

# *Real-Time Systems*

## *Lecture 17: The Universality Problem for TBA Cont'd*

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# Contents & Goals

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## Last Lecture:

- Timed Büchi Automata and timed regular languages [Alur and Dill, 1994].

## This Lecture:

- **Educational Objectives:** Capabilities for following tasks/questions.
  - What's a TBA and what's the difference to (extended) TA?
  - What's undecidable for timed (Büchi) automata?
  - What's the idea of the proof?
- **Content:**
  - The Universality Problem is undecidable for TBA [Alur and Dill, 1994]  
Cont'd
  - Timed regular languages are not everything.

# *Timed Büchi Automata*

*[Alur and Dill, 1994]*

# Recall: Timed Languages

**Definition.** A **time sequence**  $\tau = \tau_1, \tau_2, \dots$  is an infinite sequence of time values  $\tau_i \in \mathbb{R}_0^+$ , satisfying the following constraints:

(i) **Monotonicity:**

$\tau$  increases **strictly** monotonically, i.e.  $\tau_i < \tau_{i+1}$  for all  $i \geq 1$ .

(ii) **Progress:** For every  $t \in \mathbb{R}_0^+$ , there is some  $i \geq 1$  such that  $\tau_i > t$ .

**Definition.** A **timed word** over an alphabet  $\Sigma$  is a pair  $(\sigma, \tau)$  where

- $\sigma = \sigma_1, \sigma_2, \dots \in \Sigma^\omega$  is an infinite word over  $\Sigma$ , and
- $\tau$  is a time sequence.

**Definition.** A **timed language** over an alphabet  $\Sigma$  is a set of timed words over  $\Sigma$ .

# Recall: Timed Büchi Automata

**Definition.** The set  $\Phi(X)$  of **clock constraints** over  $X$  is defined inductively by

$$\delta ::= x \leq c \mid c \leq x \mid \neg\delta \mid \delta_1 \wedge \delta_2$$

where  $x \in X$  and  $c \in \mathbb{Q}$  is a rational constant.

**Definition.** A **timed Büchi automaton** (TBA)  $\mathcal{A}$  is a tuple  $(\Sigma, S, S_0, X, E, F)$ , where

- $\Sigma$  is an alphabet,
- $S$  is a finite set of states,  $S_0 \subseteq S$  is a set of start states,
- $X$  is a finite set of clocks, and
- $E \subseteq S \times S \times \Sigma \times 2^X \times \Phi(X)$  gives the set of transitions.

An edge  $(s, s', a, \lambda, \delta)$  represents a transition from state  $s$  to state  $s'$  on input symbol  $a$ . The set  $\lambda \subseteq X$  gives the clocks to be reset with this transition, and  $\delta$  is a clock constraint over  $X$ .

- $F \subseteq S$  is a set of **accepting states**.

# Recall: (Accepting) TBA Runs

**Definition.** A **run**  $r$ , denoted by  $(\bar{s}, \bar{\nu})$ , of a TBA  $(\Sigma, S, S_0, X, E, F)$  over a timed word  $(\sigma, \tau)$  is an **infinite** sequence of the form

$$r : \langle s_0, \nu_0 \rangle \xrightarrow[\tau_1]{\sigma_1} \langle s_1, \nu_1 \rangle \xrightarrow[\tau_2]{\sigma_2} \langle s_2, \nu_2 \rangle \xrightarrow[\tau_3]{\sigma_3} \dots$$

with  $s_i \in S$  and  $\nu_i : X \rightarrow \mathbb{R}_0^+$ , satisfying the following requirements:

- **Initiation:**  $s_0 \in S_0$  and  $\nu(x) = 0$  for all  $x \in X$ .
- **Consecution:** for all  $i \geq 1$ , there is an edge in  $E$  of the form  $(s_{i-1}, s_i, \sigma_i, \lambda_i, \delta_i)$  such that
  - $(\nu_{i-1} + (\tau_i - \tau_{i-1}))$  satisfies  $\delta_i$  and
  - $\nu_i = (\nu_{i-1} + (\tau_i - \tau_{i-1}))[\lambda_i := 0]$ .

The set  $\text{inf}(r) \subseteq S$  consists of those states  $s \in S$  such that  $s = s_i$  for infinitely many  $i \geq 0$ .

**Definition.** A run  $r = (\bar{s}, \bar{\nu})$  of a TBA over timed word  $(\sigma, \tau)$  is called (an) **accepting** (run) if and only if  $\text{inf}(r) \cap F \neq \emptyset$ .

## Recall: The Language of a TBA

**Definition.** For a TBA  $\mathcal{A}$ , the **language**  $L(\mathcal{A})$  of timed words it accepts is defined to be the set

$$\{(\sigma, \tau) \mid \mathcal{A} \text{ has an accepting run over } (\sigma, \tau)\}.$$

For short:  $L(\mathcal{A})$  is the **language of**  $\mathcal{A}$ .



**Definition.** A timed language  $L$  is a **timed regular language** if and only if  $L = L(\mathcal{A})$  for **some** TBA  $\mathcal{A}$ .

# *The Universality Problem is Undecidable for TBA*

*[Alur and Dill, 1994]*



# Recall: The Universality Problem

- **Given:** A TBA  $\mathcal{A}$  over alphabet  $\Sigma$ .
- **Question:** Does  $\mathcal{A}$  accept all timed words over  $\Sigma$ ?

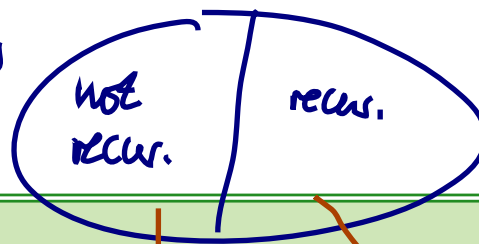
In other words: Is  $L(\mathcal{A}) = \{(\sigma, \tau) \mid \sigma \in \Sigma^\omega, \tau \text{ time sequence}\}$ .

**Theorem 5.2.** The problem of deciding whether a timed automaton over alphabet  $\Sigma$  accepts all timed words over  $\Sigma$  is  $\Pi_1^1$ -hard.

(“The class  $\Pi_1^1$  consists of highly undecidable problems, including some nonarithmetical sets (for an exposition of the analytical hierarchy consult, for instance [Rogers, 1967].)”)

# Proof Idea

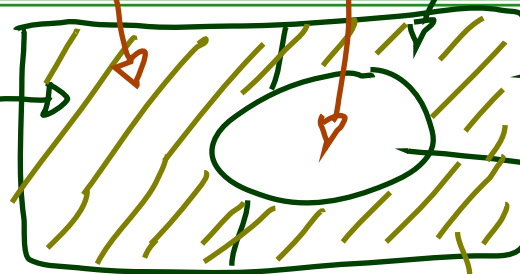
Computations  
of  $M$



not even (encodings of) computations

**Theorem 5.2.** The problem of deciding whether a timed automaton over alphabet  $\Sigma$  accepts all timed words over  $\Sigma$  is  $\Pi_1^1$ -hard.

Computations,  
not recurring



$\Sigma^{\omega}$   
 $L_{undec}$

Venn diagram

Proof Idea:

- Consider a language  $L_{undec}$  which consists of the **recurring** computations of a **2-counter machine**  $M$ .
- Construct a TBA  $\mathcal{A}$  from  $M$  which accepts the complement of  $L_{undec}$ , i.e. with

$$L(\mathcal{A}) = \overline{L_{undec}}.$$

- Then  $\mathcal{A}$  is universal if and only if  $L_{undec}$  is empty...  
... which is the case if and only if  $M$  **doesn't have** a recurring computation.

# Once Again: Two Counter Machines (Different Flavour)

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A **two-counter machine**  $M$

- has two **counters**  $C, D$  and
- a finite **program** consisting of  $n$  instructions.
- An **instruction increments or decrements** one of the counters, or **jumps**, here even non-deterministically.

- A **configuration** of  $M$  is a triple  $\langle i, c, d \rangle$ :

program counter  $i \in \{1, \dots, n\}$ , values  $c, d \in \mathbb{N}_0$  of  $C$  and  $D$ .

- A **computation** of  $M$  is an infinite consecutive sequence

$$\langle 1, 0, 0 \rangle = \langle i_0, c_0, d_0 \rangle, \langle i_1, c_1, d_1 \rangle, \langle i_2, c_2, d_2 \rangle, \dots$$

that is,  $\langle i_{j+1}, c_{j+1}, d_{j+1} \rangle$  is a result executing instruction  $i_j$  at  $\langle i_j, c_j, d_j \rangle$ .

A computation of  $M$  is called **recurring** iff  $t_j = 1$  for infinitely many  $j \in \mathbb{N}_0$ .

# Step 1: The Language of Recurring Computations

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- Let  $M$  be a 2CM with  $n$  instructions.

**Wanted:** A timed language  $L_{undec}$  (over some alphabet) representing exactly the recurring computations of  $M$ . In particular such that  $L_{undec} = \emptyset$  if and only if  $M$  has no recurring computation.

- Choose  $\Sigma = \{b_1, \dots, b_n, a_1, a_2\}$  as alphabet.
- We represent a configuration  $\langle i, c, d \rangle$  of  $M$  by the sequence

$$b_i \underbrace{a_1 \dots a_1}_{c \text{ times}} \underbrace{a_2 \dots a_2}_{d \text{ times}} = b_i a_1^c a_2^d$$

# Step 1: The Language of Recurring Computations

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$\langle i, c, d \rangle$  represented by  $b_1 a_1^c a_2^d$

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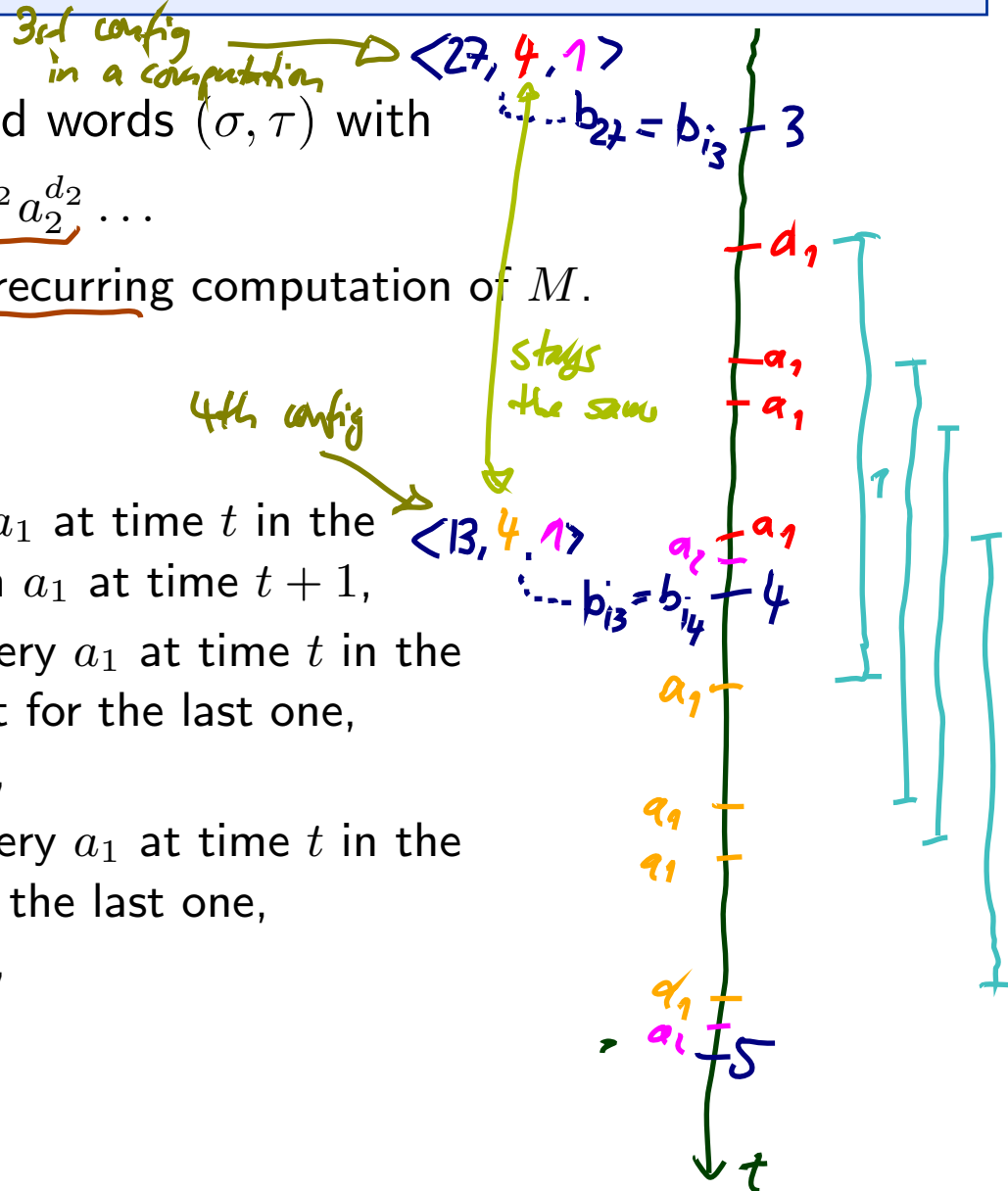
# Step 1: The Language of Recurring Computations

$\langle i, c, d \rangle$  represented by  $b_1 a_1^c a_2^d$

Let  $L_{undec}$  be the set of the timed words  $(\sigma, \tau)$  with

- $\sigma$  is of the form  $b_{i_1} a_1^{c_1} a_2^{d_1} b_{i_2} a_1^{c_2} a_2^{d_2} \dots$
- $\langle i_1, c_1, d_1 \rangle, \langle i_2, c_2, d_2 \rangle, \dots$  is a recurring computation of  $M$ .
- For all  $j \in \mathbb{N}_0$ ,
  - the time of  $b_{i_j}$  is  $j$ .
  - if  $c_{j+1} = c_j$  then for every  $a_1$  at time  $t$  in the interval  $[j, j + 1]$  there is an  $a_1$  at time  $t + 1$ ,
  - if  $c_{j+1} = c_j + 1$  then for every  $a_1$  at time  $t$  in the interval  $[j + 1, j + 2]$  except for the last one, there is an  $a_1$  at time  $t - 1$ ,
  - if  $c_{j+1} = c_j - 1$  then for every  $a_1$  at time  $t$  in the interval  $[j, j + 1]$  except for the last one, there is an  $a_1$  at time  $t + 1$ ,

And analogously for the  $a_2$ 's.



## Step 2: Construct “Observer” for $\overline{L_{undec}}$

**Wanted:** A TBA  $\mathcal{A}$  such that

$$L(\mathcal{A}) = \overline{L_{undec}}$$

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What are the reasons for a timed word **not to be** in  $L_{undec}$ ?

- (i) The  $b_i$  at time  $j \in \mathbb{N}$  is missing, or there is a spurious  $b_i$  at time  $t \in ]j, j + 1[$ .
- (ii) The prefix of the timed word with times  $0 \leq t < 1$  doesn't encode  $\langle 1, 0, 0 \rangle$ .
- (iii) The timed word is not recurring, i.e. it has only finitely many  $b_1$ .
- (iv) The configuration encoded in  $[j + 1, j + 2[$  doesn't faithfully represent the effect of instruction  $b_i$  on the configuration encoded in  $[j, j + 1[$ .



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**Plan:** Construct a TBA  $\mathcal{A}_0$  for case (i), a TBA  $\mathcal{A}_{init}$  for case (ii), a TBA  $\mathcal{A}_{recur}$  for case (iii), and one TBA  $\mathcal{A}_i$  for each instruction for case (iv).

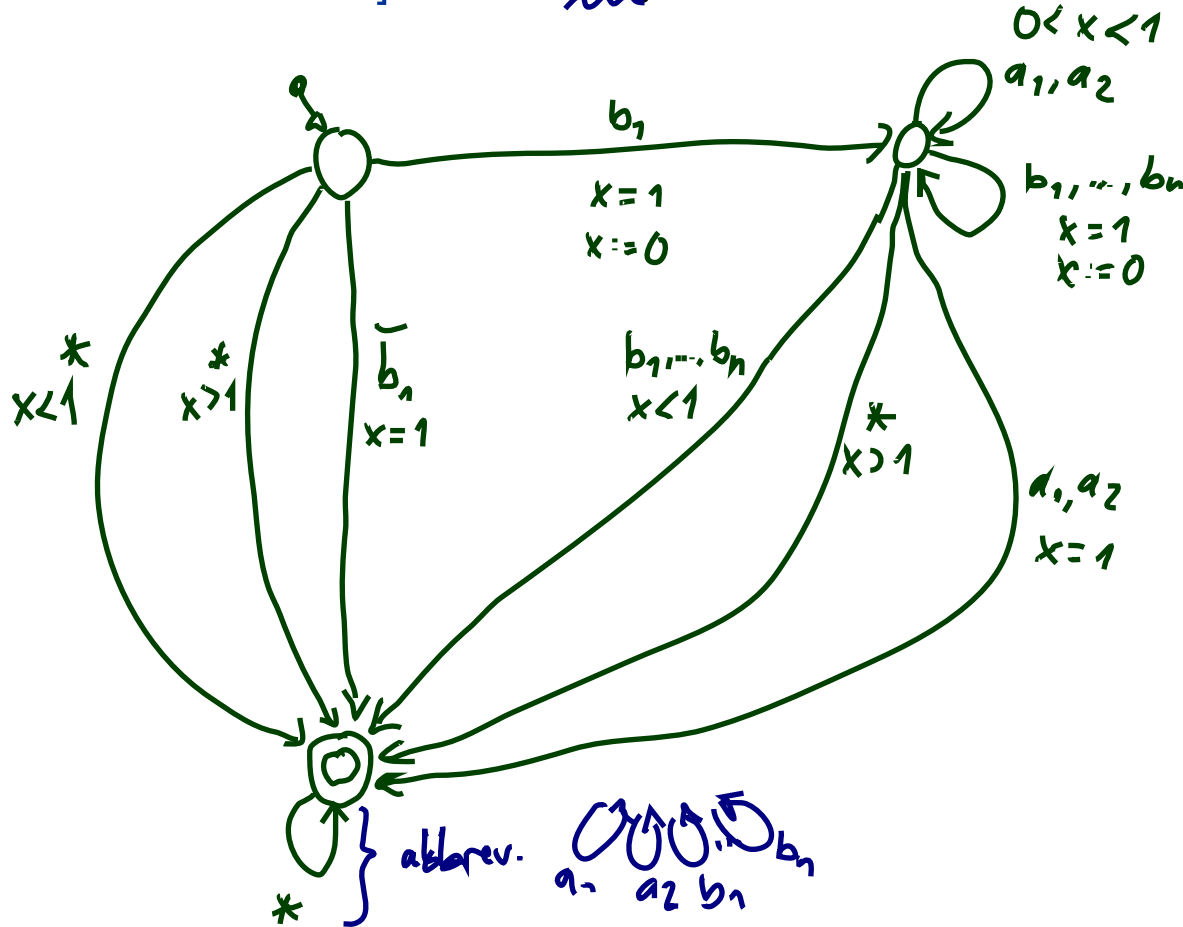
Then set

$$\mathcal{A} = \mathcal{A}_0 \cup \mathcal{A}_{init} \cup \mathcal{A}_{recur} \cup \bigcup_{1 \leq i \leq n} \mathcal{A}_i$$

# Step 2.(i): Construct $A_0$

(i) The  $b_i$  at time  $j \in \mathbb{N}$  is missing, or there is a spurious  $b_i$  at time  $t \in ]j, j + 1[$ .

[Alur and Dill, 1994]: “It is easy to construct such a timed automaton.”

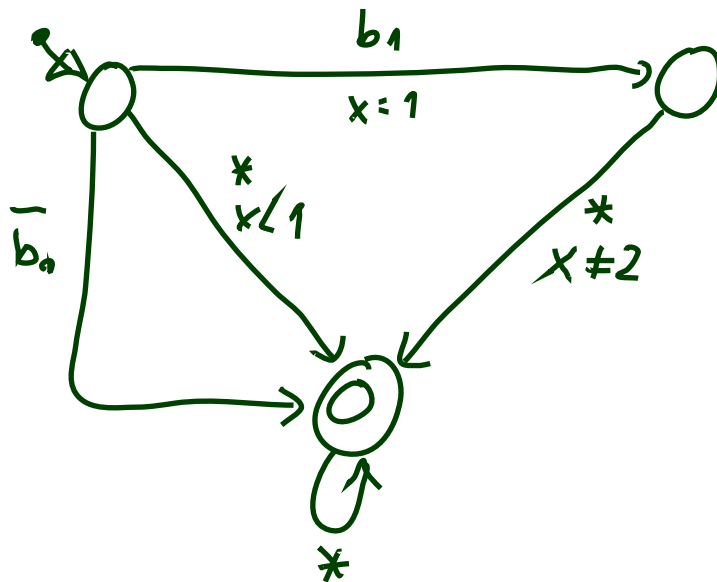


## Step 2.(ii): Construct $\mathcal{A}_{init}$

(ii) The prefix of the timed word with times  $\overset{1}{\cancel{0}} \leq t < \overset{2}{\cancel{1}}$  doesn't encode  $\langle 1, 0, 0 \rangle$ .

- It accepts

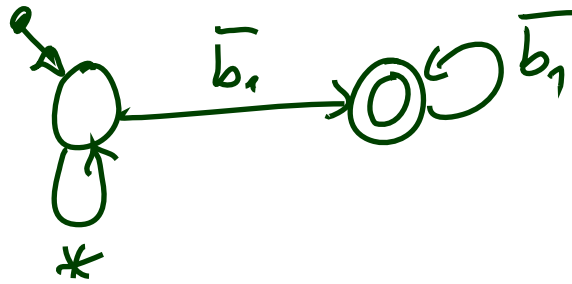
$$\{(\sigma_j, \tau_j)_{j \in \mathbb{N}_0} \mid (\sigma_0 \neq b_1) \vee (\tau_0 \neq 0) \vee (\tau_1 \neq 1)\}.$$



## Step 2.(iii): Construct $\mathcal{A}_{recur}$

(iii) The timed word is not recurring, i.e. it has only finitely many  $b_1$ .

- $\mathcal{A}_{recur}$  accepts words with only finitely many  $b_1$ .



## Step 2.(iv): Construct $\mathcal{A}_i$

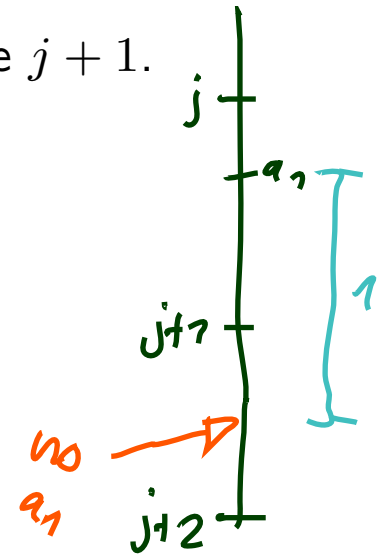
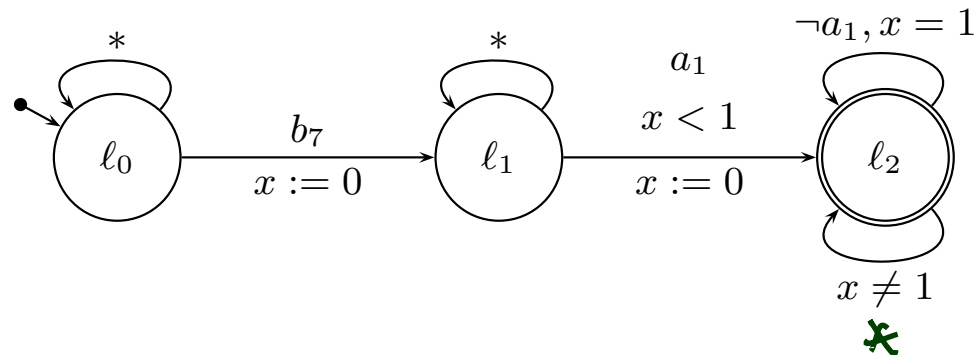
(iv) The configuration encoded in  $[j + 1, j + 2[$  doesn't faithfully represent the effect of instruction  $b_i$  on the configuration encoded in  $[j, j + 1[$ .

**Example:** assume instruction (7) is:

Increment counter  $D$  and jump non-deterministically to instruction 3 or 5.

**Once again:** stepwise.  $\mathcal{A}_7$  is  $\mathcal{A}_7^1 \cup \dots \cup \mathcal{A}_7^6$ .

- $\mathcal{A}_7^1$  accepts words with  $b_7$  at time  $j$  but neither  $b_3$  nor  $b_5$  at time  $j + 1$ .  
"Easy to construct."
- $\mathcal{A}_7^2$  is



- $\mathcal{A}_7^3$  accepts words which encode unexpected increment of counter  $C$ .
- $\mathcal{A}_7^4, \dots, \mathcal{A}_7^6$  accept words with missing ~~de~~<sup>in</sup>crement of  $D$ .

*Aha, And...?*

# Consequences: Language Inclusion

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- **Given:** Two TBAs  $\mathcal{A}_1$  and  $\mathcal{A}_2$  over alphabet  $B$ .
- **Question:** Is  $\mathcal{L}(\mathcal{A}_1) \subseteq \mathcal{L}(\mathcal{A}_2)$ ?

## Possible applications of a decision procedure:

- Characterise the allowed behaviour as  $\mathcal{A}_2$  and model the design as  $\mathcal{A}_1$ .
- Automatically check whether the behaviour of the design is a subset of the allowed behaviour.
- If **language inclusion** was decidable, then we could use it to decide universality of  $\mathcal{A}$  by checking

$$\mathcal{L}(\mathcal{A}_{univ}) \subseteq \mathcal{L}(\mathcal{A})$$

where  $\mathcal{A}_{univ}$  is **any** universal TBA (which is easy to construct).

# Consequences: Complementation

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- **Given:** A timed regular language  $W$  over  $B$  (that is, there is a TBA  $\mathcal{A}$  such that  $\mathcal{L}(\mathcal{A}) = W$ ).
- **Question:** Is  $\overline{W}$  timed regular?

## Possible applications of a decision procedure:

- Characterise the allowed behaviour as  $\mathcal{A}_2$  and model the design as  $\mathcal{A}_1$ .
- Automatically construct  $\mathcal{A}_3$  with  $L(\mathcal{A}_3) = \overline{L(\mathcal{A}_2)}$  and check

$$L(\mathcal{A}_1) \cap L(\mathcal{A}_3) = \emptyset,$$

that is, whether the design has any non-allowed behaviour.

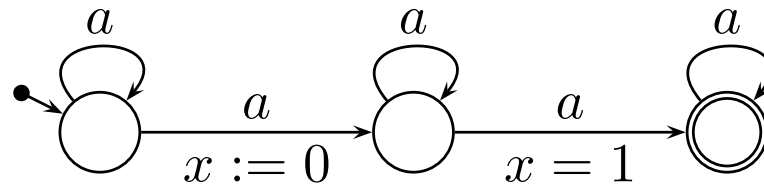
- Taking for granted that:
  - The intersection automaton is effectively computable.
  - The emptiness problem for Büchi automata **is decidable**.  
(Proof by construction of region automaton [Alur and Dill, 1994].)



# Consequences: Complementation

- **Given:** A timed regular language  $W$  over  $B$  (that is, there is a TBA  $\mathcal{A}$  such that  $\mathcal{L}(\mathcal{A}) = W$ ).
- **Question:** Is  $\overline{W}$  timed regular?
- If the class of timed regular languages were closed under **complementation**, “the complement of the inclusion problem is recursively enumerable. This contradicts the  $\Pi_1^1$ -hardness of the inclusion problem.” [Alur and Dill, 1994]

A non-complementable TBA  $\mathcal{A}$ :



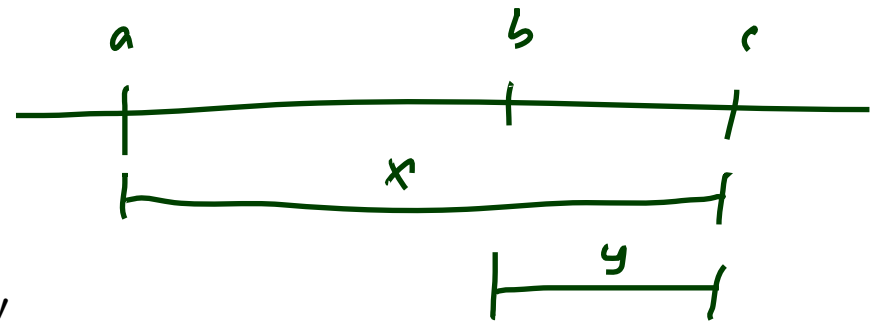
$$\mathcal{L}(\mathcal{A}) = \{(a^\omega, (t_i)_{i \in \mathbb{N}_0}) \mid \exists i \in \mathbb{N}_0 \exists j > i : (t_j = t_i + 1)\}$$

Complement language:

$$\overline{\mathcal{L}(\mathcal{A})} = \{(a^\omega, (t_i)_{i \in \mathbb{N}_0}) \mid \text{no two } a \text{ are separated by distance } 1\}.$$

# *Beyond Timed Regular*

# Beyond Timed Regular



With clock constraints of the form

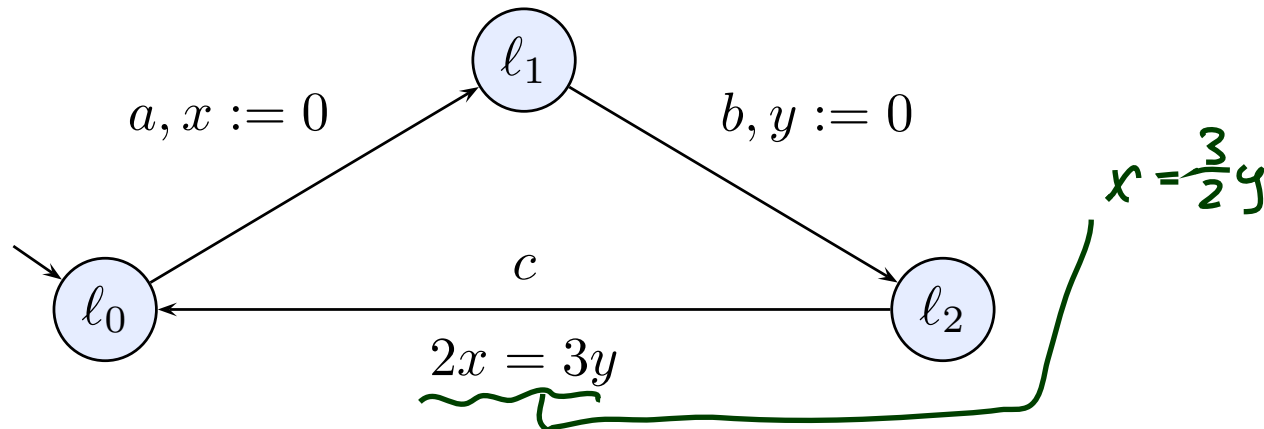
$$x + y \leq x' + y'$$

we can describe timed languages which are not timed regular.

**In other words:** *more*

- There are strictly timed languages than timed regular languages.
- There exists timed languages  $L$  such that there exists no  $\mathcal{A}$  with  $L(\mathcal{A}) = L$ . *TBA*

**Example:**



$$\{((abc)^\omega, \tau) \mid \forall j. (\tau_{3j} - \tau_{3j-1}) = 2(\tau_{3j-1} - \tau_{3j-2})\}$$

# *References*

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# References

- [Alur and Dill, 1994] Alur, R. and Dill, D. L. (1994). A theory of timed automata. *Theoretical Computer Science*, 126(2):183–235.
- [Olderog and Dierks, 2008] Olderog, E.-R. and Dierks, H. (2008). *Real-Time Systems - Formal Specification and Automatic Verification*. Cambridge University Press.