

Hybrid and Networked Systems Lab



Formal Verification and Control for Discrete-Time Linear Systems

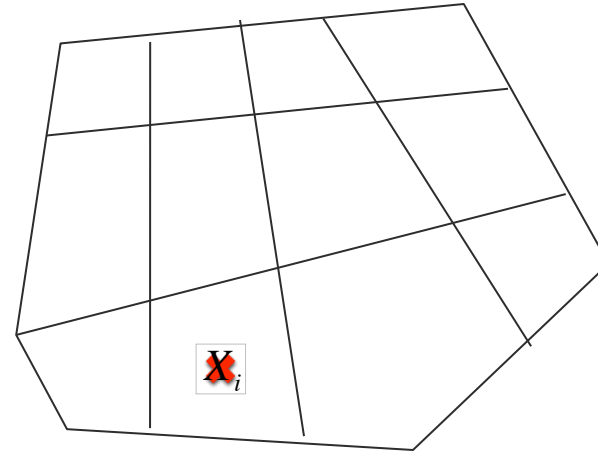
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Boston University

Discrete-time PWA systems

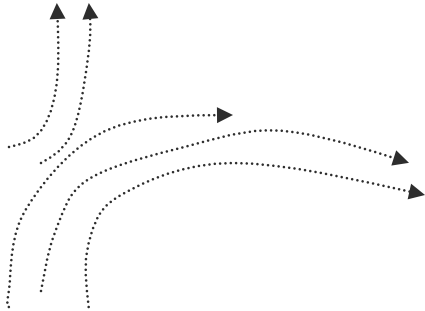
$$x_{k+1} = A_i x_k + B_i u_k, x_k \in X_i, i \in I, u_k \in U$$

$X_i, i \in I, U$ polytopes



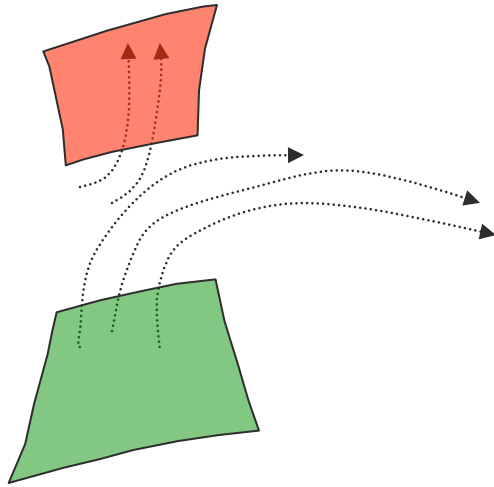
- Can approximate nonlinear systems with arbitrary accuracy [Lin and Unbehauen, 1992].
- Under mild assumptions, PWA systems are equivalent with several other classes of hybrid systems, including mixed logical dynamical (MLD), linear complementarity (LC), extended linear complementarity (ELC), and maxmin-plus-scaling (MMPS) systems [Heemels et al., 2001, Geyer et al., 2003]
- There exist tools for the identification of PWA systems from experimental data [Paoletti, Juloski, Ferrari-Trecate, Vidal, 2007]

Finite quotients of continuous-space systems



$$\dot{x} = f(x) \quad (\text{or } x(k+1) = f(x(k)))$$

Finite quotients of continuous-space systems

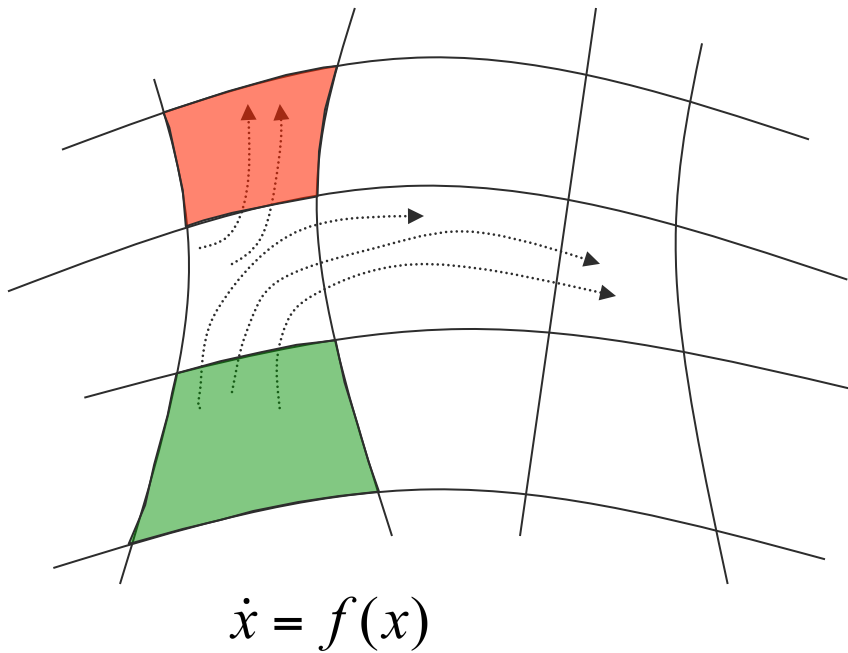


$$\dot{x} = f(x)$$

“There is no trajectory reaching from green to red” - True or False?

$\neg(\text{green} \wedge \diamond \text{red})$ for all trajectories

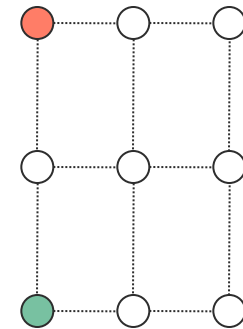
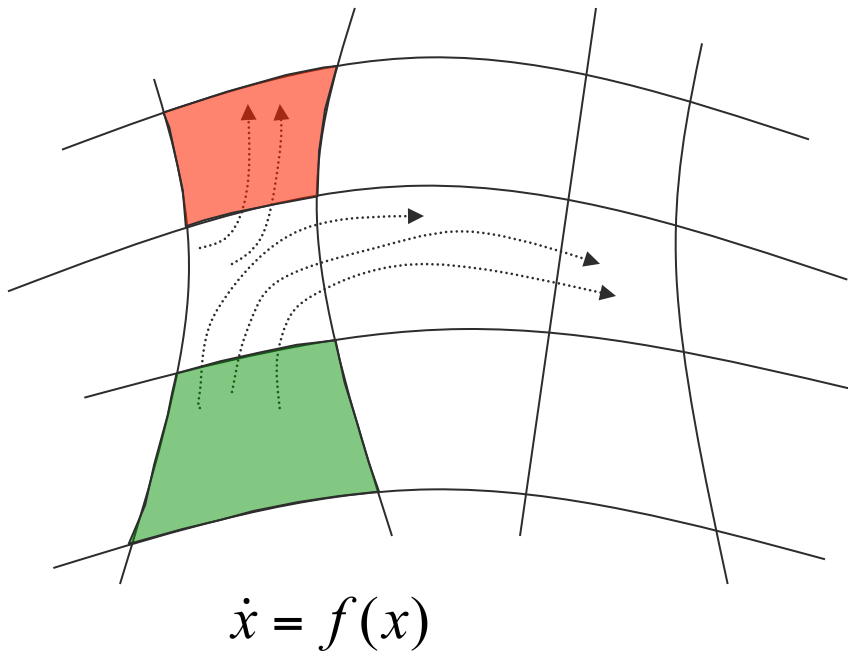
Finite quotients of continuous-space systems



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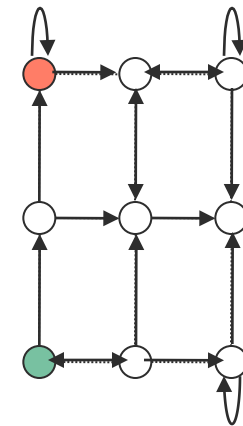
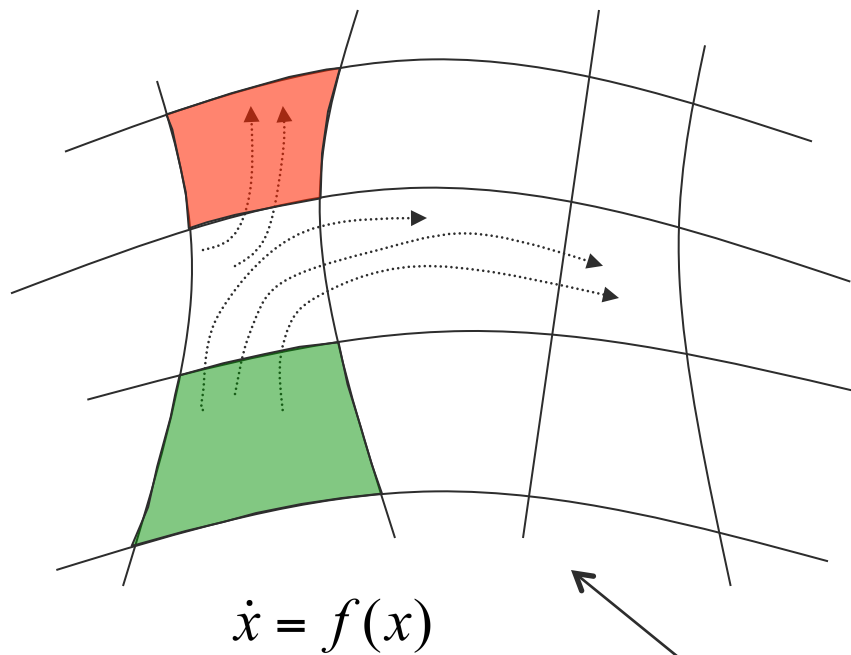
Finite quotients of continuous-space systems



“There is no trajectory reaching from green to red” - True or False?

$\neg(\text{green} \wedge \diamond \text{red})$ for all trajectories

Finite quotients of continuous-space systems



ideally



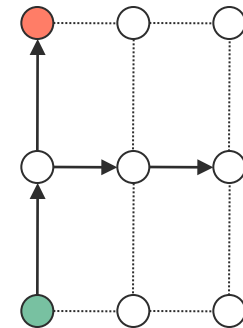
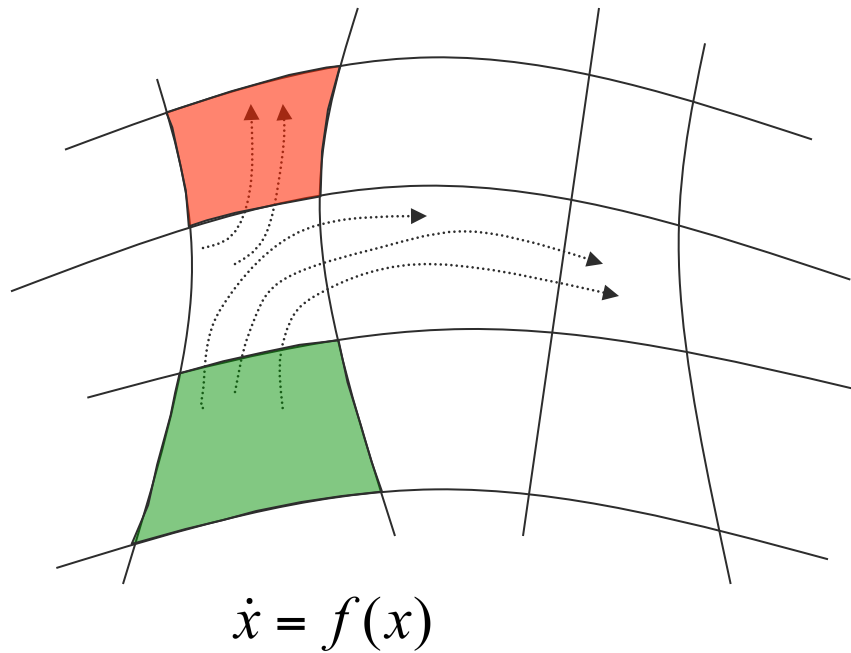
or, at least



“There is no trajectory reaching from green to red” - True or False?

$\neg(\text{green} \wedge \diamond \text{red})$ for all trajectories

Finite quotients of continuous-space systems

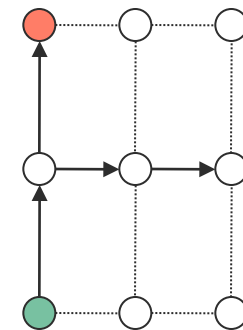
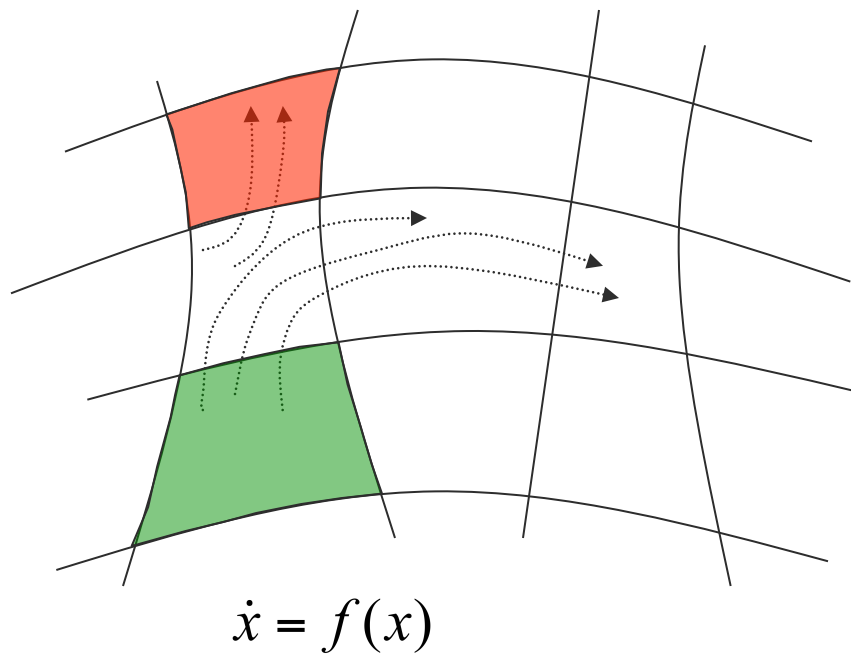


Assume we can decide whether there is a trajectory going from one region to an adjacent another

“There is no trajectory reaching from green to red” - True or False?

$\neg(\text{green} \wedge \diamond \text{red})$ for all trajectories

Finite quotients of continuous-space systems

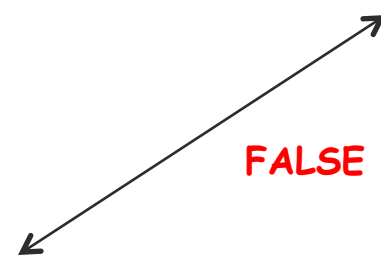
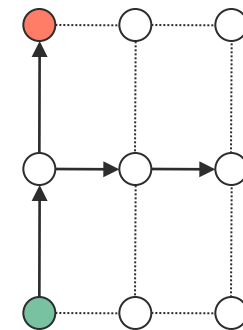
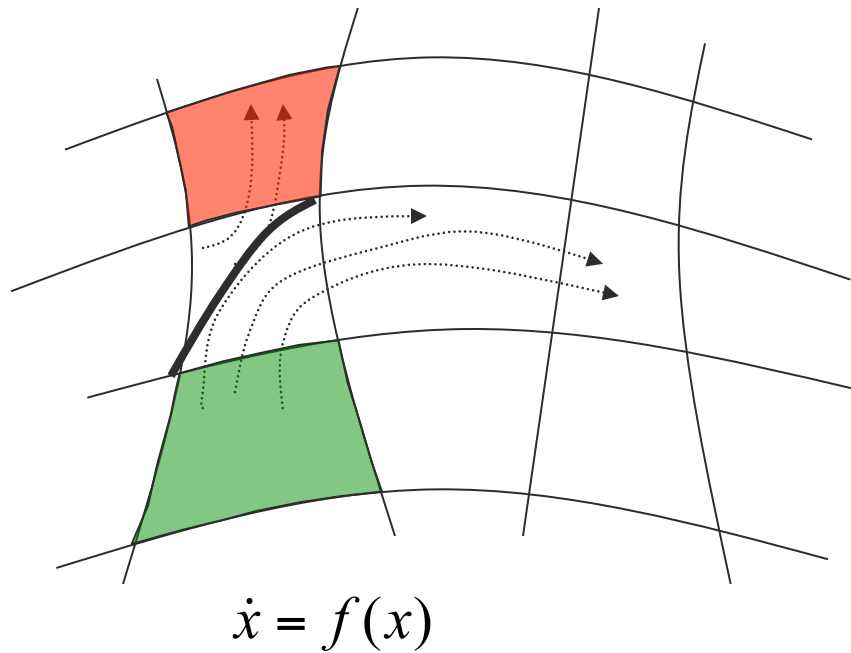


↖ FALSE

“There is no trajectory reaching from green to red” - True or False?

$\neg(\text{green} \wedge \diamond \text{red})$ for all trajectories

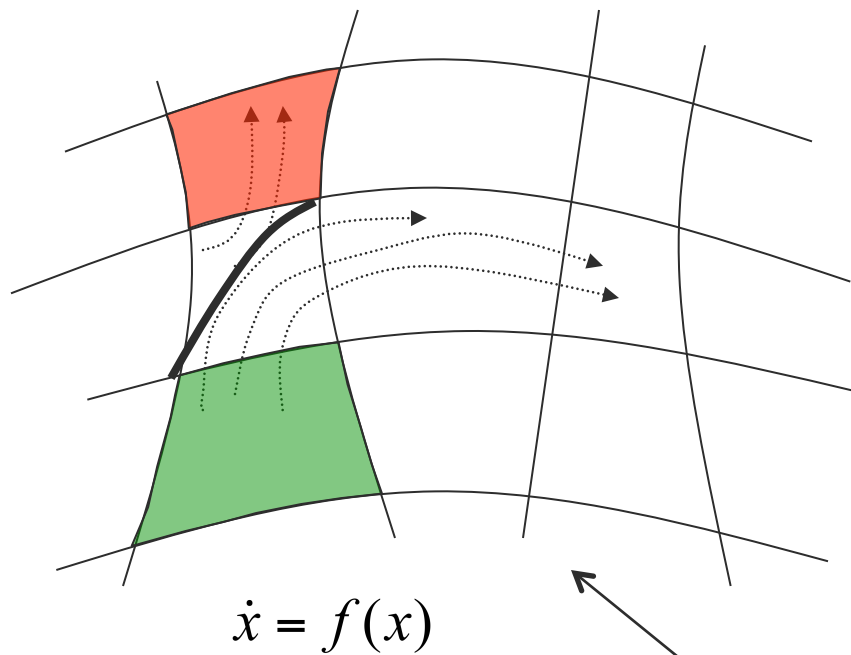
Finite quotients of continuous-space systems



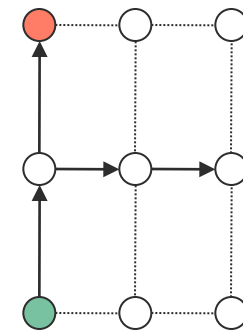
“There is no trajectory reaching from green to red” - True or False?

$\neg(\text{green} \wedge \diamond \text{red})$ for all trajectories

Finite quotients of continuous-space systems



TRUE



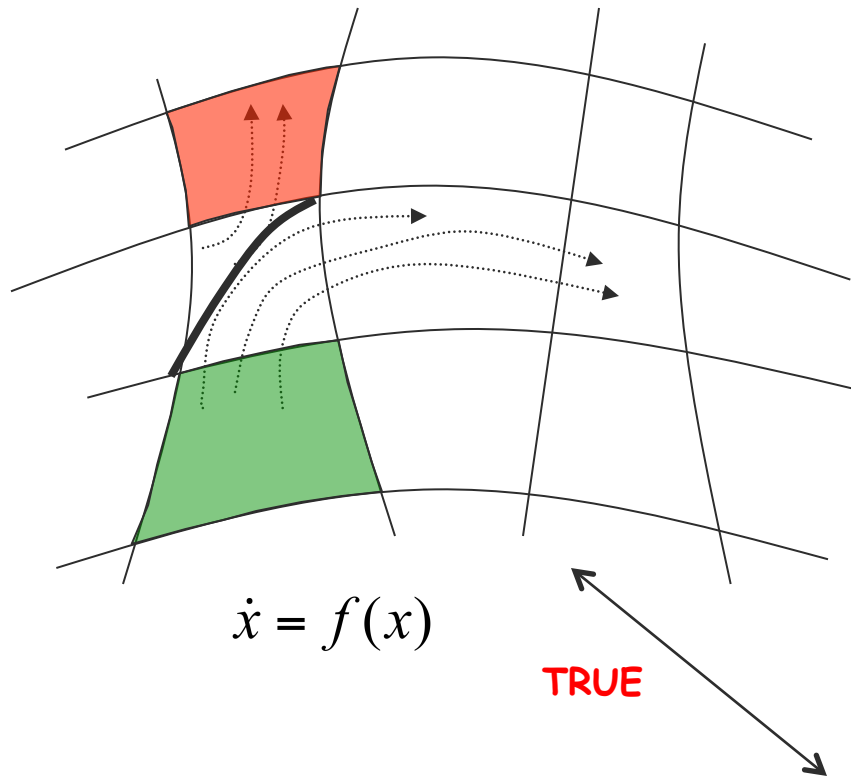
FALSE

“There is no trajectory reaching from green to red” - True or False?

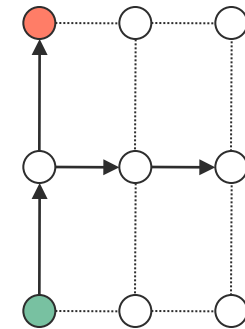
$\neg(\text{green} \wedge \diamond \text{red})$ for all trajectories

Finite quotients of continuous-space systems

Is there something wrong with the quotient?



simulation
<



FALSE

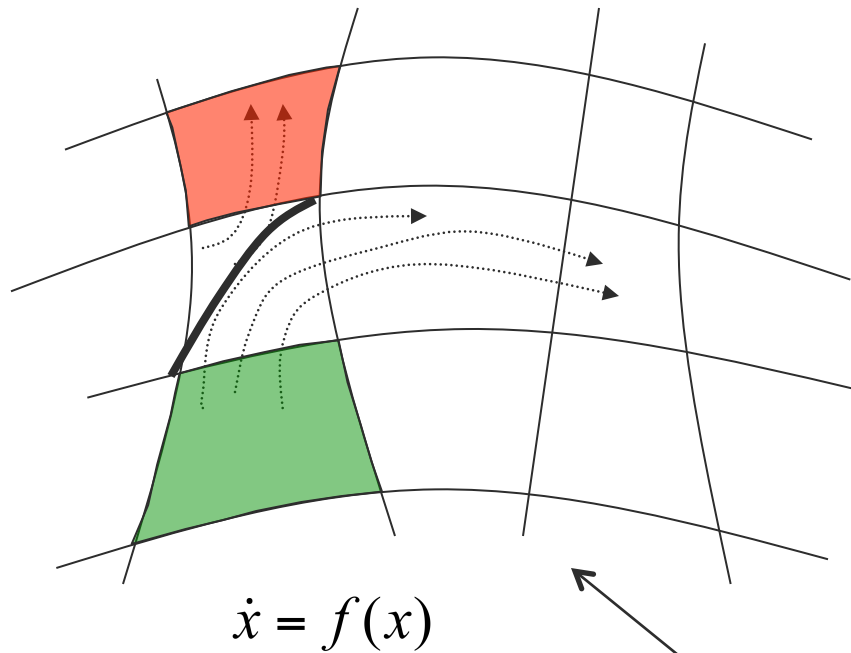
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Finite quotients of continuous-space systems

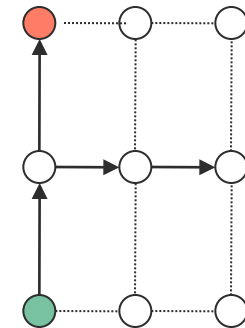
Is there something wrong with the quotient?

No, but it's too "rough" for proving this particular property.



simulation

<



TRUE

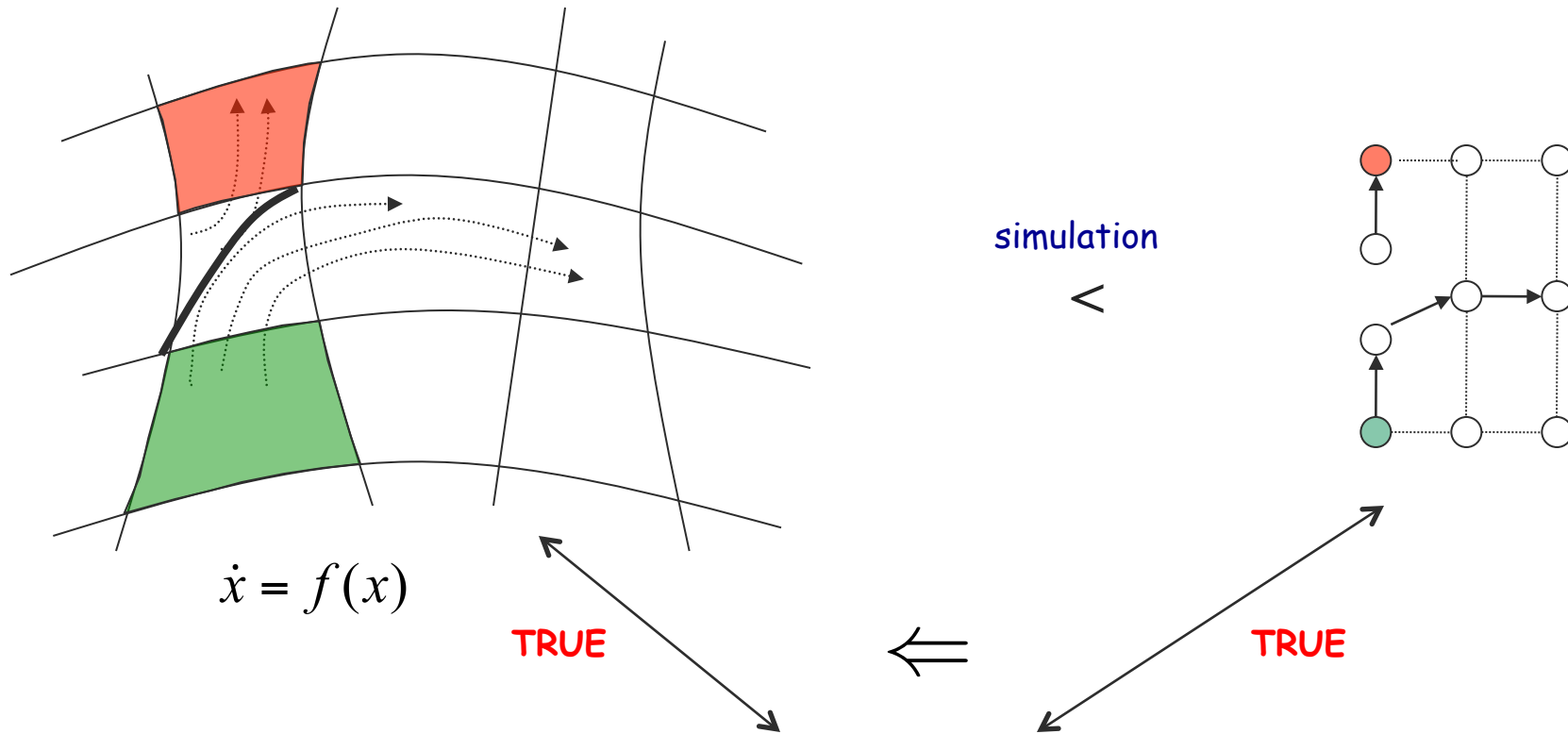
FALSE

“There is no trajectory reaching from green to red” - True or False?

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Finite quotients of continuous-space systems

Refinement is necessary.

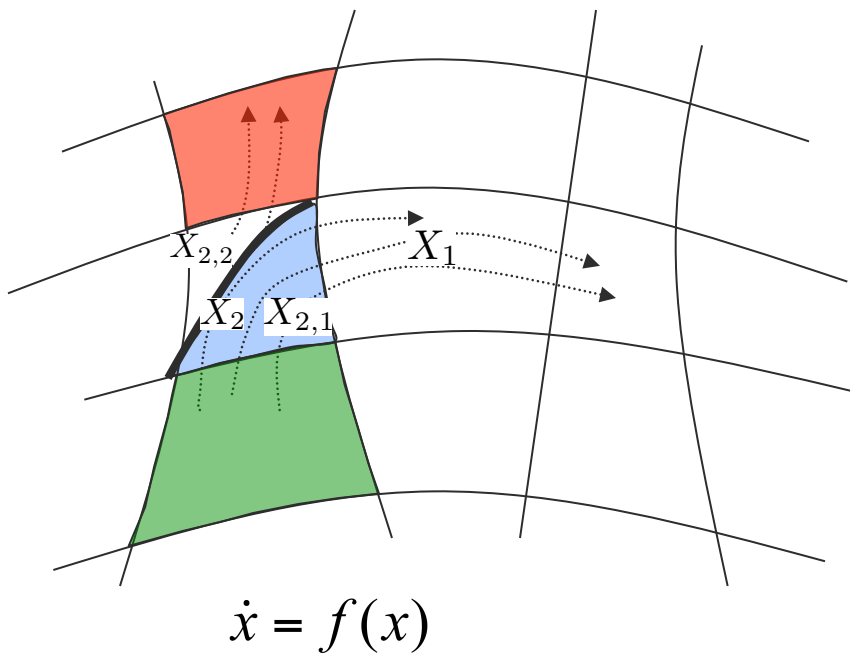


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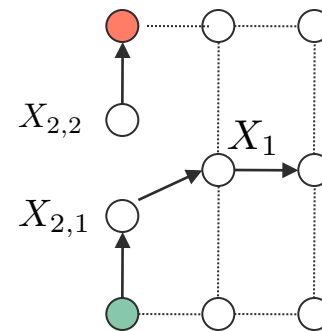
$\neg(\text{green} \wedge \diamond \text{red})$ for all trajectories

Finite quotients of continuous-space systems

Refinement is necessary.



simulation
<



$$Pre(X_1) = \{x \mid \exists t \geq 0 \exists x' \in X_1 \text{ s.t. } x' = \phi(x, t)\}$$

$$X_{2,1} = Pre(X_1) \cap X_2$$

$$X_{2,2} = X_2 \setminus X_{2,1}$$

Finite quotients of continuous-space systems

Iterative refinement (bisimulation) algorithm

While there exist X_i, X_j such that $\emptyset \subset X_i \cap \text{Pre}(X_j) \subset X_i$

$$X_{i,1} = X_i \cap \text{Pre}(X_j)$$

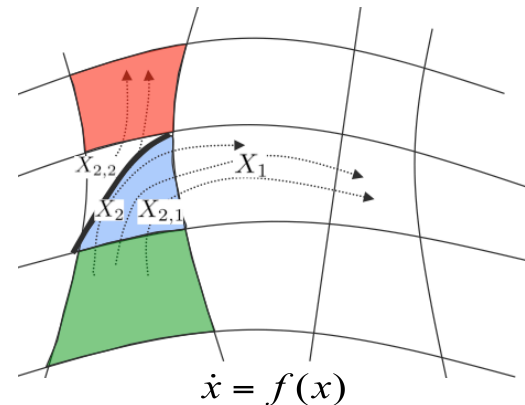
$$X_{i,2} = X_i \setminus X_{i,1}$$

remove X_i

add $X_{i,1}, X_{i,2}$

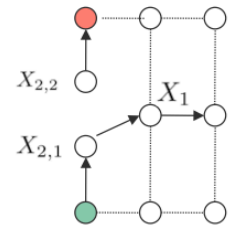
endwhile

A. Bouajjani, J.-C. Fernandez, and N. Halbwachs, 1991.



bisimulation

\equiv



If the algorithm terminates, the finite quotient and the original system are called bisimilar, and the quotient can be used in lieu of the original system for verification from very general specs

Challenges:

Computability: set representation, computation of Pre, set intersection and difference, emptiness of sets

Termination: finite number of iterations

Decidability = Computability & Termination \rightarrow very restrictive classes of systems (e.g., timed automata, multi-rate automata, o-minimal systems)

R. Alur and D. L. Dill, 1994; R. Alur, C. Courcoubetis, T. A. Henzinger, and P. H. Ho, 1993; G. Lafferriere, G. J. Pappas, and S. Sastry, 2000.

Finite quotients of continuous-space systems

Give up termination

While there exist X_i, X_j such that $\emptyset \subset X_i \cap Pre(X_j) \subset X_i$

$$X_{i,1} = X_i \cap Pre(X_j)$$

$$X_{i,2} = X_i \setminus X_{i,1}$$

remove X_i

add $X_{i,1}, X_{i,2}$

construct the quotient
model check the quotient
if the spec is satisfied
break

endif

endwhile

A. Chutinan and B. H. Krogh, 2001.

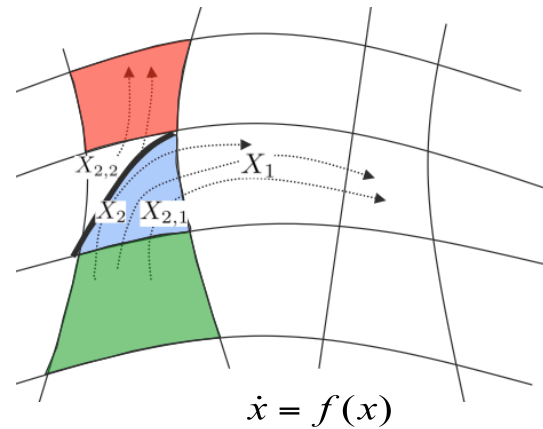
Verification only against universal properties, i.e., if all the trajectories of the quotient satisfy a spec, then all the trajectories of the original system satisfy the spec.

Computability:

- Still limited to very restrictive classes (should allow for quantifier elimination)
- Computation is very expensive

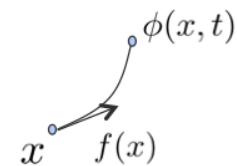
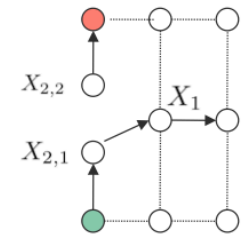
$$Pre(X_1) = \{x \mid \exists t \geq 0 \exists x' \in X_1 \text{ s.t. } x' = \phi(x, t)\}$$

G. Lafferriere, G. J. Pappas, and S. Yovine, 2001.



simulation

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Finite quotients of continuous-space systems

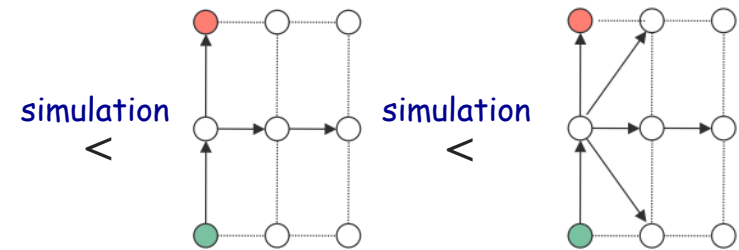
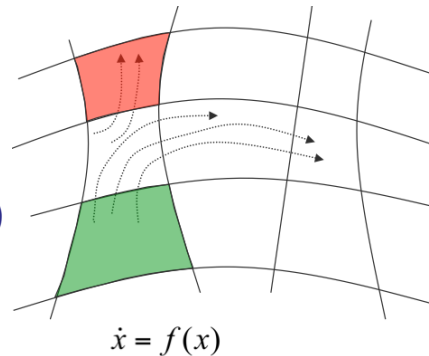
Give up computation of Pre

While TRUE

construct (an over-approximation of) the quotient
 model check the quotient
 if the spec is satisfied
 break;

endif
 refine (using some
 partitioning scheme)

endwhile



$$\overline{Post}(X) \supseteq Post(X) = \{x' \mid \exists x \in X \exists t > 0 \text{ s.t. } x' = \phi(x, t)\}$$

Continuous-time continuous-space polynomial dynamics and semi-algebraic regions (still requires quantifier elimination)

A. Tiwari and G. Khanna, 2002.

Continuous-time continuous-space affine and multi-affine dynamics and polytopic / rectangular / regions

L.C.G.J.M. Habets and J.H. van Schuppen, 2004; C. Belta and L.C.G.J.M. Habets, 2006

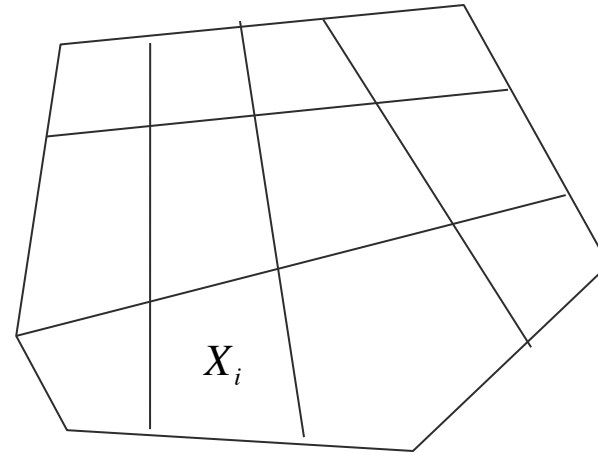
M. Kloetzer and C. Belta, HSCC 2006, TIMC 2012

Verification for discrete-time PWA systems

$$x_{k+1} = A_i x_k + b_i, x_k \in X_i, i \in I$$

$X_i, i \in I$ polytopes

$A_i, i \in I$ invertible

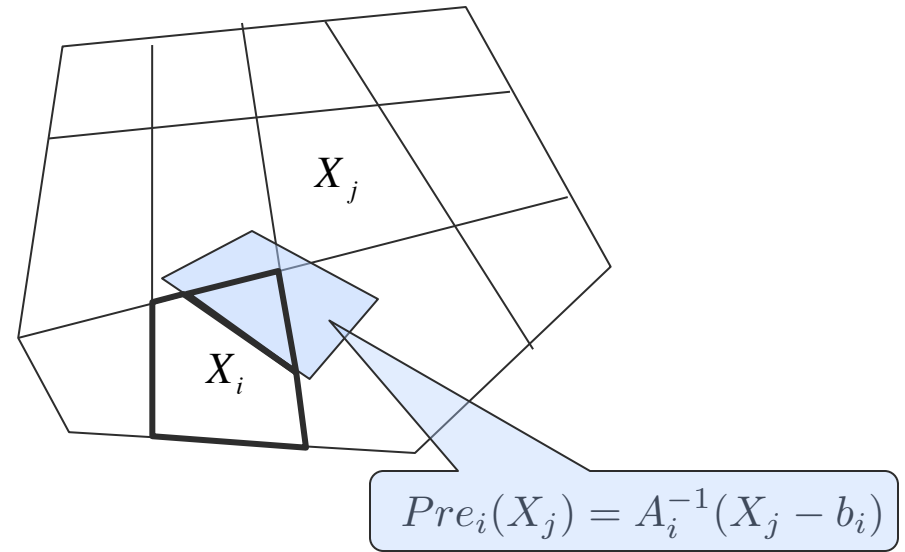


Verification for discrete-time PWA systems

$$x_{k+1} = A_i x_k + b_i, x_k \in X_i, i \in I$$

$X_i, i \in I$ polytopes

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While there exist X_i, X_j such that $\emptyset \subset X_i \cap Pre(X_j) \subset X_i$

$$X_{i,1} = X_i \cap Pre(X_j)$$

$$X_{i,2} = X_i \setminus X_{i,1}$$

remove X_i

add $X_{i,1}, X_{i,2}$

construct the quotient

model check the quotient

if the spec is satisfied

break

endif

endwhile

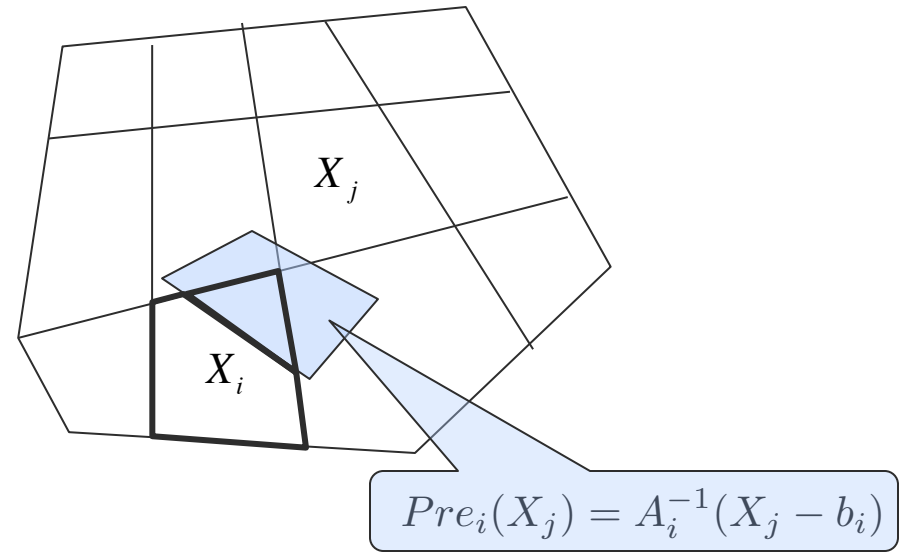
Everything is computable!

Verification for discrete-time PWA systems

$$x_{k+1} = A_i x_k + b_i, x_k \in X_i, i \in I$$

$X_i, i \in I$ polytopes

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Everything is computable!

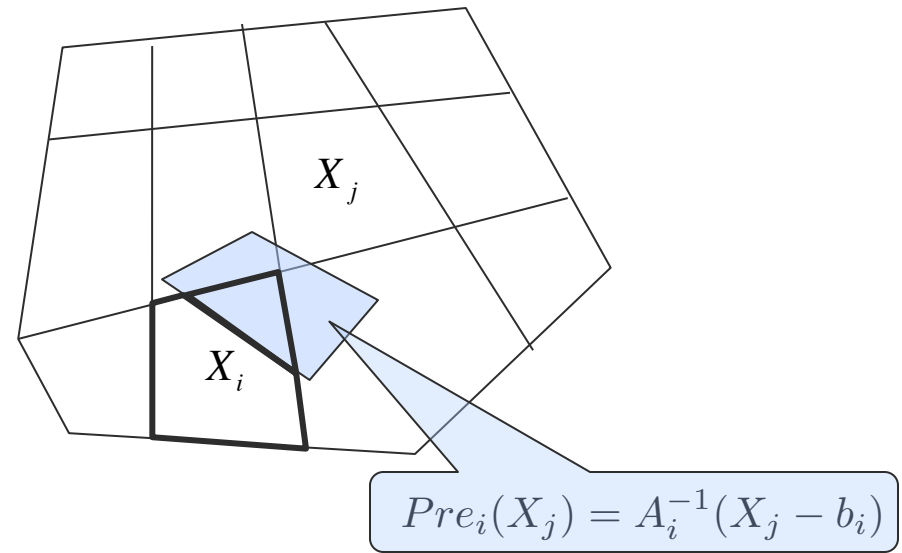
Problem Formulation: Find the largest subset of $\bigcup_{i \in I} X_i$ such that all the trajectories originating there satisfy an LTL formula ϕ over I .

Verification for discrete-time PWA systems

$$x_{k+1} = A_i x_k + b_i, x_k \in X_i, i \in I$$

$X_i, i \in I$ polytopes

$A_i, i \in I$ invertible



While there exist X_i, X_j such that $\emptyset \subset X_i \cap Pre(X_j) \subset X_i$

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$$X_{i,2} = X_i \setminus X_{i,1}$$

remove X_i

add $X_{i,1}, X_{i,2}$

construct the quotient

model check the quotient

if the spec is satisfied

break

endif

endwhile

Everything is computable!

Can be optimized by checking with both ϕ and $\neg\phi$ and partitioning only if necessary (no need to refine regions where the formula or its negation is satisfied at the corresponding state of the quotient).

Problem Formulation: Find the largest subset of $\bigcup_{i \in I} X_i$ such that all the trajectories originating there satisfy an LTL formula ϕ over I .

Verification for discrete-time PWA systems

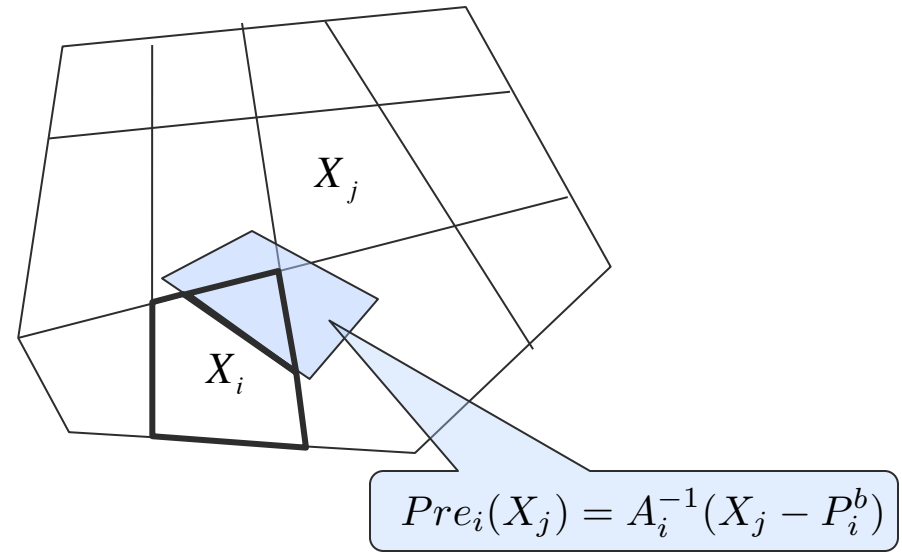
$$x_{k+1} = A_i x_k + b_i, x_k \in X_i, i \in I$$

$X_i, i \in I$ polytopes $P_i^b, i \in I$ polytopes

$A_i, i \in I$ invertible

What if $b_i \in P_i^b, i \in I$?

Everything still works with extra computational overhead.



While there exist X_i, X_j such that $\emptyset \subset X_i \cap Pre(X_j) \subset X_i$

$$X_{i,1} = X_i \cap Pre(X_j)$$

$$X_{i,2} = X_i \setminus X_{i,1}$$

remove X_i

add $X_{i,1}, X_{i,2}$

construct the quotient

model check the quotient

if the spec is satisfied

break

endif

endwhile

Everything is computable!

Can be optimized by checking with both ϕ and $\neg\phi$ and partitioning only if necessary (no need to refine regions where the formula or its negation is satisfied at the corresponding state of the quotient).

Problem Formulation: Find the largest subset of $\bigcup_{i \in I} X_i$ such that all the trajectories originating there satisfy an LTL formula ϕ over I .

Verification for discrete-time PWA systems

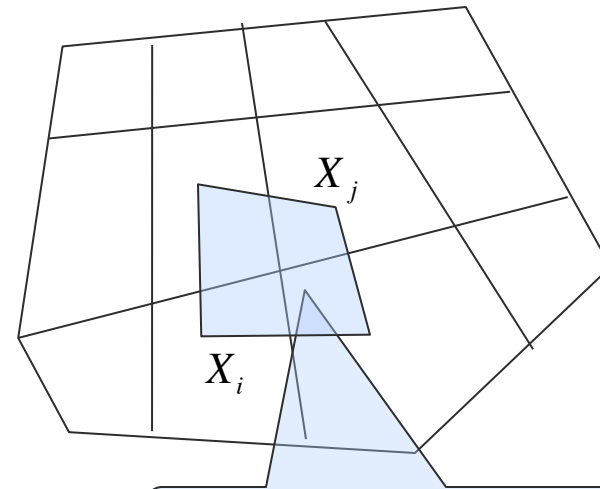
$$x_{k+1} = A_i x_k + b_i, x_k \in X_i, i \in I$$

$X_i, i \in I$ polytopes $P_i^b, i \in I$ polytopes

$A_i, i \in I$ invertible $P_i^A, i \in I$ polytopes

What if $b_i \in P_i^b, i \in I$ and $A_i \in P_i^A, i \in I$?

Pre is not computable anymore. A polyhedral over-approximation of Post is computable.



$$\overline{Post}(X_i) = \text{hull}(\{AX_i \mid A \in V(P_i^A)\}) + P_i^b$$

While TRUE

construct (an over-approximation of) the quotient
 model check the quotient
 if the spec is satisfied
 break;

endif

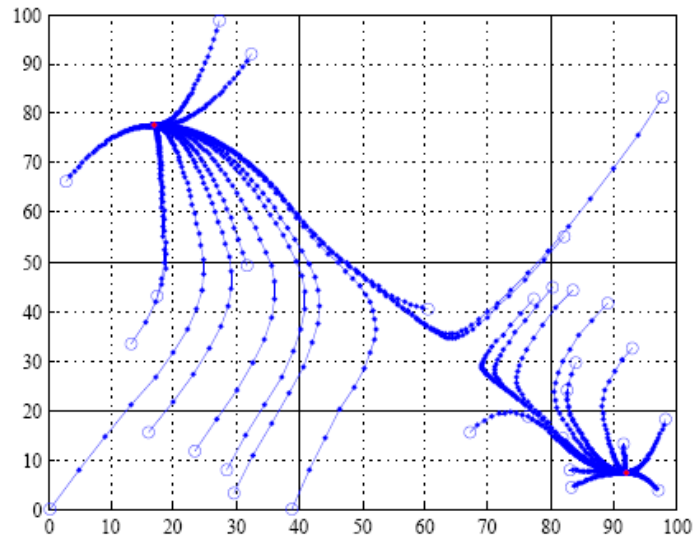
refine (using arbitrary partitioning schemes)

endwhile

Problem Formulation: Find the largest subset of $\bigcup_{i \in I} X_i$ such that all the trajectories originating there satisfy an LTL formula ϕ over I .

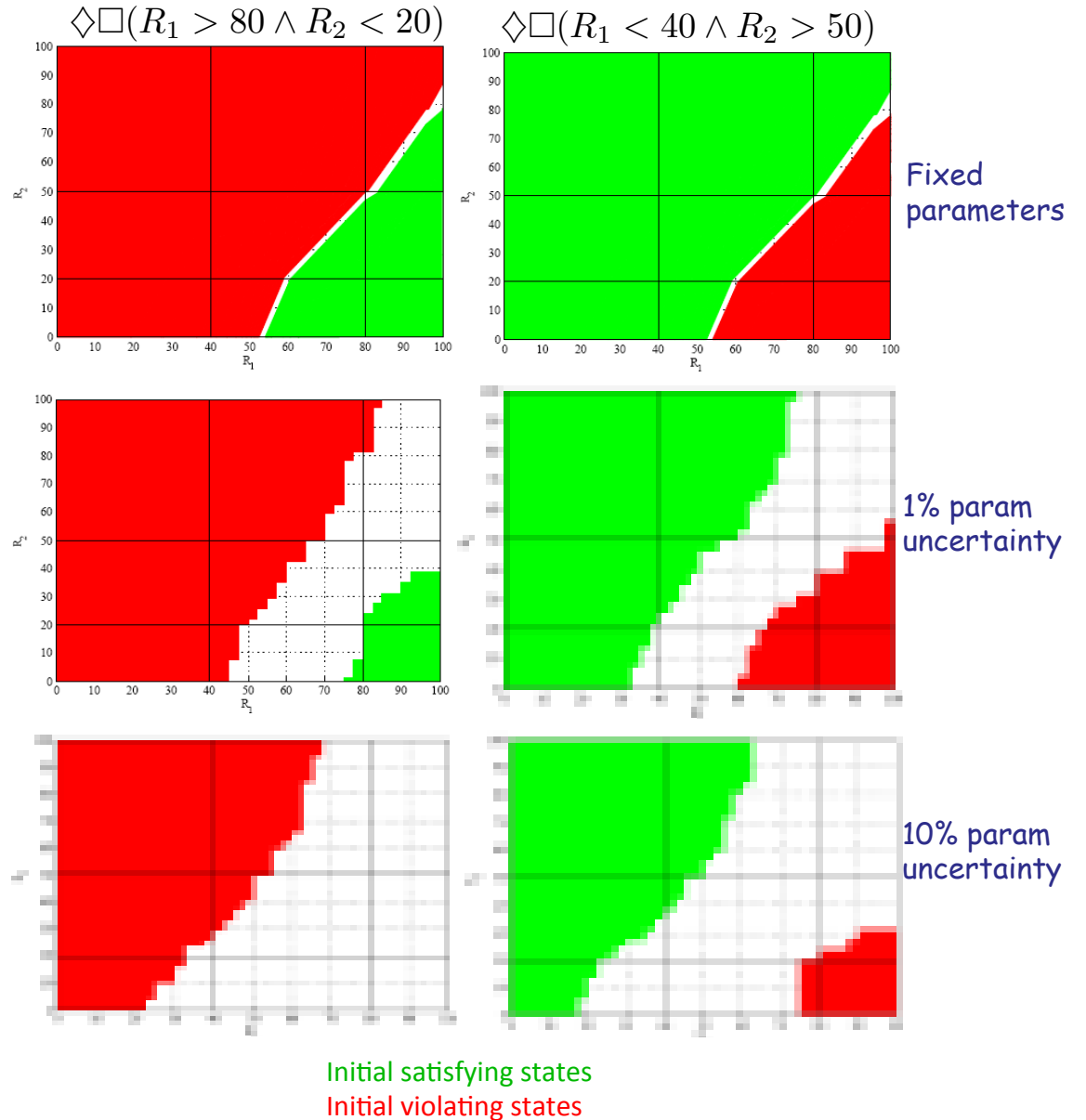
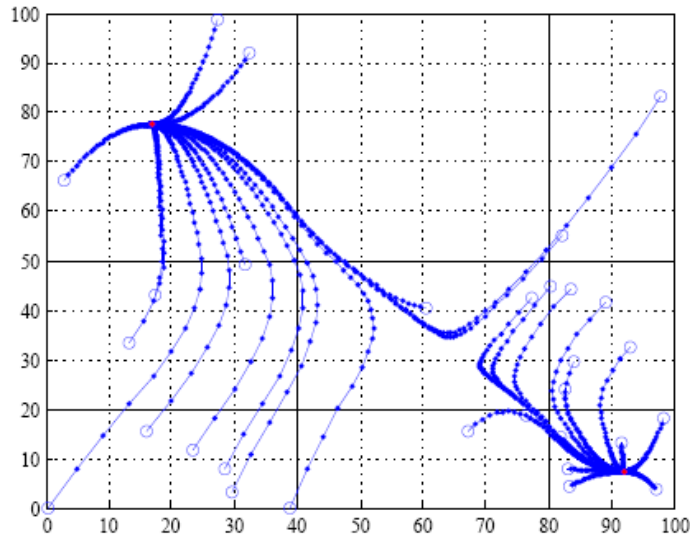
Verification for discrete-time PWA systems

Example: toggle switch



Verification for discrete-time PWA systems

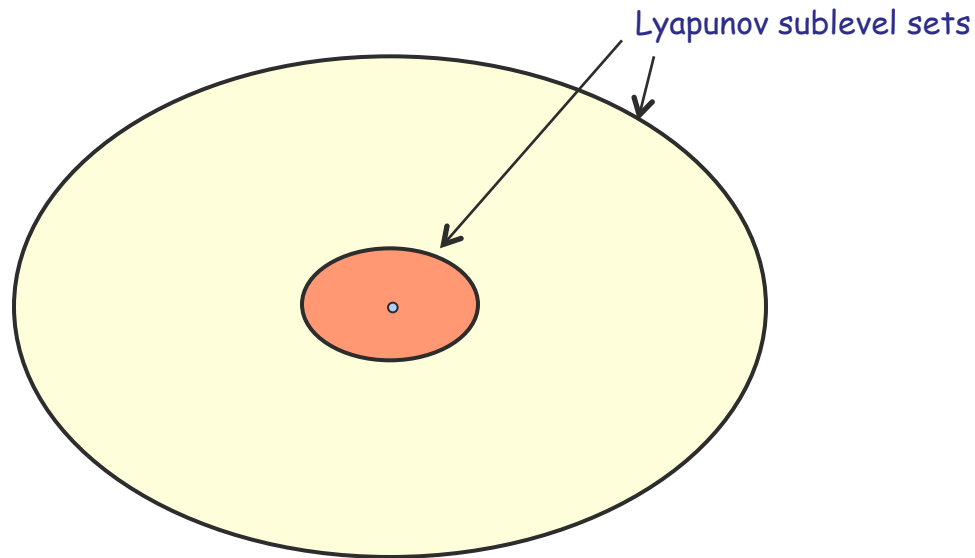
Example: toggle switch



Verification for discrete-time systems

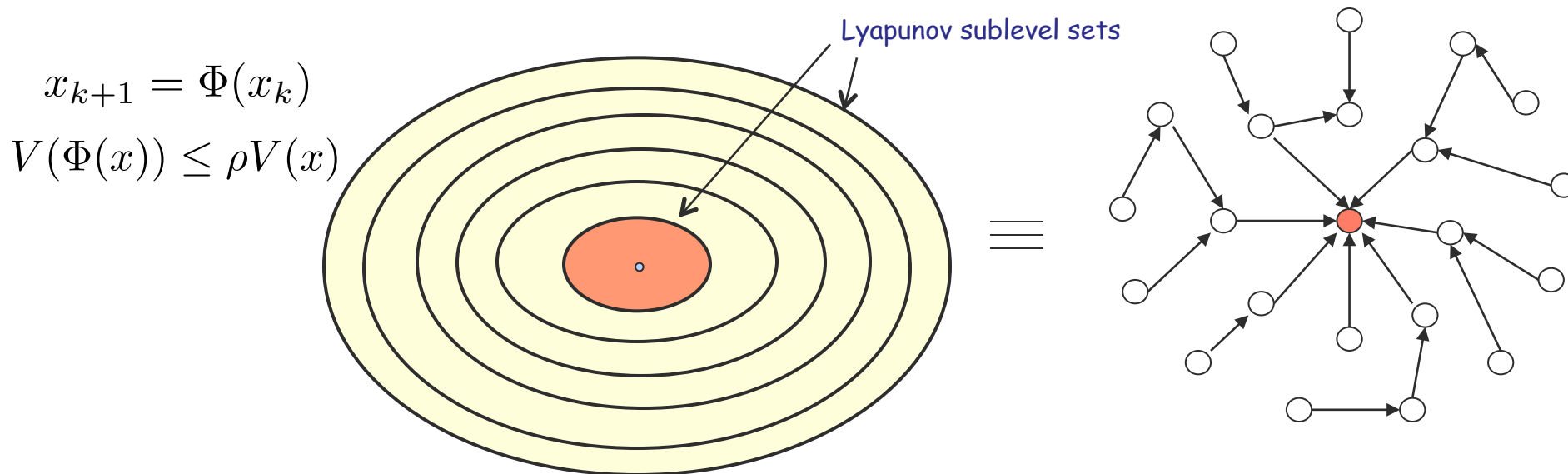
Using Lyapunov functions to construct finite bisimulations

$$x_{k+1} = \Phi(x_k)$$



Verification for discrete-time systems

Using Lyapunov functions to construct finite bisimulations



Algorithm: Slice the space in between two sublevel sets into N slices (N determined by the contraction rate); Starting from the inner-most slice, compute the pre-image of the slice and intersect it with all the other slices.

Theorem: At the i th iteration, the partition of the inner region bounded by the i th slice is a bisimulation. As a result, a bisimulation for the whole region is obtained in N steps

Applicability:

- we can only reason about the behavior of the system in between two sublevel sets (we should not mind that all trajectories of the system eventually disappear in the region closest to the origin)
- need to be able to compute the pre-image of a slice through the dynamics of the system and the intersections with other slices

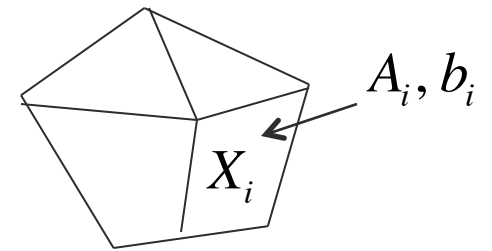
Verification for discrete-time systems

Using Lyapunov functions to construct finite bisimulations

Computability

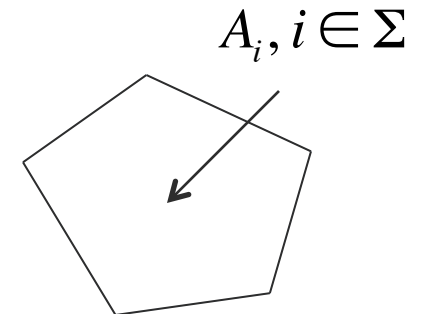
Discrete-time PWA systems

$$x_{k+1} = A_i x_k + b_i, x_k \in X_i, i \in I$$



Discrete-time switched linear systems

$$x_{k+1} = A_{\sigma(k)} x_k, \sigma(k) \in \Sigma$$



Lyapunov functions with polytopic sublevel sets can be constructed

$$V(x) = \|Lx\|_{\infty}$$

Verification for discrete-time linear systems

Using Lyapunov functions to construct finite bisimulations

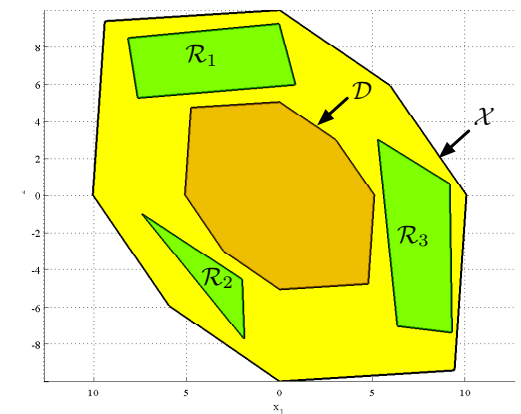
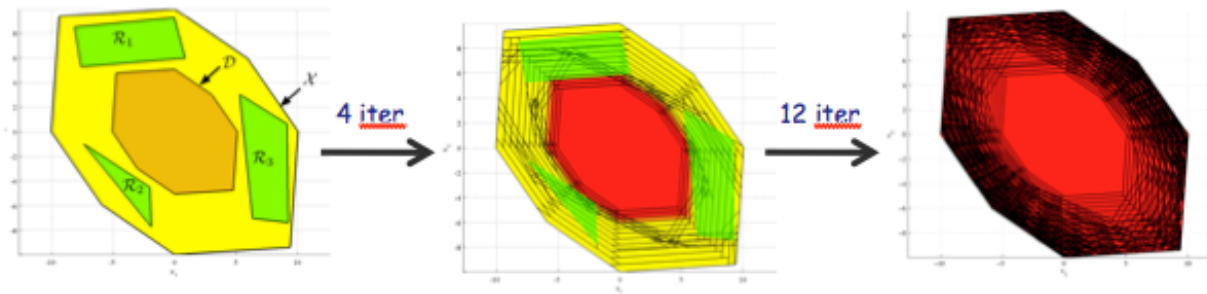
Example:

$$\Sigma = \{1, 2\} \quad A_1 = \begin{pmatrix} -0.65 & 0.32 \\ -0.42 & -0.92 \end{pmatrix} \quad A_2 = \begin{pmatrix} 0.65 & 0.32 \\ -0.42 & -0.92 \end{pmatrix}$$

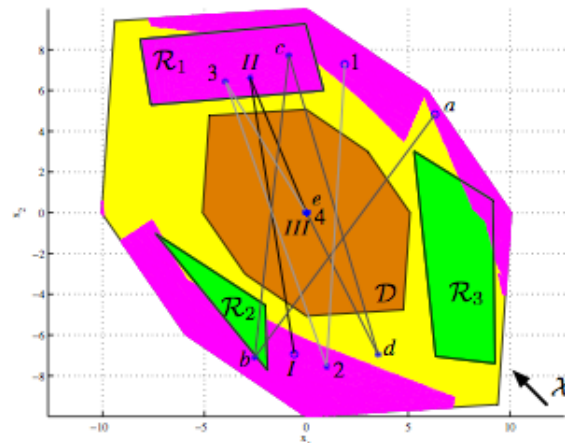
$$x_{k+1} = A_{\sigma(k)} x_k, \sigma(k) \in \Sigma$$

“A system trajectory never visits \mathcal{R}_2 and eventually visits \mathcal{R}_1 . Moreover, if it visits \mathcal{R}_3 then it must not visit \mathcal{R}_1 at the next time step” can be translated to a scLTL formula:

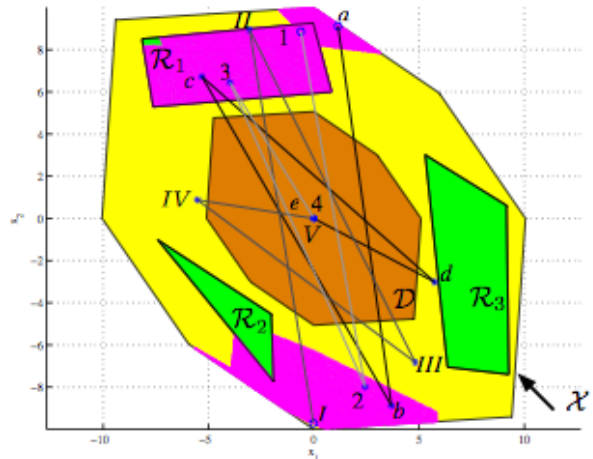
$$\phi := (\neg \mathcal{R}_2 \cup \Pi_{\mathcal{D}}) \wedge F \mathcal{R}_1 \wedge ((\mathcal{R}_3 \Rightarrow X \neg \mathcal{R}_1) \cup \Pi_{\mathcal{D}})$$



Purple: Sets of initial states for which there exists a switching strategy such that all trajectories satisfy the spec

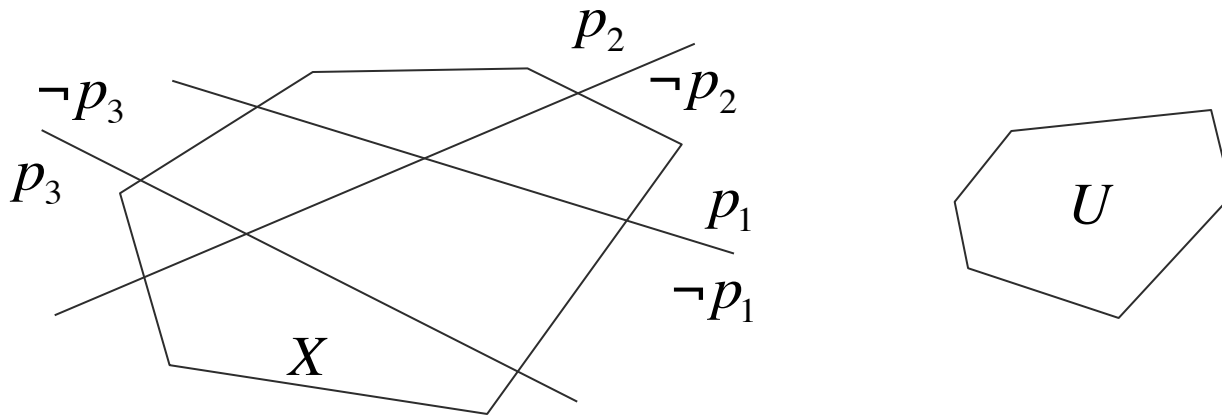


Purple: Sets of initial states for which all trajectories satisfy the spec under all possible switches



TL control for discrete-time linear systems

$$x_{k+1} = Ax_k + Bu_k, x_k \in X, u_k \in U \quad X, U \text{ polytopes}$$



Problem Formulation: Find $X_0 \subseteq X$ and a state-feedback control strategy such that all trajectories of the closed loop system originating at X_0 satisfy an LTL formula ϕ over the linear predicates p_i

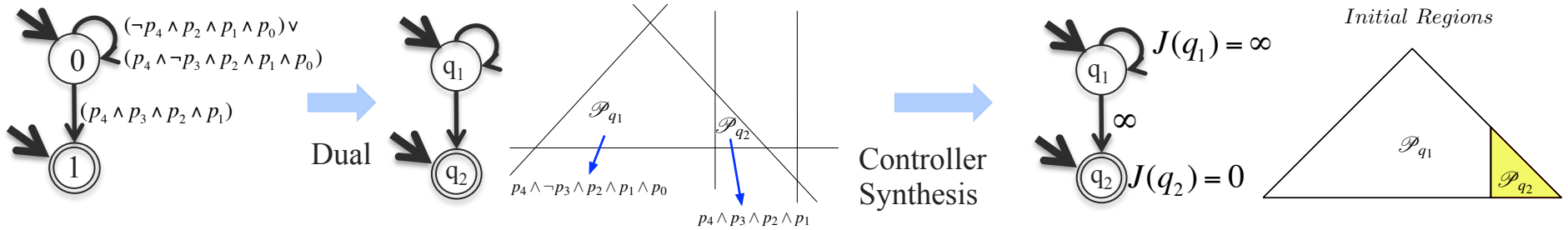
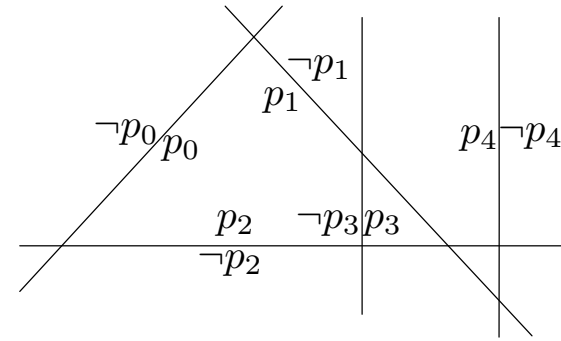
TL control for discrete-time linear systems

Approach: Language-guided controller synthesis and refinement

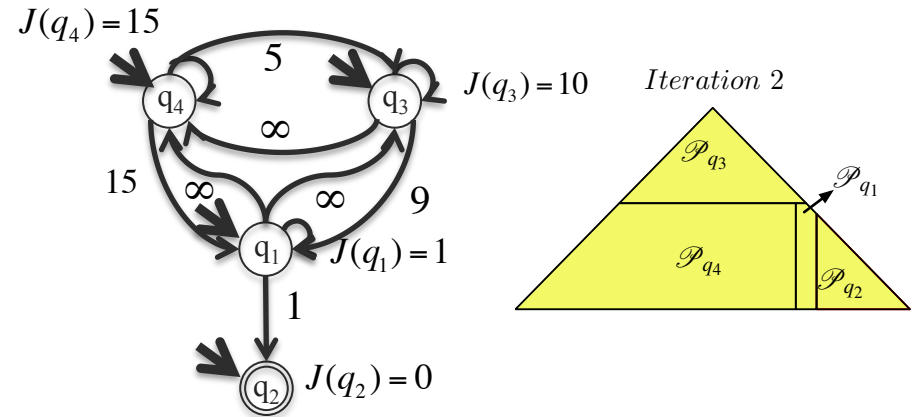
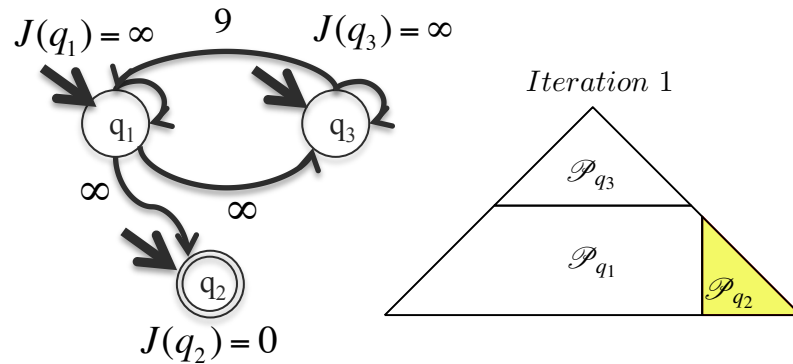
$$\Phi = (p_0 \wedge p_1 \wedge p_2)U(p_1 \wedge p_2 \wedge p_3 \wedge p_4)$$



Latvala 2003



Refinement:



TL control for discrete-time linear systems

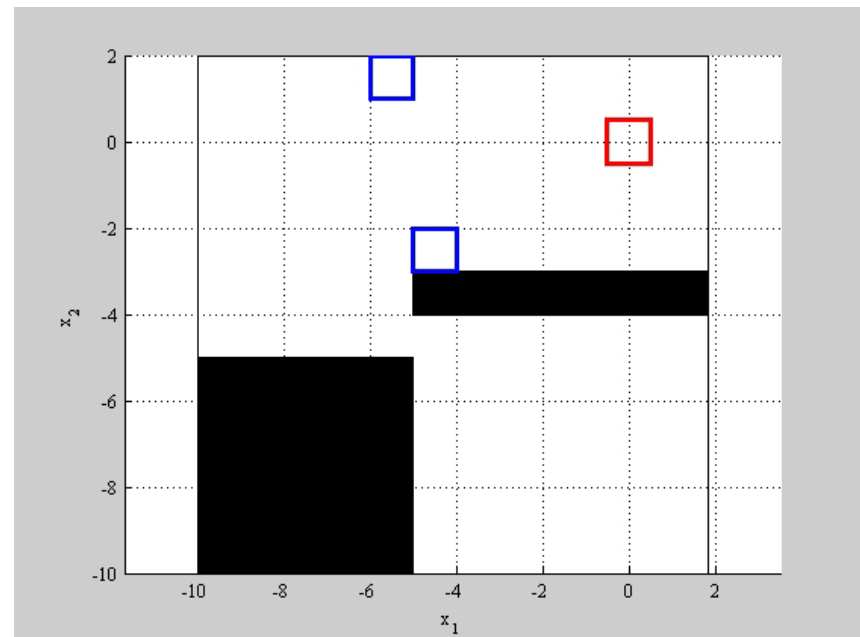
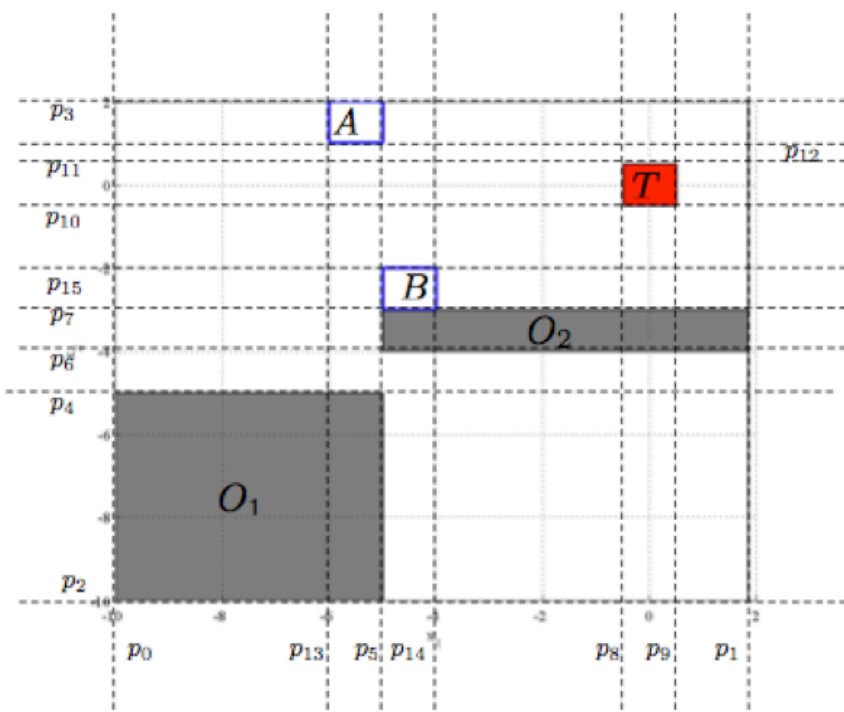
Example

$$x_{k+1} = Ax_k + Bu_k, \quad x_k \in \mathbb{X}, \quad u_k \in \mathbb{U}.$$

“Visit region A or region B before reaching the target while always avoiding the obstacles”

$$A = \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix}, \quad B = \begin{bmatrix} 0.5 \\ 1 \end{bmatrix}$$

$$\Phi_2 = ((p_0 \wedge p_1 \wedge p_2 \wedge \bar{p}_3 \wedge \neg(p_4 \wedge p_5) \wedge \neg(\neg p_5 \wedge \neg p_6 \wedge p_7)) \mathcal{U} (\neg p_8 \wedge p_9 \wedge \neg p_{10} \wedge p_{11})) \wedge (\neg(\neg p_8 \wedge p_9 \wedge \neg p_{10} \wedge p_{11}) \mathcal{U} ((p_5 \wedge \neg p_{12} \wedge \neg p_{13}) \vee (\neg p_5 \wedge \neg p_7 \wedge p_{14} \wedge p_{15})))$$



Optimal TL control for discrete-time linear systems

$$x_{k+1} = Ax_k + Bu_k, \quad x_k \in \mathbb{X}, u_k \in \mathbb{U}.$$

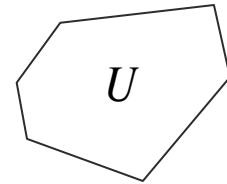
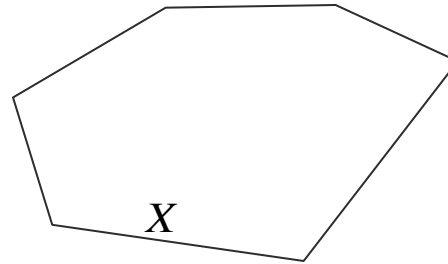
Initial state: x_0

Reference trajectories:

$$x_0^r, x_1^r, \dots$$

$$u_0^r, u_1^r, \dots$$

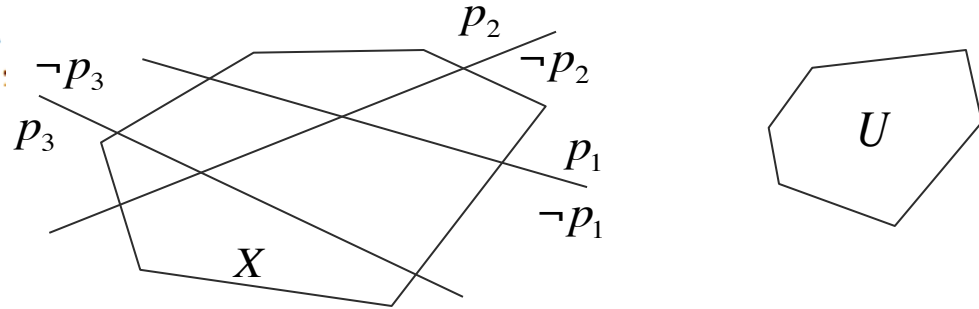
Observation horizon : N



$$\begin{aligned} C(x_k, \mathbf{u}_k) = & (x_{k+N} - x_{k+N}^r)^\top L_N (x_{k+N} - x_{k+N}^r) \\ & + \sum_{i=0}^{N-1} \left\{ (x_{k+i} - x_{k+i}^r)^\top L (x_{k+i} - x_{k+i}^r) \right. \\ & \left. + (u_{k+i} - u_{k+i}^r)^\top R (u_{k+i} - u_{k+i}^r) \right\}, \end{aligned}$$

Optimal TL control for discrete-time linear systems

$$x_{k+1} = Ax_k + Bu_k, \quad x_k \in \mathbb{X}, \quad u_k \in \mathbb{U}$$



Initial state: x_0

Reference trajectories:

$$x_0^r, x_1^r, \dots$$

$$u_0^r, u_1^r, \dots$$

Observation horizon : N

$$C(x_k, \mathbf{u}_k) = (x_{k+N} - x_{k+N}^r)^\top L_N (x_{k+N} - x_{k+N}^r) + \sum_{i=0}^{N-1} \left\{ (x_{k+i} - x_{k+i}^r)^\top L (x_{k+i} - x_{k+i}^r) + (u_{k+i} - u_{k+i}^r)^\top R (u_{k+i} - u_{k+i}^r) \right\},$$

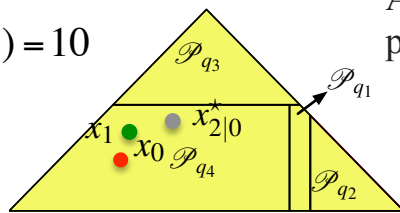
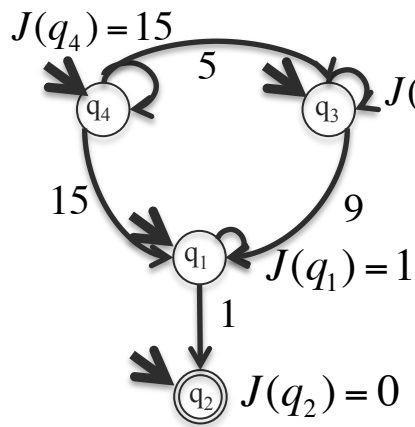
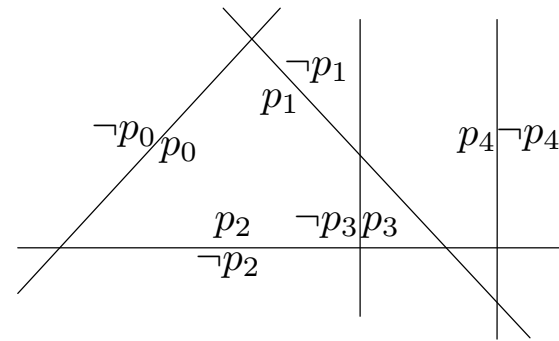
Syntactically co-safe LTL formula over linear predicates p_i

Problem Formulation: Find an optimal state-feedback control strategy such that the trajectory originating at x_0 satisfies the formula.

Optimal TL control for discrete-time linear systems

Approach

$$\Phi = (p_0 \wedge p_1 \wedge p_2)U(p_1 \wedge p_2 \wedge p_3 \wedge p_4)$$



$$N = 2, \quad x_0^r x_1^r x_2^r \\ u_0^r u_1^r$$

Automaton paths: $q_4 q_4 q_4$

- $q_4 q_4 q_3$
- $q_4 q_3 q_3$
- $q_4 q_3 q_1$
- $q_4 q_4 q_1$
- $q_4 q_1 q_1$
- $q_4 q_1 q_2$

$\min C(x_k, \mathbf{u}_k),$

subject to

$u_{i|k} \in \mathbb{U}, \quad i = 0, \dots, N-1,$

$x_{i|k} \in \mathcal{P}_{q_{i|k}}, \quad i = 1, \dots, N,$

$V(q_{N|k}, x_{N|k}) < V(q_{N|k-1}^*, x_{N|k-1}^*).$

Refined dual automaton

- Solve an optimization problem for each automaton path.(at each stage)
- Progress constraint: Distance to a satisfying automaton state eventually decreases.

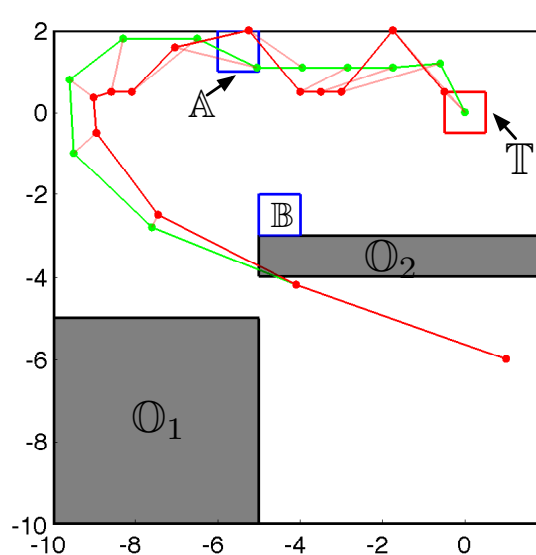
Optimal TL control for discrete-time linear systems

Example

$$x_{k+1} = Ax_k + Bu_k, \quad x_k \in \mathbb{X}, \quad u_k \in \mathbb{U}.$$

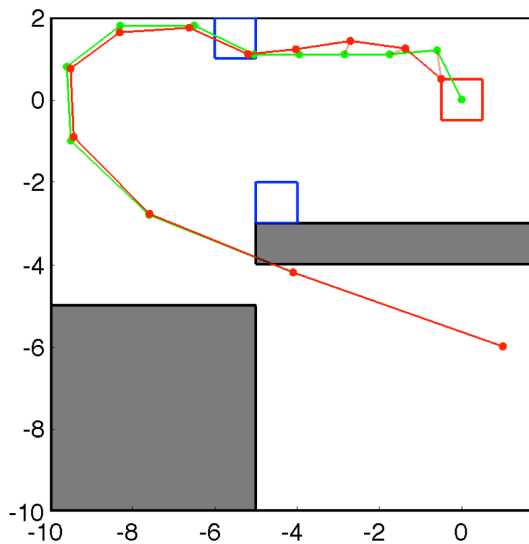
$$A = \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix}, \quad B = \begin{bmatrix} 0.5 \\ 1 \end{bmatrix}$$

“Visit region A or region B before reaching the target while always avoiding the obstacles”

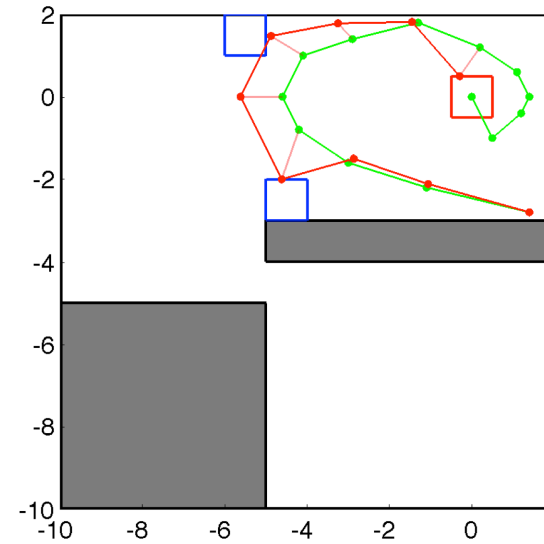


$N = 2$
total cost = 29.688

Reference trajectory
Controlled trajectory



$N = 4$
total cost = 0.886



$N = 6$
total cost = 5.12

Reference trajectory
violates the specification

Acknowledgements



Ebru Aydin Gol



Boyan Yordanov
(now at Microsoft
Research)

