \\ \text{e}_4 \\ \text{e}_5 \end{array}$$

rig. 1
 rig. 2
 rig. 3
 rig. 4
 rig. 5

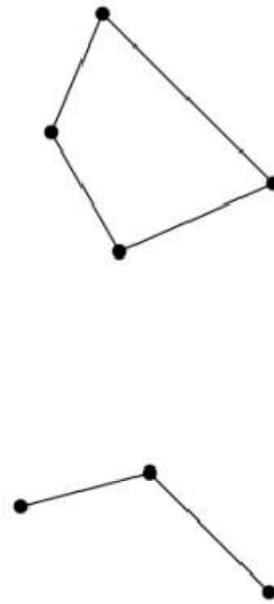
δ_{23}
 $-\delta_{32}$

Infinitesimal Rigidity

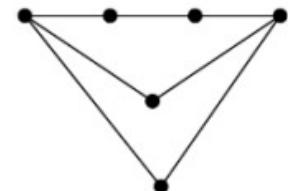
$$R = \begin{bmatrix} (p_1 - p_2)^T & -(p_1 - p_2)^T & 0 & 0 \\ (p_1 - p_3)^T & 0 & -(p_1 - p_3)^T & 0 \\ (p_1 - p_4)^T & 0 & 0 & -(p_1 - p_4)^T \\ 0 & (p_2 - p_3)^T & -(p_2 - p_3)^T & 0 \\ 0 & 0 & (p_3 - p_4)^T & -(p_3 - p_4)^T \end{bmatrix} \begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \\ \dot{x}_3 \\ \dot{x}_4 \\ \vdots \end{bmatrix} = u$$

$$\begin{bmatrix} (p_1 - p_2)^T \dot{x}_1 - (p_1 - p_2)^T \dot{x}_2 \\ \vdots \\ (p_1 - p_2)^T \dot{x}_n \end{bmatrix} = \begin{bmatrix} (p_1 - p_2)^T (\dot{x}_1 - \dot{x}_2) \\ \vdots \\ (p_1 - p_2)^T (\dot{x}_n - \dot{x}_2) \end{bmatrix}$$

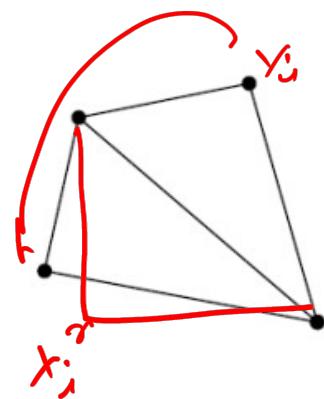
Rigidity



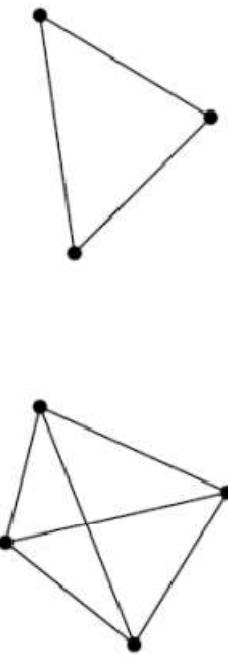
Flexible



Infinitesimally Rigid



Locally Rigid



Globally Rigid

Strong

Reference Frame Invariance



Sources

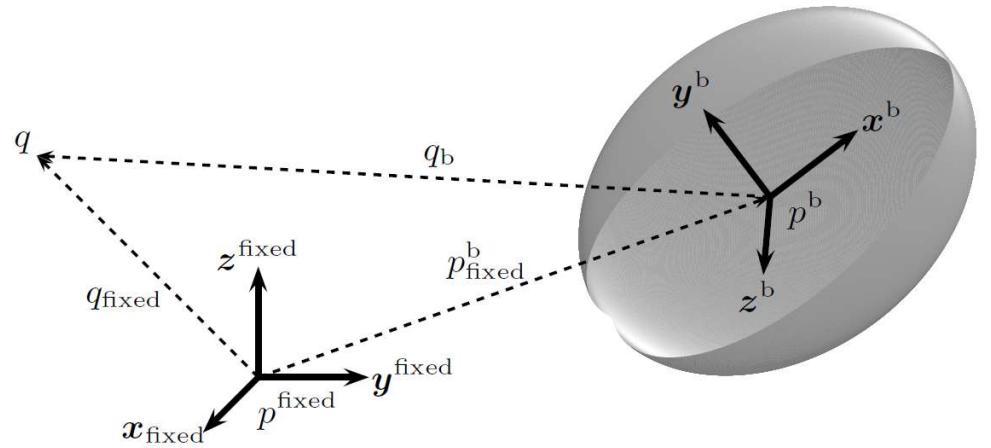
- Jorge Cortes "Global and robust formation-shape stabilization of relative sensing networks," *Automatica*, 2009
- Bullo, Cortes, and Martinez Ch. 3
- Krick et al. "Stabilization of Infinitesimally Rigid Formations of Multi-Robot Networks", *Conference on Decision and Control*, 2008

Reference Frames and Kinematics

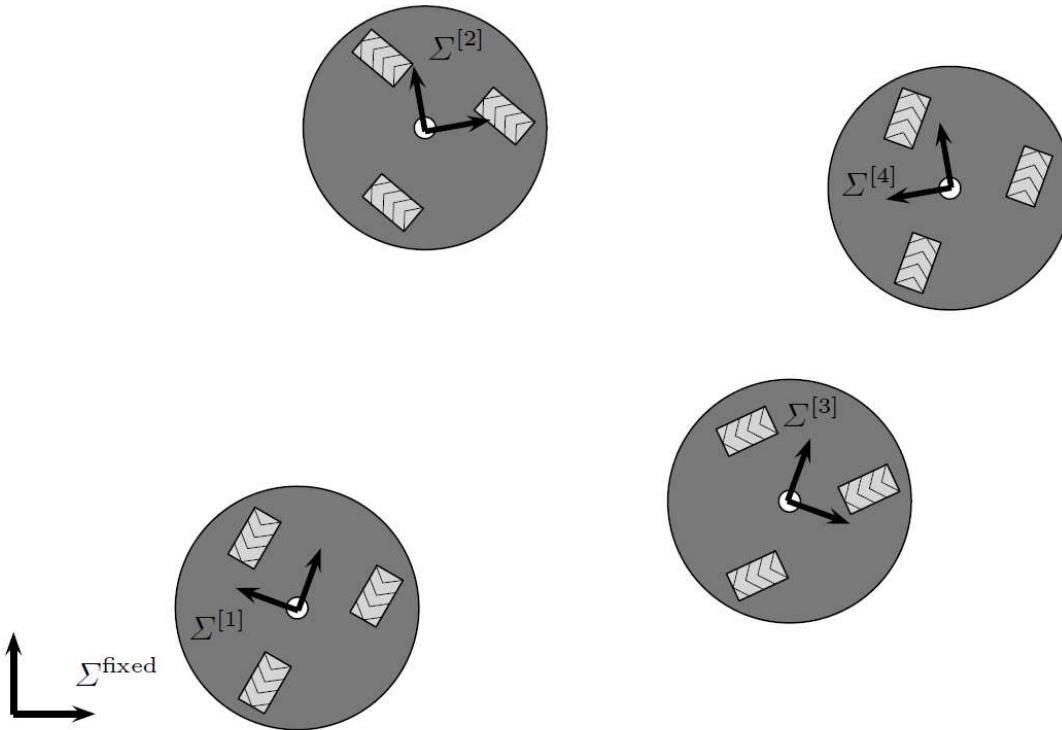
- Rotation matrices in d -dimensions

- $SO(d) = \{R \in \mathbb{R}^{d \times d} \mid RR^T = I_d, \det R = 1\}$

- $q_{fixed} = R_{fixed}^b q_b + p_{fixed}^b$
- $v_{fixed} = R_{fixed}^b v_b$

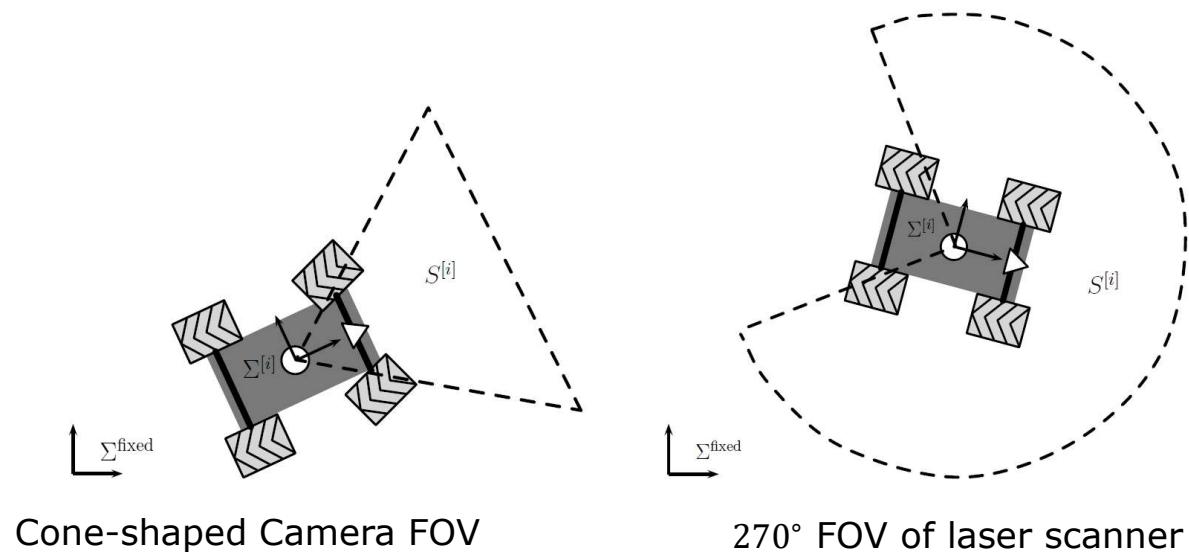


Problem Setup



- Each agent i has a body-fixed reference frame, $\Sigma^{[i]}$
- They are all defined relative to Σ^{fixed} , which is unknown to the agents

Problem Setup



- Agents are equipped with sensor that return the location of other agents, objects in the environment, etc. *in their own body frame*
- We'll assume a circular footprint, similar to our disc-based comms model

Sensing Model Consequences

1. Robots have no information about the absolute position and orientation of themselves, the other robots, or any part of the environment
 - This significantly relaxes many of the assumptions in examples we've been studying!
 - It also makes them harder to solve
2. The relative sensing capabilities of the robots gives rise to a **sensing graph**, whose edges denote robots within sensing range of a given robot
 - This will (for now) replace our notion of a communication graph
 - The relationship between the two graphs could be more complicated but we ignore that for the time being

Rigid-body Transformations

- Rigid body transformations contain a translation and rotation
- For a set of points $x^* = \{x_1^*, x_2^*, \dots, x_n^*\}$, $Rgd(x^*)$ is (x_1, x_2, \dots, x_n) such that
 - There exists $(q, R) \in \mathbb{R}^d \times SO(d)$ such that $x_i = Rx_i^* + q$
- Note, scalar distance between any two points i, j is the same under such a transformation

Previous versions are not SE(N)-invariant

- Earlier versions don't work this way
 - I.e. $\dot{x} = -Lx + d$ vs $\dot{x} = -LRx + d$ are not equivalent

Control Objective for Rigid Body Transformations

- Now, our goal is to stabilize to a formation in $Rgd(x^*)$
 - Using only *local* measurements in the *local* reference frame
 - Rigidity is important here
 - Control law needs to be invariant under $Rgd(x^*)$ to account for robots' individual reference frames
 - I.e., $\dot{x} = f(x)$ leads to the same result as $\dot{x} = f(Rx + d)$

Stress Function

- Stress function of a graph is

$$\text{Stress}(G) = \frac{1}{2} \sum_{(i,j) \in E} (\|p_i - p_j\| - d_{ij})^2$$

$\epsilon \mathbb{R}^n$
 $x_i - x_j - d_{ij}$

- For an undirected graph, the gradient of the stress creates feedback law

$$\dot{p}_i = 2 \sum_{j:(i,j) \in E} (\|p_i - p_j\| - d_{ij}) \underbrace{\frac{p_i - p_j}{\|p_i - p_j\|}}_{\text{Vector "normalized"}}$$

Scalar

Have we seen this before

- Yes! Gradient view of consensus!

$$\psi_G(x) = \frac{1}{2} x^T L x$$

$$\frac{\partial \psi_G(x)}{\partial x} = -Lx$$

The Control Law

$$\dot{p}_i = 2 \sum_{j:(i,j) \in E} (\|p_i - p_j\|^2 - d_{ij}) \frac{p_i - p_j}{\|p_i - p_j\|}$$

↑ ↑
Absolute difference Direction of
in distance error

- Homework 2 will ask you to verify some invariance properties of systems like this

The Control Law

- Again, the centroid is invariant
- Control law is independent of global coordinates
- For arbitrary initial conditions, solutions exist and are unique
- But what are solutions?

Equilibria

$$\dot{p}_i = 2 \sum_{j:(i,j) \in E} (\|p_i - p_j\| - d_{ij}) \frac{p_i - p_j}{\|p_i - p_j\|}$$

Equilibria

- Assumption:
 - Given target formation $\{G, d\}$, assume that $Rgd^{-1}(d) \neq 0$ and framework is infinitesimally rigid at each $p \in Rgd^{-1}(d)$
- Then solutions of the form $\|p_i - p_j\| = d_{ij}$ are *locally asymptotically stable*

Other Approaches

- Many works use common heading consensus (i.e., combine consensus on heading with this type of control law)

Distance- and Bearing-Only Formation Control

- Several researchers in the 2010s worked on bearing- or distance-only formation control
 - (as opposed to relative position formations)
- Major difference is the use of different rigidity measures
 - Harder to generalize for $n > 3$
 - Goal configuration must satisfy certain rigidity properties that we will not discuss in much detail

Wrap Up



Recap

- Formations
 - Scale invariance
 - Translation invariance
 - Rigidity
- Moving a group of agents
 - Leader-follower formations
 - Abstraction control
- Reference-frame invariant control

Next Time:

- Putting It all Together
 - Combining modes for controlling abstractions without a global reference frame
- SE(N) invariance for generalized pairwise interactions
- Next Tuesday: Deployment and Coverage