# Conic Formation in Presence of Faulty Robots

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### Motivation

- Self-organization in Robots
- Pattern Formation
- Faults



#### **Related Works**

Pattern formation is addressed under various models :

- Arbitrary pattern formation for asynchronous oblivious robots. [Flocchini et al. TCS'08]
- Pattern formation in limited visibility. [Yamauchi et al. SIROCCO'13]
- Sequence of Patterns. [ Das et al. Distributed Computing'15] Special cases:
- Plane formation in 3D. [Yamauchi et al. JACM'13]
- Uniform circle formation. [Flocchini et al. Distributed Computing'17]

## Model

Robots are

- Point : dimensionless point robots
- Homogeneous : are indistinguishable
- Oblivious : do not remember past actions
- Anonymous : do not possess identities
- Silent : do not send any messages

## Model

Robots follow *look-compute-move* cycle.

- Look : take a snapshot of the surrounding in local coordinate system
- Compute : compute the destination based on the snapshot
- Move : move to the destination

### Model

- Robots are activated in a *fully-synchronous* manner : all robots are activated at once.
- Robots do not have any agreement on the coordinate system.
- Robots follow *rigid* movement : they move to the destination point in the same round
- The *faulty* robots *cannot move*.

#### Notations

- $p_i = (x_i, y_i)$
- Configuration  $C = \{p_1, p_2, \dots, p_n\}$  on  $\mathbb{R}^2$
- $p_i = \{x_i, y_i\}$  is the location of a robot  $r_i$
- *P* is the length of a pattern.
- *u* is the uniform distance.



### Problem

The objective is to form a conic pattern with all the robots (faulty and non-faulty).

The points on a conic pattern satisfy  $a_1x^2 + a_2y^2 + a_3xy + a_4x + a_5y + a_6 = 0$ 

## Problem

We form the following conic patterns corresponding to the number of faults.

- f = 1 : point
- f = 2 : line
- f = 3 : circle
- f = 4 : parabola
- f = 5 : parabola, hyperbola or ellipse

#### Assumptions

- Number of faulty robots f is known beforehand
- All the faulty robots have crashed initially
- All initial configurations are asymmetric
- All robots occupy initially distinct positions
- The faulty robots form a convex polygon

## f = 1 : Gathering

- The robots gather at a point.
- If a robot sees only one robot : move to that robot's position.
- All the robots move to the center of the smallest enclosing circle.

#### Lower Bound (Rounds)

**Theorem:** For every  $f \ge 2$  and every  $n \ge f + 3$  holds: Any deterministic algorithm needs more than one round to make a pattern passing through all f faulty robots.

**Proof Idea**: Since a non-faulty robot is indistinguishable from the faulty robots, a deterministic algorithm cannot choose the target pattern based on their location in one round.

#### Lower Bound (Robots)

**Theorem:** At least 2f + 1 robots are required to form a pattern passing through f faulty robots.

**Proof Idea:** The robots that move to a target pattern should be a majority among the total robots, otherwise the adversary can select the robots moving to a different pattern to be faulty.

## Configurations

**Definition (Terminal Configuration).** A configuration is a terminal configuration if all the robots form the target pattern corresponding to *f* faulty robots.

**Definition (Type I Configuration).** If exactly n–f robots are in the target pattern corresponding to f faulty robots, then it is a Type I configuration.

**Definition (Type O Configuration).** If a configuration is not Terminal or Type I, then it is a Type O configuration.

## Configurations

**Definition (Uniform Configuration).** A configuration is a uniform configuration if the distance between all consecutive pairs of robots in the configuration along the pattern is the same.

**Definition (Quasi-Uniform Configuration).** If a uniform configuration with m uniform positions is occupied by n robots, where  $n \le m \le 2n$ , then it is a quasi-uniform configuration.

### Configurations

**Lemma.** An asymmetric configuration is orderable.

Configuration can be split in three types: initial, transitional and final, denoted henceforth as  $C_0$ ,  $C_1$  and  $C_2$ .

Two steps of the algorithm are:

- Determine the faulty robot
- Move to the pattern containing faulty robots

Since the algorithm does not know which robots are actually faulty, in each round it does the following.

- Determine the target pattern.
- Move to the target pattern.

Type O configuration:



Asymmetric Type I configuration:



Symmetric Type I configuration:



Choosing Non-overlapping Points

- Determine the pattern length *P*
- Choose points at uniform distance u' = P/(n + 1) if points at uniform distance u = P/n overlaps with points existing pattern.





Lemma. The destinations of all robots are distinct.

**Lemma.** Given configuration C and a destination set C', we have  $C \cap C' = \phi$ .

**Lemma.** It takes one round to determine all the faulty robots for a Type O configuration for  $f \in \{2,3,4,5\}$ .

**Lemma.** It takes one round to determine all the faulty robots for a Type I configuration for  $f \in \{2,3,4,5\}$ .

**Lemma.** The target pattern passing through the faulty robots in  $C_1$  can be uniquely determined.

#### Correctness

**Theorem:** Starting from any initial asymmetric configuration, the algorithm terminates in at most two rounds.

**Corollary.** Starting from a configuration other than the terminal configuration, the non-faulty robots are at uniform pattern points in the terminal configuration.

**Corollary.** The faulty robots can be determined from a terminal configuration unless it is the initial configuration.

## **Relaxation of Assumptions**

We can extend our results in the following directions:

- Upper bound on the number of faults
- Initial configuration with reflective symmetry
- Lower order patterns for higher number of faults

### **Conclusion and Future Work**

- We present a framework for pattern formation with faults.
- Our algorithm is optimal with respect to the number of rounds and number of robots.

Future Work:

- Extend to semi-synchronous
- Generalize the number of faults