

# **Robust Human Interaction with Robotic Swarms**

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- **Introduction**
- **Framework for human supervisory control**
- **Human control of independent robots**
- **Scheduling of operator attention**
- **Scalable multi-robot displays**
- **Human control of swarms**
  - **Control via Leader**
  - **Optimal human control input timing**
- **Conclusions**

**Research Motivation:** As robotic platforms become more reliable and low cost, many tasks can benefit from deployment of multiple robots. Humans and robots must coordinate and interact.

- Applications
  - Military
  - Emergency response/Urban Search and Rescue
  - Service
    - Geriatric (intelligent wheel chairs, companions, etc.)
    - Public/social use (hospital drug carts, nursebot, etc.)

**Research Challenge:** Validated schemes for human control of robotic teams are currently lacking

**Research Objective:** Develop and validate theories, models and techniques for *scalable, flexible* and *adaptive* control of multiple robots and system organizations so as to exploit their synergies to achieve effective and predictable performance

## Robots

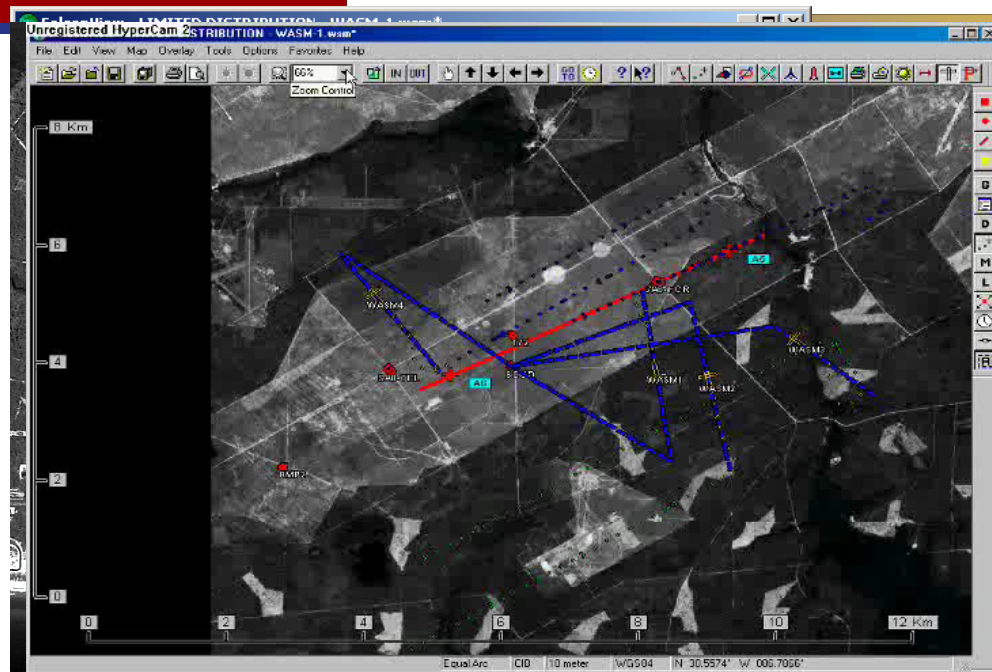
- must be individually controllable
- must function autonomously for long periods
- must be commandable as cooperating teams
- must adapt to absence of human attention
- must incorporate humans in autonomous plans

Key Idea: Look at HRI from viewpoint of complexity of operator's cognitive complexity of command

This framework allows systematic study of human control of multi-robot systems

- Neglect Tolerance Model (NTM)—for  $O(n)$  control
- Bio-inspired swarms—for  $O(1)$  control

# As size grows, complexity of command dominates

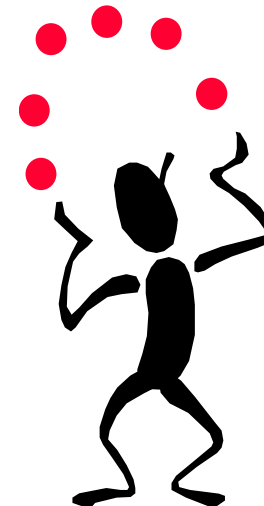
 $O(>m)$  $O(m)$  $O(1)$ 

# of Robots

- How can people control multiple robot teams of increasing size?
  - What is the density of robots a human(s) can control?
  - What kinds of command are possible for a particular density?

Key Constraint: Human attention is limited; attention is the budget

- How many “things” can a human manage?
  - Robots
  - Tasks
  - Other people
  - Sources of information



# Scheduling Human Attention to Improve HRI Performance

**Improving  $O(n)$  performance**

**Robots act independently of one another**

- Most autonomous systems require some degree of interaction with a human operator to achieve a desired behaviour, e.g. due to failures that require repair by the human, or due to change in mission, where the human may want to impart a new goal to the system
- Concept of **Neglect Tolerance** for these systems has been well studied in the literature
  - Idea: How well does the system perform when neglected by a human operator?
  - Assumption: If system is neglected, its performance will decrease.

Note, however that we have observed that for robot swarms, neglecting the swarm, i.e. delaying control input, may increase swarm performance. We call this **Neglect Benevolence**.

- Nagavalli, S., Luo, L., Chakraborty, N., Sycara, K., Neglect Benevolence in Human Control of Robotic Swarms, International Conference on Robotics and Automation (ICRA), Hong Kong, China, May 31-June 7, 2014.



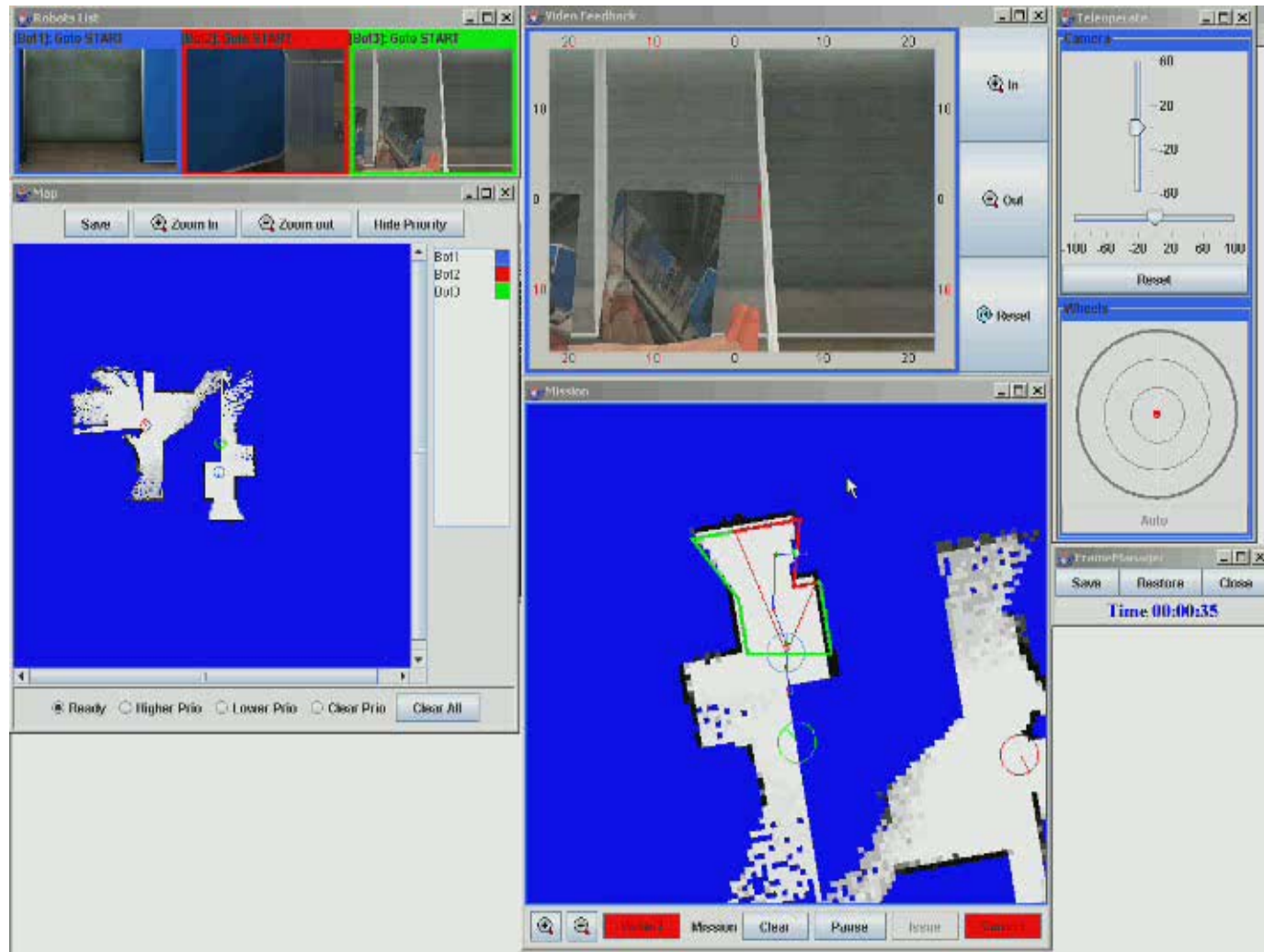
- For independently operating robots, an operator can control other robots during robot1's NT
- So.. The number of robots that might be controlled is
- Fan-out (homogeneous teams)

$$\text{FanOut} = \text{floor} \left( \frac{\text{NT}}{\text{IT}} \right) + 1$$

- This is an upper bound, many practical limits

- **Control of independent robots**
  - Extend Fan-out and the Neglect Tolerance model to more realistic assumptions
- **Can human attention be scheduled?**
  - Can performance be improved by directing attention?
  - Can operator utilization be optimized?
- **Scheduling models for HRI**
  - Using scheduling theory for HRI architectures and prediction
    - Models for directing operator attention to most effective task
- **M human- N robot teams**
  - Call center & other architectures

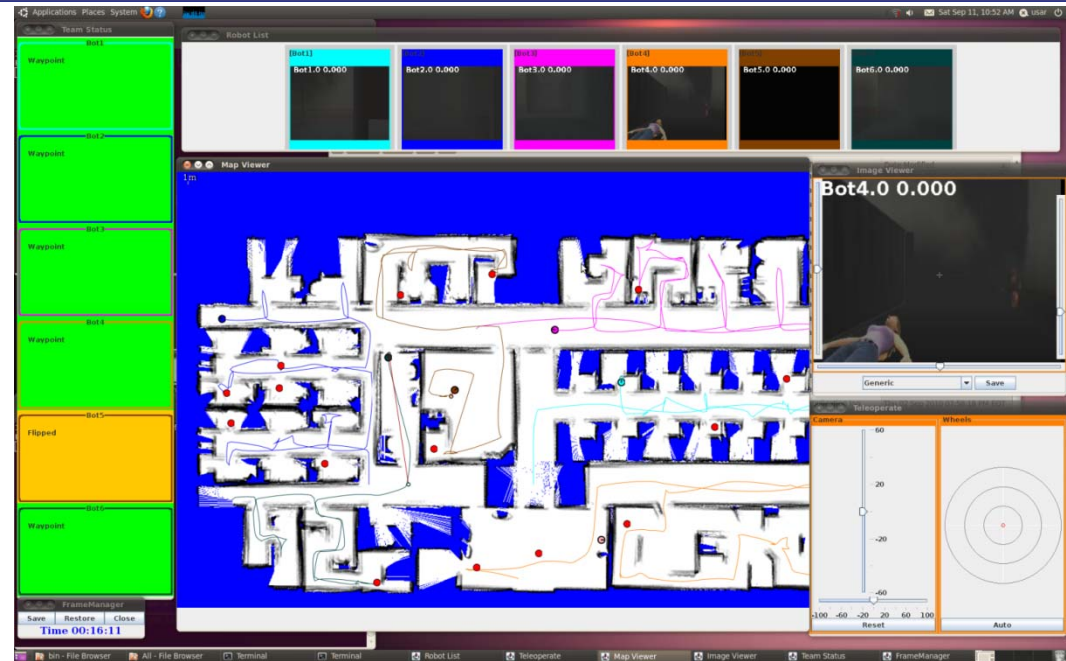
- **A subset of HRI tasks can be performed independently**
- **Queuing Model**
  - Operator can be treated as a server
  - Robots in need of attention can be treated as jobs
- **Operator attention can be “scheduled” to service specified robots without loss of efficiency**
- **Scheduling algorithms could specify improved allocation of operator attention by choosing the order in which jobs are serviced**



# Can Operator Attention be Scheduled?

Experiment with  
**homogeneous** failures  
robot comparing:

- **Control** condition, i.e. unaided operator
- **FIFO** queue directing operator to “best” robot to service next
- **Alarm** panel showing all robots reporting failures



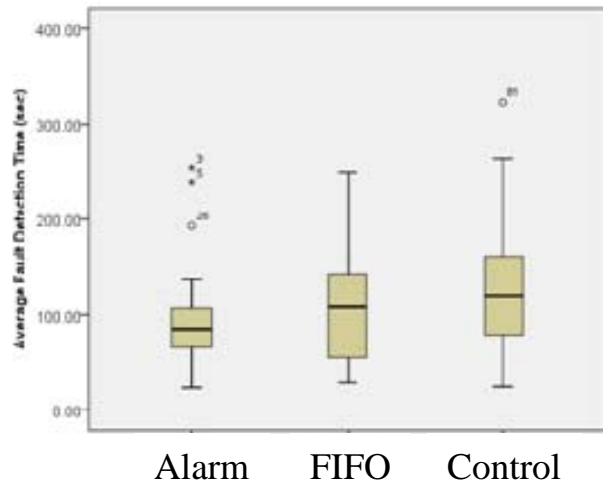
Operator must **both** search and mark victims (primary task) and monitor and maintain robots' status (secondary task)

- Attention direction via FIFO or alarms
- Monitoring for robot status could be eliminated

# Attention Guidance Experiment 1

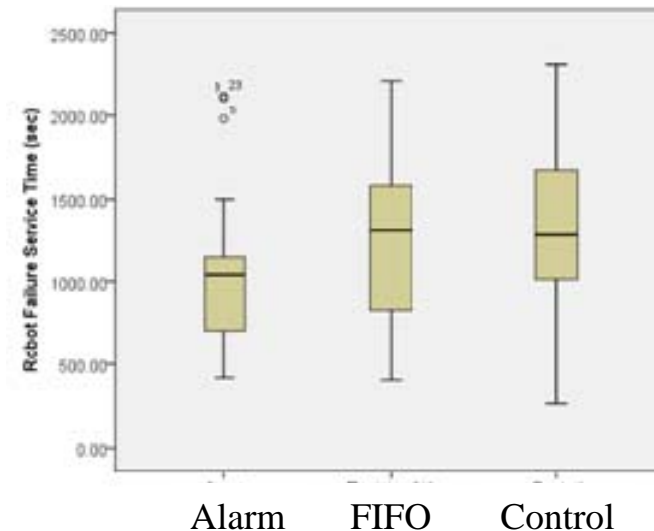
Faults “repaired” sooner

Select robot-to-repair sooner

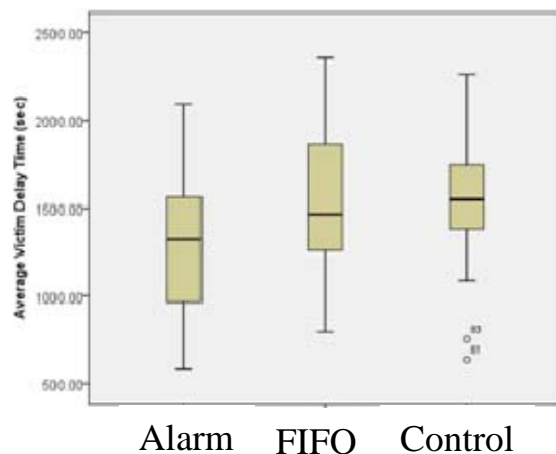


Ordering:

1. Alarm
2. FIFO
3. Control



Victims detected sooner



Because failures are homogeneous FIFO and Alarm conditions should be equivalent if operator's attention can be effectively directed

## Conclusions

- Alerting operator to failures improved performance
- Directing attention (FIFO) to a particular robot was less effective than merely alerting

## Heterogeneous Failures

Failure	Description	Time to Resolve
Stuck	Robot was stopped by approaching obstacles	short
Teleop Lagged	Robot executed operator's command with 2~3 seconds delay	intermediate
Camera Sensor Failed	Robot's video feed was frozen right before the failure happened	short
Map Viewer Failed	Robot's position on the map viewer unable to update	Long

Shortest Job First (SJF) discipline yields maximum throughput

Experiment compared:

- SJF queue
- FIFO queue
- Alarm

Chien, S., Mehrotra, S., Brooks, N., Lewis, M. & Sycara, K. Scheduling operator attention for multi-robot control, 2012 IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS'12), October 7-12, Villamoura, Portugal, 2012

- **SJF and Alarm best on:**
  - Latency to resolve failures
  - Time between selecting and fixing failure
  - Failures resolved
- **SJF and FIFO best on:**
  - Missed victims
  - Mental workload



- Experiment 1:
  - If attention can be directed, because time/effort are the same across failures, then Alarm = FIFO
    - However, experiments show Alarm > FIFO
- Experiment 2:
  - If SJF discipline is followed, more robots will be repaired for a given level of interaction. Therefore we expect SJF > Alarm or FIFO
  - Operators in Alarm condition did not follow SJF
    - However, Result SJF ~ Alarm, and SJF or Alarm > FIFO
- Scheduling attention improved performance but NOT to the extent predicted

# Developing Scalable Displays for Robot Teams

**$O(1)$  displays for multiple moving cameras**

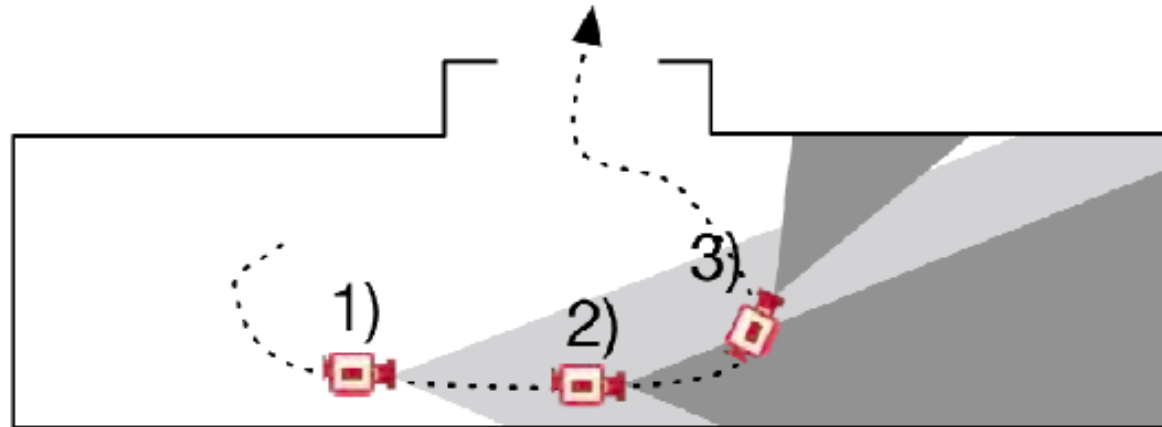
- **Control must revert to  $O(1)$  or at most  $O(n)$  schemes**

**BUT**

- **Data acquisition/analysis cannot yet be fully automated**
  - **Many operators are currently needed to control UV platforms**
  - **Information exploitation accounts for 77% of human effort during Predator operations**
- **So,.. Bottleneck is aggregating & filtering information**
  - **Cognitive overload**

- priority queue of images sorted by *uniqueness*
- robot captures a video frame
  - frame is added to database along with
    - robot pose
    - laser scan
    - uniqueness score
  - subtract the occupancy grid from the camera view estimate obtained from the laser scan data
  - calculate the remaining area, which is the map coverage unique to that image.
  - image with the highest score is added to the update priority queue
  - its camera view is permanently subtracted from the occupancy grid

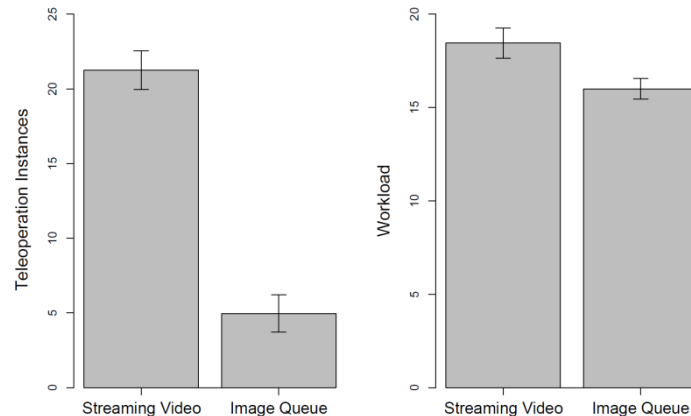
**Experiment compares MrCS with/without Image Queue**



- Image 1 has the highest utility as it has the largest visual coverage
- Image 2 has no utility as its coverage is entirely overlapped by Image 1
- Image 3 has a small utility as it provides some coverage Image 1 does not

# Significant Reduction in Errors without loss in performance

## Teleoperation Workload

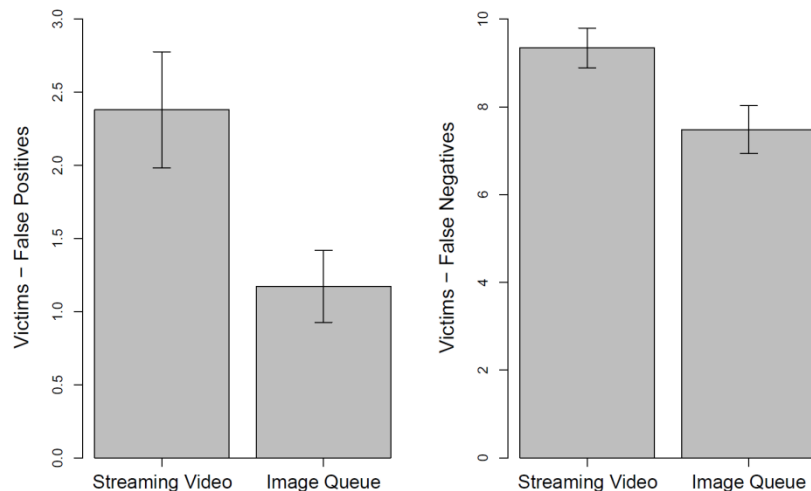


70% coverage 1st 10 frames  
99% coverage 100 frames

4 orders of magnitude reduction  
in bandwidth @ 70% coverage

(filters six 15 min streaming videos into 10 static frames)

## False Alarms      Misses



Can add more robots without  
overloading operator

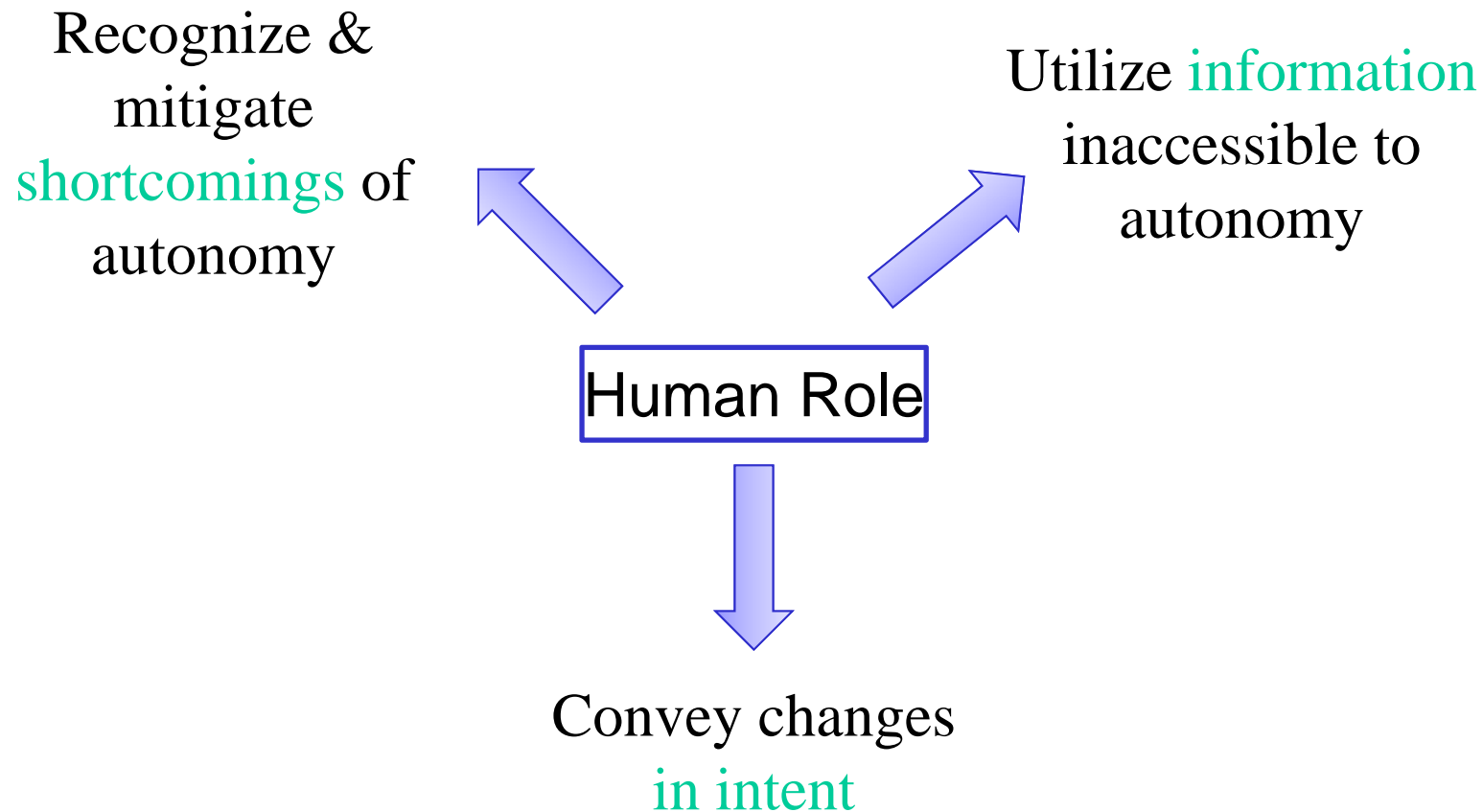
# Scalable Control Regimes for Robot Swarms

- Large collection
- Limited capabilities
- Simple local rules (attraction, repulsion, cohesion)
- Complex emergent behavior (e.g flocking)
- Applications
  - Bridging
  - Search and rescue
  - Surveillance and Reconnaissance
  - Exploration
- Main benefits
  - Simplicity of implementing control laws
    - Robots only use information about direct neighbors
  - Scalability of system
    - Adding robots requires minimal system reconfiguration





# Why human control of swarms?

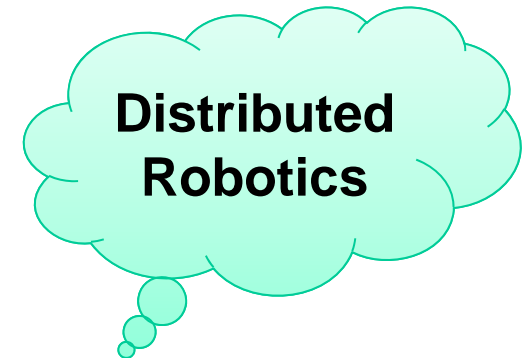


- **Human experiments with simulated swarms showed that delaying the human input could improve performance**
  - Walker, Nunnally, Lewis, Kolling, Chakraborty, Sycara, 2012
  - We termed this phenomenon “Neglect Benevolence” (NB)
- **Formalized the notion of Neglect Benevolence and applied it control of robot swarms**
  - Nagavalli, Luo, Chakraborty, Sycara, 2014
- **Examples of NB implications for Human-Swarm Interaction**
  - Delaying the human input may be beneficial when the desired performance objective is:
    - Minimize time for robotic swarm to reach a goal
    - Have robotic swarm perform a task by a given deadline

## 1. **Explicit** Leadership

Human influences swarm through control of a leader whose status is recognized by other swarm members and propagated (token) along with the influence

switching, behavioral parameters, triggers



influence through  
recognized leader(s)

## 2. **Tacit** Leadership

Human influences swarm by controlling member(s) who then influence others but without any indication that influence originated with a “Leader”



Influence without  
leader recognition

A comparison between Explicit and Tacit leaders in influencing swarm **consensus**

### Quality Measures

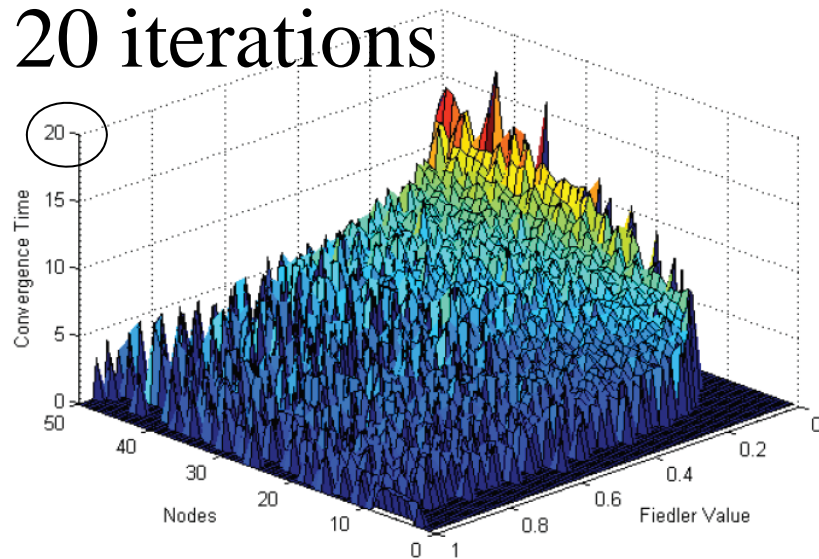
- **Convergence time**
- **Robustness** (noise tolerance)
- Effects of **graph structure** (size and connectivity) on convergence time
- Effects of swarm's **movement** (changing connectivity graph) on convergence conditions

Amirpour S., Walker, P., Lewis, M., Chakraborty, N., Sycara, K. Explicit vs Tacit Leadership in Influencing the Behavior of Swarms, International Conference on Robotics and Automation (ICRA), Hong Kong, China, May 31-June 7, 2014.

# Flooding (Explicit) vs. Consensus (Tacit)

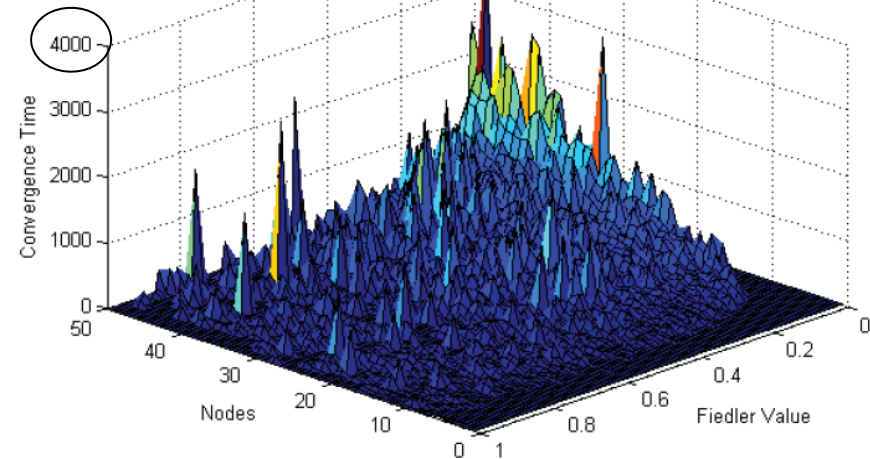
## Flooding

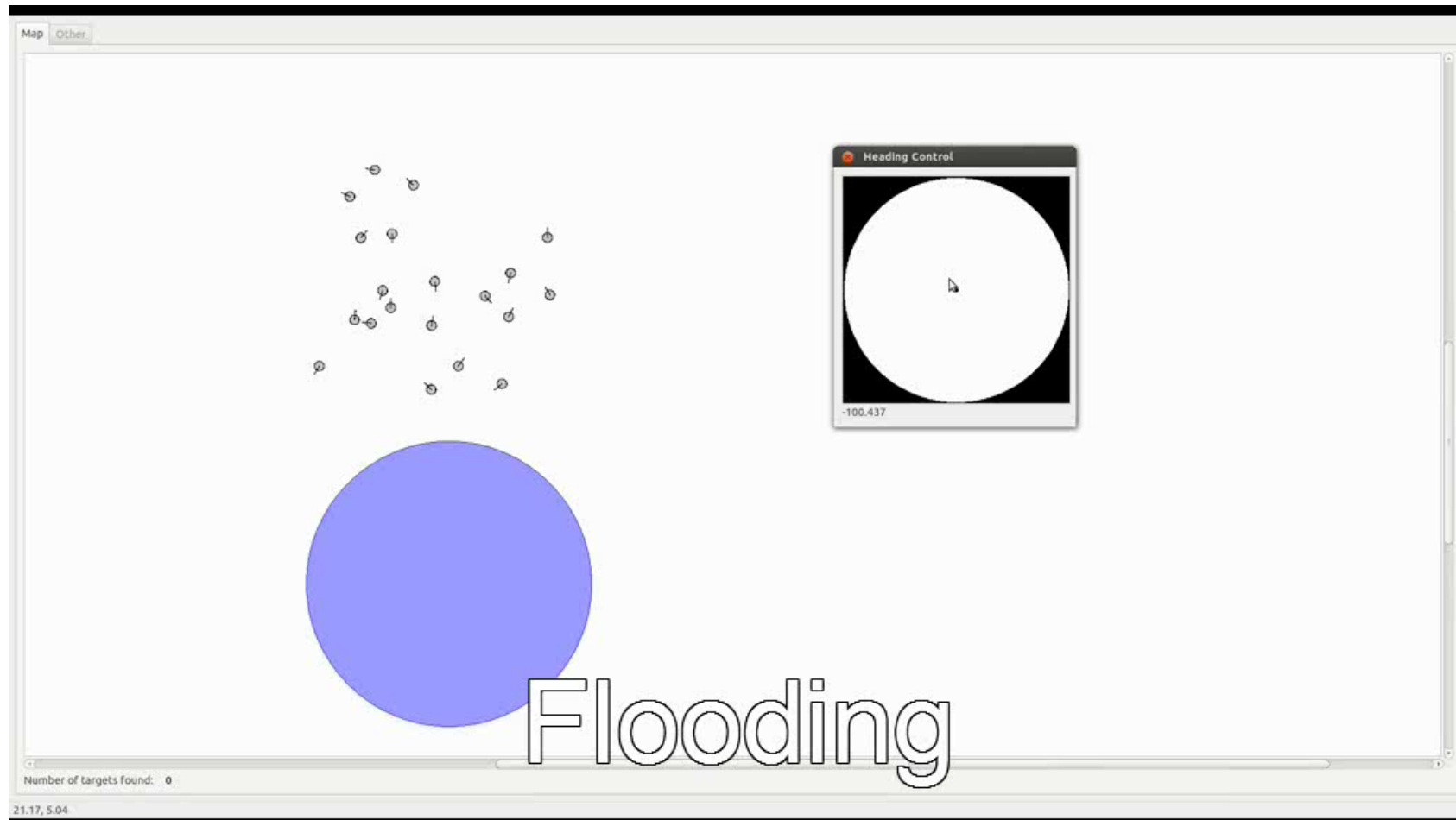
20 iterations

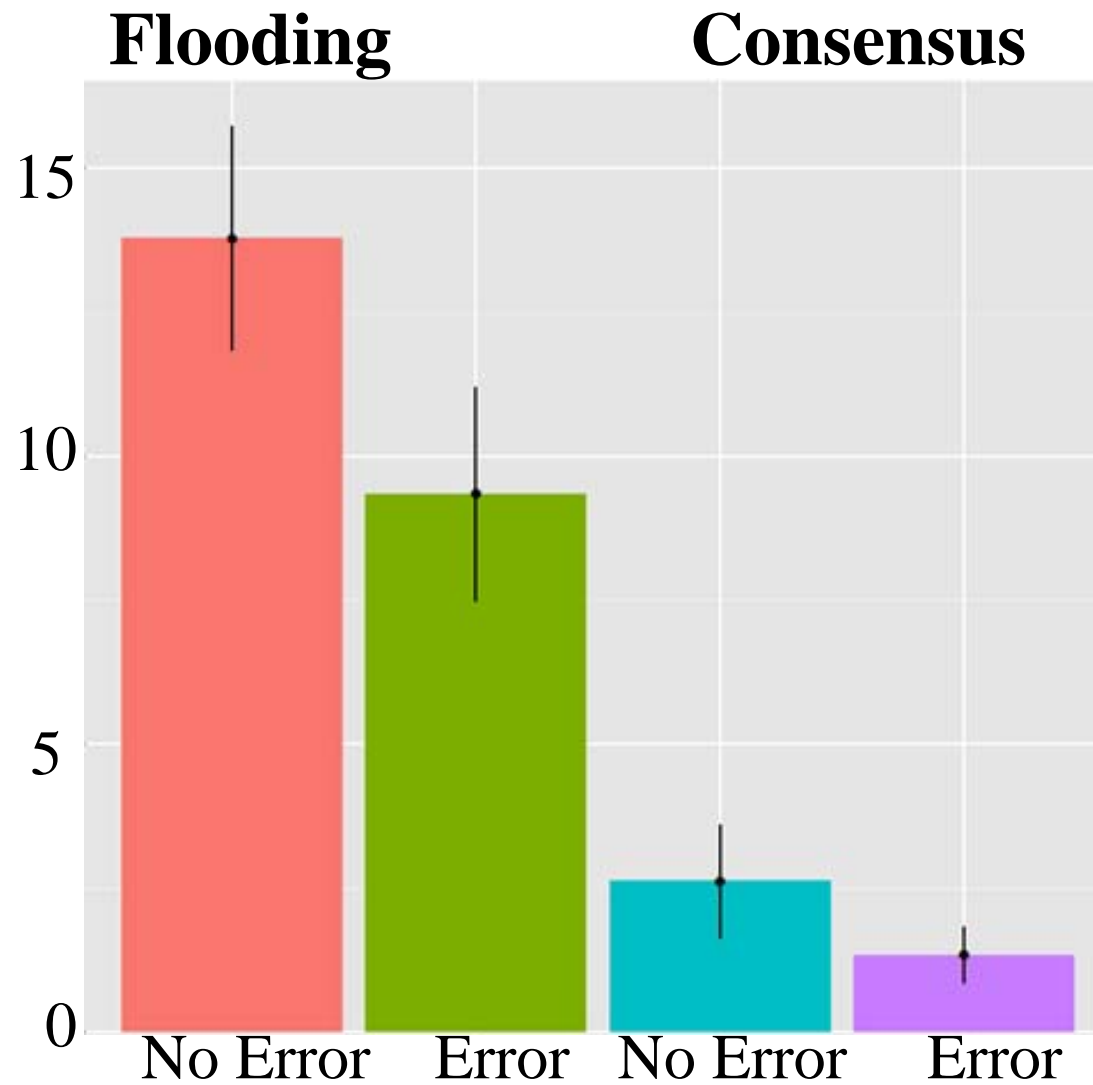


## Consensus

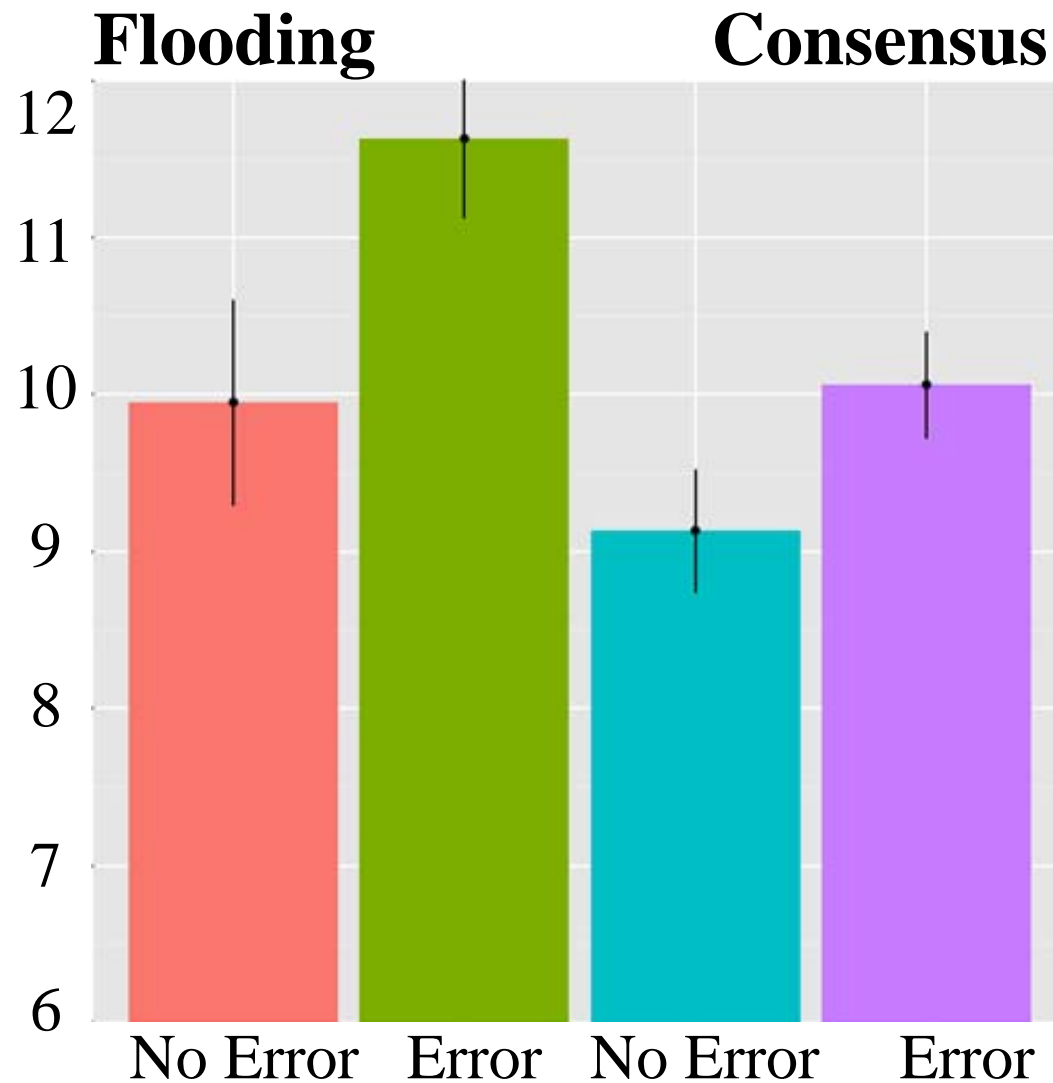
4,000 iterations







Diameter is significantly larger for Flooding with Error and smaller for Consensus without error





## **Tacit Leader(s)**

- **Closer adjustment to local conditions**
- **Error tolerance**

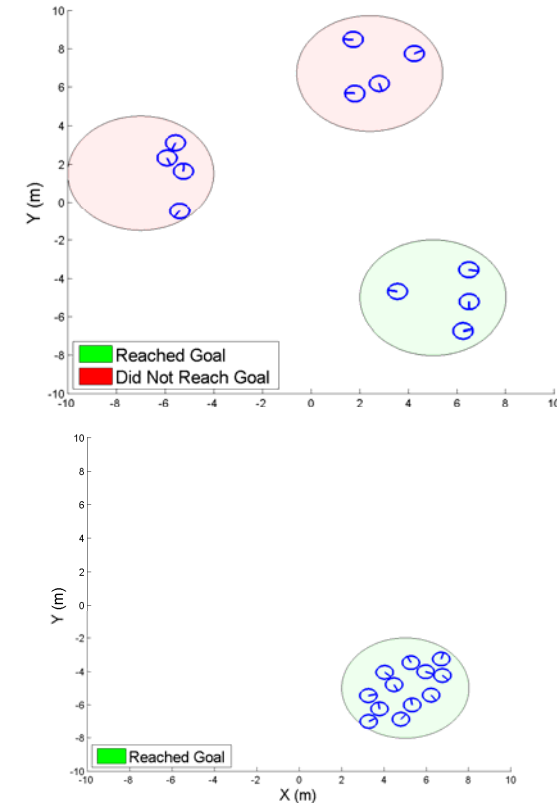
## **Explicit Leadership**

- **More accurate alignment with intent**
- **More rapid convergence**
- **May lose resilience associated with distributed coordination**

# Neglect Benevolence-Timing of control input

Nagavalli, S., Luo, L., Chakraborty, N., Sycara, K., Neglect Benevolence in Human Control of Robotic Swarms, International Conference on Robotics and Automation (ICRA), Hong Kong, China, May 31-June 7, 2014

- **Challenge:** Very often, human input harms the performance of autonomously coordinating multi robot swarms
- **Goal:** Determine the optimal time that human control input should be given to a dynamically evolving multi-robot swarm to improve mission performance.

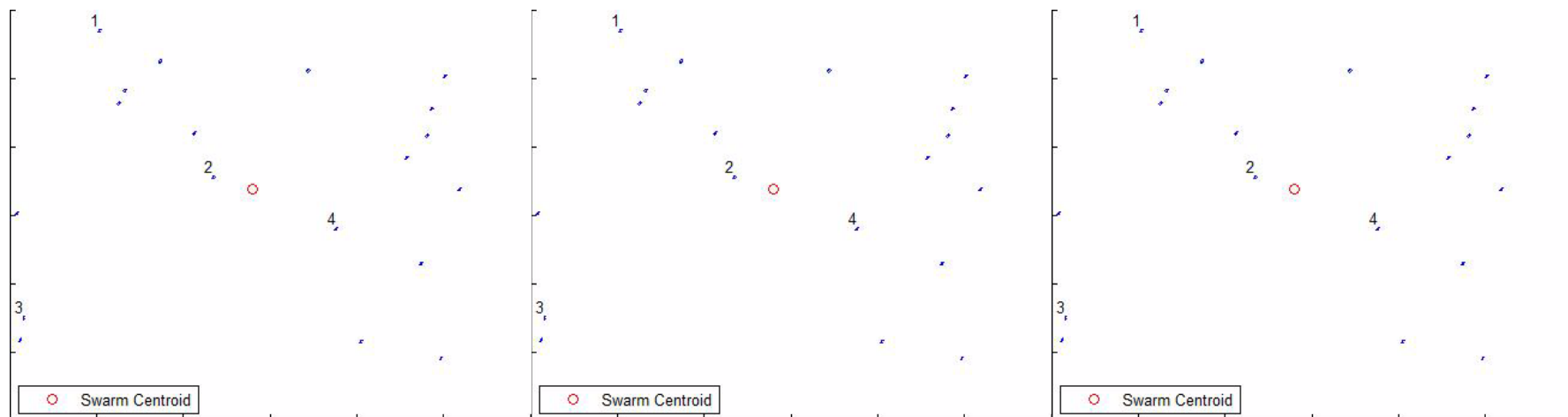


(Top) When the human input is applied immediately as the new goal arises, the swarm splits and only 4 robots reach the goal (green region). (Bottom) When the human input is delayed all robots reached the goal (green region).

Early Input

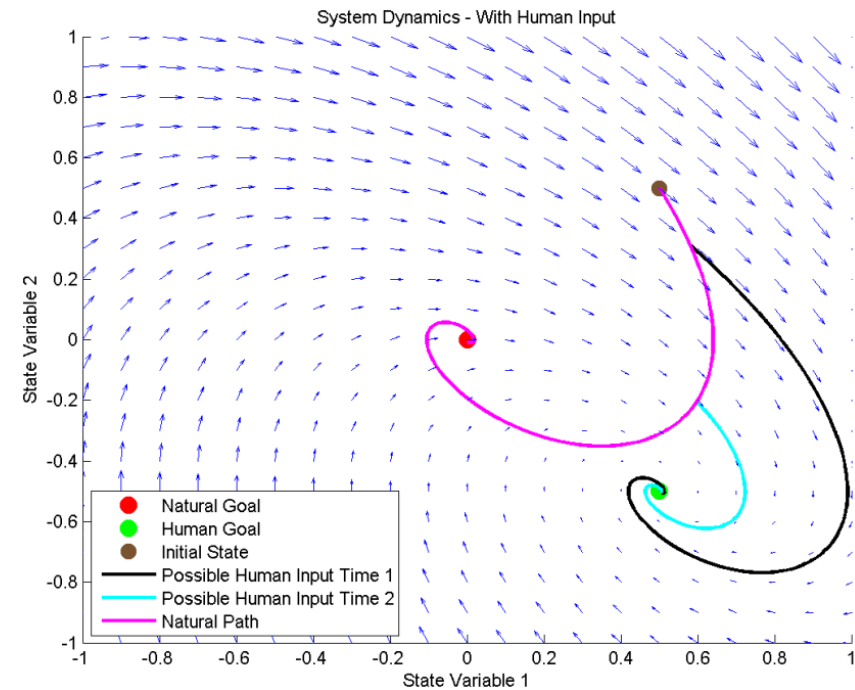
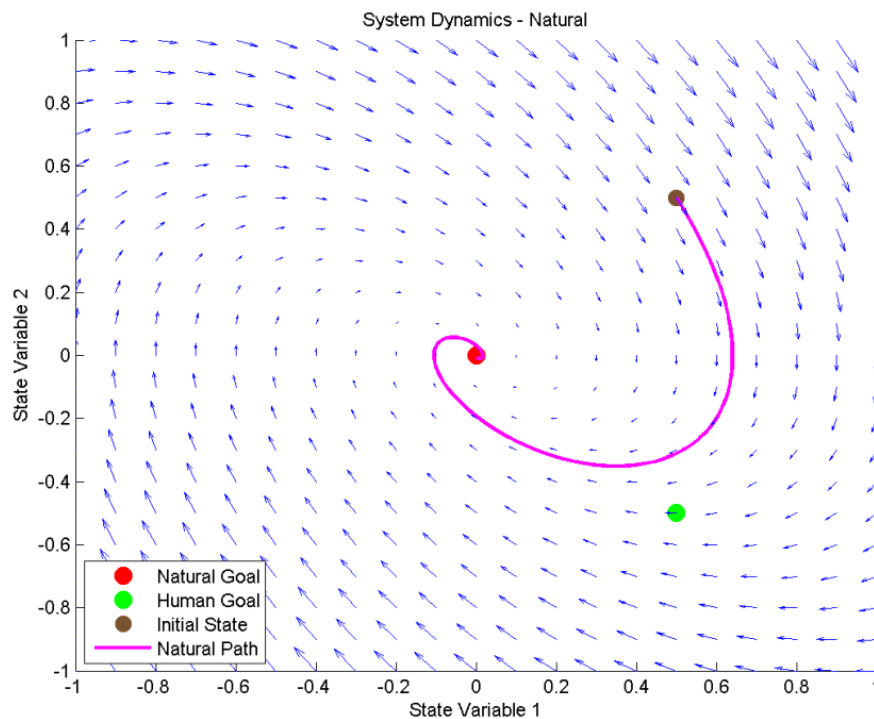
Appropriate Input

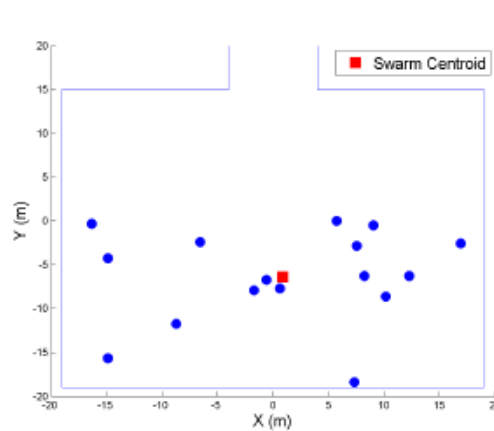
Late Input

Motivating  
Examples

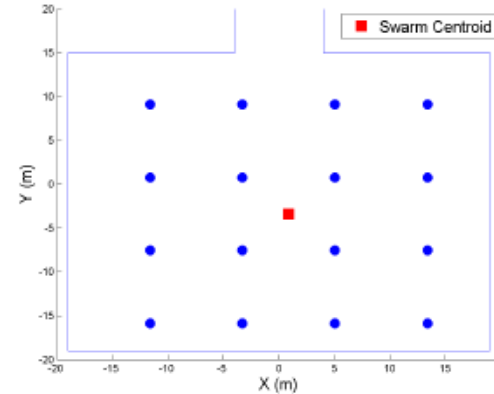
- Given
  - System dynamics (including automatic controllers)
  - Performance criterion (e.g. time-to-goal)
  - One human input :  $U$
  - Desired goal states:  $X$
- There may be a subset of states,  $X_{sub}$  where applying the input will decrease system performance
- Each state in  $X_{sub}$  is **Neglect Benevolent**
- If  $X_{sub}$  is not null, the system exhibits **Neglect Benevolence**

# Illustration of Neglect Benevolence in State Space

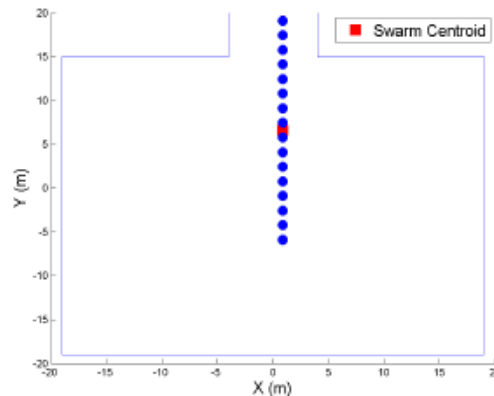




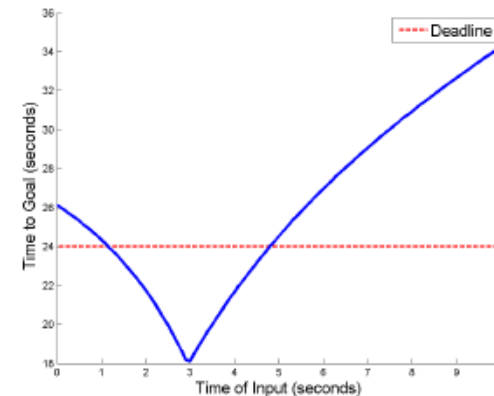
(a) Initial Positions of the Robots



(b) Robot Formation Achieved when No Human Input is Applied



(c) Robot Formation Desired by the Human and  
Generated when Human Input is Applied



(d) Time at which the Desired Formation  
is Achieved vs.

**Input Applied Too Early  
(10.0 Seconds)**



**Input Applied at Optimal Time  
(20.6 Seconds)**



Robots in a Room

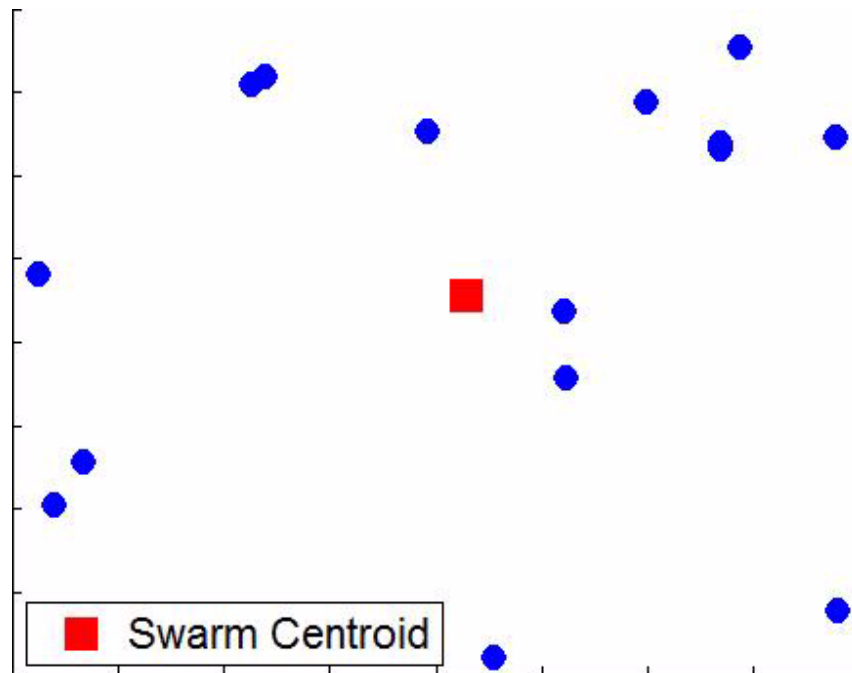


- Introduced a formal notion of Neglect Benevolence, i.e. delaying human control input, as mission goals change, may benefit system performance
- Proved that all stable Linear Time Invariant systems exhibit Neglect Benevolence
- Designed an algorithm for computing the optimal input time
- Applied Neglect Benevolence analysis to formation control of robotic swarms
- Demonstrated that some deadlines can only be achieved if the human input to the robotic swarm is **delayed**

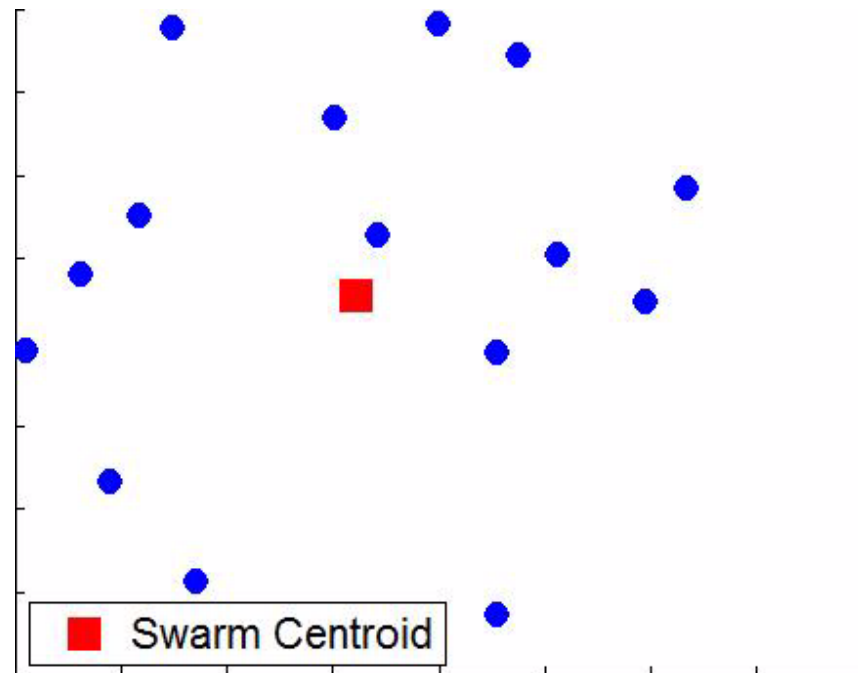
- Neglect Benevolence leads to a formulation of human control of swarms as: *Diverting a swarm's trajectory through state space to some new desired trajectory*
- Swarm is evolving towards its natural goal (original configuration)
- Operator desires a new goal (different configuration)
- Operator supplies input to divert swarm to new goal
- **Can humans choose the optimal time?**
- Human performance is compared with optimal performance (timing of input for NB task)

- Ability to recognize swarm behaviors depends upon human perception of regularities (Gestalt principle of common fate) in interactions between swarm members
  - Heading, velocity, proximity, etc.
- Because swarm behavior such as switching between formations provides few of the Gestalt cues people use to recognize coherent behaviors
- Could we augment the display to help them recognize the closest point between trajectories?

Circle



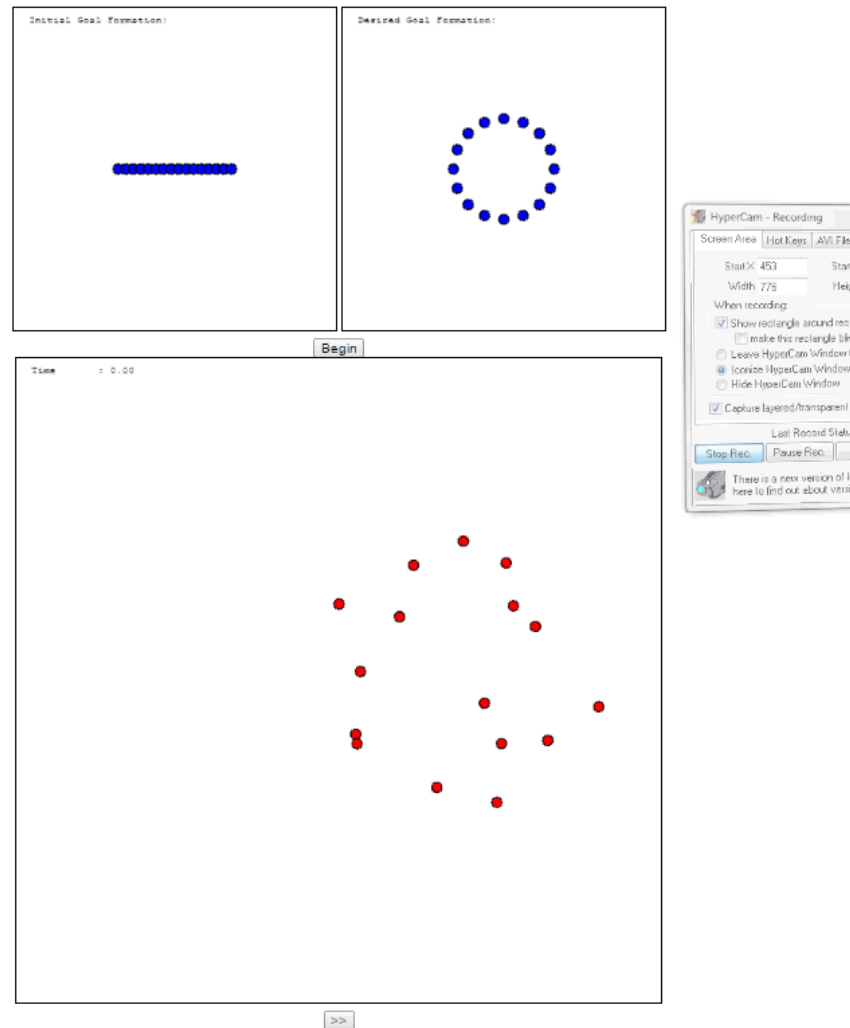
S-Formation

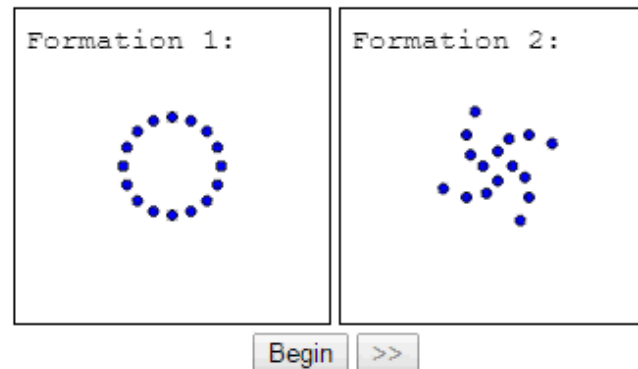


Consensus-Based Control

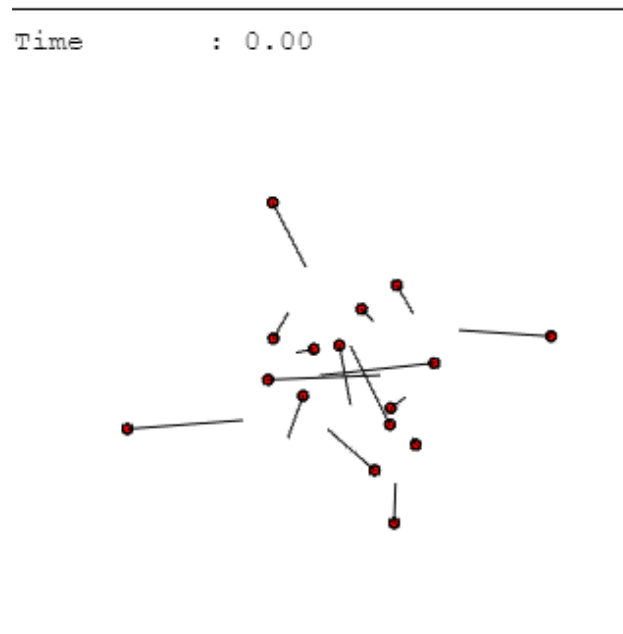
## Swarm Neglect Benevolence - Training - 1/12

This is a training example. Please click 'Begin' and observe the input being applied at the best time for the swarm to reach the desired formation in the least total time.

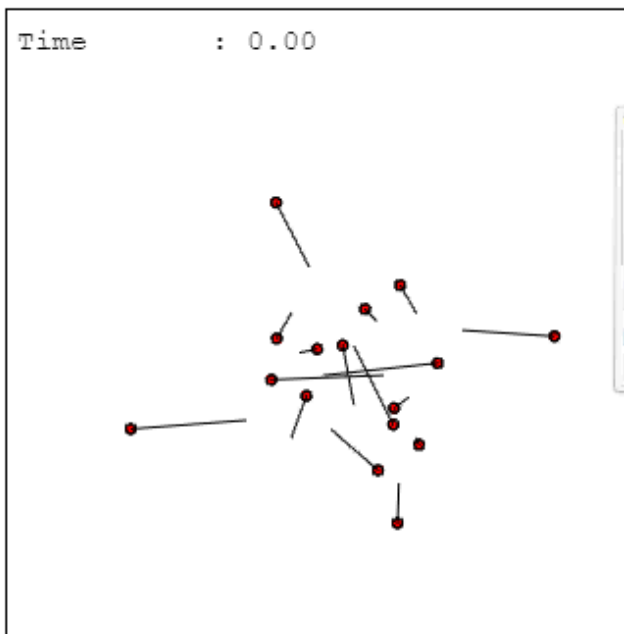




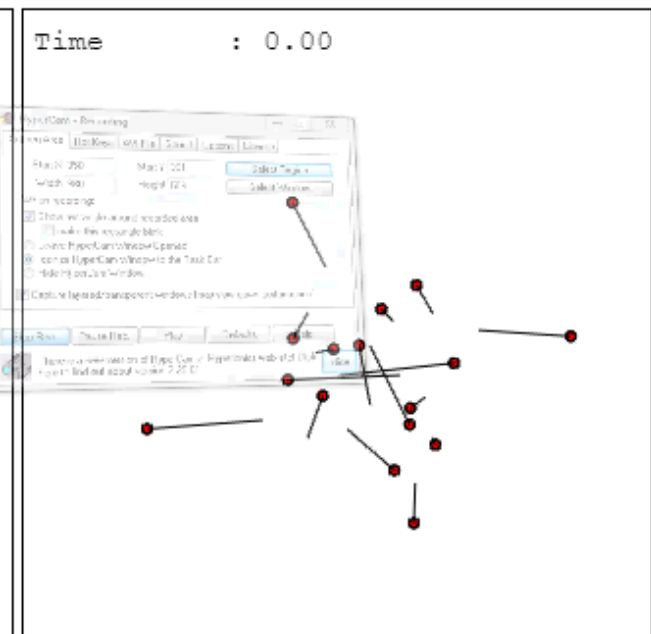
(1) Too Early

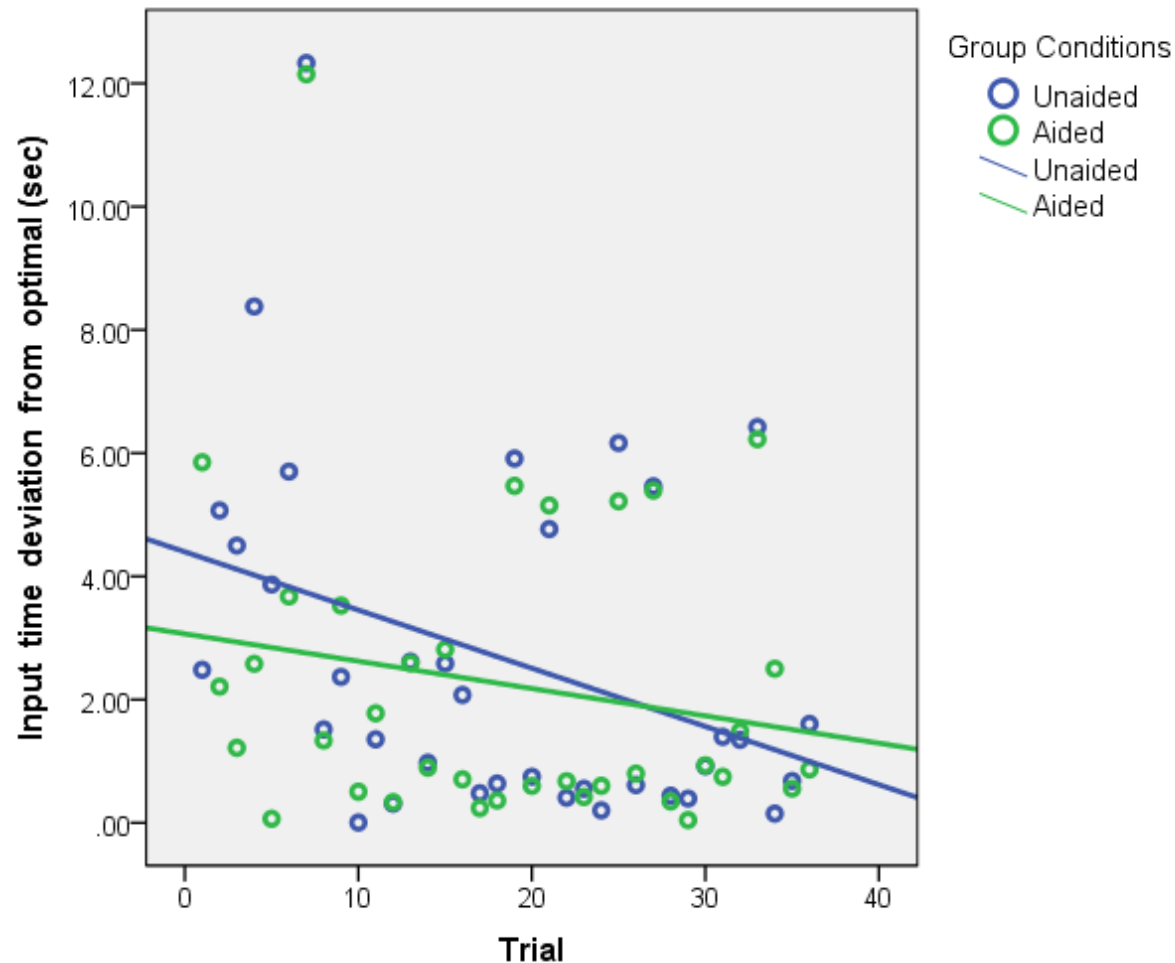


## (2) Best Time



(3) Too Late





Nagavalli, S., Chien, S., Lewis, M., Chakraborty, N., & Sycara, K. (2015). Bounds of Neglect Benevolence in Input Timing for Human Interaction with Robotic Swarms. Proceedings of the 10th ACM/IEEE International Conference on Human-Robot Interaction (HRI 15).

**Given our overall goal of making human supervisory control for multiple robots more effective, we**

- **Presented a taxonomy of human supervisory multi-robot control tasks based on cognitive complexity**
- **For independent robots, we showed that schemes for scheduling operator attention are effective. This requires:**
  - **higher level of robot automation, e.g self-reflection**
  - **additional information in the scheduling scheme (e.g. spatial constraints)**
- **Developed scalable displays**
- **Presented tradeoffs in swarm control via leaders**
- **Neglect Benevolence concept for optimal human timing**





- **Leader-Based Swarm Architectures in communication-challenged environments**
  - **Control leaders**
  - **Information leaders**
  - **Knowledge leaders**
- **Human Swarm Trust**
  - **Automation vs Autonomy**
  - **Swarm increases its reliability**
  - **Self-monitoring and self repair**

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- Walker, P., Amirpour S., Chakraborty, N., Lewis M., Sycara, K. Human Control of Robot Swarms with Dynamic Leaders, International Conference on Intelligent Robots and Systems (IROS), Chicago, September 14-18, 2014

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