# Cyber-Physical Systems 

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## Lecture: Spatio-Temporal Reach and Escape Logic

## Offline Monitoring Algorithm

## Spatial Boolean Signal

$s_{\varphi}: L \rightarrow[0, T] \rightarrow\{0,1\} \quad$ such that $\quad s_{\varphi}(\ell, t)=1 \Leftrightarrow(\mathcal{S}, \vec{x}, \ell, t) \vDash \varphi$


## Offline Monitoring Algorithm

## Spatial Quantitative Signal

$\rho_{\varphi}: L \rightarrow[0, T] \rightarrow \mathbb{R} \cup \pm \infty \quad$ such that $\quad \rho_{\varphi}(\ell, t)=\rho(\mathcal{S}, \vec{x}, \ell, t)$


> Spatial Configuration


Sp-TemporalTrajectory


## Offline Monitoring Algorithm



## Computational consideration

- Temporal operators: like in STL monitoring [1] is linear in the length of the signal times the number of locations in the spatial model.
- Spatial properties are more expensive, they are based on a variations of the classical Floyd-Warshall algorithm.
The number of operations to perform is quadratic for the reach operator and cubic for the escape

Static Space and Regular Grid

## The formation of Patterns

The production of skin pigments that generate spots in animal furs:


Space model: a $K \times K$ grid treated as a graph, cell $(i, j) \in L=\{1, \ldots, K\} \times\{1, \ldots, K\}$

Spatio-Temporal Trajectory:

$$
x: L \rightarrow \mathbb{T} \rightarrow \mathbb{R}^{2} \text { s.t. } \quad x(\ell)=\left(x_{A}, x_{B}\right)
$$

## Spot formation property



## The formation of Patterns

$$
\phi_{\text {pattern }}:=\text { 回 }^{\text {hops }} \wedge_{[0,15]}^{\text {hops }} \phi_{\text {spot }}^{\text {form }}
$$



## Perturbation Property

$$
\begin{aligned}
\phi_{\text {pert }} & :=\left(x_{A} \geq 10\right) \wedge\left(\phi_{\text {absorb }} \odot_{[1,2]}^{\text {hops }} \phi_{\text {no_effect }}\right) \\
& \rightarrow \phi_{\text {absorb }}=F_{[0,1]} G_{[0,10]}\left(x_{A}<3\right) \\
& \phi_{\text {noeffect }}:=G_{[0,20]}\left(x_{A}<3\right)
\end{aligned}
$$



## Static Space and Stochastic Systems

## Application to Stochastic Systems

STREL can be applied on stochastic systems considering methodologies as Statistical Model Checking (SMC)

Stochastic process $\mathcal{M}=(\mathcal{T}, \mathcal{A}, \mu)$ where $\mathcal{T}$ is a trajectory space and $\mu$ is a probability measure on a $\sigma$-algebra of $\mathcal{T}$.

We approximate the satisfaction probability $S(\varphi, t)$, i.e. the probability that a trajectory generated by the stochastic process $\mathcal{M}$ satisfies the formula $\phi$.

We can do something similar with the quantitative semantics computing the robustness distribution


## Bike Sharing Systems (BSS)

London Santander Cycles Hire network


- 733 bike stations (each with 20-40 slots)
- a total population of 57,713 agents (users) picking up and returning bikes

We model it as a Population Continuous Time Markov Chain (PCTMC) with timedependent rates, using historic journey and bike availability data.

Prediction for 40 minutes.

## Bike Sharing Systems (BSS)

Spatio-Temporal Trajectory:

$$
x: L->\mathbb{T} \rightarrow \mathbb{Z}^{2} \text { s.t. } \quad x(i, t)=\left(B_{i}(t), S_{i}(t)\right)
$$

Space model

- Locations: $L=\{$ bike stations $\}$,
- Edges: $\left(\ell_{i}, w, \ell_{j}\right) \in W$ iff $\mathrm{w}=\left\|\ell_{i}-\ell_{j}\right\|<1$ kilometer

Availability of Bikes $\quad \phi_{1}=\mathrm{G}\left\{\widehat{\otimes}_{[0, d]}^{\text {weight }}(B>0) \wedge \otimes_{[0, d]}^{\text {weight }}(S>0)\right\}$

std in $[0,0.0158]$, mean $s t d=0.0053$.

std in $[0,0.0158]$, mean std $=0.0039$.

Availability of Bikes $\quad \phi_{1}=\mathrm{G}\left\{\otimes_{[0, d]}^{\text {weight }}(B>0) \wedge \otimes_{[0, d]}^{\text {weight }}(S>0)\right\}$

std in [0, 0.0151] , mean std $=0.0015$.
$d=600 m$

std in [0, 0.0142] , mean std $=0.0002$.

Availability of Bikes $\quad \phi_{1}=\mathrm{G}\left\{\otimes_{[0, d]}^{\text {weight }}(B>0) \wedge \otimes_{[0, d]}^{\text {weight }}(S>0)\right\}$

Satisfaction probability of some BBS stations vs distance $\mathrm{d}=[0,1.0]$


## Bike Sharing Systems (BSS)

$$
\psi_{1}=\mathrm{G}\left\{\otimes_{[0, d]}^{w e i g h t}\left(\mathrm{~F}_{\left[t_{w}, t_{w}\right]} B>0\right) \wedge \otimes_{[0, d]}^{w e i g h t}\left(\mathrm{~F}_{\left[t_{w}, t_{w}\right]} S>0\right)\right\}
$$

Average walking speed of $6.0 \mathrm{~km} / \mathrm{h}$, e.g. $\mathrm{d}=0.5 \mathrm{~km}->t_{w}=6$ minutes

The results similar to the results of previous property

Dynamic Space

## Mobile Ad-hoc sensor NETwork (MANET)



Mobile Ad-hoc sensor NETwork (MANET)


## Mobile Ad-hoc sensor NETwork (MANET)

Space model $S(t)$

- Locations: $L=\{$ devices $\}$,
- Edges: $\left(\ell_{i}, w, \ell_{j}\right) \in W$ iff $\mathrm{w}=\left\|\ell_{i}-\ell_{j}\right\|<\min \left(r_{i}, r_{j}\right)$

Spatio-Temporal Trajectory: $\quad x: L \rightarrow>\mathbb{T} \rightarrow \mathbb{Z} \times \mathbb{R}^{2}$ s.t. $x(i, t)=($ nodeType, battery, temperature $)$ nodeType $=1,2,3$ for coordinator, rooter, and end_device

## Connectivity in a MANET

"an end device is either connected to the coordinator or can reach it via a chain of routers"
"broken connection is restored within h time units"

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"an end device is either connected to the coordinator or can reach it via a chain of routers"

$$
\phi_{\text {connect }}=\text { device } \mathcal{R}_{[0,1]}^{\text {hop }}\left(\text { router } \mathcal{R}^{\text {hop }} \text { coord }\right)
$$

"broken connection is restored within h time units"

$$
\phi_{\text {connect_restore }}=\mathrm{G}\left(\neg \phi_{\text {connect }} \rightarrow \mathrm{F}_{[0, h]} \phi_{\text {connect }}\right)
$$

## Boolean Satisfaction at each time step

$$
\phi_{\text {connect }}=\text { device } \mathcal{R}_{[0,1]}^{\text {hop }}\left(\text { router } \mathcal{R}^{\text {hop }} \text { coord }\right)
$$



## Delivery in a MANET

"from a given location, we can find a path of (hops) length at least 5 such that all nodes along the path have a battery level greater than 0.5 "

$$
\psi_{3}=\mathcal{E}_{[5, \infty]}^{h o p s}(\text { batter } y>0.5)
$$

## Reliability in a MANET

"reliability in terms of battery levels, egg. battery level above 0.5

$$
\phi_{\text {reliable_router }}=((\text { batter } y>0.5) \wedge \text { router }) \mathcal{R}^{\text {hop }} \text { coord }
$$

$$
\phi_{\text {reliable_connect }}=\text { device } \mathcal{R}_{[0,1]}^{\text {hop }}\left(\phi_{\text {reliable_router }}\right)
$$

## MOOnlight: https://github.com/MoonLightSuite/MoonLight/wiki

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| Home <br> Simone edited this page on 1 Jul - 30 revisions |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| MoonLight build passing codecov 39\% |  |  |  |  |  |  |  |  | - Pages 5 |  |  |  |  |  |  |
| MoonLight is a light-weight Java-tool for monitoring temporal, spatial and spatio-temporal properties of distributed complex systems, as Cyber-Physical Systems and Collective Adaptive Systems. <br> It supports the specification of properties written with the Reach and Escape Logic (STREL). STREL is a linear-time temporal logic, in particular, it extends the Signal Temporal Logic (STL) with a number of spatial operators that permit to described complex spatial behaviors as being surround, reaching target locations, and escaping from specific regions. <br> MoonLightis implemented in Java, but it features also a MATLAB interface that allows the monitoring of spatio-temporal signals generated within the MATLAB framework. A Python Interface is under development. <br> Getting Started |  |  |  |  |  |  |  |  | - Moonlight <br> - Script Syntax <br> - Matlab <br> - Installation <br> - Getting Started <br> - Python <br> - License <br> Clone this wiki locally |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  | https://github.com/Moor |  | ๒ |  |  |  |  |
| First, you need to download JAVA (version 8) and set the environmental variable |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| JAVA_HOME= path to JAVA home directory |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Then you need to get or generate the executable for Python or MATLAB. |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| First, you need to clone our repository |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| \$ git clone https://github.com/MoonLightSuite/MoonLight.git |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Then you need to compile it by executing the following Gradle tasks in the console |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |



## Bibliography

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