

Reliability-Aware Multi-UAV Coverage Path Planning using a Genetic Algorithm

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Introduction

Multi-agent systems have the potential to be more reliable than single agents. Especially for failure prone aerial robots or UAVs. [1]

Most existing multi-agent Coverage (mCPP) methods either assume no failures, or are reactive. Neither give any performance guarantees to the user if failures occur.

The **Reliability-Aware Multi-Agent Coverage Path Planning Problem (RA-MCPP)** seeks to find coverage paths for each failure-prone UAV which a-priori maximises the probability of mission completion by a deadline.

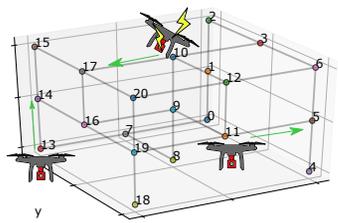


Figure 1: If drones are failure prone, what routes maximise the probability of mission completion?

Reliability Evaluation

This work uses the metric of Probability of Completion (PoC) to evaluate the reliability of any given multi-agent path plan.

Let state $x = (\tau_1, \dots, \tau_n)$ represent the amount of work an agent has done. The environment is a unit graph $G(J, E)$ of connected tasks $J = \{j_1, \dots, j_m\}$.

A strategy Ψ is a set of finite connected tasks for each agent. For a given strategy, at each state either all tasks have been visited or not. These **completion states** together form the **Completion Region C_ψ** .

$$C_\psi = \{x \in S \mid \forall j \exists i \tau_i \geq T_{ij}^\psi\}$$

$$= \{x \in S \mid \min_{j \in [1..m]} \max_{i \in [1..n]} \tau_i - T_{ij}^\psi \geq 0\}$$

$$PoC(\psi, t') = \sum_{x \in C_\psi} p(x, t') = \sum_{x \in C_\psi} \prod_{i \in [1..n]} p_i(\tau_i, t')$$

$$p_i(\tau, t') = \begin{cases} f_i(\tau), & \text{if } \tau < t' \\ R_i(\tau), & \text{if } \tau \geq t' \end{cases}$$

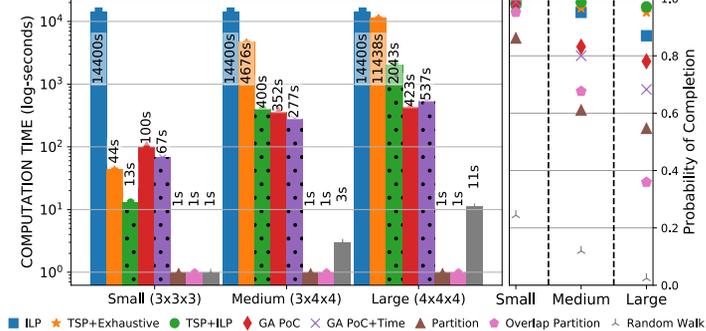
Given agent failure distributions, the **Probability of Completion** for strategy Ψ at time t' is then the sum of the probability of surviving to a completion state.

Path Based Genetic Algorithm

This paper proposes a Genetic Algorithm (GA) for solving the RA-MCPP problem through the simultaneous optimisation of all agent's paths.

The GA chromosome encodes a strategy allocation Ψ which describes the first visit to each task for each agent. Two fitness functions are defined: (i) only PoC, and (ii) a weighted sum of PoC and the time taken to completion with no failures (PoC+Time).

For reproduction 4 Mutation and 2 Crossover operations are implemented. At the end of each iteration, tournament selection is used for constructing the next generation.



Results and Conclusion

The proposed method finds more reliable strategies compared to existing mCPP and heuristic methods (Partition, R.Walk), while being more computationally scalable than existing methods of an ILP [2] and 'TSP phasing'. Both GAs provide good solutions and are an order of magnitude faster for larger environments, *trading off highly reliable strategies for computation time*.

Future work focuses on applying RA-MCPP to real Inspection scenarios which will require solving the problem in continuous space and time.

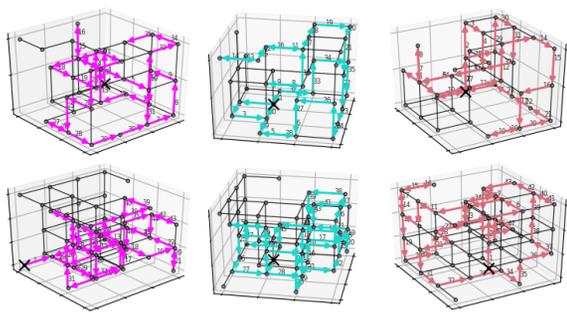


Figure 3: Example GA PoC Agent Paths for Medium and Large Environments