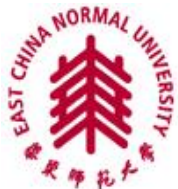


# Sample-Guided Automated Synthesis for CCSL Specifications

Ming Hu<sup>1</sup>, Tongquan Wei<sup>1</sup>, Min Zhang<sup>1</sup>, Frédéric Mallet<sup>2</sup>, and Mingsong Chen<sup>1</sup>

<sup>1</sup>*Shanghai Key Lab of Trustworthy Computing, East China Normal University, China*

<sup>2</sup>*Université Côte d'Azur, CNRS, Inria, I3S, France*



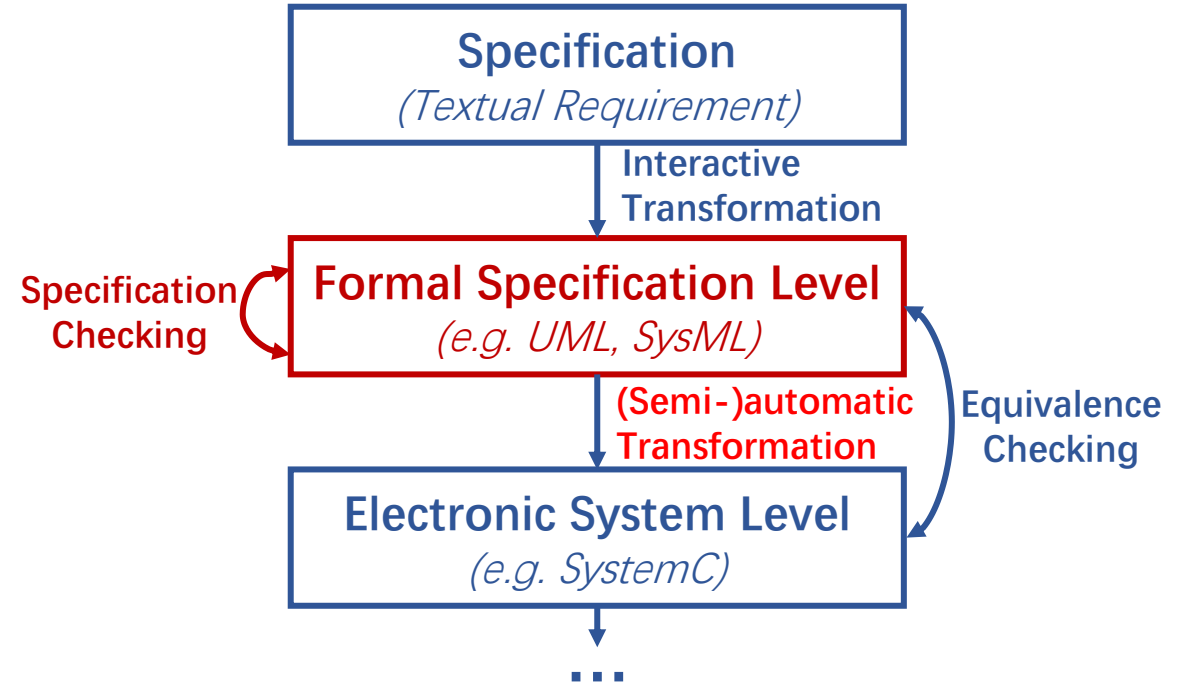
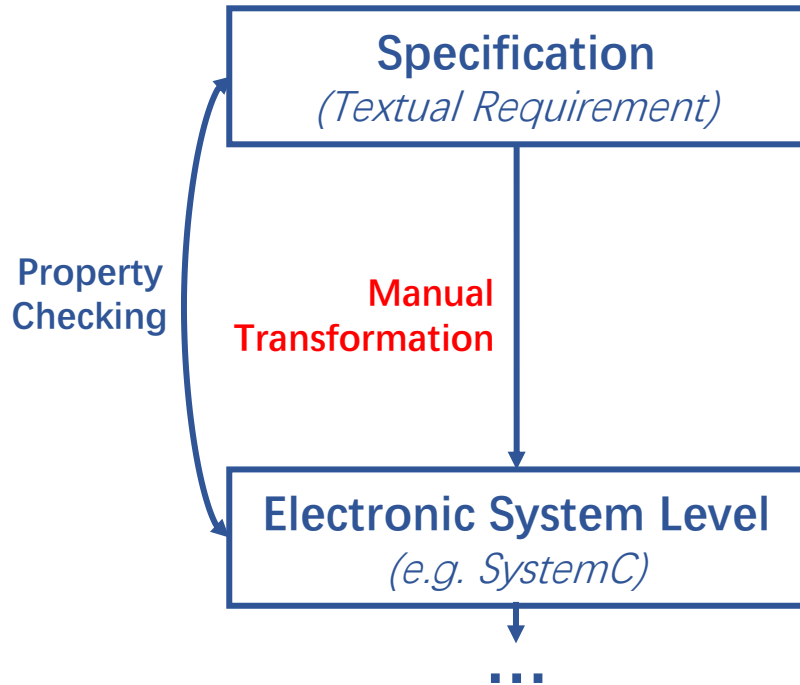
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UNIVERSITÉ CÔTE D'AZUR 

- **Motivation**
- **Preliminary Knowledge of CCSL and SKETCH**
- **SKETCH-Based CCSL Synthesis Framework**
  - ◆ **Templates Generation for CCSL Sketching**
  - ◆ **Encoding for Incomplete Relations**
  - ◆ **Encoding for Incomplete Expressions**
- **Case Studies**
- **Conclusion**

# Motivation

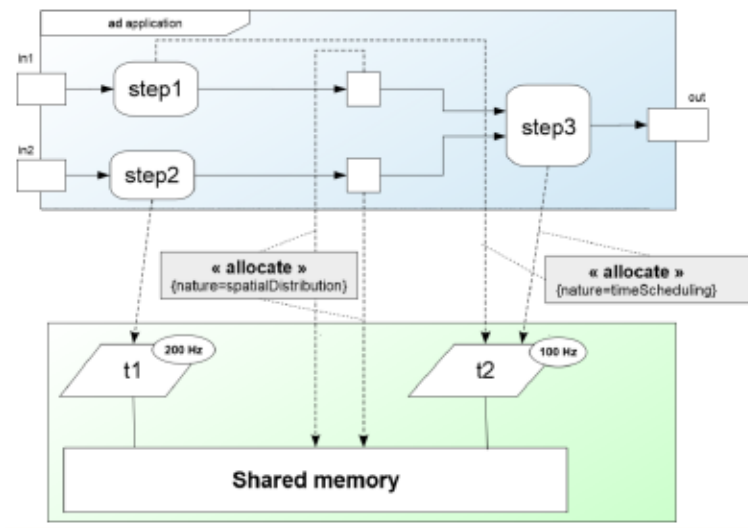
- **FSL** bridges the gap between **specifications** and **ESL**
  - The transformation from specifications to ESL designs can be automated
  - The correctness of ESL designs can be guaranteed



# Clock Constraint Specification Language (CCSL)

- **CCSL is a formal specification language that**
  - supports the formal modeling of timing behaviors
  - is a companion language for MARTE to handle logical clocks

## A CCSL example [SCP15]

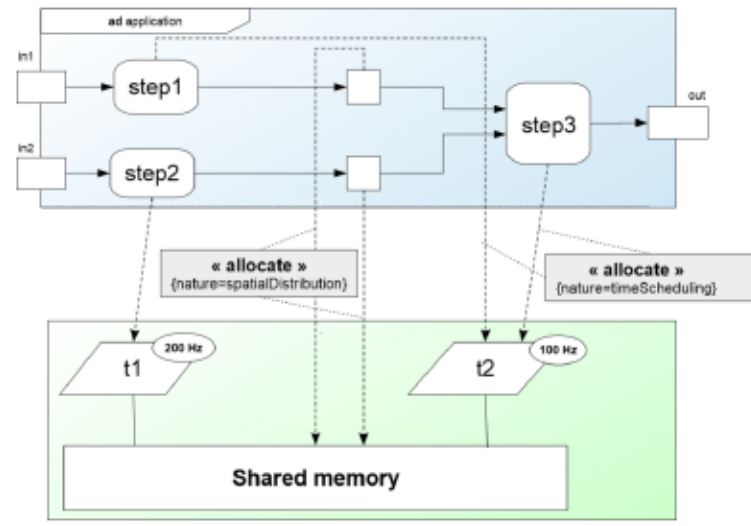


An example of spatial allocation and time scheduling

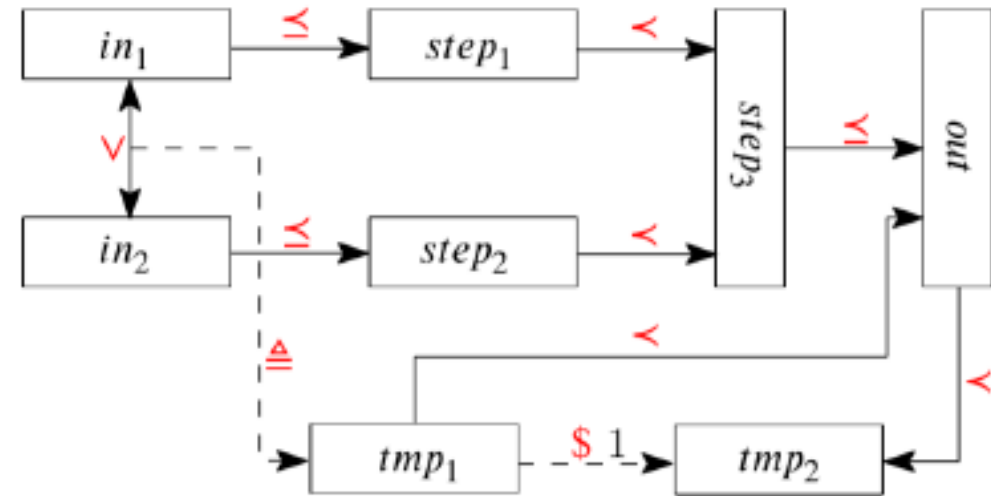
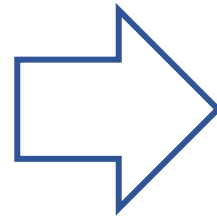
# Clock Constraint Specification Language (CCSL)

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## A CCSL example [SCP15]



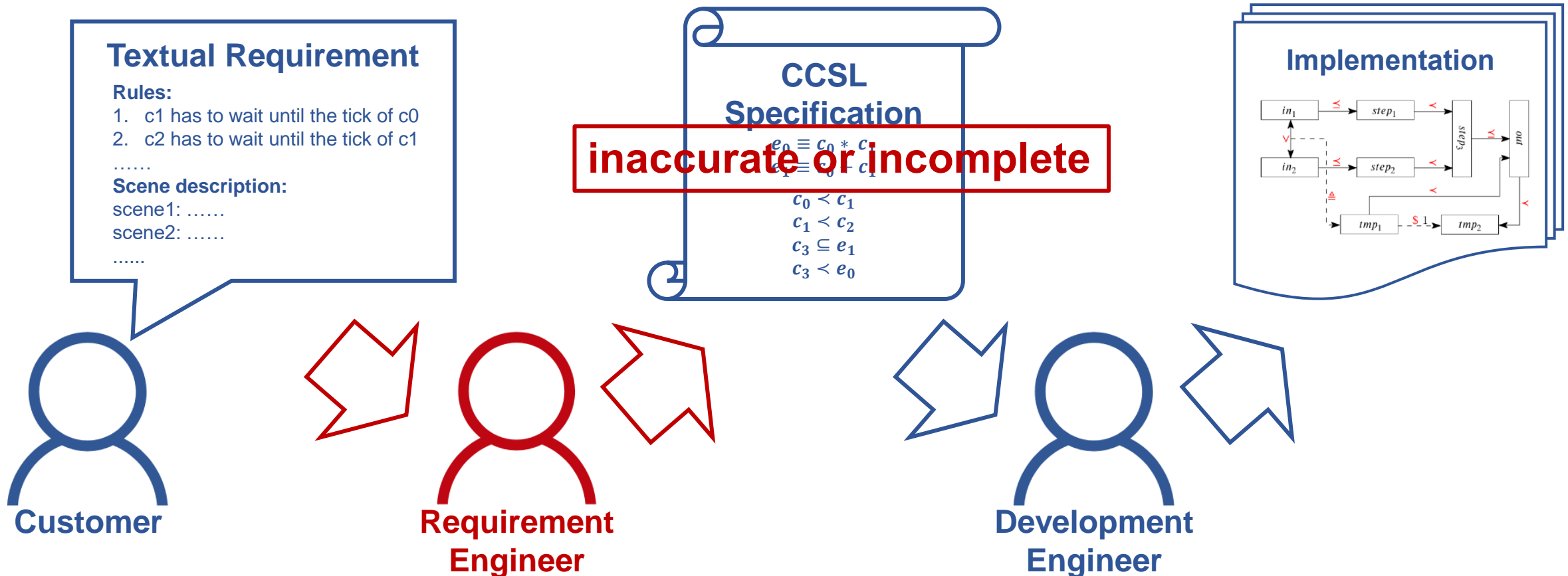
An example of spatial allocation and time scheduling



Constraints on events abstracted from the example

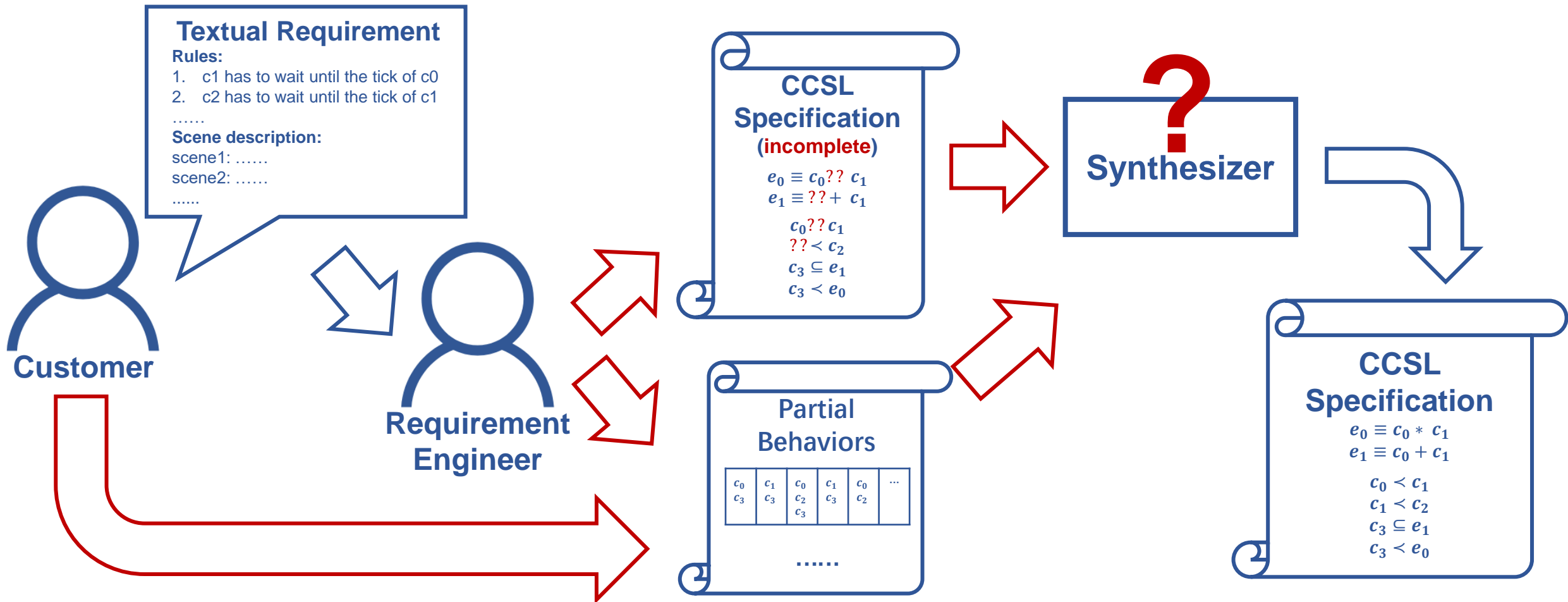
# Motivation

- **Challenges during the derivation of CCSL specifications**
  - Limited expertise in formal timing modeling (**inaccuracy**)
  - Difficult to explore all the possible timing behaviors (**incompleteness**)



# Motivation

- Can we find an approach that **automates** the generation of accurate CCSL specifications?



# Syntax and semantics of CCSL

	Operators	$\Phi$	$\rho \models \Phi$
Relation	Coincidence	$c_1 = c_2$	$\forall n \in \mathbb{N}^+. \chi_{c_1}^n = \chi_{c_2}^n$
	Precedence	$c_1 < c_2$	$\forall n \in \mathbb{N}^+. \chi_{c_1}^n = \chi_{c_2}^n \rightarrow c_2 \notin \rho^n$
	Causality	$c_1 \preceq c_2$	$\forall n \in \mathbb{N}^+. \chi_{c_1}^n \geq \chi_{c_2}^n$
	Subclock	$c_1 \subseteq c_2$	$\forall n \in \mathbb{N}^+. c_1 \in \rho^n \rightarrow c_2 \in \rho^n$
	Exclusion	$c_1 \# c_2$	$\forall n \in \mathbb{N}^+. c_1 \notin \rho^n \vee c_2 \notin \rho^n$
Expression	Union	$e = c_1 + c_2$	$\forall n \in \mathbb{N}^+. e \in \rho^n \leftrightarrow c_1 \in \rho^n \vee c_2 \in \rho^n$
	Intersection	$e = c_1 * c_2$	$\forall n \in \mathbb{N}^+. e \in \rho^n \leftrightarrow c_1 \in \rho^n \wedge c_2 \in \rho^n$
	Infimum	$e = c_1 \wedge c_2$	$\forall n \in \mathbb{N}^+. \chi_e^n = \max(\chi_{c_1}^n, \chi_{c_2}^n)$
	Supremum	$e = c_1 \vee c_2$	$\forall n \in \mathbb{N}^+. \chi_e^n = \min(\chi_{c_1}^n, \chi_{c_2}^n)$
	Delay	$e = c_1 \$ d$	$\forall n \in \mathbb{N}^+. \chi_e^n = \max(\chi_{c_1}^n - d, 0)$
	Periodicity	$e = c_1 \propto p$	$\forall n \in \mathbb{N}^+. e \in \rho^n \leftrightarrow c_1 \in \rho^n \wedge \exists m \in \mathbb{N}^+. \chi_{c_1}^n = m \times p - 1$



# Preliminary Knowledge of SKETCH

- **SKETCH** is a language for finite programs with linguistic support for sketching (**a software synthesis approach**)

## An example for SKETCH-based Synthesis

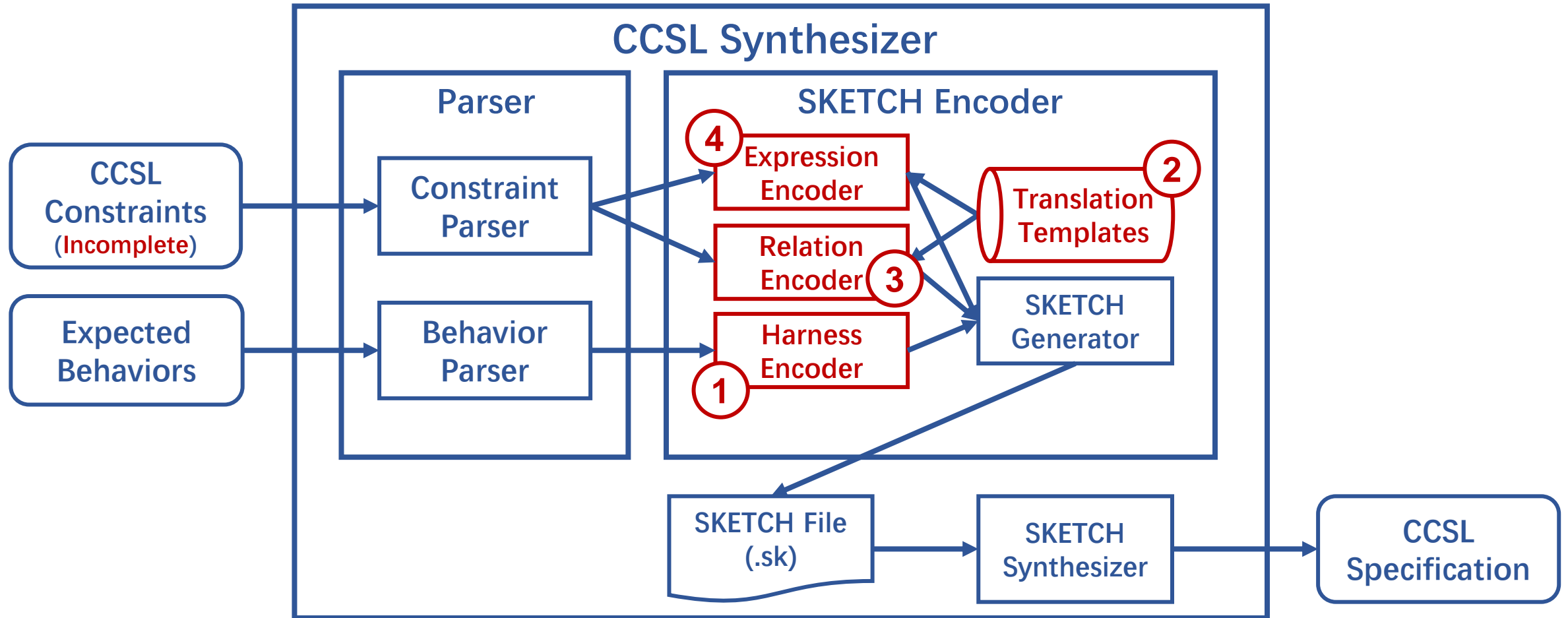
```
harness void main( int x ){  
    int t = x * ??;  
    assert t == x + x;  
}
```

Sketching

```
void main( int x ){  
    int t = x * 2;  
}
```

The keyword **harness** requires the SKETCH synthesizer to find a value for ‘??’ (i.e., hole) that **satisfies the assertion for all possible inputs x.**

# Our SKETCH-Based CCSL Synthesis Framework



# SKETCH Implementation for CCSL Generation– An Overview

- **Harness function** are used to synthesize incomplete CCSL specifications
  - Expected behaviors are encoded as the inputs for the **Check Function**
  - **Check Function** checks a behavior against all the CCSL specification rules

Expected Behavior									
1	2	3	4	5	6	7	8	9	10
$c_0$	$c_1$	$c_0$	$c_1$	$c_0$	$c_0$	$c_1$	$c_0$	$c_0$	$c_0$
$c_3$	$c_3$	$c_2$	$c_3$	$c_2$		$c_3$	$c_1$	$c_2$	
		$c_3$					$c_3$		

*Clock*  $c_0$ ;  $\Omega(\rho, c_0) = \{1, 3, 5, 6, 8, 9, 10\}$   
*Clock*  $c_1$ ;  $\Omega(\rho, c_1) = \{2, 4, 7, 8\}$   
*Clock*  $c_2$ ;  $\Omega(\rho, c_2) = \{3, 5, 9\}$   
*Clock*  $c_3$ ;  $\Omega(\rho, c_3) = \{1, 2, 3, 4, 7, 8\}$

**Parsed Schedule**

```
harness void main{
    int c0_cnt, ... , c3_cnt; int[10] c0, ... , c3;
    .....// initialize cx_cnt, cx (0<=x<=n) for the 1st sample
    assert check(c0_cnt, ... , c3_cnt, c0, ... , c3) ==1;
    .....// initialize cx_cnt, cx (0<=x<=n) for the 2nd sample
    assert check(c0_cnt, ... , c3_cnt, c0, ... , c3) ==1;
    .....// initialize cx_cnt, cx (0<=x<=n) for the 3rd sample
    assert check(c0_cnt, ... , c3_cnt, c0, ... , c3) ==1;
    .....
}
```

**The skeleton of a harness function**

# Check Function Implementation for Complete CCSL Spec

*Clock*  $c_0$ ;  $\Omega(\rho, c_0) = \{1, 3, 5, 6, 8, 9, 10\}$   
*Clock*  $c_1$ ;  $\Omega(\rho, c_1) = \{2, 4, 7, 8\}$   
*Clock*  $c_2$ ;  $\Omega(\rho, c_2) = \{3, 5, 9\}$   
*Clock*  $c_3$ ;  $\Omega(\rho, c_3) = \{1, 2, 3, 4, 7, 8\}$

**Parsed Schedule**

Timing Behavior									
1	2	3	4	5	6	7	8	9	10
$c_0$	$c_1$	$c_0$	$c_1$	$c_0$	$c_0$	$c_1$	$c_0$	$c_0$	$c_0$
$c_3$	$c_3$	$c_2$	$c_3$	$c_2$		$c_3$	$c_1$	$c_2$	
		$c_3$					$c_3$		

```

1  int check(int c0_cnt, ..., int[10] c0, ... ) {
2  int e0_cnt, e1_cnt;
3  int[10] e0, e1;
5  e0_cnt= IntersectionCnt(c0_cnt,c1_cnt,c0,c1);
6  e0= Intersection(c0_cnt,c1_cnt,c0,c1);
7  e1_cnt= UnionCnt(c0_cnt,c1_cnt,c0,c1);
8  e1= Union(c0_cnt,c1_cnt,c0,c1);
9  .....
10 if(checkPrecedence(c0_cnt,c1_cnt,c0,c1)==0){
11     return 0;
12 }
13 if(checkPrecedence(c1_cnt,c2_cnt,c1,c2)==0){
14     return 0;
15 }
16 if(checkSubClock(c3_cnt,e1_cnt,c3,e1)==0){
17     return 0;
18 }
19 if(checkPrecedence(c3_cnt,e0_cnt,c3,e0)==0){
20     return 0;
21 }
22 return 1;
23 }
    
```

**Check Function**

**CCSL Specification**

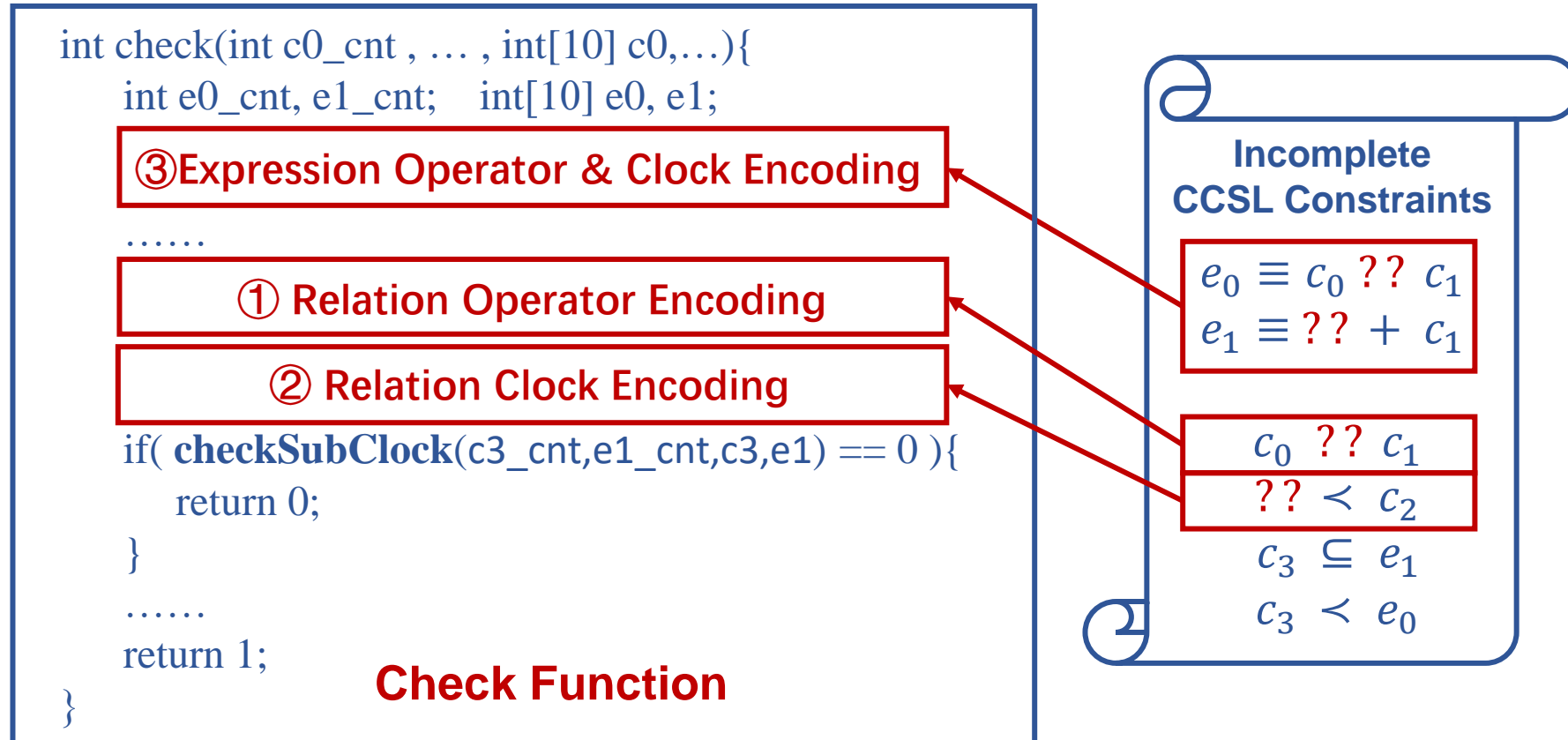
$e_0 \equiv c_0 * c_1$   
 $e_1 \equiv c_0 + c_1$

Expressions

$c_0 < c_1$   
 $c_1 < c_2$   
 $c_3 \sqsubseteq e_1$   
 $c_3 < e_0$

Relations

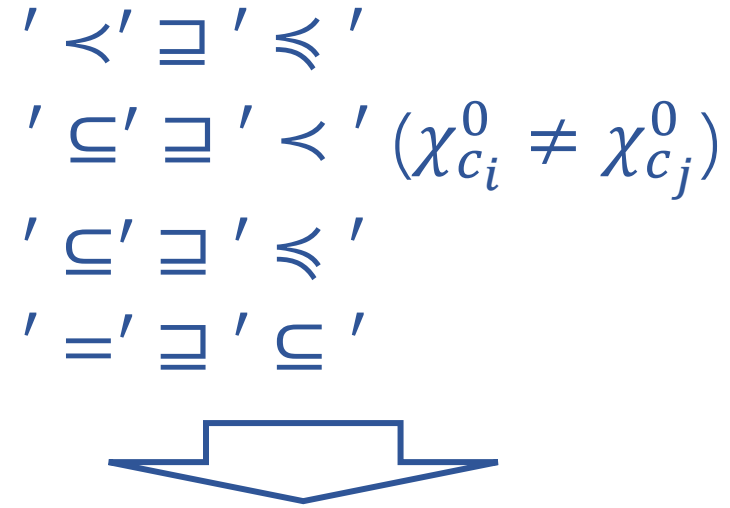
# Check Function Implementation for Incomplete CCSL Spec



# Encoding Relation Operators

- How to select a relation operator to fill a given hole  $c_i??c_j?$ 
  - The tightest one based on behavior refinement relations between operators

$$\begin{aligned}
 c_i < c_j &\rightarrow c_i \preccurlyeq c_j \\
 c_i \sqsubseteq c_j \wedge \chi_{c_i}^0 \neq \chi_{c_j}^0 &\rightarrow c_j < c_i \\
 c_i \sqsubseteq c_j &\rightarrow c_j \preccurlyeq c_i \\
 c_i = c_j &\rightarrow c_i \sqsubseteq c_j
 \end{aligned}$$



Operator	Coincidence =	Exclusion #	SubClock $\sqsubseteq$	Precedence <	Causality $\preccurlyeq$
<i>Priority</i>	0	0	1	2	3

We choose the operator with the **lowest Priority value**

# An Example of Relation Operators Encoding

$c_0$  ??  $c_1$

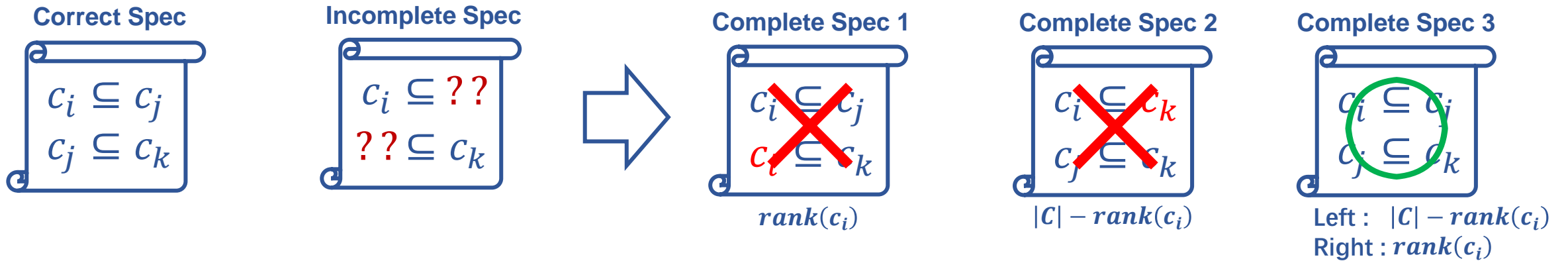
Relation	cond_0	priority_0
$c_0 = c_1$	0	0
$c_0 < c_1$	1	2
$c_0 > c_1$	2	2
$c_0 \leq c_1$	3	3
$c_0 \geq c_1$	4	3
$c_0 \subseteq c_1$	5	1
$c_0 \supseteq c_1$	6	1
$c_0 \# c_1$	7	0

```
1 int priority_0 = 0;
2 int cond_0 = ??;
3 assert cond_0 >= 0 && cond_0 < 8;
4 if ( cond_0 == 0 ){
5     priority_0 = 0;
6     if (checkCoincidence(c0_cnt, c1_cnt, c0, c1) == 0){ return 0; }
7 }
8 else if ( cond_0 == 1 ){
9     priority_0 = 2;
10    if (checkPrecedence(c0_cnt, c1_cnt, c0, c1) == 0){ return 0; }
11 }else .....
12 minimize(priority_0);
```

Choose the highest priority relation

# Encoding Relation Clocks

- How to select a clock to fill a given hole ??  $R c_j$  ?
  - Choose the clock with the least occurrence cardinality difference from the given clock while satisfying the corresponding operator relation



$rank(c_i)$  : the index of  $c_i$  in the sorted clock list (occurrence cardinalities in an ascending order)

Operator	Coincidence =	Exclusion #	SubClock $\subseteq$	Precedence $<$	Causality $\preceq$
<i>LPriority</i>	0	$ C  - rank(c_i)$	$ C  - rank(c_i)$	$rank(c_i)$	$rank(c_i)$
<i>RPriority</i>	0	$ C  - rank(c_i)$	$rank(c_i)$	$ C  - rank(c_i)$	$ C  - rank(c_i)$

We choose the clock with lowest **LPriority/RPriority** for **Left/Right hole**



# An Example of Relation Clocks Encoding

$$?? < c_2$$



Clock	cond_1	priority_1
$c_0$	0	$6 - \text{rank}(c_0)$
$c_1$	1	$6 - \text{rank}(c_1)$
$c_3$	2	$6 - \text{rank}(c_3)$
$e_0$	3	$6 - \text{rank}(e_0)$
$e_1$	4	$6 - \text{rank}(e_1)$



```
1 .....//sort clocks based on occurrence and slack information
2 int priority_1 = 0;
3 int cond_1 = ??;
4 assert cond_1 >= 0 && cond_1 < 5;
5 if(cond_1 == 0){
6     priority_1 = rank[0];
7     if(checkPrecedence(c0_cnt, c2_cnt, c0, c2) == 0){return 0;}
8 }
9 else if(cond_1 == 1){
10    priority_1 = rank[1];
11    if(checkPrecedence(c1_cnt, c2_cnt, c1, c2) == 0){return 0;}
12 } else .....
13 minimize(priority_1);
```

Choose the clock with the **lowest LPriority/RPriority**

# Encoding Expression Operators

- How to select **an expression operator to fill hole**  $e \equiv c_i ?? c_j$  ?  
 $c_k R e$ 
  - Choose the operator that makes the clocks  $e$  and  $c_k$  have **the least occurrence cardinality difference**

$$c_i + c_j \preceq c_i \vee c_j \preceq c_i \wedge c_j \preceq c_i * c_j$$



Operator	Intersection *	Supremum $\wedge$	Infimum $\vee$	Union +
$rank(e)$	0	1	2	3



Operator	Coincidence =	Exclusion #	SubClock $\subseteq$	Precedence $<$	Causality $\preceq$
<i>LPriority</i>	0	$3 - rank(e)$	$3 - rank(e)$	$rank(e)$	$rank(e)$
<i>RPriority</i>	0	$3 - rank(e)$	$rank(e)$	$3 - rank(e)$	$3 - rank(e)$

We choose the operator that makes  $e$  with the lowest **LPriority/RPriority**

# An Example of Expression Operators Encoding

$$e_0 \equiv c_0 \text{ ?? } c_1$$

Expression	cond_e0	e0_op_priority
$e_0 \equiv c_0 + c_1$	0	3
$e_0 \equiv c_0 * c_1$	1	0
$e_0 \equiv c_0 \vee c_1$	2	2
$e_0 \equiv c_0 \wedge c_1$	3	1

$$c_3 < e_0$$

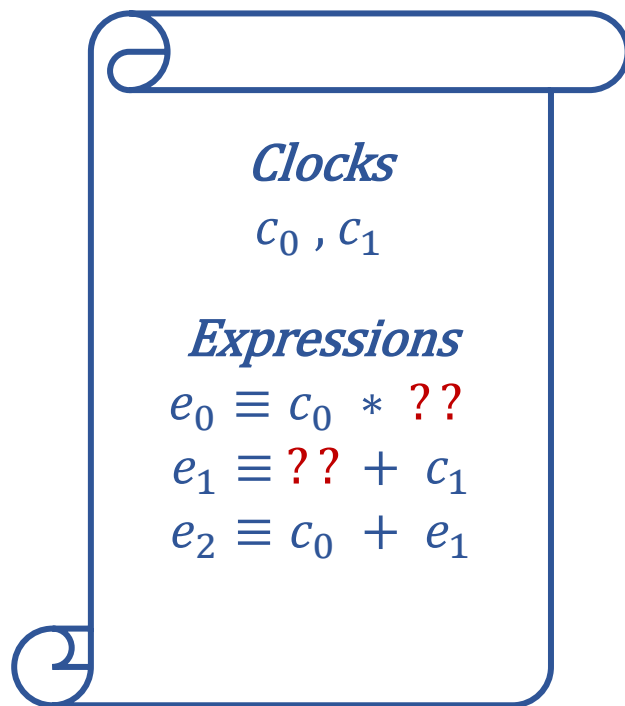
Operator	Precedence <
<i>LPriority</i>	$rank(e)$
<i>RPriority</i>	$3 - rank(e)$

```
1 int cond_e0 = ??;  
2 assert cond_e0 >= 0 && cond_e0 < 4;  
3 if(cond_e0 == 0){  
4     e0_cnt = UnionCnt(c0_cnt, c1_cnt, c0, c1);  
5     e0 = Union(c0_cnt, c1_cnt, c0, c1);  
6     e0_op_priority = 3;  
7 } else if(cond_e0 == 1){  
8     e0_cnt = IntersectionCnt(c0_cnt, c1_cnt, c0, c1);  
9     e0 = Intersection(c0_cnt, c1_cnt, c0, c1);  
10    e0_op_priority = 0;  
11 } else .....  
12 int priority_3 = 3 - e0_op_priority;  
13 if(checkPrecedence(c3_cnt, e0_cnt, c3, e0) == 0){return 0;}  
14 minimize(priority_3);
```

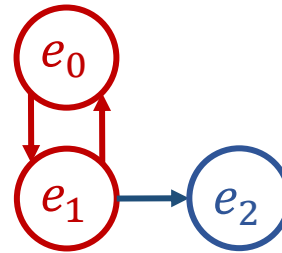
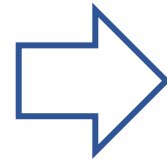
Choose the operator that makes  $e_0$  with  
the lowest LPriority/RPriority

# Encoding Expression Clocks

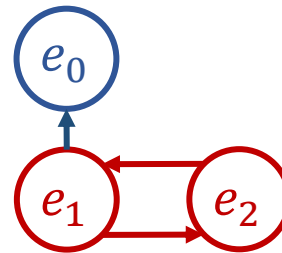
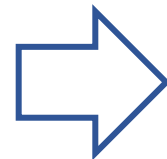
- **Challenges to encode expression clocks**
  - Generate a large set of possibilities for expression combinations
  - **Circular dependency (must be removed)**



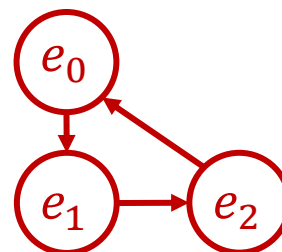
$$\begin{aligned} e_0 &\equiv c_0 * e_1 \\ e_1 &\equiv e_0 + c_1 \\ e_2 &\equiv c_0 + e_1 \end{aligned}$$



$$\begin{aligned} e_0 &\equiv c_0 * e_1 \\ e_1 &\equiv e_2 + c_1 \\ e_2 &\equiv c_0 + e_1 \end{aligned}$$



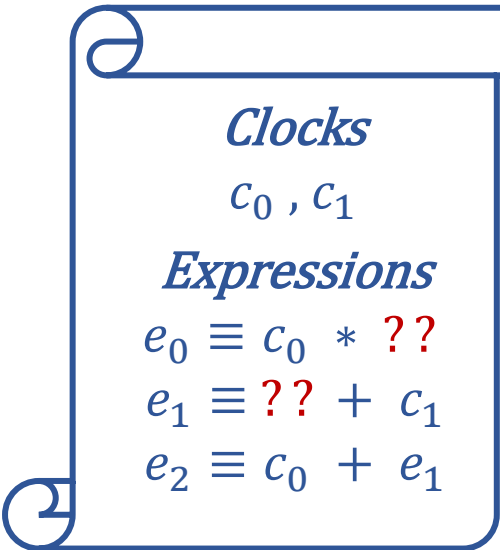
$$\begin{aligned} e_0 &\equiv c_0 * e_2 \\ e_1 &\equiv e_0 + c_1 \\ e_2 &\equiv c_0 + e_1 \end{aligned}$$



**Circular  
Dependency**

# Example of Expression Clocks Encoding

$$e = c_i E ??$$



$e_0 \equiv c_0 * c_1$   
 $e_1 \equiv c_0 + c_1$   
 $e_2 \equiv c_0 + e_1$

Encode 0

$e_0 \equiv c_0 * c_1$   
 $e_1 \equiv e_0 + c_1$   
 $e_2 \equiv c_0 + e_1$

Encode 1

$e_1 \equiv c_0 + c_1$   
 $e_0 \equiv c_0 * e_1$   
 $e_2 \equiv c_0 + e_1$

Encode 2

$e_1 \equiv c_0 * c_1$   
 $e_2 \equiv c_0 + e_1$   
 $e_0 \equiv c_0 + e_2$

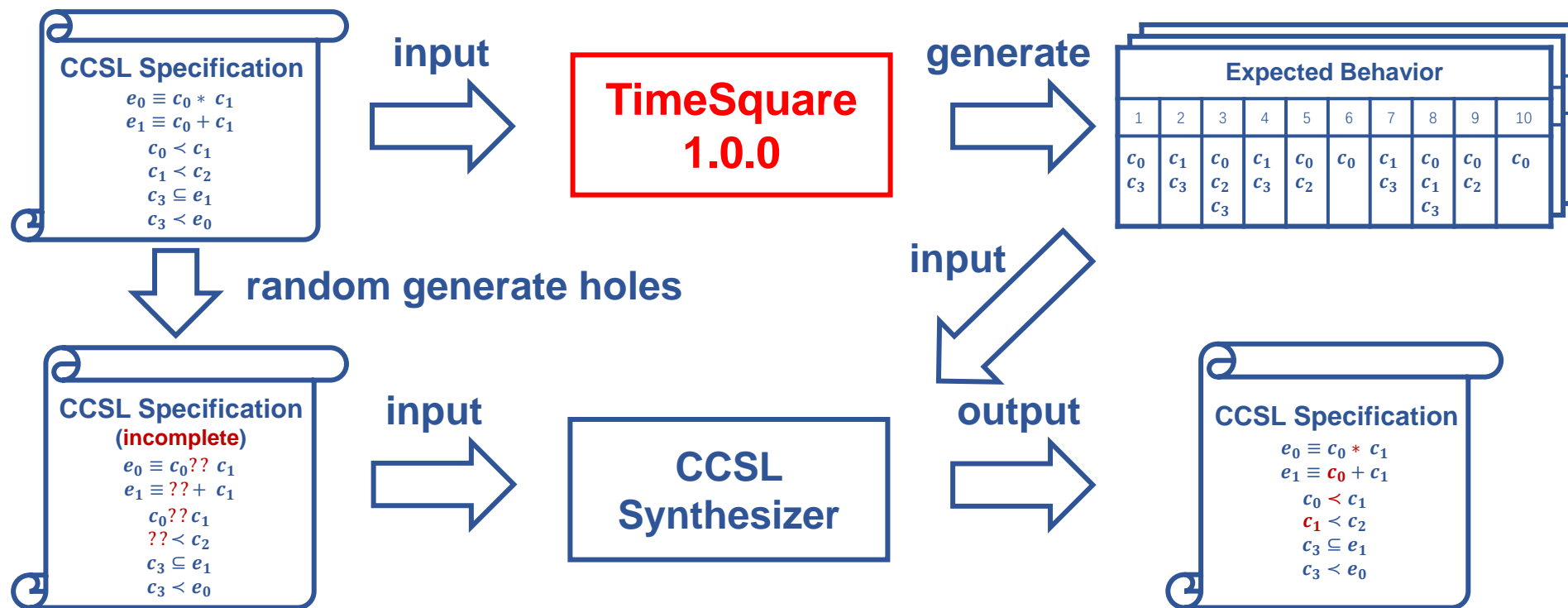
Encode 3

```
1 int exp_comb = ??;  
2 assert exp_comb >= 0 && exp_comb < 3;  
3 if (exp_comb == 0){  
4     .....  
5     e0_cnt = IntersectionCnt(c0_cnt, c1_cnt, c0, c1);  
6     e0 = Intersection(c0_cnt, c1_cnt, c0, c1);  
7     e1_cnt = UnionCnt(c0_cnt, c1_cnt, c0, c1);  
8     e1 = Union(c0_cnt, c1_cnt, c0, c1);  
9     e2_cnt = UnionCnt(c0_cnt, e0_cnt, c0, e0);  
10    e2 = Union(c0_cnt, e0_cnt, c0, e0);  
11 } else if (exp_comb == 1){  
12     .....  
13 } else if (exp_comb == 2){  
14     .....  
15 } else if (exp_comb == 3){  
16     .....  
17 }
```

Red arrows connect the expressions in the encoding blocks to the corresponding code blocks in the C++ snippet. For example, the expression  $e_0 \equiv c_0 * c_1$  in Encode 0 is linked to the `IntersectionCnt` and `Intersection` calls in the `exp_comb == 0` block.

# Experimental Settings

- Generates expected behaviors using **TimeSquare (CCSL simulator)**
- All the experiments were obtained on a Mac laptop with **2.5GHz Intel CPU** and **16GB RAM**



# Case Studies - Synthesis Results

Source	Spec	Operator Type	Specification Statistics			Hole Settings			Time (ms)	Accuracy (%)	Same
			Clock	Expression	Relation	Clock	Expression	Relation			
<b>TimeSquare</b> # of Samples 5 Samples Length 50	$s$	Coincidence	2	0	1	0	0	1	82	100	Yes
	$s_1$	Precedence	2	0	1	0	0	1	510	100	Yes
	$s_2$	Causality	2	0	1	0	0	1	512	100	Yes
	$s_3$	Subclock	2	0	1	0	0	1	5019	100	Yes
	$s_4$	Exclusion	2	0	1	0	0	1	4420	100	Yes
	$s_5$	Union	3	1	1	0	1	0	1554	100	Yes
	$s_6$	Intersection	3	1	1	0	1	0	2515	100	Yes
	$s_7$	Infimum	3	1	1	0	1	0	2672	100	Yes
	$s_8$	Supremum	3	1	1	0	1	0	2584	100	Yes
	$s_9$	Delay	2	1	1	0	1	0	707	100	Yes
$s_{10}$	Periodicity	2	1	1	0	1	0	713	100	Yes	
<b>Synthetic</b> # of Samples 200 Samples Length 200	$Spec_1$	Composite	4	1	3	3	0	0	6907	100	Yes
						0	1	2	30961	100	Yes
	$Spec_2$	Composite	10	0	10	0	0	10	24608	100	Yes
						8	0	2	21468	100	Yes
	$Spec_3$	Composite	10	5	10	10	0	0	20038	100	No

**Bisimulation**  
with  $Spec_3$

**Our approach can achieve the highest accuracy!**

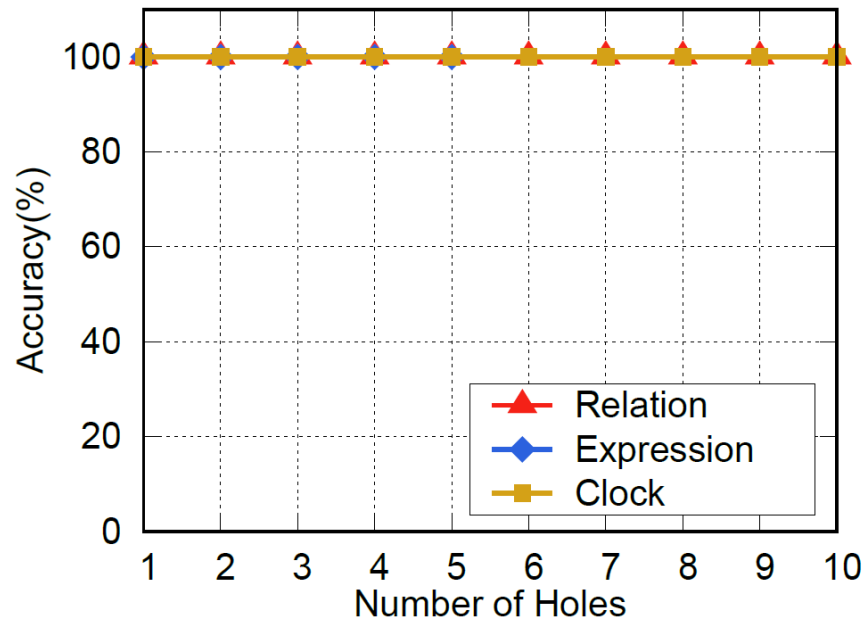
# Case Studies – Impact Factors of Synthesis Accuracy & Time

## ● Impacts of the types and number of holes

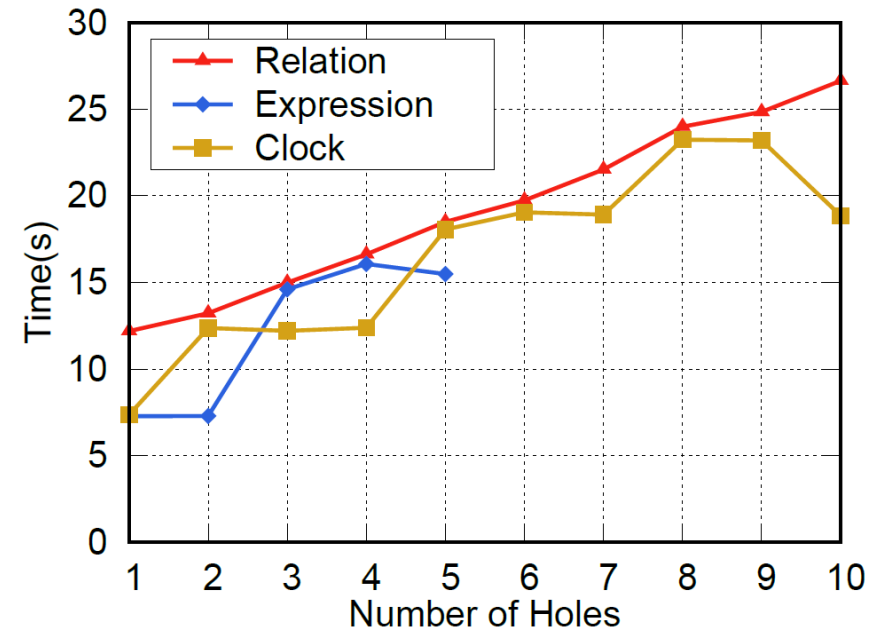
- **Generally more holes require more synthesis time**

Specification	Operator Type	Specification Statistics		
		Clock	Expression	Relation
<i>Spec<sub>3</sub></i>	Composite	10	5	10

# of Samples: 5  
Length of Samples : 50



(a) Accuracy information

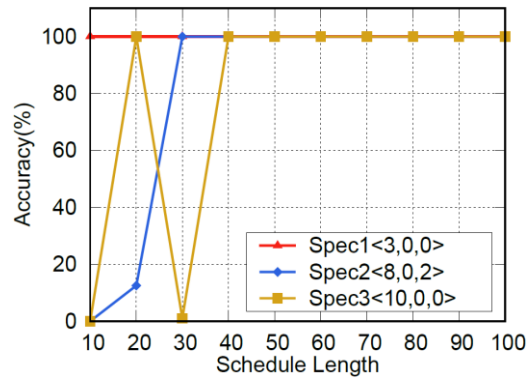


(b) Time information



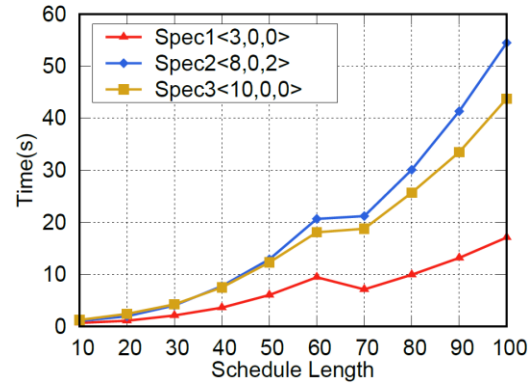
# Case Studies – Impact Factors of Synthesis Accuracy & Time

$spec\langle x, y, z \rangle$  indicate holes settings for <clocks, expression operators, relation operators>



(a) Accuracy information

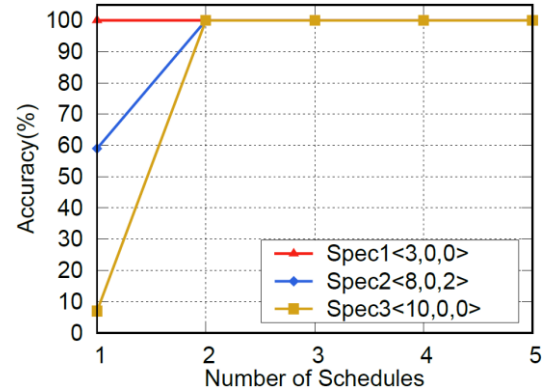
# of Sampled Behaviors Number : 2



(b) Time information

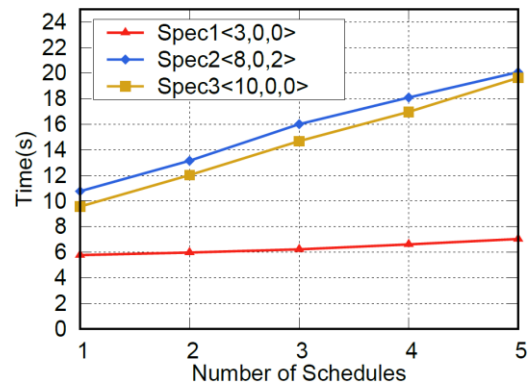
## ● Impacts of schedule lengths

- Our approach can achieve the highest synthesis accuracy
- Longer samples will lead to better accuracy



(c) Accuracy information

Length of Sampled Behaviors : 50



(d) Time information

## ● Impacts of the number of samples

- Our approach can achieve the highest synthesis accuracy
- More samples will lead to better accuracy

# Conclusion

- **Automated CCSL specification synthesis is hard**
  - Limited expertise in formal timing modeling
  - Difficult to explore all the possible timing behaviors of systems
- **Contribution of this paper**
  - A SKETCH-based framework that automates CCSL synthesis
  - Effective priority policies to generate the tightest CCSL constraints
- **Experimental results**
  - Results on benchmarks collected from TimeSquare and complex synthetic examples show the effectiveness of our approach

# Thank You !