

# Reachability Analysis Techniques for Hybrid Systems

## 7. Linear hybrid automata II

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Informatik 2 - LuFG Theory of Hybrid Systems  
RWTH Aachen University

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- 1 Reachability analysis algorithms and tools
- 2 Reachability analysis for linear hybrid automata I
- 3 Reachability analysis for linear hybrid automata II

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# Some tools for hybrid automata reachability analysis

Tool	Characteristics
Ariadne	non-linear ODEs; Taylor models, boxes; interval constraint propagation, deduction
C2D2	non-linear ODEs; guaranteed simulation
Cora	non-linear ODEs; geometric representations; several algorithms, linear abstraction
dReach	non-linear ODEs; logical representation; interval constraint propagation, $\delta$ -reachability, bounded model checking
Flow*	non-linear ODEs; Taylor models; flowpipe construction
HSolver	non-linear ODEs; logical representation; interval constraint propagation
HyCreate	non-linear ODEs; boxes; flowpipe construction
HyPro	linear ODEs; several representations; flowpipe construction
HyReach	linear ODEs; support functions; flowpipe construction
HySon	non-linear ODEs; guaranteed simulation
iSAT-ODE	non-linear ODEs; logical representation; interval constraint propagation, bounded model checking
KeYmaera	differential dynamic logic; logical representation; theorem proving, computer algebra
NLTOOLBOX	non-linear ODEs; Bernstein expansion, hybridisation
SoapBox	linear ODEs; symbolic orthogonal projections; flowpipe construction
SpaceEx	linear ODEs; geometric and symbolic representations; flowpipe construction

We will learn how flowpipe-construction-based methods work. Flow\* and HyPro were/are developed in our group. Besides them, most closely related is the SpaceEx tool.

# Forward reachability computation

**Input:** Set **Init** of initial states.

**Output:** Set  $R$  of reachable states.

**Algorithm:**

```
 $R^{\text{new}} := \text{Init};$   
 $R := \emptyset;$   
while ( $R^{\text{new}} \neq \emptyset$ ){  
     $R := R \cup R^{\text{new}};$   
     $R^{\text{new}} := \text{Reach}(R^{\text{new}}) \setminus R;$   
};  
return  $R$ 
```

# Most well-known state set representations

## Geometric objects:

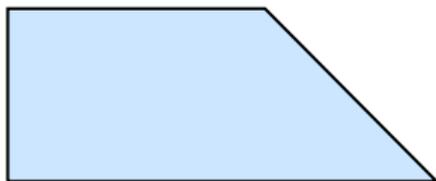
- hyperrectangles [Moore et al., 2009]
- oriented rectangular hulls [Stursberg et al., 2003]
- convex polyhedra [Ziegler, 1995] [[Chen et al., 2011](#)]
- orthogonal polyhedra [Bournez et al., 1999]
- template polyhedra [Sankaranarayanan et al., 2008]
- ellipsoids [Kurzbaniski et al., 2000]
- zonotopes [Girard, 2005])

## Other symbolic representations:

- support functions [Le Guernic et al., 2009]
- Taylor models [Berz and Makino, 1998, 2009] [[Chen et al., 2012](#)]

# Reminder: Polytopes

- **Halfspace**: set of points satisfying  $c^T \cdot x \leq z$
- **Polyhedron**: an intersection of finitely many halfspaces
- **Polytope**: a bounded polyhedron



representation	union	intersection	Minkowski sum
$\mathcal{V}$ -representation by <b>vertices</b>	easy	hard	easy
$\mathcal{H}$ -representation by <b>facets</b>	hard	easy	hard

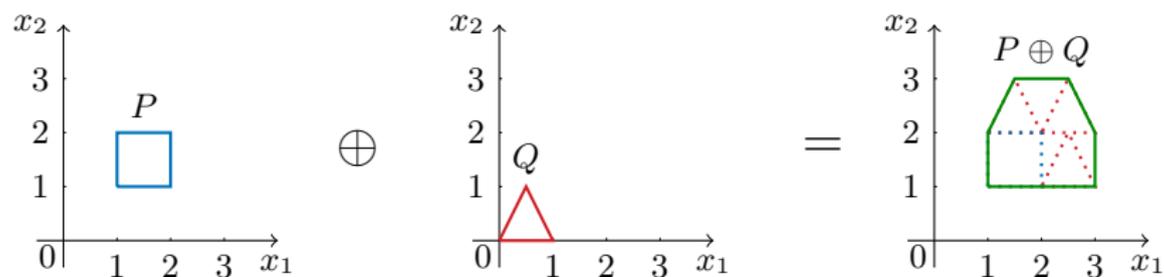
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Linear hybrid automata of type I (LHA I) are hybrid automata with the following restrictions:

- All derivatives are defined by intervals.
- All invariants and jump guards are defined by polytopes.
- All jump resets are defined by linear transformations of the form  $x := Ax + b$ .

Hybrid automata of this type have **linear** behaviour, i.e., when time passes by in a location, the values of the variables evolve according to a linear function. (To be more precise, each reachable state can be reached by such a linear evolution.)

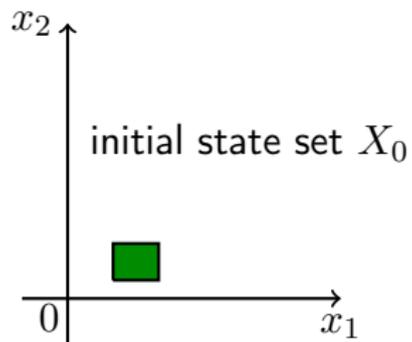
# Reminder: Minkowski sum



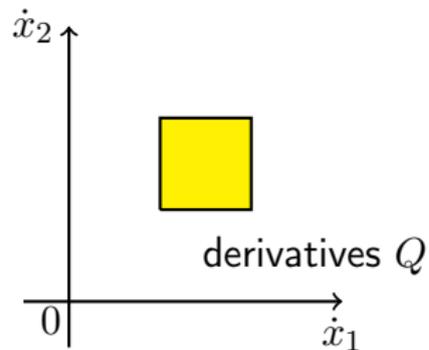
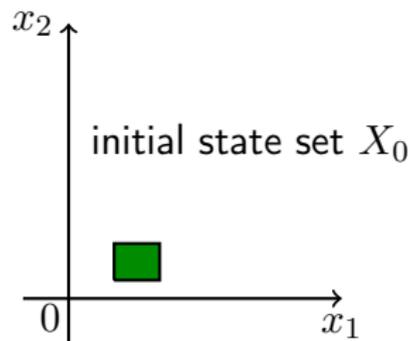
$$P \oplus Q = \{p + q \mid p \in P \text{ and } q \in Q\}$$

# Linear hybrid automata I: Time evolution

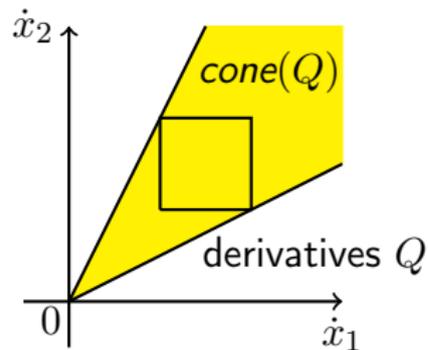
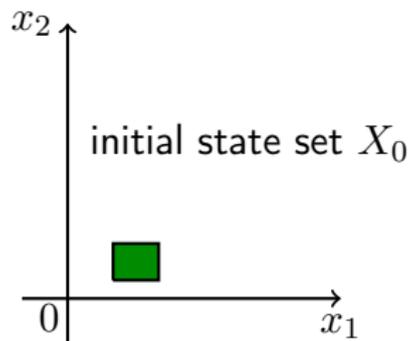
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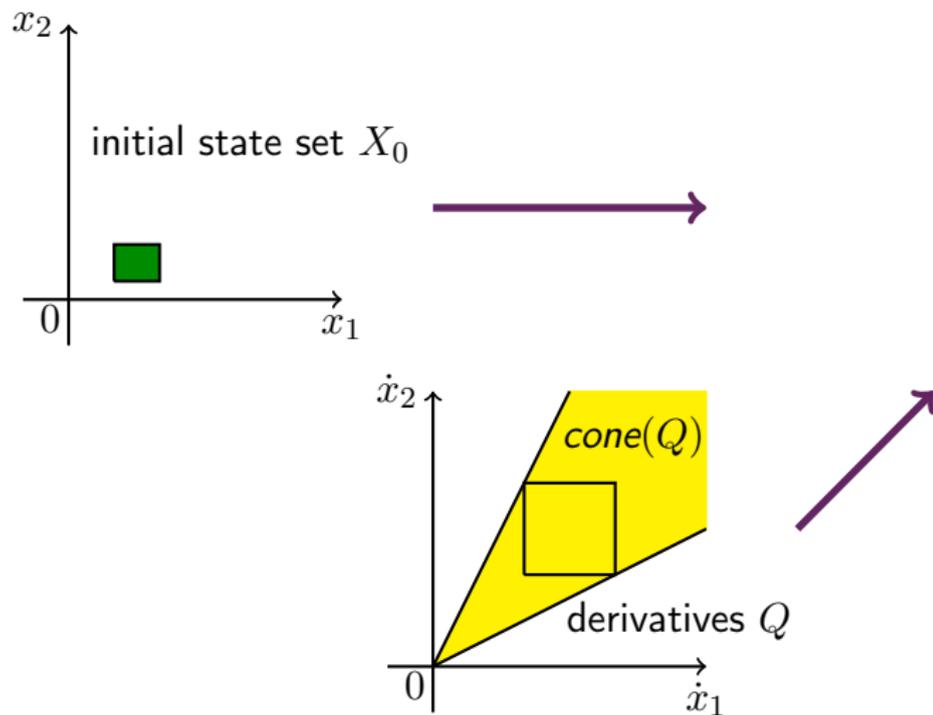
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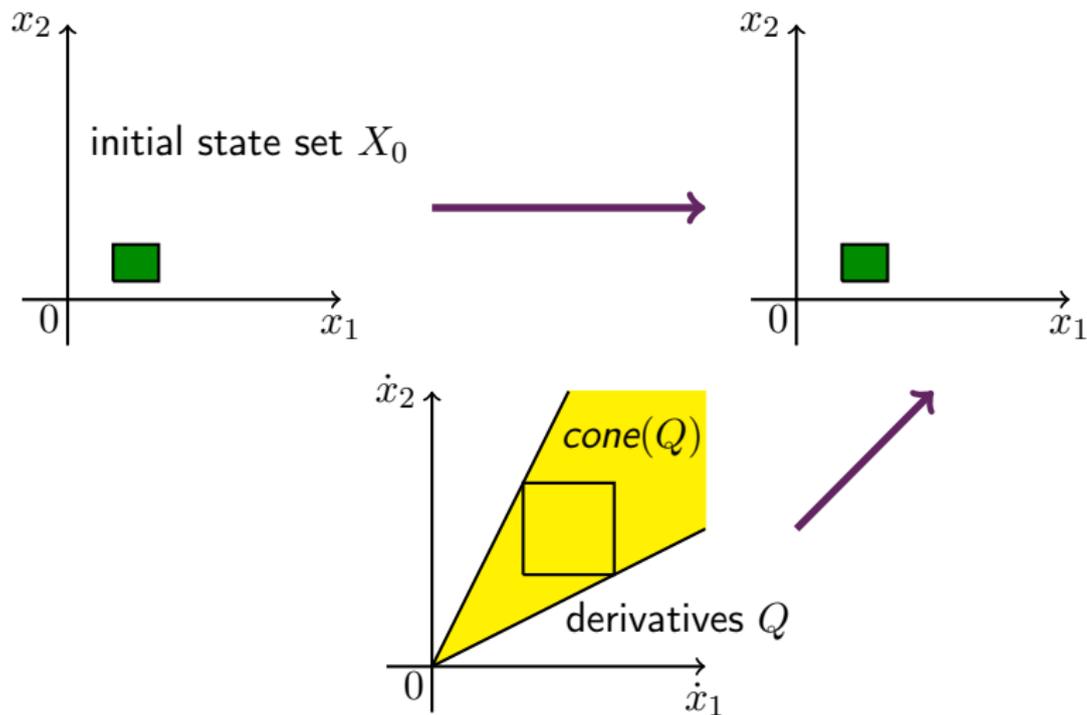
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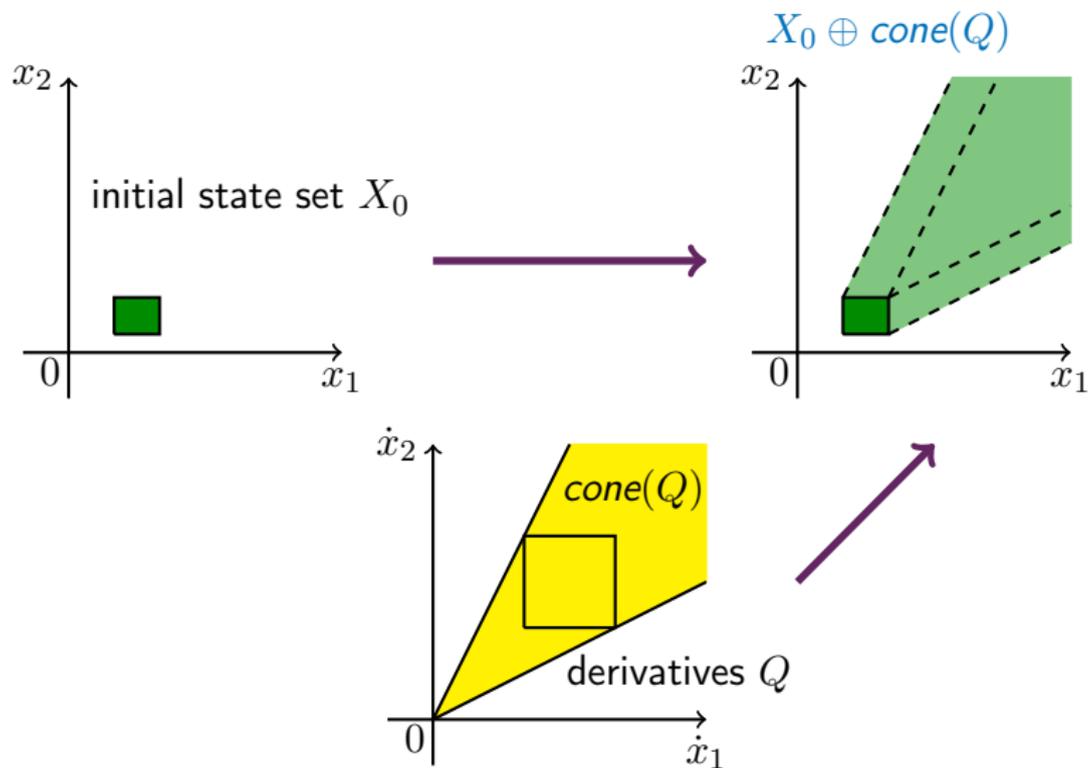
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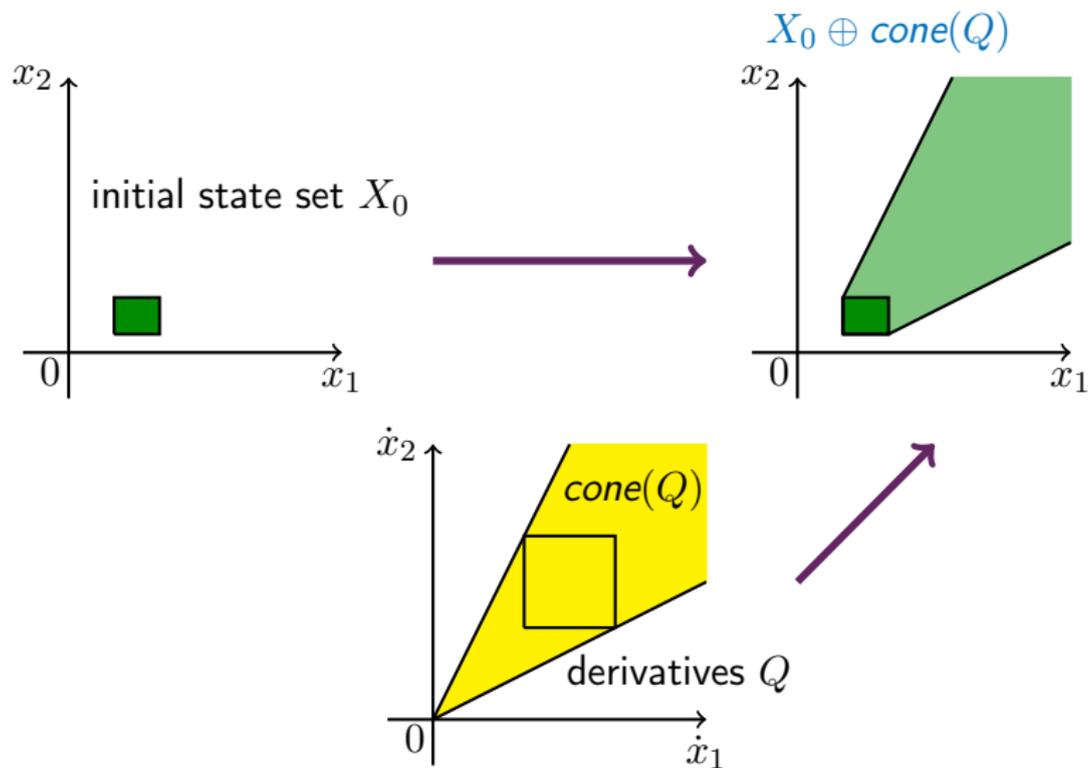
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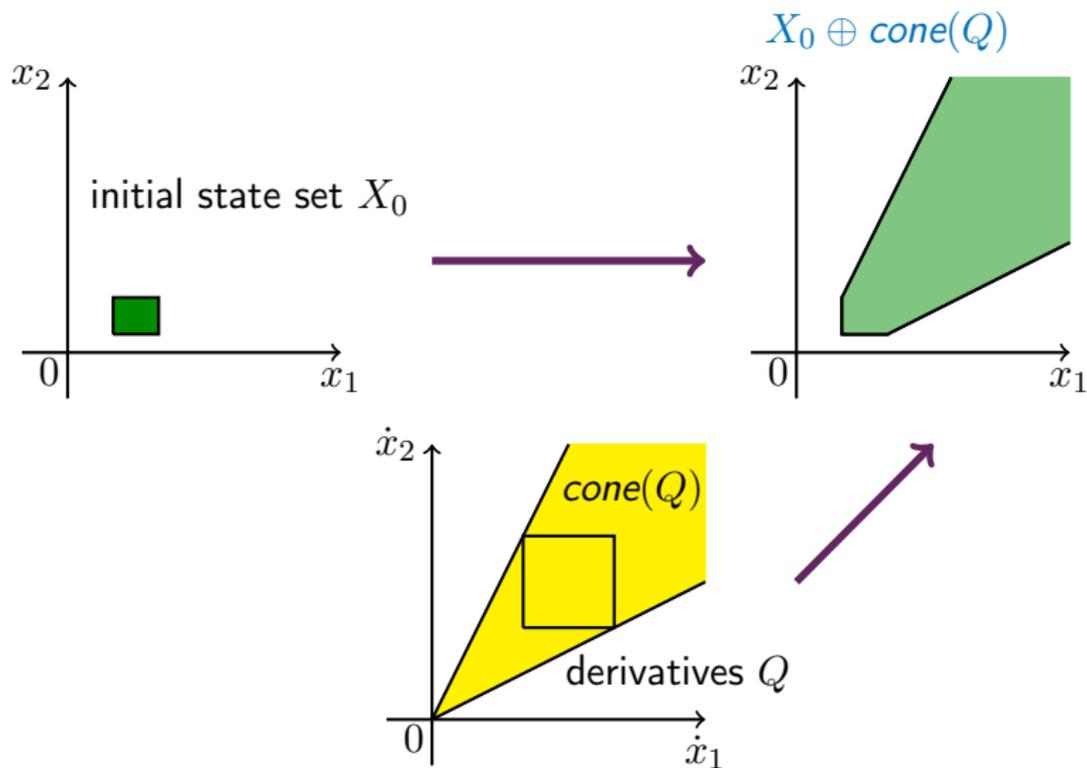
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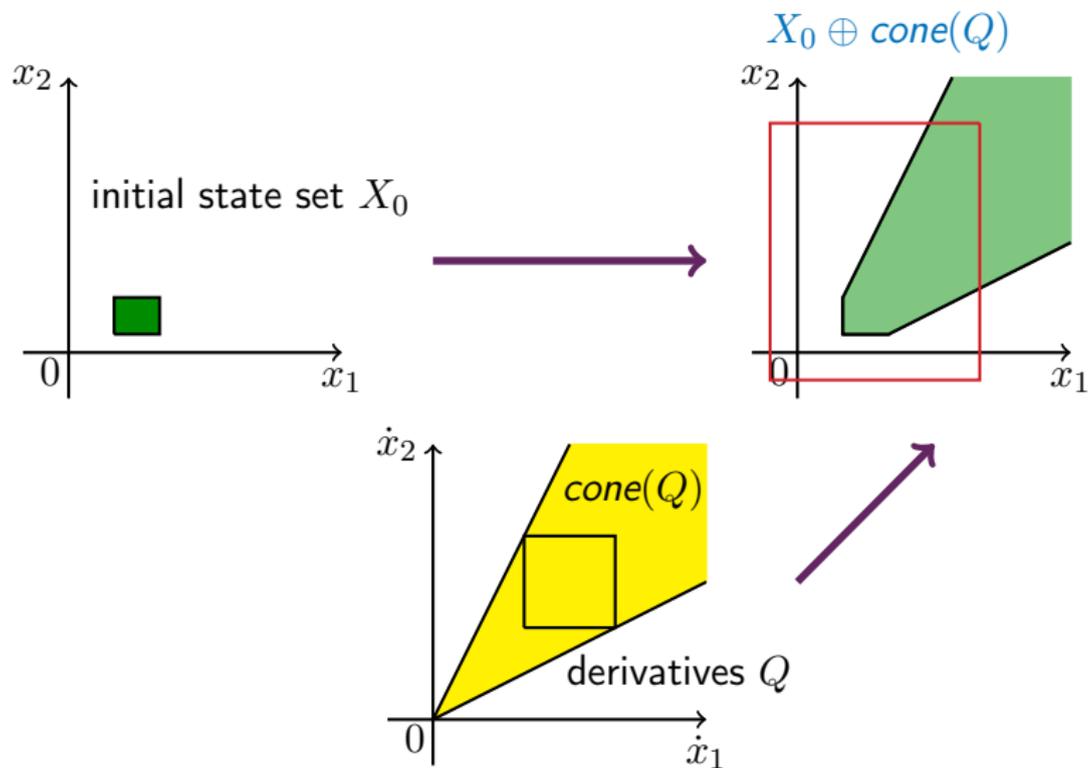
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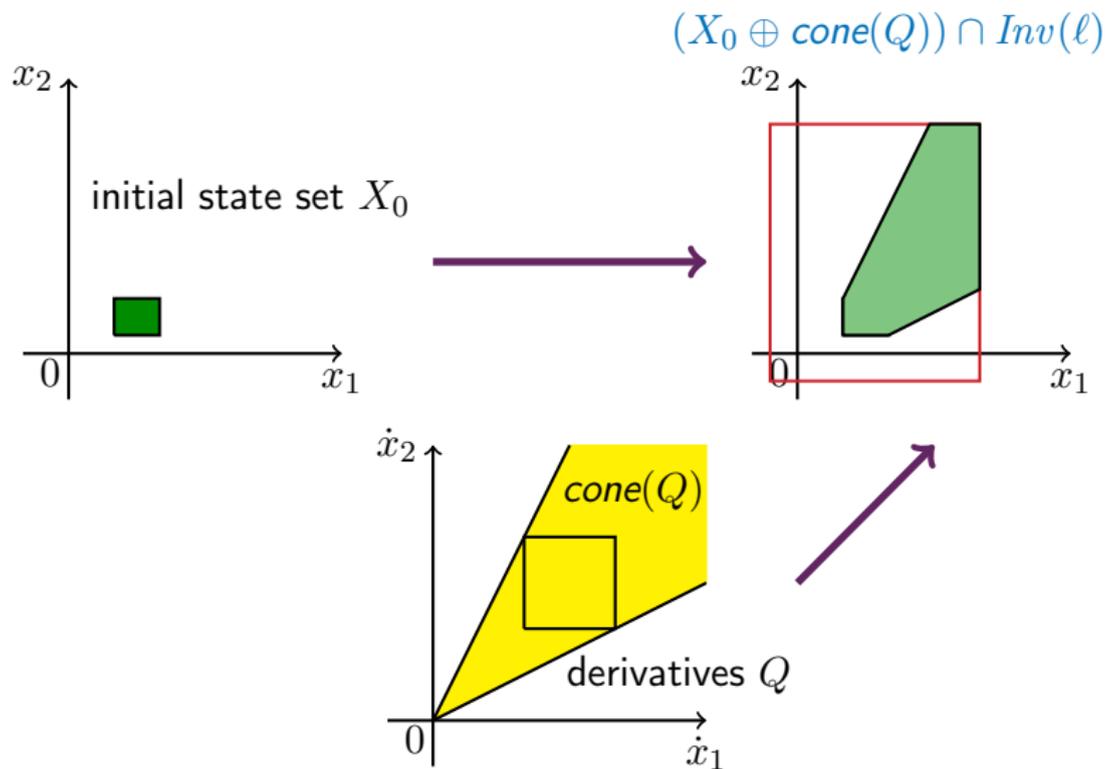
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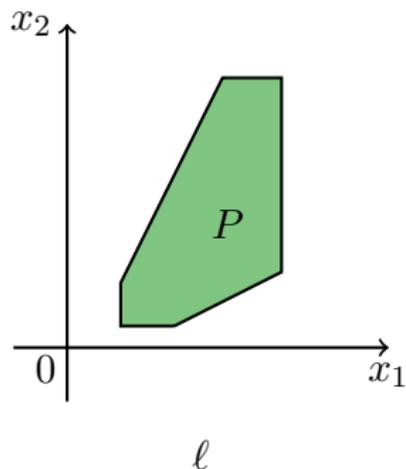


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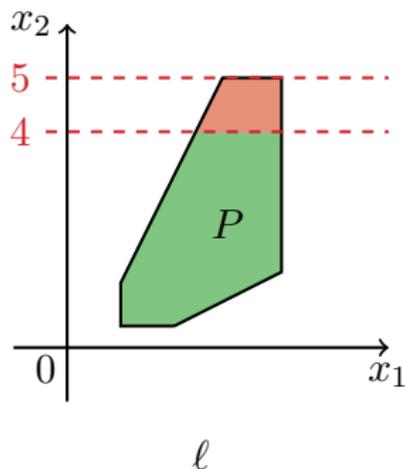
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Example jump:  $( \ell, \underbrace{4 \leq x_2 \leq 5}_{G \equiv \mathbb{R} \times [4,5]}, \underbrace{x_2 \in [2,4]}_{R \equiv \mathbb{R} \times [2,4]}, \ell' ) \in Edge$



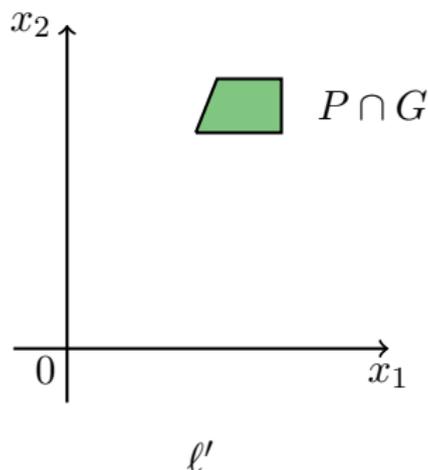
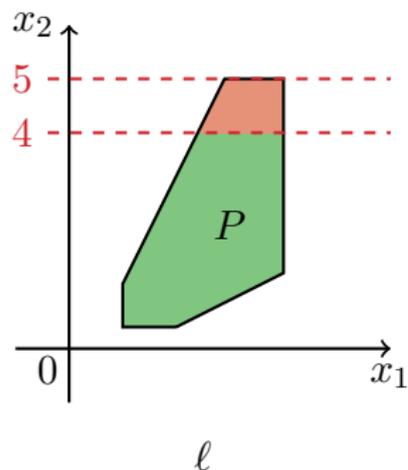
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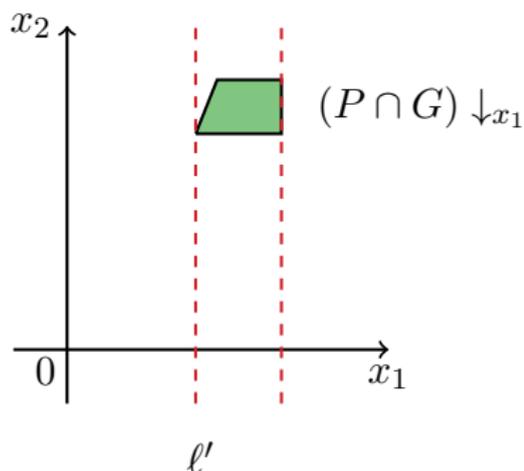
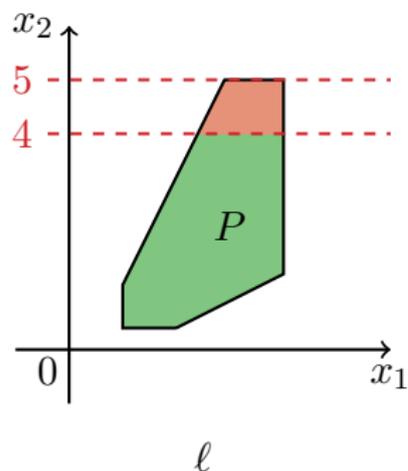
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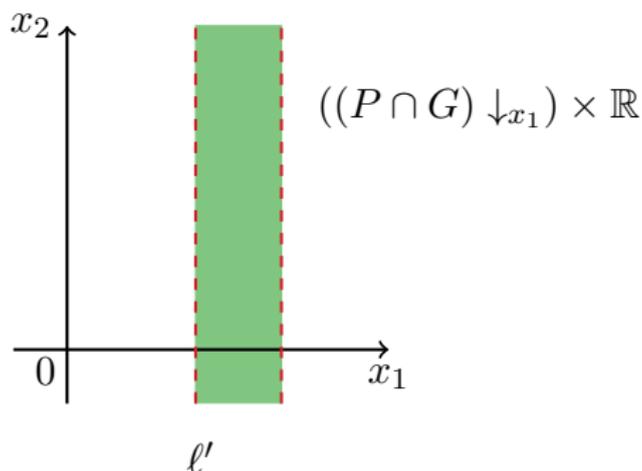
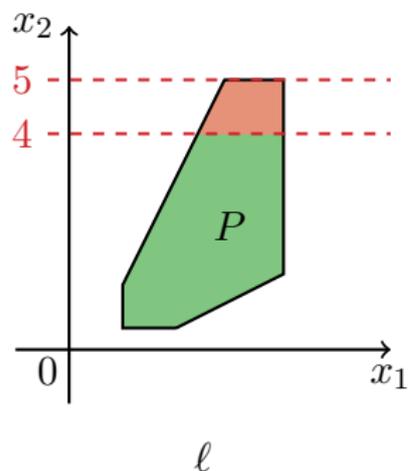
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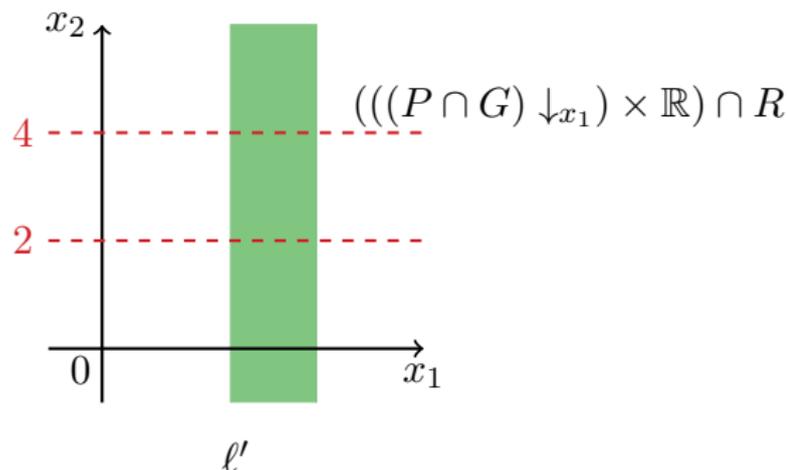
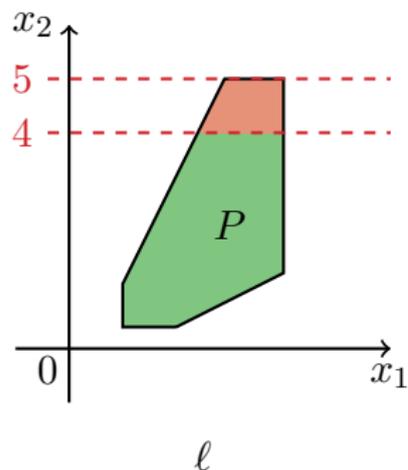
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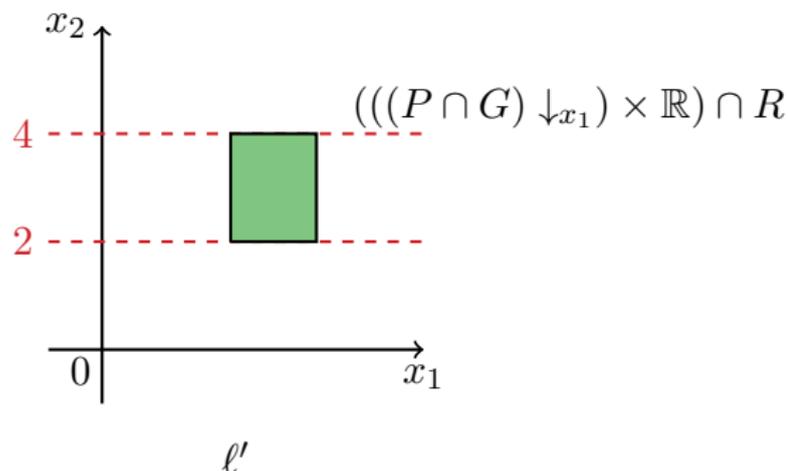
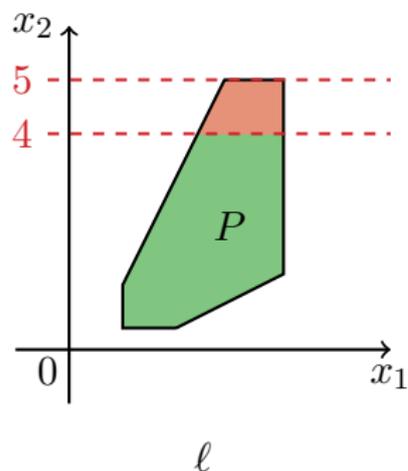
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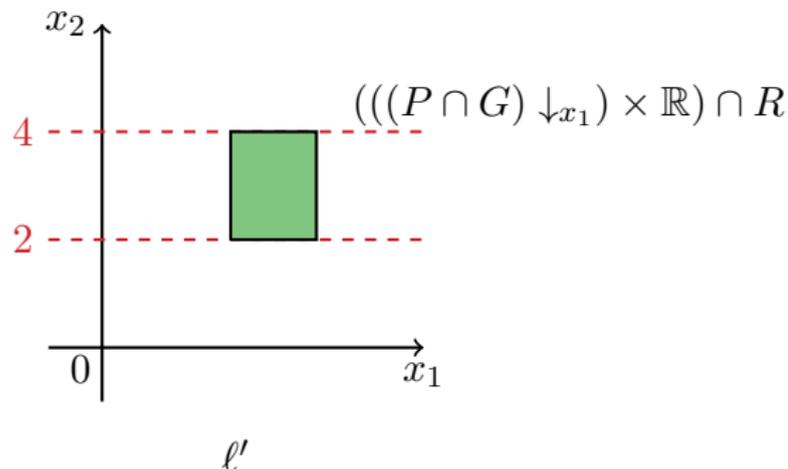
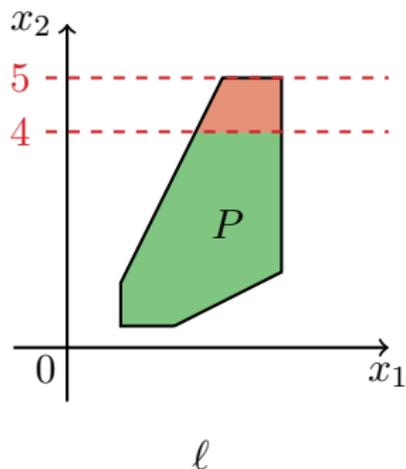
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- Additionally, we intersect the result with the target location's invariant.
- Computed via [projection](#), [Minkowski sum](#) and [intersection](#).

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# Linear hybrid automata II

Linear hybrid automata of type II (LHA II) are hybrid automata with the following restrictions:

- All derivatives are defined by linear ordinary differential equations (ODEs) of the form

$$\dot{x} = Ax + Bu ,$$

where  $x = (x_1, \dots, x_n)^T$  are the (continuous) variables,  $A$  is a matrix of dimension  $n \times n$ ,  $u = (u_1, \dots, u_m)^T$  are disturbance/input/control variables with rectangular domain  $U$ , and  $B$  is a matrix of dimension  $n \times m$ .

- All invariants and jump guards are defined by polytopes.
- All jump resets are defined by linear transformations of the form  $x := Ax + b$ .

When time passes by in a location, the values of the continuous variables evolve according to linear ODEs.

N.B.: Now the values follow **non-linear** functions!

# Approximating a flowpipe

Consider a dynamical system with **state equation**

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Lipschitz continuity implies the existence and uniqueness of the solution to an **initial value problem**, i.e., for every initial state  $x_0$  there is a unique solution  $x(t, x_0)$  to the state equation.

# Approximating a flowpipe

The set of **reachable states at time  $t$**  from a set of initial states  $X_0$  is defined as

$$\mathcal{R}_t(X_0) = \{x_t \mid \exists x_0 \in X_0. x_t = x(t, x_0)\}.$$

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The set of reachable states, the **flowpipe**, from  $X_0$  in the time interval  $[0, T]$  is defined as

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We describe a solution which approximates the flowpipe by a sequence of **convex polytopes**.

## Problem statement for polyhedral approximation of flowpipes

Given

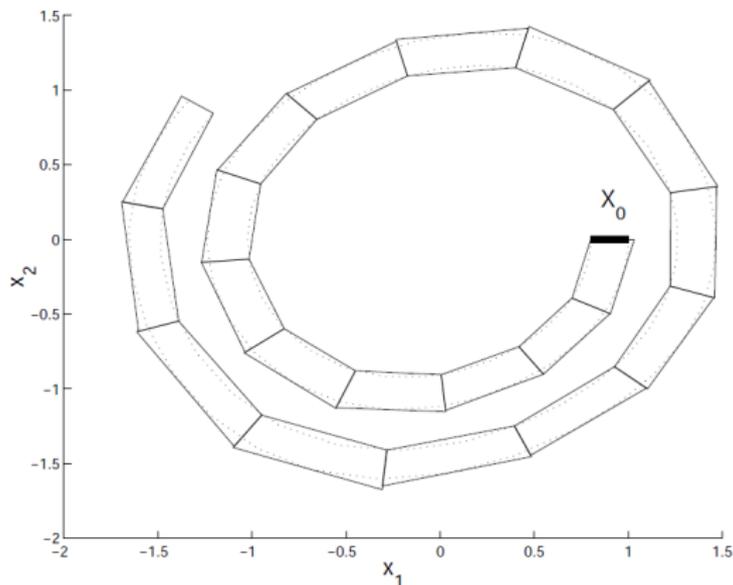
- a set  $X_0$  of initial states which is a polytope, and
- a final time  $T$ ,

compute a polyhedral approximation  $\hat{\mathcal{R}}_{[0,T]}(X_0)$  to the flowpipe  $\mathcal{R}_{[0,T]}(X_0)$  such that

$$\mathcal{R}_{[0,T]}(X_0) \subseteq \hat{\mathcal{R}}_{[0,T]}(X_0).$$

# Flowpipe segmentation

Since a single convex polyhedron would strongly overapproximate the flowpipe, we compute a **sequence of convex polyhedra**, each approximating a **flowpipe segment**.



## Segmented flowpipe approximation

Let the time interval  $[0, T]$  be divided into  $0 < N \in \mathbb{N}$  time segments

$$[0, t_1], [t_1, t_2], \dots, [t_{N-1}, T]$$

with  $t_i = i \cdot \delta$  for  $\delta = \frac{T}{N}$ .

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We generate an approximation  $\hat{\mathcal{R}}_{[t_1, t_2]}(X_0)$  for each flowpipe segment:

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The complete flowpipe approximation is the union of the approximation of all  $N$  pipe segments:

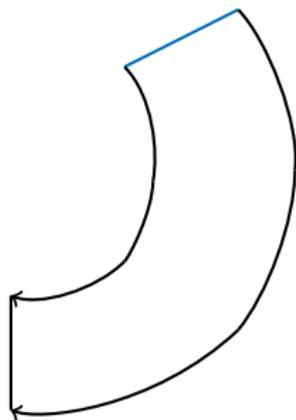
$$\mathcal{R}_{[0, T]}(X_0) \subseteq \hat{\mathcal{R}}_{[0, T]}(X_0) = \bigcup_{k=1, \dots, N} \hat{\mathcal{R}}_{[t_{k-1}, t_k]}(X_0)$$

Next we discuss one possible approach for flowpipe approximation, but there are different other techniques, too.

# Linear hybrid automata II: Time evolution

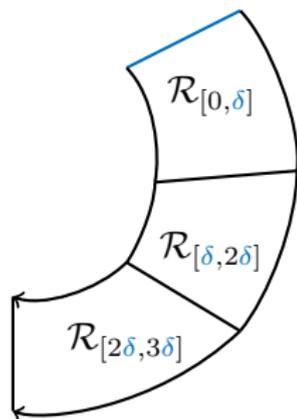
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- Assume  $\dot{x} = Ax + Bu$



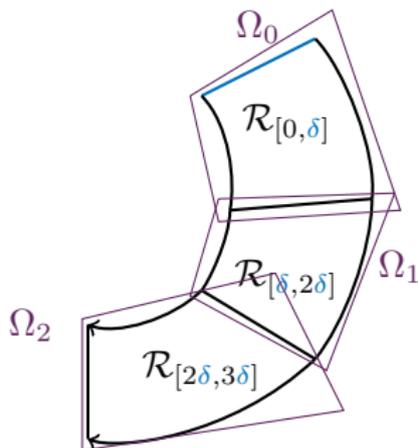
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- Assume  $\dot{x} = Ax + Bu$
- Compute polytopes  $\Omega_0, \Omega_1, \dots$  such that  $\mathcal{R}_{[i\delta, (i+1)\delta]} \subseteq \Omega_i$



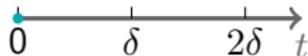
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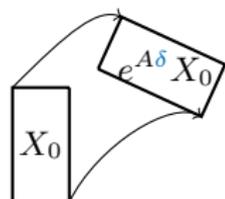
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$X_0$



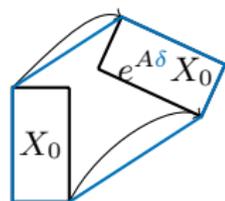
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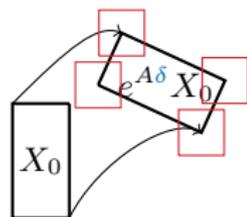
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convex hull of  $X_0 \cup e^{A\delta} X_0$

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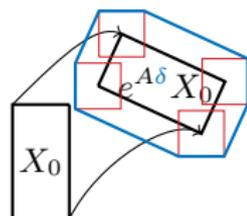
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bloating with  $B_1$  to include non-linear behaviour

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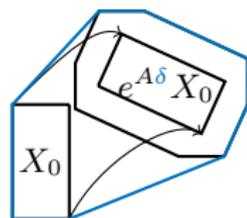
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$$(e^{A\delta} X_0) \oplus B_1$$

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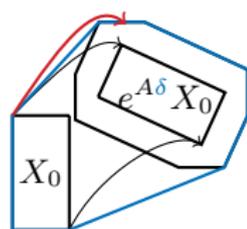
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convex hull of  $X_0 \cup ((e^{A\delta} X_0) \oplus B_1)$   
covers the behaviour  $\mathcal{R}_{[0, \delta]}$  under  $\dot{x} = Ax$

## Linear hybrid automata II: Time evolution

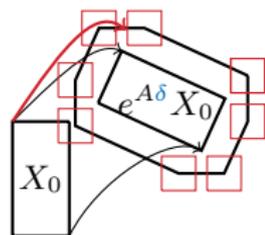
- Assume  $\dot{x} = Ax + Bu$
- Compute polytopes  $\Omega_0, \Omega_1, \dots$  such that  $\mathcal{R}_{[i\delta, (i+1)\delta]} \subseteq \Omega_i$
- The first flowpipe segment:
- Reminder matrix exponential:  $e^X = \sum_{k=0}^{\infty} \frac{X^k}{k!}$



disturbance!

## Linear hybrid automata II: Time evolution

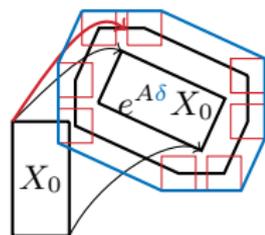
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bloating with  $B_2$

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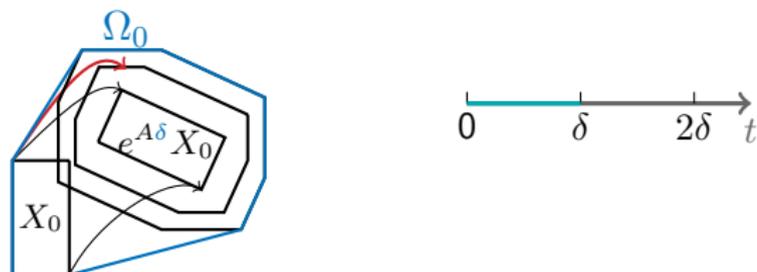
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$$(e^{A\delta} X_0) \oplus B_1 \oplus B_2$$

## Linear hybrid automata II: Time evolution

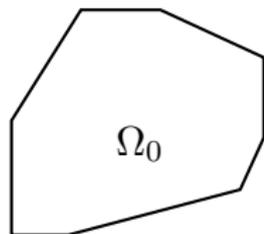
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$\Omega_0 = \text{conv}(X_0 \cup ((e^{A\delta} X_0) \oplus B_1 \oplus B_2))$   
covers the behaviour  $\mathcal{R}_{[0, \delta]}$  under  $\dot{x} = Ax + Bu$

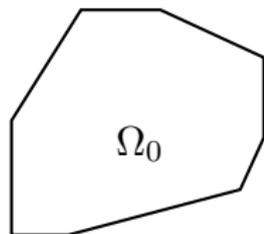
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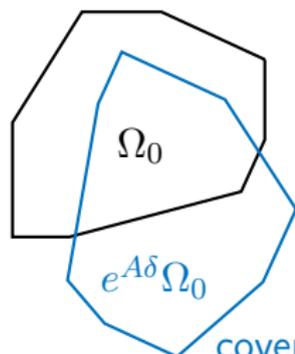
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- The remaining ones:



## Linear hybrid automata II: Time evolution

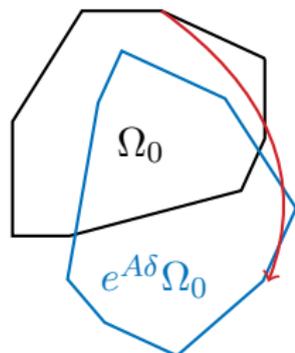
- Assume  $\dot{x} = Ax + Bu$
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- The first flowpipe segment:
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covers the behaviour  $\mathcal{R}_{[\delta, 2\delta]}$  under  $\dot{x} = Ax$

# Linear hybrid automata II: Time evolution

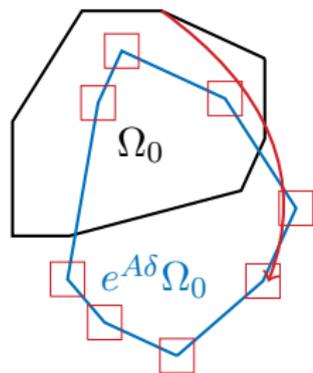
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disturbance!

# Linear hybrid automata II: Time evolution

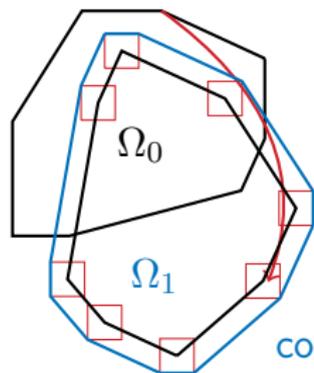
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bloating with  $B_2$

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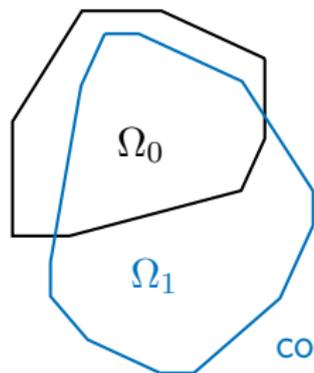


$$\Omega_1 = (e^{A\delta}\Omega_0) \oplus B_2$$

covers the behaviour  $\mathcal{R}_{[\delta, 2\delta]}$  under  $\dot{x} = Ax + Bu$

## Linear hybrid automata II: Time evolution

- Assume  $\dot{x} = Ax + Bu$
- Compute polytopes  $\Omega_0, \Omega_1, \dots$  such that  $\mathcal{R}_{[i\delta, (i+1)\delta]} \subseteq \Omega_i$
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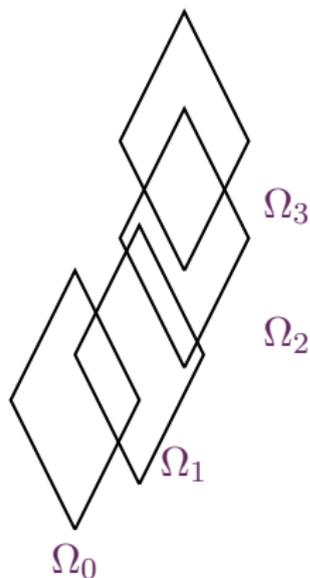


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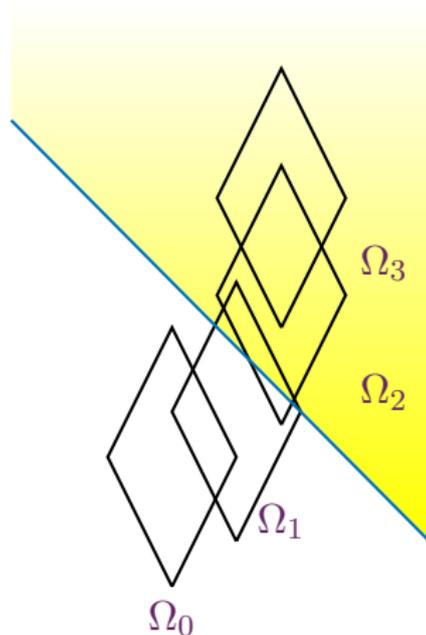
## Linear hybrid automata II: Discrete steps (jumps)

The same procedure as for LHA I, extended with possibilities for aggregation and/or clustering.



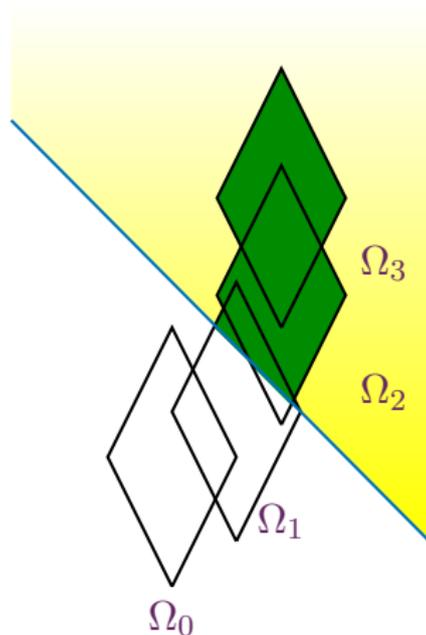
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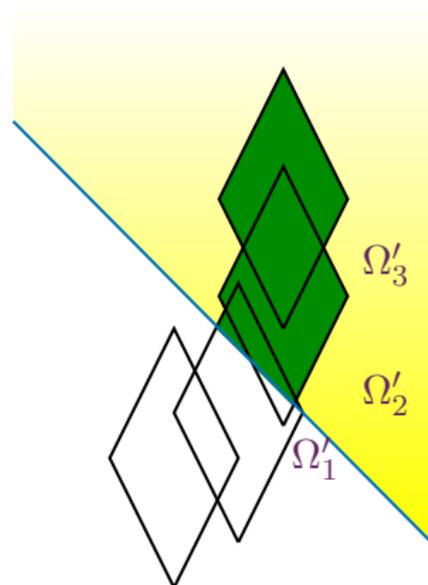
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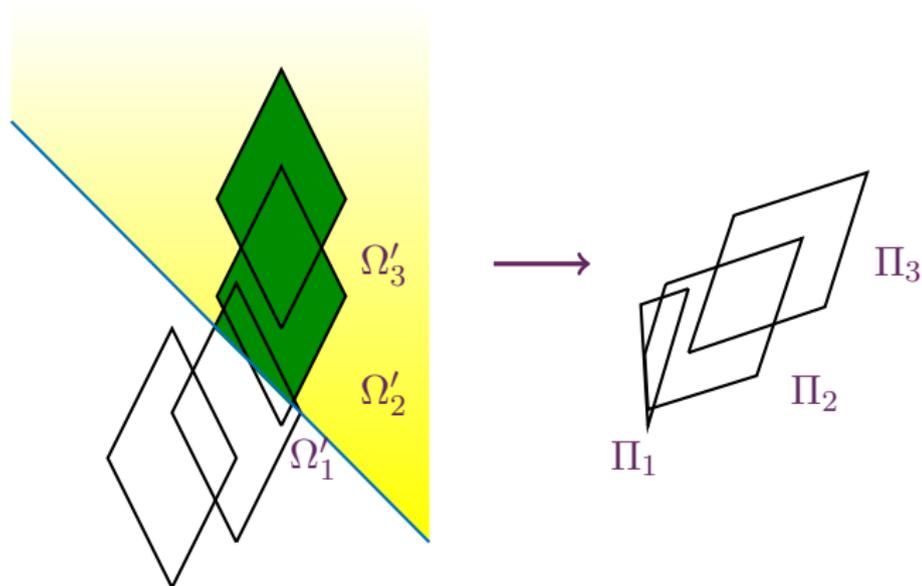
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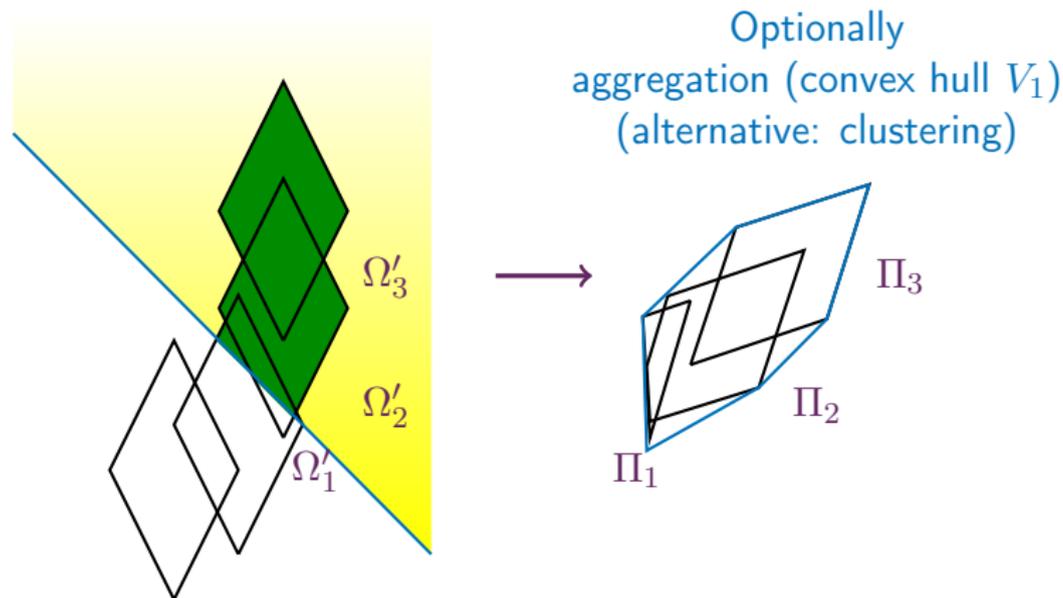
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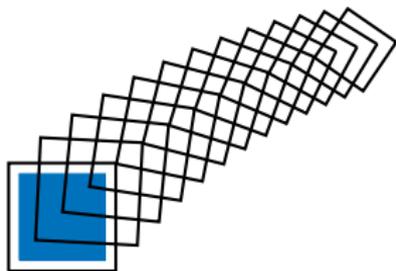


# Linear hybrid automata II: The global picture

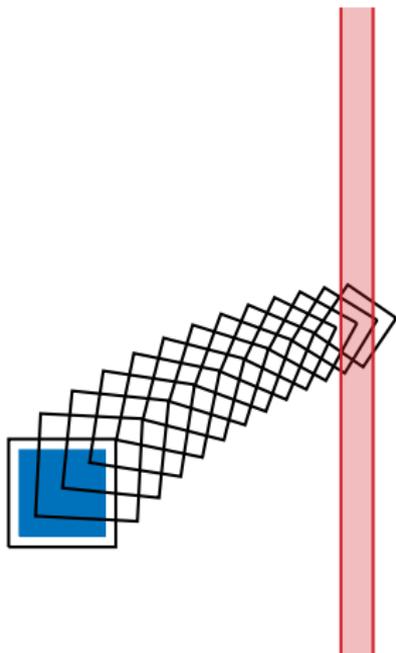
# Linear hybrid automata II: The global picture



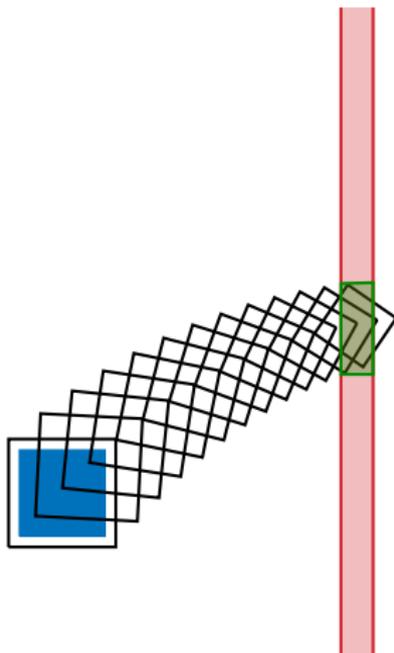
# Linear hybrid automata II: The global picture



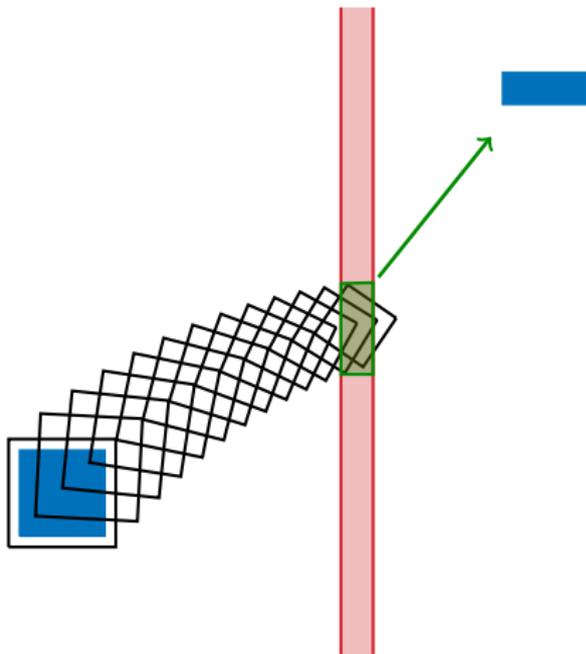
# Linear hybrid automata II: The global picture



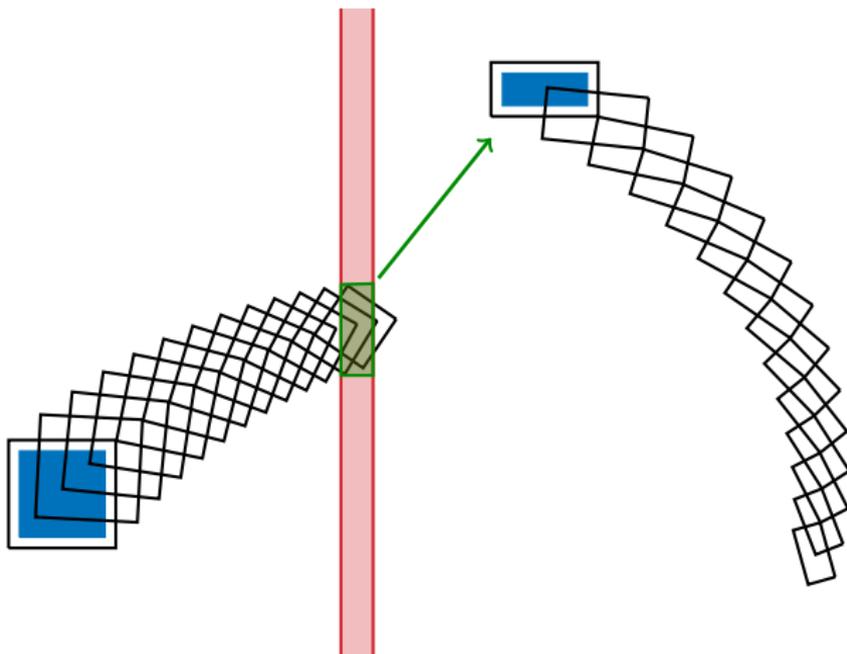
# Linear hybrid automata II: The global picture



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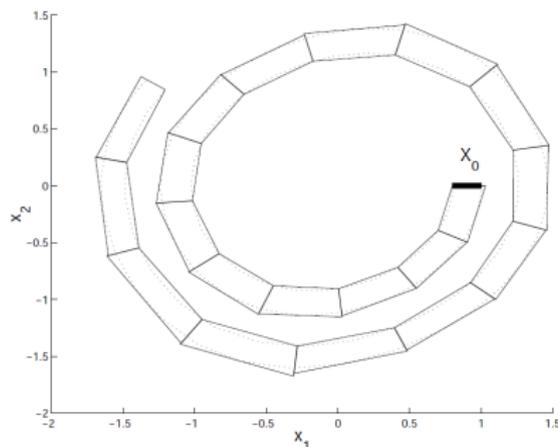
# Example

- Van der Pol equation:

$$\dot{x}_1 = x_2$$

$$\dot{x}_2 = -0.2(x_1^2 - 1)x_2 - x_1.$$

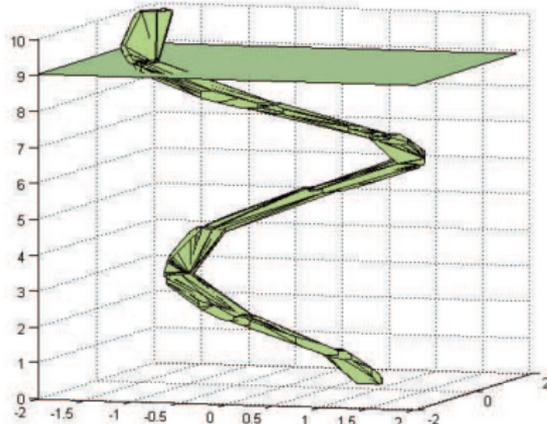
- Initial set:  $X_0 = \{(x_1, x_2) \mid 0.8 \leq x_1 \leq 1 \wedge x_2 = 0\}$ .
- Time:  $T = 10$ .
- Segments: 20



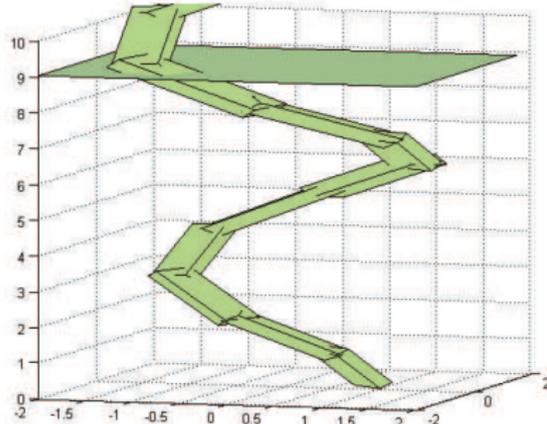
# Other geometries for approximation

- Van der Pol equation with a third variable being a clock.
- Approximation

with convex polyhedra and



with oriented rectangular hull:



# Partitioning the initial set

Van der Pol system with initial set  $X_0 = \{(x_1, x_2) \mid 5 \leq x_1 \leq 45 \wedge x_2 = 0\}$ .

