

Costly and Unsafe? A good case for Reinforcement Learning

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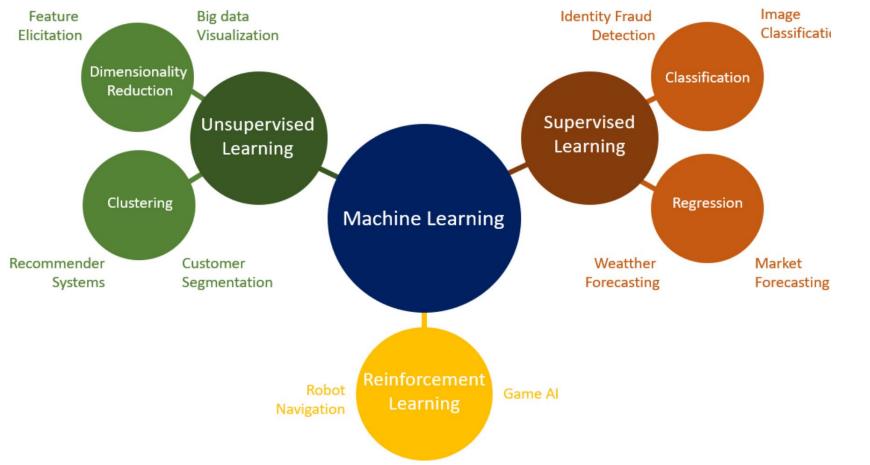
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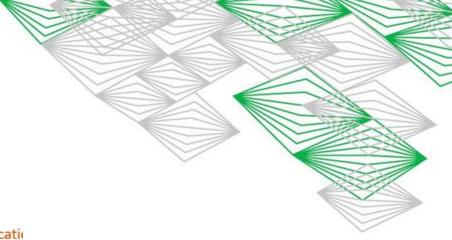


SFB 876 Providing Information by Resource-Constrained Data Analysis



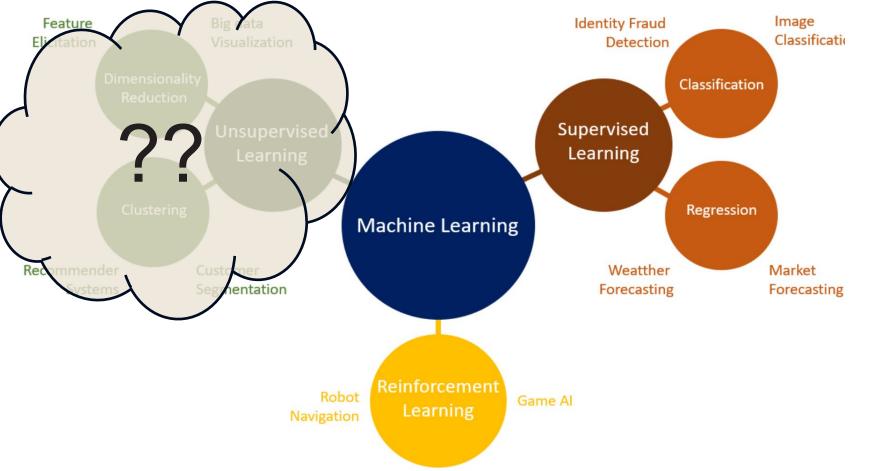
ML for RT at the glance

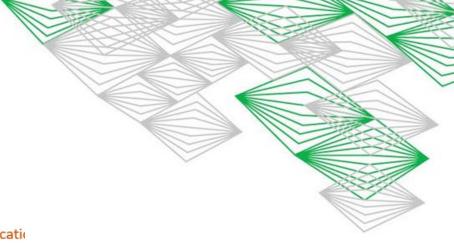




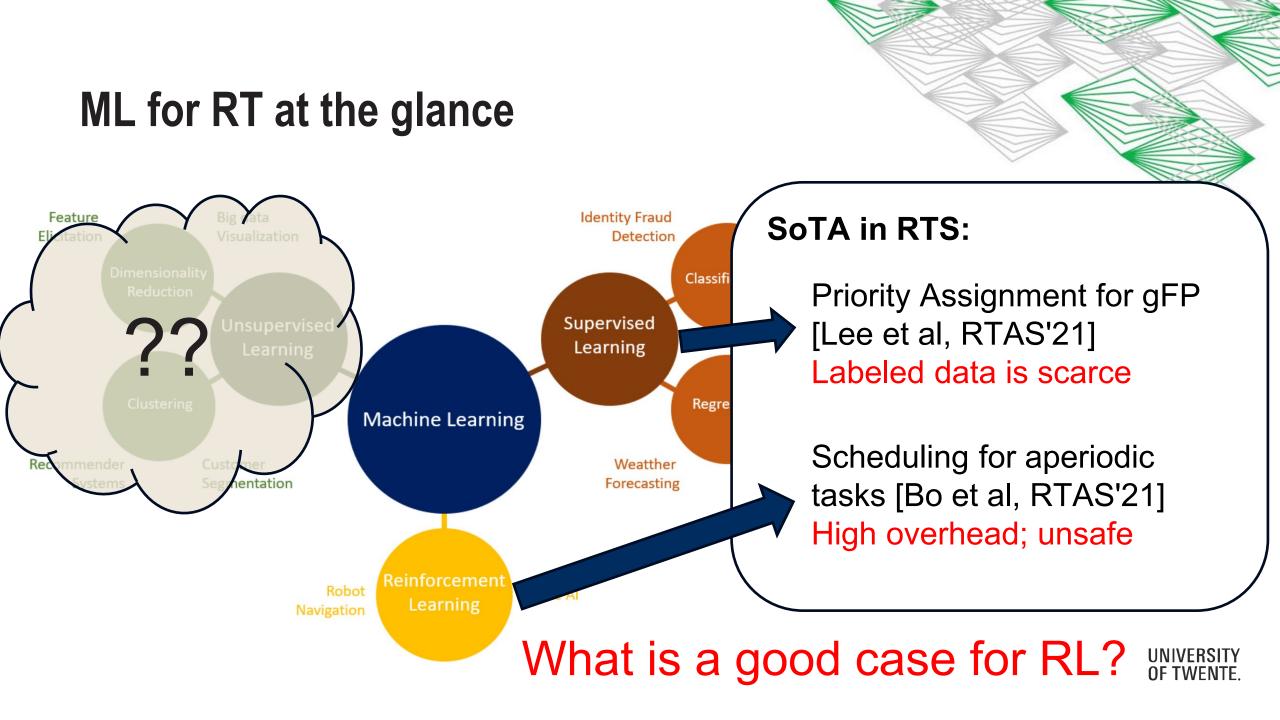


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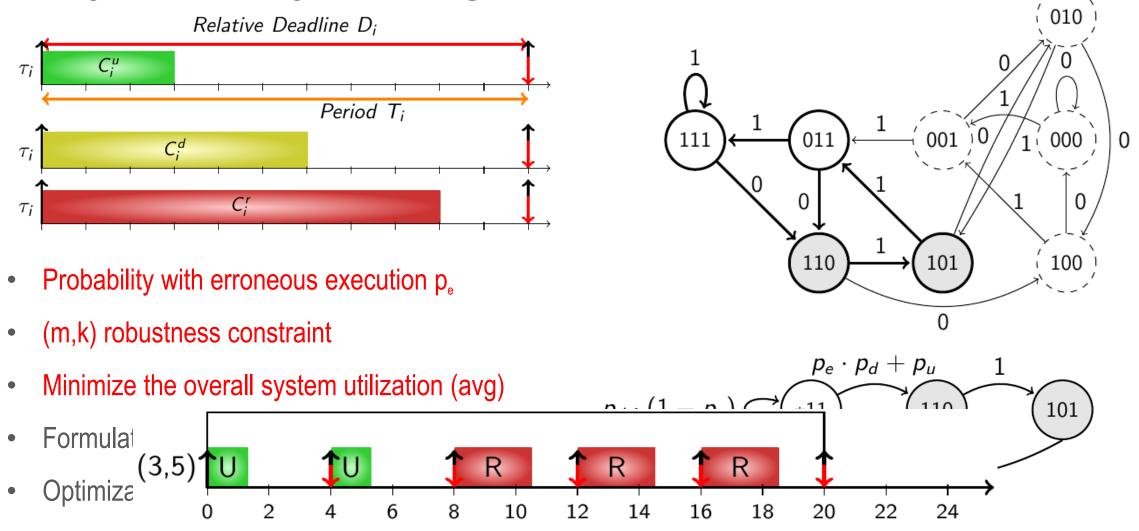






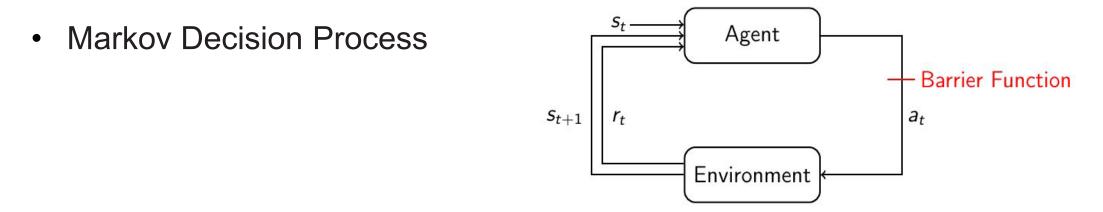


Safety Critical Systems against Soft Errors



J. Shi, N. Ueter, J. -J. Chen and K. -H. Chen, Average Task Execution Time Minimization under (m, k) Soft Error Constraint, RTAS 2023

Reinforcement Learning Based Approach



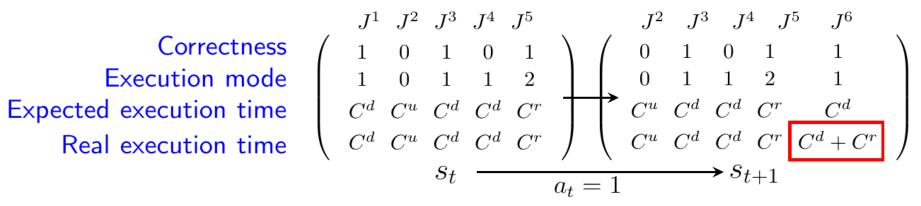
- State space: environment \rightarrow state s_t : environment at time t
- Action space: A = {0: *unreliable*, 1: *detected*, 2: *reliable*}
- Reward function: reward r_t during transition, longer time lower reward
- Probability of state transitions: $P(s_{t+1} | s_t, a_t)$



Learning Formulation, Reward, and Barrier Function

- Maximized the cumulative reward (i.e., execution time)
- Example when (m = 3, k = 5):

Real execution time



Barrier function to <u>nudge</u> the action of <u>critical</u> state

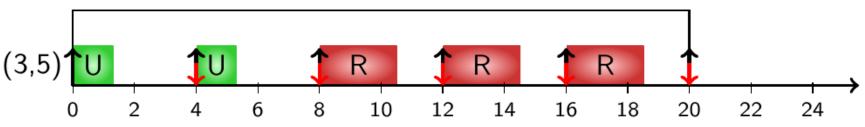
- Reliable mode: no action
- 2 Detected mode: follow up reliable mode if error is detected
- Unreliable mode: forbidden, extreme large negative reward 3.

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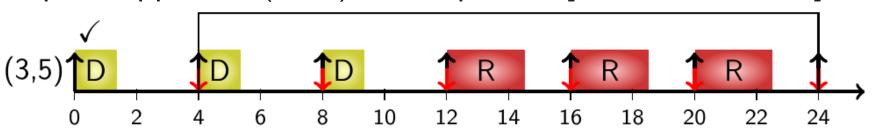


Evaluation Setup

- Optimized mapping strategy (OPT)
- DQN with 10-layer neural network (RL)
- Static approach (STA) with R-Pattern [Chen, LCTES'16]



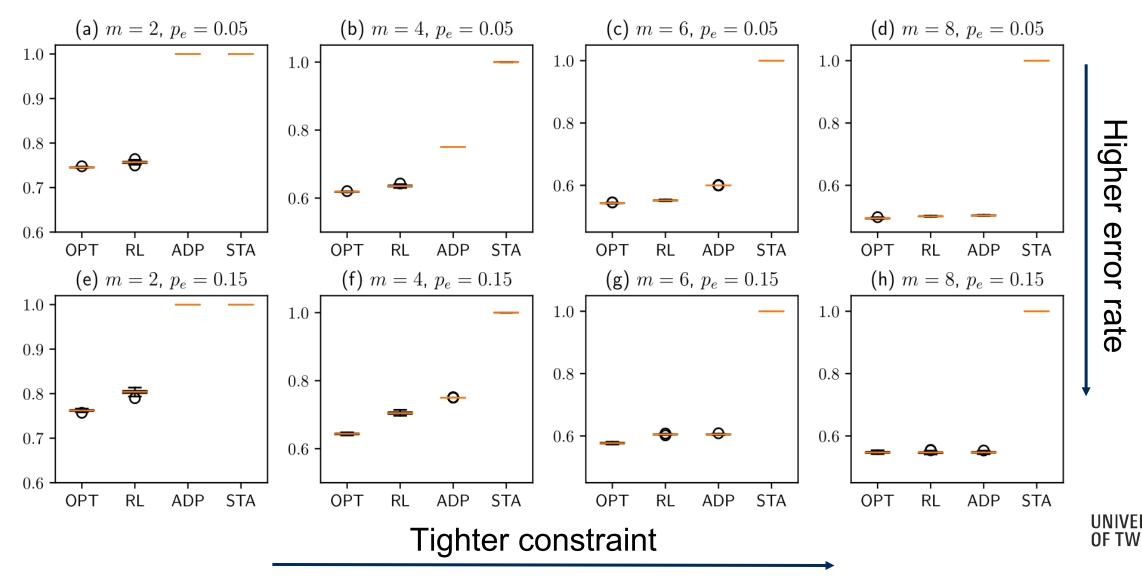
• Adaptive approach (ADP) with R-pattern [Chen, LCTES'16]





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Evaluation Results: k = 10 (the lower the better)



Take-home Message

RL is attractive for handling dynamic cases

Limited states can make RL efficient

Barrier function is the key for safety



Thank you! Questions?





