

Guaranteed interval integration for large initial boxes

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1 Context

- Robotics context
- Existing tools using interval analysis

2 Lie Groups

- What is a Lie Group ?
- Actions
- Stabilisers

3 Implementation and Examples

- Implementation
- Example 1: Circle with attractive point
- Example 2: trajectory without attractors

4 Conclusion

- Conclusion
- Bibliography

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- facing trajectory and path planning problems
- controller validation
- reaction to the environment in simulation

⇒ Need for a guaranteed integration tool, possibly lightweight

In the domain of interval analysis tools have already been developed to perform guaranteed integration such as CAPD [3] or DynIbex [2]. These tools are based on conventional integration schemes (Runge-Kutta ...) to perform the calculation of the trajectory step by step.

Computer Assisted Proofs in Dynamics group $\dot{y} + \text{Ibex} = \text{DynIbex}$

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What is a Lie Group ? I

Definition

A **Lie Group** is a *smooth differentiable manifold* [1]

What is a Lie Group ? II

Examples of Lie groups:

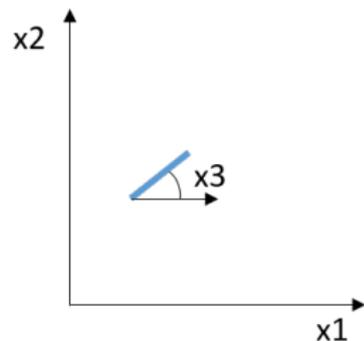
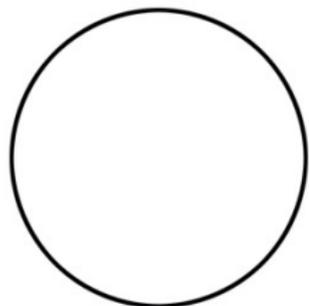
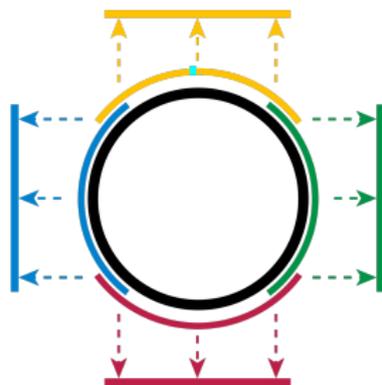


Figure 1: Examples of lie groups

What is a Lie Group ? III

Why are they Lie Groups:



(a) unit circle



(b) the torus

Figure 2: Examples of lie groups 2

What is a Lie Group ? IV

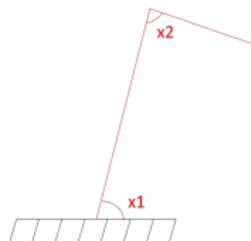


Figure 3: Torus and one robot position

What is a Lie Group ? V



Figure 4: Torus and two robot positions

What is a Lie Group ? VI



Figure 5: Trajectory on a Lie group

The transformations from one element to another are \mathcal{C}^∞ i.e. the manifold is smooth

Definition

Given a state equation $\dot{\mathbf{x}} = \mathbf{f}(\mathbf{x})$ where $\mathbf{x} \in \mathbb{R}^n$ and $\mathbf{g} : \mathbb{R}^n \rightarrow \mathbb{R}^n$ is a diffeomorphism, the *action* (noted \bullet) by \mathbf{g} on \mathbf{f} is defined by

$$\mathbf{g} \bullet \mathbf{f} = \left(\frac{d\mathbf{g}}{d\mathbf{x}} \circ \mathbf{g}^{-1} \right) * (\mathbf{f} \circ \mathbf{g}^{-1}) \quad (1)$$

Action II

Let's take the following system:
$$\begin{cases} \dot{x}_1 = -x_1^3 - x_1x_2^2 + x_1 - x_2 \\ \dot{x}_2 = -x_2^3 - x_1^2x_2 + x_1 + x_2 \end{cases}$$

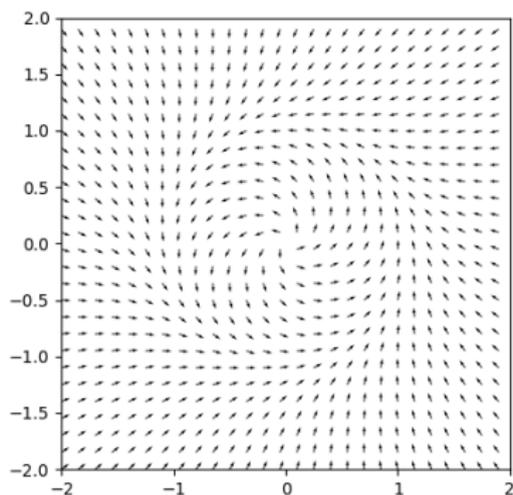


Figure 6: Vector Field associated to the system

Action III

Let us apply an action \mathbf{g} on \mathbf{f} , for example a symmetry around the vertical axis. The matrix associated to \mathbf{g} is $\mathbf{G} = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$

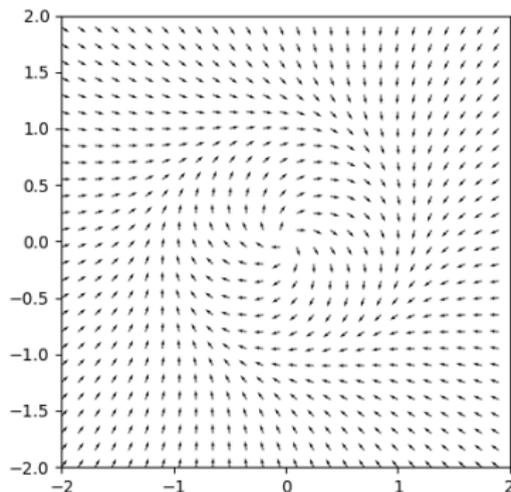


Figure 7: $\mathbf{g} \bullet \mathbf{f}$

Action IV

Another transformation can be reshaping the circle into an ellipse. It is done with \mathbf{h} and its associated matrix is $\mathbf{H} = \begin{pmatrix} 2 & 0 \\ 0 & 1 \end{pmatrix}$

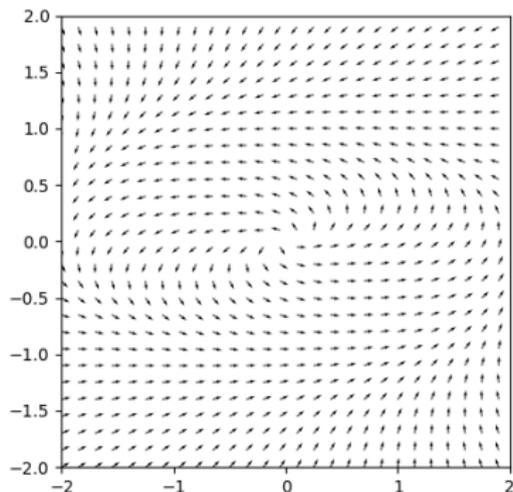


Figure 8: $\mathbf{h} \circ \mathbf{f}$

It is possible to compose actions to create a third one

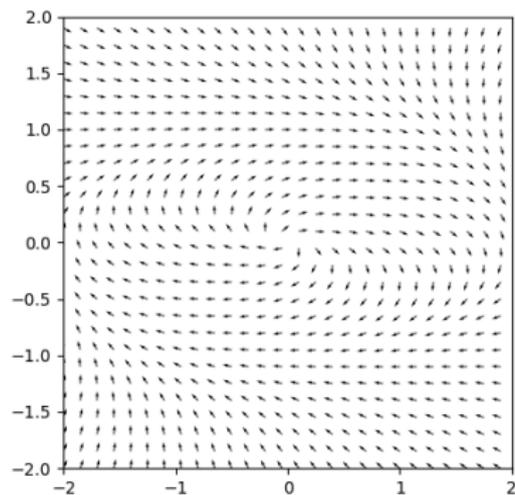


Figure 9: $(g \circ h) \bullet f$

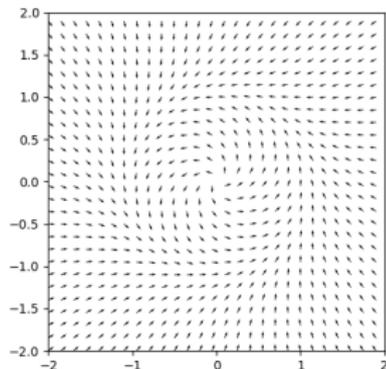
Definition

A transformation \mathbf{g} is a *stabiliser* of \mathbf{f} if $\mathbf{g} \bullet \mathbf{f} = \mathbf{f}$, i.e., if it satisfies the partial differential equation

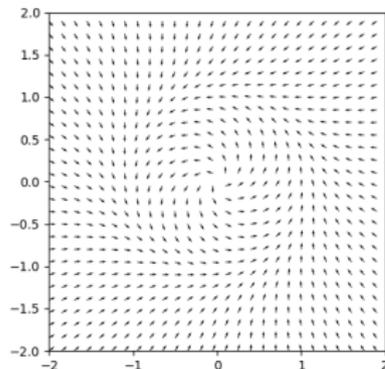
$$\left(\frac{d\mathbf{g}}{d\mathbf{x}} \circ \mathbf{g}^{-1} \right) * (\mathbf{f} \circ \mathbf{g}^{-1}) = \mathbf{f} \quad (2)$$

Stabilisers II

Example of stabiliser: A rotation of $\frac{\pi}{4}$ of our vector field f



(a) f



(b) $r \bullet f$

Figure 10: Vector field after a rotation of $\frac{\pi}{4}$

Our vector field is invariant with rotations.

- stabiliser: transformation with an action that preserves a vector field

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- symmetry : change of variables that preserves the equation form

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→ *transformation* \mathbf{g} is a stabiliser $\implies \mathbf{g} \in \text{Sym}(\mathbf{f})$

→ $\mathbf{g}_1 \circ \mathbf{g}_2 \in \text{Sym}(\mathbf{f})$

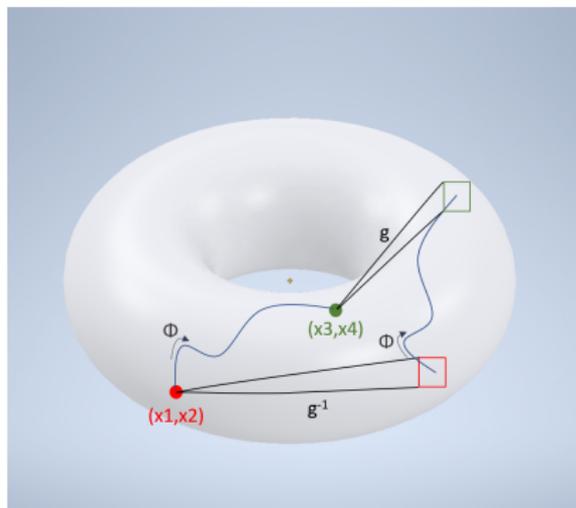


Figure 11: Example of stabiliser on the torus

Implementation and Examples

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3 steps:

- finding a stabiliser according to the symmetries of our system
- calculate a reference trajectory using a guaranteed integration tool
- apply transformation with our particular parameters using the stabiliser

Example 1: Circle with attractive point I

Our system follows the given equations:
$$\begin{cases} \dot{x}_1 = -x_1^3 - x_1x_2^2 + x_1 - x_2 \\ \dot{x}_2 = -x_2^3 - x_1^2x_2 + x_1 + x_2 \end{cases}$$

This gives us the following vector field shown below

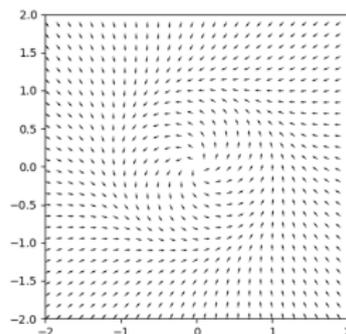


Figure 12: Example 1 vector field

Example 1: Circle with attractive point II

We calculate a reference trajectory with the initial condition $\mathbf{a}_0 = \begin{pmatrix} 0 \\ 1 \\ \frac{1}{2} \end{pmatrix}$ over 10s

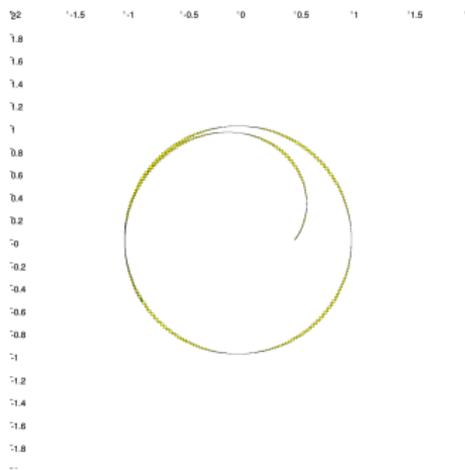


Figure 13: Example 1 Reference trajectory

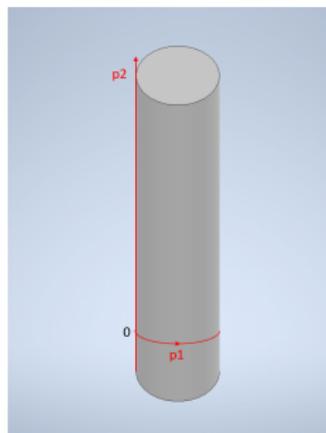
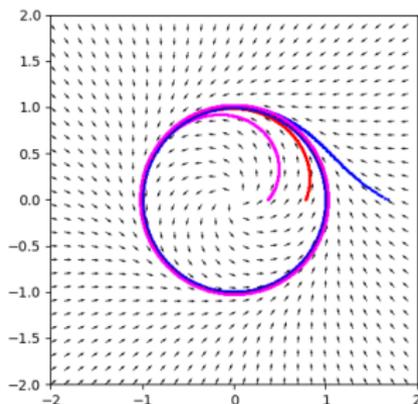
Example 1: Circle with attractive point III

Stabilisers satisfy the equation $\mathbf{g} \bullet \mathbf{f} = \mathbf{f}$

- Rotation : $g_1 : \mathbf{x} \rightarrow \mathbf{R}(p_1) * \mathbf{x}$
- Symmetry with respect to the unit circle

$$g_2 : \mathbf{x} \rightarrow \frac{1}{\sqrt{p_2 + (x_1^2 + x_2^2)(1 - p_2)}} * \mathbf{x}$$

A group of stabilisers given by $\mathbf{g}_{\mathbf{p}} = g_2 \circ g_1$ with $\mathbf{p} = \begin{pmatrix} p_1 \\ p_2 \end{pmatrix}$ exists.



Example 1: Circle with attractive point IV

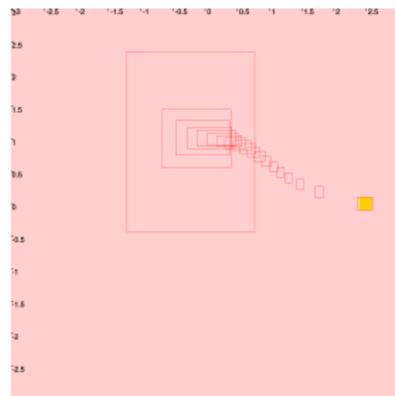
For our example the transformation to go from the reference trajectory to the one with our initial condition is:

$$\mathbf{x}(t) = \mathbf{g}_{\mathbf{h}(\mathbf{x}_0)} \circ \mathbf{a}(t)$$
$$\mathbf{x}(t) = \frac{\sqrt{3} \begin{pmatrix} x_1(0), -x_2(0) \\ x_2(0), x_1(0) \end{pmatrix} \begin{pmatrix} a_1(t) \\ a_2(t) \end{pmatrix}}{\sqrt{1 - n^2(\mathbf{x}_0) + n^2(\mathbf{a}(t))}(4n^2(\mathbf{x}_0) - 1)}$$

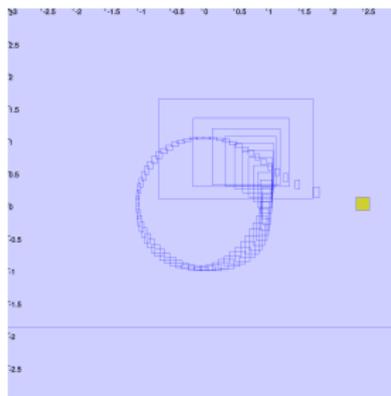
Example 1: Circle with attractive point V

We now want to compare the performances for a non degenerate box, for instance

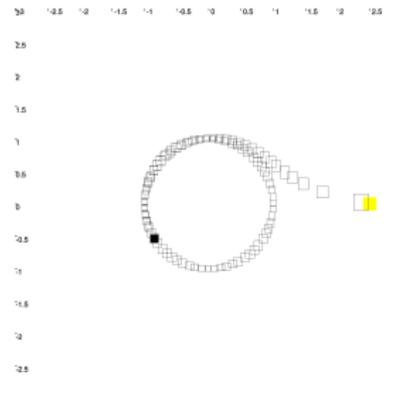
$$[\mathbf{x}_0] = \begin{bmatrix} [2.4, 2.6] \\ [-0.1, 0.1] \end{bmatrix}$$



(c) CAPD



(d) Dynlbex



(e) Lie Symmetries

Figure 14: Integration comparison

Example 2: trajectory without attractor I

In our second example, the system follows the given equations:

$$\begin{cases} \dot{x}_1 = \cos(x_3) \\ \dot{x}_2 = \sin(x_3) \\ \dot{x}_3 = \sin(0.4 * x_4) \\ \dot{x}_4 = 1 \end{cases}$$

We will use as initial condition for our reference the point $\mathbf{a0} = (0, 0, 0, 0)$

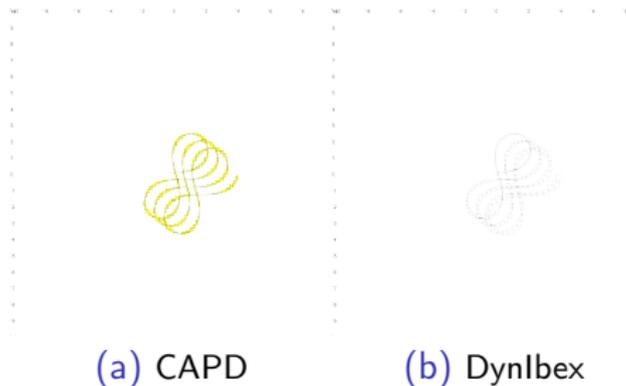


Figure 15: Reference trajectory

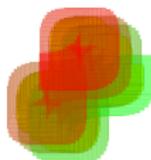
Example 2: trajectory without attractor II

Case 1

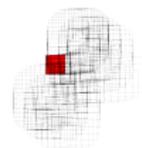
$$\text{Initial box: } [\mathbf{x}_0] = \begin{bmatrix} [-0.5, 0.5] \\ [-0.5, 0.5] \\ [0, 0] \\ [0, 0] \end{bmatrix}$$



(a) CAPD



(b) Lie Group



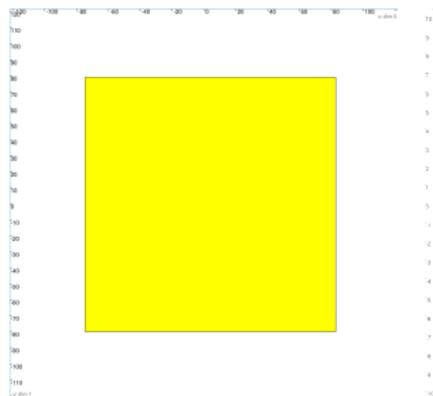
(c) Dynlbex

Figure 16: Example 2 Experiment 1 results

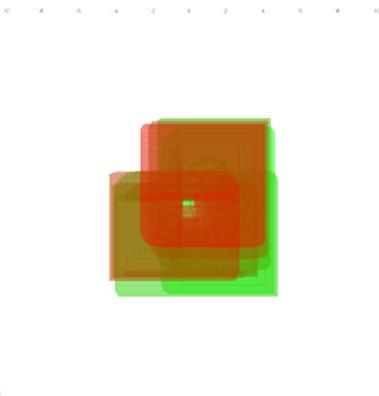
Example 2: trajectory without attractor III

Case 2

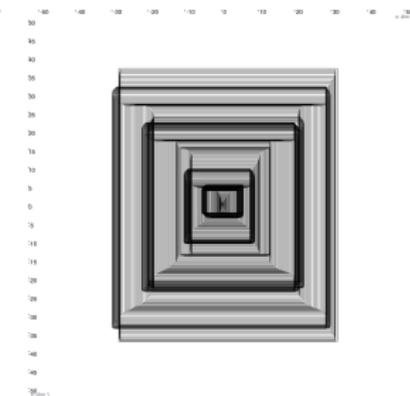
$$\text{Initial box: } [\mathbf{x}_0] = \begin{bmatrix} [0, 0] \\ [0, 0] \\ [-\frac{\pi}{2}, \frac{\pi}{2}] \\ [0, 0] \end{bmatrix}$$



(a) CAPD



(b) Lie Group



(c) Dynlbex

Figure 17: Example 2 Experiment 2 results

As powerful as it can be this method is still limited:

- 1 There may be no symmetries for a problem
- 2 In case the symmetries exist, it is not always easy to find the associated transformation

Conclusion

During this session we presented a novel approach for guaranteed integration using symmetries in Lie groups. This new method based on transformations from a reference trajectory allows us to save computational time and memory. It is robust when the problem present an attractor and is particularly able to face cases with uncertainties on multidimensional problems in case symmetries exist



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Thank you for your attention

Definition

A diffeomorphism is an isomorphism from a smooth manifold to another. It is invertible, smooth and its inverse is also smooth

Example 1: Circle with attractive point TABLE

	CAPD	Dynlbex	Lie Symmetries
computing time for reference	140ms	7310ms	
final box for reference curve	$\begin{bmatrix} [-0.849, -0.839] \\ [-0.544, -0.527] \end{bmatrix}$	$\begin{bmatrix} [-0.841, -0.837] \\ [-0.546, -0.54] \end{bmatrix}$	
computing time for larger box	116ms	16309ms	140ms
last step computed	1.856s	1.4241s	10s

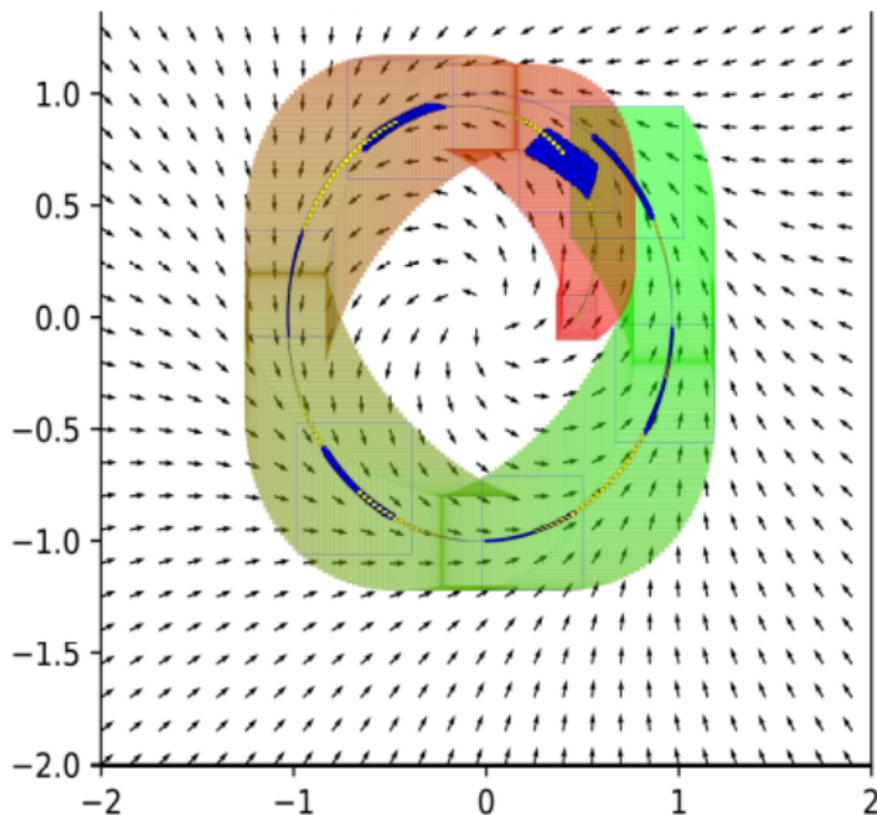
Table 1: Example 1 comparisons

Example 2: trajectory without attractor TABLE

	CAPD	Dynlbex	Lie Symmetries
computing time for 1st experiment	40ms	9582ms	40ms
final box for 1st experiment	$\begin{bmatrix} [3.586, 4.601] \\ [-0.674, 0.397] \end{bmatrix}$	$\begin{bmatrix} [3.535, 4.655] \\ [-0.660, 0.453] \end{bmatrix}$	$\begin{bmatrix} [3.584, -4.602] \\ [-0.673, 0.397] \end{bmatrix}$
computing time 2nd experiment	37ms	11893ms	41ms
final box for 2nd experiment	$\begin{bmatrix} [-74.622, 82.717] \\ [-79.703, 79.202] \end{bmatrix}$	$\begin{bmatrix} [-28.153, 31.8] \\ [-37.046, 36.943] \end{bmatrix}$	$\begin{bmatrix} [-0.178, 4.283] \\ [-4.283, 4.102] \end{bmatrix}$

Table 2: Example 2 results

Tube with particles



Set Inversion

