

Mission control of autonomous vehicles based on time logic framework

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Outline

- Introduction:
 - Autonomous vehicle
 - Multilevel Control
 - Mission Control
- Formulation of logic paradigm for mission control
- Synthesis of a dynamic controller
- Application of mission controller
- Conclusions

Introduction

Autonomous vehicle (mobile robot)

- Vehicle: mobility
 - UGV
 - UAV
 - etc.
- Autonomy: minimize or eliminate human participation in the control
- Purpose: accomplish a desired task or mission
- Problem: provide full autonomous control given an unknown and unstructured environment

Introduction

Control of autonomous vehicles

- Multilevel control
 - **Hierarchical approach**: a divide-to-conquer method for solving complex problem in structured way.
 - Higher levels have an abstraction of lower
 - Commands are given to lower level to be translated into more detailed actions
- Three level control for robotic systems:
 - **Mission level**: solves a task (highest level)
 - **Navigation level**: solves a movement
 - **Locomotion level**: produces motion

Introduction

Mission specification and control

- **Objective:** to satisfy requirements or commands from the user, given *some* assumptions
- High level of abstraction
- It is a **control**: specification is given (reference) and outcome is always verified (feedback)
- **Solution:**
 - Find the set of actions that system will perform to satisfy the requirements
 - Select the best action to accomplish the mission

Formulation of logic paradigm

Logic control paradigm

- Logic programming: use mathematical logic for computer programming
- Declarative paradigm: goals are stated and the system find the right actions
- It is close to natural language: easy and precise to formalize goals
- Solution can be shown to be correct by construction (theorem proving)
- Controller is a logical consequence of the symbolic model of the system combined with the control specification

Formulation of logic paradigm

Logic formalism for mission control

- The logic formalism can capture the nature of mission control: initial conditions, goals.
- Natural human interface: a natural language statement is formalized as logical formula.
- Discrete: the mission problem is transformed into a discrete control problem.
- Use of modal logic for dealing with time dependency of dynamic systems.
- A transition system: a finite state machine is used for control.

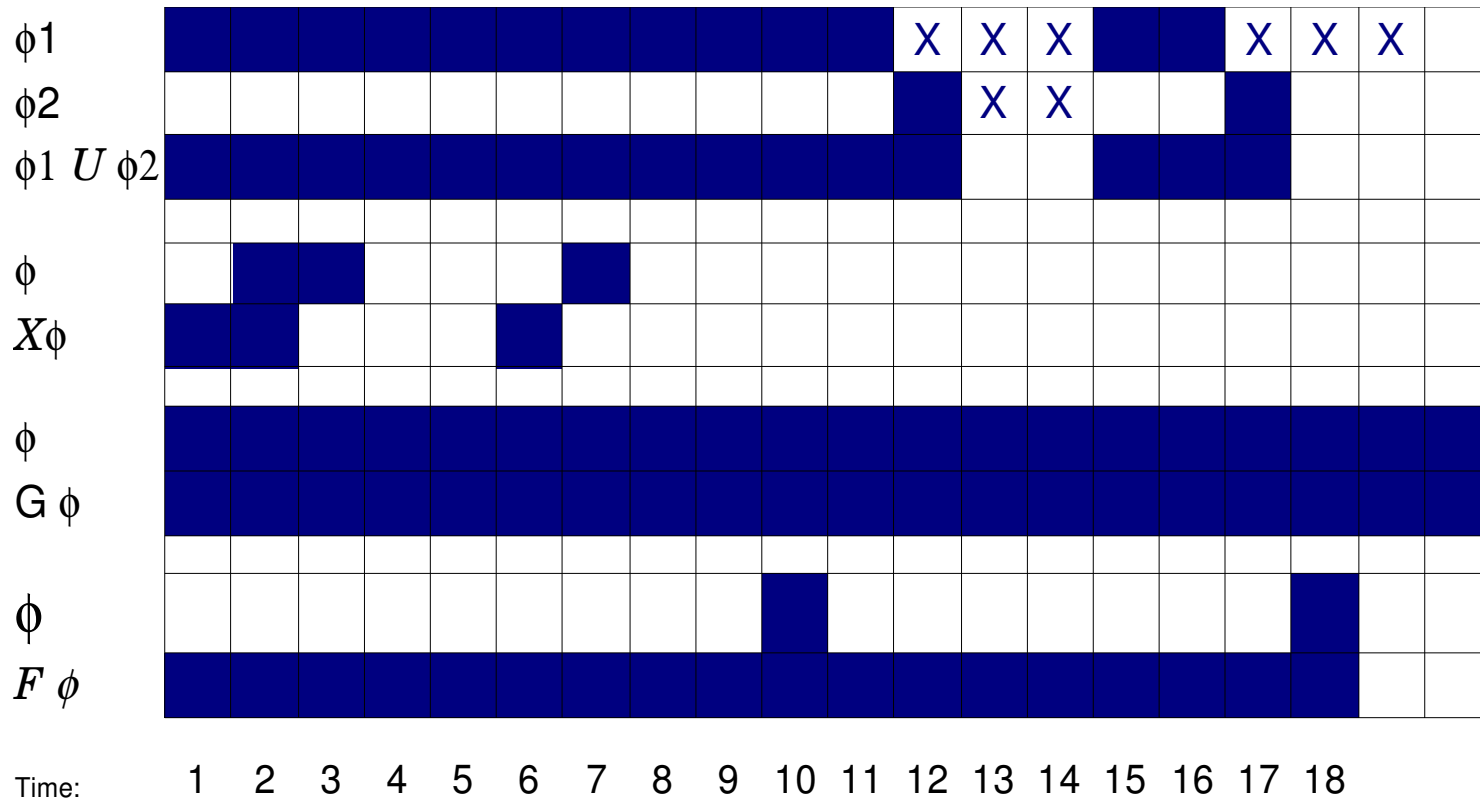
Formulation of logic paradigm

Temporal Logic

- Temporal logic have been proposed as the specification language (linear temporal logic)
- System of logic that deals with modalities that qualify the truth in term of time
- New operators are added to the traditional Boolean logic:
 - Until: U
 - Next: X (*neXt*)
 - Always: G (*Globally*)
 - Eventually: F (*Future*)

Formulation of logic paradigm

Temporal Logic time diagrams



Formulation of logic paradigm

Definitions

- **Abstract model:** a simplified symbolic model of a dynamic system. Sufficient details to define desired missions of the system:
 - Symbolic states: Q
 - Symbolic inputs: U
 - Transition function: δ
 - Finite State Machine (FSM): formed by previous elements
- **Atomic propositions:** are logic assertions about the state of the system (true or false), a function of the state.

Formulation of logic paradigm

Definitions

- **Discrete transition system:** $M=(Q, Q_0, U, \delta, \Pi, \models)$, with Q the set of states, $Q_0 \subseteq Q$ set of initial states, U the set of system inputs, $\delta: Q \times U \mapsto 2^Q$ the transition function, Π set of atomic propositions and $\models \subseteq Q \times \Pi$ the satisfaction relation.
- **Run:** a run is sequence of states that satisfy the transition relation: q^0, q^1, q^2, \dots with $q^i \in Q$, $q^0 \in Q_0$, $q^{i+1} \in \delta(q^i, u^i) \forall i \geq 1$ and $u^i \in U$
- **Syntax:** A LTL formula $\phi \in L_{LTL}(\Pi)$, belongs to the linear temporal language defined over Π that satisfies the grammar: $\phi ::= p \mid \neg\phi \mid \phi \vee \psi \mid \phi U \psi \mid X\phi$, with ϕ formula and $p \in \Pi$ proposition, \neg negation, \vee or, U until, X next

Formulation of logic paradigm

Linear Temporal Logic (LTL) Semantics

- The semantics gives the meaning of a formula: it is defined over a *run* σ that **satisfies** the formula ϕ at position i , denoted by $\sigma(i) \models \phi$.

- The semantics is defined as follows:

$\sigma(i) \models p$ iff $(q^i, p) \in \Vdash$ (or $q^i \Vdash p$)

$\sigma(i) \models \neg\phi$ iff $\sigma(i) \not\models \phi$

$\sigma(i) \models \phi_1 \vee \phi_2$ iff $\sigma(i) \models \phi_1$ or $\sigma(i) \models \phi_2$

$\sigma(i) \models \phi_1 U \phi_2$ iff $\exists j \geq i$ such that $\sigma(j) \models \phi_2$ and $\sigma(k) \models \phi_1, \forall k \in [i, j-1]$

$\sigma(i) \models X\phi$. . iff $\sigma(i+1) \models \phi$

Where p is an atomic proposition, and ϕ, ϕ_1, ϕ_2 are formulas

- A run σ satisfies a formula ϕ , $\sigma \models \phi$, if it does at the initial position of the sequence: $\sigma(0) \models \phi$,

Formulation of logic paradigm

Mission Control Logic Formulation

- Given a Discrete Transition System $(Q, Q_0, U, \delta, \Pi, \models)$,
- **Specification:** a mission is specified as a LTL formula ϕ defined over Π (set of atomic propositions):
 $\phi \in L_{\text{LTL}}(\Pi)$
- **Feasible solutions:** are the runs that satisfy the formula ϕ , the set $\Sigma_\phi = \{\sigma \mid \sigma \models \phi\}$
where $\sigma = q^0 q^1 \dots q^i \in Q$, $q^0 \in Q_0$, $q^{i+1} \delta, (u^i, q^i) \quad \forall i \geq 1, u^i \in U$

Development of logic paradigm

Mission Control formulation steps

- **Identify** the real dynamic system and its environment:
and find an abstraction (FSM)
- **Find** a set of primitive propositions : Π . This set will be the base for the specification language.
- Identify the discrete transition function δ
- **Formulate** the desired mission specification as a LTL formula ϕ defined over Π
- **Solve** the corresponding **feasibility or optimality** discrete control problem: find a control sequence u that produces a state sequence $q^0q^1\dots q^i$ which satisfies the given formula

Development of logic paradigm

Examples of formulas for mission control

- Goal reaching and obstacle avoidance
 - Mission formula $\phi = \diamond F \text{ goal} \wedge G \neg(\bigvee_i \text{obstacle}_i)$.
 - Semantics: eventually (F) reach the destination (goal) and never ($G\neg$: *always not*) go over any obstacle ($\bigvee_i \text{obstacle}_i$).
- Fault tolerance and recovery
 - Mission formula $\phi = FG (\Psi \vee (\Psi U (\phi_f \wedge X\rho_f)))$
 - Semantics: ψ normal operation, ϕ_f is the occurrence of a specific fault f , ρ_f recovery procedure for fault f .
- Target seeking and following
 - Mission formula $\phi = G(\psi U (\theta \wedge X\rho))$
 - Semantics: always do seeking a target (ψ), until one is found (θ) and then continue following that target (ρ)

Synthesis of a mission controller

Mission control solutions for LTL formulation

- Main problem
 - Find a control sequence given a LTL formula specification
- Issues
 - Is it possible to satisfy the formula?
 - How to select a solution (best one?)
- Approaches:
 - Static
 - Dynamic

Synthesis of a mission controller

Static approaches

- Most of actually known solutions for control synthesis from LTL formula specification are static and fixed.
- The appeal of the static approach: full solution can be found beforehand and that the feasibility can be checked
- Typically two automata are defined: one for verifying the acceptance of the formula (Büchi automaton) and the controller, after the first automaton is combined with the FSM model.
- Issues of static approaches:
 - High complexity of Büchi automaton synthesis (exponential space with respect to formula size).
 - The solution is essentially fixed, whereas the robotic environment is dynamic and variable

Synthesis of a mission controller

Formulation of Dynamic approach

- The solution need not be computed in full, but can be found in a more progressive manner.
- This approach follows the general framework of the dynamic programming
 - The solution is built from an actual (present) state.
 - Once a partial solution is found, it is stored, so there is no repetition previous calculations.
 - Optimality principle is used: namely for any optimal problem, each part of the problem needs to be optimal.
- Drawback: no guarantee of finding a solution (or it may need to be improved), may require to do look ahead search

Synthesis of a mission controller

Developed dynamic approach (sketch)

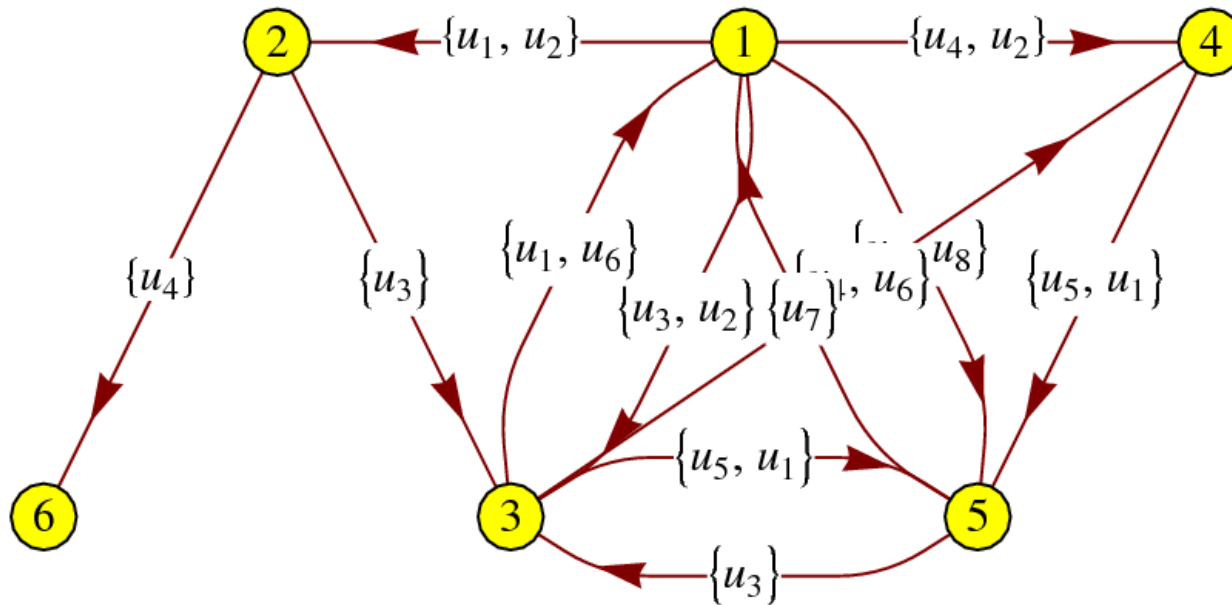
- Definition of control states as a pairs (q, ϕ) : system states and TLT formula
- Definition of control transitions $(q_i, \phi_i) \rightarrow (q_{i+1}, \phi_{i+1})$: combines system transitions and formulaor successors
- Finding resolution states (q, True) or (q, False) : in these states the control automaton will halt
- The control problem is reduced to finding a path between an actual state and a resolution state.
- For finite satisfaction, the end state must be (q, True)
- The resolution paths are stored
- The required input (u) is deduced from transition function δ

Application of mission controller

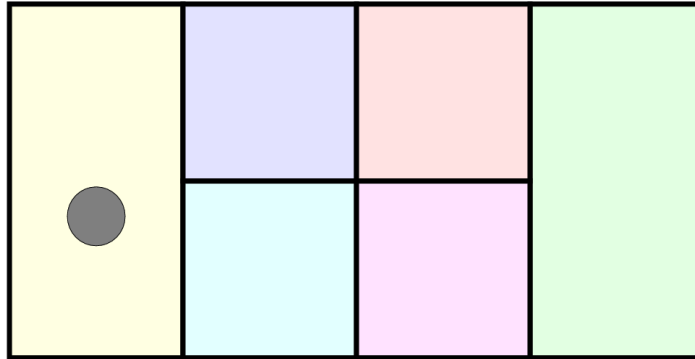
- Mission control over a synthetic discrete system (automaton)
 - Arbitrary automaton and TLT formula
 - Small system: detailed solution can be followed and analysed
- Robotic task solution
 - A specific robotic system: **Robotic Cleaner Vehicle**

Application of mission controller

- Synthetic discrete system



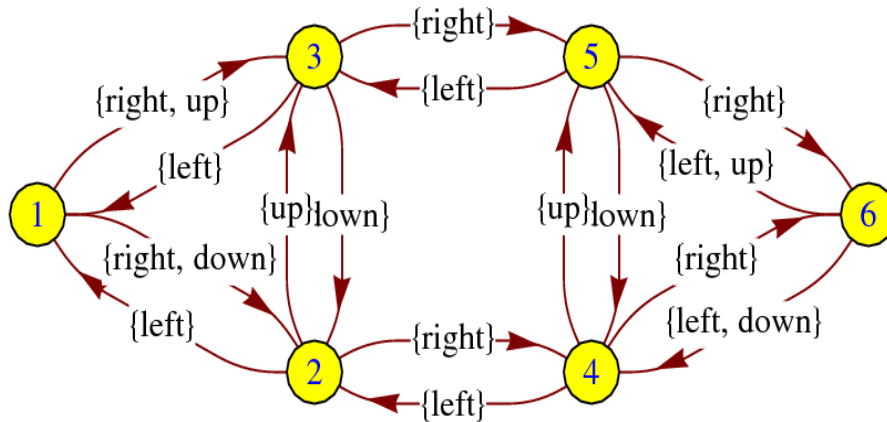
Application of mission controller



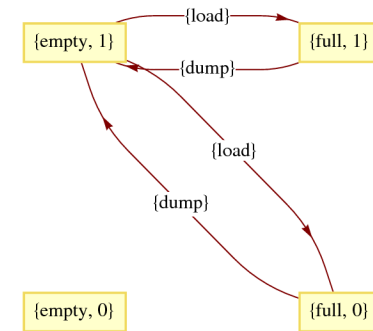
Robotic Cleaner

- **Setting:** rectangular area, divided in 6 sectors. Each sector has a determined units of “dirt”
- **Vehicle:** ground robot, with limited environment sensor (clean or dirty), and one unit loading capability (empty or loaded)
- **Mission:** to clean different sectors, and bring everything in one area. This mission shall be defined as a TLT formula

Application of mission controller



Motion FSM



Action FSM

Definitions

- Motion Commands {right, left, up, down}
- Action Commands {load, dump}
- Logical Propositions {cleaned, loaded, position1, position2, ...}
- Finite State Machine (FSM): formed by combining motion FSM and action FSM (product automaton)

Conclusions

- The Logic Paradigm solution to the problem of mission control is based on the satisfiability of a linear time logical (LTL) formula over a discrete system (FSM):
 - LTL is very expressive to deal with dynamic and time relations
 - Logic paradigm satisfaction translates a specification into actions
- A novel solution for the LTL formula satisfaction problem was developed.
- The main contribution of this research is a dynamic formulation that progressively builds the required structures and functions while running the machine.

Conclusions

- This is a practical solution, with lower computational complexity than other approaches (static). This is very convenient where there are h/w or process constraints.
- Complex robotic mission can be expressed by the LTL language and then solved by this dynamic approach.
- This powerful paradigm could be also used in many other applications where automatic actions are looked to satisfy given requirements.