

HAaC-ER: A Disaster Response System Based on Human-Agent Collectives

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The Four Pillars of Human-Agent Collectives

- Flexible Autonomy**
 - Control shifts dynamically between human and agent(s).
 - Hand-over points defined through interaction design rather than pre-scripted.
- Agile Teaming**
 - Teams of humans and agents form dynamically.
 - Human or agent may be in charge of different teams.
 - Teams change as per the needs of the task at hand.
- Incentive Engineering**
 - Humans and agents need to be incentivised to take action.
 - Incentives typically chosen to maximise social welfare.

Human-Agent Collectives for Disaster Response



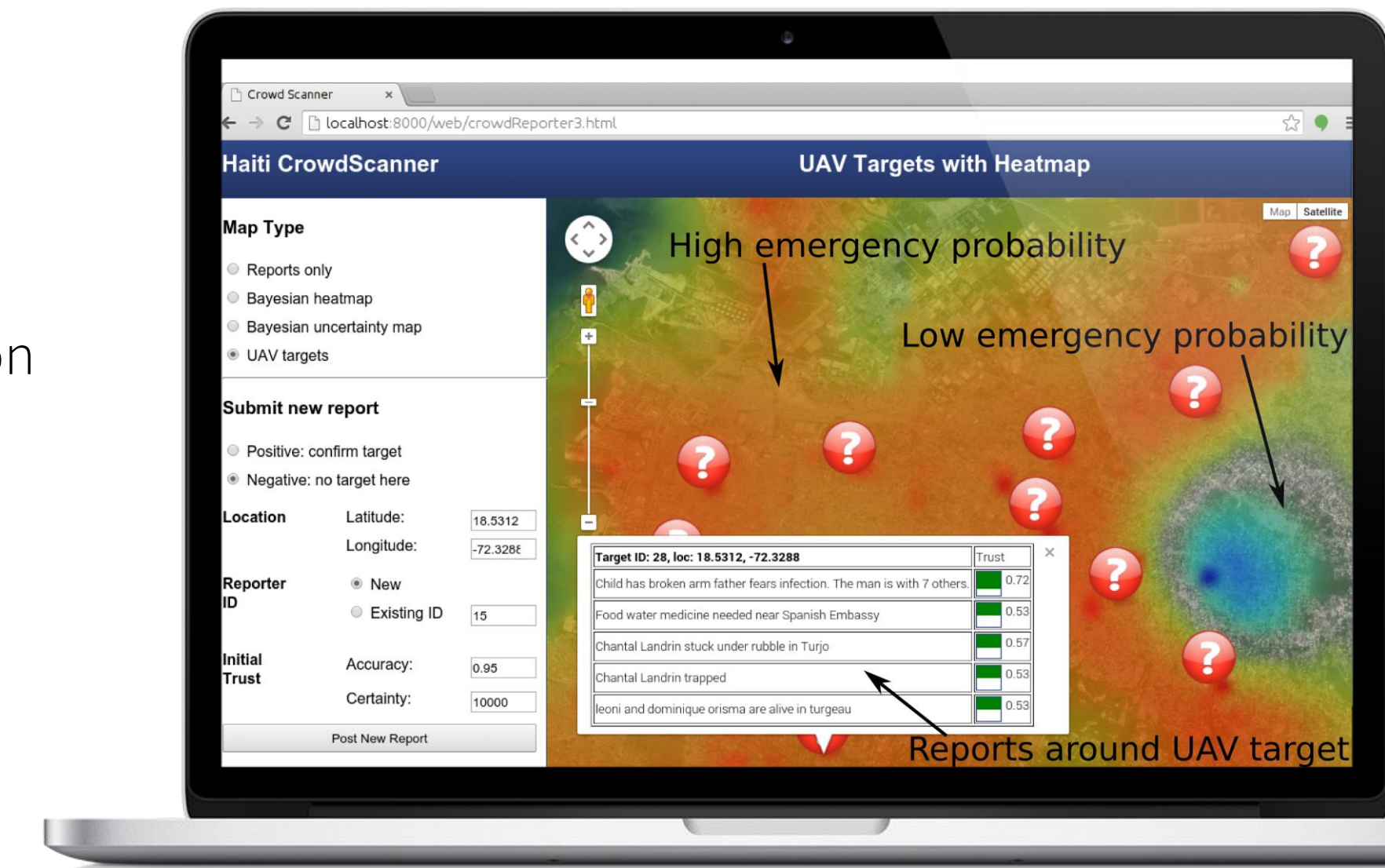
Emergency responders face numerous challenges in gathering situational awareness and responding to emergencies.



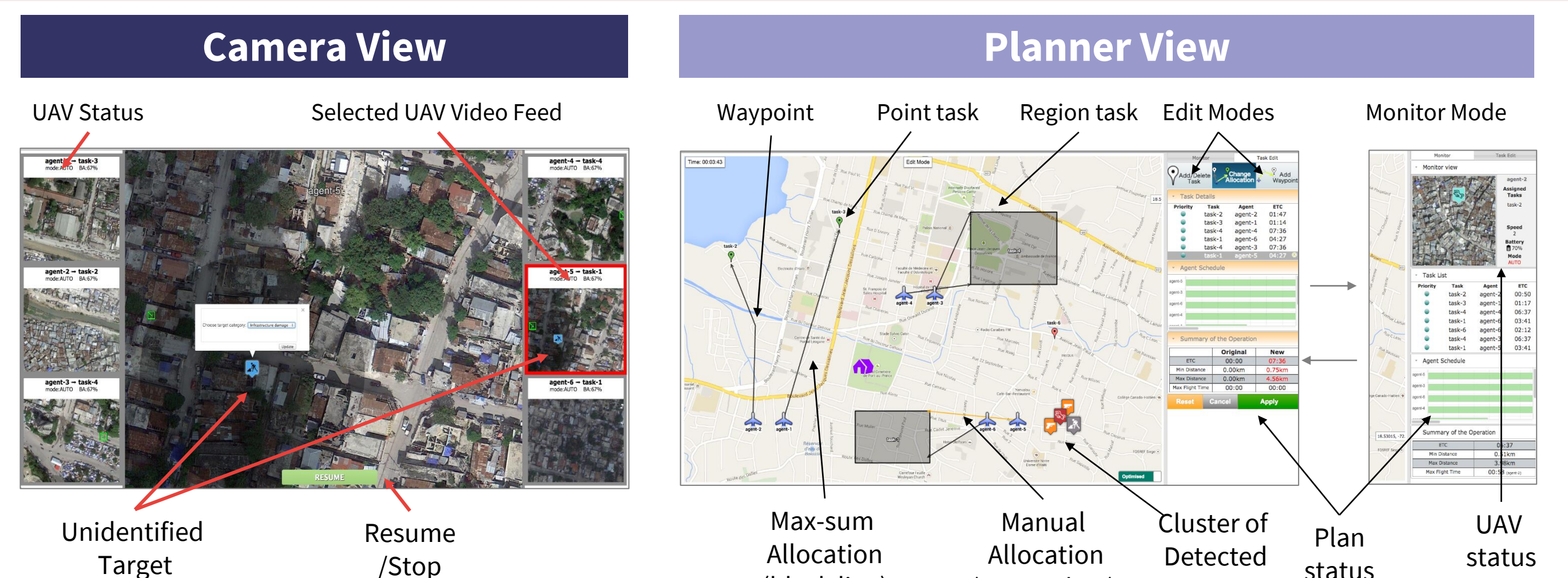
- HAC-ER solves the following problems:**
- Providing situational awareness from potentially inaccurate crowdsourced reports
 - Coordinating multiple UAVs to identify casualties

CrowdScanner

- Crowd Report Interpretation**
- Online (imperfect) Crowds + Machine Learning (BCC+ NLP)
 - Hire+Fire algorithm to recruit the best workers and get the best interpretation
- Heatmap creation**
- Gaussian Process to model disaster
 - Use classification output to generate intensity
 - Heatmap of targets can then be used by UAV/Human Teams to prioritise areas



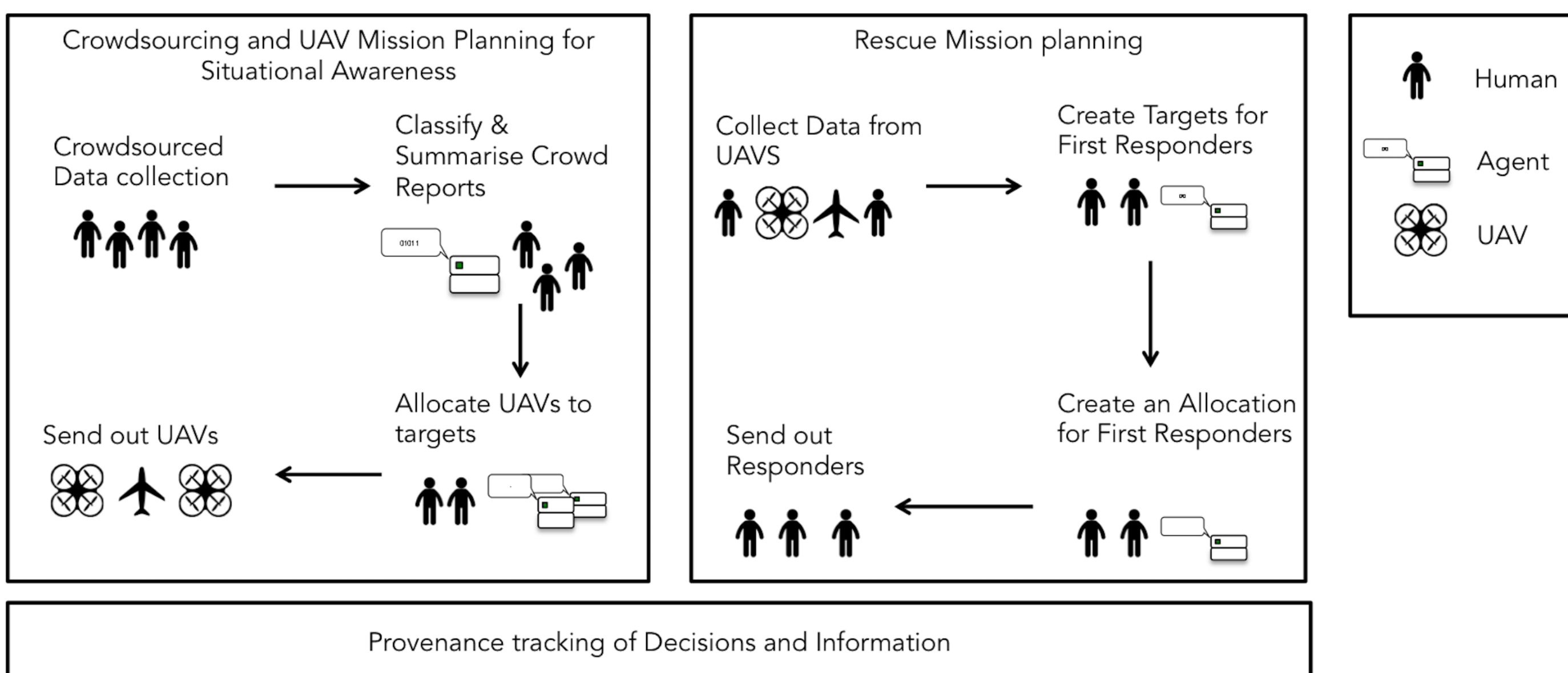
Multi-UAV Controller



Humans prioritise targets to gather 1st hand information and UAVs run max-sum for target allocation. Flexible autonomy interfaces for human-agent interaction:

- Humans confirm targets through camera view (and teleoperate if needed)
- Correct max-sum plans
- React to UAV drop-outs through mixed-initiative re-planning
- Transfer of control between Silver, UAVs, and Bronze operators
- UAVs Targets confirmed for Responders to be deployed
- Trialled with 40 participants (IJCAI to appear)

The OODA Loop in HAC-ER



Two loops interleaving human and machine decision making:

- Crowdscanner:** human-machine collaboration for report classification and heatmap generation.
- Multi-UAV controller:** flexible autonomy for human-machine task allocation to multiple UAVs
- AtomicOrchid:** human-agent task planning for live deployments

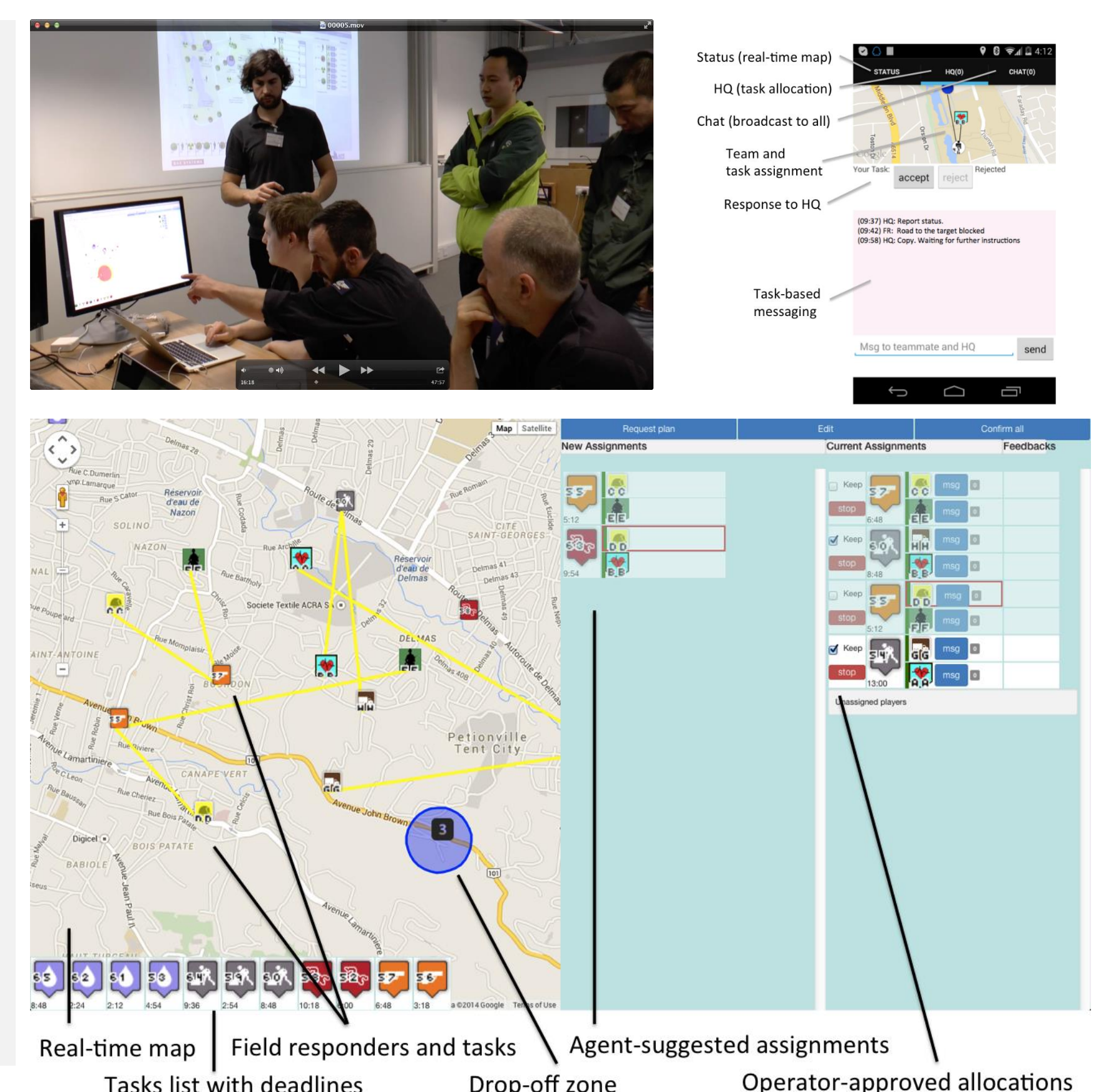


Mixed-Initiative Task Allocation

Human-Agent Silver team allocate tasks to Bronze responder team

Agent uses Multi-agent Markov Decision Process

- Computes best task for each responder, and best path for each task
- Takes into account task deadlines
- Models environment (buildings and lakes are obstacles)



Prov-Tracker

Post-hoc analysis

- Learning from what happened
- Identifying best practices, dependencies, etc.

Provenance Analytics

- Machine learning to identify patterns in provenance
- Identifying instruction messages (78% accuracy)

Timely Decision Support

- Live monitoring of provenance for changes
- Ensures the whole system reacts to changes

