CMU 15-781 Lecture 21: Multi-Robot Systems

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MULTI-ROBOT SYSTEMS?



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MULTI-ROBOT SYSTEMS?





- How to *represent* world and knowledge
- How to make *rational decisions*
- How to *learn* to make rational decisions
- How to take decisions as a *collective*

Our rational (AI) agent was quite abstract $\rightarrow Physical$ AI agents

- Systems of **multiple physical agents** embedded in environments subject to the *laws of physics*
- Subject to **physical constraints and limitations** for motion/action, perception, communication, computation
- Partial knowledge and uncertainty are inherent
- Autonomy in acting and decision-making

WHY "MULTI"-ROBOT SYSTEMS?

- \bullet Some tasks needs 2 or more robots
- Linear / superlinear speedups
- Parallel and spatially distributed system
- Redundancy of resources \rightarrow Robustness
- A robot *ecology* is being developed ...











- Environment inherently dynamic
- Complex *g*-local interactions
- Access *shared* resources
- Need for (some) *coordination*
- Increased (state) uncertainty
- Communication issues
- Costs / Benefits ratio
- Practical problems $\times N$



Homogeneous system: members are interchangeable



Heterogeneous system: different members have different skills



Loosely coupled: Being together is an advantage but not a strict necessity Speedup



Tightly coupled: They need each other to successfully complete the team task *Cooperation, Coordination*

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Cooperative (Benevolent) : Robots are working together, forming a *team*





Competitive: Robots competing for resources, are in *adversarial* scenario



Centralized control

 $Decentralized/Distributed\ control$

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CENTRAL PROBLEM: MULTI-ROBOT TASK ALLOCATION (MRTA)



MRTA: A FORMAL DEFINITION (OPT)

Given:

- \checkmark A set of tasks, T
- ✓ A set of robots, R
- $\checkmark~\Re$ = 2^R is the set of all possible robot sub-teams (e.g., $(r_1=0,r_2=0,r_3=1,r_4=0,r_5=1)$
- ✓ A robot sub-team utility (or cost) function: $\mathcal{U}_r: 2^T \to \mathbb{R} \cup \{\infty\}$ (the utility/cost sub-team *r* incurs by handling a subset of tasks)
- ✓ An allocation is a function $A: T \to \Re$ mapping each task to a subset of robots. \Re^T is the set of all possible allocations

Find:

➤ The allocation A^{*} ∈ ℜ^T that maximizes (minimizes) a global, teamlevel utility (objective) function $\mathcal{U}: \Re^T \to \mathbb{R} \cup \{\infty\}$

INTENTIONAL / EMERGENT



- Explicit/intentional TA: robots explicitly cooperate and tasks are explicitly assigned to the robot
- Emergent TA: tasks are
 assigned as the result of local
 interactions among the robots
 and with the environment

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TASKS



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UTILITY FUNCTION

$$U_{rt} = \begin{cases} Q_{rt} - C_{rt} & \text{if } r \text{ is capable of executing } t \\ -\infty & \text{otherwise} \end{cases}$$

- Q and C are somehow **estimates** that account for all uncertainties, missing, information, ...
- Optimal allocation: Optimal based on all the available information $\rightarrow Rational \ decision-making$
- For some problems, an agent's (sub-team's) utility for performing a task is **independent of its utility for performing any other task**.
- In general, this is not always true
- Our definition fails capturing *dependencies*



Allocation Type

Instantaneous assignment (IA) versus time-extended assignment (TA)

(Gerkey and Mataric, 2006)

Assumption: Individual tasks can be assigned independently of each other and have independent robot utilities

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WHY A TAXONOMY?

- A lot of "different MR scenarios"
- A lot of "different" MRTA methods
- Analysis and comparisons are difficult!
- **Taxonomy** \rightarrow Single out core features of a MRTA scenario
- Allow to understand the complexity of different scenarios
- Allow to compare and evaluate different approaches
- A scenario is identified by a 3-vector (e.g., ST-MR-TA)

ST-SR-IA: LINEAR ASSIGNMENT

If |R| = |T| the problem becomes a **linear assignment** and a **polynomial-time** solution exist!

 $\max \sum_{r=1}^{|R|} \sum_{t=1}^{|T|} U_{rt} x_{rt}$ $s.t. \quad \sum_{r=1}^{|R|} x_{rt} = 1 \qquad t = 1, \dots |T|$ $\sum_{t=1}^{|T|} x_{rt} = 1 \qquad r = 1, \dots |R|$ $x_{rt} \in \{0, 1\}$

The Hungarian algorithm has complexity $O(|T|^3)$

> In a centralized architecture, with each robot sending its |T|utilities to the controller, $O(|T|^2)$ messages are needed

Assignment with hundreds of robots in < 1s

ST-SR-IA: LINEAR ASSIGNMENT

- What if $|R| \neq |T|$?
- To preserve polynomial time solution, "dummy" robots or tasks can be included in a two-step process
- If |R| < |T|: (|T|-|R|) dummy robots are added and given very low utility values with respect to all tasks, such that their assignment will not affect the optimal assignment of |R| tasks to the "real" robots
- The remaining |T|-|R| tasks (i.e., assigned to the dummy robots) can be optimally assigned in a second round, which will likely feature # of robots greater than the # of tasks
- Dummy tasks with very low, flat, utilities are introduced such that their assignment will not affect the assignment of real tasks

ST-SR-IA: ITERATED ASSIGNMENT

- Not always full/final task information is available since the beginning of the operations
- How to deal with new / revised evidence (utility) in an iterative scheme?
- Recompute from scratch or adapt *greedily*:

Broadcast of Local Eligibility (BLE, 2001), worst-case 50% opt

- If any robot remains unassigned, find the robot-task pair (i, j) with the highest utility. Otherwise, quit.
- Assign robot i to task j and remove them from consideration.
- 3. Go to step 1.

ST-SR-IA: ONLINE ASSIGNMENT

- Tasks are revealed one at-a-time
- If robots can be *reassigned*, then solving each time the linear assignment provides the optimal solution

MURDOCH~(2002)

When a new task is introduced, assign it to the most fit robot that is currently available.

- Farthest Neighbor algorithm
- Performance bound of FNA is the best possible for any online assignment algorithm (Kalyana-sundaram, Pruhs 1993).

ST-SR-TA: GENERALIZED ASSIGNMENT

$$\max \sum_{r=1}^{|R|} \sum_{t=1}^{|T|} U_{rt} x_{rt} \qquad \text{Robots gets a schedule of tasks}$$

s.t.
$$\sum_{t=1}^{|T|} c_{rt} x_{rt} \le T_r \qquad r = 1, \dots |R|$$
$$\sum_{r=1}^{|R|} x_{rt} = 1 \qquad t = 1, \dots |T|$$
$$x_{rt} \in \{0, 1\}$$

The "budget" constraints restricts the max number T_r of tasks (or the total time/energy to execute them based on some cost parameter c) that can be assigned to robot r

NP-hard!

ST-SR-TA: GENERALIZED ASSIGNMENT

If dependencies / constraints are included, "more" NP-Hard \rightarrow If the utility is related to *traveling distances* the problem falls in the class of *m*TSP, VRP problems

Multi-robot routing





MT-SR-IA: GENERALIZED ASSIGNMENT

$$\max \sum_{r=1}^{|R|} \sum_{t=1}^{|T|} U_{rt} x_{rt} \qquad \text{Ro}$$

$$s.t. \qquad \sum_{t=1}^{|T|} c_{rt} x_{rt} \le T_r \qquad r = 1, \dots |R|$$

$$\sum_{r=1}^{|R|} x_{rt} = 1 \qquad t = 1, \dots |T|$$

$$x_{rt} \in \{0, 1\}$$

Robots can work in || on multiple tasks

The "capacity" constraint explicitly restricts the max number T_r of tasks that robot r can take, this time simultaneously Not common in the instances from MRTA

NP-hard!

MT-SR-TA: VRP

Robots can work in || on multiple tasks and have a time-extended schedule of tasks: quite uncommon in current MR literature

Vehicle routing problems with capacity constraints and pick-up and delivery fall in this category:

- Multiple vehicles transporting multiple items (goods, people) and picking up items along the way
- Between a pick-up and delivery location the vehicle is dealing with MT
- Visiting multiple locations is equivalent to TA **NP-hard!**

ST-MR-IA: SET PARTITIONING COALITION FORMATION

- Model of the problem of dividing (partitioning) the set of robots into *non-overlapping sub-teams* (coalitions) to perform the given tasks instantaneously assigned
- This problem is mathematically equivalent to *set partitioning problem* in combinatorial optimization.

Cover (Partition) the elements in R(Robots) using the elements in CT(feasible coalition-task pairs) without duplicates (overlapping) and at the min cost / max utility

NP-hard!

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MT-MR-IA: SET COVERING COALITION FORMATION

- Model of the problem of dividing (partitioning) the set of robots into *sub-teams* (coalitions) to perform the given tasks instantaneously assigned. Overlap is admitted to model MT
- This problem is mathematically equivalent to *set covering problem* in combinatorial optimization.

Cover (Partition) the elements in R(Robots) using the elements in CT(feasible coalition-task pairs) admitting duplicates (overlapping) and at the min cost / max utility



NP-hard!

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OTHER CASES

- ST-MR-TA: Involves both coalition formation and scheduling, and it's mathematically equivalent to MT-SR-TA
- MT-MR-TA: Scheduling problem with multiprocessor tasks and multipurpose machines
- Modeling of dependencies? → G. Ayorkor Korsah, Anthony Stentz, and M. Bernardine Dias. 2013. A comprehensive taxonomy for multi-robot task allocation. Int. J. Rob. Res. 32, 12 (October 2013), 1495-1512.

SOLUTION APPROACHES

- Use the reference optimization models in a centralized scheme, solving the problems to optimality (e.g., Hungarian algorithm, IP solvers using branch-and-bound, optimization heuristics)
- Use the reference optimization models adopting a top-down decentralized scheme (e.g., all robots employ the same optimization model, and rely on local information exchange to build the model)
- Adopt different solution models avoiding to explicitly formulate optimization problems.
- Market-based approaches are an effective and popular option
- Emergent/Swarm approaches: effective / simpler alternative

MARKET-BASED: BASIC IDEAS

- Based on the economic model of a free market
- Each robot seeks to maximize individual "profit"
- Individual profit helps the common good
- An auctioneer (i.e. a robot spotting a new task) offers tasks (or roles, or resources) in an *announcement* phase
- Robots can negotiate and bid for tasks based on their (estimated) utility function
- Once all bids are received or the deadline has passed, the auction is cleared in the *winner determination phase*: the auctioneer decides which items to award and to whom.
- Decisions are made locally but effects approach optimality Preserve advantages of distributed approach

MARKET-BASED: BASIC IDEAS

- Robots model an economy:
 - Accomplish task $\boldsymbol{\rightarrow}$ Receive revenue
 - Consume resources \rightarrow Incur cost
 - Robot goal: maximize own profit
 - Trade tasks and resources over the market (auctions)
- By maximizing individual profits, team finds better solution
- Time permitting \rightarrow more centralized
- Limited computational resources \rightarrow more distributed



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MARKET-BASED: BASIC IDEAS

- Utility = Revenue Cost
- Team revenue is sum of individual revenues
- Team cost is sum of individual costs
- Costs and revenues set up per application
 - Maximizing individual profits must move team towards globally optimal solution
- Robots that produce well at low cost receive a larger share of the overall profit

MARKET-BASED: IMPLEMENTATIONS

- MURDOCH (Gerkey and Matarić, IEEE Trans. On Robotics and Automation, 2002 / IJRR 2004)
- M+ (Botelho and Alami, ICRA 1999)
- **TraderBots** (Dias et al., multiple publications 1999-2006)



SUMMARY

- Characteristics and basic taxonomy of multi-robot systems
- Taxonomy of multi-robot task allocation (MRTA) problems
- Optimization models for the different classes of MRTA problems
- Computational complexity of the different classes
- Basic solution approaches exploiting the optimization models
- Basic ideas about market-based methods