

# Seluxit Case Study

Brian Boyles  
brian@seluxit.com

Marco Muñiz  
muniz@cs.aau.dk

In Collaboration With:



AALBORG UNIVERSITY

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# The Case Study



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What do we need to consider?

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- External environment

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What do we need to consider?

- External environment
- Doors opening and closing
- Pipes heating a room may influence other rooms
- Constraints on the number of open valves

# The Case Study



How does the system currently works?



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- Every 15 minutes there is a reading of the room temperatures.

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## How does the system currently works?

- Every 15 minutes there is a reading of the room temperatures.
- Every 15 minutes a Bang-Bang controller operates the valves.

# The Case Study



What is our goal?

# The Case Study



What is our goal?

Synthesize a near to optimal controller

# Stochastic Hybrid Game for Floor Heating

The floor heating for  $n$  rooms and  $m$  doors is a *stochastic hybrid game*

$$\mathcal{G}_{n,m} = (\mathcal{C}, \mathcal{U}, X, \mathcal{F}, \delta)$$

- $\mathcal{C}$  is a controller with controllable modes  $V = \{v_1, \dots, v_n\}$ ,
- $\mathcal{U}$  is the environment with uncontrollable modes  $D = \{d_1, \dots, d_m\}$ ,
- $X = \{T_1, \dots, T_n\}$  is a finite set of continuous (real-valued) variables,
- $\mathcal{F}_{v,d} : \mathbb{R}_{>0} \times \mathbb{R}^X \rightarrow \mathbb{R}^X$  is the flow-function for each  $v \in V$  and  $d \in D$ ,
- $\delta$  is a family of density functions, indicating the switching among uncontrollable modes  $D$ .

# Thermodynamics

The evolution of the room temperatures  $\mathcal{F}_{v,d}$  are the solutions to the following differential equations:

$$\frac{d}{dt} T_i(t) = \sum_{j=1}^n A_{i,j}^d (T_j(t) - T_i(t)) + B_i (T_{\text{env}}(t) - T_i(t)) + H_{j,i}^v \cdot v_j \, dt$$

Where:

- $A^d$  represents the heat exchange coefficients among the different rooms given the door configuration  $d$ ,
- $B$  represents the heat exchange coefficients between the environment and each room,
- $H^v$  represents the heat exchange coefficients among each pipe and the rooms it heats given the valve configuration  $v$ ,

# Optimal Controlling

Given strategy  $\sigma^H$ ,  $\mathcal{G}_{n,m} \restriction \sigma^H$  is a stochastic process.

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## Goal

Synthesize a near-optimal strategy  $\sigma^H$  which minimizes the expected distance

$$\sigma^H = \operatorname{argmin}_{\sigma} \mathbb{E}_{\sigma, H}^{\mathcal{G}}(\text{dist})$$



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**Distance** measure the integrated deviation of the current room temperatures wrt. the target temperatures.

$$\text{dist} = \int_0^H \sum_i^n (T_i^g - T_i(t))^2 \cdot W_i \, dt$$

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- Stochastic non-observable behavior of the doors.
- There are  $2^{11}$  choices for the controller every 15 minutes.
- The temperature of a room is tightly connected to the temperatures of the other rooms.
- Opening one valve can influence several rooms.

# Our Approach

## Online Synthesis

Compute a strategy for the near future.



# Our Approach

## Online Synthesis

Compute a strategy for the near future.

## Compositional Synthesis

Synthesis for subsets of the controllable actions.

# This talk

## 1 The Case Study

- Description

## 2 Stochastic Hybrid Games

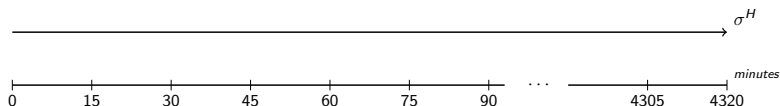
- Thermodynamics
- Challenges

## 3 Online Synthesis

## 4 Compositional Synthesis

# Online Synthesis

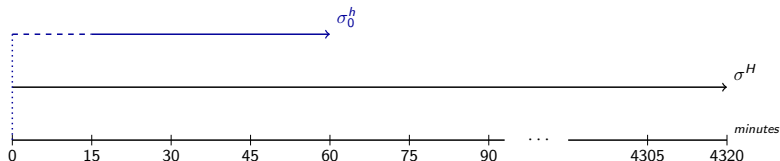
For  $n$  rooms, a Horizon  $H$  of 3 days and controlling every 15 min.



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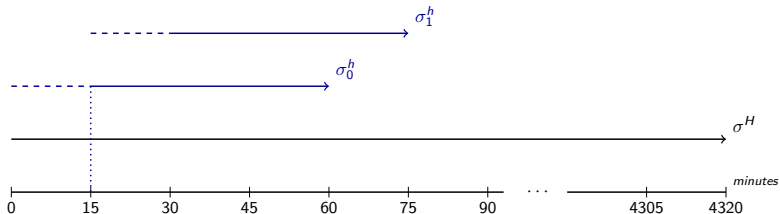
Compute a strategy  $\sigma^h$  for the next 45 min.



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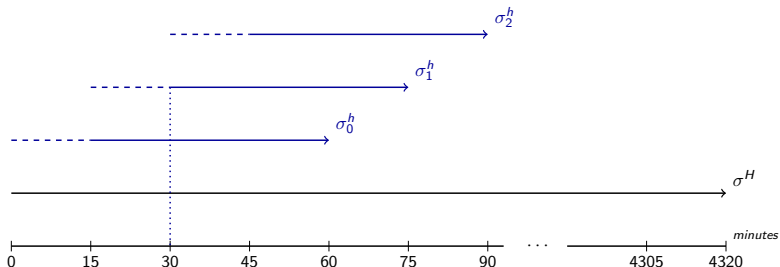
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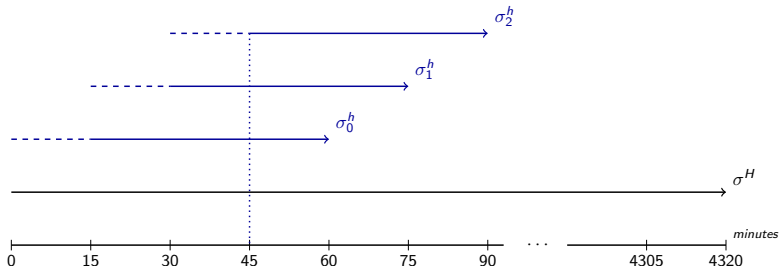
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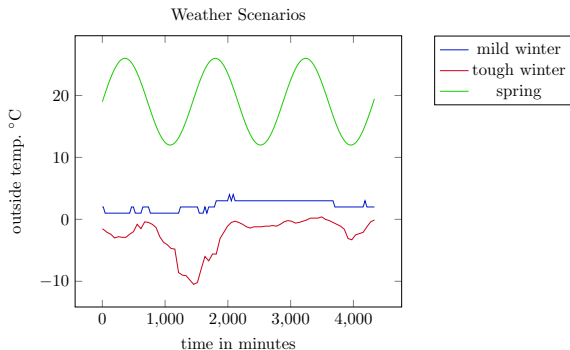
For  $n$  rooms, a Horizon  $H$  of 3 days and controlling every 15 min.

Compute a strategy  $\sigma^h$  for the next 45 min.



For  $n$  rooms for the online and offline controllers there are  $2^{3n}$  vs.  $2^{288n}$  decisions.

# Scenarios



## Situation

- Vacation:  $T(0)$  about 14 °C and  $T^g$  about 22 °C.
- Stability:  $T(0) = T^g$  about 22 °C.



# Controllers

- Bang-Bang

# Controllers

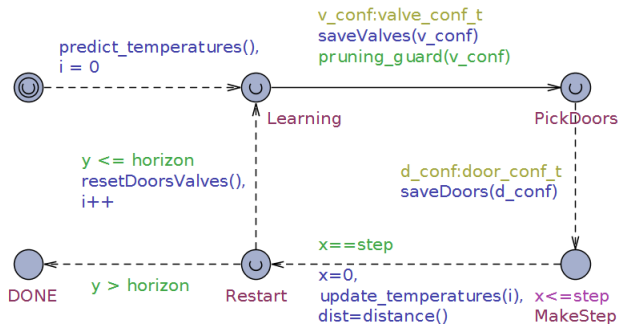
- Bang-Bang
- Bang-Bang-Cap-Aware

# Controllers

- Bang-Bang
- Bang-Bang-Cap-Aware
- Brute-Force

# Controllers

- Bang-Bang
- Bang-Bang-Cap-Aware
- Brute-Force
- STRATEGO-ON



# Results for 5 Rooms

Scenario	Controller	dist	Time (sec.)
mild winter vacation	Bang-Bang	62704	< 1
	Bang-Bang-Cap-Aware	39755	< 1
	Brute-Force	38072	~ 4.3
	STRATEGO-ON	36449	~ 99.3
tough winter vacation	Bang-Bang	248367	< 1
	Bang-Bang-Cap-Aware	155090	< 1
	Brute-Force	138034	~ 5.9
	STRATEGO-ON	137071	~ 111.9
mild winter stability	Bang-Bang	24834	< 1
	Bang-Bang-Cap-Aware	18405	< 1
	Brute-Force	17289	~ 5.8
	STRATEGO-ON	16717	~ 148.3
tough winter stability	Bang-Bang	199688	< 1
	Bang-Bang-Cap-Aware	121776	< 1
	Brute-Force	108403	~ 4.5
	STRATEGO-ON	106944	~ 139.5
spring stability	Bang-Bang	4297	< 1
	Bang-Bang-Cap-Aware	4297	< 1
	Brute-Force	3878	~ 5.9
	STRATEGO-ON	3784	~ 181.5

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What about 11 rooms?

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# Compositional Synthesis



# Compositional Synthesis

- Split the controllable actions into: controllable and fixed controllable actions

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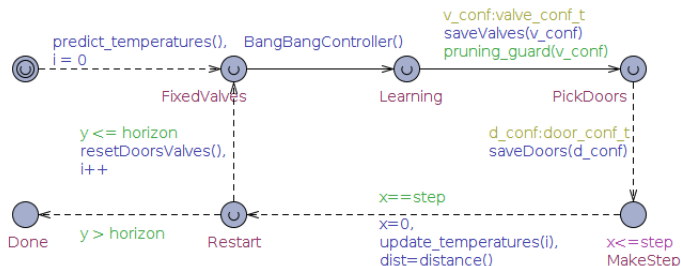


Controllable

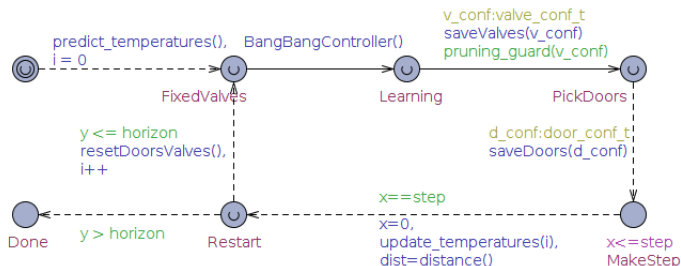
Fixed Controllable Fixed Controllable

Controllable

# Compositional Synthesis



# Compositional Synthesis



Reduction in size:

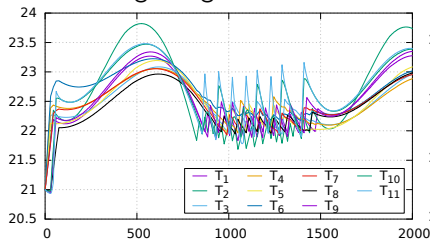
$(2^{5h} + 2^{6h})$  vs.  $2^{11h}$  decision choices

# Results for 11 Rooms

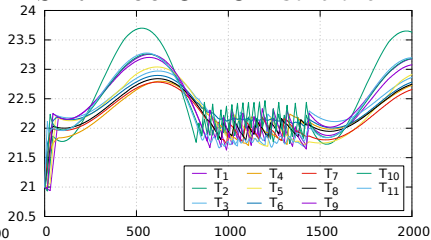
Scenario	Controller	dist	Time (sec.)
mild winter vacation	Bang-Bang	53550	< 1
	Bang-Bang-Cap-Aware	31718	< 1
	Brute-Force	35210	~ 237
	STRATEGO-ON-CL	29456	~ 834
tough winter vacation	Bang-Bang	163635	< 1
	Bang-Bang-Cap-Aware	82250	< 1
	Brute-Force	78170	~ 307
	STRATEGO-ON-CL	66399	~ 811
mild winter stability	Bang-Bang	9654	< 1
	Bang-Bang-Cap-Aware	9430	< 1
	Brute-Force	9219	~ 305
	STRATEGO-ON-CL	8978	~ 833
tough winter stability	Bang-Bang	82849	< 1
	Bang-Bang-Cap-Aware	37099	< 1
	Brute-Force	34366	~ 234
	STRATEGO-ON-CL	34117	~ 814
spring stability	Bang-Bang	4493	< 1
	Bang-Bang-Cap-Aware	4419	< 1
	Brute-Force	2761	~ 259
	STRATEGO-ON-CL	2649	~ 875

# Simulation for Spring

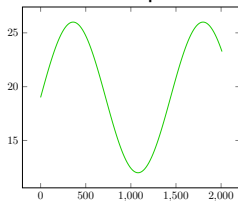
## Bang-Bang Controller



## STRATEGO-ON-CL Controller



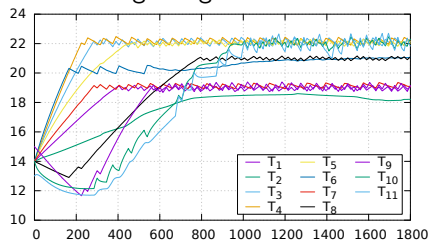
## Outside Temperature





# Simulation for Winter Vacation

## Bang-Bang Controller



## STRATEGO-ON-CL Controller

