

Reachability Analysis Techniques for Hybrid Systems

7. Linear hybrid automata II

Prof. Dr. Erika Ábrahám

Informatik 2 - LuFG Theory of Hybrid Systems
RWTH Aachen University

Vienna, Austria, 02 - 10 March 2020

- 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, δ -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:

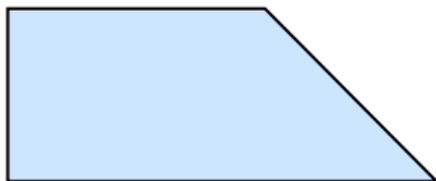
- hyperrectangles [Moore et al., 2009]
- oriented rectangular hulls [Stursberg et al., 2003]
- convex polyhedra [Ziegler, 1995] [[Chen et al., 2011](#)]
- orthogonal polyhedra [Bournez et al., 1999]
- template polyhedra [Sankaranarayanan et al., 2008]
- ellipsoids [Kurzbaniski et al., 2000]
- zonotopes [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 vertices	easy	hard	easy
\mathcal{H} -representation by facets	hard	easy	hard

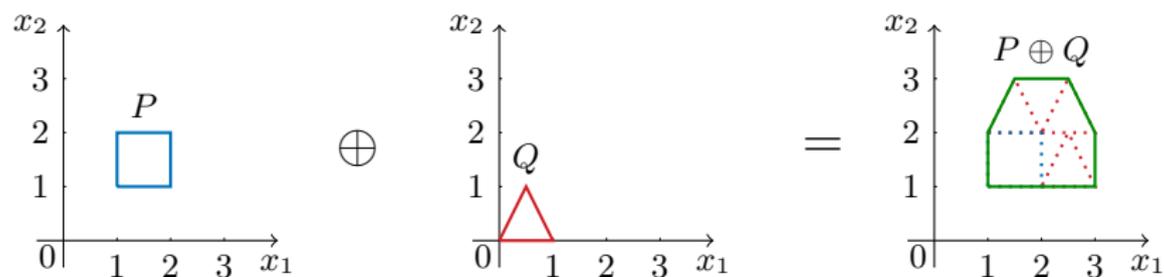
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Linear hybrid automata of type I (LHA I) are hybrid automata with the following restrictions:

- 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.)

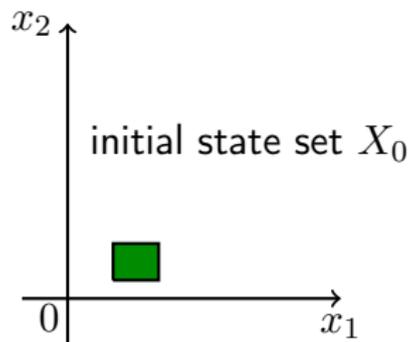
Reminder: Minkowski sum



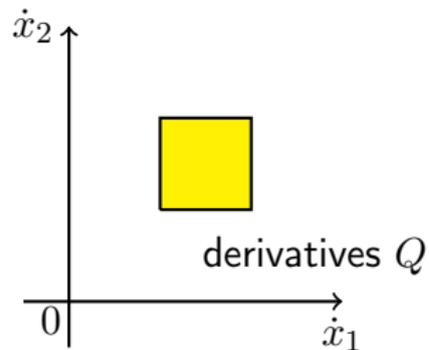
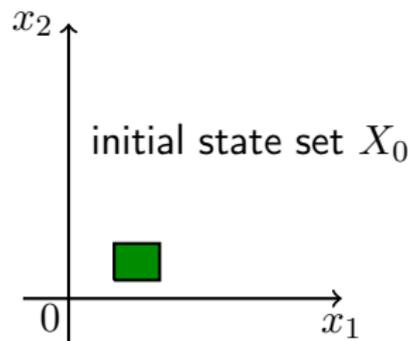
$$P \oplus Q = \{p + q \mid p \in P \text{ and } q \in Q\}$$

Linear hybrid automata I: Time evolution

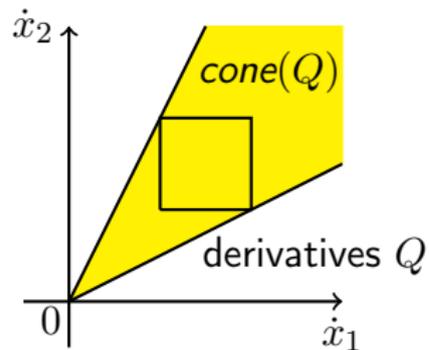
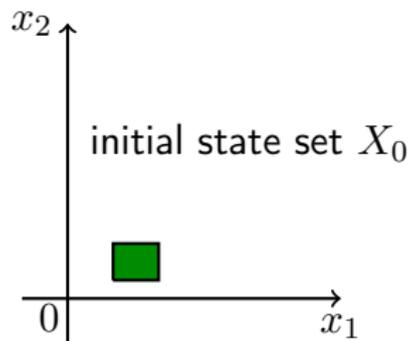
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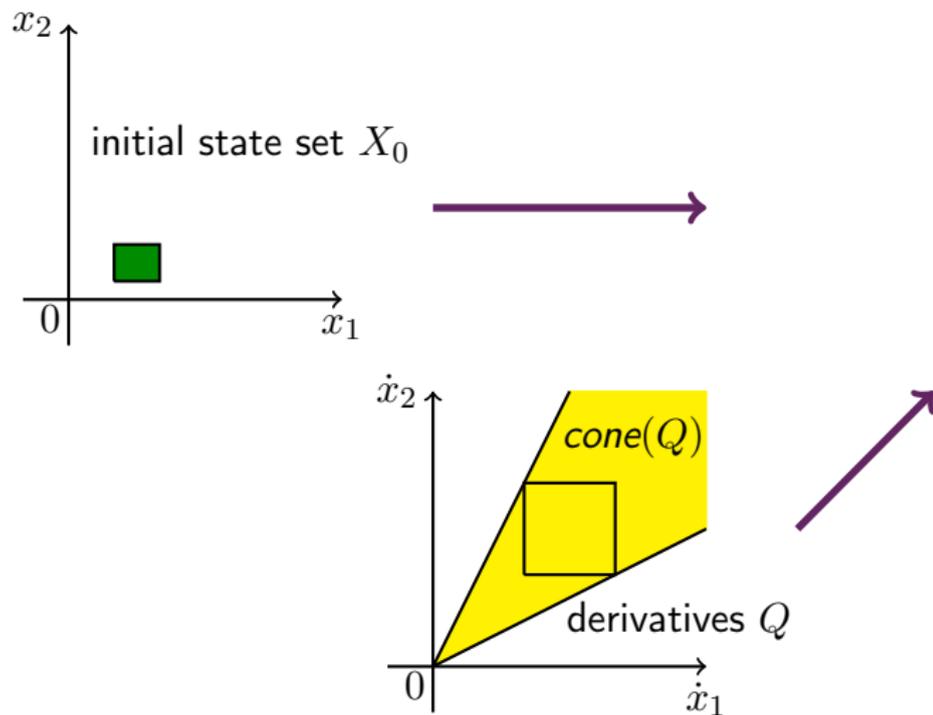
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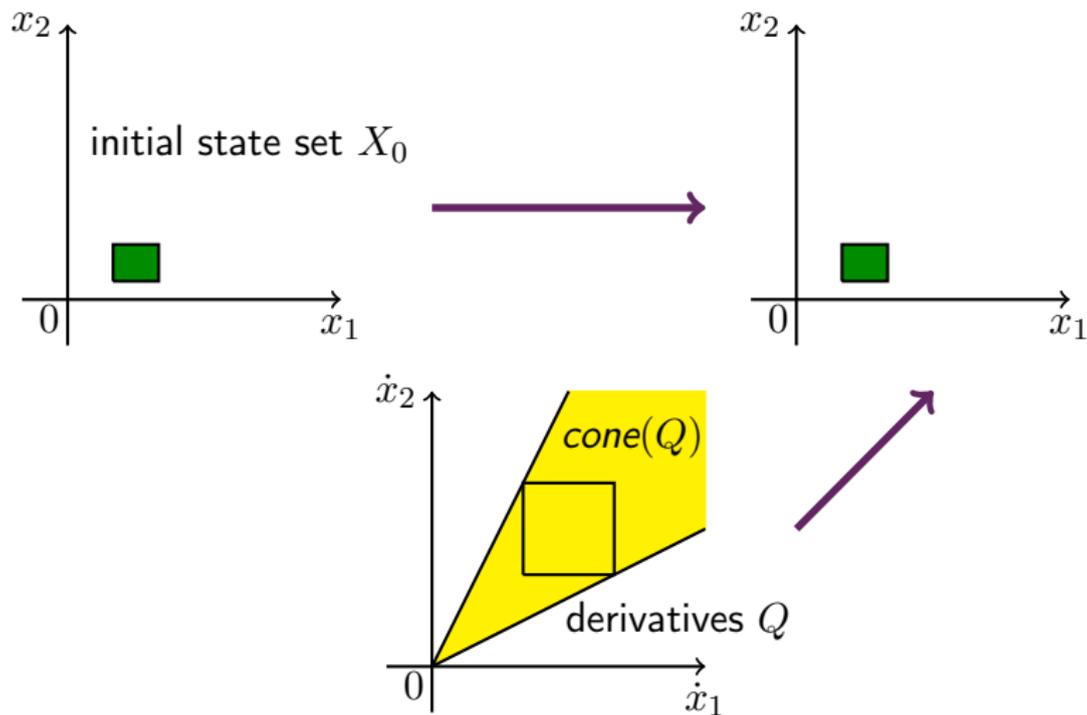
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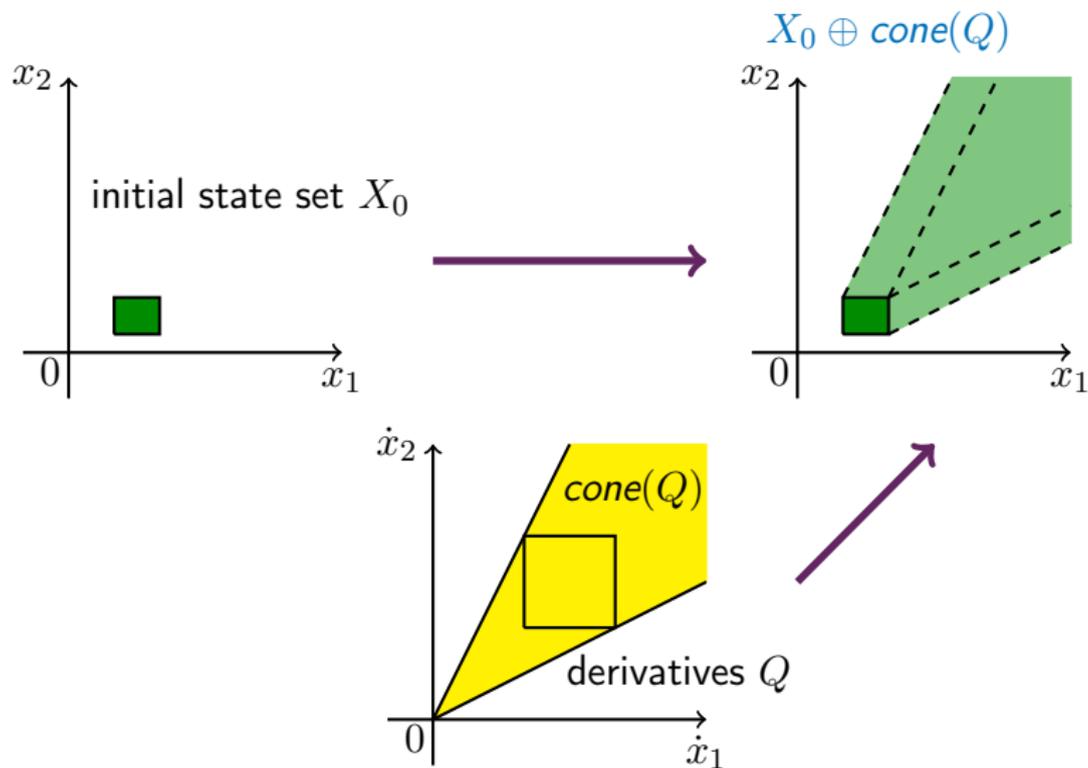
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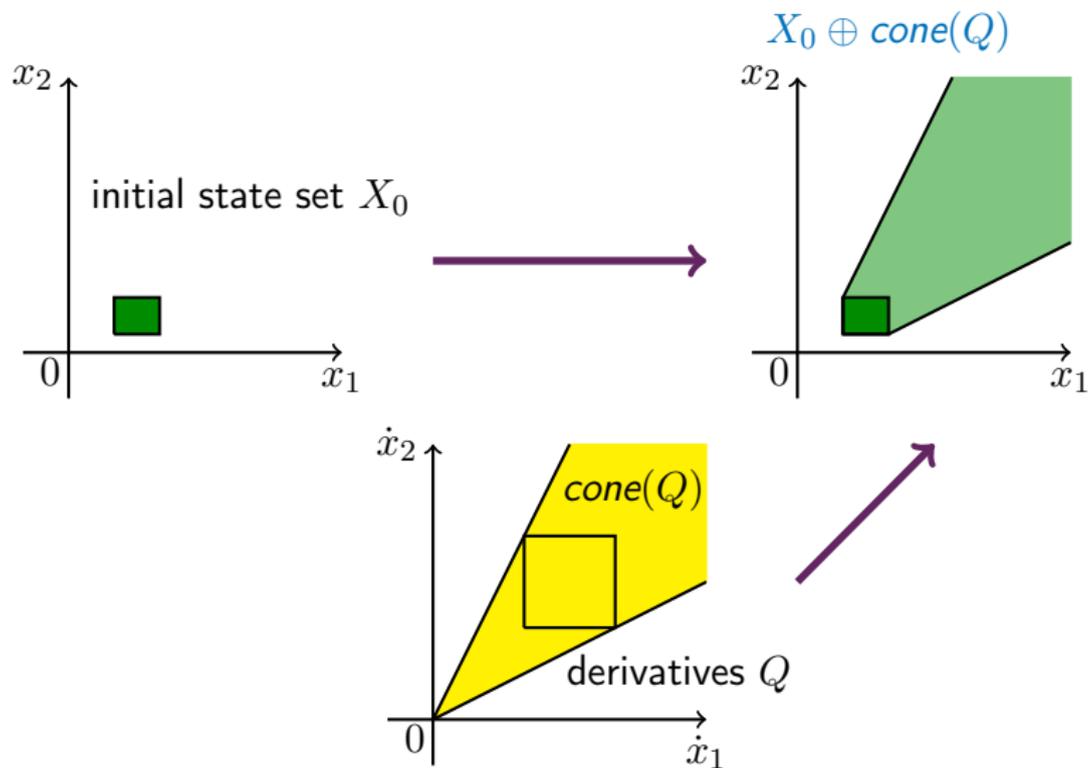
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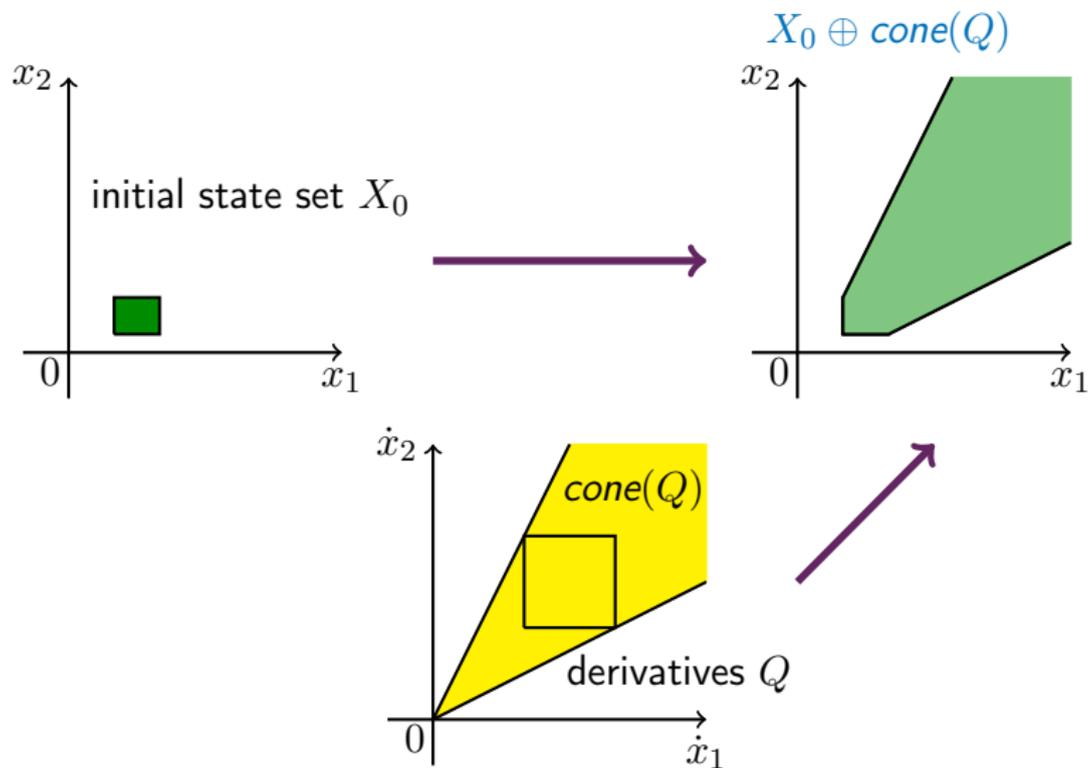
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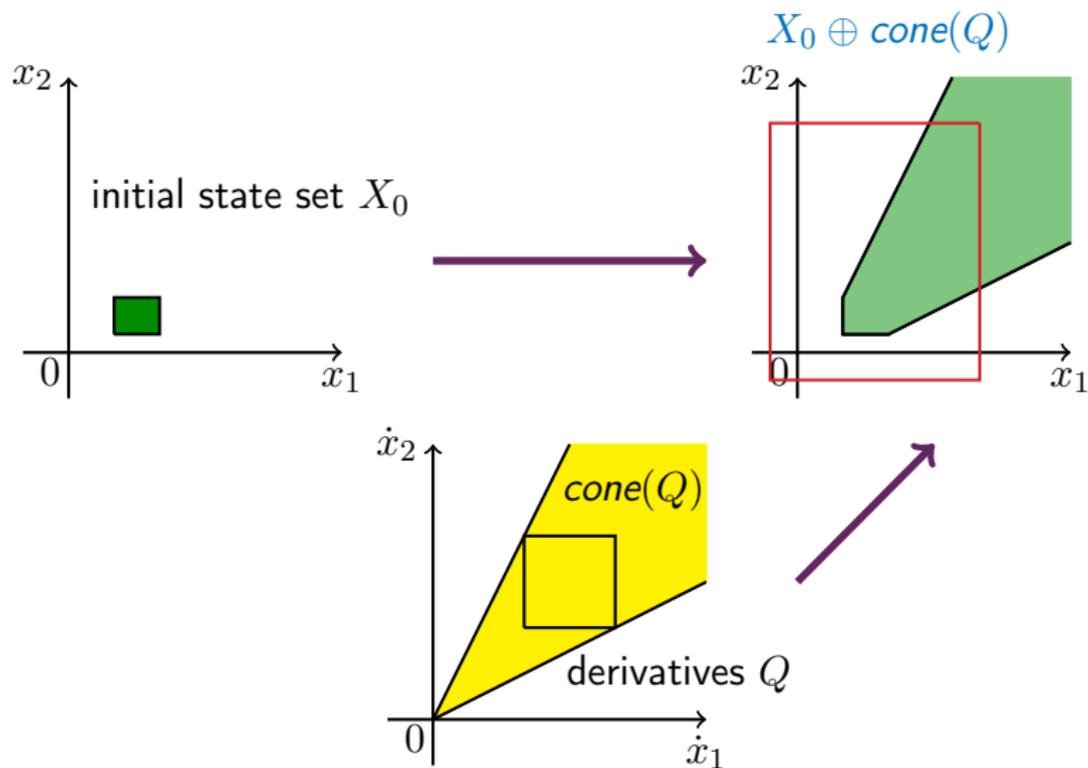
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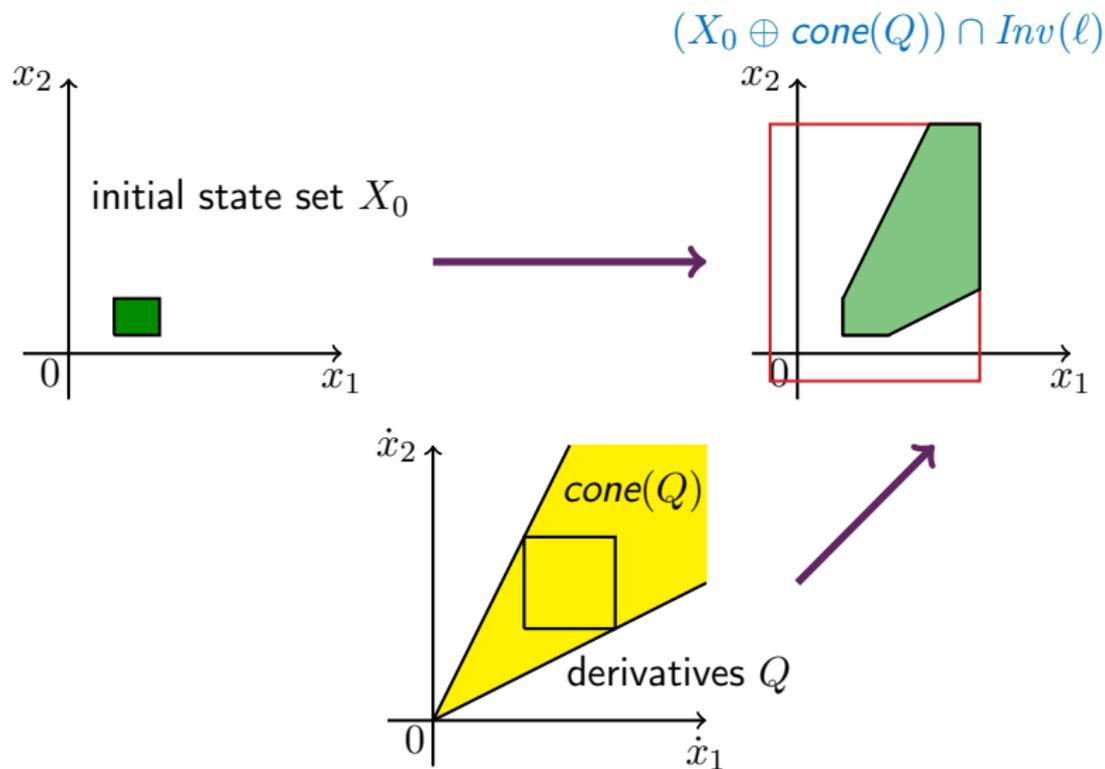
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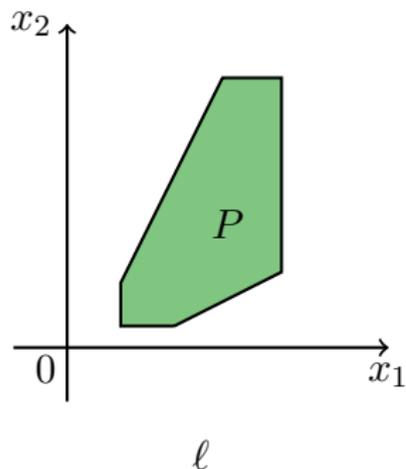


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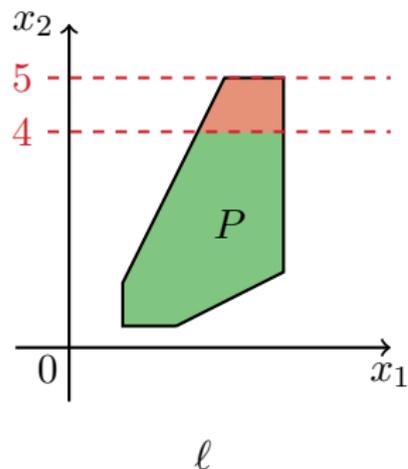
Linear hybrid automata I: Discrete steps (jumps)

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



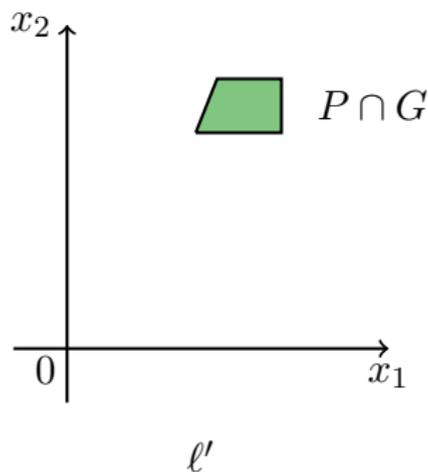
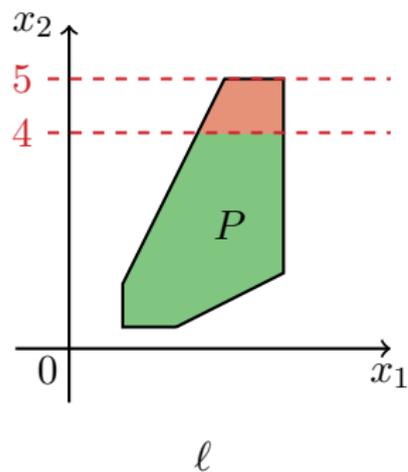
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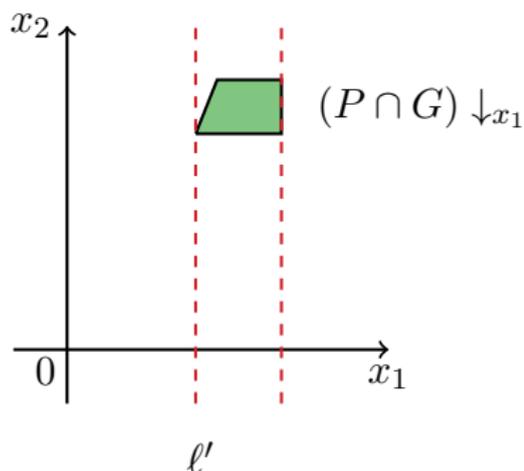
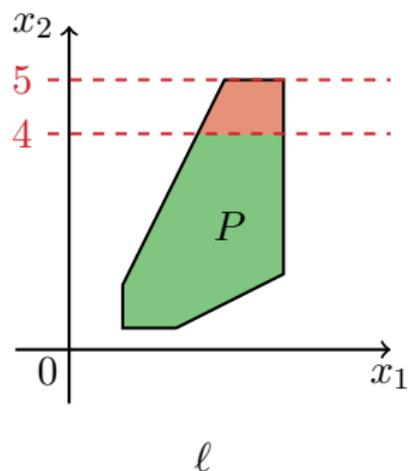
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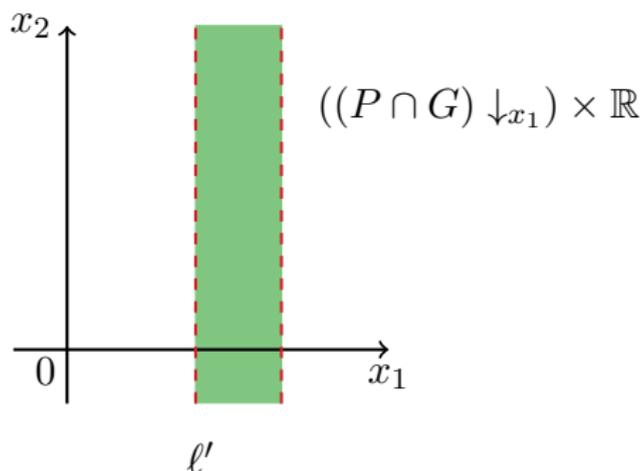
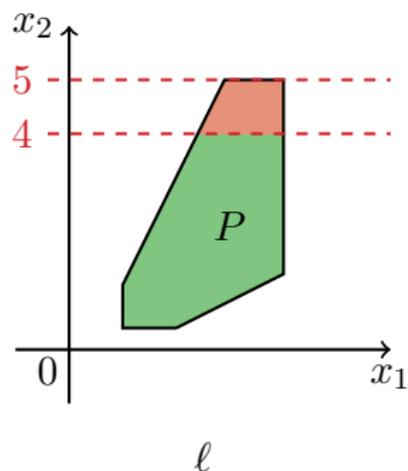
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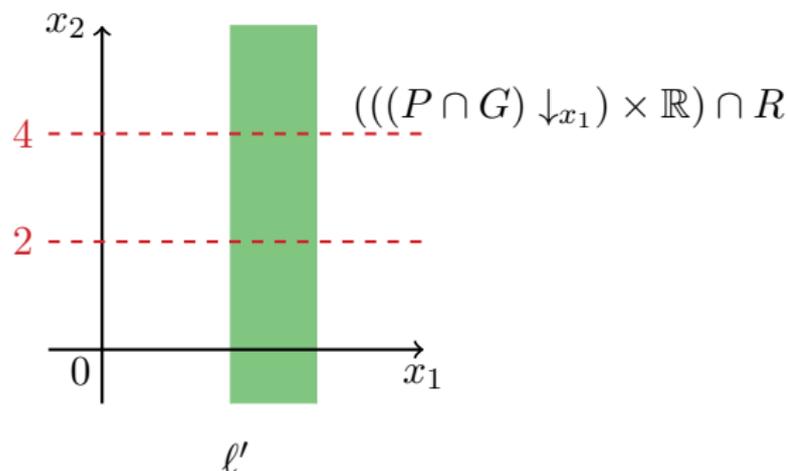
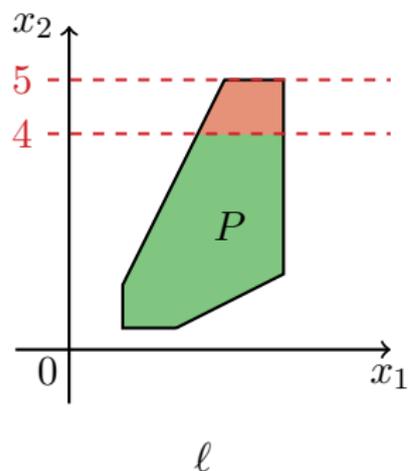
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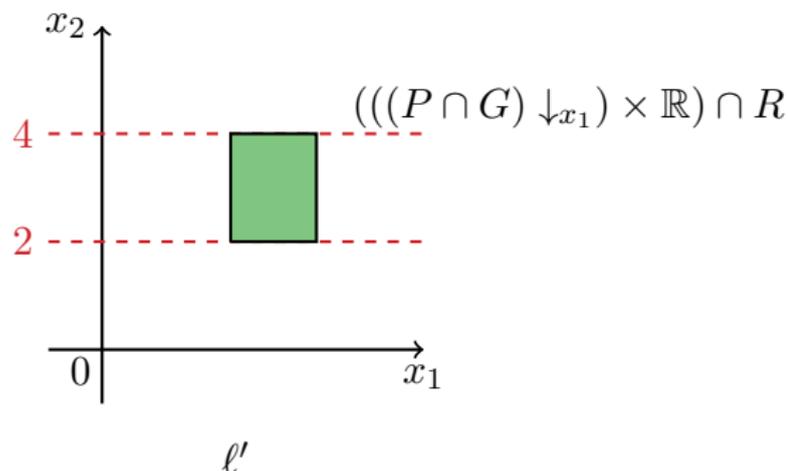
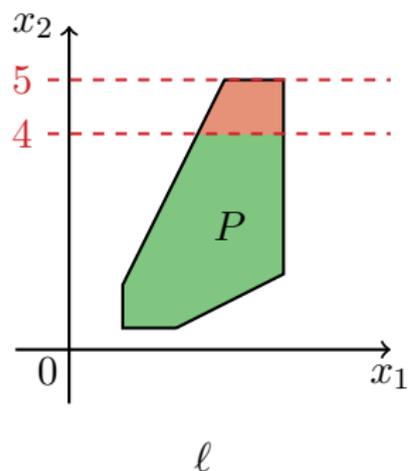
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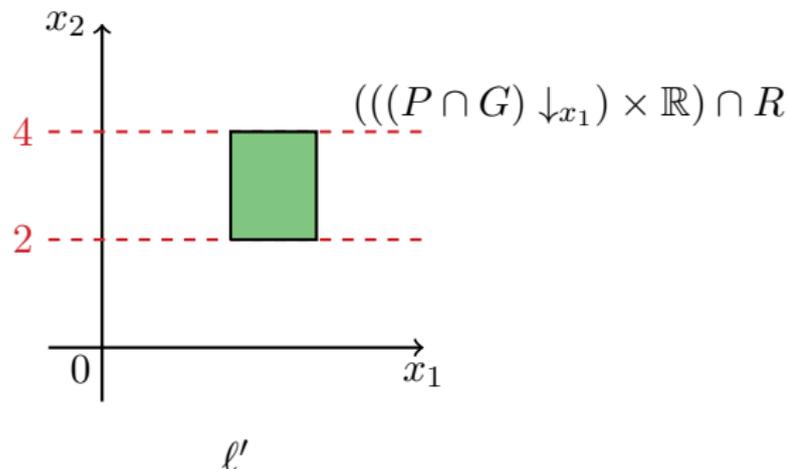
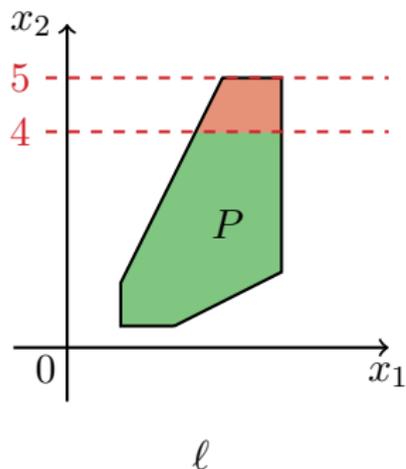
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- Additionally, we intersect the result with the target location's invariant.
- Computed via [projection](#), [Minkowski sum](#) and [intersection](#).

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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**

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

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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

$$\mathcal{R}_{[0,T]}(X_0) = \cup_{t \in [0,T]} \mathcal{R}_t(X_0).$$

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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

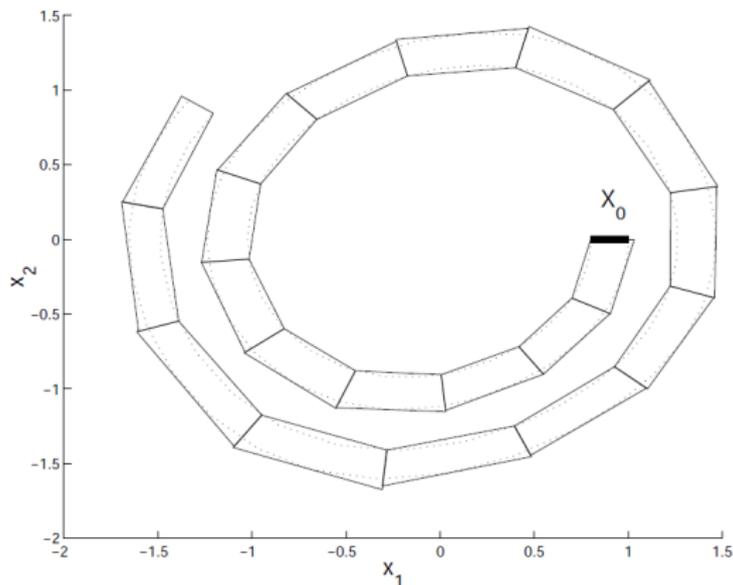
- a set X_0 of initial states which is a polytope, and
- a final time T ,

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:

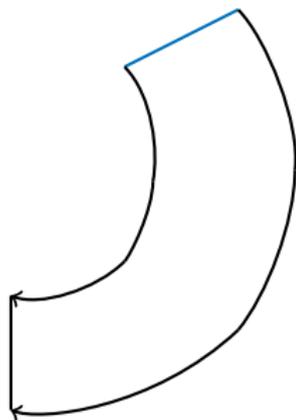
$$\mathcal{R}_{[0, T]}(X_0) \subseteq \hat{\mathcal{R}}_{[0, T]}(X_0) = \bigcup_{k=1, \dots, N} \hat{\mathcal{R}}_{[t_{k-1}, t_k]}(X_0)$$

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

Linear hybrid automata II: Time evolution

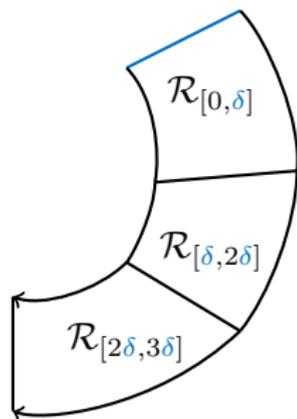
Linear hybrid automata II: Time evolution

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



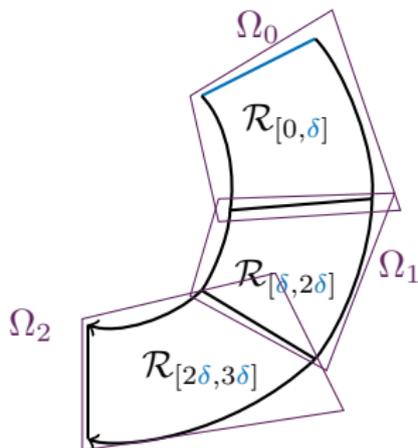
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- Compute polytopes $\Omega_0, \Omega_1, \dots$ such that $\mathcal{R}_{[i\delta, (i+1)\delta]} \subseteq \Omega_i$



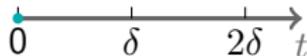
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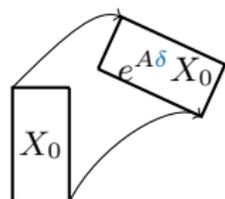
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X_0



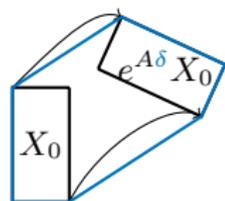
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- Reminder matrix exponential: $e^X = \sum_{k=0}^{\infty} \frac{X^k}{k!}$



Linear hybrid automata II: Time evolution

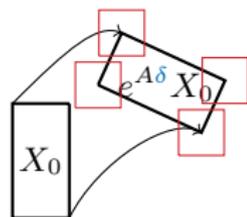
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convex hull of $X_0 \cup e^{A\delta} X_0$

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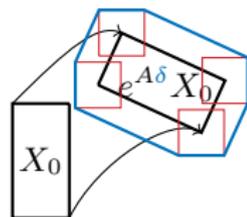
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bloating with B_1 to include non-linear behaviour

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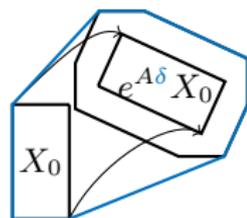
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$$(e^{A\delta} X_0) \oplus B_1$$

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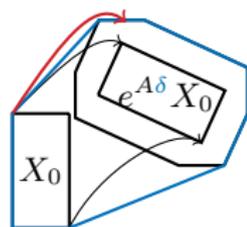
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convex hull of $X_0 \cup ((e^{A\delta} X_0) \oplus B_1)$
covers the behaviour $\mathcal{R}_{[0, \delta]}$ under $\dot{x} = Ax$

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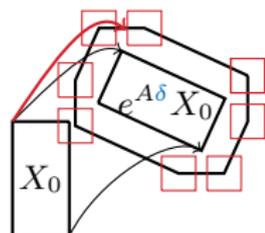
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disturbance!

Linear hybrid automata II: Time evolution

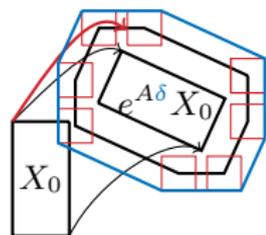
- Assume $\dot{x} = Ax + Bu$
- Compute polytopes $\Omega_0, \Omega_1, \dots$ such that $\mathcal{R}_{[i\delta, (i+1)\delta]} \subseteq \Omega_i$
- The first flowpipe segment:
- Reminder matrix exponential: $e^X = \sum_{k=0}^{\infty} \frac{X^k}{k!}$



bloating with B_2

Linear hybrid automata II: Time evolution

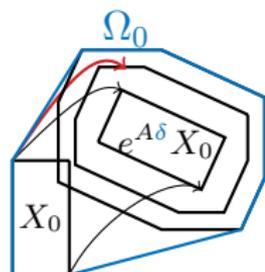
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$$(e^{A\delta} X_0) \oplus B_1 \oplus B_2$$

Linear hybrid automata II: Time evolution

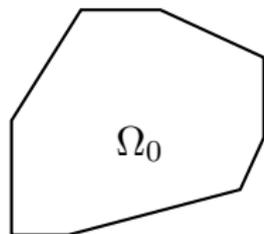
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$\Omega_0 = \text{conv}(X_0 \cup ((e^{A\delta} X_0) \oplus B_1 \oplus B_2))$
covers the behaviour $\mathcal{R}_{[0, \delta]}$ under $\dot{x} = Ax + Bu$

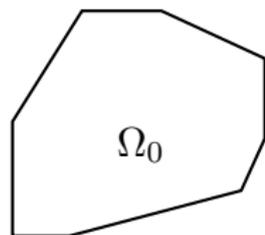
Linear hybrid automata II: Time evolution

- Assume $\dot{x} = Ax + Bu$
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- The first flowpipe segment:
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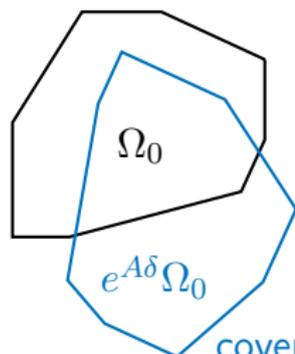
Linear hybrid automata II: Time evolution

- 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:
- Remainder matrix exponential: $e^X = \sum_{k=0}^{\infty} \frac{X^k}{k!}$
- The remaining ones:



Linear hybrid automata II: Time evolution

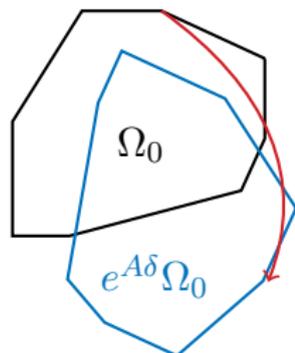
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- The first flowpipe segment:
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- The remaining ones:



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

Linear hybrid automata II: Time evolution

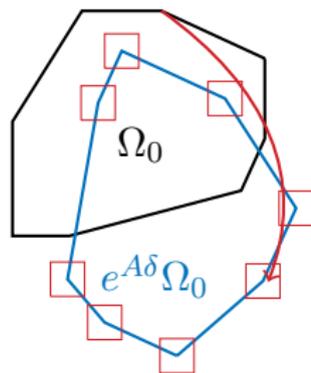
- Assume $\dot{x} = Ax + Bu$
- Compute polytopes $\Omega_0, \Omega_1, \dots$ such that $\mathcal{R}_{[i\delta, (i+1)\delta]} \subseteq \Omega_i$
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- The remaining ones:



disturbance!

Linear hybrid automata II: Time evolution

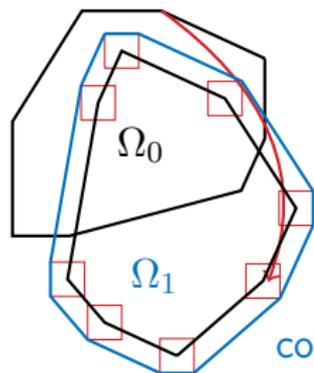
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bloating with B_2

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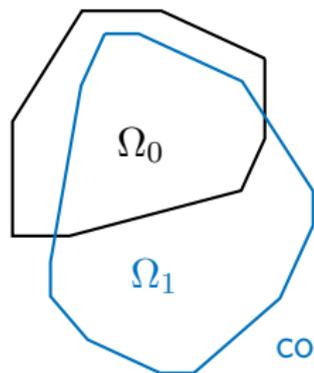


$$\Omega_1 = (e^{A\delta}\Omega_0) \oplus B_2$$

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

Linear hybrid automata II: Time evolution

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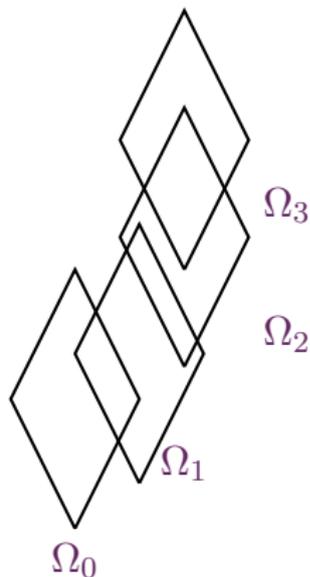


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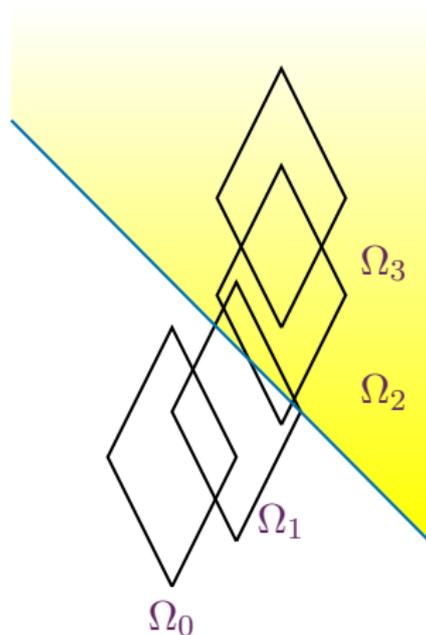
Linear hybrid automata II: Discrete steps (jumps)

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



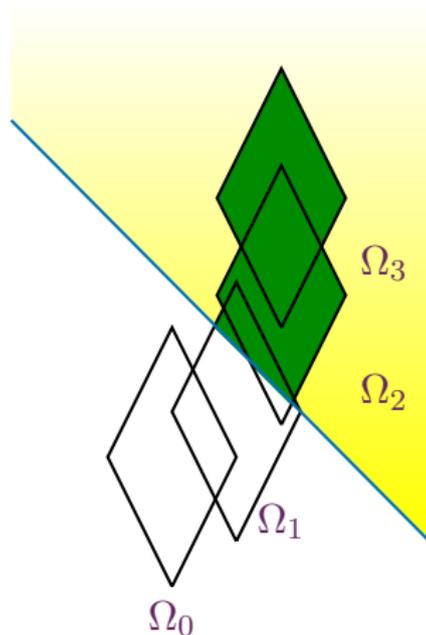
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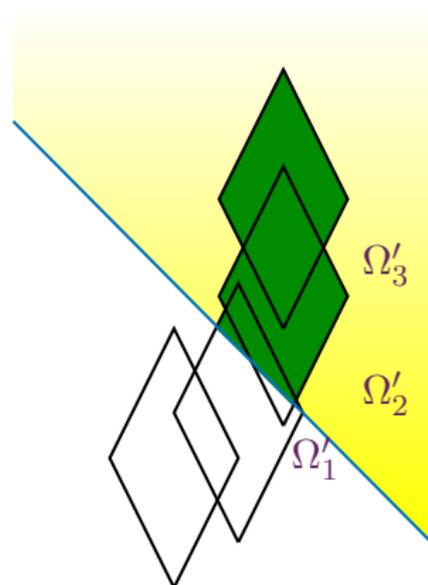
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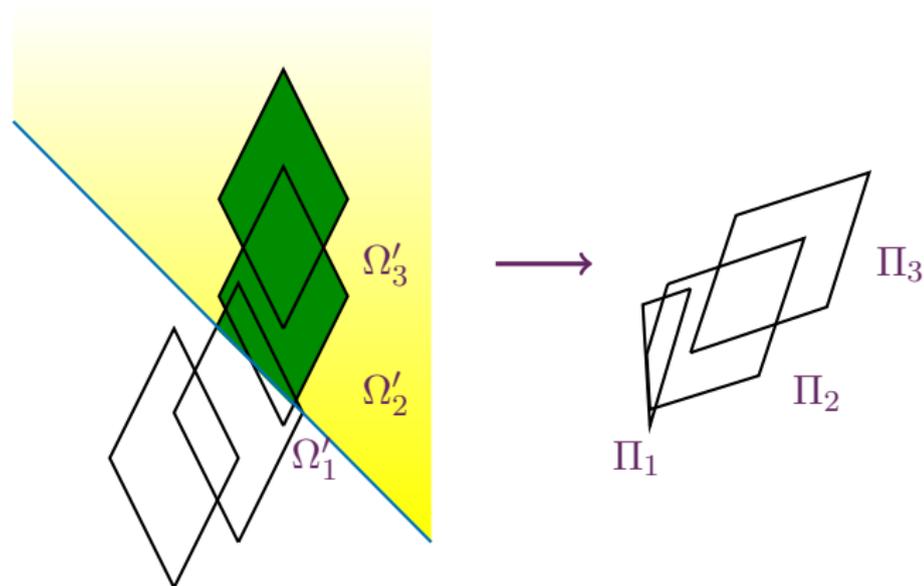
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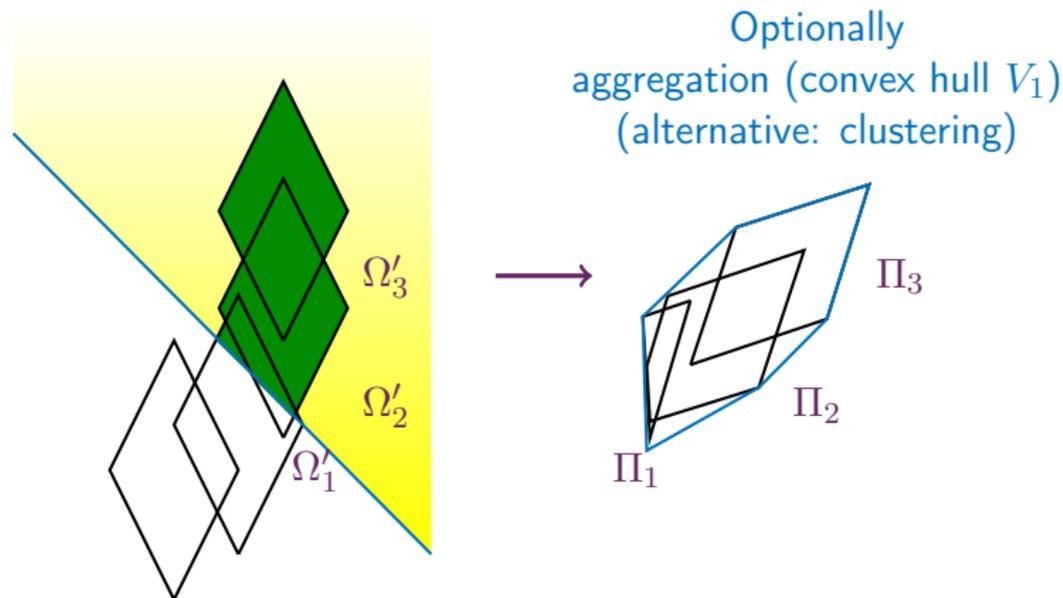
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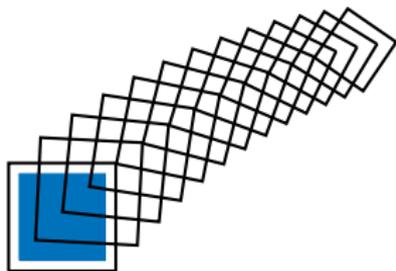


Linear hybrid automata II: The global picture

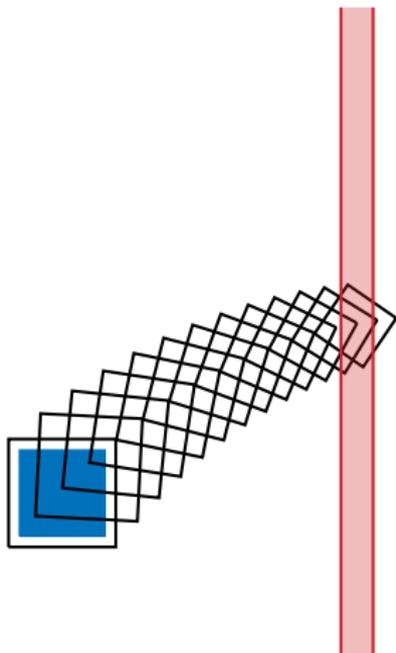
Linear hybrid automata II: The global picture



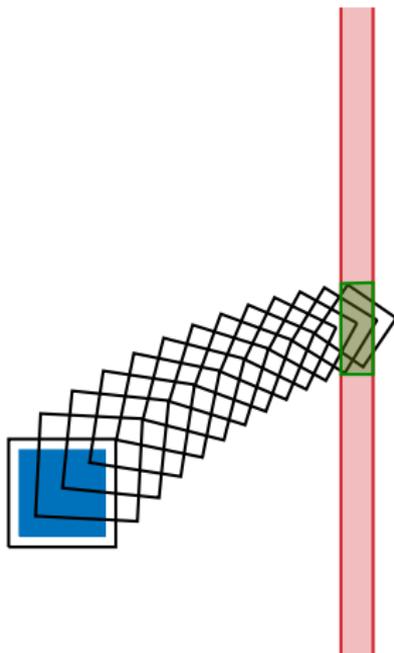
Linear hybrid automata II: The global picture



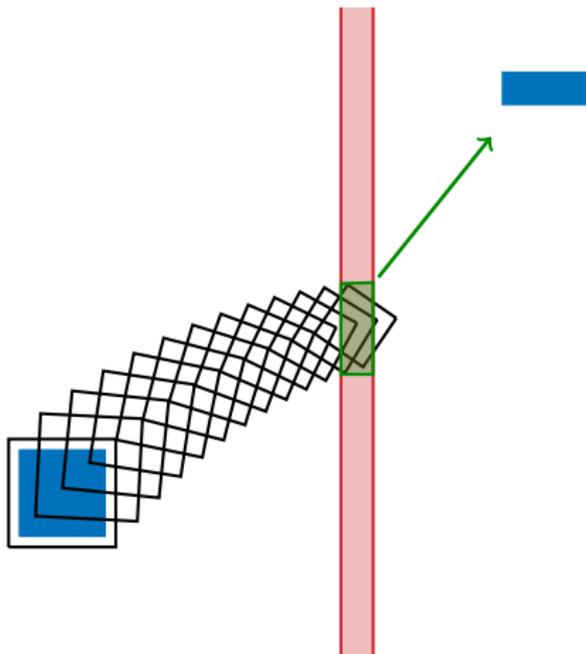
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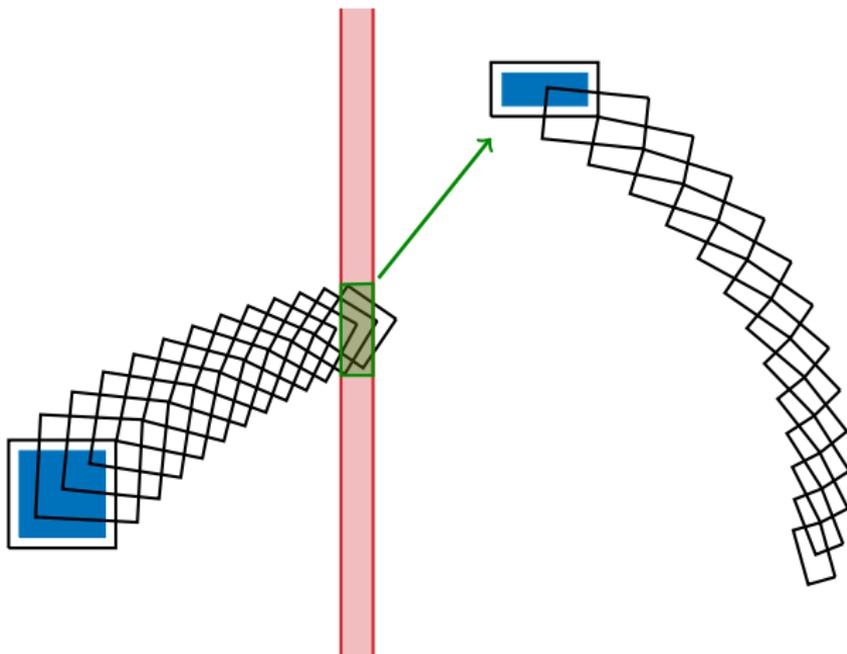
Linear hybrid automata II: The global picture



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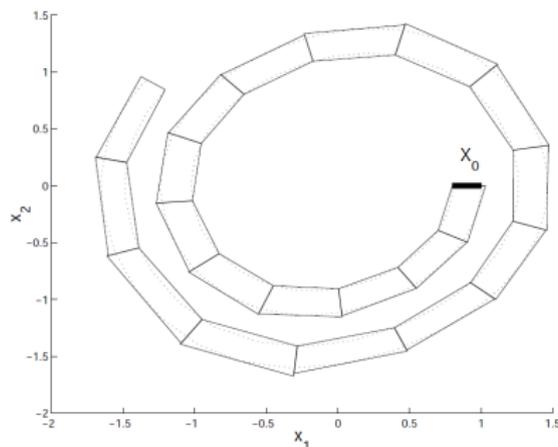
Example

- Van der Pol equation:

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

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

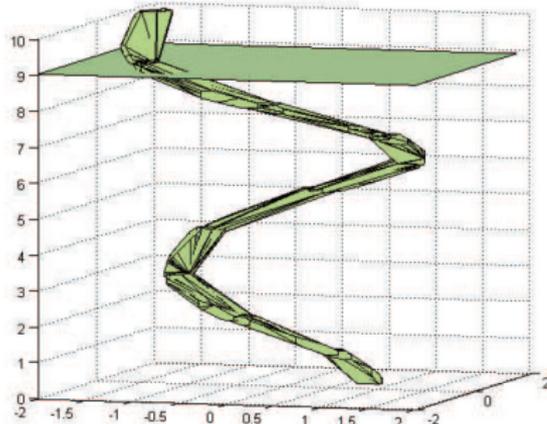
- Initial set: $X_0 = \{(x_1, x_2) \mid 0.8 \leq x_1 \leq 1 \wedge x_2 = 0\}$.
- Time: $T = 10$.
- Segments: 20



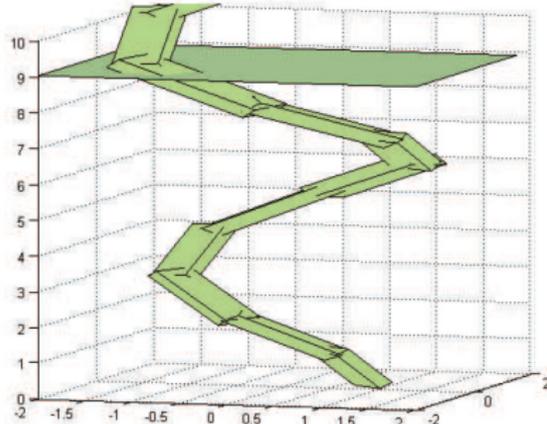
Other geometries for approximation

- 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 $X_0 = \{(x_1, x_2) \mid 5 \leq x_1 \leq 45 \wedge x_2 = 0\}$.

