## **Database assisted** state machine learning

#### Introducing

Hielke Walinga Master thesis project

Algorithms group, TU Delft

Sicco Verwer, responsible professor Robert Baumgartner, supervising PhD candidate

#### TOC

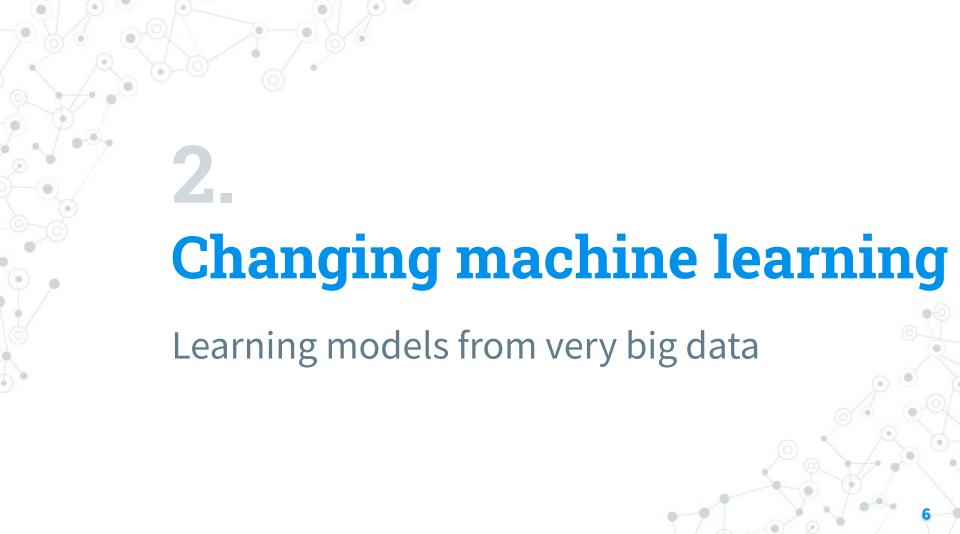
- Relevance and context
- Changing machine learning
- Learning state machines
- Algorithm
- Experiments
- Results
- Q&A





#### Using state machines to understand software from logs

- State machines are a good model for software systems
- Complex software systems produce logs
- These logs can be used to infer how the software works
- These logs are often found in databases, such as Splunk



#### Too much data

- Data does not fit in memory
- Data does not fit on one computer
- Data is often very similar



#### Solutions for too much data

Sample the data → Some information inevitably lost

Batch the data → How to make batches?

Stream the data → Cannot go back to previous data

Often multiple passes (epochs) of the data needed

#### Only need an informative sample

- Much data is often the same
- A much smaller subset is often enough.
- Also known as a "characteristic sample" for state machines



#### Learning from a database

- Save your data to a database
- Ask relevant data from the database

Data can be spread over multiple machines



#### Learning state machines from a database

- Fits already very well in this field:
  - The database is the system under learn
  - Active learning

- Depending on the indexing, allows for clever queries
- Log data might already be saved in a database (splunk)

# 3. State machine learning

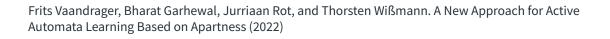
Learning from an incomplete teacher

#### L#: Partially building the state machine

Maintaining current hypothesis and observations as a tree

Making partial hypothesis by state merging

Allows intuitive analysis halfway to guide the search





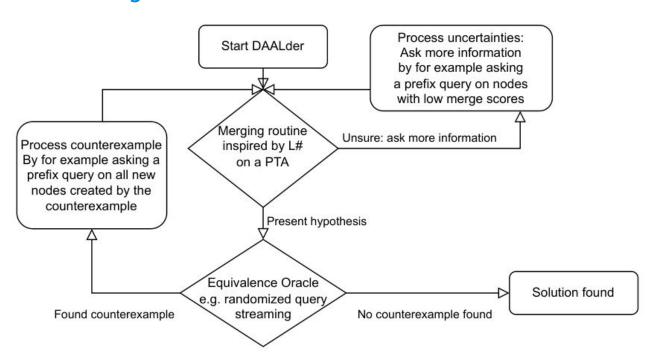
#### DAALder Algorithm

Maintain a partial hypothesis as a tree

Perform state merging

- If during state merging, more information is needed, ask
  - For example: *Prefix queries*

#### DAALder Algorithm



# Implementation details FlexFringe, PostGreSQL

#### Implementation details

- - State machine learning framework in C++
  - Easy access to many different merging routines

- O PostGreSQL:
  - Mostly out of convenience

- SP-GiST indexing:
  - Very similar to a PTA

# **Experiments and results**



#### **Experiments**

- Randomized state machines
- Data size doubled each test from 625 to 40960000

- Random sampling:
  - Uniform
  - Non-uniform

- Compared with:
  - EDSM
  - iMAT

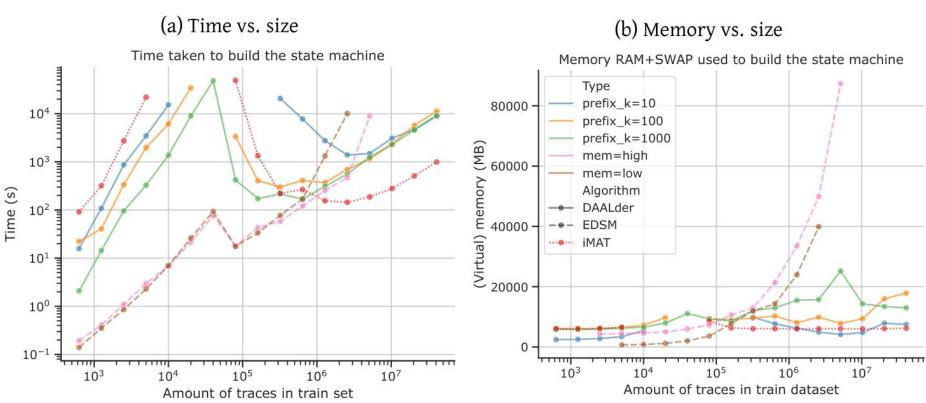
#### https://github.com/hwalinga/FSM-learning

Georgios Giantamidis, Stavros Tripakis, and Stylianos Basagiannis. Learning Moore machines from input–output traces. (2021)

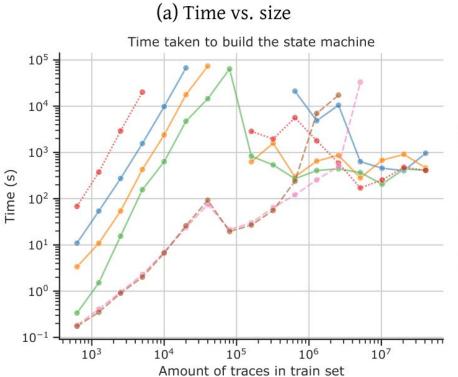
Olga Grinchtein, Martin Leucker, and Nir Piterman. Inferring Network Invariants Automatically (2006)

Mark Moeller et al. Automata Learning with an Incomplete Teacher. (2023)

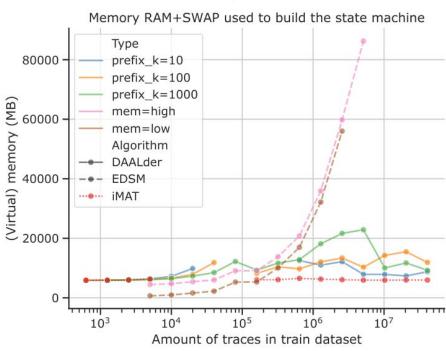
#### Measuring performance: Uniform data



#### Measuring performance: Non-uniform data



#### (b) Memory vs. size



## Final remarks

#### Discussion

DAALder only works well for large datasets

DAALder seems more useful with more sparsity in the data

I expect that iMAT performs worse with bigger alphabet



#### Future work

- O Improvements:
  - Different queries/indexes
  - Better heuristics on guidance what to ask

- More future work:
  - Incorporate more information sources
  - Learn the most informative sources
  - Learn a strategy

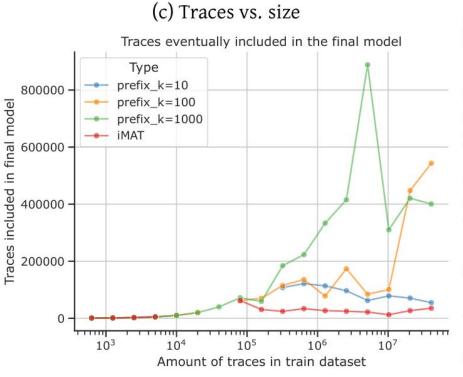
### Q&A

Implementation available (branch: Publlications/learnaut24): <a href="https://github.com/tudelft-cda-lab/FlexFringe">https://github.com/tudelft-cda-lab/FlexFringe</a>
Thesis: <a href="https://hielkewalinga.nl/uploads/thesis.pdf">https://hielkewalinga.nl/uploads/thesis.pdf</a>
Questions:

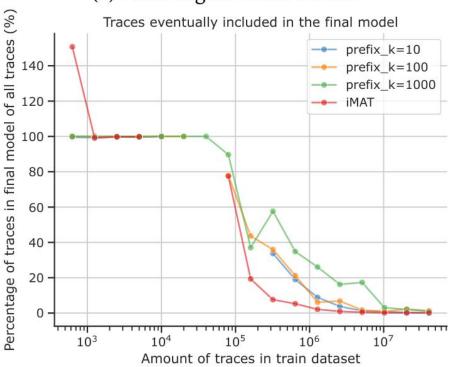
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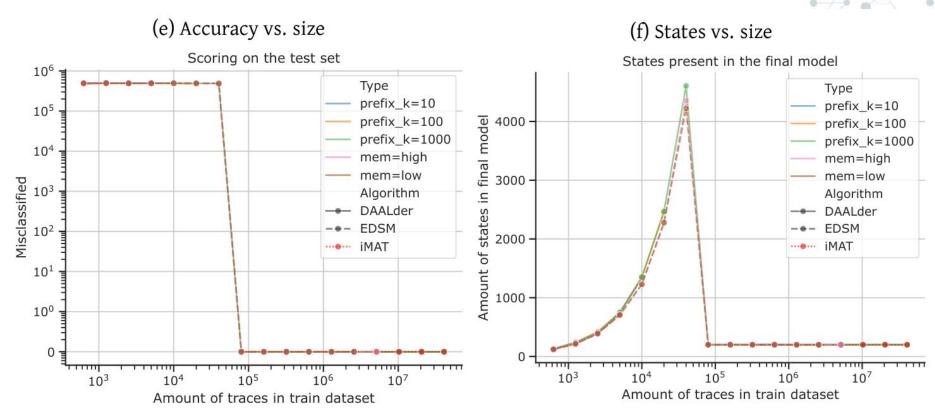
#### Measuring performance: Uniform data



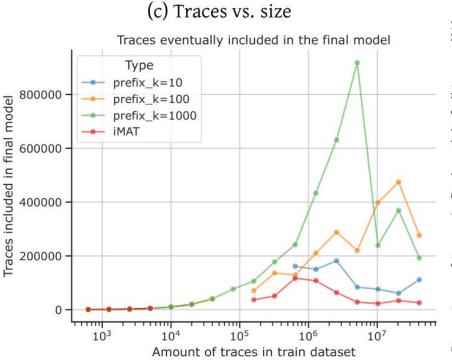
#### (d) Percentage of traces vs. size



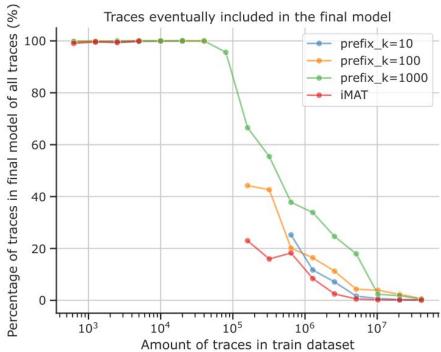
#### Measuring performance: Uniform data



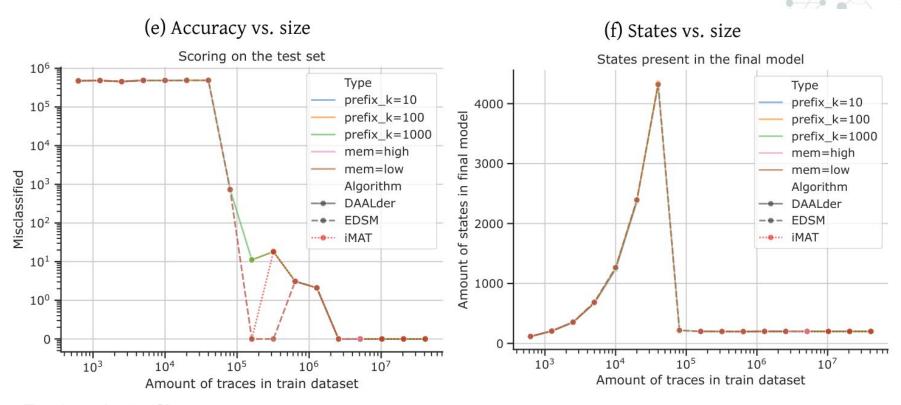
#### Measuring performance: Non-uniform data



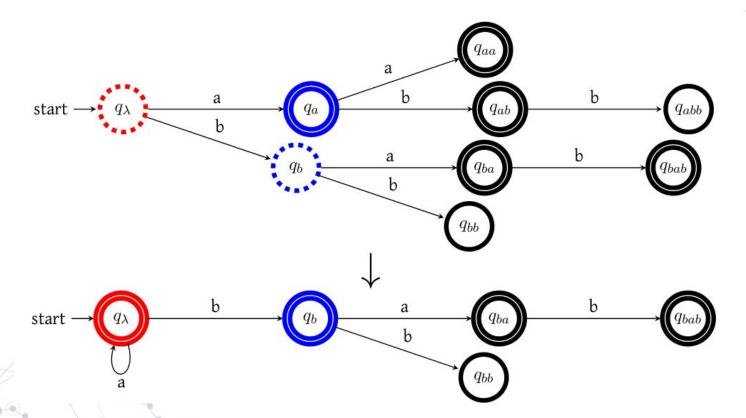
#### (d) Percentage of traces vs. size



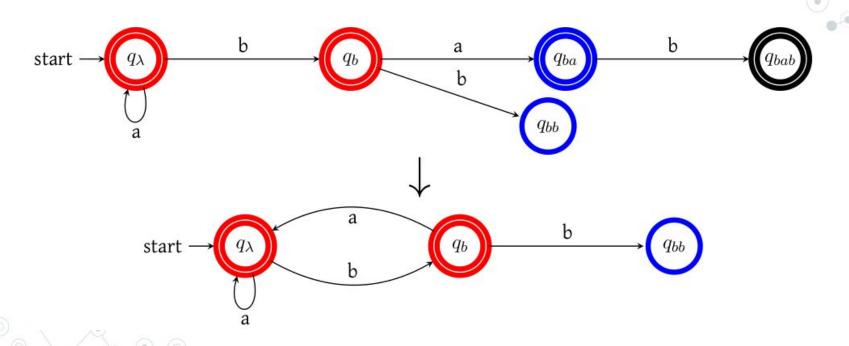
#### Measuring performance: Non-uniform data



#### Concrete example



#### Concrete example





## Software models

- Output → Output
- O Analyzable
- Understandable
- Useful reduction



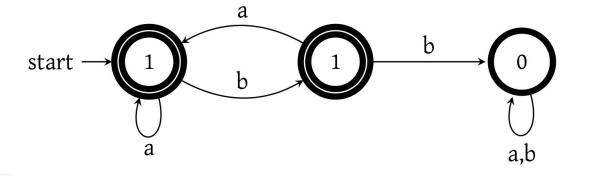
## 2. State machines

A simple model of computation

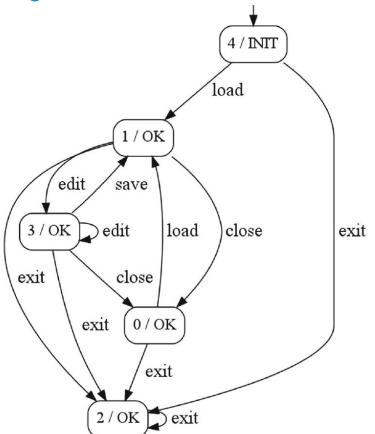
#### State machines

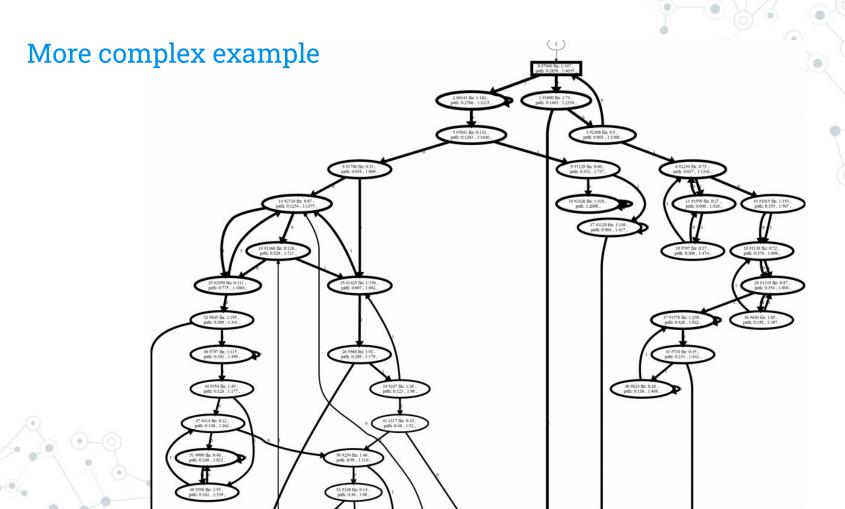
- Directed graph
- Nodes and edges
- Traverse different paths
- Last node gives the output symbol

abba -> 0 bab -> 1 babb -> 0 ab -> 1

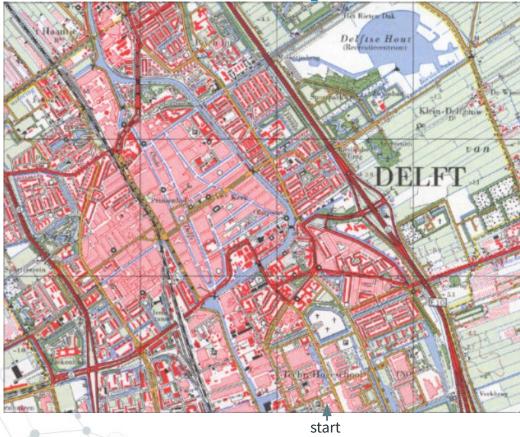


# A simple editing program





A state machine is like a map



# 2. State machine learning

From software system to model

41

## State machine learning

- Active learning
  - Actively probing a software system to find the model
  - Needs the system present
- Passive learning
  - Learn the state machine from a collection of input-output
  - Learning from log-data
  - Requires a lot of data

# Back to the map analogy

- Active learning
  - Sending out people one by one
- Passive learning
  - Asking X people what they have seen

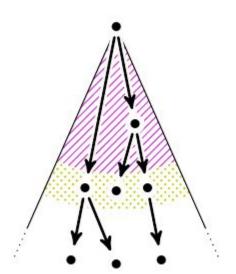


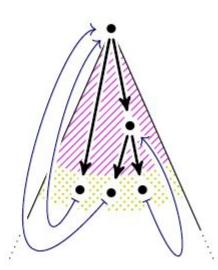
# How does it work: State merging

- "Places" with exactly the same future paths are likely the same
- Merging these iteratively creates the final state machine
- Can use either tables are trees to hold this information



# A sketch of the idea





# Problem of passive learning: too much data

- Log-data sets can be very big
- Conventional state merging algorithms are not sufficient
- Current solution: Don't use all data



# 3. Databases

When you have too much data

# Some computer infrastructure analogies

- RAM memory
  - Your workbench of data
  - A giant blackboard
- O Disk
  - Lots of cabinets
  - Every cabinet is a "disk page"
- Database
  - Cabinets but ordered



# Research question

How can we learn a state machine from a large set of data using a database?

# Solution: Combine active and passive learning

- Save data to a database
- Use active learning techniques to extract data
- Design mechanisms to quickly answer questions by database

- Problem: Active learning assumes complete information
- Thus, use passive learning techniques to learn state machines from this extracted data.



# **DAALder**

First hit is a DAALder





#### DAALder: Database-Assisted Automaton Learner

- Ask data from database and save in tree
- Perform state merging

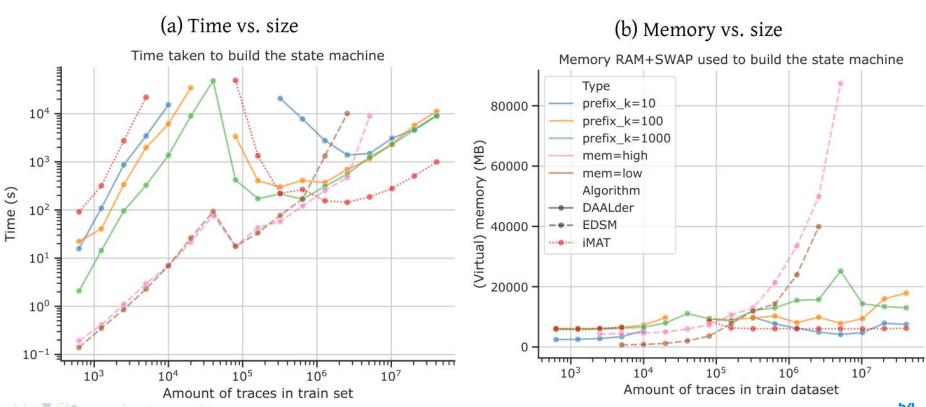
- If not enough information → ask for more information
- Uses state merging heuristics to ask for what



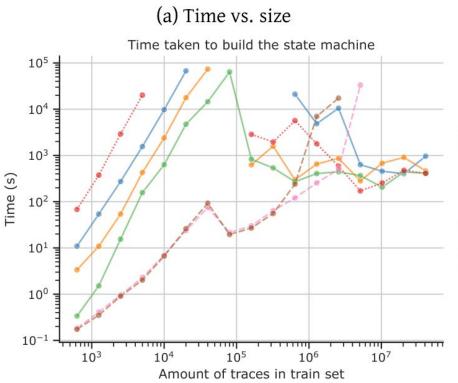
# Measuring performance

- Learning on artificial data
  - Input and output alphabet of size 2
  - Uniform
  - Non-uniform
- Different algorithms
  - Conventional passive learning: EDSM
  - Slightly modified active learning: iMAT
  - DAALder with different hyperparameters for exploration

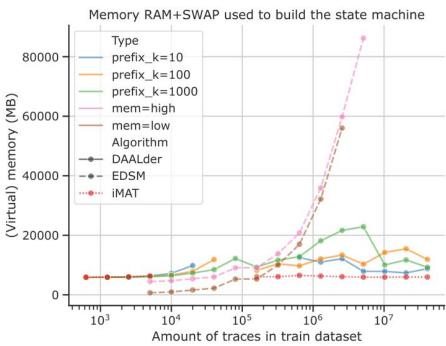
# Measuring performance: Uniform data



# Measuring performance: Non-uniform data



#### (b) Memory vs. size



### Discussion

DAALder only works well for large datasets

 DAALder seems more useful when there is more sparsity in the data



#### Conclusion and future work

 More research is needed for better heuristics and performance on different datasets

- More future work:
  - Incorporate more information
  - How do we exactly learn from bigger datasets
  - What information to include

# Questions?









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# 1. Transition headline

Let's start with the first set of slides

(66)

Quotations are commonly printed as a **means of inspiration** and to invoke philosophical thoughts from the reader.

#### This is a slide title

- Here you have a list of items
- And some text
- But remember not to overload your slides with content

Your audience will listen to you or read the content, but won't do both.

# You can also split your content

#### White

Is the color of milk and fresh snow, the color produced by the combination of all the colors of the visible spectrum.

#### Black

Is the color of ebony and of outer space. It has been the symbolic color of elegance, solemnity and authority.



#### In two or three columns

#### Yellow

Is the color of gold, butter and ripe lemons. In the spectrum of visible light, yellow is found between green and orange.

#### Blue

Is the colour of the clear sky and the deep sea. It is located between violet and green on the optical spectrum.

#### Red

Is the color of blood, and because of this it has historically been associated with sacrifice, danger and courage.



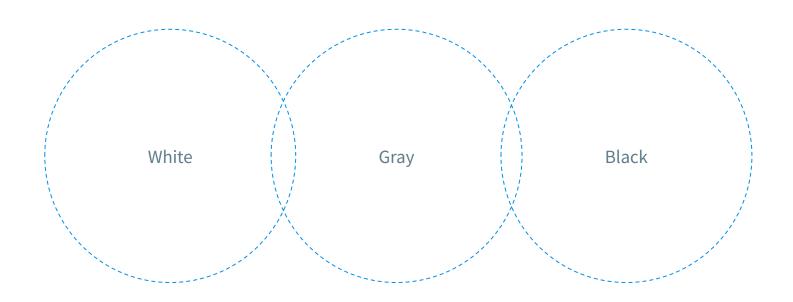
# A picture is worth a thousand words

A complex idea can be conveyed with just a single still image, namely making it possible to absorb large amounts of data quickly.





# Use charts to explain your ideas



# Or diagrams to explain complex ideas

### Example text.

Lorem ipsum dolor sit amet, consectetur adipiscing elit.
Nam venenatis nisi at nisl tempor, et luctus diam lobortis. Nulla sit amet metus consequat velit iaculis tempor.

### Example text.

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nam venenatis nisi at nisl tempor, et luctus diam lobortis. Nulla sit amet metus consequat velit iaculis tempor.

# And tables to compare data

	А	В	С
Yellow	10	20	7
Blue	30	15	10
Orange	5	24	16





# 89,526,124

Whoa! That's a big number, aren't you proud?

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## **89,526,124\$**That's a lot of money

## 185,244 users

And a lot of users

100%

Total success!



#### Let's review some concepts



#### Yellow

Is the color of gold, butter and ripe lemons. In the spectrum of visible light, yellow is found between green and orange.



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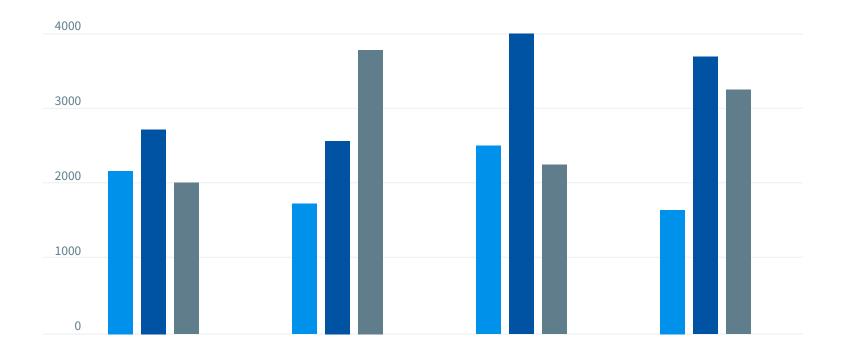
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#### Red

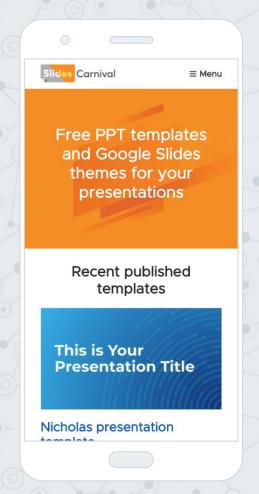
Is the color of blood, and because of this it has historically been associated with sacrifice, danger and courage.



You can insert graphs from Excel or Google Sheets

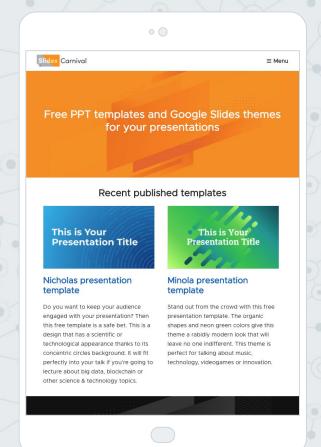
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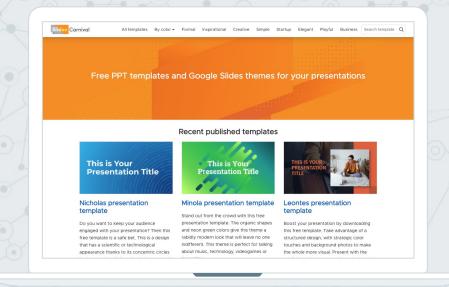
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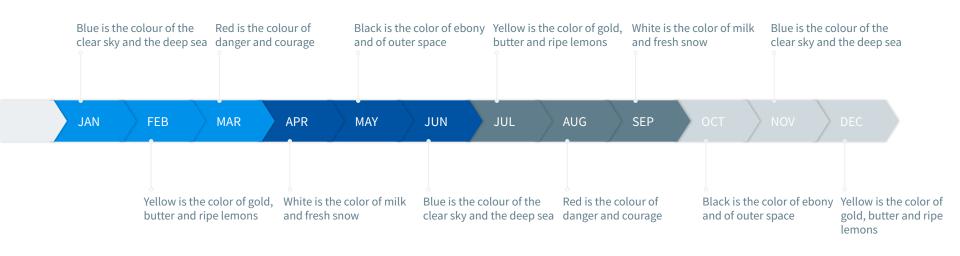
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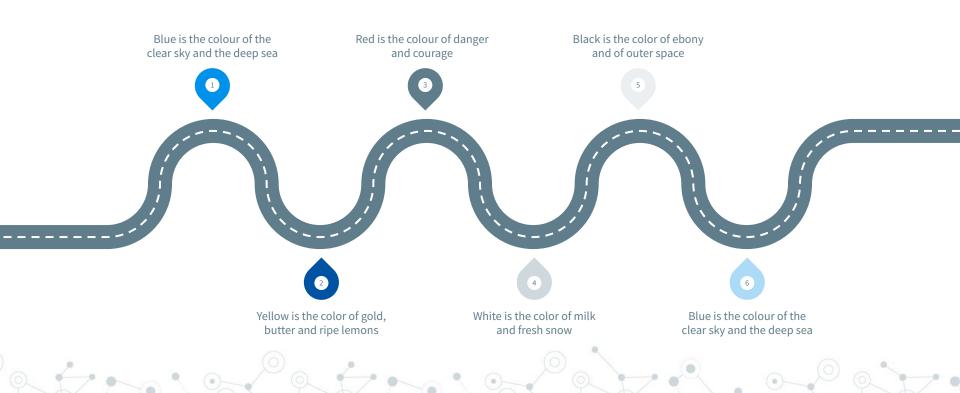
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#### **Timeline**



#### Roadmap



#### Gantt chart



#### **SWOT Analysis**

#### **STRENGTHS**

Blue is the colour of the clear sky and the deep sea





#### **WEAKNESSES**

Yellow is the color of gold, butter and ripe lemons

Black is the color of ebony and of outer space

**OPPORTUNITIES** 



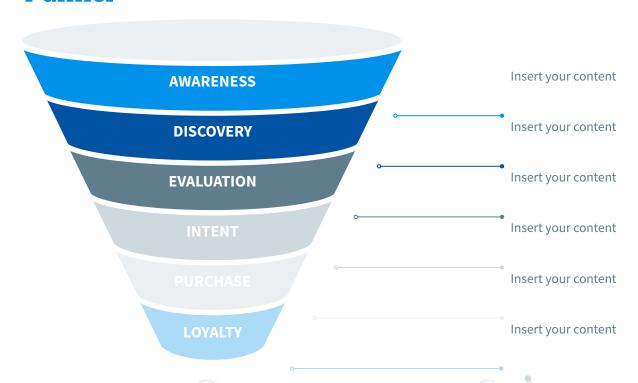
White is the color of milk and fresh snow

**THREATS** 

#### **Business Model Canvas**

Key Partners Insert your content	£3	<b>Key Activities</b> Insert your content	Value Propositi Insert your conter	1111	Customer Relationsh Insert your content	ips 🚫	Customer Segments Insert your content	2
		Key Resources Insert your content			<b>Channels</b> Insert your content	<b>\$</b>		
Cost Structure Insert your content				Revenue Strea Insert your conte				<u>~~</u>

#### **Funnel**



#### **Team Presentation**



Imani Jackson

JOB TITLE

Blue is the colour of the clear sky and the deep sea



Marcos Galán

JOB TITLE

Blue is the colour of the clear
sky and the deep sea



Ixchel Valdía

JOB TITLE

Blue is the colour of the clear sky and the deep sea

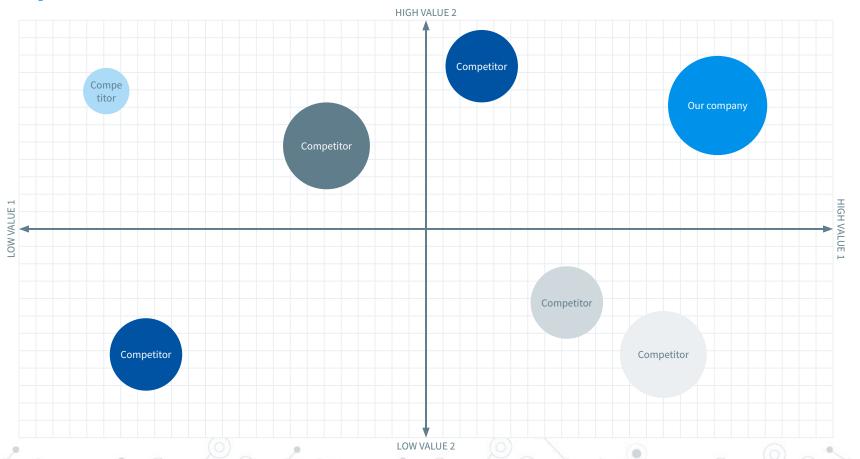


Nils Årud

JOB TITLE

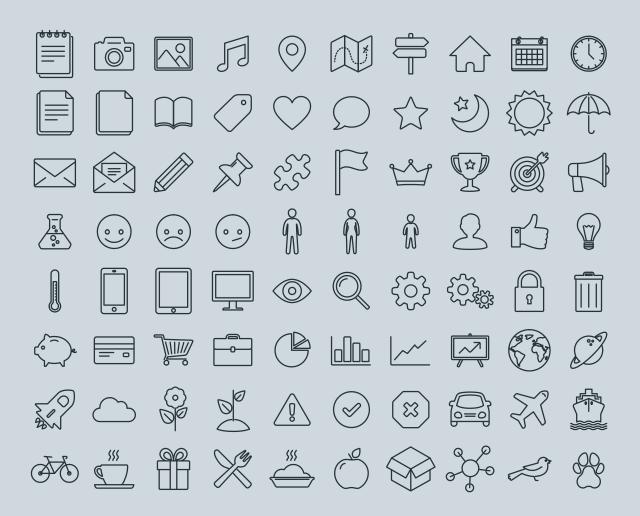
Blue is the colour of the clear sky and the deep sea

#### **Competitor Matrix**



### Weekly Planner

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
09:00 - 09:45	Task						
10:00 - 10:45	Task						
11:00 - 11:45	Task						
12:00 - 13:15	✓ Free time						
13:30 - 14:15	Task						
14:30 - 15:15	Task						
15:30 - 16:15	Task						



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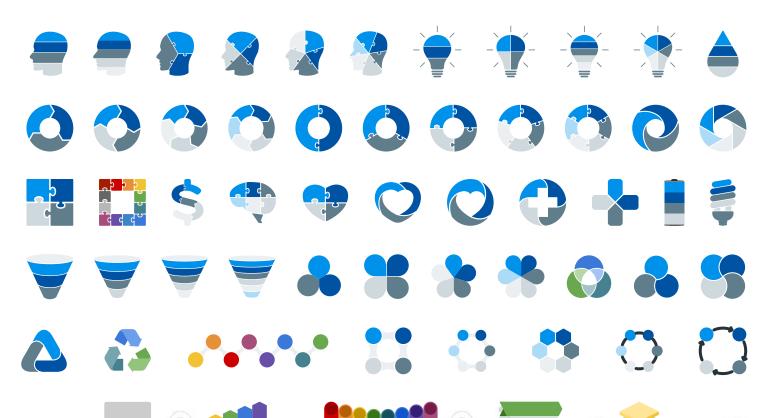
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