

# Learning Dependency Property from Traces

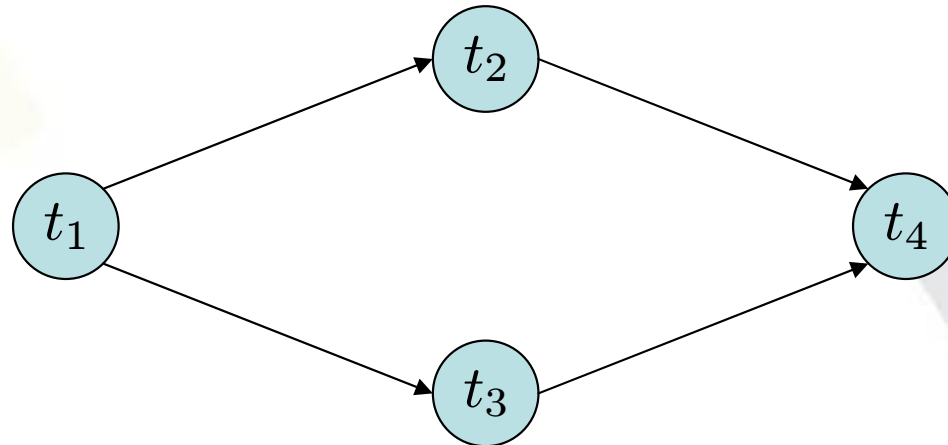
(CS294-2, Spring 2006)

Thomas Huining Feng  
tfeng@eecs.berkeley.edu

Apr. 27, 2006

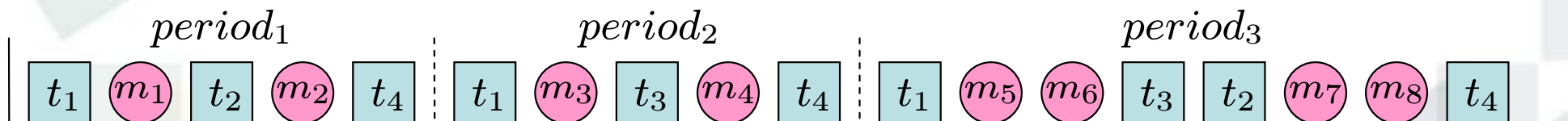
# Our Learning Problem

---



In this example,  $t_1$  is a disjunction node, and  $t_4$  is a conjunction node.

- ◇ A *disjunction node* is a node that can choose execution paths.
- ◇ A *conjunction node* is a node that passively receives messages from multiple execution paths.



Learn *node dependency* from traces, but

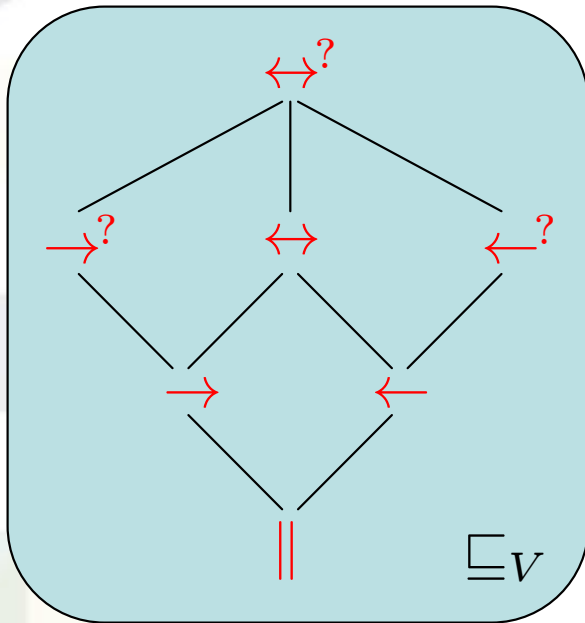
- ◇ Whether a node is disjunction/conjunction is unknown.
- ◇ Sender/receiver/meaning of a message (transmitted on the bus) is unknown.

# Problem Definition (1)

**Tasks.**  $T$  is the set of tasks in the system (provided by the supplier).

**Dependency function.**  $d \in D : T \times T \rightarrow V$ , where

$$V = \{ \parallel, \rightarrow, \leftarrow, \leftrightarrow, \rightarrow?, \leftarrow?, \leftrightarrow? \}$$



- ◇  $\parallel$ :  $t_1$  and  $t_2$  are in *parallel*.
- ◇  $\rightarrow$ : if  $t_1$  executes in a period, it *always* determines  $t_2$ .

- ◇  $\leftarrow$ : if  $t_1$  executes in a period, it *always* depends on  $t_2$ .
- ◇  $\leftrightarrow$ :  $t_1$  and  $t_2$  *always* depend on each other.
- ◇  $\rightarrow?$ : if  $t_1$  executes in a period, it *may or may not* determine  $t_2$ .
- ◇  $\leftarrow?$ : if  $t_1$  executes in a period, it *may or may not* depend on  $t_2$ .
- ◇  $\leftrightarrow?$ :  $t_1$  and  $t_2$  *may or may not* depend on each other.

## Problem Definition (2)

---

**More-specific-than.**  $\sqsubseteq_V$  was defined as a lattice.  $\sqsubseteq_D$  is the *pointwise order* of  $\sqsubseteq_V$  (also a lattice).  $\forall d_1, d_2 \in D$

$$d_1 \sqsubseteq_D d_2 \Leftrightarrow \forall t_1, t_2 \in T. (d_1(t_1, t_2) \sqsubseteq_V d_2(t_1, t_2))$$

**The abstracted learning problem.** Given

- ◇  $I$  (the set of instances),
- ◇  $\langle D, \sqsubseteq_D \rangle$  (the space of possible dependency functions), and
- ◇  $M : D \times I \rightarrow \text{boolean}$ , or  $M : D \times \mathcal{P}(I) \rightarrow \text{boolean}$  (the matching function),

find  $D^* \subseteq D$  s.t.

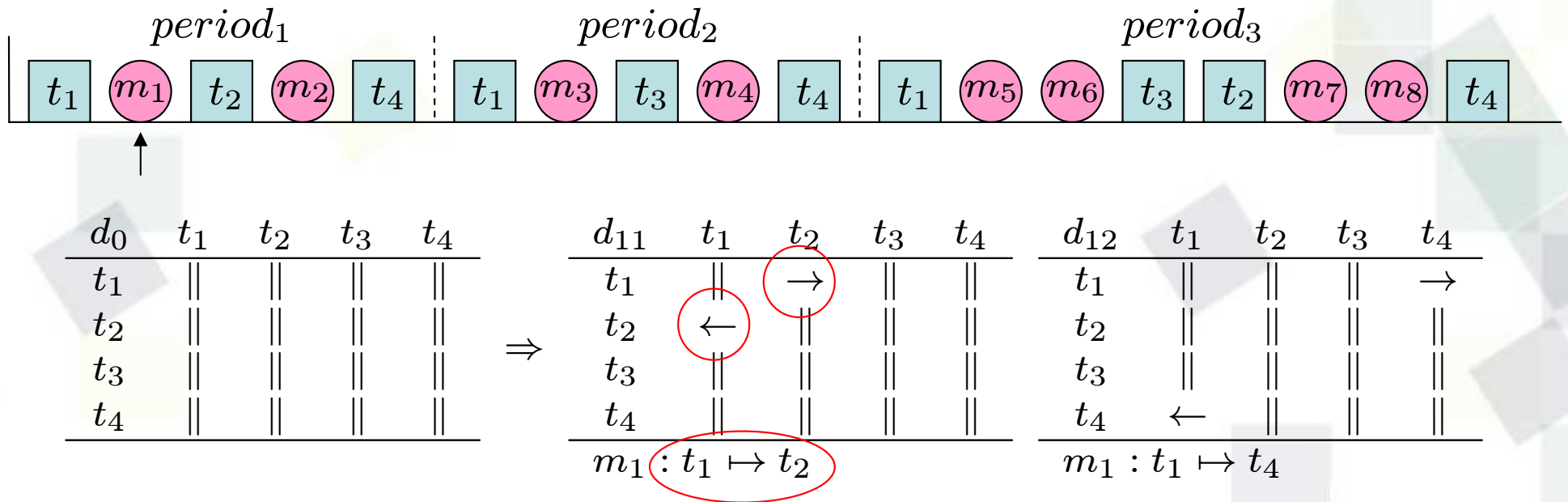
- ◇ *Correctness*:

$$\forall d^* \in D^*. M(d^*, I)$$

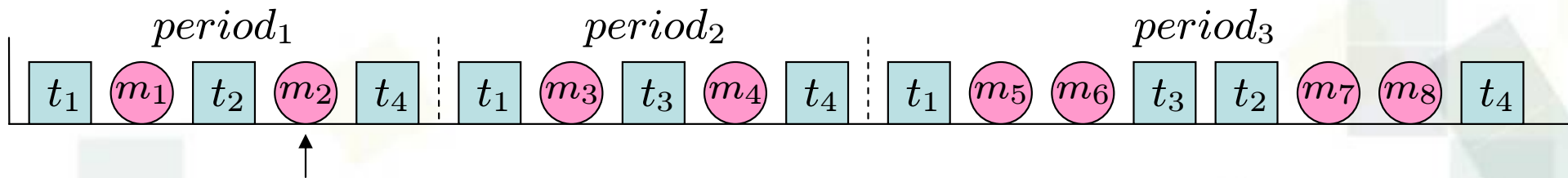
- ◇ *Completeness* and *optimality*:

$$\forall d \in D. (M(d, I) \Rightarrow \exists d^* \in D^*. d^* \sqsubseteq_D d)$$

# A Simple Example of the Algorithm



# A Simple Example of the Algorithm



$d_{11}$	$t_1$	$t_2$	$t_3$	$t_4$
$t_1$		→		
$t_2$	←			
$t_3$				
$t_4$				

$m_1 : t_1 \mapsto t_2$

$\Rightarrow$

$d_{21}$	$t_1$	$t_2$	$t_3$	$t_4$
$t_1$		→		→
$t_2$	←			
$t_3$				
$t_4$	←			

$m_1 : t_1 \mapsto t_2; m_2 : t_1 \mapsto t_4$

$d_{22}$	$t_1$	$t_2$	$t_3$	$t_4$
$t_1$		→		
$t_2$	←			→
$t_3$				
$t_4$		←		

$m_1 : t_1 \mapsto t_2; m_2 : t_2 \mapsto t_4$

$d_{12}$	$t_1$	$t_2$	$t_3$	$t_4$
$t_1$				→
$t_2$				
$t_3$				
$t_4$	←			

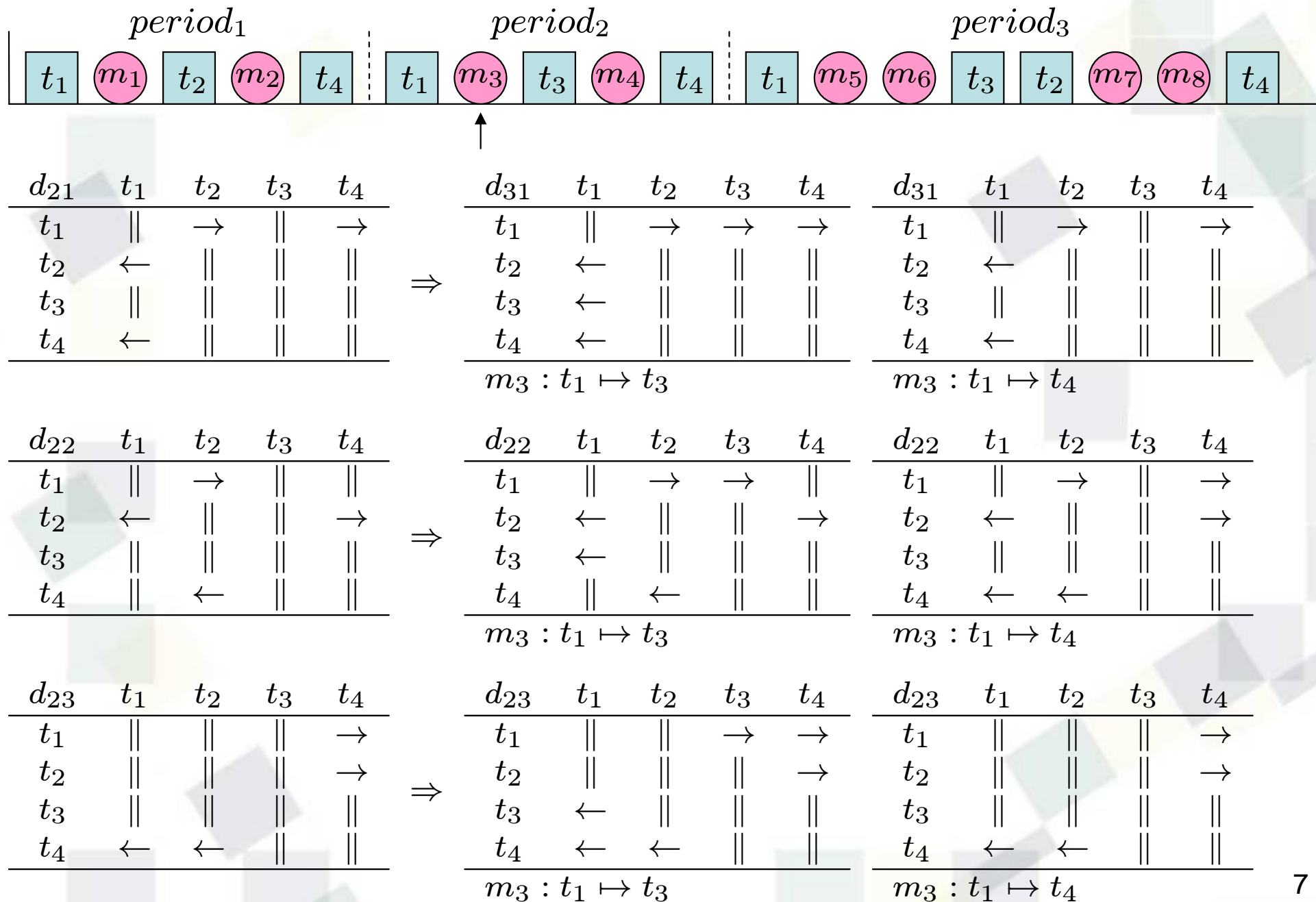
$m_1 : t_1 \mapsto t_4$

$\Rightarrow$

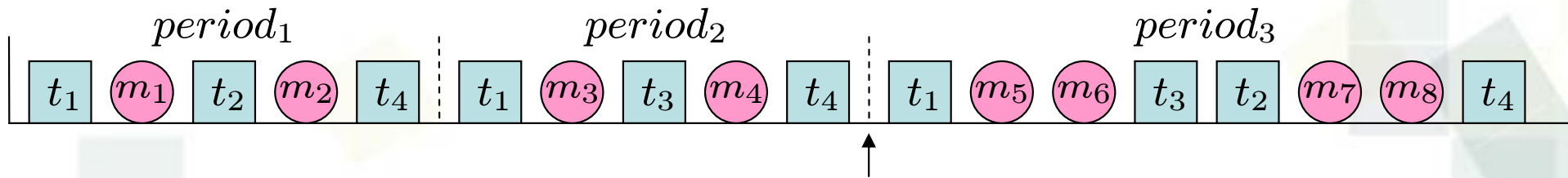
$d_{23}$	$t_1$	$t_2$	$t_3$	$t_4$
$t_1$				→
$t_2$				→
$t_3$				
$t_4$	←	←		

$m_1 : t_1 \mapsto t_4; m_2 : t_2 \mapsto t_4$

# A Simple Example of the Algorithm



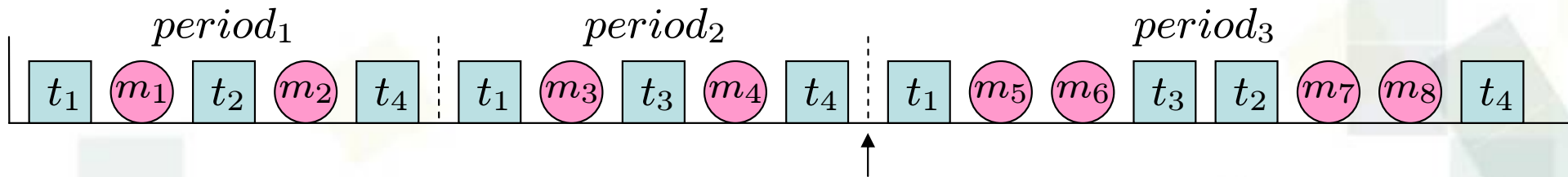
# A Simple Example of the Algorithm



$d_{41}$	$t_1$	$t_2$	$t_3$	$t_4$	$d_{42}$	$t_1$	$t_2$	$t_3$	$t_4$	$d_{43}$	$t_1$	$t_2$	$t_3$	$t_4$
$t_1$		→		→	$t_1$				→	$t_1$		→	→	→
$t_2$	←				$t_2$				→	$t_2$	←			
$t_3$				→	$t_3$				→	$t_3$	←			
$t_4$	←		←		$t_4$	←	←	←		$t_4$	←			
$d_{44}$	$t_1$	$t_2$	$t_3$	$t_4$	$d_{45}$	$t_1$	$t_2$	$t_3$	$t_4$	$d_{46}$	$t_1$	$t_2$	$t_3$	$t_4$
$t_1$			→	→	$t_1$		→	→	→	$t_1$		→	→	→
$t_2$				→	$t_2$	←			→	$t_2$	←			
$t_3$	←				$t_3$	←				$t_3$	←			→
$t_4$	←	←			$t_4$	←	←			$t_4$	←		←	
$d_{47}$	$t_1$	$t_2$	$t_3$	$t_4$	$d_{48}$	$t_1$	$t_2$	$t_3$	$t_4$	$d_{49}$	$t_1$	$t_2$	$t_3$	$t_4$
$t_1$		→	→		$t_1$			→	→	$t_1$		→		→
$t_2$	←			→	$t_2$				→	$t_2$	←			→
$t_3$	←			→	$t_3$	←			→	$t_3$				→
$t_4$		←	←		$t_4$	←	←	←		$t_4$	←	←	←	



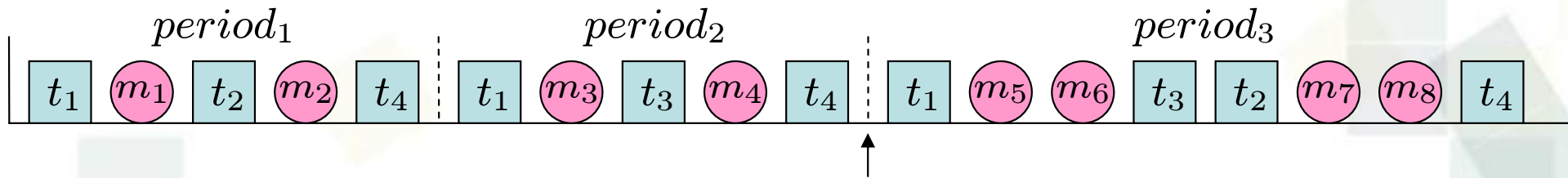
# A Simple Example of the Algorithm



Post-processing 1: test conditional dependencies

$d_{41}$	$t_1$	$t_2$	$t_3$	$t_4$	$d_{42}$	$t_1$	$t_2$	$t_3$	$t_4$	$d_{43}$	$t_1$	$t_2$	$t_3$	$t_4$
$t_1$		→?		→	$t_1$				→	$t_1$		→?	→?	→
$t_2$	←				$t_2$				→	$t_2$	←			
$t_3$				→	$t_3$				→	$t_3$	←			
$t_4$	←		←?		$t_4$	←	←?	←?		$t_4$	←			
$d_{44}$	$t_1$	$t_2$	$t_3$	$t_4$	$d_{45}$	$t_1$	$t_2$	$t_3$	$t_4$	$d_{46}$	$t_1$	$t_2$	$t_3$	$t_4$
$t_1$			→?	→	$t_1$		→?	→?	→	$t_1$		→?	→?	→
$t_2$				→	$t_2$	←			→	$t_2$	←			
$t_3$	←				$t_3$	←				$t_3$	←			→
$t_4$	←	←?			$t_4$	←	←?			$t_4$	←		←?	
$d_{47}$	$t_1$	$t_2$	$t_3$	$t_4$	$d_{48}$	$t_1$	$t_2$	$t_3$	$t_4$	$d_{49}$	$t_1$	$t_2$	$t_3$	$t_4$
$t_1$		→?	→?		$t_1$			→?	→	$t_1$		→?		→
$t_2$	←			→	$t_2$				→	$t_2$	←			→
$t_3$	←			→	$t_3$	←			→	$t_3$				→
$t_4$		←?	←?		$t_4$	←	←?	←?		$t_4$	←	←?	←?	

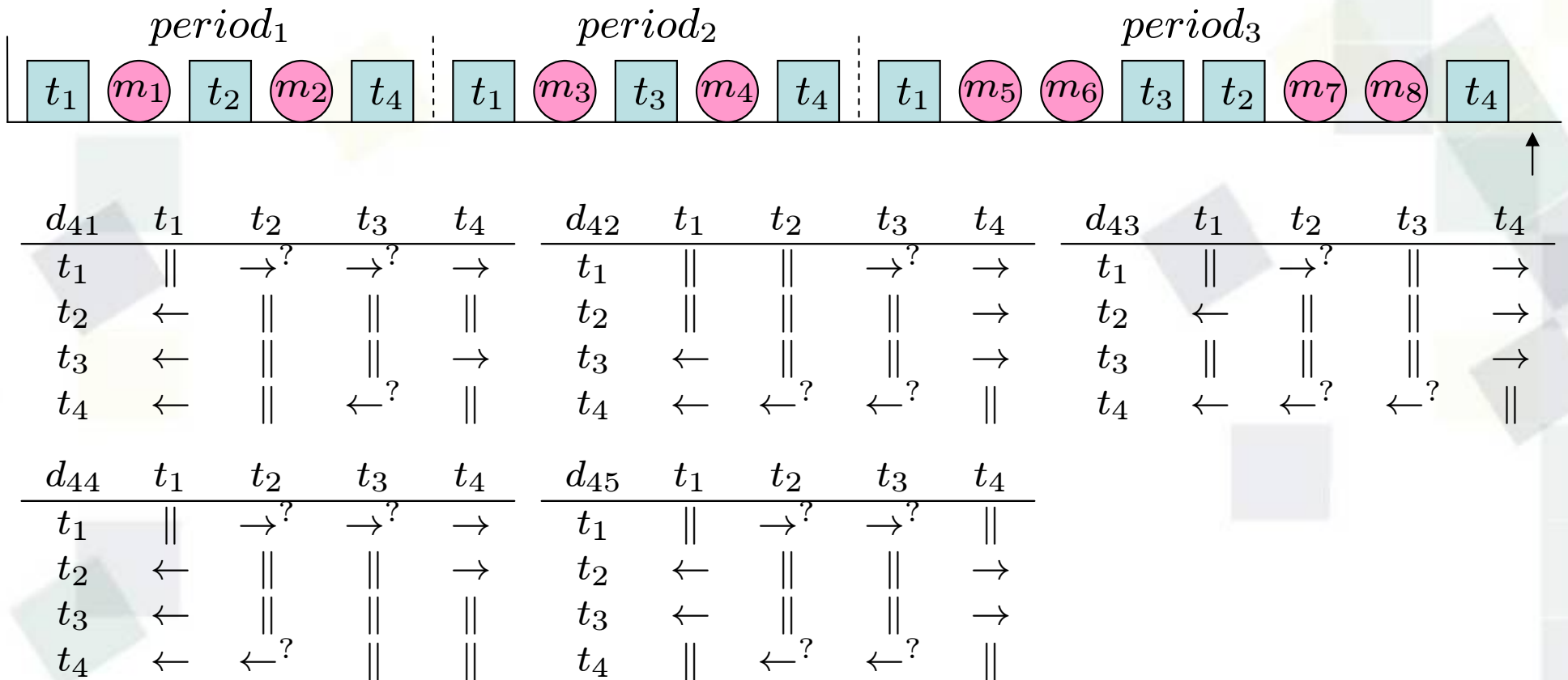
# A Simple Example of the Algorithm



Post-processing 2: find redundant dependencies

$d_{41}$	$t_1$	$t_2$	$t_3$	$t_4$	$d_{42}$	$t_1$	$t_2$	$t_3$	$t_4$	$d_{43}$	$t_1$	$t_2$	$t_3$	$t_4$
$t_1$		$\rightarrow^?$		$\rightarrow$	$t_1$				$\rightarrow$	$t_1$		$\rightarrow^?$	$\rightarrow^?$	$\rightarrow$
$t_2$	$\leftarrow$				$t_2$				$\rightarrow$	$t_2$	$\leftarrow$			
$t_3$				$\rightarrow$	$t_3$				$\rightarrow$	$t_3$	$\leftarrow$			
$t_4$	$\leftarrow$		$\leftarrow^?$		$t_4$	$\leftarrow$	$\leftarrow^?$	$\leftarrow^?$		$t_4$	$\leftarrow$			
$d_{44}$	$t_1$	$t_2$	$t_3$	$t_4$	$d_{45}$	$t_1$	$t_2$	$t_3$	$t_4$	$d_{46}$	$t_1$	$t_2$	$t_3$	$t_4$
$t_1$			$\rightarrow^?$	$\rightarrow$	$t_1$		$\rightarrow^?$	$\rightarrow^?$	$\rightarrow$	$t_1$		$\rightarrow^?$	$\rightarrow^?$	$\rightarrow$
$t_2$				$\rightarrow$	$t_2$	$\leftarrow$			$\rightarrow$	$t_2$	$\leftarrow$			
$t_3$	$\leftarrow$				$t_3$	$\leftarrow$				$t_3$	$\leftarrow$			$\rightarrow$
$t_4$	$\leftarrow$	$\leftarrow^?$			$t_4$	$\leftarrow$	$\leftarrow^?$			$t_4$	$\leftarrow$		$\leftarrow^?$	
$d_{47}$	$t_1$	$t_2$	$t_3$	$t_4$	$d_{48}$	$t_1$	$t_2$	$t_3$	$t_4$	$d_{49}$	$t_1$	$t_2$	$t_3$	$t_4$
$t_1$		$\rightarrow^?$	$\rightarrow^?$		$t_1$			$\rightarrow^?$	$\rightarrow$	$t_1$		$\rightarrow^?$		$\rightarrow$
$t_2$	$\leftarrow$			$\rightarrow$	$t_2$				$\rightarrow$	$t_2$	$\leftarrow$			$\rightarrow$
$t_3$	$\leftarrow$			$\rightarrow$	$t_3$	$\leftarrow$			$\rightarrow$	$t_3$				$\rightarrow$
$t_4$		$\leftarrow^?$	$\leftarrow^?$		$t_4$	$\leftarrow$	$\leftarrow^?$	$\leftarrow^?$		$t_4$	$\leftarrow$	$\leftarrow^?$	$\leftarrow^?$	

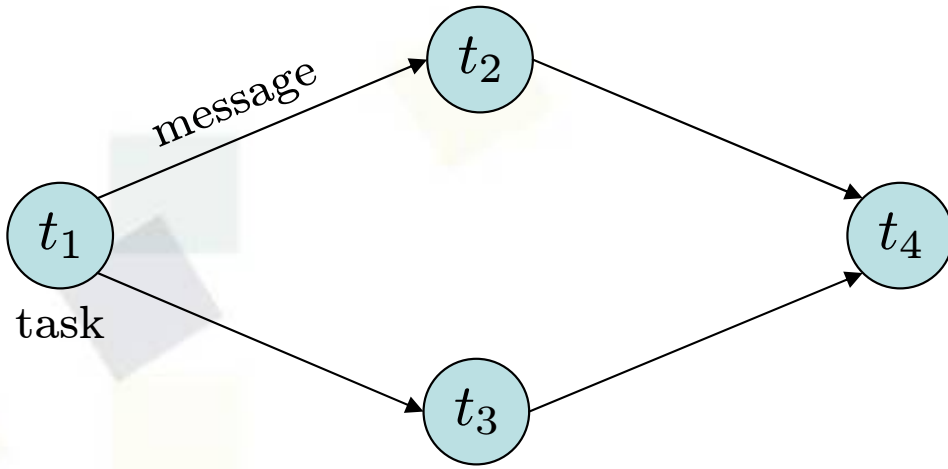
# A Simple Example of the Algorithm



When the trace is finished and the algorithm does not converge, take the LUB (optional).

$d_n$	$t_1$	$t_2$	$t_3$	$t_4$
$t_1$		$\rightarrow?$	$\rightarrow?$	$\rightarrow$
$t_2$	$\leftarrow$			$\rightarrow$
$t_3$	$\leftarrow$			$\rightarrow$
$t_4$	$\leftarrow$	$\leftarrow?$	$\leftarrow?$	

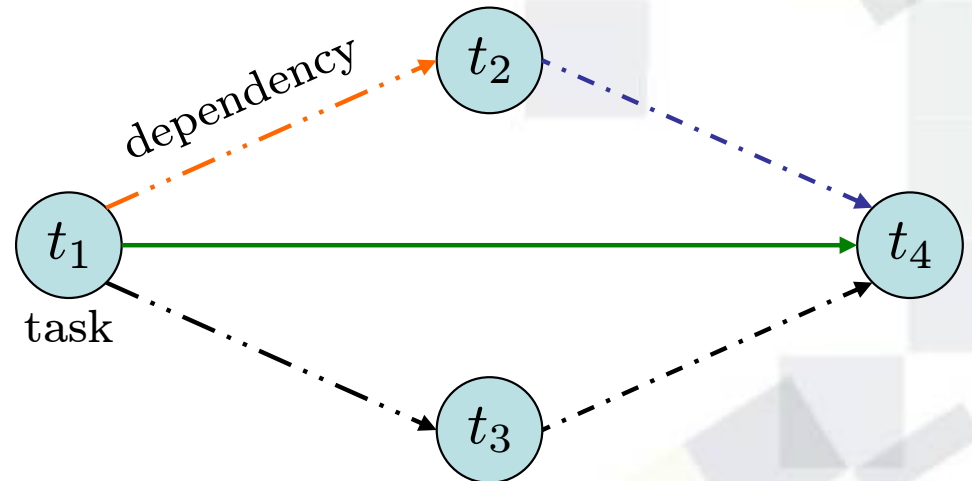
# Construct Dependency Graph from the Result



Original model

$d_n$	$t_1$	$t_2$	$t_3$	$t_4$
$t_1$		$\rightarrow?$	$\rightarrow?$	$\rightarrow$
$t_2$	$\leftarrow$			$\rightarrow$
$t_3$	$\leftarrow$			$\rightarrow$
$t_4$	$\leftarrow$	$\leftarrow?$	$\leftarrow?$	

$\Downarrow$



Dependency graph



$$d(t_1, t_2) = \rightarrow? \wedge d(t_2, t_1) = \leftarrow$$



$$d(t_2, t_4) = \rightarrow \wedge d(t_4, t_2) = \leftarrow?$$



$$d(t_1, t_4) = \rightarrow \wedge d(t_4, t_1) = \leftarrow$$

$t_1$  is disjunction;  $t_4$  is conjunction.

# Properties of the Algorithm

---

**Theorem 1 (NP-hard).** The problem of finding the set of most specific hypotheses for a given trace is NP-hard.

**Theorem 2 (Correctness).** <sup>a</sup> The algorithm (with or without heuristics) guarantees correctness. I.e., if  $I$  is the set of instances in the trace, and  $D^*$  is the set of hypotheses that the algorithm returns, then  $\forall d^* \in D^* . \forall i \in I . M(d^*, i)$ .

**Theorem 3 (Optimality).** The algorithm without heuristics guarantees optimality. I.e., if  $I$  is the set of instances in the trace, and  $D^*$  is the set of hypotheses that the algorithm returns, then  $\forall d^* \in D^* . \exists d' \in D . d' \sqsubset_D d^* \wedge \forall i \in I . M(d', i)$ .

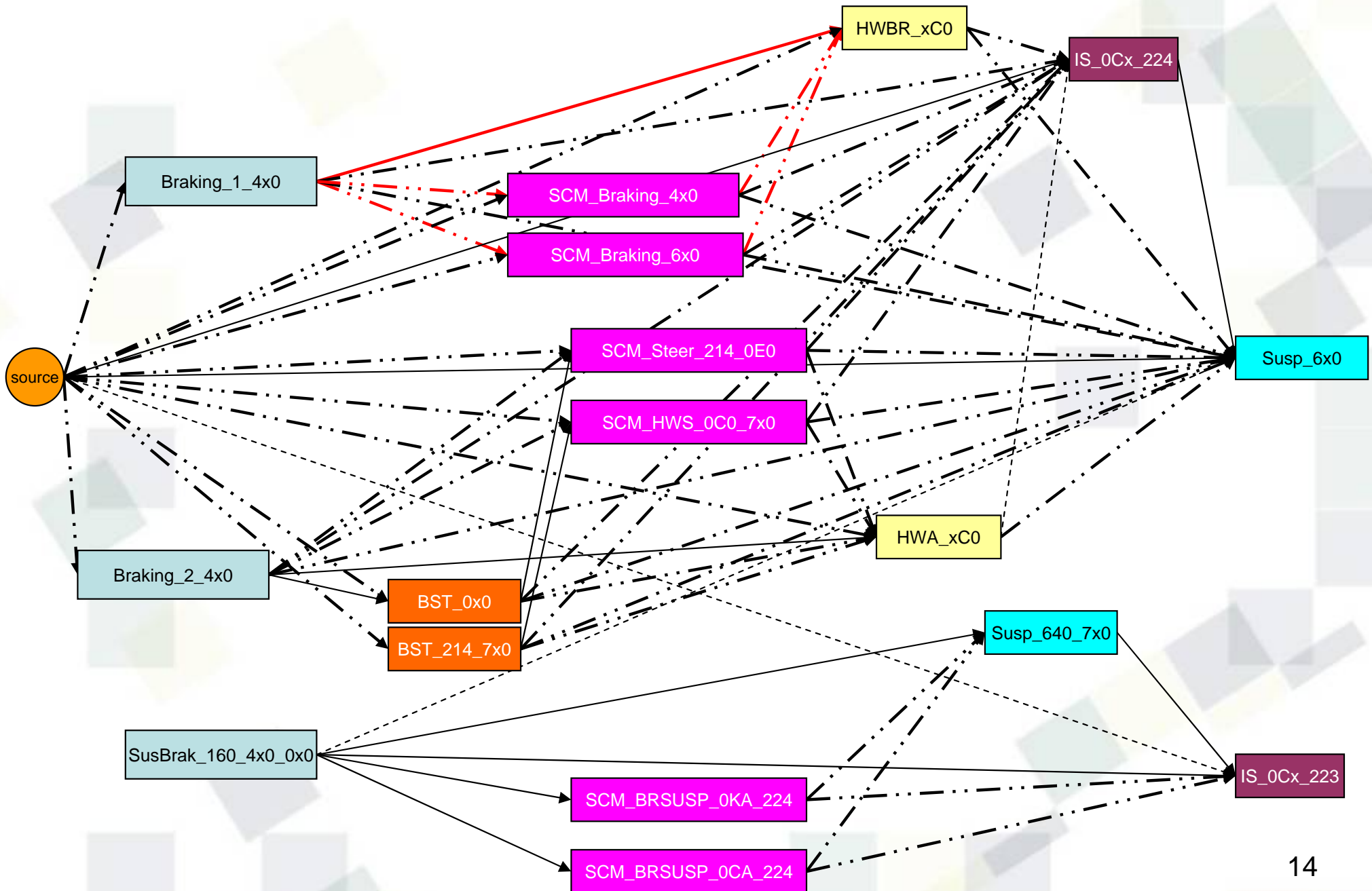
**Lemma.** If the algorithm returns the set of hypotheses  $D^*$  with the bound set to  $b$ , and  $d^*$  is the hypothesis obtained with the bound set to 1, then  $d^* = D^*$  (the least upper bound of all the elements in  $D^*$ ).

**Theorem 4 (Convergence).** If the algorithm converges to one hypothesis  $d_1^*$ , regardless of whether the bound is set or what the bound is, and if the algorithm returns  $d_2^*$  with the bound set to 1, then  $d_1^* = d_2^*$ .

---

<sup>a</sup>Heuristics is not discussed here.

# An Industrial-Size Example



# References

---

- [1] Haibo Zeng, Abhijit Davare, Alberto Sangiovanni-Vincentelli, Sampada Sonalkar, Sri Kanajan, and Claudio Pinello. Design space exploration of automotive platforms in Metropolis. In *2005 SAE International*, Detroit, MI, USA, 2005.
- [2] Xi Chen, Harry Hsieh, Felice Balarin, and Yosinori Watanabe. Automatic trace analysis for logic of constraints. In *DAC '03: Proceedings of the 40th conference on Design automation*, pages 460–465, New York, NY, USA, 2003. ACM Press.
- [3] Tom M. Mitchell. Generalization as search. *Artificial Intelligence*, 18:203–226, 1982.
- [4] Tessa A. Lau, Pedro Domingos, and Daniel S. Weld. Version space algebra and its application to programming by demonstration. In *17th International Conference on Machine Learning (ICML)*, pages 527–534, San Francisco, CA, 2000. Morgan Kaufmann.
- [5] Tessa A. Lau, Pedro Domingos, and Daniel S. Weld. Learning programs from traces using version space algebra. In *International Conference on Knowledge Capture (K-CAP)*, pages 36–43, Banff, Alberta, Canada, 2003.