

Formal Methods for Cyber-Physical Systems

Lab 3: GR(1) Synthesis

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- Introduced in 2012 by Bloem et al.
- What are we willing to trade?
 - ... the full expressivity of LTL!
- What do we get?
 - A reduction in complexity from doubly exponential to **singly exponential**!

Full LTL Synthesis

- 1 Specification
- 2 Deterministic Automaton
- 3 Game
- 4 Strategy / Component

Doubly exponential complexity

GR(1) Synthesis

- 1 Specification
- 2 Direct translation to the Game, exponential blow-up
- 3 Strategy / Component

Singly exponential complexity

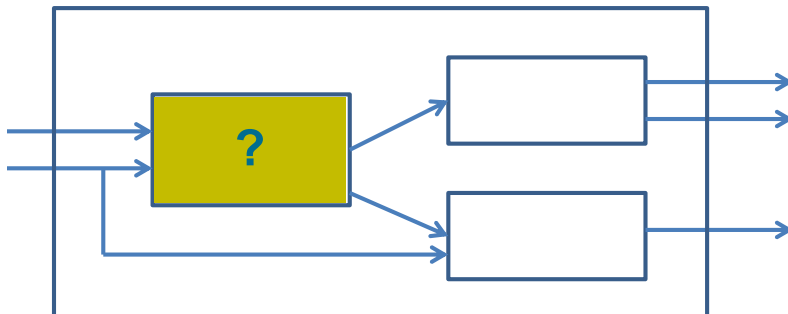
- Computation model

- Mealy machine: finite state machine with inputs and outputs

- Specification model

A specification consists of **assumptions and guarantees** each of which are either

- initialization properties
 - basic safety properties
 - basic liveness properties



Specification shape

$$\left(\bigwedge \text{Assumptions} \right) \rightarrow \left(\bigwedge \text{Guarantees} \right)$$

Specification shape

$$(\varphi_i^a \wedge \varphi_s^a \wedge \varphi_\ell^a) \rightarrow (\varphi_i^g \wedge \varphi_s^g \wedge \varphi_\ell^g)$$

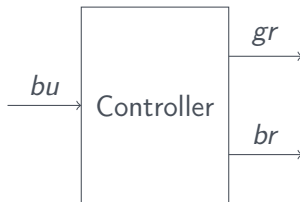
Specification shape

$$\left(\underbrace{\varphi_i^a}_{\text{initialization assumptions}} \wedge \underbrace{\varphi_s^a}_{\text{safety assumptions}} \wedge \underbrace{\varphi_\ell^a}_{\text{liveness assumptions}} \right) \rightarrow (\varphi_i^g \wedge \varphi_s^g \wedge \varphi_\ell^g)$$

Specification shape

$$(\varphi_i^a \wedge \varphi_s^a \wedge \varphi_l^a) \rightarrow \left(\underbrace{\varphi_i^g}_{\text{initialization guarantees}} \wedge \underbrace{\varphi_s^g}_{\text{safety guarantees}} \wedge \underbrace{\varphi_l^g}_{\text{liveness guarantees}} \right)$$

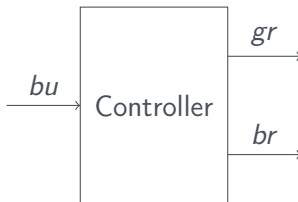
Controller shape



$$X_u = \{bu\} \text{ (button)}$$

$$X_c = \{gr, br\} \text{ (grind, brew)}$$

Controller shape



$I = \{bu\}$ (button) $O = \{gr, br\}$ (grind, brew)

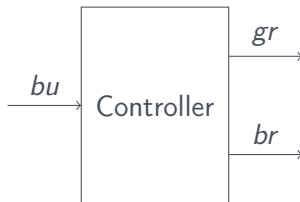
Initialization assumptions

Properties without temporal operators over only I

Example:

■ $\neg bu$

Controller shape



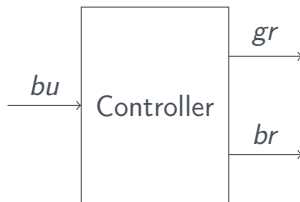
$I = \{bu\}$ (button) $O = \{gr, br\}$ (grind, brew)

(Basic) Safety assumptions

Properties of the form $\Box\psi$, where ψ is a boolean formula over I , O and $\{\bigcirc y \mid y \in I\}$. Examples:

- $\Box(bu \rightarrow \neg \bigcirc bu)$
- $\Box((gr \vee br) \rightarrow \neg \bigcirc bu)$

Controller shape



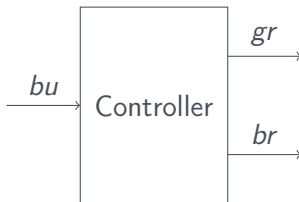
$I = \{bu\}$ (button) $O = \{gr, br\}$ (grind, brew)

(Basic) Liveness assumptions

Properties of the form $\Box\Diamond\psi$, where ψ is a boolean formula over I , O and $\{\bigcirc y \mid y \in I \cup O\}$. Examples:

- $\Box\Diamond(bu)$
- $\Box\Diamond(\neg br \wedge \neg gr \wedge \bigcirc bu)$

Controller shape



$I = \{bu\}$ (button) $O = \{gr, br\}$ (grind, brew)

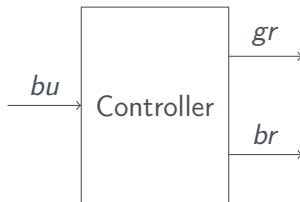
Initialization guarantees

Properties without temporal operators over I and O

Example:

- $\neg gr \wedge \neg br$
- $\neg bu \rightarrow (\neg gr \wedge \neg br)$

Controller shape



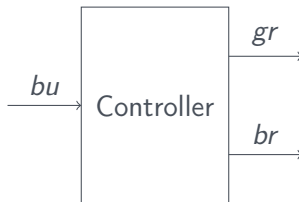
$I = \{bu\}$ (button) $O = \{gr, br\}$ (grind, brew)

Safety guarantees

Properties of the form $\Box\psi$, where ψ is a boolean formula over I , O and $\{\bigcirc y \mid y \in I \cup O\}$. Examples:

- $\Box(gr \rightarrow \neg \bigcirc gr)$
- $\Box((gr \wedge \bigcirc bu) \rightarrow \bigcirc gr)$

Controller shape



$I = \{bu\}$ (button) $O = \{gr, br\}$ (grind, brew)

Liveness guarantees

Properties of the form $\Box\Diamond\psi$, where ψ is a boolean formula over I , O and $\{\bigcirc y \mid y \in I \cup O\}$. Examples:

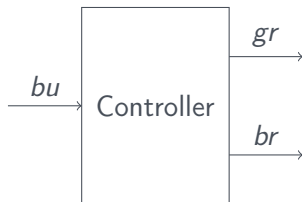
- $\Box\Diamond(gr \wedge \bigcirc br)$
- $\Box\Diamond(bu \vee br)$

A trace of the system

Inputs and outputs

$$I = \{bu\}$$

$$O = \{gr, br\}$$

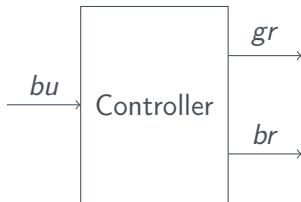


$$\rho = \left(\begin{array}{c} \\ \end{array} \right)$$

Inputs and outputs

$$I = \{bu\}$$

$$O = \{gr, br\}$$



A trace of the system

$$\rho = \begin{pmatrix} 0 \end{pmatrix}$$

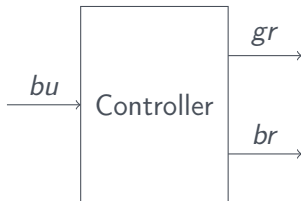
Step 1

The environment selects values for I that satisfy the initialization assumptions

Inputs and outputs

$$I = \{bu\}$$

$$O = \{gr, br\}$$



A trace of the system

$$\rho = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}$$

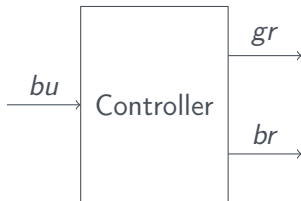
Step 2

The controller selects values for O that satisfy the initialization guarantees

Inputs and outputs

$$I = \{bu\}$$

$$O = \{gr, br\}$$



A trace of the system

$$\rho = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \begin{pmatrix} 1 \end{pmatrix}$$

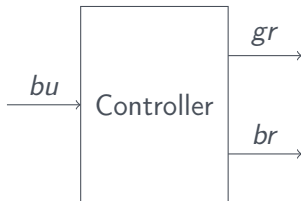
Step $2n + 1$

The environment selects values for I that the last element of ρ and the new values for I satisfy the safety assumptions

Inputs and outputs

$$I = \{bu\}$$

$$O = \{gr, br\}$$



A trace of the system

$$\rho = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix}$$

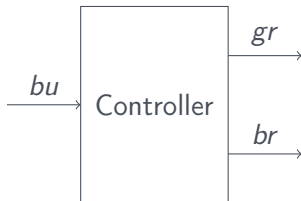
Step $2n + 2$

The controller selects values for O that the last element of ρ and the new values for I and O satisfy the safety guarantees

Inputs and outputs

$$I = \{bu\}$$

$$O = \{gr, br\}$$



A trace of the system

$$\rho = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix} \begin{pmatrix} 0 \end{pmatrix}$$

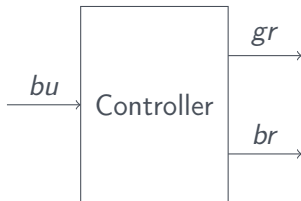
Step $2n + 1$

The environment selects values for I that the last element of ρ and the new values for I satisfy the safety assumptions

Inputs and outputs

$$I = \{bu\}$$

$$O = \{gr, br\}$$



A trace of the system

$$\rho = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$$

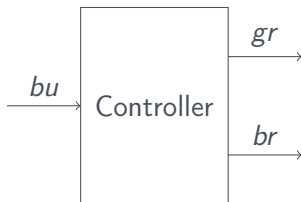
Step $2n + 2$

The controller selects values for O that the last element of ρ and the new values for I and O satisfy the safety guarantees

Inputs and outputs

$$I = \{bu\}$$

$$O = \{gr, br\}$$



A trace of the system

$$\rho = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} \dots$$

And so on...

The process continues ad infinitum

Finitary winning

- If at some point one of the player violates the rules of the game then the player doing so first **loses** the game

Infinitary winning

- If the game continues ad infinitum, then the controller wins if either:
 - the liveness assumptions are violated
 - or the liveness guarantees are satisfied

Let's explore the semantics by example



GR(1) synthesis tool used

Slugs – web-based version available at

<https://webslugs.ruediger-ehlers.de>

Specification

[INPUT]

bu

[OUTPUT]

br

gr

[ENV_INIT]

[SYS_INIT]

gr \leftrightarrow bu

! br

Specification (cont'd)

[SYS_TRANS]

$\text{br}' \leftrightarrow \text{gr}$

$\text{gr}' \rightarrow \text{bu}'$

[ENV_TRANS]

$\text{bu}' \rightarrow !\text{gr} \ \& \ !\text{br}$

Specification (cont'd)

```
[SYS_TRANS]
```

```
br' <-> gr
```

```
gr' -> bu'
```

```
[ENV_TRANS]
```

```
bu' -> !gr & !br
```

Observation

The system can make coffee, but it **does not have** to do so

Let's fix the example



Added Liveness Guarantee

```
[SYS_LIVENESS]  
br
```

Added Liveness Guarantee

```
[SYS_LIVENESS]
```

```
br
```

Observation

The system cannot enforce a button press, so it loses

Let's fix the example (2)



Added Liveness Assumption

`[ENV_LIVENESS]`

`bu`

Let's fix the example (2)



Added Liveness Assumption

`[ENV_LIVENESS]`

`bu`

Observation

Now everything works as expected

The concepts and portions of this presentation have been taken from:

- A Gentle Introduction to Reactive Synthesis by Rüdiger Ehlers, TU Clausthal

<https://www.ruediger-ehlers.de/blog/introtoreactivesynthesis.html>