

# TIMED AUTOMATA

## LECTURE 16

## Tutorial 5 - Solutions:

1.

a)  $\Delta = \text{power set of } \{q_0, q_1, q_2\} \times \{r_0, r_{01}, r_1, r_{12}, r_2, r_{200}\}$

---

b)  $W = \{(q_1, r_0)\} \cup \{(q_2, r_{01})\}$

$$C_1 = \{(q_1, 0), (q_2, 0.5)\}$$

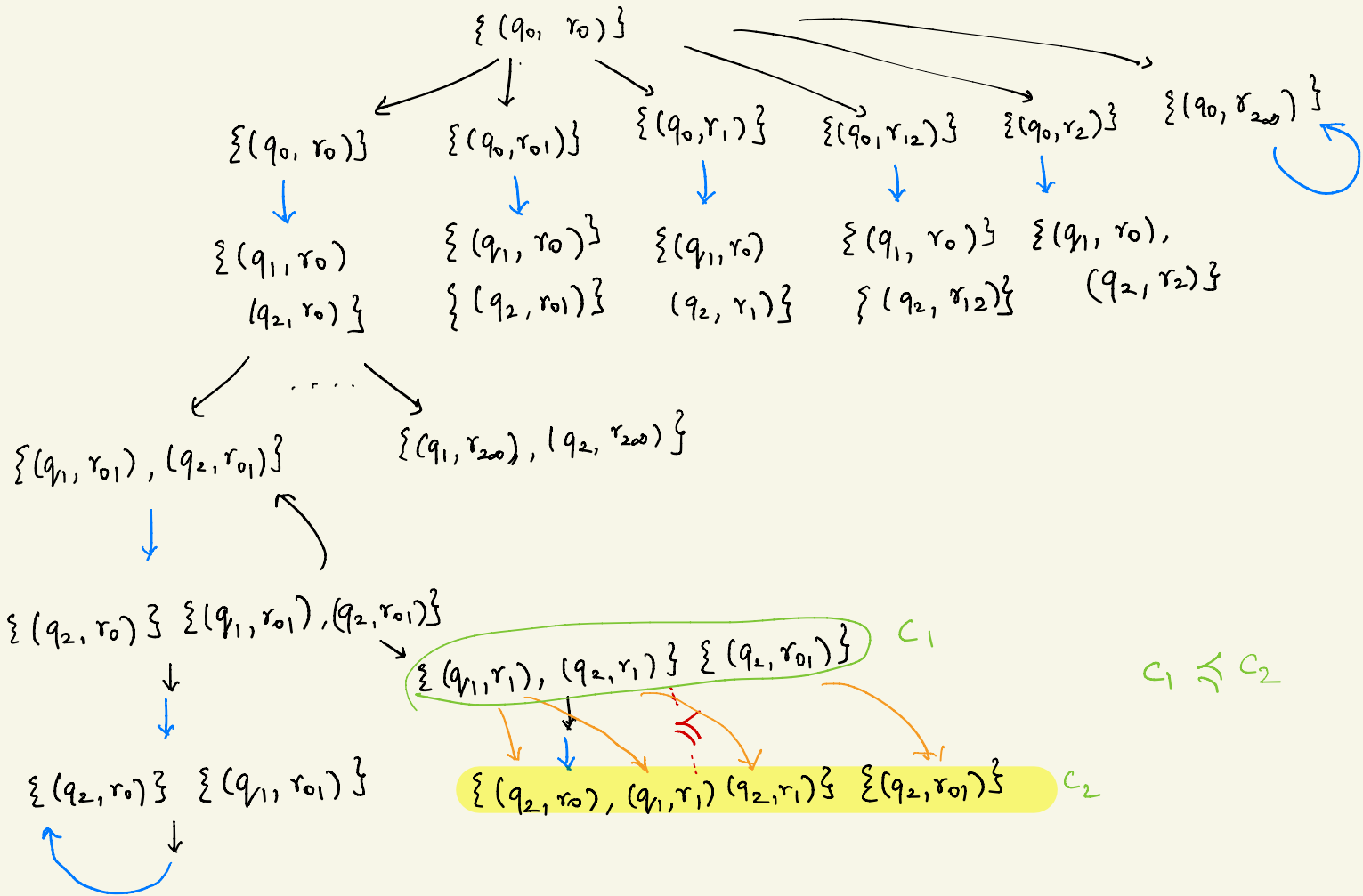
$$C_2 = \{(q_1, 0), (q_2, 0.6)\}$$

c)  $C_1 \xrightarrow{1.3} \{(q_1, 1.3), (q_2, 1.8)\} \xrightarrow{a} \{(q_1, 1.3), (q_2, 0), (q_2, 1.8)\}$

$$C_2 \xrightarrow{1.3} \{(q_1, 1.3), (q_2, 1.9)\} \xrightarrow{a} \{(q_1, 1.3), (q_2, 0), (q_2, 1.9)\}$$

$$1 < \delta_2 < 1.4$$

1. (d)



2. To find: does there exist a word  $w: (\delta_1, a_1) (\delta_2, a_2) \dots (\delta_n, a_n)$

s.t: 1) B has an accepting run on w  
and

2) every run of A on w is non-accepting

We know how to check (2) since A is a one-clock T.A.

Idea is to augment the configurations used in the universality algorithm with a state of automaton B.

Configuration:  $(q^B, y_1^B, y_2^B, \dots, y_n^B) \cup \{ (q_1^A, x_1^A), (q_2^A, x_2^A), \dots, (q_n^A, x_n^A) \}$

↳ a state of B union a set of states of A.

Time:  $\{ (q_B, 1.7, 2.2) (q_1^A, 0.7) (q_2^A, 2.5) \} \xrightarrow{0.4} \{ (q_B, 2.1, 2.6) (q_1^A, 1.1), (q_2^A, 2.5) \}$

Idea: Successors: one successor for B and all successors of A

Encoding:

discrete  $\rightarrow$   
Think of  $(q^B, y_1^B, y_2^B, \dots, y_n^B)$

as  $\{ (q^B, y_1^B), (q^B, y_2^B), \dots, (q^B, y_n^B) \}$   
 $y^B: x.$

and interleave these states into the configuration of A.

- Encode as usual.

Bad node: Configuration where  $q^B$  is accepting, but every state from A is non-accepting.

$$\{ (q_B, \overset{y_1}{1.7}, \overset{y_2}{2.2}) (q_1^A, 0.7) (q_2^A, 2.5) \}$$

$$(q_B, y_1, r_{12}, 0.7) (q_B, y_2, r_{23}, 0.2) (q_1^A, r_{12}^{0.7}) (q_2^A, r_{23}, 0.5)$$

$$\{ (q_B, y_2, r_{23}) \} \{ (q_2^A, r_{23}) \} \{ (q_B, y_1, r_{12}), (q_1^A, r_{12}) \} .$$

3.  $\mathcal{A}$ : an NTA where all guards are of the form  $x=0$ ,  $x>0$ .

Claim: There is an equivalent DTA for  $\mathcal{A}$ .

$\mathcal{A}$ : Multiple clocks.

$$\underline{x=0 \wedge y=0 \wedge z>0}$$

For every clock, we need to track whether it is 0 or  $>0$ .

→ One bit of information.

States:  $(q, \underline{01101})$  bit vector of length  $|X|$  (no. of clocks).

$$\begin{array}{l} (q, 011) \xrightarrow{0, a} (q', 010) \\ \quad \searrow^{1, a} \quad \quad \quad (q', 110) \\ q \xrightarrow[\exists z \exists]{a, y>0} q' \end{array}$$

From every state there are two kinds of transitions:

$$\xrightarrow{0, a} \quad \quad \quad \xrightarrow{1, a}$$

For every transition  $q \xrightarrow[R]{a, g} q_1$  in  $\mathcal{A}$

there is a transition:  $(q, \bar{b}) \xrightarrow{0, a} (q_1, \bar{b}_1)$

if  $\bar{b}$  satisfies  $g$ .  $\&$   $\bar{b}_1(z) = 0 \quad z \in R$   
 $\bar{b}_1(z) = \bar{b}(z) \quad z \notin R$

$$(q, \bar{b}) \xrightarrow{1, a} (q_1, \bar{b}_1)$$

if  $\boxed{111111\dots 1}$  satisfies  $g$  and

$$\begin{aligned} \bar{b}_1(z) &= 0 \quad \text{if } z \in R \\ &= 1 \quad \text{otherwise} \end{aligned}$$

the above construction gives a one-clock timed automaton.

Assume that there is a clock  $x$ .

- Reset  $x$  in every transition.

$$- (q, \bar{b}) \xrightarrow{0, a} (q_1, \bar{b}_1) : (q, \bar{b}) \xrightarrow[\{z\}]{x=0, a} (q_1, \bar{b}_1)$$

$$(q, \bar{b}) \xrightarrow{1, a} (q_1, \bar{b}_1) : (q, \bar{b}) \xrightarrow[\{z\}]{x > 0, a} (q_1, \bar{b}_1)$$

- This already shows that universality is decidable for such automata.

Further: one can show that a subset construction works for the above one-clock TA, where  $x$  is reset everywhere.