

Outline of This talk

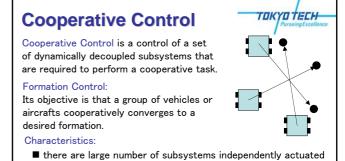


- Collision Avoidance Problem
- Problem Formulation
- Definition and Computations of Safe Region
- Problem and Its Partial Solution
- Conclusions and Future Works



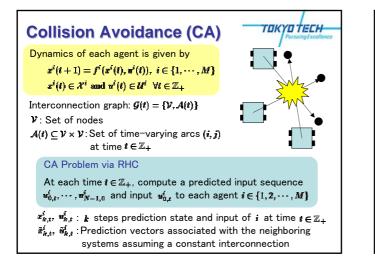


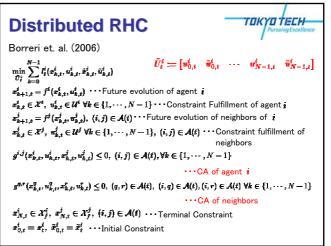
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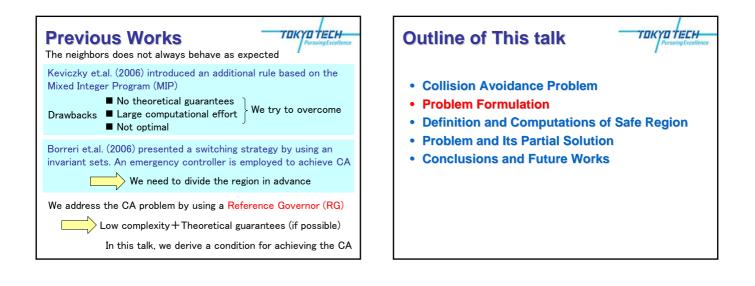


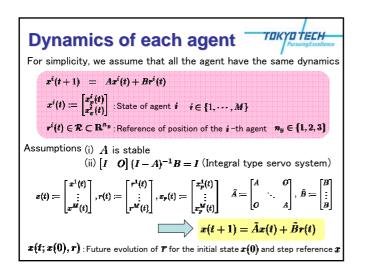
- subsystems are dynamically decoupled
- objectives can only be achieved through a collective behavior
- feasible set of states depends on the other subsystem's state

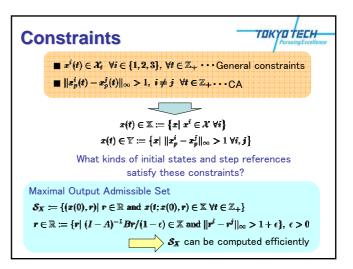
One control approach that accommodates a general cooperative objective is receding horizon control (RHC).



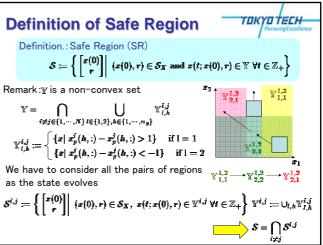


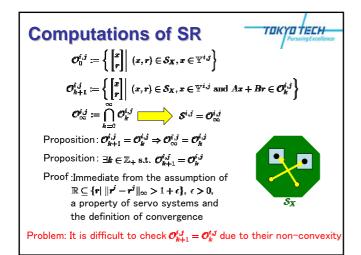


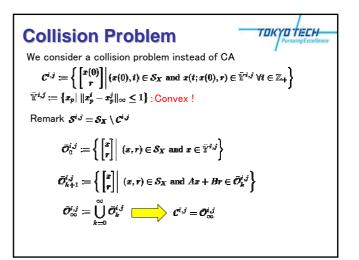


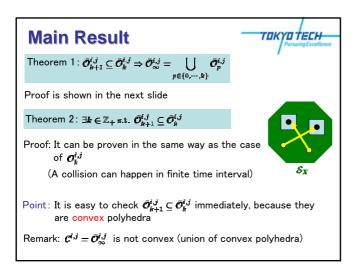


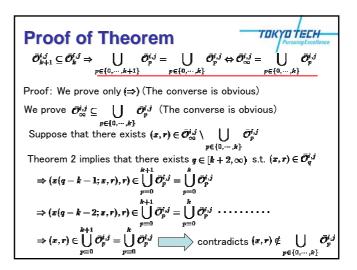


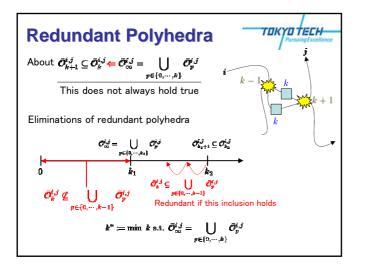


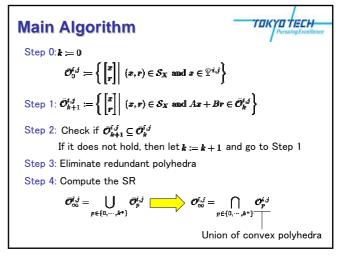








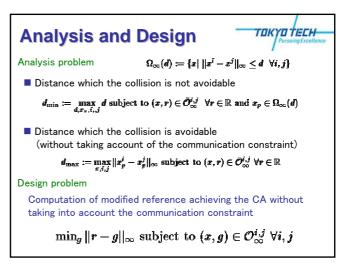


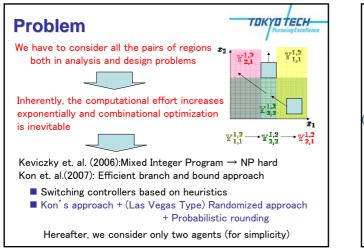


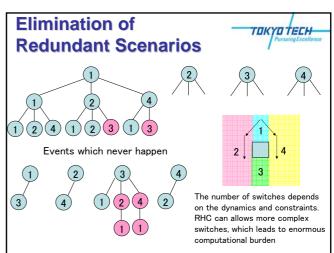
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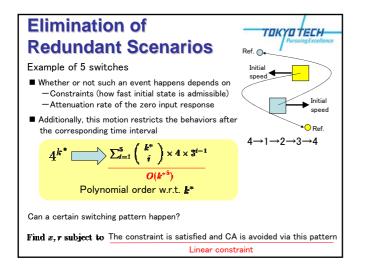


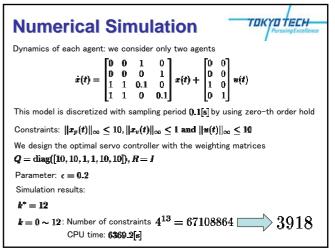
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Conclusions



• In this talk, we have presented

- an algorithm for computing the safe region
- a method for reducing on-line computational effort

• Future works will be directed to

- \blacksquare further reduction of on-line computational effort
- extension to distributed environment
- experimental validation
- extension to distributed MPC

We also try to present switching controller strategies based on heuristics and set invariance theory

