# Generating Synthetic Event Datasets for Tuning Root Cause Analysis Algorithms

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## Notation

- directed graph

- the vertex set of the directed graph

– the arc set of the directed graph

– event type for which we would like to do root cause analysis

– set of event types associated with the event subject to analysis

– set of all event types

- the set of all instances of associated events of types in

– the set of all constraints applied to event types in and their instances

## The Problem of Generating Synthetic Data

Let us denote by the set of the event types which are relevant in root cause analysis of specific event type .

That is, the event types and the event type will form causal pairs for which we want to calculate causal significance factor and construct Directed Causal Graph (DCG).

We will assume that we can have multiple instances of each event type . Here denote different sets of arguments for the same event type .

We will consider the following constraint types which can be imposed on the event types. We may impose *directly follows* () constraint and *reachable from* () constraint to a subset of event types. Generalization of the *reachable from* constraint is *reachable from in at least steps* () and *reachable from in at most steps* ().

Another relevant constraint is the *multiplicity type* constraint with possible multiplicity types: *max children count* , *min children count* , *max total count*  and *minimum total count* for an event type within the dataset of *associated events*[[1]](#footnote-1)[[2]](#footnote-2)[[3]](#footnote-3)[[4]](#footnote-4)[[5]](#footnote-5).

*Note*: The most general set of constraints which deal with non-deterministic conditions can be expressed using *Probabilistic Temporal Logic* (PTL) (for details see Appendix). For instance, denotes that event is reachable from event with probability at least after at least time steps and at most time steps.

Let us denote the set of all constraints imposed on even types in and event instances in with .

We would like to construct a sequence of events from the specified type set obeying the set of constraints .

How to do that?

Idea: We can represent the events in by a *Kripke* structure which will be subject to the set of constraints

Let us build an example Kripke structure for our Fulfillment Decisions Root Cause Analysis problem discussed in (Gueorguiev, 2023).

## Representing Fulfillment Event Dataset with *Kripke* Structure

Let us consider an event dataset represented by *timestamp-marked stream* of *event instances*:

Here each event instance is an instance of some event type in created at time , for some set of arguments which belong to the value space of all possible argument values of (see paragraph *Events* of (Gueorguiev, 2023) for details). Here the index represents the -th appearance of the event type in the timestamp-marked event stream. That is:

(1)

From this timestamp-marked stream when and are given we can always construct a *Kripke* structure .

The algorithm for constructing such structure is discussed below:

We will construct a sequence of Directed Follow Graph Instances (DFGI) where each DFGI will contain a pair of special events – *starting event* and *ending event* .

Let us denote all instances of with where the index represents the -th appearance of the event type in the timestamp-marked event stream. Similarly, we denote all instances of with . We can visualize the timestamp-marked stream using this new notation as:

We can represent the structure of the timestamp-marked stream as a composition of the following finite sequences:

, , , ,,,…,,,…

denotes a finite sequence of events which does not contain an instance of or .

denotes a finite sequence of events which is starting with an instance of and ending with an instance of where all events in the sequence between the first and the last event are not instances of and .

() denotes the finite sequence of events a) which does not contain an instance of or and is b) between two sequences, and.

We label every state node of the Kripke structure with a tuple corresponding to the argument values of an event instance in the event stream which the structure will represent. Depending on the desired granularity level we can have more elaborate or less detailed event arguments. For example, let us consider the starting event to be “*order is received*”. Clearly, we can have different number of arguments describing each instance of the event “*order is received*”. For instance, we can have each received order described only with the number of bundles in the order. That is, each instance of event “*order is received*” which has a single bundle will be undistinguishable from any other instance of the same event with single bundle. If we want to have more granular information when order is received, we can specify a SKU which is part of the order and the units requested for that SKU.

Specifying more granular parameter space for the event node will be reflected in a more complex (more branching) Kripke structure corresponding to the event dataset. Following the notation introduced in section *Events* of (Gueorguiev, 2023) we denote the parameter space of the -th event with . Let us denote with (*fraktur P*) the set of all parameter spaces corresponding to all events contained in . Let us denote all possible parameter spaces for -th event with . On the example above . Having a single event parameter which specifies the number of bundles in the received order, having second parameter specifying the SKU number, having a third parameter specifying the number of units for the specified SKU are all viable parameter spaces. Notice that the possible parameter spaces can be enumerated and indexed. We can impose strong partial order relation to compare parameter spaces in terms of degree of granularity. In our example, clearly, . Note we can enumerate and index by degree of granularity as well.

We will adopt

Let us denote the set of all DFGIs with .

Algorithm:

Step 1: Construct the set of Directed Follow Graph Instances (DFGI) each corresponding to a pair of , instances.

Step 2: Construct an incomplete Kripke structure from

Step 3:

Step 4:

# Bibliography

Gueorguiev, D. (2023). *Root Cause Analysis For Fulfillment Decisions.* Boston, MA.

Hans Hansson, B. J. (1994). *A Logic for Reasoning about Time and Reliability.* Kista, Sweden: Swedish Institute of Computer Science.

The report “*Root Cause Analysis For Fulfillment Decisions*” can be found [here](https://github.com/dimitarpg13/root_cause_analysis_and_model_checking/blob/main/docs/RootCauseAnalysisforFulfillmentSplittingDecisions.docx).

## Appendix: Probabilistic Temporal Logic

A detailed and thorough survey by Clarke et al on the most relevant logic systems for model verification can be found here: [Clarke, E. M., Schlingloff, B. H. (2001). Model Checking](https://github.com/dimitarpg13/root_cause_analysis_and_model_checking/blob/main/literature/ModelChecking/ModelChecking_ClarkeSchlingloff1999.pdf)

As quick intro into Temporal Logic can serve Clarke, Emerson, and Sistla's paper: [Clarke, E.M., Emerson, E.A., Sistla, A.P. (1983). Automatic Verification Finite State Concurrent Systems Using Temporal Logic Specifications: A Practical Approach](https://github.com/dimitarpg13/root_cause_analysis_and_model_checking/blob/main/literature/ModelChecking/AutomaticVerifictionOfFiniteStateConcurrentSystemUsingTemporalLogicSpecification.pdf)

An excellent tutorial for Probabilistic Temporal Logic (PTL) is the Hanssen and Jonsson's paper: [Hansson, H., Jonsson, B. (1994). A Logic about Reasoning about Time and Reliability](https://github.com/dimitarpg13/root_cause_analysis_and_model_checking/blob/main/literature/ModelChecking/ALogicforReasoningaboutTimeandReliability_Hansson_Johnson_1994.pdf)

A refresher on first order logic which is the fundament of the logic systems for model verification can be found here: [First-Order Logic, Open Logic Project](https://github.com/dimitarpg13/root_cause_analysis_and_model_checking/blob/main/literature/ModelChecking/first-order-logic-OpenLogicProject.pdf)

Examples of PTL expressions

denotes that event is reachable from event with probability at least after at least time steps and at most time steps. This operator is also known as the *quantified leads-to* operator discussed in (Hans Hansson, 1994).

1. is from **[μ](https://www.wordhippo.com/what-is/the-meaning-of/greek-word-125d36fa78073a7c4d390e61ab9efaf50ccb1340.html)**[έγιστο](https://www.wordhippo.com/what-is/the-meaning-of/greek-word-125d36fa78073a7c4d390e61ab9efaf50ccb1340.html) (Greek for *maximum*) [↑](#footnote-ref-1)
2. is from **ε**λάχιστο (Greek for *minimum*) [↑](#footnote-ref-2)
3. The subscript is from **π**αιδί (Greek for *child*) [↑](#footnote-ref-3)
4. The subscript is from **ο**λικός (Greek for *overall*) [↑](#footnote-ref-4)
5. The subscript is from **σ**υνεταιρισμός (Greek for *association*) [↑](#footnote-ref-5)