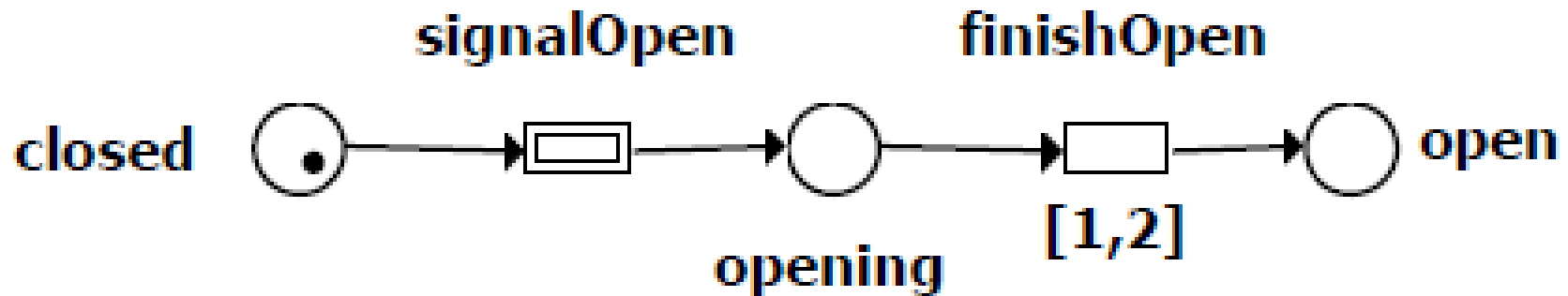


Compositional Analysis of Discrete Time Petri nets



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1st workshop on Petri Nets Compositions

- Modeling time constraints :
 - The gate takes one to two time units to open



- `signalOpen` should be « triggered »
- Modeling using integers is natural

- **Discrete events are instantaneous**
(closed=1, x=0) -signalOpen- > (opening=1, x=0)
- **Time elapses by an arbitrary duration**
(opening=1, x=0) -1.312 -> (opening=1, x=1.312)
(opening=1, x=1.312) -finishOpen- > (open=1, x=0)
- **Infinite state space => use time zones**
 - *(closed=1, x in [0, +∞[)*
 - *(opening=1, x in [0, 2])*
 - ...
- **With several clocks => linear inequation system**
 - **Difference Bounded Matrix (DBM)**

- **Discrete events are instantaneous**
(closed=1, x=0) -signalOpen-→ (opening=1, x=0)
- **Time elapses by one time unit**
(opening=1, x=0) -1-→ (opening=1, x=1)
(opening=1, x=1) -finishOpen-→ (open=1, x=0)
- **Finite state space => integer clocks as additional variables**
(opening=1, x =0) -1-→ (opening=1, x =1)
-1-→(opening=1, x =2) ...
- **Very large state space**
 - **Decision Diagrams**

- For closed bounds e.g. $[0,3]$ but not $[0,3[$ semantics are equivalent (Popova'91-HMP'92)
- Dense time : use DBM
 - ++ *Efficient representation of time regions*
 - + *Scales to large absolute values $[0,1000] \Leftrightarrow [0,10]$*
 - -- *Poor scale up in number of locations*
 - -- *Limited scale up in number of concurrent clocks*
- Discrete time : use DD
 - ++ *Strong scale up in number of locations*
 - + *Good scale up in number of concurrent clocks*
 - - *Poor scale to large absolute clock values*
 - ++ *Back to a (large) finite transition system*



Instantiable Transition Systems [Tacas'09]

- **Instantiable Transition Systems**
 - Notion of type and instance to capture similarity
 - Simple labeled Kripke structure semantics
 - Efficient solution engine using Hierarchical Set Decision Diagrams (SDD)
- **ITS type definition = ITS Semantics**
 - Elementary types based on Labeled Transition System or any finite state model
 - Composite types contain nested instances
 - Hierarchical composition mechanism using event-based label synchronization

- An ITS Type must define :
 - S : a set of states
 - A : a set of action labels (Interface)
 - Locals : $S \rightarrow 2^S$
the local successors function
 - Succs : $S \times A^* \rightarrow 2^S$
the synchronization function
- } SDD Encoding
- } Homomorphism Encoding
- An ITS instance i has a type noted $\text{type}(i)$
 - Reachability of a state by an instance I in a given initial state is defined using Locals.

- States
 - Place markings
 - Transition clocks

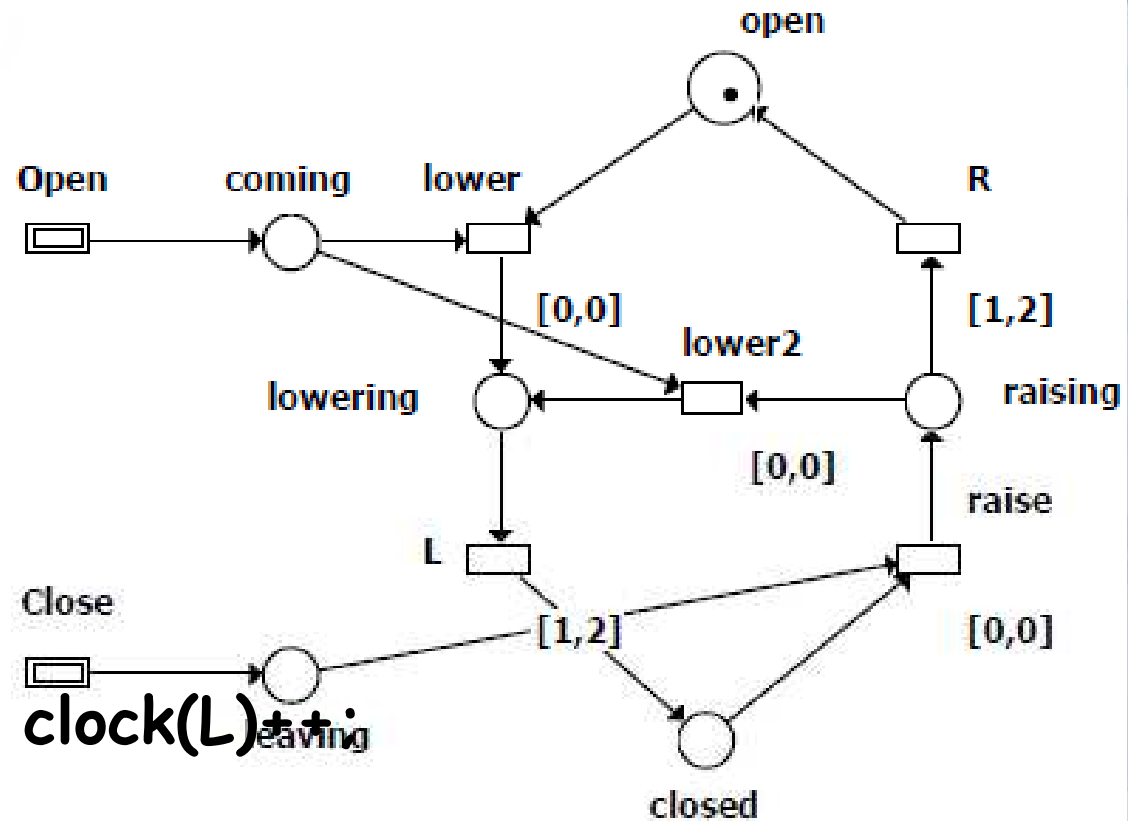
- Interface

- Open, Close
- 1

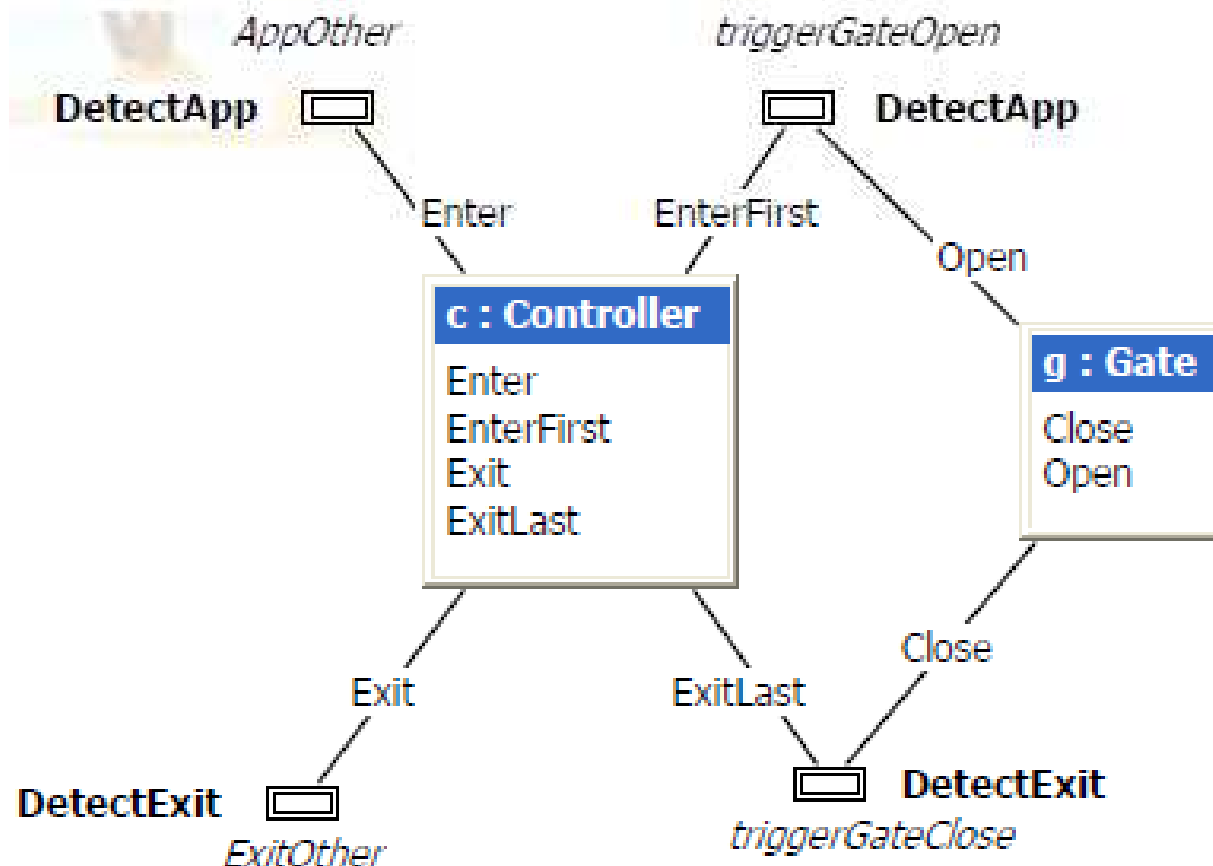
If (enabled(L)) {
 if (clock(L) < 2)
 else empty set; }

- Locals

- All other "private" transitions



- Compose instances of arbitrary ITS type
- Synchronize on labels

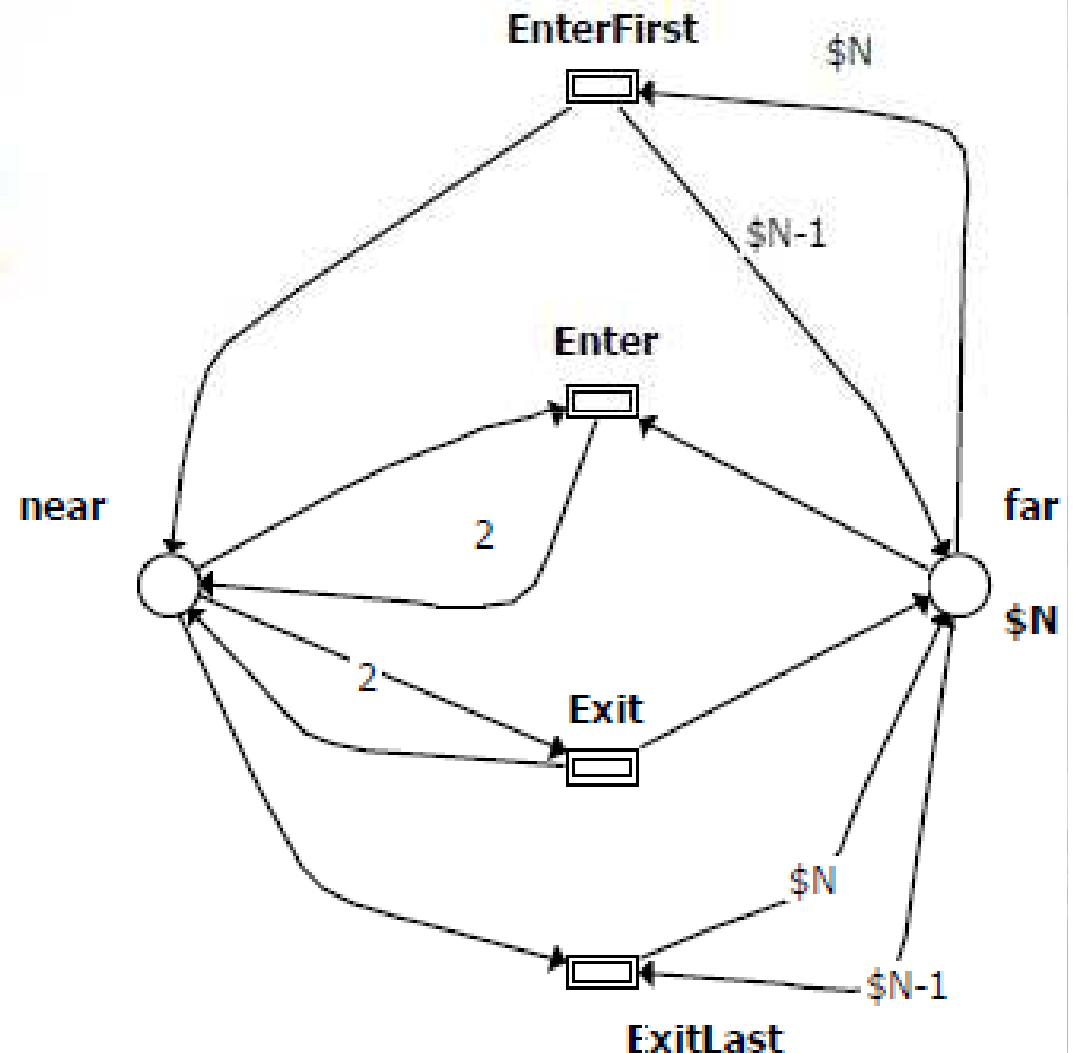
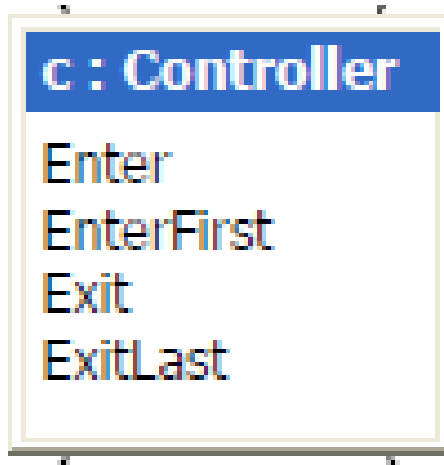


- **ITS Composite semantics use a partial synchronization function**

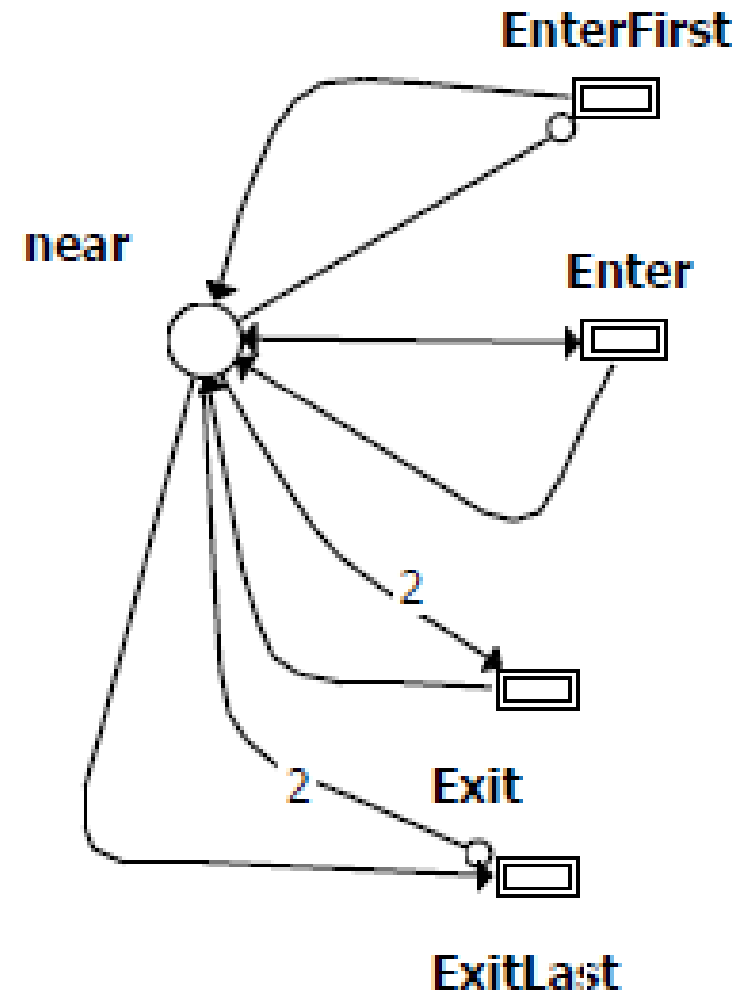
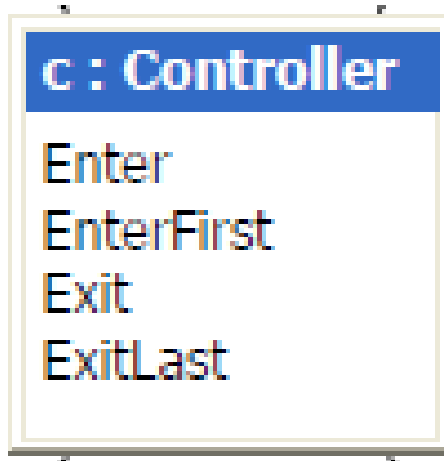
c:Controller	g:Gate	label
EnterFirst	Open	DetectApp
Enter	-	DetectApp
Exit	-	DetectExit
ExitLast	Close	DetectExit
1	1	1

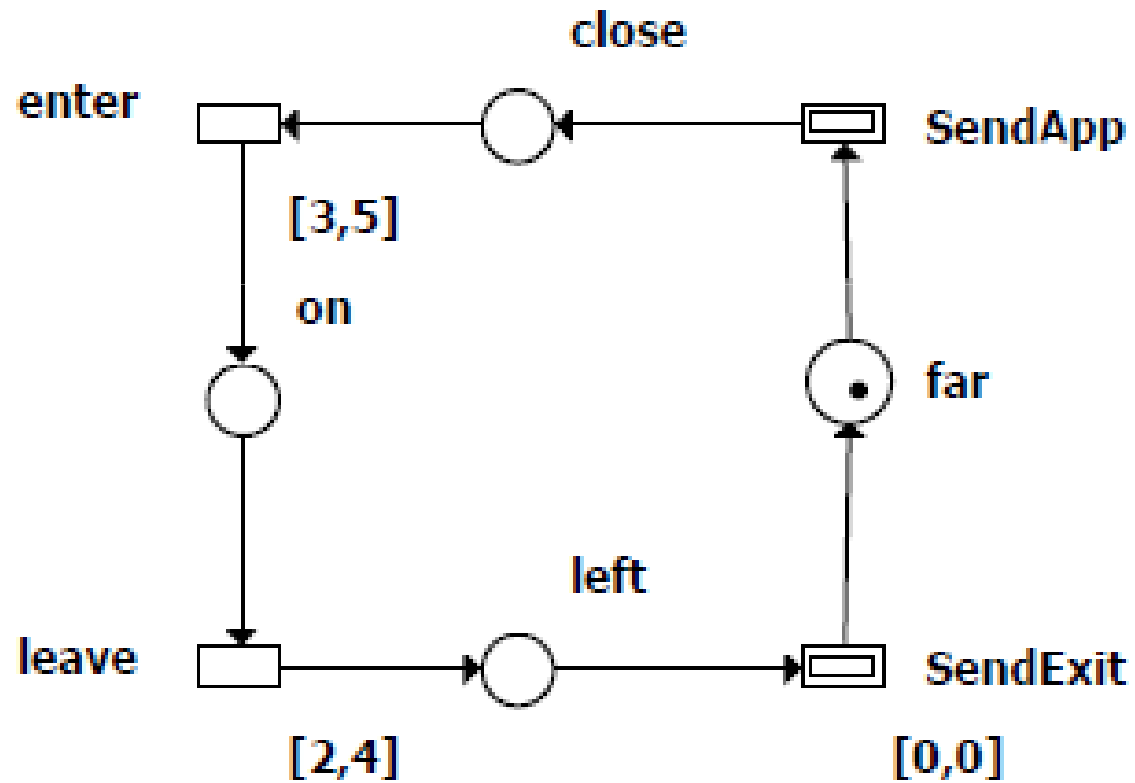
- **State is a Cartesian product of instance states**

- $\$N$ is a constant
- Interface :
 - Enter, EnterFirst
 - Exit, ExitLast
 - 1 (does nothing)

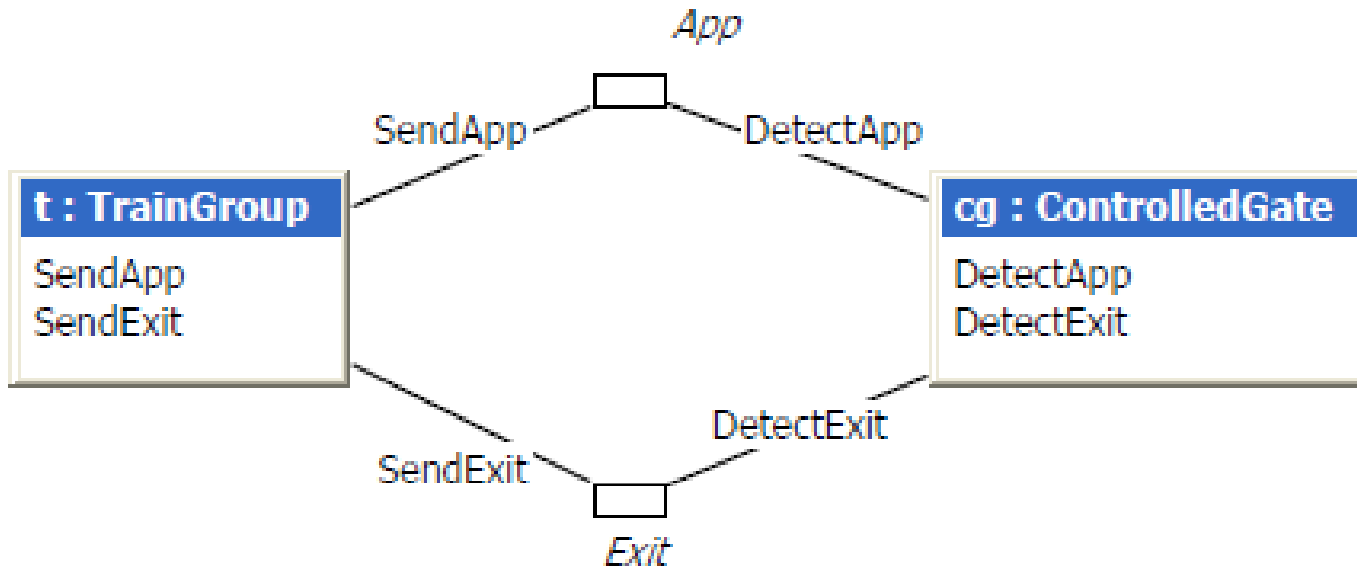


- **Interface :**
 - **Enter, EnterFirst**
 - **Exit, ExitLast**
 - **1 (does nothing)**
- **Use inhibitor arcs, test arcs, reset arcs**





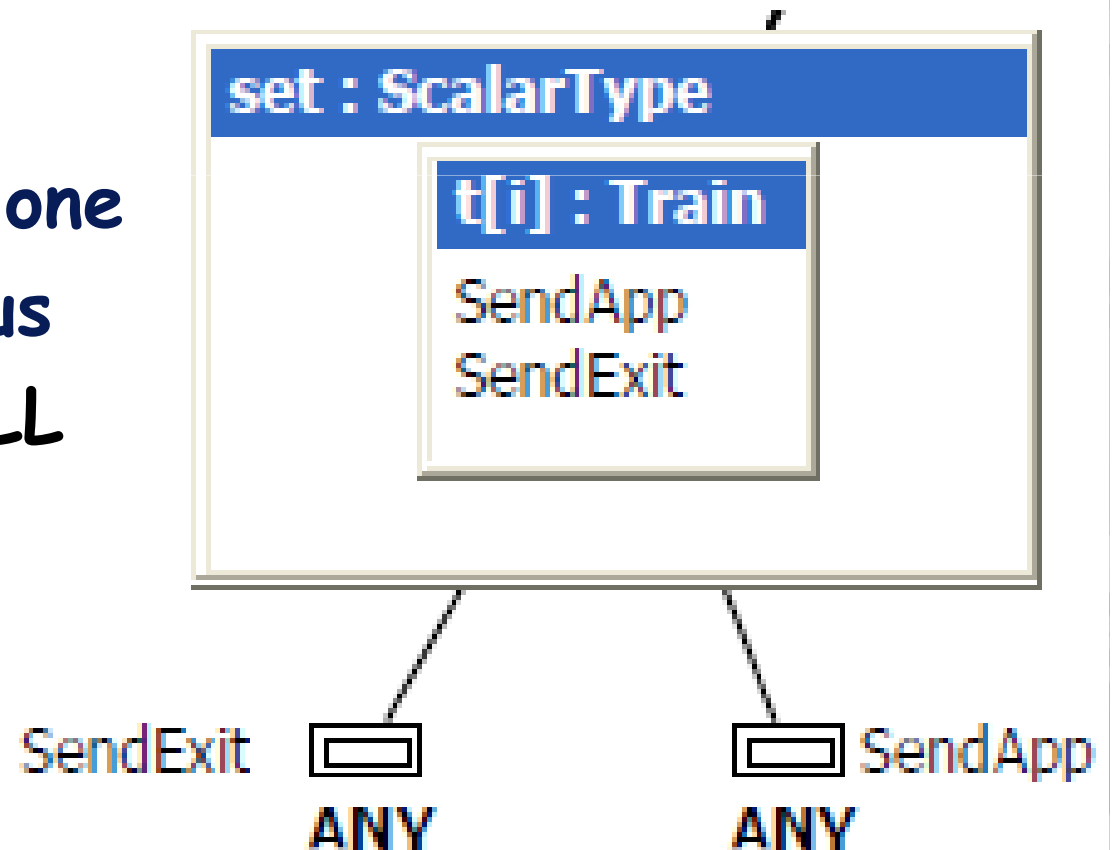
Composing Train and Controlled gate



- T is the "local" label
- 1 is considered local at topmost level

t:Trains	g:Gate	label
SendApp	DetectApp	T
SendExit	DetectExit	T
1	1	T

- **Scalar Set**
 - **\$SIZE** constant
- **Only two types of "delegates"**
 - **ANY** : choice of one
 - **ALL** : rendez-vous
- **1** is implicitly an **ALL** delegate



- **Scalar Set : \$SIZE=3**

t[0]:Train	t[1]:train	t[2]:Train	label
SendApp	-	-	SendApp
-	SendApp	-	SendApp
-	-	SendApp	SendApp
SendExit	-	-	SendExit
-	SendExit	-	SendExit
-	-	SendExit	SendExit
1	1	1	1

} ANY

} ANY

} ALL

Fischer (N is the number of processes)

N	Roméo			RED		UPPAAL/sym			Roméo/SDD		
	tm	mm	sm	tm	mm	tm	mm	sm	tm	mm	sm
8	1 051	282 108	740 633	11	278 028	0.01	160	137	0.1	2 020	$1.17 \cdot 10^6$
9	73 071	$1.77 \cdot 10^6$	$3.72 \cdot 10^6$	67	785 108	0.03	160	172	0.1	2 156	$6.20 \cdot 10^6$
10	DNF	OOM	OOM	652	$2.35 \cdot 10^6$	0.1	160	211	0.1	2 332	$3.26 \cdot 10^7$
170	-	-	-	-	OOM	7 783	47 956	57 971	23	101 896	$2.27 \cdot 10^{120}$
700	-	-	-	-	-	DNF	-	-	1391	$1.82 \cdot 10^6$	$2.66 \cdot 10^{491}$
730	-	-	-	-	-	-	-	-	1803	$2.33 \cdot 10^6$	$2.58 \cdot 10^{512}$

Train (N is the number of trains)

N	Roméo			RED		UPPAAL/sym			Roméo/SDD		
	tm	mm	sm	tm	mm	tm	mm	sm	tm	mm	sm
6	43.1	36 948	29 640	7	202 412	0.14	908	432	1.5	7 360	$4.83 \cdot 10^6$
7	6 115	377 452	131 517	66	723 428	0.23	3 200	957	2.5	10 304	$6.28 \cdot 10^7$
8	DNF	-	-	-	OOM	1	3 336	2 078	4	14 188	$8.16 \cdot 10^8$
13	-	-	-	-	-	2 634	13 188	79 598	26	56 660	$3.02 \cdot 10^{14}$
15	-	-	-	-	-	60 860	61 256	-	42	86 360	$5.11 \cdot 10^{16}$
16	-	-	-	-	-	DNF	-	-	52	104 848	$6.65 \cdot 10^{17}$
44	-	-	-	-	-	-	-	-	1143	$2.13 \cdot 10^6$	$1.03 \cdot 10^{49}$

Table 1. Performances measured for the *Fischer* and *train* models.

- **Discrete time modeling**
 - A natural model for many systems (hardware)
 - Allows to revert to discrete state space algorithms
 - SDD based solution empirically effective
- **ITS for compositional modeling**
 - Extensible framework to exploit SDD
 - Efficient support for symmetric models
- **Perspective:**
 - TCTL model checking with discrete semantics



Thank you for your attention !

SDD and ITS-tools are distributed as an open-source LGPL/GPL C++ source and pre-compiled tools :

<http://ddd.lip6.fr>

Coloane « incubation » plugin for ITS manipulation and CTL model-checking

<http://coloane.lip6.fr/night-updates>

Come to the tool demo session tomorrow

See more about ITS tools performance (for untimed systems) at SuMO MCC session this afternoon