

# A Novel Framework for Multi-Agent Navigation in Human-Shared Environments

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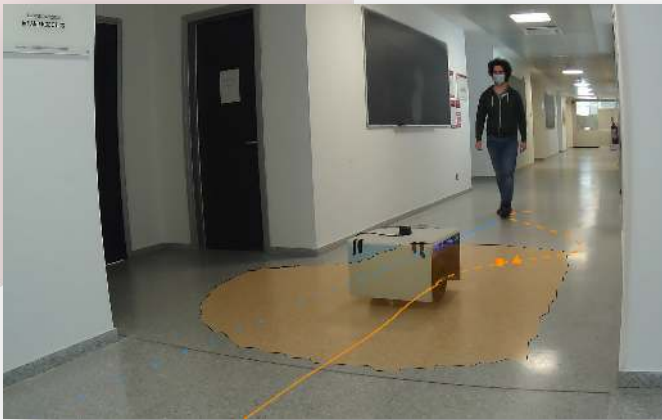
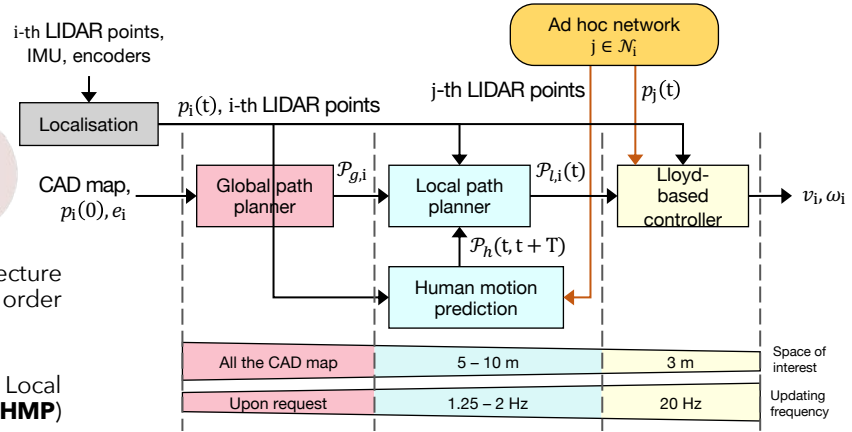
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We define five requirements for robots navigation in human-shared environments:

- R1:** Robustness and safety in navigation.
- R2:** Socially-aware motion planning.
- R3:** Multi-agent coordination.
- R4:** Dynamic environment.
- R5:** Computation efficiency.

Our proposal [1] identifies a hierarchical architecture composed by three layers that work together in order to satisfy the requirements **R1 - R5**.

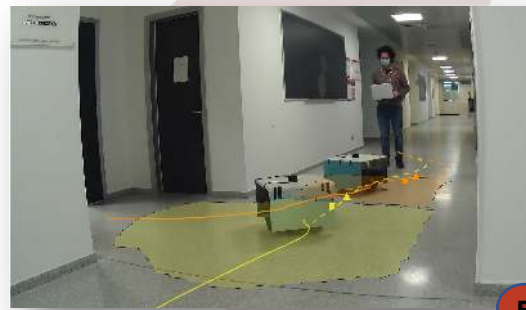
We called the layers: Global path planner (**GPP**), Local path planner + Human motion prediction (**LPP-HMP**) and Lloyd-based controller (**LB**).



We depict a scenario where the *i*-th robot detects the human being presence and act consequently.

- The **GPP** computes a path  $\mathcal{P}_{g,i}$  accounting for the CAD map, starting from  $p_i(0)$  towards the final goal position  $e_i$  (at the end of the corridor);
- The **HMP** computes the future human path  $\mathcal{P}_h(t, t + T)$  (blue asterisks);
- The **LPP** generates  $\mathcal{P}_{l,i}(t)$  (dashed orange line);
- The **LB** generates its "safe zone" (orange area) and computes  $v_i, \omega_i$  based on the information from the upper layers.

The triangle point is the information that the **LB** receives from the **LPP**, the square point is the one that the **LB** computes and decides to follow. The solid orange line depicts the past followed path.



Second scenario with multi-agent robots and a static human being.

- The **GPP** generates the paths  $\mathcal{P}_{g,i}$  at the beginning of the mission (Figure A: dashed yellow and orange lines);
- The **LPP** generates  $\mathcal{P}_{l,i}(t)$  for the two agent (Figure B: dashed yellow and orange lines; the solid yellow and orange lines are the past followed paths).
- The **LB** takes into account also the presence of the other robots and modifies accordingly its safe region (Figure B: yellow and orange areas). Then it computes  $v_i, \omega_i$  based on the information from the upper layers.

[1] M. Boldrer, A. Antonucci, P. Bevilacqua, L. Palopoli, and D. Fontanelli, "Multi-agent navigation in human-shared environments: a safe and socially-aware approach," *Robotics and Autonomous Systems*, Submitted.