# **Relational Differential Dynamic Logic**

Methods and Tools for Distributed Hybrid Systems Amsterdam, 26/08/19

Jérémy Dubut National Institute of Informatics Japanese-French Laboratory of Informatics



#### **Collaborations**

Joint work with:

- from Tokyo: Ichiro Hasuo, Akihisa Yamada, David Sprunger, and Shin-ya Katsumata
- from France: Juraj Kolčák

Initiated by discussions with Kenji Kamijo, Yoshiyuki Shinya, and Takamasa Suetomi from Mazda Motor Corporation

Sources:

- J. Kolčák, I. Hasuo, J. Dubut, S. Katsumata, D. Sprunger, A. Yamada, Relational Differential Dynamic Logic. Preprint arXiv:1903.00153.
- some implementation on GitHub

### **Basic example: simplified ISO26262**



#### In which cases will the vehicle crash hard?

### Monotonicity property?



#### When $\overline{a} < \underline{a}$ which vehicle crash harder?

**Consider the following easy dynamics:** 



**Consider the following easy dynamics:** 





#### Solving the equations:

$\underline{v} = \underline{a} \cdot \underline{t} + \underline{v}_0$	$\overline{v} = \overline{a} \cdot \overline{t} + \overline{v}_0$
$\underline{x} = \frac{\underline{a}}{2} \cdot \underline{t}^2 + \underline{v}_0 \cdot \underline{t}$	$\overline{x} = \frac{\overline{a}}{2} \cdot \overline{t}^2 + \overline{v}_0 \cdot \overline{t}$

**Consider the following easy dynamics:** 





Solving the equations:

$$\underline{v} = \underline{a} \cdot \underline{t} + \underline{v}_0 \qquad \overline{v} = \overline{a} \cdot \overline{t} + \overline{v}_0$$
$$\underline{x} = \frac{\underline{a}}{2} \cdot \underline{t}^2 + \underline{v}_0 \cdot \underline{t} \qquad \overline{x} = \frac{\overline{a}}{2} \cdot \overline{t}^2 + \overline{v}_0 \cdot \overline{t}$$

The time at which the vehicles reach the position *x* is:

$$\underline{t}(x) = \frac{\sqrt{\underline{v}_0^2 + 2\underline{a}x - \underline{v}_0}}{\underline{a}} \qquad \overline{t}(x) = \frac{\sqrt{\overline{v}_0^2 + 2\overline{a}x - \overline{v}_0}}{\overline{a}}$$

**Consider the following easy dynamics:** 





Solving the equations:

 $\underline{v} = \underline{a} \cdot \underline{t} + \underline{v}_0 \qquad \overline{v} = \overline{a} \cdot \overline{t} + \overline{v}_0$  $\underline{x} = \frac{\underline{a}}{2} \cdot \underline{t}^2 + \underline{v}_0 \cdot \underline{t} \qquad \overline{x} = \frac{\overline{a}}{2} \cdot \overline{t}^2 + \overline{v}_0 \cdot \overline{t}$ 

The time at which the vehicles reach the position *x* is:

$$\underline{t}(x) = \frac{\sqrt{\underline{v}_0^2 + 2\underline{a}x} - \underline{v}_0}{\underline{a}} \qquad \overline{t}(x) = \frac{\sqrt{\overline{v}_0^2 + 2\overline{a}x} - \overline{v}_0}{\overline{a}}$$

The speed at position *x* is:

$$\underline{v}(x) = \sqrt{\underline{v}_0^2 + 2\underline{a}x} \qquad \overline{v}(x) = \sqrt{\overline{v}_0^2 + 2\overline{a}x}$$

**Consider the following easy dynamics:**  $\dot{\overline{x}} = \overline{v}$  $\underline{\dot{x}} = \underline{v}$  $\dot{v} = a$ Solving the equations:  $\overline{v} = \overline{a} \cdot \overline{t} + \overline{v}_0$  $\underline{v} = \underline{a} \cdot \underline{t} + \underline{v}_0$  $\overline{x} = \frac{\overline{a}}{2} \cdot \overline{t}^2 + \overline{v}_0 \cdot \overline{t} \qquad \qquad \begin{array}{ll} \text{If } \underline{a} \leq \overline{a} \text{ and} \\ \underline{v}_0 \leq \overline{v}_0 \text{ then} \end{array}$  $\underline{x} = \frac{\underline{a}}{2} \cdot \underline{t}^2 + \underline{v}_0 \cdot \underline{t}$ The time at which the vehicles reach the position x is:  $\underline{t}(x) = \frac{\sqrt{\underline{v}_0^2 + 2\underline{a}x - \underline{v}_0}}{\overline{t}(x)} \qquad \overline{t}(x) = \frac{\sqrt{\overline{v}_0^2 + 2\overline{a}x - \overline{v}_0}}{-} \quad \text{crashes harder!}$ 

 $v(x) \leq \overline{v}(x)$ and the blue car

The speed at position *x* is:

$$\underline{v}(x) = \sqrt{\underline{v}_0^2 + 2\underline{a}x} \qquad \overline{v}(x) = \sqrt{\overline{v}_0^2 + 2\overline{a}x}$$



The speed at position x is:  

$$\underline{v}(x) = \sqrt{\underline{v}_0^2 + 2\underline{a}x}$$
  $\overline{v}(x) = \sqrt{\overline{v}_0^2 + 2\overline{a}x}$ 

## Differential dynamic logic in a nutshell

- A Hoare-triples-style syntax to formalise properties of hybrid system
- A sequent calculus to implement proofs of those properties
- A tool: KeYmaeraX

Ref: A. Platzer's group http://symbolaris.com

$$\Gamma \vdash [\alpha] P$$

 $\Gamma, P$ : sets of first order formulae of real arithmetic  $\alpha$ : hybrid program

$$\alpha ::= ?P \mid \alpha; \alpha \mid \dot{\mathbf{x}} = \mathbf{f}(\mathbf{x}) \& Q \mid \alpha^* \mid x := e \mid \dots$$



$$\frac{\Gamma \vdash \mathsf{Inv} \quad \mathsf{Inv} \vdash [\alpha] \, \mathsf{Inv} \quad \mathsf{Inv} \vdash P}{\Gamma \vdash [\alpha] \, P} (\mathsf{Inv})$$



$$\frac{\Gamma \vdash \mathsf{Inv} \quad \mathsf{Inv} \vdash [\alpha] \, \mathsf{Inv} \quad \mathsf{Inv} \vdash P}{\Gamma \vdash [\alpha] \, P} (\mathsf{Inv})$$



It is enough to find an invariant such that:

$$\frac{\Gamma \vdash \mathsf{Inv} \quad \mathsf{Inv} \vdash [\alpha] \, \mathsf{Inv} \quad \mathsf{Inv} \vdash P}{\Gamma \vdash [\alpha] \, P} (\mathsf{Inv})$$

#### Invariants



#### Invariants



#### Invariants



# $\frac{\Gamma \vdash \mathsf{Inv} \quad \mathsf{Inv} \vdash [\alpha] \,\mathsf{Inv} \quad \mathsf{Inv} \vdash P}{\Gamma \vdash [\alpha^*] \, P} (\mathsf{LI})$

#### Differential invariants?

$$\dot{\mathbf{x}} = \mathbf{e} \& Q \simeq (?Q; \mathbf{x} := \mathbf{x} + dt. \mathbf{e})^*; ?Q$$

$$\frac{\Gamma, Q \vdash \mathsf{Inv} \quad \mathsf{Inv}, Q \vdash \mathsf{Inv}(\mathsf{x} \leftarrow \mathsf{x} + dt \, . \, \mathsf{e}) \quad \mathsf{Inv} \vdash P}{\Gamma \vdash [\dot{\mathsf{x}} = \mathsf{e} \& Q]P} \quad (\mathsf{dtl})$$

Assume that  $P = Inv \equiv f = 0$ . We want something to ensure:  $f(\omega) = 0 \Rightarrow f(\omega + dt \cdot \mathbf{e}(\omega)) = 0$ 

It is enough to require that *f* is constant along the dynamics, that is, if  $\psi$  is a solution of  $\dot{\mathbf{x}} = \mathbf{e}$ , then  $K : t \mapsto f(\psi(t))$  is constant, that is, its derivative is zero.

$$\dot{K}(t) = \sum_{x \in \mathbf{X}} \frac{\partial f}{\partial x}(\psi(t)) \cdot \dot{\psi}(t) = \sum_{x \in \mathbf{X}} \frac{\partial f}{\partial x}(\psi(t)) \cdot \mathbf{e}_x(\psi(t))$$

So it is enough that the function  $\mathscr{L}_{\mathbf{e}} f = \sum_{x \in \mathbf{X}} \frac{\partial f}{\partial x}$ .  $\mathbf{e}_x$  to be zero along the dynamics.

# $\frac{\Gamma, Q \vdash f = 0 \quad \Gamma \vdash [\dot{\mathbf{x}} = \mathbf{e} \& Q] \mathscr{L}_{\mathbf{e}} f = 0}{\Gamma \vdash [\dot{\mathbf{x}} = \mathbf{e} \& Q] f = 0} (\mathbf{DI})$

### Monotonicity property?



#### When $\overline{a} < \underline{a}$ which vehicle crash harder?

$$[\{\underline{\dot{\mathbf{x}}} = \underline{f}(\underline{\mathbf{x}}) \& \underline{Q}\}; \{\overline{\dot{\mathbf{x}}} = \overline{f}(\overline{\mathbf{x}}) \& \overline{Q}\}; \underline{g}(\underline{\mathbf{x}}) = \overline{g}(\overline{\mathbf{x}})]B$$

$$[\{\underline{\dot{\mathbf{x}}} = \underline{f}(\underline{\mathbf{x}}) \& \underline{Q}\}; \{\overline{\mathbf{x}} = \overline{f}(\overline{\mathbf{x}}) \& \overline{Q}\}; \underline{?g}(\underline{\mathbf{x}}) = \overline{g}(\overline{\mathbf{x}})]B$$
System 1















# $\frac{\Gamma, \underline{Q}, \overline{Q} \vdash \mathsf{Inv} \quad \mathsf{Inv} \vdash [\underline{\delta}; \overline{\delta}; ?E] \,\mathsf{Inv} \quad \mathsf{Inv}, E \vdash B}{\Gamma \vdash [\underline{\delta}; \overline{\delta}; ?E] \,B}$ (**RI**)

$$\underline{\delta} \equiv \underline{\dot{\mathbf{x}}} = \underline{f}(\underline{\mathbf{x}}) \& \underline{Q}$$
$$\overline{\delta} \equiv \overline{\mathbf{x}} = \overline{f}(\overline{\mathbf{x}}) \& \overline{Q}$$
$$E \equiv \underline{g}(\underline{\mathbf{x}}) = \overline{g}(\overline{\mathbf{x}})$$

We know that:

$$\underline{v}(x) = \sqrt{\underline{v}_0^2 + 2\underline{a}x} \qquad \overline{v}(x) = \sqrt{\overline{v}_0^2 + 2\overline{a}x}$$

So:

$$\frac{\underline{v}(x)^2 - \underline{v}_0^2}{2\underline{a}} = x = \frac{\overline{v}(x)^2 - \overline{v}_0^2}{2\overline{a}}$$

And then:

$$R \equiv \overline{a}(\underline{v}^2 - \underline{v}_0^2) = \underline{a}(\overline{v}^2 - \overline{v}_0^2)$$

is a relational invariant.

We know that:

$$\underline{v}(x) = \sqrt{\underline{v}_0^2 + 2\underline{a}x} \qquad \overline{v}(x) = \sqrt{\overline{v}_0^2 + 2\overline{a}x}$$

So:

$$\frac{\underline{v}(x)^2 - \underline{v}_0^2}{2\underline{a}} = x = \frac{\overline{v}(x)^2 - \overline{v}_0^2}{2\overline{a}}$$

And then:

$$R \equiv \overline{a}(\underline{v}^2 - \underline{v}_0^2) = \underline{a}(\overline{v}^2 - \overline{v}_0^2)$$

is a relational invariant.

That is, one has to prove the following statements:

• 
$$\underline{a} \leq \overline{a}, \underline{v} \geq \underline{v}_0, \overline{v} \geq \overline{v}_0, R \vdash \overline{v} \geq \underline{v}$$

• 
$$\underline{v} = \underline{v}_0, \overline{v} = \overline{v}_0 \vdash R$$

• 
$$R \vdash [\{\underline{\dot{x}} = \underline{v}, \underline{\dot{v}} = \underline{a}\}; \{\overline{\dot{x}} = \overline{v}, \overline{\dot{v}} = \overline{a}\}; \underline{x} = \overline{x}]R$$

The invariant implies the property (easy proof)

We know that:

$$\underline{v}(x) = \sqrt{\underline{v}_0^2 + 2\underline{a}x} \qquad \overline{v}(x) = \sqrt{\overline{v}_0^2 + 2\overline{a}x}$$

So:

$$\frac{\underline{v}(x)^2 - \underline{v}_0^2}{2\underline{a}} = x = \frac{\overline{v}(x)^2 - \overline{v}_0^2}{2\overline{a}}$$

And then:

$$R \equiv \overline{a}(\underline{v}^2 - \underline{v}_0^2) = \underline{a}(\overline{v}^2 - \overline{v}_0^2)$$

is a relational invariant.

That is, one has to prove the following statements:

• 
$$\underline{a} \leq \overline{a}, \underline{v} \geq \underline{v}_0, \overline{v} \geq \overline{v}_0, R \vdash \overline{v} \geq \underline{v}$$
  
•  $\underline{v} = \underline{v}_0, \overline{v} = \overline{v}_0 \vdash R$   
•  $R \vdash [\{\underline{\dot{x}} = \underline{v}, \underline{\dot{v}} = \underline{a}\}; \{\overline{\dot{x}} = \overline{v}, \overline{\dot{v}} = \overline{a}\}; ?\underline{x} = \overline{x}]R$   
The invariant holds initially (easy proof)

We know that:

$$\underline{v}(x) = \sqrt{\underline{v}_0^2 + 2\underline{a}x} \qquad \overline{v}(x) = \sqrt{\overline{v}_0^2 + 2\overline{a}x}$$

So:

$$\frac{\underline{v}(x)^2 - \underline{v}_0^2}{2\underline{a}} = x = \frac{\overline{v}(x)^2 - \overline{v}_0^2}{2\overline{a}}$$

And then:

$$R \equiv \overline{a}(\underline{v}^2 - \underline{v}_0^2) = \underline{a}(\overline{v}^2 - \overline{v}_0^2)$$

is a relational invariant.

That is, one has to prove the following statements:

• 
$$\underline{a} \leq \overline{a}, \underline{v} \geq \underline{v}_0, \overline{v} \geq \overline{v}_0, R \vdash \overline{v} \geq \underline{v}_0$$

• 
$$\underline{v} = \underline{v}_0, \overline{v} = \overline{v}_0 \vdash R$$
  
•  $R \vdash [\{\underline{\dot{x}} = \underline{v}, \underline{\dot{v}} = \underline{a}\}; \{\overline{\dot{x}} = \overline{v}, \overline{\dot{v}} = \overline{a}\}; ?\underline{x} = \overline{x}]R$ 

The invariant is preserved by the dynamics (easy proof?) We want a method that:

- does not require the solutions of the differential equations in any way
- transforms the two dynamics into one unique, so that we can use known methods from differential invariants.

What we have now:

- one system on  $\underline{x}, \underline{v}$
- one system on  $\overline{x}, \overline{v}$

that take different times to arrive at a particular position.

What we want:

• one system on  $\underline{x}, \underline{v}, \overline{x}, \overline{v}$ 

such that the positions are synchronized, that is, at all time *t*:

$$\underline{x}(t) = \overline{x}(t)$$

**<u>Crucial idea:</u>** reparametrise the time of  $\overline{x}$ ,  $\overline{v}$ 

<u>**Time stretch function:**</u> derivable function  $k : \mathbb{R} \longrightarrow \mathbb{R}$  with  $\dot{k} > 0$ 

<u>**Reparamatrised dynamics:**</u> let  $\dot{\mathbf{x}} = \mathbf{f}(\mathbf{x})$  be a differential equation. It reparametrisation by k is  $\dot{\mathbf{x}} = \dot{k}(t) \cdot \mathbf{f}(\mathbf{x})$ .

> **x** is a solution of  $\dot{\mathbf{x}} = \mathbf{f}(\mathbf{x})$  iff **x**  $\circ$  k is a solution of  $\dot{\mathbf{x}} = \dot{k}(t)$ .  $\mathbf{f}(\mathbf{x})$ .



Fix some initial condition  $x_0$ . Then  $\{x(t) \mid x \text{ sol. of } \dot{x} = f(x) \text{ at } x_0\} = \{x(t) \mid x \text{ sol. of } \dot{x} = \dot{k}(t) \text{ , } f(x) \text{ at } x_0\}.$ 

#### Why is it OK then?

 $\rightarrow$  we do not care about « at time *t*, the vehicle is at position *x* with speed *v* »

 $\rightarrow$  we care about « at position *x*, the vehicle has speed *v* »

#### Which reparametrisation to choose?

Fix 
$$\underline{v}_0$$
,  $\overline{v}_0$  and note  $(\underline{\psi}_x, \underline{\psi}_v)$  the solution of  $\underline{\dot{x}} = \underline{v}, \underline{\dot{v}} = \underline{a}$  at  $\underline{x} = 0, \underline{v} = \underline{v}_0$ ,  $(\overline{\psi}_x, \overline{\psi}_v)$  the solution of  $\overline{\dot{x}} = \overline{v}, \overline{\dot{v}} = \overline{a}$  at  $\overline{x} = 0, \overline{v} = \overline{v}_0$ .

We have a time stretch function  $k : \mathbb{R} \longrightarrow \mathbb{R}$  such that for every x $k(\underline{t}(x)) = \overline{t}(x)$ 

given by:

$$k(t) = \frac{\sqrt{at^2 + 2\underline{v}_0}\overline{a}t + \overline{v}_0^2}{\overline{a}} - \overline{v}_0}{\overline{a}}$$

#### Which reparametrisation to choose?

Fix 
$$\underline{v}_0$$
,  $\overline{v}_0$  and note  $(\underline{\psi}_x, \underline{\psi}_v)$  the solution of  $\underline{\dot{x}} = \underline{v}, \underline{\dot{v}} = \underline{a}$  at  $\underline{x} = 0, \underline{v} = \underline{v}_0$ ,  $(\overline{\psi}_x, \overline{\psi}_v)$  the solution of  $\overline{\dot{x}} = \overline{v}, \overline{\dot{v}} = \overline{a}$  at  $\overline{x} = 0, \overline{v} = \overline{v}_0$ .

We have a time stretch function  $k : \mathbb{R} \longrightarrow \mathbb{R}$  such that for every x $k(\underline{t}(x)) = \overline{t}(x)$ 

So we want to look at:

$$\underline{\dot{x}} = \underline{v}, \underline{\dot{v}} = \underline{a}, \\ \\ \overline{\dot{x}} = \dot{k}(t) \cdot \overline{v}, \\ \\ \\ \overline{v} = \dot{k}(t) \cdot \overline{a}$$

But we have:

$$\overline{\psi}_x(k(t)) = \underline{\psi}_x(t)$$

Then:

$$\dot{k}(t) \cdot \overline{\psi}_{v}(k(t)) = \underline{\psi}_{v}(t)$$

So we want to look at:

$$\underline{\dot{x}} = \underline{v}, \underline{\dot{v}} = \underline{a}, \\ \\ \overline{\dot{x}} = \frac{\underline{v}}{\overline{v}} \cdot \overline{v}, \\ \\ \\ \overline{v} = \frac{\underline{v}}{\overline{v}} \cdot \overline{a}$$

In general, from

$$\underline{\dot{\mathbf{x}}} = \underline{f}(\underline{\mathbf{x}})$$

and

$$\dot{\overline{\mathbf{x}}} = \overline{f}(\overline{\mathbf{x}})$$

under the exit condition

$$\underline{g}(\underline{\mathbf{x}}) = \overline{g}(\overline{\mathbf{x}})$$

we consider:

$$\underline{\dot{\mathbf{x}}} = \underline{f}(\underline{\mathbf{x}}), \\ \mathbf{\bar{\overline{x}}} = \frac{\mathscr{L}_{\underline{f}} \ \underline{g}}{\mathscr{L}_{\overline{f}} \ \overline{g}} . \\ \overline{f}(\overline{\mathbf{x}})$$

$$\frac{\Gamma, \underline{Q}, \overline{Q} \vdash E \quad \Gamma \vdash [\underline{\delta}] \,\mathscr{L}_{\underline{f}} \,\underline{g} > 0 \quad \Gamma \vdash [\overline{\delta}] \,\mathscr{L}_{\overline{f}} \,\overline{g} > 0 \quad \Gamma \vdash [\delta] \,B}{\Gamma \vdash [\underline{\delta}; \overline{\delta}; ?E] B}$$
(Syn)

$$\underline{\delta} \equiv \underline{\dot{\mathbf{x}}} = \underline{f}(\underline{\mathbf{x}}) \& \underline{Q}$$

$$\overline{\delta} \equiv \overline{\dot{\mathbf{x}}} = \overline{f}(\overline{\mathbf{x}}) \& \overline{Q}$$

$$E \equiv \underline{g}(\underline{\mathbf{x}}) = \overline{g}(\overline{\mathbf{x}})$$

$$\overline{\delta} \equiv \underline{\dot{\mathbf{x}}} = \underline{f}(\underline{\mathbf{x}}), \quad \overline{\mathbf{x}} = \frac{\mathscr{L}_{\underline{f}} \ \underline{g}}{\mathscr{L}_{\overline{f}} \ \overline{g}} \cdot \overline{f}(\overline{\mathbf{x}}) \& \underline{Q} \land \overline{Q}$$

We know that:

$$\underline{v}(x) = \sqrt{\underline{v}_0^2 + 2\underline{a}x} \qquad \overline{v}(x) = \sqrt{\overline{v}_0^2 + 2\overline{a}x}$$

So:

$$\frac{\underline{v}(x)^2 - \underline{v}_0^2}{2\underline{a}} = x = \frac{\overline{v}(x)^2 - \overline{v}_0^2}{2\overline{a}}$$

And then:

$$R \equiv \overline{a}(\underline{v}^2 - \underline{v}_0^2) = \underline{a}(\overline{v}^2 - \overline{v}_0^2)$$

is a relational invariant.

That is, one has to prove the following statements:

• 
$$\underline{a} \leq \overline{a}, \underline{v} \geq \underline{v}_0, \overline{v} \geq \overline{v}_0, R \vdash \overline{v} \geq \underline{v}_0$$

• 
$$\underline{v} = \underline{v}_0, \overline{v} = \overline{v}_0 \vdash R$$
  
•  $R \vdash [\{\underline{\dot{x}} = \underline{v}, \underline{\dot{v}} = \underline{a}\}; \{\overline{\dot{x}} = \overline{v}, \overline{\dot{v}} = \overline{a}\}; ?\underline{x} = \overline{x}]R$ 

The invariant is preserved by the dynamics (easy proof?)

Let's prove the following statement with the (Syn) rule:

$$R \vdash [\{\underline{\dot{x}} = \underline{v}, \underline{\dot{v}} = \underline{a}\}; \{\overline{\dot{x}} = \overline{v}, \overline{\dot{v}} = \overline{a}\}; \underline{x} = \overline{x}]R$$

with  $R \equiv \overline{a}(\underline{v}^2 - \underline{v}_0^2) = \underline{a}(\overline{v}^2 - \overline{v}_0^2)$ , that is:

- $\underline{v} > 0, \underline{a} \ge 0 \vdash [\underline{\dot{x}} = \underline{v}, \underline{\dot{v}} = \underline{a}] \underline{v} > 0$  (easy with differential invariant)
- $\overline{v} > 0, \overline{a} \ge 0 \vdash [\dot{\overline{x}} = \overline{v}, \dot{\overline{v}} = \overline{a}] \overline{v} > 0$  (easy with differential invariant)

• 
$$R \vdash [\{\underline{\dot{x}} = \underline{v}, \underline{\dot{v}} = \underline{a}, \overline{\dot{x}} = \frac{\underline{v}}{\overline{v}}, \overline{v}, \overline{\dot{v}} = \frac{\underline{v}}{\overline{v}}, \overline{a}\}]R$$

using differential invariant rule:

$$R \vdash \left[ \{ \underline{\dot{x}} = \underline{v}, \underline{\dot{v}} = \underline{a}, \overline{\dot{x}} = \frac{\underline{v}}{\overline{v}} \cdot \overline{v}, \overline{\dot{v}} = \frac{\underline{v}}{\overline{v}} \cdot \overline{a} \} \right] 2\overline{a}\underline{v}\underline{a} = 2\underline{a}\overline{v}\frac{\underline{v}}{\overline{v}}\overline{a}$$



Guideline:

- start with two independent systems and compare them under some conditions
- synchronize them by reparametrising one of them using the (Syn) rule
- use usual invariant techniques from dL

Case studies:

- monotonicity properties
- abstraction