

Robustness Analysis of Networked Systems

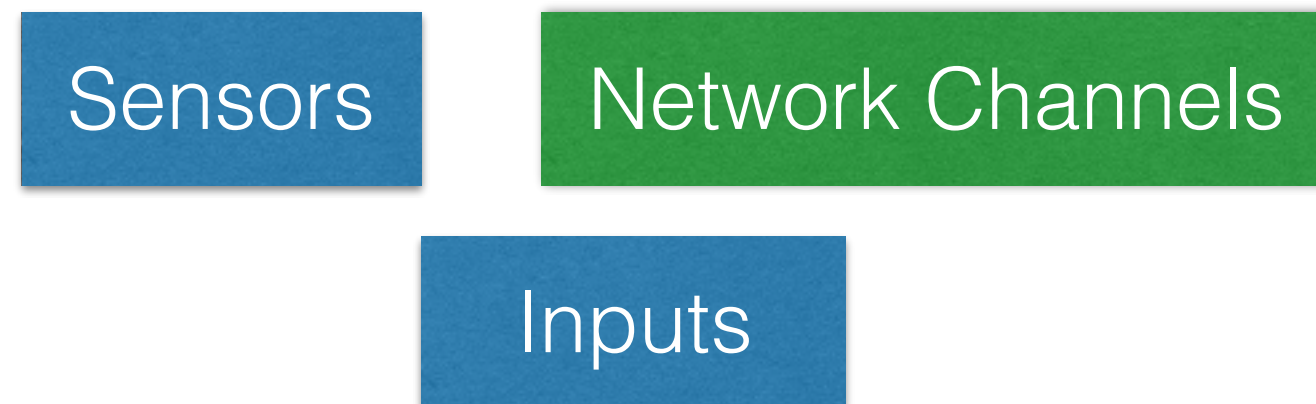
Pascal Berrang



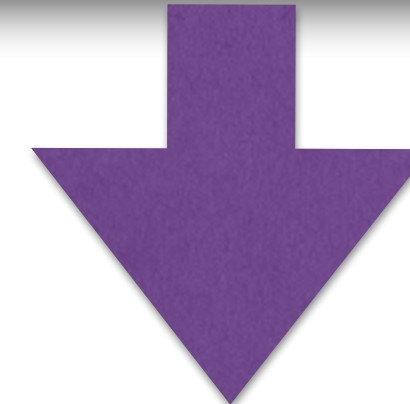
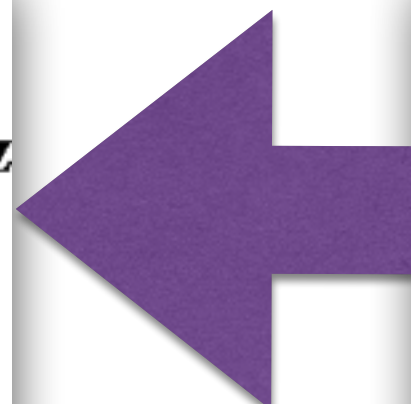
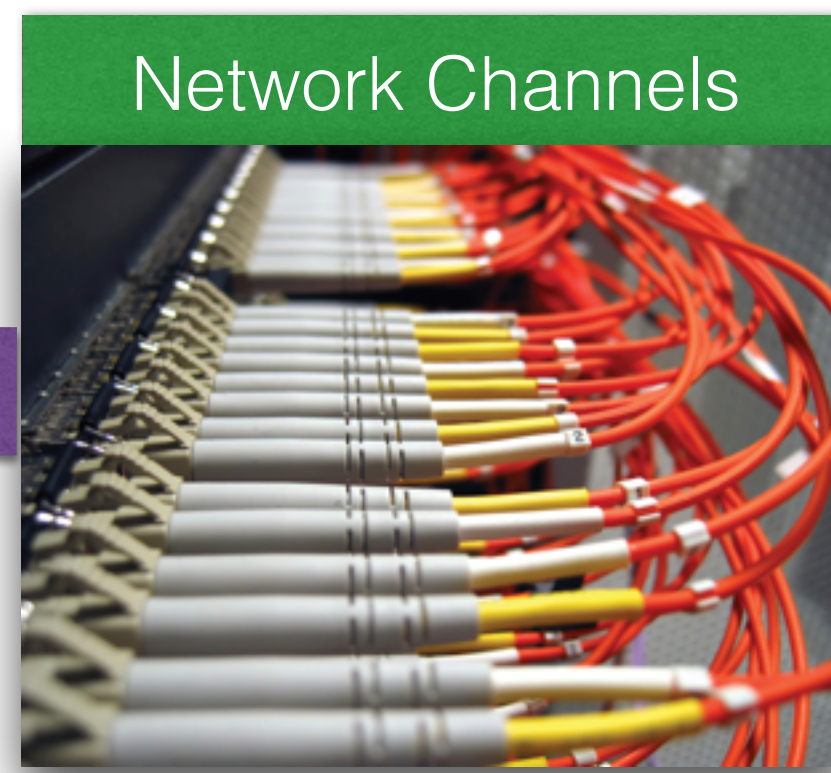
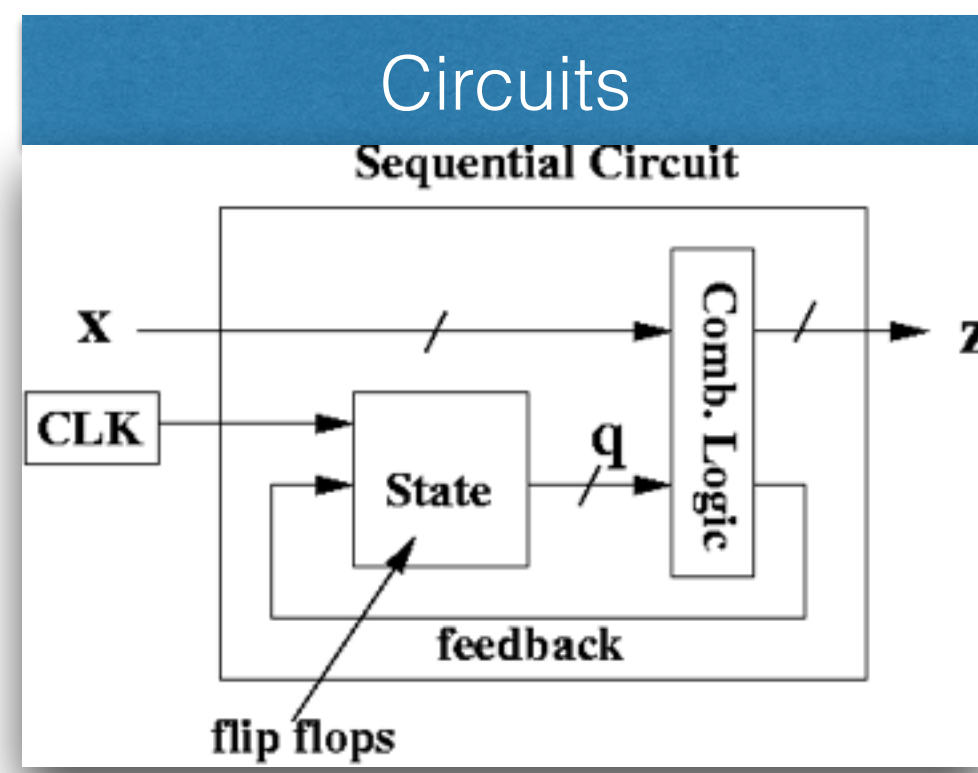
Are they reliable?



- Verification:
System is **correct** or **incorrect**.
- Robustness:
considers *uncertainty*.



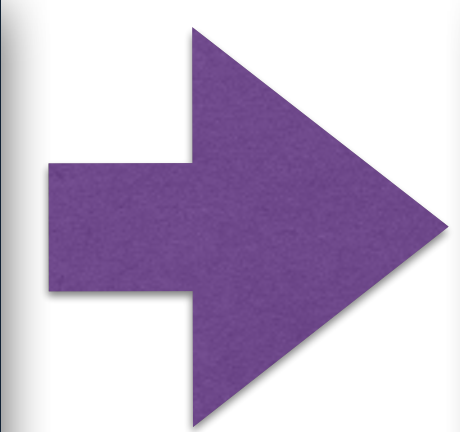
„Small perturbations to the environment or parameters do not change the observable behavior substantially.“



Software

```

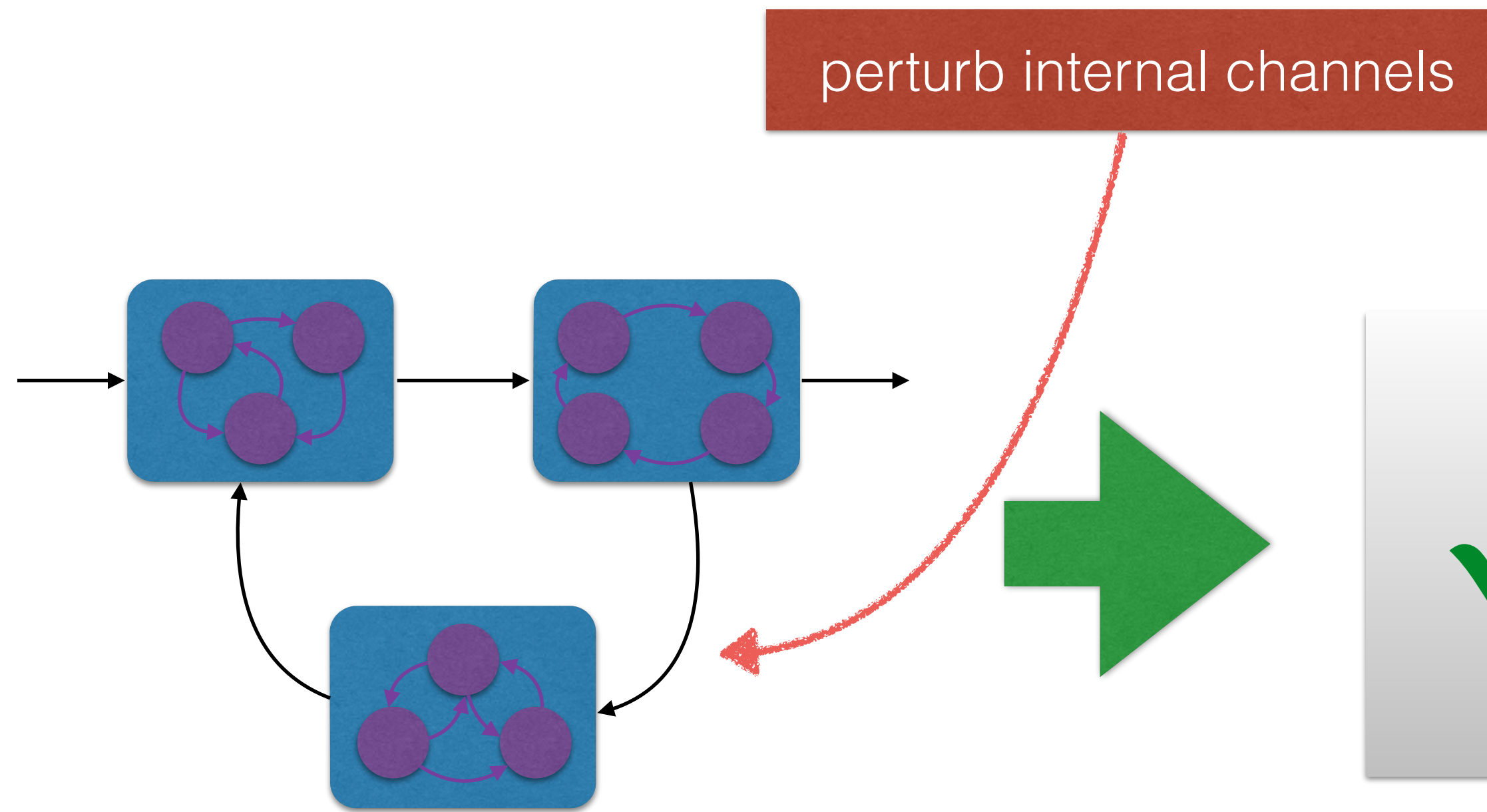
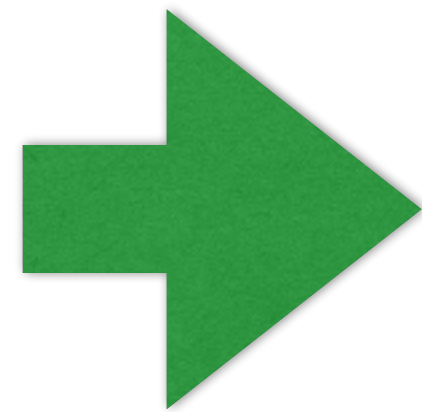
558 static void testMatch(StringObject thisStrObj, StringObject compStrObj,
559 int expectResult, int notResult, const char compareType)
560 {
561     ArrayObject thisArray;
562     ArrayObject compArray;
563     const char thisStr;
564     const char compStr;
565     int thisOffset, compOffset, thisCount, compCount;
566
567     thisCount =
568         dmemFndInt((Object) thisStrObj, STRING_FIELD_COUNT);
569     compCount =
570         dmemFndInt((Object) compStrObj, STRING_FIELD_COUNT);
571     thisOffset =
572         dmemFndInt((Object) thisStrObj, STRING_FIELD_OFFSET);
573     compOffset =
574         dmemFndInt((Object) compStrObj, STRING_FIELD_OFFSET);
575     thisArray = (ArrayObject)
576         dmemFndObj((Object) thisStrObj, STRING_FIELD_VALUE);
577     compArray = (ArrayObject)
578         dmemFndObj((Object) compStrObj, STRING_FIELD_VALUE);
579     thisStr = dmemCreateStrFromObj(thisStrObj);
580     compStr = dmemCreateStrFromObj(compStrObj);
581
582     ALLOC("no expected not got 'no'", compareType, expectResult, notResult);
583     ALLOC("this (comp) not 'no'", thisOffset, thisCount, thisStr);
584     ALLOC("comp (not) not 'no'", compOffset, compCount, compStr);
585     dmemFndObj((Object) thisArray, LOG_DNS, LOG_TAG,
586         ((const u2) thisArray->contents) + thisOffset, thisCount);
587     dmemDumpLocal();
588     dmemFndObj((Object) compArray, LOG_DNS, LOG_TAG,
589         ((const u2) compArray->contents) + compOffset, compCount);
590     dmemDumpLocal();
591     dmemAbort();
592 }
593
594 #endif
  
```



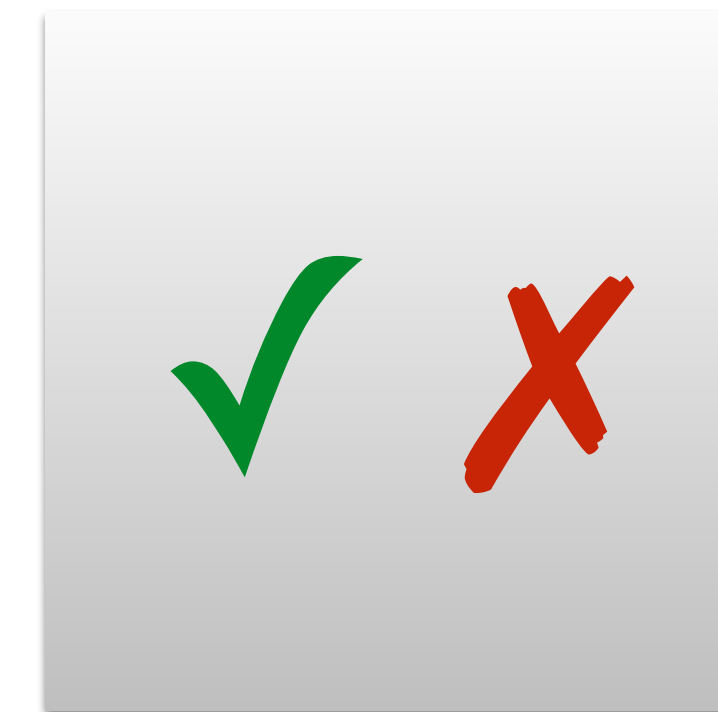
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Networked System



Model

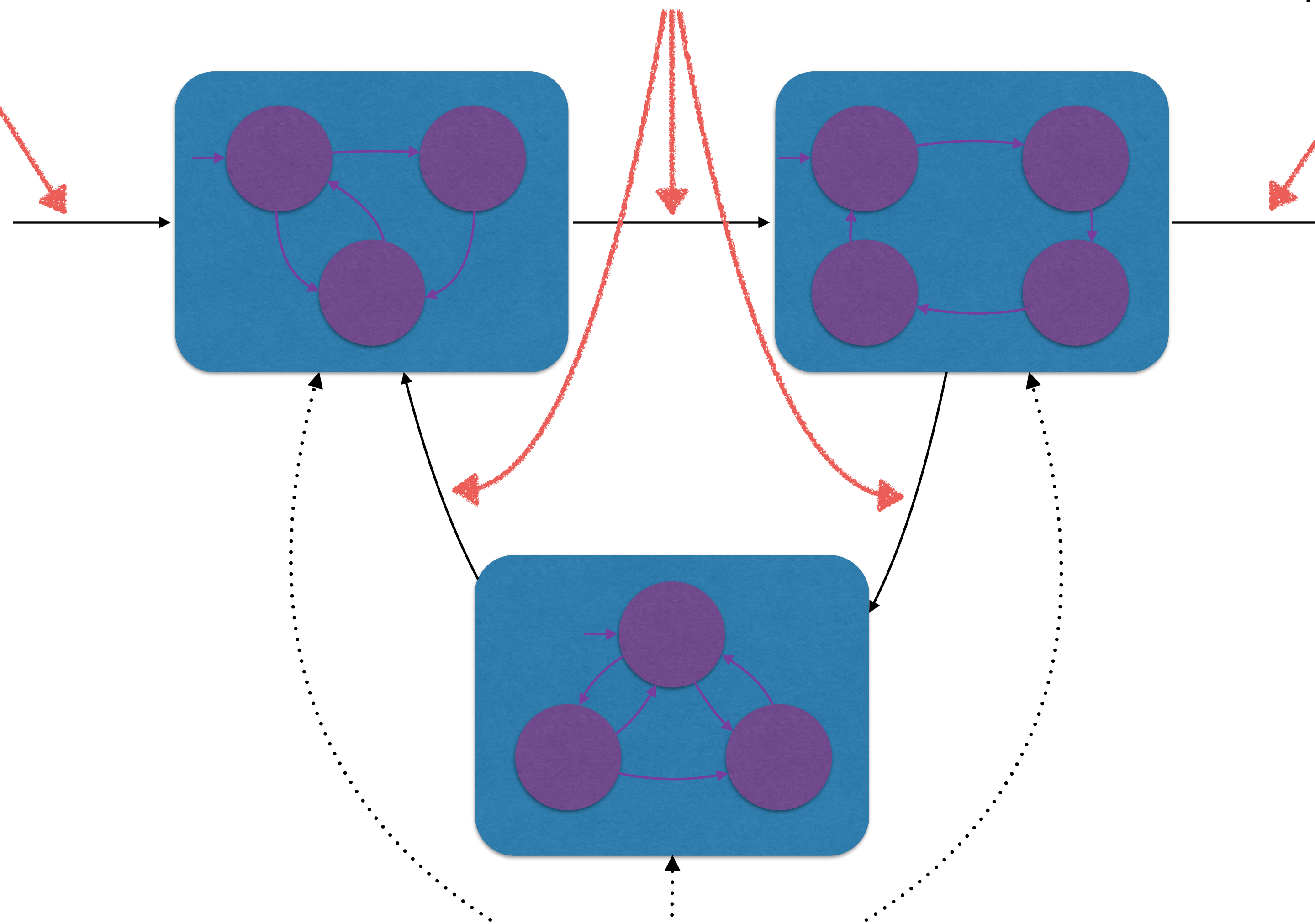


Check Robustness

Input Channels

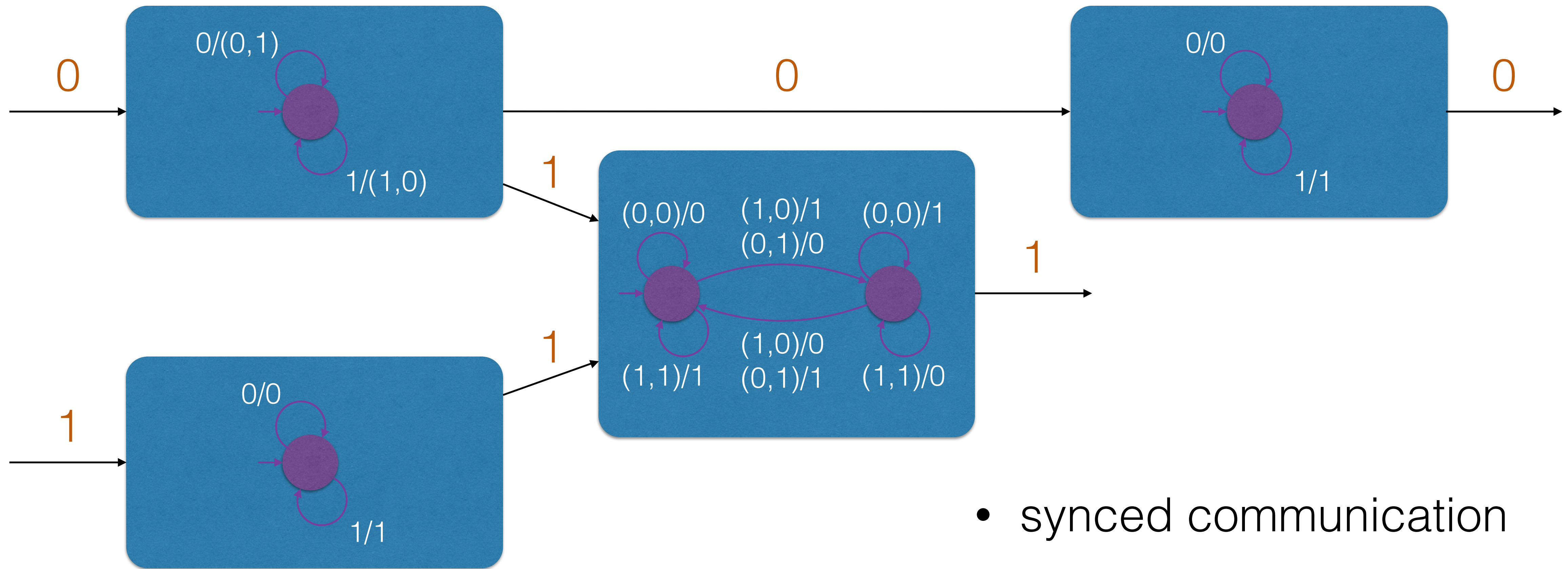
Internal Channels

Output Channels

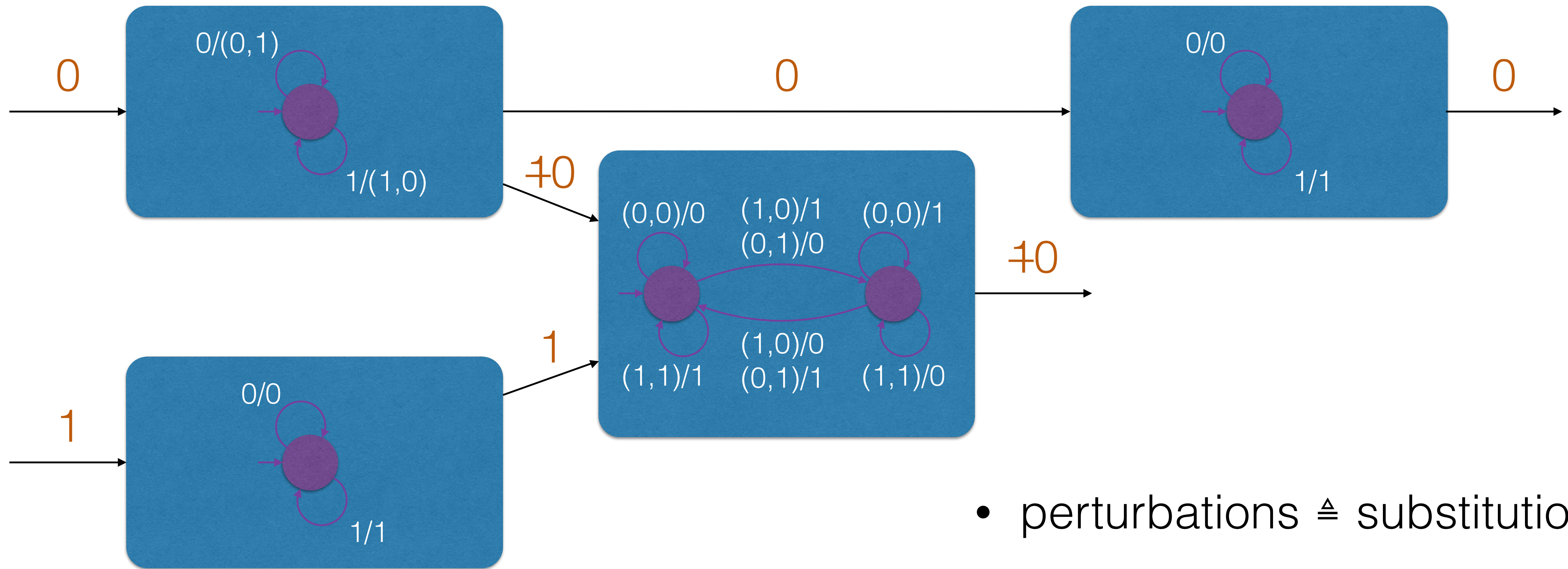


Processes

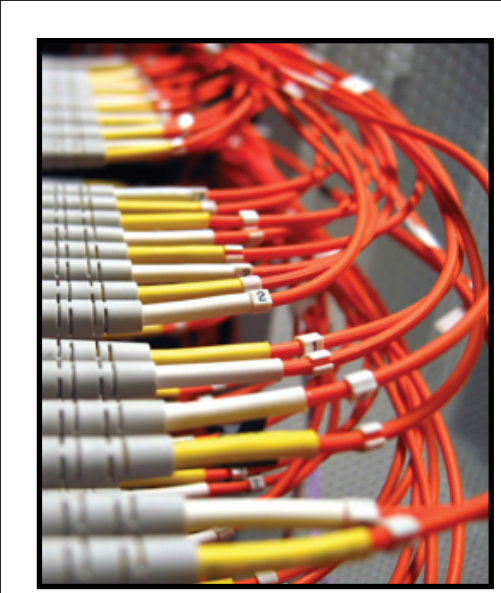
Mealy Machines



- synced communication
- instant message delivery



- perturbations \triangleq substitutions
- deletions \triangleq extra symbol



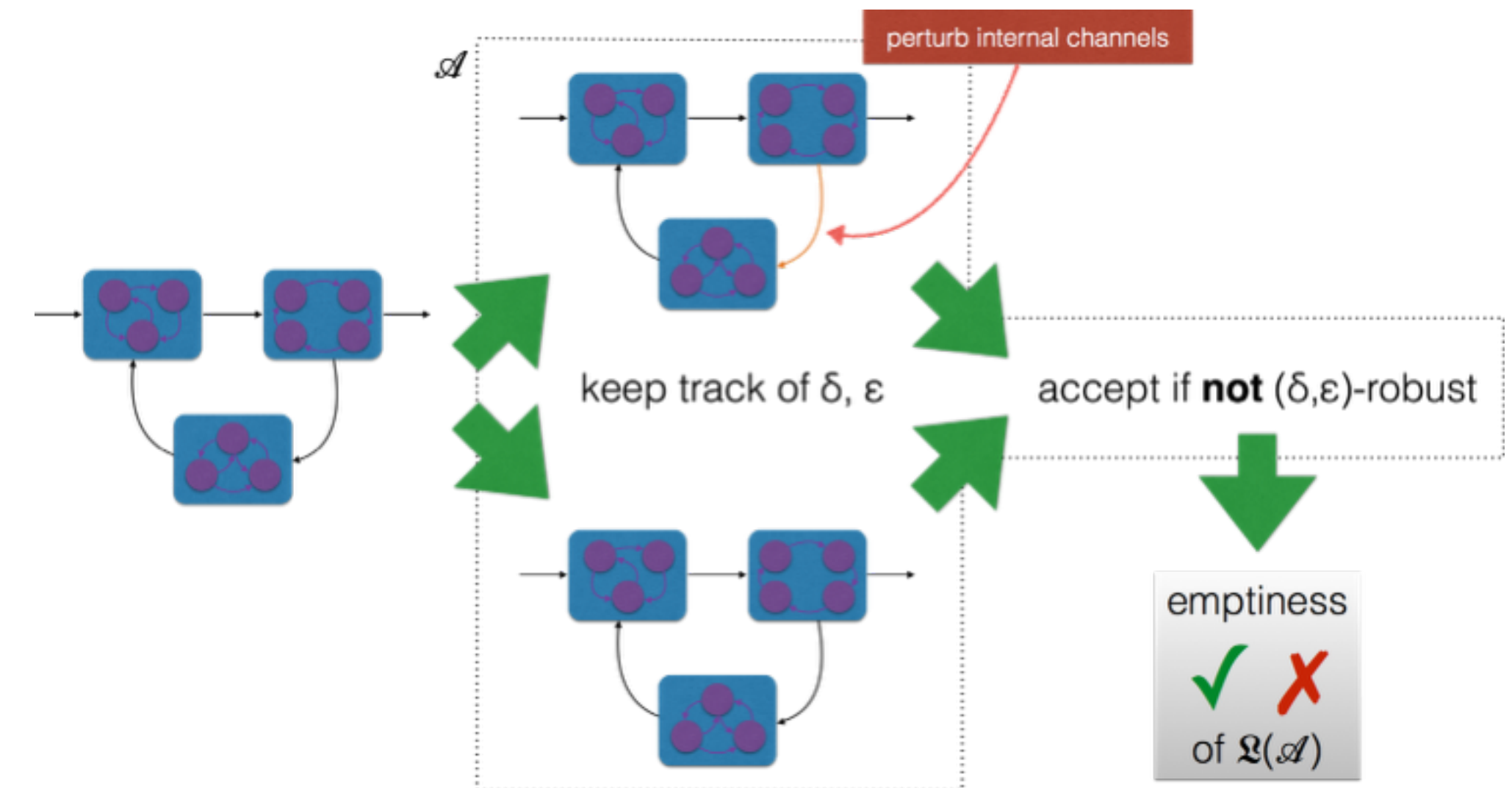
(δ, ε) -robustness

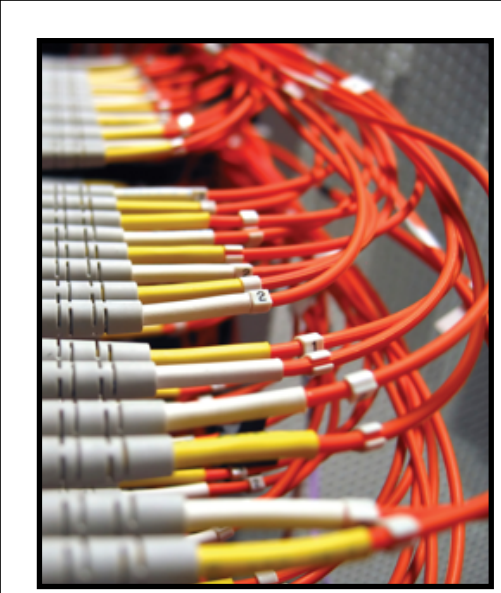
- **if** perturbations $\leq \delta$ **then** error in output channels $\leq \varepsilon$
- error measure: $d(\textit{normal output}, \textit{perturbed output})$
 - Levenshtein distance
 - L_1 distance



emptiness
✓ ✗
of $\mathfrak{L}(\mathcal{A})$

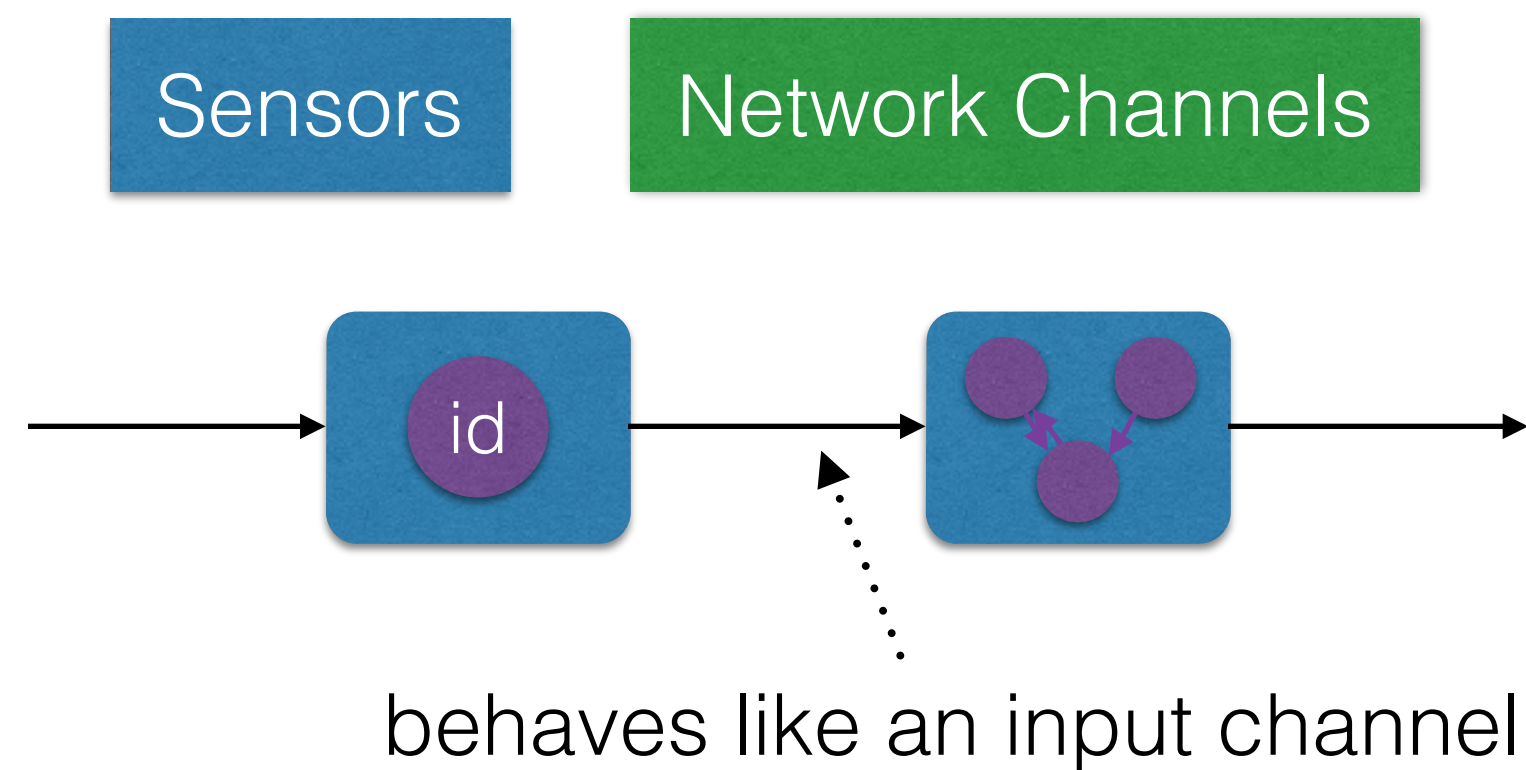
- $\mathcal{A}^{\delta, \varepsilon}$ certifies *non-robustness*
 - Input: string s
 - simulate **unperturbed** execution
 - simulate **perturbed** execution
 - keep track of the perturbations
 - keep track of the distance of the outputs
- ➔ 1-reversal-bounded counter machine

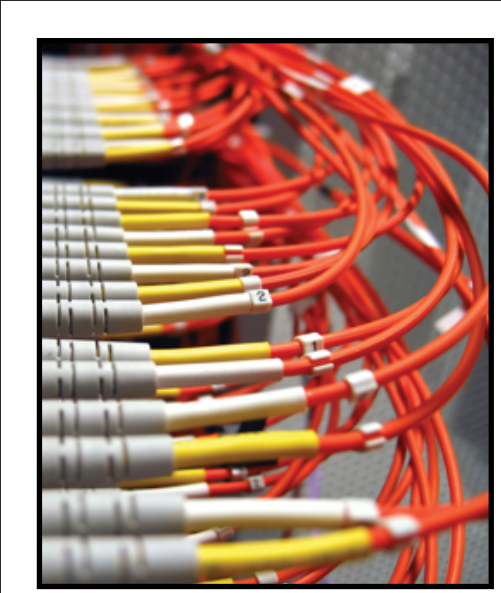




Limitations

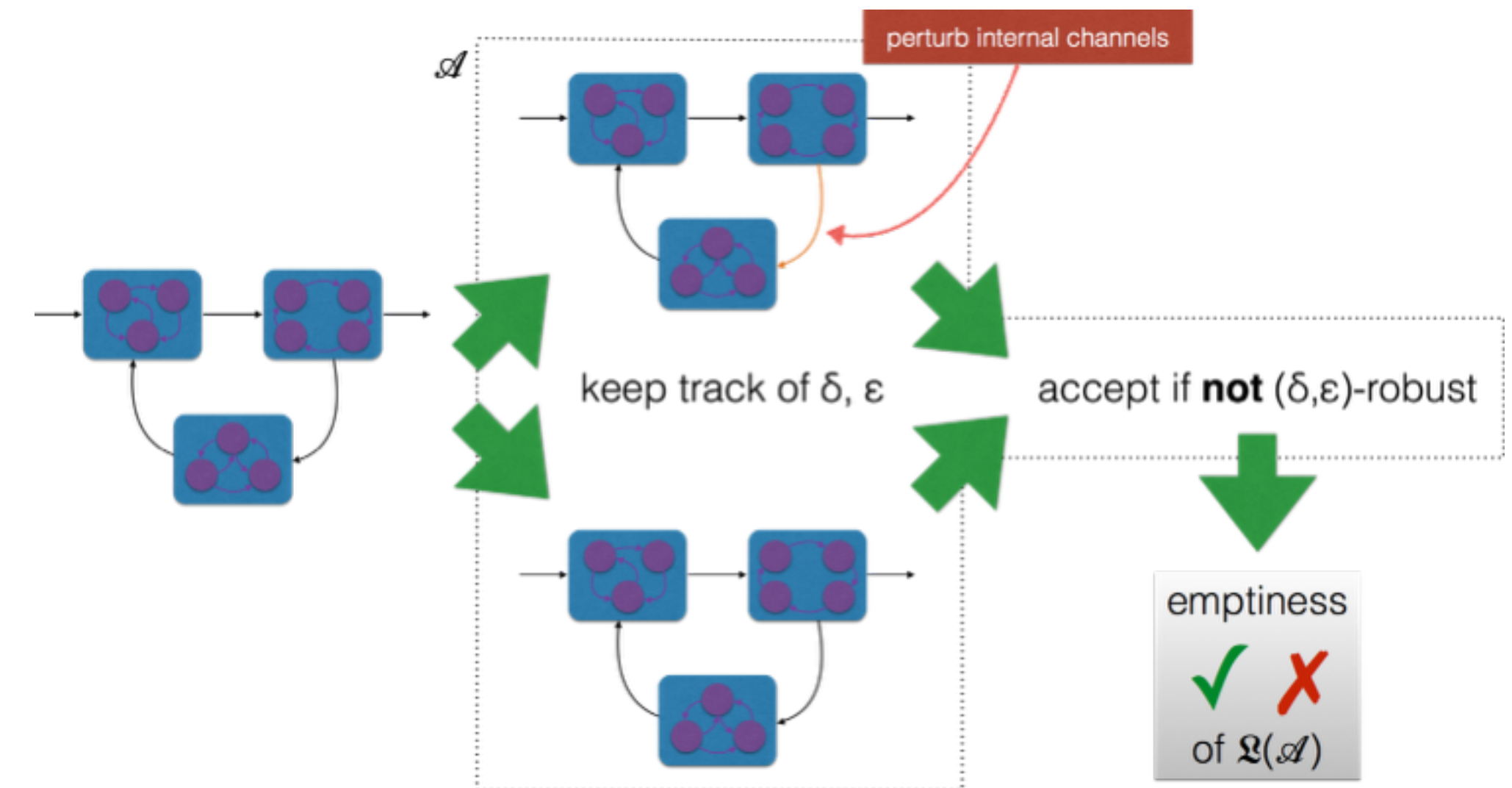
- digital signals:
 - $d(\text{house}, \text{mouse}) = 1$
 - $d(10, 9) = ?$
- uncertainty:

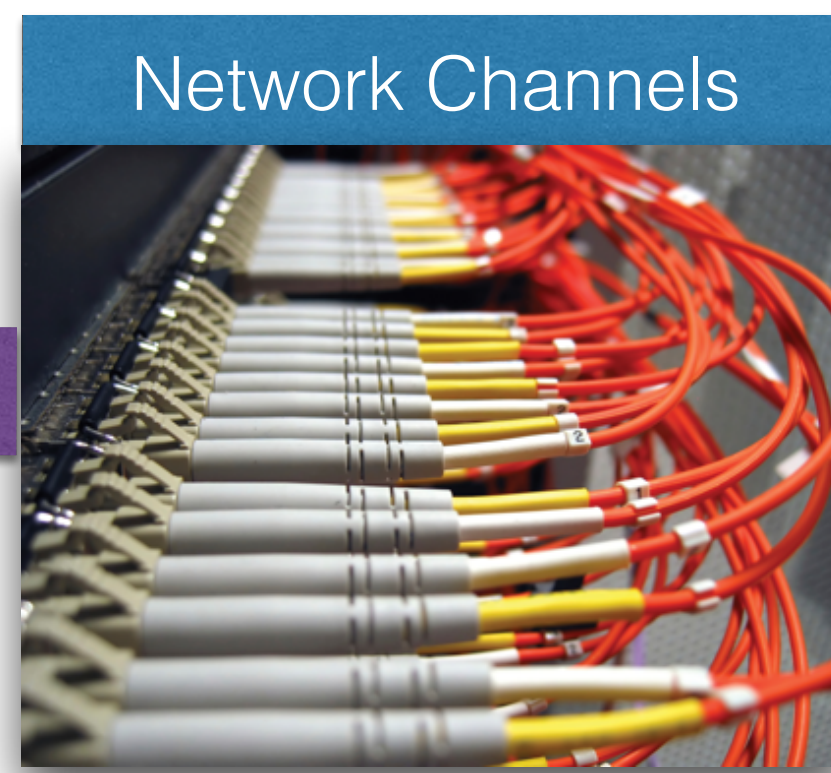
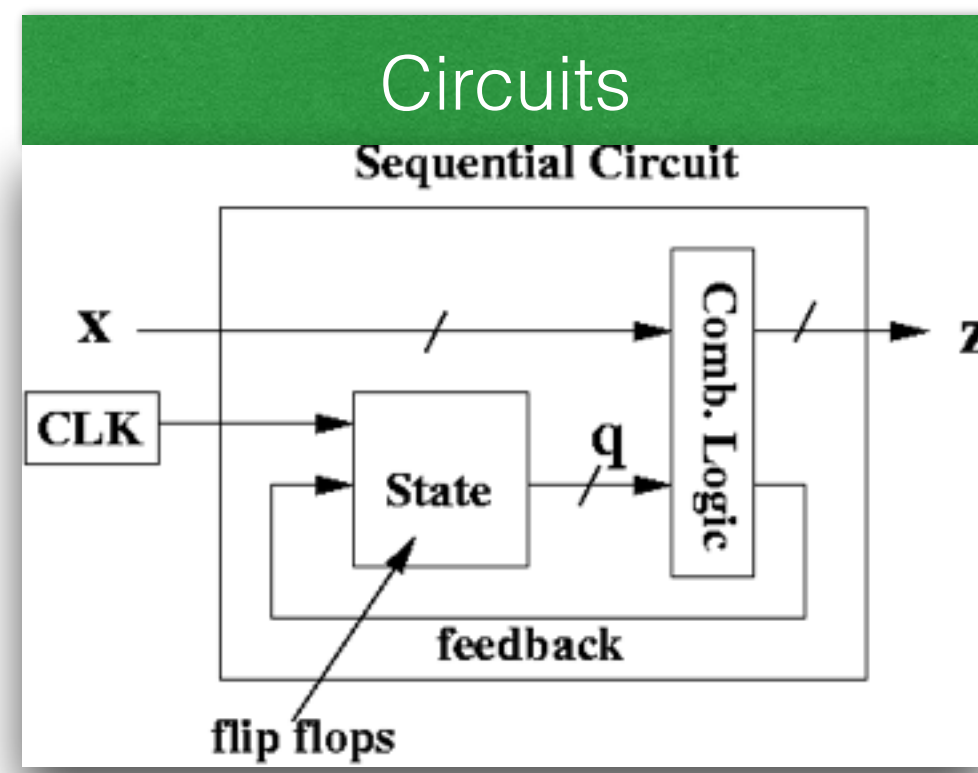




First Conclusion

- Networked systems often **safety critical**.
- Robustness is crucial in networked systems!
- Easy model for error-prone networks.
- Many distance metrics possible.
- Possible extension: generalize error model.





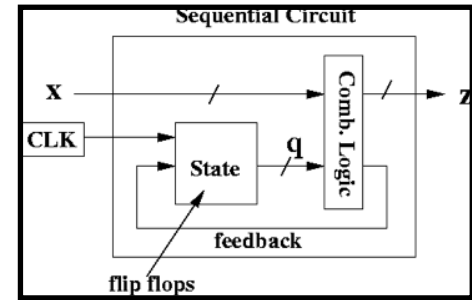
Software

```

358 static void testMatch(StringObject thisStrObj, StringObject compStrObj,
359 int expectResult, int notResult, const char compareType)
360 {
361     ArrayObject thisArray;
362     ArrayObject compArray;
363     const char thisStr;
364     const char compStr;
365     int thisOffset, compOffset, thisCount, compCount;
366
367     thisCount =
368         dmemFndInt((Object) thisStrObj, STRING_FIELD_COUNT);
369     compCount =
370         dmemFndInt((Object) compStrObj, STRING_FIELD_COUNT);
371     thisOffset =
372         dmemFndInt((Object) thisStrObj, STRING_FIELD_OFFSET);
373     compOffset =
374         dmemFndInt((Object) compStrObj, STRING_FIELD_OFFSET);
375     thisArray = (ArrayObject)
376         dmemFndObj((Object) thisStrObj, STRING_FIELD_VALUE);
377     compArray = (ArrayObject)
378         dmemFndObj((Object) compStrObj, STRING_FIELD_VALUE);
379     thisStr = dmemCreateStrFromObj(thisStrObj);
380     compStr = dmemCreateStrFromObj(compStrObj);
381
382     ALLOC("no expected no get 'no'", compareType, expectResult, notResult);
383     ALLOC("this (no) 'no'", thisOffset, thisCount, thisStr);
384     ALLOC("comp (no) 'no'", compOffset, compCount, compStr);
385     dmemPrintMemObj(INSTRUMENT_ID_LOG_DNS, LOG_TAG,
386         ((const u2) thisArray->contents) + thisOffset, thisCount,
387         kMemDumpLocal);
388     dmemPrintMemObj(INSTRUMENT_ID_LOG_DNS, LOG_TAG,
389         ((const u2) compArray->contents) + compOffset, compCount,
390         kMemDumpLocal);
391     dmemAbort();
392 }
393
394 #endif
    
```

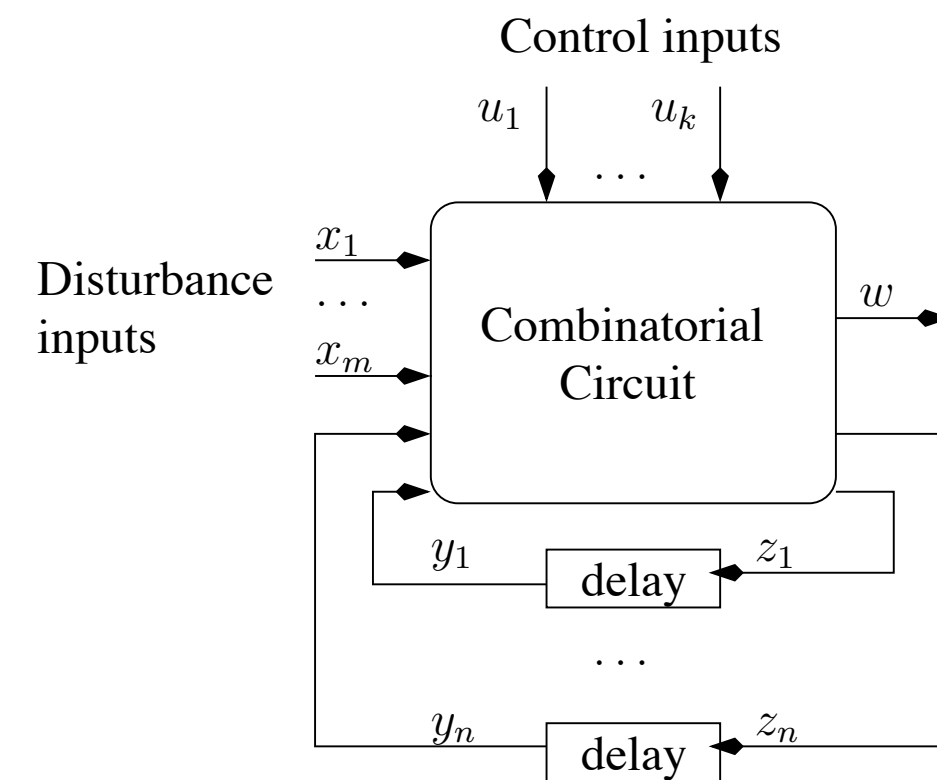


„Small perturbations to the environment or parameters do not change the observable behavior substantially.“

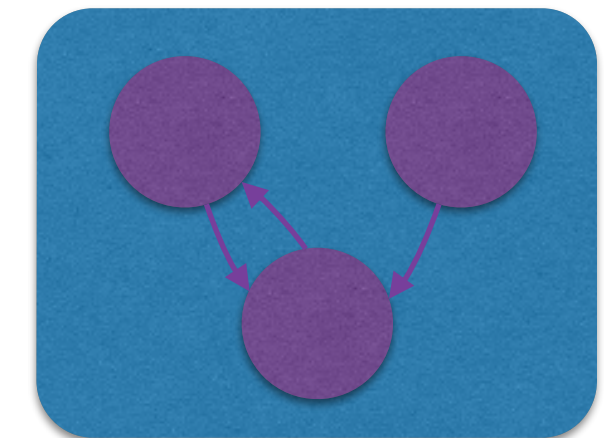


Σ_D -robustness

if **last mismatch** in disturbance inputs $< k$
 then **last mismatch** in output $< k+b$



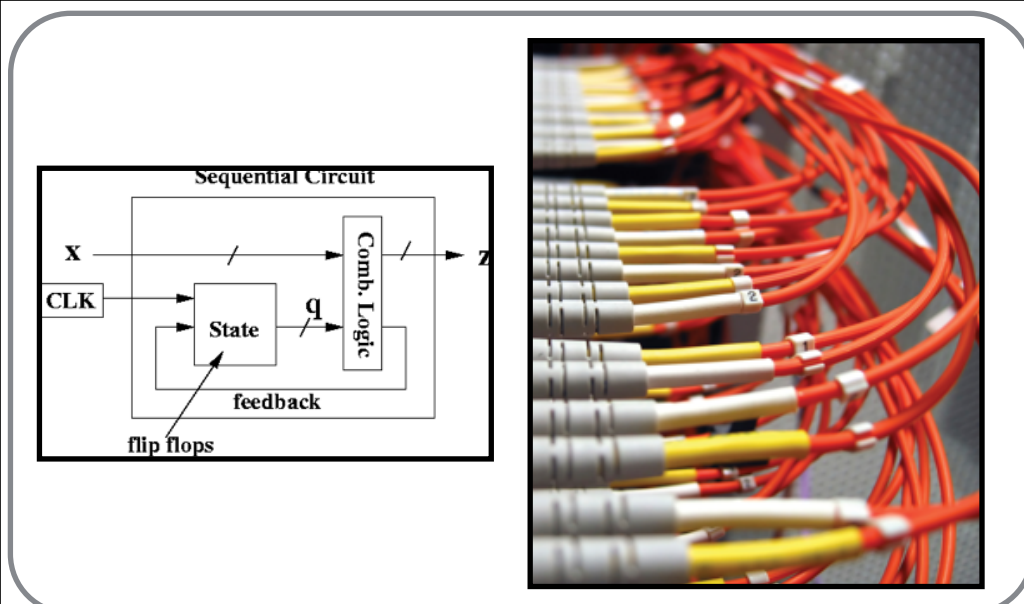
Equivalent Mealy Machine



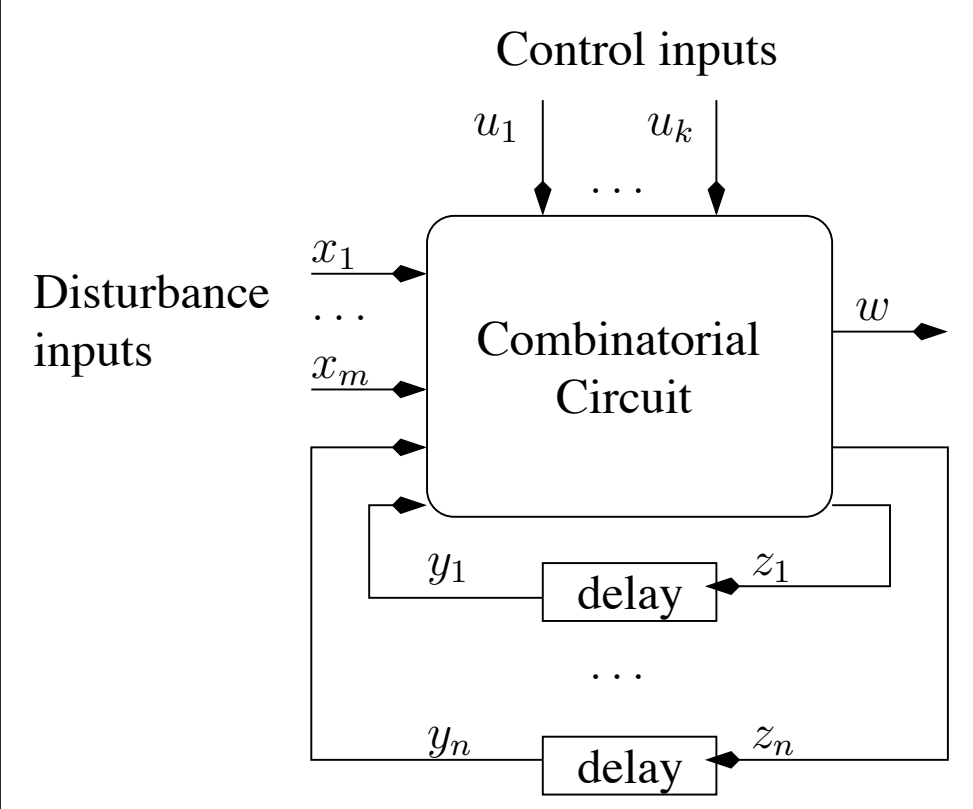
two **different disturbance inputs**
 reach a reset state
 after next $\leq b$ identical inputs

Limitations:

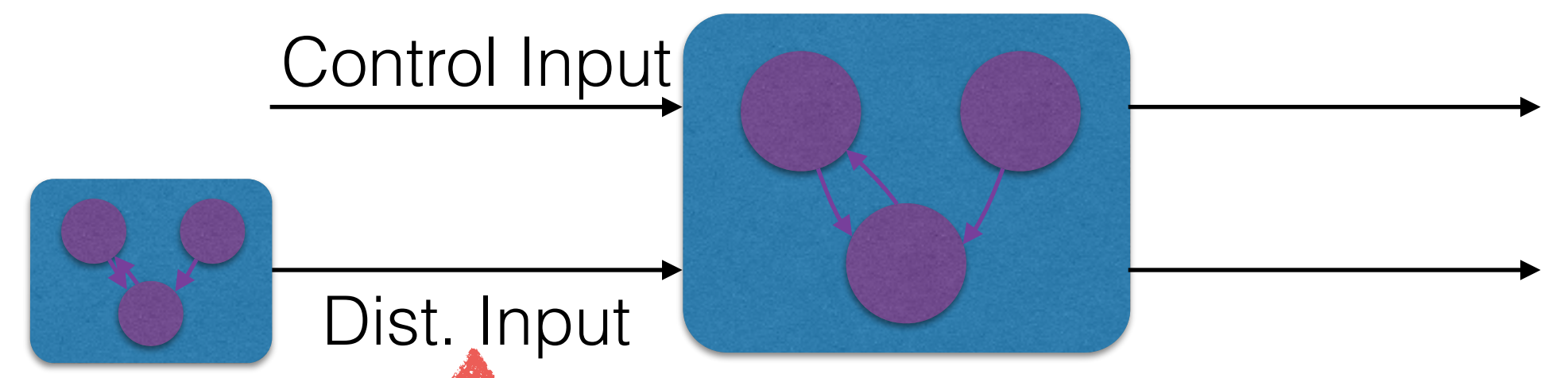
- only for synchronous circuits
- distance not suitable for comparison



Networked Circuits



Equivalent Mealy Machine



perturb internal channels

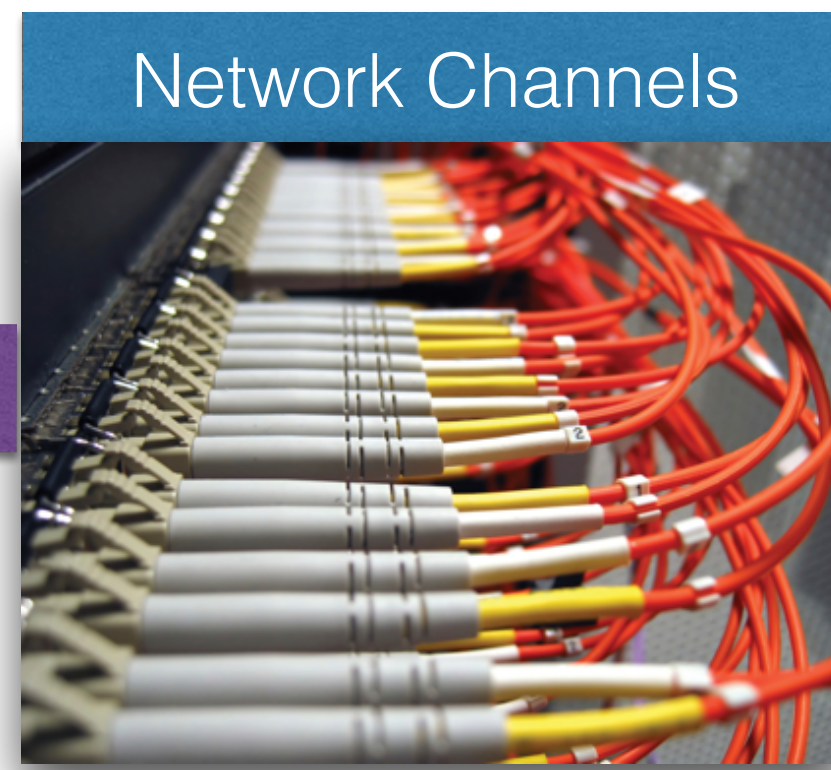
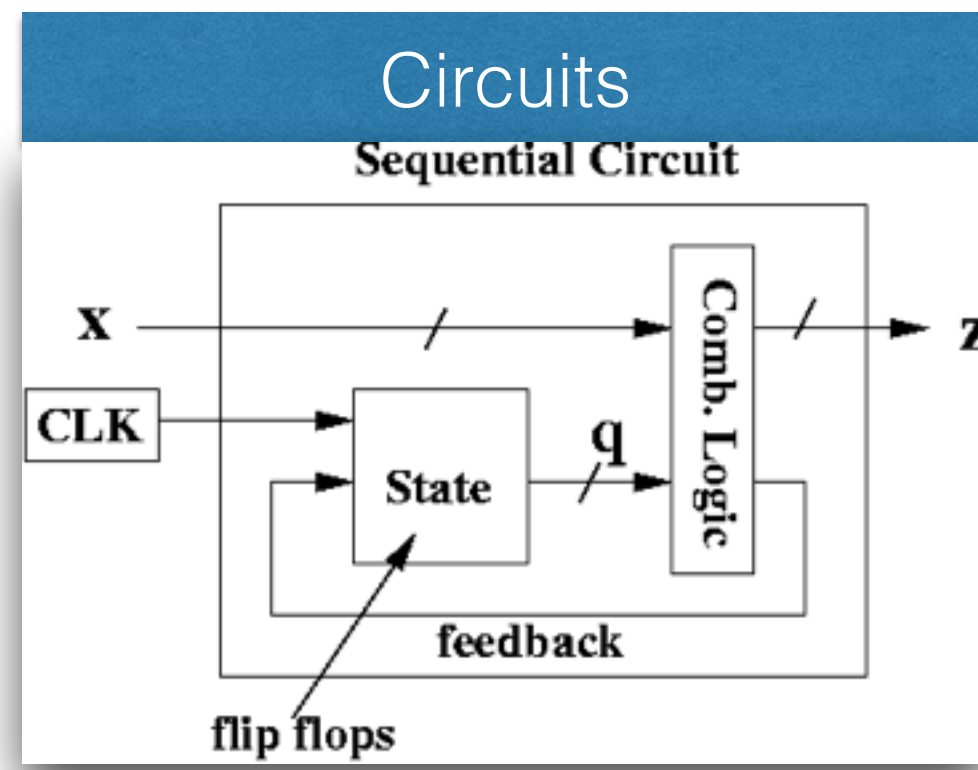
if last mismatch in disturbance inputs $< k$
then last mismatch in output $< k+b$

if perturbations $\leq \delta$ **then** error in output channels $\leq \epsilon$

01010**1**010 \rightarrow 100100100
 01010**0**010 \rightarrow 100101000
 $k = 7, b = 1$

for **one** perturbation and a fixed Mealy machine,
 $d(\text{normal output}, \text{perturbed output}) \leq b + 1$

perturbed output propagates to the next input



Software

```

358 static void testMatch(StringObject thisStrObj, StringObject compStrObj,
359 int expectResult, int notResult, const char compareType)
360 {
361     ArrayObject thisArray;
362     ArrayObject compArray;
363     const char thisStr;
364     const char compStr;
365     int thisOffset, compOffset, thisCount, compCount;
366
367     thisCount =
368         dmemFndInt((Object) thisStrObj, STRING_FIELD_COUNT);
369     compCount =
370         dmemFndInt((Object) compStrObj, STRING_FIELD_COUNT);
371     thisOffset =
372         dmemFndInt((Object) thisStrObj, STRING_FIELD_OFFSET);
373     compOffset =
374         dmemFndInt((Object) compStrObj, STRING_FIELD_OFFSET);
375     thisArray = (ArrayObject)
376         dmemFndObj((Object) thisStrObj, STRING_FIELD_VALUE);
377     compArray = (ArrayObject)
378         dmemFndObj((Object) compStrObj, STRING_FIELD_VALUE);
379     thisStr = dmemCreateStrFromObj(thisStrObj);
380     compStr = dmemCreateStrFromObj(compStrObj);
381
382     ALLOC("no expected no get 'no'", compareType, expectResult, notResult);
383     ALLOC("this (no) 'no'", thisOffset, thisCount, thisStr);
384     ALLOC("comp (no) 'no'", compOffset, compCount, compStr);
385     dmemPrintMemObj(INSTRUMENT_LOG_DNS, LOG_TAG,
386         ((const u2) thisArray->contents) + thisOffset, thisCount,
387         kMemDumpLocal);
388     dmemPrintMemObj(INSTRUMENT_LOG_DNS, LOG_TAG,
389         ((const u2) compArray->contents) + compOffset, compCount,
390         kMemDumpLocal);
391     dmemAbort();
392 }
393
394 #endif
    
```



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continuous

$\forall \epsilon > 0 \exists \delta > 0$: (an **arbitrarily small change** ($< \delta$) to the *input* value x_i
and other inputs identical)
must only cause an **arbitrarily small change** ($< \epsilon$) to the *output* value x_j

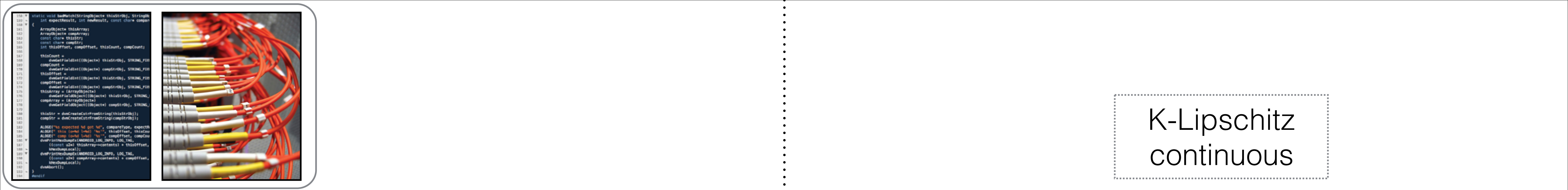
K-Lipschitz continuous

(a **change** ($< \epsilon$) to the *input* value x_i
and other inputs identical)
can change the *output* value x_j by at most $K \cdot \epsilon$

Limitations:

- what if only *parts* of a program are continuous
- no divisions
- not applicable to *reactive* and *concurrent systems*

```
138 * static void memcmpStringObject(thisStrObj, String
139 in expectResult, int newResult, const char* compa
140 {
141     ArrayObject thisArray;
142     ArrayObject compArray;
143     const char* thisStr;
144     const char* compStr;
145     int thisOffset, compOffset, thisCount, compCount;
146
147     thisCount =
148         dmemFieldInt((Object) thisStrObj, STRNG_FZ
149     compCount =
150         dmemFieldInt((Object) compStrObj, STRNG_FZ
151     thisOffset =
152         dmemFieldInt((Object) thisStrObj, STRNG_FZ
153     compOffset =
154         dmemFieldInt((Object) compStrObj, STRNG_FZ
155     thisArray = (ArrayObject)
156         dmemFieldObj((Object) thisStrObj, STRNG_
157     compArray = (ArrayObject)
158         dmemFieldObj((Object) compStrObj, STRNG_
159
160     thisStr = dmemCreateUTF8String(thisStrObj);
161     compStr = dmemCreateUTF8String(compStrObj);
162
163     ALWAYS("expected 'e' got 'c'", compareType, expectR
164     ALWAYS("this [mem] 'e' ", thisOffset, thisCou
165     ALWAYS("comp [mem] 'e' ", compOffset, compCou
166     dmemPrintMemDump(MEMDUMP_LNG_DUMP, LNG_TM,
167         ((const char*) thisArray->contents) + thisOffset,
168         memDumpSize);
169     dmemPrintMemDump(MEMDUMP_LNG_DUMP, LNG_TM,
170         ((const char*) compArray->contents) + compOffset,
171         memDumpSize);
172     dmemAbort();
173 }
174 #endif
```

Networked System

Distances on sequences of symbols

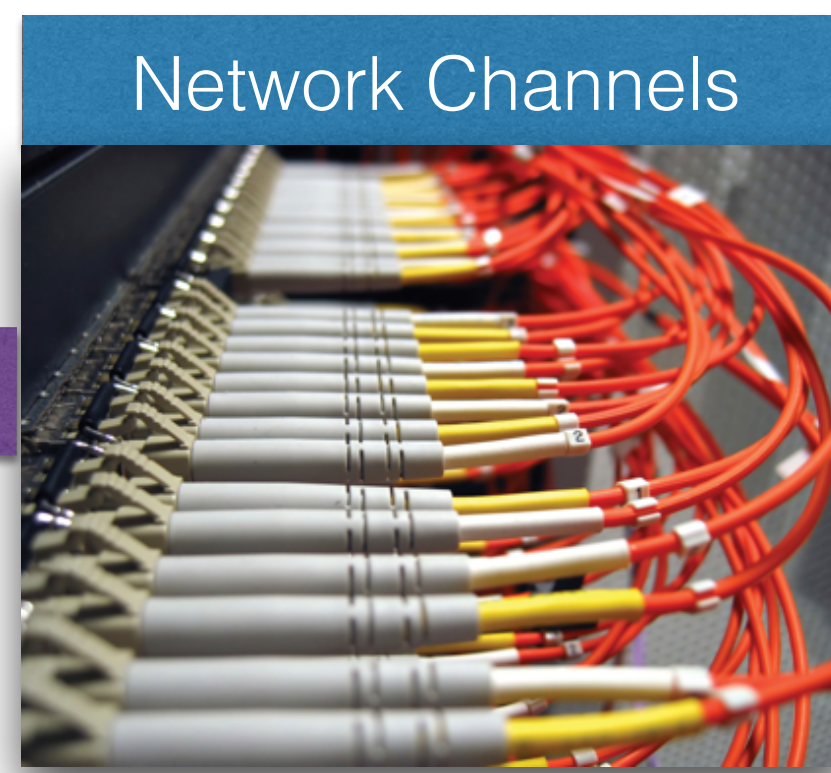
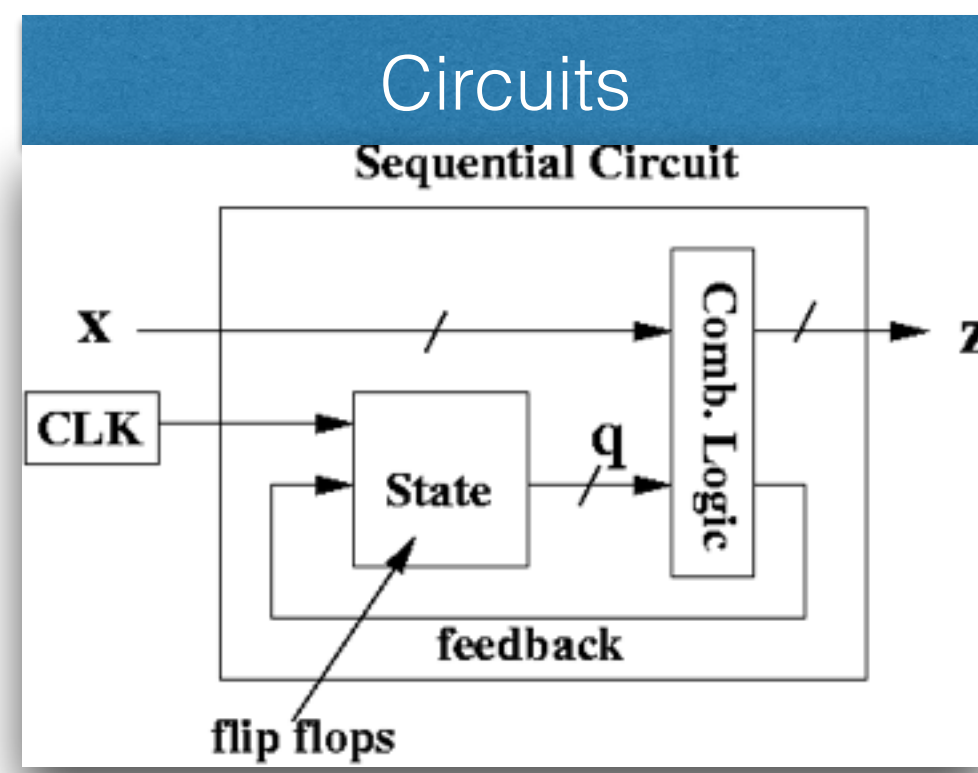
continuous

K-Lipschitz continuous
 (δ, ϵ) -robustness
Symbolic Robustness

Distances on datatypes like integers

Not directly applicable in the networked setting!

Interesting Goal:
robustness w.r.t. input/output of networked system



Software

```

558 static void testMatch(StringObject thisStrObj, StringObject compStrObj,
559 int expectResult, int notResult, const char compareType)
560 {
561     ArrayObject thisArray;
562     ArrayObject compArray;
563     const char thisStr;
564     const char compStr;
565     int thisOffset, compOffset, thisCount, compCount;
566
567     thisCount =
568         dmemFndInt((Object) thisStrObj, STRING_FIELD_COUNT);
569     compCount =
570         dmemFndInt((Object) compStrObj, STRING_FIELD_COUNT);
571     thisOffset =
572         dmemFndInt((Object) thisStrObj, STRING_FIELD_OFFSET);
573     compOffset =
574         dmemFndInt((Object) compStrObj, STRING_FIELD_OFFSET);
575     thisArray = (ArrayObject)
576         dmemFndObj((Object) thisStrObj, STRING_FIELD_VALUE);
577     compArray = (ArrayObject)
578         dmemFndObj((Object) compStrObj, STRING_FIELD_VALUE);
579     thisStr = dmemCreateStrFromObj(thisStrObj);
580     compStr = dmemCreateStrFromObj(compStrObj);
581
582     ALLOC("no expected no got 'no'", compareType, expectResult, notResult);
583     ALLOC("this (no) (no)", thisOffset, thisCount, thisStr);
584     ALLOC("comp (no) (no)", compOffset, compCount, compStr);
585     dmemPrintMemObj(INSTRUMENT_ID_LOG_DNS, LOG_TAG,
586         ((const u2) thisArray->contents) + thisOffset, thisCount,
587         kMemDumpLocal);
588     dmemPrintMemObj(INSTRUMENT_ID_LOG_DNS, LOG_TAG,
589         ((const u2) compArray->contents) + compOffset, compCount,
590         kMemDumpLocal);
591     dmemAbort();
592 }
593
594 #endif
    
```



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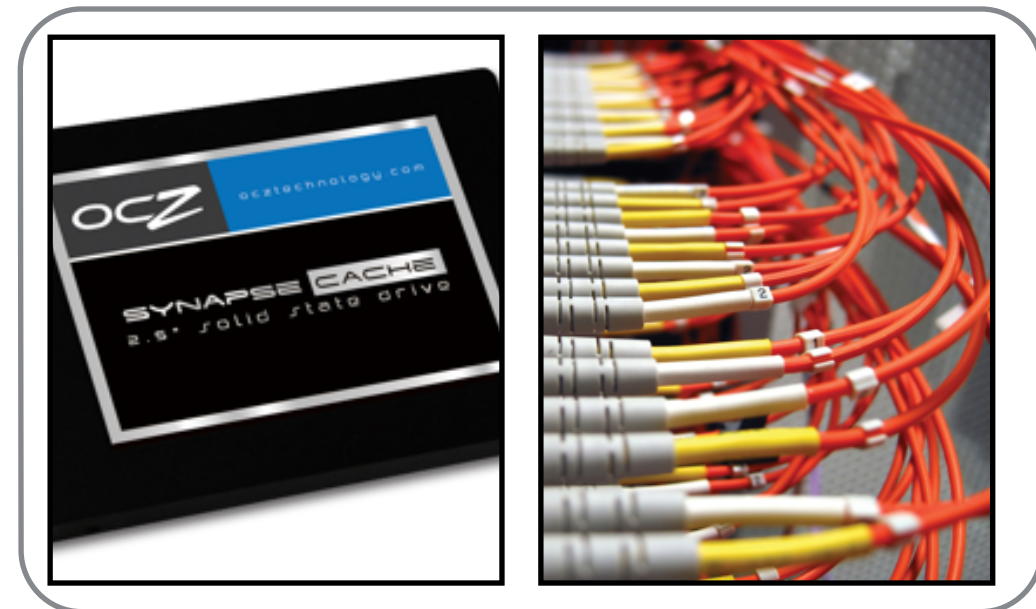
k-miss-sensitivity

same access sequence

$$\text{misses}(q,s) \leq k \cdot \text{misses}(q',s) + c$$

initial cache state

How does the history influence cache misses?



Multi-level cache models!

(r,c)-robustness

$$\text{if } d(s,s') < \delta \\ \text{then } \text{misses}(s) \leq r(\delta) \cdot \text{misses}(s') + c(\delta)$$

How does a changed input sequence influence cache misses?

(r,c)-competitiveness

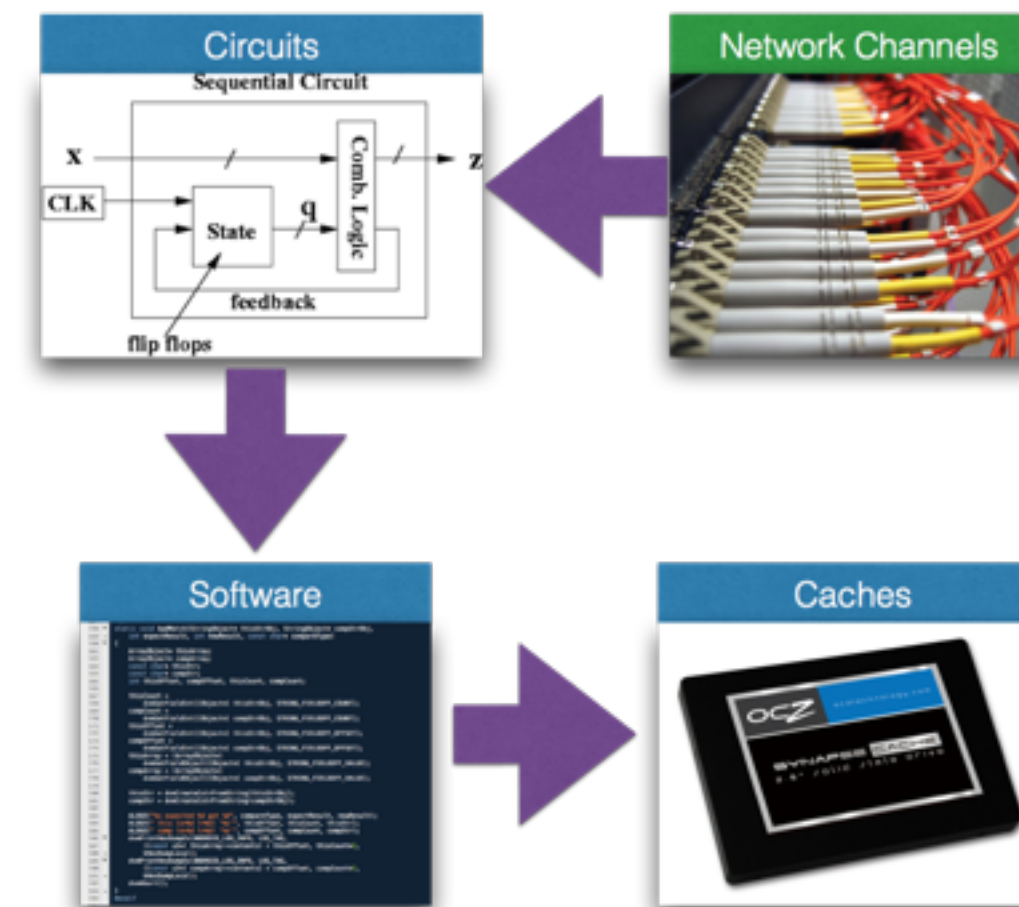
$$\text{misses}(s) \leq r \cdot \text{OPT}(s) + c$$

misses of optimal offline strategy

Compare to optimal strategy.

Final Conclusion

- **Safety critical** systems should be robust!
- Many related *robustness* properties,
 - but how to combine them?
- Weaknesses?



„Small perturbations to the environment or parameters do not change the observable behavior substantially.“

Image Sources

- Car (Audi A1) - <http://www.extremetech.com/wp-content/uploads/2012/12/Audi-A1.jpg>
- Power Plant - http://upload.wikimedia.org/wikipedia/commons/8/8d/Nuclear_Power_Plant_-_Grohnde_-_Germany_-_1-2.JPG
- Aircraft - http://cdns.designmodo.com/wp-content/uploads/2010/09/CivilAircraft_005019.jpg
- Network Cables - http://mms.businesswire.com/media/20130603006748/de/371298/5/Network_Cables_1825894.jpg
- Sequential Circuit - <http://www.cs.umd.edu/class/sum2003/cmsc311/Notes/Seq/Figs/seq.png>
- Sequential Circuit - Robustness of Sequential Circuits, L. Doyen, and T. Henzinger, A. Legay, D. Nickovic, ACSD '10
- Cache - http://portnoy-sw.com/blog/wp-content/uploads/2012/10/synapse_main.jpg