

# An Analytical Tool for Robot Mission Reliability Prediction

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# Overview

- Motivation
- Approach
- Initial result for solar-panel assembly mission
- Current work
  - Mission taxonomy
  - Application to multirobot task allocation
- Conclusions



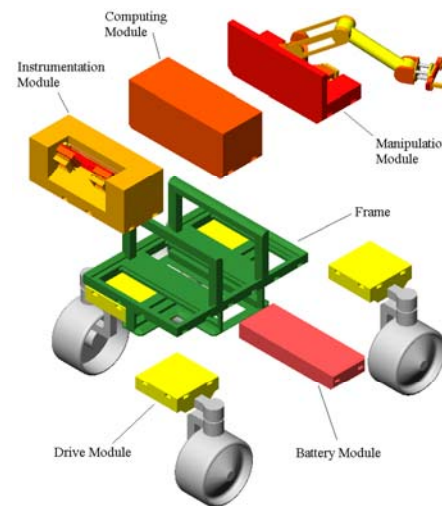
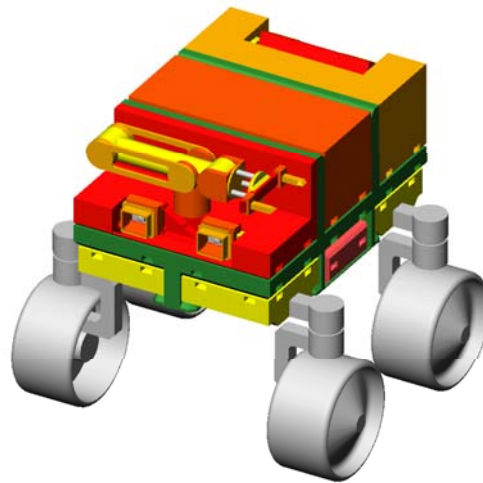
# Motivation

- Statements about superior robustness of a greater number of robots are qualitative
- Minimal prior work [Bererton02] on reliability modeling for multirobot missions
- Cost, time, and reliability are interdependent:
  - Team size increase → time reduced & *cost higher*
  - Time reduced → reliability requirement lower
  - Reliability lower → *cost lower*
- Be able to answer questions such as:
  - How does team size affect mission cost, duration, and reliability?
  - Is it better to use a larger team of less reliable (cheaper), or a smaller team of more reliable (costlier) robots?
  - How is task allocation affected by considering reliability?

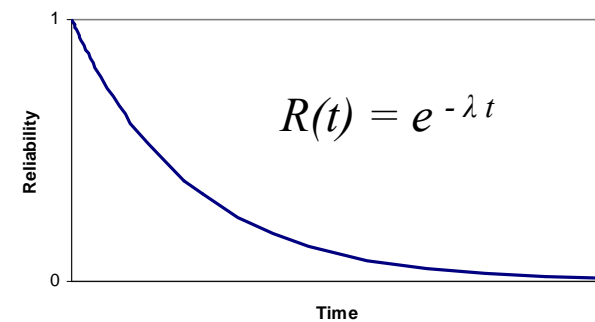
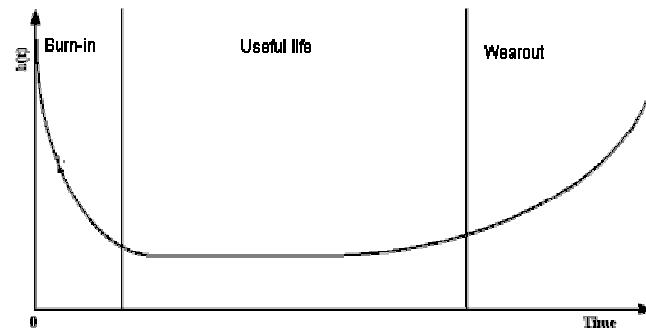


# Approach

- Robots in remote or harsh environments
- Robots considered in terms of subsystems:

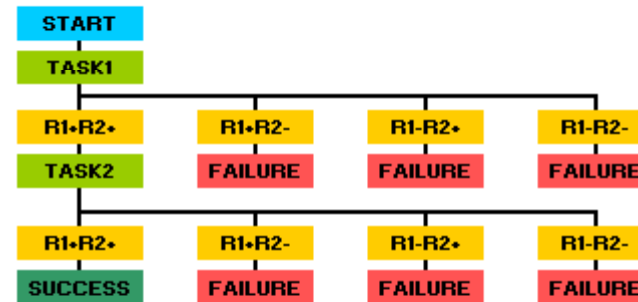


- Hardware failures

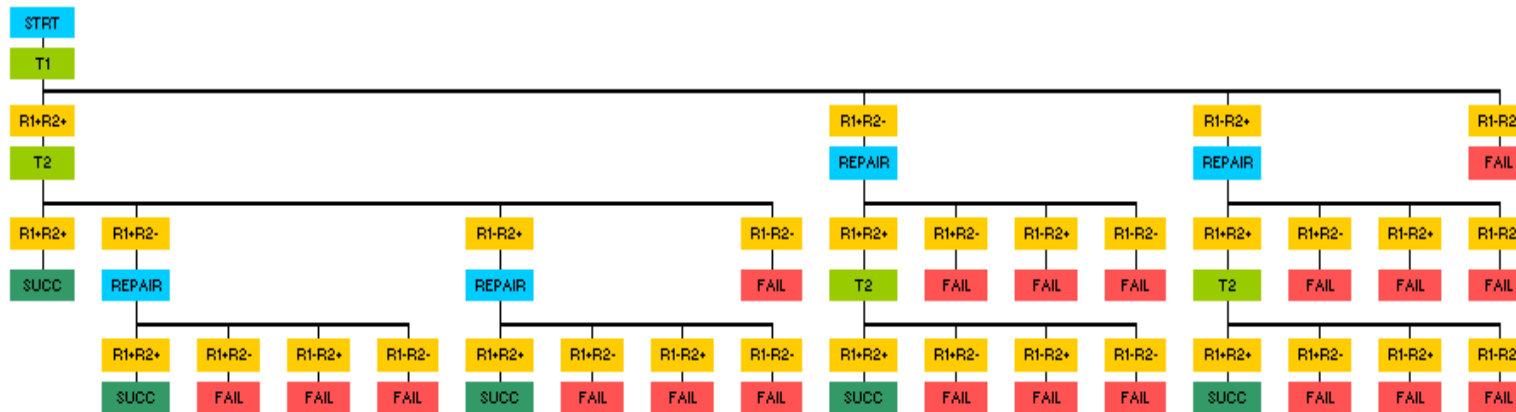


# Approach

- Explicit enumeration for a simple mission:

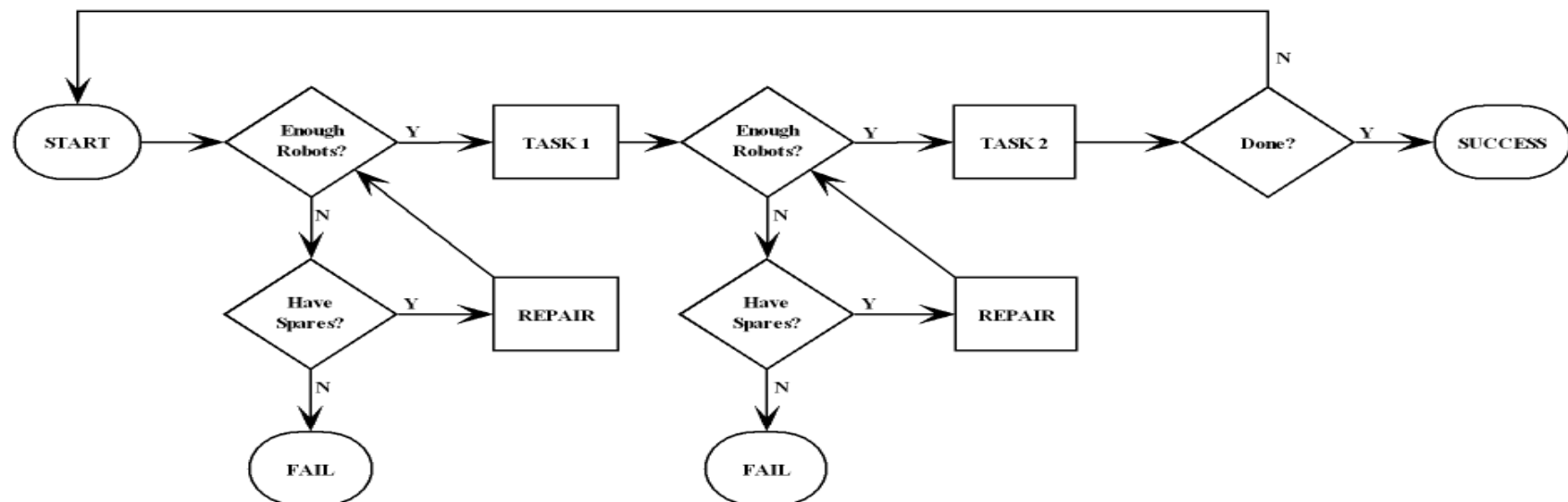


- A slightly more complicated mission:



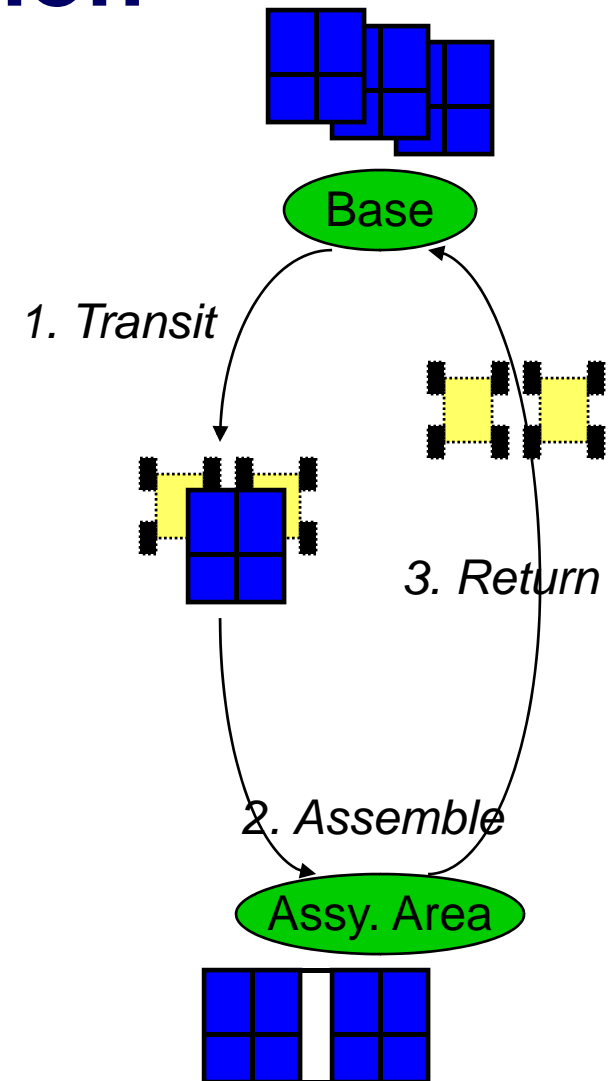
# Approach

- Stochastic simulation for more complex missions:



# Solar Panel Mission

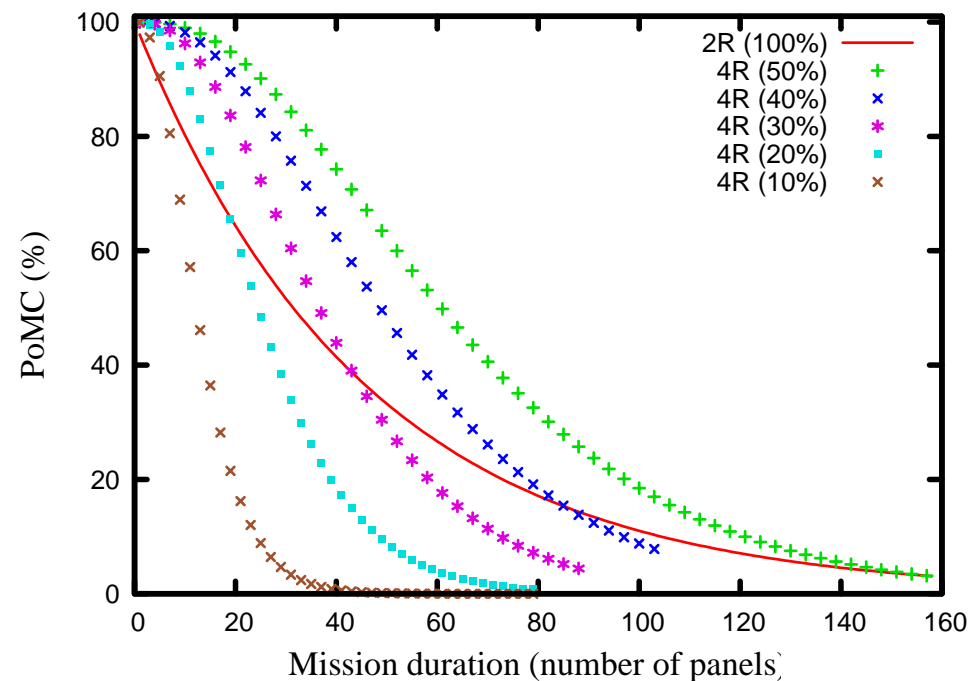
- Solar panel array installation
- Three subtasks
  - Carry the panel to the assembly area
  - Assemble the panel
  - Return to the base
- Mission-design variables
  - Mission duration (number of panels to install)
  - Number of robots
  - Component reliabilities



# Solar Panel Mission - Results

- What's better, more robots with low reliability or fewer robots with high reliability?

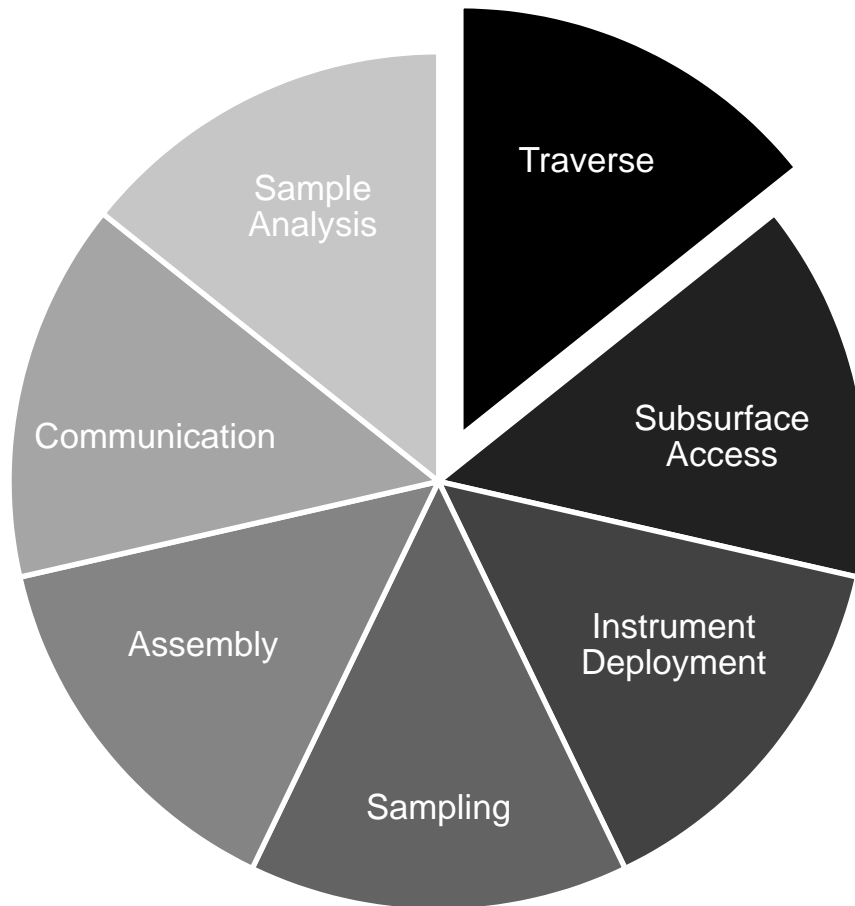
→ Lower-reliability 4-robot team has higher PoMC than 2-robot team for mission duration < crossover w/ 2-robot (red) line





# Mission Taxonomy

## “Basic Activities”



Different proportions



Missions with different characteristics



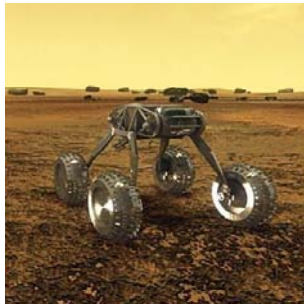
Different mission class



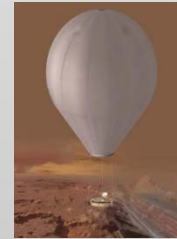
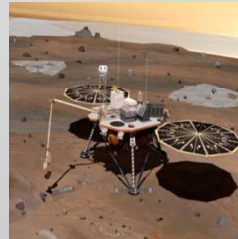
Not a fixed boundary

# 3 Mission Classes

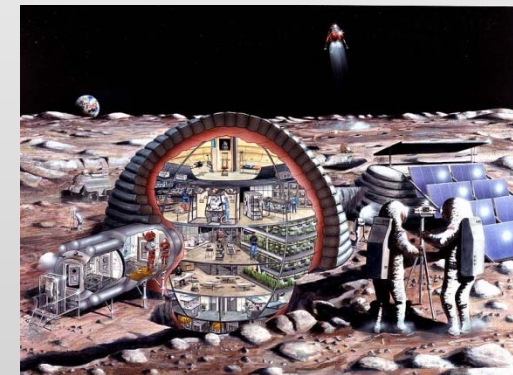
## Search & Exploration



## Sample Acquisition & Composition Analysis

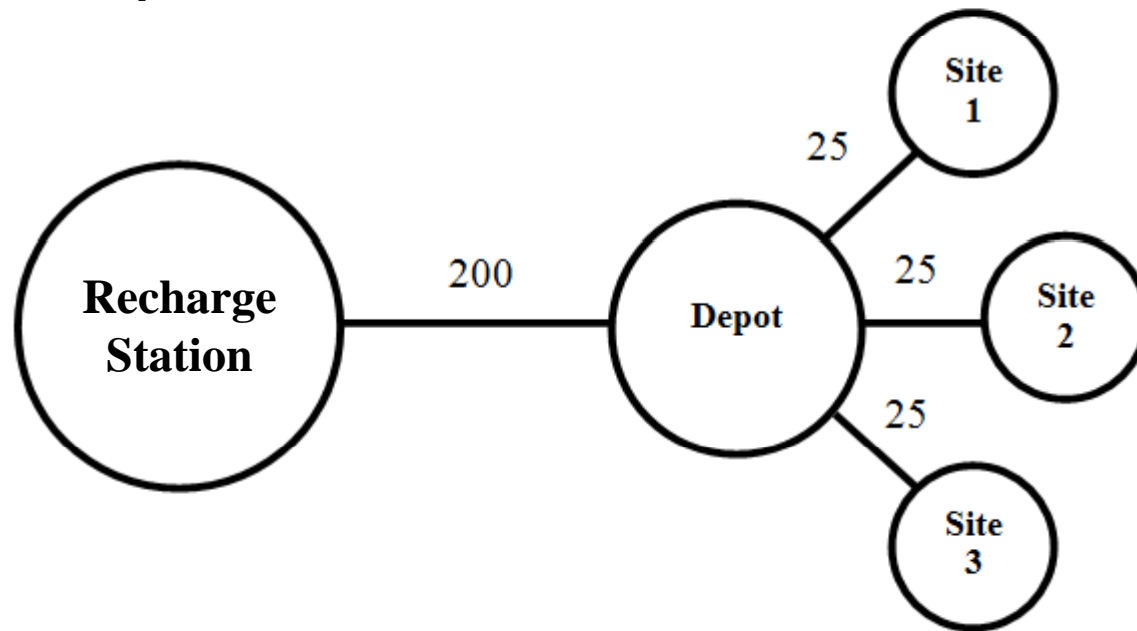


## Construction



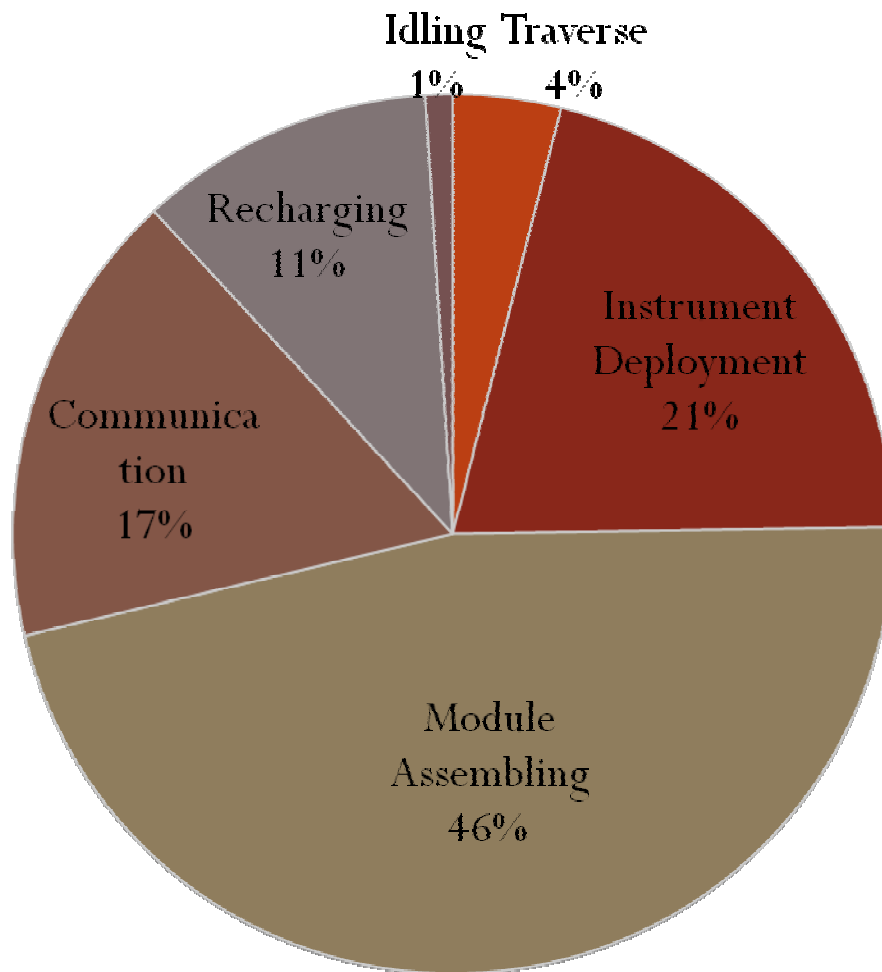
# Construction Mission Scenario

- An example:



- Communicate with other robots after every task
- Return and replenish battery when needed

# Stability of Construction Mission

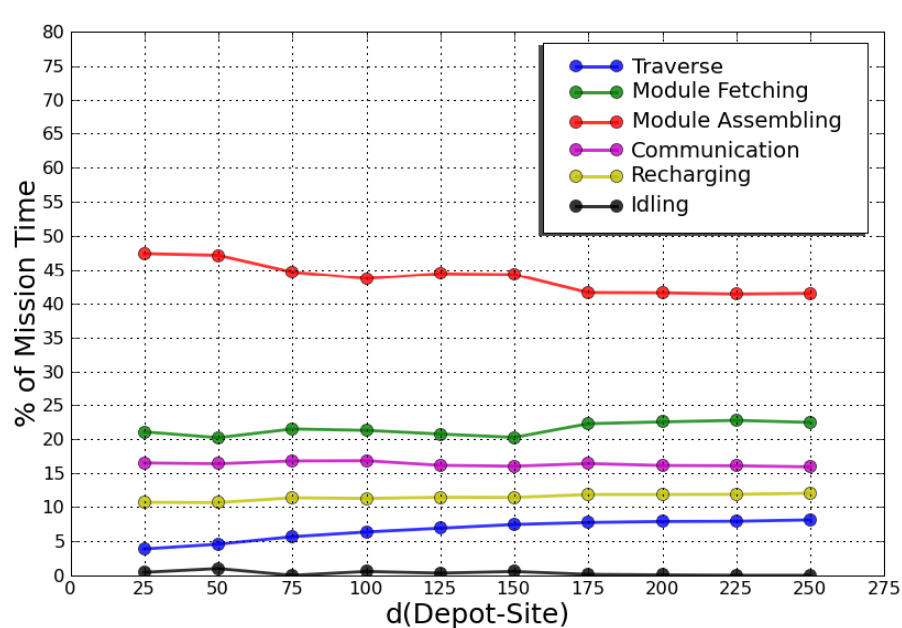
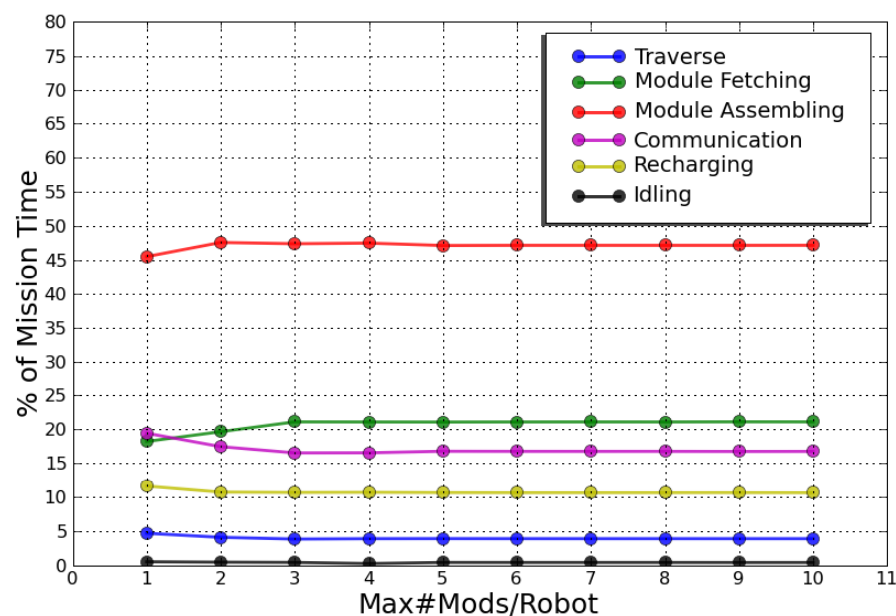
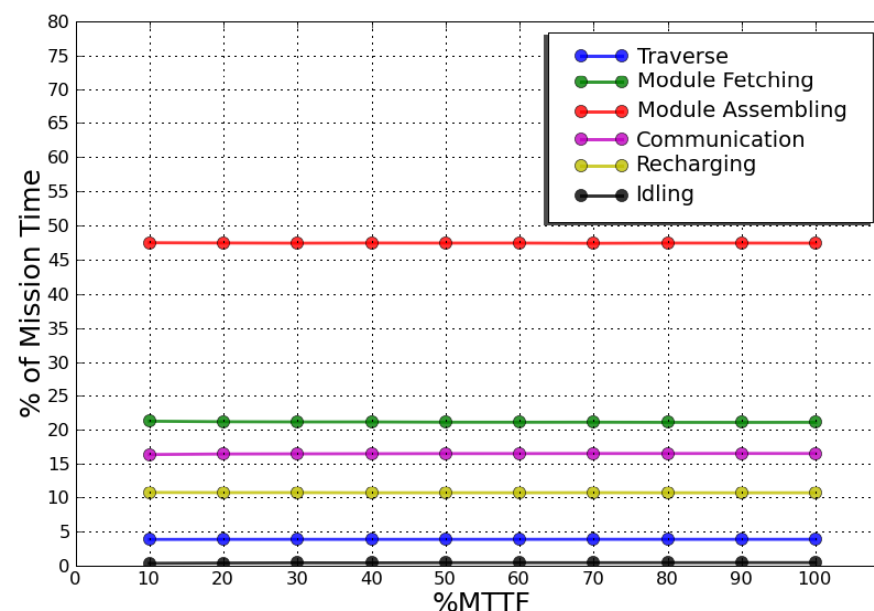
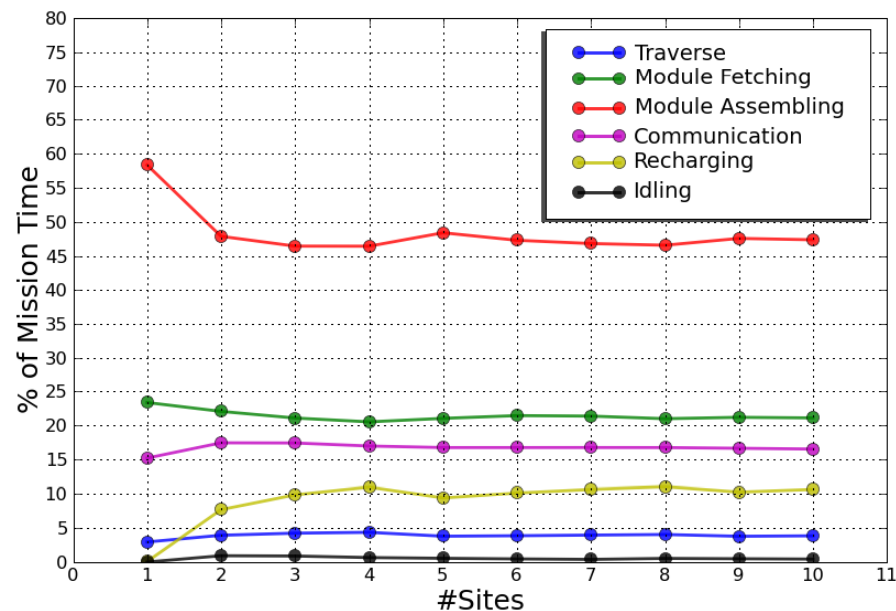


% of Mission Time ( $\pm 2\%$ )

Variable	Value
#Sites	1 – 10
#Mods/site	1 – 10
#Robots	2
#Spare robots	0 – 10
%MTTF	10% – 100%
#Mods/robot	1 – 10
d(RS – depot)	0 – 500
d(depot – site)	25 – 150

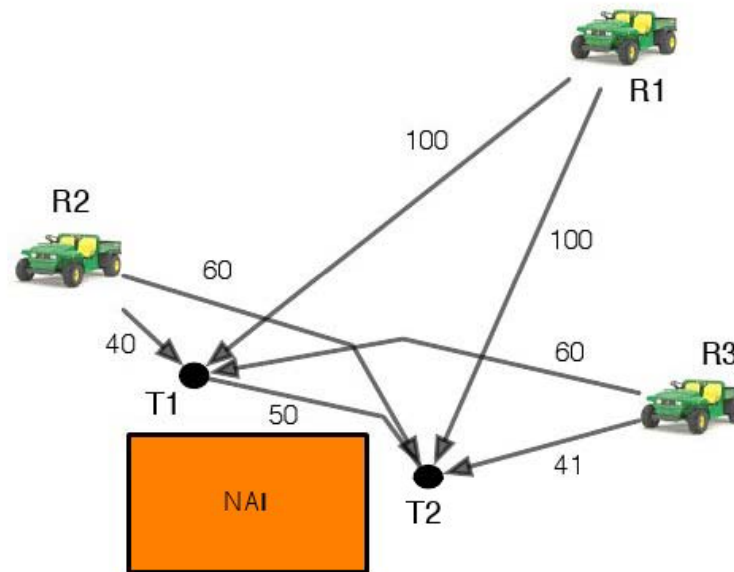


# Sensitivity Analysis: (#Robots = 2)



## Mission Planning

# Multirobot Task Allocation



(d) Example area coverage task.

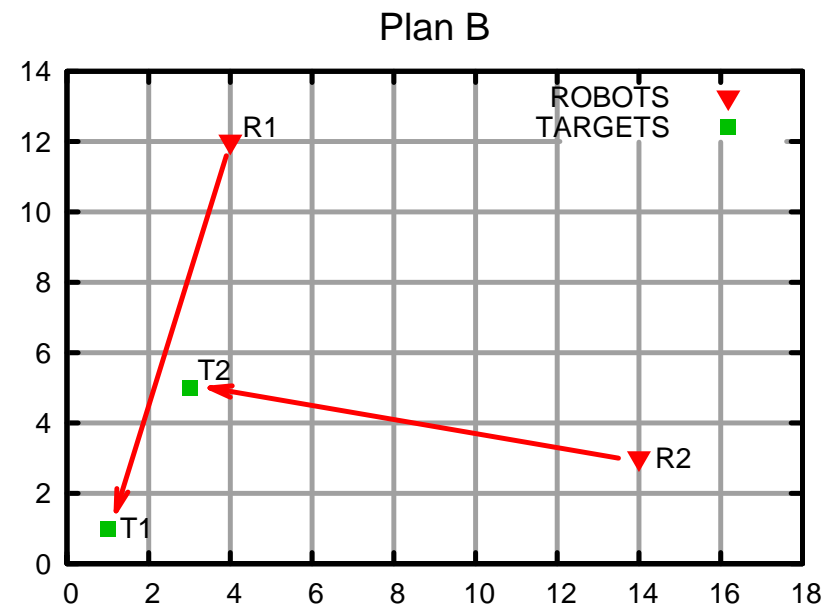
- Hypothesis - improve plan selection by considering probability of failure *a priori*
- Related work focuses on failure detection and replanning

## Mission Planning

# Task Allocation Example

- Find the plan with the shortest mission duration:
- Homogeneous robots with uniform speed (duration = distance)

Plan		$D(R_1)$	$D(R_2)$	$D_{\max}$
A	$R_1T_1 + R_1T_2$	15.9	0	15.9
B	$R_1T_1 + R_2T_2$	11.4	11.2	<b>11.4</b>
C	$R_2T_1 + R_1T_2$	7.1	13.2	13.2
D	$R_2T_1 + R_2T_2$	0	17.6	17.6
E	$R_1T_2 + R_1T_1$	11.5	0	11.5
F	$R_2T_2 + R_2T_1$	0	15.7	15.7



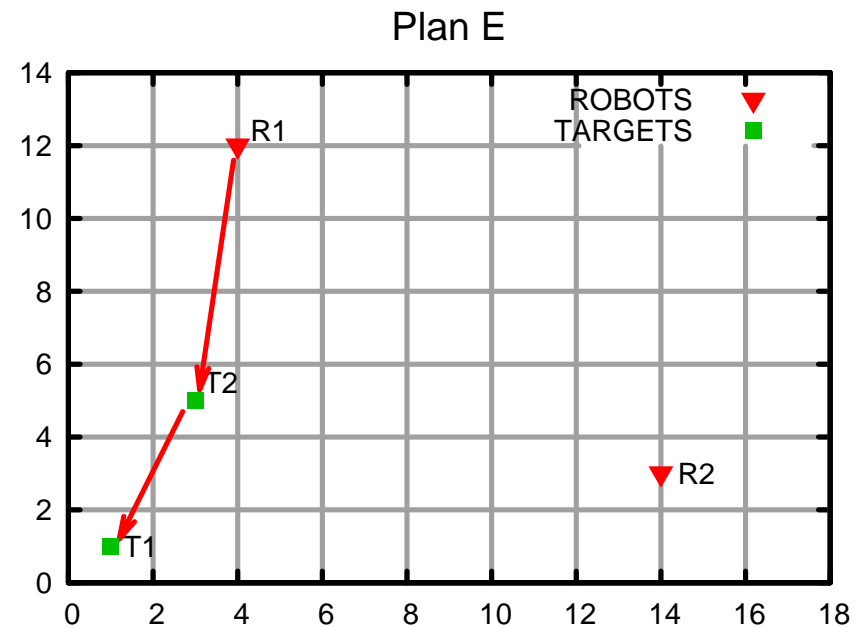
# Mission Planning

## Expected Value

- Comparison of expected duration with "naive" duration:

	Plan	D	D <sub>exp</sub>
A	R <sub>1</sub> T <sub>1</sub> + R <sub>1</sub> T <sub>2</sub>	15.9	15.9
B	R <sub>1</sub> T <sub>1</sub> + R <sub>2</sub> T <sub>2</sub>	11.4	12.2
C	R <sub>2</sub> T <sub>1</sub> + R <sub>1</sub> T <sub>2</sub>	13.2	13.4
D	R <sub>2</sub> T <sub>1</sub> + R <sub>2</sub> T <sub>2</sub>	17.6	17.4
E	R <sub>1</sub> T <sub>2</sub> + R <sub>1</sub> T <sub>1</sub>	11.5	11.9
F	R <sub>2</sub> T <sub>2</sub> + R <sub>2</sub> T <sub>1</sub>	15.7	15.2

$$D_{\text{exp}} = \frac{\sum_i P_i D_i}{\sum_i P_i}$$

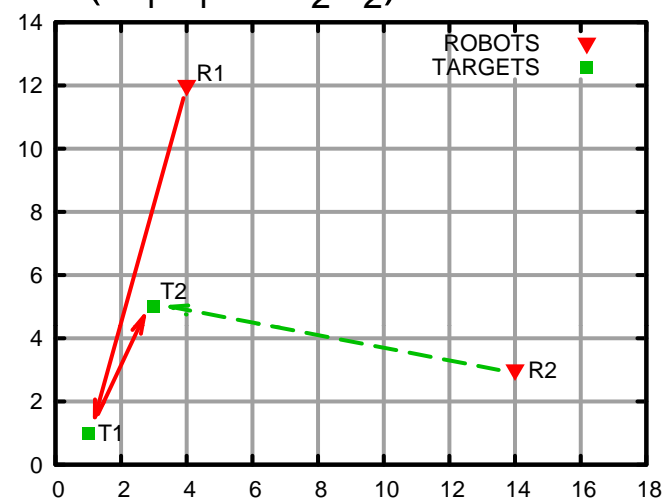
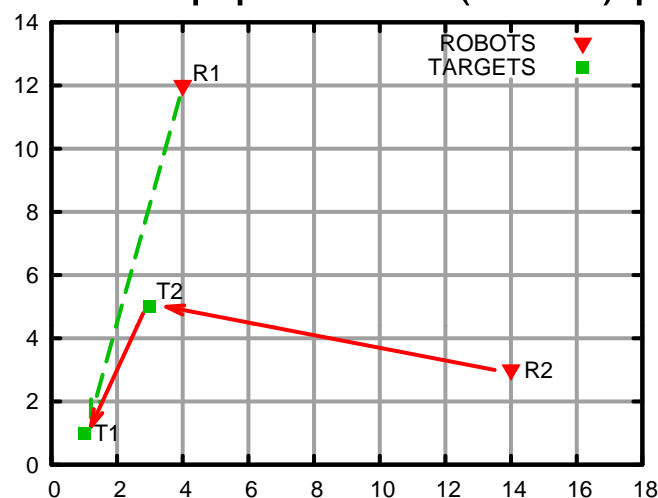




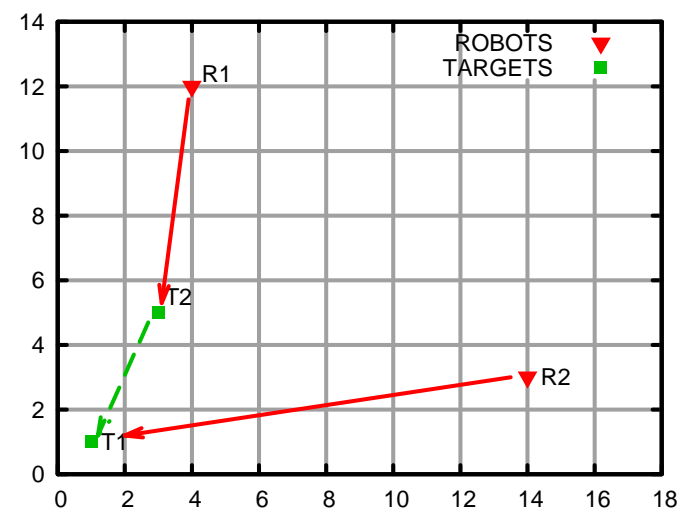
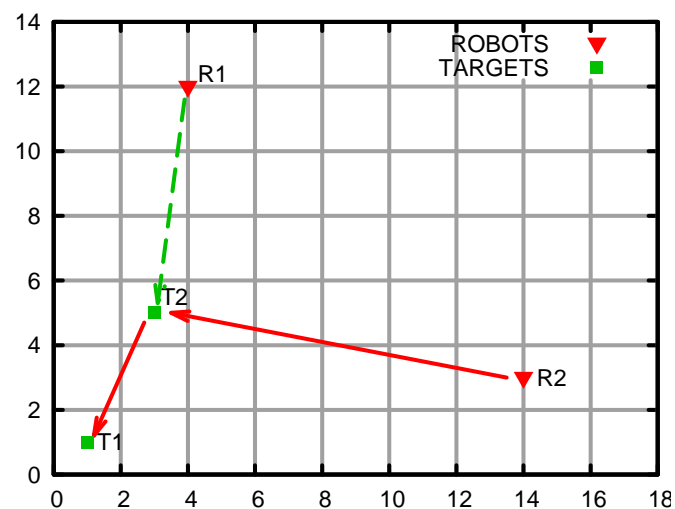
## Mission Planning

# When Failure Occurs

- Backup plans for (naïve) plan B ( $R_1T_1 + R_2T_2$ ):



- Backup plans for (expected value) plan E ( $R_1T_2 + R_1T_1$ ):



## Mission Planning

# Simulation

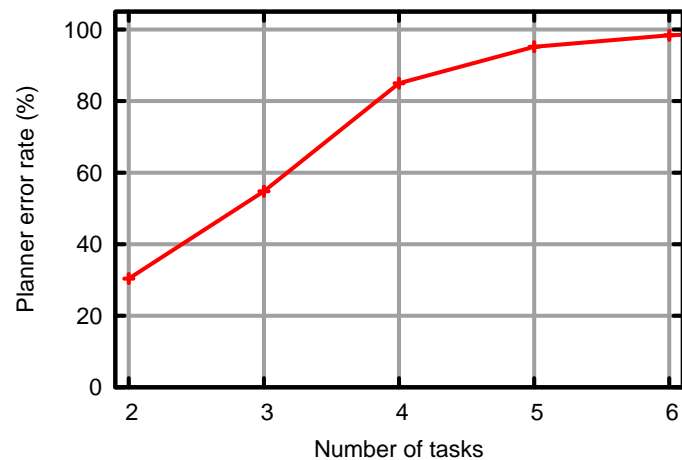
- Implement this process in software
- Randomize robot and target locations
- Compare chosen (naive) plan against best (expected value) plan and evaluate average differences over large number of runs
- Investigate effect of mission parameters (task count, team size, robot reliability, world size) on results



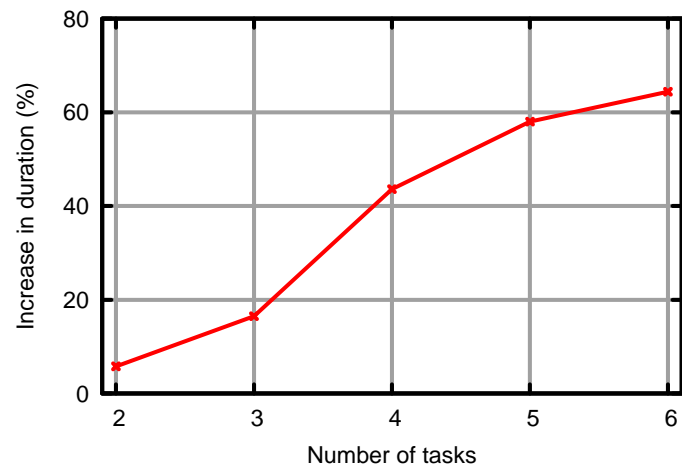
# Mission Planning

## Simulation

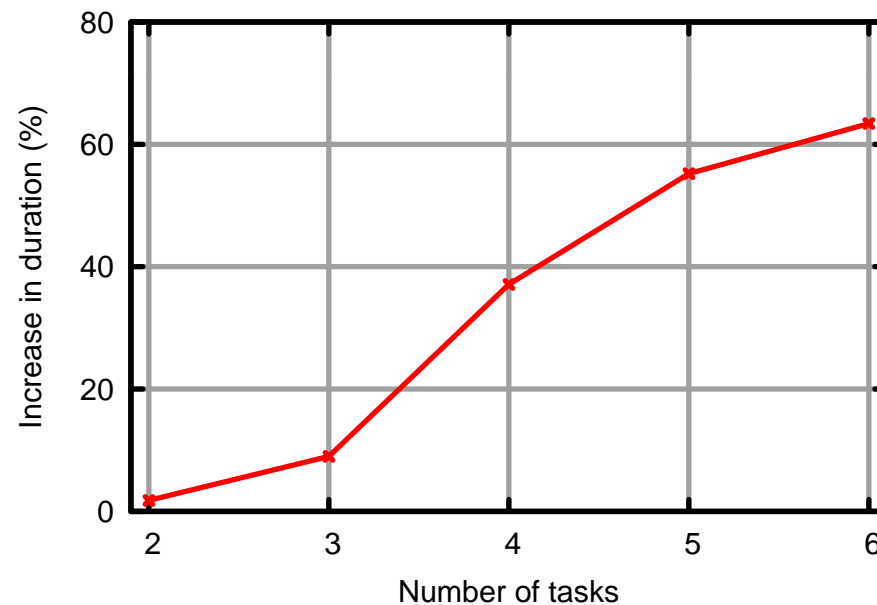
Robots = 2; Pt=0.99; World = 100x100



Robots = 2; Pt=0.99; World = 100x100



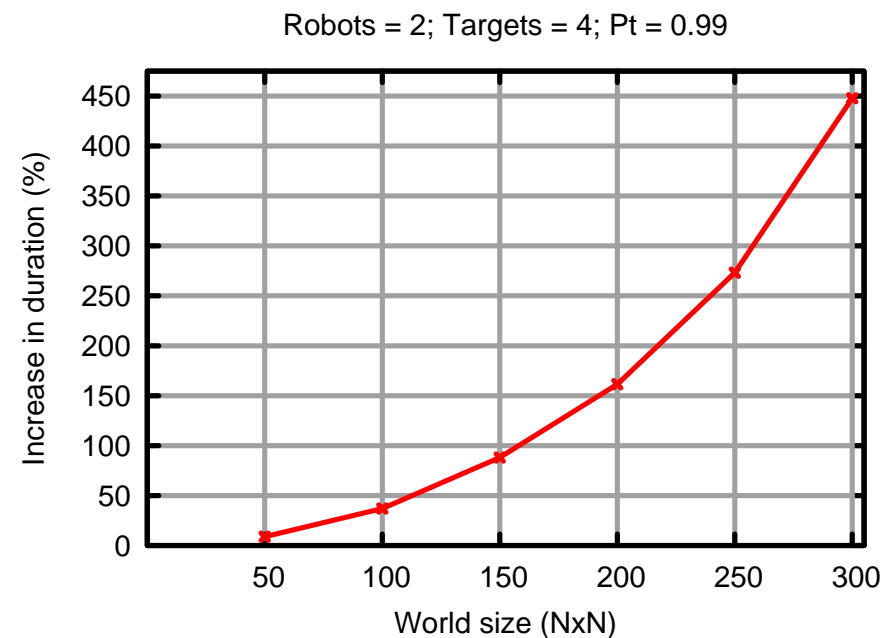
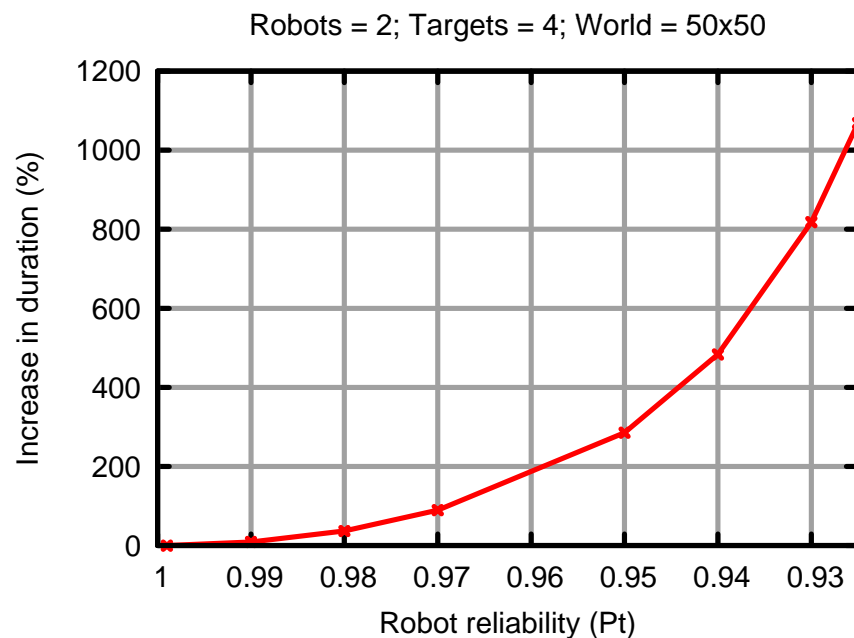
Robots = 2; Pt=0.99; World = 100x100



## Mission Planning

# Simulation

- Similar results with respect to other mission parameters:



## Mission Planning

# Heuristic planners

- So... if we have complete knowledge of all plans and backup plans, using reliability improves plan selection
- But... complete planners not useful for many (most?) real-world problems
- Can reliability information also improve incomplete planners?



## Mission Planning

# Heuristic planner

- Greedy planner:
  - Consider one task ordering at a time, N total task orderings
  - Assign robots greedily
- Ex: For two robots (R1,R2) and two tasks (T1,T2)
  - Evaluate:
    - T1R1
    - T1R2
  - If T1R1 was chosen, then evaluate:
    - T1R1 + T2R1
    - T1R1 + T2R2
  - Repeat for each task ordering, choose best overall



## Mission Planning

# Heuristic planner

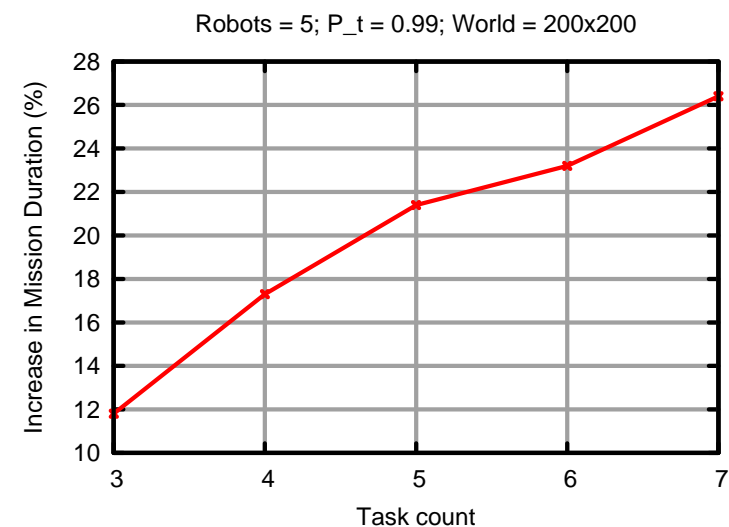
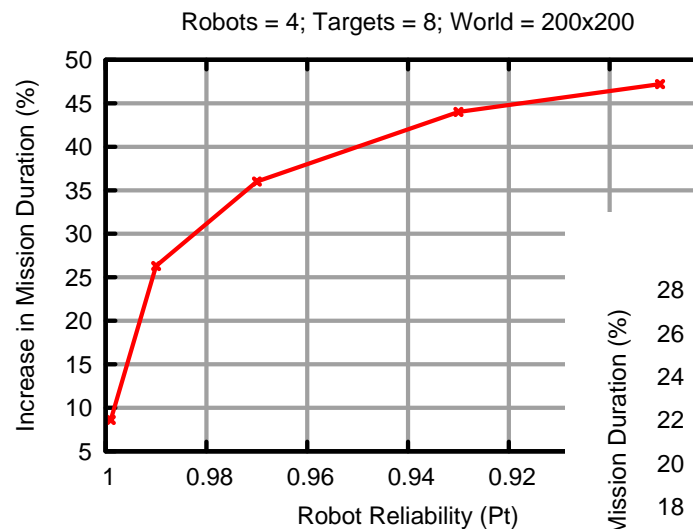
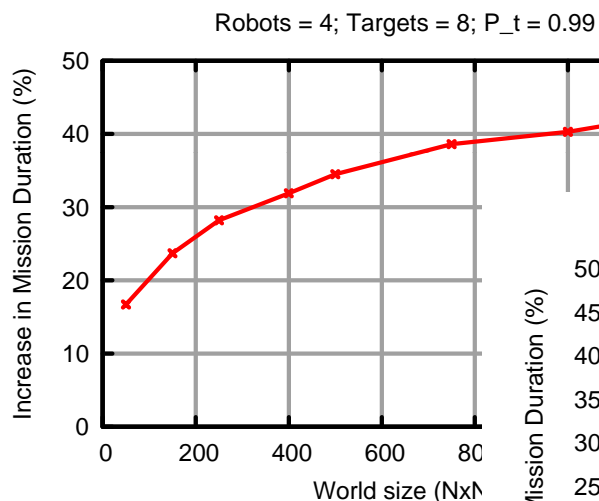
- Incorporating reliability:
  - Use expected value when evaluating complete plans. e.g.:
  - Evaluate:
    - $\text{val}(T1R1)$
    - $\text{val}(T1R2)$
  - If  $T1R1$  was chosen, then evaluate:
    - $\text{expval}(T1R1 + T2R1)$
    - $\text{expval}(T1R1 + T2R2)$



## Mission Planning

# Heuristic Planner Results

- Using  $N=1k$  (out of 40k possible orderings)

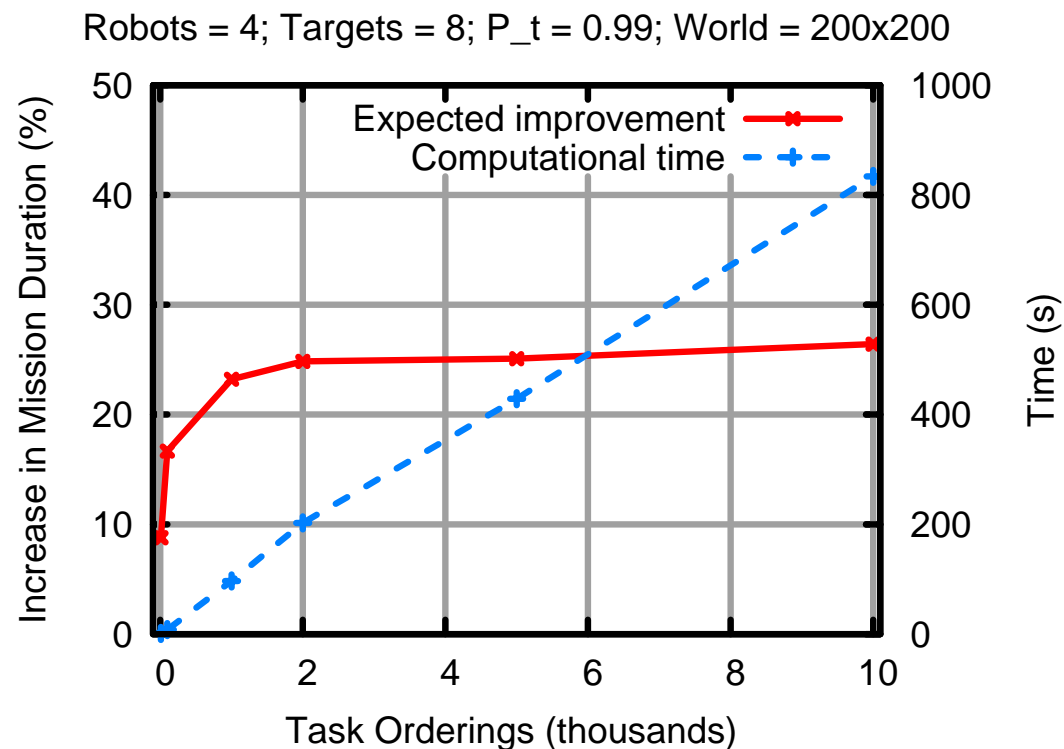




## Mission Planning

# Heuristic planners

- Effect of N on effectiveness of reliability information, and on computational time:



# Conclusions

- Analytical method developed for trading off reliability, cost, and time in configuring multirobot teams
- Three mission classes identified based on “basic activities” analysis of NASA mission docs
- Ignoring robot failure in multirobot task allocation plans → suboptimal plans for complete *and* heuristic planners



## Future Work

- Comparison of cost-reliability tradeoff characteristics over the three mission classes
- Incorporation of different failure models & modalities
- Consider model for performance degradation rather than binary failure for components and robots

