### Teaching and Proving CPS:

#### A tutorial for KeYmaera and and discussion of how to teach CPS.

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## Simulations









$$x = \frac{1}{2}at^2 + v_0t + x_0 \qquad v = at + v_0$$



#### **New Challenges:**

- System Loops
- 2D Motion (Dubins Model)
- Nondeterministic Controller
- Nonlinear and Smooth Paths

- Nonlinear Controller
- Complex Differential Invariants
- Proof Interactions and Branching

Demo 📤

• What is safety now?





• Similarly for all obstacles



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- Proof Interactions and Branching
- What is safety now? "Passive"

# Simulations

- Students get quick feedback
- We generate counter examples by hand
- We also send a simulation of our own solution.







## **Final Project and Term Paper**

#### Their Ideas:

- Wall-E and Eve meet in space
- Electrical Circuits
- 3D Avoidance Maneuvers
- and more to come...

### **Our Suggestions:**

- Predator/Prey Models
- Verified PID Controller
- Extensions to the 2D obstacle avoidance lab: noisy sensors, more complex obstacles, etc.



## YouTube Tutorial Videos

### Connect chalkboard concepts to KeYmaera implementations.



## What the students say

Early Course Evaluations:

- "Structure of class is good: theory, then the intuition, then example."
- **"Simulation** is so cute! Can we get it for the final submission, too?"
- "One more recitation would be helpful to see more applications of the theory."
- "The **lecture notes** are really useful and have helped me a lot in the course."
- **"Tests** before labs are crucial! I would have failed the labs otherwise."
- "Would like to see **more examples** of HPs and their proofs."

## Takeaway: Undergrads can design and verify CPS!

### **Good Ideas:**

- Simulations and two-round submission process.
- YouTube tutorial videos.
- Serves as a bridge between CS and engineering.
- Students appreciate complexity and importance of CPS design and analysis.
- As far as we know, this is the most advanced undergrad CPS course offered.

### Lessons Learned:

- Better automation can lead to a steeper learning curve.
- Differential Invariants are tough.
- The jump from 1D to 2D is also challenging.
- Provide more examples.

