

# A Unified Method to Efficiently Verify Opacity of Discrete-Timed Automata

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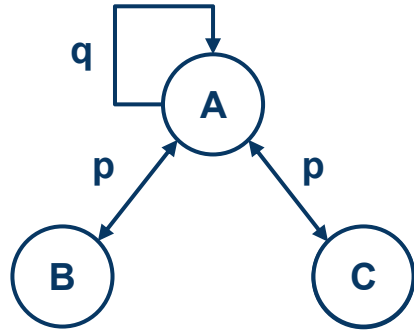
<sup>2</sup>School of Mathematics and Statistics, Xi'an Jiaotong University, Xi'an, China

**International Conference on Formal Engineering Methods**

November 13, 2025



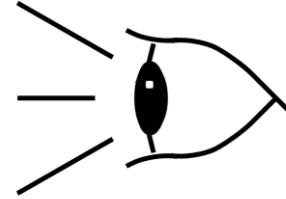
# Opacity Framework



**Finite  
Automaton**

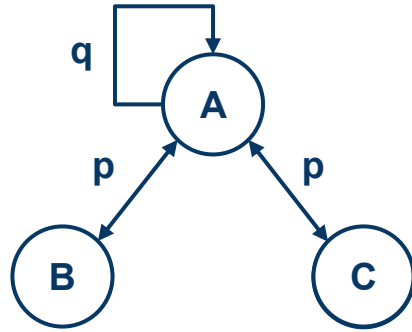


**Observable  
Behavior**



**Intruder**

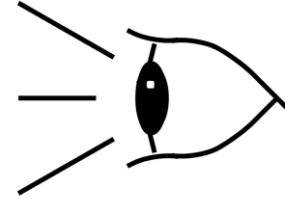
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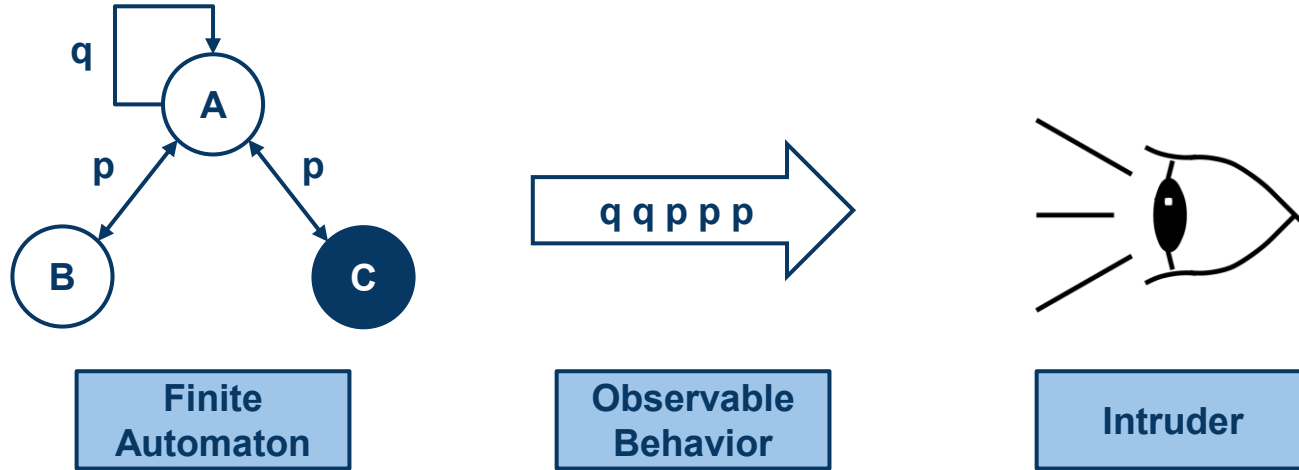
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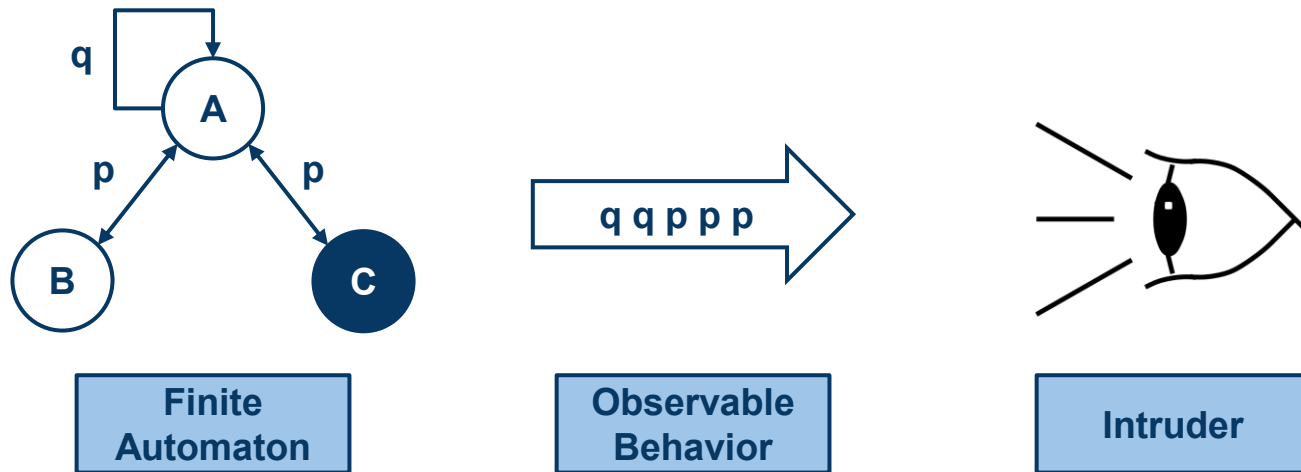
- Intruder **observes** system

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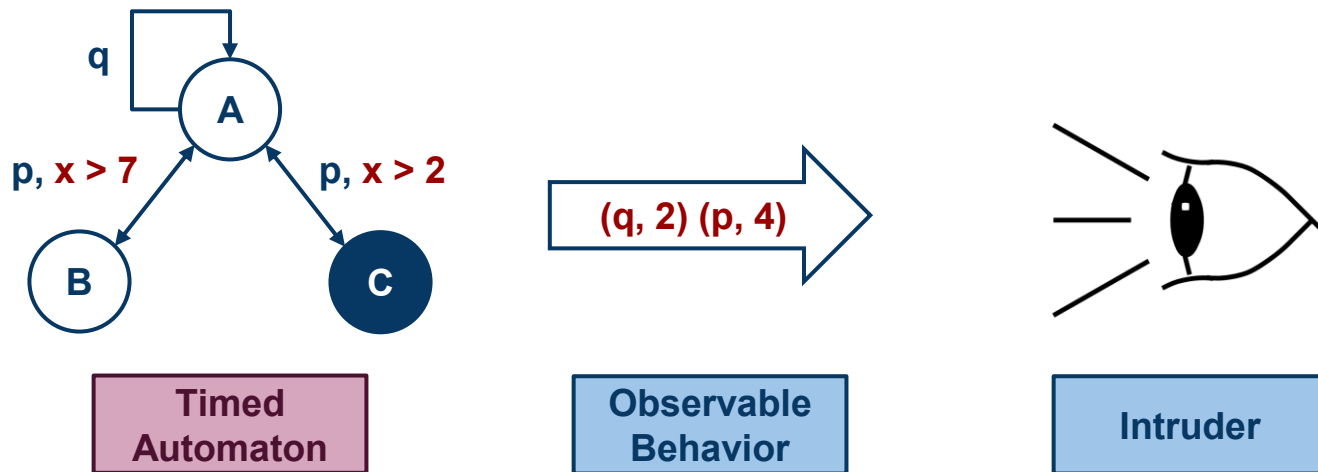
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# Opacity Framework



- Intruder **observes** system
- Set of **secret** states, for example  $\{C\}$
- **Opacity**: can intruder tell whether **secret** states **are/were active**

# Timed Opacity Framework



- Intruder **observes** system
- Set of **secret** states, for example  $\{C\}$
- **Opacity**: can intruder tell whether **secret** states **are/were active**

# Timed Opacity

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## Timed Opacity Notions:

- Initial-Location Timed Opacity (**ILTO**)  
→ Intruder cannot deduce whether **initial** state was secret
- Current-Location Timed Opacity (**CLTO**)  
→ Intruder cannot deduce whether **current** state is secret
- Infinite-Step Timed Opacity (**ISTO**)  
→ Intruder cannot deduce whether a **past** state was secret
- K-Step Timed Opacity (**KSTO**)  
→ Intruder cannot deduce whether a **past** state was secret  
**within the past K observations**

# Goal

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- Verify **any** kind of **opacity notion** on **any** given **timed automaton**!





# Goal

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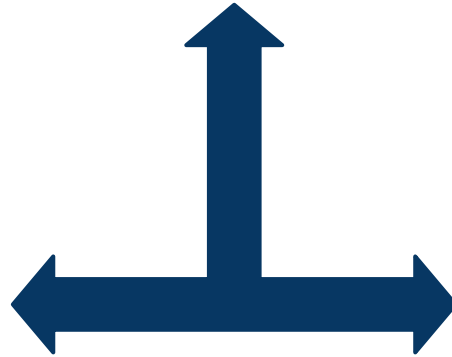
- Verify **any** kind of **opacity notion** on **any** given **timed automaton**!



**Problem:** in general **undecidable** (Cassez, 2009)

# Literature: Verifying Timed Opacity

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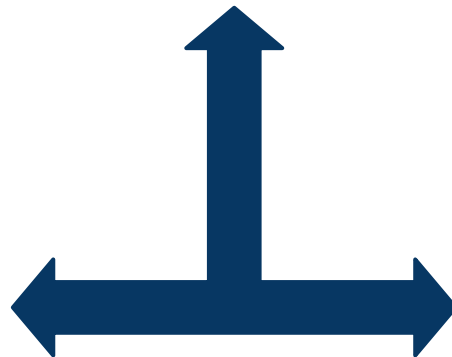


# Literature: Verifying Timed Opacity

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**Restrict class** of considered systems to subclasses of TA

→ Only very specific systems can be verified

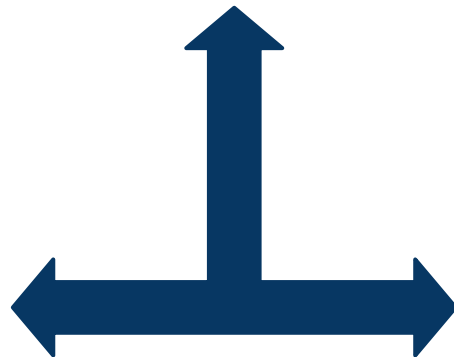


An et al. (2024), André et al. (2024), Zhang (2024), Wang et al. (2018, 2021)

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**Restrict opacity** notion to a weaker version  
→ Only very specific conf. guarantees can be provided

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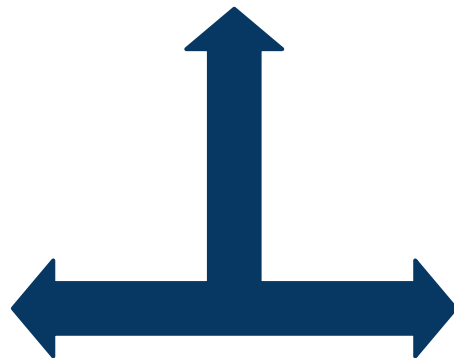
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## Restrict time semantics

(Approximation using discrete-time model)

→ Less expressive, limited scalability

An et al. (2024), André et al. (2024), Li et al. (2024), Klein et al. (2024, 2025)



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Decidability  
results

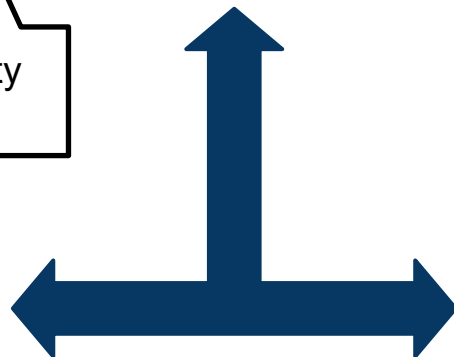
We are trying to develop  
an **efficient method**

**Restrict class** of considered  
systems to subclasses of TA

→ Only very specific  
systems can be verified

**Restrict opacity** notion to a  
weaker version

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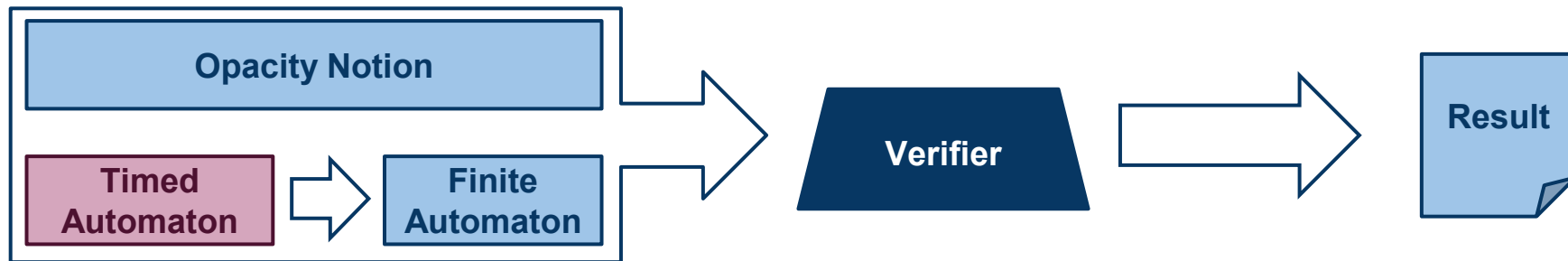


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# The Joy of Discrete Time

- Discrete-timed automata can be **transformed** to standard finite automata

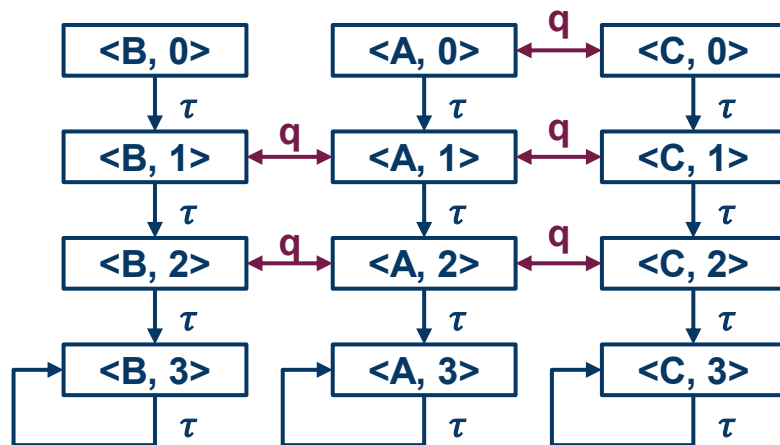
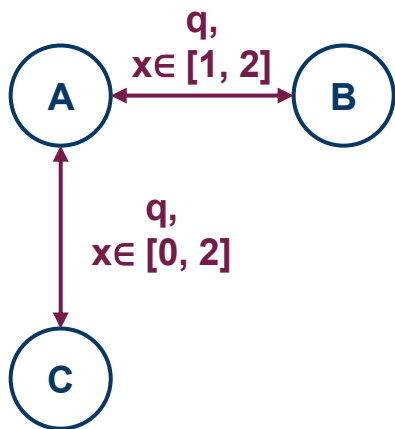


- Opacity verification of finite automata is **extensively studied**  
→ **Existing verification methods can be used**

# Tick Automata

- Discrete TA can be **transformed** equivalent **tick automata** ( $\tau$ -FA)
- Introduction of **tick symbol**  $\tau$  to model discrete time **ticks**

**Caution:** Tick automata get **huge** for large input TA

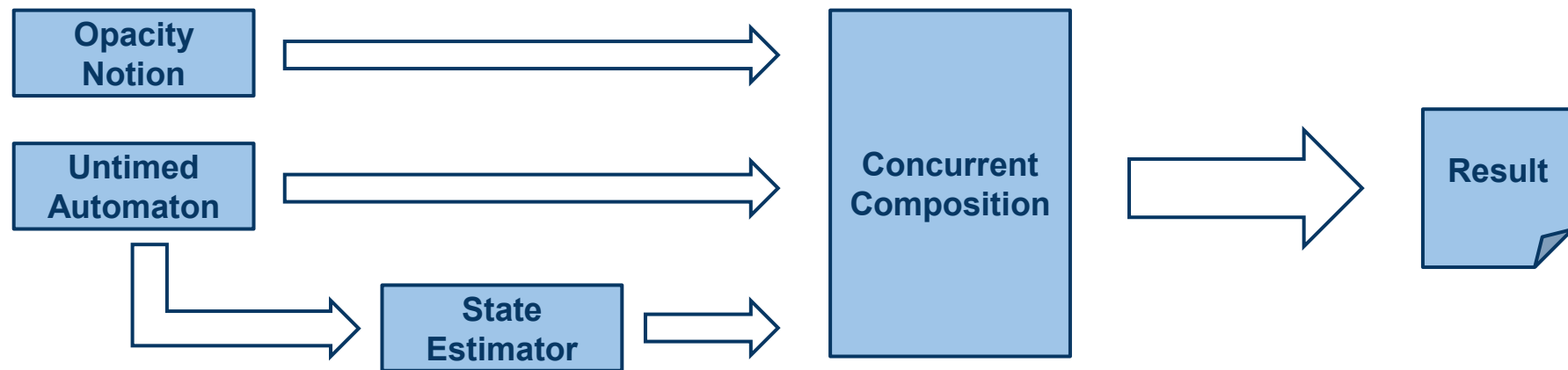




# Verifying (Un)timed Opacity

## Concurrent composition (CC) (Zhang 2023)

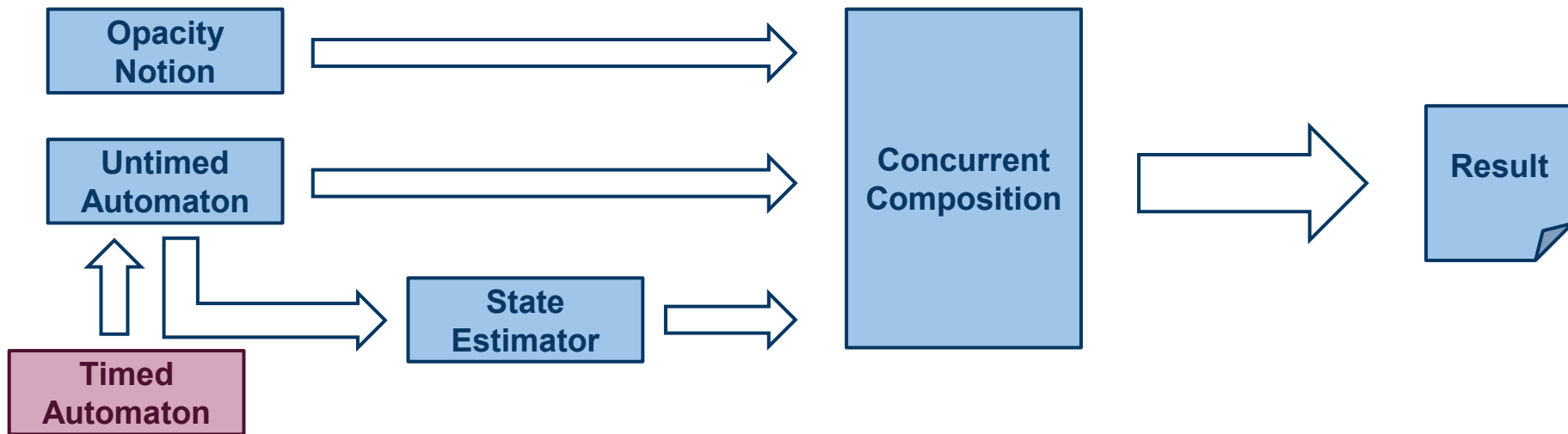
- Composition of FA and its state estimator (Observer)
  - Verifying opacity notions = checking reachability properties on CC
- CC = Verification structure for several opacity notions!



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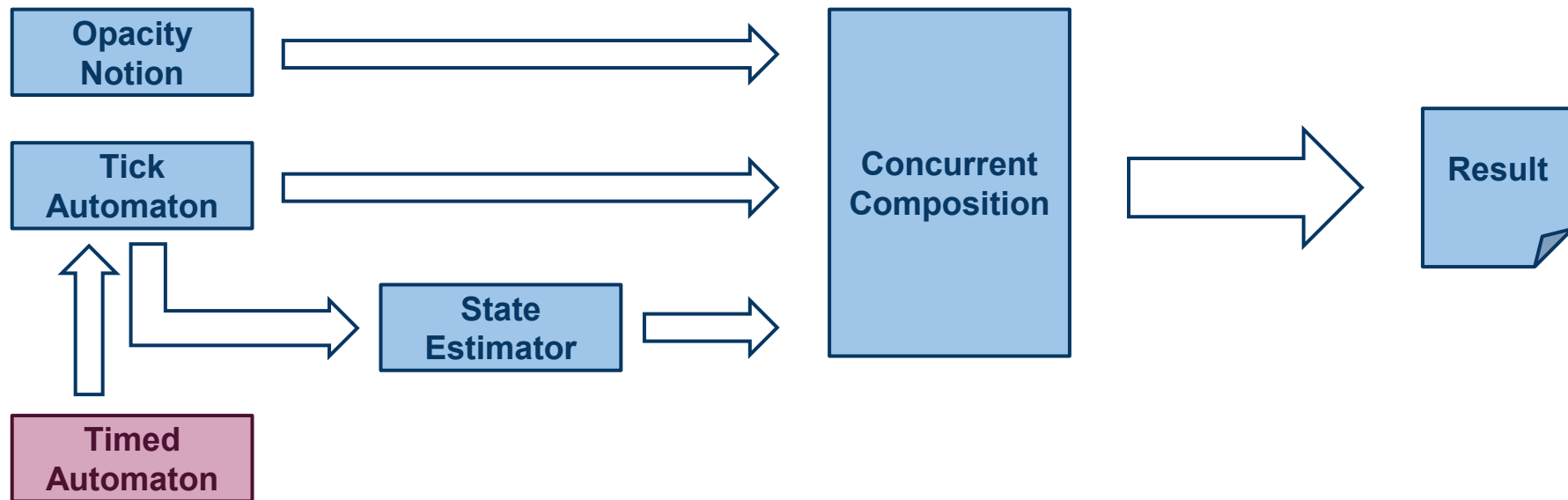
# Our Method

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# Verifying **Timed** Opacity

**Idea:** Develop analogous timed concurrent composition

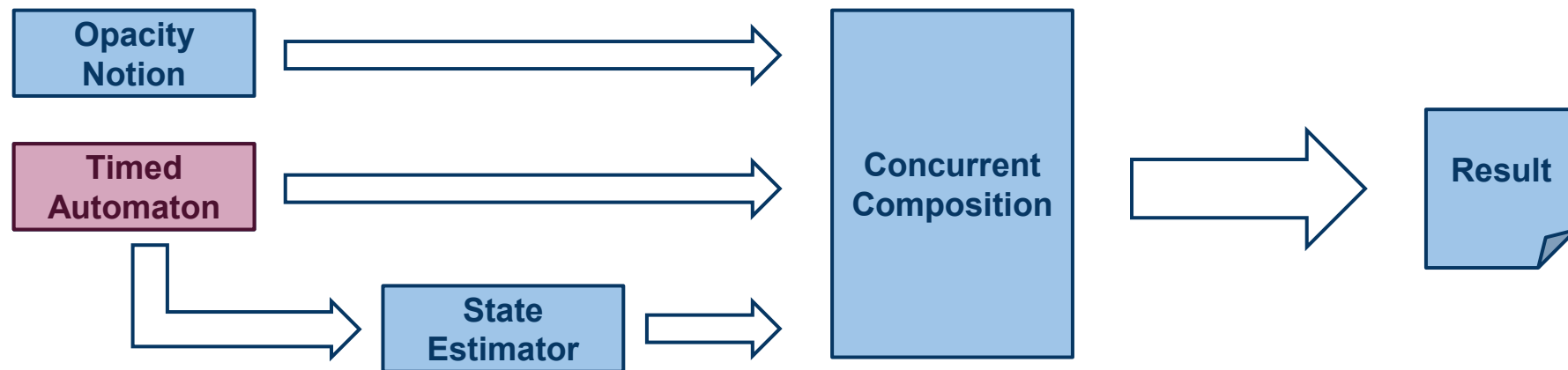
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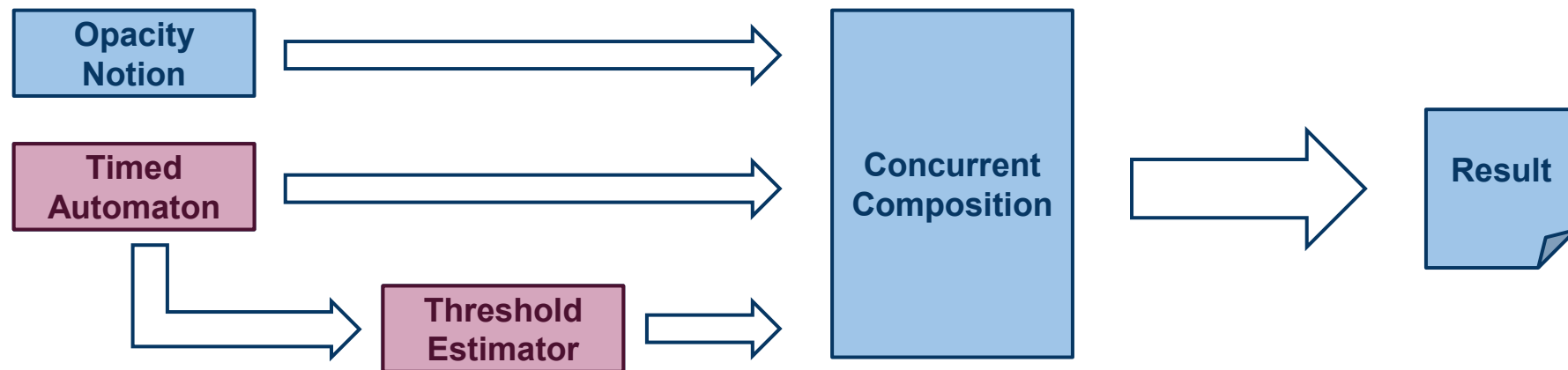
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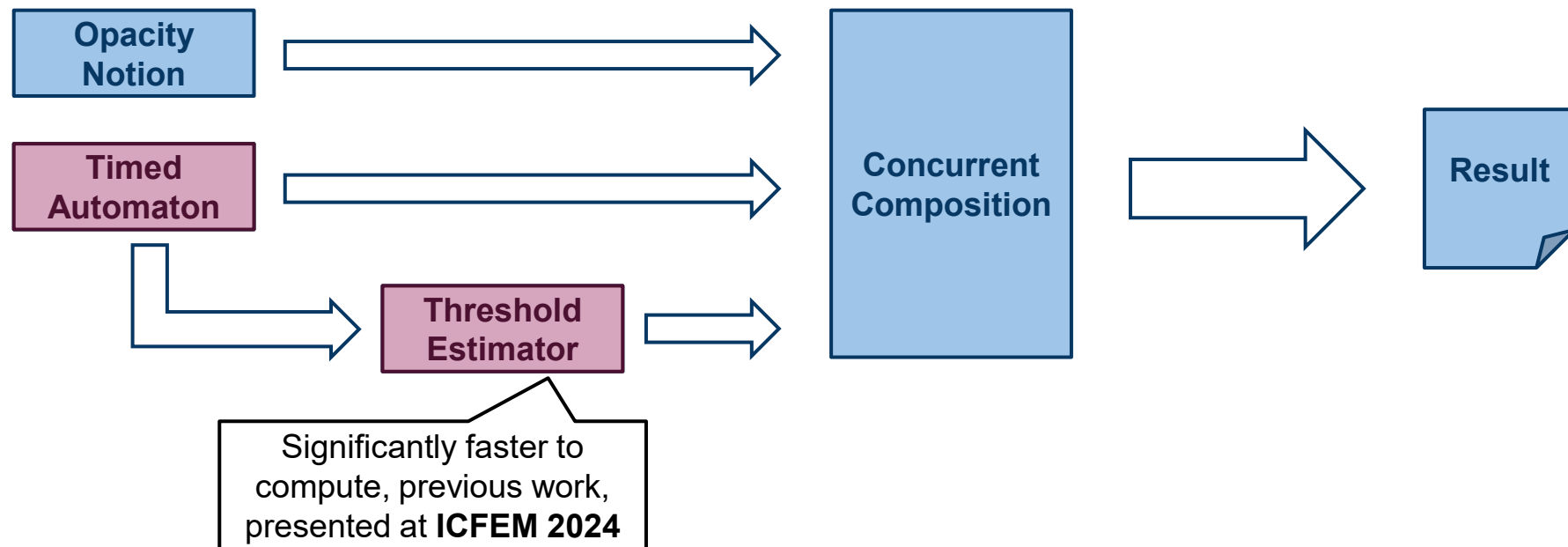
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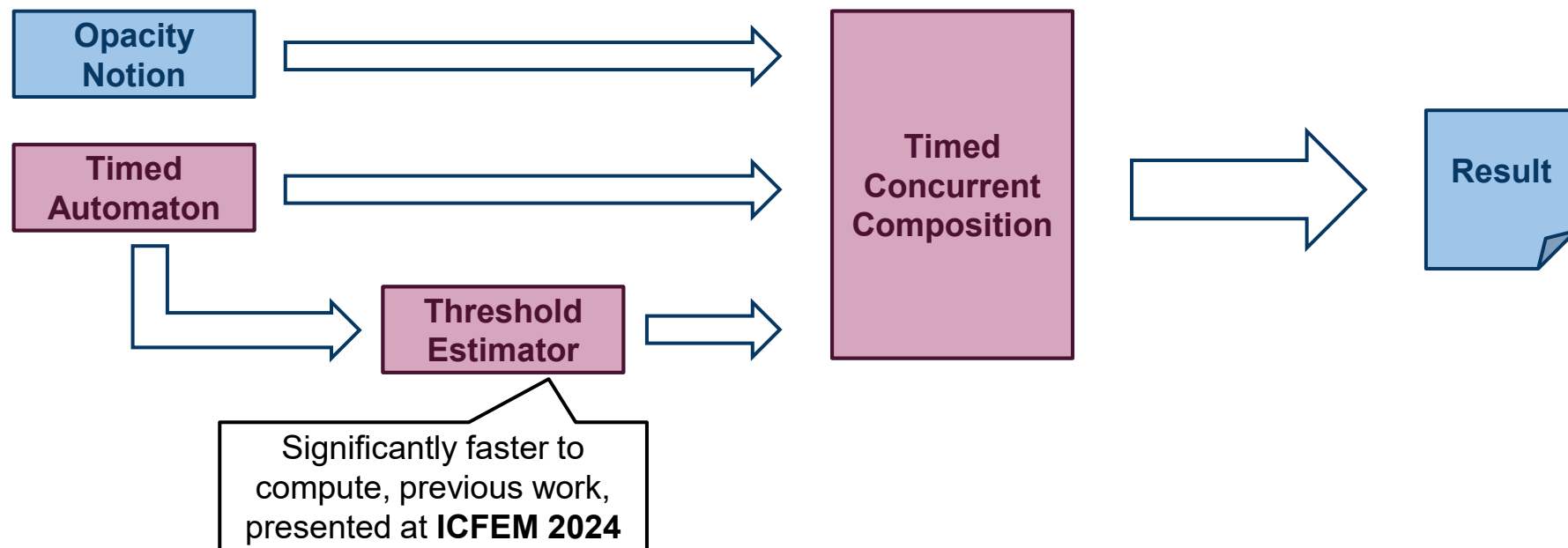
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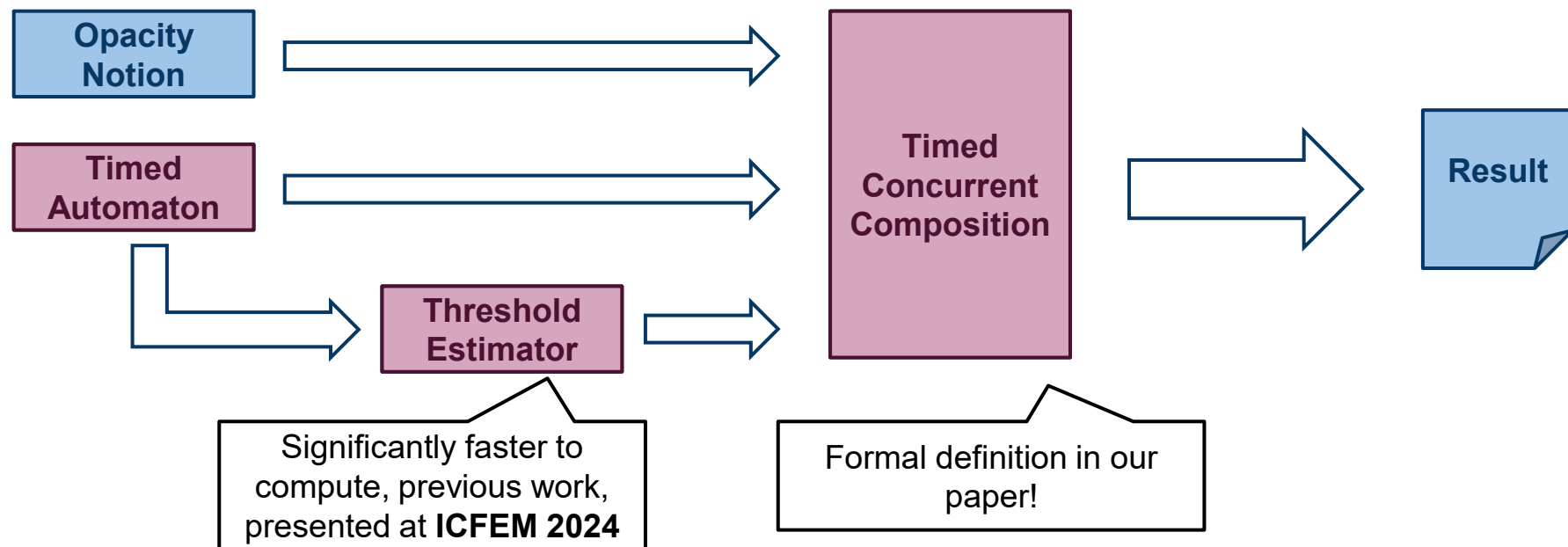




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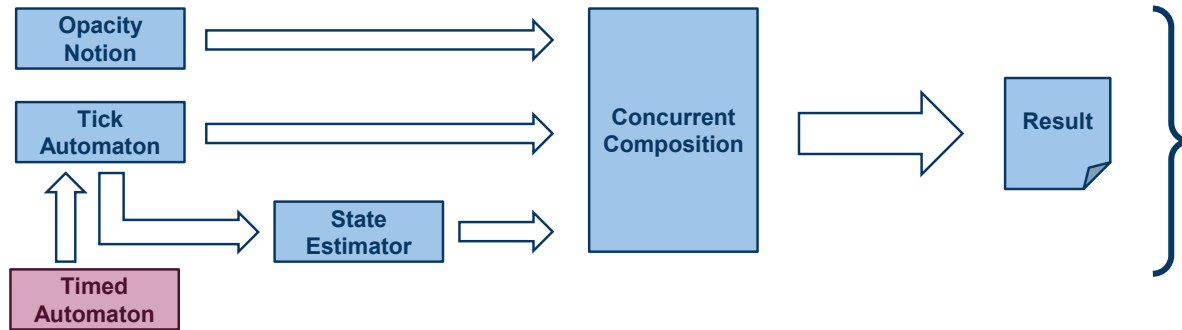
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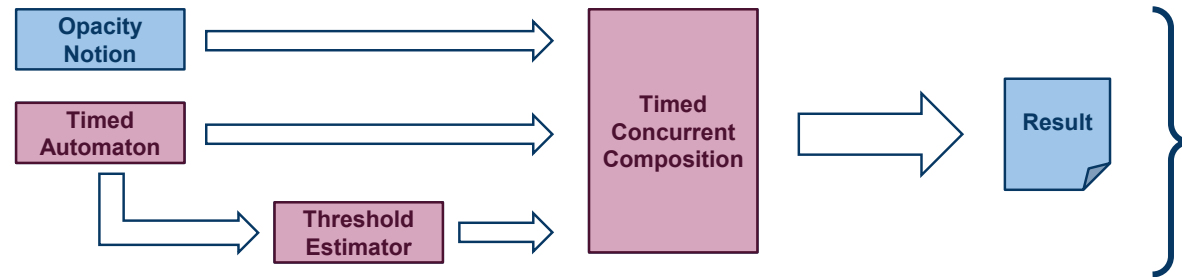
# Evaluation

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# Implementation of Both Methods

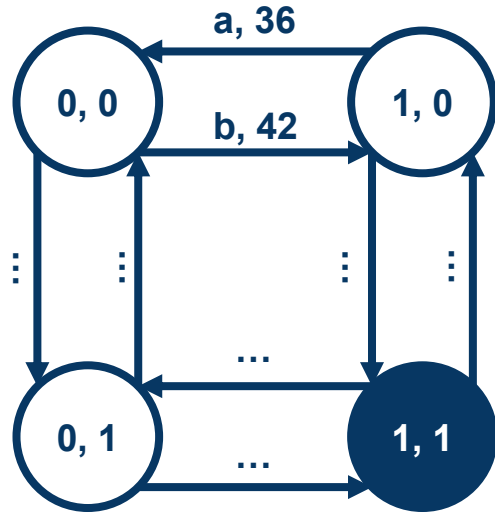


- Baseline method (CC)**
- Based on tick automata
  - Uses standard concurrent composition (CC)



- Our new method (TCC)**
- Based on **timed** models
  - Uses new, **timed** concurrent composition (TCC)

# Case Study: Tracking Agents in Grid World

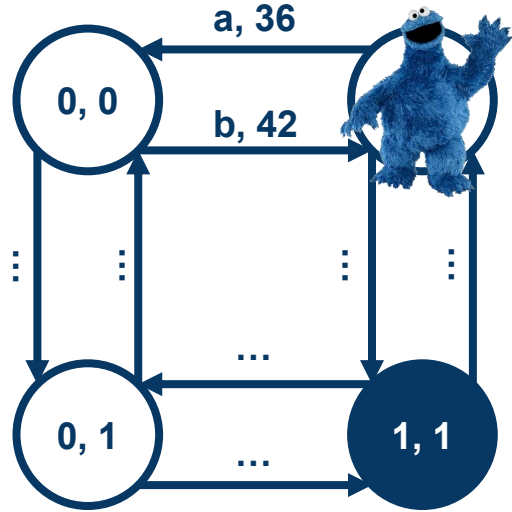


- Did agent **start** in secret location? (**ILTO**)
- Is agent **currently** in secret location? (**CLTO**)
- **Was** agent in secret location? (**ISTO**)
- **Was** agent in secret location within the last **K observations**? (**KSTO**)

## Our System:

- 32 locations
- 110 transitions

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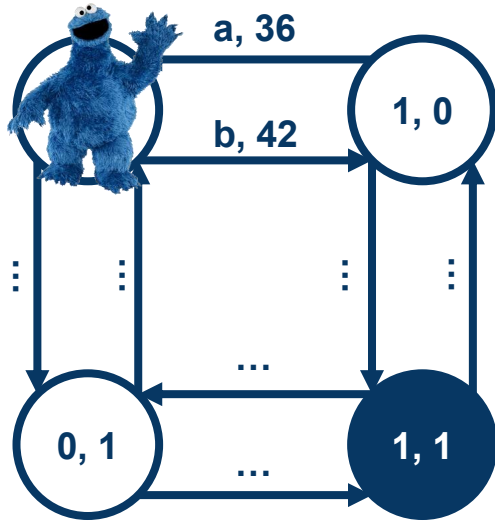


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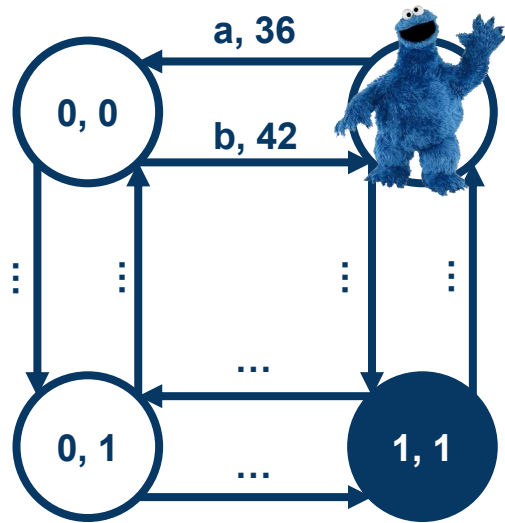


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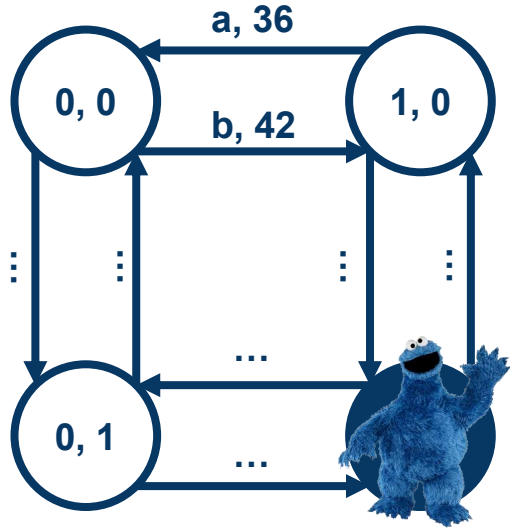


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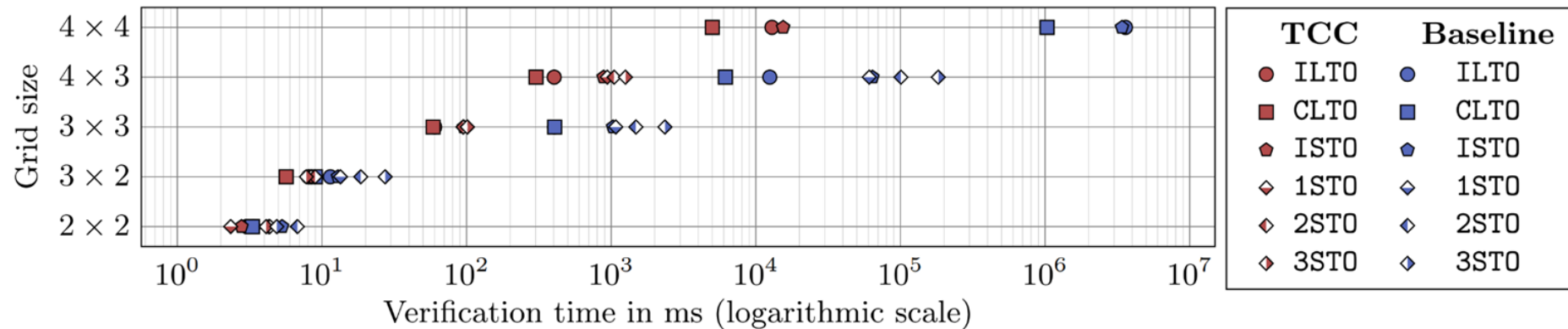
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Method	ILTO	CLTO	ISTO	KSTO ( $K > 0$ )
Tick automata	3min 6.66s	1min 48.23s	3min 6.25s	3min 8.67s
Our new method	35.61s	29.76s	43.20s	35.58s



# Randomized Grid Worlds



- **Randomized** grids in of several sizes
- Averaged results over **100 systems of each size**
- **Significant reduction** in computation times across all opacity notions
- More significant than in case study

# Conclusion

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## Contributions

- Definition of the **timed concurrent composition** (TCC)
- New, **unified**, and **efficient** verification for ILTO, CLTO, ISTO, and KSTO
- Implementation in fully documented open source **software prototype**
- Practical evaluation on a case study and randomized systems

## Future work

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- Extension to settings with **multiple intruders**
- Extension to **other** opacity notions
- Testing on more **real-world applications**

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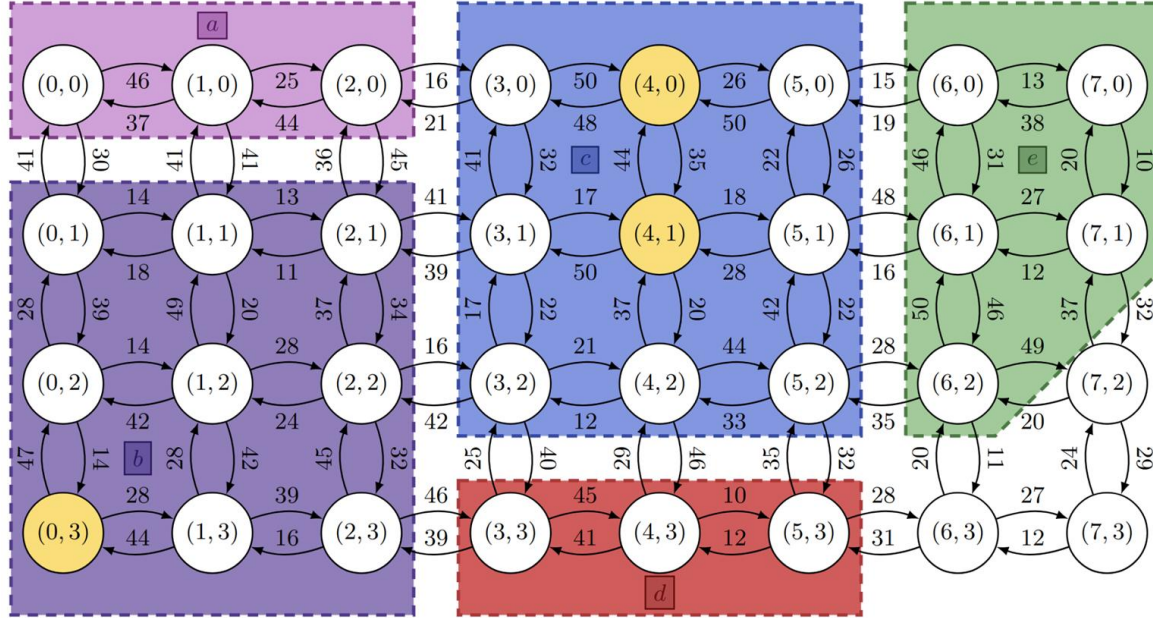
Thank you for your  
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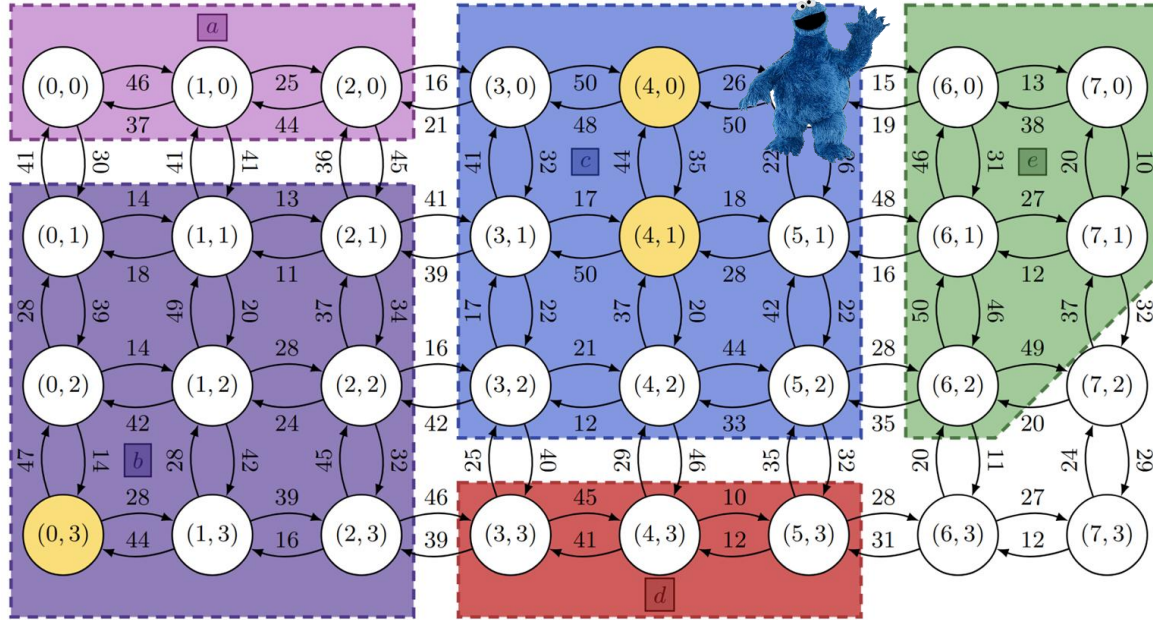


# Case Study - Sensor Network



- All states at the **border** are **initial**
- All **yellow** states are **secret**

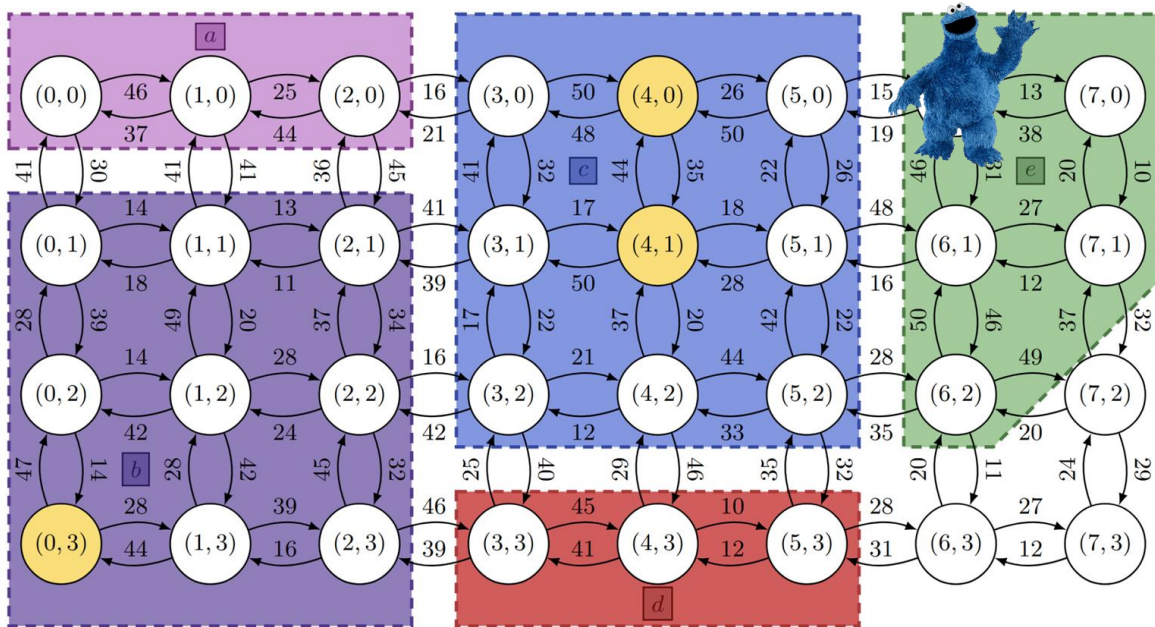
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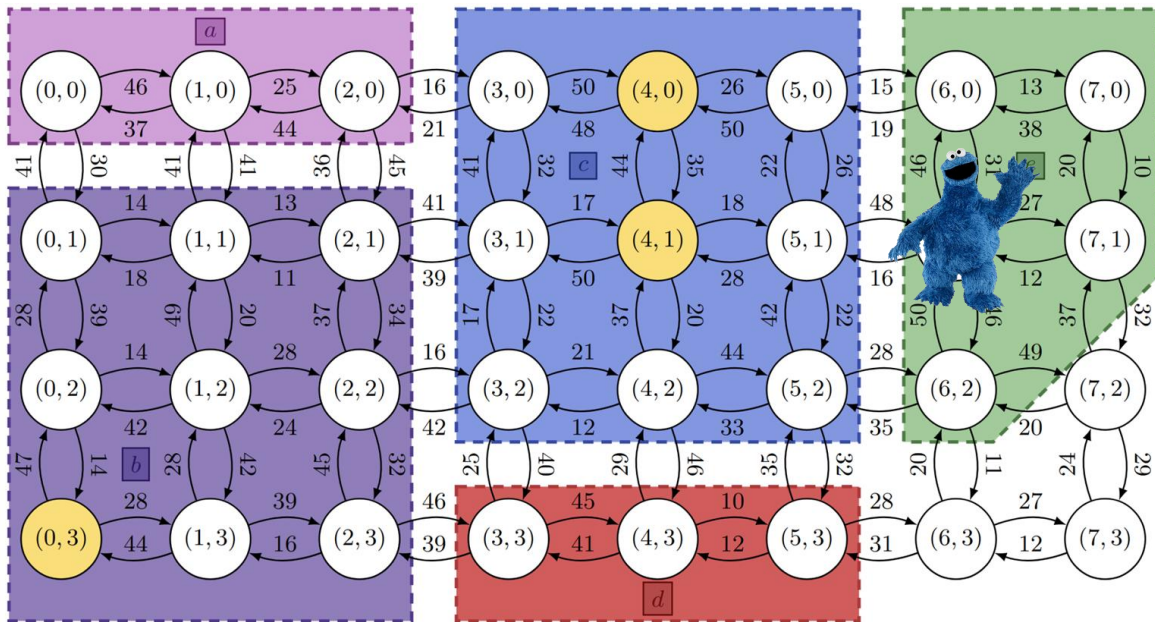


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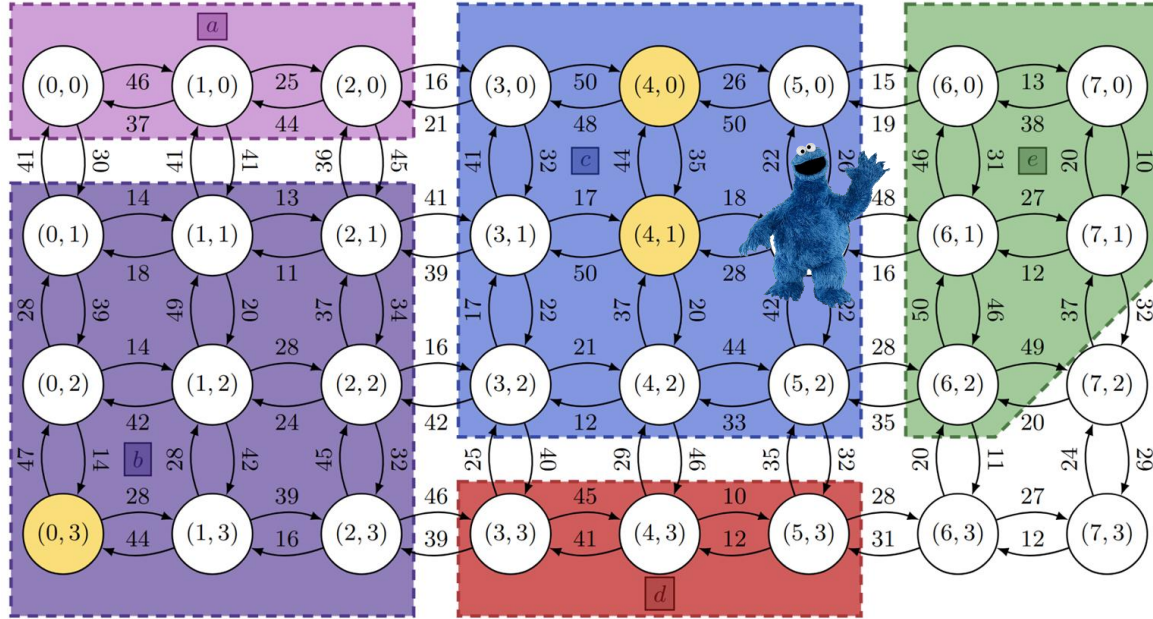
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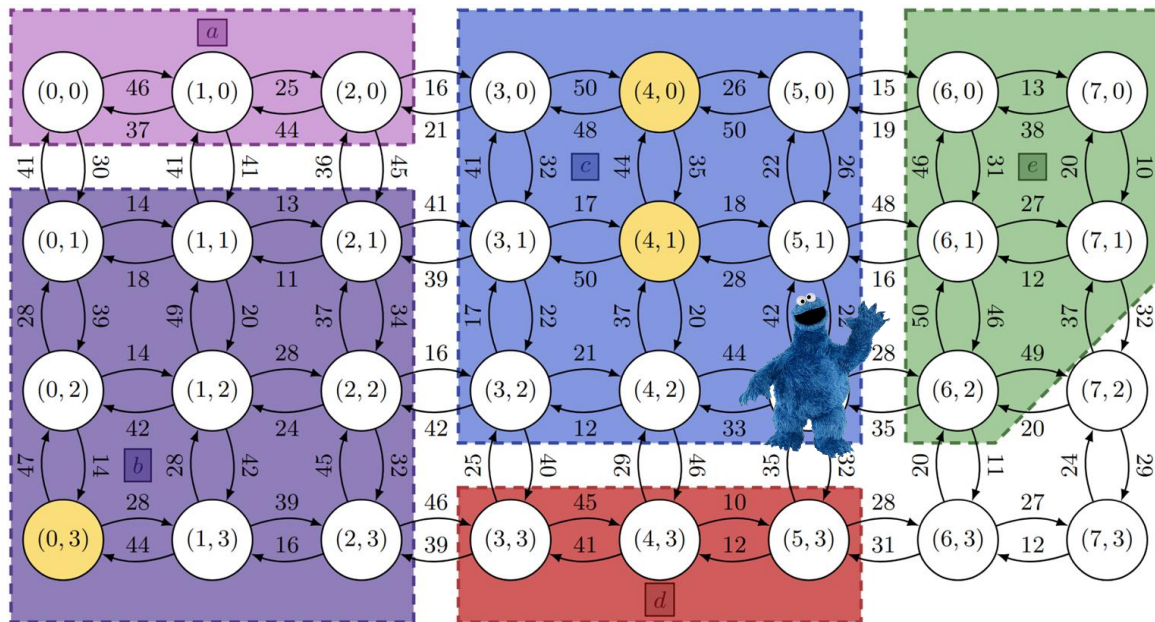
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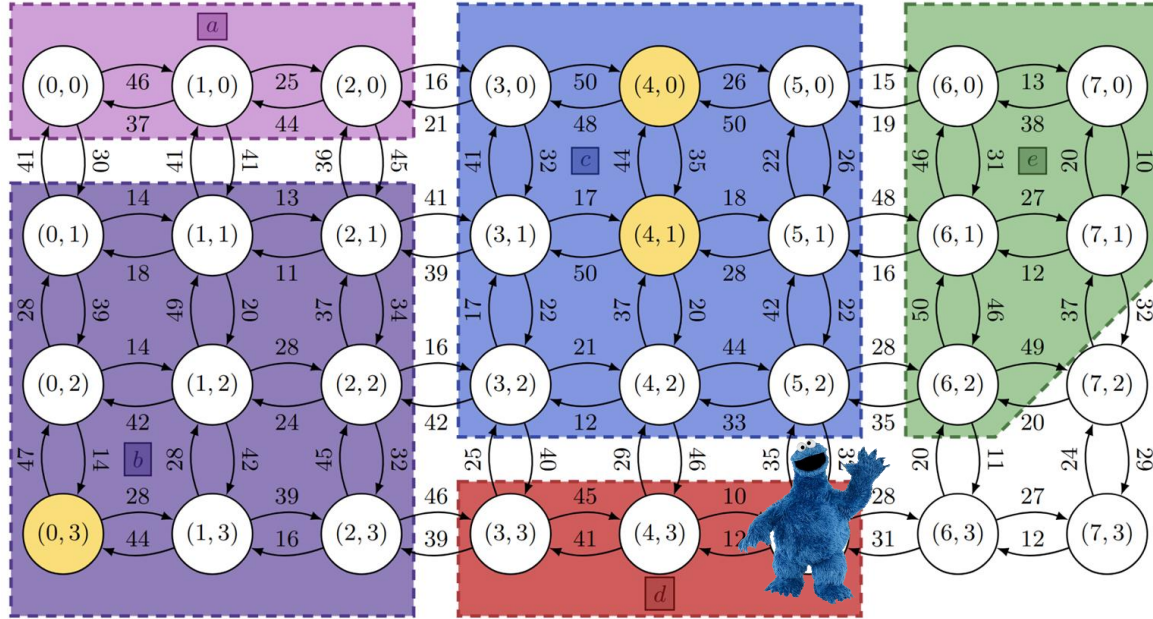
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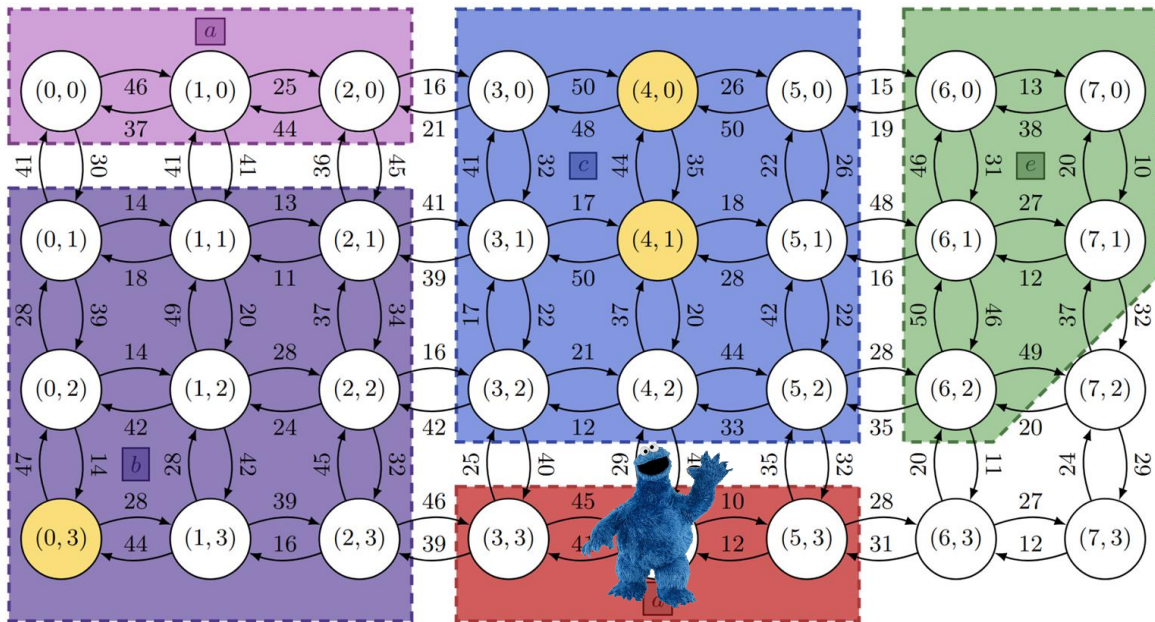


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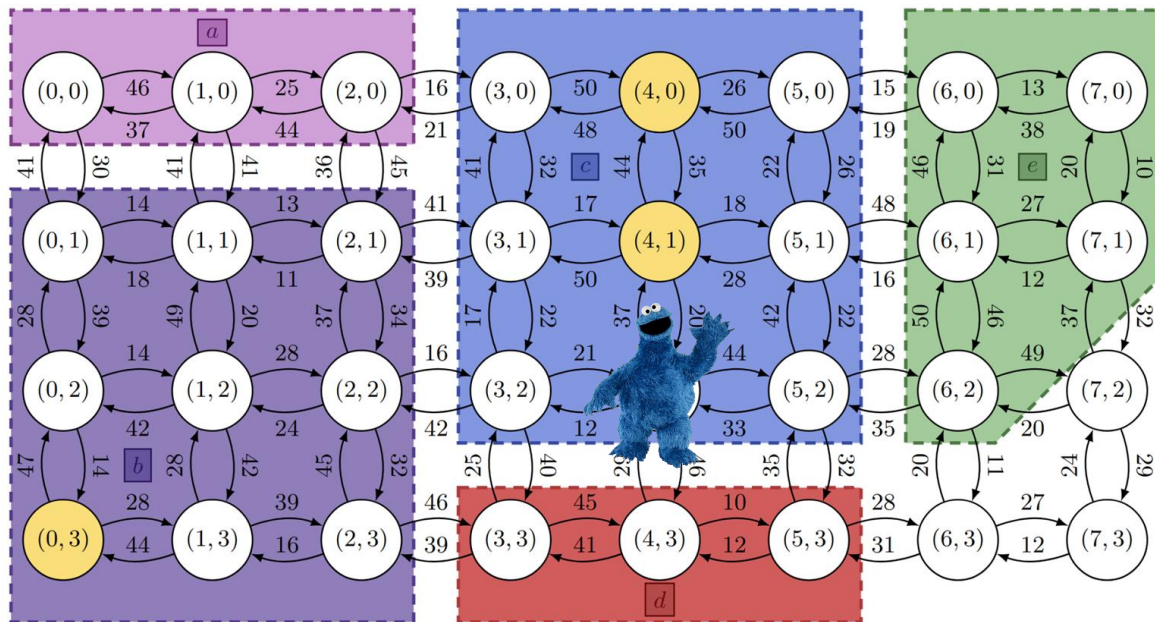
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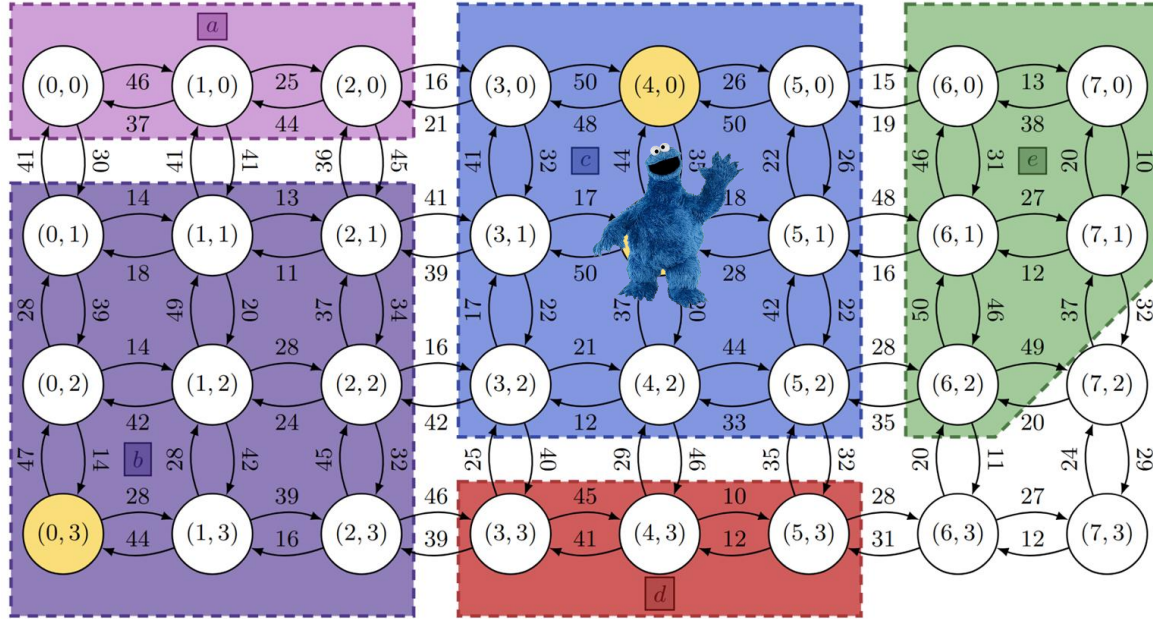
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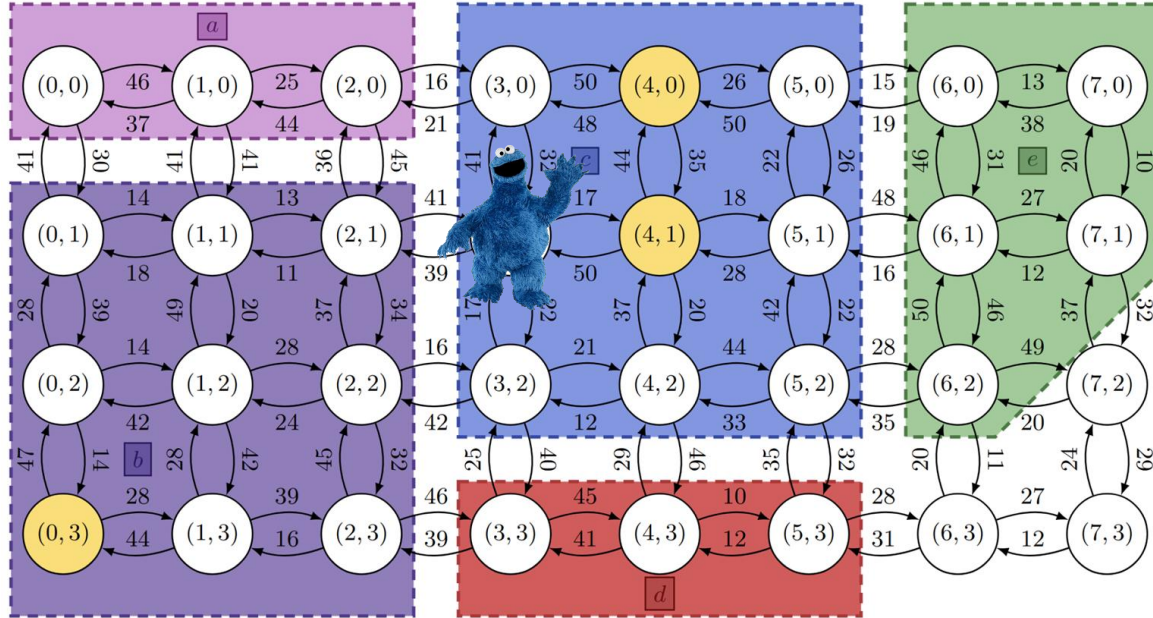
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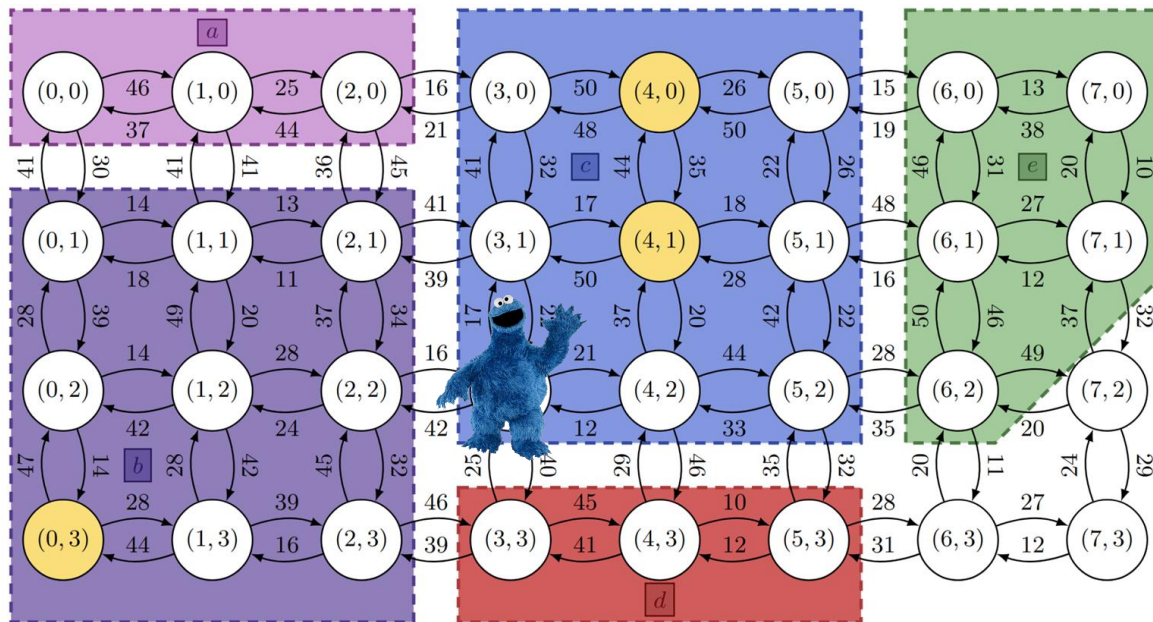


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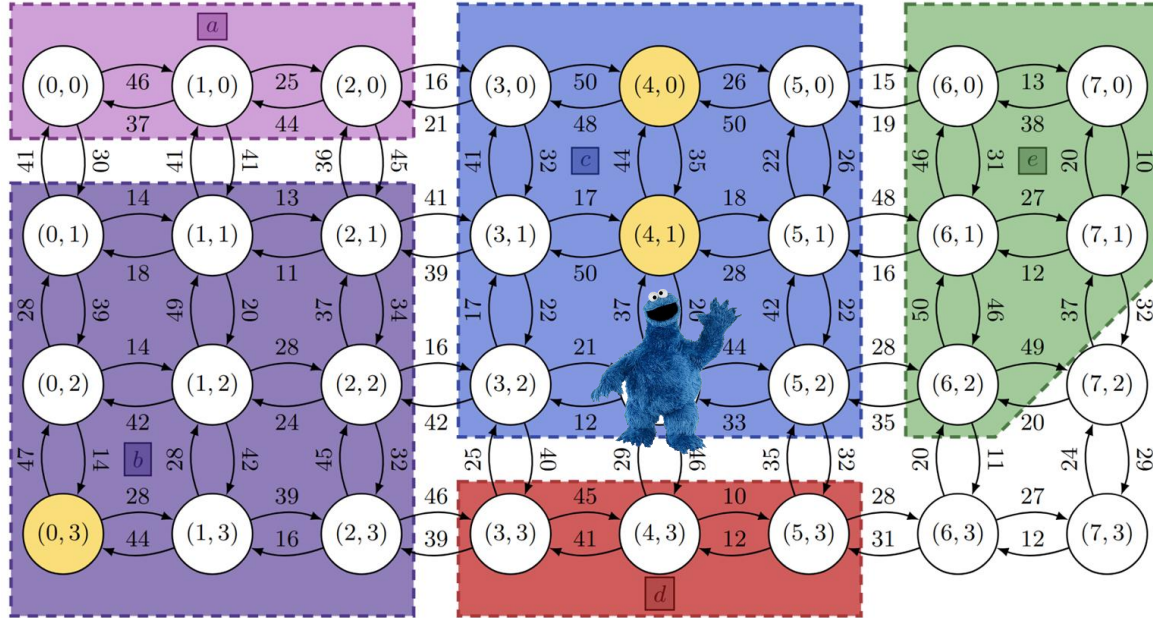
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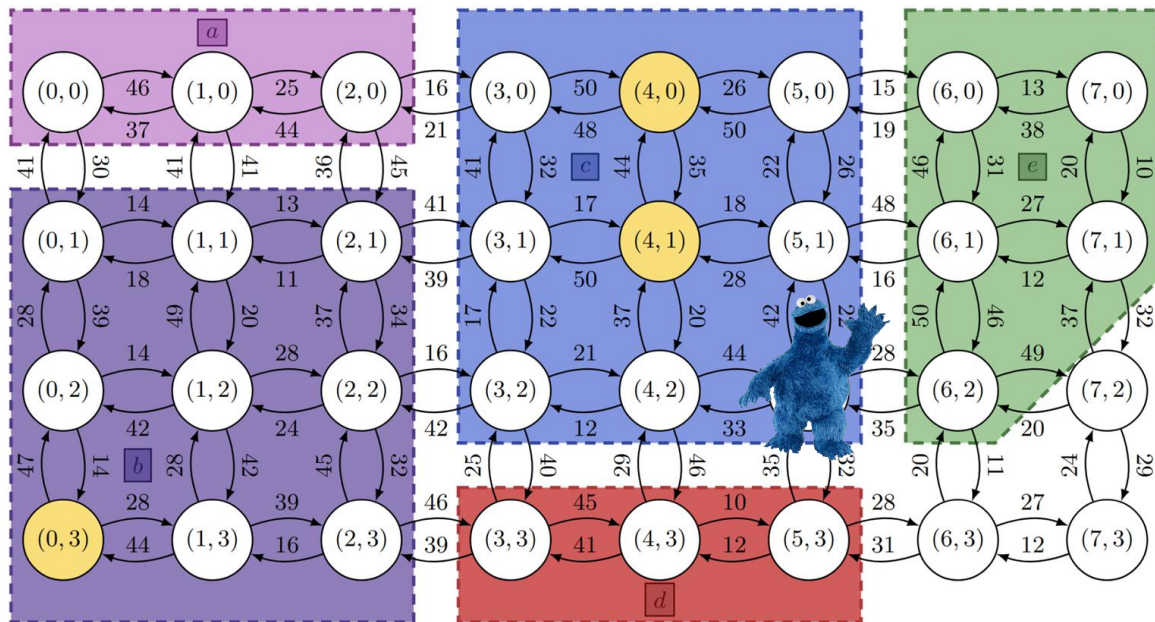
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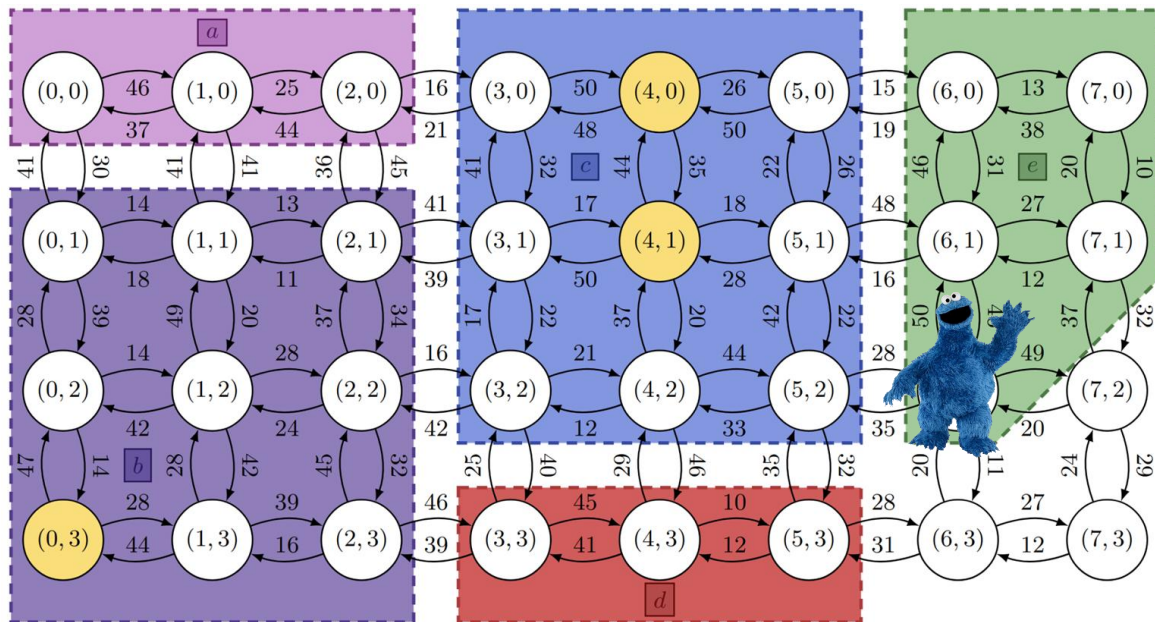
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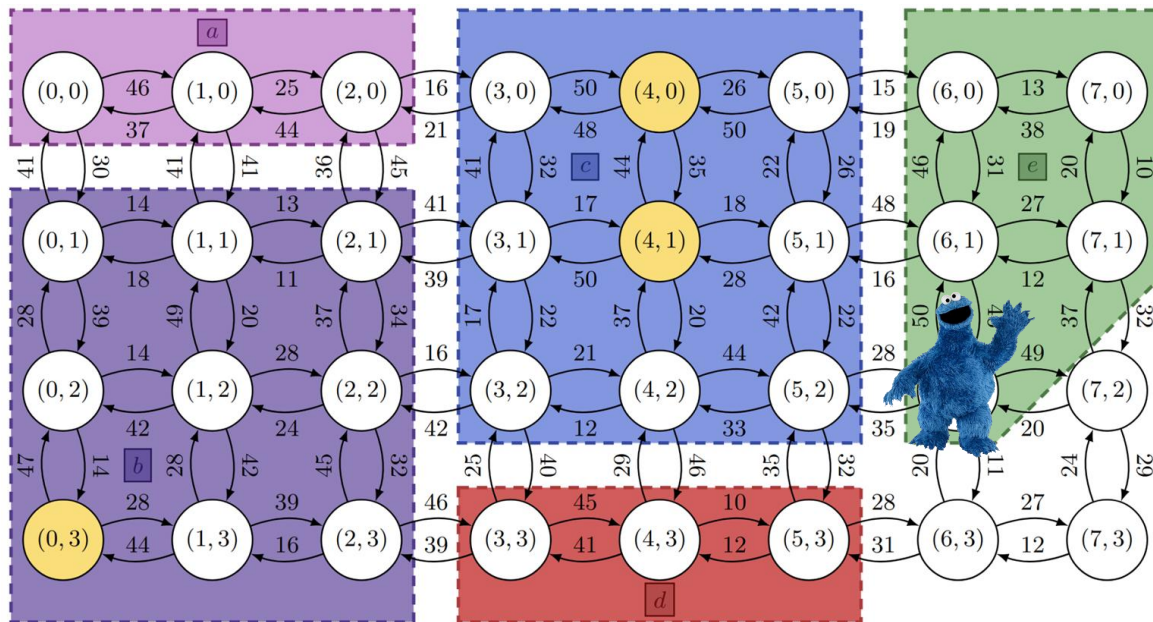
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ILTO		X
CC	3min 6.66s	
TCC	35.61s	

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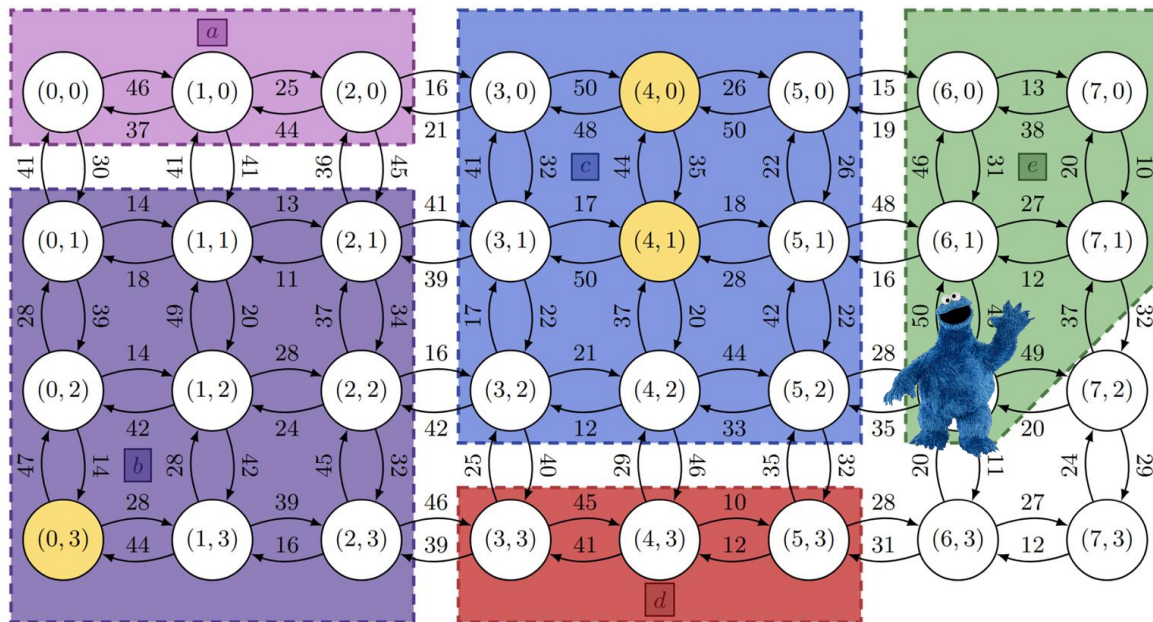
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<b>CLTO</b>		<b>✓</b>
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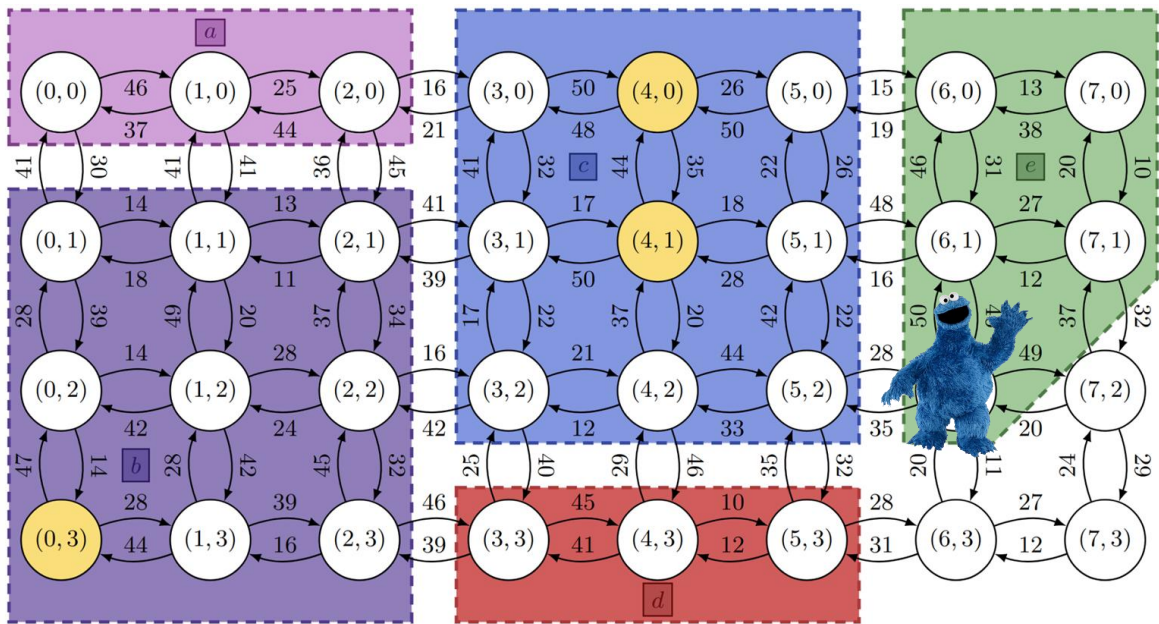
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KSTO (K > 0)		X
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