### L. Jaulin, T. Le Mézo, B. Zerr, Lab-STICC, ENSTA-Bretagne Seminars of Dagstuhl, 2017 November 26-30



Computing positive invariant sets with intervals

### Constraint network

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A Constraint Network is composed of

1) a set of variables  $\mathscr{V} = \{x_1 \in \mathbb{X}_1, \dots, x_n \in \mathbb{X}_n\},\$ 

- 2) a set of constraints  $\mathscr{C} = \{c_1, \ldots, c_m\}$  and
- 3) a set of domains  $\{[x_1], \ldots, [x_n]\}$ .

# Example

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1) a set of variables  $\mathscr{V} = \{x \in \mathbb{R}, y \in \mathbb{R}\},\$ 2) a set of constraints  $\mathscr{C} = \{y = x^2, y = \sqrt{x}\}\$  and 3) a set of domains  $\{[-1,2], [-1,2]\}.$ 

We have a system of two equations.

$$y = x^2$$
$$y = \sqrt{x}.$$

We can build two contractors

$$\mathscr{C}_{1}: \begin{cases} [y] = [y] \cap [x]^{2} \\ [x] = [x] \cap \sqrt{[y]} \end{cases} \text{ associated to } y = x^{2}$$

$$\mathscr{C}_2: \left\{ \begin{array}{l} |y| = |y| \cap \sqrt{|x|} \\ [x] = [x] \cap [y]^2 \end{array} \right. \text{ associated to } y = \sqrt{x}$$

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### Constraint Network

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- 2) a set of constraints  $\mathscr{C} = \{c_1, \ldots, c_m\}$  and
- 3) a set of domains  $\{[x_1], ..., [x_n]\}$ .

Classically, the  $X_i$  are lattices, but it is not necessary.

The domains  $[x_i]$  should be representable in the machine. The domains should be a Moore family.

An example with angles

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The set of angles  $\mathbb{A}$  is not a lattice. Thus, we cannot define intervals of angles.

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The family  $\mathbb{I}\mathbb{A}$  is a Moore family (containing  $\mathbb{A}$ ) if

$$\forall i, [a](i) \in \mathbb{IA} \Rightarrow \bigcap_{i} [a](i) \in \mathbb{IA}$$

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Eliakim Hastings Moore

| Born         | January 26, 1862<br>Marietta, Ohio, U.S.                    |
|--------------|---|
| Died         | December 30, 1932<br>(aged 70)<br>Chicago, Illinois, U.S.   |
| Nationality  | American  |
| Fields       | Mathematics   |
| Institutions | University of Chicago<br>1892-31<br>Yale University 1887-89 |

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# Embedding

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Embedding. To have a Moore family, we perform an embedding:

$$\alpha \mapsto \left(\begin{array}{c} \cos \alpha \\ \sin \alpha \end{array}\right) \in \mathbb{R}^2$$

Now, we introduce a pessimism (*Embedding effect*).





Inner and outer contractions



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A maze is a set of trajectories.





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Mazes can be made more accurate by adding polygones.





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Or using doors instead of a graph





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Here, we use bi-directional doors



The trajectory  $\mathbf{x}(\cdot)$  belongs to the maze  $[\mathbf{x}](\cdot)$ 

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Here, a maze  $\mathscr{L}$  is composed of [2][1]

- A paving  $\mathscr{P}$
- Doors between adjacent boxes

The set of mazes forms a lattice with respect to  $\subset$ .  $\mathscr{L}_a \subset \mathscr{L}_b$  means :

- the boxes of  $\mathscr{L}_a$  are subboxes of the boxes of  $\mathscr{L}_b$ .
- The doors of  $\mathscr{L}_a$  are thinner than those of  $\mathscr{L}_b$ .

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We consider a constraint network composed of 1) One trajectory  $\mathscr{V} = \{\mathbf{x}(\cdot) \in \mathbb{X} = \{\mathbf{x}(\cdot) | \dot{\mathbf{x}} = \mathbf{f}(\mathbf{x})\}\},\$ 2) One constraint  $\mathscr{C} = \{\mathbf{x}([0,\infty]) \subset \mathbb{A}\}\$ 3) One maze  $\{[\mathbf{x}]\}.\$ 

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Example: The Van der Pol system

$$\begin{cases} \dot{x}_1 &= x_2 \\ \dot{x}_2 &= (1 - x_1^2) \cdot x_2 - x_1 \end{cases}$$

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Trajectories (a),(b),(d) are variables that are solution. (c) is a variable which is not a solution.

The trajectory (e) satisfies the constraint, but is not a variable.

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We search for a trajectory which never reach  $\mathbb{A}$ .

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### Abstract interpretation

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### Abstract interpretation

If  $\mathbf{x}_{k+1} = \mathbf{h}(\mathbf{x}_k)$ ,  $\mathbf{x}_0 \in \mathbb{X}_0 \subset \mathbb{A}$ . Show that  $\mathbf{x}_k$  will never leave  $\mathbb{A}$ .

### Forward method (inflations)

**2** Check that  $\mathbb{X}_k \subset \mathbb{A}$ .

The principle is to add the **x** that can be reached from  $\mathbb{X}_k$  until no more can be added.

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Backward method (contractions)

The principle is to remove the  ${\bf x}$  that leave  $\mathbb{X}_k^{'}$  until no more can be removed.

Backward method for mazes

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Take a maze  $[x](\cdot)$  and close door in  $\overline{\mathbb{A}}$ . Remove from  $[x](\cdot)$  paths that may leave  $[x](\cdot)$  until no more can be removed.

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### Positive invariant set

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### Van der Pol system

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Consider the system

$$\left( egin{array}{ccc} \dot{x}_1 &=& x_2 \ \dot{x}_2 &=& \left( 1 - x_1^2 
ight) \cdot x_2 - x_1 \end{array} 
ight.$$

and the box  $\mathbb{X}_0 = [-4,4] \times [-4,4].$ 

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### www.ensta-bretagne.fr/lemezo/pyinvariant/pyinvariant.html

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## Guaranteed integration

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# Eulerian smoother

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Take the Van der Pol system with

$$\begin{array}{ll} \mathbb{X}_0 &= [\mathbf{a}] = [0, 0.6] \times [0.8, 1.8] \\ \mathbb{X}_1 &= [\mathbf{b}] = [0.7, 1.5] \times [-0.2, 0.2] \\ \mathbb{X}_2 &= [\mathbf{c}] = [0.2, 0.6] \times [-2.2, -1.5] \end{array}$$

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An application of Eulerian state estimation moving taking advantage of ocean currents.

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Visiting the three red boxes using a buoy that follows the currents is an Eulerian state estimation problem

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Applied Mathematics and Computation, 2017.

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