Systems and Software Verification

Chapter 5. Timed Automata

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Ver. 2.0

5. Timed Automata

- "Temporal"
  - "Trigger the alarm action upon detecting of a problem"

- "Real-Time"
  - "Trigger the alarm less than 5 seconds after detecting a problem"

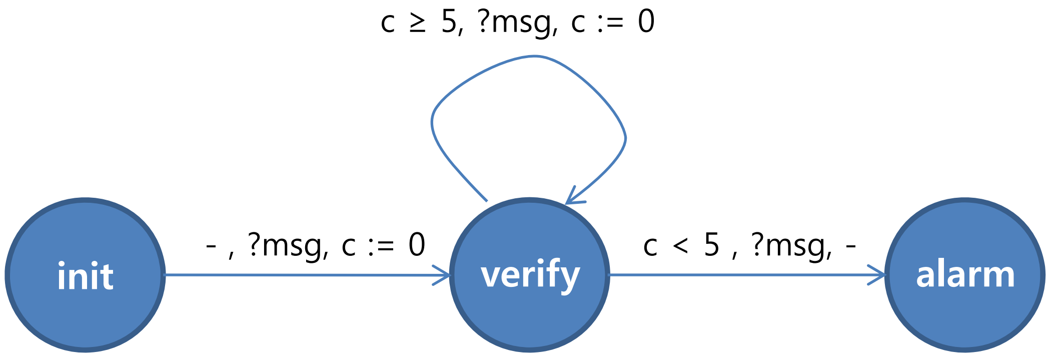
- Timed Automata
  - Proposed by Alur and Dill in 1994.
  - An answer to this "real-time" needs

- Organization of chapter 5
  - Description of a Timed Automata
  - Networks of Timed Automata and Synchronization
  - Variants and Extensions of the Basic Model
  - Timed Temporal Logic
  - Timed Model Checking

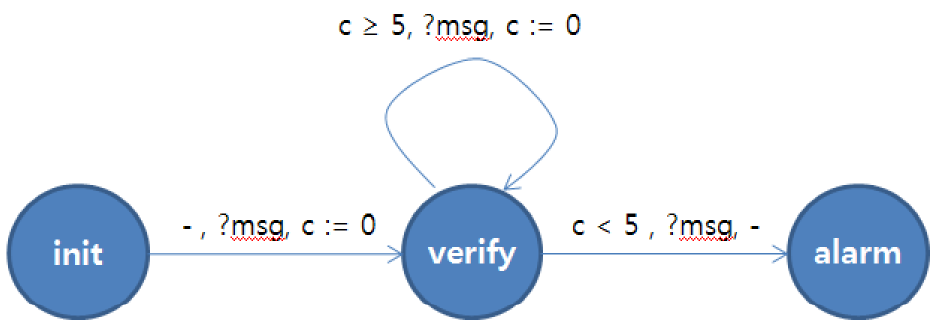
5.1 Description of Timed Automata

- Two fundamental elements of timed automata
  1. A finite automaton (assumed instantaneous between states)
  2. Clocks

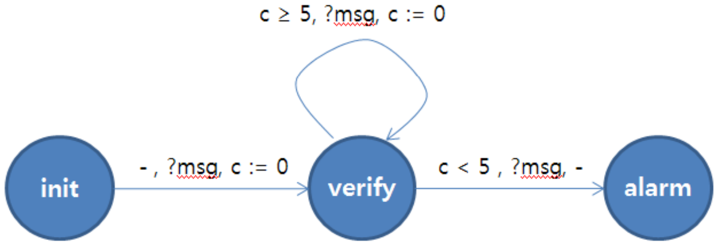
- An example



- Clocks and transitions
  - Clocks
    - Variables having non-negative real values in R
    - All clocks are null in the initial system states
    - All clocks evolve at the same speed, synchronously with time
  - Transitions
    - Three items
    - A guard
    - An action (label)
    - Reset of some clocks
  - The system operates as if equipped with
    - A global clock
    - Many individual clocks (each is synchronized with the global clock)



- Configurations and executions
  - Configuration of the system
    - (q, v)
    - q : a current control state of the automaton
    - v : the value of each clock
    - We also refer to v as a valuation of the automaton clocks.
    - Time automata does not fix the time unit under consideration
  - Execution of the system
    - (usually infinite) sequence of configurations
    - A mapping ρ from R to the set of configuration
    - Configurations change in two ways
      - Delay transition
      - Discrete transition (or action transition)



Discrete transition

(init, 0) $\rightarrow$ (init, 10.2) $\xrightarrow{?msg}$ (verify, 0) $\rightarrow$ (verify, 5.8) $\xrightarrow{?msg}$ (verify, 0) $\rightarrow$ (verify, 3.1) $\xrightarrow{?msg}$ (alarm, 3.1) $\rightarrow$ ...

Delay transition

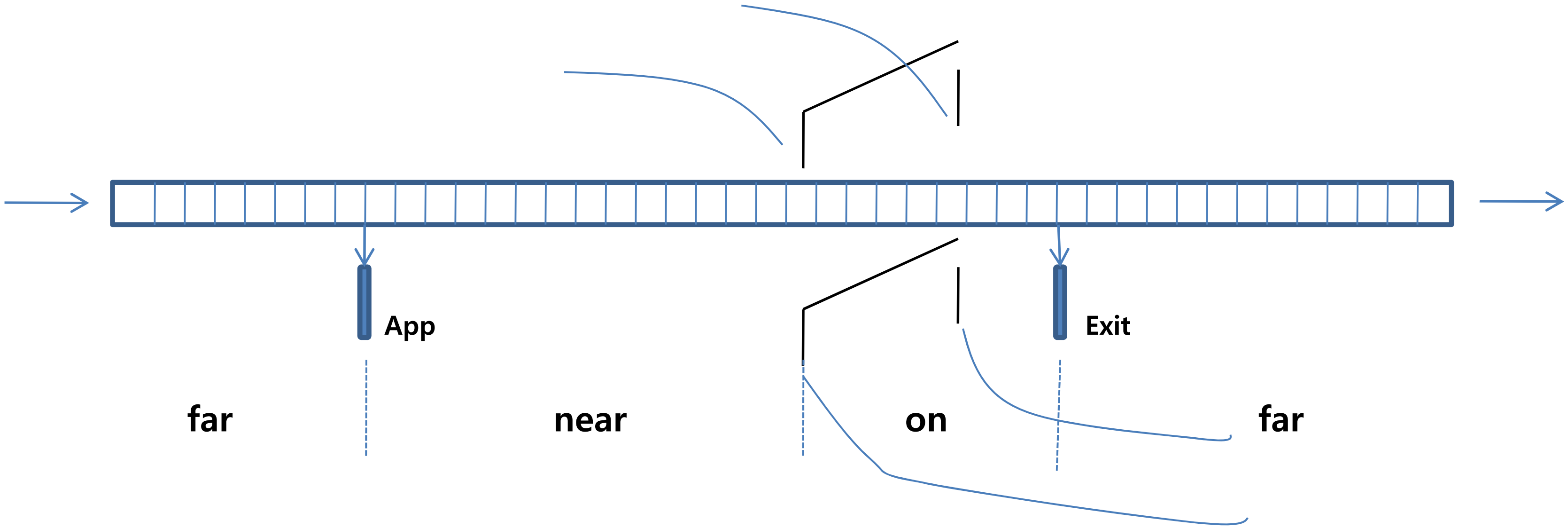
    - Trajectory
      - $\rho(0)$: the initial state
      - $\rho(12.3)$ = (verify, 2.1)

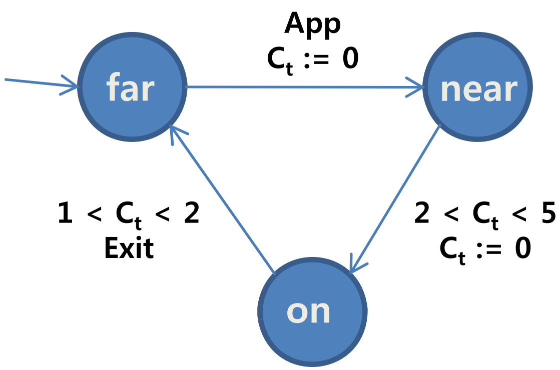
5.2 Networks of Timed Automata and Synchronization

- It is useful to build a timed model in a composite fashion,
  - by combining several parallel automata synchronized with one another
  - → a timed automata network

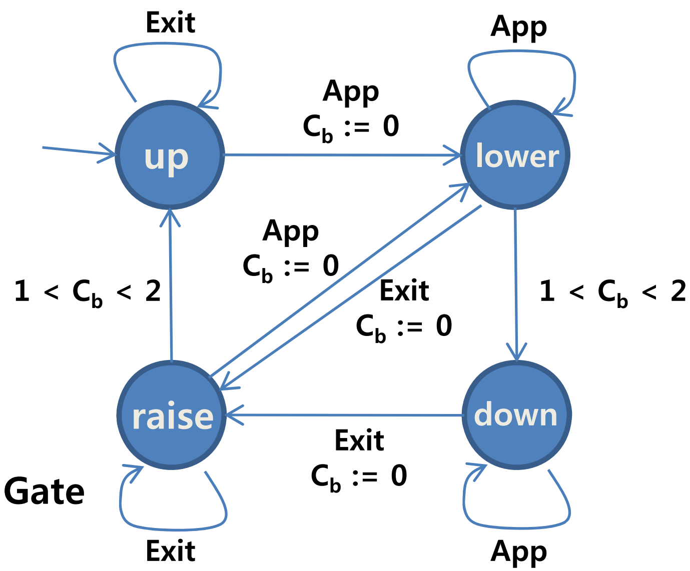
- Executions of a timed automata network
  - All automata components run in parallel at the same speed
  - Their clocks are all synchronized to the same global clock
  - (q, v) : a network configuration
    - q : a control state vector
    - v : a function associating with each network clock its value at the current time

- Synchronization
  - Timed automata synchronize on transitions (as usually) by resetting the clocks
  - The clocks which were not reset are unchanged
  - No concurrent write conflicts on clocks, since reset writes a zero value and nothing else





Train



Gate

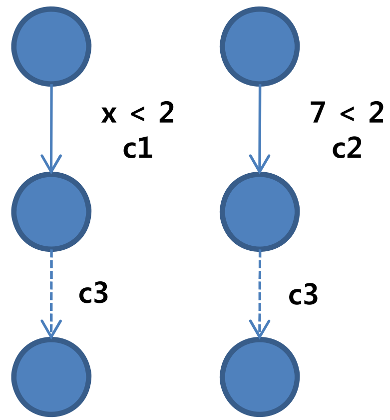
- Example : modeling a railroad crossing

5.3 Variants and Extensions of the Basic Models

- Many variants, and three extensions

1. Invariants
   - Liveness hypothesis in the untimed model
   - Invariant: a <u>state</u>'s condition on the clock values, which <u>must always hold</u> in the state
   - Example: near (invariant: $H_t < 5$), on (invariant: $H_t < 2$), $\mathrm{lower/raise}$ (invariant: $H_b < 2$)

2. Urgency
   - Used when cannot tolerate a time delay
   - Represented in the system configurations, not in the transitions
   - Allowing urgent/synchronized behaviors in a more natural way



3. Hybrid linear system
   - Models dynamic variables (in a form of differential equiations)
   - HYTECH

5.4 Timed Temporal Logic

- Given a system described as a network of timed automata,
- We wish to be able to state/verify properties of this system
  - Temporal properties
    - "When the train is inside the crossing, the gate is always closed."
  - Real-time properties
    - "The train always triggers an Exit signal within 7 minutes of having emitted an App signal."

- Three ways to formally state real-time properties
  1. Express it in terms of the reachability of some sets of configurations

  2. Use observer automata in PLTL model checking
     - Given a property ϕ, a network R
     - Testing reachability of some states in the product $R \parallel A_\phi$
     - UPPAAL , HYTECH

  3. Use a timed logic
     - TCTL (Timed CTL)
     - Etc.

- TCTL (Timed CTL)

  - Φ , Ψ : : = P_1 | P_2 | … (atomic proposition)
    | $\neg\Phi$ | $\Phi \wedge \Psi$ | $\Phi \Rightarrow \Psi$ | … (boolean combinators)
    | $EF_{(\sim k)}\Phi$ | $EG_{(\sim k)}\Phi$ | $E\Phi\, U_{(\sim k)}\Psi$ (temporal combinators)
    | $AF_{(\sim k)}\Phi$ | $AG_{(\sim k)}\Phi$ | $A\Phi\, U_{(\sim k)}\Psi$ (path quantifiers)

  - ~ : any comparison symbol from {< , ≤ , = , ≥ , >}
  - k : any rational number from Q. (real number)
  - Operator X does not exist in TCTL

  - Example :
    - AG (pb ⇒ $AG_{(\leq 5)}$ alarm)
      - "If a problem occurs, then the alarm will sound immediately and it will sound for at least 5 time units."
    - AG (¬far ⇒ $AF_{(<7)}$ far)
      - "When the train is located in the railway section between the two sensors App and Exit, it will leave this section before 7 time units."

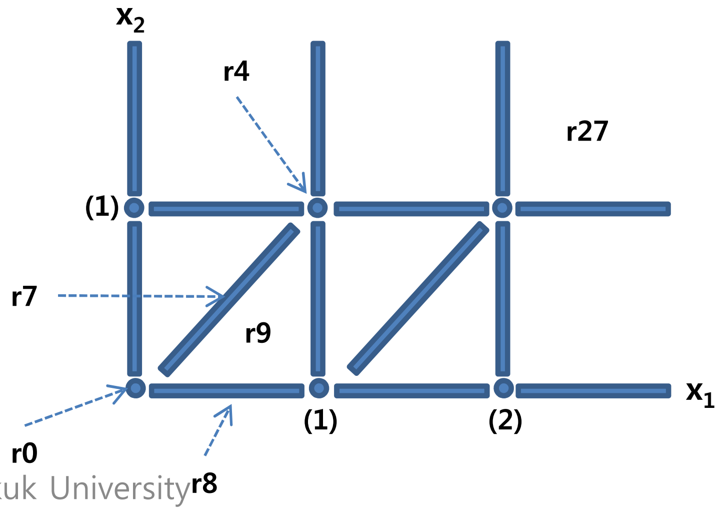
5.5 Timed Model Checking

- With timed automata and TCTL logic
- We wish to obtain a model checking algorithm for them.

- Difficulties : Automaton has an infinite number of configurations, since
  1. Clock values are unbounded
  2. The set of real numbers used in clocks is dense

  → Overcome it with the equivalence classes, called "*regions*"

  – Example: x_1, $x_2 \sim k$ with $k = 0, 1, 2$



- Complexity
  - Model checking algorithms are complicated.
  - The number of regions grows exponentially.
  - $O(n!M^n)$
    - n: number of clocks
    - M: upper bounds of every constant
  - No general and efficient method is likely to exist. (vs. linear complexity in CTL)
  - PSPACE-complete problem
  - Existing tools focus on defining adequate data structures for handing sets of regions → "*zones*"
  - Existing tools have been successfully used
    - HYTECH
    - KRONOS
    - UPPAAL

Conclusion of Part I

- Model checking is a verification technique

- It consists of three steps:
  1. Representation of a program or a system by an automaton
  2. Representation of a property by a logical formula
  3. Model checking algorithm

- Model checking is a powerful but restricted tool:
  – Powerfulness: exhaustive and automatic verification
  – Limitation: due to complexity barriers
  – In practice, the size of system is indeed the main obstacle yet to overcome.

- Model checker users are forced to simplify the model under analysis, until it is manageable. (Abstraction)