

# Cooperative Tracking of Multiple Targets in Flexible Formation Patterns



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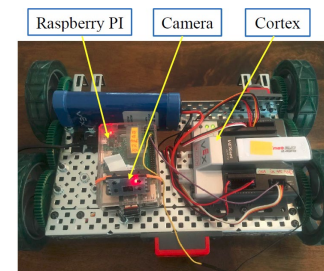
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# Motivation

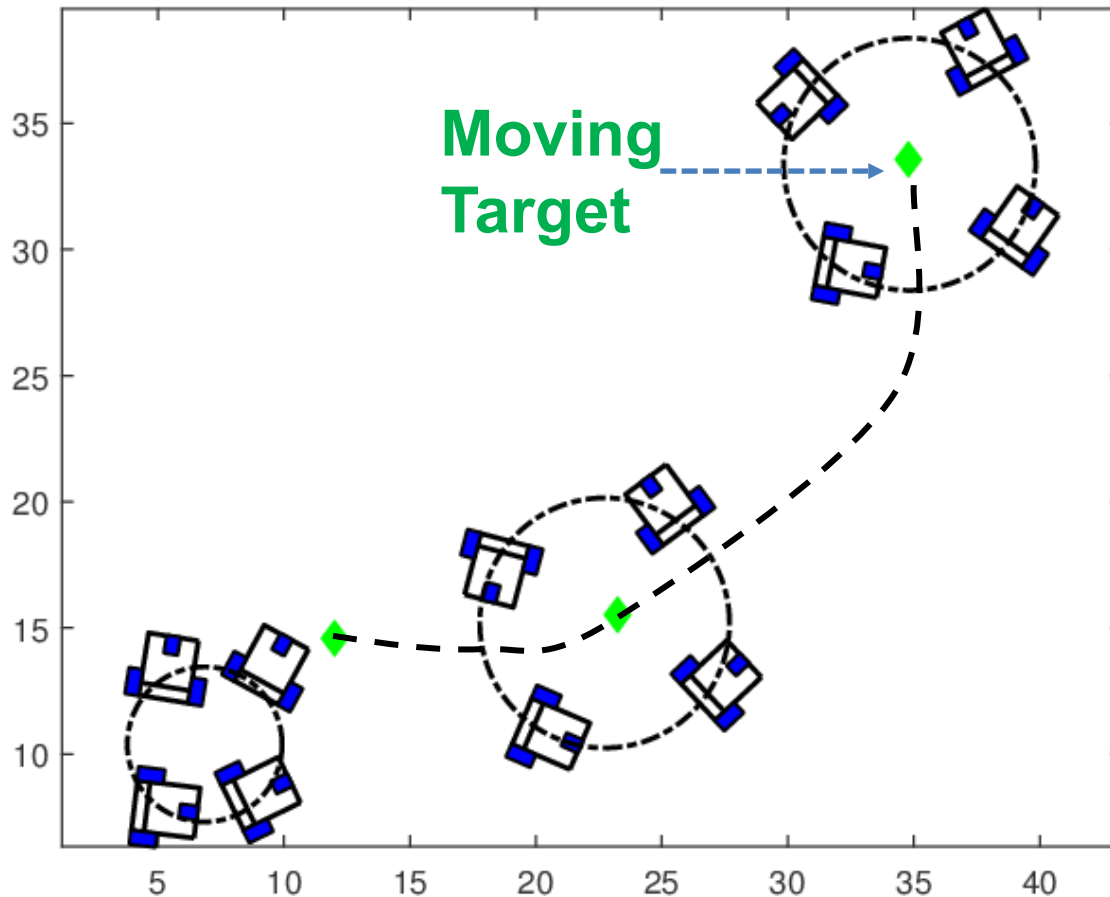
- Controlling a group of robots to achieve a common task has applications in areas such as warehouse or patrolling.



- Cooperative target tracking:** control robots to follow a moving target (desired trajectory) as a group while maintaining certain formation locally within the group.
- Benefits of Keeping Formation:**
  - Externally to the outside world, the robots' behaviors and trajectories are more predictable.
  - Internally the robots are more supportive to each other.

# Cooperative Target Tracking

**A group of agents reach desired relative positions & orientations with respect to a moving target**



# Flexible Formation Patterns: Examples

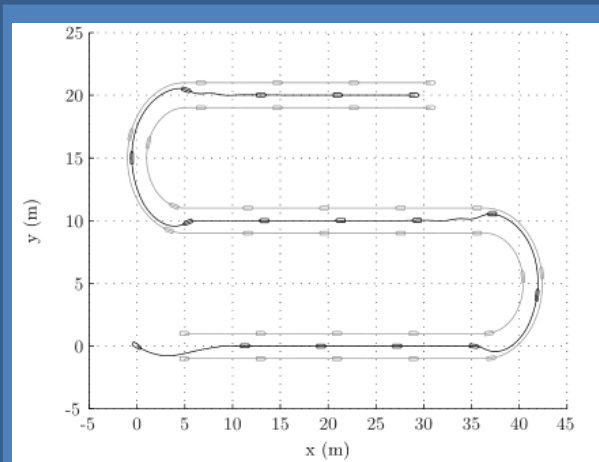
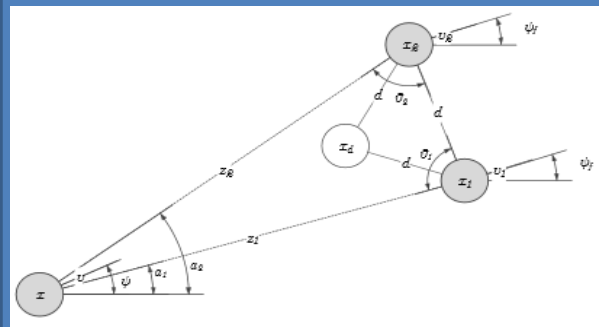
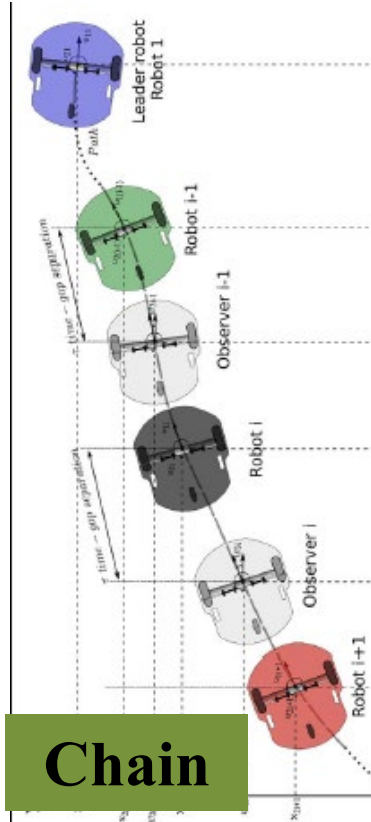


Fig. 5.1. Vehicle Paths. The maneuver starts on the lower left corner. The leader vehicles and the follower vehicle are shown in light and dark colours, respectively.

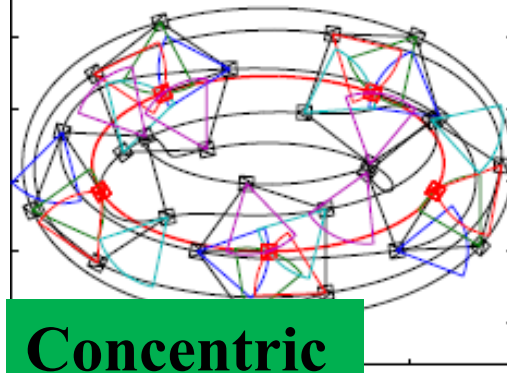


## Triangular Formation

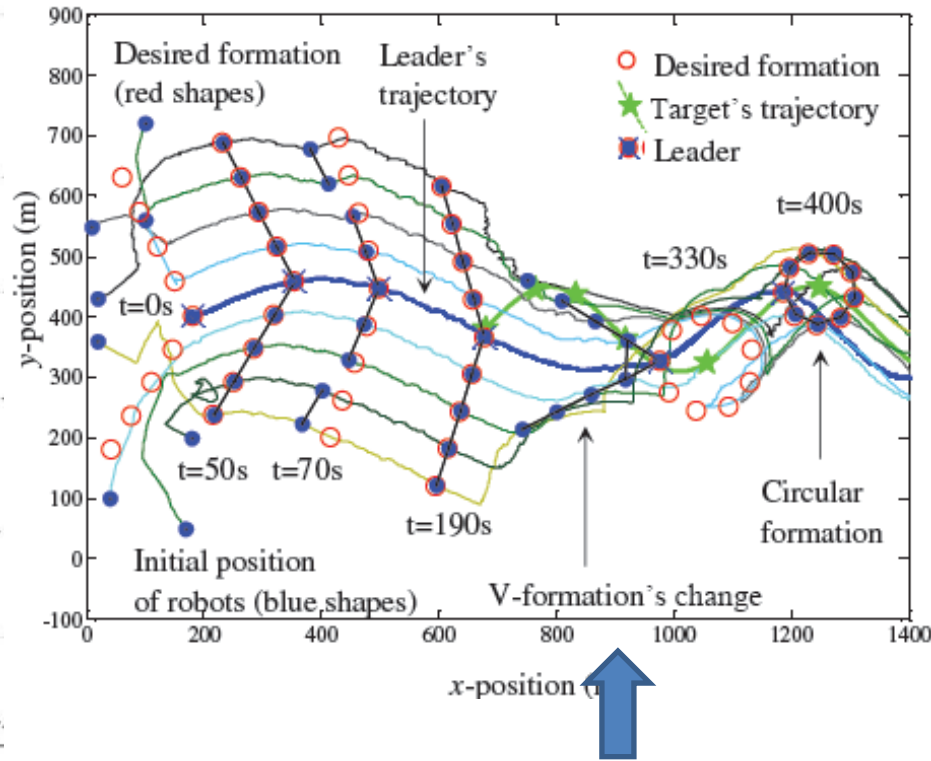
Pictures are from various research papers. These are not the speaker's own research results.



## Chain



## Concentric



With flexible formation patterns suitable to the task and environment

# Simultaneous Tracking & Formation

The control input to each robot includes **two** components:

$$u_i(t) = u_{it}(t) + u_{ic}(t)$$

Dedicated for  
**Tracking**



Dedicated for  
**Formation**

# Simultaneous Tracking & Formation with Obstacle/Collision Avoidance

The control input to each robot includes  
**three** components:

$$u_i(t) = u_{it}(t) + u_{ic}(t) + u_{ia}(t)$$

Dedicated for  
**Tracking**

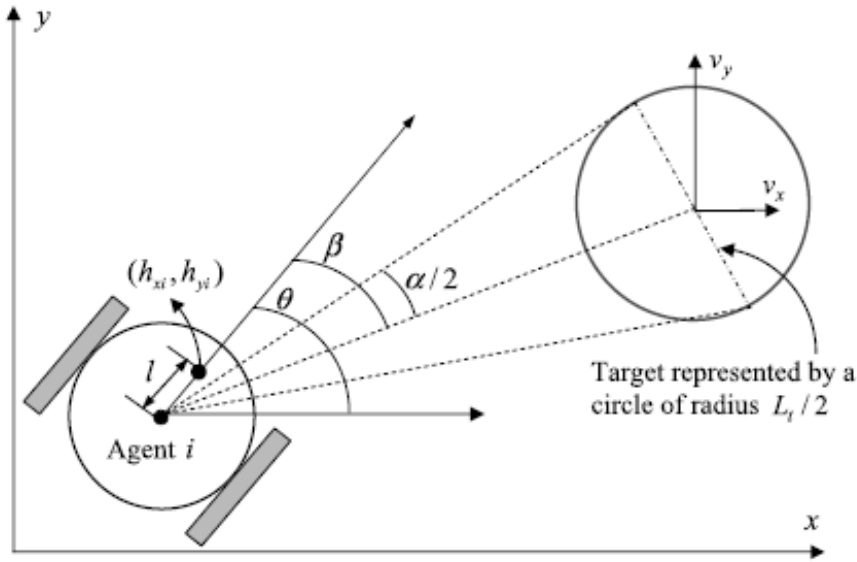
Dedicated for  
**Formation**

Dedicated for  
**Avoidance**

# Traditional Approaches

- Traditional approaches are based on graph theory and classic control theory.
- **They typically requires relatively precise modeling of the environment and the robots.**
- They are thus hard to be generalized to new environments directly.

# Examples of Relatively More Precise Modeling



Modeling of the **Target**

$$\begin{bmatrix} \dot{x}_i(t) \\ \dot{y}_i(t) \\ \dot{\theta}_i(t) \\ \dot{v}_i(t) \\ \dot{\omega}_i(t) \end{bmatrix} = \begin{bmatrix} v_i(t) \cos(\theta_i(t)) \\ v_i(t) \sin(\theta_i(t)) \\ \omega_i(t) \\ 0 \\ 0 \end{bmatrix} + \begin{bmatrix} 0 & 0 \\ 0 & 0 \\ 0 & 0 \\ 1/m & 0 \\ 0 & 1/J \end{bmatrix} \begin{bmatrix} F_i(t) \\ \tau_i(t) \end{bmatrix}$$

Modeling of the **Robot**

Modeling of the **Environment**

Region-Based

Graph-Based

Polygon-Based



# Example of Control Inputs

## Tracking

$$\begin{cases} u_{it}(t) = \frac{V_{g,i}(t) \cos \eta_i(t) - \hat{V}_{ti}(t) \cos[\hat{\psi}_{ti}(t) - (\psi_i(t) - \eta_i(t))]}{\rho_i(t)} - k_2(\eta_i(t) - \eta_{di}(t)) \\ \eta_{di}(t) = \sin^{-1} \left( \frac{-k_1(\rho_i(t) - \rho_d)}{\zeta_{1i}(\omega_{ei}(t))} \right) - \zeta_{2i}(\omega_{ei}(t)) \end{cases}$$

## Formation

$$u_{ic}(t) = \begin{cases} 0, & i = k \\ -k_v \beta_{i(i+1)}(t) \ln \left( \frac{(c_v - 1)d_{i(i+1)}(t) + d_s}{c_v d_s} \right), & i \neq k \end{cases}$$

## Avoidance

$$u_{ia}(t) = -K_r \sum_{j \in \mathcal{N}(r_i)} \frac{d_{\min}}{d_{ij}} \sin \beta_{ij}$$

# Investigating **MARL**-Assisted Approaches (Multiple-Agent Reinforcement Learning)

- This research aims to achieve versatile and re-configurable formations with human awareness by resorting to multi-agent reinforcement learning (MARL)-assisted approaches.
- The objective is to provide EdgeRobot with learning capabilities to work in dynamic and human-populated environments.
- The designed robotic control algorithms will integrate traditional graph theory-based control solutions with MARL-based learning, estimation of motion intentions of people, adaption, and decision making.

# Integrating **MARL** in Cooperative Target Tracking

Recall that so far, our control input to each robot includes **three** components:

$$u_i(t) = u_{it}(t) + u_{ic}(t) + u_{ia}(t)$$

When resorting to MARL-methods, the overall reward function will be designed similarly as a sum of **three** objectives: enforcing tracking, formation, and avoidance, respectively.

The MARL may be integrated as a substitute term of the three control inputs listed above, or as an extra decision layer selecting the most-rewarded

# Tasks

Achieving **more formation patterns**: triangular, chain/platoon, concentric, geometrically specified.

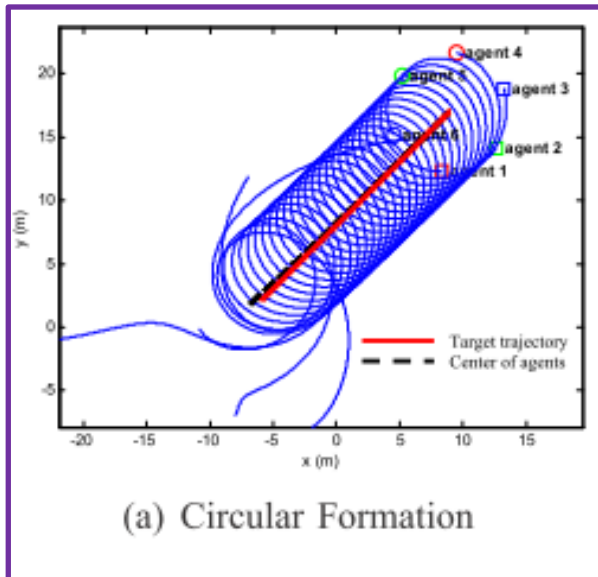
Integrating **MARL** into the control laws and/or decision making.

Integrating dynamic scheduling for cooperative tracking of **multiple** targets.

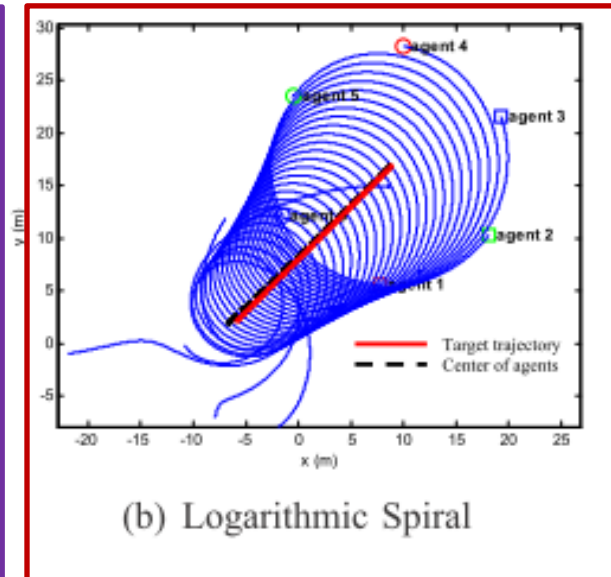
Eventually we need to answer the question of “**which robots tracking which target(s) in which formation**”.

Cooperative target tracking in:

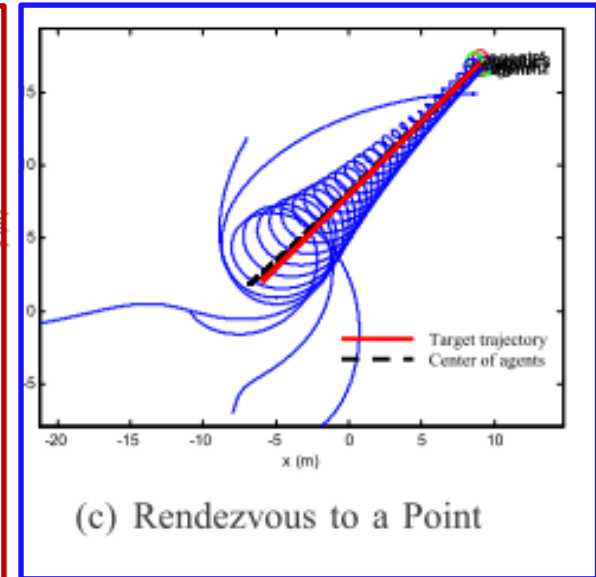
- Balanced **circular** formation
- Logarithmic **spirals**
- **Rendezvous** at a point



Balanced Circular



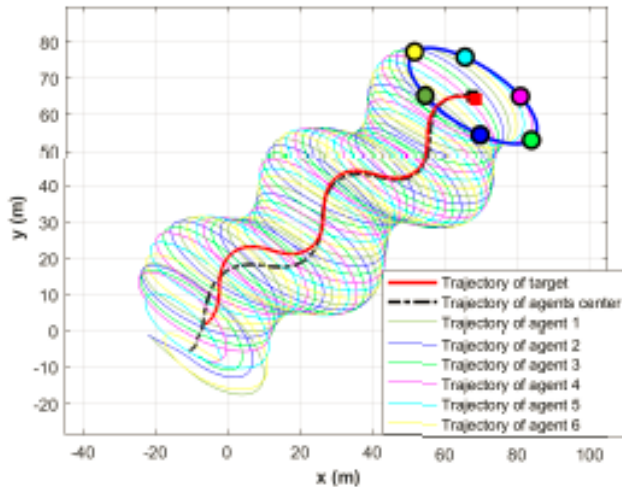
Logarithmic Spiral



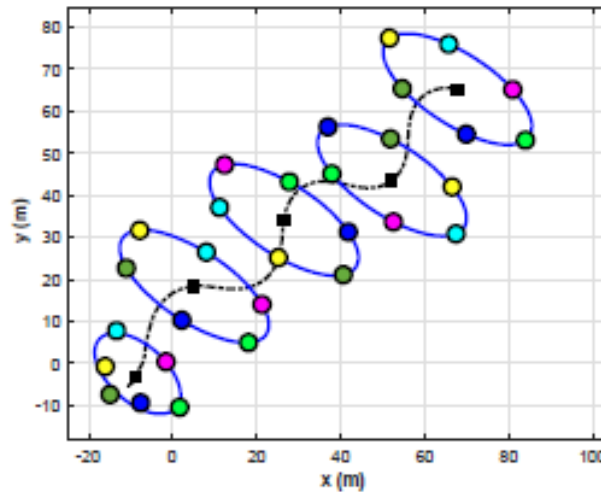
Rendezvous to Point

Cooperative target tracking in:

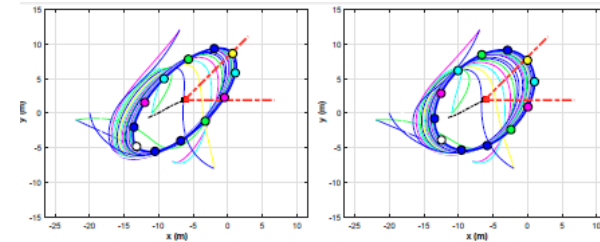
- **Elliptical** formations of different orientations and shape/roundness



(a) Trajectories

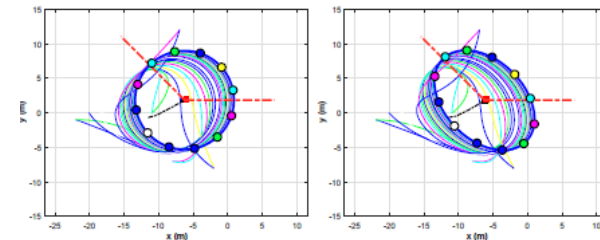


(b) Snapshots



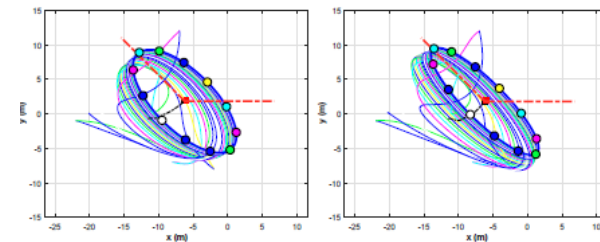
(a)  $\phi = 0.3\pi$

(b)  $\phi = 0.4\pi$



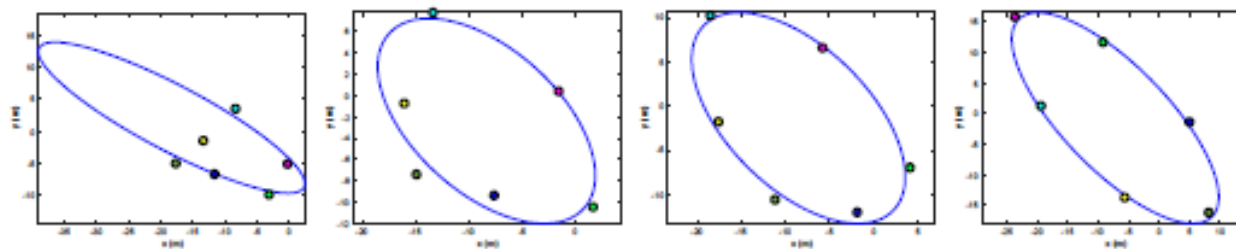
(c)  $\phi = 0.5\pi$

(d)  $\phi = 0.6\pi$



(e)  $\phi = 0.7\pi$

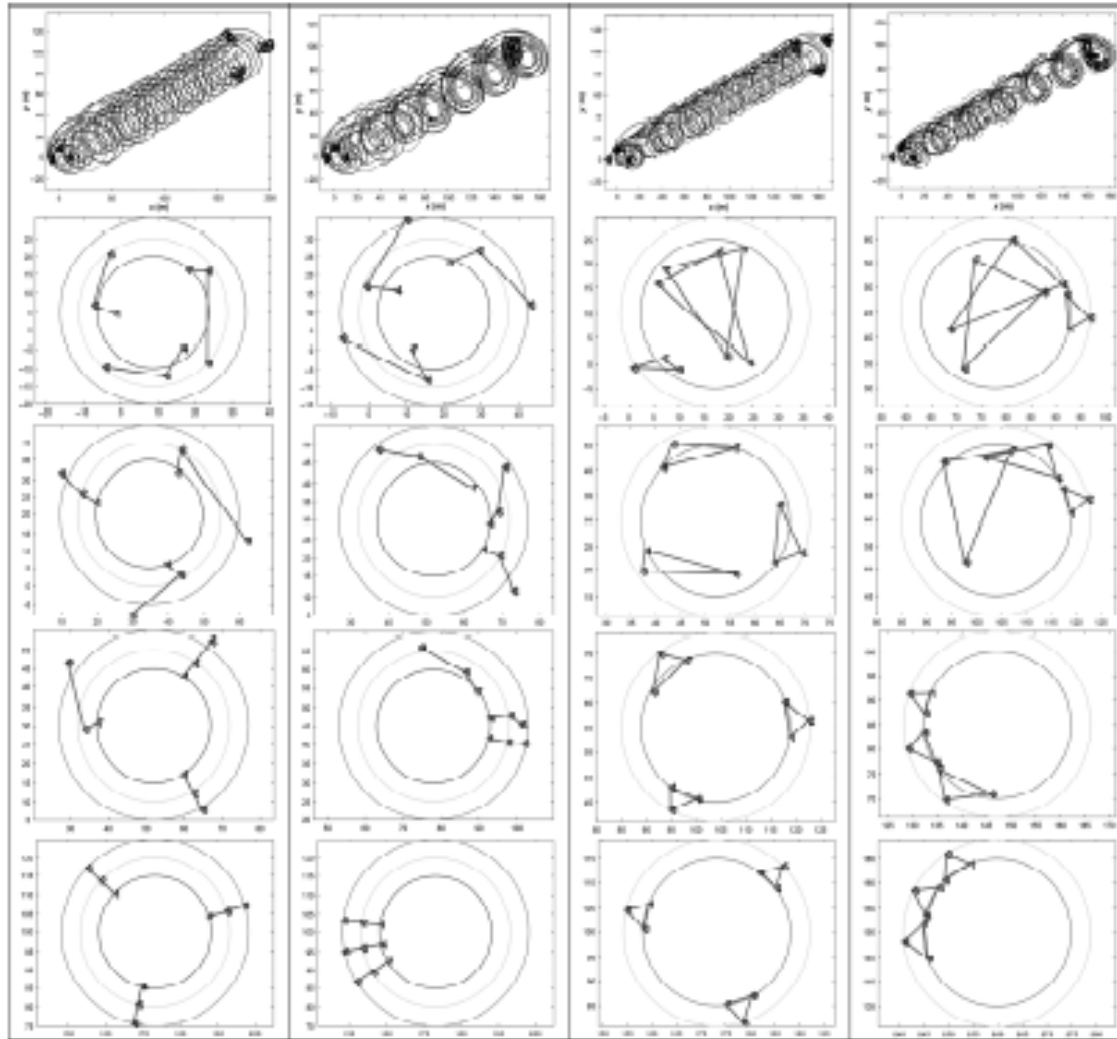
(f)  $\phi = 0.8\pi$

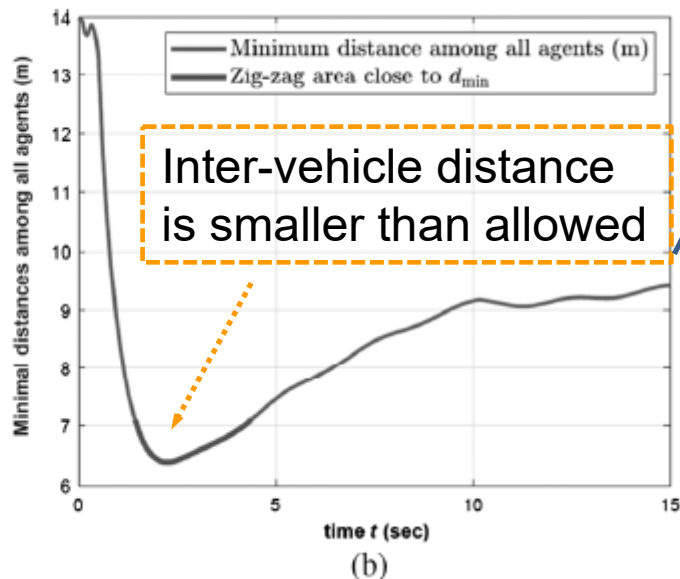
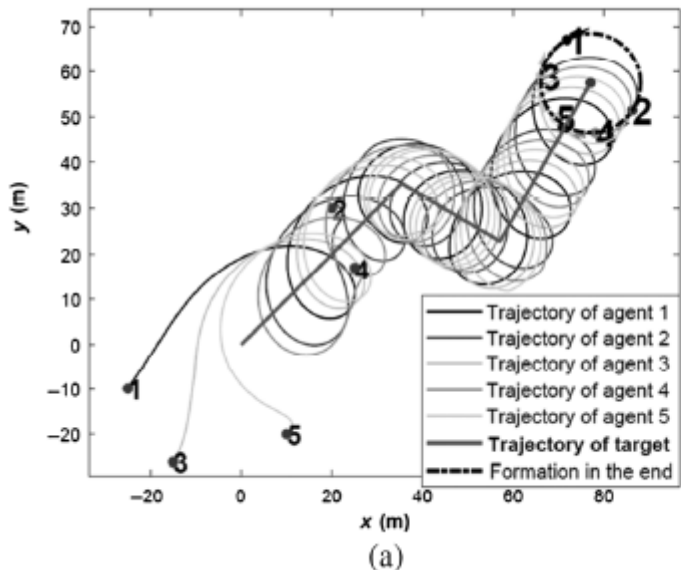


(c)  $t = 2$  (sec.) (d)  $t = 2.5$  (sec.) (e)  $t = 3$  (sec.) (f)  $t = 4.5$  (sec.)

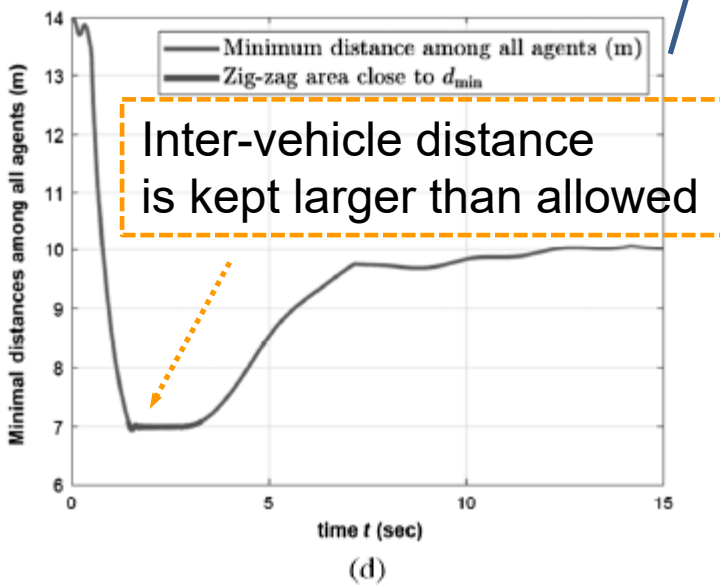
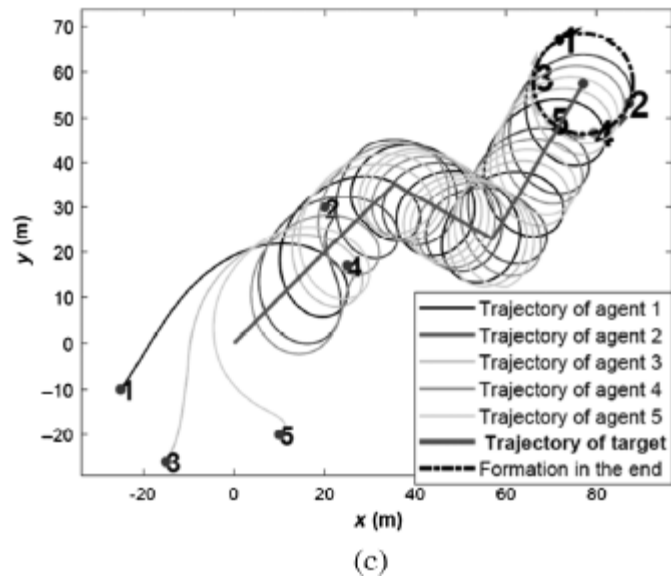
Cooperative target tracking in:

- **Concentric formations with local geometric shapes**



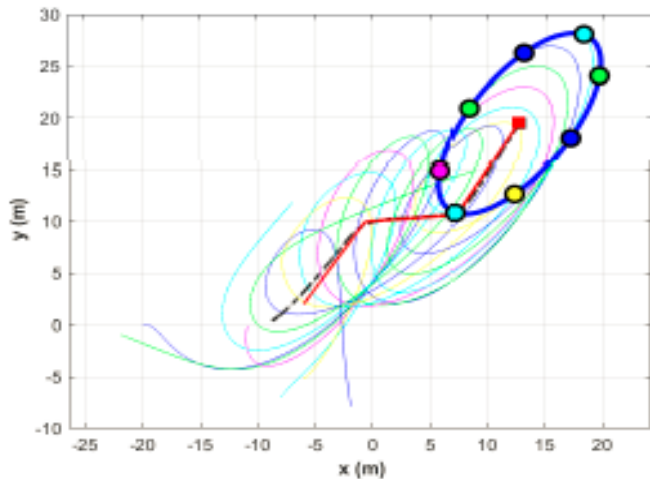


Without Collision Avoidance

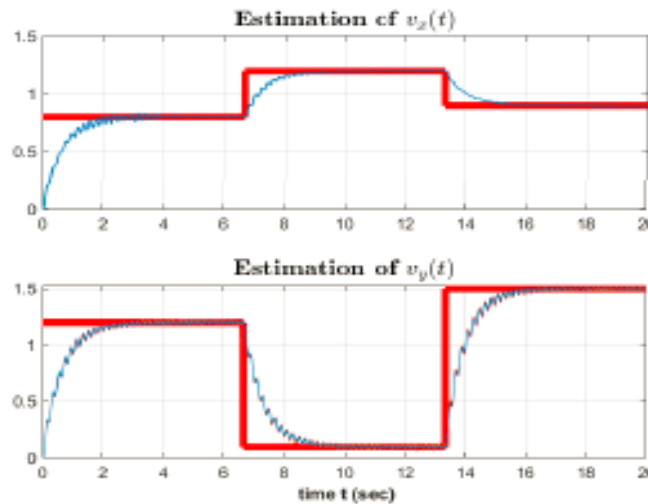


With Collision Avoidance in Place

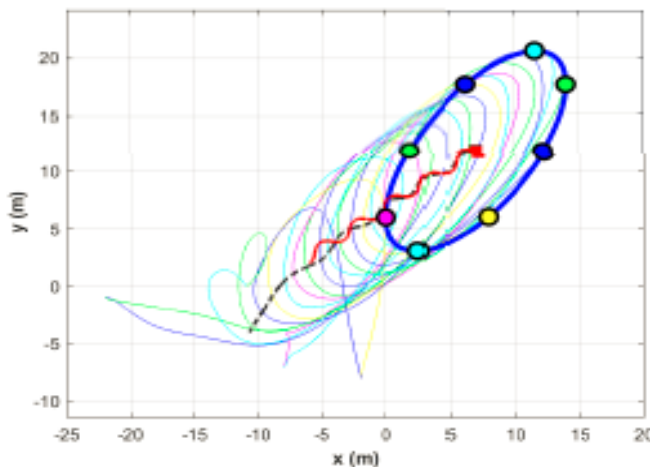




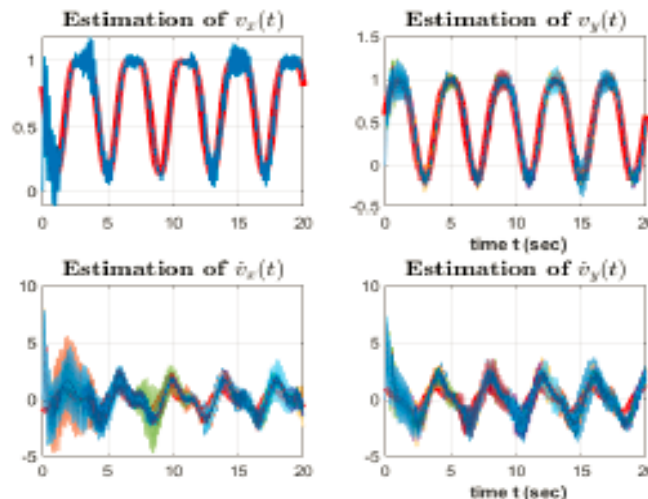
(a) Trajectories



(b) Estimation



(c) Trajectories



(d) Estimation

With  
estimated  
target  
information

# Cooperative Target Tracking for EdgeRobots

- **At the Robot-Level:**
  - Achieving tracking and simultaneous formation
  - Deciding the right/appropriate formation
- **At the Edge-Level:**
  - Dynamic scheduling and/or assignment of robots for tasks/targets
- **The Rule-of-Thumb: Do as much as we can locally on each robot; if can not, ask Edge.**

# Three-Stage Algorithm Validation & Verification

- Via MATLAB simulation
- Via ROS simulation
- On physical robots

