

Complexity Metrics for Hierarchical State Machines

Mathew Hall

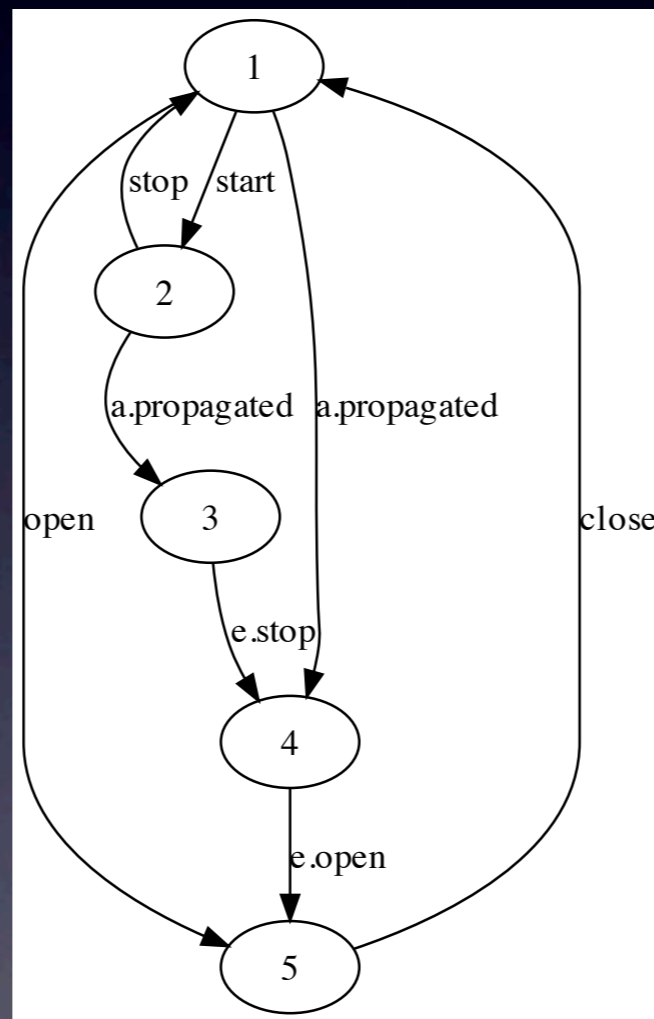
Overview

- PhD Topic
- Hierarchical State Machines
- Metrics
- PhD directions
- Further work

PhD Topic

Reverse engineered state machines

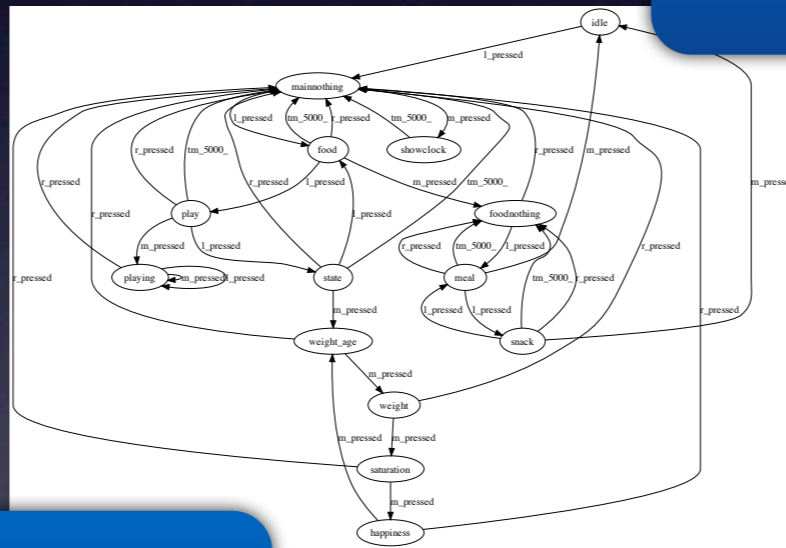
State Machines



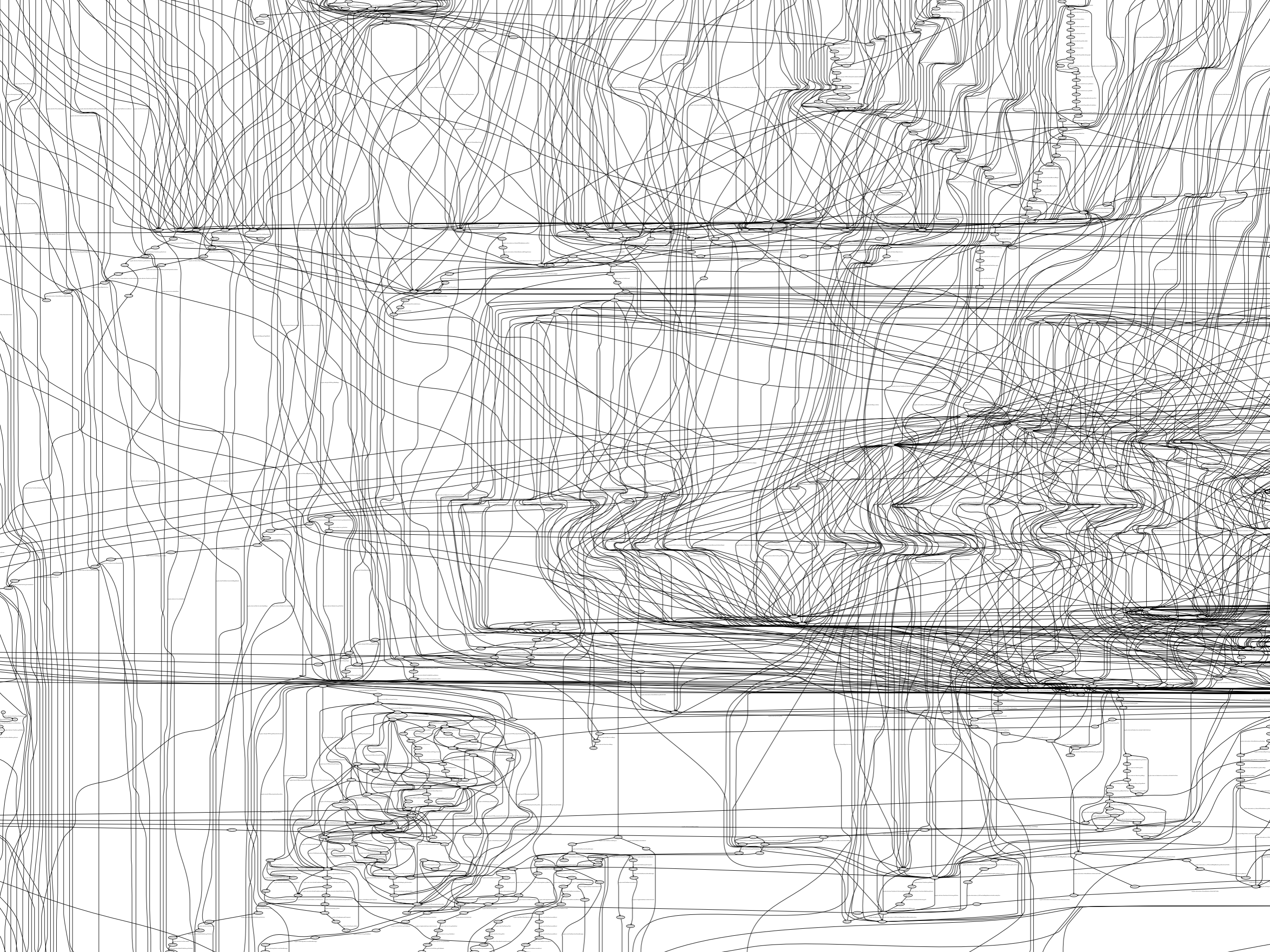
State Machines

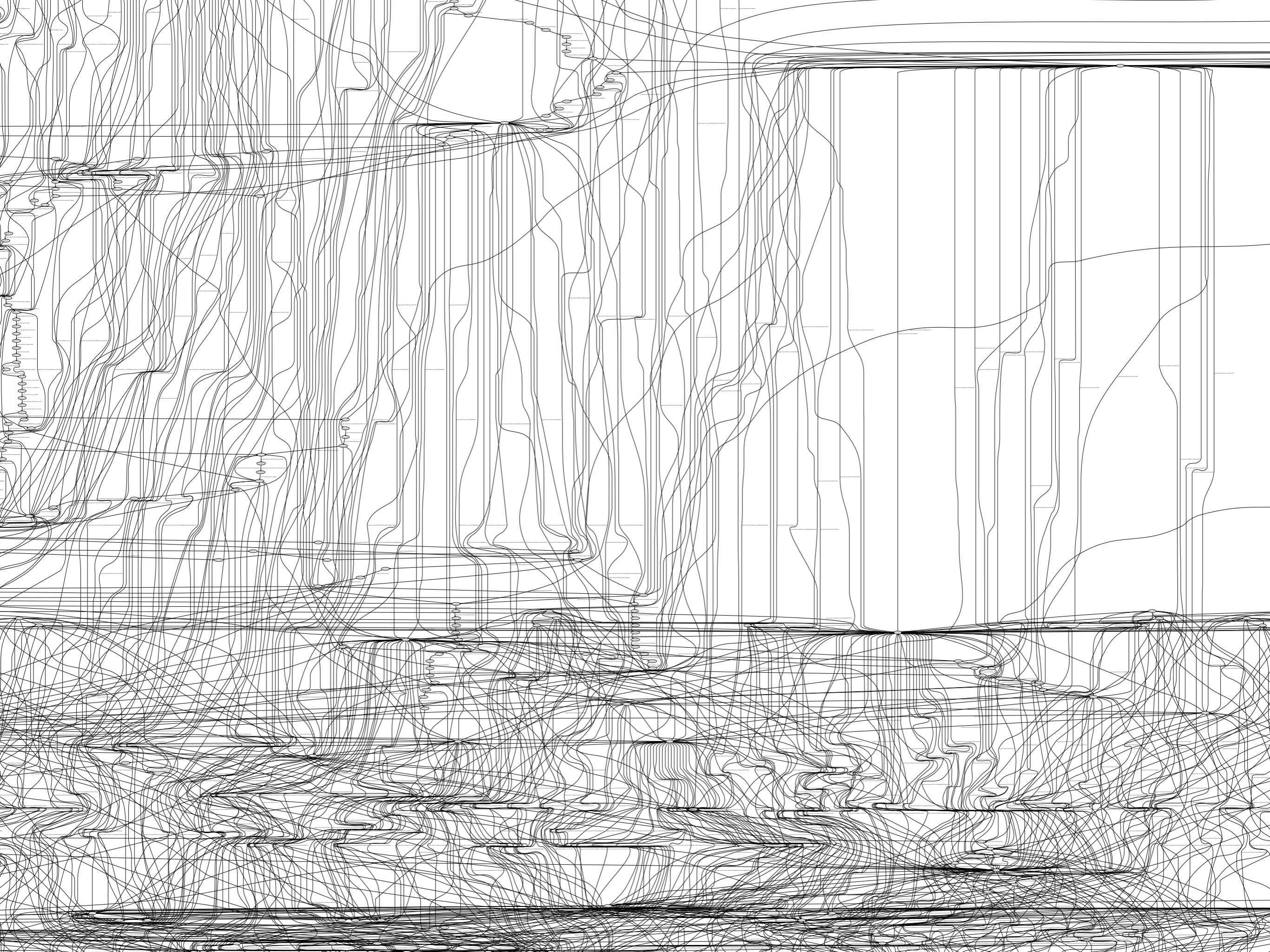
Convey Behaviour

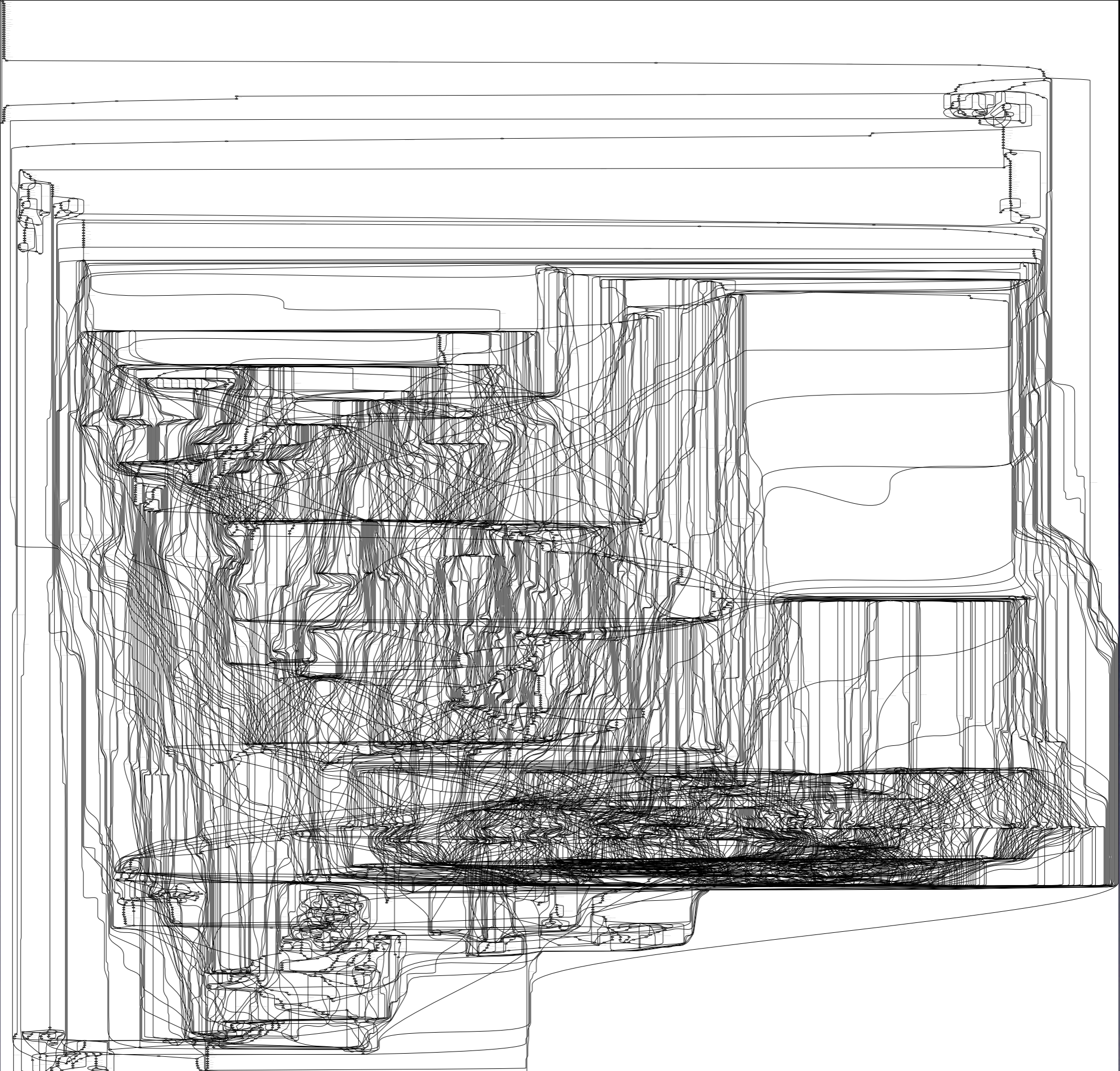
Implementation Independent

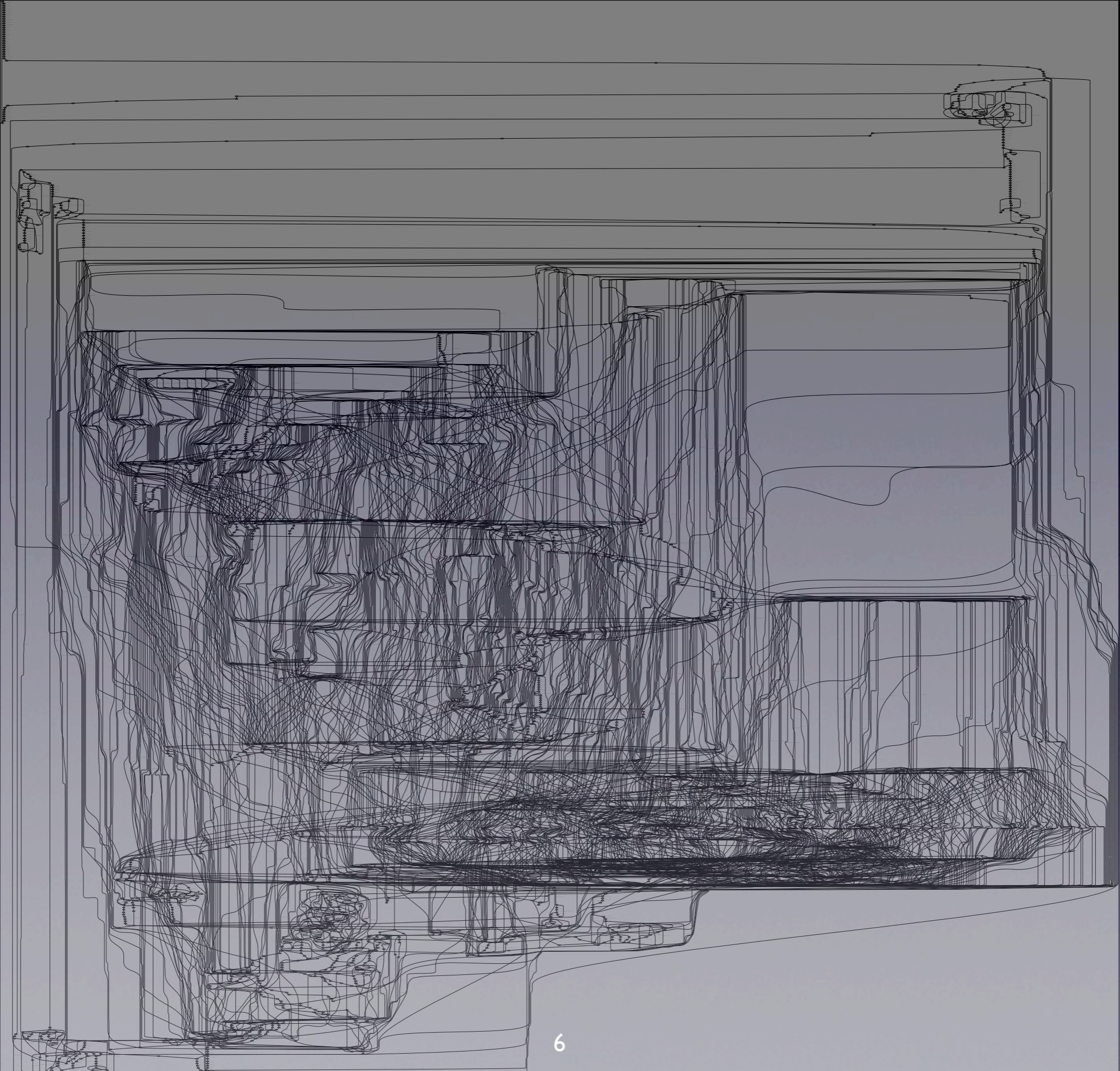


Can be Reverse Engineered











Large Number of States



Large Number of States

+

Low-level Behaviour

=



Large Number of States

+

Low-level Behaviour

=

Unworkable

Sizing up the Problem

- Machine built from traces
- Traces are method calls
- Very low-level behaviour

Statecharts

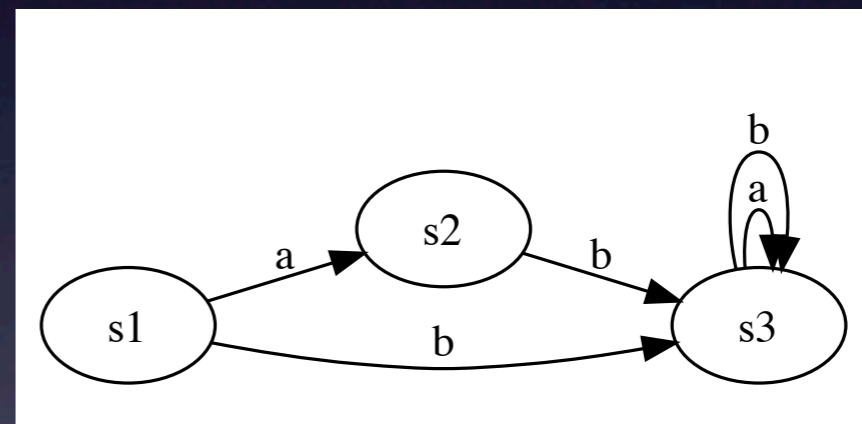
- Extension to state machines
- Composite and concurrent states
- Guards
- Events

Statecharts

- Extension to state machines
- Composite and concurrent states
- Guards
- Events

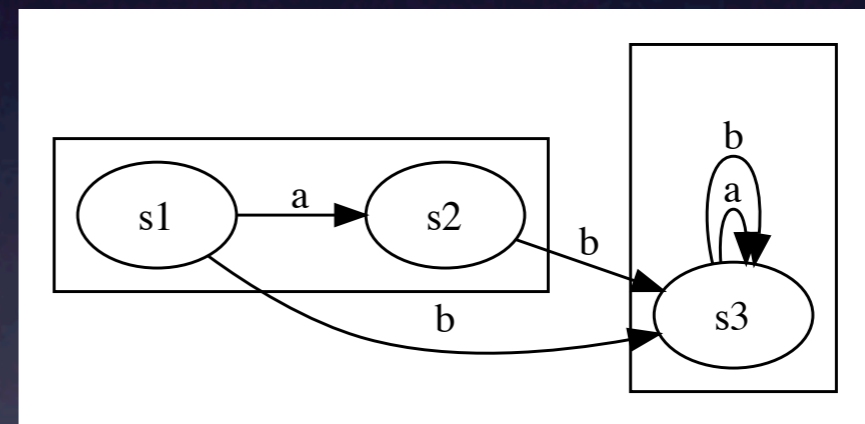
Hierarchical State Machines

- Superstate groups common behaviour



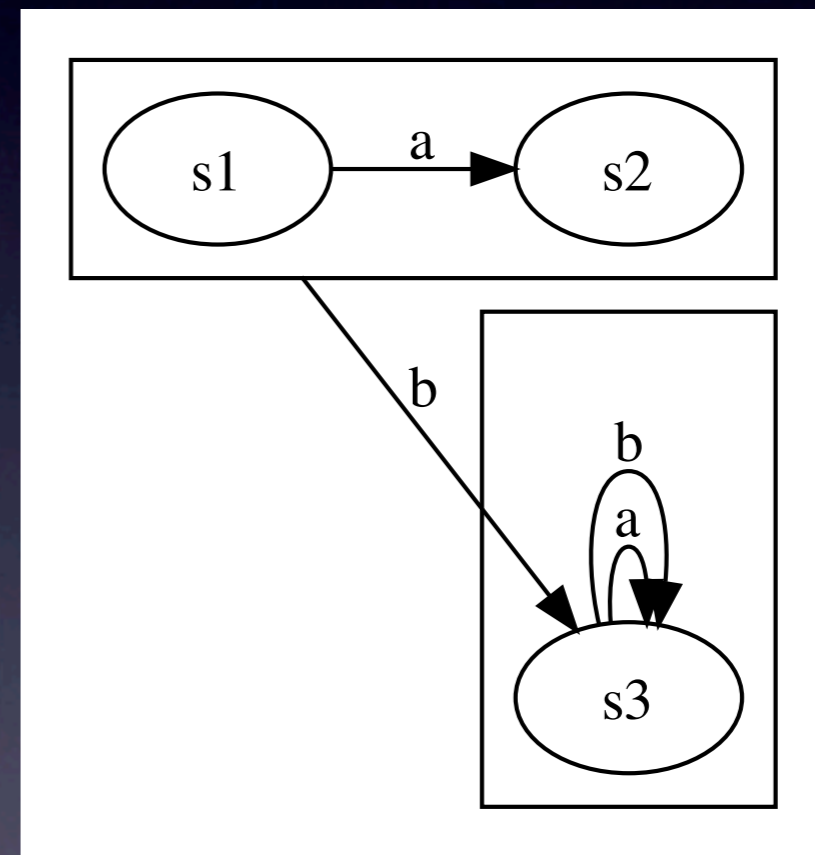
Hierarchical State Machines

- Superstate groups common behaviour



Hierarchical State Machines

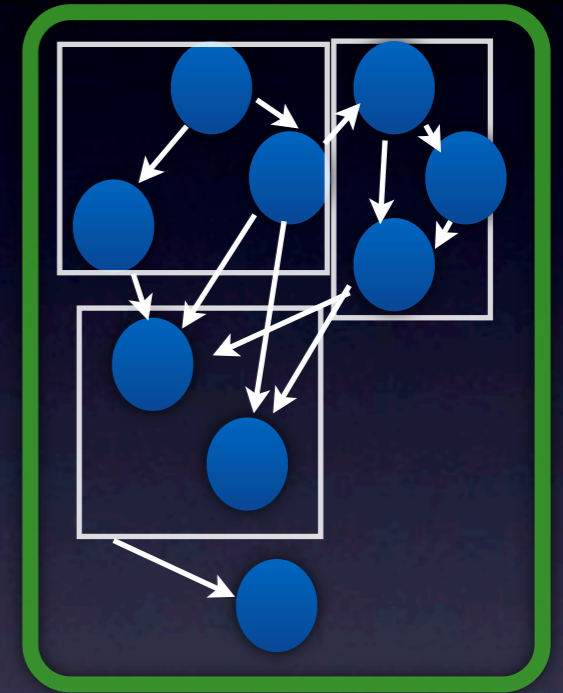
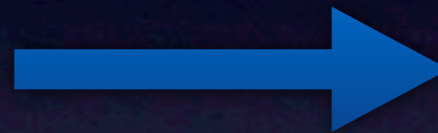
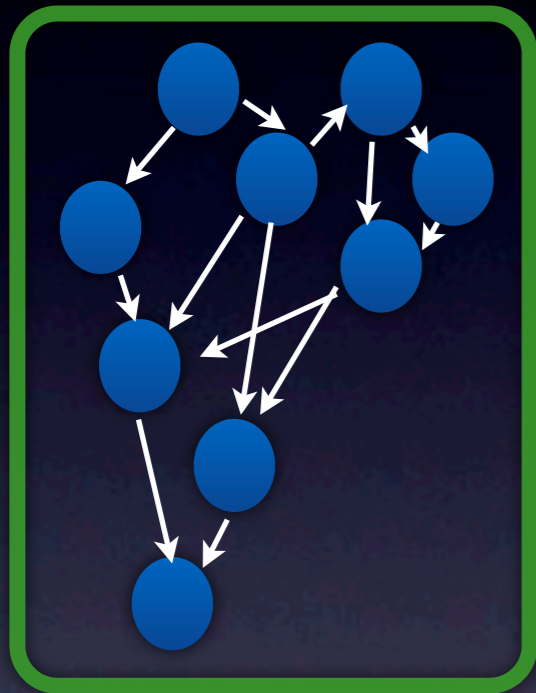
- Superstate groups common behaviour
- Transitions from all states in a superstate rewritten as one



FSM Size Problem

- HSM a potential solution
- Abstract low-level behaviour away
- Easier comprehension
- Allow variable level of detail

Goal



Existing Technique

- Rule based
- Identify groupings where edges could be reduced
- Kumar IACC09
- Need to check all pairs
- Rigid constraint

Related Technique

- Bunch - Mitchell & Mancoridis [TSE06]
- Search-based hierarchy generation for module dependency graphs
- Key contribution: MQ
- Lower number of edges between superstates is better

Related Technique

$$MQ = \sum_{i=1}^k CF_i$$
$$CF_i = \begin{cases} 0 & \mu_i = 0 \\ \frac{2\mu_i}{2\mu_i + \sum_{\substack{j=1 \\ j \neq i}}^k (\epsilon_{i,j} + \epsilon_{j,i})} & \text{otherwise} \end{cases}$$

μ : Number of edges within a module

ϵ : Number of edges that leave a module

FSM to HSM

FSM to HSM



FSM

FSM to HSM

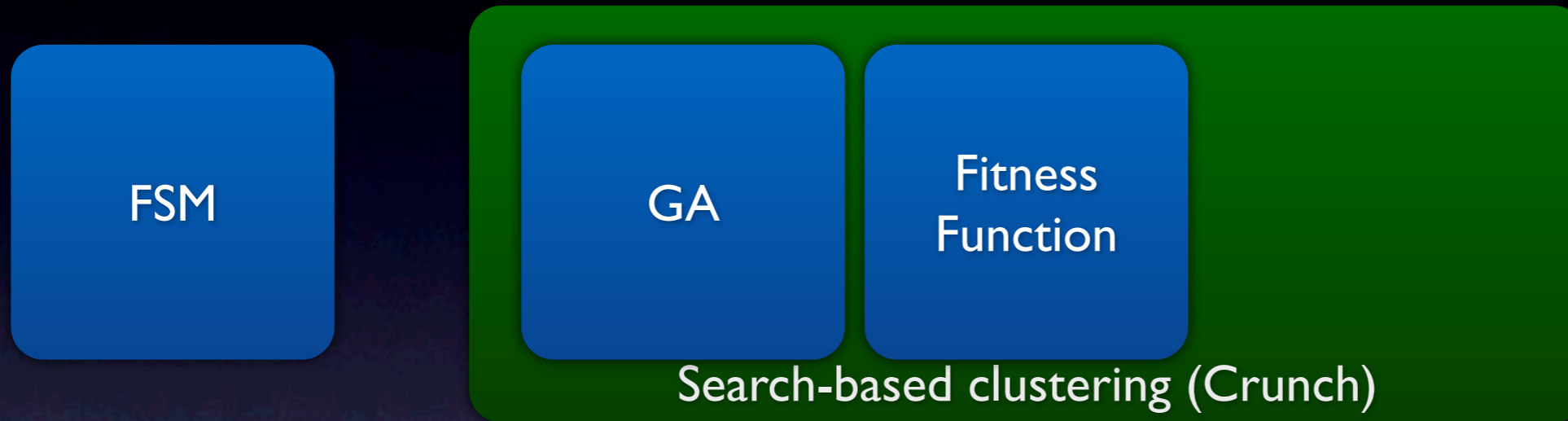
FSM

Search-based clustering (Crunch)

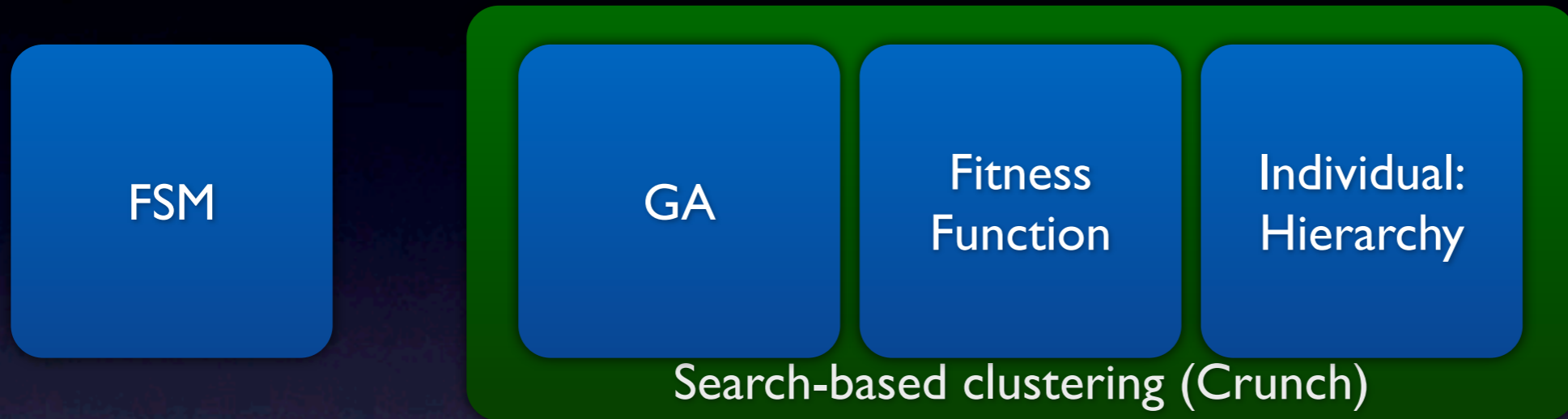
FSM to HSM



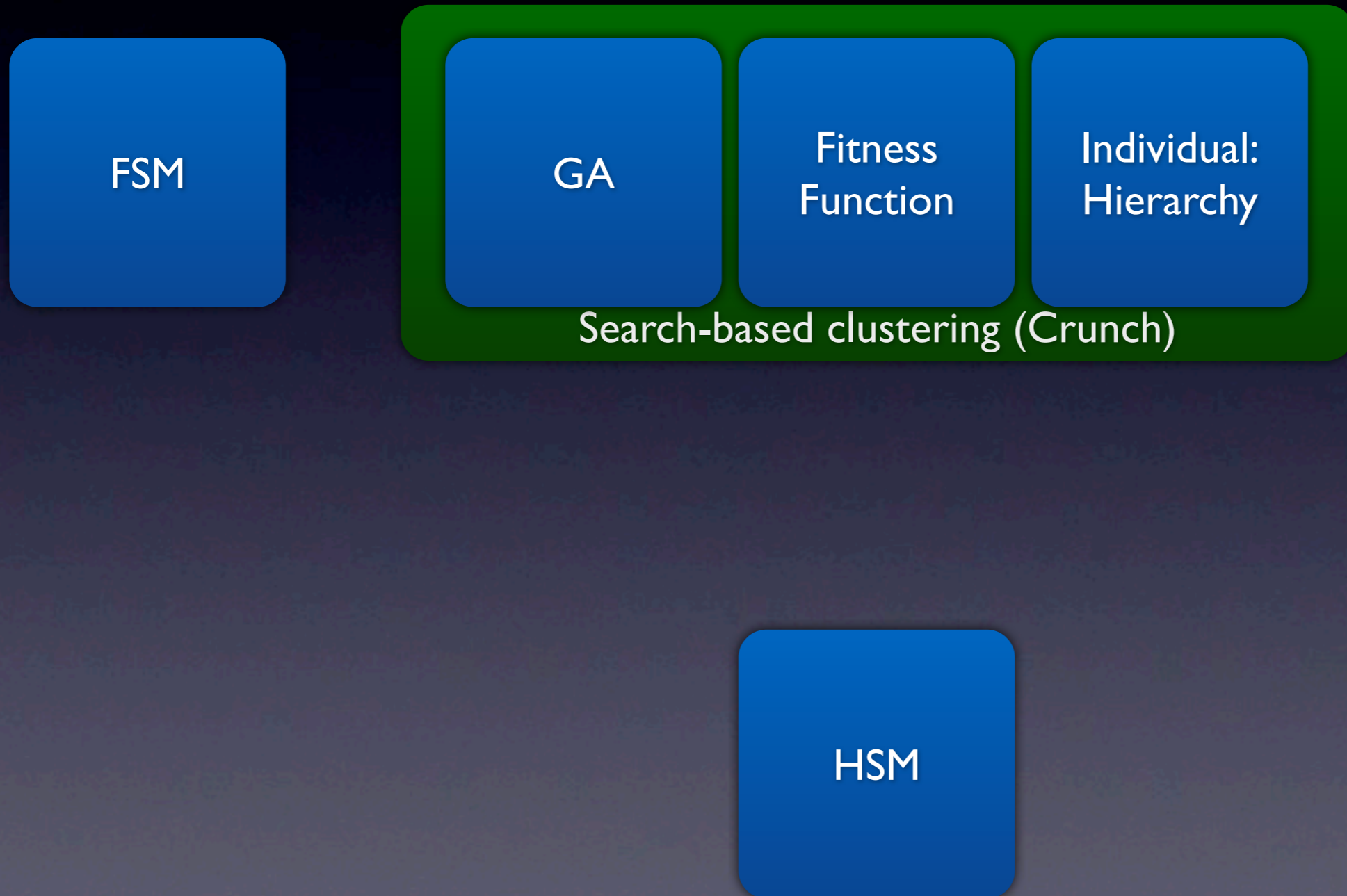
FSM to HSM



FSM to HSM



FSM to HSM



HSM

Output

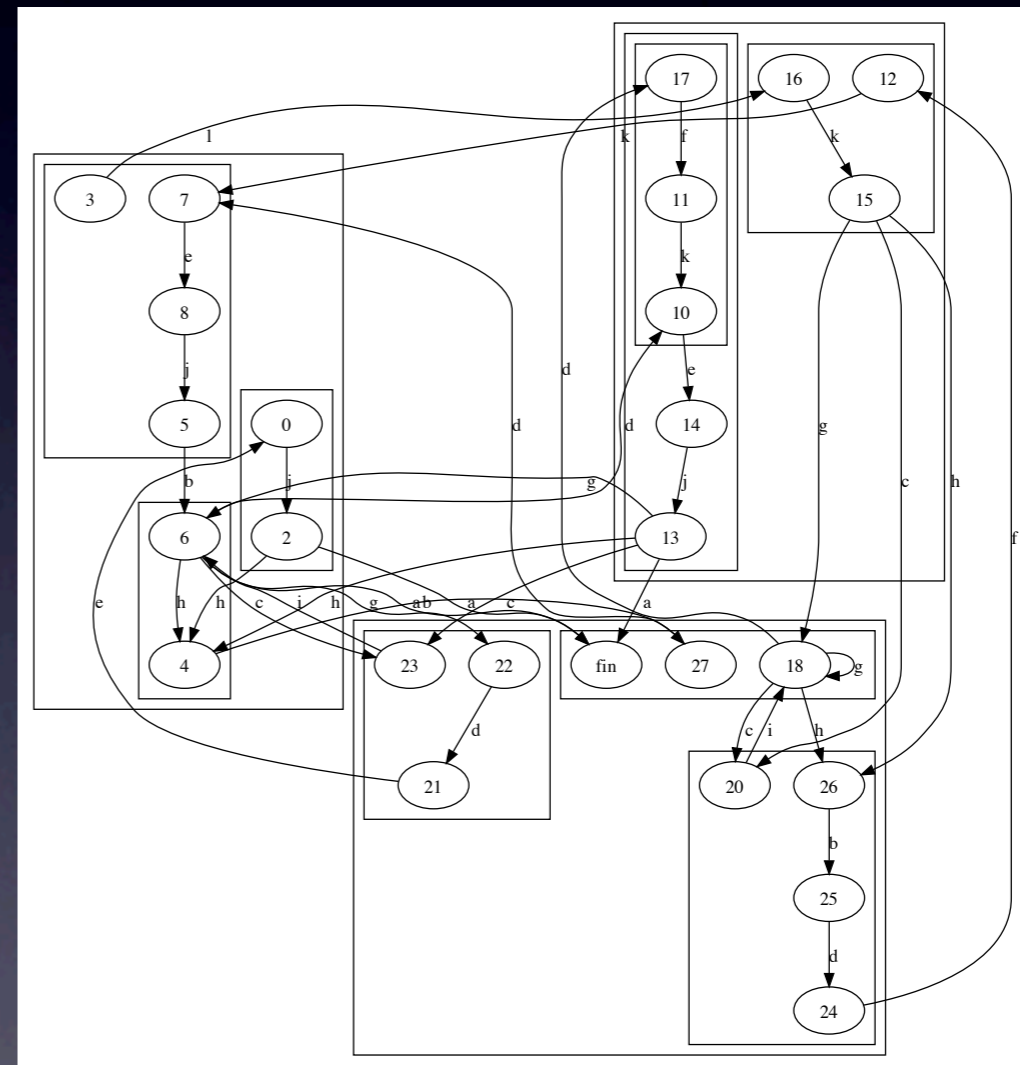
How can you tell how good a solution is?

Evaluating an HSM

- Existing metric for FSMs is CC
- $E - N + 2$
- Ignores hierarchy
- Need a better alternative...

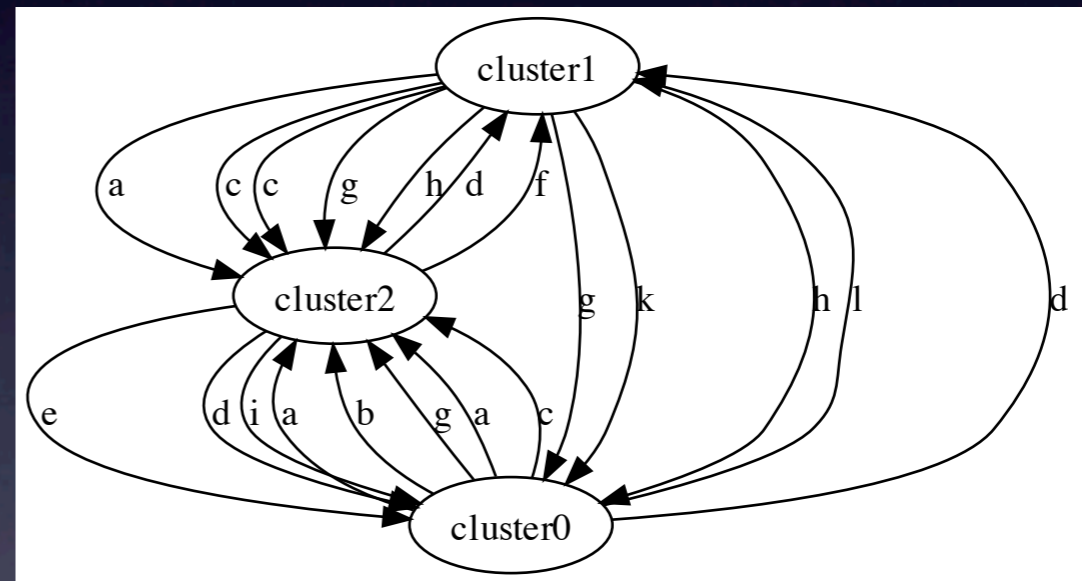
TLCC

- Treat each superstate as a simple state
- Ignore all edges within superstates
- Calculate CC

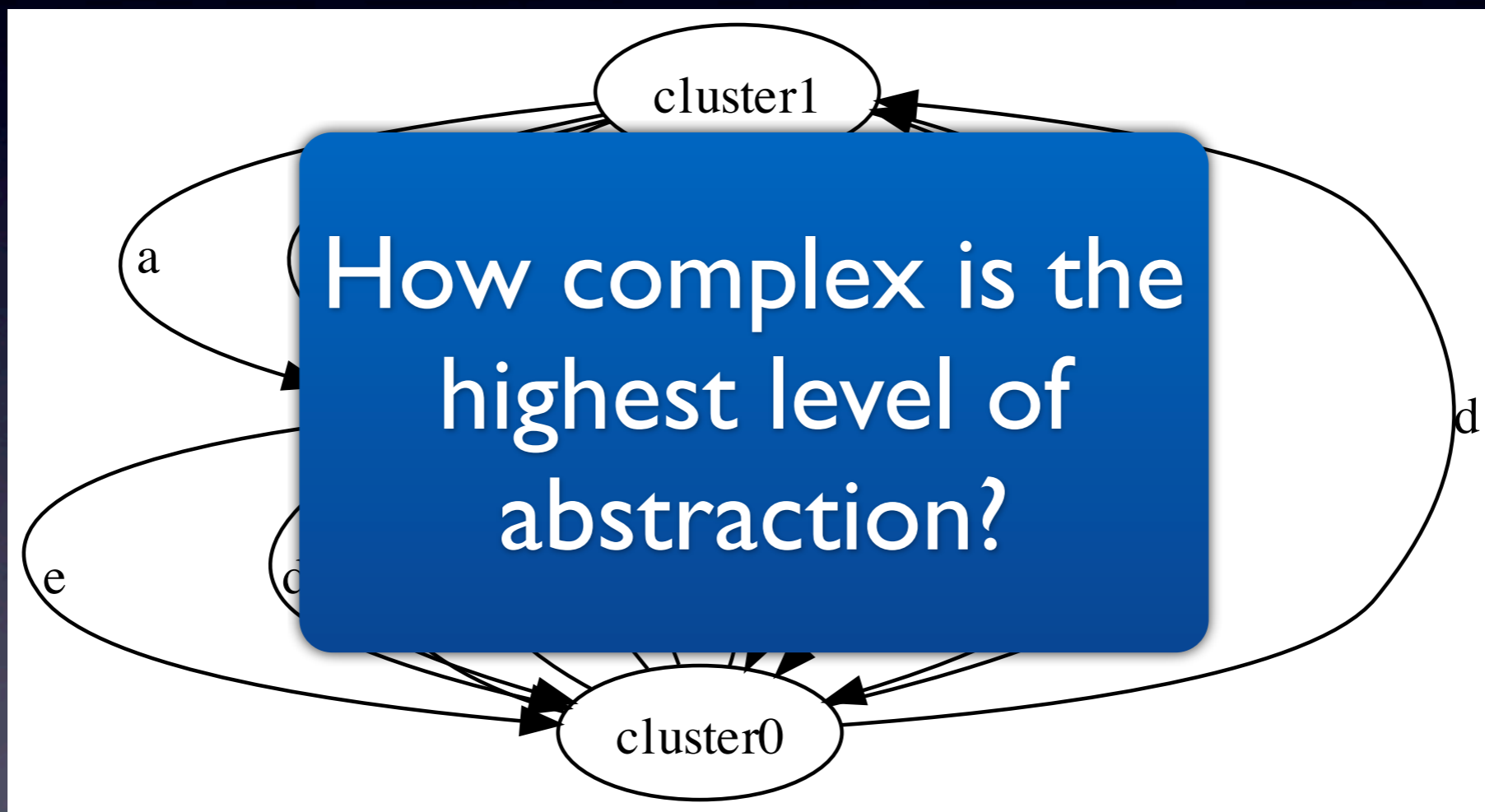


TLCC

- Treat each superstate as a simple state
- Ignore all edges within superstates
- Calculate CC



$$\text{TLCC} = 20 - 3 + 2 = 19$$



Problems with TLCC

- Doesn't measure all the hierarchy
- Invalid solutions can get high results
 - When top level contains all states TLCC = |

HCC

$$HCC(S, T, d) = \frac{TLCC(H, T)}{d} + \sum_{c \in H} HCC(c, T, d + 1)$$

- Favours solutions that place lower level behaviour further down the hierarchy

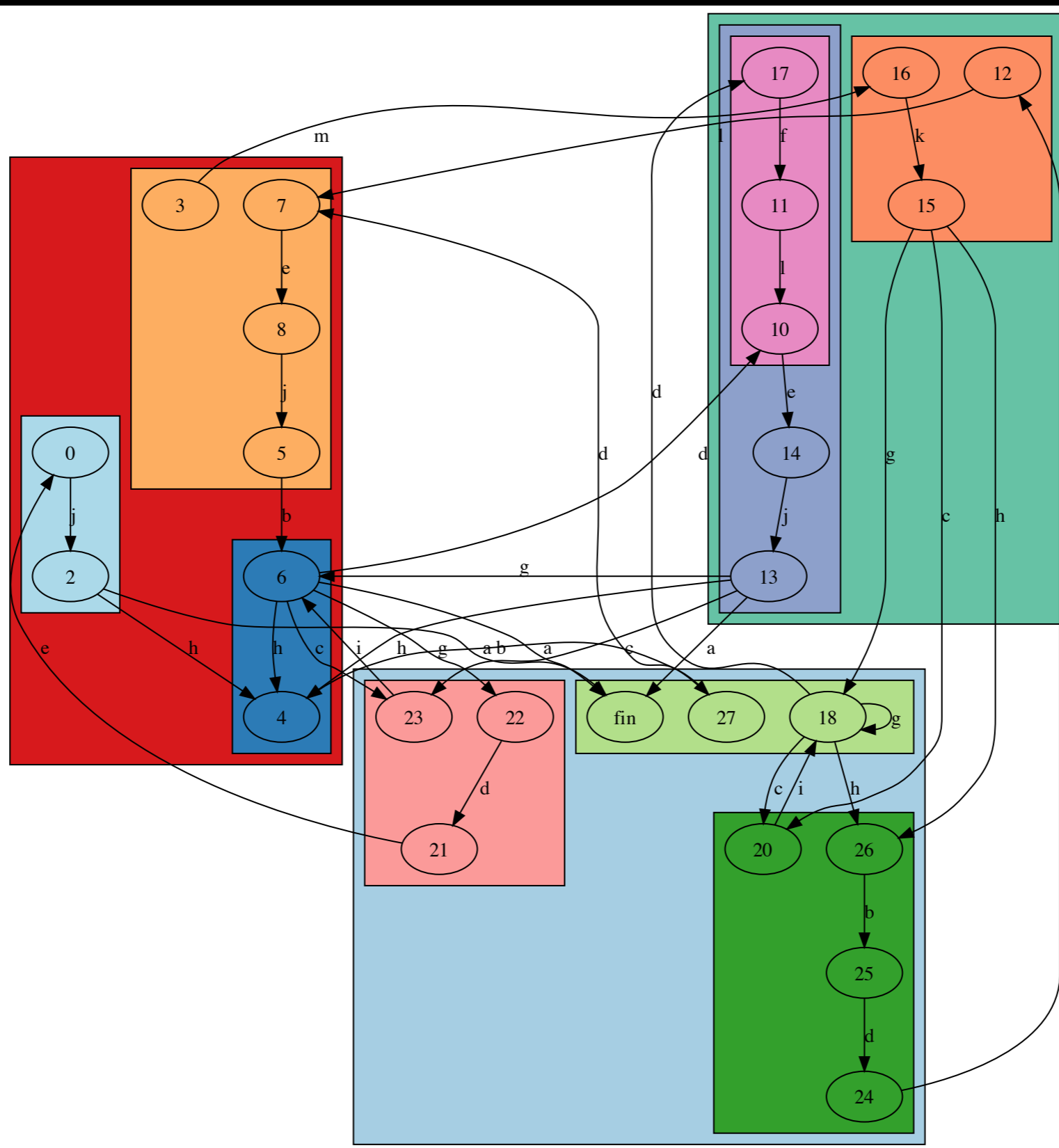
HCC

$$2-4+2$$

$$+ 1-2+2$$

$$+ 1-2+2)$$

$$/3$$



$$(1-3+2$$

$$+ 2-3+2)/3$$

$$+ 2-3+2/4$$

$$(2-4+2$$

$$+ 1-3+2$$

$$+ 1-3+2)$$

$$/3$$

HCC

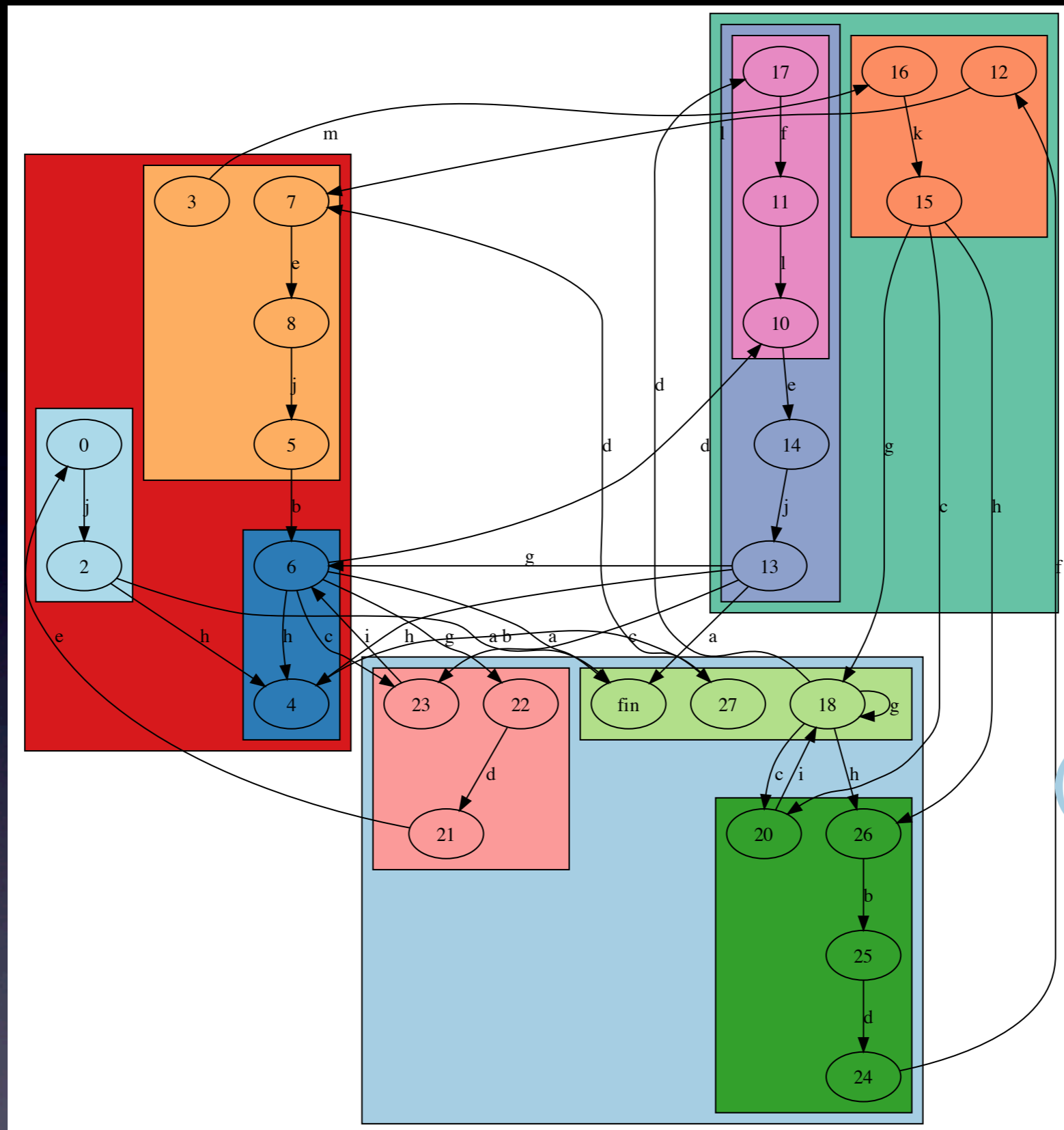
$$2-4+2$$

$$+ 1-2+2$$

$$+ 1-2+2)$$

$$/3$$

$$(2-3+2) / 2$$



$$(1-3+2$$

$$+2-3+2)/3$$

$$+2-3+2/4$$

$$(0-2+2)/2$$

$$(3-3+2)/2$$

$$(2-4+2$$

$$+ 1-3+2$$

$$+ 1-3+2)$$

$$/3$$

HCC

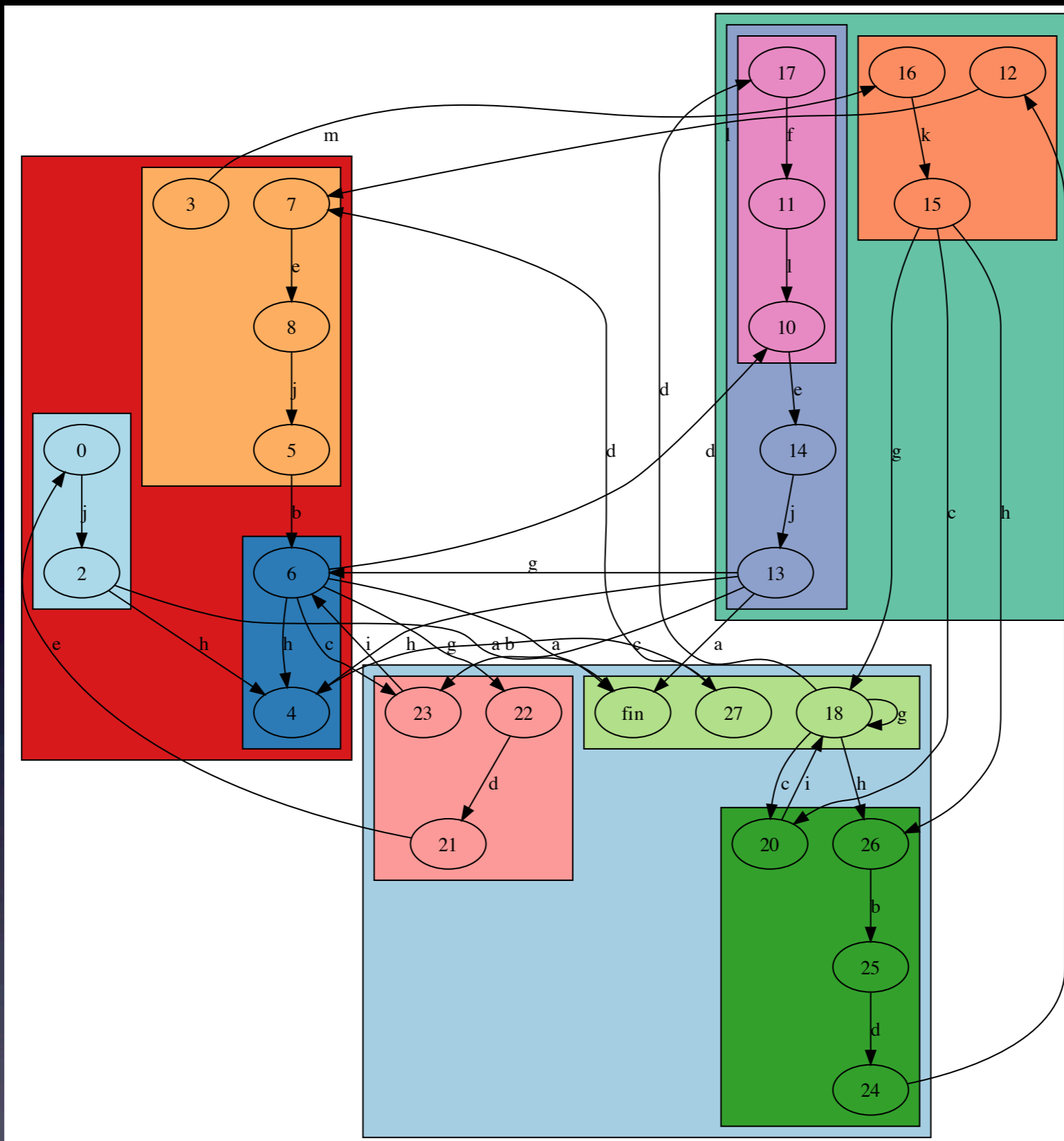
$$2-4+2$$

$$1-2+2$$

$$+ 1-2+2)$$

$$/3$$

$$(2-3+2) / 2$$



$$(1-3+2$$

$$+2-3+2)/3$$

$$+2-3+2/4$$

$$(0-2+2)/2$$

$$(3-3+2)/2$$

$$(2-4+2$$

$$+ 1-3+2$$

$$+ 1-3+2)$$

$$/3$$

HCC

$$19 + (1+0+2)/2 + (2+2+0)/3 + 1/4$$

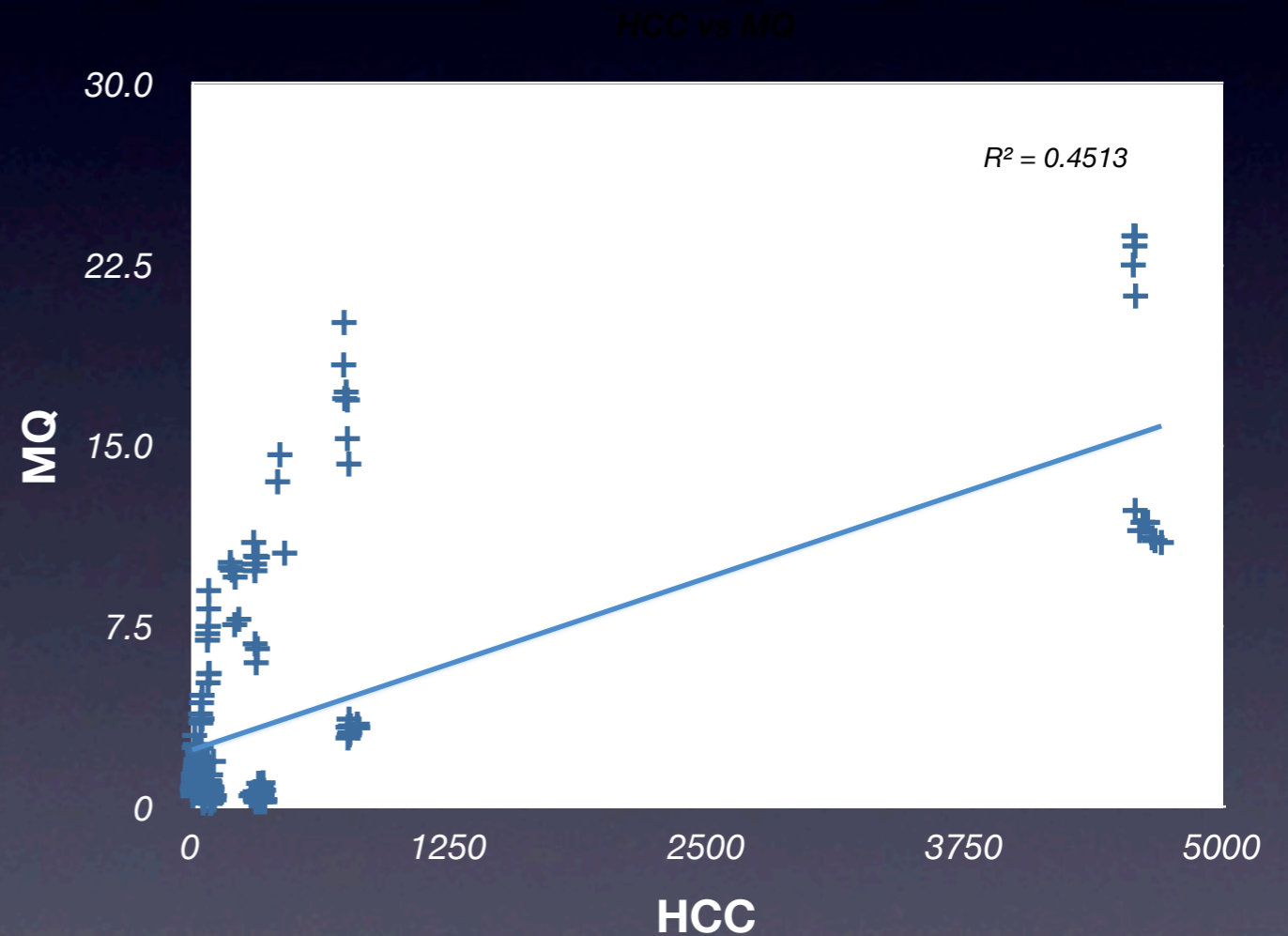
Problems with HCC

- Easy to cheat
- Still based on CC
- Subject to same criticisms

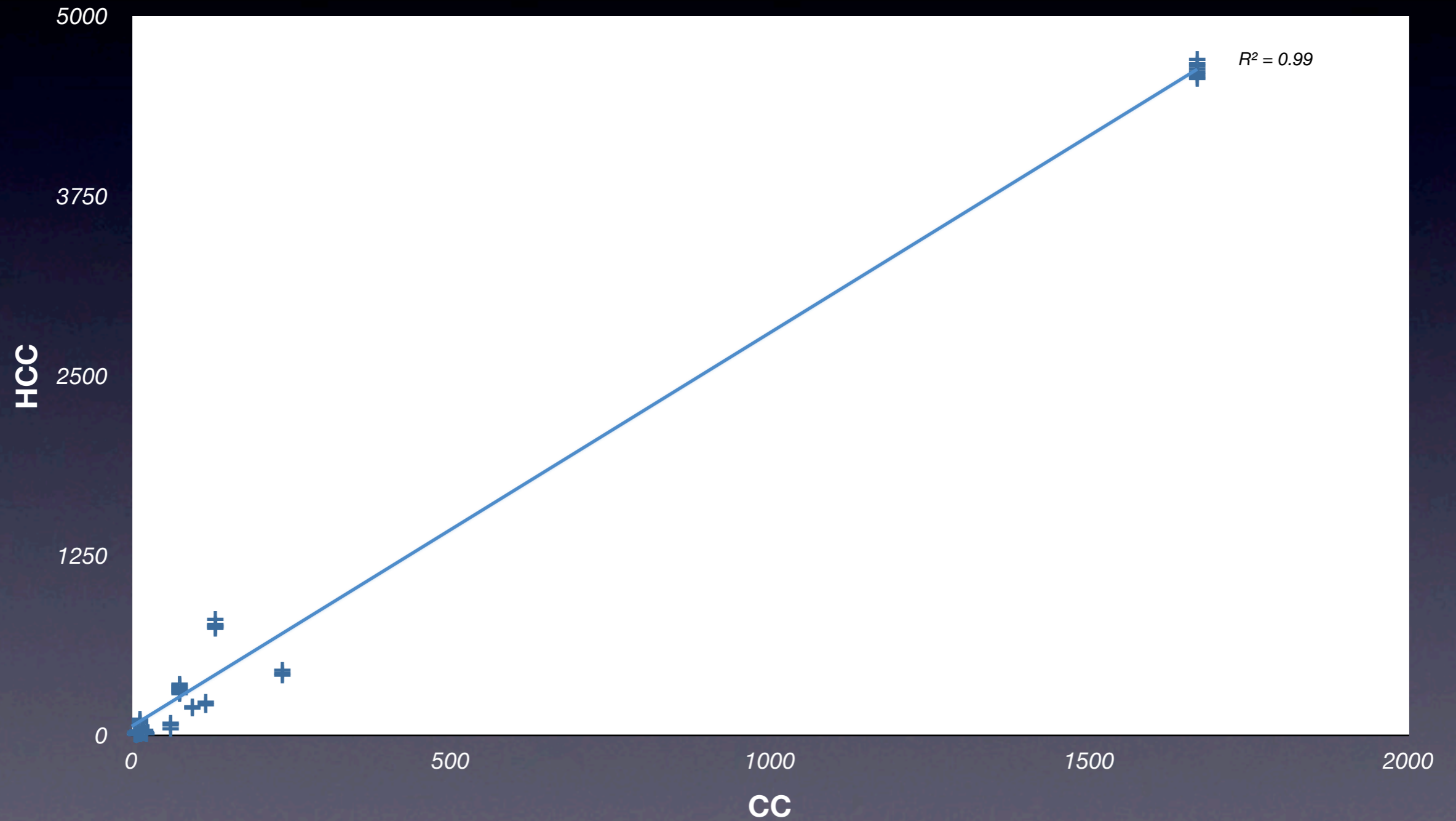
HCC vs MQ

HCC vs MQ

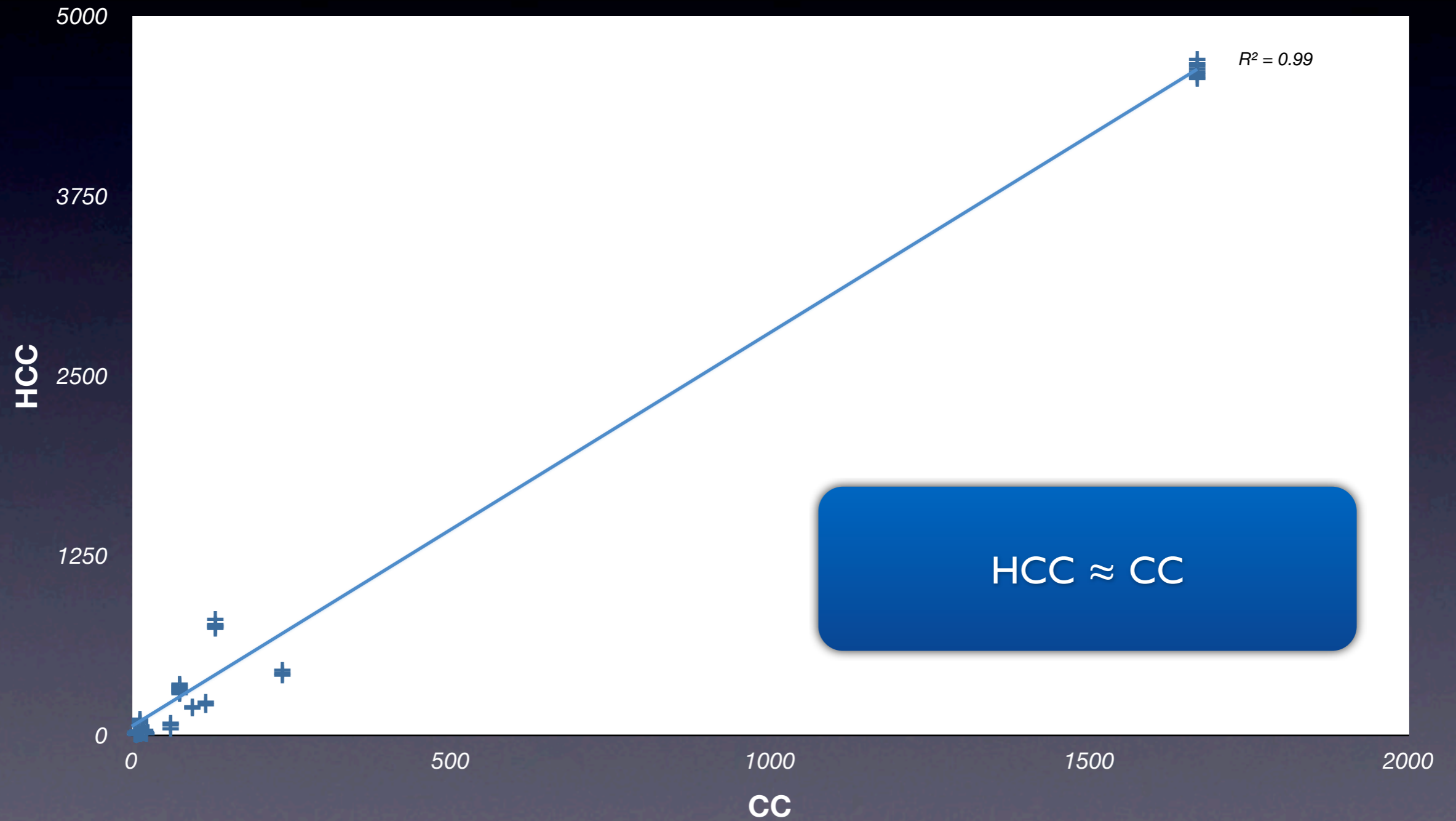
- 27 FSMs
- size between 5 and 1400 states
- results from 5 different fitness functions
- 202 points total



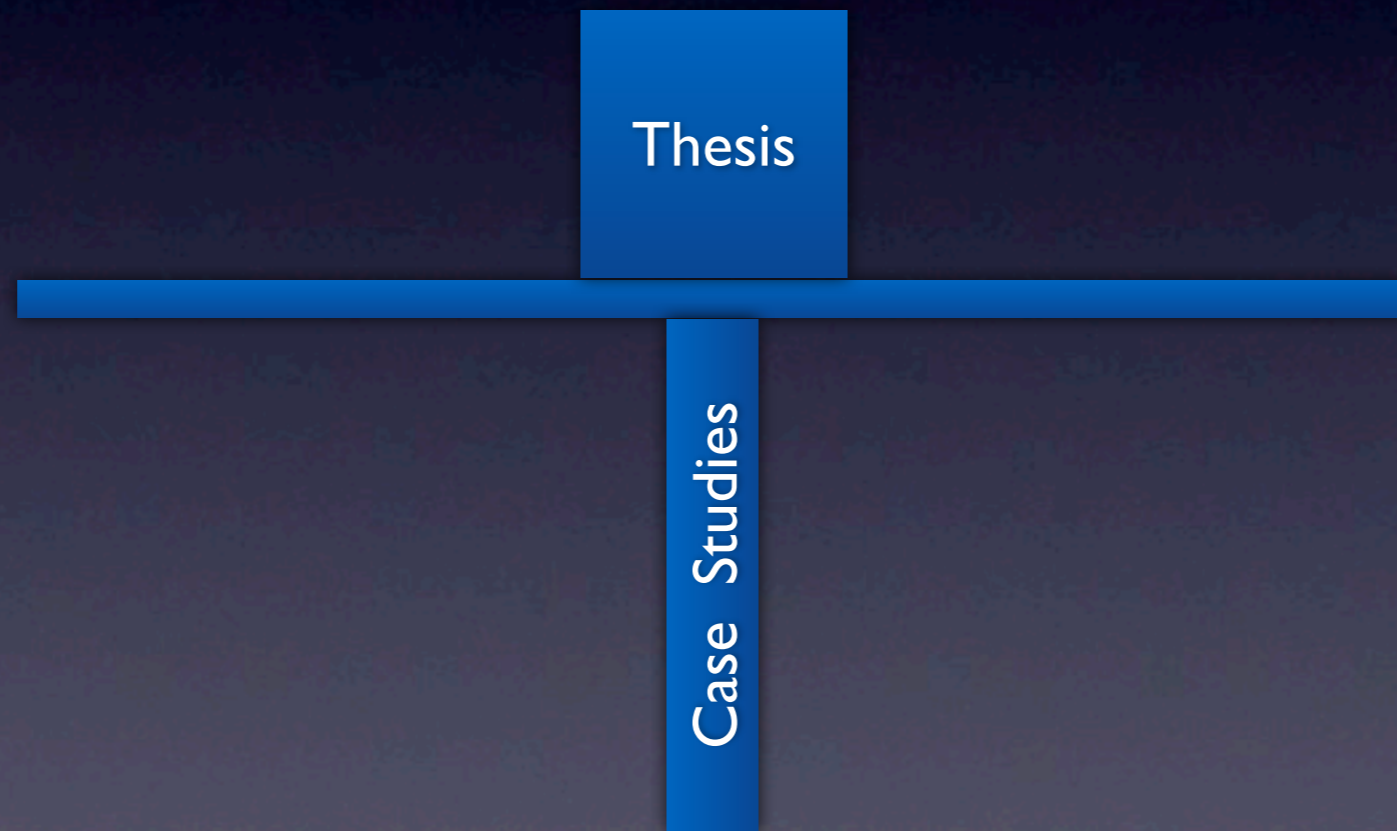
HCC vs CC



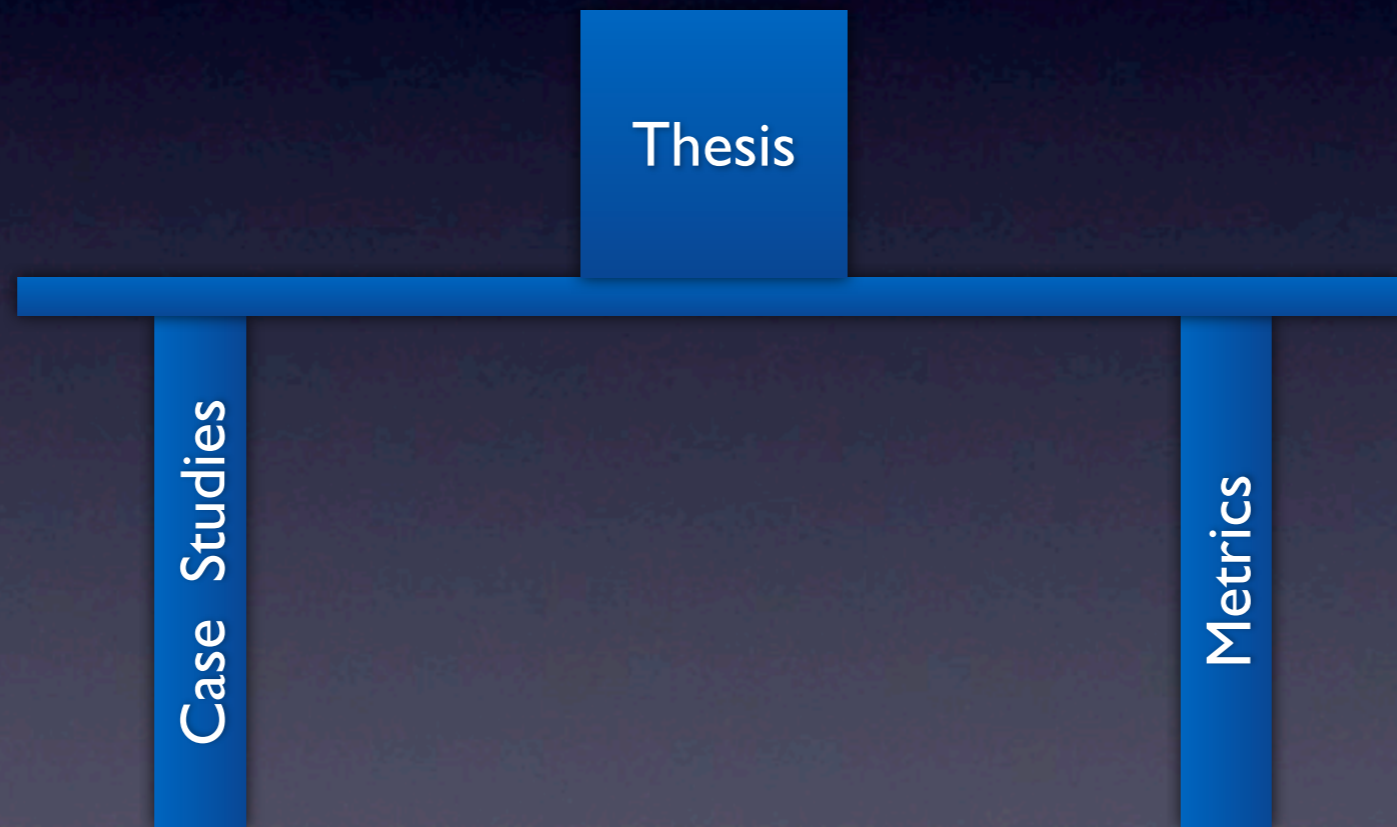
HCC vs CC



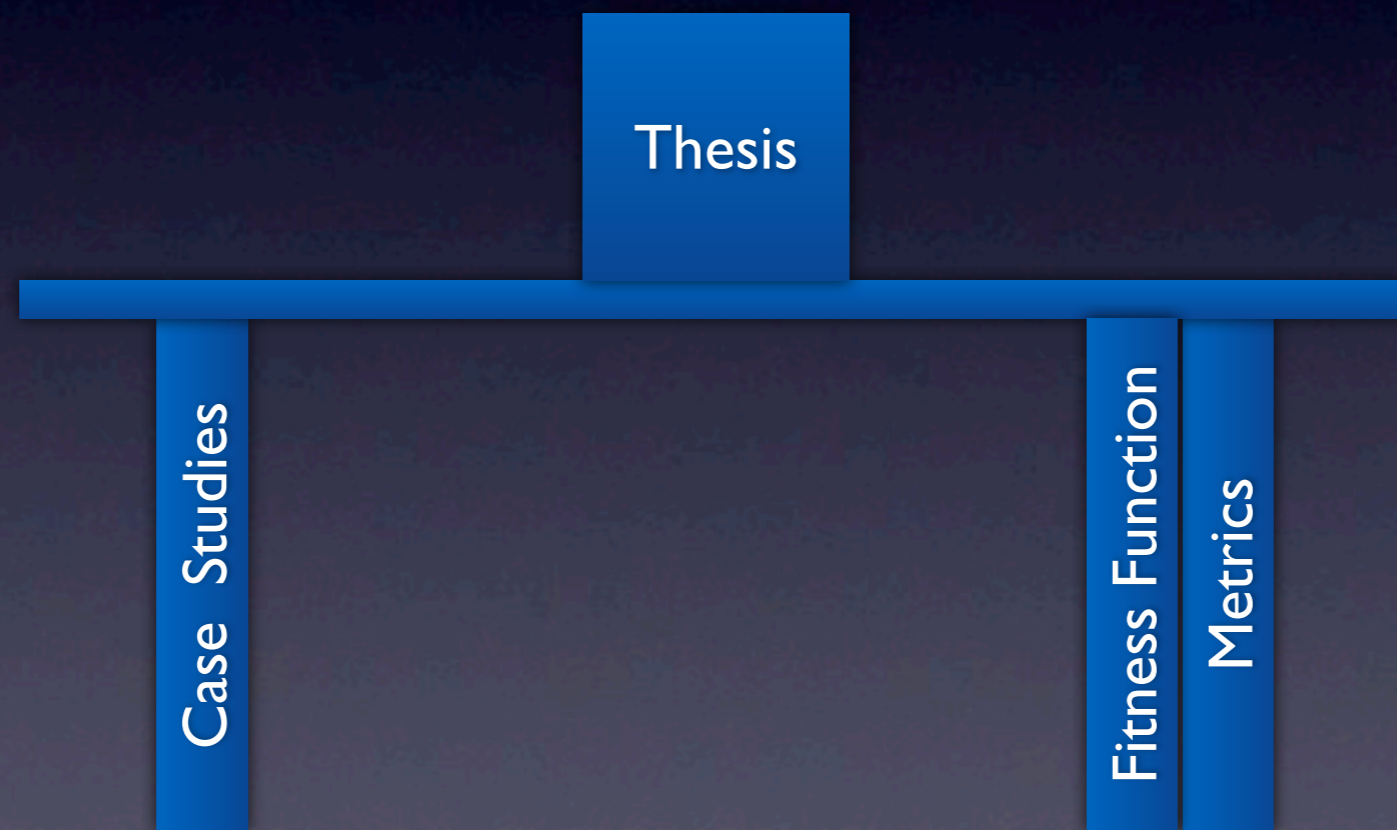
PhD



PhD



PhD



Metrics

- Looking into SE metrics to adapt to HSMs
- Many depend on unavailable information
- Can also be used as a fitness function

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- Many depend on unavailable information
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Current Work

- Look at HSMs
- Many HSMs need to find or develop an appropriate metric
- Can also be used as a fitness function

Considerations

- How big can a superstate be before it's considered too large?
- Is there enough information in the machine structure?
- Is it enough to maximise some metric?
- Multiobjective?

PhD: Intended Contributions

- Crunch: search-based graph clustering tool
- Survey and evaluation of metrics
- *Superstate Name Generation*
- *Human study*

Conclusion

- Reverse engineered state machines are too large
- It's possible to reduce CC through hierarchy introduction
- Introduced a way to compare CC of HSMs
- ...but HCC still subject to same problems as CC