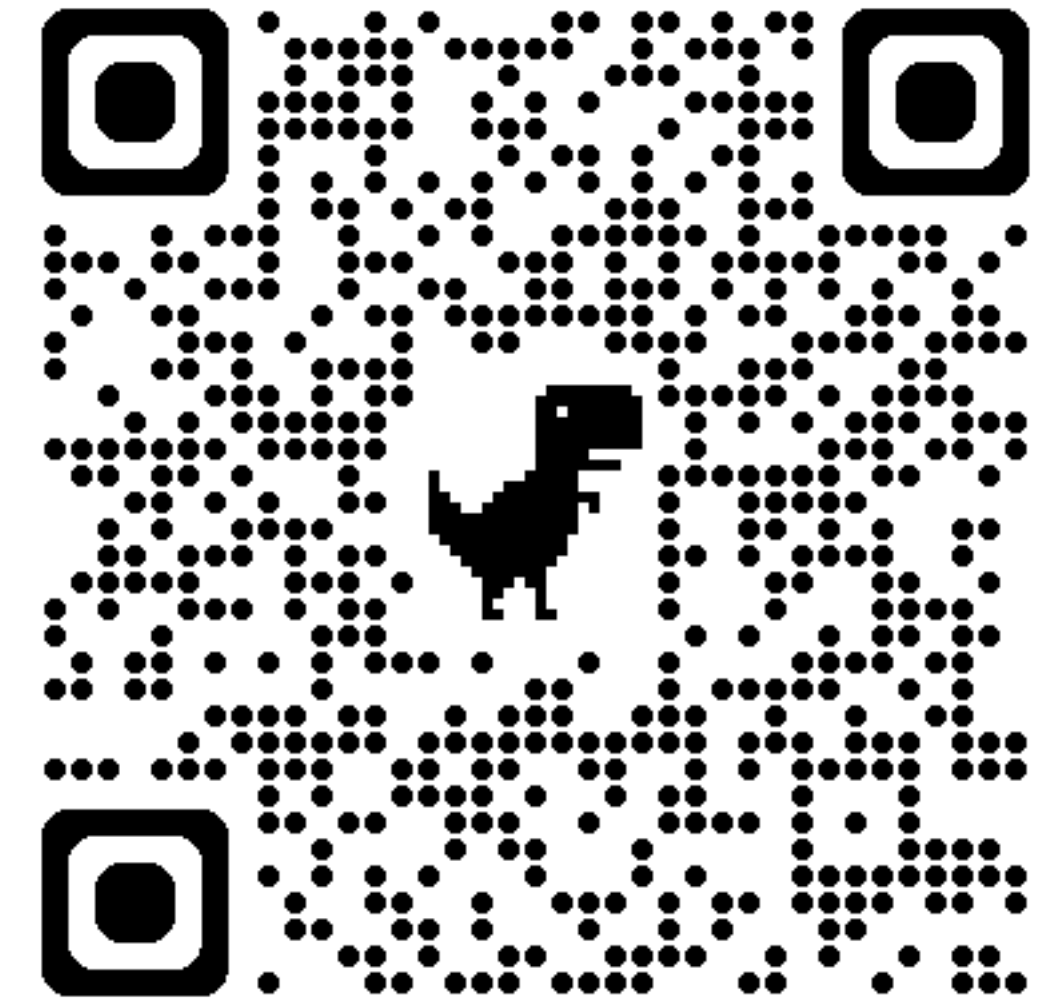


Threshold Strategy for a Leaking Corner-Free Hamilton-Jacobi Reachability with Decomposed Computations

Chong He, Mugilan Mariappan, Keval Vora and Mo Chen

Contents

- What is the “leaking corner issue”?
- Why is solving this issue important?
- How to solve this issue?



[Project webpage](#)

Application Example

Self-contained Subsystem Decomposition 2D Single Integrator

2D System:

$$\dot{z} = \begin{bmatrix} \dot{x} \\ \dot{y} \end{bmatrix} = u = \begin{bmatrix} u_x \\ u_y \end{bmatrix}$$

1D Sub-system1:

$$\dot{x}_1 = \dot{x} = w_1 = u_x$$

1D Sub-system2:

$$\dot{x}_2 = \dot{y} = w_2 = u_y$$

$$c_{\text{joint}}(w_1, w_2) = c(u) \leq 0$$

1D Control Constraint 1:

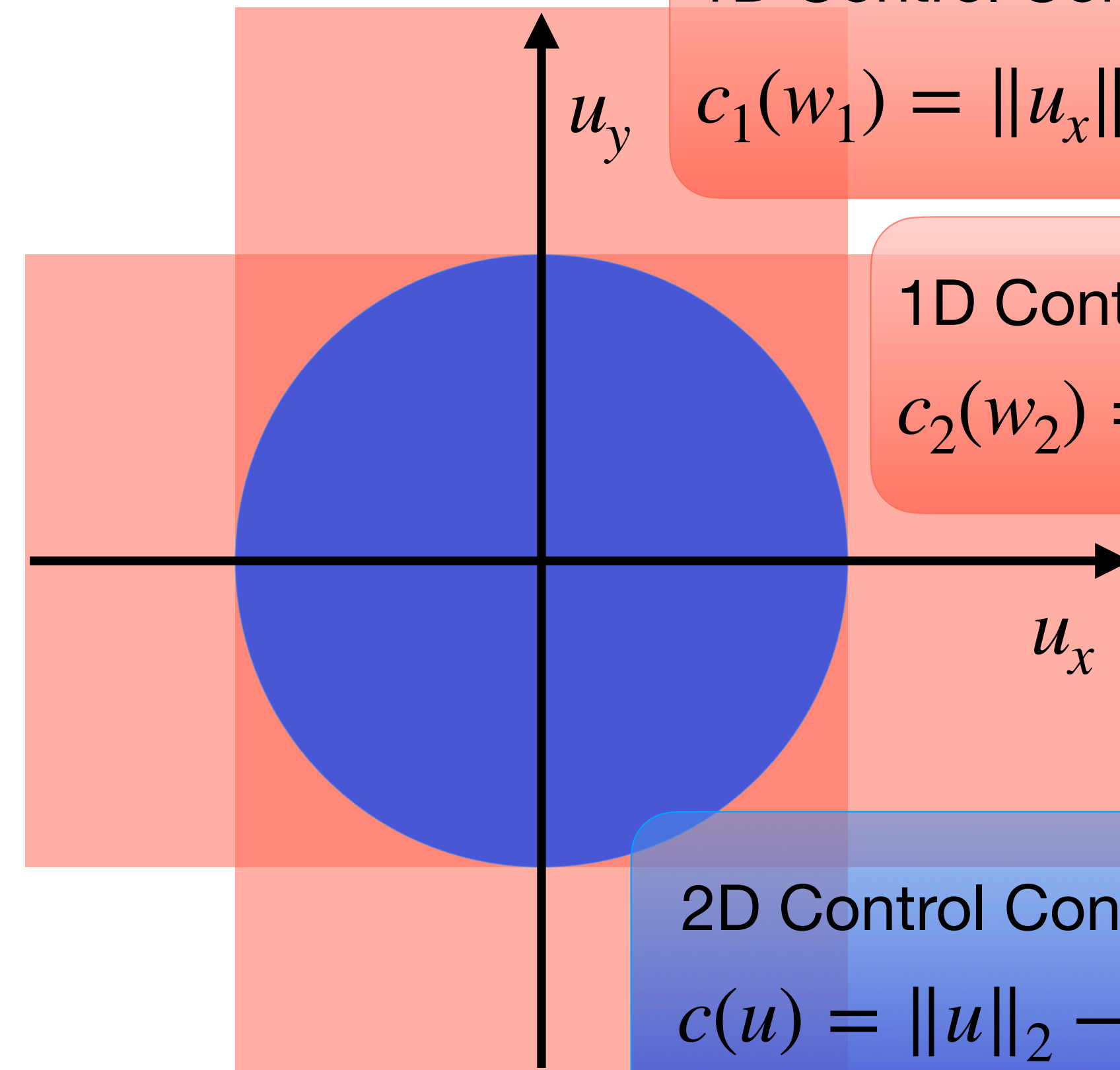
$$c_1(w_1) = \|u_x\|_2 - \bar{u} \leq 0$$

1D Control Constraint 2:

$$c_2(w_2) = \|u_y\|_2 - \bar{u} \leq 0$$

2D Control Constraint:

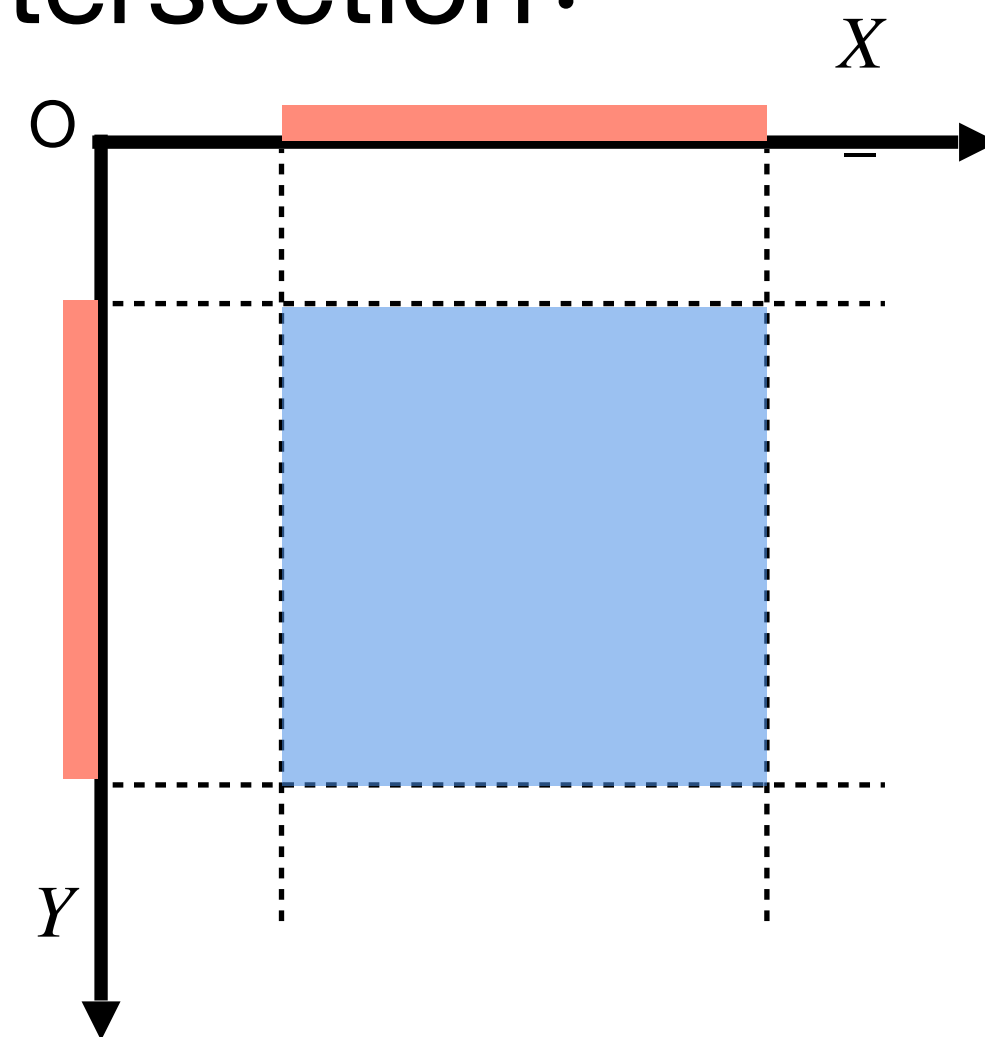
$$c(u) = \|u\|_2 - \bar{u} \leq 0$$



Application Example

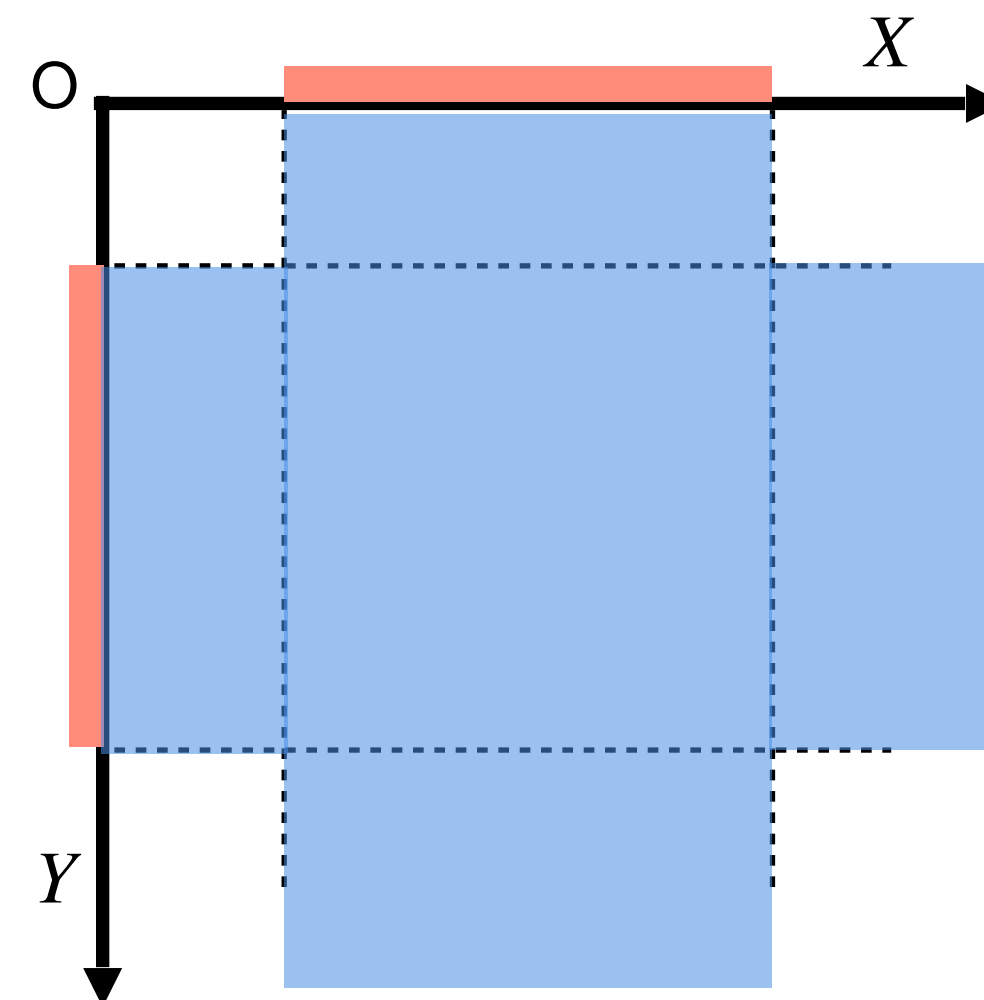
Value Function Decomposition

Intersection:



$$V(z, 0) = \max\{V_1(z, 0), V_2(z, 0)\}$$

Union:



$$V(z, 0) = \min\{V_1(z, 0), V_2(z, 0)\}$$

Approximated Value Function:

Intersection: $\hat{V}(z, t) = \max\{V_1(z, t), V_2(z, t)\}$

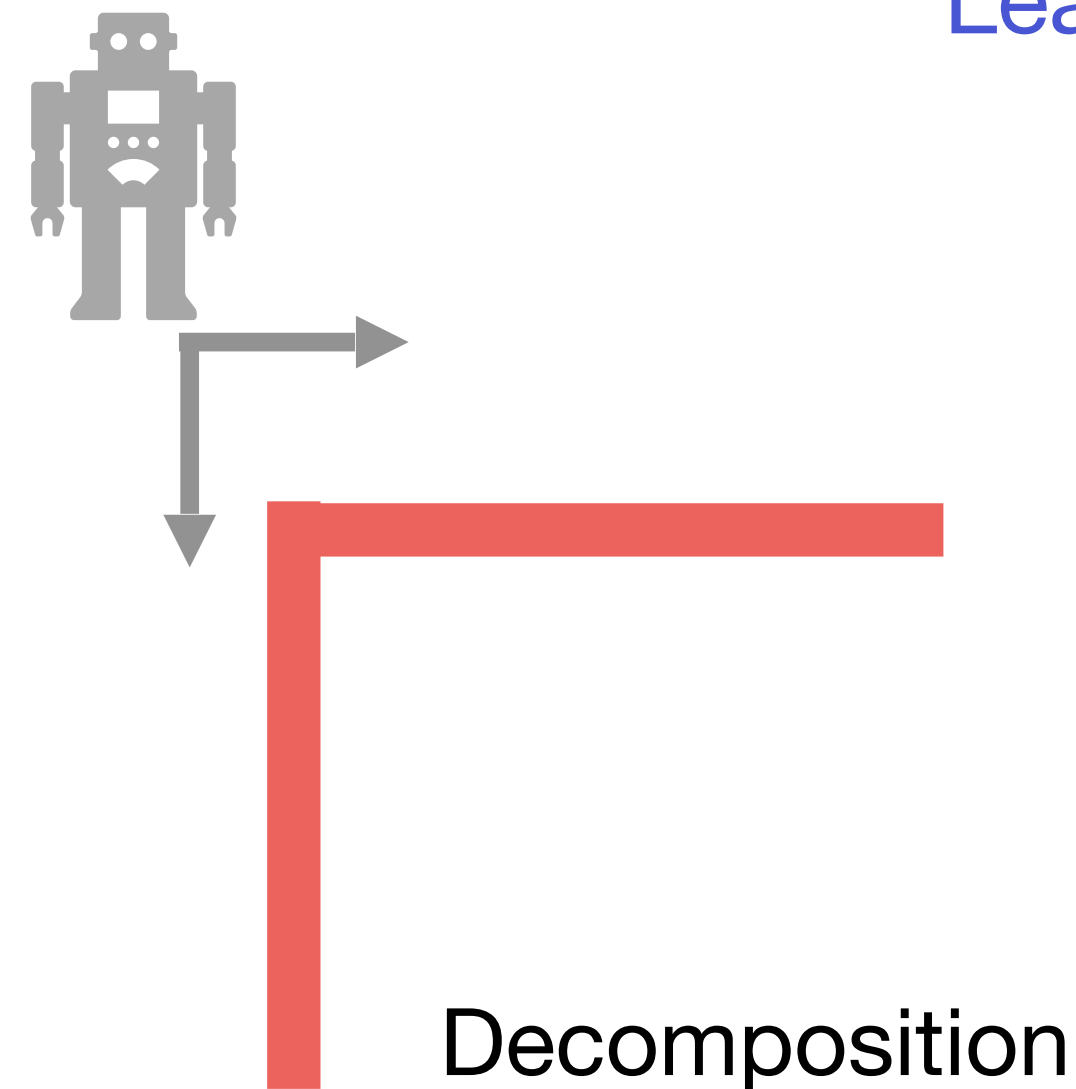
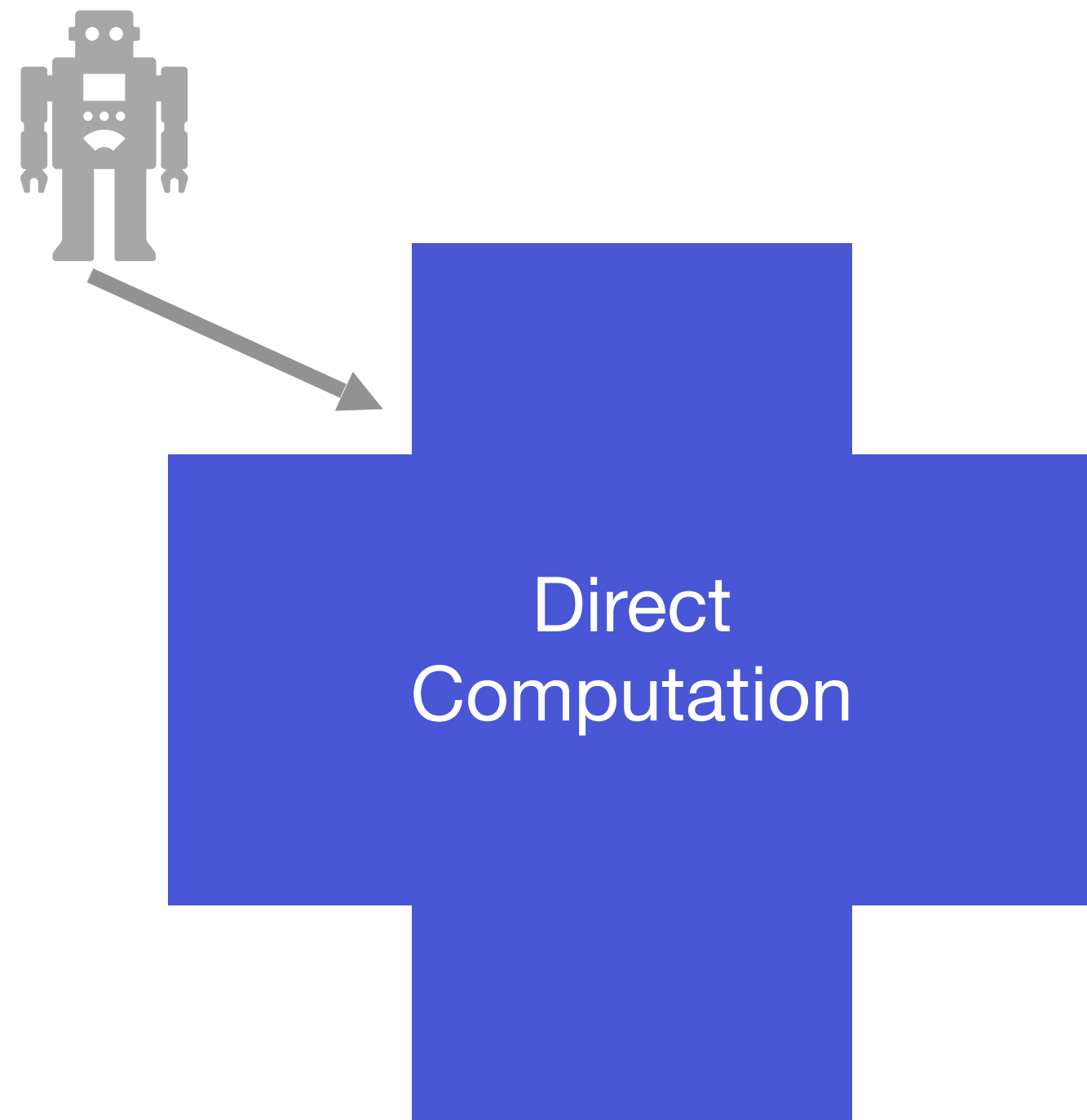
Union: $\hat{V}(z, t) = \min\{V_1(z, t), V_2(z, t)\}$

Full-dimensional sub-value function

Leaking Corner Issue

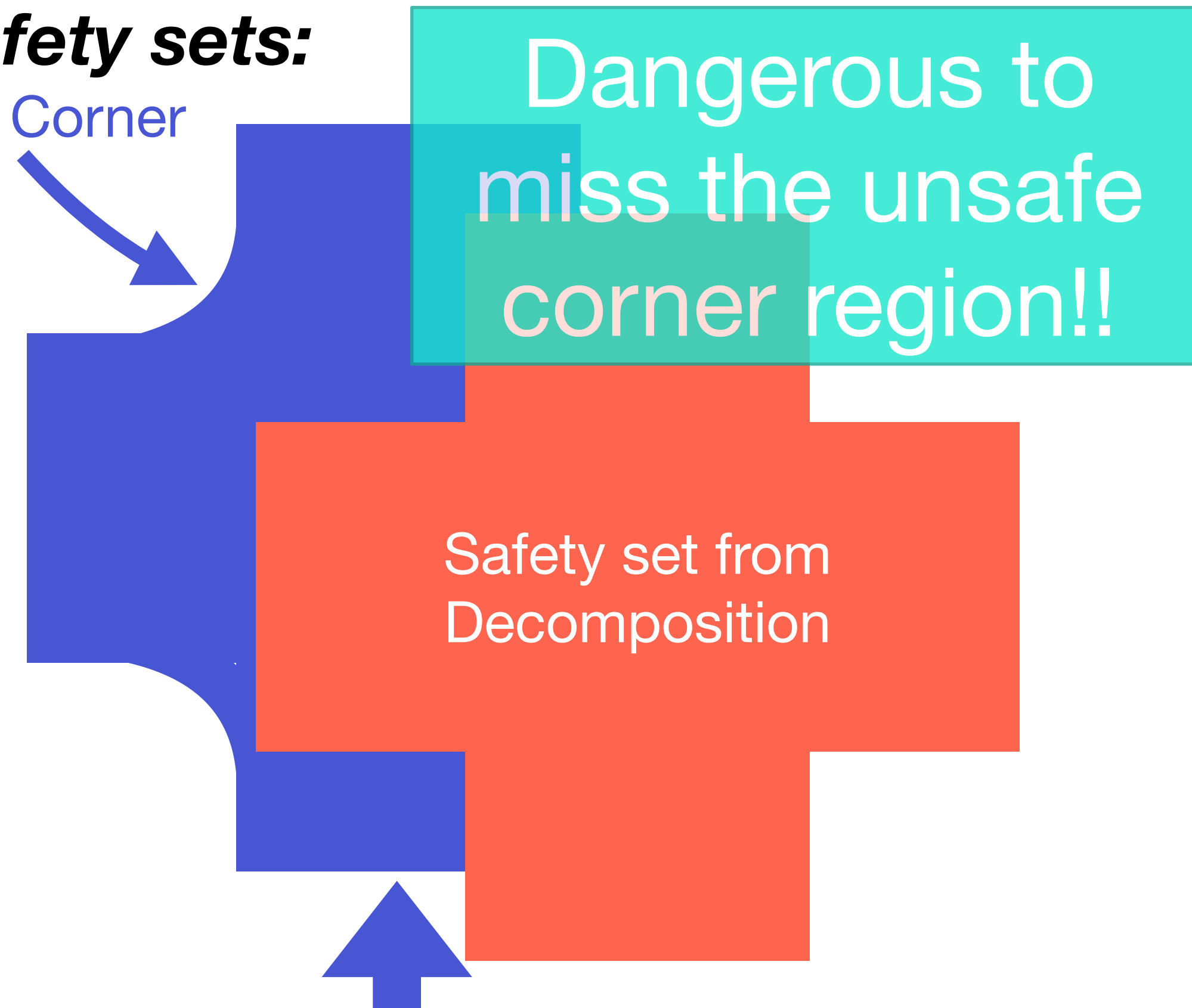
- When the low-dimensional control are constrained with each other

Regions to avoid:



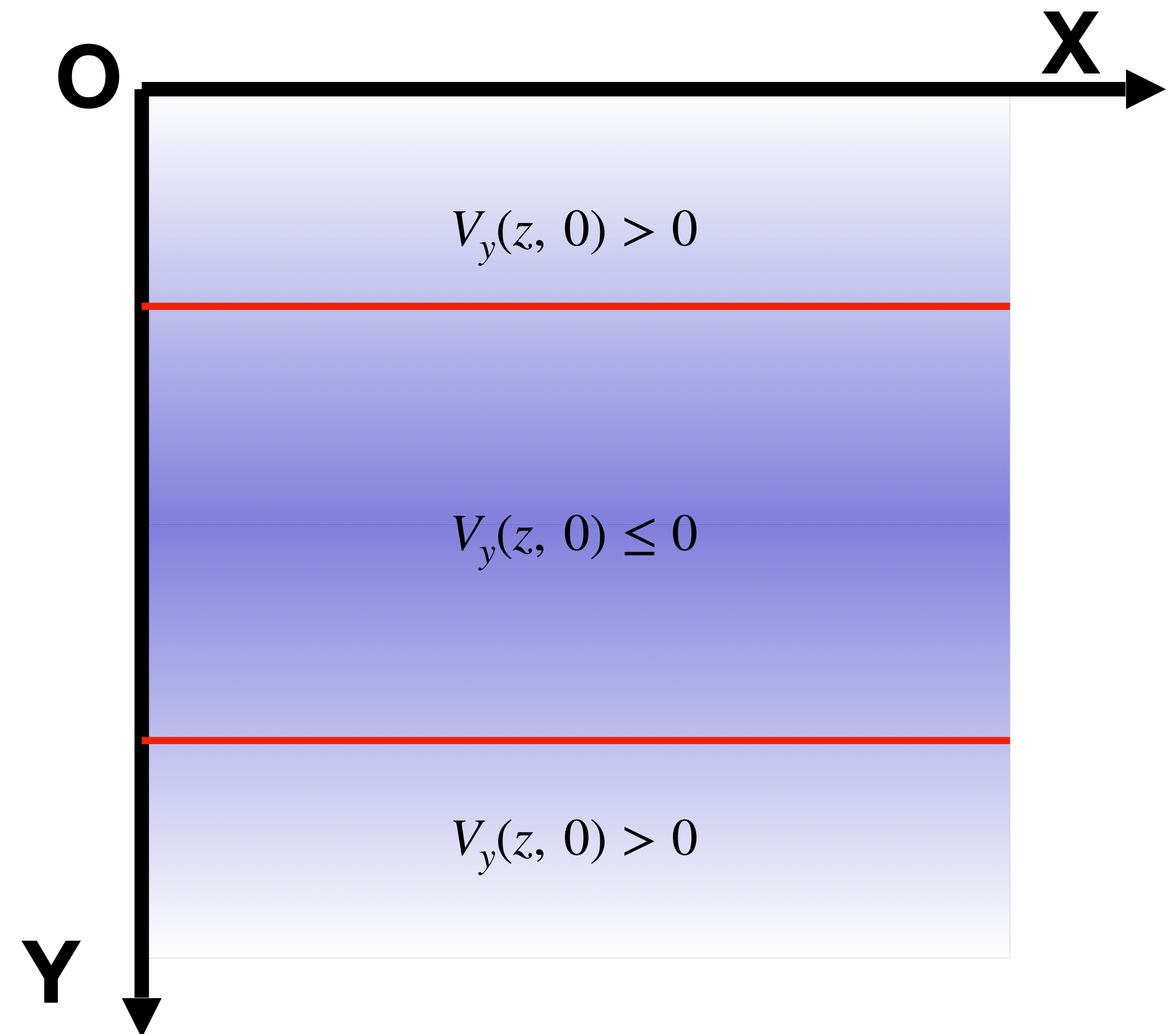
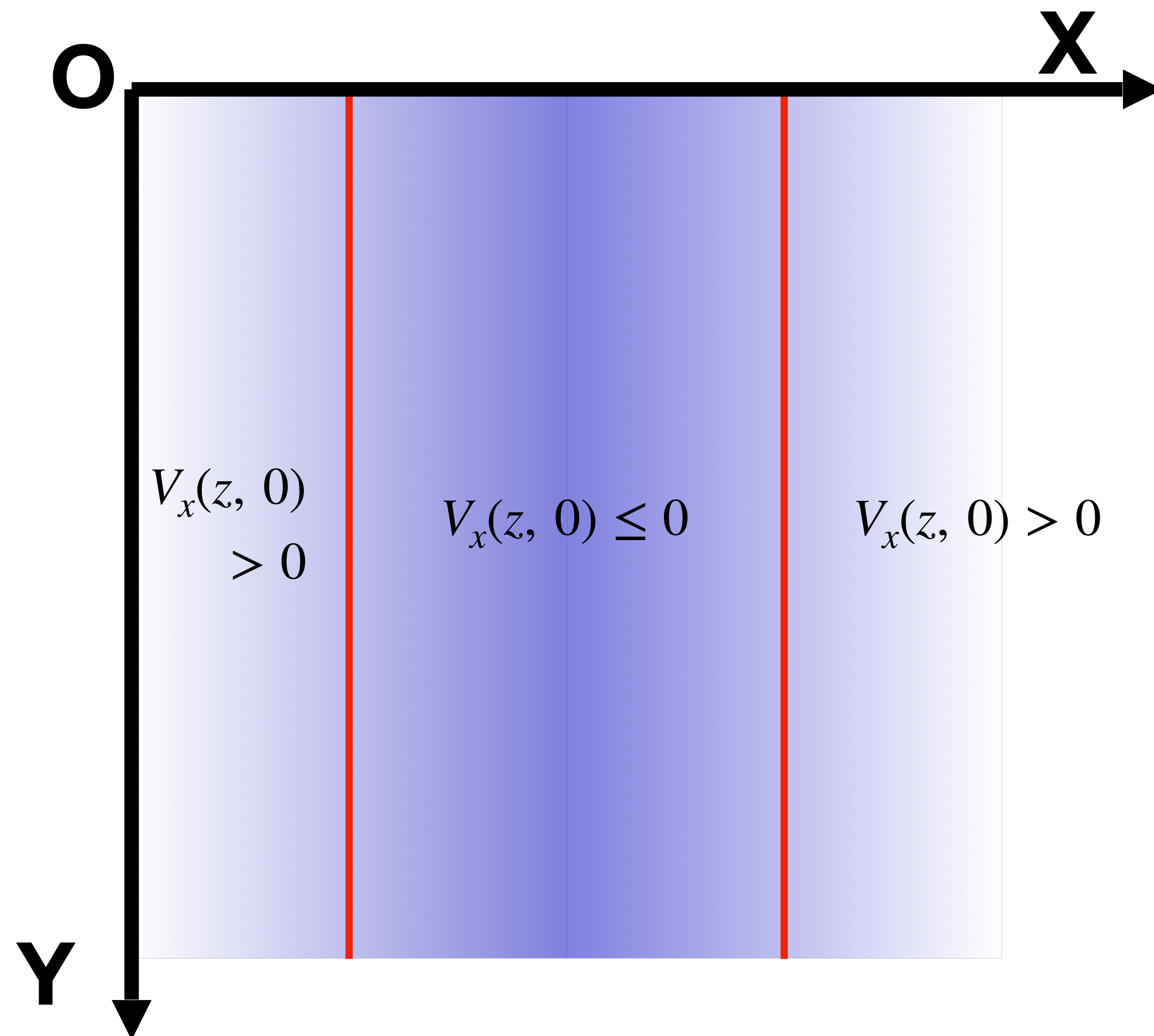
Safety sets:

Leaking Corner



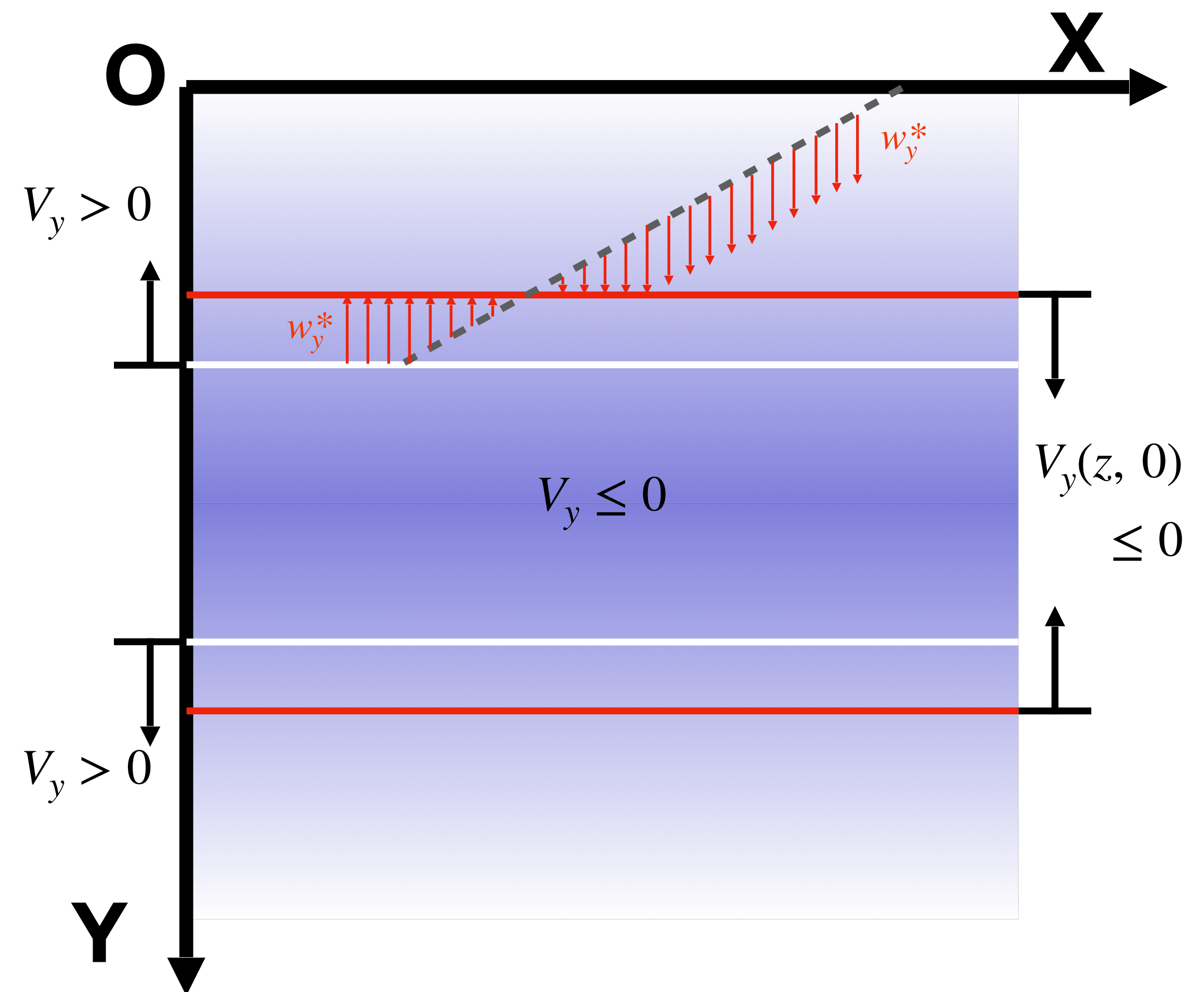
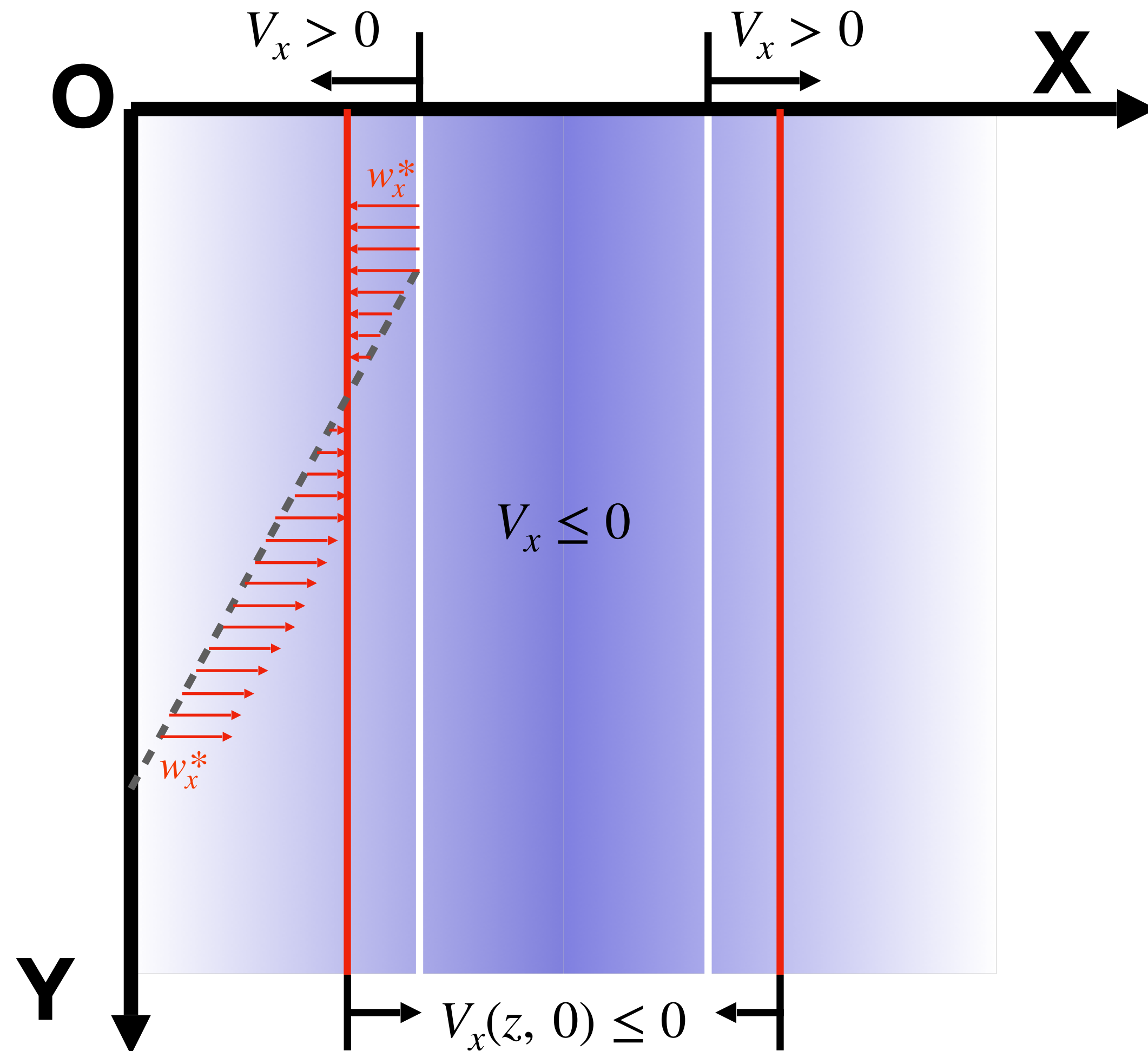
Full-dimensional sub-value functions

Avoiding zero sub-level set



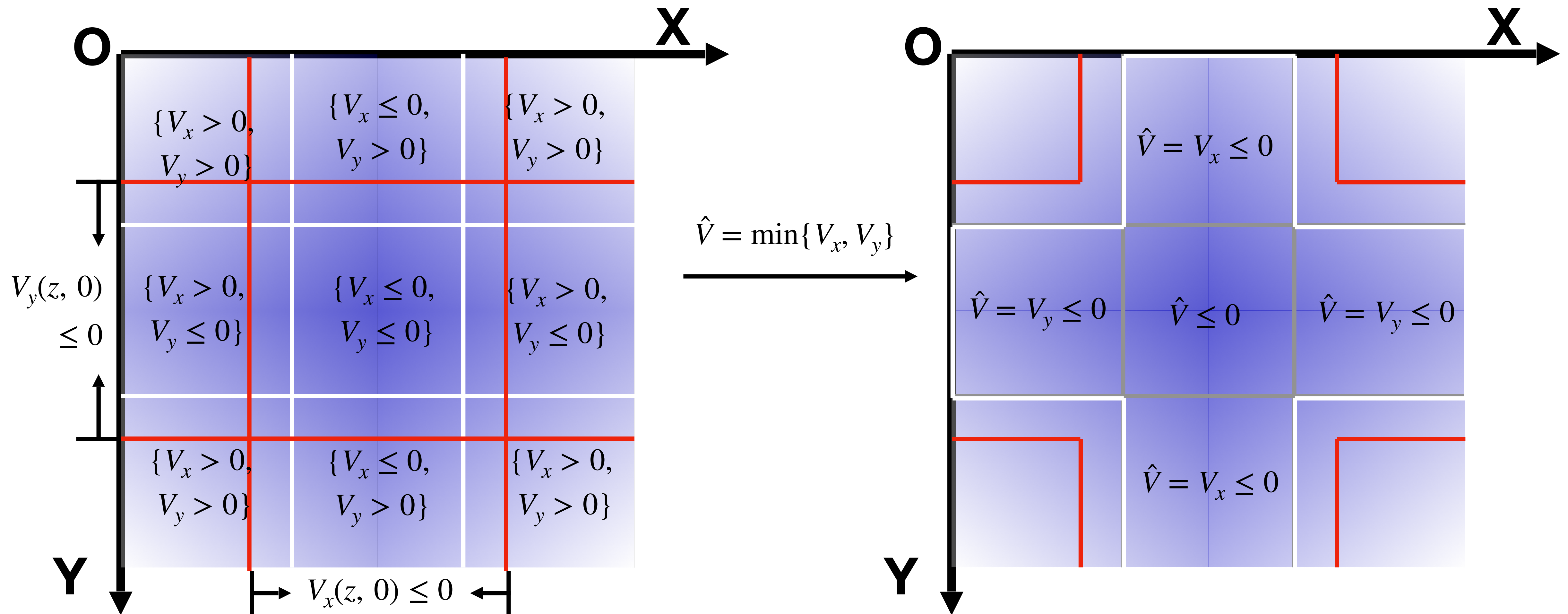
Full-dimensional sub-value functions

Avoiding zero sub-level set (Possible Controls)



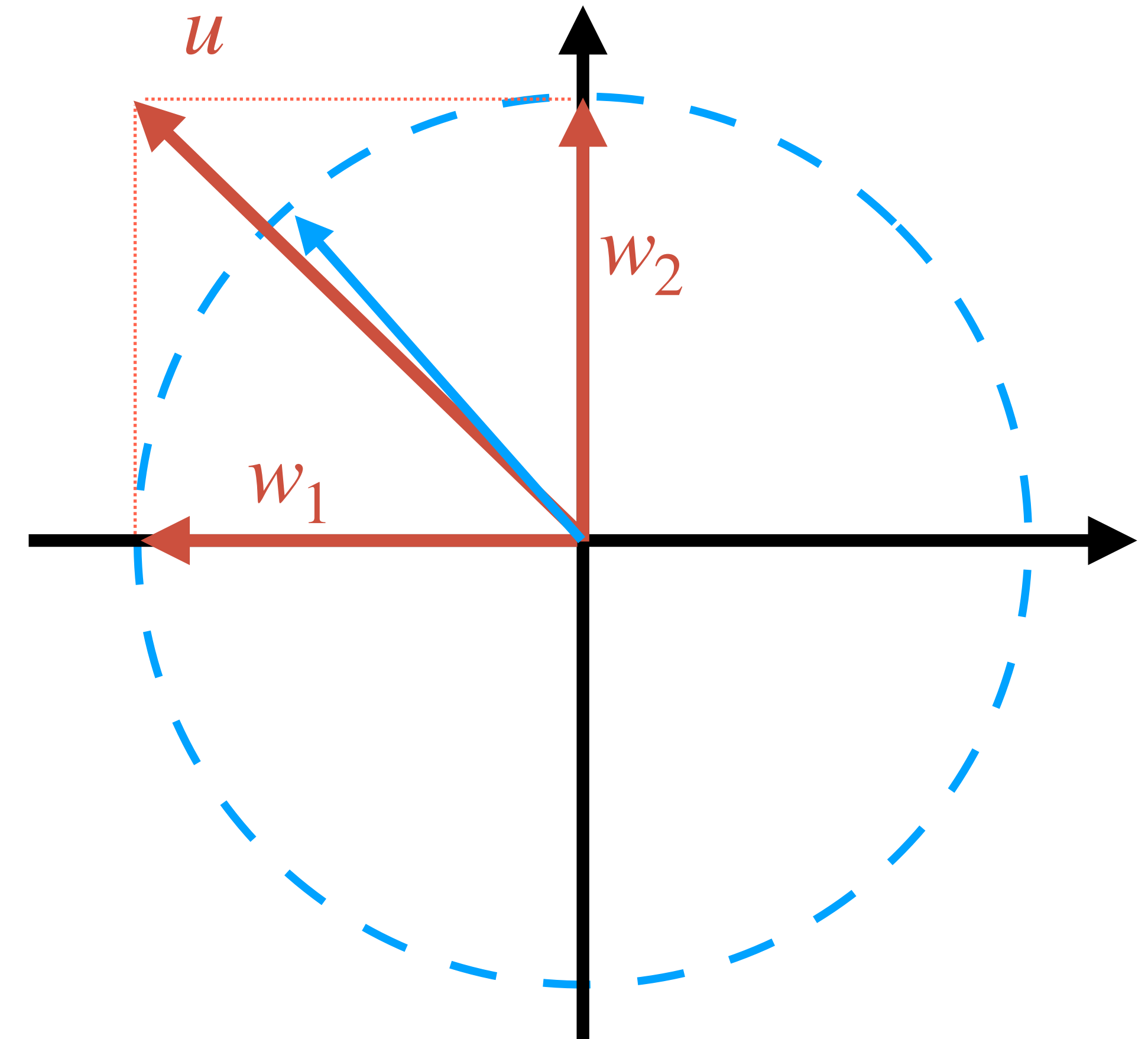
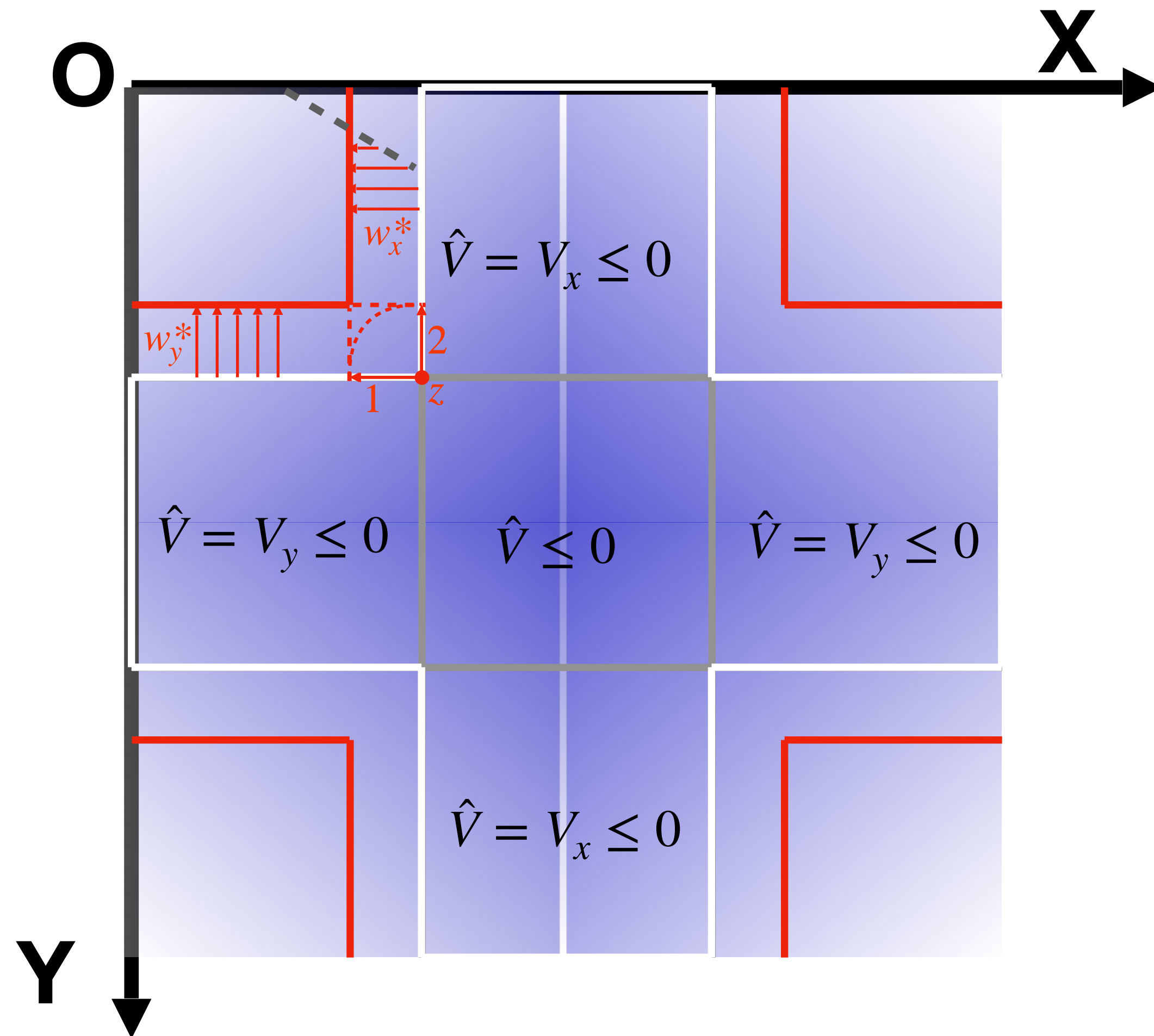
Full-dimensional approximated Value Function

Avoiding the union zero sub-level set



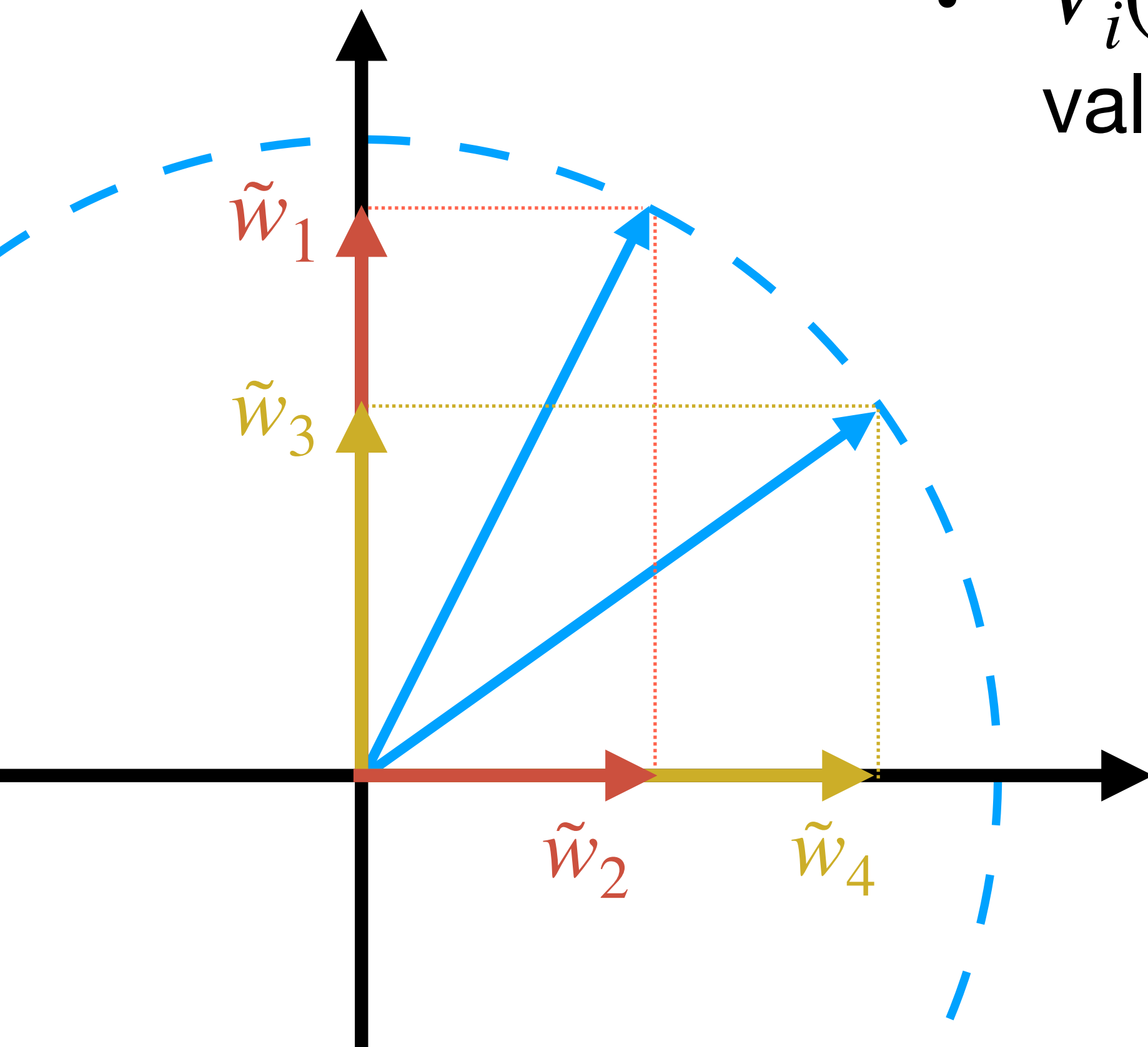
Leaking Corner Issue

Unrealistic Controls



Allowable Control

- $(\tilde{w}_1, \tilde{w}_2)$: a pair of low-dimensional control signals that satisfy all the control constraint.
- $\tilde{V}_i(z, t)$: The corresponding full-dimensional sub-value functions



\tilde{w}_1 and \tilde{w}_2 are a pair of allowable controls;
 \tilde{w}_3 and \tilde{w}_4 are a pair of allowable controls.

Allowable Control

its relation to the leaking corner

The states not suffering from the “leaking corner issue”:

- Intersection for liveness problem: $\max\{\tilde{V}_{R,1}(z, t), \tilde{V}_{R,2}(z, t)\} = \hat{V}_R(z, t)$,
- Union for safety problem: $\min\{\tilde{V}_{A,1}(z, t), \tilde{V}_{A,2}(z, t)\} = \hat{V}_A(z, t)$.

Lemma 2 from our paper

Threshold Strategy

1. We can find the set of leaking corners $\mathcal{L}(t)$ by comparing the (full-dimensional) sub-value functions:

$$\mathcal{L}(t) = \{z : |V_1 - V_2| < \Delta\}.$$

Refer to Theorem 1 from our paper to see how to find Δ value.

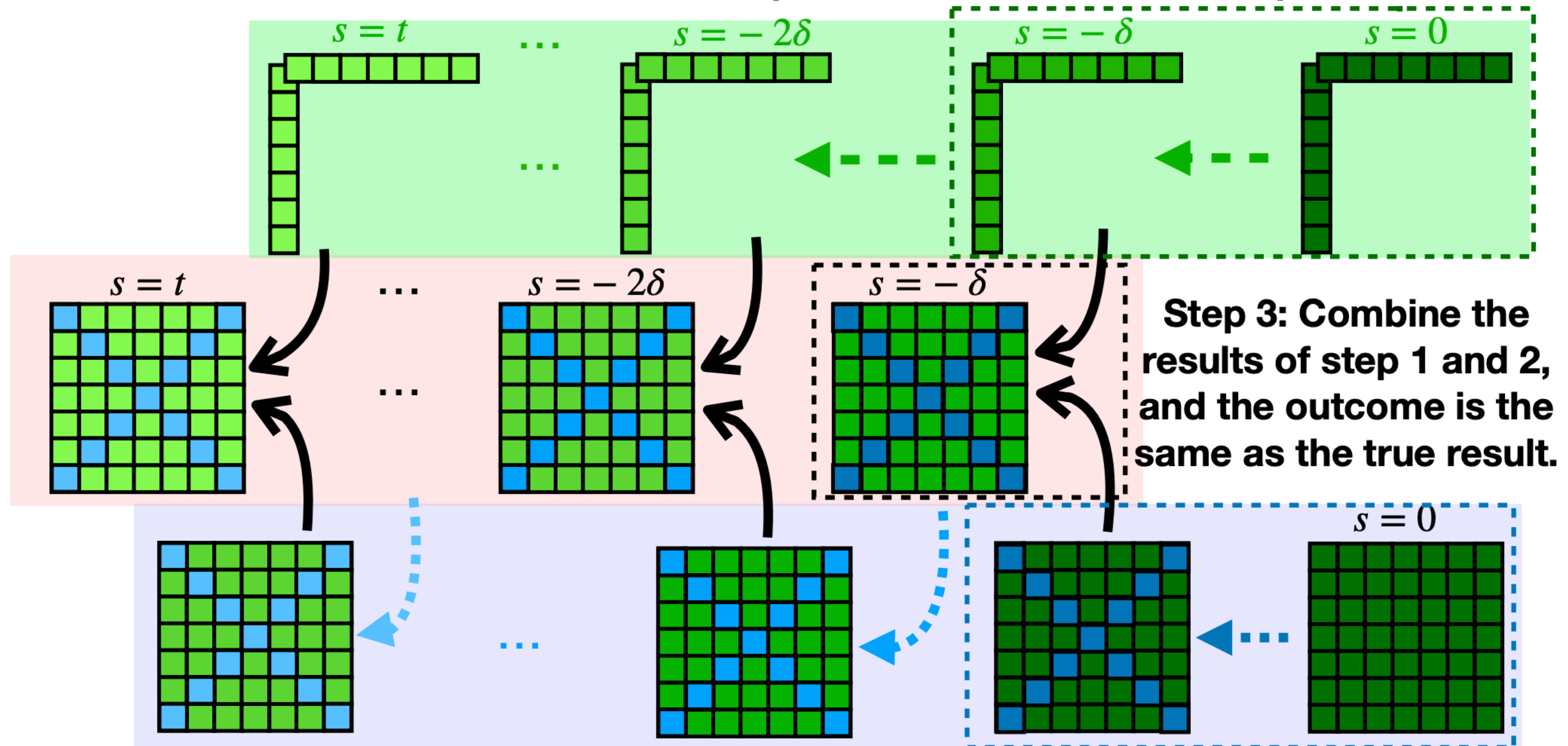
2. A local updating method starting from the states:

$$\{z : V_1(z, t) = V_2(z, t)\}$$

and will then cover all the leaking corners.

Updating Method

Step 1: Low-dimensional computation



Step 2: High-dimensional local updates only for the leaking corners

Algorithm 1: Local updating procedure**Data:** $\hat{V}(\cdot, \cdot), \hat{\mathcal{L}}(\cdot), Z, t_{\text{list}} = [t, t + \delta \dots, 0]$ **Result:** $\check{V}(\cdot, \cdot)$ $s \leftarrow 0;$ ▷ Backward Computation $\check{V}(\cdot, 0) \leftarrow \hat{V}(\cdot, 0);$ Frontier \leftarrow nextFrontier \leftarrow visited $\leftarrow \{\};$ **while** $s > t$ **do** **for** $z \in Z$ **do** **if** $z \in \hat{\mathcal{L}}(s)$ **then** | $\text{updateValue}(z, s, \delta, \text{Frontier})$ **else** | $\check{V}(z, s - \delta) \leftarrow \hat{V}(z, s - \delta);$ **end** **end** visited $\leftarrow \hat{\mathcal{L}}(s)$ Frontier \leftarrow Frontier \setminus visited **while** Frontier $\neq \emptyset$ **do** **for** z in Frontier **do** | $\text{updateValue}(z, s, \delta, \text{nextFrontier})$ **end** visited \leftarrow visited \cup Frontier Frontier \leftarrow nextFrontier \setminus visited nextFrontier $\leftarrow \{\}$ **end** $s \leftarrow s - \delta;$ **end****def** $\text{updateValue}(z, s, \delta, \text{Frontier}):$ $\check{V}(z, s - \delta) \leftarrow \text{HJ Update}(\check{V}(z, s))$ ▷ Equation 5 **if** $\check{V}(z, s - \delta) \neq \hat{V}(z, s - \delta)$ **then** | Frontier \leftarrow Frontier \cup neighbor(z) **end**

Only compute the
potential leaking corners
in full-dimensional space

Update the Frontier while
it is non-empty

Include the neighbors as
Frontier if the state is the
leaking corner

The procedure makes sure
that all the leaking corners
are covered with the
updating procedure.

Results

2D Single Integrator

TABLE I: 2D Accuracy Comparison for One Step

Metric	Before	After
Number of grid points with different values from the ground truth	200	0
Average absolute difference from ground truth	1.2×10^{-4}	9.51×10^{-18}
Maximum absolute difference from ground truth	2×10^{-2}	2.22×10^{-16}

TABLE III: 2D Accuracy Comparison for 10 Steps

Metric	Before	After
Number of states with different values from the ground truth	1344	0
Average absolute difference from ground truth	2.5×10^{-3}	1×10^{-9}
Maximum absolute difference from ground truth	7.39×10^{-2}	2.44×10^{-8}

TABLE II: 2D Time Comparison for One Step

Process	Time (seconds)
Direct computation	3.3×10^{-2}
SCSD computation + HJ local update computation	$7 \times 10^{-4} + 1.3 \times 10^{-3} = 2.0 \times 10^{-3}$

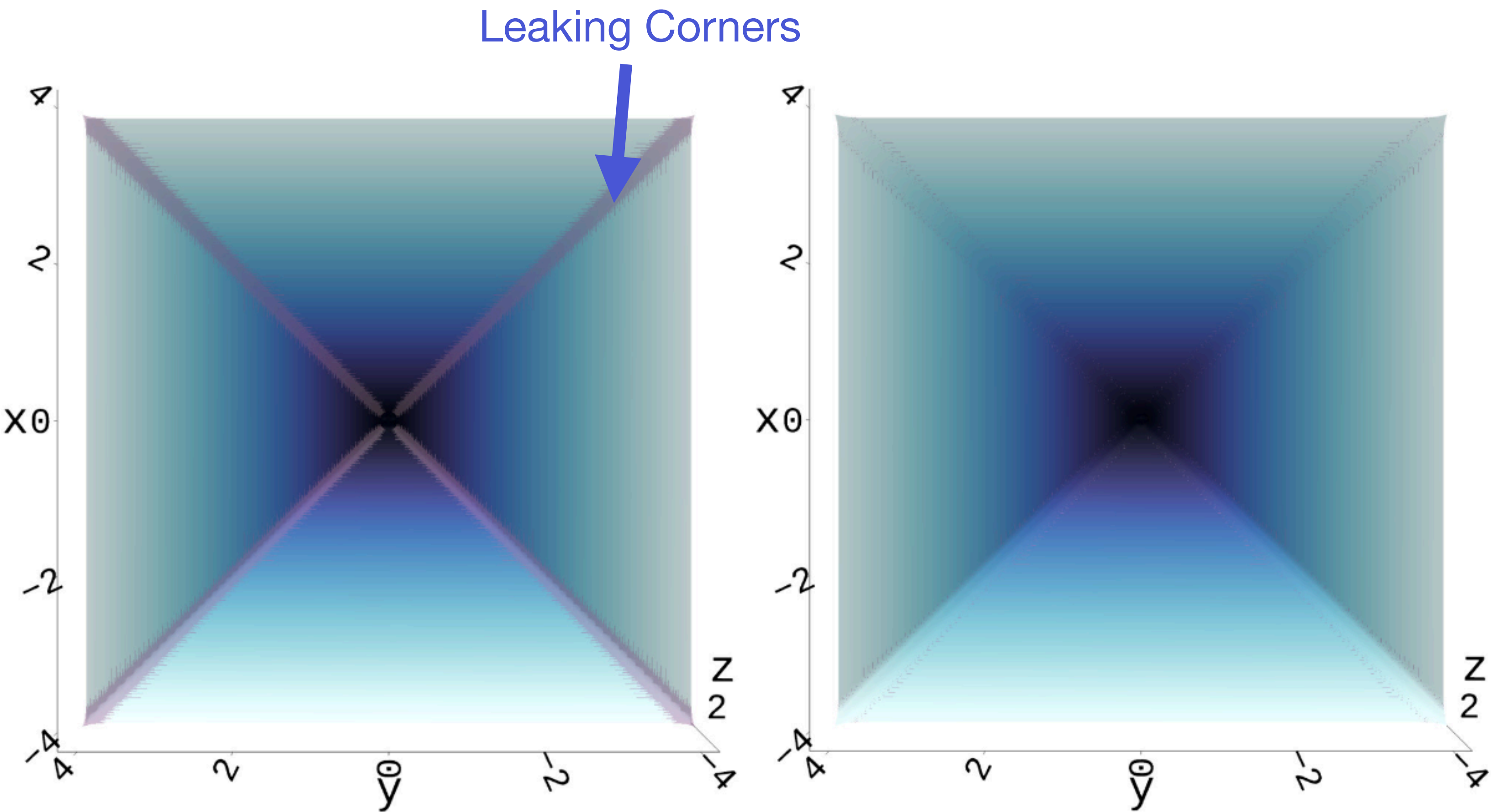


TABLE IV: 2D Time Comparison for 10 Steps

Process	Time (seconds)
Direct computation	3.36×10^{-1}
SCSD computation + HJ local update computation	$4.72 \times 10^{-3} + 1.61 \times 10^{-1} = 1.65 \times 10^{-1}$

- Successfully recompute all the leaking corners
- Computationally efficient compare to the direct computation

Results

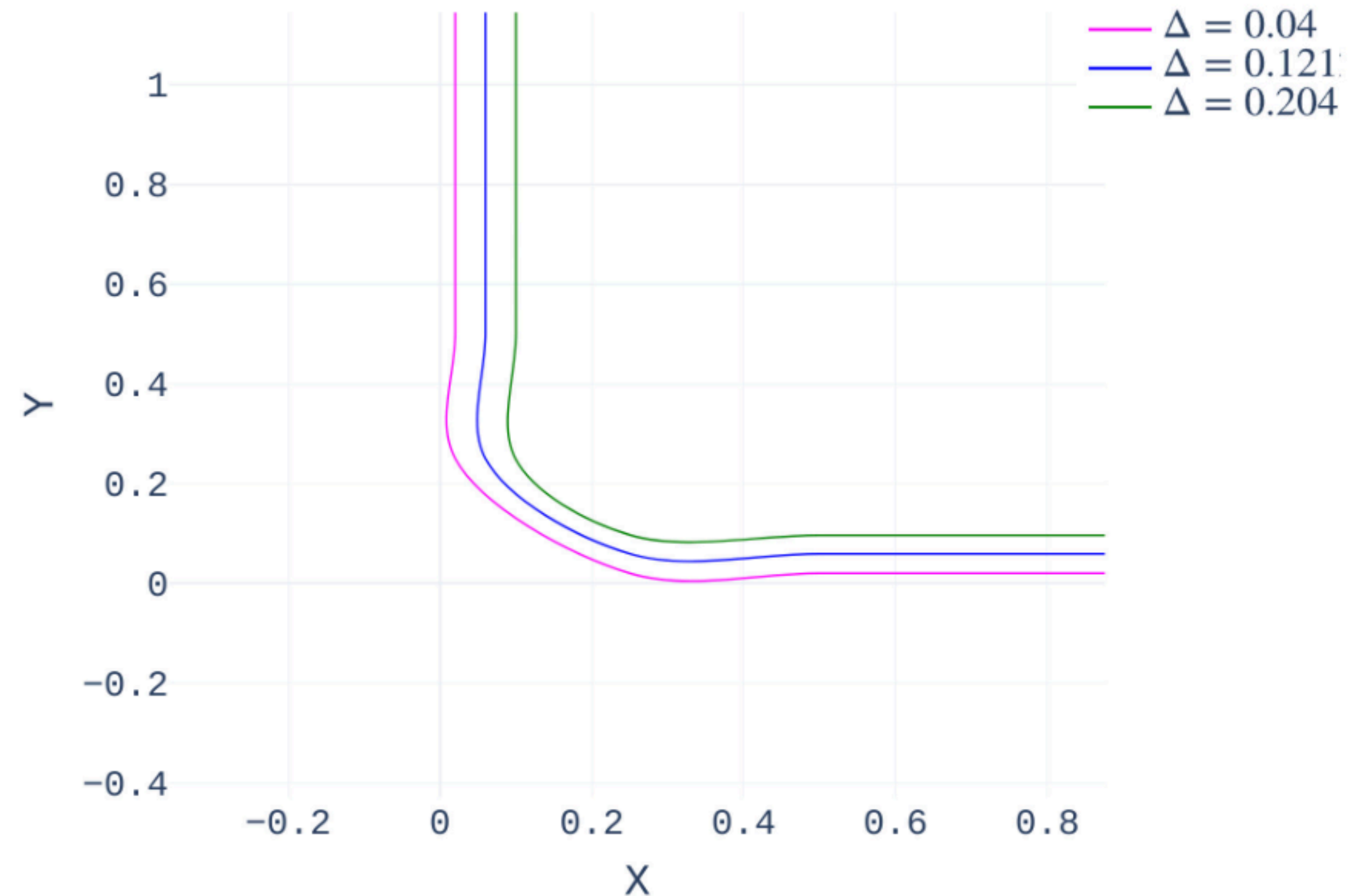
6D Planar Quadrotor

TABLE V: 6D Accuracy Comparison for One Step

Metric	Before	After
Number of grid points with different values from the ground truth	3.89×10^6	0
Average absolute difference from ground truth	6.97×10^{-4}	0.0
Maximum absolute difference from ground truth	4×10^{-2}	0.0

TABLE VI: Computation Time and Delta Value for t_s

t (s)	Δ	Decomposition Time + Local Updating Time (seconds)
-0.02	0.04	$2.447 + 47.1078 = 49.5548$
-0.06	0.1212	$6.769 + 157.3528 = 164.1218$
-0.1	0.204	$11.8038 + 250.7859 = 262.5897$





Conclusion

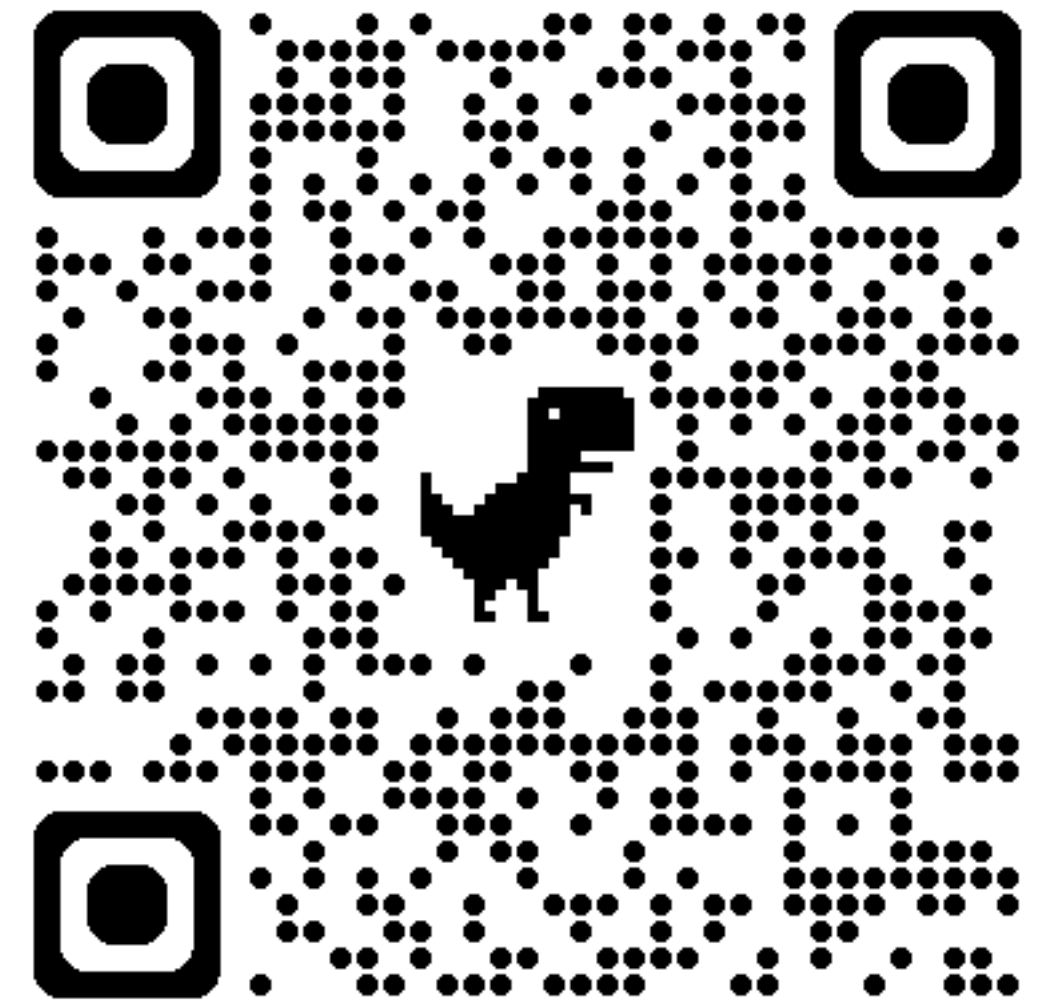
1. Propose a threshold-based method to detect the leaking corners.
2. Introduce a local updating method that ensures accuracy while maintaining computational efficiency.
3. Validate the method with 2D Single Integrator system and 6D Planar Quadrotor system.

Future Works

1. Implement our method to other techniques involving the combination of sub-value functions.
2. Parallelize the local updating procedure for faster computation
3. Explore machine learning or other methods for new value updating methods.

Thank
you!

Project webpage



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