



### Classical Formation Control

Agents typically perceive their absolute position relative to the global coordinate system and achieve their desired formation by actively controlling the absolute position.



### Communication-aware Formation Control

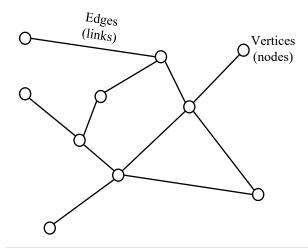
Wireless channel has been used in formation control since communications between agents are usually assumed to be ideal within a certain communication range.

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# Consensus-based Communication-aware Formation Control

In our research, we adopted ideas from [1], where author Li constructs a communication-aware formation controller that uses the communication channel quality, which is measured locally by agents to guide agents into a desired formation. Thus, it also optimizes the quality of communication of the formation system.

Inspired by [2], We further constrains this formation control to reach a consensus between any pair of connected agents.



# Rigid Formation

The formation of groups of mobile agents in which all inter-agent distances remain constant is called **rigid**.

The **relative distance** between agent i and agent j is denoted by

$$r_{ij} = \sqrt{(x_i - x_j)^2 + (y_i - y_j)^2} = ||q_i - q_j||.$$

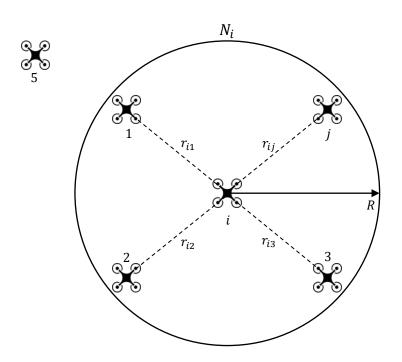
Let R > 0 denote the **communication range** between two agents. The neighboring set of agent i can be denoted by

$$N_i = \{j \in \mathcal{V} \mid r_{ij} \leq R\}.$$

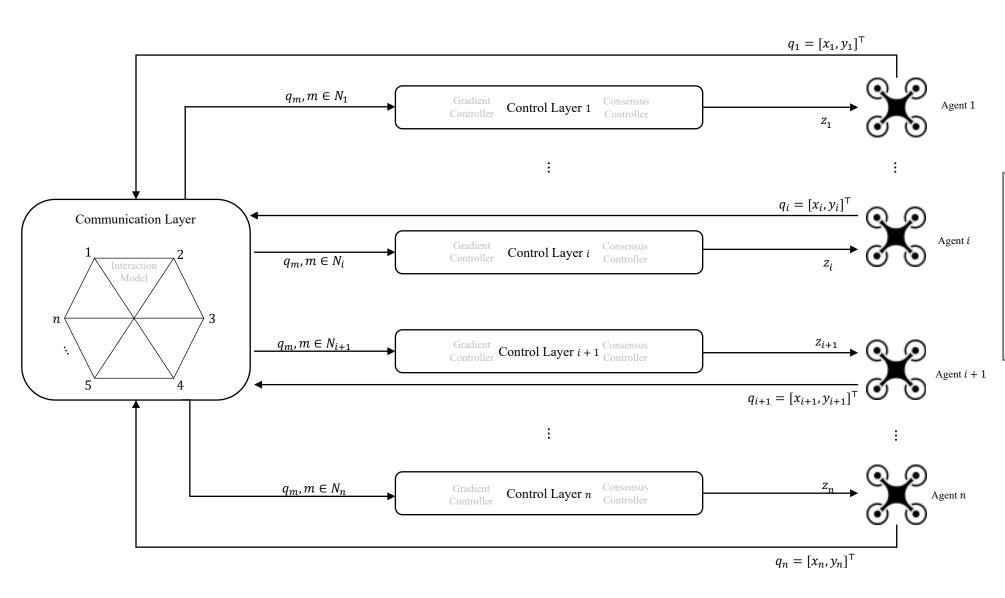
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# Graph Theory

A graph G is a pair of  $(\mathcal{V}, \mathcal{E})$  consisting of a set of vertices  $\mathcal{V} = \{1, 2, ..., i, ..., j, ..., n\}$  and a set of ordered pairs of the vertices called edges  $\mathcal{E} \subseteq \mathcal{V} \times \mathcal{V}$ . I.e.,  $\mathcal{E} = \{(i, j) | i, j \in \mathcal{V}, i \neq j\}$ . Here, we assume that G has no self-edges and undirected.







# System Dynamics

The **dynamics** of this multi-agent system is denoted by

$$\dot{q}_i = z_i, \quad i = 1, 2, ..., n,$$
 where

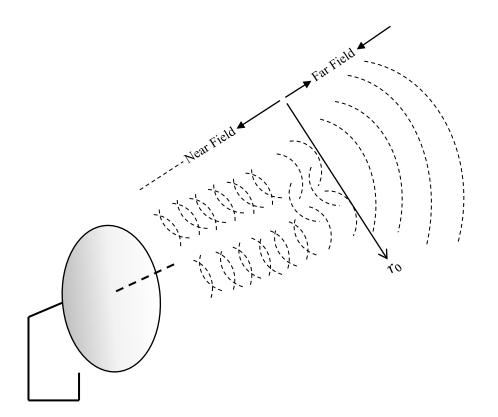
q: positions of agents,z: controls of agents.





# Antenna Near-field and Far-field

The antenna far field is the area away from the antenna. The boundary between antenna near-field and far-field is vaguely defined by the reference distance  $r_0$ .



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#### Far-field

The communication channel quality in antenna far-field is denoted by

$$f_{ij} = \exp\left(-\alpha(2^{\delta} - 1)\left(\frac{r_{ij}}{r_0}\right)^{\upsilon}\right),$$

where

 $r_0$ : reference distance for antenna near-field,

 $r_{ii}$ : Euclidean distance between agent i and agent j.

#### Near-field

A simple model of antenna near-field communication quality is:

$$n_{ij} = \frac{r_{ij}}{\sqrt{r_{ij}^2 + r_0^2}}$$

where

 $r_0$ : reference distance for antenna near-field,

 $r_{ii}$ : Euclidean distance between agent i and agent j.

## Signal Scattering Effect

When a traveling wave encounters a change in the wave impedance, it will reflect, at least partially. If the reflection is not total, it will also partially transmit into the new impedance.

#### Path Loss Effect

The reduction in power density (attenuation) of an electromagnetic wave as it propagates through space. As a result, the received signal power level is several orders below the transmitted power level.

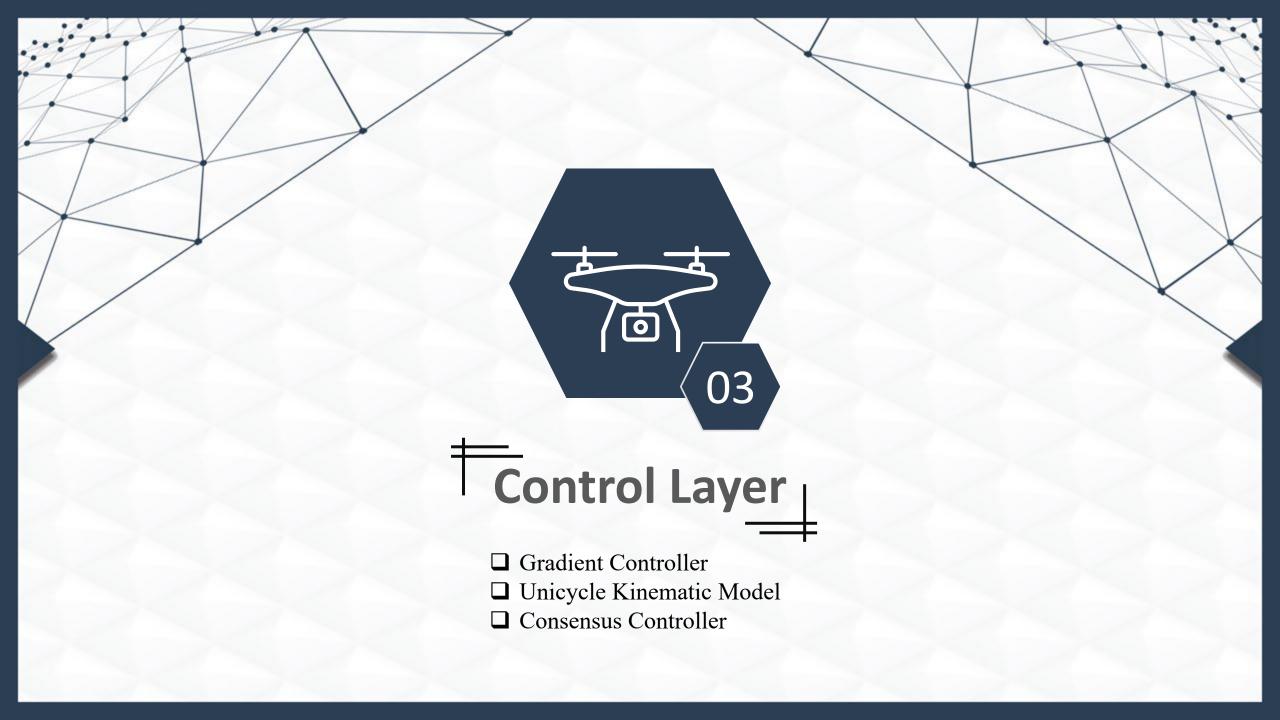
#### Interference Effect

When a signal is disrupted as it travels along the communication channel between its source and receiver. It may cause only a temporary loss of a signal and may affect the quality of the communication.

#### **Interaction Model**

The interaction model is denoted by

$$\phi(r_{ij}) = n_{ij} \cdot f_{ij} = \frac{r_{ij}}{\sqrt{r_{ij}^2 + r_0^2}} \cdot \exp\left(-\alpha \left(2^{\delta} - 1\right) \left(\frac{r_{ij}}{r_0}\right)^{\nu}\right).$$





In order to optimize the communication performance, the interaction model is designed to maximize its communication performance by taking the first-order derivative of interaction model we denote

$$\frac{d\phi}{dr_{ij}} = \phi(r_{ij}) = \frac{-\beta v(r_{ij})^{v+2} - \beta v r_0^2 (r_{ij})^v + r_0^{v+2}}{\sqrt{(r_{ij}^2 + r_0^2)^3}} \cdot \exp\left(-\beta \left(\frac{r_{ij}}{r_0}\right)^v\right),$$

where  $\beta = \alpha(2^{\delta} - 1)$ .

We find that interaction model has the best communication performance  $\phi^*$  at  $r_{ij}^*$ .

A gradient controller can be designed for agents converge in the formation with the maximized communication performance of function  $\phi(r_{ij})$ .

#### **Gradient Control Model**

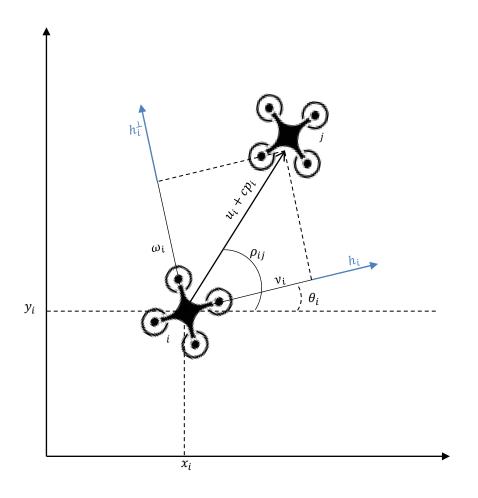
The gradient control model of agent i is denoted by

$$G_i = \sum_{j \in N_i} [\nabla_{q_i} \phi(r_{ij})] = \sum_{j \in N_i} [\phi(r_{ij}) \cdot e_{ij}]$$

where 
$$e_{ij} = (q_i - q_j)/\sqrt{r_{ij}}$$
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# Unicycle Kinematic Model



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# Unicycle Kinematic Model

The unicycle kinematic model of agent i is denoted by

$$\dot{x}_i = v_i \cos(\theta_i) 
\dot{y}_i = v_i \sin(\theta_i) 
\dot{\theta}_i = \omega_i,$$

 $h_i$ : Heading vector, defined as  $\begin{bmatrix} \cos(\theta_i) \\ \sin(\theta_i) \end{bmatrix}$ 

 $h_i^{\perp}$ : Perpendicular heading vector, defined as  $\begin{bmatrix} -\sin(\theta_i) \\ \cos(\theta_i) \end{bmatrix}$ 

 $\theta_i$ : Heading angle

 $v_i$ : Linear velocity vector

 $\omega_i$ : Angular velocity vector

 $\rho_{ij}$ : Line of sight, defined as  $\arctan 2(q_i - q_j)$ 

 $u + cp_i$ : consensus control vector

#### **Dubins Constraints**

Due to its physical capabilities, the airspeed and heading angle of the UAV are limited. These physical limits can be represented by the constraints

$$v_{min} \le v_i \le v_{max},$$
 $|\omega_i| \le \omega_{max},$ 

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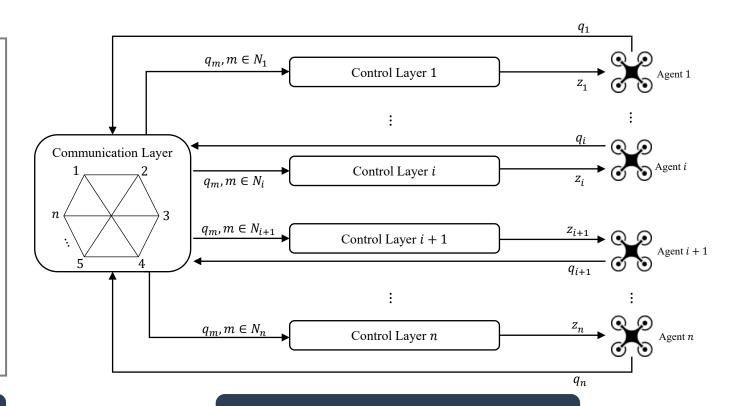
#### Consensus Control Model

The projections of consensus control vector  $u + p_i$ along the heading direction  $h_i$  and its perpendicular vector  $h_i^{\perp}$  are then calculated and used as the linear and angular velocity vectors, respectively. Specifically, the linear and angular velocity controls are given by

$$v_i = h_i^{\mathsf{T}}(u + cp_i)\cos(\rho_{ij} - \theta_i)$$
  
$$\omega_i = h_i^{\mathsf{TT}}(u + cp_i)\sin(\rho_{ij} - \theta_i).$$

And the consensus motion of agents i can be collectively expressed as

$$C_i = h_i h_i^{\mathsf{T}} (u + c p_i) \cos(\rho_{ij} - \theta_i).$$



#### Final Formation Controller

$$z_i = \mathcal{G}_i + \mathcal{C}_i$$

$$= \sum_{j \in N_i} \left[ \phi(r_{ij}) \cdot e_{ij} \right] + \sum_{j \in N_i} \left[ h_i h_i^{\mathsf{T}} (u + c p_i) \cos(\rho_{ij} - \theta_i) \right]$$

## Dynamics

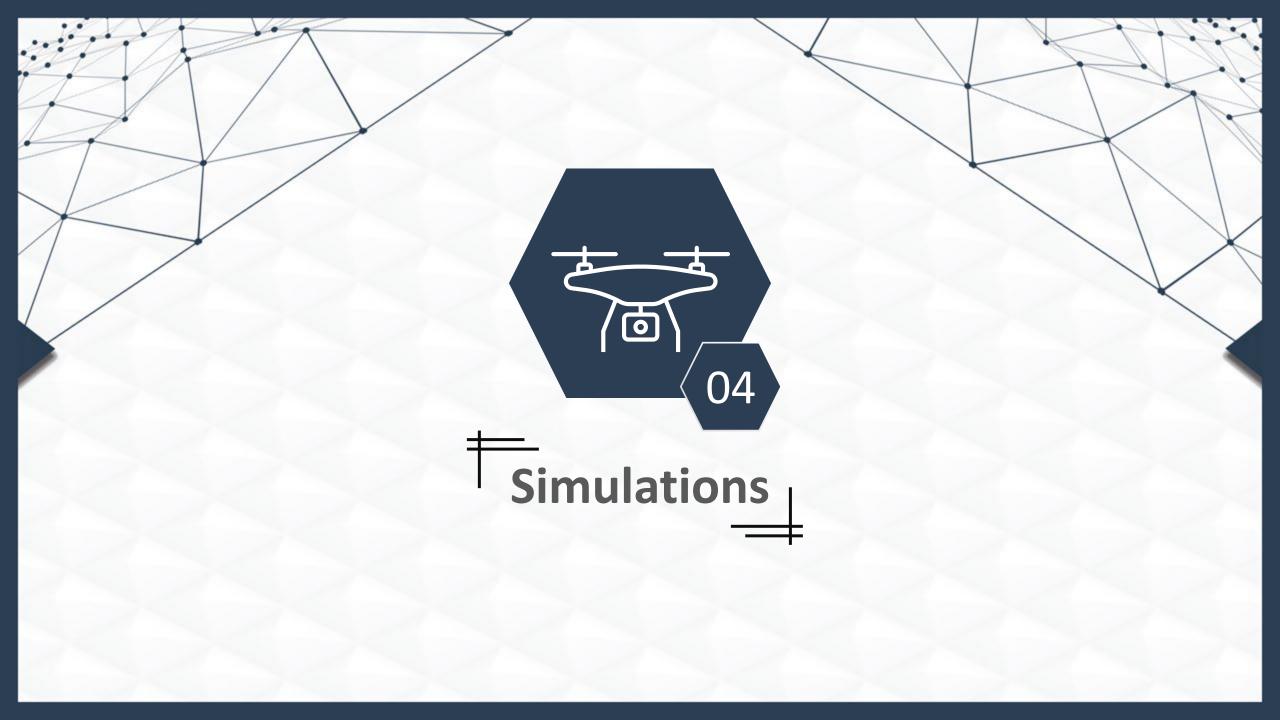
The dynamics of this multi-agent system is denoted by

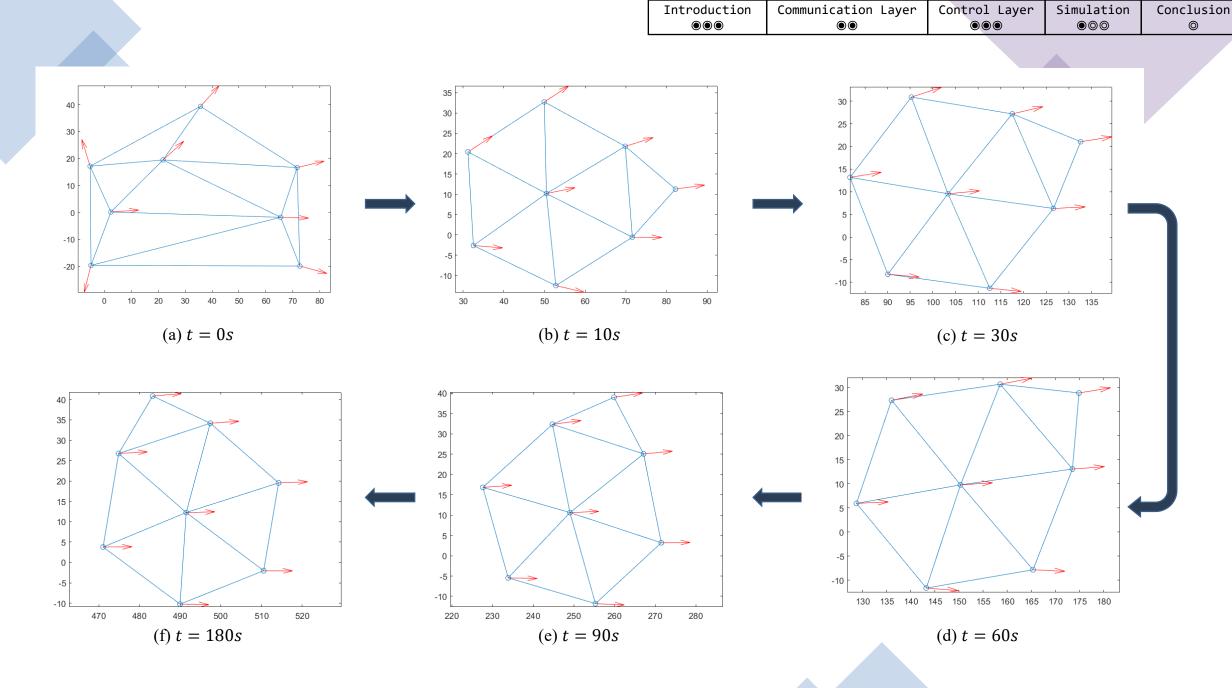
$$\dot{q}_i = z_i, \quad i = 1, 2, ..., n,$$

where

q: position input of agents,

z: control input of agents.



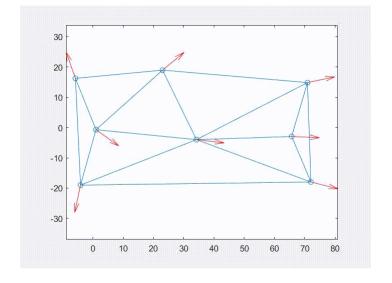


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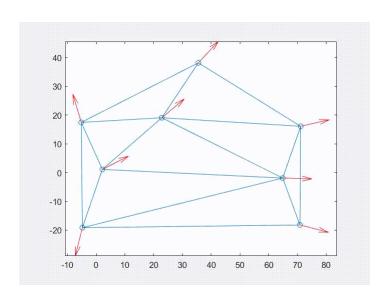
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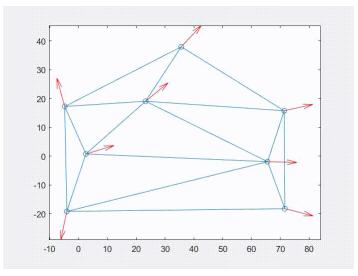
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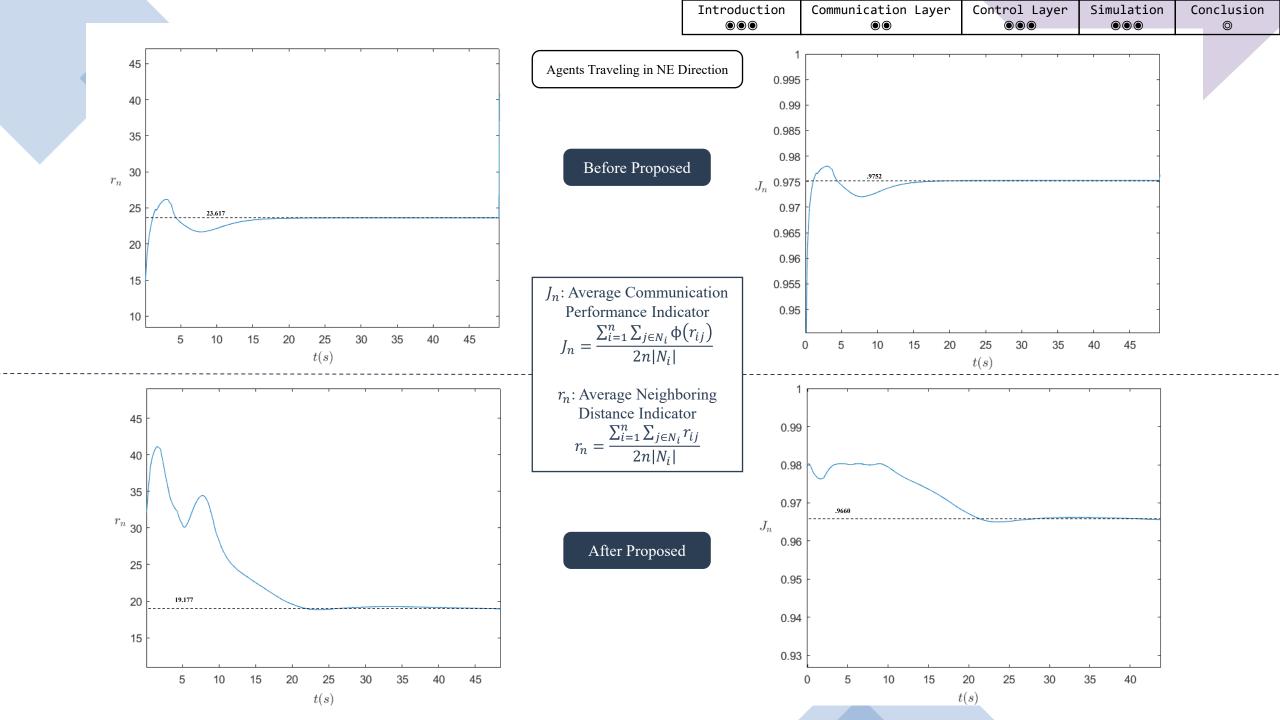
Before proposed

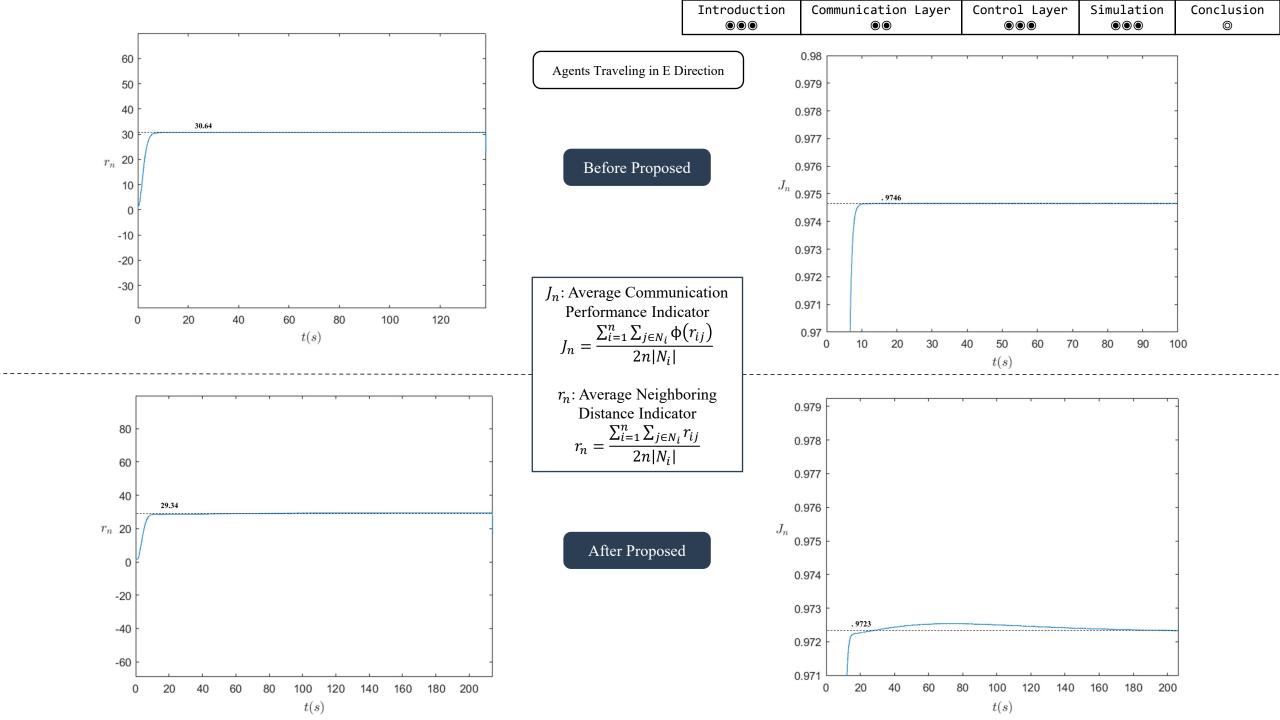


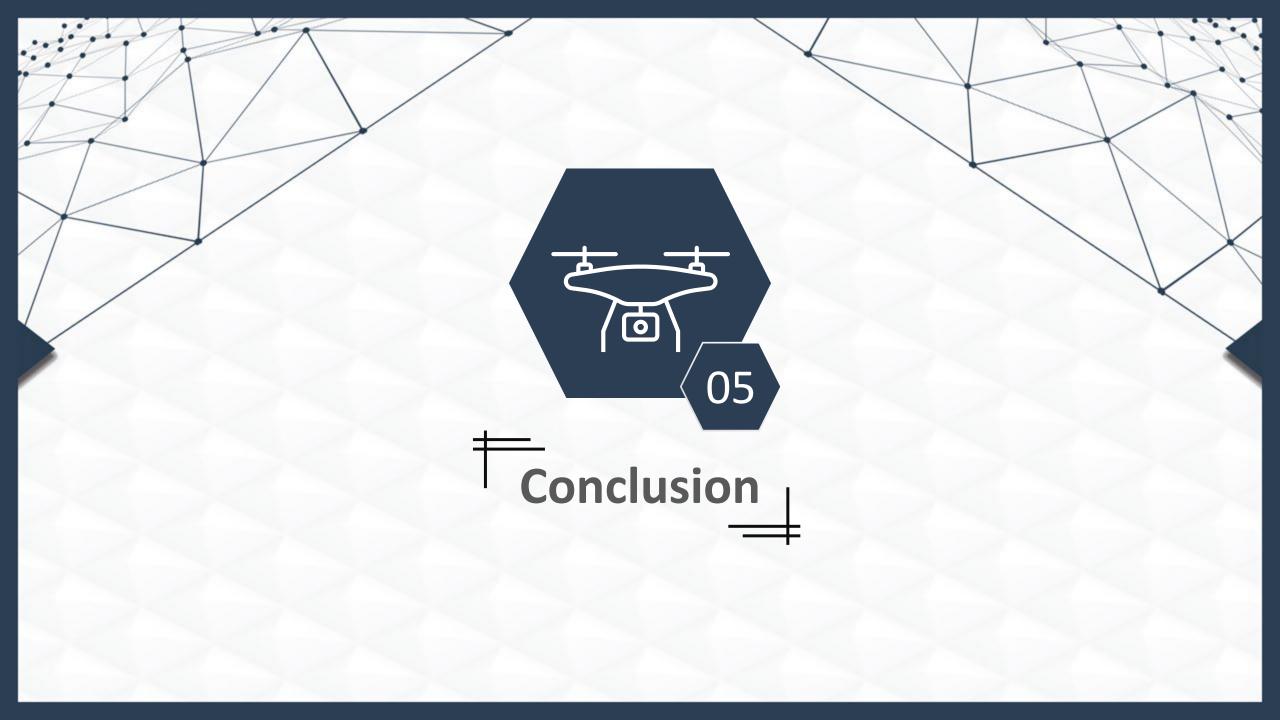
After Proposed Traveling in NE direction



After Proposed Traveling in in E direction









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Communication Layer

Intro

Preliminaries

- Graph Theory
- Rigid Formation
- System Dynamics

- Antenna Far-field Model
- Antenna Near-field Model
- Interaction Model



- Gradient Controller
- Unicycle Kinematic Model
- Consensus Control

Simulation

Outro

- Average Communication Performance  $J_n$
- Average neighboring Distance  $r_n$



