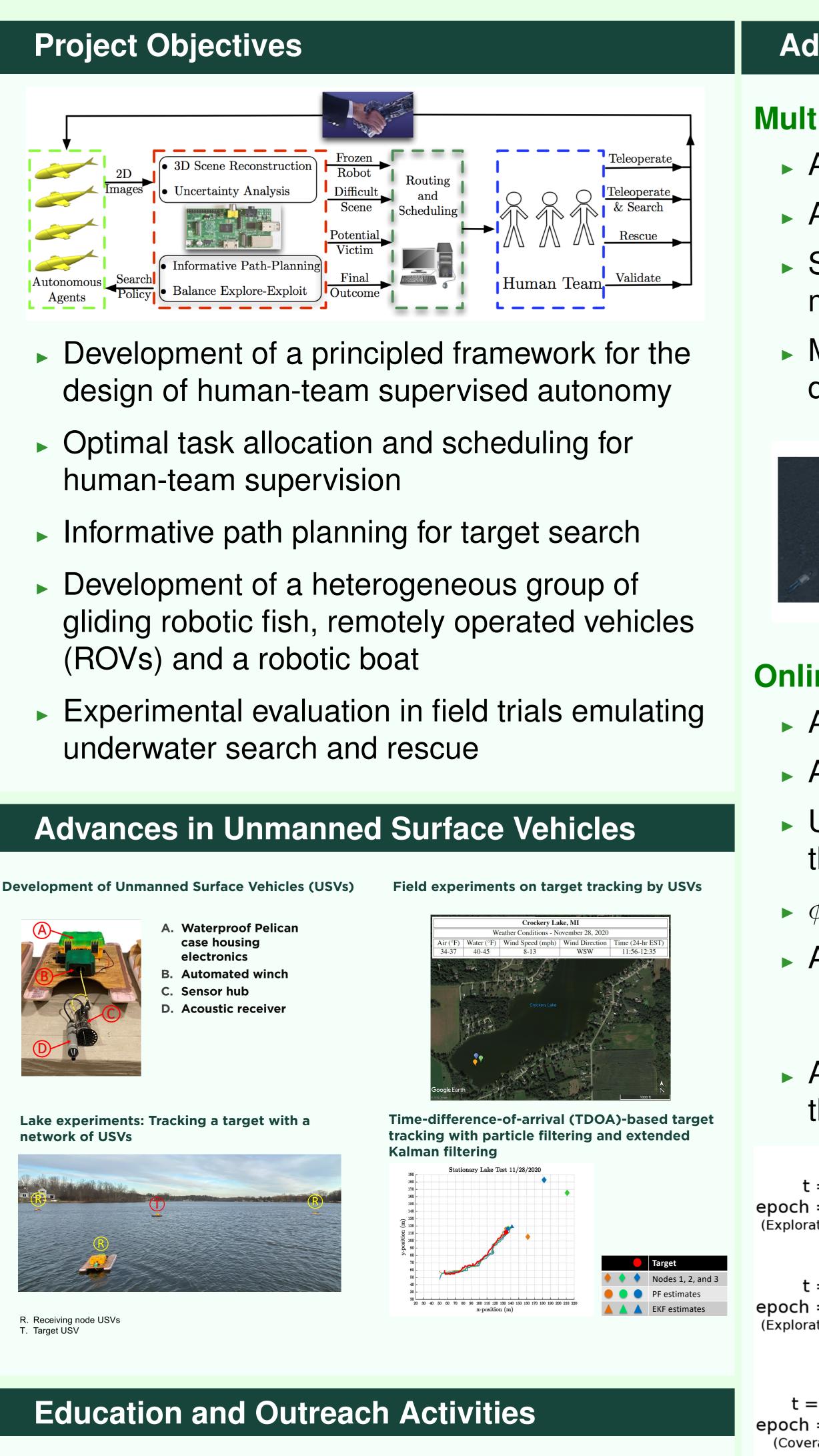
# **NRI-FND: Human-Team-Supervised Autonomy** with Application to Underwater Search and Rescue



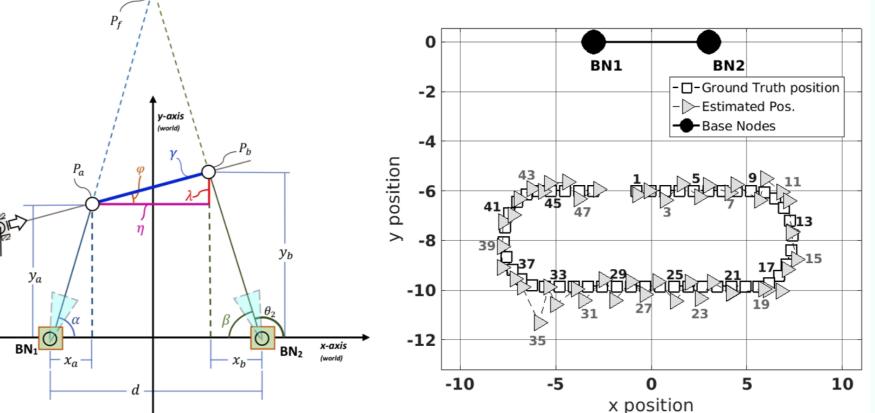
- Undergraduate research on underwater robotic development, HRI, and photogrammetry
- K-12 teacher training on using EEG data for HRI
- Demos of underwater robots at various outreach events

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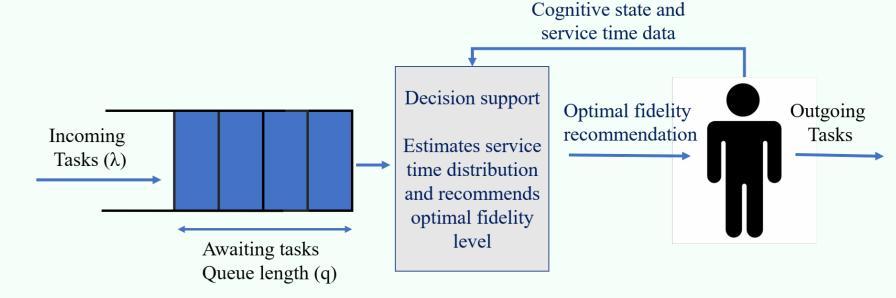
#### Advances in Underwater Search and Coverage LED Alignn **Multi-fidelity Underwater Search** An underwater vehicle operated in water Ob be An unknown number of victims on water-floor Ot Sensing at different depth is modeled as multi-fidelity Gaussian processes ar ► A Minimize searching time while meeting the detection accuracy requirement CO ► A x Round 1 x Round 2 x Final score: 0.762045 de OLOv3 detection resul **Online Estimation and Coverage** A group of robots tasked to cover a region A discretized region as graph G = (V, E)• Unknown sensory function $\phi : V \to \mathbb{R}_{>0}$ denotes the needs of robotic service at location $v \in V$ • $\phi(v_i)$ can be measured by sample $y = \phi(v_i) + \epsilon$ Achieve a configuration $\eta \in V^N$ minimizing cost LED b $\sum_{\mathbf{v}'\in\mathbf{V}}\min_{i\in\{1,\ldots,N\}}d(\eta_i,\mathbf{v}')\phi(\mathbf{v}')$ ▶ 2ar An adaptive coverage algorithm DSLC balance the exploration-exploitation trade-off. Cost by Iteration — Cortes — Todescat DSLC (Exploration) Many man have have men ► Mo es 100 125 150 Cumulative Regret by Iteration epoch = (Exploration Cortes — Todescate — DSLC t = 10epoch = 3(Coverage) Maximum Variance by Iteration ---- Cortes — Todescate — DSLC t = 190 epoch = 3(Coverage

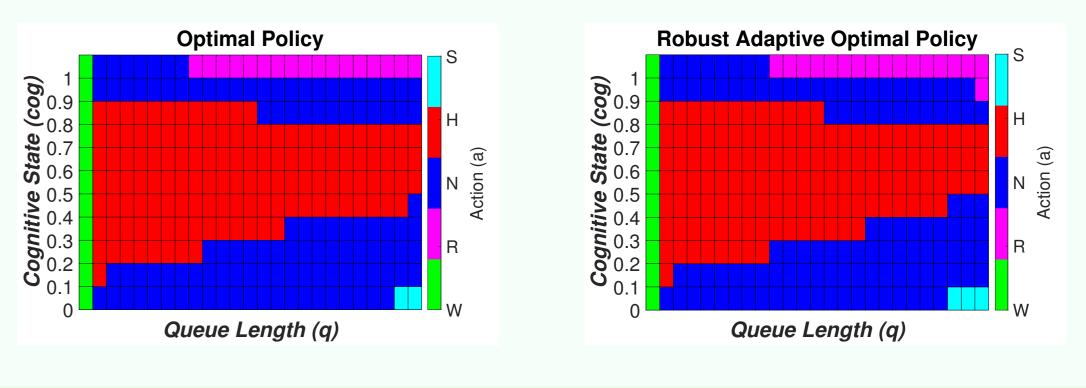
D-based Communication and Localization	Human-
ment Control for Optical Communication	Common I
bjective is to achieve Line of Sight (LOS) etween two underwater optical transceivers	
ur current work demonstrates establishment nd maintenance in a one-sided case.	
joystick sends command via LED ommunication to the underwater robot.	
triangular-exploration based technique is eveloped for alignment control	<ul> <li>Team s</li> <li>Hetero</li> </ul>
$ \begin{aligned} & \qquad \qquad$	<ul> <li>Object</li> <li>Establi</li> <li>Best re</li> <li>Analyti</li> <li>POA =</li> </ul> Robust & Human-in-
based Localization	Incoming Tasks (λ)
D Localization of a mobile robot using bearing ngles to triangulate mobile robot's position Bearing angles for establishing LOS between robot and base nodes	<ul> <li>human differer</li> </ul>
Each node has LED transmitter and photodiode receiver that rotate 360 $^{\circ}$	<ul> <li>service which i</li> </ul>
lobile Robot's predicted velocity used to stimate the robot's position Mobile Robot measures the bearing angles while it	estima utilize r

Nobile Robot measures the bearing angles while it moves along the trajectory



# **Adaptive Fidelity Selection for** n-the-loop Queues

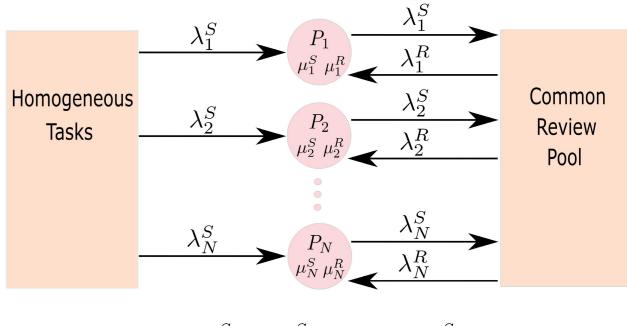






## **Robot Team Collaboration**

### **Pool Resource Games Framework**



 $\frac{\mu_1^S}{\mu_1^R} \le \frac{\mu_2^S}{\mu_2^R} \le \dots \le \frac{\mu_N^S}{\mu_N^R}$ 

servicing and reviewing (from CPR) tasks *cogeneity*: Max. serv.  $(\mu_i^S)$  & rev.  $(\mu_i^R)$  rate *tive*: Incentivize team collaboration lish existence of unique PNE;  $PoA \approx 1$ esponse dynamics converges unique PNE tic upper bound on PNE inefficiency = 1 for homogeneous agents

n servicing homogeneous tasks with ent fidelity levels

e time distribution is unknown a priori is learned online through Bayesian ation

robust-adaptive semi-Markov decision processes (SMDP) and establish convergence to uncertainty-free SMDP

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