

The 3rd Israeli Conference on Robotics

Collaborative Control Theory for Robots

Shimon. Y. Nof

PRISM Center

Production, Robotics, and Integration Software for Mfg. & Management
Purdue University, W. Lafayette, IN, USA

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nof@purdue.edu



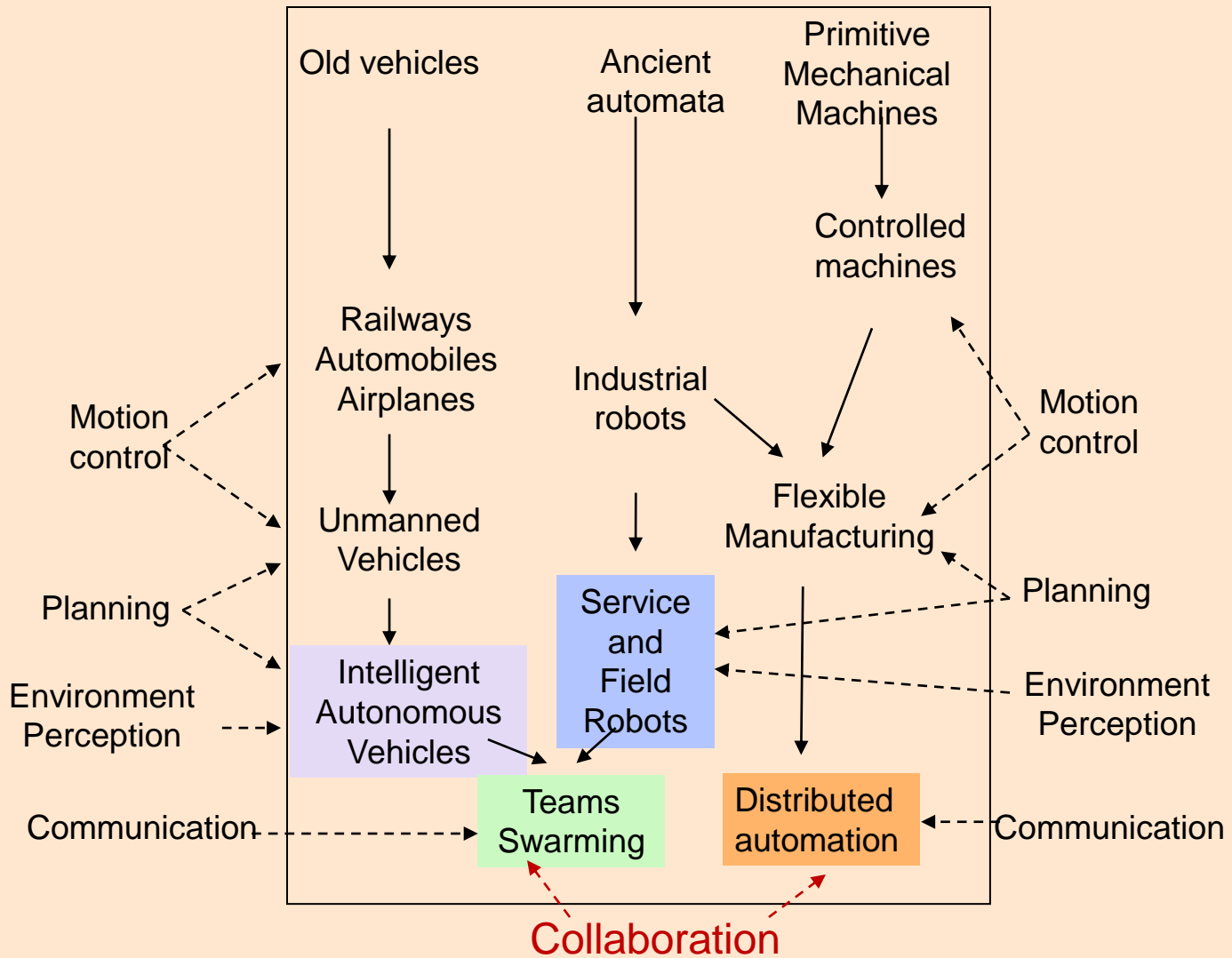
Robot Collaboration

- Collaboration revolution
- Co-Ro-Bots – Robot; Agent
- Collaborate: Why? Who? How?

Nature of Robot Collaboration: Alliance vs. adversary

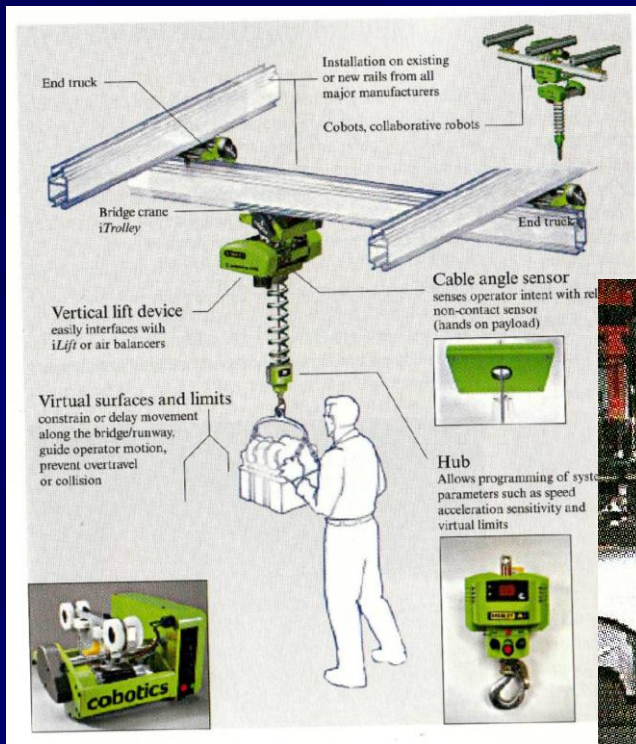
- CCT; Design recommendations for collaboration support
- Emerging trends
 - Evolutionary robotics
 - Bio-inspired robotics
 - Nano-robots
 - Social robotics
 - CI, Collaborative Intelligence

Why is collaboration needed? For better effectiveness & success



Evolution of automation in mobility and navigation
(Ollero, *Springer Handbook of Automation* 09)

Who collaborates? H:H, H:R, R:R, H:H:R, H:R:R; 1:1, 1:N, N:M, teams, swarms, networks



A cobot assisting a human in assembling a car



pHRI in human power amplifiers

Ergonomics, work optimization: Stronger, safer, faster, more precise, reach further

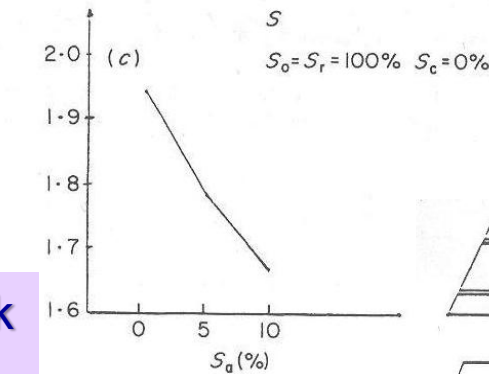
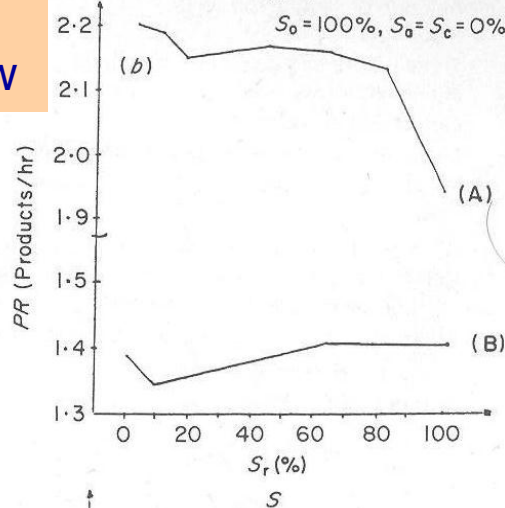
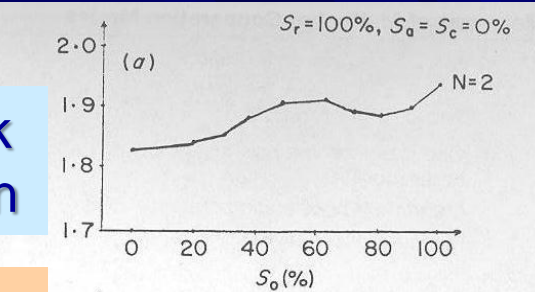
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How to collaborate?

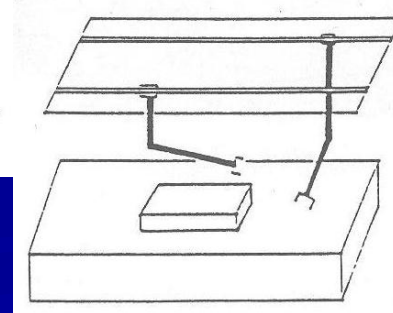
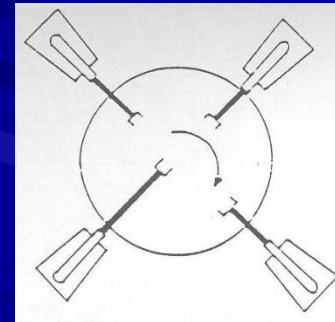
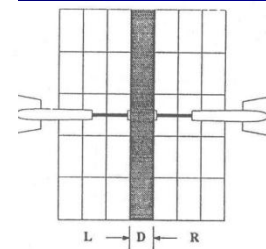
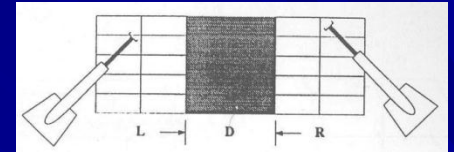
R:R:R,
H:R:R

Optional Task
Collaboration

Level of Resource Sharing
Service load: (a) high, (b) low



Mandatory Task
Collaboration

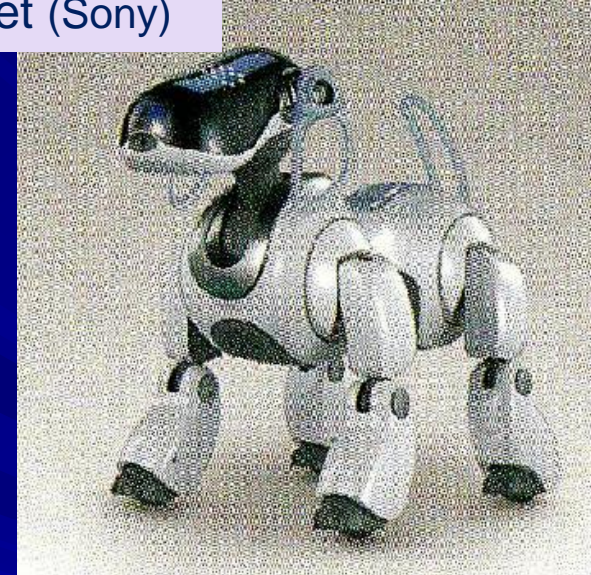


Who and How? H:R Bio-inspired sociable robots – attend, care, inform, act

PARO, therapeutical seal robots (AIST)



AIBO, robotic pet (Sony)



MEL,
Conversational
penguin robot
(MERL)



Leonardo, media
robot (MIT)

Cooperate vs. Collaborate

Both: share space; time; information; knowledge; tools; capacity. In collaboration, share also in tasks execution

Cooperating robots:
“I can see what you cannot”

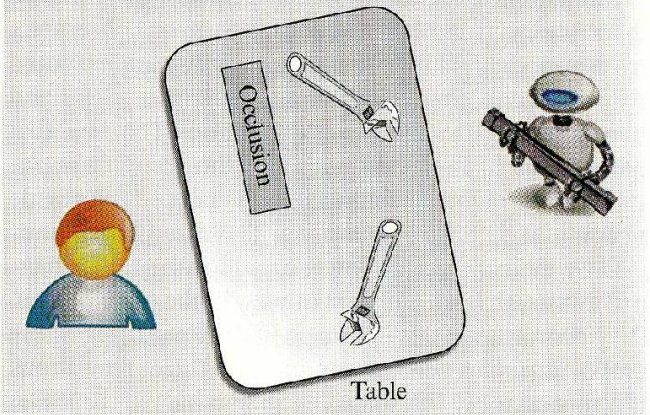
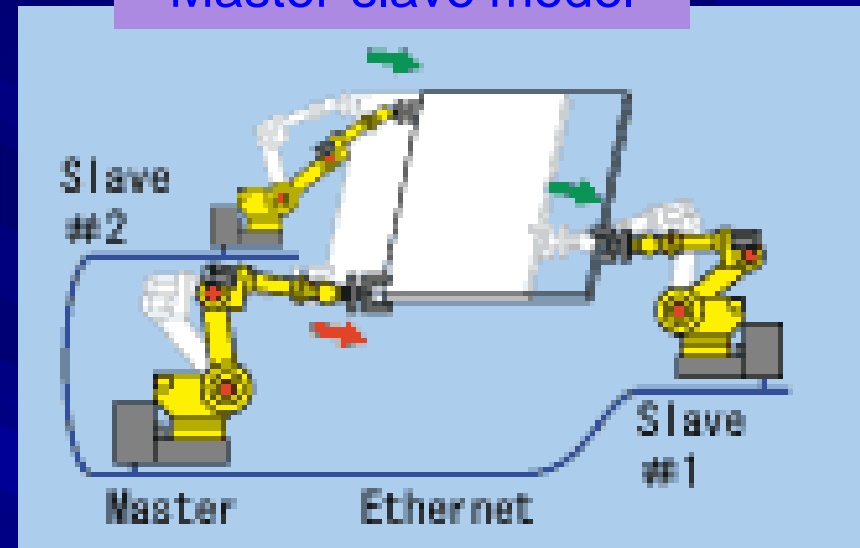


Fig. 58.13 Robonaut using visual perspective taking to disambiguate the intended referent when asked to *hand me the wrench*. The human can only see one wrench, but the robot can see both. The robot correctly hands the wrench that both can see

Collaborating robots:
Master-slave model

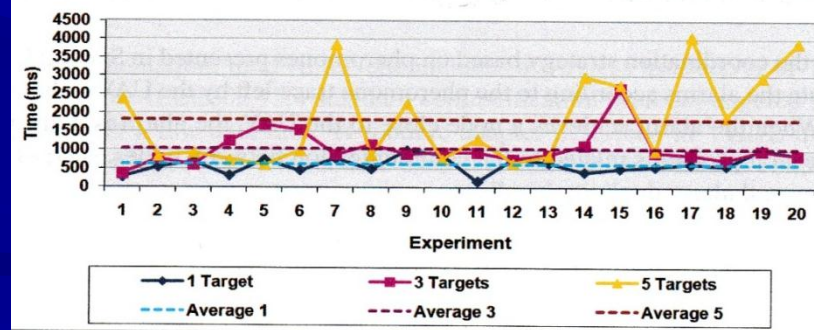
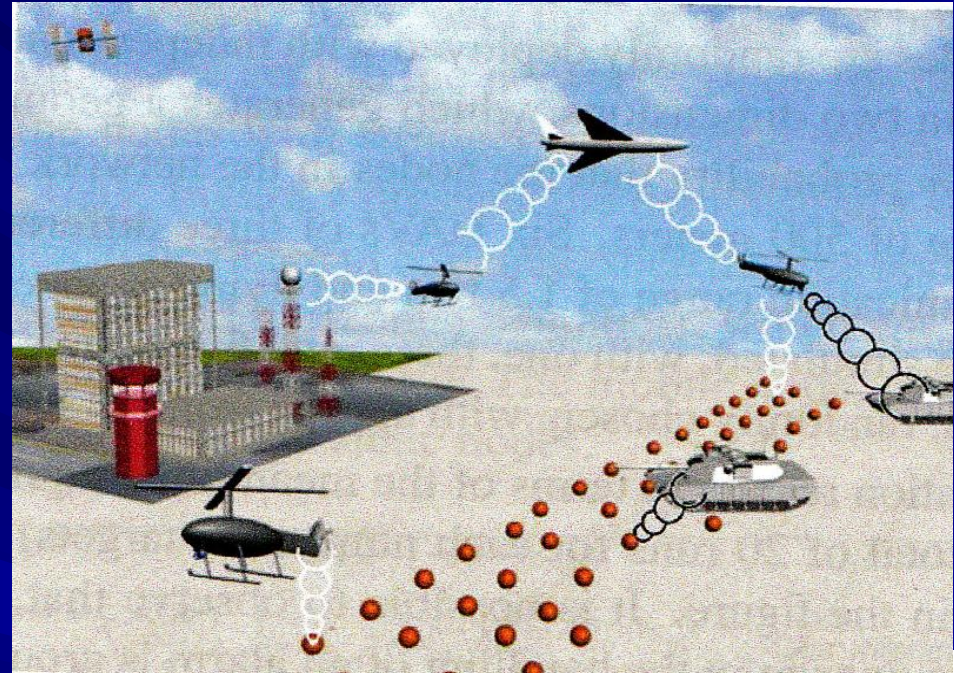
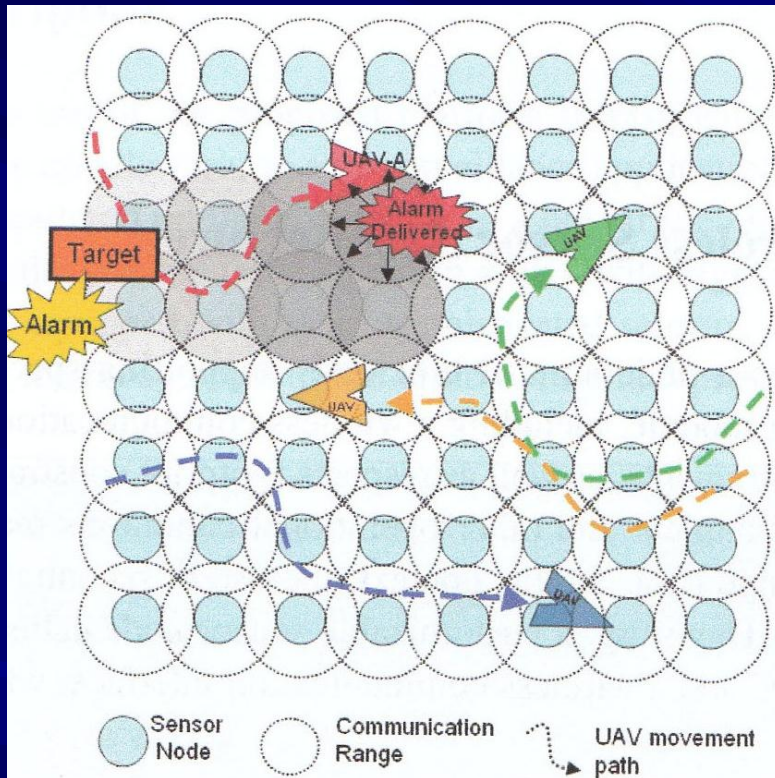


- From rigid to bi-inspired control models:
- Autonomous / autonomic units (agents)
 - Adaptability, evolutionary,
 - Survivability (of fittest)
 - Autonomous, collaborative systems
 - Scalability, agility

How? Comm. → Coordinate → Cooperate → Collaborate

H:R:R in sensor networks: Response quality by CCT logic

Co. to win: W-W; ZSG; MSG



Pheromone strategies with alarm response times achieved

de Fereitas et al. Coordinating aerial robots and sensors for intelligent surveillance. *IJCCC 10, 52-70*

Design Principles of Collaborative Control Theory (CCT)

Design Principle	Brief Definition	Robots/Agents
1. CRP I+II Collaboration Requirement Planning	Effective e-collaboration requires advanced planning and on-going re-planning	Operation plan and seq.; Adapt
2. Parallelism & KISS Parallelize and "Keep it simple, system!"	Optimally exploit the fact that work in cyber work-spaces and human work-spaces can and must be allowed to advance in parallel	Optimize DOP, {R}, TAP; KISS for H, R
3. CEDP Conflict & Error Detection and Prognostics	Minimize cost of resolving conflicts among collaborating agents by automated CSS, collaboration support systems	Id., detect, prevent, resolve errors, conflicts
4. FTT Fault-Tolerance by Teaming	Fault-tolerant collaboration can yield better results by a team of weak agents, than a single optimized and even flawless agent	Sensors and robots networks
5. JLR Join/Leave/Remain in a CNO network	An agent: Decide when/ why to JLR a CNO by monitoring total participation gains/ costs. A CNO: Same, including more coordination, re each member	Dynamic team optimization
6. LOCC Lines of Command and Collaboration	Evolutionary mechanisms of interaction and organizational learning for effective ad-hoc decisions, improvisation, on-the-spot contact creation, best matching protocols pairing planners with executors	Alerts, backup and best matching TAPs

Group/Swarm robotics

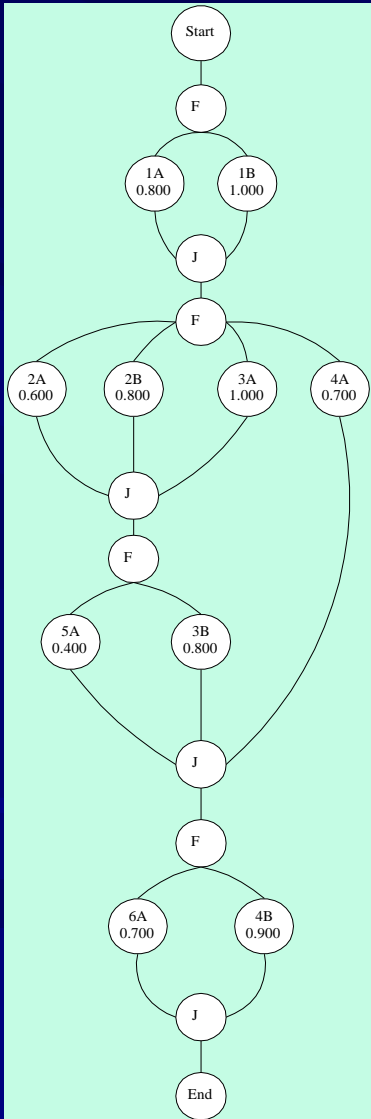


Model based control, MPC (Model Based Predictive Control) used for formation control. MAS, Multi Agent distributed control applies to autonomous agents

Collaborative parallelism

PIEM (centralized optimization algorithms) and DPIEM (optimization with distributed protocols) for planning the communication and coordination trade-offs in collaborative design, mfg., logistics, operations with parallelism

Summary: Local and Integrated Teams [Ceroni,00]



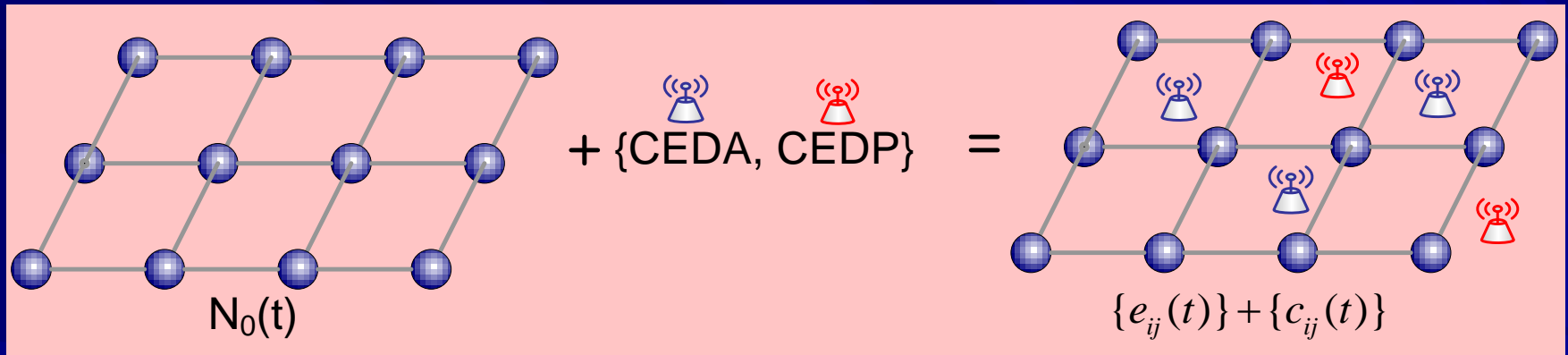
	Φ	Π	T	No. of Sub-tasks
Local Teams (A+B)	1.984 6	1.4239	0.5607	52
Team A	1.390 8	1.0350	0.3558	16
Team B	0.593 8	0.3889	0.2049	36
Integrated Teams	1.807 1	1.1666	0.6404	26

Optimize the DOP, Degree of Parallelism

The Principle of Conflict Resolution in Collaborative e-Work

[Huang and Nof, 99; Chen and Nof, 09]

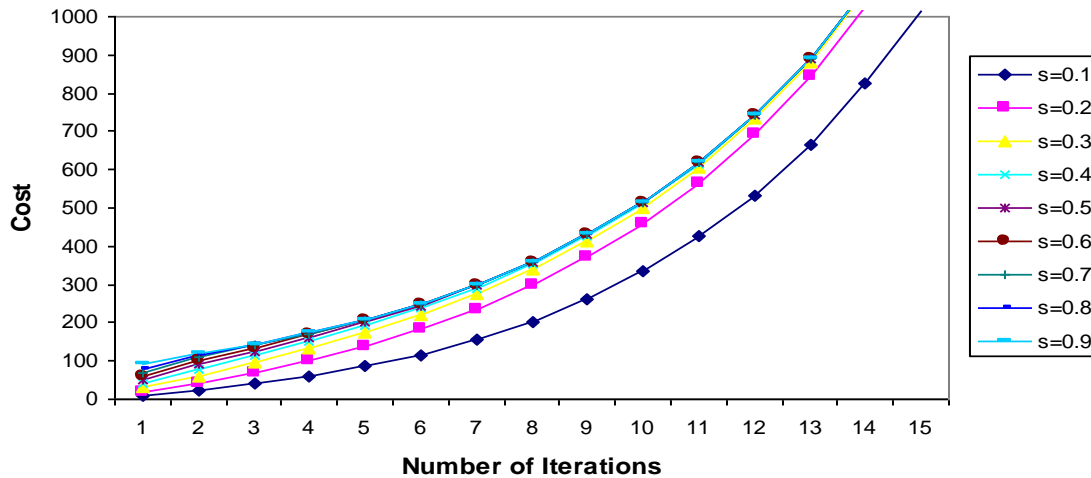
- Minimize the cost of resolving conflicts among collaborating agents by automated CSS (collaboration support systems)
 - Beyond reducing information and task overloads, agents must be designed to automatically prevent and overcome as many errors and conflicts as required to be effective



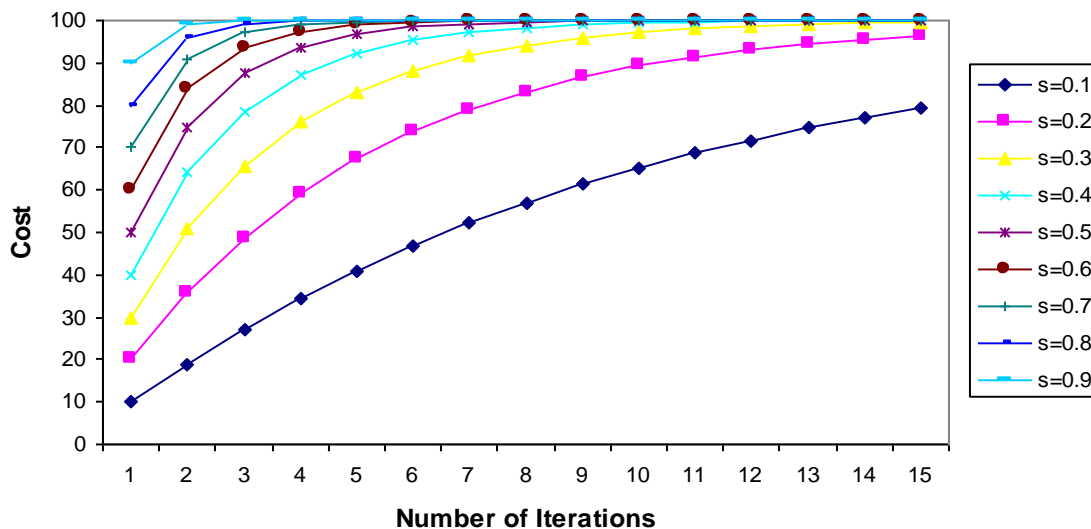
Conflict & Error Detection Agents (CEDA) and Protocols (CEDP) are assigned to Network $N_0(t)$

Ex. Elimination of faults in inspection, testing, security

Critical Cost of Error Recovery / Conflict Resolution



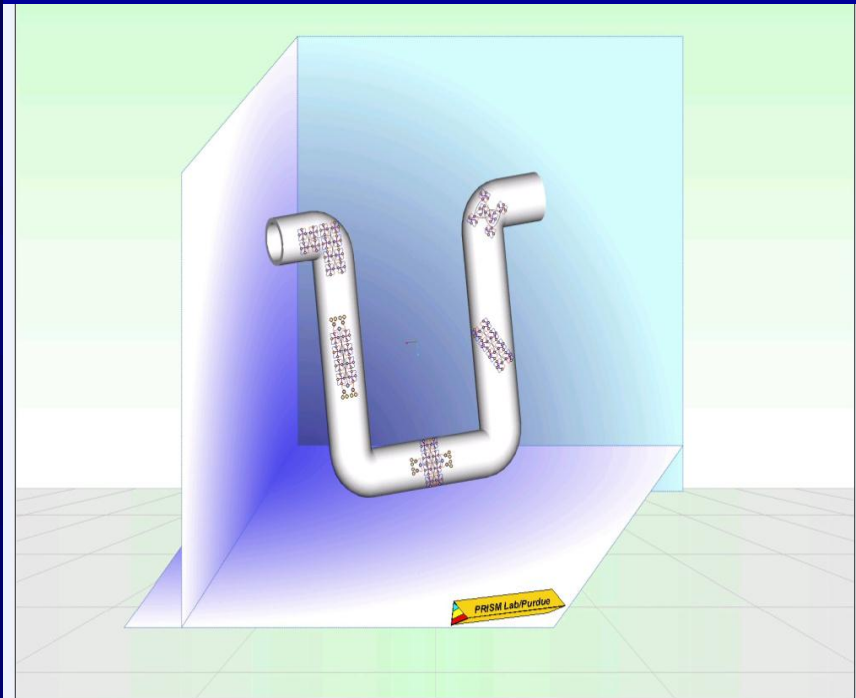
Increases exponentially when human communications and operations are applied (assuming $q=0.2$)



Reaches an upper bound when IT is Applied (assuming $q=0.0$)

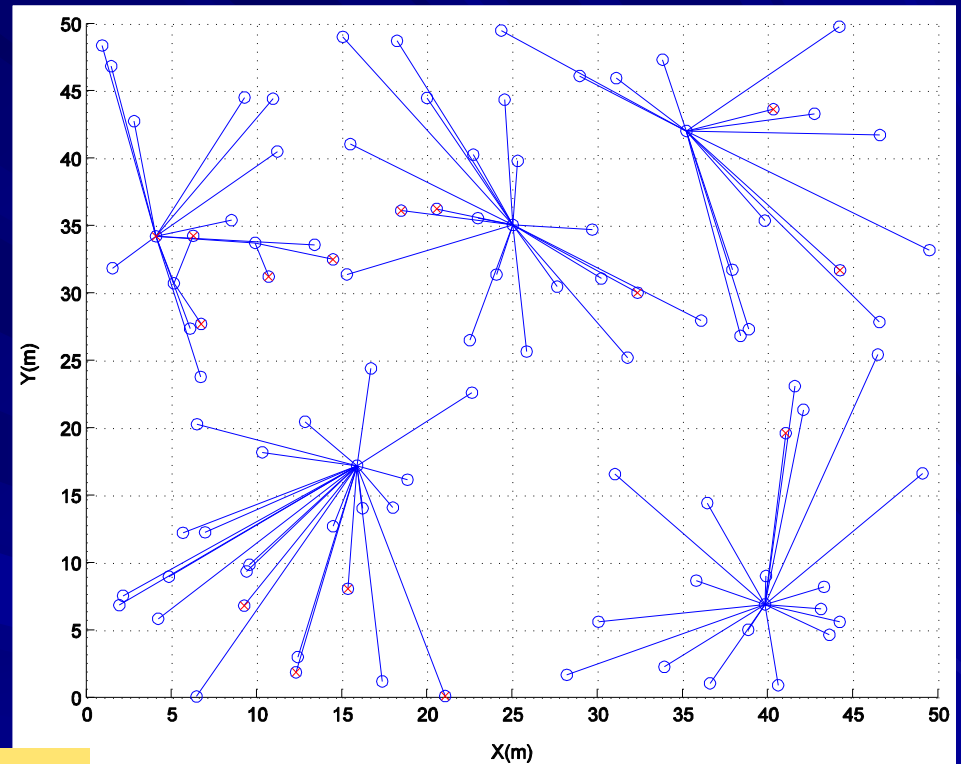
q = % of human involvement
 S = rate of conflicts

Collaborative fault-tolerance TAP design in sensor/agent networks



Principles 1-6 at work:

Alternative MEMS and nano sensor arrays / networks optimized along an artery for measurement and control



Faulty sensors routed communication by a time-based control [Jeong, 2006]

TAP: Task Administration Protocols for complex workflow

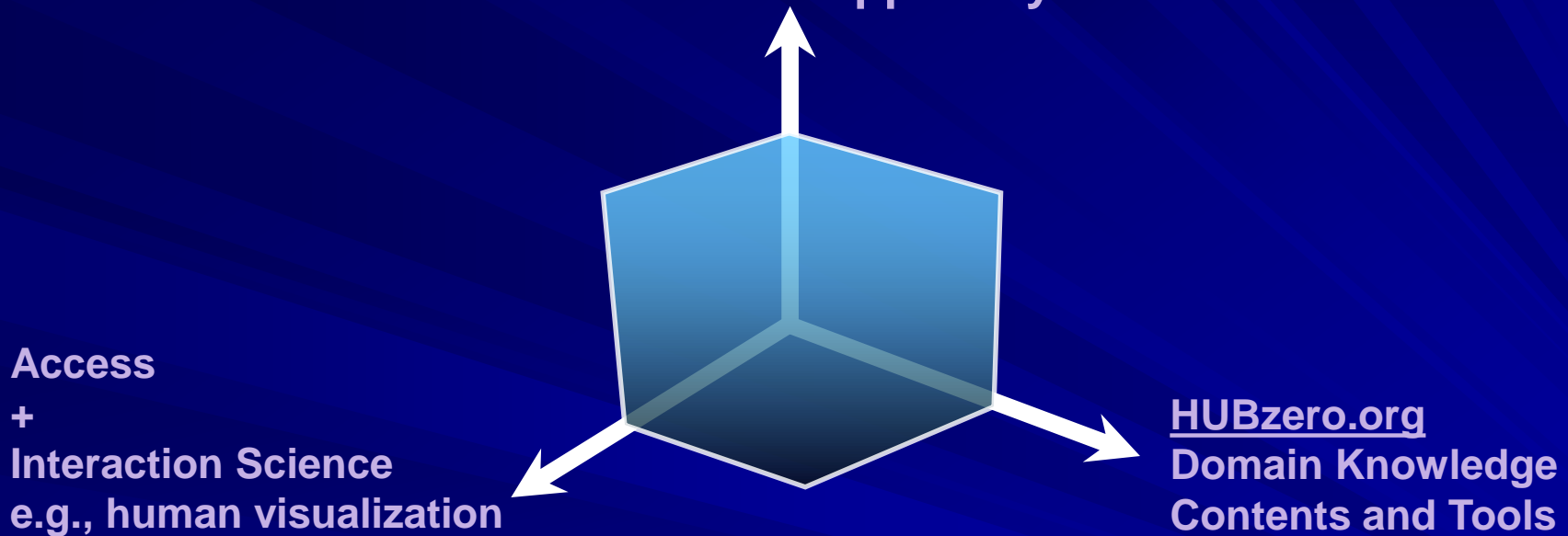


Summary, Emerging Trends, open challenges

1. **CCT contributions** continue and expand in networks of supply, knowledge supply, decision and policy making, healthcare delivery, cyber security, physical security, etc.
2. **Modeling for CCT:** Network theory; Network-aware models; bio-inspired models; swarm intelligence; game theory models (bargaining)
3. **Collaborative Intelligence, CI**
4. Collaborating with **humanoids**

Purdue IE Collaboratorium Initiative (2009 -) for Collaborative Intelligence

Collaboration Science = Collaborative Control Theory +
Collaboration Support Systems

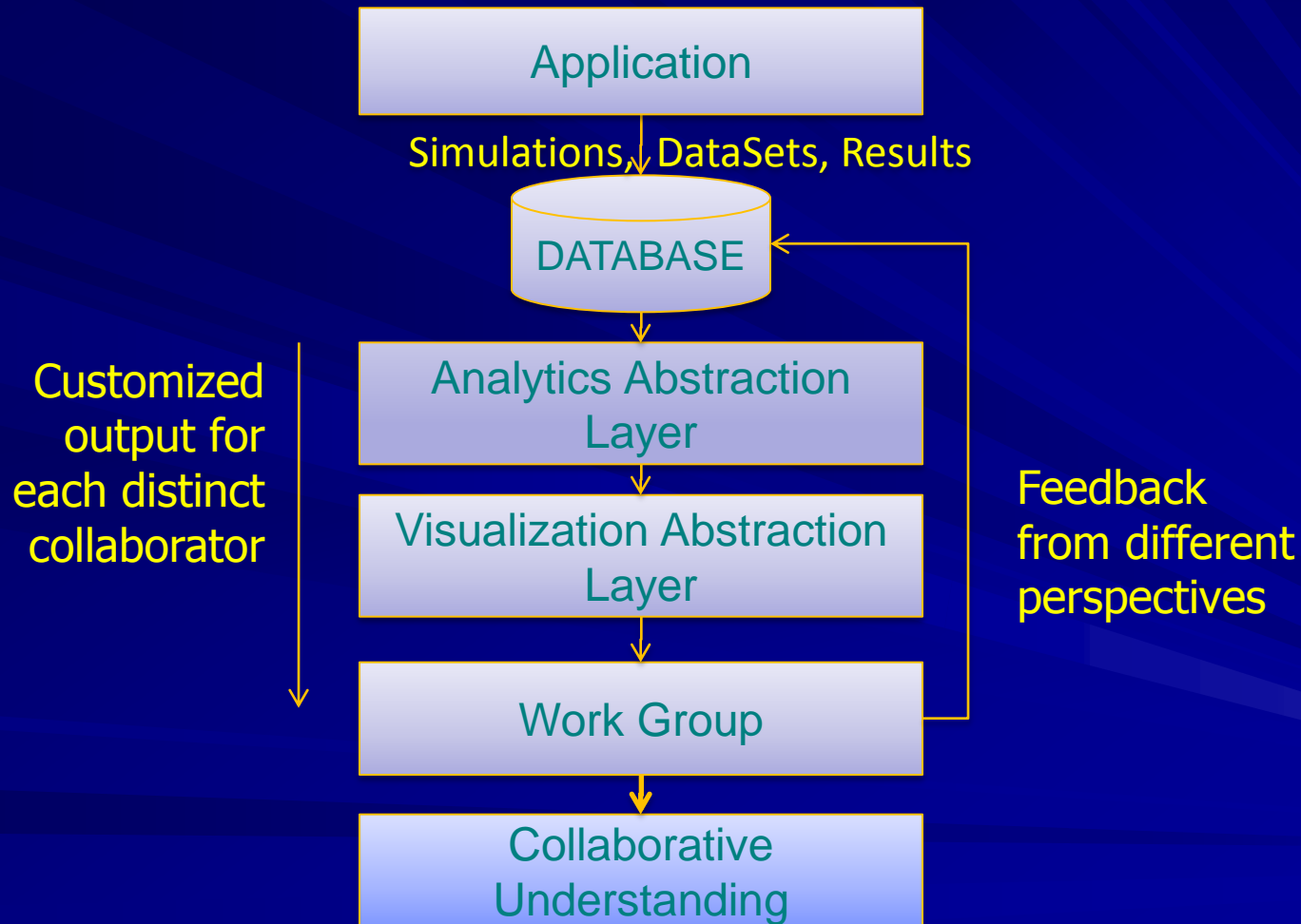


Collaboratorium quality impact: How well it facilitates

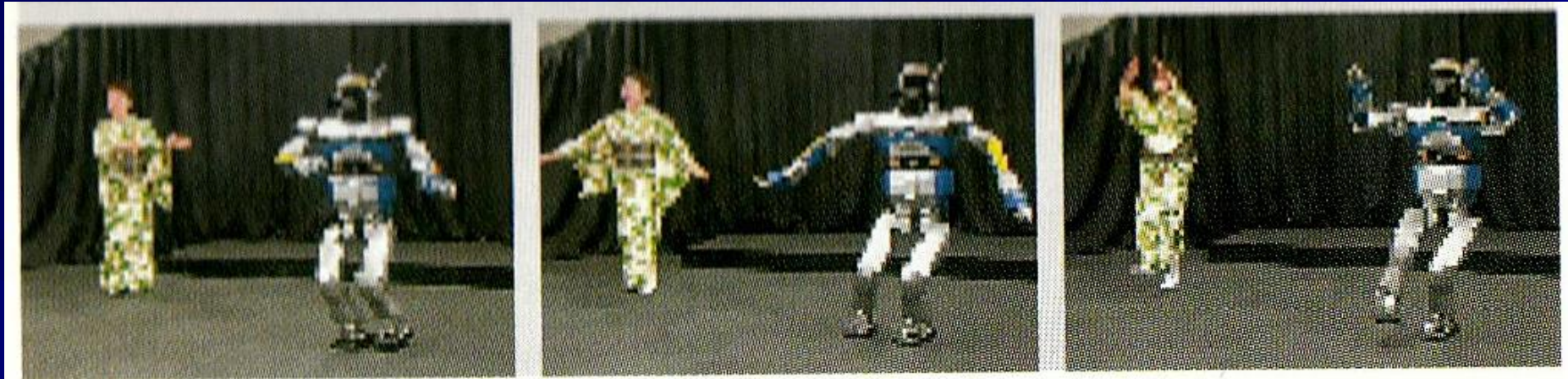
1. Significantly accelerated and better synthesis and integration of knowledge and discoveries;
2. Understanding the dynamics of interactive-collaborative work;
3. Timely delivery of critically needed discoveries and shared knowledge.

Abstraction Scheme for Collaborative Visualization

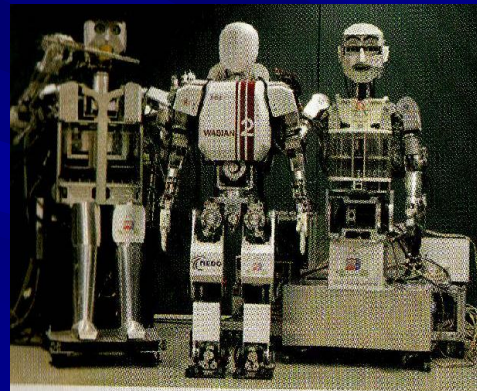
Co – Viz / Co-insight Approach (Ozsoy, 10)



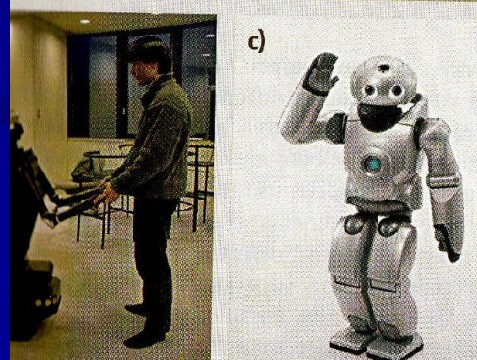
Collaborating with Humanoids



Dancing with humanoids



Socially
interactive
humanoid
robots



Acknowledgement

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