

# ECE 584: Embedded System Verification

## Constructing Invariants for Hybrid Automata.

Slides from Sriram Sankaranarayanan  
University of Colorado, Boulder, CO.

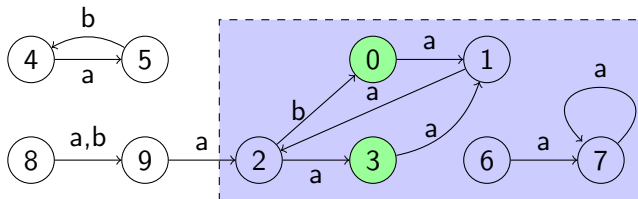
November 8, 2012

# Outline

1. Invariant Synthesis
2. Hybrid Systems
3. Invariants For Hybrid Systems
4. Constraint-Based Invariant Generation

# Invariants

Finite State Automaton:



**Initial States:**  $\{0, 3\}$ .

**Invariant Set:** Subset of states that contains

1. All initial states, and
2. All states reachable in one or more steps from initial.

**Example:**

$\{0, 1, 2, 3, 6, 7\}$

$\{0, 1, 2, 3, 4, 5\}$

$\{0, 1, \dots, 9\}$

$\{0, 1, 2, 3\}$  ← **Strongest Invariant**

# Proving Programs Correct

Compute  $\lceil \sqrt{n} \rceil$ , for  $n \geq 0$ .

```
int computeSqrt ( int n )
  @Pre:  $n \geq 0$ 
1: int  $i, j = (0, 0)$ ;
2: while (  $j \leq n$  ) {
3:    $i := i + 1$ ;
4:    $j := j + 2 * i - 1$ ;
5: }
  @Post:  $i^2 \geq n \wedge (i - 1)^2 \leq n$ 
```

Infinite State Automaton

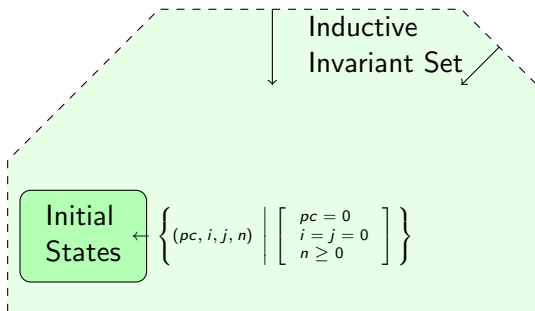
$$(pc, i, j, n) \longrightarrow (pc', i', j', n')$$

# Inductive Invariant Set

Start inside invariant set  $\Rightarrow$  remain in invariant set.

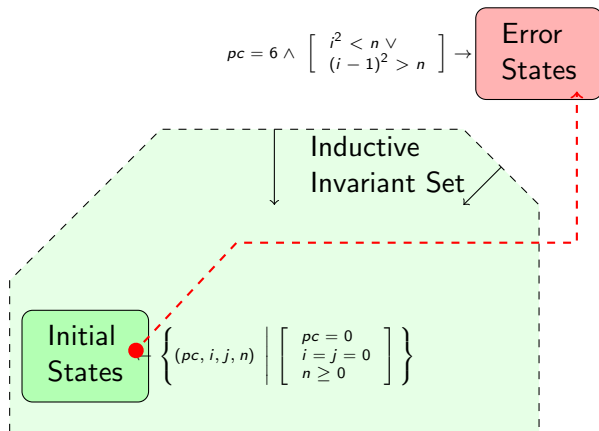
$$pc = 6 \wedge \left[ \begin{array}{l} i^2 < n \vee \\ (i-1)^2 > n \end{array} \right] \rightarrow$$

Error States



# Inductive Invariant Set

Start inside invariant set  $\Rightarrow$  remain in invariant set.



# Proving Programs Correct

**Example:** Compute  $\lceil \sqrt{n} \rceil$ , for  $n \geq 0$ .

```
int computeSqrt ( int n )
  @Pre:  $n \geq 0$ 
1:  int  $i, j = (0, 0)$ ;
2:  while (  $j \leq n$  ) {
3:     $i := i + 1$ ;
4:     $j := j + 2 * i - 1$ ;
5:  }
  @Post:  $i^2 \geq n \wedge (i - 1)^2 \leq n$ 
```

Ind. Invariant at location 2:

$$j = i^2, \quad n \geq 0, \quad j \leq n + 1, \quad j \leq n - 2i - 1.$$

**Q:** How do we find the invariant above?

# Automatic Invariant Synthesis Techniques

(Reasonably) well-understood problem for programs:

- ▶ Abstract Interpretation with Widening Framework:
  - ▶ Intervals: [Cousot+Cousot'78]
  - ▶ Polyhedral Invariants: [Cousot+Halbwachs'78]
  - ▶ Octagons [Miné'02]
  - ▶ Templates [S.+Sipma+Manna'05]
  - ▶ Symbolic Ranges [S.+Ivancic+Gupta'07]
  - ▶ Algebraic/Semi-algebraic [Carbonell+Others'05]
- ▶ Constraint-based Invariant Generation:
  - ▶ Linear Invariants: [Colón+S.+Sipma'03, S.+Sipma+Manna'04, Gulwani+Others'07, Gupta+Rybalchenko+Majumdar'08,...]
  - ▶ Algebraic (Polynomial) Invariants: [S.+Sipma+Manna'04, Carbonell+Kapur'04, Seidl+Muller-Olm'04, Colón'04, ... ]

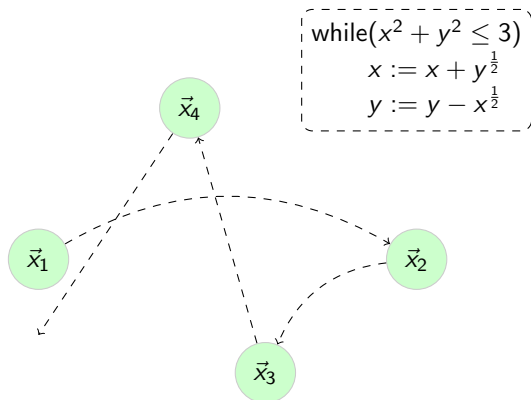


**Challenge:** Invariants for *Hybrid Systems*.

# Dynamical Systems

Discrete dynamical systems: defined by maps.

$$\vec{x}(n+1) = F(n, \vec{x}(n)).$$



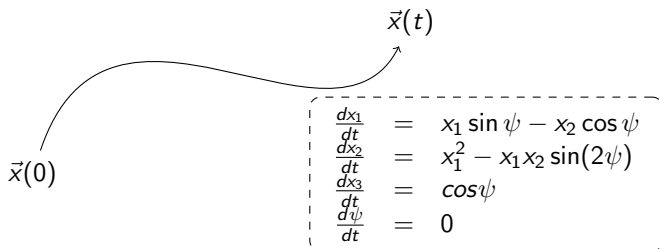
## Examples:

Automata, Programs, Digital Circuits

# Continuous Systems

Continuous dynamical systems: defined by flows.

$$\frac{d\vec{x}}{dt} = F(t, \vec{x}).$$

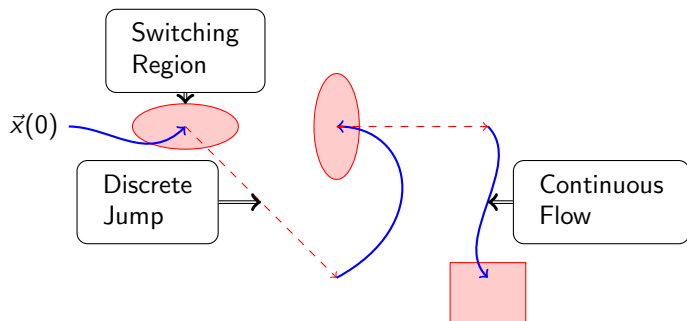


## Examples:

Mechanical systems, analog circuits, biological systems (cell signalling mechanisms).

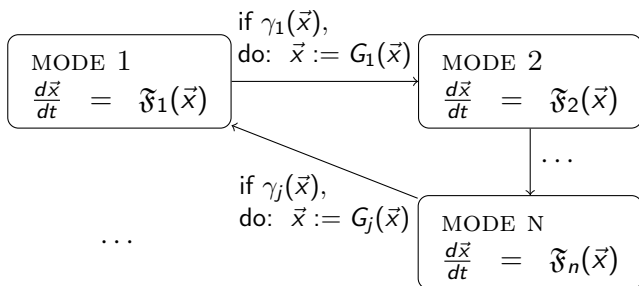
# Hybrid Systems

1. Continuous-time Flows + Discrete-time Transitions.
2. *Multi-Modal*: Continuous-time dynamics depend on the state.



# Hybrid Automaton

[Alur et al.'96; ...]

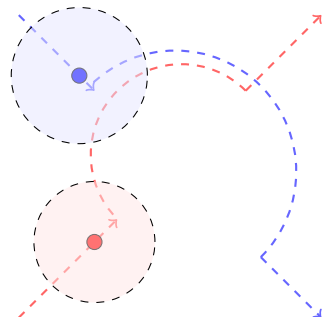
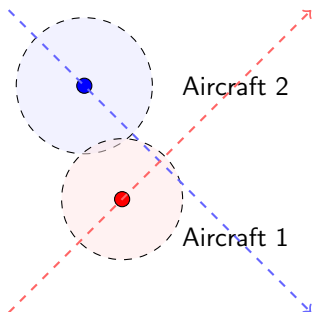


- ▶ Finite set of *modes*.  $Q : \{q_1, \dots, q_m\}$
- ▶ Continuous state variables.  $\vec{x} : (x_1, \dots, x_n)$ .
- ▶ Dynamics for each mode.
- ▶ Discrete Transitions between modes.

## Example # 2: Conflict Resolution Maneuvers

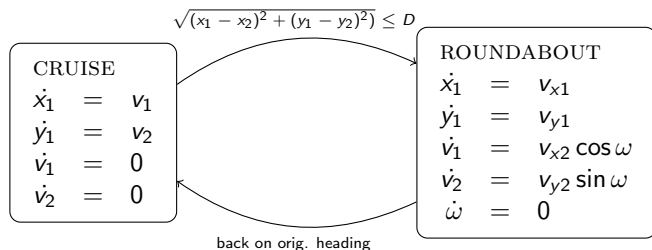
Conflict resolution protocol.

[Tomlin et al.'98]



# Collision Avoidance Model

Hybrid automaton for each aircraft:



# Hybrid Automata: Verification Challenges

Hybrid automata are Turing complete.

Even the simplest ones:

- ▶ Constant ODEs.  $\frac{d\vec{x}}{dt} = \vec{c}$ .
- ▶ Small number of variables  $\sim 3$ .

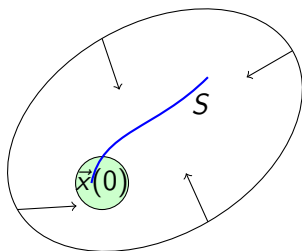
Verification is therefore **undecidable** even for simpler cases.

**Problem:** *Interesting* hybrid automata models do not fall into a known decidable class.



# Invariants for Hybrid Systems.

# Invariants: Differential Equations

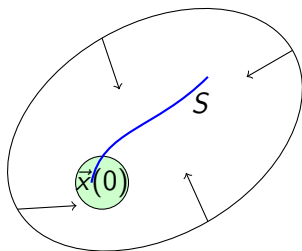


Set  $S$  is *positive invariant* for flow  $\varphi$  iff

$$\forall \vec{x}(0) \in S, \varphi(\vec{x}(0), t) \in S.$$

Start inside set  $S \Rightarrow$  flow remains in  $S$ .

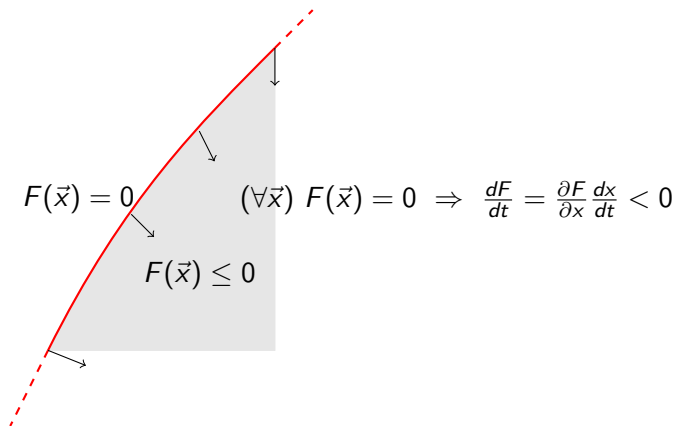
# Positive Invariant Checking



Need to find *closed form* solutions.

- ▶ Not available in general for non-linear systems.
- ▶ Even for linear systems, closed form involves transcendental functions:  $\sin$ ,  $\cos$ ,  $\exp$ .

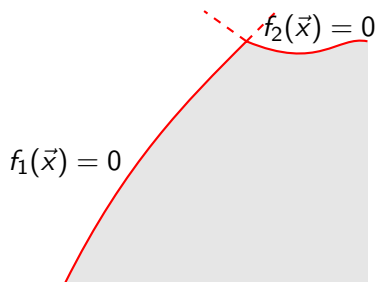
# Positive Invariance Principle



**Intuition:** Flow on the boundary points “inwards”.

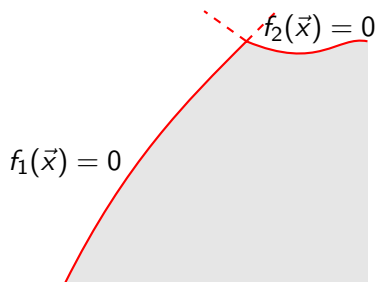
**Formal Statement:** Nagumo Viability Theorem/Subtangential condition.

# Checking Positive Invariance



$$\begin{aligned} f_1(\vec{x}) = 0 \wedge f_2(\vec{x}) \leq 0 &\models \frac{df_1}{dt} < 0 \\ f_1(\vec{x}) \leq 0 \wedge f_2(\vec{x}) = 0 &\models \frac{df_2}{dt} < 0 \end{aligned}$$

# Checking Positive Invariance

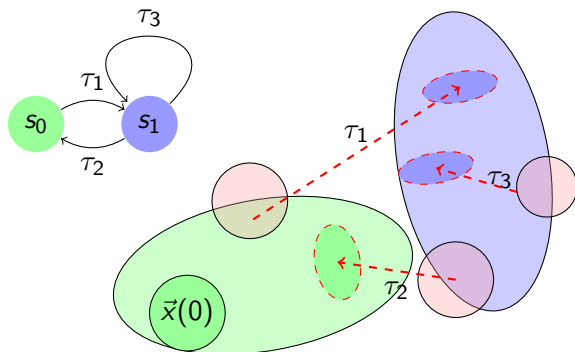


$$f_1(\vec{x}) = 0 \wedge f_2(\vec{x}) \leq 0 \models \frac{df_1}{dt} < 0$$
$$f_1(\vec{x}) \leq 0 \wedge f_2(\vec{x}) = 0 \models \frac{df_2}{dt} < 0$$

**Soundness Warning:** Unsound for “pathological” functions  $f_i$ .

- ▶ Restrict applications to well-behaved  $f_i$  (convex functions).  
[Blanchini+Miani]
- ▶ Or use a weaker version that works for corner cases.  
[Platzer+Clarke'07]

# Invariants for Hybrid Systems



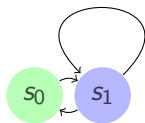
- ▶ Positive invariant for each discrete modes.
- ▶ “Preserved” by discrete transitions.
- ▶ Invariant checking reduced to checking entailments.  
Efficient decision procedures for linear systems.  
Theorem proving in the general case.

# Invariant Synthesis for Hybrid Systems



# Invariant Synthesis.

[Henzinger et al.'96,...]

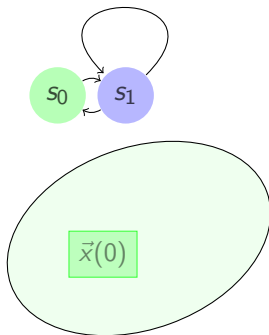


$\vec{x}(0)$

- ▶ Start with Initial States.

# Invariant Synthesis.

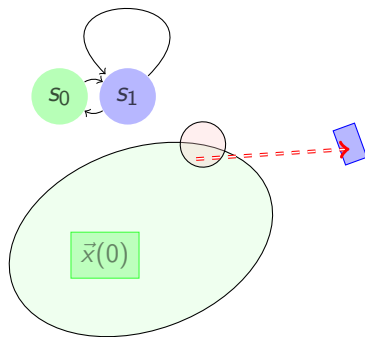
[Henzinger et al.'96,...]



- ▶ Start with Initial States.
- ▶ Positive Invariant computation for differential equations.

# Invariant Synthesis.

[Henzinger et al.'96,...]



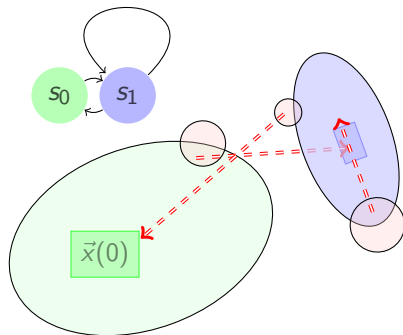
- ▶ Start with Initial States.
- ▶ Positive Invariant computation for differential equations.
- ▶ Computing images across discrete transitions.





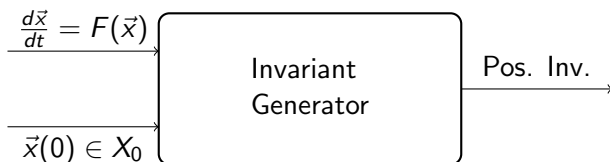
# Invariant Synthesis.

[Henzinger et al.'96,...]



- ▶ Start with Initial States.
- ▶ **Positive Invariant computation for differential equations.**
- ▶ Computing images across discrete transitions.
- ▶ Iterate until convergence (Widening/Extrapolation)

# Invariants for Continuous Systems



**Search** for smallest set  $I$  such that:

1.  $X_0 \subseteq I$ .
2.  $I$  is a positive invariant. For each time trajectory  $\vec{x} : [0, T] \mapsto \mathcal{R}^n$ , we have

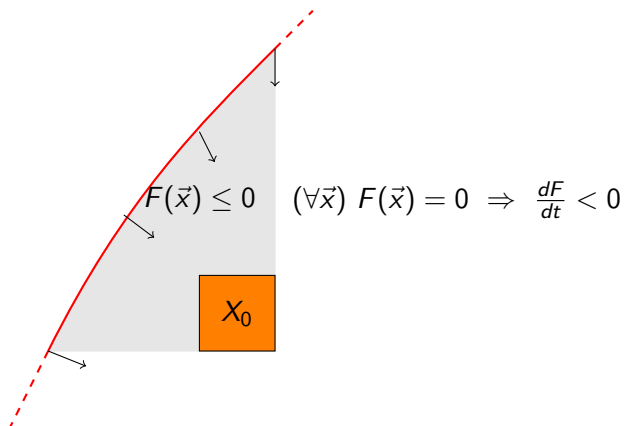
$$(\vec{x}(0) \in I \Rightarrow \forall t \in [0, T], \vec{x}(t) \in I) .$$

# Invariant Synthesis for Continuous Systems

- ▶ **Constraint-Based** techniques: [S.+others'04, Prajna+Jadbabaie'04, Gulwani+Tiwari'09, Platzer+Clarke'09,...]
  1. Fix a family of invariants by choosing an *ansatz*.
  2. Deduce constraints for invariants.
  3. Solve to obtain invariants.
- ▶ **Iterative** techniques: [S.+Others'06 - '11]
  1. Express positive invariants as fixed point of monotone operator.
  2. Use Kleene iteration to compute fixed points.
- ▶ **Flowpipe** construction techniques: [Zhao'93, Asarin+Others'00, Krogh+Others'98, Kurzanski +Varaiya'07, Girard'05, ... ]
  1. Time bounded invariants.
  2. Rigorous set-valued integration for a class of sets and ODEs.
- ▶ **Other techniques**: Optimal control theory, interval Taylor methods and many others. [Berz+Makino, Mitchell+Tomlin,...]



# Constraint-Based Method



**Goal:** Search for positive invariants  $F$ .

# Constraint-Based Invariant Synthesis

1. Fix a family of candidate invariants:  $F(\vec{c}, \vec{x}) \leq d$ .

$$c_1 x_1 + \cdots + c_n x_n \leq d.$$

2. Derive constraints on  $\vec{c}$  to encode positive invariance: Flow on the boundary points “inwards”.

$$(\forall \vec{x}) \left[ \sum_i c_i x_i = d \Rightarrow \frac{d(\sum_i c_i x_i)}{dt} < 0 \right]$$

3. Solve constraints to find invariants.

# Encoding Positive Invariance

Given ODE,

$$\frac{d\vec{x}}{dt} = F(\vec{x}), \quad \vec{x}(0) \in X_0 \text{ and}$$

ansatz  $g(\vec{c}, \vec{x}) \leq 0$ , **search for** a positive invariant function

- ▶ Initial conditions

$$\forall \vec{x} (\vec{x} \in X_0) \Rightarrow g(\vec{c}, \vec{x}) \leq 0.$$

- ▶ Positive Invariance

$$\forall \vec{x} \quad g(\vec{c}, \vec{x}) = 0 \Rightarrow (\nabla g) \cdot F < 0.$$

## Recall Lagrangian Relaxation for LP

- ▶ Primal:  $\max c^T x$  subject to  $Ax \leq b, x \geq 0$ ;
- ▶ Dual:  $\min b^T y$  subject to  $A^T y \geq c, y \geq 0$ ;
- ▶ **Weak Duality Theorem:** For any feasible  $y$  of the Dual and feasible  $x$  of the primal,  $b^T y \geq c^T x$ .
- ▶ Lagrange relaxation:  $\max c^T x + \lambda^T (b - Ax)$ ,  $\lambda$ 's are called the Lagrange multipliers
- ▶  $\forall \hat{\lambda}, c^T x^* \leq c^T x^* + \hat{\lambda}^T (b - Ax^*) \leq c^T \bar{x} + \hat{\lambda}^T (b - A\bar{x})$
- ▶ For any fixed set of  $\hat{\lambda}$  values, the optimal for the Lagrangian Relaxation will be no smaller than the optimal result to Primal.

# Lagrangian Relaxation

**Idea:** Use Lagrange multipliers to dualize the implication:

$$(\forall \vec{x}) \ g_1(\vec{x}) \leq 0 \ \wedge \ \dots \ \wedge \ g_m(\vec{x}) \leq 0 \ \Rightarrow \ g(\vec{x}) \leq 0.$$

$$(\exists \lambda_1, \dots, \lambda_m \geq 0) \ \lambda_1 g_1 + \dots + \lambda_m g_m \equiv g$$

It is always sound to relax this way.

# Lagrangian Relaxation

**Idea:** Use Lagrange multipliers to dualize the implication:

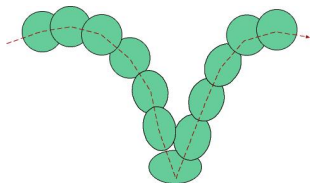
$$(\forall \vec{x}) g_1(\vec{x}) \leq 0 \wedge \dots \wedge g_m(\vec{x}) \leq 0 \Rightarrow g(\vec{x}) \leq 0.$$

$$(\exists \lambda_1, \dots, \lambda_m \geq 0) \lambda_1 g_1 + \dots + \lambda_m g_m \equiv g$$

It is always sound to relax this way. *Complete* in the following cases:

1.  $g_1, \dots, g_m, g$  are affine functions (**Farkas' Lemma**).
2.  $m = 1, g_1, g$  are positive-semidefinite quadratic forms (**S-Procedure**).
3.  $g_1, \dots, g_m, g$  are convex and satisfy some constraint qualifications.
4. ...

## Example # 1: Bouncing Ball



if( $y = 0 \wedge v_y < 0$ )  
do : $v_y := -\frac{1}{2}v_y$

$\frac{dx}{dt}$	=	$v_x$
$\frac{dy}{dt}$	=	$v_y$
$\frac{dv_x}{dt}$	=	0
$\frac{dv_y}{dt}$	=	-9.8

### Initial Conditions:

$$x(0) \in [0, 1], y(0) \in [2, 3], v_x(0) \in [1, 2], v_y(0) \in [-2, 2]$$

### Ansatz

$$c_0 + c_1x + c_2y + c_3v_x + c_4v_y \leq 0$$

# Encoding Initialization

## Implication

$$(\forall x, y, v_x, v_y) \underbrace{\begin{bmatrix} x \in [0, 1] \\ y \in [2, 3], \\ v_x \in [1, 2] \\ v_y \in [-2, 2] \end{bmatrix}}_{\text{Initial Condition}} \Rightarrow \underbrace{c_0 + c_1x + c_2y + c_3v_x + c_4v_y}_{\text{Ansatz}} \leq 0$$

## Dualized Condition:

$$\left( \begin{array}{l} c_0 \geq 0\lambda_1 + 1\lambda_2 - 2\lambda_3 + 3\lambda_4 - \lambda_5 + 2\lambda_6 + 2\lambda_7 + 2\lambda_8 \\ c_1 = \lambda_2 - \lambda_1 \\ c_2 = \lambda_4 - \lambda_3 \\ c_3 = \lambda_6 - \lambda_5 \\ c_4 = \lambda_8 - \lambda_7 \\ \lambda_1, \dots, \lambda_8 \geq 0 \end{array} \right)$$



# Encoding Positive Invariance

## Implication

$$(c_0 + c_1x + c_2y + c_3v_x + c_4v_y = 0) \Rightarrow \frac{d(c_0 + c_1x + c_2y + c_3v_x + c_4v_y)}{dt} < 0$$

$$(c_0 + c_1x + c_2y + c_3v_x + c_4v_y = 0) \Rightarrow c_1v_x + c_2v_y - 9.8c_4 < 0$$

## Dualized Implication:

$$\left( \begin{array}{rcl} \mu c_0 & < & -9.8c_4 \\ \mu c_1 & = & 0 \\ \mu c_2 & = & 0 \\ \mu c_3 & = & c_1 \\ \mu c_4 & = & c_2 \\ \mu & \geq & 0 \end{array} \right)$$

## Combined Constraints

$$\left( \begin{array}{l} c_0 \geq 0\lambda_1 + 1\lambda_2 - 2\lambda_3 + 3\lambda_4 - \lambda_5 + 2\lambda_6 + 2\lambda_7 + 2\lambda_8 \\ c_1 = \lambda_2 - \lambda_1 \\ c_2 = \lambda_4 - \lambda_3 \\ c_3 = \lambda_6 - \lambda_5 \\ c_4 = \lambda_8 - \lambda_7 \\ \lambda_1, \dots, \lambda_8 \geq 0 \\ \mu c_0 < -9.8c_4 \\ \mu c_1 = 0 \\ \mu c_2 = 0 \\ \mu c_3 = c_1 \\ \mu c_4 = c_2 \\ \mu \geq 0 \end{array} \right)$$

# Solving Constraints

## Solutions:

$$c_0 = -2, c_1 = 0, c_2 = 0, c_3 = 0, c_4 = 1 \rightarrow v_y - 2 \leq 0$$

$$c_0 = 1, c_1 = 0, c_2 = 0, c_3 = -1, c_4 = 0 \rightarrow 1 - v_x \leq 0$$

# Current Work

## Nonlinear Systems:

1. Systems with polynomial dynamics.
2. Useful computational techniques from (semi-)algebraic geometry:  
Gröbner bases, Syzygies, Sum-of-Squared Programming
3. Ideas for linearization using F-related vector fields. [\[S.'11\]](#)

**Relational Abstraction:** Invariants that relate current state to some “future” state.

Use invariants to discretize a hybrid system. [\[S.+Tiwari'11\]](#)

Thank you! Questions?