



Resolving Conflicting Constraints in Multi-Agent Reinforcement Learning with Layered Safety

Jason J. Choi*, Jasmine Jerry Aloor*, Jingqi Li*, Maria G. Mendoza, Hamsa Balakrishnan, Claire J. Tomlin







Growing interest in AAM applications: scalable low-altitude air traffic management system

framework that can achieve scalable, efficient, and collision-free operations



UBER



Previous work:

Deconfliction & Collision Avoidance for Aviation

Airspace Separation¹

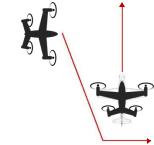
Centralized manual Air Traffic Control (ATC)²

Protocols & Conventional Practice³ built around assumptions that *at most two vehicles* engage in deconfliction

Imminent collision avoidance autopilot (TCAS, ACAS⁴) (20~30 sec before collision)







Era of Advanced Aerial Mobility: New requirements

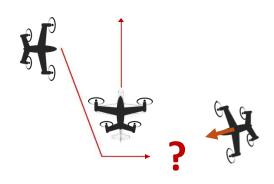
Airspace Separation



Protocols & Conventional Practice built around assumptions that at most two vehicles engage in deconfliction

Imminent collision avoidance autopilot (TCAS, ACAS) (20~30 sec before collision)





Contributions: Layered

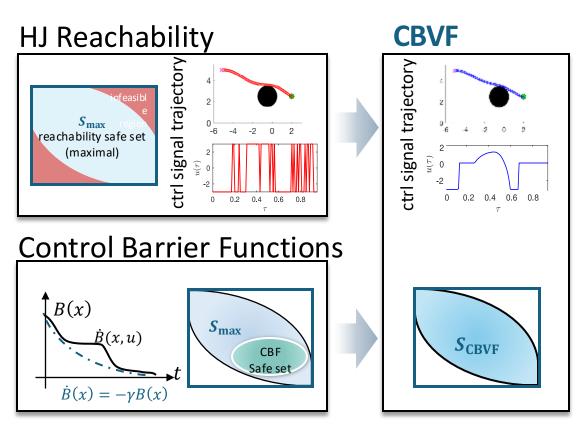
 Layered Safety Architecture: Integration of CB\ reinforcement learning, creating a two-layer syste

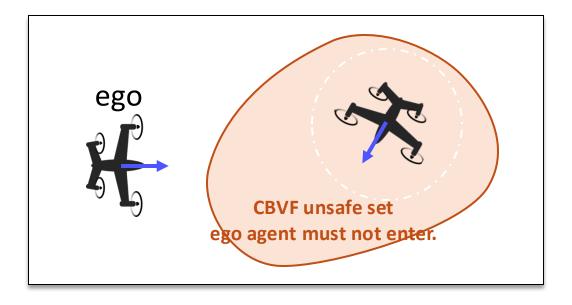
2. Safe MARL Training Method: Train using curric conflicting constraint zones, without relying on pe

3. Real-World & Simulated Validation: Demonstrate effectiveness through hardware experiments with Crazyflie drones and simulations in dense AAM scenarios.



Background: Control Barrier-Value Function (CBVF) for Safety of Pairwise Interaction

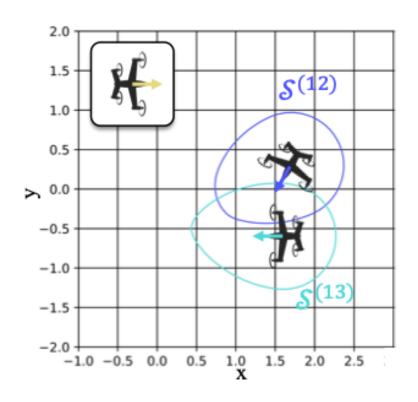


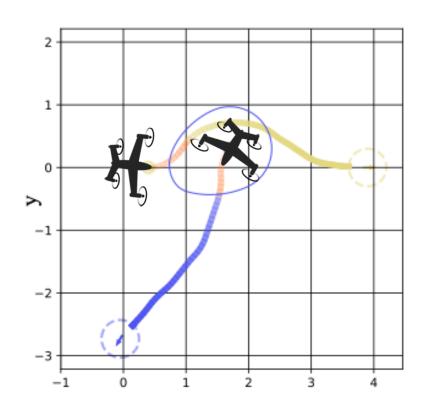


How do existing approaches work?

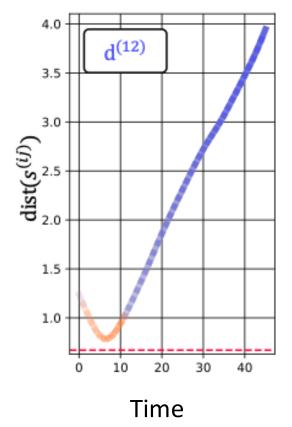
Traditional Control: Safety-guaranteed, but struggles with complex multi-agent interactions.

E.g., Two agents

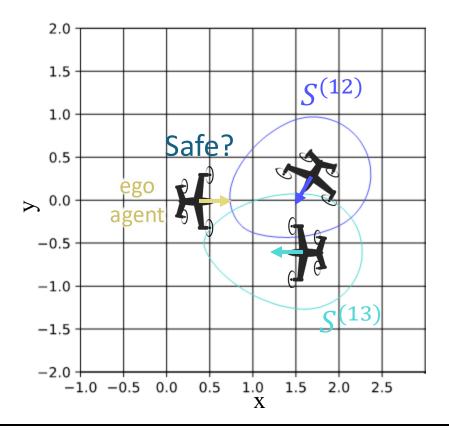




Inter-aircraft distance

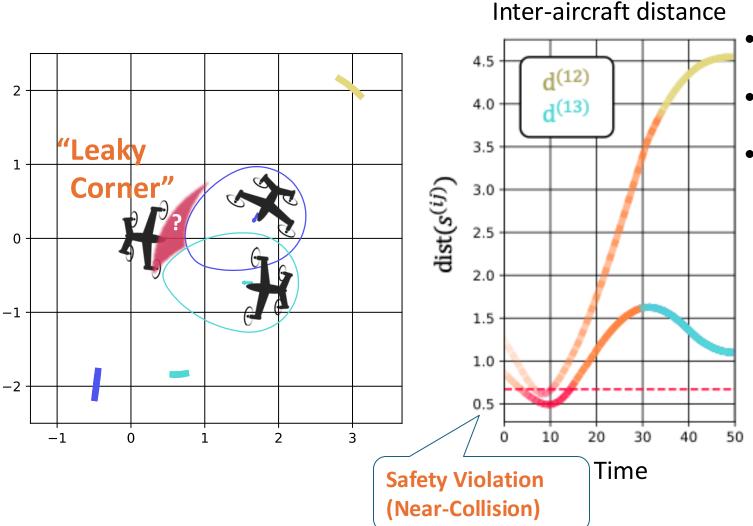


Now with three agents



: Max safe set boundaries from CBVF computation

Resolving a constraint with two agents may conflict with others



- Creates a gridlock
- Inability to satisfy all constraints
- Collision possible

Key Challenge: Intersection of individual safe sets is not the true combined safe sets

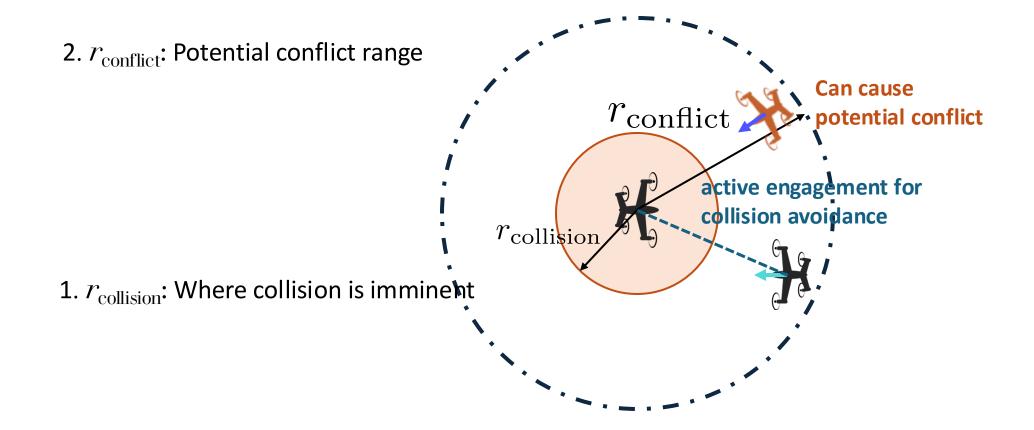
Aka "Leaky corner"

$$S(C_1) \cap S(C_2) \neq S(C_1 \cap C_2)$$

Distance Ranges Based On Potential Conflict Range

Definition (informal):

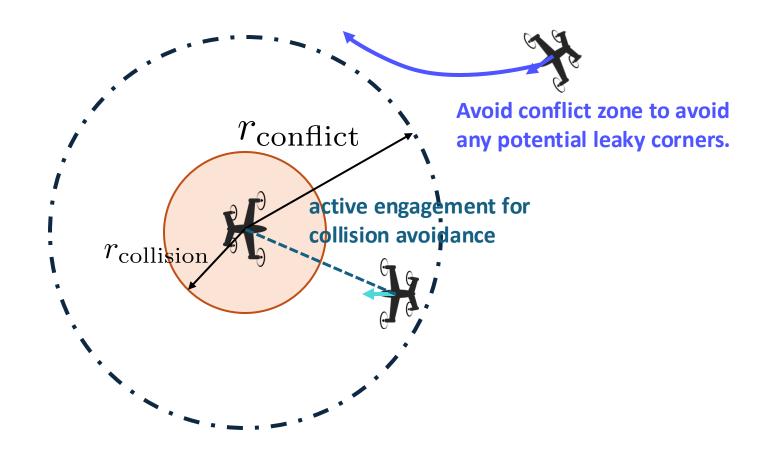
If more than two vehicles are within the **potential conflict zone**, the leaky corner issue can arise and the safety of all agents is not guaranteed anymore.



Distance Ranges Based On Potential Conflict Range

Definition (informal):

If more than two vehicles are within the **potential conflict zone**, the leaky corner issue can arise and the safety of all agents is not guaranteed anymore.



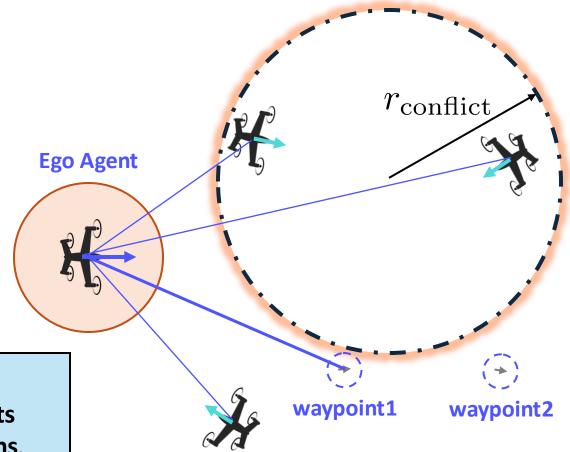
Safety-Informed Multi-Agent RL (MARL)

Layered Safety for MARL:

Safe-informed

Graphical Neural Network
MARL policy

1. Based on the agent's local observations, MARL Policy learns to navigate to waypoints while avoiding the potential conflict regions.





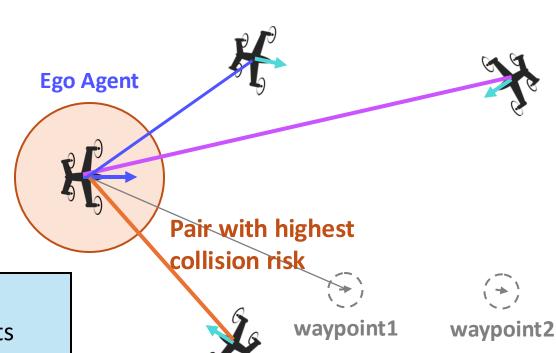
Safety-Informed Multi-Agent RL (MARL)

Layered Safety for MARL:

Safe-informed Graphical Neural Network MARL policy

Prioritization

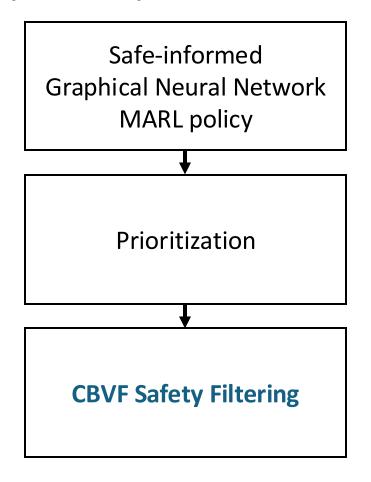
2. Evaluate CBVF values against each agents and pick the agent with worst CBVF value.

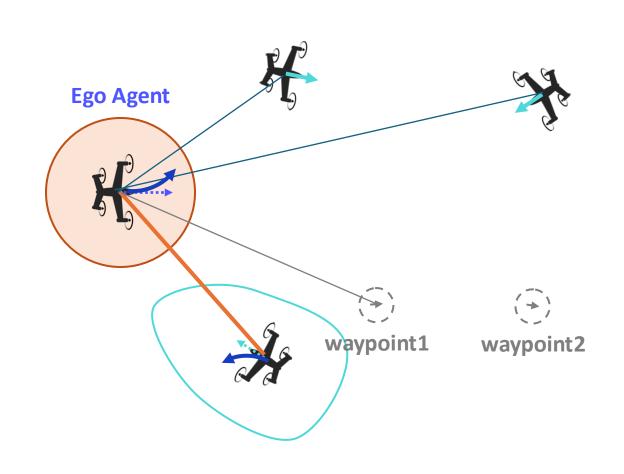




Safety-Informed Multi-Agent RL (MARL)

Layered Safety for MARL:





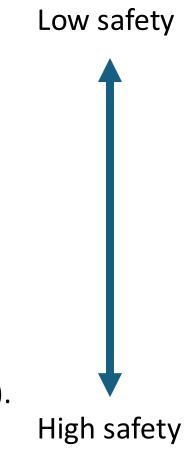


Investigating Varying Levels of Safety

1. Policy trained without the safety filter and no safety penalty (safety blind)

2. Policy trained with the safety filter and no safety penalty (no penalty).

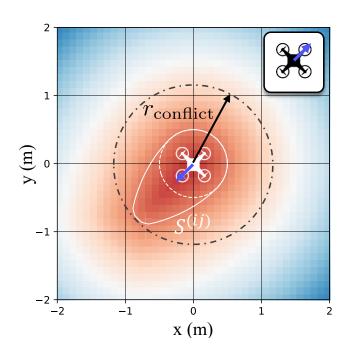
3. Policy trained with the safety filter and with $r_{conflict}$ violation penalty (proposed).



Conflict zone & safe sets computed with CBVF

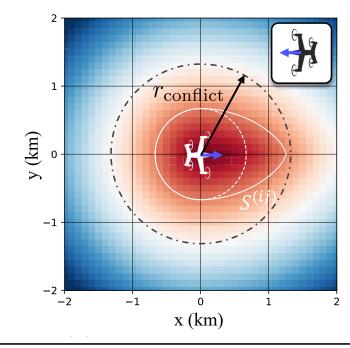
Quadrotor:

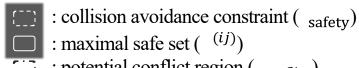
can hover & hold position for safety



Wingborne Air Taxi:

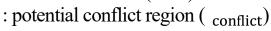
Needs active turn for safety ($v_{\min} > 0$)



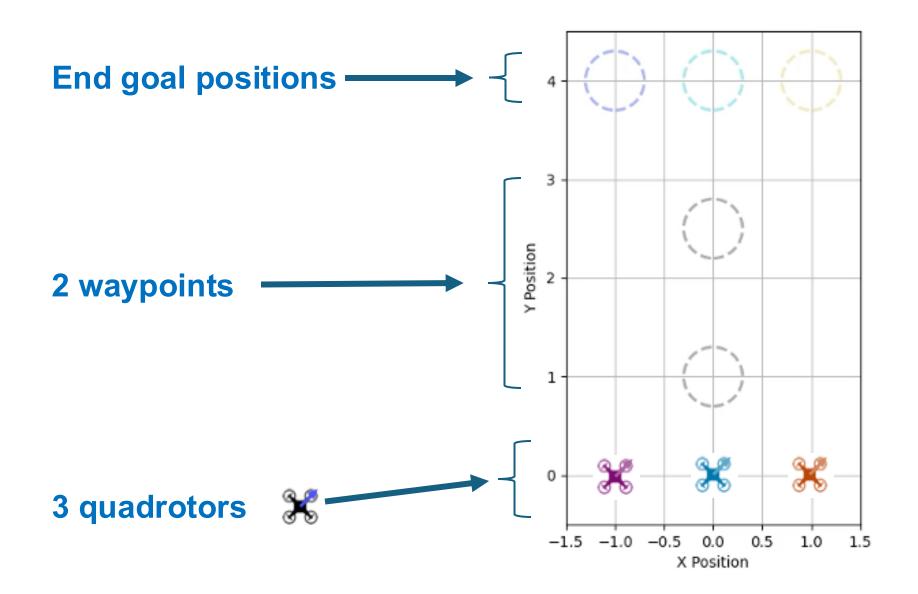


3.0

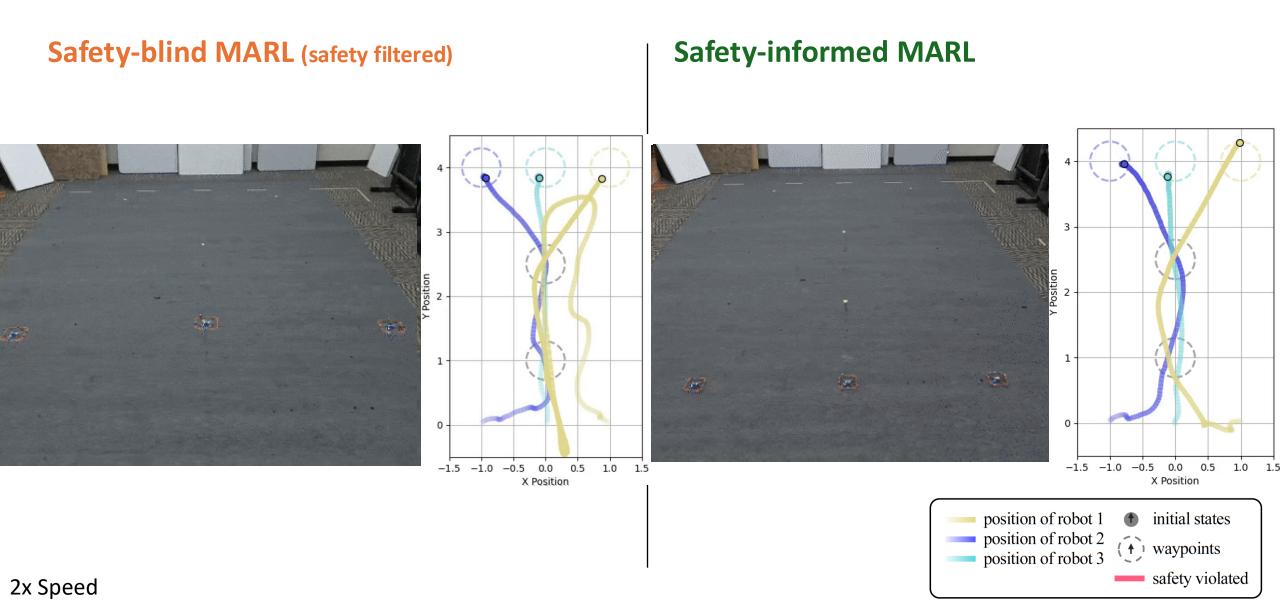
(ij)



Safe Navigation Of Quadrotors Through Waypoints



Safe Navigation Of Quadrotors Through Waypoints



Comparisons to model-based and model-free methods

Performance: Goal reach rate (%)

Safety: Near collision (%)

Quadrotor dynamics: N=4 agents

Quadrotor dynamics: N=8 agents

Methods	Goal reach(%)	Near collision(%)
DG-PPO	96 ± 11.8	0.04 ± 0.16
Exponential CBF	100 ± 0	0.0 ± 0.0
Our Method	100 ± 0	0.0 ± 0.0

Methods	Goal reach(%)	Near collision(%)
DG-PPO	100 ± 0	9.1 ± 2.7
Exponential CBF	93 ± 8.9	8.8 ± 10.7
Our Method	100 ± 0	0.0 ± 0.0

Autonomous Urban Air Mobility Traffic Management: Air Taxi Operation Scenario

Urban Air Mobility (UAM) demand analysis

Consider a peak-density scenario:

- Each vertiport serves 125 aircraft/hour
- Two operations (takeoffs and landings)/min,
- Corridors with 1500 ft separation



(8 vehicles merging into the air corridor that lands at San Francisco) 22

Autonomous Urban Air Mobility Traffic Management: Air Taxi Operation Scenario



(8 vehicles merging into the air corridor that lands at San Francisco) 23

Air Taxi Operation Scenario: Merging into corridor

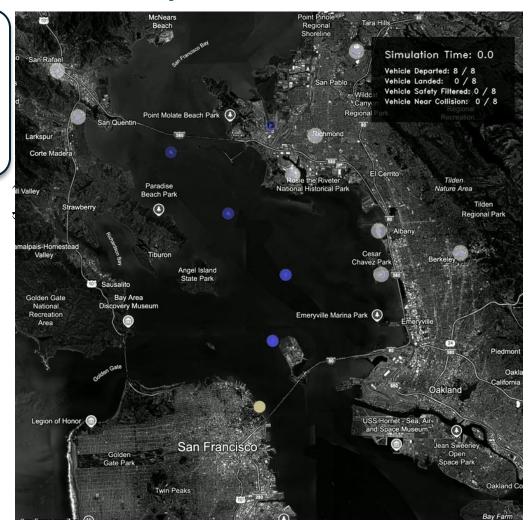
position of vehicles

Active CBVF-based safety filtering

Safety-blind MARL (safety filtered)

Simulation Time: 0.0 Vehicle Departed: 8 / 8 Point Molate Beach Park Vature Area Emeryville Marina Park Legion of Honor San Francisco

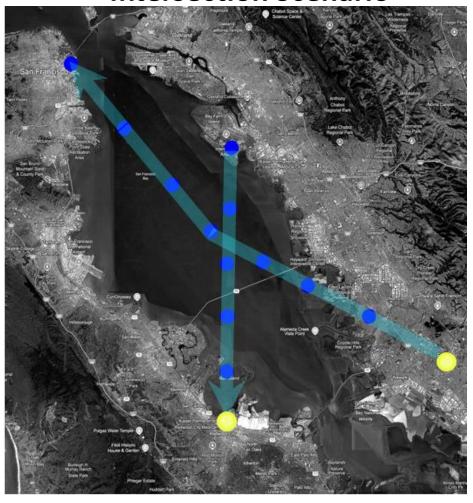
Safety-informed MARL



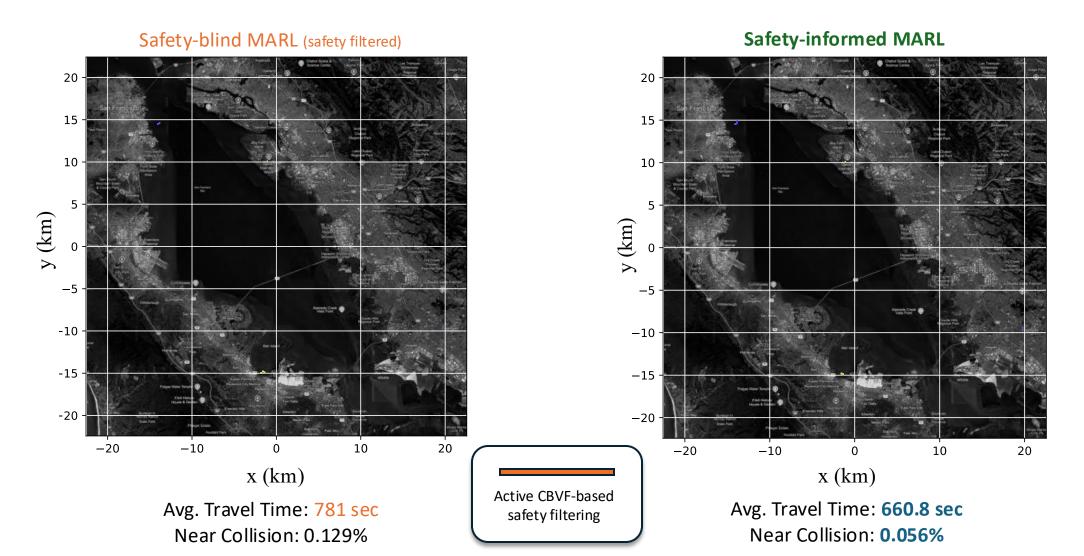
10x Speed

Air Taxi Operation Scenario: Intersecting corridors

Intersection Scenario



Urban Air Mobility Simulation Result: Intersection Scenario



Resolving Conflicting Constraints in MARL with Layered Safety

➤ Layered architecture: Combines CBVF safety filtering with MARL policy for safe, efficient navigation.

Proven performance: Faster travel, more waypoints covered, fewer conflicts.

➤ Broad evaluation: Tested on quadrotor and fixed-wing dynamics in complex scenarios.

Conclusions

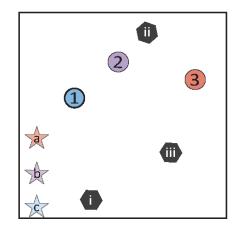
Implications of this work:

- ✓ Our method integrates model-based safety tools from control theory (CBVFs) with learning-based methods (MARL),
- ✓ Together forming a framework that addresses two major challenges in multi-agent problems—safety and efficient coordination.
- ✓ Our work demonstrate the viability of hybrid approaches that combine learning and control and illustrate how RL can be responsibly applied in safety-critical settings.

Proposed Layered Safety Architecture

Multi-agent reinforcement learning

- Learns to proactively navigate potentially conflicting constraints
- Optimizes task performance (e.g., go to goal)

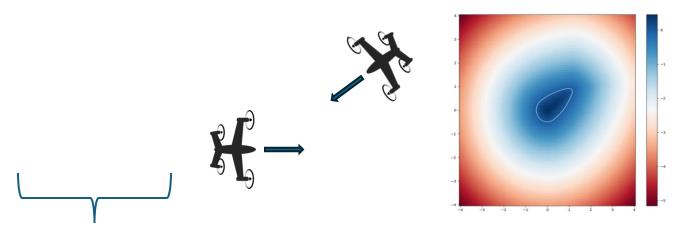


Control Barrier Value Functions (CBVFs)

a CBF design method based on Hamilton-Jacob reachability



- Filters unsafe action generated by MARL
- Provides a safety-informed reward signal



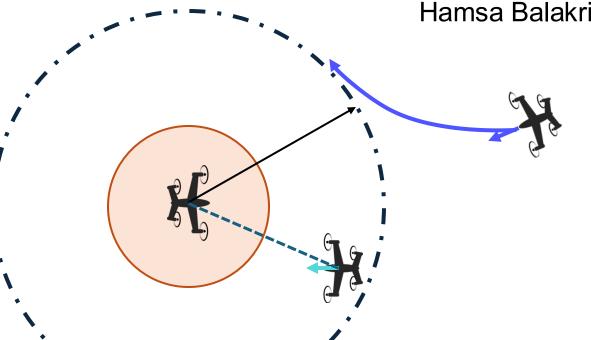
Layered safety architecture

For more details check out our RSS 2025 Paper!

Resolving Conflicting Constraints in Multi-Agent Reinforcement Learning with Layered Safety

Jason J. Choi*, Jasmine Jerry Aloor*, Jingqi Li*, Maria G. Mendoza,

Hamsa Balakrishnan, Claire J. Tomlin





Webpage,
Paper, Videos

