

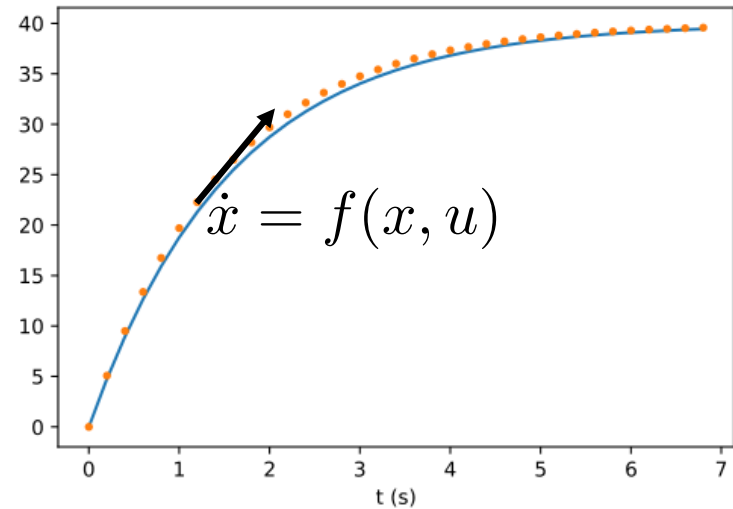
Towards the Verification of Hybrid Co-simulation Algorithms

Casper Thule, **Cláudio Gomes**, Julien Deantoni,
Peter G. Larsen, Jörg Brauer, and Hans Vangheluwe

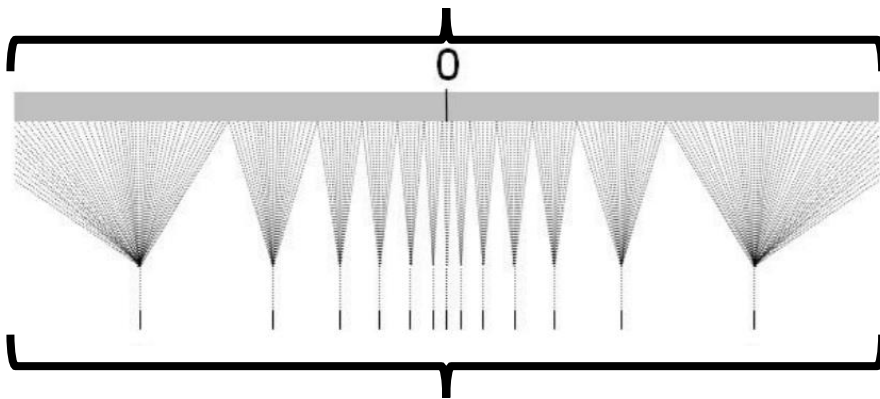


Sources of Errors in Co-simulation

Solver Approximation



Real Numbers

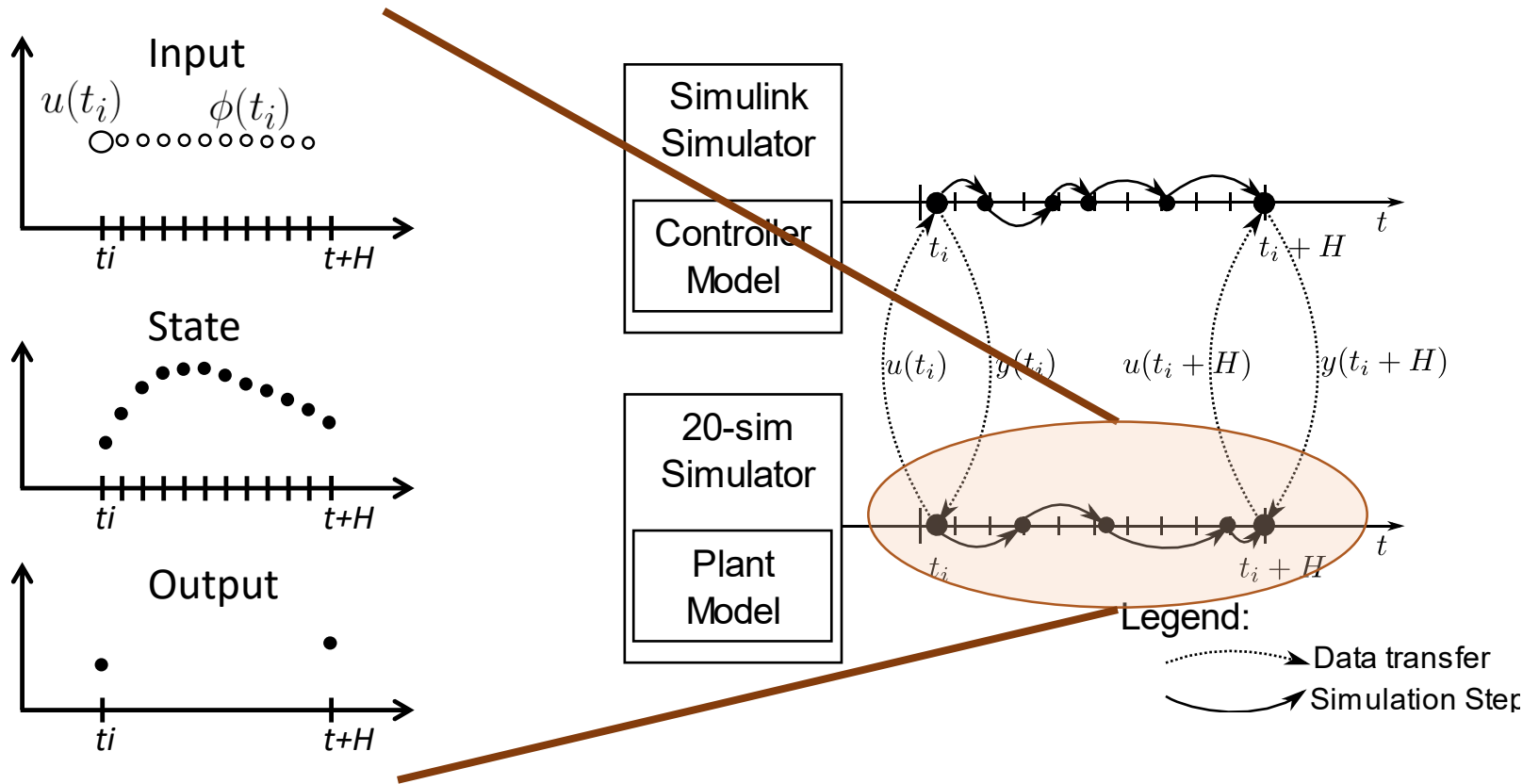


Floating-Point Numbers

Finite Representation

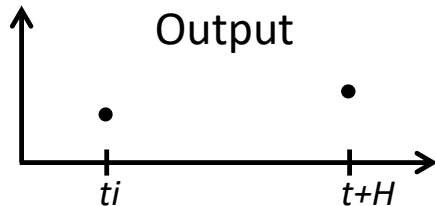
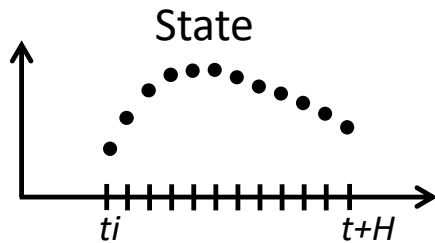
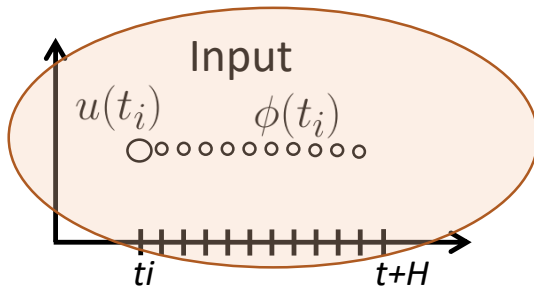
Sources of Errors in Co-simulation

Input Approximation



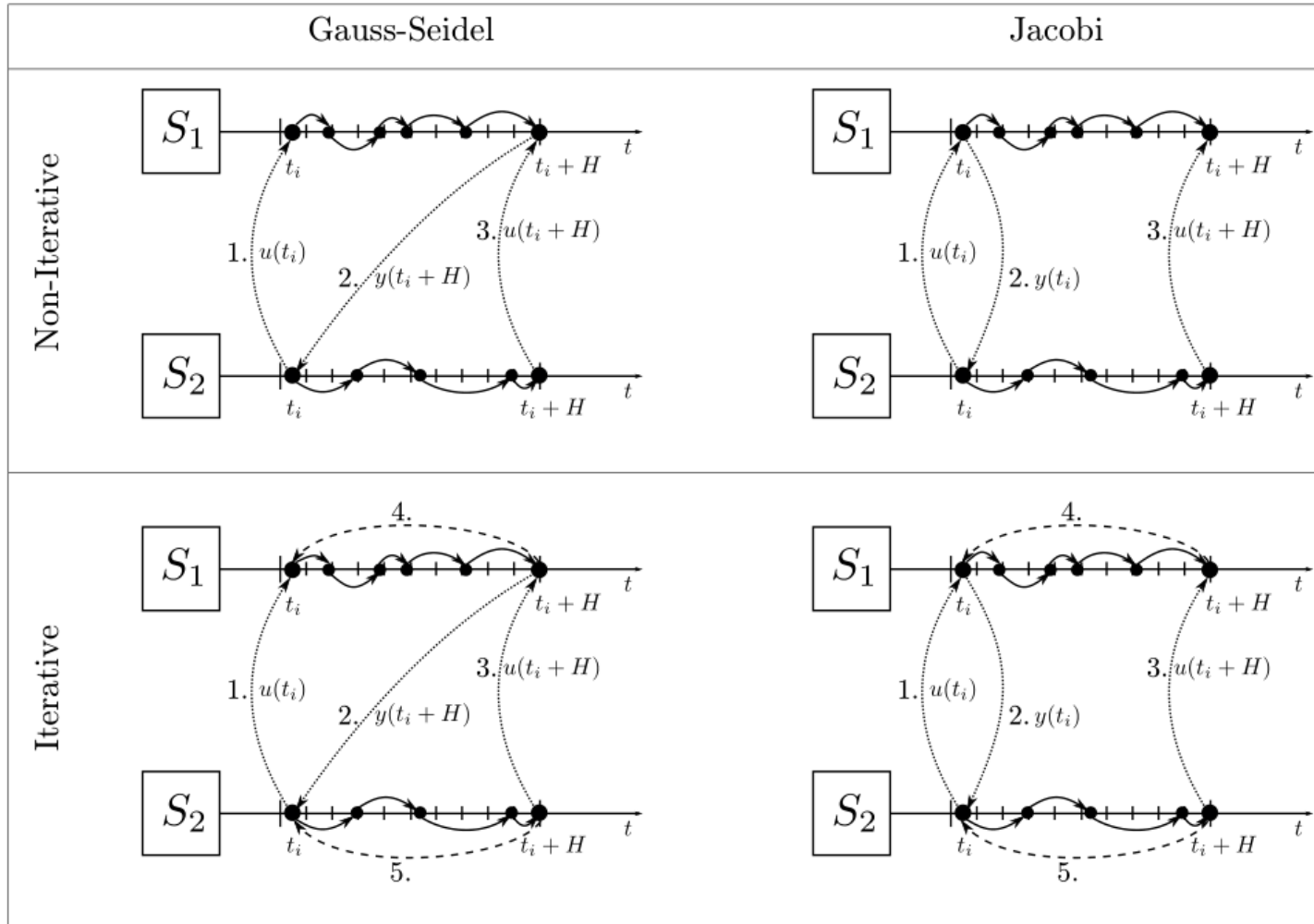
Sources of Errors in Co-simulation

Input Approximation



Constant	$u_i(t) \dots \dots \phi_{U_i}$
Linear	$u(t-H) \dots \dots \phi_{U_i} \dots$
Polynomial	$u(t-H) \dots \dots \phi_{U_i} \dots$ $u(t-H) \dots \dots \phi_{U_i} \dots$
Extrapolated/Interpolation	$u(t-H) \dots \dots \phi_{U_i} \dots$ $u_i(t) \dots \dots \phi_{U_i} \dots$ $\phi_{U_i}(H, u_i(t-H), \dots)$
Context-aware	$u(t-H) \dots \dots \phi_{U_i} = \{ \dots$ $u_i(t) \dots \dots \phi_{U_i} = \{ \dots$
Model ID'ed	$\dot{w} = \tilde{f}(w, \dots)$ $\phi_{U_i} = \tilde{g}(w, \dots)$ $u_i(t) \dots \dots$

Sources of Errors in Co-simulation



Master Algorithm

Legend:

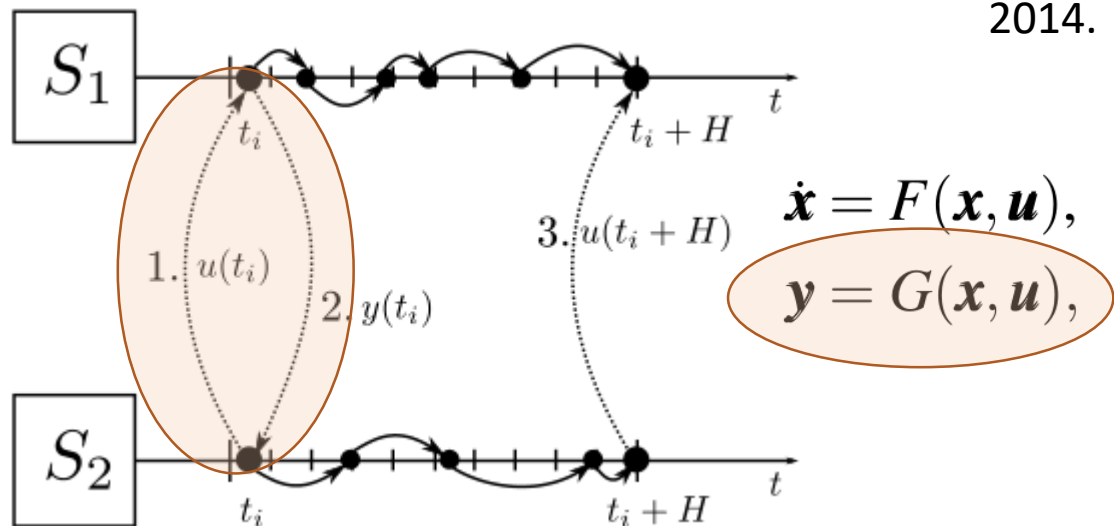
- Data transfer
- Simulation Step
- Rollback

Sources of Errors in Co-simulation

Simulation Unit Restrictions

“There is the additional restriction in “slaveInitialized” state that it is not allowed to call fmi2GetXXX functions after fmi2SetXXX functions without an fmi2DoStep call in between.”

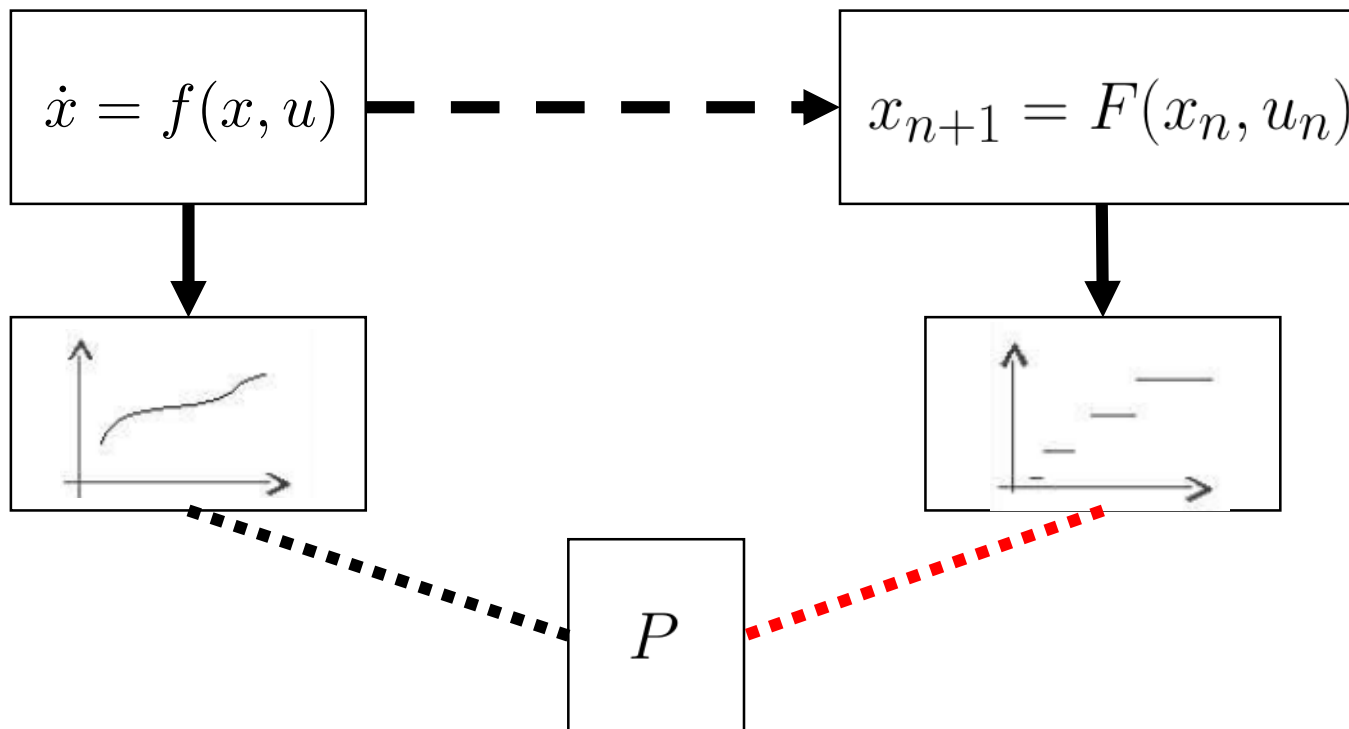
Page 104, “Functional Mock-up Interface for Model Exchange and Co-Simulation,”
2014.



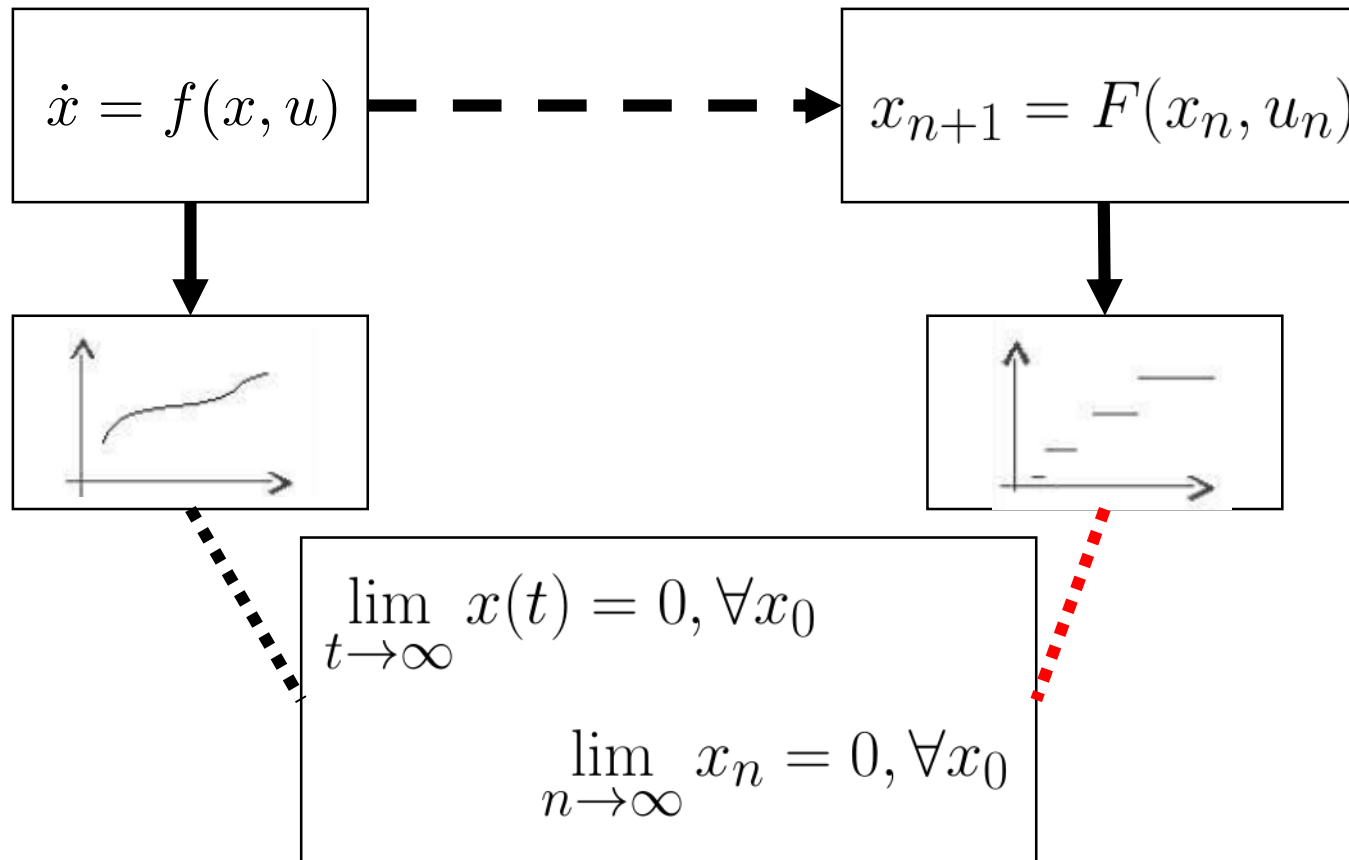
Properties - Definition

Given P satisfied by S ,

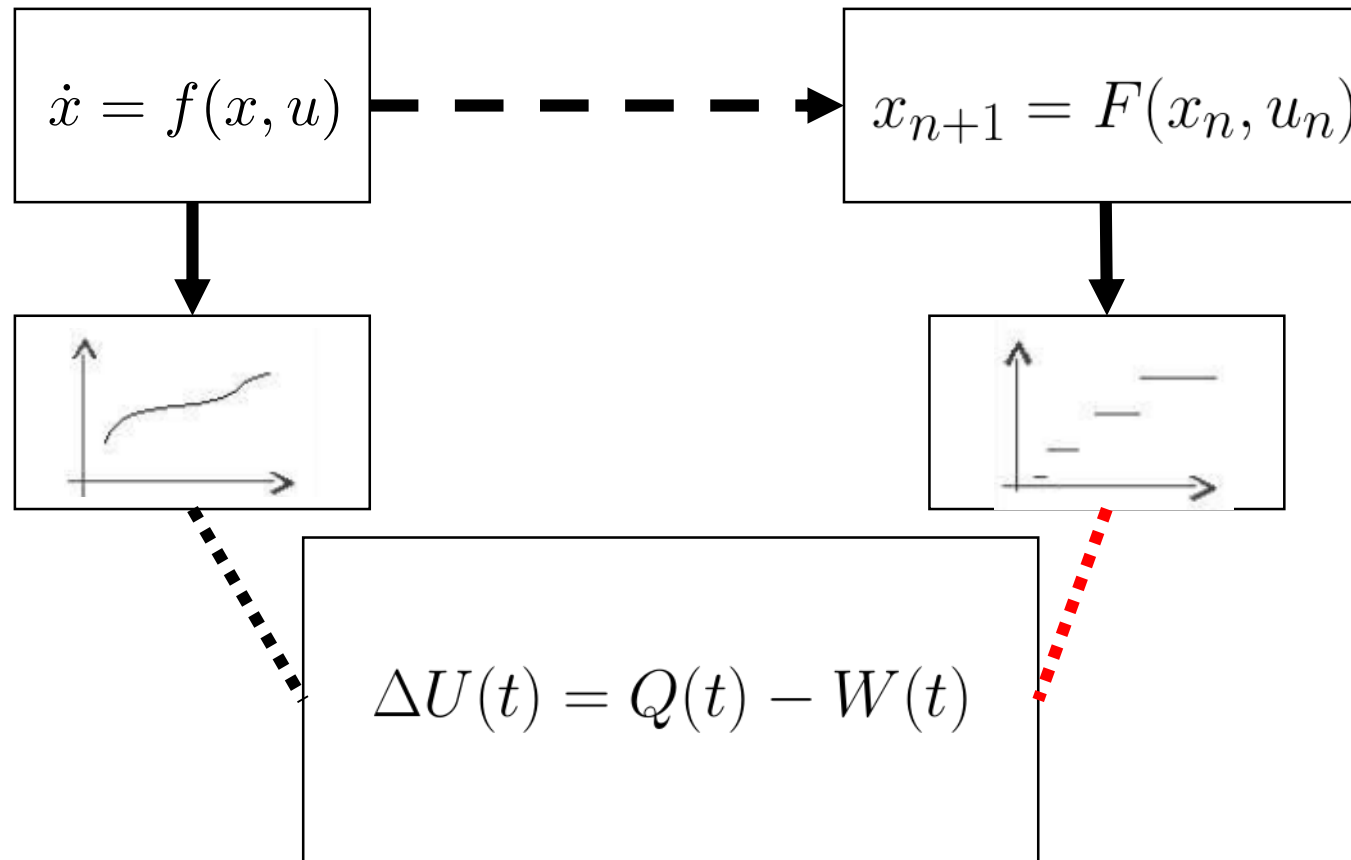
co-simulation preserves P if $\text{cosim}(S)$ satisfies P



Properties - Stability



Properties – Energy Conservation

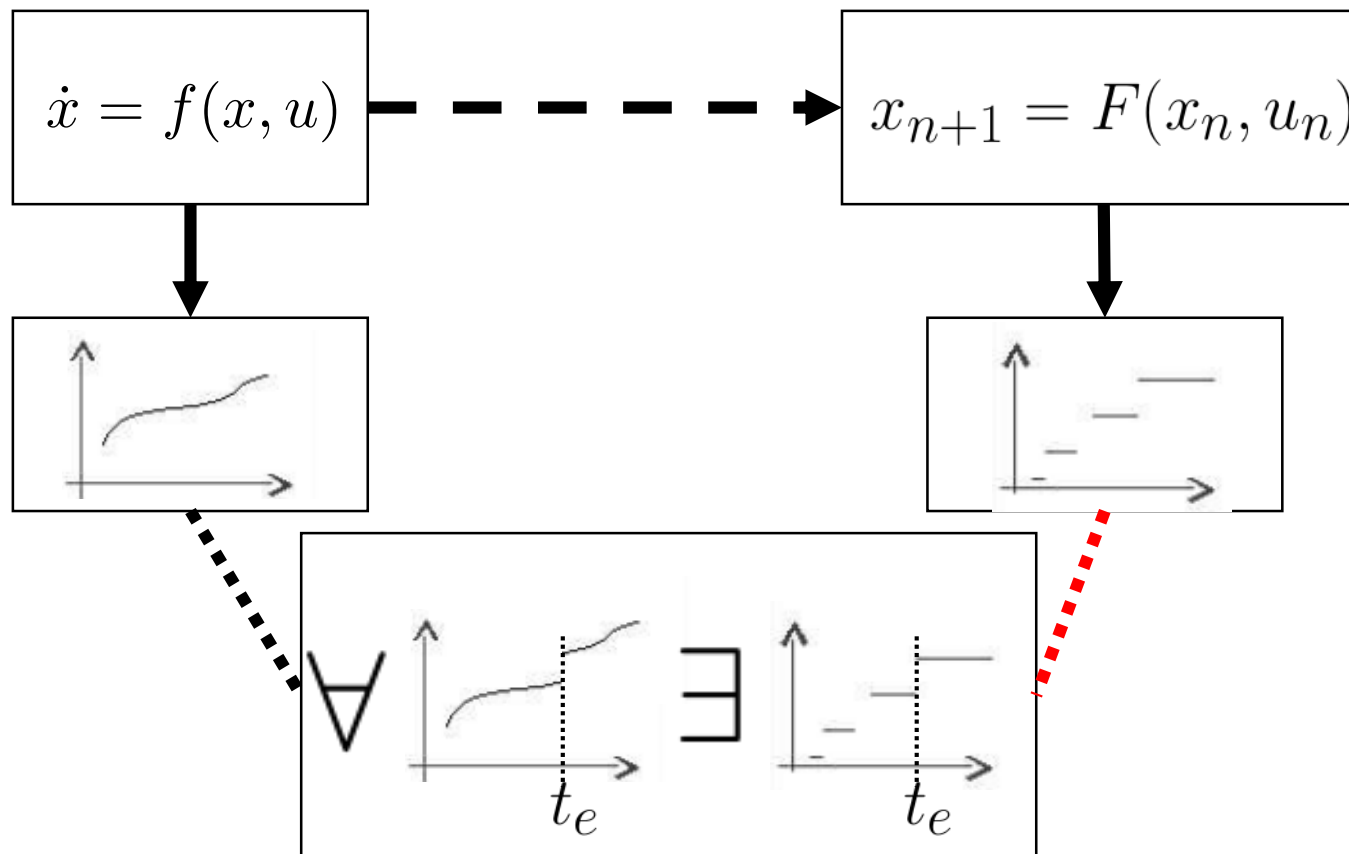


Sadjina, Severin, and Eilif Pedersen. "Energy Conservation and Coupling Error Reduction in Non-Iterative Co-Simulations," June 16, 2016.

<http://arxiv.org/abs/1606.05168>.

Benedikt, M, D Watzenig, J Zehetner, and A Hofer. "NEPCE-A Nearly Energy Preserving Coupling Element for Weak-Coupled Problems and Co-Simulation." In IV International Conference on Computational Methods for Coupled Problems in Science and Engineering, Coupled Problems, 1–12. Ibiza, Spain, 2013.

Properties – Event Synchrony



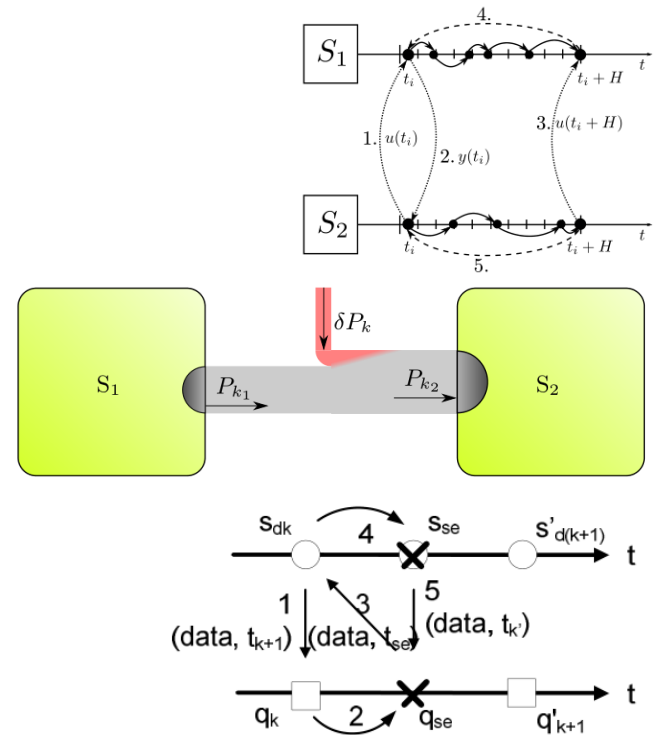
Verification of Master Algorithms

Long term goal: under which conditions the co-simulations preserve given properties...

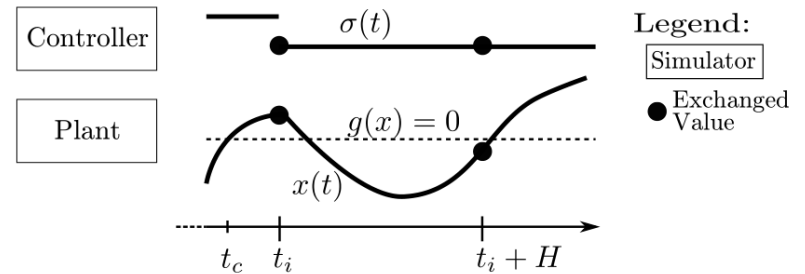
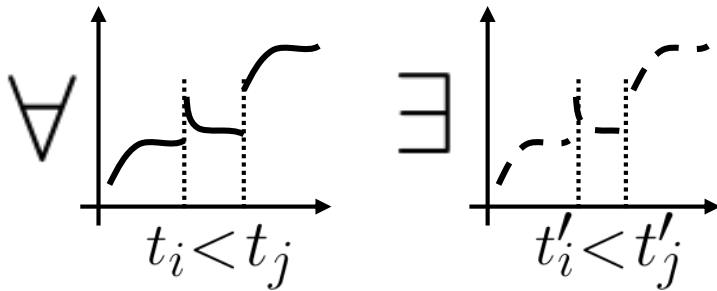
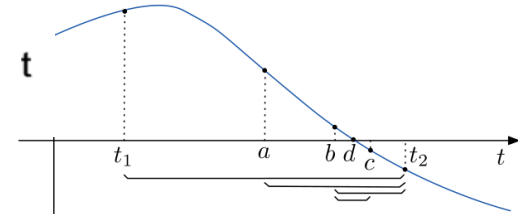
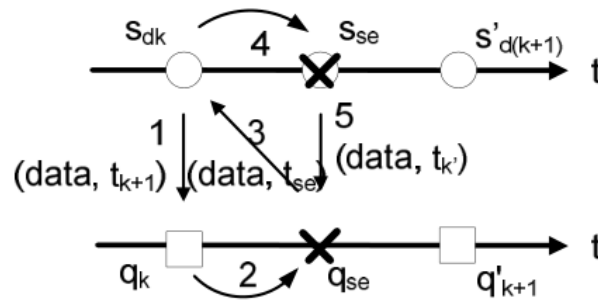
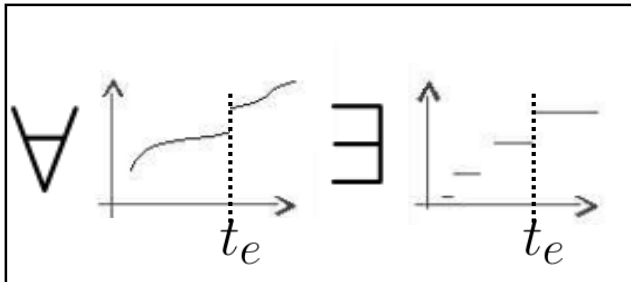
...and what can be done when these are not preserved?

Examples:

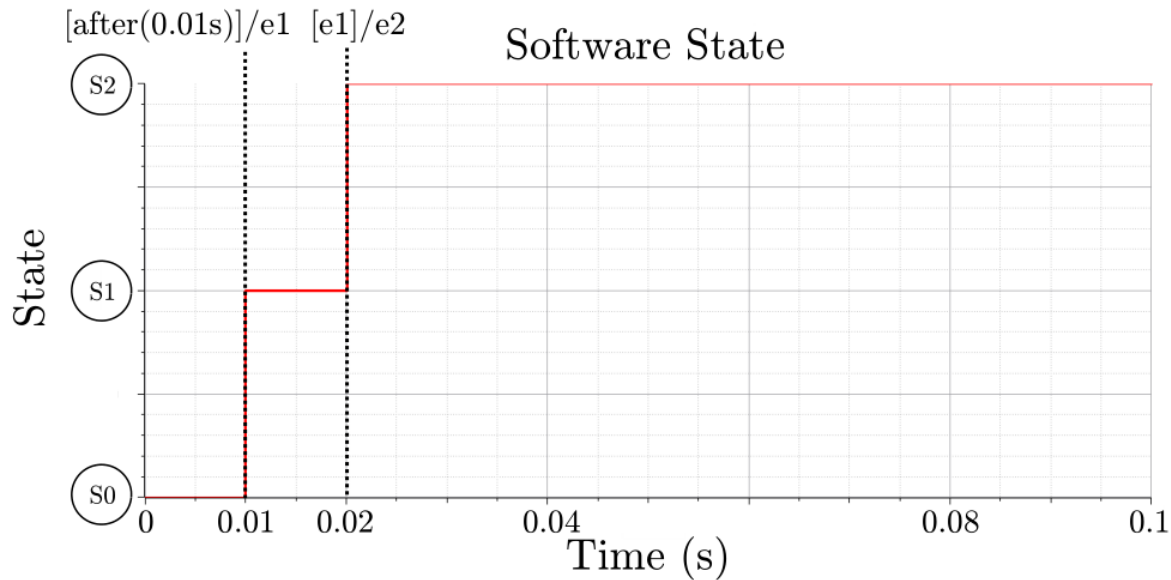
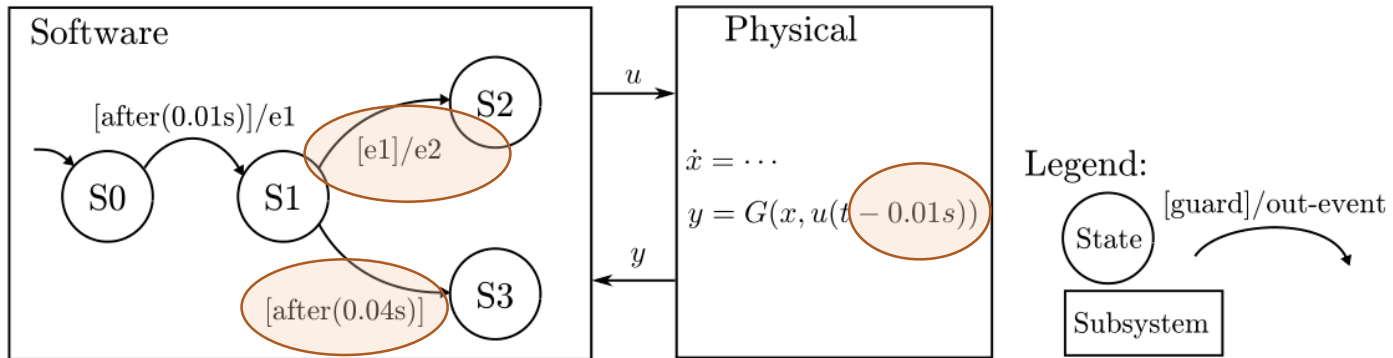
- Stability? Apply strong coupling.
- Energy conservation? Use power bonds and correct forces.
- Event Synchrony? Use event detection/location techniques.



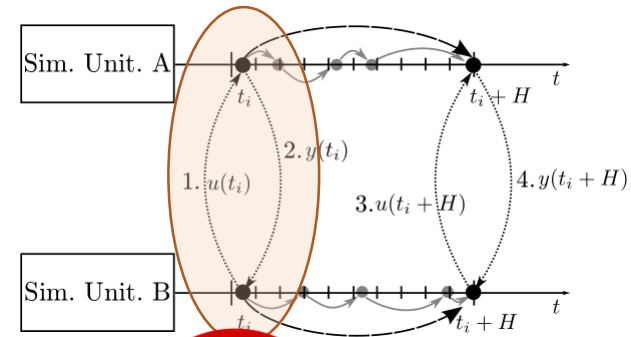
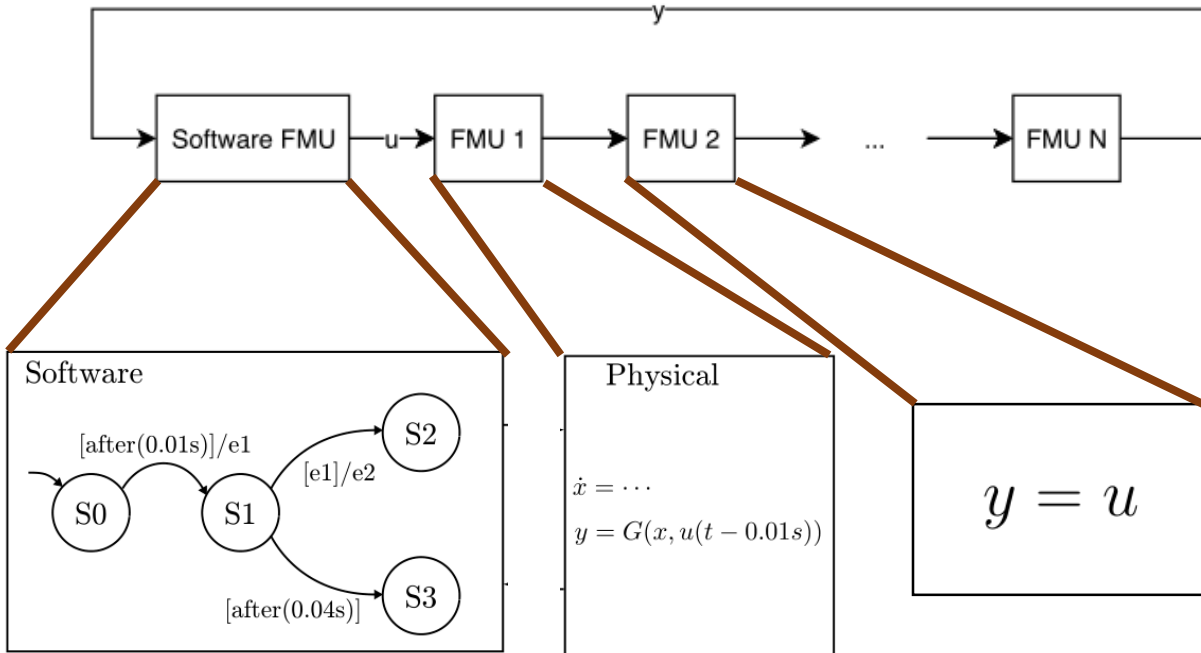
Event Ordering Property



Systems under Study



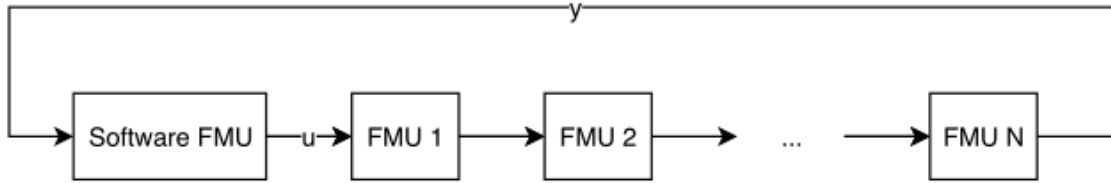
Co-simulation Impact



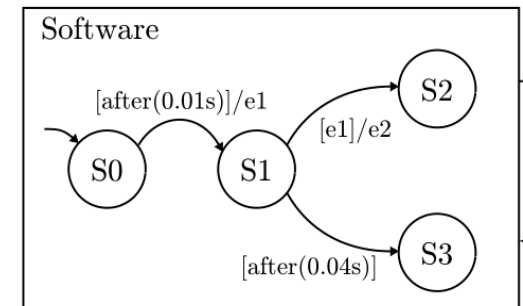
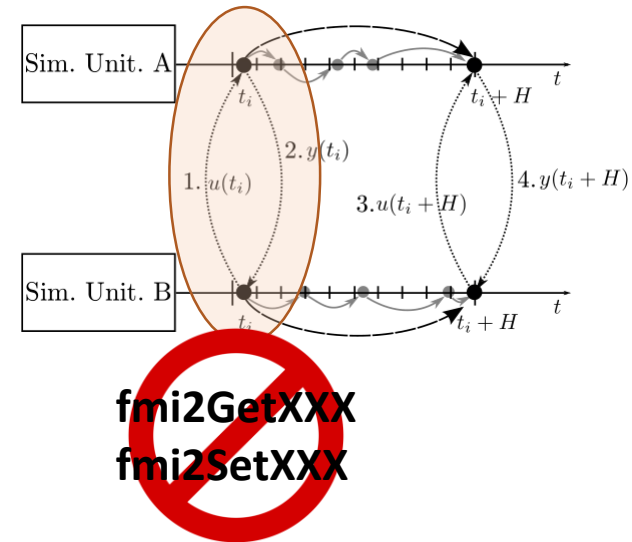
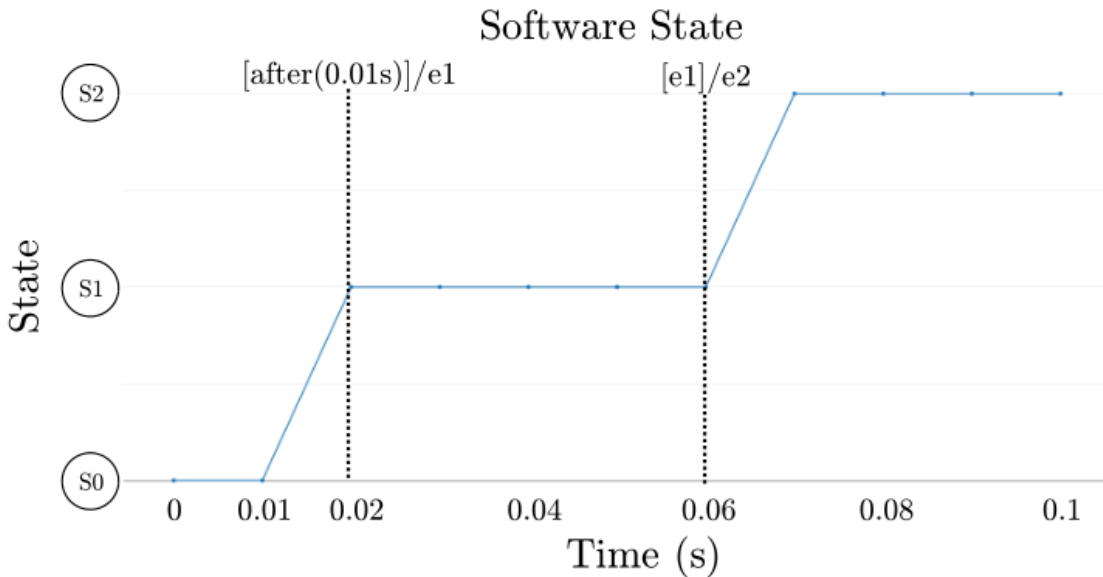
~~fmi2GetXXX~~
~~fmi2SetXXX~~

No event is detected when new input is set.

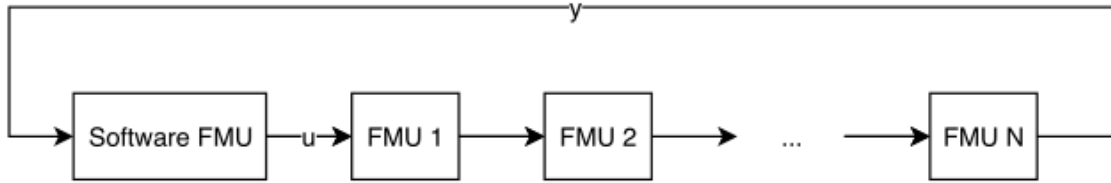
Co-simulation Impact



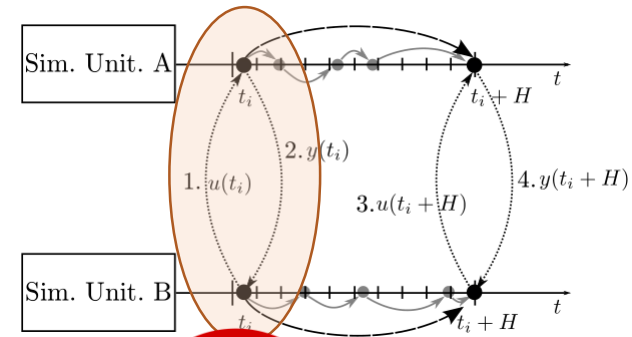
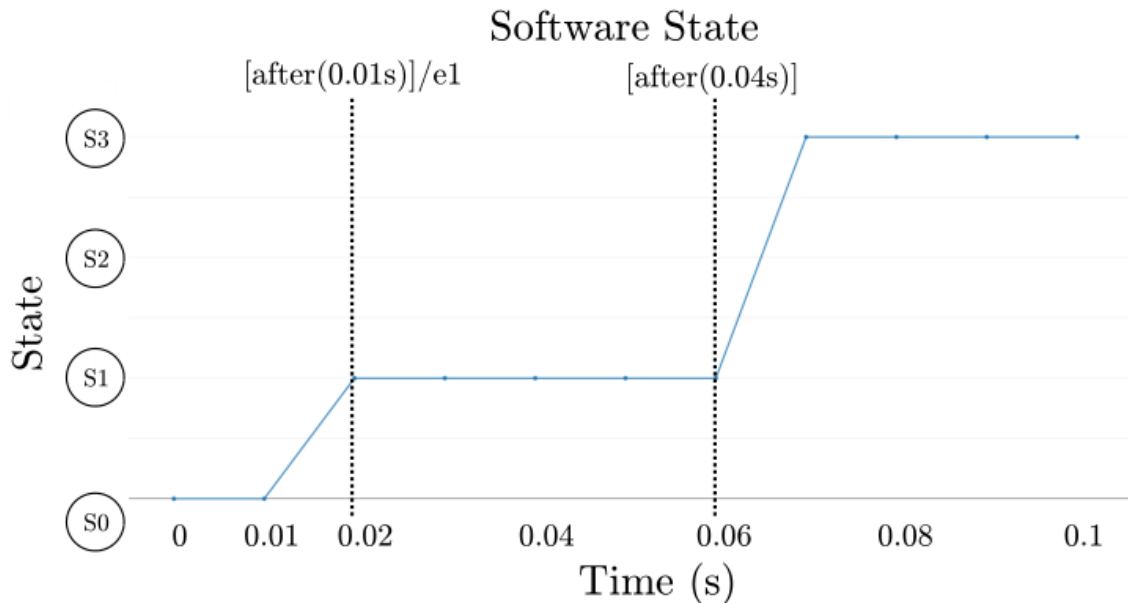
$$H = 0.01 \quad N = 3$$



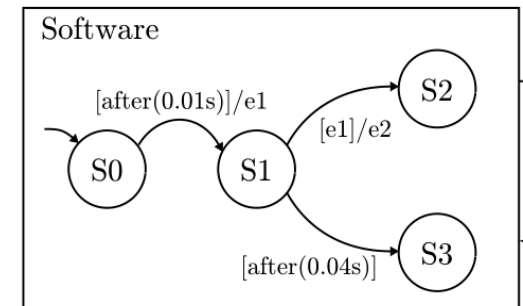
Co-simulation Impact



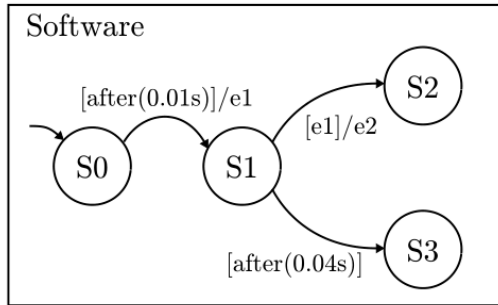
$$H = 0.01 \quad N = 6$$



~~fmi2GetXXX~~
~~fmi2SetXXX~~



Model Checking – Software FMU



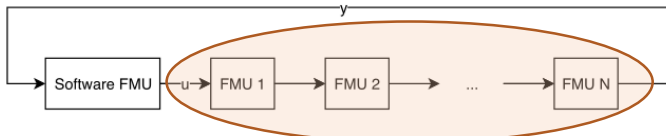
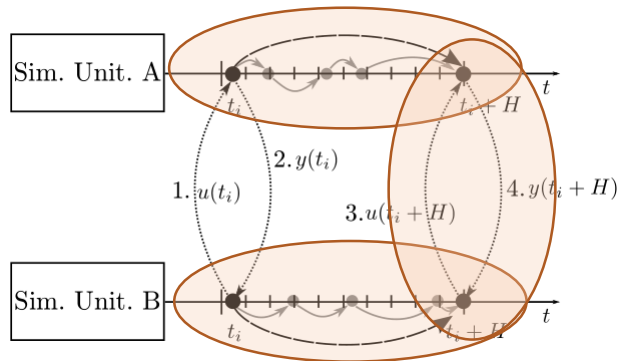
~~fmi2GetXXX~~
~~fmi2SetXXX~~



```
proctype stateFMU(
  int t_time;
  mtype:events input;
  do
    if t_time == 0;
      /* if state is 0 and we are interested in receiving
         an event, then change the state
         to 1 and output e0 */
      state := (state == 0) -> 1;
      /* If 0.01s have passed, then change to
         state 1 */
      if t_time == 0.01;
        input == e1 -> state := 1;
      else -> skip;
    fi;
    chans.out ! e0;
    /* if state is 2 and we are interested in receiving
       an event, then change the state
       to 1 and output e0 */
    if t_time == 0.04;
      input == e2 -> state := 1;
    else -> chans.out ! e0;
    fi;
    chans.in ? input;
    /* if 0.04s have passed, then change to
       state 3 */
    if t_time == 0.04;
      terminate == 1 -> state := 3;
    fi;
  od;
end
```

stateFMU.pml

Model Checking – Jacobi



jacobi.pml

```

proctype MAJacobi() {
    int propagateCount;
    select ( propagateCount : 1 .. (maxN-1) );
    int FMUCount = propagateCount + 1;

    ...

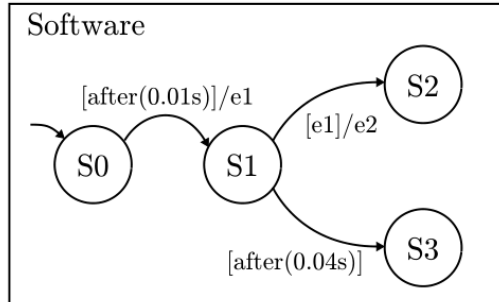
    /* Step the FMUs */
    for(i : 0 .. FMUCount-1){
        fmuChannels[i].step ! time+1;
    }

    /* Retrieve the outputs */
    for(i : 0 .. FMUCount-1){
        fmuChannels[i].out ? inputs[(i + 1) % (FMUCount)];
    }

    /* Set inputs */
    for(i : 0 .. FMUCount-1){
        fmuChannels[i].in ! inputs[i]
    }

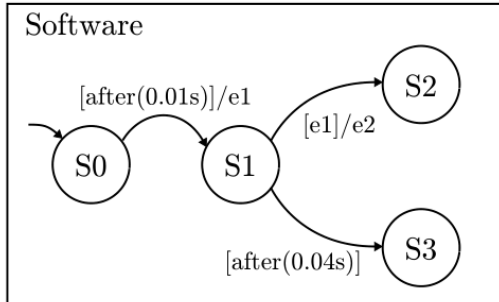
    time++;
}
    
```

Property



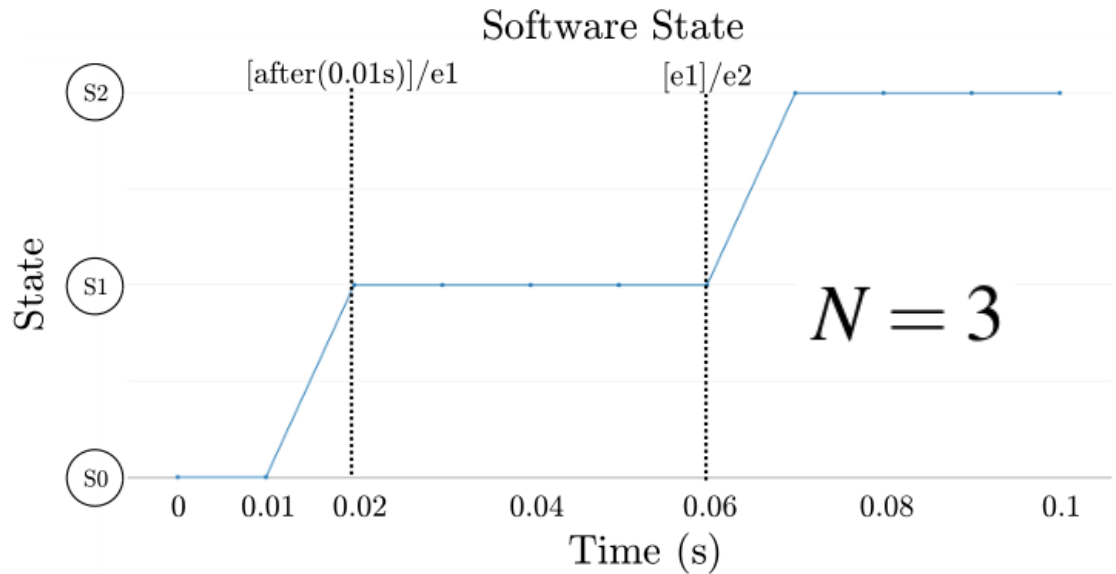
`<> (state == 2)`

Results – Counter Example



<> (state == 2)

$$N = 4$$



Conclusions

- Gauss-Seidel algorithm better than Jacobi
 - Delay is scenario independent
 - Both fail to preserve property for arbitrary H
- Limitations
 - Restricted class of hybrid systems
 - Informal abstraction
- Future work
 - Generalize to other hybrid systems
 - Minimum information to enable proof on black box FMUs?
 - Produce benchmark scenarios to test master algorithms

Thank you!



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