

Rule-based Optimal Control for Autonomous Driving

Agenda

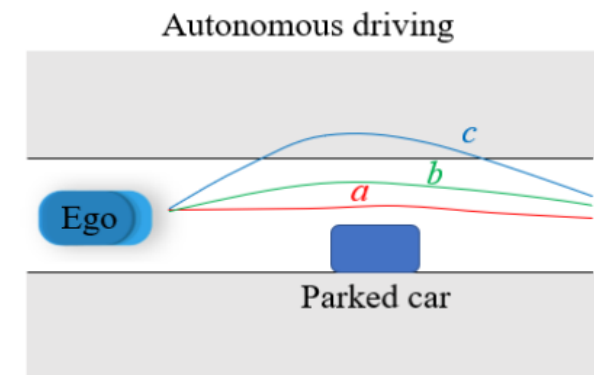
- Introduction to the Project
- Problem formulation
- Approach to solve – Algorithm
- Results
- Tools

Highlights of the Project

- Modified implementation of a Research Paper
- Optimal Control Technique
- Optimization methodology
- MATLAB Optimization tool chain
- C++ Optimization tool chain

Introduction to the Project

- With higher levels of Autonomy, the decision-making capabilities increase
- The vehicles on road must follow certain driving behaviors and traffic rules
- These rules and behaviors can be assigned certain priority and modeled as constraints
- The control algorithms must consider these rules along with on-road driving constraints to find an optimal path in the given environment
- Aim of the project is to find an optimal trajectory based on an iterative optimization algorithm with prioritized soft constraints



Problem Formulation

- We essentially want to **solve an optimization problem** with soft constraints
- How to model **soft constraints** on a non-linear system?

- **Control Lyapunov Function**

- CLF is used as a stability function for non-linear control systems
- CLF needs be designed – $V(x)$
- It is an exponentially decaying function
- It helps to construct stabilizing inputs
- We can construct a CLF constraint on our system based on its decaying condition.

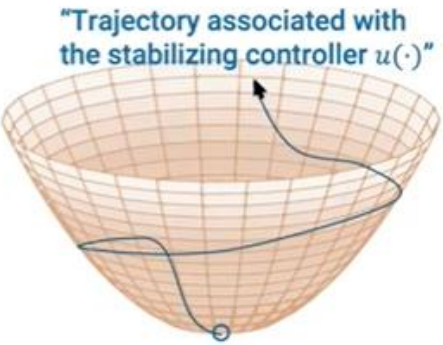
- **Control Barrier Function**

- CBF is used for imposing safety critical constraints for a non-linear control system
- We need to design the CBF – $B(x)$
- We can design multiple CBFs
- Used in combination with CLF for stability and safety

Famous concepts in non-linear controls for MPC optimization formulation

Control Lyapunov Function

- Consider an affine control system: $\dot{x} = f(x) + g(x)u$
- We design our CLF – $V(x)$, such that the state reaches the target destination (or set) and impose a stability constraint

- CLF general form: $L_f V(x) + L_g V(x)u + \epsilon V(x) \leq \delta_e$
 - 
 - L_f - Lie derivative along $f(x)$
 - $V(x)$ - Lyapunov Function
 - δ_e - CLF Slack Variable

← This is adding a stability constraint to the system along with the desired target reaching constraint

- ϵ is a tuning constant. As ϵ gets bigger, the CLF constraint imposes stricter condition. It requires $V(x)$ to decay more quickly.

Control Barrier Function

- CBFs are used to add safety critical constraints which help the system to avoid unsafe sets
- There two forms of CBFs, depending on the degree of CBF function $B(x)$ chooses

1. CBF general form:

$$L_f B(x) + L_g B(x)u + \gamma_i B(x) - \delta_i \geq 0$$

2. HOCBF(2nd degree):

$$L_f^2 B(x) + L_f L_g B(x)u + \gamma_i B(x) - \delta_i \geq 0$$

$B(x)$ - CBF

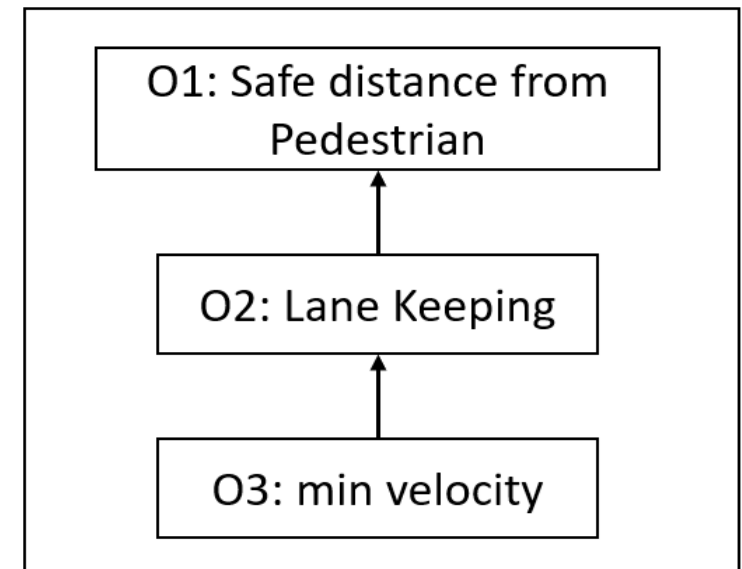
δ_i - CBF Slack Variable

- Gamma is the tuning parameter for CBFs, which is controls the decay rate of the function.

Priority Structure in Constraints

- The constraints in the problem are also **assigned certain priority**
- The framework **recursively relaxes** the constraints based on the priority structure
- Here we consider 3 constraints:

1. Safe distance from pedestrian
2. Lane Keeping
3. Minimum velocity



Optimization Problem

Dynamics Model

$$\dot{x} = f(x) + g(x)u$$



$$\dot{X} = \begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{\theta} \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} + \begin{bmatrix} \cos \theta & 0 \\ \sin \theta & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} v \\ \dot{\theta} \end{bmatrix}$$

Cost Function

$$\min_{u, \delta_e, \delta_i} J = \int_0^{t_f} [c_1 v^2 + c_2 \dot{\theta}^2 + c_3 \delta_e^2 + c_4 \delta_1^2 + c_5 \delta_2^2 + c_6 \delta_3^2] dt$$

v	Linear Velocity
ω	Angular Velocity
δ_e	CLF Slack Variable
δ_1	Pedestrian Distance CBF Slack Variable
δ_2	Lane-keeping CBF Slack Variable
δ_3	Minimum Velocity CBF Slack Variable

Constraints

1. State and Control

$$v_{min} \leq v \leq v_{max} \quad \forall t \in [0, t_f]$$

$$\dot{\theta}_{min} \leq \dot{\theta} \leq \dot{\theta}_{max} \quad \forall t \in [0, t_f]$$

$$y_{min} \leq y(t) \leq y_{max} \quad \forall t \in [0, t_f]$$

$$X(t_f) = X_{goal}$$

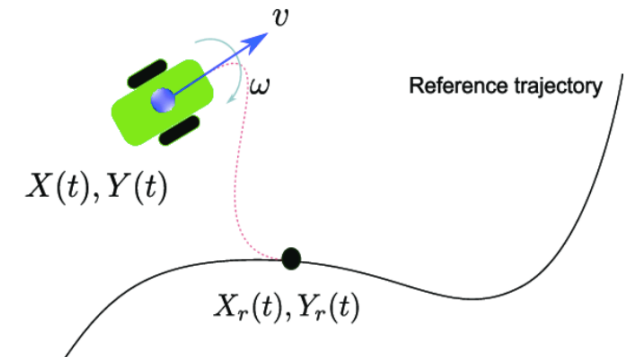
2. Control Lyapunov Function (CLF Constraint)

Lyapunov Function:

$$V(x) = \|y\|^2 = (x - x_{ref})^2 + (y - y_{ref})^2 + (\theta - \theta_{ref})^2$$

Constraint:

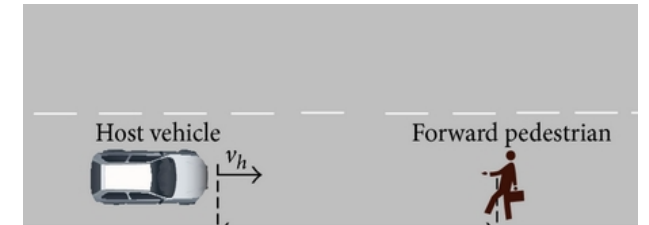
$$2v(x - x_{ref}) \cos \theta + 2v(y - y_{ref}) \sin \theta + 2(\theta - \theta_{ref})\dot{\theta} + \epsilon\|y\|^2 \leq \delta_e$$



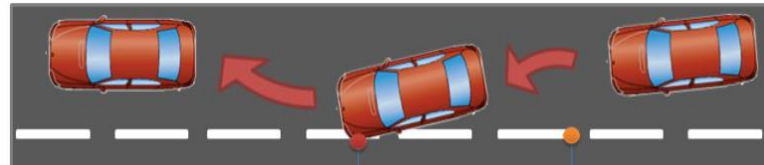
Constrained (continued)

3. Control Barrier Function (CBF Constraint)

- Pedestrian Avoidance (HOCBF):** **Function:** $B(x) = (x - x_p)^2 + (y - y_p)^2 - r^2$
Constraint: $\gamma_1[(x - x_p)^2 + (y - y_p)^2 - r^2] + 2v(x - x_p) \cos \theta + 2v(y - y_p) \sin \theta - \delta_1 \geq 0$



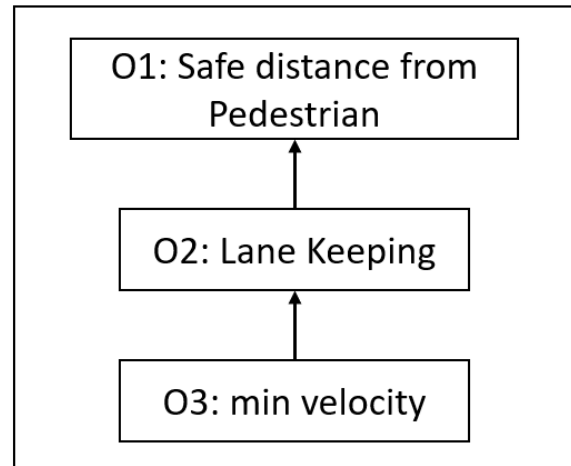
- Lane Keeping:** **Function:** $B(x) = y - l$
Constraint: $\gamma_2(y - l) + v \cos \theta - \delta_2 \geq 0$



- Min Velocity:** **Function:** $B(x) = v - v_{min}$
Constraint: $\gamma_3 v - \gamma_3 v_{min} - \delta_3 \geq 0$

Priority structure algorithm - Iterative

The algorithm iterates through the power set created which specifies which CBFs are relaxed in a priority order.



Algorithm 1 Recursive relaxation algorithm

Input: System dynamics, initial condition, control bounds, state constraints, rules power set R , reference trajectory \mathcal{X} .

Output: Optimal ego trajectory.

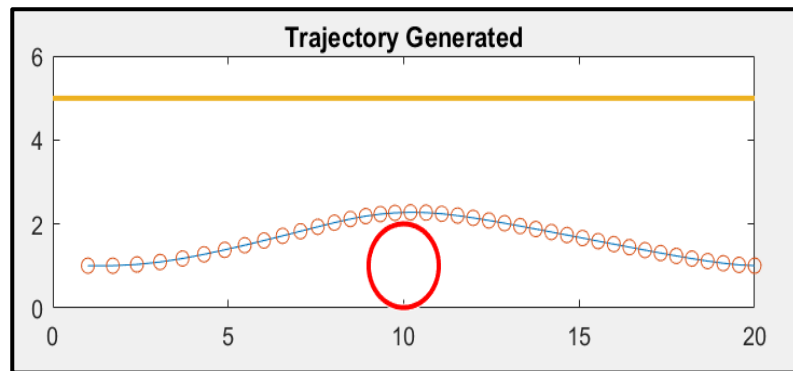
```
1:  $m$  rules
2:  $k = 0$ 
3: while  $k \leq 2^m$  do
4:   Get  $S_k$ ,  $k^{th}$  priority scenario of relaxed rules from  $R$ .
5:   Solve optimization problem with  $S_k$ 
6:   if the above problem is feasible then
7:     Generate optimal trajectory  $\mathcal{X}^*$ .
8:   end if
9: end while
```

Power Set

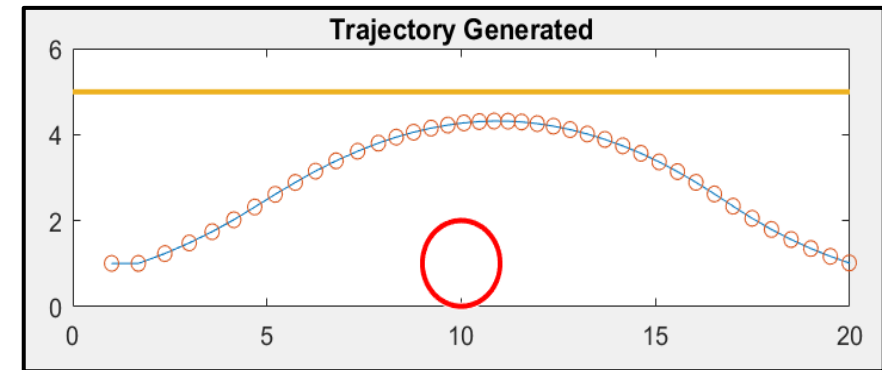
$$\{\{\emptyset\}, \{O_3\}, \{O_2\}, \{O_3, O_2\}, \{O_1\}, \{O_3, O_1\}, \{O_2, O_1\}, \{O_3, O_2, O_1\}\}$$

Tuning Parameters

- Selecting appropriate hyperparameters is very important. They directly affect the performance of the controller.



$\gamma = 0.1$



$\gamma = 0.5$

- The graph shows the effect of changing hyperparameter γ associated with the Pedestrian safe circle
- Inappropriate values of hyperparameters can also render an infeasible solution

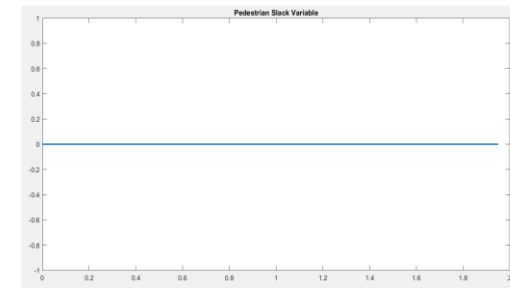
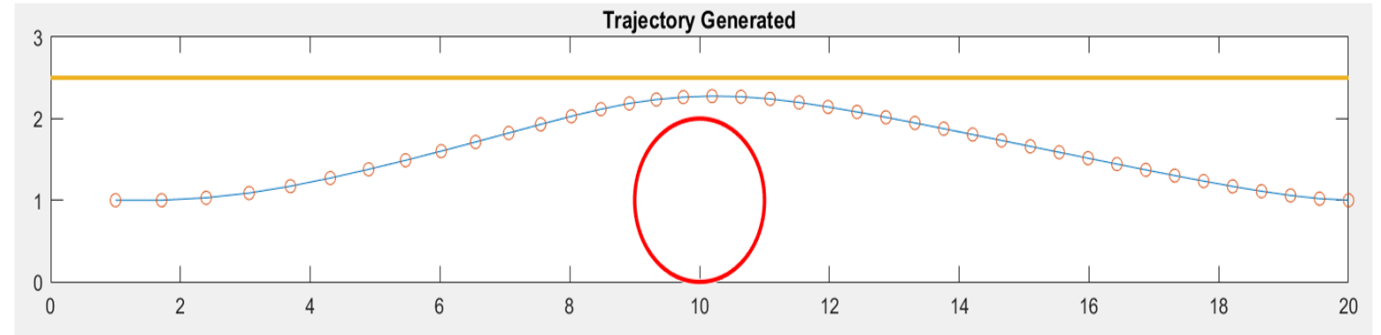
Results

We will look at 4 testing scenarios

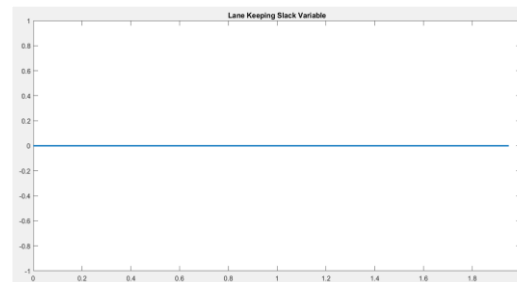
1. No CBF constraints are relaxed (corresponds to relaxing $\{\emptyset\}$)
2. Iteratively Lane keeping constraint is relaxed (corresponds to relaxing $\{O2\}$)
3. Iteratively Pedestrian constraint is relaxed (corresponds to relaxing $\{O1\}$)
4. Iteratively Lane keeping and Pedestrian constraints are relaxed (corresponds to relaxing $\{O1, O2\}$)

Scenario 1

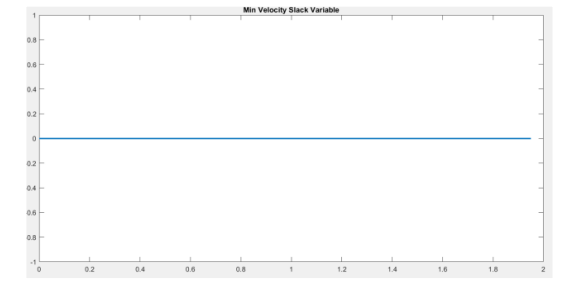
- All constraints act as **hard constraints**; hence we can see the slack variables for all CBFs to be zero.
- The trajectory follows a path between the gap of lane boundary and pedestrian safe circle.



Pedestrian CBF Slack



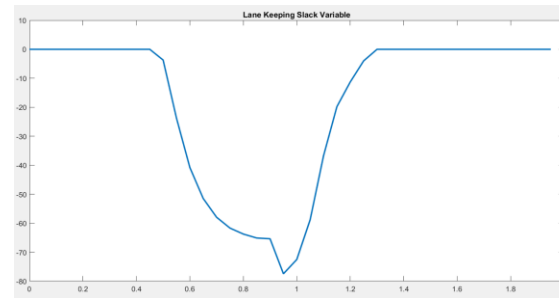
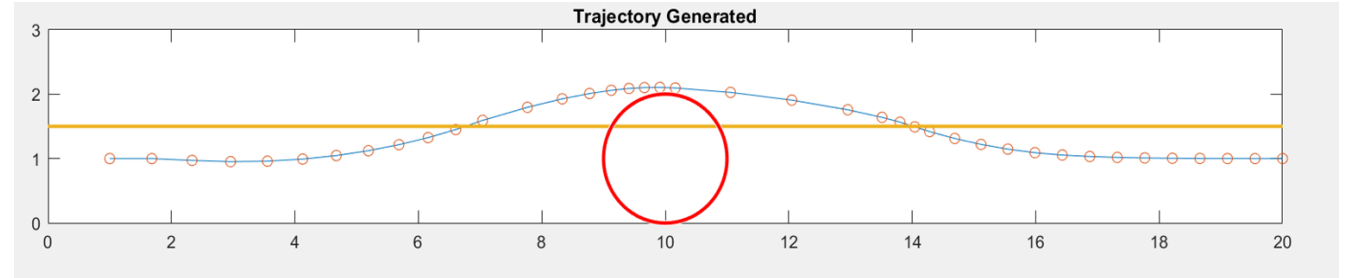
Lane-keeping CBF Slack



Minimum velocity CBF Slack

Scenario 2

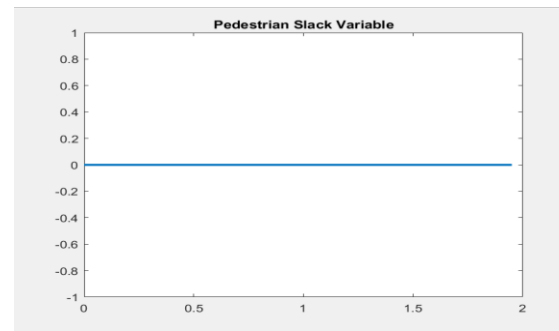
- Iterative power set finds optimal trajectory when lane keeping constraint is relaxed.
- Lane keeping constraint is violated without violating the pedestrian and min velocity constraint.
- The lane keeping slack variable has a non-zero value, but only when constraint is violated.



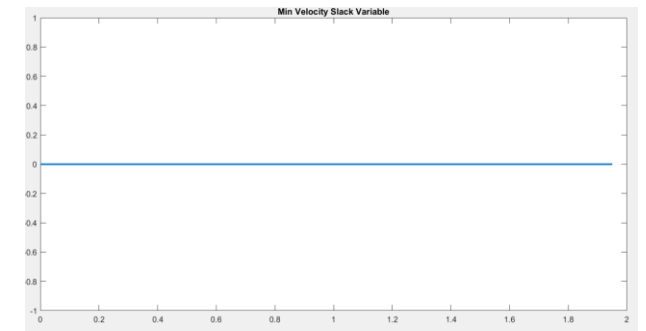
Lane-keeping CBF Slack



Lane keeping slack variable is negative, signifying constraint loosening.



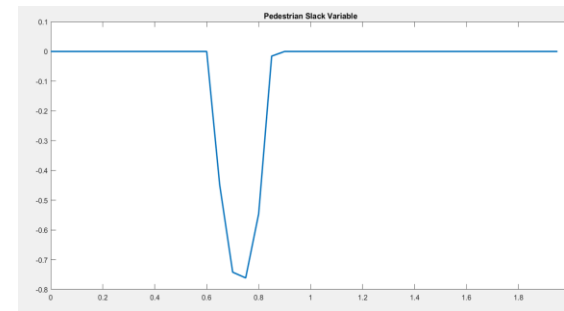
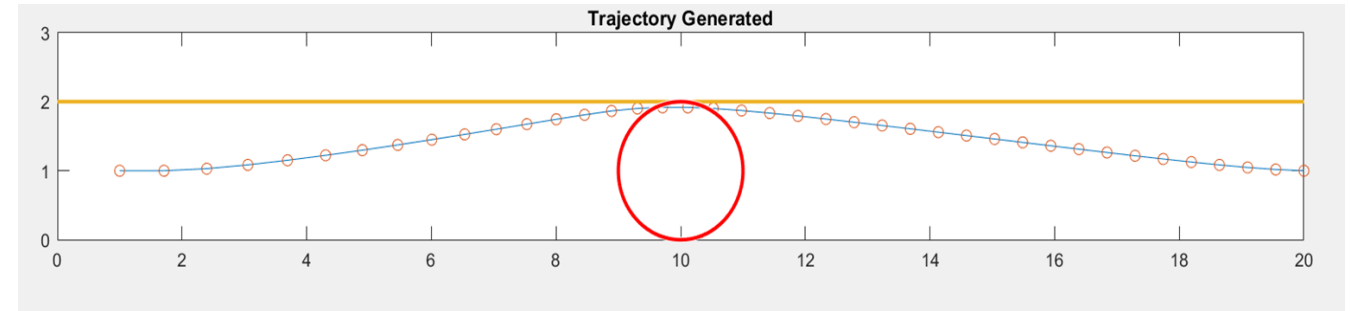
Pedestrian CBF Slack



Minimum velocity CBF Slack

Scenario 3

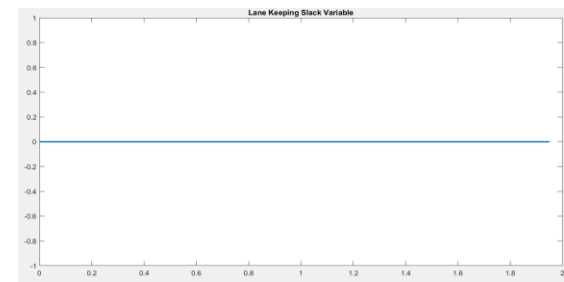
- Here the lane keeping is made a hard constraint for test case purposes.
- We can see that the trajectory violates the pedestrian safe circle, since there is no other feasible trajectory.
- However, it tries to stay as far away as possible from the pedestrian to minimize constraint violation.



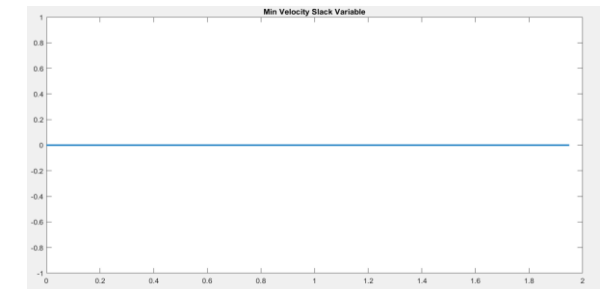
Pedestrian CBF Slack



Pedestrian distance slack variable is negative, signifying constraint loosening.



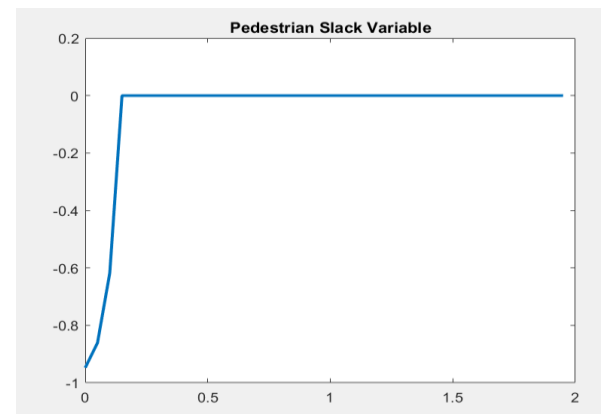
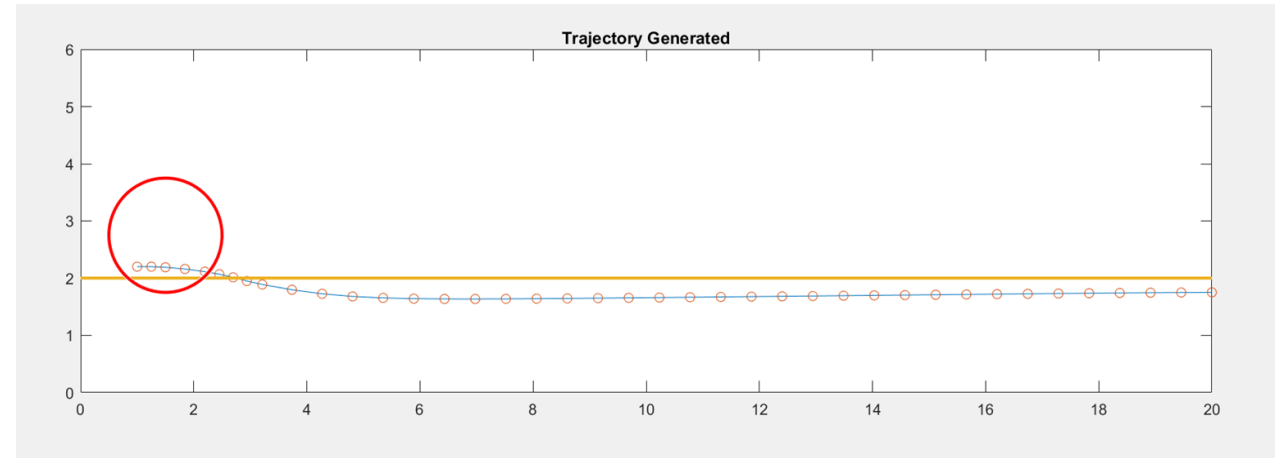
Lane-keeping CBF Slack



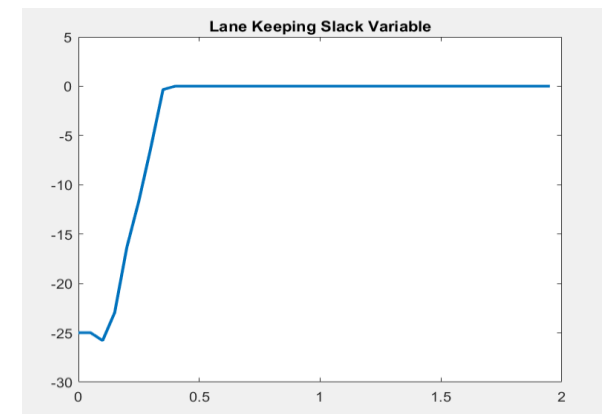
Minimum velocity CBF Slack

Scenario 4

- Here both lane keeping and pedestrian constraints are relaxed at the starting point.
- We can see that the trajectory tries to move out of the circle as fast as possible.
- However, it tries to exit the pedestrian circle and go inside the lane as soon as possible to minimize constraint violation.



Pedestrian CBF Slack



Lane-keeping CBF Slack

Tools

- MATLAB Optimization Toolbox – non-linear optimization function ‘fmincon’
- C++ - CasADi library and IPOPT optimizer for non-linear optimization

Thank you for your time!

Questions?