

Quantitative Verification and Synthesis using MDPs with Ratio Objectives

Christian von Essen
Co-supervised by Saddek Bensalem
and Barbara Jobstmann

UJF Grenoble/Verimag

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Outline

- 1 Introduction
- 2 Modeling
- 3 Solution
- 4 Implementation

Quantitative Verification and Synthesis

- Verification: Does the system fulfill the specification?

Quantitative Verification and Synthesis

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- Synthesis (1): Give me a system fulfilling the specification

Quantitative Verification and Synthesis

- Verification: Does the system fulfill the specification?
- Synthesis (1): Give me a system fulfilling the specification
- Synthesis (2): Give me the *best* system fulfilling the specification

Controlling Pumps



Controlling Pumps



What to Control? (Environment)



- Modes: Off/Slow/Fast

What to Control? (Environment)



- Modes: Off/Slow/Fast
- May break down

What to Control? (Environment)



- Modes: Off/Slow/Fast
- May break down
- Repair pump (or not)

Chance (Environment)



- Pumps behave randomly

Chance (Environment)



- Pumps behave randomly
- We model chance with probabilities

Chance (Environment)



- Pumps behave randomly
- We model chance with probabilities
- Example: Fast pumps wear out sooner

How to Evaluate? (Specification)



- Waterflow

How to Evaluate? (Specification)



- Waterflow
- Repair costs

How to Evaluate? (Specification)



- Waterflow
- Repair costs
- Repair bulk discount

How to Evaluate? (Specification)



- Waterflow
- Repair costs
- Repair bulk discount
- No pump running \implies penalty

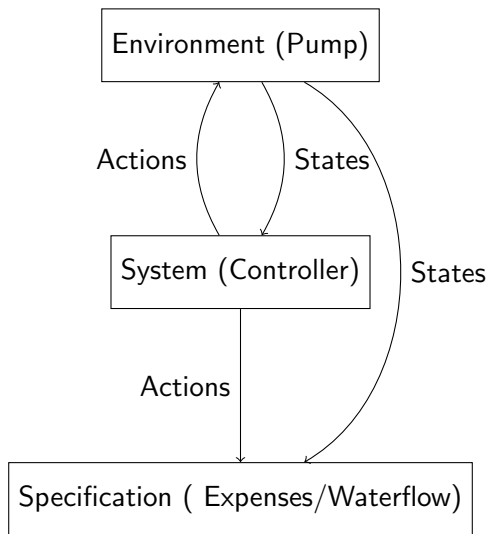
How to Evaluate? (Specification)



- Waterflow
- Repair costs
- Repair bulk discount
- No pump running \implies penalty

Aim of the controller: Minimize $\frac{\text{Expenses}}{\text{Waterflow}} \frac{\$}{m^3}$

Overview



Outline

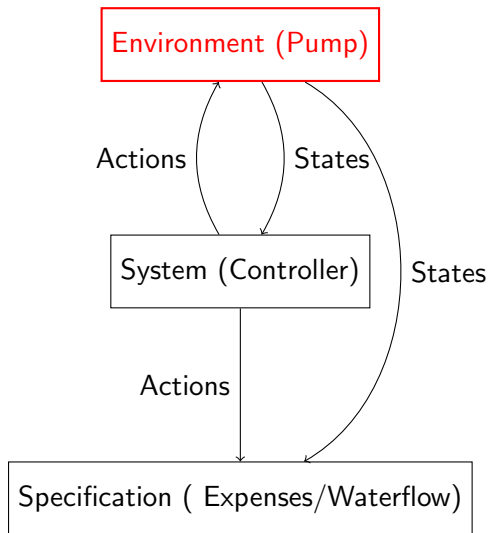
1 Introduction

2 Modeling

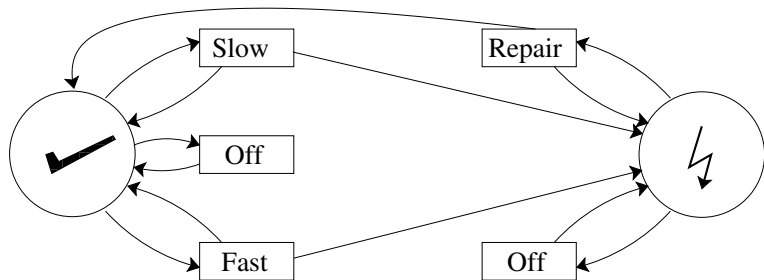
3 Solution

4 Implementation

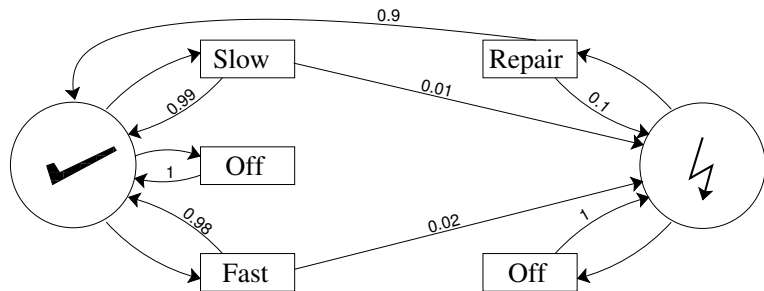
Overview



Modeling a Pump (Environment)



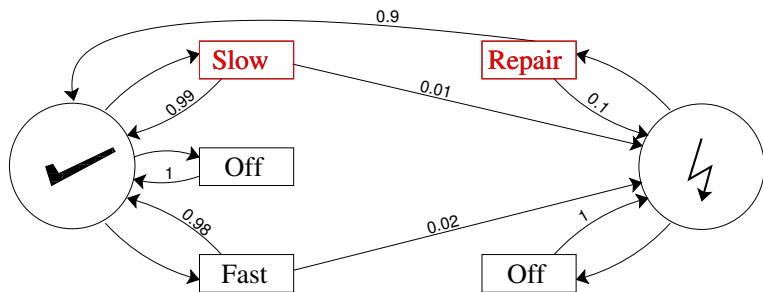
Modeling a Pump (Environment)



Markov Decision Process (MDP)

Modeling a Pump (Environment)

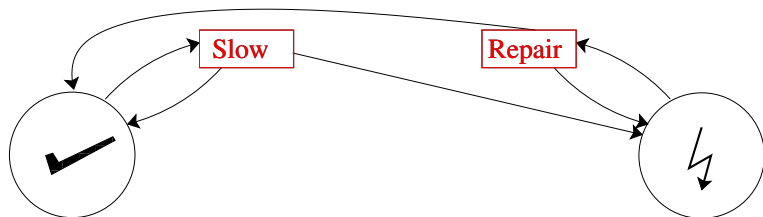
Strategy: Decide what action to take when



Markov Decision Process (MDP)

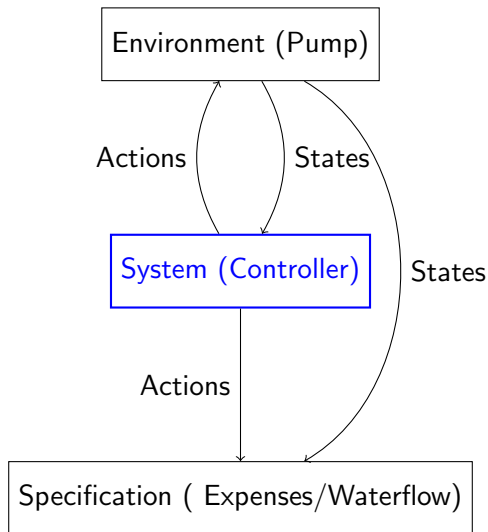
Modeling a Pump (Environment)

Strategy: Decide what action to take when

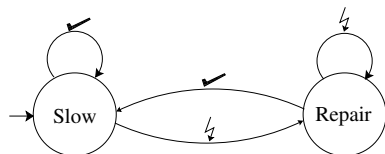


Markov Chain

Overview



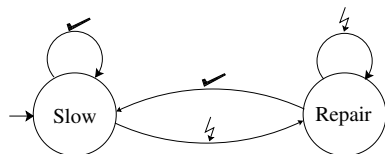
Modeling Systems (Controllers)



Example: Controlling a single pump

- Finite-state machine

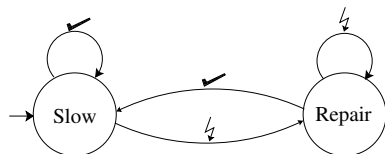
Modeling Systems (Controllers)



Example: Controlling a single pump

- Finite-state machine
- Input: MDP states

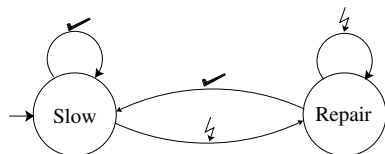
Modeling Systems (Controllers)



Example: Controlling a single pump

- Finite-state machine
- Input: MDP states
- Output: Actions

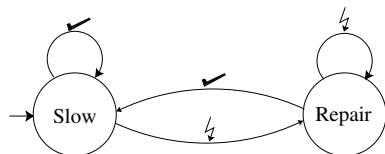
Modeling Systems (Controllers)



Example: Controlling a single pump

- Finite-state machine
- Input: MDP states
- Output: Actions
- Output defined by state (Moore Machine)

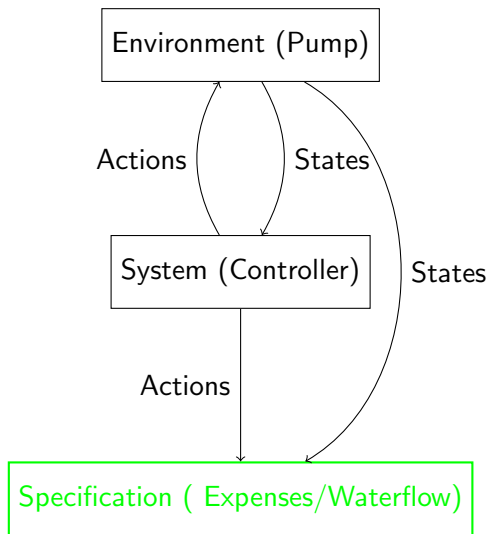
Modeling Systems (Controllers)



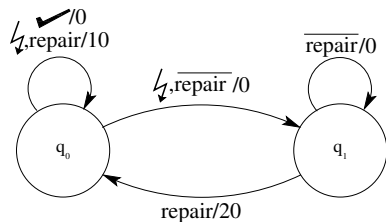
Example: Controlling a single pump

- Finite-state machine
- Input: MDP states
- Output: Actions
- Output defined by state (Moore Machine)
- System is a strategy

Overview

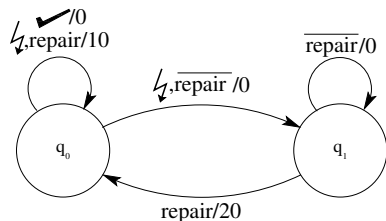


Evaluating Systems (Specification)



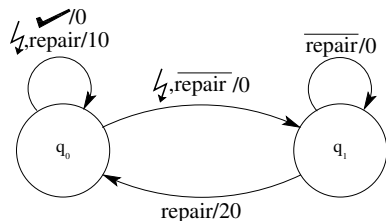
- Automaton with numbers on transitions

Evaluating Systems (Specification)



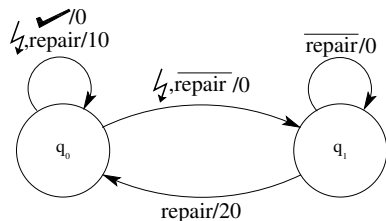
- Automaton with numbers on transitions
- Input: MDP states and actions

Evaluating Systems (Specification)

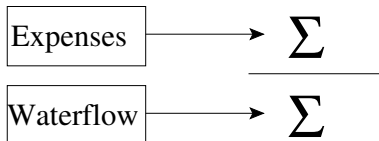


- Automaton with numbers on transitions
- Input: MDP states and actions
- Numbers represent how good or bad a decision is

Evaluating Systems (Specification)

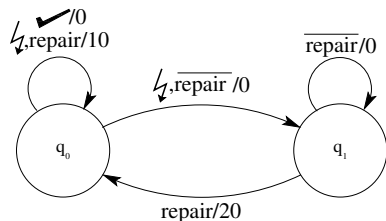


Minimize



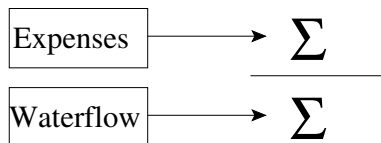
- Automaton with numbers on transitions
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- Numbers represent how good or bad a decision is

Evaluating Systems (Specification)



- Automaton with numbers on transitions
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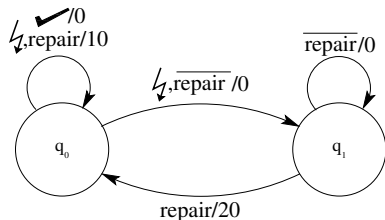
Minimize



=

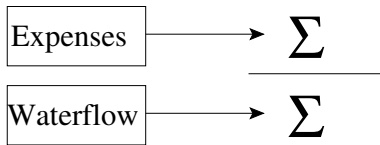
$$\frac{\sum_{i=1}^m c_1(s_i, a_i)}{1 + \sum_{i=1}^m c_2(s_i, a_i)}$$

Evaluating Systems (Specification)



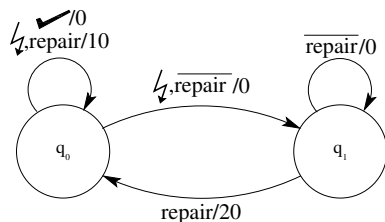
- Automaton with numbers on transitions
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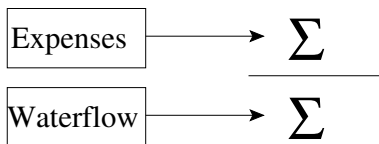
$$= \liminf_{m \rightarrow \infty} \frac{\sum_{i=1}^m c_1(s_i, a_i)}{1 + \sum_{i=1}^m c_2(s_i, a_i)}$$

Evaluating Systems (Specification)



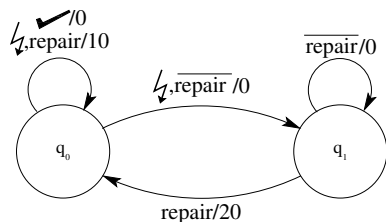
- Automaton with numbers on transitions
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Minimize



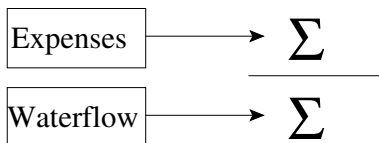
$$= \lim_{l \rightarrow \infty} \liminf_{m \rightarrow \infty} \frac{\sum_{i=l}^m c_1(s_i, a_i)}{1 + \sum_{i=l}^m c_2(s_i, a_i)}$$

Evaluating Systems (Specification)



- Automaton with numbers on transitions
- Input: MDP states and actions
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Minimize



$$= \mathbb{E} \left(\lim_{l \rightarrow \infty} \liminf_{m \rightarrow \infty} \frac{\sum_{i=l}^m c_1(s_i, a_i)}{1 + \sum_{i=l}^m c_2(s_i, a_i)} \right)$$

Specification for Multiple Pumps

- Parallel product

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- Parallel product
- Water costs: sum output

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- Water costs: sum output
- Repair costs: maximum

Specification for Multiple Pumps

- Parallel product
- Water costs: sum output
- Repair costs: maximum
- Additional costs if no pump is running

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2 Modeling

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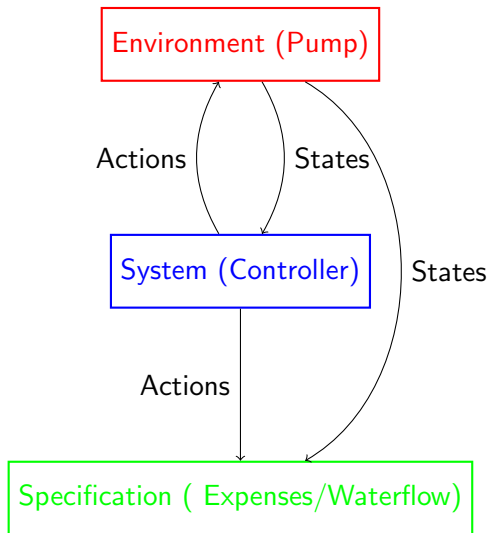
Main Goals

- ① Evaluate the quality of a controller (Verification)
- ② Automatically find the best controller (Synthesis)

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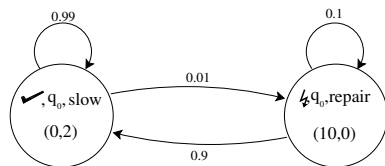
- ① Evaluate the quality of a controller (Verification)
- ② Automatically find the best controller (Synthesis)

Overview (for Synthesis)



Verification

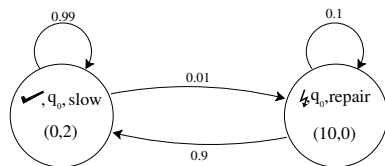
MDP with cost \times controller = Markov Chain



$$\mathbb{E}(\lim \lim \inf \frac{\sum_{i=1}^m c_1(s_i)}{1 + \sum_{i=1}^m c_2(s_i)})$$

Verification

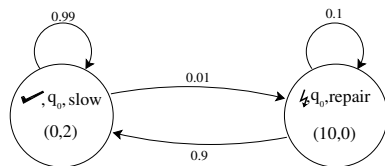
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$$\mathbb{E}(\lim \lim \inf \frac{\sum_{i=1}^m c_1(s_i)}{1 + \sum_{i=1}^m c_2(s_i)})$$
$$= \frac{\sum_s c_1(s) \nu(s)}{1 + \sum_s c_2(s) \nu(s)}$$

Verification

MDP with cost \times controller = Markov Chain

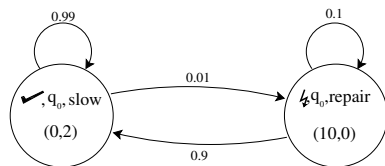


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- Calculate ν by linear equations (stationary distribution)

Verification

MDP with cost \times controller = Markov Chain

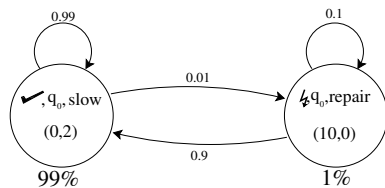


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- $\frac{0.01 \times 10}{0.99 \times 2}$

Verification

MDP with cost \times controller = Markov Chain

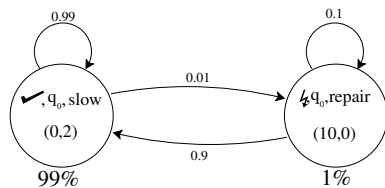


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- Corner case: Value infinity (all denominators zero)

Verification

MDP with cost \times controller = Markov Chain



For non-SCC MC: SCCs, then probability of reaching these components

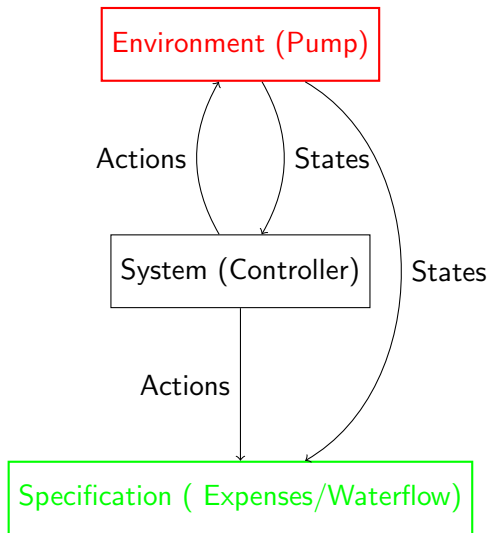
$$\mathbb{E}(\lim \lim \inf \frac{\sum_{i=1}^m c_1(s_i)}{1 + \sum_{i=1}^m c_2(s_i)})$$
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- Corner case: Value infinity (all denominators zero)

Main Goals

- ① Evaluate the quality of a controller (Verification)
- ② **Automatically find the best controller (Synthesis)**

Overview (for Verif. and Synthesis)



(One) Algorithm

How to find an optimal strategy?

$$\forall s \forall a x(s, a)$$

$$\text{Minimize } \frac{\sum x(s, a) c_1(s, a)}{\sum x(s, a) c_2(s, a)}$$

subject to

- 1 $\sum_{s, a} x(s, a) = 1$
- 2 $\forall s \sum_a x(s, a) = \sum_{s', a} x(s', a) \cdot p(s', a, s)$

- $x(s, a)$ Prob. of being in s and choosing a

(One) Algorithm

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- Probability of being in s :
 $\sum x(s, a)$

(One) Algorithm

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- Probability of being in s :
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- $x(s, a)$ are a steady state distribution

(One) Algorithm

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- $x(s, a)$ Prob. of being in s and choosing a
- Probability of being in s :
 $\sum x(s, a)$
- $x(s, a)$ are a steady state distribution
- We search for the best steady state distribution

(One) Algorithm

How to find an optimal strategy?

$\forall s \forall a x(s, a)$

$$\text{Minimize } \frac{\sum x(s, a) c_1(s, a)}{\sum x(s, a) c_2(s, a)}$$

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- First equation: $x(s, a)$ has to be a probability distribution

(One) Algorithm

How to find an optimal strategy?

$$\forall s \forall a x(s, a)$$

$$\text{Minimize } \frac{\sum x(s, a) c_1(s, a)}{\sum x(s, a) c_2(s, a)}$$

subject to

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- $x(s, a)$ Prob. of being in s and choosing a
- Probability of being in s :
 $\sum x(s, a)$
- $x(s, a)$ are a steady state distribution
- We search for the best steady state distribution
- First equation: $x(s, a)$ has to be a probability distribution
- Second equation:
 - ▶ $\sum_{s', a} x(s', a) \cdot p(s', a, s)$:
Prob. of going to s

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Experimental Results (Behavior)

How smart are our controllers?

2 Pumps:

- Play it safe
- Turn one pump on in fast mode.
- When one pump is broken, repair it, turn the other one on in slow mode.

Experimental Results (Behavior)

How smart are our controllers?

3 Pumps:

- Turn all pumps on fast
- When one pump is broken, turn one on fast, the other two off
- When two pumps are broken, turn the last one on fast, repair the rest

Experimental Results (Behavior)

How smart are our controllers?

4 Pumps:

- Turn all pumps on fast
- When one pump is broken, turn two pumps on fast, the other two off
- When two pumps are broken, turn one on fast
- When three pumps are broken, turn the last one on fast, repair the rest

Thank you

Fin.