

Real-Time Systems

Lecture 11: Networks of Timed Automata

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Contents & Goals

Last Lecture:

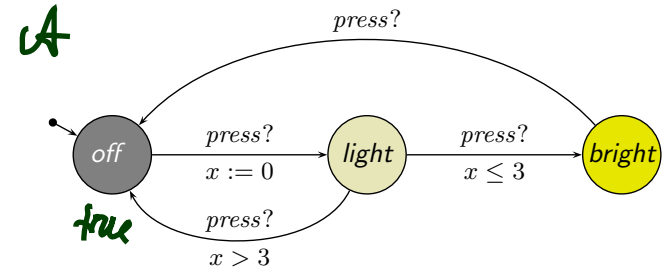
- Timed automata syntax
- TA operational semantics

This Lecture:

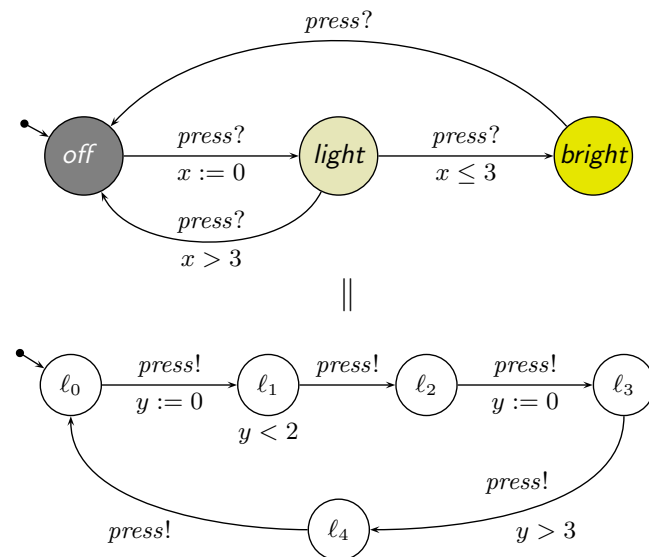
- **Educational Objectives:** Capabilities for following tasks/questions.
 - what's the (syntactical) parallel composition of TA?
- **Content:**
 - parallel composition of TA
 - Uppaal demo

Recall: Plan

- Pure TA syntax
 - channels, actions
 - (simple) clock constraints
 - Def. TA
- Pure TA operational semantics
 - clock valuation, time shift, modification
 - operational semantics
 - discussion
- transition sequence, computation path, run
- network of TA
 - parallel composition (syntactical)
 - restriction
 - network of TA semantics
- Uppaal Demo, part 1
- Extended timed automata



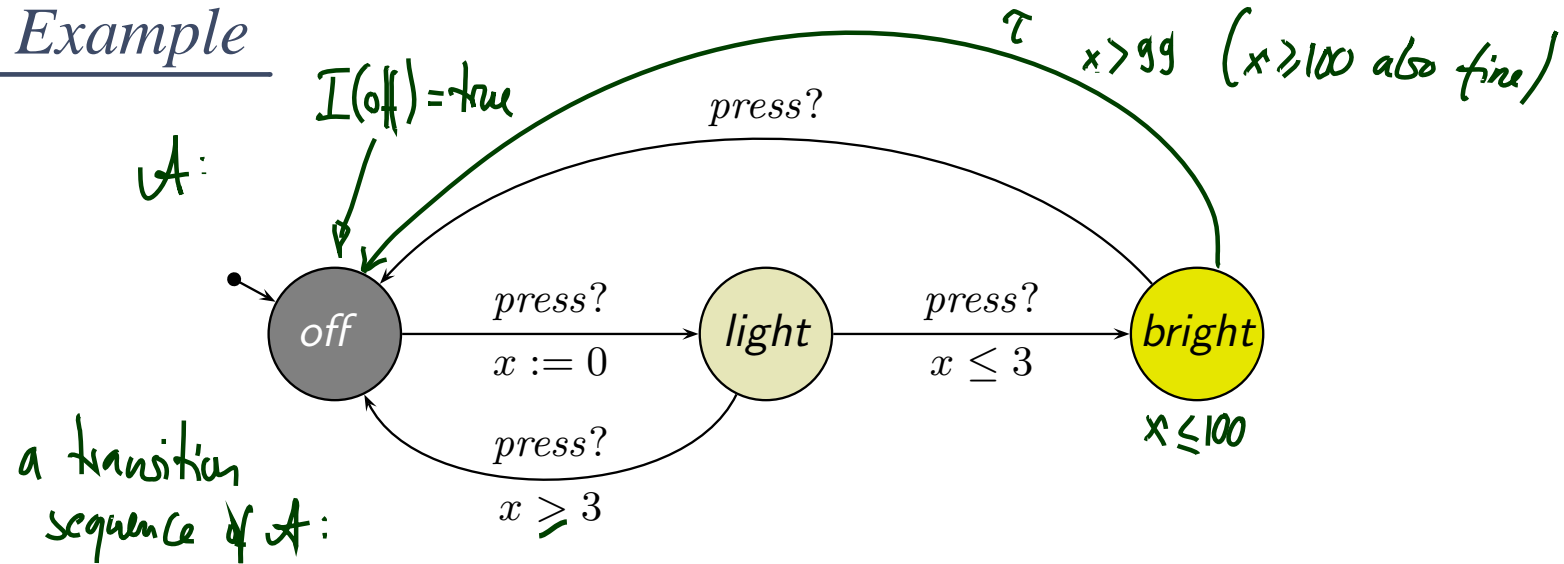
$$J(A) = (\text{conf}(A), \mathcal{B}_{\mathbb{Z}^1 \cup \text{Time}}, \langle \ell, \nu \rangle, \{ \xrightarrow{\lambda} \mid \lambda \in \mathcal{B}_{\mathbb{Z}^1 \cup \text{Time}}, (l, \nu) \})$$



Network of TA

Recall: Pure Timed Automaton

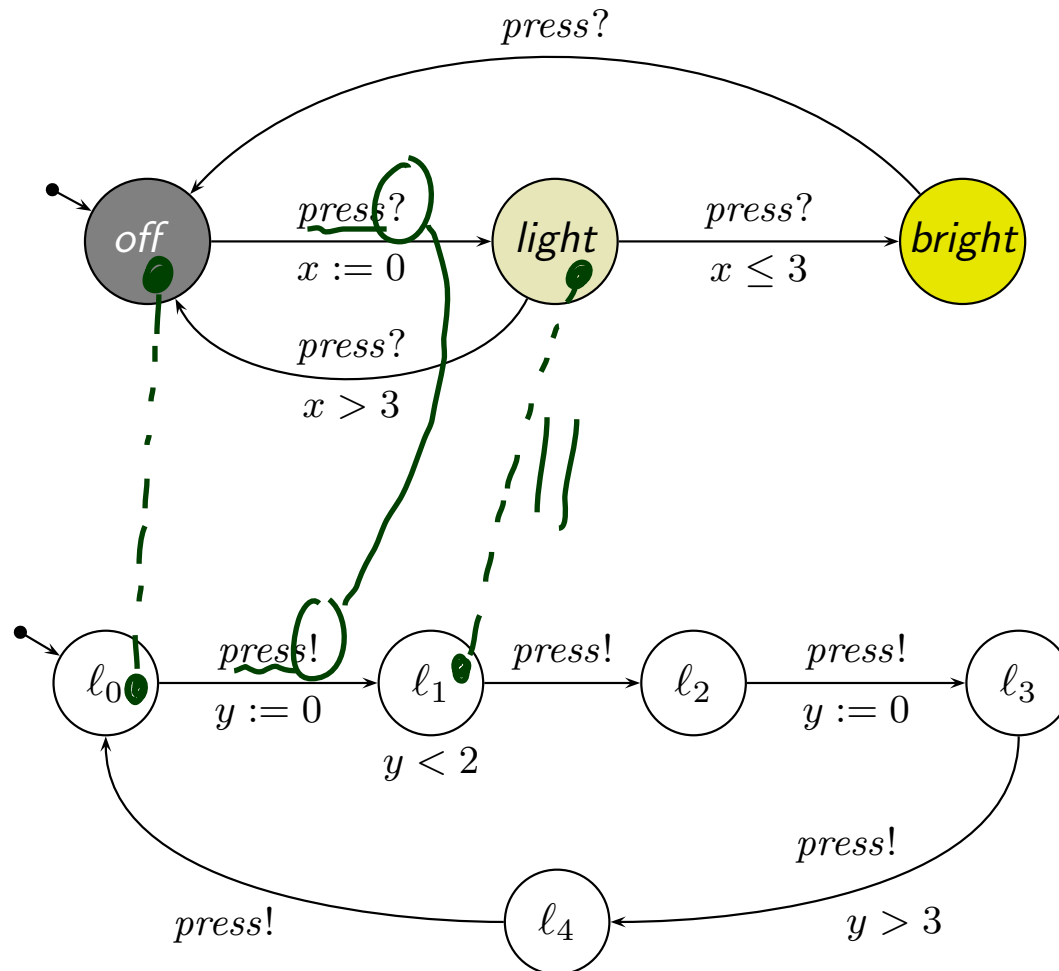
Example



$\langle \text{off}, x = 0 \rangle \xrightarrow{2.5} \langle \text{off}, x = 2.5 \rangle \xrightarrow{1.7} \langle \text{off}, x = 4.2 \rangle \xrightarrow{10} \langle \text{off}, x = 14.2 \rangle \xrightarrow{0} \langle \text{off}, x = 14.2 \rangle$
 $\xrightarrow{\text{press?}} \langle \text{light}, x = 0 \rangle \xrightarrow{2.1} \langle \text{light}, x = 2.1 \rangle$
 $\xrightarrow{\text{press?}} \langle \text{bright}, x = 2.1 \rangle \xrightarrow{10} \langle \text{bright}, x = 12.1 \rangle$
 $\xrightarrow{\text{press?}} \langle \text{off}, x = 12.1 \rangle$
 $\xrightarrow{\text{press?}} \langle \text{light}, x = 0 \rangle \xrightarrow{0} \langle \text{light}, x = 0 \rangle$
 $\xrightarrow{\text{press?}} \langle \text{bright}, x = 0 \rangle \xrightarrow{12.1} \langle \text{bright}, x = 12.1 \rangle$
 $\xrightarrow{10} \langle \text{b.}, x = 100 \rangle \xrightarrow{\tau} \langle \text{off}, x = 100 \rangle$

NOT A CONFIGURATION
 NO

Recall: Light Controller and User



Definition 4.12.

The **parallel composition** $\mathcal{A}_1 \parallel \mathcal{A}_2$ of two timed automata

$$\mathcal{A}_i = (L_i, B_i, X_i, I_i, E_i, \ell_{ini,i}), \quad i = 1, 2,$$

with **disjoint** sets of clocks X_1 and X_2 yields the timed automaton

$$\mathcal{A} = (L_1 \times L_2, B_1 \cup B_2, X_1 \cup X_2, I, E, (\ell_{ini,1}, \ell_{ini,2}))$$

where

- $I(\ell_1, \ell_2) := I_1(\ell_1) \wedge I_2(\ell_2)$, and
- E consists of **handshake** and **asynchronous communication**.
(\rightarrow **next slide**)

Helper: Action Complementation

- The **complementation function**

$$\bar{\cdot} : Act \rightarrow Act$$

is defined pointwise as

- $\overline{a!} = a?$
 - $\overline{a?} = a!$
 - $\overline{\tau} = \tau$
-
- **Note:** $\overline{\overline{\alpha}} = \alpha$ for all $\alpha \in Act$.

Parallel Composition: Handshake and Asynchrony

$\mathcal{A}_1 \parallel \mathcal{A}_2 = (L_1 \times L_2, B_1 \cup B_2, X_1 \cup X_2, I, E, (\ell_{ini,1}, \ell_{ini,2}))$ with

- **Handshake:**

If there is $a \in B_1 \cup B_2$ such that

$$(\ell_1, \alpha, \varphi_1, Y_1, \ell'_1) \in E_1, \text{ and } (\ell_2, \bar{\alpha}, \varphi_2, Y_2, \ell'_2) \in E_2,$$

and $\{a!, a?\} = \{\alpha, \bar{\alpha}\}$, then

$$((\ell_1, \ell_2), \tau, \varphi_1 \wedge \varphi_2, Y_1 \cup Y_2, (\ell'_1, \ell'_2)) \in E.$$

- **Asynchrony:**

If $(\ell_1, \alpha, \varphi_1, Y_1, \ell'_1) \in E_1$ then for all $\ell_2 \in L_2$,

$$((\ell_1, \ell_2), \alpha, \varphi_1, Y_1, (\ell'_1, \ell_2)) \in E.$$

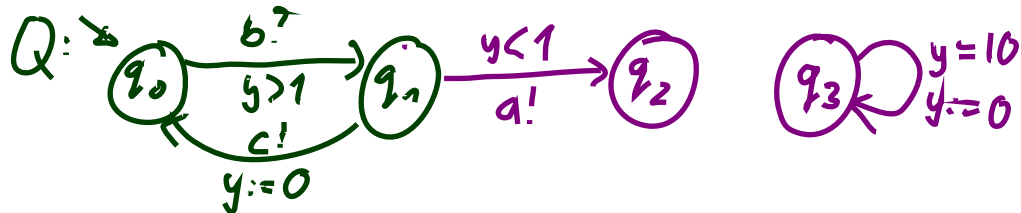
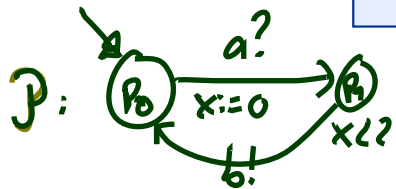
If $(\ell_2, \alpha, \varphi_2, Y_2, \ell'_2) \in E_2$ then for all $\ell_1 \in L_1$,

$$((\ell_1, \ell_2), \alpha, \varphi_2, Y_2, (\ell_1, \ell'_2)) \in E.$$

Example

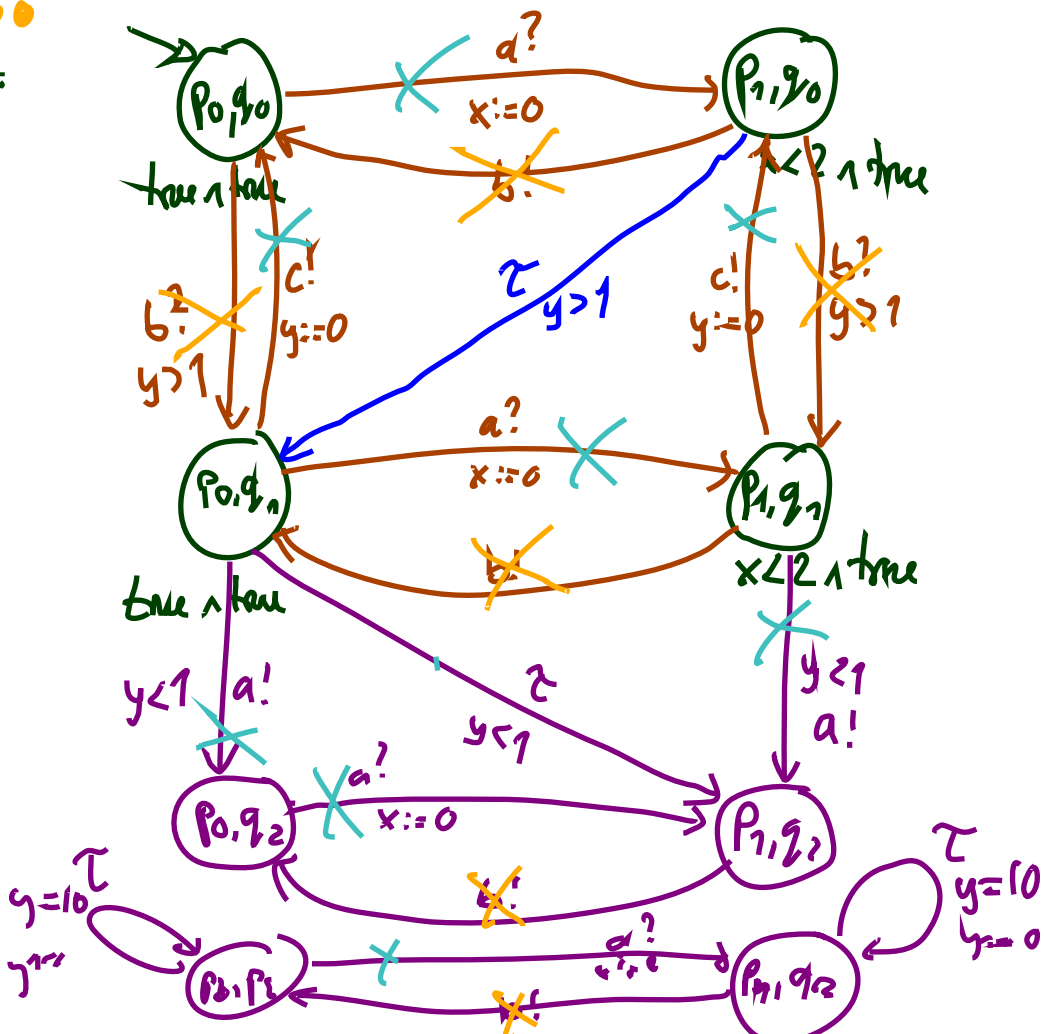
$$\mathcal{L} \parallel \mathcal{U} = (L_1 \times L_2, B_1 \cup B_2, X_1 \cup X_2, I, E, (\ell_{ini,1}, \ell_{ini,2}))$$

- If $a \in B_1 \cup B_2$ s.t. $(\ell_1, \alpha, \varphi_1, Y_1, \ell'_1) \in E_1, (\ell_2, \bar{\alpha}, \varphi_2, Y_2, \ell'_2) \in E_2, \{a!, a?\} = \{\alpha, \bar{\alpha}\}$, then $((\ell_1, \ell_2), \tau, \varphi_1 \wedge \varphi_2, Y_1 \cup Y_2, (\ell'_1, \ell'_2)) \in E$
- If $(\ell_1, \alpha, \varphi_1, Y_1, \ell'_1) \in E_1$ then f.a. $\ell_2 \in L_2, ((\ell_1, \ell_2), \alpha, \varphi_1, Y_1, (\ell'_1, \ell_2)) \in E$, and conv.



chan a, c
chan b
P||Q:

$B = \{a, b, c\}$
 $X = \{x, y\}$



Definition 4.13.

A **local channel** b is introduced by the **restriction operator** which, for a timed automaton $\mathcal{A} = (L, B, X, I, E, \ell_{ini})$ yields

$$\text{chan } b \bullet \mathcal{A} := (L, B \setminus \{b\}, X, I, E', \ell_{ini})$$

where

- $(\ell, \alpha, \varphi, Y, \ell') \in E'$
if and only if $(\ell, \alpha, \varphi, Y, \ell') \in E$ and $\alpha \notin \{b!, b?\}$.

• Abbreviation:

$$\text{chan } b_1 \dots b_m \bullet \mathcal{A} := \text{chan } b_1 \bullet \dots \text{chan } b_m \bullet \mathcal{A}$$

Networks of Timed Automata

- A timed automaton \mathcal{N} is called **network of timed automata** if and only if it is obtained as

$$\text{chan } b_1 \dots b_m \bullet (\mathcal{A}_1 \parallel \dots \parallel \mathcal{A}_n)$$

Closed Networks

- A network

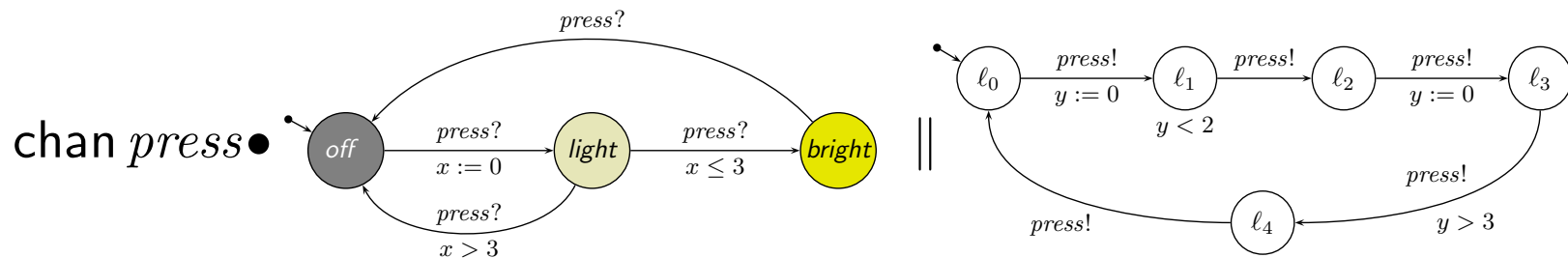
$$\mathcal{N} = \text{chan } b_1 \dots b_m \bullet (\mathcal{A}_1 \parallel \dots \parallel \mathcal{A}_n)$$

is called **closed** if and only if

$$\{b_1, \dots, b_m\} = \bigcup_{i=1}^n B_i.$$

- Then, by Lemma 4.16 (later), **local transitions** don't occur (since $B = \emptyset$). Transitions are thus either internal actions τ or delay transitions.

Example:



is closed.

chan $b_{n_1} \dots b_{n_k} \circ A_{n_1} \parallel \dots \parallel A_{n_k}$

chan $b \circ B$

$A_1 \parallel A_2$

Def. 4.12

A

Def. 4.4

Lemma 4.16

$$J(N) = (\text{Conf}(N), \dots, \{ \overset{?}{\rightarrow} | \dots \}, (i_n)) = J(A) = (\text{Conf}(A), \dots, \{ \overset{?}{\rightarrow} | \dots \}, (i_n))$$

Lemma 4.16. Let $\mathcal{A}_i = (L_i, B_i, X_i, I_i, E_i, \ell_{ini,i})$ with $i = 1, \dots, n$ be a set of timed automata with disjoint clocks. Then the operational semantics of the network

$$\text{chan } b_1 \dots b_m \bullet (\mathcal{A}_1 \parallel \dots \parallel \mathcal{A}_n)$$

yields the labelled transition system

$$(\text{Conf}(\mathcal{N}), \text{Time} \cup B_{?!}, \{\xrightarrow{\lambda} \mid \lambda \in \text{Time} \cup B_{?!}\}, C_{ini})$$

with

- $X = \bigcup_{i=1}^n X_i$,
- $B = \bigcup_{i=1}^n B_i \setminus \{b_1, \dots, b_m\}$,
- $\text{Conf}(\mathcal{N}) = \{ \langle \vec{\ell}, \nu \rangle \mid \vec{\ell} \in L_1 \times \dots \times L_n \wedge \nu : X \rightarrow \text{Time} \wedge \nu \models \bigwedge_{k=1}^n I_k(\ell_k) \}$,
- $C_{ini} = \{ \langle (\ell_{ini,1}, \dots, \ell_{ini,n}), \nu_{ini} \rangle \} \cap \text{Conf}(\mathcal{N})$
where $\nu_{ini}(x) = 0$ for all $x \in X$,
- and three types of transition relations (\rightarrow **next slides**).

Operational Semantics of Networks: Local Transitions

For each $\lambda \in \text{Time} \cup B_{!?}$ the transition relation $\xrightarrow{\lambda} \subseteq \text{Conf}(\mathcal{N}) \times \text{Conf}(\mathcal{N})$ has one of the following three types:

(i) Local transition:

$$\langle \vec{l}, \nu \rangle \xrightarrow{\alpha} \langle \vec{l}', \nu' \rangle$$

if there is $i \in \{1, \dots, n\}$ such that

- $(\ell_i, \alpha, \varphi, Y, \ell'_i) \in E_i, \alpha \in B_{!?},$ (*i*-th automaton has corresp. edge)
- $\nu \models \varphi,$ (guard is satisfied)
- $\vec{l}' = \vec{l}[\ell_i := \ell'_i],$ (only *i*-th location changes)
- $\nu' = \nu[Y := 0],$ and (\mathcal{A}_i 's clocks are reset)
- $\nu' \models I_i(\ell'_i).$ (destination invariant holds)

tuple
modification

(ii) Synchronisation transition:

$$\langle \vec{\ell}, \nu \rangle \xrightarrow{\tau} \langle \vec{\ell}', \nu' \rangle$$

if there are $i, j \in \{1, \dots, n\}$, $i \neq j$, and $b \in B_i \cap B_j$, such that

- $(\ell_i, b!, \varphi_i, Y_i, \ell'_i) \in E_i$ and $(\ell_j, b?, \varphi_j, Y_j, \ell'_j) \in E_j$,
- $\nu \models \varphi_i \wedge \varphi_j$,
- $\vec{\ell}' = \vec{\ell}[\ell_i := \ell'_i][\ell_j := \ell'_j]$,
- $\nu' = \nu[Y_i \cup Y_j := 0]$, and
- $\nu' \models I_i(\ell'_i) \wedge I_j(\ell'_j)$.

Operational Semantics of Networks: Delay

(iii) **Delay transition:**

$$\langle \vec{\ell}, \nu \rangle \xrightarrow{t} \langle \vec{\ell}, \nu + t \rangle$$

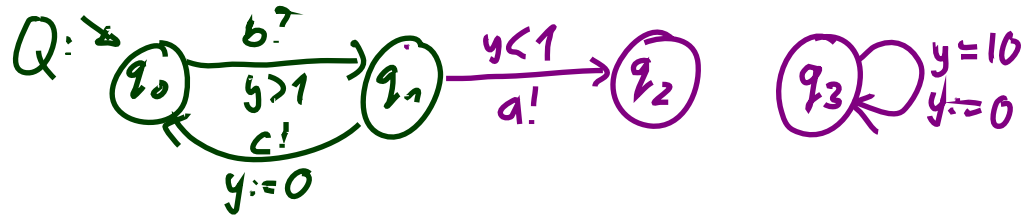
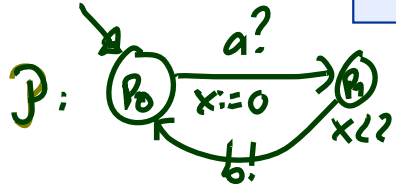
if for all $t' \in [0, t]$,

- $\nu + t' \models \bigwedge_{k=1}^n I_k(\ell_k)$.

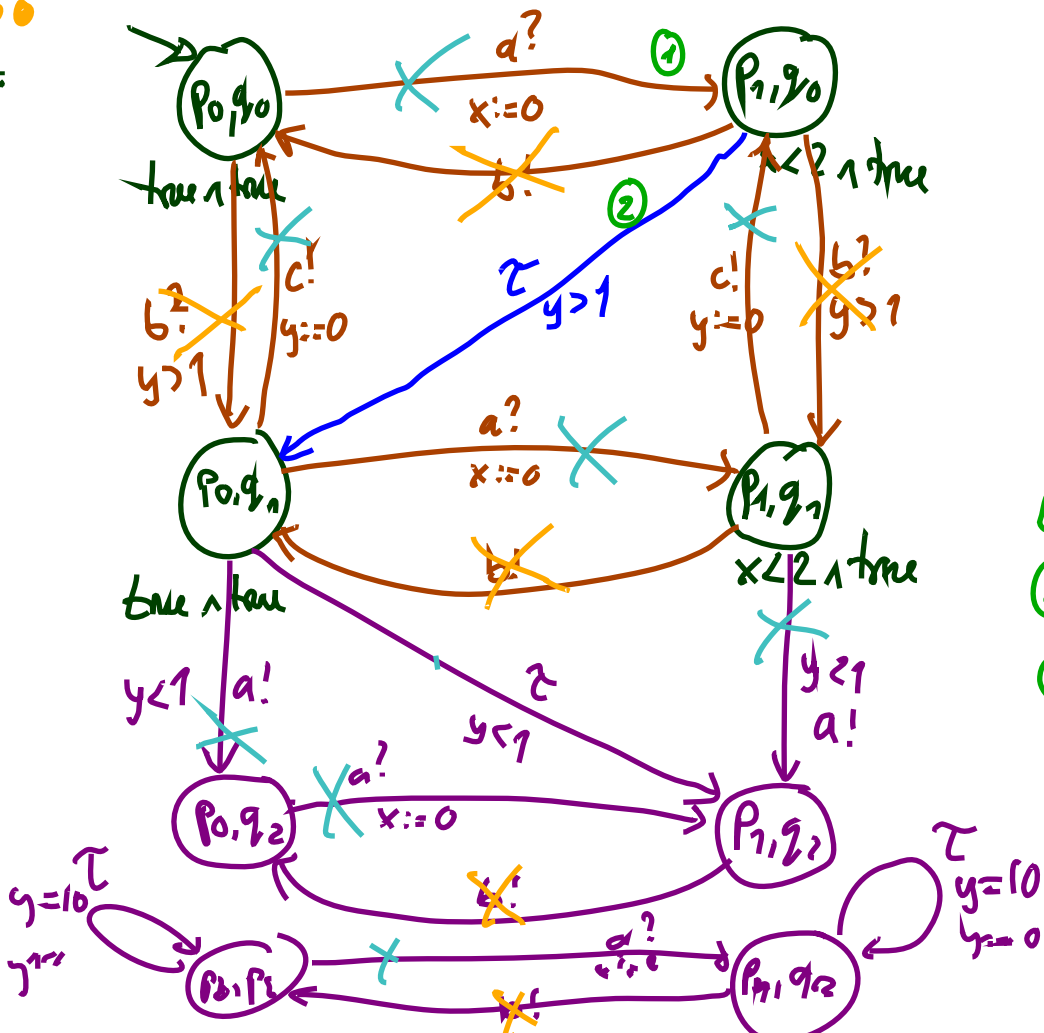
Example

$$\mathcal{L} \parallel \mathcal{U} = (L_1 \times L_2, B_1 \cup B_2, X_1 \cup X_2, I, E, (\ell_{ini,1}, \ell_{ini,2}))$$

- If $a \in B_1 \cup B_2$ s.t. $(\ell_1, \alpha, \varphi_1, Y_1, \ell'_1) \in E_1$, $(\ell_2, \bar{\alpha}, \varphi_2, Y_2, \ell'_2) \in E_2$, $\{a!, a?\} = \{\alpha, \bar{\alpha}\}$, then $((\ell_1, \ell_2), \tau, \varphi_1 \wedge \varphi_2, Y_1 \cup Y_2, (\ell'_1, \ell'_2)) \in E$
- If $(\ell_1, \alpha, \varphi_1, Y_1, \ell'_1) \in E_1$ then f.a. $\ell_2 \in L_2$, $((\ell_1, \ell_2), \alpha, \varphi_1, Y_1, (\ell'_1, \ell_2)) \in E$, and conv.



chan a, c
chan b
P||Q:



$$B = \{a, b, c\}$$

$$X = \{x, y\}$$

Example transition sequence of chan b P||Q:

$$\langle (p_0, q_0), y=0 \rangle \xrightarrow{27} \langle (p_0, q_0), x=27, y=27 \rangle$$

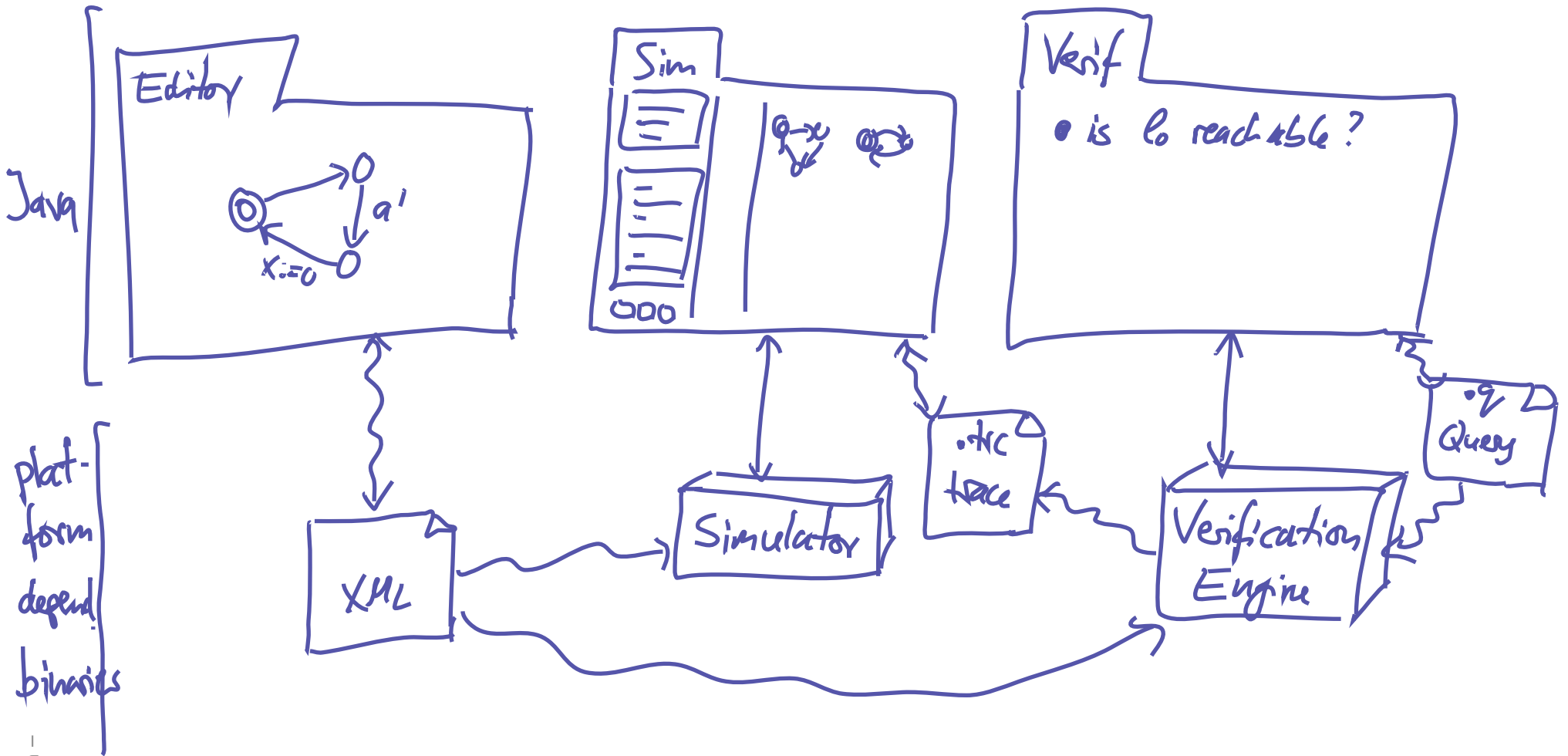
$$\textcircled{1} \xrightarrow{a?} \langle (p_1, q_0), x=0, y=27 \rangle$$

$$\textcircled{2} \xrightarrow{\tau} \langle (p_0, q_1), x=0, y=27 \rangle \xrightarrow{10} \langle (p_0, q_1), x=10, y=37 \rangle$$

$$\textcircled{3} \xrightarrow{c!} \langle (p_0, q_0), x=10, y=0 \rangle \dots$$

*Uppaal [Larsen et al., 1997, Behrmann et al., 2004]
Demo, Vol. 1*

Uppaal Architecture



References

References

- [Behrmann et al., 2004] Behrmann, G., David, A., and Larsen, K. G. (2004). A tutorial on uppaal 2004-11-17. Technical report, Aalborg University, Denmark.
- [Larsen et al., 1997] Larsen, K. G., Pettersson, P., and Yi, W. (1997). UPPAAL in a nutshell. *International Journal on Software Tools for Technology Transfer*, 1(1):134–152.
- [Olderog and Dierks, 2008] Olderog, E.-R. and Dierks, H. (2008). *Real-Time Systems - Formal Specification and Automatic Verification*. Cambridge University Press.