



# Provable Safe Reinforcement Learning

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## Motivation



**Are you interested in Reinforcement Learning?  
Are you interested in Logics?  
Let's combine them to get the best of both!**

As project, almost any learning problem is interesting where safety is an issue and/or the problem involves a lot of planning/thinking ahead. A few examples:

- > **FM+RL for PAC-MAN**  
RL: Learns to play PAC-MAN.  
FM: Protects PAC-MAN from getting eaten by ghosts. (Similar: 2048, atari games like flappy bird, seaquest, etc)
- > **FM+RL for autonomous driving**  
RL: An autonomous taxi has to learn to drive smoothly and has to visit several points to pick up passengers.  
FM: Finds out the optimal route and avoids accidents.
- > **FM+RL for multi-agent systems**  
RL: Learns to perform complex missions.  
FM: Prevents congestions and collisions.
- > **FM+RL for smart cities**  
RL: Learns a complex traffic light controller for the entire city. FM: Ensures that emergency vehicles will have a clear road, etc.
- > **FM+RL for robocup logistics league ...**

## Goals and Tasks

- > Pick a project that excites you.
- > Let's figure out together, how FM could assist a learning agent (SAT, SMT, Model Checking, Synthesis).
- > Implement everything and play with it.

## Literature

- > M. Alshiekh et al.  
Safe Reinforcement Learning via Shielding  
Conference on Artificial Intelligence (AAAI-18)  
<https://www.aaai.org/ocs/index.php/AAAI/AAAI18/paper/view/17211>
- > B. Könighofer et al.  
Shield synthesis  
Formal Methods in System Design 2017  
<https://doi.org/10.1007/s10703-017-0276-9>

## Schedule

- > Reading related work and first steps
- > Intermediate presentation or poster
- > Implementing, experiments, ...
- > Writing thesis
- > Final presentation

## Recommended if you're studying

CS    ICE    SEM

## Prerequisites

- > Interest in Logics

## Advisor / Contact

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