

# Lecture 5: Abstractions and Composition

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# Plan

- Invariants and reachability
  - A simple technique for safety verification
- Abstraction
  - Motivation with discrete examples
  - Forward simulations for hybrid automata
- Composition

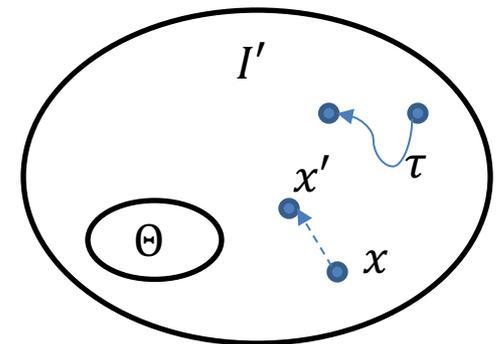
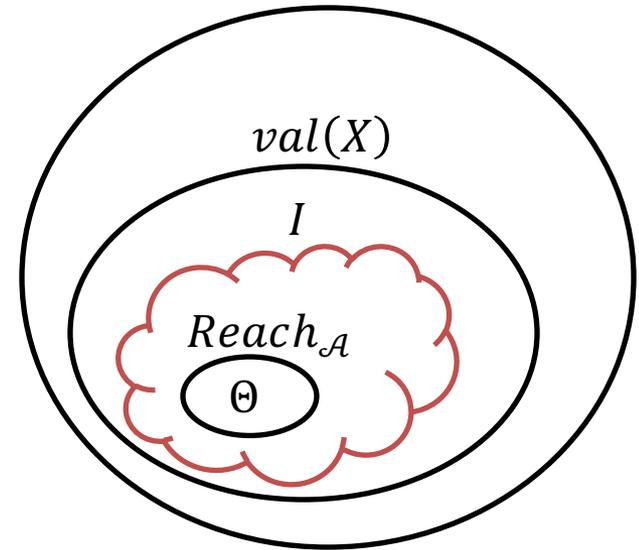
# Invariants

Hybrid automaton  $\mathcal{A} = \langle X, \Theta, A, D, T \rangle$

Recall,  $I \subseteq \text{val}(X)$  is an **invariant** if  $\text{Reach}_{\mathcal{A}} \subseteq I$

A set  $I' \subseteq \text{val}(X)$  is **inductive** iff

- (a)  $\Theta \subseteq I'$
- (b)  $\forall x \rightarrow^a x', x \in I' \Rightarrow x' \in I'$
- (c)  $\forall \tau \in T, \tau.\text{fstate} \in I' \Rightarrow \tau.\text{lstate} \in I'$



# Inductive invariants

**Proposition.** Inductive sets are invariants.

Proof. Consider an inductive set  $I'$ , we will show that  $Reach_{\mathcal{A}} \subseteq I'$ . Pick any  $x \in Reach_{\mathcal{A}}$ . There exists a closed execution  $\alpha$  with  $\alpha.lstate = x$ . We will do induction on length of  $\alpha$ .

**Base case.**  $\alpha = \tau_0$  and  $\tau_0$  is a point trajectory. Then by (a)  $\tau_0(0) \in \Theta \subseteq I'$ .

**Inductive case 1.**  $\alpha = \alpha'\tau'$  and  $\tau'$  is closed. By inductive hypothesis we know,  $\alpha'.lstate = \tau'.fstate \in I'$ . From (c),  $\tau'.lstate \in I'$ .

**Inductive case 2.**  $\alpha = \alpha'a'\tau'$  and  $\tau'$  is a point traj. By inductive hypothesis we know,  $\alpha'.lstate \in I'$ . From (b),  $\tau'.fstate \in I'$ .

# Inductive invariants 2

Is  $Reach_{\mathcal{A}}$  an invariant? Is it an inductive invariant?

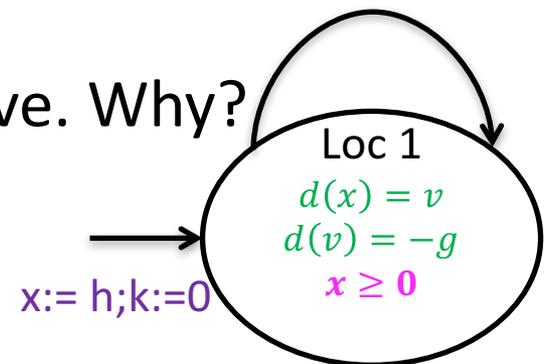
Not all invariants are inductive

Recall bouncing ball (height  $x$ )

Is  $x \geq 0$  an inductive invariant?

$x \leq hc^{2k}$  is an invariant but not inductive. Why?  
 $v^2 - (Hc^{2k} - x)2g = 0$  is an inductive invariant. Check this.

bounce  
 $x = 0 \wedge v < 0$   
 $v' := -cv; k := k+1$



# Summary

If  $I$  is an inductive invariant of  $\mathcal{A}$  and  $I \cap U = \emptyset$  the  $\mathcal{A}$  is safe w.r.t  $U$ .

Checking a given inductive invariant is (relatively) easy

recall, (a)  $\emptyset \subseteq I'$  (b)  $\forall x \rightarrow^a x', x \in I' \Rightarrow x' \in I'$ , (c)  $\forall \tau \in T, \tau.fstate \in I' \Rightarrow \tau.lstate \in I'$

Finding inductive invariants not so easy; requires iterative strengthening.

This is parallel to Lyapunov analysis. Checking if a given  $V: val(X) \rightarrow R$  is a Lyapunov function is relatively easy; finding a Lyapunov function is harder.

# Abstractions and Simulations

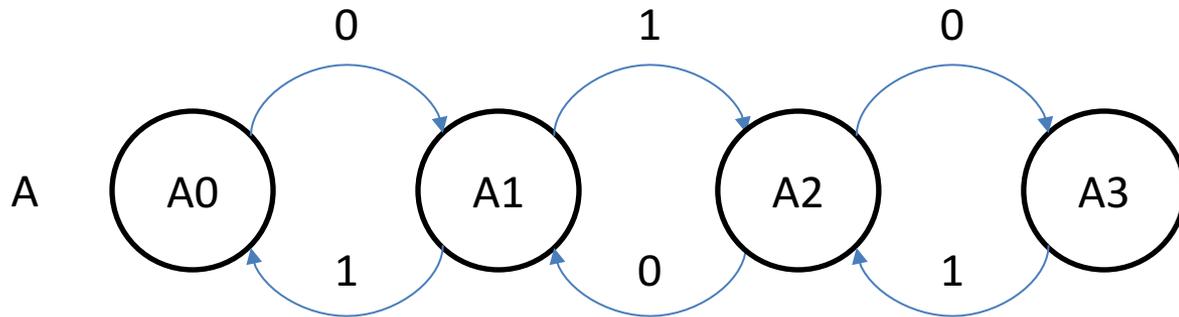
Consider models that have the same external interface (input/output variables and actions)

We would like to approximate one (hybrid) automaton  $H_1$  with another one  $H_2$

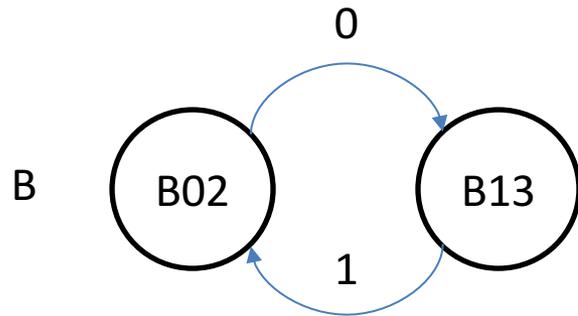
$H_2$  should be “simpler” and preserve some properties of  $H_1$  (and not others)

Verifying  $H_2$  we can then infer properties of  $H_1$

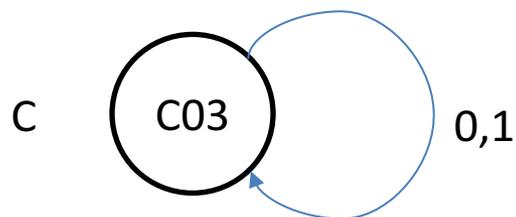
# Finite state examples



$\text{Traces}_A = (01)^*$

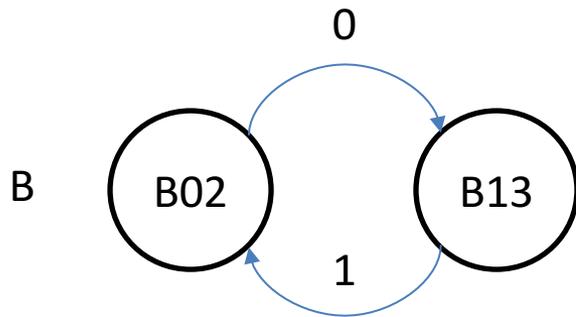
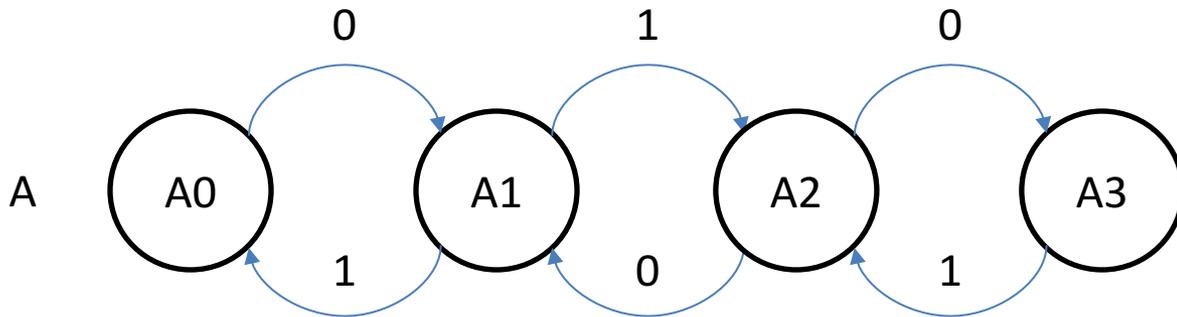


$\text{Traces}_B = 01^*$

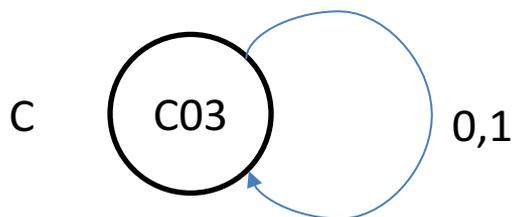


$\text{Traces}_C = \{0,1\}^*$

# Finite state examples

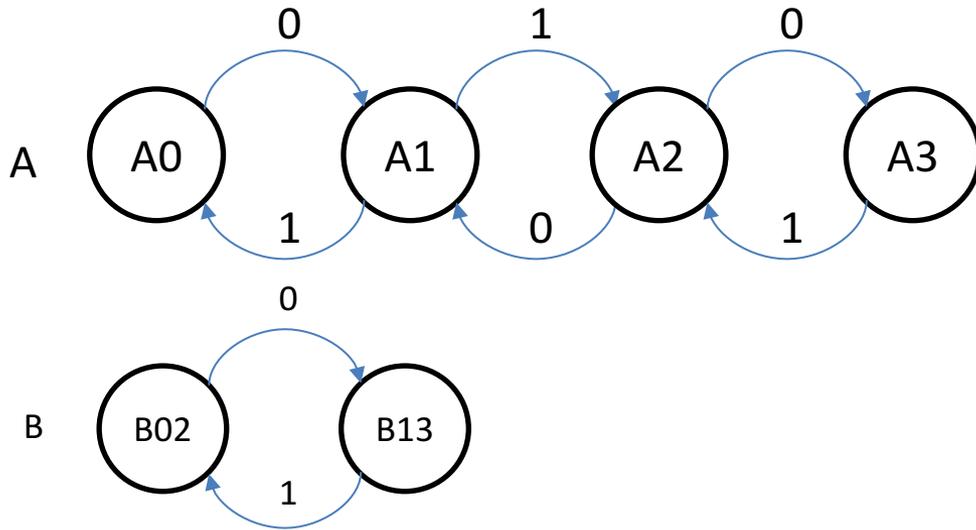


**B simulates** A and vice versa.  
A and B are **bisimilar**.



C simulates both A and B.  
C is an abstraction of both A and B.

# How to prove B simulates A?



Show there exists a **simulation relation** from states of A to states of B. Say,  $R = ((A0, B02), (A2, B02), (A1, B13), (A3, B13))$

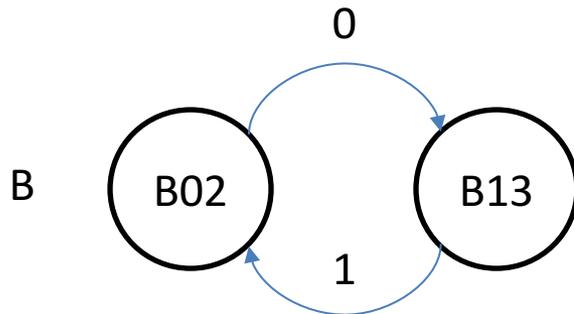
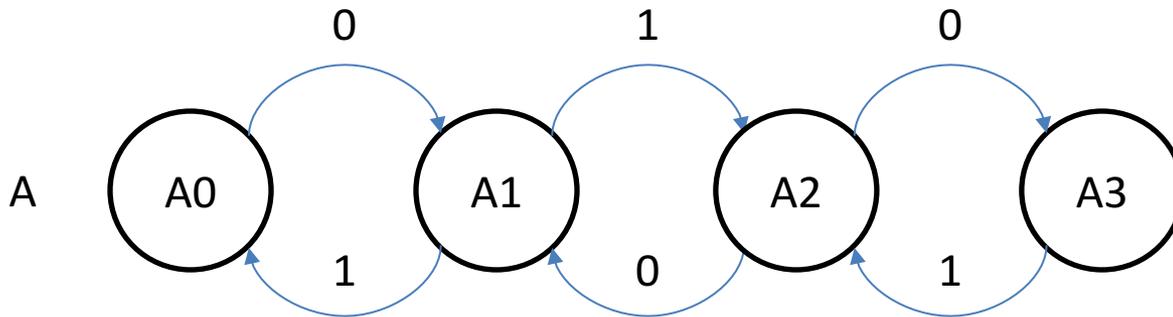
Show that for every transition  $Ai \rightarrow_A Ai'$  and  $(Ai, Bj) \in R$  there exists  $Bj'$  such that

1.  $Bj \rightarrow_B Bj'$

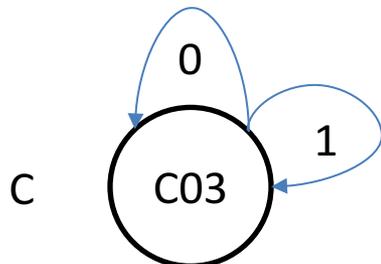
2.  $(Ai', Bj') \in R$

3.  $Trace(Bj \rightarrow_B Bj') = Trace(Ai \rightarrow_A Ai')$

# Finite state examples



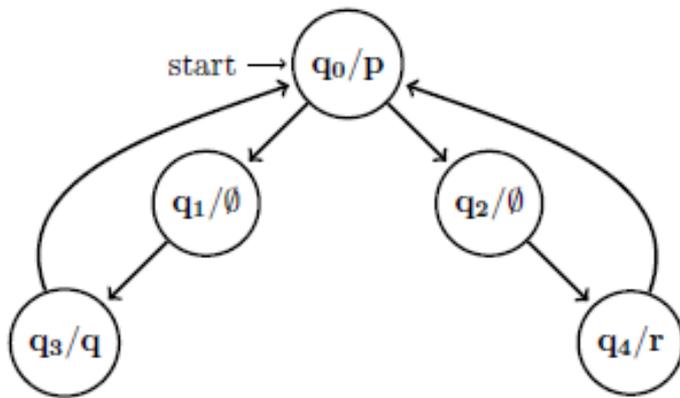
Check that A also simulates B and that C simulates both A and B.



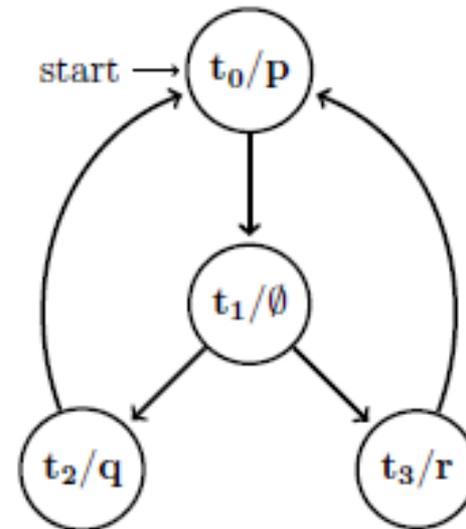
Therefore,  $Traces_A = Traces_B \subseteq Traces_C$ ?

Does A simulate C?

# Two Machines with identical sets of Traces but are not Bisimilar



(a) State Machine 1

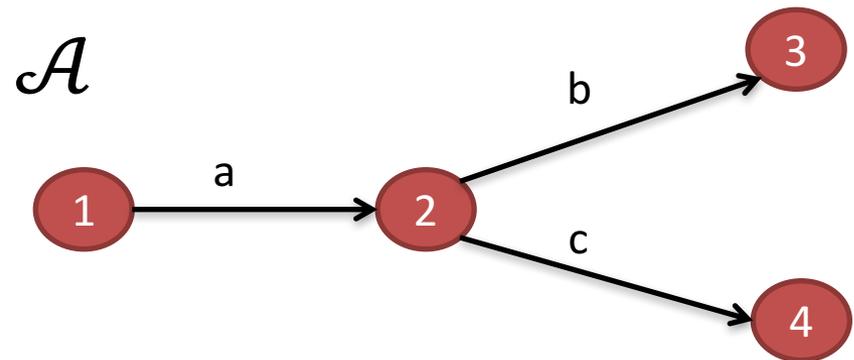
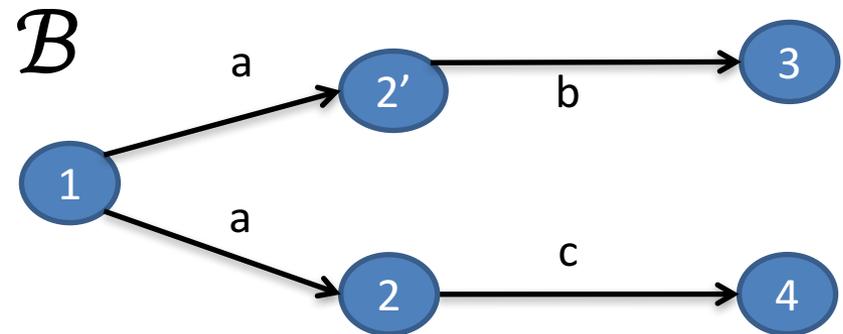


(b) State Machine 2

$$\mathcal{R} = \{\{q_0, t_0\}, \{q_1, t_1\}, \{q_2, t_1\}, \{q_3, t_2\}, \{q_4, t_3\}\}.$$

# A Simulation Example

- $\mathcal{A}$  is an implementation of  $\mathcal{B}$
- Is there a forward simulation from  $\mathcal{A}$  to  $\mathcal{B}$  ?
- Consider the forward simulation relation
- $\mathcal{A} : 2 \rightarrow_c 4$  cannot be simulated by  $\mathcal{B}$  from  $2'$  although  $(2, 2')$  are related.



# Simulations (Same actions related states)

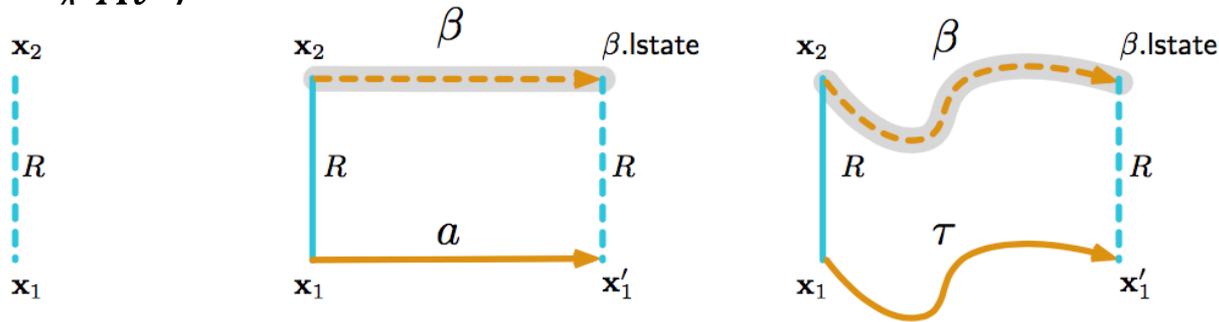
**Forward simulation** relation from  $\mathcal{A}_1$  to  $\mathcal{A}_2$  is a relation  $R \subseteq \text{val}(X_1) \times \text{val}(X_2)$  such that

1. For every  $\mathbf{x}_1 \in \Theta_1$  there exists  $\mathbf{x}_2 \in \Theta_2$  such that  $\mathbf{x}_1 R \mathbf{x}_2$
2. For every  $\mathbf{x}_1 \rightarrow_{a_1} \mathbf{x}_1' \in \mathcal{D}$  and  $\mathbf{x}_2$  such that  $\mathbf{x}_1 R \mathbf{x}_2$ , there exists  $\mathbf{x}_2'$  such that
  - $\mathbf{x}_2 \rightarrow_{a_1} \mathbf{x}_2'$  and
  - $\mathbf{x}_1' R \mathbf{x}_2'$
3. For every  $\tau_1 \in \mathcal{T}_1$  and  $\mathbf{x}_2$  such that  $\tau_1.fstate R \mathbf{x}_2$ , there exists  $\tau_2 \in \mathcal{T}_2$  that
  - $\mathbf{x}_2 = \tau_2.fstate$  and
  - $\mathbf{x}_1' R \tau_2.lstate$
  - $\tau_2.dom = \tau_1.dom$

**Theorem.** If there exists a forward simulation relation from hybrid automaton  $\mathcal{A}_1$  to  $\mathcal{A}_2$  then for every execution of  $\mathcal{A}_1$  there exists a corresponding execution of  $\mathcal{A}_2$ .

# Simulation relations for hybrid automata

- Recall condition 3 in definition of simulation relation:  $Trace(Bj \rightarrow_B Bj') = Trace(Ai \rightarrow_A Ai')$



- Hybrid automata have transitions and trajectories
- Different types of simulation depending on different notions for “Trace”
  - Match for all variable values, action names, and time duration of trajectories (abstraction)
  - Match variables but not time (time abstract simulation)
  - Match a subset (external) of variables and actions (trace inclusion)
  - Match single action/trajectory of A with a sequence of actions and trajectories of B

# Timer simulates Ball (w.r.t. timing of bounce actions)

**Automaton Ball**( $c, v_0, g$ )

**variables:**

$x$ : Reals := 0

$v$ : Reals :=  $v_0$

**actions:** bounce

**transitions:**

**bounce**

pre  $x = 0 \wedge v < 0$

eff  $v := -cv$

**trajectories:**

evolve  $d(x) = v; d(v) = -g$

invariant  $x \geq 0$

**Automaton Timer**( $c, v_0, g$ )

**variables:** analog

timer: Reals :=  $2v_0/g$ ,

$n$ :Naturals=0;

**actions:** bounce

**transitions:**

**bounce**

pre  $timer = 0$

eff  $n := n + 1; timer := \frac{2v_0}{gc^n}$

**trajectories:**

evolve  $d(timer) = -1$

invariant  $timer \geq 0$

# Some nice properties of Forward Simulation

Let  $\mathcal{A}$ ,  $\mathcal{B}$ , and  $\mathcal{C}$  be **comparable** TAs. If  $R_1$  is a forward simulation from  $\mathcal{A}$  to  $\mathcal{B}$  and  $R_2$  is a forward simulation from  $\mathcal{B}$  to  $\mathcal{C}$ , then  $R_1 \circ R_2$  is a forward simulation from  $\mathcal{A}$  to  $\mathcal{C}$

$\mathcal{A}$  implements  $\mathcal{C}$

The **implementation relation** is a preorder of the set of all (comparable) hybrid automata

(A preorder is a reflexive and transitive relation)

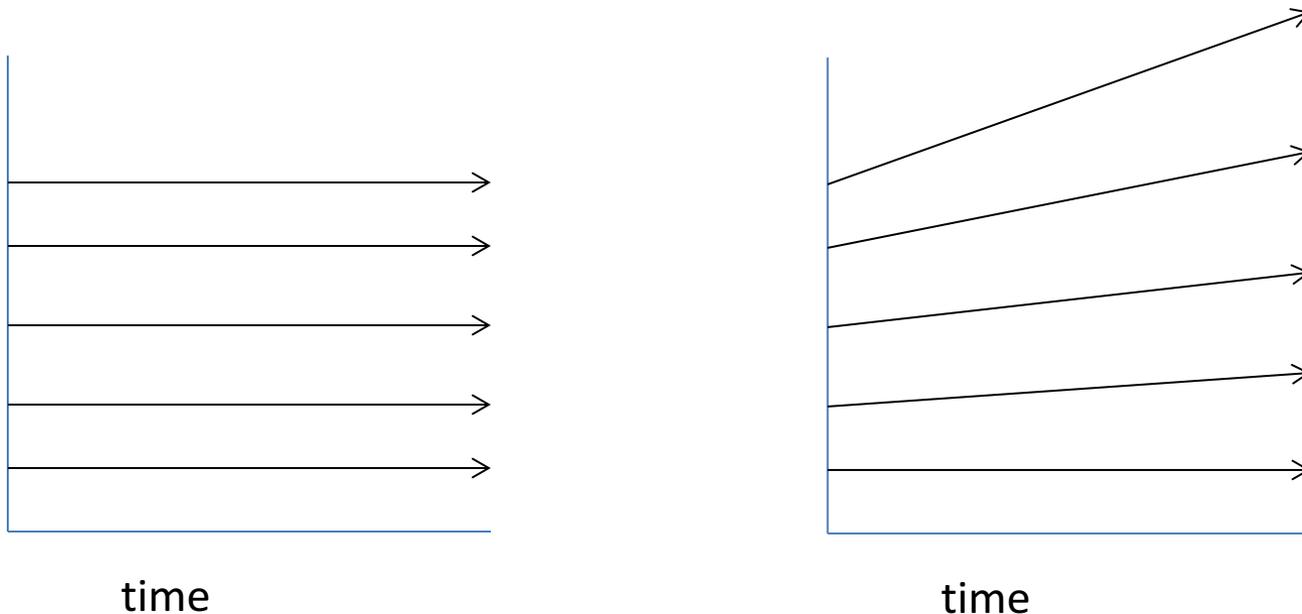
If  $R$  is a forward simulation from  $\mathcal{A}$  to  $\mathcal{B}$  and  $R^{-1}$  is a forward simulation from  $\mathcal{B}$  to  $\mathcal{A}$  then  $R$  is called a **bisimulation** and  $\mathcal{B}$  are  $\mathcal{A}$  **bisimilar**

Bisimilarity is an **equivalence relation**

(reflexive, transitive, and symmetric)

# Remark on Simulations and Stability

Stability not preserved by ordinary simulations and bisimulations [Prabhakar, et. al 15]



time

time

*Stability Preserving Simulations and Bisimulations for Hybrid Systems, Prabhakar, Dullerud, Viswanathan IEEE Trans. Automatic Control 2015*

# Backward Simulations

**Backward simulation** relation from  $\mathcal{A}_1$  to  $\mathcal{A}_2$  is a relation  $R \subseteq Q_1 \times Q_2$  such that

1. If  $\mathbf{x}_1 \in \Theta_1$  and  $\mathbf{x}_1 R \mathbf{x}_2$  then  $\mathbf{x}_2 \in \Theta_2$  such that
2. If  $\mathbf{x}'_1 R \mathbf{x}'_2$  and  $\mathbf{x}_1 \xrightarrow{a} \mathbf{x}'_1$  then
  - $\mathbf{x}_2 \xrightarrow{\beta} \mathbf{x}'_2$  and
  - $\mathbf{x}_1 R \mathbf{x}_2$
  - $\text{Trace}(\beta) = a_1$
3. For every  $\tau \in \mathcal{T}$  and  $\mathbf{x}_2 \in Q_2$  such that  $\mathbf{x}'_1 R \mathbf{x}_2$ , there exists  $\mathbf{x}_2$  such that
  - $\mathbf{x}_2 \xrightarrow{\beta} \mathbf{x}'_2$  and
  - $\mathbf{x}_1 R \mathbf{x}_2$
  - $\text{Trace}(\beta) = \tau$

**Theorem.** If there exists a backward simulation relation from  $\mathcal{A}_1$  to  $\mathcal{A}_2$  then  $\text{ClosedTraces}_1 \subseteq \text{ClosedTraces}_2$

# COMPOSITION

# Composition of Hybrid Automata

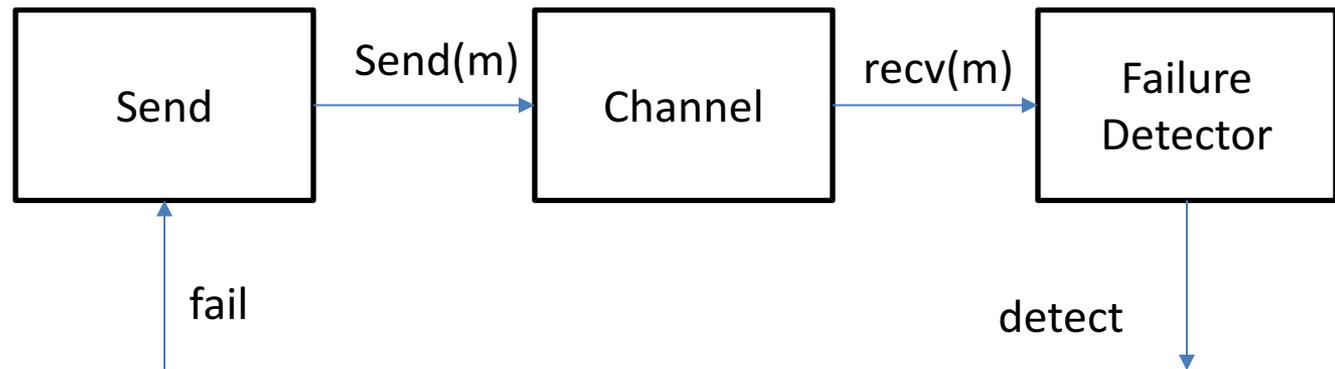
The parallel **composition** operation on automata enable us to construct larger and more complex models from simpler automata modules

$\mathcal{A}_1$  to  $\mathcal{A}_2$  are **compatible** if  $X_1 \cap X_2 = H_1 \cap A_2 = H_2 \cap A_1 = \emptyset$

Variable names are disjoint; Action names of one are disjoint with the internal action names of the other

# Modeling a Simple Failure Detector System

- Periodic send
- Channel
- Timeout



# Composition

- For compatible  $\mathcal{A}_1$  and  $\mathcal{A}_2$  their composition  $\mathcal{A}_1 \parallel \mathcal{A}_2$  is the structure  $\mathcal{A} = (X, Q, \Theta, E, H, \mathcal{D}, \mathcal{T})$
- $X = X_1 \cup X_2$  (disjoint union)
- $Q \subseteq \text{val}(X)$
- $\Theta = \{ \mathbf{x} \in Q \mid \forall i \in \{1,2\}: \mathbf{x}.X_i \in \Theta_i \}$
- $H = H_1 \cup H_2$  (disjoint union)
- $E = E_1 \cup E_2$  and  $A = E \cup H$
- $(\mathbf{x}, a, \mathbf{x}') \in \mathcal{D}$  iff
  - $a \in H_1$  and  $(\mathbf{x}.X_1, a, \mathbf{x}'.X_1) \in \mathcal{D}_1$  and  $\mathbf{x}.X_2 = \mathbf{x}'.X_2$
  - $a \in H_2$  and  $(\mathbf{x}.X_2, a, \mathbf{x}'.X_2) \in \mathcal{D}_2$  and  $\mathbf{x}.X_1 = \mathbf{x}'.X_1$
  - Else,  $(\mathbf{x}.X_1, a, \mathbf{x}'.X_1) \in \mathcal{D}_1$  and  $(\mathbf{x}.X_2, a, \mathbf{x}'.X_2) \in \mathcal{D}_2$
- $\mathcal{T}$ : set of **trajectories** for  $X$ 
  - $\tau \in \mathcal{T}$  iff  $\forall i \in \{1,2\}, \tau.X_i \in \mathcal{T}_i$

**Theorem.**  $\mathcal{A}$  is also a hybrid automaton.

# Example: Send || TimedChannel

**Automaton** Channel(b,M)

**variables: internal**

queue: **Queue**[M,Reals] := {}

clock1: Reals := 0

**actions: external** send(m:M), receive(m:M)

**transitions:**

send(m)

pre true

eff queue := append(<m, clock1+b>, queue)

receive(m)

pre head(queue)[1] = m

eff queue := queue.tail

**trajectories:**

evolve d(clock1) = 1

stop when  $\exists m, d, \langle m, d \rangle \in \text{queue}$

$\wedge \text{clock} = d$

**Automaton** PeriodicSend(u, M)

**variables: internal** clock: Reals := 0

**actions: external** send(m:M)

**transitions:**

send(m)

pre clock = u

eff clock := 0

**trajectories:**

evolve d(clock) = 1

stop when clock = u

# Composed Automaton

**Automaton** SC(b,u)

**variables: internal** queue: **Queue**[M,Reals] := {}

clock\_s, clock\_c: Reals := 0

**actions: external** send(m:M), receive(m:M)

**transitions:**

send(m)

pre clock\_s = u

eff queue := append(<m, clock\_c+b>, queue); clock\_s := 0

receive(m)

pre head(queue)[1] = m

eff queue := queue.tail

**trajectories:**

evolve d(clock\_c) = 1; d(clock\_s) = 1

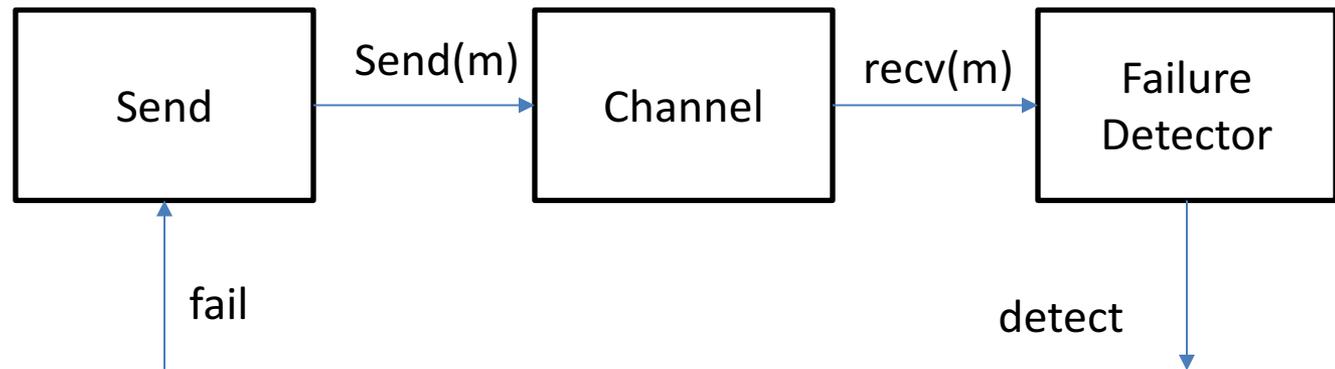
stop when

$(\exists m, d, \langle m, d \rangle \in \text{queue} \wedge \text{clock}_c = d)$

$\vee (\text{clock}_s = u)$

# Modeling a Simple Failure Detector System

- Periodic send || Channel
- Periodic send || Channel || Timeout



# Time bounded channel & Simple Failure Detector

**Automaton** Timeout( $u, M$ )

**variables: internal** suspected: Boolean := F,

clock: Reals := 0

**actions: external** receive( $m:M$ ), timeout

**transitions:**

receive( $m$ )

pre true

eff clock := 0; suspected := false;

timeout

pre  $\sim$ suspected  $\wedge$  clock =  $u$

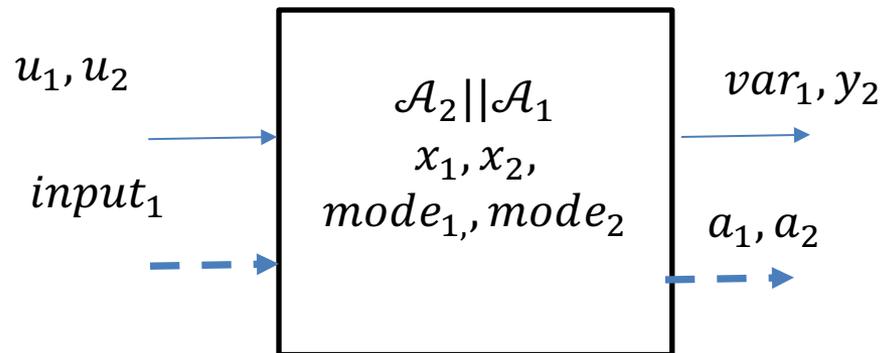
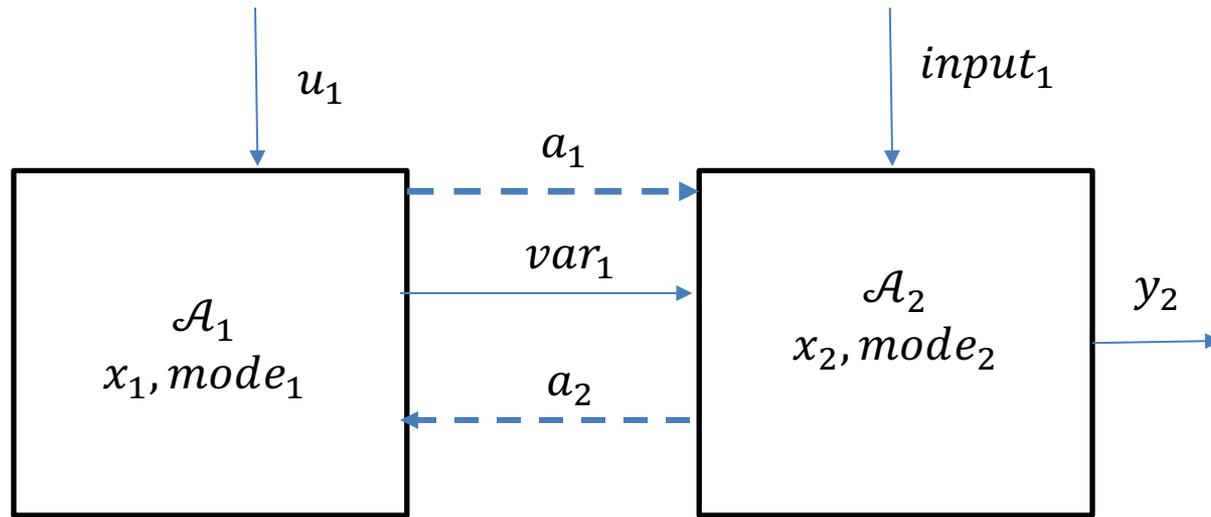
eff suspected := true

**trajectories:**

evolve  $d(\text{clock}) = 1$

stop when clock =  $u \wedge \sim$ suspected

# General composition



# Time bounded channel & Simple Failure Detector

**Automaton** Timeout( $u, M$ )

**variables:** suspected: Boolean := F,  
clock: Reals := 0

**actions:** external receive( $m:M$ ),  
timeout

**transitions:**

receive( $m$ )

pre true

eff clock := 0; suspected := false;

timeout

pre  $\sim$ suspected  $\wedge$  clock =  $u$

eff suspected := true

**trajectories:**

evolve  $d(\text{clock}) = 1$

stop when clock =  $u$   $\wedge$   $\sim$ suspected

$$(1-f) \leq d(\text{clock})$$

**Automaton** Channel( $b, M$ )

**variables:** queue: Queue[ $M, \text{Reals}$ ] := {}  
clock: Reals := 0

**actions:** external send( $m:M$ ), receive( $m:M$ )

**transitions:**

send( $m$ )

pre true

eff queue := append(< $m, \text{clock}+b$ >, queue)

receive( $m$ )

pre head(queue)[1] =  $m$

eff queue := queue.tail

**trajectories:**

evolve  $d(\text{clock}) = 1$

stop when  $\exists m, d, \langle m, d \rangle \in \text{queue}$   
 $\wedge$  clock =  $d$

deadline

# Some properties about composed automata

- Let  $\mathcal{A} = \mathcal{A}_1 \parallel \mathcal{A}_2$  and let  $\alpha$  be an execution fragment of  $\mathcal{A}$ .
  - Then  $\alpha_i = \alpha|(A_i, X_i)$  is an execution fragment of  $\mathcal{A}_i$
  - $\alpha$  is time-bounded iff both  $\alpha_1$  and  $\alpha_2$  are time-bounded
  - $\alpha$  is admissible iff both  $\alpha_1$  and  $\alpha_2$  are admissible
  - $\alpha$  is closed iff both  $\alpha_1$  and  $\alpha_2$  are closed
  - $\alpha$  is non-Zeno iff both  $\alpha_1$  and  $\alpha_2$  are non-Zeno
  - $\alpha$  is an execution iff both  $\alpha_1$  and  $\alpha_2$  are executions
- Traces  $\mathcal{A} = \{ \beta \mid \beta|E_i \in \text{Traces } \mathcal{A}_i \}$
- See examples in the TIOA monograph

# Substitutivity

- **Theorem.** Suppose  $\mathcal{A}_1$ ,  $\mathcal{A}_2$  and  $\mathcal{B}$  have the same external interface and  $\mathcal{A}_1$ ,  $\mathcal{A}_2$  are compatible with  $\mathcal{B}$ . If  $\mathcal{A}_1$  implements  $\mathcal{A}_2$  then  $\mathcal{A}_1 \parallel \mathcal{B}$  implements  $\mathcal{A}_2 \parallel \mathcal{B}$
- Proof sketch.
- Define the simulation relation:

# Substitutivity

- **Theorem.** Suppose  $\mathcal{A}_1$   $\mathcal{A}_2$   $\mathcal{B}_1$  and  $\mathcal{B}_2$  are HAs and  $\mathcal{A}_1$   $\mathcal{A}_2$  have the same external actions and  $\mathcal{B}_1$   $\mathcal{B}_2$  have the same external actions and  $\mathcal{A}_1$   $\mathcal{A}_2$  is compatible with each of  $\mathcal{B}_1$  and  $\mathcal{B}_2$
- If  $\mathcal{A}_1$  implements  $\mathcal{A}_2$  and  $\mathcal{B}_1$  implements  $\mathcal{B}_2$  then  $\mathcal{A}_1 \parallel \mathcal{B}_1$  implements  $\mathcal{A}_2 \parallel \mathcal{B}_2$ .
- Proof.  $\mathcal{A}_1 \parallel \mathcal{B}_1$  implements  $\mathcal{A}_2 \parallel \mathcal{B}_1$   
 $\mathcal{A}_2 \parallel \mathcal{B}_1$  implements  $\mathcal{A}_2 \parallel \mathcal{B}_2$   
By transitivity of implementation relation  
 $\mathcal{A}_1 \parallel \mathcal{B}_1$  implements  $\mathcal{A}_2 \parallel \mathcal{B}_2$

- **Theorem.**  $\mathcal{A}_1 \parallel \mathcal{B}_2$  implements  $\mathcal{A}_2 \parallel \mathcal{B}_2$  and  $\mathcal{B}_1$  implements  $\mathcal{B}_2$  then  $\mathcal{A}_1 \parallel \mathcal{B}_1$  implements  $\mathcal{A}_2 \parallel \mathcal{B}_2$ .

# Summary

- Implementation Relation
  - Forward and Backward simulations
- Composition
- Substitutivity