

# Lecture 3: Safety II

Professor Katie Driggs-Campbell

January 23, 2024

ECE484: Principles of Safe Autonomy



# Administrivia

- Schedule is now online
  - Slides are posted before (blank) and after lecture (filled) 🙌
  - TBDs will likely be guest lectures
- Office Hours and HW party info posted on website
  - No OH today!
- Lab starts this week – will introduce MPO
  - Attendance may be taken!
- If you have DRES accommodations, please send me your letter



# Example: Emergency Braking System



# Executions and Behaviors

Definition: an execution is a particular behavior or trajectory of an automaton  $A$

$$\alpha = q_0 q_1 q_2 \dots$$

such that:

$$1. q_0 \in Q$$

$$2. (q_i, q_{i+1}) \in D, \forall i$$

Note that nondeterministic  $A$  will have many executions!



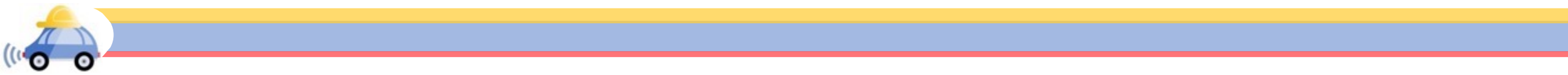
# Safety Requirements

We want to express our safety requirements as:

1. A formula involving state variables
2. A subset of  $Q$



# The Safety Verification Problem



# Reachability and the Post operator



# Partial Summary

- Absolute safety checking boils down to showing that none of the executions of the automaton reaches an unsafe set  $U$ 
  - To reason about all executions, we must work with infinite sets of states 😞





# Partial Summary

- Absolute safety checking boils down to showing that none of the executions of the automaton reaches an unsafe set  $U$ 
  - To reason about all executions, we must work with infinite sets of states 😞
- One way to compute infinite sets is using the Post operator
  - However: computing all executions for unbounded time can be **hard**



# Partial Summary

- Absolute safety checking boils down to showing that none of the executions of the automaton reaches an unsafe set  $U$ 
  - To reason about all executions, we must work with infinite sets of states 😞
- One way to compute infinite sets is using the Post operator
  - However: computing all executions for unbounded time can be **hard**
- We will now introduce a potential shortcut: invariants!



# Inductive Invariants!



# Inductive Invariants to Prove Safety



# Proof by Induction

- For any execution of  $A$ ,  $\alpha = q_0, q_1, \dots, q_k$ , we will prove by induction on  $k$  that  $\forall i q_i \in I$ 
  1. Base case:  $k = 0$ ,  $\alpha = q_0 \in Q_0 \subseteq I$  by (1)
  2. Inductive Step: Given  $\alpha = q_0, q_1, \dots, q_{k-1}, q_k$  and  $q_{k-1} \in I$ , show that  $q_k \in I$



# Simple requirement and candidate invariant (1)



# Simple requirement and candidate invariant (2)



# Another requirement





# Adding more information

timer := 0

if  $x_2 - x_1 < d_s$

    if  $v_1 > a_b$

$v_1 := v_1 - a_b$

        timer := timer + 1

    else  $v_1 = 0$

else  $v_1 := v_1$

$x_1 := x_1 + v_1$

$x_2 := x_2 + v_2$



# Three Cases to Consider: (1)



# Three Cases to Consider: (2)



# Three Cases to Consider: (3)



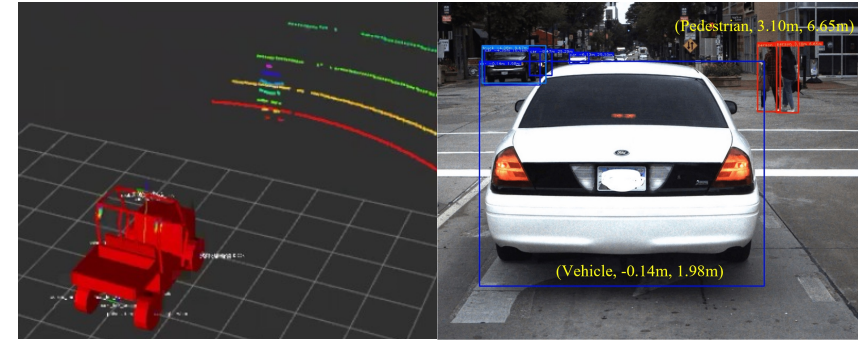
# Showing Safety with a Timer

- **Goal:** show  $x_2 - x_1 > 0$
- Maximum distance traveled by car 1 after detection:

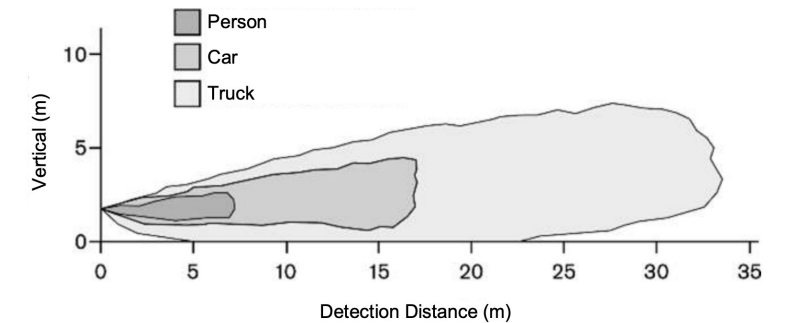


# Baked-in Assumptions (1)

- Perception.
  - Sensor detects obstacle **iff** distance  $d \leq D_{sense}$
  - How to model vision errors?

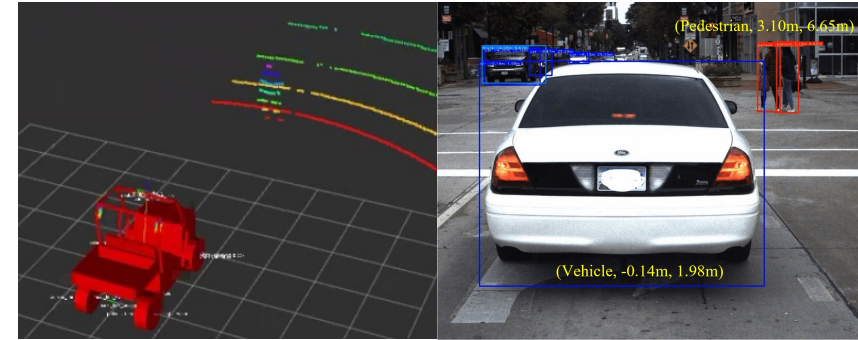


1.2.1.2 Vertical Detection Area

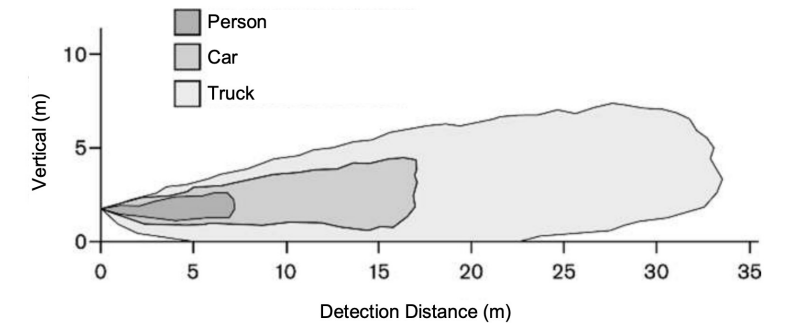


# Baked-in Assumptions (1)

- Perception.
  - Sensor detects obstacle **iff** distance  $d \leq D_{sense}$
  - How to model vision errors?
- Pedestrian Behaviors.
  - Pedestrian is assumed to be moving with constant velocity from initial position

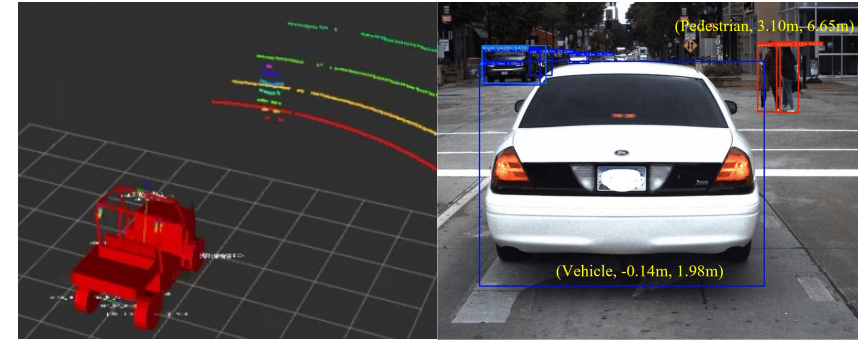


1.2.1.2 Vertical Detection Area

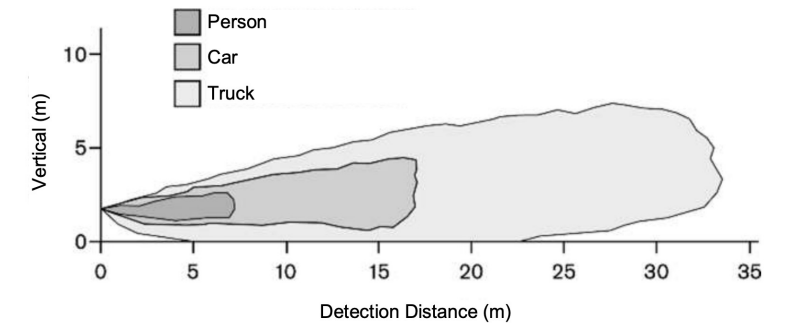


# Baked-in Assumptions (1)

- Perception.
  - Sensor detects obstacle **iff** distance  $d \leq D_{sense}$
  - How to model vision errors?
- Pedestrian Behaviors.
  - Pedestrian is assumed to be moving with constant velocity from initial position
- No sensing-computation-actuation delay.
  - The time step in which  $d \leq D_{sense}$  is true is exactly when the velocity starts to decrease



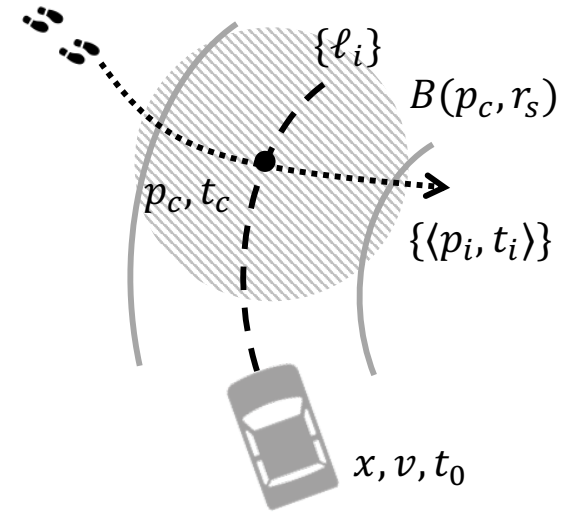
1.2.1.2 Vertical Detection Area





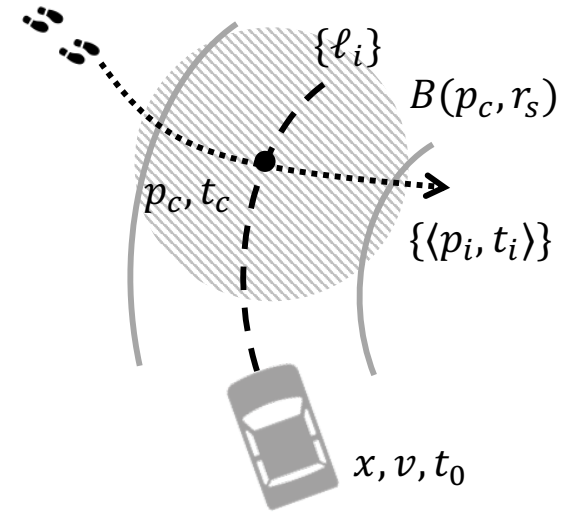
# Baked-in Assumptions (2)

- Mechanical or Dynamical assumptions
  - Vehicle and pedestrian moving in 1-D lane.
  - Does not go backwards.
  - Perfect discrete kinematic model for velocity and acceleration.



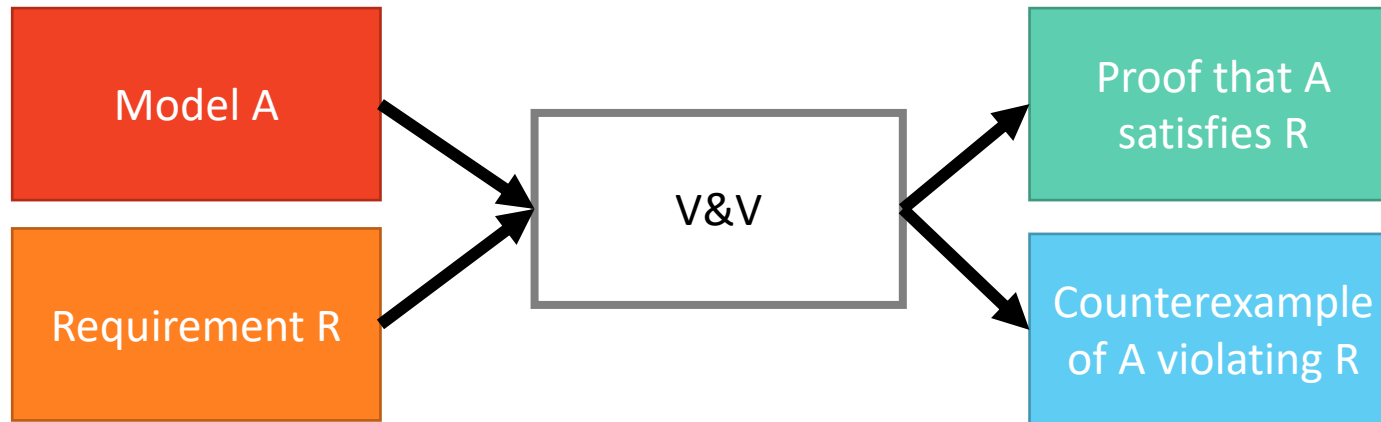
# Baked-in Assumptions (2)

- Mechanical or Dynamical assumptions
  - Vehicle and pedestrian moving in 1-D lane.
  - Does not go backwards.
  - Perfect discrete kinematic model for velocity and acceleration.
- Nature of time
  - Discrete steps. Each execution of the above function models advancement of time by 1 step. If 1 step = 1 second,  $x_1(t + 1) = x_1(t) + v_1(t) \cdot 1$
  - Atomic steps. 1 step = complete (atomic) execution of the program.
    - We cannot directly talk about the states visited after partial execution of program



# Remarks and Takeaway

- The proof by induction shows a property of *all behaviors of our model*
- The proof is conceptually simple, but can quickly get tedious and error prone
  - Verification and Validation tools like Z3, Dafny, PVS, CoQ, AST, MC2, automate this



# Summary

- We must translate safety requirements into sets of states or formulas over state variables
- Reachability allows us to prove safety
- Invariant trick can give a shortcut for proving safety 😊
  - The invariant  $I$  may contain important information about conserved quantities and may also tell us why the system is safe
  - However, often requires guessing and checking and a lot of engineering effort
- Mind the gap between model and reality!
- Next: More safety (fun lecture)

