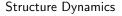


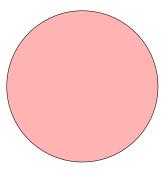
Probabilistic Timed Graph Transformation Systems

Maria Maximova, Holger Giese, Christian Krause

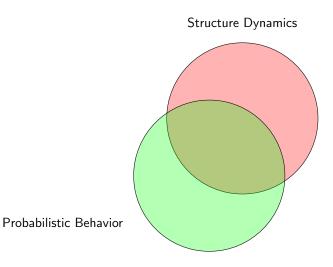
19th July 2017



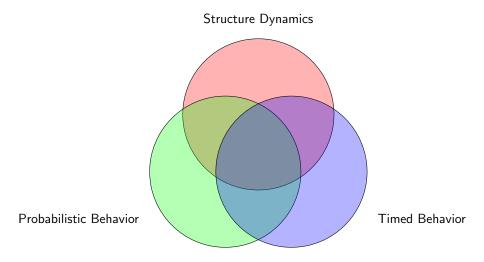




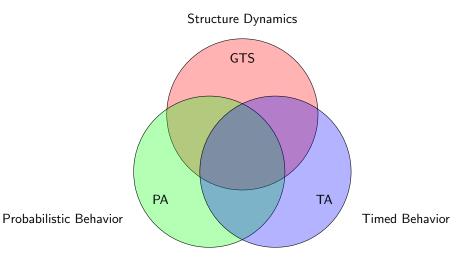




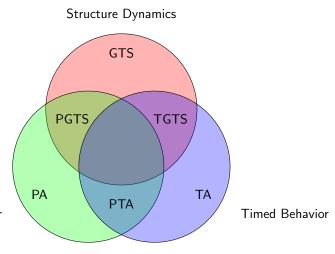






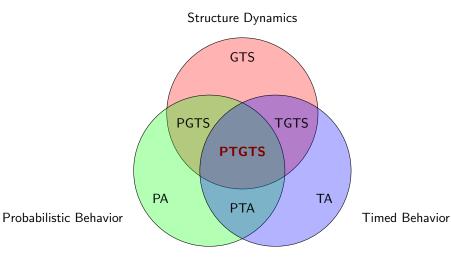






Probabilistic Behavior







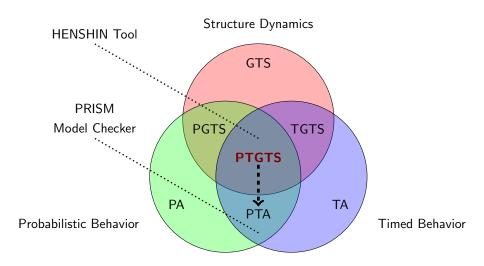


Table of Contents



Probabilistic Timed Graph Transformation Systems

2 Modeling and Analysis of a Shuttle Example

3 Conclusion and Future Work

Table of Contents



Probabilistic Timed Graph Transformation Systems

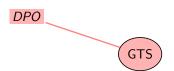
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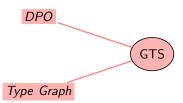




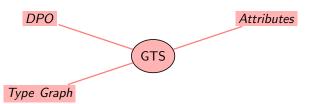




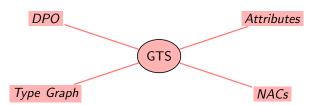




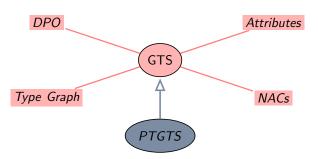




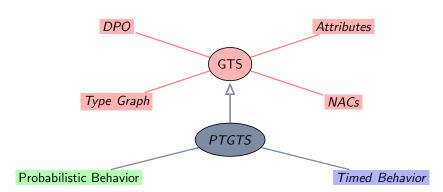




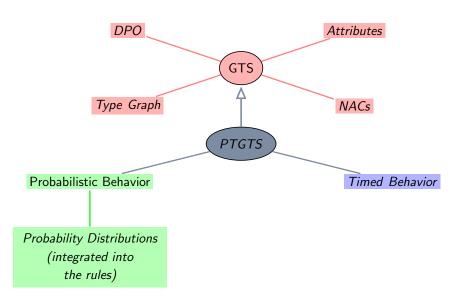




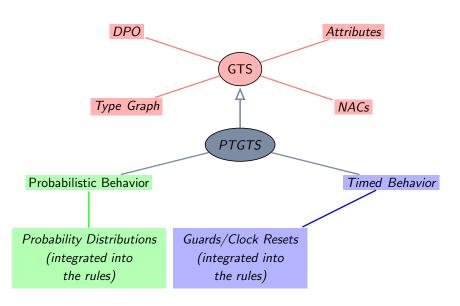




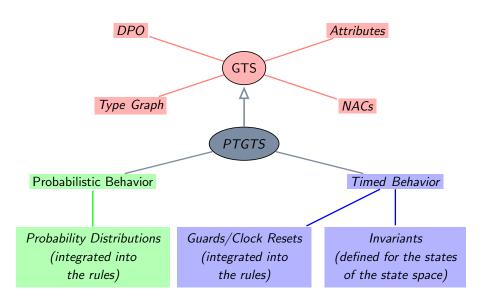














Definition (Probabilistic Timed Graph Transformation System)



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 $S = (TG, G_0, v_0, \Pi, I, AP, prio)$ is a PTGTS if

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Definition (Probabilistic Timed Graph Transformation System)

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Time

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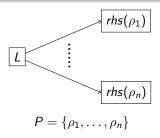
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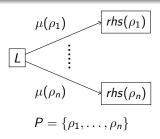




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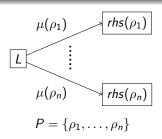




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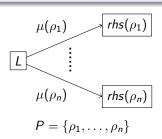




Definition (Probabilistic Timed Graph Transformation Rule)

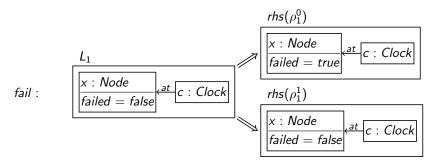
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- $\phi \in \Phi(ClockNodes(L))$ is a guard over nodes of the type Clock,
- $r_C \subseteq ClockNodes(L)$ is a set of nodes of the type Clock to be reset.



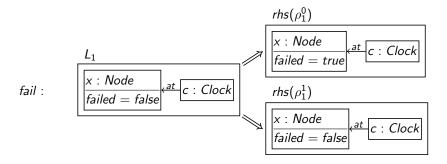
Example for a PTGT Rule





Example for a PTGT Rule





$$\begin{aligned} &\textit{fail} = \left(L_1, P_1, \mu_1, \phi_1, r_{C_1}\right) \, \text{with} \\ &P_1 = \{\rho_1^0, \rho_1^1\} \\ &\mu_1 = \{(\rho_1^0, 0.1), (\rho_1^1, 0.9)\} \\ &\phi_1 = (c \geq 2) \\ &r_{C_1} = \{c\} \end{aligned}$$



Definition (Probabilistic Timed Graph Transformation Invariant)

 $\Theta = (G, \phi)$ is a PTGT invariant if



- $\Theta = (G, \phi)$ is a PTGT invariant if
 - *G* is a graph,



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$$\Theta_{fail}:$$
 $S_{failed} = S_{failed} = S_{f$

$$\Theta_{\mathit{fail}} = (\mathit{G}, \phi) \; \mathsf{with} \; \phi = (\mathit{c} \leq 5)$$



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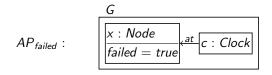


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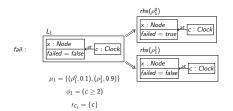


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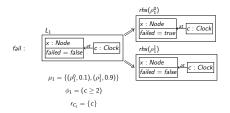


 $AP_{failed} = (G, \phi)$ with $\phi = true$



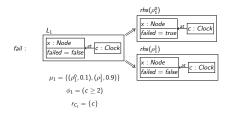






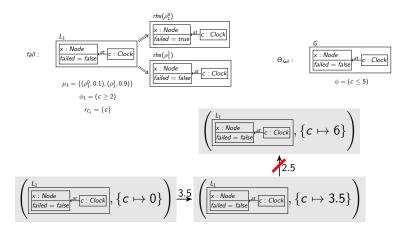




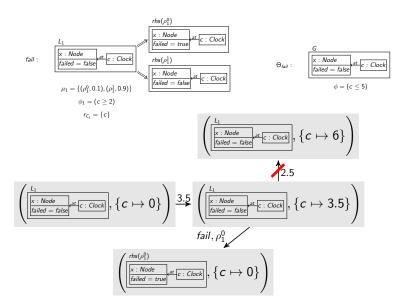


$$\left(\boxed{ \begin{bmatrix} \frac{L_1}{\text{x} : \textit{Node}} \\ \textit{failed} = \textit{false} \end{bmatrix}}, \left\{ c \mapsto 0 \right\} \right) \xrightarrow{3.5} \left(\boxed{ \begin{bmatrix} \frac{L_1}{\text{x} : \textit{Node}} \\ \textit{failed} = \textit{false} \end{bmatrix}}, \left\{ c \mapsto 3.5 \right\} \right)$$

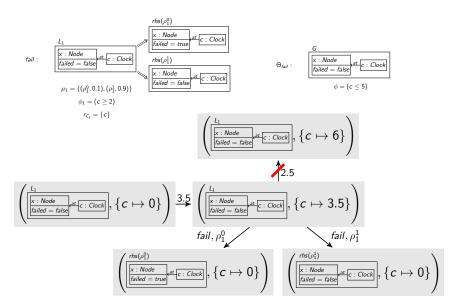














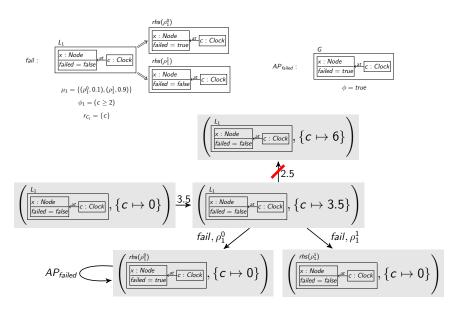


Table of Contents

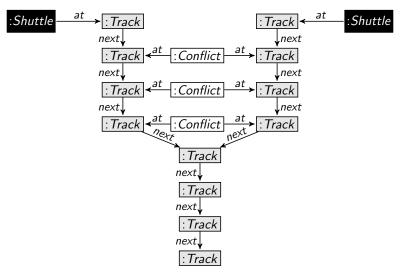


Probabilistic Timed Graph Transformation Systems

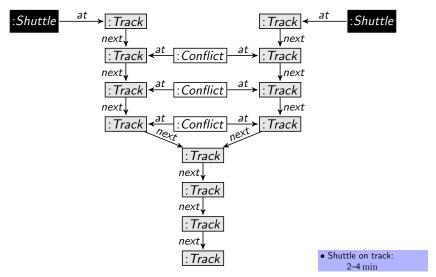
2 Modeling and Analysis of a Shuttle Example

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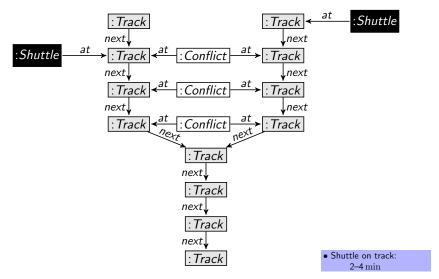




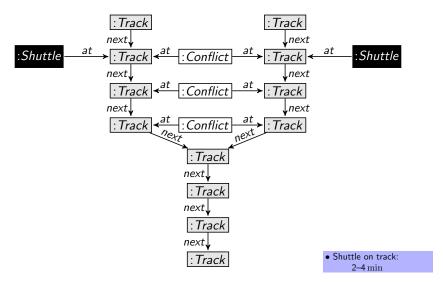




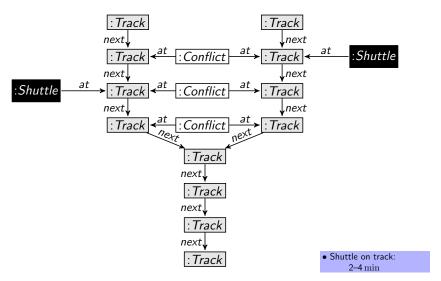




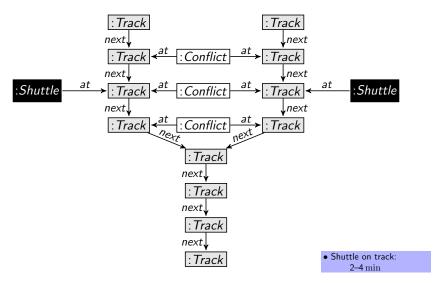




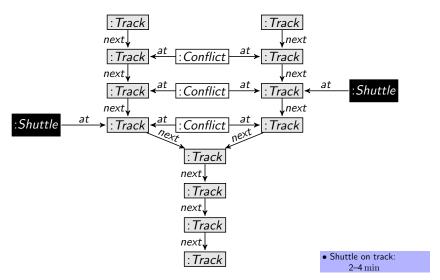




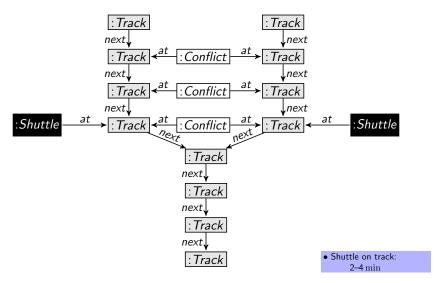




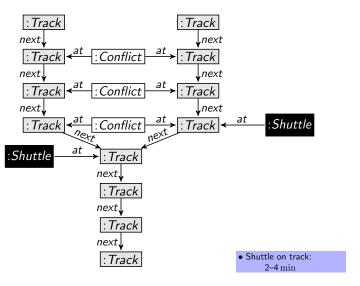




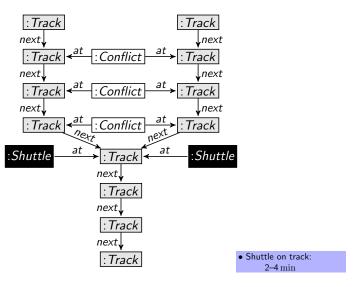




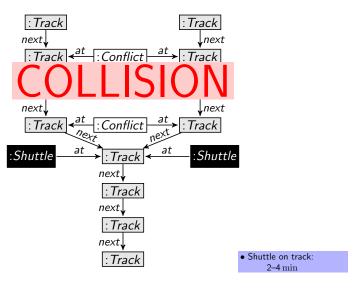




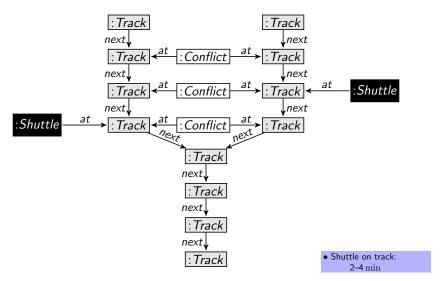




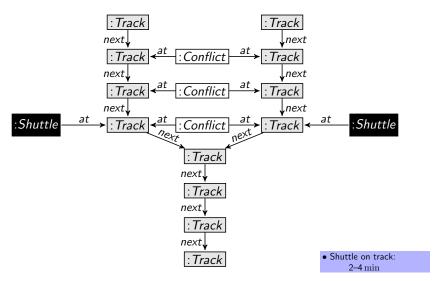




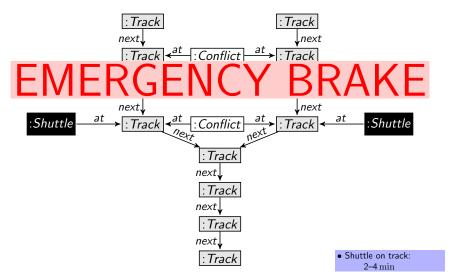




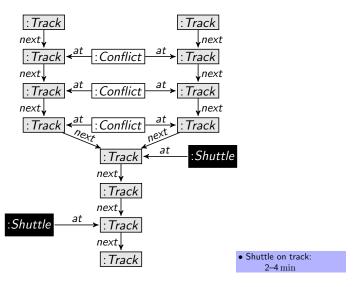




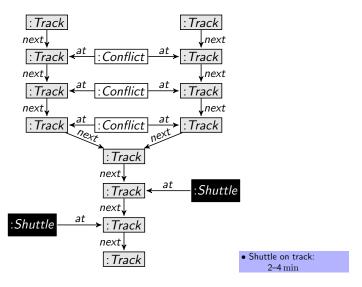




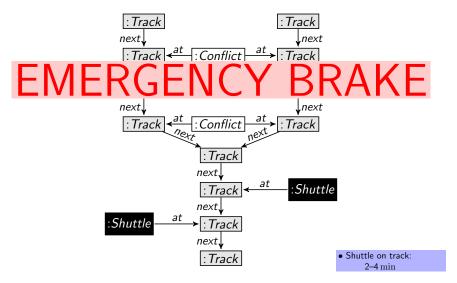




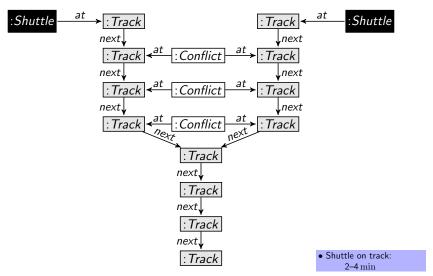




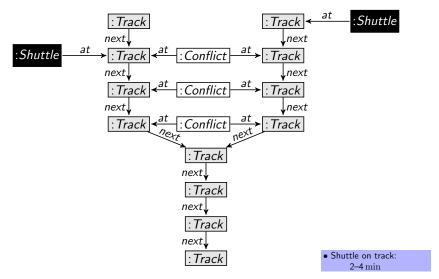




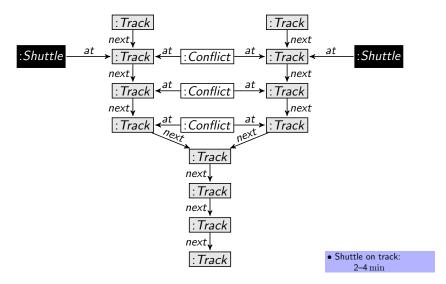




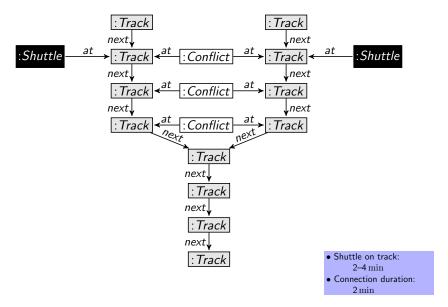




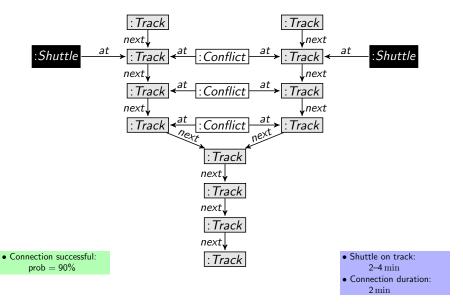




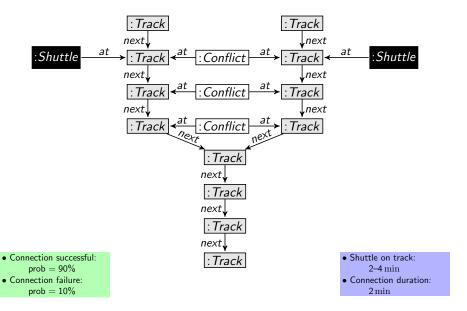




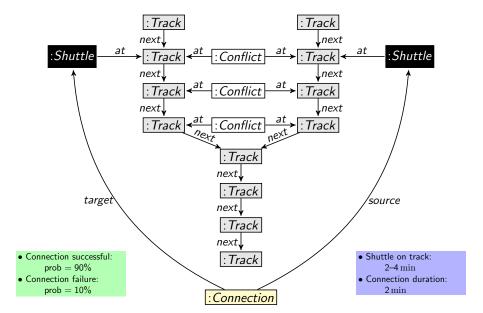




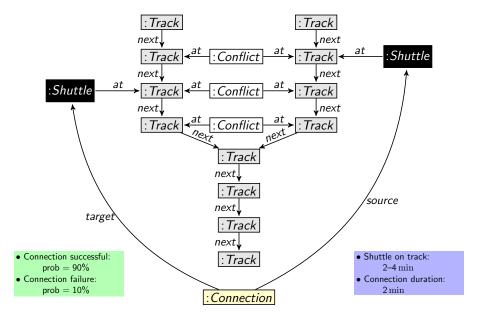




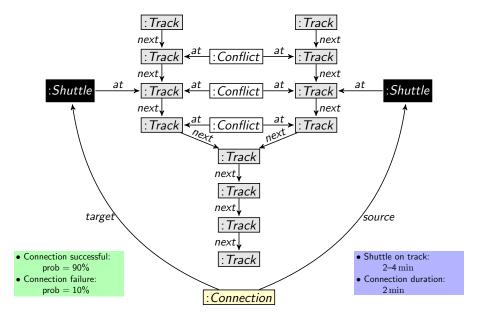




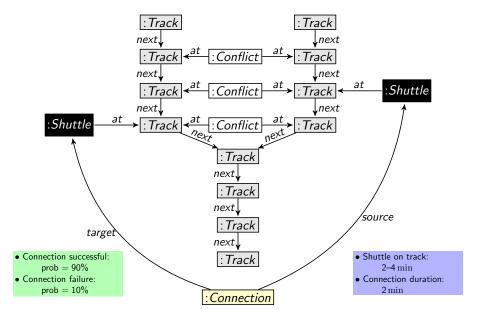




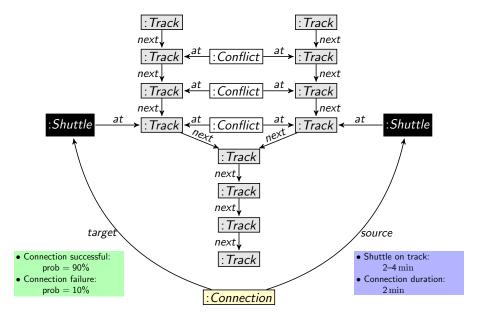




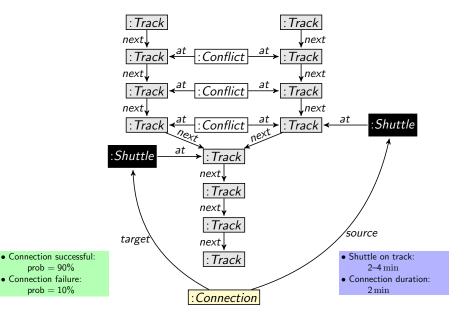






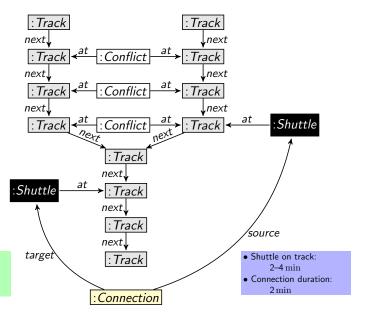






- prob = 90%Connection failure:
- prob = 10%

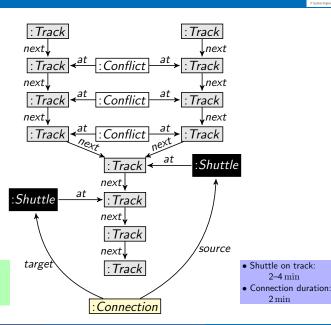




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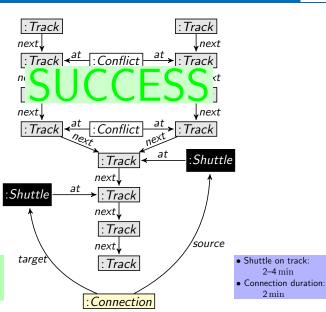
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2-4 min

 $2 \min$





M. Maximova, H. Giese, C. Krause (ICGT'17)

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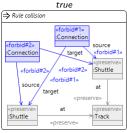
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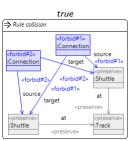






Atomic proposition collision



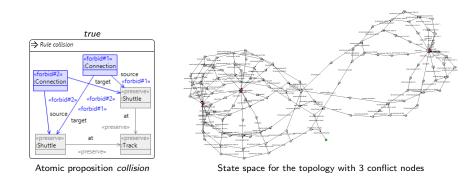


Atomic proposition collision



State space for the topology with 3 conflict nodes





Result: No collisions are possible.



What is the maximal probability that a shuttle executes an emergency brake?



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State spaces for topologies with 2–6 conflict nodes generated by HENSHIN



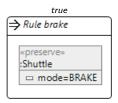
What is the maximal probability that a shuttle executes an emergency brake?

- State spaces for topologies with 2–6 conflict nodes generated by HENSHIN
- State spaces exported to PRISM



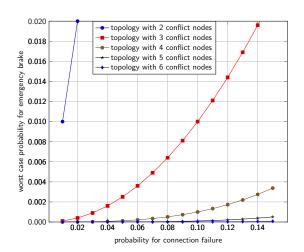
What is the maximal probability that a shuttle executes an emergency brake?

- State spaces for topologies with 2–6 conflict nodes generated by HENSHIN
- State spaces exported to PRISM
- Property for braking behavior in PRISM notation: Pmax =? [F ,, brake"]

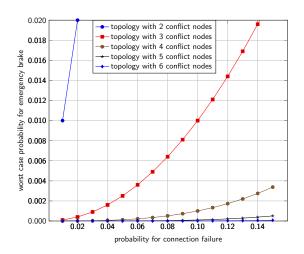


Atomic proposition brake









Result: For a desired worst case probability (y-axis) and a communication service quality (x-axis) we can determine the minimal required number of conflict nodes.

Table of Contents



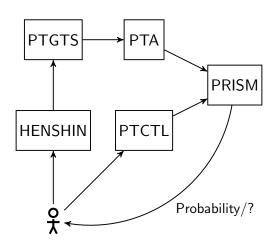
Probabilistic Timed Graph Transformation Systems

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Conclusion





Future Work



- Extension of PTGTSs to interval probabilities (and therefore to IPTA)
- Extension of PTCTL to path properties to specify structure dynamics
- Extension of PRISM to verify path properties of PTGTSs

Thank You For Your Attention