

A Perspective on Trust in Machine Learning and Control for Dynamic Autonomous Systems

AFRL-SUNY Trusted AI Challenge Series

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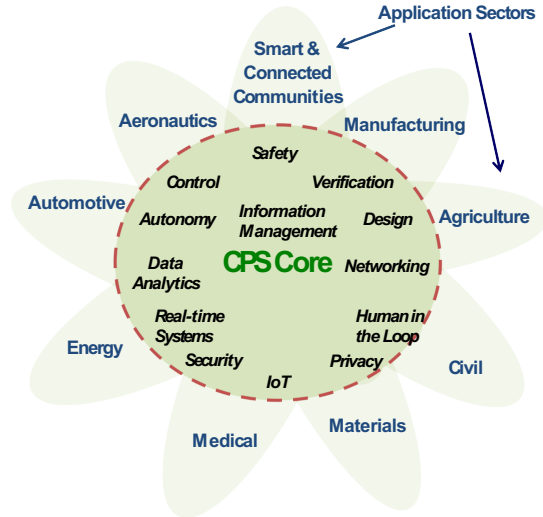
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Outline

1. Smart Cyber-Physical Systems
2. Control Systems Viewpoint
3. Recap of Recent Machine Learning Breakthroughs
4. What does Future Hold?

Cyber-Physical Systems



Application Domains

Transportation



- Faster and safer vehicles (airplanes, cars, etc)
- Improved use of airspace and roadways
- Energy efficiency
- Manned and un-manned

Energy and Industrial Automation



- Homes and offices that are more energy efficient and cheaper to operate
- Distributed micro-generation for the grid

Healthcare and Biomedical



- Increased use of effective in-home care
- More capable devices for diagnosis
- New internal and external prosthetics

Critical Infrastructure



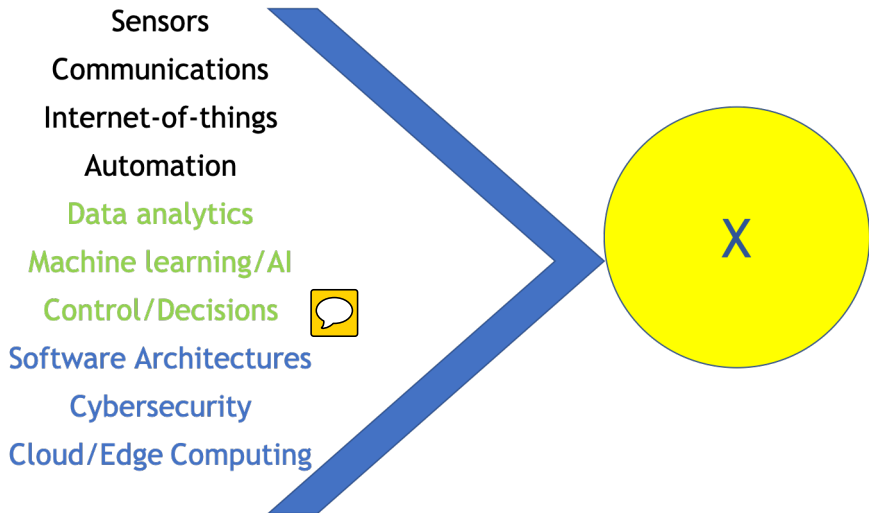
- More reliable power grid
- Highways that allow denser traffic with increased safety

CPS Properties

- ▶ Pervasive computation, sensing, and control
- ▶ Networked at multiple scales
- ▶ Dynamically reorganizing/reconfiguring
- ▶ High degrees of automation
- ▶ Dependable operation with potential requirements for high assurance of reliability, safety, security and usability
- ▶ With or without human interaction/supervision
- ▶ Conventional and unconventional substrates/platforms
- ▶ Range from the very small to the large to the very large



Smart-X: Conceptual View



Aspirational and Emerging Applications: Examples

► Smart-X

1. Smart manufacturing
2. Smart grid
3. Smart transportation
4. Smart cities
5. Smart health

► Autonomous systems

1. Unmanned air vehicles
2. Self-driving cars
3. Autonomous robots

Human individual and group behaviors are central in many of these applications.

Smart Cyber-Physical-Human or Autonomous Systems.

Will we trust them?



Control Systems : Strong Theoretical Foundations

- ▶ Stability theory
- ▶ Optimal control
- ▶ Linear multivariable control
- ▶ Robust control
- ▶ Nonlinear control
- ▶ Adaptive Control
- ▶ Stochastic control
- ▶ Distributed control

Key Ideas

- ▶ Heavy use of mathematical models and techniques
 1. Differential and difference equations; ODEs, PDEs, Idots
 2. Discrete-event models
 3. Hybrid models
 4. Deterministic and stochastic
 5. Distributed, networked, hierarchical, . . .
 6. Toolsets for analysis and design: time-domain, frequency domain, optimization, numerical computations, . . .
- ▶ Explicit accounting of modeling errors and robustness
- ▶ Mathematically provable properties
- ▶ Bottomline: so long as mathematical assumptions hold, conclusions are guranteed.

Adaptive Control

- ▶ Control systems that can adapt to changes in the system or the environment
- ▶ A long-standing goal in control theory
- ▶ Deterministic and stochastic models
- ▶ Parameter learning, neural network learning, ...
- ▶ Mathematical results on closed loop stability, convergence of parameters, ...
- ▶ Transient performance remains a hard problem
- ▶ Recent results on flight tests of adaptive control

Formal Methods

- ▶ Specify desired behavior from the controlled system in terms of logical statements
- ▶ Temporal logics: linear temporal logic (LTL), metric temporal logic (MTL), signal temporal logic (STL), ...
- ▶ Model checking, theorem proving, etc. for verification
- ▶ Investigations of robustness
- ▶ Concerns about specifying the desired behaviors
- ▶ Concerns about scaling to complicated systems

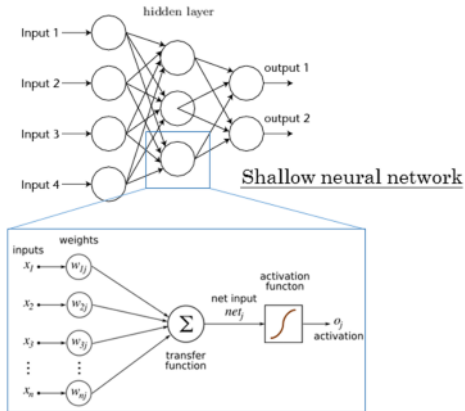


Recap of Recent Machine Learning Breakthroughs

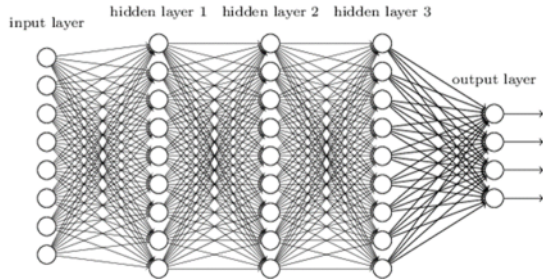
Computational Intelligence: Pattern Recognition or Model Building

- ▶ Two fundamentally different perspectives on learning from data:
 1. Statistical pattern recognition from data for prediction and control.
 2. Using data to build causal models to understand, predict and control.
- ▶ Possible to combine these two approaches.
- ▶ Causality a critical issue.

Deep vs Shallow Neural Networks



Deep neural network



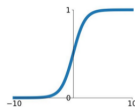
Building Block: A Single Artificial Neuron Unit

- ▶ Inputs: x_1, x_2, \dots, x_n
- ▶ Weights: w_1, w_2, \dots, w_n
- ▶ An activation function σ
- ▶ Examples of activation functions:
- ▶ Output given by

$$a = \sum_{j=1}^n w_j x_j$$
$$y = \sigma(a)$$

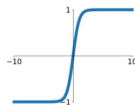
Sigmoid

$$\sigma(x) = \frac{1}{1+e^{-x}}$$



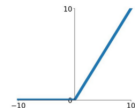
tanh

$$\tanh(x)$$



ReLU

$$\max(0, x)$$



Key Advantage of Deep Networks

*“ ... shallow classifiers require a good feature extractor ... one that produces representations that are selective to the aspects of the image that are important for discrimination ... The conventional option is to hand design good feature extractors, which requires a considerable amount of engineering skill and domain expertise. But this can all be avoided if **good features can be learned automatically** ... **This is the key advantage of deep learning.**”*

Deep Learning, LeCun, Bengio, and Hinton, Nature, 2015.

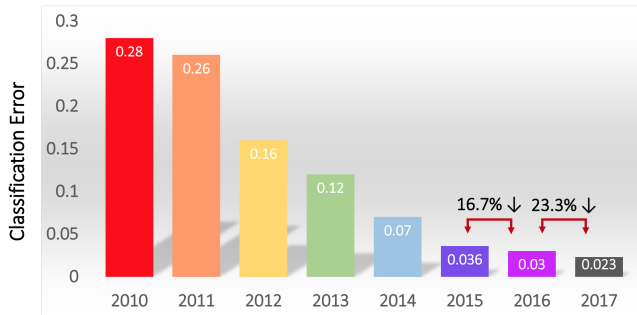
Major DL Innovations

- ▶ Convolutional neural networks
- ▶ Long Short Term Memory (LSTM) for sequential data
- ▶ Numerous algorithmic and architectural innovations
- ▶ Training and optimization of extremely large networks
- ▶ Use of graphics processors for computation
- ▶ Leveraging of large volumes of training data

Breakthrough in Vision: ImageNet Competition

ImageNet Classification with Deep Convolutional Neural Networks, Krizhevsky, Sutskever, and Hinton, 2012

Classification Results (CLS)

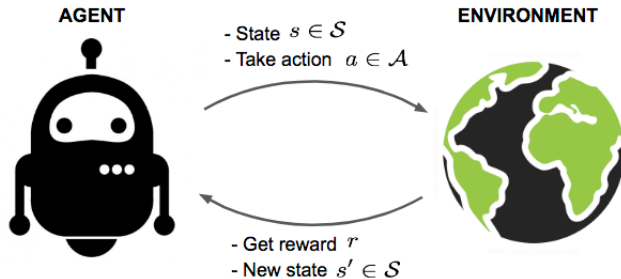


Source: image-net.org

Recurrent Neural Networks

- ▶ Recurrent neural networks (RNNs): neural network models with the ability to pass information across time steps
- ▶ Suitable for modeling data that are
 - ▶ Sequential and dependent.
 - ▶ Of varying input lengths.
- ▶ RNNs: natural choice for time series and other sequential applications.
- ▶ Long Short Term Memory (LSTM) Networks: the state-of-the-art RNNs.

RL Framework



The “agent” is the controller and the “environment” includes the plant, uncertainty, disturbances, noise, etc.



Reinforcement Learning: General Setup

- ▶ At each time step, agent observes the state, takes action, and receives a reward.
- ▶ Goal for the agent: choose actions to maximize total discounted reward.
- ▶ Optimal action policy is a form of control law.
- ▶ Can the agent learn the optimal policy by suitable use of state and reward data?
- ▶ RL: A general machine learning paradigm to solve problems and attain goals.

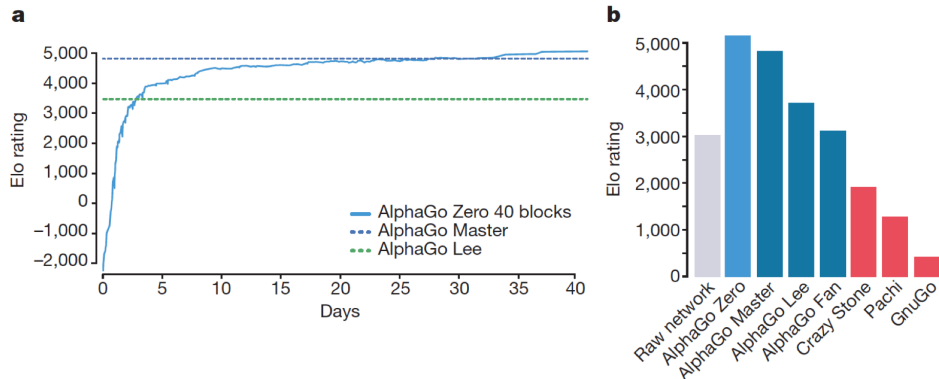


Key Ideas and Building Blocks

- ▶ Bellman's optimality principle: *Tail of an optimal policy must be optimal.*
- ▶ Function $Q(x, a)$: optimal policy given by maximizing with respect to a .
- ▶ One approach: Learn the Q -function.
- ▶ Recent innovations in modern RL
 1. Deep Reinforcement Learning: Use deep neural networks to approximate Q (DQN)
 2. Experience replay to reuse past data
 3. Asynchronous and parallel RL
 4. Rollouts based planning for RL
 5. Self-play for faster learning
 6. Techniques for data efficiency
 7. Techniques for continuous action spaces



AlphaGo Zero achieves State-of-the-Art Performance



Despite learning by itself from zero prior knowledge, it learns and outperforms all other algorithms.

Autonomy and Learning

- ▶ Learning and adaptation will be needed for achieving ambitious autonomous systems goals
- ▶ Machine learning will increasingly be integrated into autonomous systems of the future
- ▶ Myriad forms of machine learning: DL, RL, GAN, . . . will be developed for use in autonomous systems applications
- ▶ Numerous questions will arise about trust in such systems



Possible Goals and Approaches

- ▶ Increased transparency in the learning components: explainable AI
- ▶ Cognitive CPS: build cognitive properties into future CPS: perception, memory, attention, problem solving, ...
- ▶ Build self-awareness into smart autonomous systems
- ▶ Notion of intent in smart autonomous systems

