

Implementation of omega-automata simplification techniques in "Spot", a model checking library.

When "Spot" SAT-based minimization meets incremental solving.

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Part I

Report

Chapter 1

LRDE Presentation

1.1 Line of business

The LRDE (Research and Development Laboratory of EPITA) is focused on fundamental research and development in computer science. Its main areas of expertise are:

- Image processing and pattern recognition
- Automata and verification
- Performance and genericity

Building on its solid scientific production and academic collaborations, the laboratory has industrial contracts, conducts internal research projects and participates in collaborative academic research projects.

Its members also give classes to students at EPITA.

1.2 The Laboratory

The LRDE (<https://www.lrde.epita.fr/wiki/Home>) was created in February 1998 to promote the research activity at EPITA and to allow students to be involved into important research projects.

The research activity at LRDE is focusing on subjects related to the school with the aim of getting recognition in the scientific domain through publications and by working together with other research centers.

One particularity of the LRDE is the will to create a bond between traditional teaching given to EPITA students and teaching through research. The point of this is to:

- participate to the production of knowledge in computer science and to promote the image of EPITA in scientific domain.
- develop LRDE student's formation through research and allow them to access a third cycle formation.

1.3 Members

The laboratory is composed of a dozen permanent members, including teacher-researchers, engineers, administration and PhD students. Each year, these permanent members recruit third year students from EPITA, whom will stay until the end of their studies, following a dedicated study specialisation at EPITA. Hence, the laboratory hosts two generations of students that can grow to a number between ten to fifteen.

1.4 Services

The LRDE is working on four different axis, all of which are represented by a project.

1.4.1 Olena



The Olena project (<https://olena.lrde.epita.fr>) consists of a generic image processing library. Its objective is to implement a platform of numerical scientific computations dedicated to image processing, pattern recognition and computer vision. This environment is composed of a generic and efficient library (Milena), a set of tools for shell scripts and a visual programming interface. The project aims at offering an interpreted environment like MatLab or Mathematica.

Each of these parts imply its own difficulties and require the development of new solutions. For example, the library, which require the entirety of low level features on which it relies on to be both efficient and generic — two objectives that are hard to meet at the same time in programming. Fortunately, the object oriented programming eases this problem if we avoid the classical object modeling with inheritance and polymorphism. Hence, this genericity allows the development of efficient and re-usable code. The Olena platform uses this paradigm. The project already addressed the problem of the diversity of data and data structures.

Furthermore, the people working on this project were able to put in light the existence of conception models related to generic programming. Olena is an open source project under GPL license.

1.4.2 Vcsn



The VCSN project (<https://vcsn.lrde.epita.fr>) is a finite state machine manipulation platform developed in collaboration with the ENST. Finite state machines, also called automata, are useful for language treatment and task automation. In

the past, such platforms, like "FSM", were supposed to work for problems of industrial scale. Hence, for efficiency reasons, they were specialized in letter automata. On the other hand, platforms like "FSA" were based on a more abstract approach. VCSN tries to answer both of these issues by using techniques of static and generic programming in C++.

VCSN can then support the entirety of automata with multiplicity in any kind of semiring. Thanks to generic programming techniques, it is not necessary to code a single algorithm once for each type of automata anymore. A single abstract version is sufficient, and this without losing efficiency. It is not necessary to handle C++ perfectly to be able to use the platform thanks to an interpreter conceived to highlight all of the system's potential. This environment should allow researchers to experiment their ideas and beginners to practice with an intuitive interface.

VCSN is an open source project under GPL license.

1.4.3 Spot



Spot (<https://spot.lrde.epita.fr/>) is a library of algorithms for "model checking", which is a way to check that every possible behavior of a system satisfy its given properties. Spot allows to express those properties using temporal logic. It corresponds to classical propositional calculus (with its "or", "and" and "not" operators) equipped with temporal operators to express things such as "in a future time" or "anytime since now". Such formula can be translated to automata (Spot implements different algorithms), such that verifying that the behavior of a model satisfy a formula can be reduced to operations between two automata (here again Spot implements different algorithms).

This approach can be applied to different kind of systems: communication protocols, electronic circuits, programs...

1.4.4 Speaker ID

The Speaker Recognition team is working on Machine Learning solutions applied to Speaker Recognition tasks. They propose statistical representations of speech signal which are more robust to the problem of session and channel variabilities. They participated in the evaluation campaign of speaker verification systems organized by NIST (the National Institute of Standards and Technology) which organizes competitions in various fields, both to stimulate research and to define new standards since the beginning of the project.

1.5 The internship in the company's work

Chapter 2

Spot

Chapter 3

Base concepts

Chapter 4

Completed work

4.1 Specifications

4.1.1 Overall goal

4.1.2 Detailed explanation of the results to be obtained

4.2 Activity report

4.2.1 Selected areas of study and research

4.2.2 Conduct of studies

4.3 Interpretation and critique of results

Chapter 5

Bibliography and glossary

Part II

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Appendix A

Company documentation

Appendix B

Hardware / Software Documentation

Appendix C

Gross results