

Observation partielle des systèmes temporisés

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VERIMAG

The logo for CORTOS, featuring the word in a stylized, rounded, blue-outlined font.

Outline

- ① **Partial observation**
- ② Control under partial observation
- ③ Fault diagnosis
- ④ Conformance testing
- ⑤ Conclusion

Why partial observation?

Naturally appears in the modelling of applications:

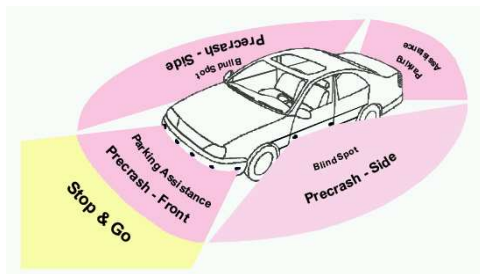
- modelling of an **environment**
- inherent **non-determinism** in applications
- **partial knowledge** of the system

Why partial observation?

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- modelling of an **environment**
- inherent **non-determinism** in applications
- **partial knowledge** of the system

Example (The car periphery supervision)



- Embedded system
- Hostile environment
- **Sensors**
 - distances
 - speeds

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Several application domains

- Control under partial observation
- Fault diagnosis
- Conformance testing
- Runtime model-checking
- Learning
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- control under partial observation

[Kupferman, Vardi 1997]

	LTL	CTL*	CTL
Partial obs.	2EXP-comp.	2EXP-comp.	EXP-comp.
Global obs.	2EXP-comp.	2EXP-comp.	EXP-comp.

- two-player games with incomplete information

[Reif 1984]

[Arnold, Vincent, Walukiewicz 2003]

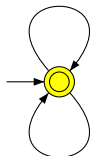
What's more difficult with time?

Stumbling blocks:

- ε -transitions can not be removed from timed automata

$x = 1, a, x := 0$

[Bérard, Diekert, Gastin, Petit 1998]



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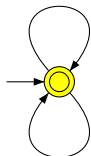
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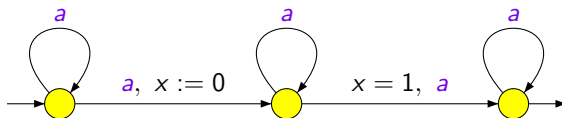
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- timed automata can not be determinized nor complemented

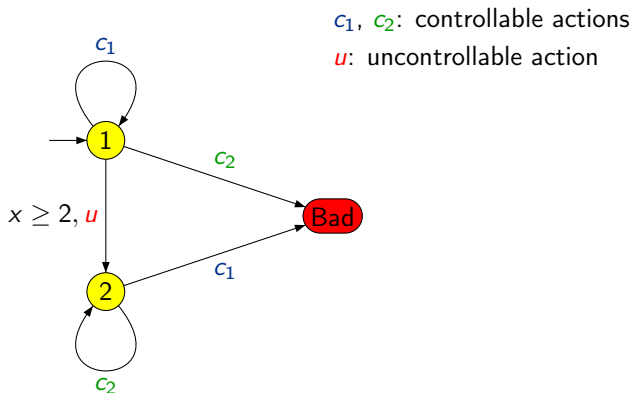


[Alur, Dill 1990's]

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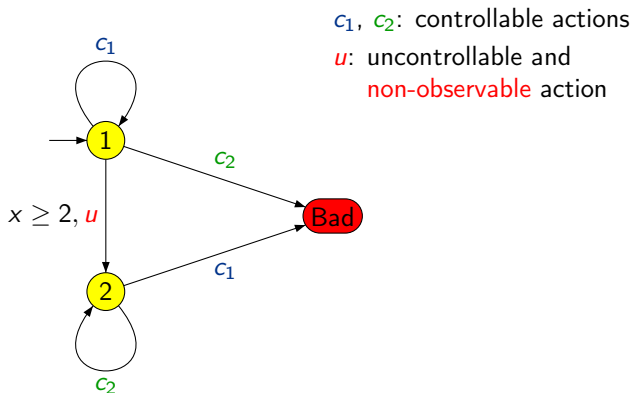
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A first example



- This system is **controllable** under full observation...

A first example



- This system is **controllable** under full observation...
- ... but **not controllable** under partial observation.

[Bouyer, D'Souza, Madhusudan, Petit 2003]

- On the “negative” side

Theorem

Safety and reachability timed control under partial observation is undecidable.

→ by reduction of the universality problem for timed automata

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- On the “positive” side

Theorem

Fixing the **resources** of the controller, the control under partial observation problem becomes decidable (but 2EXPTIME-complete).

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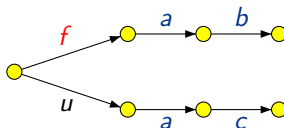
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Principle of fault diagnosis

[Sampath, Sengupta, Lafortune,
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Principle: “observe the behavior of a plant, and tell if something wrong has happened”

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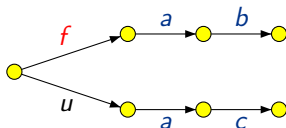


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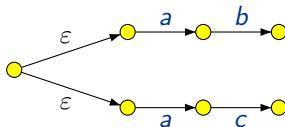
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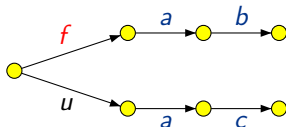


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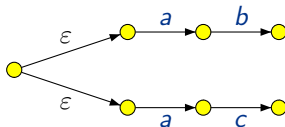
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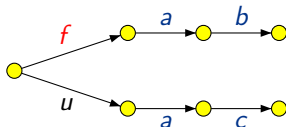
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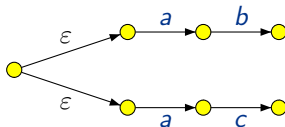
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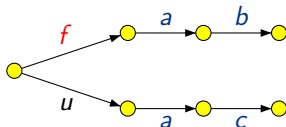
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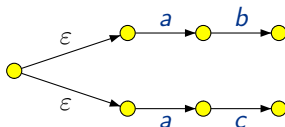
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- Execution of the plant: $w = (a, 1)(f, 3.1)(b, 4.5)$
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1-diagnoser: has to announce fault on $\pi(w)$

2-diagnoser: can announce fault on $\pi(w)$
may announce nothing on $\pi(w)$

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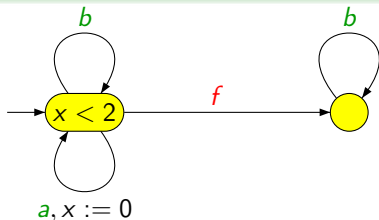
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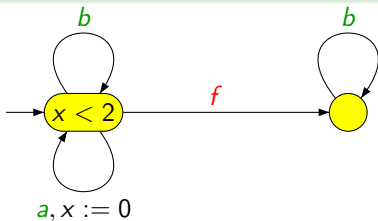
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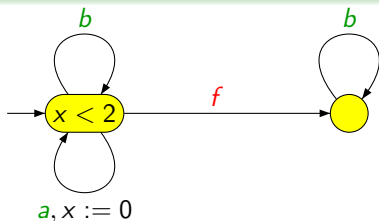
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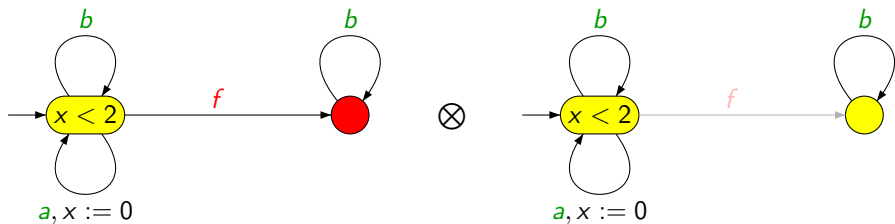


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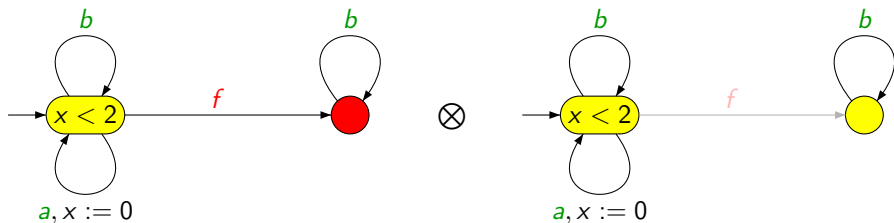
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(because $(f, 0)(b, 1)$ and $(b, 1)$ raise the same observation)

Decidability of diagnosability [Tripakis 2002]

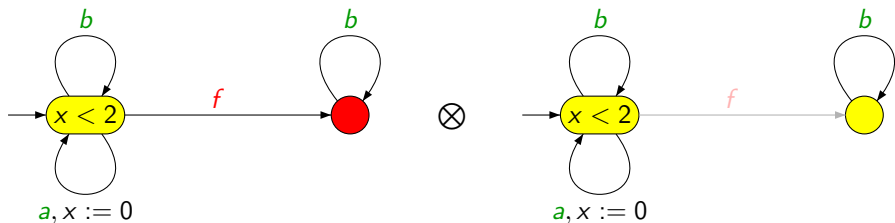


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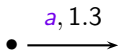
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→ The diagnosability problem is PSPACE-complete

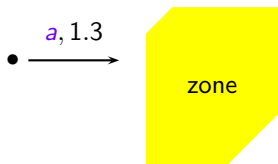
In practice: state estimation [Tripakis 2002]



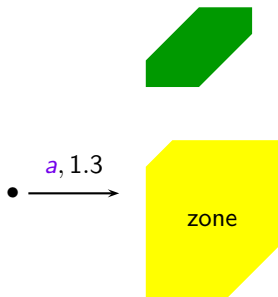
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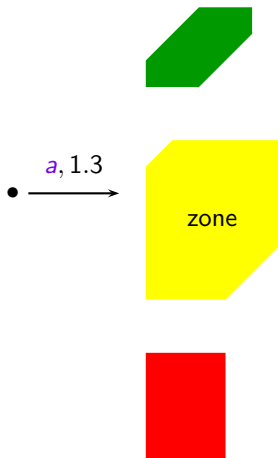
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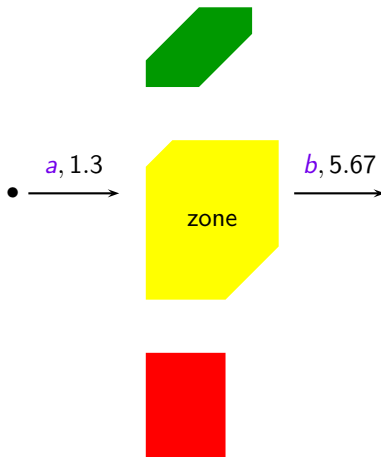
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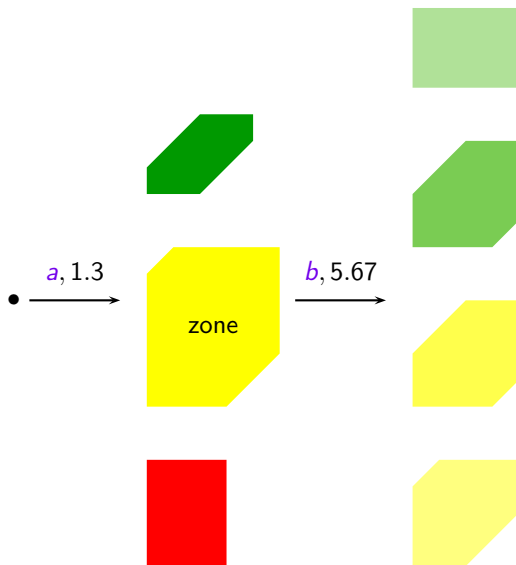
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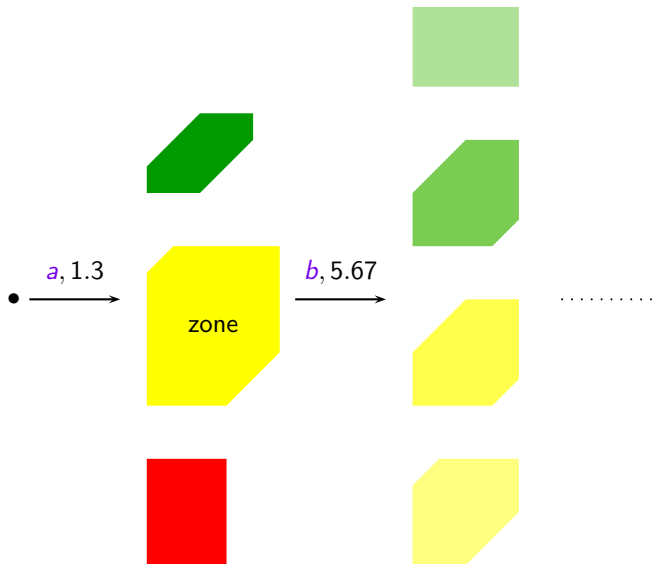
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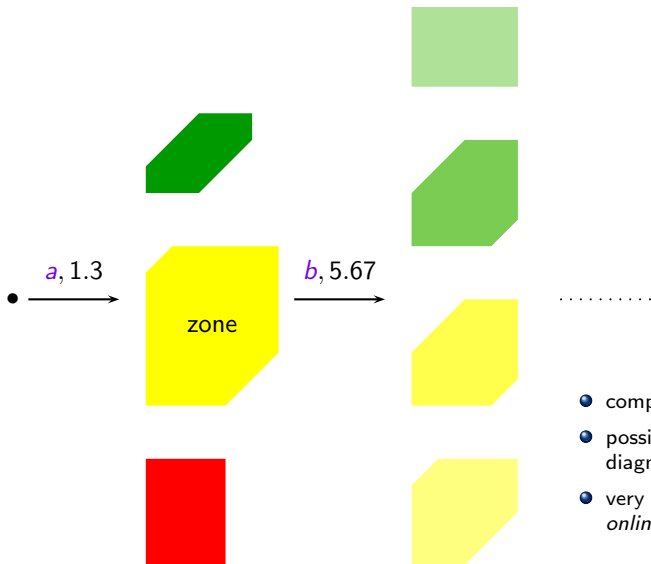
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- complete solution
- possible for *offline* diagnosis (log files)
- very expensive to run it *online*

Towards easier online diagnosis

→ **Our aim:** build a deterministic diagnoser \mathcal{O} ...

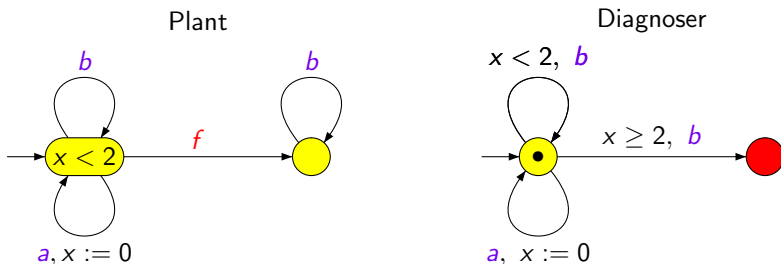
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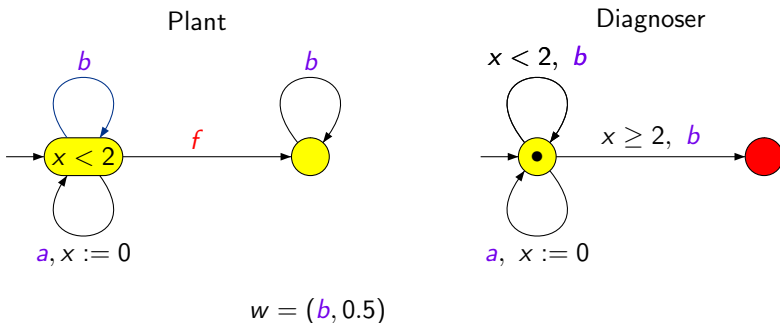


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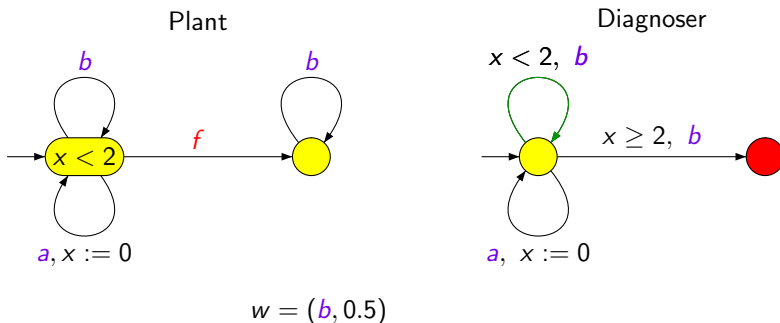


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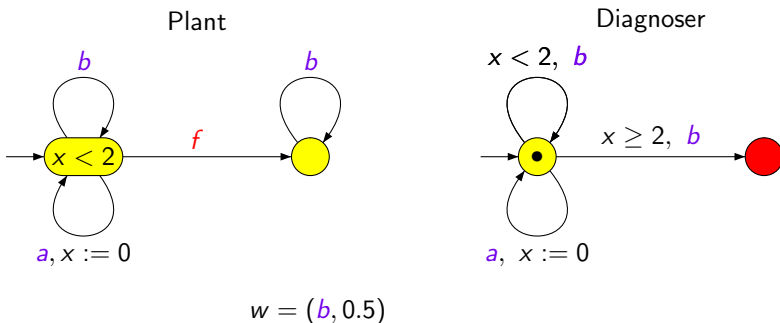


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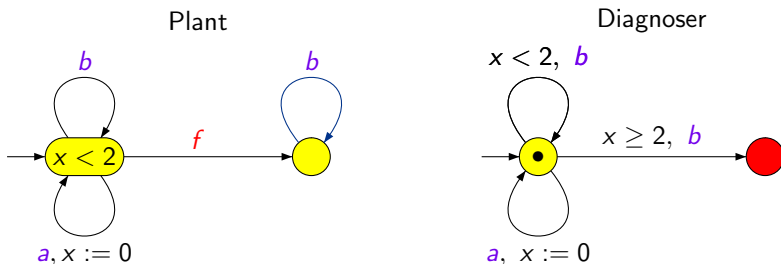


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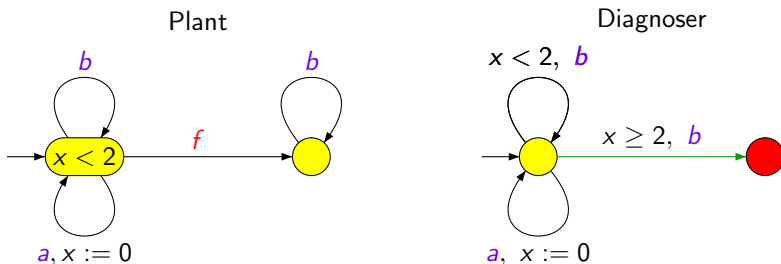
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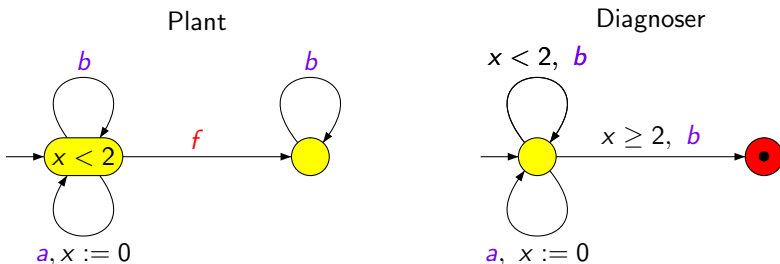
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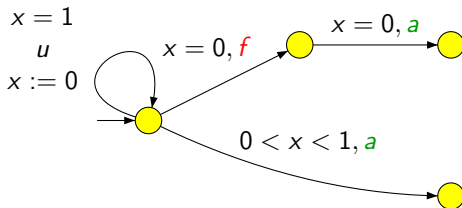
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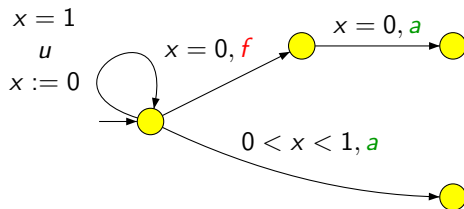
Diagnosis by deterministic timed automata

- Less general than previous diagnosis



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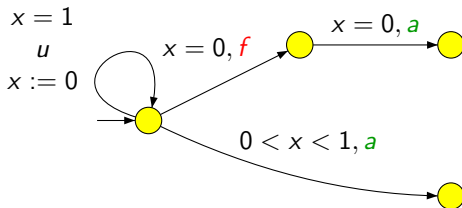
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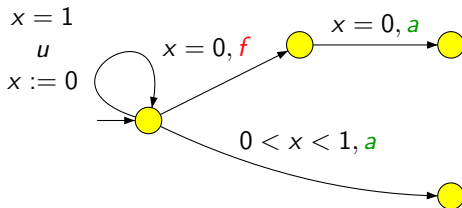


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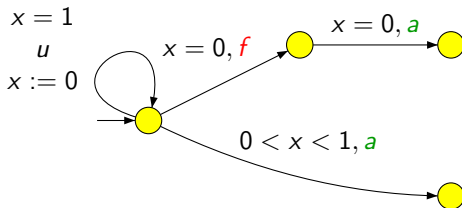
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Theorem [Bouyer, Chevalier, D’Souza 2005]

Δ -diagnosis of timed systems with DTA_{μ} is 2EXPTIME-complete.

Diagnosis as a game

We will transform the diagnosis problem into a two-player safety game:

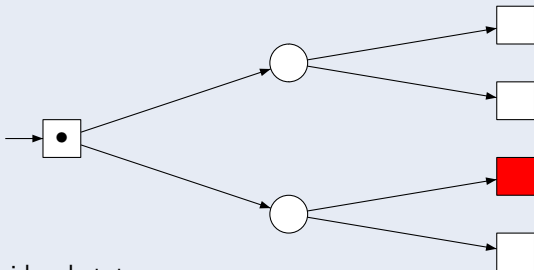
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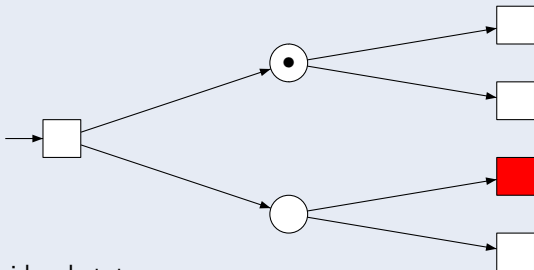
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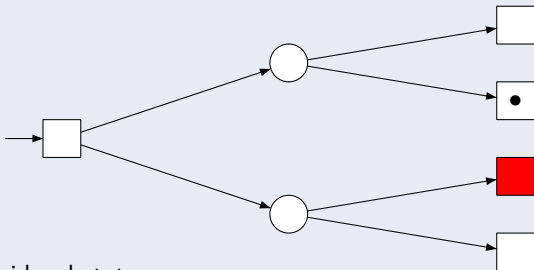
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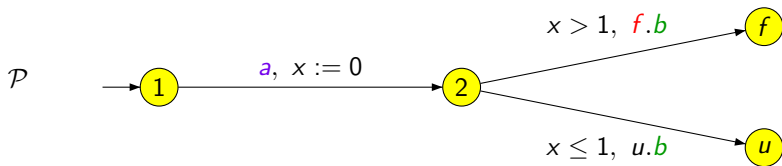
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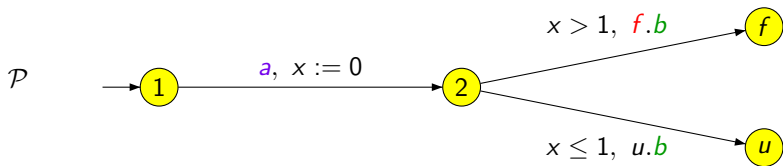
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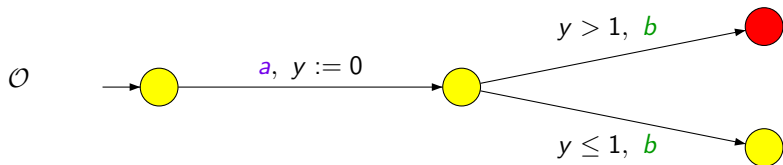
The plant is Δ -DTA $_{\mu}$ -diagnosable iff \square has a winning strategy.

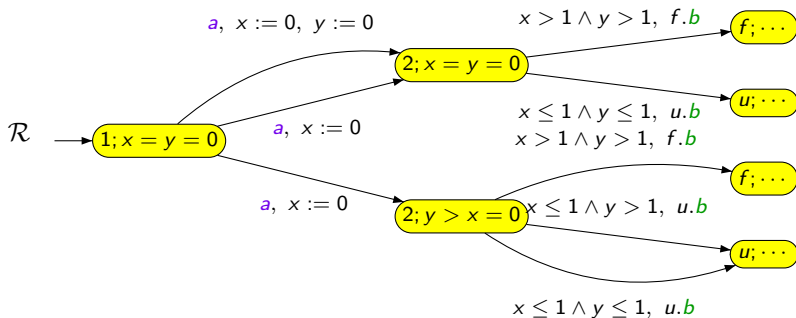
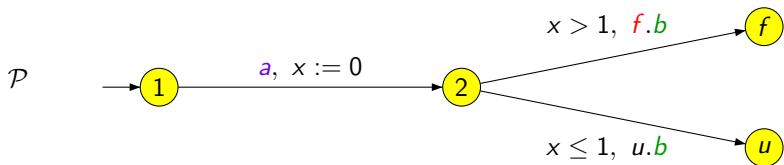


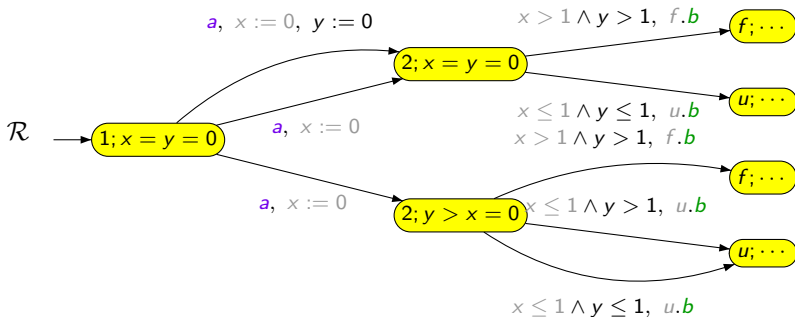
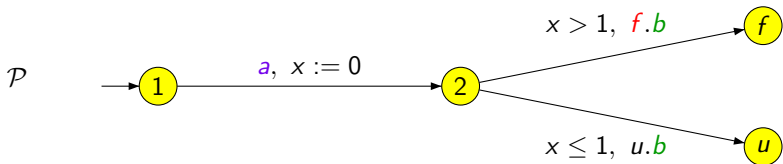
Is there a diagnoser for the plant with one clock and constants 0 and 1?

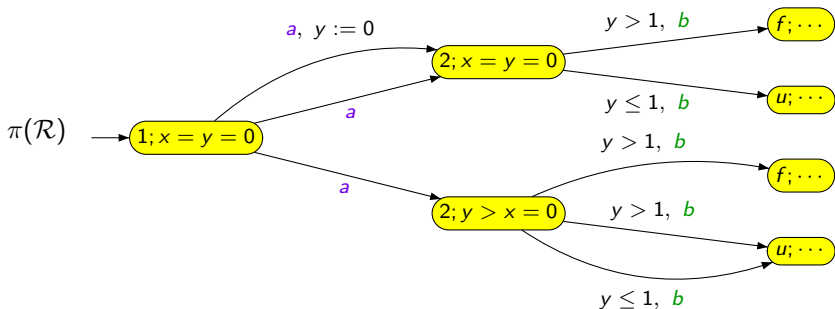
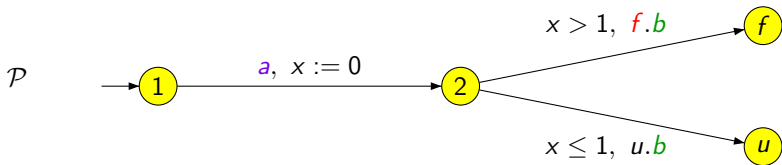


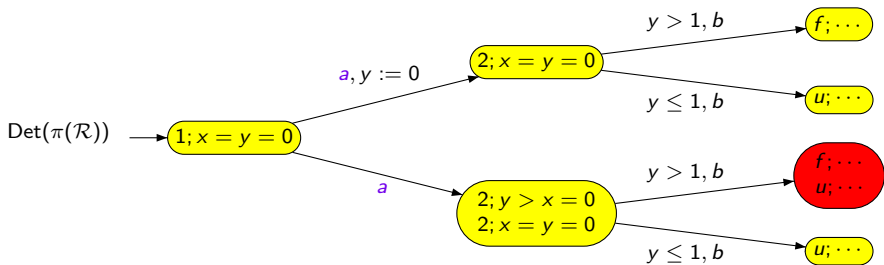
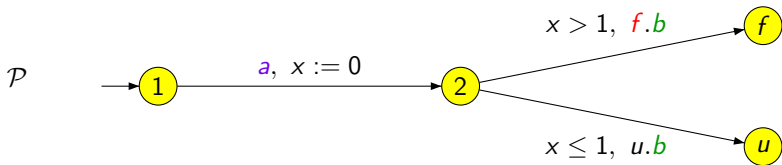
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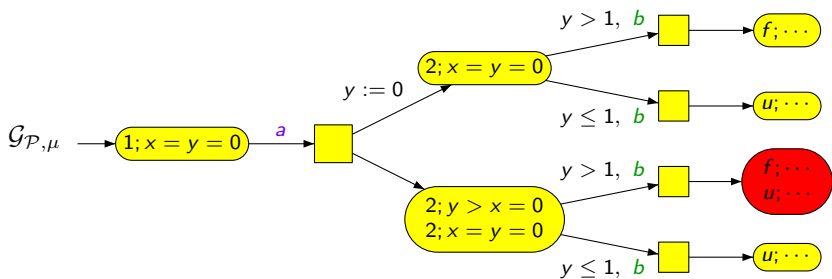
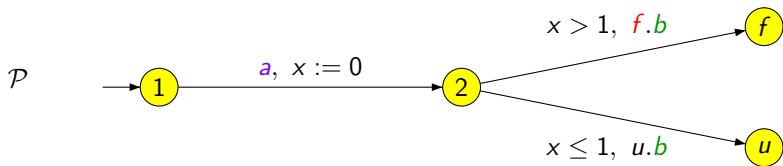












Diagnosis by DTA_{μ}

Proposition

has a winning strategy in $\mathcal{G}_{\mathcal{P},\mu}$ iff there is a diagnoser for \mathcal{P} in DTA_{μ} .

→ Δ - DTA_{μ} -diagnosability is in 2EXPTIME.

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Moreover, we can simulate an Alternating Turing Machine using exponential space with a diagnosis problem...

→ Δ - DTA_{μ} -diagnosability is 2EXPTIME-hard.

Diagnosis by event-recording timed automata

[Alur, Fix, Henzinger 1994]

- one clock x_a per event a
- clock x_a is reset when a occurs

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→ Diagnosis (with bounded resources) becomes PSPACE-complete

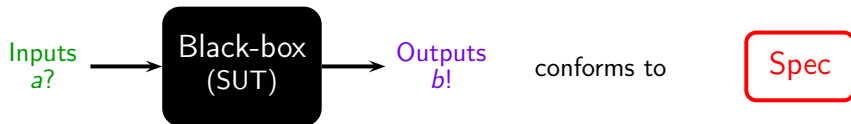
[Bouyer, Chevalier, D'Souza 2005]

Outline

- ① Partial observation
- ② Control under partial observation
- ③ Fault diagnosis
- ④ Conformance testing**
- ⑤ Conclusion

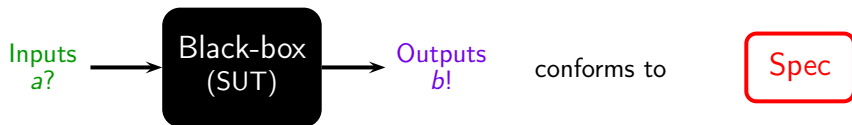
Black-box conformance testing

[Krichen, Tripakis 2004,2005]



Black-box conformance testing

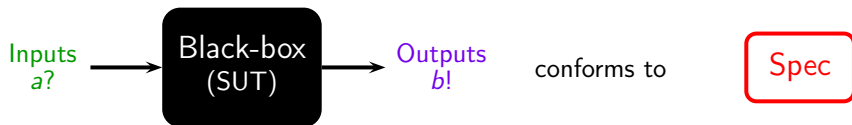
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- The specification is given as an I/O-timed automaton with ε -transitions.

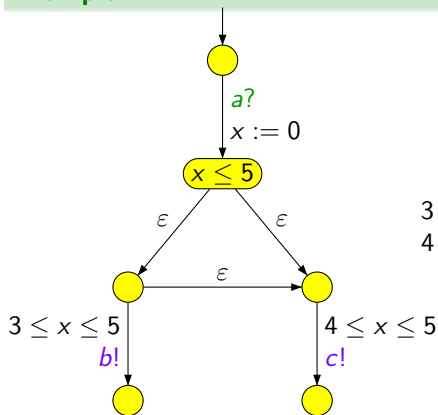
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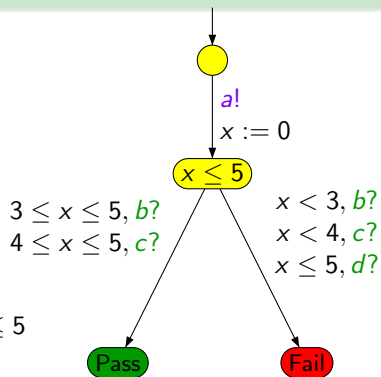


- The specification is given as an I/O-timed automaton with ε -transitions.
- A **test** is a strategy of interaction between the tester and the SUT. The tester tries to demonstrate that the SUT does not conform to the specification, while the SUT tries to prevent doing so.

Example



A specification



A possible test

Techniques used for building tests

Very similar to those for fault diagnosis:

- state estimation in the specification
- fixing the resources, synthesis of strategies in the game between the SUT and the tester

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Conclusion & further developments

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Further developments

- Algorithms for control under partial observation
- Further notions of partial observation: time is no more completely observable, but only through a *tick* action
- Fault diagnosis with DTA/ERA
- Get rid of some resources or the Δ parameter
- Control under partial observation for other classes of systems (e.g. o-minimal hybrid games)