

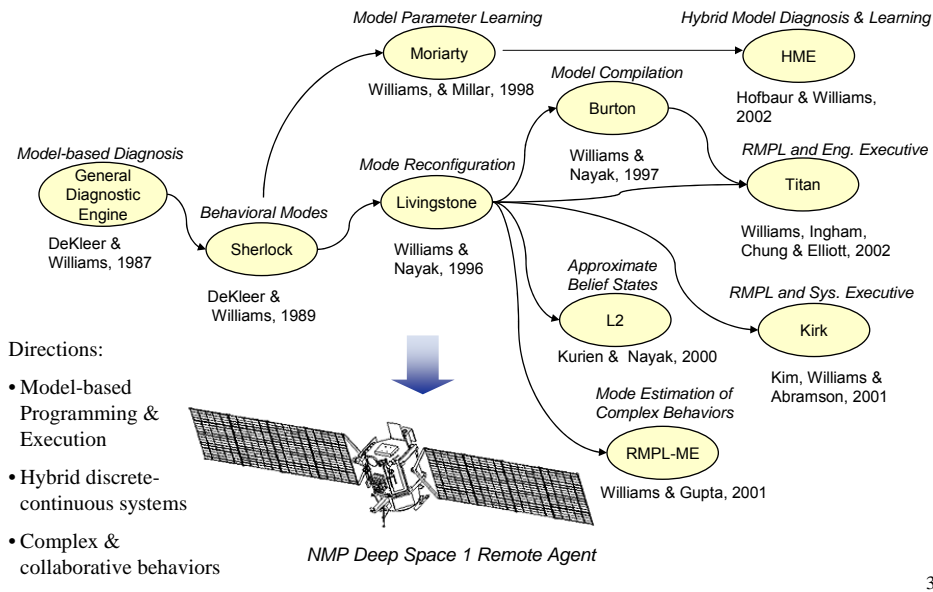
Advanced Methods in Model-based Autonomy

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Outline

- Introduction & Overview
- Model-based Programming
- Execution of Model-based Programs
- Fundamentals of Model-based Reasoning
- Modeling via State Analysis
- **Advanced Methods**
 - Timed Model-based Programming
 - Hybrid Model-based Programming
 - Model-based Temporal Planning
 - Integration of Activity Planning and Path Planning
 - Verification of Model-based Programs
- Conclusion

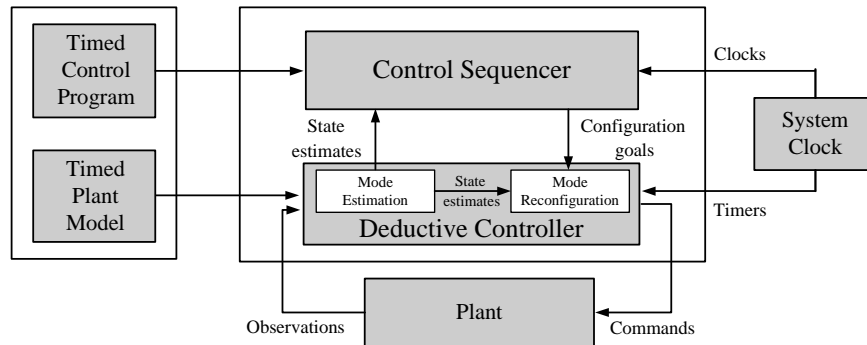
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- State-based Specifications
 - StateCharts (Harel, '87)
 - Timed StateCharts (Kesten & Pnueli, '92)
- Synchronous Programming
 - Esterel (Berry & Gonthier, '92)
 - Lustre (Halbwachs, '93)
- Constraint Programming
 - TCC (Saraswat, Jagadeesan & Gupta, '94)
- Robotic Execution
 - RAPs (Firby, '89)
 - ESL (Gat, '96)
 - TDL (Simmons, '98)
- Timed Formal Modeling
 - Timed Transition Systems (Henzinger, Manna, & Pnueli, '92)
 - Timed Automata (Alur & Dill, '94)
- Model-based Execution
 - GDE, Sherlock (deKleer & Williams, '87-'89)
 - Livingstone (Williams & Nayak, '96-'97)
 - Livingstone2 (Kurien & Nayak, '00)
- Model-based Programming
 - RBurton (Williams & Gupta, '99)
 - Titan (Williams, Ingham, Chung & Elliott, '03)
- Mission Data System
 - MDS (Dvorak, Rasmussen, et al., '00)

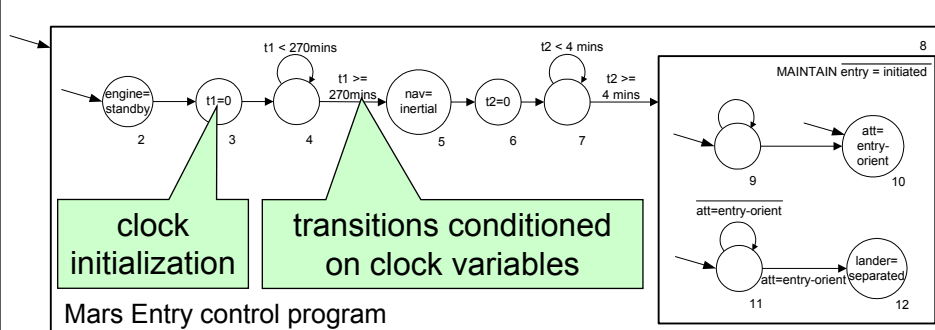
Timed Model-based Program

Timed Model-based Executive



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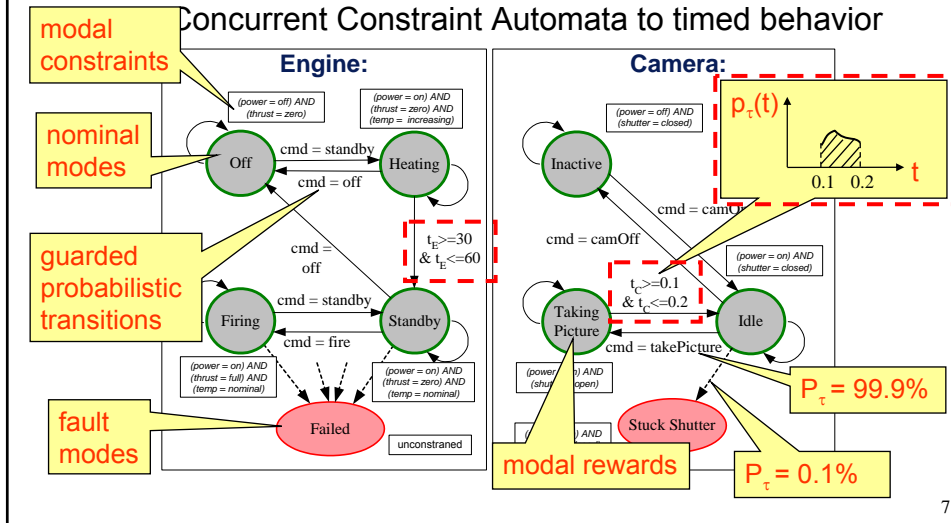
- Graphical specification language for control programs, in spirit of Timed StateCharts
- Extend Hierarchical Constraint Automata to timed behavior



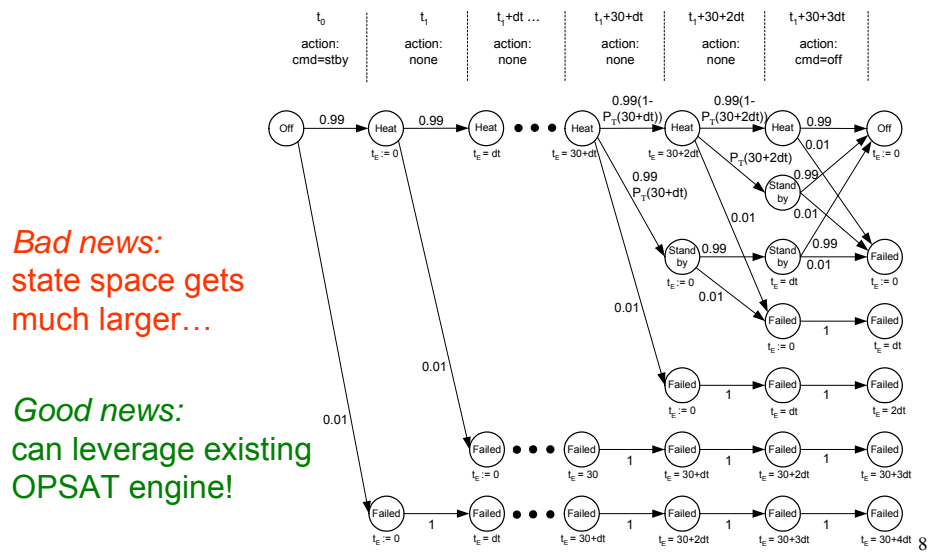
- clocks provide timing mechanism
- conditioned on time & state constraints

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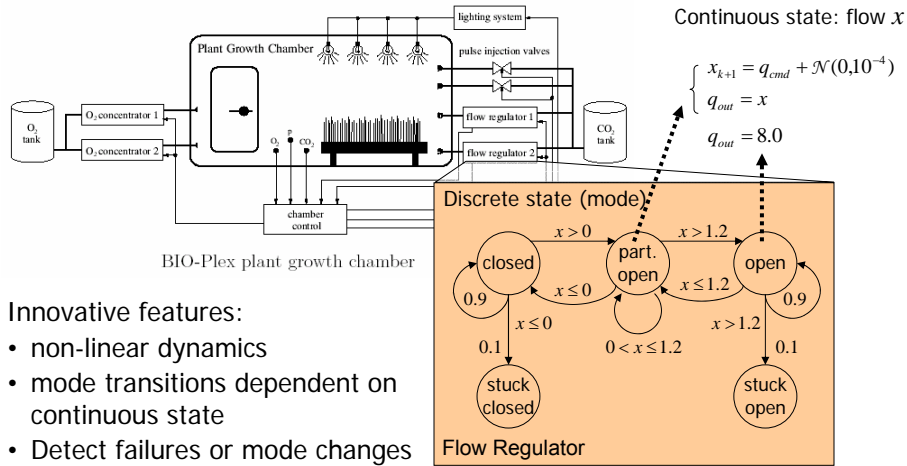
- Variant of *Factored POSMDP* (state not directly observable, next state depends on current state & *time spent in state*)



- For physical plants modeled as TCCA (POSMDP):



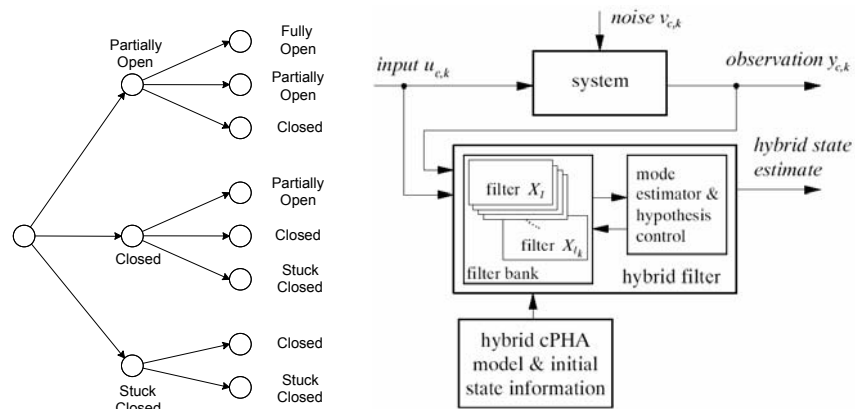
- Model the system as a network of Probabilistic Hybrid Automata
- Frame fault diagnosis as state estimation in this model

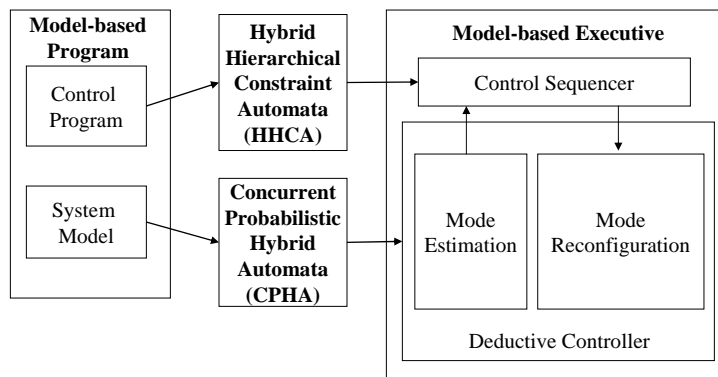
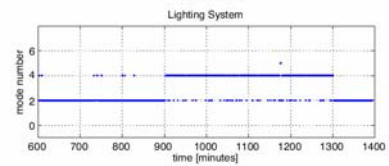
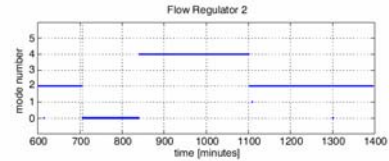
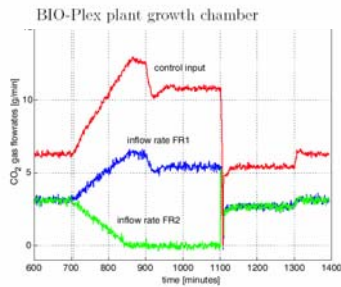
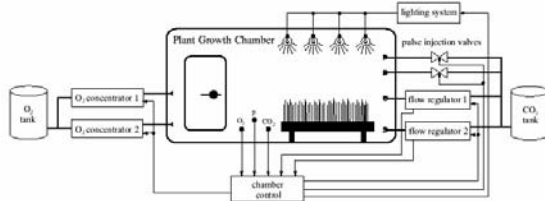


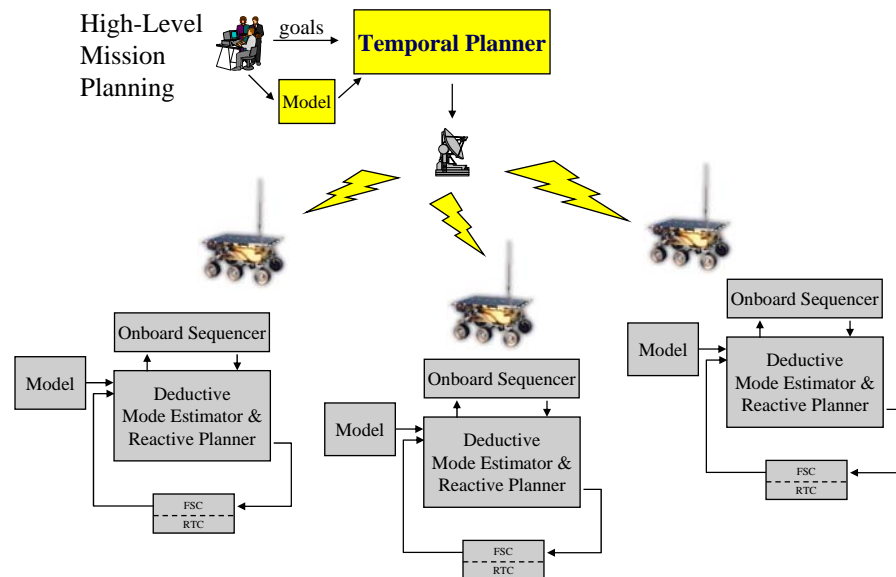
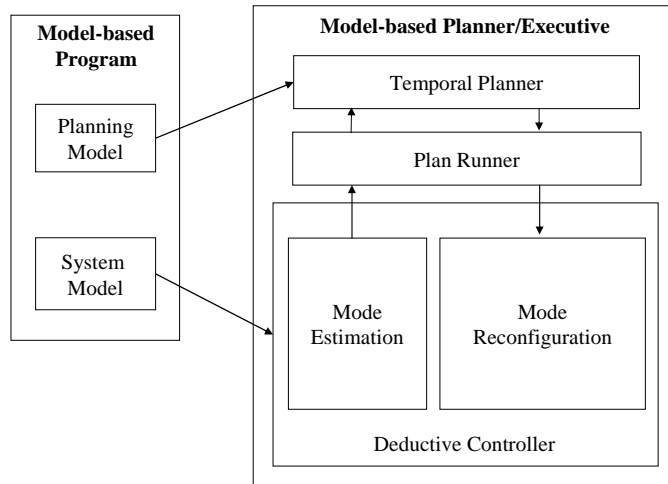
Innovative features:

- non-linear dynamics
- mode transitions dependent on continuous state
- Detect failures or mode changes from **subtle symptoms**

- Track a set of mode sequences with a bank of Kalman Filters





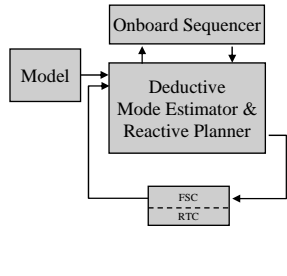


High-Level Mission Planning



goals

Temporal Planner



Reactive, Temporal Planner:

- Fast planning performed as graph search
- Encoding of non-deterministic choice
- Conditional planning via encoding of pre/post conditions and maintenance conditions.

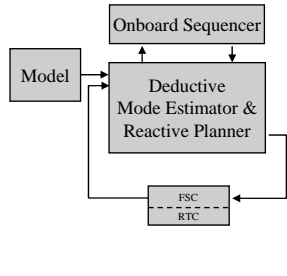


High-Level Mission Planning



goals

Temporal Planner

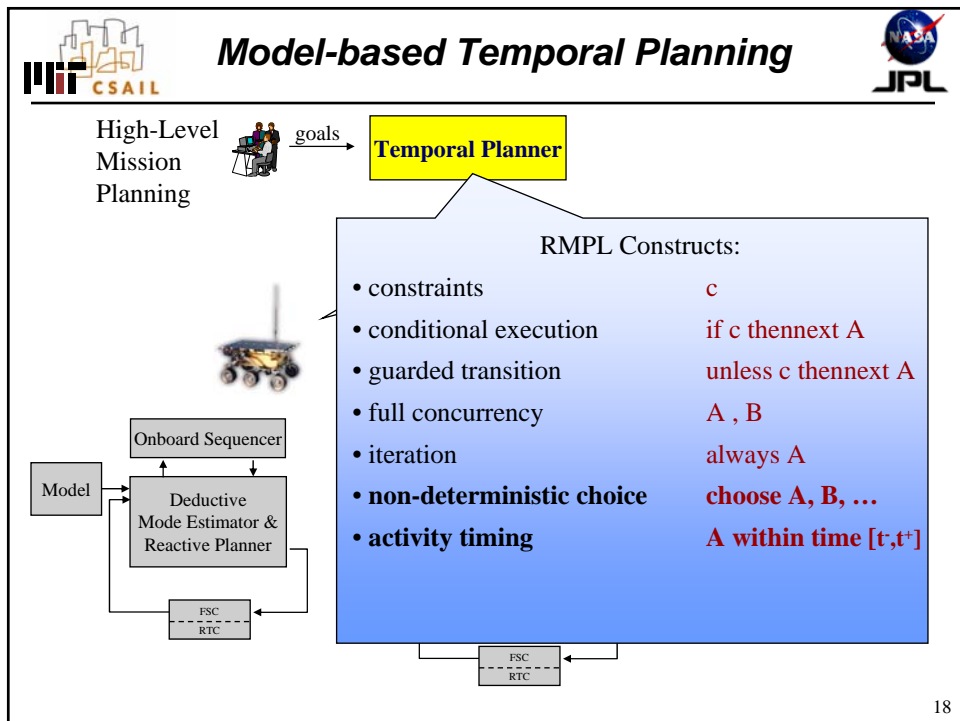
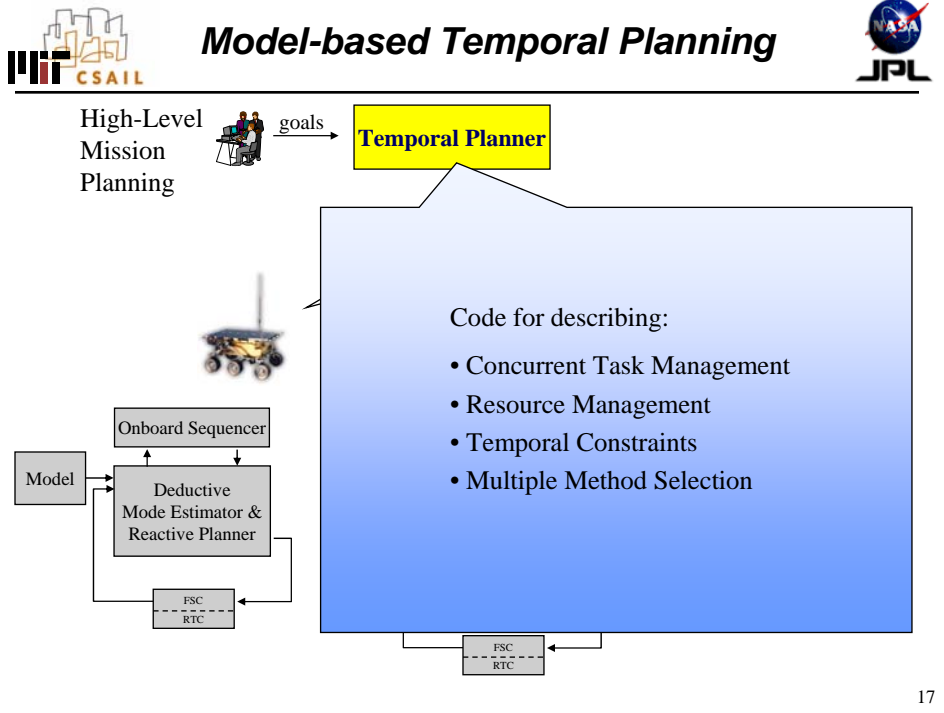


Input: Planning models specified as RMPL models

Processing: Transforms RMPL models into intermediate HCA representation, then from HCA to Temporal Plan Network (TPN) representation.

Output: Temporally-constrained network of events



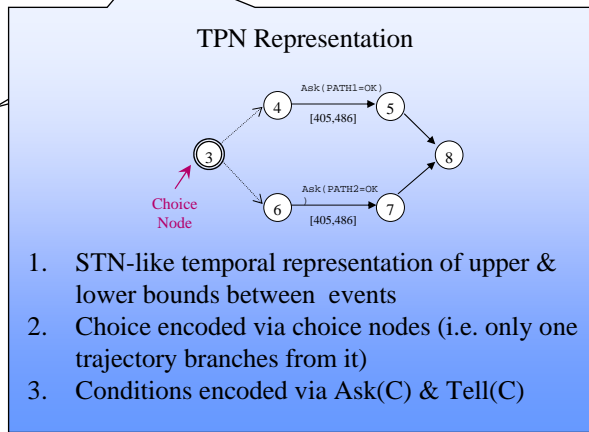
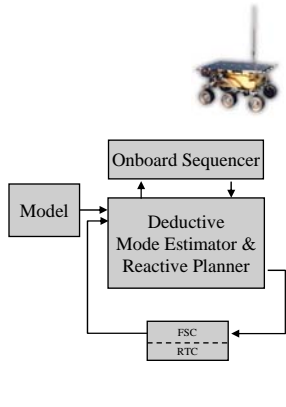


High-Level Mission Planning



goals

Temporal Planner



1. STN-like temporal representation of upper & lower bounds between events
2. Choice encoded via choice nodes (i.e. only one trajectory branches from it)
3. Conditions encoded via Ask(C) & Tell(C)

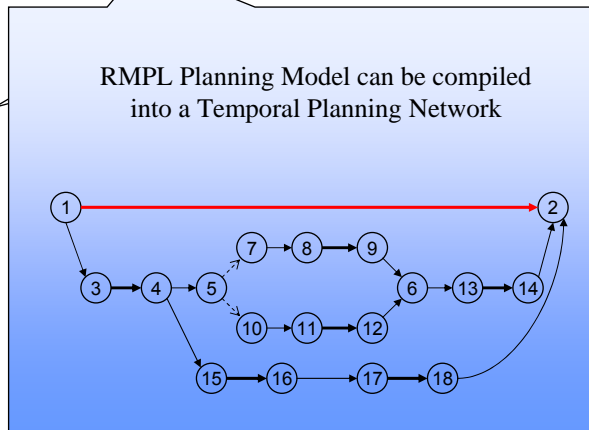
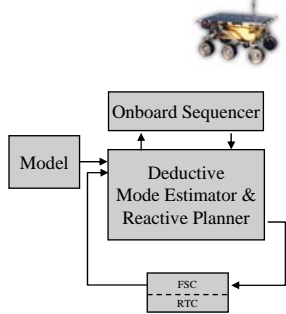


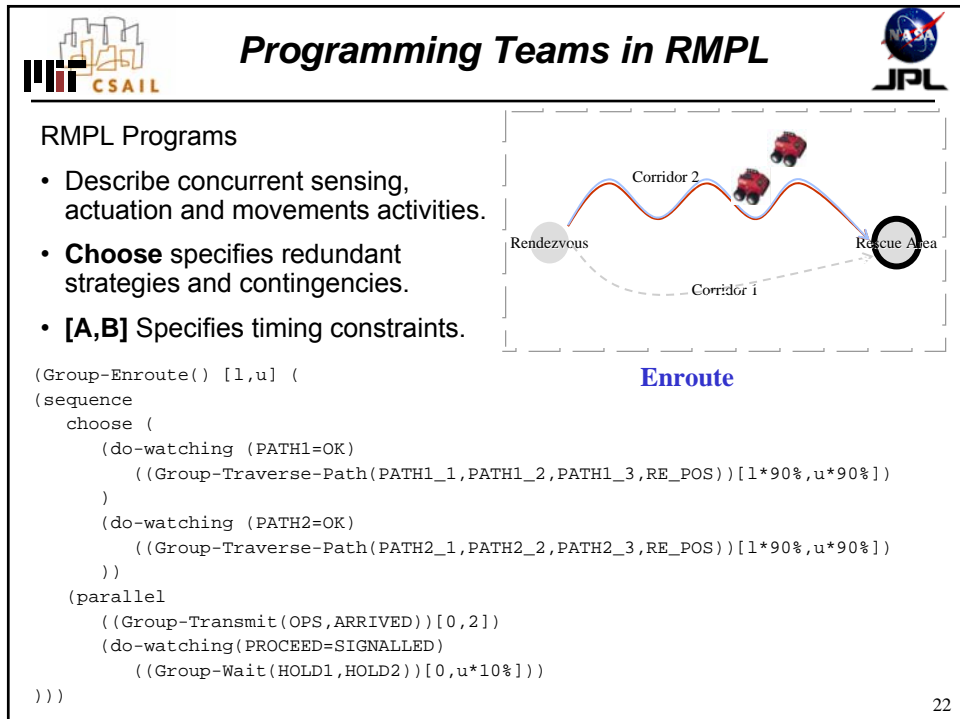
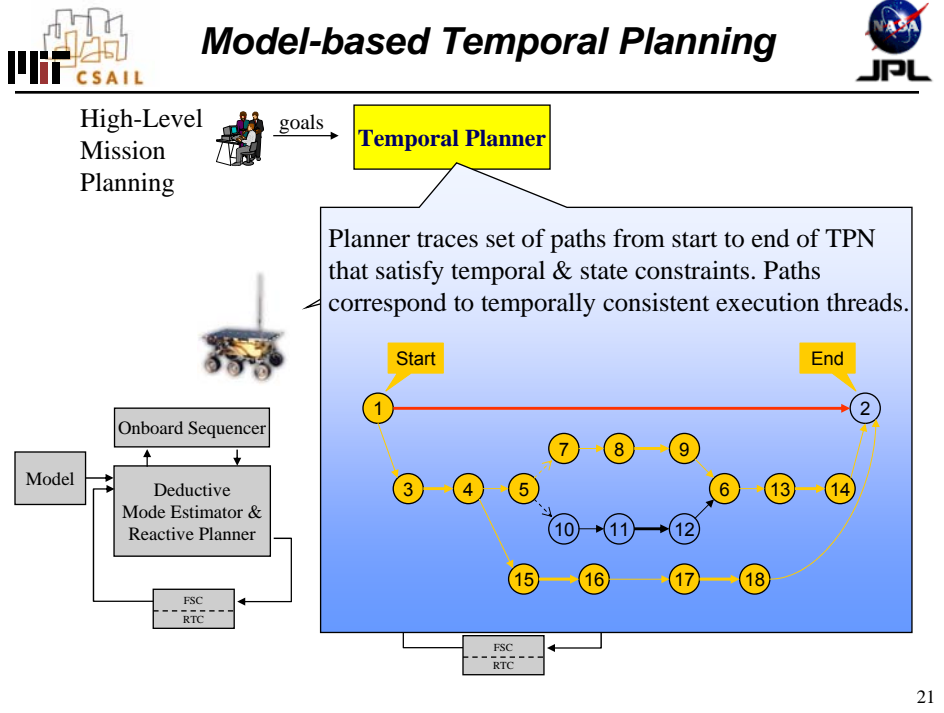
High-Level Mission Planning



goals

Temporal Planner



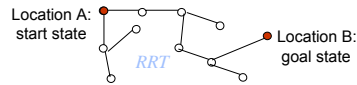


Integrated Activity Planning & Path Planning:

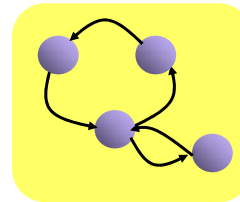
- Search a temporal plan network in best-first order
- Dynamically compute collision-free paths for those plan activities that require moving between locations and the estimated cost of flying along this path
- Continuously interleave activity and path planning to pursue the most promising plan.

Path Planning Method 1:

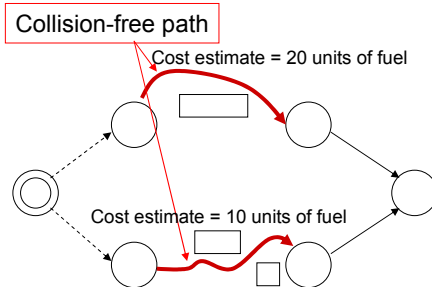
Explore state space using Rapidly-exploring Random Trees (RRTs)



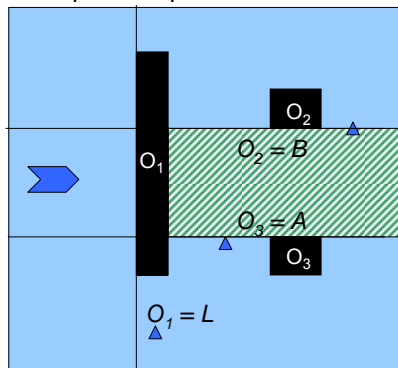
Maneuver Automaton: Describes a set of agile maneuvers with respect to the vehicle's dynamics



Path Planning Method 2: Clausal Linear Programming



A simple example:



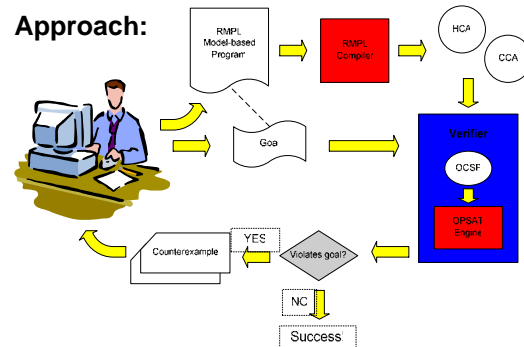
- Mathematically solving the problem of vehicle control normally involves straightforward Linear Programming
- But the addition of obstacle avoidance introduces an **Integer Programming** element
- This makes the problem difficult to solve "online": fast enough for actual vehicles in motion
- To resolve this we transform obstacle and collision avoidance into a **Constraint Satisfaction Problem**: For each obstacle, the domain is split into four regions (above, below, left, right), one of which is selected
- Integrating the selection of domains with the standard vehicle control leads to an algorithm that can be used as a **Hybrid CSP/LP Solver**

- $s_{i+1} = A s_i + B u_i$ State Evolution Equation
- $s_{ij} \leq w_{ij}$, etc. State Space Constraints
- $x_i \geq x_{\min} \vee x_i \leq x_{\max} \vee y_i \geq y_{\min} \vee y_i \leq y_{\max}$ Obstacle Avoidance (for all time i)
- Similar equation for Collision Avoidance (for all pairs of vehicles)

Motivation:

- Want robust autonomous systems.
- Extend traditional scenario-based testing to verification and validation (V&V).

Approach:



Goals:

- Verify RMPL model-based programs (control program + plant model) against goal specification.
e.g., $((\text{EngineA} = \text{Firing}) \text{ OR } (\text{EngineB} = \text{Firing}))$ for OrbitInsert()
- Extract probabilistic information about program's possible executions.

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- Conclusion!

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