

# Human-Swarm Interaction

a brief primer

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# Swarm Properties

- simple and distributed - from the operator's perspective
- distributed algorithms and information processing
- emergence of global behaviors from local interactions.

Robots in other multi-robot systems:

- have explicitly represented goals,
- form and execute both individual and group plans,
- have advanced capabilities and can assume different roles.

**Conjecture: Large-scale systems look like swarms.**

# Swarm Algorithms

## 1) Bio-inspired

- wide range of behaviors
- testbed & systems

## 2) Control Theory

- strong theory
- simplified assumptions

## 3) Amorphous Computing

- distributed computation
- programming language

## 4) Physics-inspired

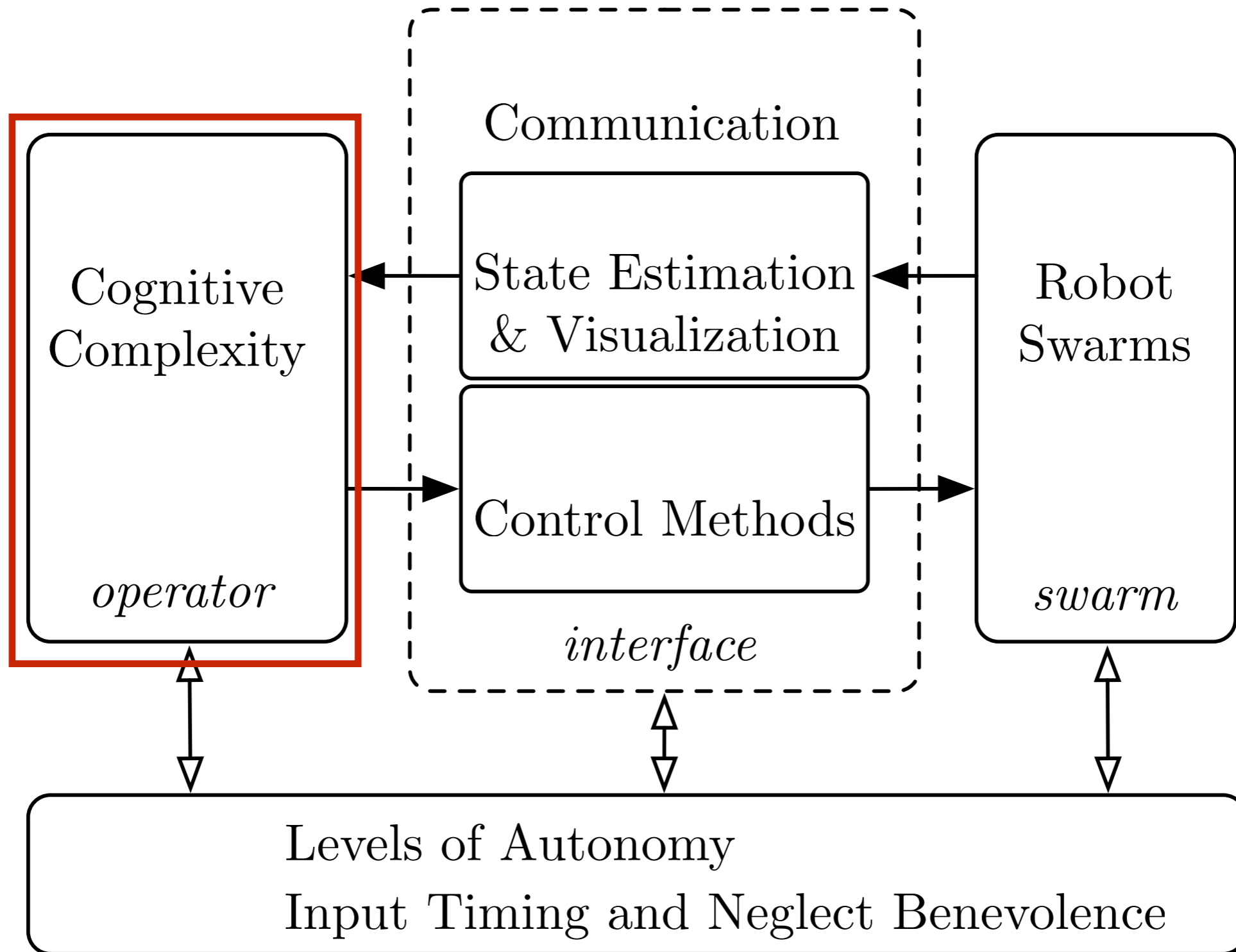
- inspiration from physics
- passive interactions

# Role of Operators

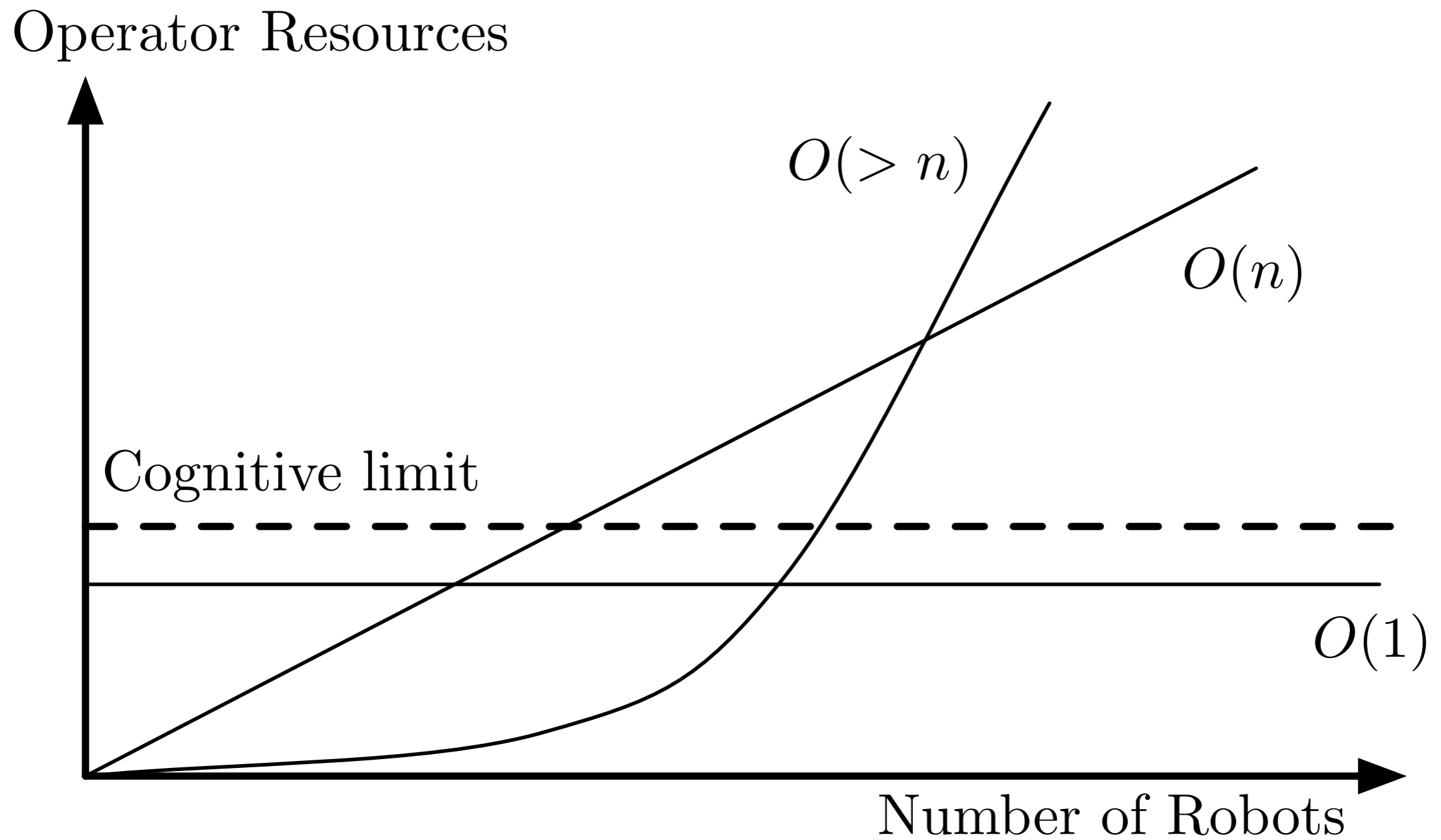
1. Recognize and mitigate shortcomings of the autonomy
2. Contribute information not accessible to the autonomy
3. Convey changes in intent as mission goals change
4. Debug

# Early Questions

- (a) How do the properties of the communication channel between operator and swarm affect human-swarm interactions, such as the ability to observe and control the swarm?
- (b) How can an operator observe a swarm and its dynamics?
- (c) What are the different control methods used, and how do they affect the ability of an operator to control a swarm?
- (d) What is the relevance of the notion of levels of automation in HSI and how has it been exploited and studied?
- (e) How do swarm dynamics affect the ability of the operator to control the swarm?



# Cognitive Complexity

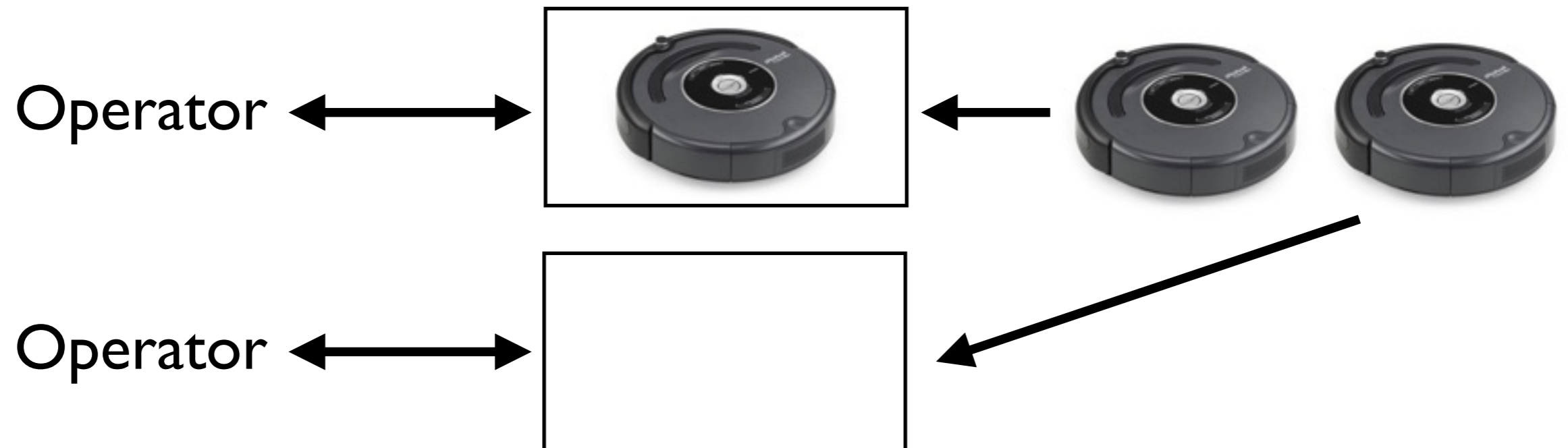




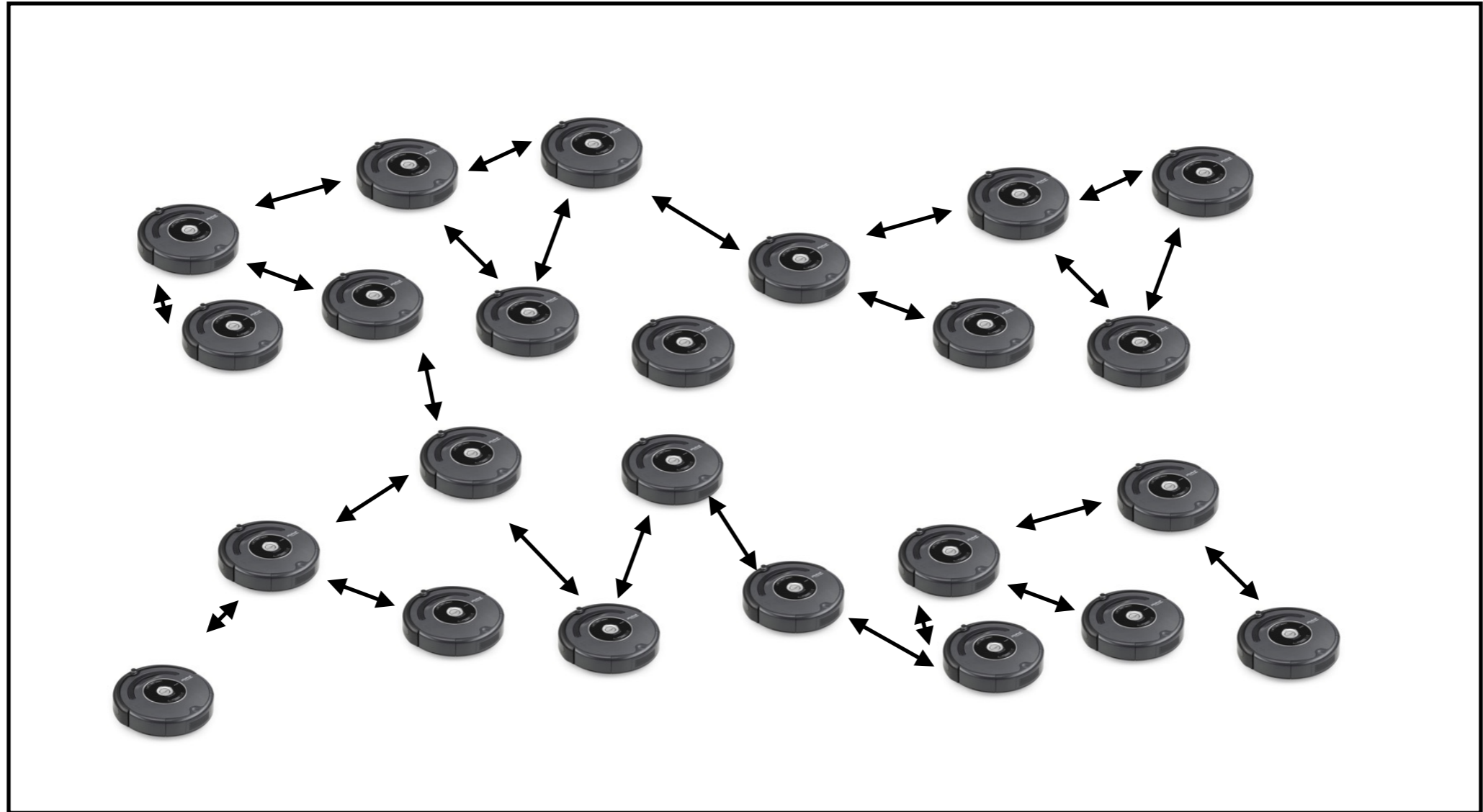
# Neglect Tolerance

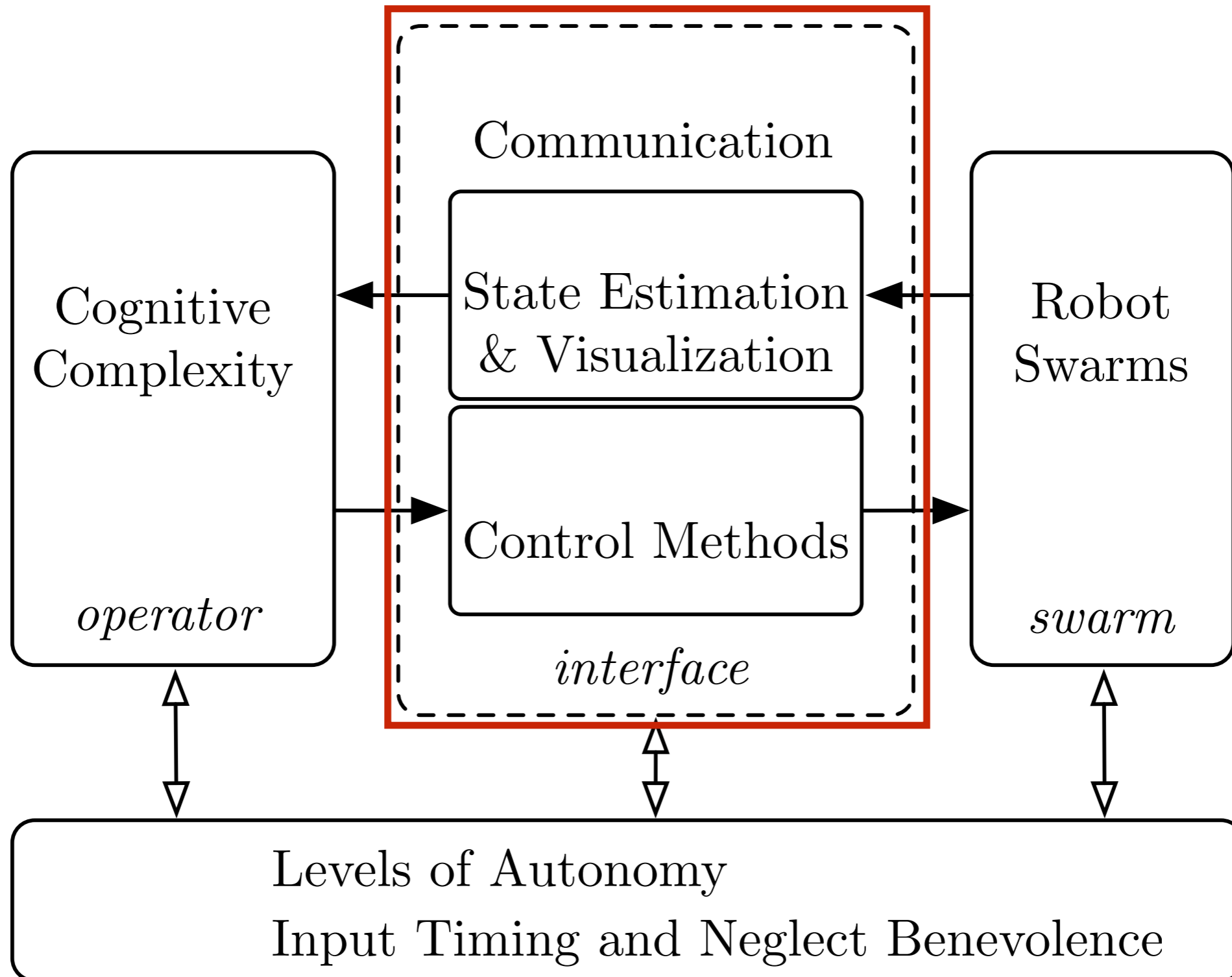
- **schedule** operator attention
- autonomy manages **interdependencies**
- focus on studying operator behavior for **local tasks**

## O(n) Multi-Robot Call Center



$O(1)$  Operator





Kolling, A.; Walker, P.; Chakraborty, N.; Sycara, K.; Lewis, M., "Human Interaction With Robot Swarms: A Survey," in *Human-Machine Systems, IEEE Transactions on* , vol.PP, no.99, pp.1-18, 2015

# Communication

## Remote Interaction

- remote or dangerous environments
- depends on infrastructure
- introduces a central element
- Challenge: changes in network topology: connectivity/fragmentation, bandwidth[1], latency[2]

draw from research in mobile networks

## Proximal Interaction

- shared environment
- less infrastructure
- naturally distributed
- Challenge: lack of control/access

draw from methods for gesture, speech and face engagement and specialized devices

[1] S. Nunnally, P. Walker, A. Kolling, N. Chakraborty, M. Lewis, K. Sycara, and M. Goodrich, “Human influence of robotic swarms with bandwidth and localization issues,” in *Systems, Man, and Cybernetics (SMC), 2012 IEEE International Conference on*. IEEE, 2012, pp. 333–338.

[2] P. Walker, S. Nunnally, M. Lewis, A. Kolling, N. Chakraborty, and K. Sycara, “Neglect benevolence in human control of swarms in the presence of latency,” in *Systems, Man, and Cybernetics (SMC), 2012 IEEE International Conference on*. IEEE, 2012, pp. 3009–3014.

# State Estimation & Visualization

- visualize the swarm state
- facilitate the understanding of swarm dynamics
- deal with incomplete information (errors, latencies, etc.)
- develop predictive displays

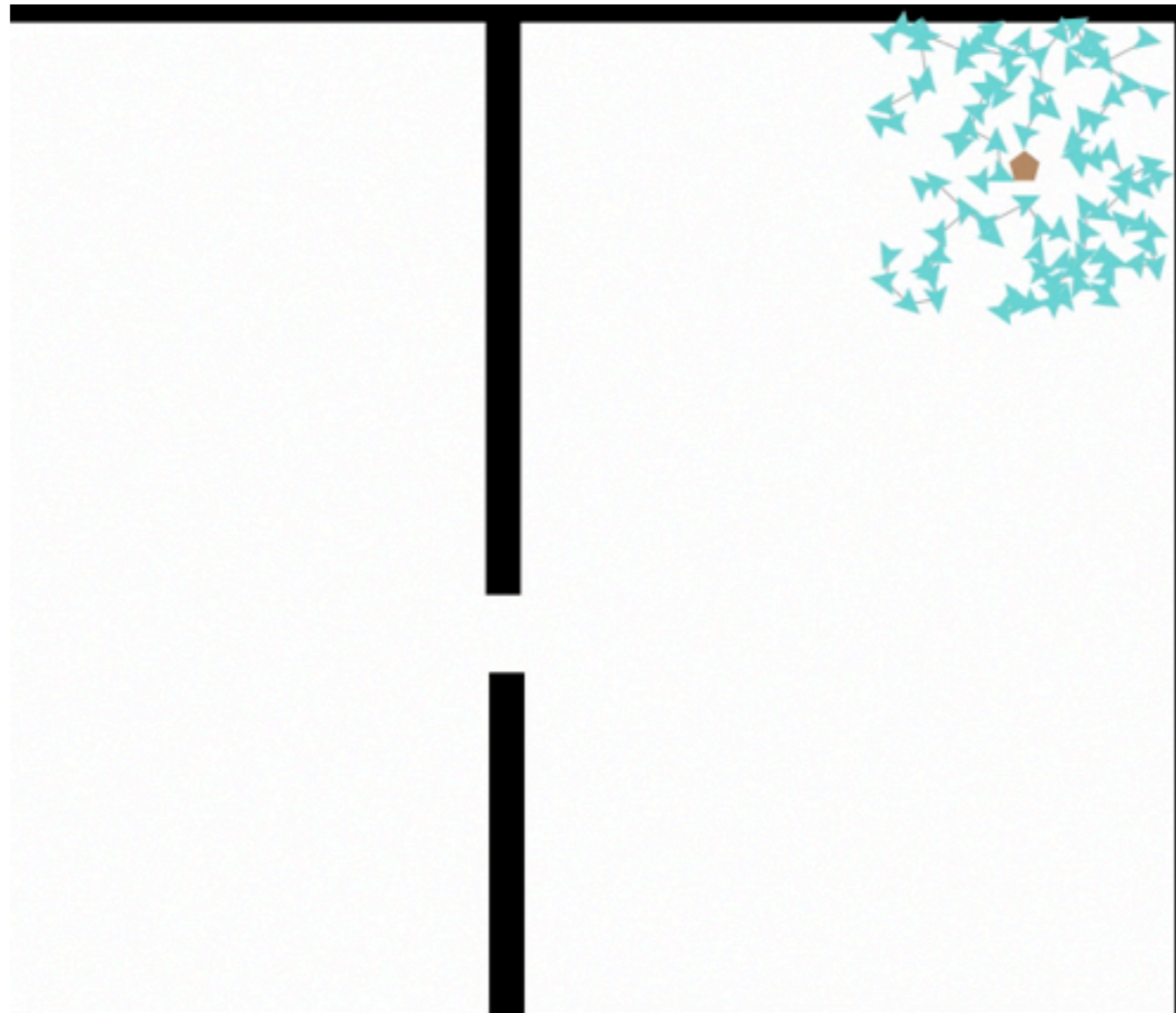
Challenge: how can operators understand and predict the impact of controls on swarm dynamics?

Opportunity: contribute to basic research in cognition and neuroscience with cognitive models for perception

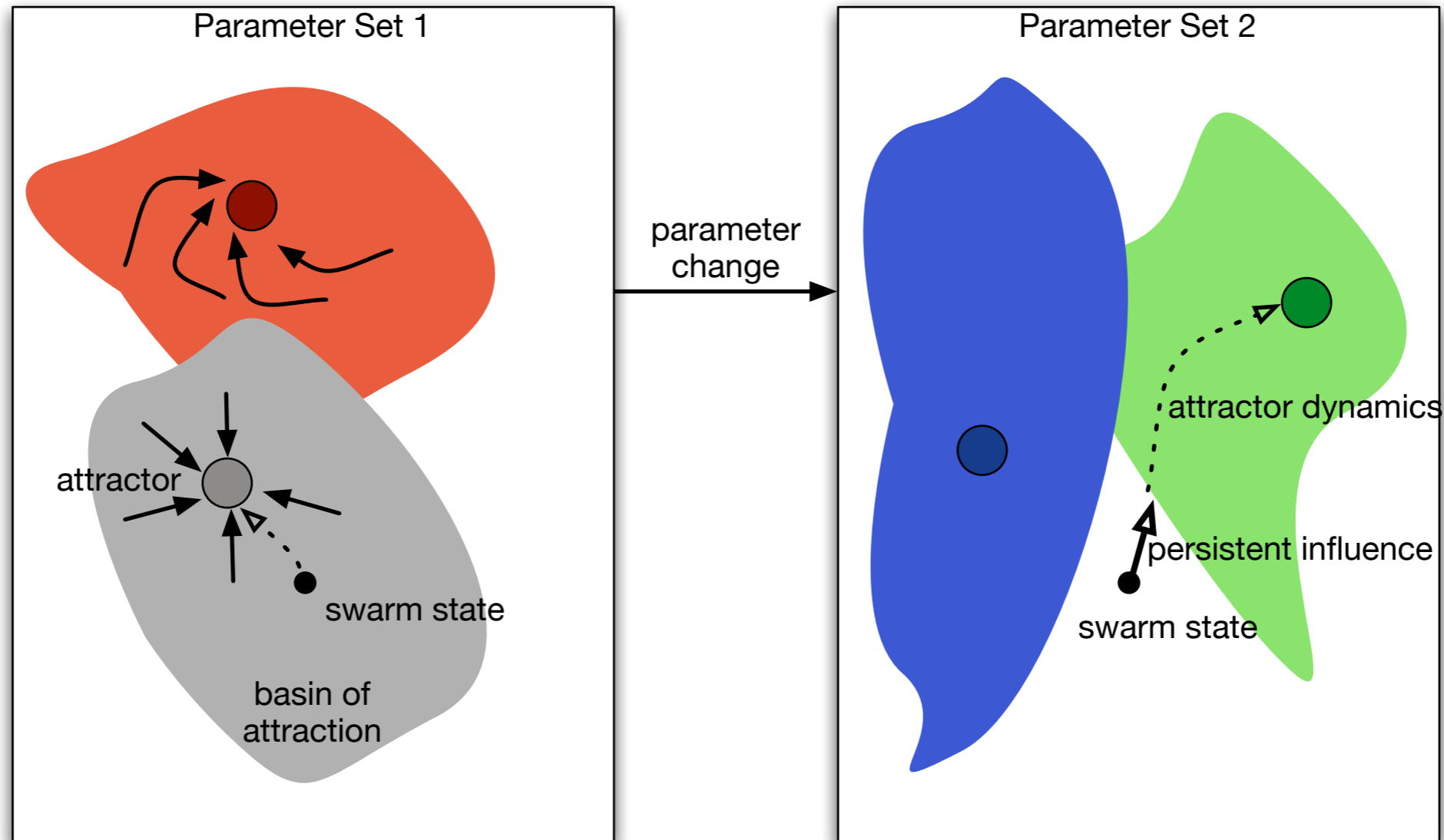
B. Tabibian, M. Lewis, C. Lebiere, N. Chakraborty, K. Sycara, S. Ben-nati, and M. Oishi, "Towards a cognitively-based analytic model of human control of swarms," in *2014 AAAI Spring Symposium Series*, 2014.

S. Nagavalli, N. Chakraborty, and K. Sycara, "A study on the bounds of neglect benevolence in input timing for human interaction with robotic swarms," in *Human-Robot Interaction (HRI), 2015 ACM/IEEE International Conference on*, 2015.

# Control Types



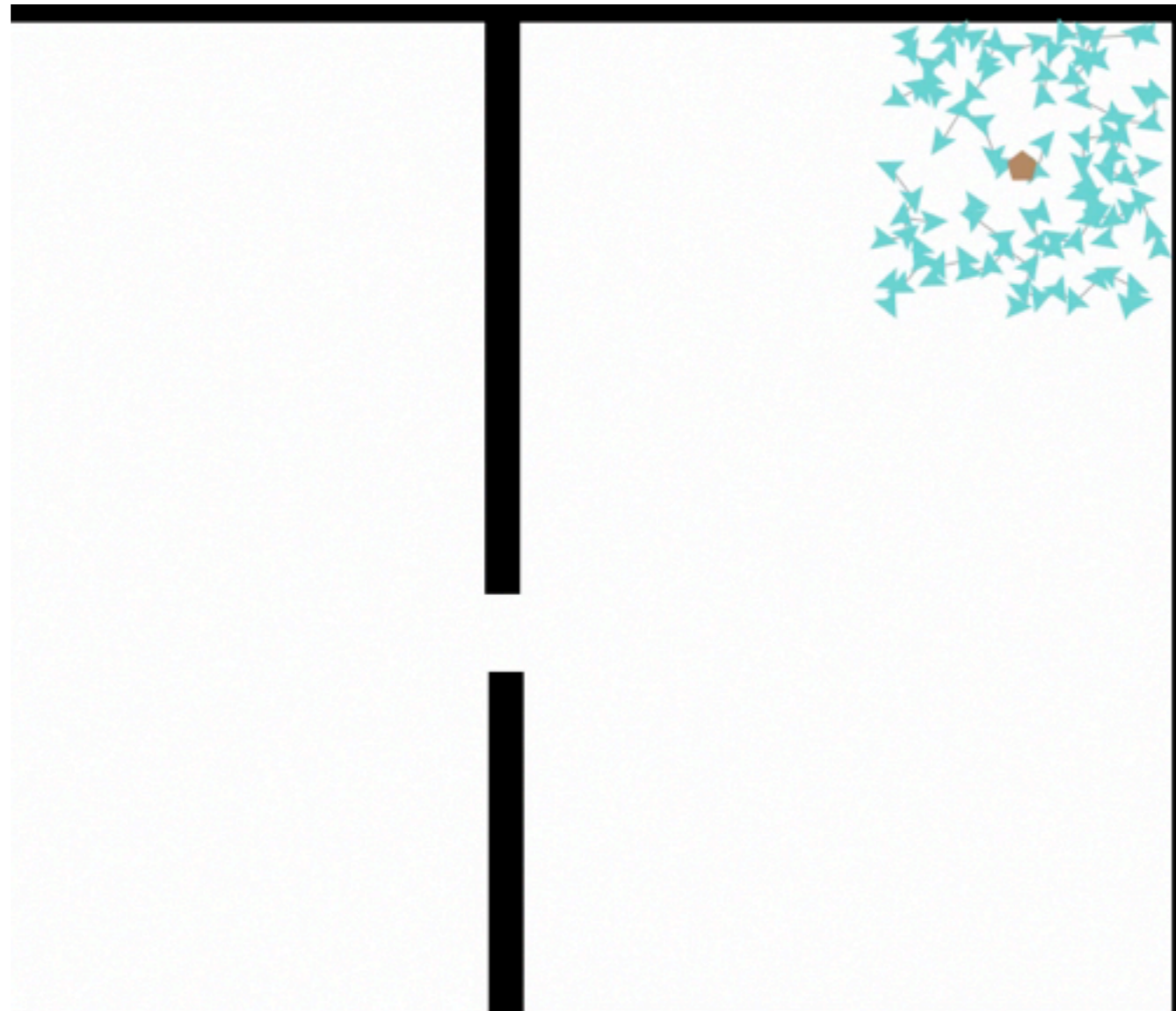
- l) switching between algorithms/behaviors
- appears easier to learn; benefits from behavior libraries
  - challenges: right behavior, timing, and state estimation



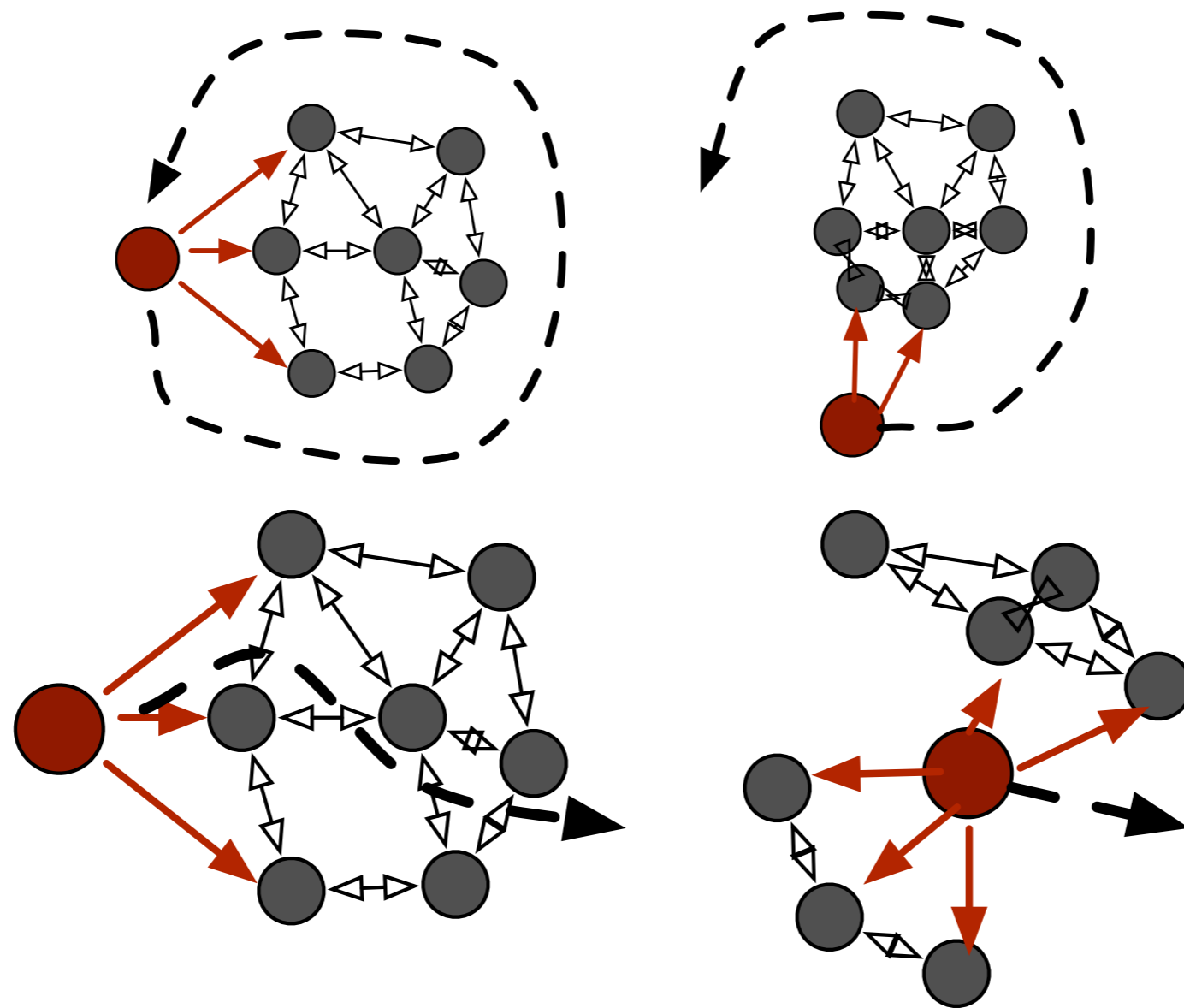
## 2) changing parameters of a control algorithm

- indirect effects; wide range of changes
- challenges: requires tools to help with settings; predictability





- 3) indirect control via environmental influences
- location-dependent; persistent; real or virtual
  - virtual pheromones, virtual beacons, and amorphous computing
  - hard to learn for operators



#### 4) control through selected swarm members/leaders.

- more engaging forms of control, e.g. teleoperation
- influence propagates through the leader to the swarm
- methods available for discrete and continuous control inputs
- **tacit vs explicit influence**

relevance for multi-robot systems when an operator controls a single robot and disturbs the autonomous coordination of the rest of the system

# Swarm Concepts

# Neglect Benevolence

Observation: a swarm system stabilizes over time and an operator input can disturb this process

What kinds of systems exhibit neglect benevolence?

- 1) Most swarm systems (rendezvous, deployment, foraging ...)
- 2) Stable LTI systems [2][3]
- 3) ...

[1] P. Walker, S. Nunnally, M. Lewis, A. Kolling, N. Chakraborty, and K. Sycara, “Neglect benevolence in human control of swarms in the presence of latency,” in *Systems, Man, and Cybernetics (SMC), 2012 IEEE International Conference on*. IEEE, 2012, pp. 3009–3014.

[2] Nagavalli, S., Luo, L., Chakraborty, N., Sycara, K., “Neglect Benevolence in Human Control of Robotic Swarms”, *International Conference on Robotics and Automation (ICRA)*, Hong Kong, China, May 31-June 7, 2014

[3] Nagavalli, S., Chien, S.Y, Lewis, M. Chakraborty, N., Sycara, K, “Bounds of Neglect Benevolence in Input Timing for Human Interaction with Robotic Swarms”, *International Conference on Human-Robot Interaction*, Portland, Ore., March 2-5, 2015

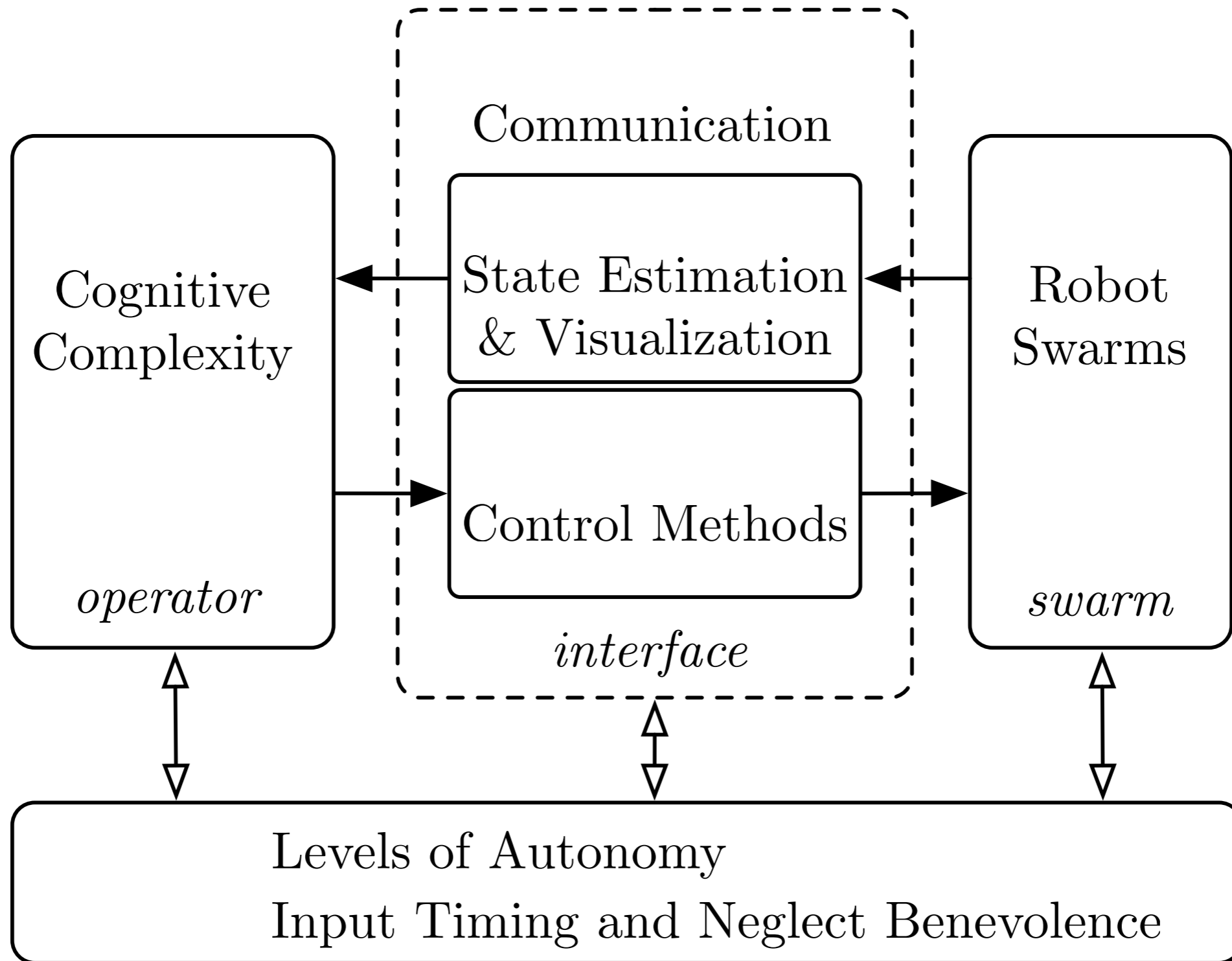
# Levels of Autonomy

- autonomy spectrum for HSI [1]
- switchable levels of autonomy [2]
- autonomy can increase situation awareness

Need more specific and refined models of autonomy levels

[1] G. Coppin and F. Legras, “Autonomy spectrum and performance perception issues in swarm supervisory control,” *Proceedings of the IEEE*, vol. 100, no. 3, pp. 590–603, 2012.

[2] P. Walker, S. Nunnally, M. Lewis, N. Chakraborty, and K. Sycara, “Levels of automation for human influence of robot swarms,” in *Proceedings of the Human Factors and Ergonomics Society Annual Meeting*, vol. 57, no. 1. SAGE Publications, 2013, pp. 429–433.



# Selection and Sub-Swarms

- most control types involve the implicit or explicit selection of robots and subswarms
- most studies allow operators to select or split swarms

$O(1)$  control with  $k$  subswarms turns into  $O(k)$  with each subswarm acting like a robot in a multi-robot system

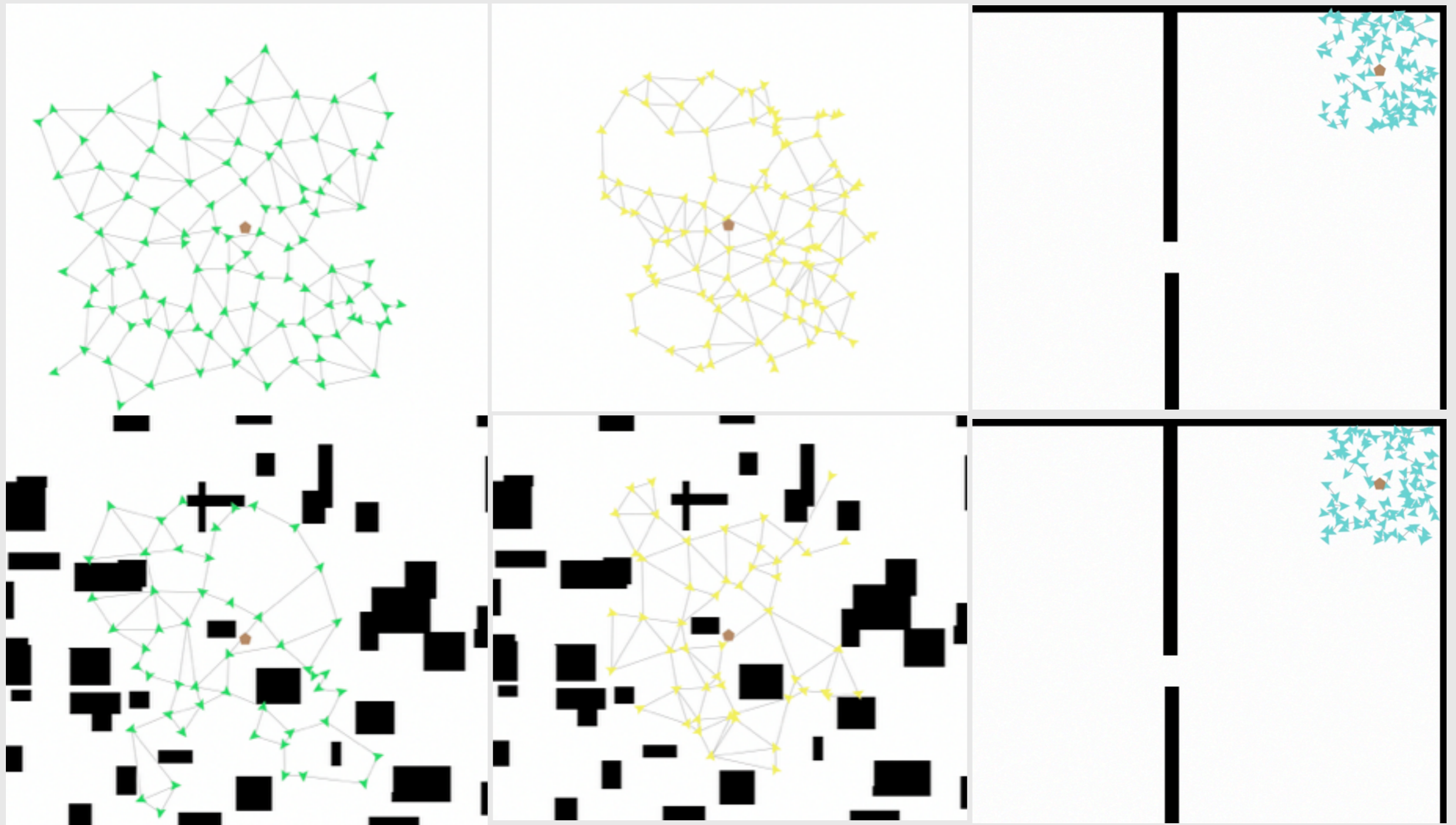
# Future Work

- 1) Suitability of Control Type Relative to Task and Environment:
  - suitability: tasks, environments, communication and timing
  - compare effectiveness, scope, impact, training requirements
- 2) Swarm Visualization and Understanding of Dynamics:
  - what patterns can be identified and classified by humans?
  - context switching
- 3) Input timing and Neglect Benevolence:
  - formal and experimental perspective
  - when is it learnable and controllable?
- 4) Swarm Metrics and Experiments:
  - beyond convergence proofs
  - performance and temporal characteristics



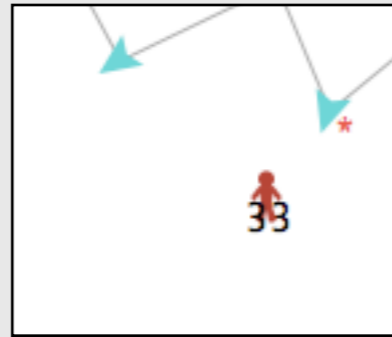
# Comparison of Two Control Types

A. Kolling, K. Sycara, S. Nunnally, and M. Lewis, “Human swarm interaction: An experimental study of two types of interaction with foraging swarms,” *Journal of Human-Robot Interaction*, vol. 2, no. 2, pp. 103–128, 2013.



stop    come    rendezvous    deploy    random    heading    leave

# Information Foraging



collect information, relayed via communication network, from targets spawning at random throughout the map

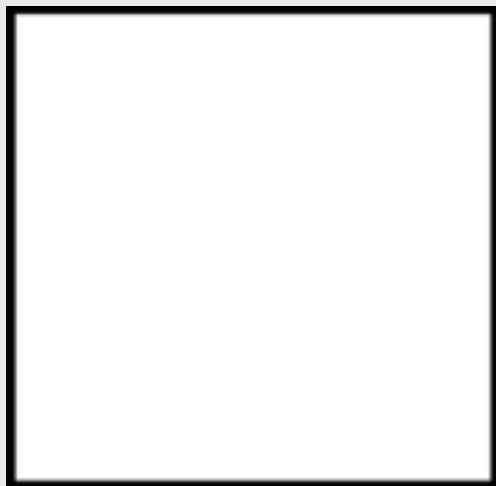
improve coverage

maintain network

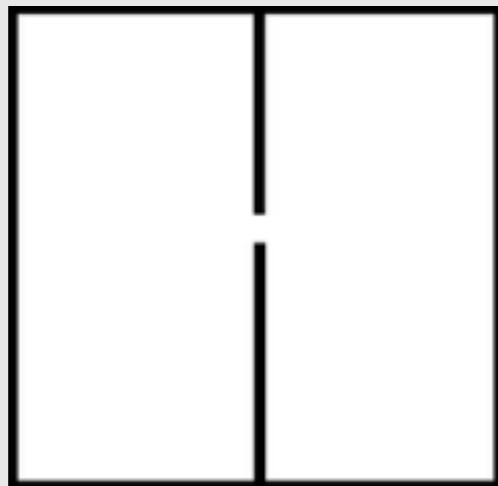
adapt to changes

adapt to the map

Open



Two-room



Cluttered



Structured



Structured  
Cluttered



# Questions

- How do selection, beacon and autonomous control **perform**?
- What is the impact of **complex maps**?
- How do participants make use of the available **behaviors**?
- How do the control methods **scale** to larger swarms?

# Results

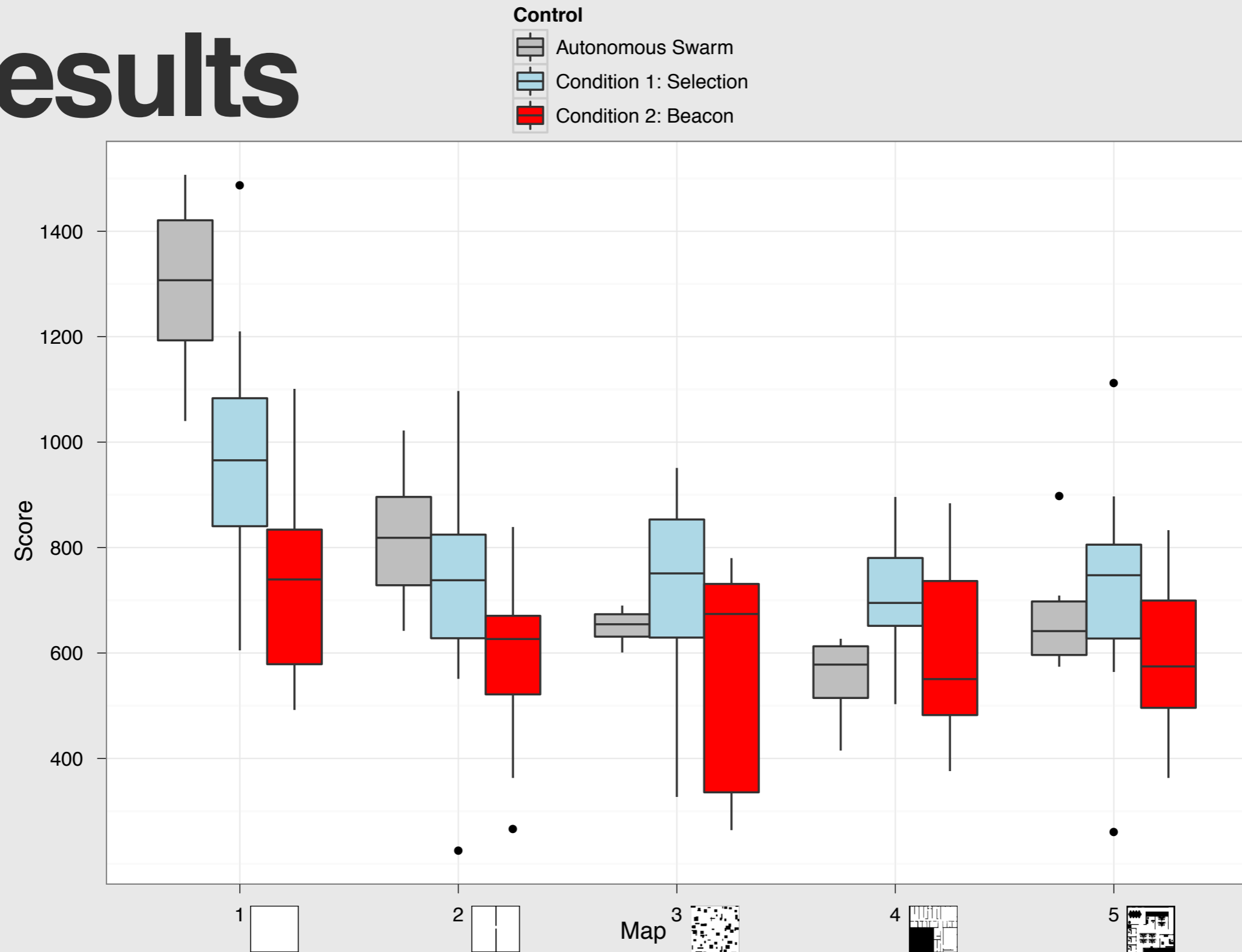
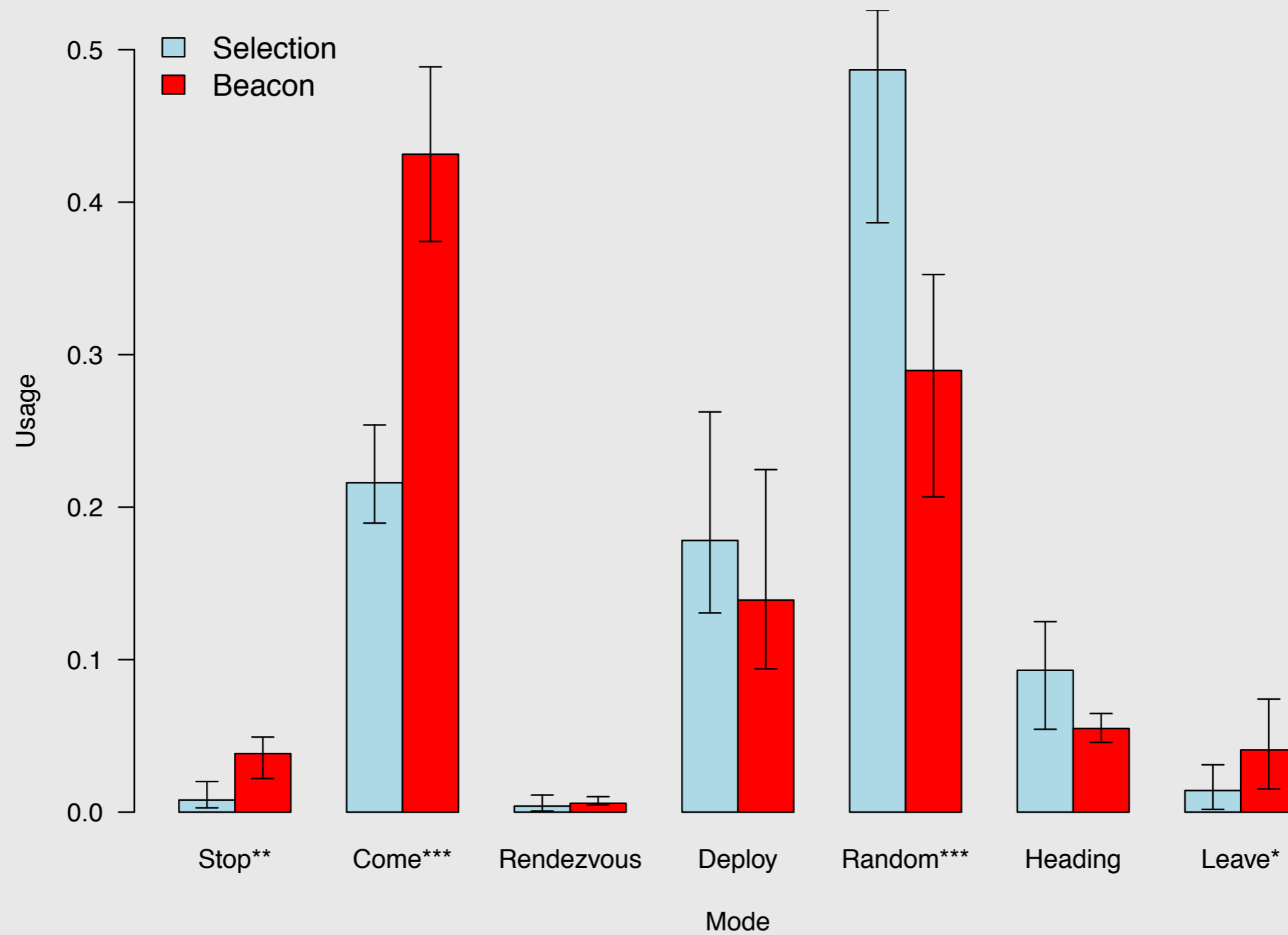
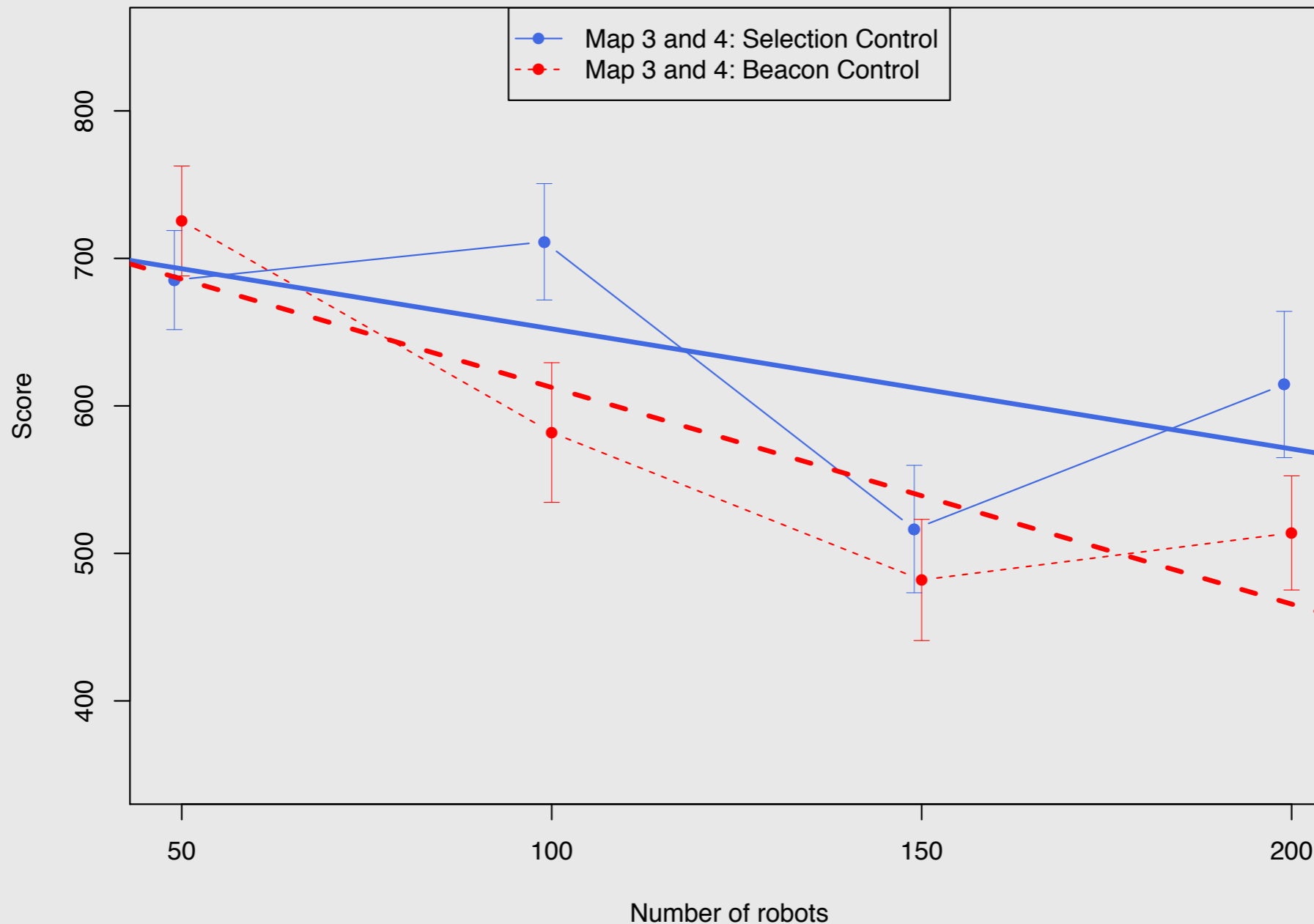


Figure: Performance of operators (32 participants) in two control regimes and a simple mission-specific autonomous swarm across a variety of environments. Operators successfully adapted to more complex and challenging environments in which their autonomous behaviors (deploy and rendezvous) lose performance guarantees. Hence, they mitigated the challenges these environment present. On the whole, the task is challenging for human operators as seen by the superior performance of the autonomous swarm in open environments.

# Mode Usage



# Scalability



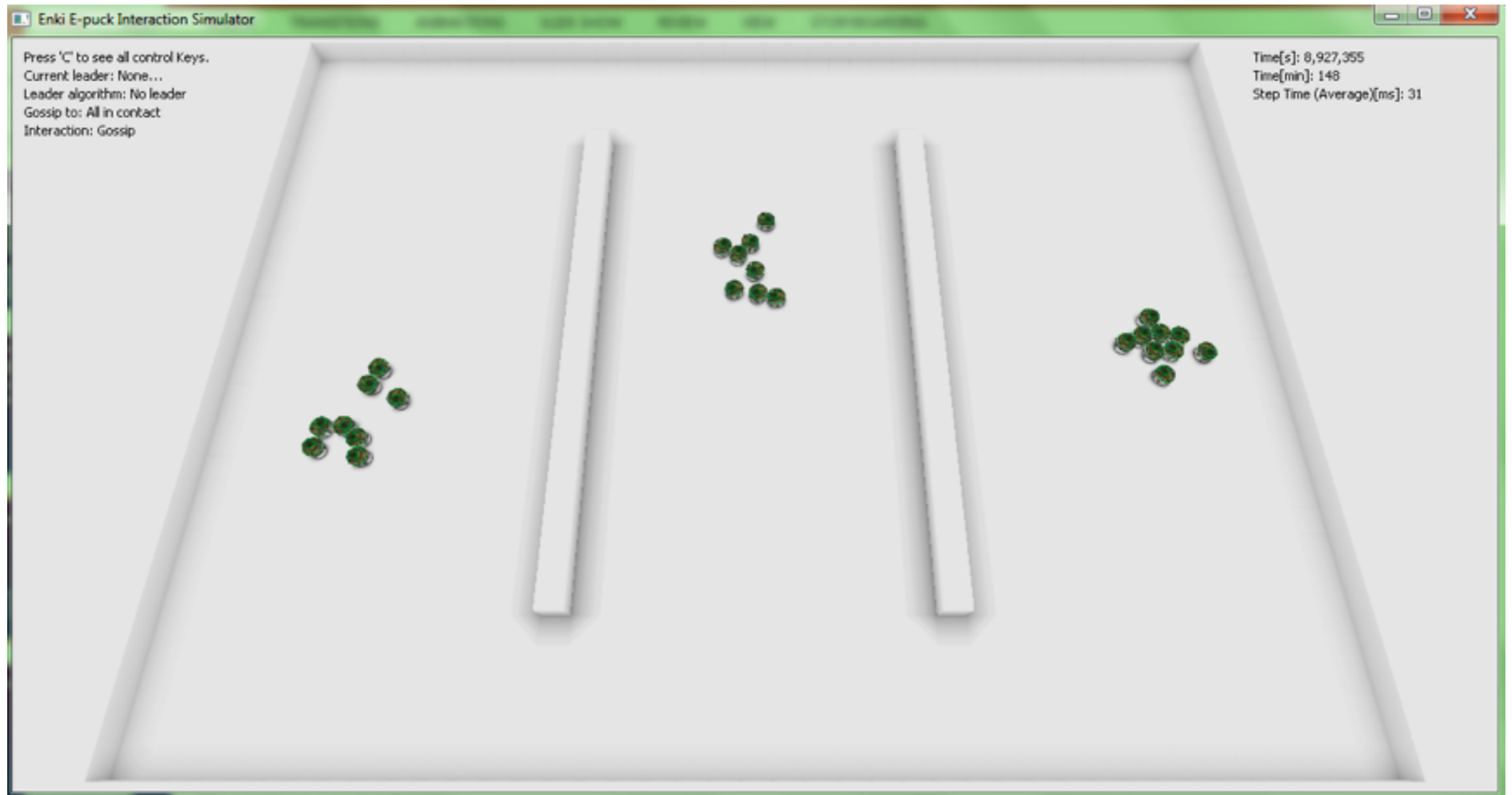
*Figure: Performance as the cumulative amount of information collected by the swarm (regressions lines) across swarms of different sizes but similar overall capability, e.g.: 50 robots with a sensing range of 2m each compared to 100 robots with 1m each.*

# Conclusions

- Operators adapted to complex environments
- Beacon controls, which are **range-based**, are more **difficult** to use
- **Interaction** between control method and available swarm behaviors (group instructions)
- **Effective controllability** is more relevant than scalability



# Without Localization



Kapellmann-Zafra, G., Salomons, N., Kolling, A., & Groß, R. (2016, September). Human-Robot Swarm Interaction with Limited Situational Awareness. In *International Conference on Swarm Intelligence* (pp. 125-136). Springer International Publishing.

Swarm Controller

File Edit Help

**Connected to robot: 22**

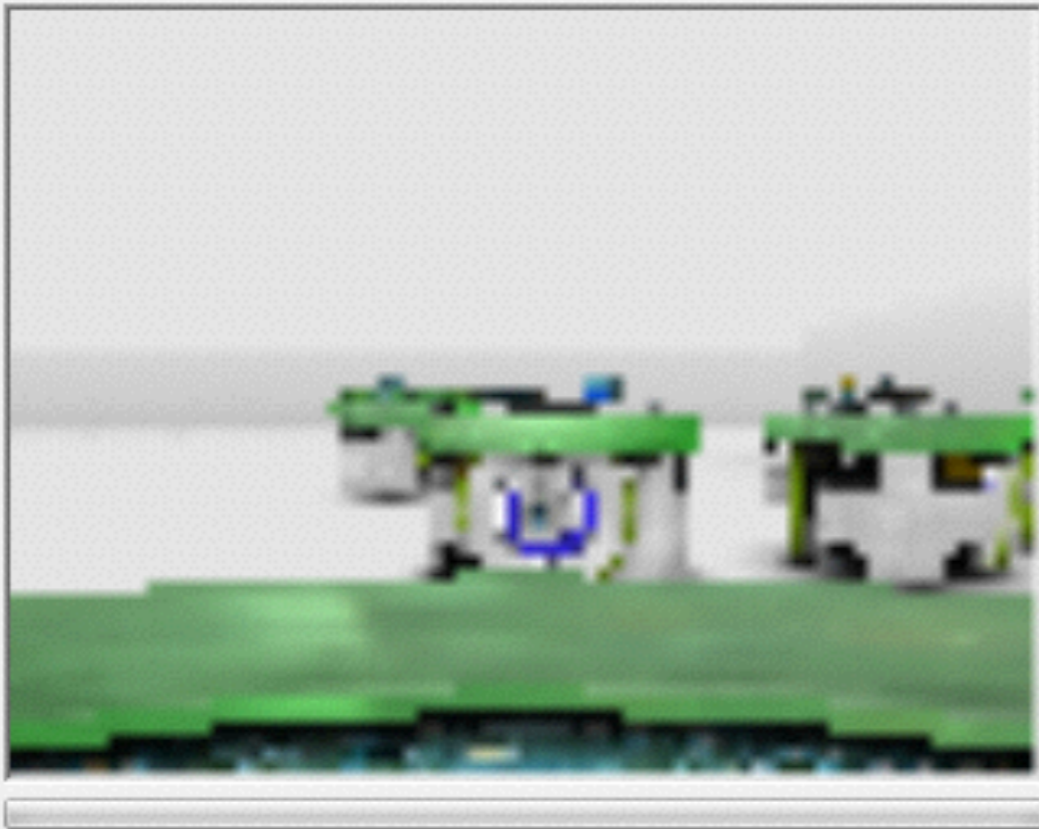
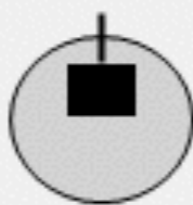


Image Request

**Robot Sensors:**

0	0	2	0
0		0	0
0	0	18	0

Sensors On

Disconnect

Server

Simulator  Real Robots

Current Algorithm

Clustering  Follower  Gossip

Release Bot

Automatic

↑

← S →

↓

Analyse

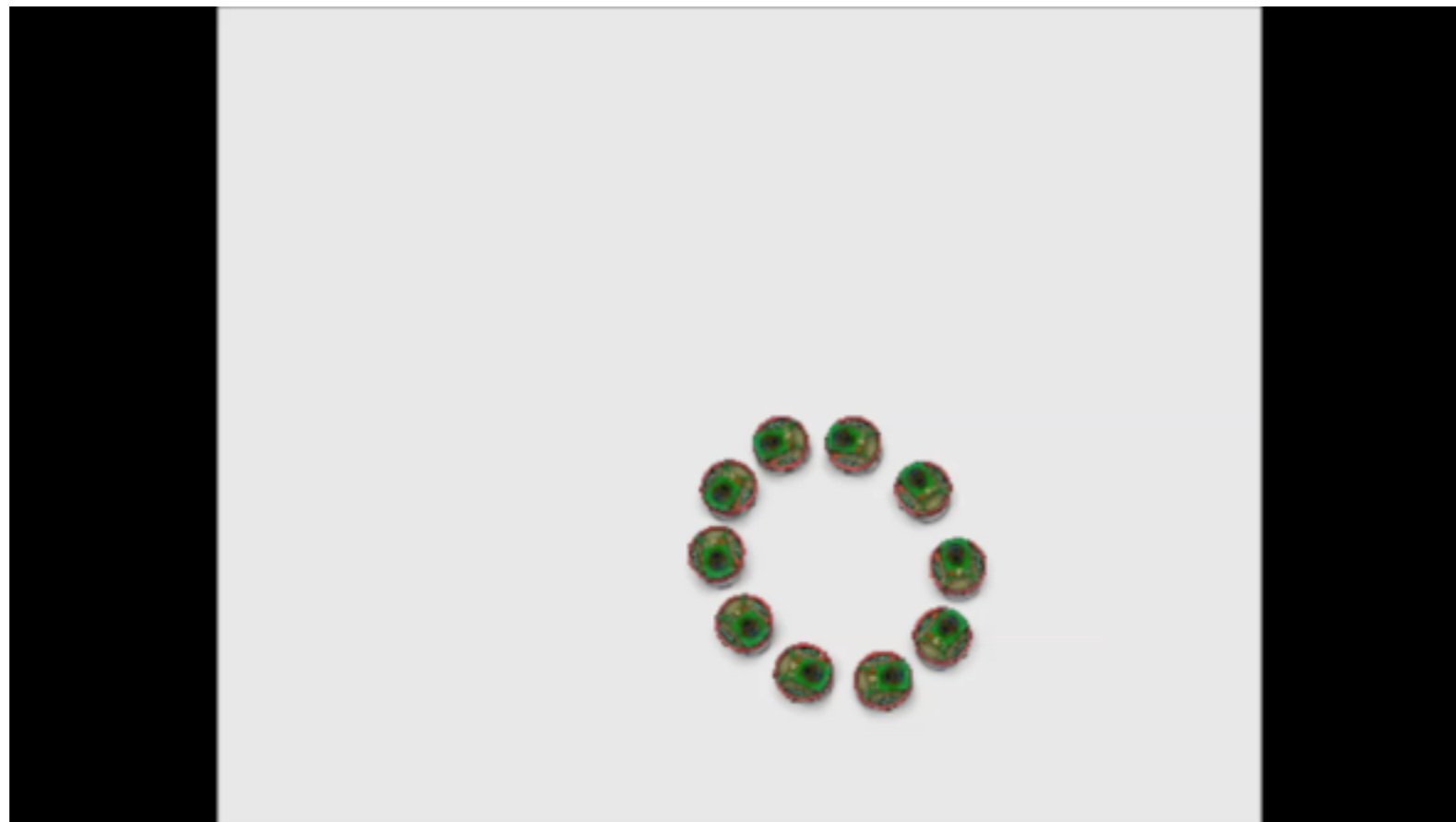
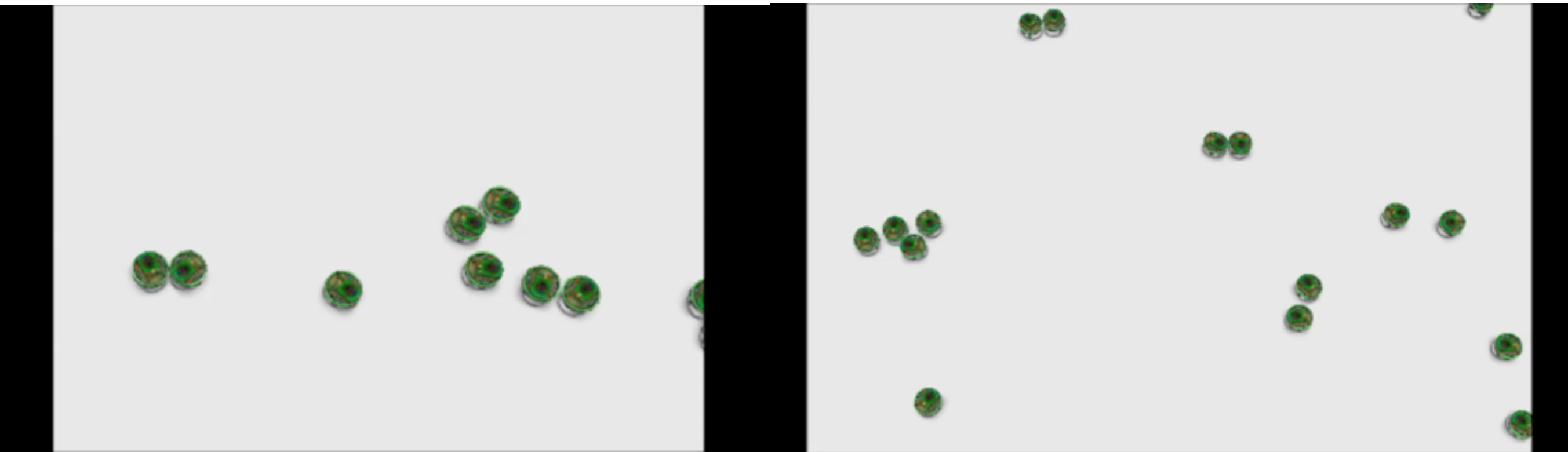
Robots in current cluster: ...

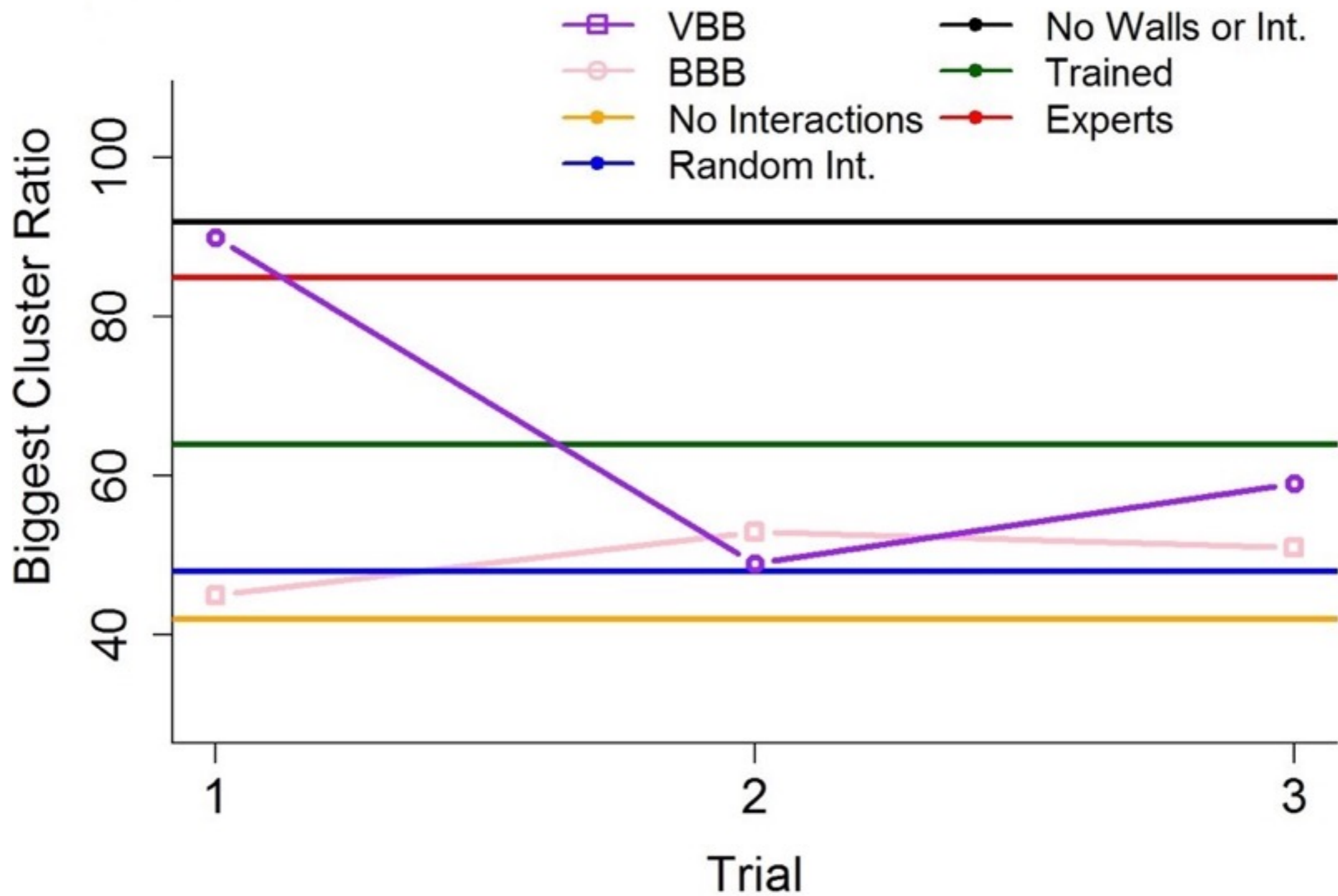
Biggest cluster registered: ...

Robots identified: ...

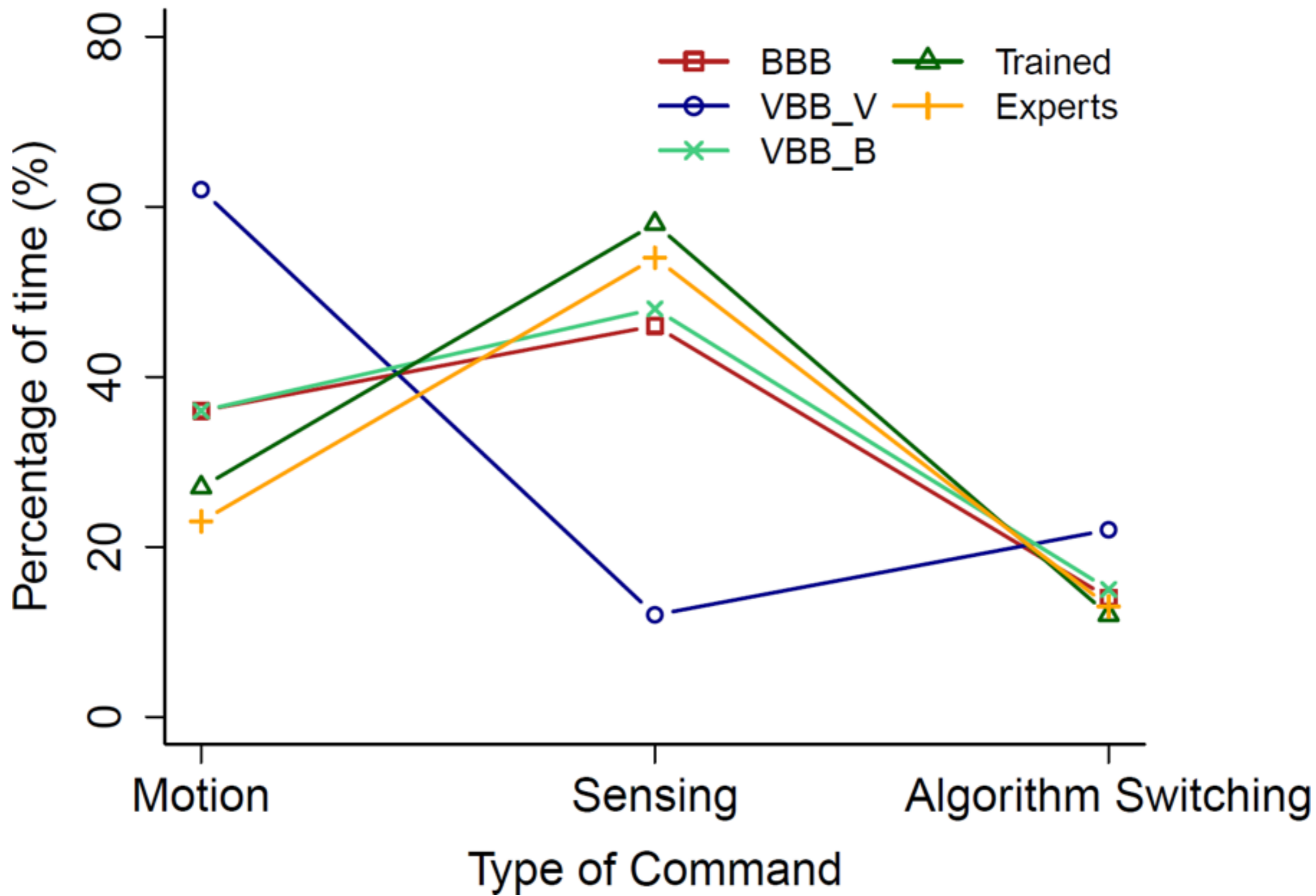
Amount of swapped robots: ...

... Connection established

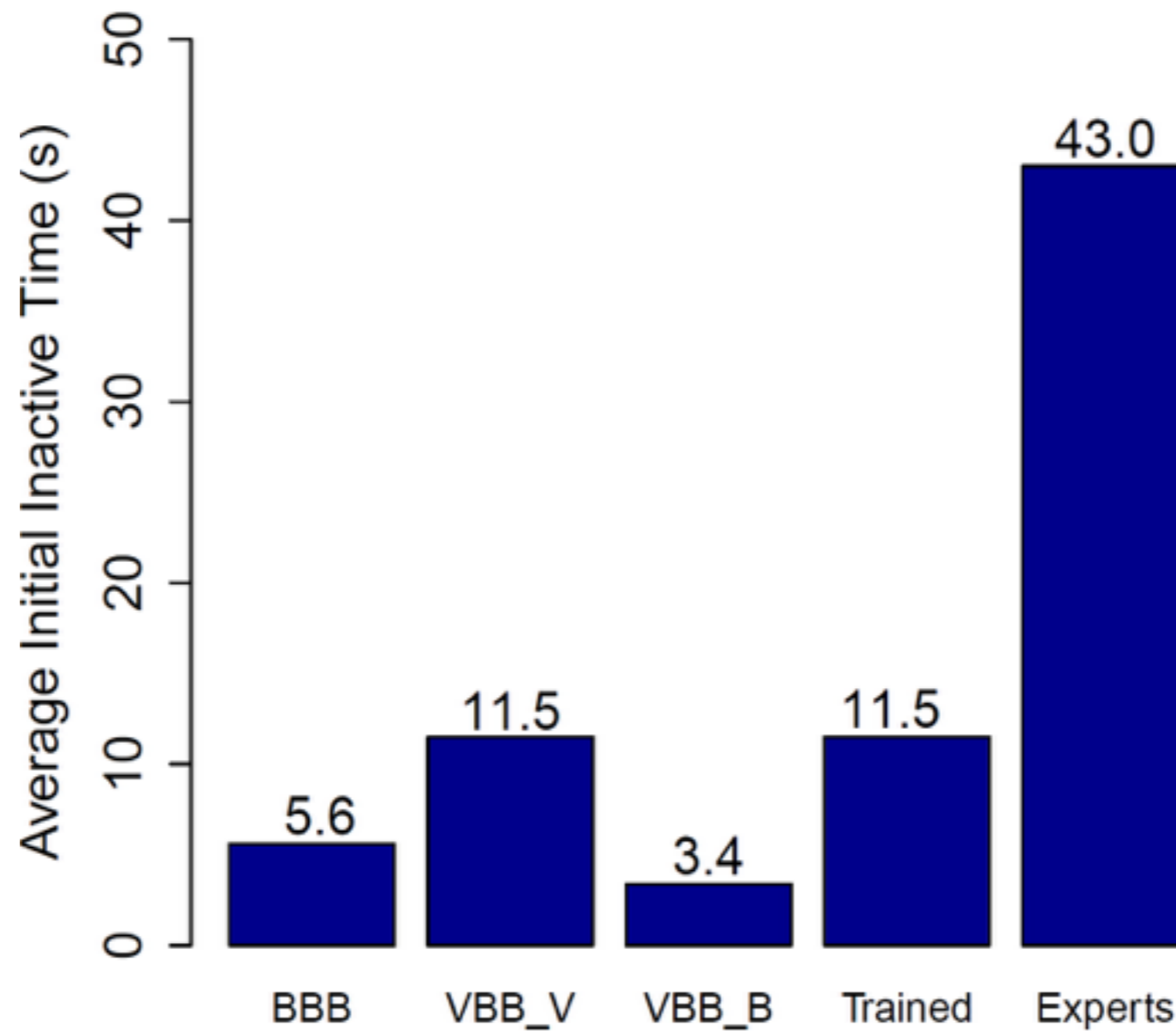




VBB: trial 1 has global visual feedback; 2,3 are blind  
 BBB: trials 1,2,3 are blind



# Learned Neglect Benevolence



# Conclusions

1. Increased requests for local sensory information; more so for experts
2. Evidence for neglect benevolence for trained and expert operators
3. Exposure to global swarm dynamics did not accelerate the learning process

Further work focuses on detailed analysis of operator behavior and dynamics and individual differences

# Final Notes

View the operator also as a disturbance  
to the autonomy and system

Opportunity to contribute to basic  
research in cognition and neuroscience

Study HSI to understand how to interface with  
complex systems — robot villages