COASTL: Creating a Software Package for Contract Operations and Signal Temporal Logic Processing

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Introduction

Currently, system design is mostly based on costly trial and error techniques, where a system is put through a series of tests and adjustments. To improve such design processes, rigorous design disciplines can increase productivity and guarantee correctness. Contract-based design is one of the most promising system design approach which provides them. Contract-based design allows decompositions and compositions of requirements in the early stages of design enabling identification of design flaws without spending large resources on development stages. Stated earlier, the capability to decompose and compose requirements is key to the superiority of contract-based design, and thus, a toolkit which effectively achieves these operations needs to be created before this scheme can be widely implemented.

I propose a Python package which allows users to input contracts and perform operations with them. The package will output the resulting contract as well as be able to find solutions for the variables concerned in the contract. Contract requirements will be specified in strings of logic input by the user.

Background

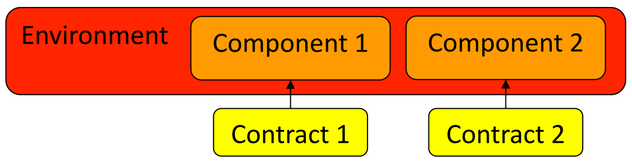

Figure 1: Environment-Component-Contract Structure

A **Contract** is a rigorous description of a component's requirements written in formal logics and can distinguish the responsibilities of a component from that of its environment using **Assumptions** and **Guarantees**.

Signal temporal logic (STL) is a timed logic which can formally specify the requirements of components in terms of time. Unlike linear temporal logic (LTL) which can only reason about binary variables, STL allows you to reason about continuous variables. For example, x must be greater than or equal to 3 eventually between time 0 and 10, "F[0,10](3 ≤ x)", or, y must be less than or equal to 1 for all times 10 to 20, "G[10,20](y ≤ 1)."

Approach

STL Parsing

Functionality to parse *Signal Temporal Logic* expressions such as "G[0,10]((x<=5)&&((y<=7)||(~(10<=y))))" into a *tree structure* is essential. It is implemented by finding unique expressions encased in parentheses, and constructing nodes, as shown in Fig. 2.

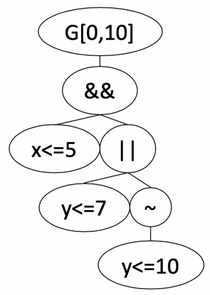

Figure 2: STL Tree

Constraints & Solution

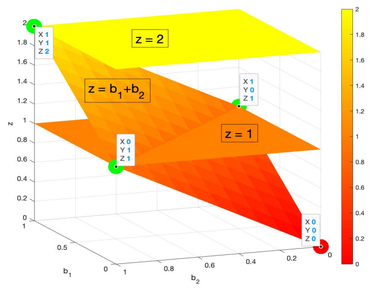

Figure 3: "OR" Constraints

Boolean *constraints* are imposed to enforce the correctness of each logical operator. An STL tree traversal produces constraints which become part of an optimization problem, leading to solutions for every binary variable. The expression "$b_0 = b_1 \cup b_2$" produces constraints $b_0 == 1$, $b_0 \leq b_1 + b\_2$, and $b_1 + b_2 \leq 2 * b_0$, visualized in Fig. 3.

For the AP expression $x \leq 3$, whose truth is represented by b, the constraints $(b-1) * M \leq 3 - x$ (Fig. 4.1) and $3 - x \leq b * M - \epsilon$ (Fig. 4.2) are imposed to find a value for the continuous x. M, ϵ are maximum, minimum bounds for the optimization problem (default to $10^4, 10^{-4}$). Fig. 4 shows possible solutions (Fig. 4.3) given all combinations of binary and continuous values of relevant variables. The larger optimization problem with every constraint is solved using Gurobi, a linear optimization solver.

Contract Operations

Given two contracts $C1 = [A_1, G_1]$ and $C2 = [A_2, G_2]$, various operations can be carried out in order to combine the requirements in meaningful ways.

Saturation of a contract is necessary before performing any operations:

$$C_1' = [A_1, G_1 \cup (\neg A_1)] = [A_1', G_1']$$

Conjunction of contracts to join requirements for one systems:

$$C_{conj} = [A_1' \cup A_2', G_1' \cap G_2']$$

Composition of contracts to join requirements for multiple systems in one environment:

$$C_{comp} = [(A_1' \cap A_2') \cup \neg(G_1' \cap G_2'), G_1' \cap G_2']$$

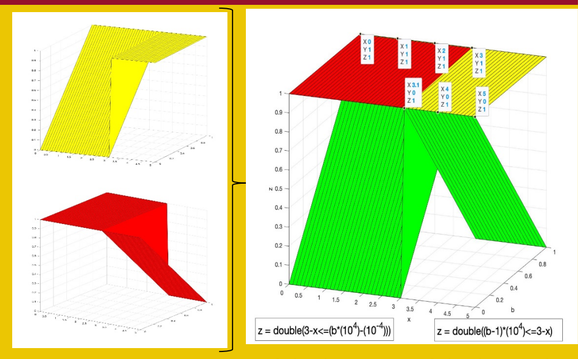

Figure 4: AP Constraints; Top Left (4.1), Bottom Left (4.2), Right (4.3)

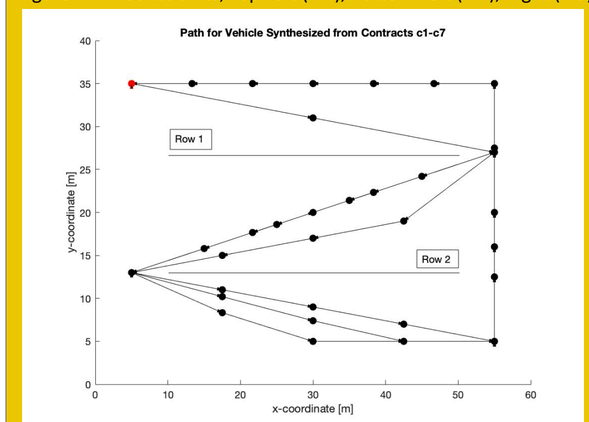

Figure 5: Autonomous Vehicle Control from Contracts

Examples

Simple Contract Operations

```
c1 = contract('T', '1<=x<=3')
c2 = contract('x<=5', '2<=x+y<=10')
```

Perform the conjunction operation ($c1 \wedge c2$), saturate the resulting contract, and solve the guarantees to find a solution guaranteed by *c1* and *c2:*

```
(conjunction(c1,c2).synthesize()).get_vars()
>> 1,0
```

Autonomous Vehicle Control

Consider the example of synthesizing a control system for an autonomous farming vehicle. The vehicle must navigate two rows of crops and then return to its starting position along a predetermined route in a 20 minute (equivalent to 20 timestep) cycle. We create the following contracts:

```
c1 = ('T','F[0,3]((x==55)&&(y==27))')
c2 = ('T','F[4,6]((x(1)==5)&&(x(2)==13))')
c3 = ('T','F[7,10]((x(1)==55)&&(x(2)==5))')
c4 = ('T','F[11,15]((x(1)==55)&&(x(2)==35))')
c5 = ('T','F[16,20]((x(1)==5)&&(x(2)==35))')
c6 = ('T',
'G[0,20](~((10<=x(1)<=50)&&(26<=x(2)<=28)))')
c7 = ('T',
'G[0,20](~((10<=x(1)<=50)&&(12<=x(2)<=14)))')
```

The vehicle's maximum velocity and acceleration are constrained to be 0.5 m/s and and 1.67 m/s^2, respectively. Solving the optimization problem produced by guarantees from the saturated contract created by `conjunction(c1,c2,c3,c4,c5,c6,c7)` produces the results shown in Fig. 5.

Conclusion

COASTL is a Python tool which computes operations for design-by-contract system design schemes. The tool takes a unique but effective approach in parsing STL expressions of requirements into a tree structure, making operations simpler and faster down the line. The trees are easily manipulated to execute contract-level operations. Constraints are derived from the trees, and values for the continuous variables considered in the logical expressions are synthesized.

Acknowledgements

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