A VIEW OF CPERATIVE CONTROL FOR AUTONOMOUS VEHICLES AND SENSOR NETWORKS

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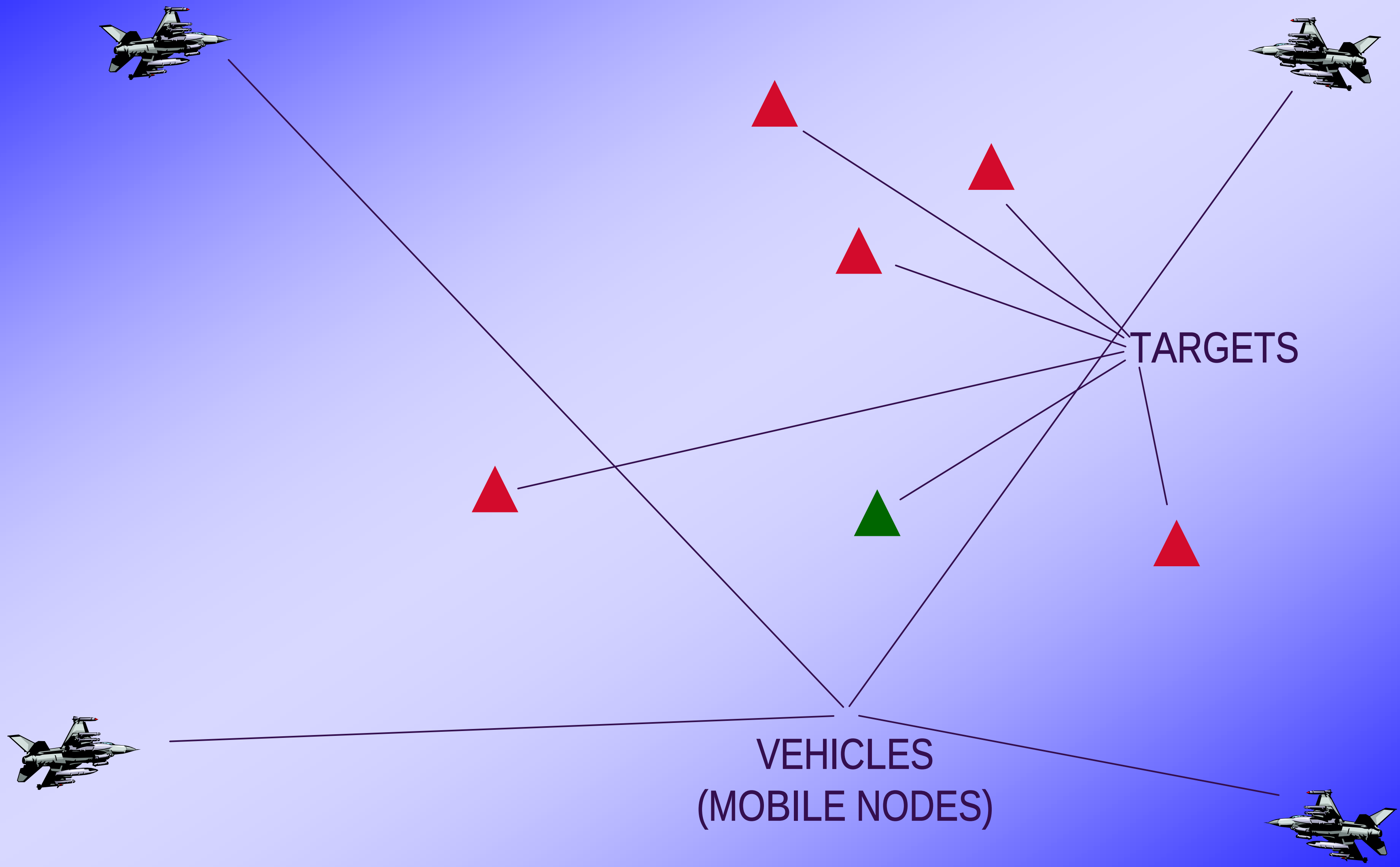
OUTLINE

- COOPERATIVE CONTROL SETTING
- COOPERATIVE "MISSION" TYPES
- *REWARD MAXIMIZATION MISSIONS*
- COOPERATIVE RECEDING HORIZON (CRH) CONTROL
- SENSOR NETWORKS, *COVERAGE CONTROL MISSIONS*
- DEMOS: Applets and Movies

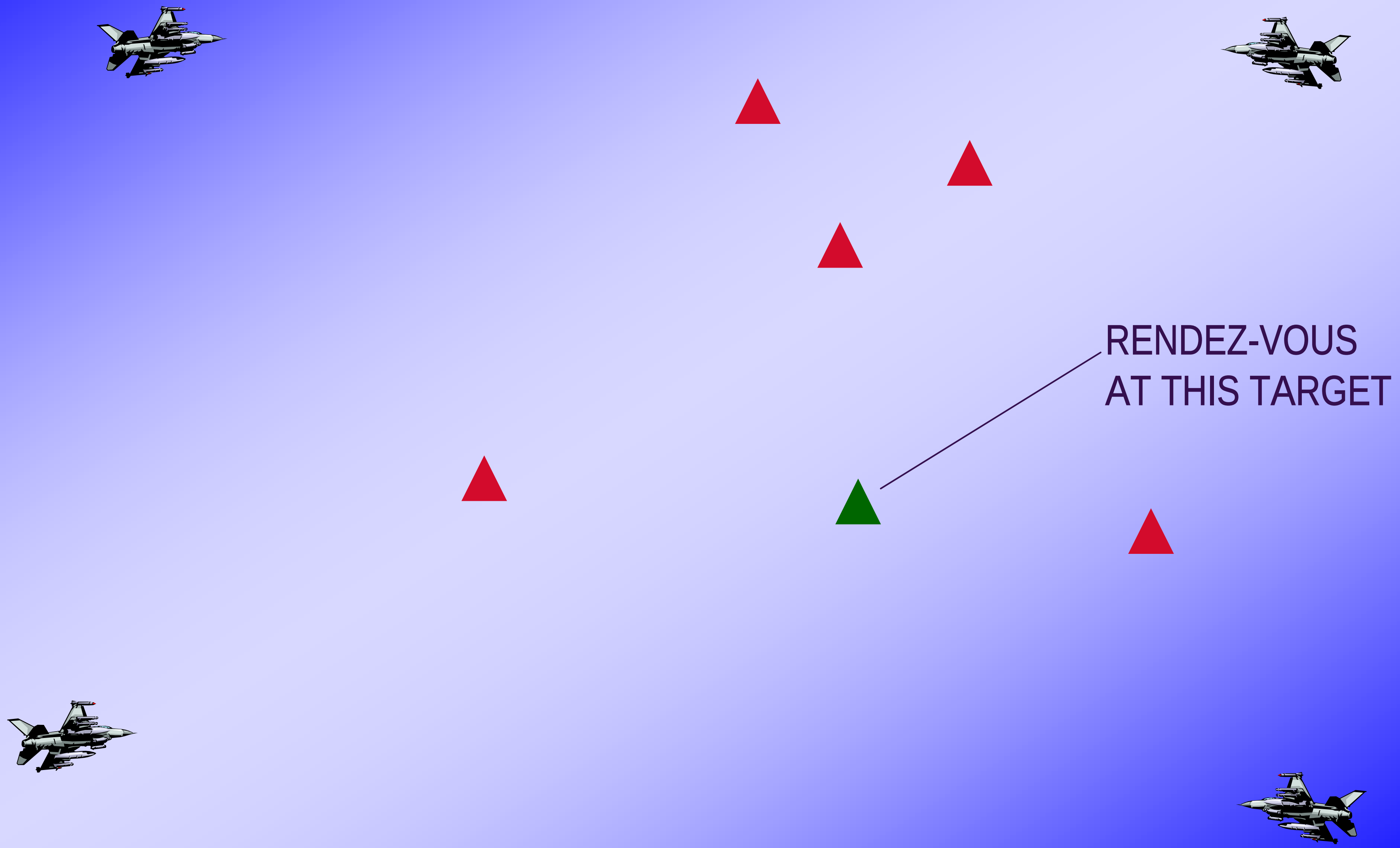
COOPERATIVE MISSION SETTING



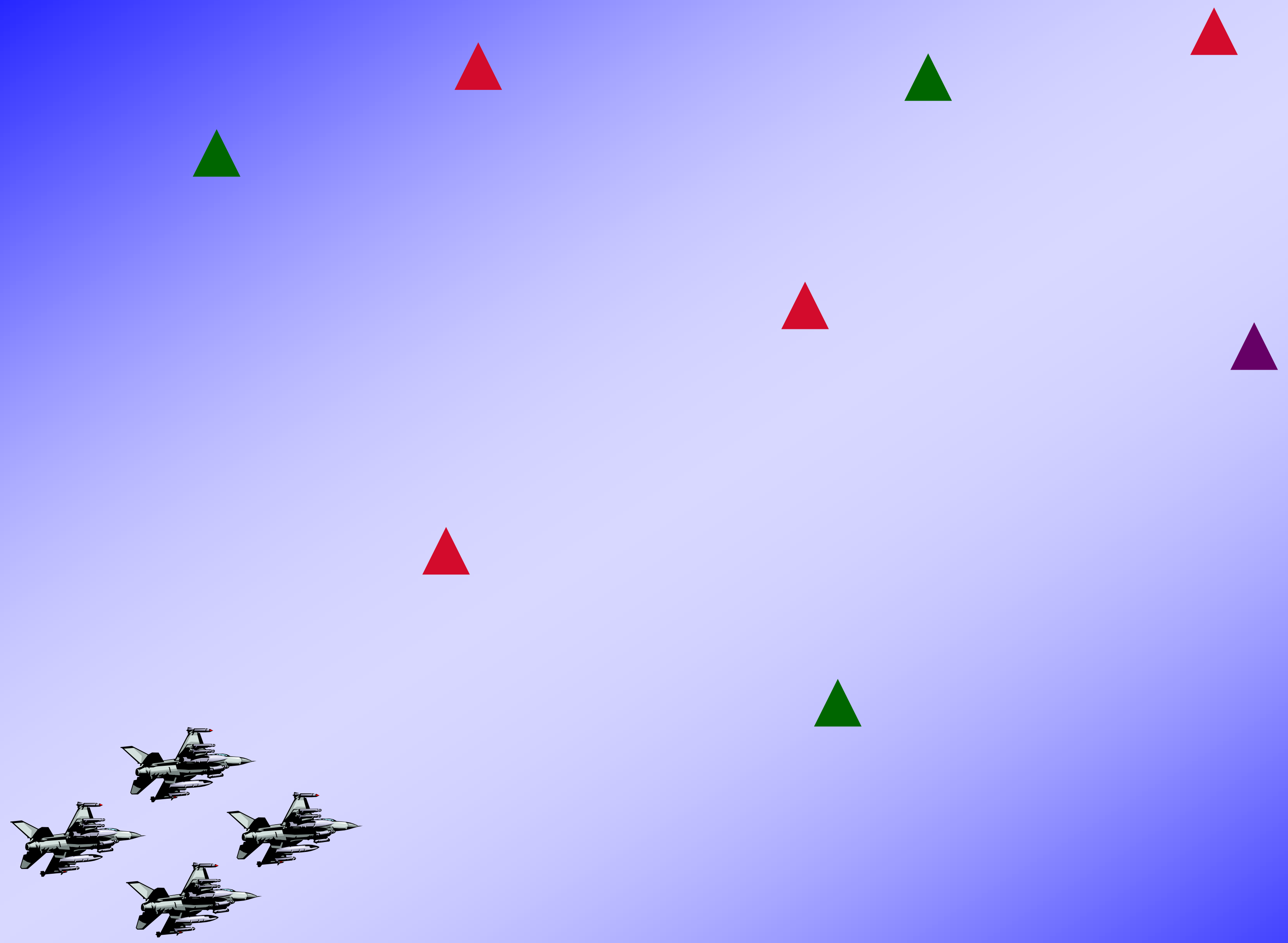
DIFFERENT COOPERATIVE MISSION TYPES

- RENDEZ-VOUS AT SOME TARGET POINT
- FORMATION MAINTENANCE
- REWARD MAXIMIZATION
- COVERAGE CONTROL

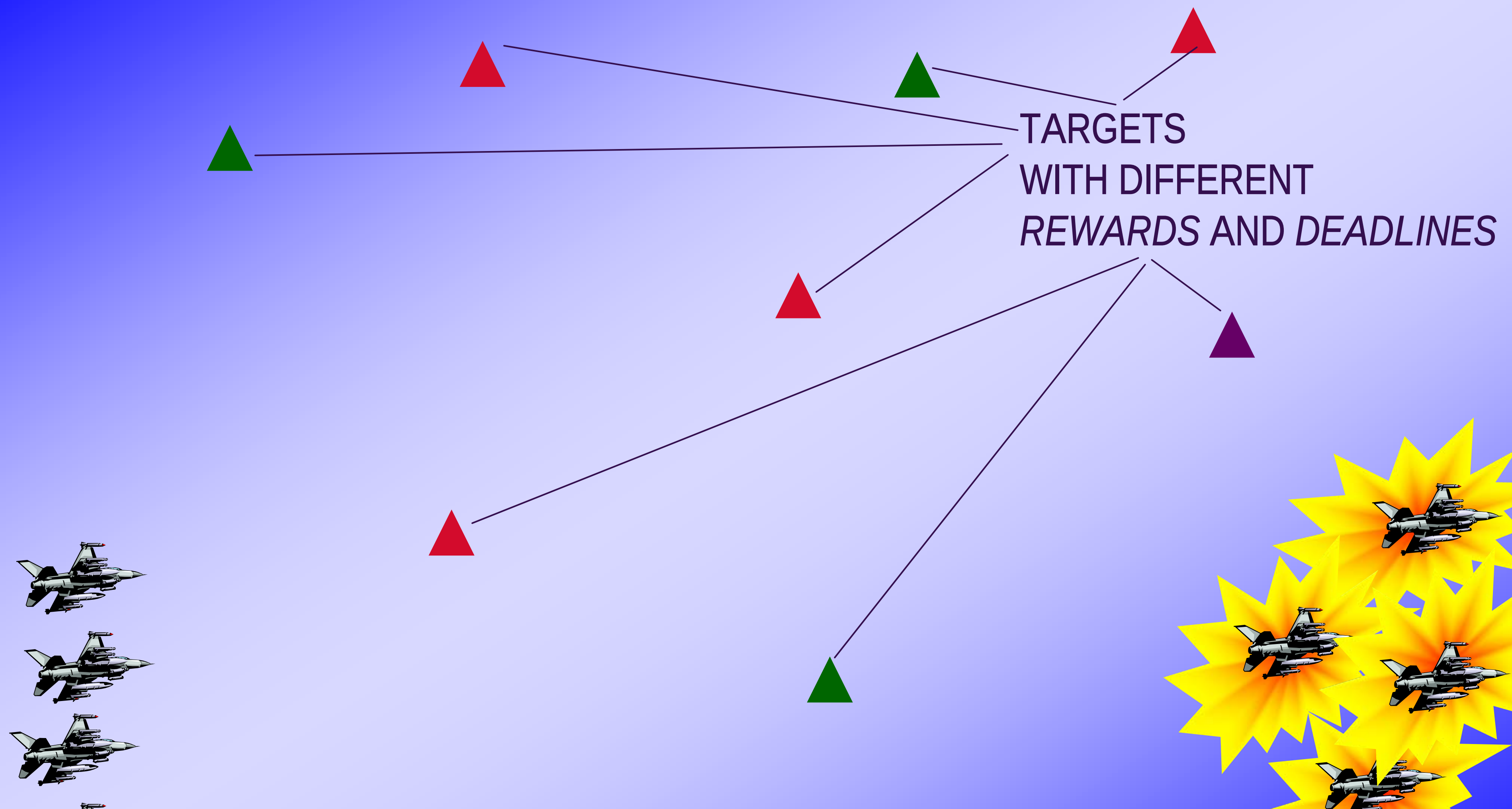
RENDEZ-VOUS MISSION



FORMATION MAINTAINING MISSION



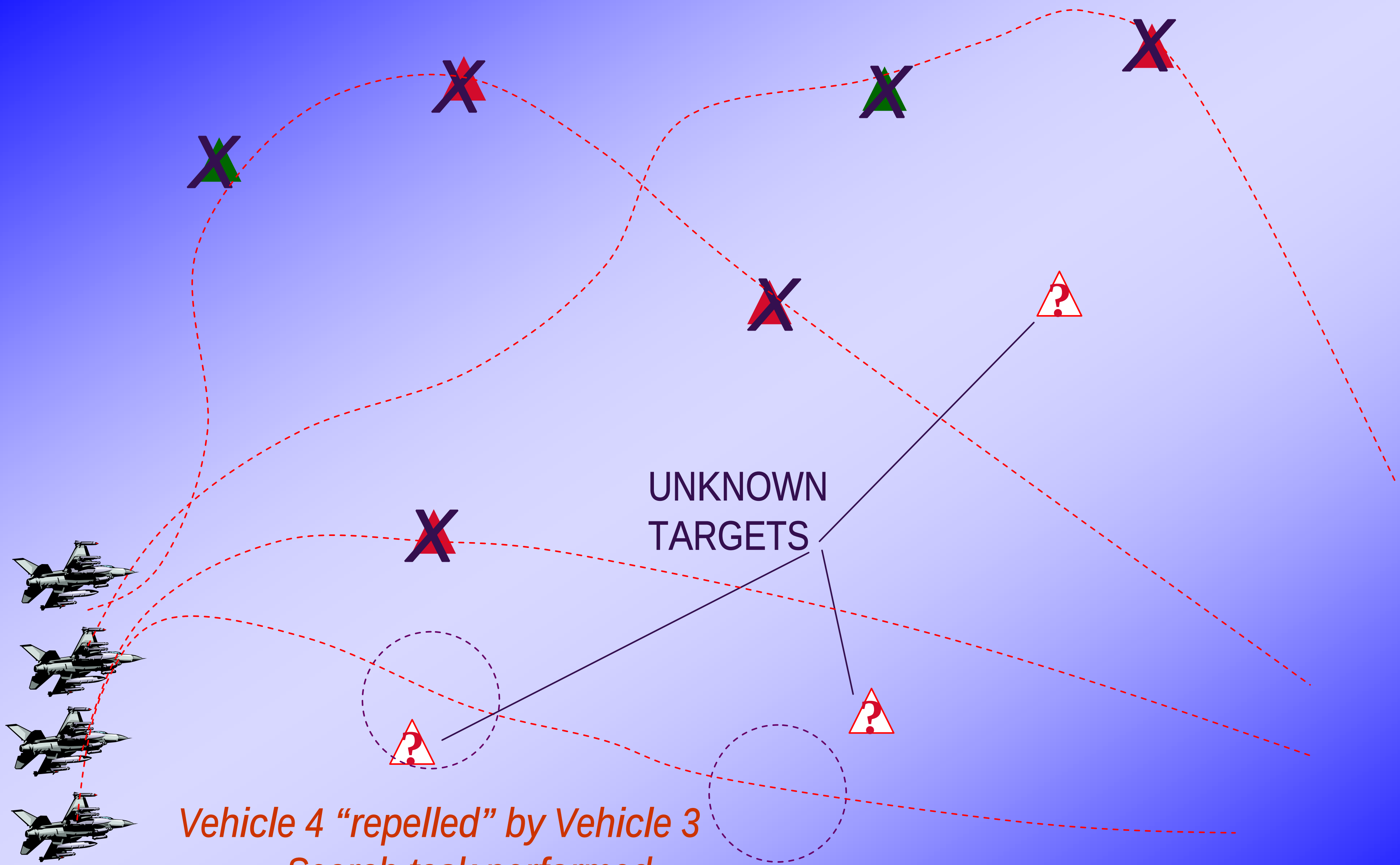
REWARD MAXIMIZATION MISSION



MISSION OBJECTIVE: *MAXIMIZE TOTAL REWARD COLLECTED BY VISITING TARGETS BEFORE THEIR "DEADLINES" EXPIRE*

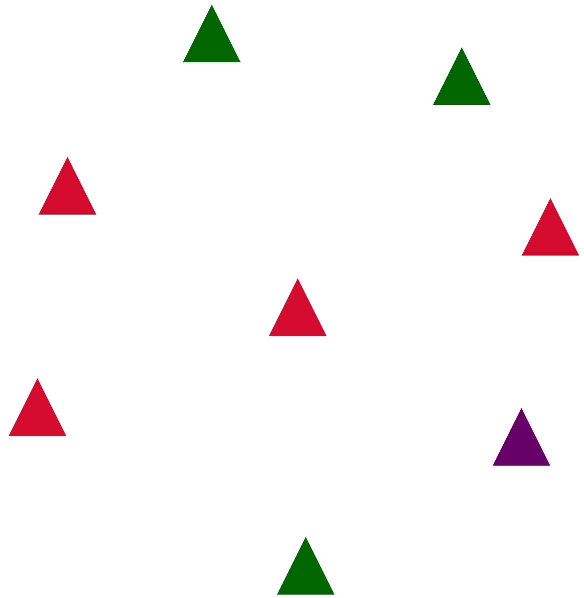
REWARD MAXIMIZATION MISSION

CONTINUED

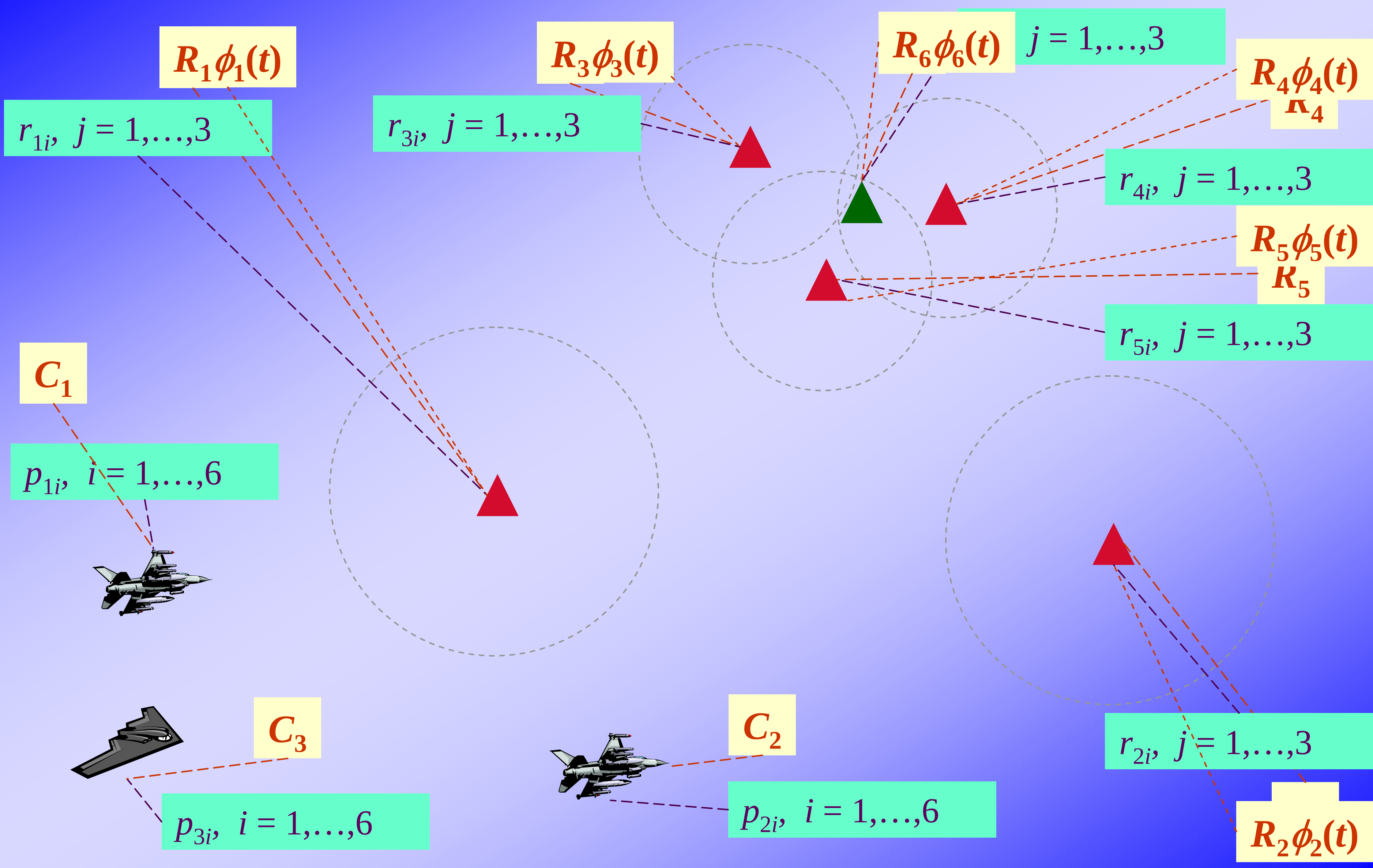


Vehicle 4 “repelled” by Vehicle 3
⇒ Search task performed

COVERAGE CONTROL MISSION



COOPERATIVE *REWARD MAXIMIZATION* MISSION



COOP. *REWARD MAXIMIZATION* MISSION *CONTINUED*

This is like the notorious TRAVELING SALESMAN problem, except that…

- … there are multiple (cooperating) salesmen
- … there are deadlines + time-varying costs
- … environment is stochastic
  (vehicles may fail, threats damage vehicles, etc.)

SOLUTION APPROACHES

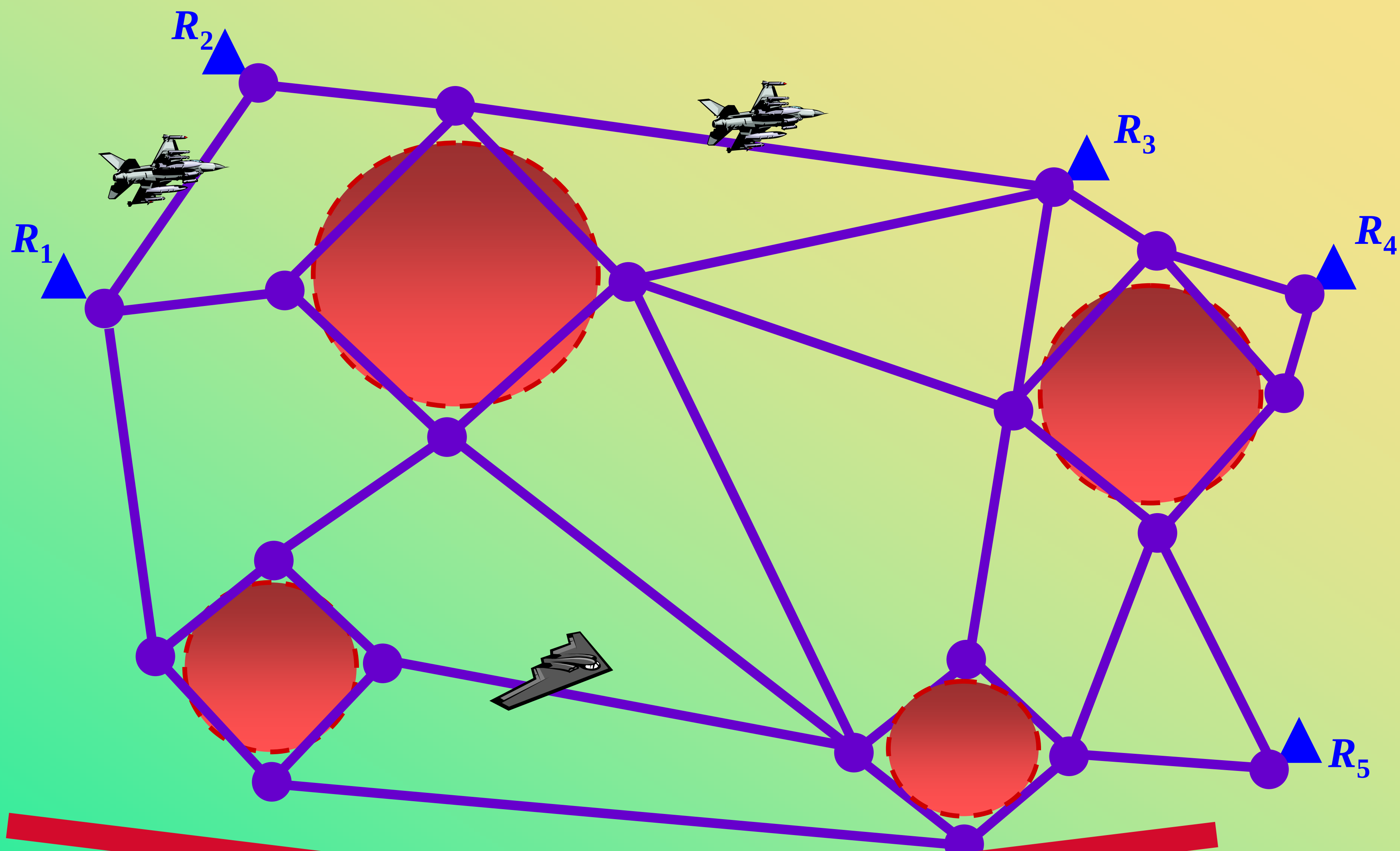
- Stochastic Dynamic Programming – *Wohletz et al, 2001*

  Extremely complex…

- Functional Decomposition
  - Dynamic Resource Allocation – *Castanon and Wohletz, 2002*
  - Assignment Problems through Mixed Integer Linear Programming – *Bellingham et al, 2002*

    Combinatorially complex…
  - Path Planning – *Hu and Sastry, 2001, Lian and Murray 2002, Gazi and Passino, 2002, Bachmayer and Leonard, 2002*

COMBINATORIAL + STOCHASTIC COMPLEXITY



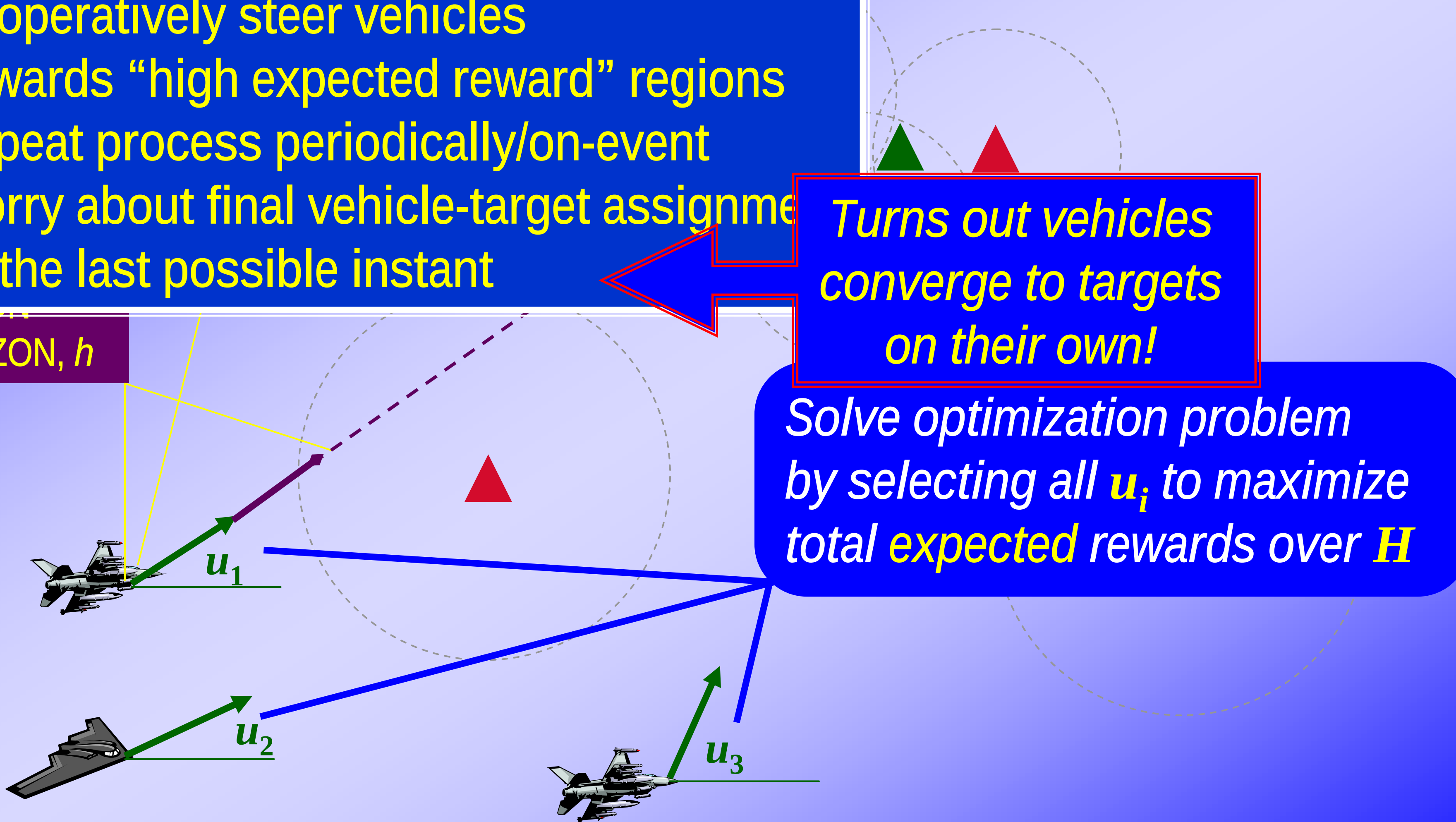
~~1. Target Assignment → 2. Routing → 3. Path Control~~

RECEDING HORIZON (RH) CONTROL: *MAIN IDEA*

- Do not attempt to assign vehicles to targets
- Cooperatively steer vehicles towards "high expected reward" regions
- Repeat process periodically/on-event
- Worry about final vehicle-target assignment at the last possible instant

Turns out vehicles converge to targets on their own!

Solve optimization problem by selecting all $\mathbf{u_i}$ *to maximize total expected rewards over* $\mathbf{H}$



See also Franco, Parisini, Polycarpou 04; Dunbar, Murray, 04; Richards, How, 04

CRH CONTROL PROBLEM FORMULATION

- Target positions ($i = 1,\ldots,N$): $y_i \in \mathbb{R}^2$

- Vehicle dynamics ($j = 1,\ldots,M$):
  - State: $x_j(t) \in \mathbb{R}^2$ position of jth vehicle at time t
  - Control: $u_j(t)$ Vehicle heading at time t

$$\dot{x}_j(t) = V_j \begin{bmatrix} \cos u_j(t) \\ \sin u_j(t) \end{bmatrix}, \quad x_j(0) = x_j^0$$

- At *kth* iteration, time t_k ($k=1,2,\ldots$):
  - Planning Horizon: H_k
  - Vehicle position at time t_k+H_k: $x_j(t_k + H_k) = x_j(t_k) + \dot{x}_j(t_k)H_k$

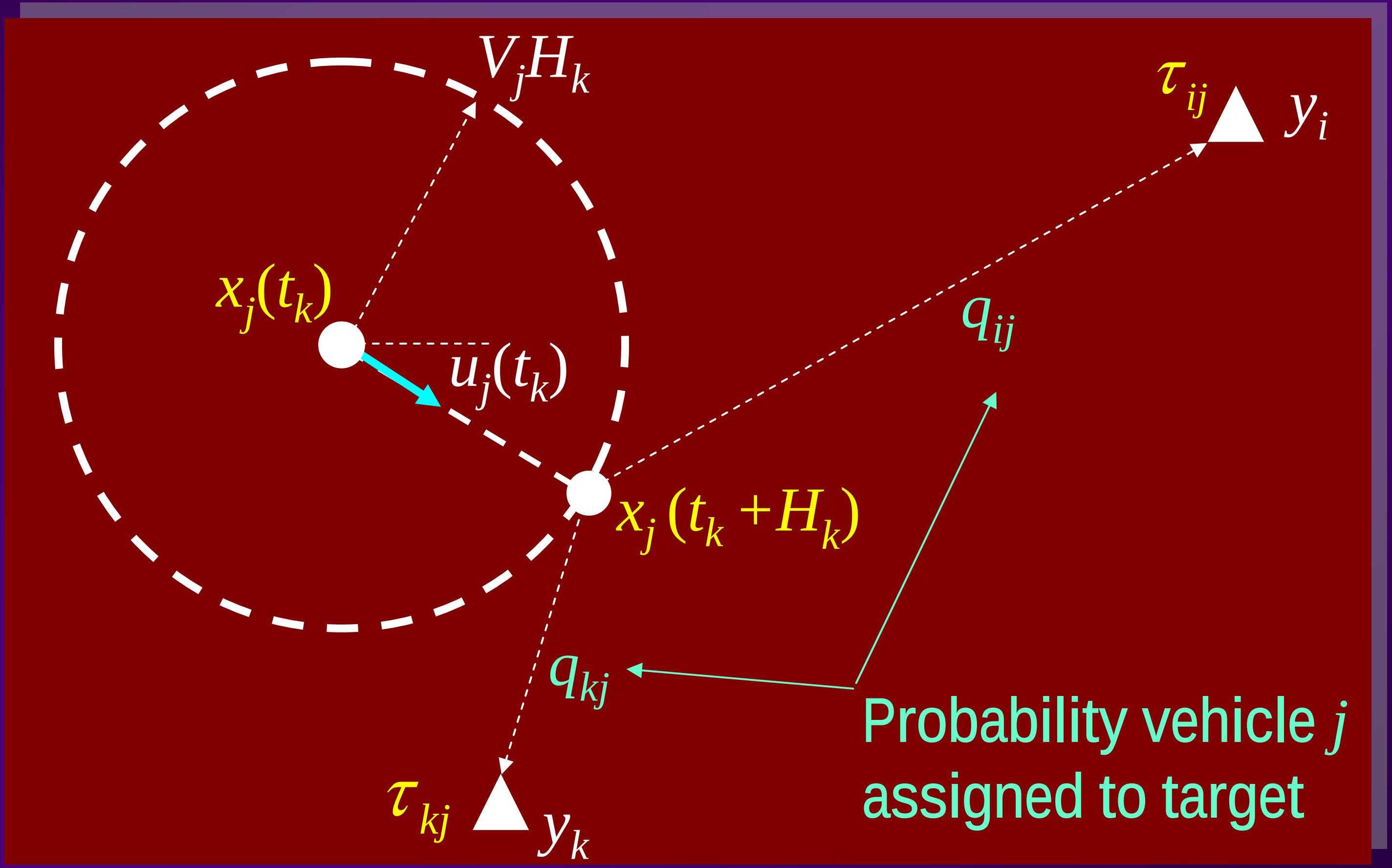
RH PROBLEM FORMULATION

CONTINUED

- At *kth* iteration ($k=1,2,\ldots$):

Earliest time vehicle j can reach target i under control $u_j(t_k)$:

$$\tau_{ij}(u_j(t_k),t_k) = (t_k + H_k) + \| x_j(t_k + H_k) - y_i \| / V_j$$



CRH PROBLEM FORMULATION

- Objective at kth iteration:

Maximize *EXPECTED REWARD* over horizon H_k

Target i value attainable by veh. j
[depends on $u_j(t)$]

veh. j value

$$\max_{\mathbf{u}} \sum_{i=1}^{M} \sum_{j=1}^{N} R_i \phi_i(\tau_{ij})\, p_{ij}(\tau_{ij})\, q_{ij}(t_k + H_k) - \sum_{i=1}^{M} \sum_{j=1}^{N} C_j\, r_{ij}(t_k + H_k)$$

Control vehicle headings

Prob. vehicle j collects target i reward [depends on $u_j(t)$]

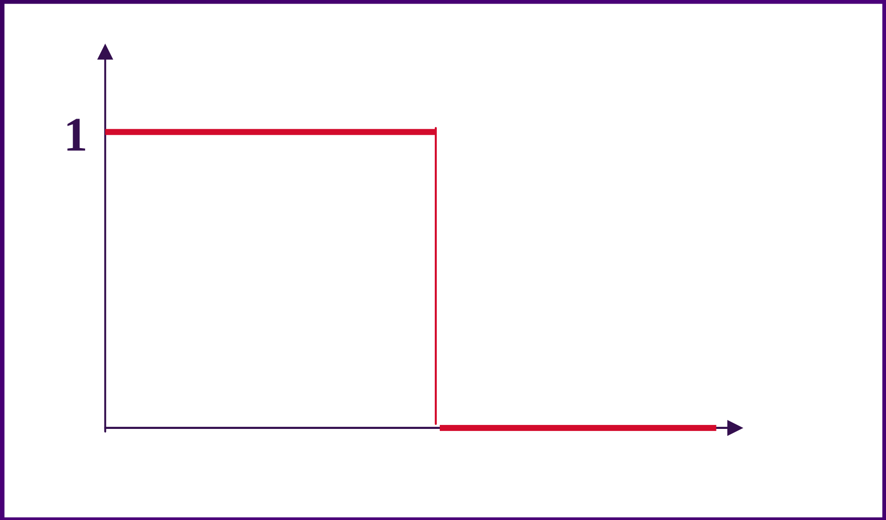
Earliest time when vehicle j can collect reward from target i [depends on $u_j(t)$]

Prob. vehicle j assigned to target i [depends on $u_j(t)$]

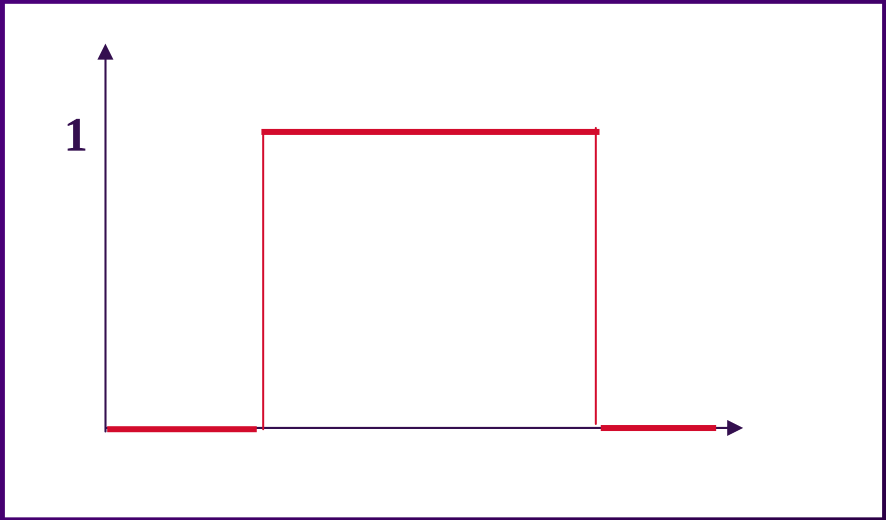
Prob. vehicle j destroyed by target i [depends on $u_j(t)$]

THE FUNCTION $\phi_i(t)$ [REWARD DISCOUNTING FUNCTION]

- Targets with deadlines:



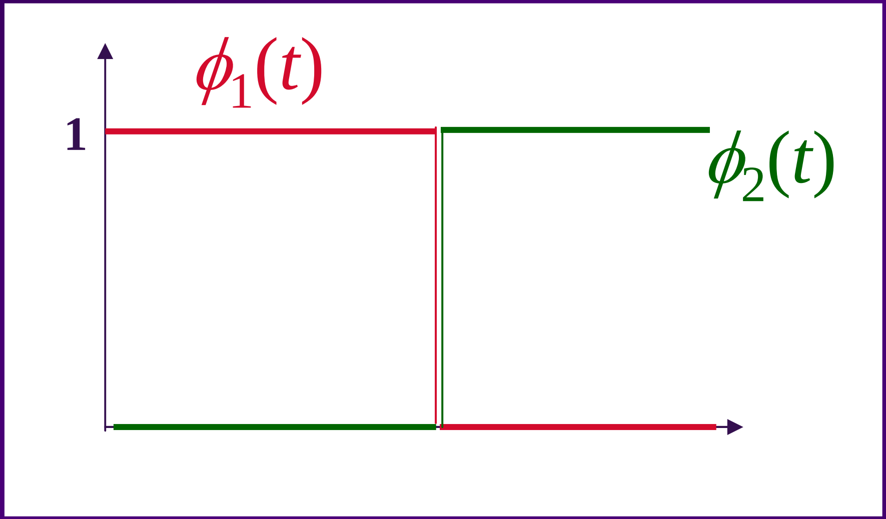
- Targets with time windows:



THE FUNCTION $\phi_i(t)$

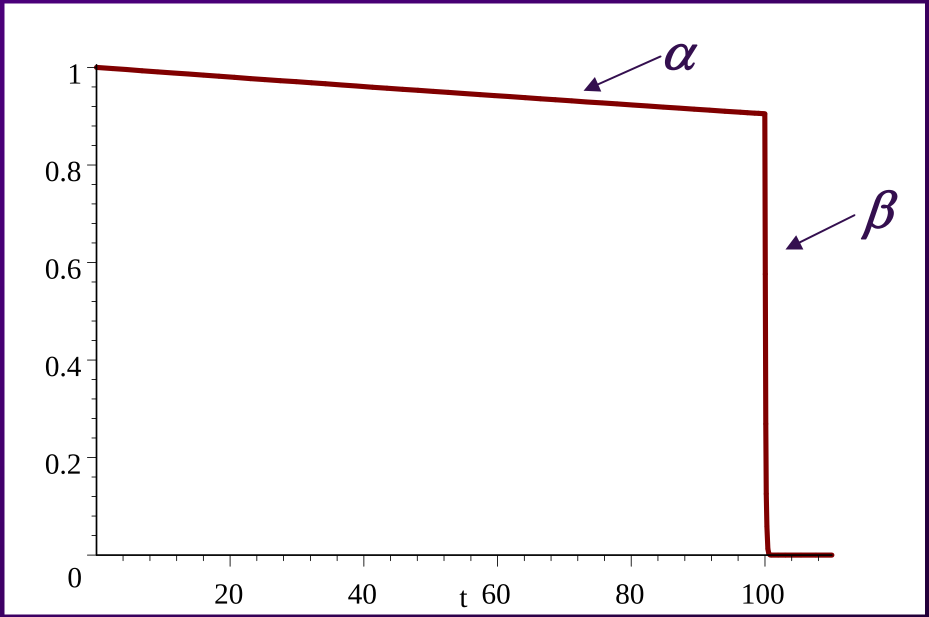
CONTINUED

- Sequencing targets:



- A general purpose ϕ–function:

$$\phi_i(t) = \begin{cases} e^{\frac{\ln(1-\alpha)}{D_i}t} & \text{if } t \le D_i \\ e^{\frac{\ln(1-\alpha)}{D_i}t} e^{-\beta(t-D_i)} & \text{if } t > D_i \end{cases}$$



THE FUNCTION q_{ij} [TARGET ASSIGNMENT FUNCTION]

- Vehicle-to-target distance: $d_{ij} = \left\| x_j - y_i \right\|$

- Relative distance: $$\delta_{ij} = \frac{d_{ij}}{\sum_{m=1}^{M} d_{im}}$$

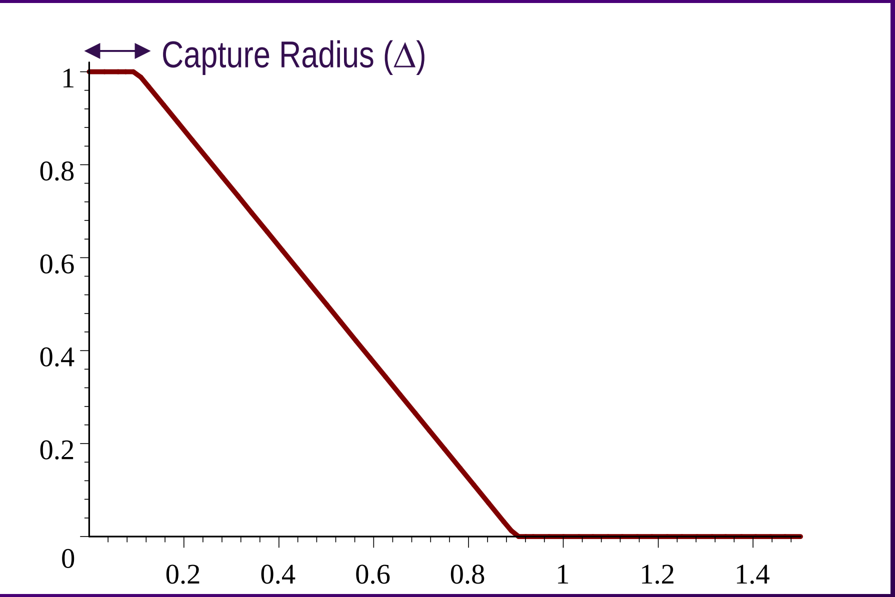
- Target assignment function $q_{ij}(\delta_{ij})$:

Monotonically non-increasing and s.t.

$$q_{ij}(0) = 1, \quad q_{ij}(1) = 0$$

- A example of q_{ij} function $(M=2)$:

$$q_{ij}(\delta_{ij}) = \begin{cases} 1 & \text{if } \delta_{ij} \le \Delta \\ \dfrac{1}{1-2\Delta}\left[(1-\Delta)-\delta_{ij}\right] & \text{if } \Delta < \delta_{ij} \le 1-\Delta \\ 0 & \text{otherwise} \end{cases}$$

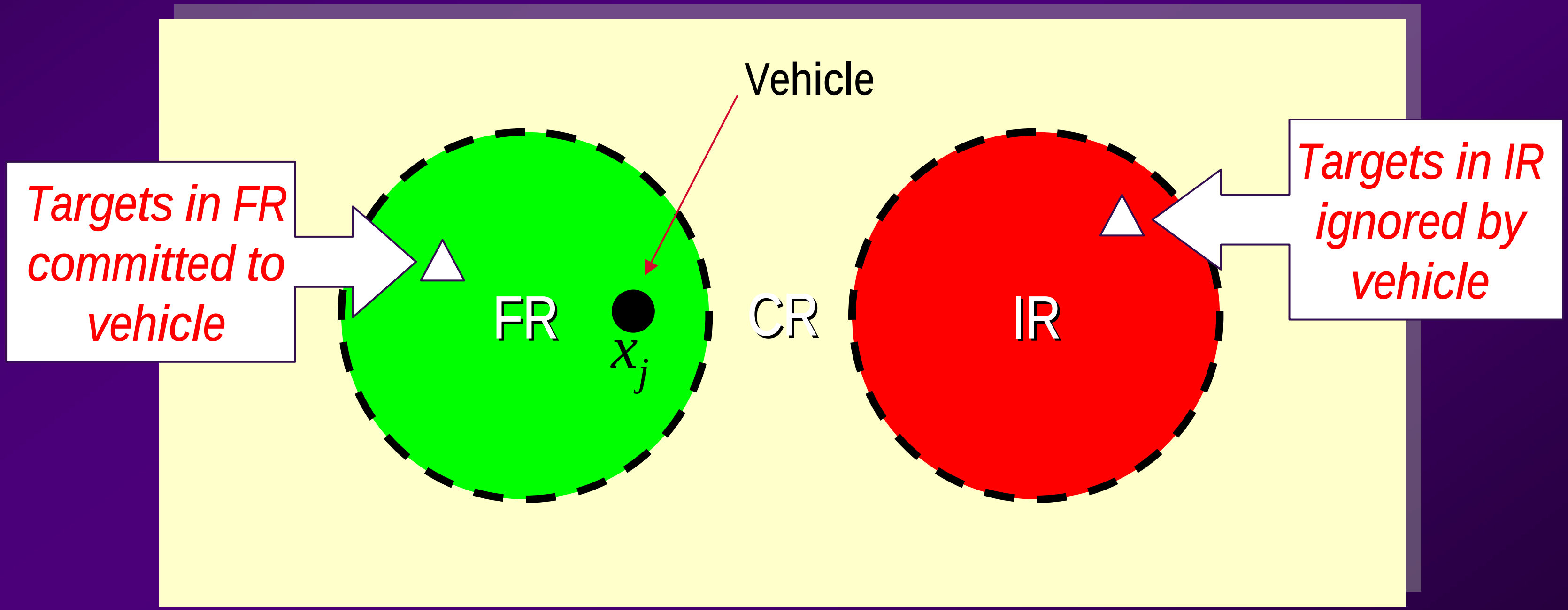


THE FUNCTION q_{ij}

CONTINUED

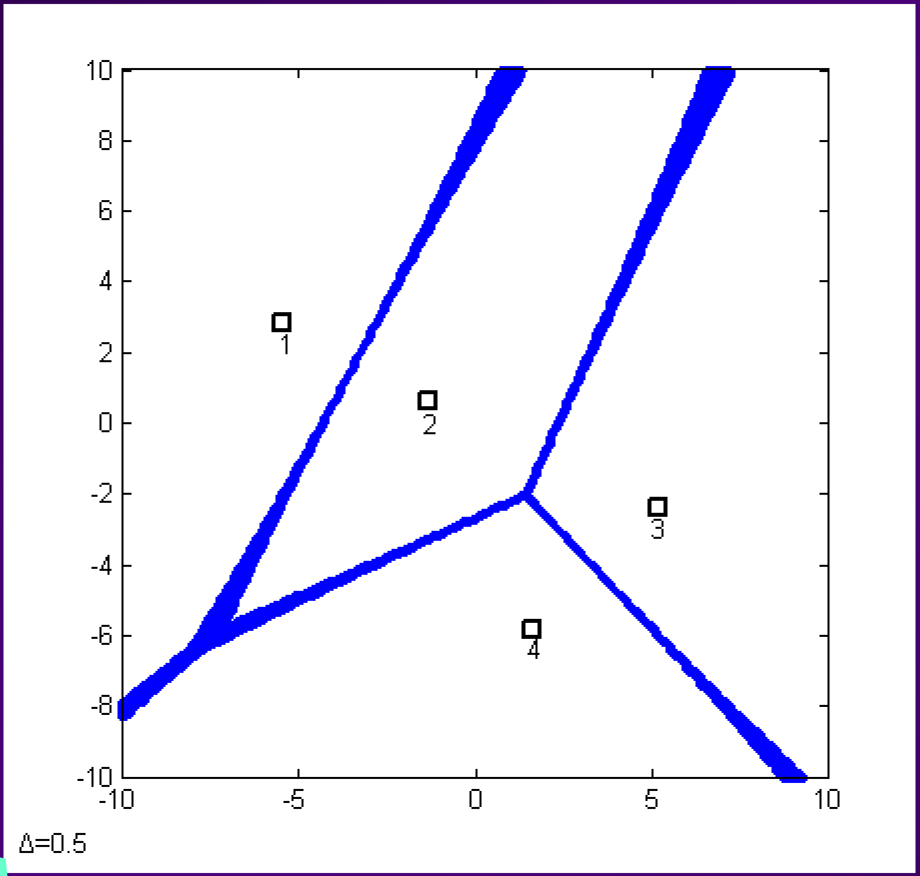
$q_{ij}(t)$ defines *DYNAMIC RESPONSIBILITY REGIONS* for vehicle j

- S_j – Full Responsibility Region (FR) $\quad \delta_{ij} \leqslant \Delta$
- C_j – Cooperative Region (CR) $\quad \Delta < \delta_{ij} \leqslant 1-\Delta$
- I_j – Invisibility Region (IR) $\quad \delta_{ij} > 1-\Delta$



THE FUNCTION q_{ij}

CONTINUED



Voronoi partition

Partition of a plane with into n convex polygons such that each polygon contains exactly one point and every point in a given polygon is closer to its central point than to any other.

What happens as parameter Δ increases ?

2-VEHICLE CASE – DYNAMIC PARTITIONING

Possible Target Location

Vehicle Locations

II: Only vehicle 1 goes to target

III: Both vehicles go to target

IV: Only vehicle 2 goes to target (1 is repelled !)

PLANNING AND ACTION HORIZONS

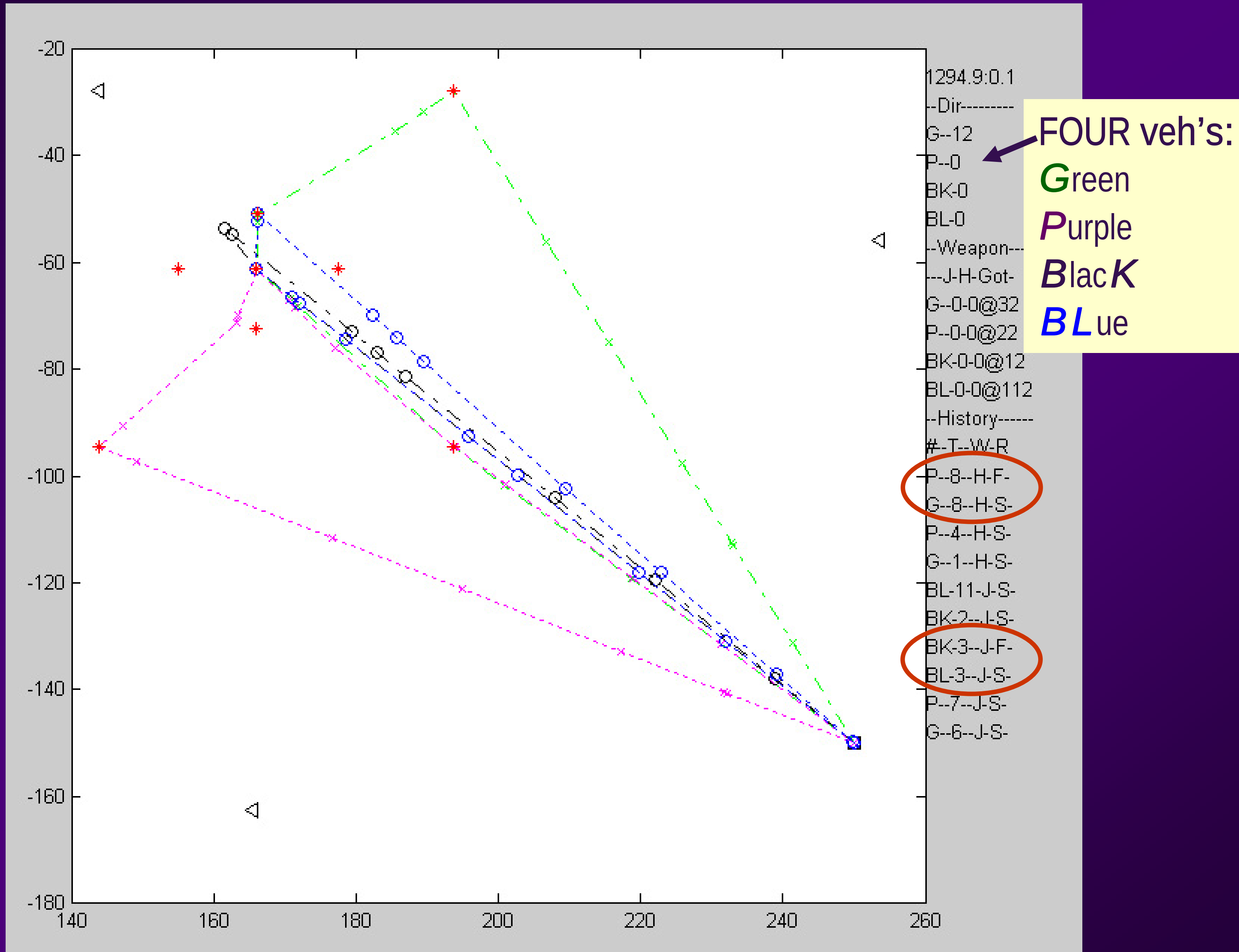
PLANNING Horizon ***H(t)***:

$$H(t) = d_{\min}(t) \equiv \min_{i,j} d_{ij}(t)$$

ACTION Horizon ***h(t)***:

$$h(t) = \alpha_H + \beta_H H(t), \quad \alpha_H \geq 0, \quad 0 \leq \beta_H \leq 1$$

OR: Whenever next EVENT occurs


1294.9:0.1
--Dir---------
G--12
P--0
BK-0
BL-0
--Weapon---
---J-H-Got-
G--0-0@32
P--0-0@22
BK-0-0@12
BL-0-0@112
--History------
#--T--W-R
P--8--H-F-
G--8--H-S-
P--4--H-S-
G--1--H-S-
BL-11-J-S-
BK-2--J-S-
BK-3--J-F-
BL-3--J-S-
P--7--J-S-
G--6--J-S-
-20
-40
-60
-80
-100
-120
-140
-160
-180
140
160
180
200
220
240
260
FOUR veh's:
Green
Purple
BlacK
BLue

TARGET ASSIGNMENT

MAIN IDEA IN CRH APPROACH:

Replace complex *Discrete Stochastic Optimization* problem by a sequence of simpler *Continuous Optimization* problems

But how do we guarantee that vehicles ultimately head for the desired DISCRETE TARGET POINTS?

- TARGETS: y_i
- UAVs: x_j

DEFINITION: Vehicle trajectory $\mathbf{x}(t) = [x_1(t), \ldots, x_M(t)]$ generated by a controller is *stationary*, if there exists some $t_V < \infty$, such that $\left\| x_j(t_v) - y_i \right\| \leq s_i$ for some $i = 1, \ldots, N$, $j = 1, \ldots, M$.

Target Size

QUESTION:

Under what conditions is a CRH-generated trajectory stationary ?

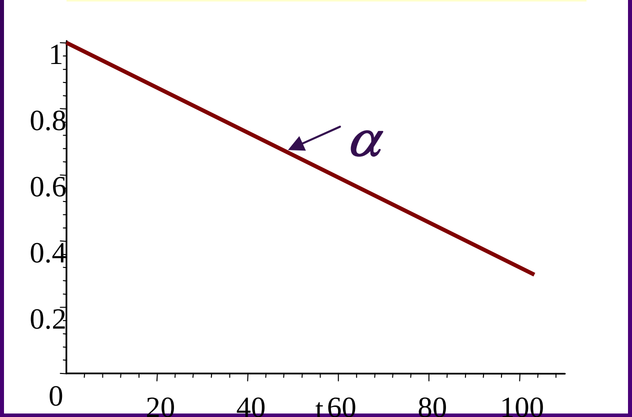
Recall objective function:

$$\max_{\mathbf{u}} \sum_{i=1}^{M}\sum_{j=1}^{N} R_i \phi_i(\tau_{ij}) p_{ij}(\tau_{ij}) q_{ij}(t_k+H_k) - \sum_{i=1}^{M}\sum_{j=1}^{N} C_j r_{ij}(t_k+H_k)$$

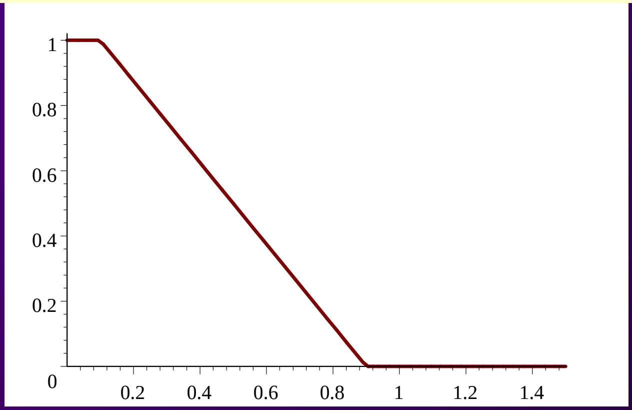
$$\phi_i(t) = 1 - \frac{\alpha}{T} t \qquad t \in [0, T]$$

$p_{ij}=1$

$r_{ij}=0$



$$q_{ij}(\delta_{ij}) = \begin{cases} 1 & \text{if } j \in B_i, \delta_{ij} \le \Delta \\ \frac{1}{1-2\Delta}\left[(1-\Delta)-\delta_{ij}\right] & \text{if } j \in B_i, \Delta < \delta_{ij} \le 1-\Delta \\ 0 & \text{otherwise} \end{cases}$$



STABILITY ANALYSIS

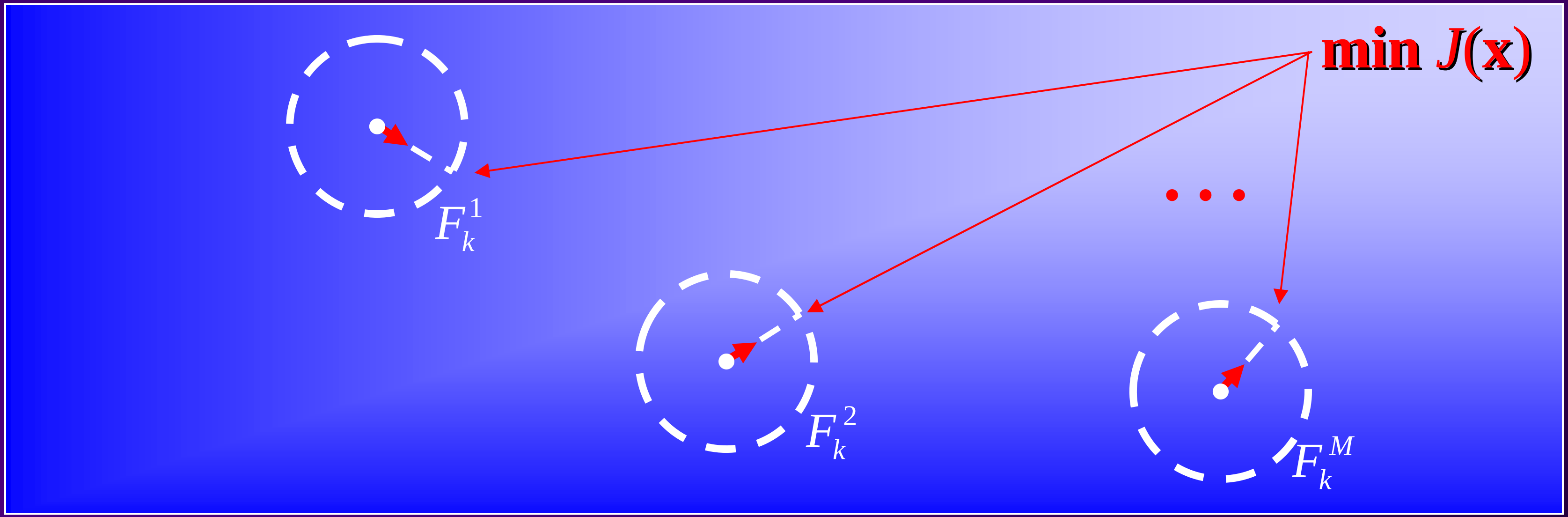
CONTINUED

Objective function reduces to: $$J(\mathbf{x}) = \sum_{i=1}^{N}\sum_{j=1}^{M} R_i \left\| x_j - y_i \right\| q_{ij}$$

CRH controller solves optimization problem:

$$\begin{cases} \min\limits_{\mathbf{x}\in F_k} J(\mathbf{x}) \\ F_k = \left\{ \mathbf{w} : \left\| w_j - x_j(t_k) \right\| = VH_k \right\} \end{cases}$$

i.e., minimize the potential function $J(x)$ over a set of M circles:



MAIN STABILITY RESULT

Local minima of $J(x)$: $x^l = (x_1^l, \ldots, x_M^l) \in \mathbf{R}^{2M}, \quad l = 1, \ldots, L$

Vector of vehicle positions
at ***k***th iteration of CRH controller: $\mathbf{x}_k$

Theorem: Suppose $H_k = \min_{i,j} d_{ij}(t_k)$.
If, for all $l = 1,\ldots,L$, $x_j^l = y_i$ for some $i = 1,\ldots,N$, $j = 1,\ldots,M$,
then $J(\mathbf{x}_k) - J(\mathbf{x}_{k+1}) > b$ ($b > 0$ is a constant).

⇓

If all local minima coincide with targets, the CRH-generated trajectory is stationary

MAIN STABILITY RESULT

QUESTION:

When do all local minima coincide with target points?

1 Vehicle, *N* targets

If there exists a y_i s.t. $R_i - \left\| \sum_{j=1, j \neq i}^{N} R_j \frac{y_i - y_j}{\|y_i - y_j\|} \right\| > 0$

2 Vehicles, 1 target

2 Vehicles, 2 targets

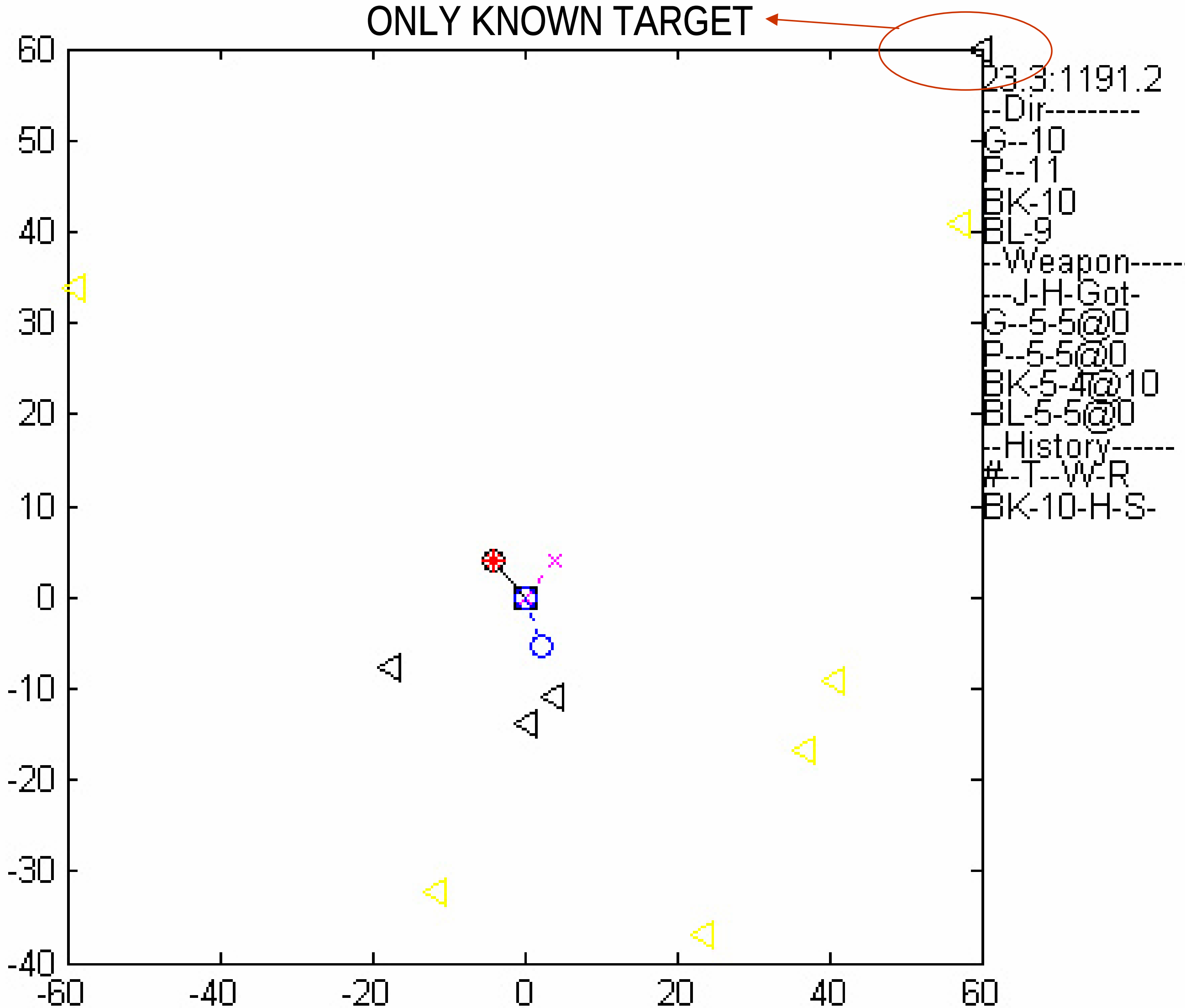
TO RECAP…

- Limited look-ahead – control optimizes expectation over "planning horizon"
- Control updates – *event-driven* (*events are deterministic or random*) or *time-driven* (*for a given "action horizon"*)
- Target assignment – done implicitly, not explicitly: *No combinatorial problem involved*
- Assignment + Routing + Path Control – all done together

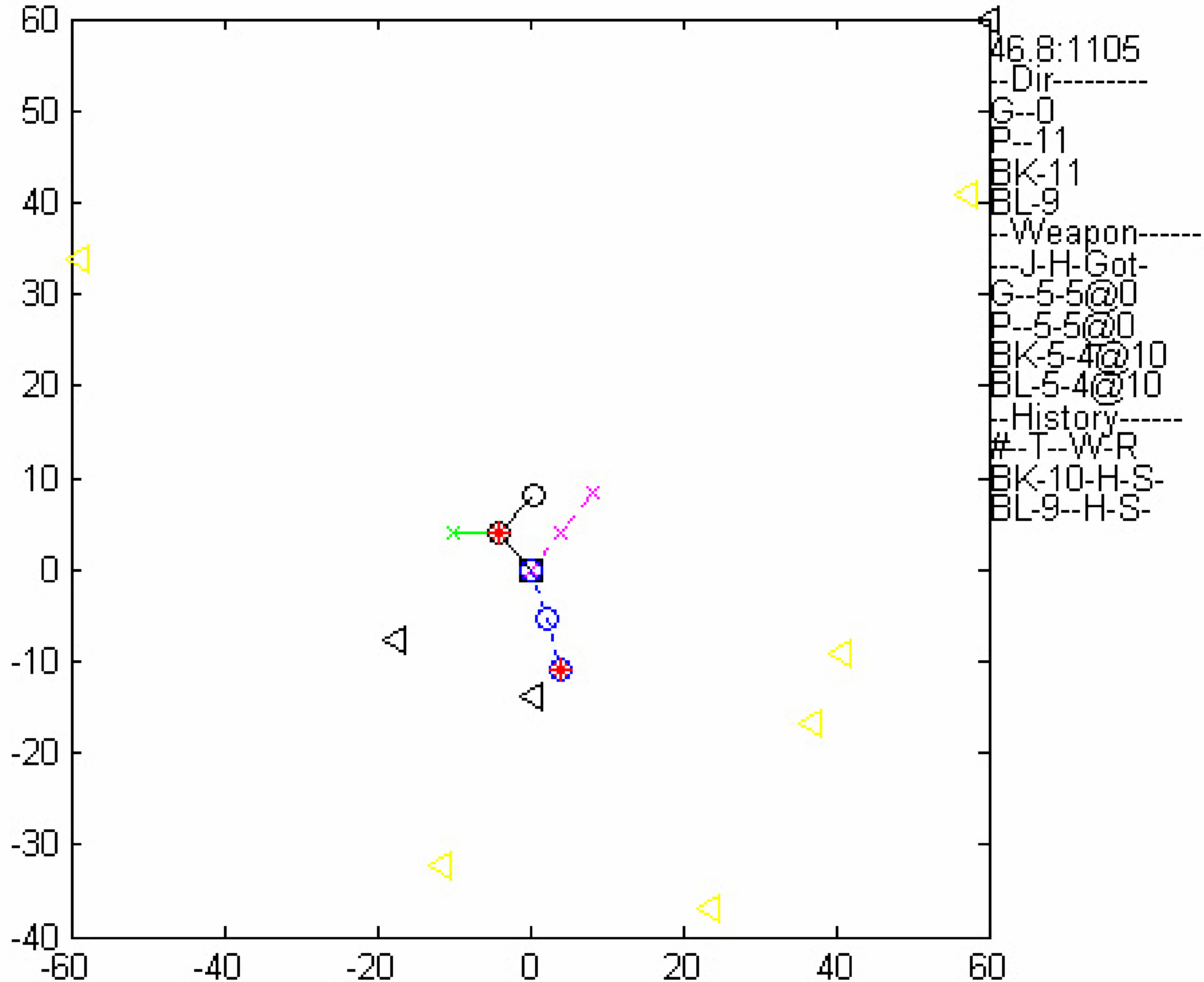
RH CONTROLLER FEATURES

CONTINUED

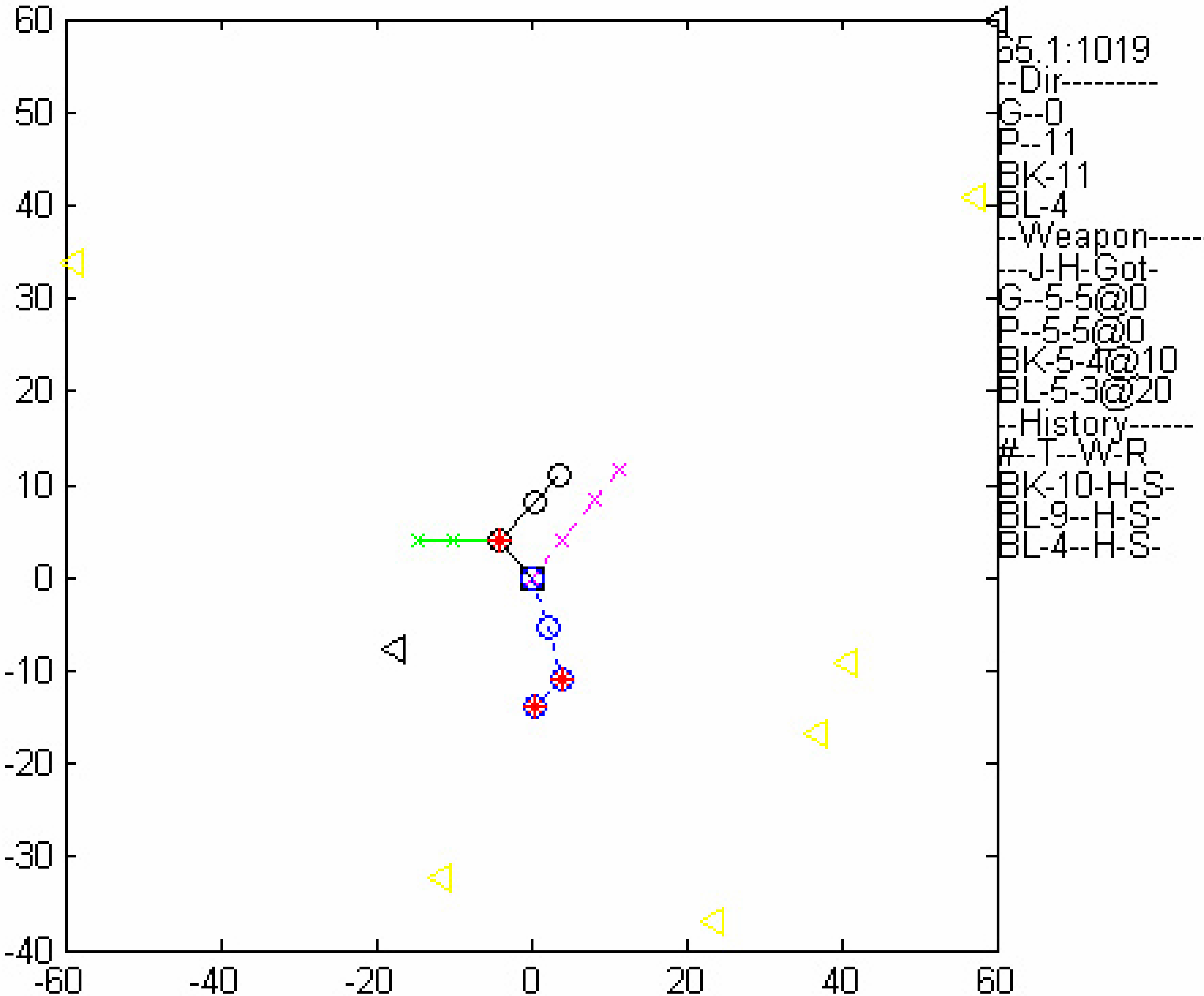
- Target values change – deadlines, target sequencing, return to base
- Vehicle capabilities change - resource depletion, failures, damage
- Threat capabilities change - radar on/off, threat damage
- Target locations change - new targets, moving targets
- Obstacle avoidance - targets with negative values
- Randomness - new control actions in response to random events
- Constraints – heading change, heading-dependent costs, sensing tasks

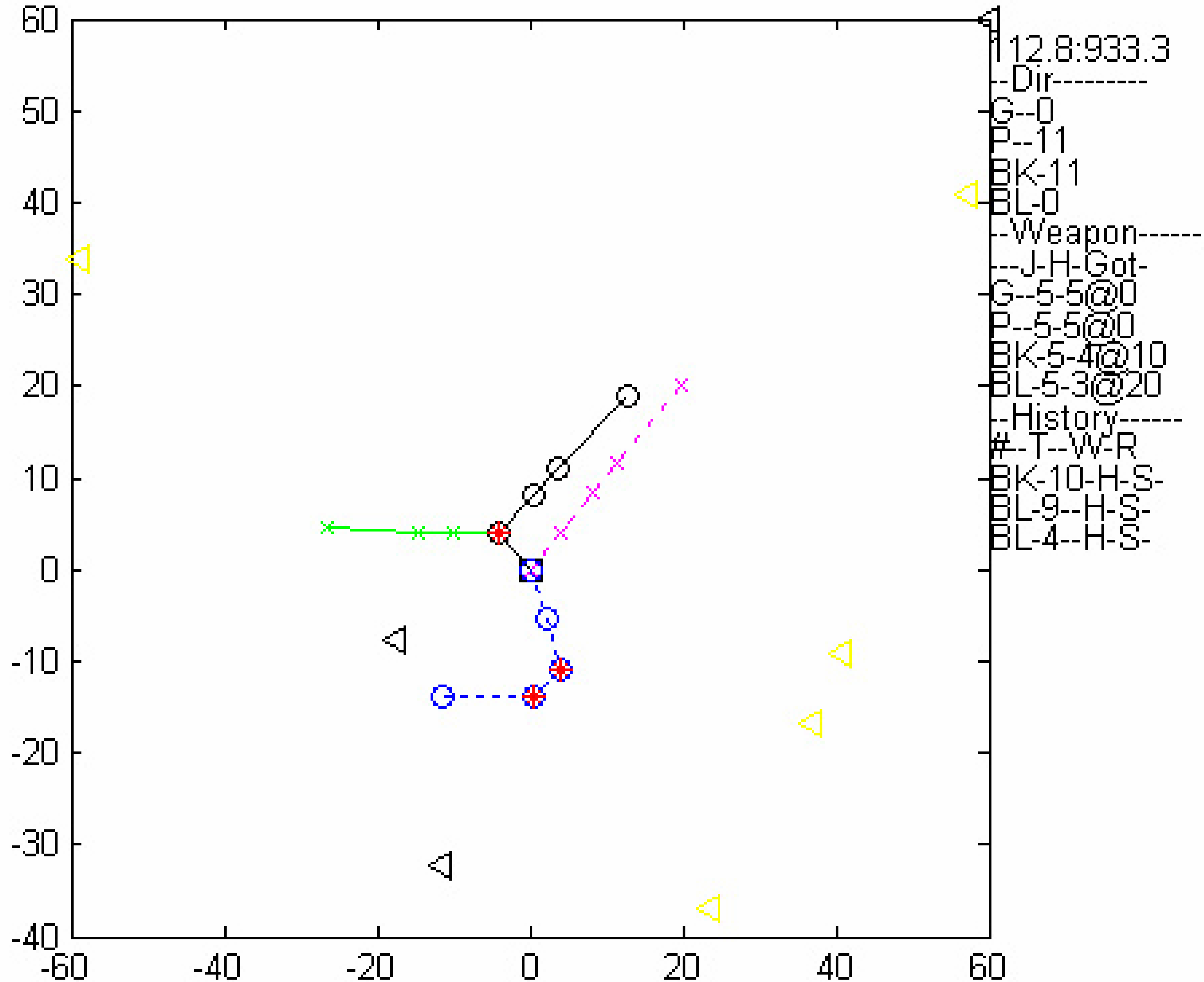


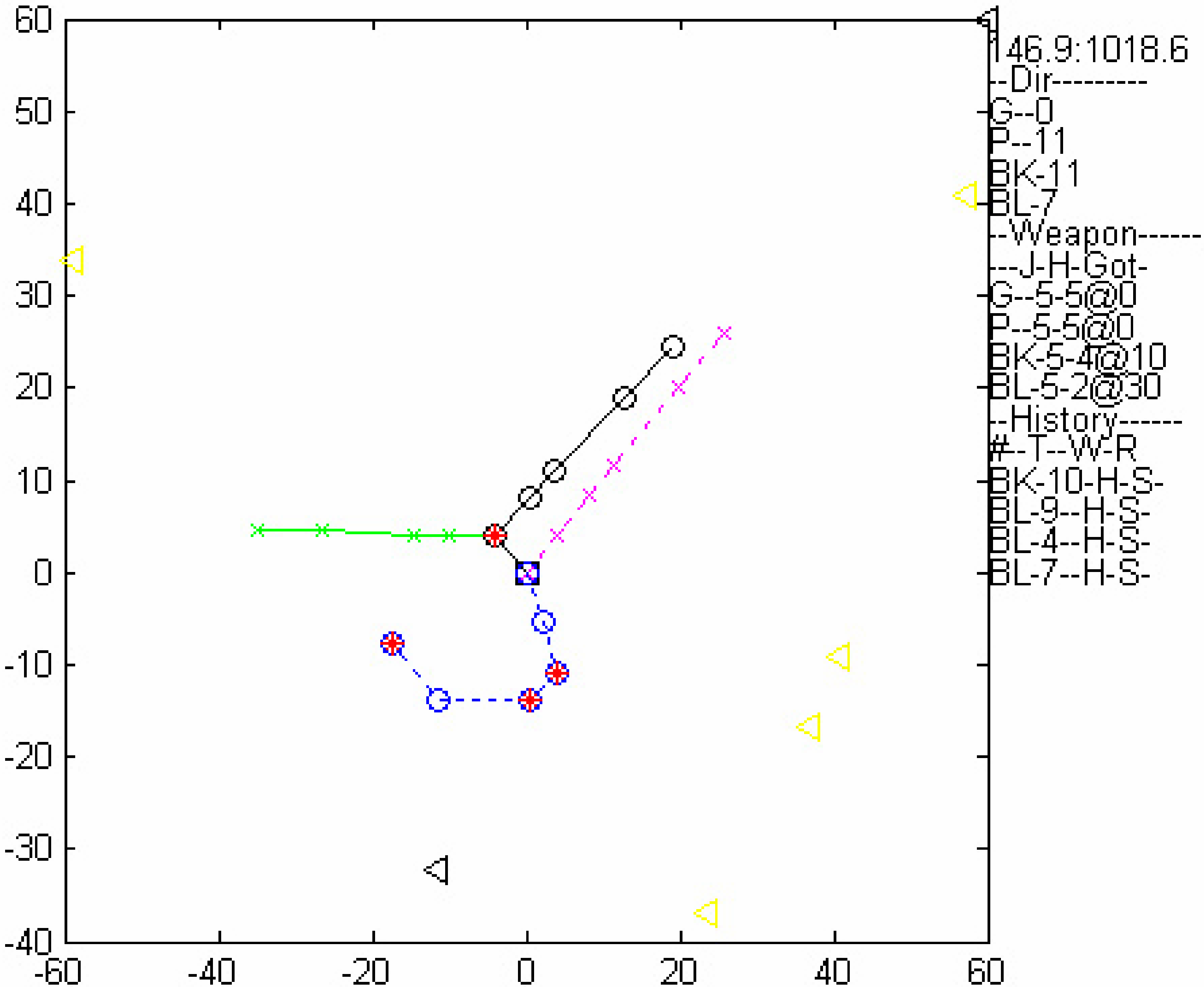
DETECTION RADIUS: 20

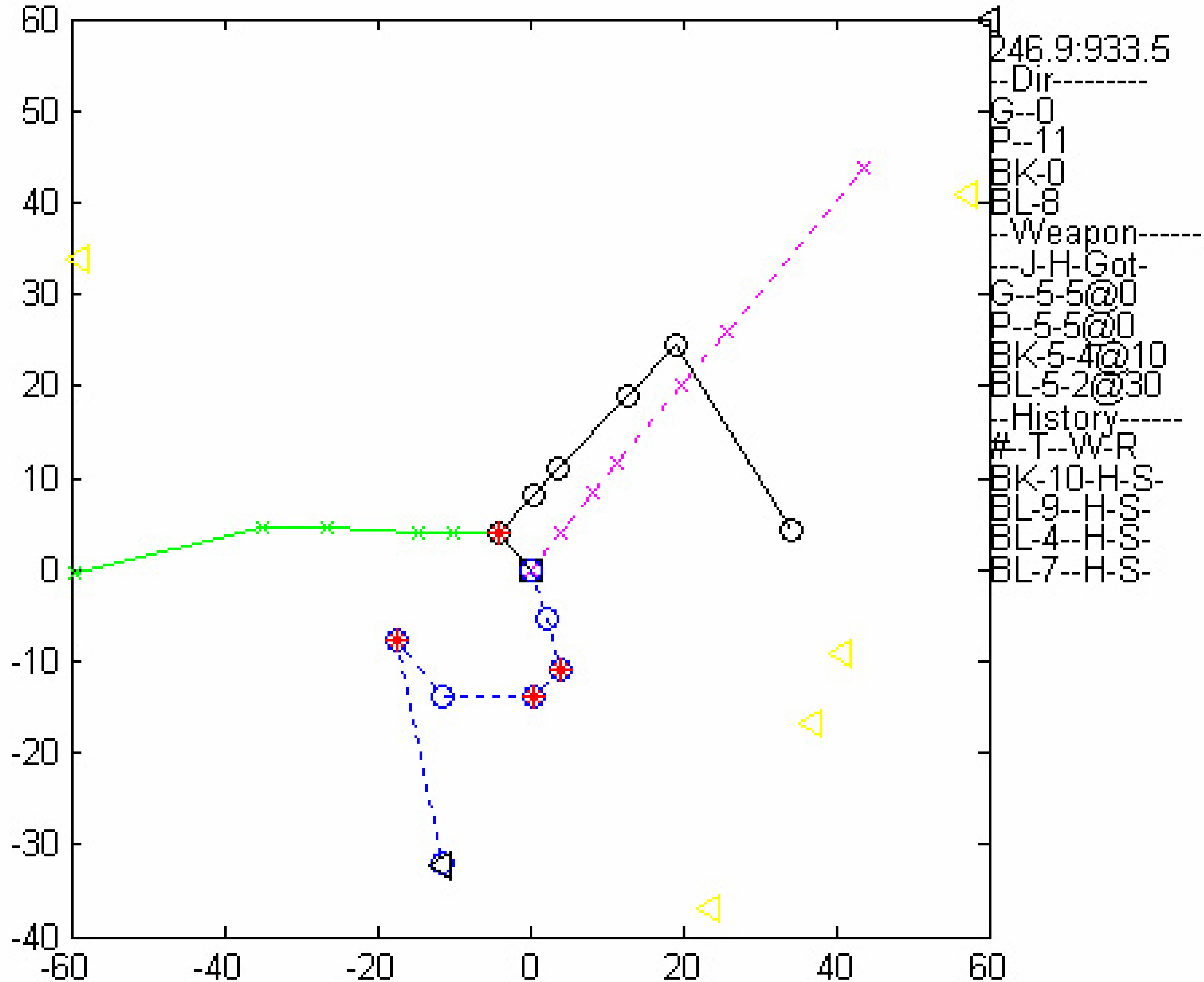


46.8:1105
--Dir---------
G--0
P--11
BK-11
BL-9
--Weapon------
---J-H-Got-
G--5-5@0
P--5-5@0
BK-5-4@10
BL-5-4@10
--History------
#--T--W-R
BK-10-H-S-
BL-9--H-S-

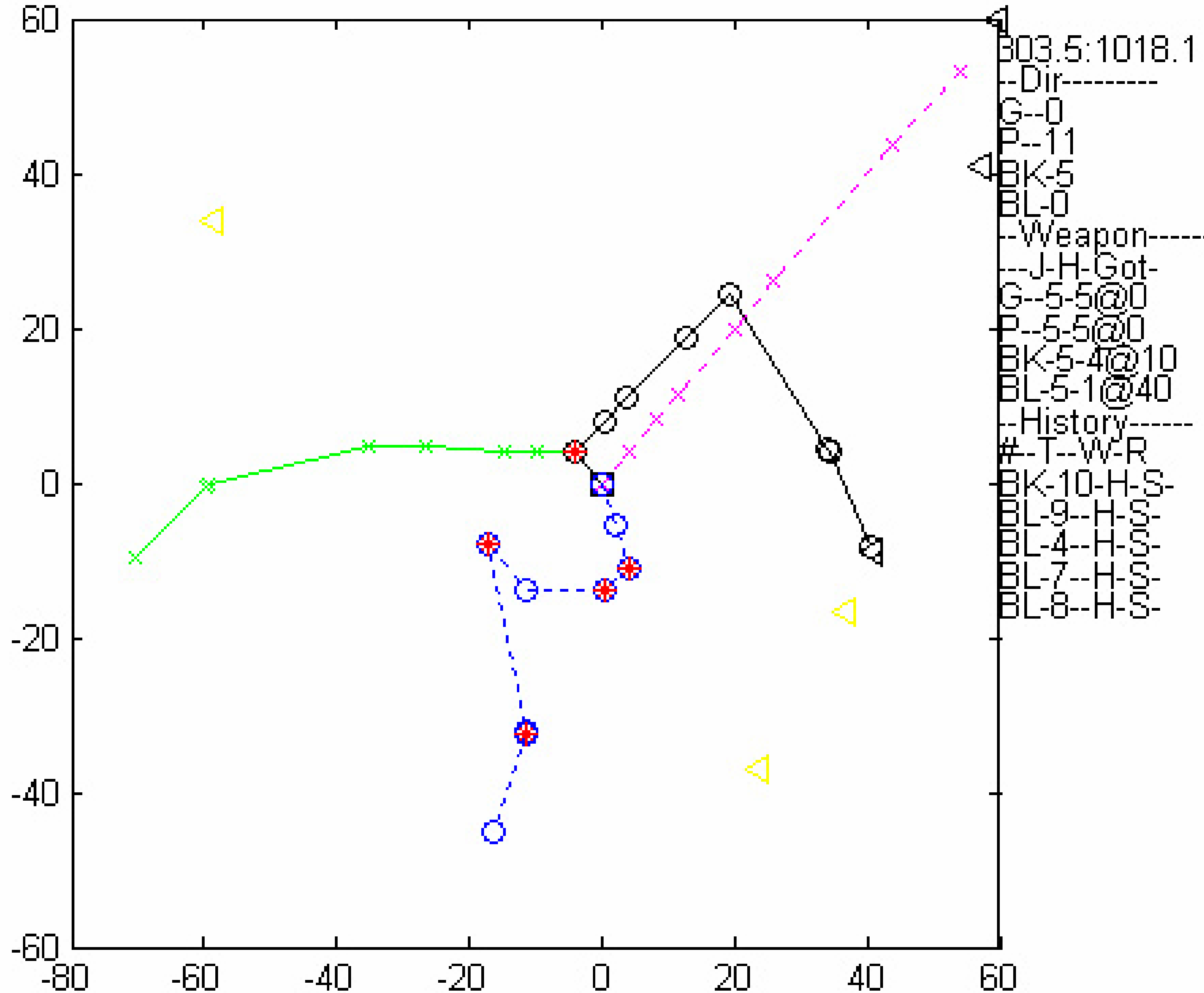

55.1:1019
--Dir---------
G--0
P--11
BK-11
BL-4
--Weapon------
---J-H-Got-
G--5-5@0
P--5-5@0
BK-5-4@10
BL-5-3@20
--History------
#--T--W-R
BK-10-H-S-
BL-9--H-S-
BL-4--H-S-
60
50
40
30
20
10
0
-10
-20
-30
-40
-60
-40
-20
0
20
40
60


60
50
40
30
20
10
0
-10
-20
-30
-40
-60
-40
-20
0
20
40
60
112.8:933.3
--Dir---------
G--0
P--11
BK-11
BL-0
--Weapon------
---J-H-Got-
G--5-5@0
P--5-5@0
BK-5-4@10
BL-5-3@20
--History------
#--T--W-R
BK-10-H-S-
BL-9--H-S-
BL-4--H-S-


146.9:1018.6
--Dir---------
G--0
P--11
BK-11
BL-7
--Weapon------
---J-H-Got-
G--5-5@0
P--5-5@0
BK-5-4@10
BL-5-2@30
--History------
#--T--W-R
BK-10-H-S-
BL-9--H-S-
BL-4--H-S-
BL-7--H-S-



246.9:933.5
--Dir---------
G--0
P--11
BK-0
BL-8
--Weapon------
---J-H-Got-
G--5-5@0
P--5-5@0
BK-5-4@10
BL-5-2@30
--History------
#--T--W-R
BK-10-H-S-
BL-9--H-S-
BL-4--H-S-
BL-7--H-S-


303.5:1018.1
--Dir---------
G--0
P--11
BK-5
BL-0
--Weapon------
---J-H-Got-
G--5-5@0
P--5-5@0
BK-5-4@10
BL-5-1@40
--History------
#--T--W-R
BK-10-H-S-
BL-9--H-S-
BL-4--H-S-
BL-7--H-S-
BL-8--H-S-
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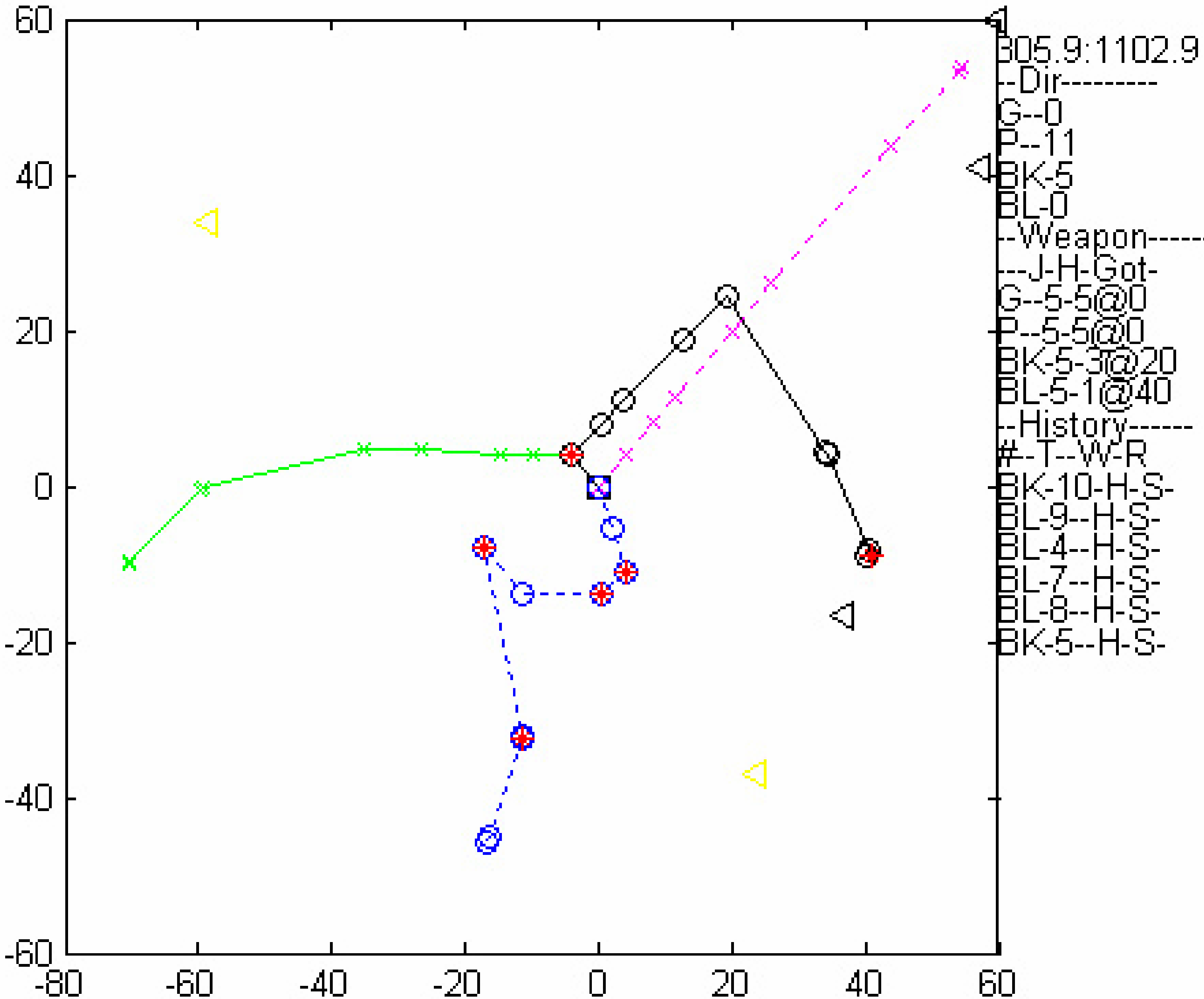
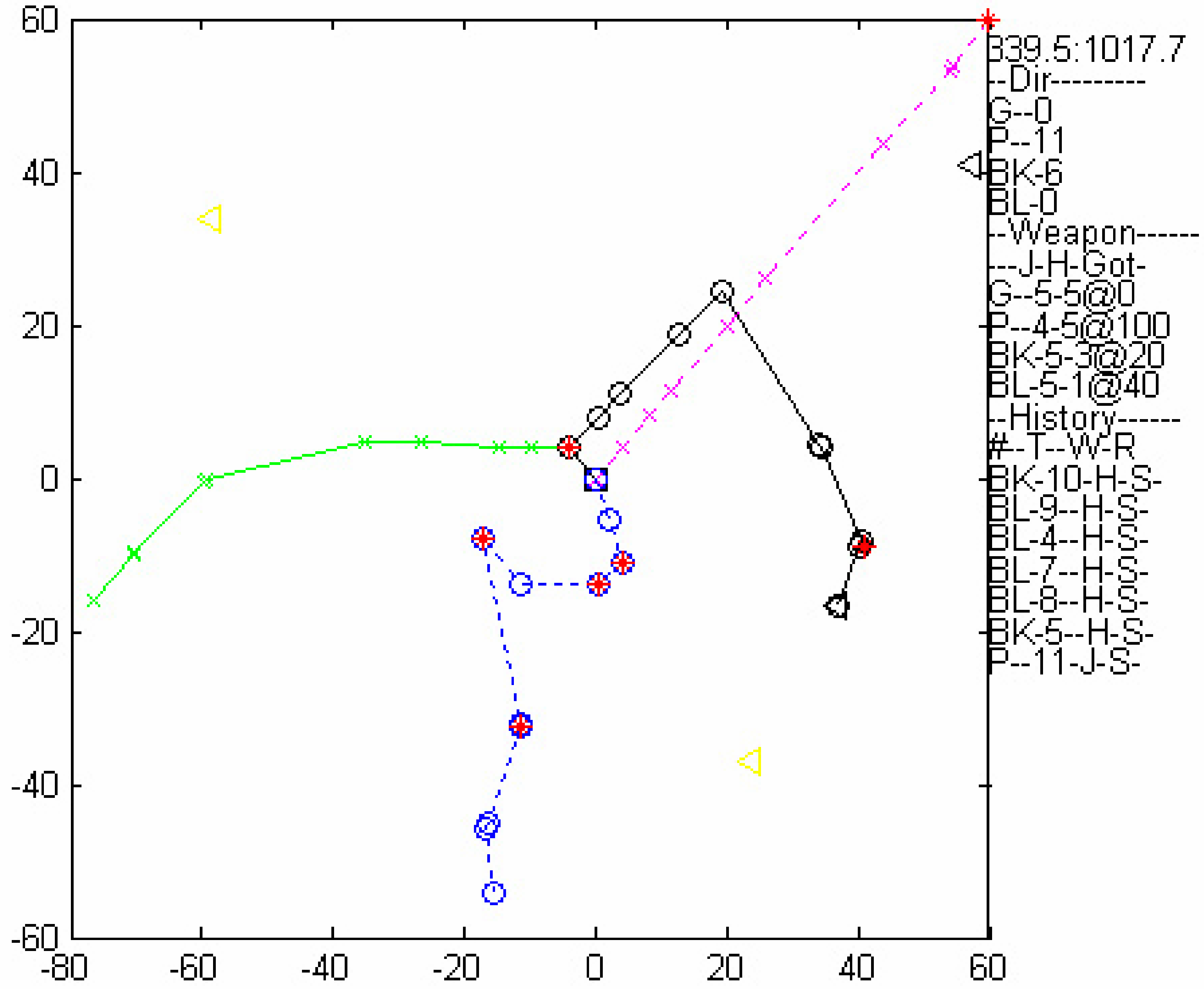
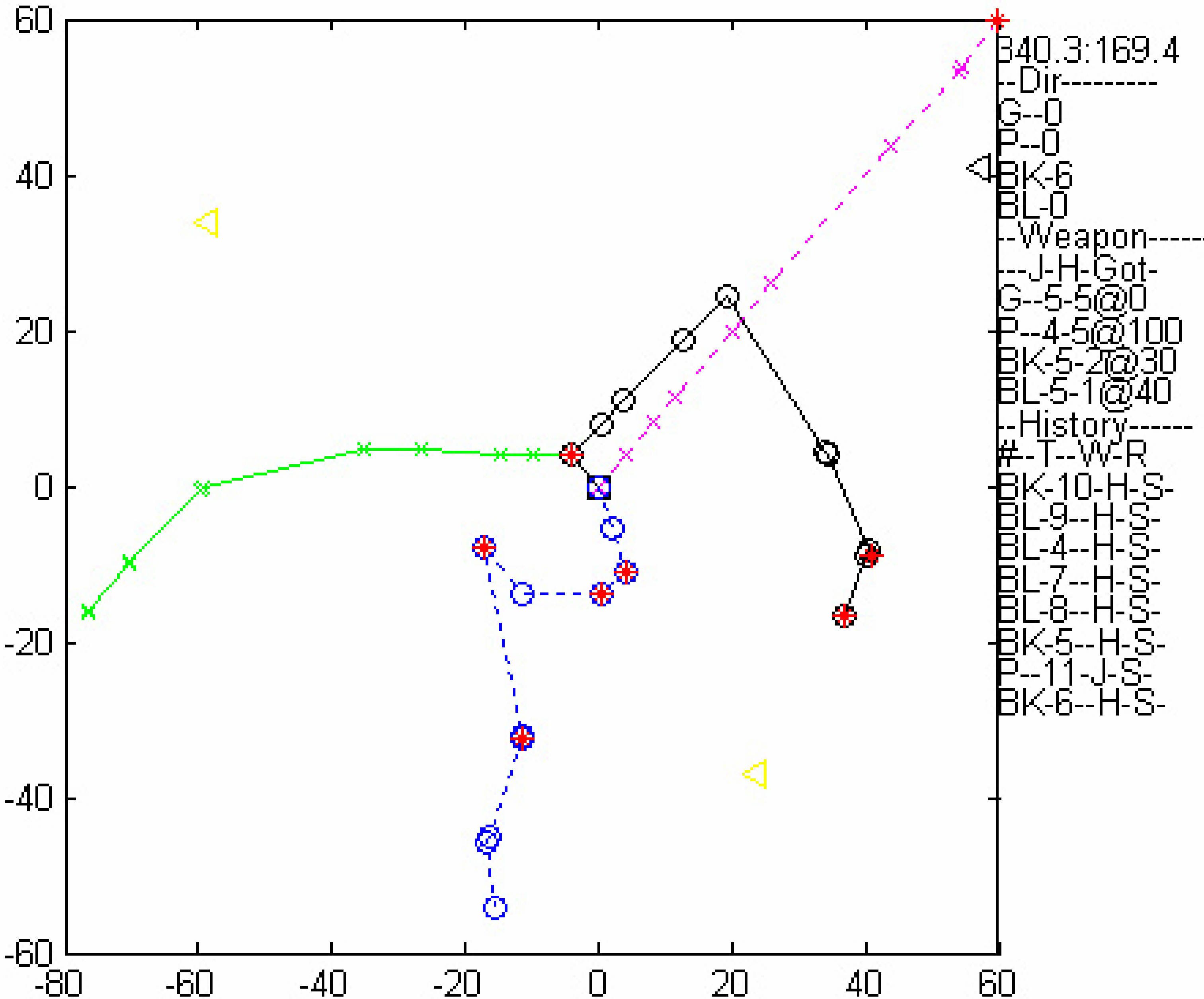
40
20
0
-20
-40
-60
-80
-60
-40
-20
0
20
40
60

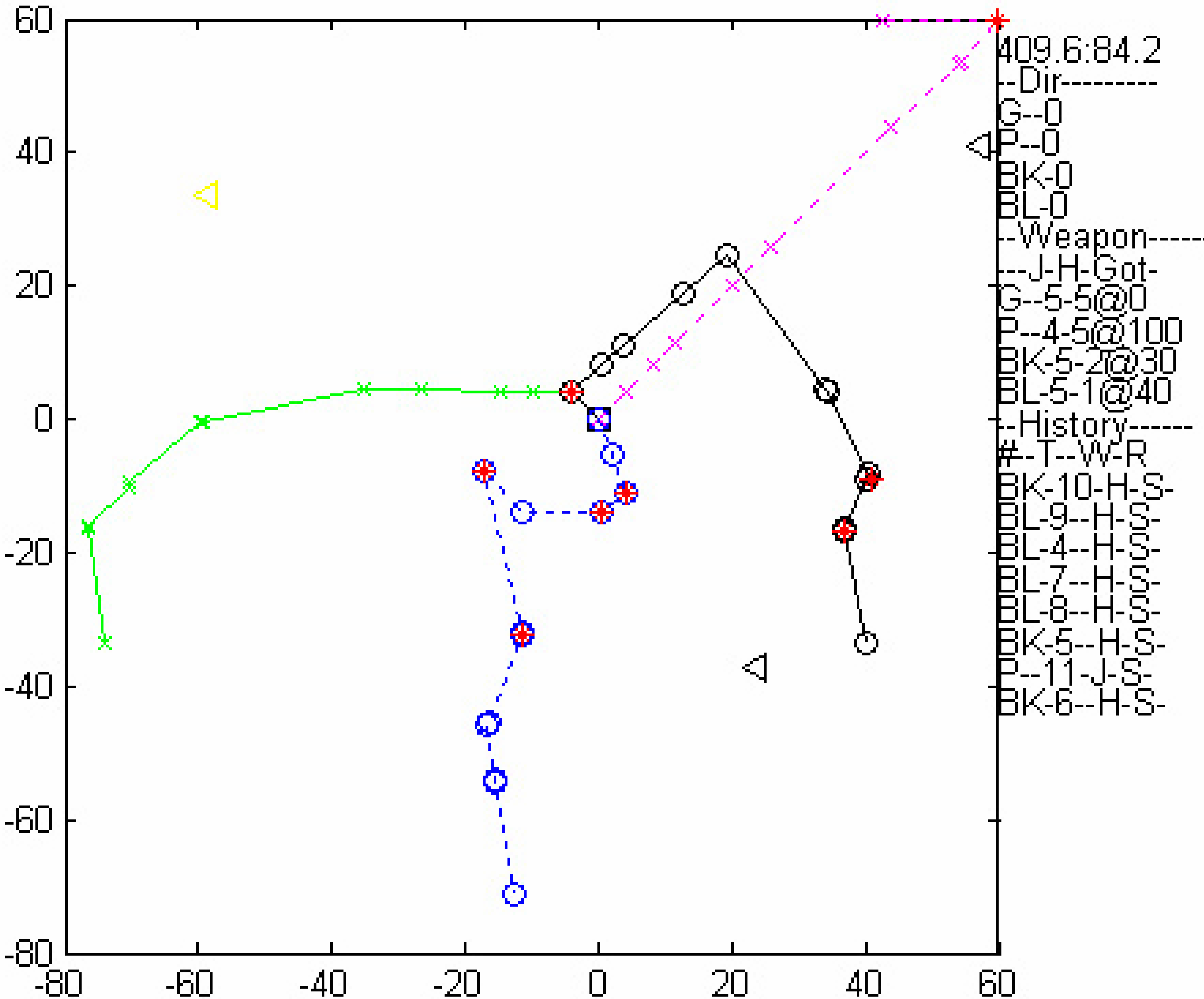


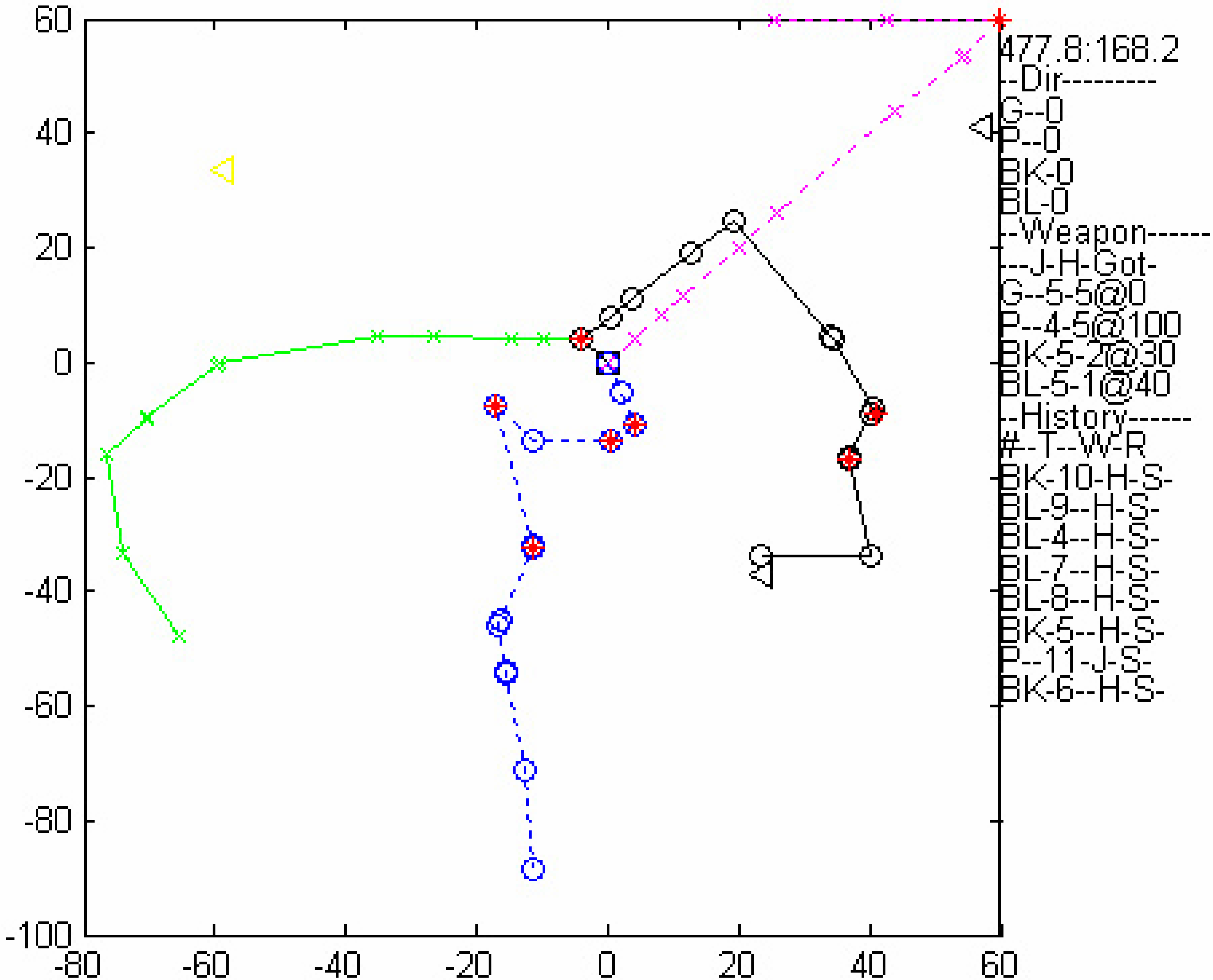
60
40
20
0
-20
-40
-60
-80
-60
-40
-20
0
20
40
60
305.9:1102.9
--Dir---------
G--0
P--11
BK-5
BL-0
--Weapon------
---J-H-Got-
G--5-5@0
P--5-5@0
BK-5-3@20
BL-5-1@40
--History------
#--T--W-R
BK-10-H-S-
BL-9--H-S-
BL-4--H-S-
BL-7--H-S-
BL-8--H-S-
BK-5--H-S-



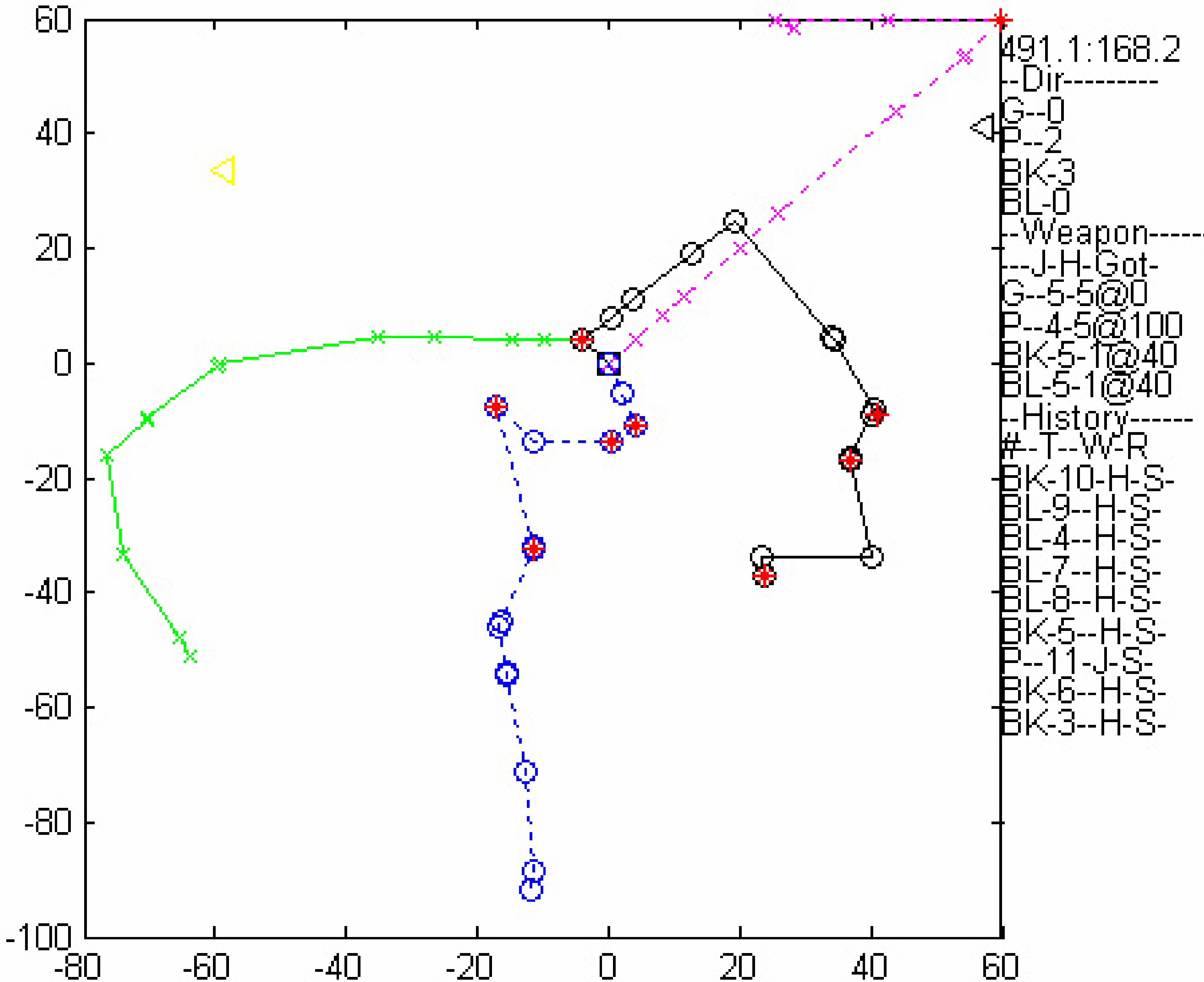
339.5:1017.7
--Dir---------
G--0
P--11
BK-6
BL-0
--Weapon------
---J-H-Got-
G--5-5@0
P--4-5@100
BK-5-3@20
BL-5-1@40
--History------
#--T--W-R
BK-10-H-S-
BL-9--H-S-
BL-4--H-S-
BL-7--H-S-
BL-8--H-S-
BK-5--H-S-
P--11-J-S-
60
40
20
0
-20
-40
-60
-80
-60
-40
-20
0
20
40
60


340.3:169.4
--Dir---------
G--0
P--0
BK-6
BL-0
--Weapon------
---J-H-Got-
G--5-5@0
P--4-5@100
BK-5-2@30
BL-5-1@40
--History------
#--T--W-R
BK-10-H-S-
BL-9--H-S-
BL-4--H-S-
BL-7--H-S-
BL-8--H-S-
BK-5--H-S-
P--11-J-S-
BK-6--H-S-
60
40
20
0
-20
-40
-60
-80
-60
-40
-20
0
20
40
60

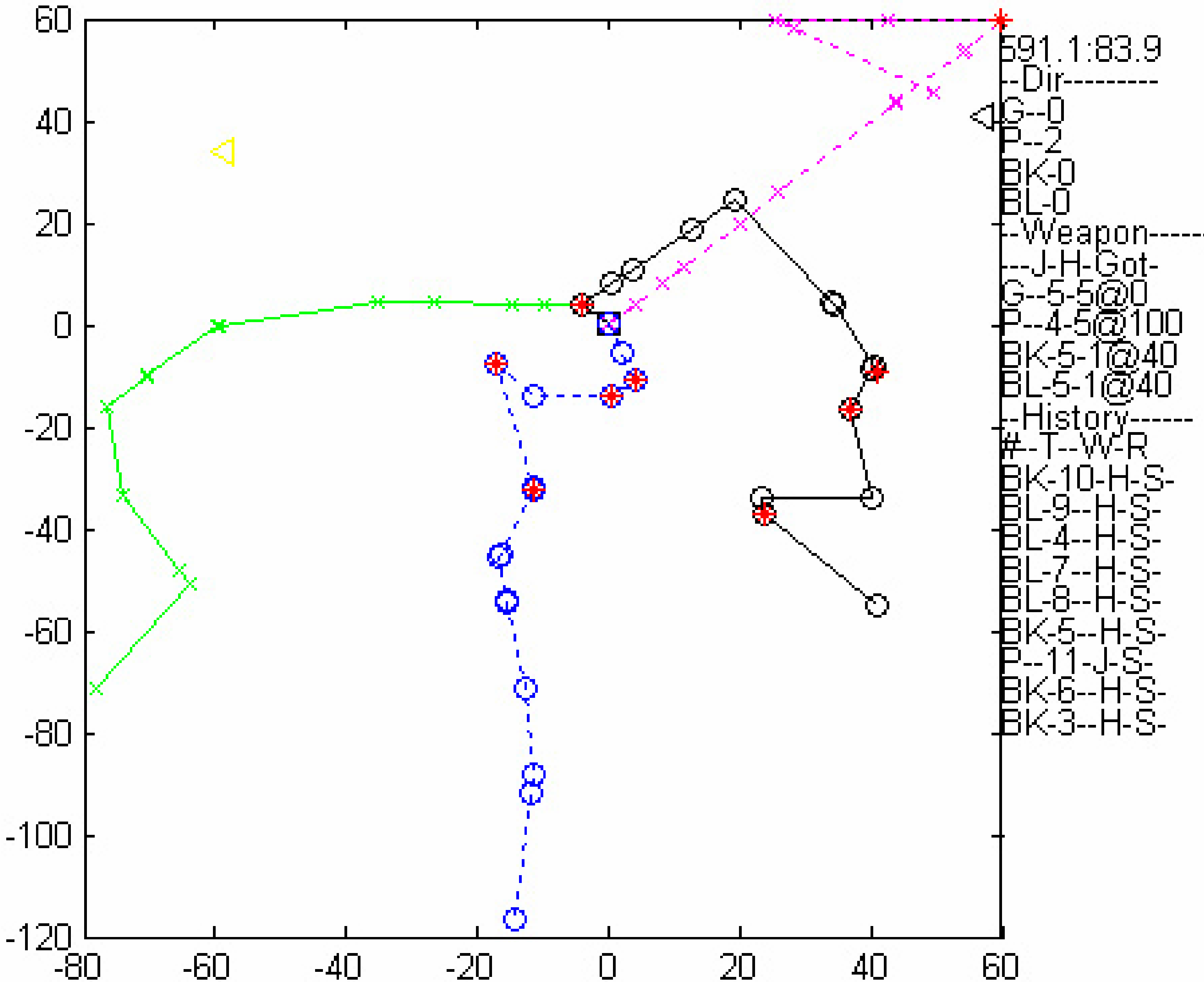

60
40
20
0
-20
-40
-60
-80
-80
-60
-40
-20
0
20
40
60
409.6:84.2
--Dir---------
G--0
P--0
BK-0
BL-0
--Weapon------
---J-H-Got-
G--5-5@0
P--4-5@100
BK-5-2@30
BL-5-1@40
--History------
#--T--W-R
BK-10-H-S-
BL-9--H-S-
BL-4--H-S-
BL-7--H-S-
BL-8--H-S-
BK-5--H-S-
P--11-J-S-
BK-6--H-S-



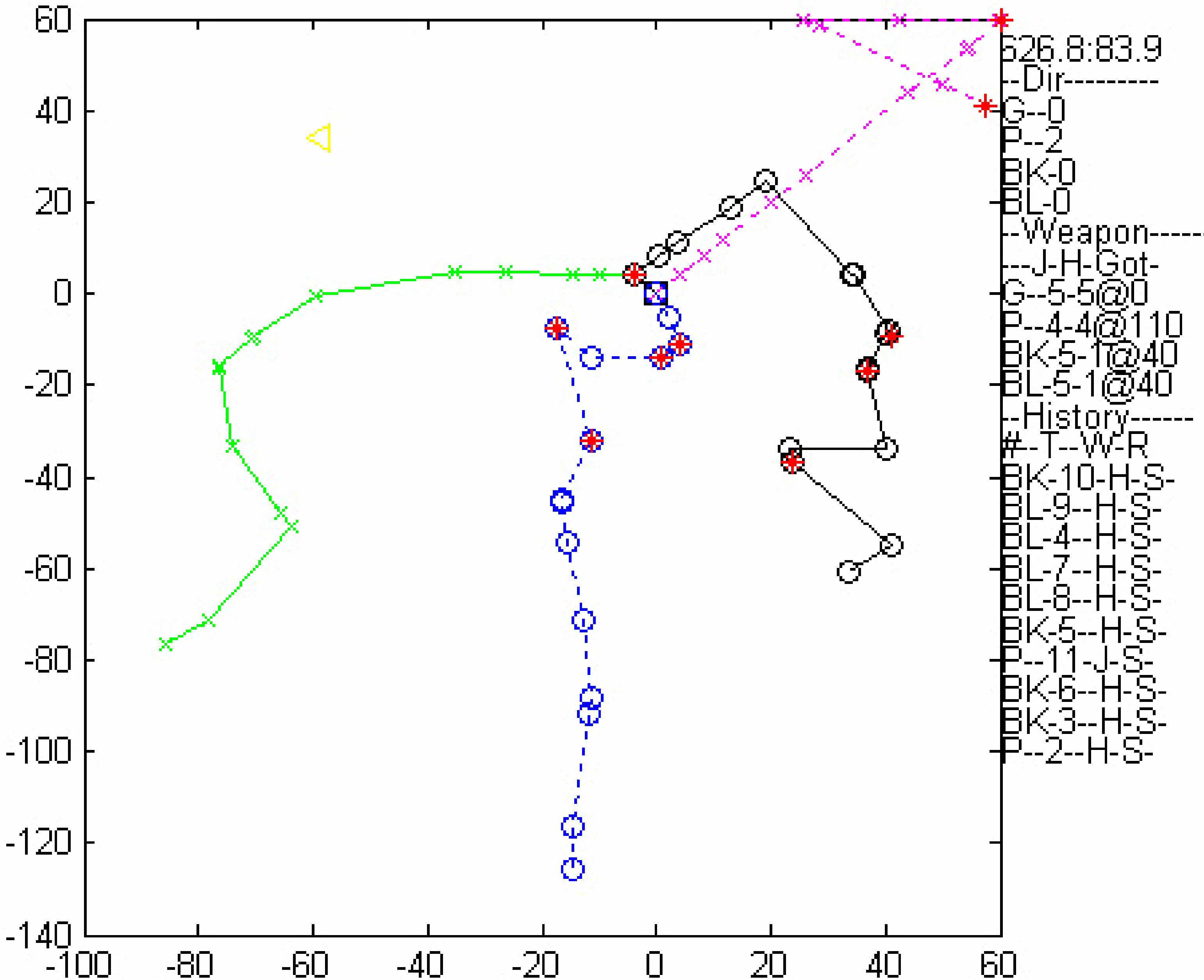
477.8:168.2
--Dir---------
G--0
P--0
BK-0
BL-0
--Weapon------
---J-H-Got-
G--5-5@0
P--4-5@100
BK-5-2@30
BL-5-1@40
--History------
#--T--W-R
BK-10-H-S-
BL-9--H-S-
BL-4--H-S-
BL-7--H-S-
BL-8--H-S-
BK-5--H-S-
P--11-J-S-
BK-6--H-S-
60
40
20
0
-20
-40
-60
-80
-100
-80
-60
-40
-20
0
20
40
60

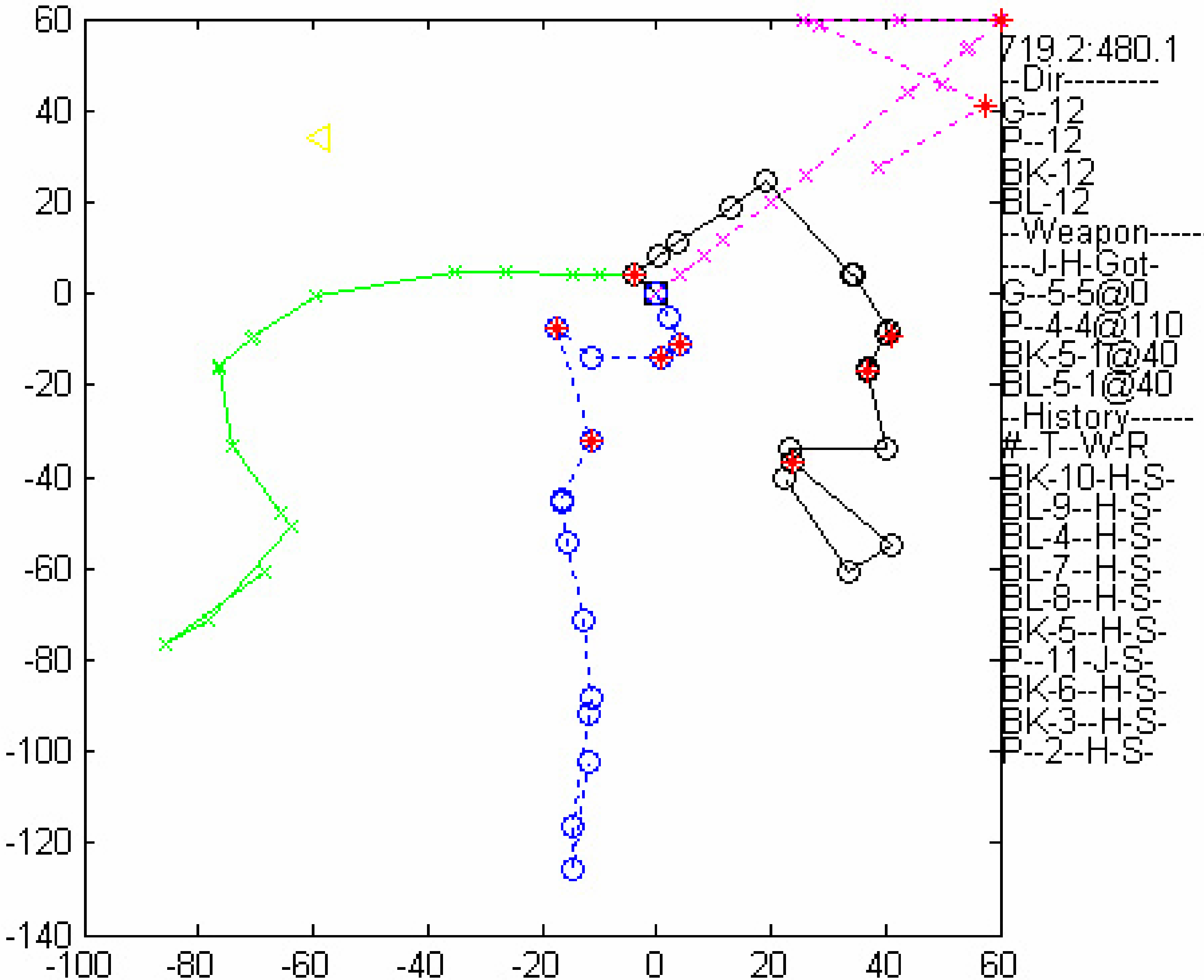


491.1:168.2
--Dir---------
G--0
P--2
BK-3
BL-0
--Weapon------
---J-H-Got-
G--5-5@0
P--4-5@100
BK-5-1@40
BL-5-1@40
--History------
#--T--W-R
BK-10-H-S-
BL-9--H-S-
BL-4--H-S-
BL-7--H-S-
BL-8--H-S-
BK-5--H-S-
P--11-J-S-
BK-6--H-S-
BK-3--H-S-
60
40
20
0
-20
-40
-60
-80
-100
-80
-60
-40
-20
0
20
40
60

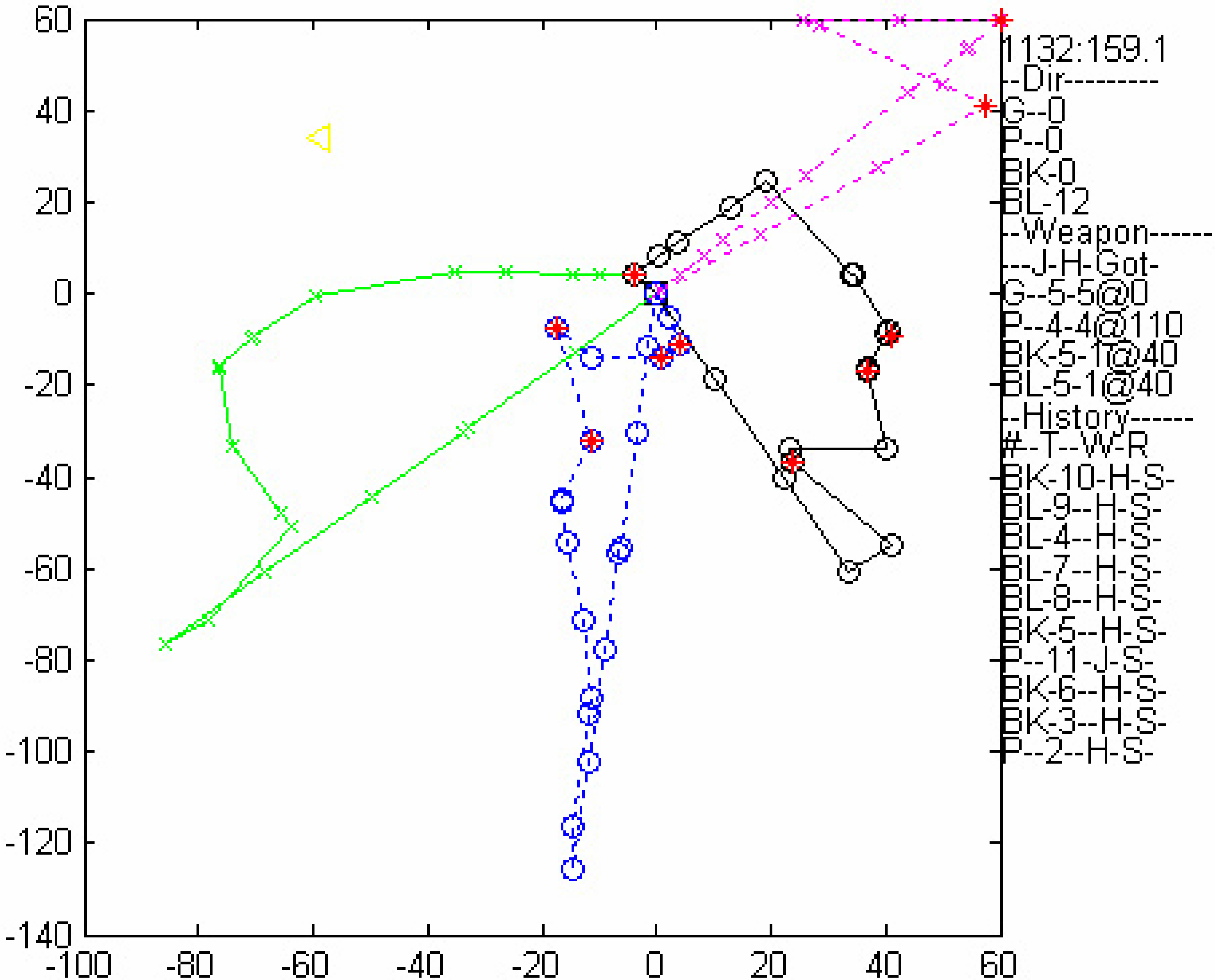


60
40
20
0
-20
-40
-60
-80
-100
-120
-80
-60
-40
-20
0
20
40
60
591.1:83.9
--Dir---------
G--0
P--2
BK-0
BL-0
--Weapon------
---J-H-Got-
G--5-5@0
P--4-5@100
BK-5-1@40
BL-5-1@40
--History------
#--T--W-R
BK-10-H-S-
BL-9--H-S-
BL-4--H-S-
BL-7--H-S-
BL-8--H-S-
BK-5--H-S-
P--11-J-S-
BK-6--H-S-
BK-3--H-S-


626.8:83.9
--Dir---------
G--0
P--2
BK-0
BL-0
--Weapon------
---J-H-Got-
G--5-5@0
P--4-4@110
BK-5-1@40
BL-5-1@40
--History------
#--T--W-R
BK-10-H-S-
BL-9--H-S-
BL-4--H-S-
BL-7--H-S-
BL-8--H-S-
BK-5--H-S-
P--11-J-S-
BK-6--H-S-
BK-3--H-S-
P--2--H-S-



719.2:480.1
--Dir---------
G--12
P--12
BK-12
BL-12
--Weapon------
---J-H-Got-
G--5-5@0
P--4-4@110
BK-5-1@40
BL-5-1@40
--History------
#--T--W-R
BK-10-H-S-
BL-9--H-S-
BL-4--H-S-
BL-7--H-S-
BL-8--H-S-
BK-5--H-S-
P--11-J-S-
BK-6--H-S-
BK-3--H-S-
P--2--H-S-
60
40
20
0
-20
-40
-60
-80
-100
-120
-140
-100
-80
-60
-40
-20
0
20
40
60



1132:159.1
--Dir---------
G--0
P--0
BK-0
BL-12
--Weapon------
---J-H-Got-
G--5-5@0
P--4-4@110
BK-5-1@40
BL-5-1@40
--History------
#--T--W-R
BK-10-H-S-
BL-9--H-S-
BL-4--H-S-
BL-7--H-S-
BL-8--H-S-
BK-5--H-S-
P--11-J-S-
BK-6--H-S-
BK-3--H-S-
P--2--H-S-
60
40
20
0
-20
-40
-60
-80
-100
-120
-140
-100
-80
-60
-40
-20
0
20
40
60

Construct *GRADIENT FIELD* instead of artificial potential field

$$F_{ij} = \frac{\partial J_i}{\partial x_j} = c_i(x_j) \cdot f_i^0(x_j)$$

$$c_i(x_j) = \begin{cases} 1 & \text{if } y_i \in S_j \\ q_{ij} - \dfrac{(1-\delta_{ij})(2\delta_{ij}-1)}{(1-2\Delta)} & \text{if } y_i \in C_j \\ 0 & \text{if } y_i \in I_j \end{cases}$$

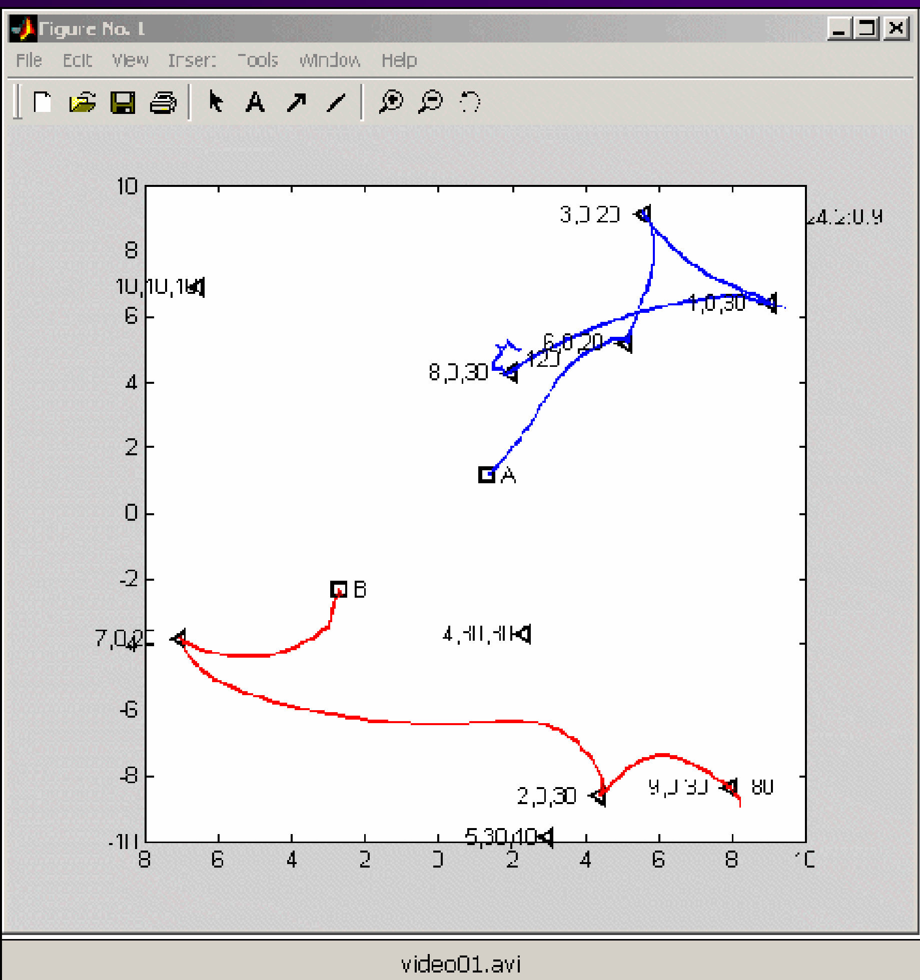
Cooperation coefficient

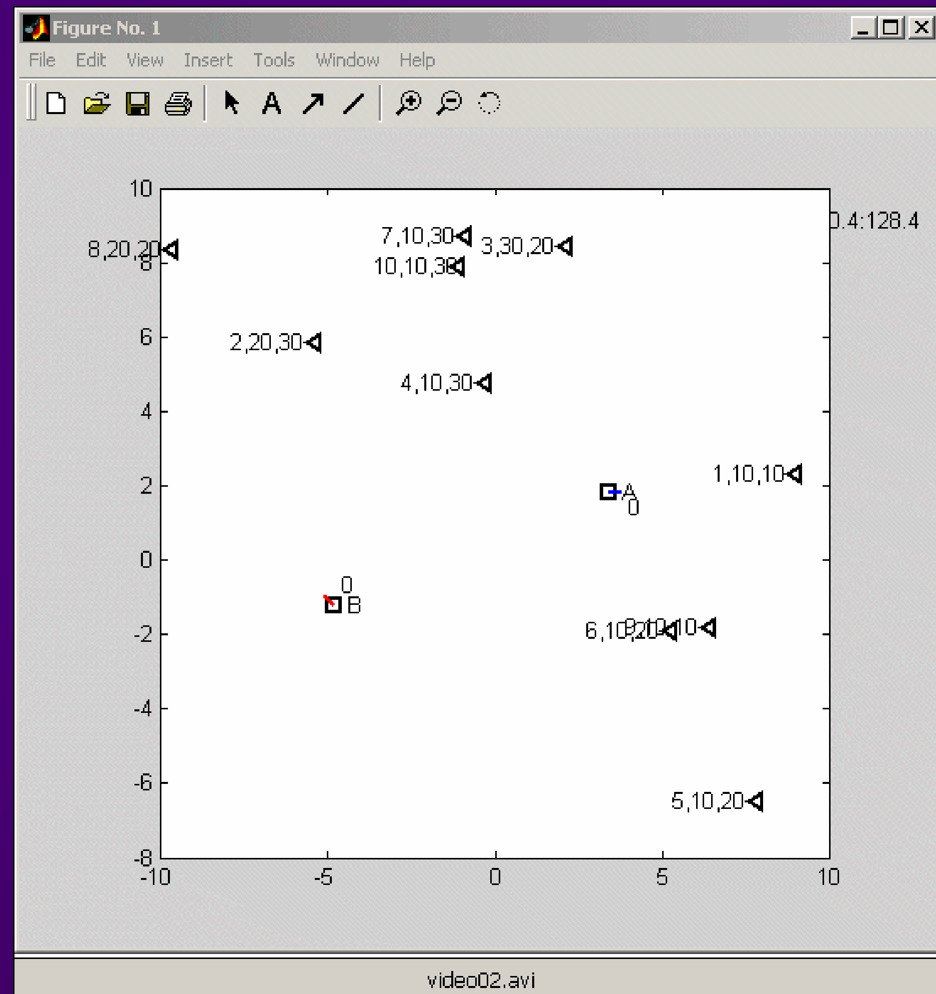
$$f_i^0(x_j) = \begin{cases} -\dfrac{R_i}{D_i} \dfrac{x_j - y_i}{\| x_j - y_i \|} & \text{if } x_j \neq y_i \\ 0 & \text{otherwise} \end{cases}$$

Force exerted by target i on vehicle j given that it is the only vehicle in the mission space

DISTRIBUTED COOPERATIVE CONTROL

- 2 examples (M=2, N=10)





OTHER ISSUES

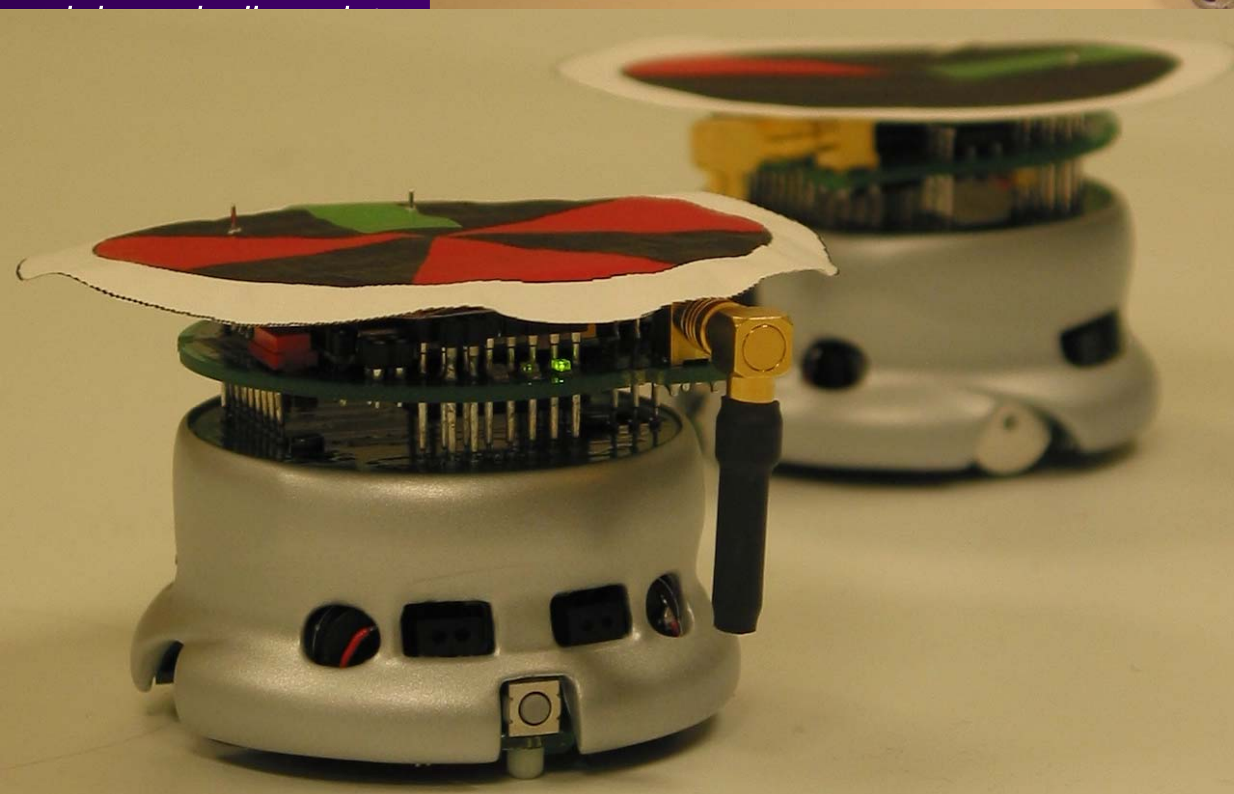
- Local optima in the CRH optimization problem
- Oscillatory vehicle behavior (*instabilities*)
- Additional path constraints
- Does CRH control generate optimal assignments?

REWARD MAXIMIZATION MISSION DEMO

MOVIES OF SUCH MISSIONS WITH SMALL ROBOTS:

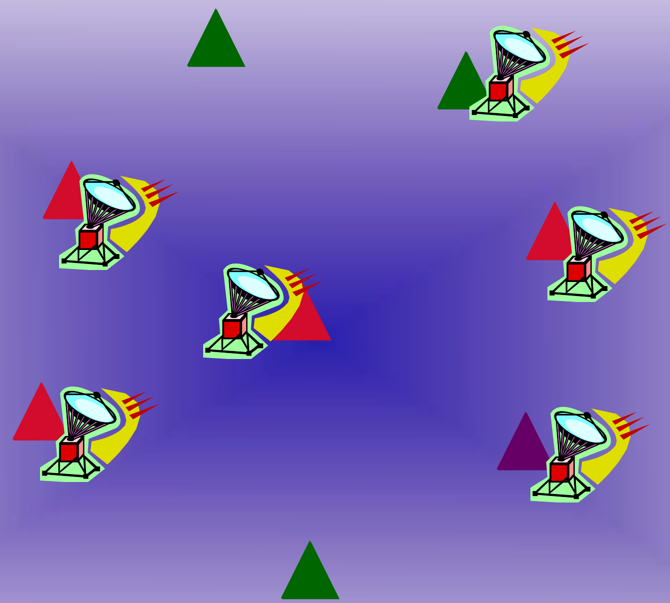
http://frontera.bu.edu/CoopCtrl.html

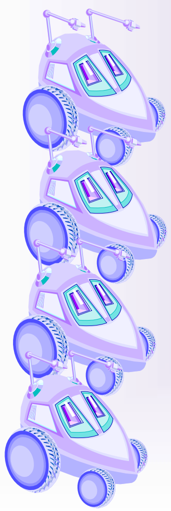
3 Khepera robots executing mission: visiting 8 targets with different rewards and deadlines. Robots communicate wirelessly



COVERAGE CONTROL MISSION

SENSOR FIELD WITH UNKNOWN DATA SOURCES
- ONLY DENSITY FUNCTION ASSUMED



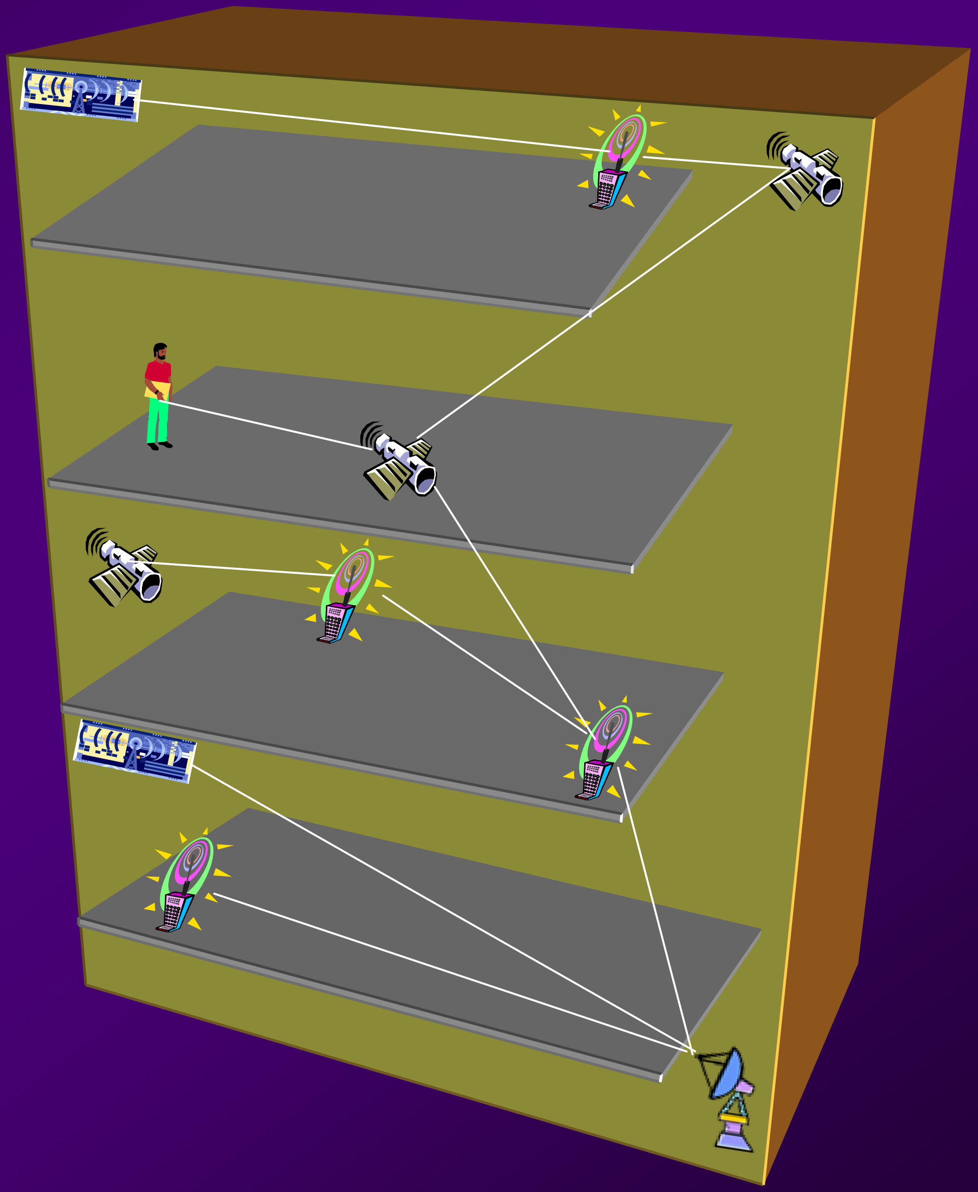


- *Meguerdichian et al, INFOCOM, 2001,*
- *Cortes et al, IEEE Trans. on Robotics and Auto., 2004*
- *Li and Cassandras, CDC, 2005*

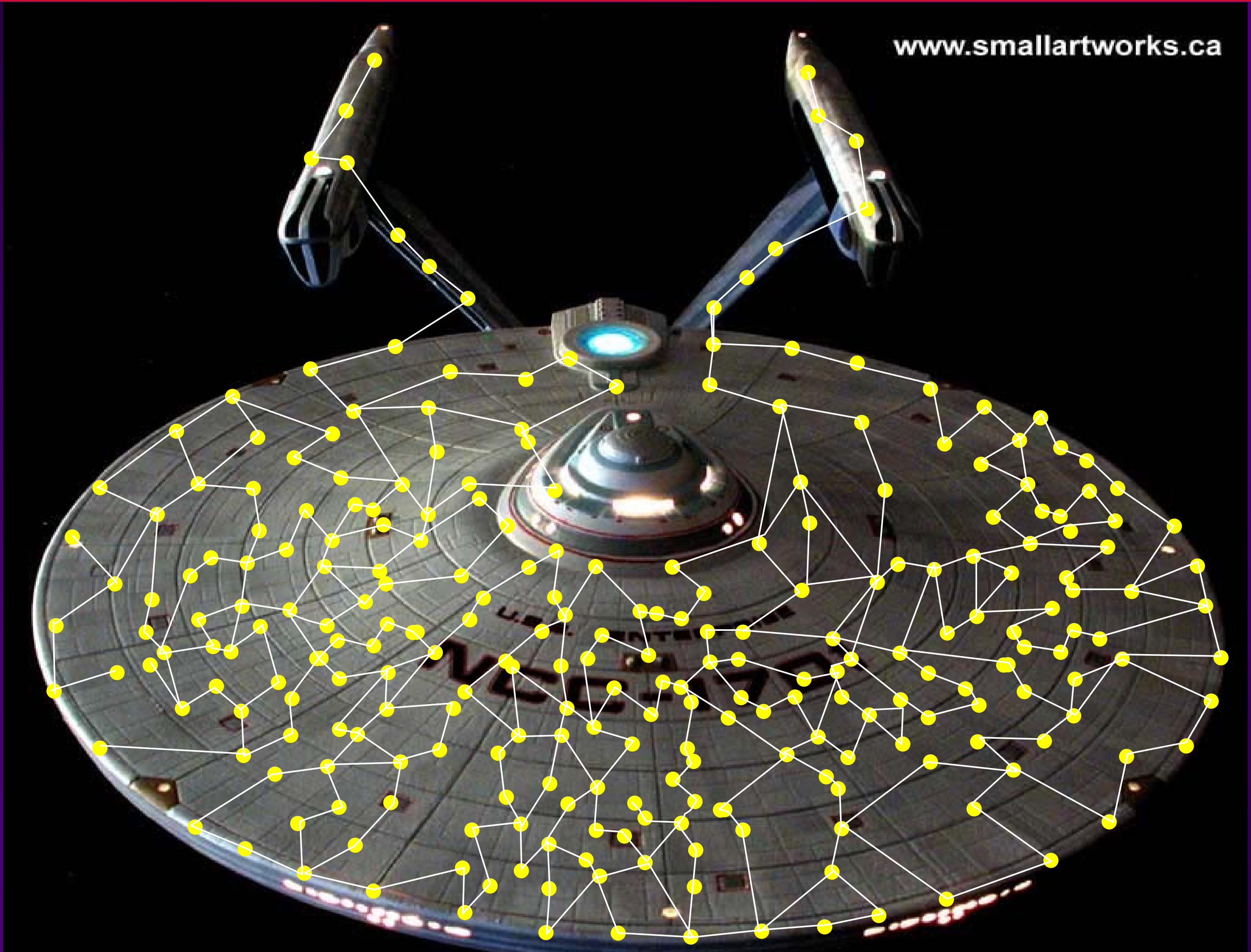
WHAT'S A SENSOR NETWORK (SNET)?

A NETWORK consisting of devices (sensors) that:

- ... communicate wirelessly
- ... are battery-powered
- ... may have different characteristics
- ... have limited processing capabilities
- ... have limited life
- ... often operate in noisy/adversarial environments
- ... monitor/control physical processes



WHAT'S A SENSOR NETWORK (SNET)? *CONTINUED*



SNETs will consist of thousands of interacting devices!

WHY ARE SNETs EXCITING?

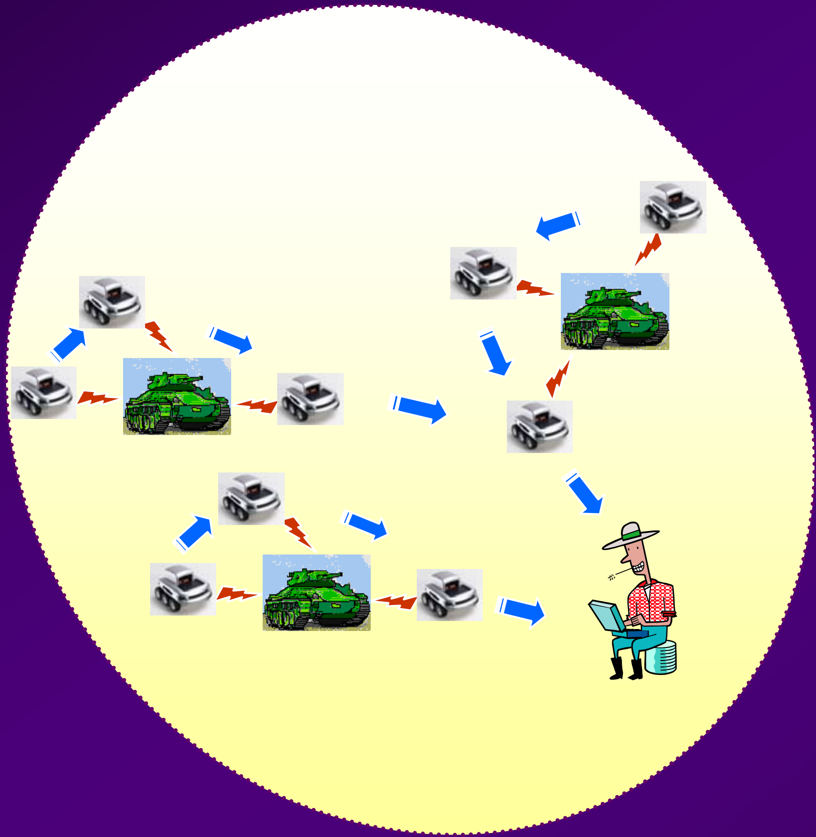
- They interact with the *physical* world
- They promise *fascinating applications*:
  - Smart Buildings (locate persons/objects, find closest resource, adjust environment, detect emergency conditions)
  - Health monitoring
  - Security and military applications
  - Environmental monitoring
  - Inventory monitoring/replenishment (smart shelves)
  - Equipment condition monitoring and active maintenance (smart appliances)
- They realize a convergence of the "3 Cs":

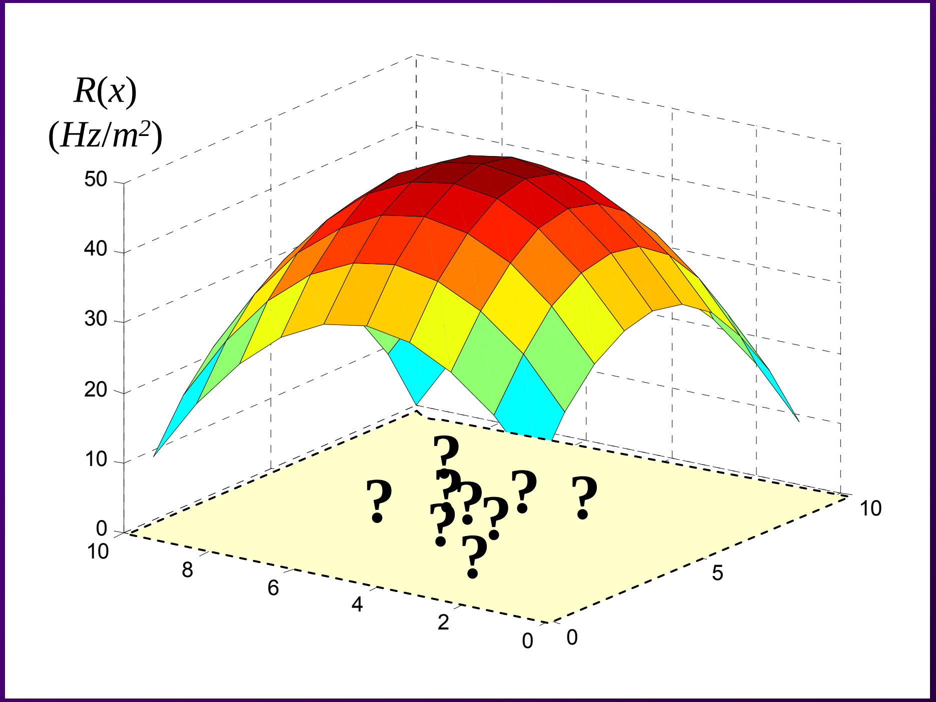
  Communications + Computing + Control

COVERAGE CONTROL MISSION

GOAL: Deploy mobile nodes to maximize data source detection probability

– unknown data sources
– data sources may be mobile





Perceived data source density over mission space

PROBLEM FORMULATION

- N mobile sensors, each located at $s_i \in \mathbf{R}^2$
- Data source at x emits signal with energy E
- Signal observed by sensor node i (at s_i)
- Sensing model:

$$p_i(x) \equiv p(\text{Detected by } i \mid A(x), s_i)$$

($A(x)$ = data source emits at x)

- Sensing attenuation:

$p_i(x)$ is a decreasing function of $d_i(x) \equiv \|x - s_i\|$ (distance between x and s_i)

- Joint detection prob. assuming sensor independence:

$$P(x) = 1 - \prod_{i=1}^{N} \left[1 - p_i(x)\right]$$

- OBJECTIVE:

  Determine locations $s_i \ (i = 1, \ldots, N)$
  to maximize total detection probability:

$$\max_{s_i \in \Omega} \int_{\Omega} R(x) \left\{1 - \prod_{i=1}^{N} \left[1 - p_i(x)\right]\right\} dx$$

Perceived data source density

DISTRIBUTED COOPERATIVE SCHEME

- Denote

$$F(s_1,\ldots,s_N) = \int_\Omega R(x)\left\{1-\prod_{i=1}^{N}\left[1-p_i(x)\right]\right\}dx$$

- Maximize $F(s_1,\ldots,s_N)$ by forcing nodes to move using gradient information:

$$\frac{\partial F}{\partial s_k} = \int_\Omega R(x)\prod_{i=1,i\neq k}^{N}\left[1-p_i(x)\right]\frac{\partial p_k(x)}{\partial d_k(x)}\frac{s_k-x}{d_k(x)}dx$$

DISTRIBUTED COOPERATIVE SCHEME *CONTINUED*

$$\frac{\partial F}{\partial s_k} = \int_{\Omega} R(x) \prod_{i=1, i\neq k}^{N} [1 - p_i(x)] \frac{\partial p_k(x)}{\partial d_k(x)} \frac{s_k - x}{d_k(x)} dx$$

This has to be evaluated numerically.

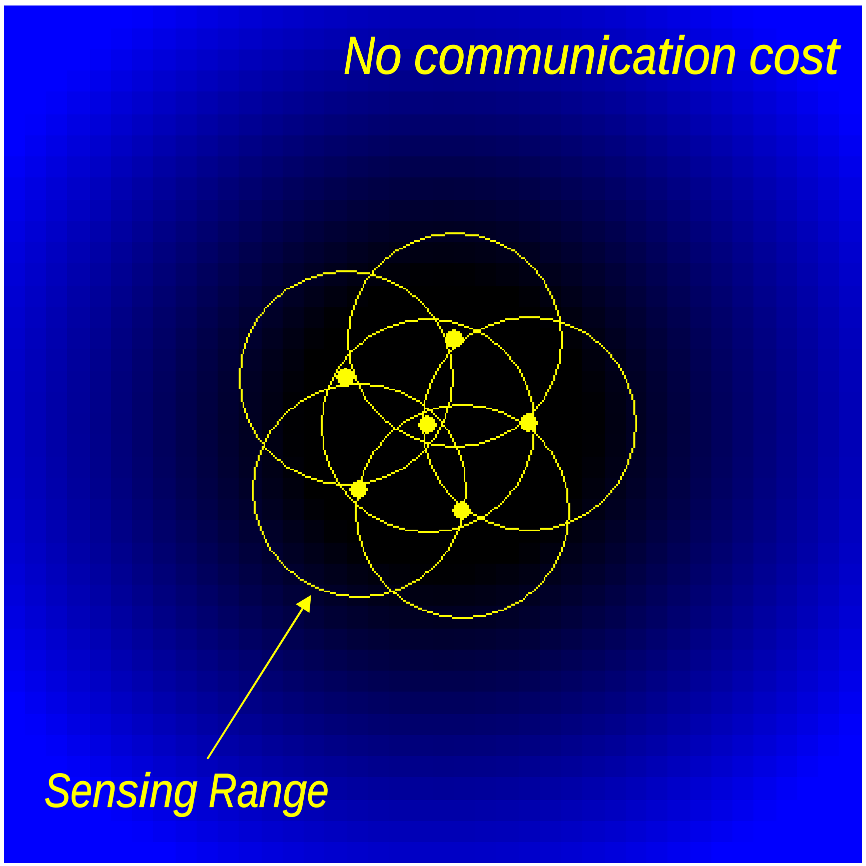
Not doable for a mobile sensor with limited computation capacity.

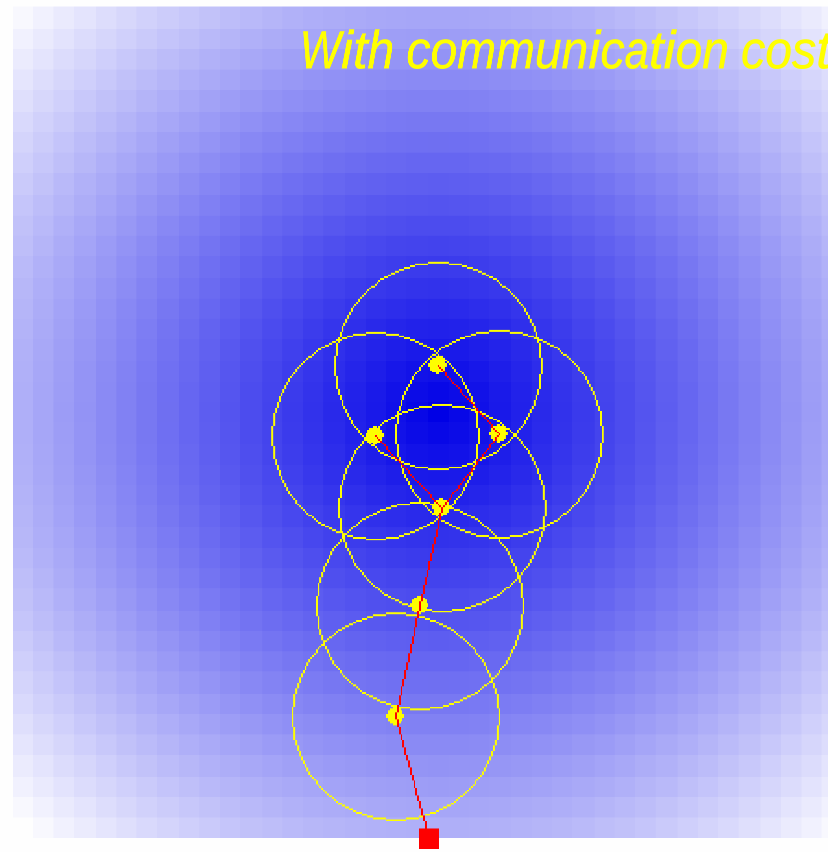
- Approximate $p_i(x)$ by truncating sensing attenuation
- Discretize $p_i(x)$ using a grid

COVERAGE CONTROL MISSION DEMO

SOFTWARE DEMO OF COVERAGE CONTROL ALGORITHM:

http://frontera.bu.edu/Applets/CoverageContr/index.html





SOME FINAL THOUGHTS…

- Small, cheap cooperating devices cannot handle complexity
  $\Rightarrow$ we need *DISTRIBUTED* control !
- Cooperating agents operate asynchronously
  $\Rightarrow$ we need *ASYNCHRONOUS* control/optimization schemes
- Wireless communication is alarmingly vulnerable to security threats
- Different views/aspects of "Cooperative Control" abound…

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Thank you
ΕΥΧΑΡΙΣΤΩ