Explore and return problem in a minimalist environment

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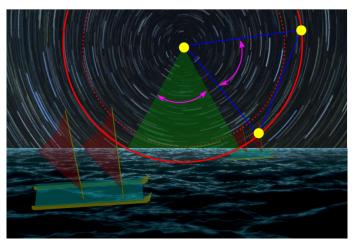




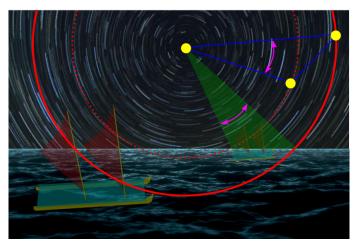
Polynesian navigation



Find the route without GPS, compass and clocks



Pair of stars technique



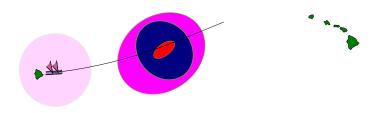
Pair of stars technique



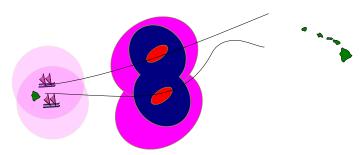








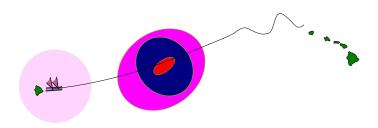
Prove that islands will be reached by one boat



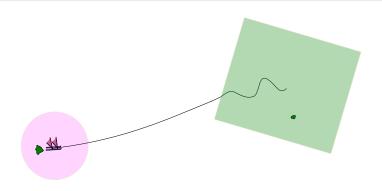
Prove that islands will be reached by the n boats



Alignment to keep the heading in case of clouds



Find a control to reach the geo-localized islands



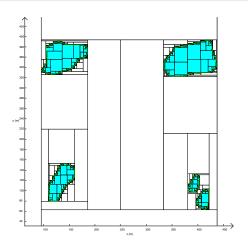
Explore a given area entirely to find new islands

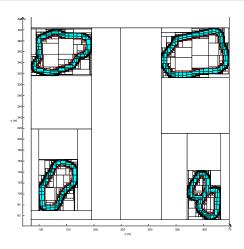
Our problem

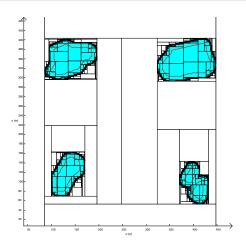
- Given a set of geo-localized islands \mathbf{m}_i , $i \geq 0$.
- The *i*th coastal area is:

$$\mathbb{C}_i = \{ \mathbf{x} \, | \, c_i(\mathbf{x}) \leq 0 \} \, .$$

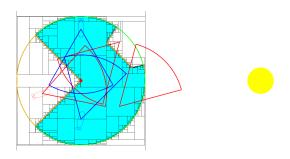
• A robot has to move in this environment without being lost.



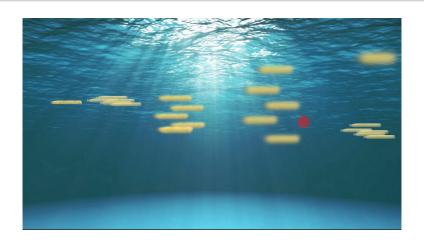




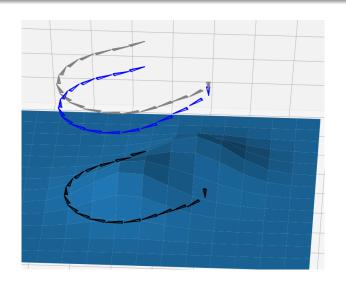
 $\mathbb{C}_1,\mathbb{C}_2,\mathbb{C}_3,\mathbb{C}_4$

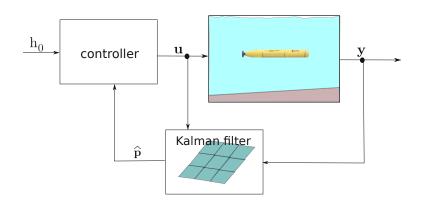


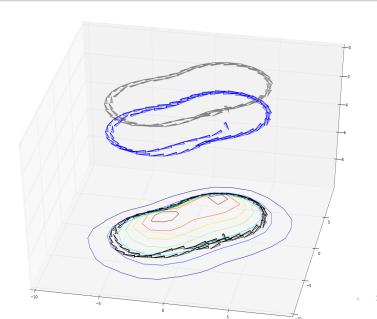
$$\mathbb{C}_1 = \{ \mathbf{x} = (x, y, \theta) | (x, y) \in \mathsf{blue} \ \mathsf{and} \ \theta \ \mathsf{toward} \ \mathsf{the} \ \mathsf{buoy} \}$$



Follow isobaths







Exploration

Blind observer

Given

$$\begin{cases} \dot{\mathbf{x}} = \mathbf{f}(\mathbf{x}, \mathbf{u}), & \mathbf{u}(t) \in [\mathbf{u}](t) \\ \mathbf{y} = \mathbf{g}(\mathbf{x}), & \mathbf{y}(t) \in [\mathbf{y}](t) \\ \mathbf{x}(0) = \mathbf{x}_0 \end{cases}$$

An observer is *blind* if dim y = 0.

Predict is a blind estimation problem

$$\begin{cases} \dot{\mathbf{x}}(t) &= \mathbf{f}(\mathbf{x}(t), \mathbf{u}(t)) \\ \mathbf{y}(t) &= \mathbf{g}(\mathbf{x}(t)) + \mathbf{e}_{y}(t) & \mathbf{e}_{y}(t) \in [\mathbf{e}_{y}] \\ \mathbf{u}(t) &= \mathbf{r}(\mathbf{y}(t)) + \mathbf{e}_{u}(t) & \mathbf{e}_{u}(t) \in [\mathbf{e}_{u}] \end{cases}$$

$$\begin{cases} \dot{\mathbf{x}}(t) = \mathbf{f}(\mathbf{x}(t), \mathbf{r}(\mathbf{g}(\mathbf{x}(t)) + \mathbf{e}_{y}(t)) + \mathbf{e}_{u}(t)) \\ \mathbf{e}_{y}(t) \in [\mathbf{e}_{y}], \mathbf{e}_{u}(t) \in [\mathbf{e}_{u}] \end{cases}$$

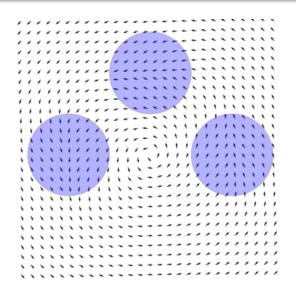
$$\dot{\mathbf{x}}(t) = \mathbf{h}(\mathbf{x}(t), \mathbf{v}(t)) \\ \mathbf{v}(t) \in [\mathbf{v}]$$

with

$$\mathbf{v} = (\mathbf{e}_y, \mathbf{e}_u)$$

$$\mathbf{h}(\mathbf{x}, \mathbf{v}) = \mathbf{f}(\mathbf{x}, \mathbf{r}(\mathbf{g}(\mathbf{x}) + \mathbf{e}_y) + \mathbf{e}_u)$$

$$[\mathbf{v}] = [\mathbf{e}_y] \times [\mathbf{e}_u]$$



Visible area

The robot has a state x. The visible area is $\mathbb{V}(x)$ **Example**. The robot is able to see all up to 3 meters

$$\mathbb{V}(\mathbf{x}) = \left\{ (z_1, z_2) | (z_1 - x_1)^2 + (z_2 - x_2)^2 \leq 9 \right\}.$$

Blind exploration

The explored zone $\mathbb Z$ is defined by [1]

$$\left\{ \begin{array}{l} \dot{\mathbf{x}} = \mathbf{f}(\mathbf{x}, \mathbf{u}), \ \mathbf{u}(t) \in [\mathbf{u}](t) \\ \mathbb{Z} = \bigcup_{t \geq 0} \ \mathbb{V}(\mathbf{x}(t)) \\ \mathbf{x}(0) = \mathbf{x}_0 \end{array} \right.$$

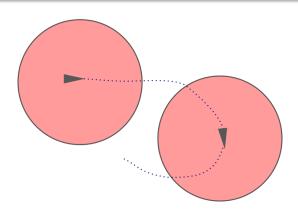
We have

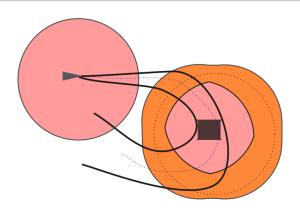
$$\underbrace{\bigcap_{\mathbf{x}(\cdot) \in \mathscr{X}(\cdot)} \bigcup_{t \geq 0} \mathbb{V}(\mathbf{x}(t))}_{\mathbb{Z}^{-}} \subset \mathbb{Z} \subset \underbrace{\bigcup_{\mathbf{x}(\cdot) \in \mathscr{X}(\cdot)} \bigcup_{t \geq 0} \mathbb{V}(\mathbf{x}(t)).}_{\mathbb{Z}^{+}}$$

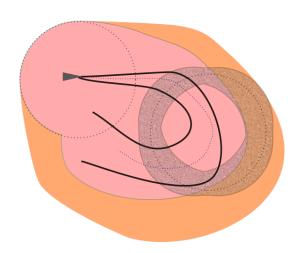
 \mathbb{Z}^- is the certainly explored zone.

 \mathbb{Z}^+ is the maybe explored zone.

 $\mathbb{Z}^+ \backslash \mathbb{Z}^-$ is the penumbra.





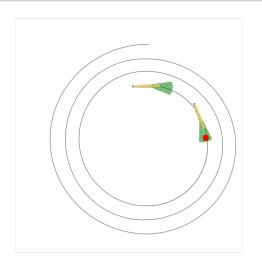


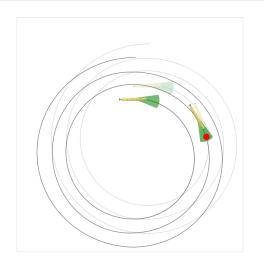
Spiral scan

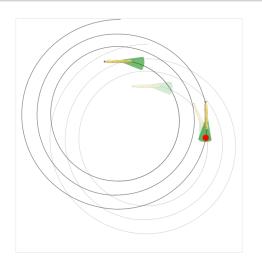
We have [2]

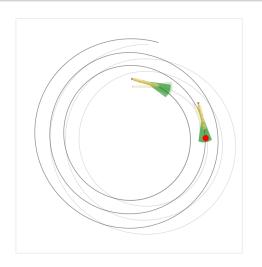
$$\bigcup_{\substack{t \geq 0 \ \mathbf{x} \in \mathscr{X}(t)}} \mathbb{V}(\mathbf{x}) \subset \mathbb{Z}^{-} = \bigcap_{\substack{\mathbf{x}(\cdot) \in \mathscr{X}(\cdot) \ t \geq 0}} \mathbb{V}(\mathbf{x}(t))$$

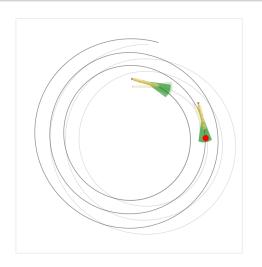
$$\{\mathbf{z} \mid \exists t \ \forall \mathbf{x} \in \mathscr{X}(t), \ \mathbf{z} \in \mathbb{V}(\mathbf{x})\}$$

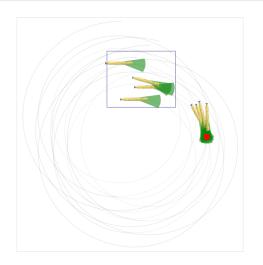






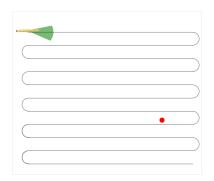


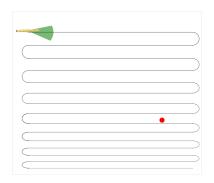




Boustrophedon

Which pattern is the best for exploration?

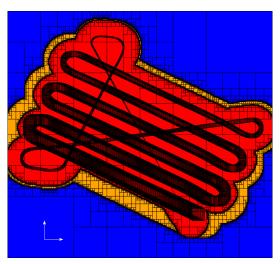




Applications



Daurade DGA-TN



During its boustrophedon Daurade explored $\mathbb{Z} \in \llbracket \mathbb{Z} \rrbracket$

Reach an island

Assumptions

- The coastal areas are small compare to the offshore area.
- In the coastal area, the robot knows its state
- Offshore, the robot is blind

Robot

The robot is described by

$$\begin{cases} \dot{\mathbf{x}} = \mathbf{f}(\mathbf{x}, \mathbf{u}), & \mathbf{u}(\cdot) \in [\mathbf{u}](t) \\ \mathbf{x}(0) = \mathbf{x}_0 \end{cases}$$

Offshore, the robot is blind and an open loop strategy.

The set flow $\Phi : \mathbb{R} \times \mathbb{R}^n \to \mathscr{P}(\mathbb{R})$ is defined as:

$$\Phi(t_1, \mathbf{x}_0) = \{ \mathbf{a} | \exists \mathbf{u} (\cdot) \in [\mathbf{u}](t), \mathbf{a} = \mathbf{x}(t_1), \dot{\mathbf{x}} = \mathbf{f}(\mathbf{x}, \mathbf{u}), \mathbf{x}(0) = \mathbf{x}_0 \}$$

i.e., if at t=0, the robot is at \mathbf{x}_0 , we have $\mathbf{x}(t_1) \in \mathbf{\Phi}(t_1,\mathbf{x}_0)$.

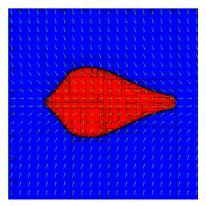
Backward reach set

Given the set \mathbb{A} , the backward reach set is defined by

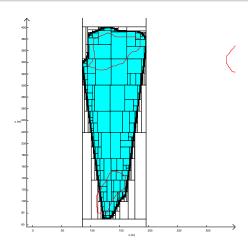
$$\mathsf{Back}(\mathbb{A}) \ = \ \{\mathbf{x} \mid \forall \boldsymbol{\varphi} \in \boldsymbol{\Phi}, \exists t \geq 0, \boldsymbol{\varphi}(t,\mathbf{x}) \in \mathbb{A}\}.$$

Example.

$$\mathbf{\Phi}(t, \mathbf{x}) = \begin{pmatrix} x_1 + t \\ e^{-t} \cdot x_2 \end{pmatrix} + t \left(1 + |x_2| \right) \begin{pmatrix} [-1, 1] \\ [-1, 1] \end{pmatrix}$$



Safe start points with a East strategy to reach the circle



Archipelagic effect

We have

$$\mathsf{Back}(\mathbb{A} \cup \mathbb{B}) \supset \mathsf{Back}(\mathbb{A}) \cup \mathsf{Back}(\mathbb{B})$$

Proof.

$$\mathbf{x} \in \mathsf{Back}(\mathbb{A}) \cup \mathsf{Back}(\mathbb{B})$$

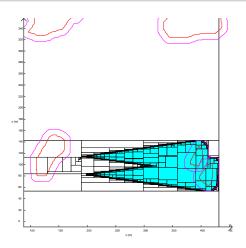
$$\Leftrightarrow (\forall \varphi \in \Phi, \exists t \geq 0, \varphi(t, \mathbf{x}) \in \mathbb{A}) \lor (\forall \varphi \in \Phi, \exists t \geq 0, \varphi(t, \mathbf{x}) \in \mathbb{B})$$

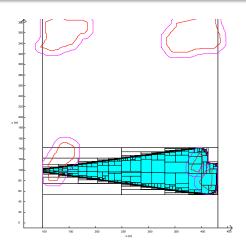
$$\Leftrightarrow \forall \varphi \in \Phi, (\exists t \geq 0, \varphi(t, \mathbf{x}) \in \mathbb{A}) \lor (\exists t \geq 0, \varphi(t, \mathbf{x}) \in \mathbb{B})$$

$$\Rightarrow \forall \varphi \in \Phi, \exists t \geq 0, (\varphi(t, \mathbf{x}) \in \mathbb{A} \lor \varphi(t, \mathbf{x}) \in \mathbb{B})$$

$$\Leftrightarrow \forall \varphi \in \Phi, \exists t \geq 0, (\varphi(t, \mathbf{x}) \in \mathbb{A} \cup \mathbb{B})$$

$$\Leftrightarrow \mathbf{x} \in \mathsf{Back}(\mathbb{A} \cup \mathbb{B})$$





No-lost zone

Moving between coastal zones

- We have m coastal sets $\mathbb{C}_1, \mathbb{C}_2, \ldots, i \in \{1, 2, \ldots\}$
- We have open loop control strategies $\mathbf{u}_i, j \in \{1, 2, \dots\}$,
- Equivalently, we have set flows $\Phi_j(t, \mathbf{x}_0)$.
- The control strategy cannot change offshore.

Graph

From \mathbb{C}_1 we can reach \mathbb{C}_2 with the jth control strategy if $\mathbb{C}_1 \cap \mathsf{Back}(j,\mathbb{C}_2) \neq \emptyset.$

From \mathbb{C}_1 we can reach \mathbb{C}_2 with at least one control strategy if

$$\mathbb{C}_1 \cap \bigcup_j \mathsf{Back}(j,\mathbb{C}_2) \neq \emptyset.$$

From \mathbb{C}_1 we can reach $\mathbb{C}_2 \cup \mathbb{C}_3$ with at least one control strategy if

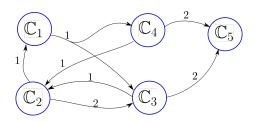
$$\mathbb{C}_1 \cap \bigcup_j \mathsf{Back}(j, \mathbb{C}_2 \cup \mathbb{C}_3) \neq \emptyset.$$

We define \hookrightarrow as: $\mathbb{C}_a \hookrightarrow \mathbb{C}_b$ if from \mathbb{C}_a we can reach \mathbb{C}_b with at least one control strategy j.

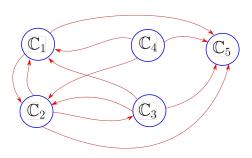
 \hookrightarrow is the smallest transitive relation such that

$$\left\{ \begin{array}{ll} \forall k \in \mathbb{K}, \mathbb{C}_{i_k} \hookrightarrow \mathbb{C}_b \\ \exists j, \mathbb{C}_a \cap \mathsf{Back}(j, \bigcup_{k \in \mathbb{K}} \mathbb{C}_{i_k}) \neq \emptyset \end{array} \right. \Rightarrow \mathbb{C}_a \hookrightarrow \mathbb{C}_b$$

Graph



$$\mathbb{C}_1 \cap \mathsf{Back}(1,\mathbb{C}_3 \cup \mathbb{C}_4) \neq \emptyset \Rightarrow \mathbb{C}_1 \to (\mathbb{C}_3,\mathbb{C}_4)$$



 $\mathsf{Graph} \ \mathsf{of} \hookrightarrow$

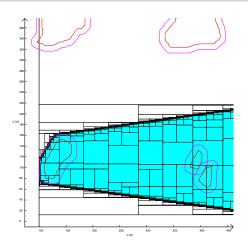
Cycle

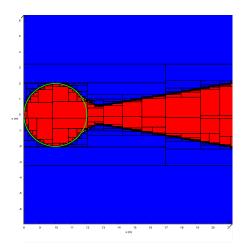
lf

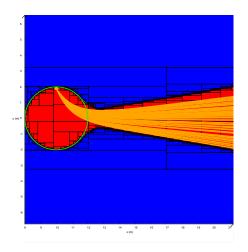
$$\left\{ \begin{array}{l} \mathbb{C}_{i_1} \cap \mathbb{C}_{i_2} = \emptyset \\ \mathbb{C}_{i_1} \hookrightarrow \mathbb{C}_{i_2} \\ \mathbb{C}_{i_2} \hookrightarrow \mathbb{C}_{i_1} \end{array} \right.$$

then we can revisit \mathbb{C}_{i_1} and \mathbb{C}_{i_2} for ever.

Forward







No lost zone

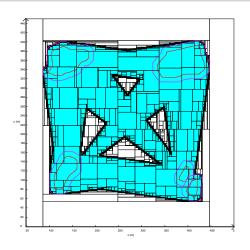
It is the set $\mathbb S$ of all states we may visit from a coastal area without being lost with the available control strategy.

Define

$$\mathscr{I}_j = \{k | \mathbb{C}_k \cap \mathsf{Back}(j, \bigcup_{i \neq k} \mathbb{C}_i) \neq \emptyset\}.$$

Thus

$$\left\{ \begin{array}{l} \mathbf{x} \in \mathsf{Back}(j,\bigcup_i \mathbb{C}_i) \\ \mathbf{x} \in \mathsf{Forw}(j,\mathbb{C}_k), k \in \mathscr{I}_j \end{array} \right. \Rightarrow \mathbf{x} \in \mathbb{S}$$



Open question

The robot at position a is lost for all feasible control strategies the robot cannot guarantee that it will reach an island.

How to prove that the robot is lost?



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Computing a guaranteed approximation the zone explored by a robot

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Guaranteed characterization of the explored space of a mobile robot by using subpayings.

In Proc. Symp. Nonlinear Control Systems (NOLCOS'13), Toulouse, 2013.



S. Rohou.

Reliable robot localization: a constraint programming approach over dynamical systems.

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