

The Dark Side of Timed Opacity



Franck Cassez

<http://www.irccyn.fr/franck>

National ICT Australia & CNRS

Work supported by a Marie Curie International Outgoing Fellowship

7th European Community Framework Programme

ISA 2009, Seoul, Korea

June 25th, 2009

Context

Need for Security in Transactional Systems

- ▶ Web-services: e-banking, online transactions
- ▶ id documents: biometric passport, Medicare Card
- ▶ e-voting systems

Different Types of Security

- ▶ **Integrity**: illegal actions cannot be performed by an unauthorized user
Bank account management cannot be managed by a third party
- ▶ **Availability**: some actions must be available
Withdrawing money from your bank account
- ▶ **Privacy**: information should remain hidden from some users
PIN code

introduced in [Mazaré (WITS'2004), Bryans et al. (FAST'2005)]

Context

Need for Security in Transactional Systems

- ▶ Web-services: e-banking, online transactions
- ▶ id documents: biometric passport, Medicare Card
- ▶ e-voting systems

Different Types of Security

- ▶ **Integrity**: illegal actions cannot be performed by an unauthorized user
Bank account management cannot be managed by a third party
- ▶ **Availability**: some actions must be available
Withdrawing money from your bank account
- ▶ **Privacy**: information should remain hidden from some users
PIN code

In this paper: **Opacity**

introduced in [Mazaré (WITS'2004), Bryans et al. (FAST'2005)]

Context

Need for Security in Transactional Systems

- ▶ Web-services: e-banking, online transactions
- ▶ id documents: biometric passport, Medicare Card
- ▶ e-voting systems

Different Types of Security

- ▶ **Integrity**: illegal actions cannot be performed by an unauthorized user
Bank account management cannot be managed by a third party
- ▶ **Availability**: some actions must be available
Withdrawing money from your bank account
- ▶ **Privacy**: information should remain hidden from some users
PIN code

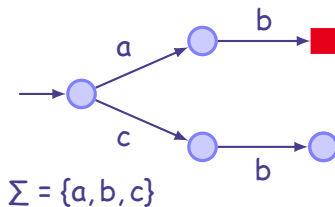
In this paper: **Opacity**

introduced in [Mazaré (WITS'2004), Bryans et al. (FAST'2005)]

Formal Specification and Verification of Opacity

System S

Secret F



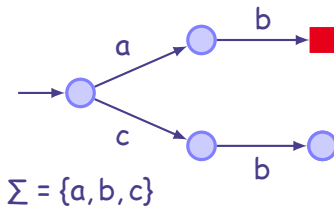
Secret = set of states ■
 Events in $\Sigma_o \subseteq \Sigma$ are observable
 Example: $\Sigma_o = \{b\}$

Opacity: an external observer should never know F-states

Formal Specification and Verification of Opacity

System S

Secret F



Secret = set of states ■
 Events in $\Sigma_o \subseteq \Sigma$ are observable
 Example: $\Sigma_o = \{b\}$

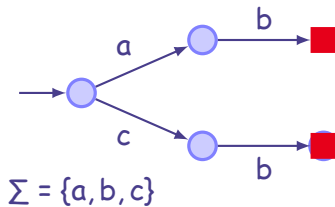
Secret F is opaque

Opacity: an external observer should never know F-states

Formal Specification and Verification of Opacity

System S

Secret F



Secret = set of states ■
 Events in $\Sigma_o \subseteq \Sigma$ are observable
 Example: $\Sigma_o = \{b\}$

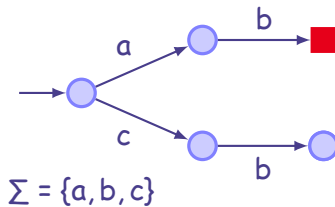
Secret F is not opaque

Opacity: an external observer should never know F-states

Formal Specification and Verification of Opacity

System S

Secret F



Secret = set of states ■
 Events in $\Sigma_o \subseteq \Sigma$ are observable
 Example: $\Sigma_o = \{a, b\}$

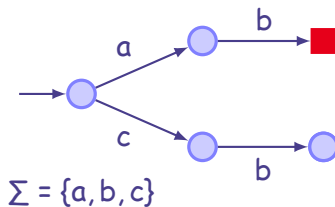
Secret F is not opaque

Opacity: an external observer should never know F-states

Formal Specification and Verification of Opacity

System S

Secret F



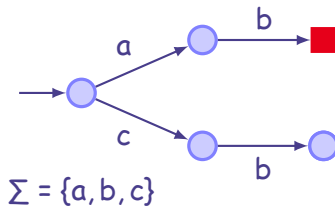
Secret = set of states ■
 Events in $\Sigma_o \subseteq \Sigma$ are observable
 Example: $\Sigma_o = \{a, b\}$

Opacity Verification Problem: Is F opaque wrt (S, Σ_o) ?

Formal Specification and Verification of Opacity

System S

Secret F



Secret = set of states ■
 Events in $\Sigma_o \subseteq \Sigma$ are observable
 Example: $\Sigma_o = \{a, b\}$

Opacity Verification Problem: Is F opaque wrt (S, Σ_o) ?

To check opacity: use your favorite Formal Method:

- ▶ Model-checking
- ▶ Theorem proving
- ▶ Tools to support automatic analysis of systems

Results for Checking Opacity of Finite Systems

Inputs:

- ▶ S is **finite automaton** over alphabet Σ
- ▶ $\Sigma_o \subseteq \Sigma$, set of **observable** events
- ▶ a **secret** F , given by a **subset** of the set of states of S

Theorem ([Cassez et al. (ATVA'09)])

Checking whether F is **opaque** wrt (S, Σ_o) is PSPACE-complete.

What if an external observer can **measure time**?

Results for Checking Opacity of Finite Systems

Inputs:

- ▶ S is **finite automaton** over alphabet Σ
- ▶ $\Sigma_o \subseteq \Sigma$, set of **observable** events
- ▶ a **secret** F , given by a **subset** of the set of states of S

Theorem ([Cassez et al. (ATVA'09)])

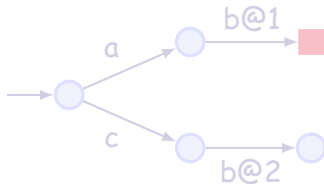
Checking whether F is **opaque** wrt (S, Σ_o) is PSPACE-complete.

What if an external observer can **measure time** ?

Opacity for Timed Systems

Inputs:

- ▶ S is **timed** automaton over alphabet Σ
- ▶ $\Sigma_o \subseteq \Sigma$, set of **observable** events
- ▶ a **secret** F , given by a **subset** of the set of S



Secret = ■
b observable + time

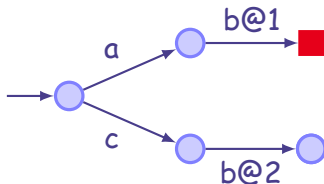
System is not opaque

This paper: checking opacity for timed systems

Opacity for Timed Systems

Inputs:

- ▶ S is **timed** automaton over alphabet Σ
- ▶ $\Sigma_o \subseteq \Sigma$, set of **observable** events
- ▶ a **secret** F , given by a **subset** of the set of S



Secret = ■
b observable + time

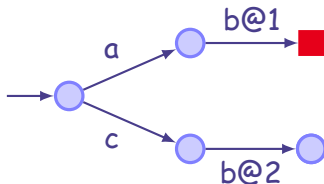
System is not opaque

This paper: checking opacity for timed systems

Opacity for Timed Systems

Inputs:

- ▶ S is **timed** automaton over alphabet Σ
- ▶ $\Sigma_o \subseteq \Sigma$, set of **observable** events
- ▶ a **secret** F , given by a **subset** of the set of S



Secret = ■
b observable + time

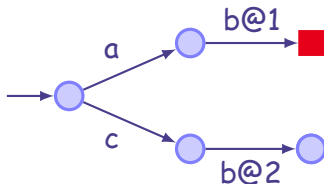
System is not opaque

This paper: checking opacity for timed systems

Opacity for Timed Systems

Inputs:

- ▶ S is **timed** automaton over alphabet Σ
- ▶ $\Sigma_o \subseteq \Sigma$, set of **observable** events
- ▶ a **secret** F , given by a **subset** of the set of S



Secret = ■
b observable + time

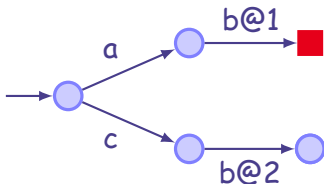
System is **not** opaque

This paper: **checking** opacity for **timed** systems

Opacity for Timed Systems

Inputs:

- ▶ S is **timed** automaton over alphabet Σ
- ▶ $\Sigma_o \subseteq \Sigma$, set of **observable** events
- ▶ a **secret** F , given by a **subset** of the set of S



Secret = ■
b observable + time

System is **not** opaque

This paper: **checking** opacity for **timed** systems

Outline of the Talk

- ▶ **Modelling Timed Systems**
 - Timed Words and Languages
 - Timed Automata
 - Verification of Timed Automata

- ▶ **Timed Opacity**
 - Timed Opacity Problem
 - Timed Opacity is Undecidable for TA

- ▶ **Conclusion**

Timed Words and Languages

A finite **timed word** over Σ is a word in $(\Sigma \times \mathbb{R}_{\geq 0})^*$
 $(a, 1)(c, 2.34)(a, 2.986)(b, 3.146)(c, 4.16)$

$TW^*(\Sigma)$ = set of timed words over Σ

Operations on timed words

- ▶ **untiming:** $Unt(a, 1)(c, 2.34)(a, 2.986)(b, 3.146)(c, 4.16) = a.c.a.b.c$
- ▶ **Projection:**
 $\pi_{\{a,b\}}((a, 1)(c, 2.34)(a, 2.986)(b, 3.146)(c, 4.16)) =$
 $(a, 1)(a, 2.986)(b, 3.146)$
- ▶ **Inverse Projection:** $\pi_{\Sigma}^{-1}(w) = \{w' \in TW^*(\Sigma) \mid \pi_{\Sigma'}(w') = w\}$

A **timed language** is a set of timed words

Operations on timed words extend to timed languages

Timed Words and Languages

A finite **timed word** over Σ is a word in $(\Sigma \times \mathbb{R}_{\geq 0})^*$
 $(a, 1)(c, 2.34)(a, 2.986)(b, 3.146)(c, 4.16)$

$TW^*(\Sigma)$ = set of timed words over Σ

Operations on timed words

- ▶ **untiming:** $Unt(a, 1)(c, 2.34)(a, 2.986)(b, 3.146)(c, 4.16) = a.c.a.b.c$
- ▶ **Projection:**
 $\pi_{\{a,b\}}((a, 1)(c, 2.34)(a, 2.986)(b, 3.146)(c, 4.16)) =$
 $(a, 1)(a, 2.986)(b, 3.146)$
- ▶ **Inverse Projection:** $\pi_{\Sigma}^{-1}(w) = \{w' \in TW^*(\Sigma) \mid \pi_{\Sigma'}(w') = w\}$

A **timed language** is a set of timed words

Operations on timed words extend to timed languages

Timed Words and Languages

A finite **timed word** over Σ is a word in $(\Sigma \times \mathbb{R}_{\geq 0})^*$
 $(a, 1)(c, 2.34)(a, 2.986)(b, 3.146)(c, 4.16)$

$TW^*(\Sigma)$ = set of timed words over Σ

Operations on timed words

- ▶ **untiming:** $Unt(a, 1)(c, 2.34)(a, 2.986)(b, 3.146)(c, 4.16) = a.c.a.b.c$
- ▶ **Projection:**
 $\pi_{\{a,b\}}((a, 1)(c, 2.34)(a, 2.986)(b, 3.146)(c, 4.16)) =$
 $(a, 1)(a, 2.986)(b, 3.146)$
- ▶ **Inverse Projection:** $\pi_{\Sigma}^{-1}(w) = \{w' \in TW^*(\Sigma) \mid \pi_{\Sigma'}(w') = w\}$

A **timed language** is a set of timed words

Operations on timed words extend to timed languages

Timed Automata

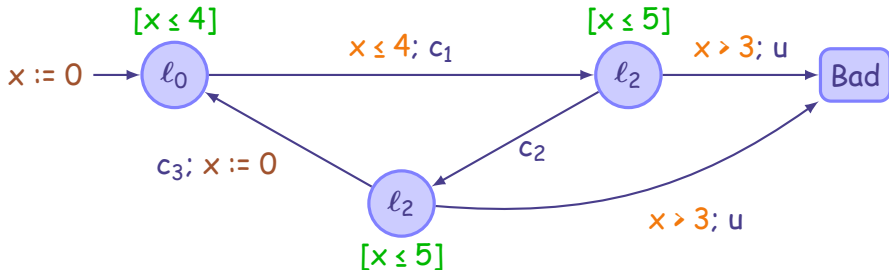
[Alur and Dill (TCS 94)]

- ▶ **Timed Automaton** = Finite Automaton + **clock** variables
All clocks evolve at the same speed
- ▶ Clocks take their values in a **dense-time domain**
- ▶ Transitions are **guarded** by clocks **constraints**



- ▶ g : **guard** of the form $g ::= x \sim c \mid g \wedge g$
where x is a clock and $c \in \mathbb{N}$, $\sim \in \{<, \leq, =, \geq, >\}$
- ▶ R : the set of clocks to be **reset** when firing the transition
- ▶ $Inv(l)$ is an **invariant** to ensure (some sort of) **liveness**

Example 1: Timed Automaton



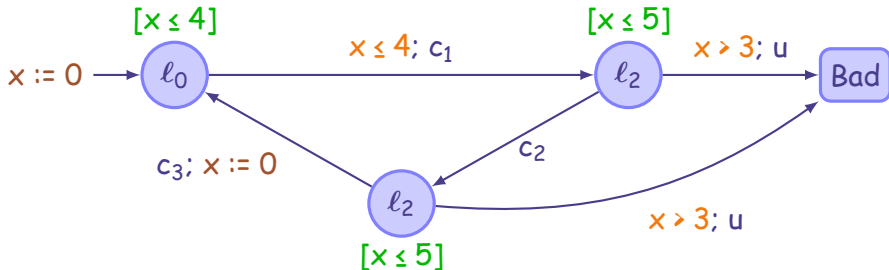
Runs = alternating sequence of discrete and time steps

$$\rho_1 : (l_0, 0) \xrightarrow{1.55} (l_0, 1.55) \xrightarrow{c_1} (l_1, 1.55) \xrightarrow{1.67} (l_1, 3.22) \xrightarrow{u} (\text{Bad}, 3.22)$$

$$\rho_2 : (l_0, 0) \xrightarrow{1.1} (l_0, 1.1) \xrightarrow{c_1} (l_1, 1.1) \xrightarrow{2.1} (l_1, 3.2) \xrightarrow{c_2} (l_2, 3.2) \xrightarrow{0.1} (l_2, 3.3) \xrightarrow{c_3} (l_0, 0) \dots$$

$$\rho_3 : (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{2}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{4}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{8}} \dots$$

Example 1: Timed Automaton



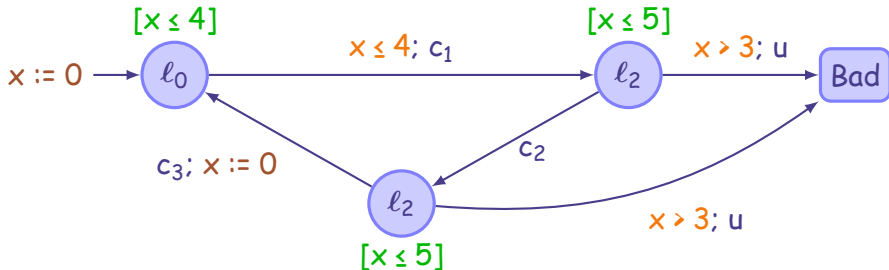
Runs = alternating sequence of **discrete** and **time** steps

$$\rho_1 : (l_0, 0) \xrightarrow{1.55} (l_0, 1.55) \xrightarrow{c_1} (l_1, 1.55) \xrightarrow{1.67} (l_1, 3.22) \xrightarrow{u} (\text{Bad}, 3.22)$$

$$\rho_2 : (l_0, 0) \xrightarrow{1.1} (l_0, 1.1) \xrightarrow{c_1} (l_1, 1.1) \xrightarrow{2.1} (l_1, 3.2) \xrightarrow{c_2} (l_2, 3.2) \xrightarrow{0.1} (l_2, 3.3) \xrightarrow{c_3} (l_0, 0) \dots$$

$$\rho_3 : (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{2}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{4}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{8}} \dots$$

Example 1: Timed Automaton



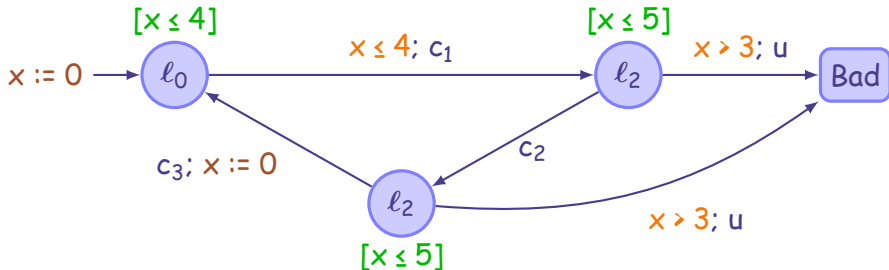
Runs = alternating sequence of **discrete** and **time** steps

$$\rho_1 : (l_0, 0) \xrightarrow{1.55} (l_0, 1.55) \xrightarrow{c_1} (l_1, 1.55) \xrightarrow{1.67} (l_1, 3.22) \xrightarrow{u} (\text{Bad}, 3.22)$$

$$\rho_2 : (l_0, 0) \xrightarrow{1.1} (l_0, 1.1) \xrightarrow{c_1} (l_1, 1.1) \xrightarrow{2.1} (l_1, 3.2) \xrightarrow{c_2} (l_2, 3.2) \xrightarrow{0.1} (l_2, 3.3) \xrightarrow{c_3} (l_0, 0) \dots\dots\dots$$

$$\rho_3 : (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{2}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{4}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{8}} \dots$$

Example 1: Timed Automaton



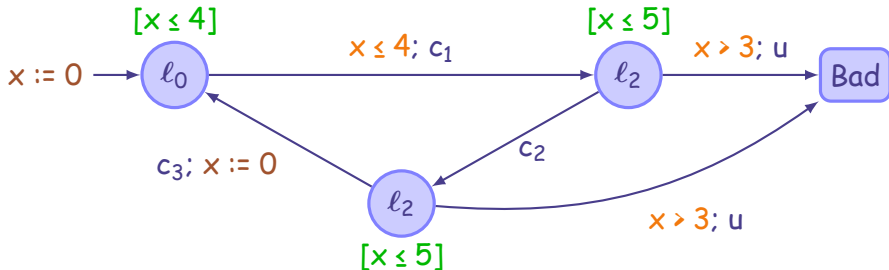
Runs = alternating sequence of **discrete** and **time** steps

$$\rho_1: (l_0, 0) \xrightarrow{1.55} (l_0, 1.55) \xrightarrow{c_1} (l_1, 1.55) \xrightarrow{1.67} (l_1, 3.22) \xrightarrow{u} (\text{Bad}, 3.22)$$

$$\rho_2: (l_0, 0) \xrightarrow{1.1} (l_0, 1.1) \xrightarrow{c_1} (l_1, 1.1) \xrightarrow{2.1} (l_1, 3.2) \xrightarrow{c_2} (l_2, 3.2) \\ \xrightarrow{0.1} (l_2, 3.3) \xrightarrow{c_3} (l_0, 0) \dots\dots\dots$$

$$\rho_3: (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{2}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{4}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{8}} \dots$$

Example 1: Timed Automaton



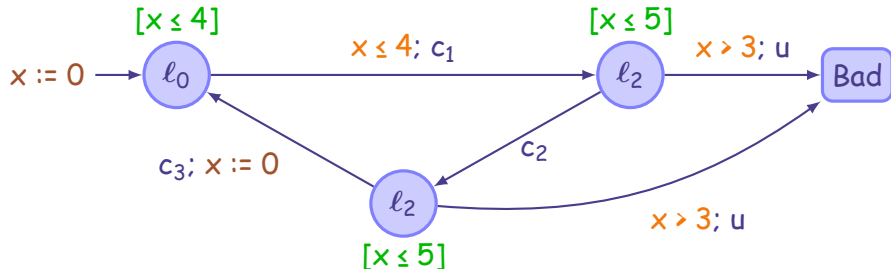
Runs = alternating sequence of **discrete** and **time** steps

$$\rho_1: (l_0, 0) \xrightarrow{1.55} (l_0, 1.55) \xrightarrow{c_1} (l_1, 1.55) \xrightarrow{1.67} (l_1, 3.22) \xrightarrow{u} (\text{Bad}, 3.22)$$

$$\rho_2: (l_0, 0) \xrightarrow{1.1} (l_0, 1.1) \xrightarrow{c_1} (l_1, 1.1) \xrightarrow{2.1} (l_1, 3.2) \xrightarrow{c_2} (l_2, 3.2) \xrightarrow{0.1} (l_2, 3.3) \xrightarrow{c_3} (l_0, 0) \dots\dots\dots$$

$$\rho_3: (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{2}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{4}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{8}} \dots$$

Example 1: Timed Automaton



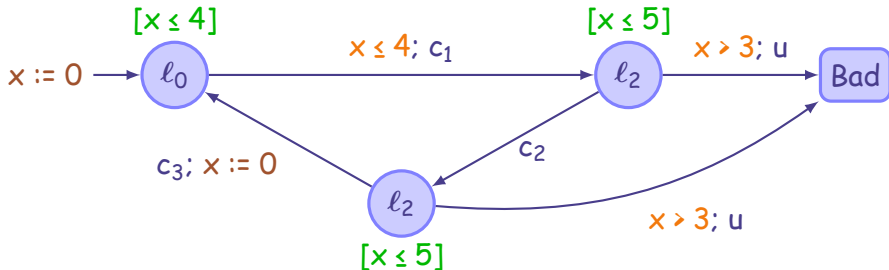
Runs = alternating sequence of **discrete** and **time** steps

$$\rho_1: (l_0, 0) \xrightarrow{1.55} (l_0, 1.55) \xrightarrow{c_1} (l_1, 1.55) \xrightarrow{1.67} (l_1, 3.22) \xrightarrow{u} (\text{Bad}, 3.22)$$

$$\rho_2: (l_0, 0) \xrightarrow{1.1} (l_0, 1.1) \xrightarrow{c_1} (l_1, 1.1) \xrightarrow{2.1} (l_1, 3.2) \xrightarrow{c_2} (l_2, 3.2) \xrightarrow{0.1} (l_2, 3.3) \xrightarrow{c_3} (l_0, 0) \dots\dots\dots$$

$$\rho_3: (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{2}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{4}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{8}} \dots$$

Example 1: Timed Automaton



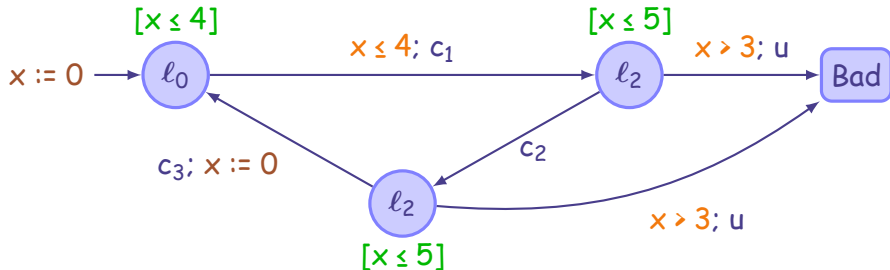
Runs = alternating sequence of **discrete** and **time** steps

$$\rho_1 : (l_0, 0) \xrightarrow{1.55} (l_0, 1.55) \xrightarrow{c_1} (l_1, 1.55) \xrightarrow{1.67} (l_1, 3.22) \xrightarrow{u} (\text{Bad}, 3.22)$$

$$\rho_2 : (l_0, 0) \xrightarrow{1.1} (l_0, 1.1) \xrightarrow{c_1} (l_1, 1.1) \xrightarrow{2.1} (l_1, 3.2) \xrightarrow{c_2} (l_2, 3.2) \xrightarrow{0.1} (l_2, 3.3) \xrightarrow{c_3} (l_0, 0) \dots\dots\dots$$

$$\rho_3 : (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{2}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{4}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{8}} \dots$$

Example 1: Timed Automaton



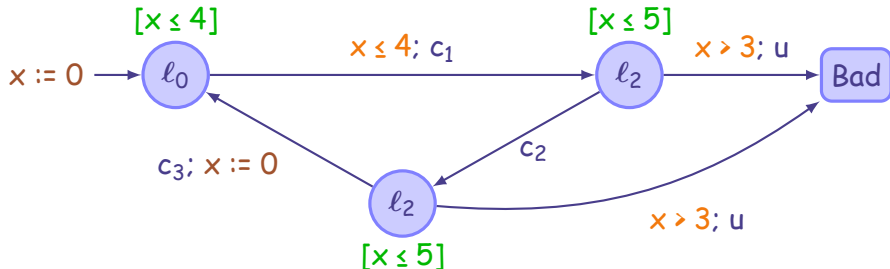
Runs = alternating sequence of **discrete** and **time** steps

$$\rho_1: (l_0, 0) \xrightarrow{1.55} (l_0, 1.55) \xrightarrow{c_1} (l_1, 1.55) \xrightarrow{1.67} (l_1, 3.22) \xrightarrow{u} (\text{Bad}, 3.22)$$

$$\rho_2: (l_0, 0) \xrightarrow{1.1} (l_0, 1.1) \xrightarrow{c_1} (l_1, 1.1) \xrightarrow{2.1} (l_1, 3.2) \xrightarrow{c_2} (l_2, 3.2) \xrightarrow{0.1} (l_2, 3.3) \xrightarrow{c_3} (l_0, 0) \dots$$

$$\rho_3: (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{2}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{4}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{8}} \dots$$

Example 1: Timed Automaton



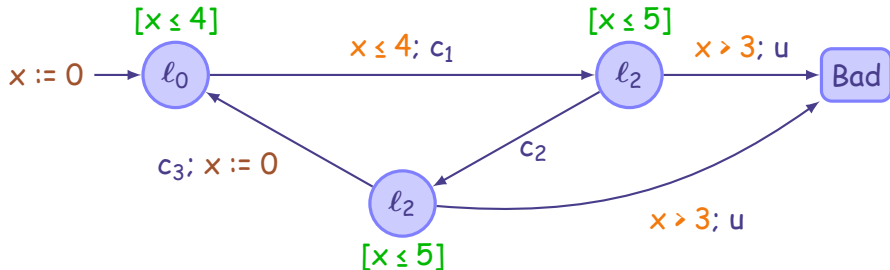
Runs = alternating sequence of **discrete** and **time** steps

$$\rho_1 : (l_0, 0) \xrightarrow{1.55} (l_0, 1.55) \xrightarrow{c_1} (l_1, 1.55) \xrightarrow{1.67} (l_1, 3.22) \xrightarrow{u} (\text{Bad}, 3.22)$$

$$\rho_2 : (l_0, 0) \xrightarrow{1.1} (l_0, 1.1) \xrightarrow{c_1} (l_1, 1.1) \xrightarrow{2.1} (l_1, 3.2) \xrightarrow{c_2} (l_2, 3.2) \xrightarrow{0.1} (l_2, 3.3) \xrightarrow{c_3} (l_0, 0) \dots\dots\dots$$

$$\rho_3 : (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{2}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{4}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{8}} \dots$$

Example 1: Timed Automaton



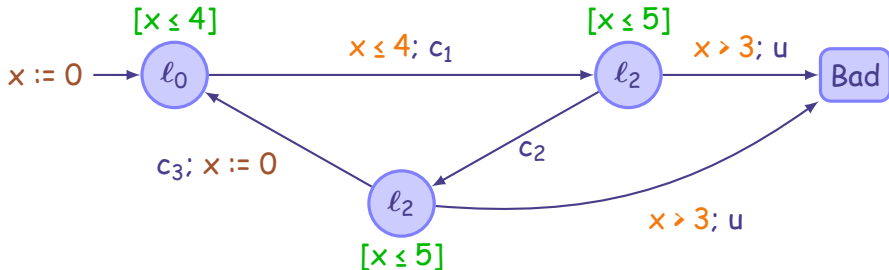
Runs = alternating sequence of **discrete** and **time** steps

$$\rho_1: (l_0, 0) \xrightarrow{1.55} (l_0, 1.55) \xrightarrow{c_1} (l_1, 1.55) \xrightarrow{1.67} (l_1, 3.22) \xrightarrow{u} (\text{Bad}, 3.22)$$

$$\rho_2: (l_0, 0) \xrightarrow{1.1} (l_0, 1.1) \xrightarrow{c_1} (l_1, 1.1) \xrightarrow{2.1} (l_1, 3.2) \xrightarrow{c_2} (l_2, 3.2) \xrightarrow{0.1} (l_2, 3.3) \xrightarrow{c_3} (l_0, 0) \dots$$

$$\rho_3: (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{2}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{4}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{8}} \dots$$

Example 1: Timed Automaton



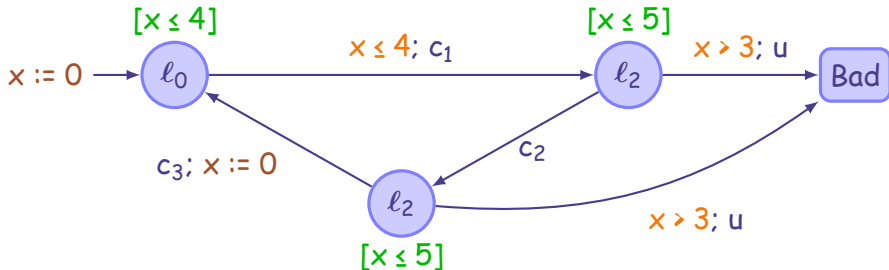
Runs = alternating sequence of **discrete** and **time** steps

$$\rho_1 : (l_0, 0) \xrightarrow{1.55} (l_0, 1.55) \xrightarrow{c_1} (l_1, 1.55) \xrightarrow{1.67} (l_1, 3.22) \xrightarrow{u} (\text{Bad}, 3.22)$$

$$\rho_2 : (l_0, 0) \xrightarrow{1.1} (l_0, 1.1) \xrightarrow{c_1} (l_1, 1.1) \xrightarrow{2.1} (l_1, 3.2) \xrightarrow{c_2} (l_2, 3.2) \xrightarrow{0.1} (l_2, 3.3) \xrightarrow{c_3} (l_0, 0) \dots$$

$$\rho_3 : (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{2}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{4}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{8}} \dots$$

Example 1: Timed Automaton



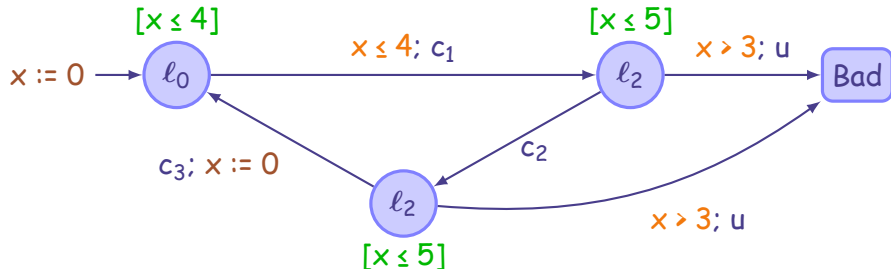
Runs = alternating sequence of **discrete** and **time** steps

$$\rho_1: (l_0, 0) \xrightarrow{1.55} (l_0, 1.55) \xrightarrow{c_1} (l_1, 1.55) \xrightarrow{1.67} (l_1, 3.22) \xrightarrow{u} (\text{Bad}, 3.22)$$

$$\rho_2: (l_0, 0) \xrightarrow{1.1} (l_0, 1.1) \xrightarrow{c_1} (l_1, 1.1) \xrightarrow{2.1} (l_1, 3.2) \xrightarrow{c_2} (l_2, 3.2) \xrightarrow{0.1} (l_2, 3.3) \xrightarrow{c_3} (l_0, 0) \dots$$

$$\rho_3: (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{2}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{4}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{8}} \dots$$

Example 1: Timed Automaton



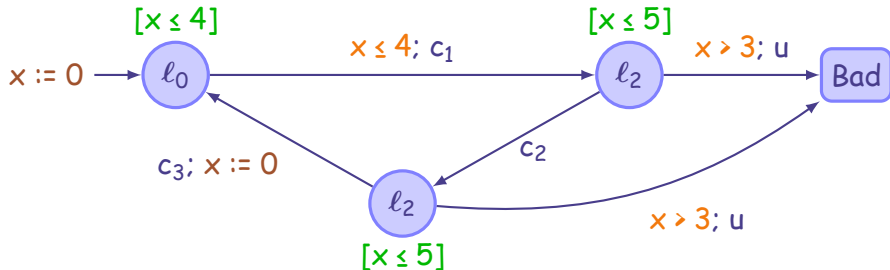
Runs = alternating sequence of **discrete** and **time** steps

$$\rho_1 : (l_0, 0) \xrightarrow{1.55} (l_0, 1.55) \xrightarrow{c_1} (l_1, 1.55) \xrightarrow{1.67} (l_1, 3.22) \xrightarrow{u} (\text{Bad}, 3.22)$$

$$\rho_2 : (l_0, 0) \xrightarrow{1.1} (l_0, 1.1) \xrightarrow{c_1} (l_1, 1.1) \xrightarrow{2.1} (l_1, 3.2) \xrightarrow{c_2} (l_2, 3.2) \\ \xrightarrow{0.1} (l_2, 3.3) \xrightarrow{c_3} (l_0, 0) \dots\dots\dots$$

$$\rho_3 : (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{2}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{4}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{8}} \dots$$

Example 1: Timed Automaton



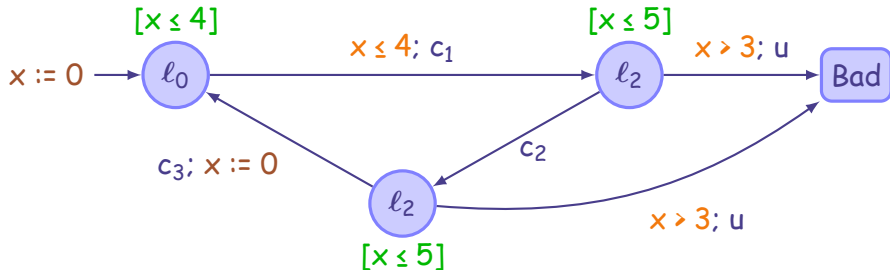
Runs = alternating sequence of **discrete** and **time** steps

$$\rho_1 : (l_0, 0) \xrightarrow{1.55} (l_0, 1.55) \xrightarrow{c_1} (l_1, 1.55) \xrightarrow{1.67} (l_1, 3.22) \xrightarrow{u} (\text{Bad}, 3.22)$$

$$\rho_2 : (l_0, 0) \xrightarrow{1.1} (l_0, 1.1) \xrightarrow{c_1} (l_1, 1.1) \xrightarrow{2.1} (l_1, 3.2) \xrightarrow{c_2} (l_2, 3.2) \xrightarrow{0.1} (l_2, 3.3) \xrightarrow{c_3} (l_0, 0) \dots$$

$$\rho_3 : (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{2}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{4}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{8}} \dots$$

Example 1: Timed Automaton



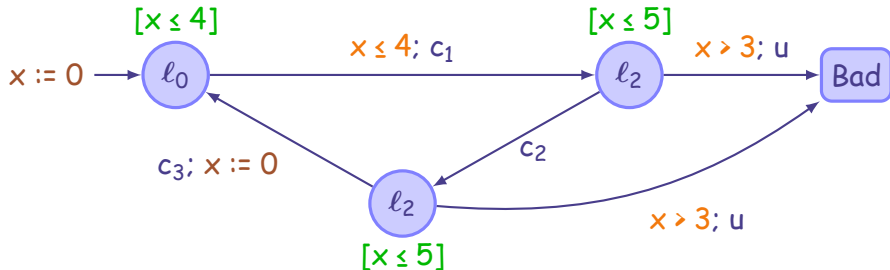
Runs = alternating sequence of **discrete** and **time** steps

$$\rho_1 : (l_0, 0) \xrightarrow{1.55} (l_0, 1.55) \xrightarrow{c_1} (l_1, 1.55) \xrightarrow{1.67} (l_1, 3.22) \xrightarrow{u} (\text{Bad}, 3.22)$$

$$\rho_2 : (l_0, 0) \xrightarrow{1.1} (l_0, 1.1) \xrightarrow{c_1} (l_1, 1.1) \xrightarrow{2.1} (l_1, 3.2) \xrightarrow{c_2} (l_2, 3.2) \xrightarrow{0.1} (l_2, 3.3) \xrightarrow{c_3} (l_0, 0) \dots\dots\dots$$

$$\rho_3 : (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{2}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{4}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{8}} \dots$$

Example 1: Timed Automaton



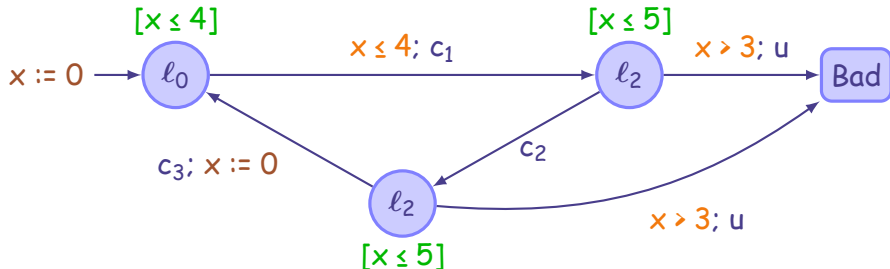
Runs = alternating sequence of **discrete** and **time** steps

$$\rho_1 : (l_0, 0) \xrightarrow{1.55} (l_0, 1.55) \xrightarrow{c_1} (l_1, 1.55) \xrightarrow{1.67} (l_1, 3.22) \xrightarrow{u} (\text{Bad}, 3.22)$$

$$\rho_2 : (l_0, 0) \xrightarrow{1.1} (l_0, 1.1) \xrightarrow{c_1} (l_1, 1.1) \xrightarrow{2.1} (l_1, 3.2) \xrightarrow{c_2} (l_2, 3.2) \xrightarrow{0.1} (l_2, 3.3) \xrightarrow{c_3} (l_0, 0) \dots\dots\dots$$

$$\rho_3 : (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{2}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{4}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{8}} \dots$$

Example 1: Timed Automaton



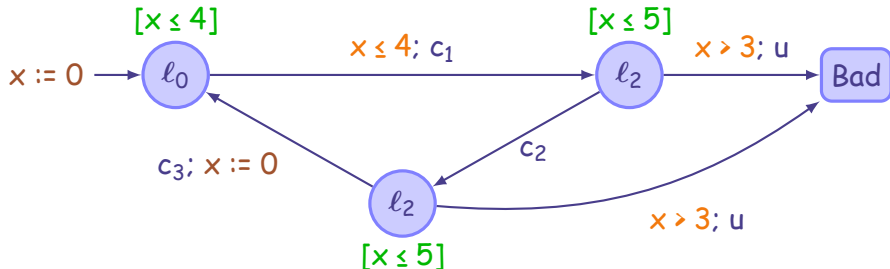
Runs = alternating sequence of **discrete** and **time** steps

$$\rho_1 : (l_0, 0) \xrightarrow{1.55} (l_0, 1.55) \xrightarrow{c_1} (l_1, 1.55) \xrightarrow{1.67} (l_1, 3.22) \xrightarrow{u} (\text{Bad}, 3.22)$$

$$\rho_2 : (l_0, 0) \xrightarrow{1.1} (l_0, 1.1) \xrightarrow{c_1} (l_1, 1.1) \xrightarrow{2.1} (l_1, 3.2) \xrightarrow{c_2} (l_2, 3.2) \xrightarrow{0.1} (l_2, 3.3) \xrightarrow{c_3} (l_0, 0) \dots\dots\dots$$

$$\rho_3 : (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{2}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{4}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{8}} \dots$$

Example 1: Timed Automaton



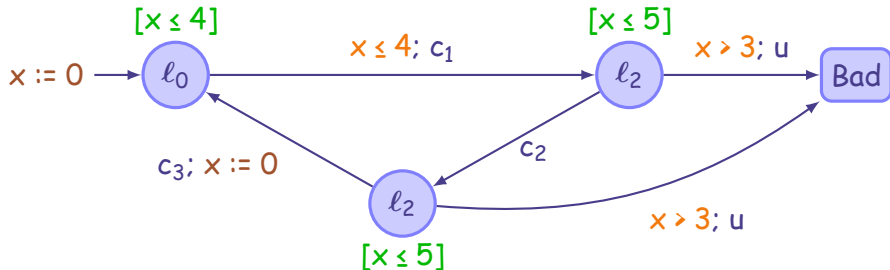
Runs = alternating sequence of **discrete** and **time** steps

$$\rho_1 : (l_0, 0) \xrightarrow{1.55} (l_0, 1.55) \xrightarrow{c_1} (l_1, 1.55) \xrightarrow{1.67} (l_1, 3.22) \xrightarrow{u} (\text{Bad}, 3.22)$$

$$\rho_2 : (l_0, 0) \xrightarrow{1.1} (l_0, 1.1) \xrightarrow{c_1} (l_1, 1.1) \xrightarrow{2.1} (l_1, 3.2) \xrightarrow{c_2} (l_2, 3.2) \xrightarrow{0.1} (l_2, 3.3) \xrightarrow{c_3} (l_0, 0) \dots\dots\dots$$

$$\rho_3 : (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{2}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{4}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{8}} \dots$$

Example 1: Timed Automaton



Runs = alternating sequence of **discrete** and **time** steps

$$\rho_1 : (l_0, 0) \xrightarrow{1.55} (l_0, 1.55) \xrightarrow{c_1} (l_1, 1.55) \xrightarrow{1.67} (l_1, 3.22) \xrightarrow{u} (\text{Bad}, 3.22)$$

$$\rho_2 : (l_0, 0) \xrightarrow{1.1} (l_0, 1.1) \xrightarrow{c_1} (l_1, 1.1) \xrightarrow{2.1} (l_1, 3.2) \xrightarrow{c_2} (l_2, 3.2) \xrightarrow{0.1} (l_2, 3.3) \xrightarrow{c_3} (l_0, 0) \dots\dots\dots$$

$$\rho_3 : (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{2}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{4}} (l_0, 0) \xrightarrow{c_1 c_2 c_3 \text{ in } \frac{1}{8}} \dots$$

Languages Generated by Timed Automata

A **Timed Automaton** A is a tuple $(L, \ell_0, X, \Sigma_\tau, E, F)$

$\Sigma_\tau = \Sigma \cup \{\tau\}$, τ = **invisible/silent**

F = subset of L , **accepting** locations

A **run** ϱ of A is a sequence of the form:

$$\begin{aligned} \varrho = & (\ell_0, v_0) \xrightarrow{\delta_0} (\ell_0, v_0 + \delta_0) \xrightarrow{a_0} (\ell_1, v_1) \cdots \\ & \cdots \xrightarrow{a_{n-1}} (\ell_n, v_n) \xrightarrow{\delta_n} (\ell_n, v_n + \delta_n) \end{aligned}$$

$tr(\varrho)$ is the **trace** of ϱ which is the timed word

$$\pi_\Sigma((a_0, t_0)(a_1, t_1) \cdots (a_n, t_n)) \text{ with } t_i = \sum_{k=0}^i \delta_k$$

$Tr(A)$ = set of traces of words generated by A

w is **accepted** by A if $w = tr(\varrho)$ with $last(\varrho) \in F$

$\mathcal{L}(A) \subseteq Tr(A)$ is the set timed words accepted by A .

Languages Generated by Timed Automata

A **Timed Automaton** A is a tuple $(L, \ell_0, X, \Sigma_T, E, F)$

$\Sigma_T = \Sigma \cup \{\tau\}$, τ = **invisible/silent**

F = subset of L , **accepting** locations

A **run** ϱ of A is a sequence of the form:

$$\begin{aligned} \varrho = & (\ell_0, v_0) \xrightarrow{\delta_0} (\ell_0, v_0 + \delta_0) \xrightarrow{a_0} (\ell_1, v_1) \cdots \\ & \cdots \xrightarrow{a_{n-1}} (\ell_n, v_n) \xrightarrow{\delta_n} (\ell_n, v_n + \delta_n) \end{aligned}$$

$tr(\varrho)$ is the **trace** of ϱ which is the timed word

$$\pi_{\Sigma}((a_0, t_0)(a_1, t_1) \cdots (a_n, t_n)) \text{ with } t_i = \sum_{k=0}^i \delta_k$$

$Tr(A)$ = set of traces of words generated by A

w is **accepted** by A if $w = tr(\varrho)$ with $last(\varrho) \in F$

$\mathcal{L}(A) \subseteq Tr(A)$ is the set timed words accepted by A .

Languages Generated by Timed Automata

A **Timed Automaton** A is a tuple $(L, \ell_0, X, \Sigma_T, E, F)$

$\Sigma_T = \Sigma \cup \{\tau\}$, $\tau = \text{invisible/silent}$

F = subset of L , **accepting** locations

A **run** ϱ of A is a sequence of the form:

$$\begin{aligned} \varrho = & (\ell_0, v_0) \xrightarrow{\delta_0} (\ell_0, v_0 + \delta_0) \xrightarrow{a_0} (\ell_1, v_1) \cdots \\ & \cdots \xrightarrow{a_{n-1}} (\ell_n, v_n) \xrightarrow{\delta_n} (\ell_n, v_n + \delta_n) \end{aligned}$$

$tr(\varrho)$ is the **trace** of ϱ which is the timed word

$$\pi_{\Sigma}((a_0, t_0)(a_1, t_1) \cdots (a_n, t_n)) \text{ with } t_i = \sum_{k=0}^i \delta_k$$

$Tr(A)$ = set of traces of words generated by A

w is **accepted** by A if $w = tr(\varrho)$ with $last(\varrho) \in F$

$\mathcal{L}(A) \subseteq Tr(A)$ is the set timed words accepted by A .

Languages Generated by Timed Automata

A **Timed Automaton** A is a tuple $(L, \ell_0, X, \Sigma_\tau, E, F)$

$\Sigma_\tau = \Sigma \cup \{\tau\}$, τ = **invisible/silent**

F = subset of L , **accepting** locations

A **run** ϱ of A is a sequence of the form:

$$\begin{aligned} \varrho = & (\ell_0, v_0) \xrightarrow{\delta_0} (\ell_0, v_0 + \delta_0) \xrightarrow{a_0} (\ell_1, v_1) \cdots \\ & \cdots \xrightarrow{a_{n-1}} (\ell_n, v_n) \xrightarrow{\delta_n} (\ell_n, v_n + \delta_n) \end{aligned}$$

$tr(\varrho)$ is the **trace** of ϱ which is the timed word

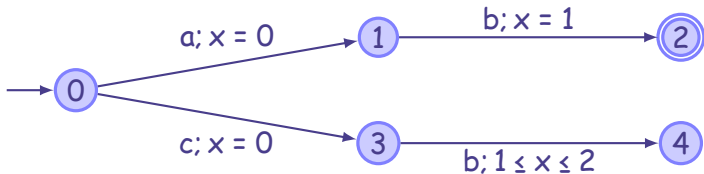
$$\pi_\Sigma((a_0, t_0)(a_1, t_1) \cdots (a_n, t_n)) \text{ with } t_i = \sum_{k=0}^i \delta_k$$

$Tr(A)$ = set of traces of words generated by A

w is **accepted** by A if $w = tr(\varrho)$ with $last(\varrho) \in F$

$\mathcal{L}(A) \subseteq Tr(A)$ is the set timed words accepted by A .

Timed Language Accepted by a TA (Example 2)



\mathcal{B} can generate the following runs: for $\delta_1 \geq 0$ and $1 \leq \delta_2 \leq 2$

$$(0, x = 0) \xrightarrow{a} (1, x = 0) \xrightarrow{1} (1, x = 1) \xrightarrow{b} (2, x = 1) \xrightarrow{\delta_1} (2, x = 1 + \delta_1)$$

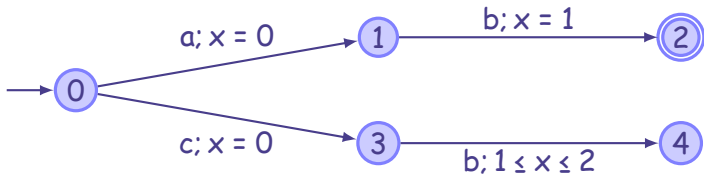
and

$$(0, x = 0) \xrightarrow{c} (3, x = 0) \xrightarrow{\delta_2} (3, x = \delta_2) \xrightarrow{b} (4, x = \delta_2) \xrightarrow{\delta_1} (4, x = \delta_2 + \delta_1)$$

$$Tr(\mathcal{B}) = \{(a, 0)(b, 1), (c, 0)(b, t), 1 \leq t \leq 2\}$$

$$\mathcal{L}(\mathcal{B}) = \{(a, 0)(b, 1)\}$$

Timed Language Accepted by a TA (Example 2)



\mathcal{B} can generate the following runs: for $\delta_1 \geq 0$ and $1 \leq \delta_2 \leq 2$

$$(0, x = 0) \xrightarrow{a} (1, x = 0) \xrightarrow{1} (1, x = 1) \xrightarrow{b} (2, x = 1) \xrightarrow{\delta_1} (2, x = 1 + \delta_1)$$

and

$$(0, x = 0) \xrightarrow{c} (3, x = 0) \xrightarrow{\delta_2} (3, x = \delta_2) \xrightarrow{b} (4, x = \delta_2) \xrightarrow{\delta_1} (4, x = \delta_2 + \delta_1)$$

$$Tr(\mathcal{B}) = \{(a, 0)(b, 1), (c, 0)(b, t), 1 \leq t \leq 2\}$$

$$\mathcal{L}(\mathcal{B}) = \{(a, 0)(b, 1)\}$$

Verification of Timed Automata [Alur and Dill (TCS 94)]

- ▶ Timed Automata generate **Timed Languages**
a timed word: $(a, 1.2)(b, 4.567)(a, 6) \dots$
- ▶ **Emptiness Problem**: Is the language accepted by a TA empty?
reachability properties, Büchi-like properties
- ▶ **Universal Problem**: Does a TA accept all timed words?

Decidability Result

[Alur and Dill (TCS 94)]

Emptiness Problem for TA is PSPACE-Complete.

Build a finite time-bisimilar abstraction: **region automaton**

Undecidability/Non Closure Results [Alur and Dill (TCS 94)]

- ▶ Universal Problem for TA is **undecidable**
implies that **Inclusion Problem** is undecidable
- ▶ TA are not determinizable nor complementable

Verification of Timed Automata [Alur and Dill (TCS 94)]

- ▶ Timed Automata generate **Timed Languages**
a timed word: $(a, 1.2)(b, 4.567)(a, 6) \dots$
- ▶ **Emptiness Problem**: Is the language accepted by a TA empty?
reachability properties, Büchi-like properties
- ▶ **Universal Problem**: Does a TA accept all timed words?

Decidability Result

[Alur and Dill (TCS 94)]

Emptiness Problem for TA is PSPACE-Complete.

Build a finite time-bisimilar abstraction: **region automaton**

Undecidability/Non Closure Results [Alur and Dill (TCS 94)]

- ▶ Universal Problem for TA is **undecidable**
implies that **Inclusion Problem** is undecidable
- ▶ TA are not determinizable nor complementable

Verification of Timed Automata [Alur and Dill (TCS 94)]

- ▶ Timed Automata generate **Timed Languages**
a timed word: $(a, 1.2)(b, 4.567)(a, 6) \dots$
- ▶ **Emptiness Problem**: Is the language accepted by a TA empty?
reachability properties, Büchi-like properties
- ▶ **Universal Problem**: Does a TA accept all timed words?

Decidability Result

[Alur and Dill (TCS 94)]

Emptiness Problem for TA is PSPACE-Complete.

Build a finite time-bisimilar abstraction: **region automaton**

Undecidability/Non Closure Results [Alur and Dill (TCS 94)]

- ▶ Universal Problem for TA is **undecidable**
implies that **Inclusion Problem** is undecidable
- ▶ TA are not determinizable nor complementable

Timed Opacity Problem

Given: a timed automaton $A = (L, \ell_0, X, \Sigma_T, E, F)$

F = set of **secret locations**

$\Sigma_o \subseteq \Sigma$, the set of **observable actions**

- ▶ $\pi(Tr(A))$ = set of projections on Σ_o of words generated by A
- ▶ $w \in \pi(Tr(A))$
 - ▶ $[w] = \pi^{-1}(w) \cap Tr(A)$
 - ▶ $last([w])$ *set of locations A can be in after observing w*

Definition (Opacity)

The secret F is **opaque** with respect to A and $\Sigma_o \subseteq \Sigma$ iff for each $w \in \pi(Tr(A))$, $last([w]) \not\subseteq F$.

Opacity Verification Problem for **timed automata**:

Check whether F is **opaque** w.r.t. (A, Σ_o) .

Timed Opacity Problem

Given: a timed automaton $A = (L, \ell_0, X, \Sigma_T, E, F)$

F = set of **secret locations**

$\Sigma_o \subseteq \Sigma$, the set of **observable actions**

- ▶ $\pi(Tr(A))$ = set of projections on Σ_o of words generated by A
- ▶ $w \in \pi(Tr(A))$
 - ▶ $[w] = \pi^{-1}(w) \cap Tr(A)$
 - ▶ $last([w])$ *set of locations A can be in after observing w*

Definition (Opacity)

The secret F is **opaque** with respect to A and $\Sigma_o \subseteq \Sigma$ iff for each $w \in \pi(Tr(A))$, $last([w]) \not\subseteq F$.

Opacity Verification Problem for **timed automata**:

Check whether F is **opaque** w.r.t. (A, Σ_o) .

Timed Opacity Problem

Given: a timed automaton $A = (L, \ell_0, X, \Sigma_T, E, F)$

F = set of **secret locations**

$\Sigma_o \subseteq \Sigma$, the set of **observable actions**

- ▶ $\pi(Tr(A))$ = set of projections on Σ_o of words generated by A
- ▶ $w \in \pi(Tr(A))$
 - ▶ $[w] = \pi^{-1}(w) \cap Tr(A)$
 - ▶ $last([w])$ *set of locations A can be in after observing w*

Definition (Opacity)

The secret F is **opaque** with respect to A and $\Sigma_o \subseteq \Sigma$ iff for each $w \in \pi(Tr(A))$, $last([w]) \not\subseteq F$.

Opacity Verification Problem for **timed automata**:

Check whether F is **opaque** w.r.t. (A, Σ_o) .

Timed Opacity Problem

Given: a timed automaton $A = (L, \ell_0, X, \Sigma_T, E, F)$

F = set of **secret locations**

$\Sigma_o \subseteq \Sigma$, the set of **observable actions**

- ▶ $\pi(Tr(A))$ = set of projections on Σ_o of words generated by A
- ▶ $w \in \pi(Tr(A))$
 - ▶ $[w] = \pi^{-1}(w) \cap Tr(A)$
 - ▶ $last([w])$ *set of locations A can be in after observing w*

Definition (Opacity)

The secret F is **opaque** with respect to A and $\Sigma_o \subseteq \Sigma$ iff for each $w \in \pi(Tr(A))$, $last([w]) \not\subseteq F$.

Opacity Verification Problem for **timed automata**:

Check whether F is **opaque** w.r.t. (A, Σ_o) .

Results: Undecidability of Timed Opacity

Theorem

The opacity problem is *undecidable* for TA.

The proof is by reduction of the universality problem to the opacity problem.

Simpler Classes of Timed Automata

- ▶ **Deterministic**: no silent action and next state determined by (time,action)
- ▶ **Event-Recording**: deterministic, clocks are associated with actions [Alur et al. (CAV'94)]

Theorem

The opacity problem is *undecidable* for Event-Recording TA.

Results: Undecidability of Timed Opacity

Theorem

The opacity problem is *undecidable* for TA.

The proof is by reduction of the universality problem to the opacity problem.

Simpler Classes of Timed Automata

- ▶ **Deterministic**: no silent action and next state determined by (time,action)
- ▶ **Event-Recording**: deterministic, clocks are associated with actions [Alur et al. (CAV'94)]

Theorem

The opacity problem is *undecidable* for Event-Recording TA.

Conclusion & Further Results

Opacity + Dense-Time

- ▶ Checking Opacity is **undecidable** for TA
 - ▶ Undecidability holds for **simple** timed systems like ERA
 - ▶ Undecidability holds for **time** Petri Nets
- Timed automata and time Petri nets are equally expressive
[Cassez and Roux (JSS 2006)]

Opacity + Discrete time

- ▶ **Decidable** but **expensive**

Opacity + Digital Clocks [Cassez and Tripakis (FI 2008)]

- ▶ A **clock** is a **timed automaton** (dense-time)
- ▶ **Clock** issues **tick** events
- ▶ External **observer** can only see $\Sigma_o \cup \{\text{tick}\}$
- ▶ **Opacity** with digital clocks is **decidable** in EXPTIME

Thanks !

Conclusion & Further Results

Opacity + Dense-Time

- ▶ Checking Opacity is **undecidable** for TA
 - ▶ Undecidability holds for **simple** timed systems like ERA
 - ▶ Undecidability holds for **time** Petri Nets
- Timed automata and time Petri nets are equally expressive
[Cassez and Roux (JSS 2006)]

Opacity + Discrete time

- ▶ **Decidable** but **expensive**

Opacity + Digital Clocks [Cassez and Tripakis (FI 2008)]

- ▶ A **clock** is a **timed automaton** (dense-time)
- ▶ **Clock** issues **tick** events
- ▶ External **observer** can only see $\Sigma_o \cup \{\text{tick}\}$
- ▶ **Opacity** with digital clocks is **decidable** in EXPTIME

Thanks !

Conclusion & Further Results

Opacity + Dense-Time

- ▶ Checking Opacity is **undecidable** for TA
 - ▶ Undecidability holds for **simple** timed systems like ERA
 - ▶ Undecidability holds for **time** Petri Nets
- Timed automata and time Petri nets are equally expressive
[Cassez and Roux (JSS 2006)]

Opacity + Discrete time

- ▶ **Decidable** but **expensive**

Opacity + Digital Clocks [Cassez and Tripakis (FI 2008)]

- ▶ A **clock** is a **timed automaton** (dense-time)
- ▶ **Clock** issues **tick** events
- ▶ External **observer** can only see $\Sigma_o \cup \{\text{tick}\}$
- ▶ **Opacity** with digital clocks is **decidable** in EXPTIME

Thanks !

Conclusion & Further Results

Opacity + Dense-Time

- ▶ Checking Opacity is **undecidable** for TA
- ▶ Undecidability holds for **simple** timed systems like ERA
- ▶ Undecidability holds for **time** Petri Nets
Timed automata and time Petri nets are equally expressive
[Cassez and Roux (JSS 2006)]

Opacity + Discrete time

- ▶ **Decidable** but **expensive**

Opacity + Digital Clocks [Cassez and Tripakis (FI 2008)]

- ▶ A **clock** is a **timed automaton** (dense-time)
- ▶ **Clock** issues **tick** events
- ▶ External **observer** can only see $\Sigma_o \cup \{\text{tick}\}$
- ▶ **Opacity** with digital clocks is **decidable** in EXPTIME

Thanks !

References

- [Mazaré (WITS'2004)] Mazaré, L.:
Using unification for opacity properties.
In: Proceedings of the 4th IFIP WG1.7 Workshop on Issues in the Theory of Security (WITS'04), Barcelona (Spain) (2004) 165-176
- [Bryans et al. (FAST'2005)] Bryans, J., Koutny, M., Mazaré, L., Ryan, P.Y.A.:
Opacity generalised to transition systems.
In Dimitrakos, T., Martinelli, F., Ryan, P.Y.A., Schneider, S.A., eds.: Formal Aspects in Security and Trust. Volume 3866 of Lecture Notes in Computer Science., Springer (2005) 81-95
- [Alur and Dill (TCS 94)] Alur, R., Dill, D.:
A theory of timed automata.
Theoretical Computer Science (TCS) 126(2) (1994) 183-235
- [Alur et al. (CAV'94)] Alur, R., Fix, L., Henzinger, T.A.:
Event clock automata: A determinizable class of timed automata.
In: Proc. 6th International Conference on Computer Aided Verification (CAV'94). Volume 818 of Lecture Notes in Computer Science., Springer (1994) 1-13
- [Cassez and Roux (JSS 2006)] Cassez, F., Roux, O.H.:
Structural translation from time petri nets to timed automata.
Journal of Software and Systems 79(10) (2006) 1456-1468
- [Cassez and Tripakis (FI 2008)] Cassez, F., Tripakis, S.:
Fault diagnosis with static or dynamic diagnosers.
Fundamenta Informatica 88(4) (November 2008) 497-540.
- [Cassez et al. (ATVA'09)] Cassez, F., Dubreil, J. and Marchand, H.:
Dynamic Observers for the Synthesis of Opaque Systems.
In: Proc. 7th International Symposium on Automated Technology for Verification and Analysis (ATVA'09). LNCS, Forthcoming.