

Cognitive Cyber-Physical Systems: Vision and Ideas for Exploring a New Frontier

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Outline

1. Context and Vision
2. Cognitive Cyber-Physical Systems
3. Technical Directions
4. Our Recent Work
5. Concluding Remarks

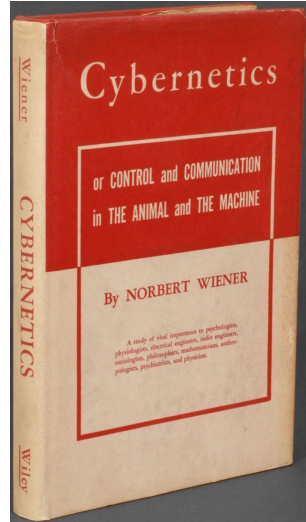
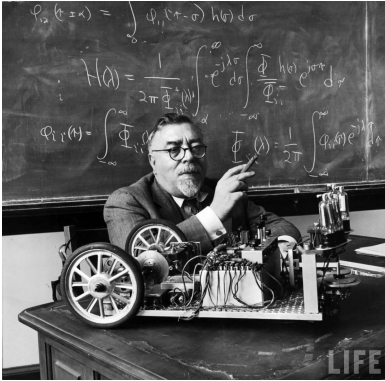
This presentation contains numerous [hyperlinks](#) (in blue) as pointers for further study and exploration.

Dedicated to the Memory of Dr. Kishan Baheti



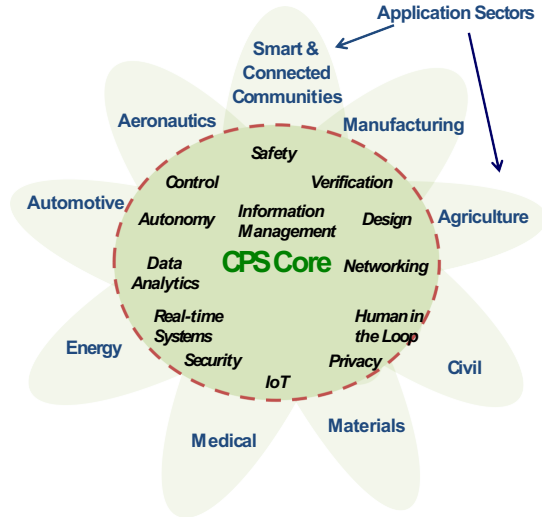
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Wiener, Cybernetics, and Macy Conferences



How would the pioneers of cybernetics and AI envision the future of CPS?

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

Aspirational and Emerging Applications

► Smart-X

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

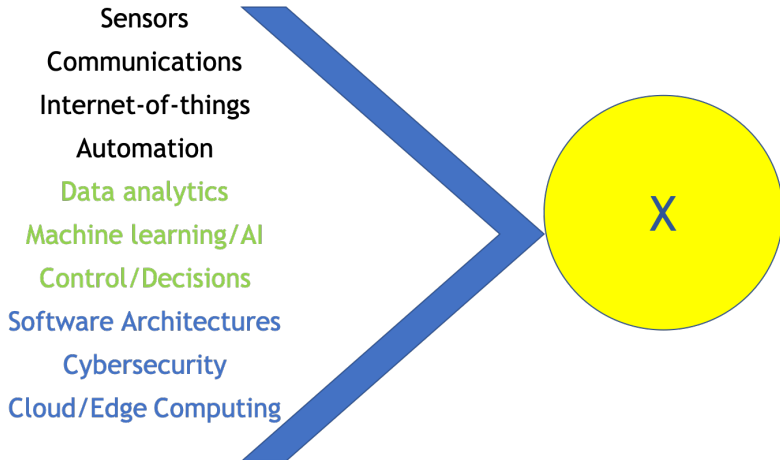
► Autonomous systems

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

Human individual and group behavior and their interactions with technological systems are central in many of these applications:

Smart Cyber-Physical-Human Systems (CPHS)

Smart-X: Conceptual View



Cognitive Cyber-Physical Systems

Marr's 3 Levels of Analysis and Cognitive Science

Goal/Function (Computational)

Algorithm and Architecture

Implementation

Cognition - Definitions and Characteristics

- ▶ “All processes by which the sensory input is transformed, reduced, elaborated, stored, recovered, and used.” — Neisser, Cognitive Psychology, 1967.
- ▶ Important role of evolutionary processes in cognition: genomes, brains, minds, cultures, . . .
- ▶ Salient cognitive functions:
 1. Perception
 2. Attention
 3. Memory
 4. Reasoning
 5. Problem solving
 6. Knowledge representation

Cognitive Psychology, Neisser (1967)

Mind as Machine: A History of Cognitive Science, Boden (2006)

Cognitive CPS - Key Principles

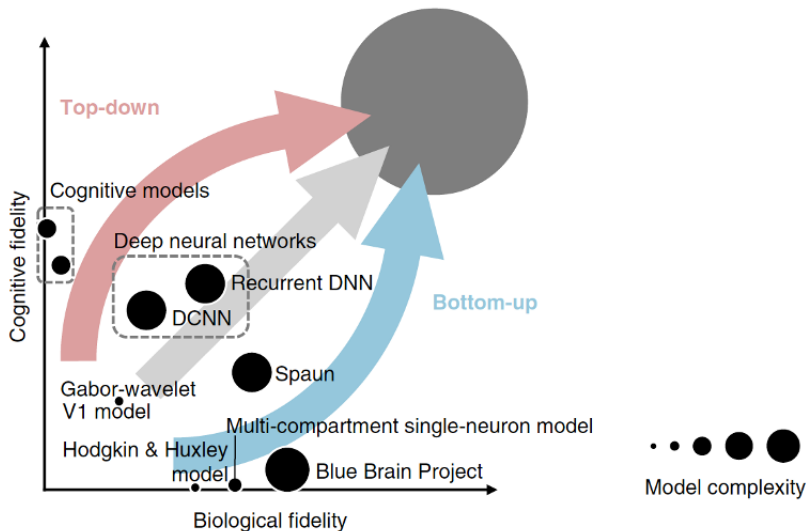
- ▶ Working Definition: CPS that have *cognitive functions and capabilities*.
- ▶ CPS can be explicitly designed and/or can learn (or evolve) to possess cognitive functions.
- ▶ Need for specific cognitive functions and capabilities will depend on the problem.
- ▶ Cognitive CPS's may learn from each other, from humans, and also form collaborative networks.
- ▶ Cognitive CPS may be better able to augment humans and lead to human flourishing.

Hypothesis: Cognitive CPS concept offers the most expansive and ambitious program for integrating ML/AI with CPHS for realizing Smart-X Systems.

Computational Intelligence: Pattern Recognition or Model Building

- ▶ Two fundamentally different perspectives on learning from data:
 - ▶ Statistical pattern recognition from data for prediction and control.
 - ▶ Use prior knowledge and data to build causal models to understand, predict and control.
- ▶ It is possible to combine these two approaches.
- ▶ Causality a critical issue in learning from data.

Cognitive Fidelity, Biological Fidelity, and Model Complexity



Symbolic vs. Neural Connectionist Approaches

- ▶ Historical and ongoing debate on the nature of human cognition and the structure of the brain.
- ▶ Key topic in cognitive science: neuroscience, ML/AI, psychology, linguistics.
- ▶ Three major components:
 - ▶ Computational logic systems
 - ▶ Connectionist neural network models
 - ▶ Models and tools for uncertainty
- ▶ Pragmatic approach: combine connectionist, logic and probabilistic approaches to achieve desired system goals and objectives.

Cognitive Models

- ▶ Production systems ([Newell and Simon](#)):
 1. If-then rules, logic, symbols
 2. Goals and subgoals, conflict resolution mechanisms
 3. Example: [ACT-R](#), [SOAR](#)
- ▶ Reinforcement learning based models
 1. Actions, states, rewards
 2. Perception and motor modules
 3. Value and policy based approaches
 4. Three modes: Model-free, model-based, and episodic
 5. [Brain combines all three of these modes but it is not known how this is done.](#)
- ▶ [Bayesian probabilistic models](#)

Free Energy Principle

- ▶ **Overarching unifying principle** for brain function due to K. Friston.
- ▶ Brain seeks to minimize surprise.
- ▶ Bayesian brain hypothesis: brain has an internal model that allows for computation of state estimate from sensory observations using Bayes rule.
- ▶ Agent chooses action policy to maximize “information gain” (KL divergence or relative entropy).
- ▶ Free energy principle: minimize expected free energy under future observations and future states.
- ▶ Connections to statistical mechanics, predictive coding, risk sensitive control, . . .

Perception in ML

- ▶ Deep learning is revolutionizing perception.
- ▶ Compositionality is built-in.
- ▶ Examples of very impressive progress in:
 - ▶ Computer vision
 - ▶ Speech recognition and processing
 - ▶ Language translation
- ▶ Architectures:
 - ▶ Convolutional neural networks
 - ▶ Long Short Term Memory (LSTM) recurrent neural networks
 - ▶ Transformers

Perception in CPS

- ▶ CPS with multiple, distributed sources of sensed information.
- ▶ Immediately possible to leverage DL advances.
- ▶ Prior knowledge plays a very large role in cognitive theories of perception.
- ▶ Neural network techniques could be combined with relational prior knowledge for improved context awareness in sensor rich CPS.
- ▶ Potential tools and techniques for relational priors:
 1. Neural networks with symbolic front ends.
 2. Inductive biases, deep learning, and graph networks.
 3. Explicitly relational neural networks.

Computational Models of Attention

- ▶ Vision (human, robot, driving) has been a major focus for modeling of attention.
- ▶ Feature integration theory, guided search model, CODE theory of visual attention, signal detection theory, ...
- ▶ Computational models:
 1. Itti's model: color, intensity, orientation
 2. Bayesian models of attention
 3. Decision theoretic models
 4. Information theoretic models
 5. Graphical models
 6. Spectrum analysis models

Attention in ML

- ▶ Attention is the key to focusing on the most relevant information from multiple distributed sources of information.
- ▶ Examples:
 - ▶ Recurrent Models of Visual Attention, Mnih et al. (2014).
 - ▶ Effective Approaches to Attention-based Neural Machine Translation, Luong et al. (2015).
 - ▶ Show, Attend and Tell: Neural Image Caption Generation with Visual Attention, Xu et al. (2015).
 - ▶ Attention is all you need, Vaswani et al (2017).
 - ▶ Self-attention Generative Adversarial Networks (GANs), Zhang et al (2019).

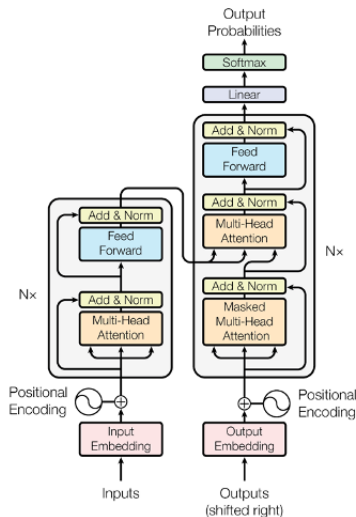


Figure 1: The Transformer - model architecture.

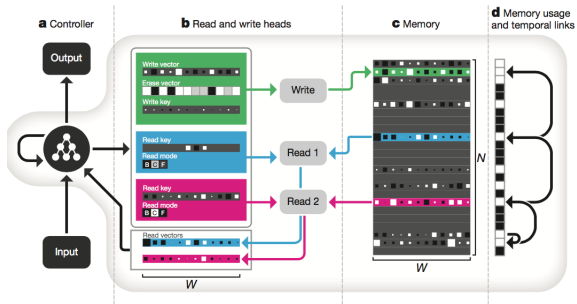
Role of Attention in CPS

- ▶ Two levels of attention:
 - ▶ First level - selection and focus on a particular task.
 - ▶ Second level - top-down search for relevant information.
- ▶ Attention for detecting changing conditions and contexts.
- ▶ Attention for fault detection and/or resilience.
- ▶ Attention models that are hierarchical and programmable will be required for CPS.
- ▶ Examples of programmable attention:
 1. [Attention is all you need](#) (Transformer).
 2. [Non-local neural networks](#) for image recognition.

Memory

- ▶ Memory is central to learning and intelligent behavior.
- ▶ Multiple memory mechanisms in human cognition:
 - ▶ short-term
 - ▶ long-term
 - ▶ episodic (content-addressable)
 - ▶ semantic
- ▶ **LSTM** - excellent example of use of memory in machine learning.
- ▶ **Experience replay** - a key innovation in Deep RL breakthroughs.
- ▶ Differentiable neural computer by [Graves et al. \(2016\)](#).
- ▶ Sparse distributed representations. Examples: [hierarchical temporal memory](#), [sparsey](#).

Differentiable Neural Computer



Hybrid computing using a neural network with dynamic external memory, Graves et al. (2016)

Memory, Attention, and Composition Cell Architecture

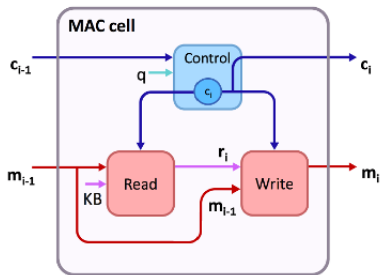


Figure 3: The MAC cell architecture. The MAC recurrent cell consists of a control unit, read unit, and write unit, that operate over dual **control** and **memory** hidden states. The **control unit** successively attends to different parts of the task description (question), updating the control state to represent at each timestep the reasoning operation the cell intends to perform. The **read unit** extracts information out of a knowledge base (here, image), guided by the control state. The **write unit** integrates the retrieved information into the memory state, yielding the new intermediate result that follows from applying the current reasoning operation.

Example of Memory in CPS: Episodic Control

- ▶ Episodic control - re-enact successful episodes from memory storage.
- ▶ Episodic control has potential relevance to “small data” learning and control.
- ▶ Example: [Model-free episodic control, Blundell et al. \(2016\)](#).
- ▶ Model-free episodic control – recorded experiences are used as value function estimators.
- ▶ [Neural episodic control](#) – combining deep learning model and lookup tables of action values.
- ▶ Hierarchical episodic control – episodes as options.

Selected Methodological Challenges

There are numerous major technical challenges:

- ▶ Approaches for combining model-based and model-free techniques.
- ▶ Approaches to combine hierarchical and distributed architectures and algorithms.
- ▶ Reducing the need for large amounts of data: few-shot learning, one-shot learning.
- ▶ Bringing meta learning paradigm into cognitive CPS: “learning to learn”.

Combining Model-based and Model-free Approaches

- ▶ Model free ML based approaches for sensing, perception, memory and model-based for planning, safety and closing the loop.
- ▶ Model predictive control and reinforcement learning – compute action sequence based on the model via MPC (model based), update the model via reinforcement learning and supervised learning.
- ▶ **Guided policy search** – robust local policies are derived from local linear models; these local policies used to efficiently guide a global policy.

Hierarchical Control

- ▶ Hierarchical structures appropriate and necessary for control and management of Smart-X.
- ▶ Optimal behavioral hierarchy, Solway et al. (2014).
- ▶ Hierarchical control as a natural framework for compositional learning in Smart-X.
- ▶ Hierarchical control and learning at multiple scales in time and space. Examples:
 - ▶ Options framework in RL/MDP.
 - ▶ Feudal RL and hierarchies.
 - ▶ MAXQ framework and value function decomposition.

Our Recent Work

- ▶ External memory architectures and algorithms for adaptive control.
- ▶ Preadaptation in adaptive control.
- ▶ Online learning and optimization:
 - ▶ Regret guarantees for online learning for control.
 - ▶ Online disturbance gain minimization.
- ▶ Reinforcement learning for matching markets with applications to smart grids.
- ▶ Online meta learning.
- ▶ Smart-X applications:
 - ▶ Anomaly detection in smart grids and manufacturing
 - ▶ Graph network techniques for decision making in autonomous vehicles.
- ▶ Empathetic AI using Generative Adversarial Imitation Learning.

Cognition: Memory and Preadaptation

- ▶ External memory architectures and algorithms for adaptive control
 - ▶ External memory augmented to neural network.
 - ▶ Short term memory with quick update feature.
 - ▶ Performance: significant improvement in adaptation.
 - ▶ Theoretical guarantees for signal estimation problem.
 - ▶ Attention models in neural adaptive control.
- ▶ Preadaptation in adaptive control
 - ▶ Preadaptive function block to initialize adaptation algorithm.
 - ▶ Online learning algorithm for preadaptation function.
 - ▶ Peak reduction upto 50%.

Online Learning and Optimization

- ▶ Regret guarantees for online learning for control.
 - ▶ First sub-linear dynamic regret guarantee with limited preview.
- ▶ Online disturbance gain minimization.
 - ▶ Extension of \mathcal{H}_∞ problem to the online learning setting.
 - ▶ Novel characterization and guarantees for disturbance gain with limited preview of future costs and disturbances.
- ▶ Adaptive gradient online control.
- ▶ Online matching algorithms with applications to smart grids
 - ▶ Customers with dynamic willingness to pay.
 - ▶ Key idea: online matching by criticality (rate of decrease of willingness to pay) of currently active customers.
 - ▶ Novel competitive ratio guarantees in terms of uncertainty in the market.
- ▶ Online algorithms for network robustness.

RL for Matching Markets with Applications to Smart Grids

- ▶ Online matching heuristics could be sub-optimal.
- ▶ Reinforcement learning can learn optimal online policies.
- ▶ Challenges:
 - ▶ Large action space of matching markets.
 - ▶ Learning to match is a constraint learning problem.
 - ▶ Reinforcement learning can converge to sub-optimal solutions.
- ▶ Our work: a scalable reinforcement learning algorithm for the matching problem in smart grids.
- ▶ We are working on extending this work to large power networks.

Data-Driven Methods for Smart-X

- ▶ Anomaly detection in **smart grids** and **manufacturing**.
 - ▶ Architectures based on Sparse Representations (Hierarchical Temporal Memory).
 - ▶ Demonstrably learns very efficiently, just in one-pass.
 - ▶ Key observation: performance better or comparable to LSTMs trained with multiple passes.
- ▶ **Graph learning techniques in AV decision making**:
 - ▶ Problem studied: prediction of vehicle collision.
 - ▶ Architecture: perception → relation graphs → graph processing → LSTM → spatio-temporal embedding → prediction.
 - ▶ Improved accuracy compared to CNN architecture. Improved efficiency of learning. Implementable on AV hardware.
 - ▶ Ongoing work: fast and safe planning using SOS programming.
- ▶ **Cognitive manufacturing** and **graph learning**

Meta Learning Paradigm

- ▶ **Meta learning** as a paradigm for dealing with new environments by “learning to learn efficiently and effectively”.
- ▶ Meta learning idea has been explored in ML since the mid 80's.
- ▶ **Meta learning in nature and humans**
- ▶ Two possible approaches
 - ▶ First approach: learn the common structures across the tasks to induce a strong prior or “inductive bias” — Bayesian inference
 - ▶ Second approach: two-level optimization framework:
 - ▶ Inner optimization optimizes the task at hand.
 - ▶ Outer optimization optimizes the parameters of the inner optimization.
- ▶ Our work: meta-learning algorithm for a control setting.

Problem Setting: Online Meta Learning

- ▶ N episodes of length T .
- ▶ The environment draws an arbitrary $\theta = [A, B] \in \Theta$ in each episode.
- ▶ System dynamics within each episode:

$$x_{t+1} = Ax_t + Bu_t, \quad y_t = x_t + \epsilon_t, \quad \epsilon_t \text{ is noise.}$$

- ▶ Cost function at t : $c_t(x_t, u_t)$. Cost function for the future may not be known.
- ▶ Information at t :
 - ▶ $(c_k)_{k \in [t:t+M-1]}$ (limited preview M of future cost).
 - ▶ $(y_k)_{k \leq t}, (u_k)_{k \leq t-1}$

Dynamic Regret

- Dynamic Regret in Episode i

$$R_T^i = [\mathcal{C}^i(\mathcal{H}) - \mathcal{C}^{i,*}], \text{ where } \mathcal{C}^i(\mathcal{H}) = \sum_{j=1}^T [c_j(x_j^i, u_j^i)],$$

$\mathcal{C}^{i,*}$ optimal cost with complete information.

- Average regret across N episodes:

$$\bar{R} = \frac{1}{N} \sum_{i=1}^N R_T^i$$

Architecture: Two-Level Learning

subscript t : time index within an episode

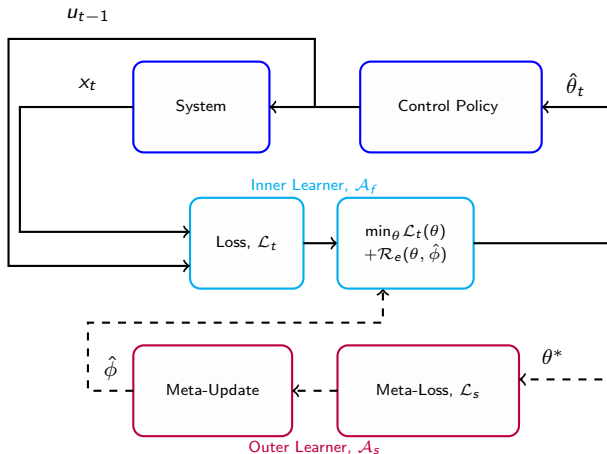


Figure: Online Meta-learning Control Architecture

Inner Learner \mathcal{A}_s

- Loss \mathcal{L}_t :

$$\mathcal{L}_t(\hat{\theta}) = \sum_{j=1}^t \ell_{\hat{\theta}_j}, \quad \ell_{\hat{\theta}_j} = \left\| y_{j+1} - \hat{\theta} [y_j^\top, u_j^\top]^\top \right\|_2^2.$$

- Least-squares estimate:

$$\hat{\theta}_t = \arg \min_{\hat{\theta}} \mathcal{L}_t(\hat{\theta}) + \mathcal{R}_e(\hat{\theta}, \hat{\phi}),$$

$$\mathcal{R}_e(\hat{\theta}, \hat{\phi}) = \lambda \left\| \hat{\theta} - \hat{\phi} \right\|_F^2 \text{ (Biased Regularizer)}$$

- $\hat{\phi}$ is the bias given by the outer-learner.

Outer Learner \mathcal{A}_f

- ▶ Task is indexed by i .
- ▶ $\hat{\theta}^{*,i}$ = best inner learner estimate in episode i .
- ▶ Loss per episode:

$$\ell_i^o(\hat{\phi}) = \left\| \hat{\theta}^{*,i} - \hat{\phi} \right\|_F$$

- ▶ Outer learner update:

$$\begin{aligned}\psi_{i+1} &= \hat{\phi}_i - \eta_i \nabla \ell_i^o(\hat{\phi}_i), \\ \hat{\phi}_{i+1} &= \text{Proj}_{\Theta}(\psi_{i+1}), \quad \eta_i = \frac{1}{\sqrt{i}}\end{aligned}$$

Control Policy: $RHC(t, \hat{\theta}_t, \hat{x}_t)$

- ▶ **Input:** Preview M , $(c_k)_{k \in [t:t+M-1]}$, **Output:** \hat{u}_t
- ▶ $RHC(t, \hat{\theta}_t, \hat{x}_t)$: (Optimizes the cost-to-go for the estimated dynamics.)
 1. $(a_k)_{k \in [0:M-1]}^* = \arg \min_{(a_k)_{k \in [0:M-1]}} \sum_{k=0}^{M-1} c_{k+t}(s_k, a_k)$
s.t. $s_{k+1} = \hat{A}s_k + \hat{B}a_k$, $\hat{\theta}_t = [\hat{A}, \hat{B}]$, $a_k \in \mathcal{U}$, $s_0 = \hat{x}$
 2. $\hat{u}_t = a_0^*$ (Current input equals the first value in the optimal sequence.)

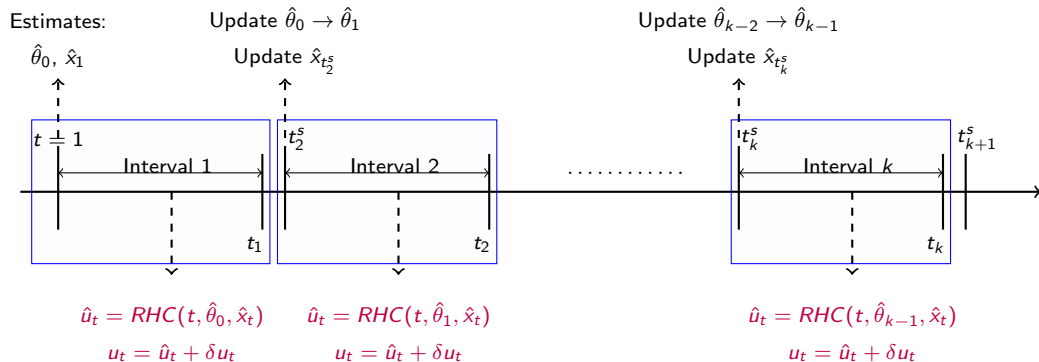
Balancing Exploration and Exploitation

- Perturbation δu_t is applied so that

$$\sum_{j=1}^{t_k} \begin{bmatrix} x_j \\ u_j \end{bmatrix} \begin{bmatrix} x_j^\top & u_j^\top \end{bmatrix} = O(\sqrt{t_k}) \text{ (persistent excitation)}$$

(The specific rate of growth balances exploration and exploitation!)

Progression within an Episode



Interval Length = Preview Length

Main Result

- Under suitable technical conditions, for δ arbitrarily small, with probability greater than $1 - \mathcal{O}(\delta)$

$$\bar{R} = \left(a^* + \mathcal{O} \left(\frac{1}{\sqrt{N}} \right) \right) \tilde{\mathcal{O}} \left(T^{3/4} \right), \text{ } a^* \text{ is a constant.}$$

Contributions

- ▶ Dynamic regret guarantee with limited preview.
- ▶ Novel approach to balance exploration and exploitation in online RHC.
- ▶ First regret guarantee for online learning RHC.
- ▶ First online guarantee for meta-learning in a control setting.

Publications for More Details I

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Publications for More Details III

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Concluding Remarks

- ▶ Cognitive CPS as a vision for the next frontier in CPS
- ▶ Cognitive CPS can provide a framework for integrating ML/AI into CPS
- ▶ Architectures and algorithms inspired from computational neuro- and cognitive science have great potential for cognitive CPS
- ▶ Cognitive CPS can enable smart-X systems for societal benefits

Thank you!

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