

# Test-Based Induction of Finite-State Machines with Continuous Output Actions

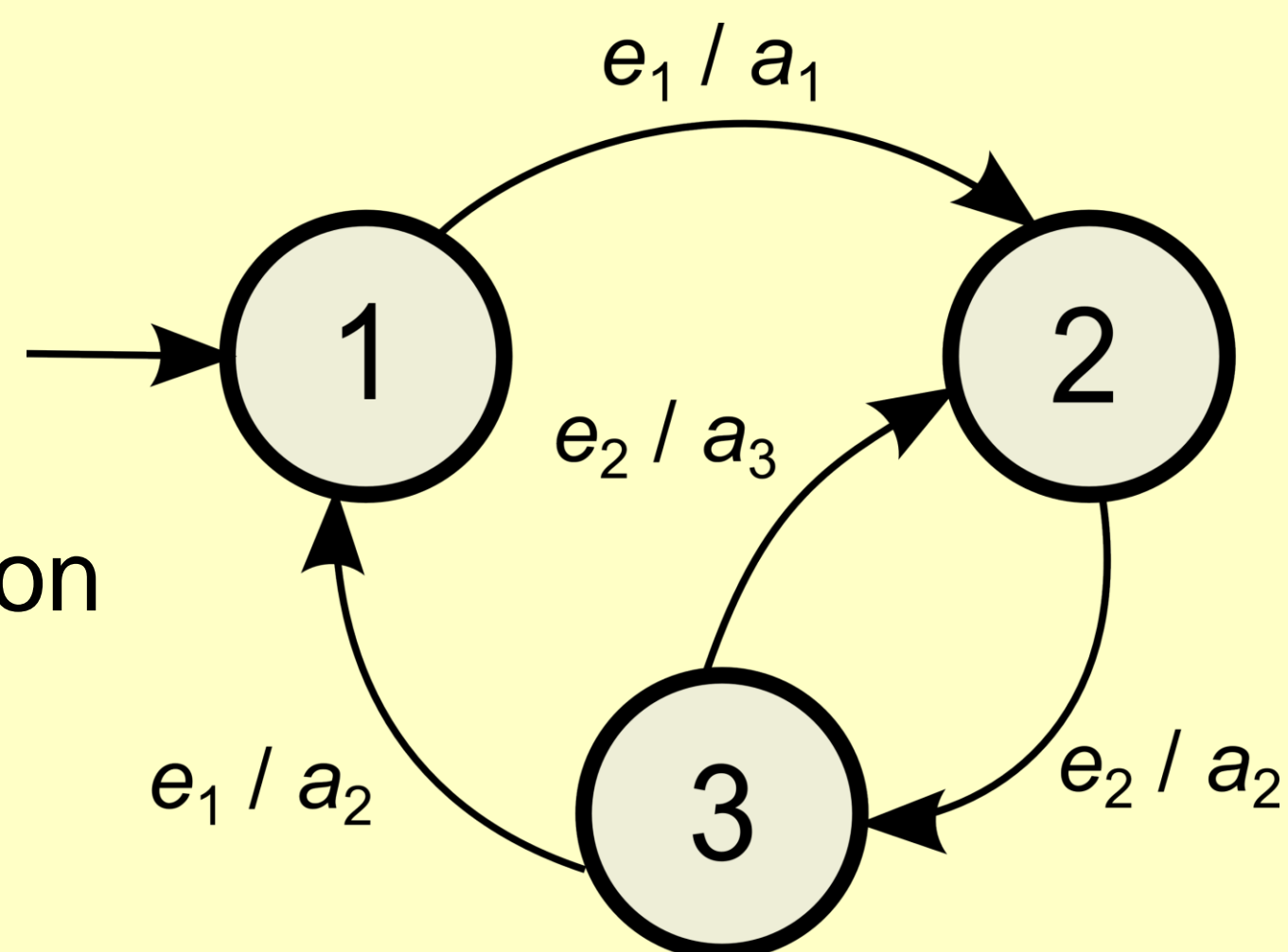
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## Problem Statement

### Finite-State Machine:

- $FSM = (S, \Sigma, \Delta, \delta, \lambda, s_0)$
- $S$  – finite set of states
- $\Sigma, \Delta$  – event and action sets
- $\delta: S \times E \rightarrow S$  – transition function
- $\lambda: S \times E \rightarrow \Delta$  – output function
- $s_0$  – start state



### Problem:

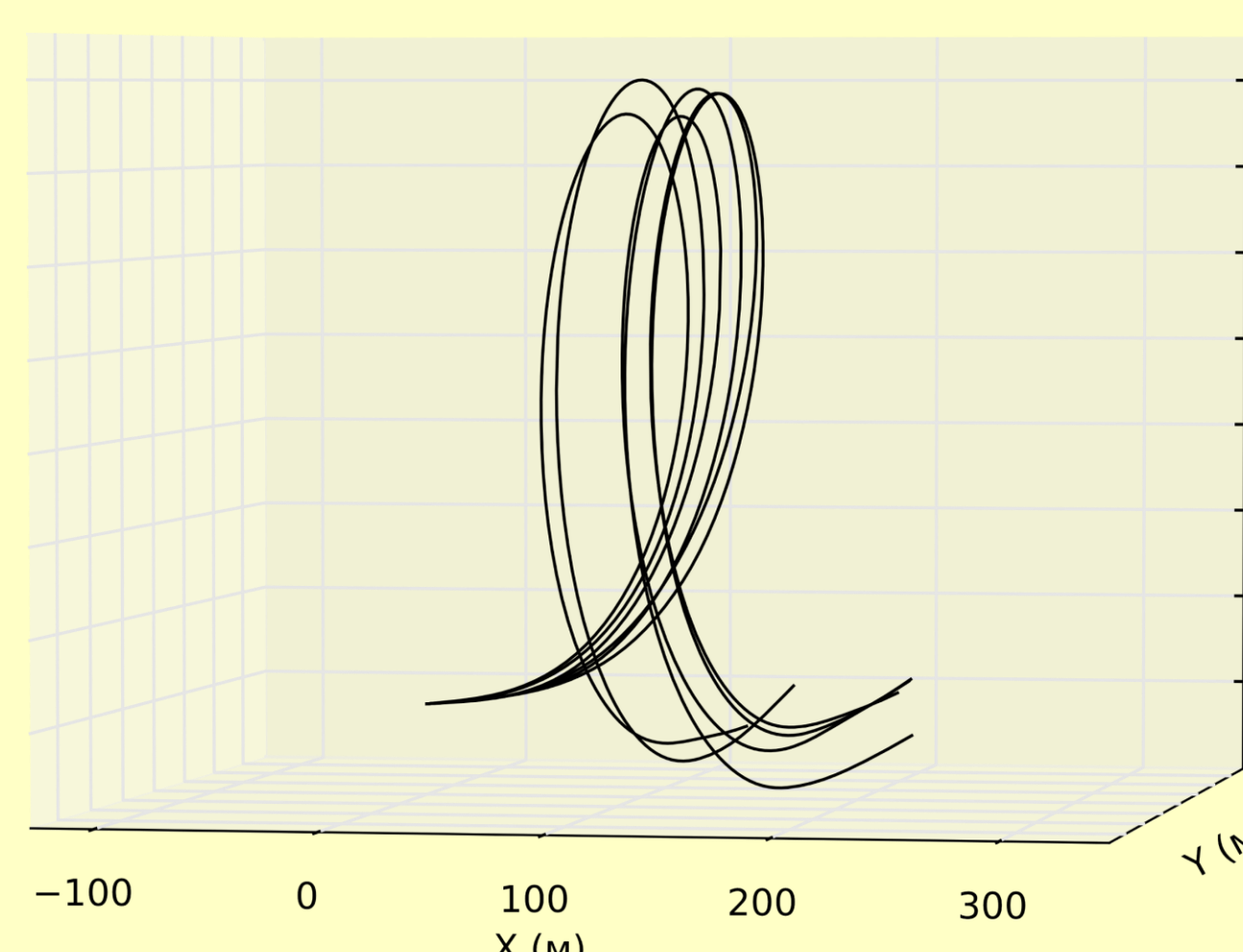
- Control object has continuous (real) control parameters
- Tests are the examples of proper control
- Given a set of  $N$  tests ( $N \approx 20-30$ ), an FSM should be constructed with behavior close to the tests
- Aircraft model is used as a control object
- Tests can be written manually in a flight simulator

## Input Data: Tests

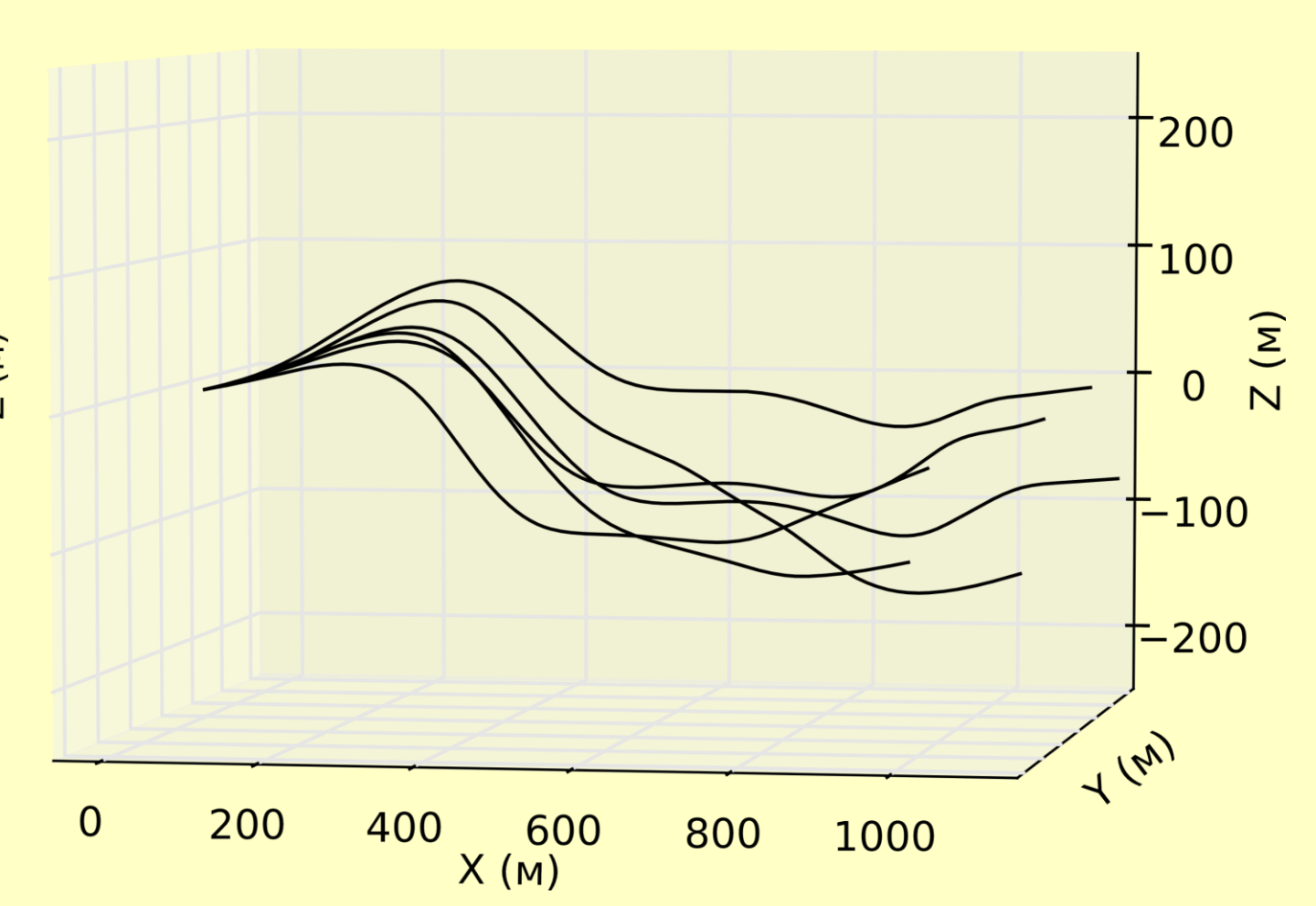
- $in[i][t][k]$  – inputs (flight parameter values)
- $out[i][t][j]$  – outputs (control parameter values)

Values	Meaning	t = 1	...	t = 235
$in[i][t][1]$	Pitch angle	3.078	...	4.112
$in[i][t][2]$	Airspeed (knots)	251.42	...	253.20
$out[i][t][1]$	Aileron position	0.000	...	0.073
$out[i][t][2]$	Elevator position	-0.035	...	-0.037

Test example

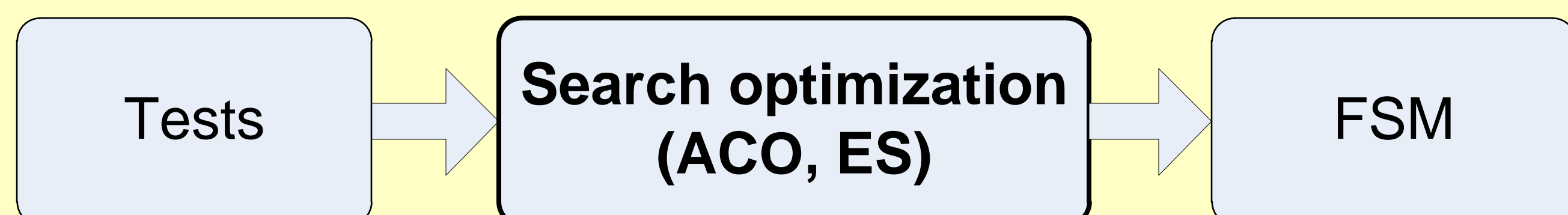


Loop test set (trajectories)

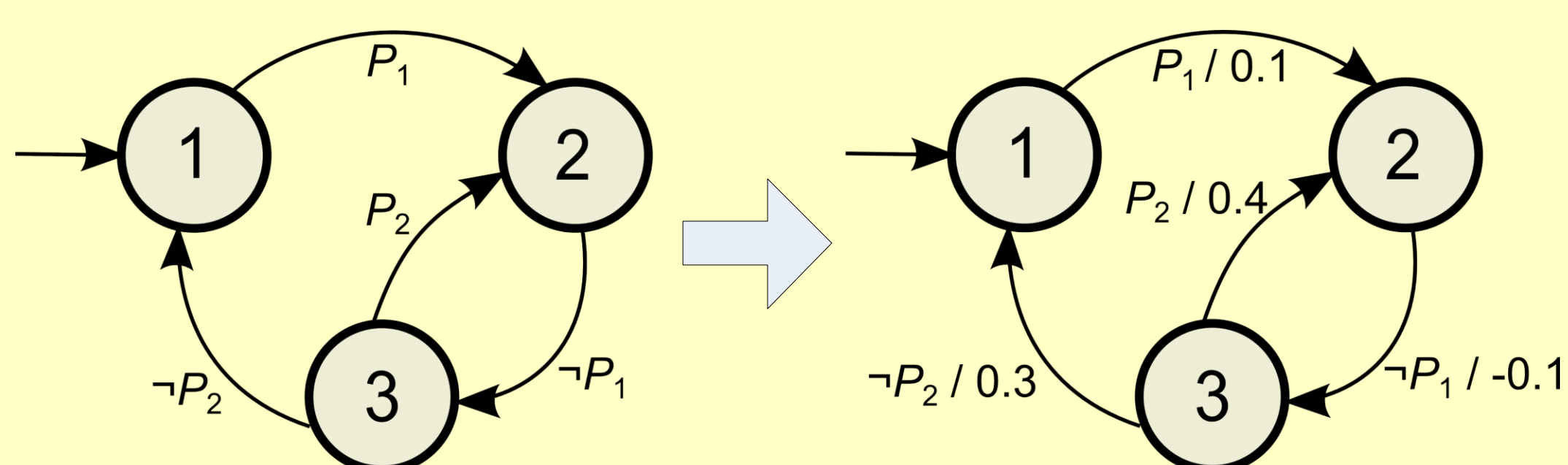


Barrel roll test set (trajectories)

## Method Summary

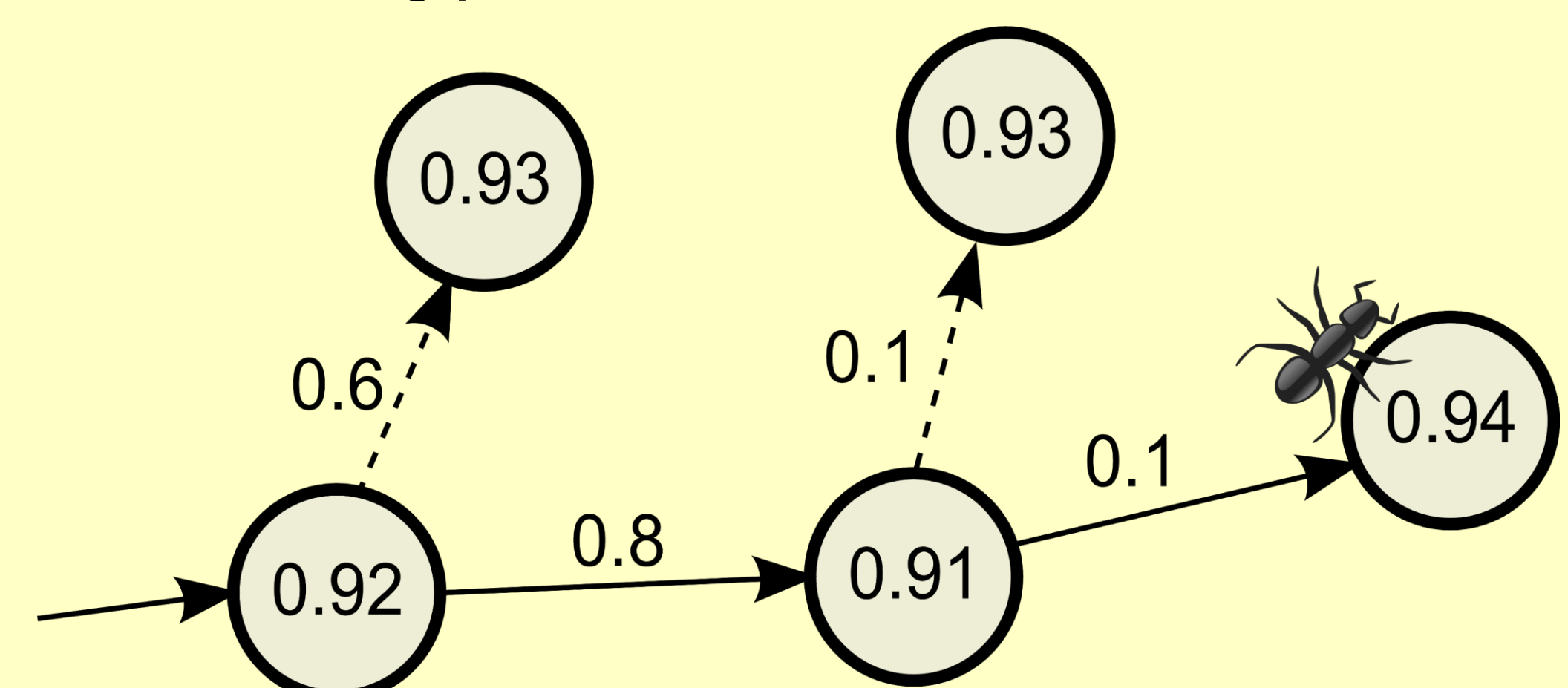


- Ant colony optimization (ACO) and evolution strategy (ES) are used instead of genetic algorithm (GA) which was used earlier for the same problem
- Predicates transform continuous inputs to discrete events
- FSMs without actions (FSM skeletons) are ACO / ES individuals
- Actions are assigned so that fitness function is maximized:



## Ant Colony Optimization

- Construction graph: vertices – FSM skeletons, edges – mutations (small changes in skeletons)
- Initially, graph consists of a single randomly generated vertex / skeleton
- Graph grows during algorithm execution
- Ants wander using *pheromone*



A part of the construction graph

## Experiments & Results

- Compared ACO,  $(\mu, \lambda)$ -ES and GA
- Intel Core 2 Quad Q9400 processor, four cores
- 25 runs of ACO / ES / GA for each test set
- Searching for FSMs with four states
- Numbers of runs in which the fitness values were reached:

Fitness value	ACO	$(\mu, \lambda)$ -ES	GA
0.9890	11	8	0
0.9887	21	18	2
0.9884	24	24	8
0.9881	24	24	17
0.9878	24	24	21

Results for the loop test set

Fitness value	ACO	$(\mu, \lambda)$ -ES	GA
0.9884	8	3	0
0.9882	23	18	5
0.9880	25	24	15
0.9878	25	24	19
0.9876	25	24	24

Results for the barrel roll test set

- ACO and  $(\mu, \lambda)$ -ES outperform GA, ACO slightly outperforms ES
- Run time  $\approx 20$  minutes
- About 90% of generated FSMs were able to perform the aerobatic figures

## Screenshots (FlightGear)



Loop



Barrel roll

## Publications

- Ulyantsev V., Tsarev F. Extended Finite-State Machine Induction using SAT-Solver / Proceedings of the 14th IFAC Symposium "Information Control Problems in Manufacturing - INCOM'12". IFAC, 2012, pp. 512-517
- Chivilikhin D., Ulyantsev V. Learning Finite-State Machines with Ant Colony Optimization // Lecture Notes in Computer Science, 2012, Volume 7461/2012, pp. 268-275