



# Design of Intelligent Control Software for Mini-Earth

International Conference on Environmental Systems (ICES)  
Norfolk, VA, USA, July 17-20, 2006

Hiroyuki Miyajima, Tokyo Jogakkan College  
Koichi Abe, Institute for Environmental Sciences  
Tomofumi Hiroaki, Space Systems Development Corporation  
Yoshio Ishikawa, Nihon University

## Background (1/2)

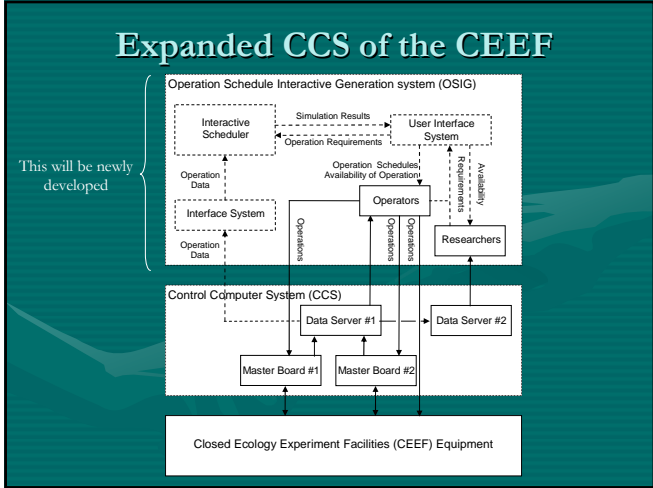
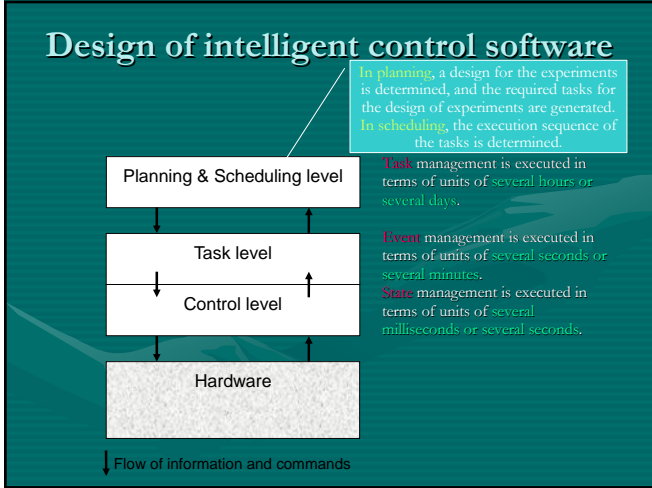
- A habitation experiment using the **Closed Ecology Experiment Facilities (CEEF)** that we call **Mini-Earth** was started in 2005, and three experiments were conducted in which two persons stayed in the CEEF for one week. In the future, stays will be gradually extended. In 2009, a habitation experiment with two persons staying for four months will be carried out.
- Although the CEEF has a challenging target of developing advanced life support system technologies, its system has been developed based on existing conventional plant system technologies.
- For monitoring and control systems, almost no automation has been introduced. This system has many manually operated parts that require operators to determine whether to start and stop operations.

## Background (2/2)

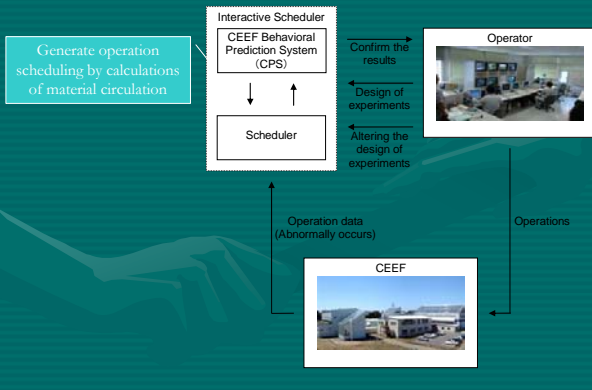
- At present, as the first step for managing such a system, a **CEEF behavioral prediction system (CPS)** is under development. In the CPS, an operator creates an operation schedule for the CEEF.
- It is not easy to create a complex operation schedule. Creating an operation schedule exceeds the operator's ability to consider all the possible variations of conditions during a long-term habitation experiment.
- Therefore, we will develop an **Operation Schedule Interactive Generation system (OSIG)** to be installed in the CPS by 2009 when long-term habitation experiment will start.

## Objective

- In this research, we will develop intelligent control software consisting of three layers of **planning & scheduling, task, and control levels** for a Controlling Computer System (CCS) of the CEEF.
- In this presentation, we will talk about the development of the **Operation Schedule Interactive Generation system (OSIG)**, especially focusing on the planning & scheduling level.

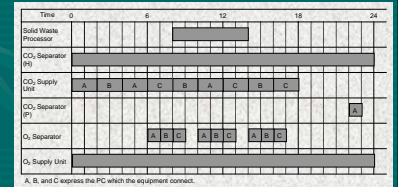


## Flow of information and decision-making in the OSIG



## Scheduling for initial schedule

- SIMULATION SCHEDULING
  - Simulation scheduling evaluates tasks stored in the queue of each machine using a priority rule, allocating the task having the highest priority to the relevant machine. By repeating this process, it creates the operation schedule. A priority rule used in this process is called a **dispatching rule**.
  - For simulation, a **forward simulation** technique in task allocation in the forward direction of time axis is used.
- DISPATCHING RULE
  - As the dispatching rule, we adopted a **Shortest Processing Time (SPT)** in which a task having the shortest processing time is selected among tasks to be allocated.



## Scheduling for changing circumstances

**Penalty propagation network:** Making the size of the penalty for the constraint violation propagate over the neighboring constraints in turn, this gradually reduces the total size of the penalties as a whole.

$$\min \sum_{\forall i, \forall j \in M} (\alpha_{i,j} + \lambda_{i,j} \beta_{i,j}) \quad \lambda_{i,j} = d_{i,j} + t_j - t_i > 0$$

**Objective function:** Sum of constraint violation penalties

$$\text{subject to } t_i - t_j \geq d_{i,j} \quad \forall i, \forall j \in M$$

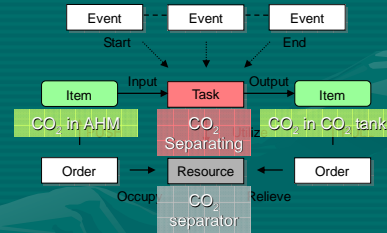
**Constraint conditions:** Processing times and precedence relationships.

$$t_i = c_i \quad \forall i \in E^{fix}$$

- $i, j$  : Event numbers
- $t$  : Event times (**Decision variables**)
- $c, d$  : Constant numbers
- $M$  : Aggregation of constraints relations
- $E^{fix}$  : Aggregation of fixed events
- $\alpha$  : Penalty quantity generated by constraint violation
- $\beta$  : Penalty quantity corresponding to the degree of constraint violation

## Description of scheduling problem

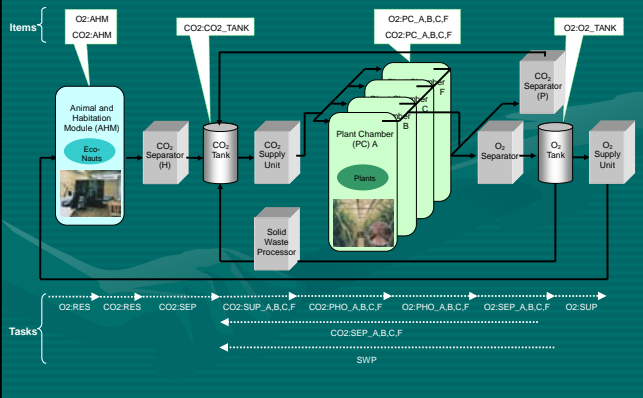
**Planning and Scheduling Language (PSL)** is a general purpose language for scheduling manufacturing processes that can express large scale and complex problems by using only declarative descriptions.



**Attribute of elements**  
Item (Stock Level)  
Resource (Load)

**Constraints**  
Task (Precedence constraints)  
Item (Stock level constraints)  
Resource (Switching, Load, and State constrains)

## CEEF gas circulation system



## Specification and environmental conditions

Animal and Habitation Module (AHM)	Volume	340m <sup>3</sup> (Habitation Room, Animal Room, Access Aisle)
	O <sub>2</sub> Concentration	Target :20.3%, High: 23.5% Low: 19.5%
	CO <sub>2</sub> Concentration	less than 5000 μLL <sup>-1</sup>
Plant Chambers (PCs)	Volume	146.3 m <sup>3</sup> (A,B,C), 239 m <sup>3</sup> (F) 332.2 m <sup>3</sup> (Preparation Room)
	O <sub>2</sub> Concentration	Target: 20.3% High: 23.5% Low: 19.5%
	CO <sub>2</sub> Concentration	700 ± 70 μLL <sup>-1</sup> for light periods. less than 1500 μLL <sup>-1</sup> for dark periods.

## Setup values for the simulation

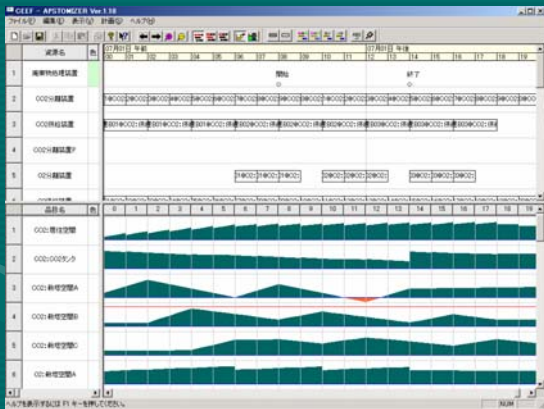
Eco-Nauts	Two persons live in the simulation, cultivating rice and soybeans to produce their own food for themselves. They sleep from 12 midnight to 6:00 a.m., and their metabolism then is two thirds that of normal activity.
Crops	Rice (442.0 g/day) in PCs A and B The light periods are 12 midnight to 2:00 p.m. for PC A, 4:00 a.m. to 6:00 p.m. for PC B Soybeans (194.0 g/day) in PC C The light period is 8:00 a.m. to 10:00 p.m. They do not cultivate in PC F
Stocks	CO <sub>2</sub> Tank : Initial 5000 g, Max 10000 g, Min 0 g O <sub>2</sub> Tank : Initial 5000 g, Max 10000 g, Min 0 g

## Schedule description using PSL

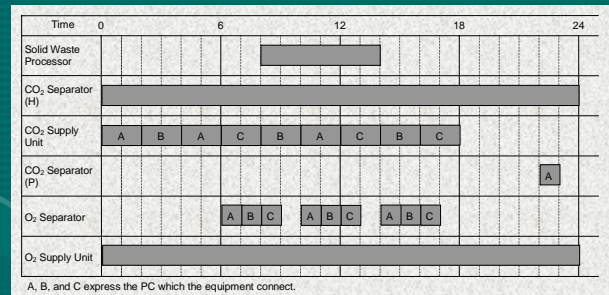
```

PROBLEM CEEF 210
CELLTIME 30
TIMESIN 2006 7 1
TIMESOF 2006 7 1
TIMESAX 2006 7 2
% Item Quantity %
STOCK CO2-AHBM 8420
STOCK CO2-ABM 125
STOCK CO2-PCM_A 3645
STOCK CO2-PCM_B 3645
STOCK CO2-PCM_C 125
STOCK CO2-TANK 3000
% Item Lower Upper %
STOCKLEVEL CO2-AHBM 2081 9763
STOCKLEVEL CO2-PCM_A 3497 4216
STOCKLEVEL CO2-PCM_B 3497 4216
STOCKLEVEL CO2-PCM_C 0 896
STOCKLEVEL CO2-TANK 0 10000
% Item Process Time (h) Type %
OPERATION CO2-RES_A RES 18 CONS
OPERATION CO2-SEP PREC 1 CONS
OPERATION CO2-SUP_A PREC 3 CONS
OPERATION CO2-SUP_B PREC 3 CONS
OPERATION CO2-SUP_C PREC 3 CONS
OPERATION CO2-SEP_A PREC 1 CONS
OPERATION CO2-SEP_B PREC 1 CONS
OPERATION CO2-SEP_C PREC 14 CONS
% Item Resource Tank %
RESOURCE CO2-SUPPLY CO2-SEP
RESOURCE CO2-SUPPLY CO2-SEP
RESOURCE CO2-SEPARATOR_P CO2-SEP_B
RESOURCE CO2-SEPARATOR_P CO2-SEP_C
    
```

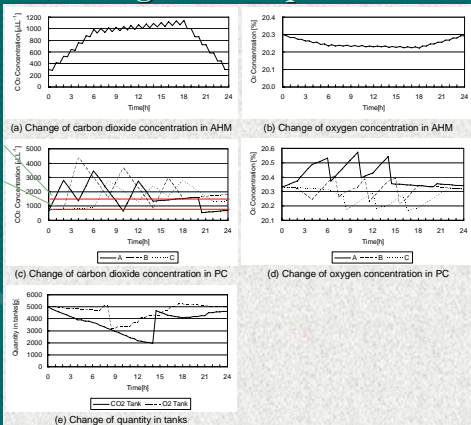
## Display of APSTOMIZER



## Results, Operation schedule



## Results, Changes of the quantitative states



## Summary (1/2)

- As the result, we have addressed the following issues in areas such as constraint conditions, dispatching rules, and algorithm development.
- CONSTRAINT CONDITIONS
  - In order to describe the scheduling problem using a PSL, it is necessary to understand the operational characteristics of individual CEEF equipment and to define the constraint conditions relating to operation.
    - In constraint condition, there are constraints such as the processing time of each process, precedence relationship between processes, simultaneous starting or finishing between processes, and continuous usage of the same equipment.
  - Each piece of equipment in the CEEF has been modified many times and their specifications have been updated each time. We are currently surveying the accuracy of the specifications of each piece of equipment. This survey will make it possible to describe the constraint conditions for operating the entire CEEF.

## Summary (2/2)

- DISPATCHING RULES
  - In our simulation, we used an SPT for the dispatching rule. However, when we think about the true purpose for operating the CEEF, which is to realize a material circulation that can support human life, the dispatching rule should not be determined by SPT.
  - In actual development, we will adopt a dispatching rule that generates a schedule able to equalize the fluctuation of material circulation. I described the details in my paper.
- ALGORITHM DEVELOPMENT
  - At present, we are developing a new scheduling algorithm utilizing multi-agent reinforcement learning. Using this algorithm will enable generating a schedule that can equalize the fluctuation of material circulation. This new algorithm will be able to automatically study new schedules corresponding to changing situations. We will publish another paper in the future about this new algorithm.

## Finally, for example

**If we are suddenly forced to stop certain equipment for one hour due to trouble, is it possible to realize material circulation safely?**

**Even if immediate schedule modification is required, the operator can easily regenerate the schedule based on the existing schedule by using this tool.**

## Acknowledgement

- This report includes a part of the results from research conducted under contract with Aomori Prefectural Government, Japan.