

# Revisiting Box-RRT algorithm with DynIBEX

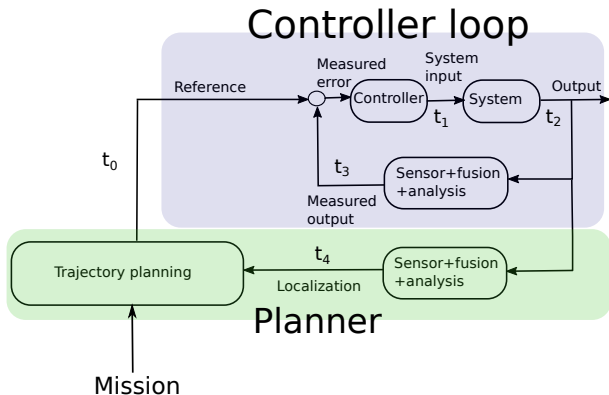
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joint work with Julien Alexandre dit Sandretto and Olivier Mullier, François Pessaux  
U2IS, ENSTA ParisTech, Palaiseau, France

DGA MRIS meeting  
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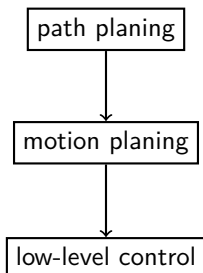
# Introduction

## Autonomous vehicle



**Goal of the project** try to understand main pieces of the system to validate their behavior and the behavior of the overall system.

# A hierarchical control



- ▶ **Path planing** generates a set of way points (does not take into account the dynamics of the vehicle) from a map (totally or partially) known, take into account obstacles (static)
- ▶ **Motion planing** generates a set of trajectories feasible for the dynamics considered and take into account obstacles (static and dynamic)
- ▶ **Low-level controller** tries to follow the (discretized) trajectory w.r.t. the dynamic of the vehicle

# This talk

We focus on **trajectory planing algorithms** taking into account

- ▶ A model of the vehicle
- ▶ A model of a map with obstacles (static)
- ▶ Bounded uncertain information on the position/orientation, etc.

This work is based on

*Reliable robust path planning*. Romain Pepy, Michel Kieffer, Eric Walter. Journal Applied Mathematical Computing. 2009.

More precisely, we implement the **BoxRRT algorithm** with **DynIBEX**.

# DynIBEX in few words

A library combining of **CSP solver** (IBEX<sup>1</sup>) with **validated numerical integration methods** à la Runge-Kutta.

## What can we simulate?

Our main tool for set-based simulation of dynamical systems

- ▶ Ordinary differential equations (ODE)
- ▶ Algebraic-differential equations (DAE) of index-1

$$S \equiv \left\{ \begin{array}{l} \dot{\mathbf{y}} = F(t, \mathbf{y}, \mathbf{x}, \mathbf{p}, \mathbf{u}) \\ 0 = G(t, \mathbf{y}, \mathbf{x}, \mathbf{p}, \mathbf{u}) \\ 0 = H(t, \mathbf{y}, \mathbf{p}, \mathbf{u}) \\ \mathbf{y}(0) \in \mathcal{Y}_0, \mathbf{x}(0) \in \mathcal{X}_0, \mathbf{p} \in \mathcal{P}, \mathbf{u} \in \mathcal{U}, t \in [0, t_{\text{end}}] . \end{array} \right.$$

**How checking temporal properties on  $S$ ?**

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<sup>1</sup>Gilles Chabert (EMN) et al. <http://www.ibex-lib.org>

# Quantified Constraint Satisfaction Differential Problems

## QCSDP

Let  $S$  be a differential system and  $t_{\text{end}} \in \mathcal{R}_+$  the time limit. A QCSDP is a CSP defined by

- ▶ a set of variables  $\mathcal{V}$  including *at least*  $t$ , a vector  $\mathbf{y}_0$ ,  $\mathbf{p}$ ,  $\mathbf{u}$   
We represent these variables by the vector  $\mathbf{v}$ ;
- ▶ an initial domain  $\mathcal{D}$  containing *at least*  $[0, t_{\text{end}}]$ ,  $\mathcal{Y}_0$ ,  $\mathcal{U}$ , and  $\mathcal{P}$ ;
- ▶ a set of constraints  $\mathcal{C} = \{c_1, \dots, c_e\}$  composed of predicates over sets, that is, constraints of the form

$$c_i \equiv Q\mathbf{v} \in \mathcal{D}_i.f_i(\mathbf{v}) \diamond \mathcal{A}, \quad \forall 1 \leq i \leq e$$

with  $Q \in \{\exists, \forall\}$ ,  $f_i : \wp(\mathcal{R}^{|\mathcal{V}|}) \rightarrow \wp(\mathcal{R}^q)$  stands for non-linear arithmetic expressions defined over variables  $\mathbf{v}$  and solution of differential system  $S$ ,  $\mathbf{y}(t; \mathbf{y}_0, \mathbf{p}, \mathbf{u}) \equiv \mathbf{y}(\mathbf{v})$ ,  $\diamond \in \{\subseteq, \cap \emptyset\}$  and  $\mathcal{A} \subseteq \mathcal{R}^q$  where  $q > 0$ .

**Note:** we follow the same approach that Goldsztejn et al.<sup>2</sup>

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<sup>2</sup>Including ODE Based Constraints in the Standard CP Framework, CP10

# Box-QCSDP as abstraction of QCSDP

## Box-QCSDP

Let  $S$  be a differential system and  $t_{\text{end}} \in \mathcal{R}_+$  the time limit A Box-QCSDP is defined by

- ▶ a set of variables  $\mathcal{V}$  including *at least*  $t$ , a vector  $\mathbf{y}_0$ ,  $\mathbf{p}$ ,  $\mathbf{u}$   
We represent these variables by the vector  $\mathbf{v}$ ;
- ▶ an initial box  $[\mathbf{d}]$  containing *at least*  $[0, t_{\text{end}}]$ ,  $[\mathbf{y}_0]$ ,  $[\mathbf{u}]$ , and  $[\mathbf{p}]$ ;
- ▶ a set of interval constraints  $\mathcal{C} = \{c_1, \dots, c_e\}$  composed of predicates over sets, that is, constraints of the form

$$c_i \equiv Q\mathbf{v} \in [\mathbf{d}_i].[f_i](\mathbf{v}) \diamond \alpha(\mathcal{A}), \quad \forall 1 \leq i \leq e$$

with  $Q \in \{\exists, \forall\}$ ,  $[f_i] : \mathcal{IR}^{|\mathcal{V}|} \rightarrow \mathcal{IR}^q$  stands for non-linear arithmetic expressions defined over variables  $\mathbf{v}$  and interval enclosure solution  $[\mathbf{y}](t; \mathbf{y}_0, \mathbf{p}, \mathbf{u}) \equiv [\mathbf{y}](\mathbf{v})$ ,  $\diamond \in \{\subseteq, \cap \emptyset\}$  and  $\alpha \in \{\text{Hull}, \text{Int}\}$

**Note:** using boxes is not so straightforward to preserve soundness

**TODO:** A more formal definition of the abstraction has to be defined!

# DynIBEX: a Box-QCSDP solver with restrictions

Solving arbitrary quantified constraints is hard!

We focus on particular problems of robotics involving quantifiers

- ▶ Robust controller synthesis:  $\exists \mathbf{u}, \forall \mathbf{p}, \forall \mathbf{y}_0$  + temporal constraints
- ▶ Parameter synthesis:  $\exists \mathbf{p}, \forall \mathbf{u}, \forall \mathbf{y}_0$  + temporal constraints
- ▶ etc.

We also defined a set of temporal constraints useful to analyze/design robotic application.

Verbal property	QCSDP translation
Stay in $\mathcal{A}$	$\forall t \in [0, t_{\text{end}}], [\mathbf{y}](t, \mathbf{v}') \subseteq \text{Int}(\mathcal{A})$
In $\mathcal{A}$ at $\tau$	$\exists t \in [0, t_{\text{end}}], [\mathbf{y}](t, \mathbf{v}') \subseteq \text{Int}(\mathcal{A})$
Has crossed $\mathcal{A}$	$\exists t \in [0, t_{\text{end}}], [\mathbf{y}](t, \mathbf{v}') \cap \text{Hull}(\mathcal{A}) \neq \emptyset$
Go out $\mathcal{A}$	$\exists t \in [0, t_{\text{end}}], [\mathbf{y}](t, \mathbf{v}') \cap \text{Hull}(\mathcal{A}) = \emptyset$
Has reached $\mathcal{A}$	$[\mathbf{y}](t_{\text{end}}, \mathbf{v}') \cap \text{Hull}(\mathcal{A}) \neq \emptyset$
Finished in $\mathcal{A}$	$[\mathbf{y}](t_{\text{end}}, \mathbf{v}') \subseteq \text{Int}(\mathcal{A})$



# Box-RRT Algorithm

## Goal

- ▶ “quickly” find a trajectory going from an initial configuration  $\mathbf{s}_i$  to a final configuration  $\mathbf{s}_f$
- ▶ while avoiding obstacles  $\mathbf{s}_o$
- ▶ and taking into account bounded uncertainties.

## Main ingredients

- ▶ used a model of the vehicle
- ▶ based on RRT (Rapid Explore Tree) Algorithm
- ▶ combined with interval analysis tools (e.g., guaranteed numerical integration)

We consider an unicycle model of a robot

$$\dot{x} = v \cos(\theta)$$

$$\dot{y} = v \sin(\theta)$$

$$\dot{\theta} = v \tan(\delta + [-\varepsilon, \varepsilon])$$

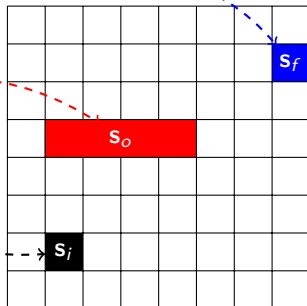
with constraints

- ▶  $v \in [-10, 10]$  and  $\omega \in [-\pi/6, \pi/6]$
- ▶  $\varepsilon = 1e^{-3}$

# How does Box-RRT work?

## Initialization

- ▶ A discretized map
- ▶ A final state
- ▶ Some obstacles
- ▶ An initial state
- ▶ A tree of possible trajectories



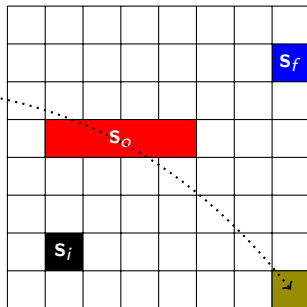
# How does Box-RRT work?

## Iteration 1

The building of the tree follows  
3 main steps in a loop

1. Pick  $s_{\text{random}}$
2. Find  $s_{\text{nearest}}$
3. Compute  $s_{\text{new}}$

until  $s_f$  is reached



Choose randomly a free state of  
the map



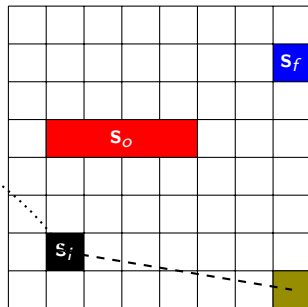
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Find the nearest node in the tree  
following a Hausdorff distance



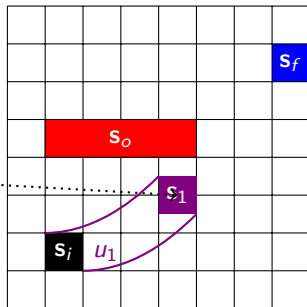
# How does Box-RRT work?

## Iteration 1

The building of the tree follows 3 main steps in a loop

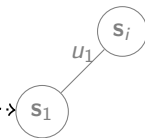
1. Pick  $s_{\text{random}}$
2. Find  $s_{\text{nearest}}$
3. Compute  $s_{\text{new}}$

until  $s_f$  is reached



Predict the next state from a random control  $u$

if no collision detected add  $(s_{\text{nearest}}, u, s_{\text{new}})$  in the tree



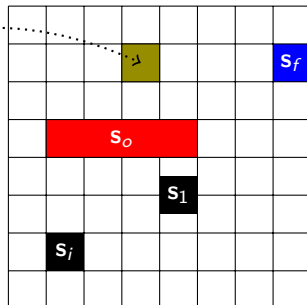
# How does Box-RRT work?

## Iteration 2

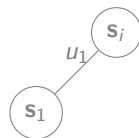
The building of the tree follows 3 main steps in a loop

1. Pick  $s_{\text{random}}$
2. Find  $s_{\text{nearest}}$
3. Compute  $s_{\text{new}}$

until  $s_f$  is reached



Note that the choice of  $s_{\text{random}}$  can be biased to increase probability to be closer to  $s_f$



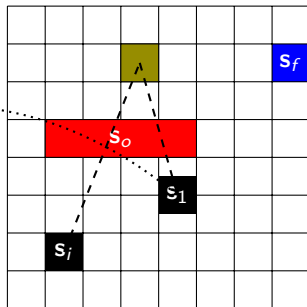
# How does Box-RRT work?

## Iteration 2

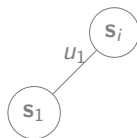
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Computing distances has a linear complexity w.r.t. the number of nodes in the tree





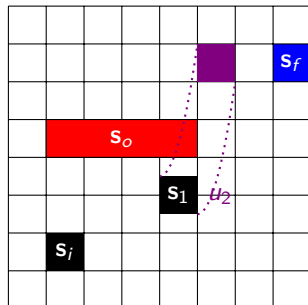
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## Iteration 2

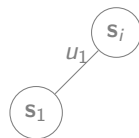
The building of the tree follows  
3 main steps in a loop

1. Pick  $s_{\text{random}}$
2. Find  $s_{\text{nearest}}$
3. Compute  $s_{\text{new}}$

until  $s_f$  is reached



The absence of collision is detected when the **tube** does not intersect an obstacle



Three temporal constraints have been used:

- ▶ `stay_in` state-space;
- ▶ `has_crossed` (in negative form) obstacles;
- ▶ `one_in` target;

and one contractor on tube has been used

- ▶ `get_tight(t)` to get final state.

So this algorithm can be quickly implemented in DynIBEX.

# Conclusion

- ▶ Defined a framework to analyze robotic application: Box-QCSDP
- ▶ Presented a small example of autonomous vehicle
- ▶ Shown one algorithm in the control hierarchy: Box-RRT

## Future work

- ▶ Define properties we wan/can prove: Viability Kernel, etc.
- ▶ Make Box-RRT deterministic ?
- ▶ Combine Box-RRT with low-level controller (PID)

## Under development

- ▶ DynIBEX and contractor and predicate on tubes (J. Alexandre dit Sandretto)
- ▶ Extension to  $n$ -dimensional case of viability computation (O. Mullier)
- ▶ Model this system in an appropriate language, e.g., Zelus (F. Pessaux)
- ▶ Combining OpenSMT2 and DynIBEX  $\Rightarrow$  SMT modulo ODE (R. Morier)