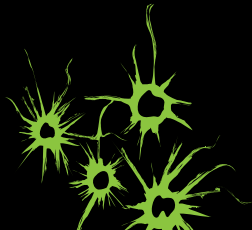
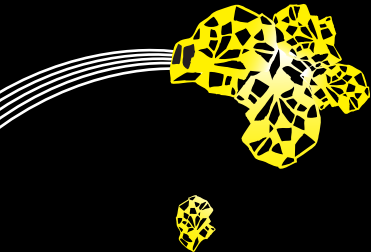


# Symbolic Model Checking of Timed Automata using LTSmin

Sybe van Hijum





# Overview

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# Transition System

---

## Definition (Labeled Transition System)

*A labeled transition system is a 3-tuple  $A = \langle S, Act, s_0 \rangle$  where*

- ▶  *$S$  is a finite set of states*
- ▶  *$Act$  is a finite set of labelled actions*
- ▶  *$s_0 \in S$  is a finite set of actions*



# Transition System

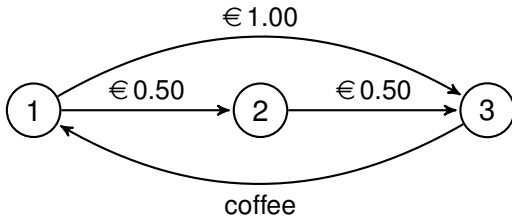
---

1

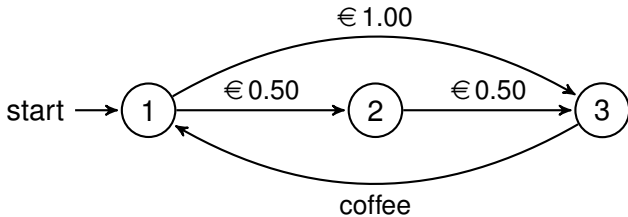
2

3

# Transition System



# Transition System





# Timed Automata

---

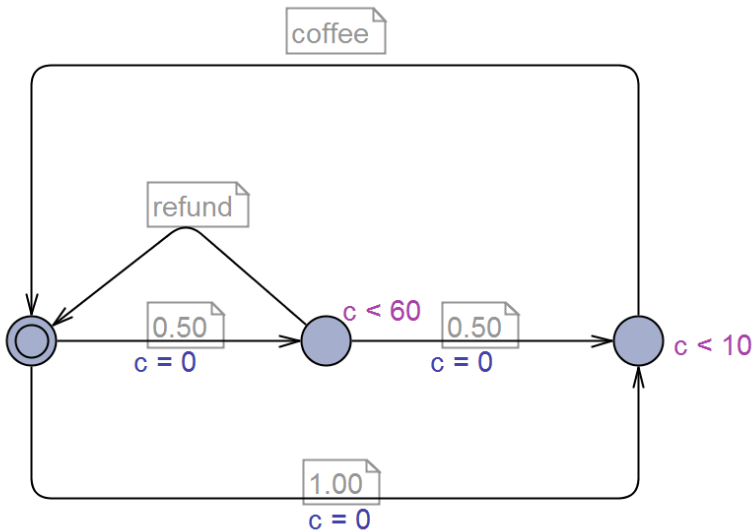
## Definition (Timed Automata)

*An extended timed automaton is a 6-tuple  $A =$*

*$\langle L, C, Act, l_0, \rightarrow, I_C \rangle$  where*

- ▶  *$L$  is a finite set of locations, typically denoted by  $l$*
- ▶  *$C$  is a finite set of clocks, typically denoted by  $c$*
- ▶  *$Act$  is a finite set of actions*
- ▶  *$l_0 \in L$  is the initial location*
- ▶  *$\rightarrow \subseteq L \times G(C) \times Act \times 2^C \times L$  is the (non-deterministic) transition relation.*
- ▶  *$I_C : L \rightarrow G(C)$  is a function mapping locations to downwards closed clock invariants.*

# Timed Automata







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# Boolean Decision Diagram

---

- Expresses boolean expressions



# Boolean Decision Diagram

---

- ▶ Expresses boolean expressions
- ▶ States can be seen as boolean expressions



# Boolean Decision Diagram

---

- ▶ Expresses boolean expressions
- ▶ States can be seen as boolean expressions
- ▶ Memory efficient

# Boolean Decision Diagram

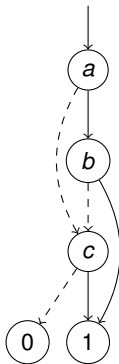
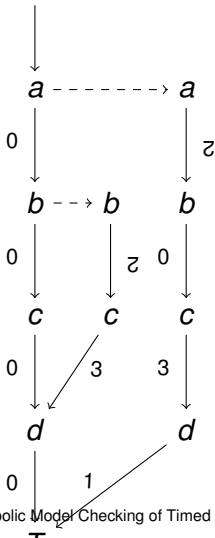


Figure: A BDD representing  $(a \wedge b) \vee c$

# List Decision Diagram





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# Font Sizes

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Table: The different font sizes within  $\text{\LaTeX}$

|              |             |
|--------------|-------------|
| tiny         | sample text |
| scriptsize   | sample text |
| footnotesize | sample text |
| small        | sample text |
| normalsize   | sample text |
| large        | sample text |
| Large        | sample text |
| LARGE        | sample text |
| huge         | sample text |
| Huge         | sample text |



# Creation of a new frame

---


The text within the frame



## Creation of a new frame - source

---


```
\begin{frame}{Creation of a new frame}  
    The text within the frame  
\end{frame}
```



# Frame with pause itemes

---


- First item



# Frame with pause itemes

---


- ▶ First item
- ▶ Second item



# Frame with pause itemes

---

- ▶ First item
- ▶ Second item
- ▶ You get the point.



## Frame with pause itemes - source

---

```
\begin{frame}{Frame with \texttt{pause} itemes}  
\begin{itemize}  
\item First item \pause  
\item Second item \pause  
\item You get the point.  
\end{itemize}  
\end{frame}
```

# Frame with pause tables

---

Table: Caption

| Class | A | B | C | D |
|-------|---|---|---|---|
| X     | 1 | 2 | 3 | 4 |



# Frame with pause tables

---

Table: Caption


| Class | A | B | C | D |
|-------|---|---|---|---|
| X     | 1 | 2 | 3 | 4 |
| Y     | 3 | 4 | 5 | 6 |

# Frame with pause tables

---

Table: Caption

| Class | A | B | C | D |
|-------|---|---|---|---|
| X     | 1 | 2 | 3 | 4 |
| Y     | 3 | 4 | 5 | 6 |
| Z     | 5 | 6 | 7 | 8 |



## Frame with pause tables - source

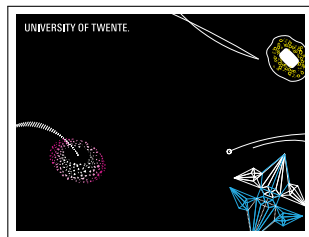
---

```
\begin{frame}{Frame with \texttt{pause} tables}

\rowcolors[] {1} {blue!20} {blue!10}
\begin{table}
\caption{Caption}
\begin{tabular}{l!{\vrule}cccc}
Class & A & B & C & D \\\hline
X & 1 & 2 & 3 & 4 \pause \\
Y & 3 & 4 & 5 & 6 \pause \\
Z & 5 & 6 & 7 & 8
\end{tabular}
\end{table}
\end{frame}
```

# Two Column Output

Text here.  
Text here.  
Text here.





## Two Column Output - source

---

```
\begin{frame}{Two Column Output}
  \begin{columns}[c]
    \column{1.5in}
      Text here.\\
      Text here.\\
      Text here.
    \column{1.5in}
      \framebox{\includegraphics[width=1.5in]{img/back2}}
  \end{columns}
\end{frame}
```



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## First frame of the Second Section

---

Each new section starts with an Table Of Contents.



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