

Collective Control, State Estimation and Human Interaction for Quadrotors in Unstructured Environments

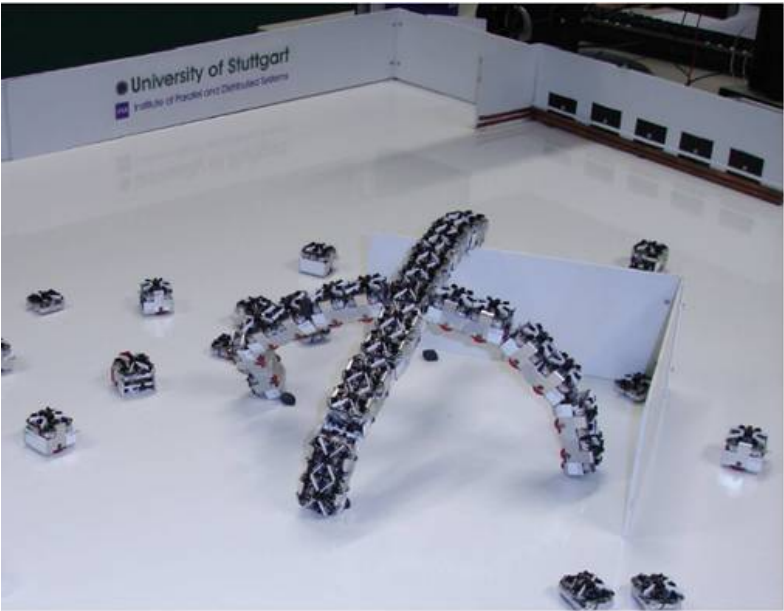
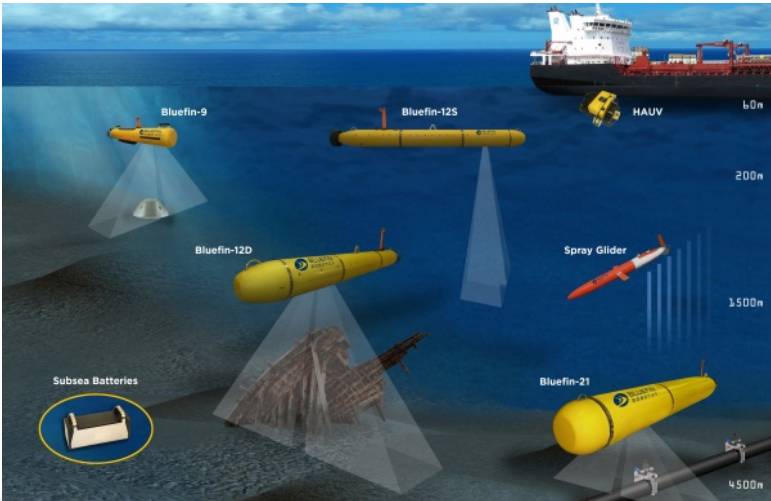
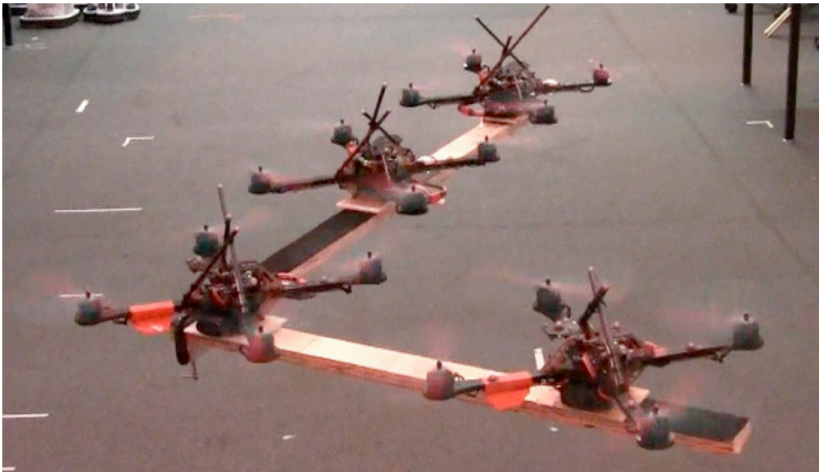
Dr. Paolo Robuffo Giordano

Lagadic group

Inria Rennes Bretagne Atlantique & Irisa

<http://www.irisa.fr/lagadic>

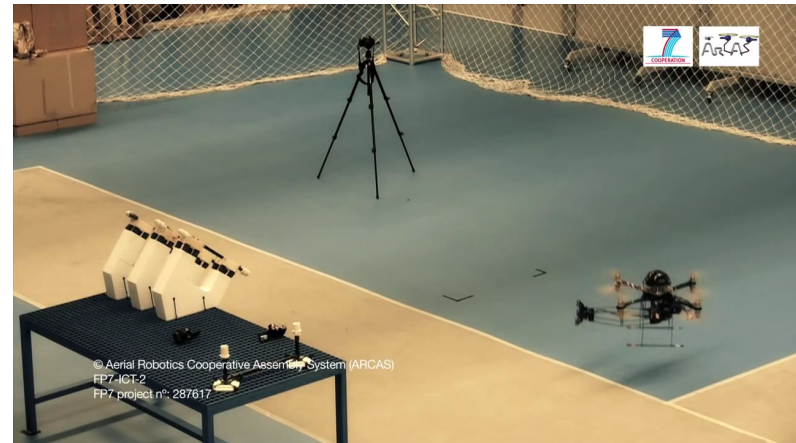
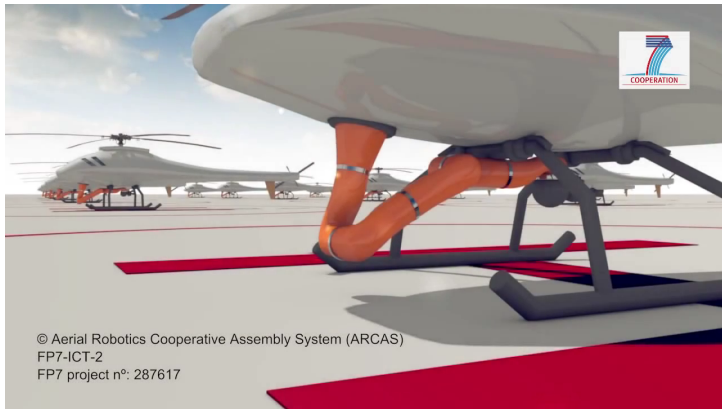
(Multi-)Mobile Robotics



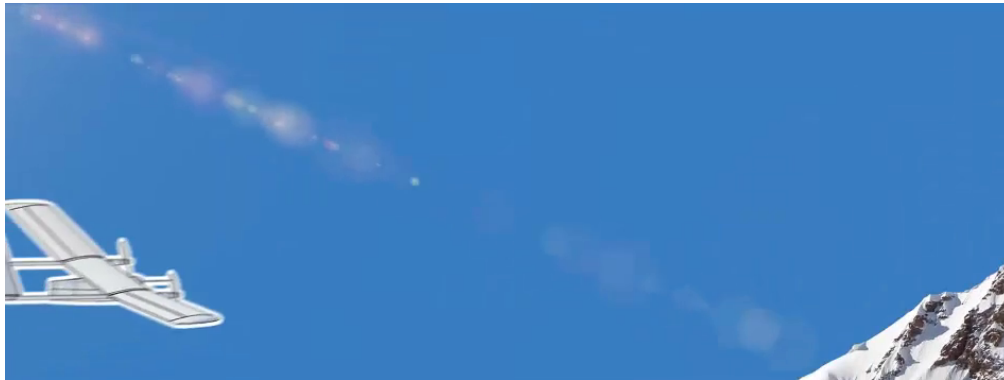
Flying Robots



Flying Robots



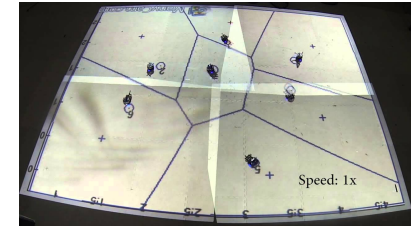
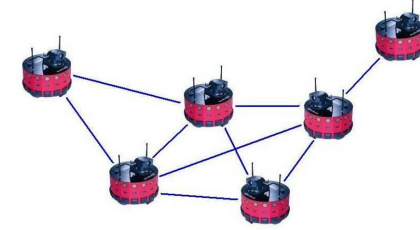
EU FP7 Project Arcas: 6 M€



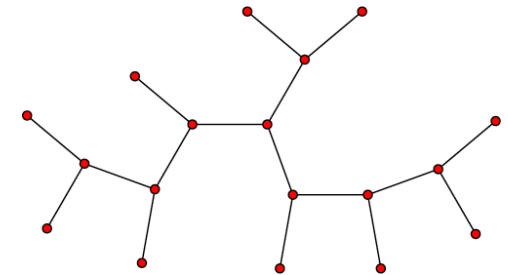
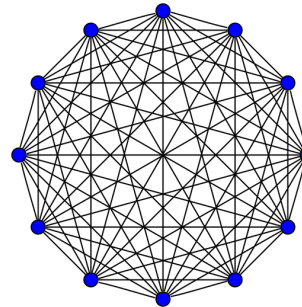
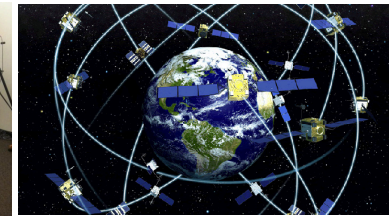
EU FP7 Project Sherpa: 11 M€

Multi-Robot Systems

- Example of typical missions:
 - reach/maintain a desired spatial arrangement (formation control)
 - follow a reference motion (e.g., a leader)
 - collectively reach a common point (rendez-vous)
 - obtain optimal coverage of an area
 - ...

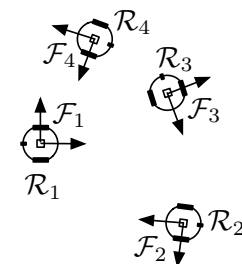
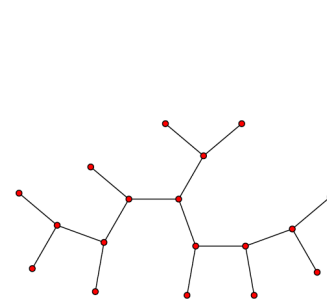


- Available technology
 - sensing (onboard/offboard)
 - communication (all-to-all, 1-hop, multi-hop)
 - processing units (onboard/offboard)



Multi-Robot Systems

- Ideal scenario:
 - availability of **relative poses** w.r.t. any other robot in the group in a **common inertial frame**
 - possibility to **communicate** with any other robot in the group with **no delays**
 - unlimited **memory** and **processing** power (onboard/offboard)
 -
- However, this is seldom the case: in many (realistic) applications several limitations/requirements/constraints
 - **Limited sensing**: partial measurement of the other robot states (e.g., distance, bearing)
 - **Limited sensing**: lack of a common shared frame
 - **Limited sensing**: occlusions, field of view, maximum range
 - **Limited communication**: occlusions, maximum range, delays
 - **Limited communication**: maximum data rate
 - **Limited memory** and **processing power**



(Multi-)Flying Robots

- Many possible **real-world applications** (and big interest from non-academic public)
- However, still many challenges to be solved, especially in **unstructured** environments



- Just to cite a few:

- Reliable flight control in harsh conditions
- Robust state estimation from (mainly) **onboard sensing** (e.g., **vision**)

→ Local autonomy

- Mission control: where to go and what to do ?
- Task/resource allocation, decision making, etc.

→ Human assistance

Shared Control of Multiple Aerial Robots

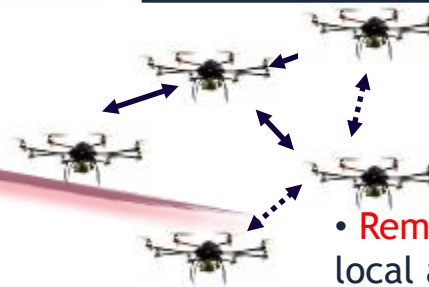
Human Operator

Haptic Interface

Communication Channel

Multi-UAV System

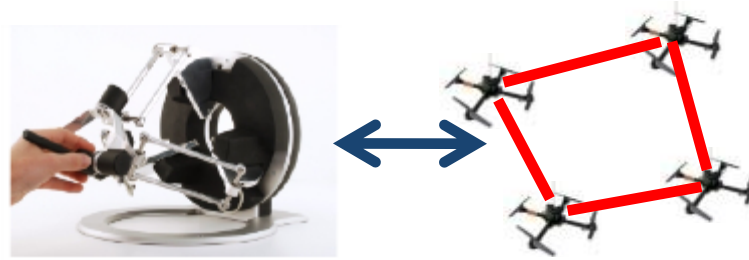
Remote Environment



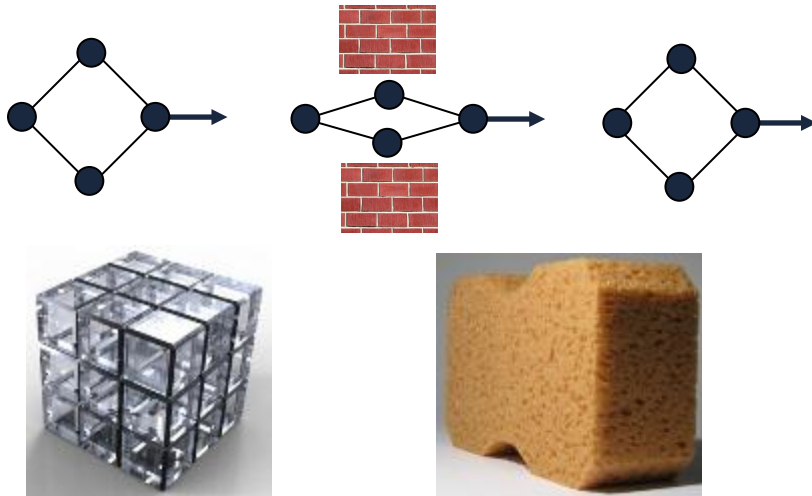
- **Human operator** gives high-level motion commands and receives a suitable force feedback

- **Remote multi-UAVs** possess local autonomy
 - Keep the formation
 - Avoid obstacles
 - Perform local tasks
 - Gather a map
 - Pick and place operations
 - Cooperative Grasping

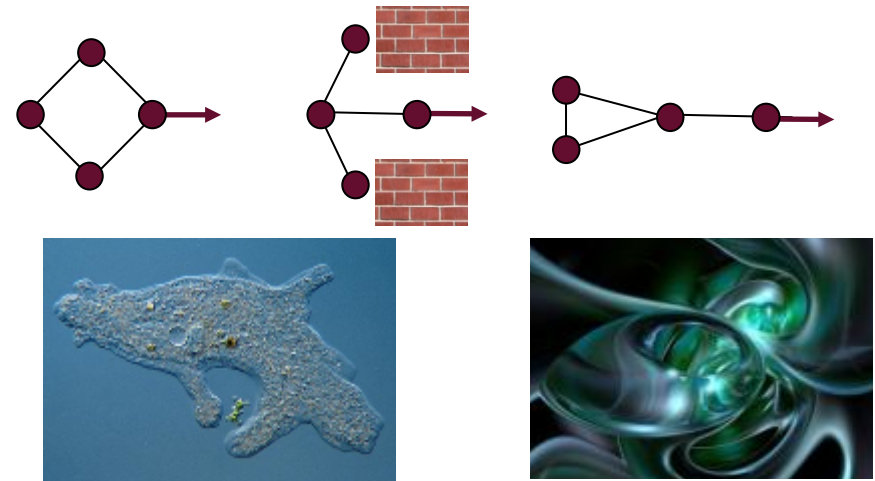
Two Possible Approaches



Constant Topology

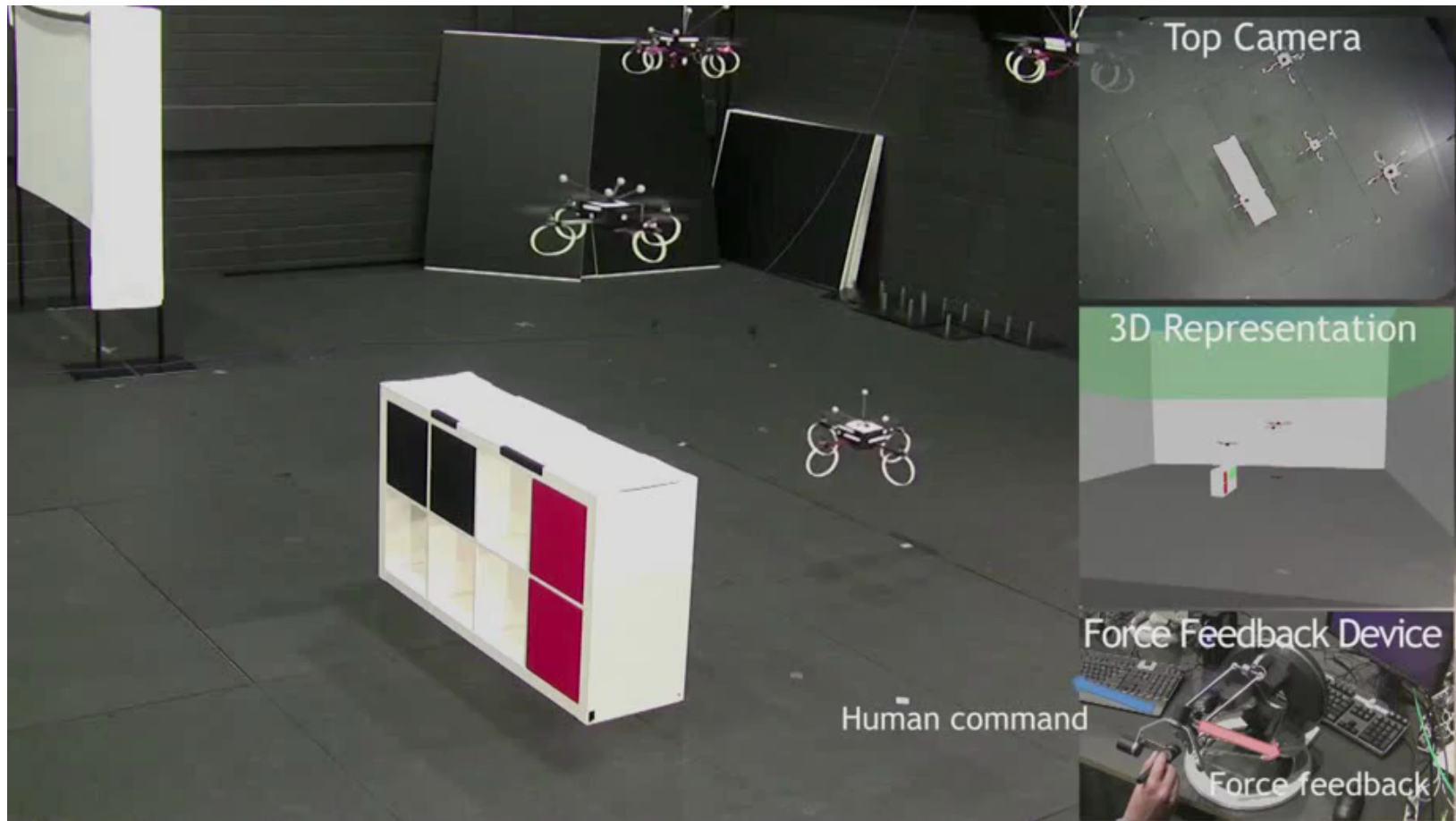


Unconstrained Topology



- General “tele-navigation” framework
- Basis for building any higher-level exploration or generic cooperative task
- In general, force feedback = mismatch between **commanded “motion task”** and **its actual realization**

Constant Topology using Distances



- The human operator commands the collective motion (a common velocity vector)
- Obstacle avoidance is taken into account
- The **instantaneous mismatch** between command and executed motion becomes a force cue
- Requires knowledge of **relative positions** in a common shared frame

Unconstrained Topology using Distances

Master

Decentralized Multi-UAVs Slave System

Force Feedback Device

Leader UAV is directly commanded by the Master

Tank Activity

blue links = range-visibility connectivity

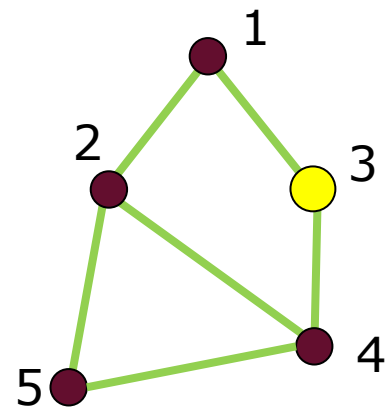
3D Rendering of the scene

A Passivity-Based Decentralized approach for the Bilateral Teleoperation of a Group of UAVs with Switching Topology
Antonio Franchi, Paolo Robuffo Giordano, Cristian Secchi,
Hyoung il Son, Heinrich H. Bühlhoff

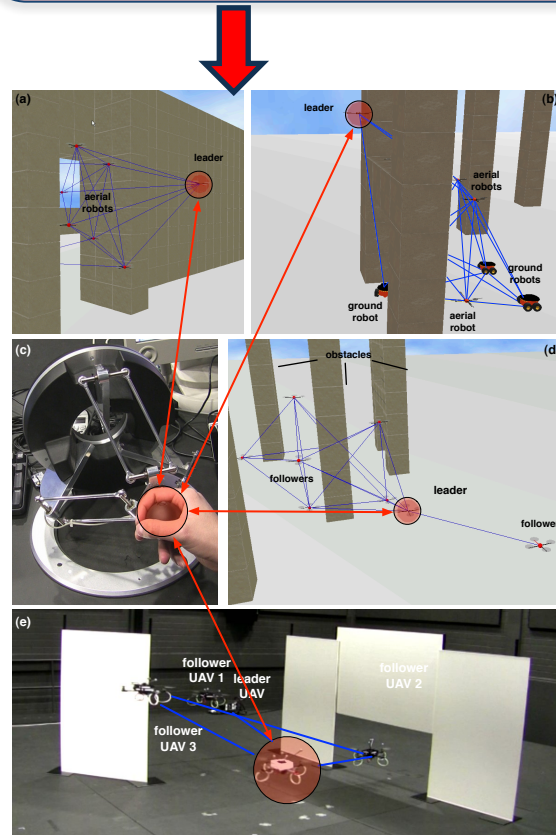
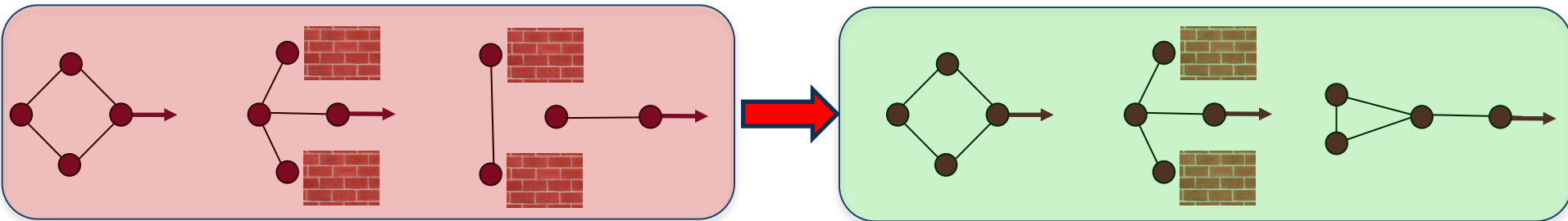
- **Range** and **visibility** determine presence of inter-robot “interaction” (**spring-like** couplings)
- Force-feedback = instantaneous mismatch between **commanded** and **actual leader velocity**
- Requires knowledge of **relative positions** in a common shared frame

Maintenance of Global Properties

- Previous works exploit several assumptions, e.g.,
 - availability of the full **relative position** among neighboring pairs (**despite controlling distances**)
 - possibility to **continuously share information** during the task
- Two main global/architectural properties of the **underlying (sensing/communication) graph** are of help for an actual decentralized implementation
 - Graph connectivity
 - Graph rigidity
- **Limited sensing/communication** and **limited computing power/memory** -> need of **decentralized (scalable)** control/estimation algorithms
 - **Avoid** measurement of the state of the **whole group**
 - Keep a $O(1)$ complexity per neighbor
 - Need to preserve **group connectivity** for allowing propagation of information



Connectivity Maintenance



- **Group connectivity** is a necessary condition for allowing a group or robots achieving a **common task** by resorting to **only local information**
- Extension able to enforce **connectivity maintenance** while still allowing **(almost) arbitrary splits** and **joins**
 - Especially relevant when the graph topology is dictated by sensing constraints
- Based on (decentralized) “gradient control” of the **connectivity eigenvalue** λ_2 (second smallest eigenvalue of the graph Laplacian L)

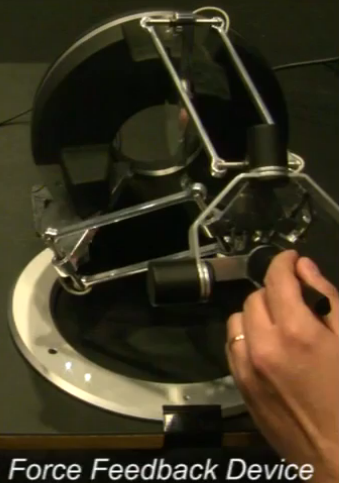
$$u_i \approx \frac{\partial \lambda_2}{\partial x_i}$$

Connectivity Maintenance

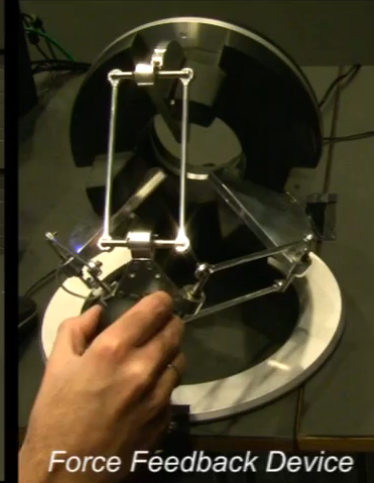
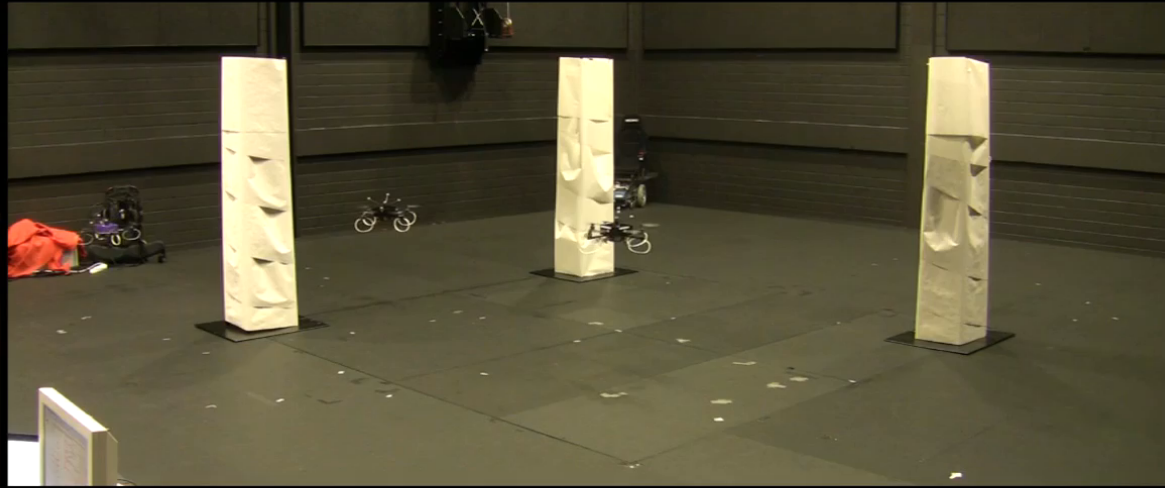
Human A

Decentralized Multi-Robot System

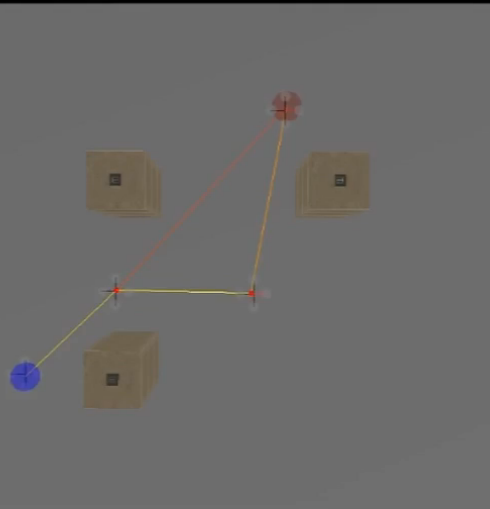
Human B



Force Feedback Device



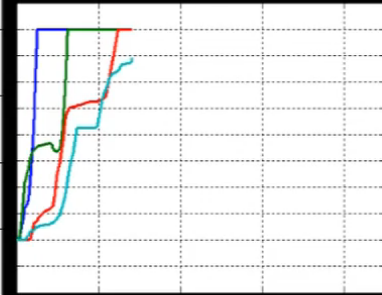
Force Feedback Device



Colored links = range, visibility, and collision avoidance
Red Robot influenced by Human A
Blue Robot influenced by Human B



Λ_2 estimation



Tank energies

A Passivity-Based Decentralized Strategy for Generalized Connectivity Maintenance

Paolo Robuffo Giordano, Antonio Franchi, Cristian Secchi, Heinrich H. Bühlhoff

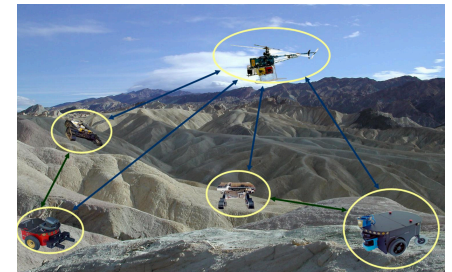
Formation Control and Localization

- Assume the robot group can measure some **function** of their **relative pose** with onboard sensing (e.g., relative distance, relative bearings)



Relative localization

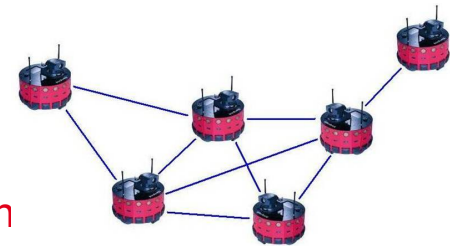
- Available measurements** -> reconstruction of the current robot **relative poses** in a **common shared frame**



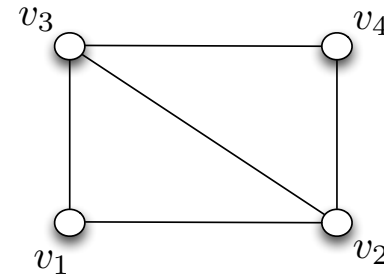
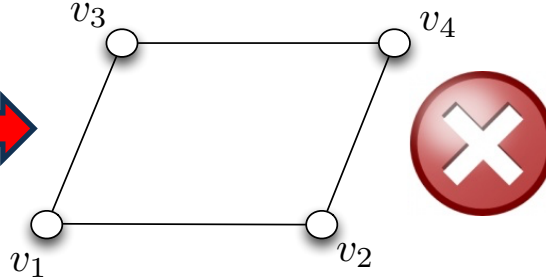
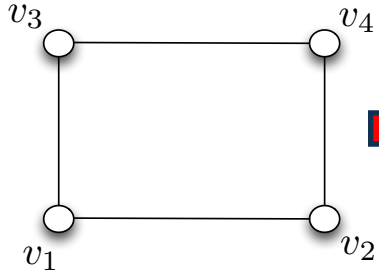
Formation control

- Regulation of the **available measurements** -> reaching the **desired robot poses** in a common shared frame

- Need to preserve **formation rigidity** (~ allow for **cooperative localization** common reference frame from onboard **relative** and **partial sensing**)

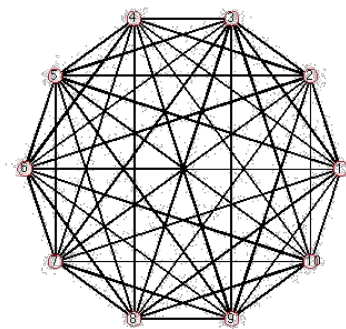


Rigidity



- A “**framework**” (graph + agent poses) is rigid if it cannot be deformed “while preserving the pair-wise geometrical constraints”

- Complete graph**: need to measure/control/enforce $N(N - 1)/2$ constraints (the complexity is $O(N^2)$)



- However, **framework rigidity** is often possible with only a $O(N)$ set of constraints

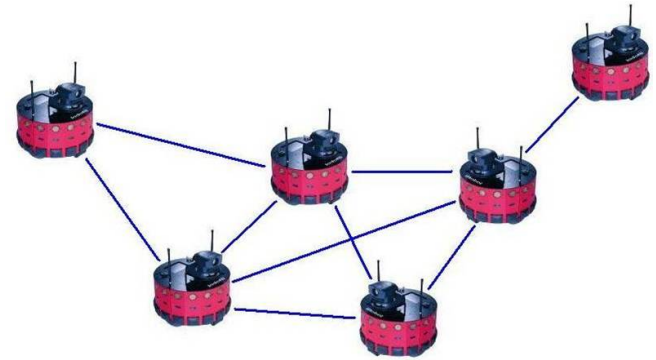
- Distance constraints on the plane

	$N(N - 1)/2$	$2N - 3$
$N = 3$	3	3
$N = 4$	6	5
$N = 10$	45	17

Rigidity: what for ?

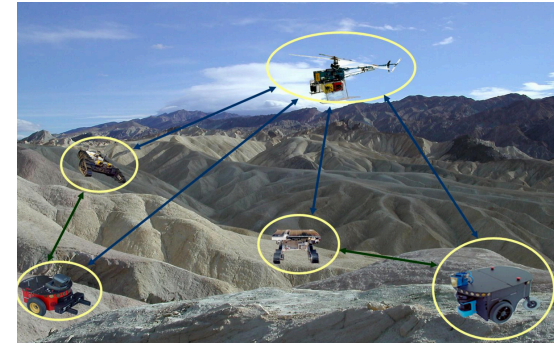
- Formation control

- **Regulation** of inter-robot constraints = the **desired** robot positions (shape) can be **reached**



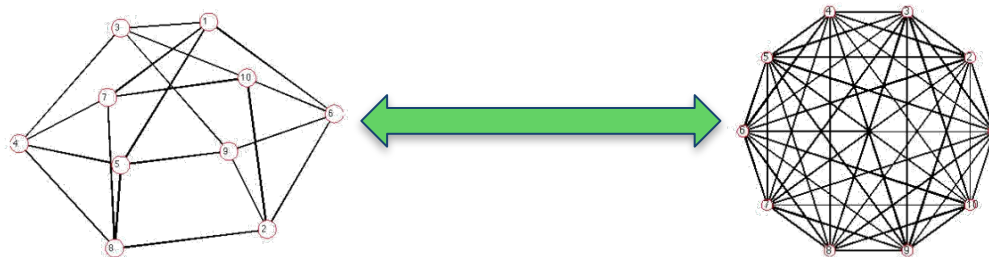
- Relative localization (in a common shared frame)

- **Measurement** of inter-robot constraints = the **current** robot positions (shape) can be **reconstructed**

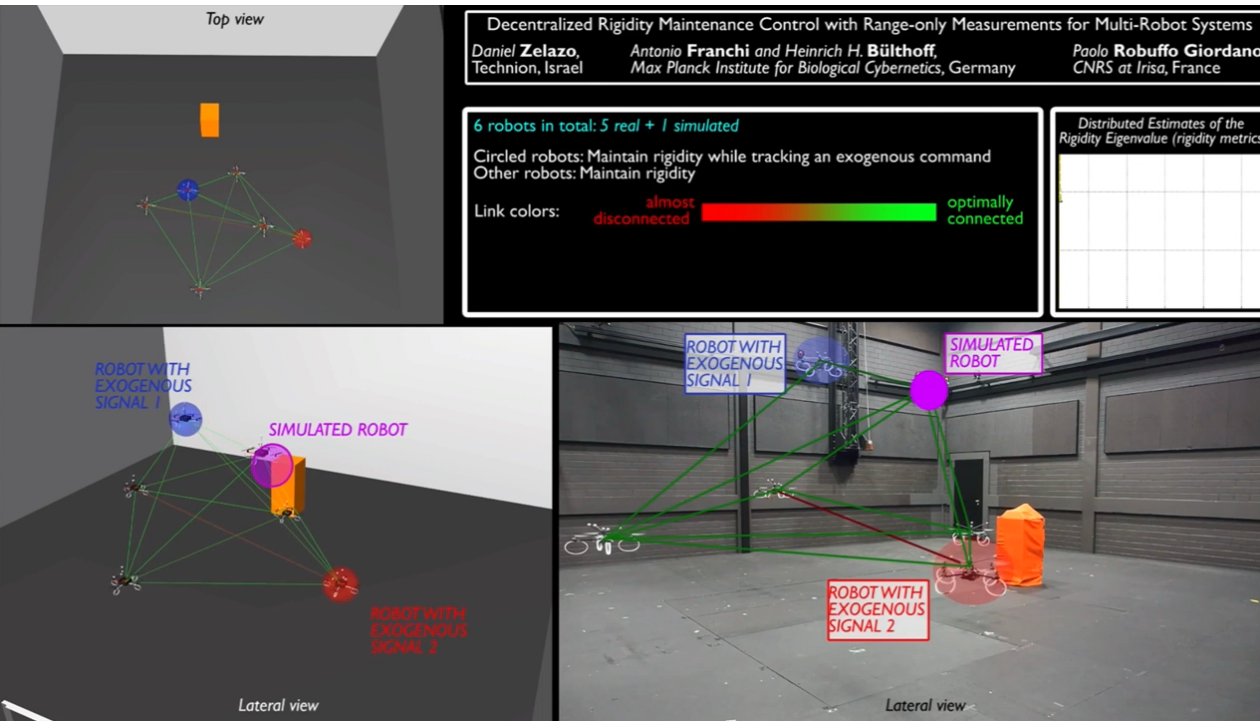


- And, again, no need of a **complete interaction graph**

- **Linear** complexity $O(N)$ vs. **quadratic** complexity $O(N^2)$



Rigidity Maintenance with Distance Constraints

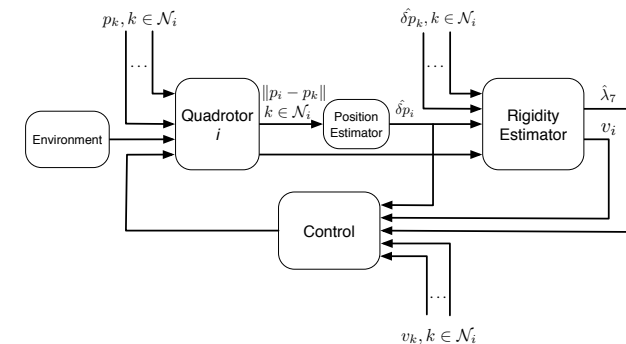


- **Rigidity Matrix** $\mathcal{R}(x)$
(~ Laplacian matrix $L(x)$)

- “**Rigidity eigenvalue**” λ_7


- Gradient-like control $u_i \approx \frac{\partial \lambda_7}{\partial x_i}$

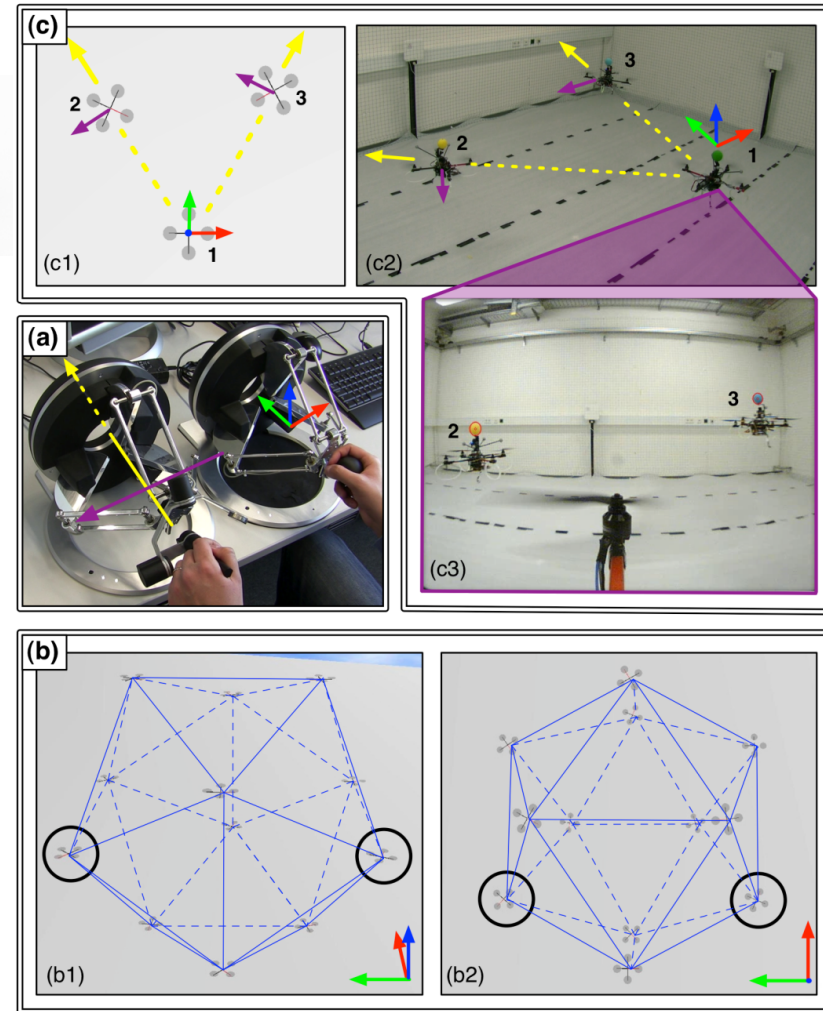
- Decentralized implementation



- Rigidity controller maintains **formation rigidity**
- **Decentralized estimation of relative positions** from measured relative distances
- Relative positions used by the **rigidity controller**

Constant Topology using Bearings

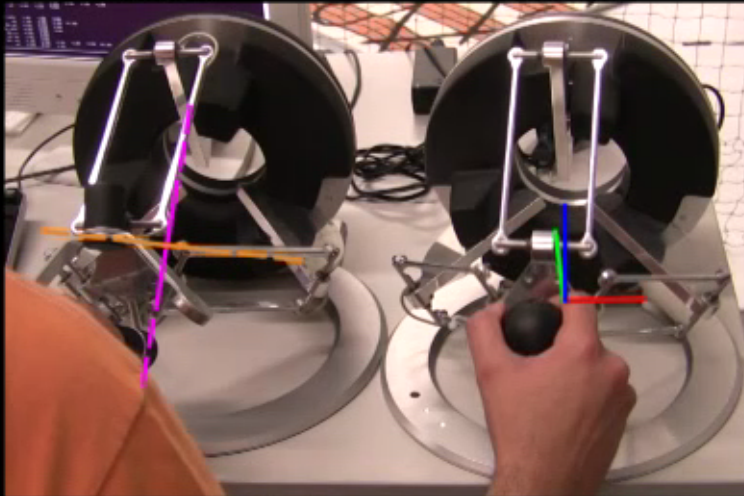
- Use **relative bearings** (unit vectors in 3D) for formation control
 - **Relative bearings** can be directly retrieved from **onboard cameras**
 - **Lack** of metric (distance) measurements
- 
- The spatial formation is defined up to **5 dofs**:
 - Collective translation vel. $\nu \in \mathbb{R}^3$
 - Synchronized expansion rate $s \in \mathbb{R}$
 - Synchronized rotation rate $w \in \mathbb{R}$
 - The human operator controls these **5 dofs** with **2 haptic devices**
 - Force feedback: **mismatch between the desired and actual commands**



Master Devices (with force feedback)

2D
expansion + rotation
control

3D
translation
control



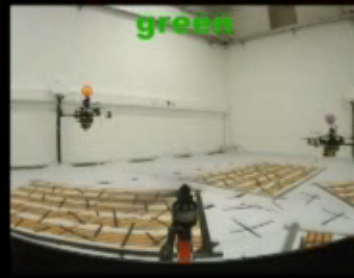
The human controls
3 translational + 1 expansion + 1 rotation DOFs
and receives a suitable force feedback

Bilateral Control of UAV Bearing-Formations

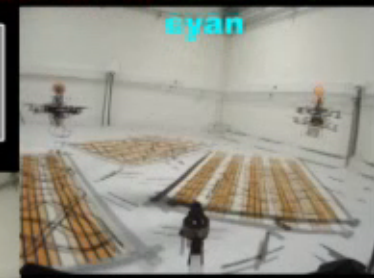
Antonio Franchi, Carlo Masone,
Volker Grabe, Markus Ryll
Heinrich H. Bühlhoff, and Paolo Robuffo Giordano

Multi-UAVs Slave System

Human commanding translational motion



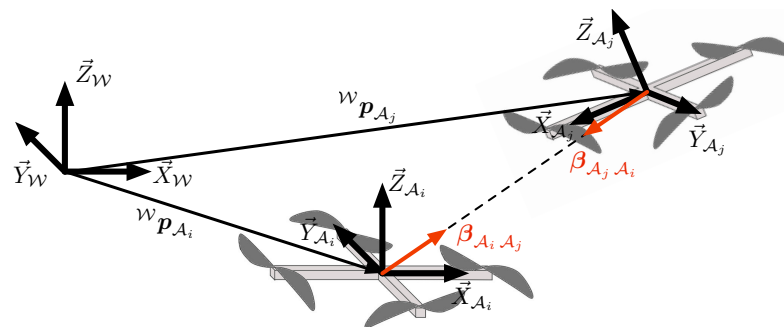
Bearing measures
obtained from
onboard cameras



- The free dofs of a formation of UAVs are controlled by a human operator
- The **instantaneous mismatch** between commands (in terms of changes in formation shape) and actual motion becomes a force cue

Bearing Rigidity Maintenance

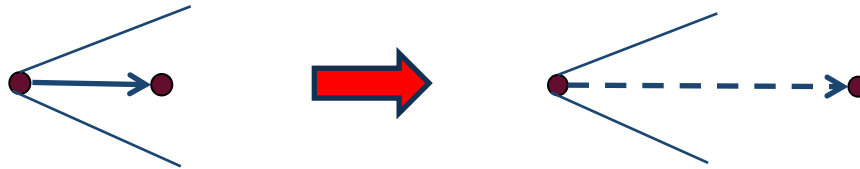
- Similarly to the distance case, one can also define a notion of **Bearing Rigidity**
- Fundamental property for ensuring convergence of **formation control** and **relative localization** from **measured bearings**
 - If the formation is (bearing-)rigid, one can recover the **relative pose** of each robot in a common frame (up to a scalar factor)
- Similar characterization via the **spectral properties** of a **Bearing Rigidity Matrix** \mathcal{B}_G
 - However, the bearing case is more involved because bearings are **vector measurements**
 - must take care of which **frame** the bearings are expressed in (usually **body-frame** of each agent)
 - Also: they are (usually) **non-reciprocal** measurements because of the camera limited fov (**directed sensing topology**)



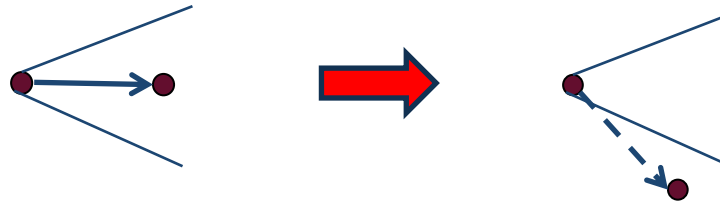
Bearing Rigidity Maintenance

- Maintenance action based on the maximization of the **sixth smallest eigenvalue** λ_6 of $\mathcal{B}_G^T \mathcal{B}_G$
 - Indeed, a framework in $\mathbb{R}^3 \times \mathcal{S}^1$ is bearing rigid iff $\text{rank}(\mathcal{B}_G) = 4N - 5$
- Possibility to include several **sensing/communication constraints** among robot pairs:

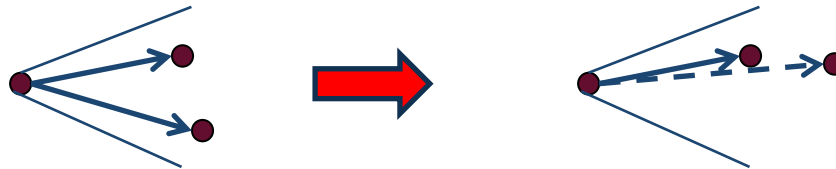
- Maximum/minimum range



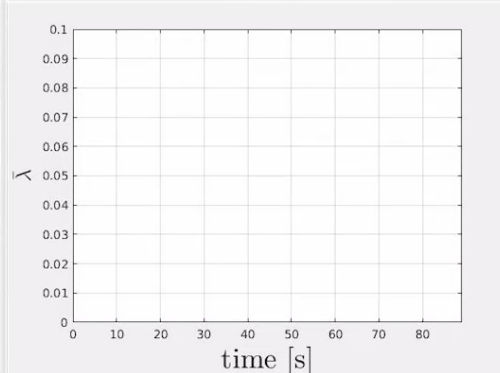
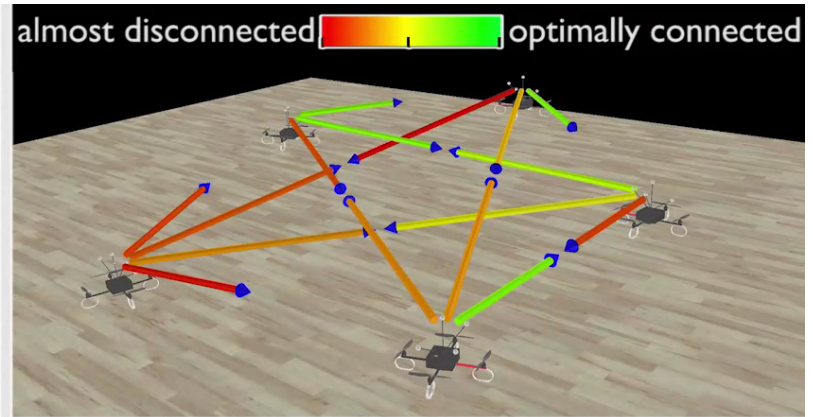
- Limited field of view



- Occluded visibility

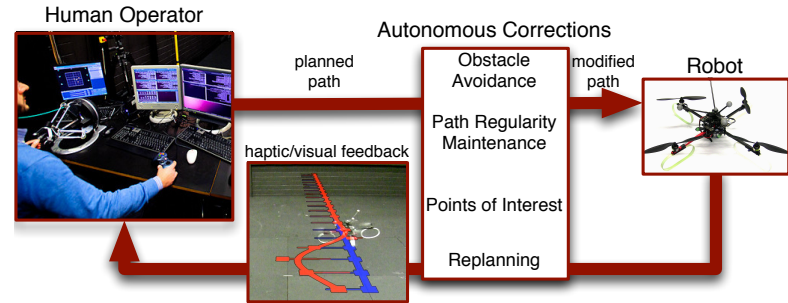
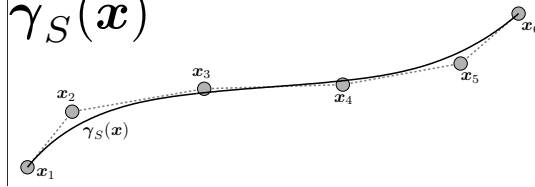


Bearing Rigidity Maintenance

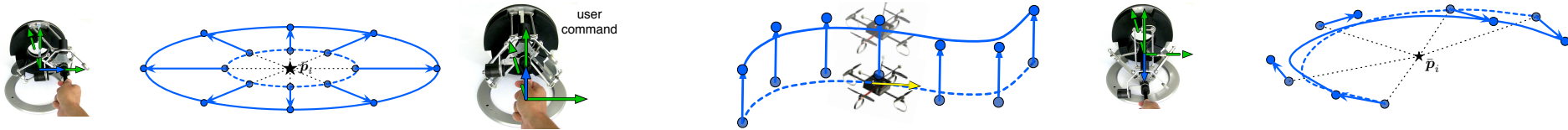


Shared control with integral feedback

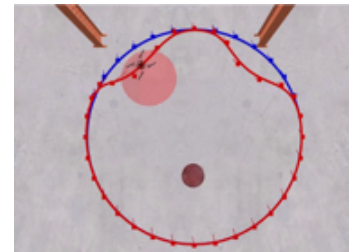
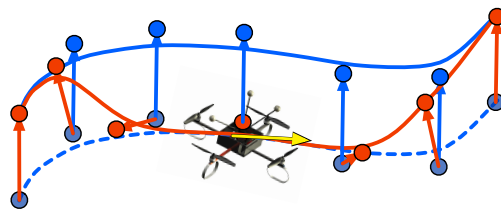
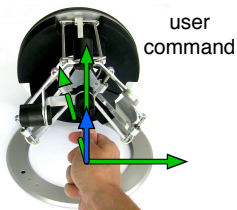
- Parametric path $\gamma_S(x)$



- The human user can modify some **global properties** of the path

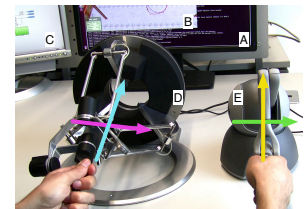


- An **autonomous corrector** takes care of **dynamic feasibility** and **obstacle avoidance**

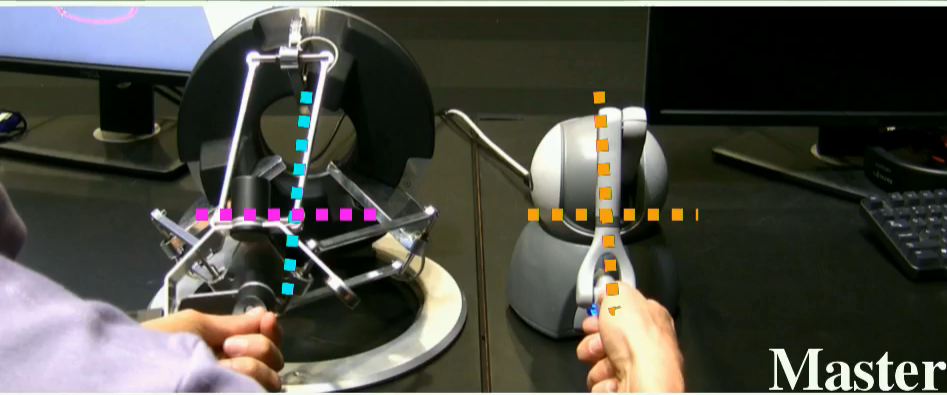
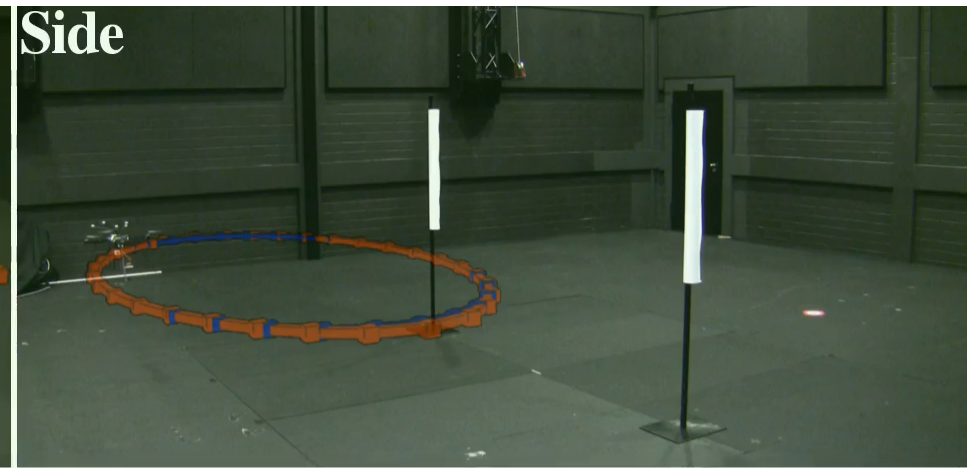
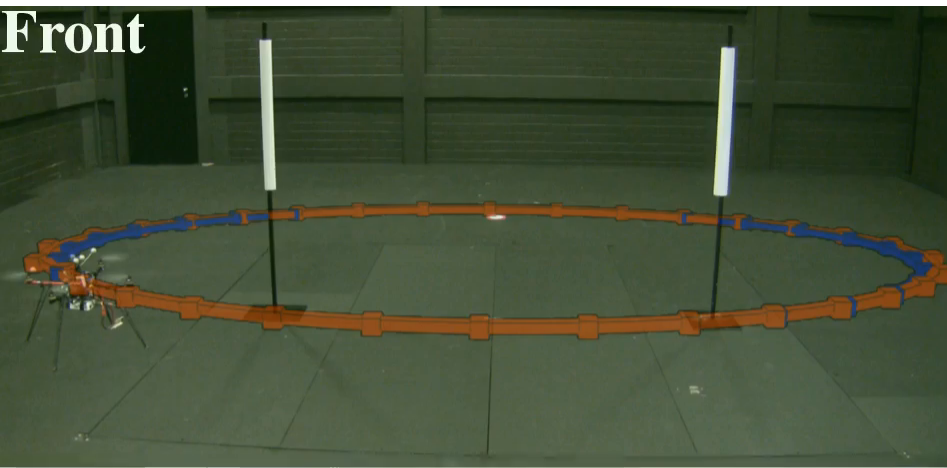


- Haptic cues proportional to the **integral mismatch** between **commanded (blue)** and **actual (red)** paths

- Can inform about **future consequences** of human operator's actions



Shared control with integral feedback



- ■ ■ ■ : 2 DoFs command planar translations of the desired path.
- ■ ■ ■ : 1 DoF commands rotations of the desired path.
- ■ ■ ■ : 1 DoF commands changes of scale of the desired path.

Blue: desired path commanded by the human.
Red: actual path jointly modified by the human guidance and by the autonomous corrector.

Semi-autonomous Trajectory Generation for Mobile Robots with Integral Haptic Shared Control

Max Planck Institute for Biological Cybernetics, CNRS
Autonomous Robotics and Human Machine Systems group
C. Masone, P. Robuffo Giordano, H. H. Bühlhoff and A. Franchi

Future Perspectives

- From “**partially controlled**” lab conditions...

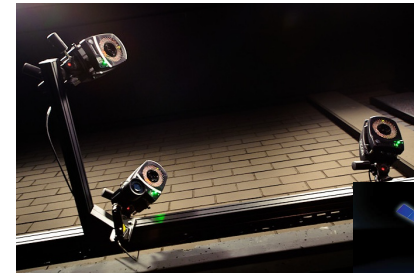


...to **real-world** scenarios

- Address (complex) challenges on **perception/decision making**
 - Rely on “own” skills such as **local sensing/communication**
 - Avoid “**global/centralized**” aids (common ref frame, knowledge of global group properties)
 - **Sensory limitations** (state-dependent constraints such as, e.g., occlusions, max range)
 - **Multi-robot redundancy** for dealing with individual sensor limitations

Future Perspectives

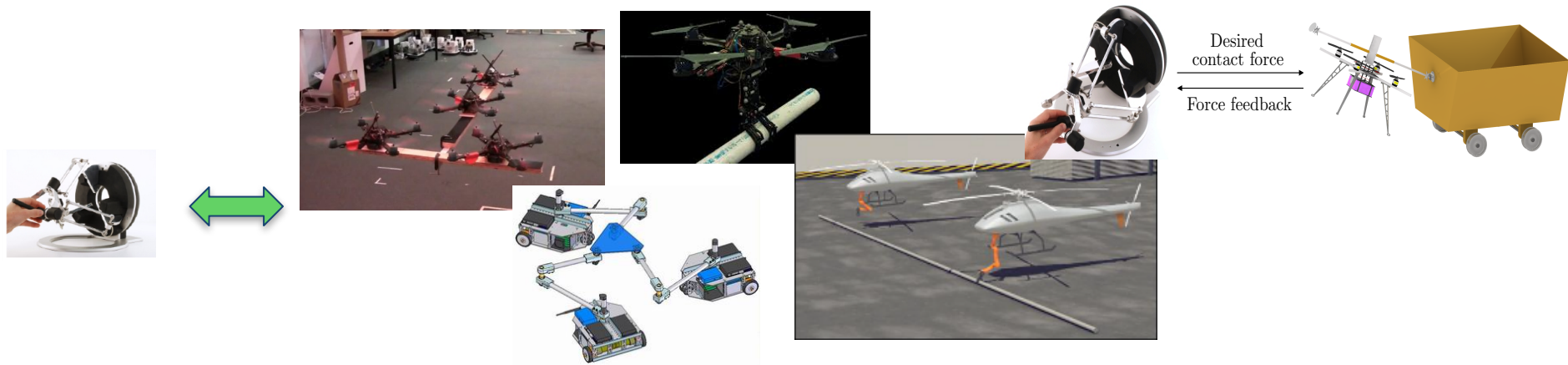
- Example: **shared exploration** of “complex” environments with a team of **ground/flying robots**
- Use of onboard sensing (mainly **vision**) and inter-robot communication for:
 - robust navigation (**obstacle avoidance**, state estimation, detection of other robots in the scene)
 - formation control (keeping a desired spatial arrangement)
 - flexible maintenance of global properties (**connectivity, rigidity**)



- ANR JC Project **SenseFly** (2015-2018) Sensor-Based Flying Multi-Robot System
 - Exploit group of quadrotors as “portable GPS/Vicon” system
 - Provide flexible “**localization services**”

Future Perspectives

- Extend the results from navigation/exploration tasks to **interaction with the environment**
 - Manipulation, transportation, grasping, etc.



- Some active groups (LAAS, DLR, SNU, ANU)
- Exciting times ahead of us !

Acknowledgments

thanks to my collaborators



A. Franchi

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Thanks to the audience!