

Smart Teams

Local, Distributed Strategies for Self-Organizing Robotic Exploration Teams



Presented by
Jaroslaw Kutylowski

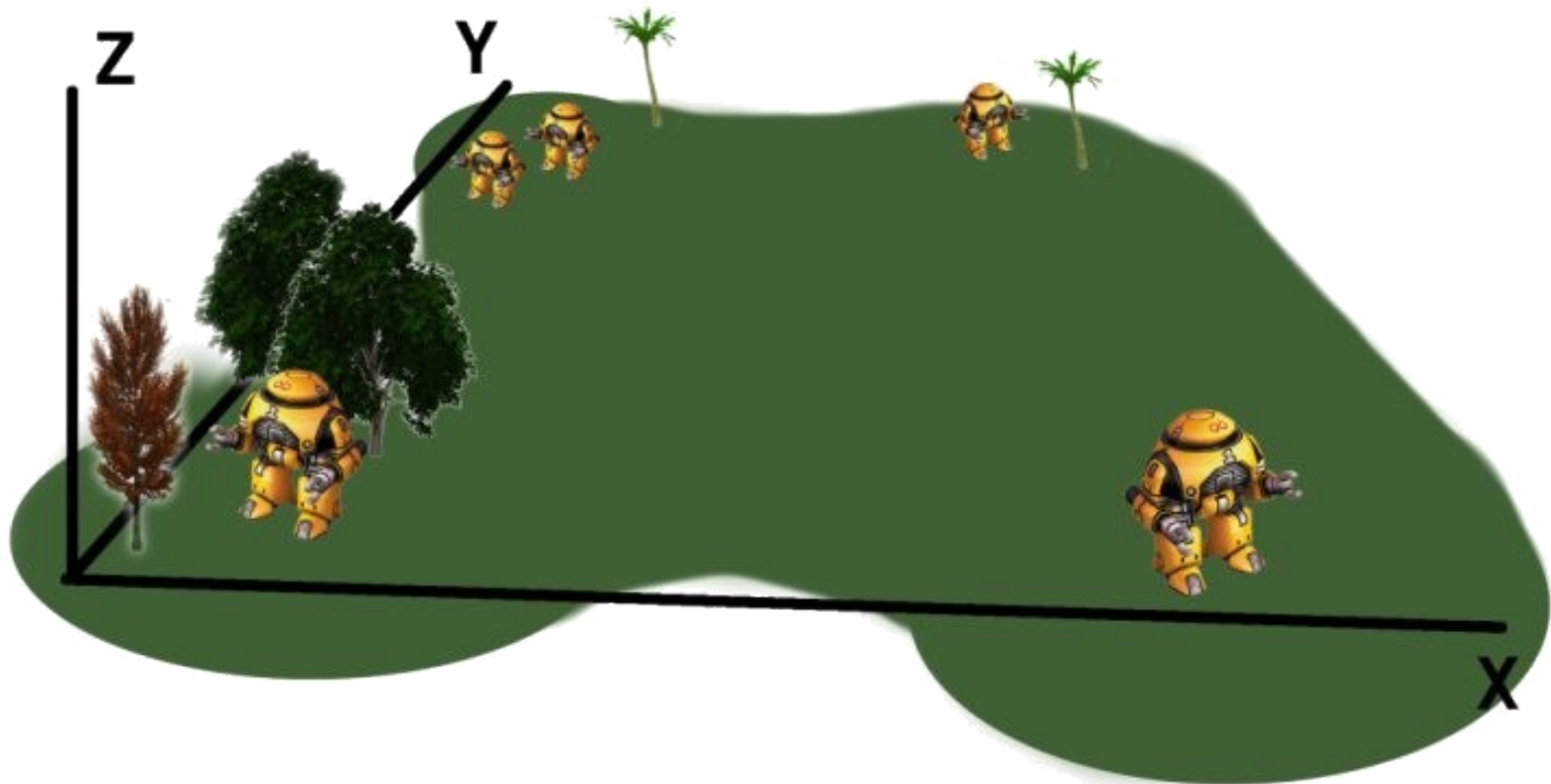


University of Paderborn

- Friedhelm Meyer auf der Heide
- Mirosław Dynia
- Jarosław Kutylowski

University of Freiburg

- Christian Schindelhauer
- Chia-Ching Ooi



A Smart Team is

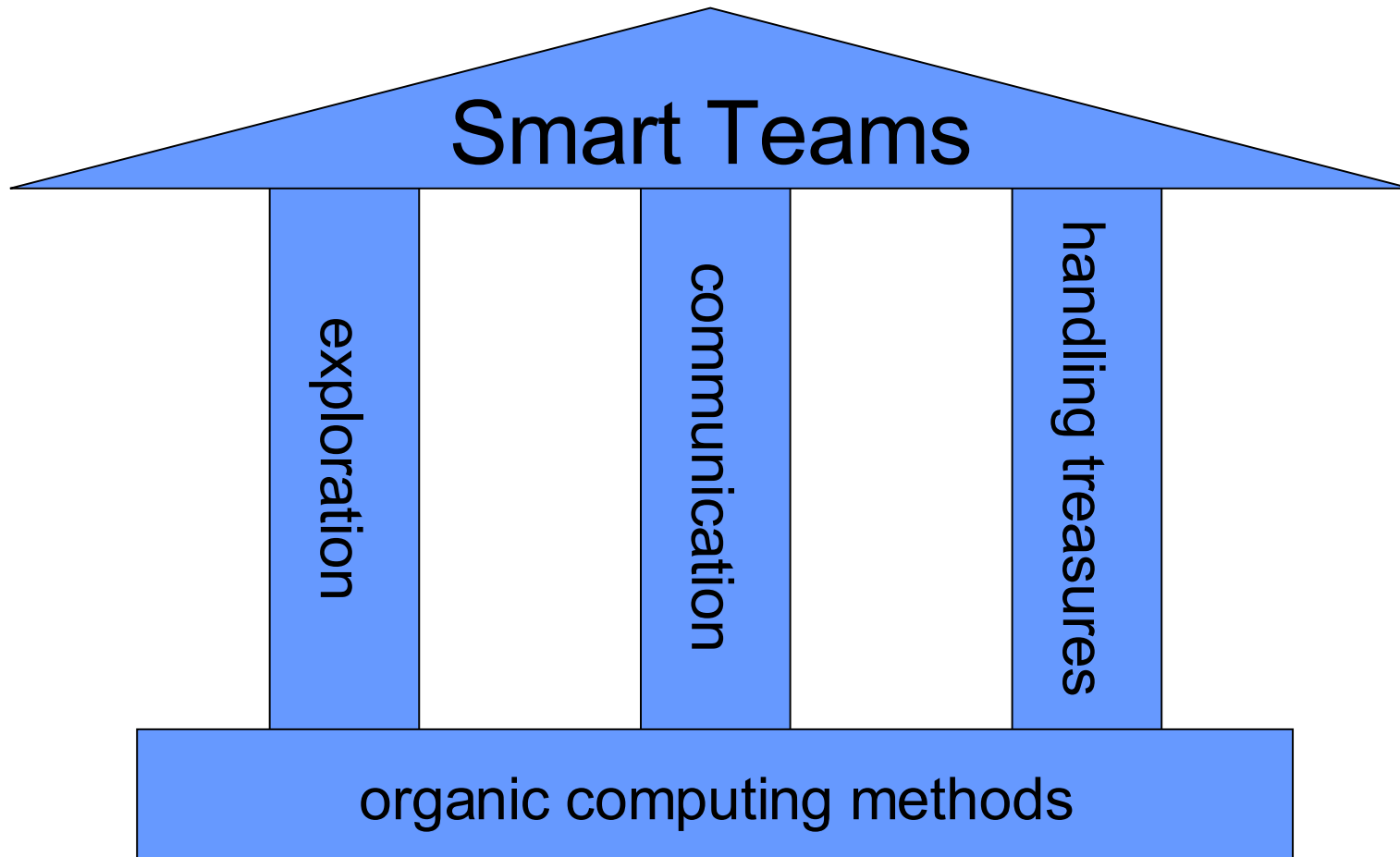
- a group of mobile robots,
- which can self-organize based on local, simple rules and
- jointly perform a given mission with a global objective

Task

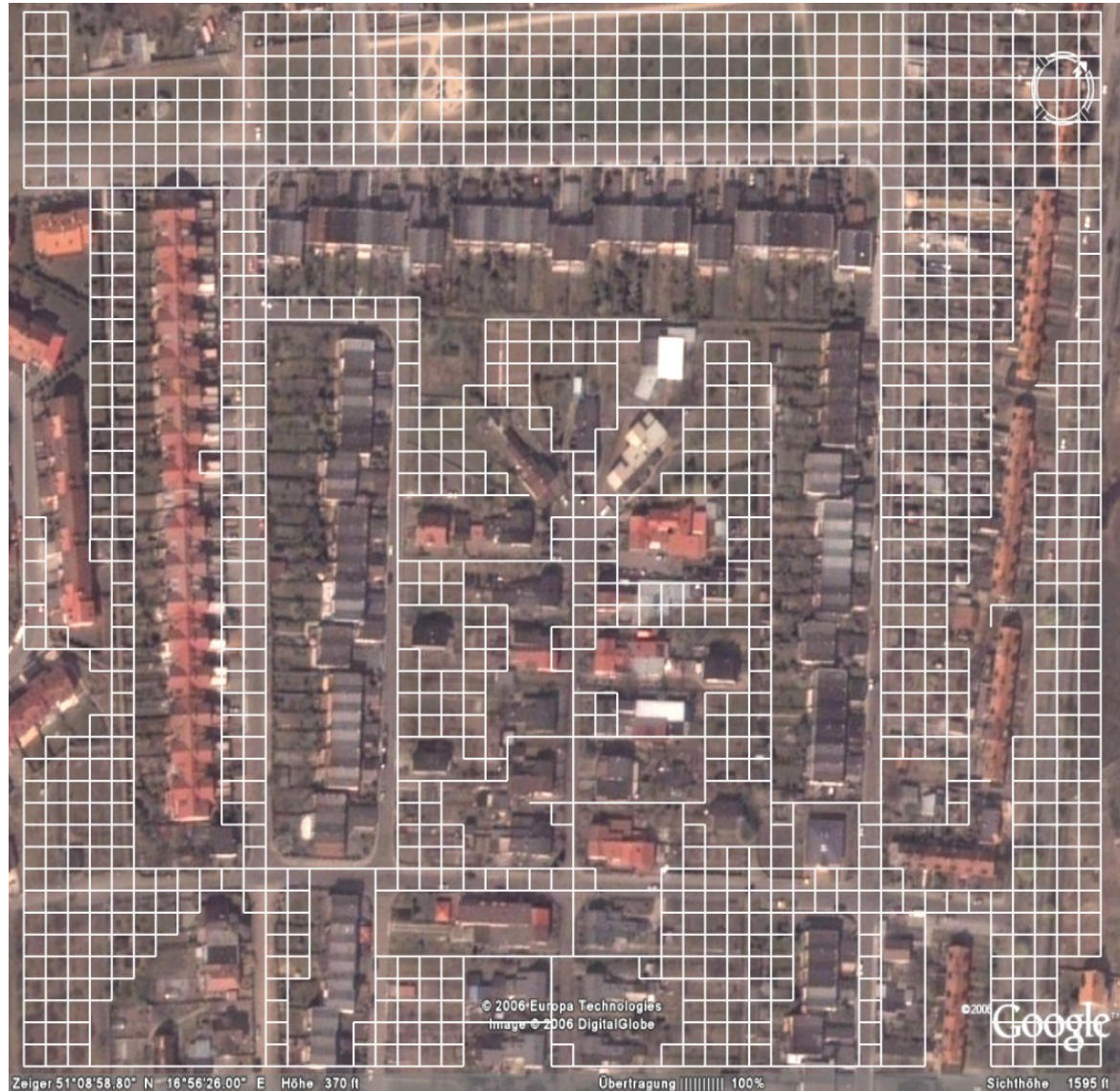
- explore an unknown terrain while
- maintaining a robust and energy efficient communication network and
- excavating and transporting treasures

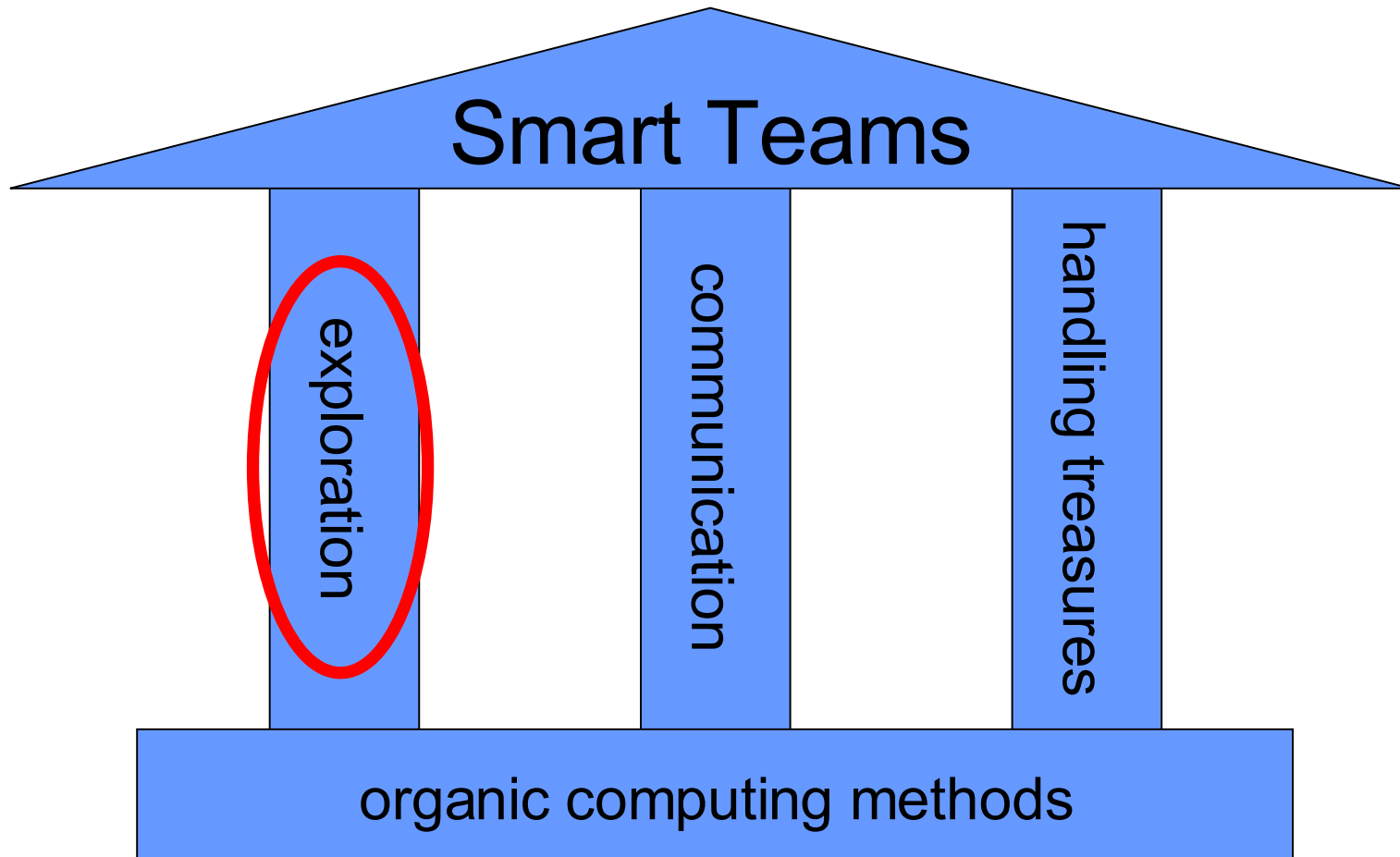
Constraints

- the communication range is bounded
- robots have to decide based on local knowledge; no central coordination
- these distributed, local strategies have to result in an globally good result



General model





Given

- group of k robots,
- placed in base station,
- jointly explore unknown terrain, and
- finally return to base station.

Questions

- How to exploit the full parallel power of k robots, i.e. how to do the exploration k times faster than one robot would do?
- How to explore the whole terrain without using too much energy?

Model

- Arbitrary tree, or
- Sparse tree
 - having at most h^2 nodes in distance h of any node
 - cannot grow extremely fast
- Moving over edge takes unit time
- Unlimited number of robots can move over an edge

Cost measures

- Time to visit all nodes by at least one robot
- Length of path travelled by a single robot

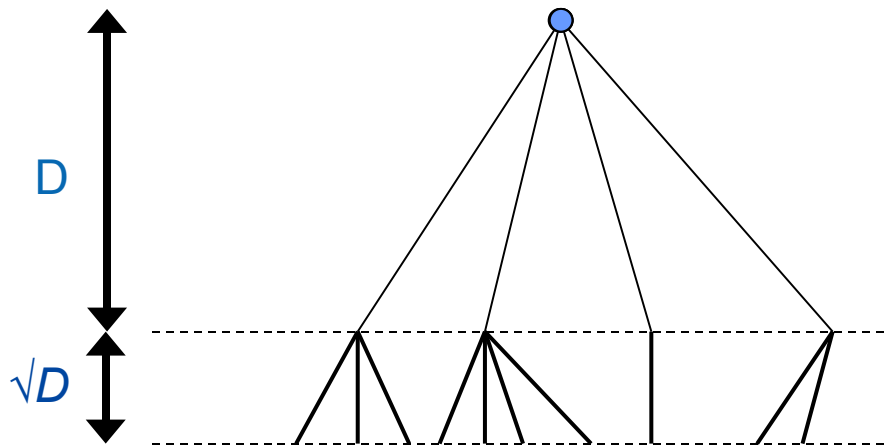
Simple algorithm

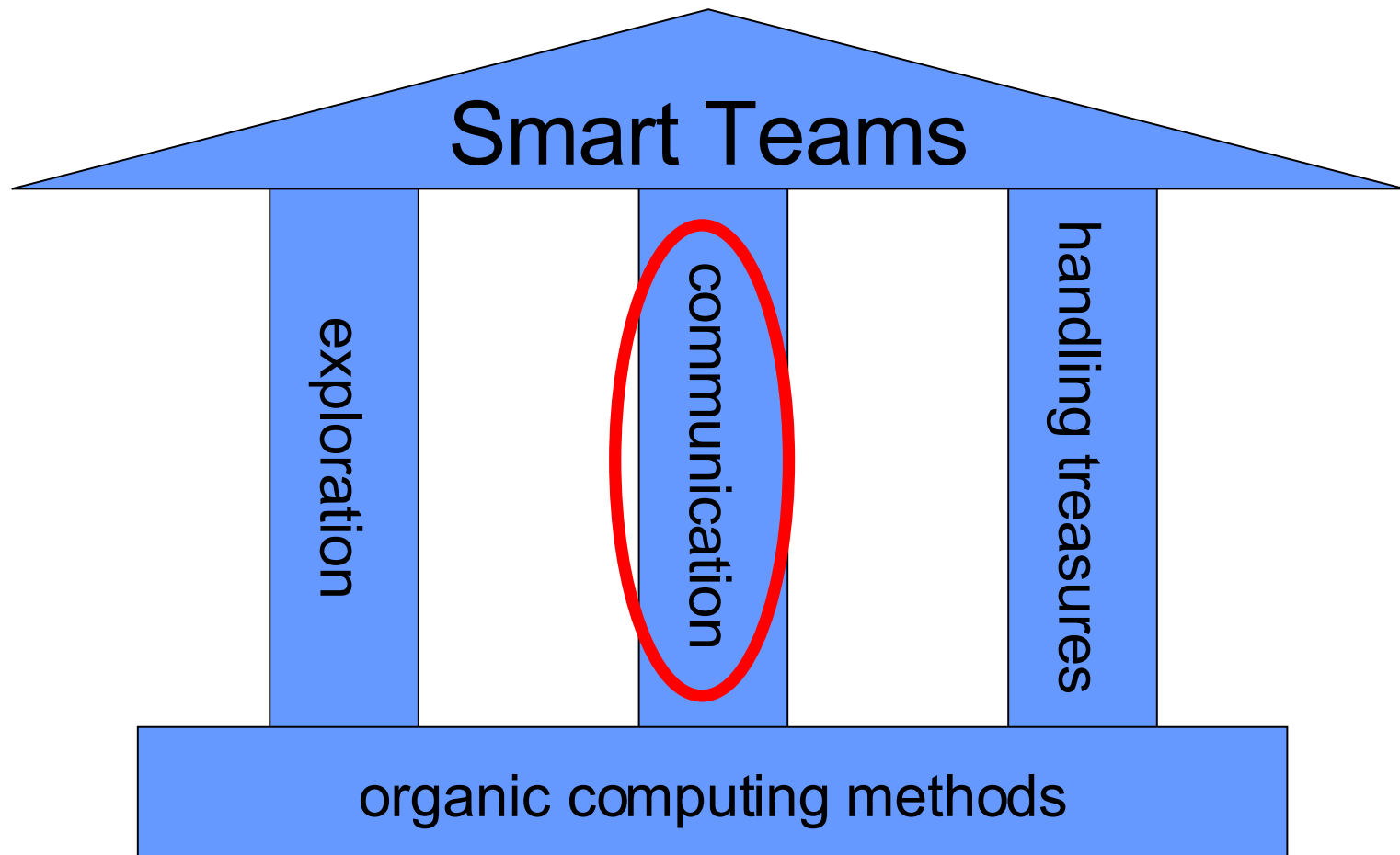
- At each crossing divide robots equally onto children
- Go back after reaching dead-end
- Exploration takes (in worst case) $k/\log k$ time more than optimally



Karlsruhe-Express algorithm

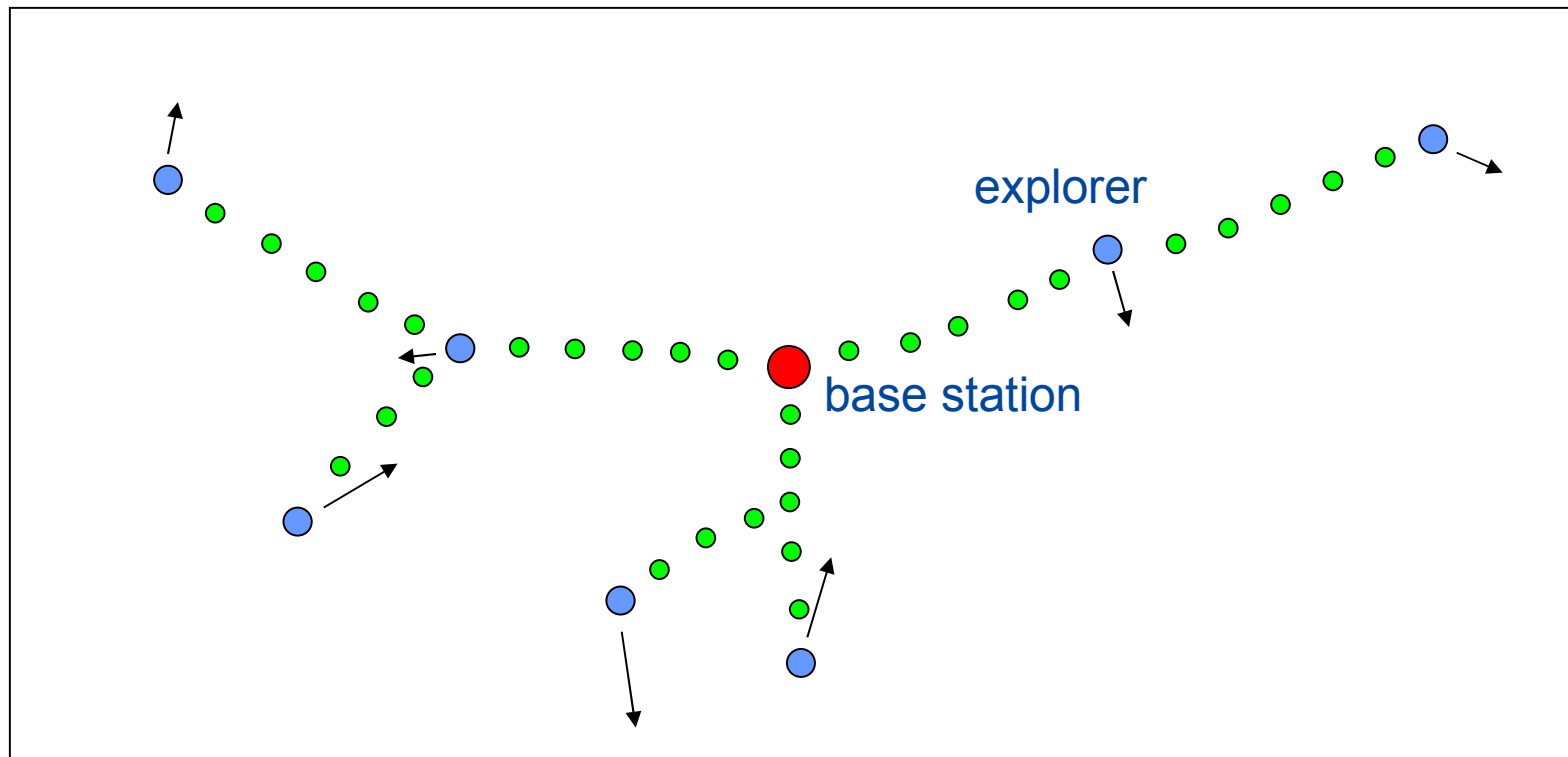
- Explores the graph in chunks (chunks have increasing size)
- Rebalances robots after each chunk
- Exploration takes (in worst case) \sqrt{D} time more than optimally





Scenario

- mobile relay stations guaranteeing connectivity between explorers



Scenario

- mobile relay stations guaranteeing connectivity between explorers

Overall goal

- keep connectivity between explorers and base station
- use few relay stations
- develop local, distributed strategies

Puzzle pieces constituting the “Communication” pillar

- maintaining single links (chains) effectively
- maintaining a tree structure efficiently
- keeping resources (relays) at proper places in the structure

Model for communication chains

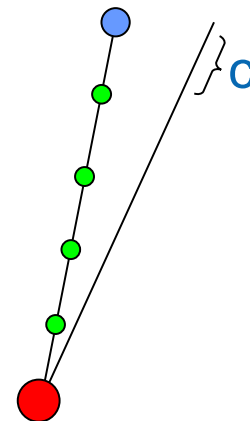
- base station and one explorer
- explorer moving
- relay stations maintain a chain between explorer and base station

Strategies for relay stations

- Go-To-The-Middle
- Chase-Explorer
- Chase-Explorer-With-Obstacles

Chase-Explorer

- needs GPS or compass
- some communication if obstacles present



Go-To-The-Middle

- fully local
- weak performance



Chase-Explorer

- less locality
- optimal performance

Open questions

- better performance without sacrificing locality?
- general lower bound for local, memoryless strategies?

Puzzle pieces constituting the “Communication” filar

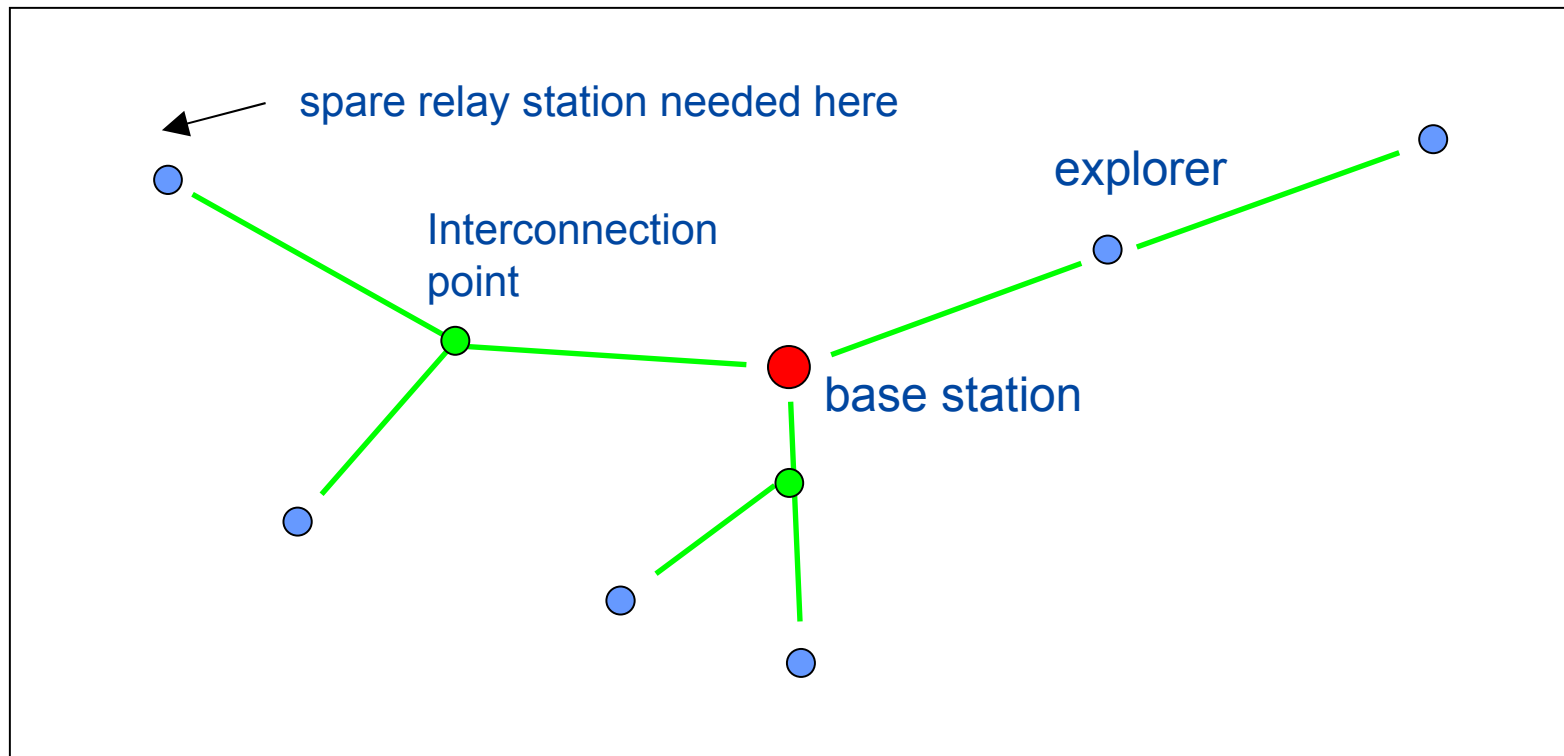
- maintaining single links (chains) effectively
- maintaining a tree structure efficiently
- keeping resources (relays) at proper places in the structure

Communication – Relay placement



Scenario

- communication tree between explorers given
- explorer moves – spare relay station needed
- no spare relay station – explorer must wait



Scenario

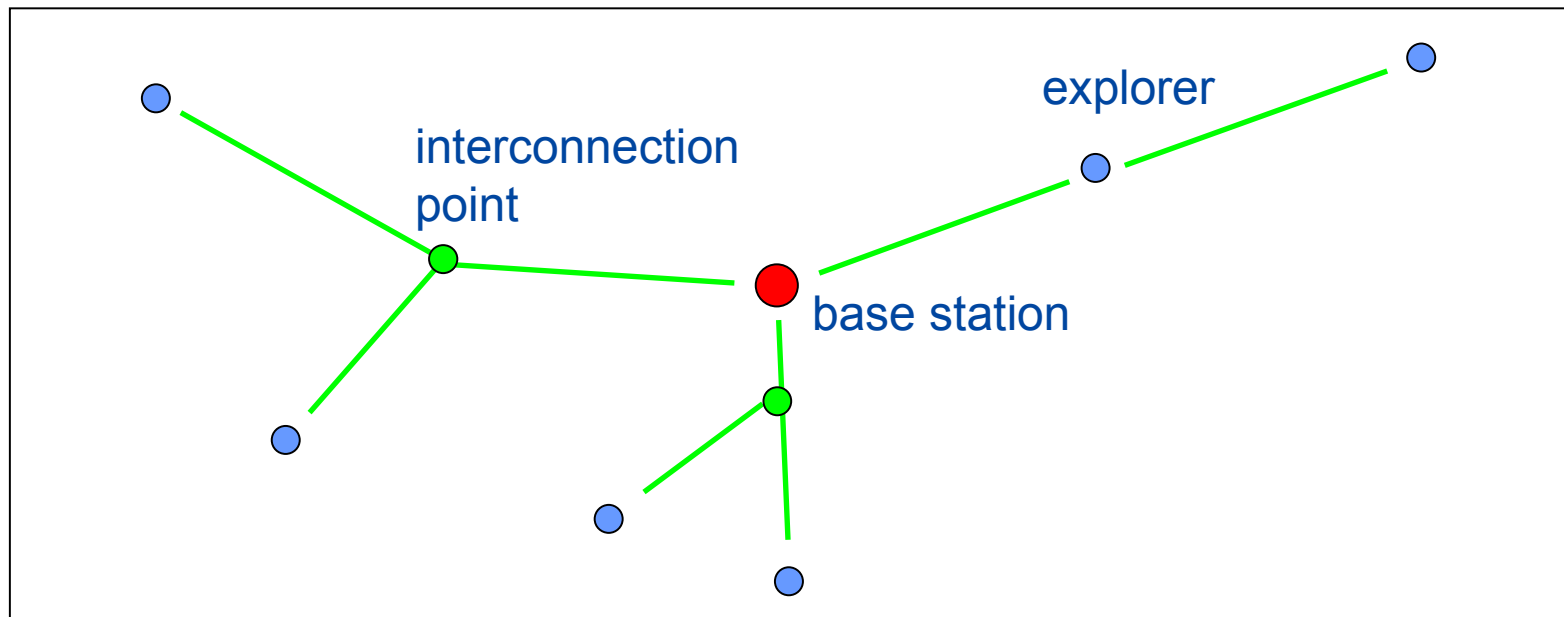
- communication tree between explorers given
- explorer moves – spare relay station needed
- no spare relay station – explorer must wait
- bounded number of relay stations
- online problem – we do not know how the edge lengths change in the future (how the explorers move)

Goal

- distribute relay stations to explorers & interconnection points
- allow for best movement of explorers (no waiting)

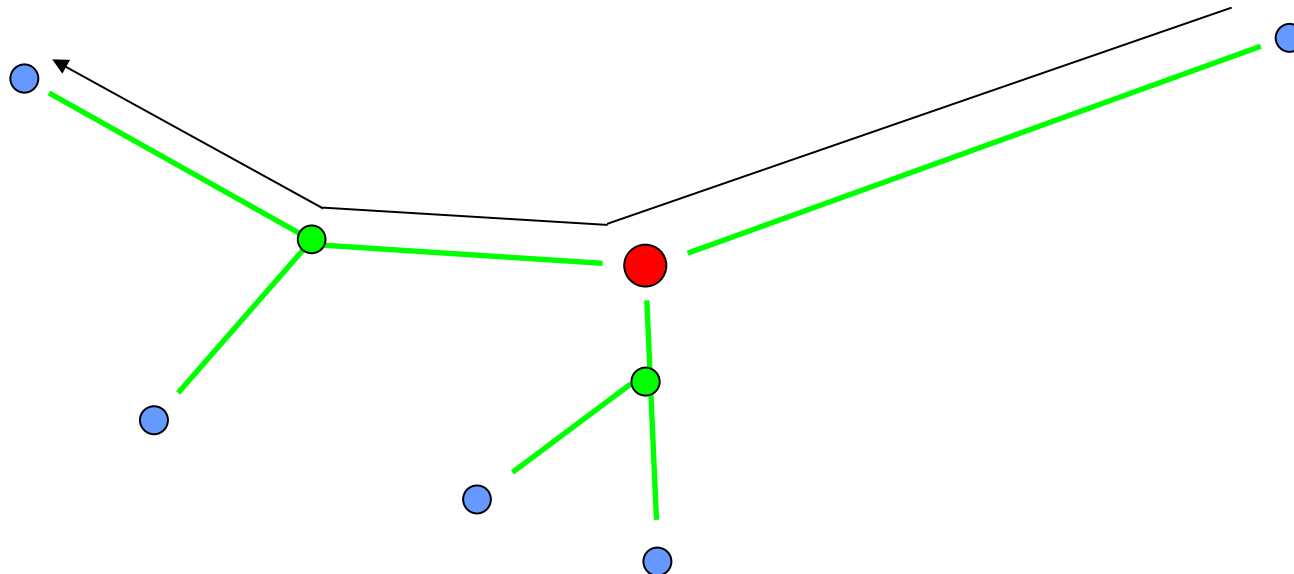
Model

- adversary changes edge weights, tree structure does not change
- edge weight increase – spare relay must be available
- we count waiting time of explorers



Pulling spare relays

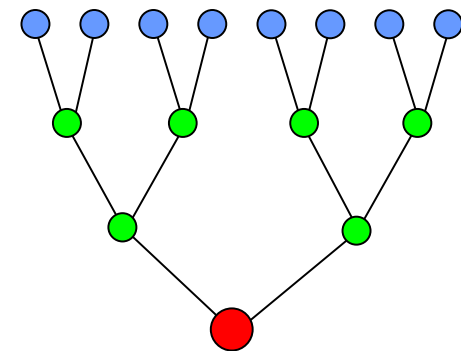
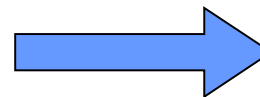
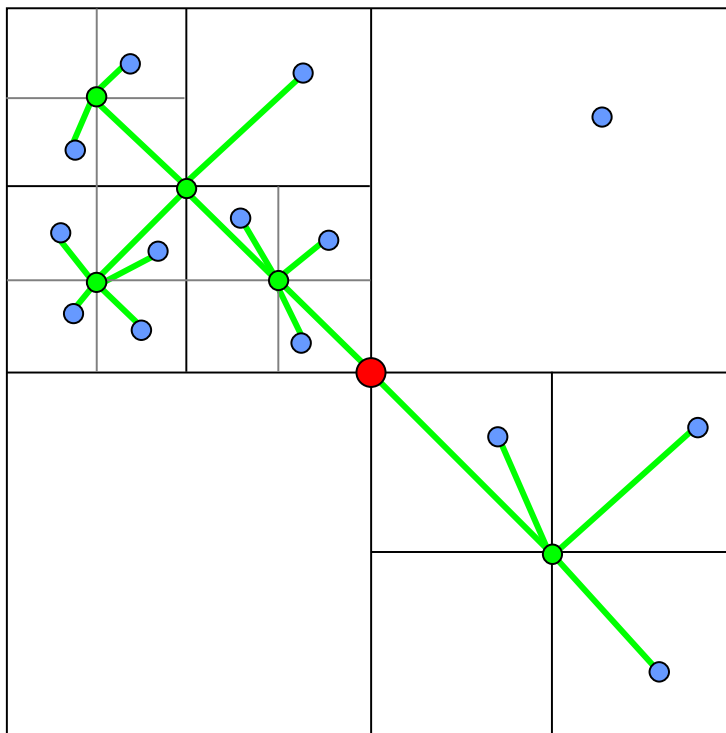
- similar to “string” pulling or electricity flow
- every node on pulling path moves one step forward
- only one pull operation per edge in one round
- moves one spare relay to pulling node



Communication – Relay placement



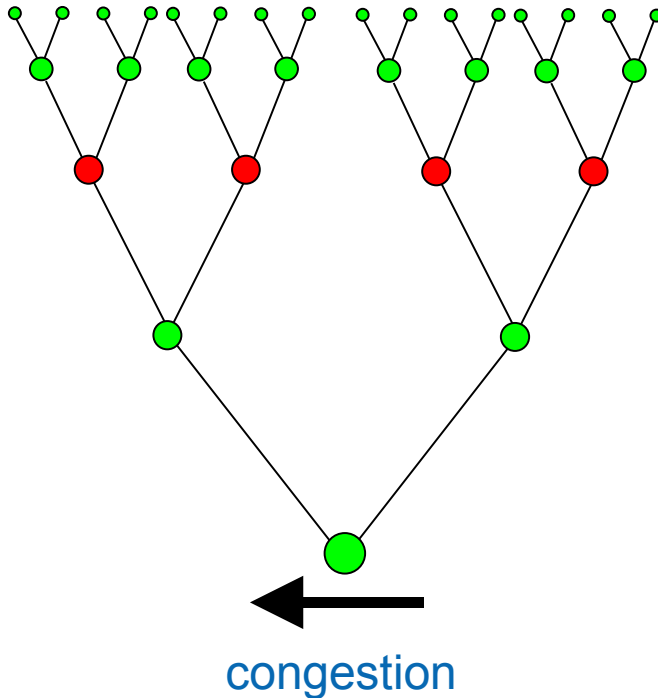
- k explorers
- tree with bounded degree (for simplicity 2)
- depth D
- models trees one encounters in practice



Communication – Relay placement



many spare
relays needed



- every algorithm has to deal with this congestion (also the optimal one)
- investigate what happens if we do not know the future
- does this increase the congestion significantly?

Work done

- Theoretical foundation for exploration & communication
- SmartS simulator framework ready

Roadmap

- Extension of theoretical results
- Project Group on Smart Teams
 - extending SmartS
 - presents the algorithmic solutions developed
- Connecting SmartS and ns2/omnet simulators

- M. Dynia, M. Korzeniowski, C. Schindelhauer
“Power-Aware Collective Tree Exploration” (ARCS’06)
- M. Dynia, J. Kutylowski, F. Meyer auf der Heide, C. Schindelhauer
“Smart Robot Teams Exploring Sparse Trees” (MFCS’06)
- M. Dynia, J. Kutylowski, P. Lorek, F. Meyer auf der Heide
“Maintaining Communication Between an Explorer and a Base Station” (BICC’06)
- M. Dynia, M. Korzeniowski, J. Kutylowski
“Competitive Maintenance of MSTs in Dynamic Graphs”
(submitted)
- M. Dynia, J. Kutylowski, F. Meyer auf der Heide
“Efficient Connectivity Maintenance between an Explorer and a Base Station in Natural Terrain” (submitted)

Mini-workshop



We plan a mini-workshop on self-organizing,
distributed systems

Partners:

- Sandor Fekete
- Stefan Fischer
- Martin Middendorf
- Dirk Timmermann

Everybody is invited to join, date will be fixed soon



Thank you for your attention!

