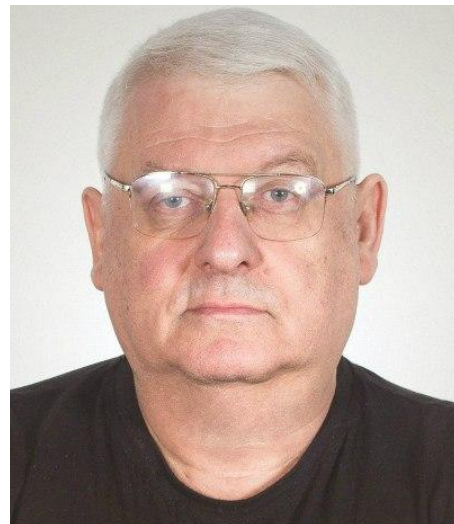


CSP-based inference of function block finite-state models from execution traces



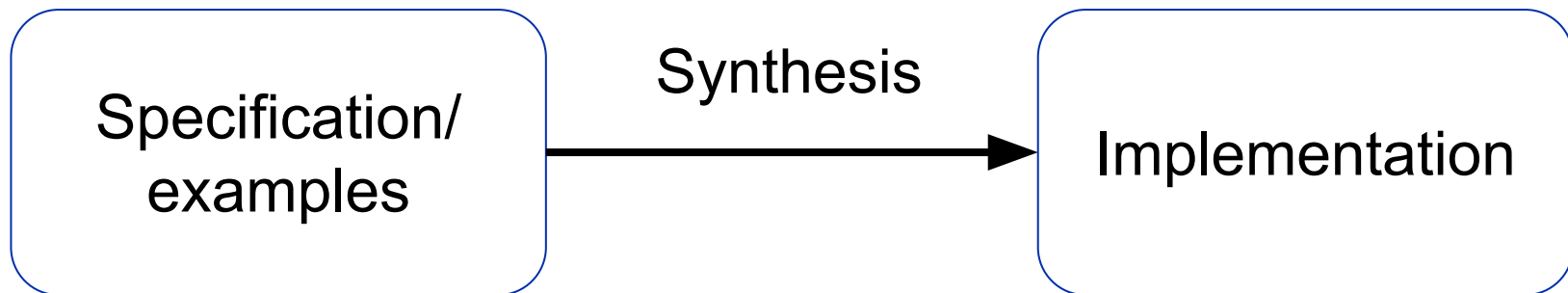
Daniil Chivilikhin, Vladimir Ulyantsev, Anatoly Shalyto, Valeriy Vyatkin

INDIN 2017, Emden, Germany

25 July 2017

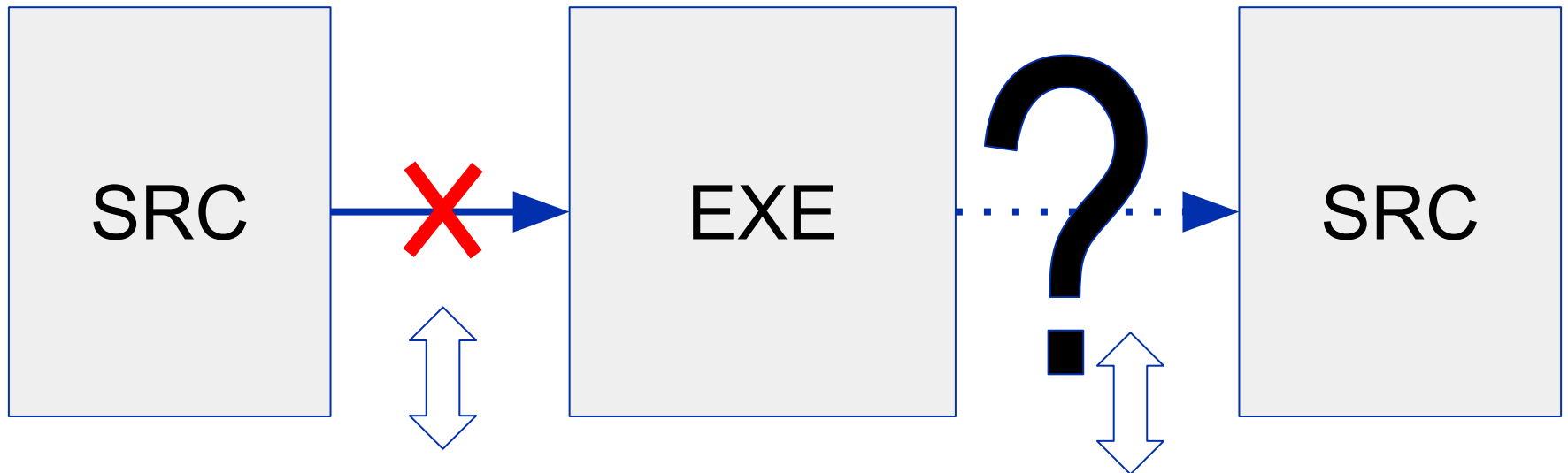
Program synthesis

- Derive implementation from examples/specification
 - From seminal work [A. Church, 1963]



- Motivation
 - Fundamental in computer science
 - Automation of software engineering
 - Reverse engineering

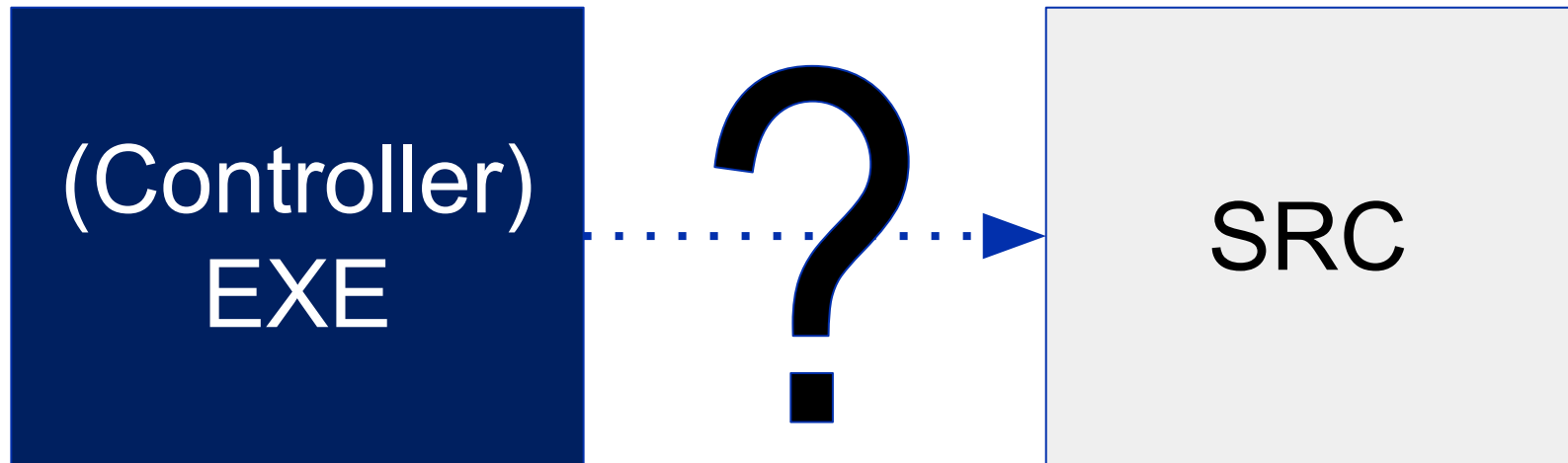
Reverse engineering of software



- Rights limitations
- Changing standards
-

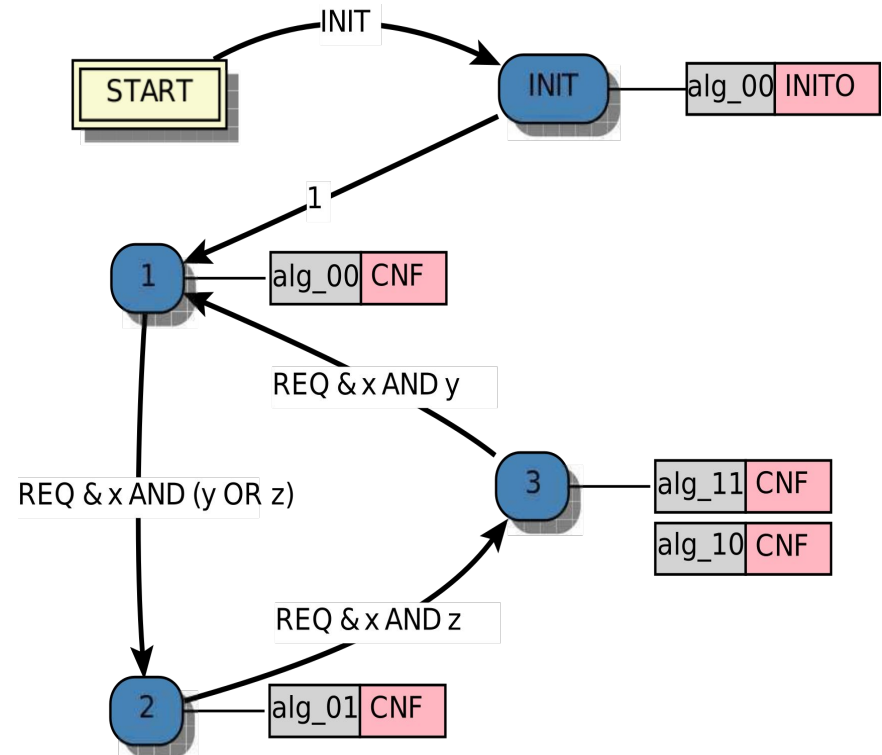
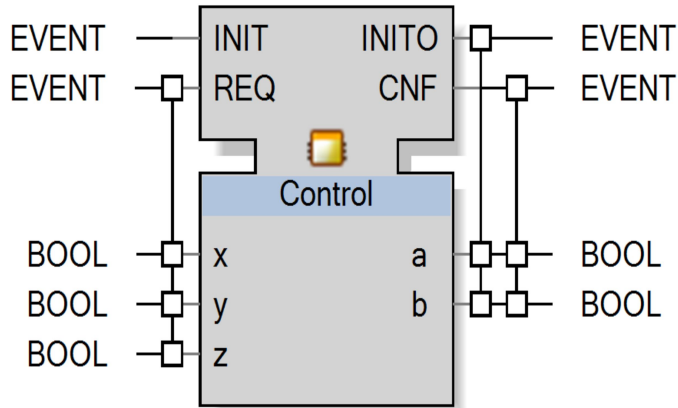
- Understanding
- Optimization
- Verification
-

Black-box approach

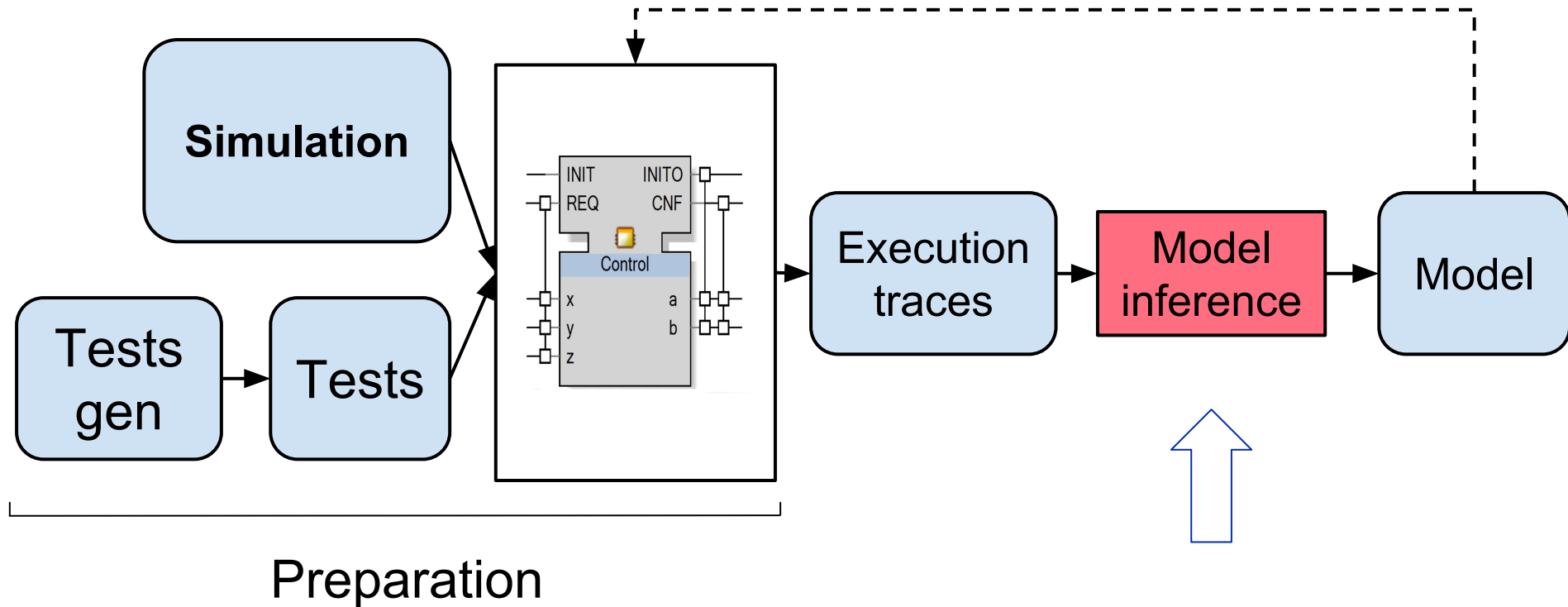


What's in the box?

Target language: IEC 61499 function blocks



Test-based reverse engineering



Scenarios

Input
Event



Output
Event



Output vars
values



$$S_1 = \langle A[x_1 = 1, x_2 = 0], B[z_1 = 1, z_2 = 0] \rangle;$$



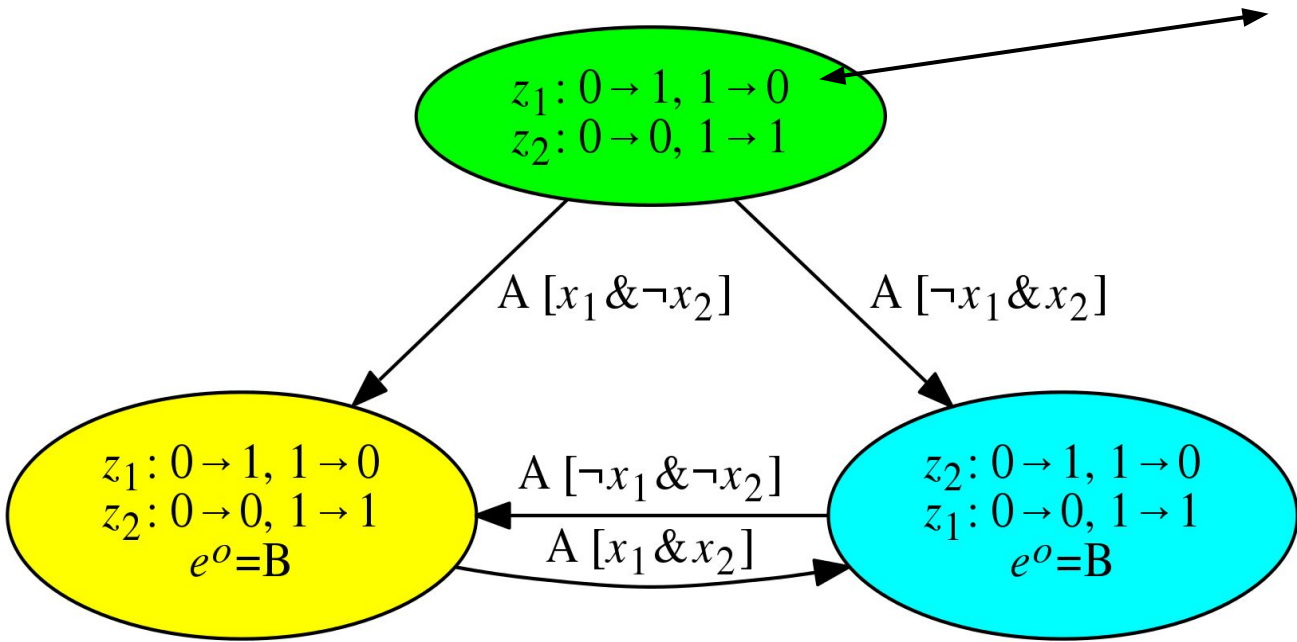
$$\langle A[x_1 = 1, x_2 = 1], B[z_1 = 1, z_2 = 1] \rangle;$$

$$\langle A[x_1 = 0, x_2 = 0], B[z_1 = 0, z_2 = 1] \rangle.$$

Input vars
values

Basic function block model

Boolean input/output vars



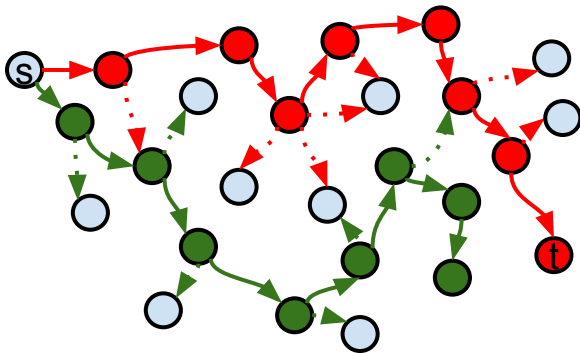
```

IF NOT z1 THEN
    z1 := TRUE
ELSE
    z1 := FALSE
END_IF;
    
```


Previous/proposed approaches

1. Metaheuristic: [Chivilikhin et al / INDIN'15]

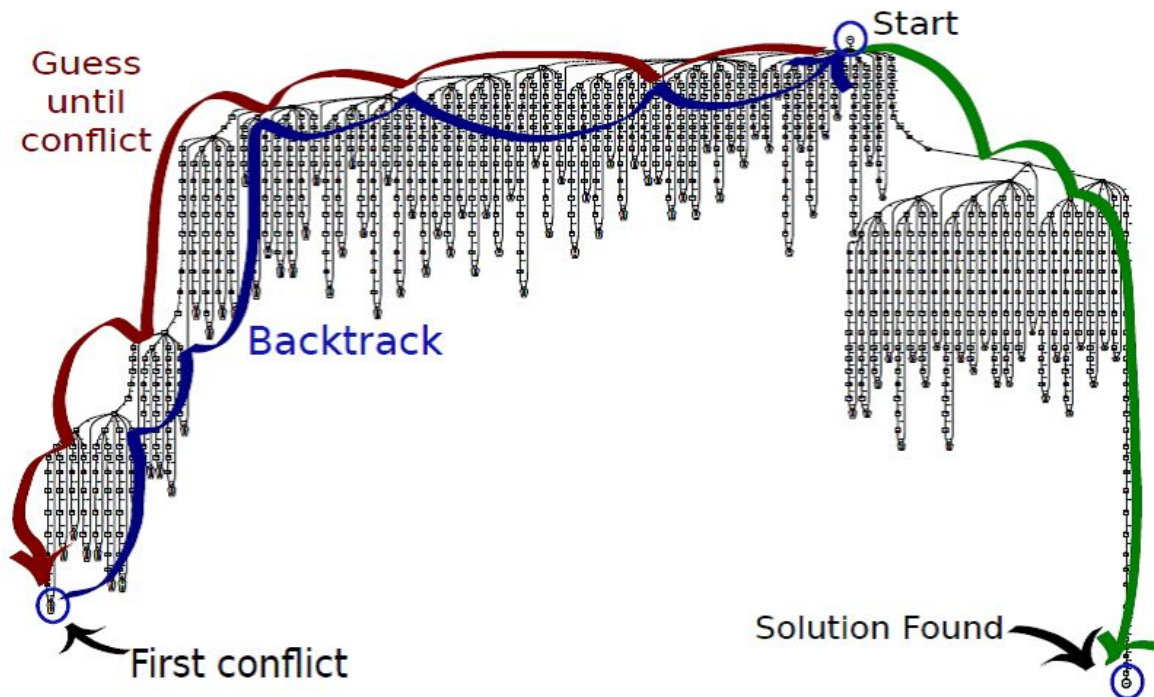
- Slow
- Approximate



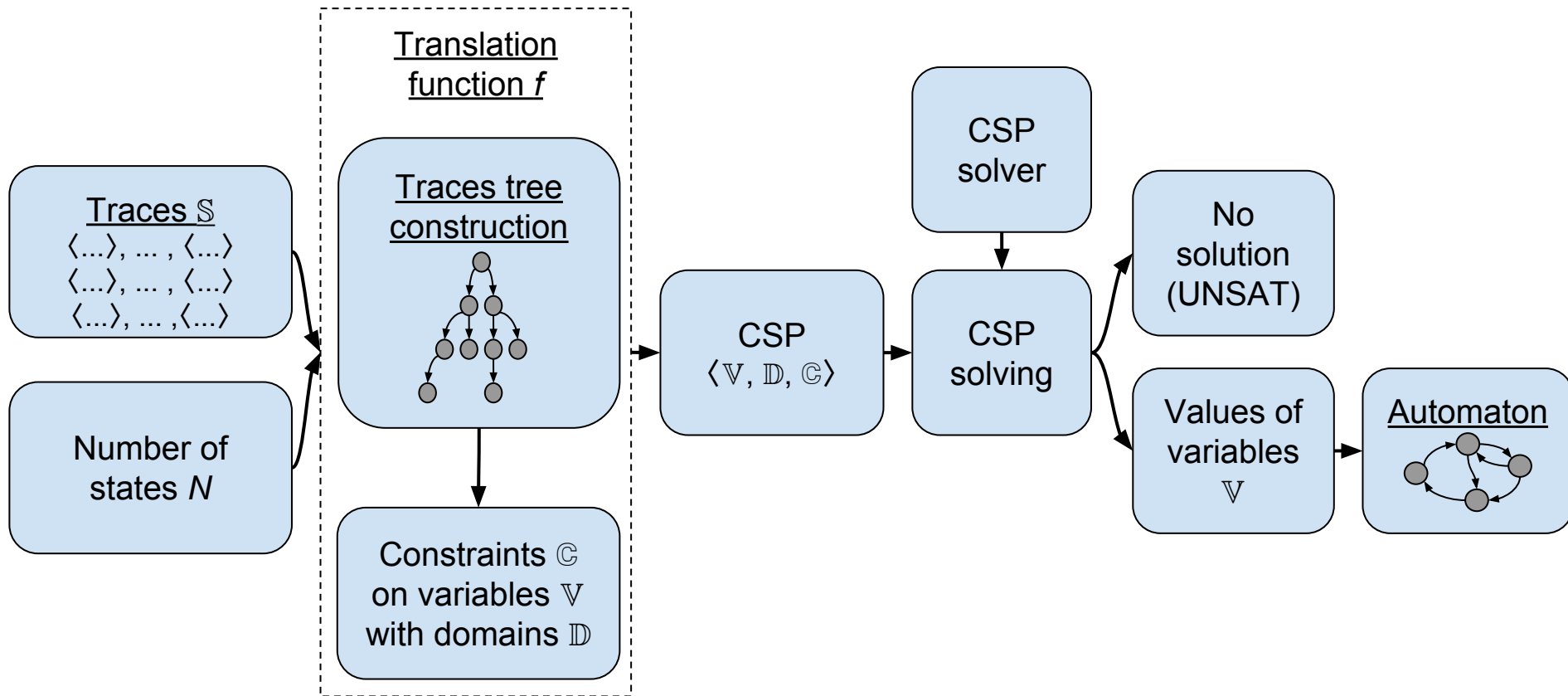
2. We propose **CSP-translation** approach

- Could be faster in practice
- Exact

Proposed approach: translation to Constraint Satisfaction Problem



Proposed approach scheme



Traces tree

$$S_1 = \langle A[x_1 = 1, x_2 = 0], B[z_1 = 1, z_2 = 0] \rangle;$$

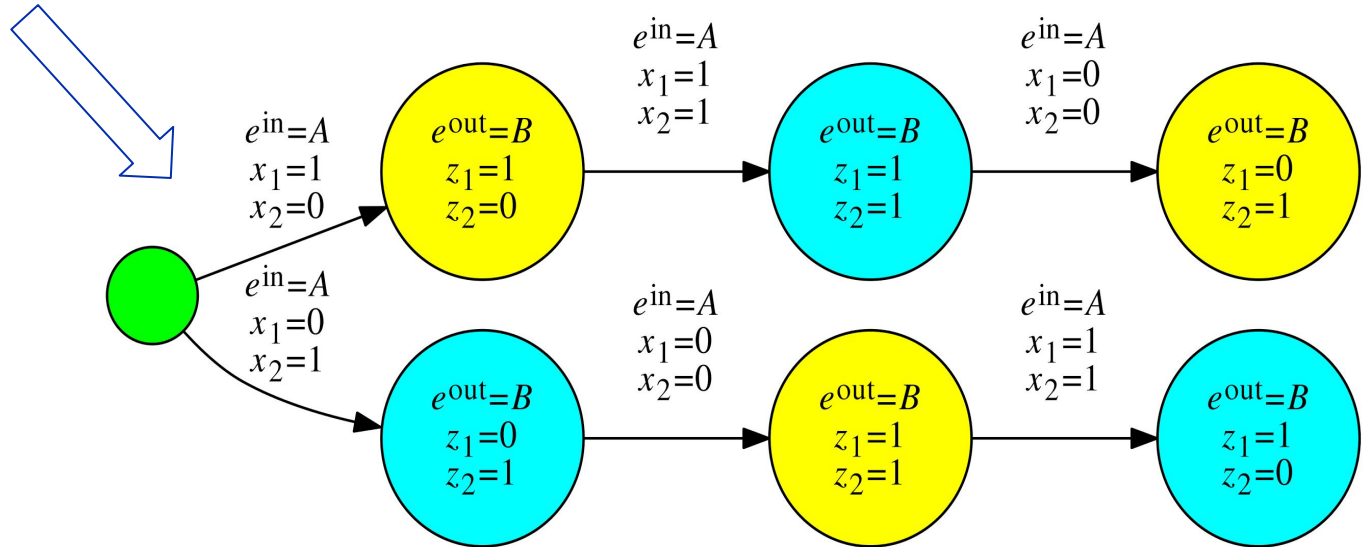
$$\langle A[x_1 = 1, x_2 = 1], B[z_1 = 1, z_2 = 1] \rangle;$$

$$\langle A[x_1 = 0, x_2 = 0], B[z_1 = 0, z_2 = 1] \rangle.$$

$$S_2 = \langle A[x_1 = 0, x_2 = 1], B[z_1 = 0, z_2 = 1] \rangle;$$

$$\langle A[x_1 = 0, x_2 = 0], B[z_1 = 1, z_2 = 1] \rangle;$$

$$\langle A[x_1 = 1, x_2 = 1], B[z_1 = 1, z_2 = 0] \rangle.$$

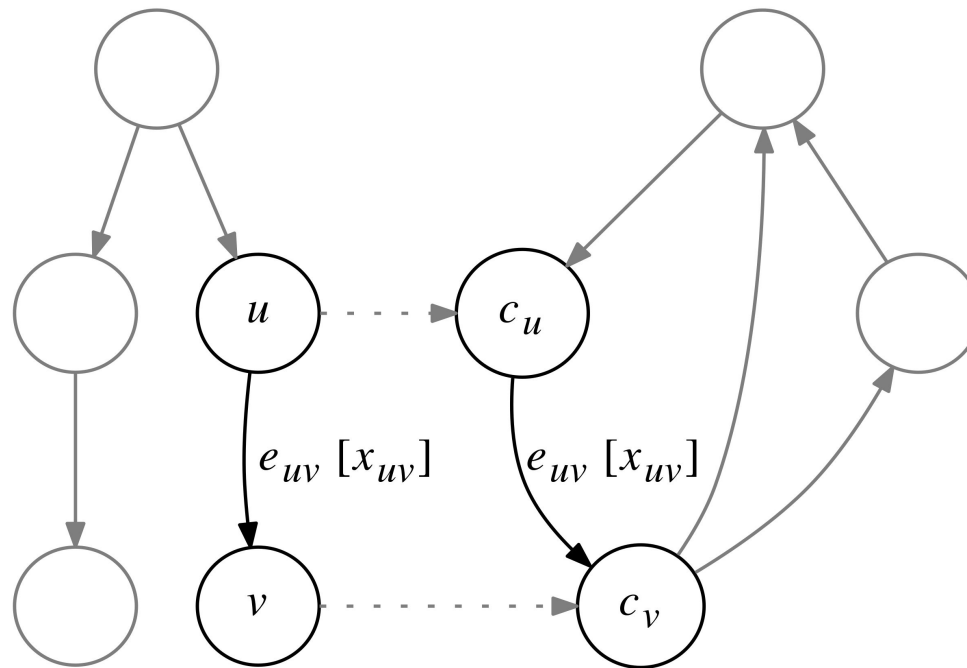


Variables

- $c_v \in [1..N]$ for $v \in V$ – color of traces tree vertex v ;
- $t_{n,e,x} \in [1..N]$ for $n \in [1..N]$, $e \in [1..|E^1|]$, $x \in [1..|\hat{X}|]$ – target state of the transition from state n labeled with input event e and guard condition x ;
- $o_n \in [1..|E^0| + 1]$ for $n \in [1..N]$ – index of the output event in state n ($|E^0| + 1$ corresponds to ε);
- $d_{n,i}^0 \in \{0, 1\}$ for $n \in [1..N]$, $i \in [1..|Z|]$ – value of the i -th output variable in state n if its previous value equals zero;
- $d_{n,i}^1 \in \{0, 1\}$ $n \in [1..N]$, $i \in [1..|Z|]$ – value of the i -th output variable in state n if its previous value equals one.

Main constraints (1)

$$\bigwedge_{u,v \in V} \bigwedge_{uv \in E} (t_{c_u, e_{uv}^{\text{in}}, x_{uv}} = c_v)$$

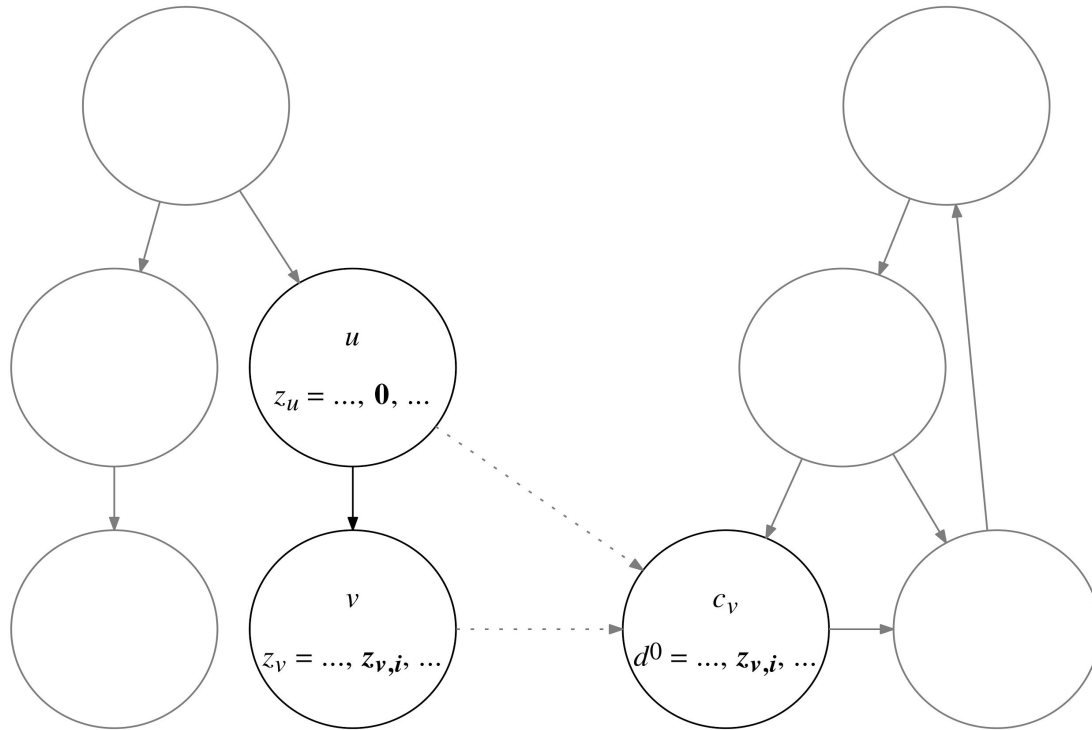


Tree

Automaton

Main constraints (2)

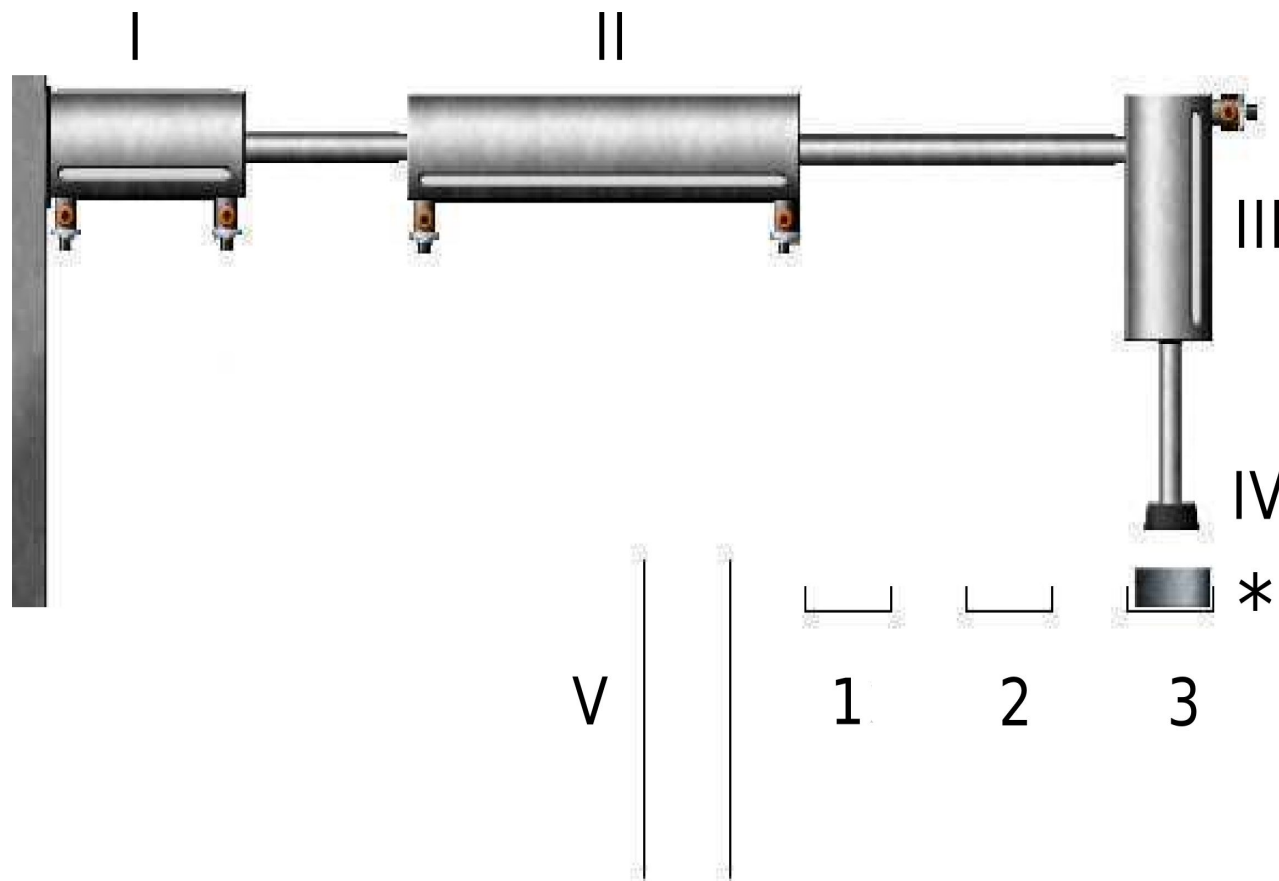
$$\bigwedge_{u,v \in V} \bigwedge_{1 \leq i \leq |Z|} (z_{u,i} = 0 \implies d_{c_v,i}^0 = z_{v,i})$$



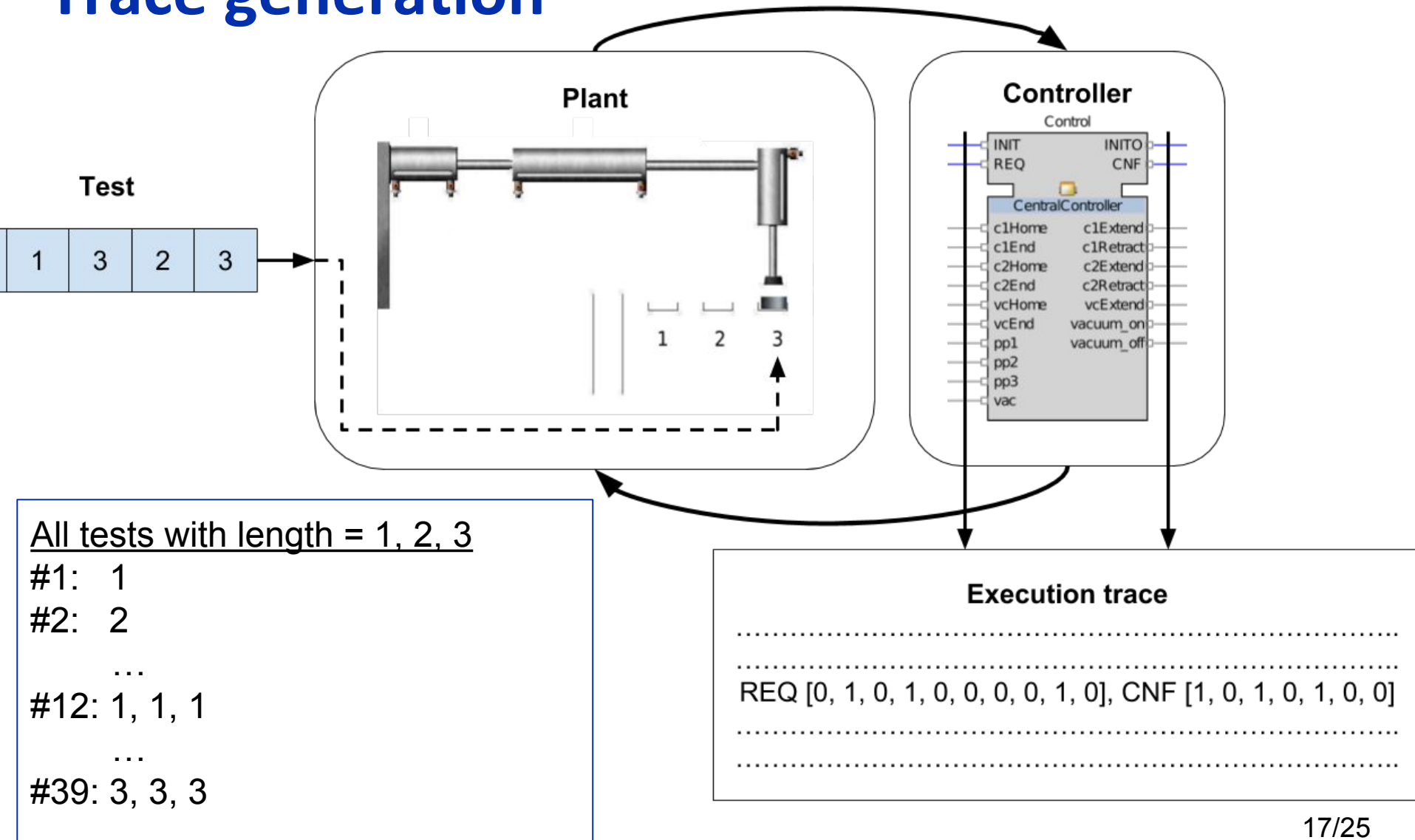
Tree

Automaton

Case study: pick-and-place manipulator



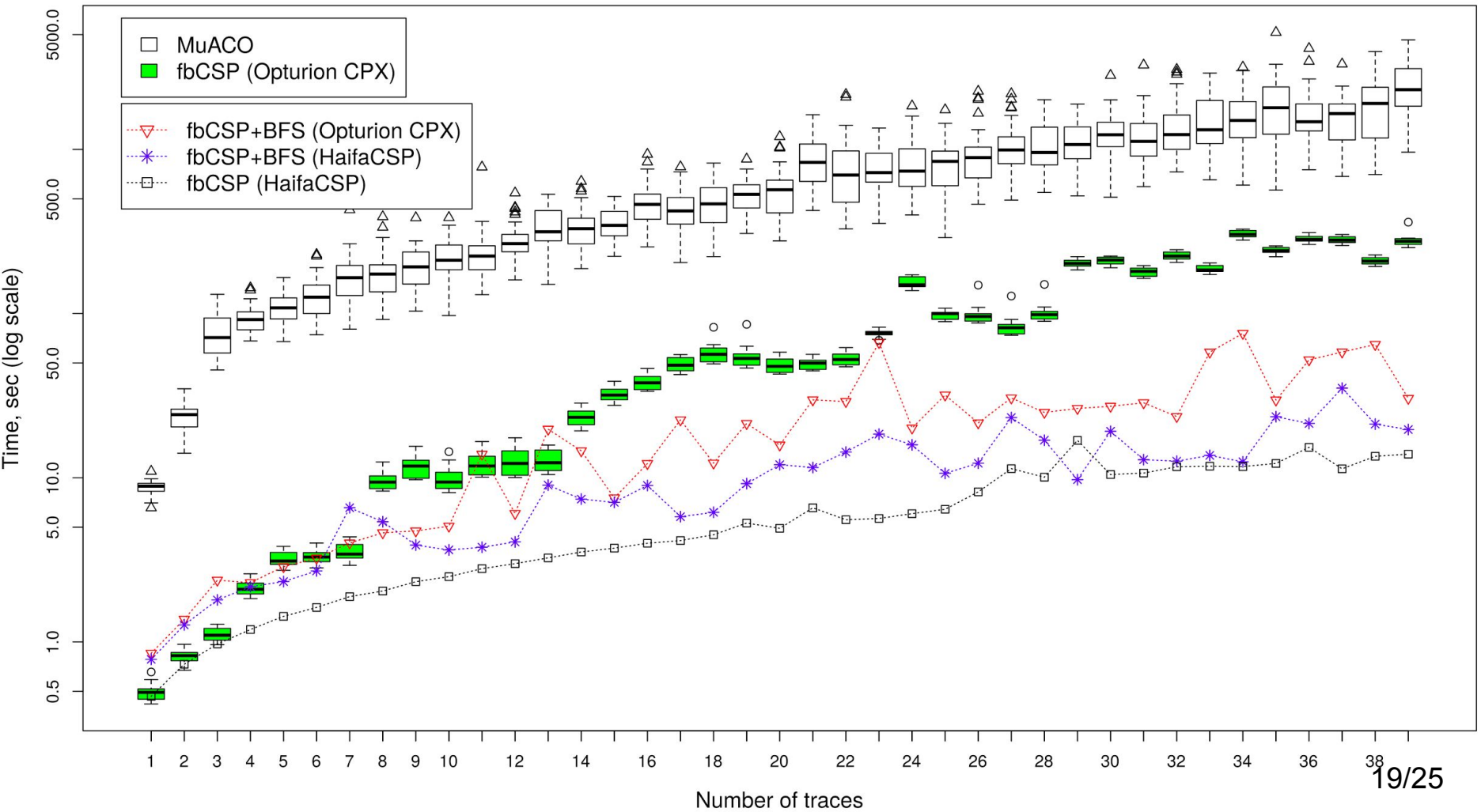
Trace generation



Experimental setup

- Methods
 - ✓ MuACO
 - metaheuristic [Chivilikhin et al (2015)]
 - ✓ fbCSP
 - Proposed approach
 - ✓ fbCSP+BFS
 - fbCSP + BFS-based symm breaking
- State-of-the-art CSP-solvers
 - ✓ Opturion CPX (Minizinc Challenge 2015 winner)
 - ✓ HaifaCSP (Minizinc Challenge 2016 winner)

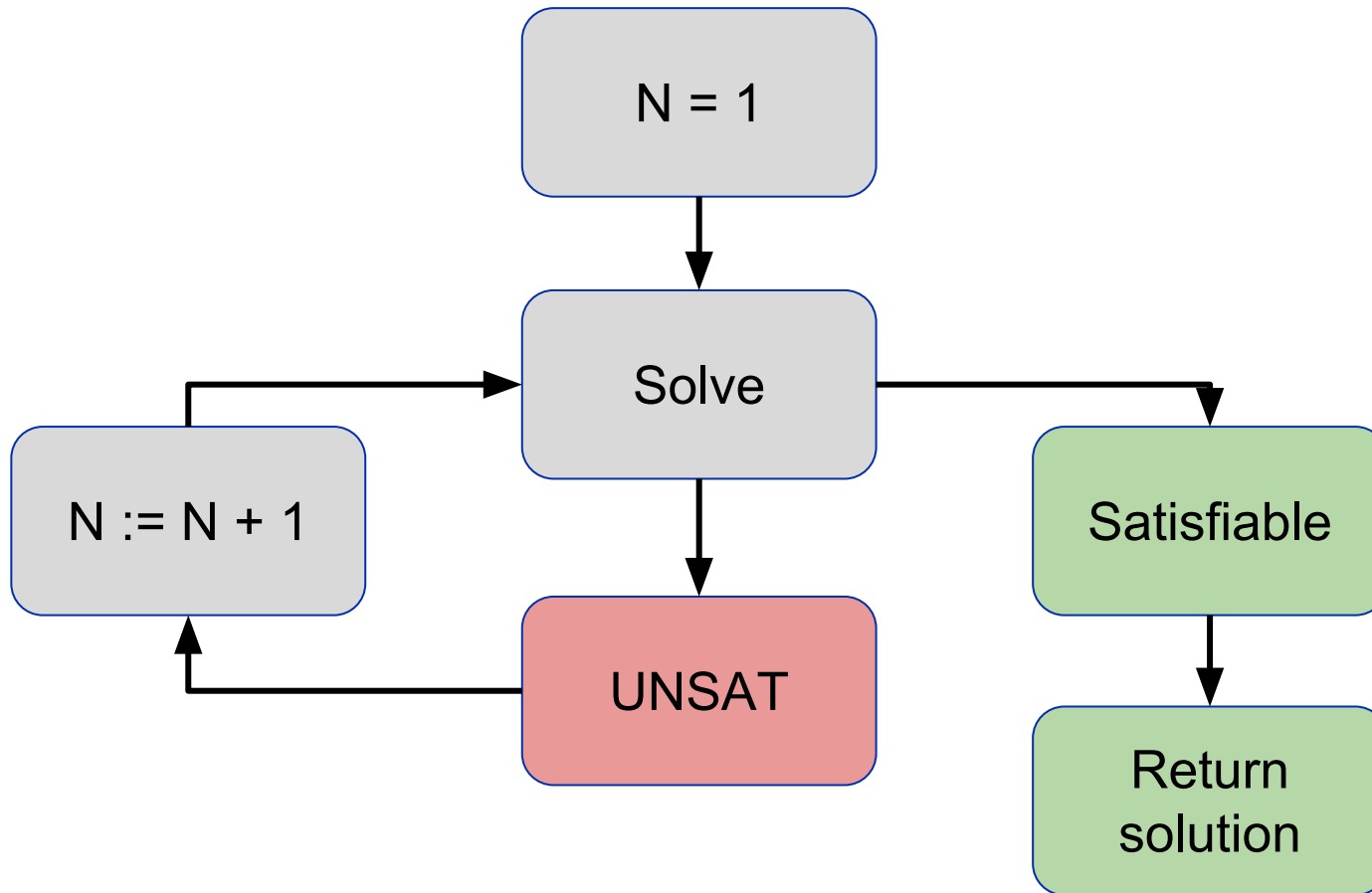
Fixed number of states: $N = 10$



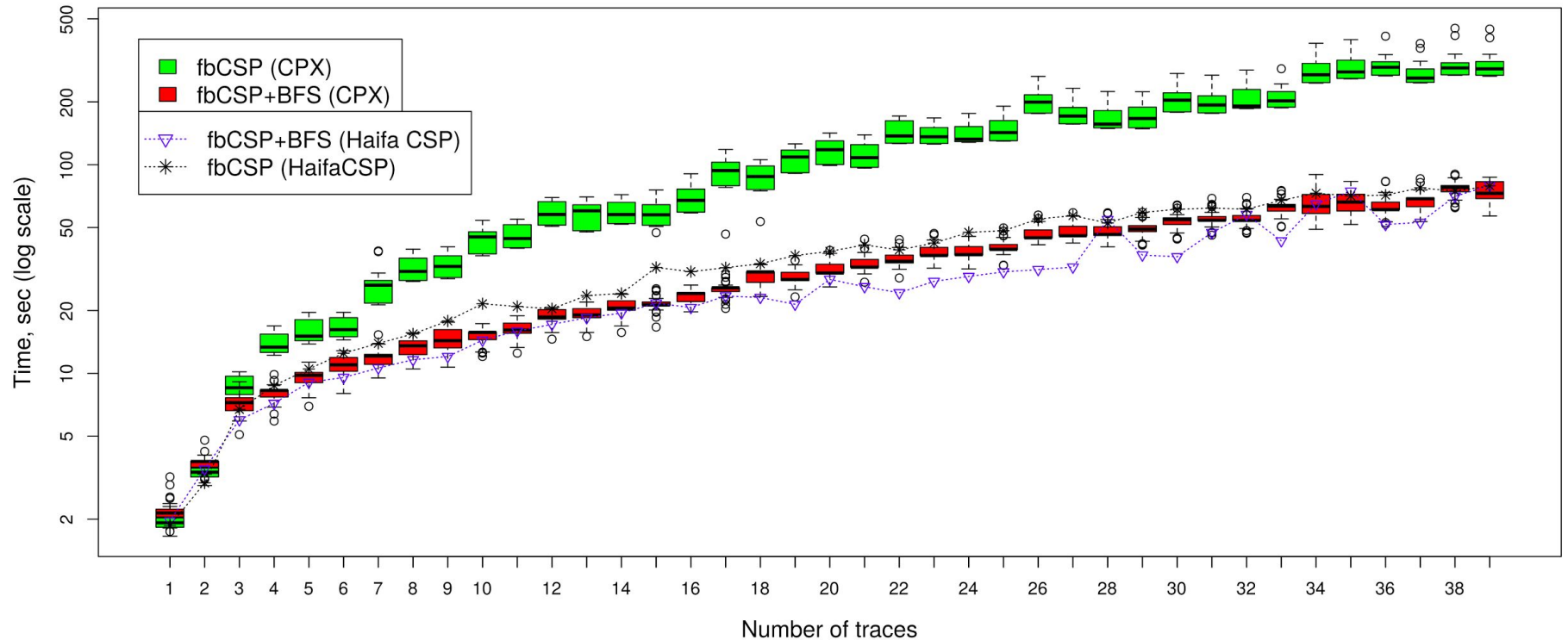
Minimal model generation

- Most general pattern in the given data
- Occam's razor (law of parsimony):
“Among competing hypotheses, the one with the fewest assumptions should be selected”

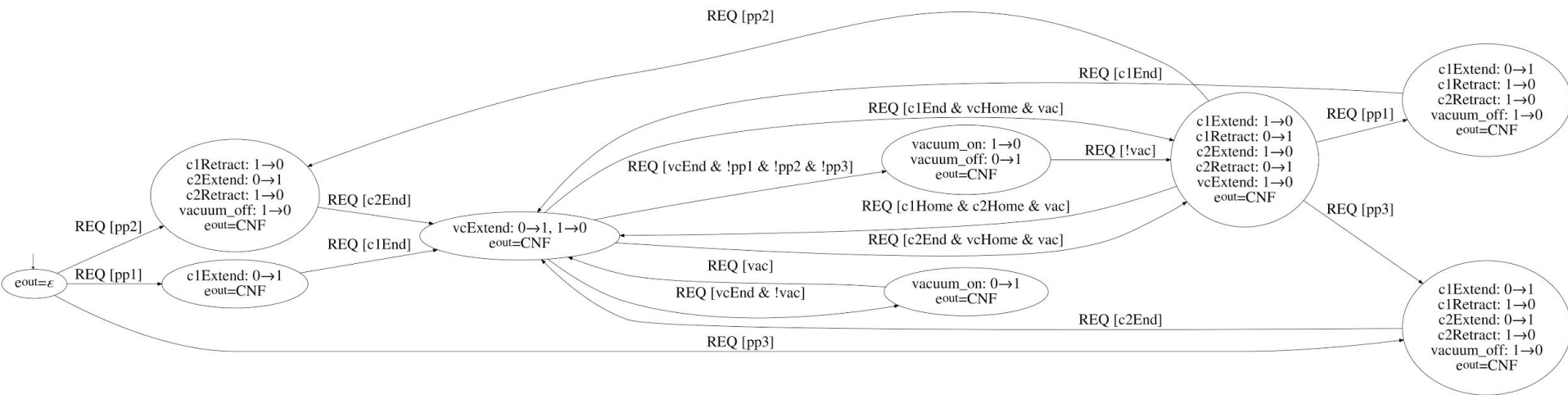
Minimal model generation



Minimal model generation: results

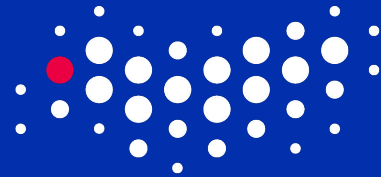


Generated model example



Conclusion and Future work

- Proposed fast **exact algorithm** for inferring **minimal-sized** models of basic FBs for logic control
- Available: <https://github.com/chivdan/cspgen>
- Future/ongoing work
 - Integer/real variables
 - Timers
 - Composite FBs
 - CEGAR for LTL/CTL based inference



ITMO UNIVERSITY

Thank you for your attention!

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