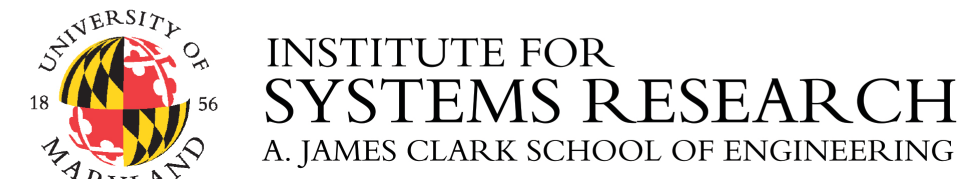
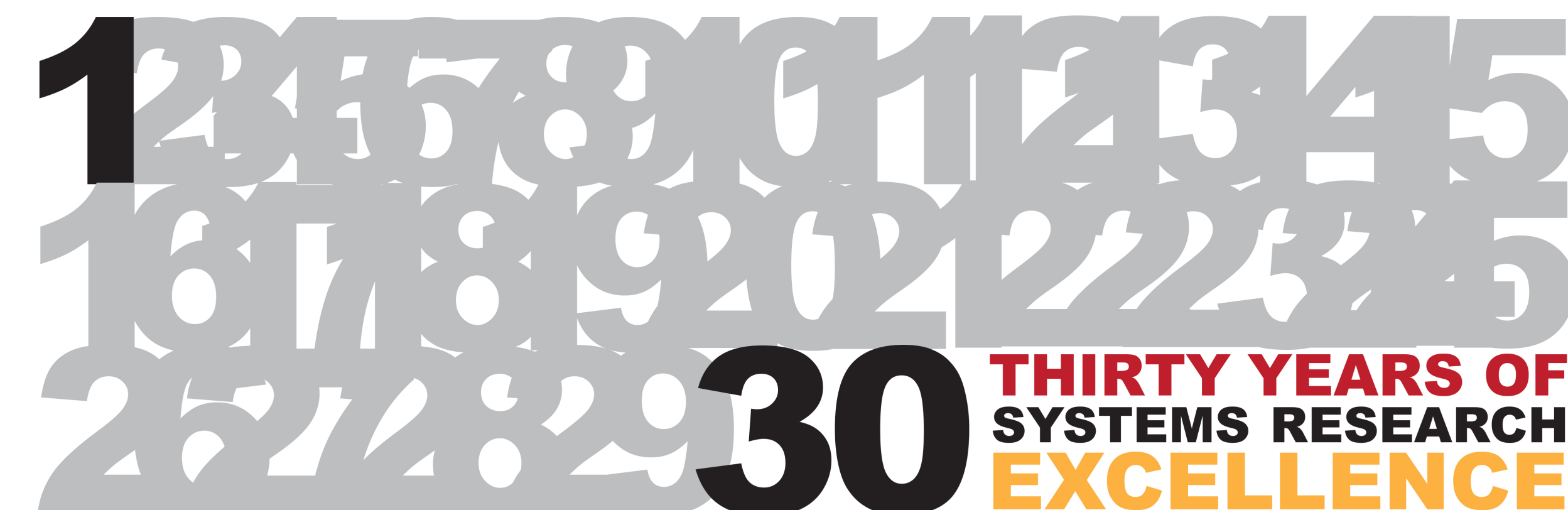


Collaborative Autonomy and Human-Robot Teams

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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**

$$X_i(k+1) = co(X_j(k), j \in N_i)$$

$$X_i(k+1) = \sum_{j \in N_i} \mathbb{1}_{\{\theta=j\}} X_j(k)$$

$$Pr(\theta_i = j) = w_{ij}, \sum_{j \in N_i} w_{ij} = 1$$

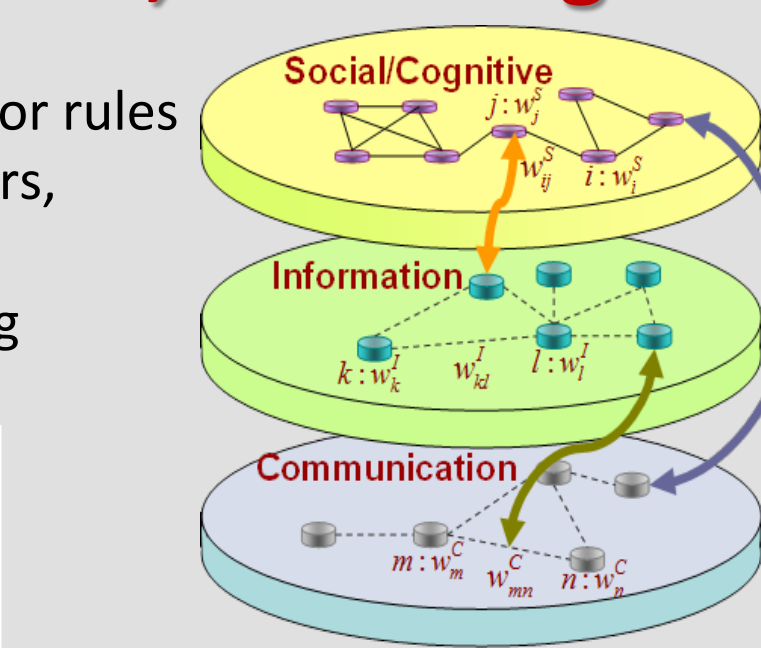
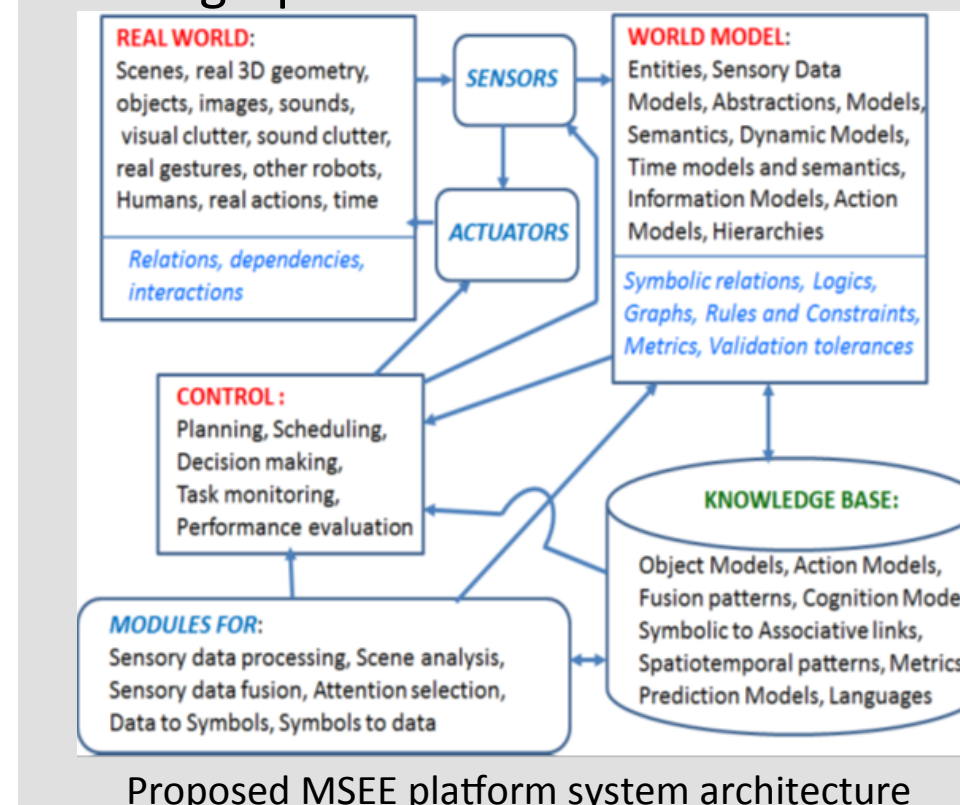
Theorem(Matei, Baras 2010) If the communication graph of the agents is connected, then there exists $x^* \in X$, such that $\lim_{k \rightarrow \infty} d(x_i(k), x^*) = 0$

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 $\{X_1, X_2, \dots, X_n\}$.

Collaborative Autonomy: Architectures, Cognition, Reasoning

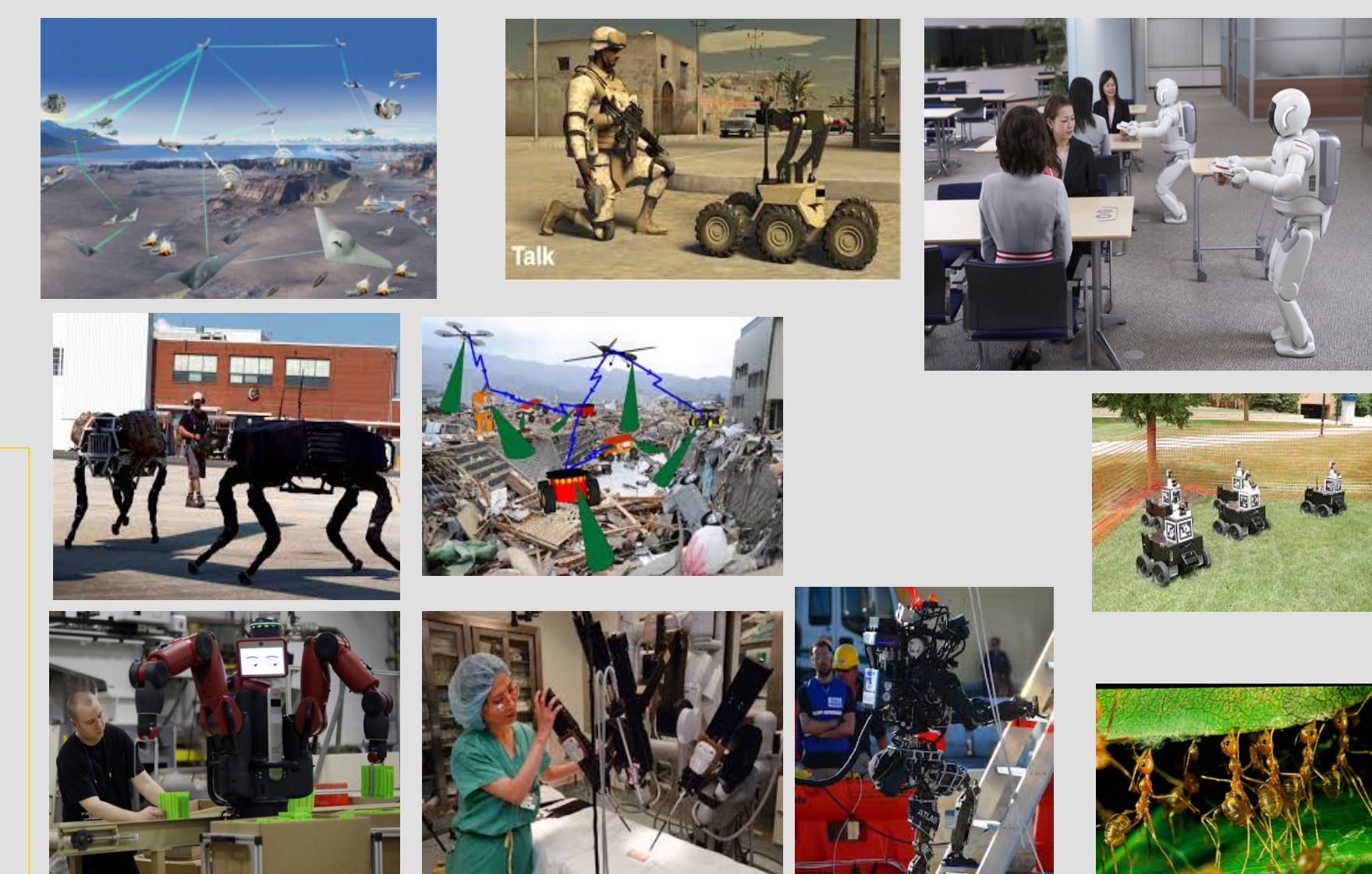
Collaborating agents architecture

- Nodes and links annotated by weights or rules
- Annotations are associated across layers, indicating dynamic relations
- System model:** dynamically co-evolving multigraphs

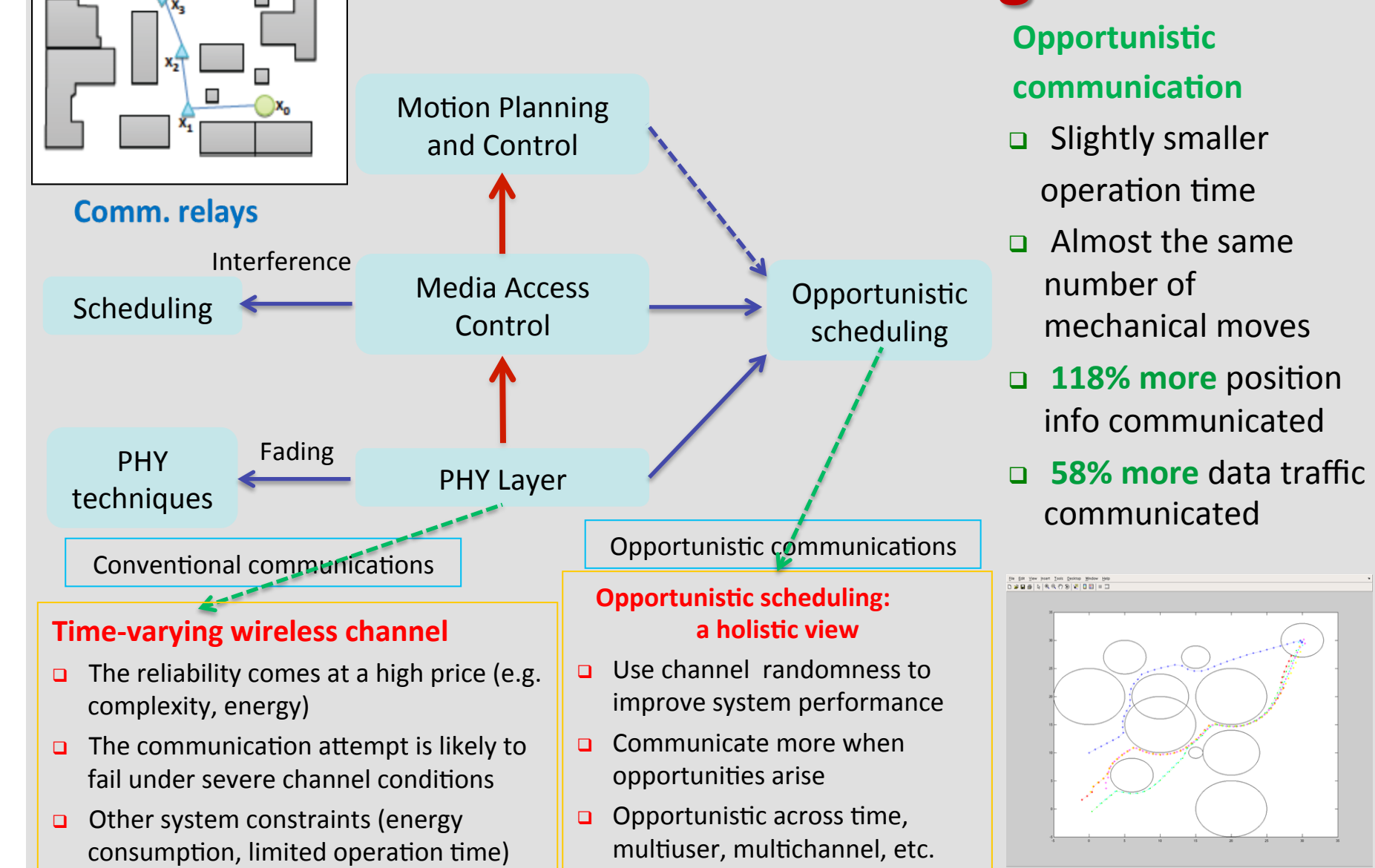


- Task-driven integration of perception, control, language**
- The cognitive dialogue
 - Dynamic attention mechanism
 - Manipulation grammar
 - Three-layer architecture

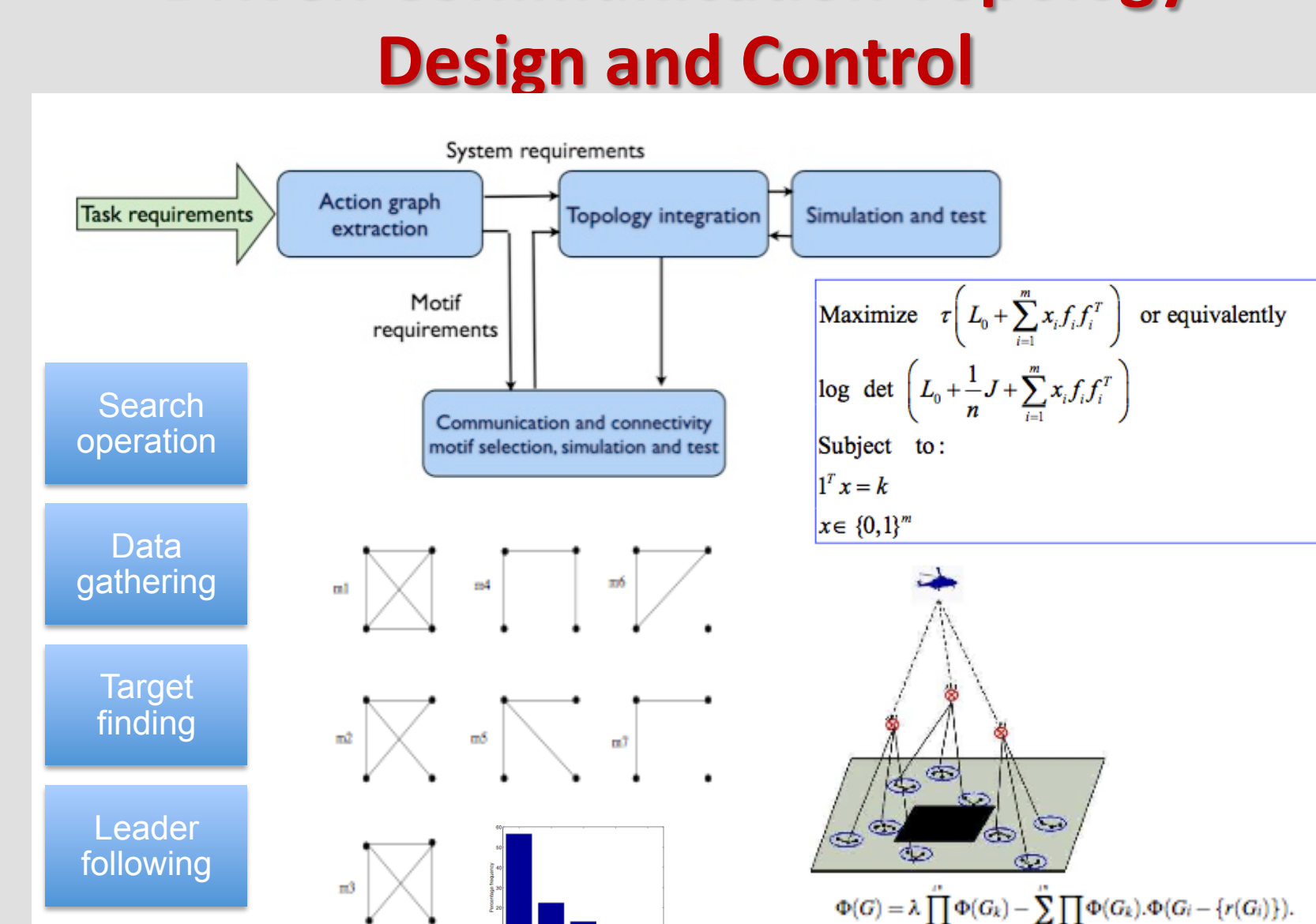
Social and Cognitive Robotics: Collaborative Autonomy



Opportunistic Communications and Planning

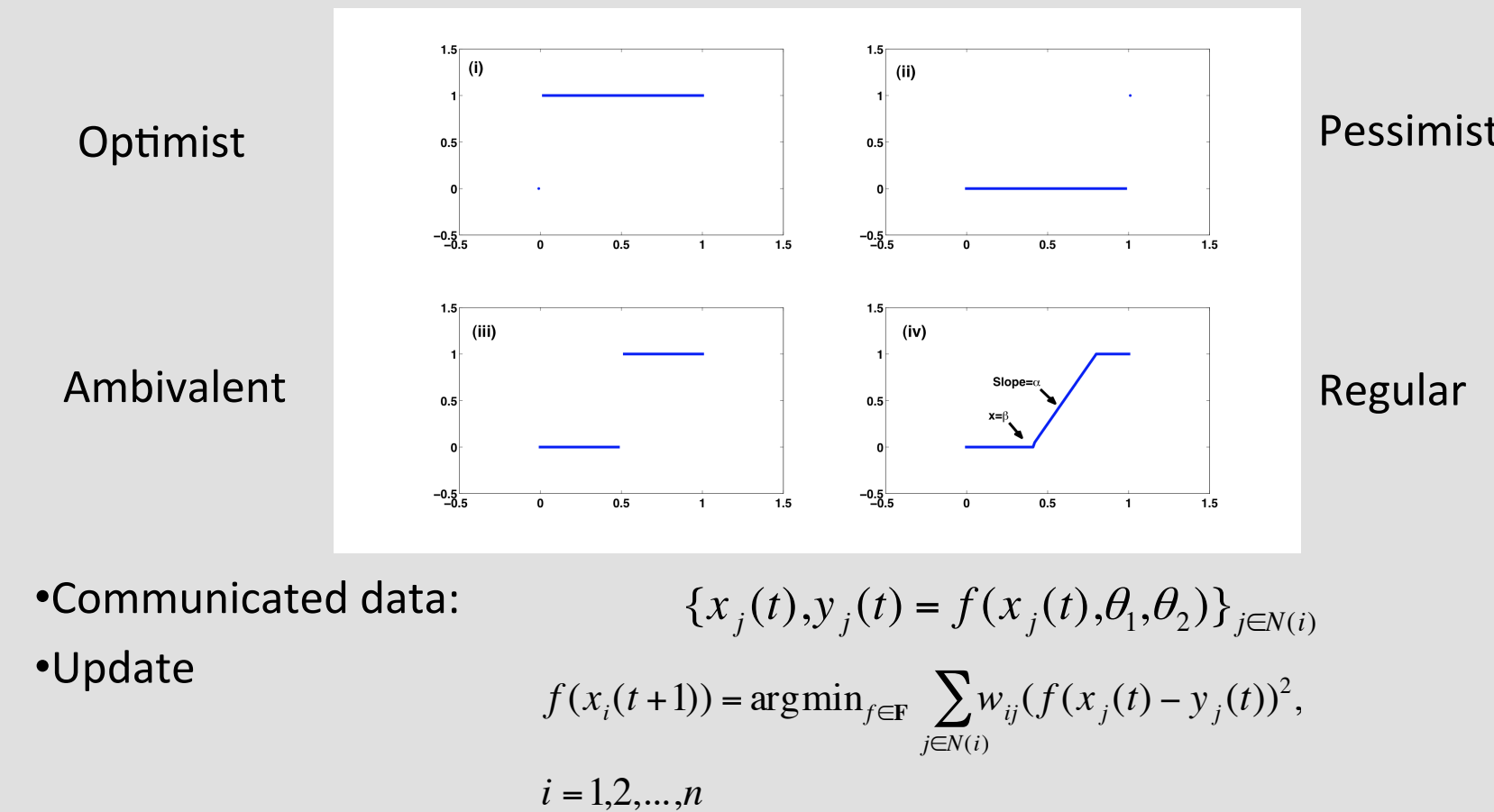


Systems Engineering Framework for Task Driven Communication Topology Design and Control

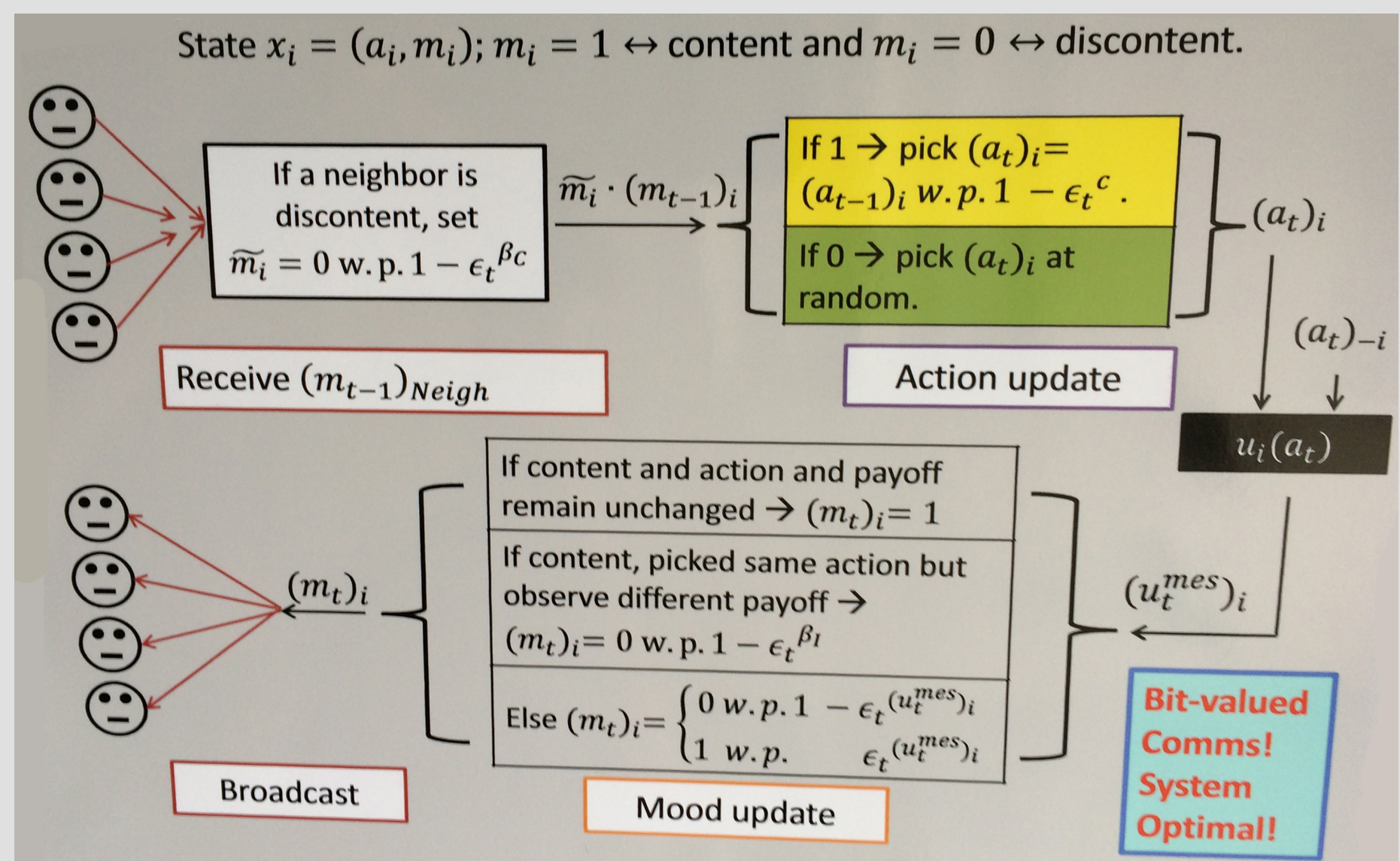


Behavior Learning for Collaboration

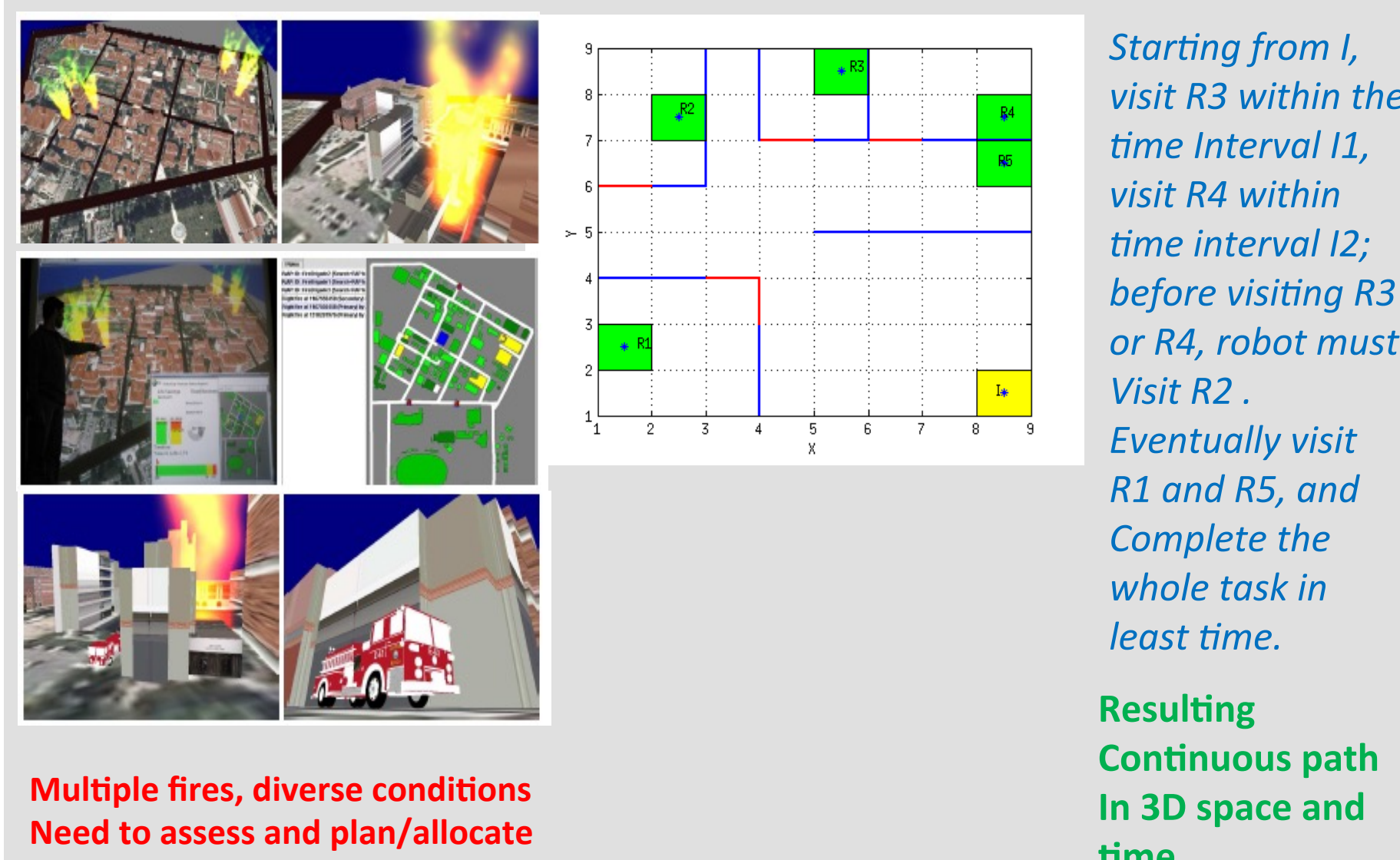
- A version of Cucker-Smale algorithm for "language acquisition"
- Behavior: A piecewise linear function $f: X = [0,1] \rightarrow Y = [0,1]$. Given an r.v. x, f_i determines whether agent i expects an event that is supposed to occur with probability x_i to actually happen



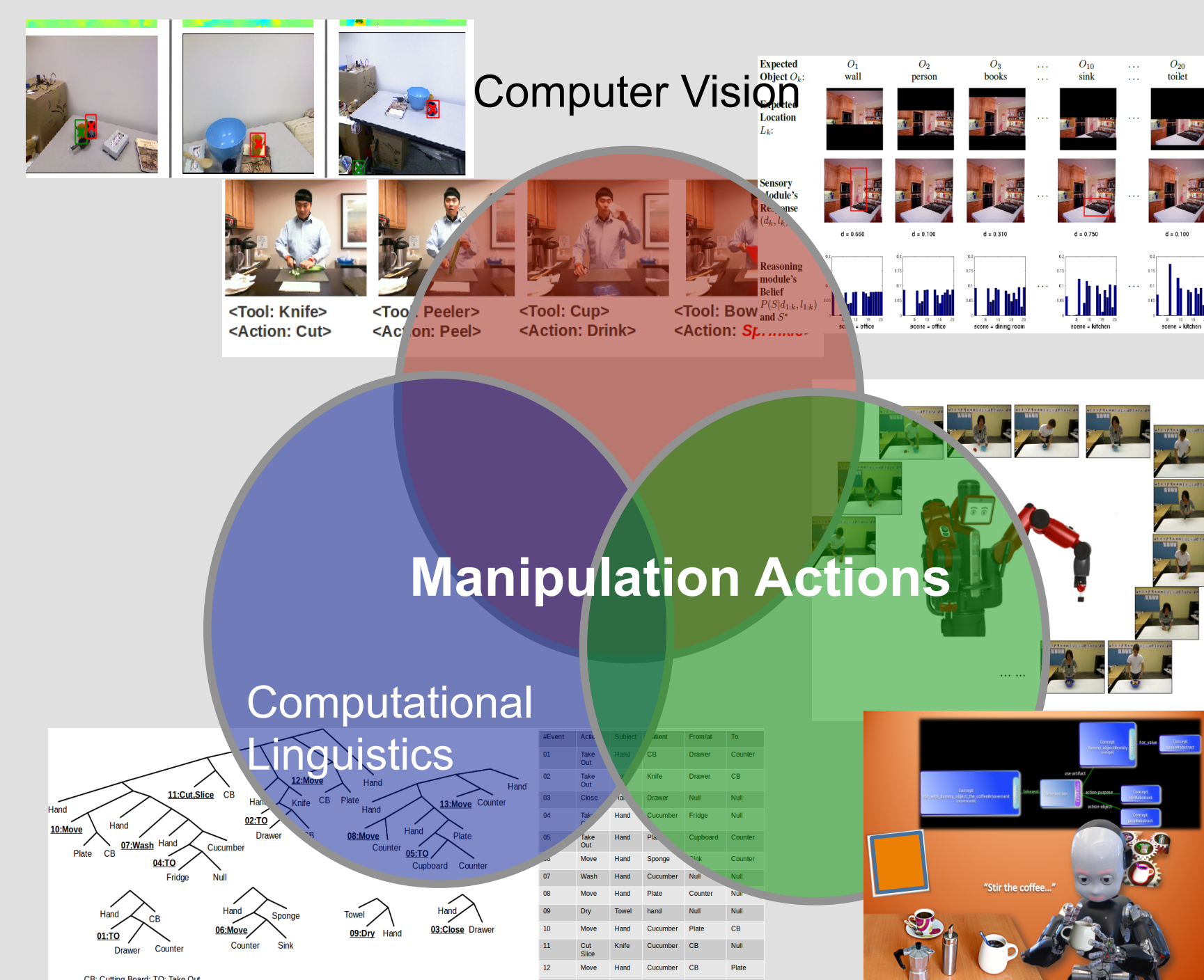
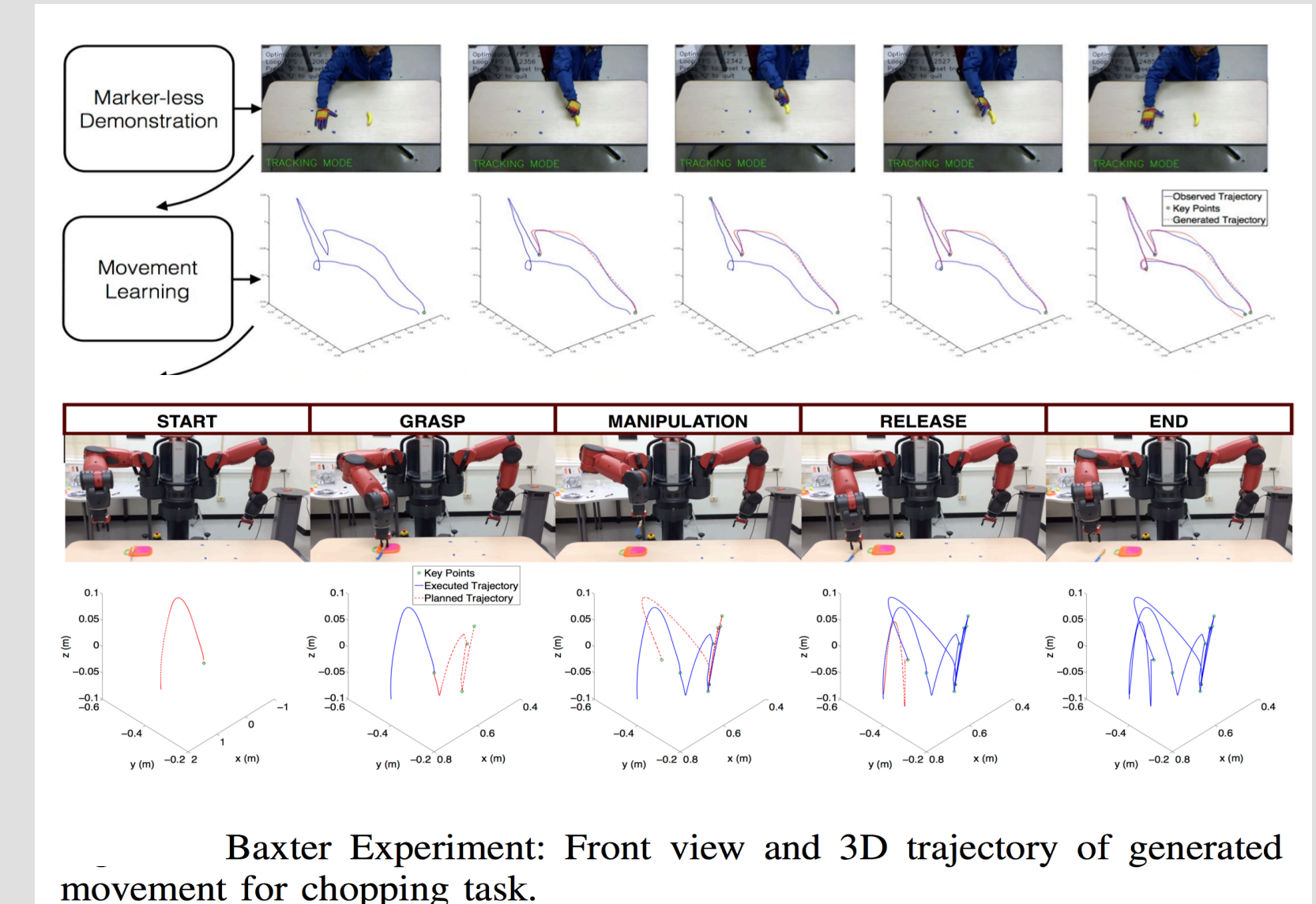
Distributed Learning in Collaborative Control



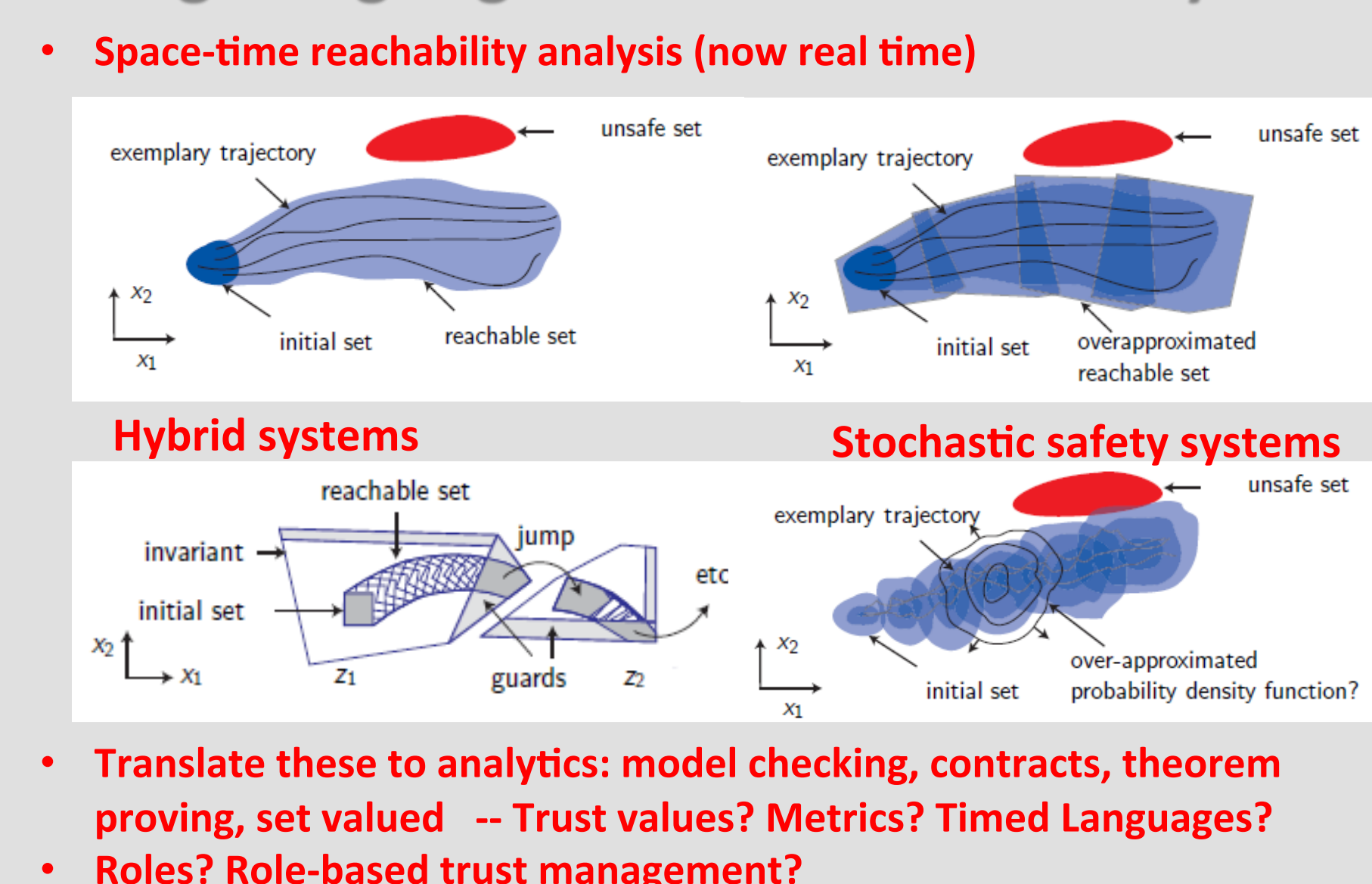
Collaborative Planning and Re-planning with Finite-Time Task Constraints



Learning Hand Movements from Marker-less Demos for Humanoid Tasks



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



Sponsors: ARO, ARL, AFOSR, DARPA, NIST, NSF, SRC, Lockheed Martin, BAE



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