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Formation Control via Receding Horizon Control: A Set Theoretic Approach



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Nopthawat Kitodomrat
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Introduction

- Multi-robot System
- Formation Control
- Collision Avoidance
- Application
 - UAVs, UGVs, UUVs
 - Satellite Orbit
 - Mobile Robots

webuser.unicas.it/iai/robotica/video/

http://www.gpsmagazine.com/

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Recent works

- W.B. Dunbar, et al. (Automatica,2006)
 - Multi-robot system **without** collision avoidance
 - Each robot are not deviated too far from the previous open loop trajectories.
 - Receding horizon update is sufficiently fast.
- T. Keviczky, et al. (ACC,2006)
 - Multi-robot system with collision avoidance
 - Decentralized Receding Horizon Control
 - Applied coordination penalized values and using the mixed integer linear programming (MILP)
- T. Keviczky, et al.(CDC,2004)(IEEE Trans.,2008)
 - Multi-robot system with collision avoidance
 - Decentralized Receding Horizon Control
 - When feasibility is lost : Use Emergency Maneuver based on invariant set theory

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Outline

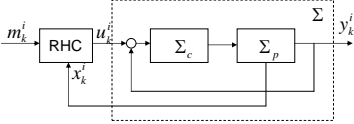
- Introduction
- Problem setting
- Constraints and Conditions for constraints
- Controller Design
- Feasibility of the optimization problem
- Conclusion

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Problem Setting



Consider the second ordered system with priori compensator

$$\Sigma: \begin{cases} x_{k+1}^i = Ax_k^i + Bu_k^i \\ y_k^i = Cx_k^i = [I \ 0]x_k^i = p_k^i \end{cases} \quad \begin{cases} x_k^i = [p_k^i \ v_k^i]^T \in R^{n_p+n_v} \\ i \in \{1, \dots, N_v\} \\ k \in Z_s := \{0, 1, 2, \dots\} \end{cases} \quad \begin{cases} p_k^i : \text{Position} \\ v_k^i : \text{Velocity} \\ m_k^i : \text{Target Position} \\ u_k^i : \text{System Input} \end{cases}$$

Assumption

- The matrix A is asymptotically stable
- Σ is an integral type servo system : $C(I - A)^{-1}B = I$

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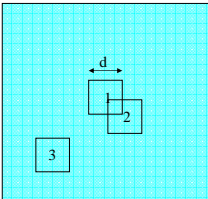
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Problem Setting

- Two agents is collision free when

$$(x_k^i, x_k^j) \in X_{CA} := \left\{ (x^i, x^j) \mid \|p^i - p^j\|_\infty > d \right\}$$



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Constraints

```

    graph TD
      Constraints --> Decoupled
      Constraints --> Coupled
      Decoupled --> StateConstraint[State Constraint]
      Decoupled --> InputConstraint[Input Constraint]
      Coupled --> CollisionAvoidance[Collision Avoidance]
      StateConstraint --- PositionLimit[Position Limit]
      StateConstraint --- MaximumVelocity[Maximum Velocity]
      InputConstraint --- RangeOfInput[Range of Input  
(Based on State Constraint)]
  
```

Maximal Output Admissible Set (MOA)

- The maximal output admissible set is the largest constraint admissible positively invariant set or, in other word, the set of all initial conditions such that the trajectories never exceed the specified constraints [Hirata,2005].

Concept for conditions in this work

Definition :

- STOP := Move to current position (p_k^i)
:= ($u_k^i = p_k^i$)
- Completely STOP := ($v_k^i = 0$)

Meaning : If the agent is close to violate the constraint (but still has enough space to stop), it can at least stop to avoid the violation.

Concept for conditions in this work (2)

Condition for Decoupled Constraints

- Decoupled Constraints : No effect from other agents
- From $u_k^i = p_k^i = Cx_k^i$
- The condition can be defined as

$$S_x = \{x_0 \in X | x_k(x_0) \in X, k \in \mathbb{Z}_+\}$$

$$x_k(x_0) = (A + BC)^k x_0$$
 where X is a state constraint.

Condition for Coupled Constraint

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- Safe region is a set of initial conditions that guarantee the collision avoidance when the agent try to STOP.

$$S^{i,j} = \left\{ \begin{array}{l} (x_0^i, x_0^j) \mid (x_0^i, x_0^j) \in S_x \times S_x, \\ (x_k^i(x_0^i), x_k^j(x_0^j)) \in X_{CA}, k \in Z_+ \end{array} \right\}$$

Decoupled Constraint is included !

Collision Avoidance Constraint for all trajectories

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Analysis of Controller

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Modify the input so that the constraint fulfillment and collision avoidance are achieved.

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Complete Connection

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- Connection : can be detected $\|p_k^i - p_k^j\|_z \leq d_s$
- Complete Connection : All neighbors can detect all of the rest.
- Agent 1,2 : Complete Connection
- Agent 3 : **NOT** Complete Connection
- But Agent 4 : Complete Connection

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Decision Making Algorithm

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Algorithm for agent i

```

    graph TD
      A[Detect Neighbors] --> B{Have Neighbors?}
      B -- No --> C[Move to target directly  
r_k^i = m_k^i]
      B -- Yes --> D[Transmit and Receive  
Neighbors' target  
and current state]
      D --> E{Complete Connection}
      E -- No --> F[Stop  
r_k^i = p_k^i]
      E -- Yes --> G[Determine r_k^i the  
appropriated  
reference]
  
```

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Decision Making Algorithm (2)

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Example of reference selection

Only Agent 2 's information is not complete connection so its state is **STOP**

All agents are complete connection

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Reference Management Algorithm

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- The input is defined as follow

$$u_k^i = K_k^i p_k^i + (1 - K_k^i) r_k^i, K_k^i \in [0, 1]$$

To find the input u_k^i which is closest to the reference r_k^i

$$\min K_k^i + \sum_{j \in N_i(k)} \hat{K}_k^j$$

s.t. Model of system
Decoupled Constraint
Coupled Constraint

$N_i(k)$: Neighbors of agent i at time k

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Reference Management Algorithm (2)

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$$\min K_k^i + \sum_{j \in N_i(k)} \hat{K}_k^j$$

s.t. $K_k^i, \hat{K}_k^j \in [0, 1]$

$$u_k^i = K_k^i p_k^i + (1 - K_k^i) r_k^i$$

$$\hat{u}_k^j = \hat{K}_k^j p_k^j + (1 - \hat{K}_k^j) \hat{r}_k^j$$

$$x_{k+1}^i = Ax_k^i + Bu_k^i$$

$$\hat{x}_{k+1}^j = A\hat{x}_k^j + B\hat{u}_k^j$$

$$\tilde{x}_{k+1}^i = Ax_k^i + Bp_k^i$$

$$\tilde{x}_{k+1}^j = A\hat{x}_k^j + Bp_k^j$$

$$(x_{k+1}^i, \hat{x}_{k+1}^j) \in S^{i,j}$$

$$(x_{k+1}^i, \tilde{x}_{k+1}^j) \in S^{i,j}$$

$$(\tilde{x}_{k+1}^i, \hat{x}_{k+1}^j) \in S^{i,j}$$

Input calculation

State Update : Move

State Update : Stop

(Move, Move)

(Move, Stop)

(Stop, Move)

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Feasibility of the Optimization Problem

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- Theorem

Suppose that the initial state $(x_0^i, x_0^j) \in S^{i,j}$ and the detection range d_i is wide enough. Then, the present receding horizon control law achieves both the constraint fulfillment and collision avoidance for any time instant
- Proof

–Consider the feasibility of the optimization problem

At time k+1, there is at least one input that satisfies all of the constraints which is

$$u_k^i = p_k^i, \hat{u}_k^j = p_k^j \text{ (STOP)}$$

Feasibility

Constraint Fulfillment
Collision Avoidance

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- Simulation and Conclusion

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Simulation

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$$x_{k+1}^i = \begin{bmatrix} 0.87 & 0 & 0.32 & 0 \\ 0 & 0.87 & 0 & 0.32 \\ -0.46 & 0 & 0.33 & 0 \\ 0 & -0.46 & 0 & 0.33 \end{bmatrix} x_k^i + \begin{bmatrix} 0.13 & 0 \\ 0 & 0.13 \\ 0.45 & 0 \\ 0 & 0.45 \end{bmatrix} u_k^i, y_k^i = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \end{bmatrix} x_k^i$$

$d = 0.5$
 $d_s = 2.45$
 $-10 \leq p_k^i \leq 10, -1 \leq v_k^i \leq 1$
 $x_0^1 = [0 \ 0 \ 0 \ 0]^T$
 $x_0^2 = [1 \ 0 \ 0 \ 0]^T$
 $x_0^3 = [0.5 \ 1 \ 0 \ 0]^T$
 $m_0^1 = [2.5 \ 0]^T$
 $m_0^2 = [-2.5 \ 0]^T$
 $m_0^3 = [0.5 \ -4]^T$

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Conclusion and Future works

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- Conclusion
 - Concept of condition formulation
 - Proposed Algorithms
 - Feasibility and collision avoidance proof
- Future works
 - Stability of the system
 - Observer-based velocity
 - Nonlinear system

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THANK YOU

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