Specifying properties of real-time systems --- UPPAAL querry language

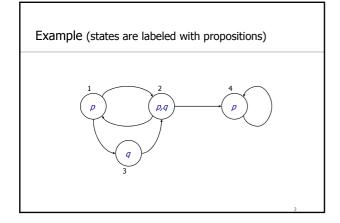
Transition Systems as the semantics of real-time system

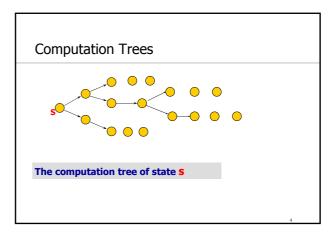
A transition system is a graph with

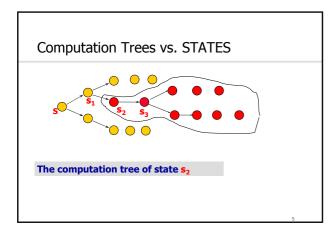
- a set of states (may be infinite)
- a set of transitions (may be infinite)

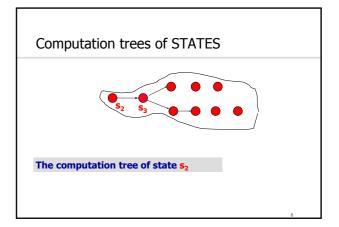
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where
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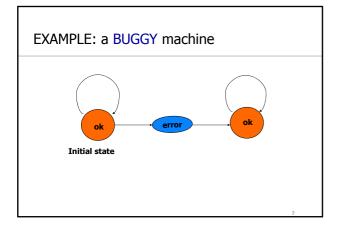
a state may satisfies some properties (propositions/predicates)

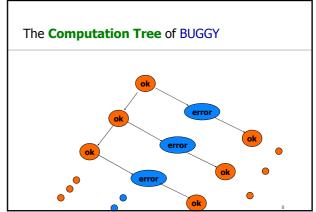


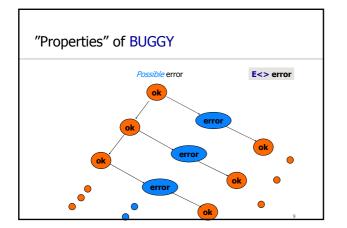


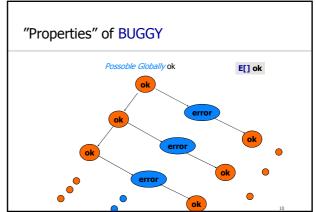


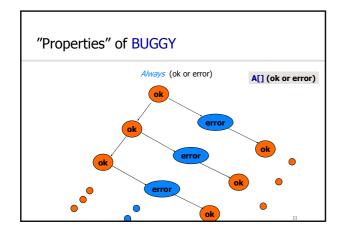


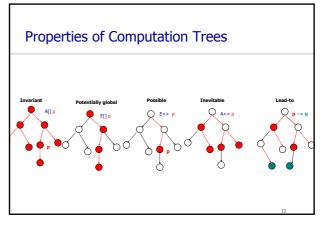


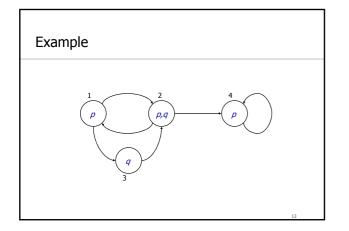


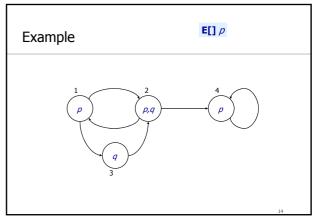


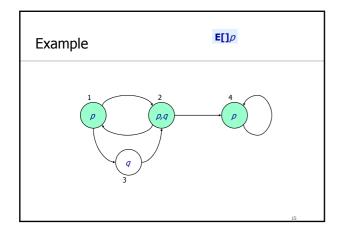


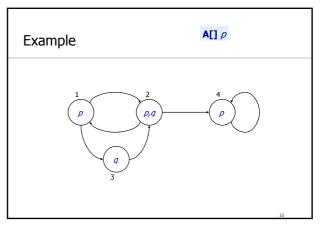


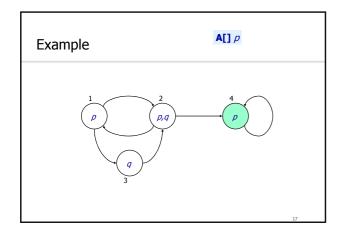


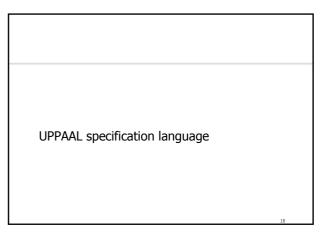


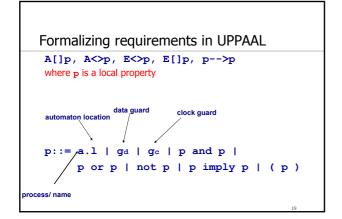


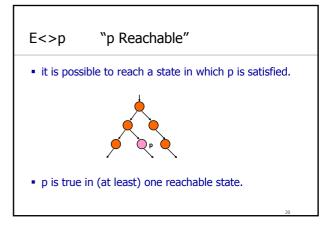


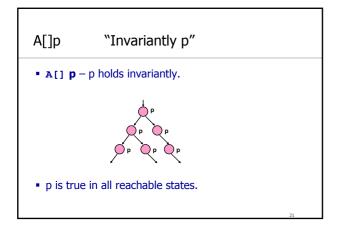


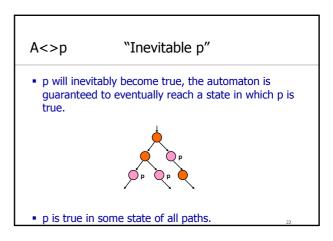


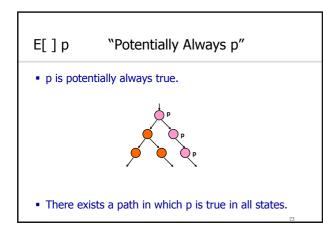


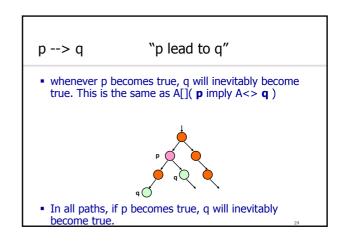


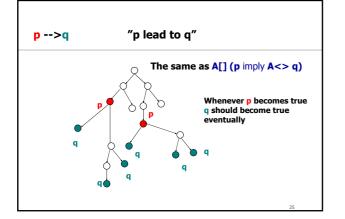












.stop			
y>200)			
t properties: A[] Q t (P1.CS and P2.cs)			
< 100)			
	than 100		
	>10 imply i>100)	>10 imply i>100) er 10, i should be larger than 100 k-freedom	>10 imply i>100) er 10, i should be larger than 100 k-freedom