

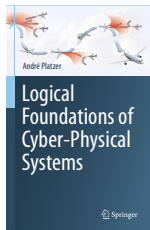
# Logic of Autonomous Dynamical Systems

André Platzer

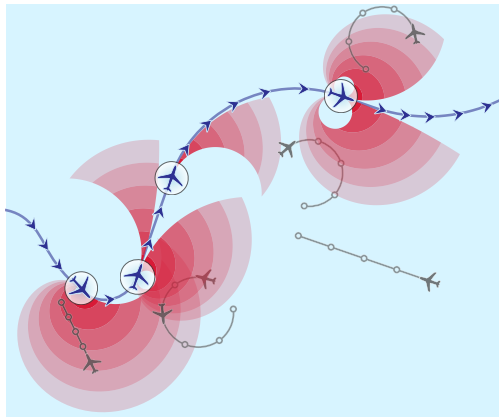
Karlsruhe Institute of Technology



Alexander von  
**HUMBOLDT**  
STIFTUNG



Which control decisions are safe for aircraft collision avoidance?

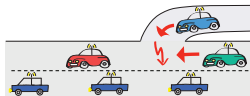


## Cyber-Physical Systems

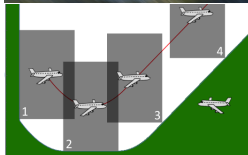
CPSs combine cyber capabilities with physical capabilities to solve problems that neither part could solve alone.

## Prospects: Safety & Efficiency

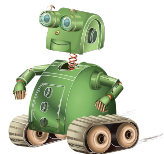
(Autonomous) cars



(Auto)Pilot support



Robots near humans



## Cyber-Physical Systems

CPSs combine cyber capabilities with physical capabilities to solve problems that neither part could solve alone.

- 1 Cyber-Physical Systems & Dynamical Systems
- 2 Differential Dynamic Logic for Multi-Dynamical Systems
- 3 Proofs for Dynamical Systems
- 4 Proofs for Differential Equations
- 5 Proofs by Uniform Substitution
- 6 Proofs for Hybrid Games
- 7 Proofs for Hybrid System Refinements
- 8 Applications
- 9 Summary

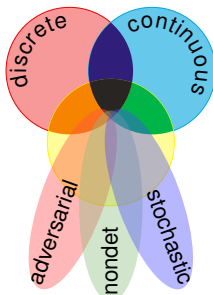
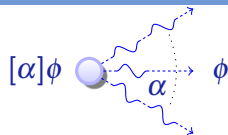




- 1 Cyber-Physical Systems & Dynamical Systems
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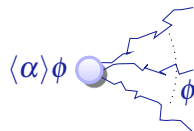
differential dynamic logic

$$dL = DL + HP$$



stochastic differential DL

$$SdL = DL + SHP$$

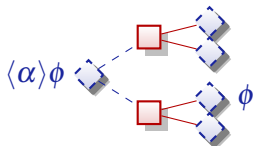


quantified differential DL

$$QdL = FOL + DL + QHP$$

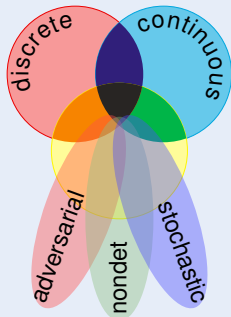
differential game logic

$$dGL = GL + HG$$



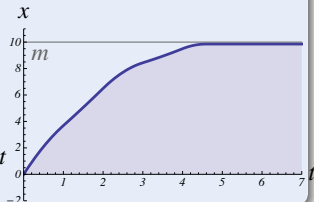
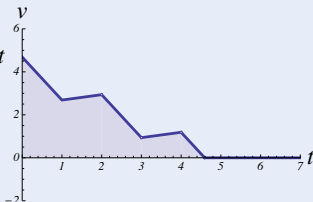
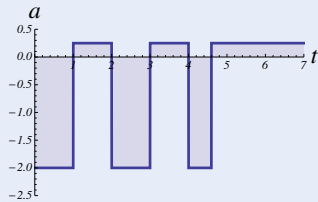
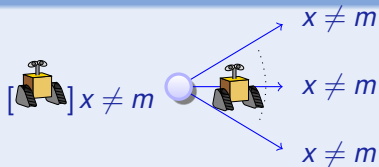
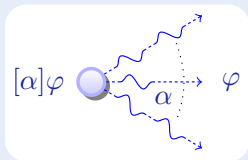
## Dynamic Logics

- DL has been introduced for programs  
Pratt'76,Harel,Kozen
- Its real calling are dynamical systems
- DL excels at providing simple+elegant  
logical foundations for dynamical systems
- CPSs are multi-dynamical systems
- DL for CPS are multi-dynamical



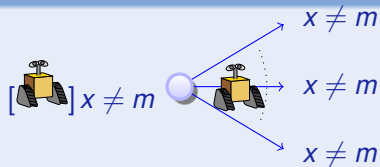
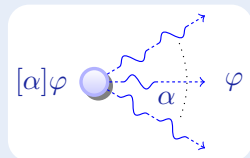
## Concept (Differential Dynamic Logic)

(JAR'08, LICS'12)



## Concept (Differential Dynamic Logic)

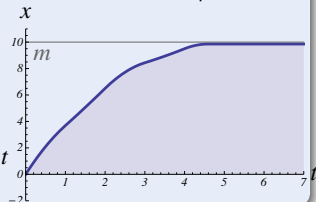
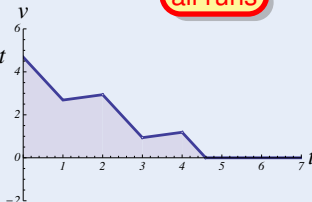
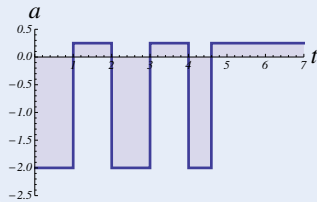
(JAR'08, LICS'12)



$$\left[ \left( \text{if}(\text{SB}(x, m)) \ a := -b \ ; \ x' = v, v' = a \right)^* \right] x \neq m$$

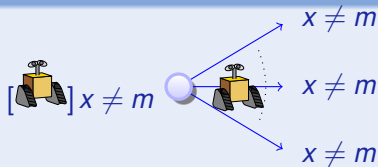
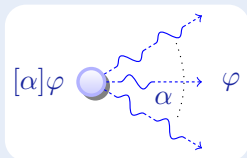
all runs

post



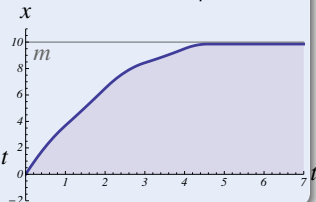
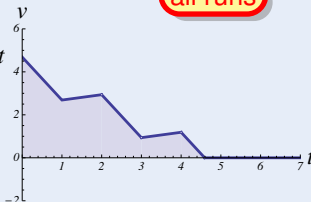
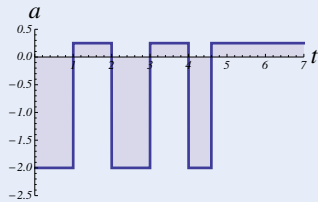
## Concept (Differential Dynamic Logic)

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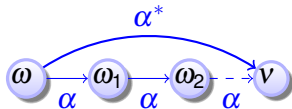
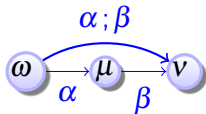
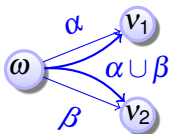
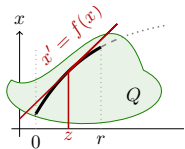
$$\underbrace{x \neq m \wedge b > 0}_{\text{init}} \rightarrow \left[ \left( \text{if}(\text{SB}(x, m)) \quad a := -b \right); x' = v, v' = a \right]^* \underbrace{x \neq m}_{\text{post}}$$

all runs



## Definition (Hybrid program)

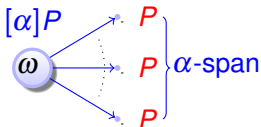
$$\alpha, \beta ::= x := e \mid ?Q \mid x' = f(x) \& Q \mid \alpha \cup \beta \mid \alpha; \beta \mid \alpha^*$$



## Definition (Differential dynamic logic)

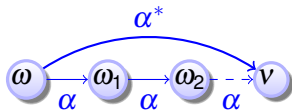
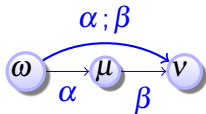
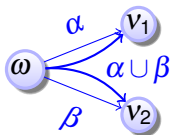
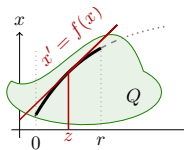
(JAR'08, LICS'12)

$$P, Q ::= e \geq \tilde{e} \mid \neg P \mid P \wedge Q \mid P \vee Q \mid P \rightarrow Q \mid \forall x P \mid \exists x P \mid [\alpha]P \mid \langle \alpha \rangle P$$



## Definition (Hybrid program)

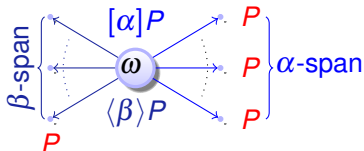
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## Definition (Differential dynamic logic)

(JAR'08, LICS'12)

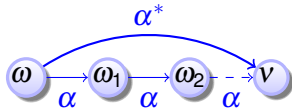
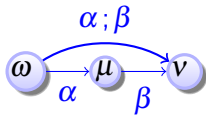
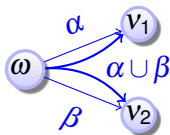
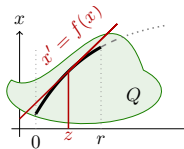
$$P, Q ::= e \geq \tilde{e} \mid \neg P \mid P \wedge Q \mid P \vee Q \mid P \rightarrow Q \mid \forall x P \mid \exists x P \mid [\alpha]P \mid \langle \alpha \rangle P$$





## Definition (Hybrid program)

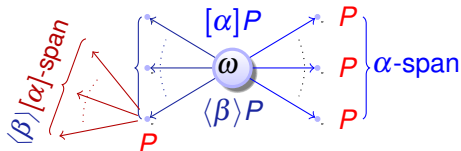
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## Definition (Differential dynamic logic)

(JAR'08, LICS'12)

$$P, Q ::= e \geq \tilde{e} \mid \neg P \mid P \wedge Q \mid P \vee Q \mid P \rightarrow Q \mid \forall x P \mid \exists x P \mid [\alpha]P \mid \langle \alpha \rangle P$$



Definition (Hybrid program semantics)

$([\![\cdot]\!] : \text{HP} \rightarrow \wp(\mathcal{S} \times \mathcal{S}))$

$$[x := e] = \{(\omega, \nu) : \nu = \omega \text{ except } \nu[x] = \omega[e]\}$$

$$[?Q] = \{(\omega, \omega) : \omega \in [Q]\}$$

$$[x' = f(x)] = \{(\varphi(0), \varphi(r)) : \varphi \models x' = f(x) \text{ for some duration } r \geq 0\}$$

$$[\alpha \cup \beta] = [\alpha] \cup [\beta]$$

$$[\alpha; \beta] = [\alpha] \circ [\beta]$$

$$[\alpha^*] = [\alpha]^* = \bigcup_{n \in \mathbb{N}} [\alpha^n]$$

compositional semantics

Definition (dL semantics)

$([\![\cdot]\!] : \text{Fml} \rightarrow \wp(\mathcal{S}))$

$$[e \geq \tilde{e}] = \{\omega : \omega[e] \geq \omega[\tilde{e}]\}$$

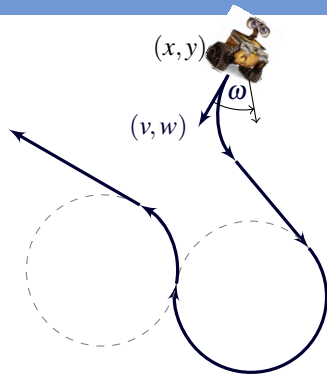
$$[P \wedge Q] = [P] \cap [Q]$$

$$[\langle \alpha \rangle P] = [\alpha] \circ [P] = \{\omega : \nu \in [P] \text{ for some } \nu : (\omega, \nu) \in [\alpha]\}$$

$$[[\alpha]P] = [\neg \langle \alpha \rangle \neg P] = \{\omega : \nu \in [P] \text{ for all } \nu : (\omega, \nu) \in [\alpha]\}$$

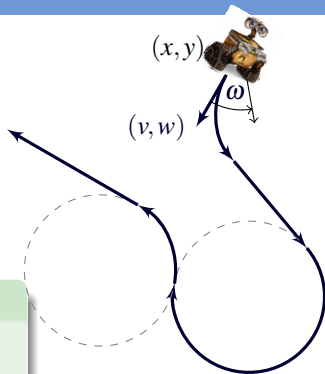
$$[\exists x P] = \{\omega : \omega'_x \in [P] \text{ for some } r \in \mathbb{R}\}$$

$$[\neg P] = [P]^c$$



## Example ( Runaround Robot)

$$(x, y) \neq o \rightarrow [((?Q_{-1}; \omega := -1 \cup ?Q_1; \omega := 1 \cup ?Q_0; \omega := 0); \{x' = v, y' = w, v' = \omega w, w' = -\omega v\})^*] (x, y) \neq o$$

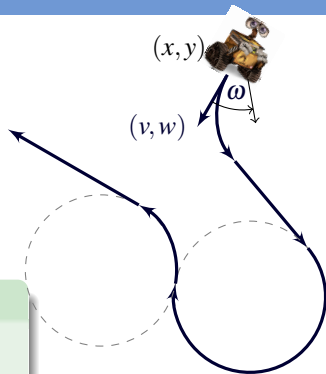


## Example (Dubins Path)

$$\langle ((\omega := -1 \cup \omega := 1 \cup \omega := 0) \{x' = v, y' = w, v' = \omega w, w' = -\omega v\})^* \rangle (x, y) = o$$

## Example (▶ Runaround Robot)

$$(x, y) \neq o \rightarrow [((?Q_{-1}; \omega := -1 \cup ?Q_1; \omega := 1 \cup ?Q_0; \omega := 0); \{x' = v, y' = w, v' = \omega w, w' = -\omega v\})^*] (x, y) \neq o$$



## Example (Dubins Path)

$$v^2 + w^2 \neq 0 \rightarrow \langle ((\omega := -1 \cup \omega := 1 \cup \omega := 0) \{x' = v, y' = w, v' = \omega w, w' = -\omega v\})^* \rangle (x, y) = o$$

## Example (▶ Runaround Robot)

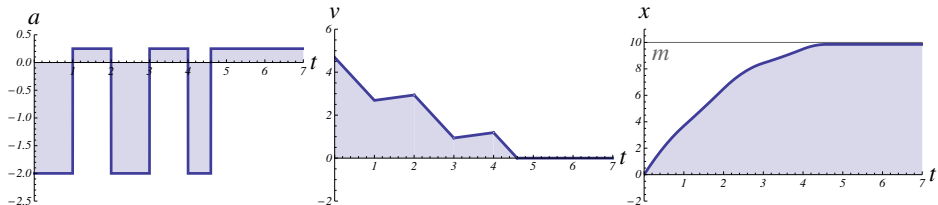
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Acceleration condition  $?Q$

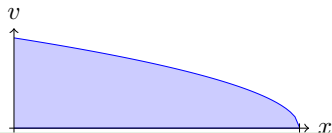


Example ( Single car  $car_s$ )

$$(((?Q; a := A) \cup a := -b); \{x' = v, v' = a \& v \geq 0\})^*$$



$Q \equiv$

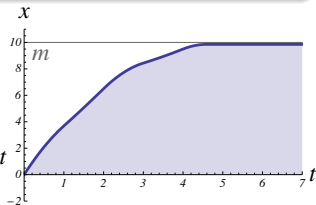
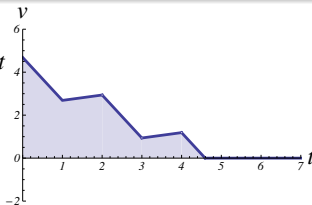
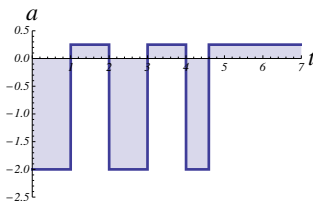


Example (Single car  $car_\epsilon$  time-triggered)

$$(((?Q; a := A) \cup a := -b); t := 0; \{x' = v, v' = a, t' = 1 \& v \geq 0 \wedge t \leq \epsilon\})^*$$

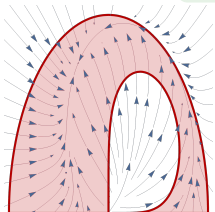
Example (▶ Safely stays before traffic light  $m$ )

$$v^2 \leq 2b(m - x) \wedge A \geq 0 \wedge b > 0 \rightarrow [car_\epsilon] x \leq m$$



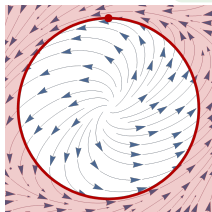
Safety

$$Q \rightarrow [\alpha]P$$



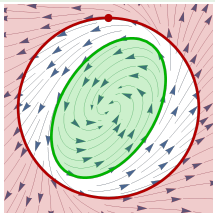
Liveness

$$Q \rightarrow \langle \alpha \rangle P$$



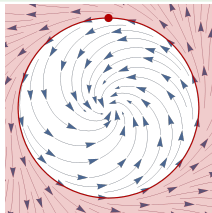
Stability

$$\forall \varepsilon > 0 \exists \delta > 0 \forall x (\mathcal{U}_\delta(x=0) \rightarrow [x' = f(x)] \mathcal{U}_\varepsilon(x=0))$$



Attractivity

$$\exists \delta > 0 \forall x (\mathcal{U}_\delta(x=0) \rightarrow \forall \varepsilon > 0 \langle x' = f(x) \rangle [x' = f(x)] \mathcal{U}_\varepsilon(x=0))$$





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$$[:=] [x := e]P(x) \leftrightarrow P(e)$$

equations of truth

$$[?] [?Q]P \leftrightarrow (Q \rightarrow P)$$

$$['] [x' = f(x)]P \leftrightarrow \forall t \geq 0 [x := y(t)]P \quad (y'(t) = f(y))$$

$$[\cup] [\alpha \cup \beta]P \leftrightarrow [\alpha]P \wedge [\beta]P$$

$$[;] [\alpha; \beta]P \leftrightarrow [\alpha][\beta]P$$

$$[*] [\alpha^*]P \leftrightarrow P \wedge [\alpha][\alpha^*]P$$

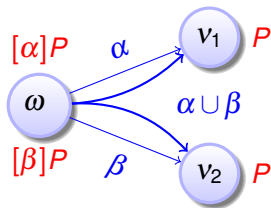
$$K [\alpha](P \rightarrow Q) \rightarrow ([\alpha]P \rightarrow [\alpha]Q)$$

laws of logic of  
laws of physics

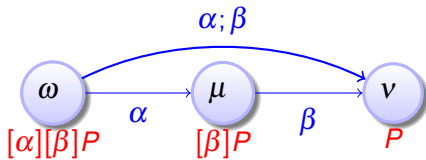
$$I [\alpha^*]P \leftrightarrow P \wedge [\alpha^*](P \rightarrow [\alpha]P)$$

$$C [\alpha^*]\forall v > 0 (P(v) \rightarrow \langle \alpha \rangle P(v-1)) \rightarrow \forall v (P(v) \rightarrow \langle \alpha^* \rangle \exists v \leq 0 P(v))$$

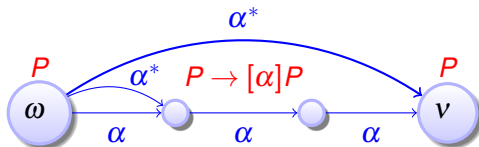
$$[\alpha \cup \beta]P \leftrightarrow [\alpha]P \wedge [\beta]P$$



$$[\alpha; \beta]P \leftrightarrow [\alpha][\beta]P$$



$$[\alpha^*]P \leftrightarrow P \wedge [\alpha^*](P \rightarrow [\alpha]P)$$



The lion's share of understanding comes from understanding what does change (variants/progress measures) and what doesn't change (invariants).

Invariants are a fundamental force of CS

Variants are another fundamental force of CS

“Making something variable is easy.  
Controlling duration of constancy is the trick.” – Alan J. Perlis

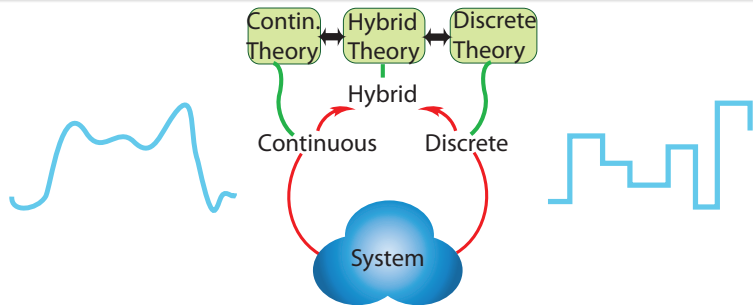
Theorem (Sound & Complete)

(JAR'08, LICS'12, JAR'17)

*dL calculus is a sound & complete axiomatization of hybrid systems relative to either differential equations **or** to discrete dynamics.*

Corollary (Complete Proof-theoretical Bridge)

proving continuous = proving hybrid = proving discrete



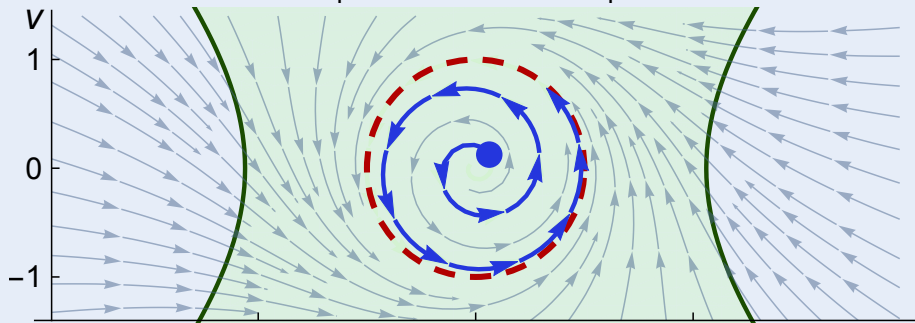
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Concept (Differential Dynamic Logic)

(JAR'08, LICS'12)

$$u^2 \leq v^2 + \frac{9}{2} \rightarrow [u' = -v + \frac{u}{4}(1 - u^2 - v^2), v' = u + \frac{v}{4}(1 - u^2 - v^2)] u^2 \leq v^2 + \frac{9}{2}$$

$$u^2 + v^2 = 1 \rightarrow [u' = -v + \frac{u}{4}(1 - u^2 - v^2), v' = u + \frac{v}{4}(1 - u^2 - v^2)] u^2 + v^2 = 1$$



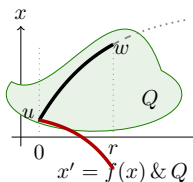
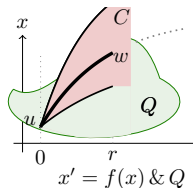
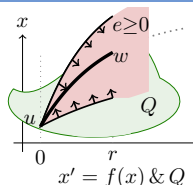
Analyzing ODEs via solutions undoes their descriptive power! Poincaré 1881

$$\text{DI } [x' = f(x)]e \geq 0 \leftarrow e \geq 0 \wedge [x' = f(x)](e)' \geq 0$$

$$\text{DI } [x' = f(x)]e = 0 \leftrightarrow e = 0 \wedge [x' = f(x)](e)' = 0$$

$$\text{DC } ([x' = f(x) \& Q]P \leftrightarrow [x' = f(x) \& Q \wedge C]P) \\ \leftarrow [x' = f(x) \& Q]C$$

$$\text{DG } [x' = f(x) \& Q]P \\ \leftrightarrow \exists y [x' = f(x), y' = a(x)y + b(x) \& Q]P$$



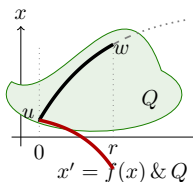
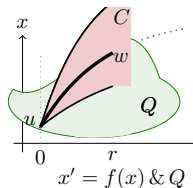
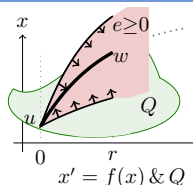


$$\text{DI } [x' = f(x)]e \geq 0 \leftarrow e \geq 0 \wedge [x' = f(x)](e)' \geq 0$$

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$$\text{DC } ([x' = f(x) \& Q]P \leftrightarrow [x' = f(x) \& Q \wedge C]P) \\ \leftarrow [x' = f(x) \& Q]C$$

$$\text{DG } [x' = f(x) \& Q]P \\ \leftrightarrow \exists y [x' = f(x), y' = a(x)y + b(x) \& Q]P$$



$$\omega[(e)'] = \sum_x \omega(x') \frac{\partial [e]}{\partial x}(\omega)$$

Theorem (Algebraic Completeness) (LICS'18,JACM'20)

*dL calculus is a sound & complete axiomatization of algebraic invariants of polynomial differential equations. They are decidable by DI,DC,DG in dL.*

Theorem (Semialgebraic Completeness) (LICS'18,JACM'20)

*dL calculus with RI is a sound & complete axiomatization of semialgebraic invariants of differential equations. They are decidable in dL.*

Theorem (Algebraic Completeness) (LICS'18, JACM'20)

*dL calculus is a sound & complete axiomatization of algebraic invariants of polynomial differential equations. They are decidable in dL.*

$$\text{DRI } [x' = f(x) \& Q]e = 0 \leftrightarrow (Q \rightarrow e'^* = 0) \quad (Q \text{ open})$$

Theorem (Semialgebraic Completeness) (LICS'18, JACM'20)

*dL calculus with RI is a sound & complete axiomatization of semialgebraic invariants of differential equations. They are decidable in dL.*

$$\text{SAI } \forall x (P \rightarrow [x' = f(x)]P) \leftrightarrow \forall x (P \rightarrow P'^*) \wedge \forall x (\neg P \rightarrow (\neg P)^{*\prime-})$$

Definable  $e'^*$  is short for *all/significant* Lie derivative w.r.t. ODE

Definable  $e'^{*\prime-}$  is w.r.t. backwards ODE  $x' = -f(x)$ . Also for  $P$ .

$$e'^* = 0 \equiv e=0 \wedge (e')'^* = 0 \quad (P \wedge Q)^*' \equiv P'^* \wedge Q'^*$$

$$e'^* \geq 0 \equiv e \geq 0 \wedge (e=0 \rightarrow (e')'^* \geq 0) \quad (P \vee Q)^*' \equiv P'^* \vee Q'^*$$

## Study (6th Order Longitudinal Flight Equations)

$$u' = \frac{X}{m} - g \sin(\theta) - qw \quad \text{axial velocity}$$

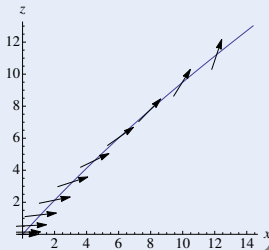
$$w' = \frac{Z}{m} + g \cos(\theta) + qu \quad \text{vertical velocity}$$

$$x' = \cos(\theta)u + \sin(\theta)w \quad \text{range}$$

$$z' = -\sin(\theta)u + \cos(\theta)w \quad \text{altitude}$$

$$\theta' = q \quad \text{pitch angle}$$

$$q' = \frac{M}{I_{yy}} \quad \text{pitch rate}$$



$X$  : thrust along  $u$      $Z$  : thrust along  $w$      $M$  : thrust moment for  $w$   
 $g$  : gravity                 $m$  : mass                 $I_{yy}$  : inertia second diagonal

## Study (6th Order Longitudinal Flight Equations)

$$u' = \frac{X}{m} - g \sin(\theta) - qw \quad \text{axial velocity}$$

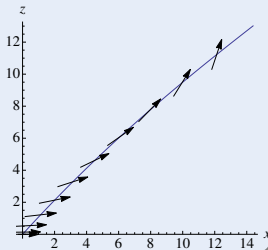
$$w' = \frac{Z}{m} + g \cos(\theta) + qu \quad \text{vertical velocity}$$

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$$q' = \frac{M}{I_{yy}} \quad \text{pitch rate}$$

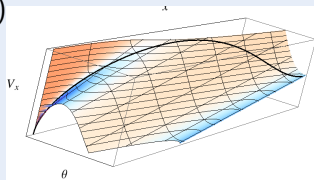


## Result (DRI Automatically Generates Invariant Functions)

$$\frac{Mz}{I_{yy}} + g\theta + \left(\frac{X}{m} - qw\right) \cos(\theta) + \left(\frac{Z}{m} + qu\right) \sin(\theta)$$

$$\frac{Mx}{I_{yy}} - \left(\frac{Z}{m} + qu\right) \cos(\theta) + \left(\frac{X}{m} - qw\right) \sin(\theta)$$

$$-q^2 + \frac{2M\theta}{I_{yy}}$$

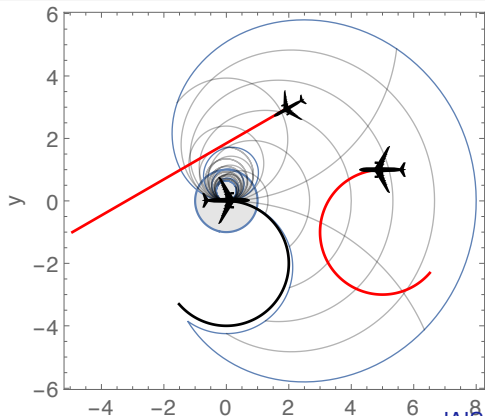
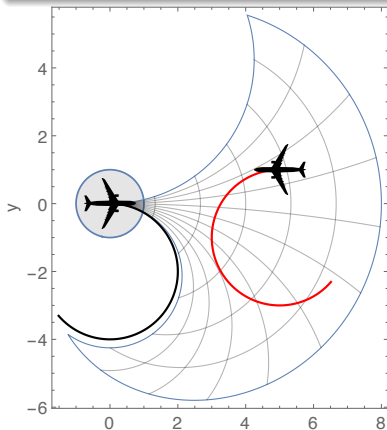


# Example: Dubins Dynamics of 2 Airplanes

Result (DRI Automatically Generates Invariants)

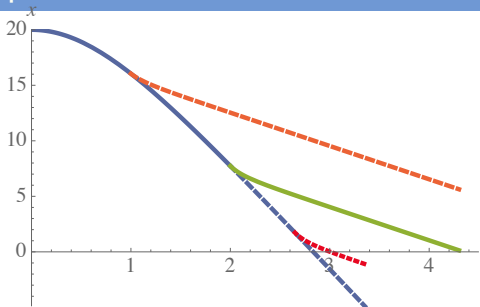
$$\omega_1 = 0 \wedge \omega_2 = 0 \rightarrow v_2 \sin \vartheta x = (v_2 \cos \vartheta - v_1) y > \rho(v_1 + v_2)$$

$$\omega_1 \neq 0 \vee \omega_2 \neq 0 \rightarrow -\omega_1 \omega_2 (x^2 + y^2) + 2v_2 \omega_1 \sin \vartheta x + 2(v_1 \omega_2 - v_2 \omega_1 \cos \vartheta) y + 2v_1 v_2 \cos \vartheta > 2v_1 v_2 + 2\rho(v_2 |\omega_1| + v_1 |\omega_2|) + \rho^2 |\omega_1 \omega_2|$$



$$Q \equiv v - gT > -\sqrt{g/p}$$

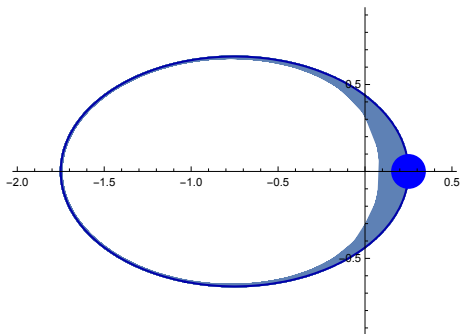
Conservatively bounded next velocity above parachute's **limit velocity**.



## Example (▶ Parachute)

$$m < -\sqrt{g/p} \rightarrow [((?(Q \wedge r = a) \cup r := p); t := 0; \\ \{x' = v, v' = -g + rv^2, t' = 1 \& t \leq T \wedge x \geq 0 \wedge v < 0\})^*] \\ (x = 0 \rightarrow v \geq m)$$

- $-\frac{x}{\sqrt{x^2+y^2}}$  opposite direction
- $\frac{1}{x^2+y^2}$  inverse-square law
- Energy preservation
- Well-definedness



## Example (▶ Two Body Problem)

$$\frac{v^2 + w^2}{2} - \frac{1}{\sqrt{x^2 + y^2}} = E \rightarrow$$

$$[x' = v, v' = -x/(x^2 + y^2)^{3/2},$$

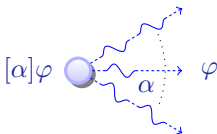
$$y' = w, w' = -y/(x^2 + y^2)^{3/2}] \frac{v^2 + w^2}{2} - \frac{1}{\sqrt{x^2 + y^2}} = E$$

&  $x \neq 0 \vee y \neq 0$



## Differential dynamic logic

- Logical lingua franca for control systems
- Safety, liveness, controllability, stability are definable by  $[\cdot], \langle \cdot \rangle, \forall, \exists$
- Specification and verification interlinked
- Compositional verification helps scale for well-engineered systems
- Small-core complete axiomatization (2000 LOC)
- Differential equation invariants decidable by dL proof
- Significant applications in KeYmaera X theorem prover



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- 2 Differential Dynamic Logic for Multi-Dynamical Systems
- 3 Proofs for Dynamical Systems
- 4 Proofs for Differential Equations
- 5 Proofs by Uniform Substitution**
- 6 Proofs for Hybrid Games
- 7 Proofs for Hybrid System Refinements
- 8 Applications
- 9 Summary

Foundation for	FOL	Functional Language	Imperative Language
	Formula	Functional program	Imperative program/game
	Predicate calculus	Function calculus	Program calculus
	Subst + rename	$\alpha, \beta, \eta$ -conversion	USubst + rename

## Functional

$\alpha$ -conversion	for bound variables
$\beta$ -reduction	capture-avoiding subst.
$\eta$ -conversion	versus free variables

## Imperative

Uniform substitution replaces predicate/function/program sym. mindful of free/bound variables

Substitution is fundamental but subtle. Henkin wants it banished!

- z Frege, Whitehead&Russell, Hilbert, Ackermann, Bernays, Gödel, Quine ..
- z Beware: Imperative free and bound variables may have to overlap!

Theorem (Soundness)

replace all occurrences of  $p(\cdot)$

$$US \frac{\phi}{\sigma(\phi)}$$

provided  $FV(\sigma|_{\Sigma(\theta)}) \cap BV(\otimes(\cdot)) = \emptyset$  for each operation  $\otimes(\theta)$  in  $\phi$

i.e. bound variables  $U = BV(\otimes(\cdot))$  of **no** operator  $\otimes$   
are free in the substitution on its argument  $\theta$

( $U$ -admissible)

$$US \frac{[a \cup b]p(\bar{x}) \leftrightarrow [a]p(\bar{x}) \wedge [b]p(\bar{x})}{[x := x + 1 \cup x' = 1]x \geq 0 \leftrightarrow [x := x + 1]x \geq 0 \wedge [x' = 1]x \geq 0}$$

Theorem (Soundness)

replace all occurrences of  $p(\cdot)$

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i.e. bound variables  $U = BV(\otimes(\cdot))$  of **no** operator  $\otimes$   
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( $U$ -admissible)

$$\frac{[v := f]p(v) \leftrightarrow p(f)}{[v := -x][x' = v]x \geq 0 \leftrightarrow [x' = -x]x \geq 0}$$

Theorem (Soundness)

replace all occurrences of  $p(\cdot)$

Modular interface:  
Prover vs. Logic

$$US \frac{\phi}{\sigma(\phi)}$$

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( $U$ -admissible)

If you bind a free variable, you go to logic jail!

$$\frac{[v := f]p(v) \leftrightarrow p(f)}{[v := -x][x' = v]x \geq 0 \leftrightarrow [x' = -x]x \geq 0}$$

Clash

Theorem (Soundness)

replace all occurrences of  $p(\cdot)$

Modular interface:  
Prover vs. Logic

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If you bind a free variable, you go to logic jail!

$$\frac{\langle x' = f(x), y' = a(x)y \rangle x \geq 1 \leftrightarrow \langle x' = f(x) \rangle x \geq 1}{\langle x' = x^2, y' = zyy \rangle x \geq 1 \leftrightarrow \langle x' = x^2 \rangle x \geq 1}$$

Theorem (Soundness)

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Prover vs. Logic

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(U-admissible)

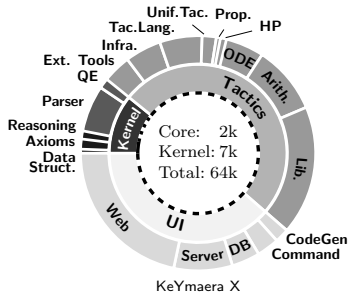
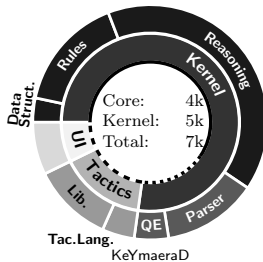
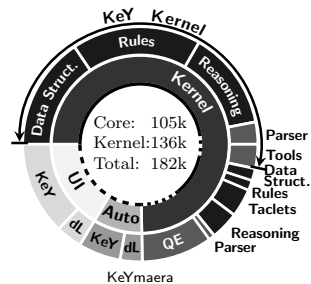
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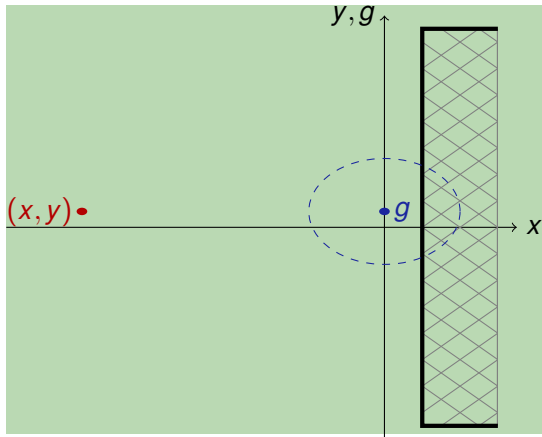
Clash



# Impact of Uniform Substitution on Prover Microkernel



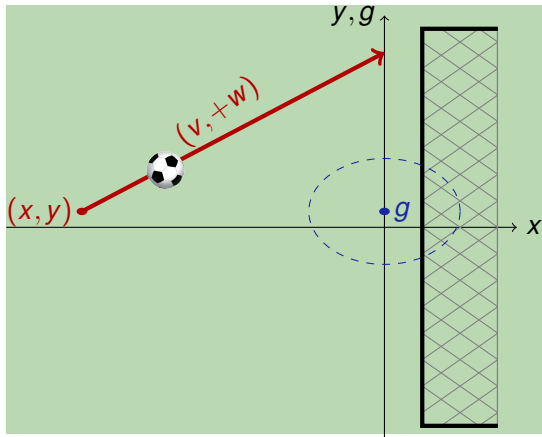
- 1 Cyber-Physical Systems & Dynamical Systems
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$$x < 0 \wedge v > 0 \wedge y = g \rightarrow$$

$$\langle (w := +w \cap w := -w);$$

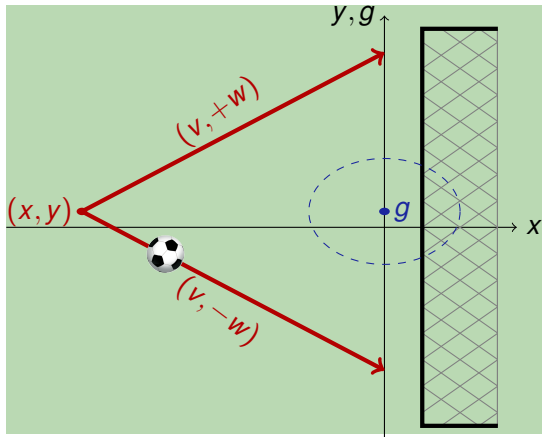
$$((u := +u \cup u := -u); \{x' = v, y' = w, g' = u\})^* \rangle x^2 + (y - g)^2 \leq 1$$



$$x < 0 \wedge v > 0 \wedge y = g \rightarrow$$

$$\langle (w := +w \cap w := -w);$$

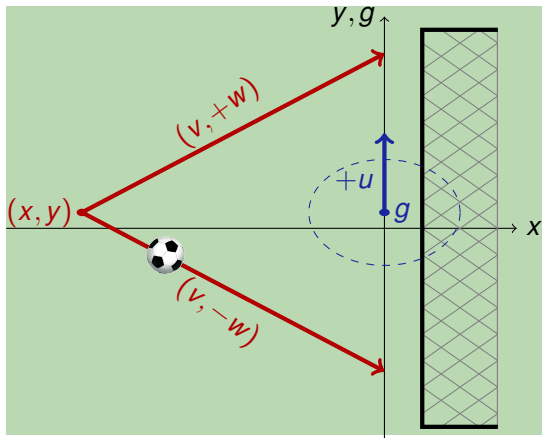
$$((u := +u \cup u := -u); \{x' = v, y' = w, g' = u\})^* \rangle x^2 + (y - g)^2 \leq 1$$



$$x < 0 \wedge v > 0 \wedge y = g \rightarrow$$

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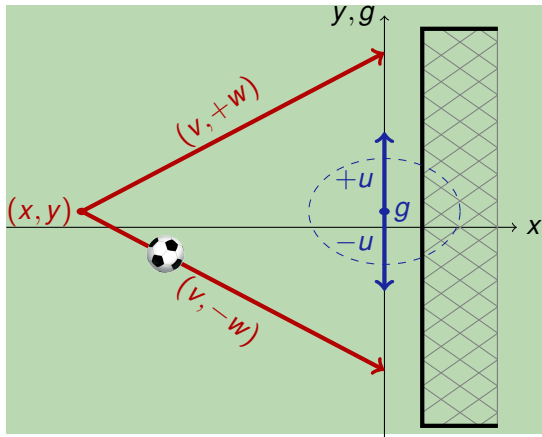
$$((u := +u \cup u := -u); \{x' = v, y' = w, g' = u\})^* \rangle x^2 + (y - g)^2 \leq 1$$



$$x < 0 \wedge v > 0 \wedge y = g \rightarrow$$

$$\langle (w := +w \cap w := -w);$$

$$((u := +u \cup u := -u); \{x' = v, y' = w, g' = u\})^* \rangle x^2 + (y - g)^2 \leq 1$$



$$x < 0 \wedge v > 0 \wedge y = g \rightarrow$$

$$\langle (w := +w \cap w := -w);$$

$$((u := +u \cup u := -u); \{x' = v, y' = w, g' = u\})^* \rangle x^2 + (y - g)^2 \leq 1$$

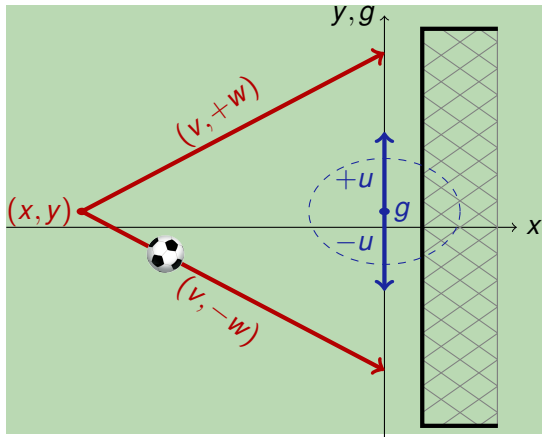
Goalie's  
Secret

$$\left(\frac{x}{v}\right)^2 (u-w)^2 \leq 1 \wedge$$

$$x < 0 \wedge v > 0 \wedge y = g \rightarrow$$

$$\langle (w := +w \cap w := -w);$$

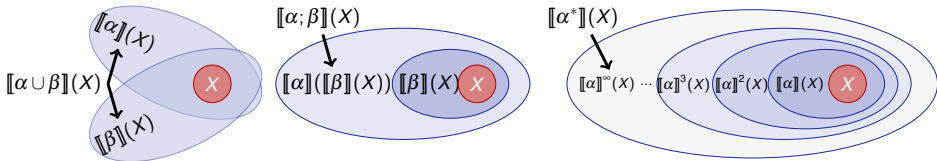
$$((u := +u \cup u := -u); \{x' = v, y' = w, g' = u\})^* \rangle x^2 + (y - g)^2 \leq 1$$





## Definition (Hybrid game)

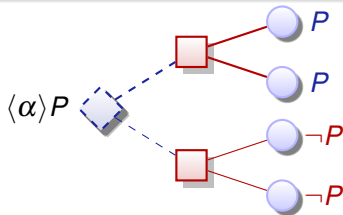
$$\alpha, \beta ::= x := e \mid ?Q \mid x' = f(x) \& Q \mid \alpha \cup \beta \mid \alpha; \beta \mid \alpha^* \mid \alpha^d$$



## Definition (Differential game logic)

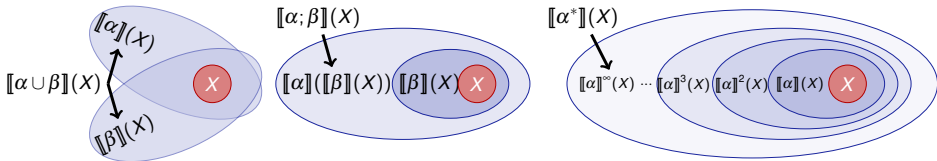
(TOCL'15)

$$P, Q ::= e \geq \tilde{e} \mid \neg P \mid P \wedge Q \mid P \vee Q \mid P \rightarrow Q \mid \forall x P \mid \exists x P \mid [\alpha]P \mid \langle \alpha \rangle P$$



## Definition (Hybrid game)

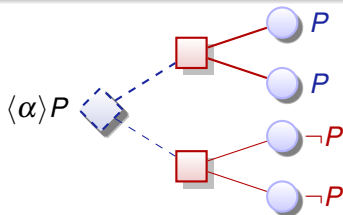
$$\alpha, \beta ::= x := e \mid ?Q \mid x' = f(x) \& Q \mid \alpha \cup \beta \mid \alpha; \beta \mid \alpha^* \mid \alpha^d$$



## Definition (Differential game logic)

(TOCL'15)

$$P, Q ::= e \geq \tilde{e} \mid \neg P \mid P \wedge Q \mid P \vee Q \mid P \rightarrow Q \mid \forall x P \mid \exists x P \mid [\alpha]P \mid \langle \alpha \rangle P$$



Demon wins

Angel wins

Definition (Hybrid game  $\alpha$ )

$\llbracket \cdot \rrbracket : \text{HG} \rightarrow (\wp(\mathcal{S}) \rightarrow \wp(\mathcal{S}))$

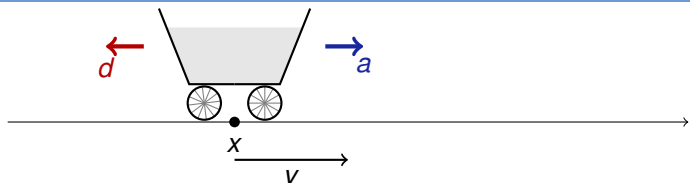
$$\begin{aligned} \zeta_{x:=e}(X) &= \{\omega \in \mathcal{S} : \omega_x^{\omega[e]} \in X\} \\ \zeta_{x'=f(x)}(X) &= \{\varphi(0) \in \mathcal{S} : \varphi(r) \in X, \frac{d\varphi(t)(x)}{dt}(\zeta) = \varphi(\zeta)[f(x)] \text{ for all } \zeta\} \\ \zeta_{?Q}(X) &= \llbracket Q \rrbracket \cap X \\ \zeta_{\alpha \cup \beta}(X) &= \zeta_{\alpha}(X) \cup \zeta_{\beta}(X) \\ \zeta_{\alpha;\beta}(X) &= \zeta_{\alpha}(\zeta_{\beta}(X)) \\ \zeta_{\alpha^*}(X) &= \bigcap \{Z \subseteq \mathcal{S} : X \cup \zeta_{\alpha}(Z) \subseteq Z\} \\ \zeta_{\alpha^d}(X) &= (\zeta_{\alpha}(X^c))^c \end{aligned}$$

Definition (dGL Formula  $P$ )

$\llbracket \cdot \rrbracket : \text{Fml} \rightarrow \wp(\mathcal{S})$

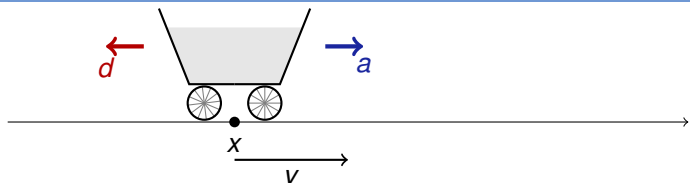
$$\begin{aligned} \llbracket e \geq \tilde{e} \rrbracket &= \{\omega \in \mathcal{S} : \omega[e] \geq \omega[\tilde{e}]\} \\ \llbracket \neg P \rrbracket &= (\llbracket P \rrbracket)^c \\ \llbracket P \wedge Q \rrbracket &= \llbracket P \rrbracket \cap \llbracket Q \rrbracket \\ \llbracket \langle \alpha \rangle P \rrbracket &= \zeta_{\alpha}(\llbracket P \rrbracket) \\ \llbracket [\alpha] P \rrbracket &= \delta_{\alpha}(\llbracket P \rrbracket) \end{aligned}$$

compositional semantics



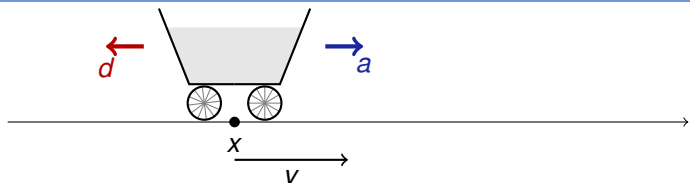
$v \geq 1 \rightarrow$

$$[\left( (d := 1 \cup d := -1)^d; (a := 1 \cup a := -1); \{x' = v, v' = a + d\} \right)^*] v \geq 0$$



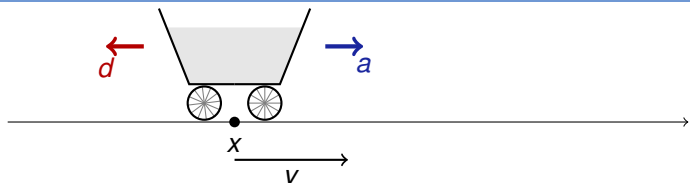
$v \geq 1 \rightarrow$

$$[((d:=1 \cup d:=-1)^d; (a:=1 \cup a:=-1); \{x' = v, v' = a + d\})^*] v \geq 0$$



$\models v \geq 1 \rightarrow$

$$[\left( (d := 1 \wedge d := -1); (a := 1 \cup a := -1); \{x' = v, v' = a + d\} \right)^* ] v \geq 0$$



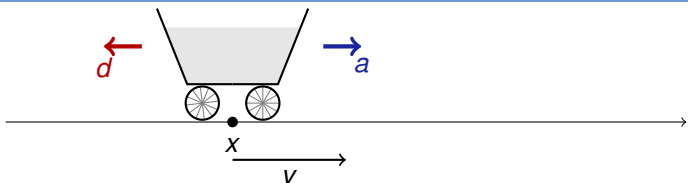
$\models v \geq 1 \rightarrow$

$d$  before  $a$  can compensate

$$\left[ \left( (d := 1 \wedge d := -1); (a := 1 \vee a := -1); \{x' = v, v' = a + d\} \right)^* \right] v \geq 0$$

$x \geq 0 \wedge v \geq 0 \rightarrow$

$$\left[ \left( (d := 1 \wedge d := -1); (a := 1 \vee a := -1); \{x' = v, v' = a + d\} \right)^* \right] x \geq 0$$



$\models v \geq 1 \rightarrow$

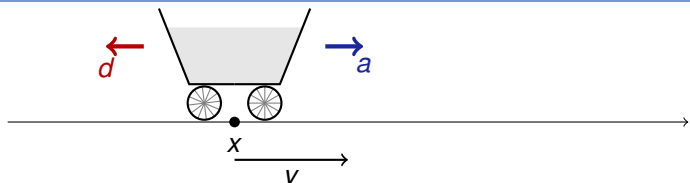
$d$  before  $a$  can compensate

$$\left[ \left( (d := 1 \wedge d := -1); (a := 1 \vee a := -1); \{x' = v, v' = a + d\} \right)^* \right] v \geq 0$$

$\models x \geq 0 \wedge v \geq 0 \rightarrow$

$$\left[ \left( (d := 1 \wedge d := -1); (a := 1 \vee a := -1); \{x' = v, v' = a + d\} \right)^* \right] x \geq 0$$





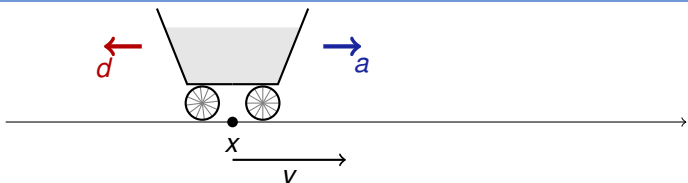
$\models v \geq 1 \rightarrow$

$d$  before  $a$  can compensate

$$[((d:=1 \wedge d:= -1); (a:=1 \vee a:= -1); \{x' = v, v' = a + d\})^*] v \geq 0$$

$x \geq 0 \rightarrow$

$$\langle ((d:=1 \wedge d:= -1); (a:=1 \vee a:= -1); \{x' = v, v' = a + d\})^* \rangle x \geq 0$$



$\models v \geq 1 \rightarrow$

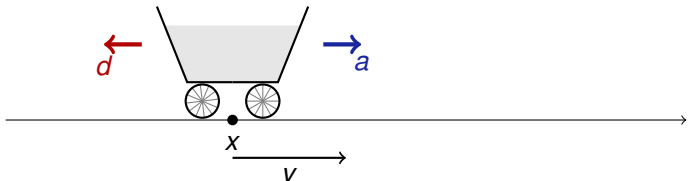
$d$  before  $a$  can compensate

$$\left[ \left( (d := 1 \wedge d := -1); (a := 1 \vee a := -1); \{x' = v, v' = a + d\} \right)^* \right] v \geq 0$$

$\models x \geq 0 \rightarrow$

boring by skip

$$\left\langle \left( (d := 1 \wedge d := -1); (a := 1 \vee a := -1); \{x' = v, v' = a + d\} \right)^* \right\rangle x \geq 0$$

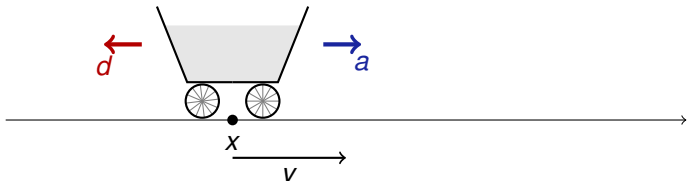


$\models v \geq 1 \rightarrow$

$d$  before  $a$  can compensate

$$[\langle (d:=1 \wedge d:= -1); (a:=1 \vee a:= -1); \{x' = v, v' = a + d\} \rangle^* ] v \geq 0$$

$$\langle \langle (d:=1 \wedge d:= -1); (a:=1 \vee a:= -1); \{x' = v, v' = a + d\} \rangle^* \rangle x \geq 0$$



$\models v \geq 1 \rightarrow$

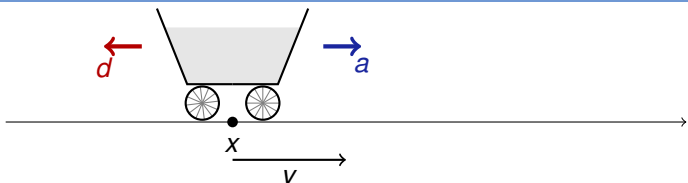
$d$  before  $a$  can compensate

$$[\langle (d := 1 \wedge d := -1); (a := 1 \vee a := -1); \{x' = v, v' = a + d\} \rangle^* ] v \geq 0$$

$\not\models$

counterstrategy  $d := -1$

$$\langle \langle (d := 1 \wedge d := -1); (a := 1 \vee a := -1); \{x' = v, v' = a + d\} \rangle^* \rangle x \geq 0$$



$\models v \geq 1 \rightarrow$

$d$  before  $a$  can compensate

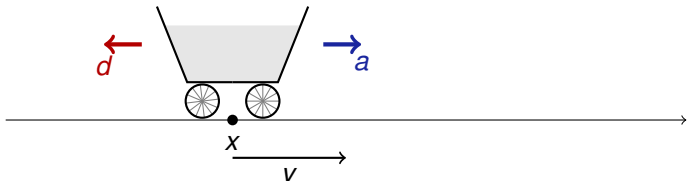
$$\left[ \left( (d := 1 \wedge d := -1); (a := 1 \vee a := -1); \{x' = v, v' = a + d\} \right)^* \right] v \geq 0$$

$\not\models$

counterstrategy  $d := -1$

$$\langle \left( (d := 1 \wedge d := -1); (a := 1 \vee a := -1); \{x' = v, v' = a + d\} \right)^* \rangle x \geq 0$$

$$\langle \left( (d := 1 \wedge d := -1); (a := 2 \vee a := -2); \{x' = v, v' = a + d\} \right)^* \rangle x \geq 0$$



$\models v \geq 1 \rightarrow$

$d$  before  $a$  can compensate

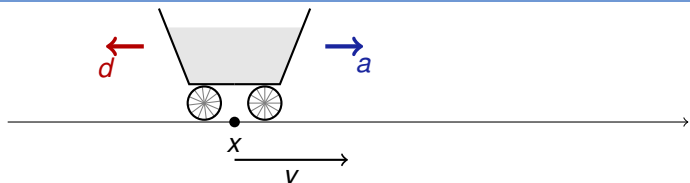
$$\left[ \left( (d := 1 \wedge d := -1); (a := 1 \vee a := -1); \{x' = v, v' = a + d\} \right)^* \right] v \geq 0$$

$\not\models$

counterstrategy  $d := -1$

$$\langle \left( (d := 1 \wedge d := -1); (a := 1 \vee a := -1); \{x' = v, v' = a + d\} \right)^* \rangle x \geq 0$$

$$\models \langle \left( (d := 1 \wedge d := -1); (a := 2 \vee a := -2); \{x' = v, v' = a + d\} \right)^* \rangle x \geq 0$$



$\models v \geq 1 \rightarrow$

$d$  before  $a$  can compensate

$$\left[ \left( (d := 1 \wedge d := -1); (a := 1 \cup a := -1); \{x' = v, v' = a + d\} \right)^* \right] v \geq 0$$

$\not\models$

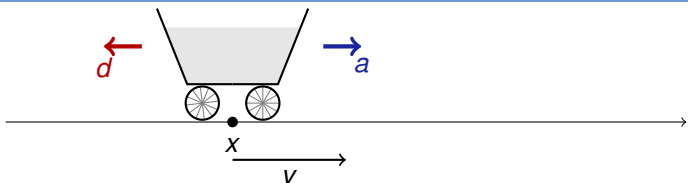
counterstrategy  $d := -1$

$$\left\langle \left( (d := 1 \wedge d := -1); (a := 1 \cup a := -1); \{x' = v, v' = a + d\} \right)^* \right\rangle x \geq 0$$

$$\models \left\langle \left( (d := 1 \wedge d := -1); (a := 2 \cup a := -2); \{x' = v, v' = a + d\} \right)^* \right\rangle x \geq 0$$

$$\left\langle \left( (d := 2 \wedge d := -2); (a := 2 \cup a := -2); \right.$$

$$\left. t := 0; \{x' = v, v' = a + d, t' = 1 \ \& \ t \leq 1\} \right)^* \right\rangle x^2 \geq 100$$



$\models v \geq 1 \rightarrow$

$d$  before  $a$  can compensate

$$\left[ \left( (d := 1 \wedge d := -1); (a := 1 \cup a := -1); \{x' = v, v' = a + d\} \right)^* \right] v \geq 0$$

$\not\models$

counterstrategy  $d := -1$

$$\left\langle \left( (d := 1 \wedge d := -1); (a := 1 \cup a := -1); \{x' = v, v' = a + d\} \right)^* \right\rangle x \geq 0$$

$$\models \left\langle \left( (d := 1 \wedge d := -1); (a := 2 \cup a := -2); \{x' = v, v' = a + d\} \right)^* \right\rangle x \geq 0$$

$$\models \left\langle \left( (d := 2 \wedge d := -2); (a := 2 \cup a := -2); \quad a := d \text{ then } a := 2 \text{ sign } v \right. \right. \\ \left. \left. t := 0; \{x' = v, v' = a + d, t' = 1 \ \& \ t \leq 1\} \right)^* \right\rangle x^2 \geq 100$$



$$\begin{aligned}
 & (w - e)^2 \leq 1 \wedge v = f \rightarrow \\
 & \langle ((u := 1 \cap u := -1); \\
 & \quad (g := 1 \cup g := -1); \\
 & \quad t := 0; \\
 & \quad (w' = v, v' = u, e' = f, f' = g, t' = 1 \& t \leq 1)^d \\
 & \rangle^x \rangle (w - e)^2 \leq 1
 \end{aligned}$$

EVE at  $e$  plays Angel's part controlling  $g$

WALL·E at  $w$  plays Demon's part controlling  $u$

$$\begin{aligned}
 & (w - e)^2 \leq 1 \wedge v = f \rightarrow \\
 & \langle ((u := 1 \cap u := -1); \\
 & \quad (g := 1 \cup g := -1); \\
 & \quad t := 0; \\
 & \quad (w' = v, v' = u, e' = f, f' = g, t' = 1 \& t \leq 1)^d \\
 & \rangle^x \rangle (w - e)^2 \leq 1
 \end{aligned}$$

EVE at  $e$  plays Angel's part controlling  $g$

WALL·E at  $w$  plays Demon's part controlling  $u$

EVE assigned environment's time to WALL·E

$$[\cdot] \quad [\alpha]P \leftrightarrow \neg \langle \alpha \rangle \neg P$$

$$\langle := \rangle \quad \langle x := e \rangle p(x) \leftrightarrow p(e)$$

$$\langle ' \rangle \quad \langle x' = f(x) \rangle P \leftrightarrow \exists t \geq 0 \langle x := y(t) \rangle P$$

$$\langle ? \rangle \quad \langle ?Q \rangle P \leftrightarrow (Q \wedge P)$$

$$\langle \cup \rangle \quad \langle \alpha \cup \beta \rangle P \leftrightarrow \langle \alpha \rangle P \vee \langle \beta \rangle P$$

$$\langle ; \rangle \quad \langle \alpha ; \beta \rangle P \leftrightarrow \langle \alpha \rangle \langle \beta \rangle P$$

$$\langle * \rangle \quad \langle \alpha^* \rangle P \leftrightarrow P \vee \langle \alpha \rangle \langle \alpha^* \rangle P$$

$$\langle ^d \rangle \quad \langle \alpha^d \rangle P \leftrightarrow \neg \langle \alpha \rangle \neg P$$

$$\text{M} \quad \frac{P \rightarrow Q}{\langle \alpha \rangle P \rightarrow \langle \alpha \rangle Q}$$

$$\text{FP} \quad \frac{P \vee \langle \alpha \rangle Q \rightarrow Q}{\langle \alpha^* \rangle P \rightarrow Q}$$

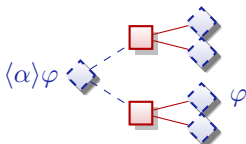
$$\text{MP} \quad \frac{P \quad P \rightarrow Q}{Q}$$

$$\forall \quad \frac{p \rightarrow Q}{p \rightarrow \forall x Q} \quad (x \notin \text{FV}(p))$$

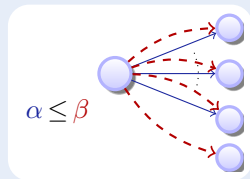
$$\text{US} \quad \frac{\varphi}{\varphi_{p(\cdot)}^{\psi(\cdot)}}$$

## Differential game logic

- True adversarial competition
- Analytic competition: different agents reach decisions independently
- Cause: misunderstandings, interference, disturbance, different goals
- More general semantics, tame axiomatics
- Compositional verification
- Small-core complete axiomatization in KeYmaera X theorem prover
- Differential game invariants for differential hybrid games
- Almost everything is characterizable via hybrid games
- Arbitrarily nested inductive / coinductive concepts over augmented  $\mathbb{R}$



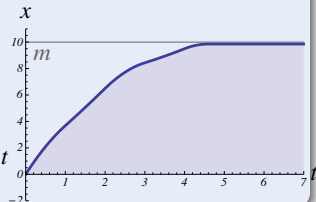
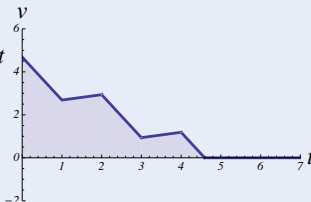
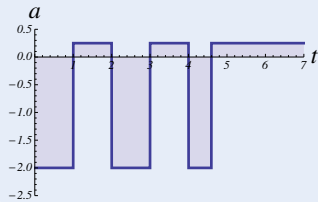
- 1 Cyber-Physical Systems & Dynamical Systems
- 2 Differential Dynamic Logic for Multi-Dynamical Systems
- 3 Proofs for Dynamical Systems
- 4 Proofs for Differential Equations
- 5 Proofs by Uniform Substitution
- 6 Proofs for Hybrid Games
- 7 Proofs for Hybrid System Refinements**
- 8 Applications
- 9 Summary

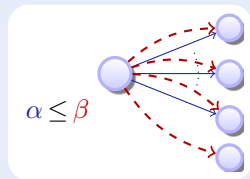


event-triggered



$$(u \in G(x); x' = f(x) \& Q(x))^*$$

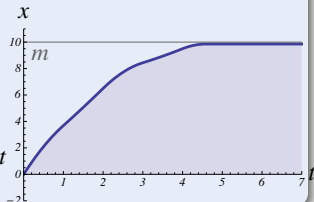
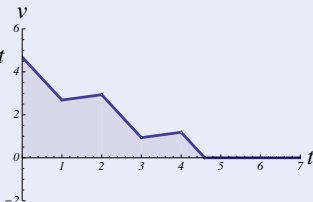
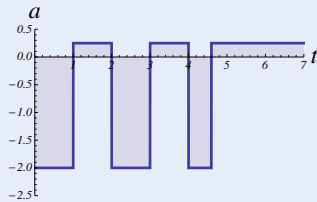




event-triggered

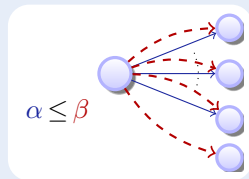


$$[(u : \in G(x); x' = f(x) \& Q(x))^*] \text{ safe}$$

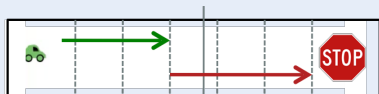


## Concept (Differential Refinement Logic)

(LICS'16)



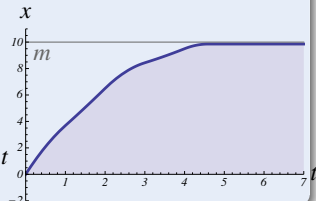
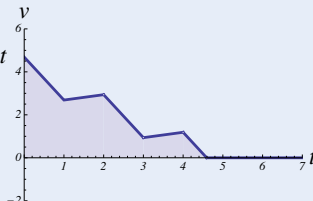
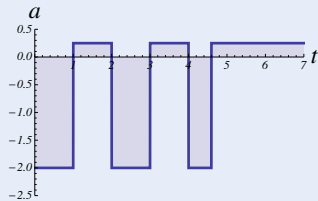
time-triggered



event-triggered



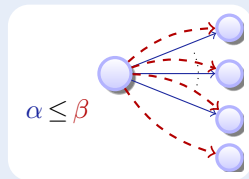
$$[(u := g(x); x' = f(x) \& t \leq T)^*] \text{ safe} \quad [(u \in G(x); x' = f(x) \& Q(x))^*] \text{ safe}$$





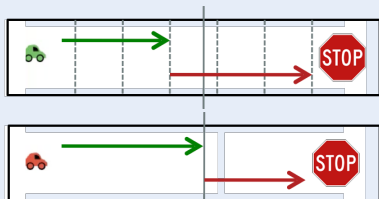
## Concept (Differential Refinement Logic)

(LICS'16)

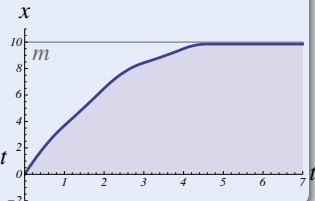
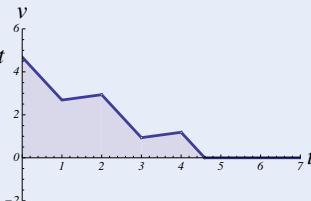
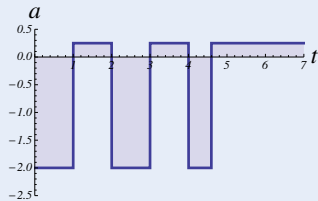


time-triggered  
implementable

event-triggered  
verifiable

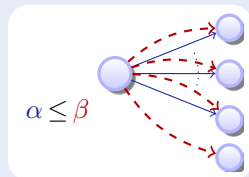


$$[(u := g(x); x' = f(x) \& t \leq T)^*] \text{ safe} \quad [(u \in G(x); x' = f(x) \& Q(x))^*] \text{ safe}$$

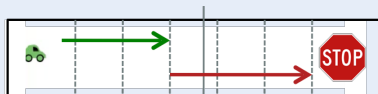


## Concept (Differential Refinement Logic)

(LICS'16)



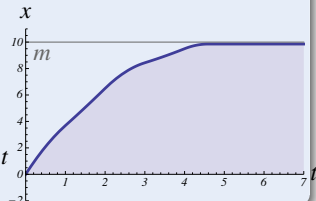
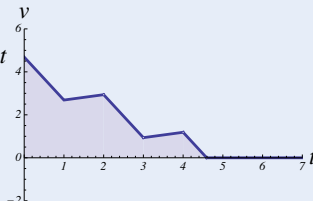
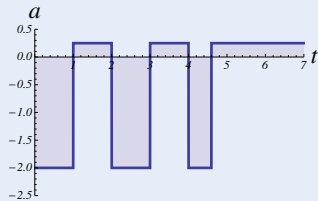
time-triggered  
implementable



event-triggered  
verifiable

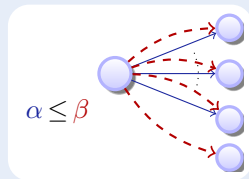


$$[(u := g(x); x' = f(x) \& t \leq T)^*] \text{ safe} \leftarrow [(u \in G(x); x' = f(x) \& Q(x))^*] \text{ safe}$$

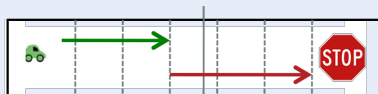


## Concept (Differential Refinement Logic)

(LICS'16)



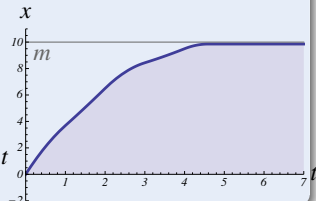
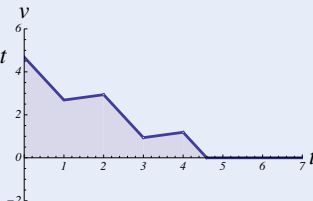
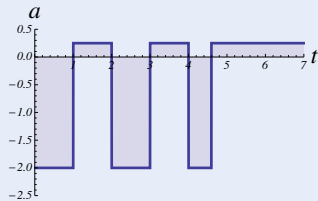
time-triggered  
implementable



event-triggered  
verifiable

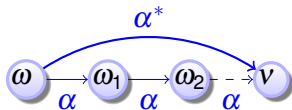
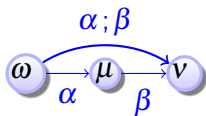
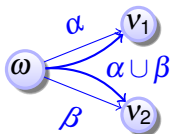
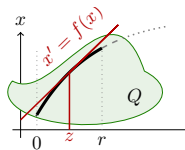


$$(u := g(x); x' = f(x) \& t \leq T)^* \leq (u \in G(x); x' = f(x) \& Q(x))^*$$



## Definition (Hybrid program)

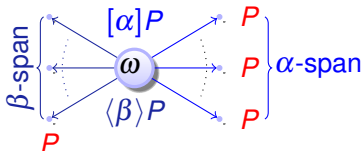
$$\alpha, \beta ::= x := e \mid ?Q \mid x' = f(x) \& Q \mid \alpha \cup \beta \mid \alpha; \beta \mid \alpha^*$$



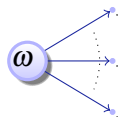
## Definition (Differential refinement logic)

(LICS'16)

$$P, Q ::= e \geq \tilde{e} \mid \neg P \mid P \wedge Q \mid P \rightarrow Q \mid \forall x P \mid \exists x P \mid [\alpha]P \mid \langle \alpha \rangle P \mid \alpha \leq \beta$$



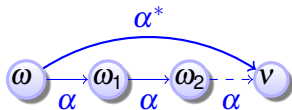
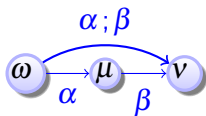
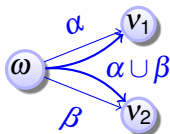
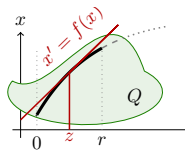
$\alpha$



refines

## Definition (Hybrid program)

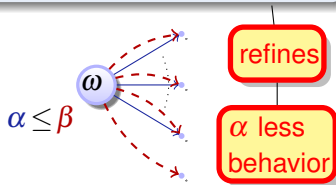
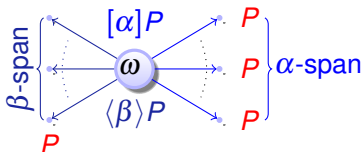
$$\alpha, \beta ::= x := e \mid ?Q \mid x' = f(x) \& Q \mid \alpha \cup \beta \mid \alpha; \beta \mid \alpha^*$$



## Definition (Differential refinement logic)

(LICS'16)

$$P, Q ::= e \geq \tilde{e} \mid \neg P \mid P \wedge Q \mid P \rightarrow Q \mid \forall x P \mid \exists x P \mid [\alpha]P \mid \langle \alpha \rangle P \mid \alpha \leq \beta$$



Definition (Hybrid program semantics)

 $(\llbracket \cdot \rrbracket : \text{HP} \rightarrow \wp(\mathcal{S} \times \mathcal{S}))$ 

$$\llbracket x := e \rrbracket = \{(\omega, \nu) : \nu = \omega \text{ except } \nu[x] = \omega[e]\}$$

$$\llbracket ?Q \rrbracket = \{(\omega, \omega) : \omega \in \llbracket Q \rrbracket\}$$

$$\llbracket x' = f(x) \rrbracket = \{(\varphi(0), \varphi(r)) : \varphi \models x' = f(x) \text{ for some duration } r\}$$

$$\llbracket \alpha \cup \beta \rrbracket = \llbracket \alpha \rrbracket \cup \llbracket \beta \rrbracket$$

$$\llbracket \alpha; \beta \rrbracket = \llbracket \alpha \rrbracket \circ \llbracket \beta \rrbracket$$

$$\llbracket \alpha^* \rrbracket = \llbracket \alpha \rrbracket^* = \bigcup_{n \in \mathbb{N}} \llbracket \alpha^n \rrbracket$$

compositional semantics

Definition (dRL semantics)

 $(\llbracket \cdot \rrbracket : \text{Fml} \rightarrow \wp(\mathcal{S}))$ 

$$\llbracket \alpha \leq \beta \rrbracket = \{\omega : \{\nu : (\omega, \nu) \in \llbracket \alpha \rrbracket\} \subseteq \{\nu : (\omega, \nu) \in \llbracket \beta \rrbracket\}\}$$

$$\llbracket e \geq \tilde{e} \rrbracket = \{\omega : \omega[e] \geq \omega[\tilde{e}]\}$$

$$\llbracket \neg P \rrbracket = \llbracket P \rrbracket^c$$

$$\llbracket P \wedge Q \rrbracket = \llbracket P \rrbracket \cap \llbracket Q \rrbracket$$

$$\llbracket \langle \alpha \rangle P \rrbracket = \llbracket \alpha \rrbracket \circ \llbracket P \rrbracket = \{\omega : \nu \in \llbracket P \rrbracket \text{ for some } \nu : (\omega, \nu) \in \llbracket \alpha \rrbracket\}$$

$$\llbracket [\alpha] P \rrbracket = \llbracket \neg \langle \alpha \rangle \neg P \rrbracket = \{\omega : \nu \in \llbracket P \rrbracket \text{ for all } \nu : (\omega, \nu) \in \llbracket \alpha \rrbracket\}$$

$$[\leq] \alpha \leq \beta \rightarrow ([\alpha]P \leftarrow [\beta]P)$$

$$\langle \leq \rangle \beta \leq \alpha \rightarrow (\langle \alpha \rangle P \leftarrow \langle \beta \rangle P)$$

$$; \alpha; \beta \leq \gamma; \delta \leftarrow \alpha \leq \gamma \wedge [\alpha]\beta \leq \delta$$

$$\text{un}^* \alpha^* \leq \beta^* \leftarrow [\alpha^*](\alpha \leq \beta)$$

$$\text{loop}_l \alpha^*; \beta \leq \beta \leftarrow [\alpha^*]\alpha; \beta \leq \beta$$

$$\text{loop}_r \alpha; \beta^* \leq \alpha \leftarrow \alpha; \beta \leq \alpha$$

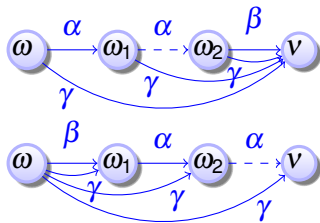
$$\text{ODE } x' = e \& P \leq x' = k \& Q \\ \leftrightarrow [x' = e \& P](x' = k \wedge Q)$$

$$\cup_l \alpha \cup \beta \leq \gamma \leftrightarrow \alpha \leq \gamma \wedge \beta \leq \gamma$$

$$\cup_r \alpha \leq \beta \cup \gamma \leftarrow \alpha \leq \beta \vee \alpha \leq \gamma$$

$$\leq \alpha \leq \beta \leftrightarrow \\ \leq \forall y (\langle \alpha \rangle x = y \rightarrow \langle \beta \rangle x = y)$$

$$\leq' [\alpha]P \leftrightarrow \\ \alpha \leq (x := *; ?P)$$



$$[\leq] \alpha \leq \beta \rightarrow ([\alpha]P \leftarrow [\beta]P)$$

Property via refine

$$\langle \leq \rangle \beta \leq \alpha \rightarrow (\langle \alpha \rangle P \leftarrow \langle \beta \rangle P)$$

$$; \alpha; \beta \leq \gamma; \delta \leftarrow \alpha \leq \gamma \wedge [\alpha]\beta \leq \delta$$

Refine via property

$$\text{un}^* \alpha^* \leq \beta^* \leftarrow [\alpha^*](\alpha \leq \beta)$$

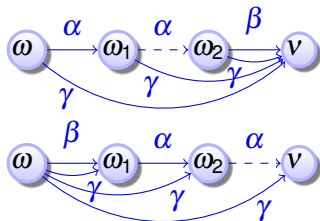
$$\text{loop}_l \alpha^*; \beta \leq \beta \leftarrow [\alpha^*]\alpha; \beta \leq \beta$$

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$$\text{ODE } x' = e \& P \leq x' = k \& Q \\ \leftrightarrow [x' = e \& P](x' = k \wedge Q)$$

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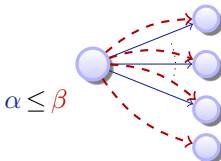


## Differential refinement logic

- Event-triggered control: Easy to verify but hard to implement
- Time-triggered control: Easy to implement but hard to verify
- Best of both worlds: verify event-triggered, implement time-triggered
- dRL proofs identify required conditions (e.g., event invariance)
- Implementation model  $\neq$  verification model
- Iterative design reduces risk, increases repeated effort
- Hierarchical proof structuring by refinement

Relations  $\alpha \leq \beta$  between hybrid systems models are just as useful as properties  $[\alpha]\varphi$  of hybrid systems models.

Simultaneous logical language integration is best.



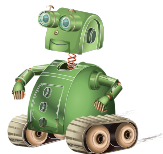
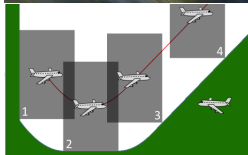
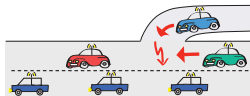
- 1 Cyber-Physical Systems & Dynamical Systems
- 2 Differential Dynamic Logic for Multi-Dynamical Systems
- 3 Proofs for Dynamical Systems
- 4 Proofs for Differential Equations
- 5 Proofs by Uniform Substitution
- 6 Proofs for Hybrid Games
- 7 Proofs for Hybrid System Refinements
- 8 Applications**
- 9 Summary

## Prospects: Safety & Efficiency

(Autonomous) cars

(Auto)Pilot support

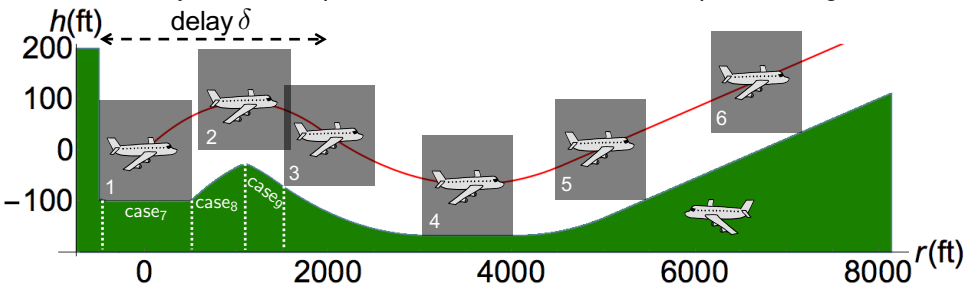
Robots near humans



## Cyber-Physical Systems

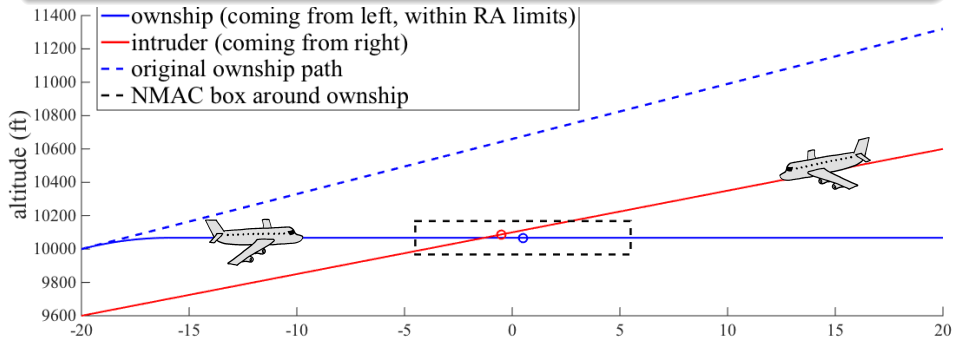
CPSs combine cyber capabilities with physical capabilities to solve problems that neither part could solve alone.

- Developed by the FAA to replace current TCAS in aircraft
- Approximately optimizes Markov Decision Process on a grid
- Advisory from lookup tables with numerous 5D interpolation regions



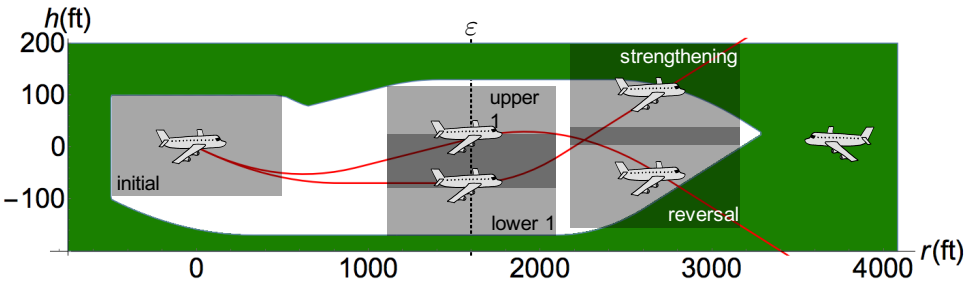
- 1 Identified safe region for each advisory symbolically
- 2 Proved safety for hybrid systems flight model in KeYmaera X

ACAS X table comparison shows safe advisory in 97.7% of the 648,591,384,375 states compared (15,160,434,734 counterexamples).



ACAS X issues DNC advisory, which induces collision unless corrected

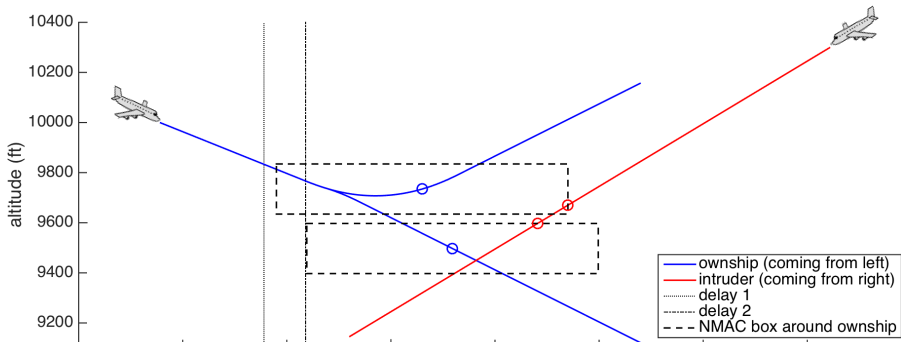
- Conservative, so too many counterexamples
- Settle for: safe for a little while, with safe future advisory possibility
- Safeable advisory: a subsequent advisory can safely avoid collision



- 1 Identified safeable region for each advisory symbolically
- 2 Proved safety for hybrid systems flight model in KeYmaera X

ACAS X table comparison shows safeable advisory in more of the 648,591,384,375 states compared ( $\approx 899 \cdot 10^6$  counterexamples).

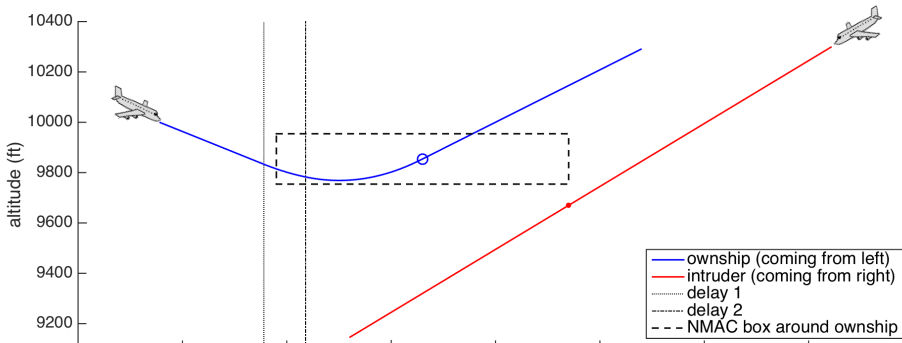
**Counterexample: Action Issued = Maintain  
Followed by Most Extreme Up/Down-sense Advisory Available**



ACAS X issues Maintain advisory instead of CL1500

ACAS X table comparison shows safeable advisory in more of the 648,591,384,375 states compared ( $\approx 899 \cdot 10^6$  counterexamples).

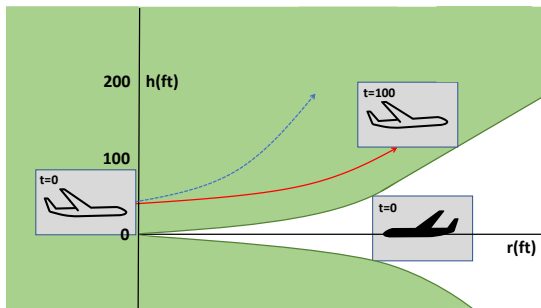
**Safe Version: Action Issued = CL1500  
Followed by Most Extreme Up/Down-sense Available**



ACAS X issues Maintain advisory instead of CL1500

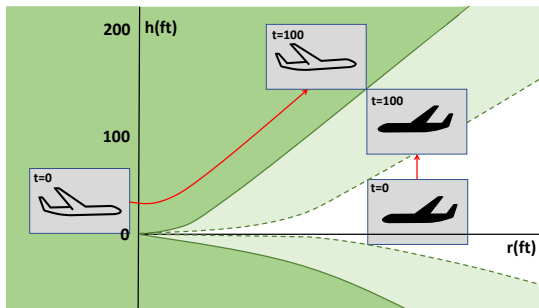


- Ownship and intruder aircraft both maneuver
- Intruder aircraft chooses actions independently
- ACAS X is a hybrid game



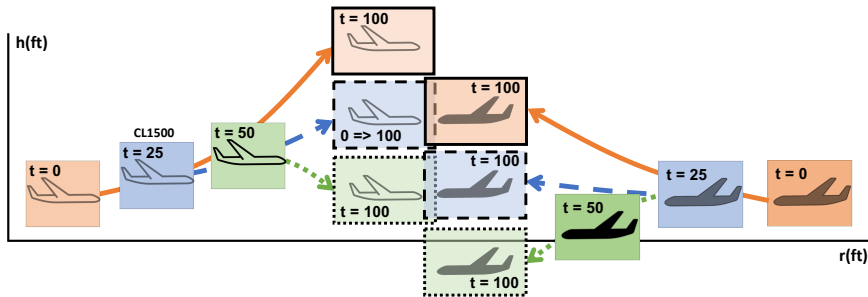
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- Ownship and intruder aircraft both maneuver
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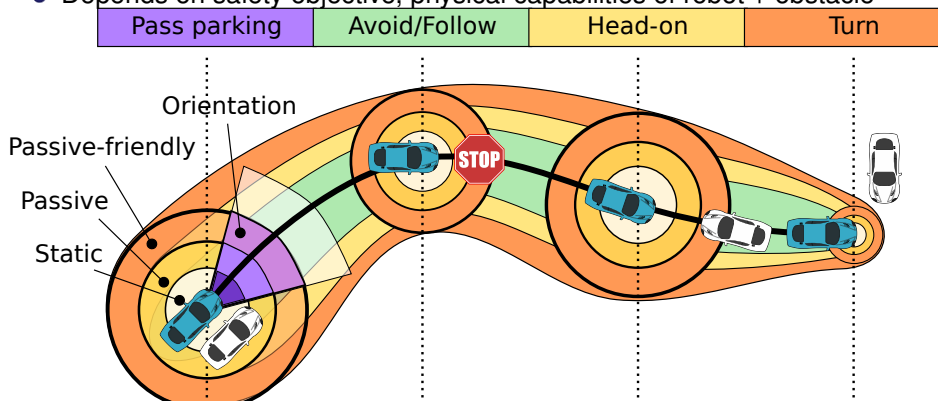
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- 1 Identified safe region for each advisory symbolically
- 2 Proved safety for hybrid **games** flight model in KeYmaera X

- Fundamental safety question for ground robot navigation
- When will which control decision avoid obstacles?
- Depends on safety objective, physical capabilities of robot + obstacle



- 1 Identified safe region for each safety notion symbolically
- 2 Proved safety for hybrid systems ground robot model in KeYmaera X

Safety ▶

Invariant + Safe Control

$$\text{static} \quad \|p - o\|_\infty > \frac{s^2}{2b} + \left(\frac{A}{b} + 1\right) \left(\frac{A}{2}\varepsilon^2 + \varepsilon s\right)$$

$$\text{passive} \quad s \neq 0 \rightarrow \|p - o\|_\infty > \frac{s^2}{2b} + V\frac{s}{b} + \left(\frac{A}{b} + 1\right) \left(\frac{A}{2}\varepsilon^2 + \varepsilon(s + V)\right)$$

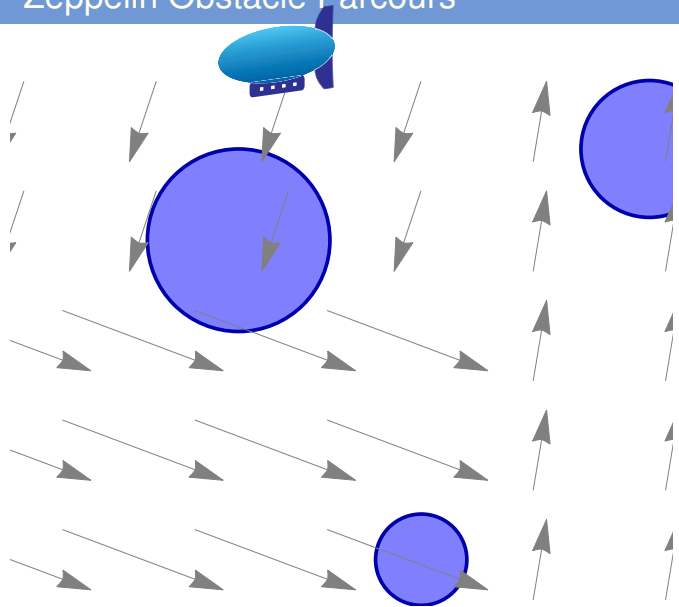
$$+ \text{ sensor} \quad \|\hat{p} - o\|_\infty > \frac{s^2}{2b} + V\frac{s}{b} + \left(\frac{A}{b} + 1\right) \left(\frac{A}{2}\varepsilon^2 + \varepsilon(s + V)\right) + \Delta_p$$

$$+ \text{ disturb.} \quad \|p - o\|_\infty > \frac{s^2}{2b\Delta_a} + V\frac{s}{b\Delta_a} + \left(\frac{A}{b\Delta_a} + 1\right) \left(\frac{A}{2}\varepsilon^2 + \varepsilon(s + V)\right)$$

$$+ \text{ failure} \quad \|\hat{p} - o\|_\infty > \frac{s^2}{2b} + V\frac{s}{b} + \left(\frac{A}{b} + 1\right) \left(\frac{A}{2}\varepsilon^2 + \varepsilon(v + V)\right) + \Delta_p + g\Delta$$

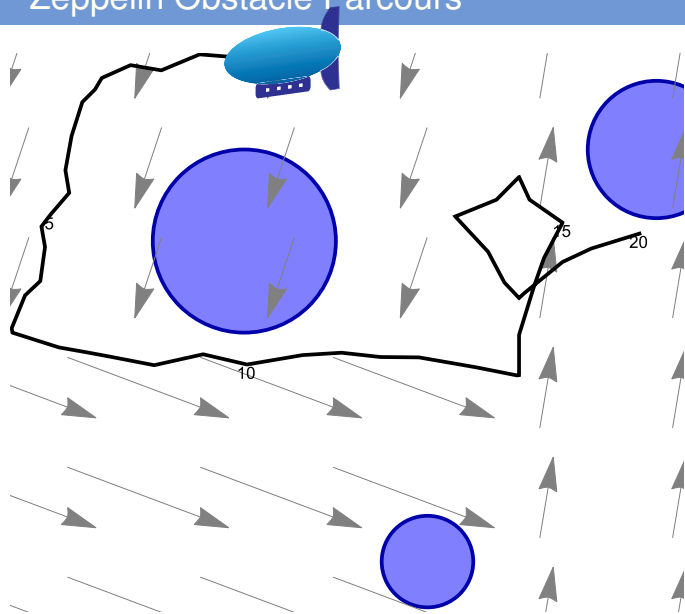
$$\text{friendly} \quad \|p - o\|_\infty > \frac{s^2}{2b} + \frac{V^2}{2b_0} + V\left(\frac{s}{b} + \tau\right) + \left(\frac{A}{b} + 1\right) \left(\frac{A}{2}\varepsilon^2 + \varepsilon(s + V)\right)$$

⋮



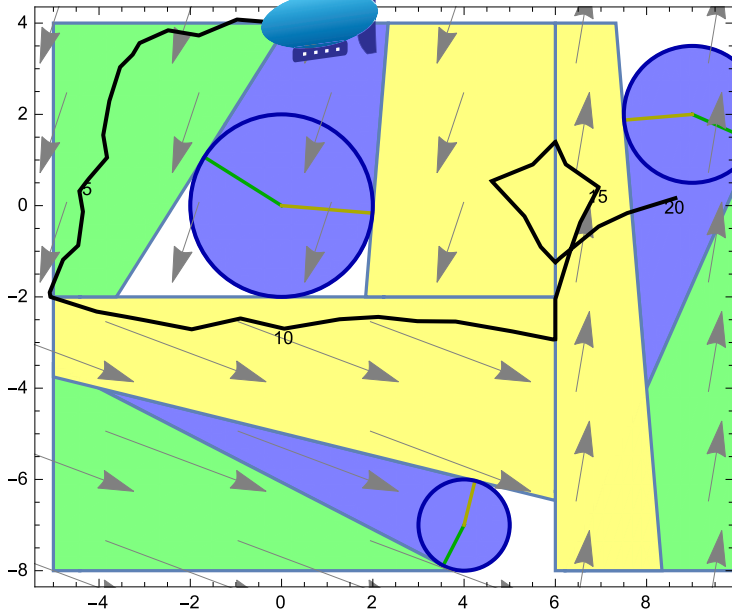
avoid obstacles  
changing wind  
local turbulence  
 $x' = f(x, y, z)$

# Zeppelin Obstacle Parcours



avoid obstacles  
changing wind  
local turbulence  
 $x' = f(x, y, z)$

# Zeppelin Obstacle Parcours



avoid obstacles  
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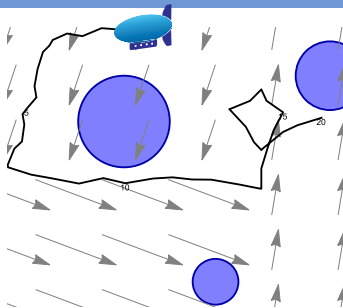
# A Zeppelin Obstacle Parcour

$$c > 0 \wedge \|x - o\|^2 \geq c^2 \rightarrow$$

$$[(v := *; o := *; c := *; ?C;$$

$$\{x' = v + py + rz \&^d y \in B \& z \in B\}$$

$$)^*] \|x - o\|^2 \geq c^2$$



- ✓ airship at  $x \in \mathbb{R}^2$
- ✓ propeller  $p$  controlled in any direction  $y \in B$ , i.e.  $y_1^2 + y_2^2 \leq 1$
- × sporadically changing homogeneous wind field  $v \in \mathbb{R}^2$
- × sporadically changing obstacle  $o \in \mathbb{R}^2$  of size  $c$  subject to  $C$
- × continuously local turbulence of magnitude  $r$  in any direction  $z \in B$

# A Zeppelin Obstacle Parcours

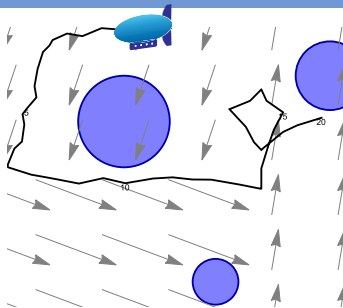
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$$)^*] \|x - o\|^2 \geq c^2$$

- $r > p$
- $p > \|v\| + r$
- $\|v\| + r > p > r$



- ✓ airship at  $x \in \mathbb{R}^2$
- ✓ propeller  $p$  controlled in any direction  $y \in B$ , i.e.  $y_1^2 + y_2^2 \leq 1$
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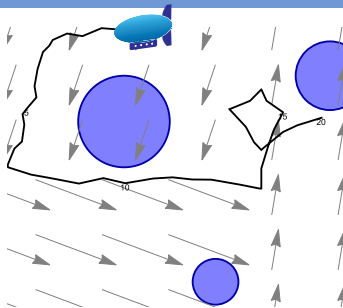
$$\{x' = v + py + rz \&^d y \in B \& z \in B\}$$

$$)^*] \|x - o\|^2 \geq c^2$$

×  $r > p$  hopeless

✓  $p > \|v\| + r$  super-powered

?  $\|v\| + r > p > r$  our challenge



✓ airship at  $x \in \mathbb{R}^2$

✓ propeller  $p$  controlled in any direction  $y \in B$ , i.e.  $y_1^2 + y_2^2 \leq 1$

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Autonomous CPS



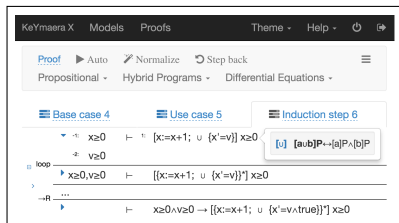
Monitor transfers safety

ModelPlex proof synthesizes

Compliance Monitor

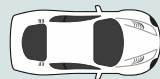


## KeYmaera X



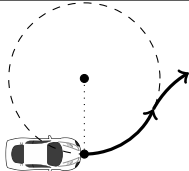
generates proofs

Proof and invariant search

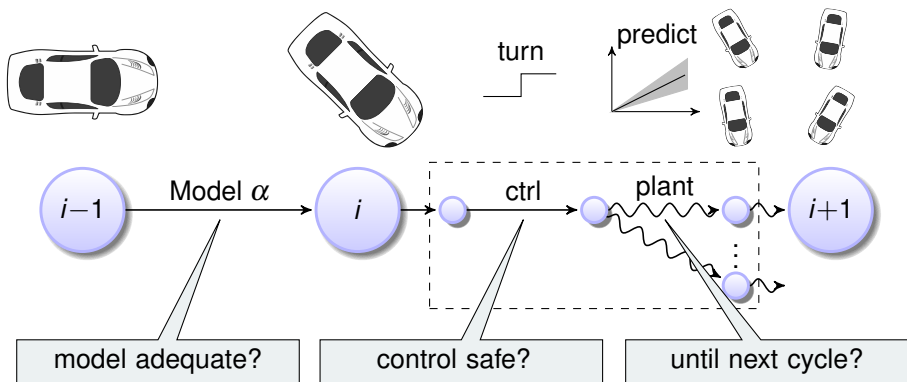


Model Safety

Model



ModelPlex **ensures that verification results** about models **apply to CPS implementations**



ModelPlex **ensures that verification results** about models **apply to CPS** implementations

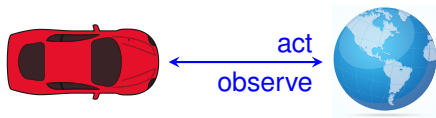
## Insights

- Verification results about models transfer to the CPS when validating model compliance.
- Compliance with model is characterizable in logic dL.
- Compliance formula transformed by dL proof to monitor.
- Correct-by-construction provably correct model validation at runtime.

model adequate?

control safe?

until next cycle?

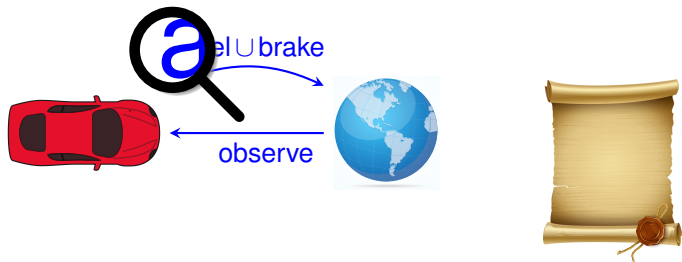


Reinforcement Learning learns from experience of trying actions

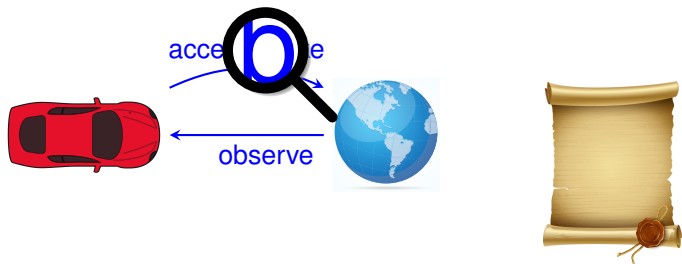


RL chooses an action, observes outcome, reinforces in policy if successful

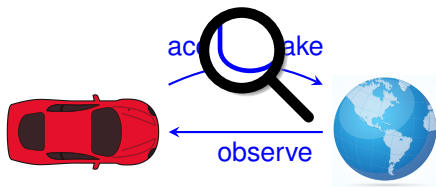




ModelPlex monitor inspects each decision, vetoes if unsafe

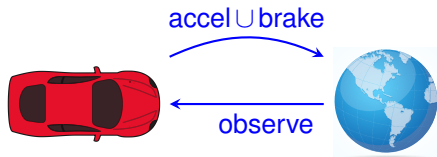


ModelPlex monitor gives early feedback about possible future problems.  
No need to wait till disaster strikes and propagate back.



dL benefits from RL optimization.

RL benefits from dL safety signal.



Theorem

Safe policy if ODE accurate

Experiment

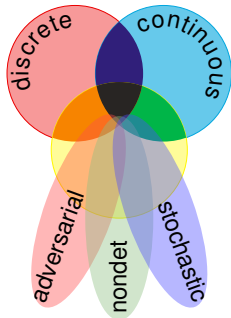
Graceful recovery outside ODE  $\rightsquigarrow$  quantitative ModelPlex

Detect modeled versus unmodeled state space  $\rightsquigarrow$  ModelPlex

- 1 Cyber-Physical Systems & Dynamical Systems
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## CPSs deserve proofs as safety evidence!

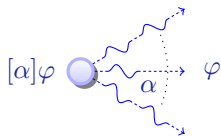
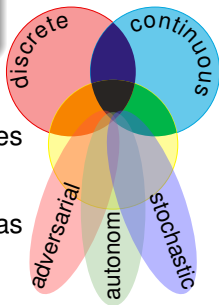
- Verified CPS implementations by ModelPlex shielding FMSD'16
- VeriPhy: Correct CPS executables PLDI'18
- Bellerophon: CPS proof and tactic languages+libraries ITP'17
- Parallel hybrid systems compositional proofs CADE'23
- CESAR: Control envelope synthesis via angelic refinements TACAS'24
- ODE invariance JACM'20
- ODE liveness FAC'21
- ODE stability TACAS'21
- Pegasus: Invariant generation FMSD'21
- Safe AI autonomy in CPS AAAI'18
- Refinement + system property proofs LICS'16
- CPS information flow LICS'18
- Hybrid games TOCL'15



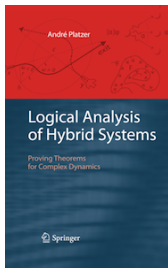
differential dynamic logic

$$dL = DL + HP$$

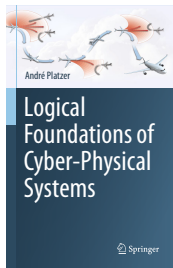
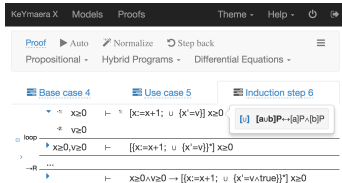
- Strong analytic foundations
- Practical reasoning advances
- Significant applications
- Catalyze many science areas

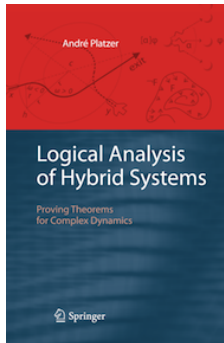
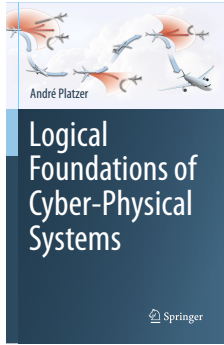


- Logic & Proofs for CPS
- Programming languages
- Theorem proving
- Multi-dynamical systems



## KeYmaera X







**I Part: Elementary Cyber-Physical Systems**

2. Differential Equations & Domains
3. Choice & Control
4. Safety & Contracts
5. Dynamical Systems & Dynamic Axioms
6. Truth & Proof
7. Control Loops & Invariants

8. Events & Responses
9. Reactions & Delays

**II Part: Differential Equations Analysis**

10. Differential Equations & Differential Invariants
11. Differential Equations & Proofs
12. Ghosts & Differential Ghosts
13. Differential Invariants & Proof Theory

**III Part: Adversarial Cyber-Physical Systems**

- 14-17. Hybrid Systems & Hybrid Games

**IV Part: Comprehensive CPS Correctness**



# Logical Foundations of Cyber-Physical Systems

- 10 Appendix
  - Soundness and Completeness
  - Uniform Substitution
  - ModelPlex Runtime Model Validation
  - Robot Applications
  - Safe AI in CPS

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Theorem (Sound & Complete)

(JAR'08, LICS'12, JAR'17)

*dL calculus is a sound & complete axiomatization of hybrid systems relative to either differential equations **or** to discrete dynamics.*

Corollary (Complete Proof-theoretical Bridge)

proving continuous = proving hybrid = proving discrete

$$\models P \text{ iff } \text{FOD} \vdash_{\text{dL}} P$$

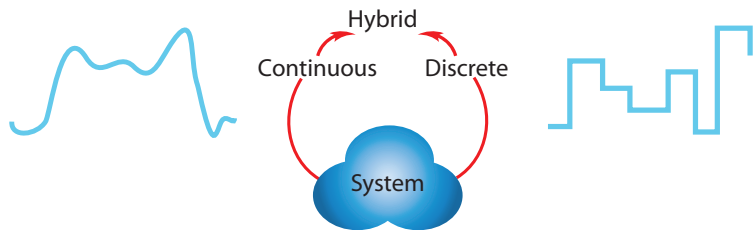
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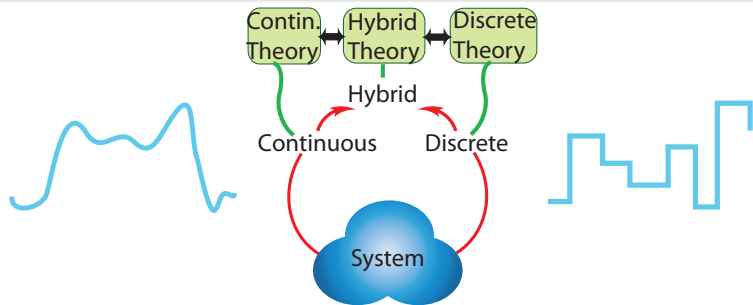
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Theorem (Soundness)

replace all occurrences of  $p(\cdot)$

$$US \frac{\phi}{\sigma(\phi)}$$

provided  $FV(\sigma|_{\Sigma(\theta)}) \cap BV(\otimes(\cdot)) = \emptyset$  for each operation  $\otimes(\theta)$  in  $\phi$

i.e. bound variables  $U = BV(\otimes(\cdot))$  of **no** operator  $\otimes$   
are free in the substitution on its argument  $\theta$

( $U$ -admissible)

$$US \frac{[a \cup b]p(\bar{x}) \leftrightarrow [a]p(\bar{x}) \wedge [b]p(\bar{x})}{[x := x + 1 \cup x' = 1]x \geq 0 \leftrightarrow [x := x + 1]x \geq 0 \wedge [x' = 1]x \geq 0}$$

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( $U$ -admissible)

$$\frac{[v := f]p(v) \leftrightarrow p(f)}{[v := -x][x' = v]x \geq 0 \leftrightarrow [x' = -x]x \geq 0}$$



Theorem (Soundness)

replace all occurrences of  $p(\cdot)$

Modular interface:  
Prover vs. Logic

$$US \frac{\phi}{\sigma(\phi)}$$

provided  $FV(\sigma|_{\Sigma(\theta)}) \cap BV(\otimes(\cdot)) = \emptyset$  for each operation  $\otimes(\theta)$  in  $\phi$

i.e. bound variables  $U = BV(\otimes(\cdot))$  of **no** operator  $\otimes$   
are free in the substitution on its argument  $\theta$

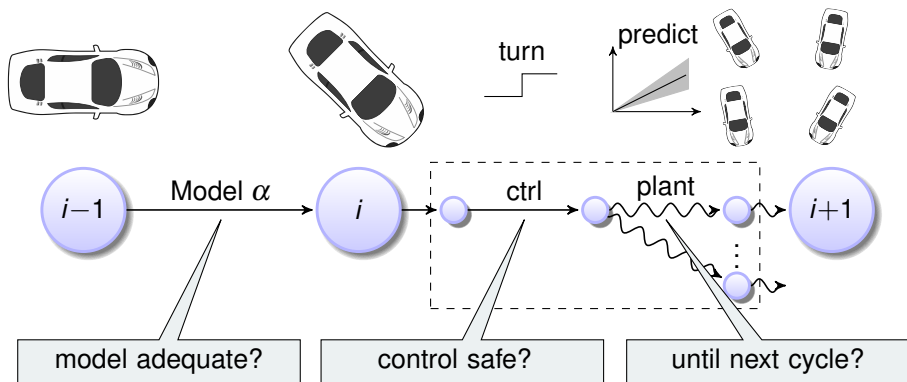
( $U$ -admissible)

If you bind a free variable, you go to logic jail!

$$\frac{[v := f]p(v) \leftrightarrow p(f)}{[v := -x][x' = v]x \geq 0 \leftrightarrow [x' = -x]x \geq 0}$$

Clash

ModelPlex **ensures that verification results** about models **apply to CPS implementations**



ModelPlex **ensures that verification results** about models **apply to CPS** implementations

## Insights

- Verification results about models transfer to the CPS when validating model compliance.
- Compliance with model is characterizable in logic dL.
- Compliance formula transformed by dL proof to monitor.
- Correct-by-construction provably correct model validation at runtime.

model adequate?

control safe?

until next cycle?

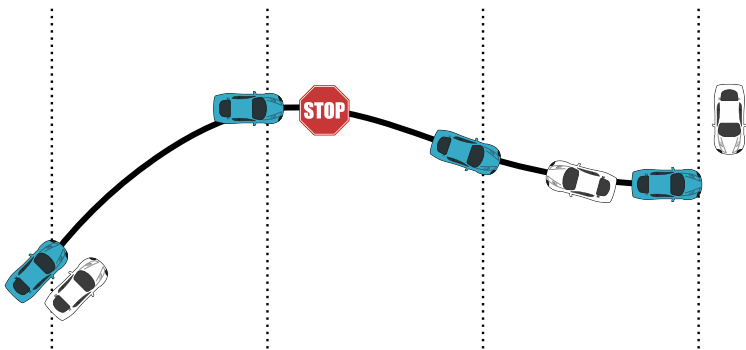
- Fundamental safety question for ground robot navigation
- When will which control decision avoid obstacles?
- Depends on safety objective, physical capabilities of robot + obstacle

Pass parking

Avoid/Follow

Head-on

Turn



- 1 Identified safe region for each safety notion symbolically
- 2 Proved safety for hybrid systems ground robot model in KeYmaera X

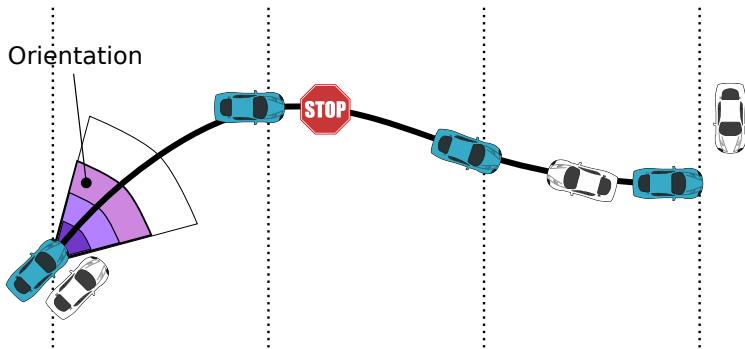
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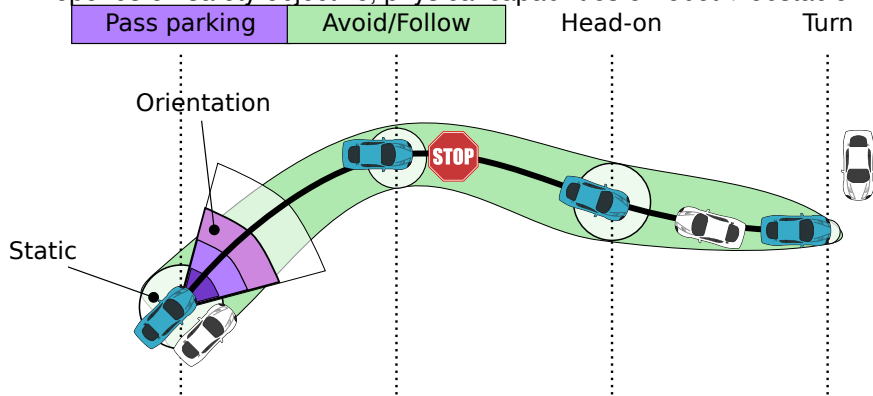
Head-on

Turn



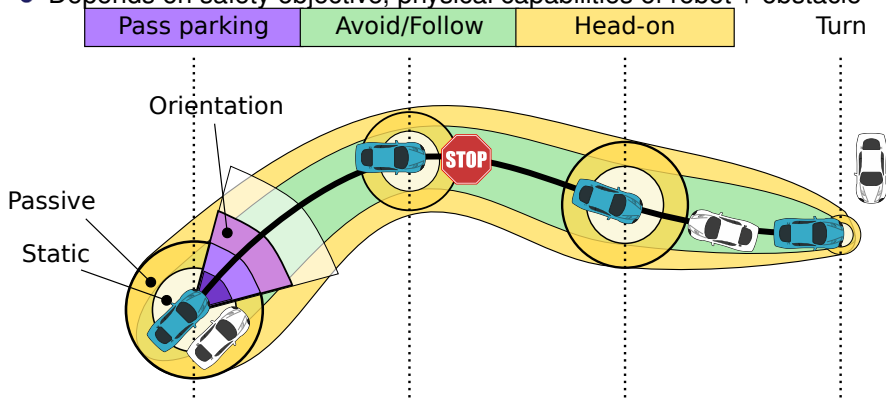
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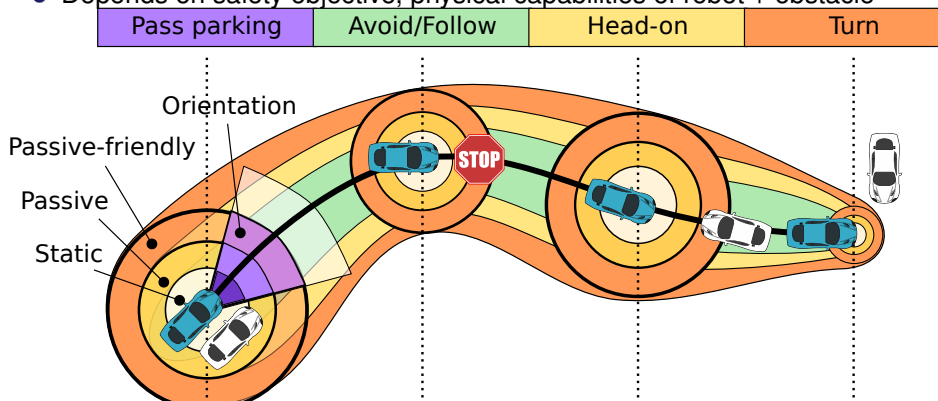
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Safety ▶

Invariant + Safe Control

$$\text{static} \quad \|p - o\|_{\infty} > \frac{s^2}{2b} + \left(\frac{A}{b} + 1\right) \left(\frac{A}{2}\varepsilon^2 + \varepsilon s\right)$$

$$\text{passive} \quad s \neq 0 \rightarrow \|p - o\|_{\infty} > \frac{s^2}{2b} + V\frac{s}{b} + \left(\frac{A}{b} + 1\right) \left(\frac{A}{2}\varepsilon^2 + \varepsilon(s + V)\right)$$

$$+ \text{ sensor} \quad \|\hat{p} - o\|_{\infty} > \frac{s^2}{2b} + V\frac{s}{b} + \left(\frac{A}{b} + 1\right) \left(\frac{A}{2}\varepsilon^2 + \varepsilon(s + V)\right) + \Delta_p$$

$$+ \text{ disturb.} \quad \|p - o\|_{\infty} > \frac{s^2}{2b\Delta_a} + V\frac{s}{b\Delta_a} + \left(\frac{A}{b\Delta_a} + 1\right) \left(\frac{A}{2}\varepsilon^2 + \varepsilon(s + V)\right)$$

$$+ \text{ failure} \quad \|\hat{p} - o\|_{\infty} > \frac{s^2}{2b} + V\frac{s}{b} + \left(\frac{A}{b} + 1\right) \left(\frac{A}{2}\varepsilon^2 + \varepsilon(v + V)\right) + \Delta_p + g\Delta$$

$$\text{friendly} \quad \|p - o\|_{\infty} > \frac{s^2}{2b} + \frac{V^2}{2b_0} + V\left(\frac{s}{b} + \tau\right) + \left(\frac{A}{b} + 1\right) \left(\frac{A}{2}\varepsilon^2 + \varepsilon(s + V)\right)$$

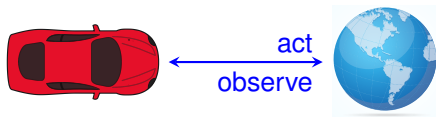
⋮

Safety	Invariant	Safe Control
static	$\ p - o\ _\infty > \frac{s^2}{2b}$	$\left(\frac{A}{b} + 1\right) \left(\frac{A}{2}\varepsilon^2 + \varepsilon s\right)$
passive	$s \neq 0 \rightarrow \ p - o\ _\infty > \frac{s^2}{2b}$	$+V\frac{s}{b} + \left(\frac{A}{b} + 1\right) \left(\frac{A}{2}\varepsilon^2 + \varepsilon(s+V)\right)$
+ sensor		$+ \Delta_p$
+ disturb.	$\ p - o\ _\infty > \frac{s^2}{2b\Delta_a} + V\frac{s}{b\Delta_a}$	$\left(\frac{A}{b\Delta_a} + 1\right) \left(\frac{A}{2}\varepsilon^2 + \varepsilon(s+V)\right)$
+ failure	$\ \hat{p} - o\ _\infty > \frac{s^2}{2b} + V\frac{s}{b}$	$\left(\frac{A}{b} + 1\right) \left(\frac{A}{2}\varepsilon^2 + \varepsilon(v+V)\right) + \Delta_p + g\Delta$
friendly	$\ p - o\ _\infty > \frac{s^2}{2b} + \frac{V^2}{2b_0} + V\left(\frac{s}{b} + \tau\right)$	$\left(\frac{A}{b} + 1\right) \left(\frac{A}{2}\varepsilon^2 + \varepsilon(s+V)\right)$

Question

How to find and justify constraints? Proof!

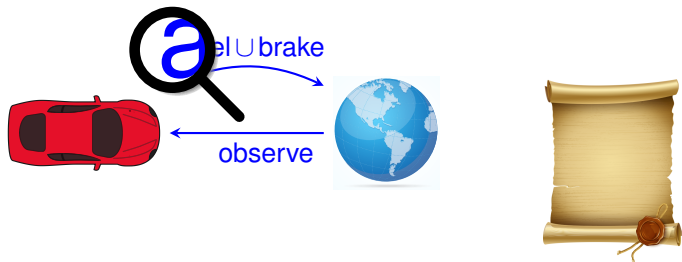
⋮



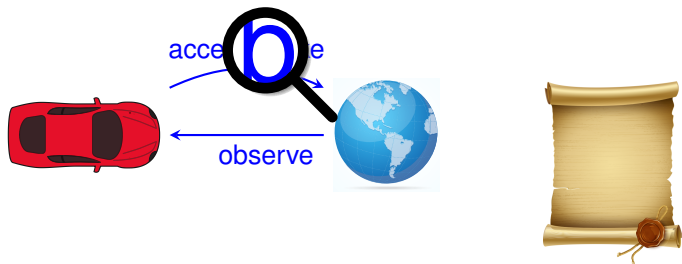
Reinforcement Learning learns from experience of trying actions



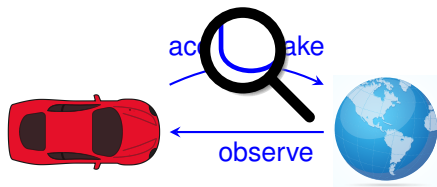
RL chooses an action, observes outcome, reinforces in policy if successful



ModelPlex monitor inspects each decision, vetoes if unsafe

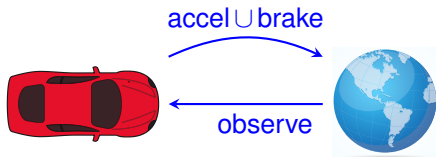


ModelPlex monitor gives early feedback about possible future problems.  
No need to wait till disaster strikes and propagate back.



dL benefits from RL optimization.

RL benefits from dL safety signal.



Theorem

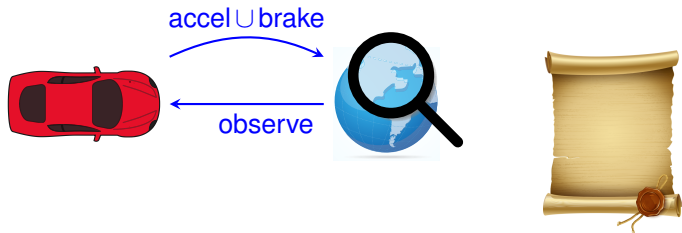
Safe policy if ODE accurate

Experiment

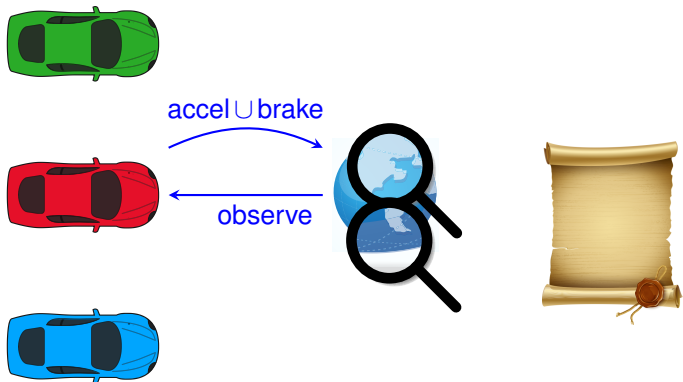
Graceful recovery outside ODE  $\Leftarrow$  quantitative ModelPlex

Detect modeled versus unmodeled state space  $\Leftarrow$  ModelPlex

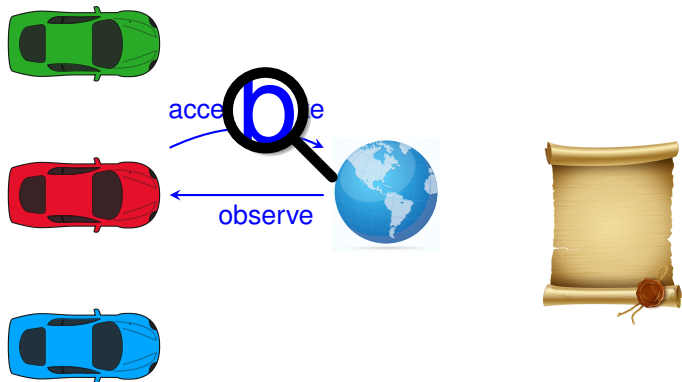




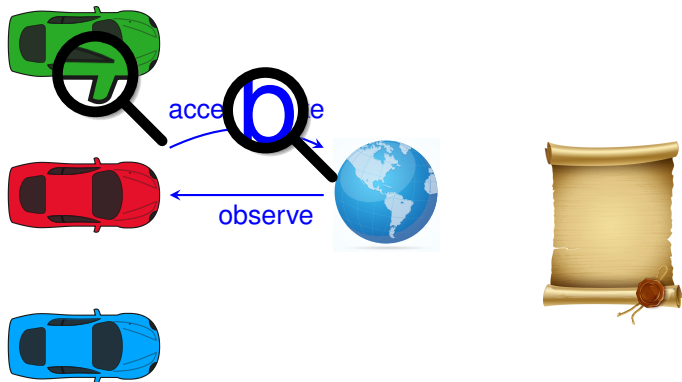
What's safe when off model?



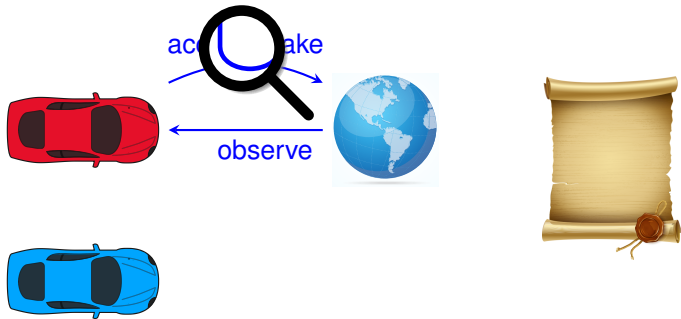
What's safe with multiple possible models?



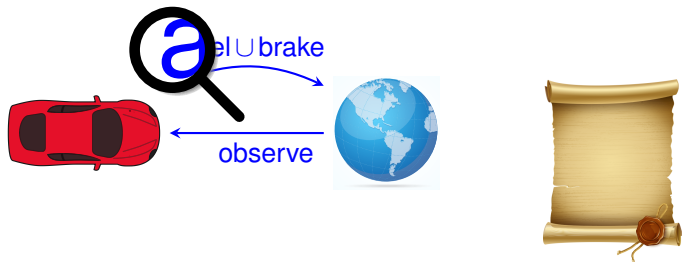
ModelPlex monitors conjunction of all plausible models



Remove incompatible models after contradictory observation



Plan differentiating experiment  $\leftarrow$  predictive monitor distinctions



Convergence

Plausible models converge to true model a.s., if possible



Modify model to fit observations by verification-preserving model update.  
Safety proofs reified: modify model + proof tactic to preserve fit + safety



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