

# Self-Adaptive Automata

**Aimee Borda (Lero & Trinity College Dublin)**

Vasileios Koutavas (Lero & Trinity College Dublin)



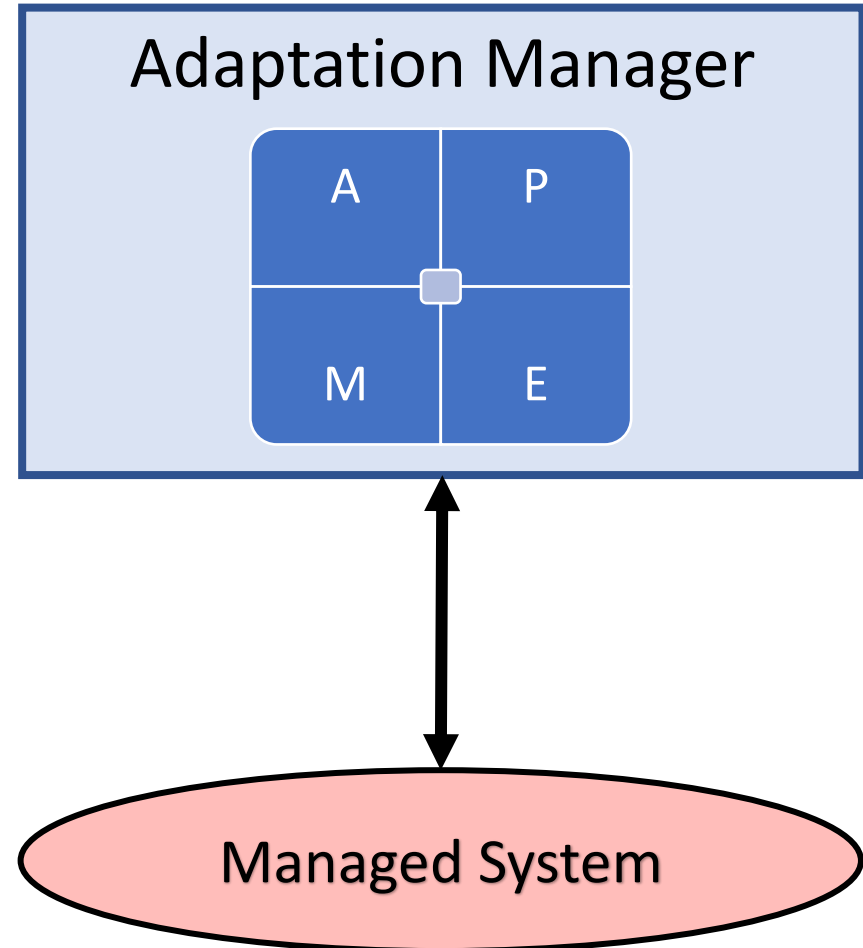
TRINITY  
COLLEGE  
DUBLIN



# Self-Adaptive Systems

- Systems with the “**ability to adapt** at run-time to **changing** user needs, system intrusions or faults, changing operational environment, and resource variability”
- “Has been proposed as a means to cope with the **complexity** of today's software-intensive systems”

(Dagstuhl Seminar 10431)



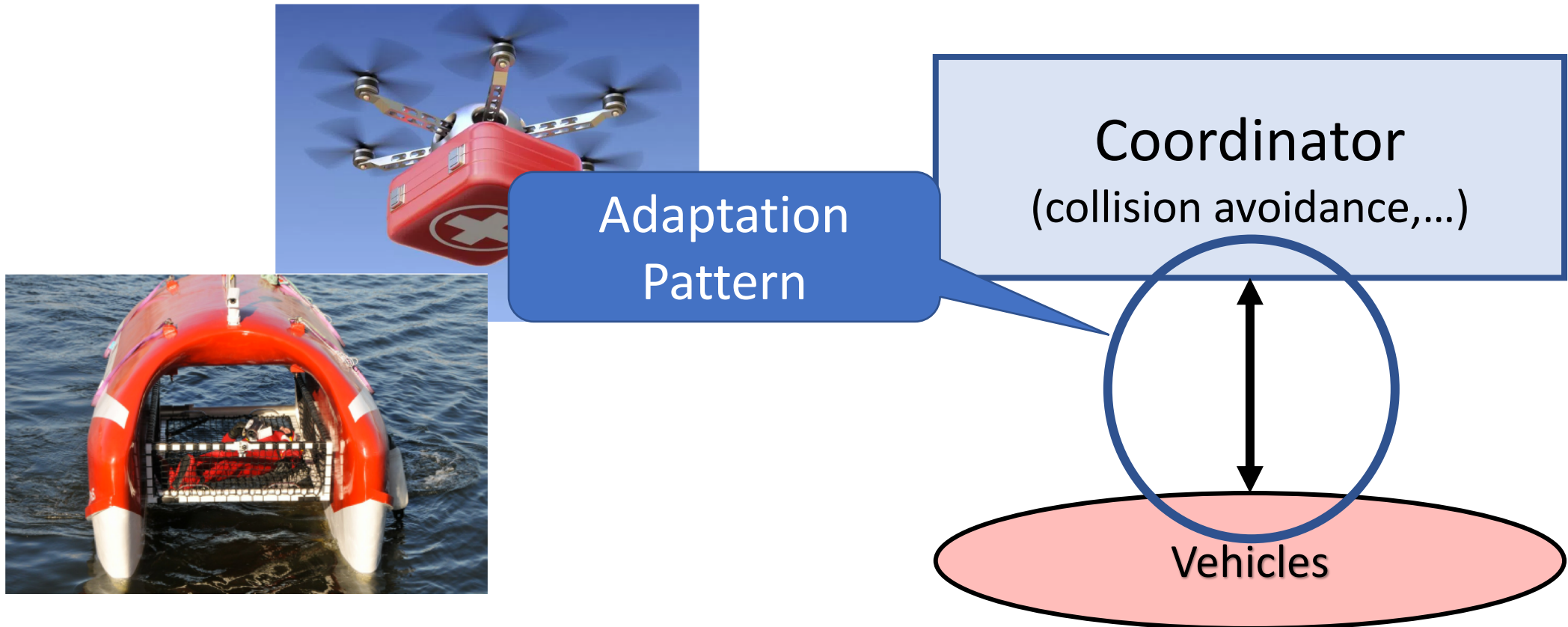
# Search Operation by Unmanned Vehicles



Requirements:

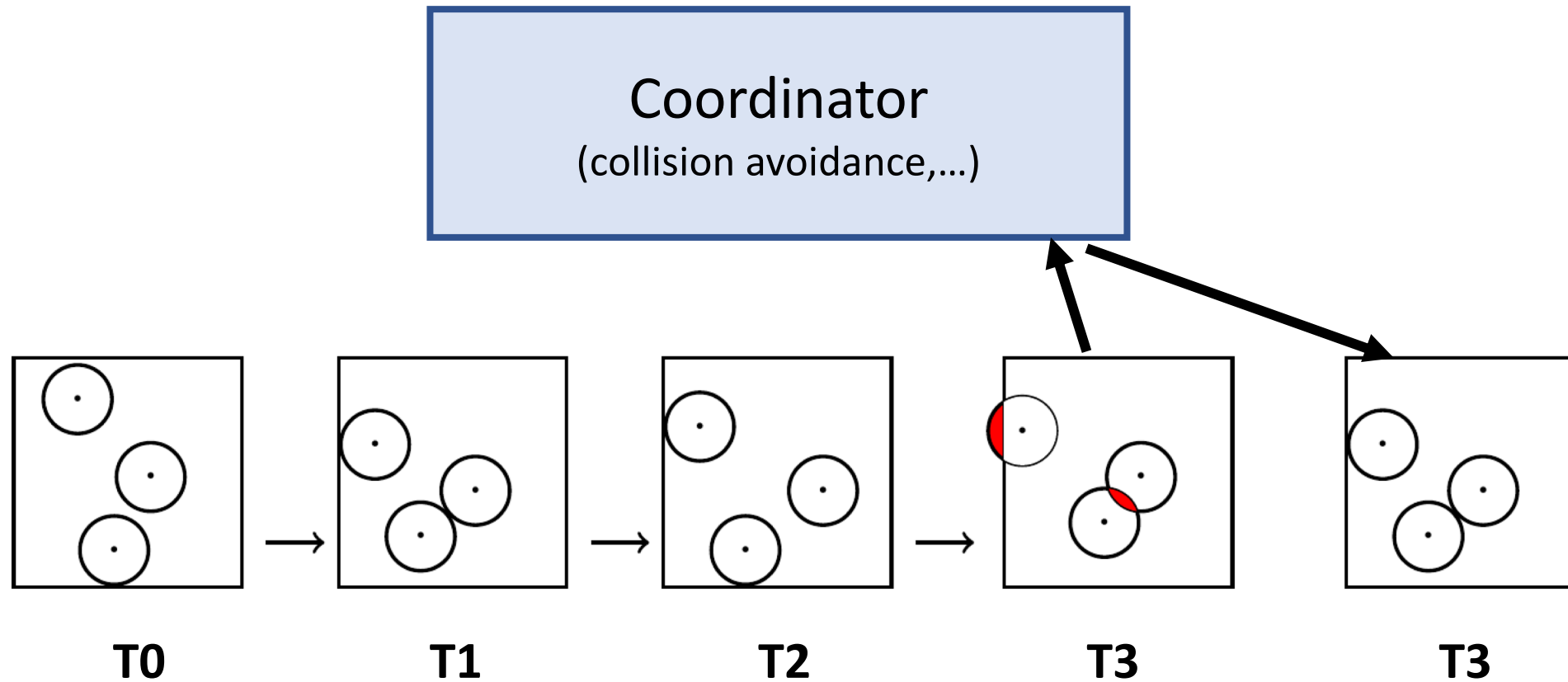
1. No Collisions
2. Vehicles stay in search area
3. Eventually search the whole area

# Search Operation by SA Unmanned Vehicles



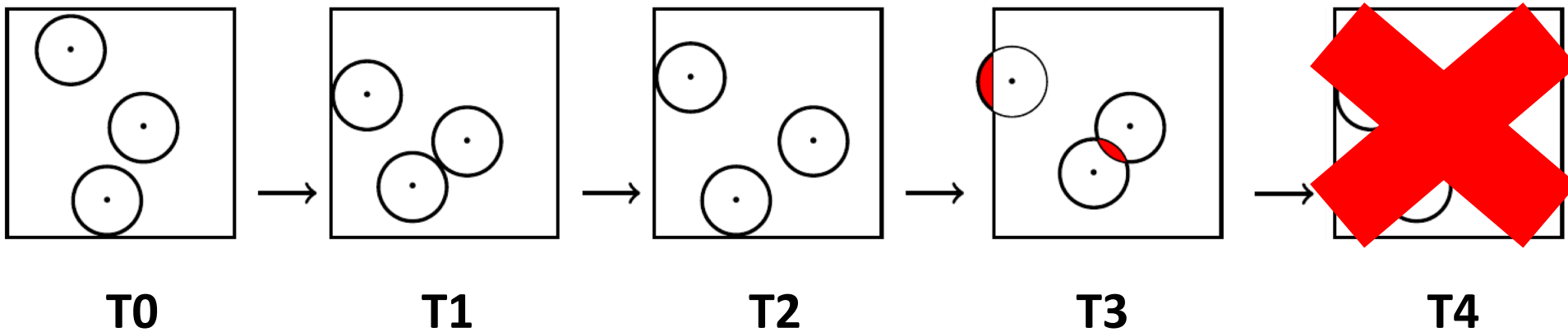
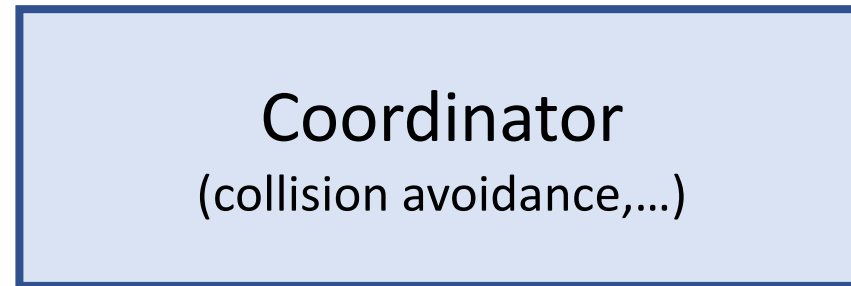
# Time-Triggered Adaptation

Every 3 time units



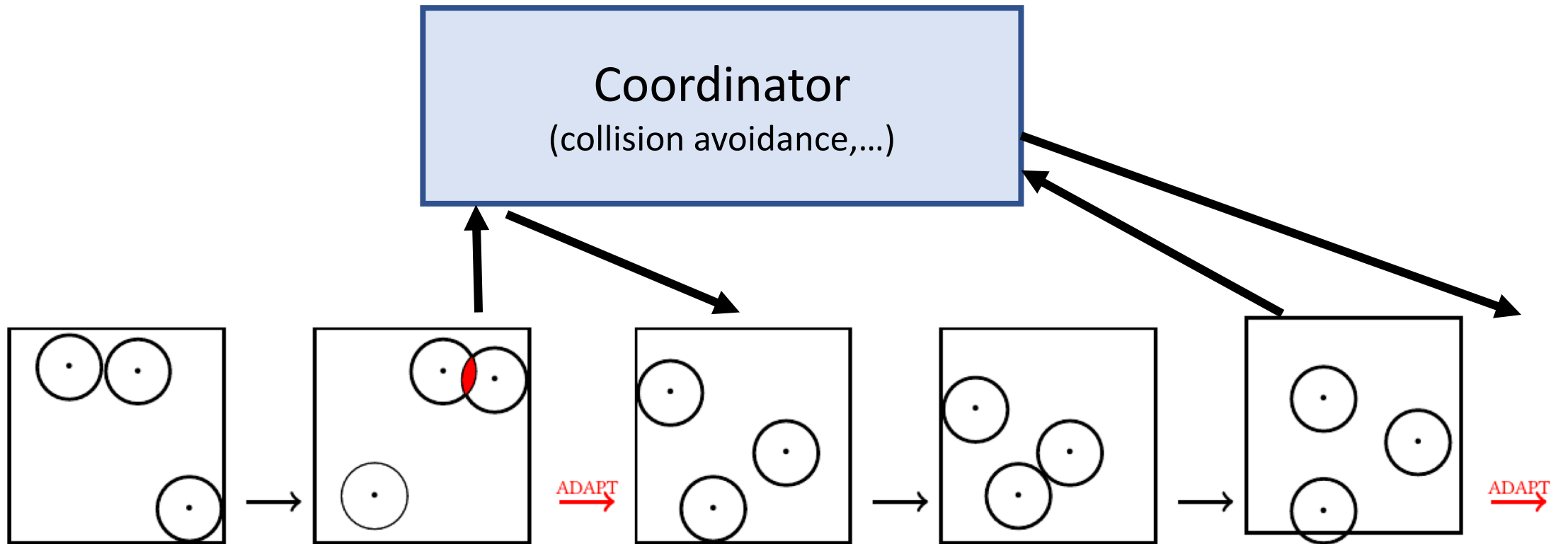
# Time-Triggered Adaptation

Every 10 time units



# Event-Triggered Adaptation

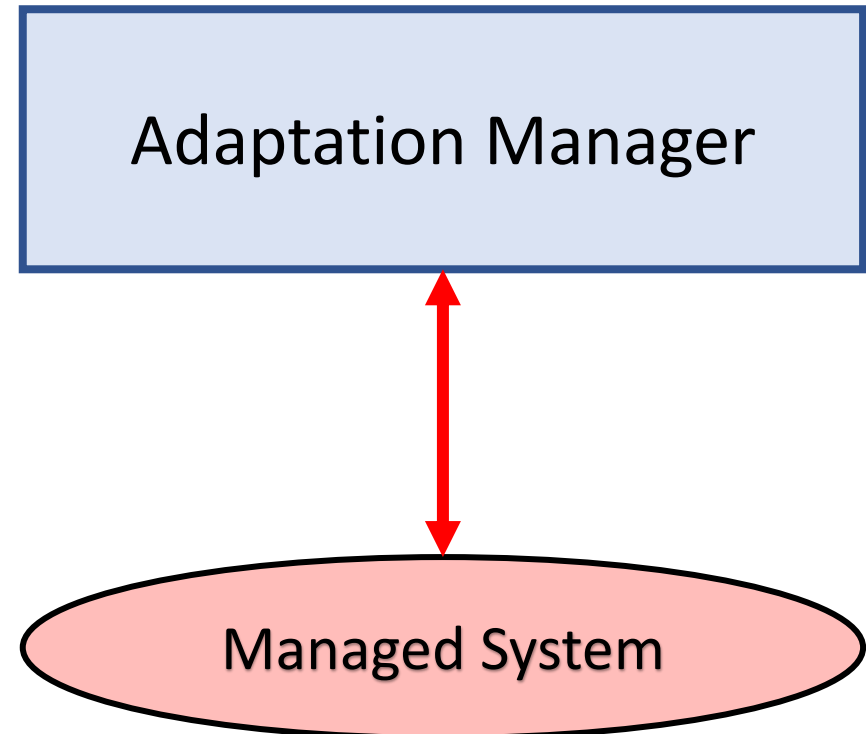
Vehicles are dangerously close to each other



# Adaptation Pattern is crucial!

Execution points where adaptation is triggered

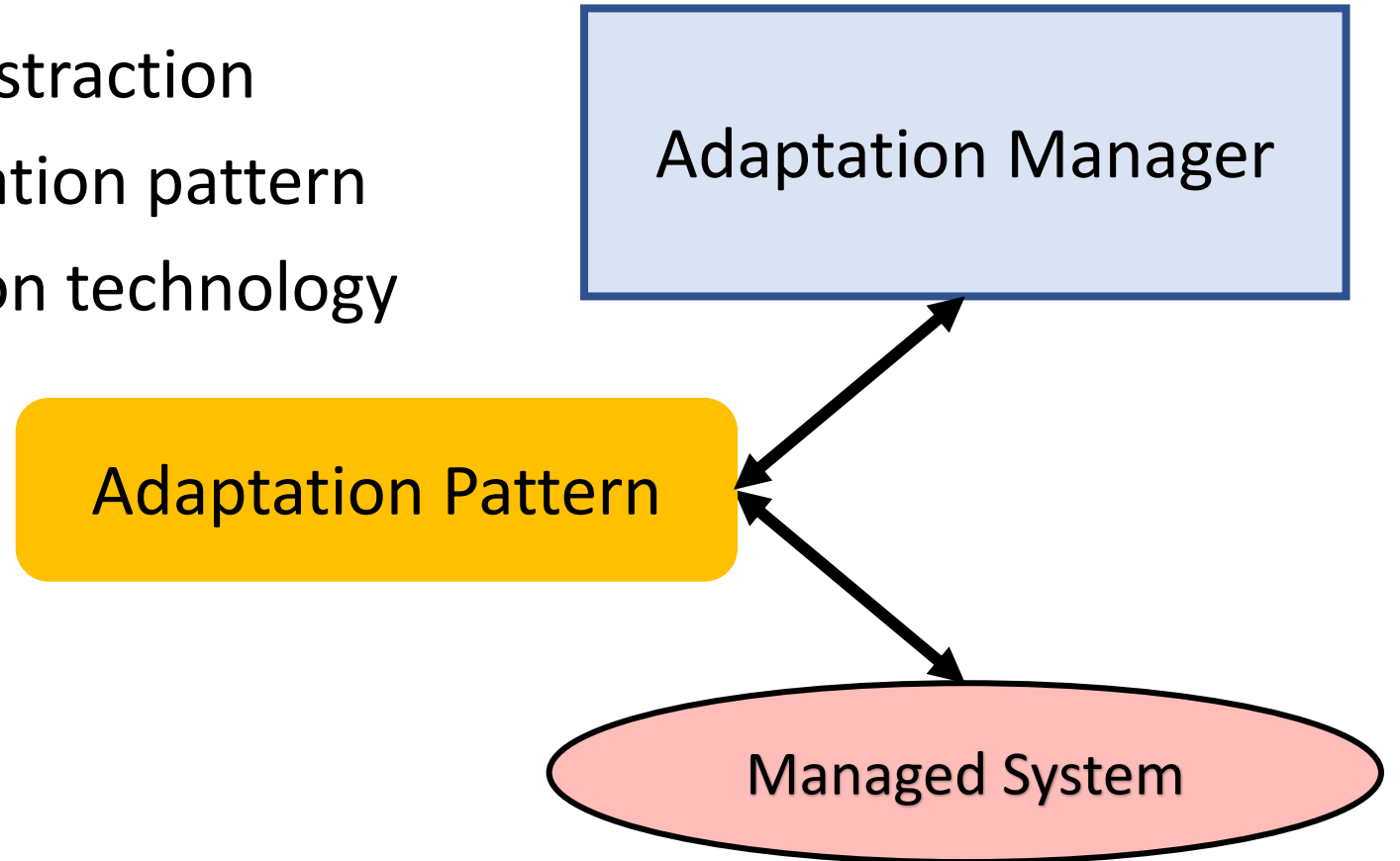
- Time-based, event-based, history-based...
- Important (for correctness)
- Necessary (for implementation)



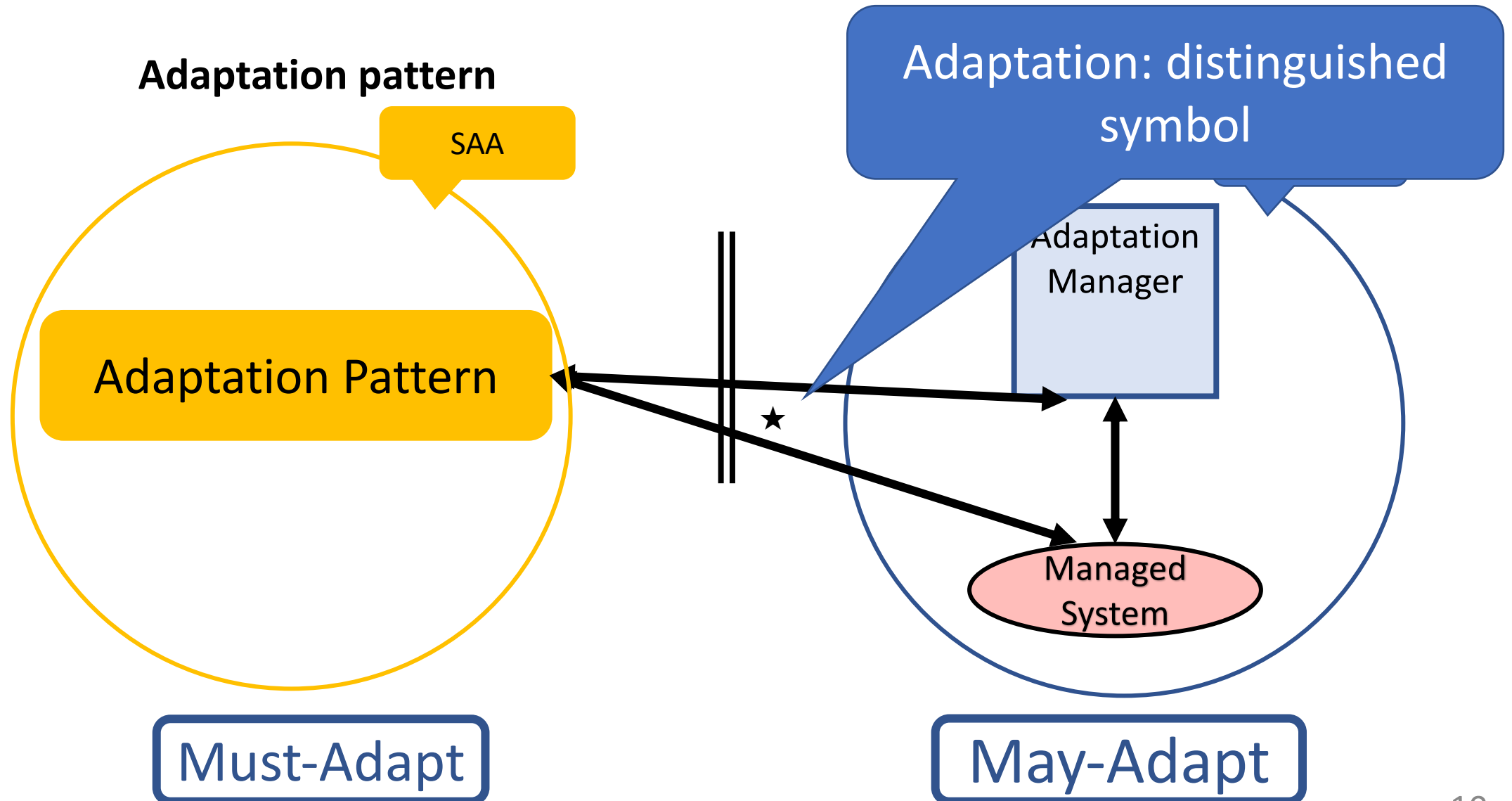


# Goal: Enable Experimentation and Verification of Adaptation Patterns

- Model at a **high-level** of abstraction
- **Modularity**: localise adaptation pattern
- Leverage existing verification technology



# Our Model: Self-Adaptive Automata (SAA)



# Our Model: Self-Adaptive Automata (SAA)

$SAA \stackrel{\text{def}}{=} \langle Q, \Sigma, \Delta, q_0, \delta_0, \Pi \rangle$

$Q$ : Set of States

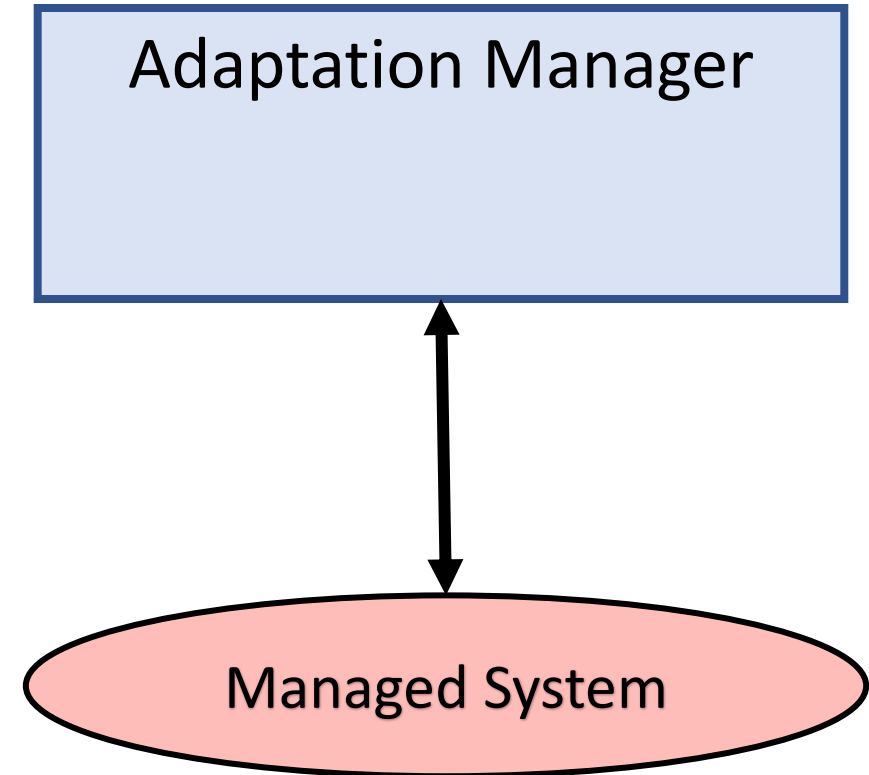
$\Sigma$ : Set of Events

$\Delta$ : Set of Transition Functions

$q_0$ : Initial State

$\delta_0$ : Initial Transition Function  
 $Q \times \Sigma \rightarrow Q$

$\Pi$ : Adaptation Function  
 $Q \rightarrow Q \times \Delta$



# Model: Self-Adaptive Automata

$SAA \stackrel{\text{def}}{=} \langle Q, \Sigma, \Delta, q_0, \delta_0, \Pi \rangle$

$Q$ : Set of States

$\Sigma$ : Set of Events

$\Delta$ : Set of Transition Functions

$q_0$ : Initial State

$\delta_0$ : Initial Transition Function  
 $Q \times \Sigma \rightarrow Q$

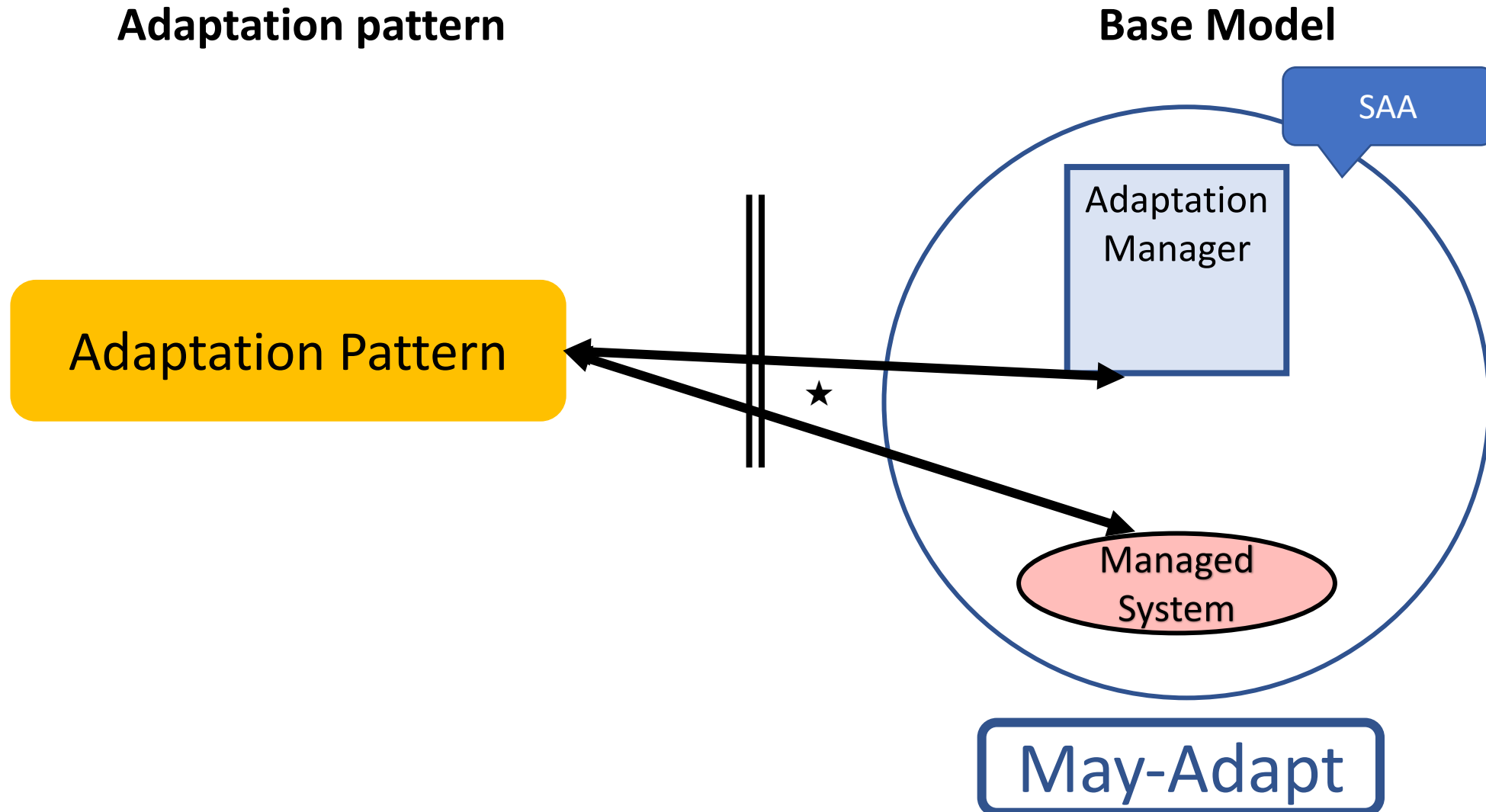
$\Pi$ : Adaptation Function  
 $Q \rightarrow Q \times \Delta$

Operational semantics

$\langle q, \delta \rangle \xrightarrow{a} \langle q', \delta' \rangle$   
such that  $\delta(q, a) = q'$

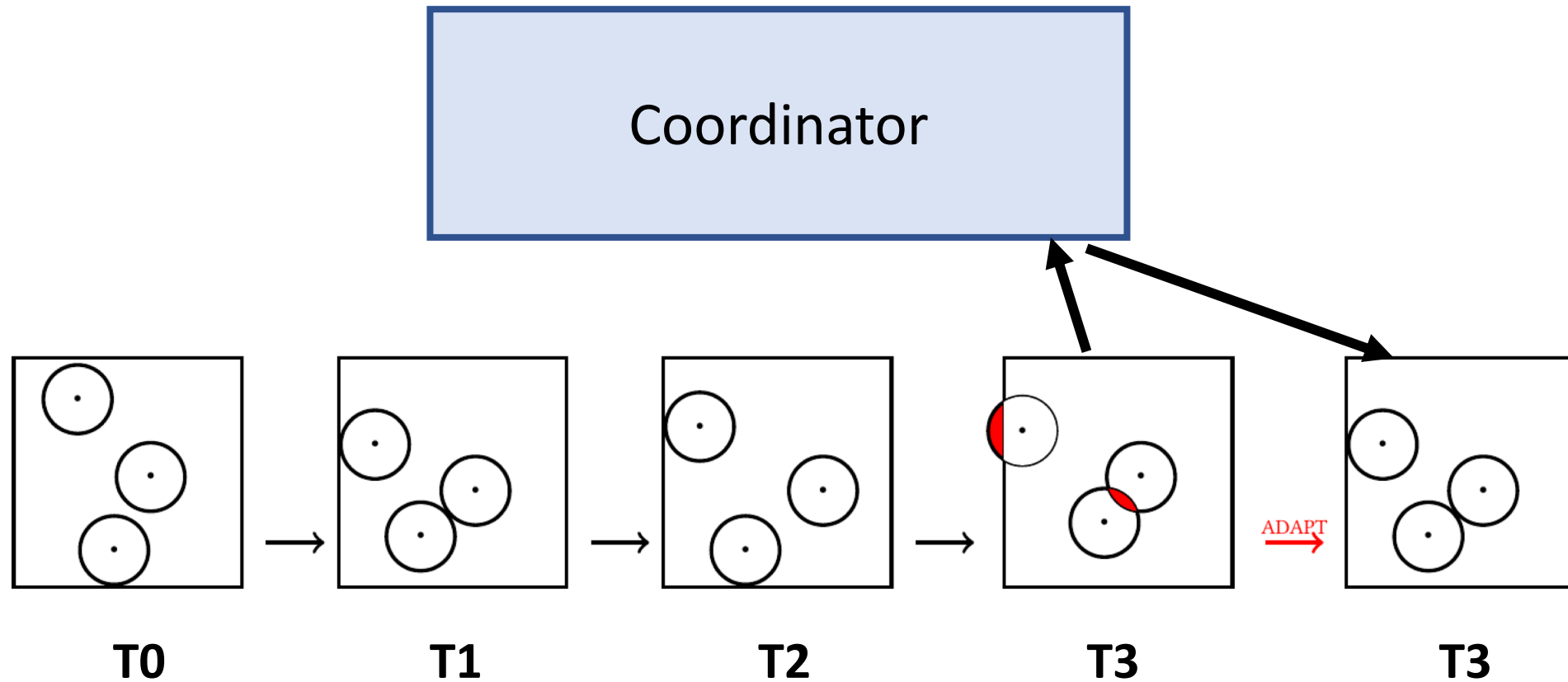
$\langle q, \delta \rangle \xrightarrow{*} \langle q', \delta' \rangle$   
such that  $\Pi(q) = \langle q', \delta' \rangle$

# Modelling the Adaptation Pattern with SAA



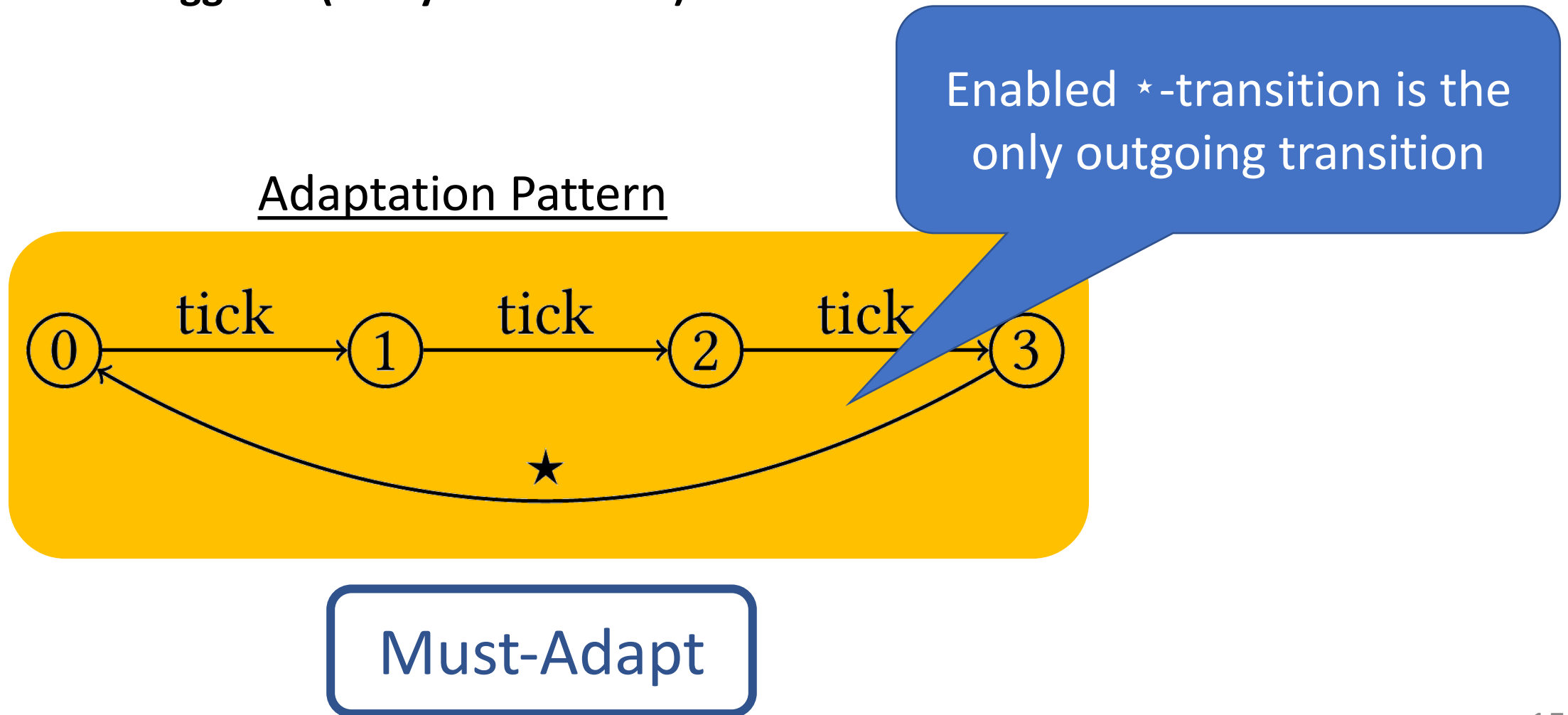
# Implementing the Adaptation Pattern with SAA

Time-Triggered (every 3 time units)



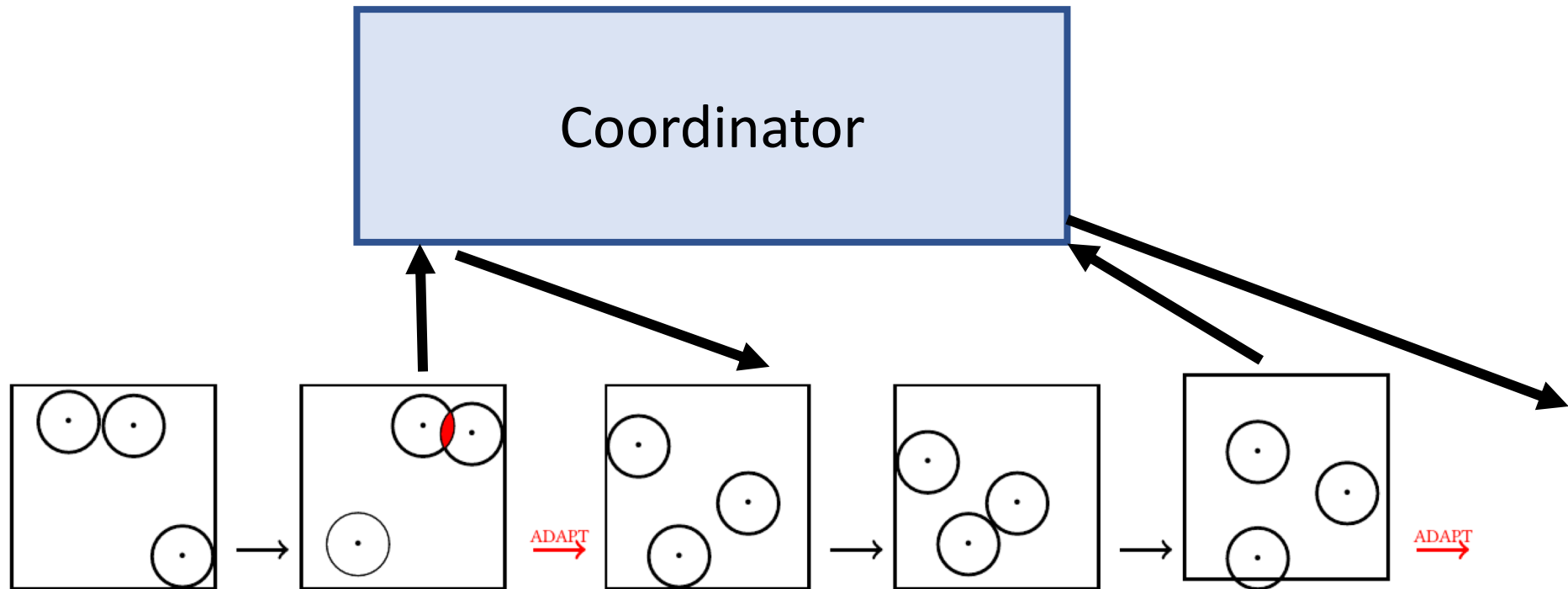
# Modelling the Adaptation Pattern with SAA

Time-Triggered (every 3 time units)



# Modelling the Adaptation Pattern with SAA

**Event Triggered: Vehicles are dangerously close to each other**

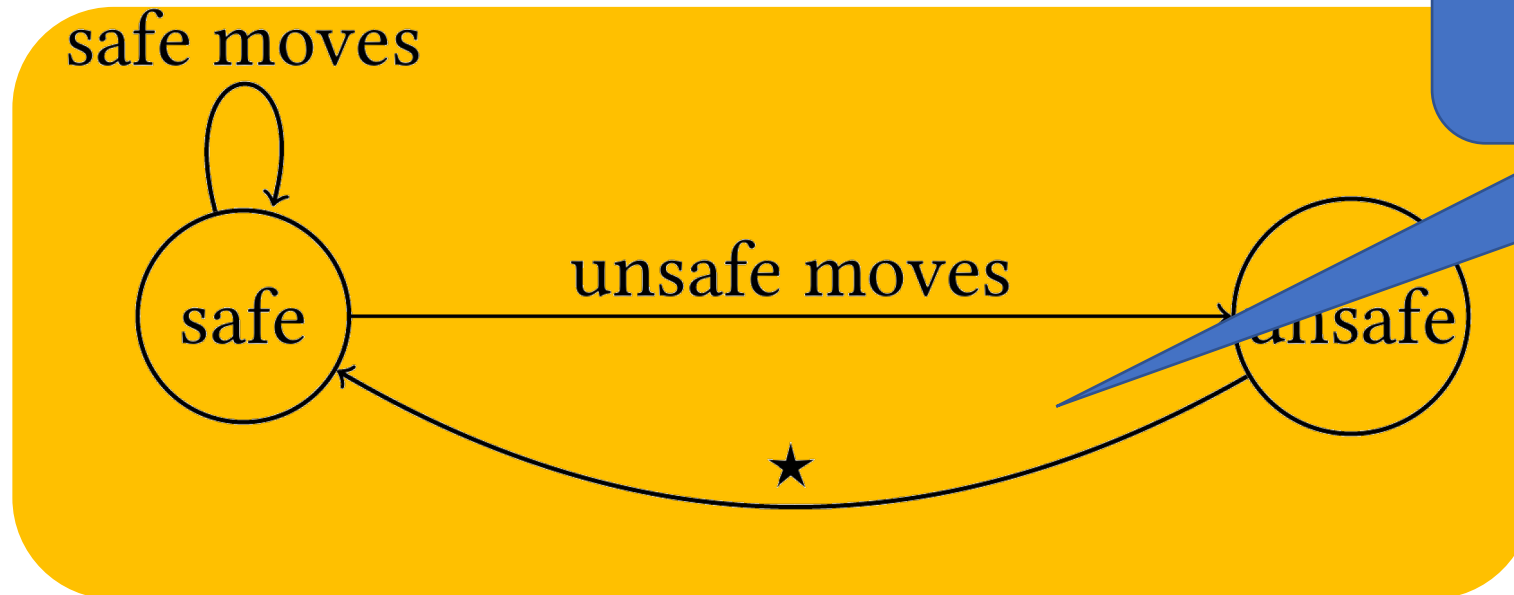




# Modelling the Adaptation Pattern with SAA

Event Triggered: Vehicles are dangerously close to each other

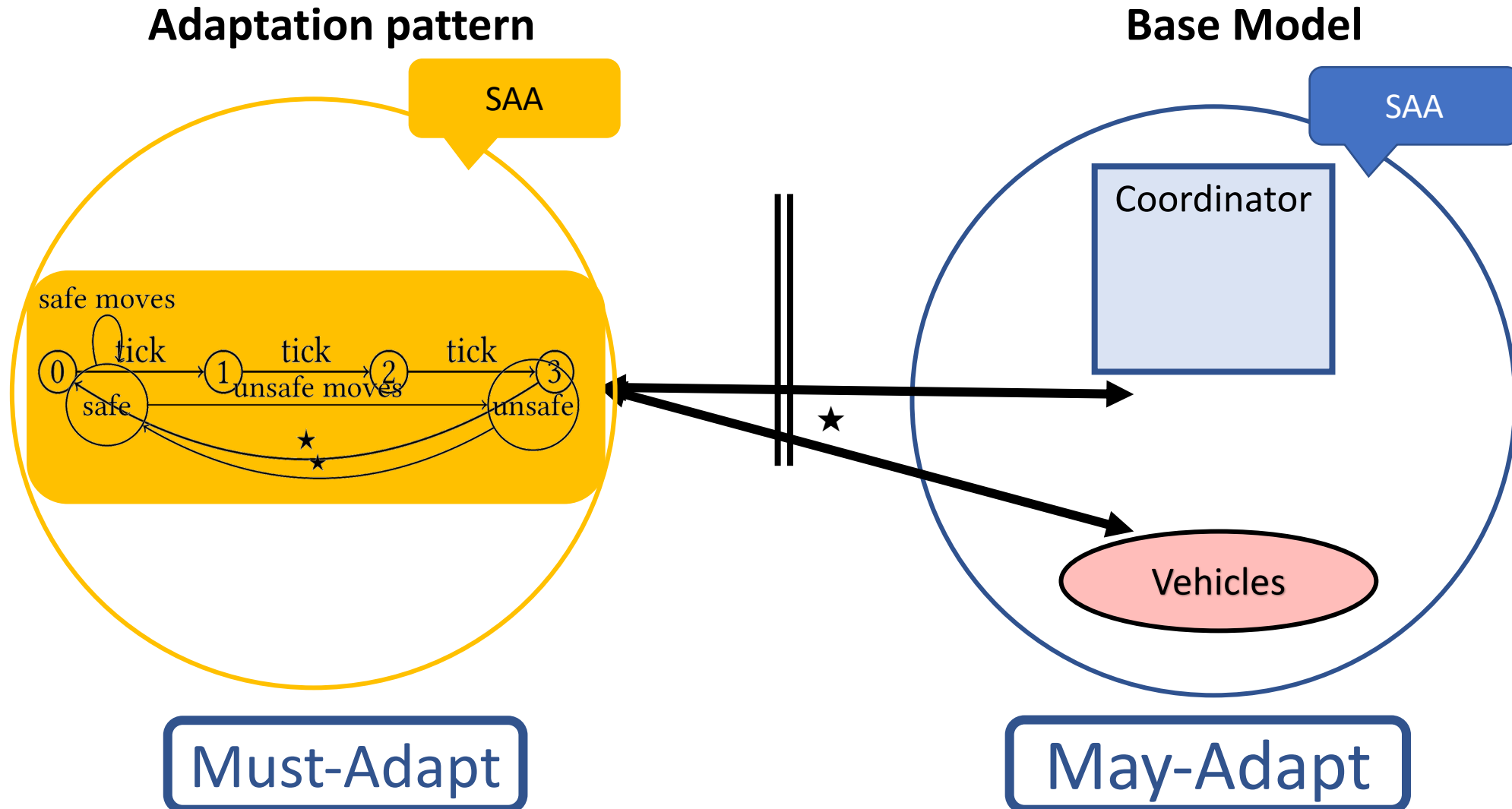
## Adaptation Pattern



Enabled  $\star$ -transition is the only outgoing transition

Must-Adapt

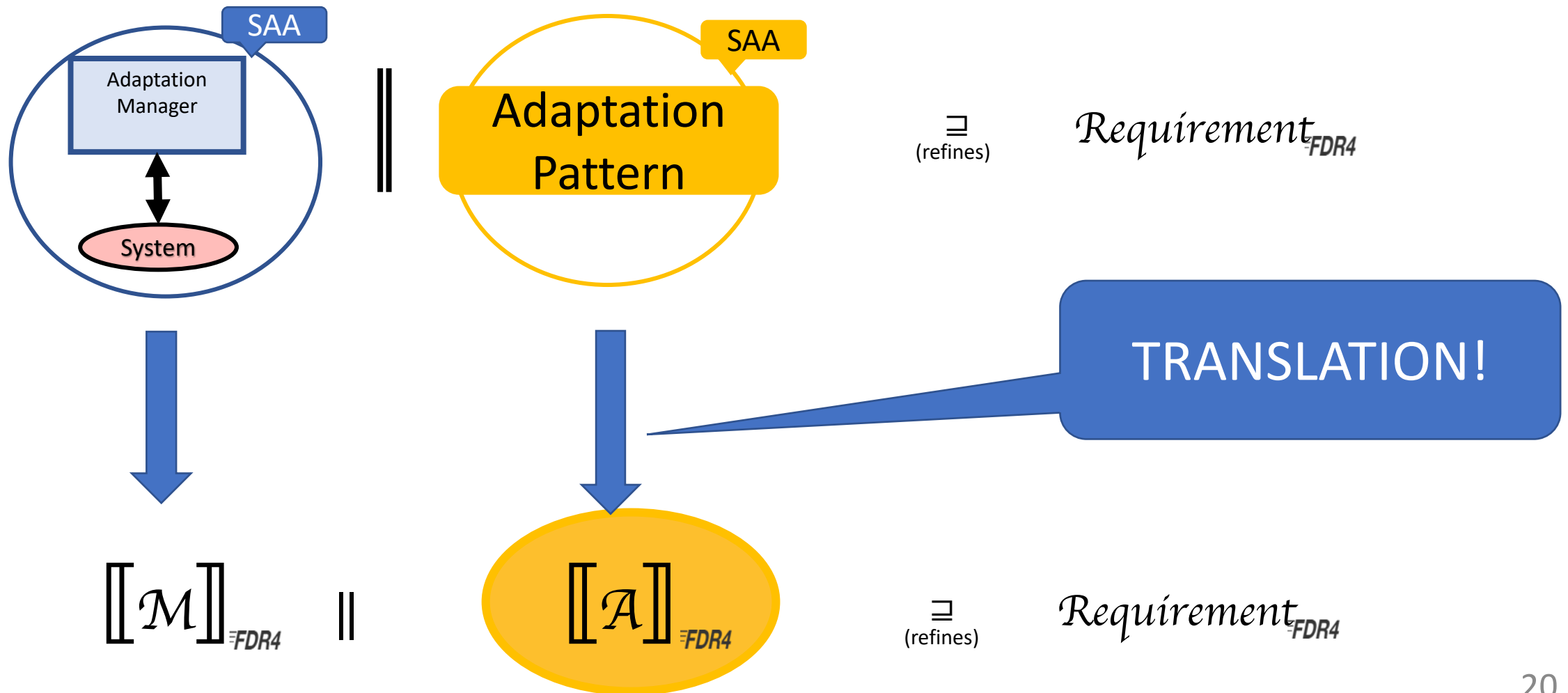
# Self-Adaptive System



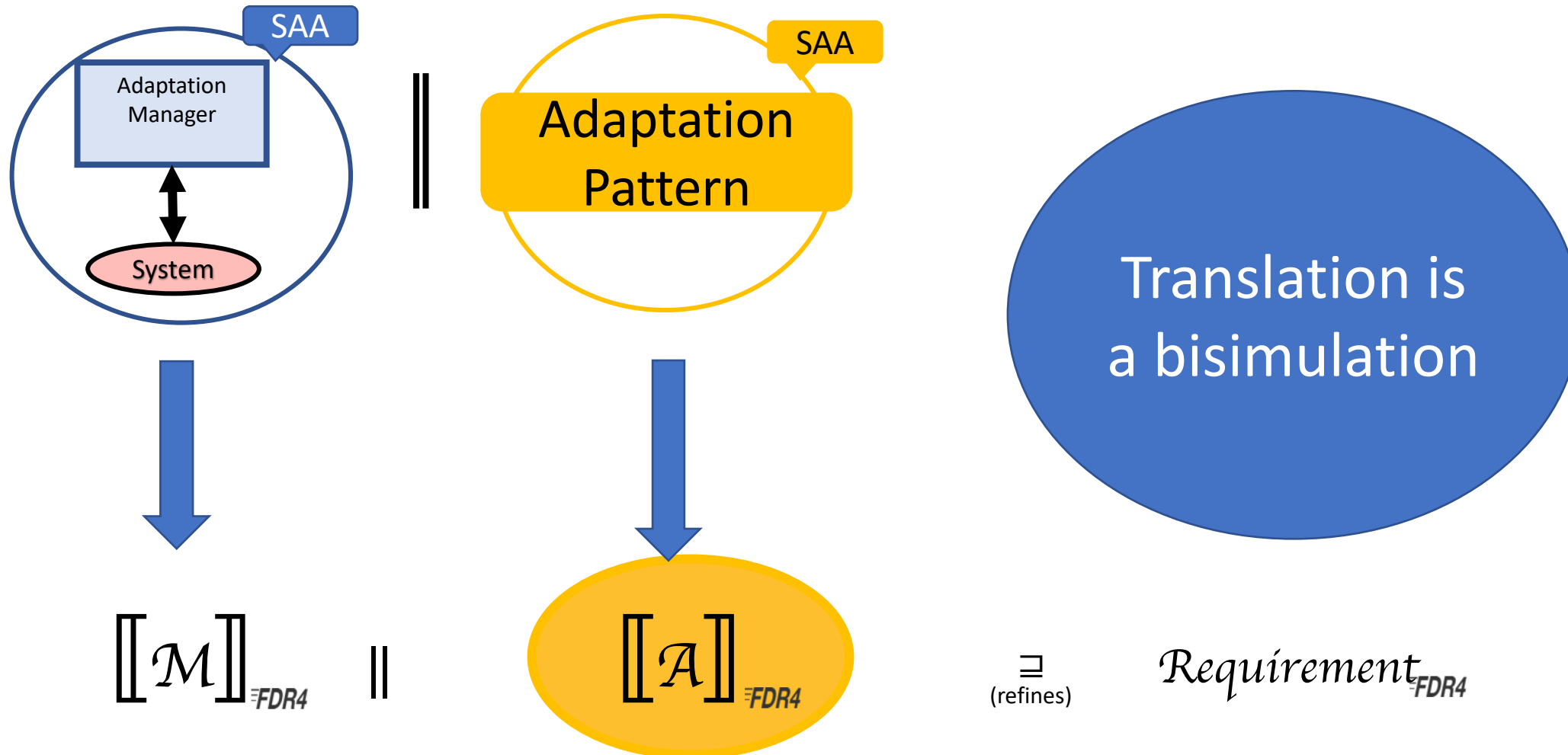
# Verifying Adaptation Patterns

Translation to FDR (a refinement-based verification tool)

# Refinement-based Verification



# Refinement-based Verification



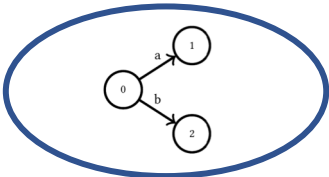
# Translation: SAA $\rightarrow$ FDR

$$\mathcal{M} = \langle Q, \Sigma, \Delta, q_0, \delta_0, \Pi \rangle$$

$Q \rightarrow 0, 1, 2 \dots$  (FDR States)

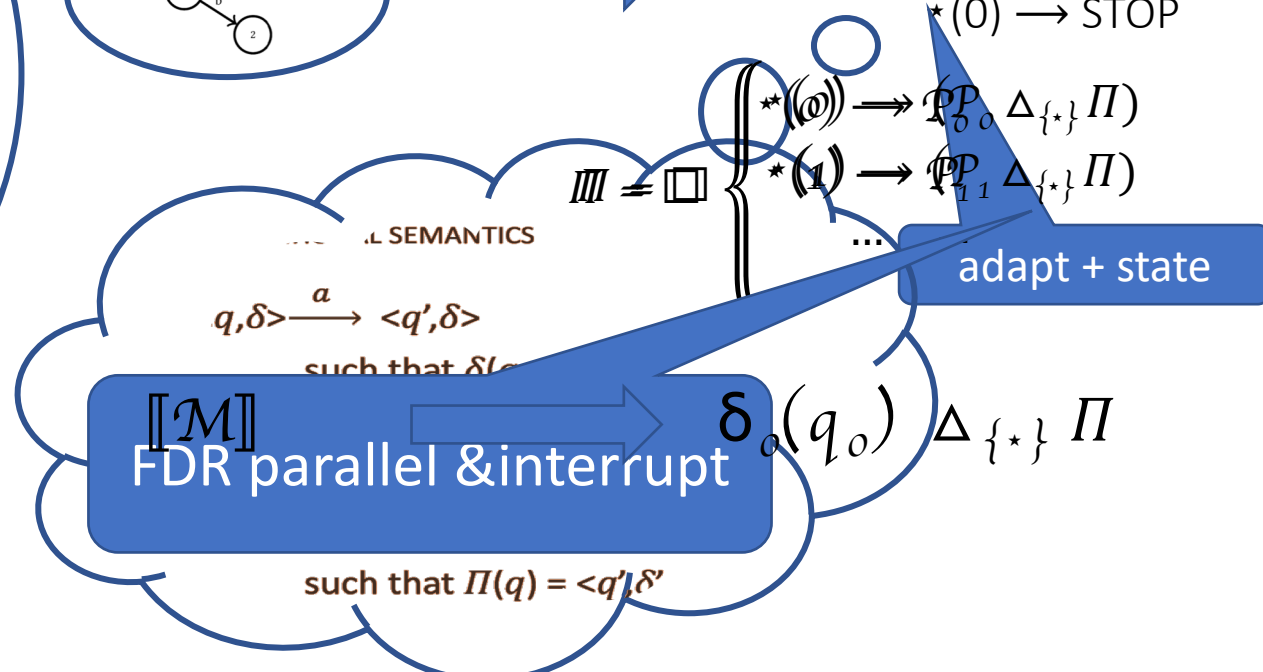
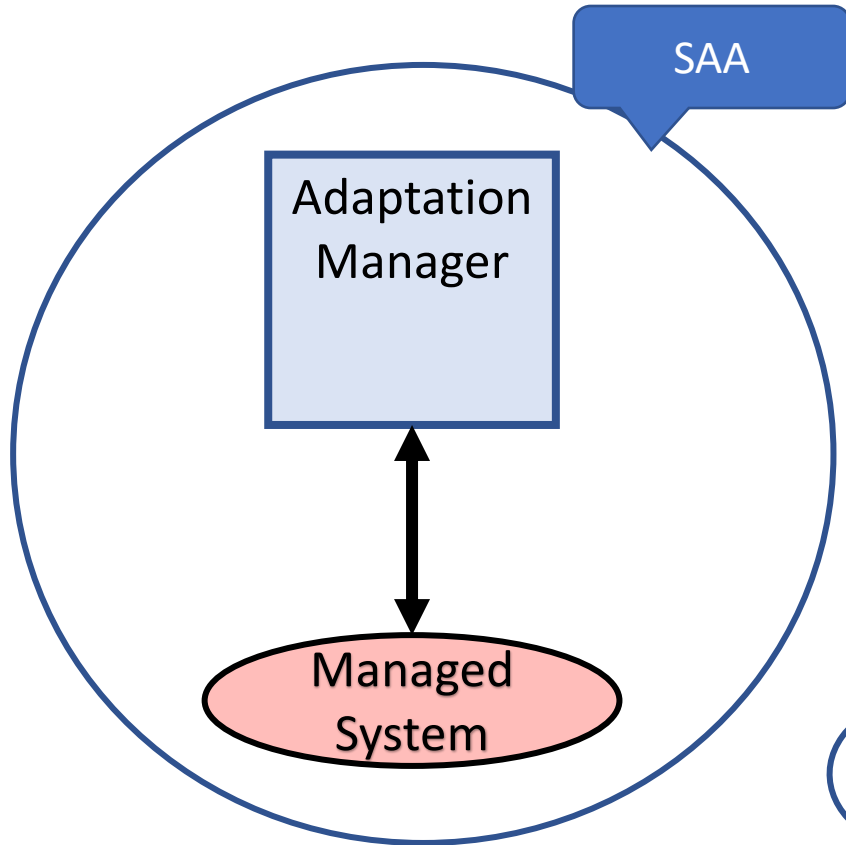
$\Sigma \rightarrow a, b, c \dots$  (FDR Events)

$\delta$

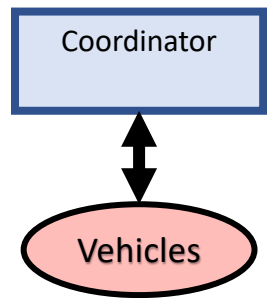


$\delta(0) =$

- $a \rightarrow \delta(1)$
- $\square b \rightarrow \delta(2)$
- $\ast(0) \rightarrow \text{STOP}$



# Verifying different Adaptation Patterns



||

Event-Triggered

~~Time-Triggered (3 steps)~~

Time-Triggered (3 steps)

*No Collision*<sub>FDR4</sub>



*Vehicles Stay In Area*<sub>FDR4</sub>



*Search All Area*<sub>FDR4</sub>



# Expressivity of SAA



# Model: Self-Adaptive Automata

$SAA \stackrel{\text{def}}{=} \langle Q, \Sigma, \Delta, q, \delta, \Pi \rangle$

$Q$ : Set of States

$\Sigma$ : Set of Events

$\Delta$ : Set of Transition Functions

$q$ : Initial State

$\delta$ : Initial Transition Function  
 $Q \times \Sigma \rightarrow Q$

$\Pi$ : Adaptation Function  
 $Q \rightarrow Q \times \Delta$

Operational Transition

Sets of States  $Q$  and Transition

Functions  $\Delta$  are fixed

$\langle q, \delta \rangle$

such that  $\delta(q, a) = q'$



$\langle q, \delta \rangle \xrightarrow{*} \langle q', \delta' \rangle$

such that  $\Pi(q) = \langle q', \delta' \rangle$

# SAA vs other self-modifying Models

## SMFA [Schutt et al 1994]

- + Compact representation of dynamic behaviour
- + Add significant expressivity to base Model
- No verification tools

## SAA

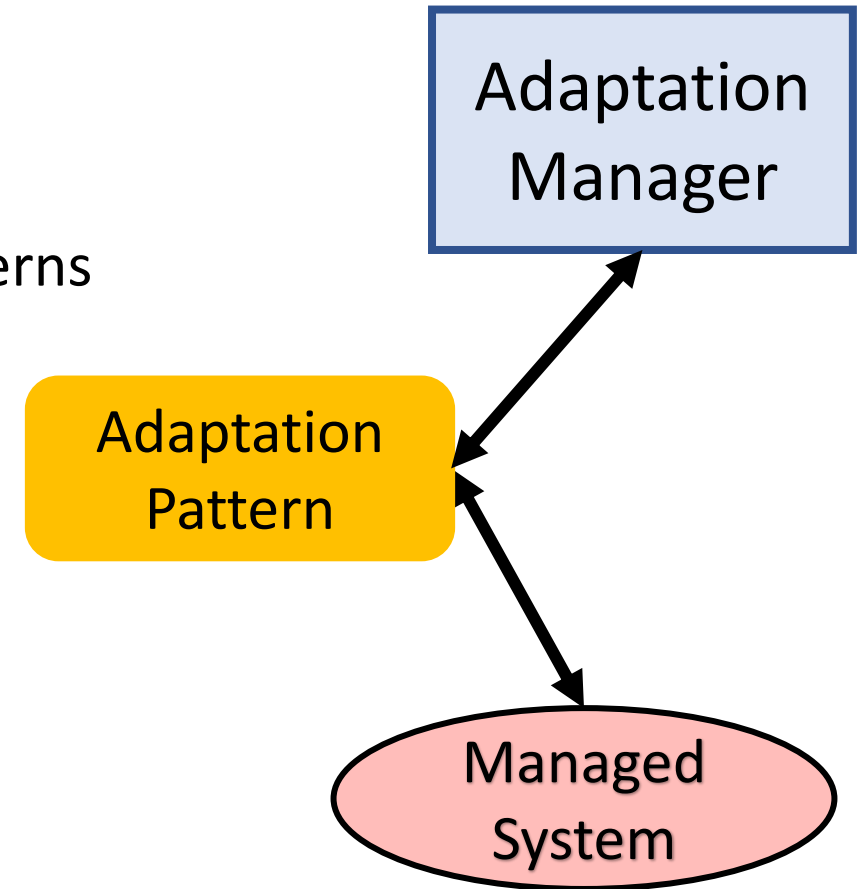
- + Compact representation of dynamic behaviour
- Does not add expressivity to base Model
- + Leverage existing verification tools

Proven through a bidirection  
Translation to Execution Monito  
(see paper)

Translation to FDR

# Conclusion

- High-level Model for Self-Adaptive Systems
  - **Modularizes** Adaptation patterns
  - Enables **experimentation** with Adaptation Patterns
- Leverage existing verification technologies
  - Enables **verification** of Adaptation Patterns
- Future Work: improve usability, use other verification technologies



# Thank you!

Questions?