



Runtime Monitoring with Union-Find Structures

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Runtime Verification

- ▶ (On-line) verification of a single run
- ▶ “Word problem” $run \stackrel{?}{\in} SPEC$

Tasks

- ▶ Specification
- ▶ Evaluation
 - ▶ Monitor construction
 - ▶ Monitor execution

Runtime Verification

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Tasks

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 - ▶ Monitor construction
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Goals

- ▶ Convenience and expressiveness
- ▶ Efficiency (on-line: overhead minimisation)

Object-oriented Systems

Observations

- ▶ Behaviour, interaction of individual objects

Object-oriented Systems

Observations

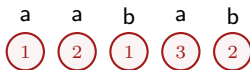
- ▶ Behaviour, interaction of individual objects
- ▶ Sequence of events

a a b a b

Object-oriented Systems

Observations

- ▶ Behaviour, interaction of individual objects
- ▶ Sequence of events
- ▶ Object IDs (a.k.a. event parameter, data value)

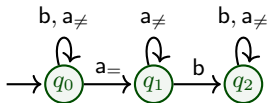


Object-oriented Systems

Monitor

- ▶ Operational model: [projection automata](#)
- ▶ “Local” perspective, “global” information
 - ▶ Execute one automaton instance per object
 - ▶ Dispatch and qualify observations individually

Example



$a=, a\neq$ local event

b global event

Object State

1 q_1

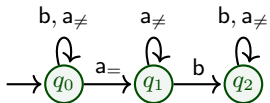
2 q_0

3 q_2

4 q_2

5 q_0

Observation (a, 5)



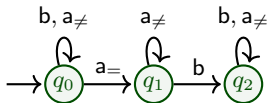
$a=, a\neq$ local event

b global event

Object State

1	q_1
2	q_0
3	q_2
4	q_2
5	q_0 q_1

Observation (b, ○)



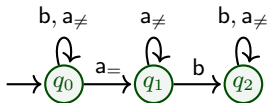
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Observation (b, ○)



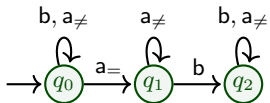
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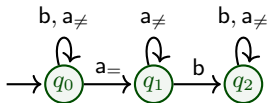
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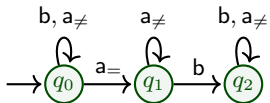
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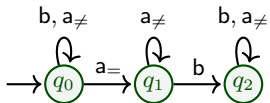
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Observation (b, \bigcirc)



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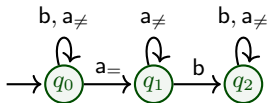
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Suitable data structure?

- ▶ Hash tables

JAVAMOP [Chen and Rosu], MARQ [Reger et al.]

Observation (b, ○)



$a=, a\neq$ local event

b global event

Object State

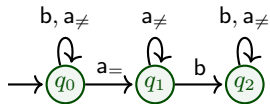
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Suitable data structure?

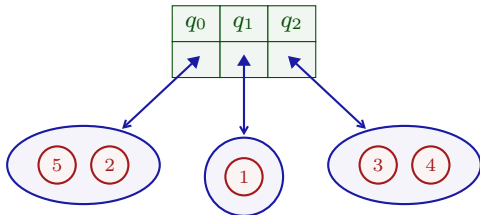
- ▶ Hash tables
- ▶ Union-Find structures

JAVAMOP [Chen and Rosu], MARQ [Reger et al.]

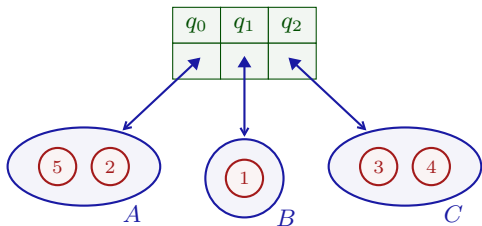
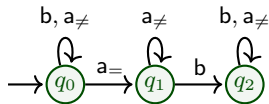
Union-Find



Object State



Union-Find: Dispatch $a=$ to $\textcircled{5}$



find $\textcircled{5}$ yields A

$A \leftrightarrow q_0$

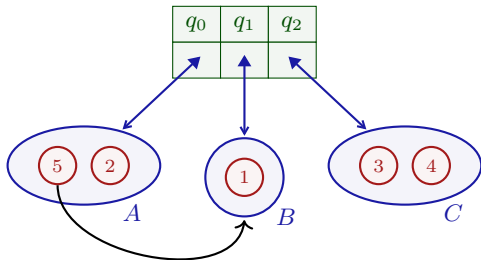
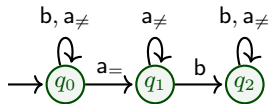
$\delta(q_0, a=) = q_1$

$q_1 \leftrightarrow B$

delete $\textcircled{5}$, A

union $\{\textcircled{5}\}$, B

Union-Find: Dispatch $a=$ to 5



find 5 yields A

$A \leftrightarrow q_0$

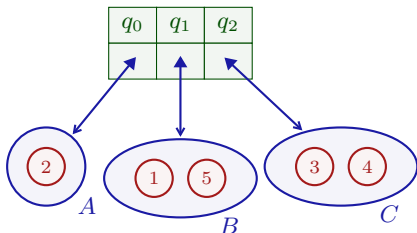
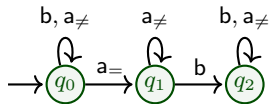
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delete 5, A

union { 5 }, B

Union-Find: Dispatch $a=$ to $\textcircled{5}$



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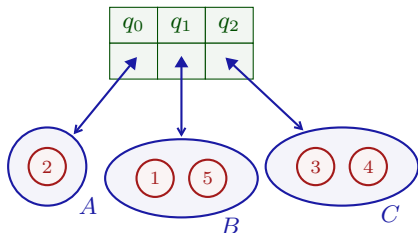
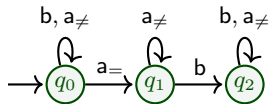
$\delta(q_0, a=) = q_1$

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Union-Find: Dispatch b to All



$$\delta(q_0, b) = q_0$$

$$\delta(q_1, b) = q_2$$

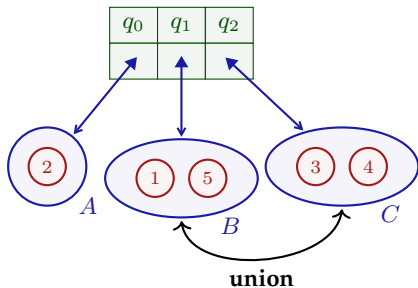
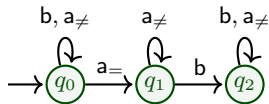
$$\delta(q_2, b) = q_2$$

$$q_1 \leftrightarrow B$$

$$q_2 \leftrightarrow C$$

union B, C

Union-Find: Dispatch b to All



$$\delta(q_0, b) = q_0$$

$$\delta(q_1, b) = q_2$$

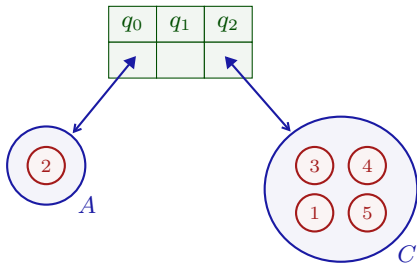
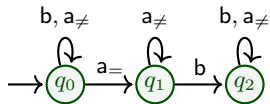
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union B, C

Union-Find: Dispatch b to All



$$\delta(q_0, b) = q_0$$

$$\delta(q_1, b) = q_2$$

$$\delta(q_2, b) = q_2$$

$$q_1 \leftrightarrow B$$

$$q_2 \leftrightarrow C$$

union B, C

Relation Between Objects

Union-Find structures allow for updating

- ▶ individual objects ($a_{=}$)
- ▶ all objects (b)

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- ▶ **hierarchically structured subsets** of objects

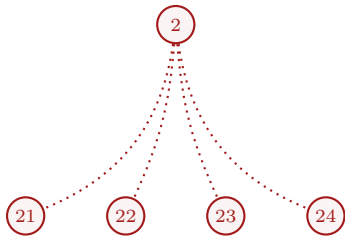
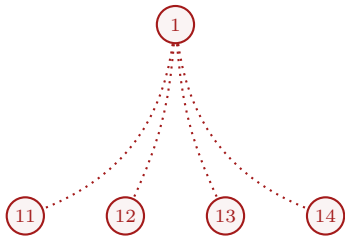
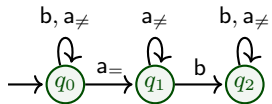
Relation Between Objects

Union-Find structures allow for updating

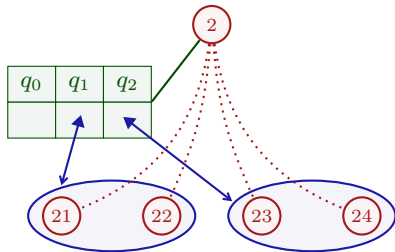
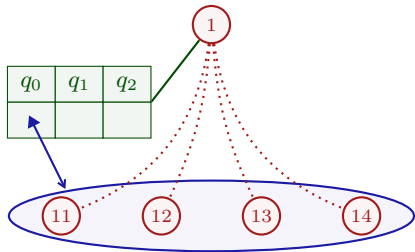
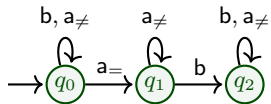
- ▶ individual objects (a_*)
- ▶ all objects (b)
- ▶ all but one object (a_{\neq})
- ▶ **hierarchically structured subsets** of objects
 - ▶ `resource < lock`
 - ▶ `collection < iterator1, iterator2`
 - ▶ `immList < head < tail`

(\Rightarrow Tree structure)

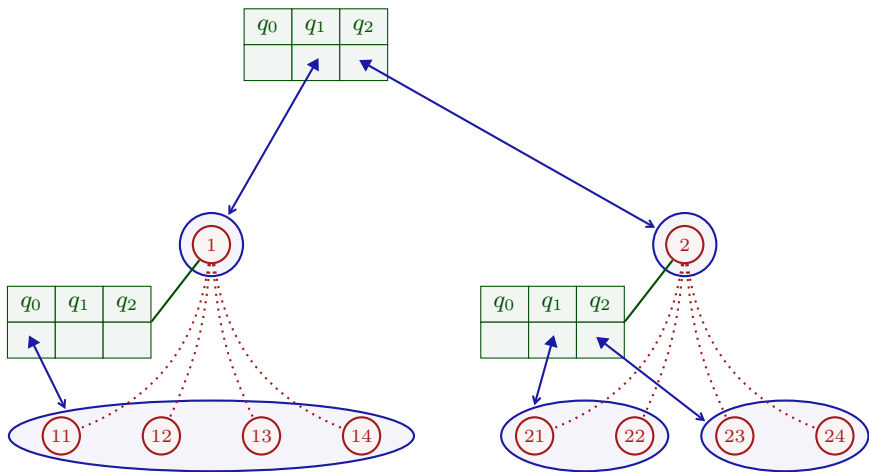
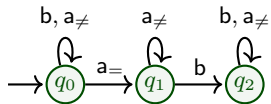
Trees



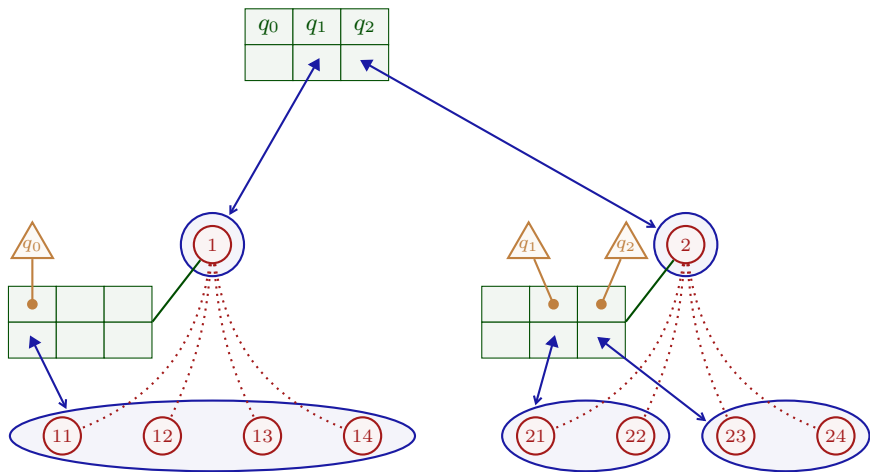
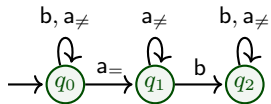
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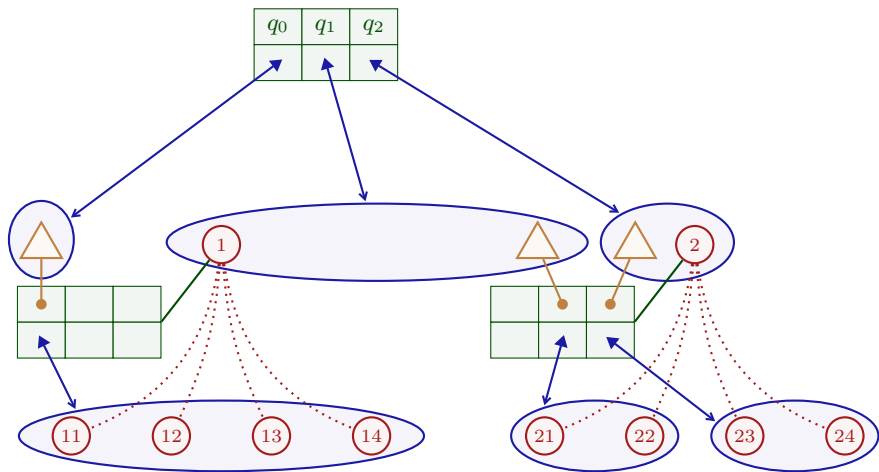
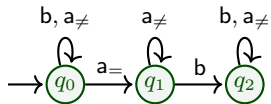
Trees



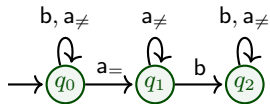
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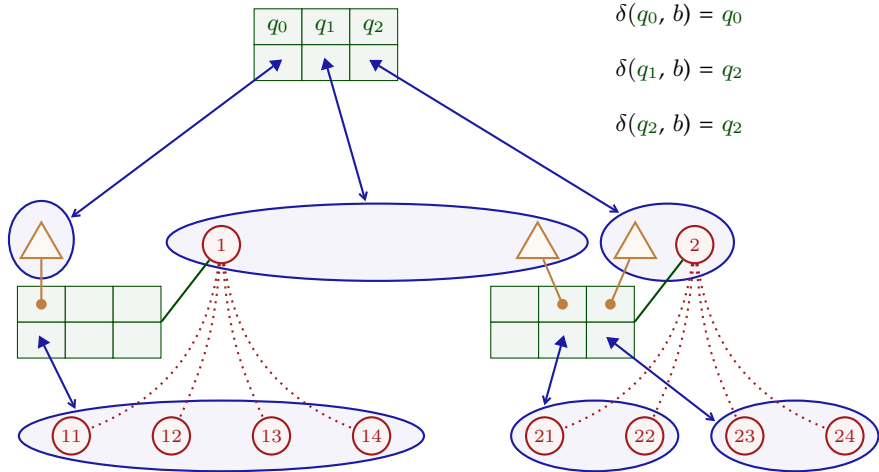
Trees: Dispatch b to All Objects



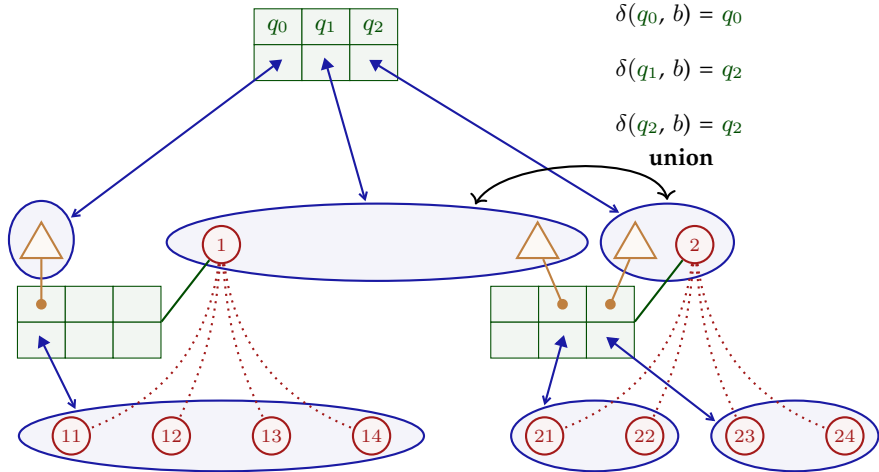
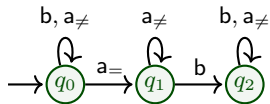
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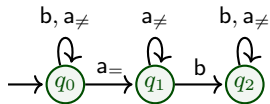
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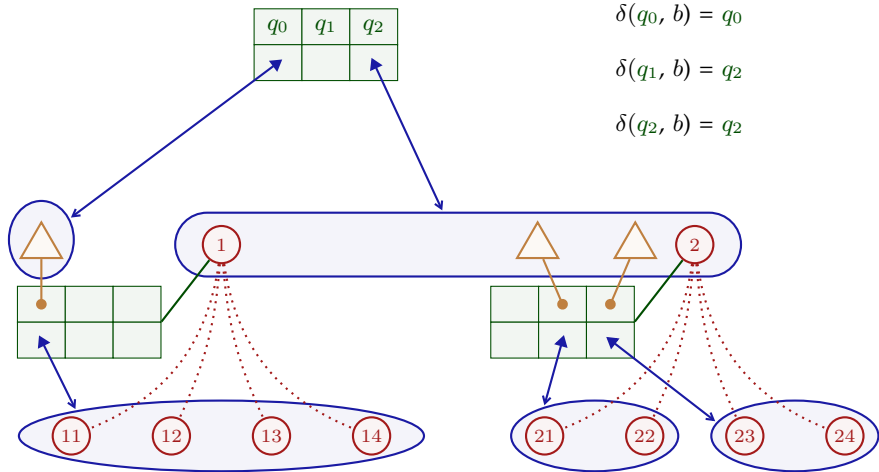
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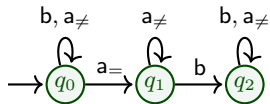
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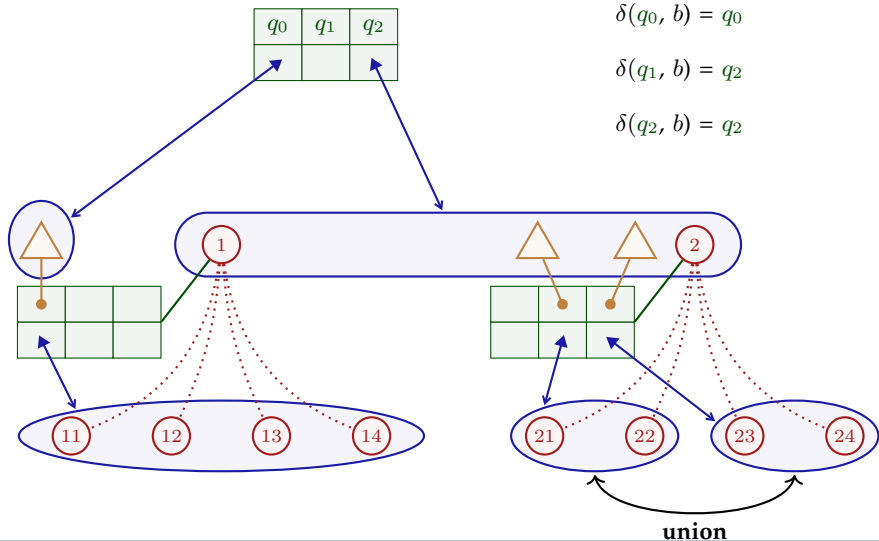
Trees: Pull Down Changes



$$\delta(q_0, b) = q_0$$

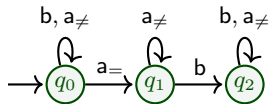
$$\delta(q_1, b) = q_2$$

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union

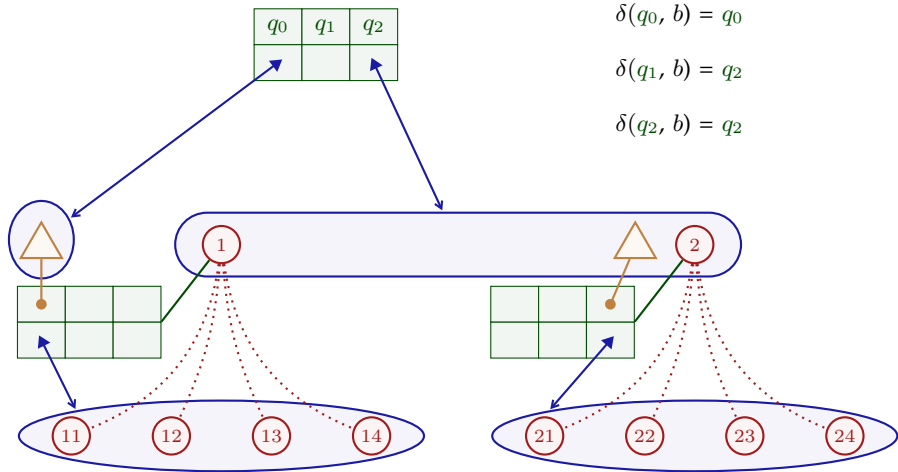
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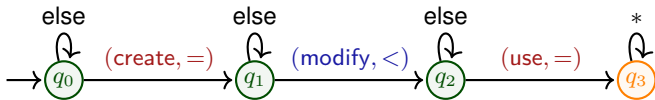
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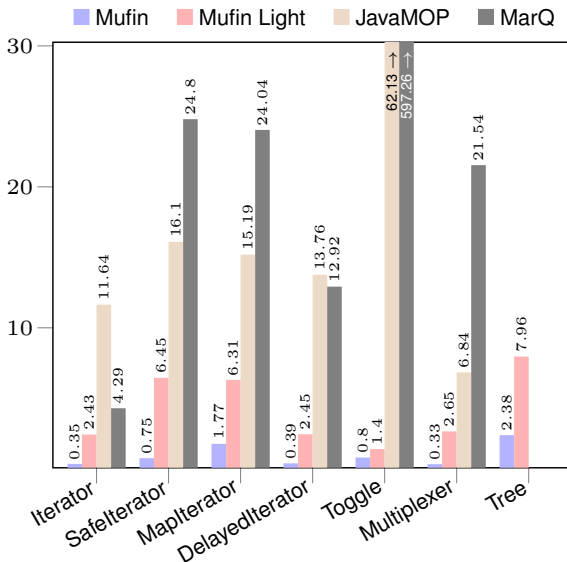
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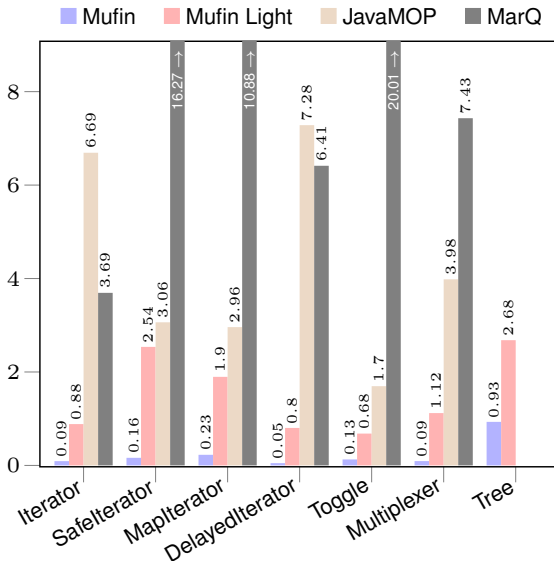
Example



Benchmarks: Relative Time Overhead



Benchmarks: Relative Memory Overhead



Logical Characterisation

$$G(\text{create} \rightarrow G(\text{modify} \rightarrow \neg F \text{ use}))$$

Iterator perspective

- ▶ If you **create me** and then
- ▶ **modify my collection** then
- ▶ don't **use me** any more.

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Fragment of first-order LTL

$$\forall me. G(\text{create} \wedge \text{id} = me \rightarrow G(\text{modify} \wedge \text{id} < me \rightarrow \neg F \text{use} \wedge \text{id} = me))$$

(Models: Sequences of FO structures)

Conclusion

- ▶ Monitoring of object-oriented systems
- ▶ Individual behaviour of objects, hierarchical dependencies
- ▶ Formal model and logical characterization

Conclusion

- ▶ **Union-find** as alternative to hash tables
- ▶ Execution time of one monitoring step is
 - ▶ guaranteed: **logarithmic**
 - ▶ amortised: **almost constant**

in the number of observed objects

- ▶ **Benchmarks** show that Mufin¹ outperforms JavaMOP² and MarQ³

¹ <http://www.isp.uni-luebeck.de/mufin>

² P. O. Meredith, D. Jin, D. Griffith, F. Chen, and G. Rosu.

An overview of the MOP runtime verification framework. (STTT '12)

³ G. Reger, H. C. Cruz, and D. E. Rydeheard.

MarQ: Monitoring at runtime with QEA. (TACAS '15)