

# **CYCLIC PURSUIT WITHOUT COORDINATES: CONVERGENCE to REGULAR POLYGON FORMATIONS**

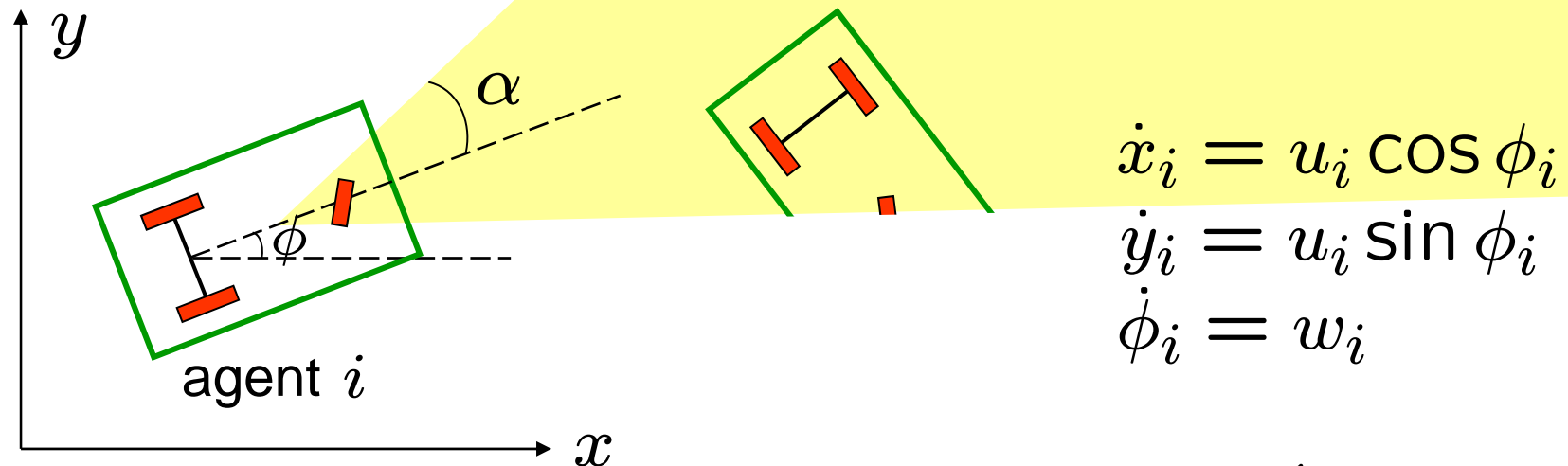
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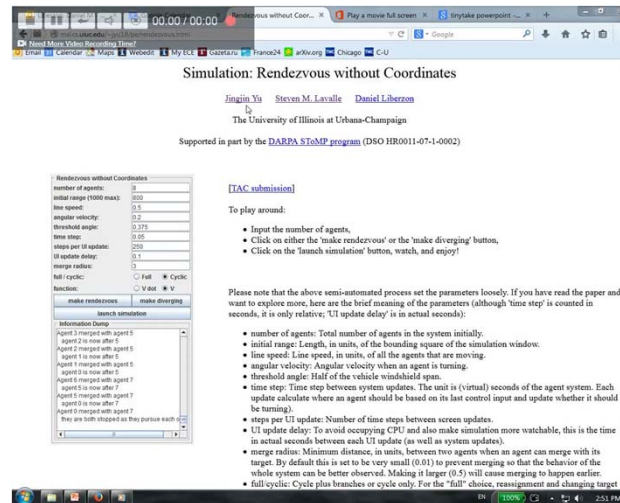
# MINIMALISTIC CONTROL & SENSING MODEL



- Assume forward speed is constant & fixed (say  $u_i \equiv 1$ )
- Angular speed  $w_i \in \{-\bar{w}, 0, \bar{w}\}$
- Can detect presence of another agent in windshield sector  $(-\alpha, \alpha)$  (unlimited sensing range)
- Agents cyclically arranged, with each agent  $i$  seeing its target agent  $i+1$  in its windshield (**connectivity**) – can be maintained if  $\bar{w}$  is large enough
- System behavior depends critically on windshield angle  $\alpha$

# SMALL WINDSHIELD ANGLE: RENDEZVOUS

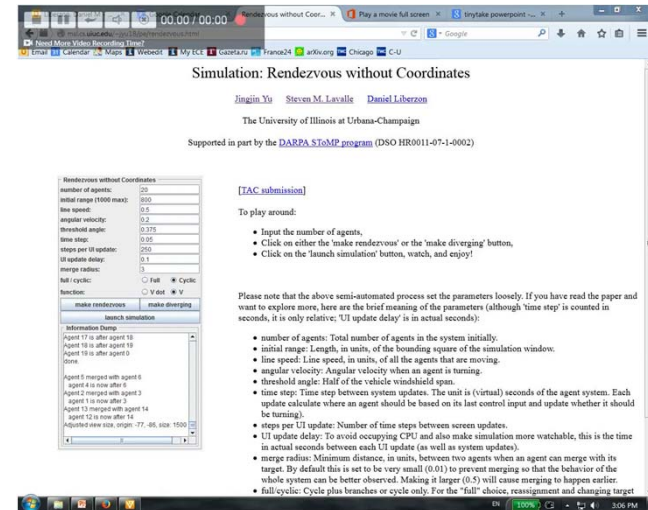
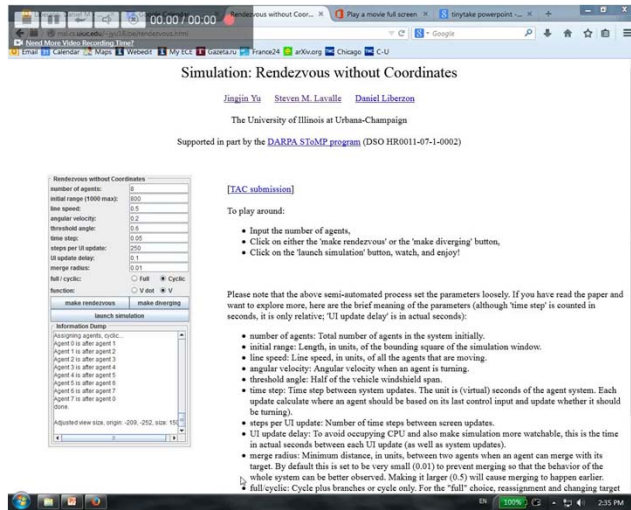
$$\alpha < \pi/n \text{ where } n = \# \text{ of agents}$$



In this case all agents converge to a single point, with perimeter  $P(t)$  of the formation polygon serving as a Lyapunov function [Yu–LaValle–L, IEEE TAC, 2012]

# LARGE WINDSHIELD ANGLE: REGULAR POLYGONS?

$$\alpha > \pi/n \text{ where } n = \# \text{ of agents}$$



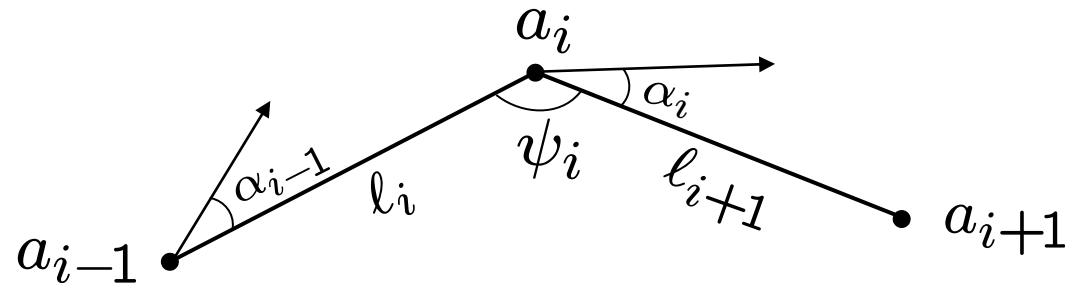
Agents diverge but tend to form regular polygons

Our goal: theoretically justify this empirically observed phenomenon

## RELATION to PRIOR WORK

- Many works on convergence of multi-agent formations to regular shapes, using different tools and different modeling assumptions:  
Behroozi–Gagnon (1980s), Richardson (2001),  
Marshall–Broucke–Francis (2004, 2006), Pavone–Frazzoli (2007),  
Sinha–Ghose (2007), Arnold–Baryshnikov–LaValle (2012),  
Galloway–Justh–Krishnaprasad (2013), Sharma–Ramakrishnan–Kumar (2013)
- Unique feature of our model (same as in Yu–LaValle–L, 2012):  
neither inter-agent distance nor heading error available for feedback
- As in Marshall et al., we will use eigenvalue properties of  
block-circulant matrices to show convergence
- But unlike in Marshall et al., here regular **shape** is attractive while  
formation size grows, which makes analysis different

# SYSTEM EQUATIONS



Angles are subject to constraint  $\sum_{i=1}^n \psi_i = \pi(n - 2k)$

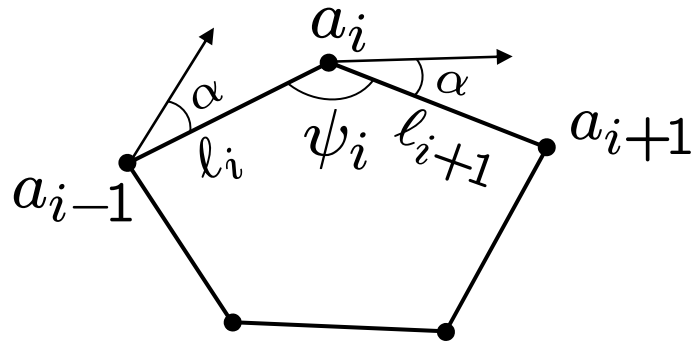
$$\dot{\psi}_i = (\sin \alpha_{i-1} + \sin(\psi_i + \alpha_i)) / l_i - (\sin \alpha_i + \sin(\psi_{i+1} + \alpha_{i+1})) / l_{i+1}$$

$$\dot{l}_i = -\cos \alpha_{i-1} - \cos(\psi_i + \alpha_i)$$

“Constant-bearing” case: assume  $\alpha_i \equiv \alpha \forall i$ , i.e., each  $a_i$  maintains its target  $a_{i+1}$  exactly on its windshield boundary

This is sliding regime for angular velocity  $w_i \in \{-\bar{w}, 0, \bar{w}\}$

# STATIONARY SHAPES ARE REGULAR POLYGONS



$$\dot{\psi}_i = (\sin \alpha + \sin(\psi_i + \alpha)) / l_i - (\sin \alpha + \sin(\psi_{i+1} + \alpha)) / l_{i+1}$$

$$\dot{l}_i = -\cos \alpha - \cos(\psi_i + \alpha)$$

- A **shape** is an equivalence class of polygons w.r.t. scaling & rigid motions
- A shape is **stationary** if it is invariant under system dynamics
- For a shape to be stationary we must have  $\dot{\psi}_i \equiv 0 \quad \forall i$

• Can show that then all angles must be equal:  $\psi_i \equiv \psi \quad \forall i$

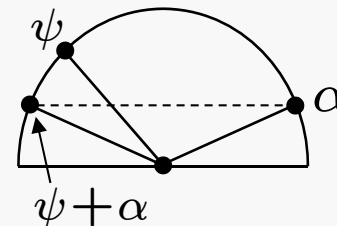
so all edges have the same derivative:

$$\dot{l}_i(t) = \dot{l}_i(0) - t (\cos \alpha + \cos(\psi + \alpha))$$

- Case of interest here is when  $\alpha$  is large enough s.t.  $\cos \alpha + \cos(\psi + \alpha) < 0$
- Since  $l_i(t) \rightarrow \infty$  and  $l_i(t) / l_j(t) \rightarrow 1$ ,

stationary shape must have equal edges:  $l_i(t) = l_j(t) \quad \forall i, j$

**Example:** convex regular  $n$ -gon



$$\psi = \pi - 2\pi/n$$

Need  $\alpha > \pi/n$

## SPACE–TIME COORDINATE CHANGE

- Similarly to [Galloway et al., 2013], instead of edge lengths  $\ell_i(t)$  consider  $\rho_i(t) := \frac{\ell_i(t)}{P(t)}$  where  $P(t) := \sum_{i=1}^n \ell_i(t)$  is perimeter
- In rescaled coords, stationary shapes (regular polygons)  $\rightarrow$  stationary points, i.e., equilibria:  $\psi_i \equiv \psi, \rho_i \equiv 1/n \quad \forall i$
- Also introduce time rescaling  $\tau(t) := t/P(t)$  which allows us to write the system in  $(\psi_i, \rho_i)$  coords
- If equilibria are locally exponentially stable for this new system, then regular polygons are locally attractive for original system



# EIGENVALUE ANALYSIS of LINEARIZED SYSTEM

- Rescaled coords:  $(\psi_1, \rho_1, \dots, \psi_n, \rho_n)$  where  $\rho_i(t) := \ell_i(t)/P(t)$
- $2n \times 2n$  Jacobian matrix at equilibria  $\psi_i = \psi, \rho_i = 1/n$  takes **block-circulant** form  $J = \begin{pmatrix} A_0 & A_1 & A_2 & \cdots & A_{n-1} \\ A_{n-1} & A_0 & A_1 & \cdots & \vdots \\ \vdots & \cdots & \cdots & \cdots & \vdots \\ \vdots & \cdots & \cdots & \cdots & \vdots \\ A_1 & A_2 & \cdots & A_{n-1} & A_0 \end{pmatrix}$
- It always has one 0 eigenvalue with eigenvector  $(d, 0, \dots, d, 0)$ 
  - not an admissible direction as all angles  $\psi_i$  cannot increase
- $k$ -th pair of eigenvalues of  $J$  is eigenvalues of  $2 \times 2$  matrix  $A_0 + A_1 \chi_k + A_2 \chi_k^2 + \dots + A_{n-1} \chi_k^{n-1}$  where  $\chi_k := e^{2\pi i k/n}$
- By Routh-Hurwitz criterion for polynomials with complex coefficients can show that these eigenvalues have  $\text{Re}(\lambda) < 0$  **if and only if**

$$(3C^2 + AC + 1 + B) \cos(2\pi/n) < (6C^2 + A^2 + 5AC - 1 - B)$$

where  $A := \cos \alpha,$   
 $B := \cos \psi, C := \cos(\psi + \alpha)$

Sufficient condition for local  
 attractivity of regular polygons

## DISCUSSION

We have convergence to regular polygons if  $A + C < 0$  and

$$(3C^2 + AC + 1 + B) \cos(2\pi/n) < (6C^2 + A^2 + 5AC - 1 - B) \quad (*)$$

where  $A := \cos \alpha$ ,  $B := \cos \psi$ ,  $C := \cos(\psi + \alpha)$

For convex regular  $n$ -gon we have  $\psi = \pi(1 - 2/n)$  and can show that  $(*)$  holds for  $\alpha > \pi/n$  as long as  $\alpha$  is not too large (recall that  $\alpha < \pi/n$  gives rendezvous)

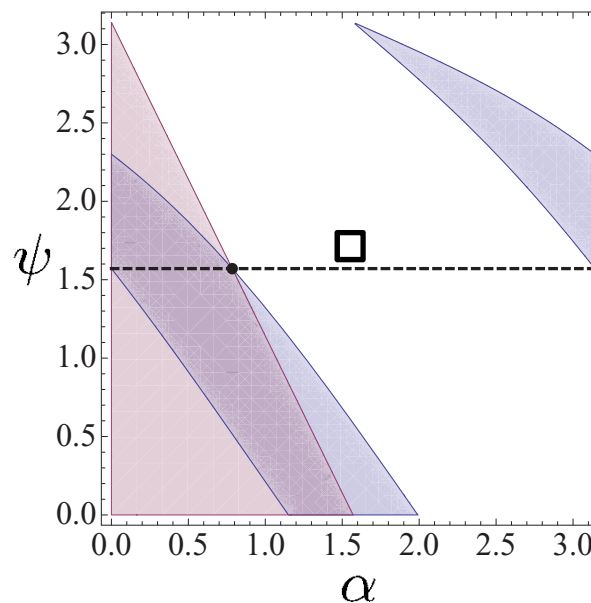
**Example:**  $n = 4$

Pink region is where  $A + C > 0$

Blue region is where  $(*)$  fails

White region is the 'good' region

**Square** ( $\psi = \pi/2$ ) is locally attractive for  $\alpha \in (\pi/4, \pi)$



## DISCUSSION

We have convergence to regular polygons if  $A + C < 0$  and  
 $(3C^2 + AC + 1 + B) \cos(2\pi/n) < (6C^2 + A^2 + 5AC - 1 - B)$  (\*)  
 where  $A := \cos \alpha$ ,  $B := \cos \psi$ ,  $C := \cos(\psi + \alpha)$

For convex regular  $n$ -gon we have  $\psi = \pi(1 - 2/n)$  and  
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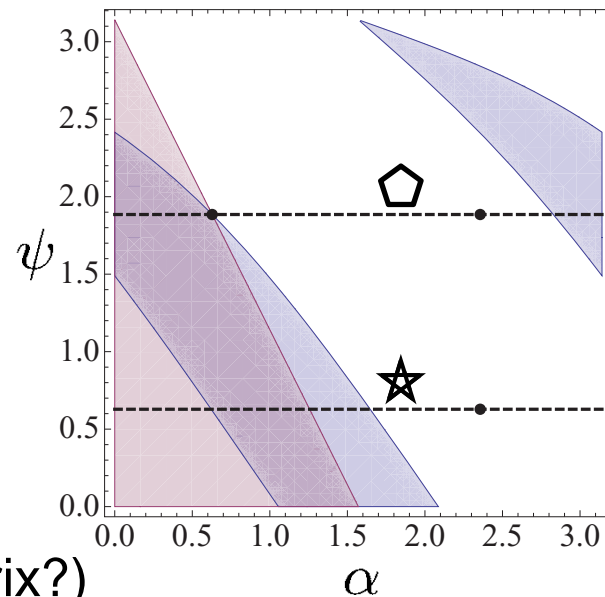
**Example:**  $n = 5$

Pink region is where  $A + C > 0$

Blue region is where (\*) fails

White region is the 'good' region

Both **pentagon** ( $\psi = 3\pi/5$ ) and  
**pentagram** ( $\psi = \pi/5$ ) are locally  
 attractive for some range of  $\alpha$  (separatrix?)



## DISCUSSION

We have convergence to regular polygons if  $A + C < 0$  and  
 $(3C^2 + AC + 1 + B) \cos(2\pi/n) < (6C^2 + A^2 + 5AC - 1 - B)$  (\*)  
where  $A := \cos \alpha$ ,  $B := \cos \psi$ ,  $C := \cos(\psi + \alpha)$

Using 1 instead of  $\cos(2\pi/n)$  in (\*), we obtain

$$3C^2 + A^2 + 4AC - 2 - 2B > 0$$

which can be simplified to

$$\cos\left(2\alpha + \frac{\psi}{2}\right) + 3 \cos\left(2\alpha + \frac{3\psi}{2}\right) > 0$$

This sufficient condition is more conservative but works for any  $n$

# CONCLUSIONS

- Agents in cyclic pursuit with large fixed relative heading angle diverge but tend to form regular patterns
- Stationary shapes are regular polygons
- Block-circulant structure of linearization matrix gives a sufficient condition for convergence
- Need to better understand system behavior, especially far away from stationary shapes
- Extensions to non-constant heading angles and non-cyclic formations are also of interest