

# Timed automata

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# Outline

- 10.1 Motivation
- 10.2 Syntax of timed automata
- **10.3 Semantics of timed automata**
- 10.4 Networks of timed automata
- 10.5 More on timed automata formalisms

## 10.3 Semantics of timed automata

# state

## state

- a suitable notion of the state of computation of a timed automaton consists of a pair  $(l, v)$
- $l$  is the control location the automaton is in
- $v$  is the valuation determined by the current clock values

# timed transition system

## timed transition system $T(A)$

Let  $A = (L, l_0, E, I)$  be a timed automaton over a set of clocks  $C$  and a set of actions  $Act$ . We define the timed transition system  $T(A)$  generated by  $A$  as  $T(A) = (Proc, Lab, \{\overset{\alpha}{\longrightarrow} \mid \alpha \in Lab\})$

# timed transition system

## timed transition system $T(A)$

其中:

- $Proc = \{(l, v) \mid (l, v) \in L * (C \rightarrow R_{\geq 0}) \text{ and } v \models I(l)\}$ . states are of the form  $(l, v)$ , where  $l$  is a location of the timed automaton and  $v$  is a valuation that satisfies the invariant of  $l$ .
- $Lab = Act \cup R_{\geq 0}$  is the set of labels  
( $R_{\geq 0}$  : *time – elapsing step*)
- the transition relation is defined by:
  - $(l, v) \xrightarrow{a} (l', v')$  if there is an edge  $(l \xrightarrow{g, a, r} l') \in E$  such that  $v \models g, v' = v[r]$  and  $v' \models I(l')$
  - $(l, v) \xrightarrow{d} (l, v + d)$  for all  $d \in R_{\geq 0}$  such that  $v \models I(l)$  and  $v + d \models I(l)$

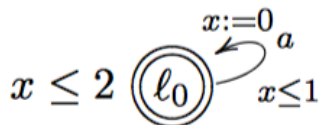
where:  $g$  is the guard,  $a$  is the action,  $r$  is the set of clocks to be reset,  $I$  assigns invariants to locations.

# timed transition system

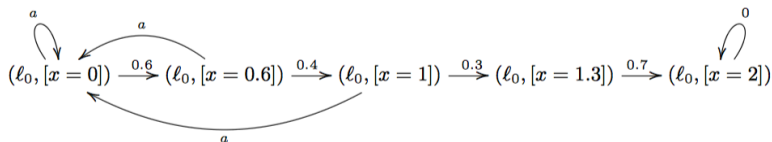
## timed transition system $T(A)$

Let  $v_0$  denote the valuation such that  $v_0(x) = 0$  for all  $x \in C$ . If  $v_0$  satisfies the invariant of the initial location  $l_0$ , we shall call  $(l_0, v_0)$  the initial state (or initial configuration) of  $T(A)$ .

# Example



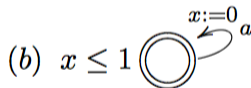
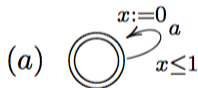
A small part of the transition system  $T(A)$  is shown below (there are in fact uncountably many different reachable states for every  $x$  in the interval  $[0, 2]$ )



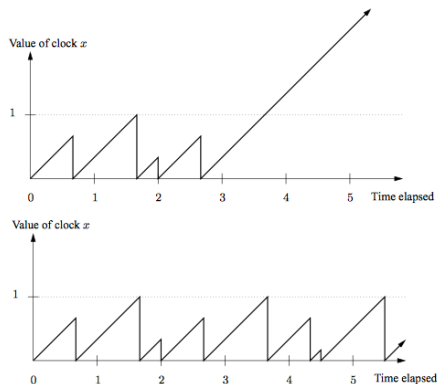


# Notice:

There is a fundamental difference between situations where a clock constraint is used in the guard and where it is used in the invariant.



## Notice:



In the timed automaton (b),  $x \leq 1$  is used in the invariant. This means that it is never possible to delay more than 1 time unit

## Exercise:

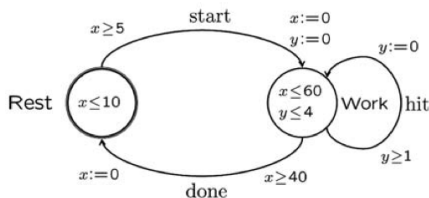


Figure 10.3 A small Jobshop.

A Worker alternates between resting and working. The clock  $x$  is used for constraining the time spent by the Worker in these two modes, and the clock  $y$  is used to control the frequency with which the Worker is hitting nails while working.

谢谢大家!