

Formal Approaches for Detecting Feature Interactions, Their Experimental Results, and Application to VoIP



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Contents

- 1. Background and Problems**
- 2. Problems and Their Solutions**
 - Terminal Assignments**
 - Reachability Test**
 - Static Detection Algorithm**
- 3. Implementation and Evaluations**
- 4. Application to VoIP**

Background

- **Dynamic Detection: Detecting interactions by executing service specifications.**

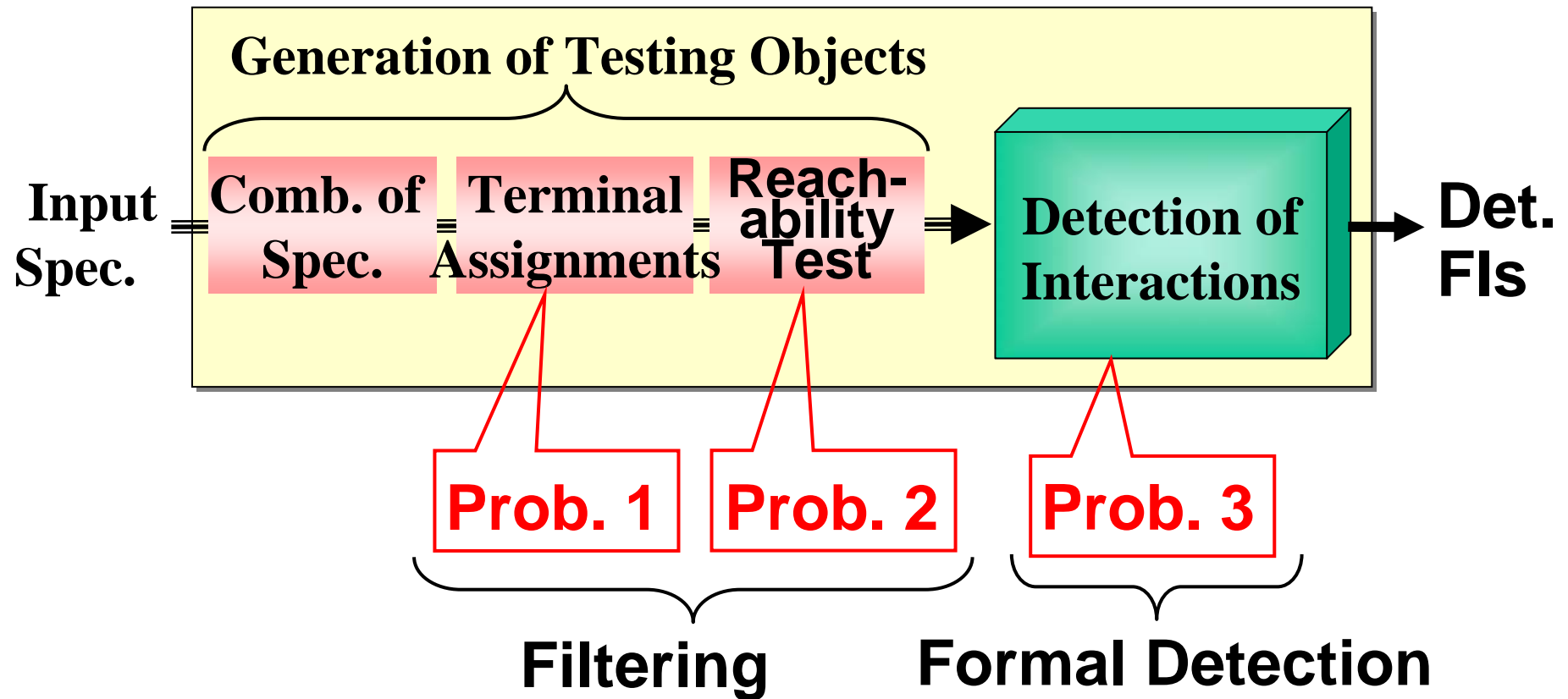
Explosion in computation time for detecting feature interactions

- **Static Detection: Detecting interactions solely by analyzing service specifications**

Coverage and Redundancy in detecting feature interactions

Problems in Static Detection

Static Detection System



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Specification Description Language

STR:State Transition Rule

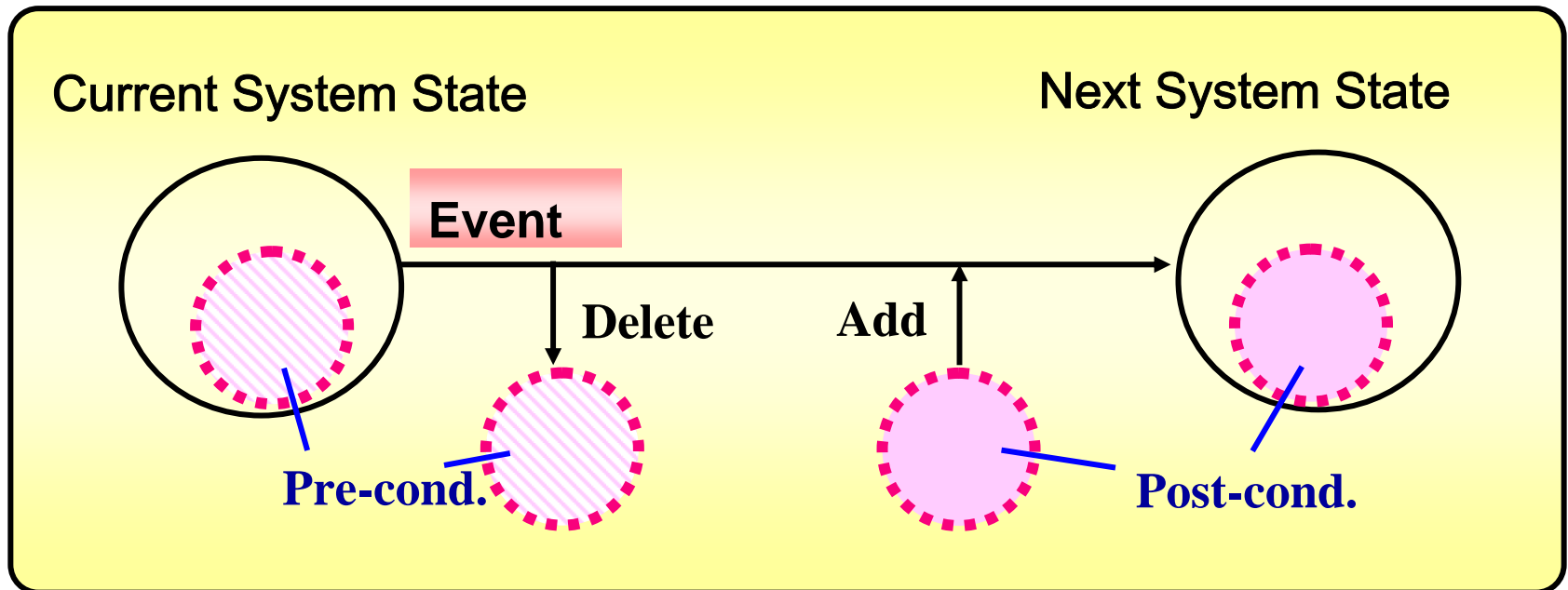
Specification is represented as a set of STR rules

Form : Pre-cond. Event: Post-cond.

Pre-cond. and Post-cond. are represented as a set of primitives.

Rule application : Precondition exists in the current system state

State change:

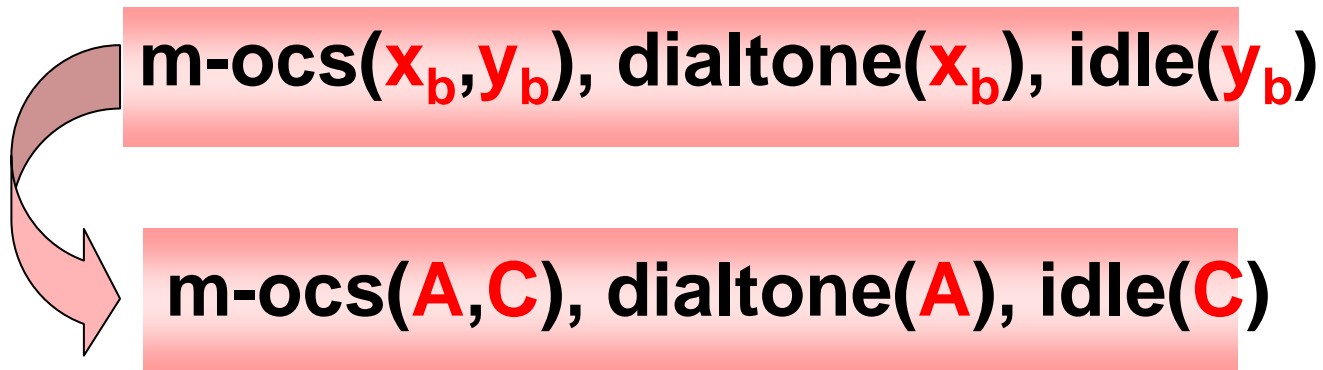
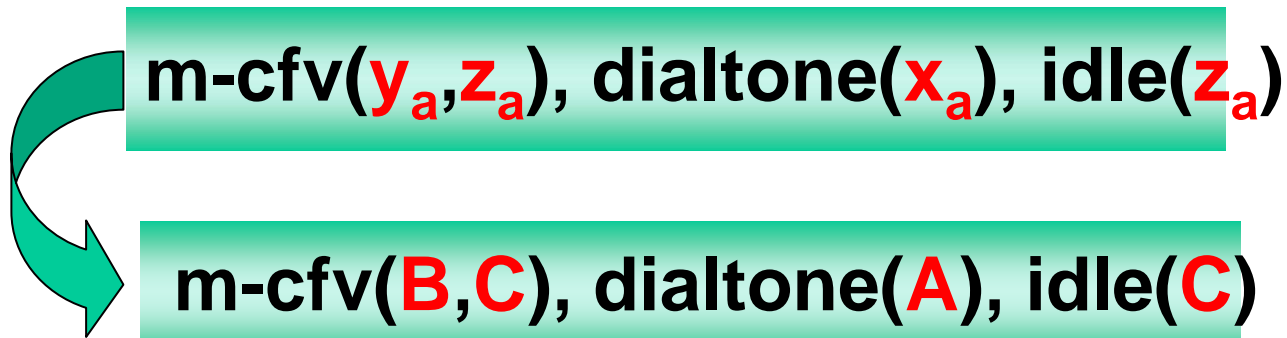


Terminal Assignments

Terminal is described as a **variable** in rules.

To detect FIs, **real terminals are assigned** to variables.

Ex. :



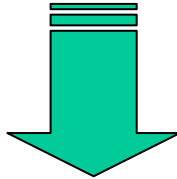
Problems so far

It was not clear

how to assign real terminals to terminal variables.



Explosive computation time with all assignments
Low coverage with reduced assignments



Proposal of terminal assignment method, where unnecessary terminal assignments are deleted.

Basic Idea for Terminal Assignment

No terminals belong to both services: no feature interactions

If a terminal belongs to both services, feature interactions may occur.

A terminal belongs to both services:

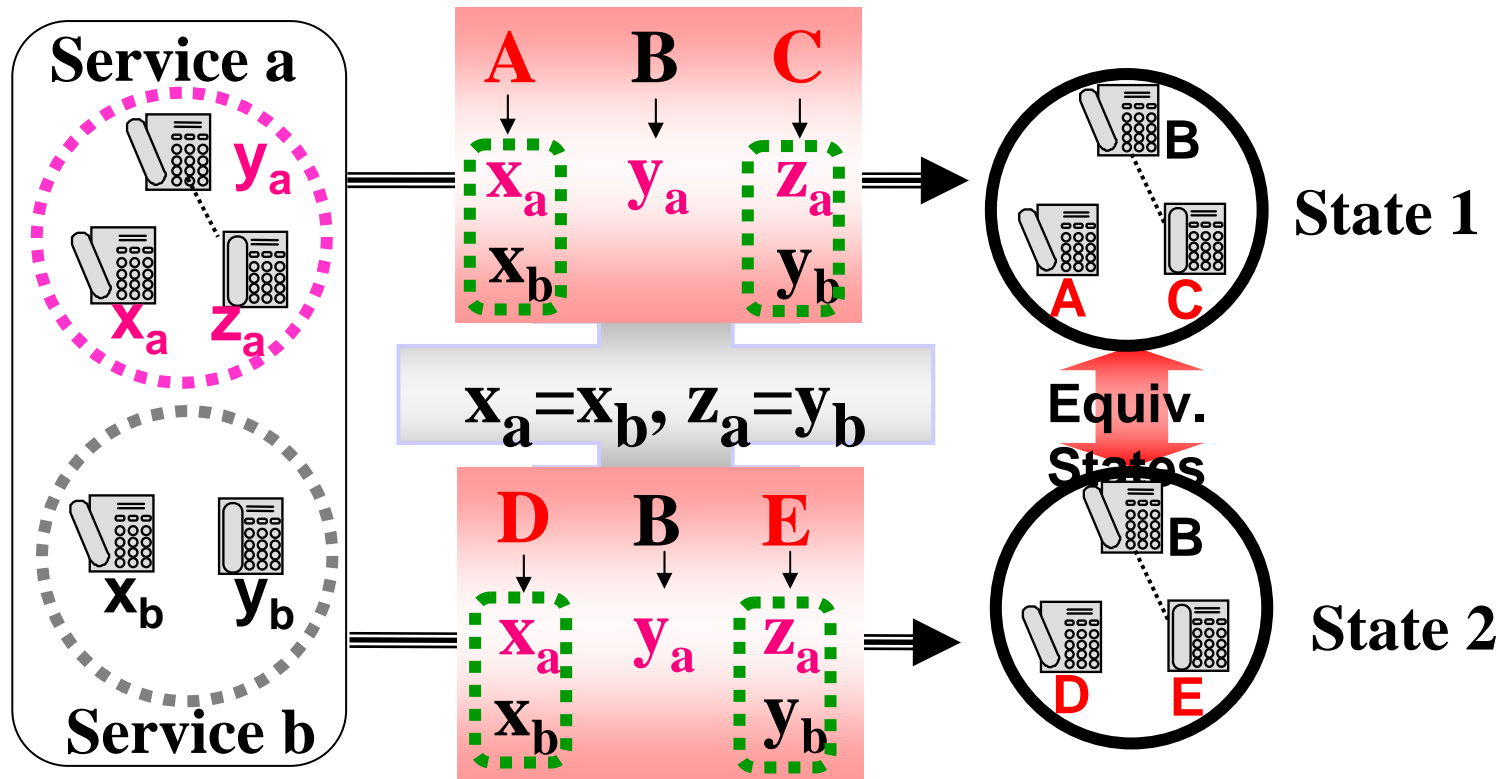
x_a for service A, x_b for service B **$x_a = x_b = \text{terminal P}$**

Combination of variables: a set of pairs of variables to which
the same real terminals are assigned

Different terminal assignments to the same combination of variable
gives equivalent states, the same state with different terminal names.

Equivalent States

Case 1



Case 2

Combination of variables are the same.
Terminal assignments are different.

Basic Idea for Terminal Assignment

No terminals belong to both services: no feature interactions

If a terminal belongs to both services, feature interactions may occur.

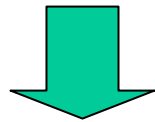
A terminal belongs to both services:

x_a for service A, x_b for service B **$x_a = x_b = \text{terminal P}$**

Combination of variables: a set of pairs of variables to which the same real terminals are assigned

Different terminal assignments to the same combination of variable gives equivalent states, the same state with different terminal names.

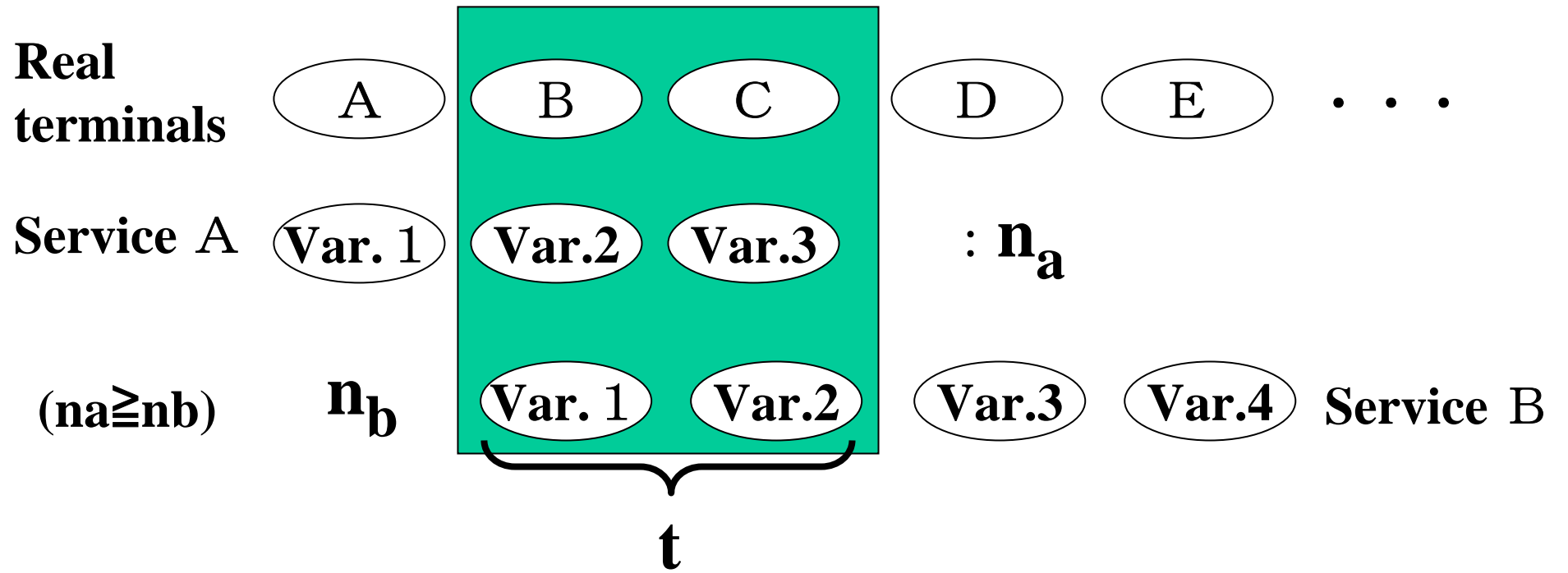
Interactions caused in equivalent states are equivalent interactions.



One terminal assignment to one combination of variables.

Consider only different combination of variables.

The number of combinations of variables



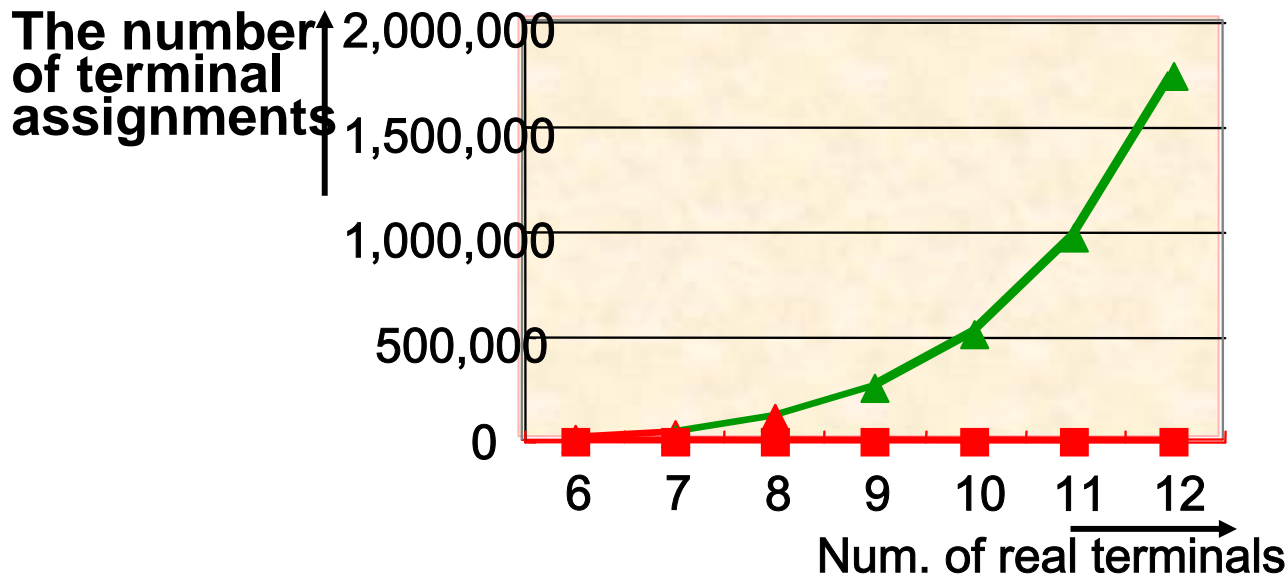
$$N = \sum_{t=1}^{t=n_a} n_a C_t \times n_b P_t \text{ When } n_a = n_b = 3, N = 33$$

The number of all terminal assignments: **14400**

$$n_T P n_a \times n_T P n_b \quad \text{Here } n_T = n_a + n_b$$

Effects of Deleting Equiv. Term.

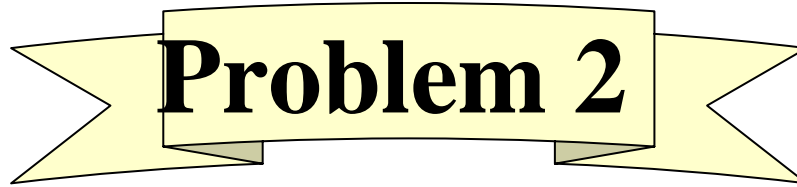
The number of terminal assignments for a service pair which have 3 term. variables.



▲ (a) Before deletion

■ (b) After deletion

Num of real ter	6	7	8	9	10	11	12	...	100
(a)	14,400	44,100	112,896	254,016	518,400	980,100	1,742,400	...	941,288,040,000
(b)	33	33	33	33	33	33	33	...	33

A yellow ribbon graphic with a black outline, featuring a central rectangular section and two pointed ends that fold back. The text "Problem 2" is written in a bold, black, serif font across the central section.

Problem 2

Reachability Test

New Method



Generating states

P-invariant in Petri-Net



Require much time



Using knowledge which can be obtained easily

Illegal Combinations of Primitives

Ex. {dialtone(x),idle(x)}

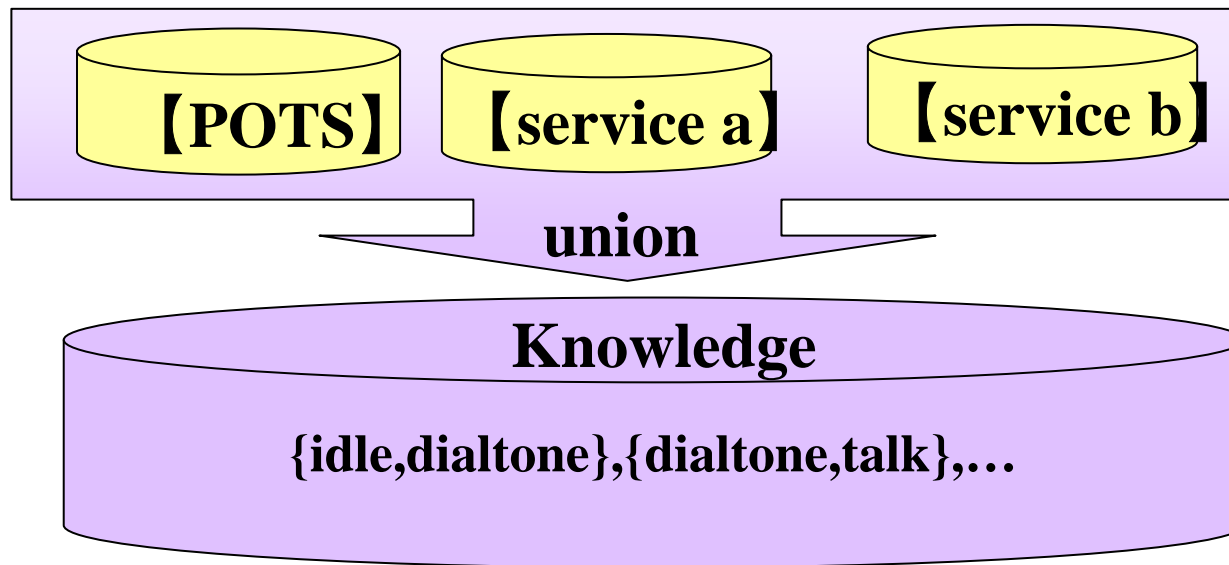


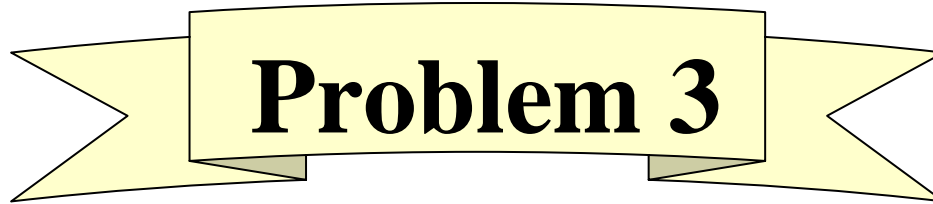
Ex. {dialtone(x),cw-calling(x,y)}



considering only service i and POTS

Generating Knowledge for reachability test
for combined service of service a and service b



A yellow ribbon graphic with a black outline, featuring a central rectangular box containing the text "Problem 3".

Problem 3

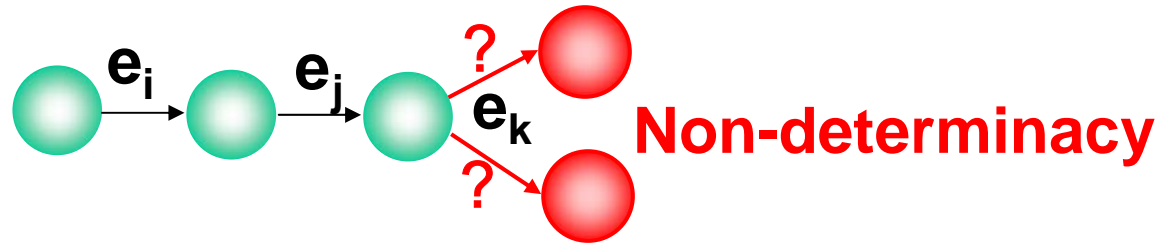
**Static Detection Algorithm
of Feature Interactions**

Classification of Interactions

Classification based on FSM Model

Logical Int. : can be identified by State Transition Diagrams

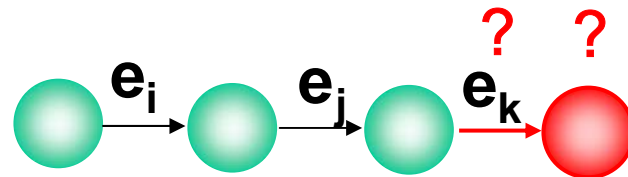
Non-determinacy, Dead lock, Live lock



Semantic Int. : can be identified by meaning of State Transitions

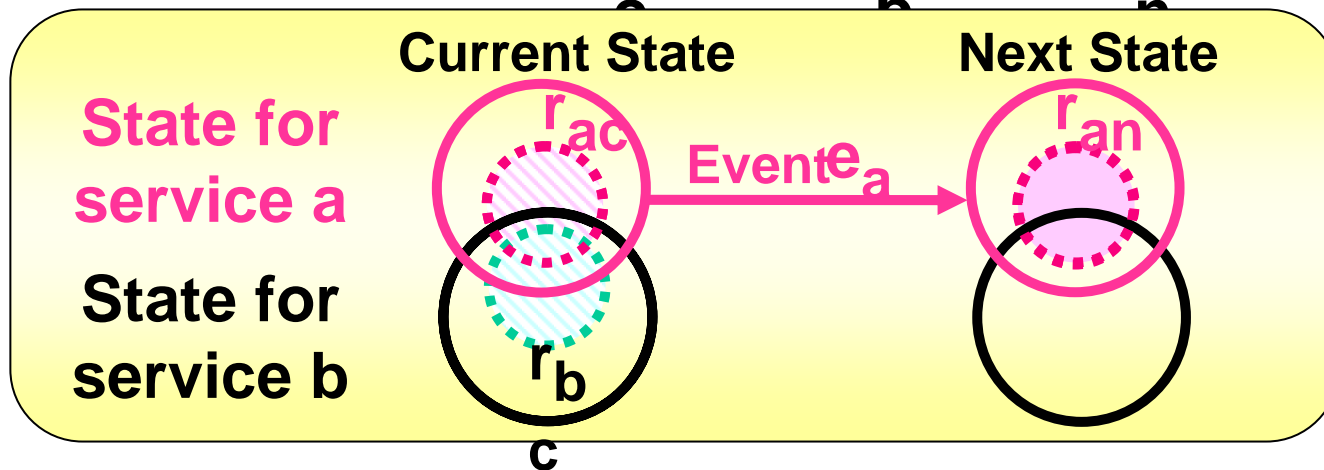
Occurrence of abnormal state/transition

Disappearance of normal state/transition



Static Detection Algorithm

	Pre-cond	Event :	Post-cond
rule for service a	r_{ac}	e_a	r_{an}
rule for service b	r_b	e	r_b



Judging
Formula

$$\begin{aligned}
 & \cdot \{(e_a \neq e_b) \wedge [\{(r_{bc} - r_{ac}) \cup r_{an}\} \not\subseteq (r_{bc} \cup \Delta r_{ac})]\} \\
 & \cdot \vee \{(e_a = e_b) \wedge [\{(r_{bc} - r_{ac}) \cup r_{an}\} \not\subseteq (r_{bn} \cup \Delta r_{ac})]\} \\
 & \quad \vee \{(r_{ac} - r_{an}) \not\subseteq (r_{bc} - r_{bn})\}
 \end{aligned}$$

→ can be judged solely by specifications

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Evaluation Items

- **Coverage: As close as possible to 100 %**
- **Redundancy:**
Detecting what is not actually interaction
- **Detection time:**

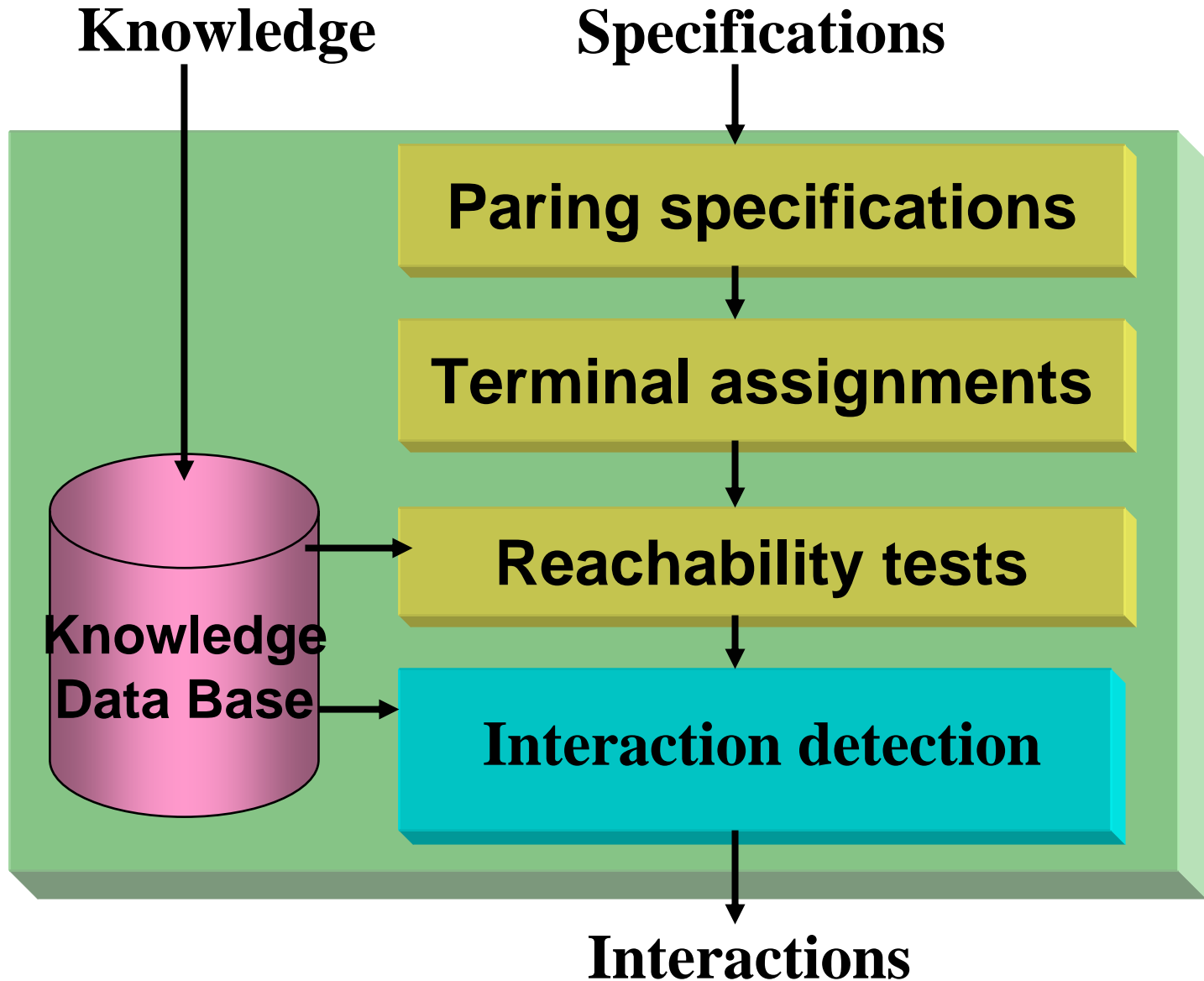
Bench Mark

FIW98 contest results published in 2000

**12 services: CFBL, CND, INFB, INFR,
INTL, TCS, TWC, INCF,
CW, INCC, RC, CELL**

**FIW2000 contest results could not used
because of lack in detailed information:
scenario where interactions occur.**

Detection System



Coverage and Redundancy

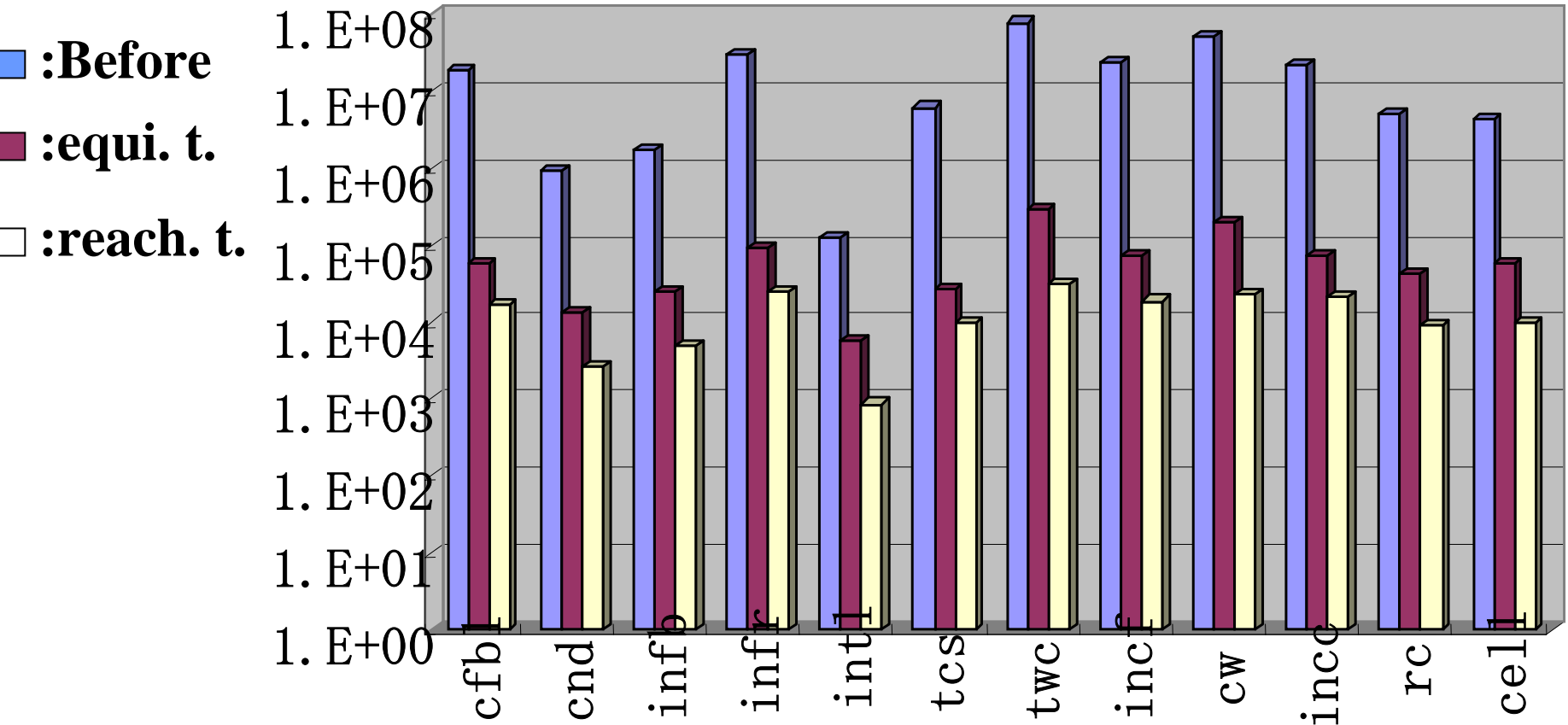
The number of interactions detected: **2,650**

Including **all interactions** described
in the bench mark

No redundancies: miss detection,
duplicated detection

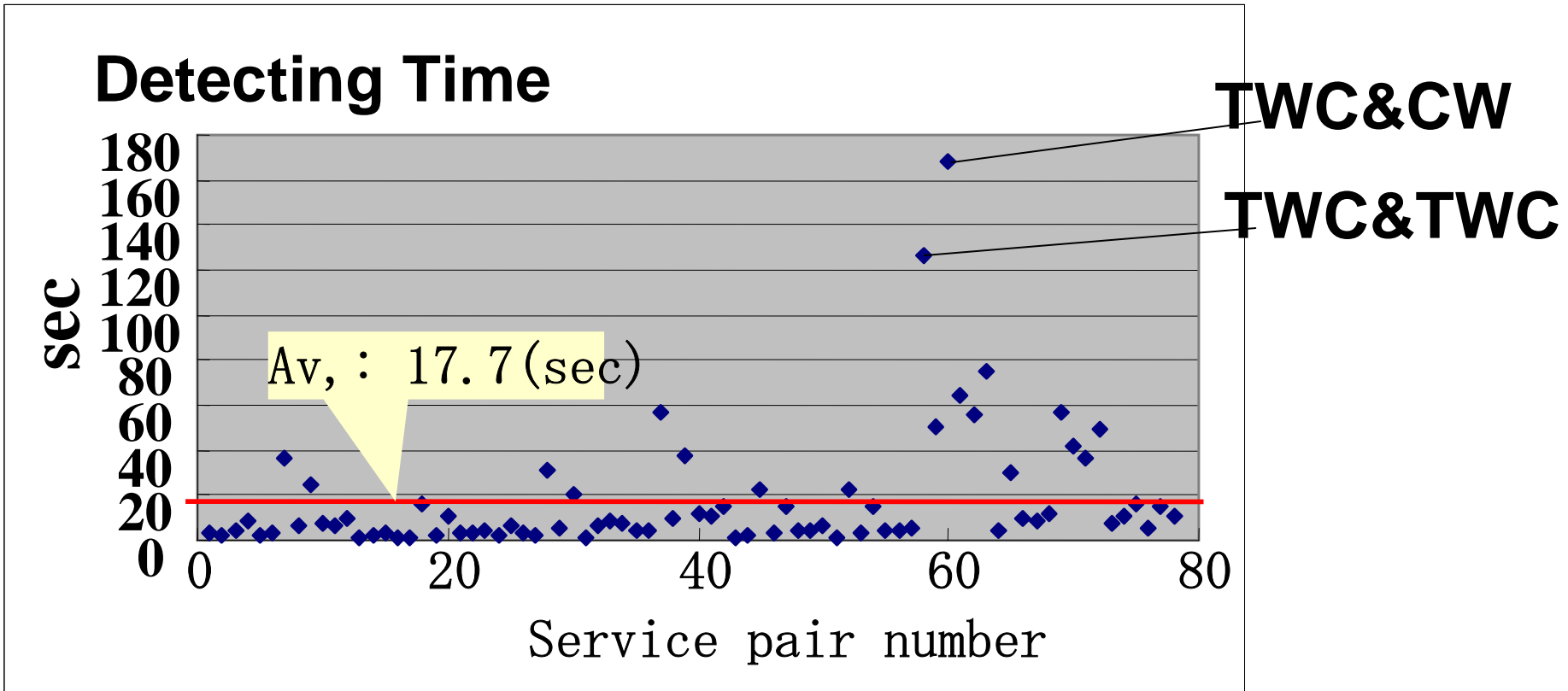
Filtering Effects

The number of testing subjects



reduced to 0.4 % by deleting equiv. term. assignments
and **reduced to 0.07 %** after reachability test.

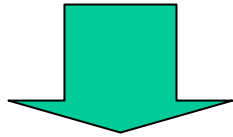
Detecting Time



- Mean time for one pair of services: **17.7 sec.**
- Total time for 12 services: **23 min.**

Evaluations

- **Coverage: 100%** based on the bench mark
- **Redundancy: no redundancies**
- **Detection time: 17.7 sec. ;**
mean time for a pair of services

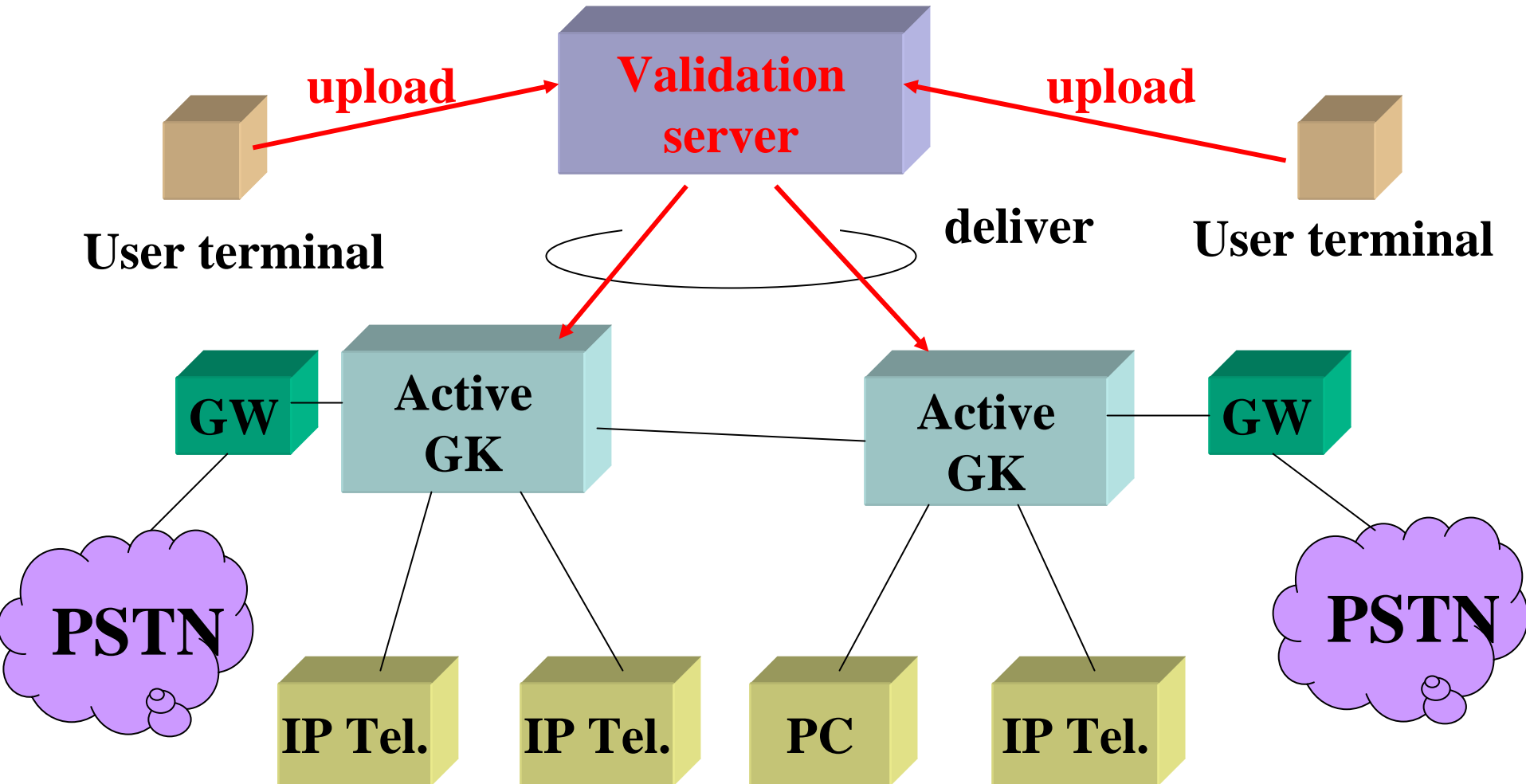


Effective detection system

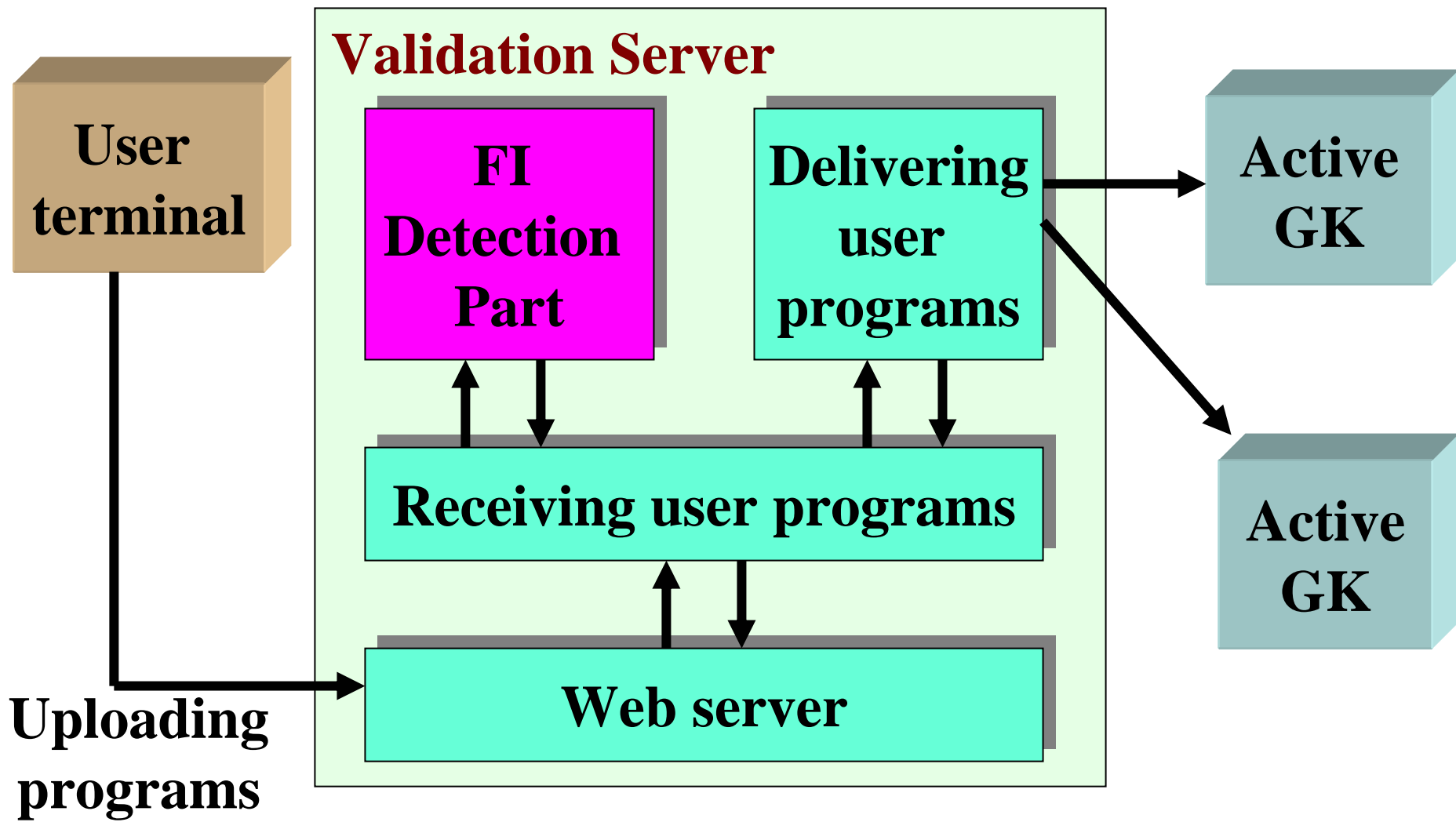
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Active Network for VoIP



Experimental System Structure for Validation Server



Future Work

- **Interaction resolution algorithm**
 - **for selecting interactions**
 - to be resolved actually**
 - **for automatic resolution or assisting resolution**
- **Application to other than telephone services**
 - **Home network**
 - **Ado-hoc network**
 - **Data base system**
 - **...**

Thank you for your kind attentions.

ESTR(2)

Syntax:

Pre-condition **event** : **Post-condition** , { **action** }

Pre-condition: conditions for state transition

event: trigger for state transition

Post-condition: state after transition

Action: procedure accompanied by state transition
(send a signal, retrieve database, and so on)

Example;

idle(x) setup(x,y): w-alert(y,x), {Send(setup,x,y)}

Example for ESTR Description

idle(x) arq(x): w-setup(x),{Send(acf,x)}

w-setup(x) setup(x,y): w-arq(y,x),{Send(setup,x,y)}

w-arq(y,x) arq(y,x): w-proc(y,x),{Send(acf,y)}

w-proc(y,x) proc(y,x): w-alert(y,x),{Send(proc,y,x)}

w-alert(y,x) alert(y,x): w-conn(y,x),{Send(alert,y,x)}

w-conn(y,x) conn(y,x): talk(x,y),{Send(conn,y,x)}

talk(x,y) disc(x,y): w-release(y,x),{Send(disc,x,y)}

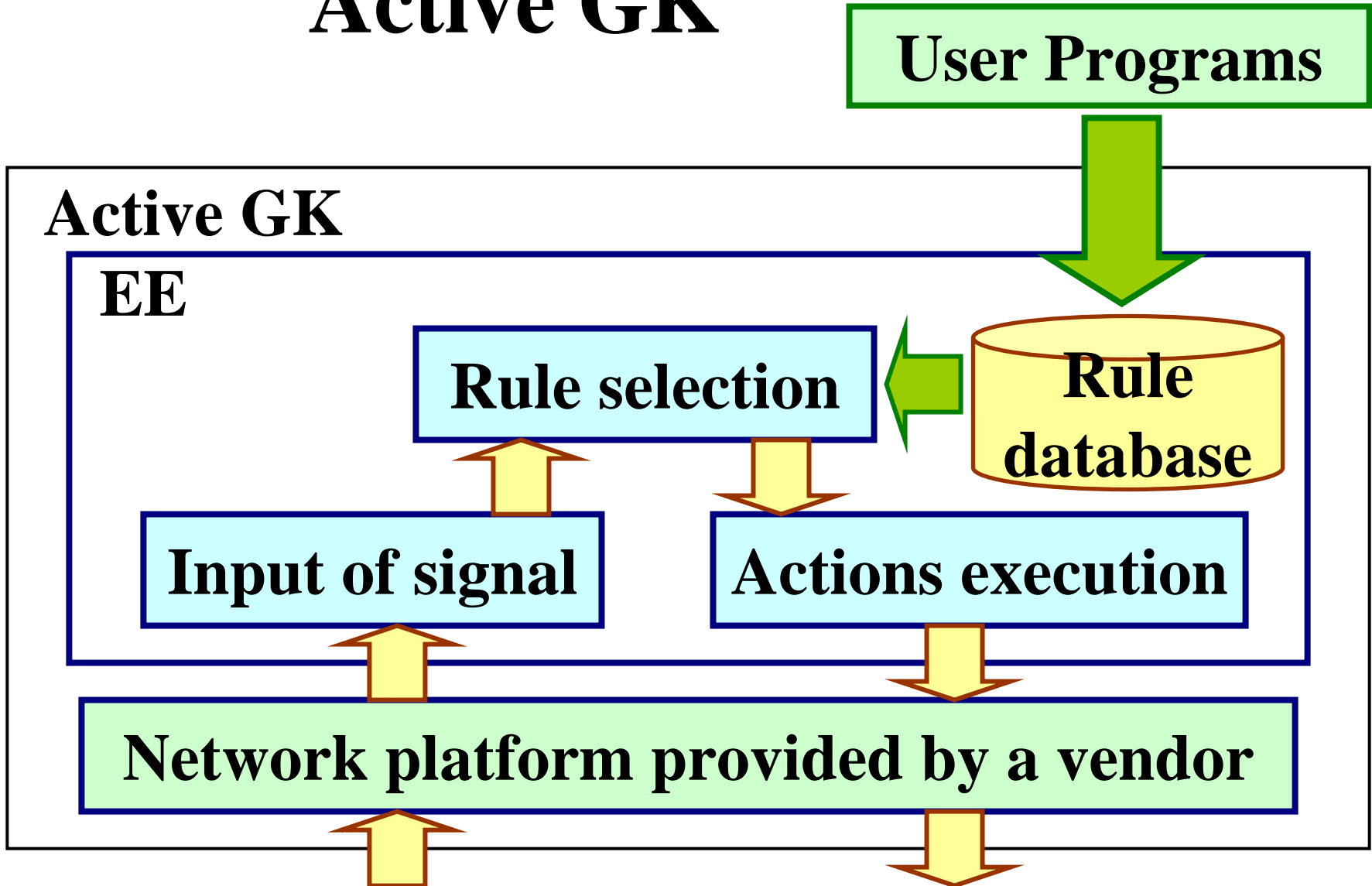
talk(x,y) disc(y,x): w-release(x,y),{Send(disc,y,x)}

w-release(y,x) release(y,x):

w-release_conf(x), w-drq(y),{Send(release,y,x)}

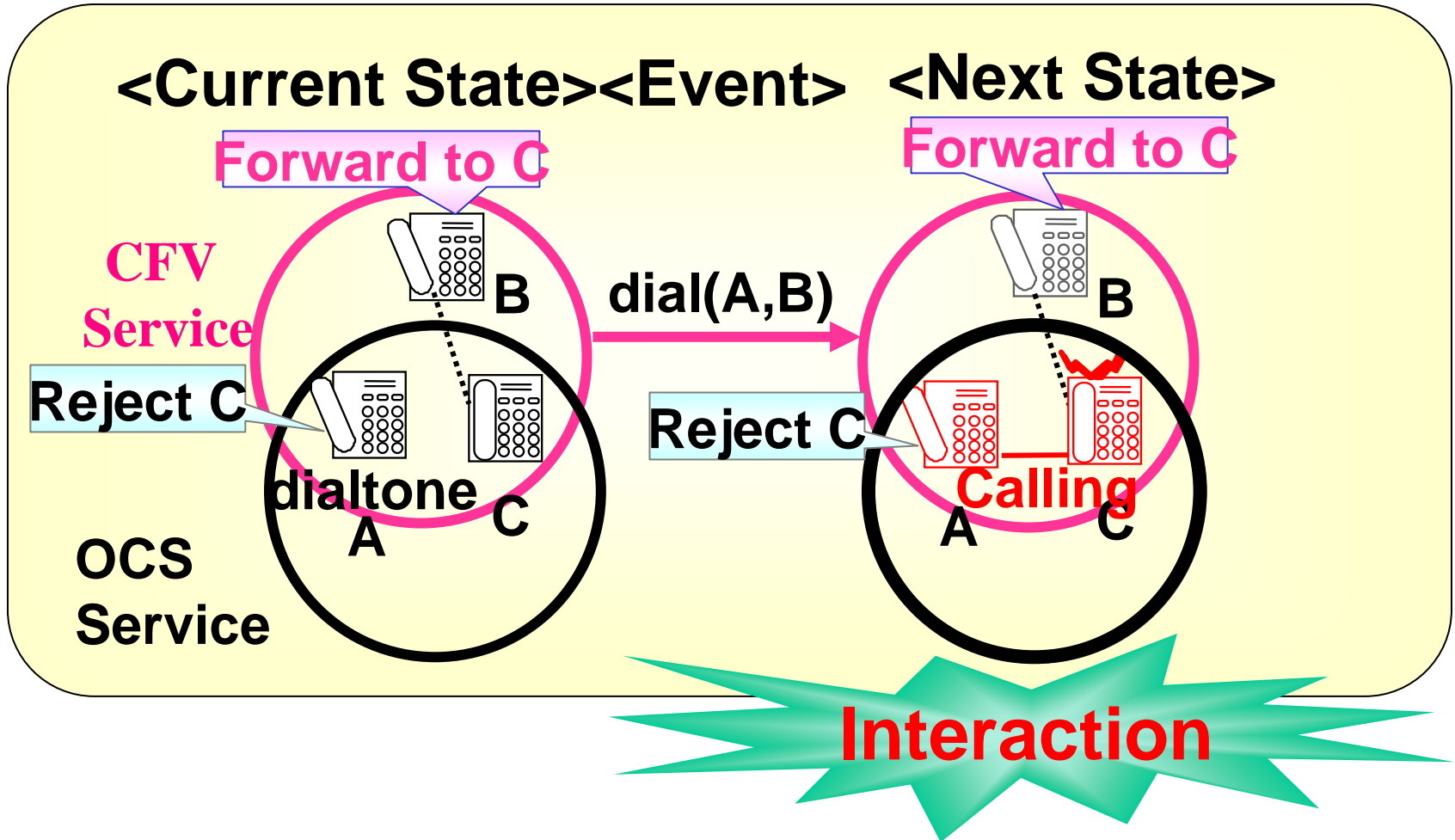
w-release_conf(x) release_conf(x): w-drq(x),{}

Structure of Active GK



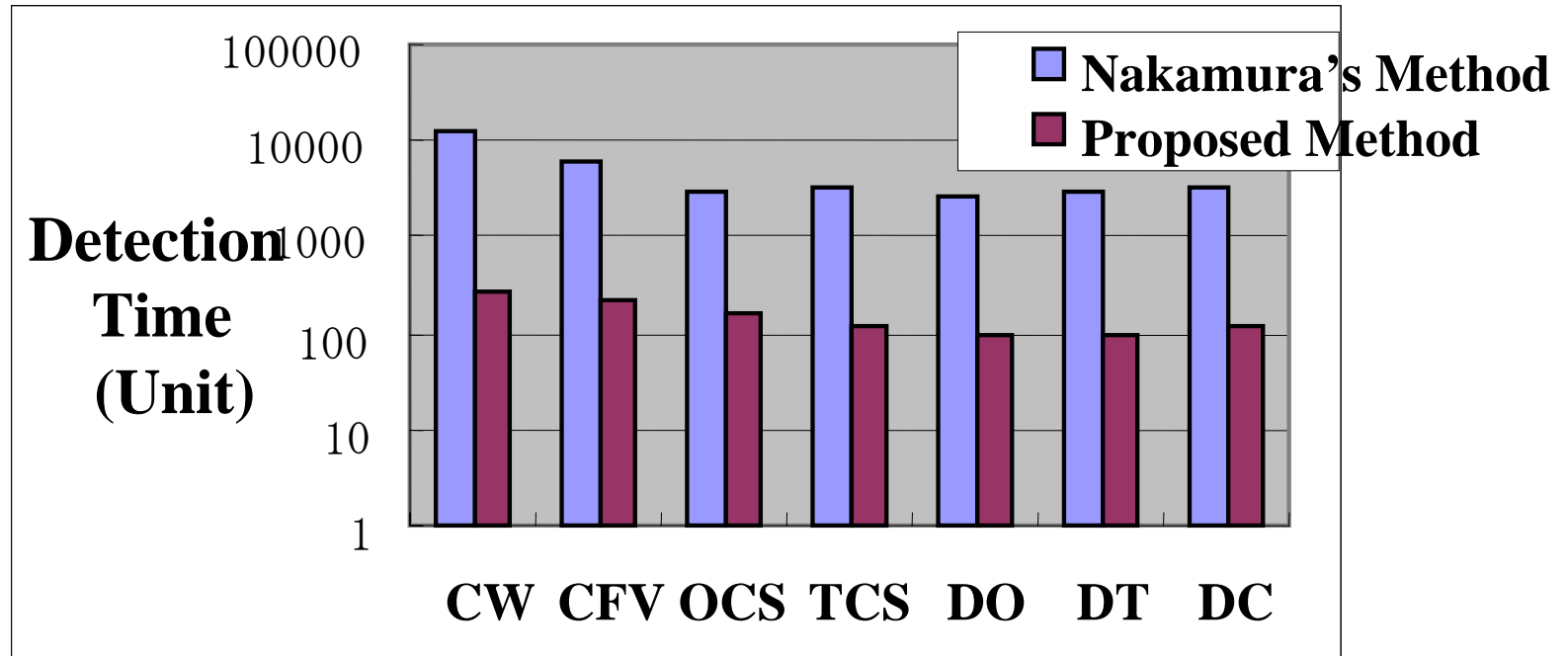
Example for Interaction

Interaction between CFV and OCS



Comparison with Nakamura's Method

Detection Time



- **Can be reduced to 1 60th**

DT: reject all terminating call

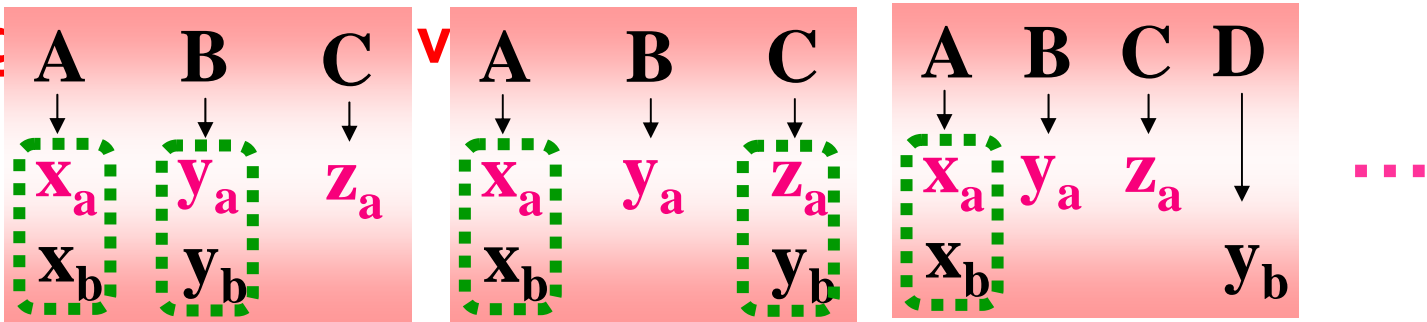
DO: reject all originating call

DC: direct call (hot line)

Deleting Equivalent Terminal Assignments

Terminal assignments after deleting equivalent ones:

One set of terminal assignment to a combination of terminal variables to which the same terminals are assigned



The number of all terminal assignments

$$gP_{k_a} \times gP_{k_b}$$



Deleting equivalent terminal assignments

$$\sum_{t=0}^{k_a} P_t^{k_a} \times C_t^{k_b} \quad (k_a \leq k_b)$$

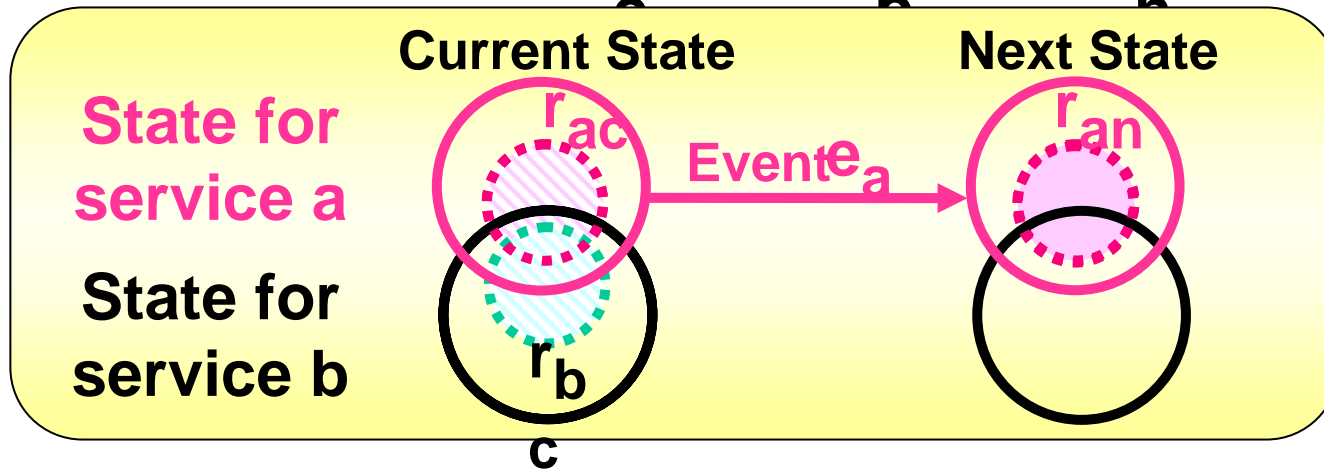
g : The number of real terminals to be assigned

k_a, k_b : The number of terminal variables in service a and b, respectively

t : The number of pairs of terminal variables to be assigned the same term

Static Detection Algorithm

	Pre-cond	Event :	Post-cond
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rule for service b	r_b	e	r_b



Judging
Formula

$$\begin{aligned}
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 & \cdot \bigvee \{ (e_a = e_b) \wedge [\{ (r_{ac} \cup r_{bc}) - r_{ac} \} \cup \{ r_{an} \not\subseteq (r_{bn} \cup \Delta r_{ac}) \}] \} \\
 & \quad \bigvee \{ (r_{ac} - r_{an}) \cup (r_{an} \not\subseteq r_{bc} - r_{bn}) \} \}
 \end{aligned}$$

→ can be judged solely by specifications