

An introduction to UPPAAL

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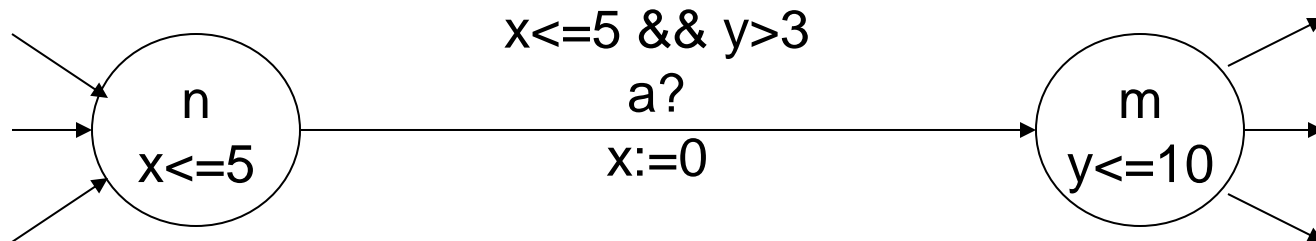
(lezione tenuta dalla prof.ssa Donatelli)

UPPAAL

- Developed by the universities of Uppsala (Sweden) and Aalborg (Denmark)
 - www.uppaal.com
- Used to model check:
 - Systems expressed as networks of interacting timed automata (with discrete variables)
 - A restricted class of CTL properties (limited nesting)

Timed automata

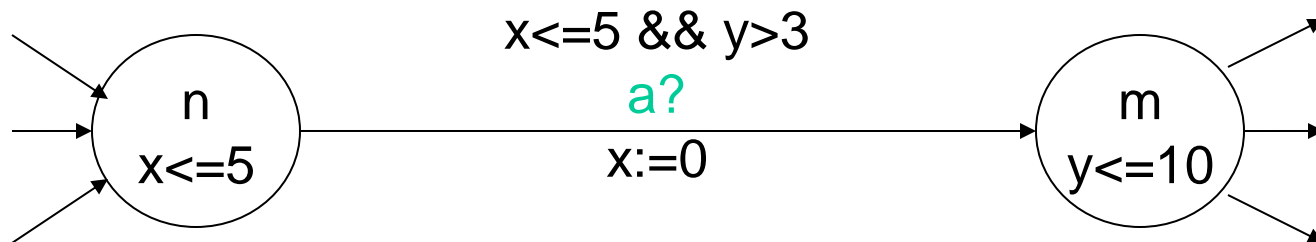
- Recall: timed automata
 - Finite state graph equipped with a finite set of variables called clocks, which increase at the same rate as real-time



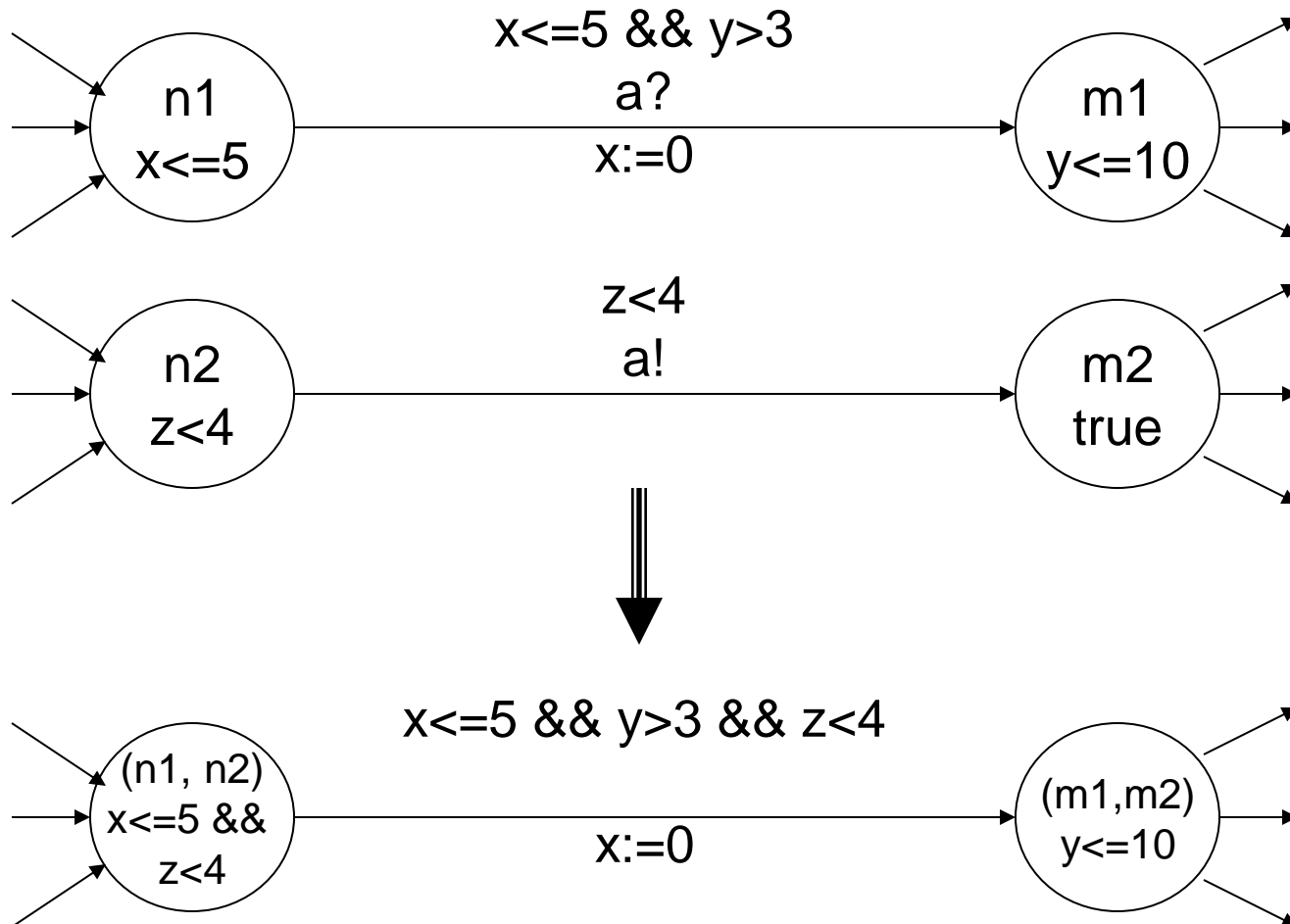
- Semantics: timed transition systems
 - E.g. of (timed) transition:
 $(n, x=2.4, y=3.1415) \rightarrow (n, x=3.5, y=4.2415)$
 - E.g. of (discrete) transition:
 $(n, x=2.4, y=3.1415) \rightarrow (m, x=0, y=3.1415)$

Networks of timed automata

- Model complex systems using a set of interacting timed automata
- Edges of timed automata can be labelled with *actions*
 - Can be used to define synchronization, as in process algebra
 - UPPAAL models feature two-way synchronization on *complementary* actions
 - No action label: internal action



Networks of timed automata

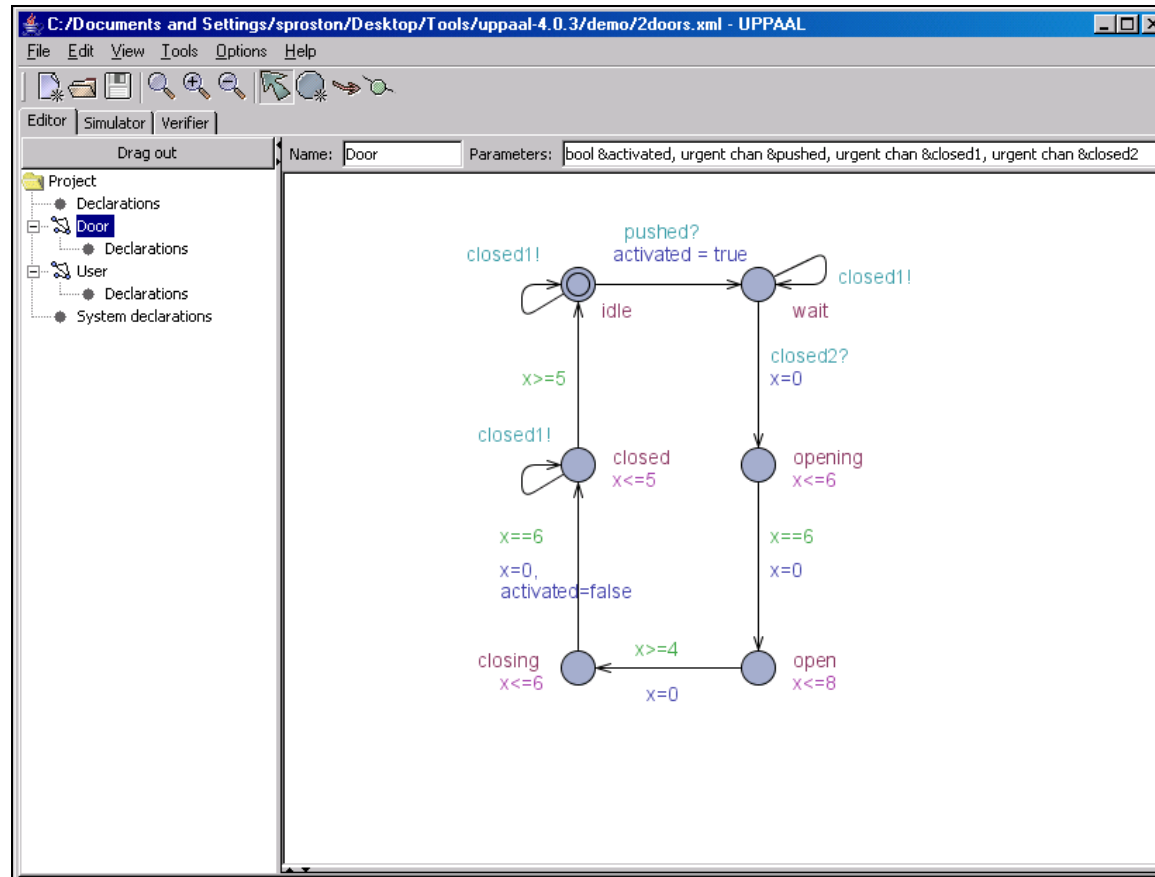


Modelling in UPPAAL

- Other key concepts in the UPPAAL modelling language:
 - Urgency (of locations, and of synchronization channels)
 - Committed locations
 - Discrete variables (with bounded domains)
 - Constants
- There are additional concepts (more recently introduced)

Modelling in UPPAAL

- System editor (to create and edit system models):



Modelling in UPPAAL

- Declaring clocks:

- Syntax:

```
clock x1, ..., x_n;
```

- Example: (to declare clocks x and y)

```
clock x, y;
```


Modelling in UPPAAL

- Declaring discrete variables:

- Syntax:

```
int[l,u] p1, ..., p_n;
```

- Example: (to declare two integer variables which takes values between 0 and 255 inclusive)

```
int[0,255] p, q;
```

- Example - “default” domain: (to declare an integer variable which takes values from the “default” domain [-32768, 32767])

```
int p;
```

- Example - initialisation: (to declare an integer variable which takes values between 1 and 100 inclusive, and which is initialised to 20)

```
int[1,100] p=20;
```

Modelling in UPPAAL

- Declaring channels (i.e. actions):

- Syntax:

```
chan a1, ..., a_n;
```

- Example: (to declare two channels)

```
chan a, b;
```

- Declaring urgent channels: (to be explained later...):

- Syntax:

```
urgent chan a1, ..., a_n;
```

Modelling in UPPAAL

- Declaring boolean variables:

- Syntax:

```
bool b1, ..., bn;
```

- Example:

```
bool switch=false;
```

- Declaring constants:

- Syntax:

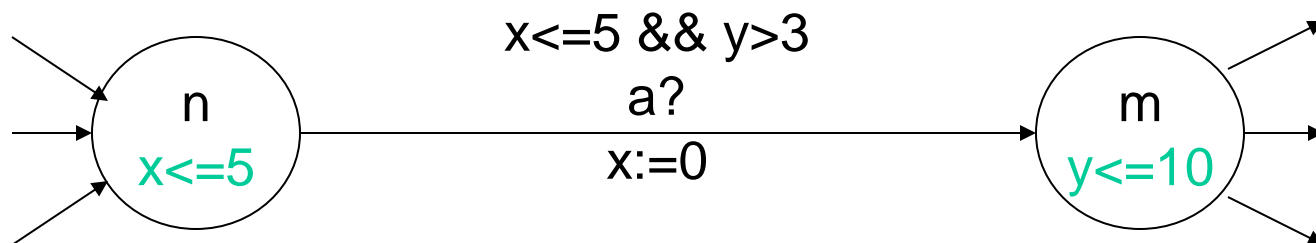
```
const int c=n;  
const bool c=n;
```

- Example:

```
const int N=1024;
```

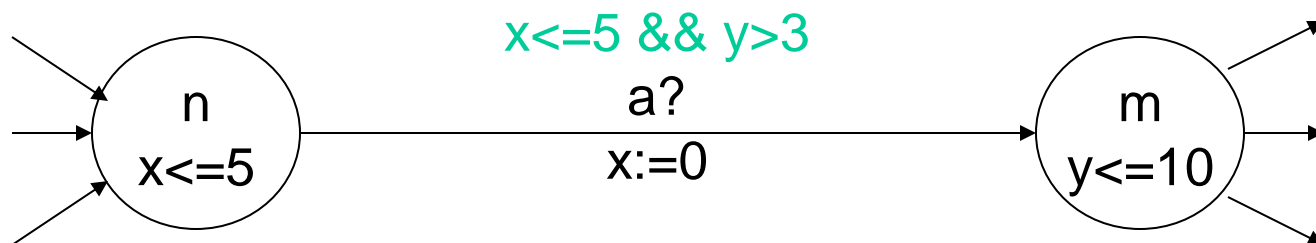
Modelling in UPPAAL

- Invariant conditions:
 - Conjunction of upper bounds on the values of clocks (the bound can be given by an expression over integers, including integer variables)
 - Example:
 - $x < 40 \ \&\& \ y \leq \text{time_out} * 3$ (where x, y are clocks, and time_out is an integer variable or integer constant)



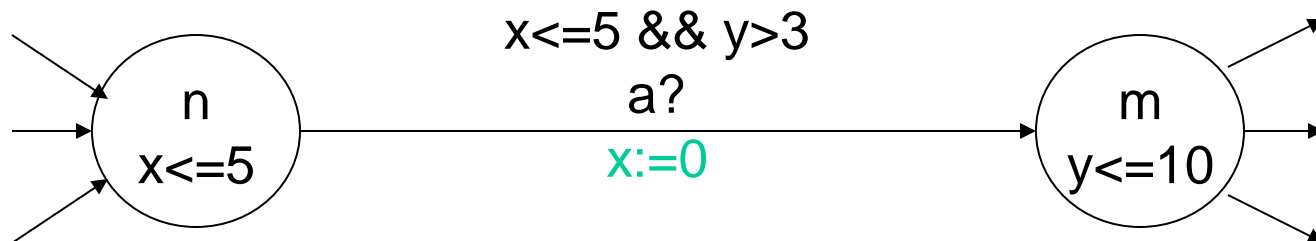
Modelling in UPPAAL

- Guards (on edges):
 - Clock guards: comparisons of values of clocks with bounds (bounds can be given as integer expressions)
 - Data guards: comparisons of values obtained by resolving integer expressions
 - For example:
 - $x > \text{backoff} \ \&\& \ \text{backoff} = \text{bc_max}$ (where x is a clock, backoff is an integer variable, and bc_max is an integer constant)



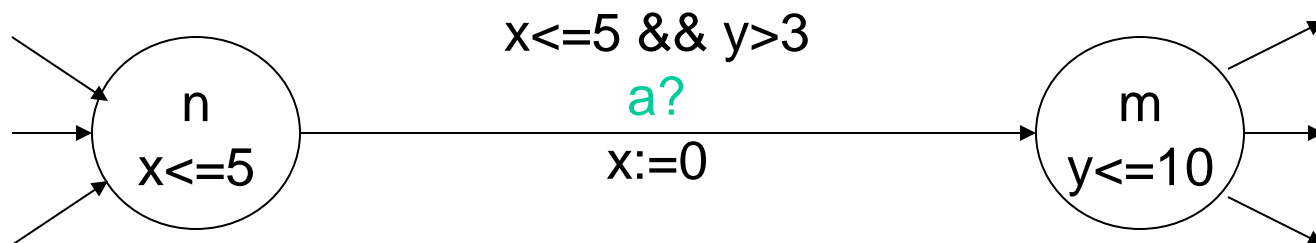
Modelling in UPPAAL

- Updates (to clocks and variables):
 - Assignment of a new value to a clock or variable (the new value may be the result of an integer expression)
 - For example:
 - $x:=0$ (where x is a clock)
 - $x:=\text{backoff}*3$ (where x is a clock and backoff is an integer variable)
 - $\text{backoff}:=5$ (where backoff is an integer variable)



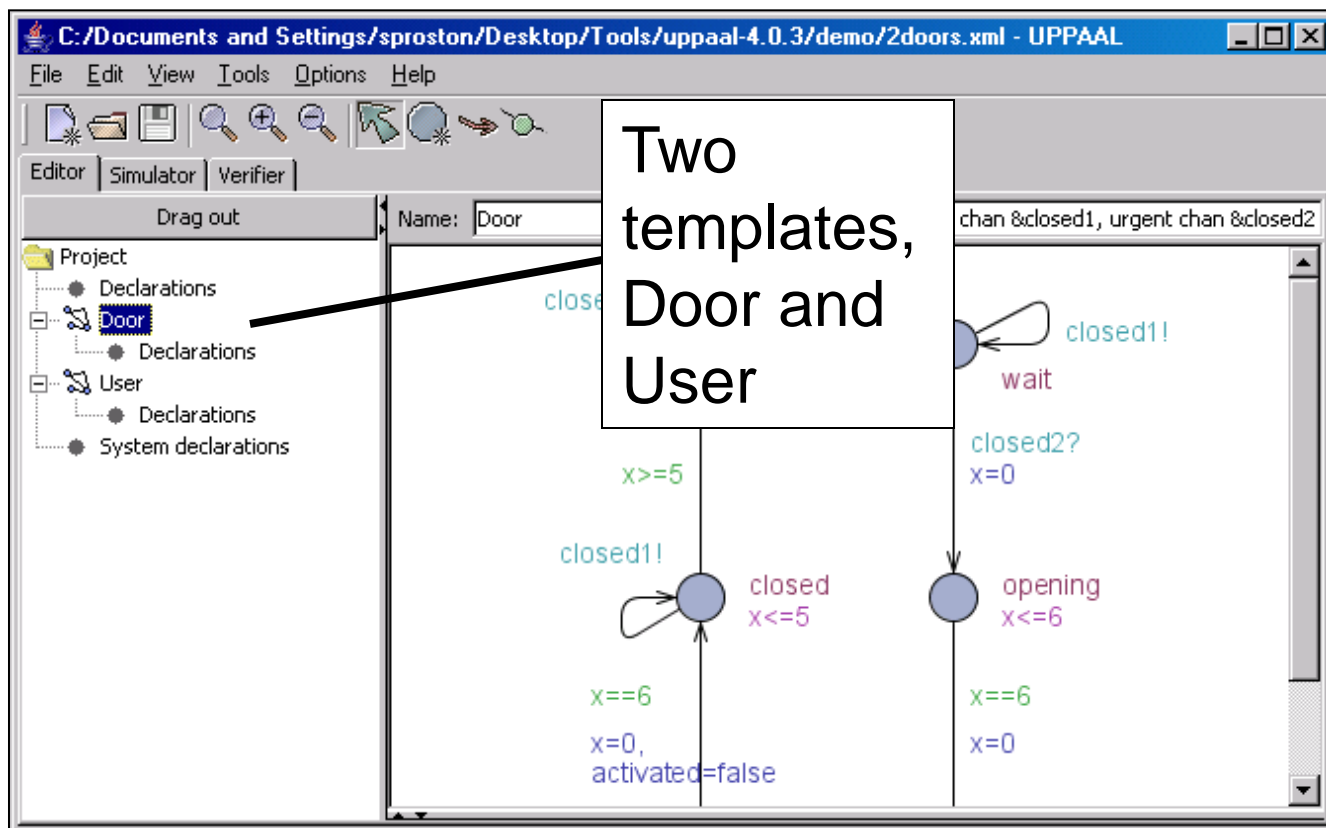
Modelling in UPPAAL

- Actions:
 - Can be of the form $a!$, $a?$, where a is the name of a channel
 - ... or the edge can be unlabelled (corresponding to choice of the edge unrestricted by other automata of the system, i.e., internal action)



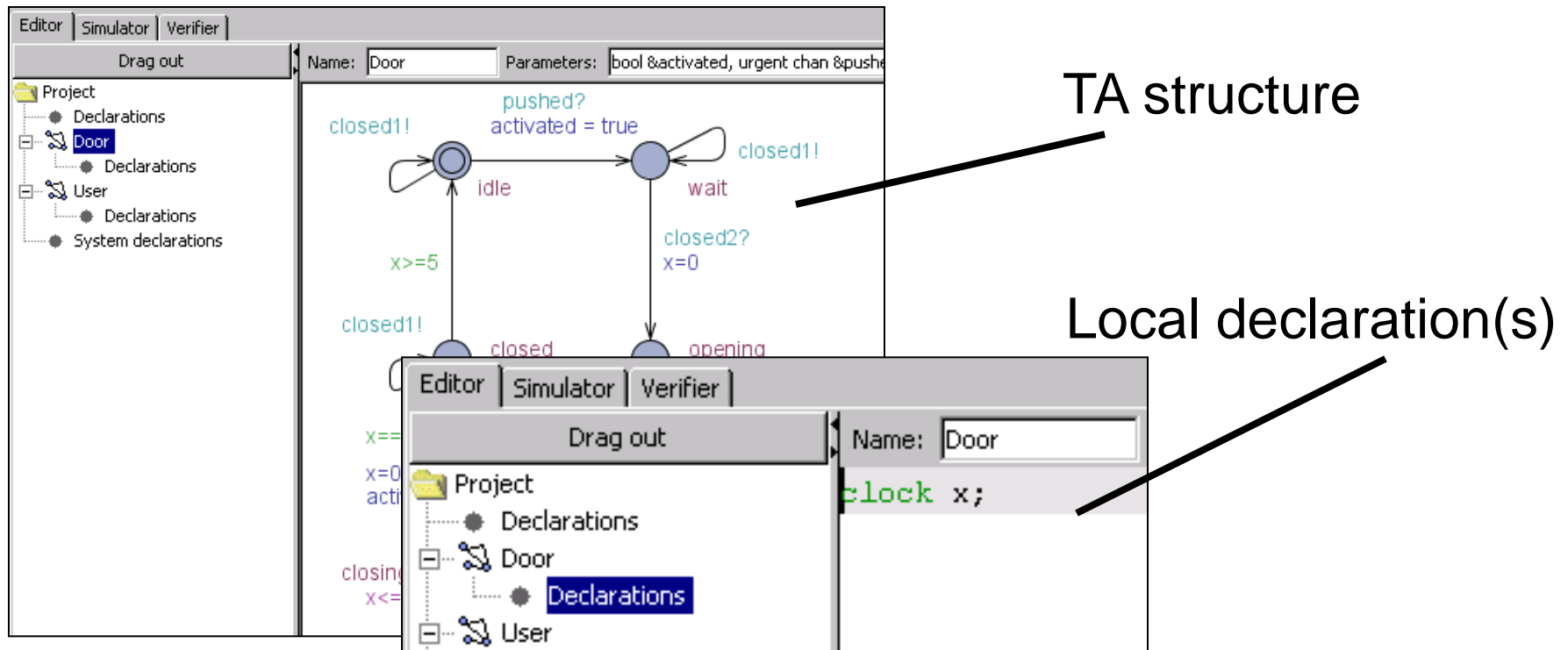
Modelling in UPPAAL

- Timed automata are modelled using *templates*
 - The list of templates are given in the left-hand bar:



Modelling in UPPAAL

- Template: the structure of a timed automaton (represented graphically), plus a set of local declarations



Modelling in UPPAAL

- Each template has a name and a set of parameters:

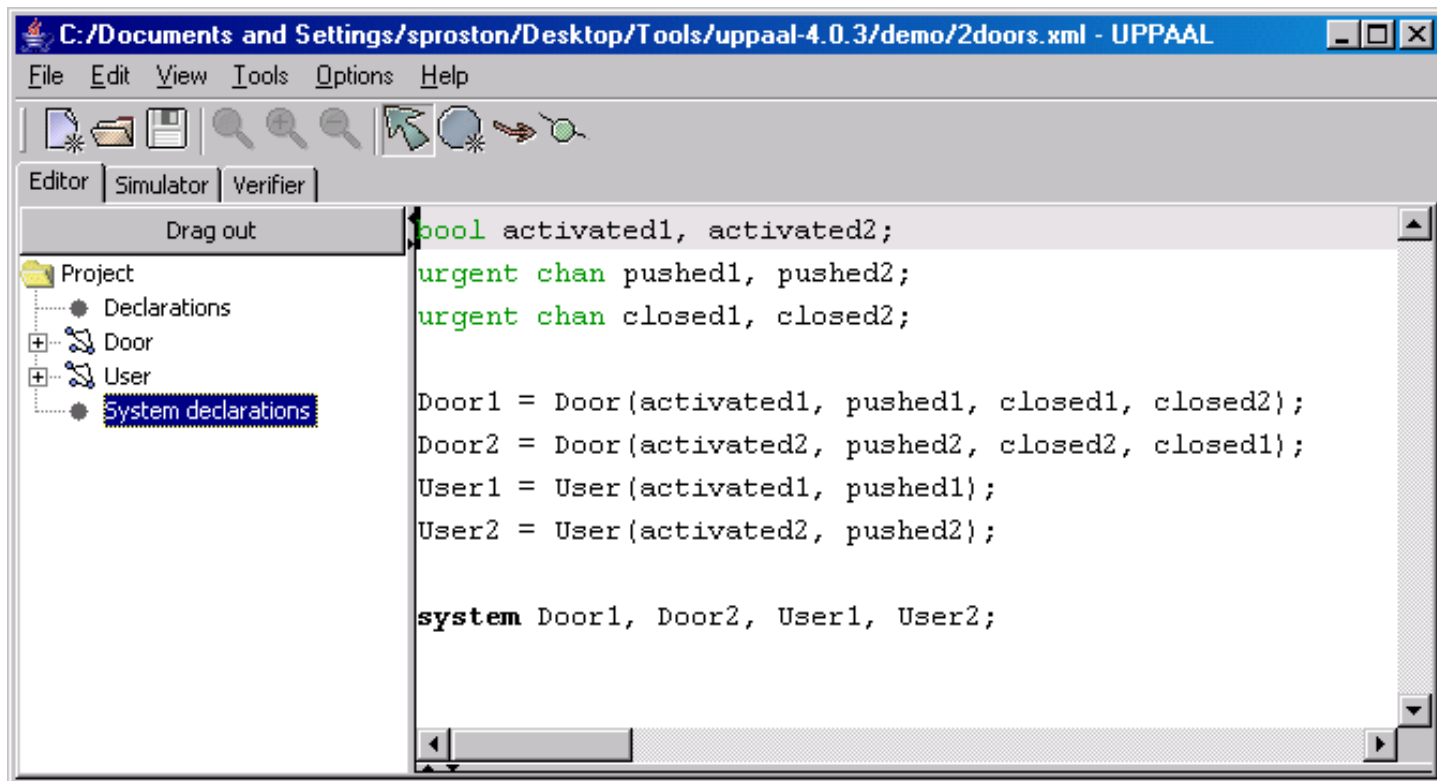
Name: Door	Parameters: bool &activated, urgent chan &pushed, urgent chan &closed1, urgent chan &closed2
------------	--

- Each template can be instantiated a number of times to obtain a number of timed automata sub-components:

```
Door1 = Door(activated1, pushed1, closed1, closed2);  
Door2 = Door(activated2, pushed2, closed2, closed1);
```

Modelling in UPPAAL

- System: corresponds to a series of instantiated templates (plus global clocks, channels, data variables, constants, which may be used in the instantiated templates)



The screenshot shows the UPPAAL software interface. The title bar reads "C:/Documents and Settings/sproston/Desktop/Tools/uppaal-4.0.3/demo/2doors.xml - UPPAAL". The menu bar includes "File", "Edit", "View", "Tools", "Options", and "Help". Below the menu bar is a toolbar with icons for file operations and navigation. The main window is divided into three tabs: "Editor", "Simulator", and "Verifier", with "Editor" currently selected. On the left side, there is a "Drag out" panel showing a project tree with the following structure:

- Project
 - Declarations
 - Door
 - User
 - System declarations

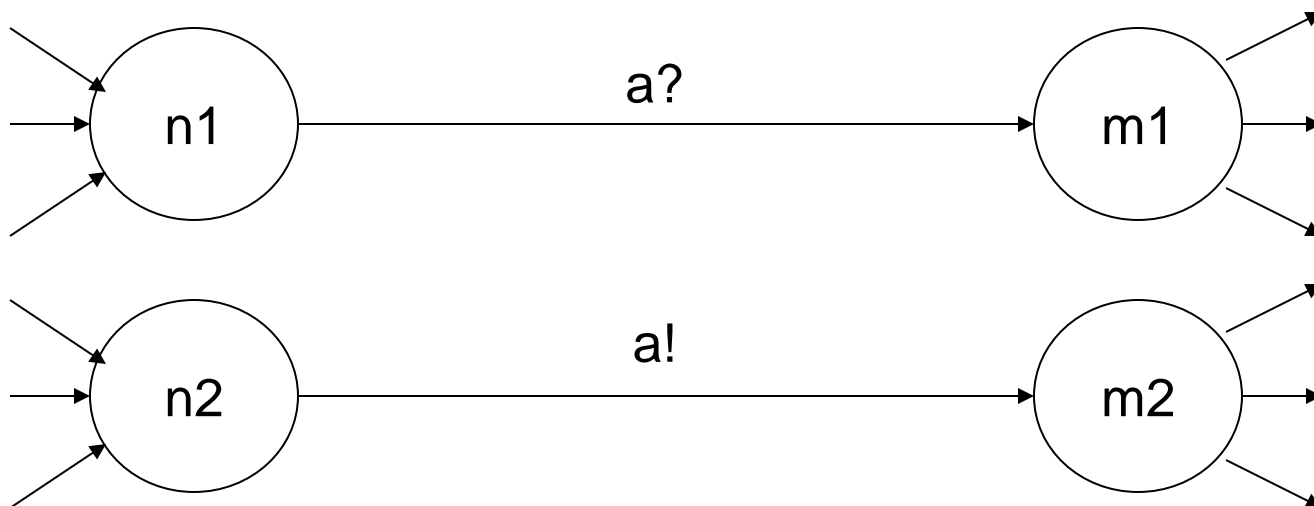
The main editor area contains the following code:

```
pool activated1, activated2;  
urgent chan pushed1, pushed2;  
urgent chan closed1, closed2;  
  
Door1 = Door(activated1, pushed1, closed1, closed2);  
Door2 = Door(activated2, pushed2, closed2, closed1);  
User1 = User(activated1, pushed1);  
User2 = User(activated2, pushed2);  
  
system Door1, Door2, User1, User2;
```

Modelling in UPPAAL

- Urgent channels

- Suppose that in the two timed automata, the edges from $n1$ to $m1$, and $n2$ to $m2$, should be taken as soon as possible
 - That is, when both timed automata are able to synchronise on channel a
- Solution: declare a as an urgent channel



Modelling in UPPAAL

- Urgent channels

- Recall syntax:

```
urgent chan a1, ..., a_n;
```

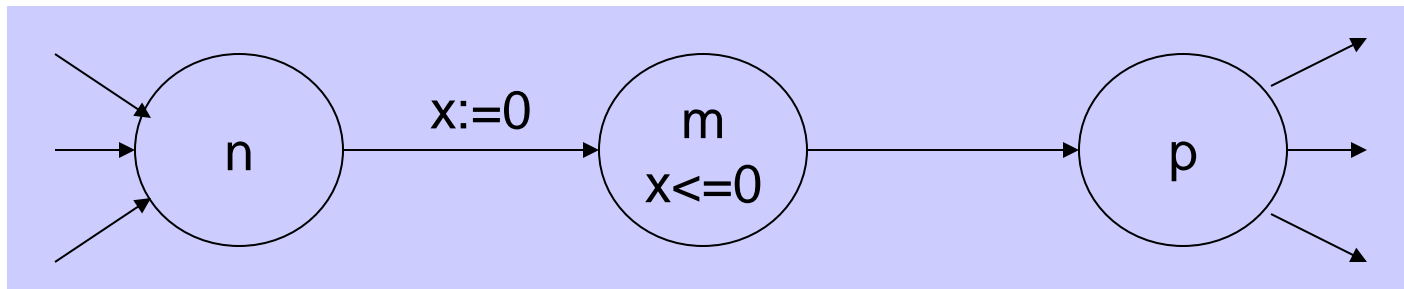
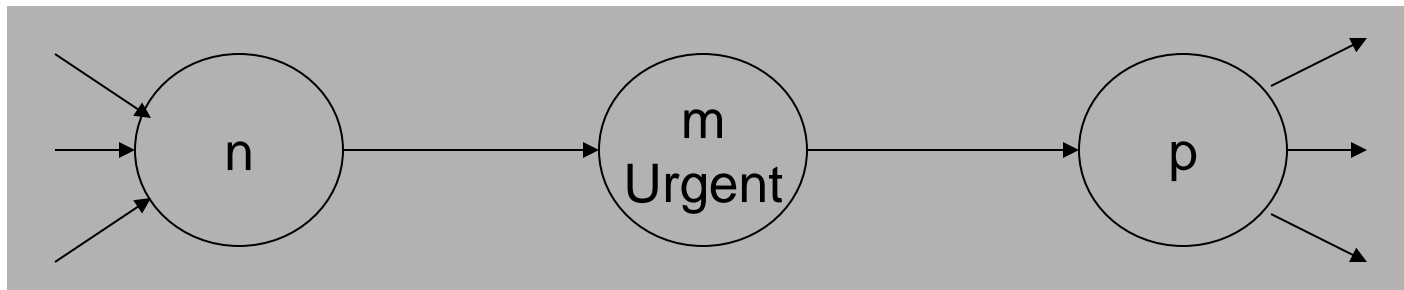
- Informal semantics: *no time delay is possible when an urgent action can be taken*
- Restrictions: it is not permitted to have clock guards on transitions with urgent channels (however, invariants and data variable guards are permitted)

Modelling in UPPAAL

- Urgent locations
 - Informal semantics: *no time delay is possible when some timed automaton component of the system is in an urgent location*
 - Note that this places no restriction on the (enabled) discrete transitions that can be taken when an urgent location is entered
 - E.g. TA1 enters an urgent location, then the next transition of the system can be one of TA2's enabled discrete transitions

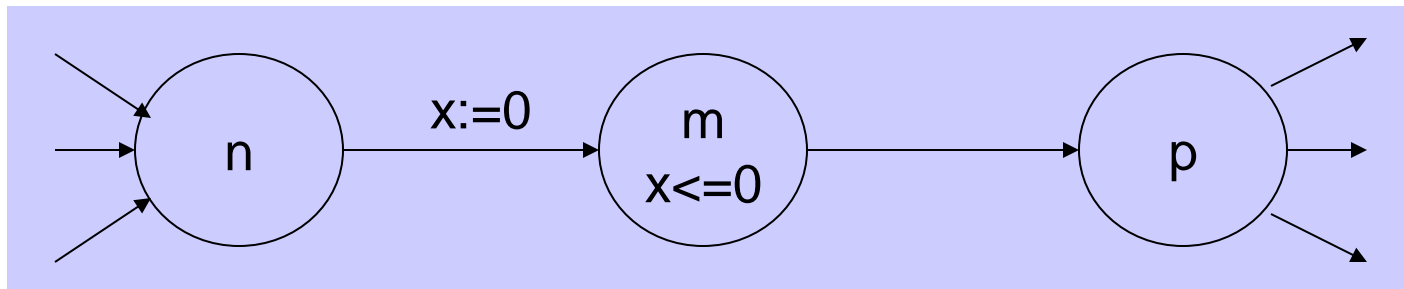
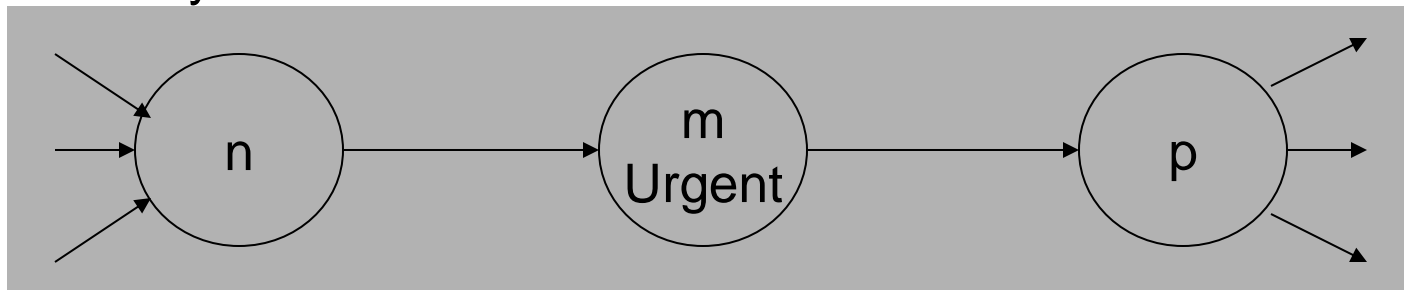
Modelling in UPPAAL

- Urgent locations
 - What is the difference between the following two situations (from the point of view of the semantics)?



Modelling in UPPAAL

- Urgent locations
 - No difference for the semantics: it's just that we require the “extra” clock x to “simulate” urgency of location m
 - Having the extra clock is (generally) bad for modelling and analysis



Modelling in UPPAAL

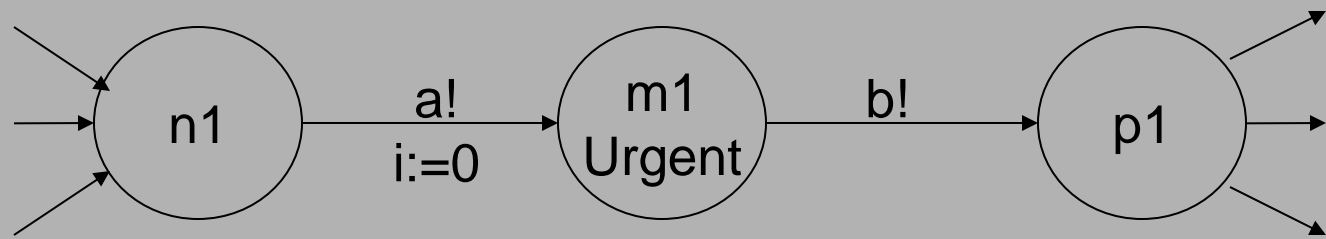
- Committed locations
 - Informal semantics:
 - *No time delay is possible when some timed automaton component of the system is in a committed location*
 - *The next transition must involve a timed automaton in a committed location*

Modelling in UPPAAL

- Committed locations

– Compare the following two situations (start from $(n1, n2, \dots)$):

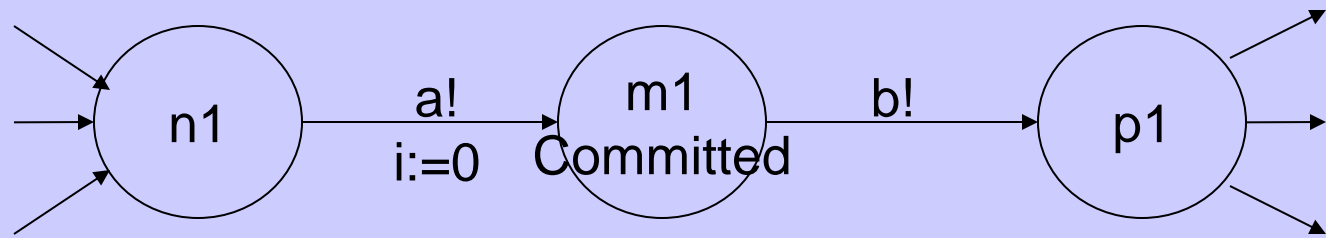
TA1



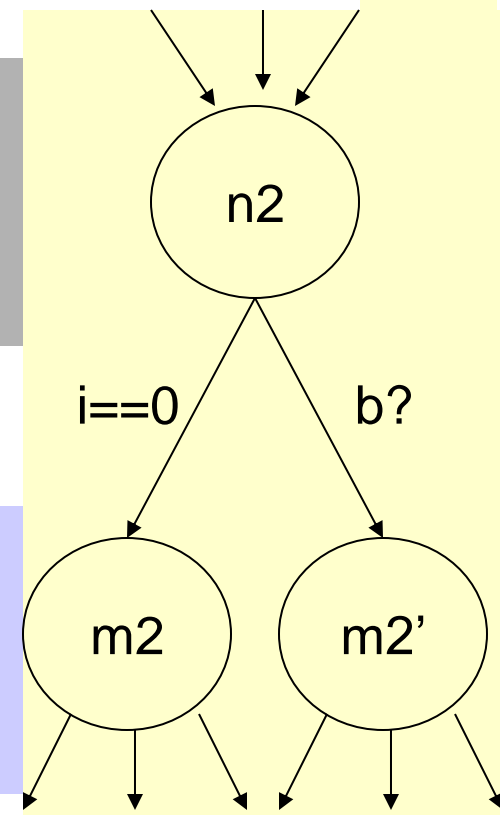
OR

composed with

TA1'



TA2



Modelling in UPPAAL

- Committed locations

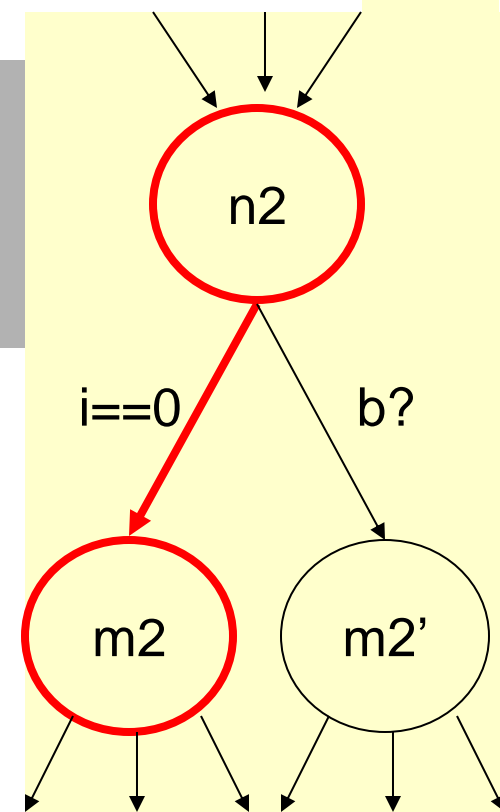
- Compare the following two situations (start from $(n1, n2, \dots)$):

TA1



TA1 takes the first transition, then
TA2 takes the left-hand transition
to $m2$...

TA2



Modelling in UPPAAL

- Committed locations

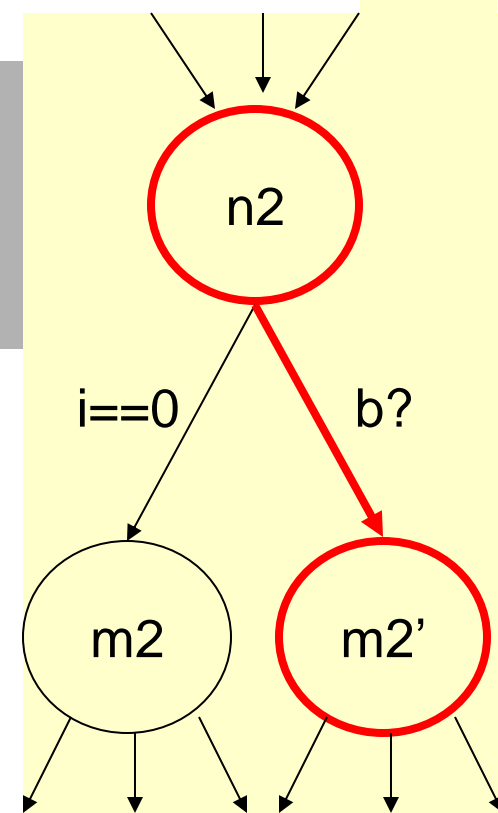
- Compare the following two situations (start from $(n1, n2, \dots)$):

TA1



... or TA1 then takes the transition to $p1$ and TA2 synchronises with this transition

TA2



Modelling in UPPAAL

- Committed locations

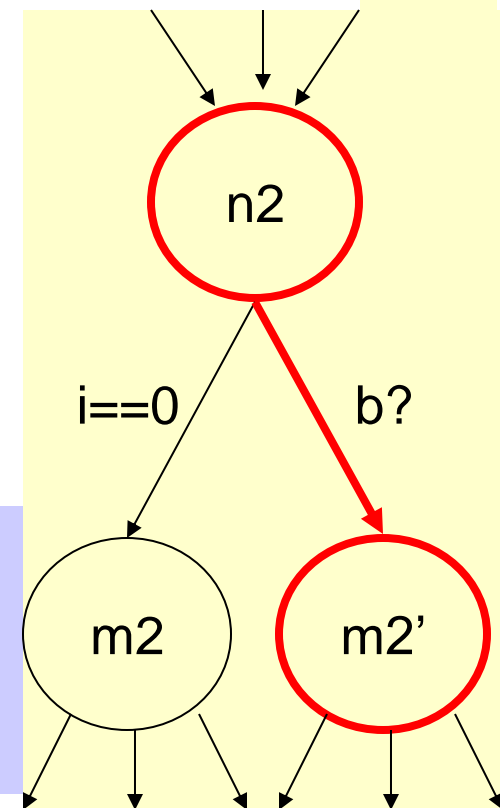
- Compare the following two situations (start from $(n1, n2, \dots)$): TA2

In the case the $m1$ is committed, TA2 does not have the opportunity to take the transition to $m2$: only TA1' can take a transition

TA1'

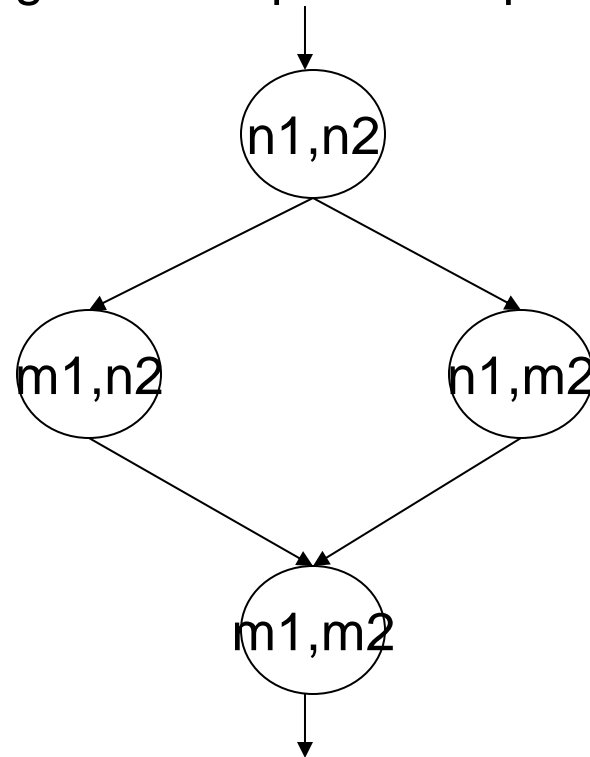
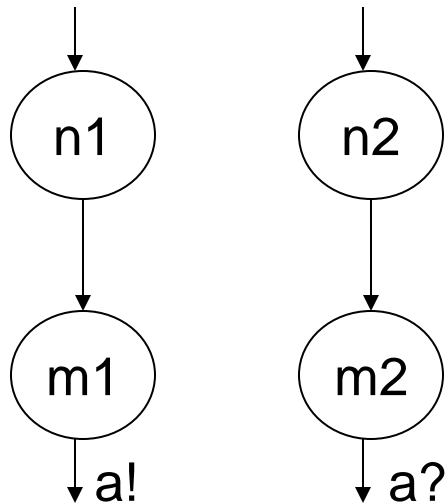


TA2



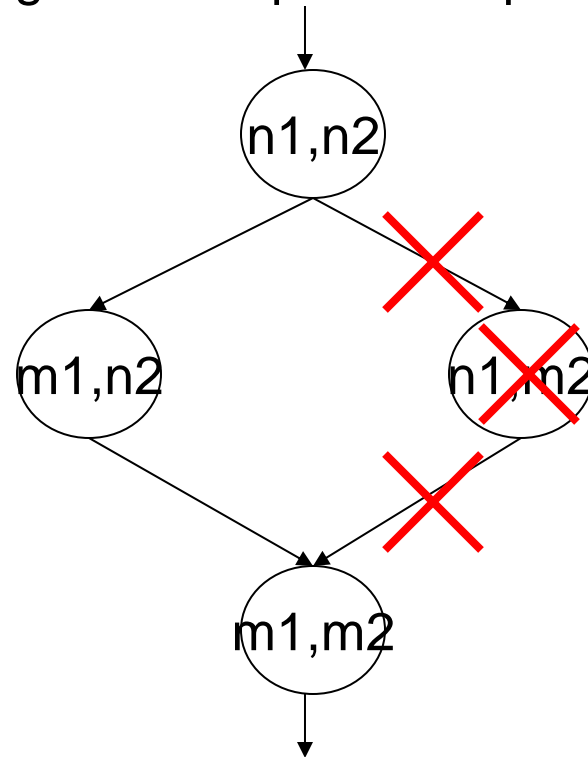
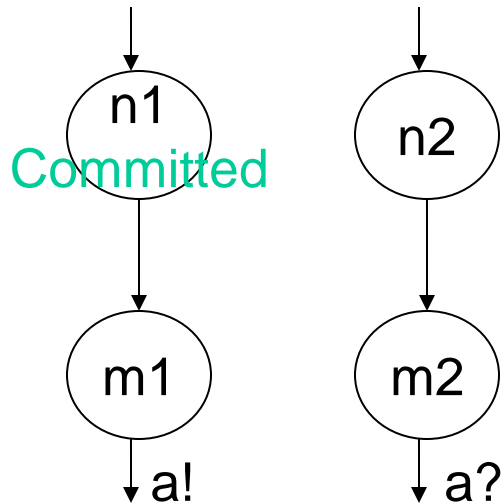
Modelling in UPPAAL

- Committed locations
 - Can aid modelling (e.g. for multi-way synchronization)
 - Can reduce the interleaving in state space computation



Modelling in UPPAAL

- Committed locations
 - Can aid modelling (e.g. for multi-way synchronization)
 - Can reduce the interleaving in state space computation



Modelling in UPPAAL

- Extensions to the UPPAAL modelling language:
 - Broadcast channels
 - Arrays of data variables (which can be referred to in guards and assignments)
 - Arrays of channels, clocks and constants
 - Further operators on data variables (e.g. `i++`)
 - Priorities on channels and processes
 - C-like functions
 - Others ...

Verifying in UPPAAL

- Specification language: a subset of CTL
 - $A[] p$ (corresponds to $AG p$)
 - $A\langle\rangle p$ (corresponds to $AF p$)
 - $E\langle\rangle p$ (corresponds to $EF p$)
 - $E[] p$ (corresponds to $EG p$)
 - $p \dashrightarrow q$ (corresponds to $AG(p \rightarrow AF q)$)

Verifying in UPPAAL

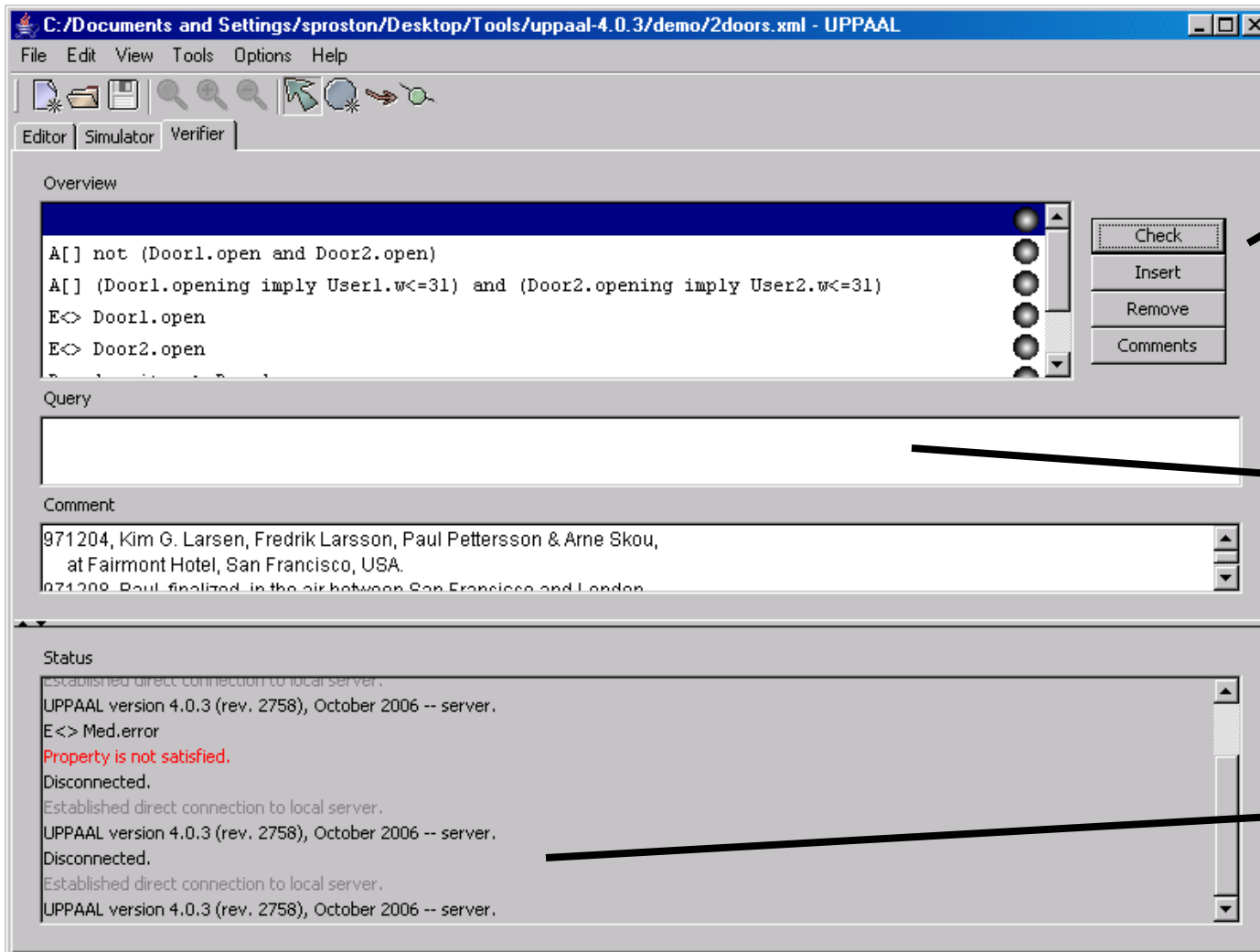
- $A[] p, A\langle\rangle p, E\langle\rangle p, E[] p, p \dashrightarrow q$

$p ::= a.l \mid gd \mid gc \mid p \text{ and } p \mid p \text{ or } p \mid \text{not } p \mid p \text{ imply } p \mid (p)$

where:

- a is the name of a timed automaton
- l is the name of a location of a
- gd is an expression over data variables
- gc is an expression over clock variables

Verifying in UPPAAL



Check to verify a property, insert to add a new property

New queries can be written here

Results (property satisfied – or not - in the initial state)

UPPAAL's simulator

The screenshot displays the UPPAAL simulator interface for a file named `2doors.xml`. The interface is divided into several panels:

- Enabled Transitions:** A list of transitions including `User1`, `User2`, `Door1.x >= 0`, `Door2.x >= 0`, `User1.w >= 0`, `User2.w >= 0`, `Door1.x = Door2.x`, `Door2.x = User1.w`, `User1.w = User2.w`, and `User2.w = Door1.x`. Buttons for `Next` and `Reset` are present.
- Simulation Trace:** Shows the current state: `(idle, idle, idle, idle)`.
- Trace File:** A text input field.
- Control Buttons:** `Prev`, `Next`, `Replay`, `Open`, `Save`, and `Random`.
- Speed Control:** A slider ranging from `Slow` to `Fast`.
- Drag out:** A list of variables and their current values: `activated1 = 0`, `activated2 = 0`, `Door1.x >= 0`, `Door2.x >= 0`, `User1.w >= 0`, `User2.w >= 0`, `Door1.x = Door2.x`, `Door2.x = User1.w`, `User1.w = User2.w`, and `User2.w = Door1.x`.
- Diagram:** Two Petri net diagrams for `Door1` and `Door2`. Each door has an `idle` state (red circle) and a `wait` state (blue circle). Transitions include `pushed?` (activating the door), `closed!` (deactivating), `opening` (with guard `x <= 6`), `open` (with guard `x <= 8`), `closing` (with guard `x <= 6`), and `closed` (with guard `x <= 5`). Guards like `x >= 5` and `x >= 4` are also shown.
- Component States:** A bar at the bottom shows the states of `Door1`, `Door2`, `User1`, and `User2`, all currently in the `idle` state.

Permits exploration of the system following a (random or user-specified) behaviour

UPPAAL's simulator

The screenshot displays the UPPAAL simulator interface. The main window title is "C:/Documents and Settings/sproston/Desktop/Tools/uppaal-4.0.3/demo/2doors.xml - UPPAAL". The interface includes a menu bar (File, Edit, View, Tools, Options, Help), a toolbar, and three tabs: Editor, Simulator, and Verifier. The Simulator tab is active, showing a state transition diagram for two doors and their users. The diagram consists of two parts: "Door 1" and "Door 2". Each door has states: "idle", "wait", "closed", "opening", and "open". Transitions are labeled with events and guards, such as "closed1!", "activated1 = true", "x >= 5", "x <= 5", "x == 6", "x = 0", "activated1 = false", "closing x <= 6", "x >= 4", "x = 0", "open x <= 8", "pushed2?", "activated2 = true", "closed2!", and "wait". A simulation trace at the bottom shows the sequence of events: "(idle, idle, idle, idle)".

Enabled Transitions

- User1
- User2

Simulation Trace

(idle, idle, idle, idle)

Trace File:

Previews: Pre, Next, Replay, Open, Save, Random

Speed: Slow to Fast

Variables and Clocks:

- activated1 = 0
- activated2 = 0
- Door1.x >= 0
- Door2.x >= 0
- User1.w >= 0
- User2.w >= 0
- Door1.x = Door2.x
- Door2.x = User1.w
- User1.w = User2.w
- User2.w = Door1.x

List of variables
(including
possible clock
values)

Random
generates a
random trace

Message
sequence chart
describing the
interaction of
components

UPPAAL's simulator

- The simulator can be used to visualise “error traces” generated by the verifier (choosing an option from “Diagnostic trace”)
- For example:
 - If $E\langle\rangle p$ is satisfied, UPPAAL can return a trace which leads from the initial state to a state in which p is true
 - Dually, if $A[] p$ is not satisfied, UPPAAL can return a trace which leads from the initial state to a state in which p is false
 - Similar for $E[] p$ and $A\langle\rangle p$, except traces containing loops are returned