

Distributed problems over networks

Communication constraints in optimization and control

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Networks are ubiquitous

- ▶ Computer networks (Internet, WWW)
- ▶ Social networks (LinkedIn, Facebook, Erdős numbers)
- ▶ Sensor networks
- ▶ Animal groups (flocks, swarms, schools)
- ▶ Groups of unmanned vehicles - robots

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Goals:

- ▶ Understanding collective phenomena (in nature)
- ▶ Design of distributed algorithms (in engineering)

Tools:

- ▶ Graph theory
- ▶ Information theory
- ▶ Optimization and Control theory

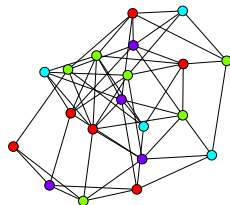
General framework

In general, an optimization problem is

$$\min_{\theta \in \Theta} f(\theta).$$

We have a graph \mathcal{G}

- ▶ nodes are “agents”;
- ▶ edges are available communication links.



$$f(\theta) = \sum_{i=1}^N f_i(\theta).$$

Each function f_i is local to agent i .

Consensus with digital communication

Problem:

Every node knows one real value, and wants to compute a function (e.g., the average) of such numbers.

Constraint:

Communication across the graph edges is **digital** (finite precision, errors, noise)

Most recent result (2009):

The average can be computed up to any given precision on a digital network, in a time which is poly-logarithmic in the precision.

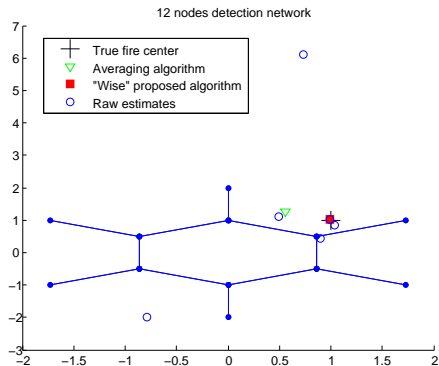
JOINT WORK WITH F. FAGNANI (POLITo), R. CARLI (UCSB), G. COMO (MIT), F. GARIN AND S. ZAMPIERI (UNIPADOVA).

Distributed estimation

Application: Distributed fire detection

How to locate a fire center? Using a network of sensors which

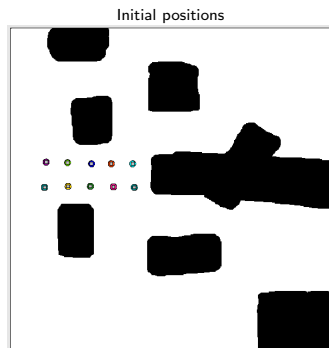
1. take temperature measurements;
2. communicate with neighbors to make a first estimate;
3. iteratively agree on a common estimate.



Deployment of self-propelled robots

- ▶ complex environment,
- ▶ peer-to-peer communication with neighbors,
- ▶ optimization of the performance function

$$\mathcal{H}_{\text{centroid}}(v) = \sum_{i=1}^N \int_{v_i} f(\|q - Cd(v_i)\|) \phi(q) dq.$$

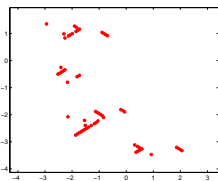
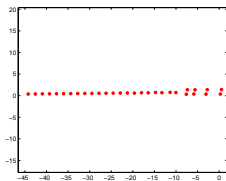
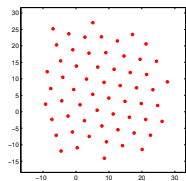


JOINT WORK WITH F. BULLO, R. CARLI, J. DURHAM (UNIVERSITY OF CALIFORNIA, SANTA BARBARA)

Flocking of animal/vehicle groups

- ▶ Global or local (agent-wise) cohesion-repulsion potentials; and
- ▶ suitable information flow (e.g. restricted frontal view)

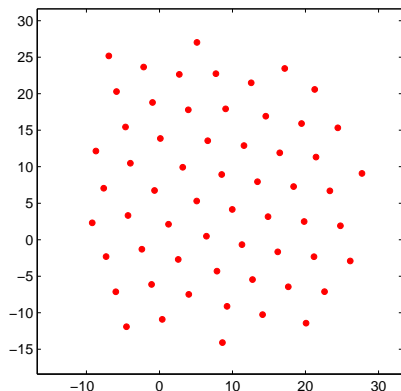
⇒ structured group behaviors.



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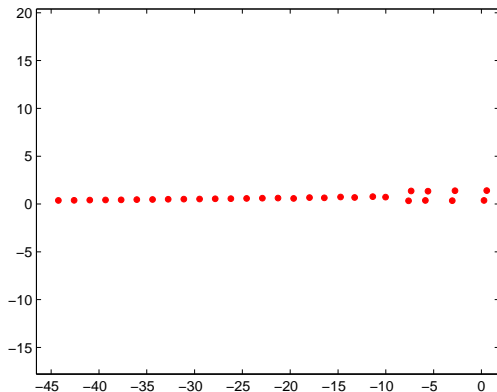
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