

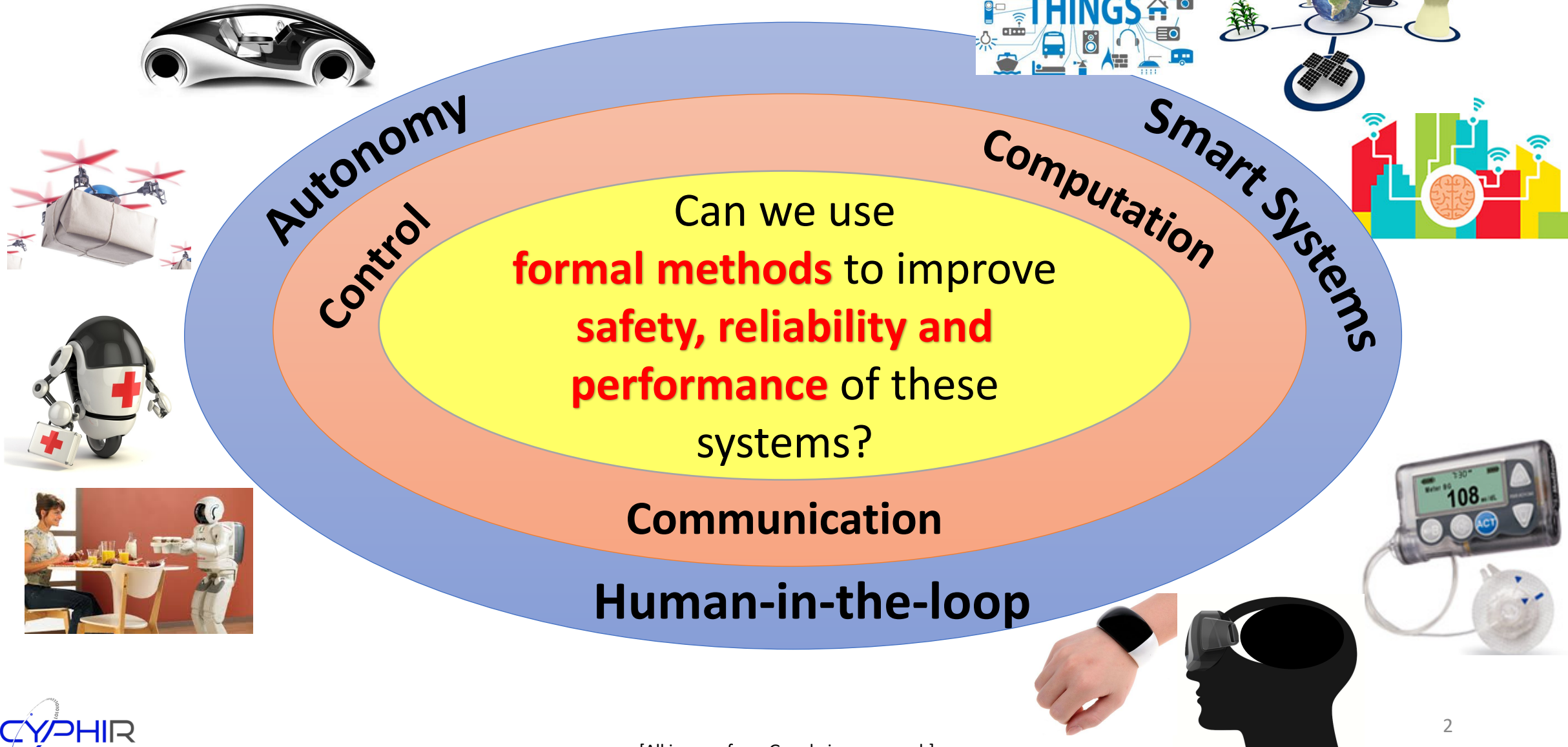
Monitoring Cyber-Physical Systems

Alexandre Donzé, Decyphir

Winter Training School on Runtime Verification

March 19th, 2018

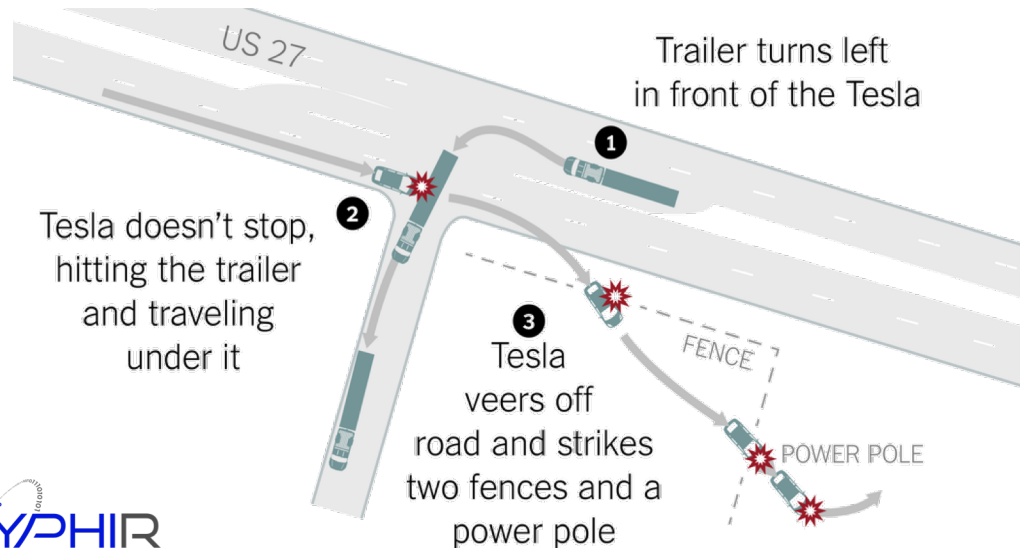
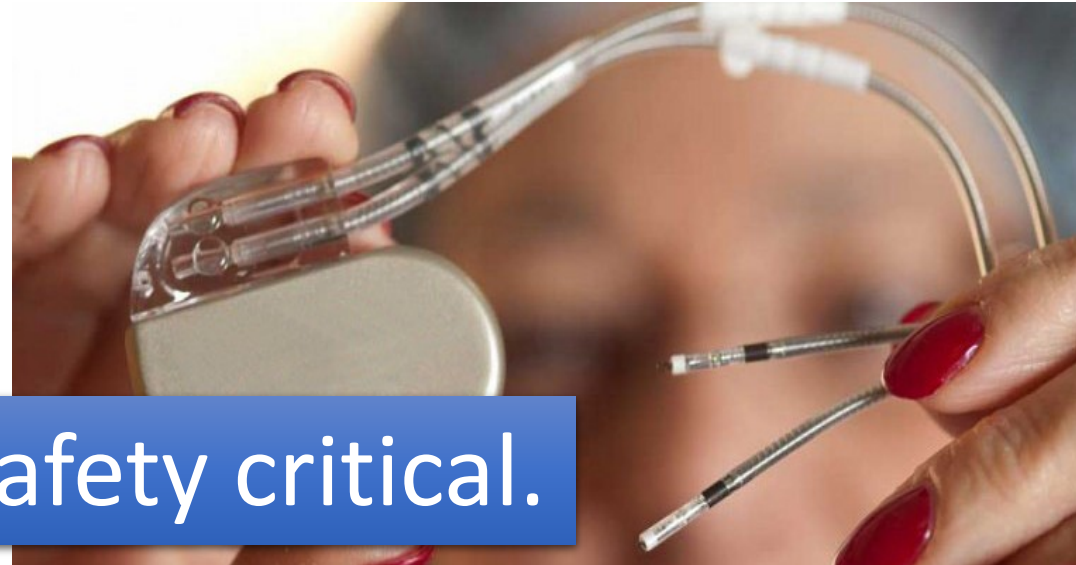
Cyber-Physical Systems



Formal methods are needed because ...

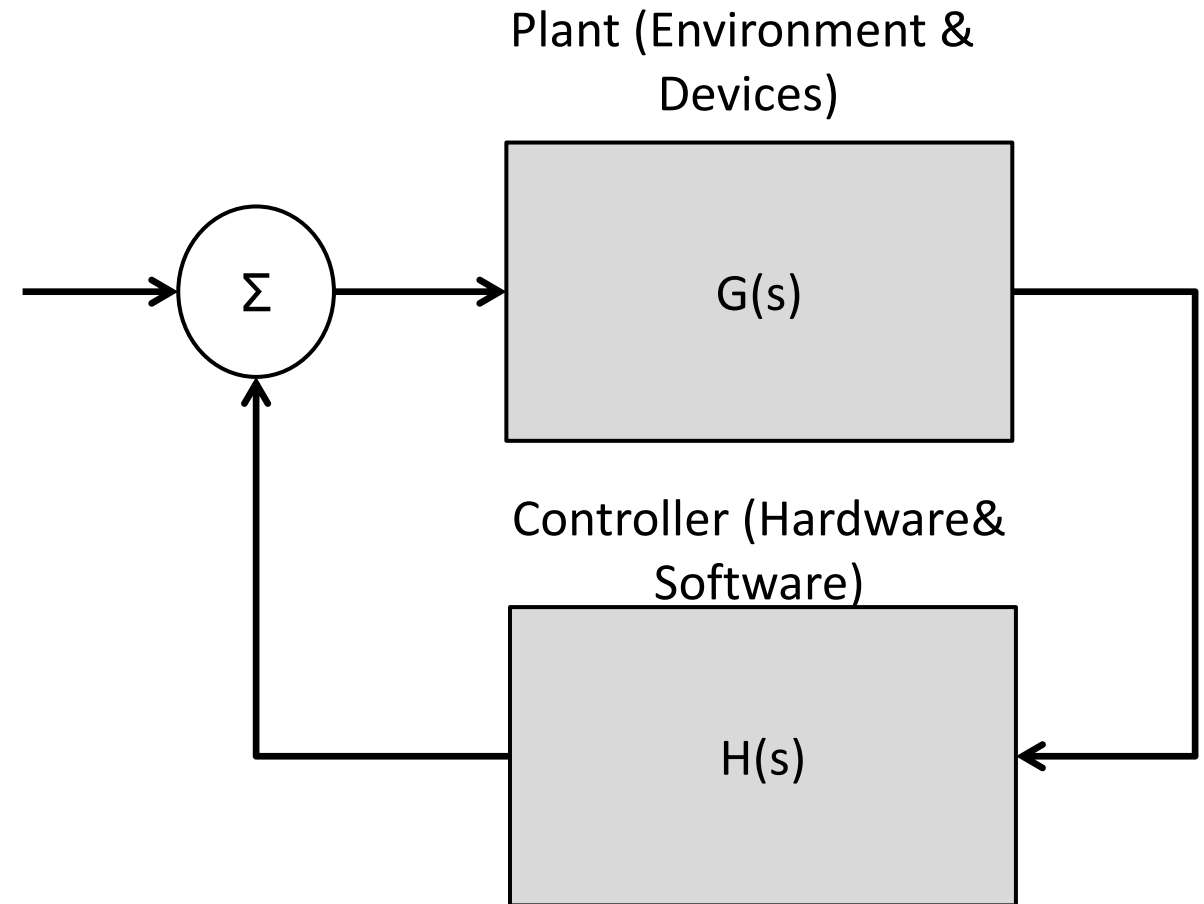
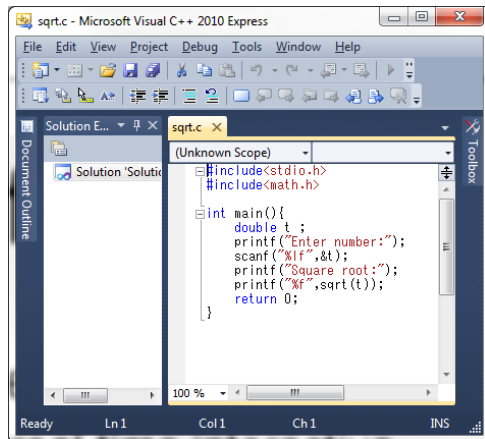


... kind of safety critical.

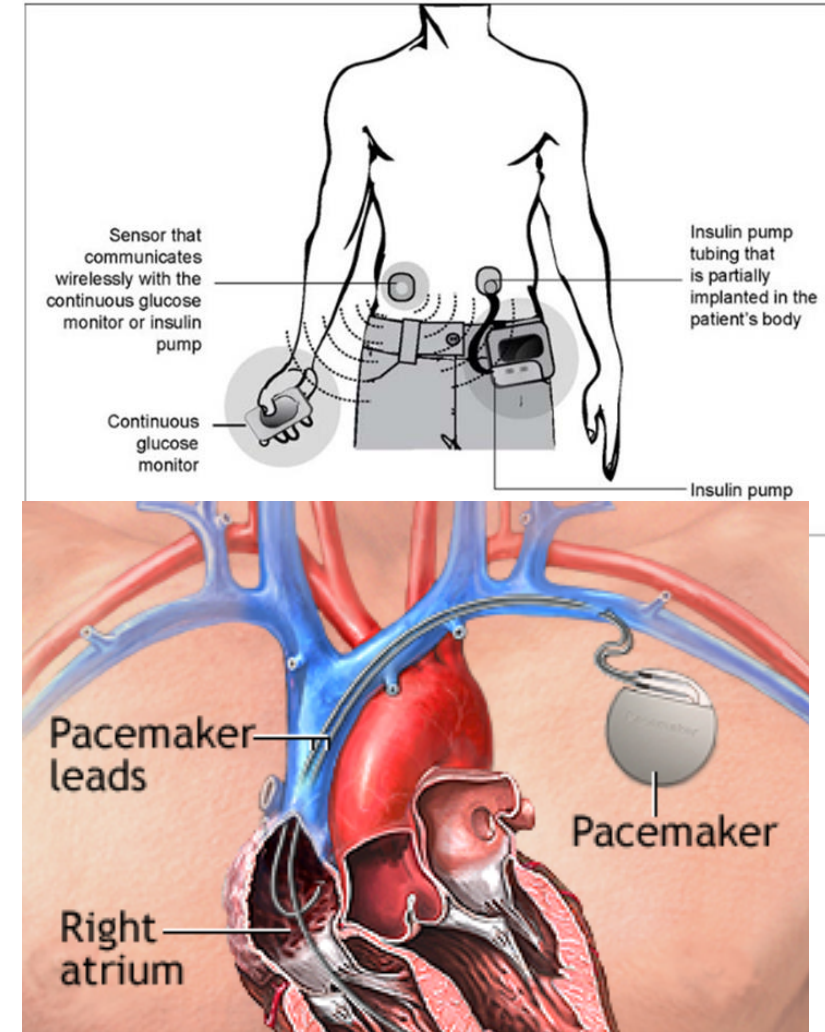


The FDA has issued 23 recalls of defective devices during the first half of 2010, all of which are categorized as “Class I,” meaning there is “**reasonable probability** that use of these products will cause serious **adverse health consequences** or **death**.”

Designing a CPS



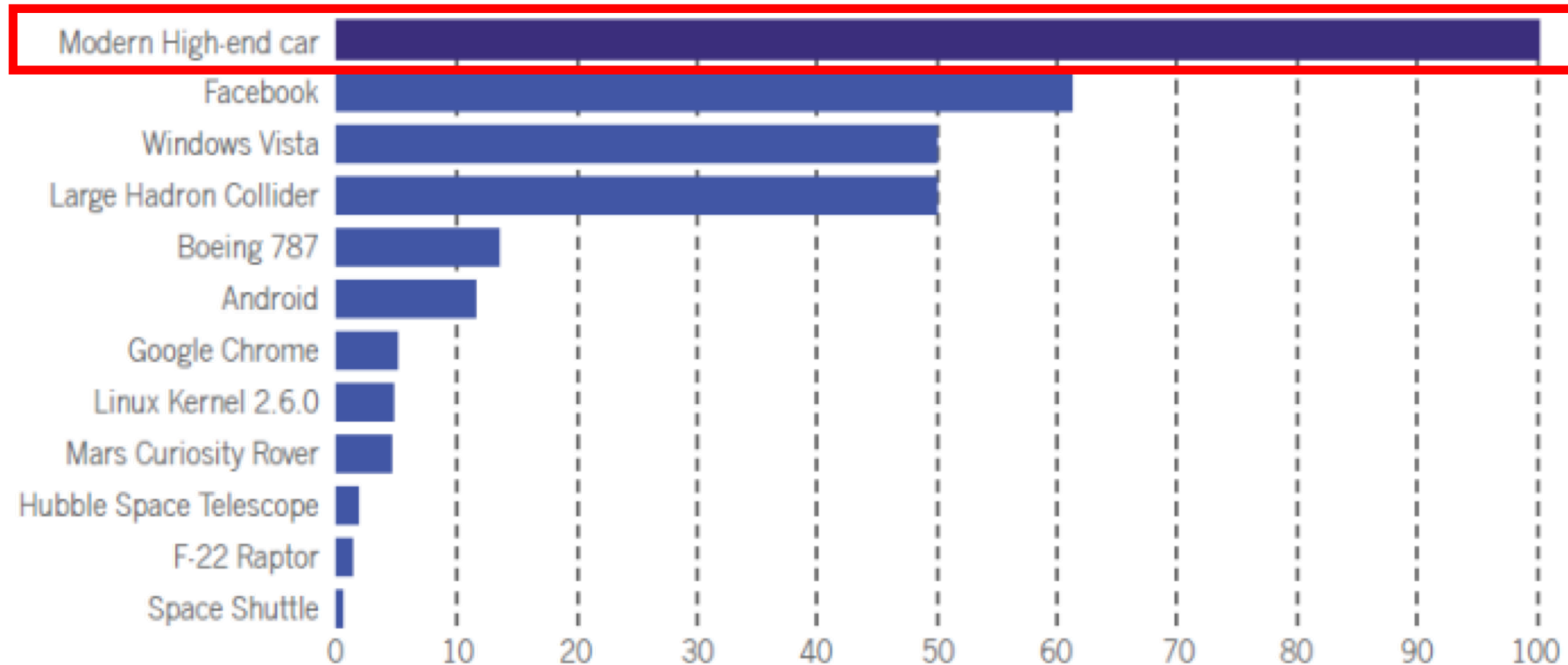
Challenges of Designing CPSs (Plant)



Challenges of Designing a CPS (Software)

SOFTWARE SIZE (MILLION LINES OF CODE)

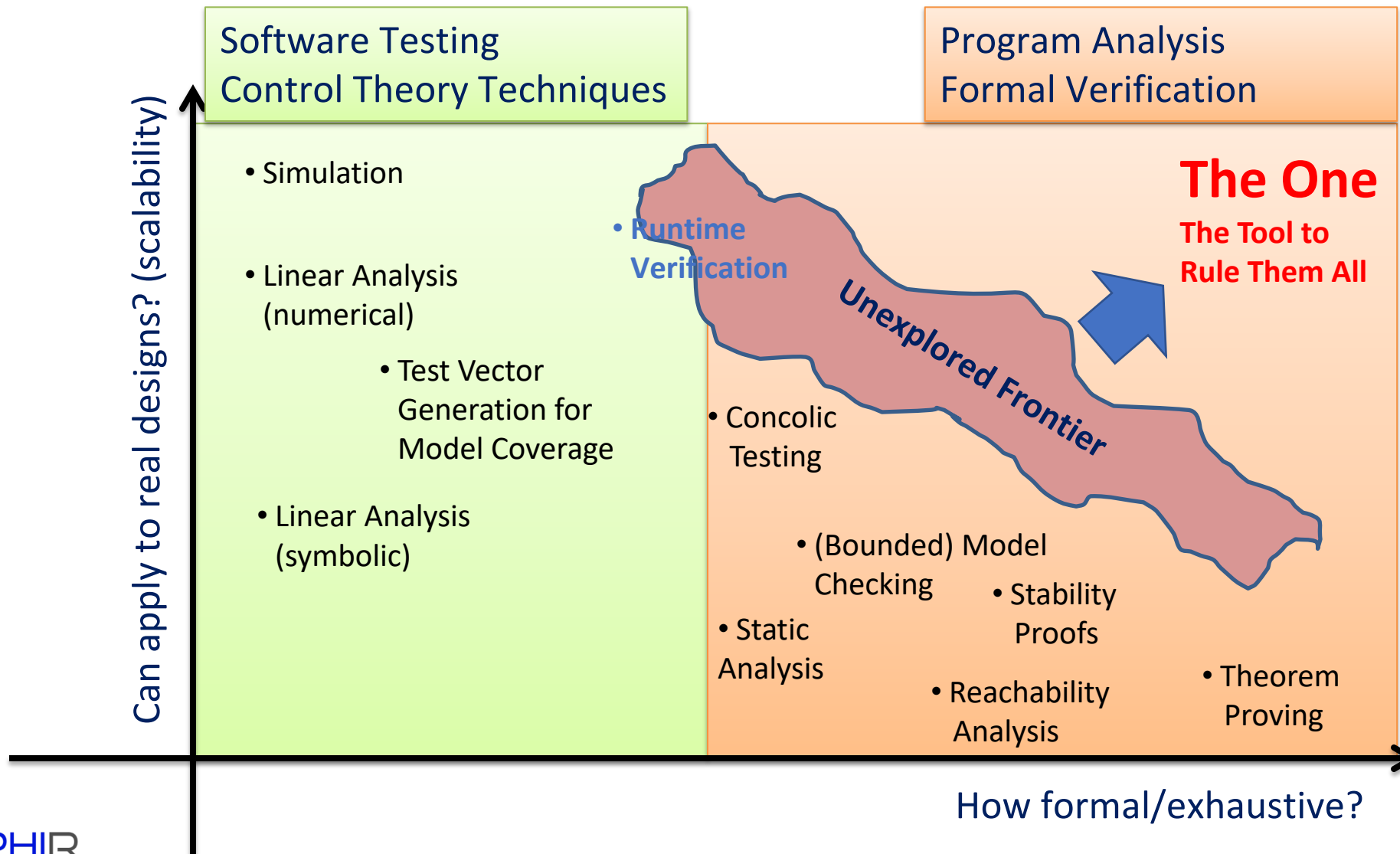
Source: NASA, IEEE, Wired, Boeing, Microsoft, Linux Foundation, Ohloh



Formal Methods in Practice

- Industrial techniques mostly focused on “verifying” the controller
 - Actually means “verifying” embedded C code
 - Actually means **testing** the embedded C code
- Some formal methods being marketed by tool vendors
 - Static analysis: Dead code detection, Divide by zero
 - Property Proving
- Mostly don't work well for closed-loop systems

Spectrum of Analysis Techniques

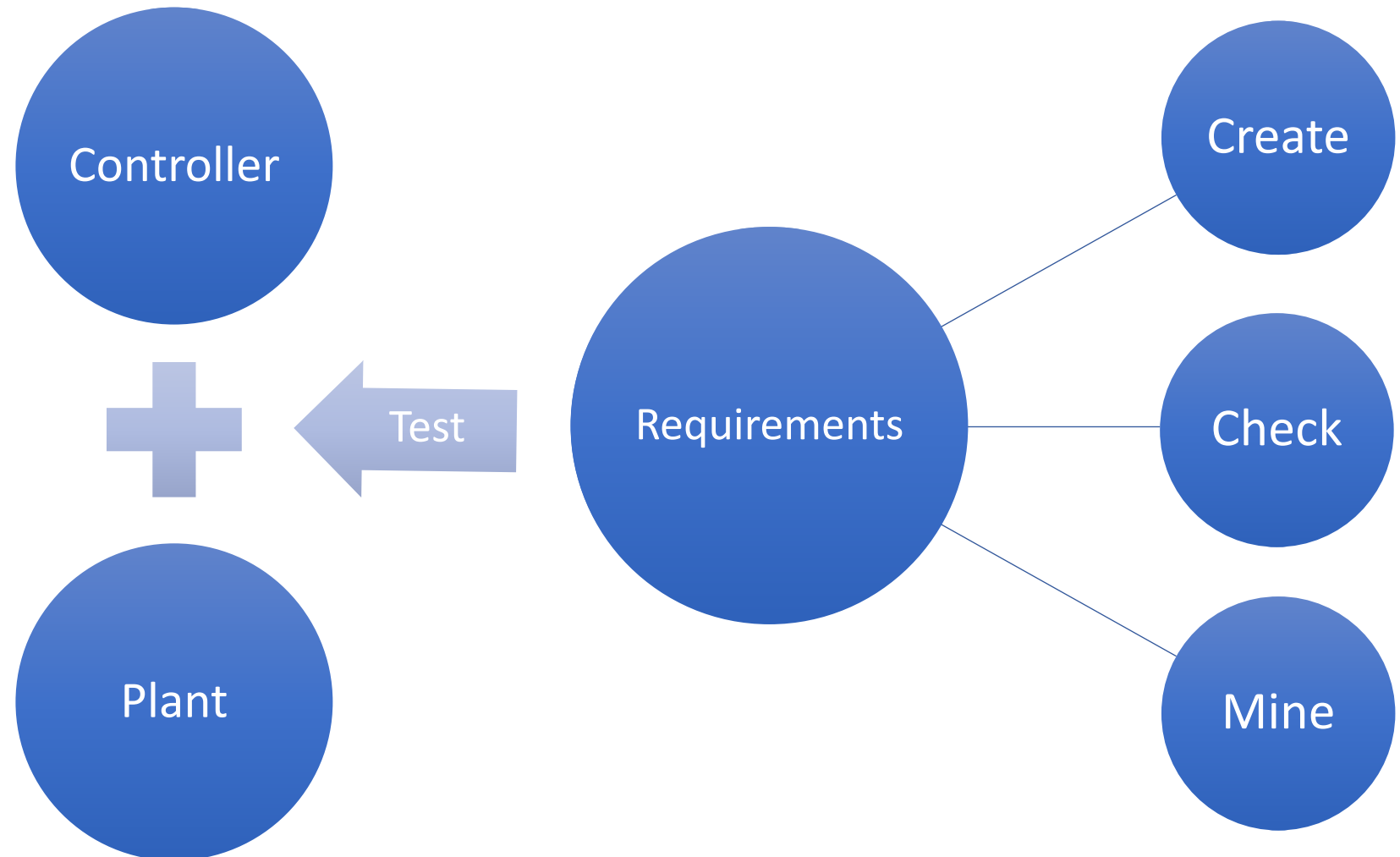


Runtime Verification

- Light-weight verification technique
 - Improves on basic testing by automating the assessment part
- “Semi”-formal methods
 - Formal comes from rigorously defined requirement
 - Not complete: not exhaustive in general
- **Falsification** is a variant that tries to find one trace that don't satisfy a requirement

Requirement-Driven Design

Requirements **formally** capture what it means for a system to operate correctly in its operating environment

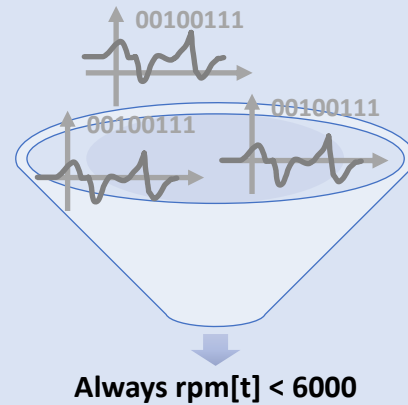


Decyphir Breach Platform

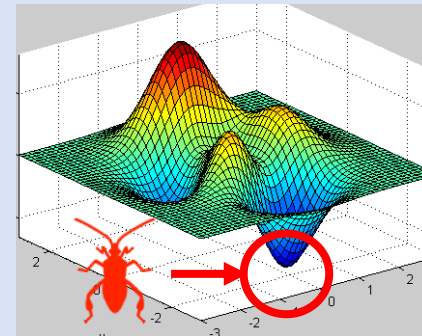
Test Generation



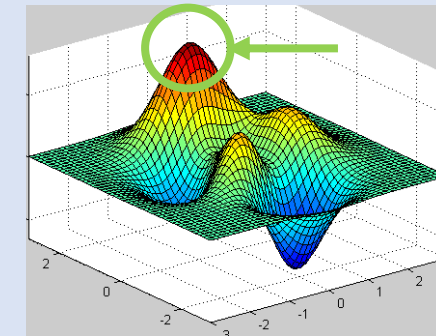
Requirement



Falsification

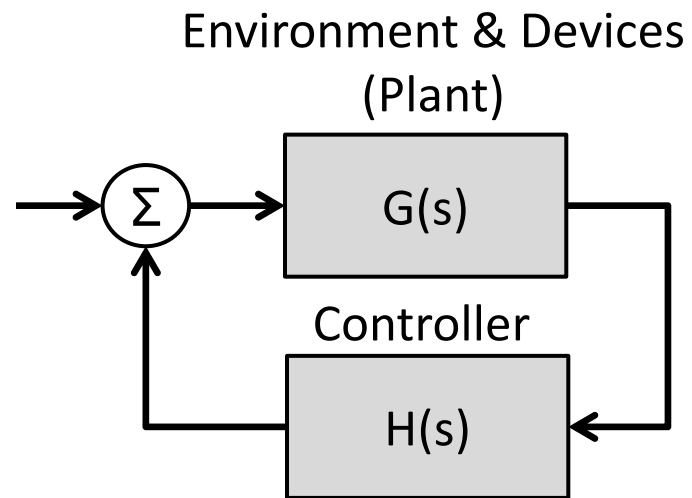


Calibration

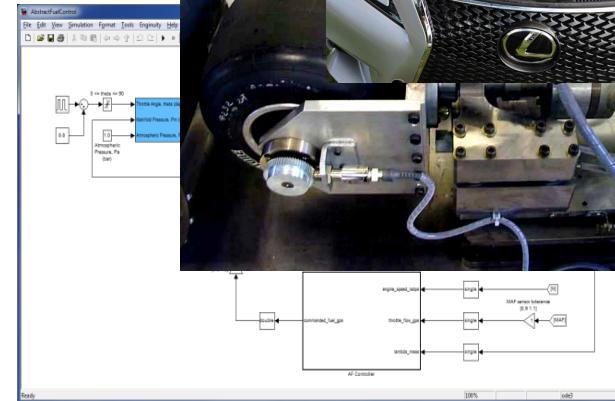


<https://github.com/decyphir/breach>

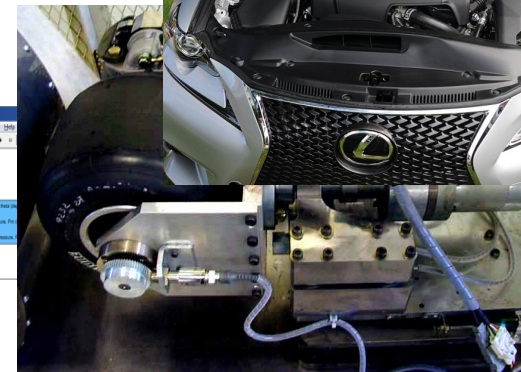
Model-Based Design



MILs/
SILs



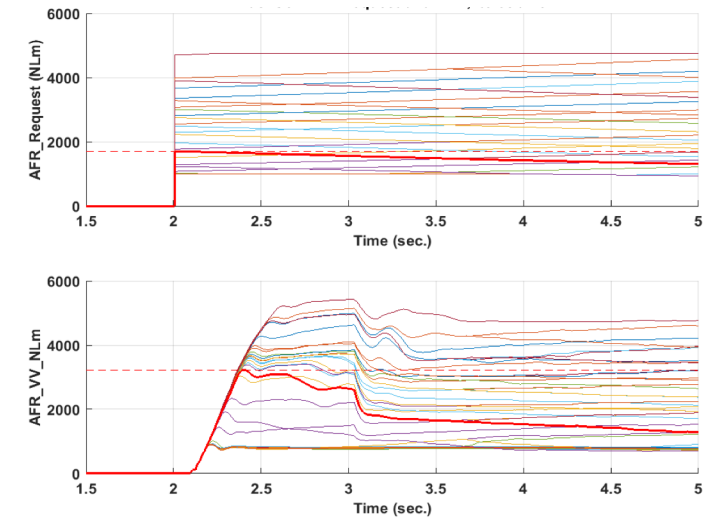
HILs



Prototype Driving Test



Produce data to monitor



MIL/SIL/HIL: **M**odel/**S**oftware/**H**ardware In the **L**oop

This talk

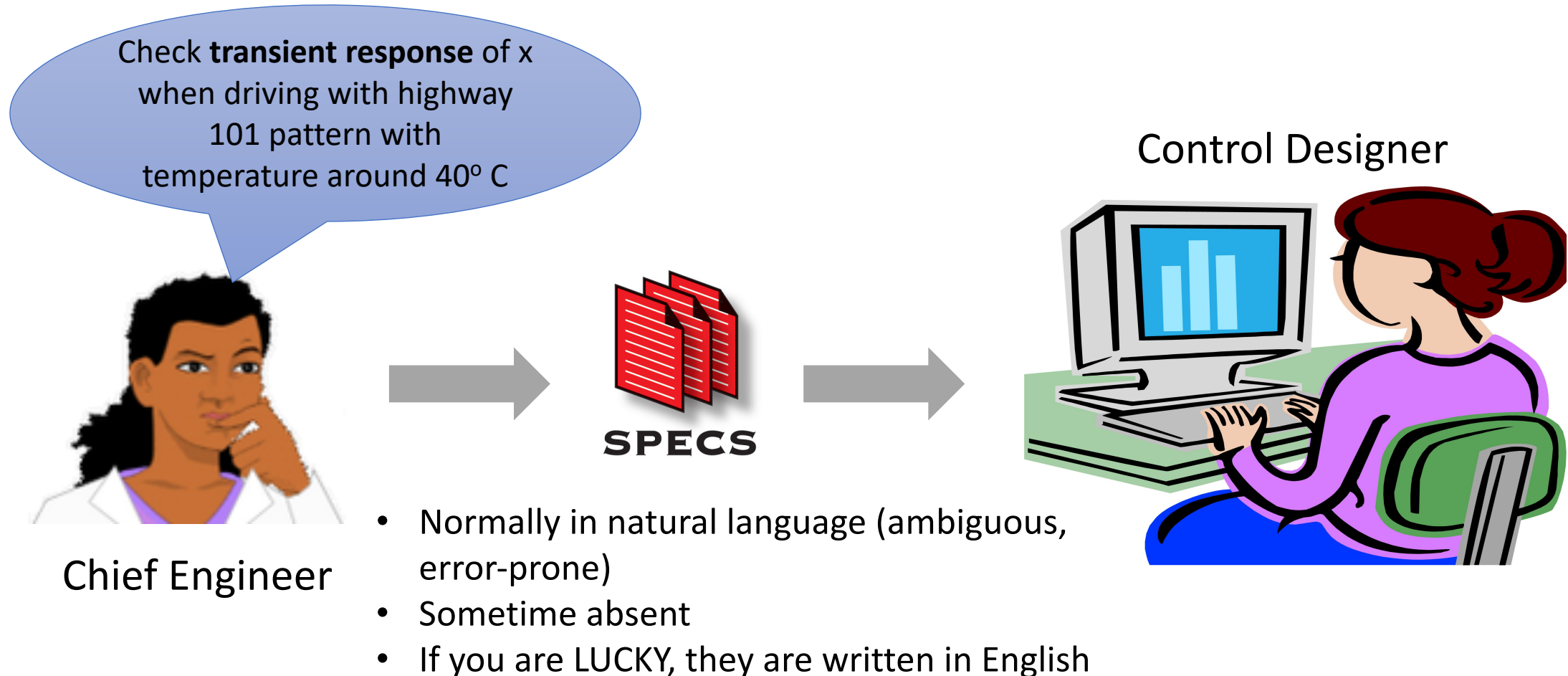
“Traditional” CPS

- E.g., powertrain control, electric drive, battery management system
- Tools: Simulink + Code Generation
- Monitoring **Signals**, i.e Time Series

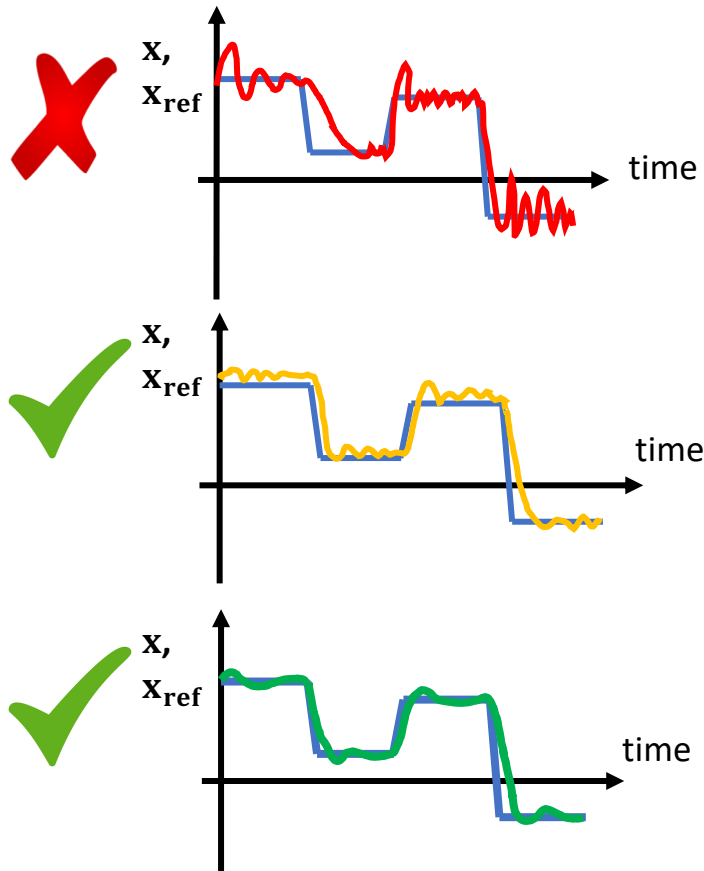
“Modern” CPS

- Multi-Sensors+Machine Learning based perception (e.g., for ADAS/autonomous driving)
- Onboard PC + high-end GPU for DNN, no established toolchain
- Monitoring **the World**

In the Field, How Are High-level Design Specs Checked

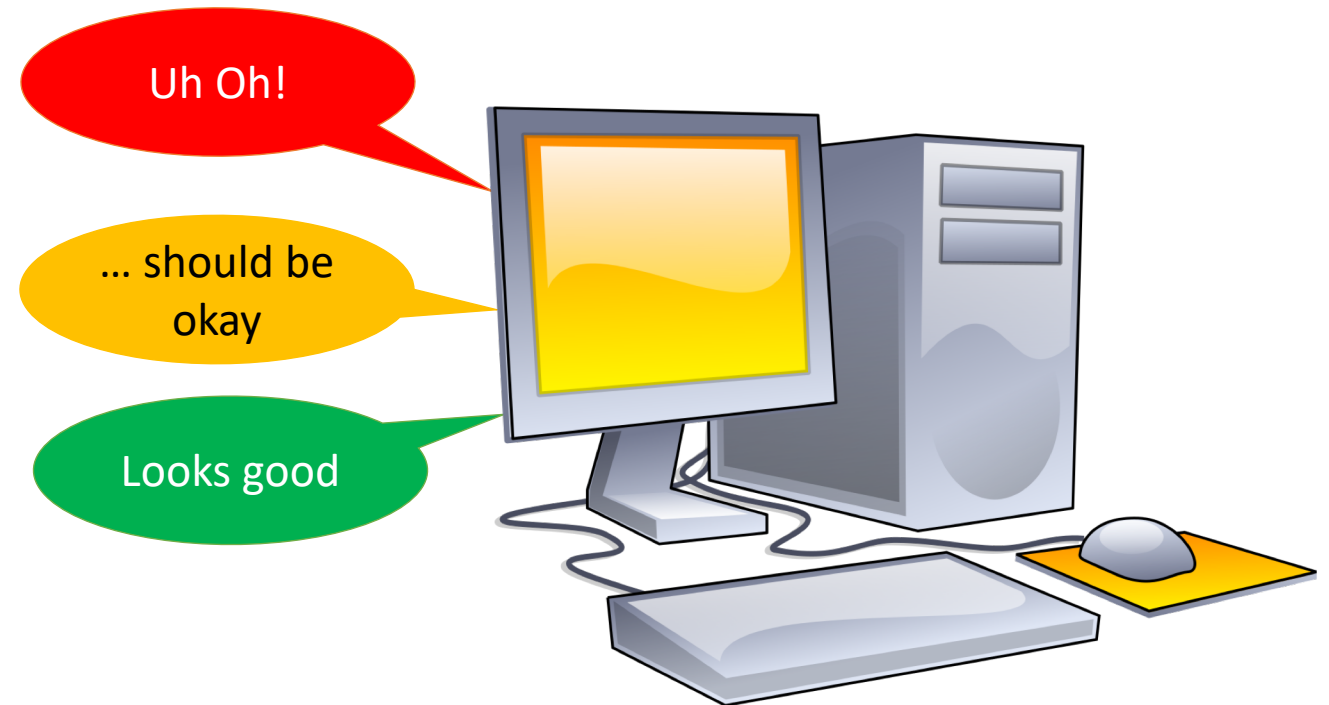
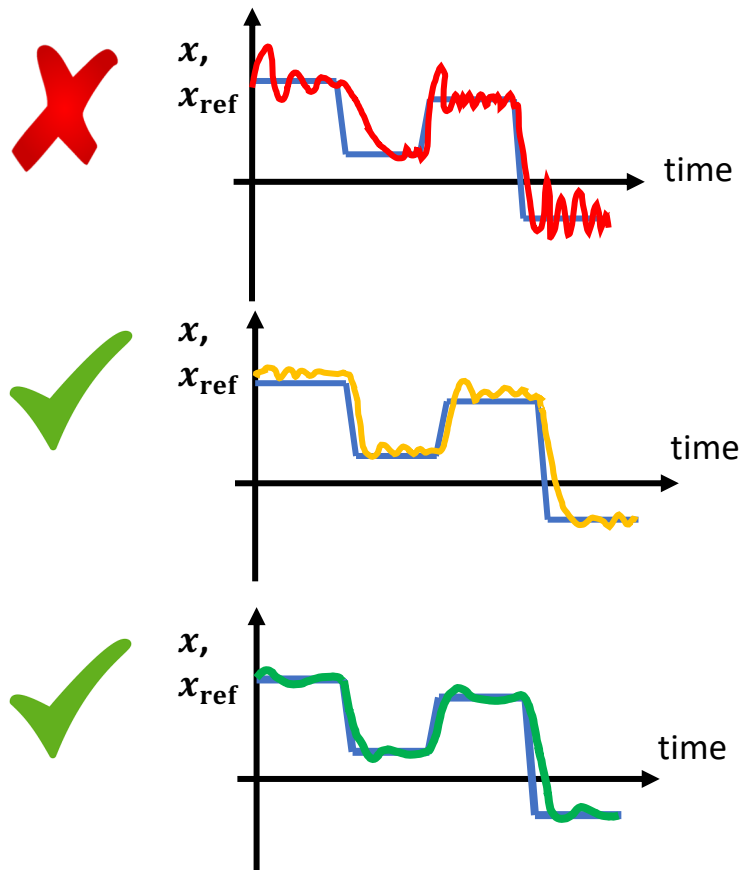


Design Correctness: Relies on Designer Experience



Can we improve this testing process?

Design Correctness: Relies on Machine Checkable Requirements



Can we formalize “Uh-oh, should be okay, looks good, weird, clearly wrong, fuzzy?”

Temporal Logic (In A Nutshell)

- Temporal logics specify properties over time

E.g. For the next 3 days, **the highest temperature will be below 75 degree and the lowest temperature will be above 60 degree**

Key ingredients

1. Propositions

“the highest temperature will be below 75 degree” $T < 75$

“the lowest temperature will be above 60 degree “ $T > 60$

2. Propositional logic: propositions connected by Boolean operators, such as Not (\neg), And(\wedge), Or(\vee), and Imply (\rightarrow)

$$(T < 75) \wedge (T > 60)$$

Temporal Logic (In A Nutshell)

- Temporal logics specify properties over time

E.g. **For the next 3 days**, the highest temperature will be below 75 degree and the lowest temperature will be above 60 degree

Key ingredients

1. Propositions

“the highest temperature will be below 75 degree” $T < 75$

“the lowest temperature will be above 60 degree “ $T > 60$

2. Propositional logic: propositions connected by Boolean operators, such as Not (\neg), And(\wedge), Or(\vee), and Imply (\rightarrow)

$$(T < 75) \wedge (T > 60)$$

LTL - Linear Temporal Logic*

Using **a** to represent the state $(T < 75) \wedge (T > 60)$

LTL adds temporal operators

a	"a is true now"
X a	"a is true in the ne X t time step"
Fa	"a will be true in the F uture (eventually) "
Ga	"a will be G lobally (always) true in the future"
a U b	"a will hold true U ntil b becomes true"

Signal Temporal Logic (STL)

- Recall the Example:

For the next 3 days, the highest temperature will be below 75 degree and the lowest temperature will be above 60 degree

- LTL: using a represents the state $(T < 75) \wedge (T > 60)$

$$X a \wedge X X a \wedge X X X a$$

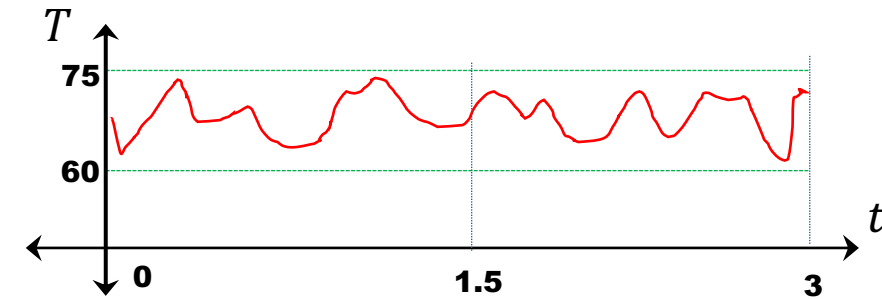
- STL: extended LTL by adding dense time and having predicates over real values

$$G_{[0,3]}(T(t) < 75 \wedge T(t) > 60)$$

STL Examples

$$\mathbf{G}_{[0,3]} (T(t) < 75 \wedge T(t) > 60)$$

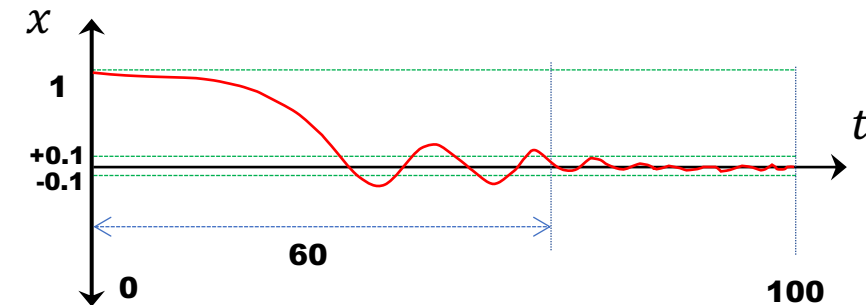
Always between time 0 and 3 days



$$\mathbf{F}_{[20,60]} (\mathbf{G} (|x(t)| < 0.1))$$

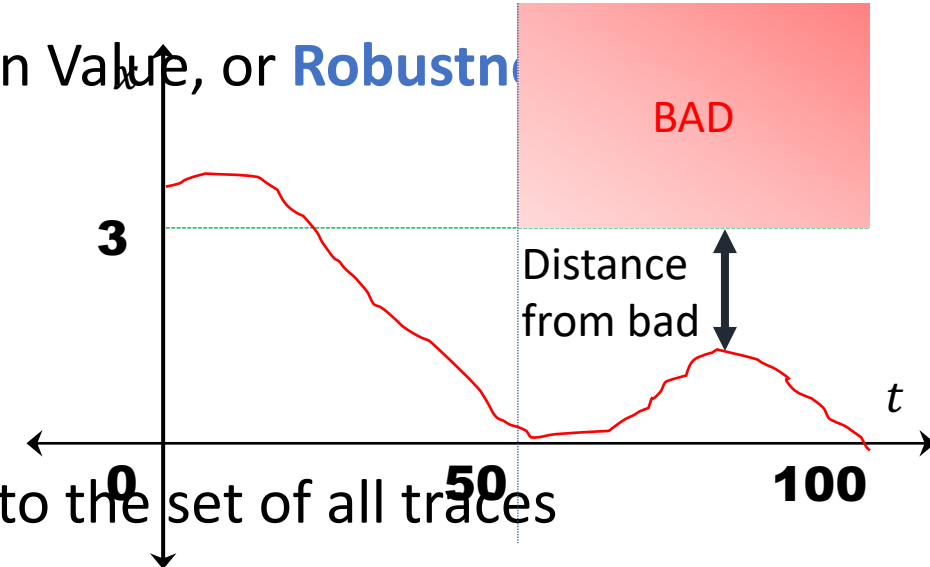
Eventually at **some time** t between time 20 and 60

From that time t , always till the end of the signal trace



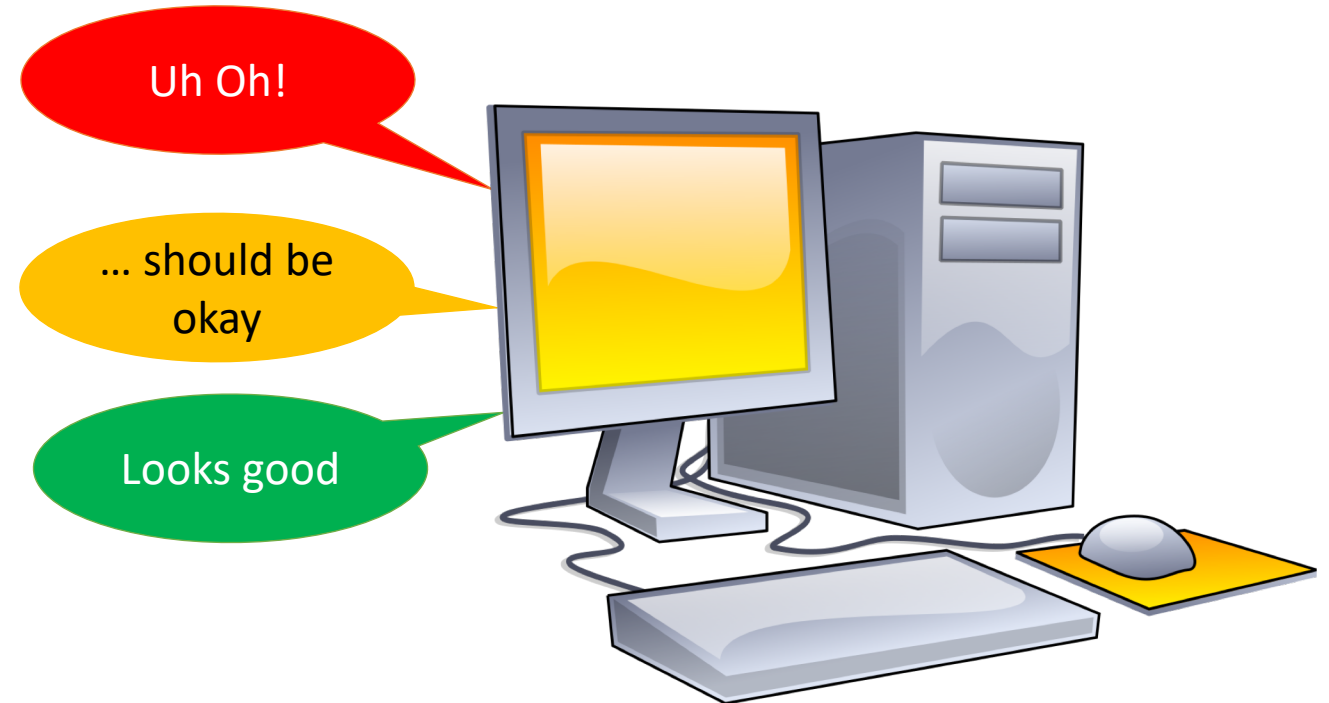
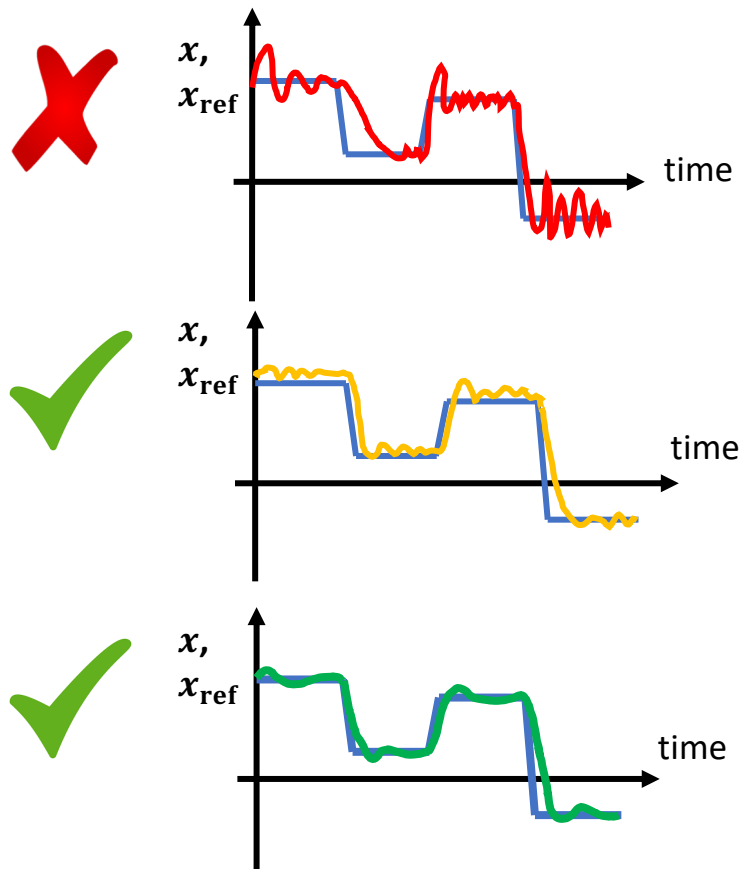
Beyond Boolean Satisfaction

- STL has quantitative^{1,2} semantics (Robust Satisfaction Value, or **Robustness**)
 - for a given trace $x(t)$,
 - and STL formula φ ,
 - maps $\varphi, x(t)$ to some real value for each time t
- Intuition:
 - Compute “signed distance” of the given trace x to the set of all traces satisfying φ
 - Distance ≥ 0 : $x \in$ set of traces satisfying φ
 - Distance < 0 : $x \notin$ set of traces satisfying φ
 - Going from positive to negative = going towards violation of φ



$$G_{[50,100]}(x(t) < 3)$$

Design Correctness: Relies on Machine Checkable Requirements

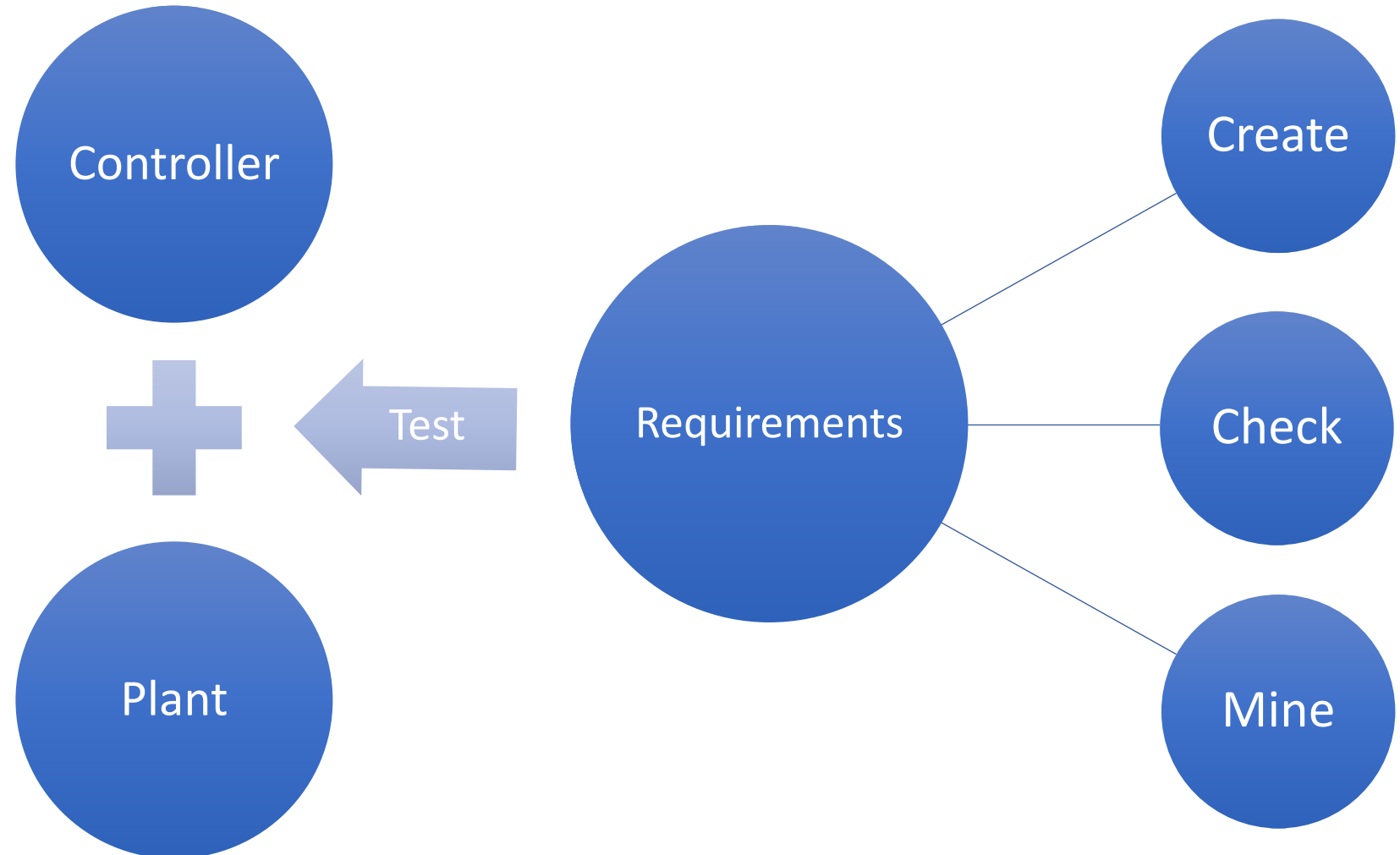


Can we formalize “Uh-oh, should be okay, looks good, weird, clearly wrong, fuzzy?”

$$\varphi_{\text{transientOK}} \equiv G_{[0,T]}(\text{step} \Rightarrow G_{[0,2]}(|x - x_{\text{ref}}| < 0.05x_{\text{ref}}))$$

Requirement-Driven Design

Requirements **formally** capture what it means for a system to operate correctly in its operating environment

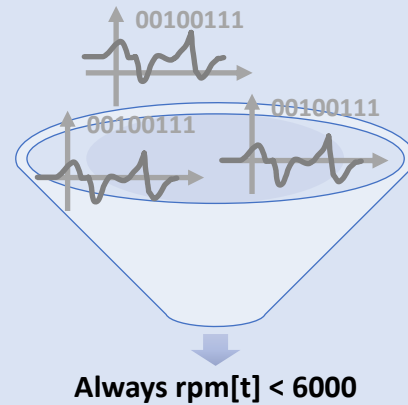


Decyphir Breach Platform

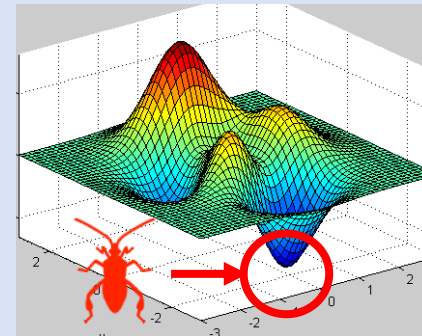
Test Generation



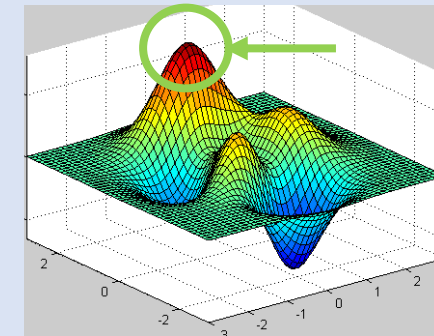
Requirement



Falsification



Calibration

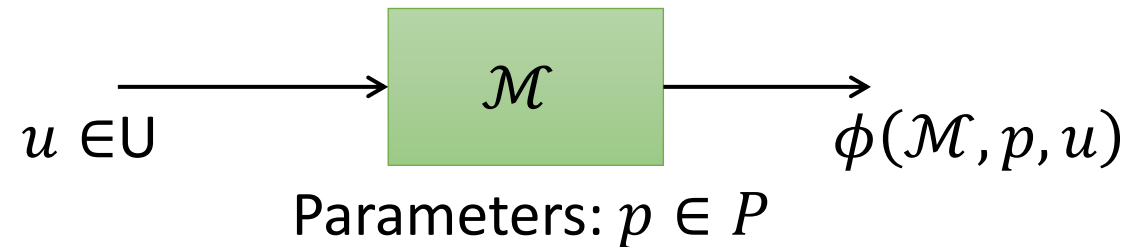


<https://github.com/decyphir/breach>

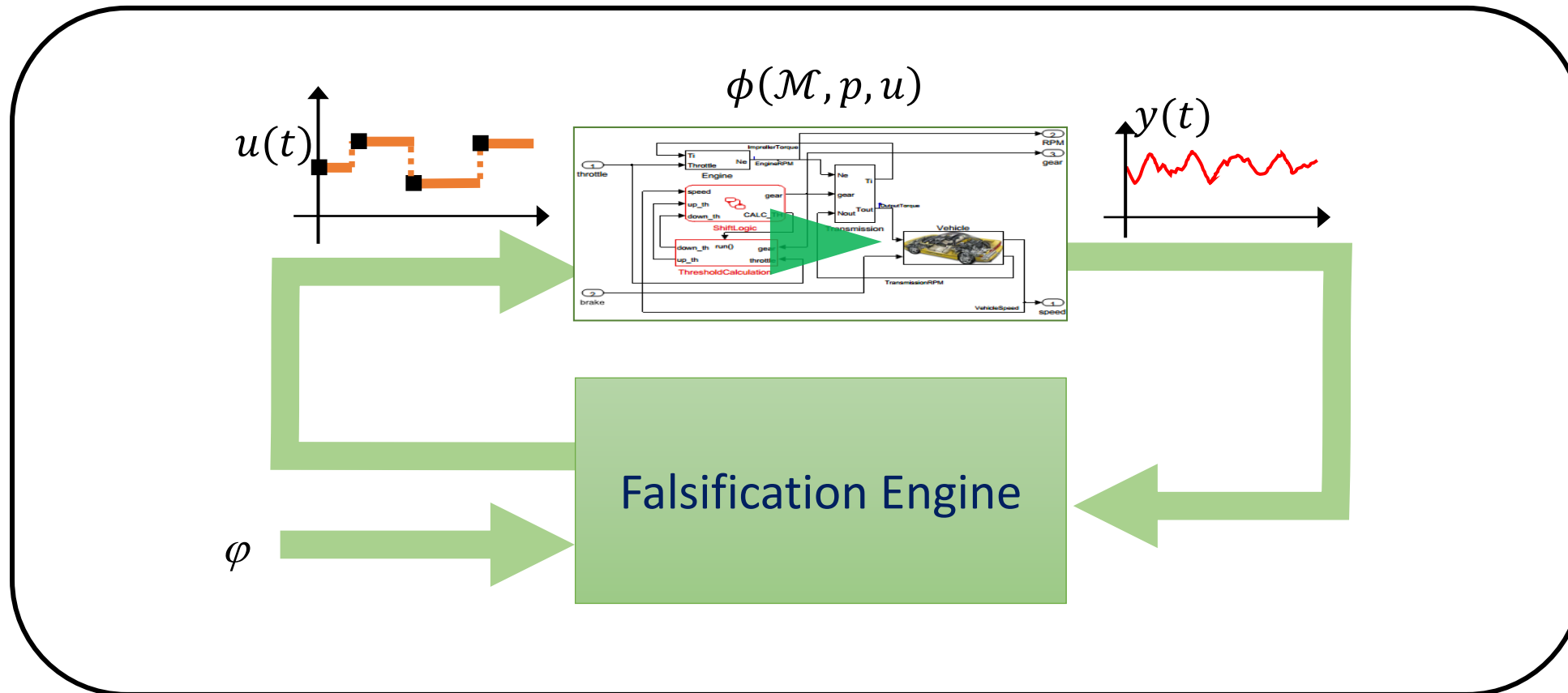
Requirement Falsification

Definition (Falsification):

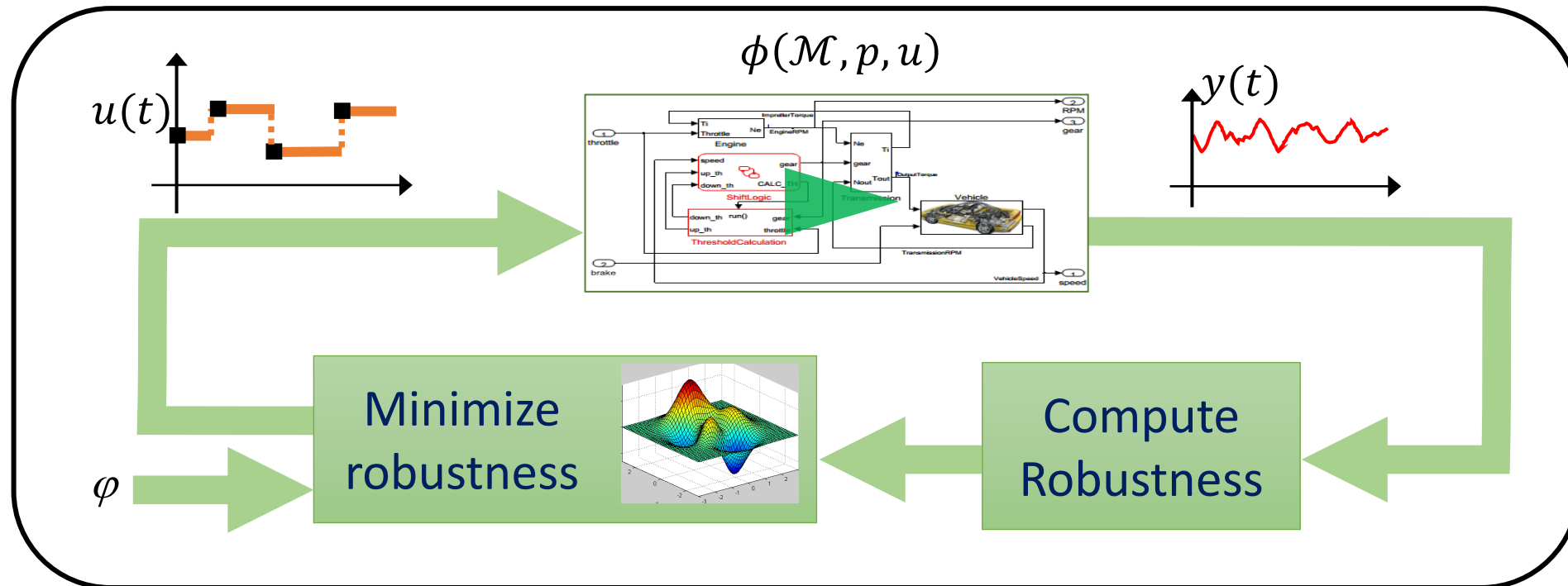
Find parameters $p \in P$ and input $u \in U$ such that behaviors $\phi(\mathcal{M}, p, u)$ do **NOT** satisfy requirements φ (i.e., $\phi(\mathcal{M}, p, u) \not\models \varphi$)



Falsification Procedure



Falsification by optimization

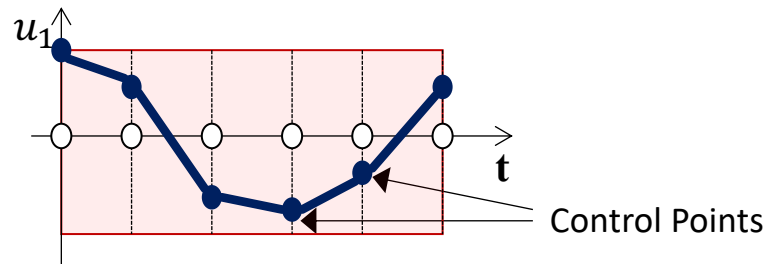


- Use robustness as a cost function to minimize with Black-box/Global Optimizers
- Breach supports flexible modularity: input generators, simulators, robustness evaluation (cost function), and optimization engines

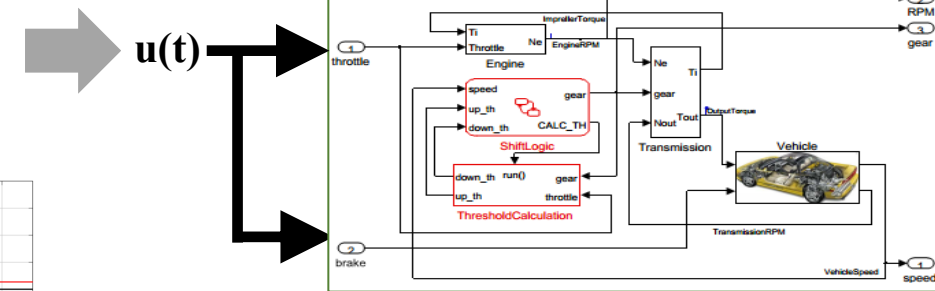
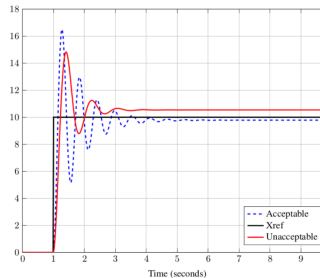
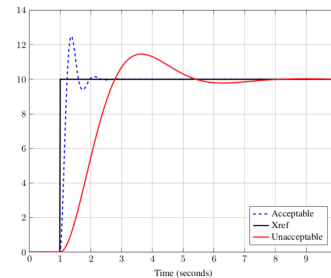
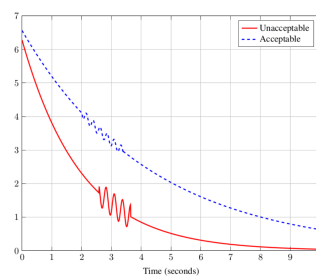
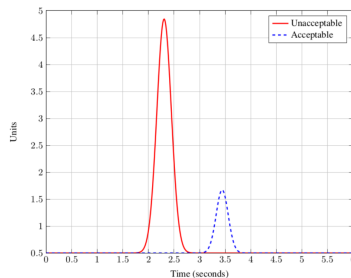
Falsification with Parameterized Inputs

- Breach supports flexible control point parameterization
- Breach also uses ST-Lib to alleviate designers burden to specify intended design behaviors using a signal template

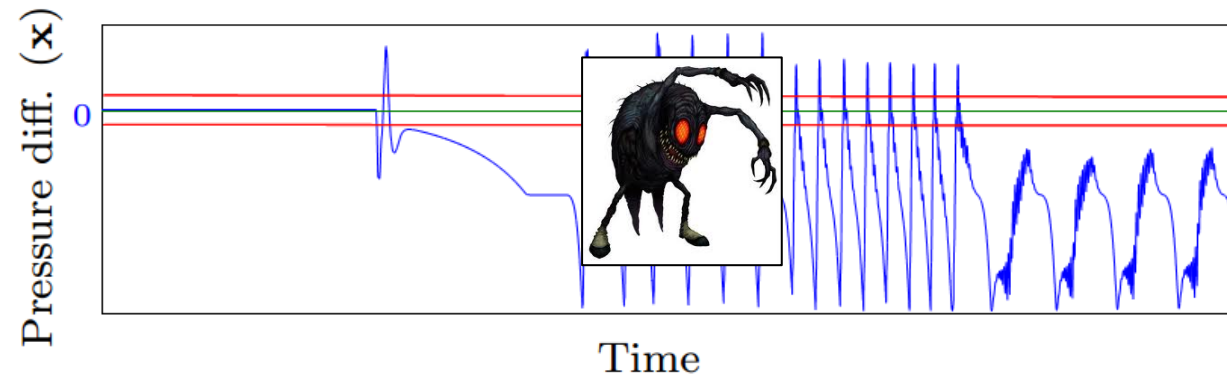
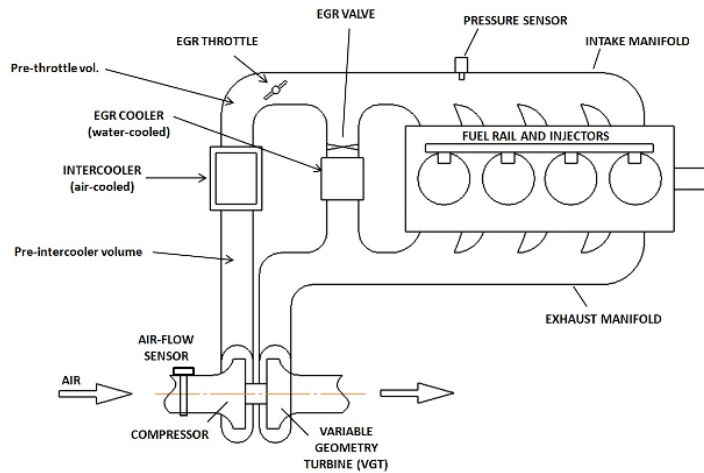
(Inputs also include tunable parameters in both plant and controller)



ST-Lib



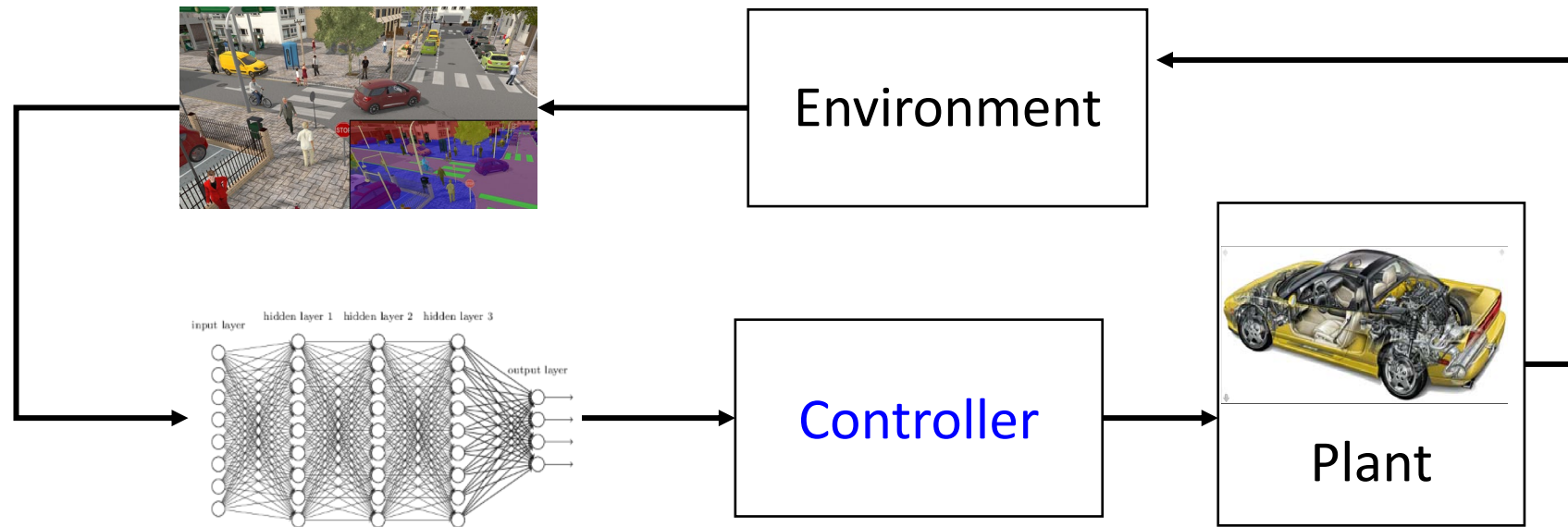
In Practice



Overshoot bug: (previously found during the vehicle drive testing) reproduced and localized using MILs in a couple of hours

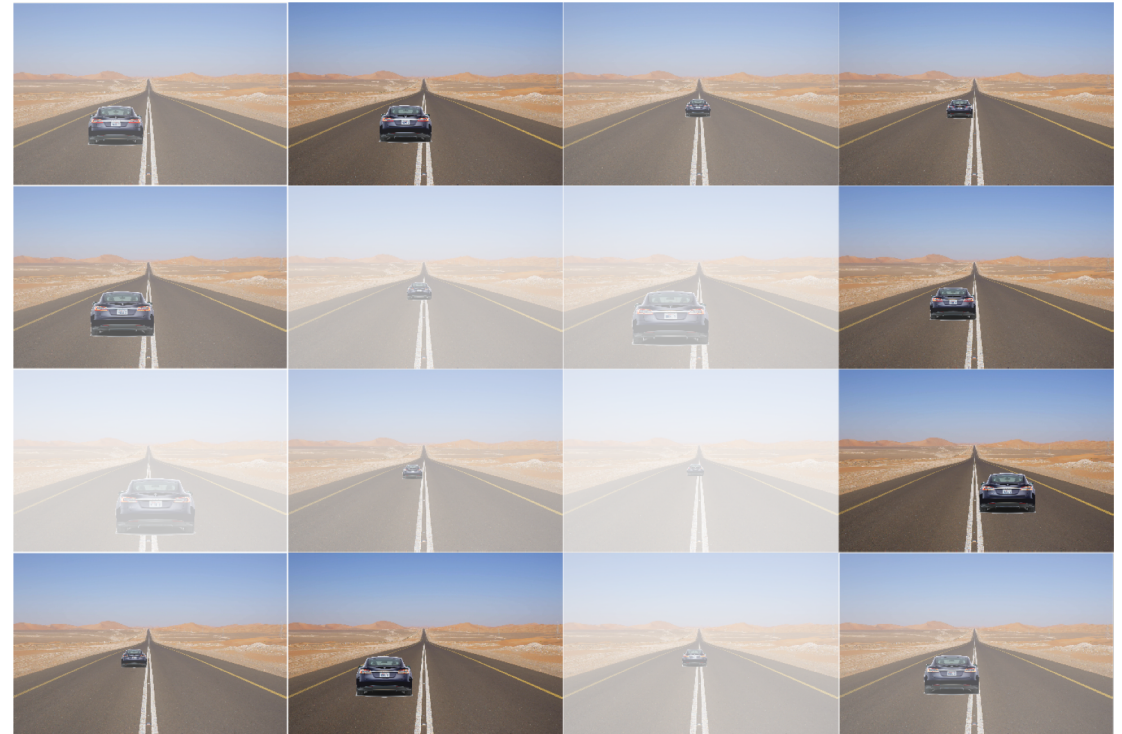
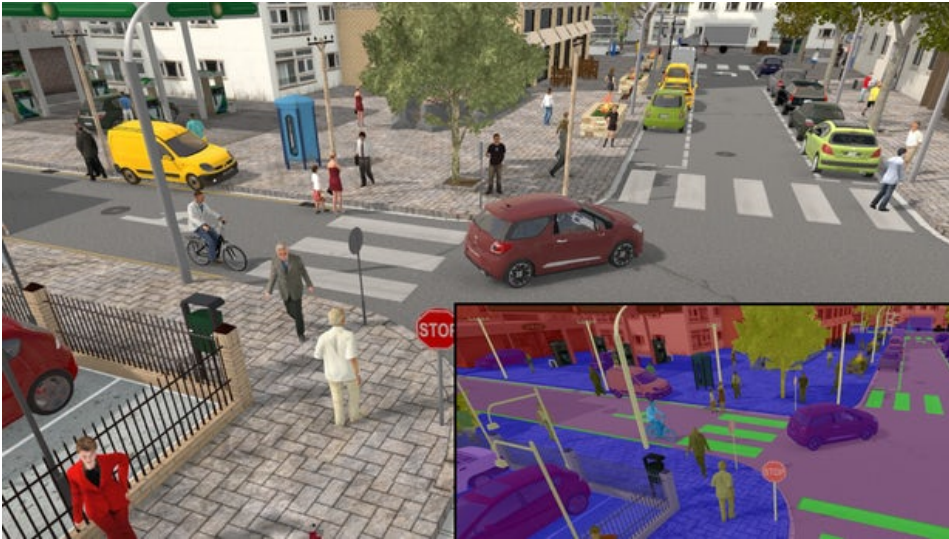


Modern CPS: ADAS and Autonomous Driving

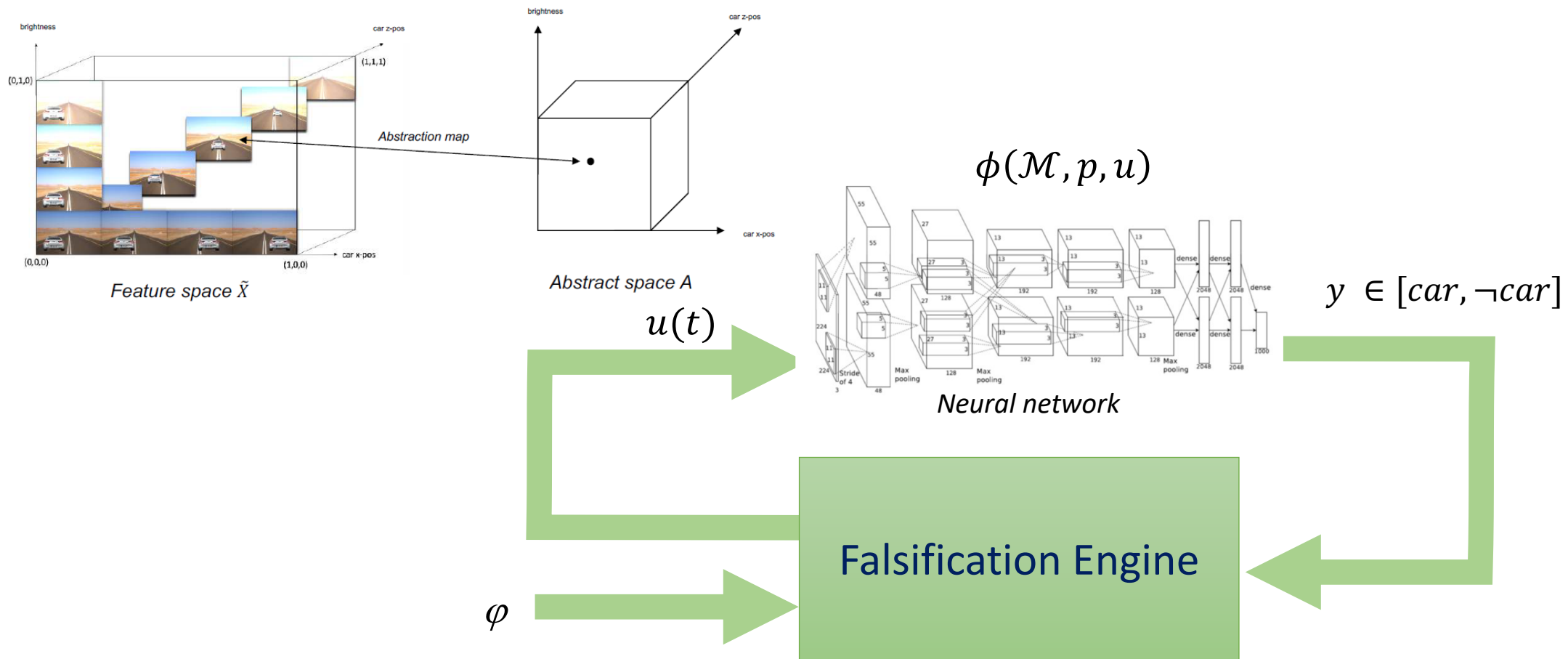


Machine Learning Based Perception

What Are We Looking At?

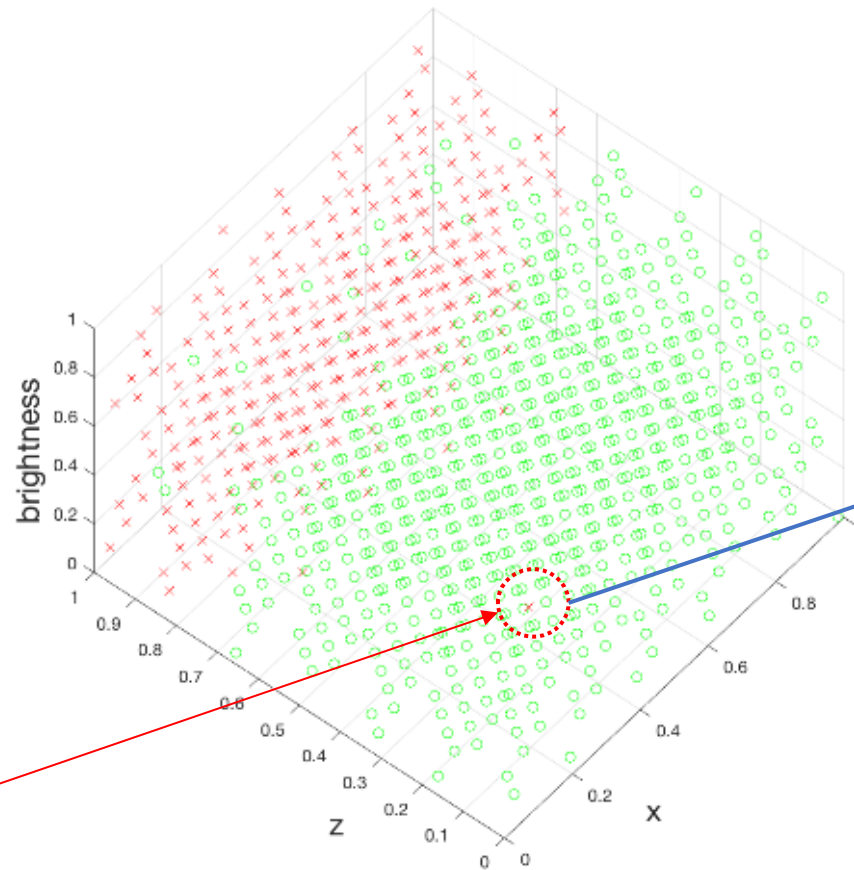


Finding Adversarial Inputs of DNNs



Case Study with DNN

Inception-v3
Neural
Network
(pre-trained on
ImageNet using
TensorFlow)

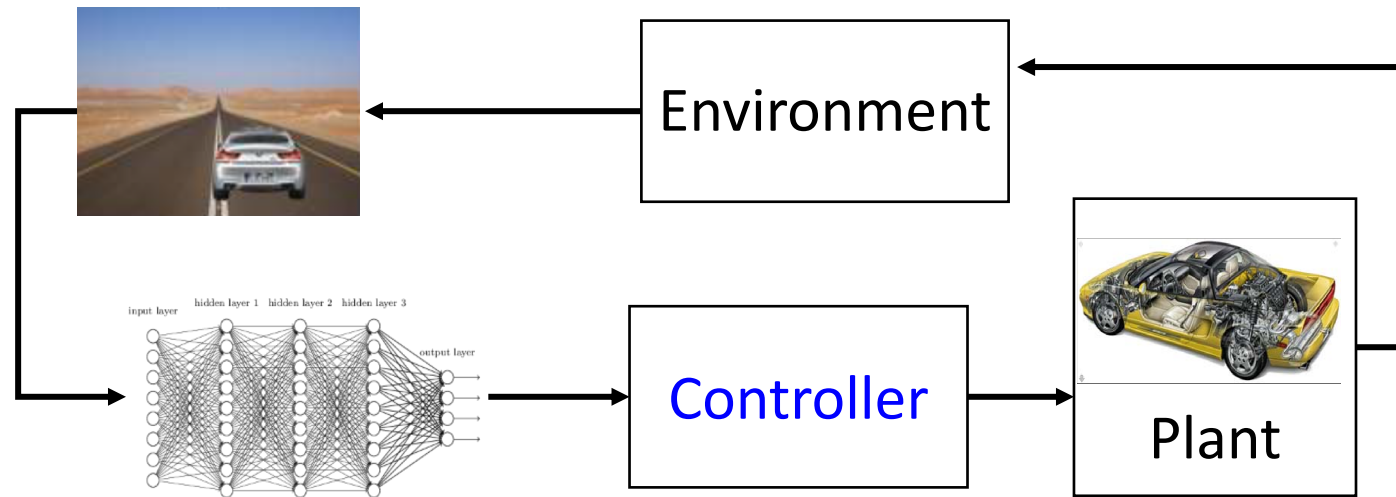


Corner case
Image



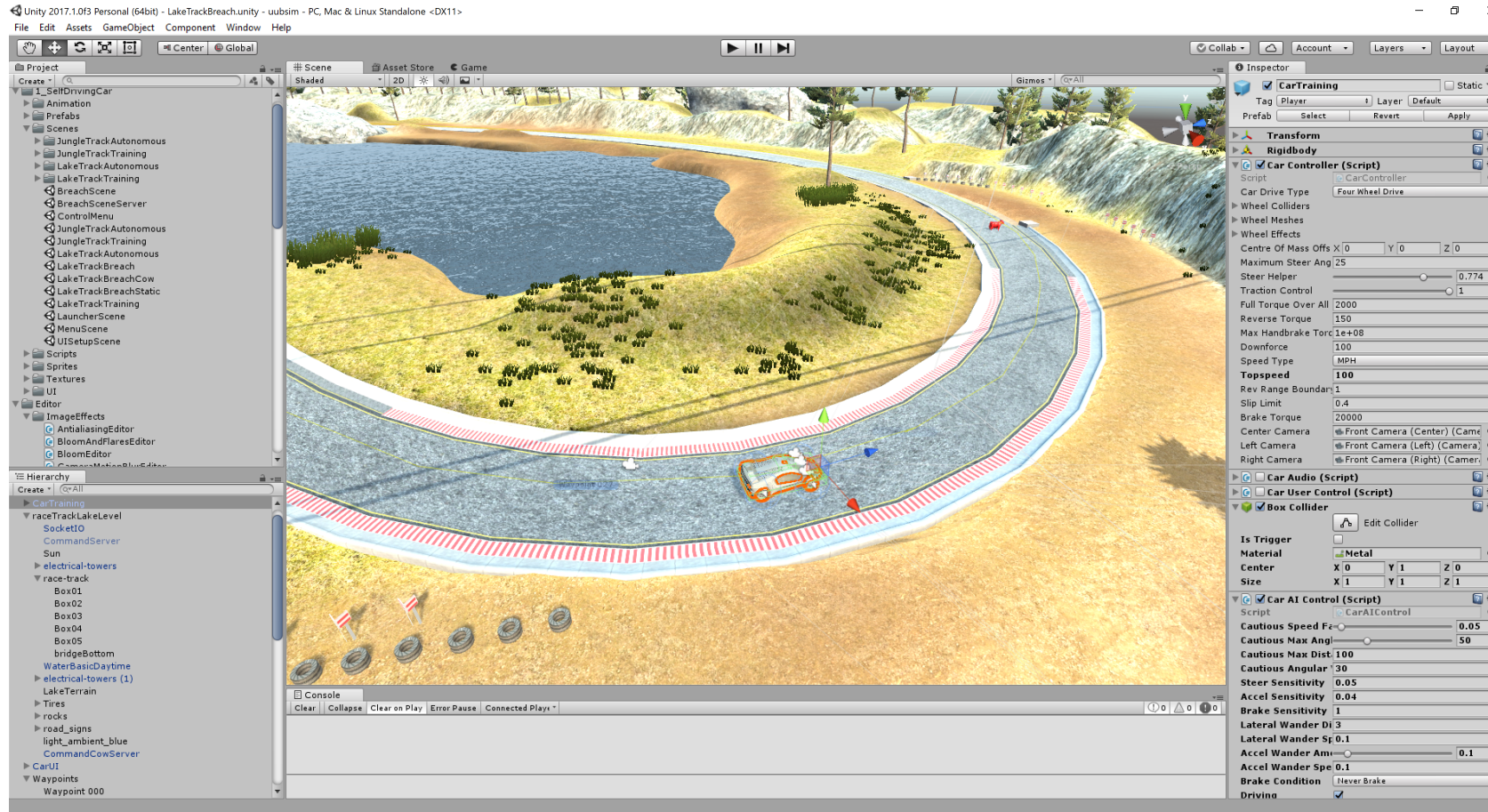
But this one may be a
real hazard!

Closing the Loop ?



- Signals are now streams of images (frames)
- Traditional CPS design tool (e.g., Simulink) not optimized for simulation with frame analysis in the loop
- Need for specialized simulation engine – e.g., Unity

Unity Udacity Simulator

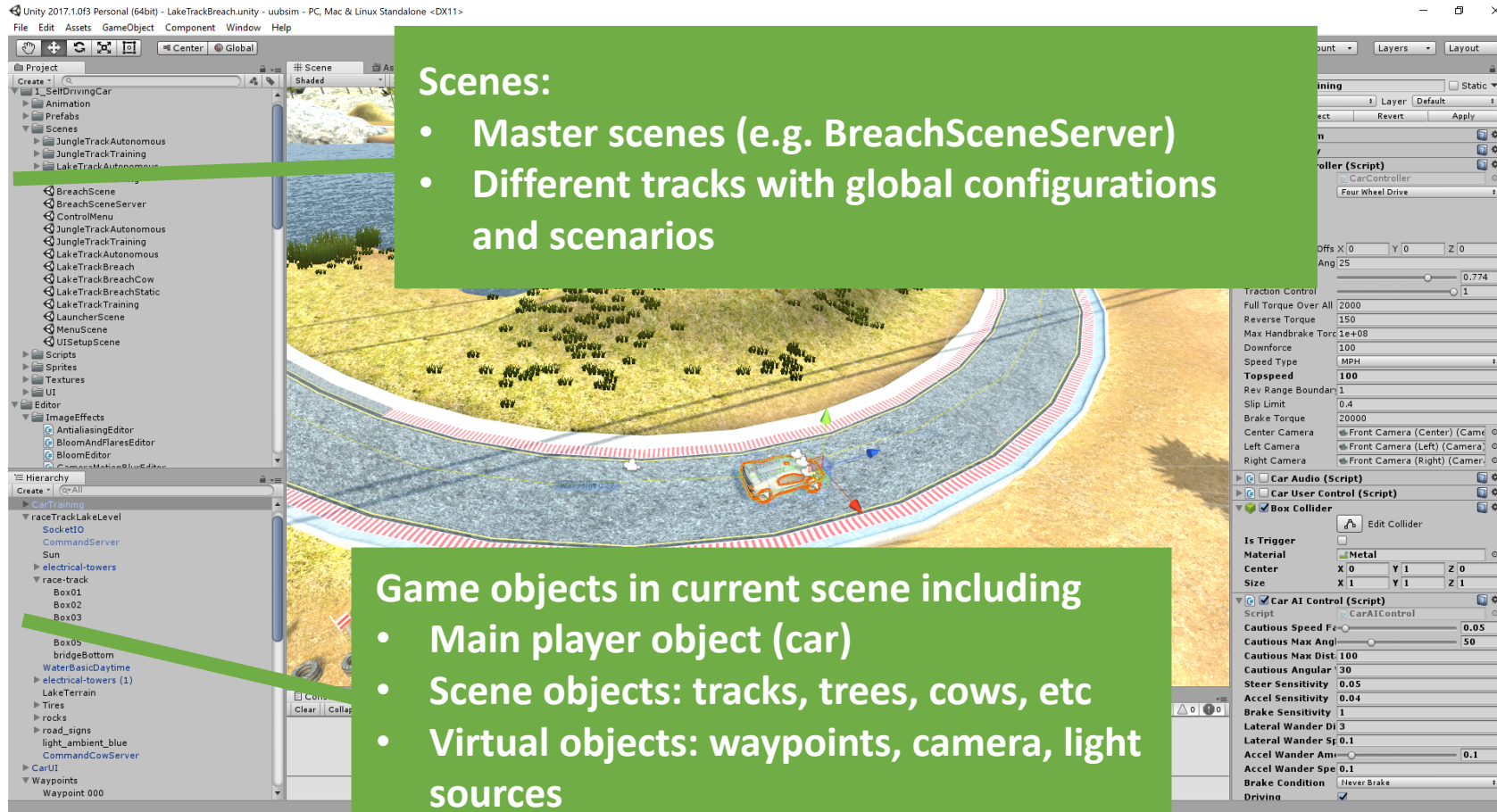


<https://eu.udacity.com/course/self-driving-car-engineer-nanodegree--nd013>

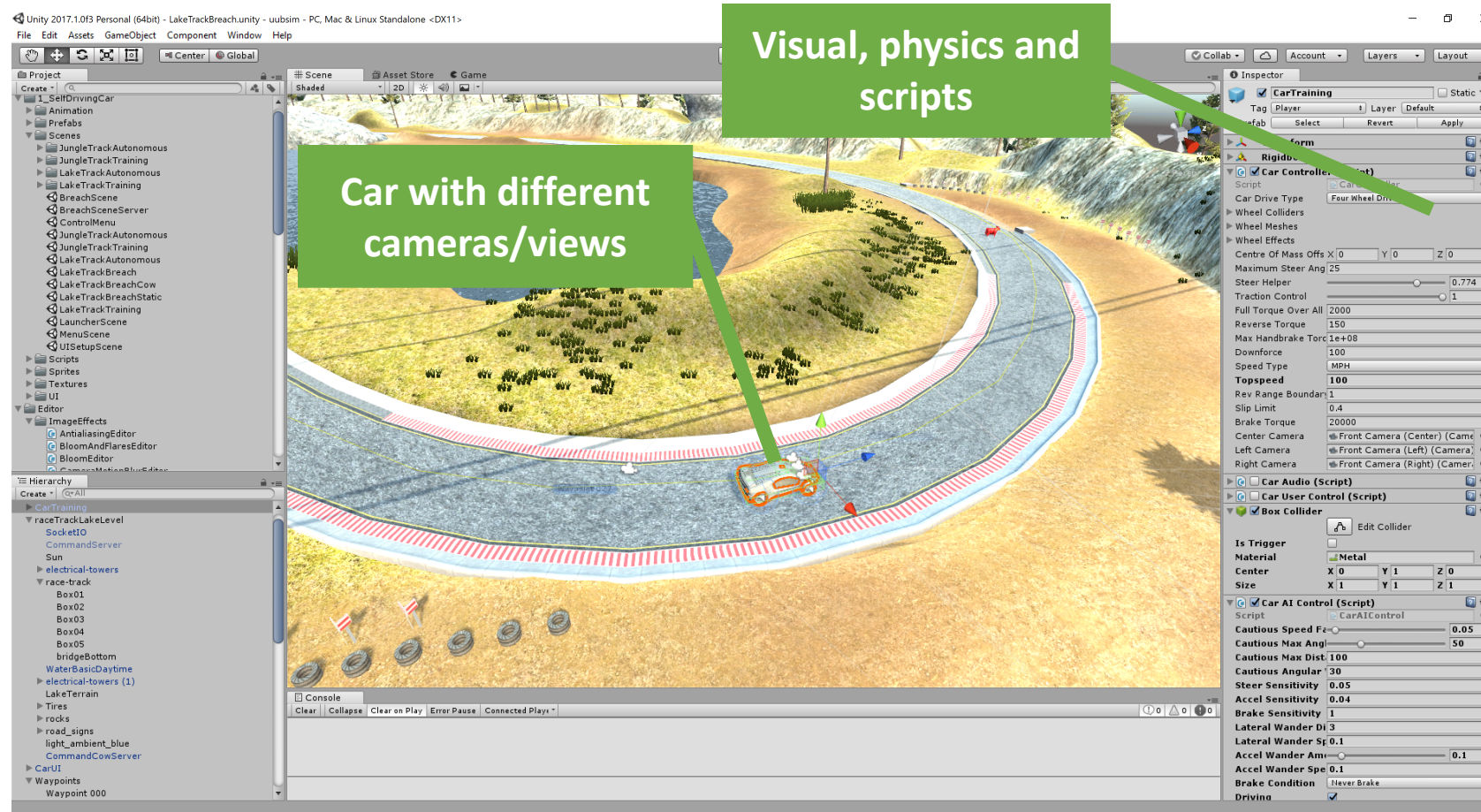
Unity Game Engine – Quick Overview

- A **game** is a collection of **scenes**
- A **scene** is a collection of **game objects (objects)**
- Objects have **visual attributes, physics, and behavioral scripts**
- The **Unity Engine** is a **hybrid dynamical system simulator** which
 - Simulates the behaviors of all objects based on their physics and scripts in real-time (adjustable)
 - **Is optimized to render as many frames as possible per second**

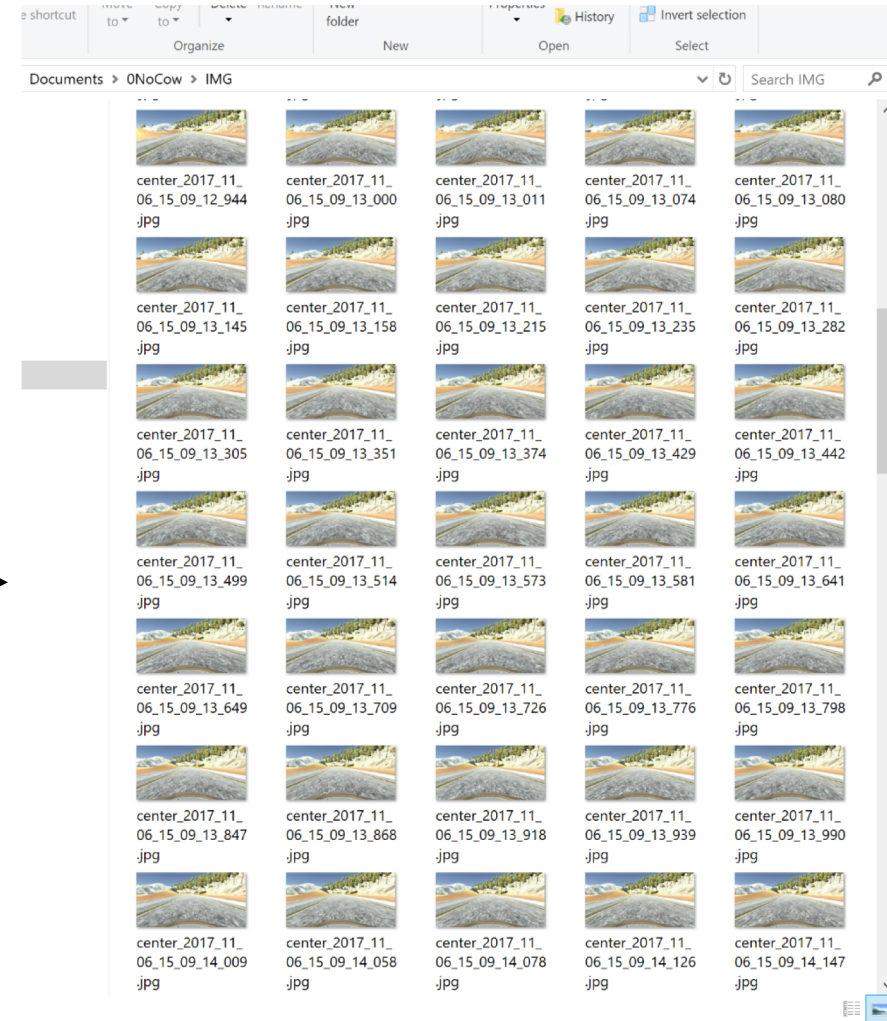
Unity Udacity Simulator



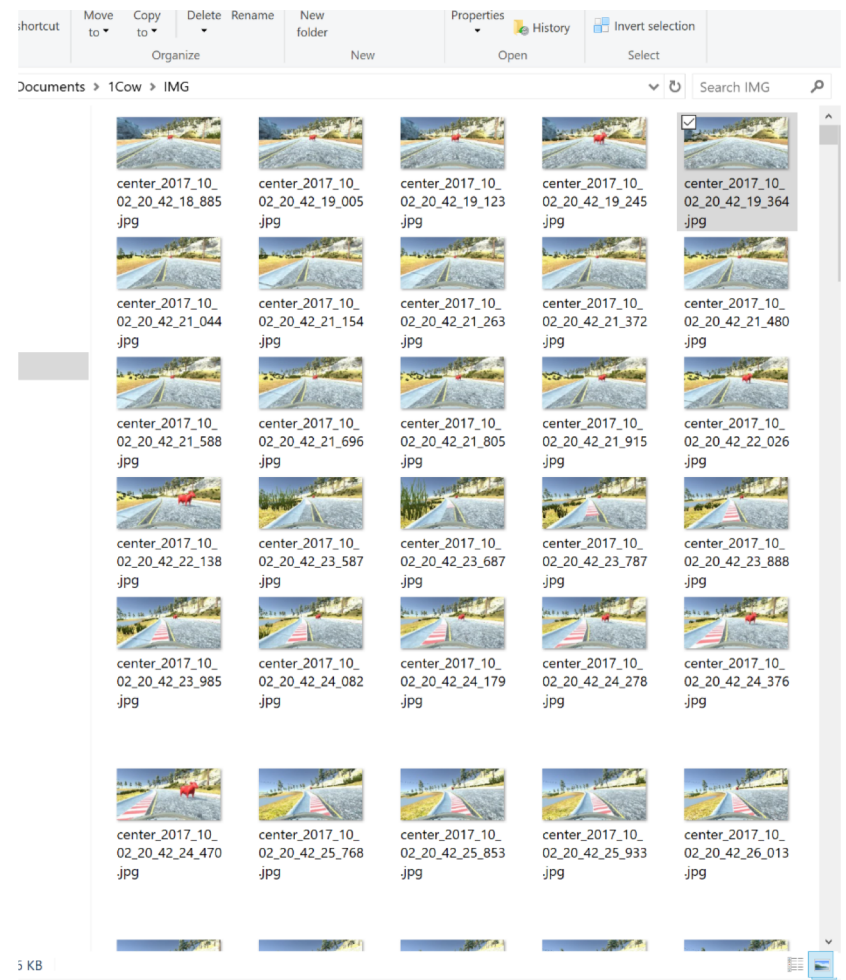
Unity Udacity Simulator



Simulation Example



Adding an Obstacle



ACAS: Automatic Cow Avoidance System

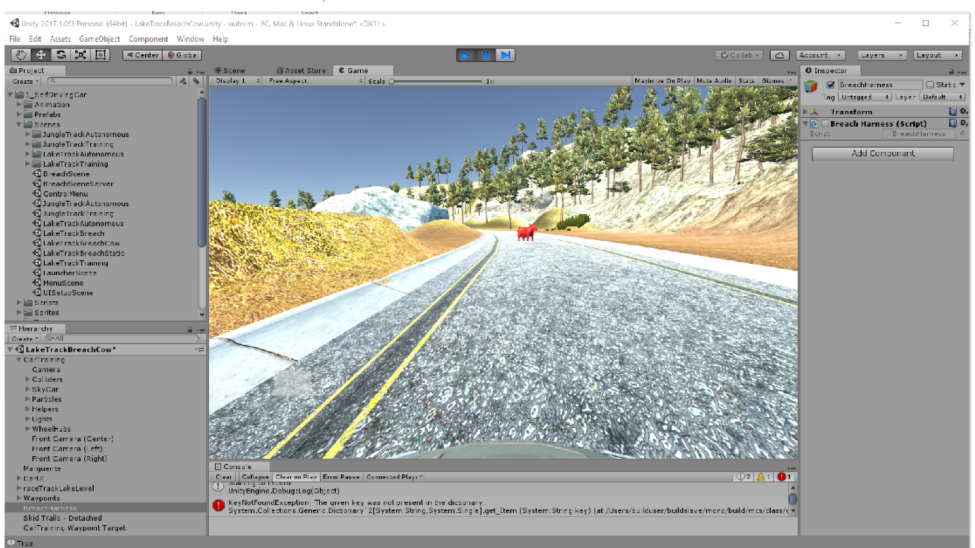
- Trained a (Deep) Neural Network on cow/no-cow images all around the track
- Implemented a simple system sending braking commands when a cow is detected

Closing the Loop



Scene parameters

Simulation Trace



Images

Command

```
def telemtry(isid, data):
    # Data from Velocity
    steering_angle = float(data["steering_angle"])
    throttle = float(data["throttle"])
    speed = float(data["speed"])

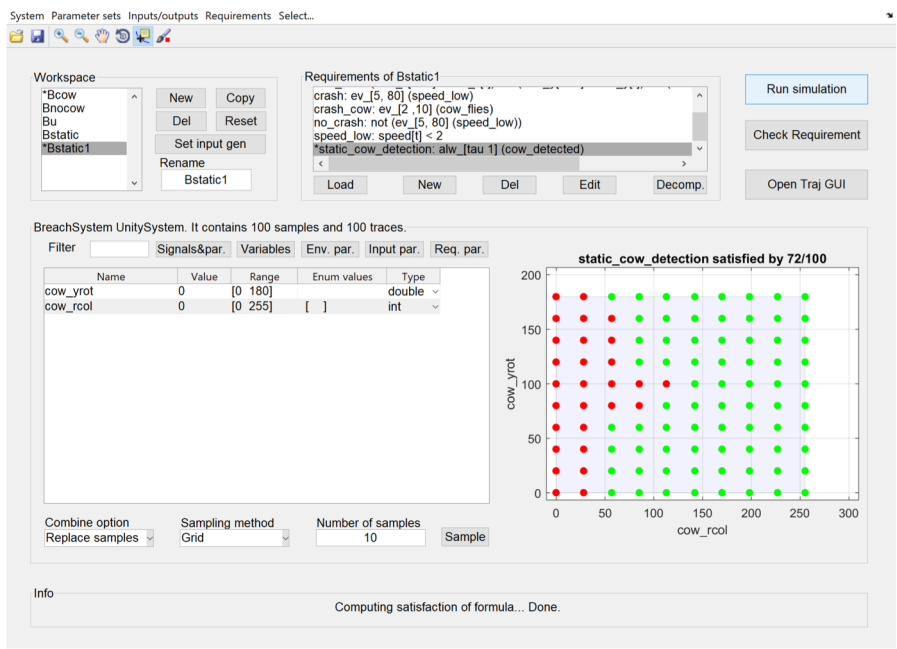
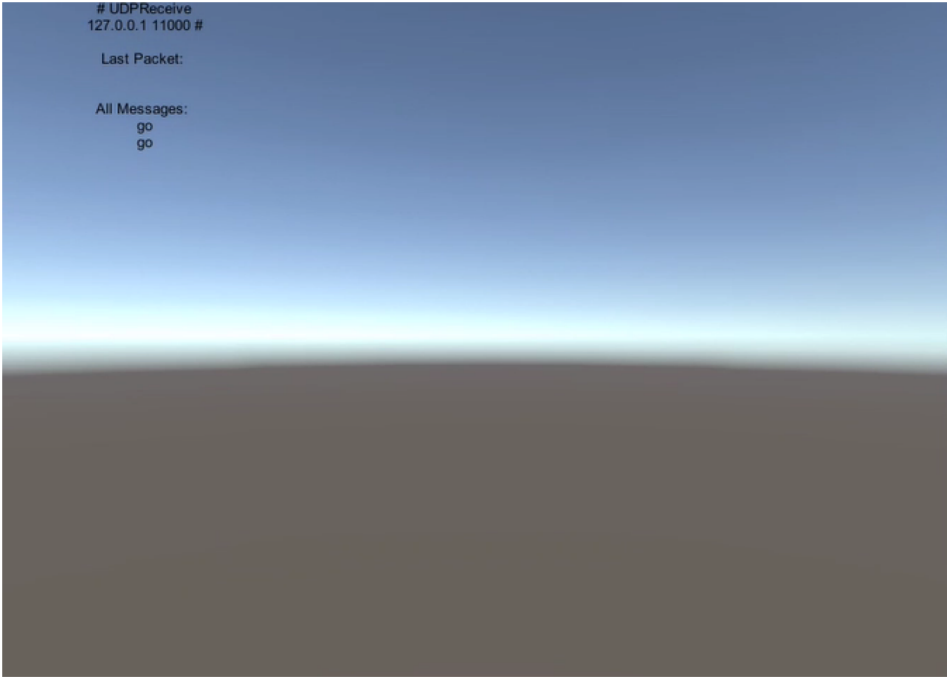
    # Current image from center camera
    stream = BytesIO(base64.b64decode(data["image"]))
    data = np.fromstring(stream.getvalue(), dtype=np.uint8)
    image = cv2.imdecode(data, 1)

    # Run cow detector
    cow_detected = pred(image)

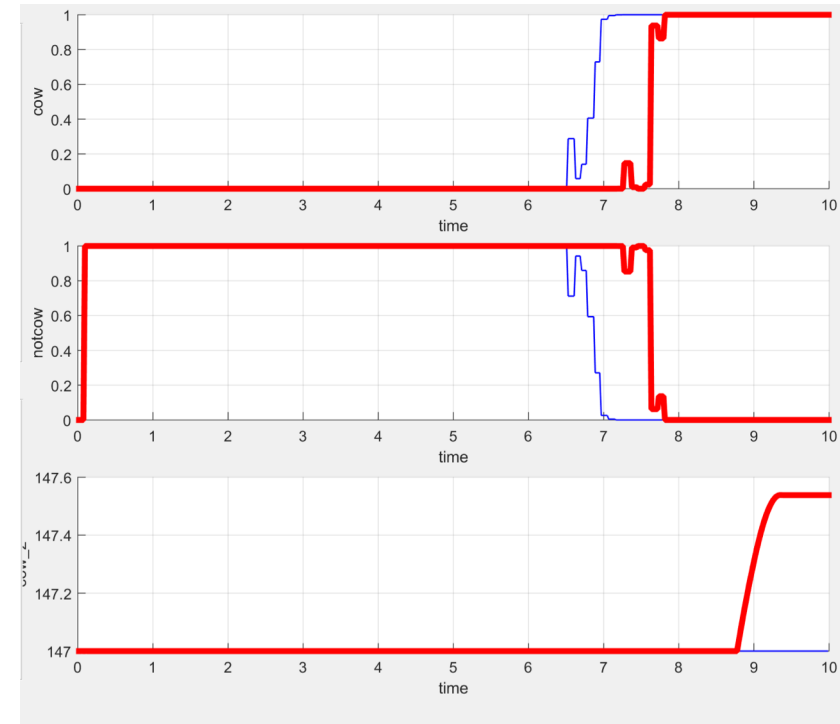
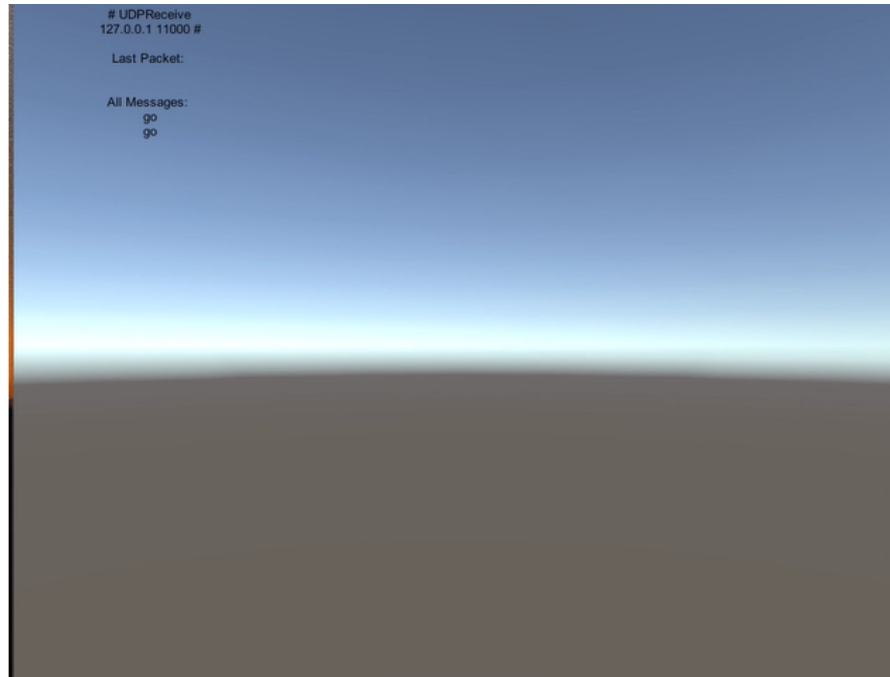
    # Not used by our controller
    steering_angle = 0
    throttle = 1.0

    if cow_detected:
        print('Cow detected: ' + str(pred))
        throttle = 0.0
    else:
        print('Cow NOT detected')
```

Result on Static Scene



Results on Dynamic Scene



- Cow and no_cow classification scores over time + cow z-position
- Red trace: (black) cow detected too late to avoid collision

Take Away Messages

Traditional CPS

- Established toolchains from models to code
- RV making its way toward adoption
- Always more work to do, in particular usability and expressivity of specification languages

Modern CPS

- No established toolchain
- RV not yet or yet another concern
- Lots of fascinating and very challenging questions involving multiple domains

Some Bibliography

- ***Monitoring Temporal Properties of Continuous Signal***, O. Maler, D. Nickovic, FORMATS/FTRTFT 2004
- ***Robustness of Temporal Logic Specifications***, G. E. Fainekos, G. J. Pappas FATES/RV 2006
- ***Robust satisfaction of temporal logic over real-valued signals***, A. Donzé, O. Maler, FORMATS 2010
- ***Mining Requirements From Closed-Loop Control Models***, X. Jin, A. Donzé, J. V. Deshmukh, S. A. Seshia, IEEE Trans. on CAD of Integrated Circuits and Systems, 2015
- ***Specification-based Monitoring of Cyber-Physical Systems: A Survey on Theory, Tools and Applications***, E. Bartocci, J. Deshmukh, A. Donze, G. Fainekos, O. Maler, D. Nickovic, and S. Sankaranarayanan, Lectures on Runtime Verification - Introductory and Advanced Topics, LNCS 10457, Springer, 2018
- ***Compositional Falsification of Cyber-Physical Systems with Machine Learning Components***, T. Dreossi, A. Donzé, S. A. Seshia,, NFM'17, arXiv:1703.00978
- Breach, <http://github.org/decyphir/breach>

Thanks for your attention



© Google Image search

Breach Demo

