

News on Safety Properties for Timed Petri Nets

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Universal Safety for Timed Petri Nets is PSPACE-complete

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Abstract

A timed network consists of an arbitrary number of initially identical 1-clock timed automata, interacting via hand-shake communication. In this setting there is no unique central controller, since all automata are initially identical. We consider the universal safety problem for such controller-less timed networks, i.e., verifying that a bad event (enabling some given transition) is impossible regardless of the size of the network.

This universal safety problem is dual to the existential coverability problem for timed-arc Petri nets, i.e., does there exist a number m of tokens, such that starting with m tokens in a given place, and none in the other places, some given transition is eventually enabled.

We show that these problems are PSPACE-complete.

2012 ACM Subject Classification Theory of computation \rightarrow Timed and hybrid models

Keywords and phrases timed networks, safety checking, Petri nets, coverability

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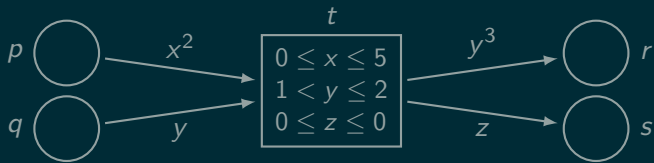
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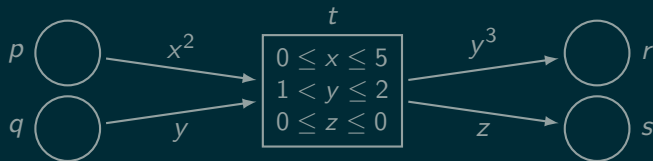
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A: PSPACE-complete [for $d = 1$, This paper]

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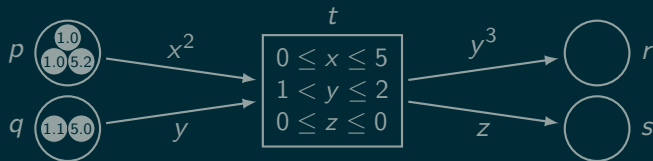


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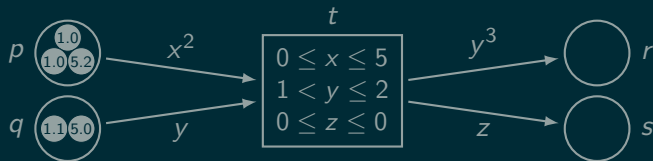
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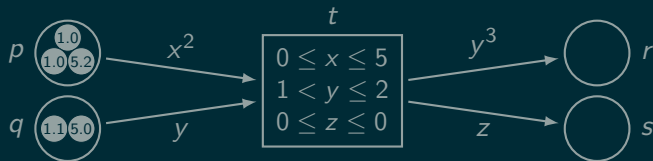
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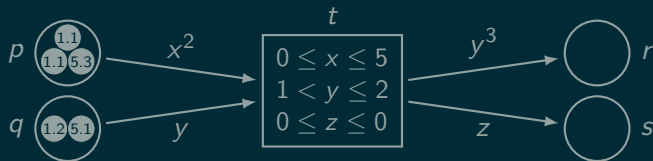
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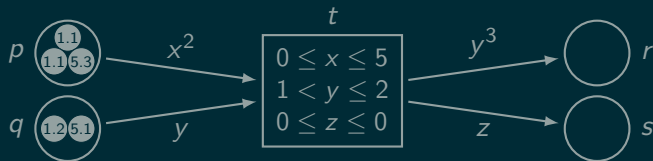
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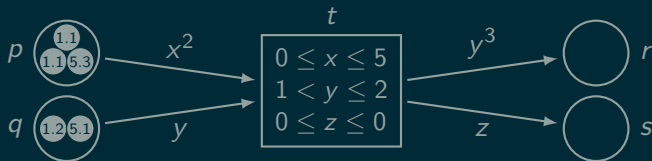
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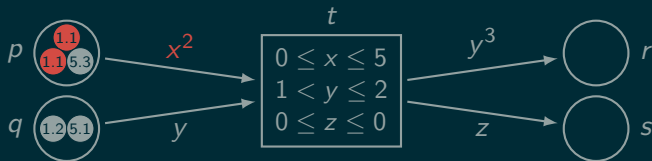
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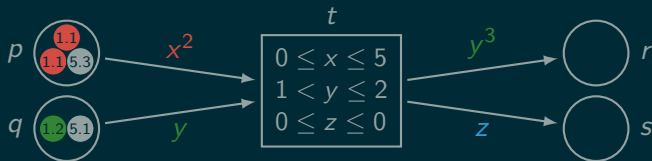
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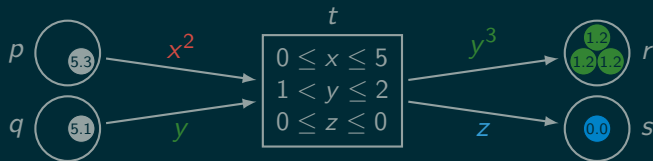
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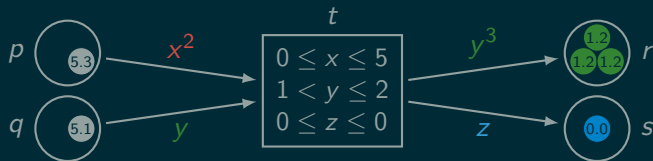
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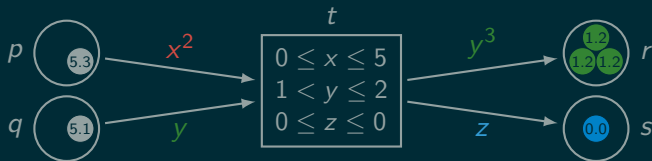
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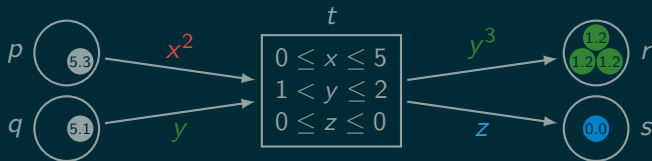
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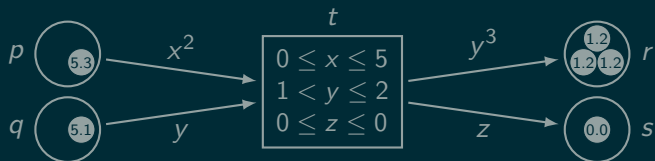
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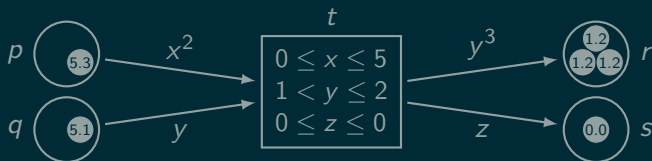


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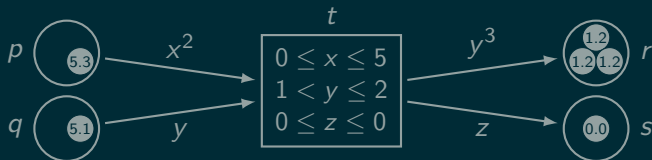


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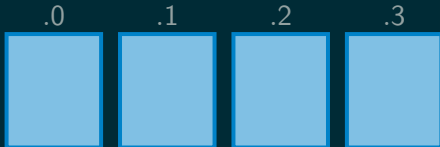


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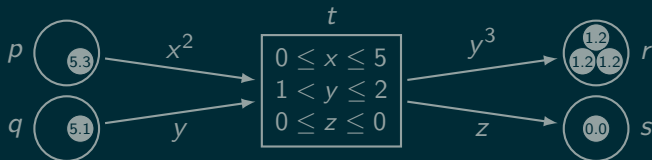


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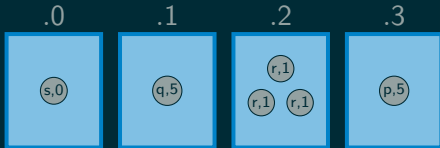


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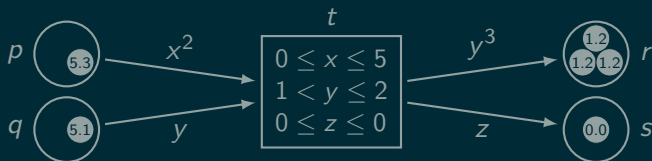


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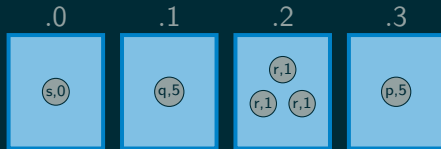


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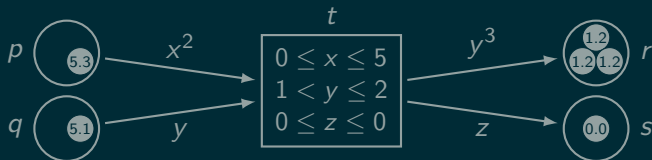


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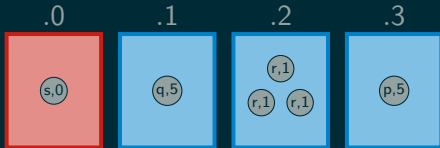


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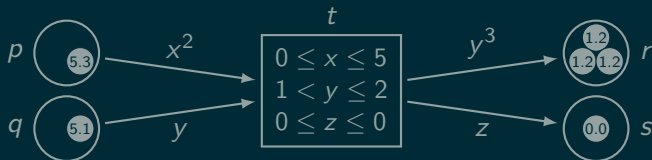


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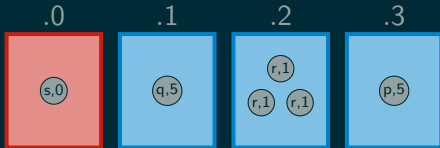


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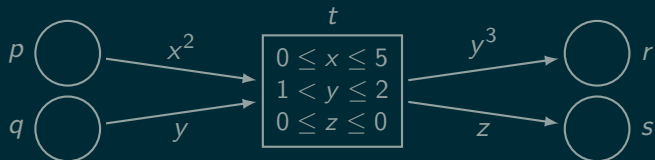
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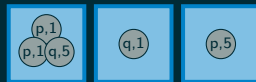
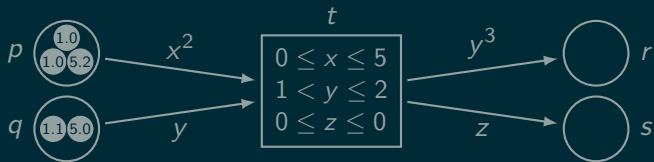
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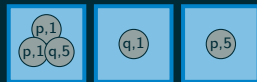
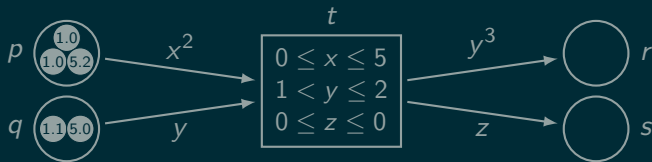
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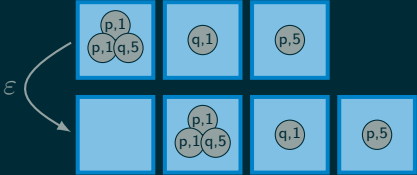


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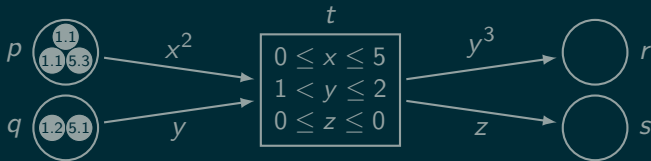
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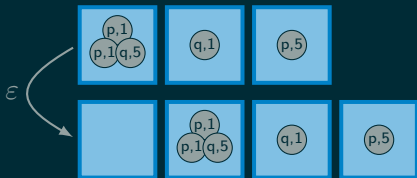


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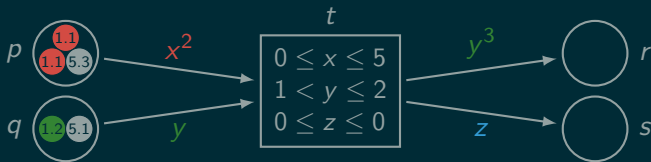


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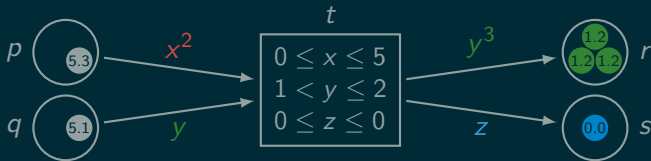


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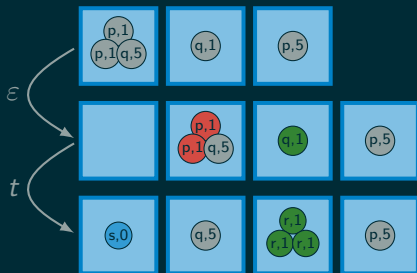
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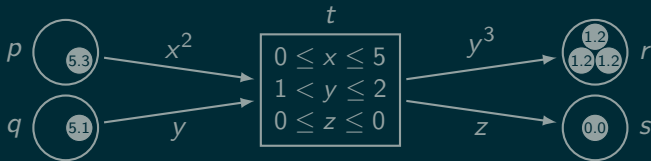
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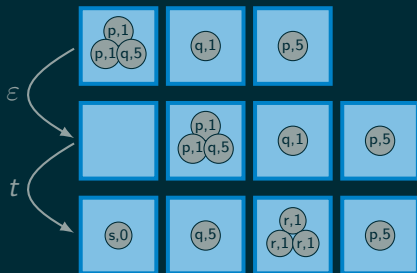
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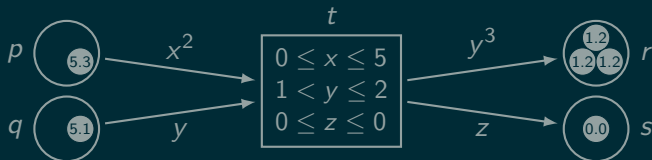
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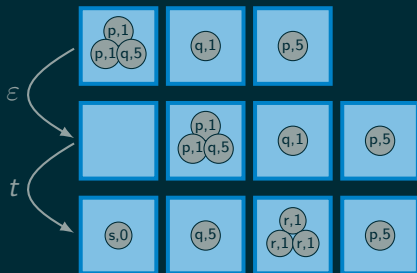
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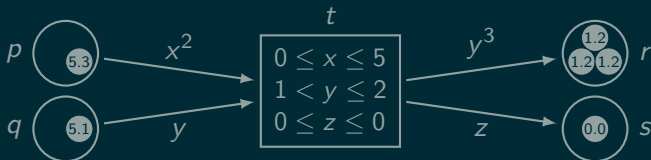
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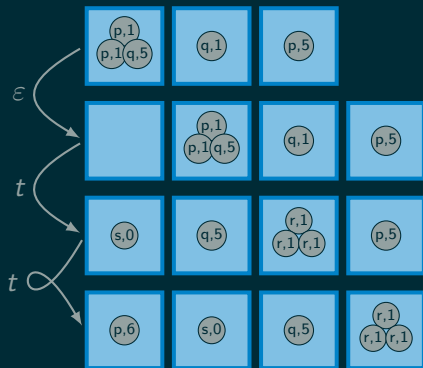
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NB: this fails for $d \geq 2$, for several reasons... Indeed we have undecidability in general.

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 - LB: iterated monotone circuits
 - UB: Regions + forward acceleration

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2. Wlog., the net is *non-consuming*: $\bullet t \subseteq t^\bullet$ for all transitions t .
This means that discrete transition firing is non-decreasing
and for every region R
 - there is a unique maximal region R' with $R \xrightarrow{\text{disc}}^* R'$
 - R' is (Ptime) computable

Existential Coverability: Key Observation

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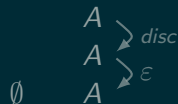
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$A \xrightarrow{disc} A$

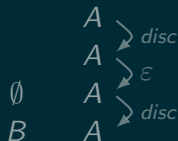
Existential Coverability: Key Observation

When forward exploring zeno behaviour regions “stabilize”



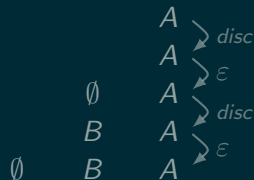
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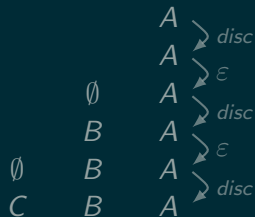
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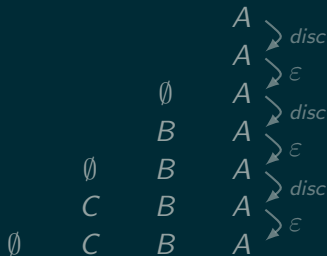
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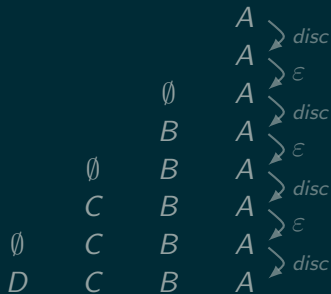
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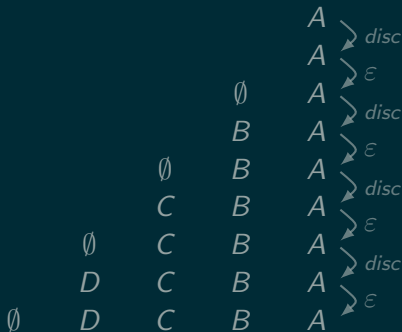
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When forward exploring zeno behaviour regions “stabilize”



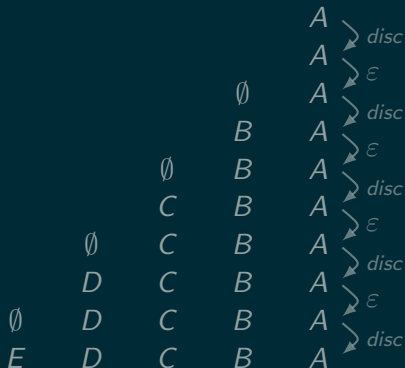
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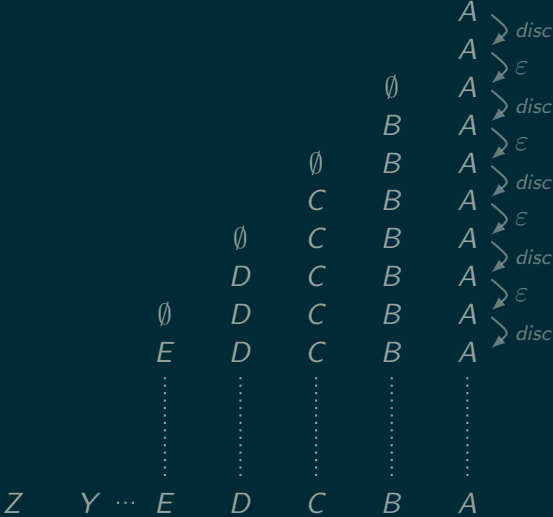
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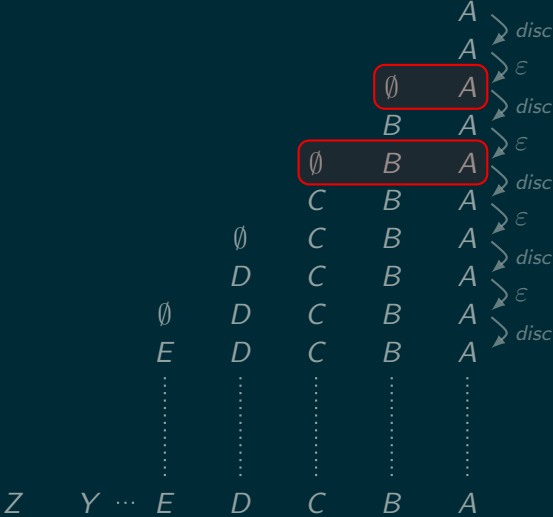
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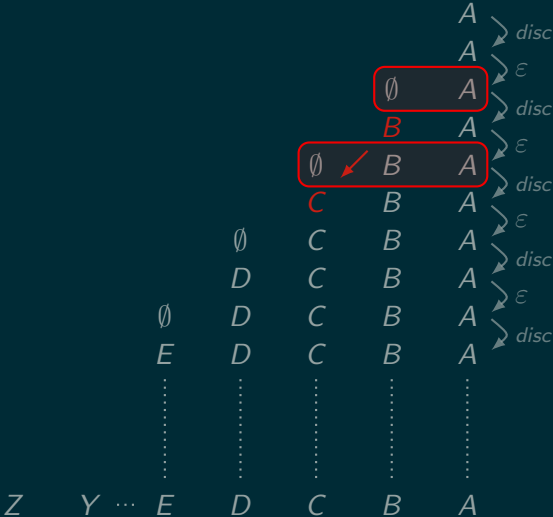
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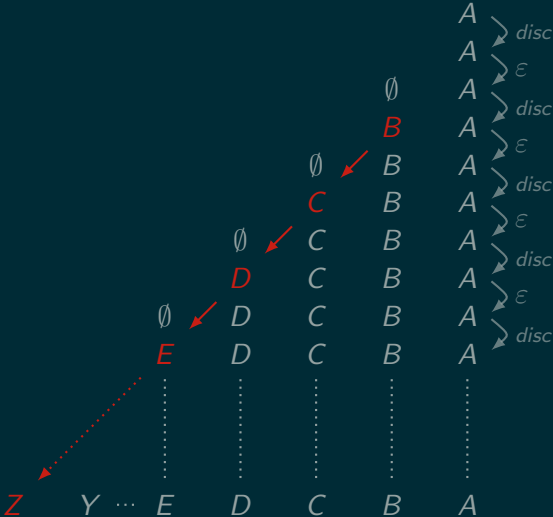
Existential Coverability: Key Observation

When forward exploring zero behaviour regions “stabilize”



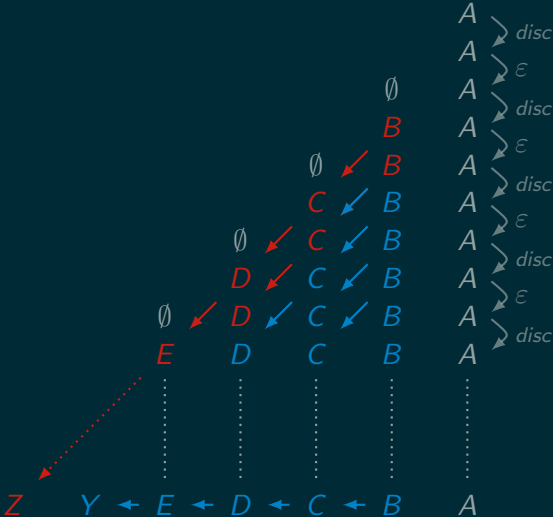
Existential Coverability: Key Observation

When forward exploring zero behaviour regions “stabilize”



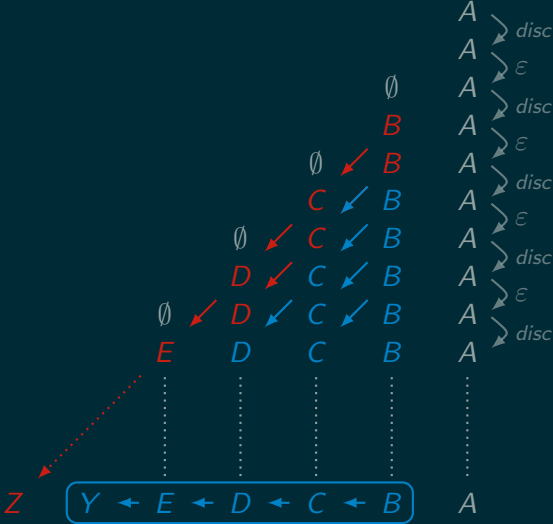
Existential Coverability: Key Observation

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Existential Coverability: Key Observation

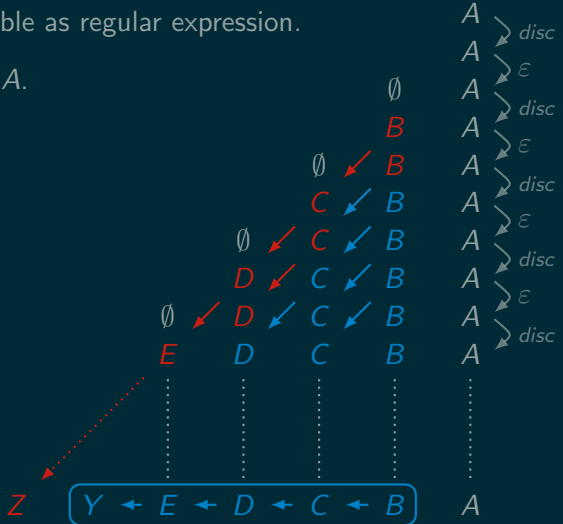
When forward exploring zero behaviour regions “stabilize”



Existential Coverability: Key Observation

When forward exploring zero behaviour regions “stabilize” and the limit is expressible as regular expression.

In this example as ZY^*A .



Existential Coverability: Construction

- use regular expressions over 2^Σ to represent (limit) regions
- careful forward exploration, using intermediate compression steps that add Kleene *s

Forward Exploration

Forward Exploration

x_1

x_0^*

start

Forward Exploration

x_1	x_0^*	start
x_1^1	$(x_0^1)^*$	saturate

Forward Exploration

	x_1	x_0^*	start
	x_1^1	$(x_0^1)^*$	saturate
$(x_0^1 + 1)$	x_1^1	$(x_0^1)^*$	rotate

Forward Exploration

	x_1	x_0^*	start
	x_1^1	$(x_0^1)^*$	saturate
$(x_0^1 + 1)$	x_1^1	$(x_0^1)^*$	rotate
x_2^2	x_1^2	$(x_0^2)^*$	saturate

Forward Exploration

		x_1	x_0^*	start
		x_1^1	$(x_0^1)^*$	saturate
	$(x_0^1 + 1)$	x_1^1	$(x_0^1)^*$	rotate
	x_2^2	x_1^2	$(x_0^2)^*$	saturate
$(x_0^2 + 1)$	x_2^2	x_1^2	$(x_0^2)^*$	rotate

Forward Exploration

		x_1	x_0^*	start
		x_1^1	$(x_0^1)^*$	saturate
	$(x_0^1 + 1)$	x_1^1	$(x_0^1)^*$	rotate
	x_2^2	x_1^2	$(x_0^2)^*$	saturate
$(x_0^2 + 1)$	x_2^2	x_1^2	$(x_0^2)^*$	rotate
x_3^3	x_2^3	x_1^3	$(x_0^3)^*$	saturate

Forward Exploration

			x_1	x_0^*	start
			x_1^1	$(x_0^1)^*$	saturate
		$(x_0^1 + 1)$	x_1^1	$(x_0^1)^*$	rotate
		x_2^2	x_1^2	$(x_0^2)^*$	saturate
	$(x_0^2 + 1)$	x_2^2	x_1^2	$(x_0^2)^*$	rotate
	x_3^3	x_2^3	x_1^3	$(x_0^3)^*$	saturate
$(x_0^3 + 1)$	x_3^3	x_2^3	x_1^3	$(x_0^3)^*$	rotate

Forward Exploration

			x_1	x_0^*	start
			x_1^1	$(x_0^1)^*$	saturate
		$(x_0^1 + 1)$	x_1^1	$(x_0^1)^*$	rotate
		x_2^2	x_1^2	$(x_0^2)^*$	saturate
	$(x_0^2 + 1)$	x_2^2	x_1^2	$(x_0^2)^*$	rotate
	x_3^3	x_2^3	x_1^3	$(x_0^3)^*$	saturate
$(x_0^3 + 1)$	x_3^3	x_2^3	x_1^3	$(x_0^3)^*$	rotate
x_4^4	x_3^4	x_2^4	x_1^4	$(x_0^4)^*$	saturate

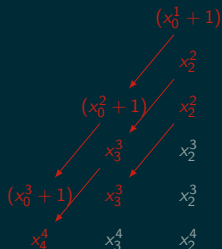
Forward Exploration

			x_1	x_0^*	start
			x_1^1	$(x_0^1)^*$	saturate
		$(x_0^1 + 1)$	x_1^1	$(x_0^1)^*$	rotate
		x_2^2	x_1^2	$(x_0^2)^*$	saturate
	$(x_0^2 + 1)$	x_2^2	x_1^2	$(x_0^2)^*$	rotate
	x_3^3	x_2^3	x_1^3	$(x_0^3)^*$	saturate
$(x_0^3 + 1)$	x_3^3	x_2^3	x_1^3	$(x_0^3)^*$	rotate
x_4^4	x_3^4	x_2^4	x_1^4	$(x_0^4)^*$	saturate

Forward Exploration

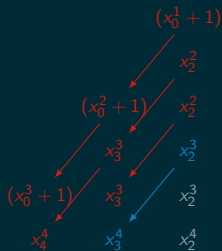
			x_1	x_0^*	start
			x_1^1	$(x_0^1)^*$	saturate
			x_1^1	$(x_0^1)^*$	rotate
		$(x_0^1 + 1)$	x_2^2	$(x_0^2)^*$	saturate
	$(x_0^2 + 1)$	x_2^2	x_1^2	$(x_0^2)^*$	rotate
	x_3^3	x_2^3	x_1^3	$(x_0^3)^*$	saturate
$(x_0^3 + 1)$	x_3^3	x_2^3	x_1^3	$(x_0^3)^*$	rotate
x_4^4	x_3^4	x_2^4	x_1^4	$(x_0^4)^*$	saturate

Forward Exploration



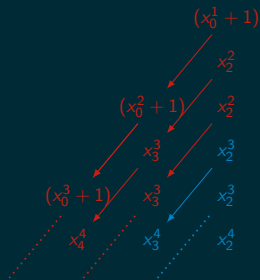
x_1	x_0^*	start
x_1^1	$(x_0^1)^*$	saturate
x_1^1	$(x_0^1)^*$	rotate
x_1^2	$(x_0^2)^*$	saturate
x_1^2	$(x_0^2)^*$	rotate
x_1^3	$(x_0^3)^*$	saturate
x_1^3	$(x_0^3)^*$	rotate
x_1^4	$(x_0^4)^*$	saturate

Forward Exploration



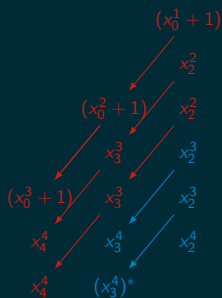
x_1	x_0^*	start
x_1^1	$(x_0^1)^*$	saturate
x_1^1	$(x_0^1)^*$	rotate
x_1^2	$(x_0^2)^*$	saturate
x_1^2	$(x_0^2)^*$	rotate
x_1^3	$(x_0^3)^*$	saturate
x_1^3	$(x_0^3)^*$	rotate
x_1^4	$(x_0^4)^*$	saturate

Forward Exploration



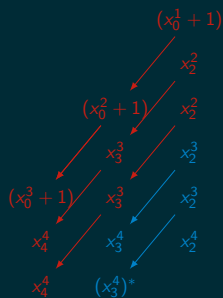
x_1	x_0^*	start
x_1^1	$(x_0^1)^*$	saturate
x_1^1	$(x_0^1)^*$	rotate
x_1^2	$(x_0^2)^*$	saturate
x_1^2	$(x_0^2)^*$	rotate
x_1^3	$(x_0^3)^*$	saturate
x_1^3	$(x_0^3)^*$	rotate
x_1^4	$(x_0^4)^*$	saturate

Forward Exploration



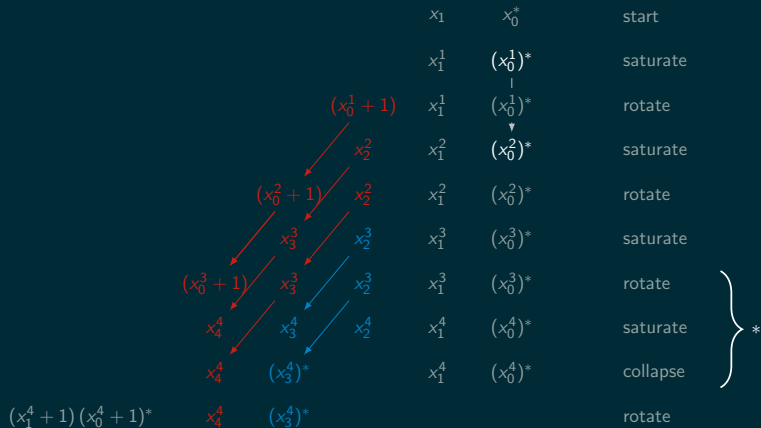
x_1	x_0^*	start
x_1^1	$(x_0^1)^*$	saturate
x_1^1	$(x_0^1)^*$	rotate
x_1^2	$(x_0^2)^*$	saturate
x_1^2	$(x_0^2)^*$	rotate
x_1^3	$(x_0^3)^*$	saturate
x_1^3	$(x_0^3)^*$	rotate
x_1^4	$(x_0^4)^*$	saturate
x_1^4	$(x_0^4)^*$	collapse

Forward Exploration

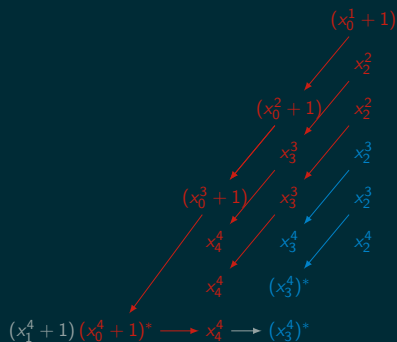


x_1	x_0^*	start	
x_1^1	$(x_0^1)^*$	saturate	
x_1^1	$(x_0^1)^*$	rotate	
x_1^2	$(x_0^2)^*$	saturate	
x_1^2	$(x_0^2)^*$	rotate	
x_1^3	$(x_0^3)^*$	saturate	
x_1^3	$(x_0^3)^*$	rotate	
x_1^4	$(x_0^4)^*$	saturate	}
x_1^4	$(x_0^4)^*$	collapse	

Forward Exploration

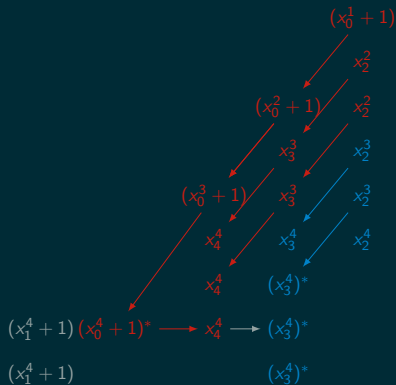


Forward Exploration



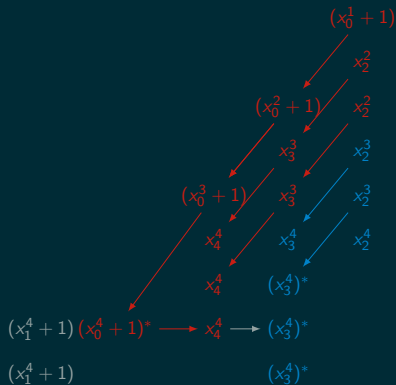
x_1	x_0^*	start	
x_1^1	$(x_0^1)^*$	saturate	
x_1^1	$(x_0^1)^*$	rotate	
x_1^2	$(x_0^2)^*$	saturate	
x_1^2	$(x_0^2)^*$	rotate	
x_1^3	$(x_0^3)^*$	saturate	
x_1^3	$(x_0^3)^*$	rotate	} *
x_1^4	$(x_0^4)^*$	saturate	
x_1^4	$(x_0^4)^*$	collapse	
		rotate	

Forward Exploration



x_1	x_0^*	start	
x_1^1	$(x_0^1)^*$	saturate	
x_1^1	$(x_0^1)^*$	rotate	
x_1^2	$(x_0^2)^*$	saturate	
x_1^2	$(x_0^2)^*$	rotate	
x_1^3	$(x_0^3)^*$	saturate	
x_1^3	$(x_0^3)^*$	rotate	}
x_1^4	$(x_0^4)^*$	saturate	
x_1^4	$(x_0^4)^*$	collapse	
		rotate	
		collapse	*

Forward Exploration



x_1	x_0^*	start	}
x_1^1	$(x_0^1)^*$	saturate	
x_1^1	$(x_0^1)^*$	rotate	
x_1^2	$(x_0^2)^*$	saturate	
x_1^2	$(x_0^2)^*$	rotate	
x_1^3	$(x_0^3)^*$	saturate	
x_1^3	$(x_0^3)^*$	rotate	
x_1^4	$(x_0^4)^*$	saturate	
x_1^4	$(x_0^4)^*$	collapse	
x_1^4	$(x_0^4)^*$	rotate	
		collapse	}

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- use regular expressions over 2^Σ to represent (limit) regions
- careful forward exploration, using intermediate compression steps that add Kleene *s

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Corollary

- the sequence is singly exponential
- checking Existential Coverability is in PSPACE.

WIP 1: multi-dimensional ECOVER

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Conjecture

ECOVER is PSPACE-completeness for any fixed dimension d .

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WIP 1: multi-dimensional ECOVER

Conjecture

ECOVER is PSPACE-completeness for any fixed dimension d .

- Regions become directed (hyper) graphs with edges labelled by subsets of $P \times [0 \dots c_{\max} + 1]^d$
- Semantics of Kleene stars?

WIP 2: Coverability for TBPP

BPP nets: every transition consumes at most one token

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 - in PSPACE for all d
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 - conjecture: NP-complete for $d = 1$
- Reachability:
 - 1st step: bound "time to kill" a region?

