

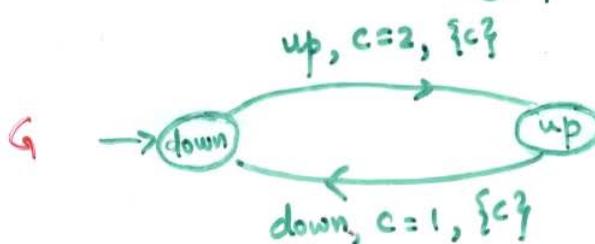
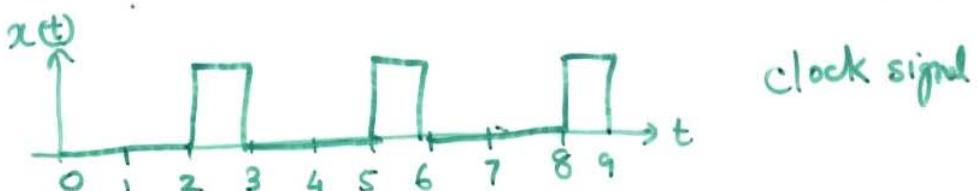
Timed-Automata: Model for "real-time" systems

- Event occurrence time information needed for analyzing timed qualitative properties: "message be received within 10s of sending"
- Timed behavior of deterministic DES's described by
timed-languages $\subseteq (\Sigma \times \mathbb{R}_+)^*$ consisting of
timed-traces $\in (\Sigma \times \mathbb{R}_+)^*$

$$(\tau_0, t_0) (\tau_1, t_1) (\tau_2, t_2) \dots \left\{ \begin{array}{l} t_0 \leq t_1 \leq t_2 \dots \\ \text{and any finite interval} \\ \text{contains finite events} \end{array} \right.$$

- Timed-automata (automata with clocks) accept timed languages

Example:



$$T(G) = \{(up, 2), (down, 3)(up, 5), \dots\}$$

Timed automaton

$$G = (X, \Sigma, C, x_0, X_m, E)$$

↑
activity states ↓
transitions

$$E \subseteq X \times \Sigma \times \Phi(C) \times 2^C \times X$$

↓
start state ↓
event label ↓
clock condition ↓
reset clocks ↓
end state

$$\phi := c \leq K \mid c \geq K \mid \phi_1 \wedge \phi_2 \mid \neg \phi$$

transition set

clock condition

$$e = (x, \sigma, \phi, \hat{C}, x')$$

transition

Timed traces accepted by a timed automaton

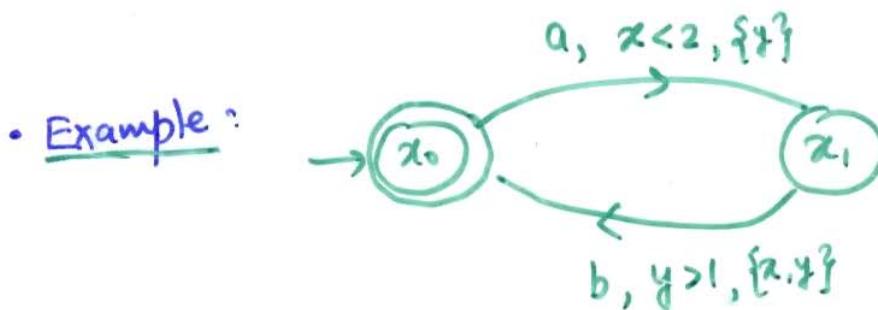
• state of $G = (x, \vec{v}) \in X \times \mathbb{R}_+^{|C|}$

initial state = $(x_0, \vec{0})$

- Notation: $\vec{v} + t$, $t \in \mathbb{R}_+$, denotes clock vector after time t
 $\vec{v}|_{\hat{C}}$, $\hat{C} \subseteq C$, denotes clock vector with clocks in \hat{C} reset to 0.

- state transition:
- $$\begin{array}{c} (x, \vec{v}) \\ \downarrow (e, t) \\ (x', \vec{v}') \end{array} \Leftrightarrow \exists e = (x, e, \phi, \hat{C}, x') \in E$$

such that
 $\vec{v} + t$ satisfies ϕ (e enabled)
and $(\vec{v} + t)|_{\hat{C}} = \vec{v}'$



$$(x_0, [0,0]) \xrightarrow[t_0 < 2]{a, t_0} (x_1, [t_0, 0]) \xrightarrow[t_1 - t_0 > 1]{b, t_1} (x_0, [0,0])$$

$$T_m(G) = \left\{ (a, t_0) (b, t_1) (a, t_2) (b, t_3) \dots \mid \begin{array}{l} t_{2i} - t_{2i-1} < 2, \text{ and} \\ t_{2i+1} - t_{2i} > 1 \end{array} \right\}$$