

Almost **ASAP** Semantics : From Timed Models to Timed Implementations

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Motivations

- **Embedded Controllers**
 - ... are difficult to develop (concurrency, real-time, continuous environment, ...);
 - ... are safety critical.
- ➔ **Use model-based development :**
Hybrid Automata and Reachability Analysis

Model-based Development

- Make a model of the environment
Environment
- Make clear the control objective:
Bad
- Make a model of your control strategy:
ControllerMod
- Verify :
Does Environment || ControllerMod avoid Bad ?
- Good, but after ?

From Correct Models to Correct Implementations

- Should we verify code ?
 - this may be difficult (too much details)
- Can we translate model into code ?
 - ... there are tools for that ...
- ... and preserve properties ?
 - ... good question...

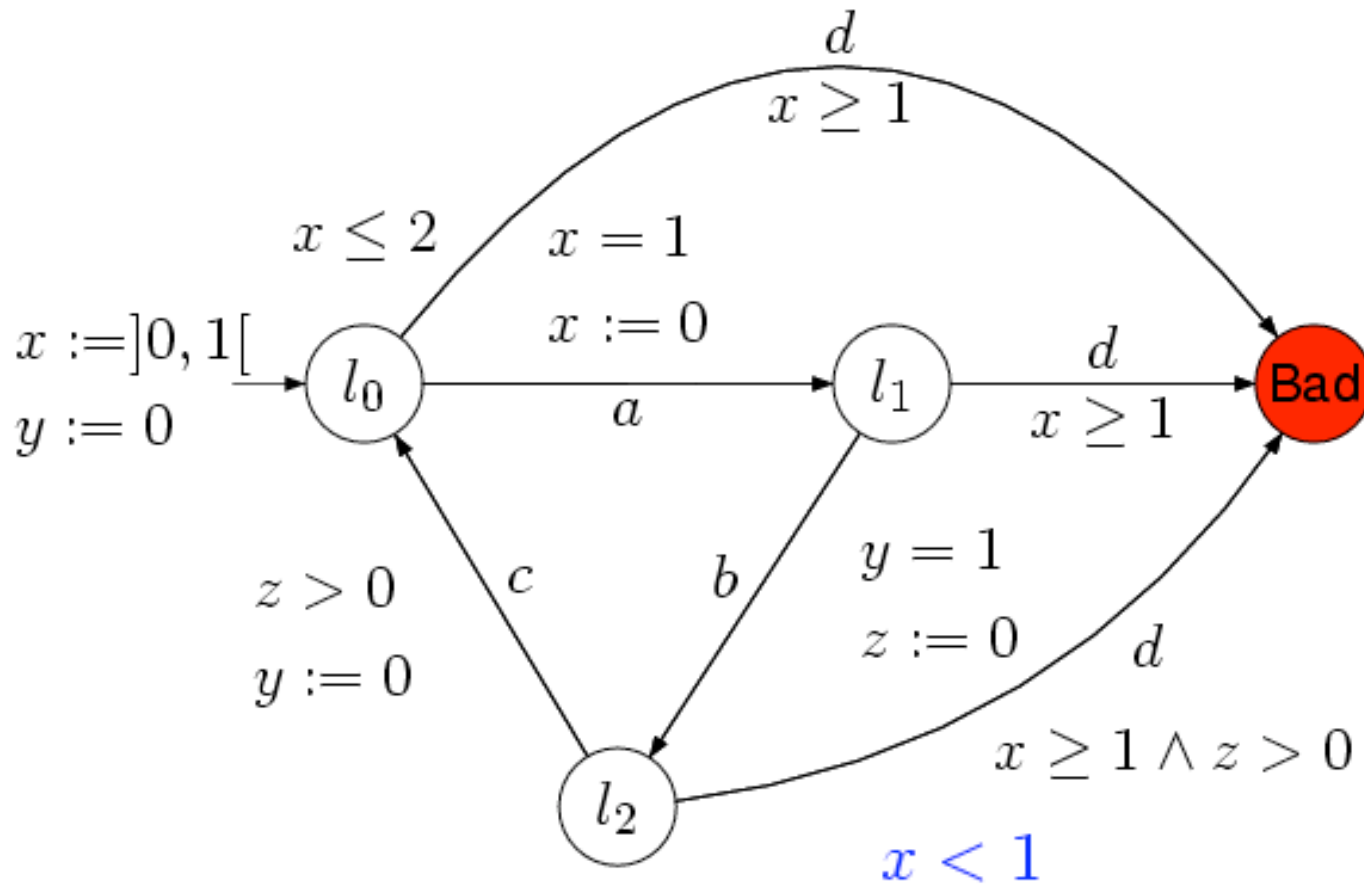
Problem

- Timed automata are (in general) **not** implementable (in a formal sense)...

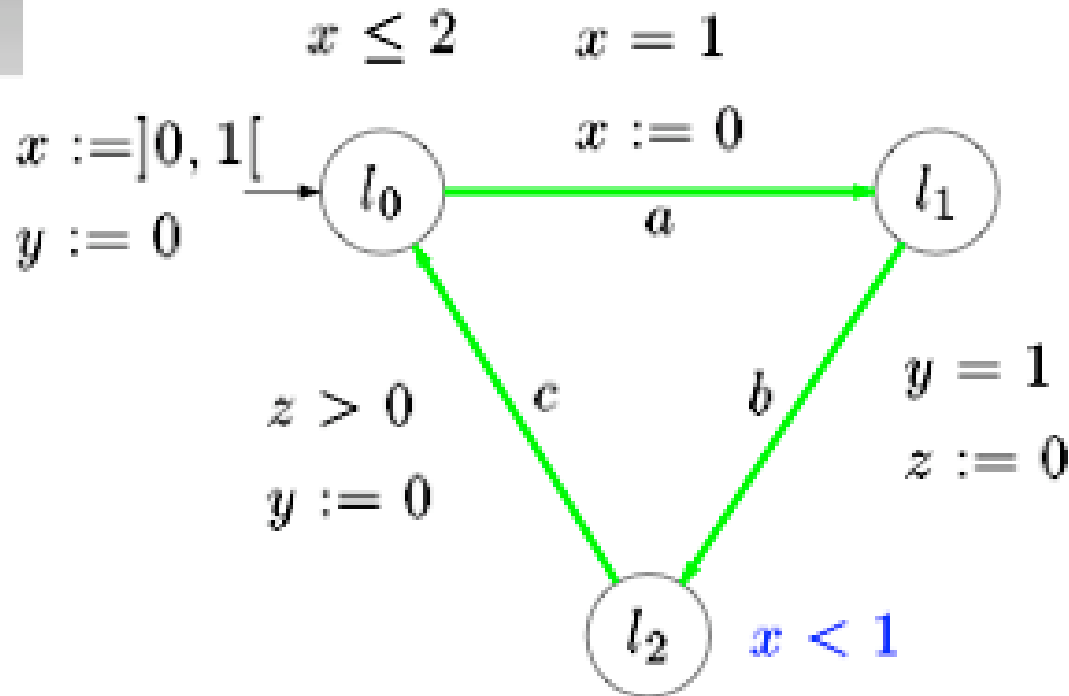
Why ?

- Zenoness : 0, 0.5, 0.75, 0.875, ...
- No minimal bound between two transitions :
0, 0.5, 1, 1.75, 2, 2.875, 3, ...
- And more ... (**robustness**)

No Minimal Bound between Two Transitions



It can be controlled



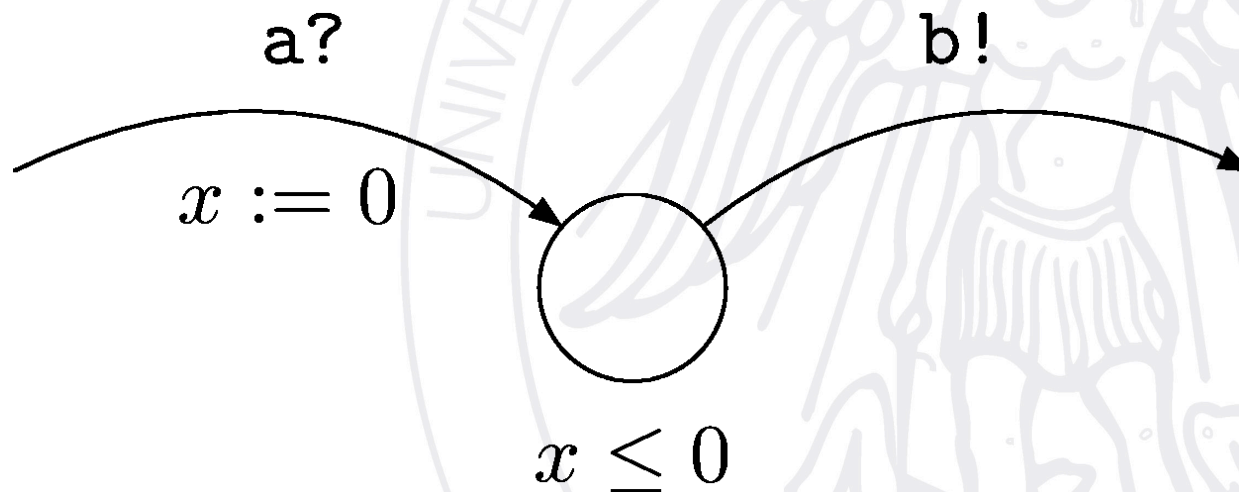
Bad

- δ_i : time in l_2 during loop i
- the controller must ensure : $\sum_{i=0}^{+\infty} \delta_i < x_0 - y_0$

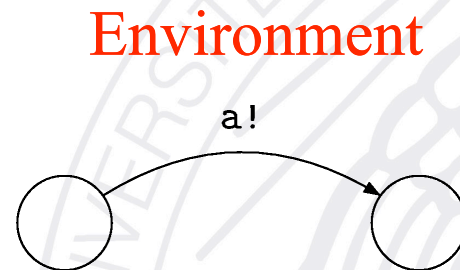
More...

- One can **specify** instantaneous responses but **not** implement them.

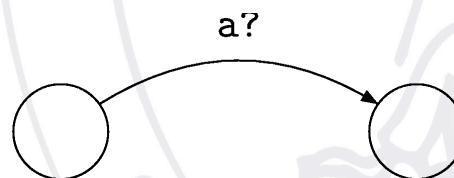
Not implementable

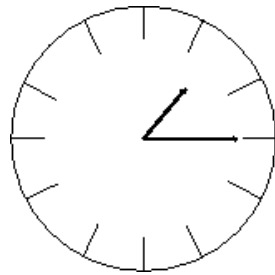


- **Instantaneous synchronisations** between environment and controller are not implementable.

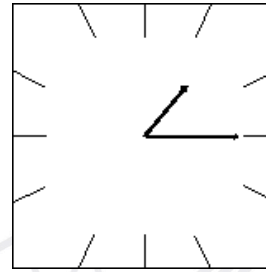


Classical controller
Not implementable

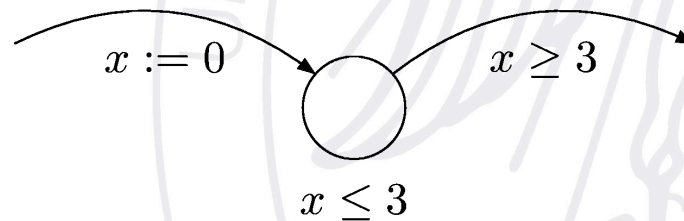




v.S



- Models use **continuous clocks** and implementations use **digital clocks** with finite precision



Classical controller
Not implementable

Problems : Summary

- My controller strategy may be correct **because** of
 - ... it is **zeno**...
 - ... it acts **faster** and **faster**?
 - ... it reacts **instantaneously** to events, timeouts,...? (synchrony hypothesis)
 - ... it uses **infinitely** precise clocks?

A possible solution...

- Give an alternative semantics to timed automata : **Almost ASAP** semantics.
 - enabled transitions of the controller become urgent **only after Δ** time units;
 - events from the environment are received by the controller **within Δ** time units;
 - truth values of guards are **enlarged by $f(\Delta)$** .

where Δ is a parameter

Definition of the **AASAP** semantics

Definition 13 [AASAP semantics] Given an ELASTIC controller

$$A = \langle \text{Loc}, l_0, \text{Var}, \text{Lab}, \text{Edg} \rangle$$

and $\Delta \in \mathbb{Q}^{\geq 0}$, the AASAP semantics of A , noted $\llbracket A \rrbracket_{\Delta}^{\text{AAsap}}$ is the STTS

$$\mathcal{T} = \langle S, \iota, \Sigma_{\text{in}}, \Sigma_{\text{out}}, \Sigma_{\tau}, \rightarrow \rangle$$

where:

- (A1) S is the set of tuples $\langle l, v, I, d \rangle$ where $l \in \text{Loc}$, $v \in [\text{Var} \rightarrow \mathbb{R}^{\geq 0}]$, $I \in [\Sigma_a \rightarrow \mathbb{R}^{\geq 0} \cup \{\perp\}]$ and $d \in \mathbb{R}^{\geq 0}$;
- (A2) $\iota = \langle l_0, v, I, 0 \rangle$ where v is such that for any $x \in \text{Var}$: $v(x) = 0$, and I is such that for any $\sigma \in \Sigma_a$, $I(\sigma) = \perp$;
- (A3) $\Sigma_{\text{in}} = \text{Lab}_{\text{in}}$, $\Sigma_{\text{out}} = \text{Lab}_{\text{out}}$, and $\Sigma_{\tau} = \text{Lab}_{\tau} \cup \text{Lab}_{\text{in}} \cup \{\epsilon\}$;
- (A4) The transition relation is defined as follows:
 - for the discrete transitions, we distinguish five cases:
 - (A4.1) let $\sigma \in \text{Lab}_{\text{out}}$. We have $\langle l, v, I, d \rangle, \sigma, \langle l', v', I', 0 \rangle \in \rightarrow$ iff there exists $\langle l', g, \sigma, R \rangle \in \text{Edg}$ such that $v \models_{\Delta} g \Delta$ and $v' = v[R := 0]$;
 - (A4.2) let $\sigma \in \text{Lab}_{\text{in}}$. We have $\langle l, v, I, d \rangle, \sigma, \langle l, v, I', d \rangle \in \rightarrow$ iff $I(\sigma) = \perp$ and $I' = I[\sigma := 0]$;
 - (A4.3) let $\bar{\sigma} \in \text{Lab}_{\text{in}}$. We have $\langle l, v, I, d \rangle, \bar{\sigma}, \langle l', v', I', 0 \rangle \in \rightarrow$ iff there exists $\langle l', g, \bar{\sigma}, R \rangle \in \text{Edg}$, $v \models_{\Delta} g \Delta$, $I(\bar{\sigma}) \neq \perp$, $v' = v[\bar{\sigma} := 0]$ and $I' = I[\bar{\sigma} := \perp]$;
 - (A4.4) let $\sigma \in \text{Lab}_{\tau}$. We have $\langle l, v, I, d \rangle, \sigma, \langle l', v', I', 0 \rangle \in \rightarrow$ iff there exists $\langle l', g, \sigma, R \rangle \in \text{Edg}$, $v \models_{\Delta} g \Delta$, and $v' = v[R := 0]$;
 - (A4.5) let $\sigma = \epsilon$. We have for any $\langle l, v, I, d \rangle \in S$: $\langle l, v, I, d \rangle, \epsilon, \langle l, v, I, d \rangle \in \rightarrow$.
 - for the continuous transitions:
 - (A4.6) for any $t \in \mathbb{R}^{\geq 0}$, we have $\langle l, v, I, d \rangle, t, \langle l, v + t, I + t, d + t \rangle \in \rightarrow$ iff the two following conditions are satisfied:
 - for any edge $\langle l', g, \sigma, R \rangle \in \text{Edg}$ with $\sigma \in \text{Lab}_{\text{out}} \cup \text{Lab}_{\tau}$, we have that:

$$\forall t': 0 \leq t' \leq t : (d + t' \leq \Delta \vee \text{TS}(v + t', g) \leq \Delta)$$
 - for any edge $\langle l', g, \sigma, R \rangle \in \text{Edg}$ with $\sigma \in \text{Lab}_{\text{in}}$, we have that:

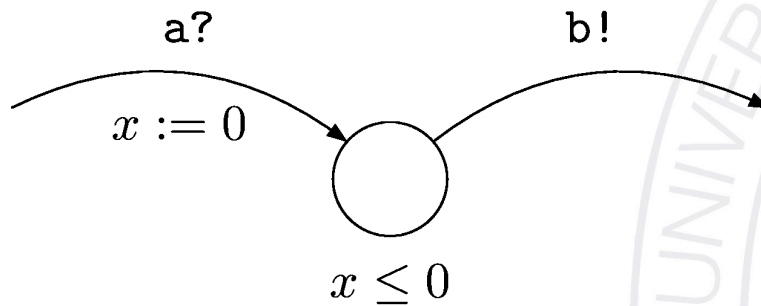
$$\forall t': 0 \leq t' \leq t : (d + t' \leq \Delta \vee \text{TS}(v + t', g) \leq \Delta \vee (I + t')(\sigma) \leq \Delta)$$



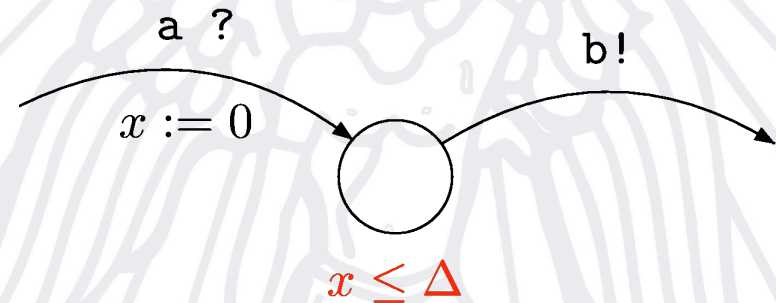
Intuition...

One can **specify** instantaneous responses but **not** implement them.

Not implementable



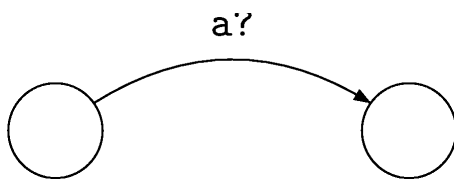
Solution : allow some delay



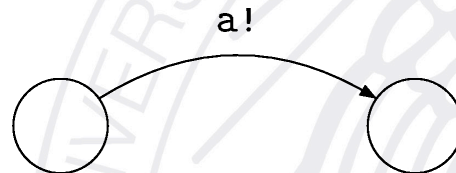
Intuition...

Instantaneous synchronisations between environment and controller are not implementable.

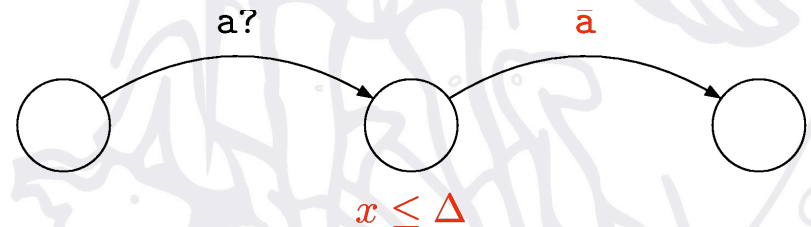
Classical controller
Not implementable

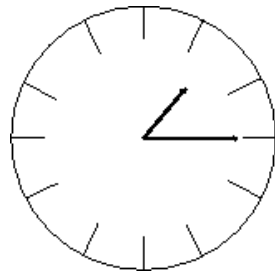


Environment

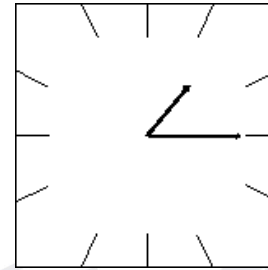


Solution :
Uncouple event from perception by the controller

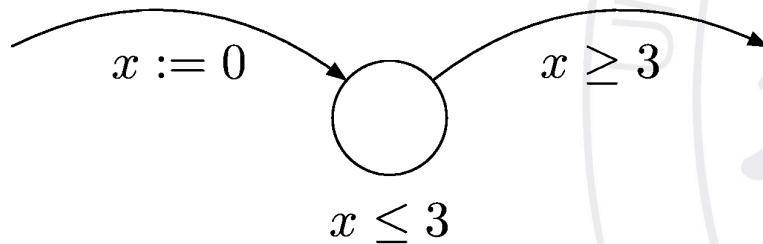




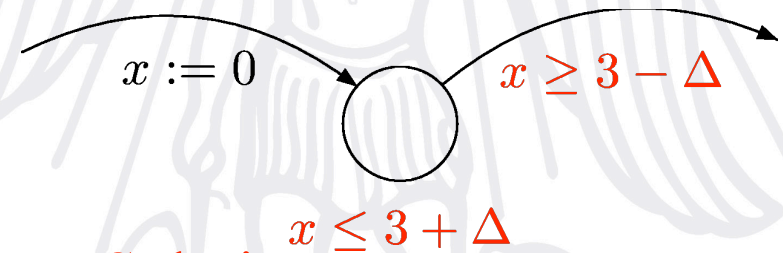
V.S



Models use **continuous clocks** and
implementations use **digital clocks** with
finite precision



Classical controller
Not implementable



Solution :
Slightly relax the constraints

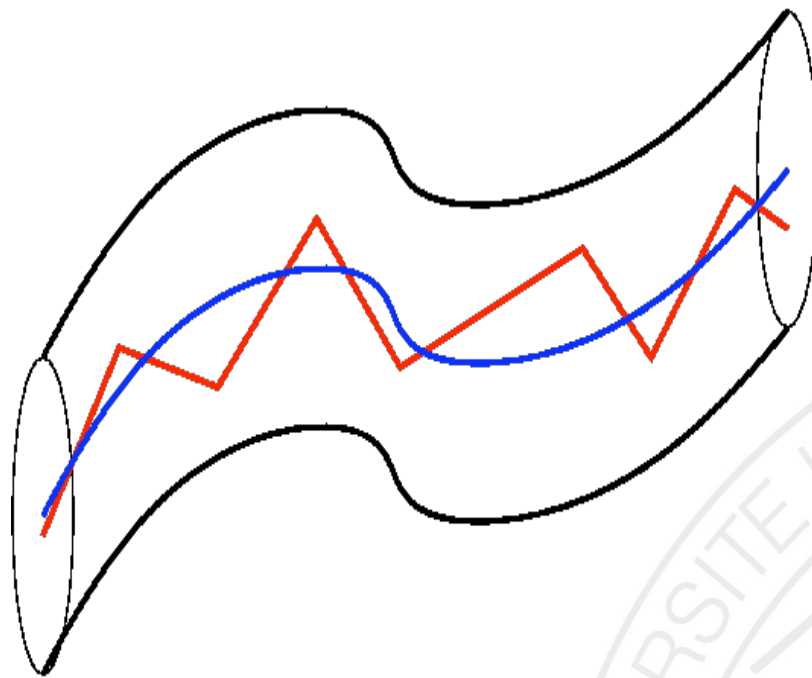
Verification

- The question that we ask when we make verification is no more:

Does Environment \parallel ControllerMod avoid Bad ?

- But:

for which values of Δ ,
does Environment \parallel ControllerMod(Δ) avoid Bad ?



↑ $f(\Delta)$

Intuition

ASAP semantics

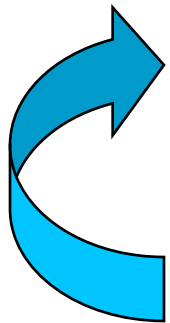
Implementation

AASAP semantics

- AASAP semantics defines a “**tube**” of strategies instead of a unique strategy in the ASAP semantics.
- This tube can be refined into an implementation while preserving safety properties verified on the **AASAP-sem**

Proof of “implementability” ?

- We define an “implementation semantics” based on:



Read System Clock
Update Sensor Values
Check all transitions and fire one if possible

- The timed behaviour of this scheme is determined by two values :
 - Time length of a loop : Δ_L
 - Time between two clock ticks : Δ_P

Program semantics

Definition 15 [Program Semantics] Let A be an ELASTIC controller and $\Delta_L, \Delta_P \in \mathbb{Q}^{>0}$. We define $\Delta_S = \Delta_L + 2\Delta_P$. The (Δ_L, Δ_P) program semantics of A , noted $\llbracket A \rrbracket_{\Delta_L, \Delta_P}^{\text{Prg}}$ is the structured timed transition system $\mathcal{T} = \langle S, \iota, \Sigma_{\text{in}}, \Sigma_{\text{out}}, \Sigma_{\tau}, \rightarrow \rangle$ where:

- (P1) S is the set of tuples (l, r, T, I, u, d, f) such that $l \in \text{Loc}$, r is a function from Var into $\mathbb{R}^{\geq 0}$, $T \in \mathbb{R}^{\geq 0}$, I is a function from Lab_{in} into $\mathbb{R}^{\geq 0} \cup \{\perp\}$, $u \in \mathbb{R}^{\geq 0}$, $d \in \mathbb{R}^{\geq 0}$, and $f \in \{\top, \perp\}$;
- (P2) $\iota = (l_0, r, 0, I, 0, 0, \perp)$ where r is such that for any $x \in \text{Var}$, $r(x) = 0$, I is such that for any $\sigma \in \text{Lab}_{\text{in}}$, $I(\sigma) = \perp$;
- (P3) $\Sigma_{\text{in}} = \text{Lab}_{\text{in}}$, $\Sigma_{\text{out}} = \text{Lab}_{\text{out}}$, $\Sigma_{\tau} = \text{Lab}_{\tau} \cup \overline{\text{Lab}_{\text{in}}} \cup \{\epsilon\}$;
- (P4) the transition relation \rightarrow is defined as follows:
- for the discrete transitions:

(P4.1) let $\sigma \in \text{Lab}_{\text{out}}$. $((l, r, T, I, u, d, \perp), \sigma, (l', r', T, I, u, 0, \top)) \in \rightarrow$ iff there exists $(l', g, \sigma, R) \in \text{Edg}$ such that $\llbracket T \rrbracket_{\Delta_P} - r \models_{\Delta_S} g \Delta_S$ and $r' = r[R := \llbracket T \rrbracket_{\Delta_P}]$.

(P4.2) let $\sigma \in \text{Lab}_{\text{in}}$. $((l, r, T, I, u, d, f), \sigma, (l, r, T, I', u, d, f)) \in \rightarrow$ iff $I(\sigma) = \perp$ and $I' = I[\sigma := 0]$;

(P4.3) let $\bar{\sigma} \in \overline{\text{Lab}_{\text{in}}}$. $((l, r, T, I, u, d, \perp), \bar{\sigma}, (l', r', T, I', u, 0, \top)) \in \rightarrow$ iff there exists $(l', g, \sigma, R) \in \text{Edg}$ such that $\llbracket T \rrbracket_{\Delta_P} - r \models_{\Delta_S} g \Delta_S$, $I(\sigma) > u$, $r' = r[R := \llbracket T \rrbracket_{\Delta_P}]$ and $I' = I[\sigma := \perp]$;

(P4.4) let $\sigma \in \text{Lab}_{\tau}$. $((l, r, T, I, u, d, \perp), \sigma, (l', r', T, I, u, 0, \top)) \in \rightarrow$ iff there exists $(l', g, \sigma, R) \in \text{Edg}$ such that $\llbracket T \rrbracket_{\Delta_P} - r \models_{\Delta_S} g \Delta_S$ and $r' = r[R := \llbracket T \rrbracket_{\Delta_P}]$.

(P4.5) let $\sigma = \epsilon$. $((l, r, T, I, u, d, f), \sigma, (l, r, T + u, I, 0, d, \perp)) \in \rightarrow$ iff either $f = \top$ or the two following conditions hold:

 - for any $\bar{\sigma}$ such that $\sigma \in \text{Lab}_{\text{in}}$, for any $(l', g, \sigma, R) \in \text{Edg}$, we have that either $\llbracket T \rrbracket_{\Delta_P} - r \not\models_{\Delta_S} g \Delta_S$ or $I(\sigma) \leq u$
 - for any $\sigma \in \text{Lab}_{\text{out}} \cup \text{Lab}_{\tau}$, for any $(l', g, \sigma, R) \in \text{Edg}$, we have that $\llbracket T \rrbracket_{\Delta_P} - r \not\models_{\Delta_S} g \Delta_S$
 - for the continuous transitions:

(P4.6) $((l, r, T, I, u, d, f), t, (l, r, T, I + t, u + t, d + t, f)) \in \rightarrow$ iff $u + t \leq \Delta_L$.

Proof of “implementability” ?

Theorem :

For any timed controller, its AASAP semantics simulates (in the formal sense) its implementation semantics, provided that :

$$\Delta > 2\Delta_L + 4\Delta_P$$

In this case, the implementation is guaranteed to preserve verified properties of the model, that is:

Environment \parallel ControllerMod(Δ) avoid Bad

implies

Environment \parallel ControllerImpl(Δ_L, Δ_P) avoid Bad

Properties of the AASAP Semantics

- Faster is better !

For any Δ_1, Δ_2 such that $\Delta_1 < \Delta_2$:

if

Environment \parallel ControllerMod(Δ_2) avoid Bad

then

Environment \parallel ControllerMod(Δ_1) avoid Bad

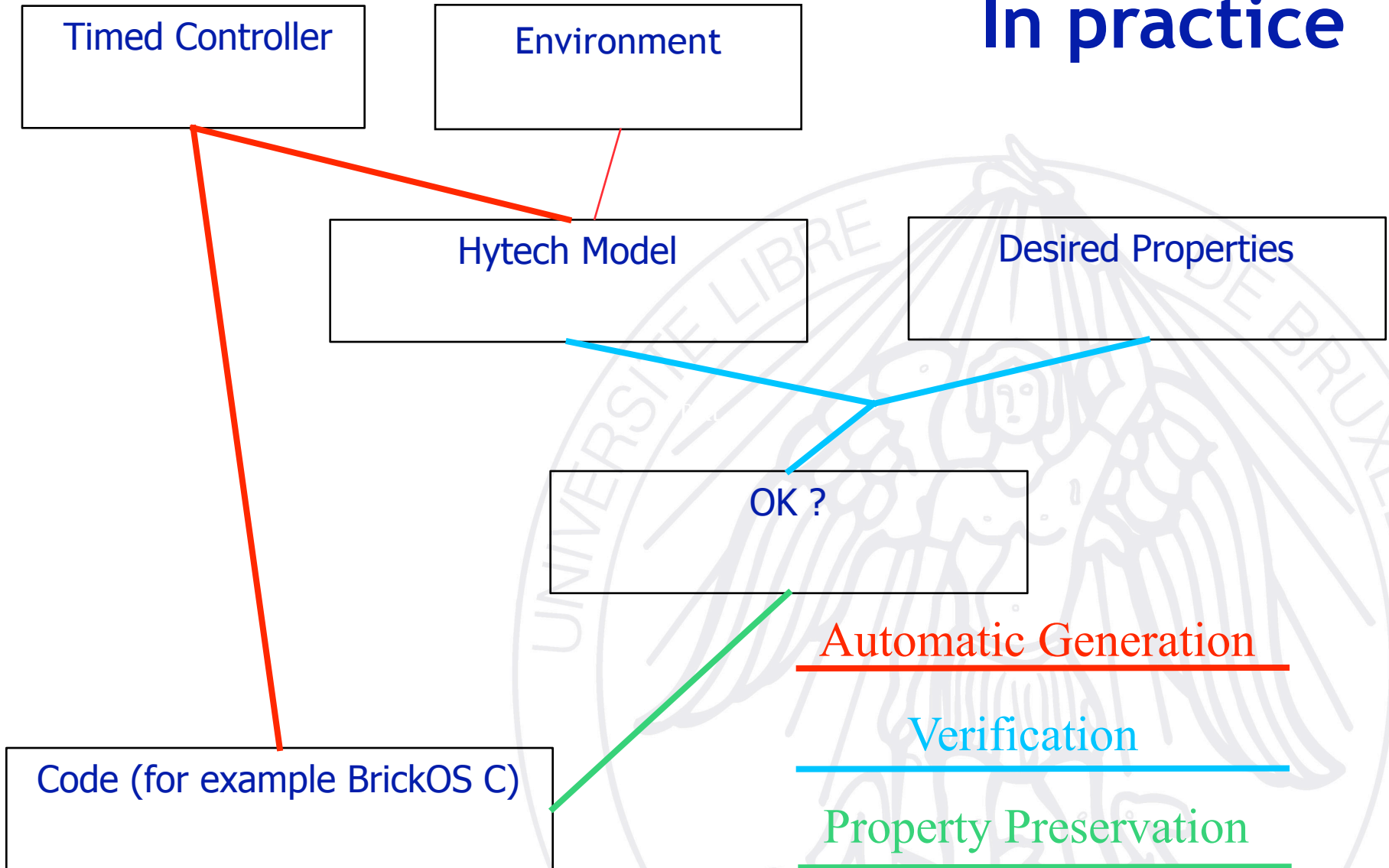
Properties of the AASAP Semantics

- If $\Delta > 0$, we get **for free** a proof that strategies:
 - are nonzeno
 - are such that transitions does not need to be taken faster and faster
- If only $\Delta = 0$ guarantees some reachability property, then the control strategy is not implementable

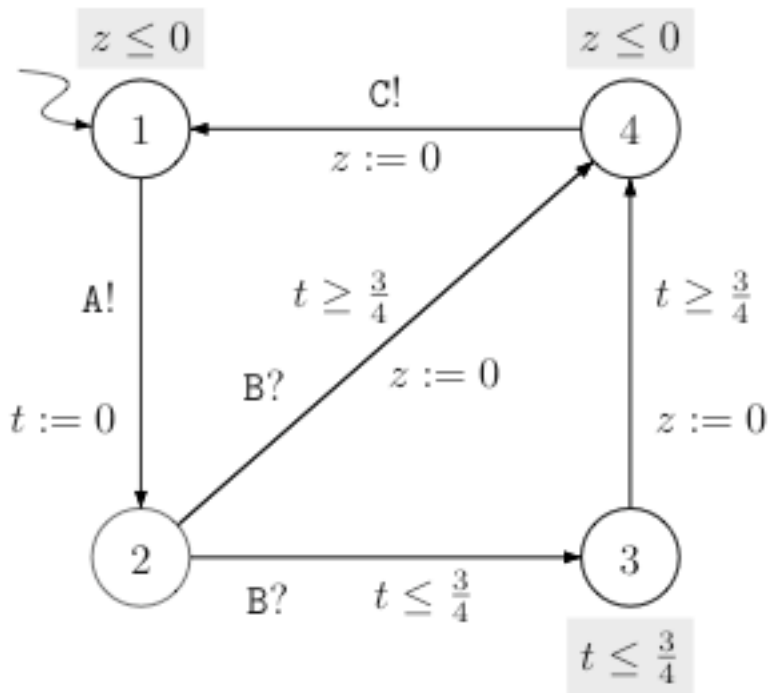
In practice ?

- The **AASAP semantics** can be coded into a parametric timed automata with only one clock compared to the parameter $\Delta \in \mathbb{Q}$.
- Unfortunately, the reachability problem for that class of timed automata is **undecidable...** Direct corollary of [CHR02].
- Hytech implements a **semi-decision procedure** for that problem.

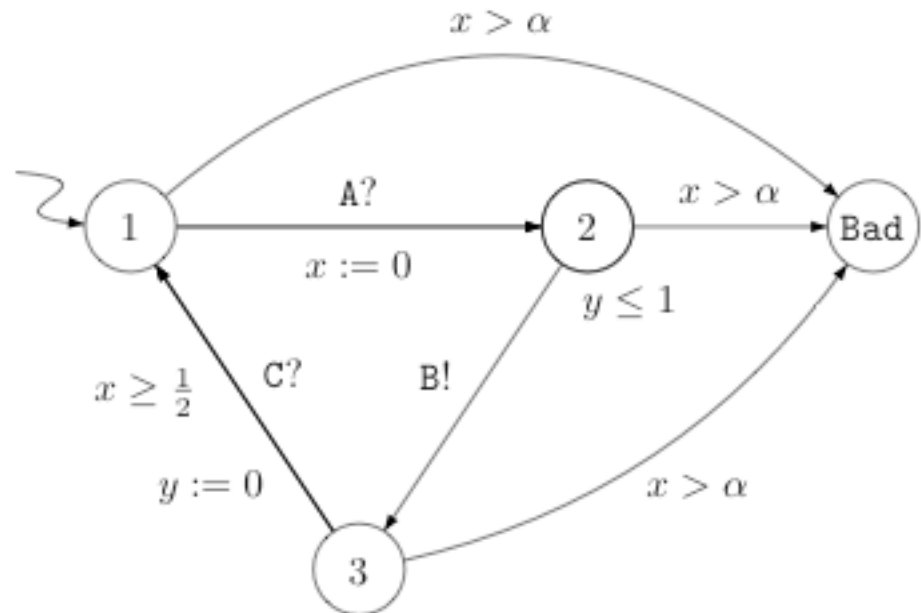
In practice



An example



(a) The ASAP controller



(b) The environment

If $\alpha=1$ then the system is safe if and only if $\Delta=0$

If $\alpha=2$ then the system is safe if and only if $\Delta < 0.25$

A decidable sufficient condition

- A control strategy is **structurally implementable** if there exists $\Delta_1 > 0$ such that
 - the actions used by the controller in
Environment \parallel ControllerMod(Δ_1)
are identical to the actions used by the controller in
Environment \parallel ControllerMod(0)
 - Environment \parallel ControllerMod(Δ_1) **avoid Bad**
- The largest such Δ_1 can be expressed in the theory
 $T(\mathbb{R}, +, 0, 1, \leq)$ from
Environment \parallel ControllerMod(0)

Methodology to develop controllers

① Models using synchrony hypothesis
Environment \parallel ControllerMod

② Check
Does Environment \parallel ControllerMod(0) avoid Bad ?

③ Compute the largest Δ_1 such that
Environment \parallel ControllerMod(Δ_1) avoid Bad
and
ControllerMod(Δ_1) is a structural implementation of
ControllerMod(0) in Environment

④ if $\Delta_1 > 2 \Delta_L + 4 \Delta_P$

⑤ Generate code
This code will enforce the safety property

Conclusion

- **Almost ASAP** semantics is implementable!
- If we go for the **sufficient condition**, the verification overhead should (on going work) be **OK**
- **Almost ASAP** semantics guarantees correct code and not only correct idealized model !