

# Probabilistic Timed Automata: Current Challenges and Future Directions

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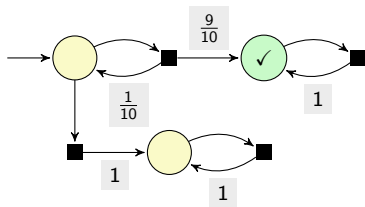
# Reachability in probabilistic timed systems

- Reachability problems in systems exhibiting **probabilistic** and **timed** (and nondeterministic) behaviour.
- Modelling formalism: balance between expressivity of formalism and decidability of reachability properties.

# Reachability in probabilistic timed systems

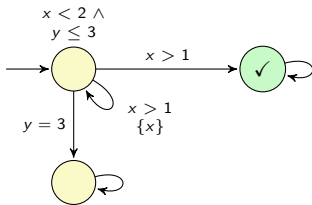
- Modelling formalism: classical starting points

## Markov decision processes (MDPs)



Reachability: given  $\lambda \in (0, 1]$ , does there exist a way to resolve nondeterministic choice such that  $\checkmark$  is reached with probability at least  $\lambda$ ?  
(maximum reachability)

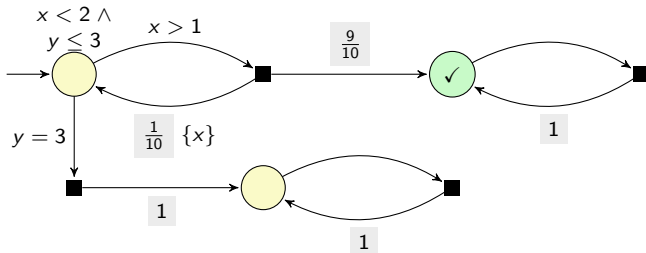
## Timed automata



Reachability: does there exist a way to resolve nondeterministic choice such that  $\checkmark$  is reached?

# Probabilistic timed automata

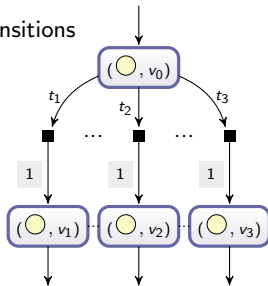
- Probabilistic timed automata (PTAs) [Gregersen & Jensen 1995; Kwiatkowska et al. 2002]: timed automata with (discrete) probabilistic choice over edges.
- PTA extend conservatively:
  - MDPs (presence of *nondeterministic* and *probabilistic* choice over transitions);
  - timed automata (clock variables, constraints and resets).
- Example:



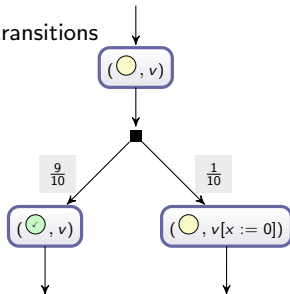
# Probabilistic timed automata

- Semantics of a PTA: an infinite-state MDP.
  - State: pair (*location*, *valuation*), where *location* is the current node (circle) and *valuation* assigns to the clocks their current value.
  - Time elapses: choose *nondeterministically* a time delay, then the value of all clocks increase by that amount (must satisfy the invariant of the current location).
  - Discrete transition: choose enabled  $\blacksquare$  *nondeterministically*, then make a *probabilistic* choice according to chosen  $\blacksquare$  (e.g., with probability  $\frac{9}{10}$  go to  $\odot$ , with probability  $\frac{1}{10}$  go to  $\circ$  and reset  $x$  to 0 (reset annotation  $\{x\}$ )).

Time elapse transitions



Discrete transitions



# Reachability for probabilistic timed automata

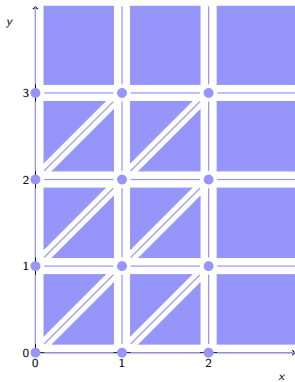
## Maximum reachability for PTAs

Given an initial state and a threshold  $\lambda \in (0, 1]$ , does there exist a way to resolve nondeterminism such that the probability that the PTA reaches a set of final locations equal to or greater than  $\lambda$ ?

Complexity results on maximum reachability for MDPs and PTAs:

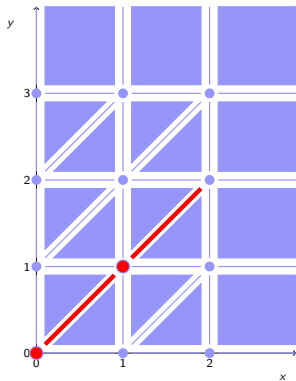
MDPs (PTAs with no clocks)	PTIME-c	[Courcoubetis & Yannakakis 1990, 1998] [Papadimitriou & Tsitsiklis 1987]
PTAs with one clock	PTIME-c	[Jurdzinski et al. 2008]
PTAs with at least two clocks	EXPTIME-c	[Kwiatkowska et al. 2002] [Jurdzinski et al. 2008]

# Region equivalence applied to PTAs

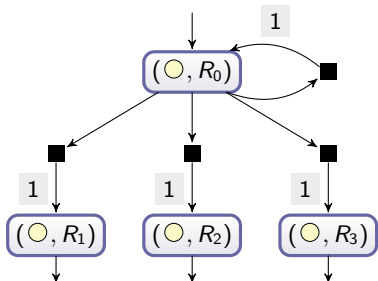


- Region equivalence [Alur & Dill 1994]: partition the clock valuation space into a finite number of classes.
- Induces a finite (probabilistic) bisimulation on the PTA's state space.
- Solve reachability problem on the finite-state MDP resulting from region equivalence.

# Region equivalence applied to PTAs



Time transitions  
(from  $(\circ, R_0)$ , where  $R_0$  is defined by  
 $x = y = 0$ , with invariant  $x < 2 \wedge y \leq 3$ )



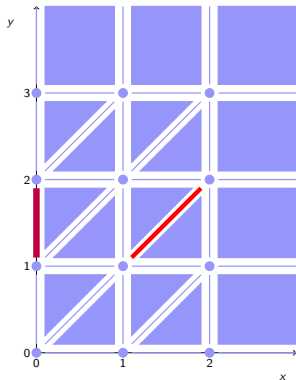
$R_1$  is defined by  $0 < x = y < 1$ ,

$R_2$  is defined by  $x = y = 1$ ,

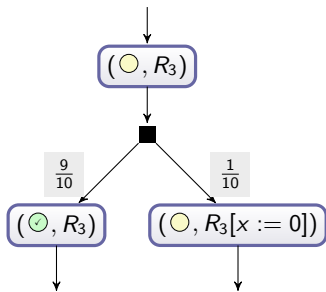
$R_3$  is defined by  $1 < x = y < 2$



# Region equivalence applied to PTAs



Example of discrete transition  
(from  $(\bigcirc, R_3)$ , where  $R_3$  is defined by  
 $1 < x = y < 2$ )



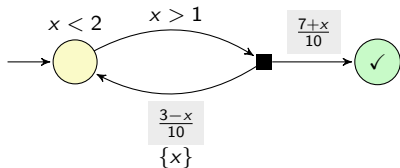
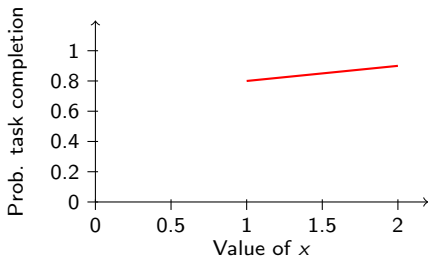
$R_3[x := 0]$  is defined by  $x = 0, 1 < y < 2$

# Beyond region-graph-based reachability

- Beyond the region graph:
  - Digital clocks [Kwiatkowska et al. 2006] (no strict constraints).
  - Zones [Kwiatkowska et al. 2007, 2009].
  - Statistical model checking [D'Argenio et al. 2016; Hartmanns et al. 2017].
  - ... future challenge (generic!): making analysis for PTAs applicable to larger models.
- Beyond reachability:
  - Model checking for probabilistic temporal logics [Kwiatkowska et al. 2002].
  - Reachability properties with prices/costs [Kwiatkowska et al. 2006, 2017].
  - Timed probabilistic bisimulation [Troina & S 2010] and timed bisimilarity metrics [Lanotte & Tini 2019].
  - ... future challenge: linear temporal logics, ...
- Beyond PTAs:
  - Parametric (over probabilities) PTA [Hartmanns et al. 2021].
  - ... future challenge: extend PTAs while maintaining decidability ...

# Clock-dependent probabilistic timed automata

- Probabilities may depend on time: e.g., success of task completion may increase with the amount of time dedicated to the task attempt.
- *Clock-dependent probabilistic timed automata (cdPTAs)* [S 2021a]: label edges with affine expressions over clock values, defining distributions for each valuation of the clocks.



# Reachability problems for cdPTA

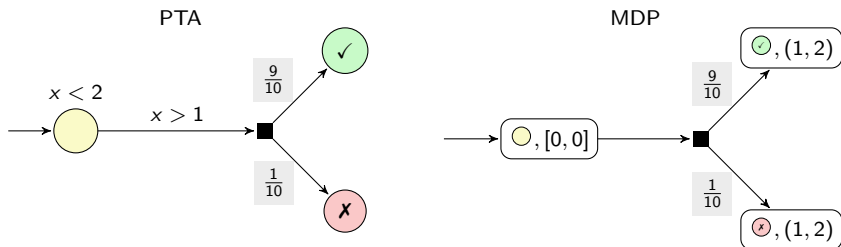
## Undecidability of reachability for cdPTAs [S 2021a]

The maximum reachability problem is undecidable for cdPTAs with  $\geq 3$  clocks.

- Inspired by the undecidability result for stochastic timed automata of [Akshay et al. 2016].
- Can approximate the maximum probability to reach target locations by:
  - using an adaptation of the region-equivalence MDP construction (based on the “corner-point abstraction” [Bouyer et al. 2008]);
  - refining the granularity of timing constants of region equivalence to obtain an improved (no worse) approximation of the maximum reachability probability.
- Question: is the maximum reachability problem decidable for cdPTAs with *one* clock?

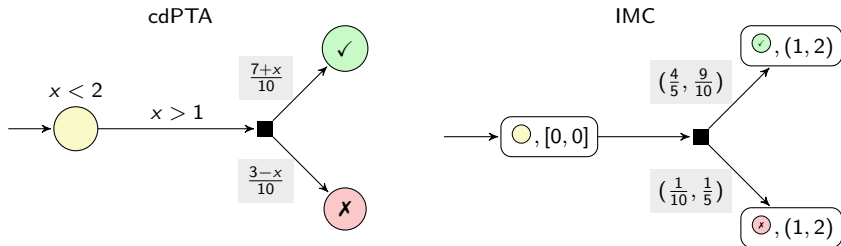
# Results for PTAs with one clock

- Construct an equivalent *finite-state* MDP [Jurdzinski et al. 2008] (use concepts from non-probabilistic case [Laroussine et al. 2004]), analyse the MDP (in polynomial time).
- Principle: obtain a finite partition of the set of possible clock values (i.e.,  $\mathbb{R}_{\geq 0}$ ), endpoints of intervals are constants from the PTA (and 0).
- Example: partition  $[0, 0], (0, 1), [1, 1], (1, 2), [2, 2], (2, \infty)$ .



- Intuition: in the MDP, take the transition from  $(\text{yellow circle}, [0, 0])$  when  $x$  is in  $(1, 2)$ .

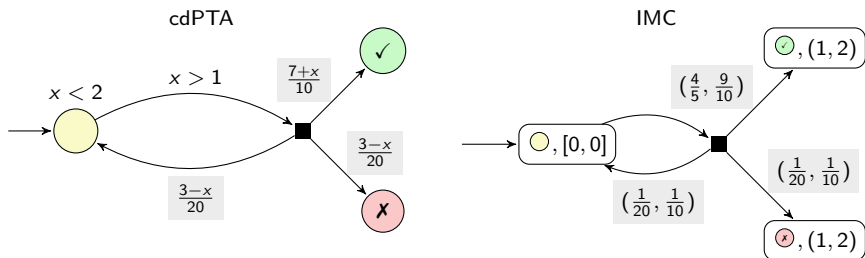
# IMC construction for cdPTAs with one clock



- Use (open) interval Markov chains (IMCs) [Jonsson & Larsen 1991; Chakraborty & Katoen 2015]:
  - Label edges with intervals on probabilities; make *nondeterministic* choice between distributions allowed by the intervals.
- E.g., for transition from  $(\circlearrowleft, [0, 0])$ : choose *nondeterministically* a pair  $(\lambda, \lambda')$  of probabilities, where  $\lambda \in (\frac{4}{5}, \frac{9}{10})$ ,  $\lambda' \in (\frac{1}{10}, \frac{1}{5})$  and  $\lambda + \lambda' = 1$ .
  - This nondeterministic choice of  $(\lambda, \lambda')$  mimics the nondeterministic choice of time delay in  $(1, 2)$  in  $\circlearrowleft$ .

# IMC construction for cdPTAs with one clock

- General case (if squares have  $\geq 3$  outgoing edges):

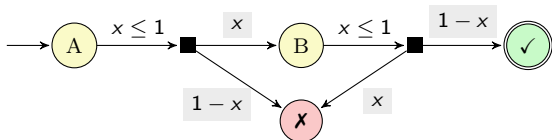


- X**: incorrect! The IMC allows the distribution assigning:

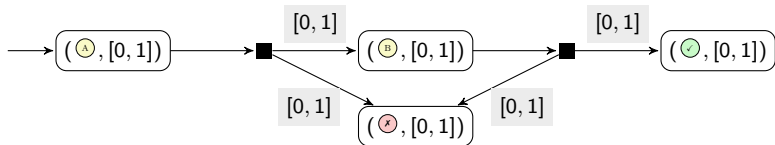
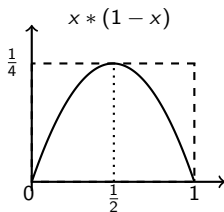
$\frac{17}{20}$  to  $(\text{green circle}, (1, 2))$ ,  $\frac{7}{80}$  to  $(\text{red circle}, (1, 2))$ , and  $\frac{1}{16}$  to  $(\text{yellow circle}, [0, 0])$ .

- Probabilities of going to  $(\text{red circle}, (1, 2))$  and  $(\text{yellow circle}, [0, 0])$  *must be equal*.
- Solution: split a single cdPTA transition into a sequence of *two* transitions in the IMC (first simulates the choice of value of  $x$  in the interval  $(1, 2)$ , second is a purely probabilistic choice).

# IMC construction for cdPTAs with one clock



- Maximum probability strategy to reach  $\checkmark$ :
  - Leave location A when  $x$  is equal to  $\frac{1}{2}$ , then leave location B instantly.
  - Probability of reaching location  $\checkmark$  for this strategy is  $\frac{1}{4}$ .



- $X$ : incorrect! In the IMC,  $\checkmark$  can be reached with probability 1.



# Results for cdPTAs with one clock

- Problem: optimal choices in different cdPTA locations may not be independent, yet dependencies between choices in different states of IMCs cannot be represented.
- *Initialisation*: between any probabilistic choices depending on the clock  $x$  (i.e., that are not constant functions), the clock must pass through a closed interval of the partition (either by letting time elapse or by resetting the clock).

## Reachability for initialised cdPTAs with one clock [S 2021b]

Maximum reachability problems are  $P_{TIME}$ -complete for initialised cdPTAs with one clock.

- Also minimum reachability problems and *qualitative* reachability problems can be decided in polynomial time for initialised cdPTAs with one clock.
- Results rely on polynomial-time algorithms for (open) IMCs (for max./min. problems [Chen et al. 2013; Pugelli et al. 2013; Chakraborty & Katoen 2015], for qualitative problems [S 2018]).

# Beyond initialised one-clock cdPTAs

- Lifting “one clock” restriction: multiple clocks, only one of which is used to determine probabilities *and* which is initialised.
  - **X**: maximum reachability problem is undecidable.
- Lifting initialisation in one-clock cdPTAs: connection with parametric MDPs?
- Qualitative ( $\lambda = 1$ ) maximum reachability for cdPTAs?
  - Beyond affine clock dependencies: **X**, maximum reachability problem is undecidable for cdPTAs with the dependencies of probabilities on clock described by quartic functions even when  $\lambda = 1$ .