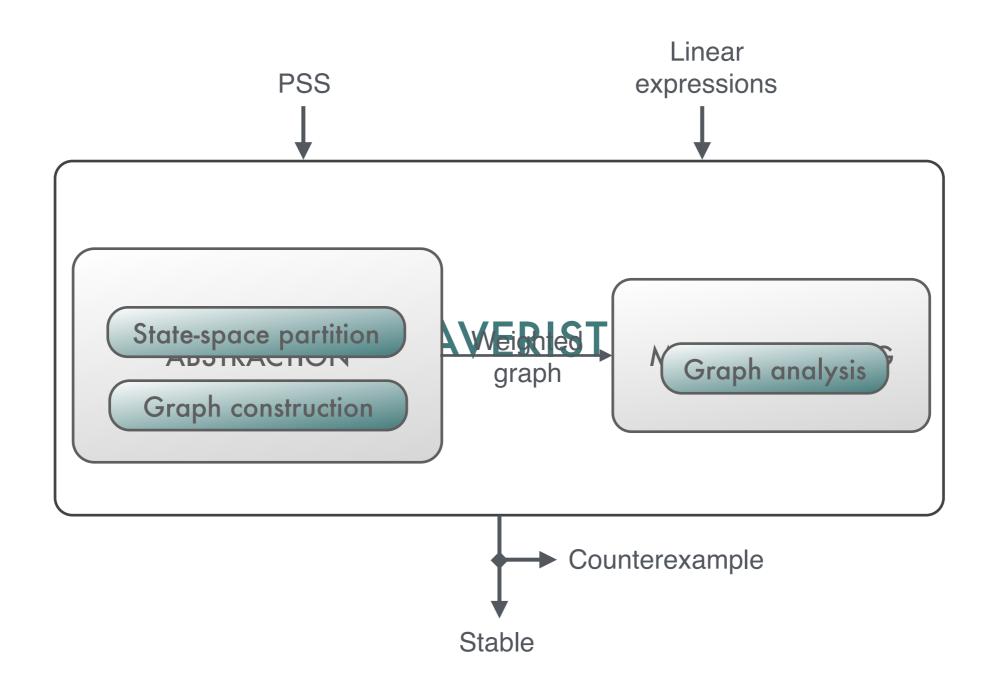
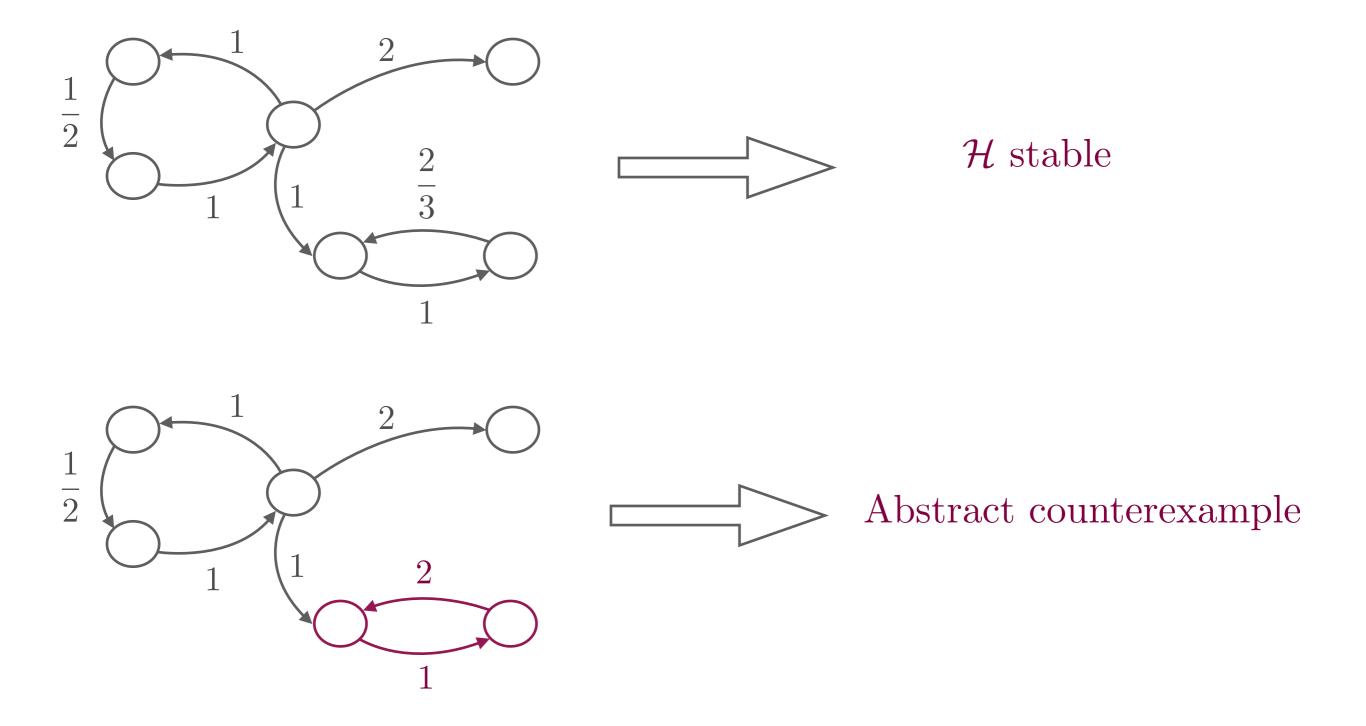


## AVERIST ARCHITECTURE

### **AVERIST** architecture



# Model-checking



### Interactive dialog

```
* Please specify the path for the folder in which the experiment data (input.dat) is stored:
/Users/mgarcia/Experiment

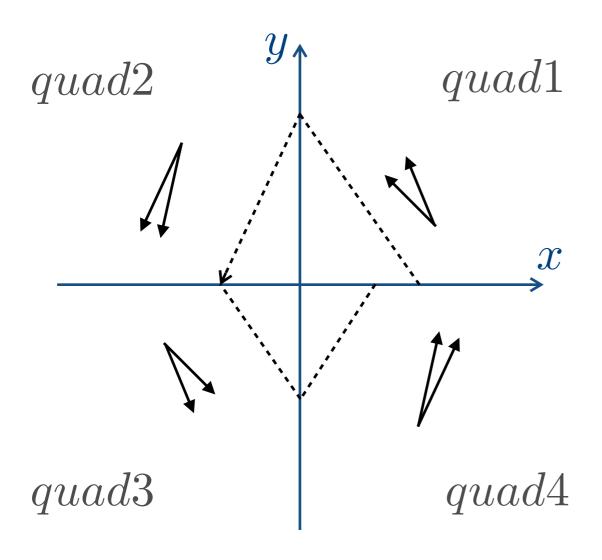
* Do you want the linear expressions for creating the regions to be generated automatically
(A) or do you want to add them manually (M)? Enter A/M:
A

* The linear expressions will be generated in a uniform fashion. Please specify the granular ity -- a natural number (higher number indicates finer partition):
0

* In addition, do you want to add the linear expressions appearing in the input hybrid autom aton? Enter Y/N:
N
STABILITY ANSWER = Stable
```

# ANALYSIS RESULTS

# Stable PSS



### Stable PSS

#### Polyhedral switched system

```
var : x,y;
2 location: quad1, quad2, quad3, quad4;
  loc: quad1;
      inv: x \ge 0 AND y \ge 0;
      dyn: dx == -1 AND dy >= 1 AND dy <= 2;
      guards:
          when x == 0 goto quad2;
  loc: quad2;
      inv: x \le 0 AND y \ge 0;
      dyn: dx \ge -2 AND dx \le -1 AND dy = -4;
10
      guards:
11
          when y == 0 goto quad3;
12
  loc: quad3;
13
      inv: x \le 0 AND y \le 0;
      dyn: dx == 1 AND dy <= -1 AND dy >= -2;
15
      guards:
16
          when x == 0 goto quad4;
17
  loc: quad4;
      inv: x \ge 0 AND y \le 0;
19
      dyn: dx >= 1 AND dx <= 2 AND dy == 4;
20
      guards:
21
          when y == 0 goto quad1;
22
```

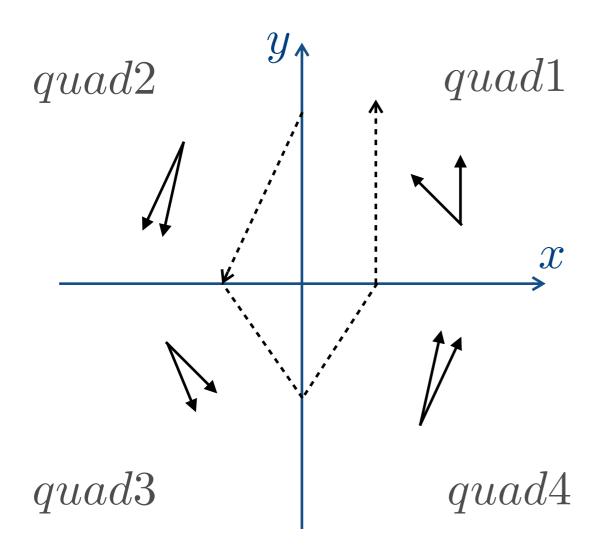


STABILITY ANSWER = Stable

#### Linear expressions

$$x=0, y=0$$

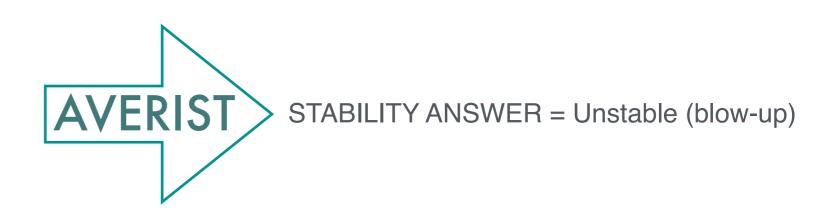
# Unstable PSS - Blow-up



### Unstable PSS

#### Polyhedral switched system

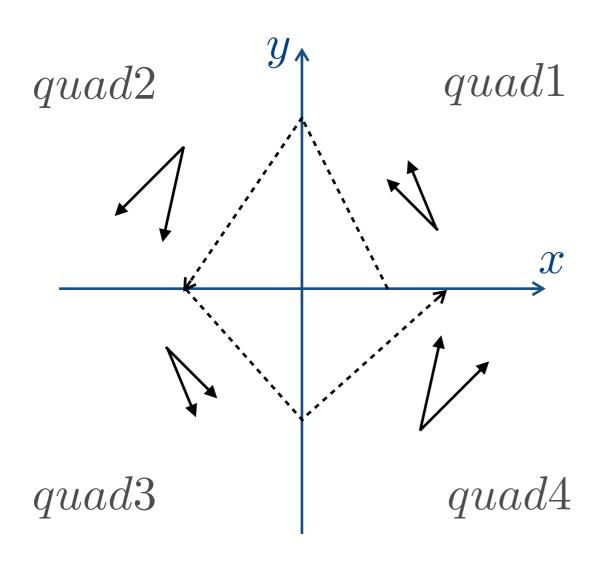
```
var : x,y;
location: quad1, quad2, quad3, quad4;
  loc: quad1;
      inv: x \ge 0 AND y \ge 0;
      dyn: dx \ge -1 AND dx \le 0 AND dy == 1;
      guards:
          when x == 0 goto quad2;
  loc: quad2;
      inv: x \le 0 AND y \ge 0;
      dyn: dx \ge -2 AND dx \le -1 AND dy = -4;
      guards:
          when y == 0 goto quad3;
12
  loc: quad3;
      inv: x \le 0 AND y \le 0;
      dyn: dx == 1 AND dy <= -1 AND dy >= -2;
      guards:
16
          when x == 0 goto quad4;
  loc: quad4;
      inv: x \ge 0 AND y \le 0;
19
      dyn: dx >= 1 AND dx <= 2 AND dy == 4;
20
      guards:
21
          when y == 0 goto quad1;
22
```



#### Linear expressions

$$x=0, y=0$$

# Unstable PSS - Counterexample



## Unstable PSS - Counterexample

#### Polyhedral switched system

```
var : x,y;
2 location: quad1, quad2, quad3, quad4;
  loc: quad1;
      inv: x \ge 0 AND y \ge 0;
      dyn: dx == -2 AND dy >= 1 AND dy <= 2;
      guards:
          when x == 0 goto quad2;
  loc: quad2;
      inv: x \le 0 AND y \ge 0;
      dyn: dx \ge -2 AND dx \le -1 AND dy == -2;
      guards:
          when y == 0 goto quad3;
12
 loc: quad3;
      inv: x \le 0 AND y \le 0;
      dyn: dx == 1 AND dy <= -1 AND dy >= -2;
      guards:
          when x == 0 goto quad4;
  loc: quad4;
      inv: x \ge 0 AND y \le 0;
      dyn: dx >= 1 AND dx <= 2 AND dy == 2;
      guards:
21
          when y == 0 goto quad1;
22
```



#### STABILITY ANSWER = Abstract counterexample

```
[('quad2', 'Constraint_System {x1==0, -x0>0}'), ('quad3', 'Constraint_System {x0==0, -x1>0}'), ('quad1', 'Constraint_System {x1==0, x0>0}'), ('quad1', 'Constraint_System {x0==0, x1>0}'),
```

('quad2', 'Constraint\_System  $\{x1==0, -x0>0\}$ ')]

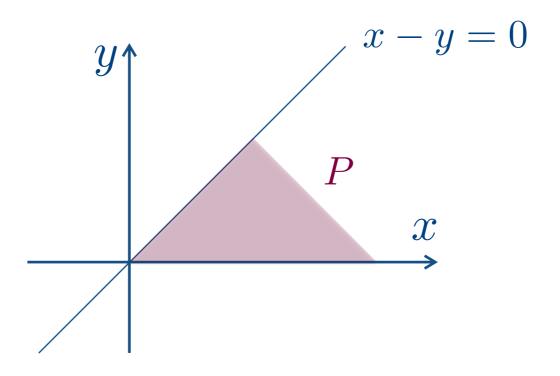
#### Linear expressions

$$x=0, y=0$$

# DEPENDENCIES

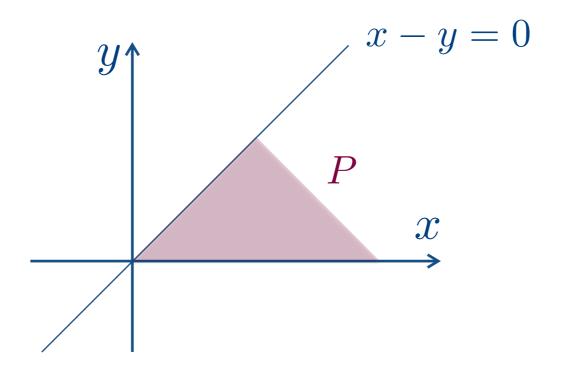
## Parma Polyhedra Library - PPL

```
x = Variable(0)
y = Variable(1)
P = NNC_Polyhedron(2, 'universe')
P.add_constraint(y>0)
P.add_constraint(x-y>0)
```

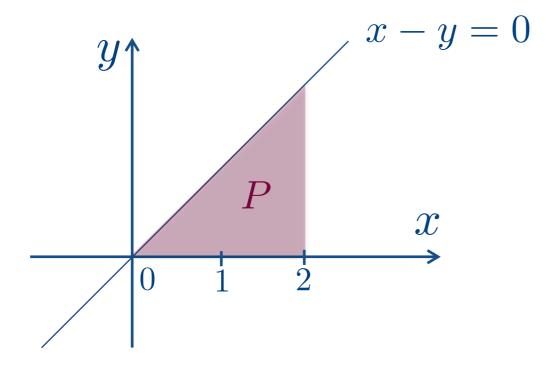


## Parma Polyhedra Library - PPL

```
x = Variable(0)
y = Variable(1)
P = NNC_Polyhedron(2, 'universe')
P.add_constraint(x>0)
P.add_constraint(x-y>0)
```



## GNU Linear Programming Kit - GLPK

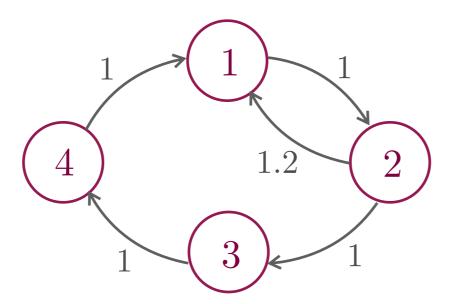


```
sage: P.maximize(1*x)
{'bounded': True,
  'generator': point(2/1, 1/1),
  'maximum': True,
  'sup_d': 1,
  'sup_n': 2}
```

```
sage: P.maximize(1*y)
{'bounded': True,
   'generator': closure_point(2/1, 2/1),
   'maximum': False,
   'sup_d': 1,
   'sup_n': 2}
```

- 'sup\_n': Integer. The numerator of the supremum value.
- 'sup d': Non-zero integer. The denominator of the supremum value.
- 'maximum': Boolean. True if and only if the supremum is also the maximum value.
- 'generator': a Generator. A point or closure point where expr reaches its supremum value.

### NetworkX

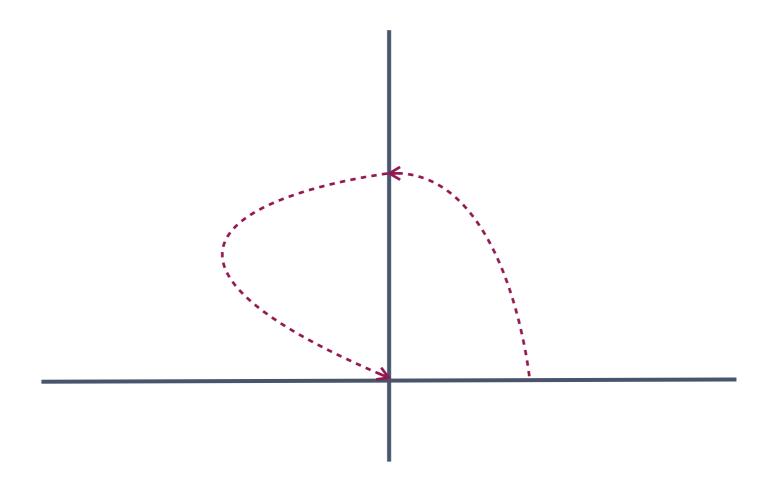


greater\_than\_one\_edge\_cycle() uses a modified Bellman-Ford algorithm in order to consider the product of weights instead the sum of them.

# HYBRIDIZATION SLIDES

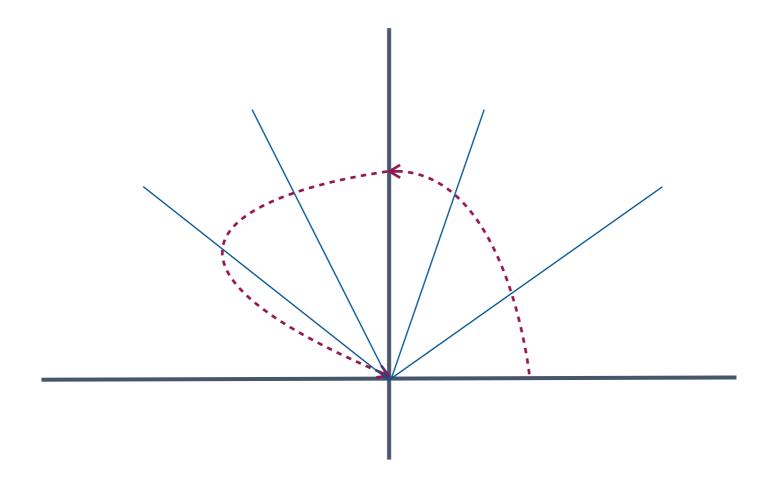
# Hybridization

- Hybrid system with linear dynamics is transformed into a hybrid system with polyhedral dynamics.
- Lyapunov (asymptotic) stability is preserved.



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