

Categorical Automata Learning Framework

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Matteo Sammartino

S-REPLS 6

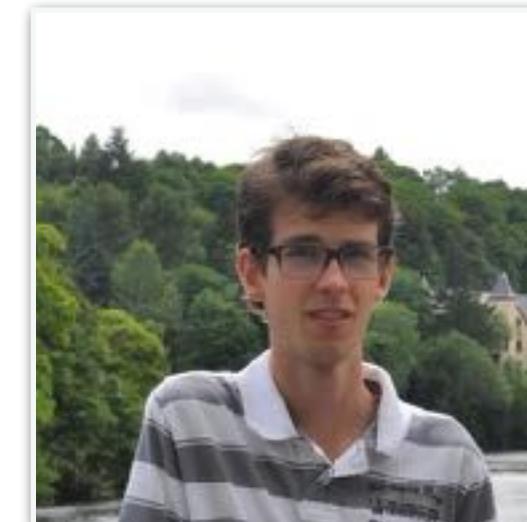
Our team



Alexandra Silva
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Joshua Moerman
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Collaborators:

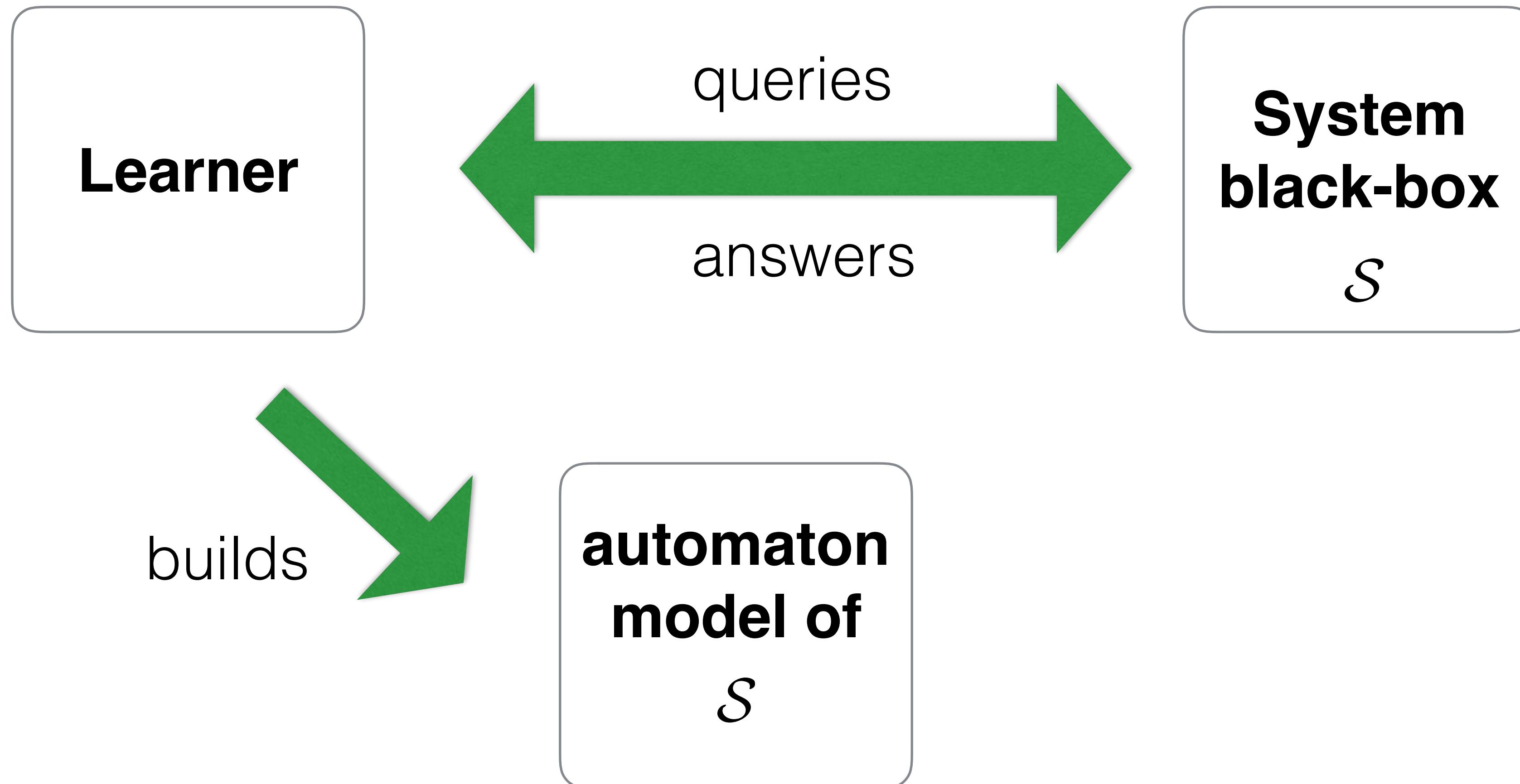


Bartek Klin
Warsaw University

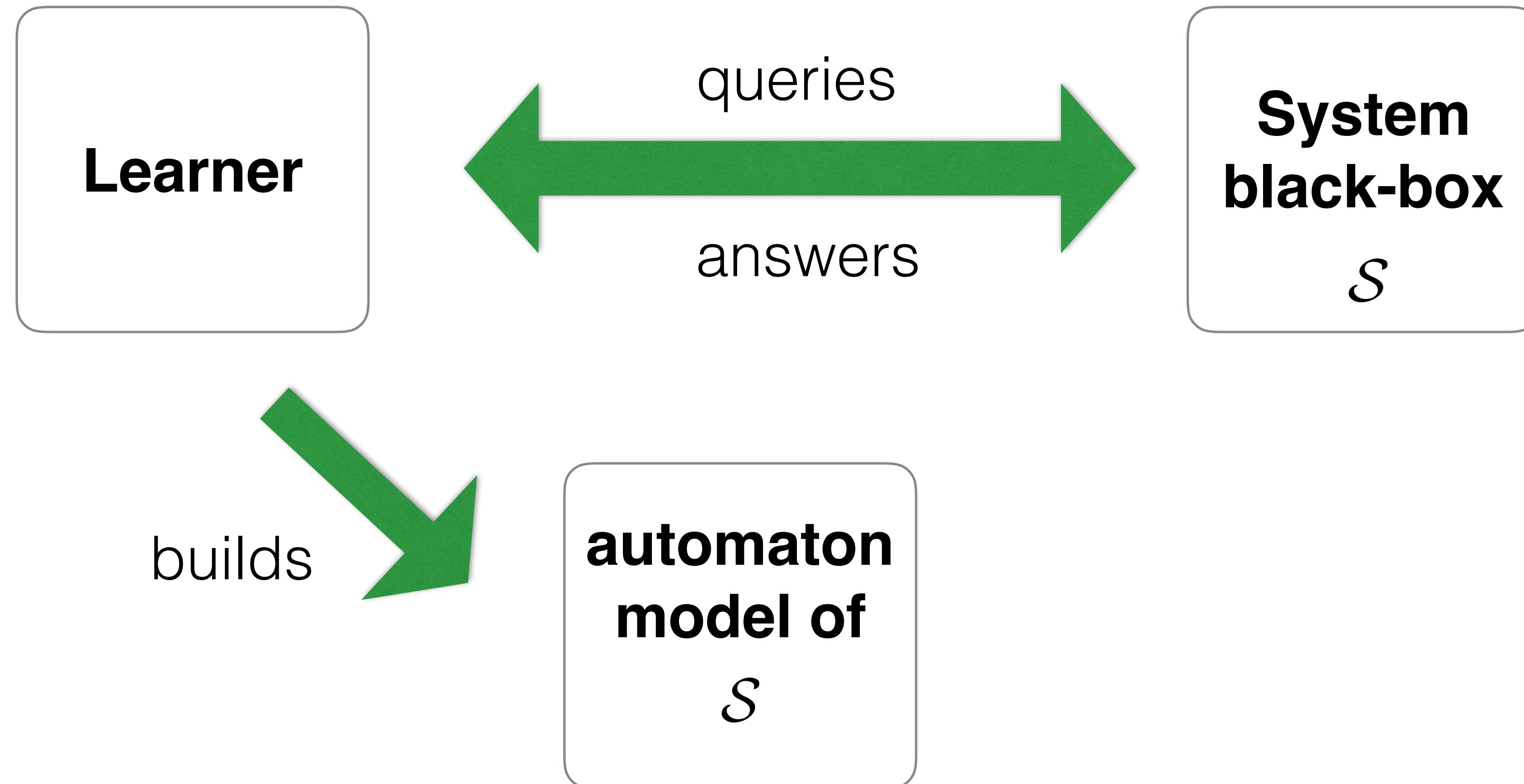


Michał Szynwelski
Warsaw University

Automata learning



Automata learning



No formal specification available? **Learn it!**

L^* algorithm (D.Angluin '87)

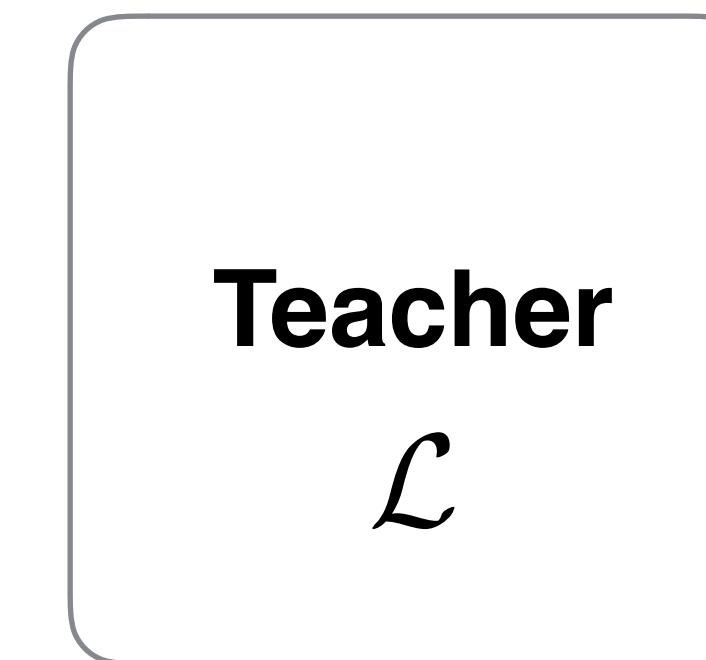
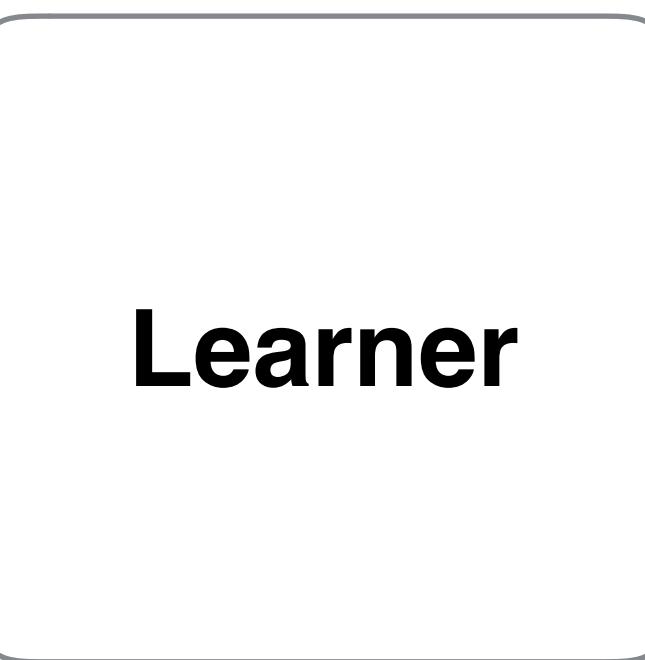
Finite alphabet of system's actions A

set of system behaviors is a **regular language** $\mathcal{L} \subseteq A^*$

L^* algorithm (D.Angluin '87)

Finite alphabet of system's actions A

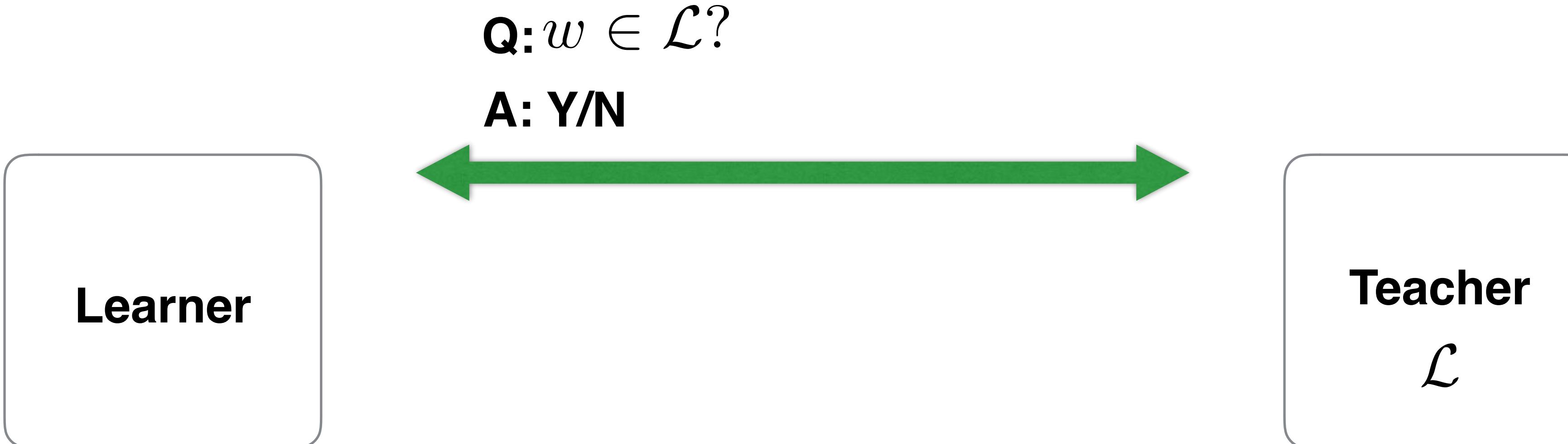
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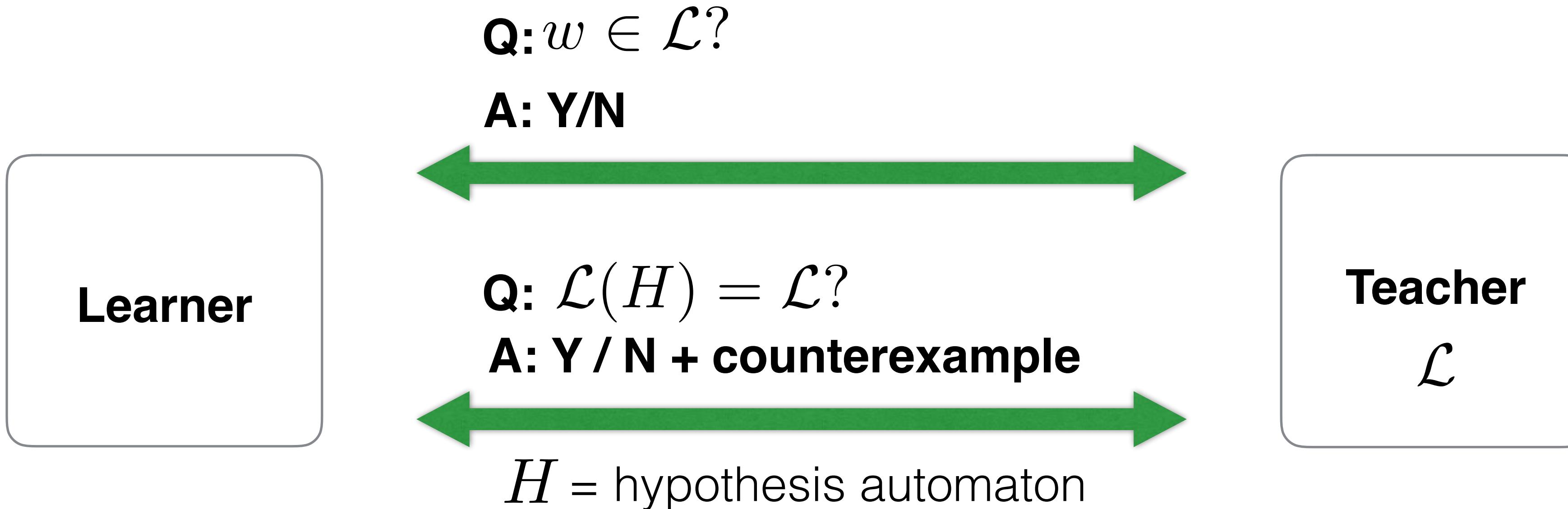
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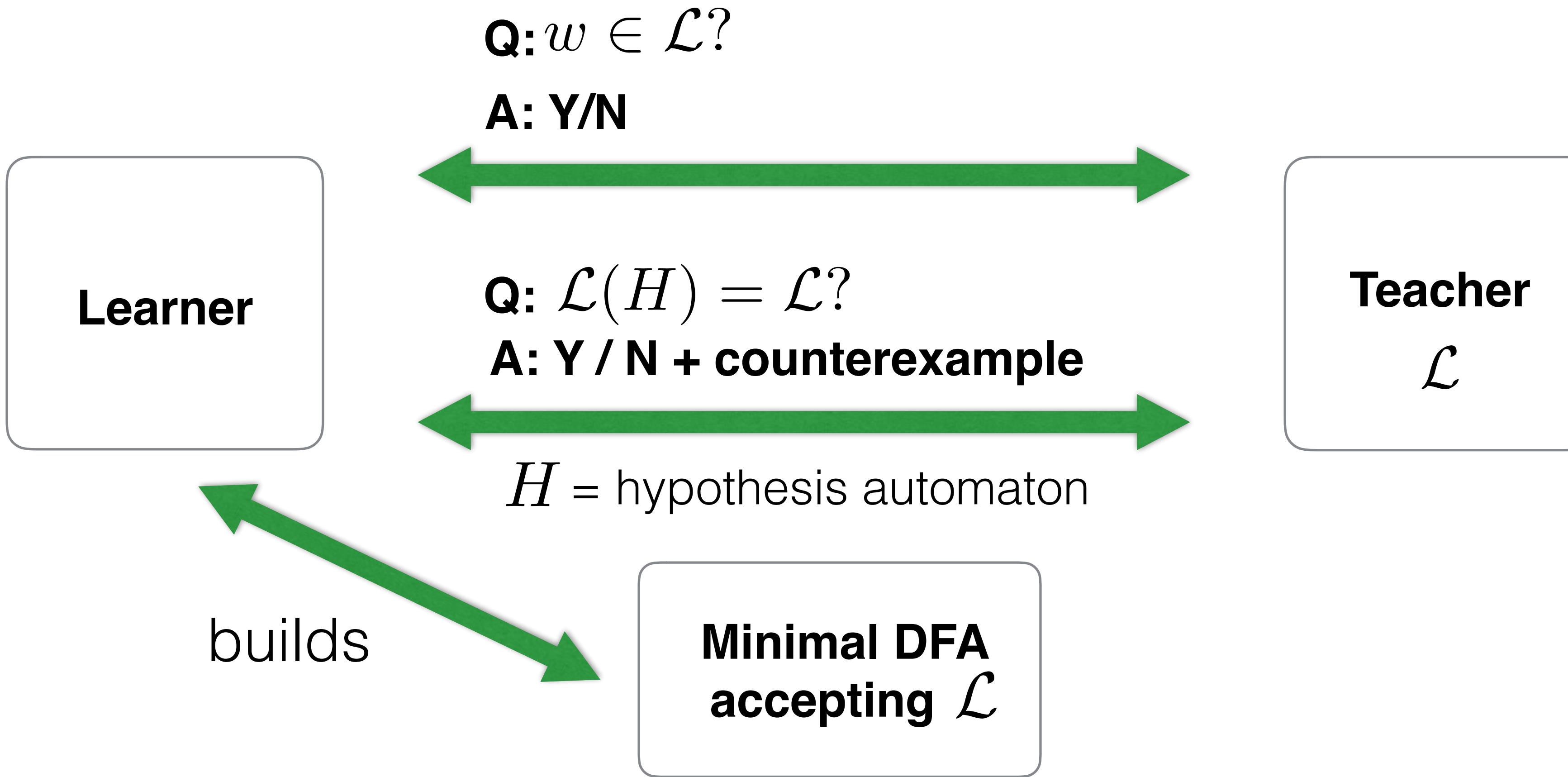
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L^* algorithm (D.Angluin '87)

Finite alphabet of system's actions A

set of system behaviors is a **regular language** $\mathcal{L} \subseteq A^*$



Observation table

$$S \left[\begin{array}{c|ccc} & & E & \\ \hline & \epsilon & a & aa \\ \hline \epsilon & 0 & 0 & 1 \\ \hline a & 0 & 1 & 0 \\ b & 0 & 0 & 0 \end{array} \right] S \cdot A$$

$$S, E \subseteq A^* \quad A = \{a, b\}$$

$$\text{row}: S \cup S \cdot A \rightarrow 2^E$$

$$\text{row}(s)(e) = 1 \iff se \in \mathcal{L}$$

Observation table

		E		
		ϵ	a	aa
S	ϵ	0	0	1
	a	0	1	0
	b	0	0	0

$$S, E \subseteq A^* \quad A = \{a, b\}$$

Hypothesis automaton $\left\{ \begin{array}{l} \text{states} = \{row(s) \mid s \in S\} \\ \text{final states} = \{row(s) \mid s \in S, row(s)(\epsilon) = 1\} \\ \text{initial state} = row(\epsilon) \\ \text{transition function} \quad row(s) \xrightarrow{a} row(sa) \end{array} \right.$

$$row: S \cup S \cdot A \rightarrow 2^E$$

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Observation table

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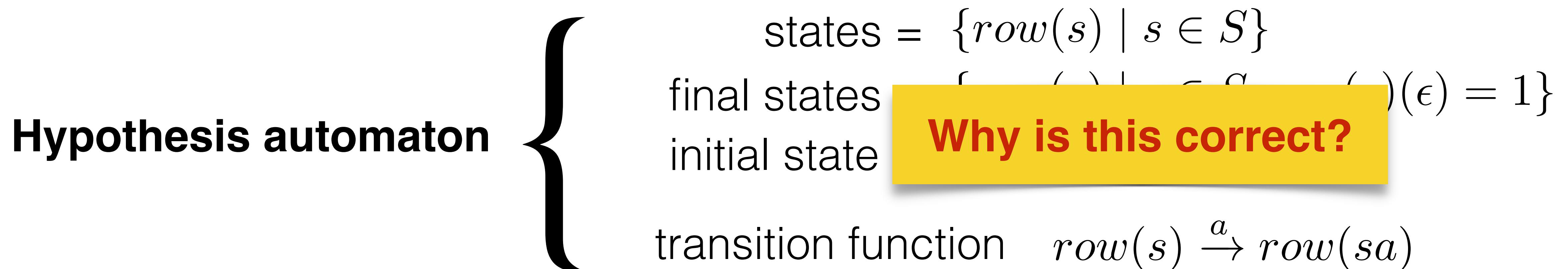


Table properties

Table properties

Closed

$\forall t \in S \cdot A$	$\exists s \in S$	$row(t) = row(s).$
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Table properties

$$\text{row}(s) \xrightarrow{a} \text{row}(sa)$$

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next state exists

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Closed

$$\boxed{\forall t \in S \cdot A \quad \exists s \in S \quad \text{row}(t) = \text{row}(s).}$$

Consistent

$$\boxed{\forall s_1, s_2 \in S \quad \text{row}(s_1) = \text{row}(s_2) \implies \forall a \in A \quad \text{row}(s_1a) = \text{row}(s_2a)}$$

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determinism

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next state exists

determinism

Closed

$$\boxed{\forall t \in S . \ A \ \exists s \in S \ \text{row}(t) = \text{row}(s)}.$$

Fixed by extending the table

$$\forall s_1, s_2 \in S \ \ \text{row}(s_1) = \text{row}(s_2) \implies \forall a \in A \ \ \text{row}(s_1a) = \text{row}(s_2a)$$

Pros of L* ...

simple is
beautiful

&

POWERFUL

Applications : Hardware verification, security/network protocols...

Generalizations : Mealy machines, I/O automata, ...

A zoo of automata

Probabilistic

Non-deterministic

Weighted

Mealy Machines

Universal

Alternating

Register

A zoo of automata

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Mealy Machines

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Algorithms

Correctness proofs

involved and hard to check

A zoo of automata

Probabilistic

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Register

Category theory comes to the rescue!

Algorithms

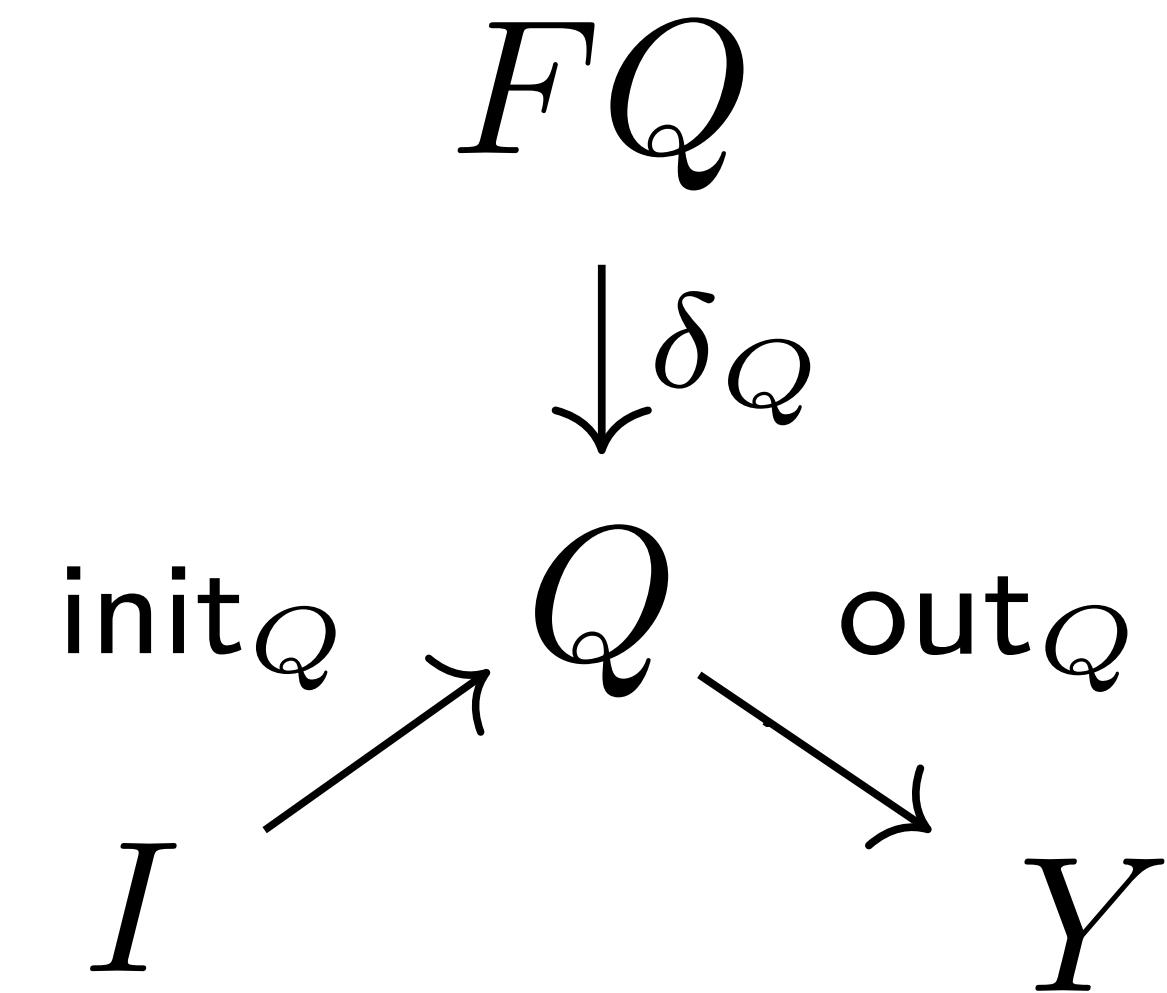
Correctness proofs

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Abstract automata

Category \mathbf{C} = universe of state-spaces

Endofunctor $F: \mathbf{C} \rightarrow \mathbf{C}$ = automaton type



Abstract automata

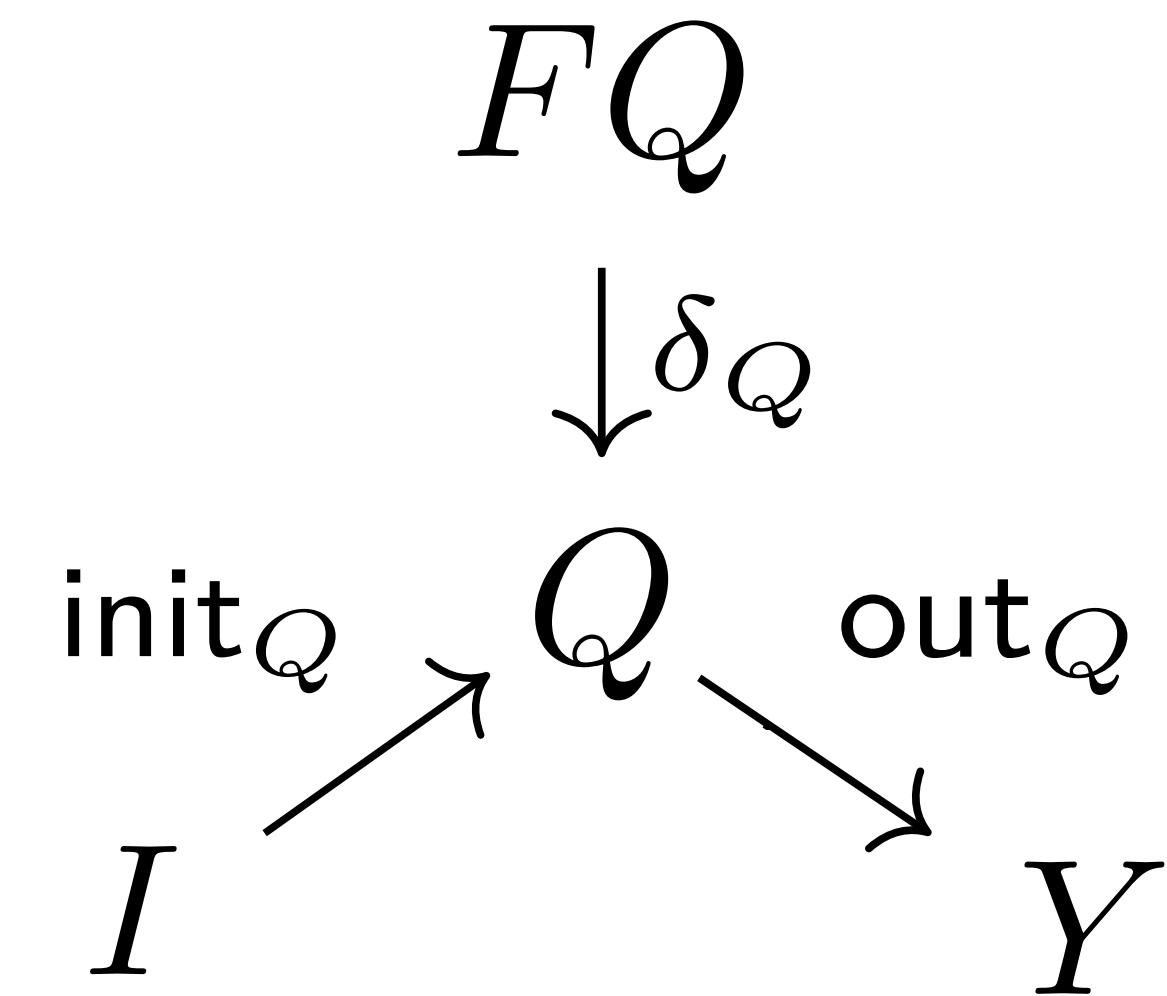
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DFAs

$\mathbf{C} = \mathbf{Set}$

$F = (-) \times A$



Abstract automata

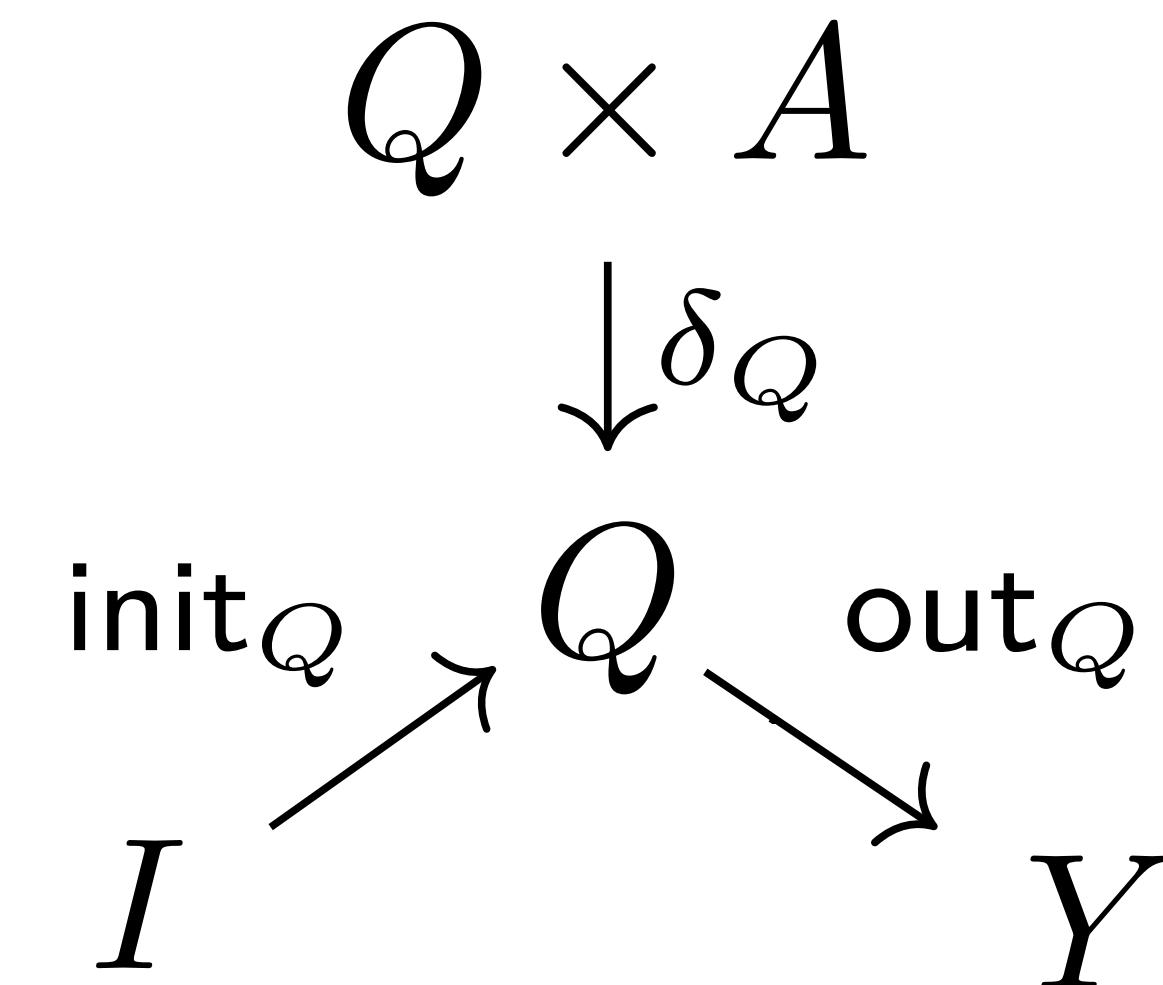
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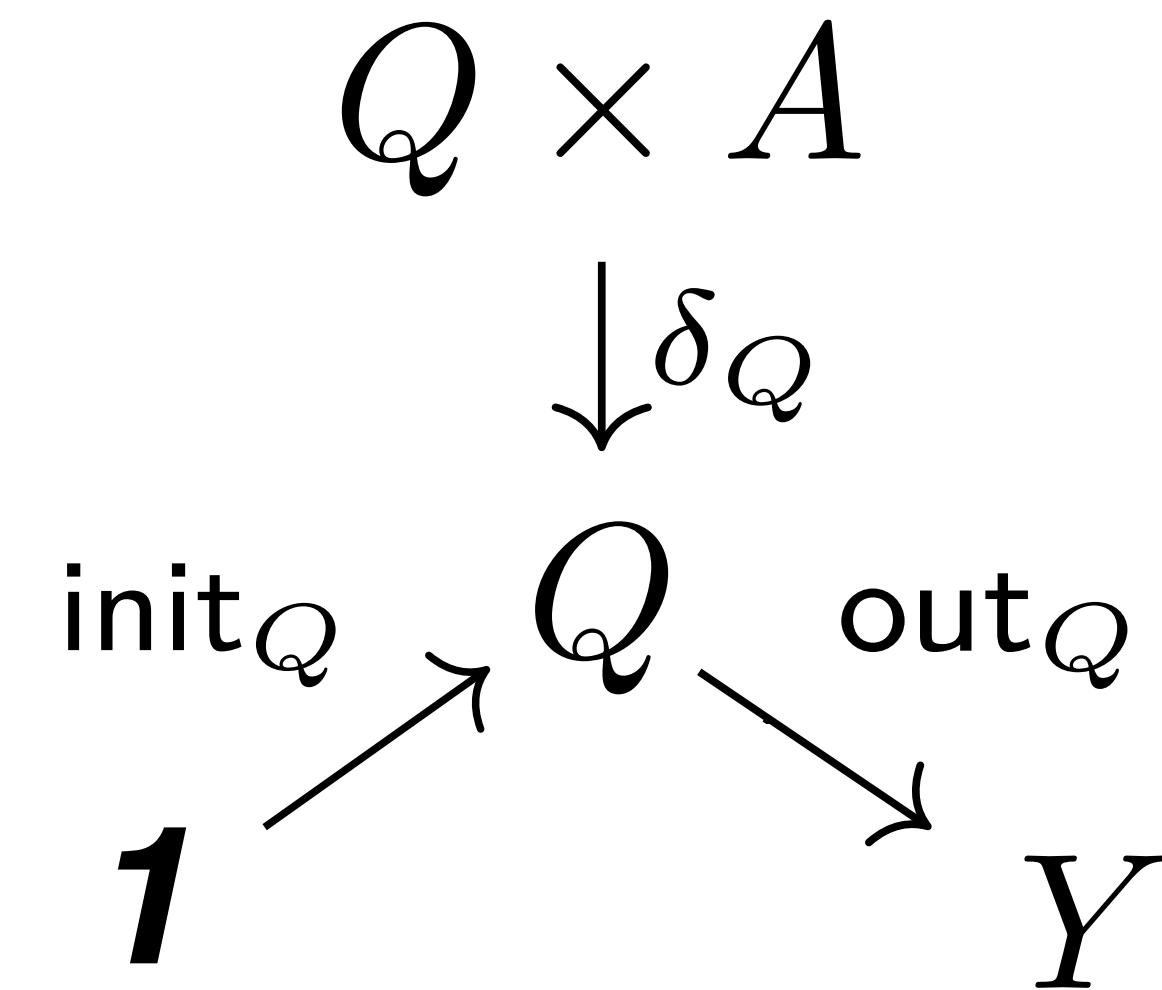
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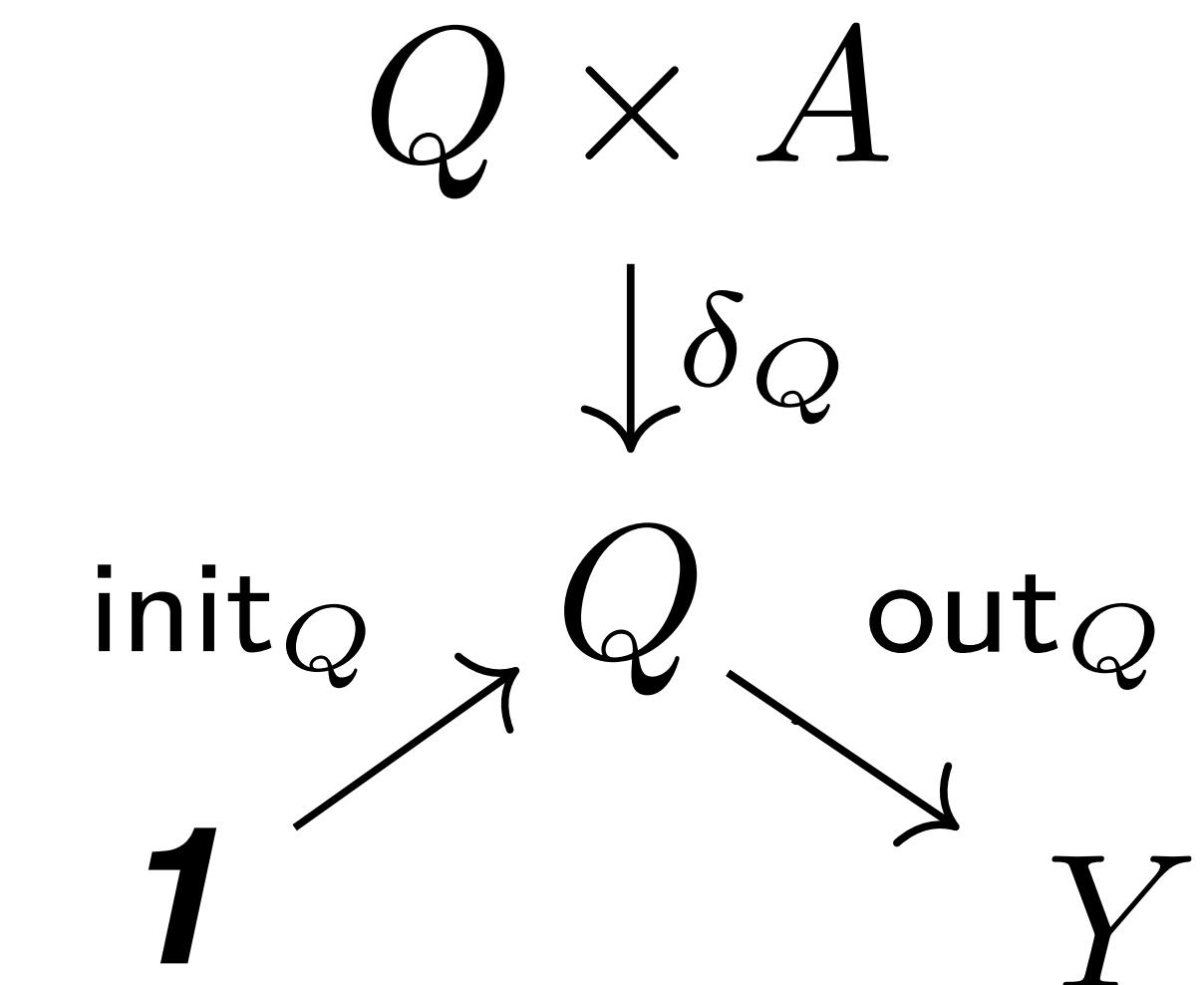
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$$q_0 \in Q$$

Abstract automata

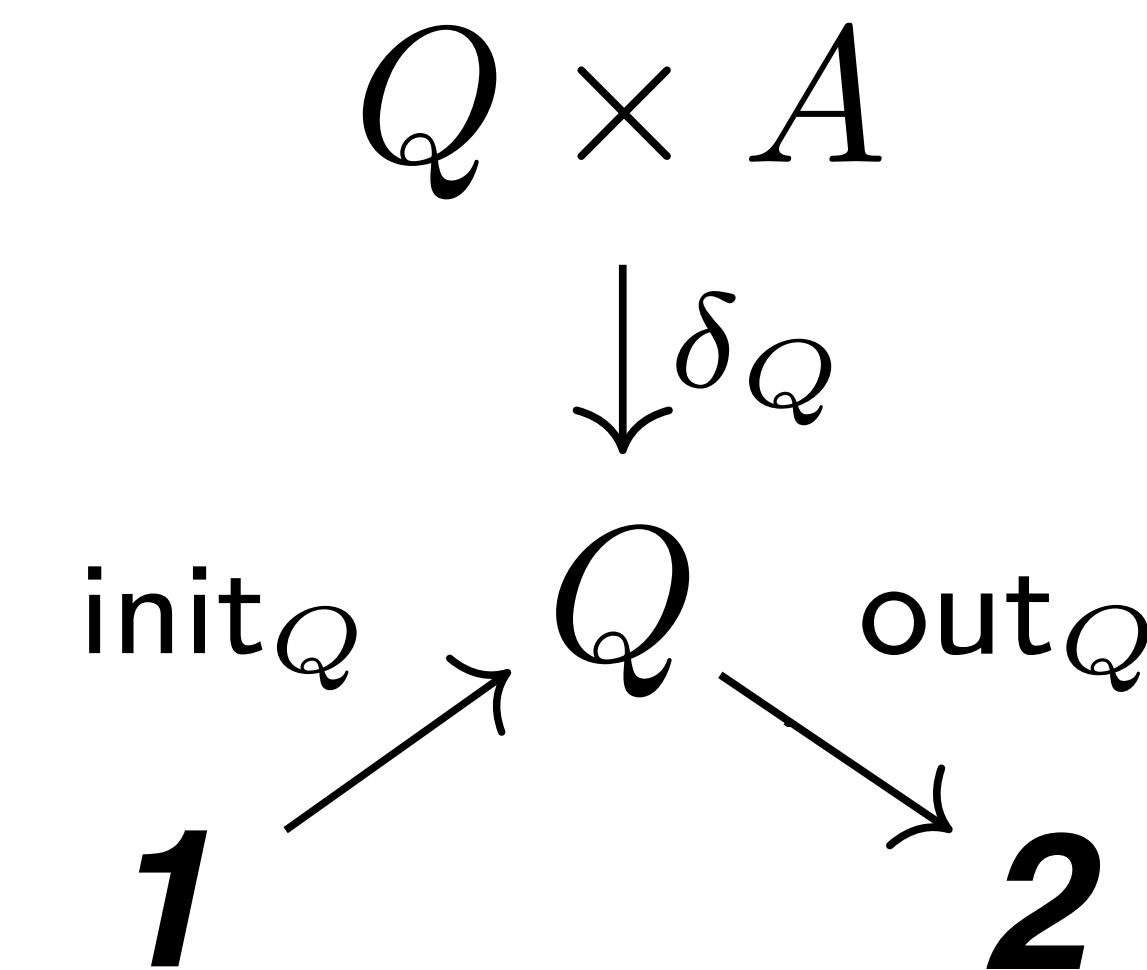
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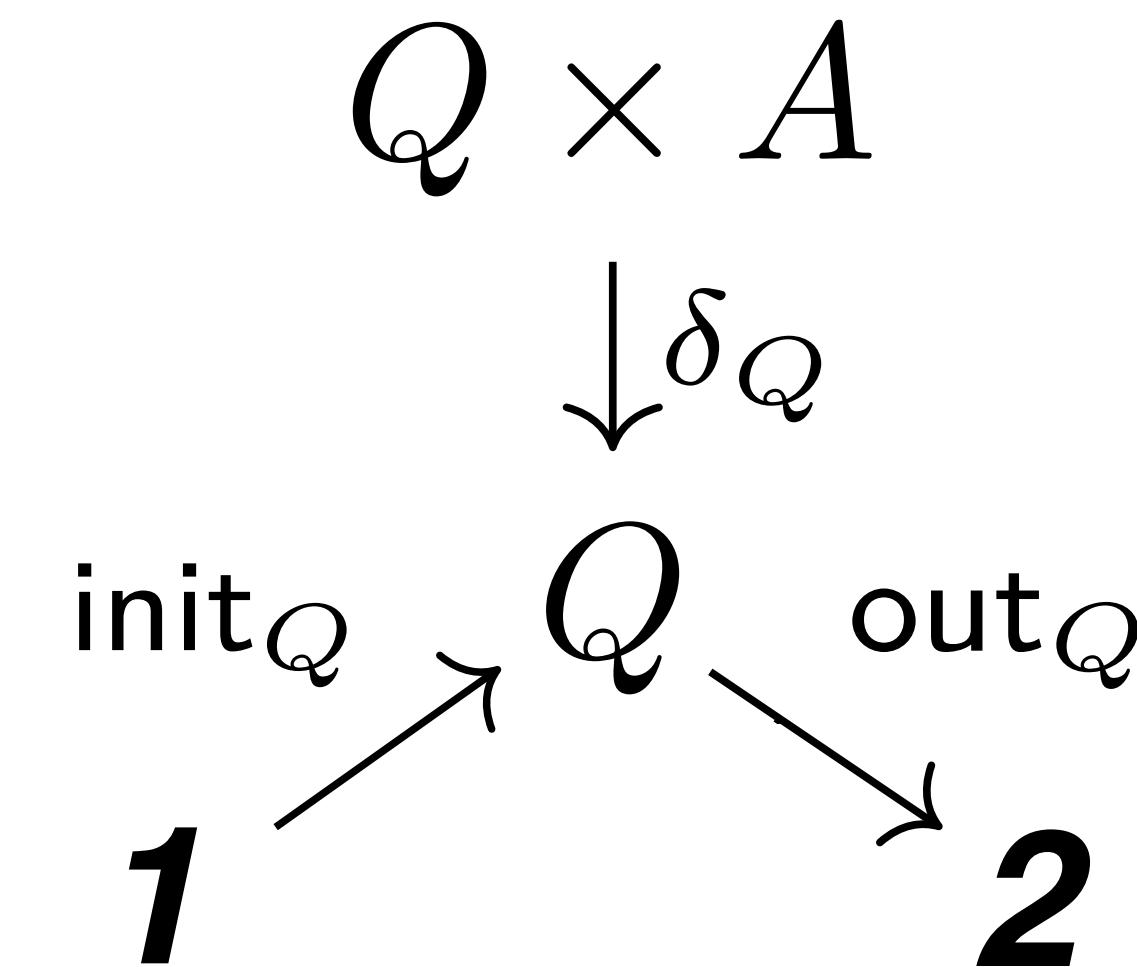
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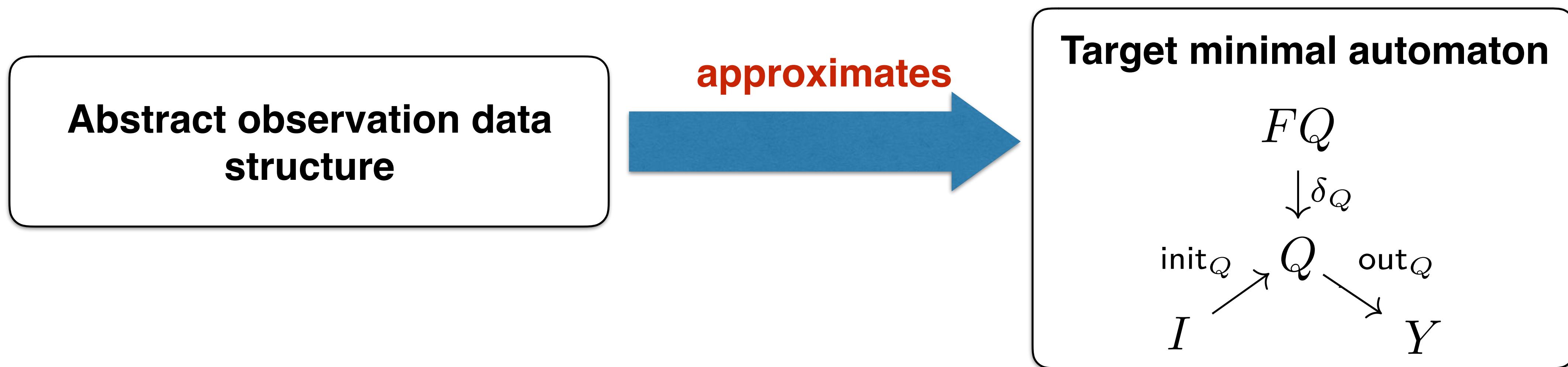
$q_0 \in Q$

$F \subseteq Q$

Abstract learning

**Abstract observation data
structure**

Abstract learning

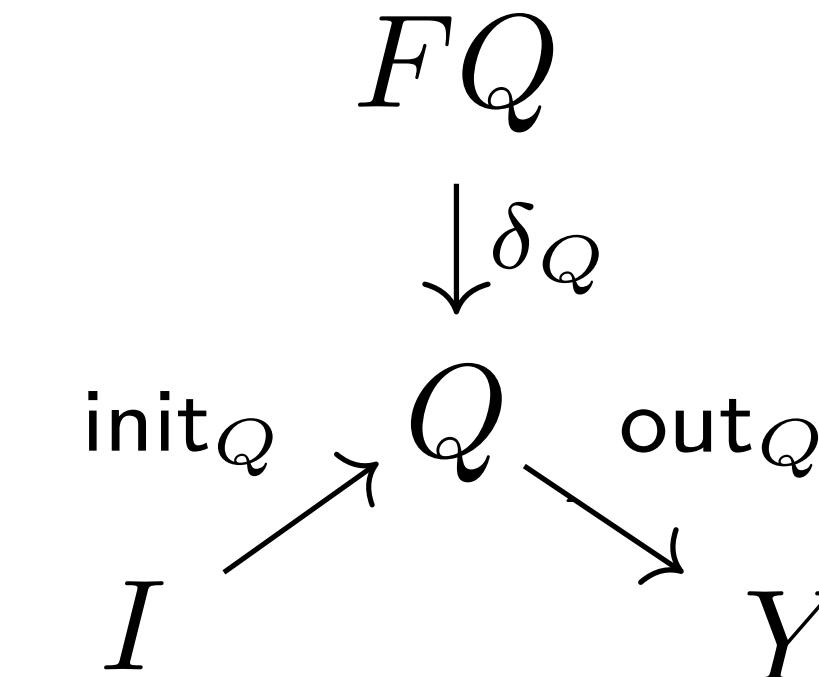


Abstract learning

Abstract observation data structure

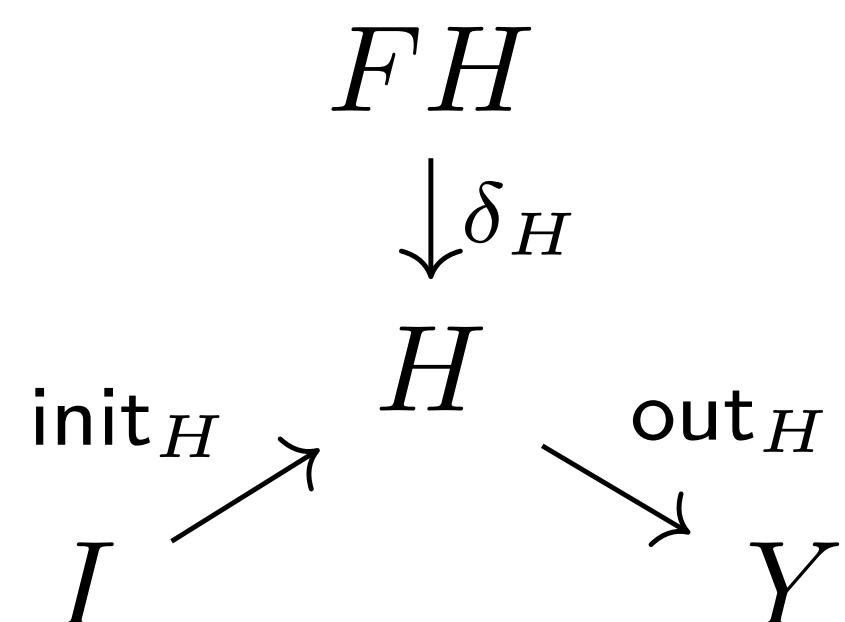
approximates

Target minimal automaton

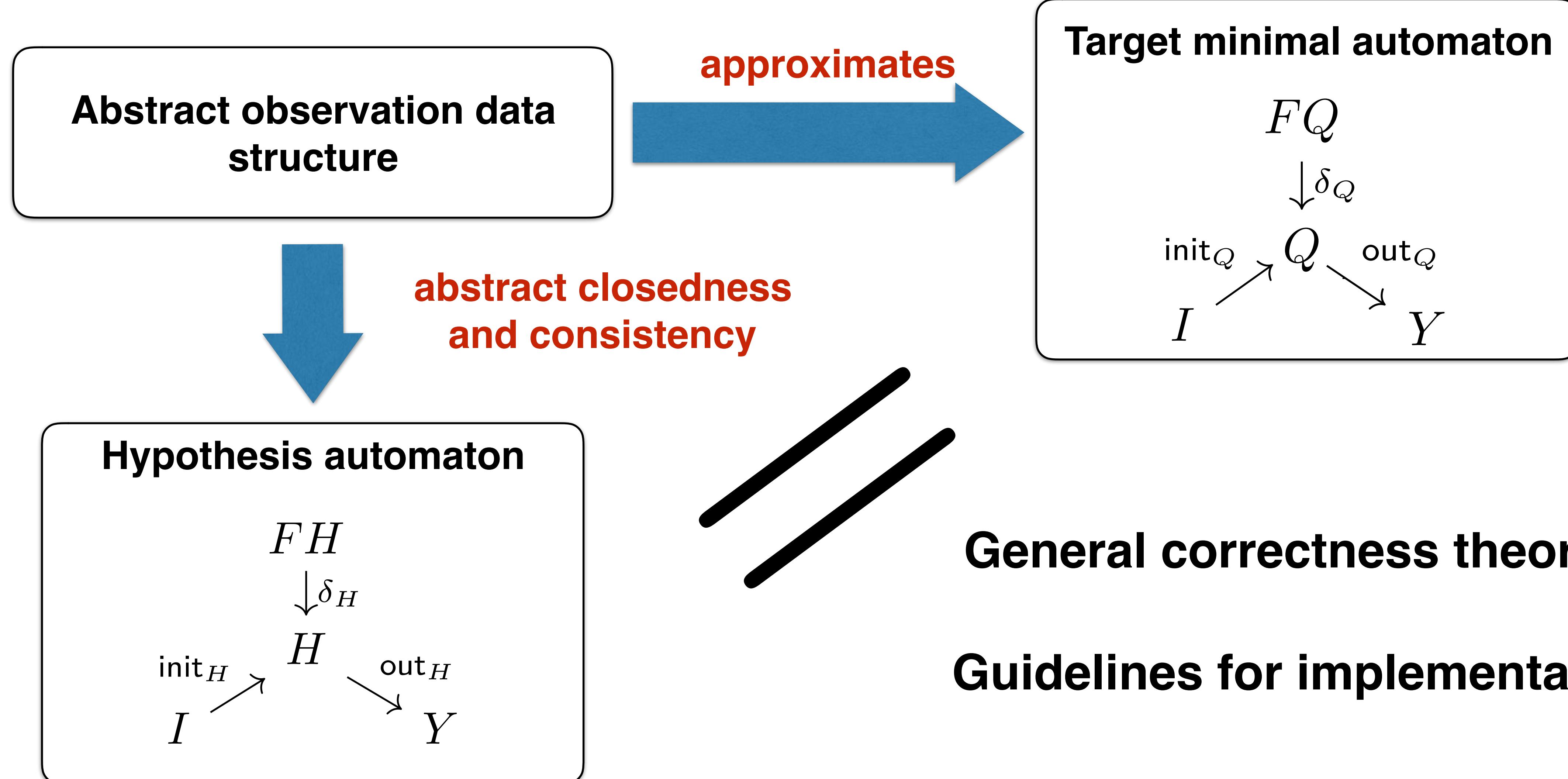


abstract closedness
and consistency

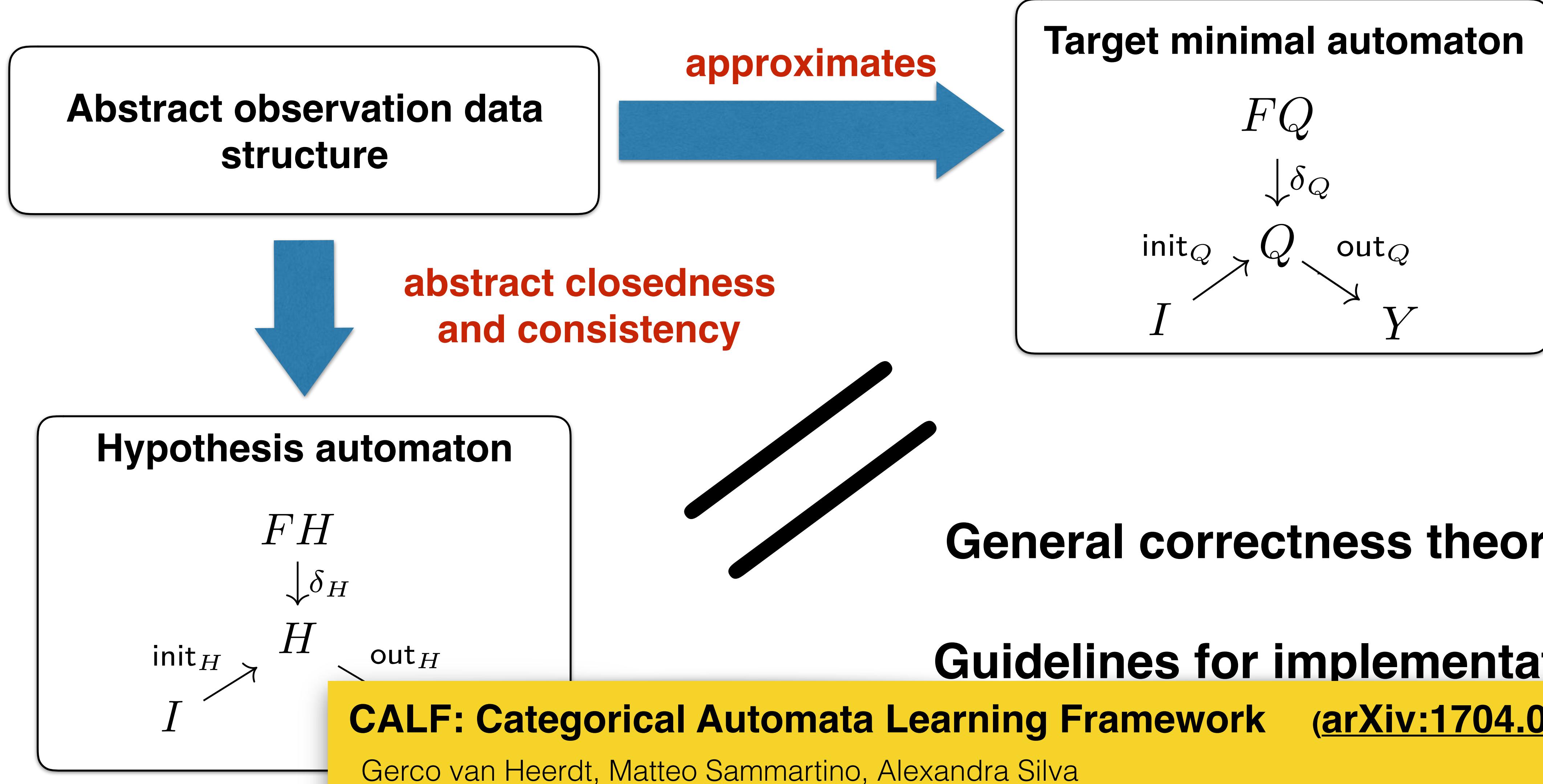
Hypothesis automaton



Abstract learning



Abstract learning



Degrees of freedom

Degrees of freedom

Change base category

Set	DFAs
Nom	Nominal automata
Vect	Weighted automata

Degrees of freedom

Change base category

Set **DFAs**

Nom **Nominal automata**

Vect **Weighted automata**

Side-effects (via monads)

Powerset **NFAs**

Powerset with intersection **Universal automata**

Maybe monad **Partial automata**

Degrees of freedom

Change base category

Set [DFAs](#)

Nom [Nominal automata](#)

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Change main data structure

[Observation tables](#)

[Discrimination trees](#)

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Learning Nominal Automata (POPL '17)

Joshua Moerman, Matteo Sammartino, Alexandra Silva, Bartek Klin,
Michał Szywalski

Discrimination trees

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Learning Automata with Side-effects (arXiv:1704.08055)

Gerco van Heerdt, Matteo Sammartino, Alexandra Silva

Side-effects (via monads)

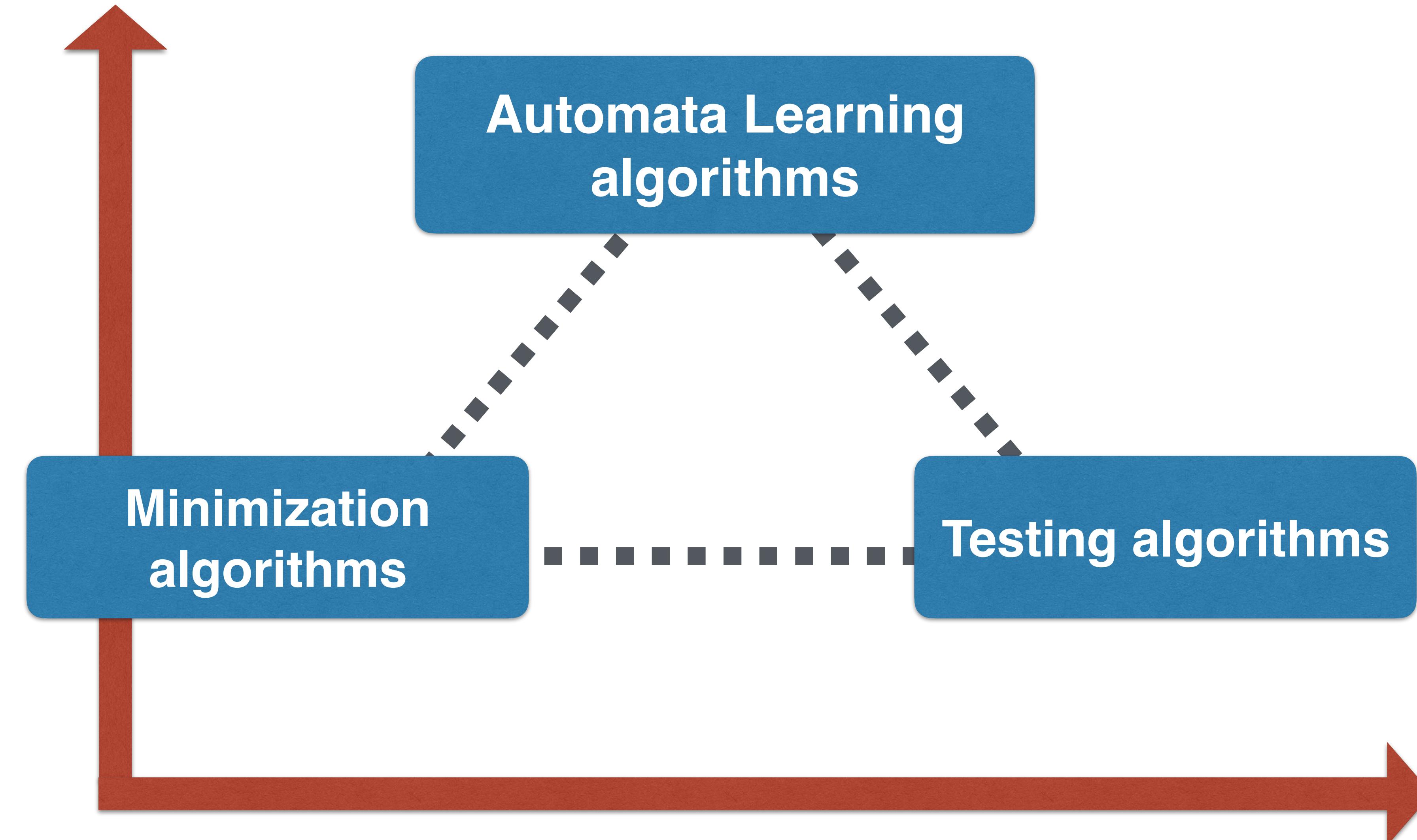
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Connections with other algorithms

Automaton type



Optimizations

Abstraction helps a lot ...

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but there is no free lunch!

Ongoing and future work

- **Tool** to learn control + data-flow models (as **nominal automata**)
- Applications:
 - Specification mining
 - Network verification, with 
 - Verification of cryptographic protocols
 - Ransomware detection