

Model-based testing under uncertainty

L2: Hands-on session

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[slides] https://github.com/matteocamilli/mbt-uncertainty-gssi

Formal Methods at Work @ Gran Sasso Science Institute (GSSI) A.Y. 2020/21



Outline

- How do I get setup?
 - By using Gradle from command line
 - By using your IDE of choice
- Icebreaker exercise
 - Try out pre-defined examples
- Advanced exercise
 - The adaptive testing strategy
 - Hints

How do I get setup?

- Requirements
- Using Gradle from command line
- Using your IDE of choice

Requirements

MBT-module requirements

- JDK 1.8 https://www.oracle.com/technetwork/java/javase/downloads/jdk8-downloads-2133151.html
 - Set the JVM 1.8 as default one
- R environment https://www.r-project.org/
 - R packages
 - MCMCpack https://cran.r-project.org/web/packages/MCMCpack/index.html
 - HDInterval https://cran.r-project.org/web/packages/HDInterval/index.html

MBT-module

- Open source Git repository https://github.com/SELab-unimi/mbt-module
- Clone the repository
- Execute cd into the repo folder (mbt-module)
- Execute git checkout no-rjava

Command line — build + execution

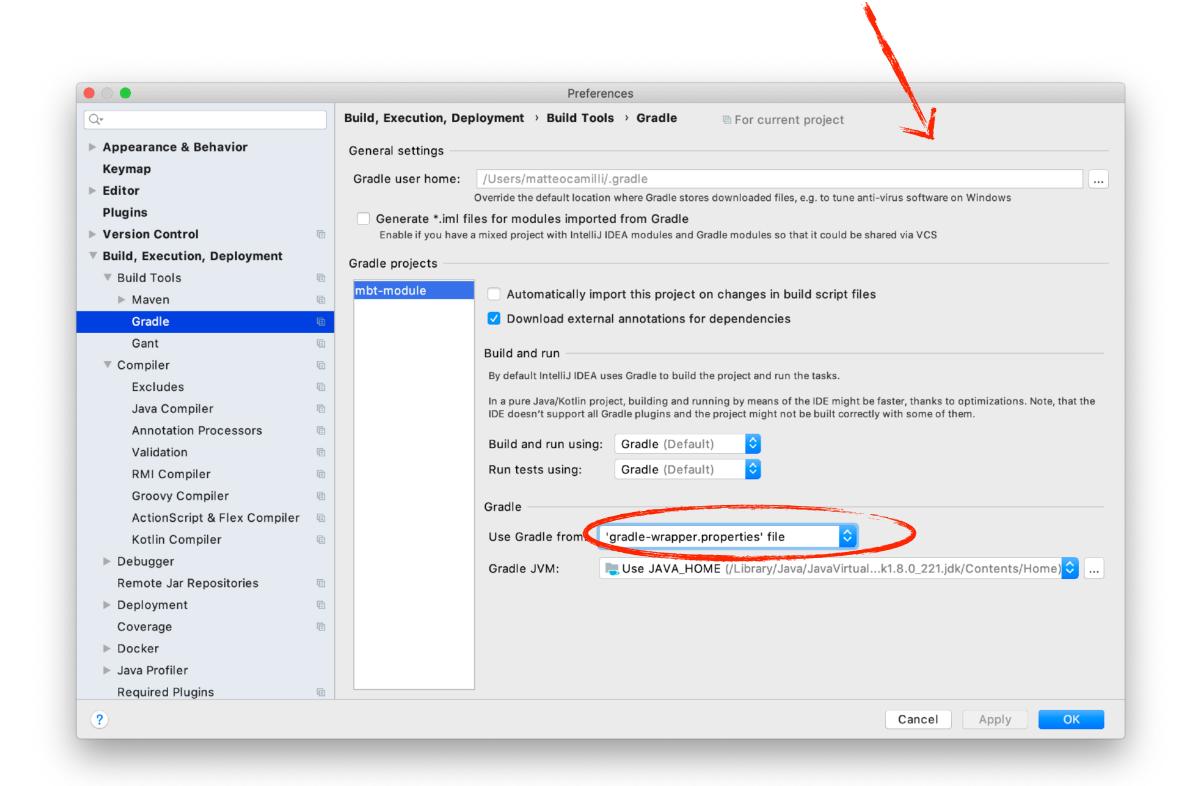
 From the repo folder (mbt-module) • # bash > ./gradlew clean build BUILD SUCCESSFUL in ...s > ./gradlew run -PappArgs="['-i', 'src/main/resources/roboticarm.jmdp']" Value Iter. Solver (Avg) ... states found. ***** Best Policy ****** Log trace #test limit reached. ****** Monitor report ******

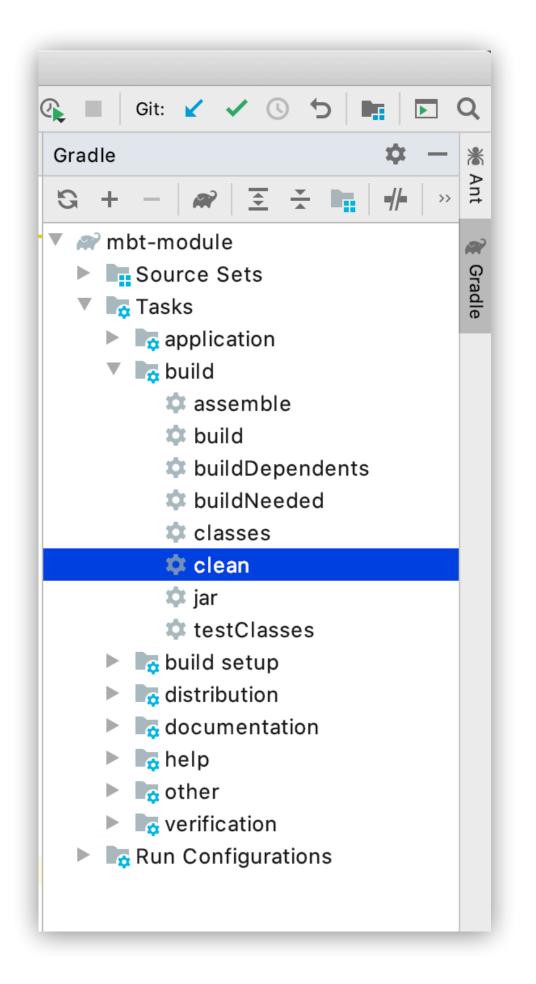
Import into the IDE

- Intellij Idea IDE
 - https://www.jetbrains.com/idea/
 - Ultimate edition needed (it includes the aspectJ plugin)
- Eclipse IDE
 - https://www.eclipse.org/downloads/
 - AspectJ Development Tools (AJDT) plugin (https://marketplace.eclipse.org/content/aspectj-development-tools)
- Once you have the IDE (with the aspectJ plugin)
 - Open/import an existing gradle project
 - Select the mbt-module directory

Build from the IDE

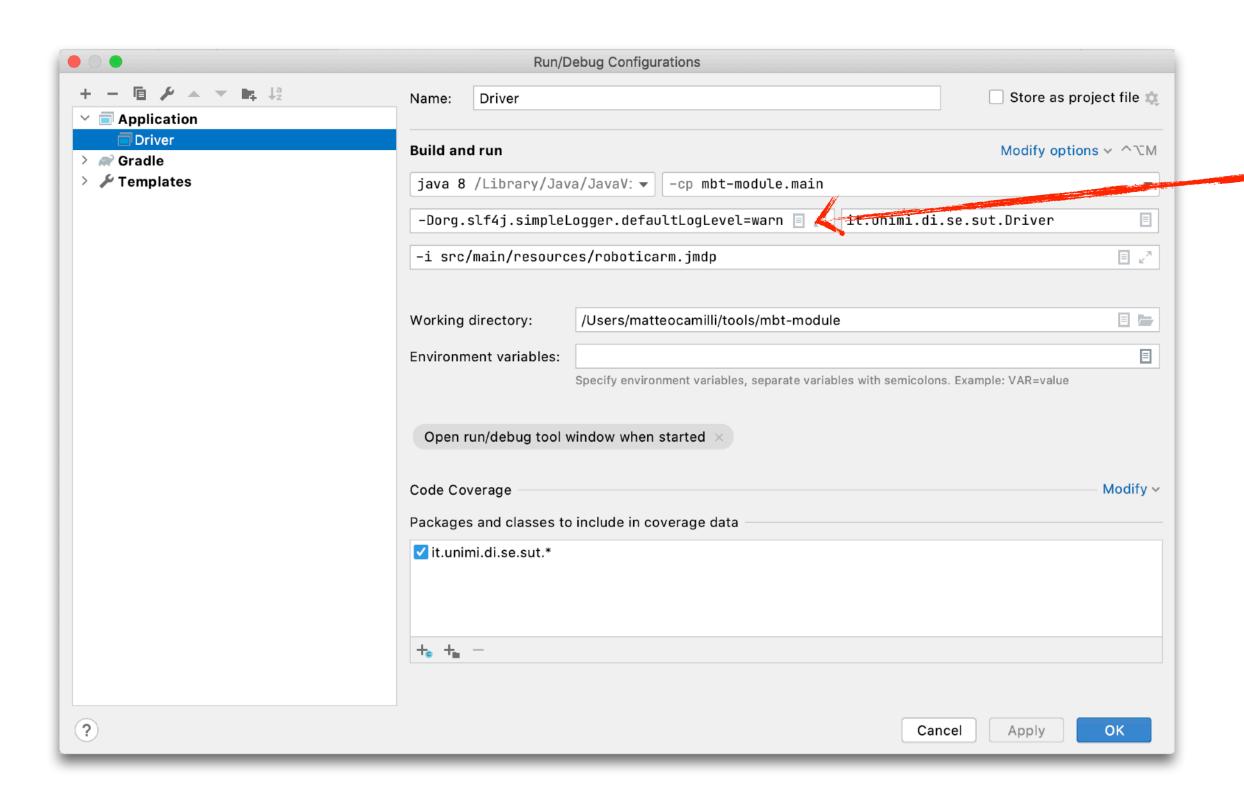
- Clean + build
 - Use the IDE to run gradle commands: clean and then build
 - Be sure that gradle-wrapper option is selected





Run from the IDE

- Run configuration
 - Execute the Driver class with the following configuration



VM options (taken from build.gradle)

-Dorg.slf4j.simpleLogger.defaultLogLevel=warn

Exercises

- Inspect and then run
- Try out different strategies
- Advanced: design/implement a new testing strategy

(1) Run the robotic-arm example

Robotic-arm example

- All the necessary files are already available in src/main/resources/
 - [SUT] simulated system src/main/resources/roboticarm.jmdp
 - [MDP] model of the system src/main/resources/roboticarm.mdp
 - [test harness] src/main/java/.../monitor/EventHandler.aj

Inspect the [MDP]

- What are the uncertain regions defined in this file? What are the concentration parameters used to define the Dirichlet priors?
- Inspect the [test harness]
 - What strategy is used to initialize the Monitor object? What is the termination condition?
- Run the testing process
 - Run the testing process by using Gradle either from the command line or from the IDE
 - What is the outcome you get for each uncertain region?
 - Compute the HDR of each posterior by running the given command in a R terminal (MCMCpack + HDInterval libs needed)

(2) Try out different testing strategies

Context

- Suppose we have a safety requirement R1 that sets the following constraint for the "demo" state (S10)
- R1: The "direct guiding" action shall lead to a "force limit violation" with probability less then or equal to 0.01
- Compare the cost-effectiveness of the flat strategy vs the totally random one
 - Execute the random strategy (Policy.RANDOM) 10 times and for each run:
 - Compute the HDR of (S10, e1)
 - Count how many times the computed bounds do not meet R1
 - Repeat this experiment with the uncertainty flat strategy (Policy.UNCERTAINTY_FLAT)
 - Which strategy is likely to be superior to detect violations?

(3) Implement an adaptive strategy

Problem

- All the testing strategies considered up to this point are built considering a pre-computed and fixed set of best policies maximizing the probability of reaching each region (in isolation)
- However, the best policies are computed based on the prior knowledge and this might lead to suboptimal exploration in case the initial assumptions are wrong
- Idea implement an adaptive strategy by following this guideline
 - Periodically (e.g., every "sample size" tests) update an "adaptive" reward structure that assigns rewards proportional to the HDR magnitude
 - The reward associated to arcs of each uncertain region should be directly proportional to the HDR magnitude of that region (i.e., the larger the region, the higher the reward)
 - Compute the best policy given the "adaptive" reward structure
 - Select the actions by following the new best policy
 - Repeat until termination

Technical details

- To implement and run this strategy you need to have the full framework available in the *master* branch of the repository
- Checkout the *master* and follow the instructions in the README to setup your environment

(3) Implement an adaptive strategy — hints

Hints

- The testing strategies follow the strategy design pattern and extend the DecisionMaker class
- The DecisionMaker receives information on the HDR magnitude of regions by means of the callback updateDistance invoked by the Monitor (see the DistanceDecisionMaker)

Distance Decision Maker, java

 The DecisionMaker interface should be extended with a new method updatePolicy called by the Monitor every sample-size observations

```
if(tests % EventHandler.SAMPLE_SIZE >= EventHandler.SAMPLE_SIZE-1) {
    //log.info(coverageInfo.toString());
    if(EventHandler.TERMINATION_CONDITION == Termination.COVERAGE && coverageInfo.getCo
    log.info("[Monitor] convergence reached.");
    addEvent(Event.stopEvent());
}
```

Monitor, java

else updatePolicy call

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