# RIVER FLOW PATH CONTROL WITH REINFORCEMENT LEARNING

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#### Background

A frequent occurrence of river disasters cause economic loss and human victims

In Japan,

- The torrential rain in July, 2020
- Typhoon No.10 in Sept., 2020
- Typhoon Hagibis in Oct.,2019
- etc.
- One of the causes is the meandering due to changes in the flow path of the river channel

It is necessary to

- elucidate the mechanism of the flow path change
- > control the path changes in the river channel



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Fig.1 Bank corruption of Otofuke River (Hokkaido, Japan) due to meandering in 2011 [1]



## Artificial Variable-Width Channel (AVWC)

- Change the flow path channel by placing river groynes periodically
   AVWC maintains healthy riverbed
- ●Without groynes : ≻Meandering
- ●With groynes: >Straight



[2] T. Hoshino et al., Journal of Japan Society of Civil Engineers Ser.A2 (Applied Mechanics (AM)), 2018

### Artificial Variable-Width Channel (AVWC)

 Both function of flood control and environmental protection of AVWC have been verified in real rivers [3]







[3] K. Umeki et al., Advances in River Engineering (in Japan), Jun.2021

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## Problem & Purpose

#### Problem :

- River groynes of conventional AVWC are **static**
- Difficult to find an optimized placement and shape due to unclear mechanisms of riverbed and flow path change
- Immediate measures are demanded

Purpose :

- Control river flow path channel dynamically
- > Maintain healthy rivers on a daily basis

11<sup>th</sup> August, 2021

### River Flow Path Control System

- Build an autonomous system to control river groynes according to changes as needed in real rivers
   Build the system as a CPS for using less human
- resources
- The control method has not existed due to the unclear mechanisms



# **Control with Reinforcement Learning**

- Propose to apply reinforcement learning as a control method
- Determine actions by reinforcement learning according to current coordinates and health index
- Conduct experiments with simulation and prototype system



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# Reinforcement Learning (RL) [4]

- One of machine learning methods
- "State", "Reward", "Action"
   Decide the optimal action based on the perceived state
   >e.g. AlphaGo, Autonomous car, etc.
- Double Deep Q-learning Network (DDQN) [5]
   An algorithm of RL based on the value of actions
   Use 2 networks of action-selecting network and valuecalculating network to learn more quickly and accurately
- To verify the effectiveness, modeled parts of the system and simulated
  - [4] K. Arulkumaran et al., *IEEE Signal Processing Magazine*, Nov.2017
    [5] H. van Hasselt et al., *30<sup>th</sup> AAAI Conference on Artificial Intelligence*, *2016*





#### Simulation Specifications



Fig.8 MATLAB/Simulink model of river flow path control system

#### Table1 Experiment specifications

Table2 Parameters of the DDQN model

OS	Ubuntu 18.04 LTS	Discount Factor $\gamma$	0.9	
Env.	MATLAB/Simulink R2020b	Learning Rate	0.001	
Toolbox 1	Reinforcement Learning Toolbox	Maximum Number of Episode	2500	
Toolbox 2	Deep Learning Toolbox	Maximum Steps per Episode	20	MSIPLab

## **Definition of Health Index**

• The health of a river flow path is defined by a variety of factors

- e.g. water level, meandering, flow rate, etc.
- A health index of real river flow path is being studied through experiments
- In this study, defined the health index by the ratio of the river soil area in the entire image in terms of preventing erosion to the embankment



# **Reinforcement Learning Model**



<sup>\*</sup>Fig.10 RL model of river flow path control system model

- Combine the coordinates and the health index as a signal of observation
- Input the change of the health index as a reward of actions
- Send a logical decision of the operating range to "isdone"
- Determine actions and send a signal to "Actuator" block

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#### Simulation Result with River Images

Image size : 800x200 pixels (Similar to the indoor experiment setup) Meander cycle : 400, 600 and 800 pixels

For meander image of cycle 400 pixels :

- Learning curve converged to almost highest value 0
- The health index changed from 0.848 to 0.899
- Groynes moved to configured optimal placement
- □ Learning curve oscillated on the last part



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# Simulation Result with River Images

Common features :

- Learning curve converged to a high value
- The health index increased by the movements

#### Differences :

- The longer the meandering period changed, the more difficultly the RL model learned
- River CPS with reinforcement learning is effective



#### Summary and Future Task

- Created a simulation model of River CPS
- Verified the effectiveness of the river flow control system with reinforcement learning

In future,

- Conduct experiment on prototype system
- Update simulation model to learn on dynamic river flow simulation
- > Control and maintain rivers dynamically

This study was supported by JSPS KAKENHI Grant Numbers 20K20543, JP19K22026, JP19H04135



11<sup>th</sup> August, 2021



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