

# Overview and Performance Evaluation of Supervisory Controller Synthesis with Eclipse ESCET v4.0

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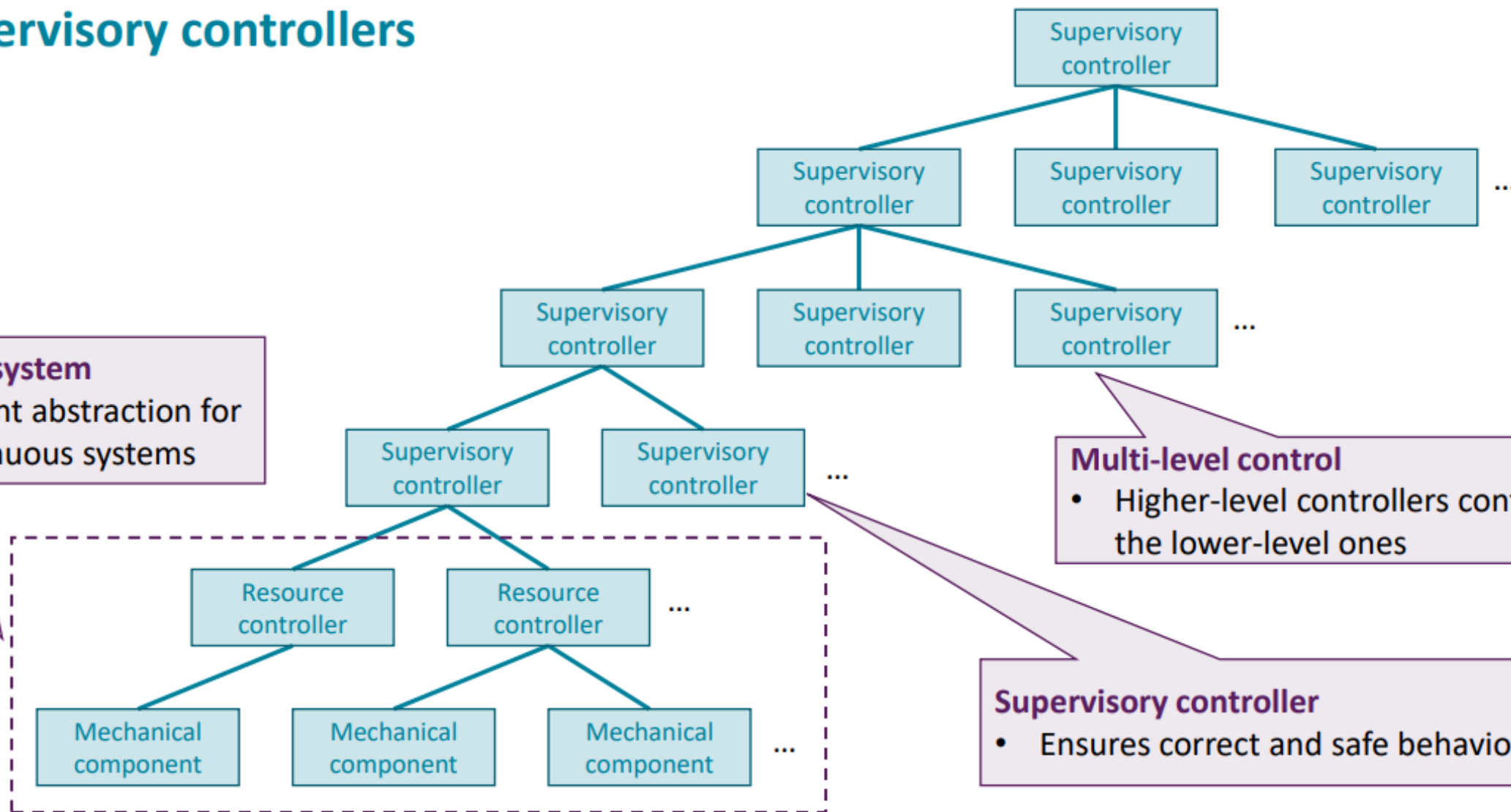
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Oortwijna

(Presentation: Ivo Melse)

# Supervisory controllers

**Discrete event system**

- Discrete event abstraction for timed/continuous systems



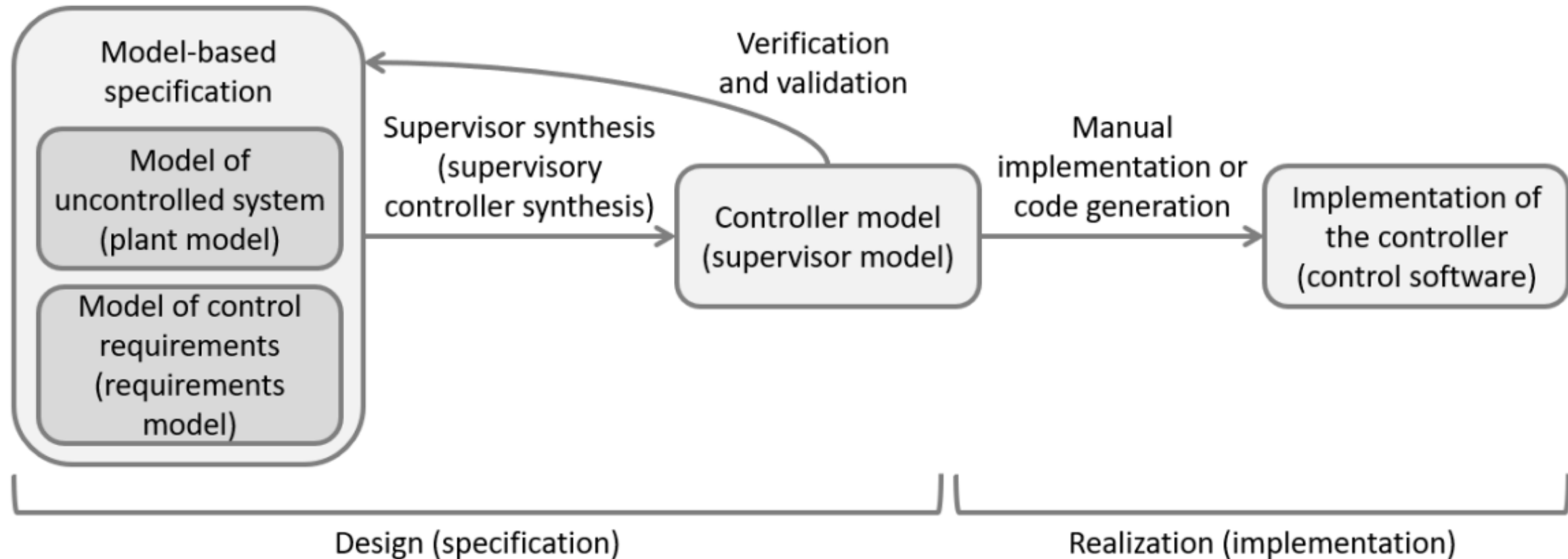
**Multi-level control**

- Higher-level controllers control the lower-level ones

**Supervisory controller**

- Ensures correct and safe behavior

# The Synthesis-Based Engineering process



# Why is synthesis useful?

- Reduce implementing a system to providing
  - (formal) **requirements** and
  - **Plants** (unsupervised system behaviour)
- More secure
- Easier



# ESCET

- Toolkit for SBE
- In Eclipse
- Modelling language CIF



# Objective

- ESCET model synthesis already existed but was slow
- Needed improvement

# Proposal

- Optimizations to algorithm in ESCET v0.8 to v4.0
- Overview for improving algorithm

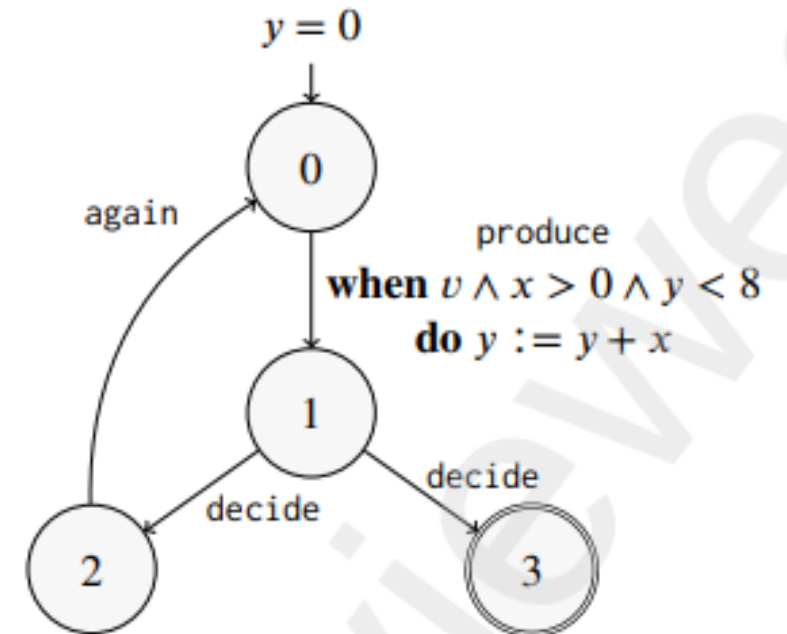
# Synthesis algorithm: input

- **Requirements:** desired properties
- **Plants:** unsupervised system
- EFA
- Specified in CIF language
- E.g. 5 plant automata and 3 reqs



# EFA

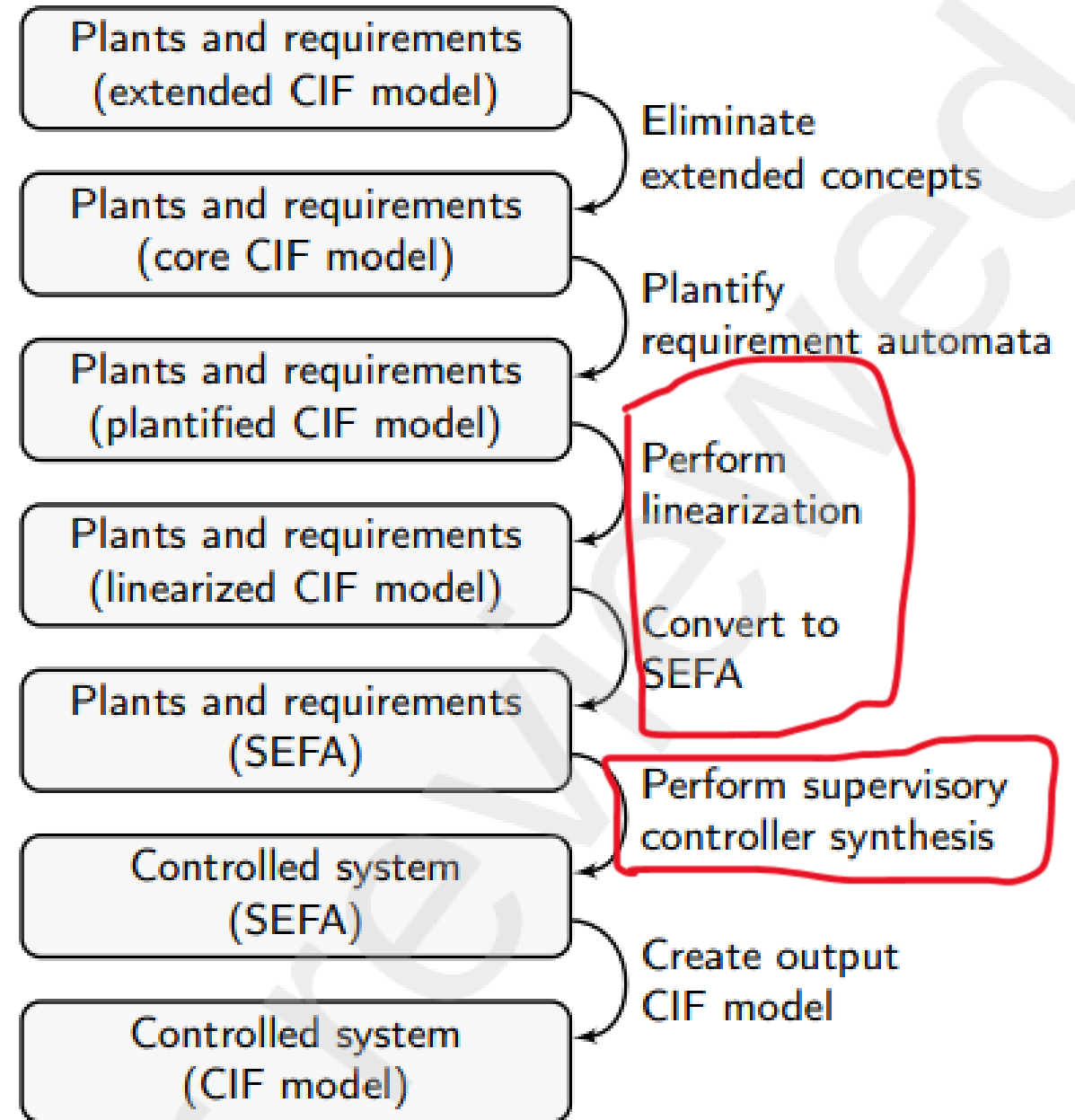
- Locations
- Variables
- States = locations + var. values
- EFAs sync on **events**
  - **Controllable** or **uncontrollable**
- Guard
- Update



# Synthesis algorithm: input

- **Marked** states  $q_m$  must be reachable (non-blocking)
  - Prevent "safe but useless"
- Set of **forbidden** states  $q_f$ 
  - Guarantee safety

# Synthesis algorithm



# Linearization

- Introduce vars for locations

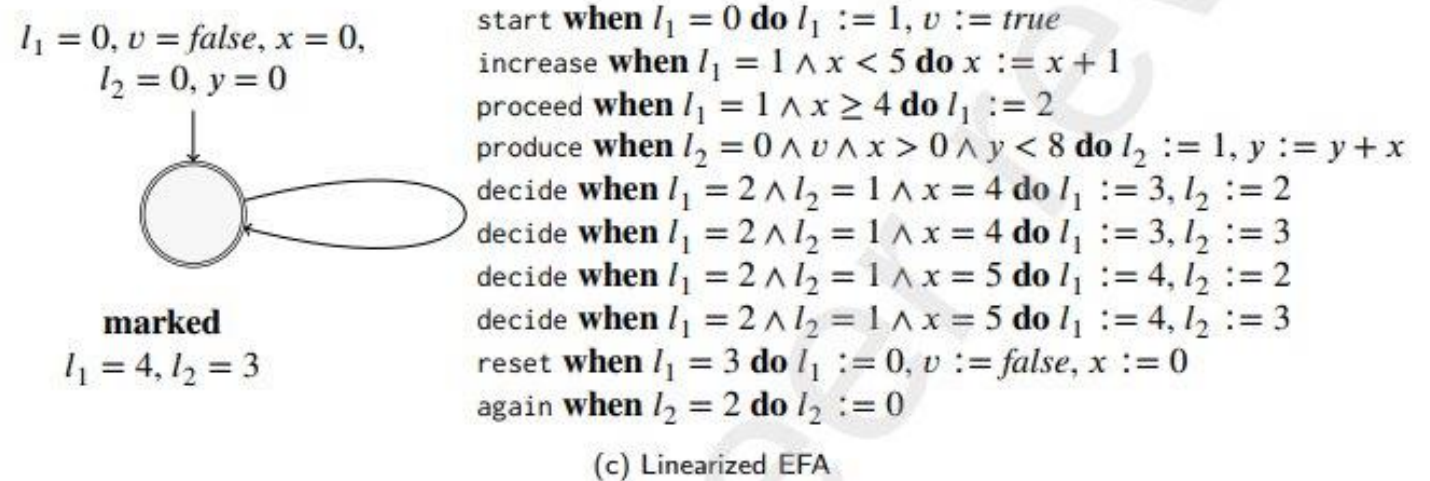
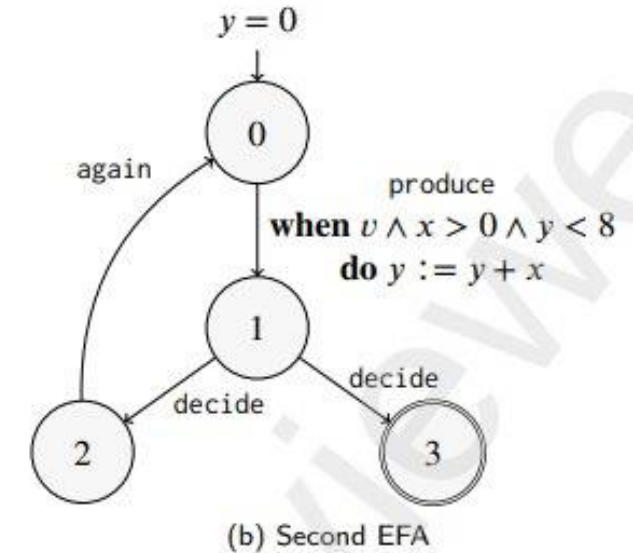
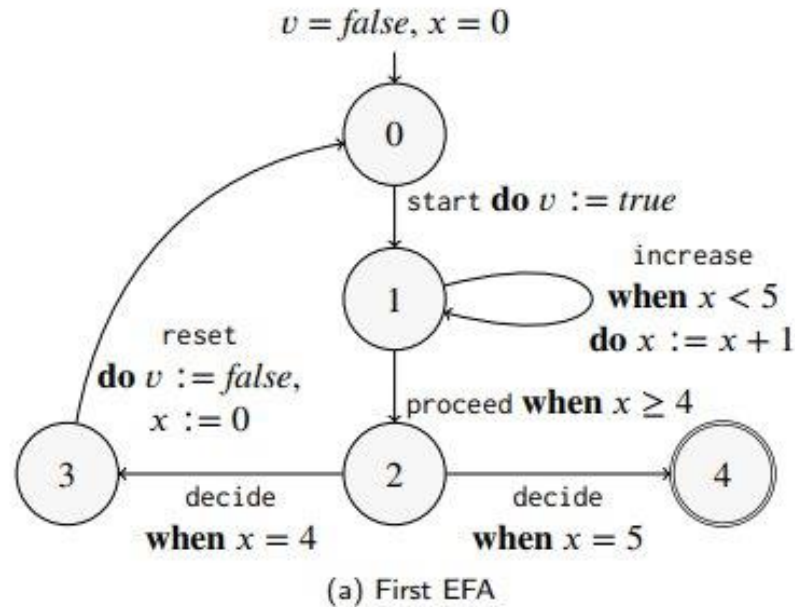
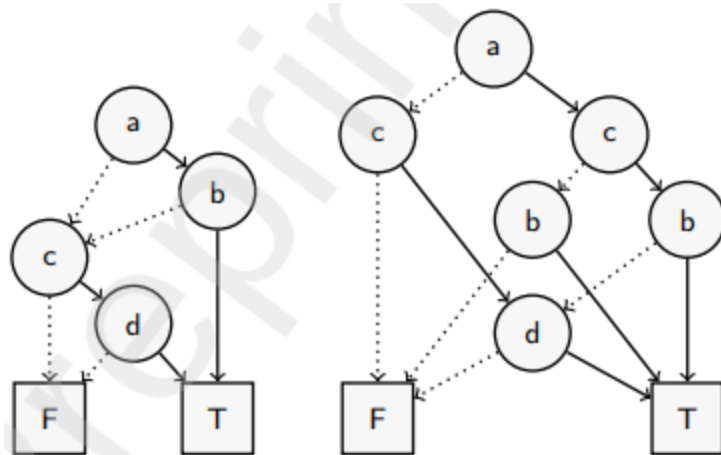


Figure 4: Example of two EFAs and their linearized form.

# Symbolic representation

- Predicates instead of sets of states
- ROBDDs



$$V = \{l_1, v, x, l_2, y\}$$

$$D = l_1 \rightarrow \mathbb{N}_{0..4}, v \rightarrow \mathbb{B}, x \rightarrow \mathbb{N}_{0..5}, l_2 \rightarrow \mathbb{N}_{0..3}, y \rightarrow \mathbb{N}_{0..12}$$

$$\Sigma = \{\text{start, increase, proceed, decide, reset, produce, again}\}$$

$$E = \{e_1, e_2, e_3, e_4, e_5, e_6, e_7, e_8, e_9, e_{10}\}$$

$$e_1 = (l_1 = 0, \text{false}, \text{start}, l_1^+ = 1 \wedge v^+)$$

$$e_2 = (l_1 = 1 \wedge x < 5, x + 1 > 7, \text{increase}, x^+ = x + 1)$$

$$e_3 = (l_1 = 1 \wedge x \geq 4, \text{false}, \text{proceed}, l_1^+ = 2)$$

$$e_4 = (l_2 = 0 \wedge v \wedge x > 0 \wedge y < 8, y + x > 15, \text{produce}, l_2^+ = 1 \wedge y^+ = y + x)$$

$$e_5 = (l_1 = 2 \wedge l_2 = 1 \wedge x = 4, \text{false}, \text{decide}, l_1^+ = 3 \wedge l_2^+ = 2)$$

$$e_6 = (l_1 = 2 \wedge l_2 = 1 \wedge x = 4, \text{false}, \text{decide}, l_1^+ = 3 \wedge l_2^+ = 3)$$

$$e_7 = (l_1 = 2 \wedge l_2 = 1 \wedge x = 5, \text{false}, \text{decide}, l_1^+ = 4 \wedge l_2^+ = 2)$$

$$e_8 = (l_1 = 2 \wedge l_2 = 1 \wedge x = 5, \text{false}, \text{decide}, l_1^+ = 4 \wedge l_2^+ = 3)$$

$$e_9 = (l_1 = 3, \text{false}, \text{reset}, l_1^+ = 0 \wedge \neg v^+ \wedge x^+ = 0)$$

$$e_{10} = (l_2 = 2, \text{false}, \text{again}, l_2^+ = 0)$$

$$p_0 = l_1 = 0 \wedge \neg v \wedge x = 0 \wedge l_2 = 0 \wedge y = 0$$

$$p_m = l_1 = 4 \wedge l_2 = 3$$

# Synthesis

Keep set of 'good' states **C**

Start: **C** = allowed states =  $\neg p_f$

repeat

- Remove blocking states

- Remove states that "can escape from" **C** uncontrolled

- (Optional) remove unreachable states

End once **C** no longer changes (fixed point)

Finally, extract the **supervisor** from **C**



# Improvements

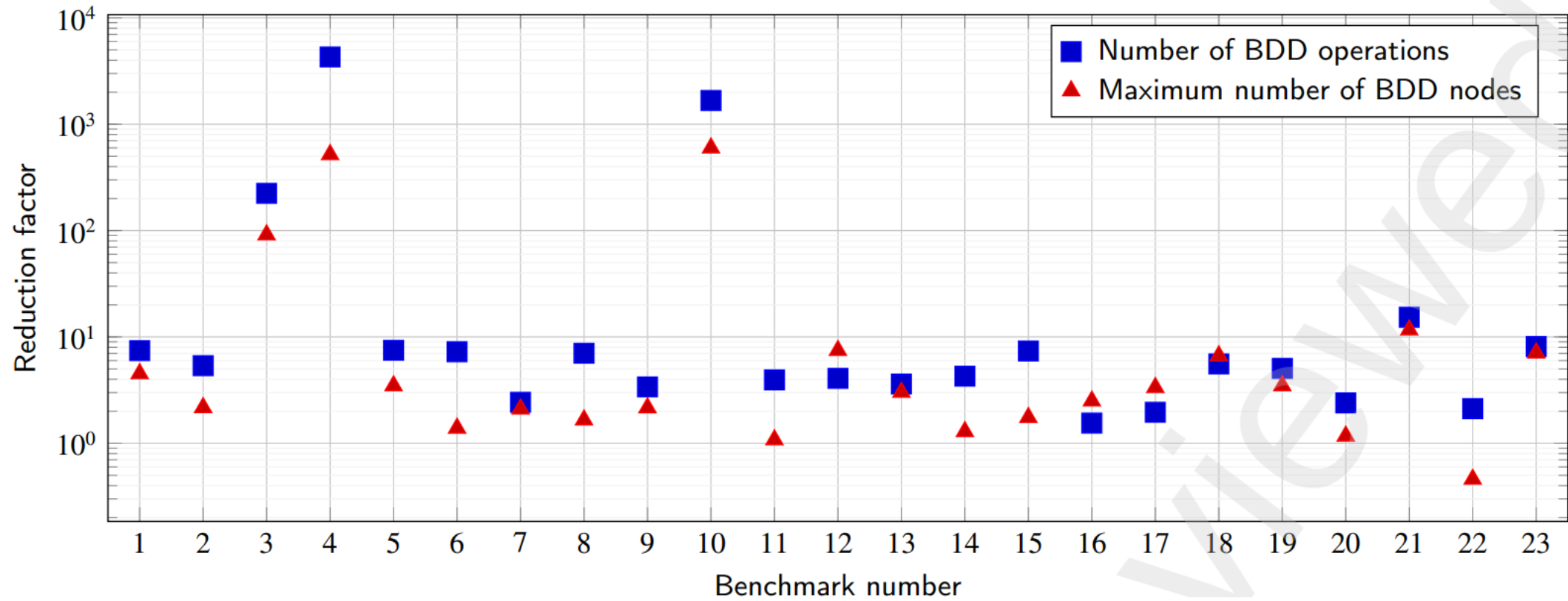
- Variable ordering for BDDs
- Early fixed point detection
- (and 3 more)
- Used in v4.0

# Evidence

- Set of 23 benchmarks
- measure performance of v0.8 vs. v4.0
- *Industry* benchmarks: lithography, waterlock
- *Academic* (i.e. silly) dining philosophers, cat and mouse



# Evidence





# Conclusion

- Improvements are effective

# Influential previous work

- Early Automata and Control Theory (1960s–1970s)
  - Church, Kalman, Büchi, Rosen
- Ramadge & Wonham (1980s)
  - Framework for supervisory controller synthesis
- Ouedraogo *et al.* (2012)
  - Created the supervised synthesis algorithm



# Impact

- ESCET is used in practice
- Paper: unknown – still in review



# Writing

- Accessible
- Could have used more examples



# Future work

- Scalability (exponential)
- Non-monolithic synthesis – multiple controllers at once
  - Multi-level synthesis (hierarchy)



# Questions?