# Model Checking Real-Time Systems

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December 12, 2022

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Set of time values:  $\mathbb{R}_{\geq 0}$ 

Timed words over  $\Sigma \times \mathbb{R}_{\geq 0}$ 

Set of *valuations* over a set of clocks  $C \colon \mathbb{R}_{\geq 0}^C$ 

*Constraints* over  $C: \varphi ::= x \odot k \mid \varphi \land \varphi$  where  $x \in C$ ,  $k \in \mathbb{Z}$  and  $\odot \in \{<, \leq, =, \geq, >\}$ 

Set of valuations satisfying  $\varphi$ :  $\llbracket \varphi \rrbracket_C = \{ v \in \mathbb{R}^C_{>0} \mid v \models \varphi \}$ 

Timed Automata Timed Automata

## Definition 1

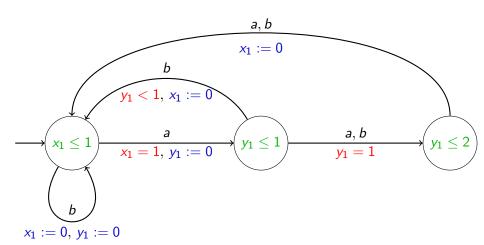
A *Timed Automaton* (TA) A is the tuple  $(L, \ell_0, C, \Sigma, I, E)$  where:

- L is a finite set of *locations* with initial location  $\ell_0 \in L$
- C is a finite set of clocks
- $\Sigma$  is a finite set of *actions*
- $I: L \to \Phi(C)$  is an invariant mapping
- $E \subseteq L \times \Phi(C) \times \Sigma \times 2^C \times L$  is a set of edges.

Edges are denoted by  $\ell \xrightarrow{\varphi,a,r} \ell'$ .



Example of a TA with 3 locations, 2 clocks and 2 actions (letters):



### References