

# Meeting the Challenges of Ultra-Large-Scale Distributed Real-time & Embedded Systems with QoS-enabled Middleware & Model-Driven Engineering

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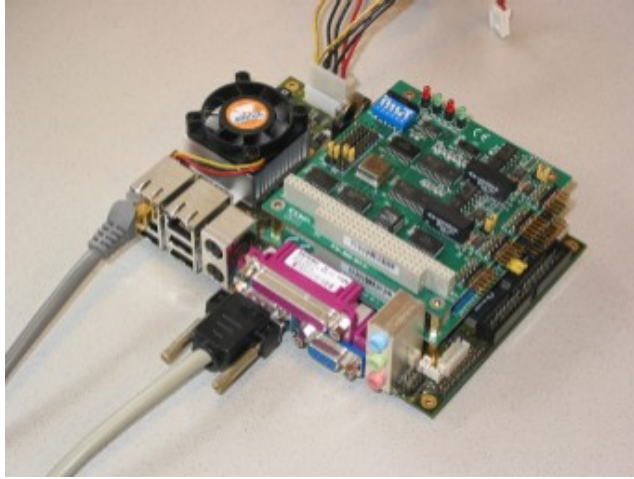
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Integrated Systems

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Nashville, Tennessee



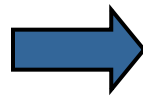
# Evolution in Distributed Real-time & Embedded (DRE) Systems

## The Past



### Stand-alone real-time & embedded systems

- Stringent quality of service (QoS) demands
  - e.g., latency, jitter, footprint
- Resource constrained



## The Future

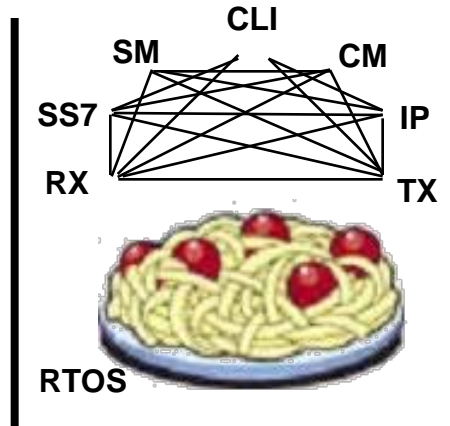
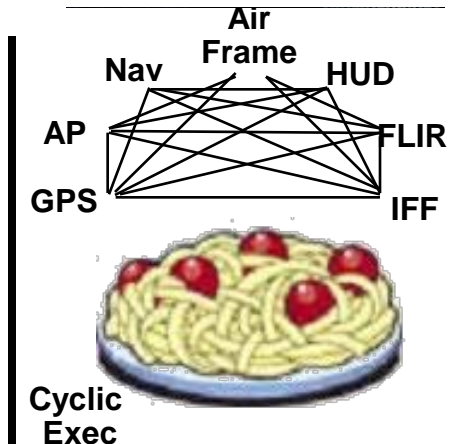


### Enterprise distributed real-time & embedded (DRE) systems

- Network-centric “systems of systems”
- Stringent **simultaneous** QoS demands
  - e.g., dependability, security, scalability, etc.
- Dynamic context

*This talk focuses on technologies for enhancing DRE system QoS, productivity, & quality*

# Evolution of DRE Systems Development



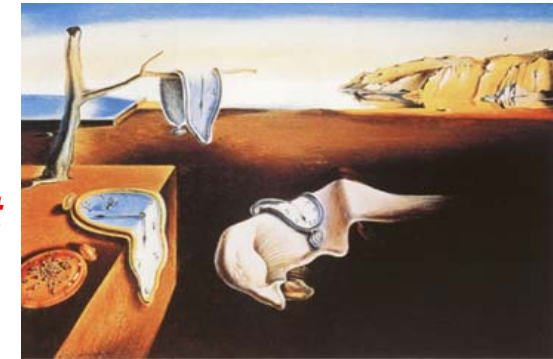
## Technology Problems

- Legacy DRE systems often tend to be:
  - Stovepiped
  - Proprietary
  - Brittle & non-adaptive
  - Expensive
  - Vulnerable

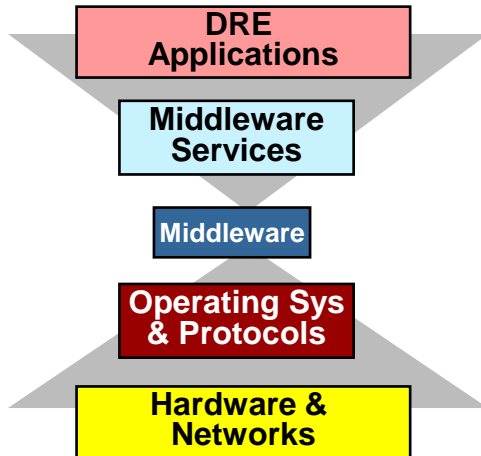
Mission-critical DRE systems have historically been built directly atop hardware

- Tedious
- Error-prone
- Costly over lifecycles

**Consequence: Small changes to legacy software often have big (negative) impact on DRE system QoS & maintenance**

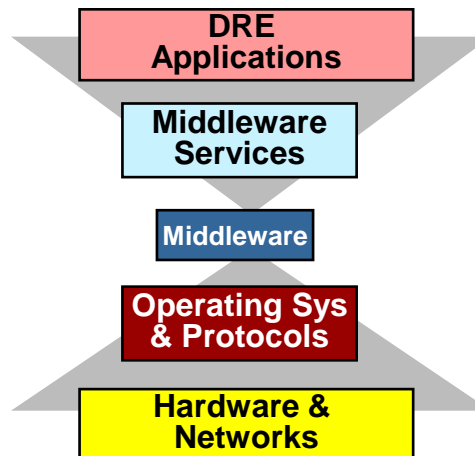


# Evolution of DRE Systems Development



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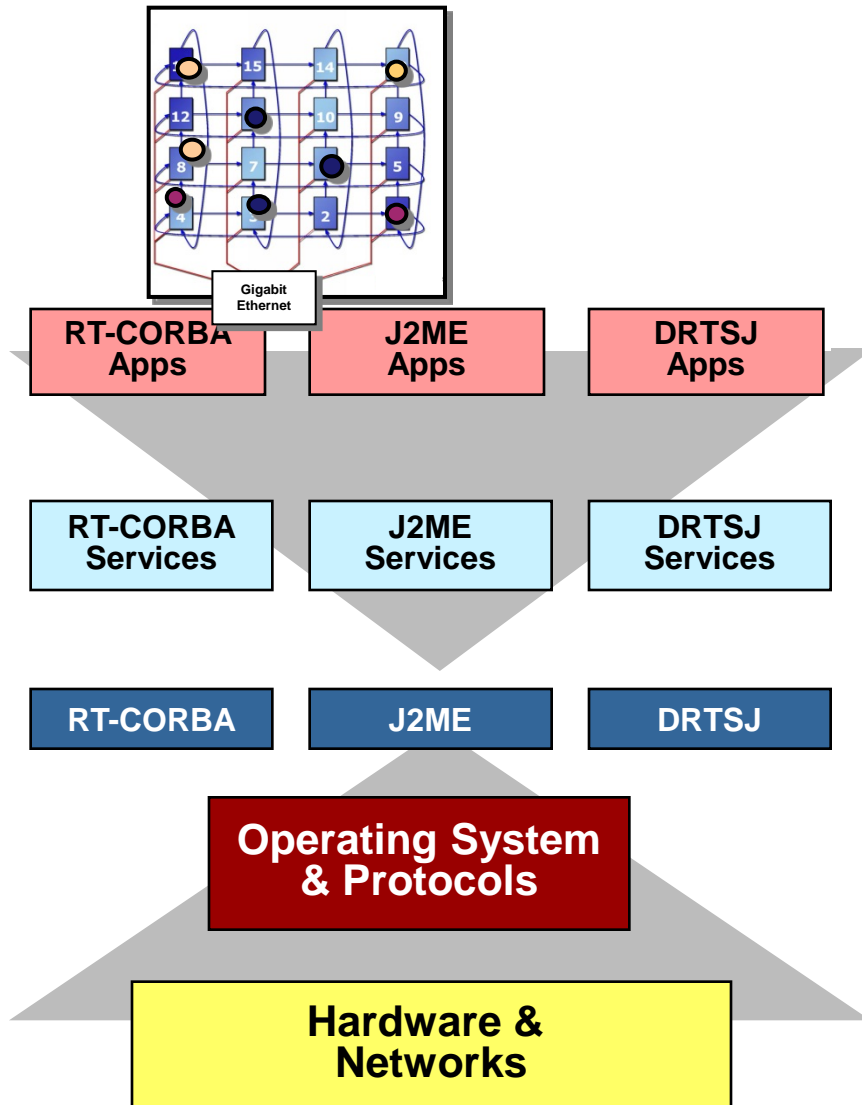


## Technology Problems

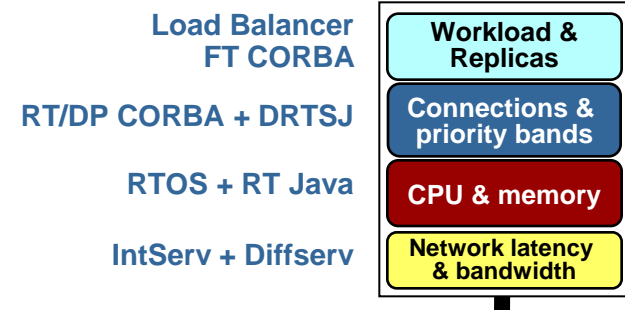
- Legacy DRE systems often tend to be:
  - Stovepiped
  - Proprietary
  - Brittle & non-adaptive
  - Expensive
  - Vulnerable

- Middleware has effectively factored out many reusable services from traditional DRE application responsibility
  - Essential for ***product-line architectures***
- Middleware is no longer the primary DRE system performance bottleneck

# DRE Systems: The Challenges Ahead



- Limit to how much application functionality can be refactored into reusable COTS middleware
- Middleware itself has become very hard to use & provision statically & dynamically

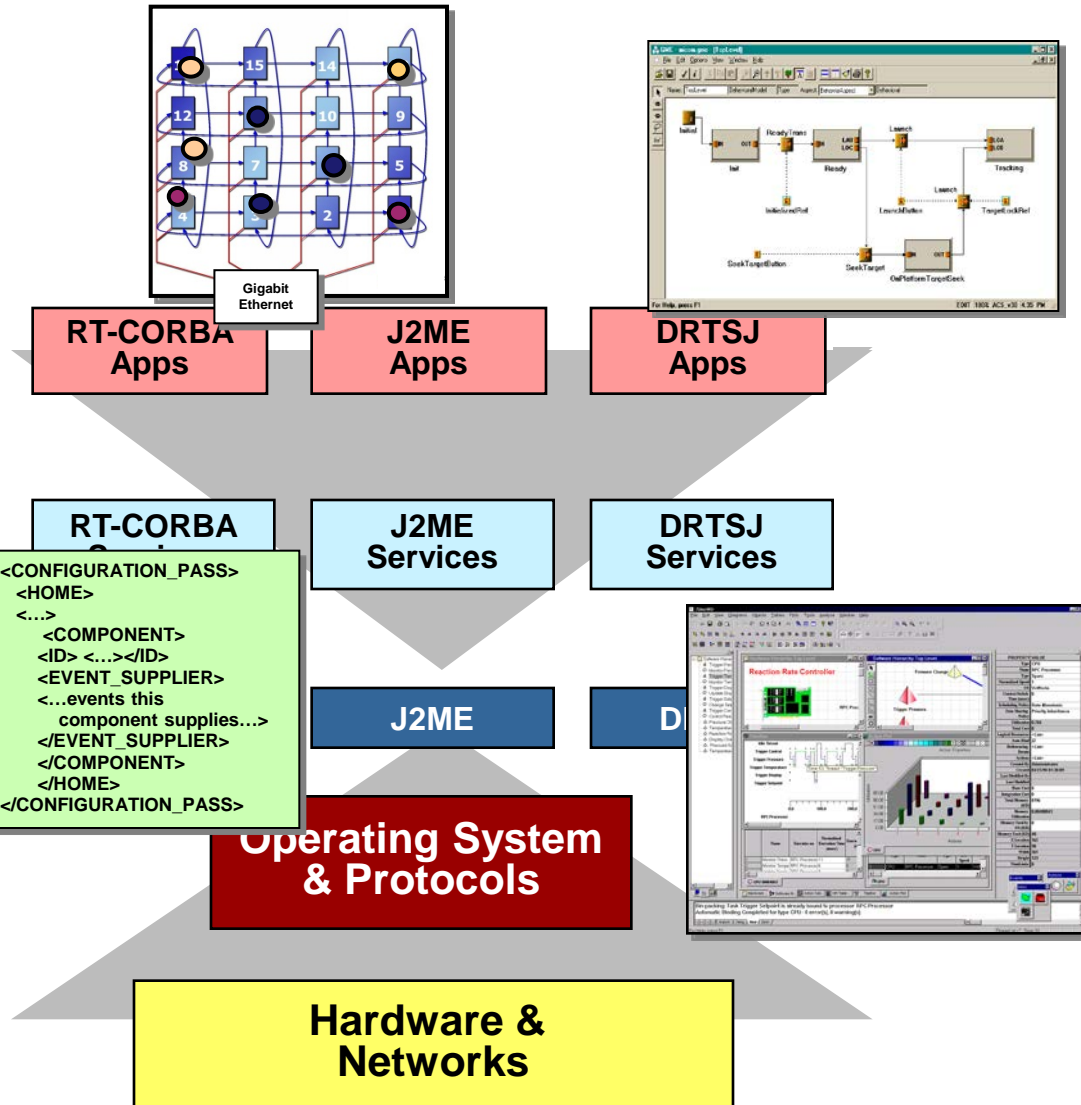


- Component-based DRE systems are also very hard to deploy & configure
- There are many middleware platform technologies to choose from

**Middleware alone cannot solve large-scale DRE system challenges!**



# Promising Solution: *Model-based Software Development*



- Develop, validate, & standardize generative software technologies that:

1. **Model**
2. **Analyze**
3. **Synthesize &**
4. **Provision**

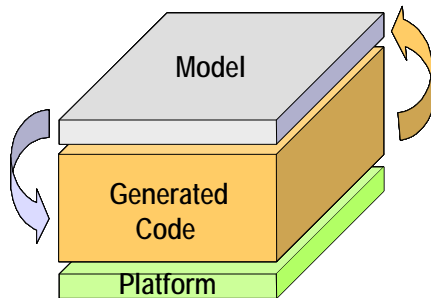
multiple layers of middleware & application components that require simultaneous control of multiple QoS properties end-to-end

- Partial specialization is essential for inter-/intra-layer optimization & advanced product-line architectures

Goal is to **enhance developer productivity & software quality** by providing **higher-level languages & tools** for middleware/application developers & users

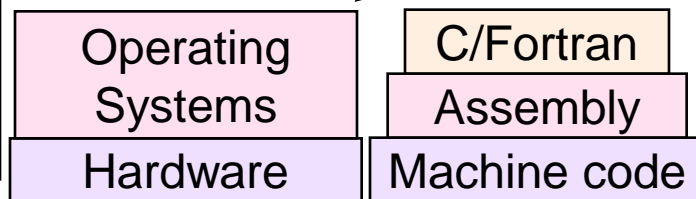
# Technology Evolution (1/4)

## Programming Languages & Platforms

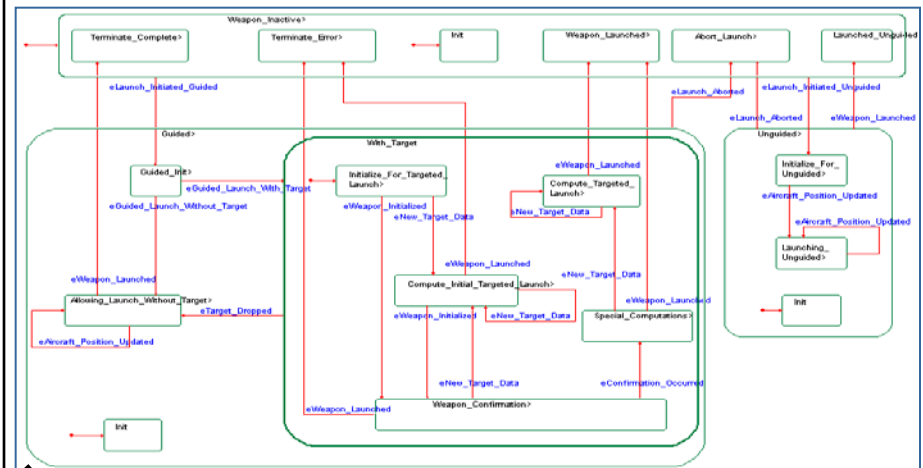


Level of Abstraction

Translation  
Translation  
Translation



## Model-Driven Engineering (MDE)



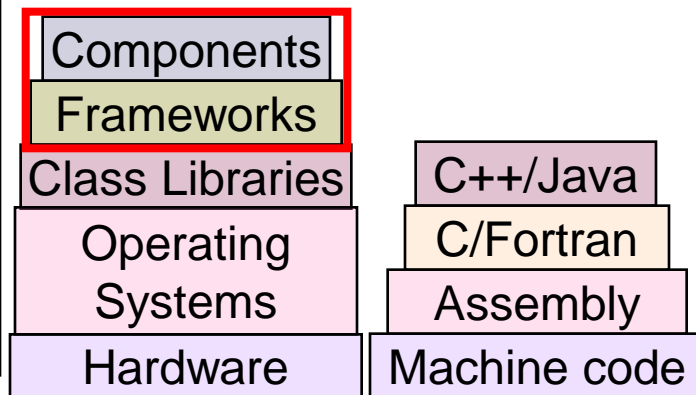
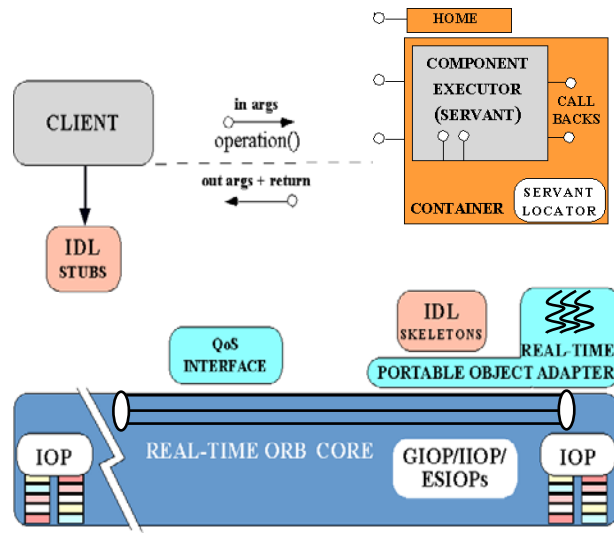
- State chart
- Data & process flow
- Petri Nets

Large  
Semantic  
Gap

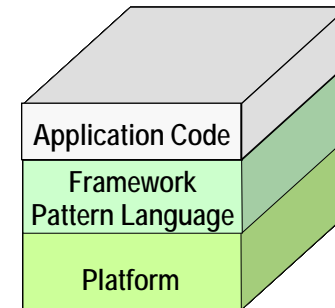
# Technology Evolution (2/4)

Level of Abstraction

## Programming Languages & Platforms



- Newer 3<sup>rd</sup>-generation languages & platforms have raised abstraction level significantly
  - “Horizontal” platform reuse alleviates the need to redevelop common services



- There are two problems, however:
  - Platform complexity evolved faster than 3<sup>rd</sup>-generation languages
  - Much application/platform code still (unnecessarily) written manually



# Technology Evolution (3/4)

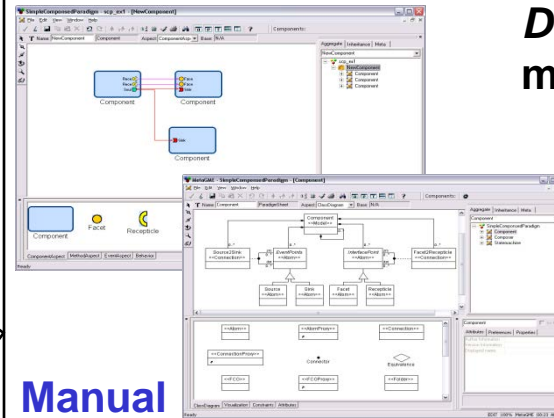
## Level of Abstraction

# Programming Languages & Platforms

## Model-Driven Engineering (MDE)

## Domain-specific modeling languages

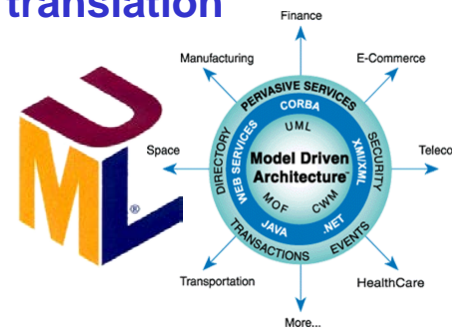
- ESML
- PICML
- Mathematica
- Excel
- *Metamodels*



# Manual translation

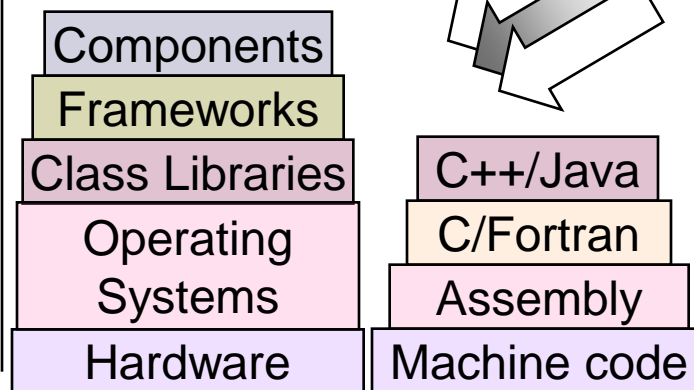
## Domain-independent modeling languages

- State Charts
- Interaction Diagrams
- Activity Diagrams

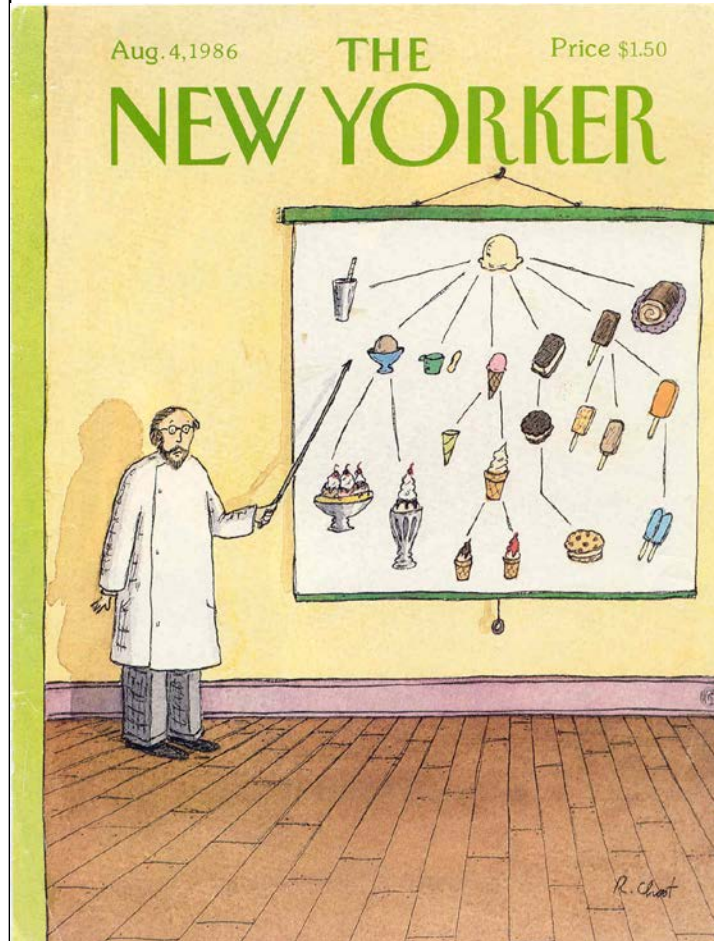


## Semi-automated

## Saturation!!!!

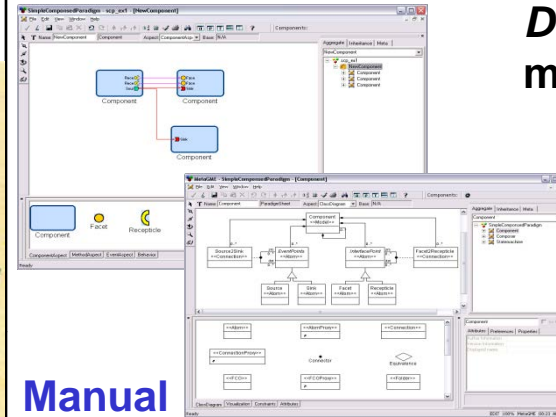


## Programming Languages & Platforms



Level of Abstraction

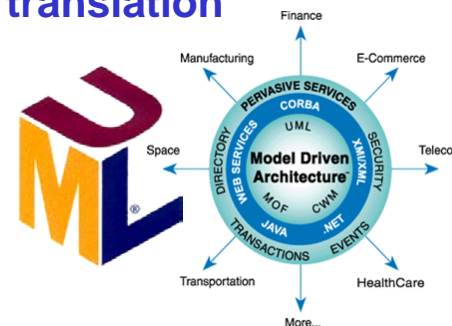
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### Manual translation



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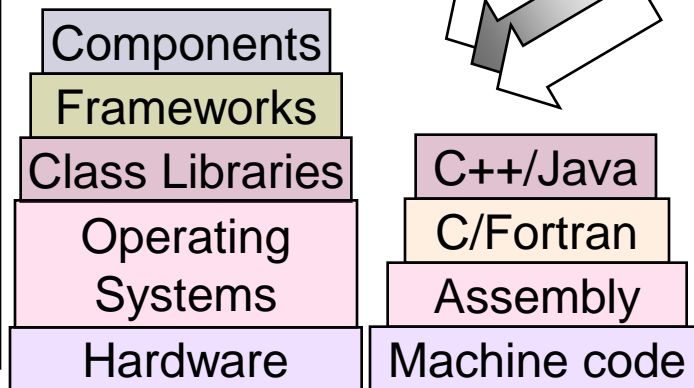
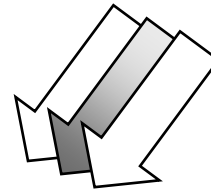
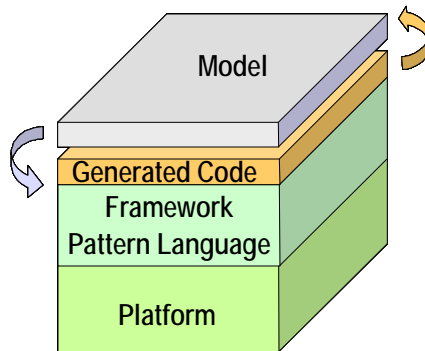
### Semi-automated

- OMG is standardizing MDE via MIC PSIG
  - [mic.omg.org](http://mic.omg.org)

# Technology Evolution (3/4)

Level of Abstraction

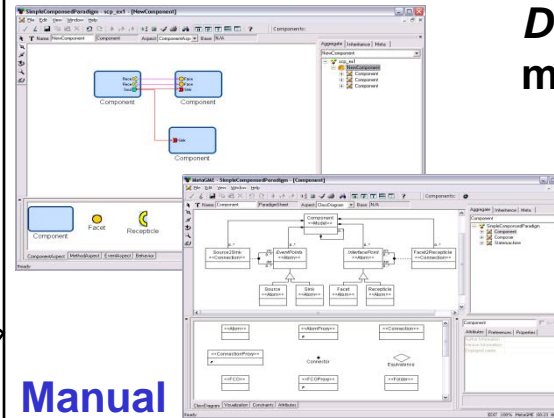
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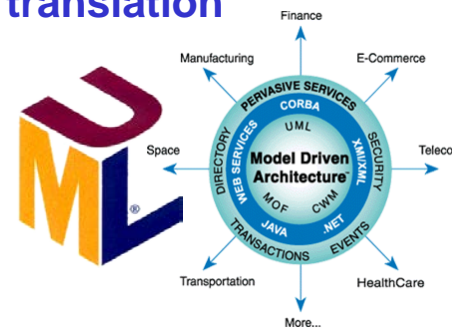
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### Manual translation



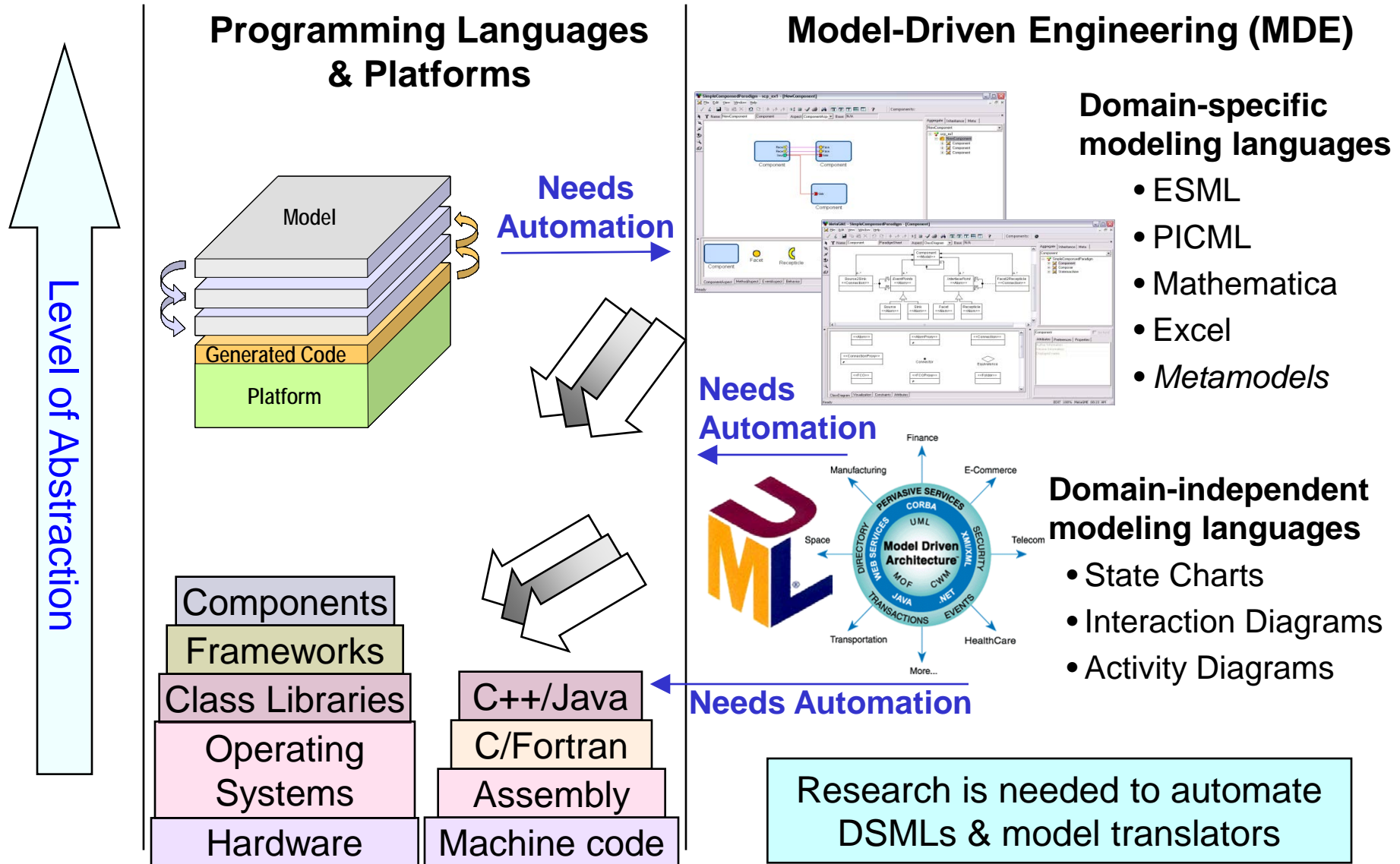
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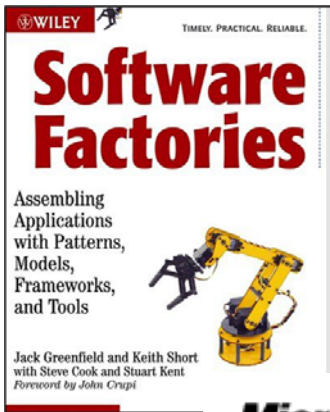
- State Charts
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- Activity Diagrams

# Technology Evolution (4/4)



See February 2006 IEEE Computer special issue on MDE techniques & tools

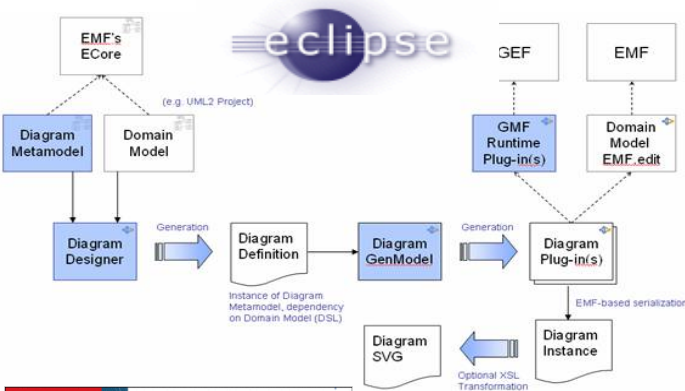
# Crossing the Chasm



Microsoft

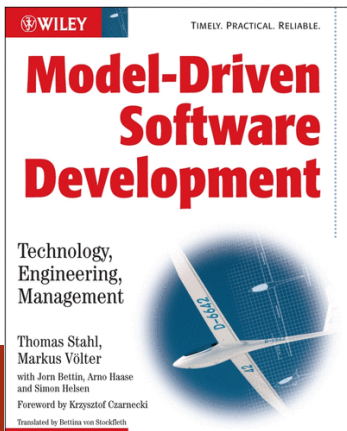
- Software Factories go beyond “models as documentation” by
  - Using highly-tuned DSL & XML as source artifacts &
  - Capturing life cycle metadata to support high-fidelity model transformation, code generation & other forms of automation

[www.softwarefactories.com](http://www.softwarefactories.com)



- The Graphical Modeling Framework (GMF) forms a generative bridge between EMF & GEF, which links diagram definitions to domain models as input to generation of visual editors
- GMF provides this framework, in addition to tools for select domain models that illustrate its capabilities

[www.eclipse.org/gmf/](http://www.eclipse.org/gmf/)



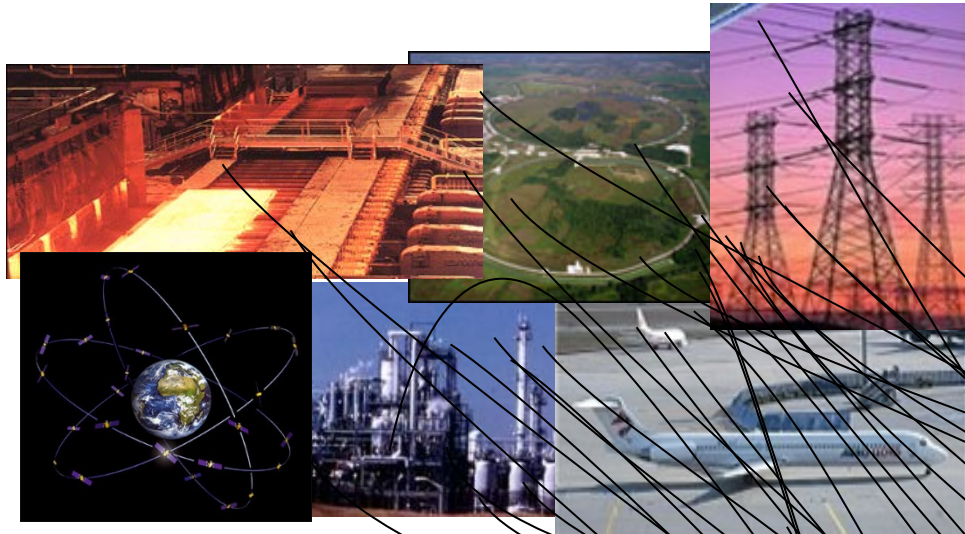
- openArchitectureWare (oAW) is a modular MDA/MDE generator framework implemented in Java
- It supports parsing of arbitrary models & a language family to check & transform models, as well as generate code based on them

[www.openarchitectureware.org](http://www.openarchitectureware.org)





# New Challenges: Ultra-Large-Scale (ULS) Systems



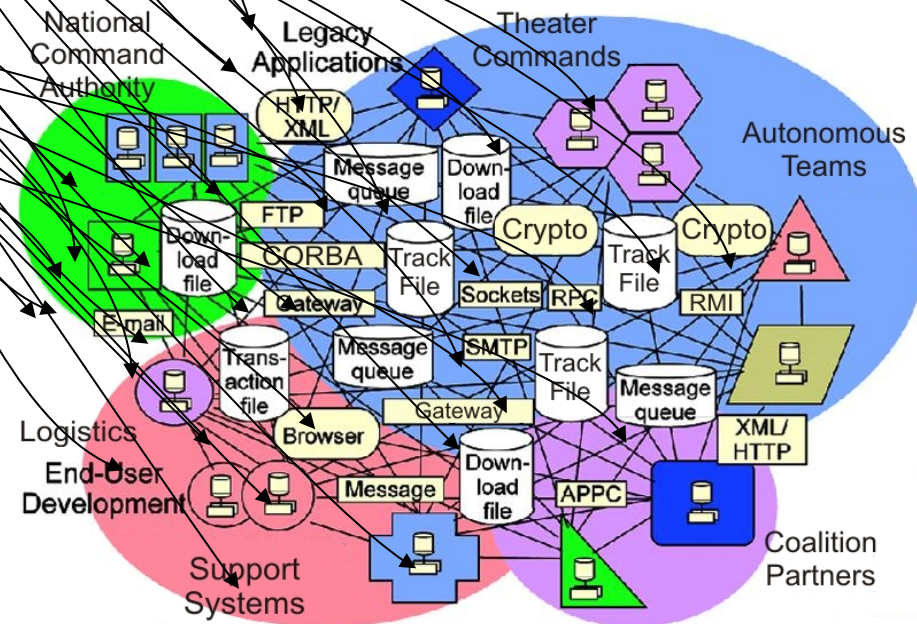
## Key ULS *problem space* challenges

- Highly dynamic & distributed development & operational environments
- Stringent simultaneous quality of service (QoS) demands
- Very diverse & complex network-centric application domains

## Key ULS *solution space* challenges

- Enormous accidental & inherent complexities
- Continuous evolution & change
- Highly heterogeneous platform, language, & tool environments

Mapping *problem space requirements* to *solution space artifacts* is very hard

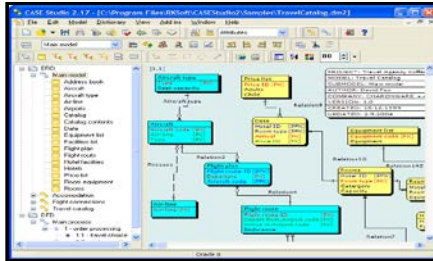




# Key R&D Challenges for ULS Systems

**Developers & users of ULS systems face challenges in multiple dimensions**

**Logical View**



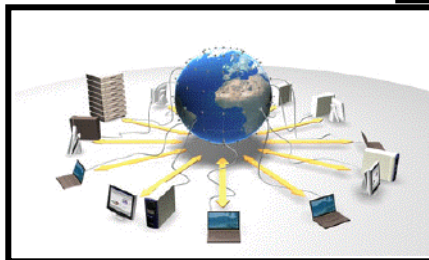
**Process View**



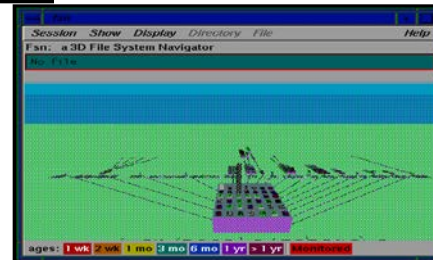
**Use Case View**



**Physical View**



**Development View**

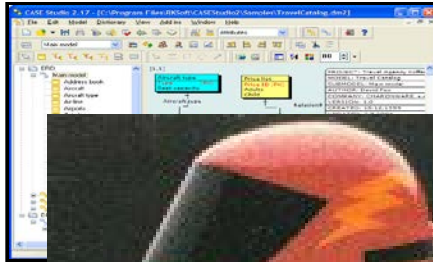


***Of course, developers of today's large-scale DRE systems also face these challenges, but they can often "brute force" solutions...***

# Key R&D Challenges for ULS Systems

**Developers & users of ULS systems face challenges in multiple dimensions**

**Logical  
View**



**Process  
View**



**Physical  
View**



**Development  
View**

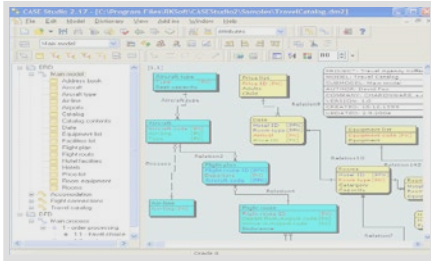


***Solving these challenges requires much more than simply retrofitting our current tools, platforms, & processes!***

# Key R&D Challenges for ULS Systems

**Developers & users of ULS systems face challenges in multiple dimensions**

Logical  
View



Process  
View



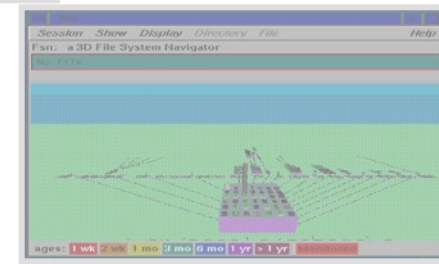
Use Case  
View



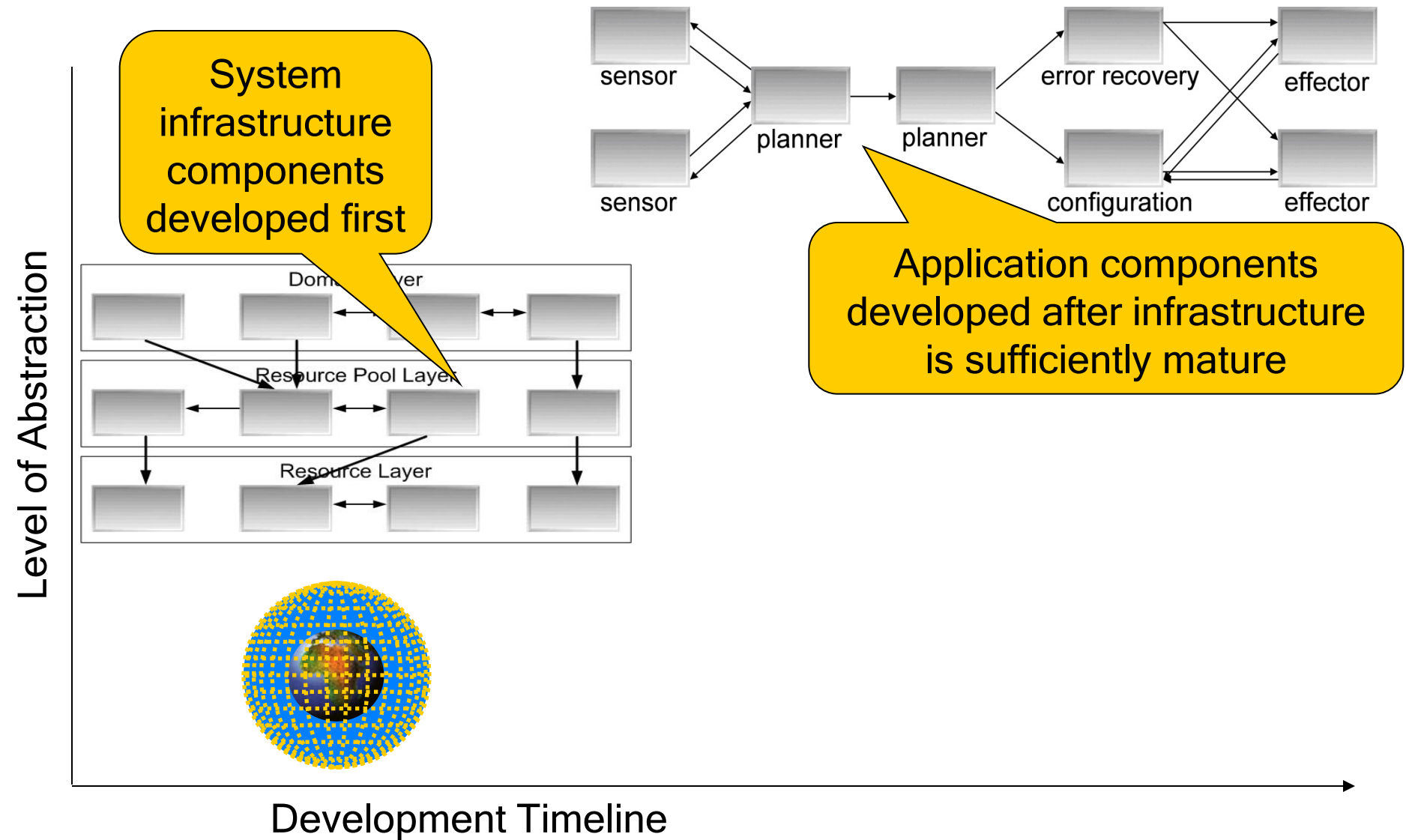
Physical  
View



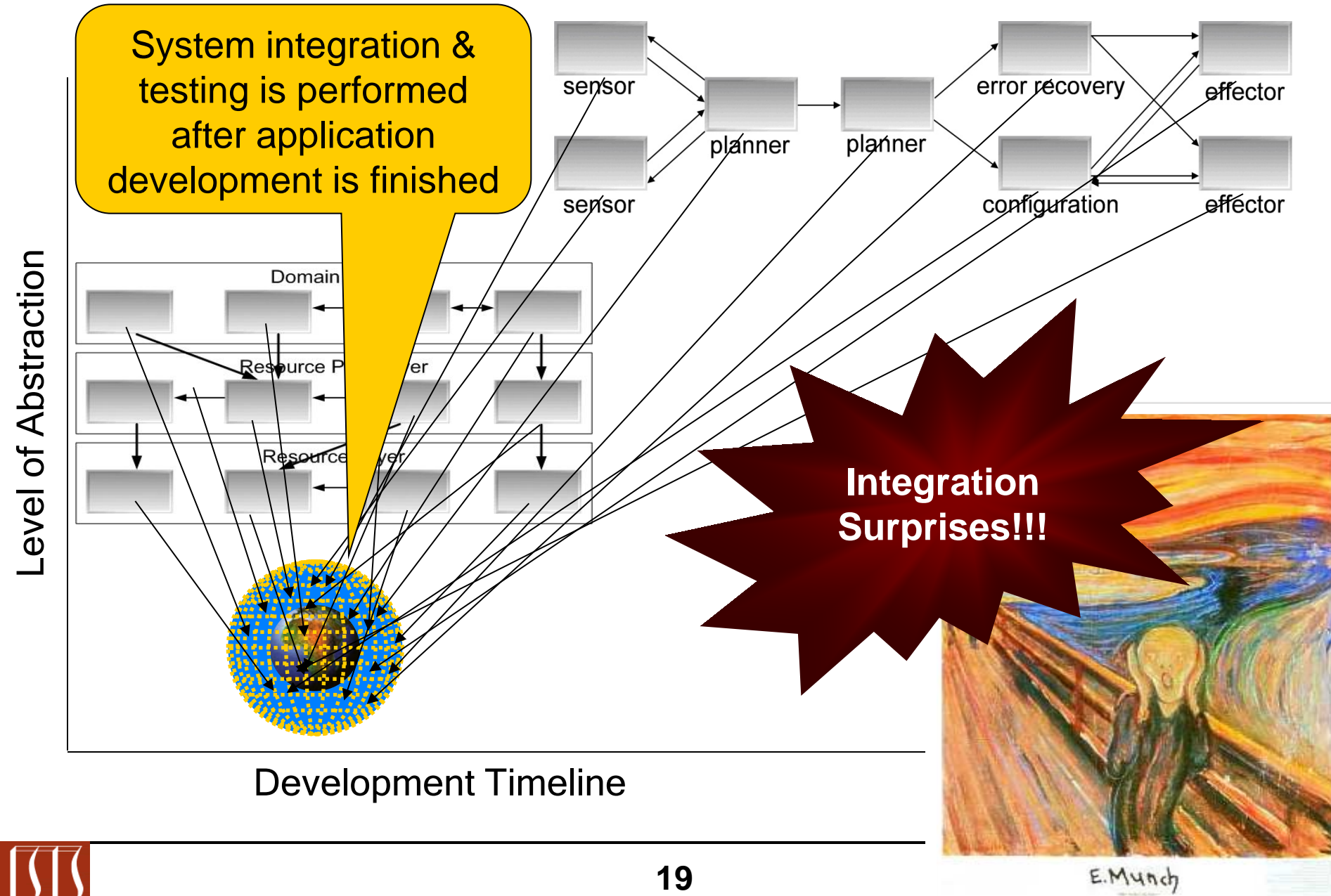
Development  
View



# Serialized Phasing is Common in ULS Systems

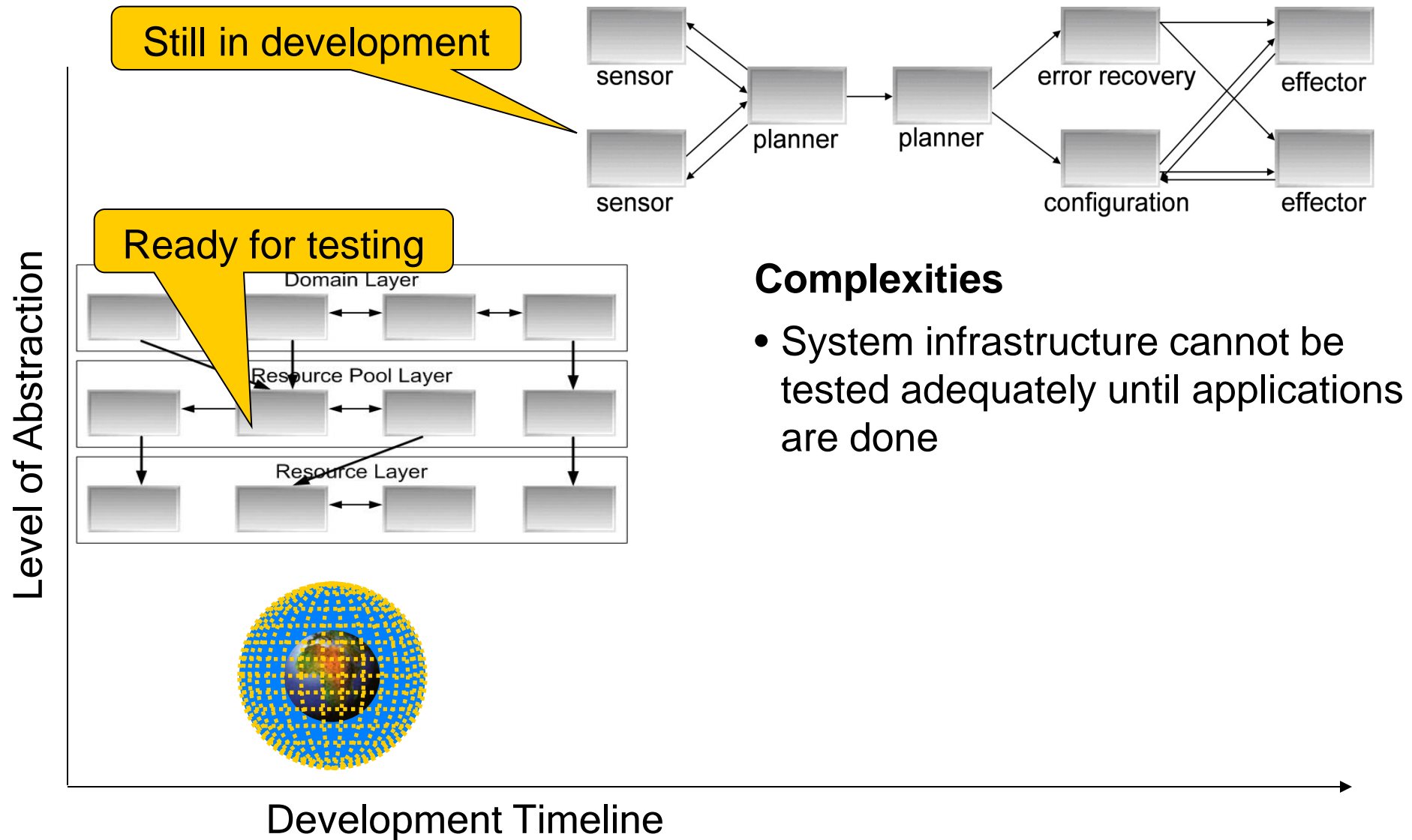


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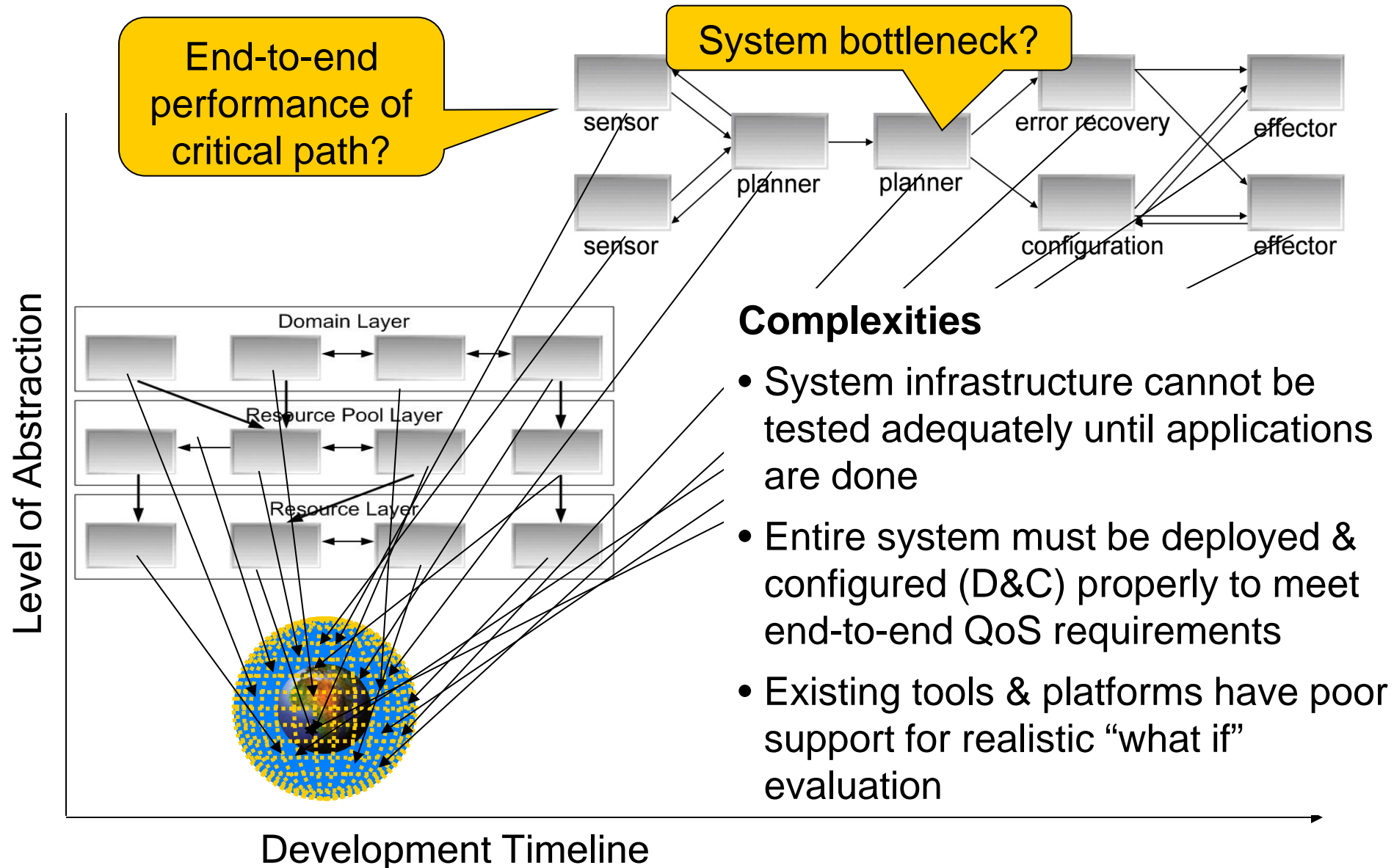


# Complexities of Serialized Phasing



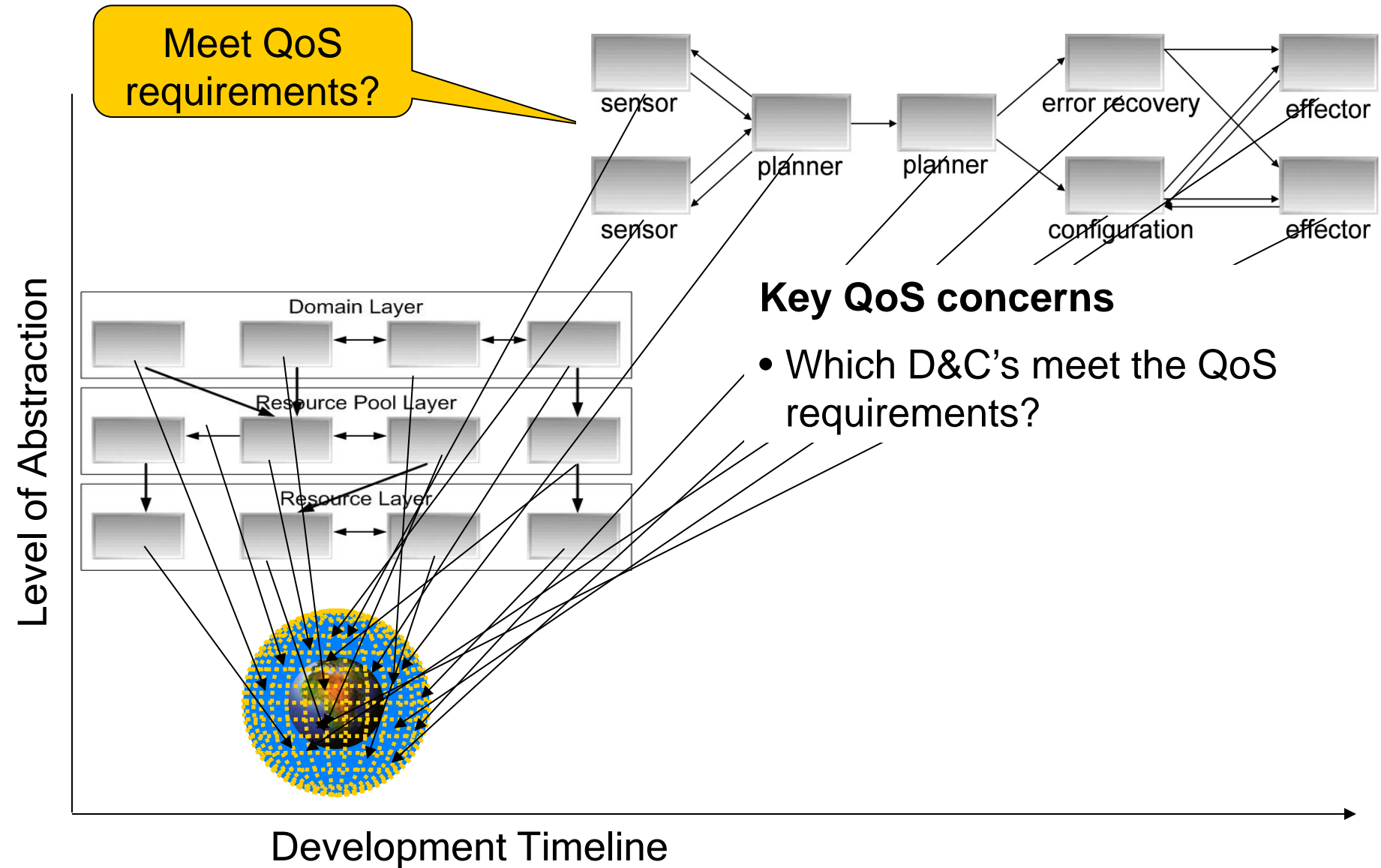


# Complexities of Serialized Phasing

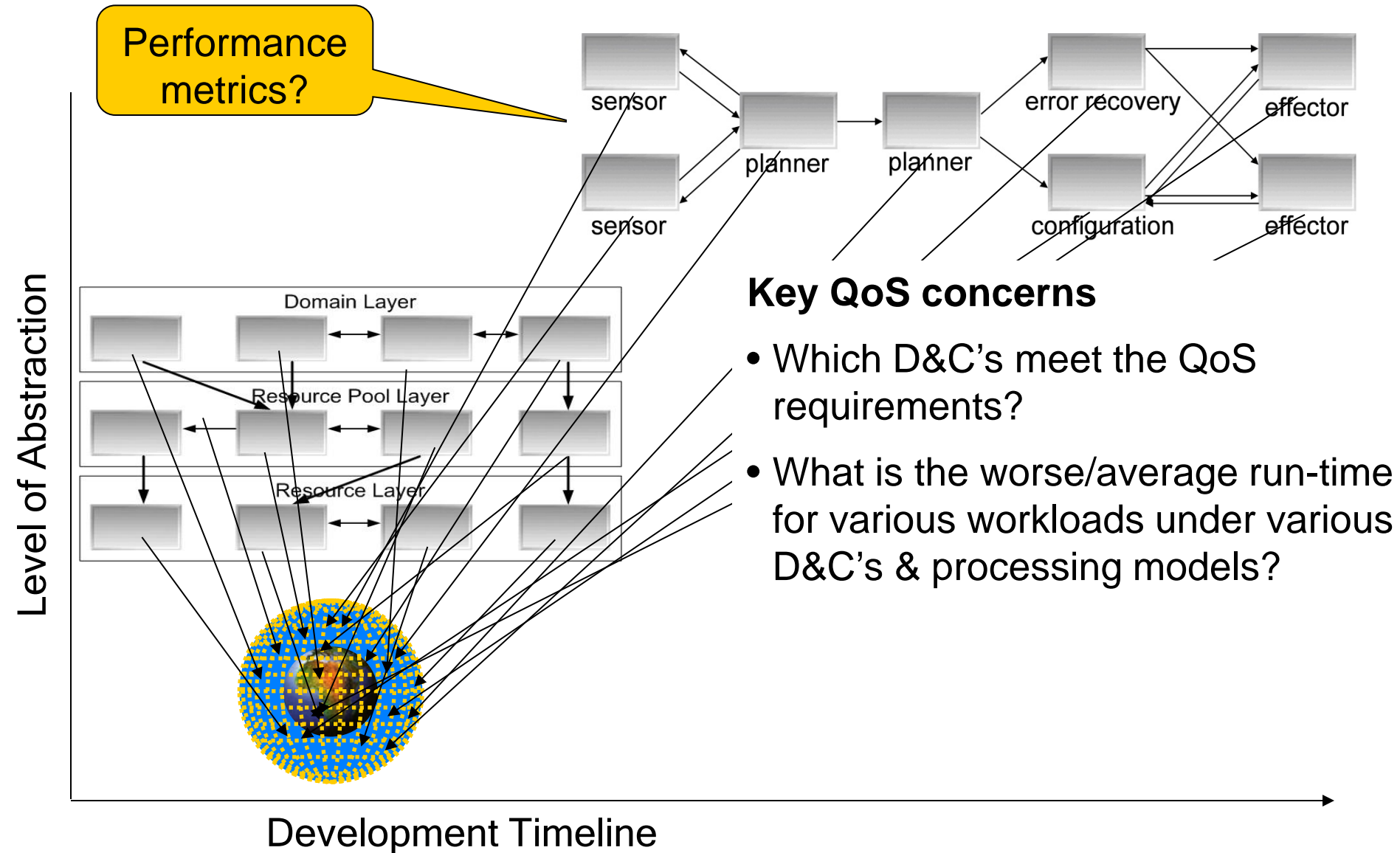


QoS needs of components in ULS systems often unknown until late in lifecycle

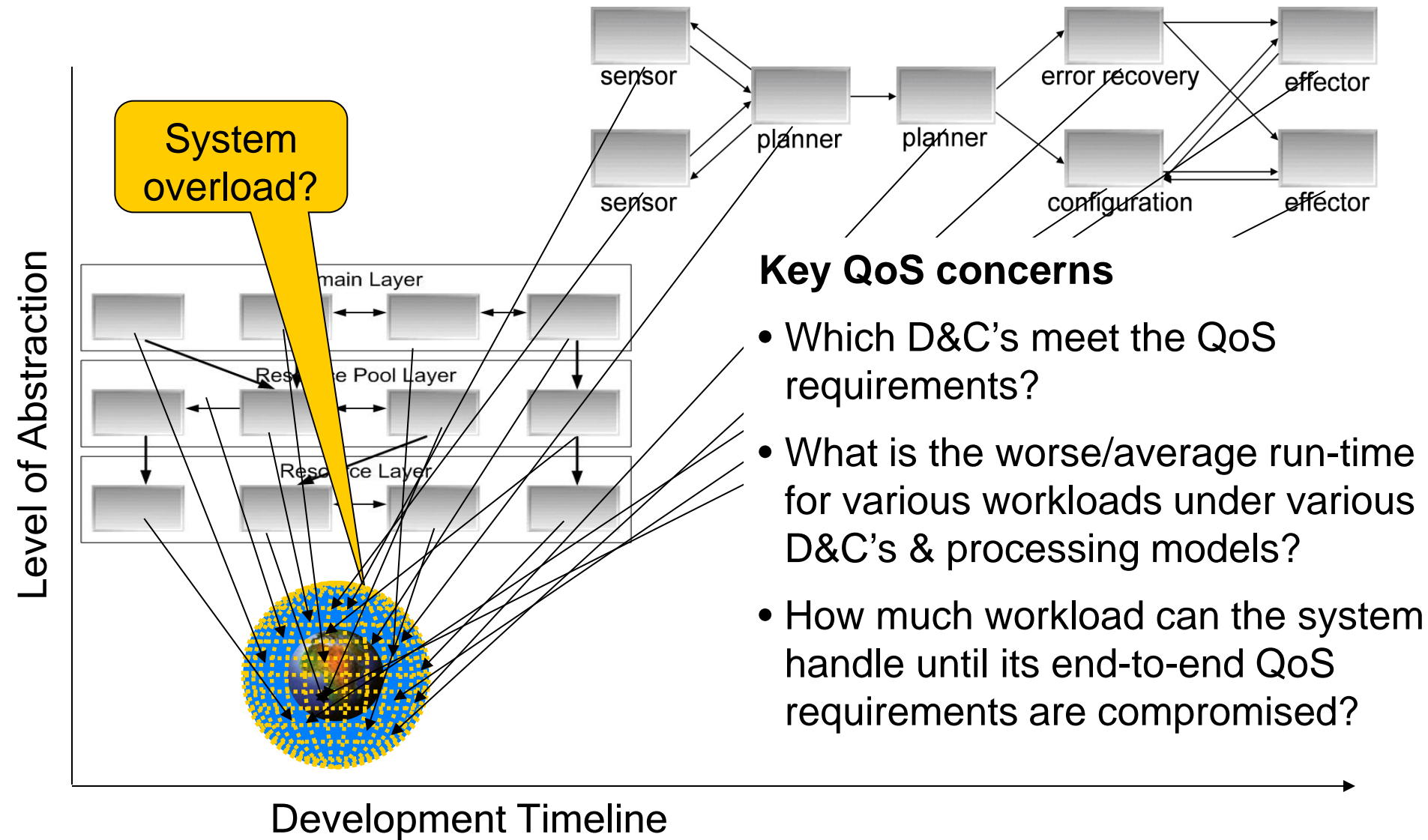
# Unresolved QoS Concerns with Serialized Phasing



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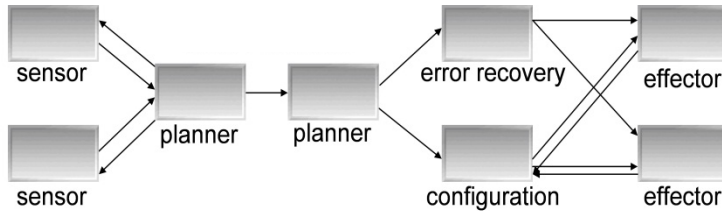
# Unresolved QoS Concerns with Serialized Phasing



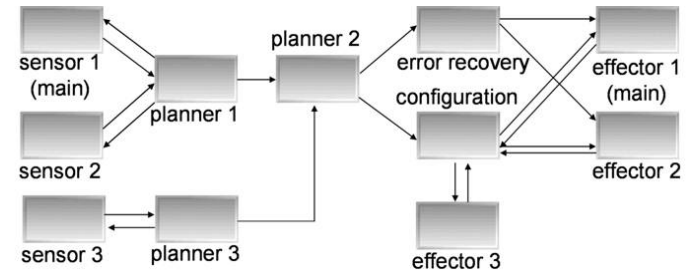
It can take a *long* time (years) to address QoS concerns with serialized phasing

# Related ULS System Development Problems

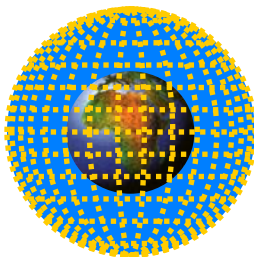
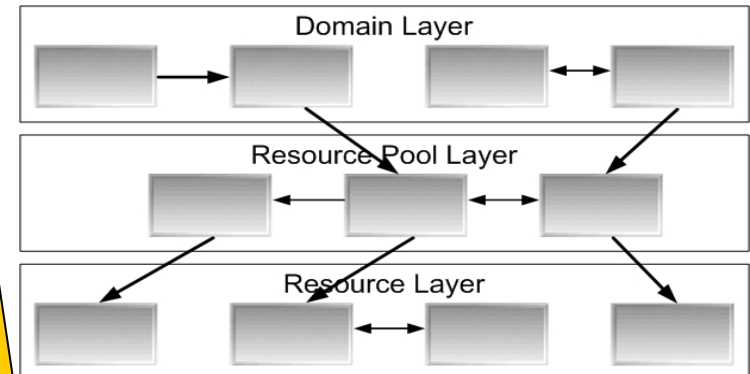
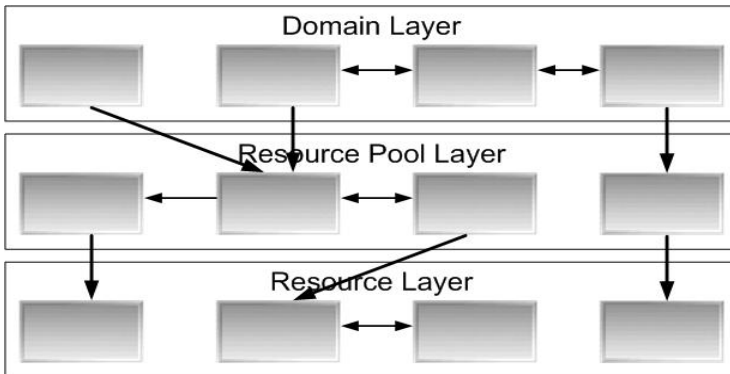
Release X



Release X+1

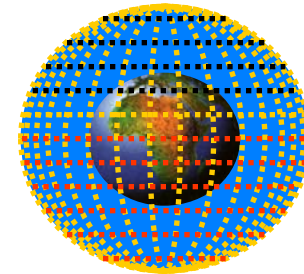


Level of Abstraction



Development

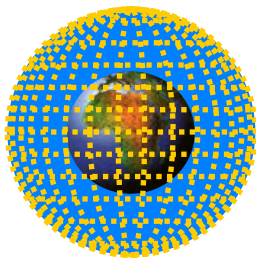
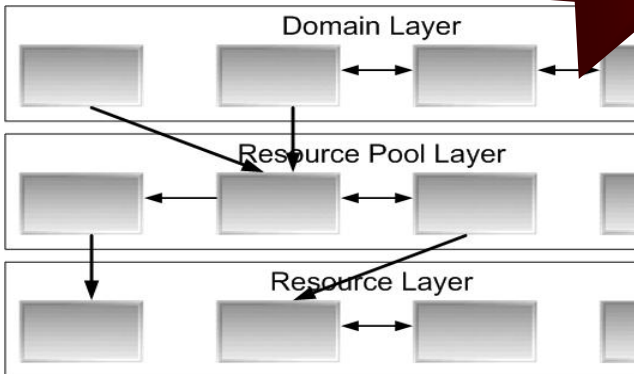
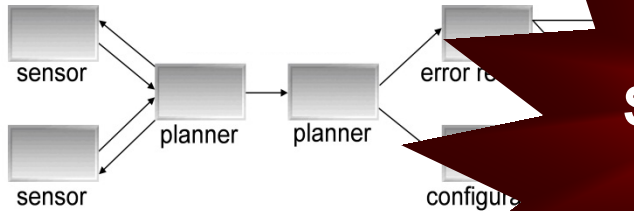
New hardware,  
networks, operating  
systems, middleware,  
application  
components, etc.



# Related ULS System Development Problems

Level of Abstraction

Release X



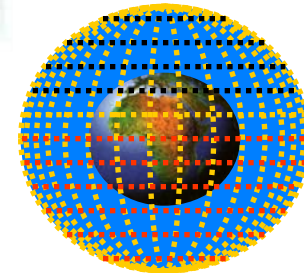
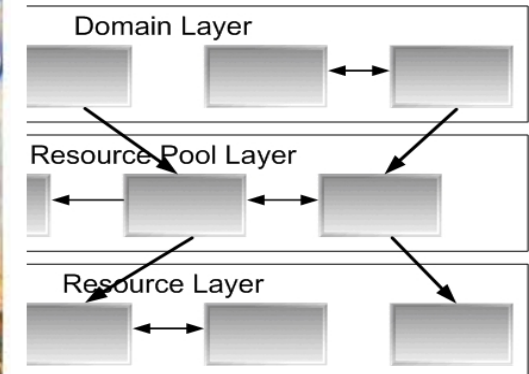
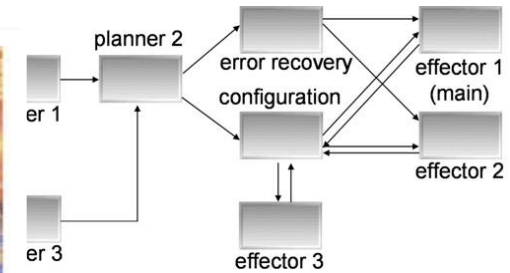
Development

Evolution  
Surprises!!  
!



New hardware,  
networks, operating  
systems, middleware,  
application  
components, etc.

Release X+1





# Promising Approach for ULS System Challenges:

## System Execution Modeling (SEM) Tools

### Tools to express & validate design rules

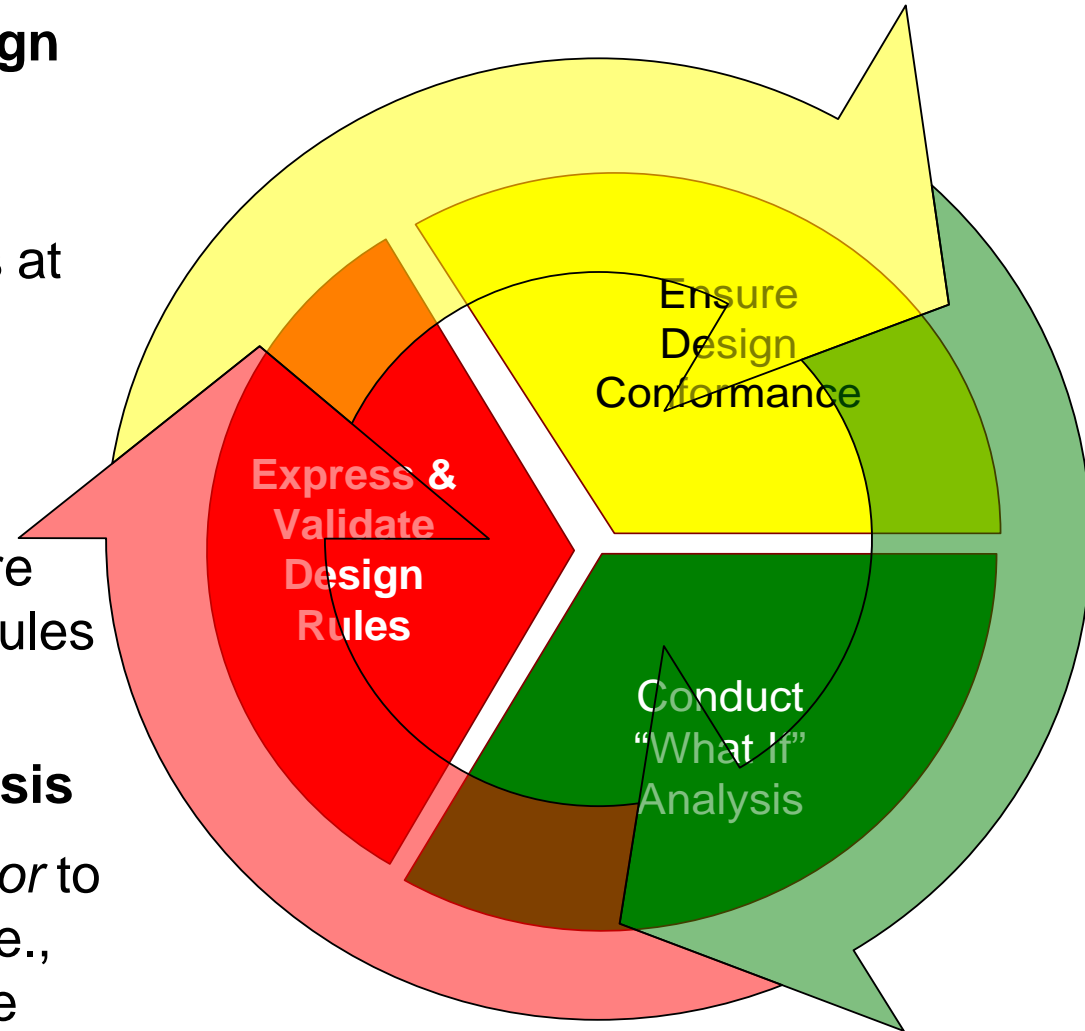
- Help applications & developers adhere to system specifications at design-time

### Tools to ensure design rule conformance

- Help properly deploy & configure applications to enforce design rules throughout system lifecycle

### Tools to conduct “what if” analysis

- Help analyze QoS concerns *prior* to completing the entire system, i.e., before system integration phase

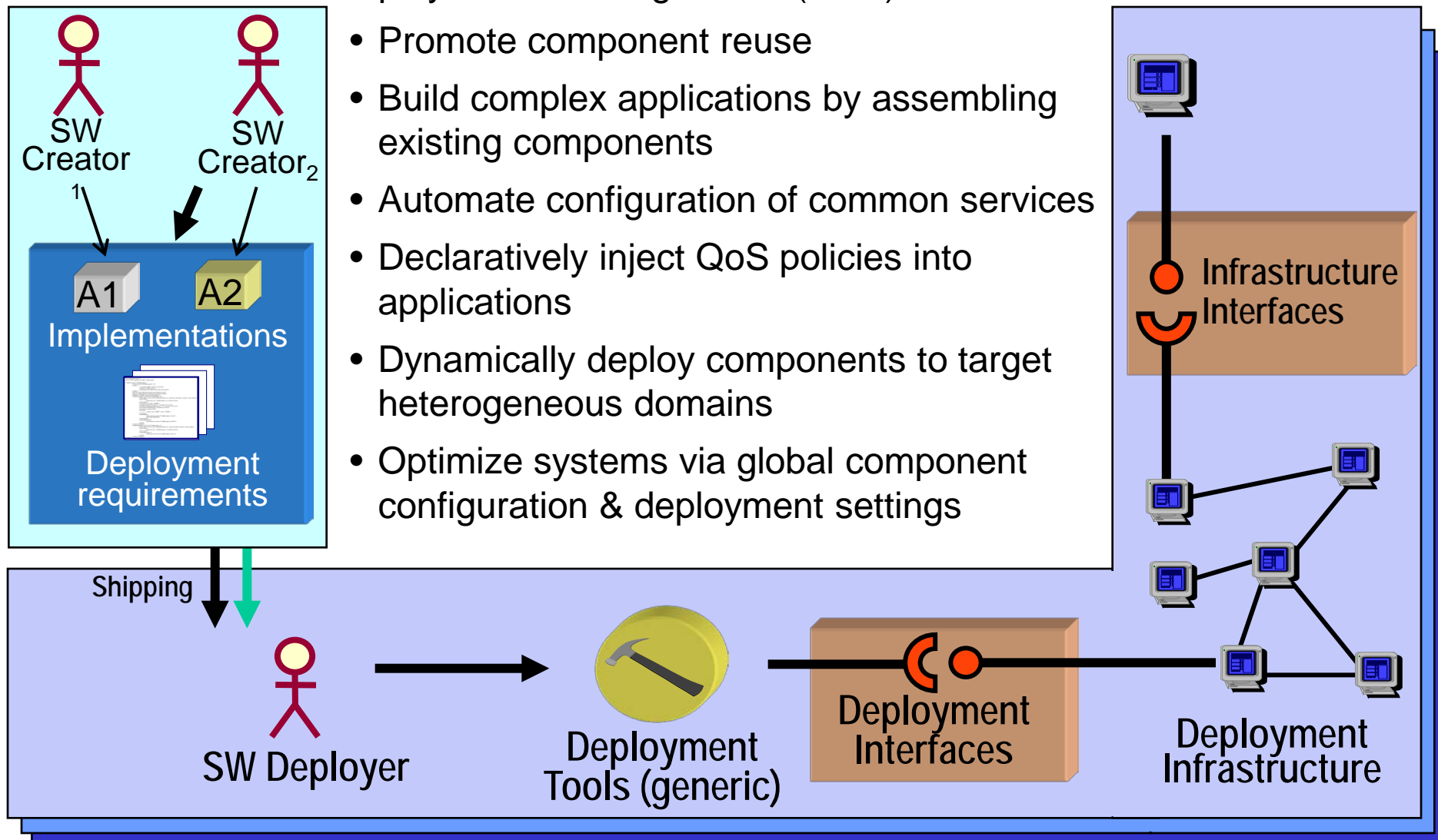


SEM tools should be applied continuously when developing software elements

# SEM Tool Example: Component Deployment & Configuration

## Deployment & configuration (D&C) Goals

- Promote component reuse
- Build complex applications by assembling existing components
- Automate configuration of common services
- Declaratively inject QoS policies into applications
- Dynamically deploy components to target heterogeneous domains
- Optimize systems via global component configuration & deployment settings



# SEM Tool Example: Component Deployment & Configuration

## **Specification & Implementation**

- Defining, partitioning, & implementing app functionality as standalone components

## **Packaging**

- Bundling a suite of software binary modules & metadata representing app components

## **Installation**

- Populating a repository with packages required by app

## **Configuration**

- Configuring packages with appropriate parameters to satisfy functional & systemic requirements of an application without constraining to physical resources

## **Planning**

- Making deployment decisions to identify nodes in target environment where packages will be deployed

## **Preparation**

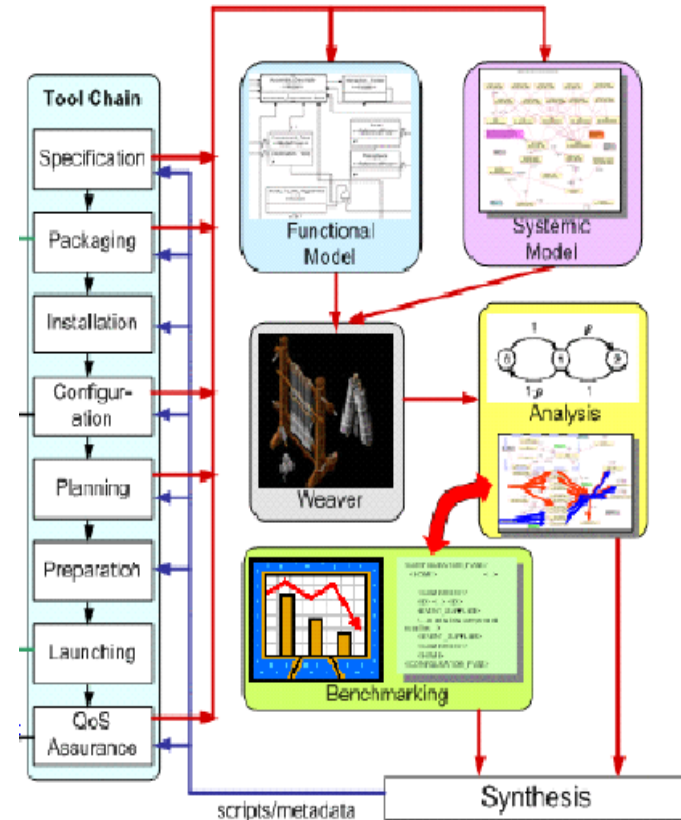
- Moving binaries to identified entities of target environment

## **Launching**

- Triggering installed binaries & bringing app to ready state

## **QoS Assurance & Adaptation**

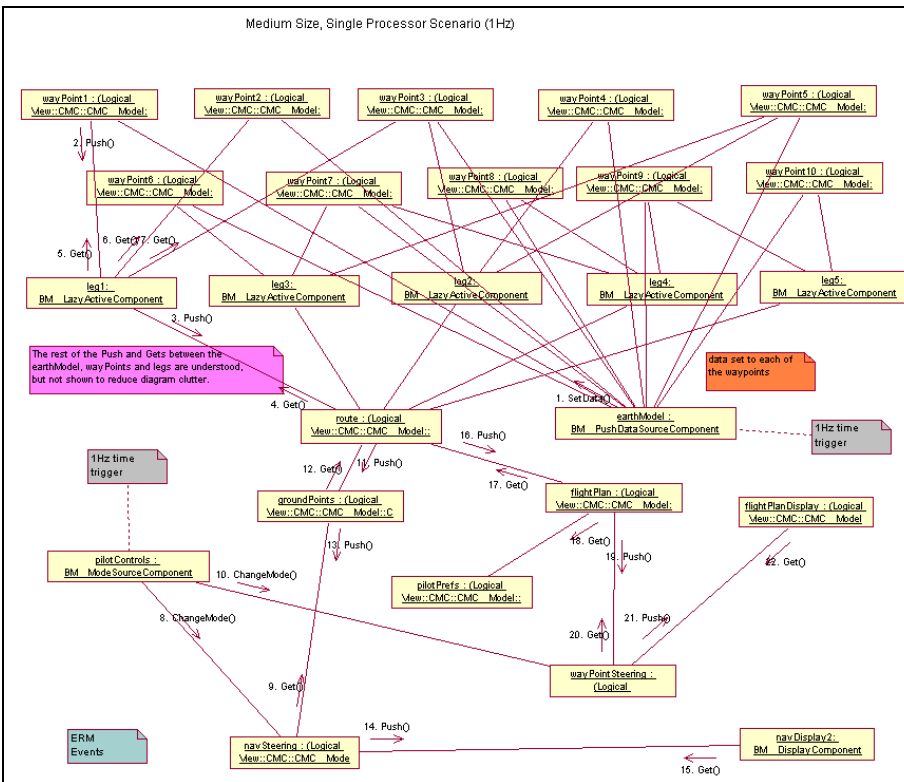
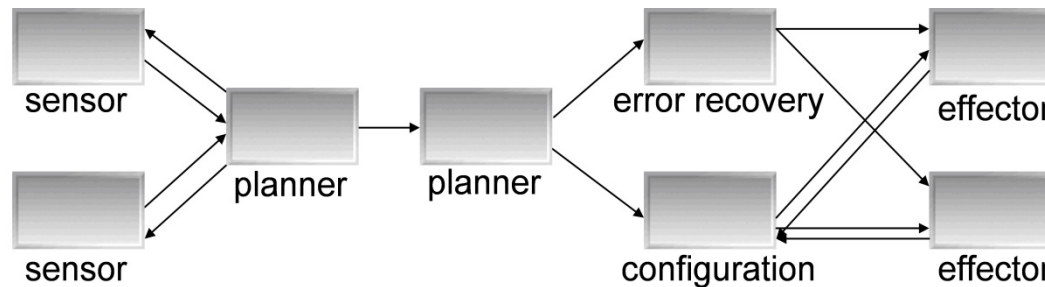
- Runtime (re)configuration & resource management to maintain end-to-end QoS



Example D&C specifications include

- OMG Lightweight CORBA Component Model (CCM) &
- IBM Service Component Architecture (SCA)

# Challenge 1: The Packaging Aspect

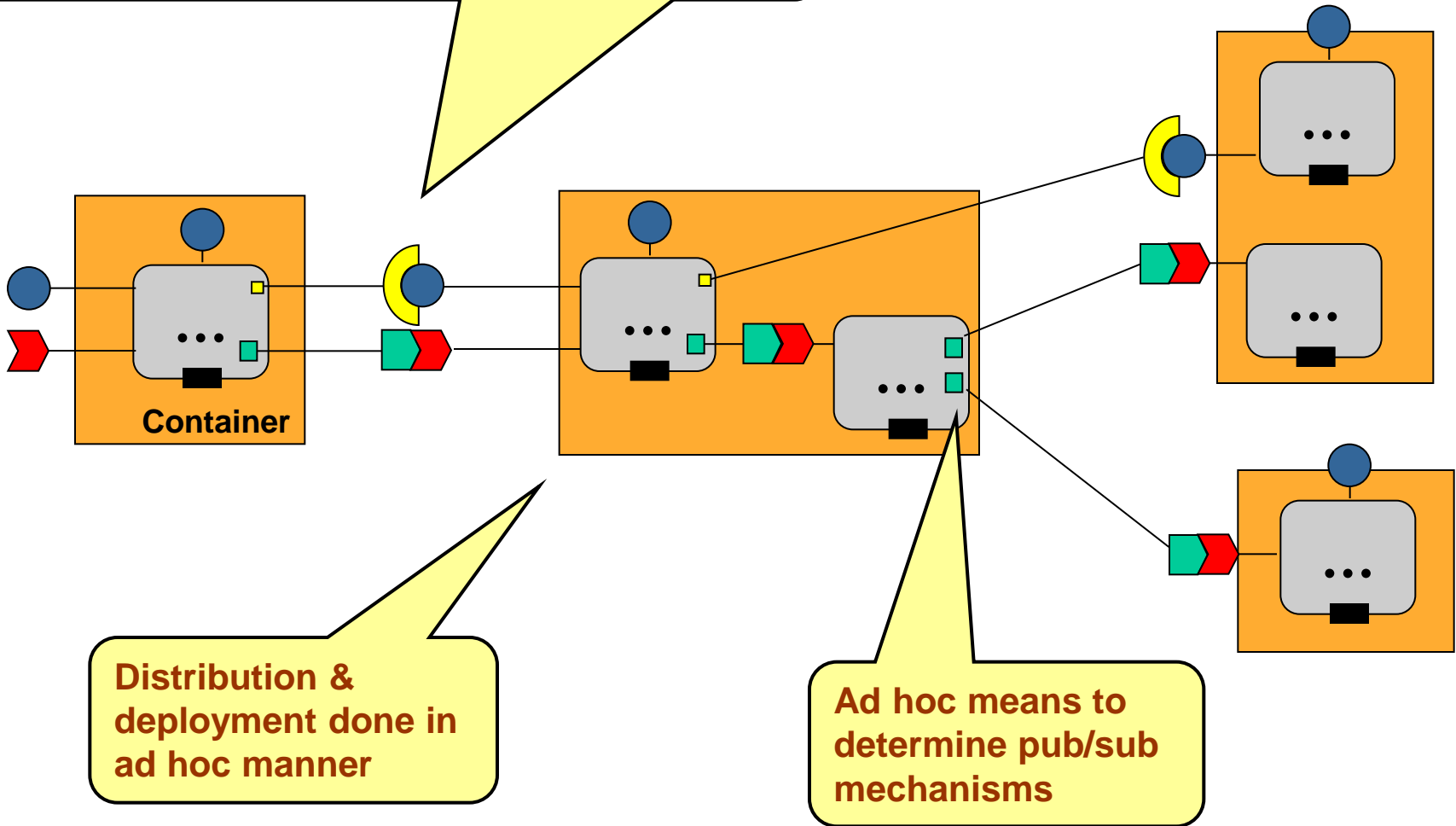


- Application components are bundled together into *assemblies*
- Different assemblies tailored to deliver different end-to-end QoS and/or using different algorithms can be part of a package
- ULS systems will require enormous # ( $10^5$ - $10^7$ ) of components
- Packages describing assemblies can be scripted via XML descriptors

# Packaging Aspect Problems (1/2)

Ad hoc techniques for ensuring component syntactic & semantic compatibility

*Inherent Complexities*



## *Accidental Complexities*

```
<!-- Associate components with impls -->
<assemblyImpl>
  <instance xmi:id="Sensor">
    <name>Sensor Subcomponent</name>
    <package href="Sensor.cpd"/>
  </instance>
  <instance xmi:id="Planner">
    <name>Planner Subcomponent</name>
    <package href="Planner.cpd"/>
  </instance>
  <instance xmi:id="Effector">
    <name>Effector Subcomponent</name>
    <package href="Effector.cpd"/>
  </instance>
</assemblyImpl>
```

**XML file in excess of 3,000 lines, even for medium sized scenarios**

**Existing practices involve handcrafting XML descriptors**

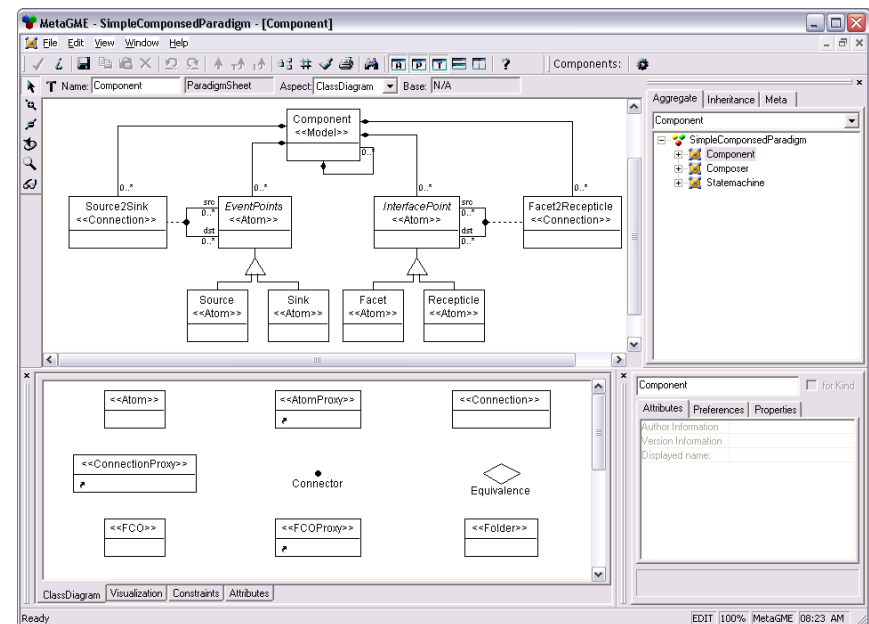
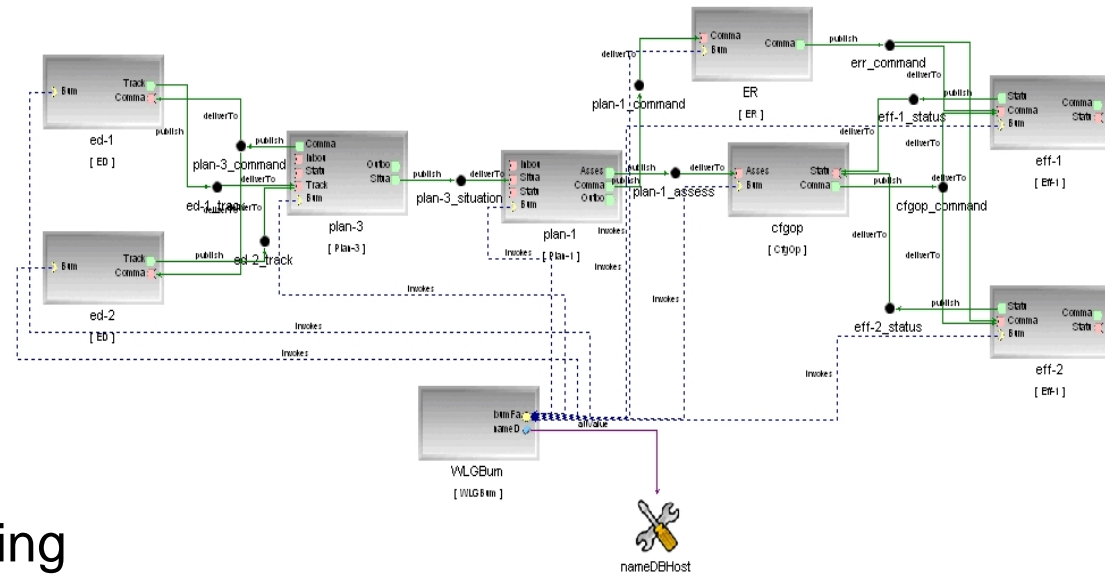
**Modifications to the assemblies requires modifying XML file**



# SEM Tool Approach for Packaging Aspect

## Approach:

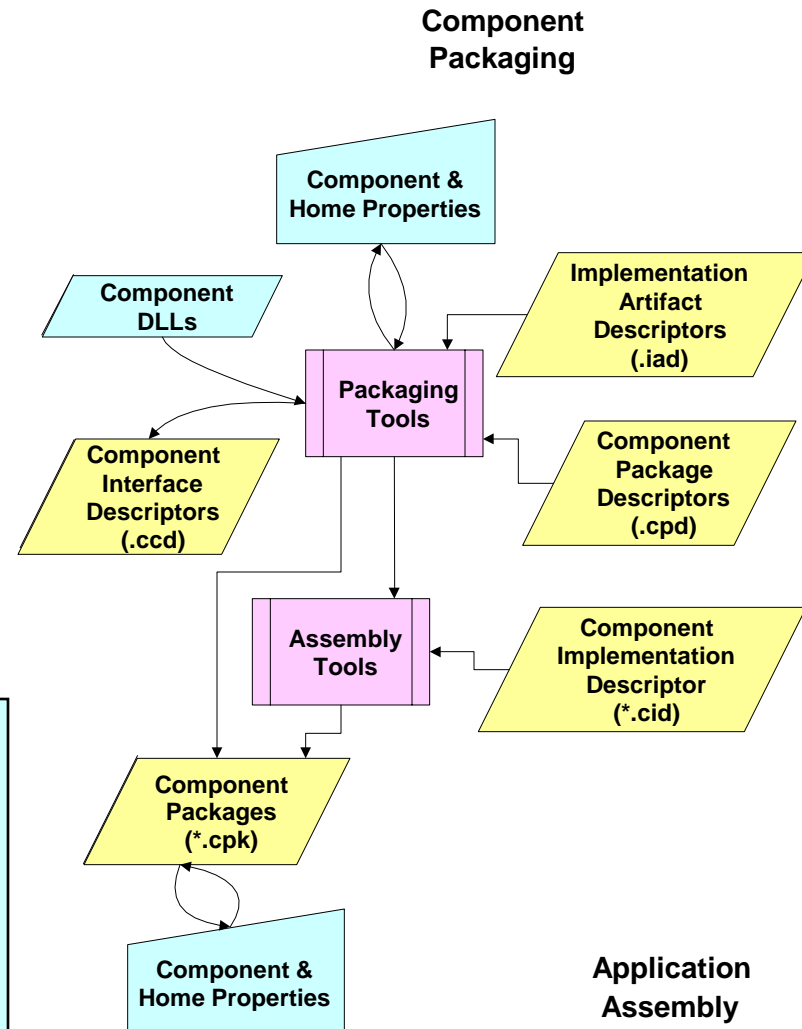
- Develop the **Platform-Independent Component Modeling Language (PICML)** to address complexities of assembly packaging
- Capture dependencies visually
- Define semantic constraints using constraints
  - e.g., Object Constraint Language (OCL)
- Generate domain-specific artifacts from models
  - e.g., metadata, code, simulations, etc.
- Uses Generic Modeling Environment (GME) to meta-model & program



PICML helps to capture & validate design rules for assemblies

# Example Metadata Generated by PICML

- **Component Interface Descriptor (.ccd)**
  - Describes the interface, ports, properties of a single component
- **Implementation Artifact Descriptor (.iad)**
  - Describes the implementation artifacts (e.g., DLLs, OS, etc.) of one component
- **Component Package Descriptor (.cpd)**
  - Describes multiple alternative implementations of a single component
- **Package Configuration Descriptor (.pcd)**
  - Describes a configuration of a component package
- **Top-level Package Descriptor (package.tpd)**
  - Describes the top-level component package in a package (.cpk)
- **Component Implementation Descriptor (.cid)**
  - Describes a specific implementation of a component interface
  - Implementation can be either monolithic- or assembly-based
  - Contains sub-component instantiations in case of assembly based implementations
  - Contains inter-connection information between components
- **Component Packages (.cpk)**
  - A component package can contain a single component
  - A component package can also contain an assembly

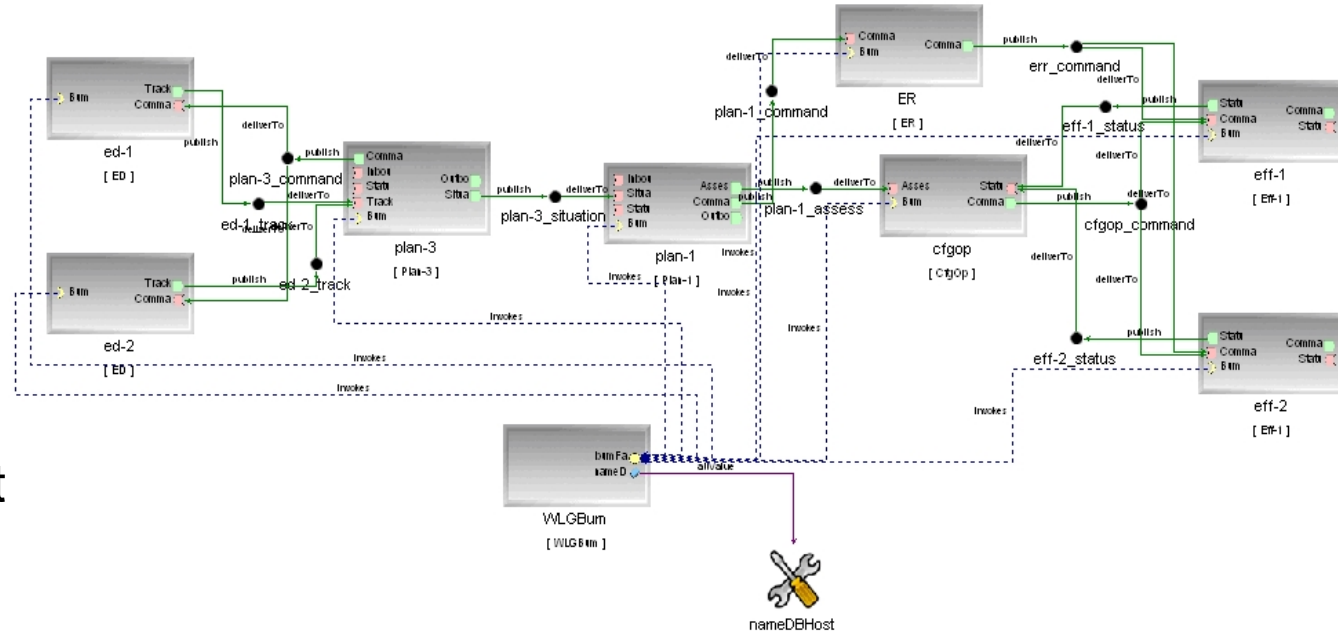


Based on OMG (D&C)  
specification (ptc/05-01-07)

# Example Output from PICML Model

## A Component Implementation Descriptor (\*.cid) file

- Describes a specific implementation of a component interface
- Describes component interconnections



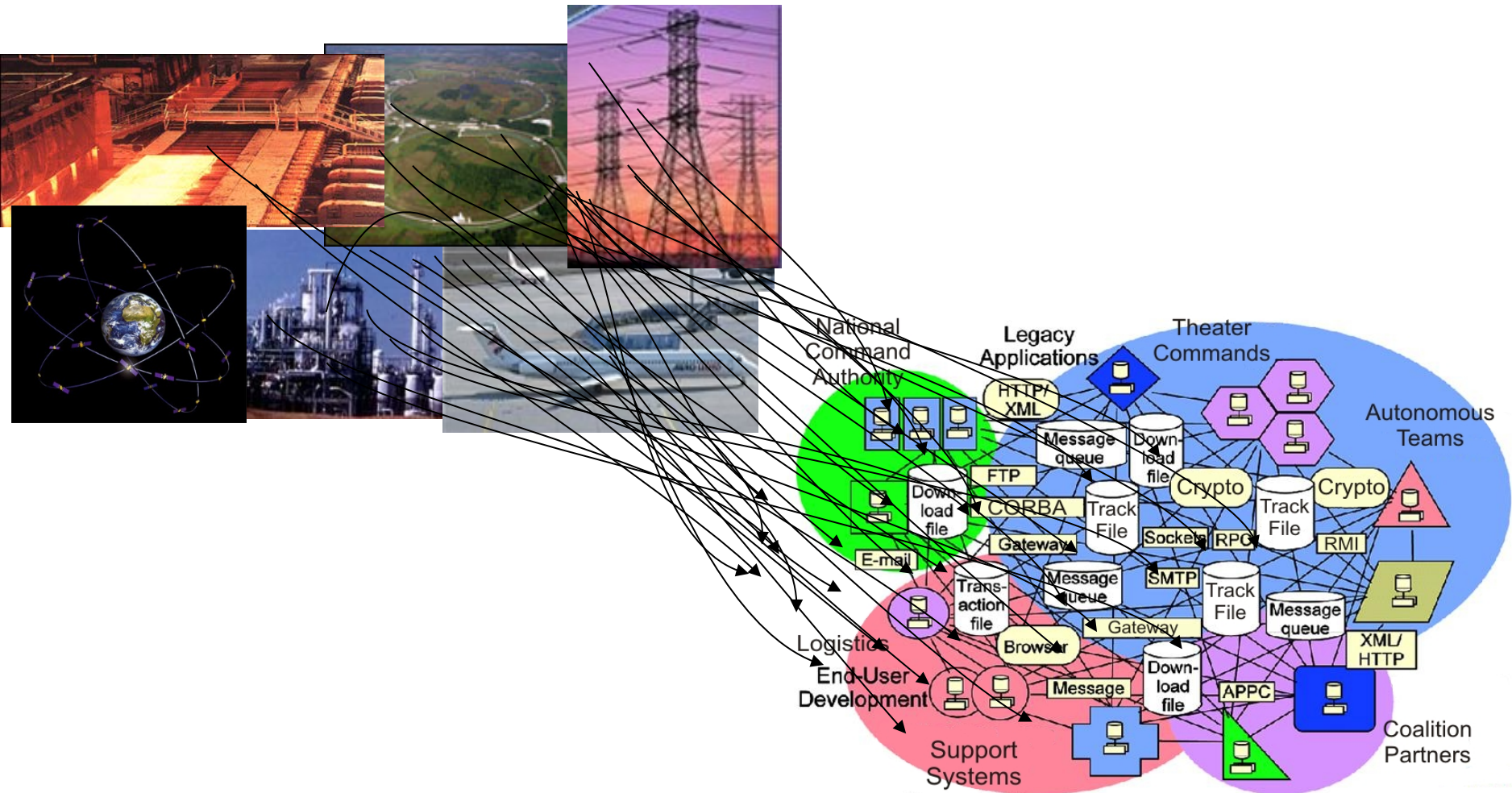
```
<monolithicImpl> [...]  
  <deployRequirement>  
    <name>Planner</name>  
    <resourceType>Planner</resourceType>  
    <property><name>vendor</name>  
      <value>  
        <type> <kind>tk_string</kind> </type>  
        <value> <string>My Planner Vendor</string>  
      </value>  
    </property>  
  </deployRequirement> [... Requires VxWorks ...]  
</monolithicImpl>
```

```
<connection> <name>Effector</name>  
  <internalEndpoint>  
    <portName>Ready</portName>  
    <instance href="#Planner"/>  
  </internalEndpoint>  
  <internalEndpoint>  
    <portName>Refresh</portName>  
    <instance href="#Effector"/>  
  </internalEndpoint>  
</connection>
```

PICML supports better expression of domain intent & “correct-by-construction”

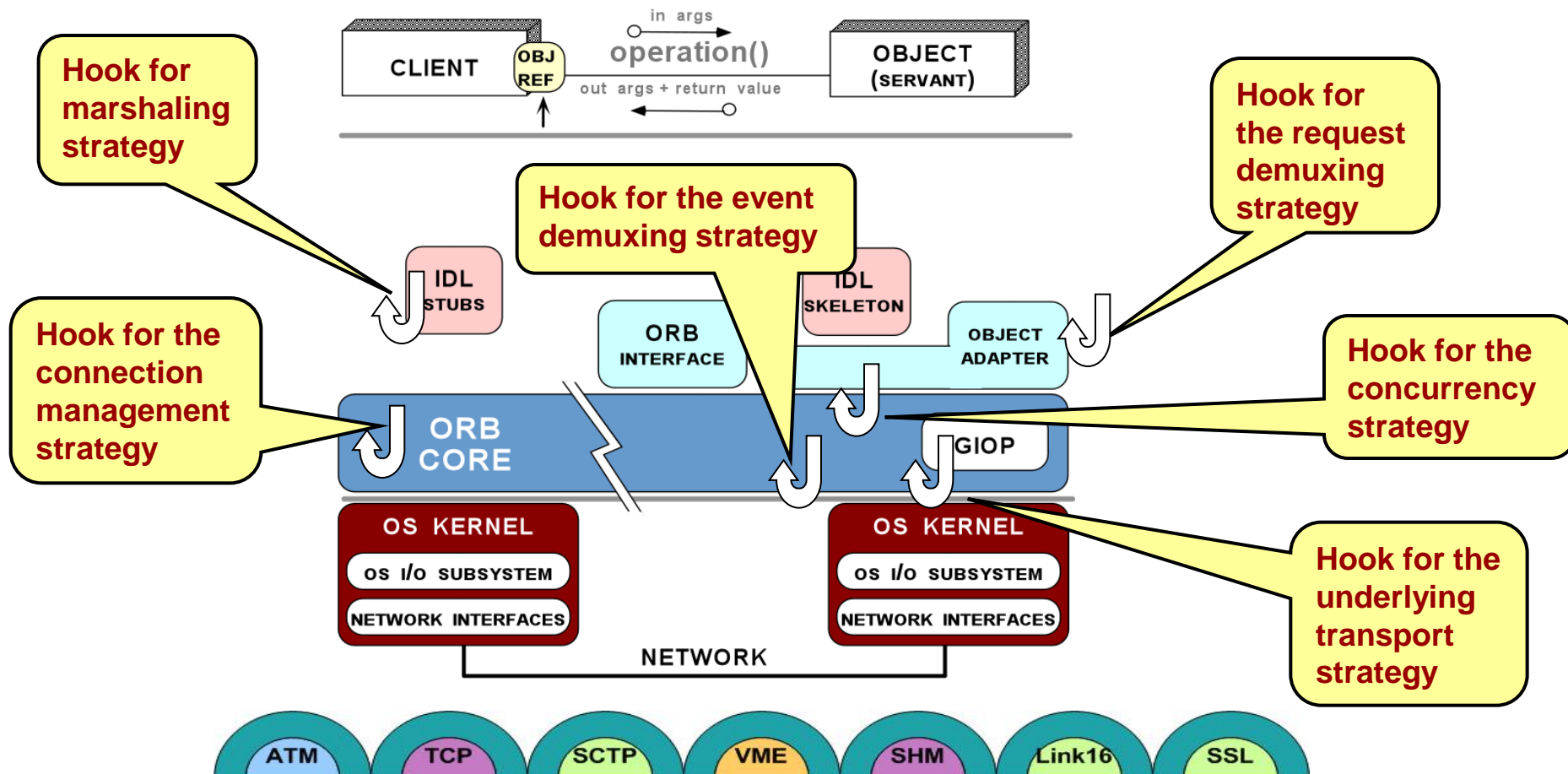
# Challenge 2: The Configuration Aspect

ULS systems are characterized by a large *configuration space* that maps known variations in the application requirements space to known variations in the software solution space



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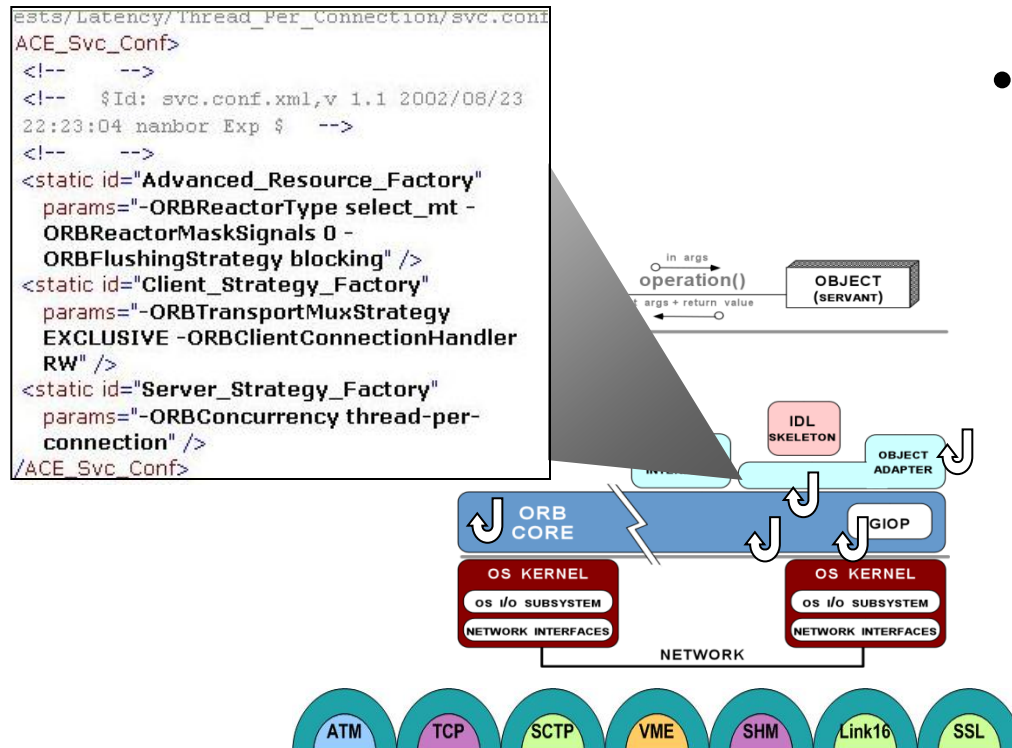




# Configuration Aspect Problems

## Middleware developers

- Documentation & capability synchronization
- Semantic constraints, design rules, & QoS evaluation of specific configurations



## Application developers

- Must understand middleware constraints, rules, & semantics
  - Increases accidental complexity
- Different middleware uses different configuration mechanisms
- e.g.



XML Configuration Files



XML Property Files

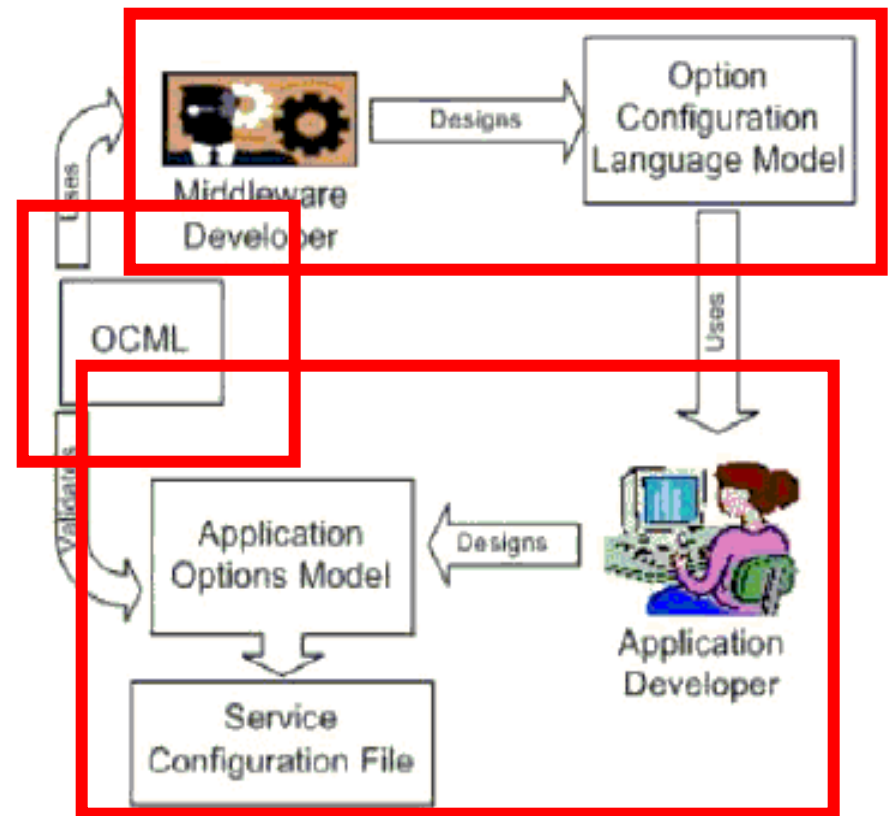


CIAO/CCM provides ~500 configuration options

# SEM Tool Approach for Configuration Aspect

## Approach:

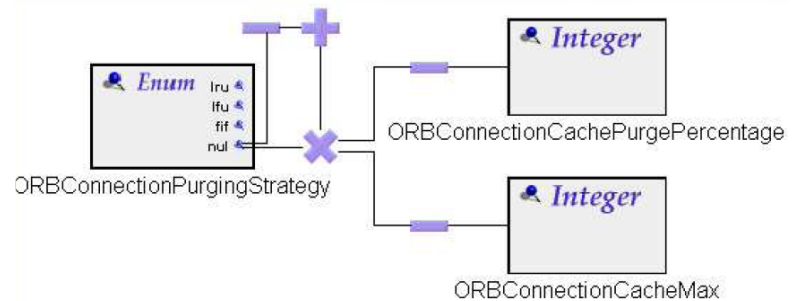
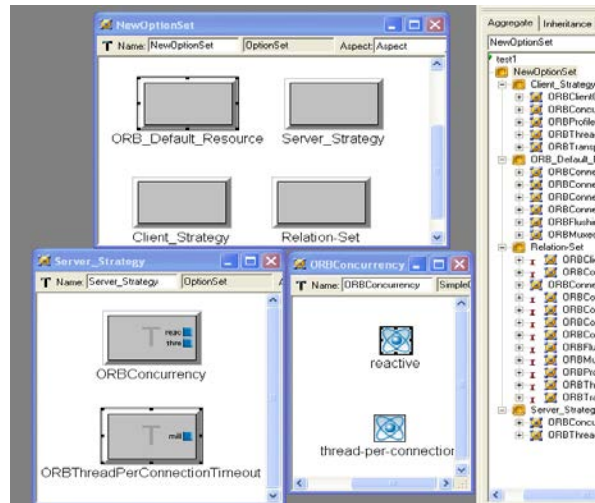
- Develop an **Options Configuration Modeling Language (OCML)** to encode design rules & ensure semantic consistency of option configurations
- OCML is used by
  - **Middleware developers** to design the *configuration model*
  - **Application developers** to configure the middleware for a specific application
- OCML *metamodel* is platform-independent
- OCML *models* are platform-specific



OCML helps to ensure design conformance

# Applying OCML to CIAO+TAO

- Middleware developers specify
  - Configuration space
  - Constraints
- OCML generates config model



```

<CONFIGURATION>
<PROCESSOR>
  <NAME>OCP_P1</NAME>
  <CONFIGURATION_PASS>
    <HOME>
      <HOME_TYPE> BM_OPEN_ED_COMPONENT </HOME_TYPE>
      <ID>
        <GROUP_ID> 20 </GROUP_ID>
        <ITEM_ID> 22 </ITEM_ID>
        <NAME> BM_OPEN_ED_COMPONENT </NAME>
      </ID>
      <COMPONENT>
        <ID>
          <GROUP_ID>200</GROUP_ID>
          <ITEM_ID>220</ITEM_ID>
          <NAME>WAYPOINT_PROXY</NAME>
        </ID>
        <DISTRIBUTION>
          <DIST_WRITE>
            <PROXY>
              <ID>
                <GROUP_ID>200</GROUP_ID>
                <ITEM_ID>221</ITEM_ID>
                <NAME>WAYPOINT</NAME>
              </ID>
            </PROXY>
          </DIST_WRITE>
        </DISTRIBUTION>
        <EVENT_SUPPLIER>
          <EVENT_SET>
            <EVENT>

```

```

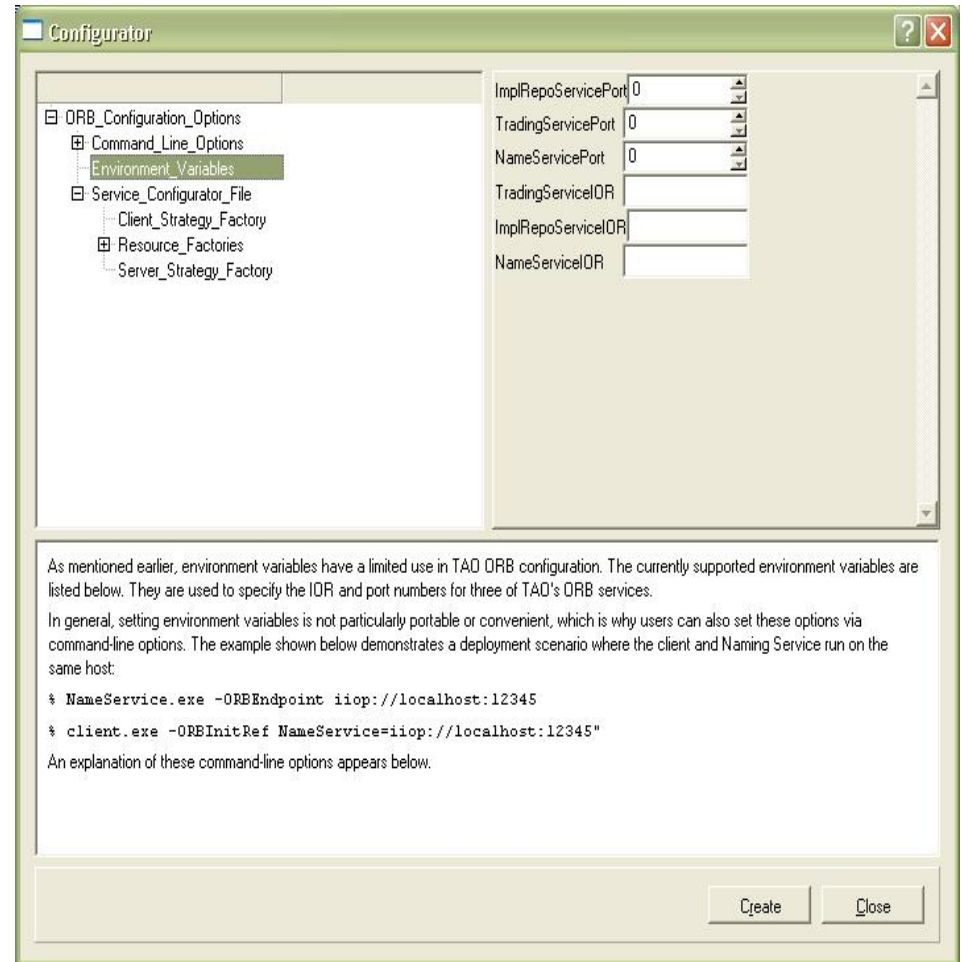
/**
 * Return the last time the client sent a request associated
 * session, as the number of ms since midnight, Jan 1, 1970
 * GMT. Actions your application takes, such as get or set
 * value associated with session, do not affect access time.
 */
public long getLastAccessTime() {
    return (this.lastAccessTime);
}

/**
 * Update the accessed time information for this session.
 * Method is called by context when request comes in for a
 * session, even if the application does not reference it.
 */
public void access() {
    this.lastAccessTime = this.thisAccessTime;
}

```

# Applying OCML to CIAO+TAO

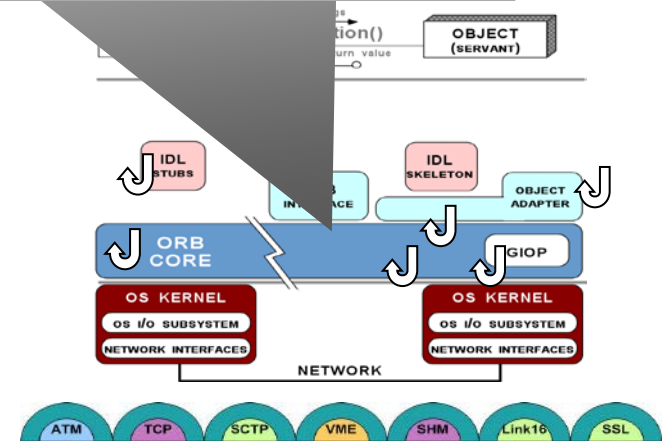
- Middleware developers specify
  - Configuration space
  - Constraints
- OCML generates config model
- Application developers provide a model of desired options & their values, e.g.,
  - Network resources
  - Concurrency & connection management strategies



# Applying OCML to CIAO+TAO

- Middleware developers specify
  - Configuration space
  - Constraints
- OCML generates config model
- Application developers provide a model of desired options & their values, e.g.,
  - Network resources
  - Concurrency & connection management strategies
- OCML constraint checker flags incompatible options & then
  - Synthesizes XML descriptors for middleware configuration
  - Generates documentation for middleware configuration
  - Validates the configurations

```
ests/Latency/Thread_Per_Connection/svc.conf
ACE_Svc_Conf>
<!-- -->
<!-- $Id: svc.conf.xml,v 1.1 2002/08/23
22:23:04 nanbor Exp $ -->
<!-- -->
<static id="Advanced_Resource_Factory"
  params="-ORBReactorType select_mt -
  ORBReactorMaskSignals 0 -
  ORBFlushingStrategy blocking" />
<static id="Client_Strategy_Factory"
  params="-ORBTransportMuxStrategy
  EXCLUSIVE -ORBClientConnectionHandler
  RW" />
<static id="Server_Strategy_Factory"
  params="-ORBConcurrency thread-per-
  connection" />
/ACE_Svc_Conf>
```

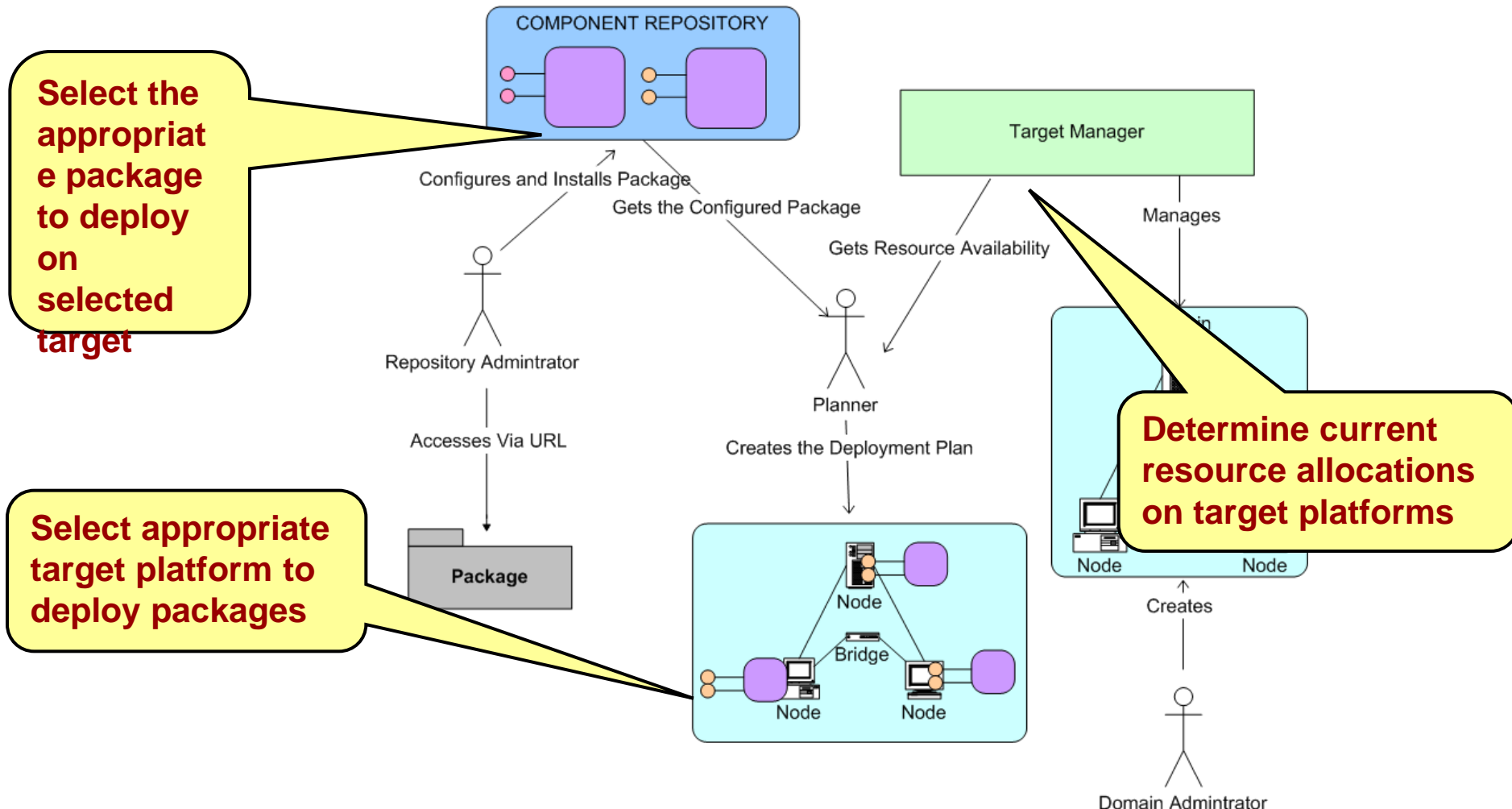


OCML automates activities that are very tedious & error-prone to do manually



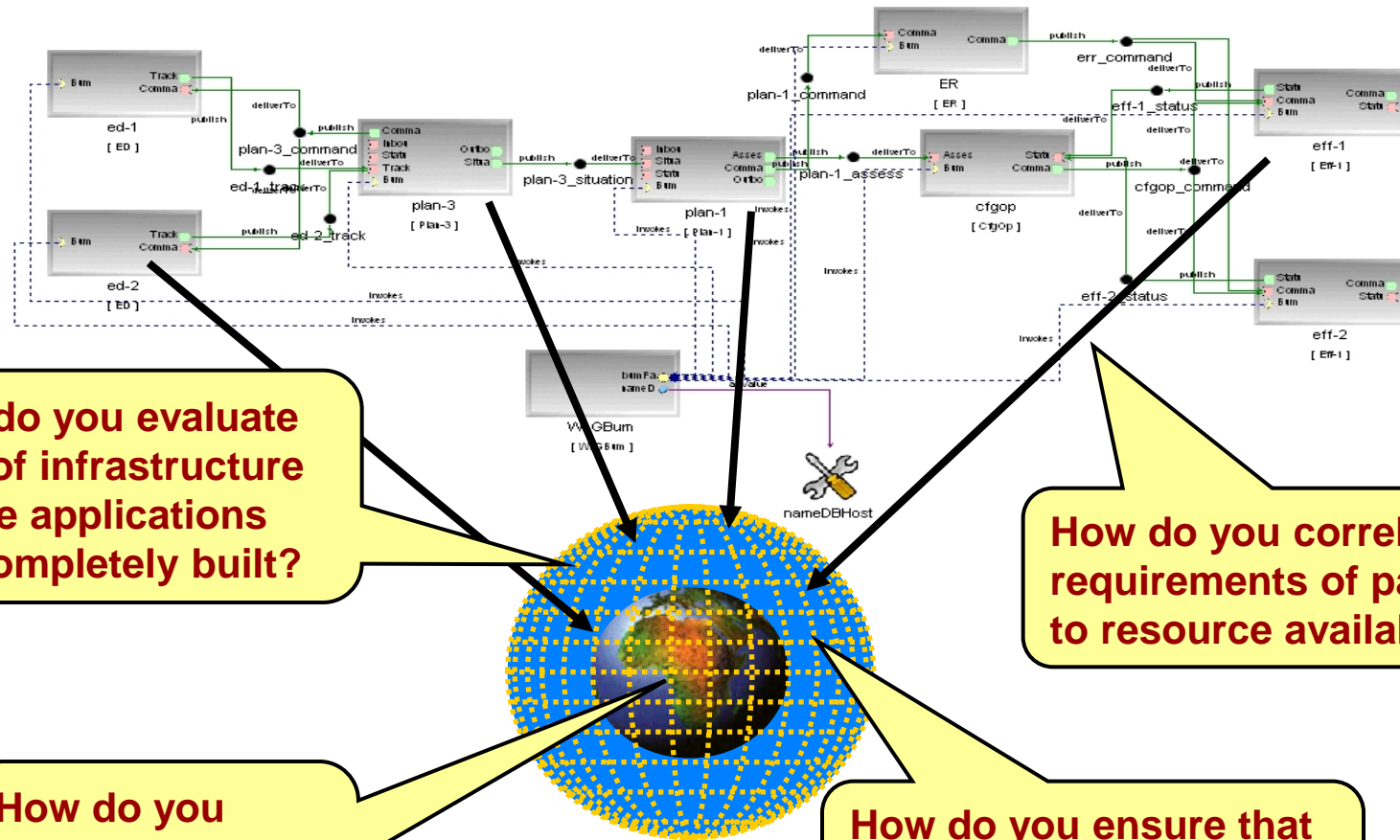
# Challenge 3: Planning Aspect

System integrators must make appropriate deployment decisions, identifying nodes in target environment where packages will be deployed



# Planning Aspect Problems

Ensuring deployment plans meet ULS system QoS requirements



How do you evaluate QoS of infrastructure before applications are completely built?

How do you correlate QoS requirements of packages to resource availability?

How do you determine current resource allocations?

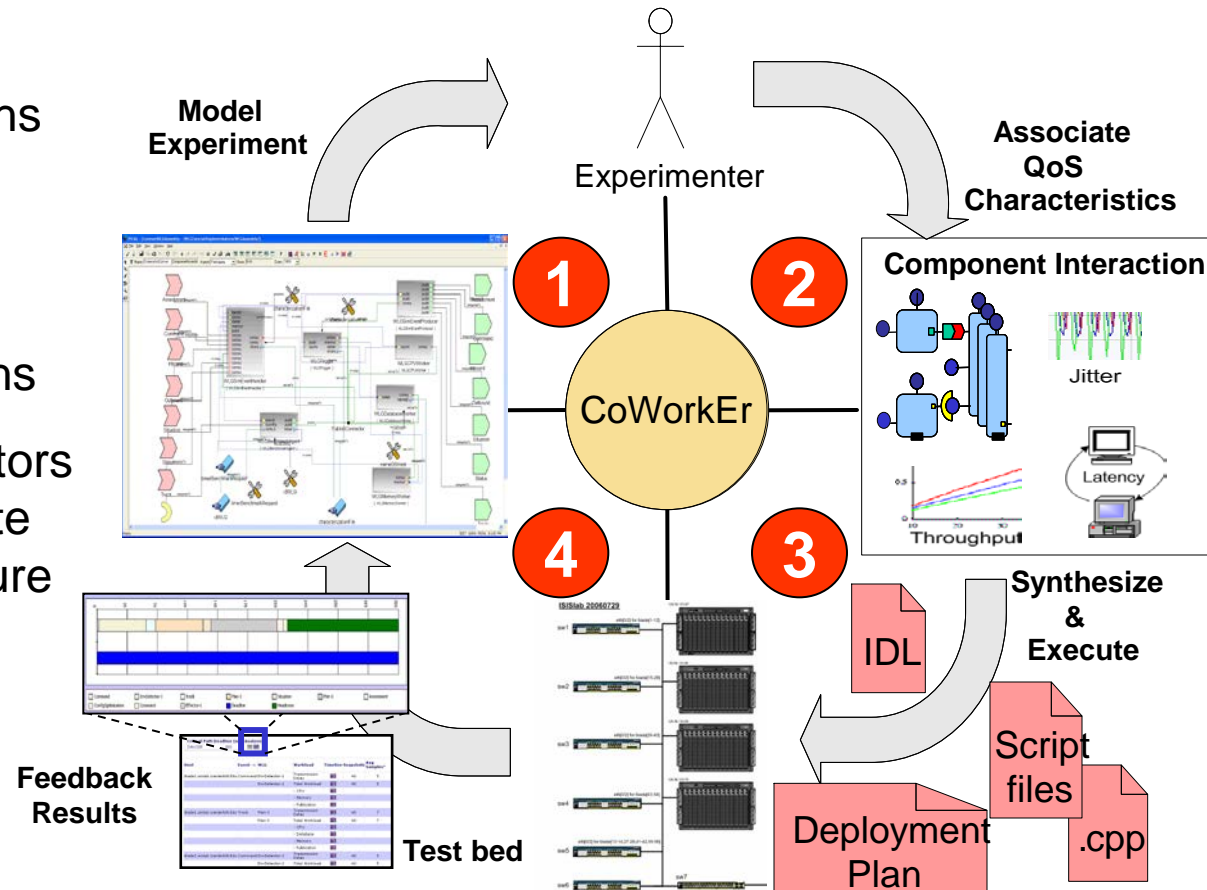
How do you ensure that selected targets will deliver required QoS?

# SEM Tool Approach for Planning Aspect

## Approach

- Develop **Component Workload Emulator (CoWorkEr) Utilization Test Suite (CUTS)** to allow architects & systems engineers to

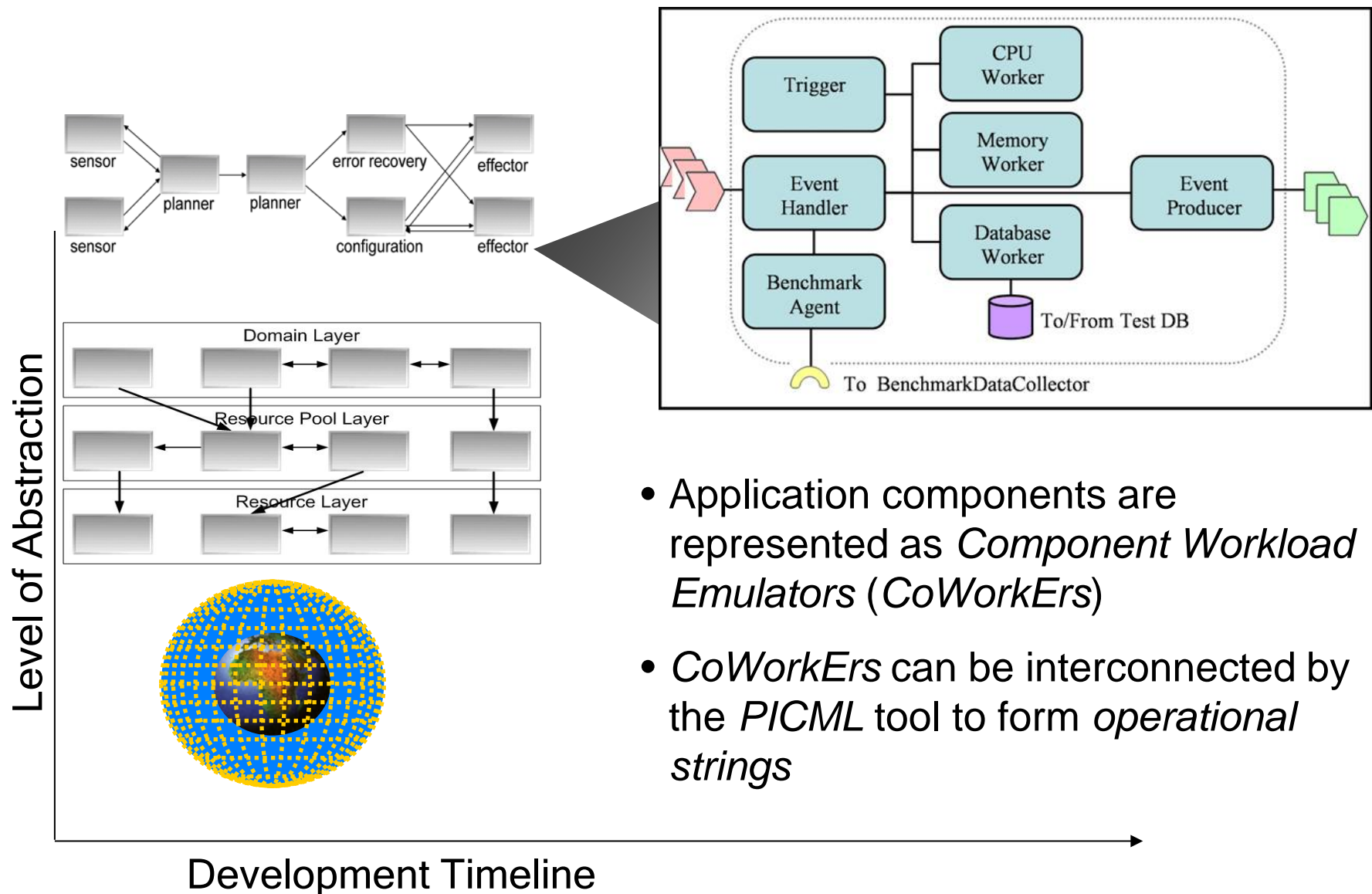
1. Compose scenarios to exercise critical system paths
2. Associate performance properties with scenarios & assign properties to components specific to paths
3. Configure workload generators to run experiments, generate deployment plans, & measure performance along critical paths
4. Analyze results to verify if deployment plan & configurations meet performance requirements



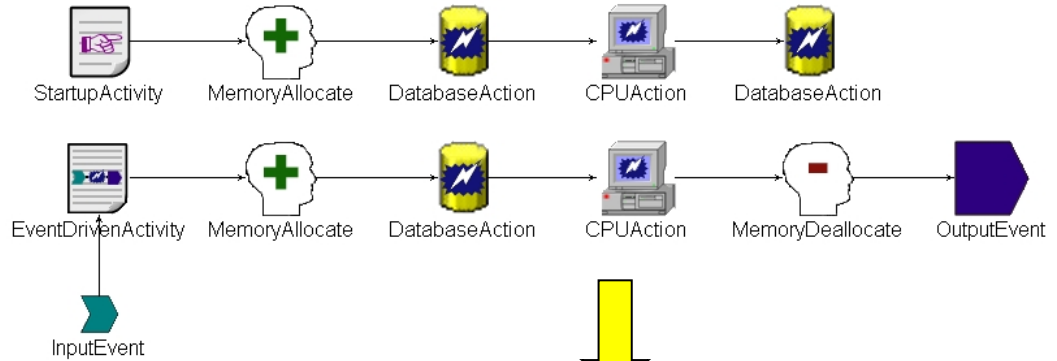
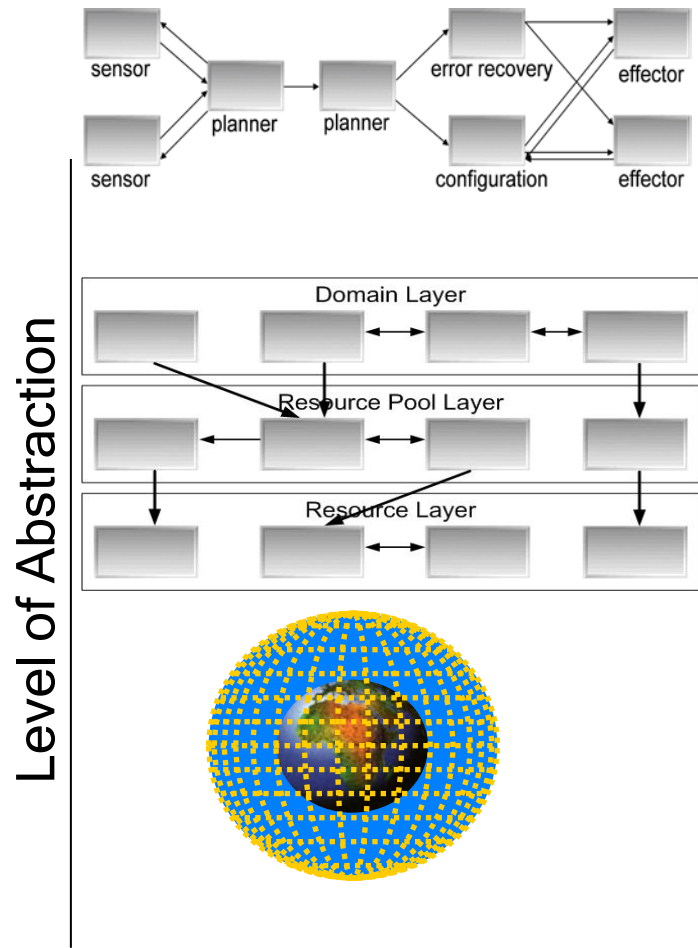
CUTS helps to conduct “what if” analysis on evolving systems



# Emulating Computational Components in CUTS



# Representing Computational Components in CUTS



```

- <EventReactionSpec>
  <InputEvent eventType="AssessmentSimEvent" count="1" />
- <Workload>
  <MemoryAction repetitions="5" operation="ALLOCATE" />
  <DatabaseAction repetitions="40" />
  <CPUAction repetitions="14" />
  <MemoryAction repetitions="5" operation="DEALLOCATE" />
  <PublicationAction repetitions="1" eventType="CommandSimEvent" dataSize="128" />
</Workload>
</EventReactionSpec>
    
```

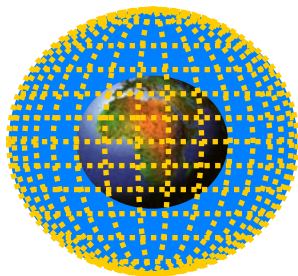
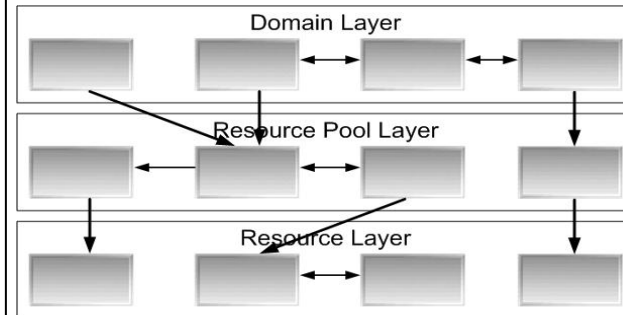
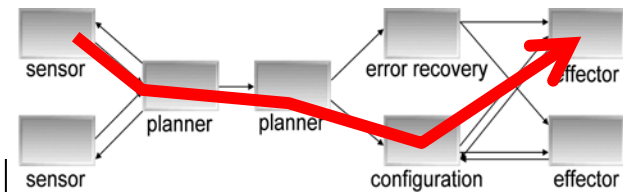
- *Workload Modeling Language (WML)* MDE tool defines behavior of *CoWorkErs* via “work sequences”
- WML programs are translated into XML characterization files
- These files then configure *CoWorkErs*

Development Timeline

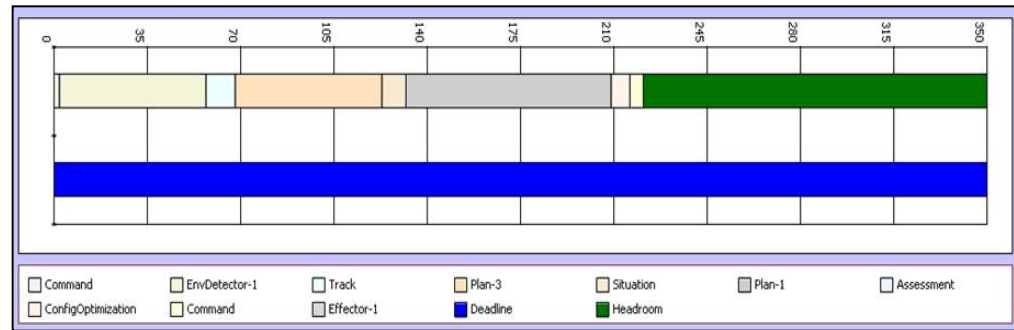


# Visualizing Critical Path Performance in CUTS

Level of Abstraction



Development Timeline



**Critical Path Deadline (ms) Analysis**

DANCER 350

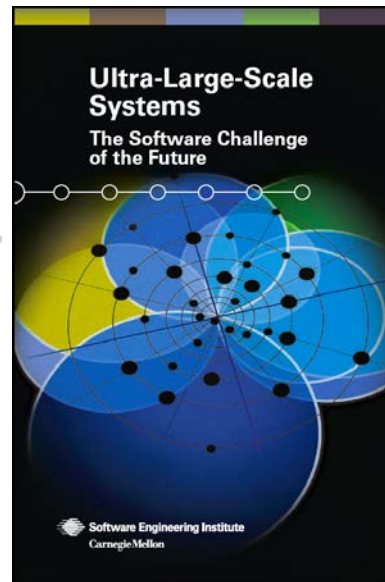
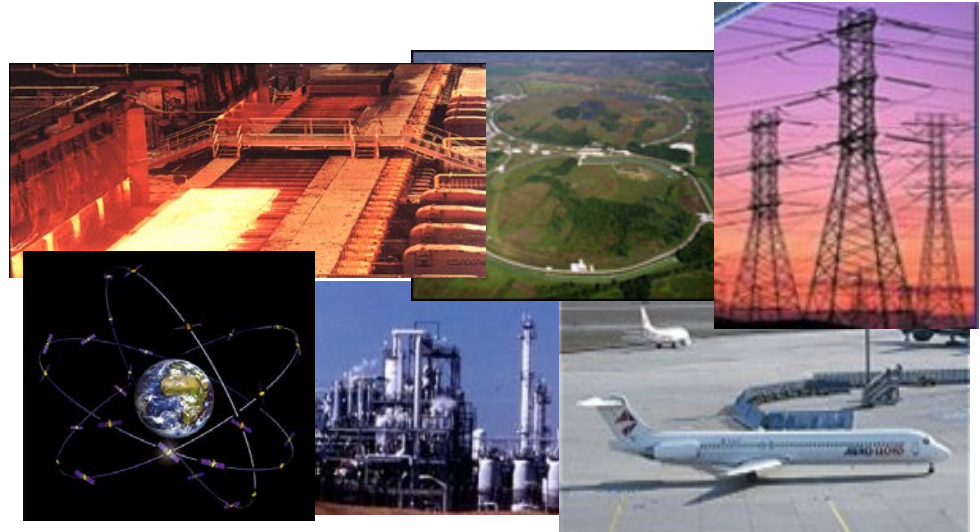
Host	Event -> WLG	Workload	Timeline Snapshots	Avg Samples*
blade1.isislab.Vanderbilt.Edu	Command EnvDetector-1	Transmission Delay	40	5
	EnvDetector-1	Total Workload	40	5
		- CPU		
blade1.isislab.Vanderbilt.Edu	Track Plan-3	Transmission Delay	40	7
	Plan-3	Total Workload	40	7
		- CPU		
blade1.isislab.Vanderbilt.Edu		- Database		
		- Memory		
		- Publication		
blade3.isislab.Vanderbilt.Edu	Command EnvDetector-2	Transmission Delay	40	5
	EnvDetector-2	Total Workload	40	5
		- CPU		

- *BenchmarkManagerWeb-interface (BMW)* MDE tool generates statistics showing performance of actions in each *CoWorkEr*
- Critical paths show end-to-end performance of mission-critical operational strings

CUTS integrates nicely with *continuous integration servers*

# Concluding Remarks

- The emergence of ULS systems requires significant innovations & advances in tools & platforms
- Not all technologies provide the precision we're accustomed to in legacy real-time systems
- Advances in Model-driven engineering (MDE) are needed to address ULS systems challenges
- Significant MDE groundwork laid in recent DARPA programs



- Much more R&D needed for ULS systems
  - e.g., recent Software Engineering Institute study

ULS systems report available at [www.sei.cmu.edu/uls](http://www.sei.cmu.edu/uls)