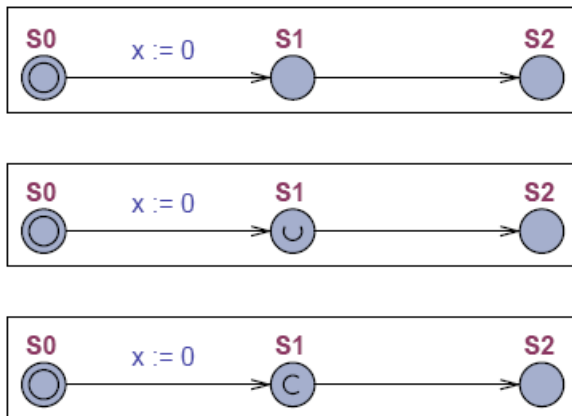


BCS2213 – Formal methods**Teaching assignment 6. Learning UPPAAL. Modelling systems using timed automata.****1. Run UPPAAL Toolbox.****2. Learning different types of locations.**

There are three different types of locations in UPPAAL:

- Normal locations
- Urgent locations
- Committed locations.

Create new model and draw the automata depicted on Figure below. Name processes P0, P1 and P2 correspondingly. Define the clocks *x* *locally* for each automaton (for it open the sub-tree of their templates in the Project tree; there you will see a Declarations label under the template). Click on it and define clock *x*. Repeat for other two automata.



The location marked “U” is *urgent* and the one marked “C” is *committed*. Try them in the simulator and notice that when in the committed state, the only possible transition is always the one going out of the committed state. The committed state has to be left immediately.

To see the difference between *normal* and *urgent* state, go to the verifier and try the properties:

$E \langle \rangle P0.S1$ and $P0.x > 0$ (it is possible to wait in S1 of P0).

$A[] P1.S1 \text{ imply } P1.x == 0$ (it is not possible to wait in S1 of P1).

Time not pass in an urgent state, but interleaving with normal states are allowed as you can see in the simulator. Thus, urgent locations are “less strict” variants than committed ones.

Make 2-3 screenshots from this UPPAAL model and put them into Word file with your comments. Save the file with the name lab_6_<your_ID>.doc(x)

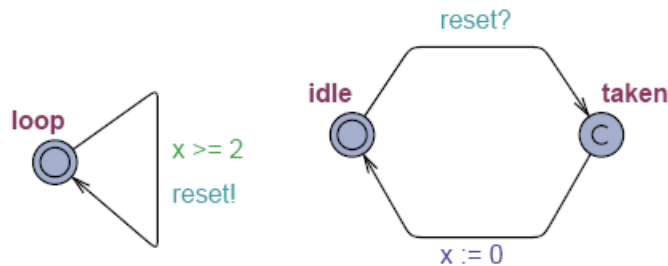
NOTE, the labsheets, just reusing screenshots captured from this document or from lecture will not be considered.

3. Modelling Observer-Observable system using timed automata

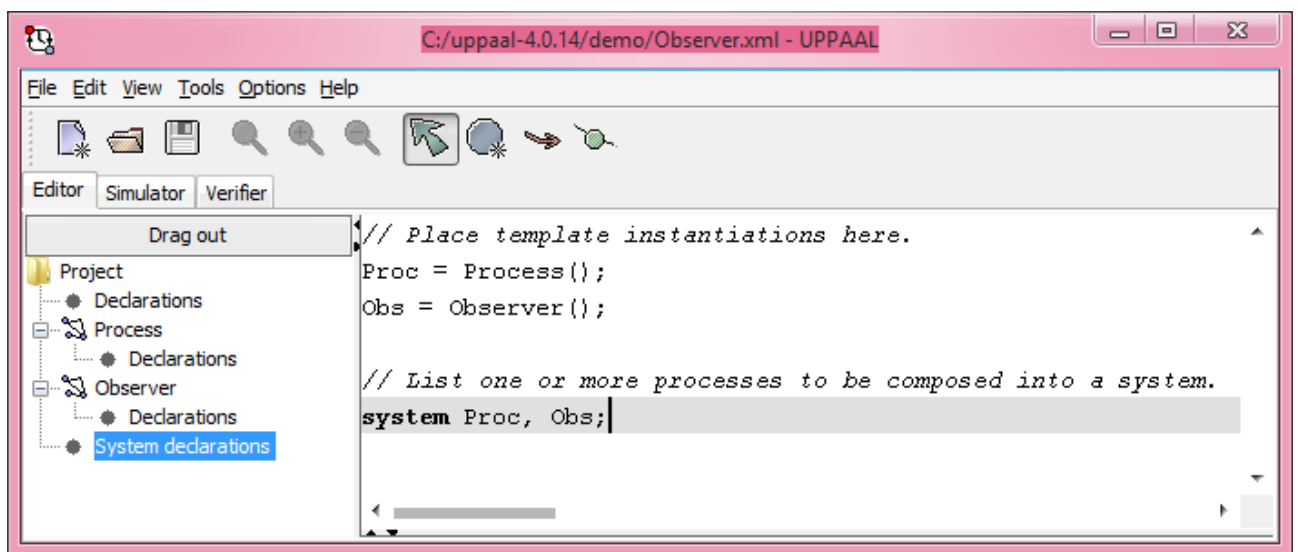
The clocks are the way to handle time in UPPAAL. Time is continuous and the clocks measure the time progress. It is allowed to *test* the value of a clock or to *reset* it. Time progresses globally at the same pace for the whole system.

3.1. To grasp how the time is handled in UPPAAL we will study a simple example of *Observer-Observable*. Normally, an observer is an automaton used for detecting events without perturbing the observed system. In our case the reset of the clock ($x = 0$) is delegated to the observer to make it work.

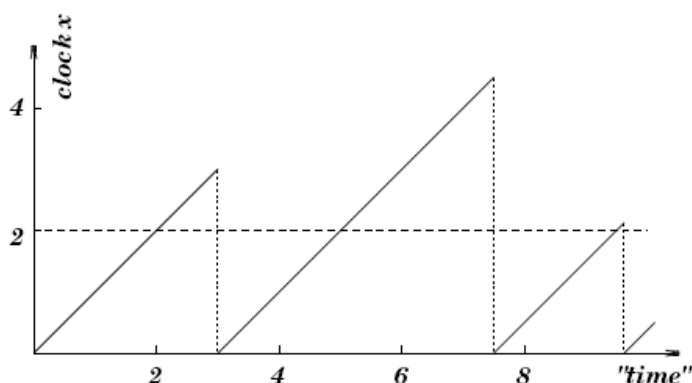
Figure below shows the first model. Time is used through *clocks*. In the example, x is a clock declared in the *global* (Project) Declarations section. A channel reset is used for synchronization of observable with the observer, which is also declared (chan reset;) in the Project Declarations section. The channel synchronization is a ‘hand-shaking’ between reset! and reset?. In this example, the clock *may be* reset after 2 time units (see the guard $x \geq 2$). By using synchronisation channel, the observer detects this and actually performs the reset.



Draw the model, name the automata (templates) Process and Observer, and define them in the system. A new template is created by *Insert Template* in the *Edit* menu. Notice, that the state **taken** of the observer is of type *committed* (explain why in your comments).



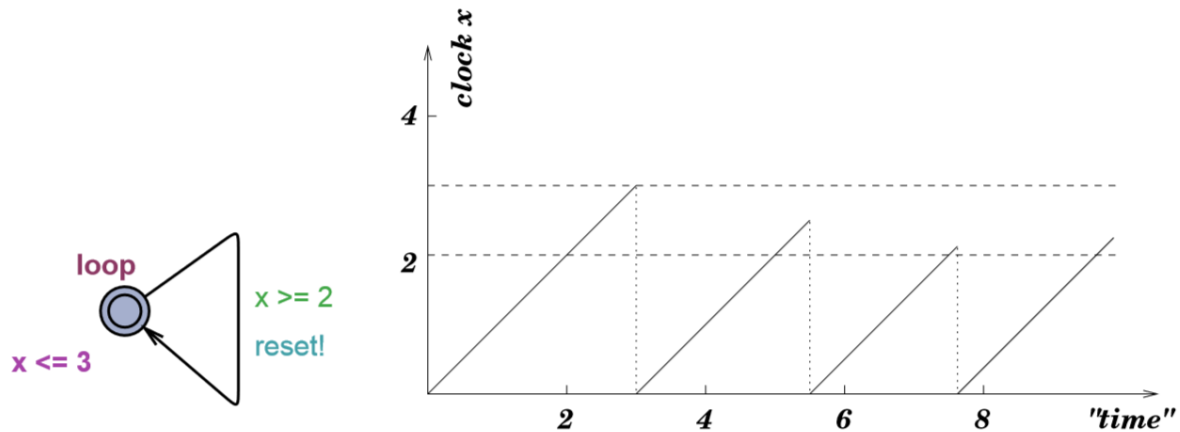
To interpret what you see we will use queries and modify the system progressively. The expected behaviour of our system is depicted on next Figure (this is just explanation; you cannot generate this figure in UPPAAL).



Try these properties to learn behaviour:

$A[] \text{ Obs.taken} \text{ imply } x \geq 2$: all fall-down of the clock value (see curve) are above 2. This query means: for all states, being in the location *Obs.taken*, value of time x should be more or equal 2.
 $E \diamond \text{ Obs.idle and } x > 3$: this is to check the waiting period. This question means: is it possible to reach a state where *Obs* is in the location *idle* and $x > 3$. You can try values like 3000 and you will get the same result. Try to explain this property in your comments. Also, please make and put into Word file 1-2 screenshots of your model.

3.2. Add now an invariant to the loop location as shown on next Figure.



The invariant is a progress condition: the system is not allowed to stay in the state more than 3 time units, so the transition has to be taken and the clock will reset in our example (see figure above).

To see the difference, try the properties:

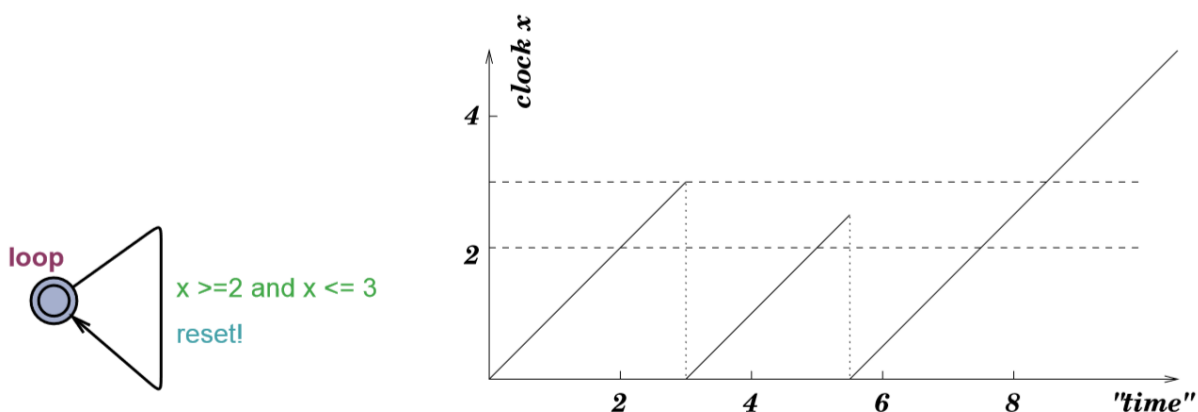
$A[] \text{ Obs.taken} \text{ imply } (x \geq 2 \text{ and } x \leq 3)$ to show that the transition is taken when x is in the interval $[2,3]$.

$E \diamond \text{ Obs.idle and } x > 2$: is it possible to take the transition with x in the interval $(2,3]$.

$A[] \text{ Obs.idle} \text{ imply } x \leq 3$: to show that the upper bound is also respected.

Check, the former property $E \diamond \text{ Obs.idle and } x > 3$ no longer true.

3.3. Now, remove the *invariant* and change the *guard* of transition to $x \geq 2$ and $x \leq 3$. You may think that it is the same as before – but it is not! The system **has no progress condition** anymore, just a new condition on the *guard* now. Figure below shows the new system.



As you can see the system may take the same transitions as before, but there is now a deadlock: the system may be stuck if it does not take the transition after 3 time units. Retry the same properties, to check what are not hold now. Actually, you can see the deadlock with the following property:

$A[] \ x > 3 \text{ imply not Obs.taken}$

that is, after 3 time units the transition can not be taken anymore. Explain it in your comments.

Make screenshots from your model and add them into your lab_6_<your_ID>.doc(x) file.

4. Upload lab_6_<your_ID>.doc(x) into Kalam for evaluation.