



# Embedded Systems 2012/13

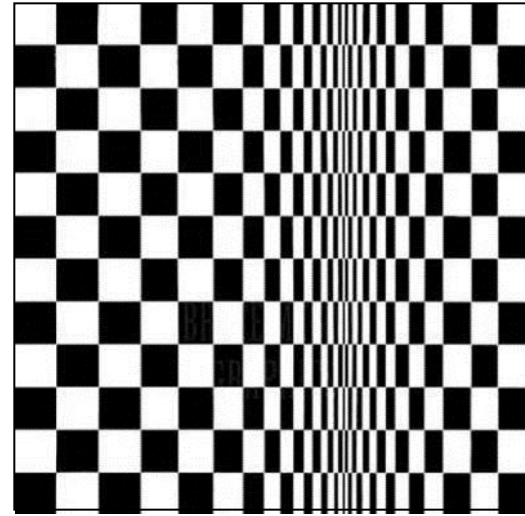
## Lecture 4 Overview of Symbolic Models



Basilica di Santa Maria di Collemaggio, 1287, L'Aquila



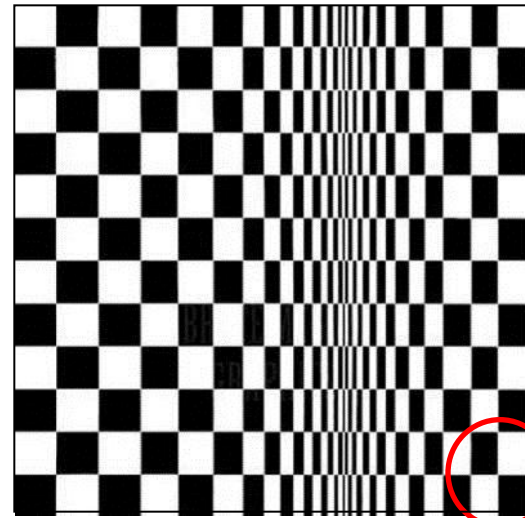
Salvador Dali, The Temptation of St. Anthony



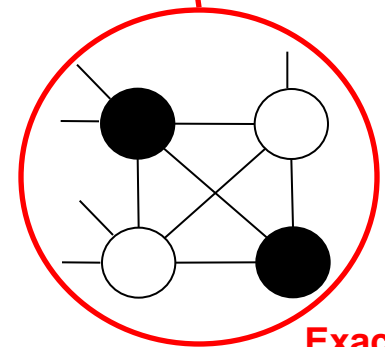
Bridget Riley, Movement in Squares



Salvador Dali, The Temptation of St. Anthony



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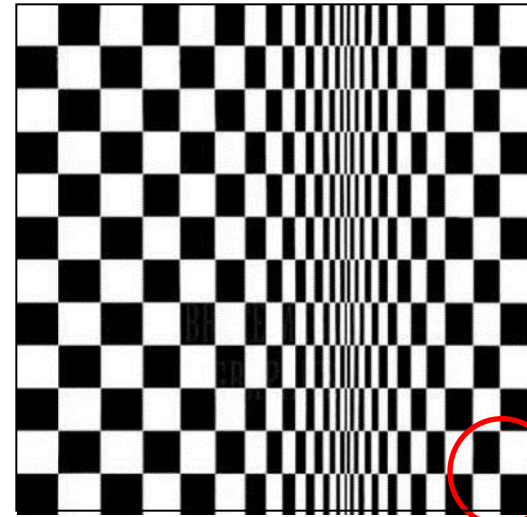


**Exact**

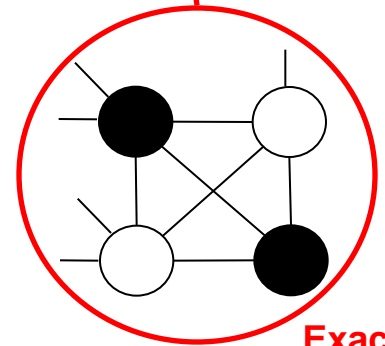


Salvador Dali, The Temptation of St. Anthony

Exact ?



Bridget Riley, Movement in Squares



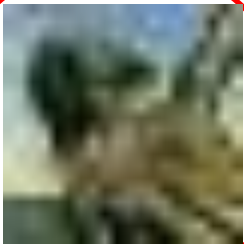
Exact



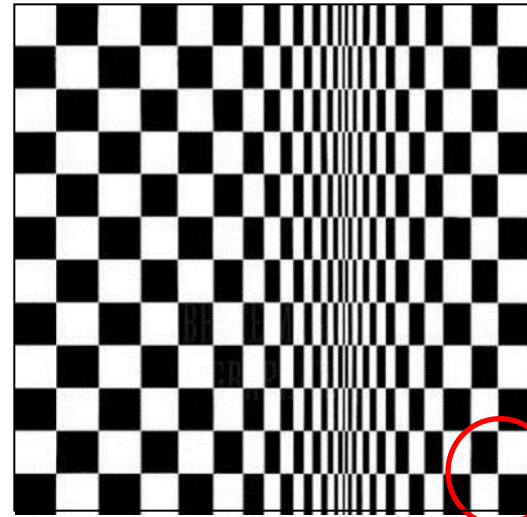
# Continuous and Hybrid Systems



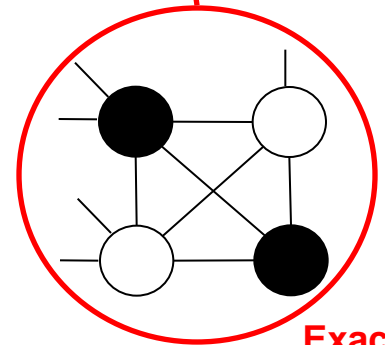
Salvador Dali, The Temptation of St. Anthony



**Approximated**



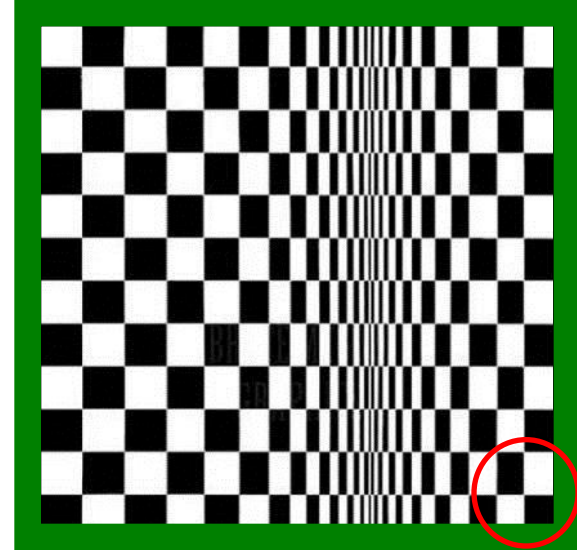
Bridget Riley, Movement in Squares



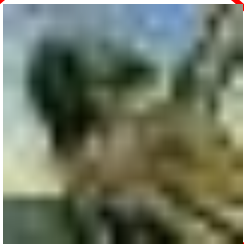
**Exact**



Salvador Dali, The Temptation of St. Anthony



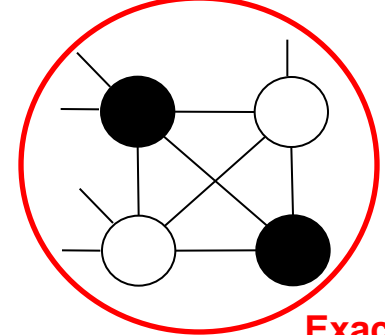
Bridget Riley, Movement in Squares



Approximated

There are systems that:

- Admit symbolic models
- Can be approximated by symbolic models
- Do not admit symbolic models



Exact

There are systems that:

- Admit symbolic models
  - Autonomous Systems (no input)
    - Timed Automata [Alur and Dill, 1992]
    - Multirate Automata [Alur et al., 1993]
    - Rectangular Automata [Henzinger et al., 1998]
    - o-minimal hybrid systems [Lafferriere et al., 2000]
  - Discrete-time linear control systems [Tabuada et al., 2006]
- Can be approximated by symbolic models
  - Incrementally stable nonlinear control systems [Pola et al., 2008]
  - Incrementally stable switched nonlinear systems [Girard et al., 2008]
  - Incrementally stable nonlinear control systems with disturbances [Pola et al. 2008]
- Do not admit symbolic models

**Definition 3.1 (Hybrid Automaton)** *A hybrid automaton  $H$  is a collection  $H = (Q, X, f, \text{Init}, D, E, G, R)$ , where*

- $Q = \{q_1, q_2, \dots\}$  is a set of **discrete states**;
- $X = \mathbb{R}^n$  is a set of **continuous states**;
- $f(\cdot, \cdot) : Q \times X \rightarrow \mathbb{R}^n$  is a **vector field**;
- $\text{Init} \subseteq Q \times X$  is a set of **initial states**;
- $\text{Dom}(\cdot) : Q \rightarrow P(X)$  is a **domain**;
- $E \subseteq Q \times Q$  is a set of **edges**;
- $G(\cdot) : E \rightarrow P(X)$  is a **guard condition**;
- $R(\cdot, \cdot) : E \times X \rightarrow P(X)$  is a **reset map**.

Recall that  $P(X)$  denotes the power set (set of all subsets) of  $X$ . The notation of Definition 3.1 suggests, for example, that the function  $\text{Dom}$  assigns a set of continuous states  $\text{Dom}(q) \subseteq \mathbb{R}^n$  to each discrete state  $q \in Q$ . We refer to  $(q, x) \in Q \times X$  as the *state* of  $H$ .

*Taken from: John Lygeros, Notes for an ENSIETA short course, February, 2004*



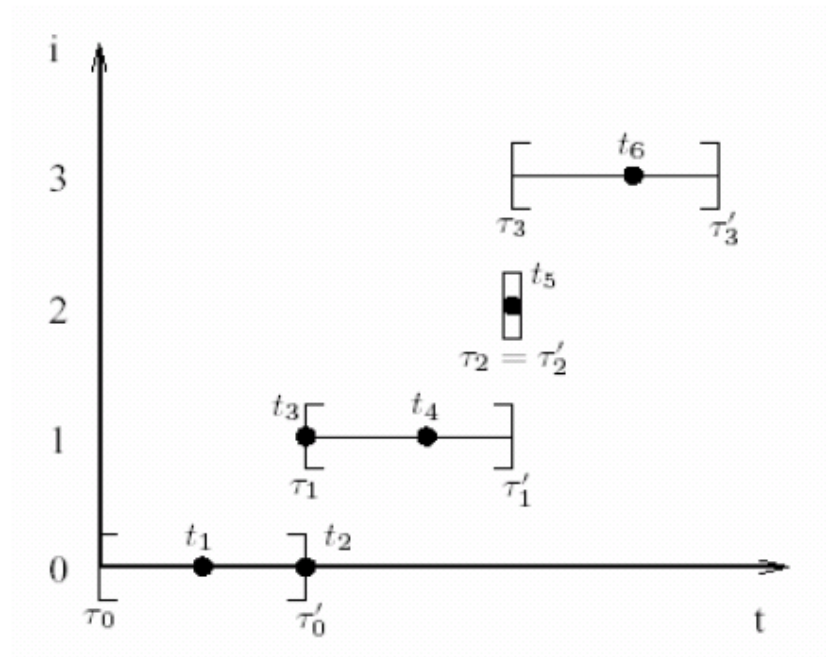
## *Base temporale*

*Base temporale (time basis)*: sequenza di  $N+1$  intervalli

$I_i = [\tau_i, \tau_i']$  ( $i = 0, \dots, N$ ) tali che

- per ogni  $i < N$ ,  $\tau_i \leq \tau_i' = \tau_{i+1}$
- se  $N < \infty$ ,  $I_N = [\tau_N, \tau_N']$  o  $I_N = [\tau_N, \tau_N')$

$\mathcal{T}$  denota l'insieme delle basi temporali



## *Esecuzione*

Una *esecuzione* di un sistema ibrido autonomo

$$H = ( Q, X, Init, f, Dom, E, G, R )$$

è una *traiettoria*  $\chi = (\tau, q, x)$

con  $\tau \in T$ ,  $q: i \rightarrow Q$ ,  $x: i \rightarrow x^i(t)$  tali che

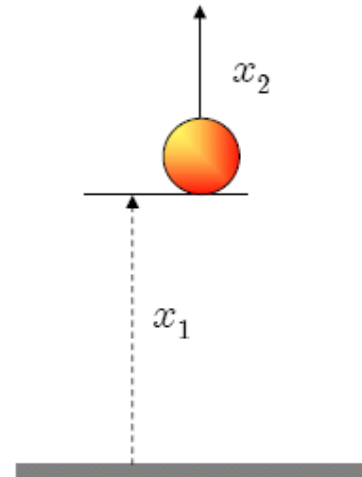
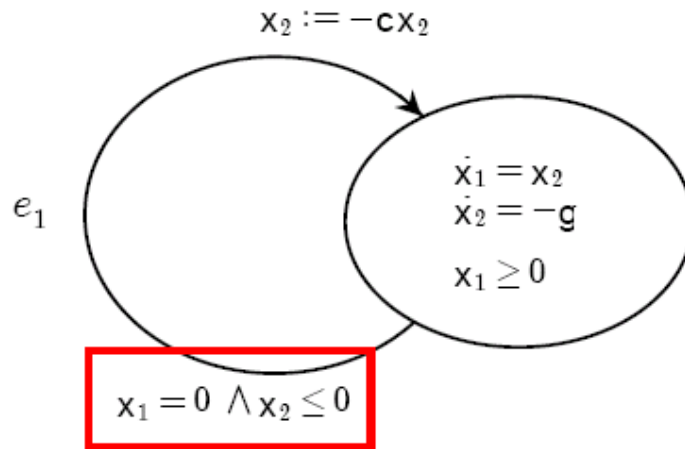
- $(q(0), x^0(0)) \in Init$
- *evoluzione continua*:  $t \in [\tau_i, \tau_i')$ ,  $\dot{x}^i(t) = f(q(i), x^i(t))$  e  $x^i(t) \in Dom(q(i))$

- *evoluzione discreta*: per ogni  $i = 0, \dots, N - 1$ ,

$$e = (q(i), q(i+1)) \in E,$$

$$x^i(\tau_i') \in G(e) \text{ e } x^{i+1}(\tau_{i+1}) \in R(e, x^i(\tau_i'))$$

---



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• $f(\cdot, \cdot) : Q \times X \rightarrow \mathbb{R}^n$ is a vector field;	Rectangular set
• $\text{Init} \subseteq Q \times X$ is a set of initial states;	Rectangular set
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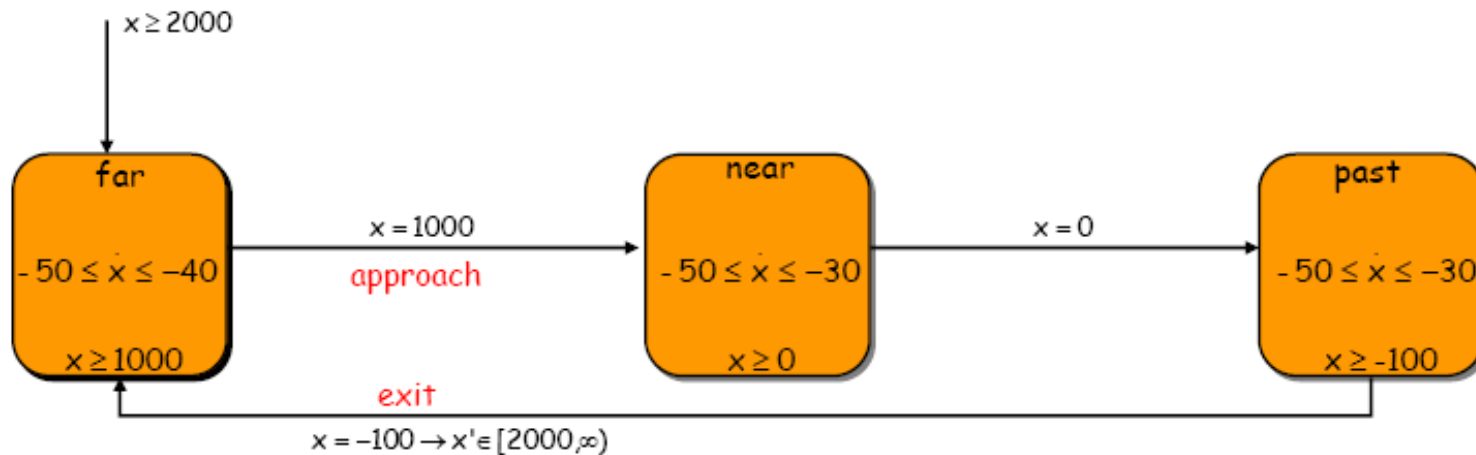
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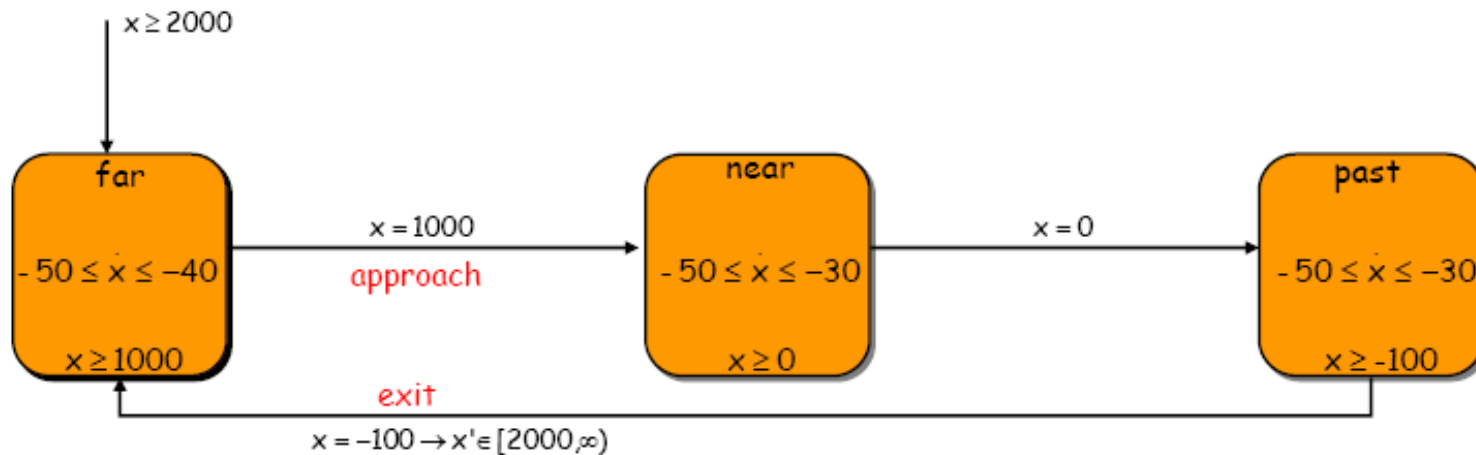


Rectangular sets :  $\bigwedge_i x_i \sim c_i \quad \sim \in \{<, \leq, =, \geq, >\}, c_i \in \mathbb{Q}$



*Taken from: Agung Julius, Notes for the course on Hybrid Systems at UPENN, USA*

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Rectangular hybrid automata are **initialized** if the following holds:

After a discrete transition, if the differential equation for a variable changes, then the variable must be reset to a fixed interval.

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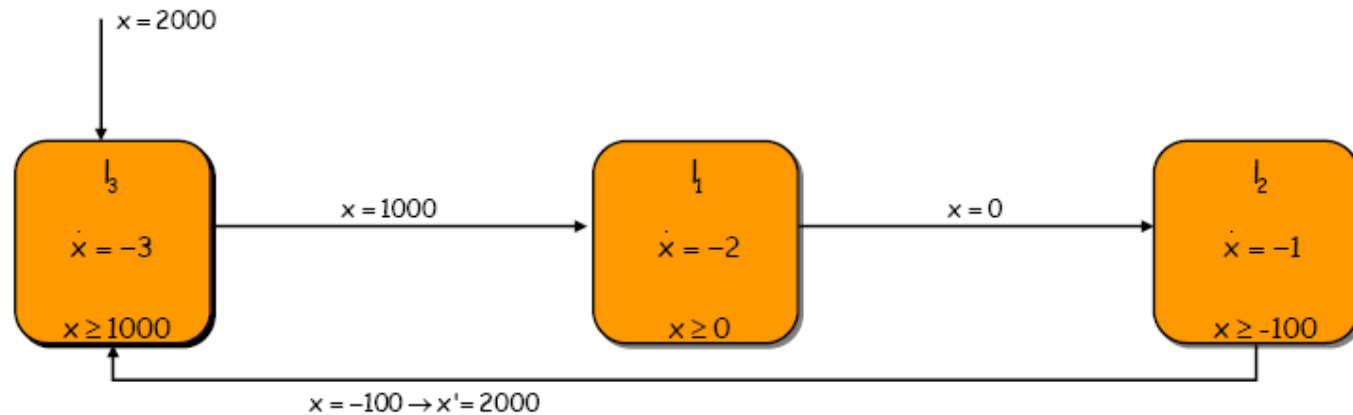
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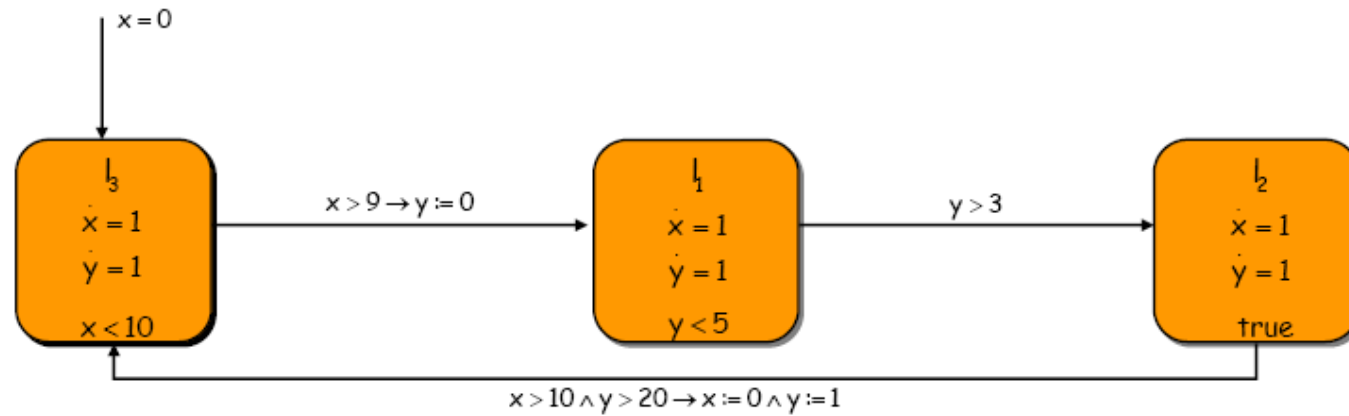
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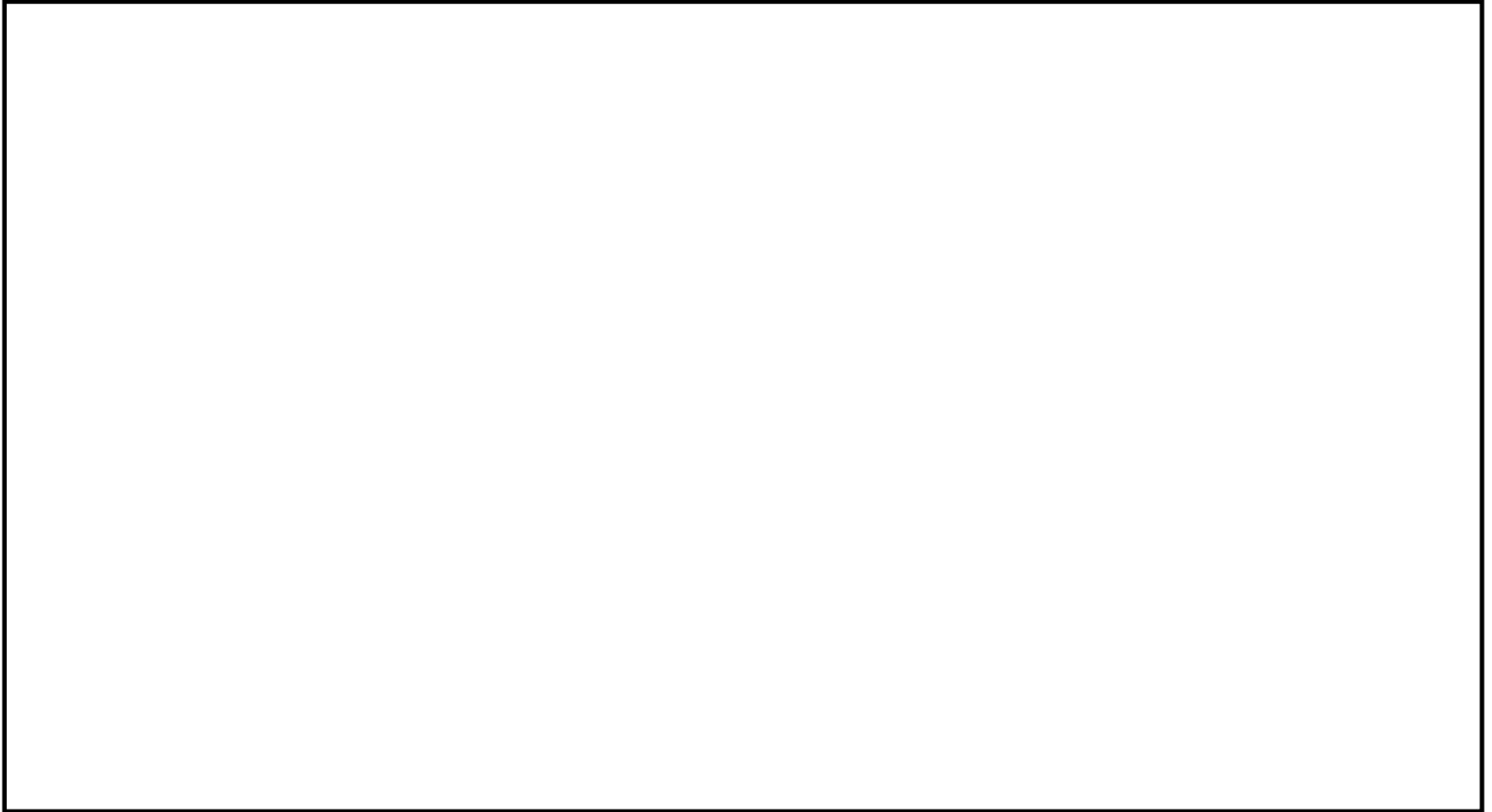
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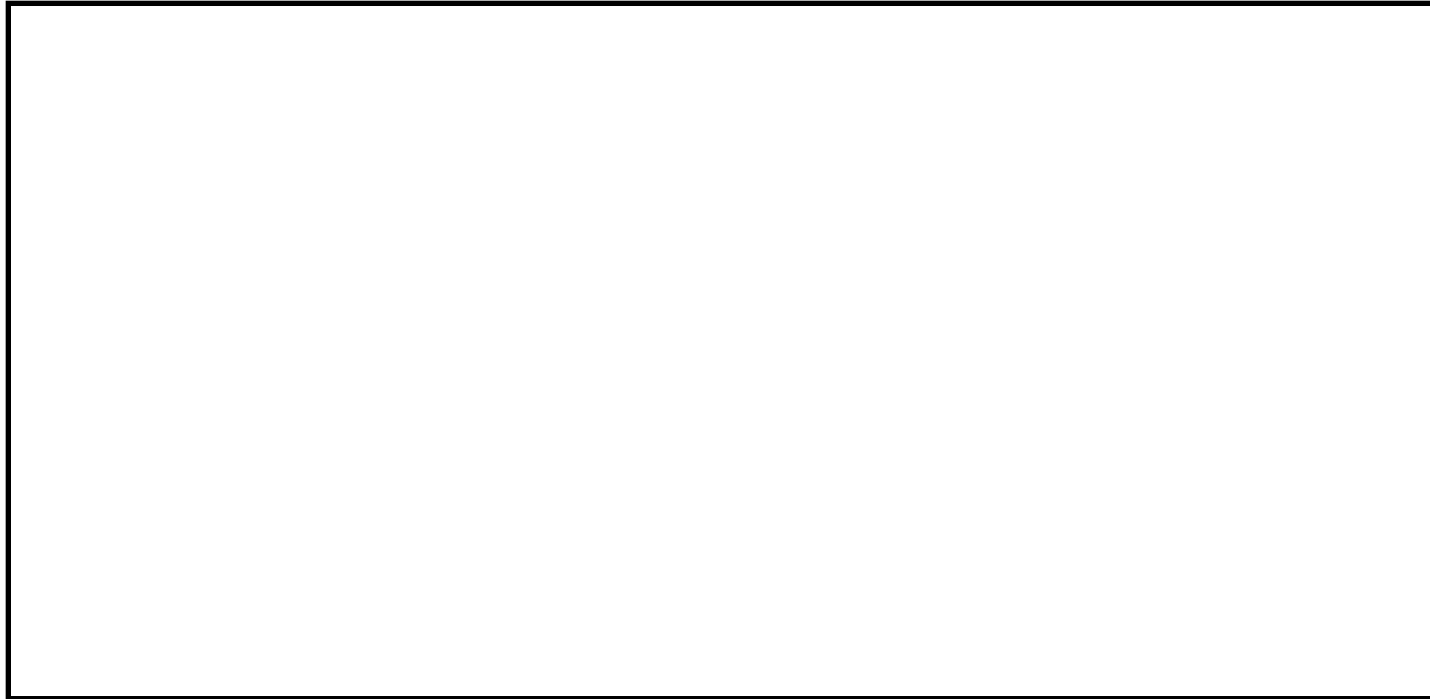


Hybrid Systems



... for the time being...

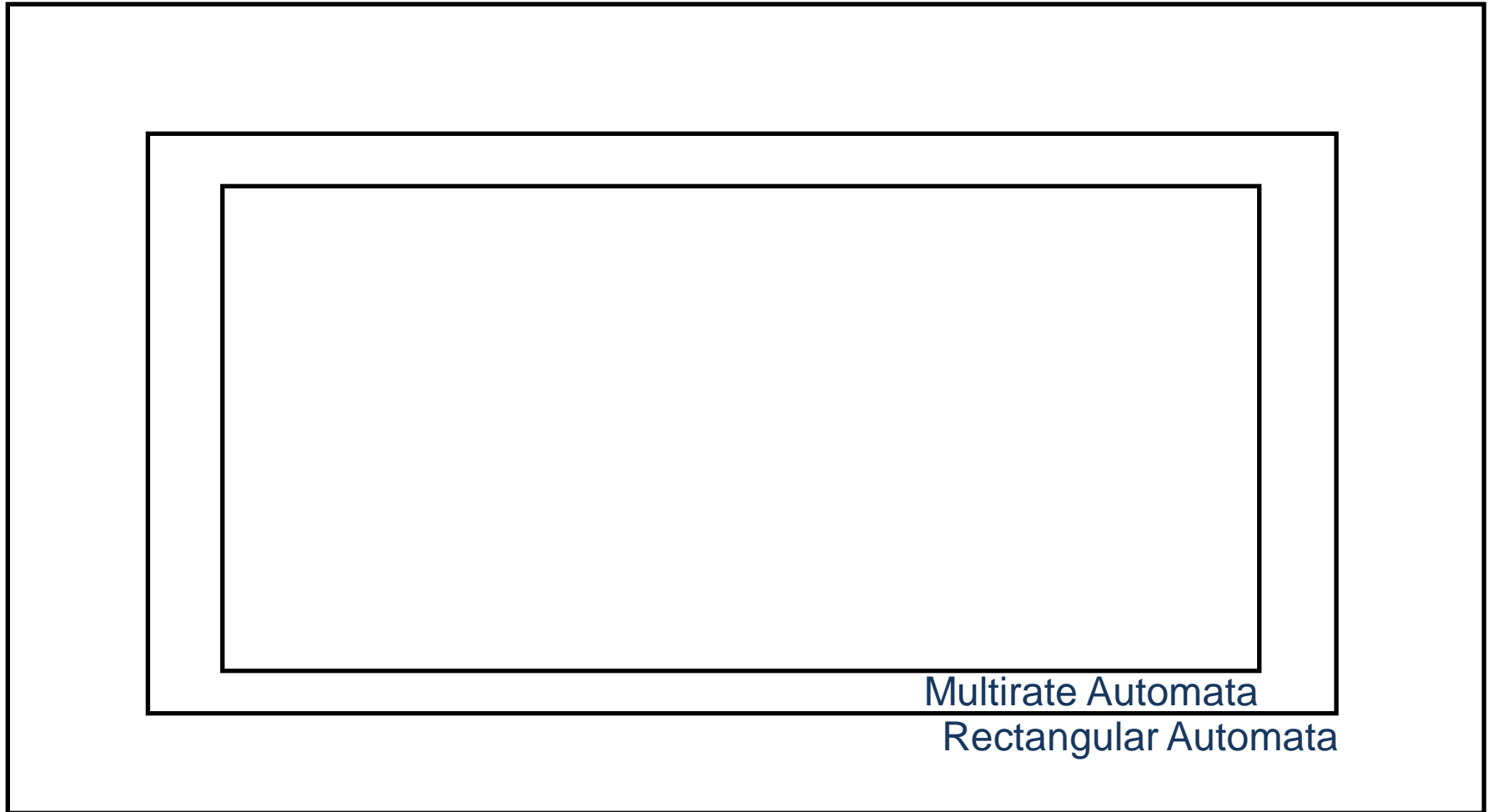
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Rectangular Automata

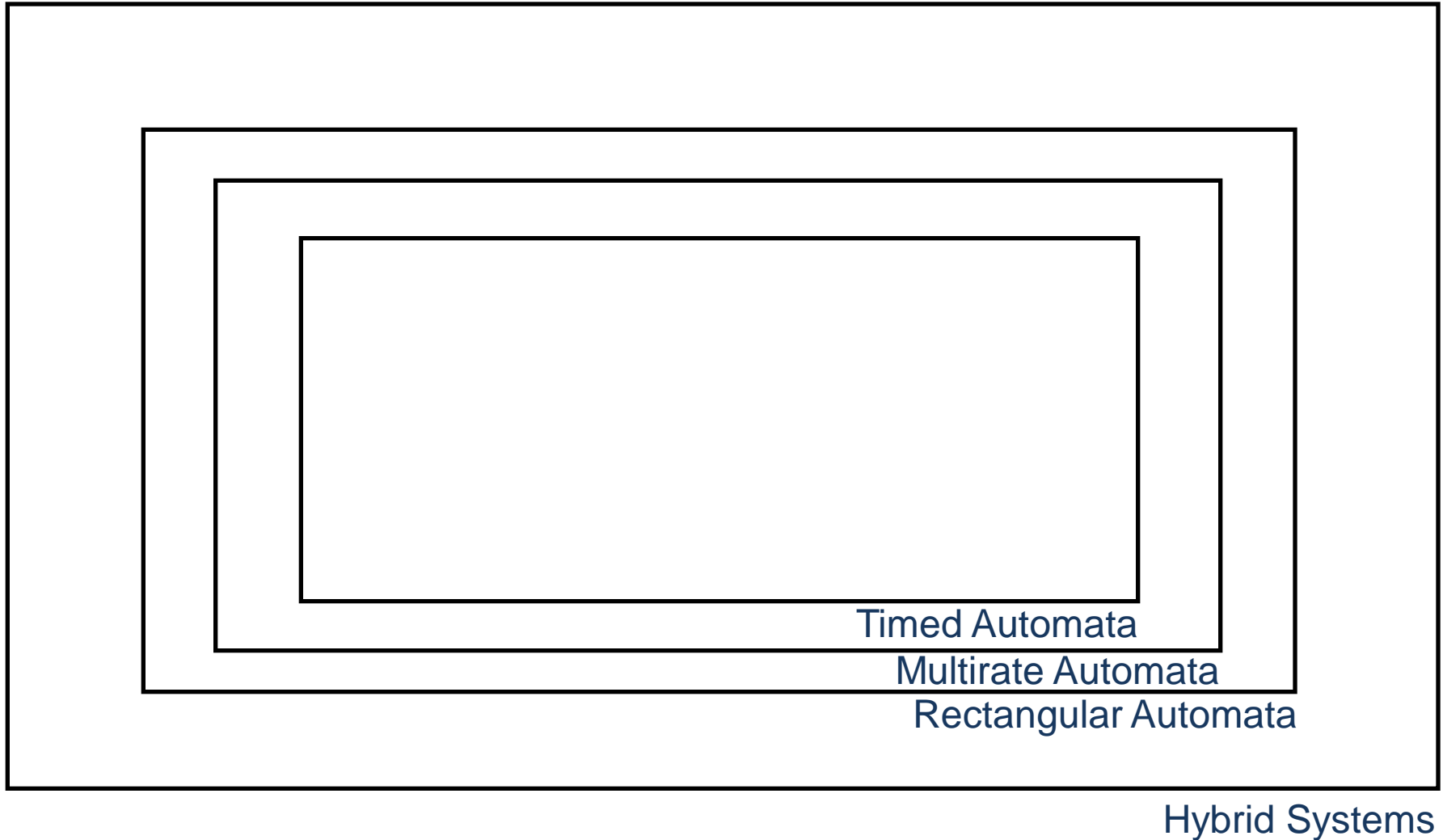
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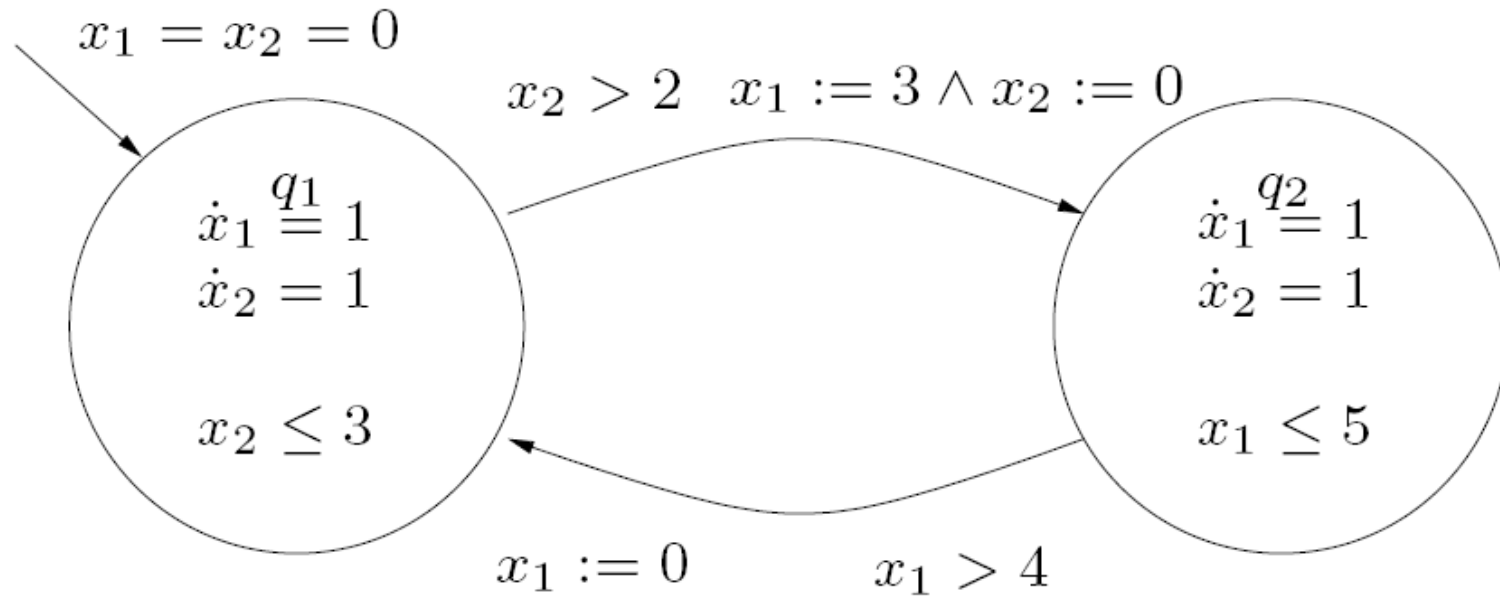


Figure 6.2: Example of a timed automaton.

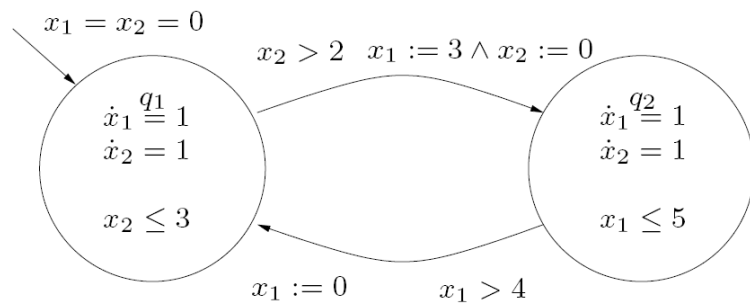


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*Hybrid Automaton*

- $Q = \{q_1, q_2\}$ ;
- $X = \mathbb{R}^2$ ;
- $f(q_1, x) = f(q_2, x) = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$ ;
- $Init = \{(q_1, (0, 0))\}$ ;
- $Dom(q_1) = \{x \in \mathbb{R}^2 \mid x_2 \leq 3\}$ ,  $Dom(q_2) = \{x \in \mathbb{R}^2 \mid x_1 \leq 5\}$ ;
- $E = \{(q_1, q_2), (q_2, q_1)\}$ ;
- $G(q_1, q_2) = \{x \in \mathbb{R}^2 \mid x_2 > 2\}$ ,  $G(q_2, q_1) = \{x \in \mathbb{R}^2 \mid x_1 > 4\}$ ;
- $R(q_1, q_2, x) = \{(3, 0)\}$ ,  $R(q_2, q_1, x) = \{(0, x_2)\}$



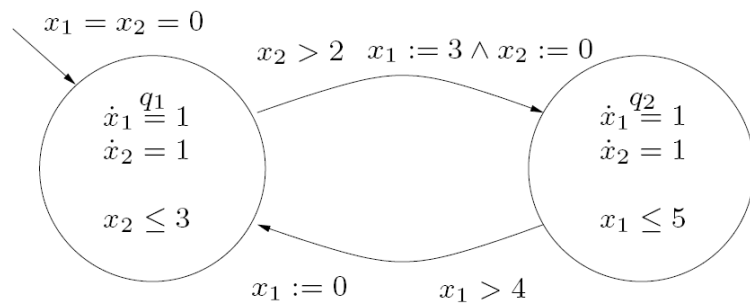


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- I can partition the state space in
- open (possibly infinite) rectangles
  - open triangles
  - open lines
  - points

Timed Automata **admit**  
Finite Bisimulation!

*Region Graph*

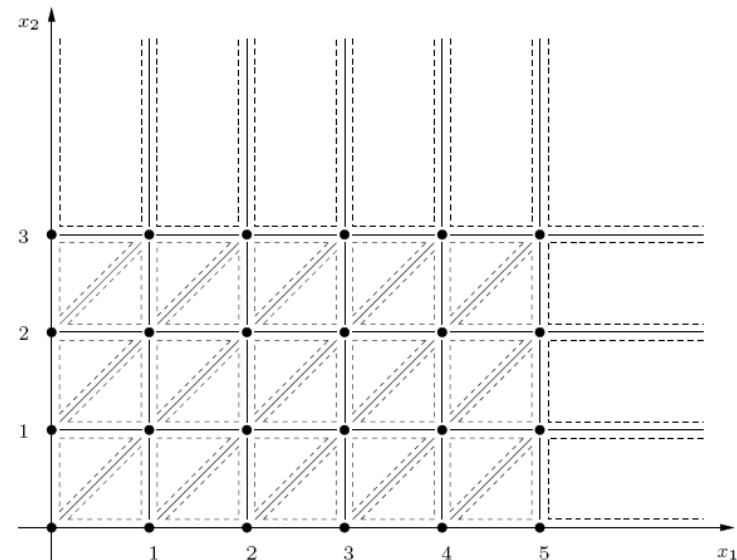
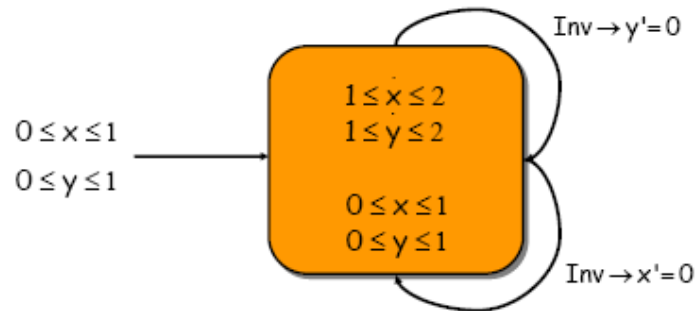


Figure 6.3: Region graph for the timed automaton of Figure 6.2.

Initialized Multirate Automata **admit** Finite Bisimulation!

# Rectangular Automata

Initialized Rectangular Automata **do not admit** Finite Bisimulation!

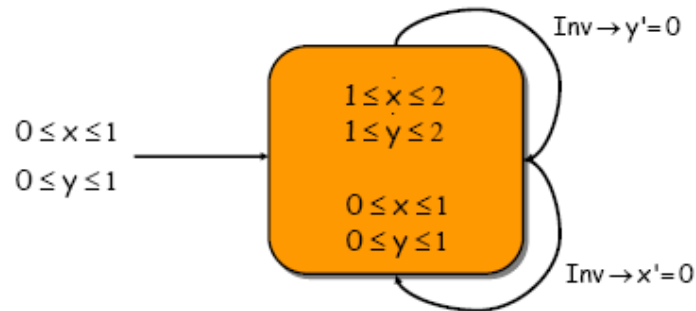


Bisimulation algorithm never terminates

*Taken from: Agung Julius, Notes for the course  
on Hybrid Systems at UPENN, USA*

# Rectangular Automata

Initialized Rectangular Automata **do not admit** Finite Bisimulation!



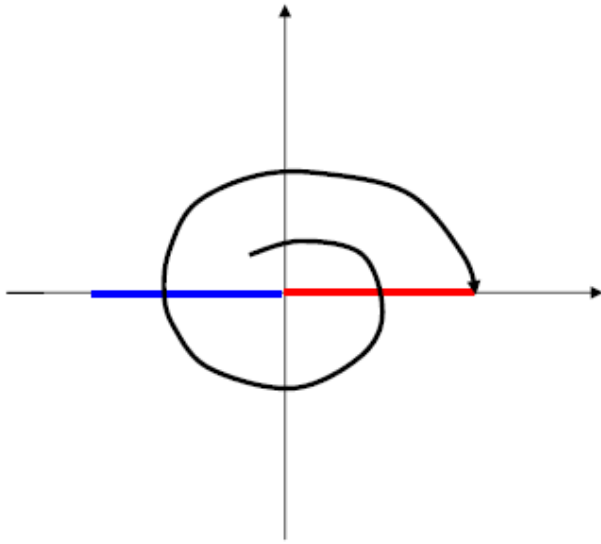
Bisimulation algorithm never terminates

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... but

... all initialized rectangular automata admit a finite language equivalence quotient which can be constructed effectively.

## More complicated dynamics?



Bisimulation algorithm  
never terminates !!

### Sets

$$P_1 = \{(x,0) \mid 0 \leq x \leq 4\}$$

$$P_2 = \{(x,0) \mid -4 \leq x < 0\}$$

$$P_3 = \mathbb{R}^2 \setminus (P_1 \cup P_2)$$

### Dynamics

$$\dot{x}_1 = 0.2x_1 + x_2$$

$$\dot{x}_2 = -x_1 + 0.2x_2$$

## Basic problems

### Finite bisimulations of continuous dynamical systems

Given a vector field  $F(x)$  and a finite partition of  $\mathbb{R}^n$

1. Does there exist a finite bisimulation ?
2. Can we compute it ?

## Reminder

### Representation issues

Symbolic representation for infinite sets  
Rectangular sets ? Semi-linear ? Semi-algebraic ?

### Operations on sets

Boolean (logical) operations  
Can we compute Pre and Post ?  
Is our representation closed under Pre and Post ?

### Algorithmic termination (decidability)

No guarantee for infinite transition systems  
We need "nice" alignment of sets and flows  
Globally finite properties

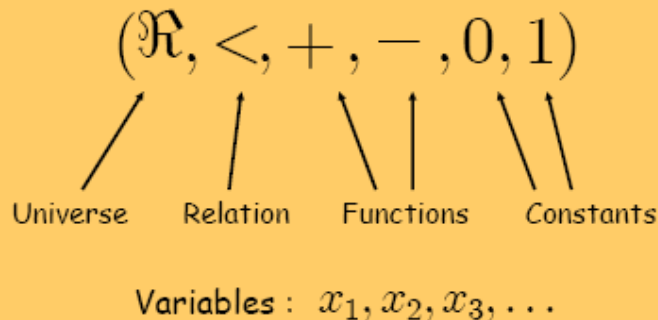


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## First-order logic

Every theory of the reals has an associated language



TERMS :                      Variables, constants, or functions of them

$$x_1 - x_2 + 1, 1 + 1, -x_3$$

ATOMIC FORMULAS :        Apply the relation and equality to the terms

$$x_1 + x_2 < -1, 2x_1 = 1, x_1 = x_3$$

(FIRST ORDER) FORMULAS : Atomic formulas are formulas

If  $\varphi_1, \varphi_2$  are formulas, then  $\varphi_1 \vee \varphi_2, \neg \varphi_1, \forall x. \varphi_1, \exists x. \varphi_1$



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## First-order logic

### Useful languages

$$(\mathbb{R}, <, +, -, 0, 1) \quad \forall x \forall y (x + 2y \geq 0)$$

$$(\mathbb{R}, <, +, -, \times, 0, 1) \quad \exists x. ax^2 + bx + c = 0$$

$$(\mathbb{R}, <, +, -, \times, e^x, 0, 1) \quad \exists t. (t \geq 0) \wedge (y = e^t x)$$

A theory of the reals is **decidable** if there is an algorithm which in a finite number of steps will decide whether a formula is true or not

A theory of the reals admits **quantifier elimination** if there is an algorithm which will eliminate all quantified variables.

$$\exists x. ax^2 + bx + c = 0 \equiv b^2 - 4ac \geq 0$$

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## First-order logic

Theory	Decidable ?	Quant. Elim. ?
$(\mathbb{R}, <, +, -, 0, 1)$	YES	YES
$(\mathbb{R}, <, +, -, \times, 0, 1)$	YES	YES
$(\mathbb{R}, <, +, -, \times, e^x, 0, 1)$	?	NO

**Tarski's result :** Every formula in  $(\mathbb{R}, <, +, -, \times, 0, 1)$  can be decided

1. Eliminate quantified variables
2. Quantifier free formulas can be decided

## O-Minimal Theories

A definable set is  $Y = \{(x_1, x_2, \dots, x_n) \in \mathbb{R}^n \mid \varphi(x_1, \dots, x_n)\}$

A theory of the reals is called **o-minimal** if every definable subset of the reals is a **finite** union of points and intervals

Example:  $Y = \{(x) \in \mathbb{R} \mid p(x) \geq 0\}$  for polynomial  $p(x)$

Recent o-minimal theories

$$(\mathbb{R}, <, +, -, 0, 1)$$

$$(\mathbb{R}, <, +, -, \times, 0, 1)$$

$$(\mathbb{R}, <, +, -, \times, e^x, 0, 1)$$

## Basic answers

### Finite bisimulations of continuous dynamical systems

Consider a vector field  $X$  and a finite partition of  $\mathbb{R}^n$  where

1. The flow of the vector field is definable in an o-minimal theory
2. The finite partition is definable in the same o-minimal theory

Then a finite bisimulation always exists.