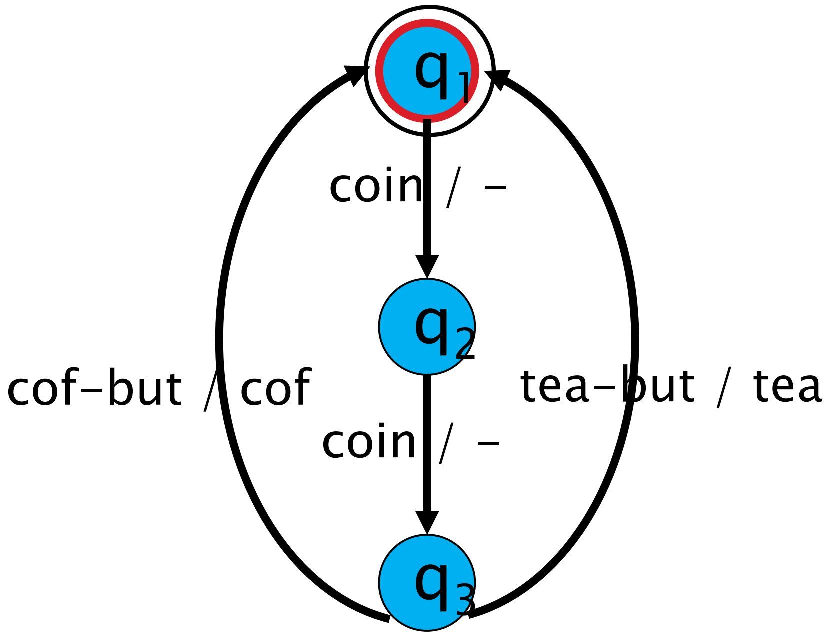
Model checking timed transition systems: timed automata

Lecture 5

Slides borrowed from **Brian Nielsen** (AU)

Finite State Machine (Mealy)



condition		effect	
current state	input	output	next state
q_1	coin	-	q_2
q_2	coin	-	q_3
q_3	cof-but	cof	q_1
q_3	tea-but	tea	q_1

Inputs = {cof–but, tea–but, coin}
Outputs = {cof,tea}
States: $\{q_1,q_2,q_3\}$
Initial state = q_1
Transitions= {
$(q_1$, coin, –, $q_2)$,
$(q_2$, coin, –, $q_3)$,
$(q_3$, cof–but, cof, $q_1)$,
$(q_3$, tea–but, tea, $q_1)$
}

Sample run:

$$q_1 \xrightarrow{\text{coin/ –}} q_2 \xrightarrow{\text{coin/–}} q_3 \xrightarrow{\text{cof–but / cof}} q_1 \xrightarrow{\text{coin/ –}}$$

$$q_2 \xrightarrow{\text{coin/ –}} q_3 \xrightarrow{\text{cof–but / cof}} q_1$$

FSM as program 1

```
enum currentState {q1,q2,q3};
enum input {coin, cof_but,tea_but};
int nextStateTable[numStates][numInputs] = {
        q2,q1,q1,
        q3,q2,q2,
        q3,q1,q1 };

int outputTable[numStates][numInputs] = {
        0,0,0,
        0,0,0,
        coin,cof,tea};

While(Input=waitForInput()) {
  OUTPUT(outputTable[currentState,input])
  currentState=nextStateTable[currentState,input];

}
```

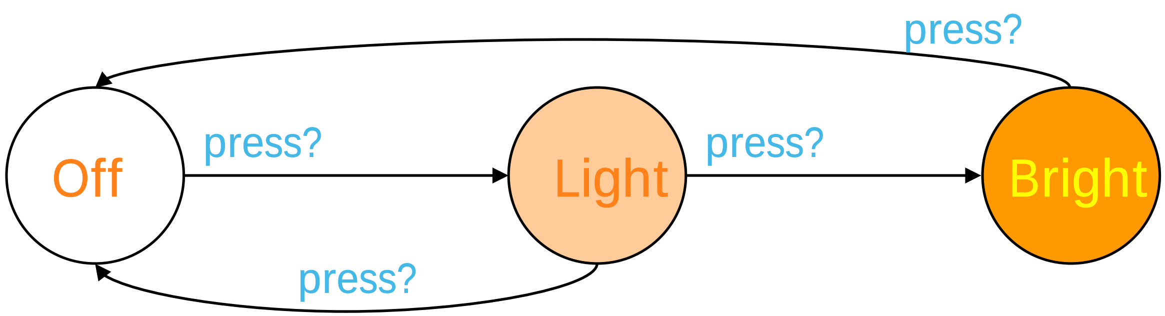
Adding Time

FSM

↓

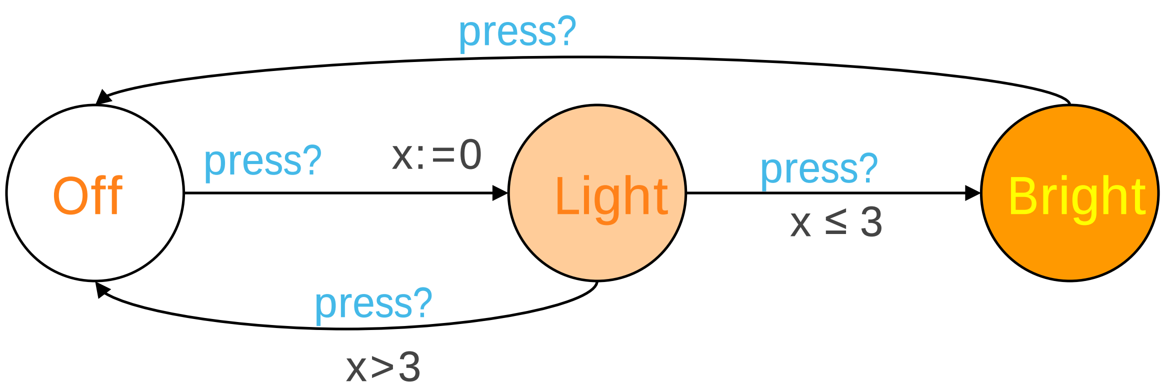
Timed Automata

Dumb Light Control



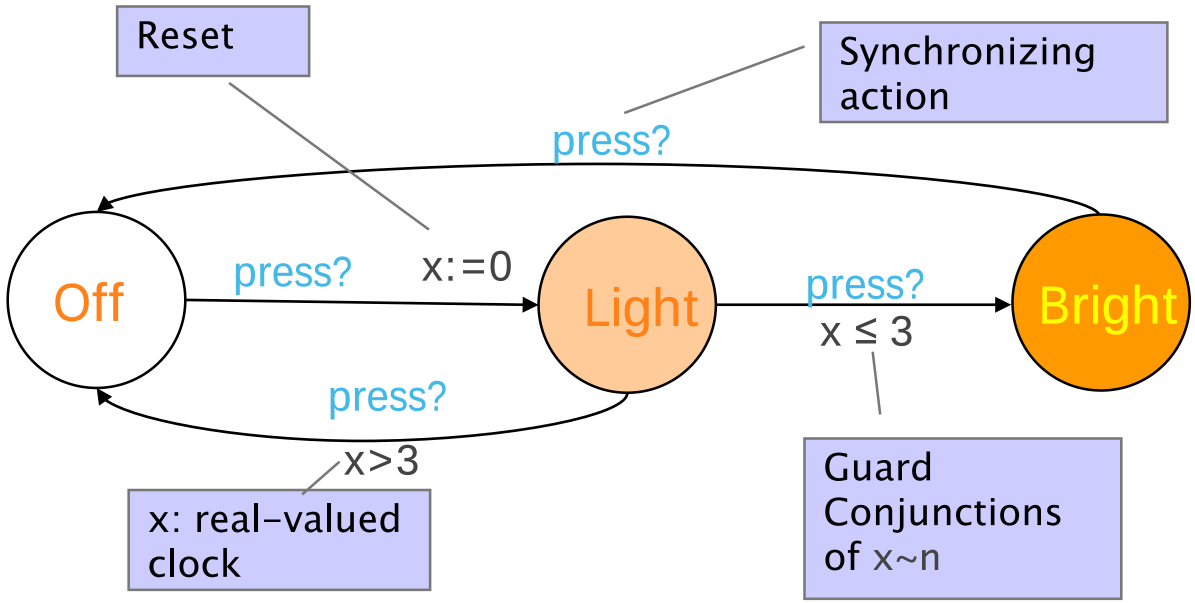
WANT: if press is issued twice quickly
then the light will get brighter; otherwise the light is turned off.

Dumb Light Control



Solution: Add real-valued clock x to model the timing requirements: $|[\textit{quickly}]| = x \leq 3$

Timed Automata



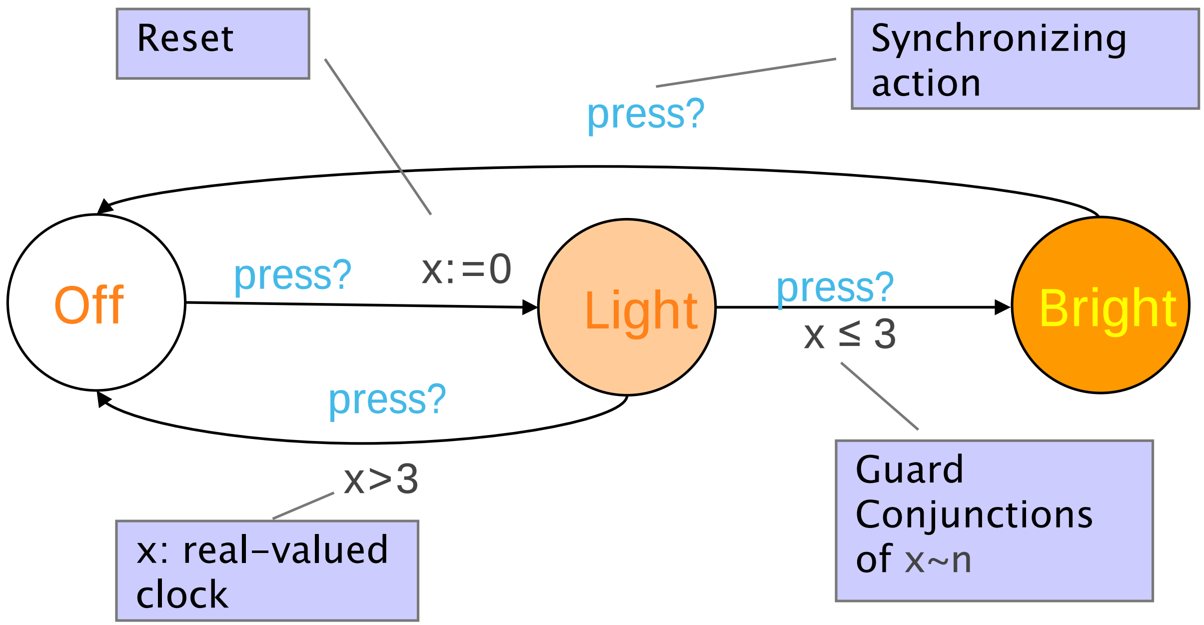
States:

(location , x=v) where v ∈ **R**

Transitions:

(Off , x=0)

Timed Automata



States:

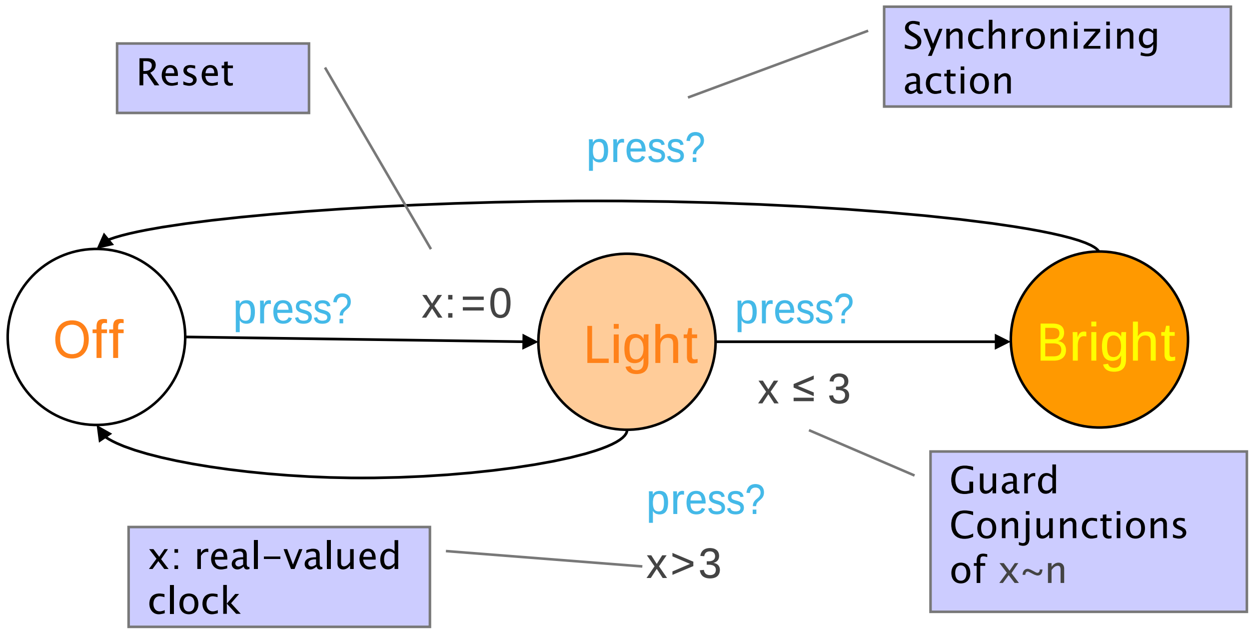
(location , x=v) where v ∈ **R**

Transitions:

(Off , x=0)

delay 4.32 → (Off , x=4.32)

Timed Automata



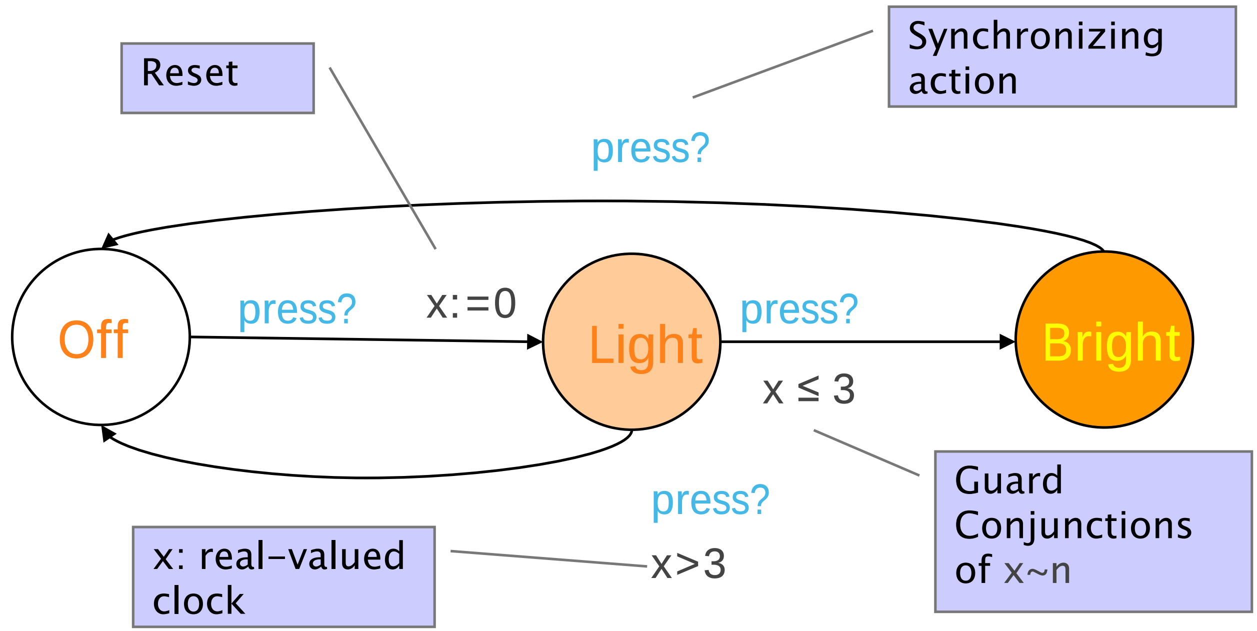
States:

(location , x=v) where v ∈ **R**

Transitions:

(Off , x=0)
delay 4.32 → (Off , x=4.32)
press? → (Light , x=0)

Timed Automata



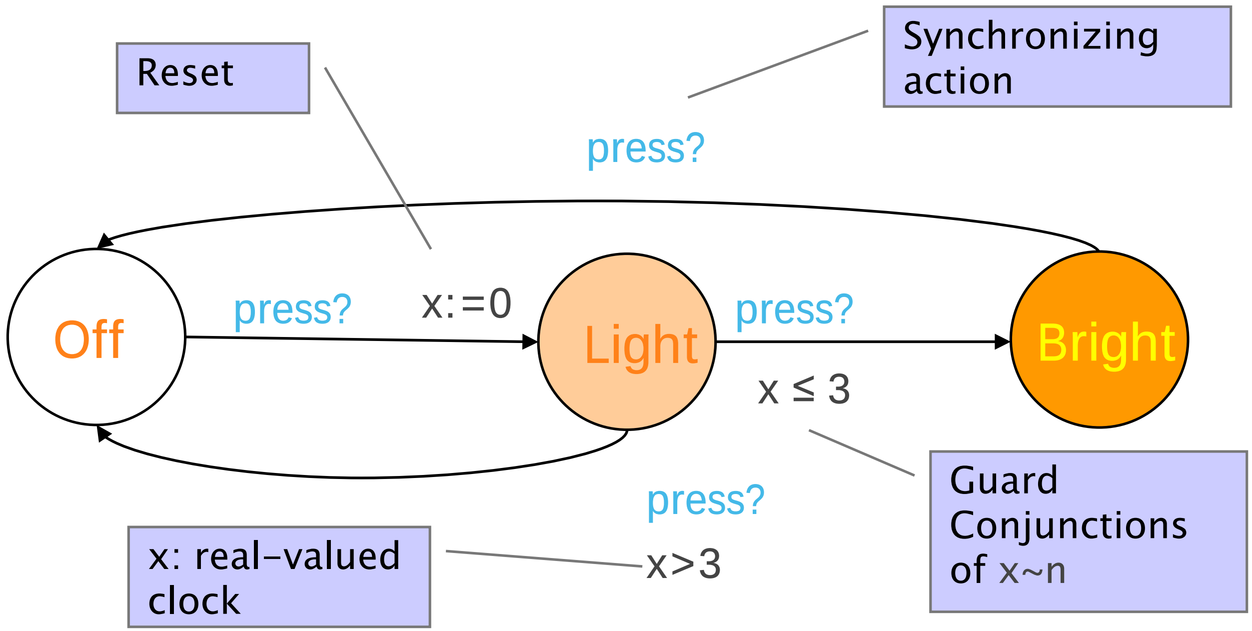
States:

(location , x=v) where v ∈ **R**

Transitions:

	(Off , x=0)
delay 4.32	→ (Off , x=4.32)
press?	→ (Light , x=0)
delay 2.51	→ (Light , x=2.51)

Timed Automata



States:

(location , x=v) where v ∈ **R**

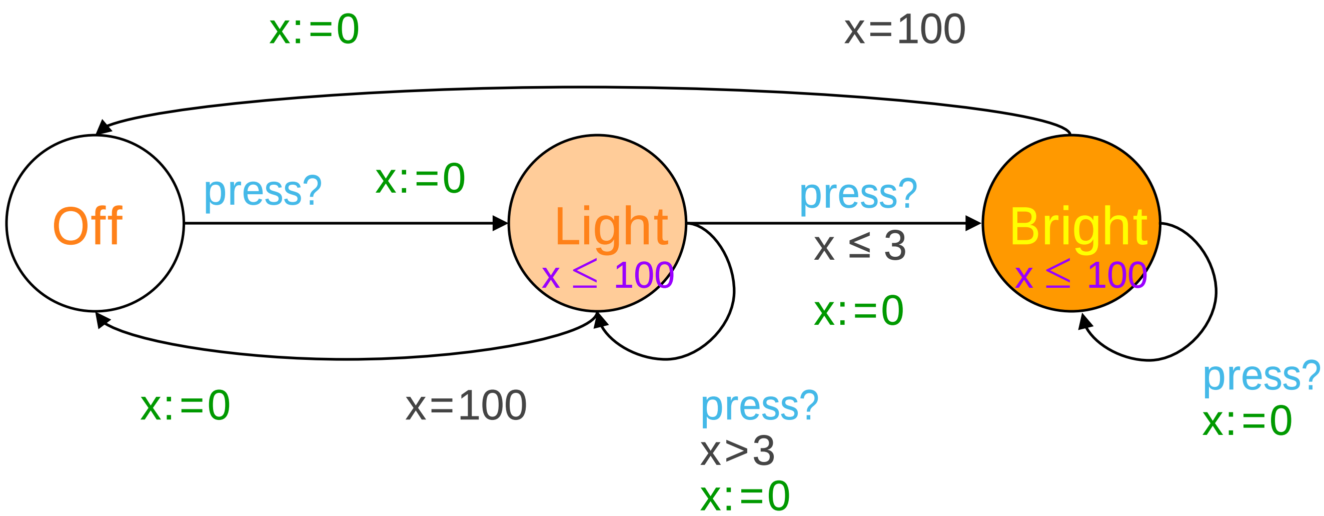
Transitions:

	(Off , x=0)
delay 4.32	→ (Off , x=4.32)
press?	→ (Light , x=0)
delay 2.51	→ (Light , x=2.51)
press?	→ (Bright , x=2.51)

Intelligent Light Control

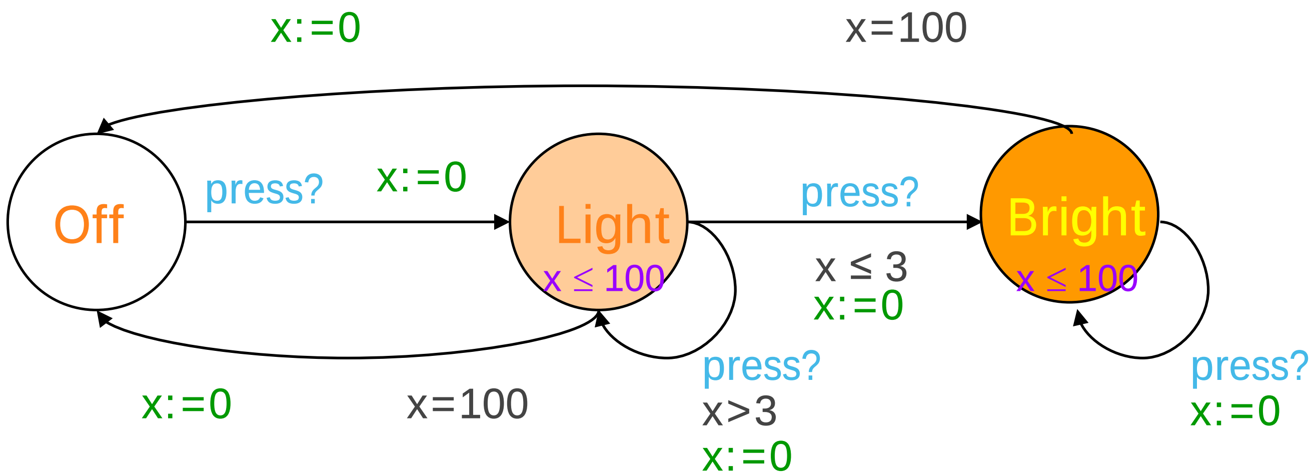
Using Invariants

Requirement: automatically switch light off after 100 time units



Intelligent Light Control

Using Invariants



Transitions:

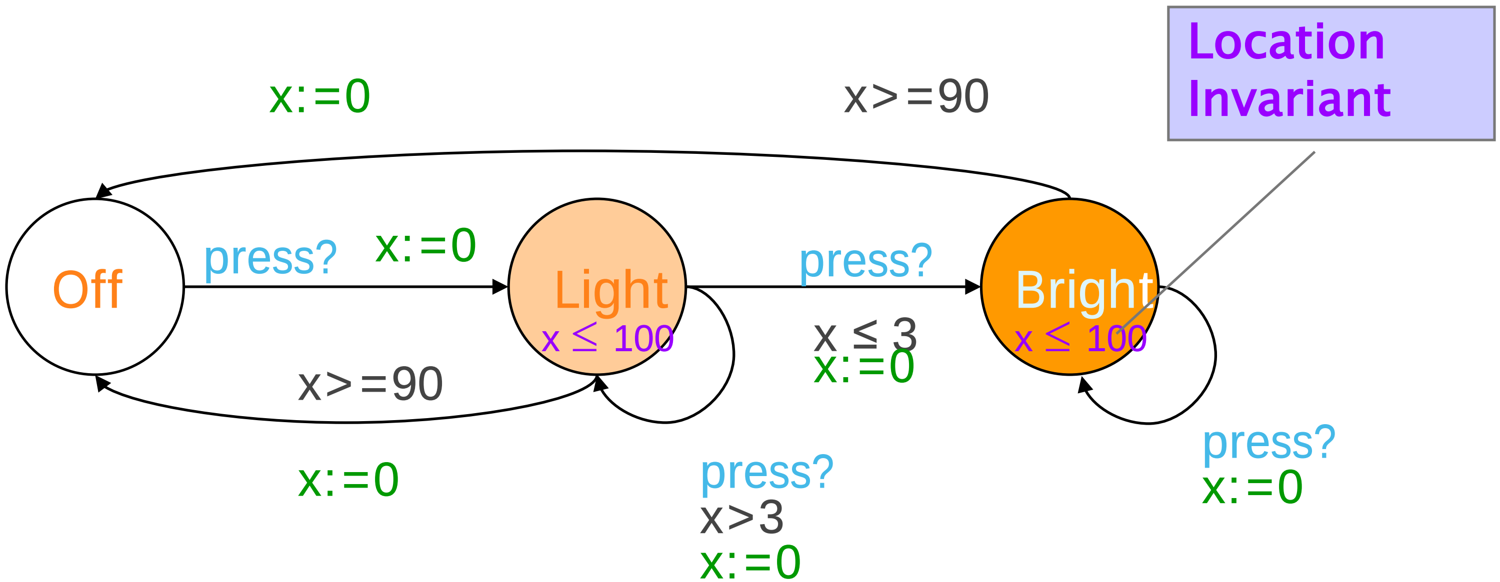
	(Off , x=0)
delay 4.32	→ (Off , x=4.32)
press?	→ (Light , x=0)
delay 4.51	→ (Light , x=4.51)
press?	→ (Light , x=0)
delay 100	→ (Light , x=100)
τ	→ (Off , x=0)

Note:
(Light , x=0) delay 103 → X

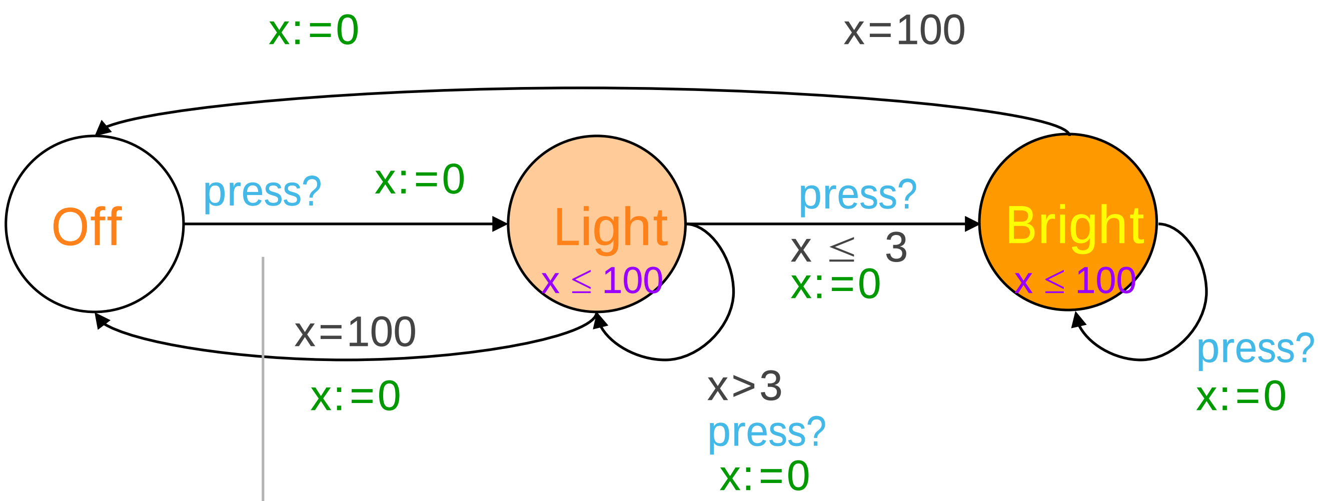
Invariants ensures progress

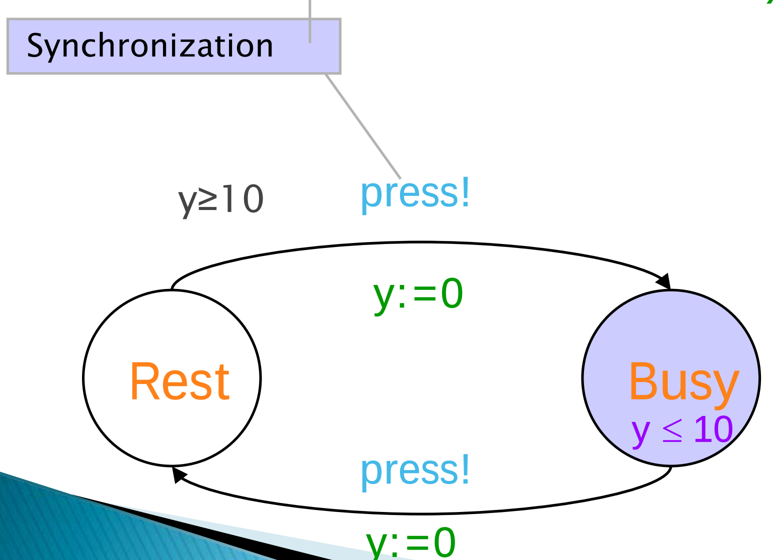
Intelligent Light Control

Requirements including uncertainty:
Automatically switch light off after ***between*** 90-100 time units



Light Controller || User



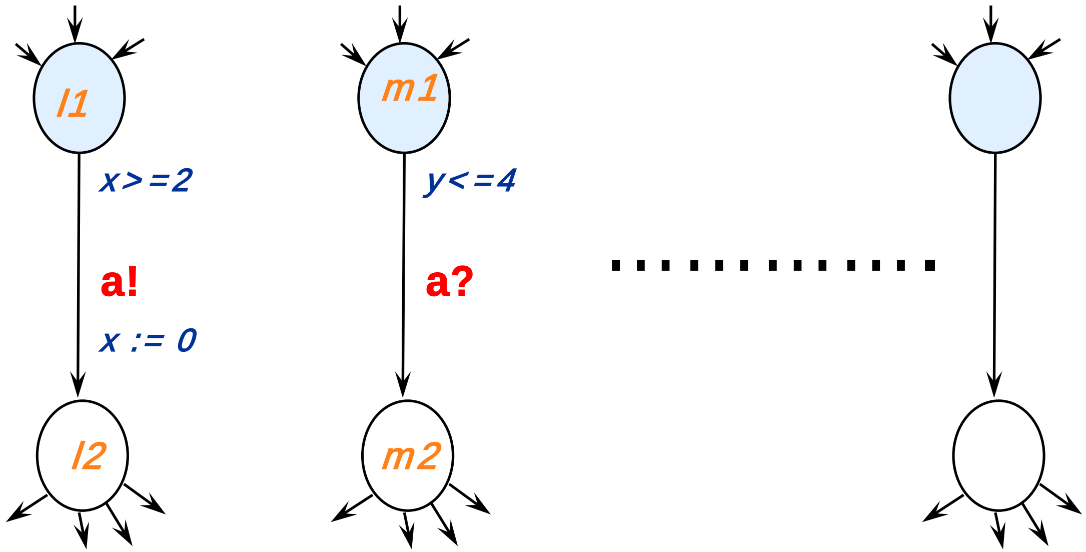


Transitions:

	(Off, Rest, x=0, y=0)
delay 20	→ (Off, Rest, x=20, y=20)
press?!	→ (Light, Busy, x=0, y=0)
delay 2	→ (Light, Busy, x=2, y=2)
press?!	→ (Bright, Rest, x=0, y=0)

Networks of Timed Automata

(a'la CCS)



Two-way synchronization on *complementary* actions.

Closed Systems!

Example transitions

(l1, m1,………, x=2, y=3.5,…..) $\xrightarrow{\text{tau}}$ *(l2,m2,……..,x=0, y=3.5, …..)*

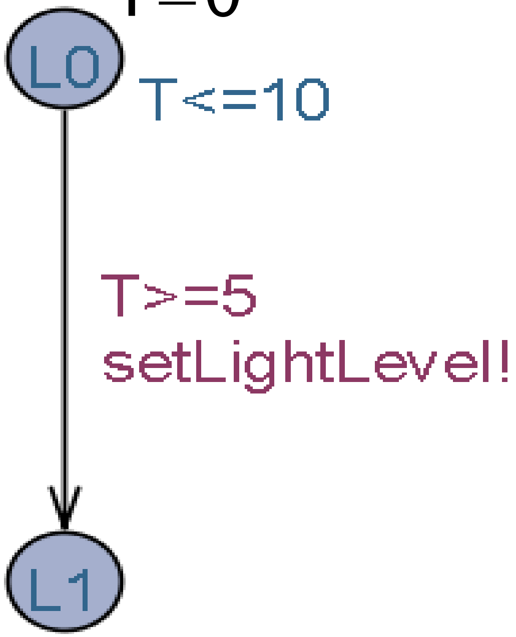
~~0.2~~ → *(l1,m1,………,x=2.2, y=3.7, …..)*

If **a** URGENT CHANNEL

Timing Uncertainty

- Unpredictable or variable
  - response time,
  - computation time
  - transmission time etc:

Initially
T=0

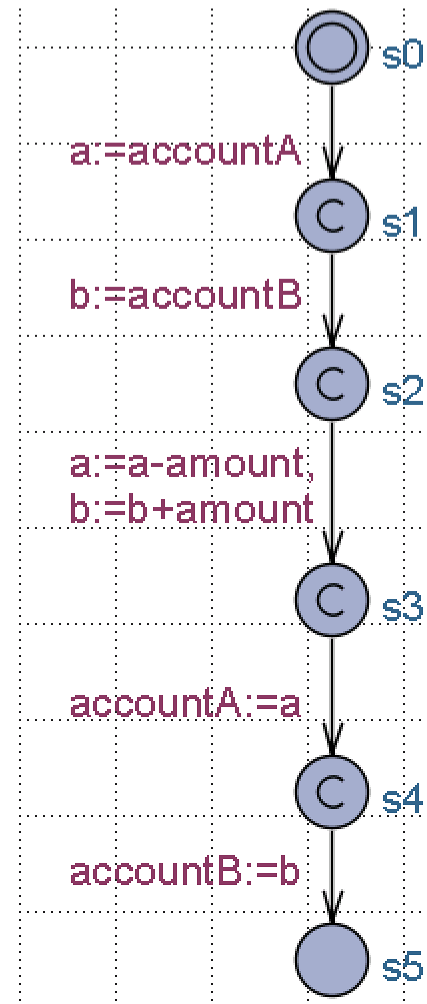


LightLevel must be adjusted
between 5 and 10

Comitted Locations

- Locations marked C
  - *No delay* in committed location.
  - No interleaving with parallel transitions
- Handy to model atomic sequences
- The use of committed locations <u>reduces</u> the number of states in a model, <u>and</u> allows for more space and time efficient analysis.

- S0 to s5 executed atomically



Urgent Channels and Locations

- Locations marked U
  - *No delay* like in committed location.
  - But Interleaving permitted
- Channels declared "**`urgent chan`**"
  - Time doesn't elapse when a synchronization is possible on a pair of urgent channels
  - Interleaving allowed

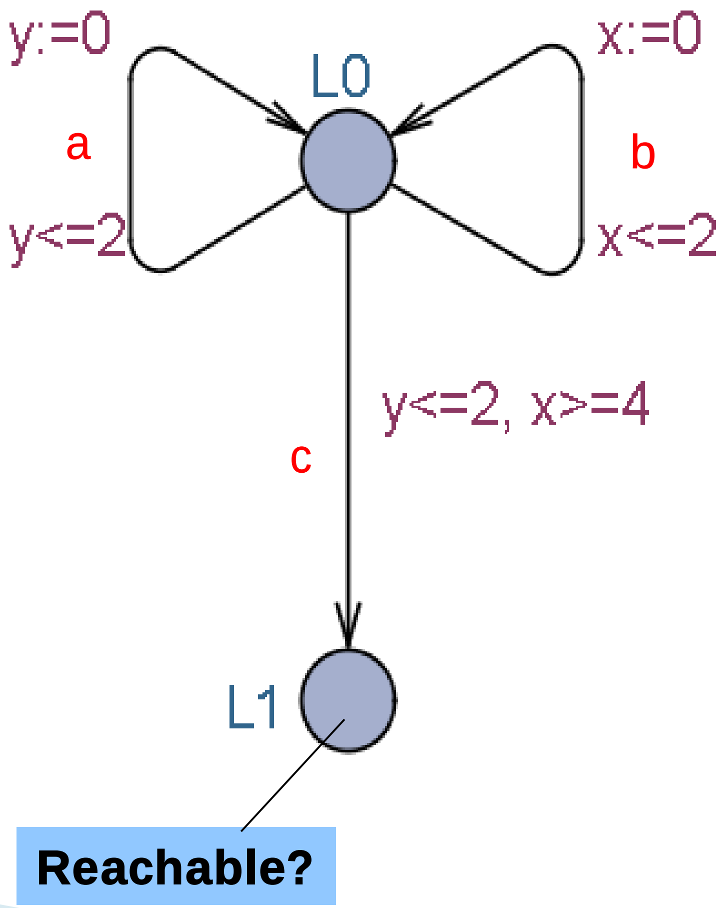
Broad-casts

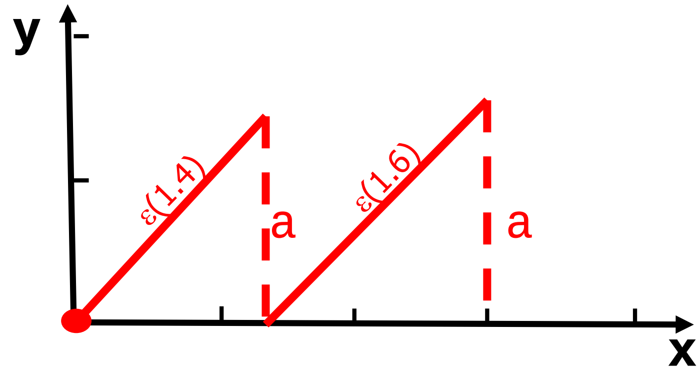
- chan coin, cof, cofBut;
- broadcast chan join;
  - sending: output join!
  - every automaton that listens to join moves on
  - ie. every automaton with enabled “join?” transition moves in one step
  - may be zero! Listeners, sender can progress anyway

Other Uppaal features

- Bounded domains
  - `int [1..4] a;`
- C-like data-structures and user defined functions in declaration section
  - structs, arrays, and typedef
- non-deterministic assignment:
  - `select a:T`
- `forall`, `exists` in expressions
- Scalar sets (for giving unique ID's)
- Process and channel **priorities**
- Value passing (emulation)

Timed traces





(L0,x=0,y=0)

$\rightarrow_{\varepsilon(1.4)}$

(L0,x=1.4,y=1.4)

$\rightarrow_{a}$

(L0,x=1.4,y=0)

$\rightarrow_{\varepsilon(1.6)}$

(L0,x=3.0,y=1.6)

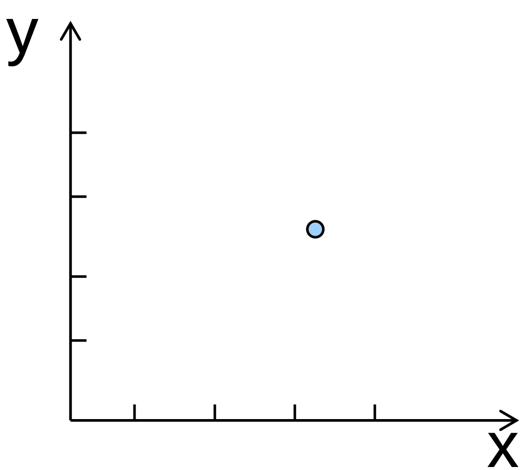
$\rightarrow_{a}$

(L0,x=3.0,y=0)

From explicit clock values to zones
(*from infinite to finite*)

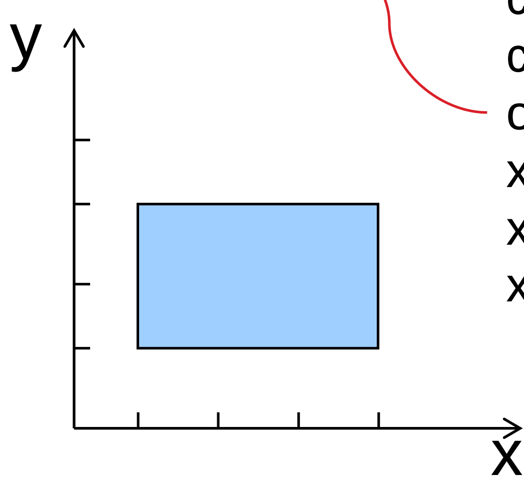
Explicit state

(n, x=3.2, y=2.5)



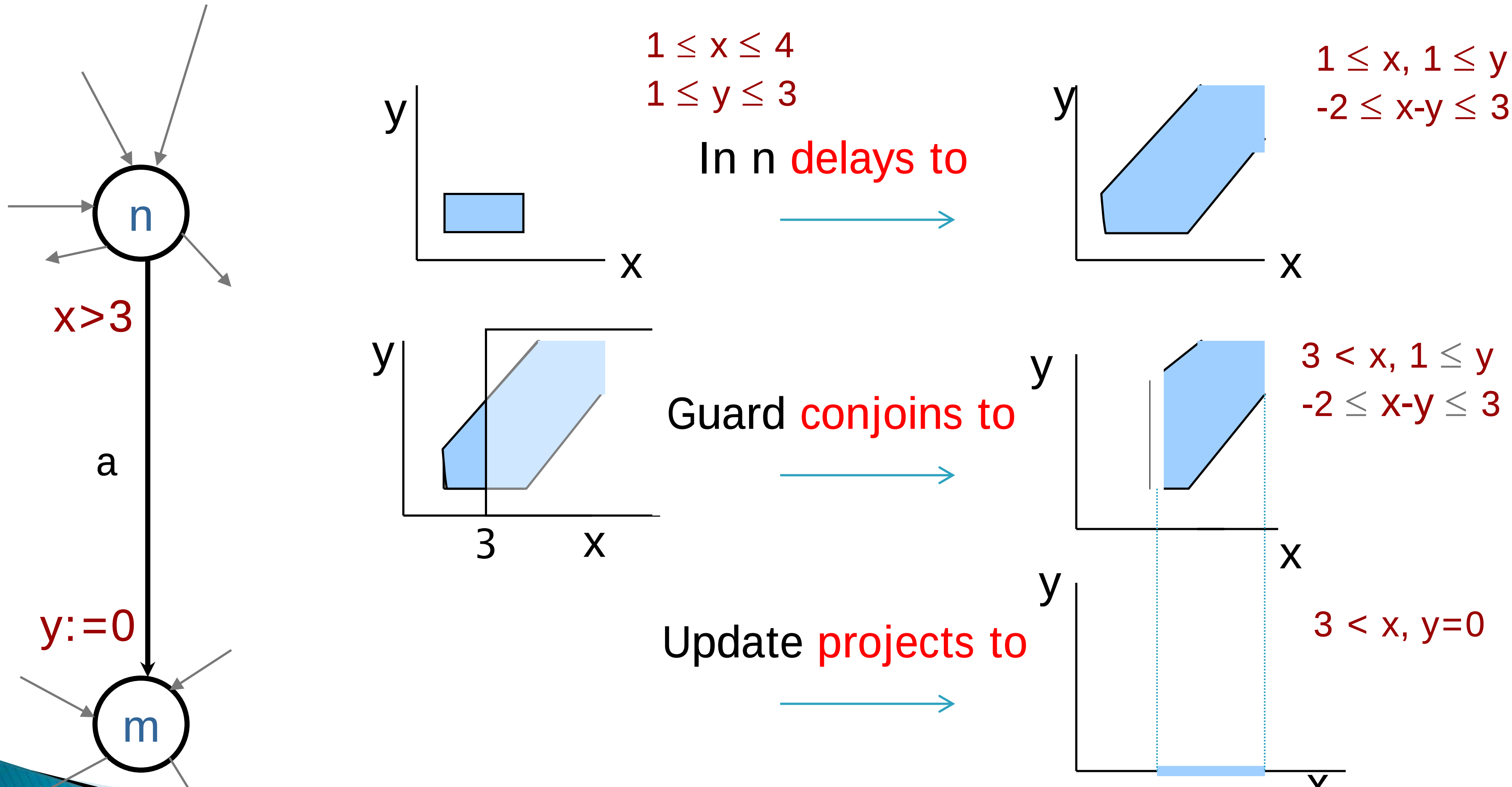
Symbolic state (set)

(n, $1 \leq x \leq 4$, $1 \leq y \leq 3$)



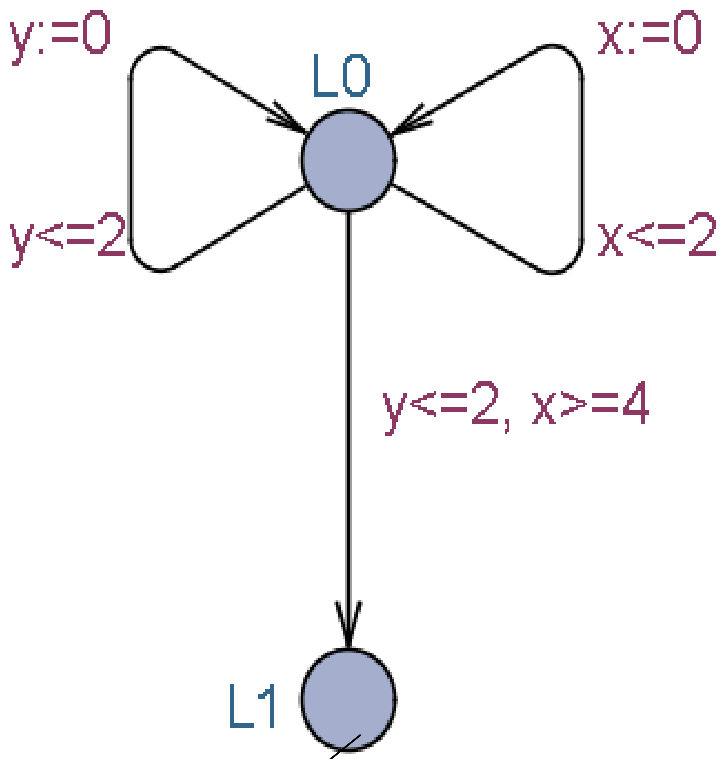
Zone:
conjunction of clock constraints of form:
x-y<=const1,
x<=const2,
x>=const3

Symbolic Transitions

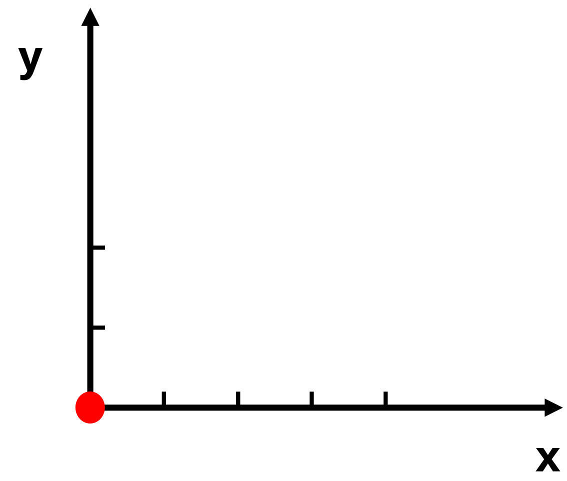


Thus $(n, 1 \le x \le 4, 1 \le y \le 3) \to^{a} (m, 3 < x, y=0)$

Symbolic Exploration



Reachable?



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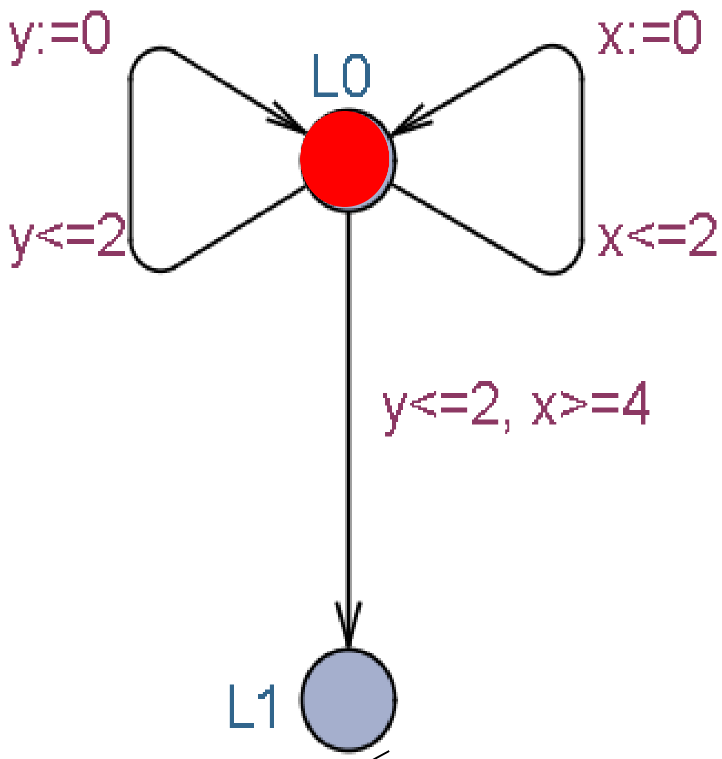

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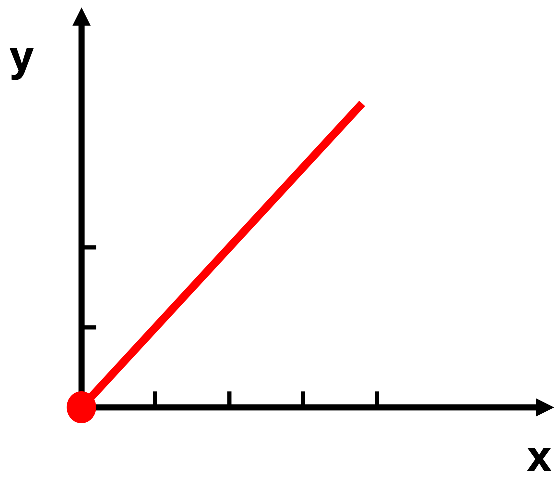
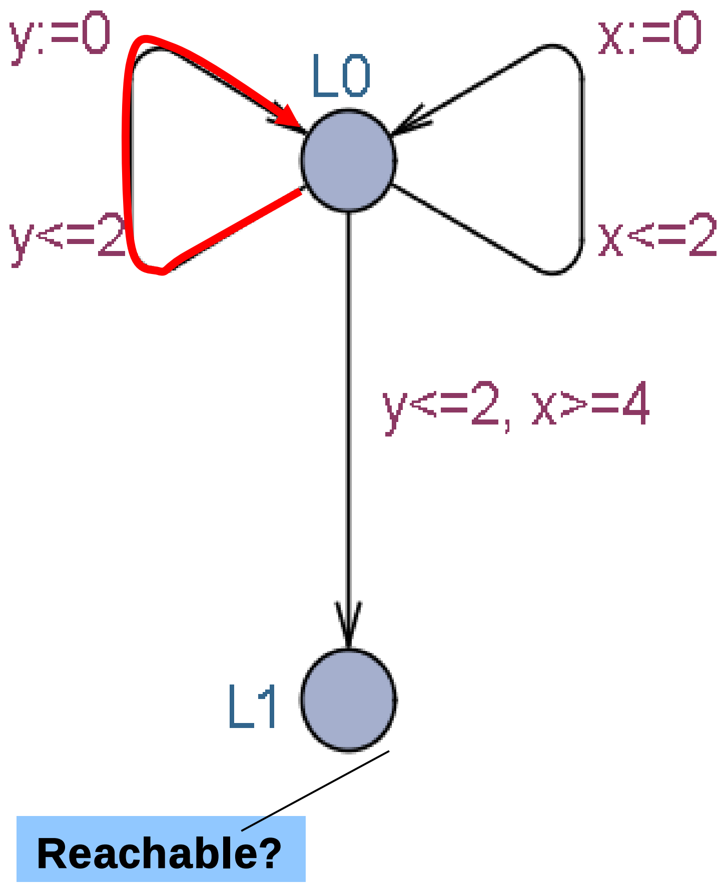
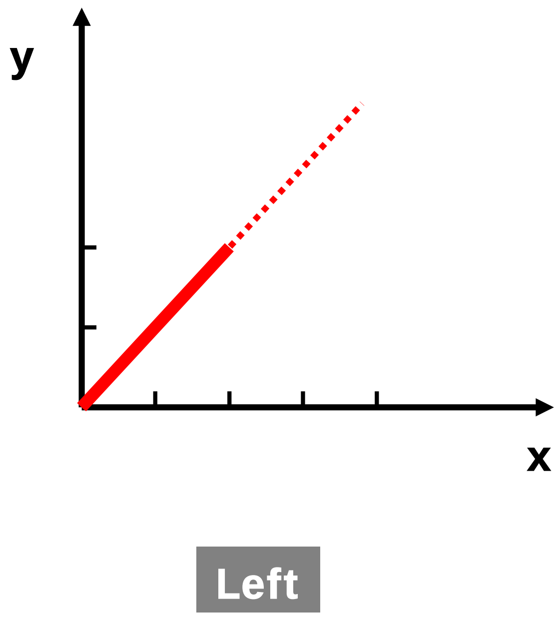


Delay

Symbolic Exploration





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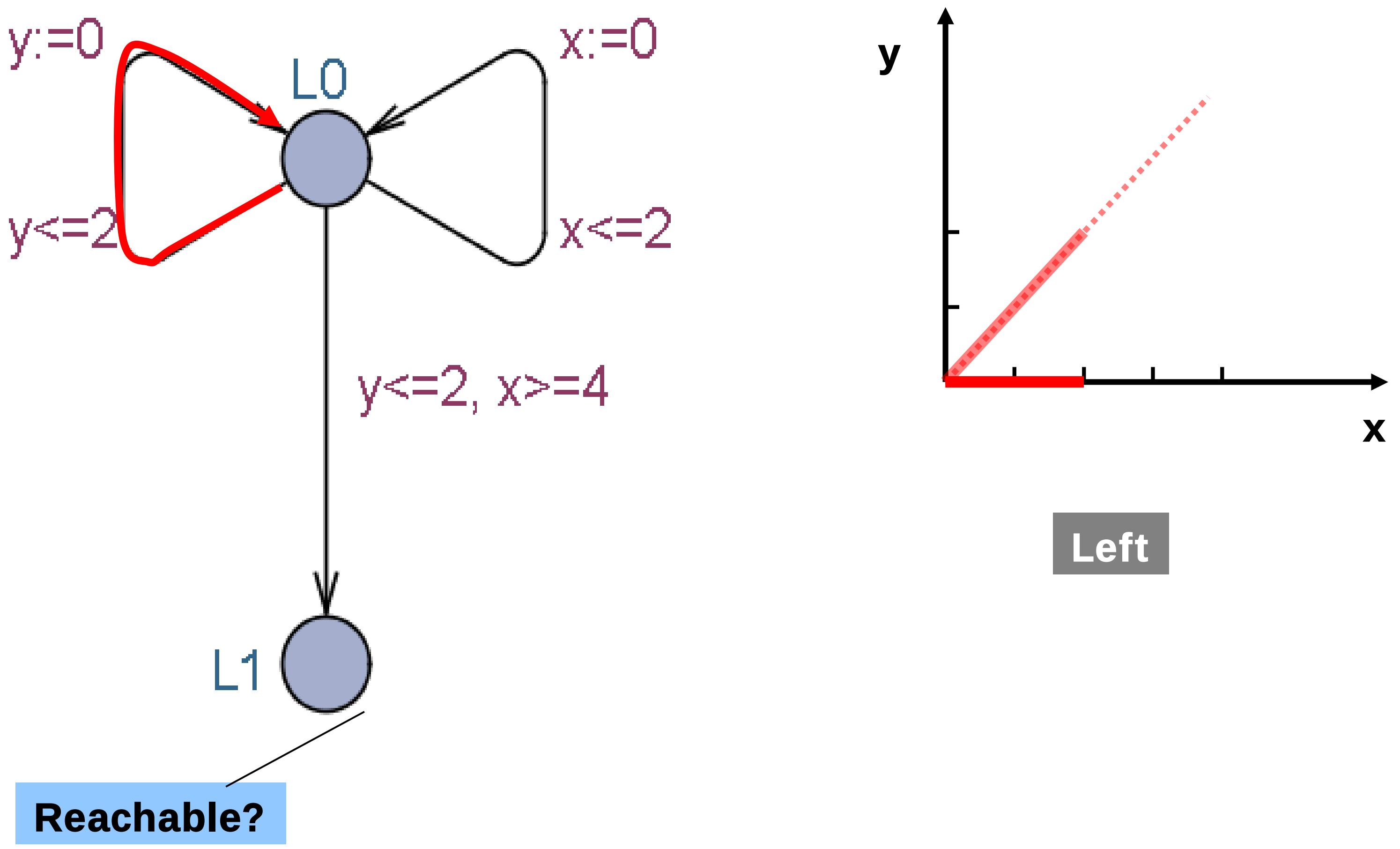

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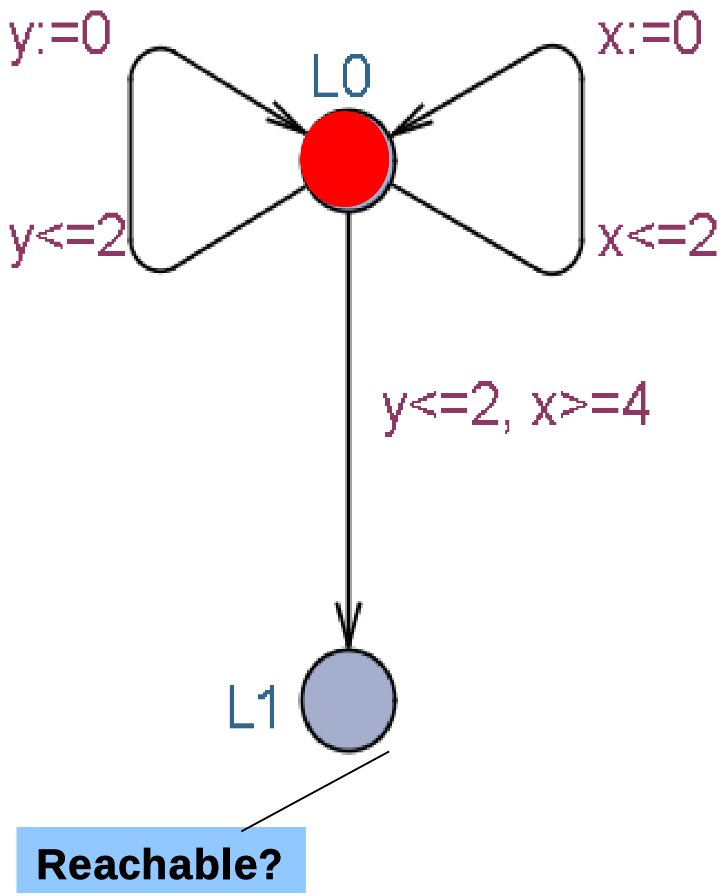
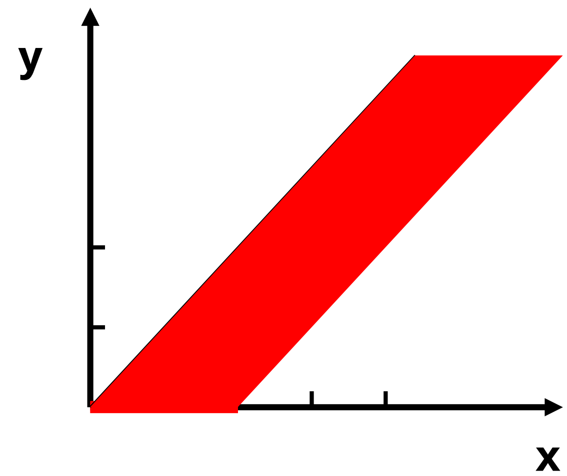
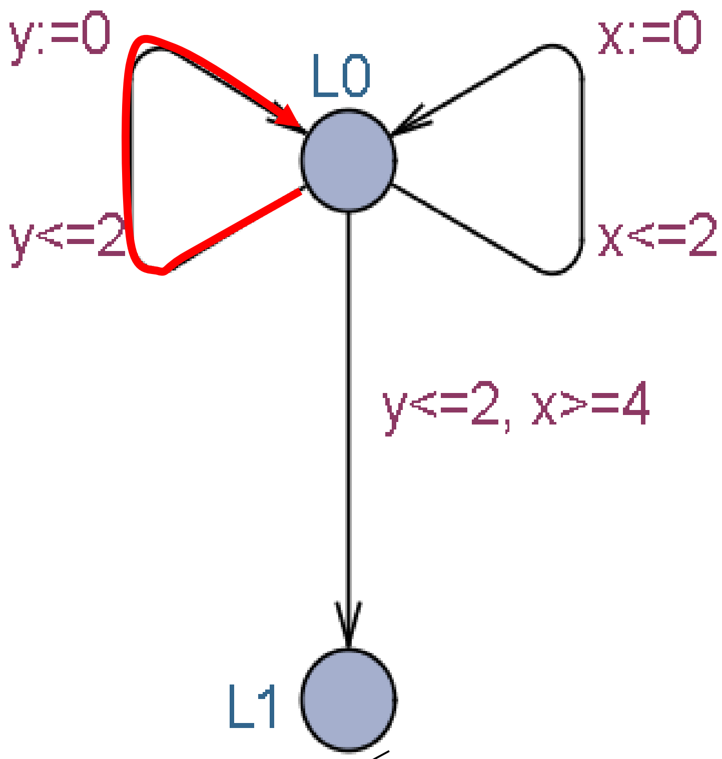


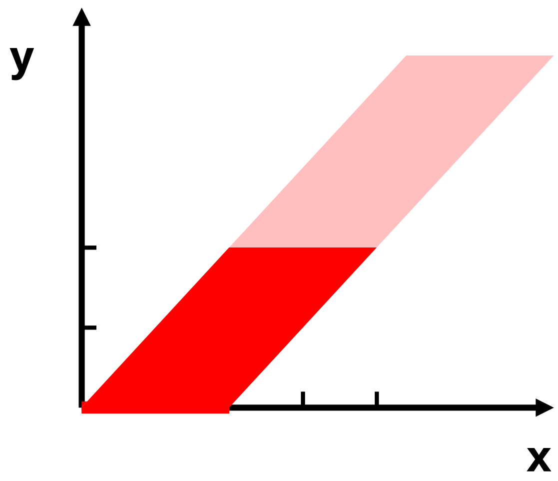


Delay

Symbolic Exploration

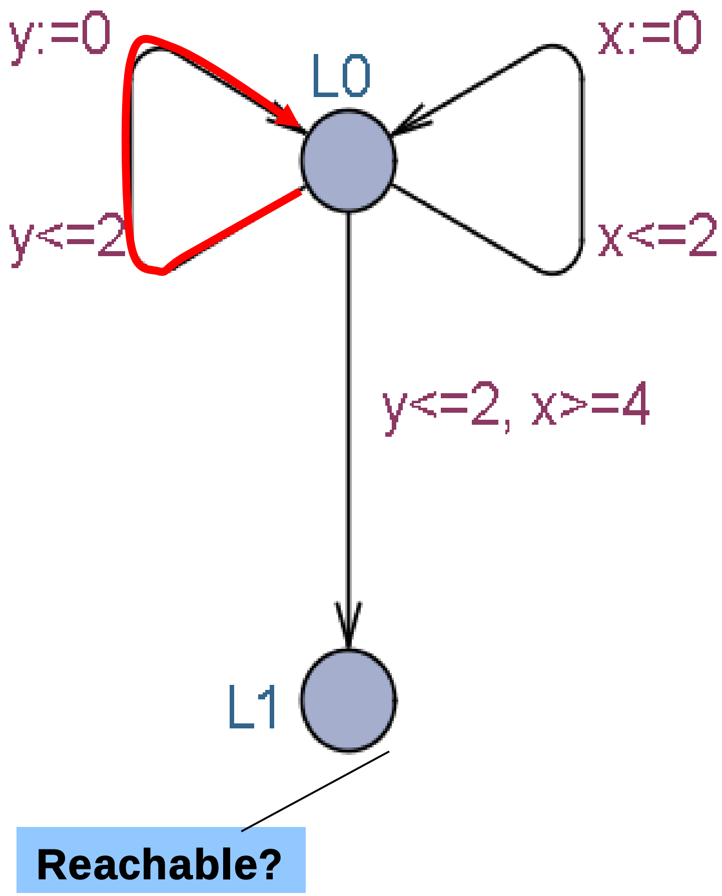


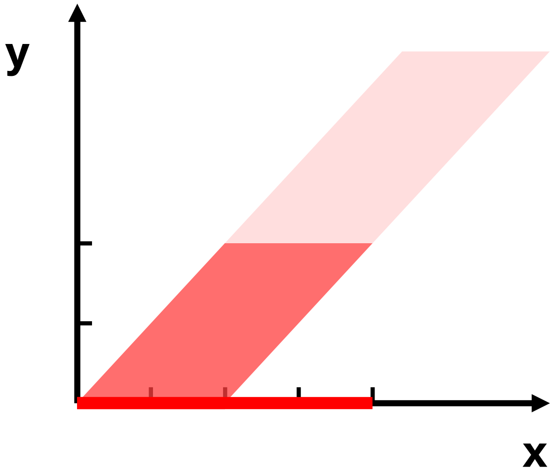
Reachable?



Left

Symbolic Exploration





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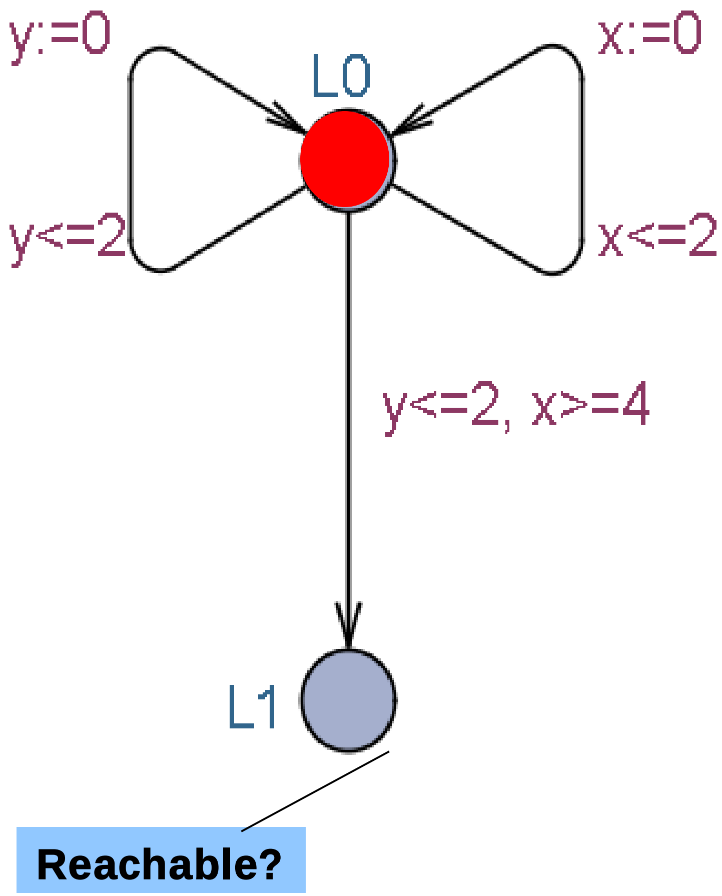
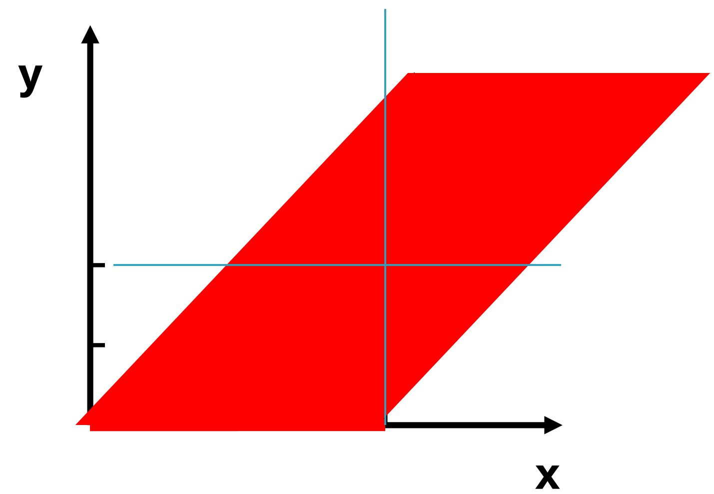
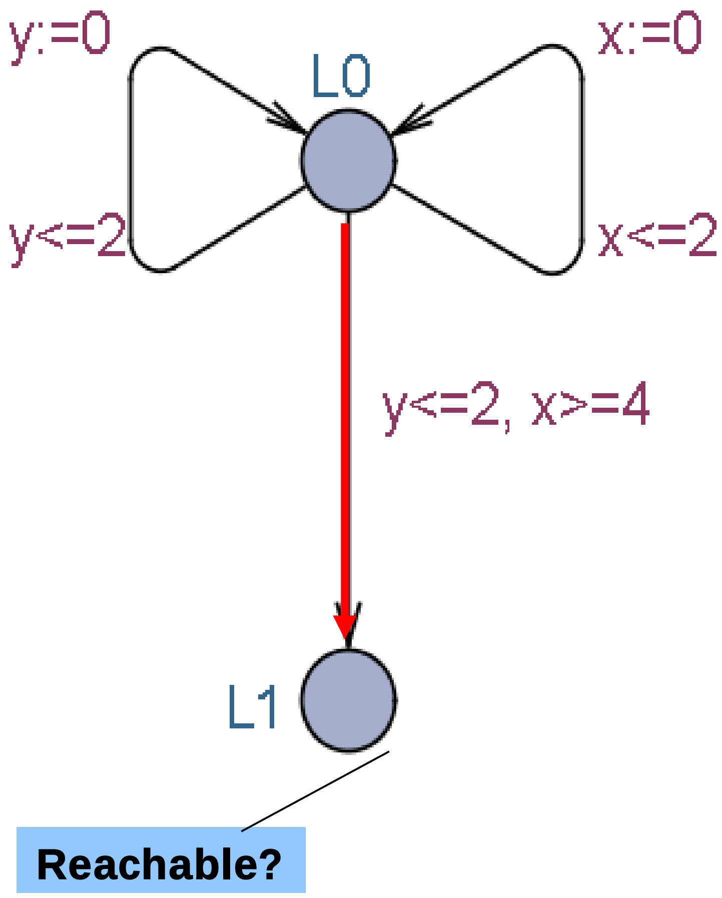
Symbolic Exploration

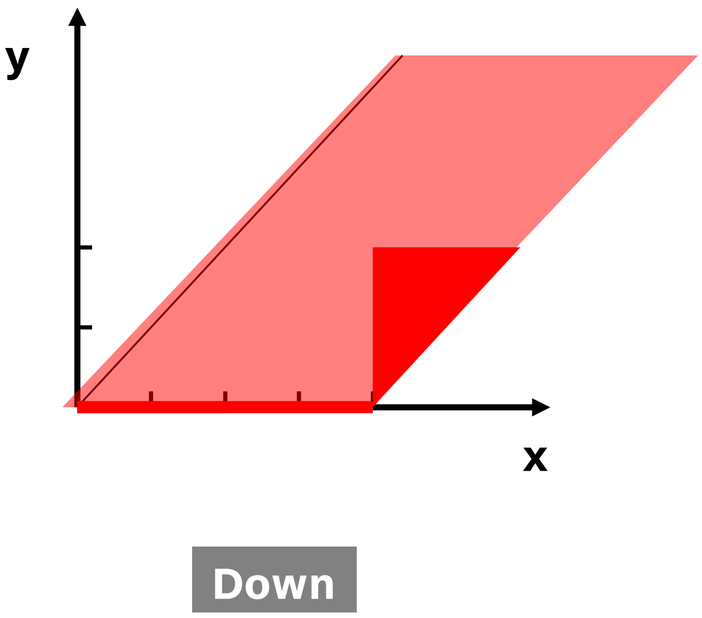




Delay

Symbolic Exploration

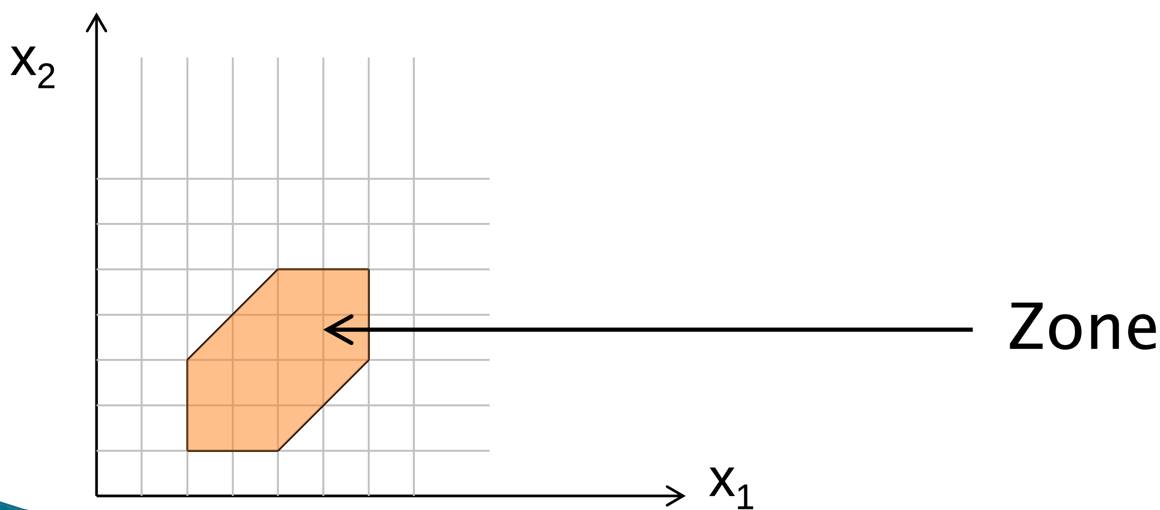




Difference Bound Matrices

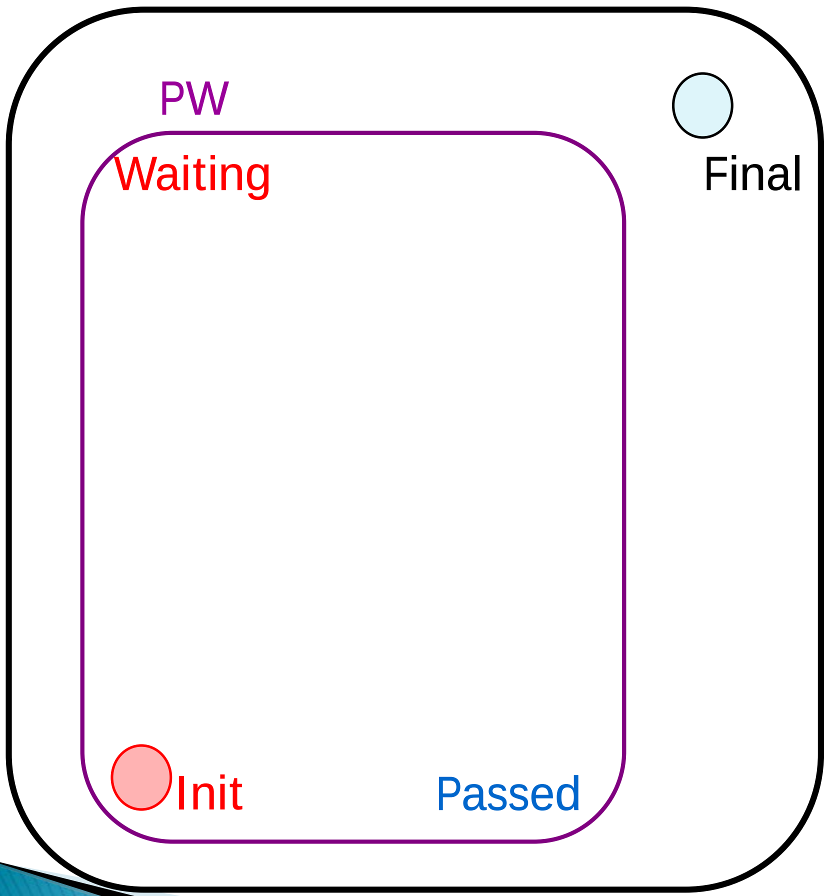
$x_0-x_0<=0$	$x_0-x_1<=-2$	$x_0-x_2<=-1$
$x_1-x_0<=6$	$x_1-x_1<=0$	$x_1-x_2<=3$
$x_2-x_0<=5$	$x_2-x_1<=1$	$x_2-x_2<=0$

$x_i-x_j<=c_{ij}$



Forward Reachability Algorithm

Init -> Final ?



INITIAL Passed := Ø;
Waiting := {(n_0,Z_0)}

REPEAT
pick (n,Z) in Waiting
if (n,Z) = Final return **true**
for all (n,Z)$\rightarrow$(n',Z'):
if for some (n',Z'') Z'$\subseteq$ Z'' continue
else add (n',Z') to Waiting
move (n,Z) to Passed

UNTIL Waiting = Ø
return **false**

Forward Reachability Algorithm

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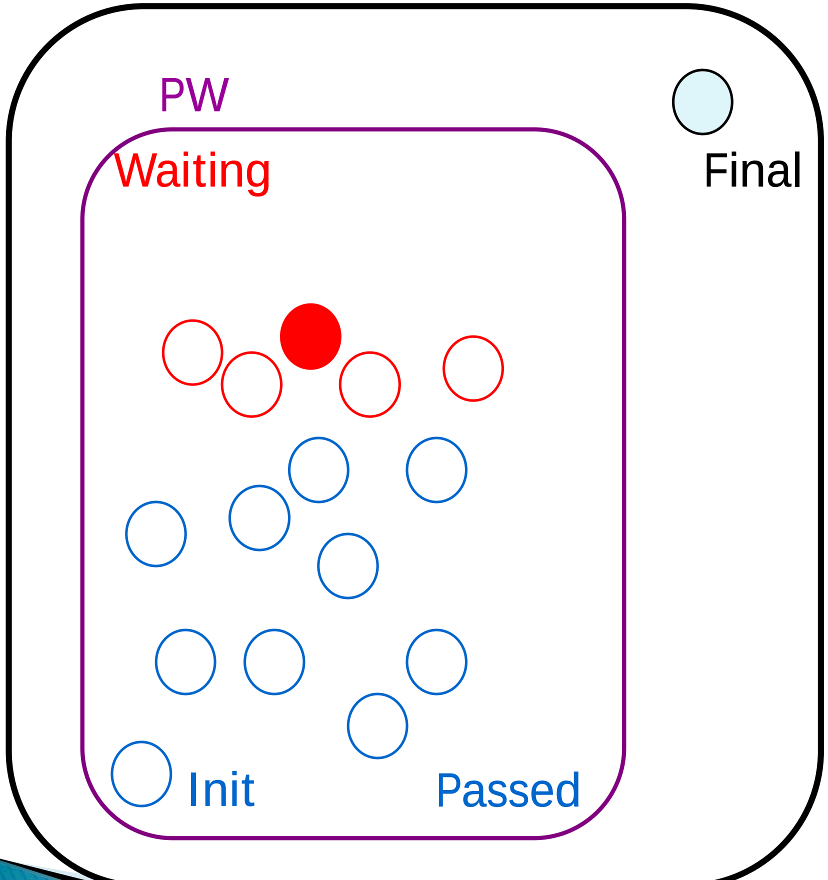

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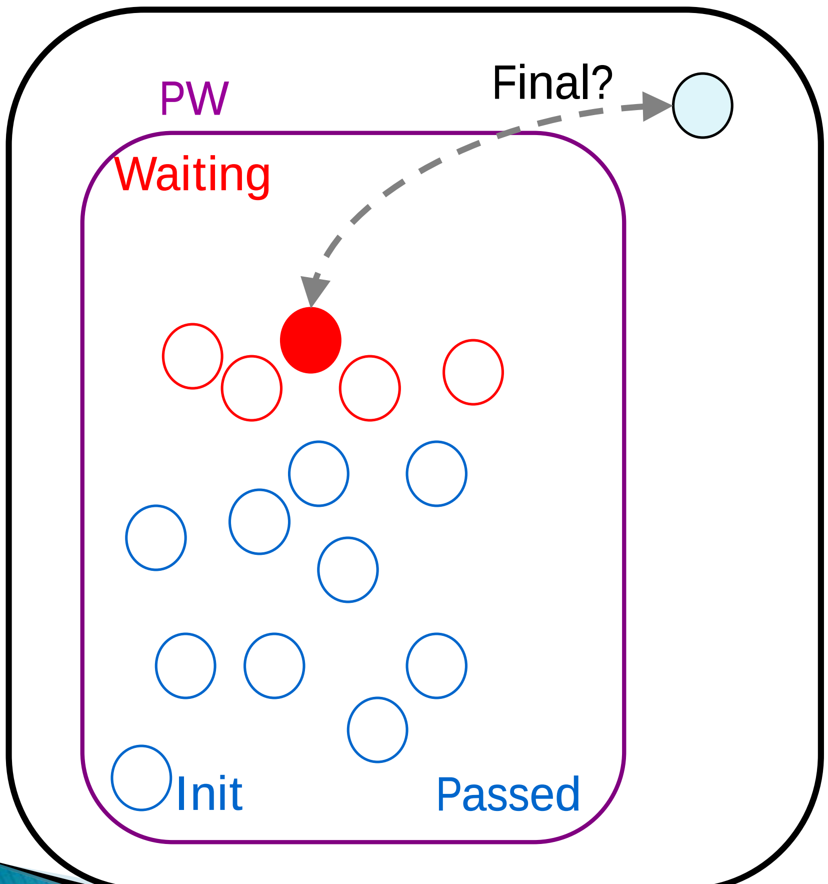

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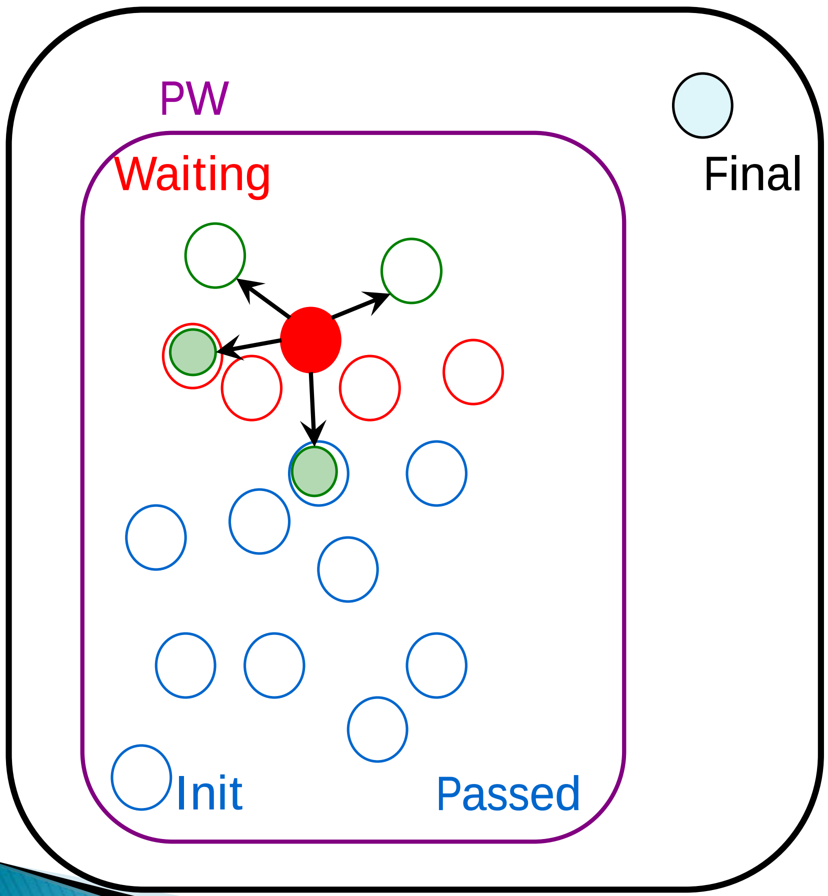

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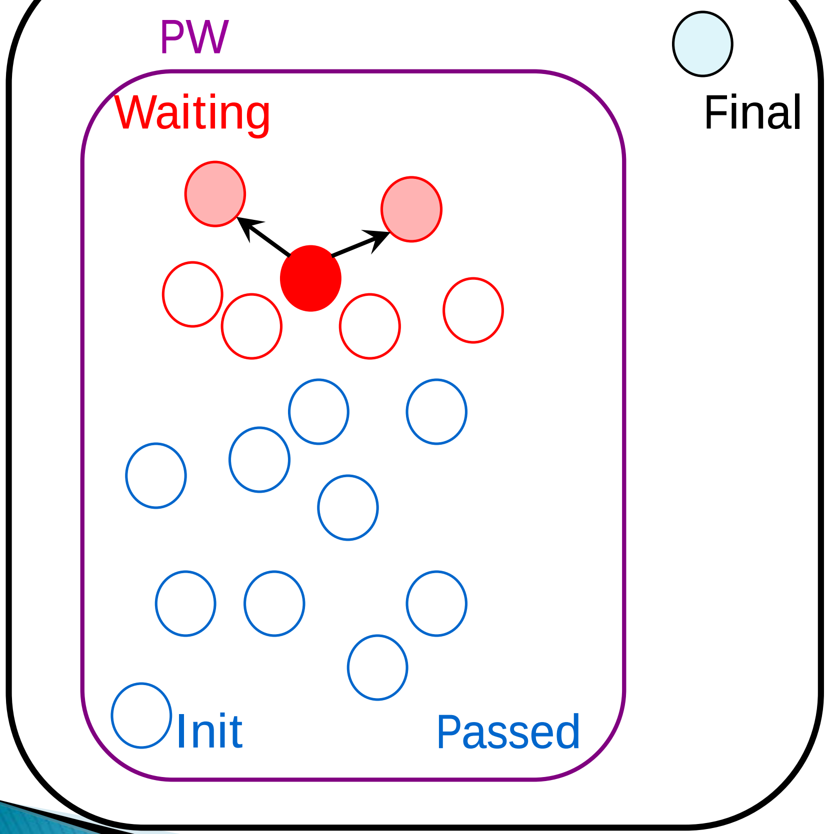

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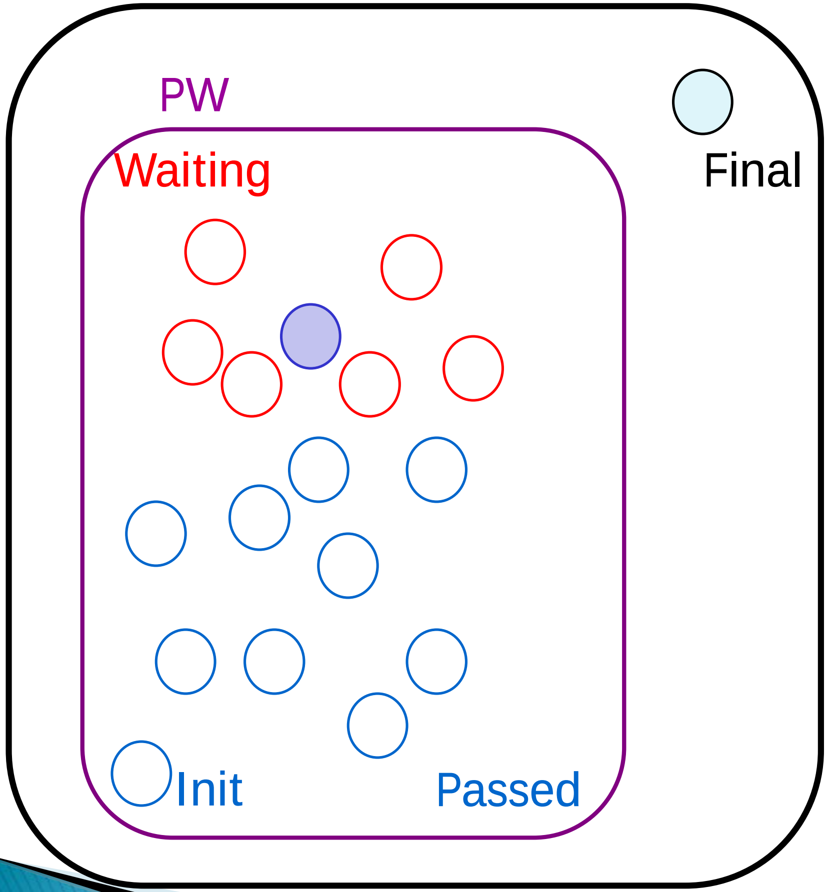

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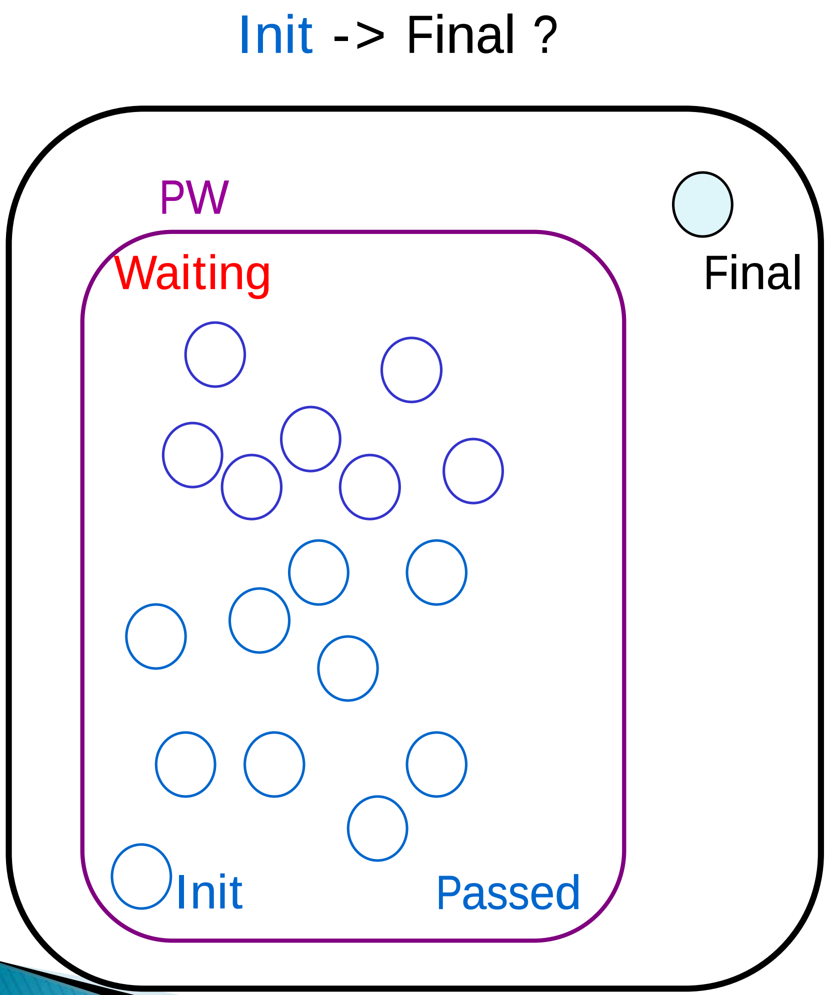

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<u>return false</u>

Specification (Query) Language

UPPAAL Property Specification Language

- **A[] p** *always*
- **A<> p** *inevitable*
- **E<> p** *Possible*
- **E[] p** *potentially always*
- **P --> q** *leads-to*

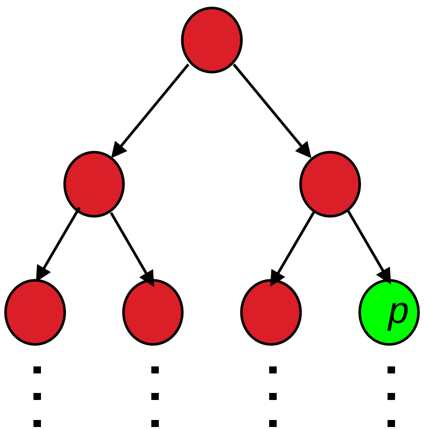
process location data guards clock guards

p::= a.l | g_d | g_c | p and p |
p or p | not p | p imply p |
(p) | deadlock(only for A[],E<>)

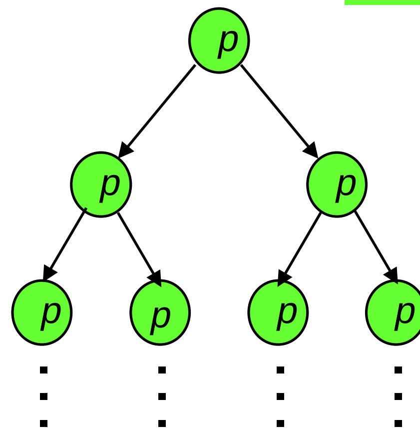
```
A[] (mc1.finished and mc2.finished) imply (accountA+accountB==200)
```

Uppaal "Computation Tree Logic"

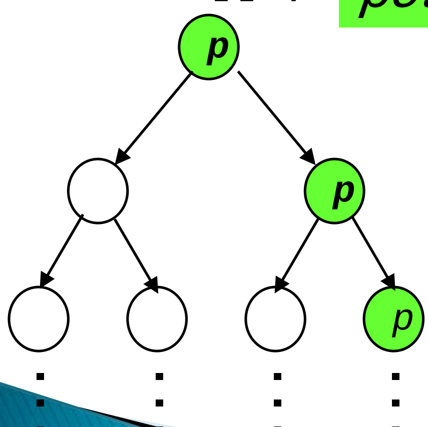
`E<>` *p* *Possible*



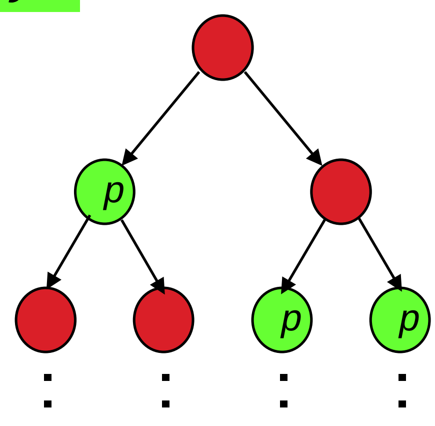
`A[]` *p* *always*



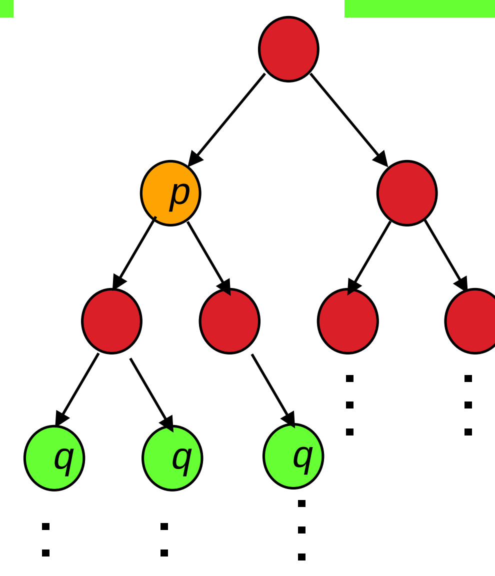
`E[]` *p* *potentially always*



`A<>` *p* *inevitable*



p `-->` *q* *leads-to*



Logical Specifications

- Validation Properties
  - Possibly: E<> *p*
- Safety Properties
  - Invariant: A[] *p*
  - Pos. Inv.: E[] *P*
- Liveness Properties
  - Eventually: A<> *p*
  - Leadsto: *p* --> *p*
- Bounded Liveness
  - Leads to within: *p* -->$_{\leq t}$ *q*

The expressions *p* and *q* must be type safe, side effect free, and evaluate to a boolean.

Only references to integer variables, constants, clocks, and locations are allowed (and arrays of these).

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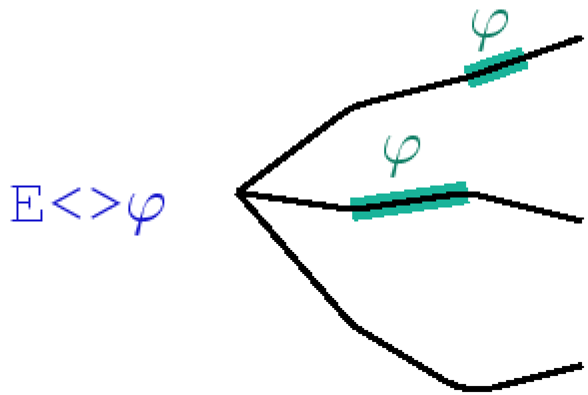

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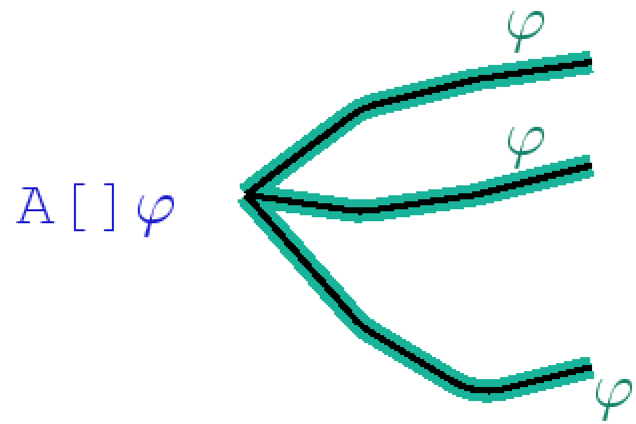

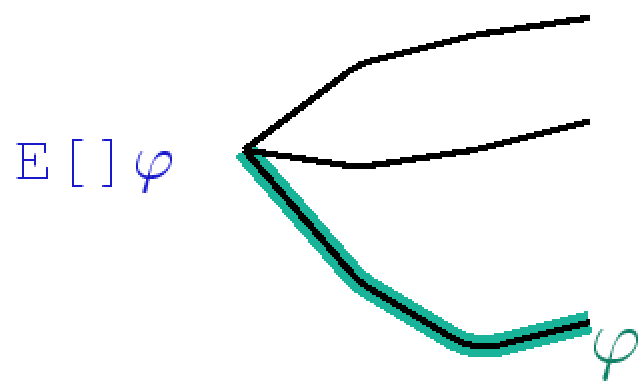

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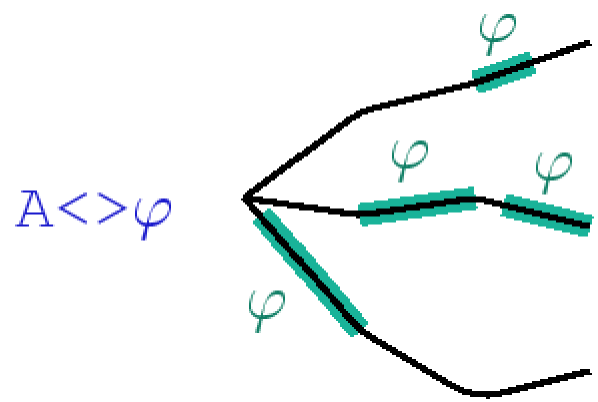

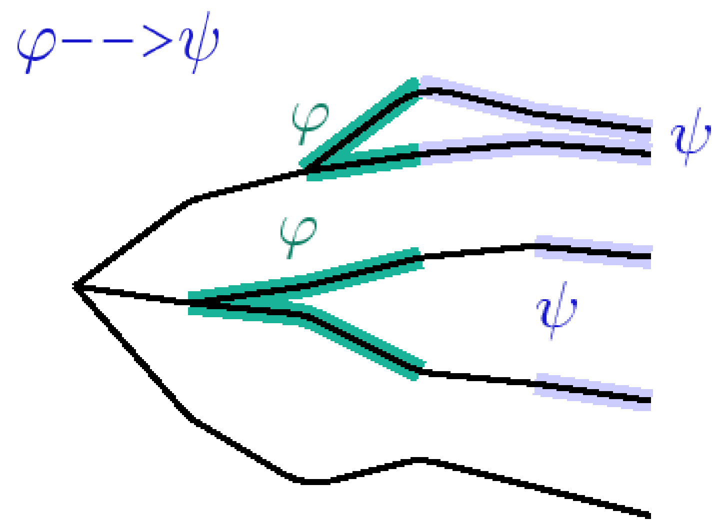

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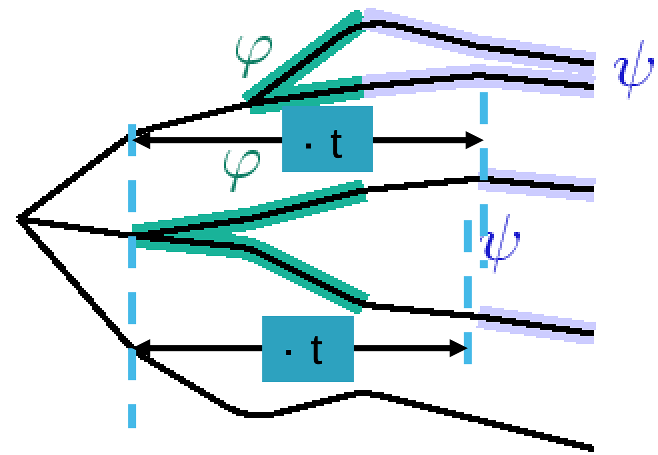
  - Eventually: A<> *p*
  - Leadsto: *p* --> *q*

- Bounded Liveness
  - Leads to within: $p \dashrightarrow_{\leq t} q$



Jug Example

- Safety: Never overflow.
  - A[] forall(i:id_t) level[i] <= capa[i]

- Validation/Reachability: How to get 1 unit.
  - E<> exists(i:id_t) level[i] == 1

Train-Gate Crossing

- Safety: One train crossing.
  - A[] forall (i : id_t) forall (j : id_t) Train(i).Cross && Train(j).Cross imply i == j
- Liveness: Approaching trains eventually cross.
  - Train(0).Appr --> Train(0).Cross
  - Train(1).Appr --> Train(1).Cross
  - …
- No deadlock.
  - A[] not deadlock