# Reach Set Approximation through Decomposition with Low-dimensional Sets and High-dimensional Matrices

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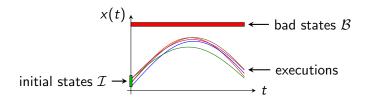
University of Freiburg

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## Linear time-invariant (LTI) systems

$$\dot{x}(t) = A \cdot x(t) + C \cdot u(t), \quad u(t) \in \mathcal{U}$$

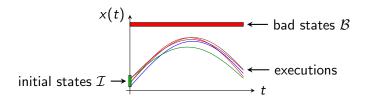
nondeterministic inputs



### Task (Safety verification)

## Linear time-invariant (LTI) systems

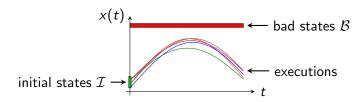
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nondeterministic inputs omitted for now



### Task (Safety verification)

## Safety verification

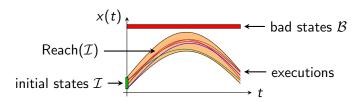
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## Safety verification

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$$\hat{=} \mathsf{Reach}(\mathcal{I}) \cap \mathcal{B} = \emptyset$$

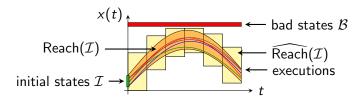


## Safety verification

### Task (Safety verification)

$$\hat{=} \mathsf{Reach}(\mathcal{I}) \cap \mathcal{B} = \emptyset$$

- Undecidable
- Showing  $\widehat{\mathrm{Reach}}(\mathcal{I}) \cap \mathcal{B} = \emptyset$  is sufficient  $\uparrow$  overapproximation of  $\mathrm{Reach}(\mathcal{I})$



## Scalability

Example: MNA5

10,913-dimensional Modified Nodal Analysis model

• Determines node voltage and branch currents in a circuit

• Bad states  $\mathcal{B}$ :  $x_1 \ge 0.2 \lor x_2 \ge 0.15$ 

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Task (Scalability)

Find a sweet spot between precision and speed

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### Decomposition use case

Large systems

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Property only depends on two dimensions

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• Can we just look at  $x_1$  and  $x_2$ ?

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### Decomposition use case

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#### Observation

Property only depends on two dimensions

Can we just look at x<sub>1</sub> and x<sub>2</sub>?
 No, all dimensions are coupled

Example: MNA5

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### Decomposition use cases

- Large systems
- "Sparse" properties

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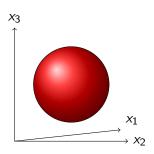
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### Decomposition use cases

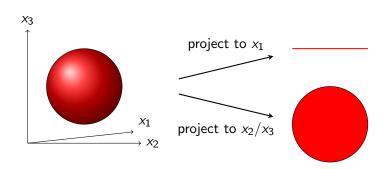
- Large systems
- "Sparse" properties

What can we decompose?

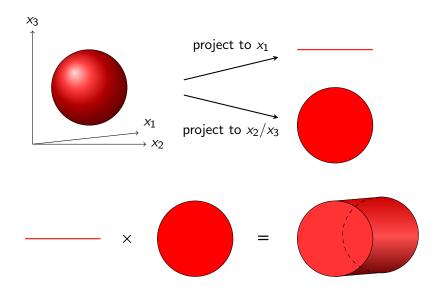
# Cartesian decomposition

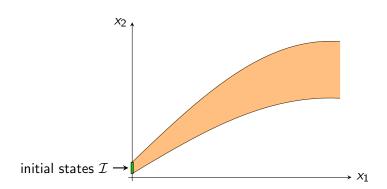


## Cartesian decomposition

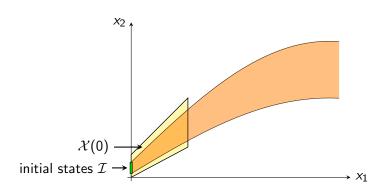


## Cartesian decomposition



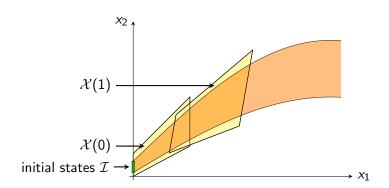


Discretize time Compute overapproximation  $\mathcal{X}(0)$  up to time step



### **Compute** successors

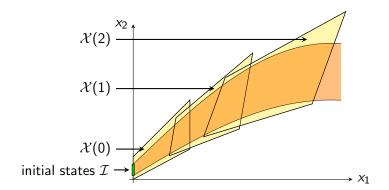
$$\mathcal{X}(1) = \Phi \cdot \mathcal{X}(0)$$



#### **Compute** successors

$$\mathcal{X}(1) = \Phi \cdot \mathcal{X}(0)$$

$$\mathcal{X}(2) = \Phi \cdot \mathcal{X}(1) = \Phi^2 \cdot \mathcal{X}(0)$$

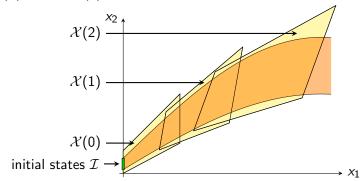


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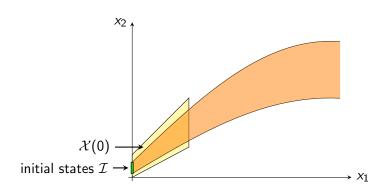
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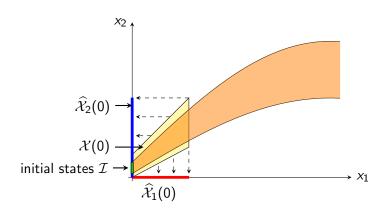
$$\mathcal{X}(k) = \Phi^k \cdot \mathcal{X}(0)$$



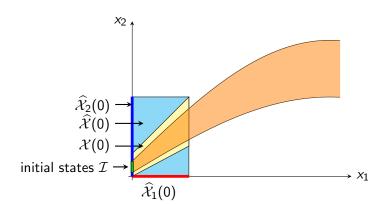
Compute **high-dimensional** set  $\mathcal{X}(0)$  (as before)



**Decompose**  $\mathcal{X}(0)$  into **low-dimensional** sets  $\widehat{\mathcal{X}}_1(0)$  and  $\widehat{\mathcal{X}}_2(0)$  (Note: In general we do not need to go down to 1D)

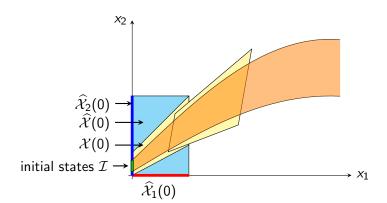


Define  $\widehat{\mathcal{X}}(k) := \widehat{\mathcal{X}}_1(k) \times \widehat{\mathcal{X}}_2(k)$ 



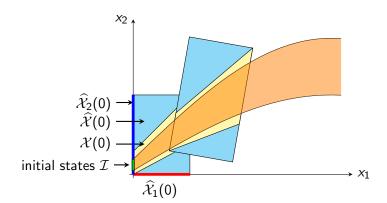
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original:  $\mathcal{X}(k) = \Phi^k \cdot \mathcal{X}(0)$ 



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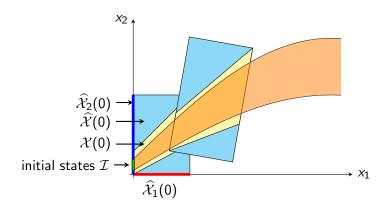
original:  $\mathcal{X}(k) = \Phi^k \cdot \mathcal{X}(0)$ decomposed:  $\widehat{\mathcal{X}}(k) = \Phi^k \cdot \widehat{\mathcal{X}}(0)$ ?



Define 
$$\widehat{\mathcal{X}}(k) := \widehat{\mathcal{X}}_1(k) \times \widehat{\mathcal{X}}_2(k)$$

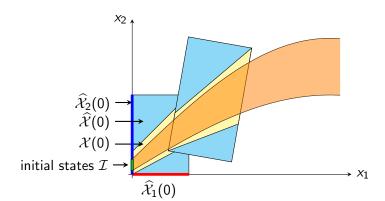
original:  $\mathcal{X}(k) = \Phi^k \cdot \mathcal{X}(0)$ 

decomposed:  $\widehat{\mathcal{X}}_i(k) = \bigoplus_j \Phi_{i,j}^k \cdot \widehat{\mathcal{X}}_j(0)$ 



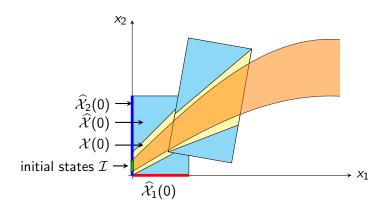
$$\widehat{\mathcal{X}}_i(k) = \bigoplus_j \Phi^k_{i,j} \cdot \widehat{\mathcal{X}}_j(0)$$

$$\Phi = \left(\begin{array}{c|c} a & b \\ \hline c & 0 \end{array}\right)$$

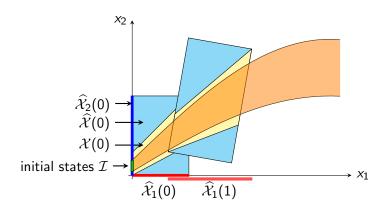


$$\widehat{\mathcal{X}}_{i}(k) = \bigoplus_{j} \Phi_{i,j}^{k} \cdot \widehat{\mathcal{X}}_{j}(0) 
\widehat{\mathcal{X}}_{1}(1) = a \cdot \widehat{\mathcal{X}}_{1}(0)$$

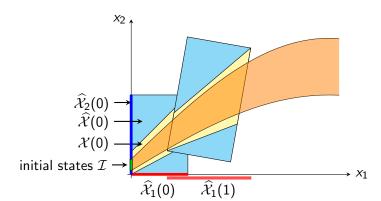
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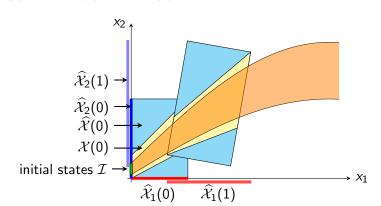
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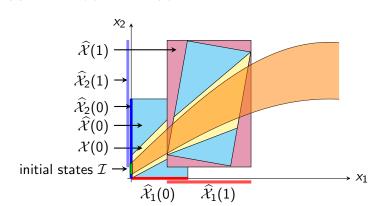
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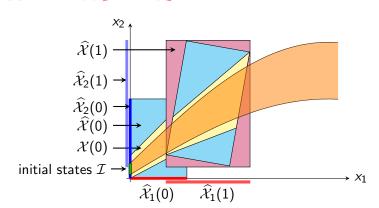
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### Decomposed reachability algorithm - Summary

Classical LGG algorithm is a special case (with one block)

#### Precision

- Sacrifice precision due to inter-block dependencies
- Preserve dependencies between intra-block dimensions

#### Speed

- Perform set operations in decomposed dimensions
- Skip computations for irrelevant dimensions
- Exploit **sparsity** of matrices  $\Phi^k$

### Implementation & evaluation

#### Implementation

• JULIAREACH<sup>1</sup>, written in Julia

#### Benchmark settings

- 1D blocks (worst case precision)
- High-dimensional benchmark suite, with inputs
- 1st setting: evaluate **speed** in reach set computation
  - Comparison to state-of-the-art tool SPACEEX
  - Time step  $10^{-3}$ , one dimension
- 2<sup>nd</sup> setting: evaluate **precision** in safety verification

<sup>1</sup>https://github.com/JuliaReach

Model	Dim	JULIAREACH	SPACEEX	Speedup
Motor	8	1.1 s	1.9 s	1.8
Building	48	4.5 s	9.5 s	2.1
PDE	84	4.4 s	61.7 s	13.9
Heat	200	24.7 s	102.8 s	4.1
ISS*	270	2.5 s	79.1 s	32.1
Beam	348	54.0 s	332.1 s	6.1
MNA1	578	140.0 s	crashed	n/a
FOM*	1006	10.6 s	crashed	n/a
MNA5*	10913	1650.3 s	crashed	n/a

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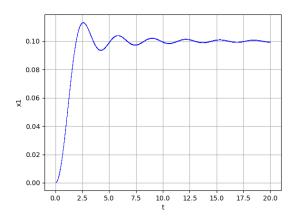
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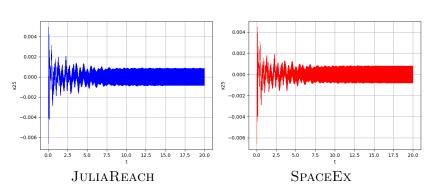
### Reach set comparison - MNA5 model

• Bad states  $\mathcal{B}$ :  $x_1 \ge 0.2 \lor x_2 \ge 0.15$ 



### Reach set comparison - Building model

• Bad states  $B: x_{25} \ge 0.006$ 



Model	Dim	#Var	Time step	JULIAREACH
Motor	8	2	$1 \times 10^{-3}$	1.6 s
Building	48	1	$2 \times 10^{-3}$	1.1 s
PDE	84	84	$3  imes 10^{-4}$	1030.0 s
Heat	200	1	$1 \times 10^{-3}$	14.8 s
Beam	348	1	$5  imes 10^{-5}$	857.1 s
MNA1	578	1	$4  imes 10^{-4}$	287.2 s
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### Discrete-time setting

- Reachable states are only computed at discrete time steps
- Assumption: Inputs can only change at discrete time steps
- Comparison to state-of-the-art tool HYLAA
  - Uses simulations, exploiting superposition
- Same settings as before

Model	Dim	#Var	JULIAREACH	HYLAA	Speedup
Motor	8	2	0.3 s	1.6 s	6.5
Building	48	1	0.5 s	2.5 s	4.7
PDE	84	84	22.2 s	3.5 s	0.2
Heat	200	1	4.2 s	13.8 s	3.3
Beam	348	1	7.0 s	169.1 s	24.2
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#### Conclusion

- Generalized reachability algorithm for LTI systems
- Cartesian decomposition approach
  - Matrix operations in high dimensions
  - Set operations in low dimensions
- Outperforms state-of-the-art tools SPACEEX and HYLAA
  - Speed: Over an order of magnitude faster
  - Dimension: Over an order of magnitude higher (SPACEEX)
- Precision sufficiently good in many cases