

Reachability and Boundedness in Timed HMSCs

K Narayan Kumar

Chennai Mathematical Institute
<http://www.cmi.ac.in/~kumar>

Joint work with P Gastin, Madhavan Mukund

Cremona, 11 October 2008

Overview

Message Sequence Charts

Overview

Message Sequence Charts

- ▶ Attractive visual formalism for specifying scenarios.

Overview

Message Sequence Charts

- ▶ Attractive visual formalism for specifying scenarios.
- ▶ Part of the UML Standard

Overview

Message Sequence Charts

- ▶ Attractive visual formalism for specifying scenarios.
- ▶ Part of the UML Standard
- ▶ Has a rich and well understood theory.

Overview

Message Sequence Charts

- ▶ Attractive visual formalism for specifying scenarios.
- ▶ Part of the UML Standard
- ▶ Has a rich and well understood theory.
- ▶ Timing constraints are natural for scenario specifications

Message Sequence Charts

- ▶ Attractive visual formalism for specifying scenarios.
- ▶ Part of the UML Standard
- ▶ Has a rich and well understood theory.

- ▶ Timing constraints are natural for scenario specifications
- ▶ If acknowledgment is not received within a reasonable amount of time, retransmit . . .

Message Sequence Charts

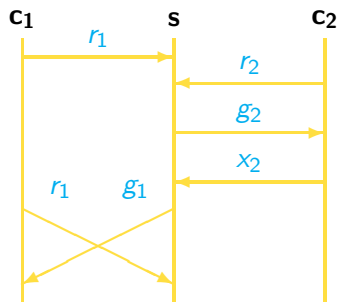
- ▶ Attractive visual formalism for specifying scenarios.
- ▶ Part of the UML Standard
- ▶ Has a rich and well understood theory.

- ▶ Timing constraints are natural for scenario specifications
- ▶ If acknowledgment is not received within a reasonable amount of time, retransmit . . .

Can we extend the analysis techniques to the timed setting?

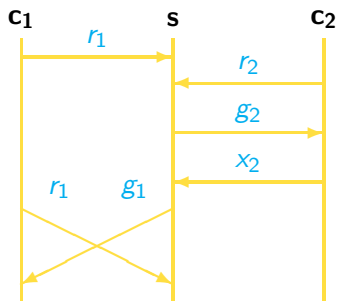
MSCs

Two clients and a server

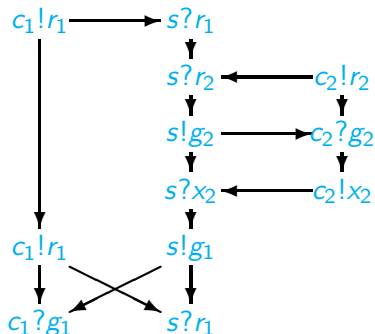


MSCs as Partial Orders

Two clients and a server,

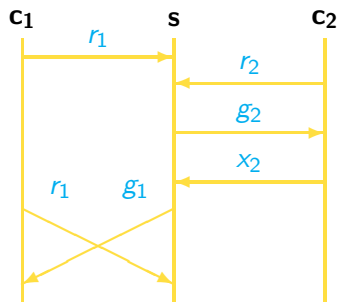


and a partial order representation

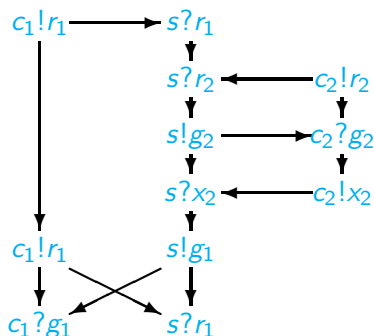


MSCs as Partial Orders

Two clients and a server,

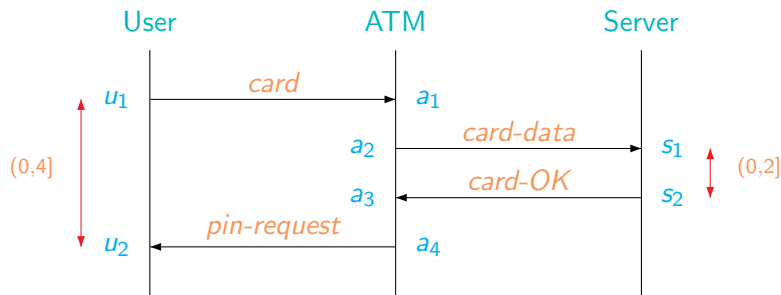


and a partial order representation



- ▶ All channels are assumed to be FIFO.
- ▶ An MSC can be regenerated from any one sequentialization.

MSCs with time constraints



Time Constrained MSCs

- ▶ Associate time interval constraints with pairs of events

Time Constrained MSCs

- ▶ Associate time interval constraints with pairs of events
- ▶ If $(e, e') \mapsto [l, u]$, then the time between occurrence of e and e' must be between l and u

Time Constrained MSCs

- ▶ Associate time interval constraints with pairs of events
- ▶ If $(e, e') \mapsto [l, u]$, then the time between occurrence of e and e' must be between l and u
- ▶ Intervals may be open, closed, half-open

Time Constrained MSCs

- ▶ Associate time interval constraints with pairs of events
- ▶ If $(e, e') \mapsto [l, u]$, then the time between occurrence of e and e' must be between l and u
- ▶ Intervals may be open, closed, half-open
- ▶ Simplifying assumptions

Time Constrained MSCs

- ▶ Associate time interval constraints with pairs of events
- ▶ If $(e, e') \mapsto [l, u]$, then the time between occurrence of e and e' must be between l and u
- ▶ Intervals may be open, closed, half-open
- ▶ Simplifying assumptions
 - ▶ Interval constraints are local to a process ...

Time Constrained MSCs

- ▶ Associate time interval constraints with pairs of events
- ▶ If $(e, e') \mapsto [l, u]$, then the time between occurrence of e and e' must be between l and u
- ▶ Intervals may be open, closed, half-open
- ▶ Simplifying assumptions
 - ▶ Interval constraints are local to a process ...
 - ▶ Both e and e' lie on same process line

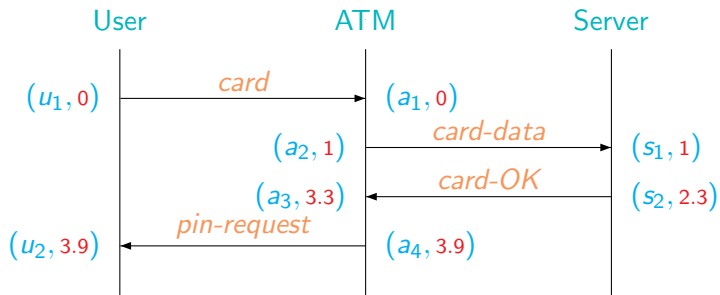
Time Constrained MSCs

- ▶ Associate time interval constraints with pairs of events
- ▶ If $(e, e') \mapsto [l, u]$, then the time between occurrence of e and e' must be between l and u
- ▶ Intervals may be open, closed, half-open
- ▶ Simplifying assumptions
 - ▶ Interval constraints are local to a process ...
 - ▶ Both e and e' lie on same process line
 - ▶ ...or across a single message

Time Constrained MSCs

- ▶ Associate time interval constraints with pairs of events
- ▶ If $(e, e') \mapsto [l, u]$, then the time between occurrence of e and e' must be between l and u
- ▶ Intervals may be open, closed, half-open
- ▶ Simplifying assumptions
 - ▶ Interval constraints are local to a process ...
 - ▶ Both e and e' lie on same process line
 - ▶ ... or across a single message
 - ▶ e is $p!q(m)$ and e' is corresponding receive $q?p(m)$

A timed behaviour



Timed MSCs

- ▶ Add timestamps to events on MSC, $\tau : E \rightarrow \mathbb{R}_{\geq 0}$

Timed MSCs

- ▶ Add timestamps to events on MSC, $\tau : E \rightarrow \mathbb{R}_{\geq 0}$
- ▶ All timestamps refer to same global time

Timed MSCs

- ▶ Add timestamps to events on MSC, $\tau : E \rightarrow \mathbb{R}_{\geq 0}$
- ▶ All timestamps refer to same global time
- ▶ Order of timestamps respects partial order on events

Timed MSCs

- ▶ Add timestamps to events on MSC, $\tau : E \rightarrow \mathbb{R}_{\geq 0}$
- ▶ All timestamps refer to same global time
- ▶ Order of timestamps respects partial order on events
- ▶ Linearizations of timed MSCs are timed words

Timed MSCs

- ▶ Add timestamps to events on MSC, $\tau : E \rightarrow \mathbb{R}_{\geq 0}$
- ▶ All timestamps refer to same global time
- ▶ Order of timestamps respects partial order on events

- ▶ Linearizations of timed MSCs are timed words
- ▶ Again, a single linearization suffices to reconstruct a timed MSC

Timed MSCs

- ▶ Add timestamps to events on MSC, $\tau : E \rightarrow \mathbb{R}_{\geq 0}$
- ▶ All timestamps refer to same global time
- ▶ Order of timestamps respects partial order on events

- ▶ Linearizations of timed MSCs are timed words
- ▶ Again, a single linearization suffices to reconstruct a timed MSC

- ▶ A timed MSC **covers** a TC-MSC if for each constraint $(e, e') \mapsto [l, u]$, $l \leq \tau(e') - \tau(e) \leq u$

Timed MSCs

- ▶ Add timestamps to events on MSC, $\tau : E \rightarrow \mathbb{R}_{\geq 0}$
- ▶ All timestamps refer to same global time
- ▶ Order of timestamps respects partial order on events

- ▶ Linearizations of timed MSCs are timed words
- ▶ Again, a single linearization suffices to reconstruct a timed MSC

- ▶ A timed MSC **covers** a TC-MSC if for each constraint $(e, e') \mapsto [l, u]$, $l \leq \tau(e') - \tau(e) \leq u$
 - ▶ Replace \leq by $<$, as appropriate, for open, half-open intervals

Timed MSCs

- ▶ Add timestamps to events on MSC, $\tau : E \rightarrow \mathbb{R}_{\geq 0}$
- ▶ All timestamps refer to same global time
- ▶ Order of timestamps respects partial order on events

- ▶ Linearizations of timed MSCs are timed words
- ▶ Again, a single linearization suffices to reconstruct a timed MSC

- ▶ A timed MSC **covers** a TC-MSC if for each constraint $(e, e') \mapsto [l, u]$, $l \leq \tau(e') - \tau(e) \leq u$
 - ▶ Replace \leq by $<$, as appropriate, for open, half-open intervals
- ▶ TC-MSC $T \Rightarrow L(T)$, set of timed MSCs that cover T

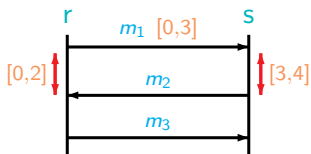
TC-MSCs and Timed MSCs

TC-MSCs and Timed MSCs

- ▶ The set of timed MSCs covering a TC-MSC may be empty.

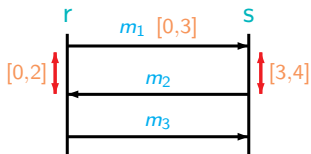
TC-MSCs and Timed MSCs

- ▶ The set of timed MSCs covering a TC-MSC may be empty.



TC-MSCs and Timed MSCs

- ▶ The set of timed MSCs covering a TC-MSC may be empty.
- ▶ A TC-MSC is said to be **realizable** if it is covered by at least one timed MSC.



Message Sequence Graphs

- ▶ A finite state automaton

Message Sequence Graphs

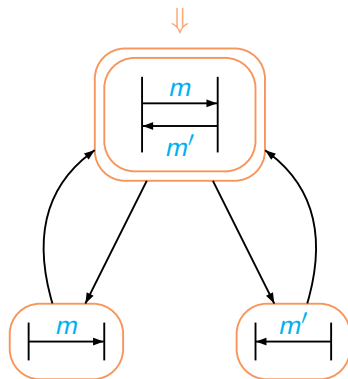
- ▶ A finite state automaton
- ▶ Each state is labelled by an MSC

Message Sequence Graphs

- ▶ A finite state automaton
- ▶ Each state is labelled by an MSC
- ▶ Each (legal) path in the automaton generates an MSC

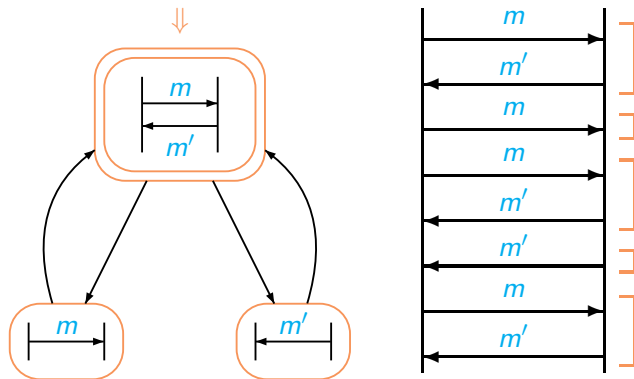
Message Sequence Graphs

- ▶ A finite state automaton
- ▶ Each state is labelled by an MSC
- ▶ Each (legal) path in the automaton generates an MSC



Message Sequence Graphs

- ▶ A finite state automaton
- ▶ Each state is labelled by an MSC
- ▶ Each (legal) path in the automaton generates an MSC

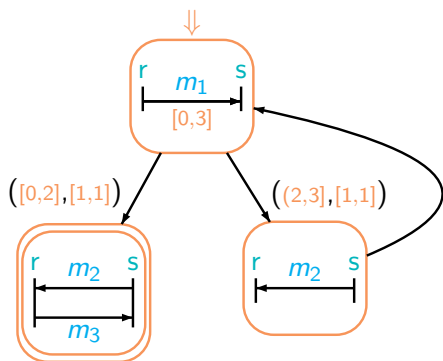


Time Constrained Message Sequence Graphs

- ▶ States labelled by time constrained MSCs
- ▶ Local constraints for each process along edges
- ▶ Legal paths in the automaton generate time constrained MSCs

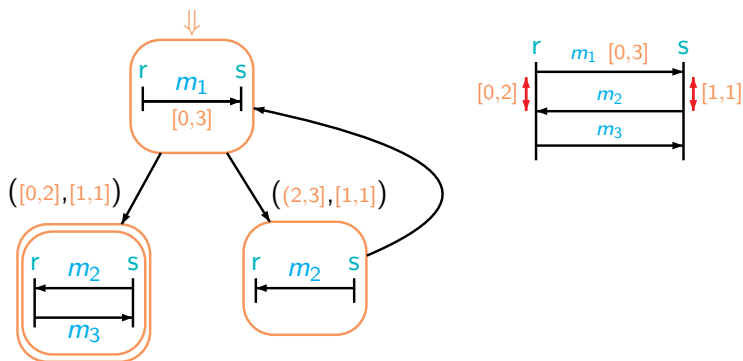
Time Constrained Message Sequence Graphs

- ▶ States labelled by time constrained MSCs
- ▶ Local constraints for each process along edges
- ▶ Legal paths in the automaton generate time constrained MSCs



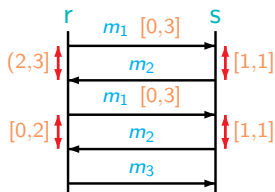
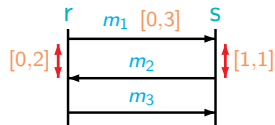
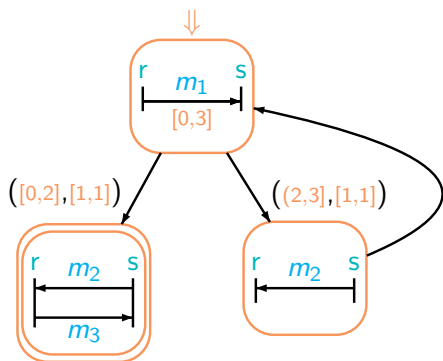
Time Constrained Message Sequence Graphs

- ▶ States labelled by time constrained MSCs
- ▶ Local constraints for each process along edges
- ▶ Legal paths in the automaton generate time constrained MSCs



Time Constrained Message Sequence Graphs

- ▶ States labelled by time constrained MSCs
- ▶ Local constraints for each process along edges
- ▶ Legal paths in the automaton generate time constrained MSCs



Reachability

A natural problem to consider is the following:

Given a TC-MSG G and a state q in G , does there exist a path $q_0 q_1 \dots q_k = q$ from an initial state q_0 such that the TC-MSG generated by this path is realizable.

Reachability

A natural problem to consider is the following:

Given a TC-MSG G and a state q in G , does there exist a path $q_0 q_1 \dots q_k = q$ from an initial state q_0 such that the TC-MSG generated by this path is realizable.

(The control state reachability problem for TC-MSGs.)

Reachability

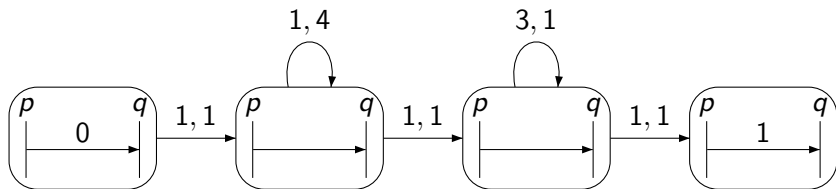
A natural problem to consider is the following:

Given a TC-MSG G and a state q in G , does there exist a path $q_0 q_1 \dots q_k = q$ from an initial state q_0 such that the TC-MSG generated by this path is realizable.

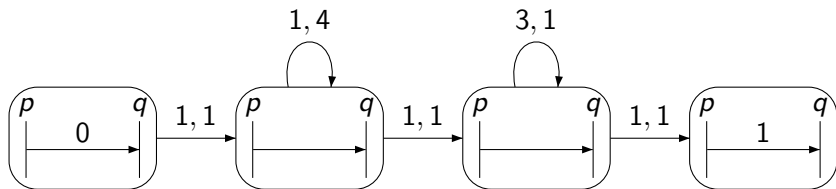
(The control state reachability problem for TC-MSGs.)

This problem is trivial for ordinary MSGs.

Reachability ...



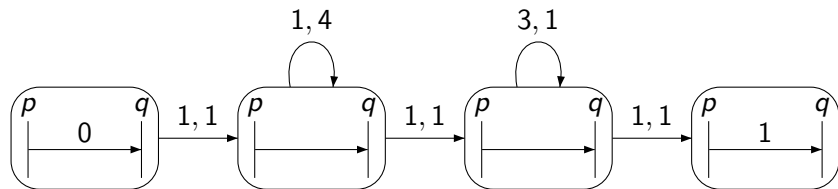
Reachability ...



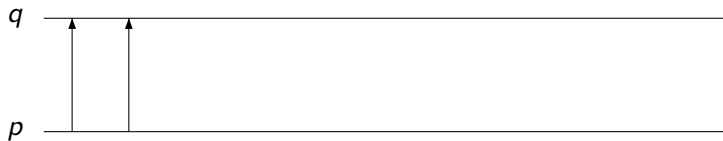
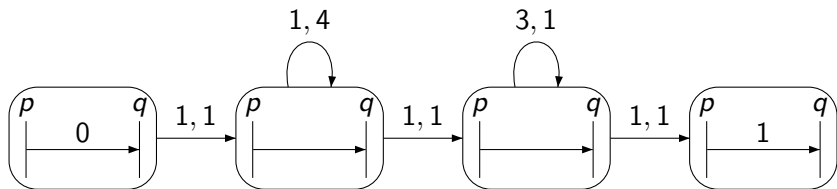
q _____

p _____

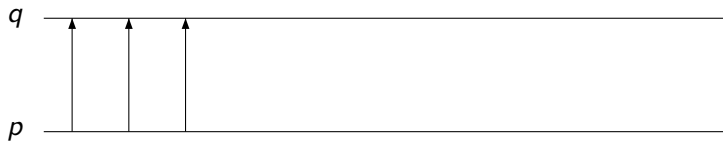
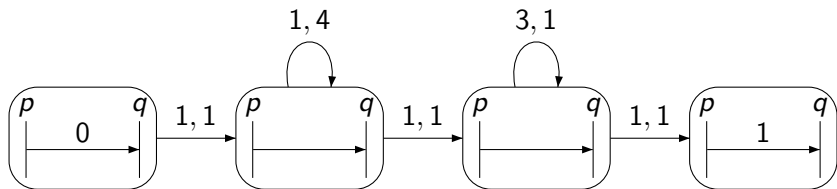
Reachability ...



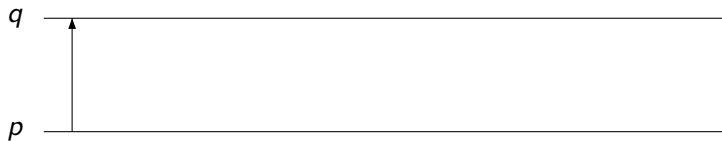
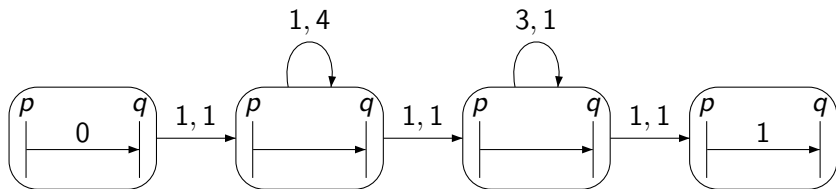
Reachability ...



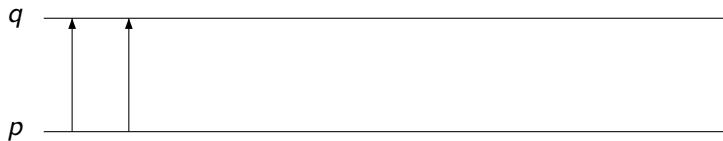
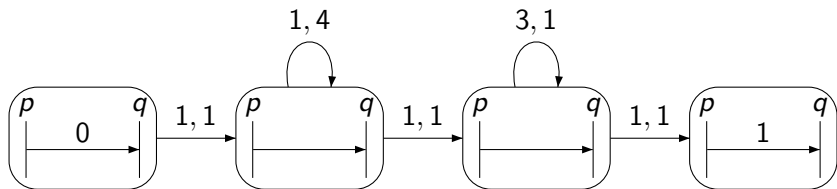
Reachability ...



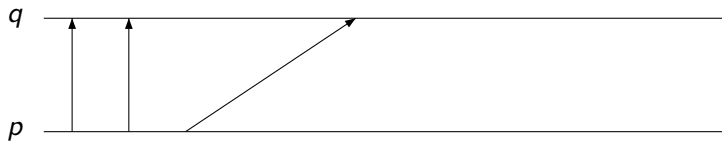
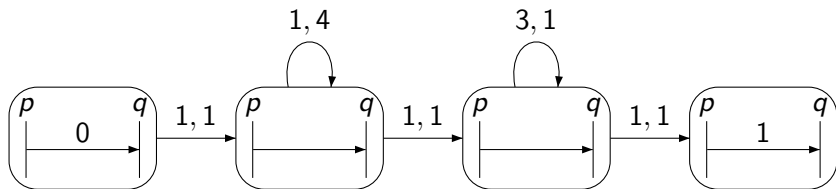
Reachability ...



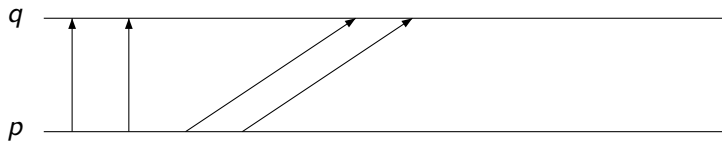
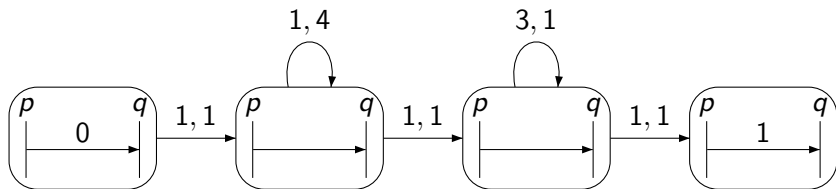
Reachability ...



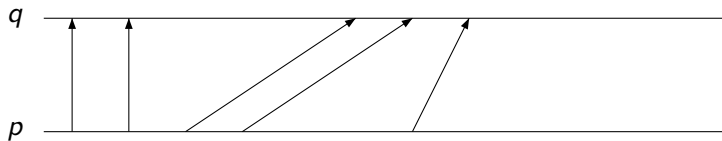
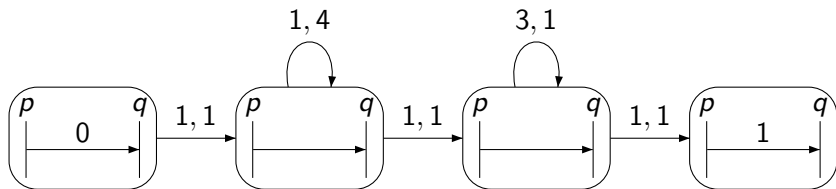
Reachability ...



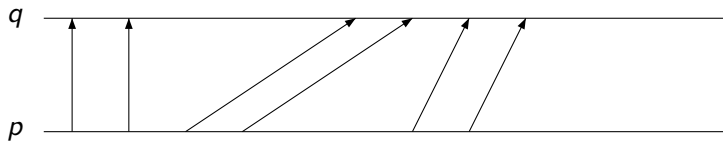
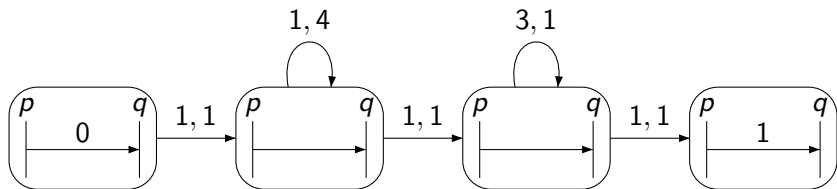
Reachability ...



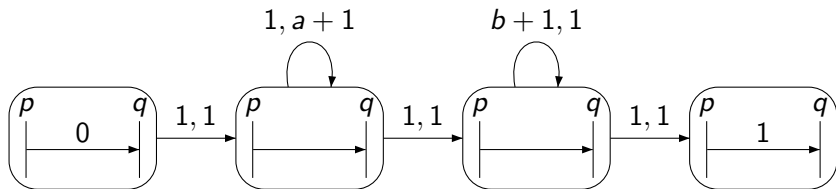
Reachability ...



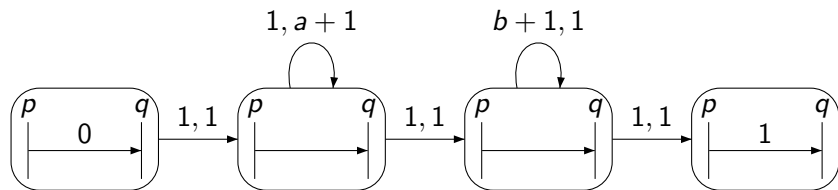
Reachability ...



Reachability ...

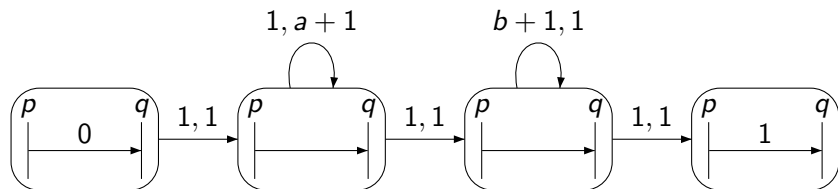


Reachability ...



- ▶ If the first loop is executed k times and the second one l times then $a.k - b.l = 1$.

Reachability ...



- ▶ If the first loop is executed k times and the second one l times then $a.k - b.l = 1$.
- ▶ Simple paths may not be realizable while those with loops may be.

Channel Boundedness

A MSC is said to be **universally B bounded** if in all its sequentializations no buffer has more than B messages.

Channel Boundedness

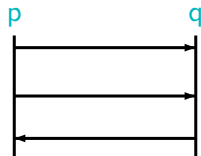
A MSC is said to be **universally B bounded** if in all its sequentializations no buffer has more than B messages.

A MSC is said to be **existentially B bounded** if it has a sequentialization in which no buffer has more than B messages.

Channel Boundedness

A MSC is said to be **universally B bounded** if in all its sequentializations no buffer has more than B messages.

A MSC is said to be **existentially B bounded** if it has a sequentialization in which no buffer has more than B messages.



Channel Boundedness

A MSC is said to be **universally B bounded** if in all its sequentializations no buffer has more than B messages.

A MSC is said to be **existentially B bounded** if it has a sequentialization in which no buffer has more than B messages.

An MSG is (existentially/universally) **B bounded** if every MSC in its language is (existentially/universally) B bounded.

Channel Boundedness

A MSC is said to be **universally B bounded** if in all its sequentializations no buffer has more than B messages.

A MSC is said to be **existentially B bounded** if it has a sequentialization in which no buffer has more than B messages.

An MSG is (existentially/universally) **B bounded** if every MSC in its language is (existentially/universally) B bounded.

An MSG is (existentially/universally) **bounded** if it is B bounded for some B .

Decidability

- ▶ Every MSG is existentially bounded.

Decidability

- ▶ Every MSG is existentially bounded.
- ▶ Universal boundedness is a decidable property of MSGs.

Boundedness for Timed MSCs

A timed MSC is **universally B bounded** if all its timed linearizations are B bounded.

Boundedness for Timed MSCs

A timed MSC is **universally B bounded** if all its timed linearizations are B bounded.

A timed MSC is **existentially B bounded** if it has at least one timed linearization that is B bounded.

Boundedness for Timed MSCs

A timed MSC is **universally B bounded** if all its timed linearizations are B bounded.

A timed MSC is **existentially B bounded** if it has at least one timed linearization that is B bounded.

A TC-MSC is (universally/existentially) **B bounded** if all its timed realizations are (universally/existentially) B bounded.

Boundedness for Timed MSCs

A timed MSC is **universally B bounded** if all its timed linearizations are B bounded.

A timed MSC is **existentially B bounded** if it has at least one timed linearization that is B bounded.

A TC-MSC is (universally/existentially) **B bounded** if all its timed realizations are (universally/existentially) B bounded.

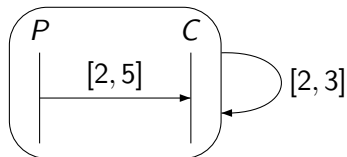
A TC-MSG is (universally/existentially) **bounded** if there is a B such that all the TC-MSCs realizing it are (universally/existentially) B bounded.

Boundedness ...

Time constraints may ensure boundedness.

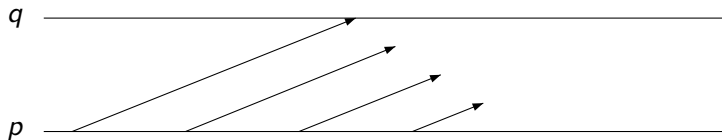
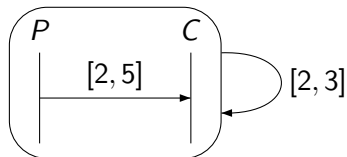
Boundedness ...

Time constraints may ensure boundedness.



Boundedness ...

Time constraints may ensure boundedness.

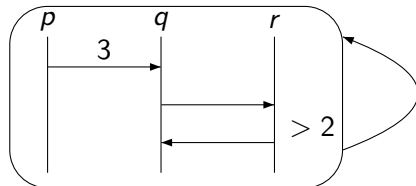


Boundedness ...

Time constraints may ensure boundedness.

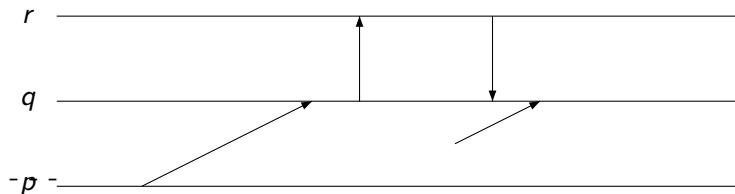
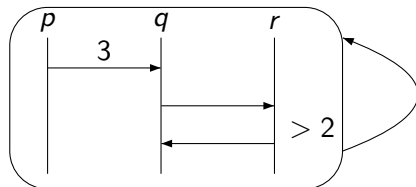
Boundedness ...

Time constraints may ensure boundedness.



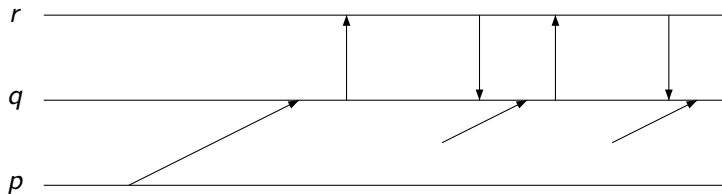
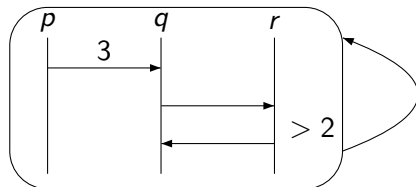
Boundedness ...

Time constraints may ensure boundedness.



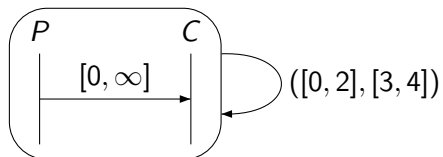
Boundedness ...

Time constraints may ensure boundedness.



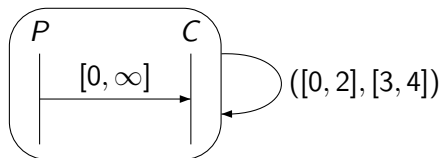
Boundedness ...

Time constraints may rule out existential boundedness.



Boundedness ...

Time constraints may rule out existential boundedness.

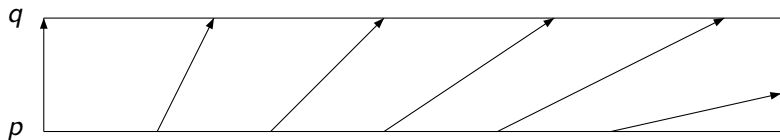
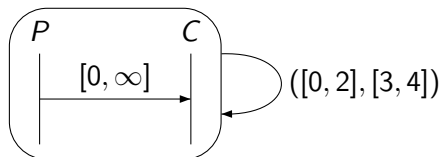


q _____

p _____

Boundedness ...

Time constraints may rule out existential boundedness.



Undecidability of Reachability

We show that 2 counter machines can be simulated using TC-MSGs.

Undecidability of Reachability

We show that 2 counter machines can be simulated using TC-MSGs.

- ▶ Each *instruction* is coded by a node in the TC-MSG.

Undecidability of Reachability

We show that 2 counter machines can be simulated using TC-MSGs.

- ▶ Each *instruction* is coded by a node in the TC-MSG.
- ▶ Each counter c is maintained using 2 processes p_c and q_c .

Undecidability of Reachability

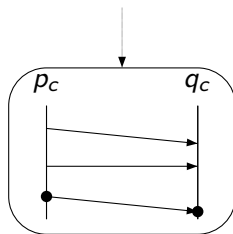
We show that 2 counter machines can be simulated using TC-MSGs.

- ▶ Each *instruction* is coded by a node in the TC-MSG.
- ▶ Each counter c is maintained using 2 processes p_c and q_c .
- ▶ In any run ending at a particular node, the difference between the time-stamp on the last q_c event and the last p_c event records the value of c .

Undecidability of Reachability

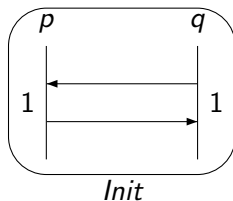
We show that 2 counter machines can be simulated using TC-MSGs.

- ▶ Each *instruction* is coded by a node in the TC-MSG.
- ▶ Each counter c is maintained using 2 processes p_c and q_c .
- ▶ In any run ending at a particular node, the difference between the time-stamp on the last q_c event and the last p_c event records the value of c .



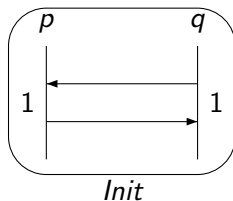
The reduction

- Initialization of the counter value to 0



The reduction

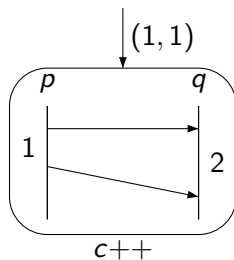
- ▶ Initialization of the counter value to 0



- ▶ Keep counter values as it is (Freeze).

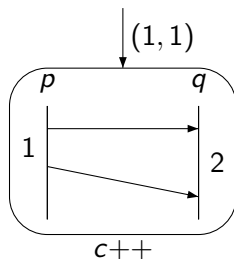
The Reduction ...

- ▶ Increment the counter c .



The Reduction ...

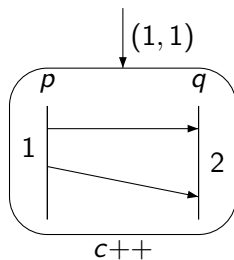
- ▶ Increment the counter c .



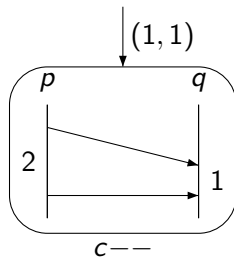
- ▶ Decrement the counter c .

The Reduction ...

- ▶ Increment the counter c .



- ▶ Decrement the counter c .

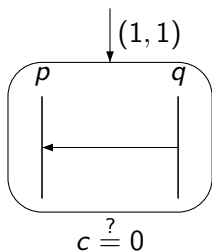


The Reduction ...

- ▶ Check if the counter is 0.

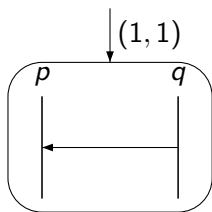
The Reduction ...

- ▶ Check if the counter is 0.



The Reduction ...

- ▶ Check if the counter is 0.

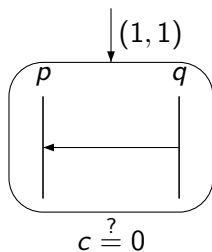


$$c \stackrel{?}{=} 0$$

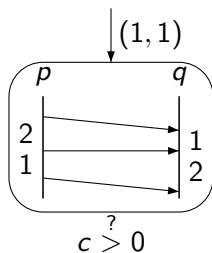
- ▶ Check if the counter is greater than 0.

The Reduction ...

- ▶ Check if the counter is 0.



- ▶ Check if the counter is greater than 0.



The Reduction ...

- ▶ The counter machine is assumed to be deterministic.

The Reduction ...

- ▶ The counter machine is assumed to be deterministic.
- ▶ It either has a finite run ending at the accept state or an infinite run.

The Reduction ...

- ▶ The counter machine is assumed to be deterministic.
- ▶ It either has a finite run ending at the accept state or an infinite run.
- ▶ The control state corresponding to the final state is reachable if and only if the counter machine halts.

The Reduction ...

- ▶ The counter machine is assumed to be deterministic.
- ▶ It either has a finite run ending at the accept state or an infinite run.
- ▶ The control state corresponding to the final state is reachable if and only if the counter machine halts.

The control state reachability problem for TC-MSGs is undecidable. The problem is undecidable even when there are no timing constraints on messages.

The Reduction ...

- ▶ The counter machine is assumed to be deterministic.
- ▶ It either has a finite run ending at the accept state or an infinite run.
- ▶ The control state corresponding to the final state is reachable if and only if the counter machine halts.

The control state reachability problem for TC-MSGs is undecidable. The problem is undecidable even when there are no timing constraints on messages.

The (language) emptiness problem for TC-MSGs is undecidable.

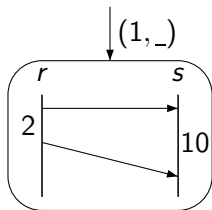
Reachability to Boundedness

Reachability to Boundedness

- ▶ Add two new processes r and s .

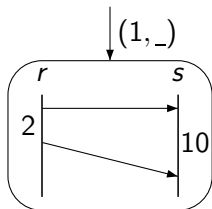
Reachability to Boundedness

- ▶ Add two new processes r and s .
- ▶ Augment the TC-MSD labelling each node with the following two messages



Reachability to Boundedness

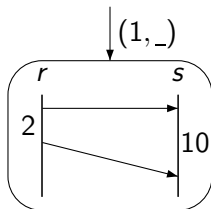
- ▶ Add two new processes r and s .
- ▶ Augment the TC-MSc labelling each node with the following two messages



- ▶ Label all the nonhalting states as accepting.

Reachability to Boundedness

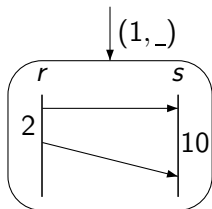
- ▶ Add two new processes r and s .
- ▶ Augment the TC-MSC labelling each node with the following two messages



- ▶ Label all the nonhalting states as accepting.
- ▶ If the counter machine halts then the language is finite and hence bounded.

Reachability to Boundedness

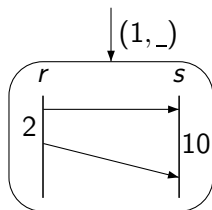
- ▶ Add two new processes r and s .
- ▶ Augment the TC-MSC labelling each node with the following two messages



- ▶ Label all the nonhalting states as accepting.
- ▶ If the counter machine halts then the language is finite and hence bounded.
- ▶ If the counter machine does not halt then the language is not even existentially bounded.

Reachability to Boundedness

- ▶ Add two new processes r and s .
- ▶ Augment the TC-MSC labelling each node with the following two messages



- ▶ Label all the nonhalting states as accepting.
- ▶ If the counter machine halts then the language is finite and hence bounded.
- ▶ If the counter machine does not halt then the language is not even existentially bounded.

Checking boundedness for TC-MSGs is undecidable.

Stronger Undecidability – 1

Are point intervals necessary to obtain undecidability?

Stronger Undecidability – 1

Are point intervals necessary to obtain undecidability?

Reachability and Boundedness are undecidable even when all interval constraints are restricted to be open intervals.

Stronger Undecidability – 1

Are point intervals necessary to obtain undecidability?

Reachability and Boundedness are undecidable even when all interval constraints are restricted to be open intervals.

- ▶ Use four processes p_l , q_l , p_u and q_u for each counter.

Stronger Undecidability – 1

Are point intervals necessary to obtain undecidability?

Reachability and Boundedness are undecidable even when all interval constraints are restricted to be open intervals.

- ▶ Use four processes p_l , q_l , p_u and q_u for each counter.
- ▶ One pair maintains a lower bound on the value of the counter while the other maintains an upper bound.

Stronger Undecidability – 1

Are point intervals necessary to obtain undecidability?

Reachability and Boundedness are undecidable even when all interval constraints are restricted to be open intervals.

- ▶ Use four processes p_l, q_l, p_u and q_u for each counter.
- ▶ One pair maintains a lower bound on the value of the counter while the other maintains an upper bound.
- ▶ The value $p_l - q_l$ is used to ensure that the $C--$ operation is *permissible* only if the counter is nonzero.

Stronger Undecidability – 1

Are point intervals necessary to obtain undecidability?

Reachability and Boundedness are undecidable even when all interval constraints are restricted to be open intervals.

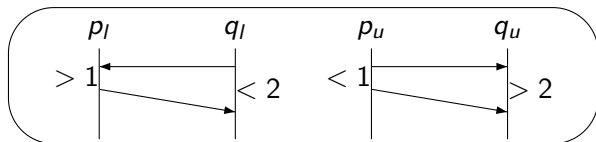
- ▶ Use four processes p_l, q_l, p_u and q_u for each counter.
- ▶ One pair maintains a lower bound on the value of the counter while the other maintains an upper bound.
- ▶ The value $p_l - q_l$ is used to ensure that the $C--$ operation is *permissible* only if the counter is nonzero.
- ▶ The value of $p_u - q_u$ is used to check for 0.

Open Intervals ...

Initialize the counter to 0.

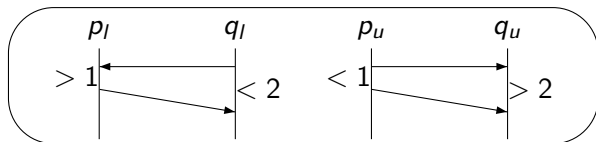
Open Intervals ...

Initialize the counter to 0.

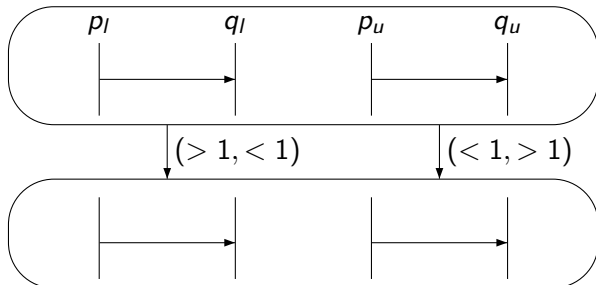


Open Intervals ...

Initialize the counter to 0.



Composition between Nodes

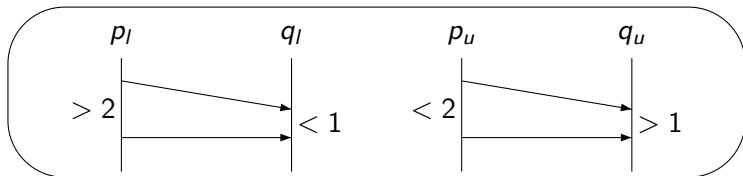


Open intervals ...

The decrement instruction

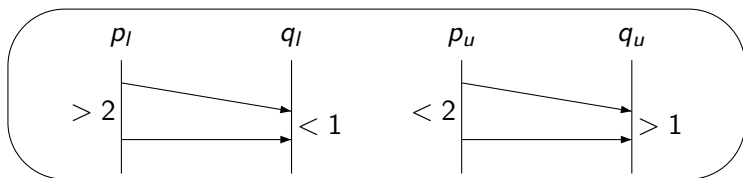
Open intervals ...

The decrement instruction



Open intervals ...

The decrement instruction



And so on ...

Stronger Undecidability – 2

What about the reachability problem for channel bounded TC-MSGs?

Stronger Undecidability – 2

What about the reachability problem for channel bounded TC-MSGs?

The reachability problem for channel bounded TC-MSGs is also undecidable.

Stronger Undecidability – 3

- ▶ Two processes are used to simulate a counter.

Stronger Undecidability – 3

- ▶ Two processes are used to simulate a counter.
- ▶ Restrict constraints across nodes to only one fixed process (across all transitions).

Stronger Undecidability – 3

- ▶ Two processes are used to simulate a counter.
- ▶ Restrict constraints across nodes to only one fixed process (across all transitions).
- ▶ A reasonable restriction.

Stronger Undecidability – 3

- ▶ Two processes are used to simulate a counter.
- ▶ Restrict constraints across nodes to only one fixed process (across all transitions).
- ▶ A reasonable restriction.

A controller or scheduler process that dictates timing across different phases of the protocol.

Stronger Undecidability – 3

- ▶ Two processes are used to simulate a counter.
- ▶ Restrict constraints across nodes to only one fixed process (across all transitions).
- ▶ A reasonable restriction.

A controller or scheduler process that dictates timing across different phases of the protocol.

Even with the restriction that constraints across nodes are permitted only on a a fixed process, the reachability and boundedness problems for TC-MSGs remain undecidable.

Locally synchronized MSGs

- ▶ Construct communication graph for an MSC
One node per process, edge $p \rightarrow q$ iff p sends a message to q

Locally synchronized MSGs

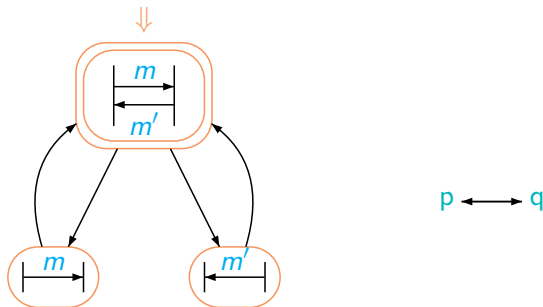
- ▶ Construct communication graph for an MSC
One node per process, edge $p \rightarrow q$ iff p sends a message to q
- ▶ For each loop, communication graph is one strongly connected component plus isolated vertices

Locally synchronized MSGs

- ▶ Construct communication graph for an MSC
One node per process, edge $p \rightarrow q$ iff p sends a message to q
- ▶ For each loop, communication graph is one strongly connected component plus isolated vertices
- ▶ In each loop, every message is “acknowledged”

Locally synchronized MSGs

- ▶ Construct communication graph for an MSC
One node per process, edge $p \rightarrow q$ iff p sends a message to q
- ▶ For each loop, communication graph is one strongly connected component plus isolated vertices
- ▶ In each loop, every message is “acknowledged”



Locally Synchronized TC-MSGs

Every locally synchronized MSG generates a universally bounded language.

Locally Synchronized TC-MSGs

Every locally synchronized MSG generates a universally bounded language.

- ▶ For locally synchronized TC-MSGs the boundedness problem is trivially decidable.

Locally Synchronized TC-MSGs

Every locally synchronized MSG generates a universally bounded language.

- ▶ For locally synchronized TC-MSGs the boundedness problem is trivially decidable.
- ▶ The reachability problem for locally synchronized TC-MSGs is decidable.

Conclusions and future directions

- ▶ Analyzing timed constrained MSGs is difficult.

Conclusions and future directions

- ▶ Analyzing timed constrained MSGs is difficult.
- ▶ The culprit seems to be the use of a global time in the semantics.

Conclusions and future directions

- ▶ Analyzing timed constrained MSGs is difficult.
- ▶ The culprit seems to be the use of a global time in the semantics.
- ▶ Consider local time/clock drift/...

Conclusions and future directions

- ▶ Analyzing timed constrained MSGs is difficult.
- ▶ The culprit seems to be the use of a global time in the semantics.
- ▶ Consider local time/clock drift/...
- ▶ Easier to formulate CFMs with local time.

Conclusions and future directions

- ▶ Analyzing timed constrained MSGs is difficult.
- ▶ The culprit seems to be the use of a global time in the semantics.
- ▶ Consider local time/clock drift/...
- ▶ Easier to formulate CFMs with local time.
- ▶ ... many undecidability results even with local time.

Conclusions and future directions

- ▶ Analyzing timed constrained MSGs is difficult.
- ▶ The culprit seems to be the use of a global time in the semantics.
- ▶ Consider local time/clock drift/...
- ▶ Easier to formulate CFMs with local time.
- ▶ ... many undecidability results even with local time.

Conclusions and future directions

- ▶ Analyzing timed constrained MSGs is difficult.
- ▶ The culprit seems to be the use of a global time in the semantics.
- ▶ Consider local time/clock drift/...
- ▶ Easier to formulate CFMs with local time.
- ▶ ... many undecidability results even with local time.

Thank you.