

# Learning Perceptual Hallucination for Multi-Robot Navigation in Narrow Hallways

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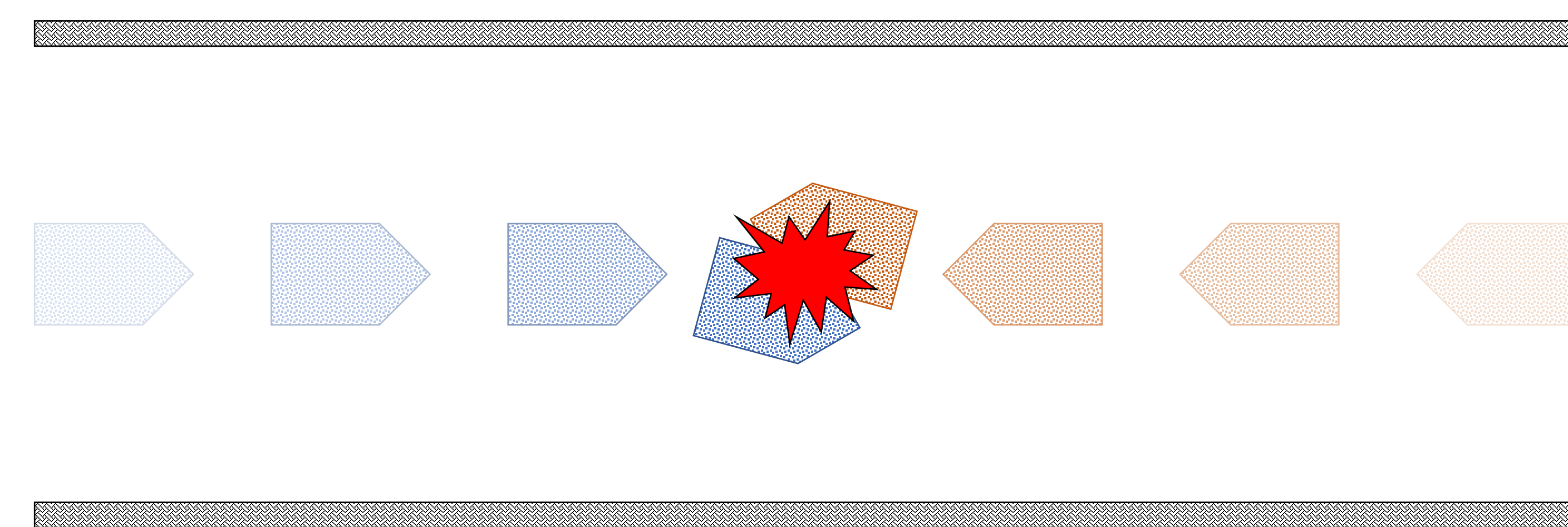


## We enhance classical navigation to enable two robots to pass each other in a narrow hallway.

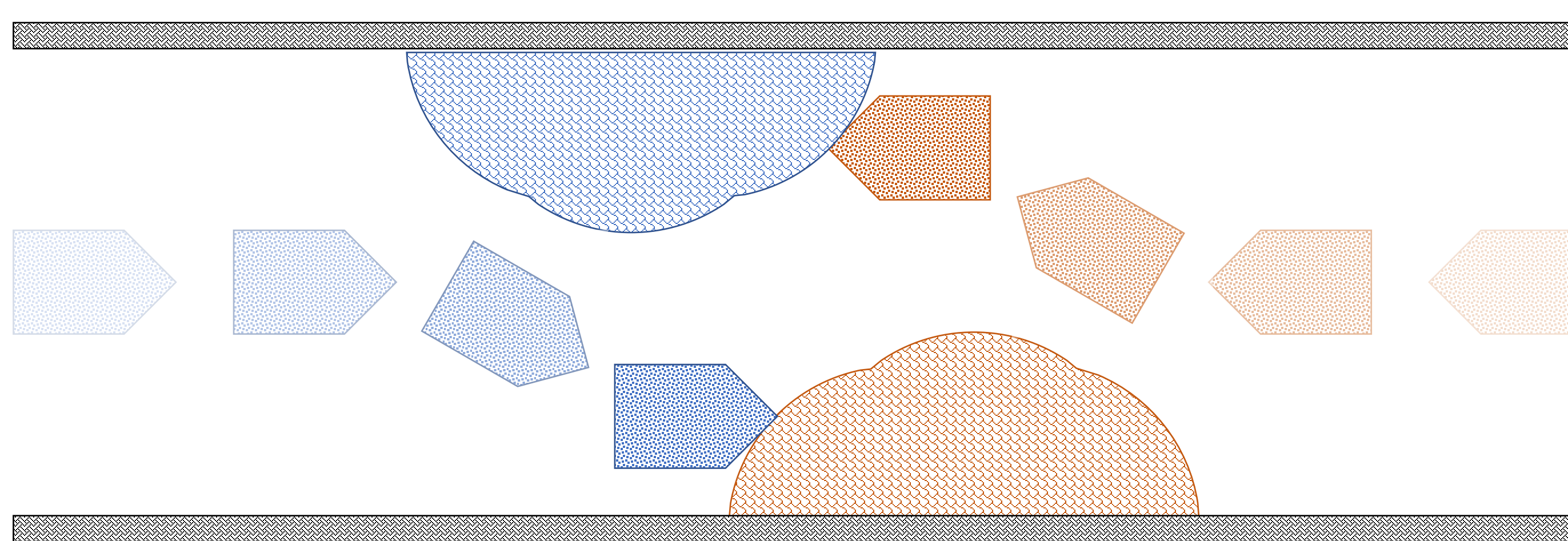
By concealing other robots behind virtual obstacles, we induce collision avoidance behavior while maintaining benefits of classical navigation.



Without PHHP



With PHHP



### How to deploy

1. When other robot approaches from the detection range (D).
2. Verify the plan of the classical navigation system.
3. Install virtual obstacles using pre-trained configurations.
4. Maintain virtual obstacles until robots pass each other.

### How to train

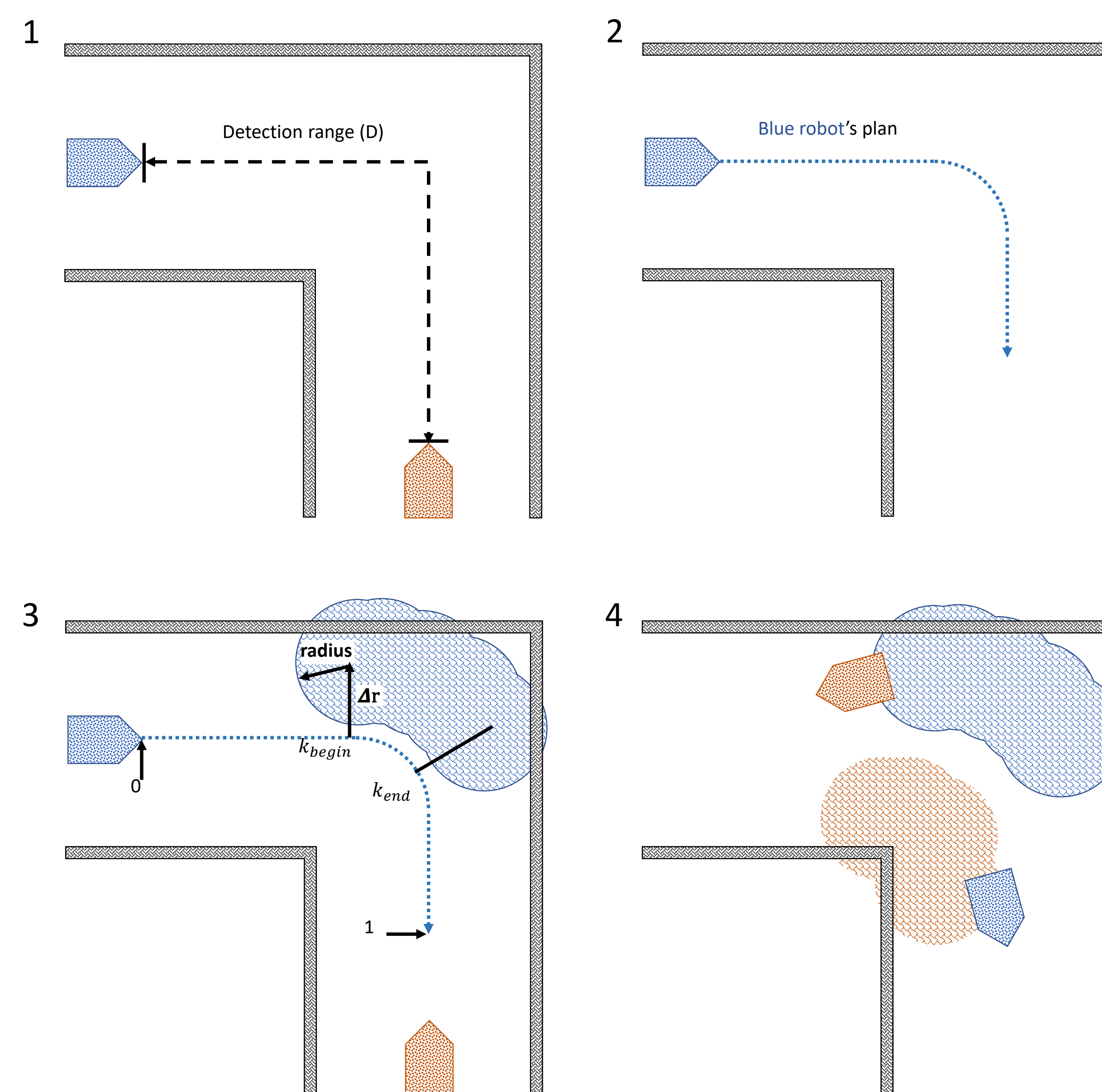
Learning algorithm: **CMA-ES**

$$\text{Cost function: } C(\mathcal{H}_\theta) = \frac{TTD_1(\mathcal{H}_\theta) + TTD_2(\mathcal{H}_\theta)}{2} + c_{coll} \cdot \mathbb{1}_{coll}$$

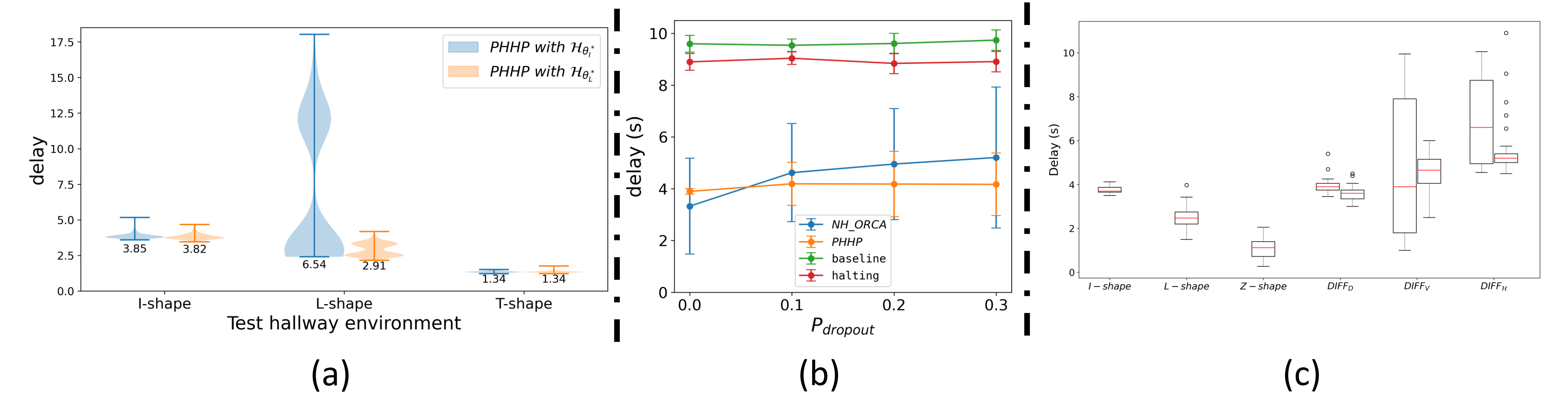
Pseudocode

```

best_cost ← ∞, θ* ← None
for i ← 1..N do:
  for k ← 1..K do:
    θ ← N(μ, σ)
    TTD1, TTD2, Coll ← episode(θ)
    cost[k] ← (TTD1 + TTD2) / 2 + 100 · 1coll
    if best_cost > cost[k] then
      best_cost ← cost, θ* ← θ
  update(μ, σ)
    
```



### Results



(a) PHHP trained with an L-shaped hallway outperforms PHHP trained with an I-shaped hallway in all three test environments: I-, L-, and T-shaped hallways.

(b) The performance of PHHP is better than that of all three alternative approaches: NH\_ORCA, right-lane-following baseline, and halting, in a noisy environment.

(c) PHHP is tested with various settings in real-world experiments.

\* No collisions or turnarounds are observed during the entire set of 192 real-world experiments and 1,800 simulation experiments.