

# **Collision Avoidance for Multi-Vehicle Systems**

---

**Dušan M. Stipanović**

**Control and Decision Group , CSL and ISE  
University of Illinois at Urbana-Champaign**

**Erick J. Rodríguez-Seda and Mark W. Spong**

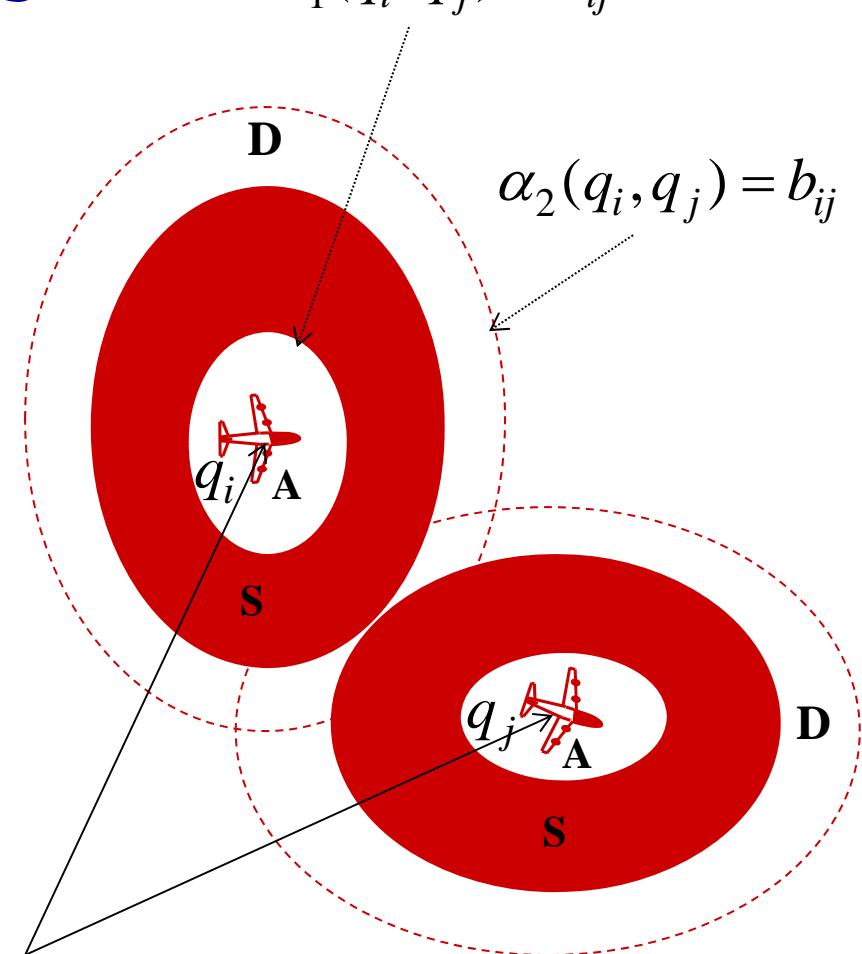
**School of Engineering and Computer Science  
University of Texas at Dallas**

**Happy Birthday Mark  
and thank you for hiring me  
(hope this is not one of the  
reasons why you left Illinois)!**

# Avoidance Functions

“Quadratic” Avoidance Functions

$$\begin{aligned}v_i &= \sum_{i \in N} v_{ij}, \quad v_{ii} = v_{ii}^o \\v_{ij} &= \left( \min \left\{ 0, \frac{\alpha_2(q_i, q_j) - b_{ij}}{\alpha_1(q_i, q_j) - a_{ij}} \right\} \right)^2, \quad i \neq j \\ \alpha_k(q_i, q_j) &= (q_i - q_j) P_k (q_i - q_j)^T, \quad k = 1, 2\end{aligned}$$



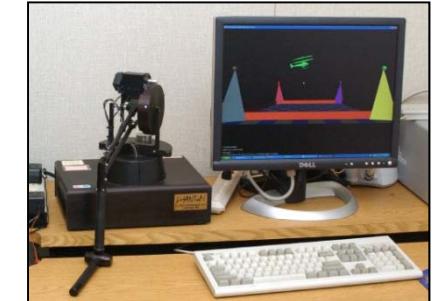
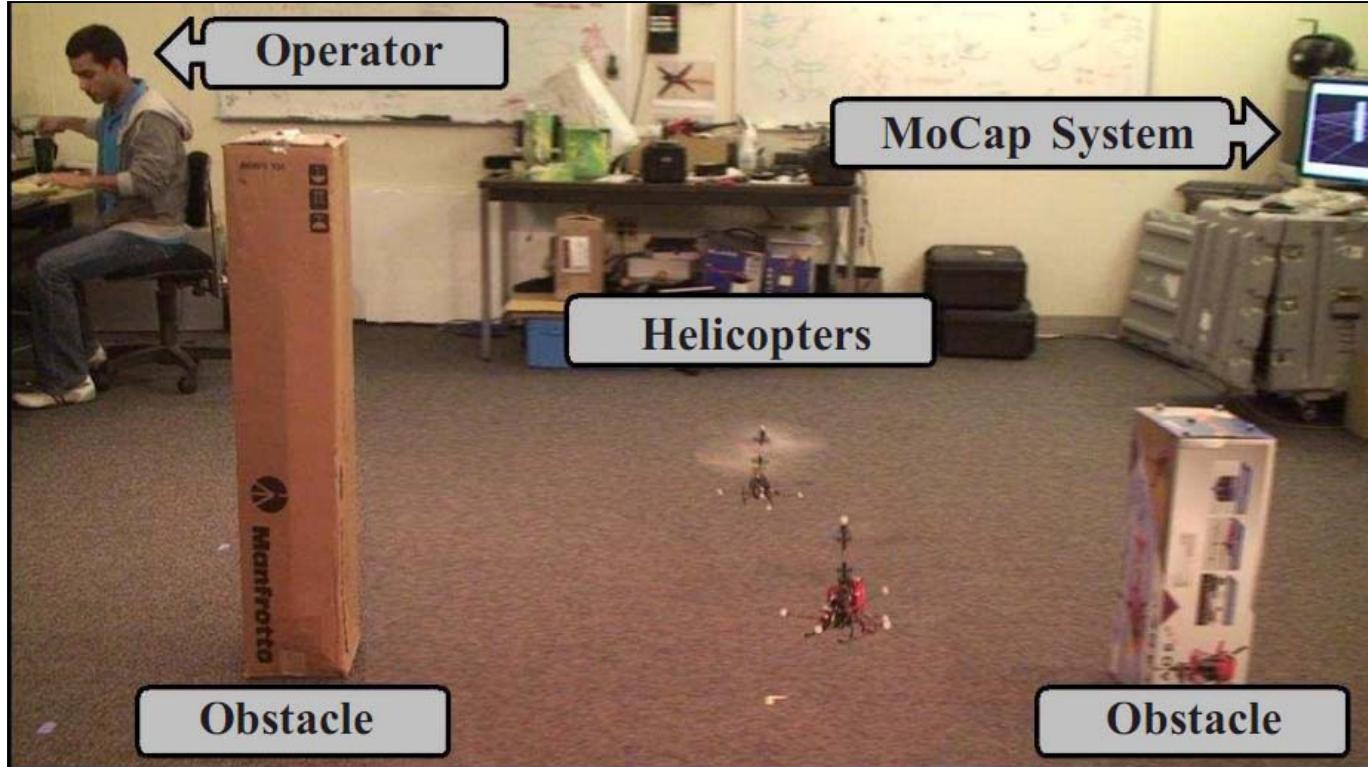
# Cooperative Collision Avoidance for Co-axial Helicopters

Cooperative Collision  
Avoidance

Tactical Robot Teams Project

Copyright © 2008 The Boeing Company

# Bilateral Teleoperation and Collision Avoidance



Master Robot



Slave Vehicles

## Coordination:

- Trajectory Tracking
- Formation Control

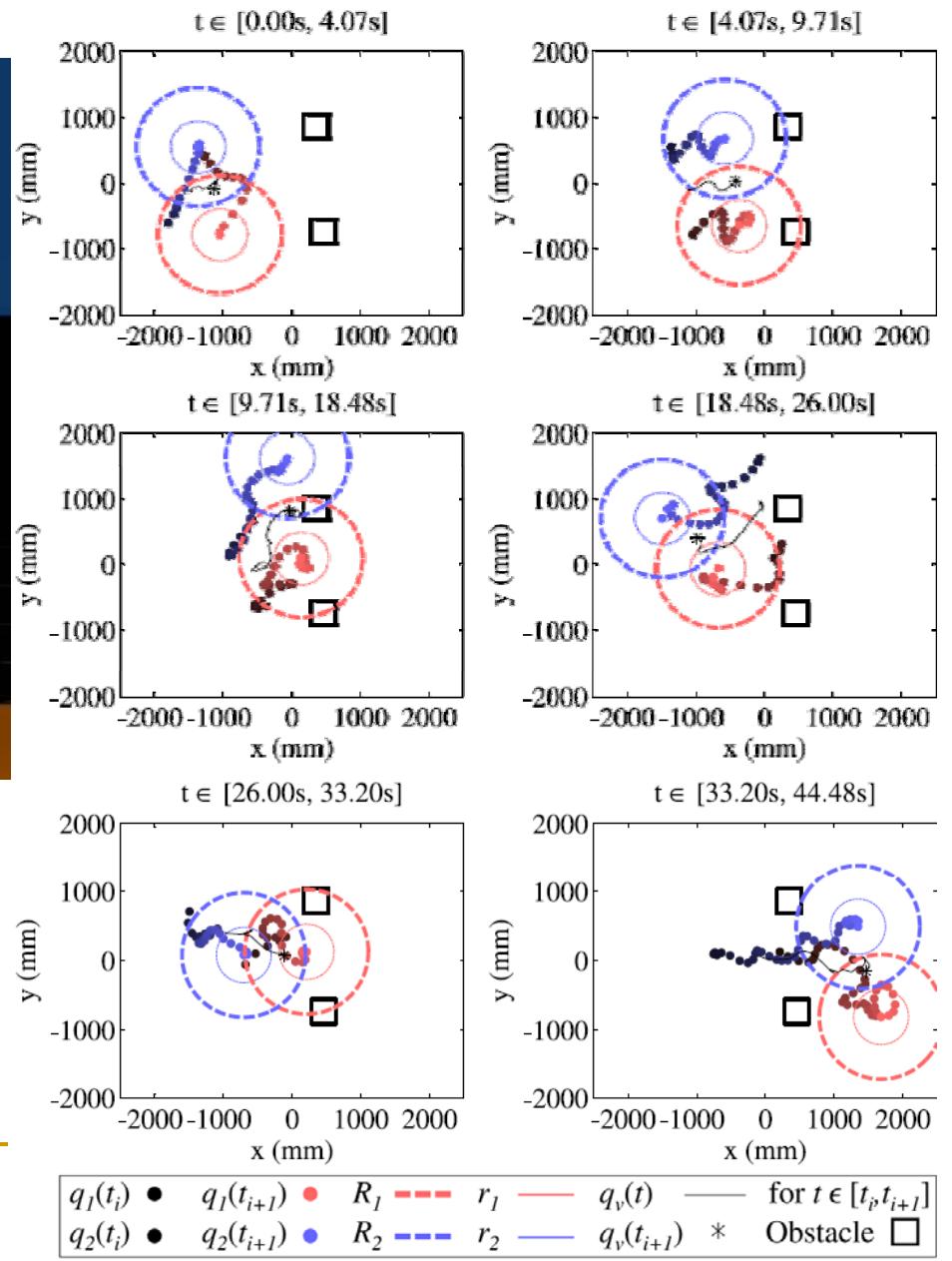
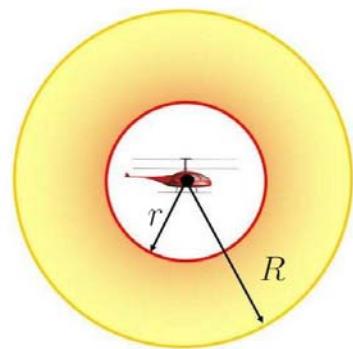
## Safety:

- Stability under Communication Delays
- Collision Avoidance

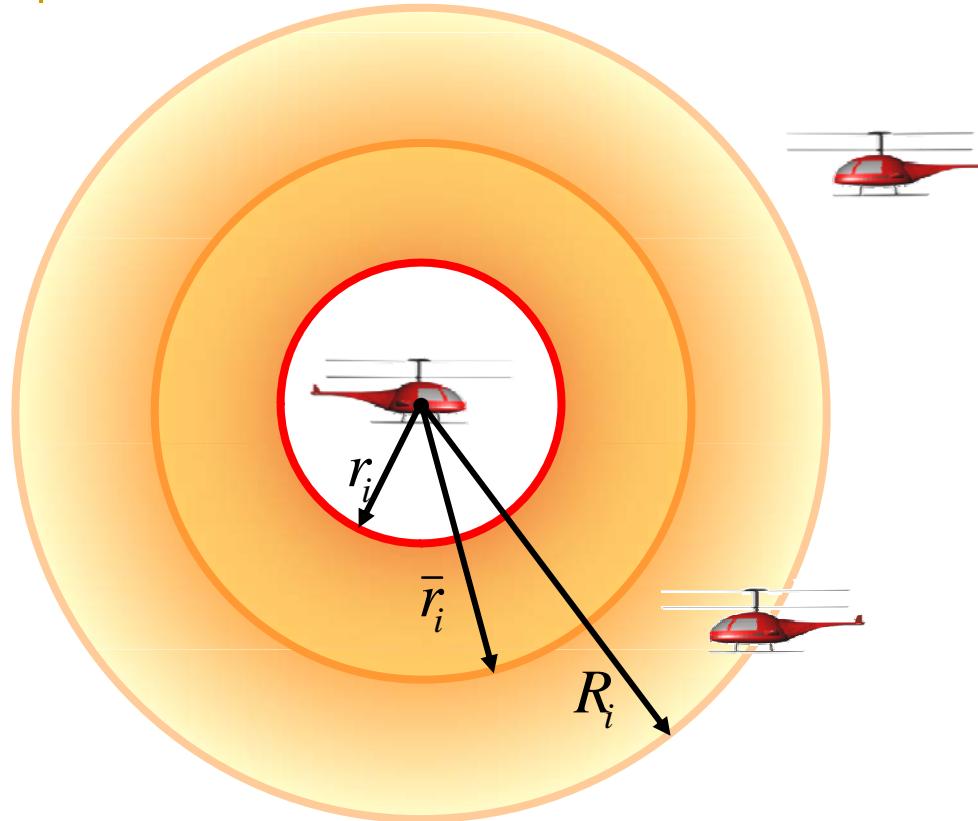
## Transparency:

- Operator must feel environmental forces interacting with remote agents.

# Experiments: Dynamic Formation



# Collision Avoidance with Detection Errors

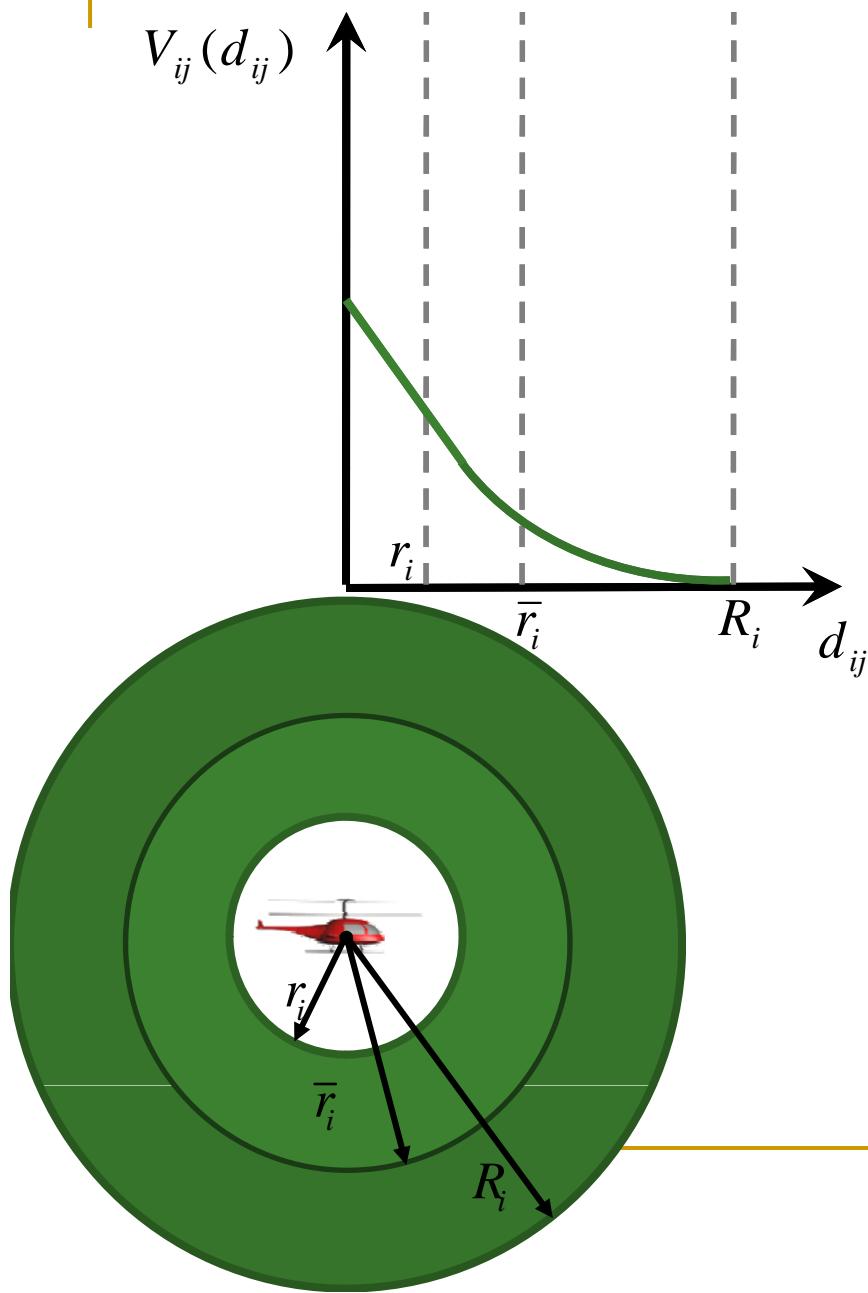


## Problem:

To guarantee safe navigation of mobile vehicles through obstructed and shared environments when the information is not perfect.



# Bounded Avoidance Control



Avoidance Functions

$$V_{ij}(d_{ij}) = \begin{cases} \alpha_i \left( \min \left\{ 0, \frac{d_{ij}^2 - R_i^2}{d_{ij}^2 - r_i^2} \right\} \right)^2, & \text{if } \bar{r}_i \leq d_{ij} \\ -\mu_i \|d_{ij}\| + c_i, & \text{if } 0 < d_{ij} < \bar{r}_i \end{cases}$$

$$d_{ij}(t) = \|q_i(t) - \hat{q}_j(t)\|$$

$$\hat{q}_j(t) = q_j(t) + \varepsilon_j(t), \quad \|\varepsilon_j(t)\| \leq \Delta_j$$

Avoidance Control Component

$$u^a = - \sum_j \frac{\partial V_{ij}}{\partial q_i}$$

# Collision Avoidance with Detection Delays

**Three Coaxial Helicopters**

$$T_{12} = 0.30s, T_{13} = 0.24s$$

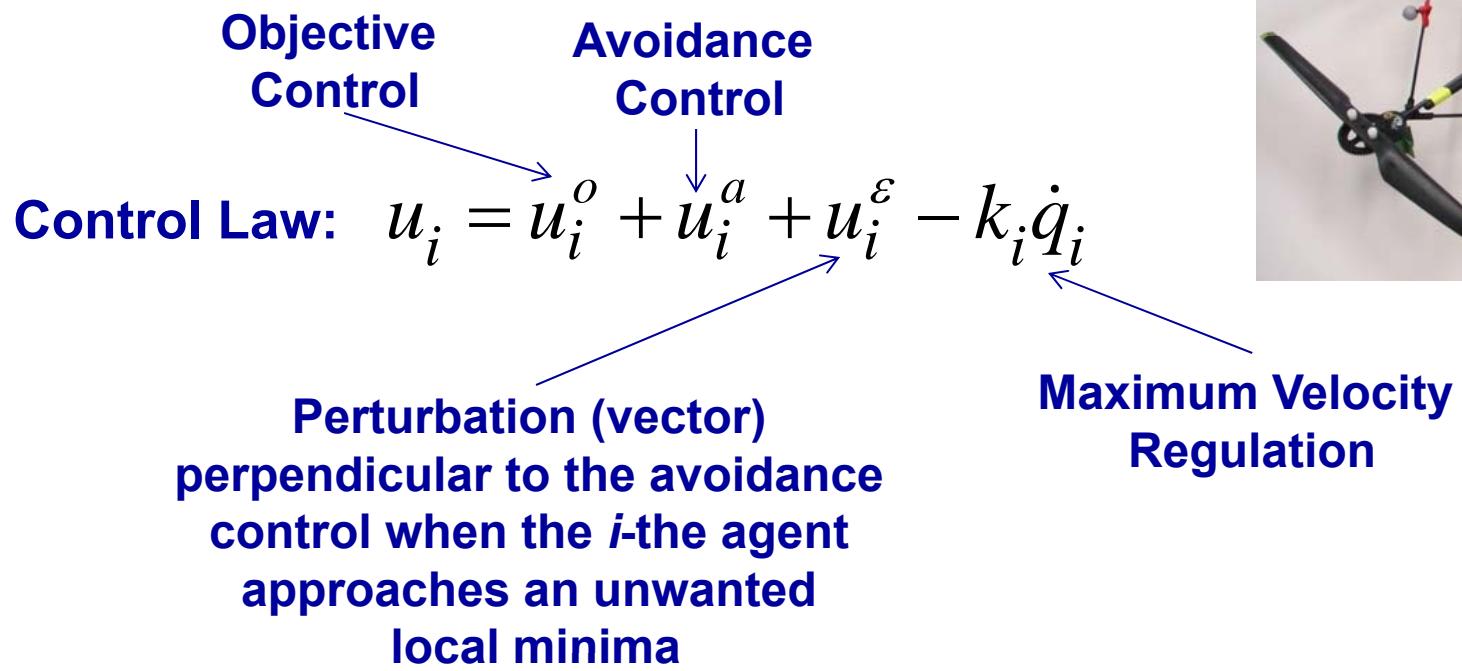
$$T_{21} = 0.30s, T_{23} = 0.27s$$

$$T_{31} = 0.30s, T_{32} = 0.30s$$

$$\nu_1 = \nu_2 = \nu_3 = 1m/s$$

$$R = 1.00m, r = 0.25m$$

# Collision Avoidance with Sensing Uncertainties: Avoiding Singular Points



Singular Points:  $u_i^o \rightarrow -\lambda u_i^a, \lambda > 0$

# Collision Avoidance with Sensing Uncertainties: Simulation Results

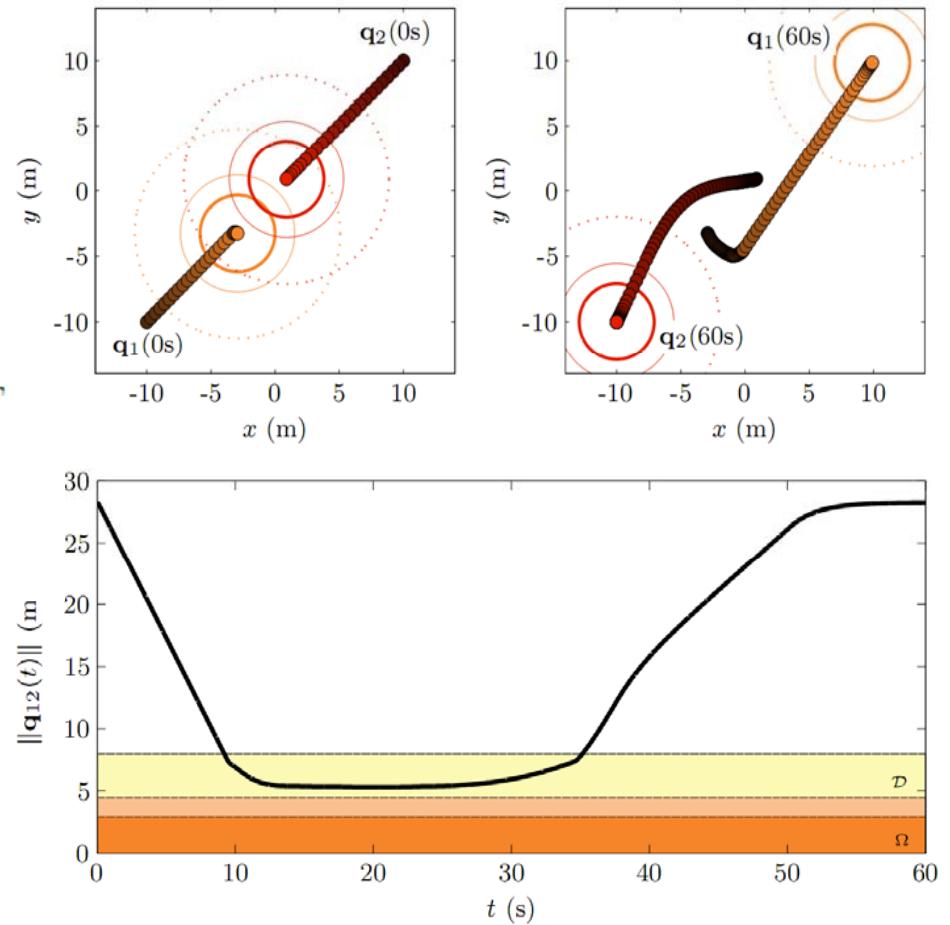
Sensing Uncertainty (Error):

$$d_i(\mathbf{q}_i, \mathbf{q}_j) = \zeta_{qi}(\mathbf{q}_i, \mathbf{q}_j) + \zeta_{ei}(\mathbf{q}_i)$$

$$\zeta_{qi}(\mathbf{q}_i, \mathbf{q}_j) = a_{1i} \left[ \left\lfloor \frac{q_{j_1} - q_{i_1}}{a_{2i}} \right\rfloor, \left\lfloor \frac{q_{j_2} - q_{i_2}}{a_{2i}} \right\rfloor \right]^T$$

$$\zeta_{ei}(\mathbf{q}_i) = a_{3i} [\cos(q_{i_1}), \sin(q_{i_2})]^T$$

- First Agent,  $\Delta_1 = 1.0\text{m}$
- Second Agent,  $\Delta_2 = 0.5\text{m}$



# Questions?

