

Using The Star Set Representation For The Analysis Of Stochastic Hybrid Automata

Defense Talk

Sinan David Lindemann
Examiner: Prof. Ábrahám

LuFG Theory of Hybrid Systems

02.02.2026



- 1 Hybrid Automata
- 2 Reachability
- 3 Flowpipe Construction
- 4 State Set Representation
- 5 HyPro
- 6 RealySt
- 7 Benchmarks

Definition Rectangular Automata

$$\mathcal{H}_{\mathcal{R}} = (Loc, Var, Lab, Flow, Inv, Edge, Init)$$

- Loc - a finite set of locations.
- Var - a vector of variables $Var = (x_0, \dots, x_{d-1})$
- Lab - a finite set of labels.
- $Flow : Loc \rightarrow Pred_{Var \cup \dot{Var}}^R$ - specifies the continuous evolution.
- $Inv : Loc \rightarrow Pred_{Var}^R$ - specifies the Invariant for each location.
- $Edge \subseteq Loc \times Lab \times Pred_{Var}^R \times Pred_{Var, Var'}^R \times Loc$ - defines the transitions or jumps $((l, a, g, r, l') \in Edge)$.
- $Init : Loc \rightarrow Pred_{Var}^R$ - defines the initial states.

Rule For The Flow

$$\frac{\begin{array}{l} l \in Loc \quad v, v' \in \mathbb{R}^d \quad f : [0, \tau] \rightarrow \mathbb{R}^d \\ \partial f / \partial t = \dot{f} : (0, \tau) \rightarrow \mathbb{R}^d \quad f(0) = v \quad f(\tau) = v' \\ \forall \epsilon \in (0, \tau). f(\epsilon), \dot{f}(\epsilon) \models Flow(l) \\ \forall \epsilon \in [0, \tau]. f(\epsilon) \models Inv(l) \end{array}}{(l, v) \xrightarrow{\tau} (l, v')}$$

Rule For The Jump

$$\frac{e = (l, a, g, r, l') \in Edge \quad l, l' \in Loc \quad v, v' \in \mathbb{R}^d \quad v \models g \quad v, v' \models r \quad v' \models Inv(l')}{(l, v) \xrightarrow{e} (l', v')}$$

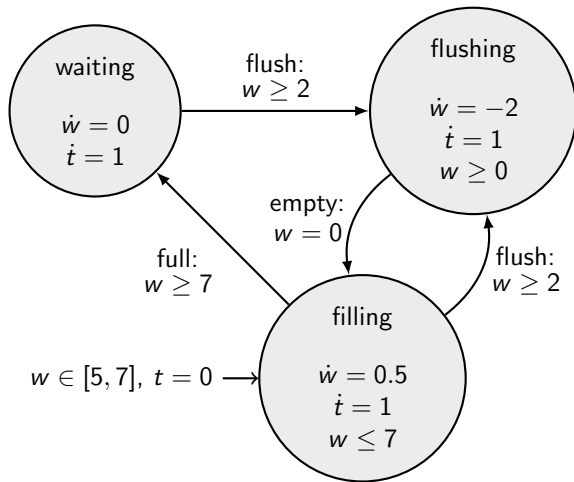
Definition Path

A *path* π of $\mathcal{H}$ is a sequence of states of $\mathcal{H}$ that are connected through alternating flow and jump steps:

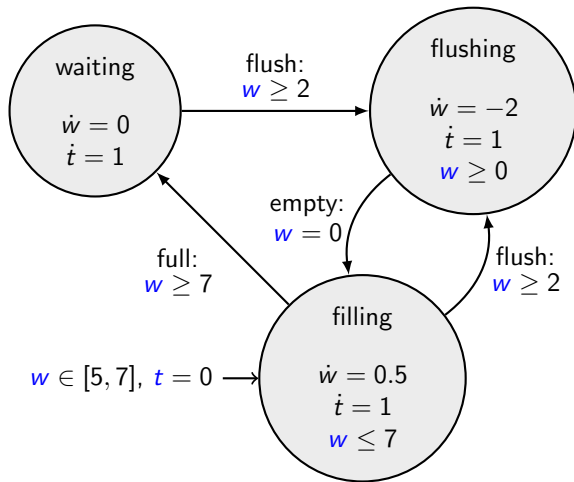
$$\pi = \sigma_0 \xrightarrow{\tau_0} \sigma_1 \xrightarrow{e_1} \sigma_2 \xrightarrow{\tau_2} \sigma_3 \xrightarrow{e_3} \dots$$

with $\sigma_i = (l_i, v_i) \in Loc \times \mathbb{R}^d$ being states of $\mathcal{H}$, $\tau_i \in \mathbb{R} \geq 0$, $e_i \in Edge$, and $v_0 \models Inv(l_0)$. A path is *initial* if additionally $v_0 \models Init(l_0)$.

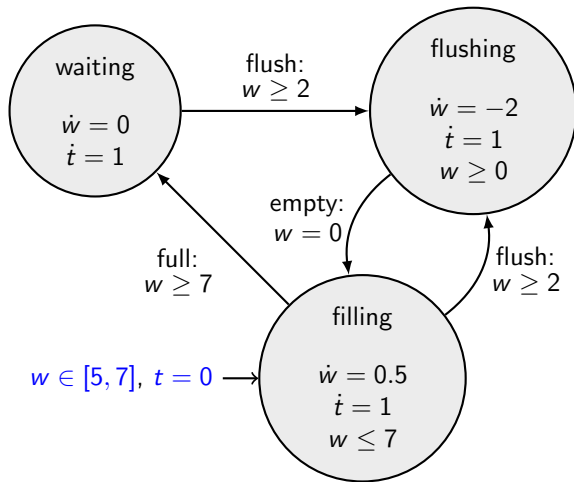
Hybrid Automata - Example



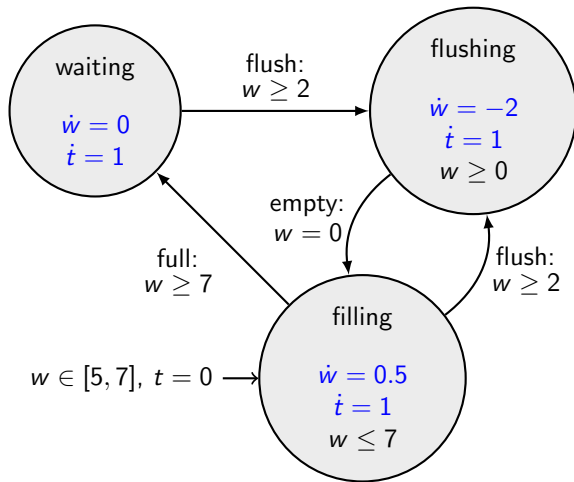
Hybrid Automata - Example



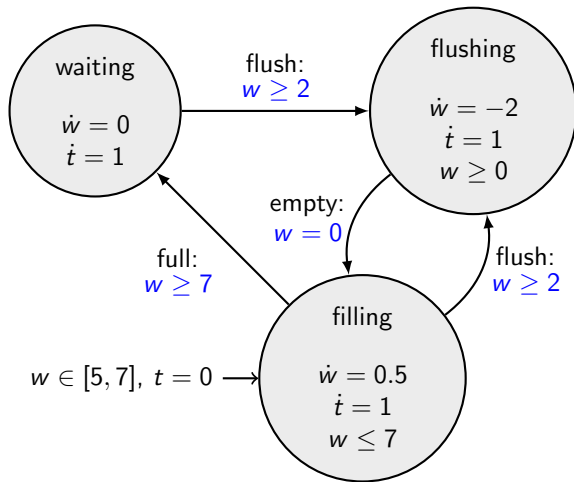
Hybrid Automata - Example



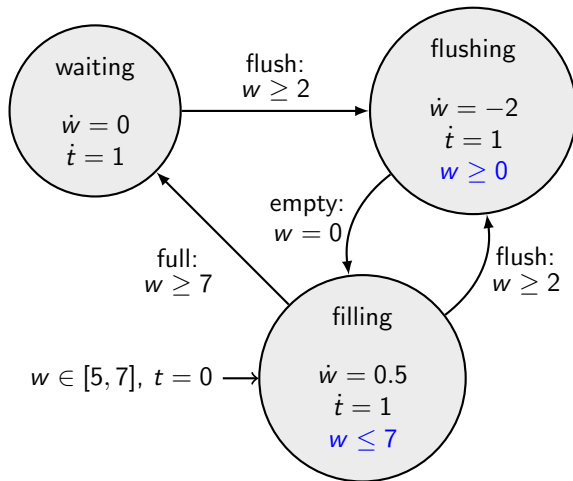
Hybrid Automata - Example



Hybrid Automata - Example



Hybrid Automata - Example

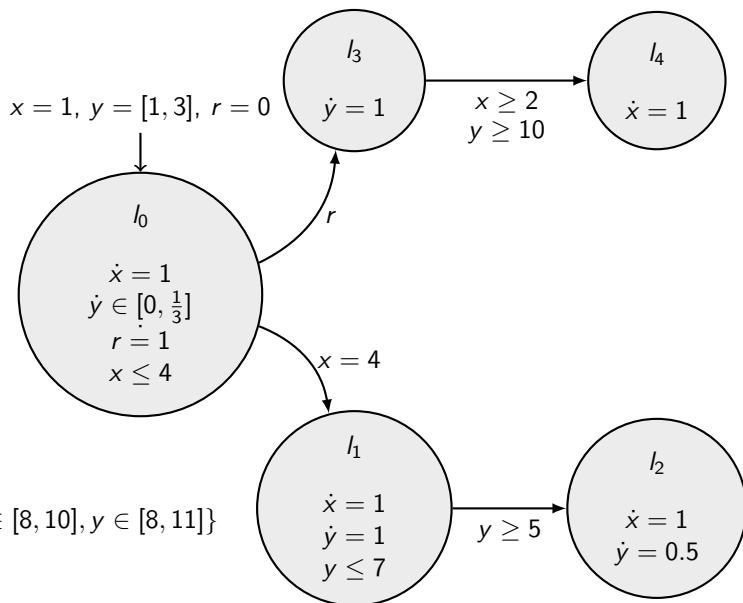


Definition Stochastic Hybrid Automata

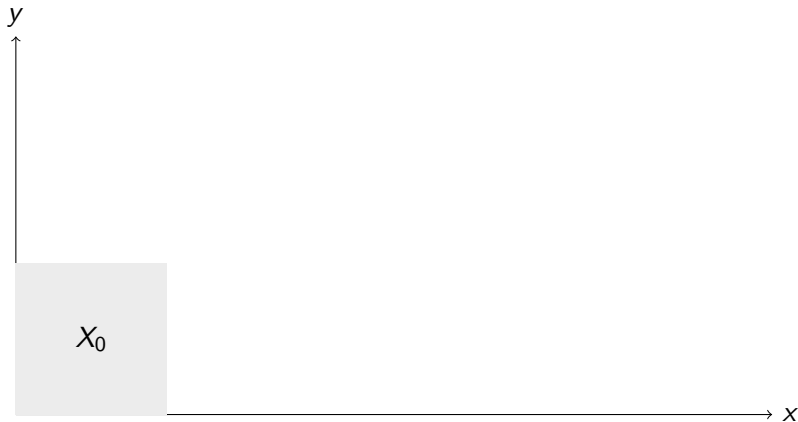
$$\mathcal{H}_S = (\mathcal{H}_R, \text{Var}_R, \text{Flow}_R, \text{Edge}_R, \text{Distr}_R)$$

- Var_R - a finite set $\text{Var}_R = \{r_1, \dots, r_d\}$ of random clocks.
- $\text{Flow}_R : \text{Loc} \rightarrow \{0, 1\}_{\text{Var}_R}$ - specifies the flow of the random clocks.
- $\text{Edge}_R \subseteq \text{Loc} \times \text{Var}_R \times \text{Loc}$ - defines the stochastic jumps $e = (l, r, l')$.
- $\text{Distr}_R : \text{Var}_R \rightarrow \mathbb{F}_c$ - assigns a continuous probability distribution to each random clock r .

Hybrid Automata - Stochastic Hybrid Automata Example



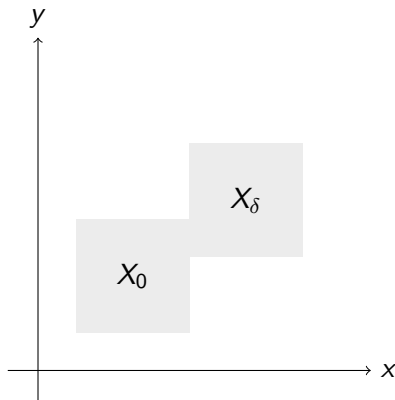
Reachability



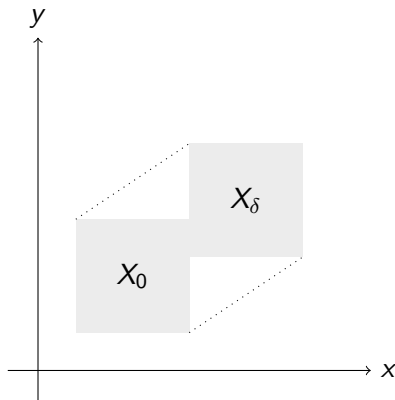
Reachability



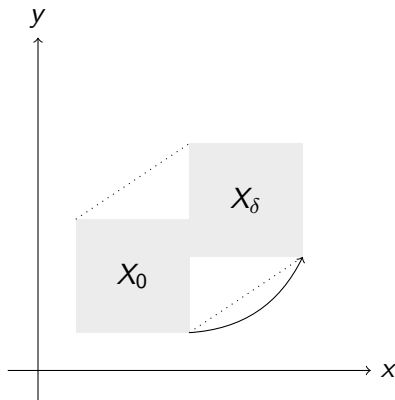
Flowpipe Construction



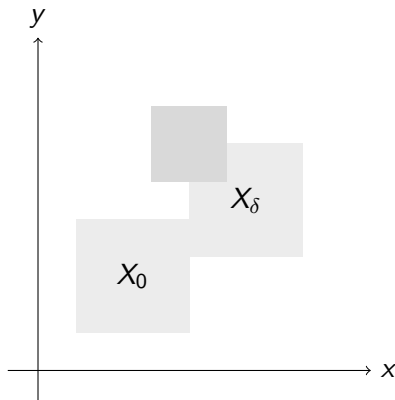
Flowpipe Construction



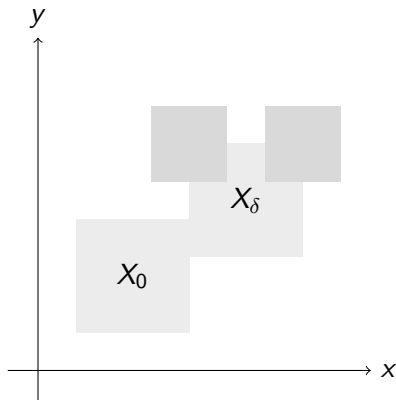
Flowpipe Construction



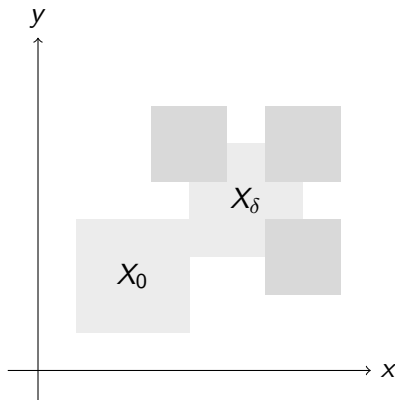
Flowpipe Construction



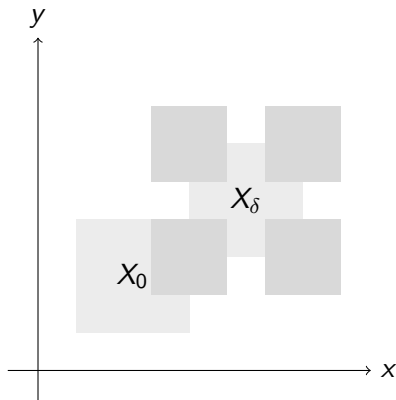
Flowpipe Construction



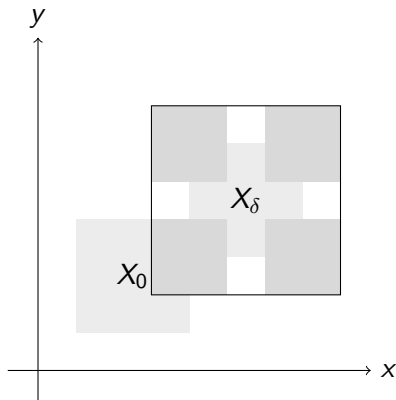
Flowpipe Construction



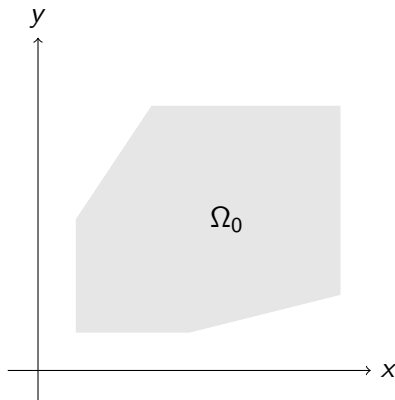
Flowpipe Construction



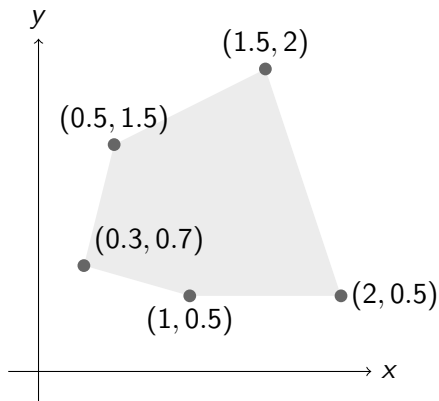
Flowpipe Construction



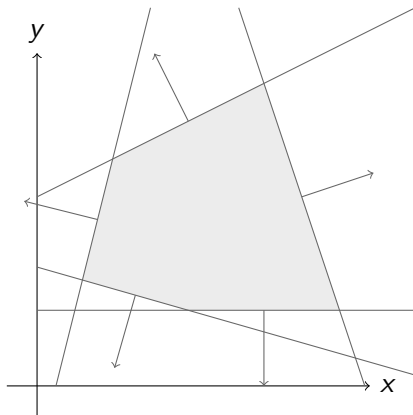
Flowpipe Construction



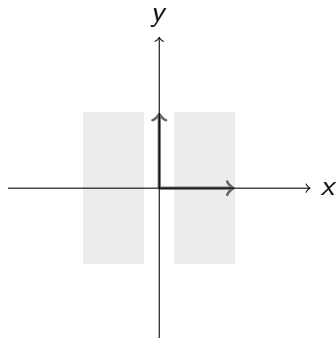
State Set Representation - VPolytopes



State Set Representation - HPolytopes

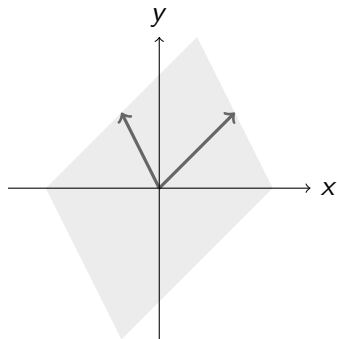


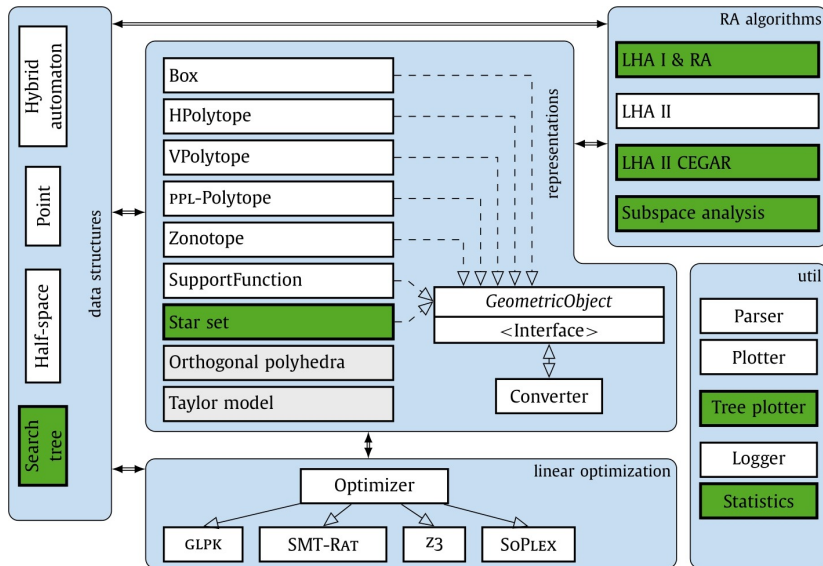
State Set Representation - Star Set



$$P = \{\alpha \in \mathbb{R}^m \mid C\alpha \leq d\} \text{ with } d \in \mathbb{R}^p \text{ and } C \in \mathbb{R}^{p \times m} \text{ for } p, m \in \mathbb{N}$$

State Set Representation - Star Set







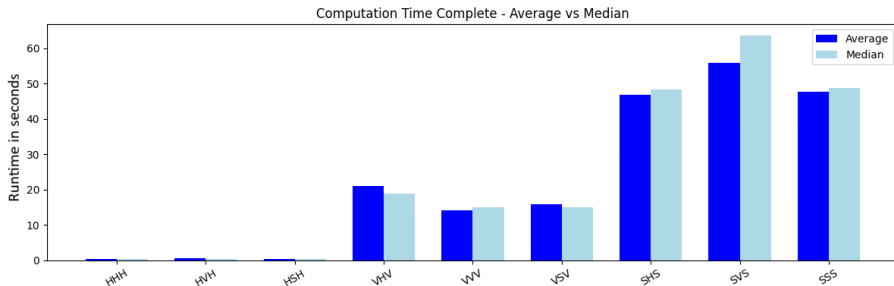
- Templating in the integration task
- Templating for stochastic reach tree nodes

- Inconsistencies resolved
- Missing methods added
- Serialisation added
- Missing constructors added
- Missing conversions added
- Contains method changed

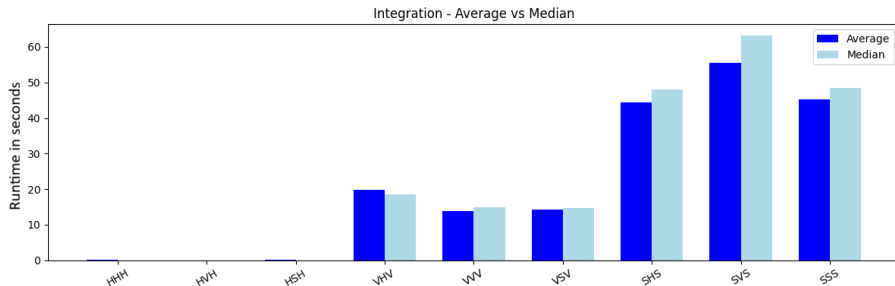
Benchmarks - Simple Running Example

Total Computation Time	HyPro HPolytope	HyPro VPolytope	HyPro Starset
RealySt HPolytope	Average: $\approx 0.35s$ Median: $\approx 0.23s$	Average: $\approx 0.60s$ Median: $\approx 0.30s$	Average: $\approx 0.32s$ Median: $\approx 0.35s$
RealySt VPolytope	Average: $\approx 20.96s$ Median: $\approx 18.73s$	Average: $\approx 14.07s$ Median: $\approx 14.99s$	Average: $\approx 15.77s$ Median: $\approx 15.04s$
RealySt Starset	Average: $\approx 46.90s$ Median: $\approx 48.29s$	Average: $\approx 55.74s$ Median: $\approx 63.55s$	Average: $\approx 47.61s$ Median: $\approx 48.74s$

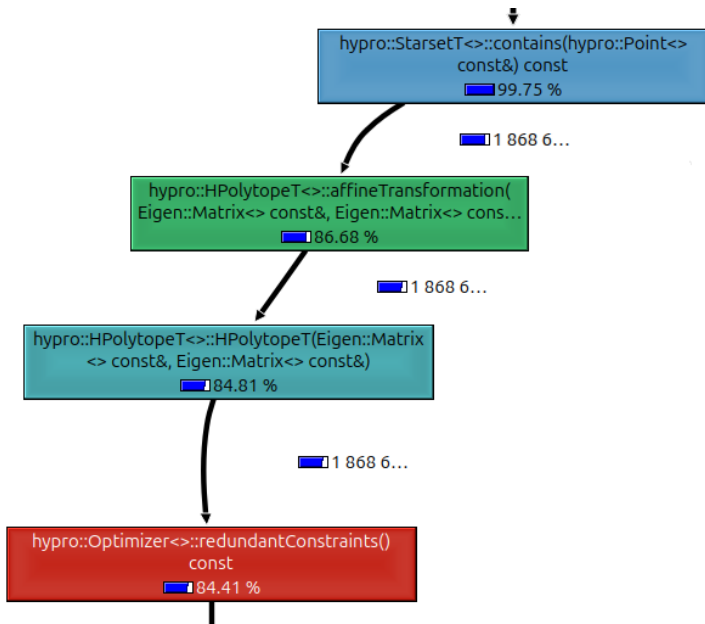
Benchmarks - Simple Running Example



Benchmarks - Simple Running Example



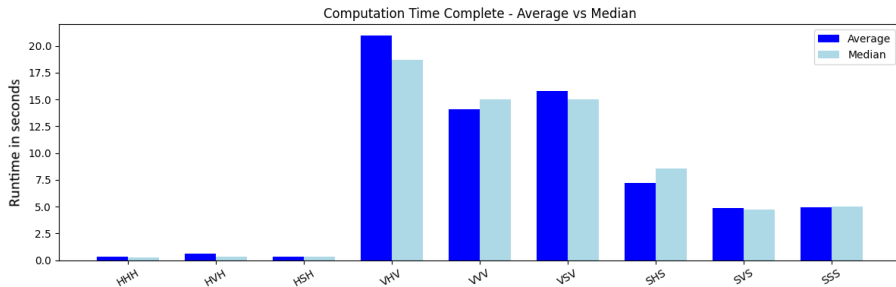
Benchmarks - Simple Running Example



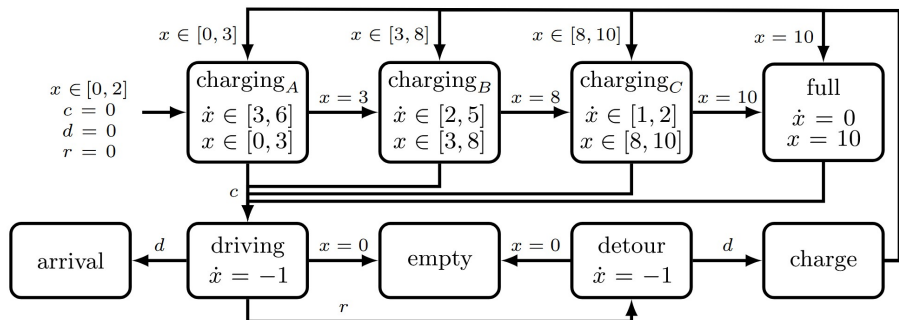
Benchmarks - Simple Running Example

```
template <typename Number, typename Converter, typename Setting>
bool StarsetT<Number, Converter, Setting>::contains( const Point<
    Number>& point ) const {
    HPolytopeT<Number, Converter, HPolytopeOptimizerCaching>
        transformedStar = this->constraints().
            affineTransformation(mGenerator, mCenter);
    hypro::Optimizer<Number> optimizer( transformedStar.matrix(),
        transformedStar.vector());
    return optimizer.checkPoint(point);
}
```

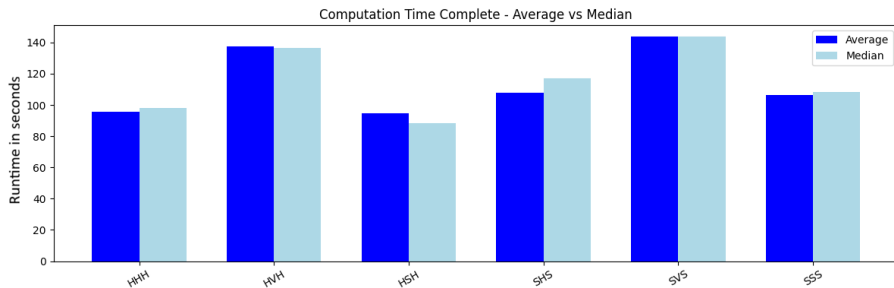
Benchmarks - Simple Running Example



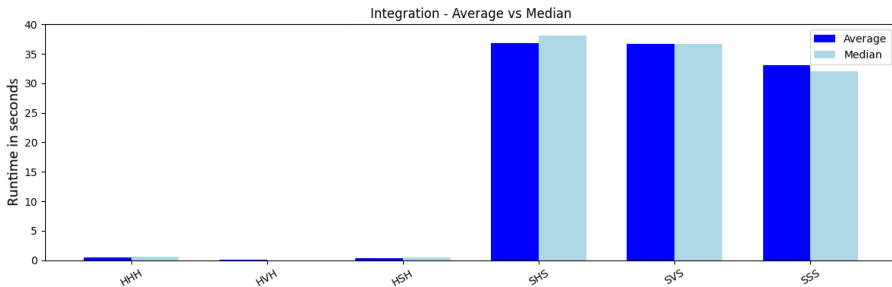
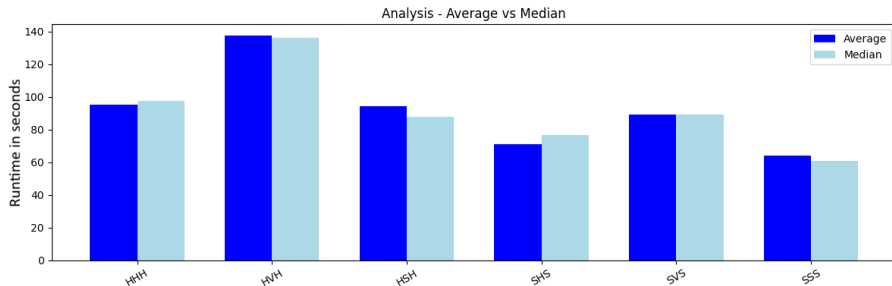
Benchmarks - Car Running Example



Benchmarks - Car Running Example



Benchmarks - Car Running Example



- 1 Improve conversions
- 2 Improve contains method
- 3 Further benchmarking for error insight
- 4 Further tracing
- 5 Exploring different state set representation