

## Modelling using *timed automata* (TA)

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18. decembra 2015

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- 1 Terminology explanation,
- 2 introduction to real-time/embedded systems,
- 3 why modelling of real-time/embedded systems? ,
- 4 timed automata,
- 5 example model,
- 6 references.

- Timed automaton is a finite state machine extended with clocks. This allows us to model and analyze time-oriented systems.
- Feel free to ask questions.

*"Teacher does bad job if the student learns nothing." by Strnadel Josef, Ing., Ph.D. .*

- Except model shown later, none of information presented is my own work. The information can be found through references section.

## *Real-time system (RT)*

A real-time system is a computer system which deals with real time. This means that there are requirements on timing of system's actions.

For example, it is required that after you hit a stop button in a factory, production process halts within 5 seconds.



## *Embedded system (ES)*

An embedded system is a computer system embedded in a device. Ordinary user does not know that the device contains a computer system.

Washing machine and it's control unit are illustrative examples.



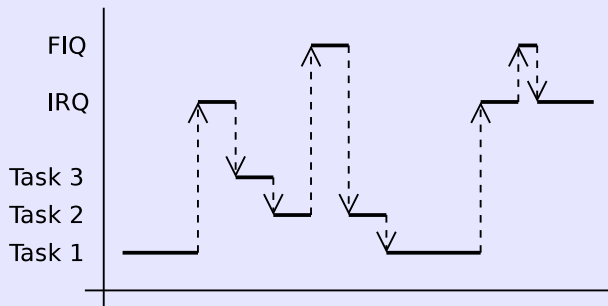
# Terminology

## A timing constraint

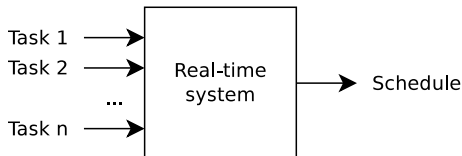
System's response for event A must occur within 15 ms after event arrival.

## A task schedule

Schedule specifies "what runs when". It is created during real-time system operation by the system kernel.



# RT system - logical model



- System function is divided to execution units (tasks/processes/threads).
- Execution units react to input events.
- Priorities, time constraints.
- *RT* system tries to create schedule that satisfies given time constraints.

# Why modelling?

- Fast, reliable, low-power.
- Is the system I designed:
  - Fast enough to satisfy all time constraints?
  - Reliable enough to avoid damage?



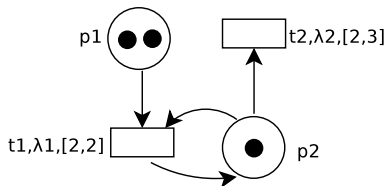
- Energy-efficient to be battery-powered?



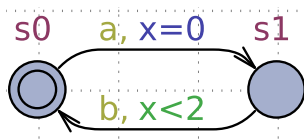
- Build it and measure. Or model it and find out before production.



- Timed petri nets,



- timed process algebras,
- **timed automata** (*TA*).



## Time sequence, timed word, timed language

Let  $R^+$  be a set of non-negative real numbers. A **time sequence**  $\tau = \tau_1\tau_2\dots$  is an infinite sequence of time values  $\tau_i \in R^+$  satisfying:

- $\tau_i > 0$
- $\tau_i \leq \tau_{i+1}$
- $\forall t \in R^+ : \exists i \geq 1 : \tau_i > t$

A **timed word** over alphabet  $\Sigma$  is a pair  $(\sigma, \tau)$  where  $\sigma = \sigma_1\sigma_2\dots$  is an infinite word over  $\Sigma$  and  $\tau$  is a time sequence.

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

The **timed word**  $(\sigma, \tau)$  is viewed as an input to an automaton.

- $\sigma_i$  and  $\tau_i$  represent an event and time of its arrival.
- Time sequence  $\tau$  is non-decreasing. Multiple events at the same time.

# Example - a timed language

## Example 1

$\Sigma = \{a, b\}$ . A timed language  $L_1$  consists of timed words  $(\sigma, \tau)$  where there is no  $b$  after time 5.6 .

$$L_1 = \{(\sigma, \tau) \mid \forall i : ((\tau_i > 5.6) \Rightarrow (\sigma_i = a))\}$$

# Example - a timed language

## Example 2

$\Sigma = \{a, b\}$ . A timed language  $L_2$  consists of timed words  $(\sigma, \tau)$  where  $a$  and  $b$  alternate and time difference between  $a$  and  $b$  in pairs keeps increasing.

$$L_2 = \{((ab)^\omega, \tau) \mid \forall i : ((\tau_{2i} - \tau_{2i-1}) < (\tau_{2i+2} - \tau_{2i+1}))\}$$

$$\begin{array}{c|c|c|c} \tau_{2i-1} & \tau_{2i} & \tau_{2i+1} & \tau_{2i+2} \\ \hline 1 & 2 & 3 & 4 \end{array}$$

$$(\tau_2 - \tau_1) < (\tau_4 - \tau_3)$$

## Clock

A clock is represented by a variable whose values satisfy *time sequence* properties.

## Clock constraints

For a set  $X$  of clock variables, the set  $\delta = \alpha(X)$  is defined inductively by  $\delta := x \leq c \mid c \leq x \mid \neg\delta \mid \delta_1 \wedge \delta_2$  where:

- $x \in X$  is a clock variable,
- $c \in \mathbb{Q}^+$  is a non-negative rational constant,

and is referred to as clock constraints. Other constraint syntax definitions are also possible.

## A clock interpretation

A clock interpretation is a mapping  $\nu : X \rightarrow R^+$ . The mapping assigns each clock in  $X$  a real value. We say that a clock interpretation  $\nu$  for  $X$  satisfies a clock constraint  $\delta$  over  $X$  if  $\delta$  evaluates to true using the clock values given by  $\nu$ .

## Example

Given

$X = \{clk\}$ ,  $\nu(X) = \{clk \rightarrow 4.7\}$ ,  $\alpha(X) = \{clk < 5.1 \wedge clk < 1.7\}$ ,  
constraint

- " $clk < 5.1$ " evaluates to true, and
- " $clk < 1.7$ " evaluates to false. Thus
- " $clk < 5.1 \wedge clk < 1.7$ " evaluates to false.

## Timed transition table

$A = (\Sigma, S, S_0, C, E)$  is a timed transition table with following elements:

- $\Sigma$  is a finite alphabet,
- $S$  is a finite set of states,
- $S_0 \in S$  is an initial state,
- $C$  is a finite set of clocks,
- $E \subseteq S \times S \times \Sigma \times 2^C \times \alpha(C)$  is a set of transitions. An edge  $(s, s', a, B, \delta)$  represents a transition from state  $s$  to state  $s'$  on input symbol  $a$ . The set  $B \subseteq C$  contains clocks to be reset with this transition and  $\delta$  is a clock constraint over  $C$ .



## TA

A timed automaton  $M = (\Sigma, S, S_0, C, E, F)$  is a tuple where

- $(\Sigma, S, S_0, C, E)$  is the timed transition table, and
- $F \subseteq S$  is the set of accepting states.

The automaton  $M$  operation is as follows:

- 1 Given a timed word  $(\sigma, \tau)$ , the  $TA$  starts in the initial state with all clocks in  $C$  initialized to 0.
- 2 As time advances, the values of all clocks advance at the same rate.
- 3 At time  $\tau_i$  the  $TA$  changes state from  $s$  to  $s'$  using some transition of the form  $(s, s', \sigma_i, B, \delta)$  reading the input  $\sigma_i$  if the current values of clocks satisfy time constraint  $\delta$ .
- 4 With this transition the clocks in  $B$  are set to 0.

## Accepted language

Accepted language for a TA is a set of timed words  $(\sigma, \tau)$  for which the automaton

- does not halt (deadlock), and
- the automaton is in one of accepting states.

$$L(M) = \{(\sigma, \tau) \mid s \in F \wedge M \text{ does not halt}\}$$

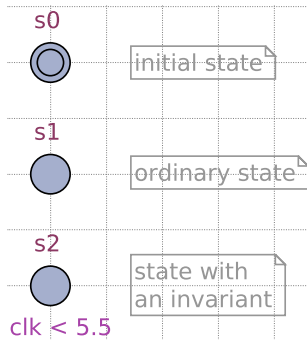
Let  $M$  be a TA model of some RT system with entire timing information. Let  $I$  be a set of all possible timed words  $(\sigma, \tau) \Rightarrow I$  contains all possible event and time flows. If the TA  $M$  accepts all elements  $\in I$ , the RT system will satisfy it's timing requirements (if the model is correct and the RT system will face only timed words  $\in I$ ).

# Graphical representation of a $TA$

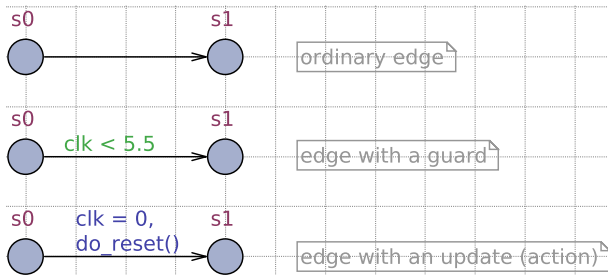
Following slides are closely related to UPPAAL tool [?]. A  $TA$  is extended finite state machine  $\rightarrow$  some symbols are inherited from  $FSM$  notation. The  $TA$  consists of

- states,
  - edges,
  - clocks,
  - \*constraints (invariants, guards),
  - \*actions and
  - \*synchronization.
- \* more on this later.

# Graphical representation - states

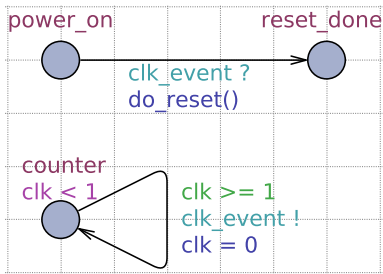


# Graphical representation - edges



- `*do_reset()` is on next slide.

# Graphical representation - synchronization



```
void do_reset() {  
    ACC = 0;  
    irq_mask = ~0;  
    state = SFETCH;  
}
```

# Clocks, time constraints and synchronization notation

## Clock

```
clock clk;
```

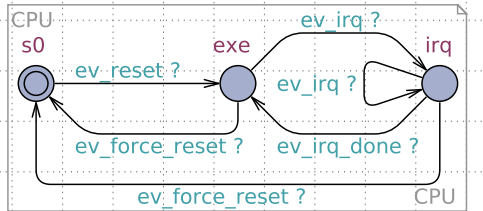
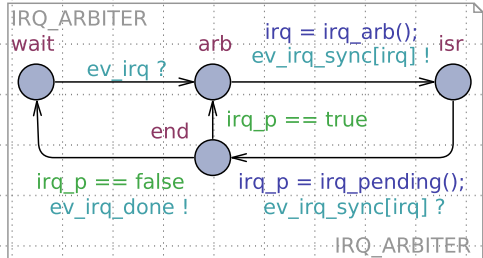
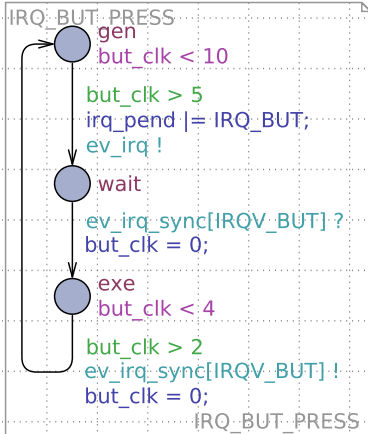
## Time constraints

- The invariant and
- the guard.

## Synchronization

```
chan clk;
```






# Example model





- A *TA*'s input is a timed word  $(\sigma, \tau)$ .
- *RT*-system's input events can be described by timed words.
- *RT*-system can be modelled using a *TA*.
- Behaviour of a *RT* system can be simulated and verified. See UPPAAL model checker for details.
- The models are extendable to include
  - power consumption,
  - missed time constraint condition,
  - ...

# References

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Thank you for your attention. Question time!



# The end - goodbye



# Thanks

- Meduna Alexander, prof. RNDr., CSc. : TID and LTA organization.
- Lojda Jakub, Ing. : presentation review.
- Barošová Lenka : presentation speech review.