

Continuous Optimal Timing

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Outline

- Motivation
- Preliminaries
- Existing Algorithms
- Our Algorithm
- Empirical Evaluation
- Conclusion

Motivation

Probabilistic models

- **unreliable/unpredictable system behaviour:**

message loss, component failure, ...

- **randomized algorithms:**

the probability of reaching consensus in leader election algorithms is almost 1

Motivation

Models we work with:

- run in continuous time
- comprise non-deterministic and probabilistic behaviour

are good for:

- optimization over multiple available choices
- finding worst case results

properties:

Is the maximal probability of reaching a failure state within an hour
 < 0.01 ?

Motivation

- Model checking boils down to time-bounded reachability problem:

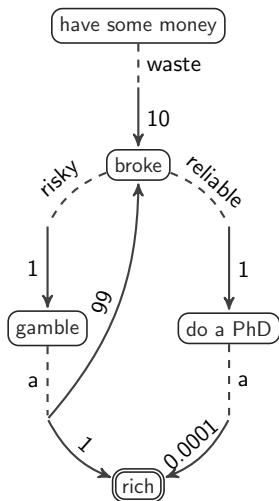
What is the maximal/minimal probability to reach a given set of states within a given time bound?

- Several algorithms to tackle this problem are known
 - they are polynomial, but still slow on industrial size benchmarks
 - there is no proper comparison between all of them
 - no one has a clue which algorithm will be faster on a specific benchmark

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CTMDPs

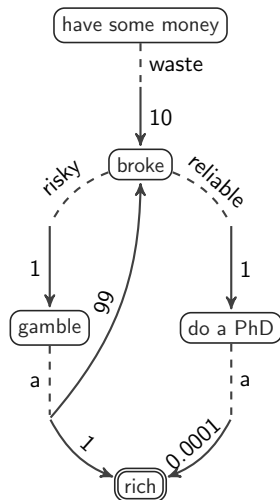


CTMDPs

Continuous Time Markov Decision Process (CTMDP)

is a tuple $C = (S, Act, R)$, where

- S - set of states
- Act - set of actions
- $R : S \times Act \times S \mapsto \mathbb{R}_{\geq 0}$ rate function



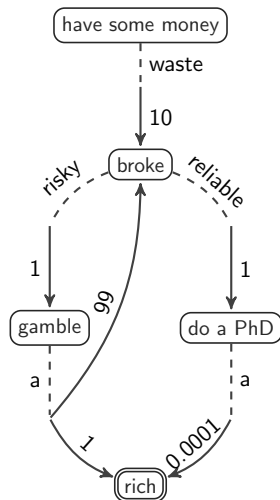
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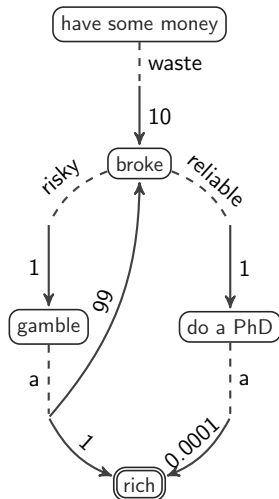
- S - set of states
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- **Exit Rate** $E(s, \alpha) = \sum_{s' \in S} R(s, \alpha, s')$
- CTMDP is **Uniform** if exit rates over all states and all available actions are the same



Resolution of Non-Determinism. Schedulers.

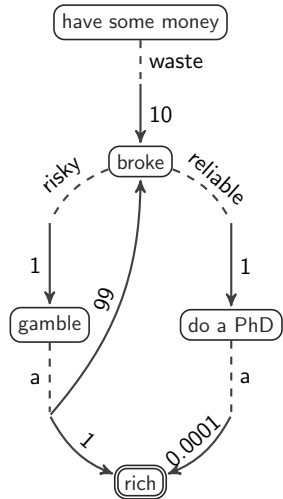
What is the probability of becoming rich before I die?



Resolution of Non-Determinism. Schedulers.

*What is the probability of becoming reach
before I die?*

The answer depends on chosen actions



Resolution of Non-Determinism. Schedulers.

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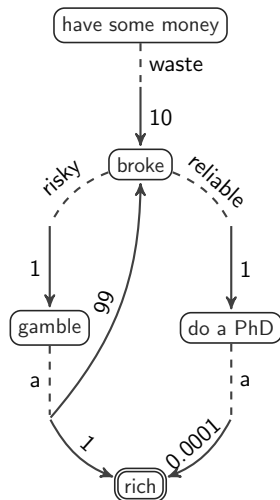
The answer depends on chosen actions

- A **Scheduler** σ (or **controller, policy**):

$$\sigma : \text{History} \rightarrow \text{Act}$$

- Classes of schedulers:

- **Timed/Untimed** - knowledge of time passed (*Tim/Unt*)
- **Early/Late** - decision is fixed on entering a state/maybe changed at any time later

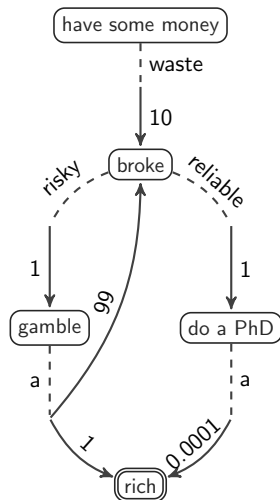


Reachability Problem

What is the maximal/minimal probability to reach a given set of states within given time?

$$\text{val}^\nabla(s) := \sup_{\sigma \in \text{Tim}_\nabla} \Pr_\sigma^s [\Diamond^{\leq T} G]$$

$$\nabla \in \{\ell, e\}$$



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Existing Algorithms

Early

- Exponential Approximation
EXPSTEP-1
(by M. Neuhaeussar, L. Zhang)
- Improved Exponential Approximation
EXPSTEP-k
(by H. Hatefi, H. Hermanns)

Late

- Polynomial Approximation
POLYSTEP-k
(by J. Fearnley, M. Rabe, et al.)
- Adaptive Step Approximation
ADAPTSTEP
(by P. Buchholz, I. Schulz)

All existing approaches use **discretization**

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Our Approach

Features:

- Does NOT discretize the time horizon, instead
- approximate via different class of schedulers:
 - Less powerfull **Untimed** - for lower bound
 - More powerfull **“Prophetic”** - for upper bound

Our Algorithm (UNIF^+)

input : CTMDP $\mathcal{C} = (S, \text{Act}, \mathbf{R})$, goal states $G \subseteq S$, horizon $T \in \mathbb{R}_{>0}$, scheduler class $\nabla \in \{\ell, e\}$, and approximation error $\varepsilon > 0$

params: truncation error ratio $\kappa \in (0, 1)$

output : vector \mathbf{v} such that $\|\mathbf{v} - \text{val}^\nabla\|_\infty \leq \varepsilon$

1 $\lambda \leftarrow$ maximal exit rate E_{\max} in \mathcal{C}

2 **repeat**

3 $\mathcal{C}_\lambda^\nabla \leftarrow$ ∇ -uniformisation of \mathcal{C} to the rate λ

4 $\underline{\mathbf{v}} \leftarrow$ approximation of the lower bound $\underline{\text{val}}$ for $\mathcal{C}_\lambda^\nabla$ up to error $\varepsilon \cdot \kappa$

5 $\overline{\mathbf{v}} \leftarrow$ approximation of the upper bound $\overline{\text{val}}$ for $\mathcal{C}_\lambda^\nabla$ up to error $\varepsilon \cdot \kappa$

6 $\lambda \leftarrow 2 \cdot \lambda$

7 **until** $\|\overline{\mathbf{v}} - \underline{\mathbf{v}}\|_\infty \leq \varepsilon \cdot (1 - \kappa)$

8 **return** $\underline{\mathbf{v}}$

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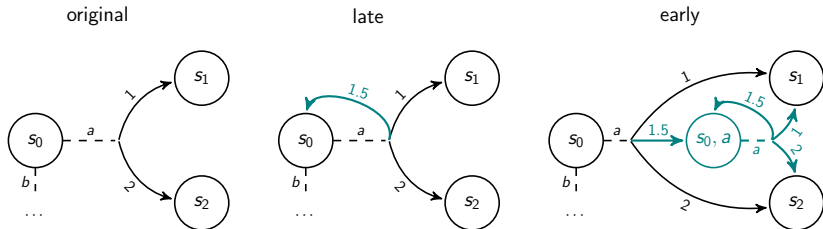
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UNIF⁺. Uniformization

Uniformize to the rate 4.5:



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UNIF⁺. Bounds

Lower Bound

$$\underline{\text{val}}(s) := \sup_{\sigma \in \text{Unt}} \sum_{i=0}^{\infty} \Pr_{\sigma}^{\mathcal{C}_{\lambda}^{\nabla}, s} \left[\Diamond_{=i}^{\leq T} G \right]$$

Optimal reachability probability
over **untimed** schedulers

Upper Bound

$$\overline{\text{val}}(s) := \sum_{i=0}^{\infty} \sup_{\sigma \in \text{Unt}} \Pr_{\sigma}^{\mathcal{C}_{\lambda}^{\nabla}, s} \left[\Diamond_{=i}^{\leq T} G \right]$$

Optimal reachability probability
over **“prophetic”** schedulers

Our Algorithm (UNIF⁺)

input : CTMDP $\mathcal{C} = (S, \text{Act}, \mathbf{R})$, goal states $G \subseteq S$, horizon $T \in \mathbb{R}_{>0}$, scheduler class $\nabla \in \{\ell, e\}$, and approximation error $\varepsilon > 0$

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Empirical Evaluation and Comparison

	max. $ S $	max. \downarrow	range of max. exit rates	best in early (# of cases)	best in late (# of cases)
PS:	743969	7	5,6 – 129,6	U^+ (32)	U^+ (47)
QS:	16924	36	6,5 – 44,9	U^+ (32)	PS-3(18), U^+ (17), AS (15)
DPMS:	366148	7	2,1 – 9,1	U^+ (31), ES-2(3), N/A(1)	AS (24), U^+ (14), PS-3(6)
GFS:	15258	2	252 – 612	U^+ (40)	AS (23), U^+ (11)
FTWC:	2373650	5	2 – 3,02	U^+ (25)	U^+ (32)
SJS:	18451	72	3 – 32	U^+ (57), ES-2(2)	U^+ (70), AS (29)
ES:	30004	2	10	U^+ (23), ES-2(4), N/A(1)	U^+ (28), PS-3(2)

Table: Overview of experiments summarizing which algorithm performed best how many times; N/A indicates that no algorithm completed within 15 minutes.

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Conclusion

- UNIF^+ performs very well for early scheduling problems
- UNIF^+ is competitive on late scheduling problems
- Results on late scheduling are inconclusive. Further insight into the problem is required
- The benefits of UNIF^+ :
 - it is easily switchable between early/late schedulers
 - a simplified version of UNIF^+ with only 1 iteration is very fast and may give good a posteriori error bounds

The End