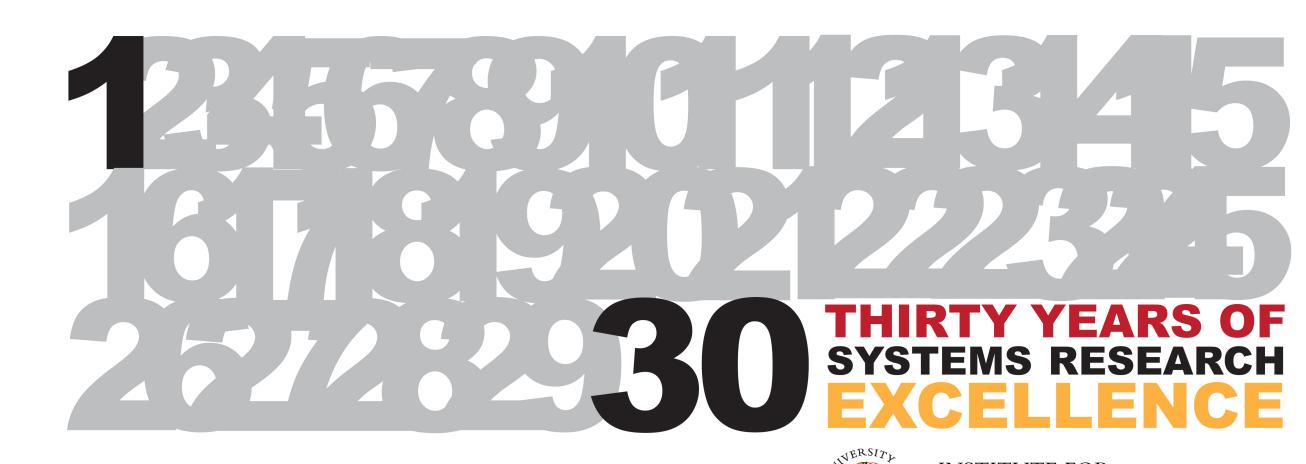
# **Collaborative Autonomy and Human-Robot Teams**

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#### **Joint Control and Communication Design** for Autonomous Heterogeneous Robot Teams **New capabilities**

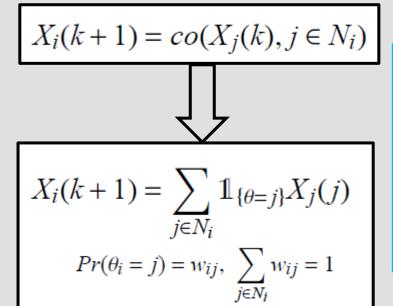
- Concurrent design of mobility and communication policies
- Extend situational awareness capabilities by enhancing connectivity

#### **Technical challenges**

- Harsh (lossy) environments result in poor connectivity
- Modeling radio propagation in urban environments
- Lack of predictive capabilities makes it difficult to plan/ control

#### Interpretation of the Generalized **Consensus of Opinion Algorithm**

The general consensus algorithm on convex metric spaces



Theorem(Matei, Baras 2010) If the communication graph of the agents is connected, then there exists  $x^* \in X$ , such that  $\lim d(x_i(k), x^*) = 0$ 

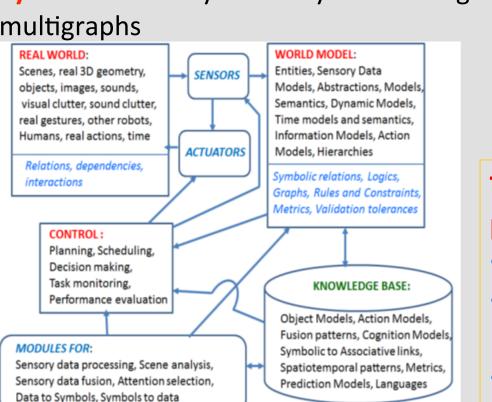
Interpretation: The consensus of opinion algorithm has the same interpretation as the linear consensus algorithm on  $\mathbb{R}^n$ , i.e.  $X_i(k+1)$  is chosen from the (generalized) convex hull of  $\{X_1, X_2, ..., X_n\}.$ 

#### **Collaborative Autonomy: Social and Cognitive Robotics: Architectures, Cognition, Reasoning Collaborative Autonomy Collaborating agents architecture**

Nodes and links annotated by weights or rules

 Annotations are associated across layers, indicating dynamic relations

**System model**: dynamically co-evolving multigraphs



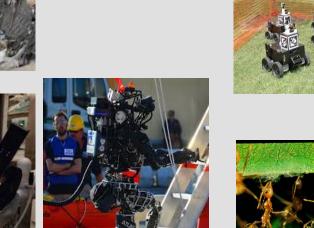
Proposed MSEE platform system architecture



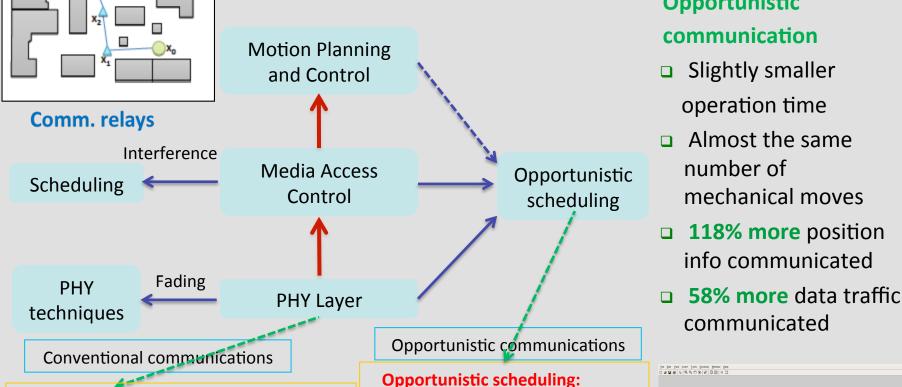
- The cognitive dialogue Dynamic attention
- mechanism Manipulation grammar

Three-layer architecture





#### **Opportunistic Communications** and Planning **Opportunistic** communication



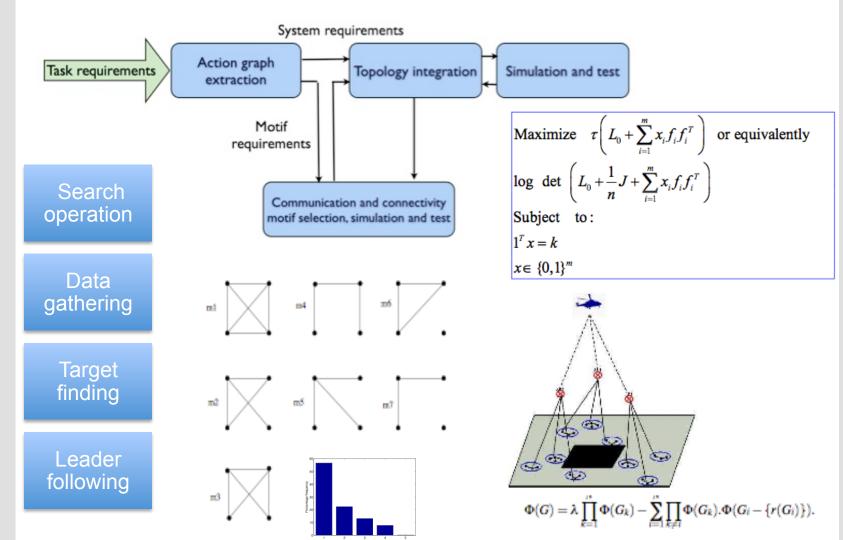
Time-varying wireless channel The reliability comes at a high price (e.g.

Multiple fires, diverse conditions

Need to assess and plan/allocate

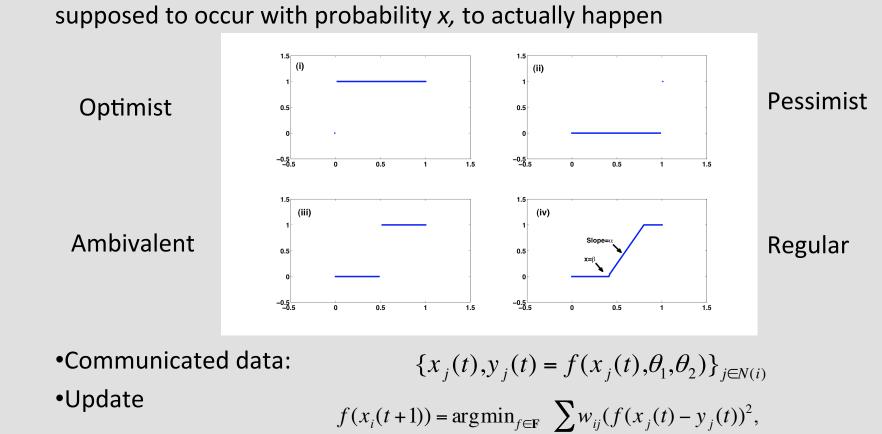
improve system performance Communicate more when The communication attempt is likely to fail under severe channel conditions Opportunistic across time, Other system constraints (energy multiuser, multichannel, etc.

#### **Systems Engineering Framework for Task Driven Communication Topology Design and Control**



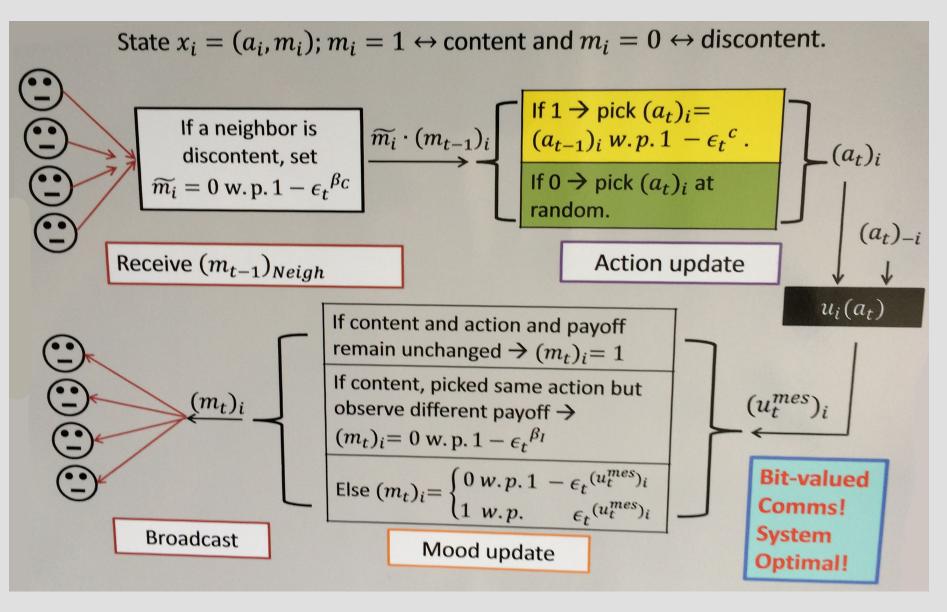
#### **Behavior Learning for Collaboration**

- A version of Cucker-Smale algorithm for "language acquisition"
- Behavior: A piecewise linear function  $f: X = [0,1] \rightarrow Y = [0,1]$ . Given an r.v. x,  $f_i$  determines whether agent i expects an event that is



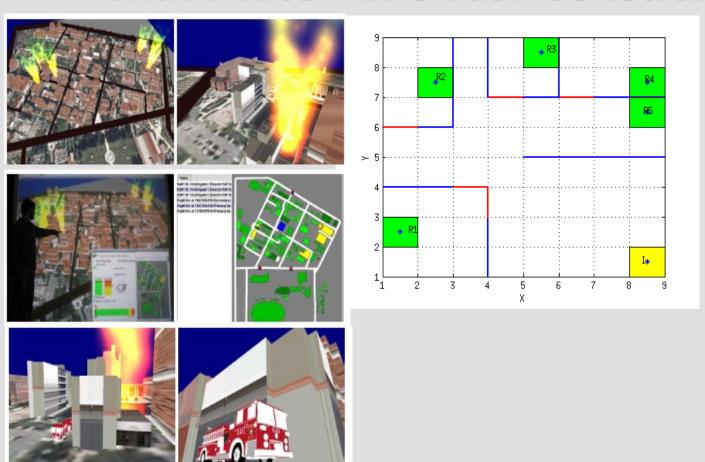
i = 1, 2, ..., n

## **Distributed Learning in Collaborative Control**



#### **Collaborative Planning and Re-planning** with Finite-Time Task Constraints

a holistic view



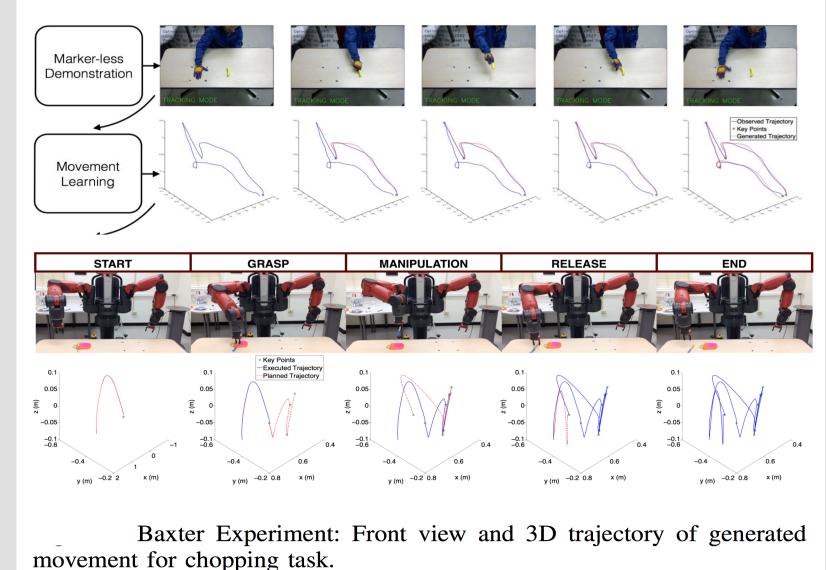
Starting from I, visit R3 within the time Interval I1, visit R4 within time interval I2; before visiting R3 or R4, robot must Visit R2 Eventually visit R1 and R5, and Complete the whole task in least time. Resulting

number of

communicated

**Continuous path** In 3D space and time

### **Learning Hand Movements from Marker - less Demos for Humanoid Tasks**

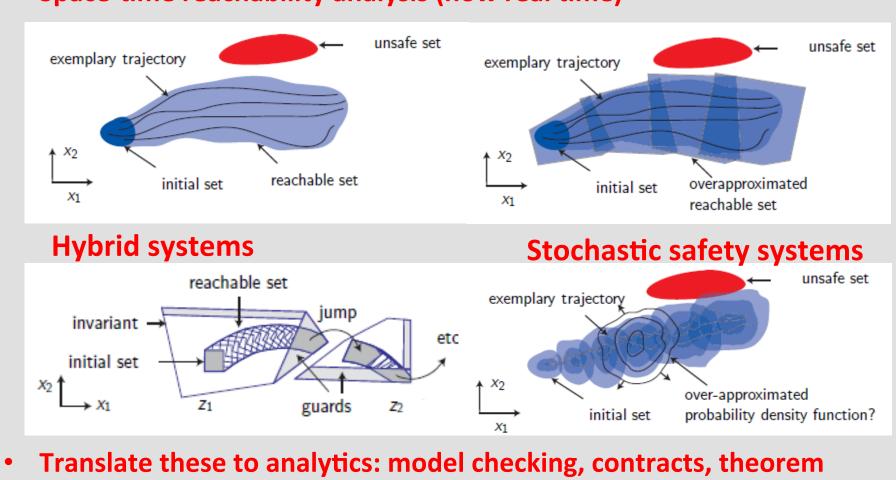


# Computer Vision



#### Safety & Trust in Human-Robot Teams: **Integrating Logic and Set-valued Analytics**

• Space-time reachability analysis (now real time)



- proving, set valued -- Trust values? Metrics? Timed Languages?
- **Roles? Role-based trust management?**



