

Safe control under input limits with neural control barrier functions

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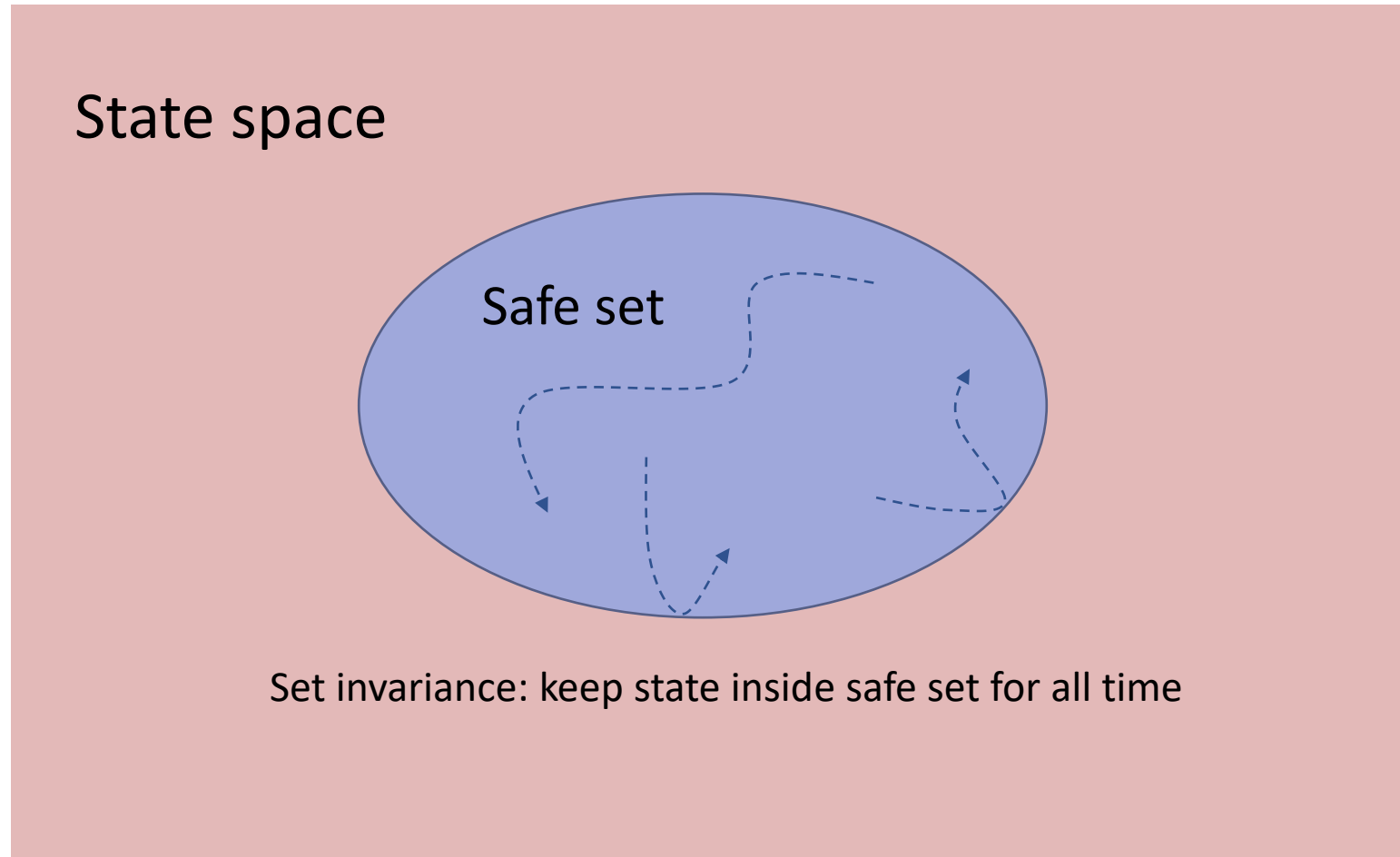
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Outline

1. Why control barrier functions (CBFs)?
2. How do they work and why do input limits make them hard to construct?
3. How can we leverage tools from machine learning (neural networks, gradient-based training) to tackle this problem?

Why CBFs?

CBFs cover the expansive “set invariance” class of safety problems



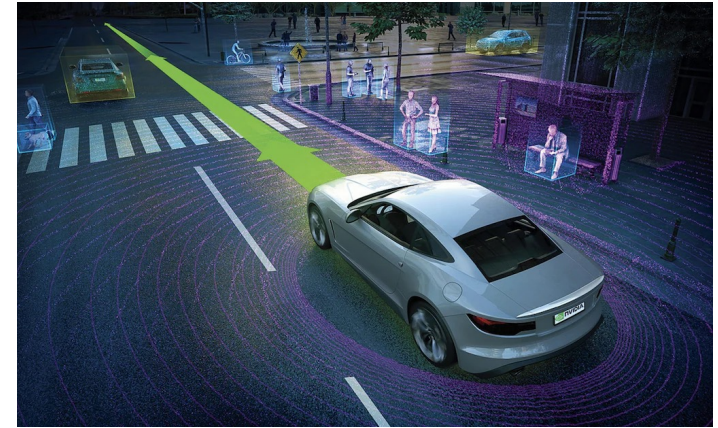
CBFs cover the expansive “set invariance” class of safety problems



Safe cobot-human interaction



Bipedal locomotion



Safe trajectory planning for AVs

CBFs can offer provable, flexible safe control



Provable: has mathematical guarantees of safety

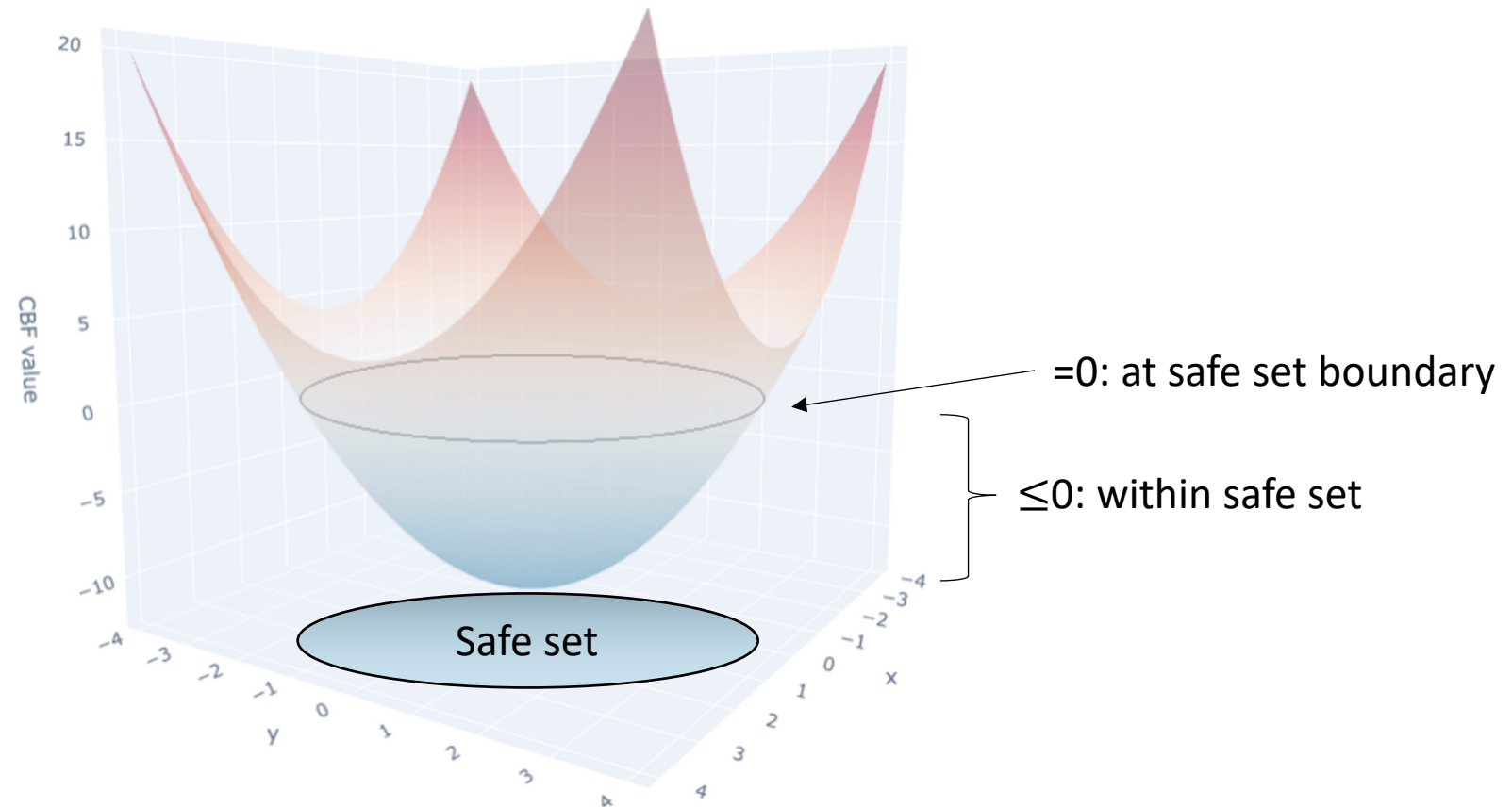


Flexible: acts as “safety layer” on top of any other policy

How do CBFs work?

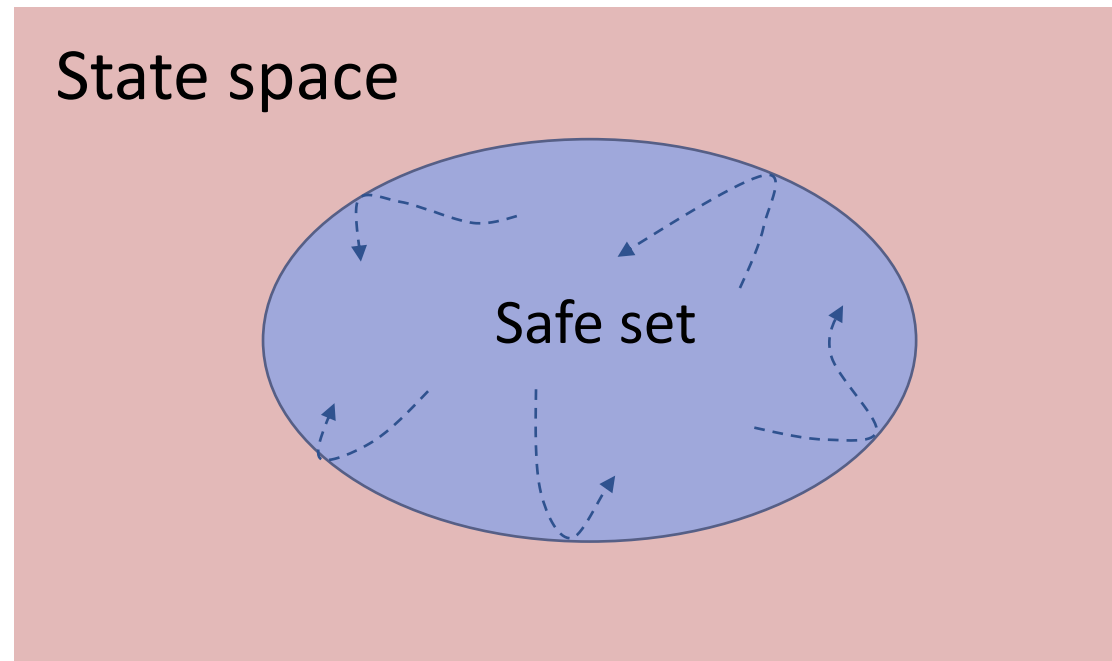
CBFs are a “danger index”

- CBFs map each state to a scalar measure of danger



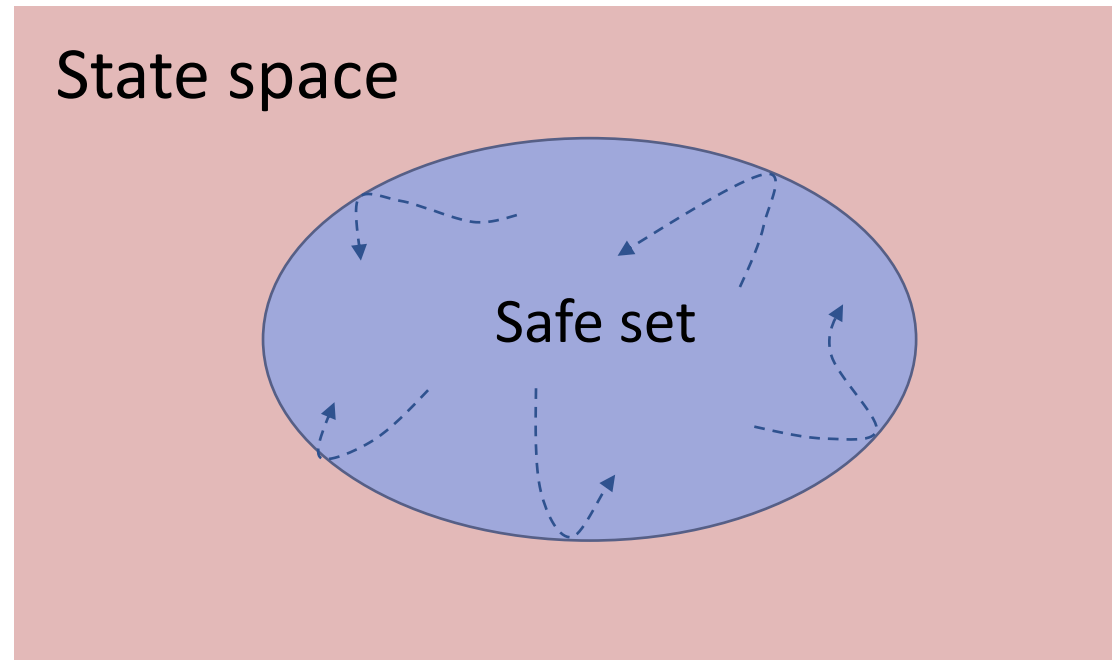
System provably safe if CBF never becomes positive

- A safe controller will decrease the CBF if it ever reaches 0



System provably safe if CBF never becomes positive

- A safe controller will decrease the CBF if it ever reaches 0
- → Constraint on what inputs a safe controller can provide at boundary states

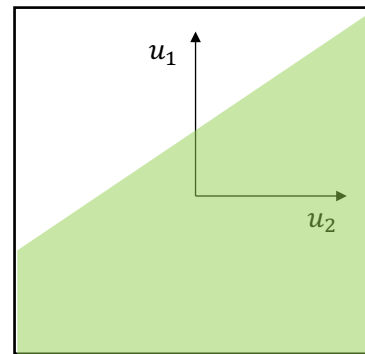


CBF gives affine “input safety constraint”

$\forall x \in \partial\mathcal{S}$, controller $k(x)$ must satisfy $\dot{\phi}(x, k(x)) \leq 0$.

Assuming a control-affine system, $\dot{x} = f(x) + g(x)u$:

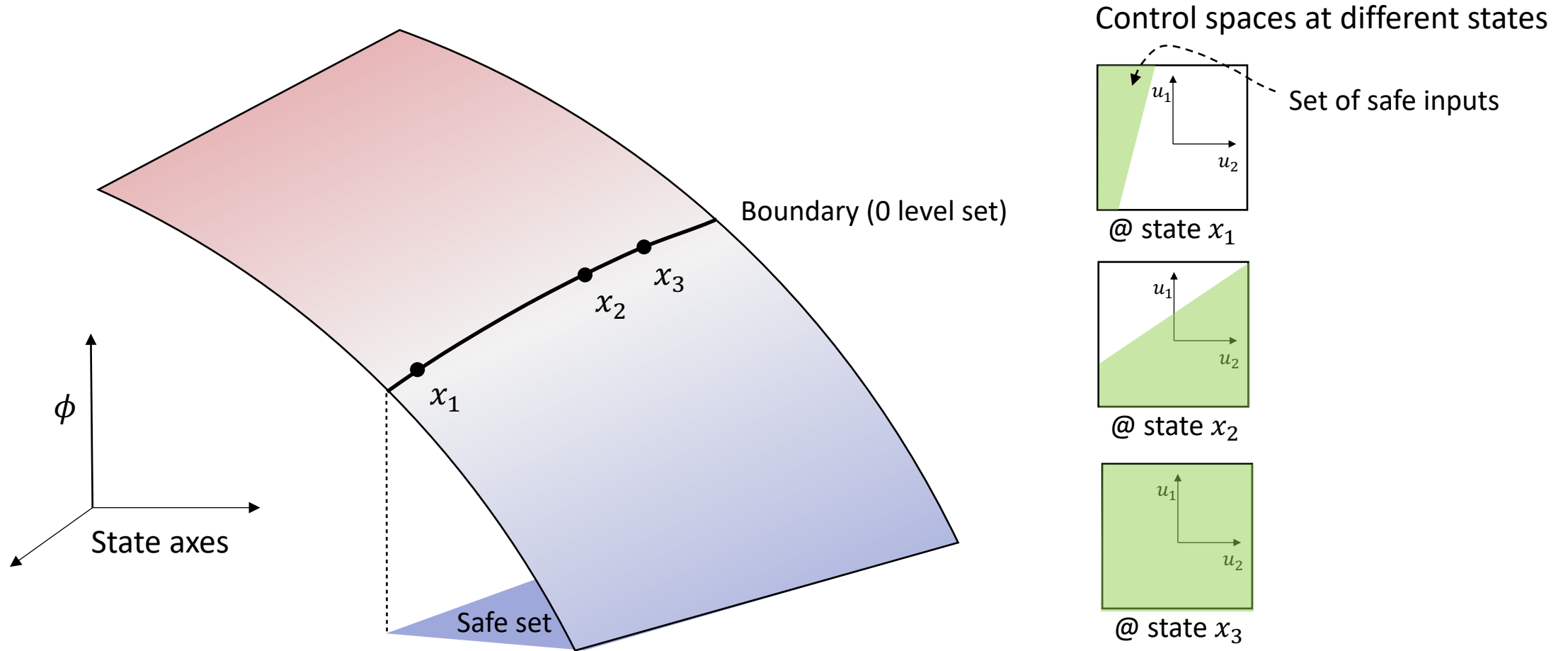
$$\dot{\phi}(x, k(x)) = \nabla_x \phi(x)^\top \dot{x} = \underbrace{\nabla_x \phi(x)^\top f(x)}_{\text{scalar}} + \underbrace{\nabla_x \phi(x)^\top g(x)}_{\text{vector}} k(x) \leq 0$$



Example of constraint set in control space

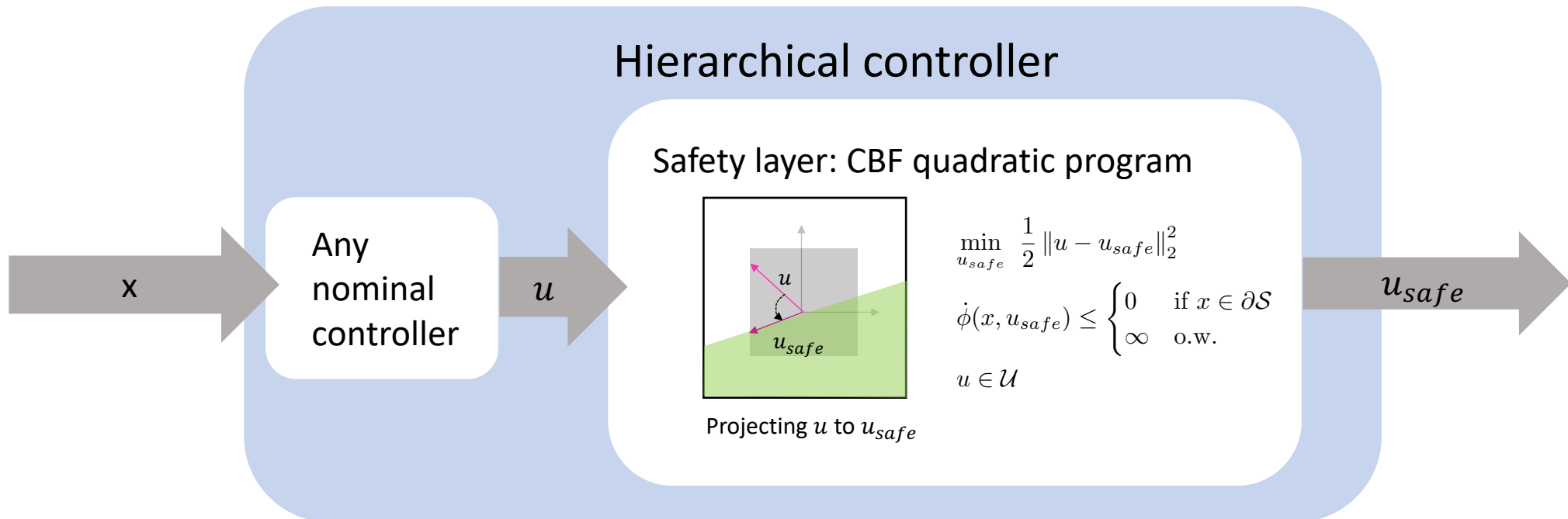
Note: constraint also state-dependent

CBF gives affine “input safety constraint”




“Input safety constraint” can be implemented as top layer in hierarchical controller

- This safety layer can operate on top of any controller, modifying its inputs minimally to comply with the safety constraint

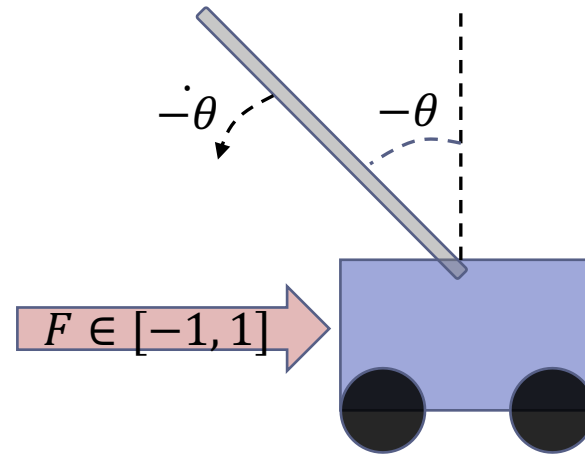


CBFs sound great! So, what's the catch?

If CBF constructed in limit-blind way, we'll run into issues later

- Where did the CBF even come from? 
- In the absence of limits, CBF constructed from safety spec using known formula (functional)

Example: limit-blind CBF for balancing cartpole



Safety spec: $\rho(x) = \theta^2 - (\pi/4)^2$

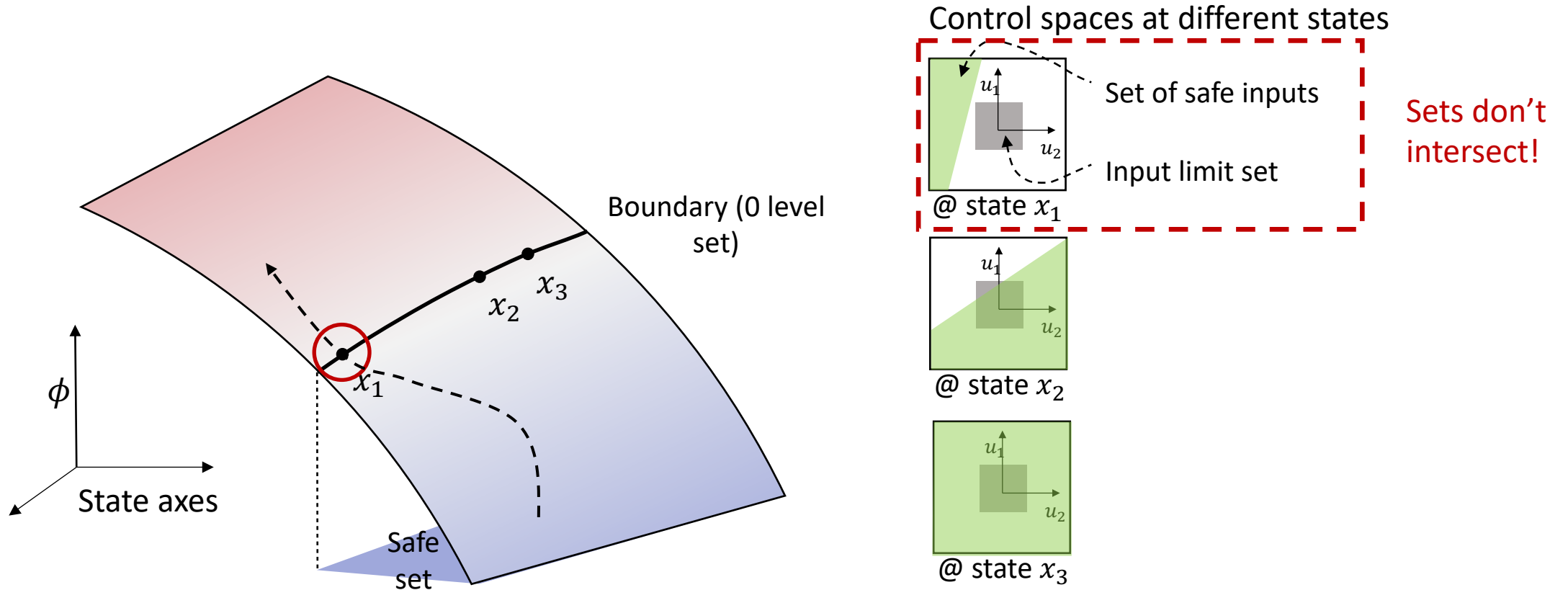
Implicitly defined by a function to keep negative

Limit-blind CBF:

$$\phi = \rho + k\dot{\rho} = \theta^2 - (\pi/4)^2 + k\theta\dot{\theta}$$

for any $k > 0$

For limit-blind CBF, sometimes no feasible input satisfies safety constraint...



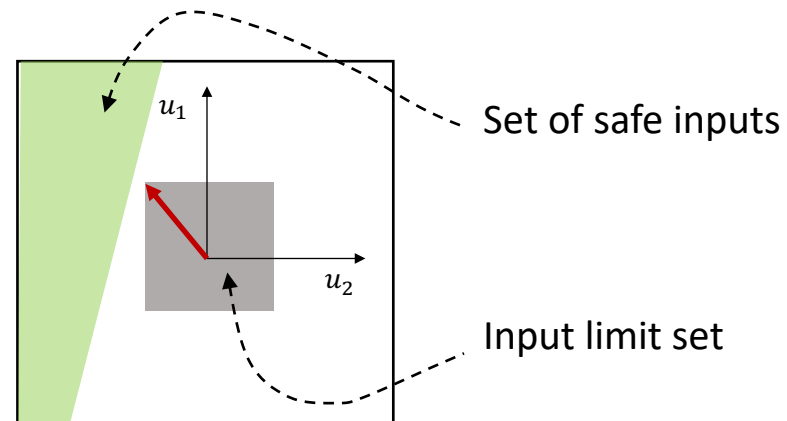
In practice, can max out limits, but that doesn't ensure safety

The best we can do is max out the limits trying to minimally violate the safety law.

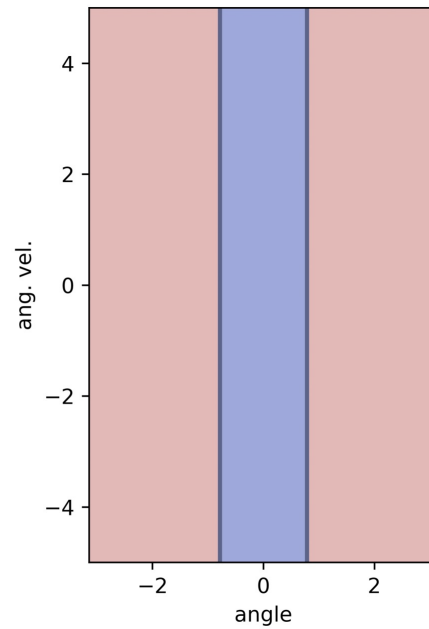
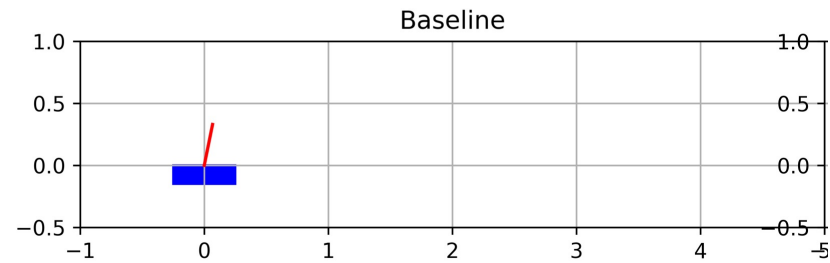


"As safe as possible" input

Control space @ state x_1

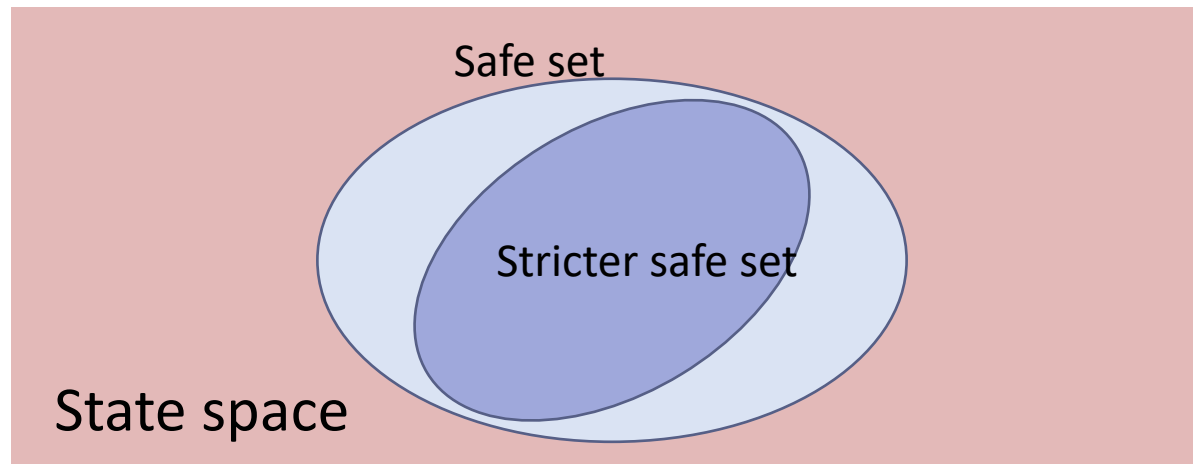


Example: limit-blind CBF for balancing cartpole



Our aim: find limit-friendly CBF

- It is valid to employ any CBF stricter than the original limit-blind CBF

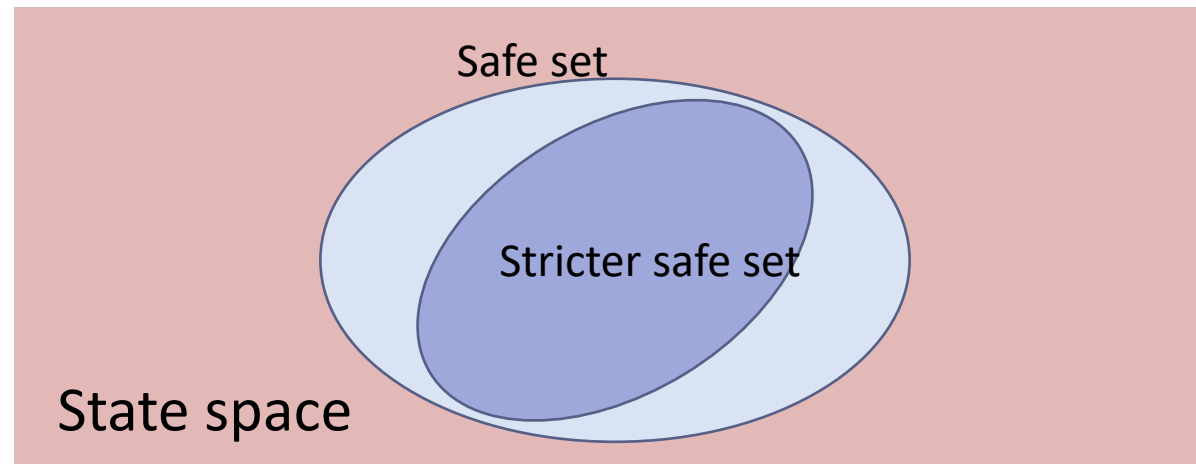


- In most cases, there exists a limit-friendly CBF that is stricter
- Q: Why?



Our aim: find limit-friendly CBF

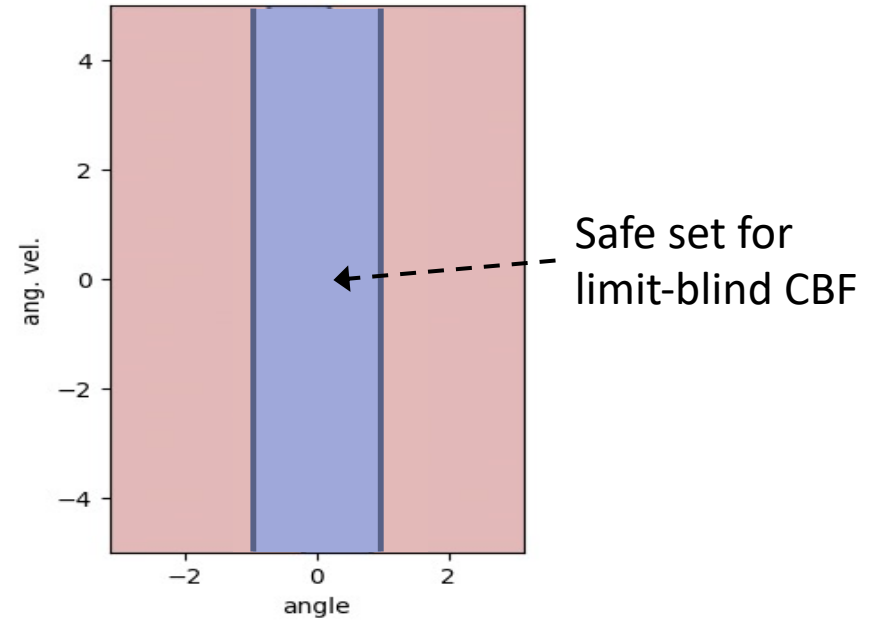
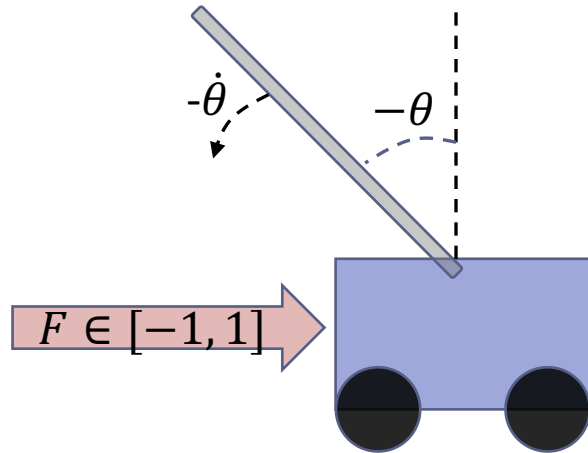
- It is valid to employ any CBF stricter than the original limit-blind CBF



- In most cases, there exists a limit-friendly CBF that is stricter
- Q: Why? Can exclude irrecoverable states

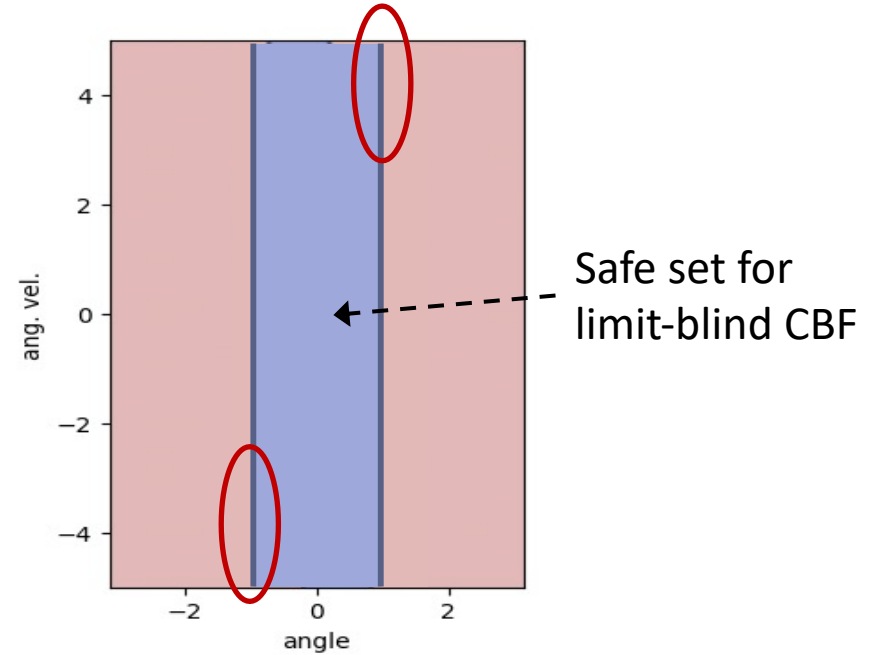
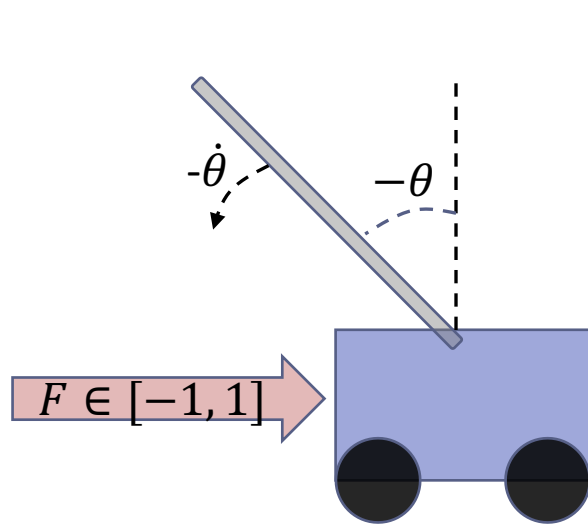


Example: balance cartpole



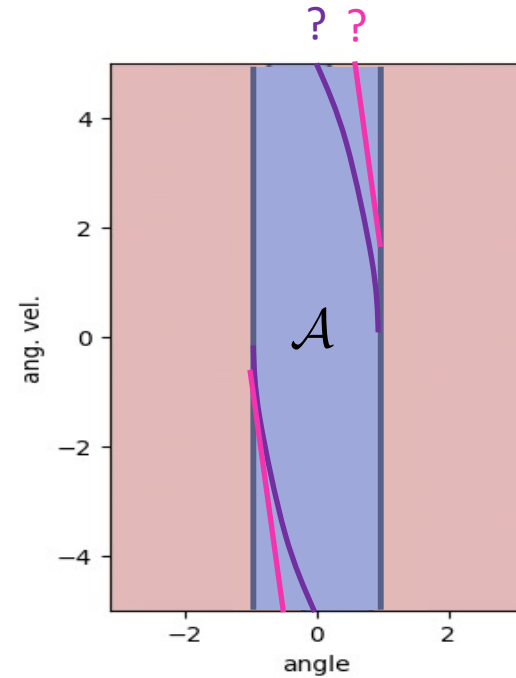
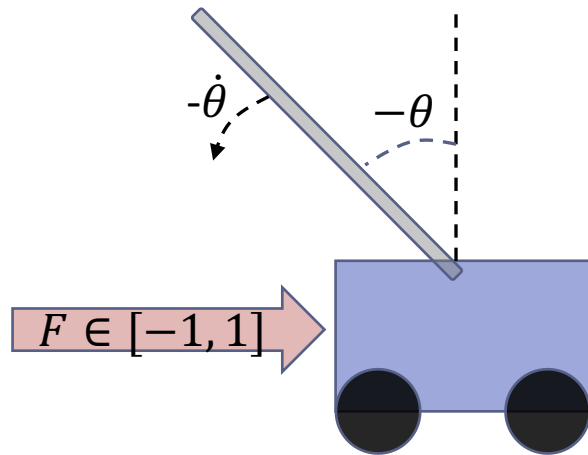
Q: Where on the boundary are there irrecoverable states?

Example: balance cartpole



Q: Where on the boundary are there irrecoverable states?

Example: balance cartpole

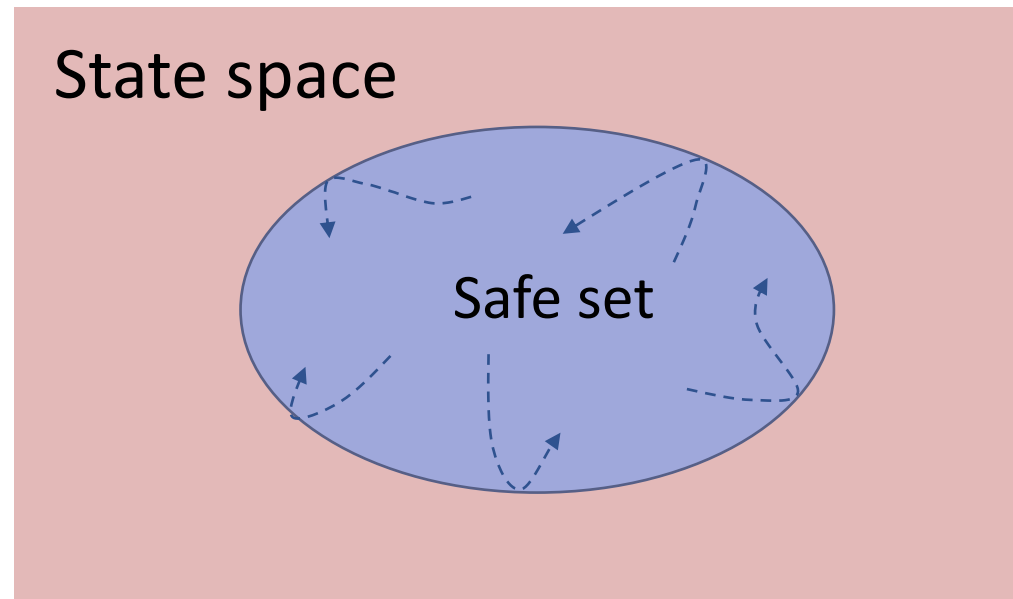


But the exact shape of a non-sat safe set is still hard to guess...

Finding limit-friendly CBF = finding CBF that obeys complex design constraint

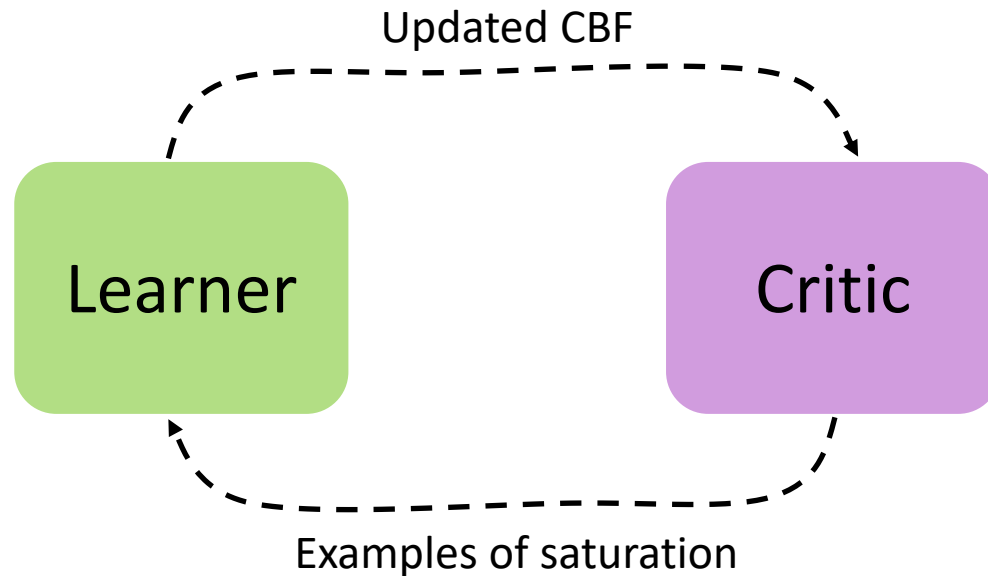
A limit-friendly CBF has parameters θ that satisfy:

$$\inf_{u \in \mathcal{U}} \dot{\phi}_{\theta}(x, u) \leq 0, \quad \forall x \in \partial \mathcal{S}$$



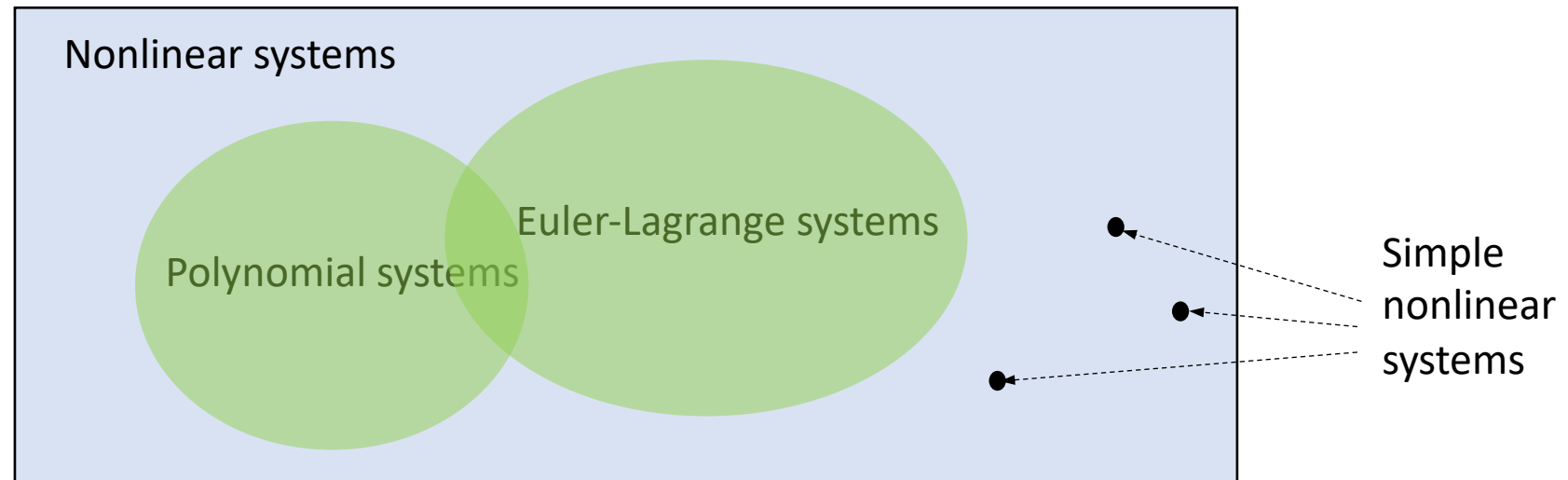
Our key ideas:

- Train generic *neural* CBF to satisfy design constraint!
- Pose as min-max optimization
- Optimize using efficient learner-critic algorithm



Unlike previous synthesis methods, ours scales to nonlinear, high-dimensional systems

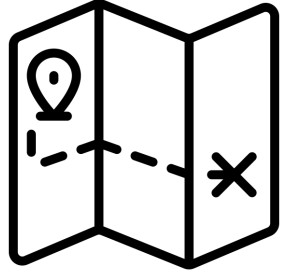
- Synthesizing limit-friendly CBF is a hard problem, and the more general the system, the harder it is
- Previous works consider subclasses of nonlinear systems*



*See references 1-9.

Recap

- CBF's promise provable safety, but they're hard to construct given input limits
- Input limits pose a tough constraint on CBF
- Our idea: train neural CBF to satisfy constraint, using learner-critic algorithm
- Our synthesis method is generic, scalable, automatic



Roadmap

- Posing synthesis as min-max optimization
 - Our choice of loss function
 - Design of parametric (neural) CBF
- Using learner-critic optimization algorithm

Posing the min-max optimization

Loss function measures “how unsafe” at state x

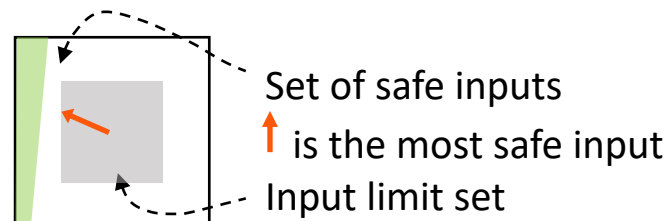
$$\inf_{u \in \mathcal{U}} \dot{\phi}_\theta(x, u) = \underbrace{\dot{\phi}_\theta(x, u^*(x))}_{\mathcal{L}(x, \theta)} \leq 0, \quad \forall x \in \partial \mathcal{S}$$

Design constraint \rightarrow loss function

Interpretation:

$\mathcal{L}(x, \theta) \leq 0$: \exists feasible safe input x

$\mathcal{L}(x, \theta) > 0$: measures “how unsafe” the “most safe” input is



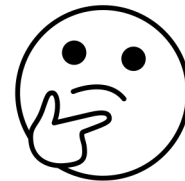
Satisfying design constraint is equivalent to min-max over loss

Want θ such that $\inf_{u \in \mathcal{U}} \dot{\phi}(x, u) = \mathcal{L}(x, \theta) \leq 0$, $\forall x \in \partial \mathcal{S}$

→ θ such that $\max_{x \in \partial \mathcal{S}} \mathcal{L}(x, \theta) \leq 0$

→ $\min_{\theta} \max_{x \in \partial \mathcal{S}} \mathcal{L}(x, \theta)$

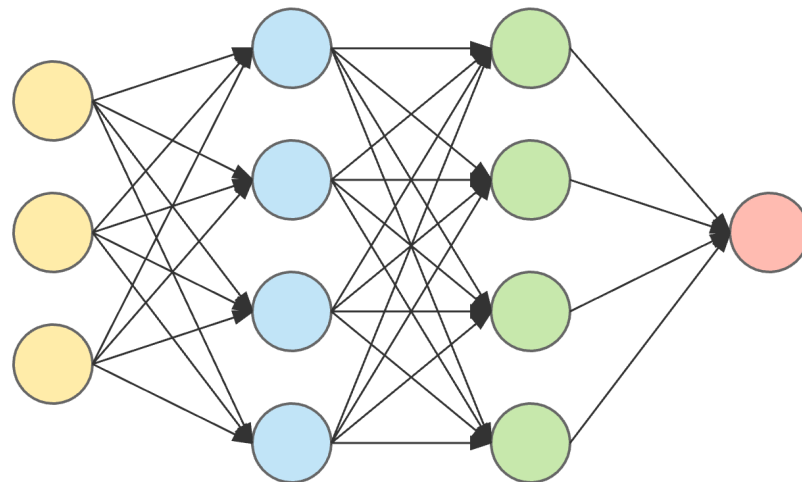
Q: How to interpret this?



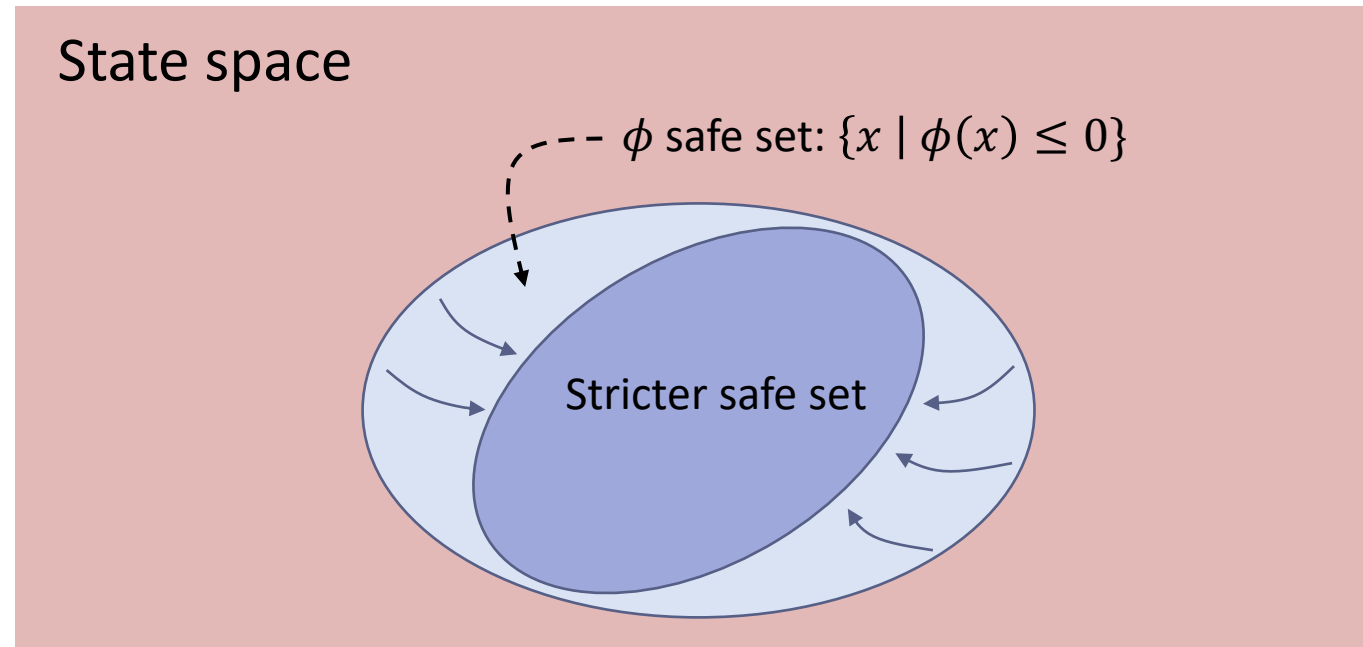
Parametrizing the CBF to optimize over

We choose a *neural* CBF, enabling generic, scalable synthesis

- **Generic:**
 - Can express wide range of nonlinear functions
- **Scalable:**
 - Can be efficiently trained on large inputs (high-dimensional systems)

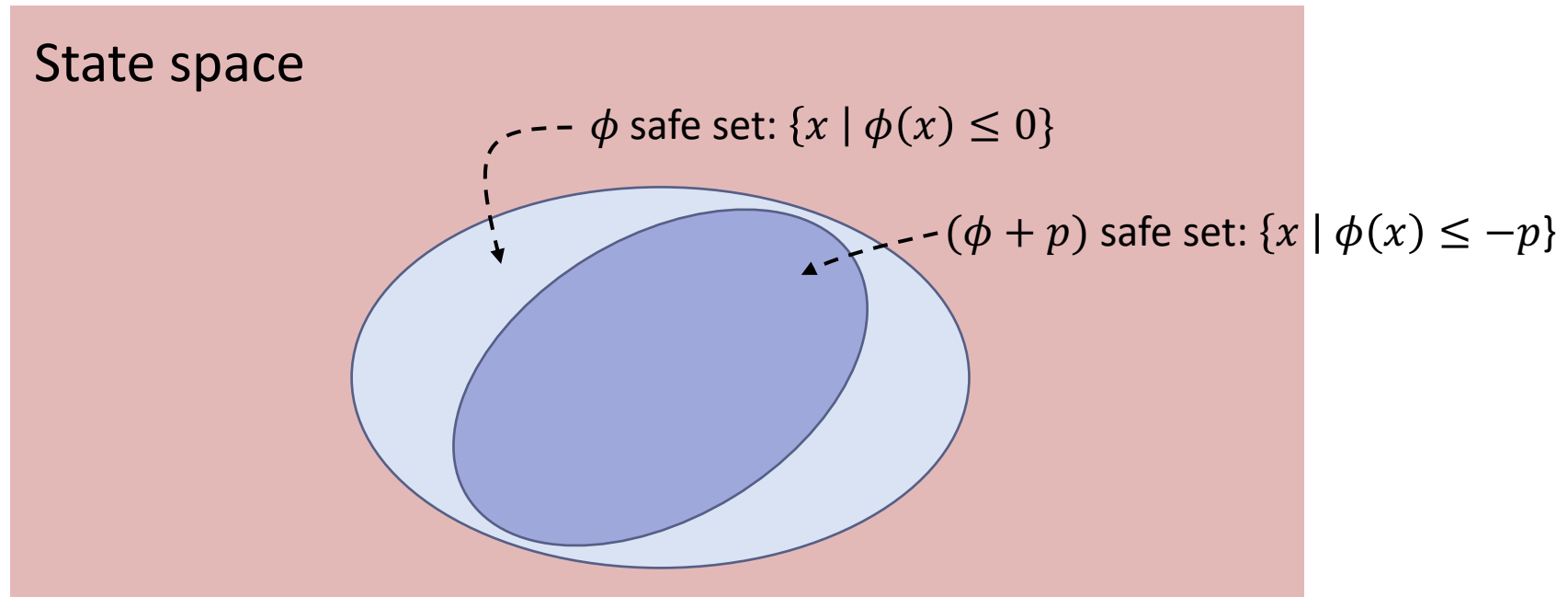


We design a neural CBF that is stricter than the limit-blind CBF



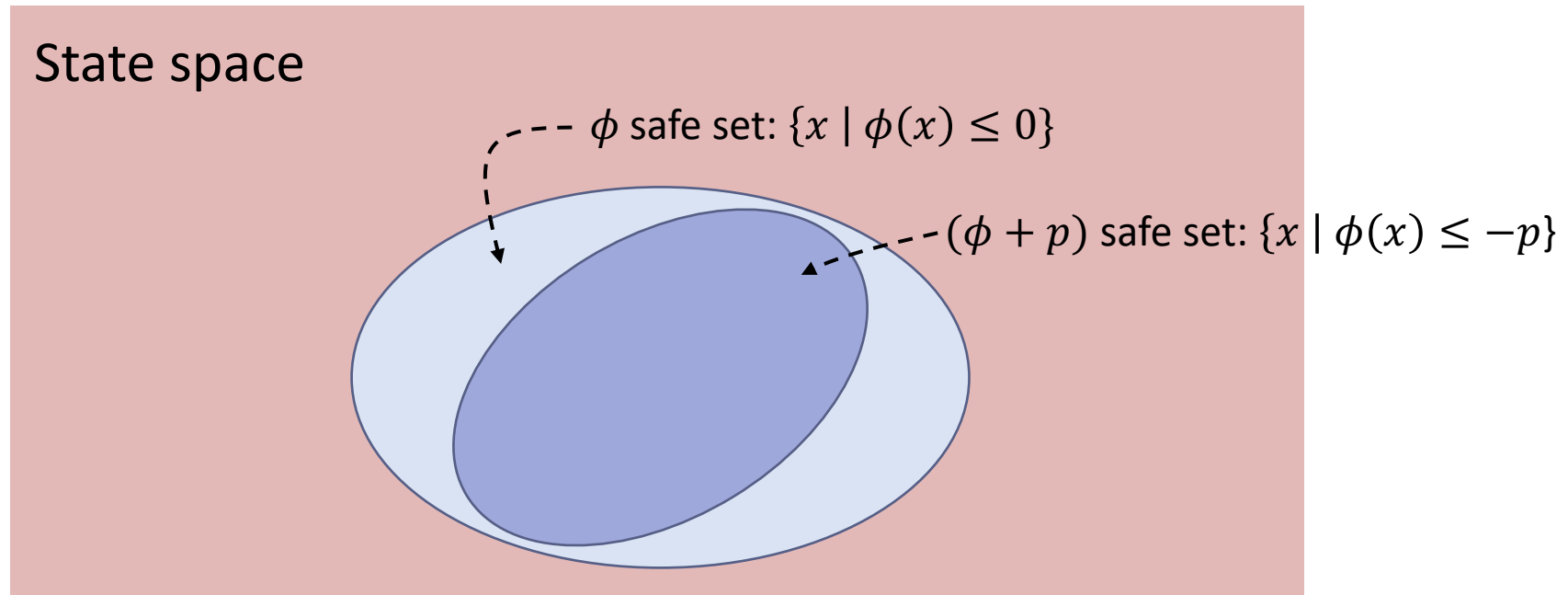
Q: how would we modify ϕ to shrink its safe set?

We design a neural CBF that is stricter than the limit-blind CBF



Q: how would we modify ϕ to shrink its safe set?
Add a positive function to ϕ .

We design a neural CBF that is stricter than the limit-blind CBF



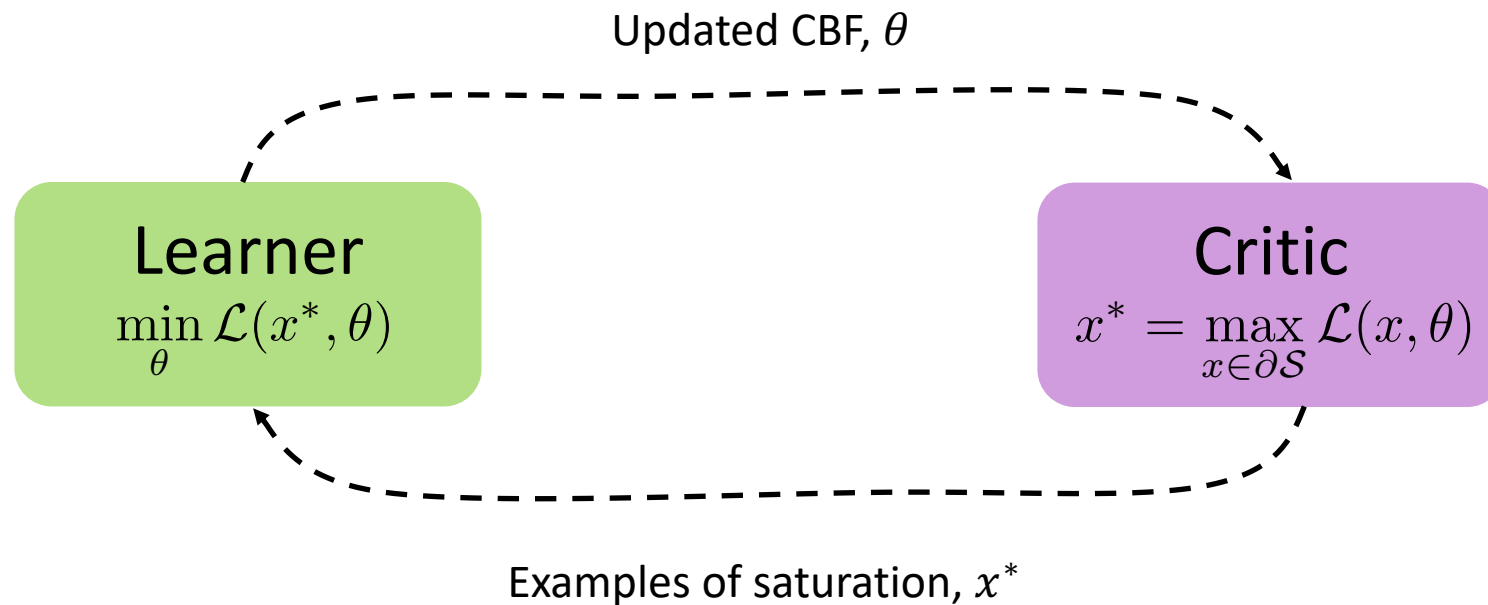
Let $\phi^* = \phi + p(nn(x))$ with $p(\cdot) : \mathbb{R} \rightarrow \mathbb{R}^+$ and $nn(\cdot)$ a feedforward NN with *tanh* activations.

p chosen depending on the type of safety specification, etc. For example, $p = softmax$.

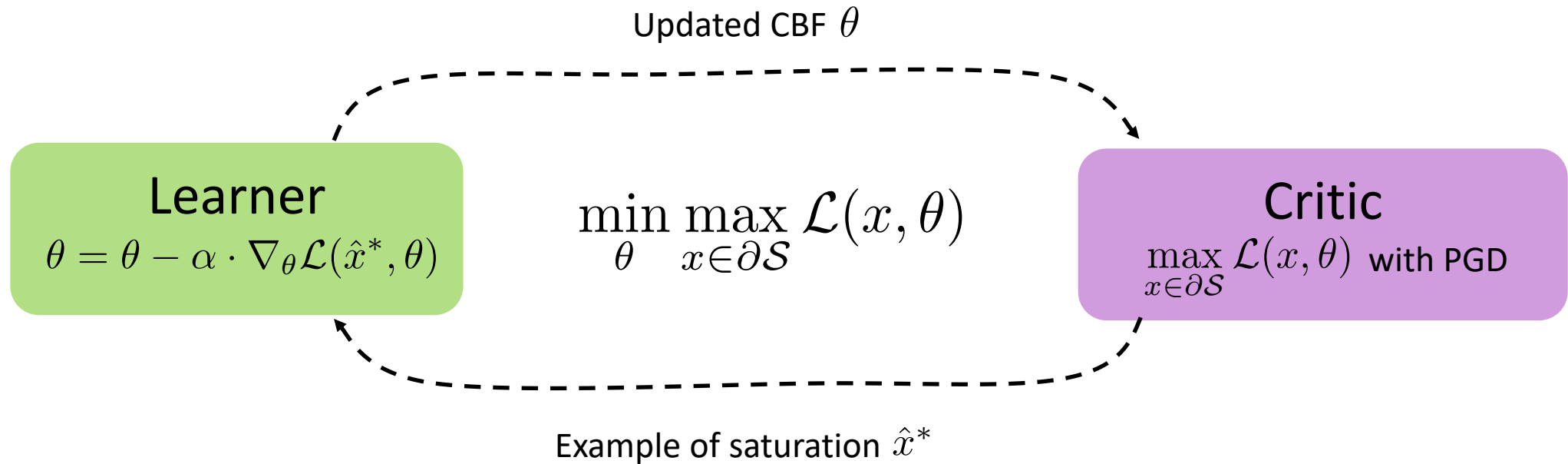
Designing an optimization algorithm

Optimize min-max using learner-critic framework

$$\min_{\theta} \max_{x \in \partial \mathcal{S}} \mathcal{L}(x, \theta)$$



Learner and critic both use gradient descent



Techniques not covered:

- Simple trick to get a differentiable objective
- Details of critic's batch optimization and learner's batch update
- “Warm-start” technique that boosts critic efficiency
- Regularization term that encourages a larger safe set

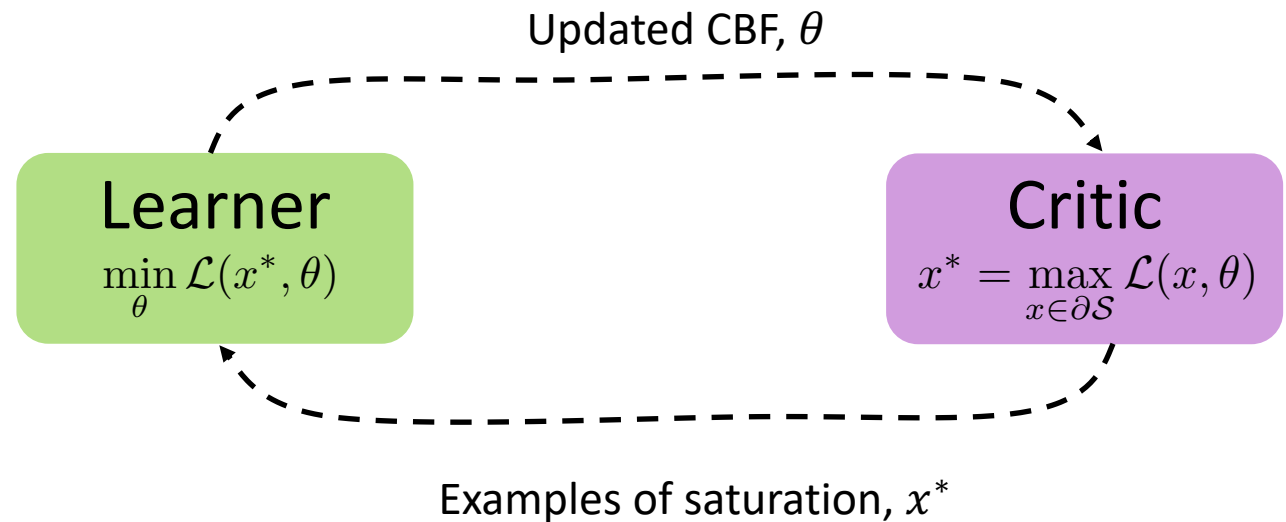
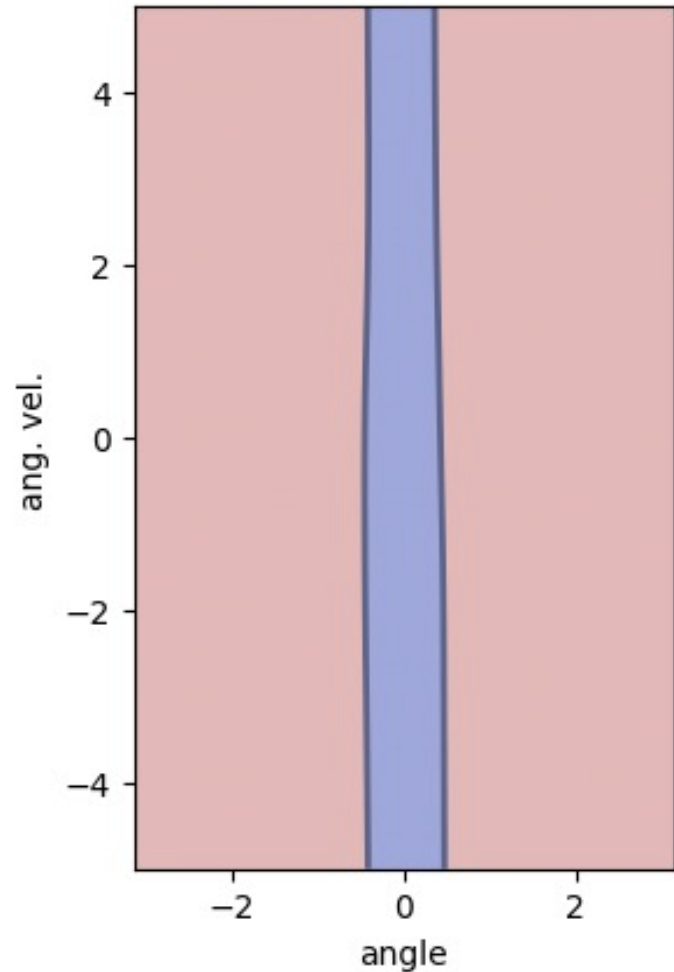
} Improves
efficiency

But feel free to ask afterwards!

Let's see some examples.

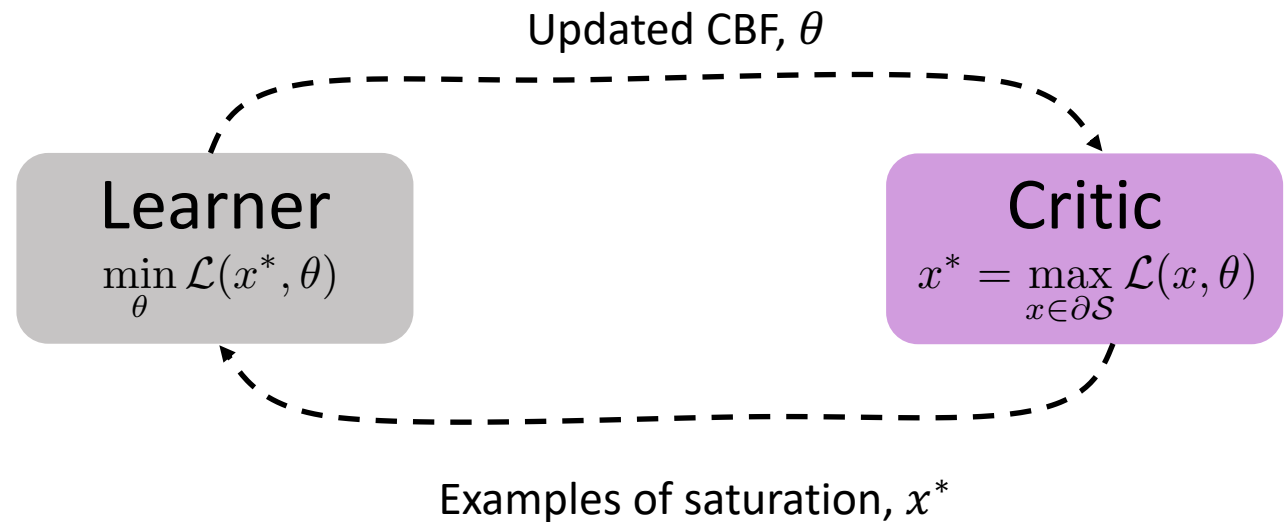
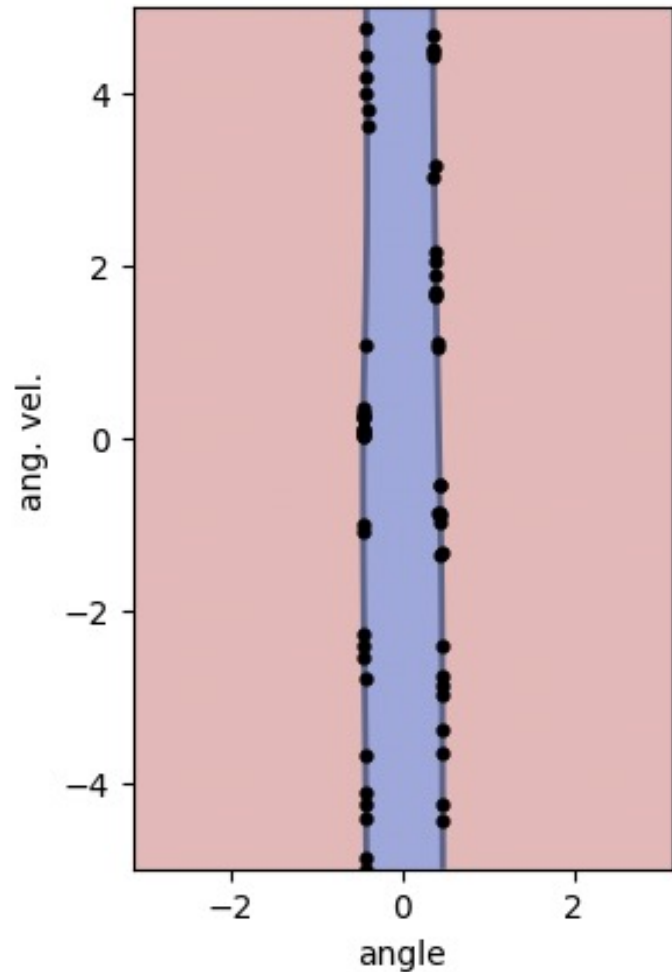
Learner-critic walkthrough for cartpole

Iteration 0



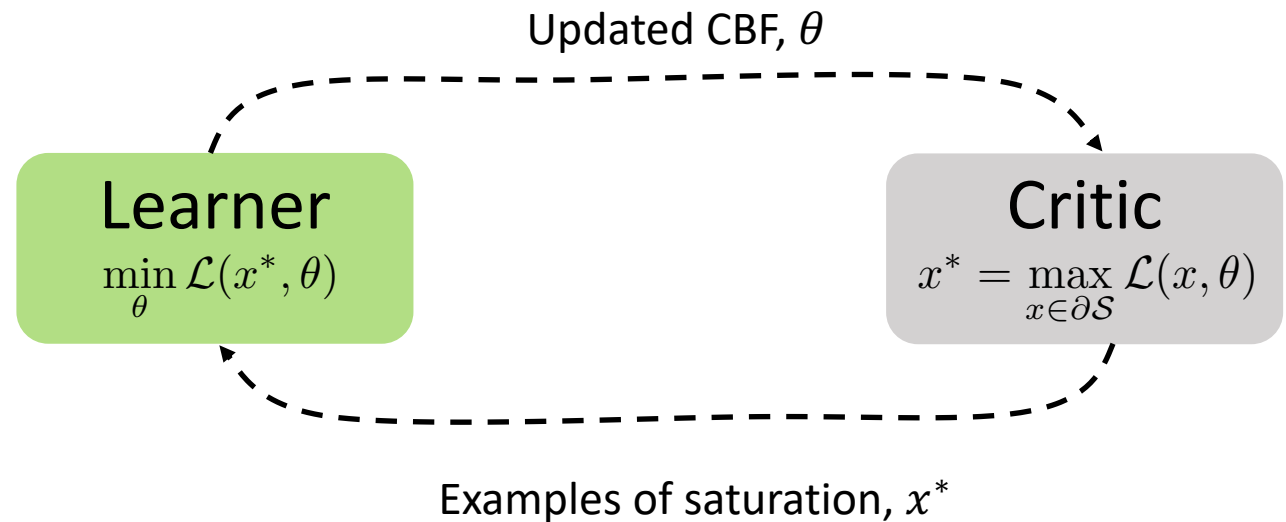
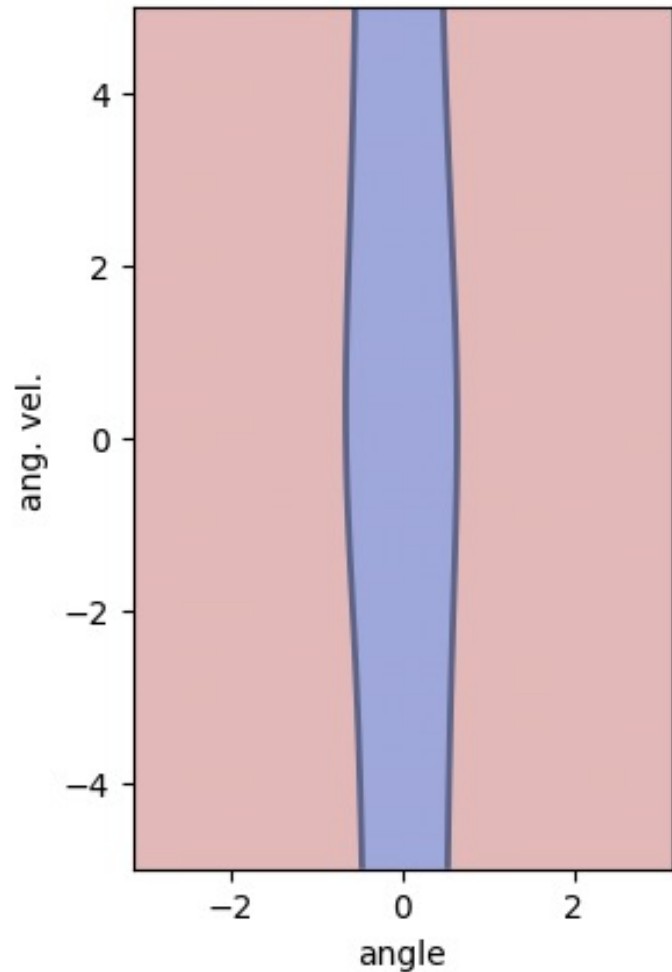
Learner-critic walkthrough for cartpole

Iteration 0, critic's turn



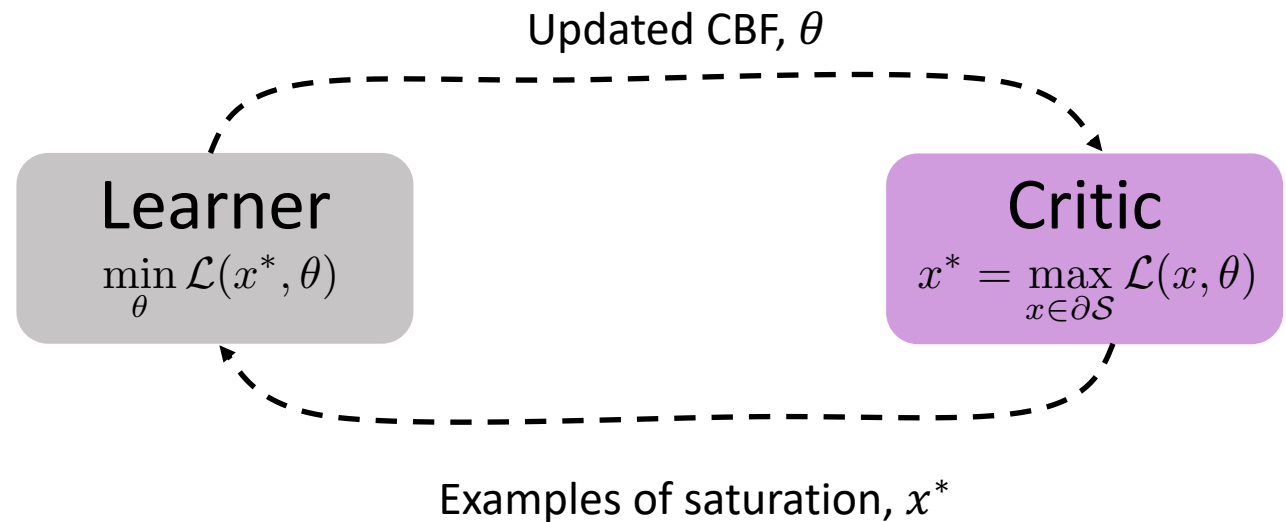
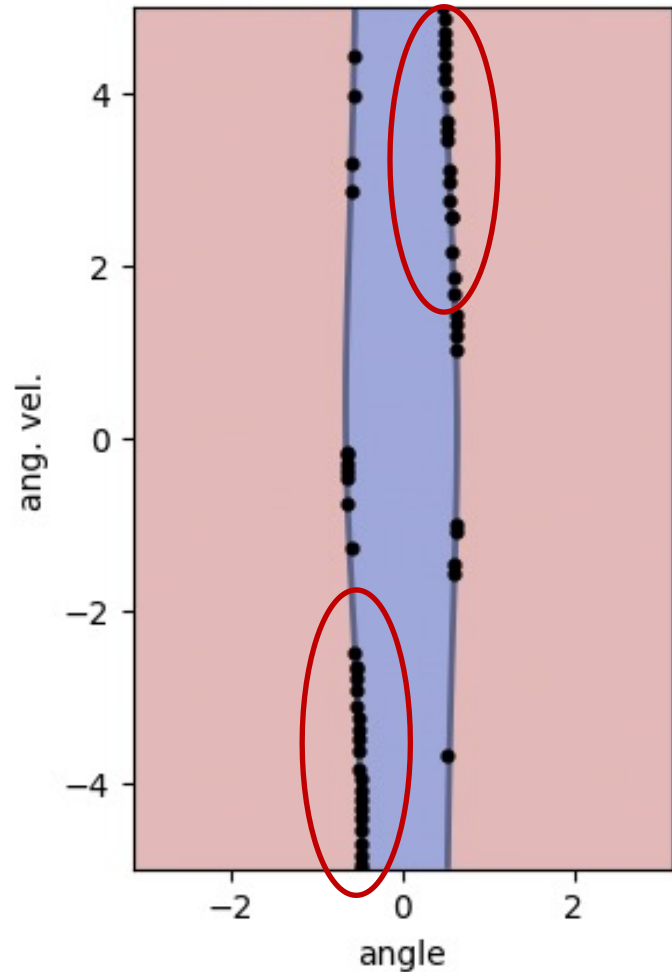
Learner-critic walkthrough for cartpole

Iteration 0, learner's turn



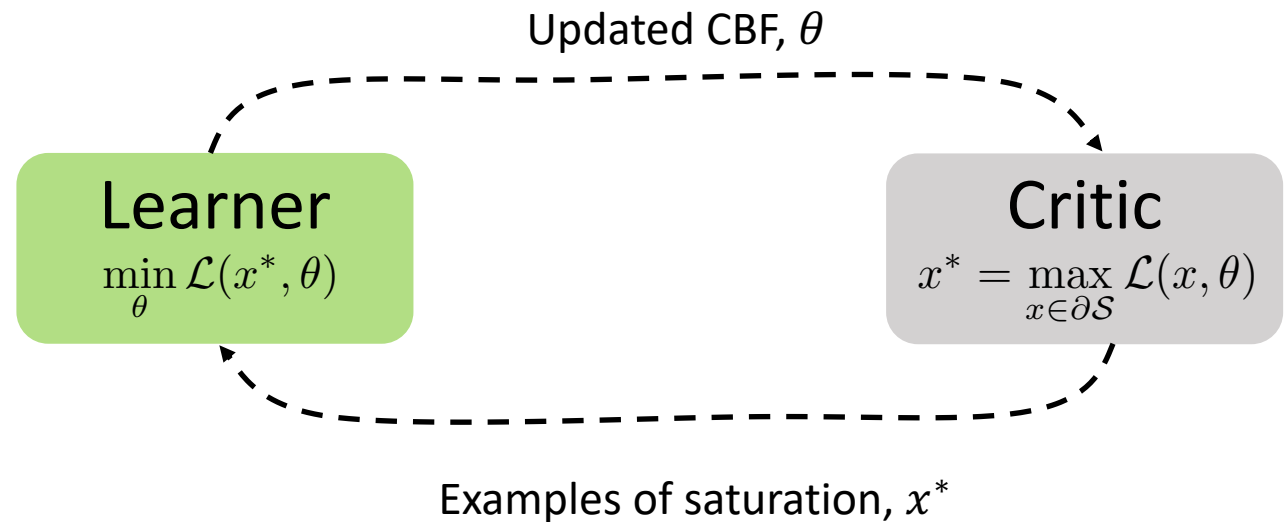
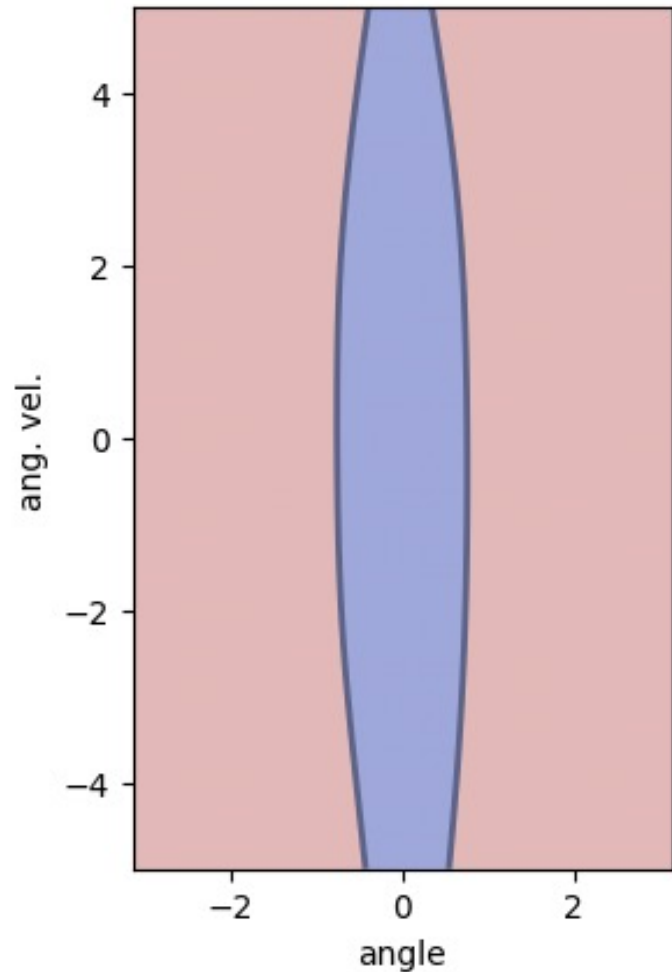
Learner-critic walkthrough for cartpole

Iteration 1, critic's turn



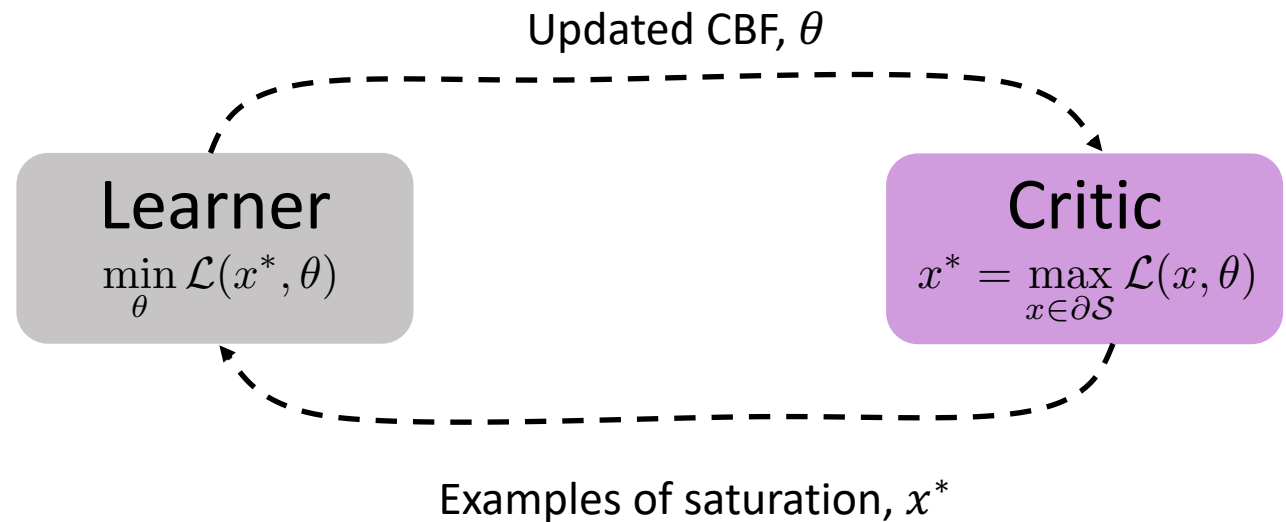
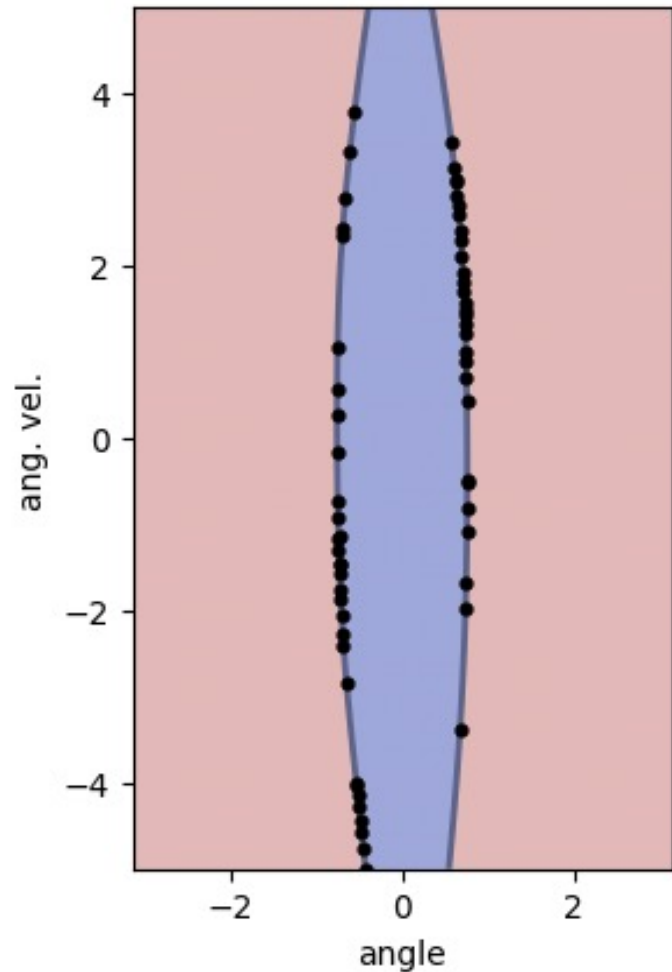
Learner-critic walkthrough for cartpole

Iteration 1, learner's turn



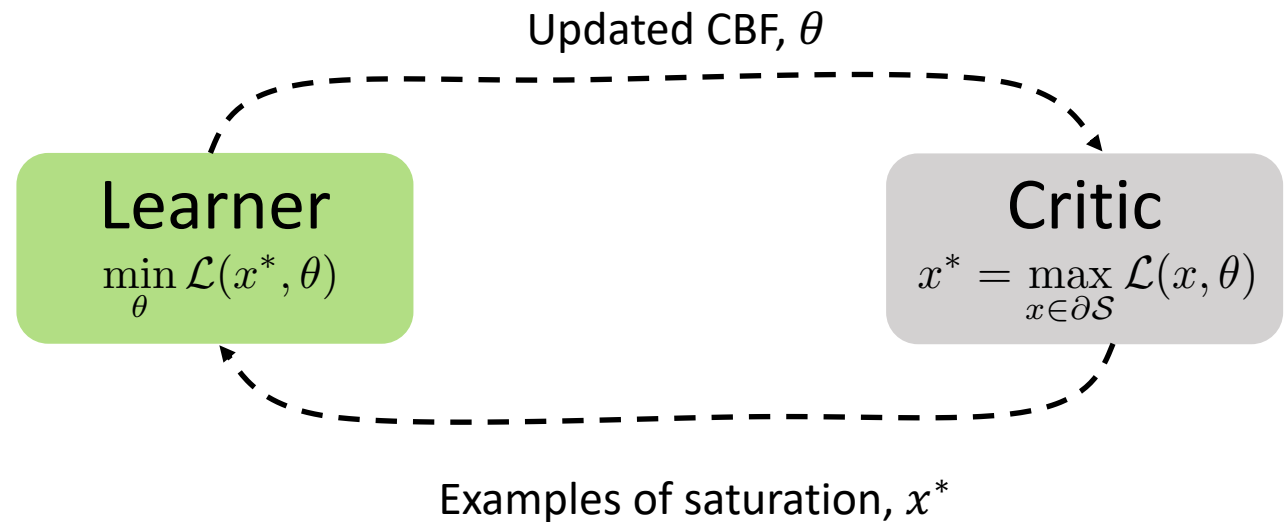
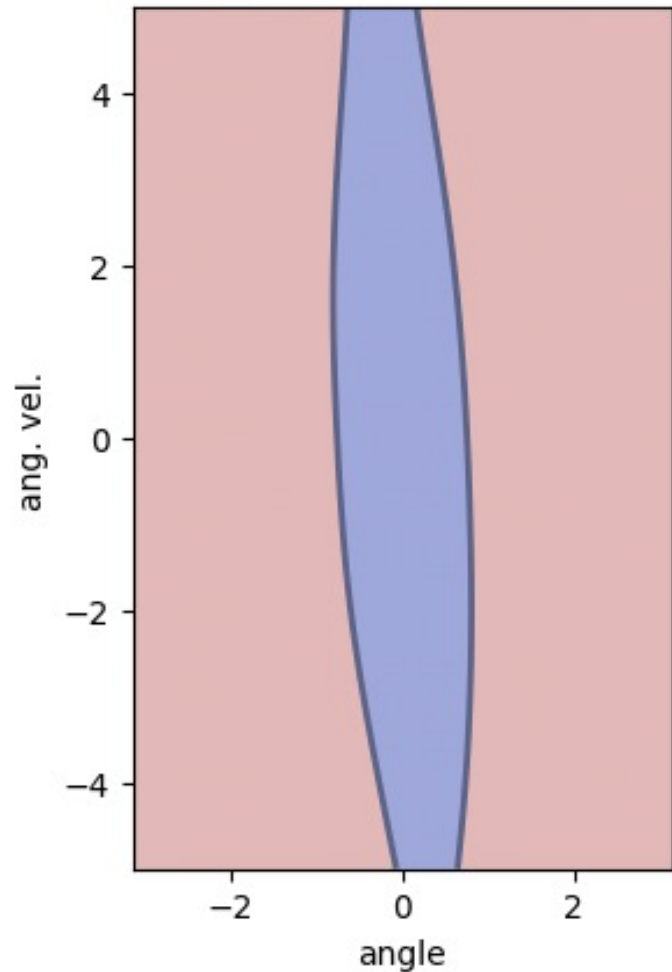
Learner-critic walkthrough for cartpole

Iteration 2, critic's turn



Learner-critic walkthrough for cartpole

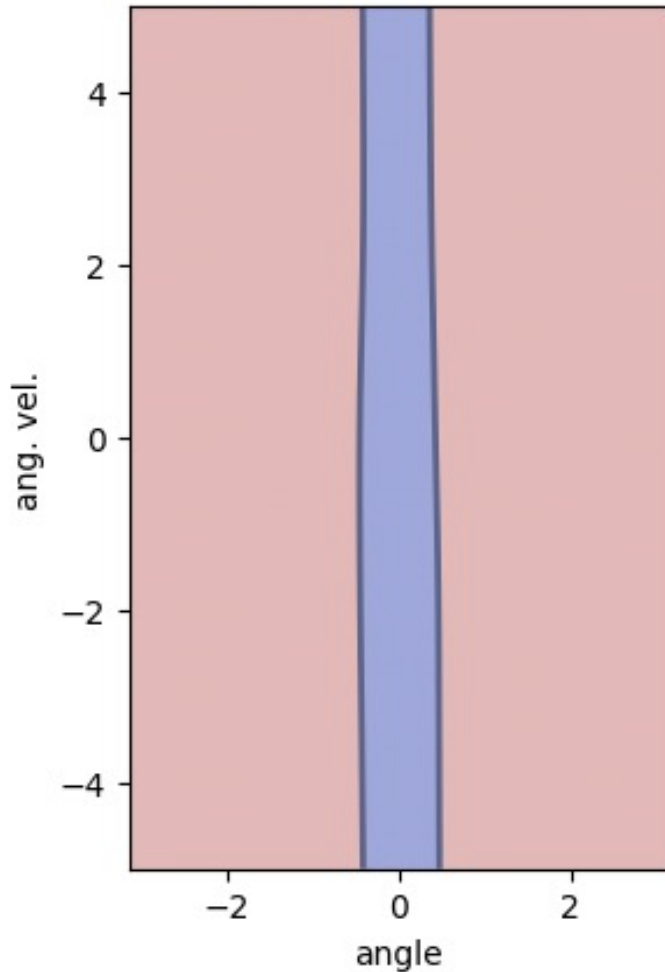
Iteration 2, learner's turn



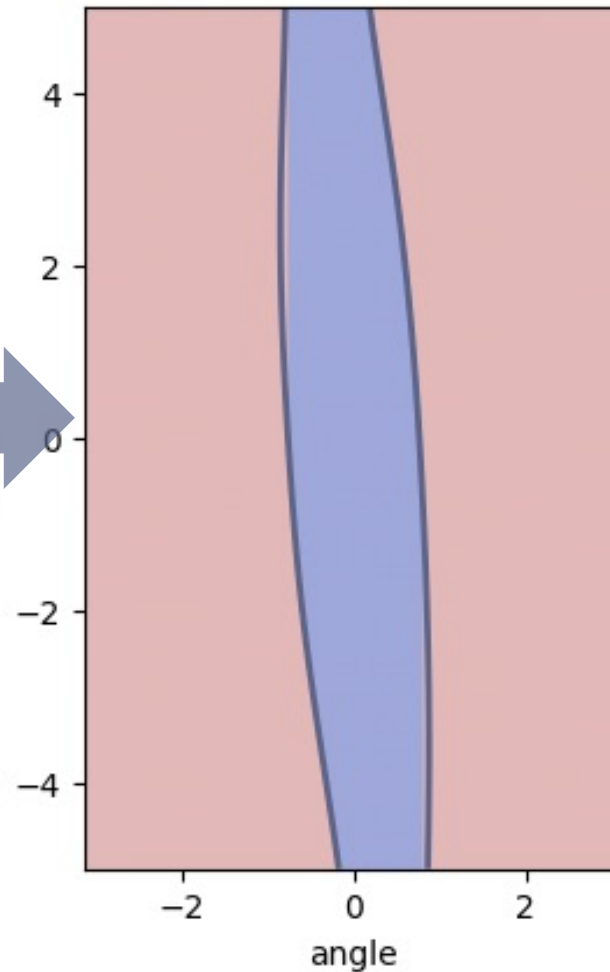
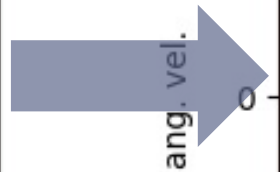
After a while...

Learner-critic walkthrough for cartpole

Iteration 0



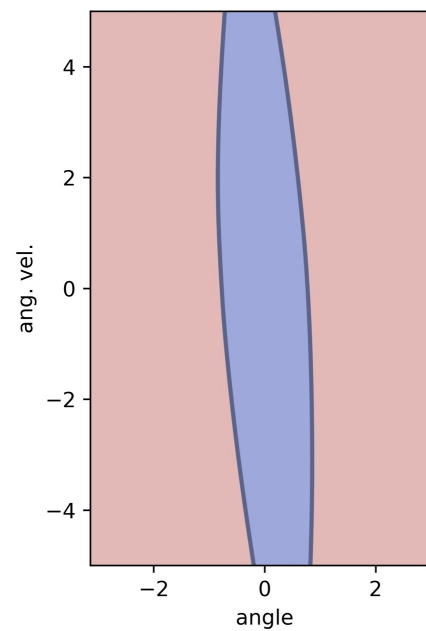
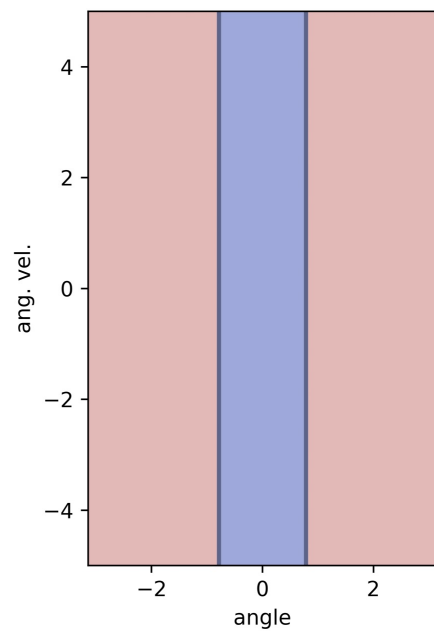
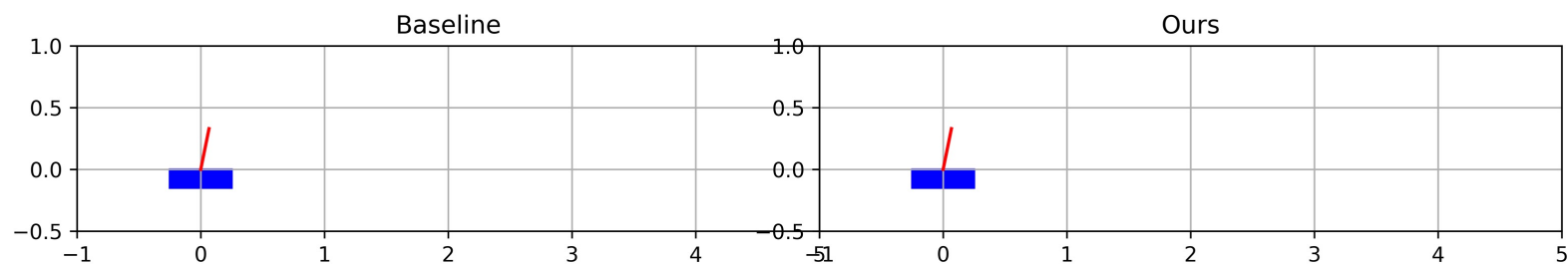
Final iteration



After:

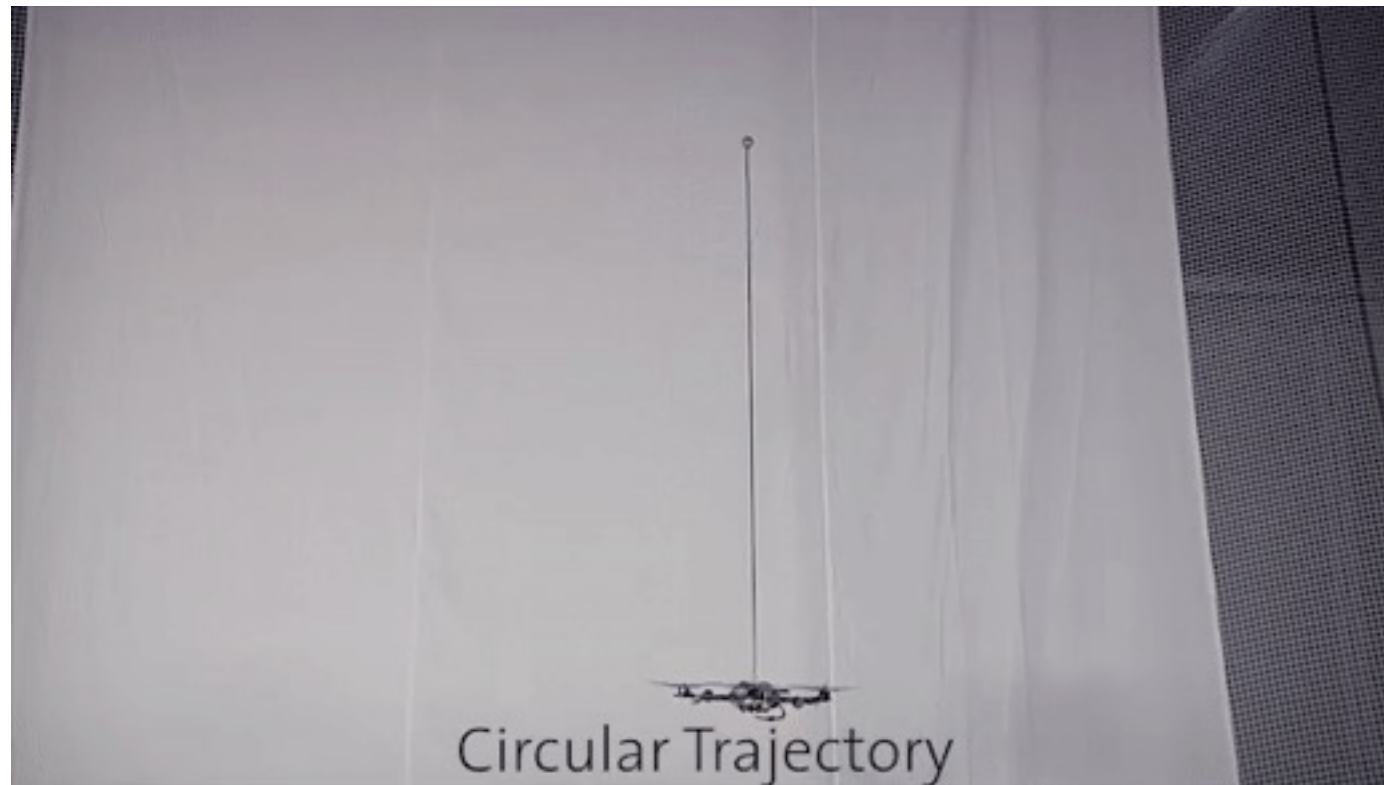
- ~200 iterations
- 15 minutes of training
- 10k cumulative counterexamples

Observing our learned safe controller in action



A harder example now.

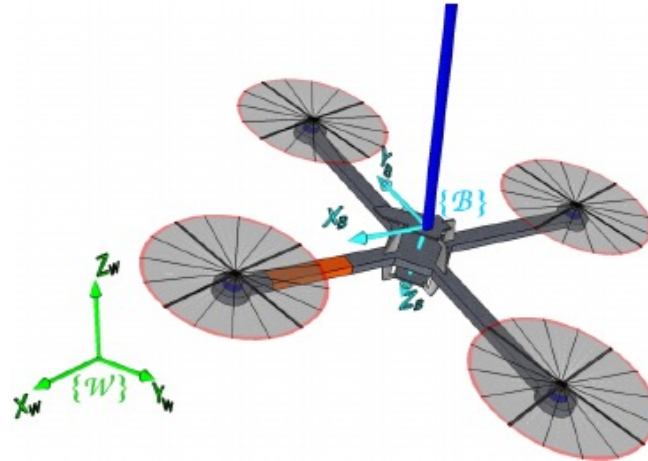
Balance pendulum on a quadcopter



*See reference 11 for video credits.

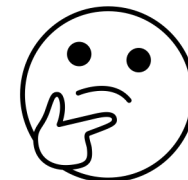
Balance pendulum on a quadcopter

Given: nonlinear, 10D state,
4D limited input system



Safety spec: keep quadcopter roll, pitch, and pendulum
angle to vertical below $\pi/4$

Q: which states do you expect the worst saturation at?

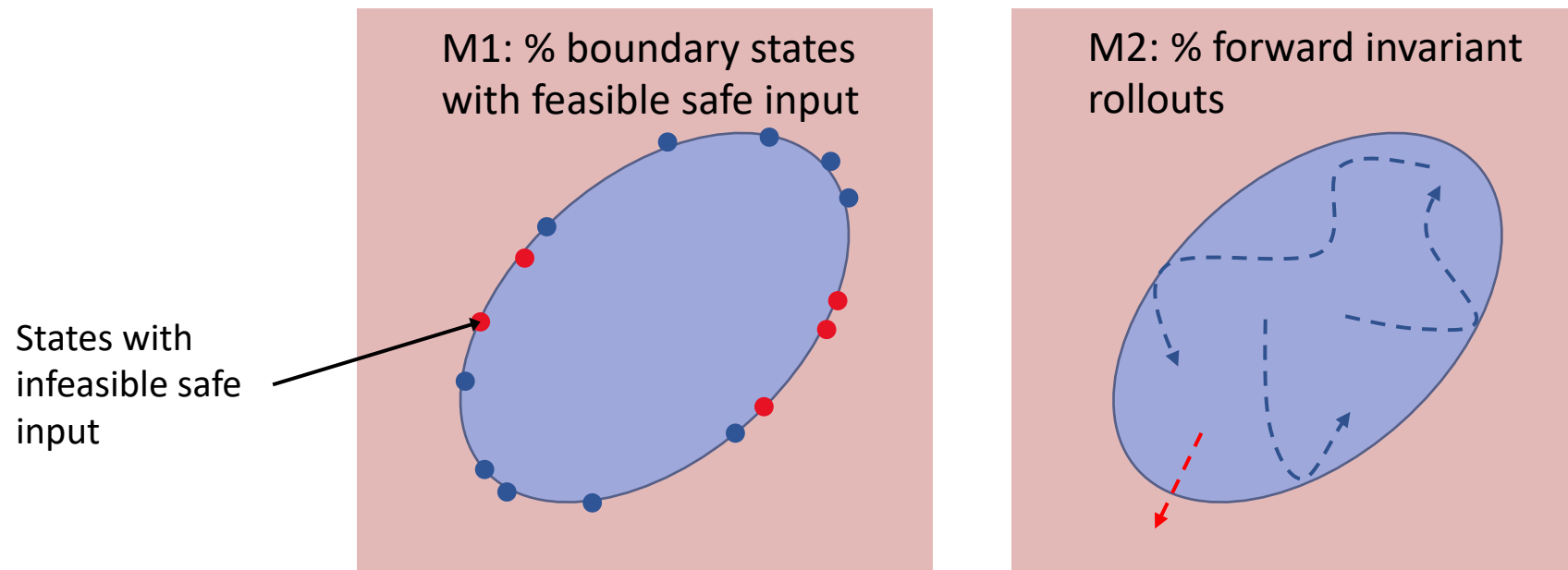


It's much harder to reason about how to shrink this safe set!

Good news – we don't have to. Just learn it.

Our method far outperforms a non-neural baseline

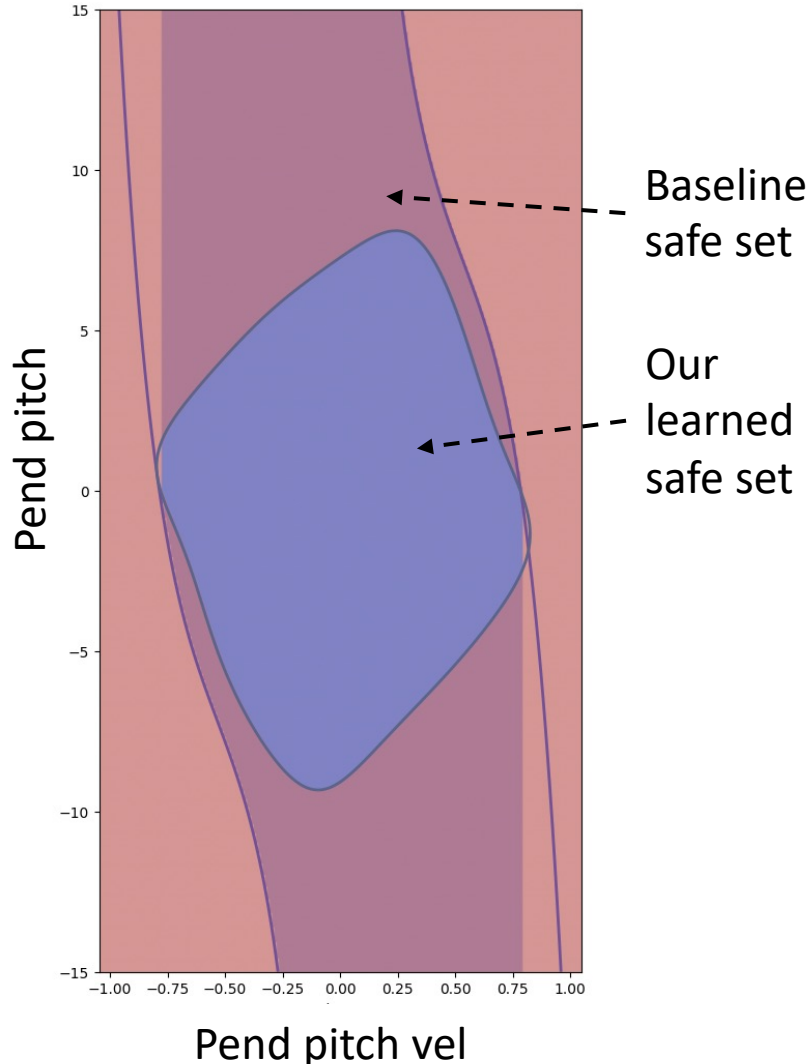
	M1	M2
Baseline (non-neural CBF)*	78.7	49.5-79.5
Ours	99.0	97.0-98.9



*See references 6, 10.

Why does our method outperform?

Safe set diagram



- Our CBF learned that pendulum pitch and pitch velocity must be bounded
- That requires terms of the form β^2 and $\dot{\beta}^2$ in the CBF (safe set then requires $\beta^2 < 0$ and $\dot{\beta}^2 < 0$)

$$\phi_{baseline} = (\beta)^{2 \cdot a_1} - (\pi/4)^{2 \cdot a_1} + a_2 + a_3 \beta \dot{\beta}$$

where a_1, a_2, a_3 are tuned parameters

No $\dot{\beta}^2$ term:
wrong function
form!

$$\phi_{ours} = \beta^2 - (\pi/4)^2 + p(nn(\beta)) + k\beta\dot{\beta}$$

where $nn(\cdot)$ and k have been learned using learner-critic

NN can learn a
 $\dot{\beta}^2$ term

Limitations + future work

- Learning required a state transformation first
 - Maybe unnecessary with sinusoidal NN?
- Assumed known, deterministic dynamics
 - Extend to learning *robust* non-saturating CBF?

Final recap

- CBF are hard to synthesize under input limits
- Neural CBF representation + efficient training algorithm = generic, scalable, automatic synthesis
- Addressing this problem makes CBFs more practically useful!

Acknowledgments

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Questions?

References

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