



## Planning and Optimization for Multi-Robot Planetary Cave Exploration under Intermittent Connectivity Constraints

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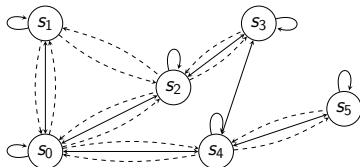


# DARPA Subterranean Challenge

# Plan Requirements

Synthesize a behavioural plan  $\Pi$  that

- sends robots to frontiers to perform exploration
- periodically updates the base station about the progress
- distributes the plan itself to robots



Mobility-communication network  $\mathcal{N}$



# Plan

Plan  $\Pi = (\Pi_t, \Pi_c)$  consist of two components

- trajectory collection  $\Pi_t = \{s_0^r s_1^r \dots s_T^r\}$
- communication collection  $\Pi_c = \{(t, r, r', b)\}$

Cost  $C(\Pi)$  of plan  $\Pi = (\Pi_t, \Pi_c)$

$$C(\Pi) = \sum_{r \in R} \sum_{t=0}^{T-1} \bar{C}_t(s_t^r, s_{t+1}^r) + \sum_{(t,r,r',b) \in \Pi_c} \tilde{C}_t(s_t^r, s_t^{r'}),$$

$\bar{C}_t(s, s')$ : *mobility cost*

$\tilde{C}_t(s, s')$ : *communication cost*



## Information-Consistency

*Information-Consistency*: robots remain idle until received plan

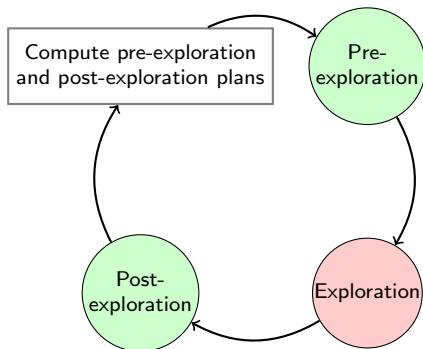
### Definition

Let a subset of robots  $R_m \subset R$  be *master robots* that have knowledge of information  $m$  at time  $t = 0$ . A plan  $\Pi = (\Pi_t, \Pi_c)$  is *information-consistent* if:

- A robot without information  $m$  does not move;
- A robot without information  $m$  does not send information



# Plan Decomposition





# Plan Decomposition

## Problem (Pre-exploration planning)

Devise an information-consistent multi-robot plan  $\Pi = (\Pi_t, \Pi_c)$ , using the base station as master, such that

$$- C(\Pi) + \sum_{s \in S_f} \begin{cases} \mathfrak{R}(s, k), & \text{if } \sum_{r=1}^R 1_s(s_T^r) = k, \\ 0, & \text{otherwise,} \end{cases}$$

is maximized.



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is maximized.

### Problem (Post-exploration planning)

Devise an information-consistent multi-robot plan  $\Pi$ , using  $R_m$  as master robots, such that the base station receives information  $b$  for all  $b \in R_f$ , and such that

$$- C(\Pi)$$

is maximized.





# Intermittent Connectivity Problems

The intermittent connectivity problem is to maximize an objective whilst satisfying intermittent connectivity constraints.<sup>1</sup>

**Inputs:** Network  $\mathcal{N}$ , master robots  $R_m$ , initial positions  $s_0^r$ , connectivity constraint (`src`, `sink`), optimization objective, time horizon  $T$ .

**Output:** Information-consistent plan  $\Pi = (\Pi_t, \Pi_c)$  that satisfies the intermittent connectivity constraint.

**COPS:** Python stack solving intermittent connectivity problems.<sup>2</sup>

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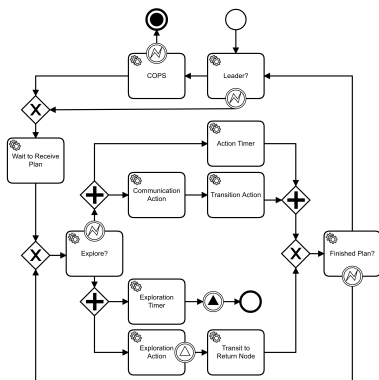
<sup>1</sup> Klaesson et al. 2019. Intermittent connectivity for exploration in communication-constrained multi-agent systems.

<sup>2</sup> COPS available at <https://github.com/FilipKlaesson/cops>



# Plan Executive: Business Process Model Notation

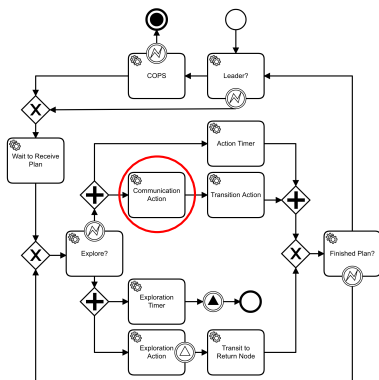
Symbol	Action
○	<b>Start Event:</b> Starts a process.
○	<b>End Event:</b> Ends a process.
●	<b>Terminate End Event:</b> Terminates all processes.
⊗	<b>Error Boundary Event:</b> Triggered if an task error occurs.
▲	<b>Signal Throw Task:</b> Throws a specific signal.
△	<b>Signal Catch Event:</b> Catches a specific signal.
⊗	<b>Exclusive Gateway:</b> Proceeds with first input-process.
⊕	<b>Parallel Gateway:</b> Breaks one process into multiple processes, and merge multiple processes into one process by waiting for all input-processes.
□	<b>Service Task:</b> Performs a task when triggered by a process.





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## Detail: Communication Action

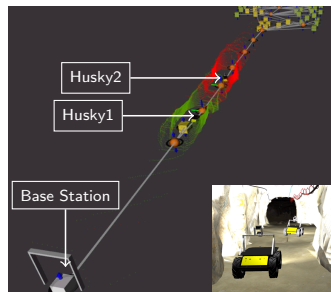
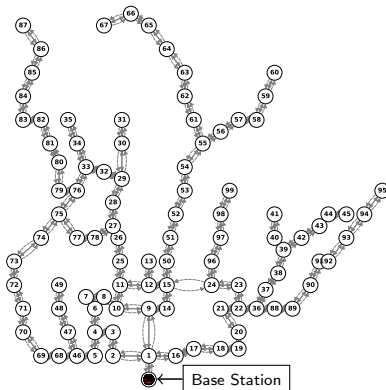
Distinguish between *internal* communication among robots within a location and *external* communication across communication edges.

- $\text{PreIntCom}(t, r) = \{(t, r_1, r_2, b) : r \in \{r_1, r_2\} \wedge s_t^{r_1} = s_t^{r_2} \wedge r_2 = l_t^{s_t^{r_1}}\}$
- $\text{ExtCom}(t, r) = \{(t, r_1, r_2, b) : r \in \{r_1, r_2\} \wedge s_t^{r_1} \neq s_t^{r_2} \wedge r \in L_t\}$
- $\text{PostIntCom}(t, r) = \{(t, r_1, r_2, b) : r \in \{r_1, r_2\} \wedge s_t^{r_1} = s_t^{r_2} \wedge r_1 = l_t^{s_t^{r_1}}\}$



## Simulation setup

- COPS Simulation
  - Discrete graph
  - Explore scalability properties
- High-Fidelity Simulation
  - Integrated with full autonomy stack

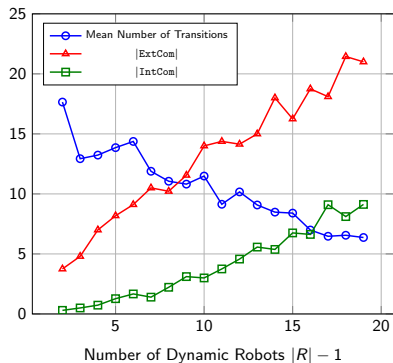
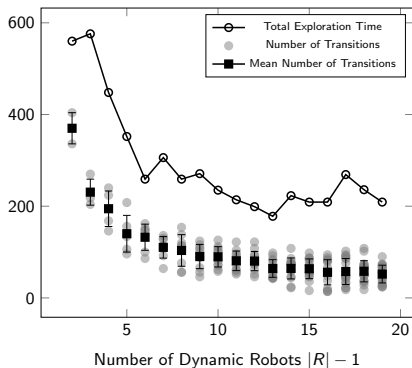




# COPS Simulation



# Results





## Conclusion & Future Work

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- Information-consistent plans ensure feasible information distribution
- Communication protocol minimize low-bandwidth communication
- BPMN plan executive
- Less robot transitions and shorter exploration time





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**Intermittent connectivity constraints is suitable for large-scale multi-robot exploration in communication-constrained environments**



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### Future work

- Adding redundancy to the plan to cover robot failure
- Consider transition time when planning to allow for significantly varying transition times