

# Inferring Compact Models of Communication Protocol Entities

**Therese Bohlin**

Uppsala University, Uppsala, Sweden

**Bengt Jonsson**

Uppsala University, Uppsala, Sweden

**Siavash Soleimanifard**

KTH, Stockholm, Sweden

**ISoLA 2010**

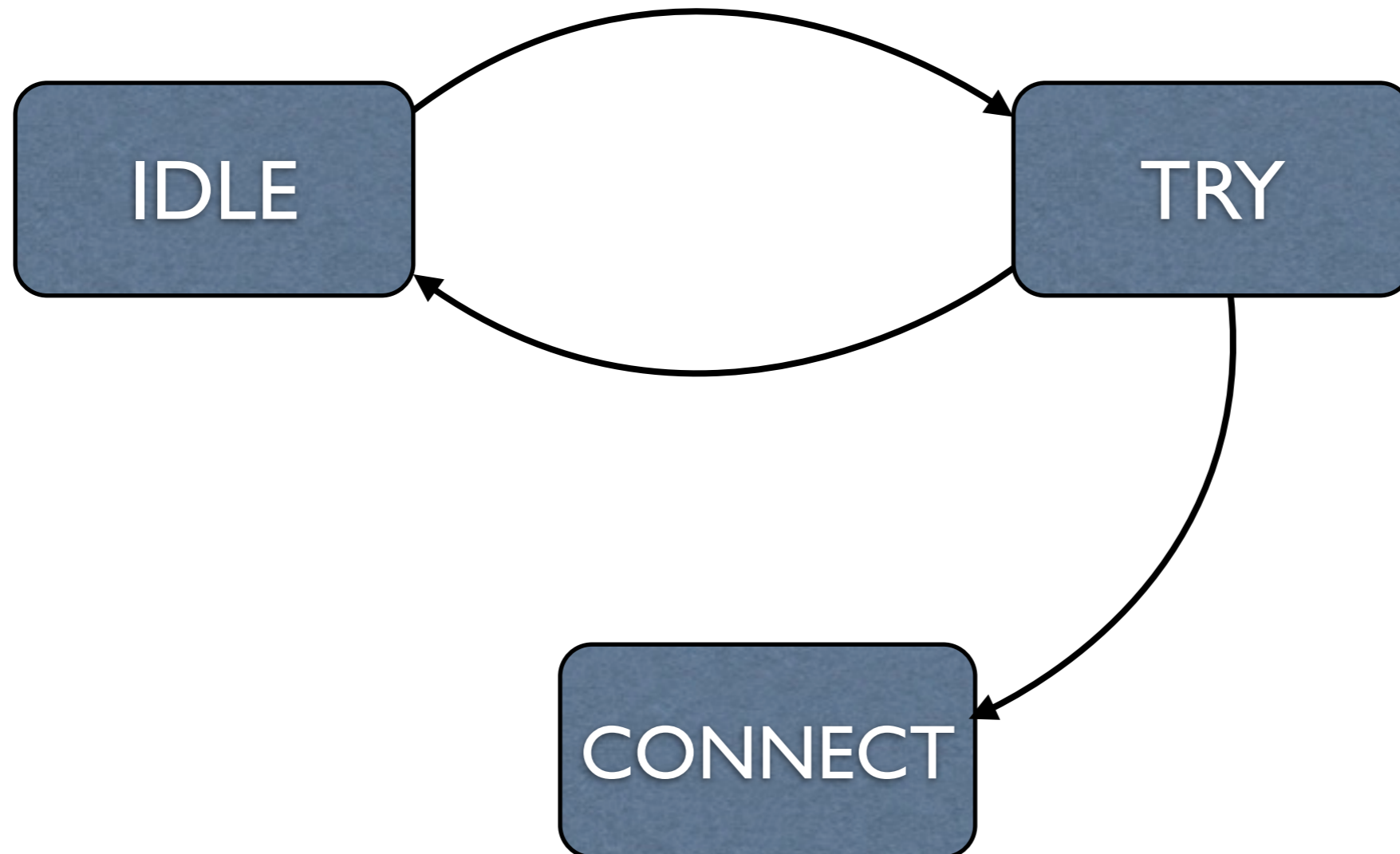
# Introduction

- Modeling is important
  - verification
  - test case generation
  - ...
- Sometimes we have to consider a system as a “black-box”

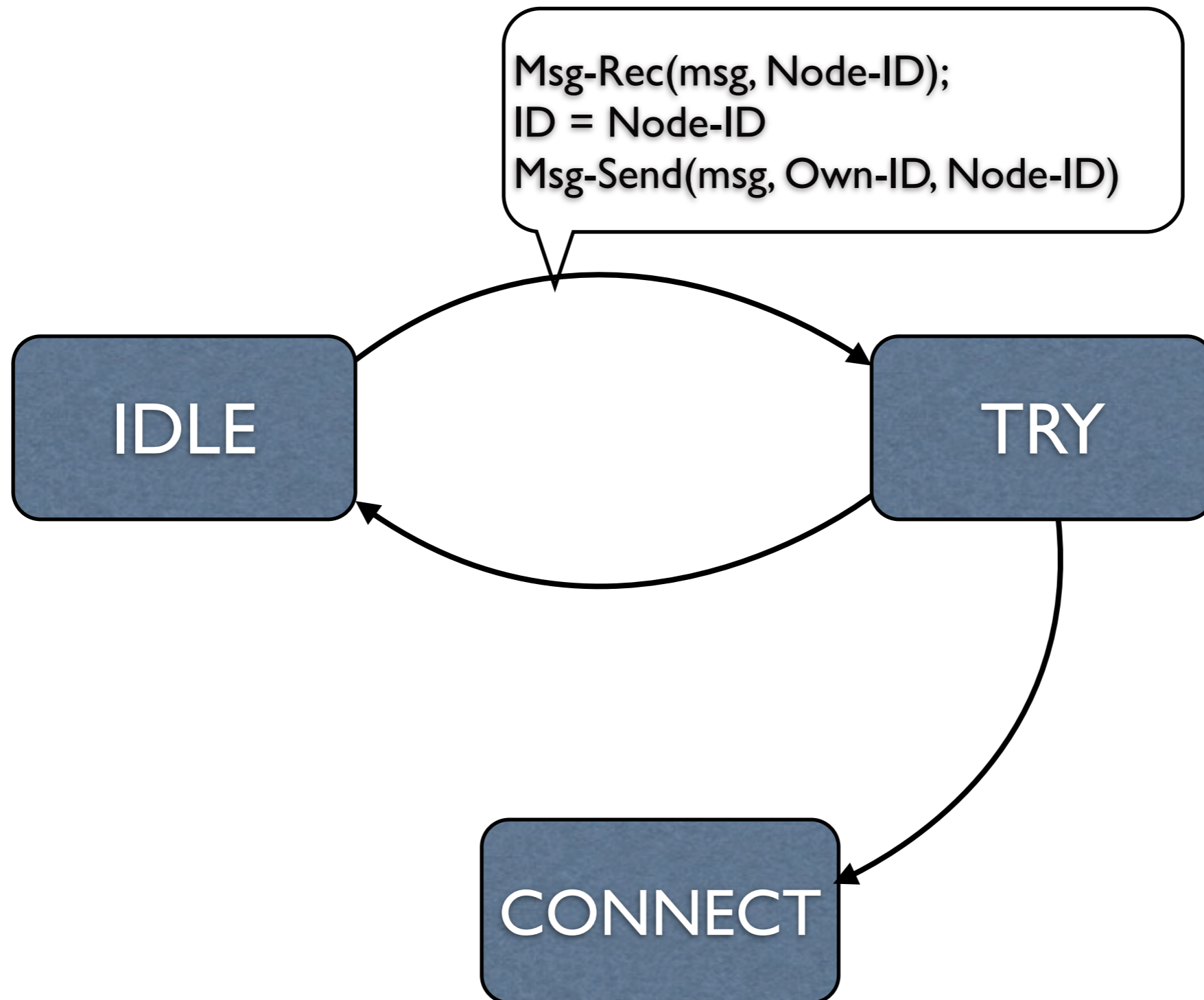
# Introduction

- We specifically consider **communication protocols**
- Define **rules** from data format and transmission
- Consist of entities that interact via **message** passing
- Messages: **type** + **parameters**

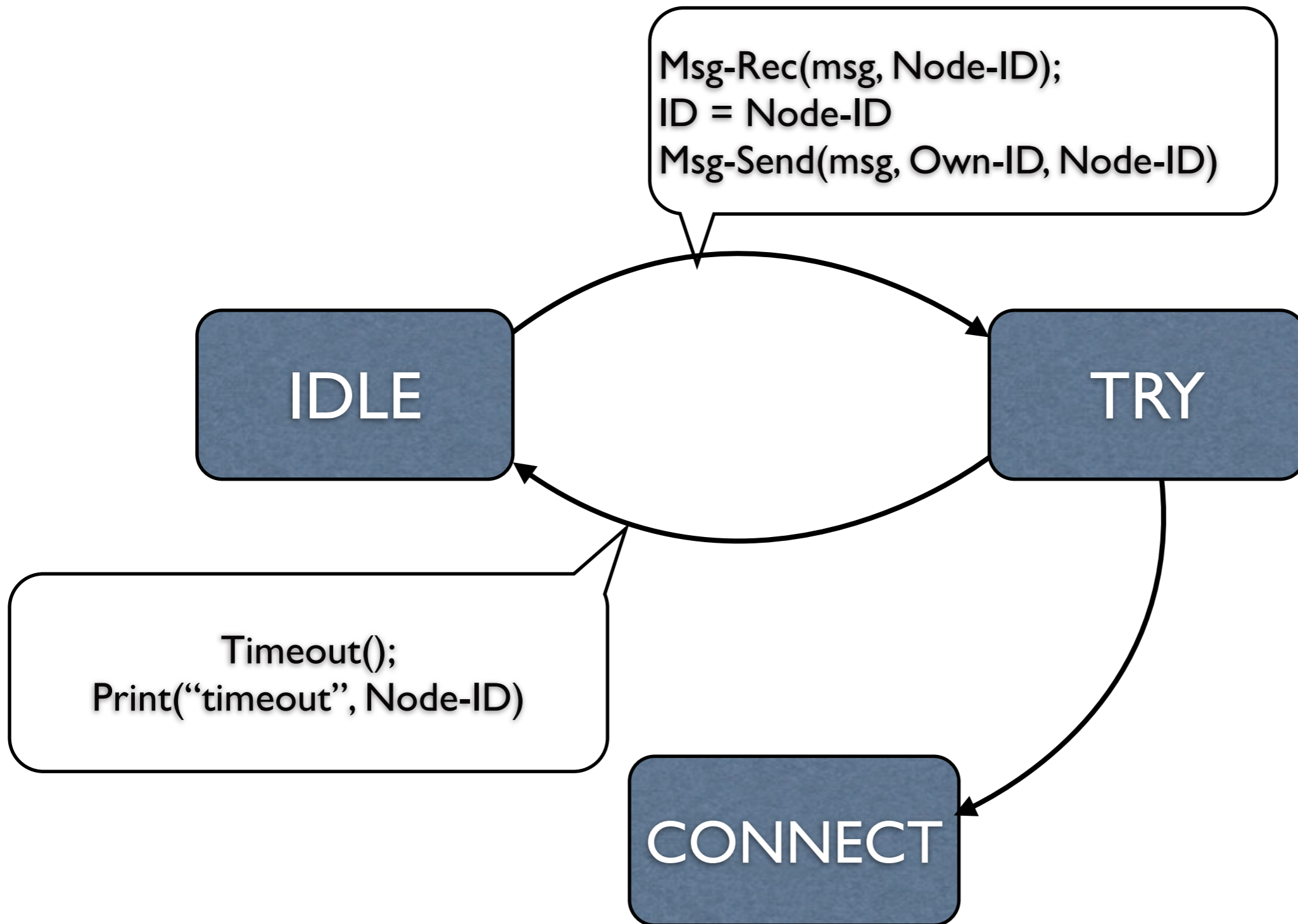
# Protocol Example



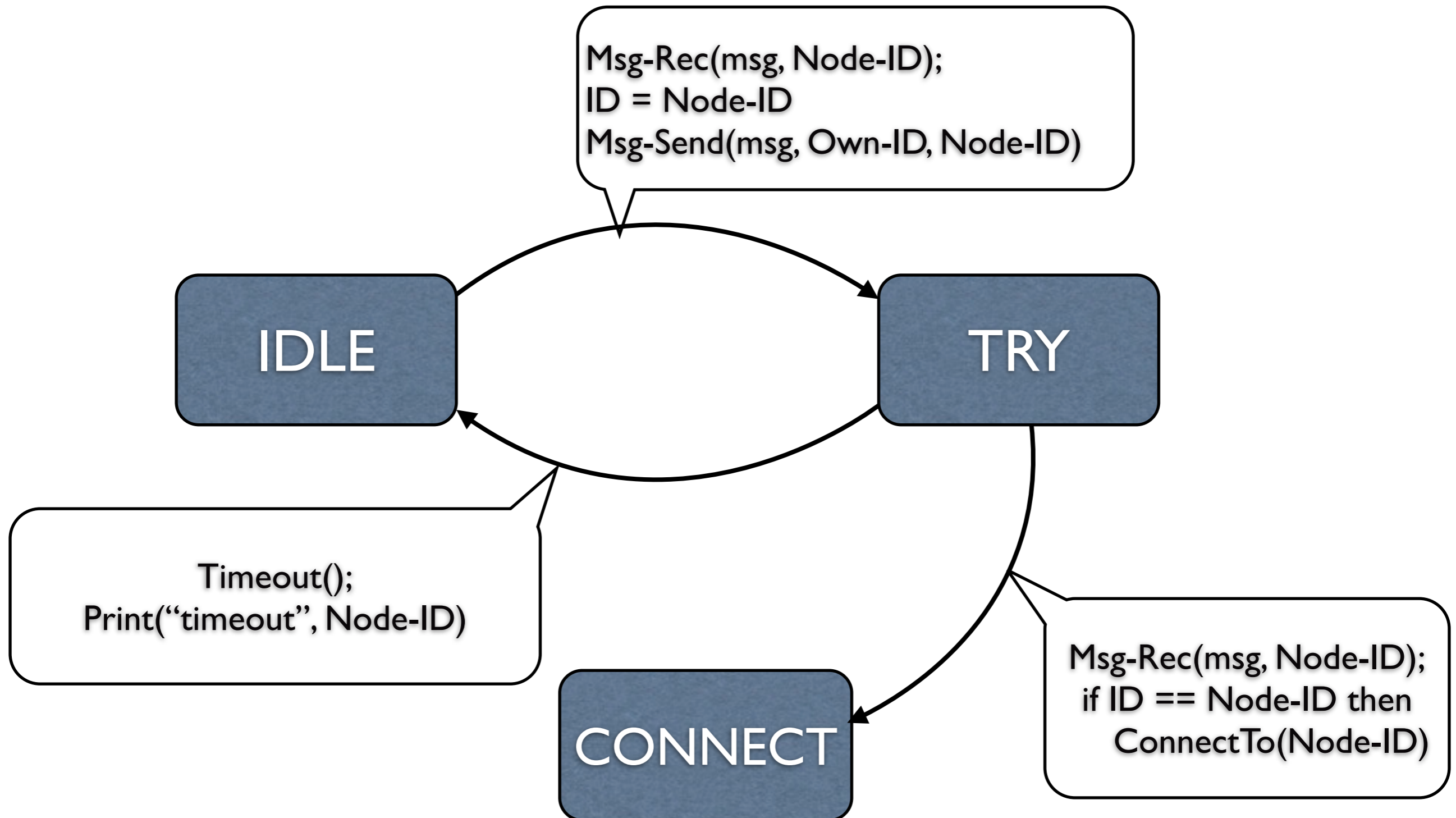
# Protocol Example



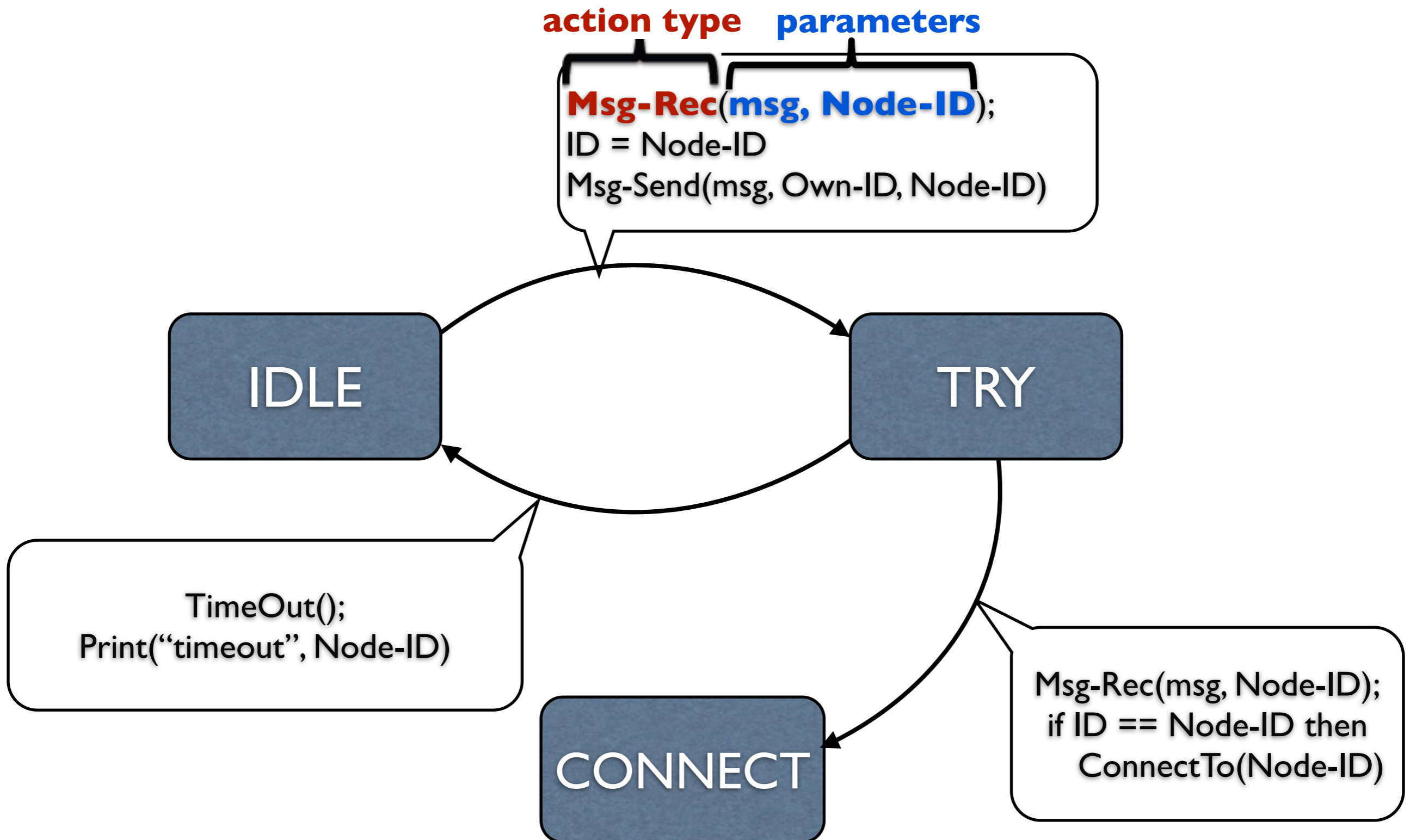
# Protocol Example



# Protocol Example

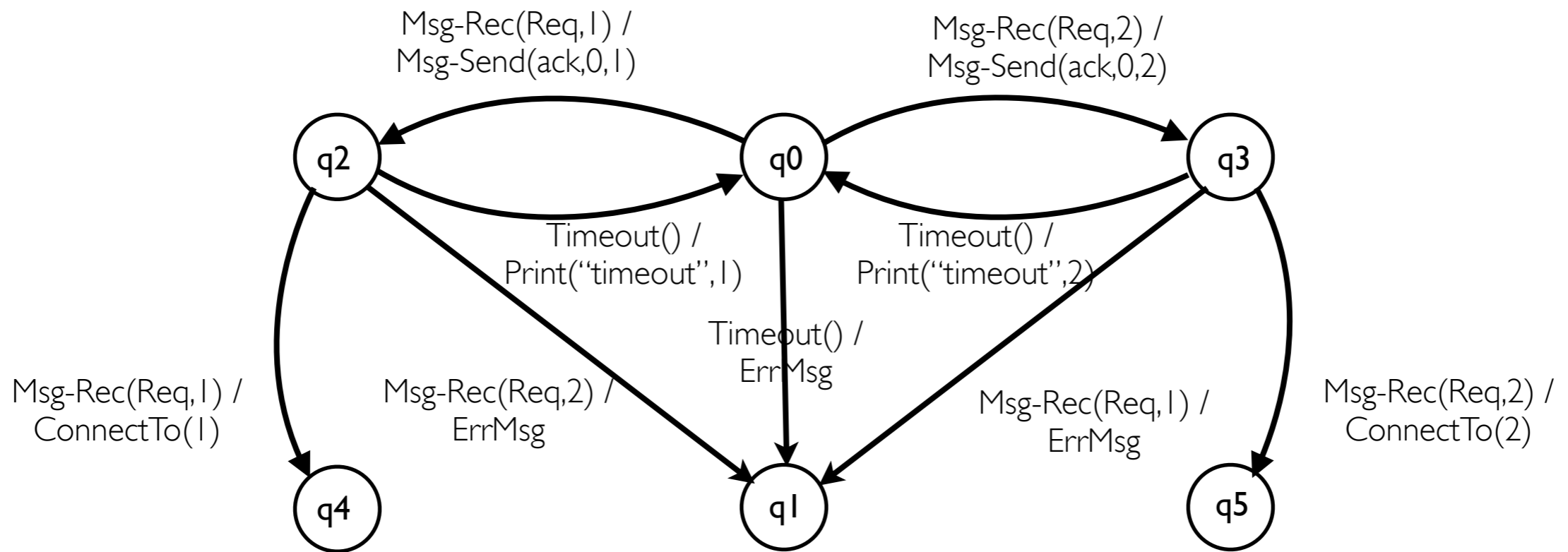


# Protocol Example

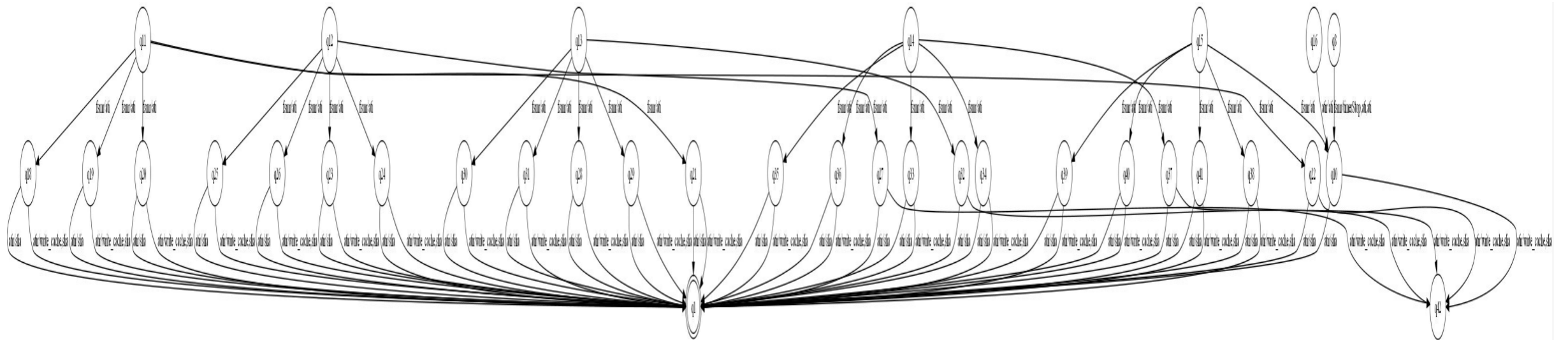
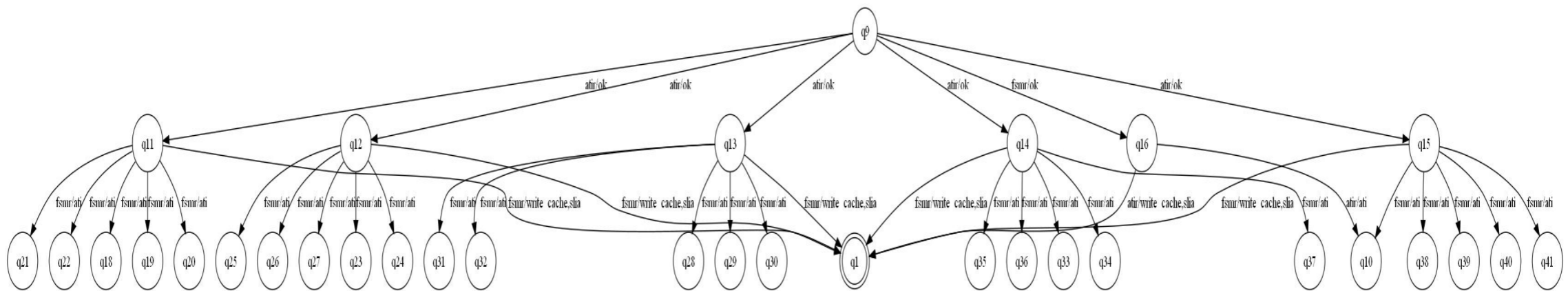
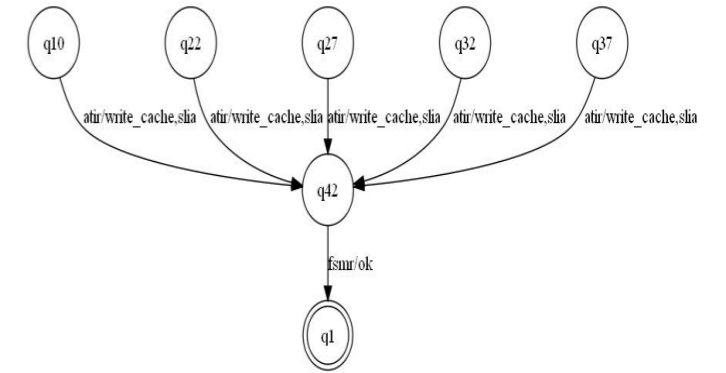
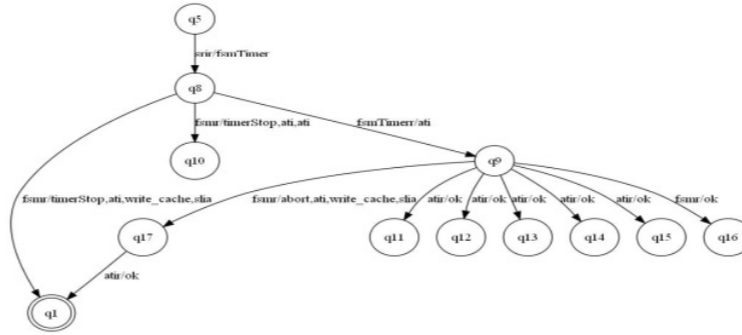
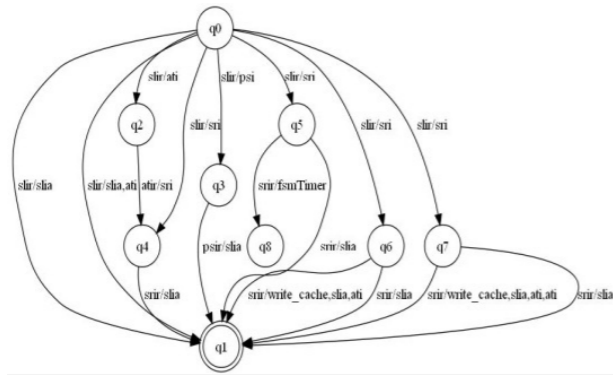




# Existing Methods Infer Flat Models



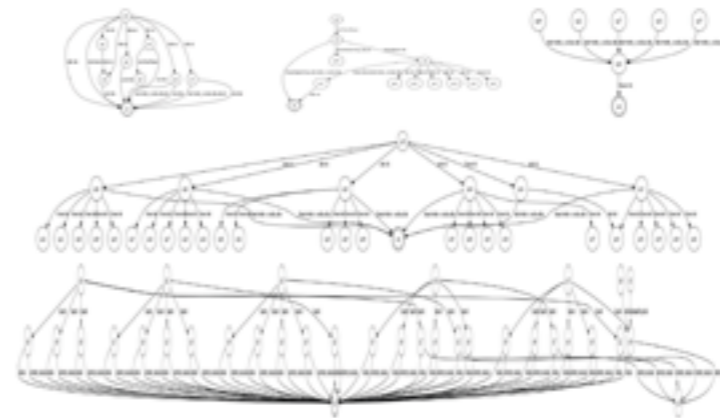
# Inferred Model of a System



# Our Contribution

Learning an understandable model of communication protocol entities by:

(I) regular inference  
for modeling



(II) symbolic  
representation



# Outline of the talk

- (I) regular inference
- (II) symbolic representation of Mealy machine
- Evaluation and Experiments
- Conclusion and future works

# Regular Inference

Is used for

- verification and test generation, e.g, [J. Cobleigh, D. Giannakopoulou, and C. Pasareanu. Learning assumptions for compositional verification, 2003]
- model checking without source code [A. Groce, D. Peled, and M. Yannakakis, Adaptive model checking, 2002]
- used for inferring Mealy machine model of a system [A. Hagerer, H. Hungar, O. Niese, and B. Steffen, Model generation by moderated regular extrapolation, 2002]
- ...

# Regular Inference

Is used for

- verification and test generation, e.g, [J. Cobleigh, D. Giannakopoulou, and C. Pasareanu. Learning assumptions for compositional verification, 2003]
- model checking without source code [A. Groce, D. Peled, and M. Yannakakis, Adaptive model checking, 2002]
- used for inferring Mealy machine model of a system [A. Hagerer, H. Hungar, O. Niese, and B. Steffen, Model generation by moderated regular extrapolation, 2002]
- ...

We use

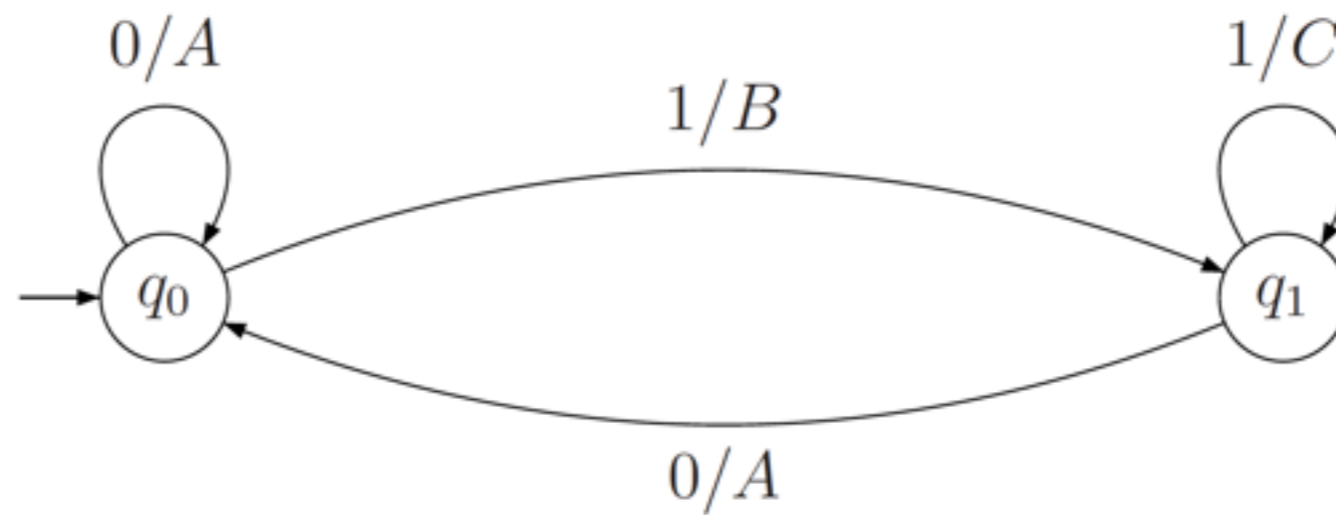
- Angluin's  $L^*$  algorithm, Niese 2003
  - Mealy machine models

# Mealy Machine Model

- A Mealy machine is  $\mathcal{M} = \langle \Sigma_I, \Sigma_O, Q, q_0, \delta, \lambda \rangle$

# Mealy Machine Model

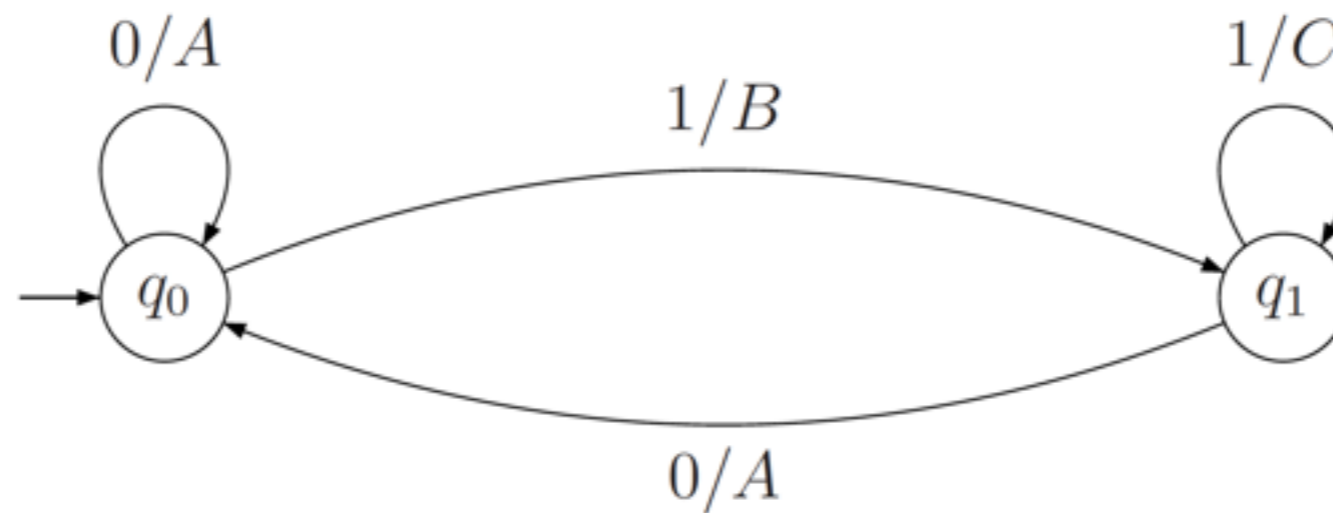
- A Mealy machine is  $\mathcal{M} = \langle \Sigma_I, \Sigma_O, Q, q_0, \delta, \lambda \rangle$





# Mealy Machine Model

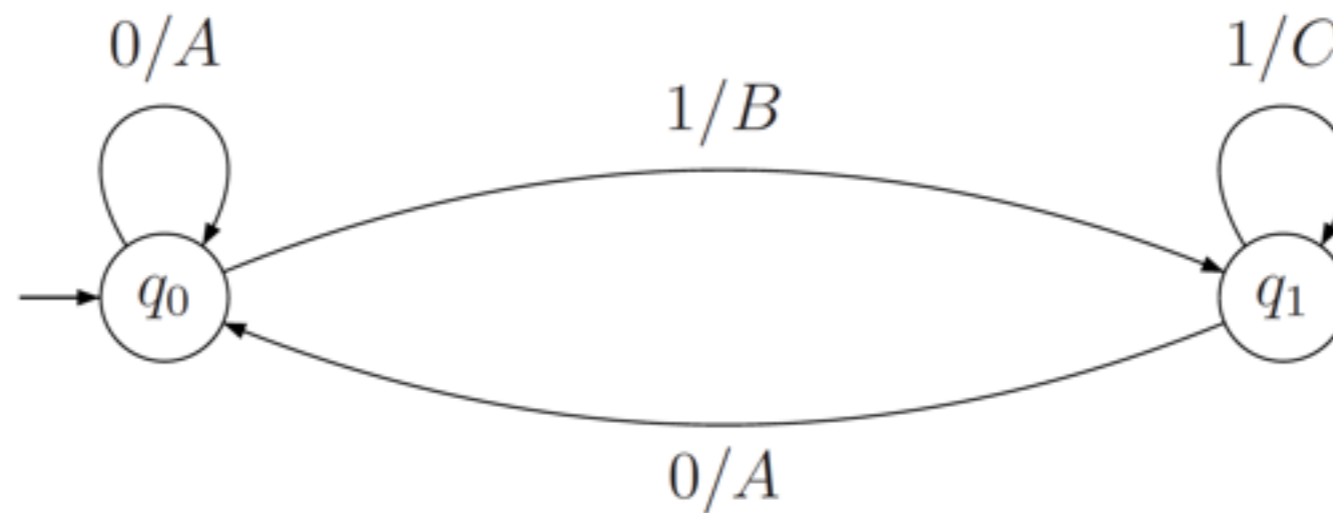
- A Mealy machine is  $\mathcal{M} = \langle \Sigma_I, \Sigma_O, Q, q_0, \delta, \lambda \rangle$



$$\mathcal{M} = \langle \{0, 1\}, \{A, B, C\}, \{q_0, q_1\}, q_0, \delta, \lambda, \rangle$$

# Mealy Machine Model

- A Mealy machine is  $\mathcal{M} = \langle \Sigma_I, \Sigma_O, Q, q_0, \delta, \lambda \rangle$



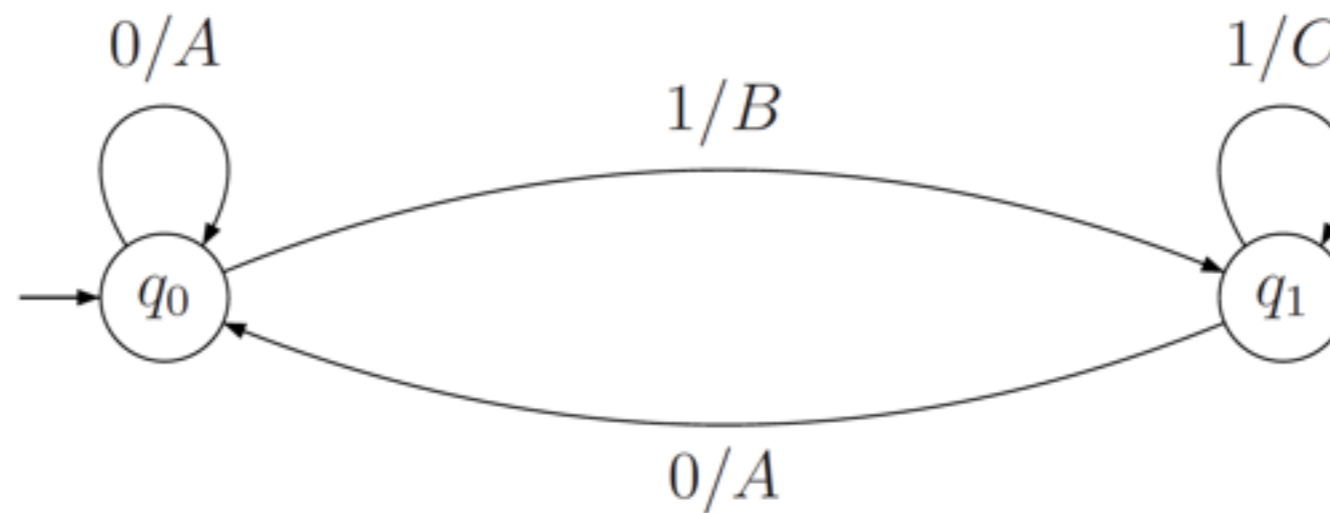
$$\mathcal{M} = \langle \{0, 1\}, \{A, B, C\}, \{q_0, q_1\}, q_0, \delta, \lambda, \rangle$$

$$\delta(q_0, 0) = q_0, \quad \delta(q_0, 1) = q_1$$

$$\delta(q_1, 0) = q_0, \quad \delta(q_1, 1) = q_1$$

# Mealy Machine Model

- A Mealy machine is  $\mathcal{M} = \langle \Sigma_I, \Sigma_O, Q, q_0, \delta, \lambda \rangle$



$$\mathcal{M} = \langle \{0, 1\}, \{A, B, C\}, \{q_0, q_1\}, q_0, \delta, \lambda, \rangle$$

$$\begin{array}{llll} \delta(q_0, 0) = q_0, & \delta(q_0, 1) = q_1 & \lambda(q_0, 0) = A, & \lambda(q_0, 1) = B \\ \delta(q_1, 0) = q_0, & \delta(q_1, 1) = q_1 & \lambda(q_1, 0) = A, & \lambda(q_1, 1) = C. \end{array}$$

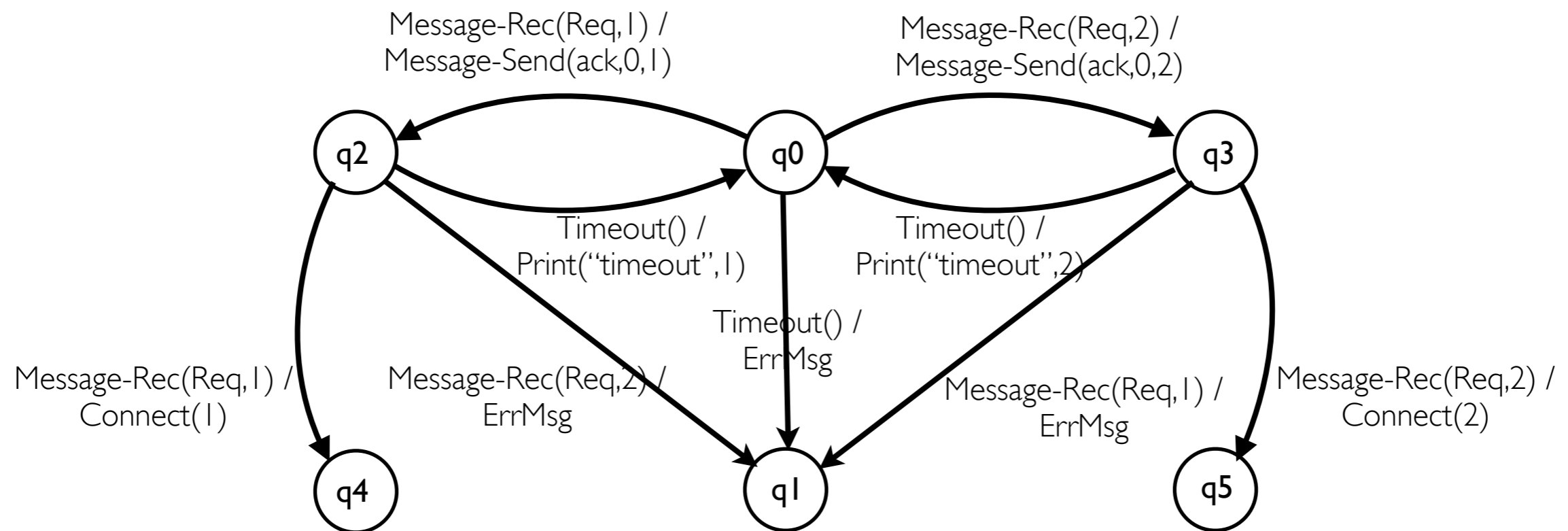
# Inferring a Mealy Machine

- An existing algorithm, Niese adaptation of  $L^*$

# Inferring a Mealy Machine

- An existing algorithm, Niese adaptation of  $L^*$

## The Flat Inferred Mealy Machine Model of the Example



# Symbolic Mealy Machine

- States
- Action Expressions

# Symbolic Mealy Machine

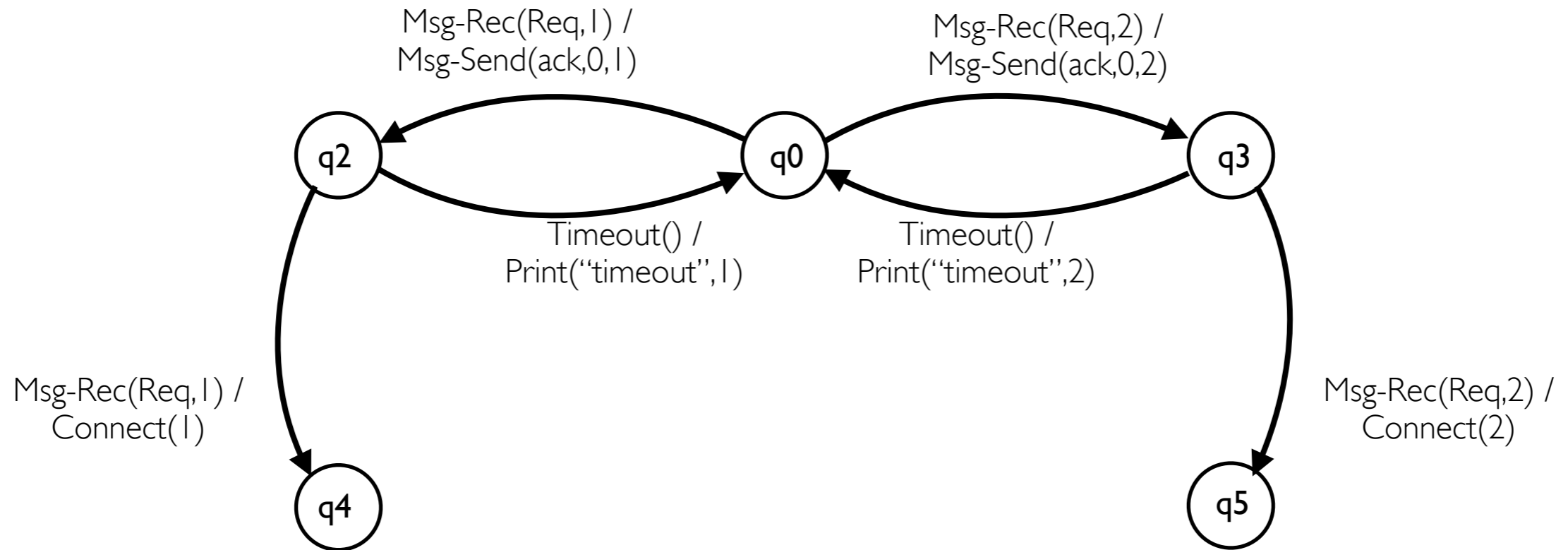
- States: transformed at
  - control location
  - state variables
- Action Expressions: reaction to input message
  - for each location and each input action type

# Symbolic Mealy Machine

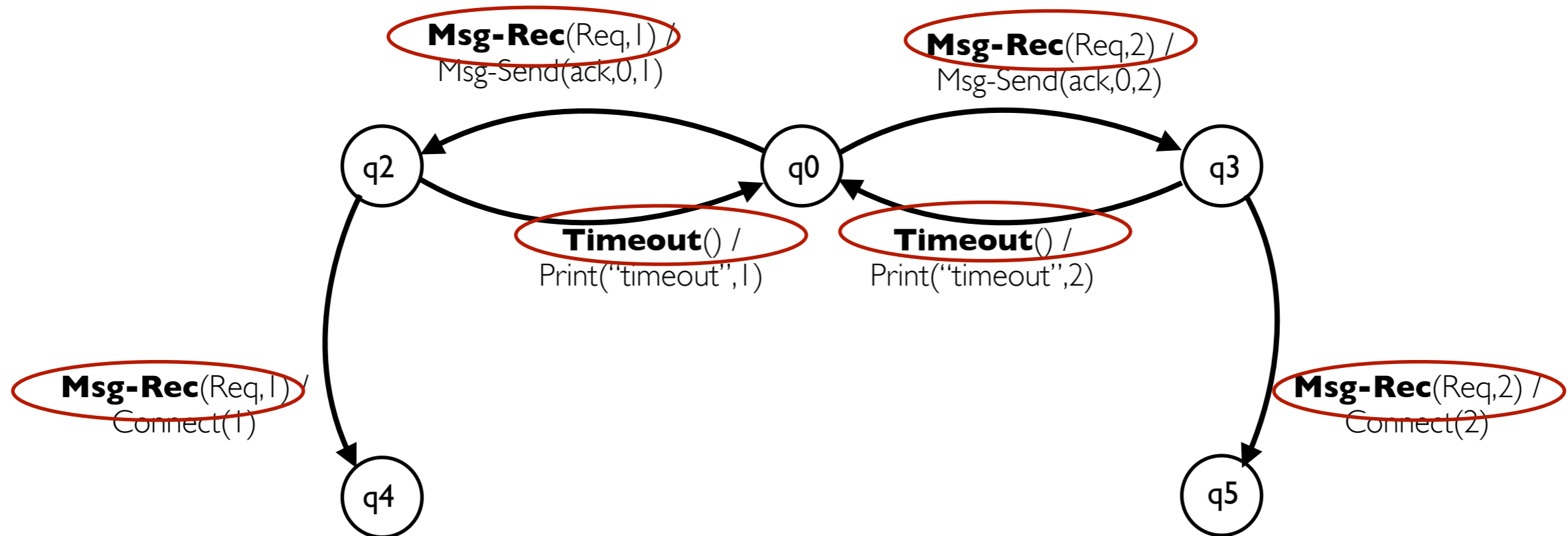
- States: transformed at
  - control location
    - same sequence of input/output action types leading to them
  - state variables
    - record most recent value of each parameter
- Action Expressions: reaction to input message
  - for each location and each input action type
    - construct a decision tree from state variables & input parameters
    - transfer decision tree into a code-like syntax



# State variables



# State variables

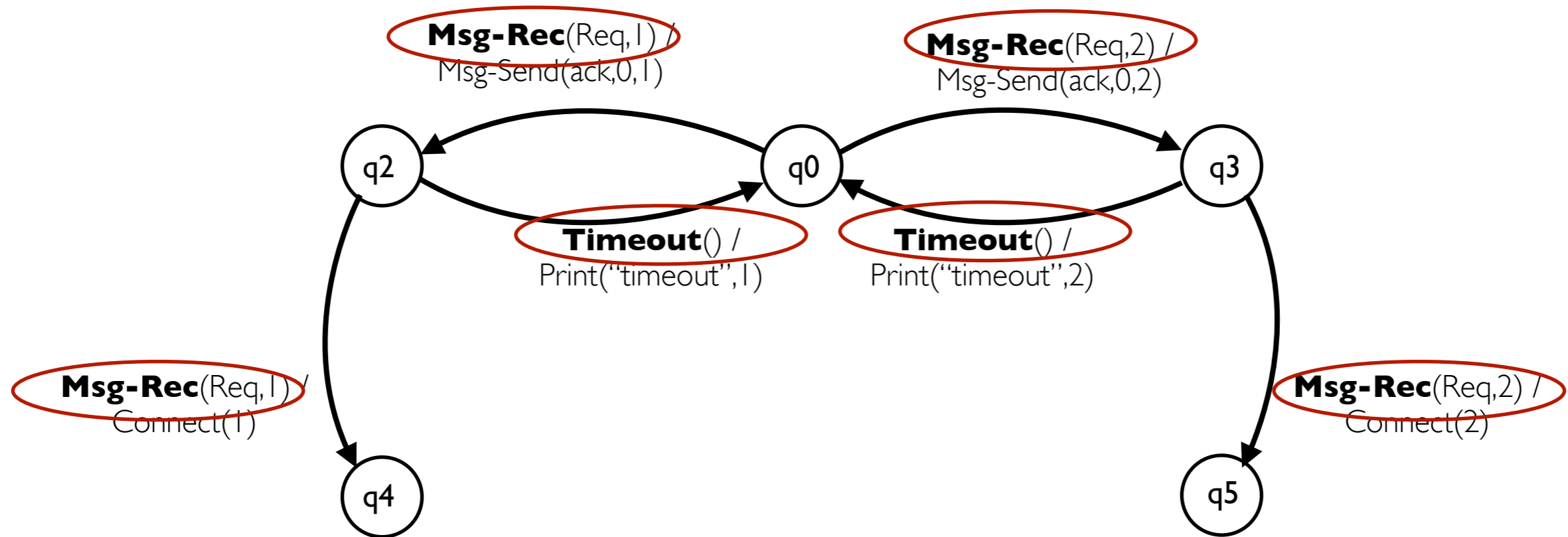


**Distinct input action types**

**Msg-Rec(par 1, par 2)**

**Timeout()**

# State variables



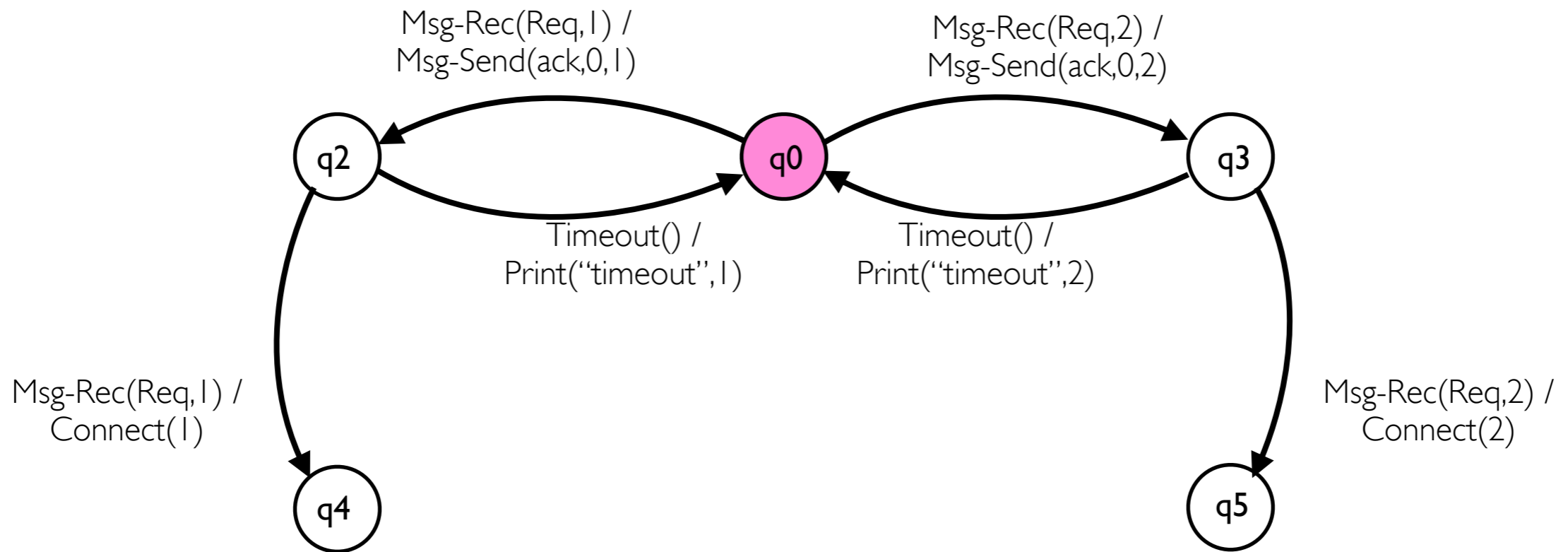
## Distinct input action types

Msg-Rec(par 1, par 2)

Timeout()

State variables = {V1msg, V2msg, Vt}

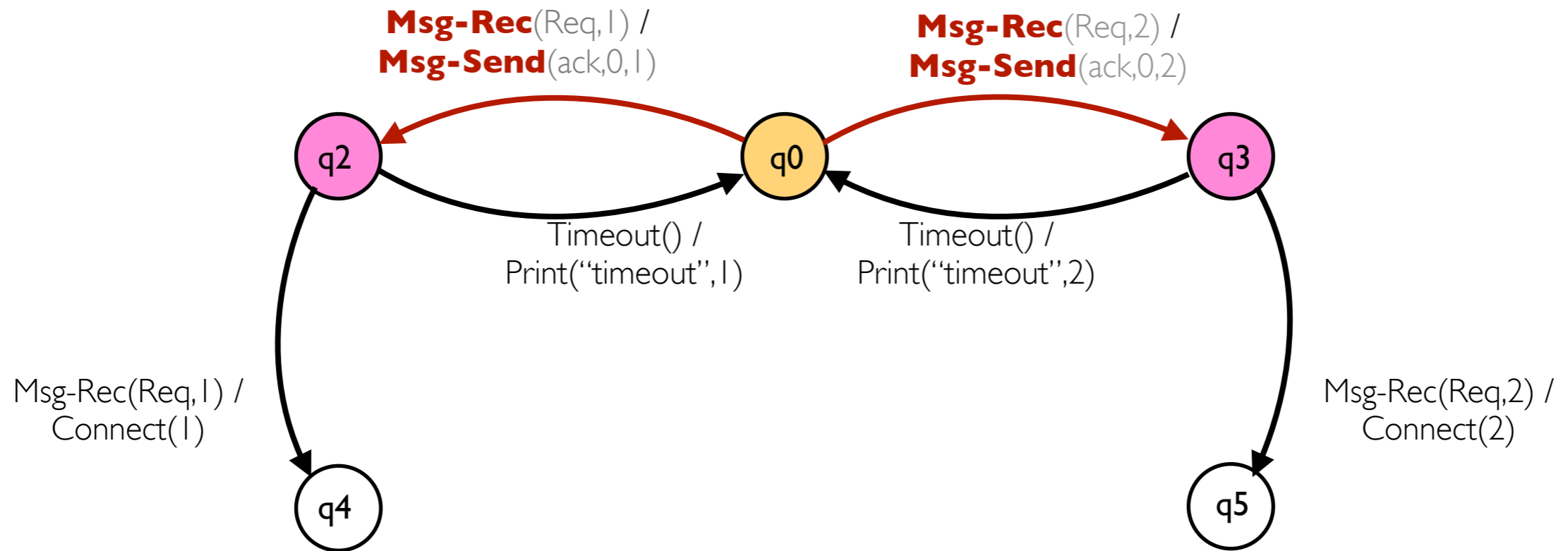
# Location Construction



**L0**

**q0:**  $V1\text{msg}=\text{None}, V2\text{msg}=\text{None}, Vt=\text{None}$

# Location Construction



**L0**

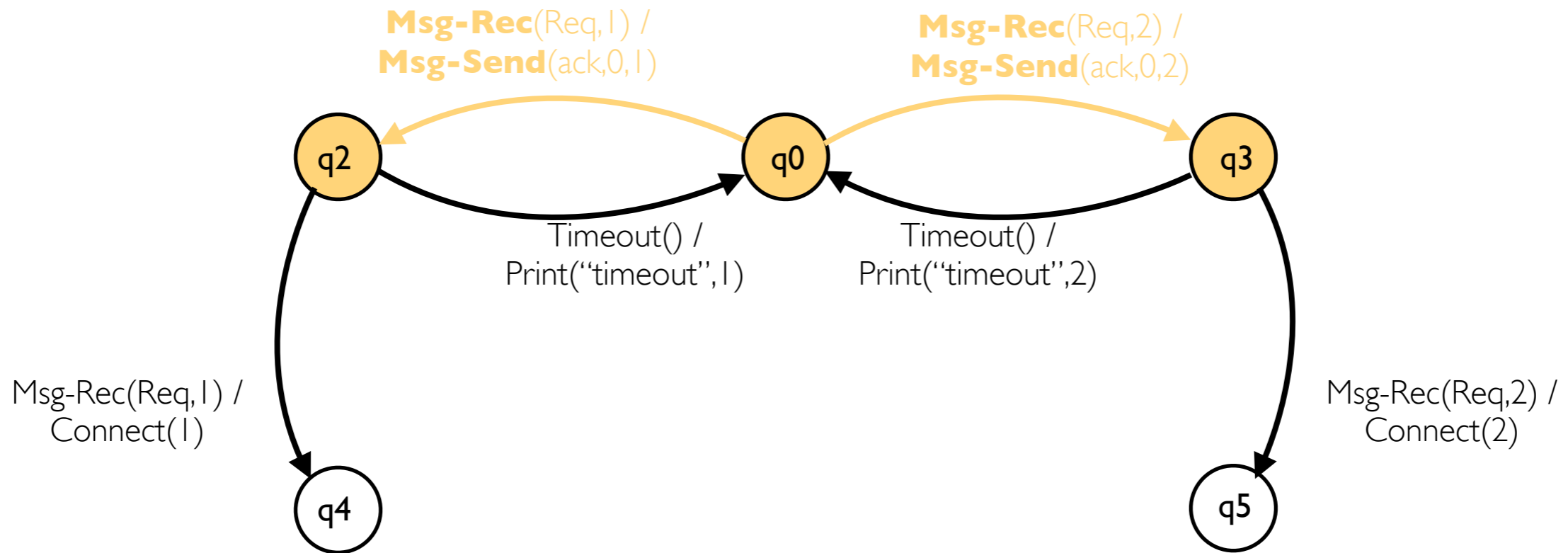
**q0:**  $V1 \text{msg}=\text{None}, V2 \text{msg}=\text{None}, Vt=\text{None}$

**L1**

**q2:**  $V1 \text{msg}=\text{Req}, V2 \text{msg}=1, Vt=\text{None}$

**q3:**  $V1 \text{msg}=\text{Req}, V2 \text{msg}=2, Vt=\text{None}$

# Location Construction



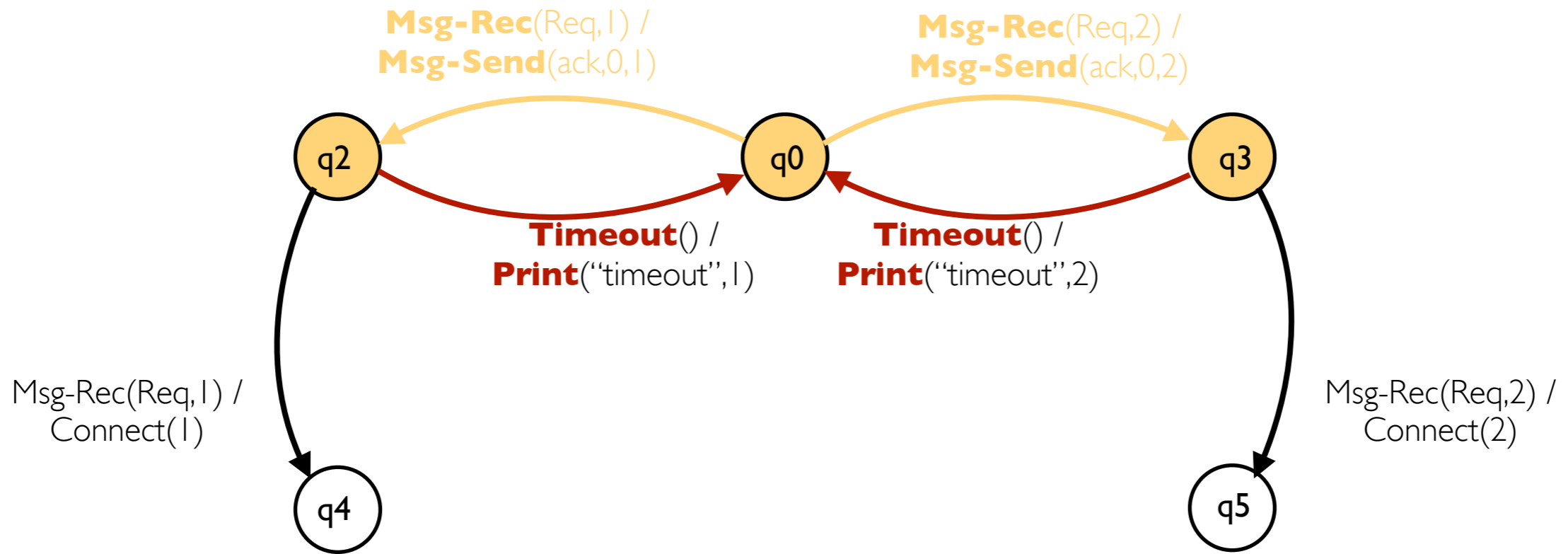
**L0**

**q0:** V1msg=None, V2msg=None, Vt=None

**L1**

**q2:** V1msg=Req, V2msg=1, Vt=None  
**q3:** V1msg=Req, V2msg=2, Vt=None

# Location Construction



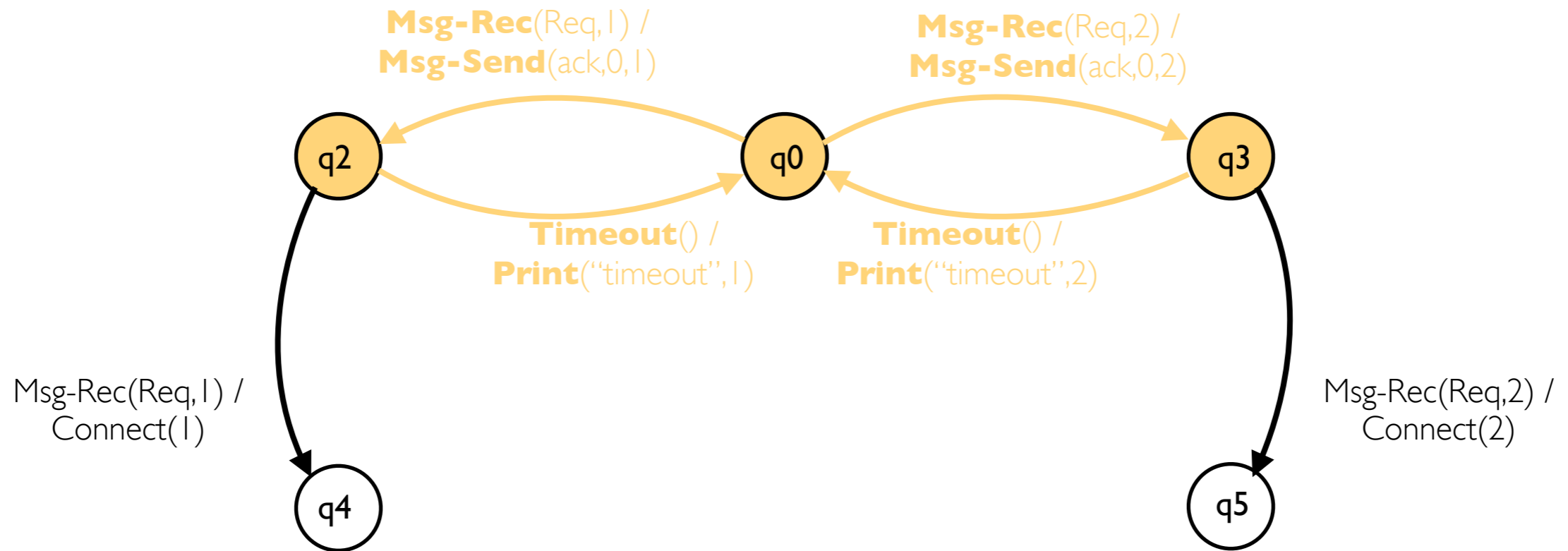
**L0**

**q0:**  $V1 \text{msg}=\text{None}, V2 \text{msg}=\text{None}, Vt=\text{None}$   
**q0:**  $V1 \text{msg}=\text{None}, V2 \text{msg}=\text{None}, Vt=\text{True}$

**L1**

**q2:**  $V1 \text{msg}=\text{Req}, V2 \text{msg}=1, Vt=\text{None}$   
**q3:**  $V1 \text{msg}=\text{Req}, V2 \text{msg}=2, Vt=\text{None}$

# Location Construction



## L0

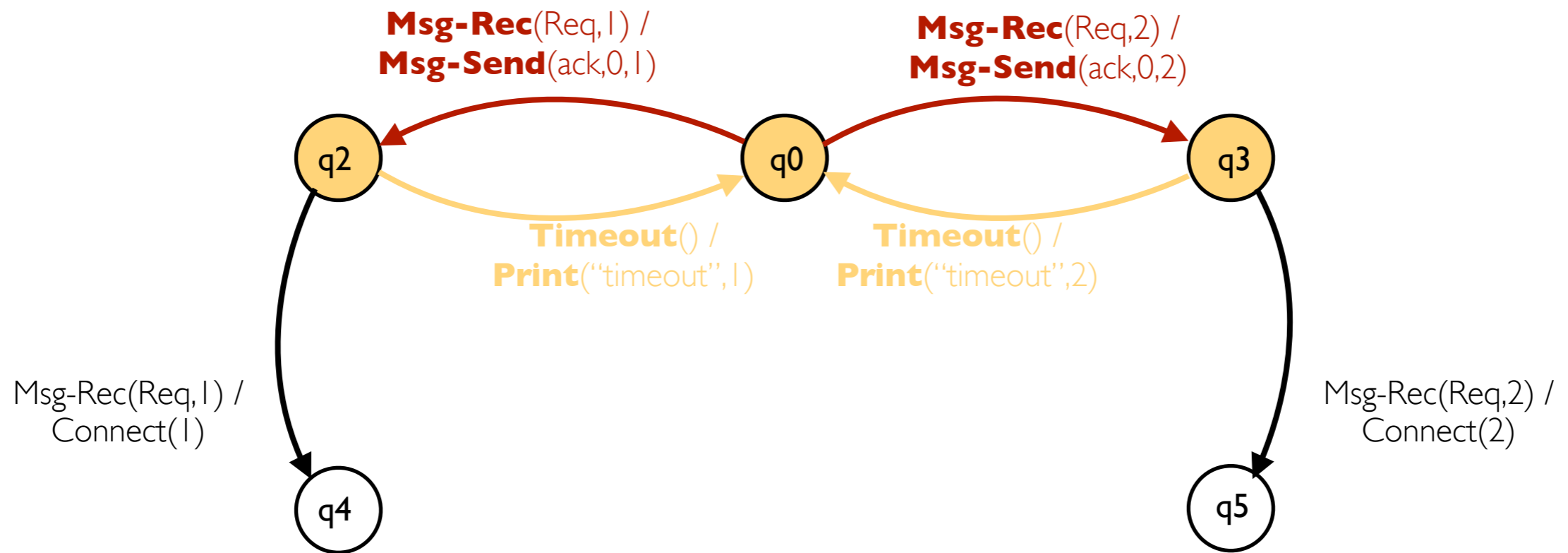
**q0:** V1msg=None, V2msg=None, Vt=None  
**q0:** V1msg=None, V2msg=None, Vt=True

## L1

**q2:** V1msg=Req, V2msg=1, Vt=None  
**q3:** V1msg=Req, V2msg=2, Vt=None



# Location Construction



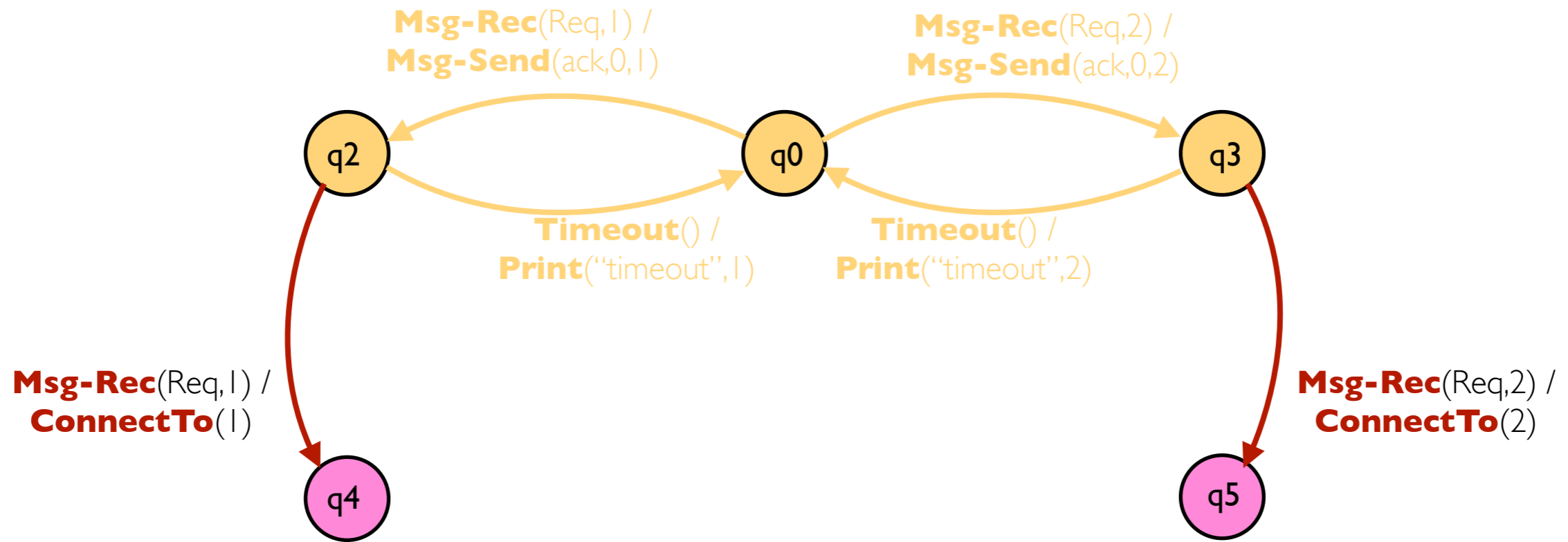
## L0

**q0:** V1msg=None, V2msg=None, Vt=None  
**q0:** V1msg=None, V2msg=None, Vt=True

## L1

**q2:** V1msg=Req, V2msg=1, Vt=None  
**q3:** V1msg=Req, V2msg=2, Vt=None  
**q2:** V1msg=Req, V2msg=1, Vt=**True**  
**q3:** V1msg=Req, V2msg=2, Vt=**True**

# Location Construction



**L0**

**q0:** V1msg=None, V2msg=None, Vt=None  
**q0:** V1msg=None, V2msg=None, Vt=True

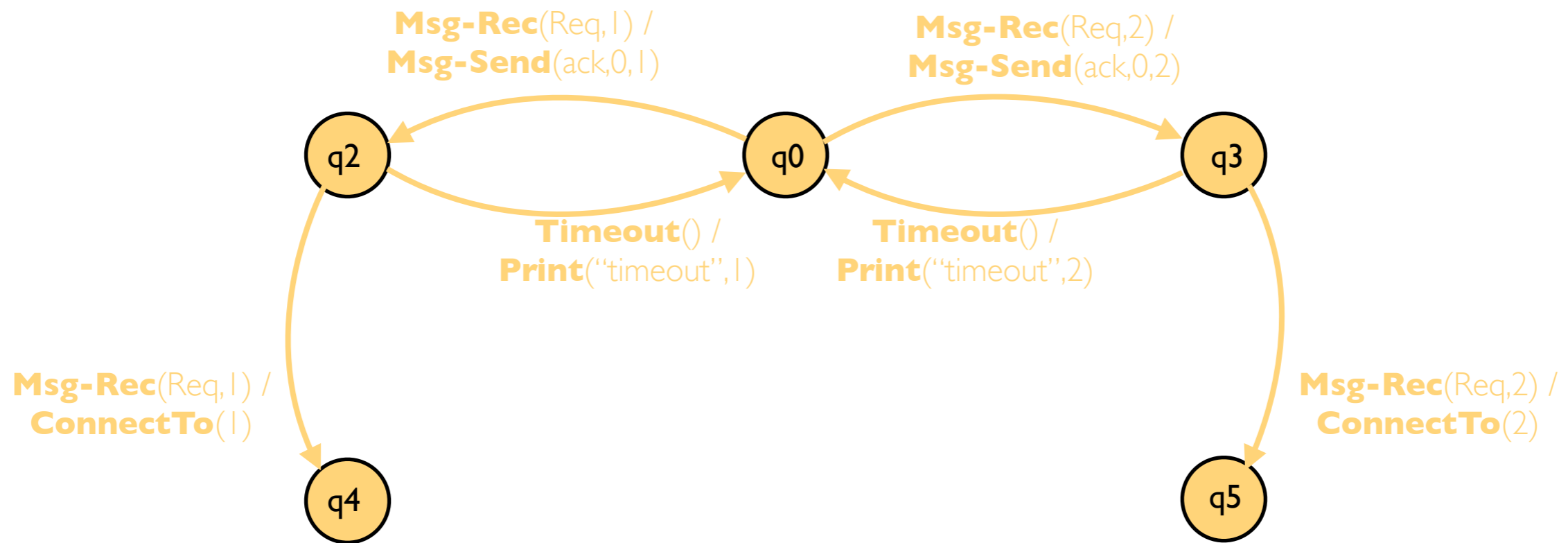
**L1**

**q2:** V1msg=Req, V2msg=1, Vt=None  
**q3:** V1msg=Req, V2msg=2, Vt=None  
**q2:** V1msg=Req, V2msg=1, Vt=True  
**q3:** V1msg=Req, V2msg=2, Vt=True

**L2**

**q4:** V1msg=Req, V2msg=1, Vt=None  
**q5:** V1msg=Req, V2msg=2, Vt=None  
**q4:** V1msg=Req, V2msg=1, Vt=True  
**q5:** V1msg=Req, V2msg=2, Vt=True

# Location Construction



## L0

**q0:** V1msg=None, V2msg=None, Vt=None  
**q0:** V1msg=None, V2msg=None, Vt=True

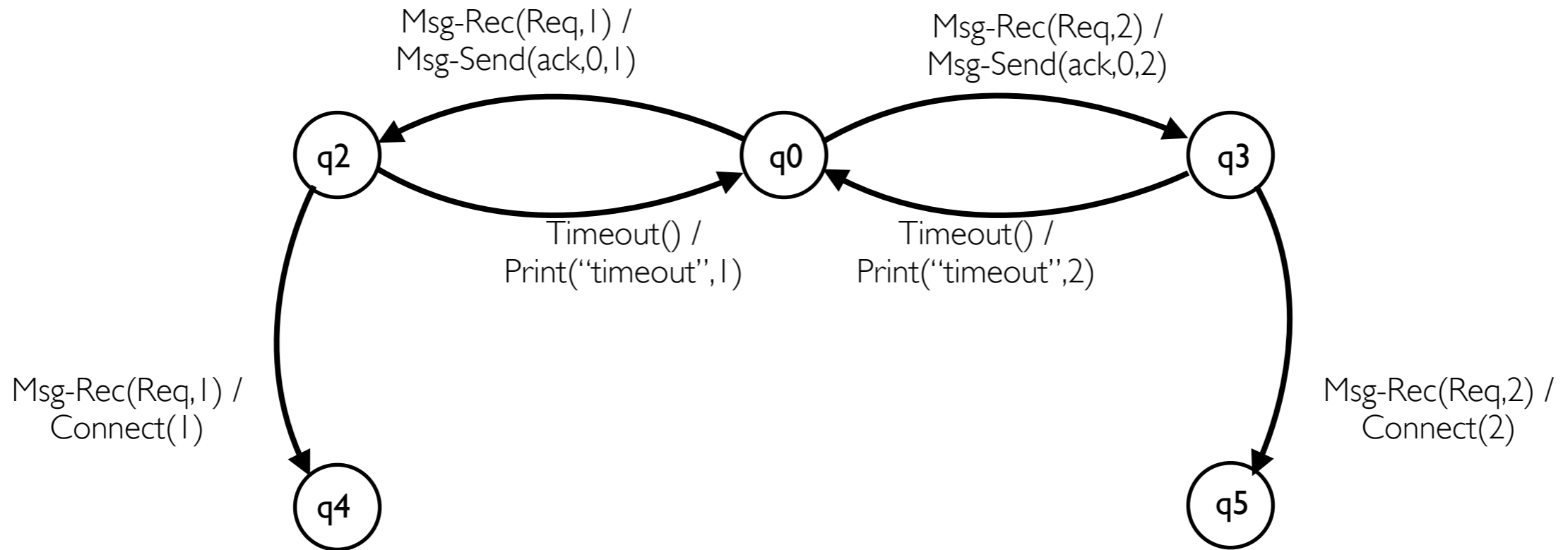
## L1

**q2:** V1msg=Req, V2msg=1, Vt=None  
**q3:** V1msg=Req, V2msg=2, Vt=None  
**q2:** V1msg=Req, V2msg=1, Vt=True  
**q3:** V1msg=Req, V2msg=2, Vt=True

## L2

**q4:** V1msg=Req, V2msg=1, Vt=None  
**q5:** V1msg=Req, V2msg=2, Vt=None  
**q4:** V1msg=Req, V2msg=1, Vt=True  
**q5:** V1msg=Req, V2msg=2, Vt=True

# Action Expressions



## L0

**q0:** V1msg=None, V2msg=None, Vt=None  
**q0:** V1msg=None, V2msg=None, Vt=True

## L1

**q2:** V1msg=Req, V2msg=1, Vt=None  
**q3:** V1msg=Req, V2msg=2, Vt=None  
**q2:** V1msg=Req, V2msg=1, Vt=True  
**q3:** V1msg=Req, V2msg=2, Vt=True

## L2

**q4:** V1msg=Req, V2msg=1, Vt=None  
**q5:** V1msg=Req, V2msg=2, Vt=None  
**q4:** V1msg=Req, V2msg=1, Vt=True  
**q5:** V1msg=Req, V2msg=2, Vt=True

# Action Expressions

## L0

**q0:** V1msg=None,V2msg=None,Vt=None  
**q0:** V1msg=None,V2msg=None,Vt=True

## L1

**q2:** V1msg=Req,V2msg=1,Vt=None  
**q3:** V1msg=Req,V2msg=2,Vt=None  
**q2:** V1msg=Req,V2msg=1,Vt=True  
**q3:** V1msg=Req,V2msg=2,Vt=True

## L2

**q4:** V1msg=Req,V2msg=1,Vt=None  
**q5:** V1msg=Req,V2msg=2,Vt=None  
**q4:** V1msg=Req,V2msg=1,Vt=True  
**q5:** V1msg=Req,V2msg=2,Vt=True

# Action Expressions

**L0**

**q0:** V1msg=None,V2msg=None,Vt=None  
**q0:** V1msg=None,V2msg=None,Vt=True

**L1**

**q2:** V1msg=Req,V2msg=1,Vt=None  
**q3:** V1msg=Req,V2msg=2,Vt=None  
**q2:** V1msg=Req,V2msg=1,Vt=True  
**q3:** V1msg=Req,V2msg=2,Vt=True

**Msg-Rec /  
ConnectTo**

**L2**

**q4:** V1msg=Req,V2msg=1,Vt=None  
**q5:** V1msg=Req,V2msg=2,Vt=None  
**q4:** V1msg=Req,V2msg=1,Vt=True  
**q5:** V1msg=Req,V2msg=2,Vt=True

# Action Expressions

**L0**

**q0:** V1msg=None, V2msg=None, Vt=None  
**q0:** V1msg=None, V2msg=None, Vt=True

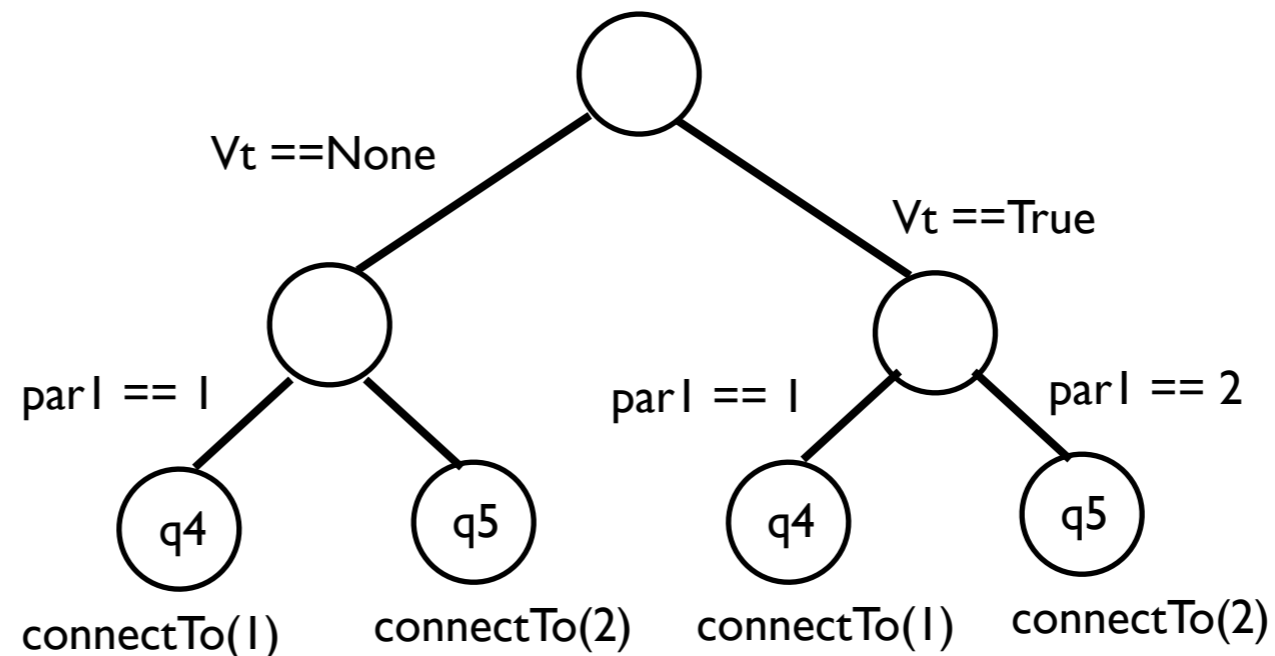
**L1**

**q2:** V1msg=Req, V2msg=1, Vt=None  
**q3:** V1msg=Req, V2msg=2, Vt=None  
**q2:** V1msg=Req, V2msg=1, Vt=True  
**q3:** V1msg=Req, V2msg=2, Vt=True

**Msg-Rec /  
ConnectTo**

**L2**

**q4:** V1msg=Req, V2msg=1, Vt=None  
**q5:** V1msg=Req, V2msg=2, Vt=None  
**q4:** V1msg=Req, V2msg=1, Vt=True  
**q5:** V1msg=Req, V2msg=2, Vt=True



# Action Expressions

**L0**

**q0:** V1msg=None,V2msg=None,Vt=None  
**q0:** V1msg=None,V2msg=None,Vt=True

**in location L1**

**when** Msg-Rec(par1,par2)

**case** Vt of

True:

**case** par1 of

1:

**output** connectTo(1);

**nextloc** L2;

2:

**output** connectTo(2);

**nextloc** L2;

**endcase;**

None:

**case** par1 of

1:

**output** connectTo(1);

**nextloc** L2;

2:

**output** connectTo(2);

**nextloc** L2;

**endcase;**

**endcase;**

V1msg = par1;V2msg = par2;

**end.**

**L1**

**q2:** V1msg=Req,V2msg=1,Vt=None

**q3:** V1msg=Req,V2msg=2,Vt=None

**q2:** V1msg=Req,V2msg=1,Vt=True

**q3:** V1msg=Req,V2msg=2,Vt=True

**Msg-Rec /  
ConnectTo**

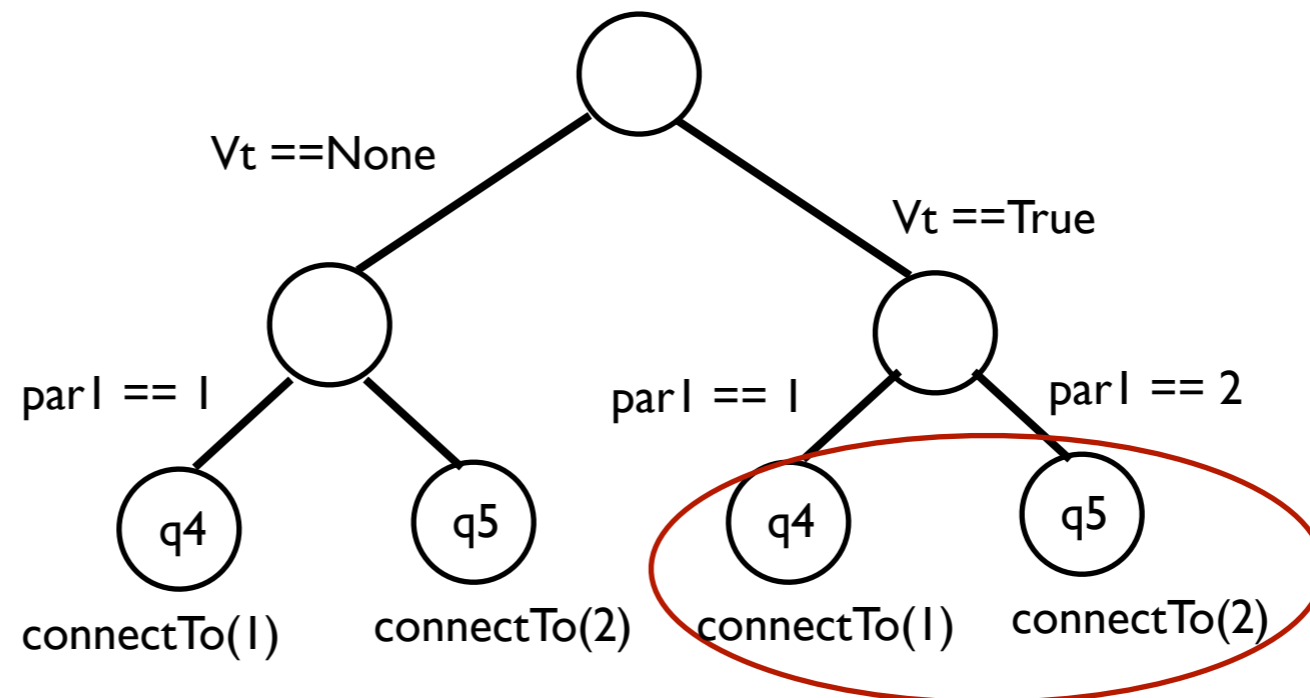
**L2**

**q4:** V1msg=Req,V2msg=1,Vt=None

**q5:** V1msg=Req,V2msg=2,Vt=None

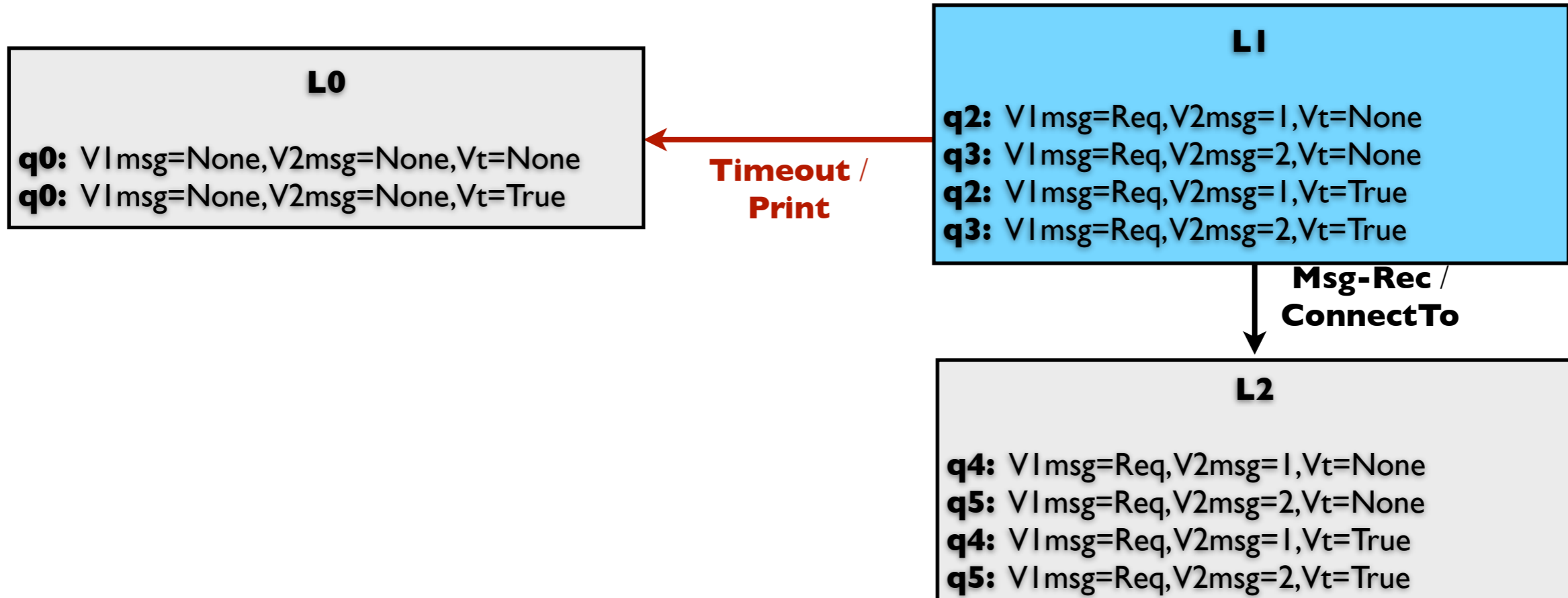
**q4:** V1msg=Req,V2msg=1,Vt=True

**q5:** V1msg=Req,V2msg=2,Vt=True

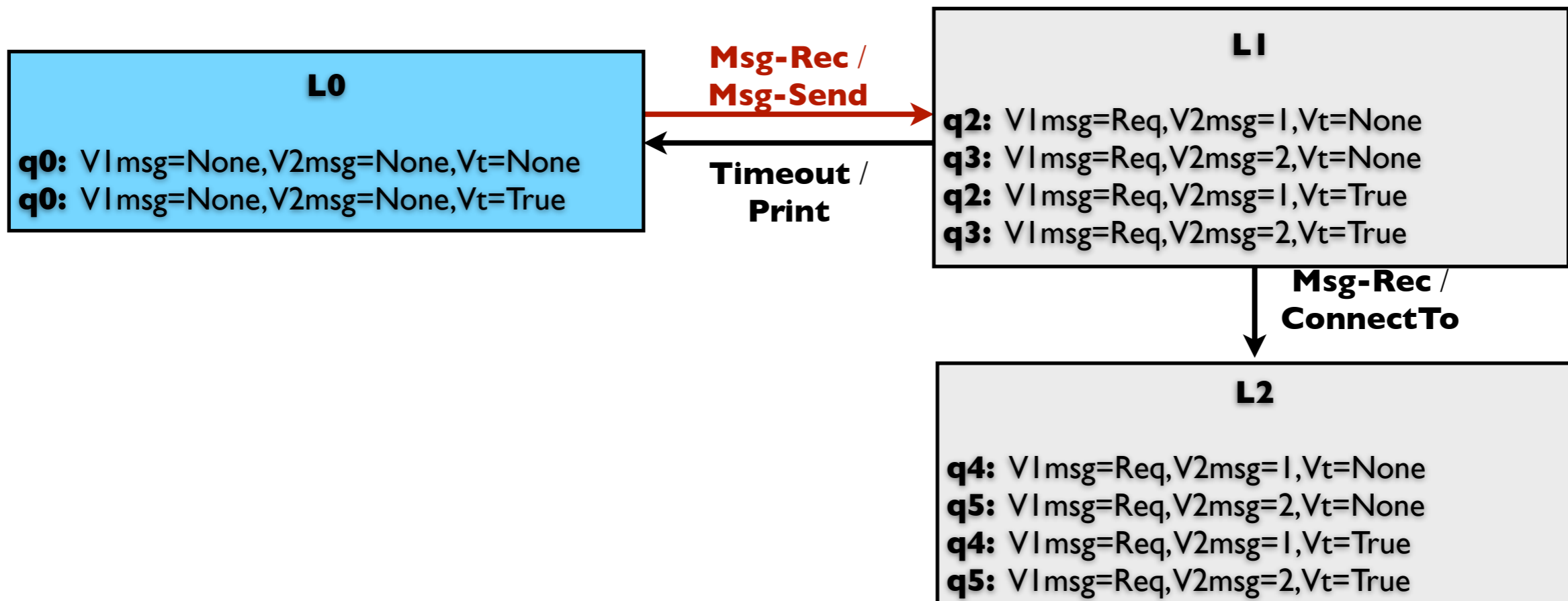




# Action Expressions



# Action Expressions



# Experiments

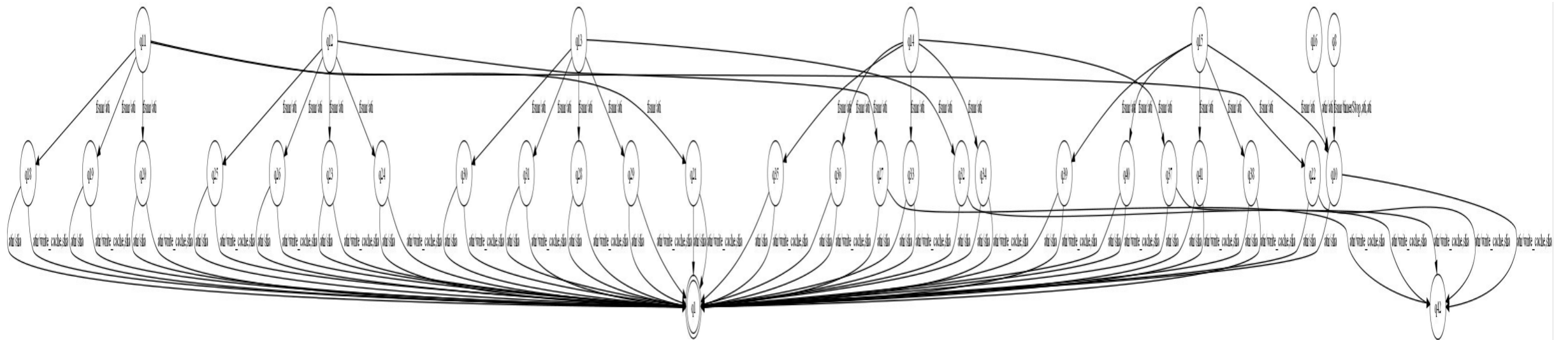
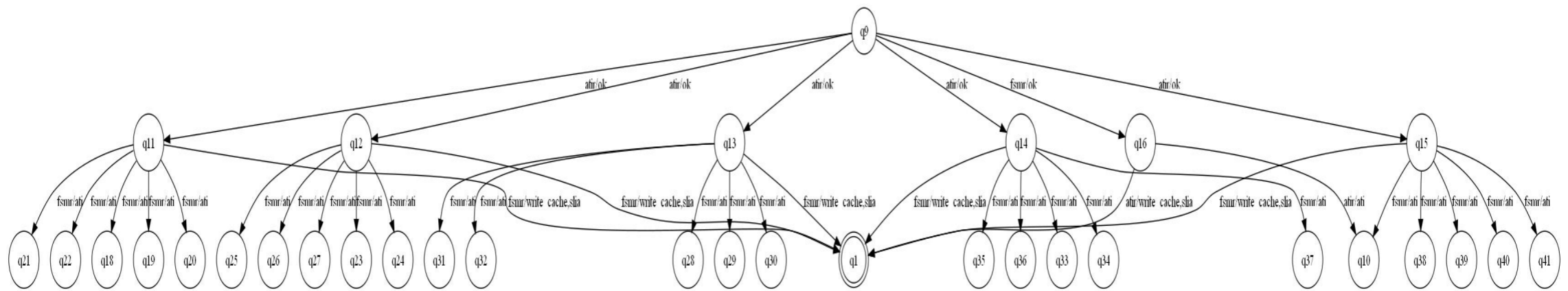
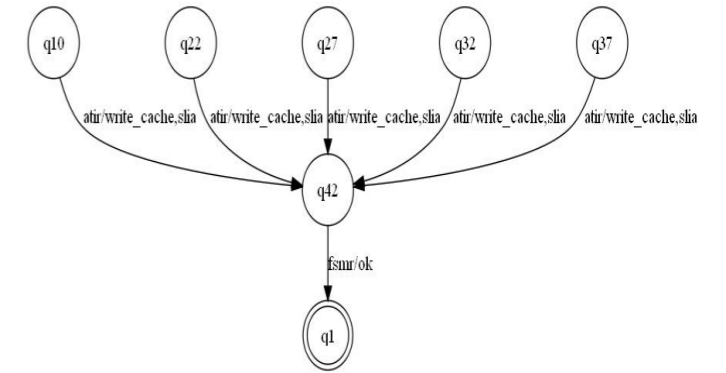
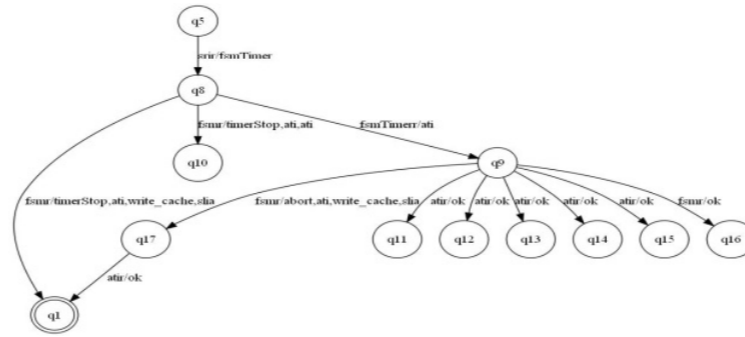
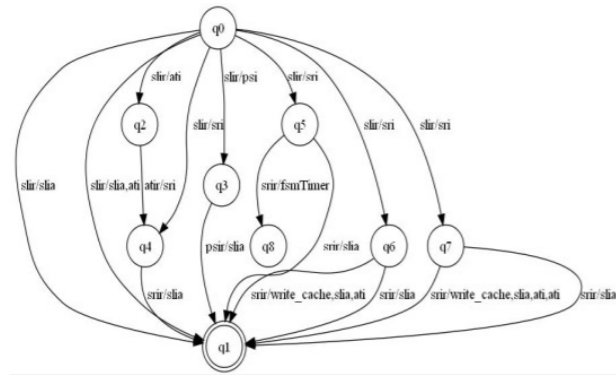
- A-MLC protocol developed by mobile arts
  - 130,000 lines of Erlang and 5,500 lines of C code
- We used executable specification of A-MLC
  - models behavior for individual client request
  - 13 control states



# Task (I)

- we explored a **very small set of data values**
- **LearnLib**, efficient implementation of  $L^*$
- 175 million membership queries in 43 hours
- the result Mealy machine has 42 states

# Mealy Machine Model

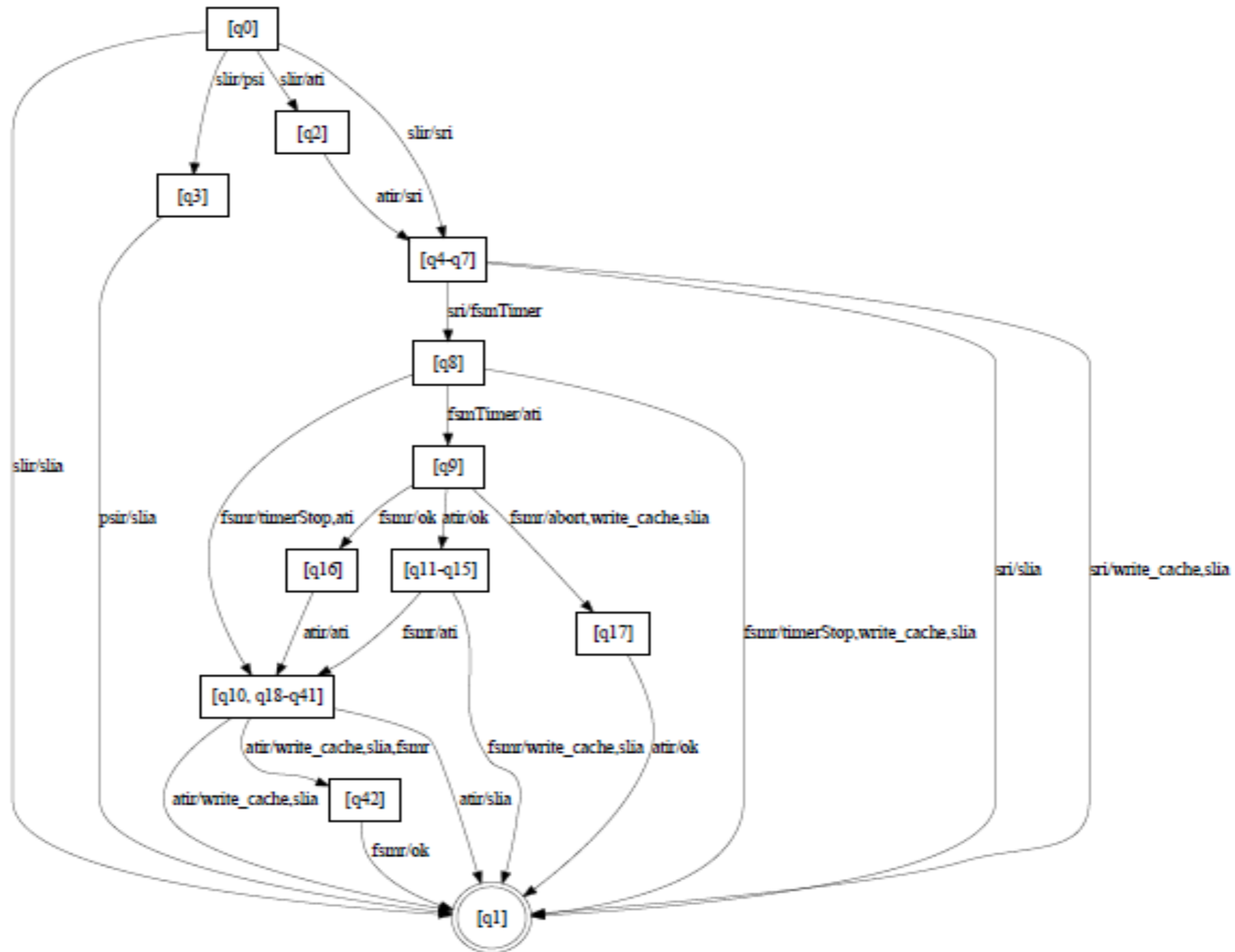


# Task (II), Symbolic Model

- For second task, we have developed a tool

# Task (II), Symbolic Model

- For second task, we have developed a tool





# Evaluation

- Coverage
  - 12 control states out of 13
  - 26 out of 40 edges
- Similarity
  - correspondence of locations to control locations:
- Readability
  - the actual code is smaller, uses more complex structure

# Evaluation

- Coverage
  - 12 control states out of 13
  - 26 out of 40 edges
- Similarity
  - correspondence of locations to control locations:
- Readability
  - the actual code is smaller, uses more complex structure

10	1->1
1	2->1
1	1->2
1	0->1

# Conclusions

- Angluin's  $L^*$  algorithm for inferring a model of communication protocols
  - LearnLib
    - 42 states, 1600 non-error edges
- Heuristic for folding the model
  - similar to actual protocol structure

# Future Works

- To investigate alternative principles for construction locations
- Look for some advanced ways for generating action expressions
  - code transformation
  - reduce redundancies

# Questions?