

# DESIGN AND SECURITY OF DISTRIBUTED AUTONOMOUS SYSTEMS



NATIONAL RESEARCH, DEVELOPMENT  
AND INNOVATION OFFICE  
HUNGARY

PROGRAM  
FINANCED FROM  
THE NRDI FUND

## Overview

- Final publication of the warehouse routing and scheduling optimization method
  - Ács, Botond ; Dóra, László ; Jakab, Olivér ; Jüttner, Alpár ; Madarasi, Péter ; Varga, László Z. “Optimizations of a Multi-Agent System for a Real-World Warehouse Problem” SN Computer Science 3 : 6 Paper: 431 (2022)
- Multi-Agent Programming Contest
  - First prize
  - Miklós Miskolczi ; László Z. Varga “MMD: The Simple Block Building Agent Team with Explainable Intentions” Lect. Notes Computer Challenges (LNCS)
- Submitted EU project proposal
  - AdversarySense – HORIZON-WIDERA-2022-ACCESS-07-01, Hop On Facility
- EuroKnows robot laboratory

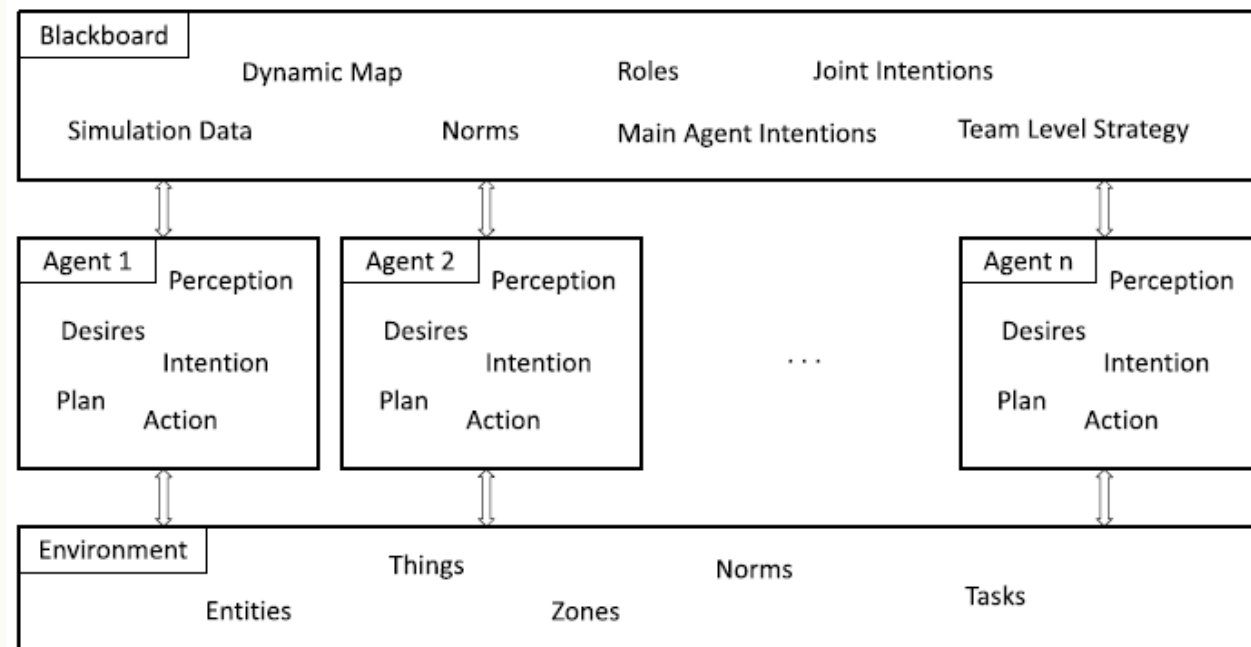
# Multi-Agent Programming Contest

- Problem domain
  - Grid world, unknown planet , discrete steps, agent teams
  - Limited vision range, unknown team members,
  - Roles with a set of allowed actions,
  - Obstacles, explosions, block dispensers,
  - Block assembly and submission at goal zones, role zones, norms
  - Goal: collect points given for submitting block structures
- Challenges in the implementation
  - Discovery, pathfinding,
  - Coordination of the team, assembling blocks by a group of agents,
  - Managing norms on the team level
  - Speed of the implementation, real-time response



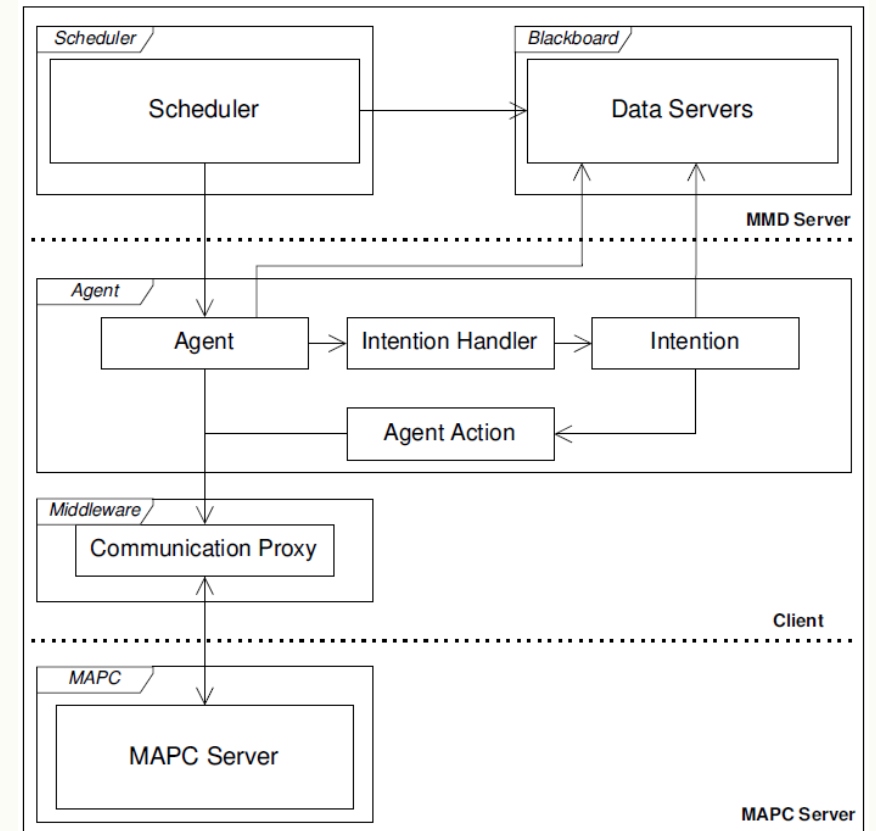
# Multi-Agent Programming Contest – implementation

- Agent-oriented programming language vs. general programming language
- Multi-agent concepts
  - Cooperative distributed problem solving
  - Practical reasoning agent architecture
  - Blackboard architecture
- Agent team architecture



# Multi-Agent Programming Contest – implementation

- Software architecture
  - Python
  - Implementation of typical structures
  - No generic planner
  - Specific path planner
  - Behavior logic coded
- Competitive or even better than AOSE



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# Multi-Agent Programming Contest – explainable intentions

- Debugging is difficult
  - Dynamic and random environment
  - Impossible to recreate situations
  - Complex data structures
- Explainable intentions



The image shows two screenshots of a software window titled 'Explanation window'. The first screenshot displays the following text:


```
agentA1  coordinating task0 until 174 clearing zone (8,-10)
agentA2  blockproviding b1 to agentA1 blockdelivering to agentA1 at (8,-10) agitated travelling
agentA3  blockproviding b1 to agentA2 blockcollecting b1 from dispenser (21,-5) agitated travelling
```

The second screenshot displays the following text:

```
agentA1  exploring to (8,9) path (20,3)
agentA2  exploring to (-3,37) path (-3,37)(-3,36)(-2,36)(-1,36)(-1,35)(-1,34)(-1,33)(-1,32)(-1,31)(-1,30)(-1,29)(-1,28)
agentA3  exploring to (16,-5) path (16,-5)(17,-5)(17,-4)(17,-3)(18,-3)(18,-2)(19,-2)(19,-1)(19,0)(19,1)(19,2)(19,3)(19,4)(18,4)(17,4)(17,5)
```



# Multi-Agent Programming Contest

Start MAPC 2022 Publications MASSim in Teaching History  

		LI(A)RA	GOALdigger	MMD	FIT BUT	GOAL-DTU	Paula
LI(A)RA	Sim1		350	760	60	120	600
	Sim2		410	750	540	160	120
	Sim3		310	1600	780	0	1000
GOALdigger	Sim1	130		500	220	0	160
	Sim2	0		200	320	0	220
	Sim3	80		840	490	520	1270
MMD	Sim1	120	370		80	480	770
	Sim2	10	300		760	150	500
	Sim3	150	720		170	0	450
FIT BUT	Sim1	220	120	770		230	480
	Sim2	60	320	680		630	360
	Sim3	120	520	1140		0	250
GOAL-DTU	Sim1	310	180	910	0		710
	Sim2	80	370	780	670		610
	Sim3	270	410	1520	1640		570
Paula	Sim1	110	330	580	0	320	
	Sim2	60	700	790	330	280	
	Sim3	90	320	1690	60	0	
<b>Total points:</b>		<b>1810</b>	<b>5730</b>	<b>13510</b>	<b>6120</b>	<b>2610</b>	<b>8070</b>
Total score		9	22	30	19	9	N/A
Placement		4	2	1	3	4	N/A








## Participants

In order of registration:

Team	Affiliation	Members	Using	Status
LI(A)RA	UFSC (Brazil)	5	Jason	Q. Passed 22.8.2022
GOALdigger-AIG-Hagen	University of Hagen (Germany)	4	GOAL	Q. Passed 16.8.2022
MMD	ELTE (Hungary)	2	Python	Q. Passed 19.8.2022
FIT BUT	BUT (Czech Republic)	3	Java	Q. Passed 22.8.2022
GOAL-DTU	DTU (Denmark)	3	GOAL	Q. Passed 8.8.2022

## Contest

### Results

Placement	Team	Total Score	Sources
1	MMD	30	 Zip  Git mirror
2	GOALdigger	22	 Git
3	FIT BUT	19	 Git
4	GOAL-DTU	9	 Zip  Git mirror
	LI(A)RA	9	 Git



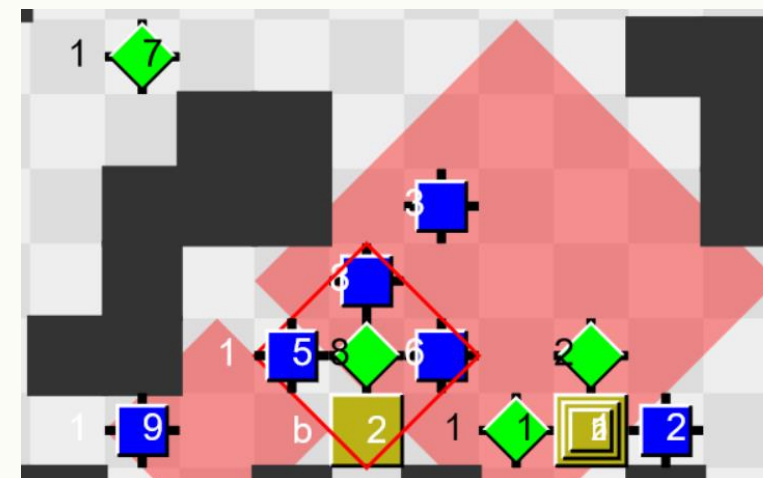
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# Multi-Agent Programming Contest

- Unexpected adversary behavior
  - Saboteur agents

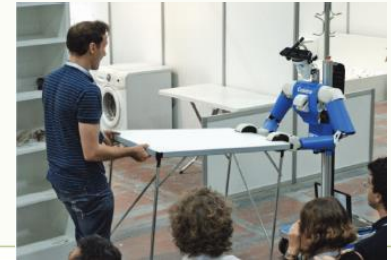
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# CoreSense: A Hybrid Cognitive Architecture for Deep Understanding

- robots suffering from a lack of understanding of what is going on and a lack of awareness of their role in it
- a problem that artificial intelligence approaches based on machine learning are not addressing well
- solution to this need in the form of
  - 1) a theory of understanding,
  - 2) a theory of awareness,
  - 3) reusable software assets to apply these theories in real robots, and
  - 4) three demonstrations of its capability to
    - a) augment resilience of drone teams,
    - b) augment flexibility of manufacturing robots, and
    - c) augment human alignment of social robots



# CoreSense: A Hybrid Cognitive Architecture for Deep Understanding

- Universidad Politécnica de Madrid - ES – Coordinator
  - Delft University of Technology - NL
  - Fraunhofer IPA - DE
  - Universidad Rey Juan Carlos - ES
  - PAL Robotics - ES
  - Irish Manufacturing Research – IR
- 
- Timespan: 2022-2026



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## AdversarySense – Hop On

- multi-agent systems design and geometry-based vision perception
- adversary modelling to make the operation of autonomous robots safer
  - For example, autonomous vehicles cannot differentiate between normal or adversarial environment. Currently humans find this behaviour irritating, and they often try to exploit the excessive cautiousness of autonomous vehicles.
- the new widening partner will bring its multi-agent system development knowledge into the project in order to extend the project's current knowledge in this field
- novel geometric 3D image recognition methodology which is a geometry-based computer vision method instead of the currently popular machine learning methods, and hence this will add to the autonomous robots capabilities of understanding and building a geometric model of their environment

# AdversarySense – Hop On

- demonstrated through two scenarios:

- a simulated scenario

- MMD system with adversary understanding is measured against the GOALdigger multi-agent system which includes autonomous agents with adversary behaviour

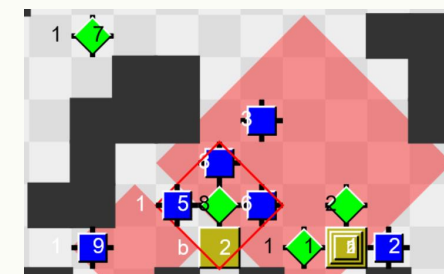
- a real-world scenario

- build on the data collected by the ELTECar and ELTEKart systems
    - evaluated within the collaboration with industrial partner Robert Bosch GmbH
    - drone-technology will also be used as bird eye's view is better to overview the traffic situations

- maximising impact:

- introducing the project results in the MSc courses of the Intelligent Field Robotic Systems (IFRoS) ERASMUS Mundus joint master's degree

- “Security of Autonomous Systems”, or “Methods and tools for AI Applications” and advising MSc thesis



ERASMUS MUNDUS JOINT MASTER  
in Intelligent Field Robotic Systems



  
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## EuroKnows robot laboratory

- Competency assessment in a demo application
  - European Knowledge Centre Ltd.,
  - Artificial intelligence,
  - Intelligent Field Robotic Systems
  - Multi-agent systems
  - Geometry-based computer vision method
- Demo application
  - Construction field
  - Robots with sensors
  - Collective construction
- Software technology course practice classes: virtual demo

# Results

- Published publication
  - [1] Ács, Botond ; Dóra, László ; Jakab, Olivér ; Jüttner, Alpár ; Madarasi, Péter ; Varga, László Z. “Optimizations of a Multi-Agent System for a Real-World Warehouse Problem” SN Computer Science 3 : 6 Paper: 431 (2022)
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