

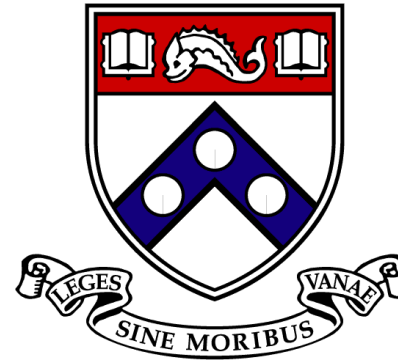
# Efficient Reactive Controller Synthesis for a Fragment of Temporal Logic

Eric M. Wolff<sup>1</sup>

Ufuk Topcu<sup>2</sup> and Richard M. Murray<sup>1</sup>

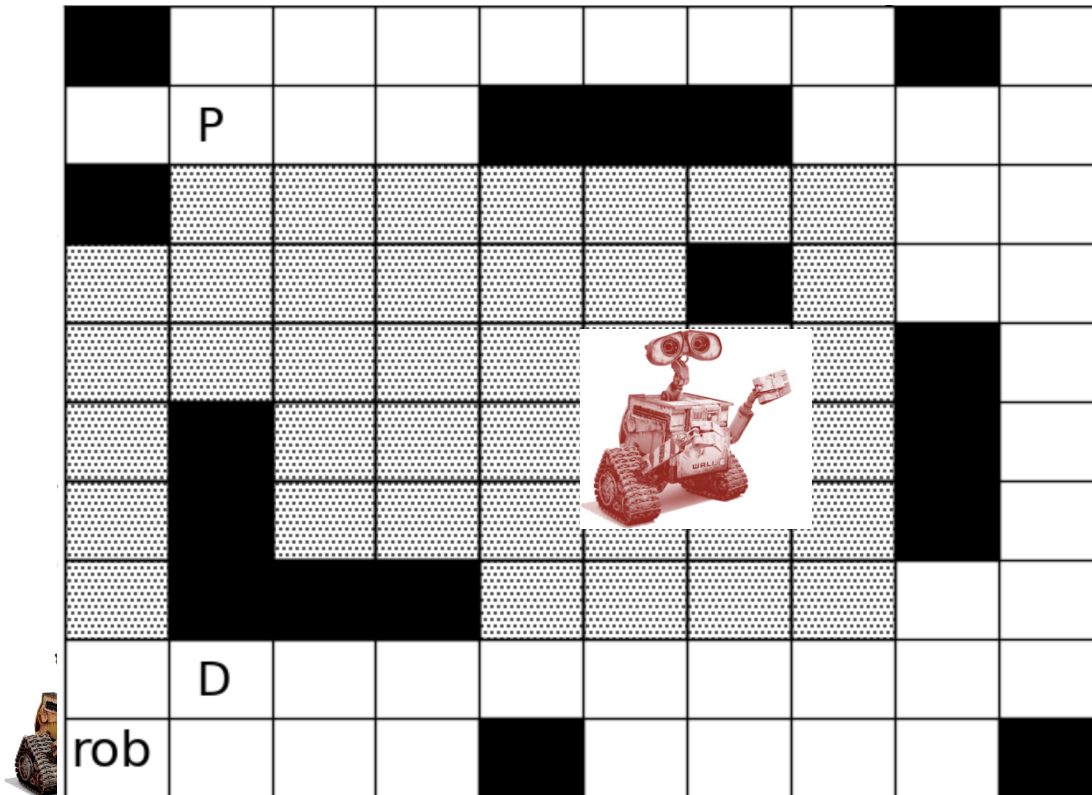
<sup>1</sup>Caltech and <sup>2</sup>UPenn

ICRA 2013



# Planning in a Dynamic Environment

- Dynamic obstacles
- Safe navigation and repetitive tasks



# Our Contributions

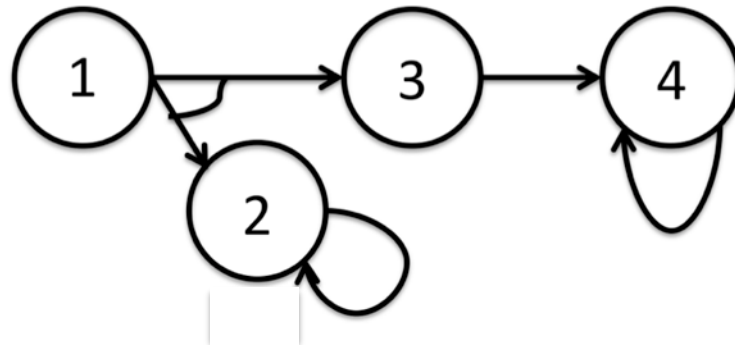
- Introduce expressive and efficient fragment of linear temporal logic
  - 2-EXP improvement over LTL
  - Non-deterministic and stochastic systems
  - Simple and extensible framework (e.g. optimality)

# Outline

- Motivation
- **Preliminaries**
- Feasible control policies
- Examples

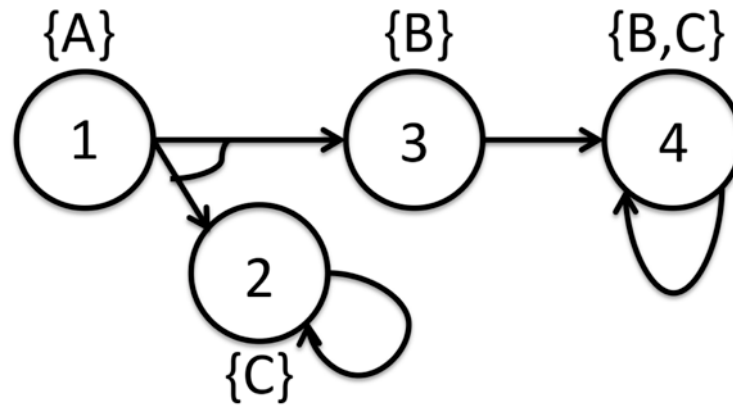
# Non-deterministic Transition Systems

- A **non-deterministic transition system (NTS)** is a tuple  $T = (S, A, R, s_0, AP, L)$  where
  - $S$  is a finite set of **states**,
  - $A$  is a finite set of **actions** (e.g., motion primitives),
  - $R: S \times A \rightarrow 2^S$  is the **transition** function,
  - $s_0$  is the initial state,



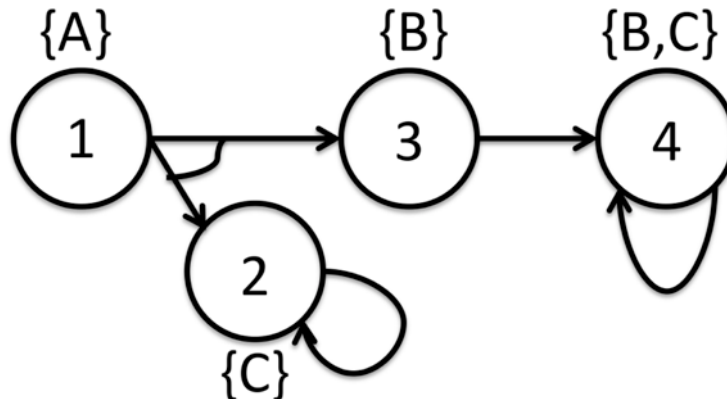
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  - $s_0$  is the initial state,
  - $AP$  is a finite set of atomic propositions,
  - $L: S \rightarrow 2^{AP}$  is a labeling function



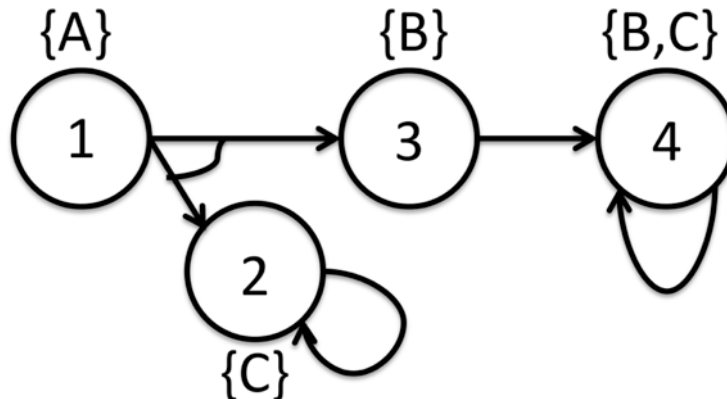
# Control Policies

- **Control policy:**
  - $\mu: S \rightarrow A$  (memoryless)
  - $\mu: S \times M \rightarrow A \times M$  (finite-memory,  $M$  = memory set)



# Control Policies

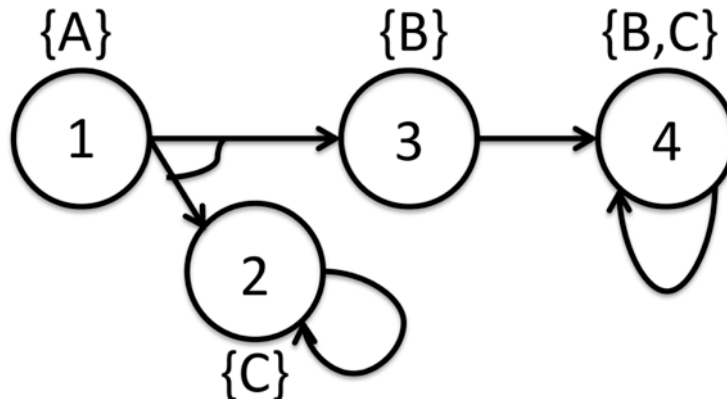
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  - 1) **System** picks action using control policy
  - 2) **Environment** picks next state





# Control Policies

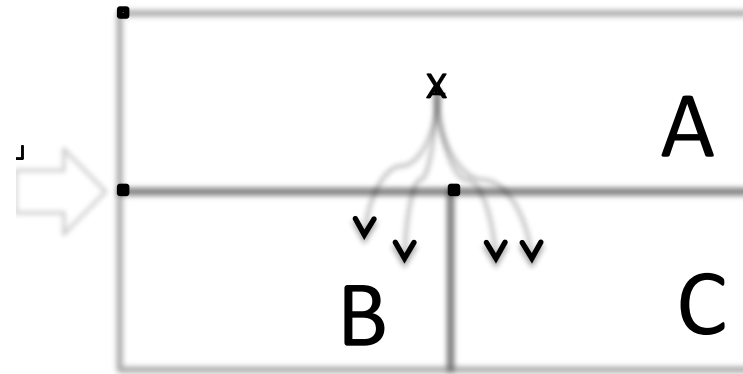
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- **Two-player game:**
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- $T^\mu(s)$  : set of runs from state  $s$  under policy  $\mu$



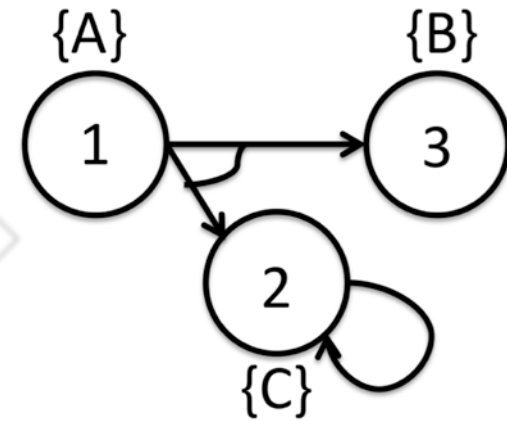
# Hierarchical Control Architecture



**Dynamical system**



**Discrete abstraction<sup>1</sup>**



**Non-deterministic transition system**

- We focus on the discrete planning layer
- Discrete plan is executed at continuous level

# Specification Language

- We consider formulas of the form:

$$\varphi = \varphi_{\text{safe}} \wedge \varphi_{\text{resp}} \wedge \varphi_{\text{per}} \wedge \varphi_{\text{task}} \wedge \varphi_{\text{resp}}^{\text{SS}},$$

where

$$\varphi_{\text{safe}} := \Box\psi_1,$$

**Safety**

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$$\varphi_{\text{resp}} := \bigwedge_{j \in I_2} \Box (\psi_{2,j} \implies \bigcirc \phi_{2,j}), \quad \text{Response}$$

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**Response**

$$\varphi_{\text{per}} := \Diamond \Box \psi_3,$$

**Persistence (stability)**

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**Repeated tasks**

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**Persistence (stability)**

$$\varphi_{\text{task}} := \bigwedge_{j \in I_4} \Box \Diamond \psi_{4,j},$$

**Repeated tasks**

$$\varphi_{\text{resp}}^{\text{SS}} := \bigwedge_{j \in I_5} \Diamond \Box (\psi_{5,j} \implies \bigcirc \phi_{5,j}).$$

**Steady-state response**

# Related Work

- GR(1) [Piterman06]

$$(\Box \Diamond p_1 \wedge \cdots \wedge \Box \Diamond p_m) \rightarrow (\Box \Diamond q_1 \wedge \cdots \wedge \Box \Diamond q_n)$$

- Related logics: AlurT04, Ehlers11, MalerPS95
- How this work differs:
  - More system guarantees than GR(1)
  - No environment liveness assumptions



# Problem Statement

- **Given:**
  - Non-deterministic system
  - Temporal logic specification  $\varphi$  (in fragment)
- **Problem:** Create control policy  $\mu$  such that that  $T^\mu(s_0)$  satisfies  $\varphi$

# Value Function and Reachability

- $V_B^c(s)$ : minimum cost to reach set B from state s under all resolutions of the non-determinism

$$V_{B,\mathcal{T}}^c(s) = \min_{a \in A(s)} \max_{t \in R(s,a)} V_{B,\mathcal{T}}^c(t) + c(s, a, t)$$

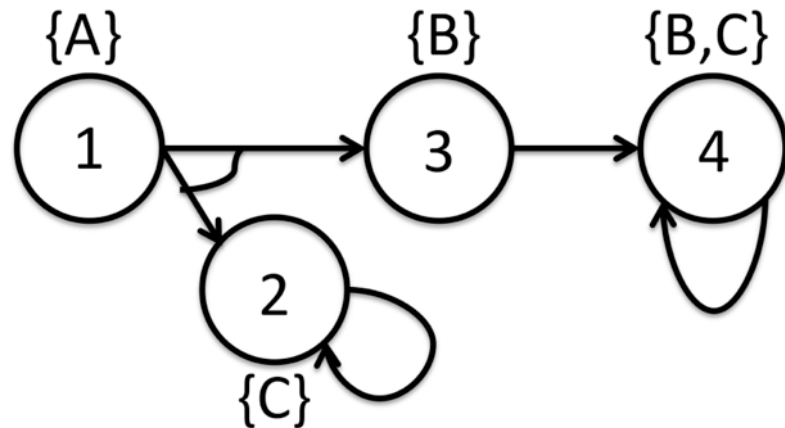
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- Example

- $V_4^c(1) = \infty$
- $V_4^c(2) = \infty$
- $V_4^c(3) = 1$
- $V_4^c(4) = 0$
- $\text{CPre}(4) = \{ 3, 4 \}$

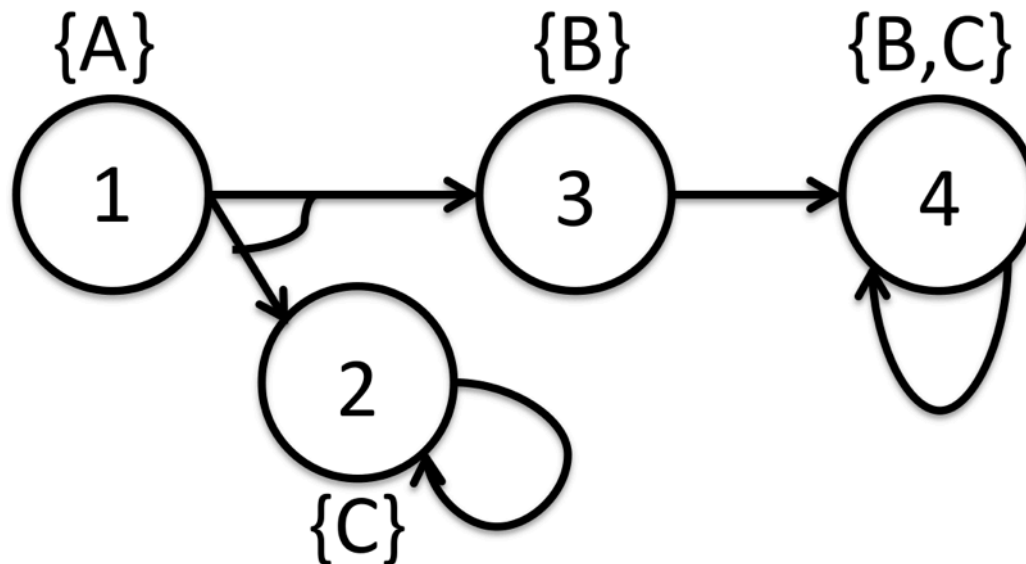


# Outline

- Motivation
- Preliminaries
- **Feasible control policies**
  - Create “safe” subgraph
  - Compute task cycle (liveness)
- Examples

# Removing Unsafe Behaviors

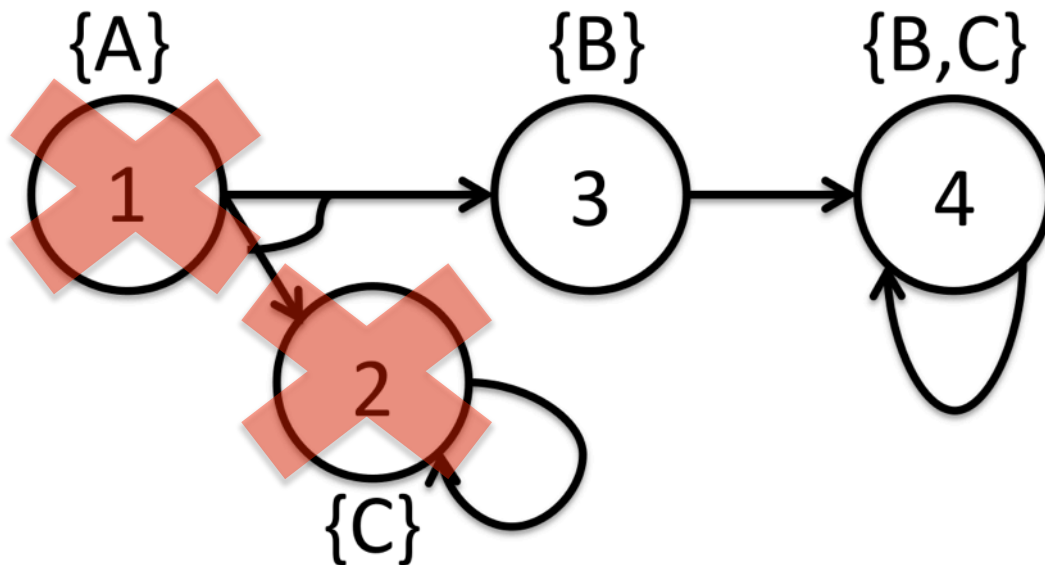
1. Remove unsafe states from  $T$  ( $\varphi_{\text{safe}}, \varphi_{\text{per}}$ )
2. Remove unsafe transitions from  $T$  ( $\varphi_{\text{resp}}, \varphi_{\text{resp}}^{\text{ss}}$ )



# Removing Unsafe Behaviors

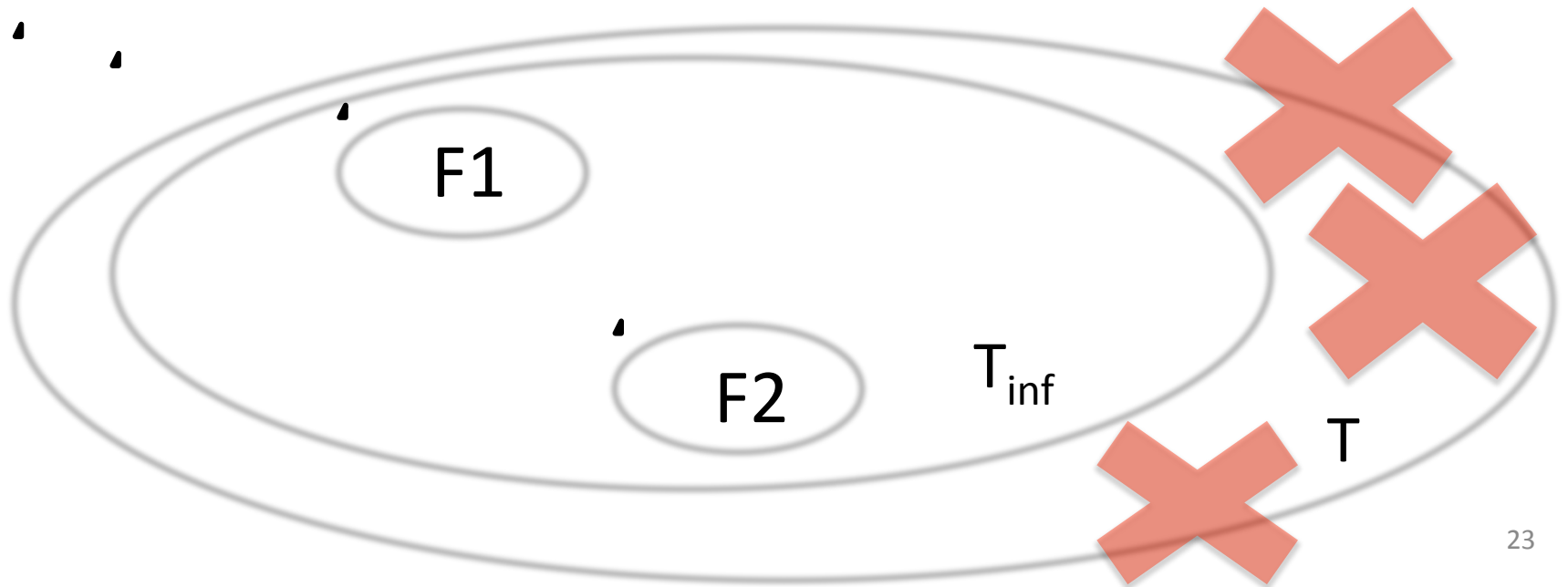
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$$\varphi_{\text{safe}} = [] B$$



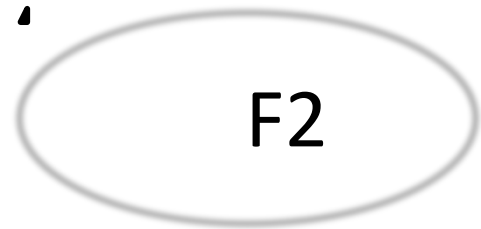
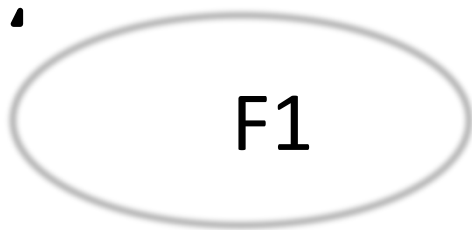
# Repeated Tasks

1. Remove unsafe states from  $T$  ( $\varphi_{\text{safe}}, \varphi_{\text{per}}$ )
2. Remove unsafe transitions from  $T$  ( $\varphi_{\text{resp}}, \varphi_{\text{resp}}^{\text{SS}}$ )
3. Compute task cycle (generalized Büchi) on  $T_{\text{inf}}$



# Generalized Büchi Game

$$\varphi_{\text{task}} = []\langle\rangle F1 \ \& \ []\langle\rangle F2$$

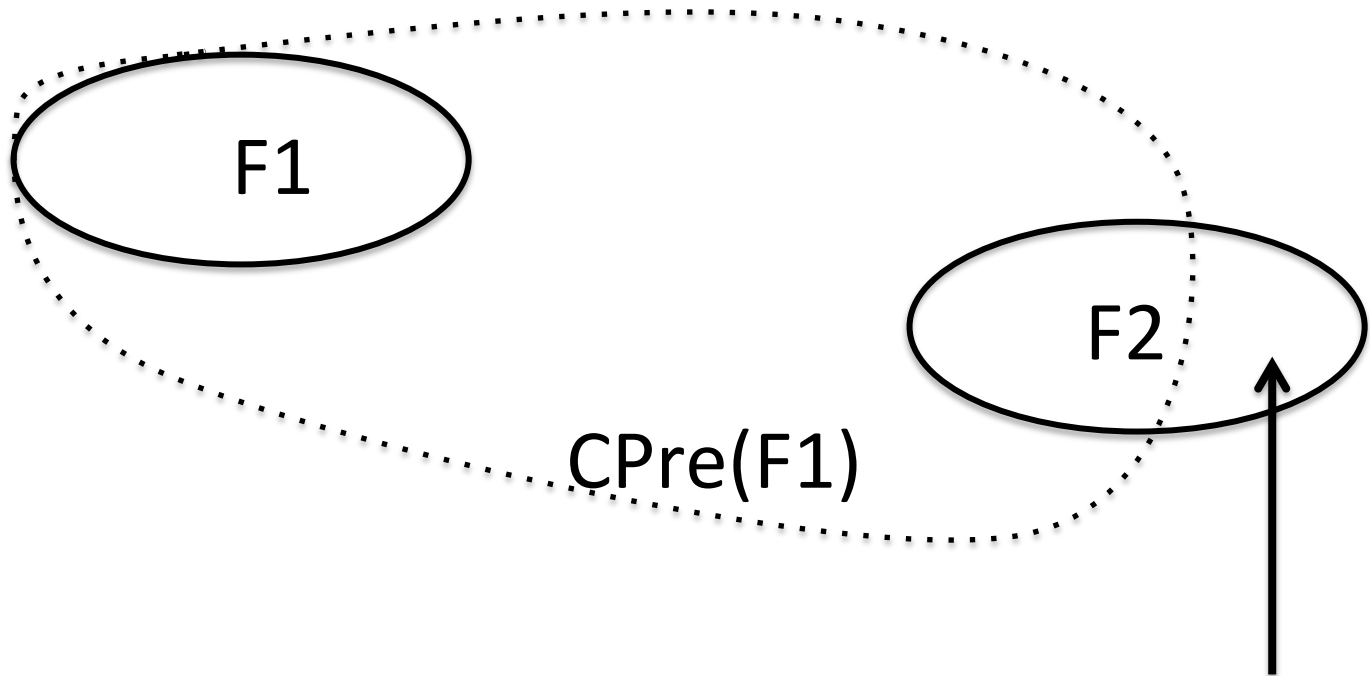


Iterate until sets stop changing.



# Generalized Büchi Game

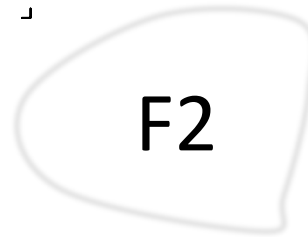
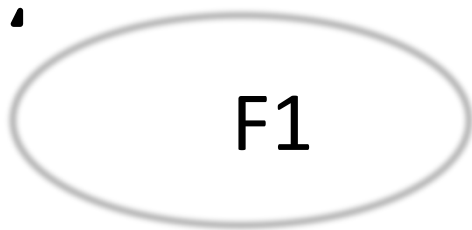
$$\varphi_{\text{task}} = []\langle\rangle A \ \& \ []\langle\rangle B$$



Cannot reach F1

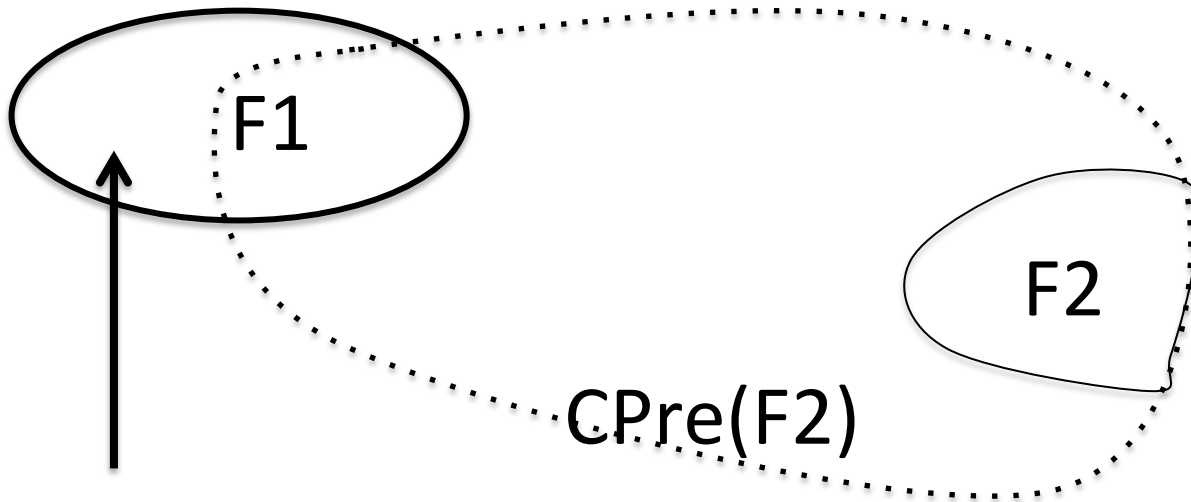
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# Generalized Büchi Game

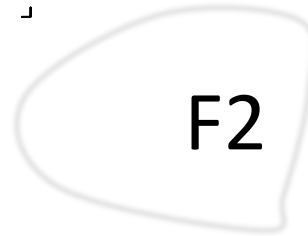
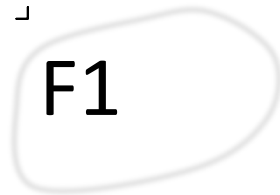
$$\varphi_{\text{task}} = []\langle\rangle A \ \& \ []\langle\rangle B$$



Cannot reach  $F2$

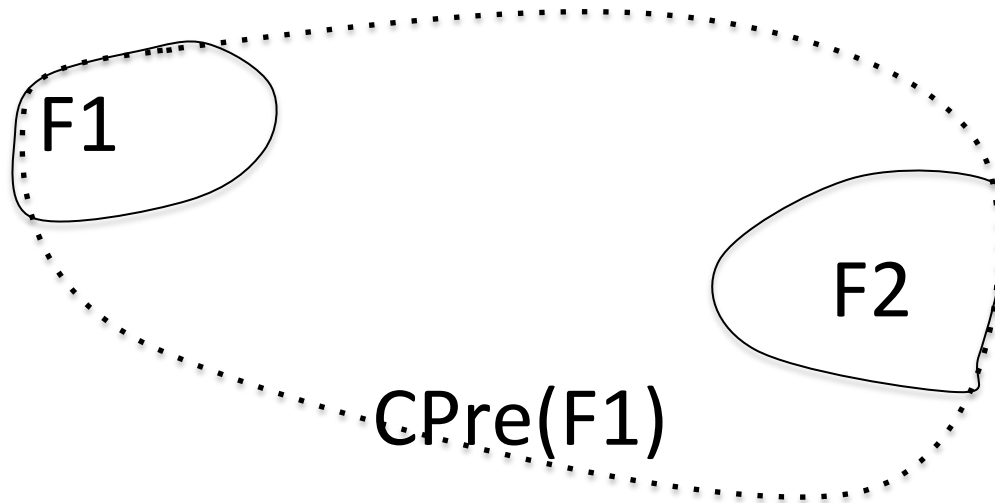
# Generalized Büchi Game

$$\varphi_{\text{task}} = []\langle\rangle A \ \& \ []\langle\rangle B$$



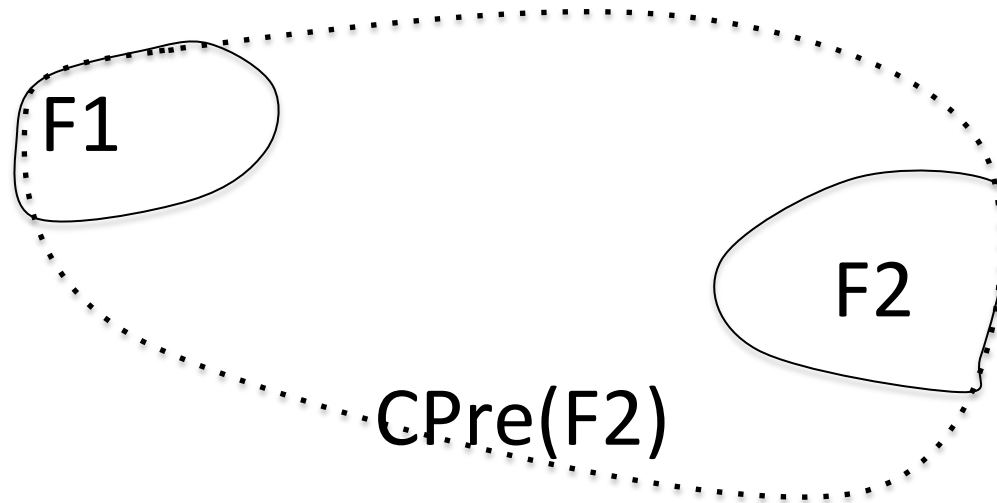
# Generalized Büchi Game

$$\varphi_{\text{task}} = []\langle\rangle A \ \& \ []\langle\rangle B$$



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# Generalized Büchi Game

$$\varphi_{\text{task}} = []\langle\rangle A \ \& \ []\langle\rangle B$$

┌  
F1

┌  
F2

DONE!

# Reactive Synthesis Summary

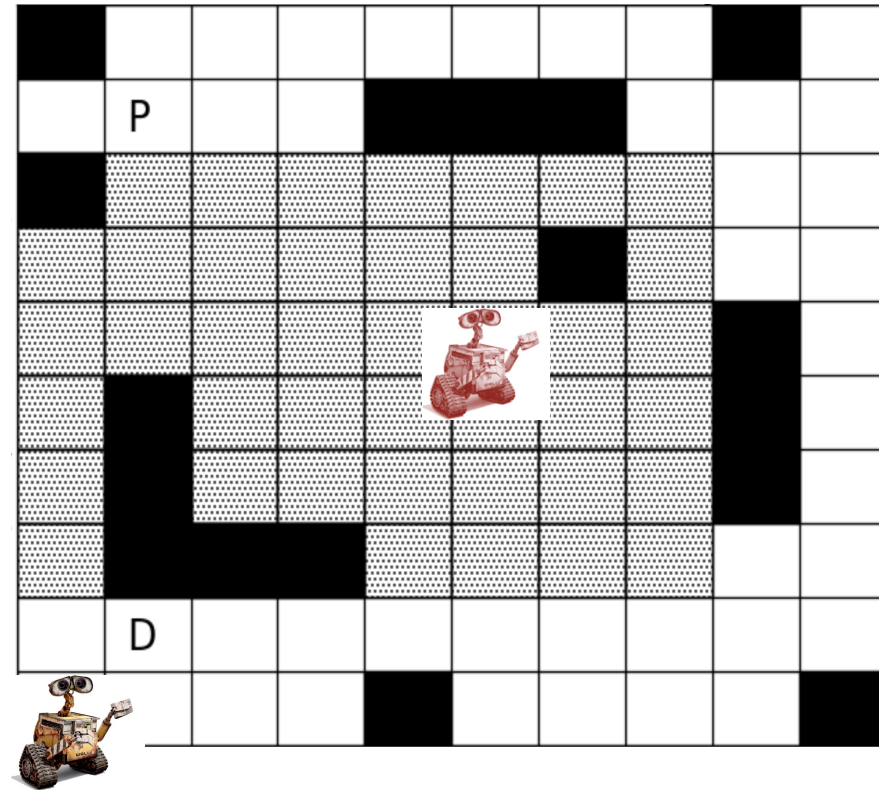
- What have we computed?
  - Largest possible task sets  $F_j$
  - Largest possible winning set  $W$
  - Finite-memory control policies
- Time complexity:
  - $S = \#$  states,  $R = \#$  transitions,  $\varphi = \#$  specs

Language	DTS	NTS
Our method	$O( \varphi ( S  +  R ))$	$O( \varphi F_{\min}( S  +  R ))$
GR(1)	$O( \varphi  S  R )$	$O( \varphi  S  R )$
LTL	$O(2^{( \varphi )}( S  +  R ))$	$O(2^{2^{( \varphi )}}( S  +  R ))$

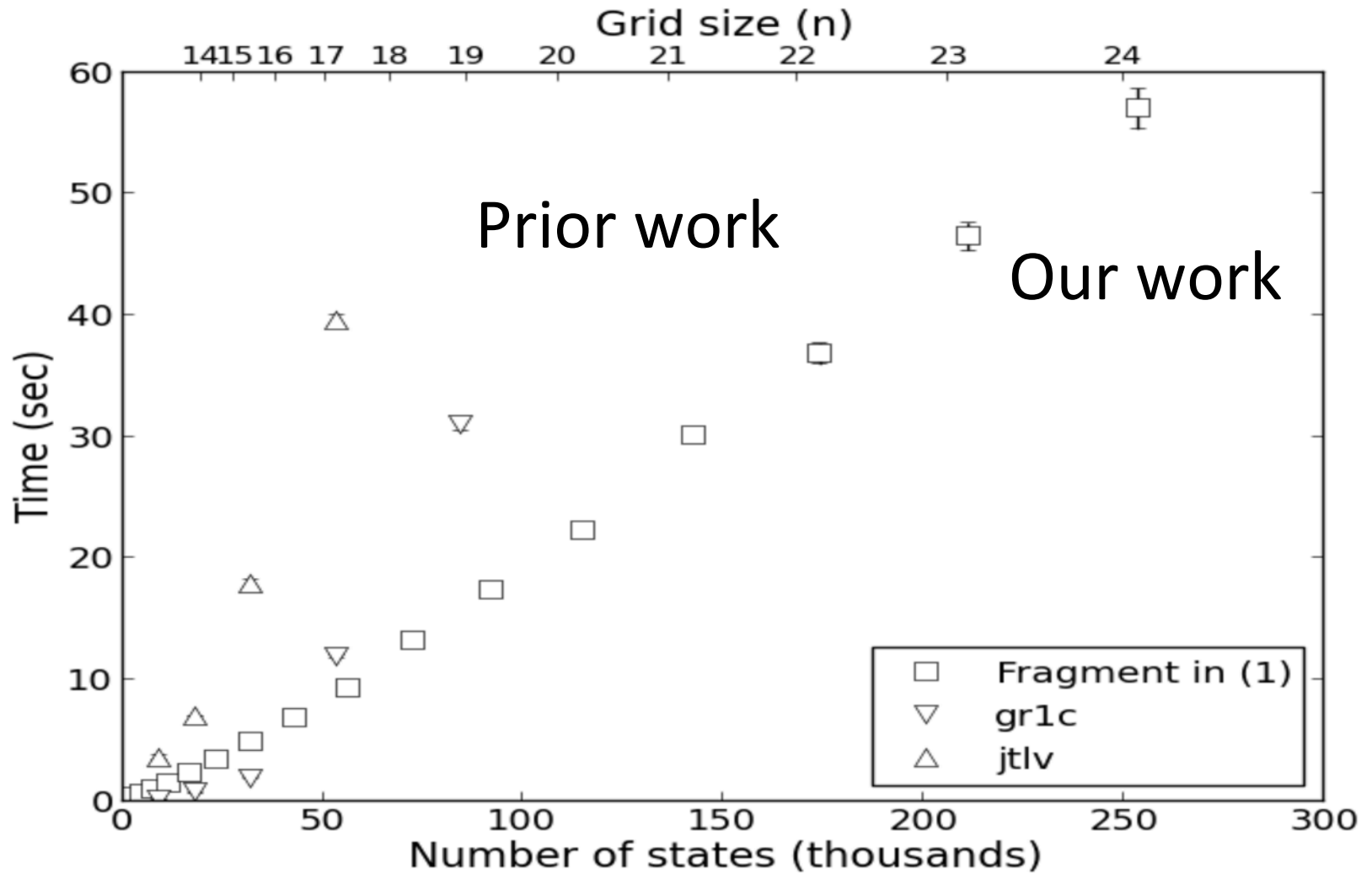


# Example: Pickup and delivery

- System:
  - Robot and obstacle move to adjacent regions
- Specs:
  - Always avoid collisions
  - Repeatedly visit **P** Pickup and **D** Dropoff locations



# Results



# Conclusions

- Main results
  - 2-EXP improvement over LTL
  - Non-deterministic and stochastic systems
  - Simple and extensible framework (e.g. optimality)
  - Promising alternative to GR1
- These are the easy tasks!

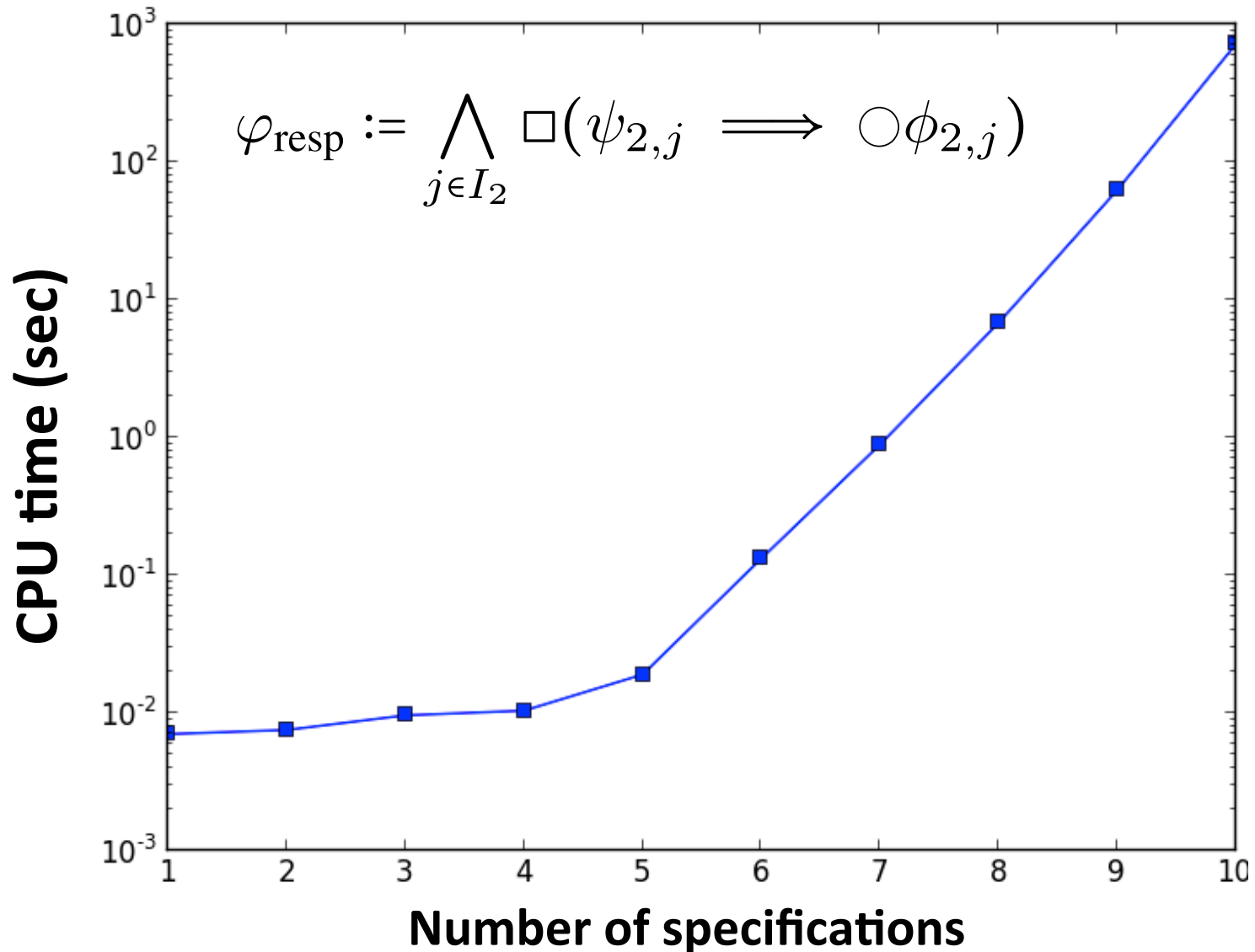
# Thanks!

- Questions?
- Funding
  - NDSEG fellowship
  - Boeing
  - AFOSR



# Backup

# Do Standard Methods Work?



# Acceptance Conditions

- Let  $\sigma = s_0s_1s_2 \dots$  be a run of the system
- Let  $\psi$  be a propositional formula. It holds at states in  $[[\psi]]$
- $\text{Vis}(\sigma)$  = set of states visited
- $\text{Inf}(\sigma)$  = set of states visited repeatedly
  
- $\sigma \models \Box\psi$  iff  $\text{Vis}(\sigma) \subseteq [[\psi]]$ ,
- $\sigma \models \Diamond\Box\psi$  iff  $\text{Inf}(\sigma) \subseteq [[\psi]]$ ,
- $\sigma \models \Box\Diamond\psi$  iff  $\text{Inf}(\sigma) \cap [[\psi]] \neq \emptyset$ ,
- $\sigma \models \Box(\psi \implies \bigcirc\phi)$  iff  $\sigma_i \notin [[\psi]]$  or  $\sigma_{i+1} \in [[\phi]]$  for all  $i$ ,
- $\sigma \models \Diamond\Box(\psi \implies \bigcirc\phi)$  iff there exists an index  $j$  such that  $\sigma_i \notin [[\psi]]$  or  $\sigma_{i+1} \in [[\phi]]$  for all  $i \geq j$ .

# Modeling Non-determinism

state = (UAV, car)

