

# Meeting the Challenges of Ultra-Large-Scale Distributed Real-time & Embedded (DRE) Systems

**Wednesday, May 30, 2007, ISORC, Santorini, Greece**



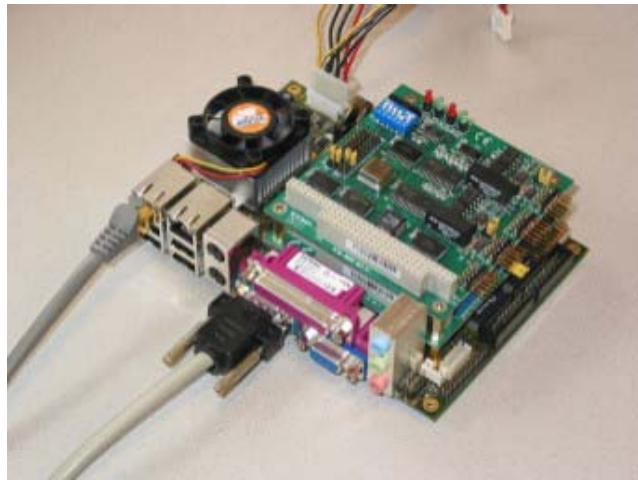
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Integrated Systems**      **Vanderbilt University**  
Nashville, Tennessee

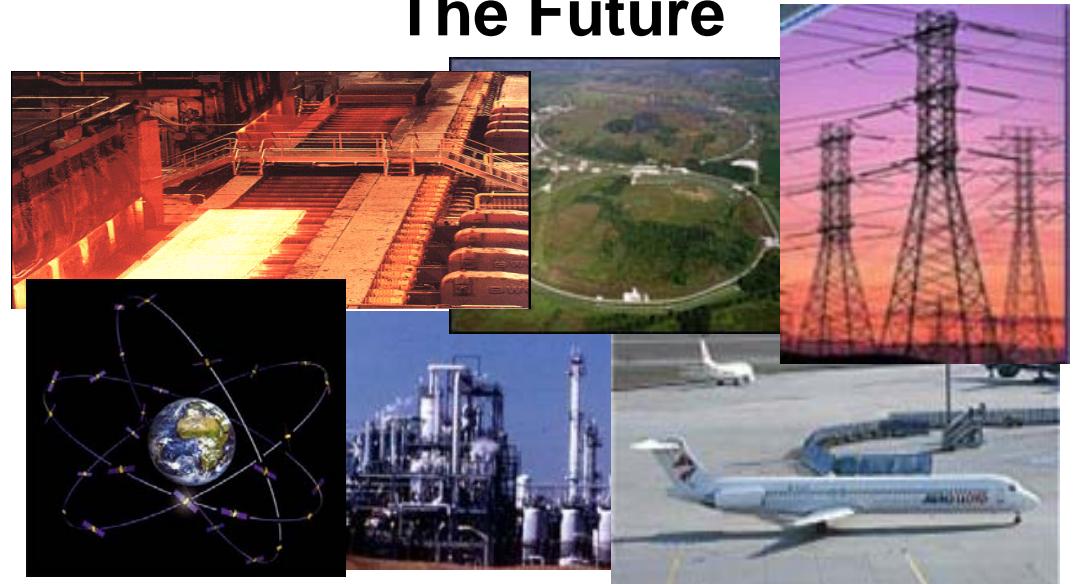


# Evolution in Distributed Real-time & Embedded (DRE) Systems

## The Past

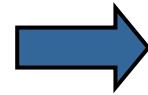


## The Future



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

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



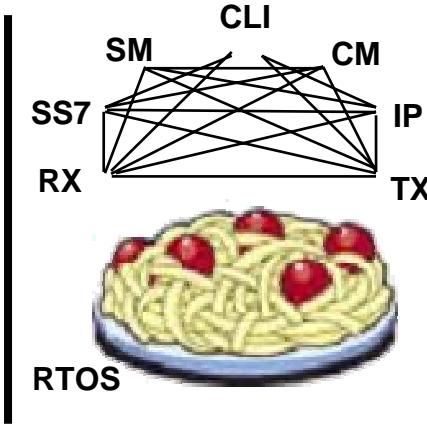
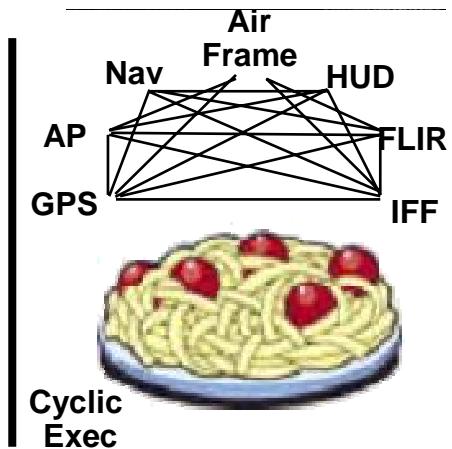
### Enterprise distributed real-time & embedded (DRE) systems

- 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



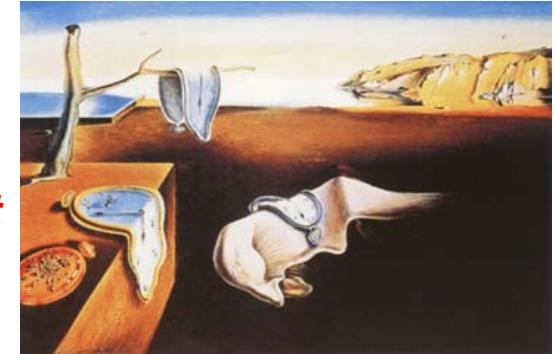
Mission-critical DRE systems have historically been built directly atop hardware

- Tedious
- Error-prone
- Costly over lifecycles

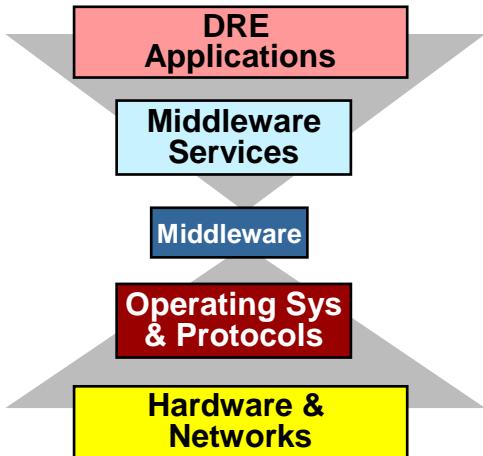
## Technology Problems

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

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

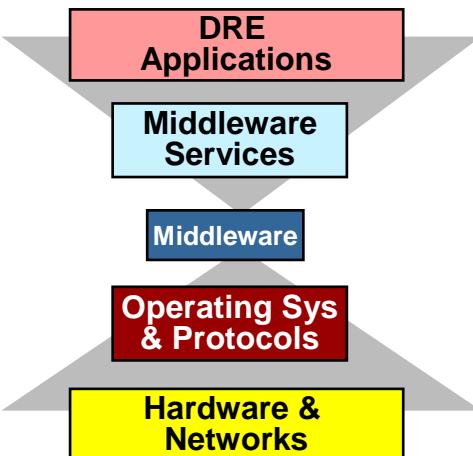


# Evolution of DRE Systems Development



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

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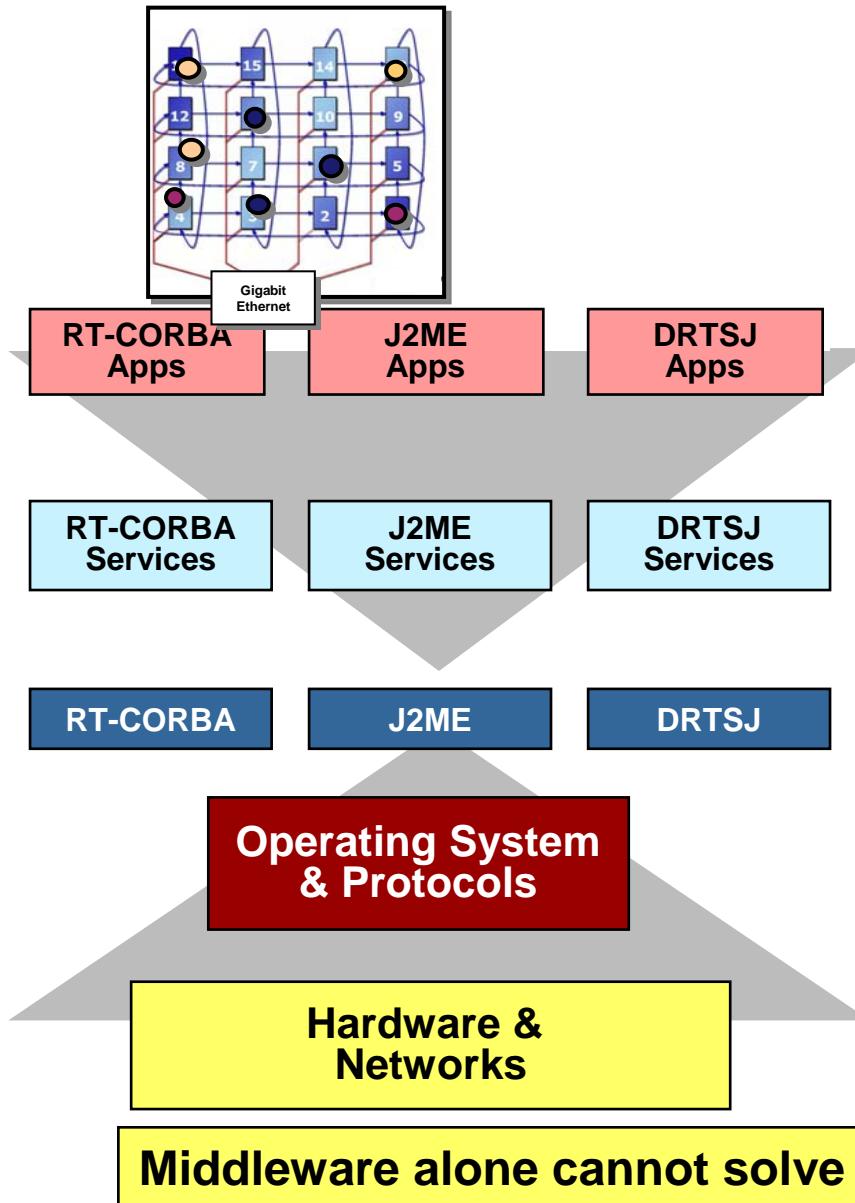
- Middleware has effectively factored out many reusable services from traditional DRE application responsibility
  - Essential for ***product-line architectures***
- Middleware is no longer the primary DRE system performance bottleneck

## Technology Problems

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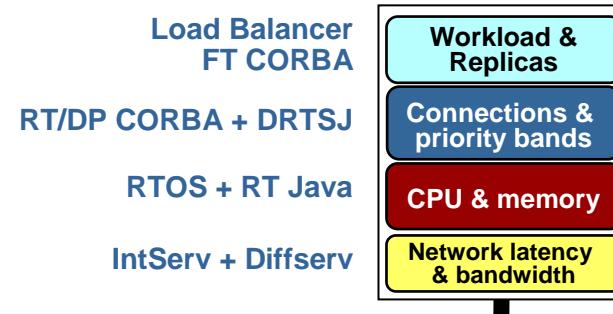


# DRE Systems: The Challenges Ahead



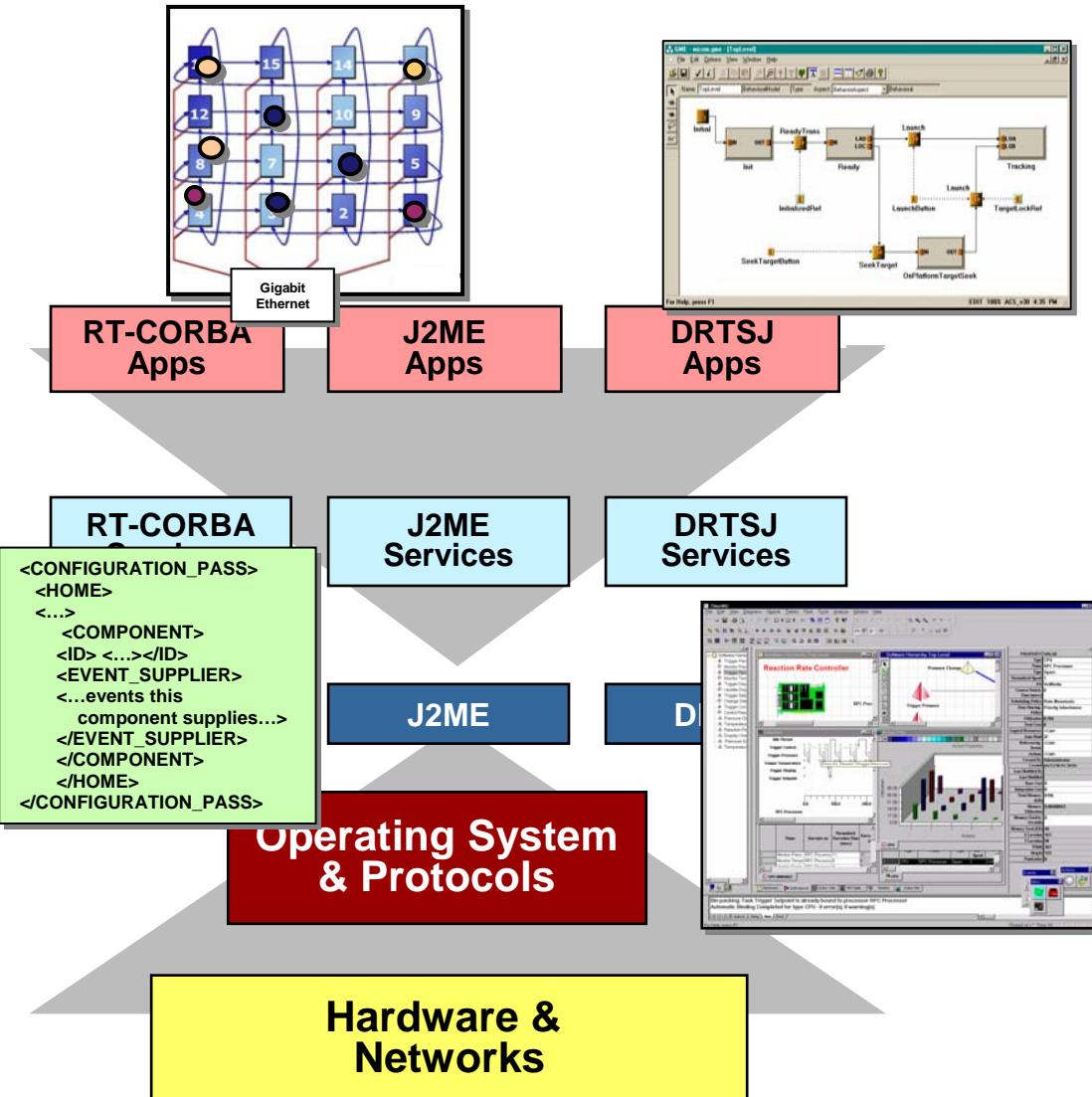
- Limit to how much application functionality can be refactored into reusable COTS middleware

- 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

# Promising Solution: *Model-based Software Development*



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

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

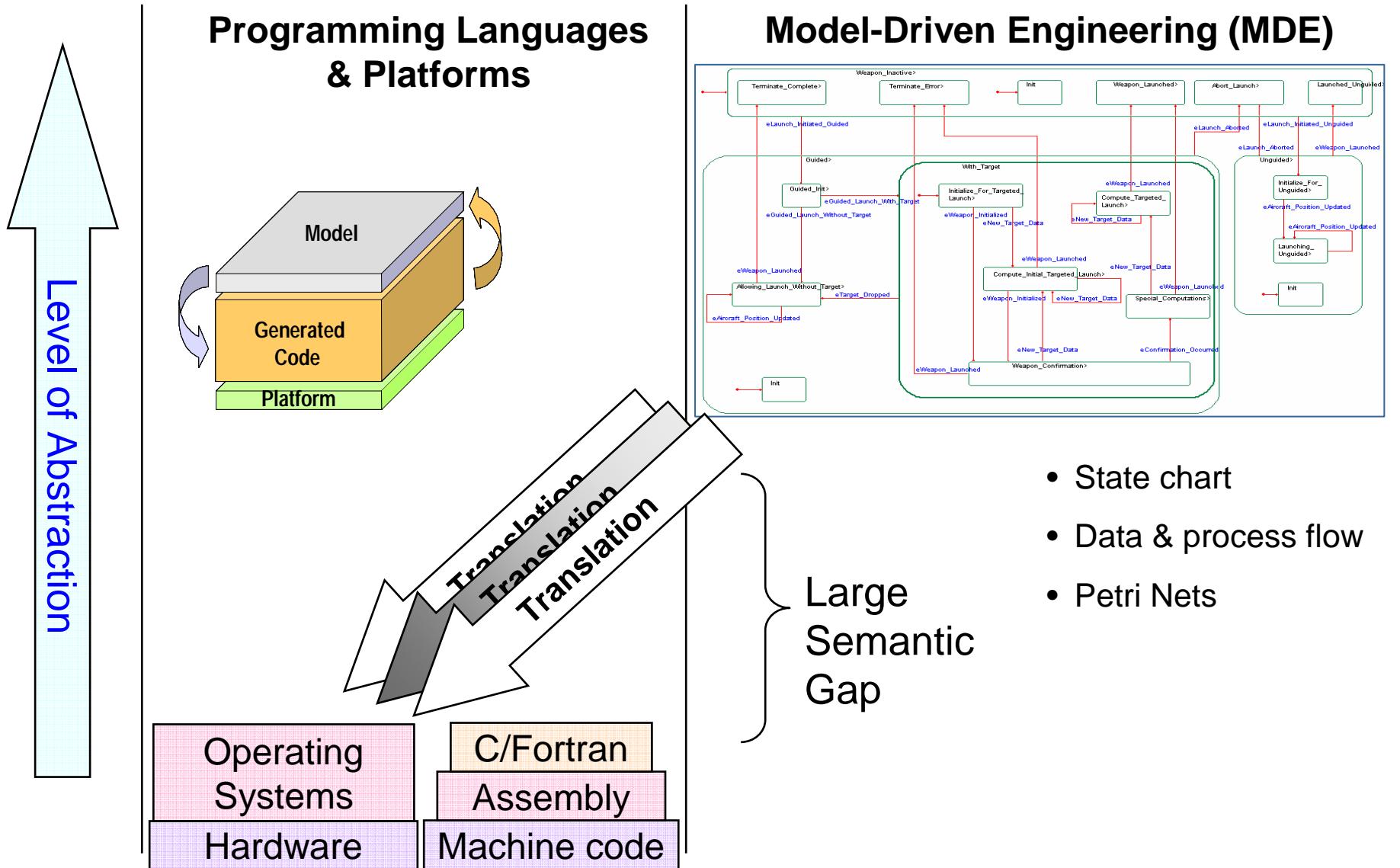
multiple layers of middleware & application components that require simultaneous control of multiple QoS properties end-to-end

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

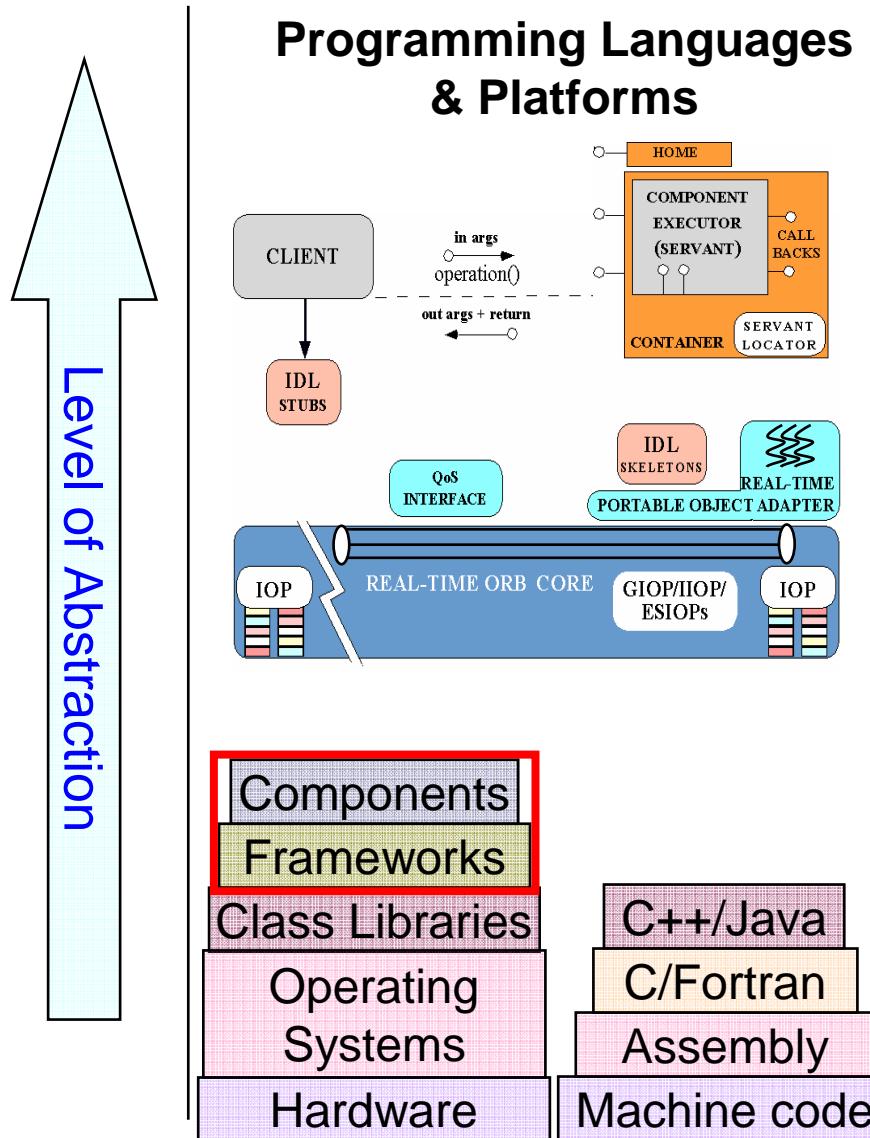
Goal is to **enhance developer productivity & software quality** by providing **higher-level languages & tools** for middleware/application developers & users



# Technology Evolution (1/4)

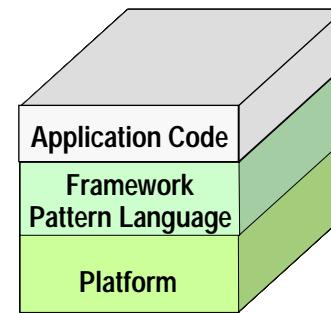


# Technology Evolution (2/4)



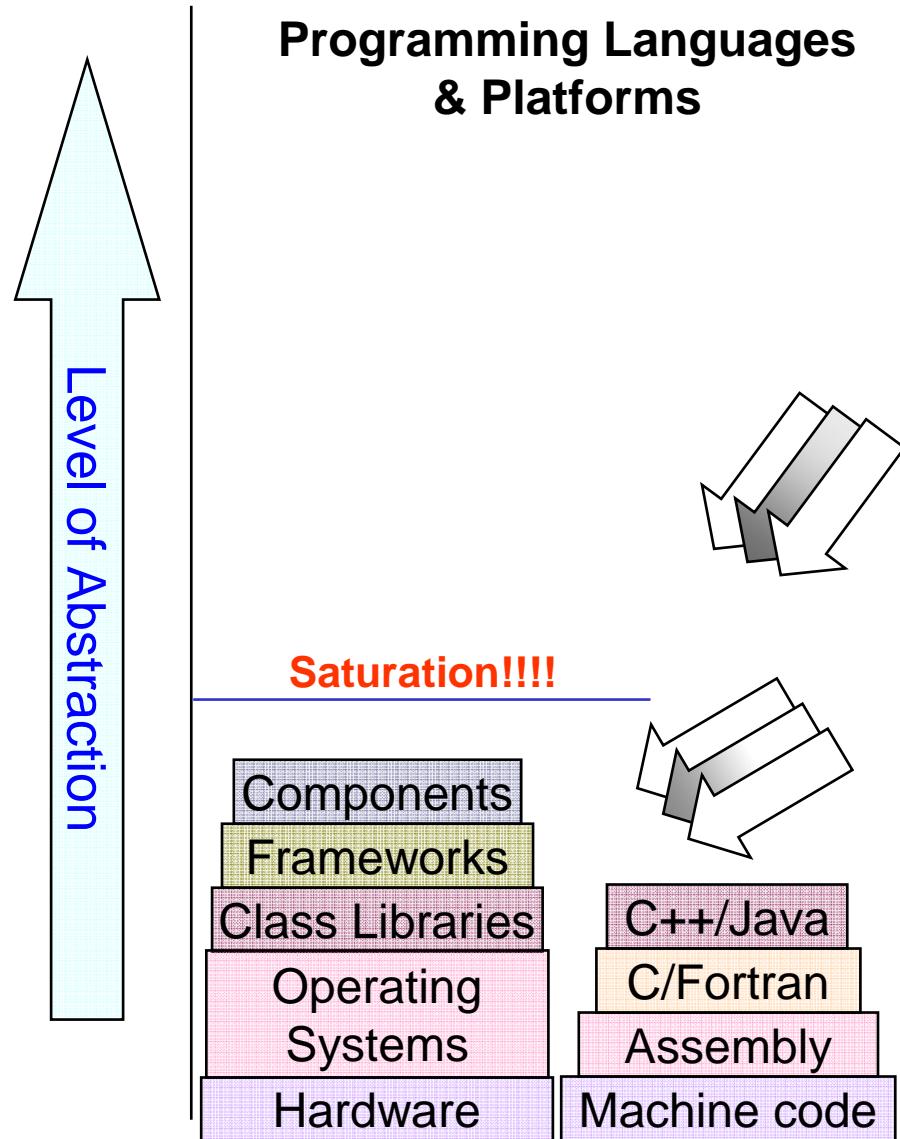
- Newer 3<sup>rd</sup>-generation languages & platforms have raised abstraction level significantly

- “Horizontal” platform reuse alleviates the need to redevelop common services

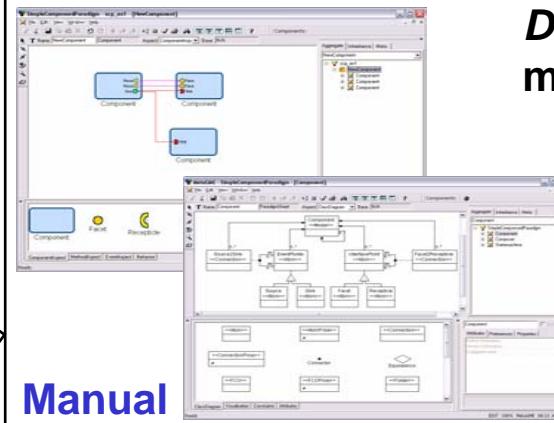


- There are two problems, however:
  - Platform complexity evolved faster than 3<sup>rd</sup>-generation languages
  - Much application/platform code still (unnecessarily) written manually

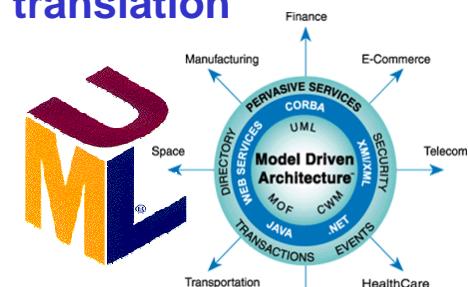
# Technology Evolution (3/4)



## Model-Driven Engineering (MDE)



**Manual translation**



**Semi-automated**

**Domain-specific modeling languages**

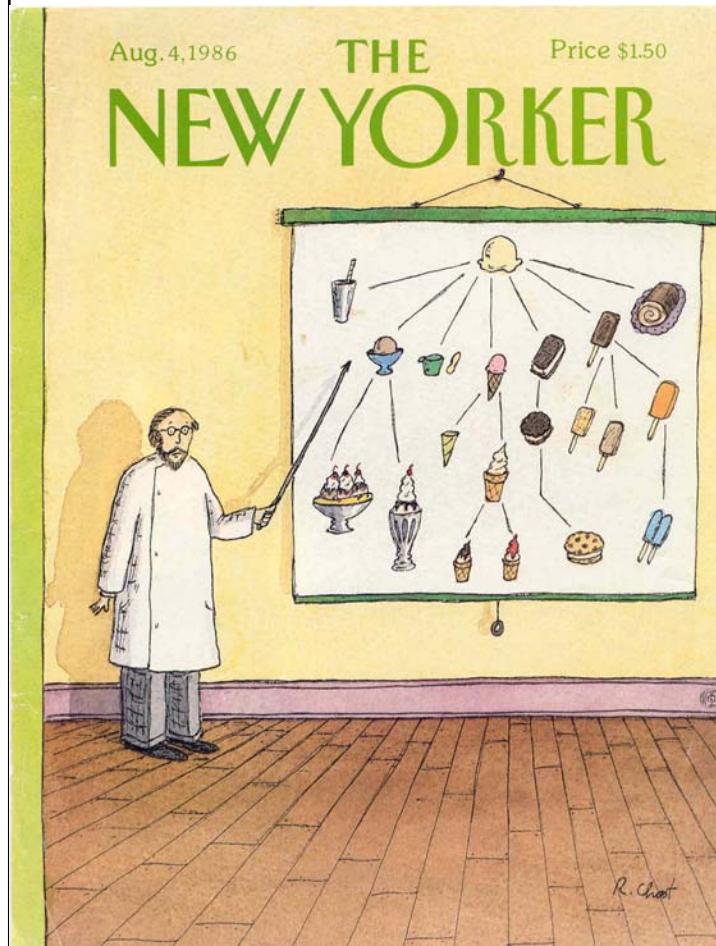
- ESML
- PICML
- Mathematica
- Excel
- *Metamodels*

**Domain-independent modeling languages**

- State Charts
- Interaction Diagrams
- Activity Diagrams

# Technology Evolution (3/4)

## Programming Languages & Platforms

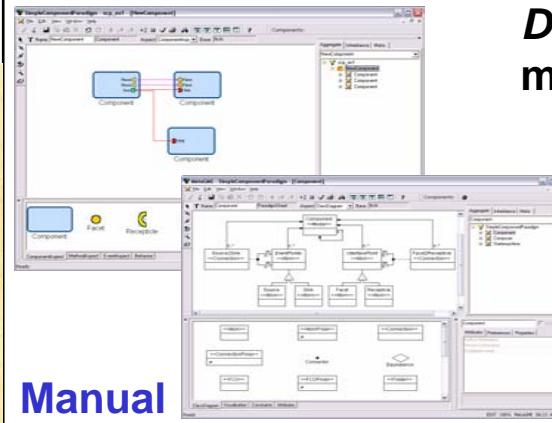


Level of Abstraction

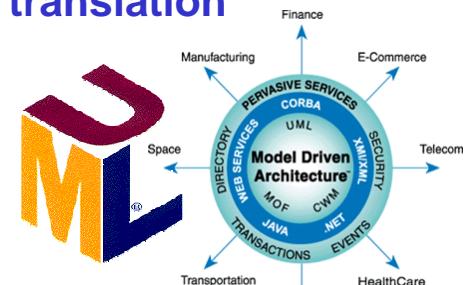
## Model-Driven Engineering (MDE)

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Manual translation



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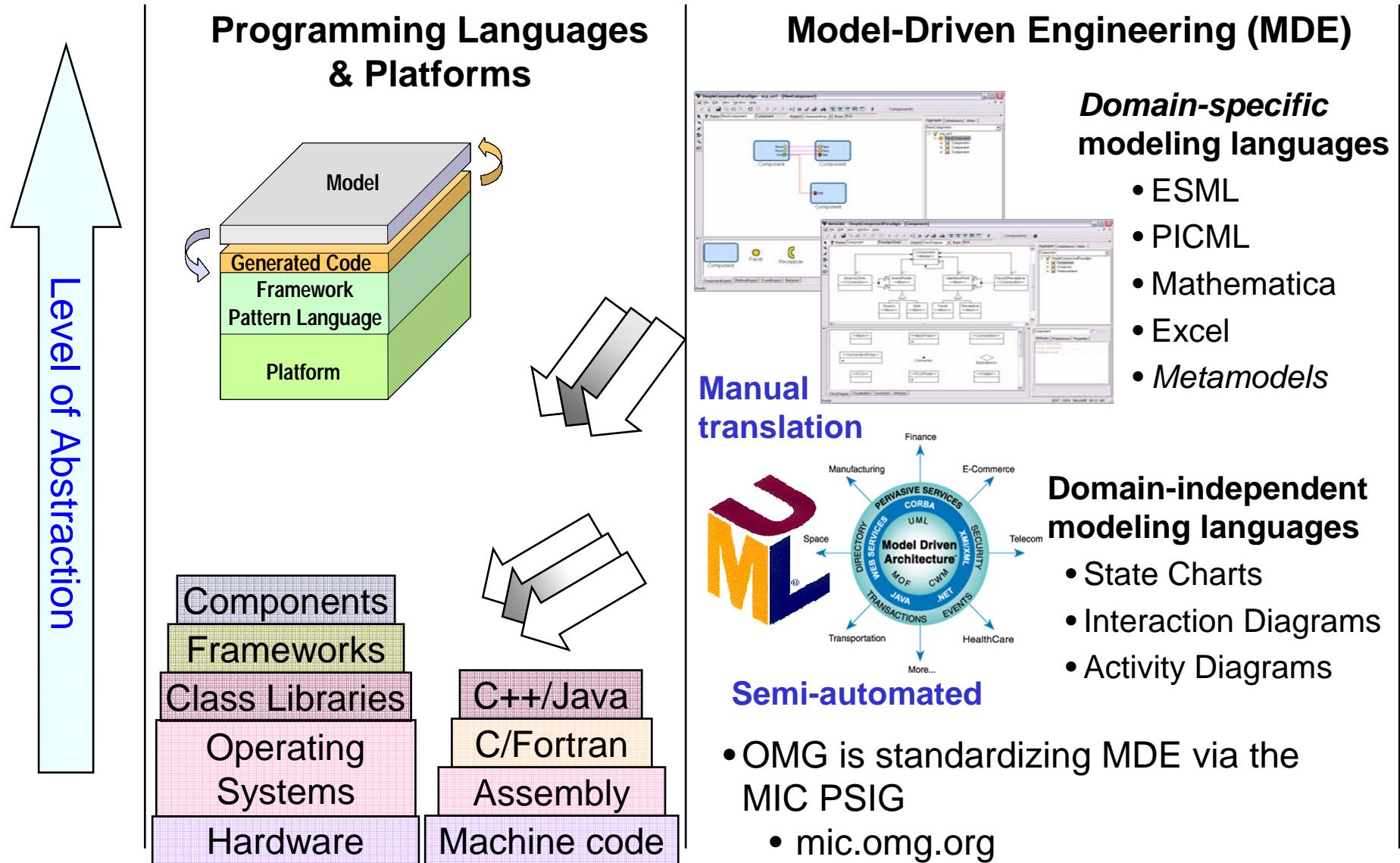
- OMG is standardizing MDE via MIC PSIG
  - [mic.omg.org](http://mic.omg.org)

**Domain-independent modeling languages**

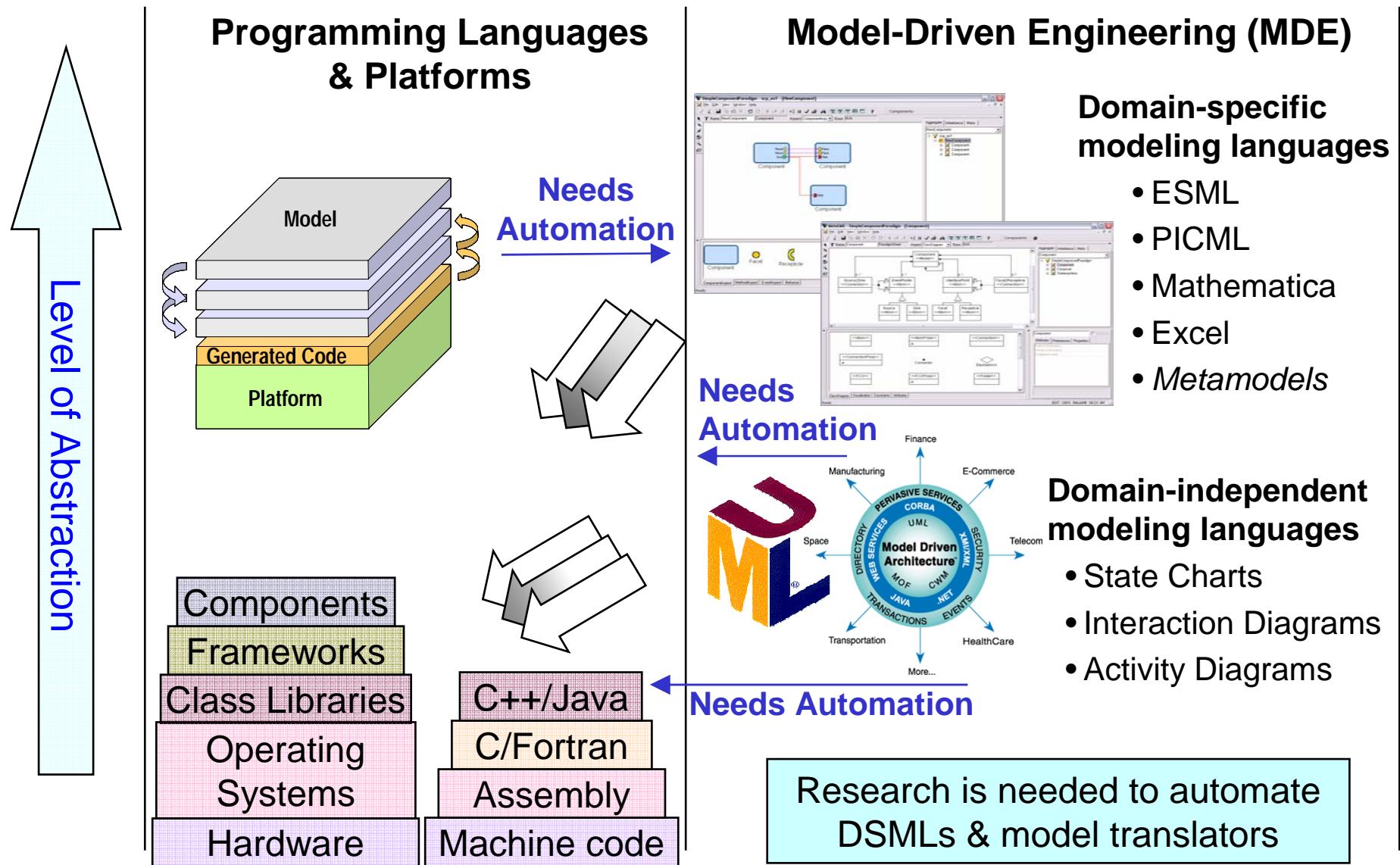
- State Charts
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# Technology Evolution (3/4)

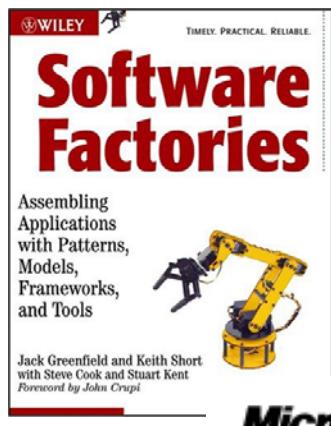


# Technology Evolution (4/4)



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

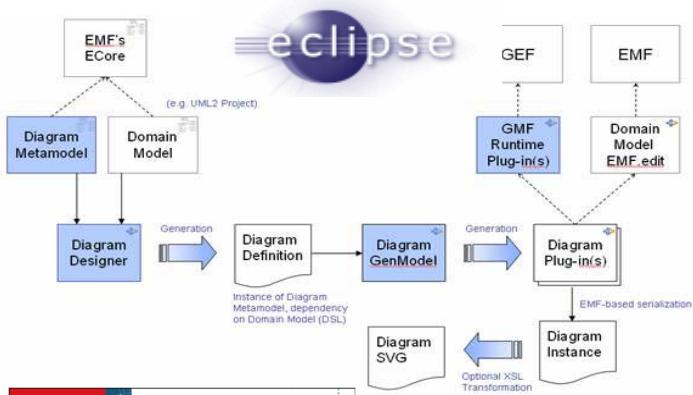
# Crossing the Chasm



Microsoft

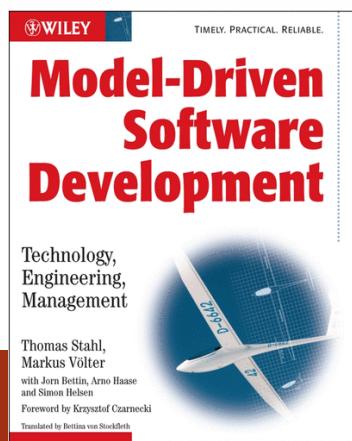
- Software Factories go beyond “models as documentation” by
  - Using highly-tuned DSL & XML as source artifacts &
  - Capturing life cycle metadata to support high-fidelity model transformation, code generation & other forms of automation

[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/)

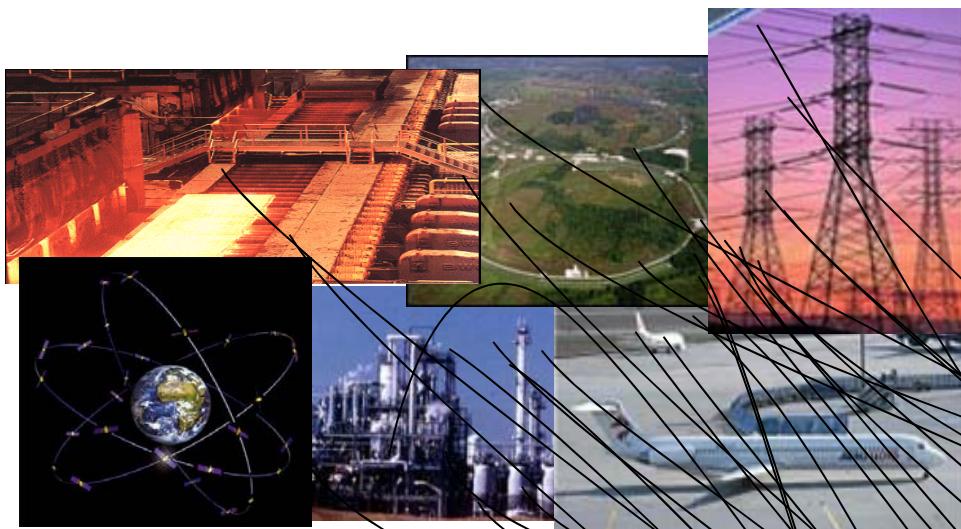


- openArchitectureWare (oAW) is a modular MDA/MDE generator framework implemented in Java
- It supports parsing of arbitrary models & a language family to check & transform models, as well as generate code based on them

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



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



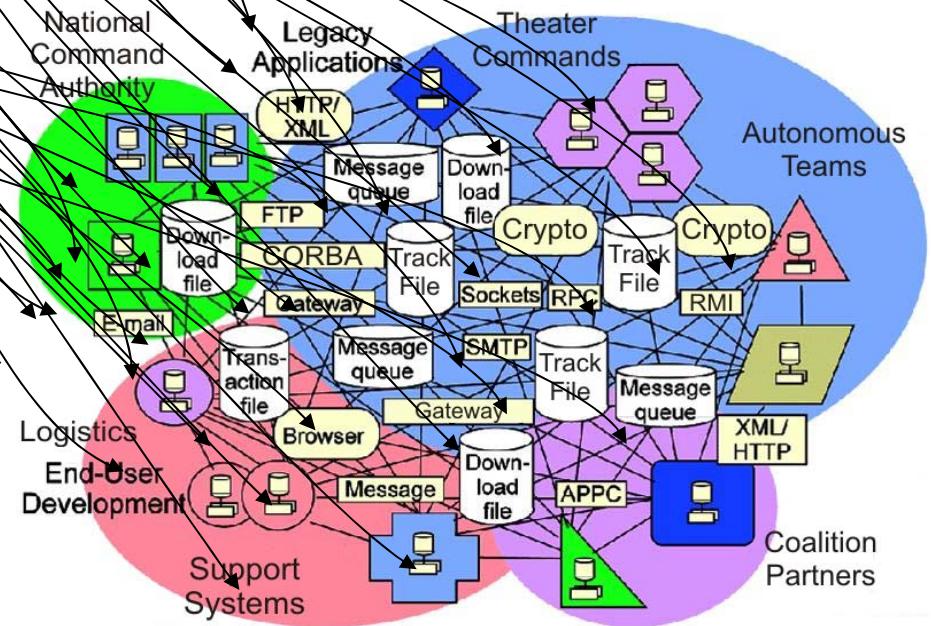
## Key ULS *problem space* challenges

- 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

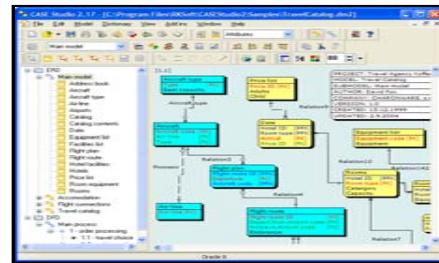
Mapping *problem space requirements* to *solution space artifacts* is very hard



# Key R&D Challenges for ULS Systems

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

# Logical View



# Process View



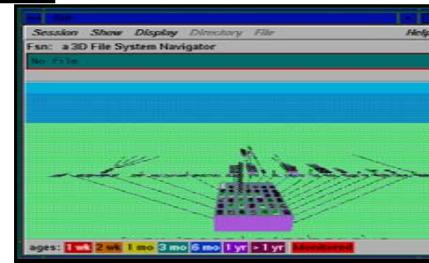
# Use Case View



# Physical View



# Development View



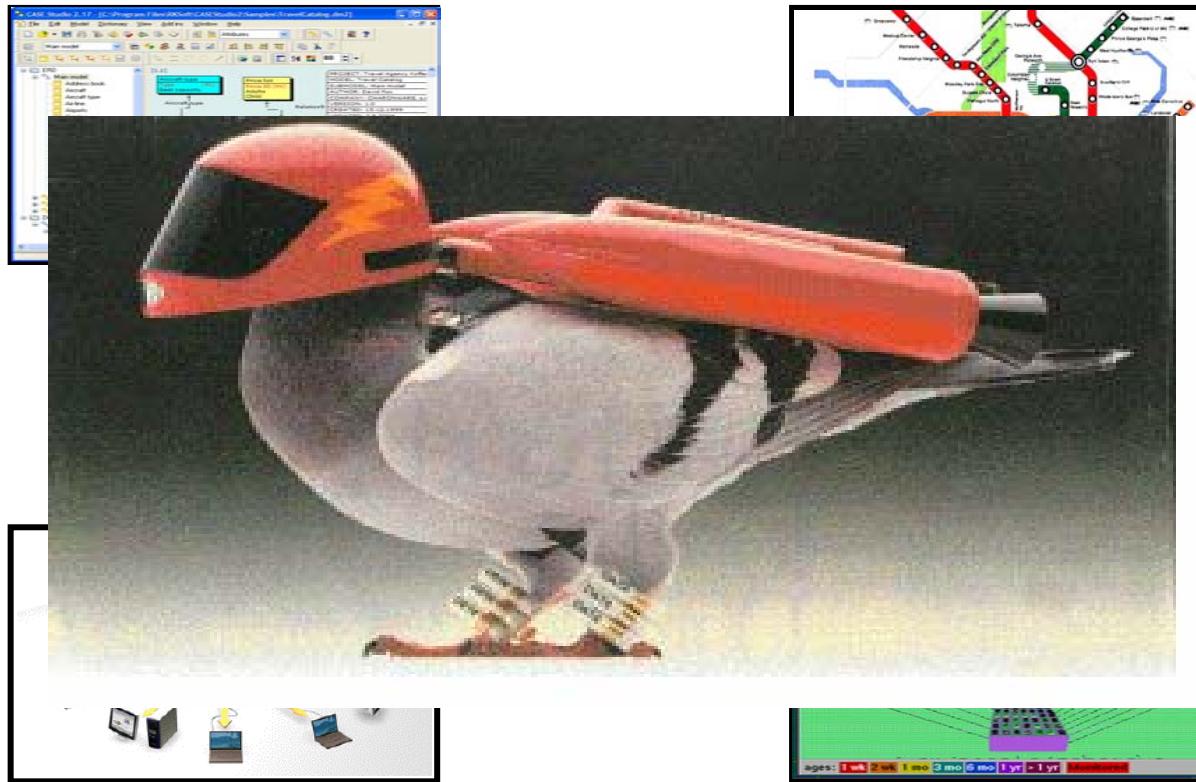
*Of course, developers of today's large-scale DRE systems also face these challenges, but they can often "brute force" solutions...*



# 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

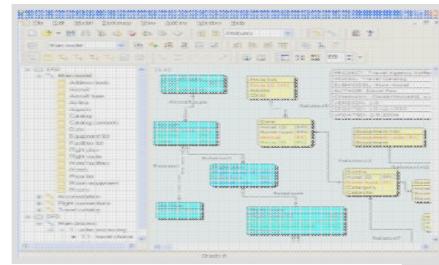
*Solving these challenges requires much more than simply retrofitting our current tools, platforms, & processes!*



# Key R&D Challenges for ULS Systems

Developers & users of ULS systems face challenges in multiple dimensions

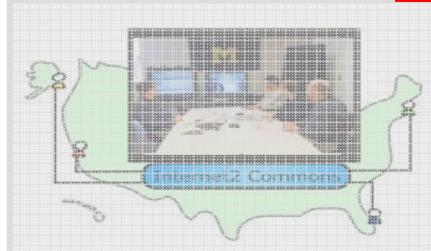
Logical View



Process View



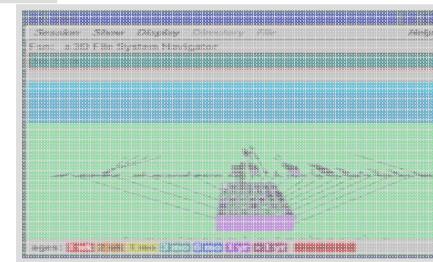
Use Case View



Physical View



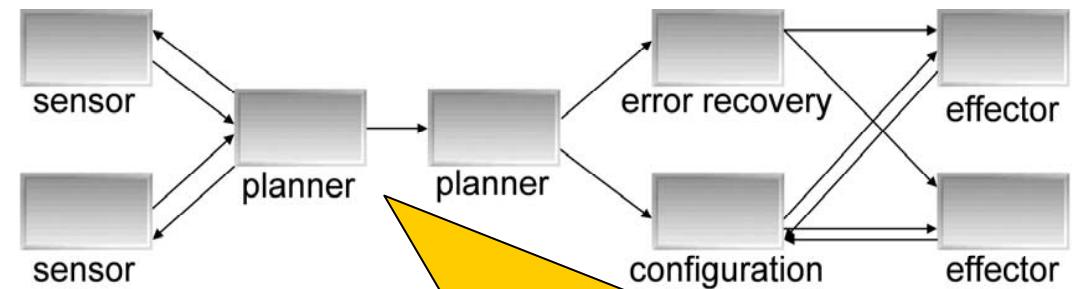
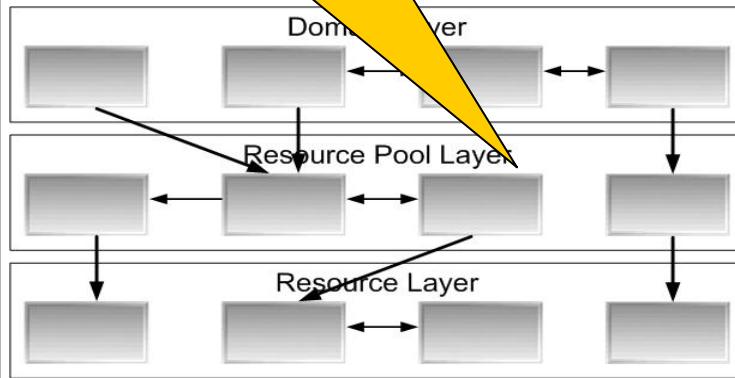
Development View



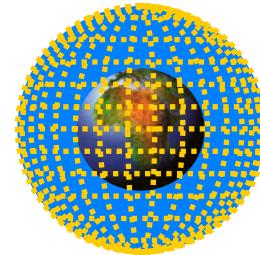
# Serialized Phasing is Common in ULS Systems

Level of Abstraction

System infrastructure components developed first



Application components developed after infrastructure is sufficiently mature

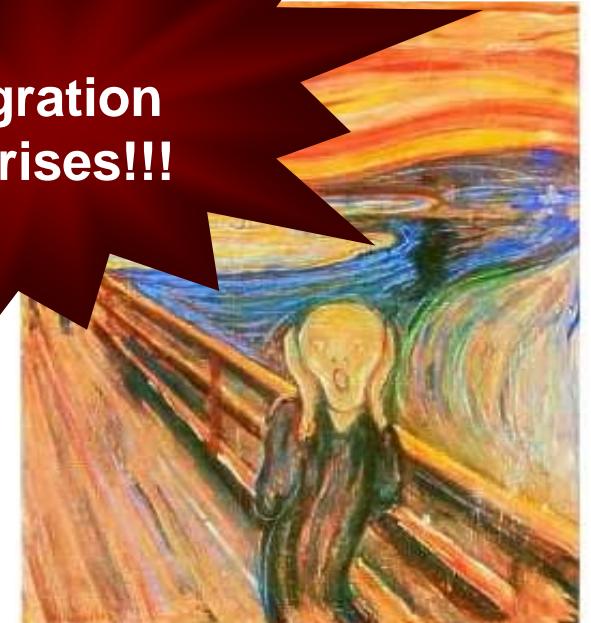
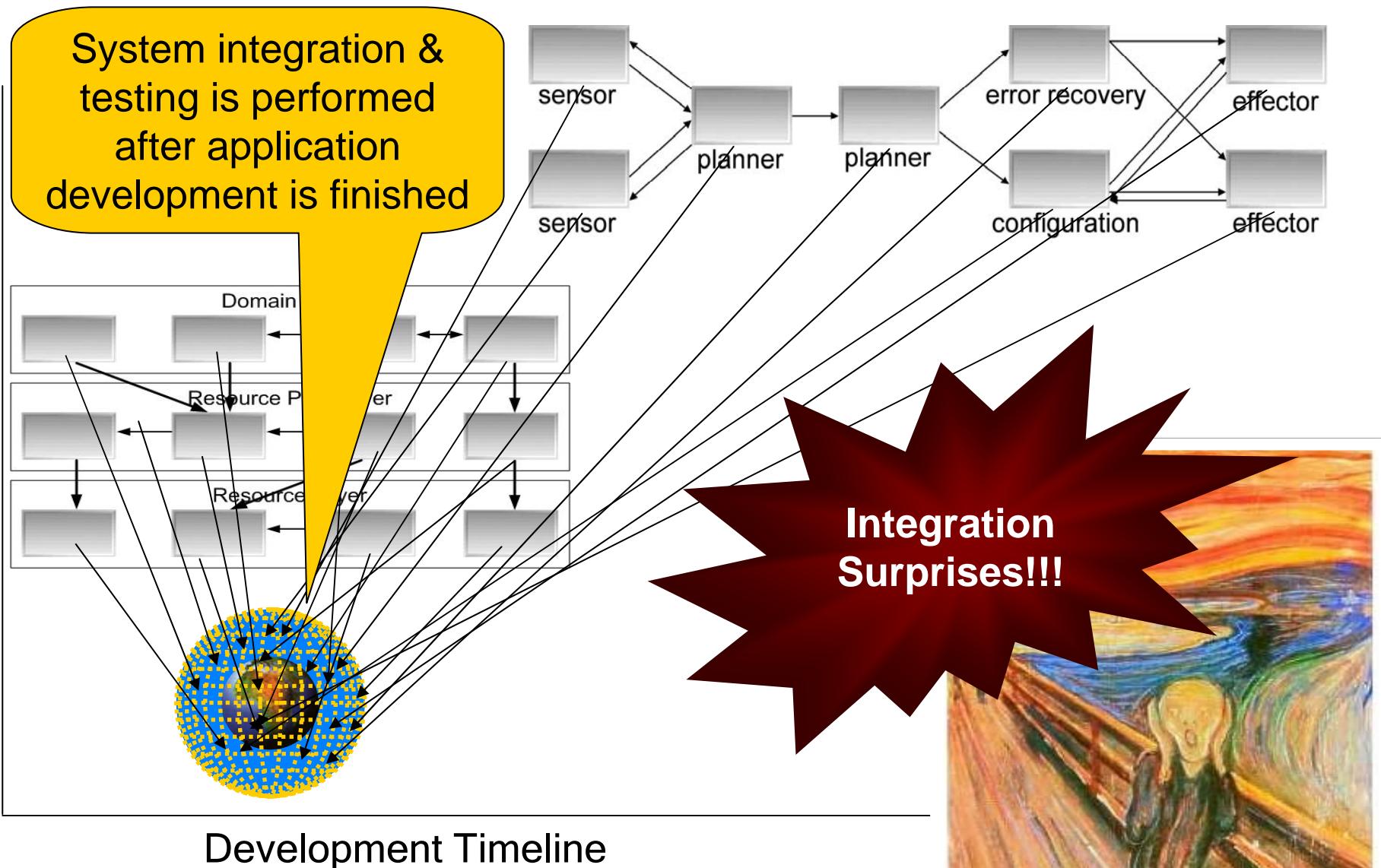


Development Timeline

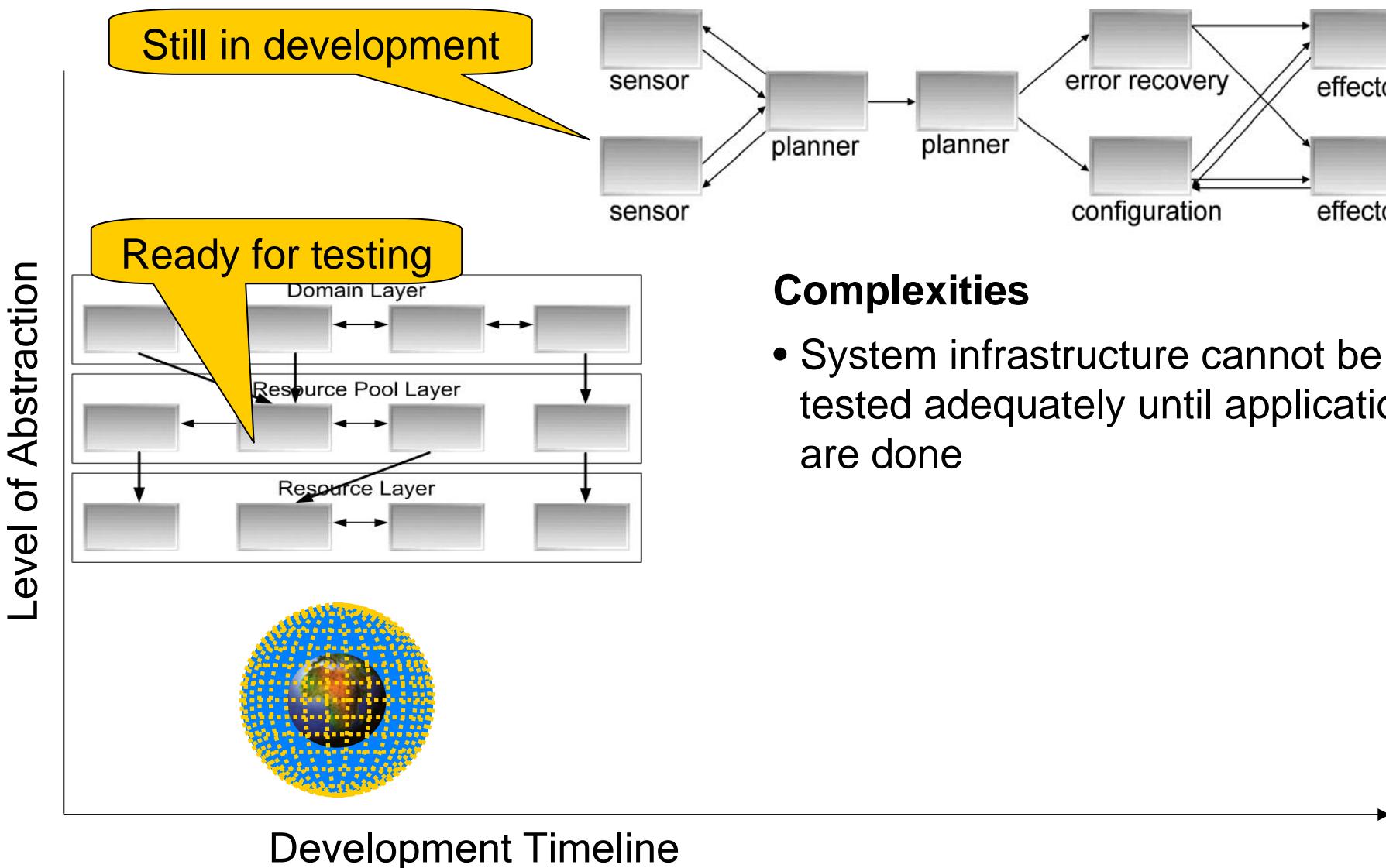


# Serialized Phasing is Common in ULS Systems

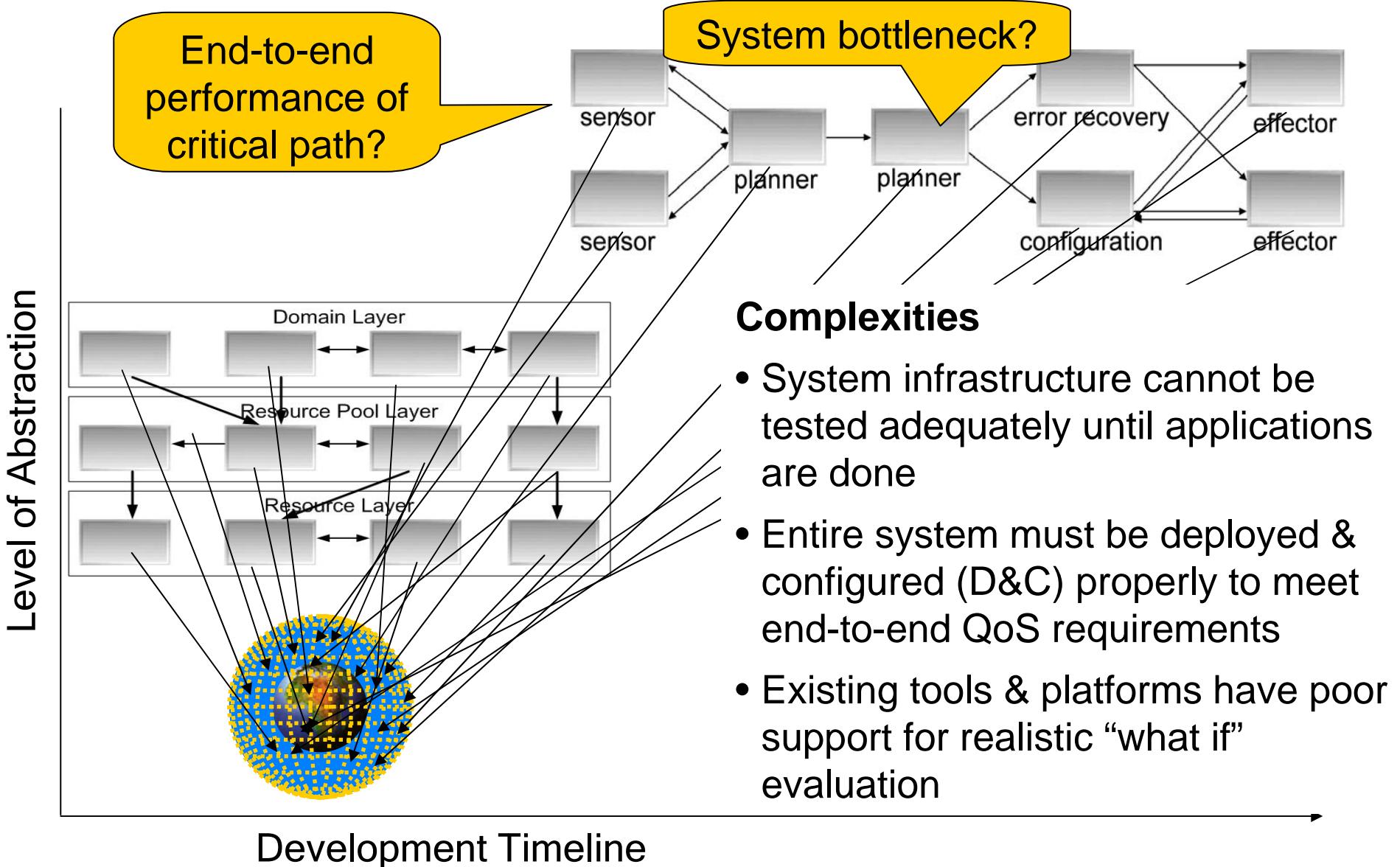
System integration & testing is performed after application development is finished



# Complexities of Serialized Phasing

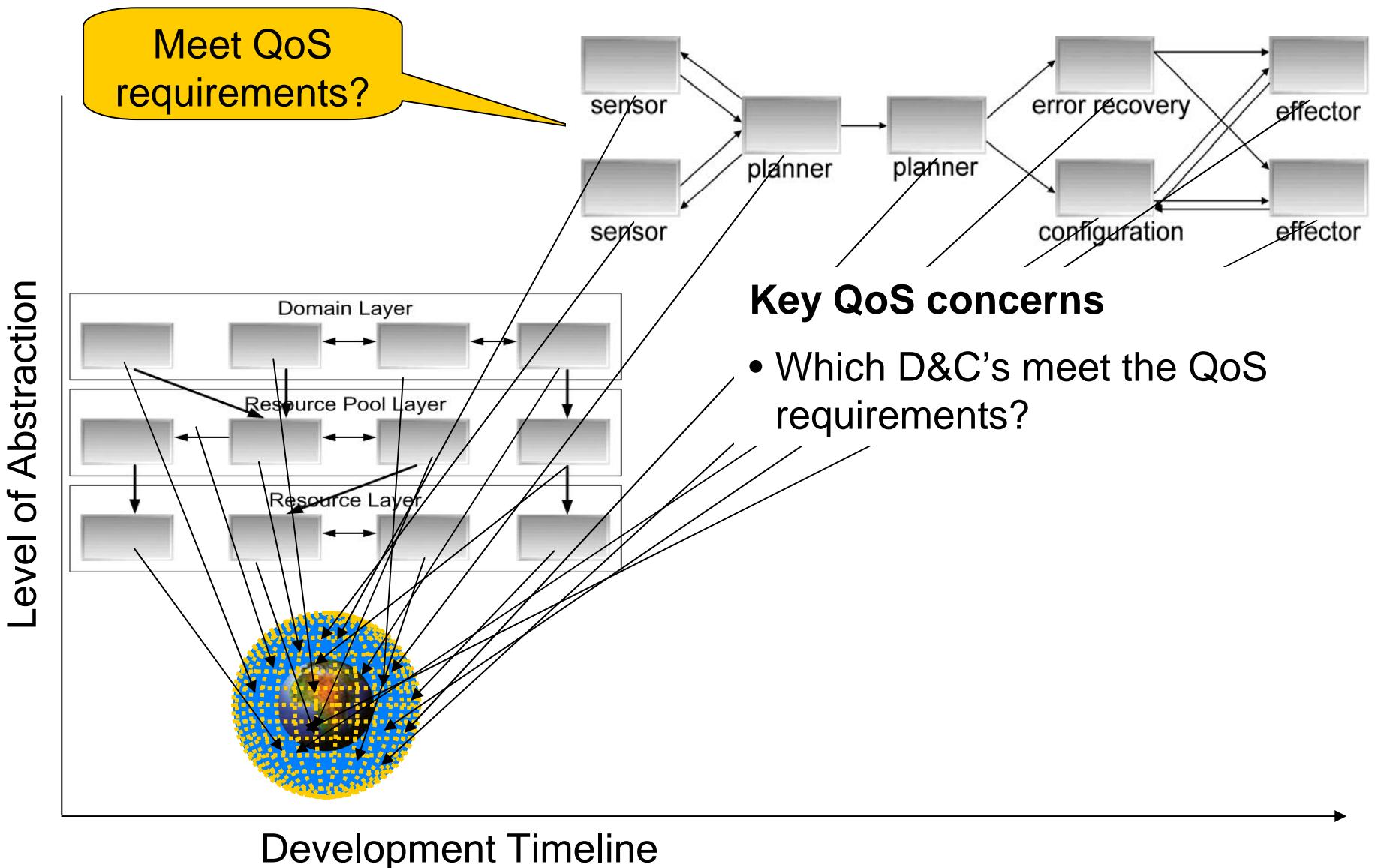


# Complexities of Serialized Phasing

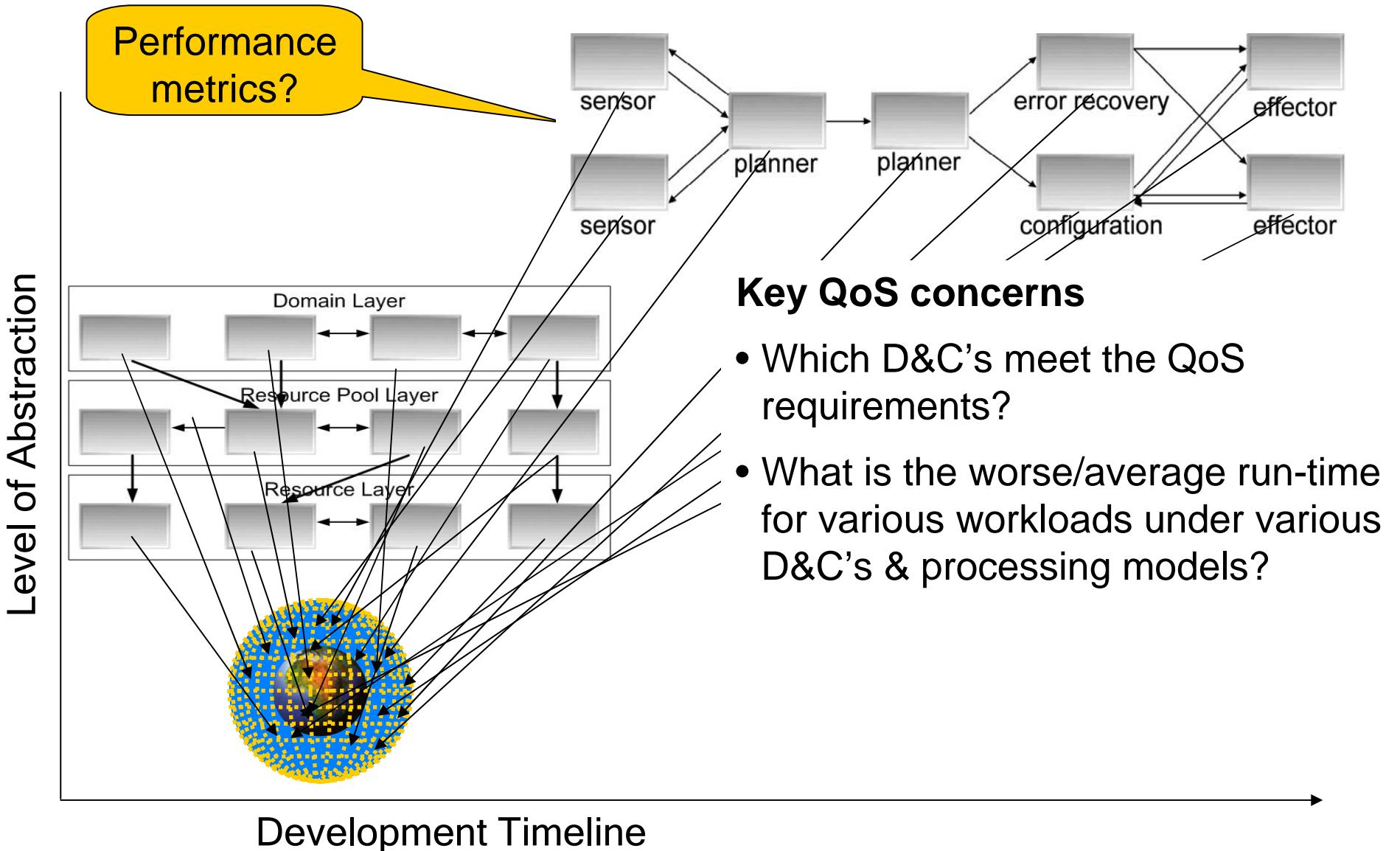


QoS needs of components in ULS systems often unknown until late in lifecycle

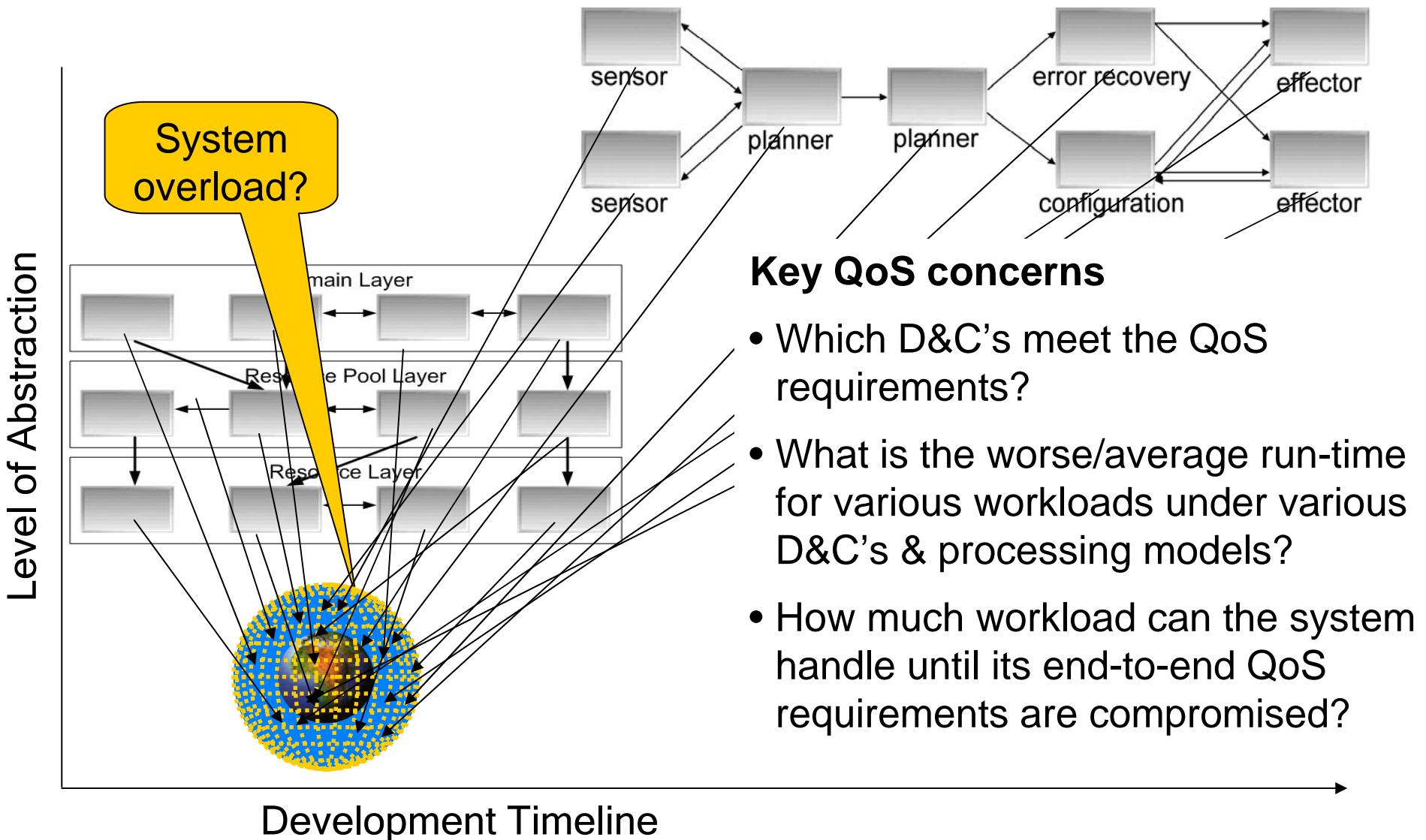
# Unresolved QoS Concerns with Serialized Phasing



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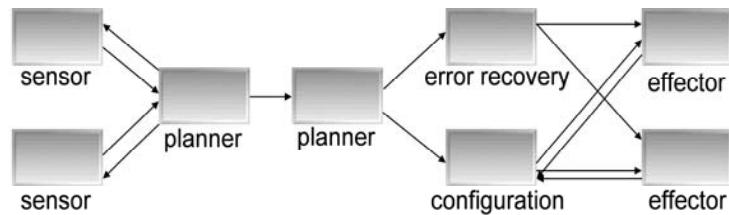


It can take a *long* time (years) to address QoS concerns with serialized phasing

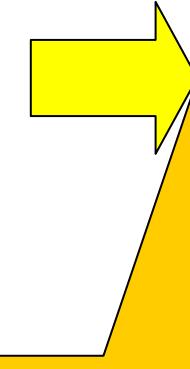
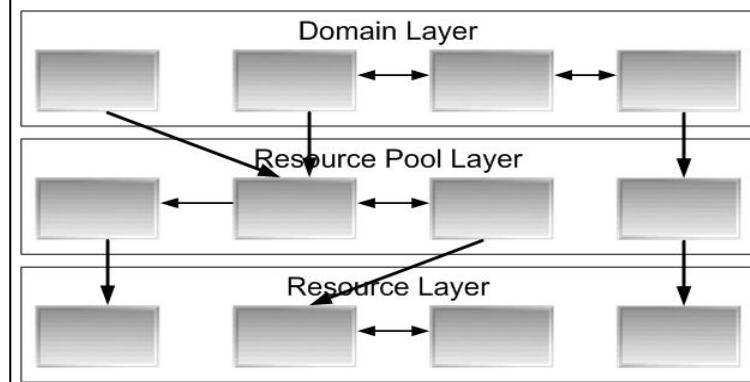
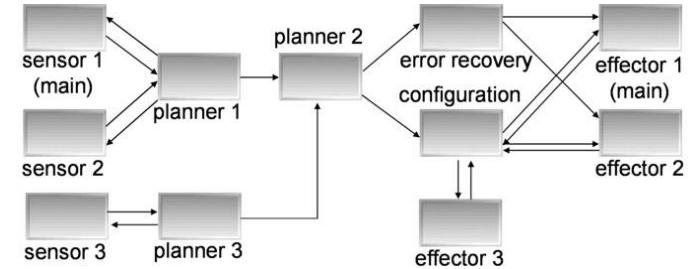
# Related ULS System Development Problems

Level of Abstraction

Release X



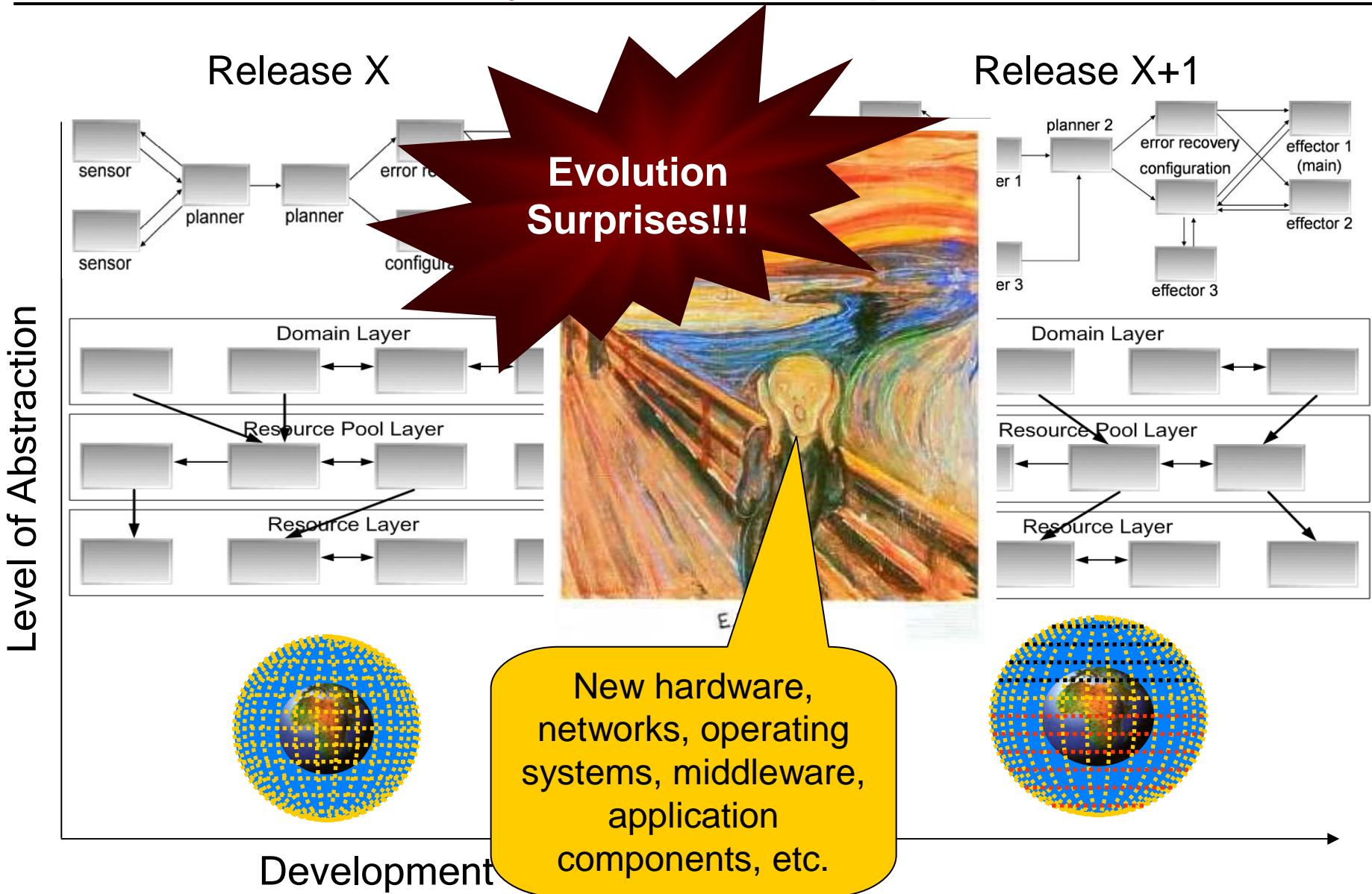
Release X+1



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

Development

# Related ULS System Development Problems



# Promising Approach for ULS System Challenges:

## System Execution Modeling (SEM) Tools

### Tools to express & validate design rules

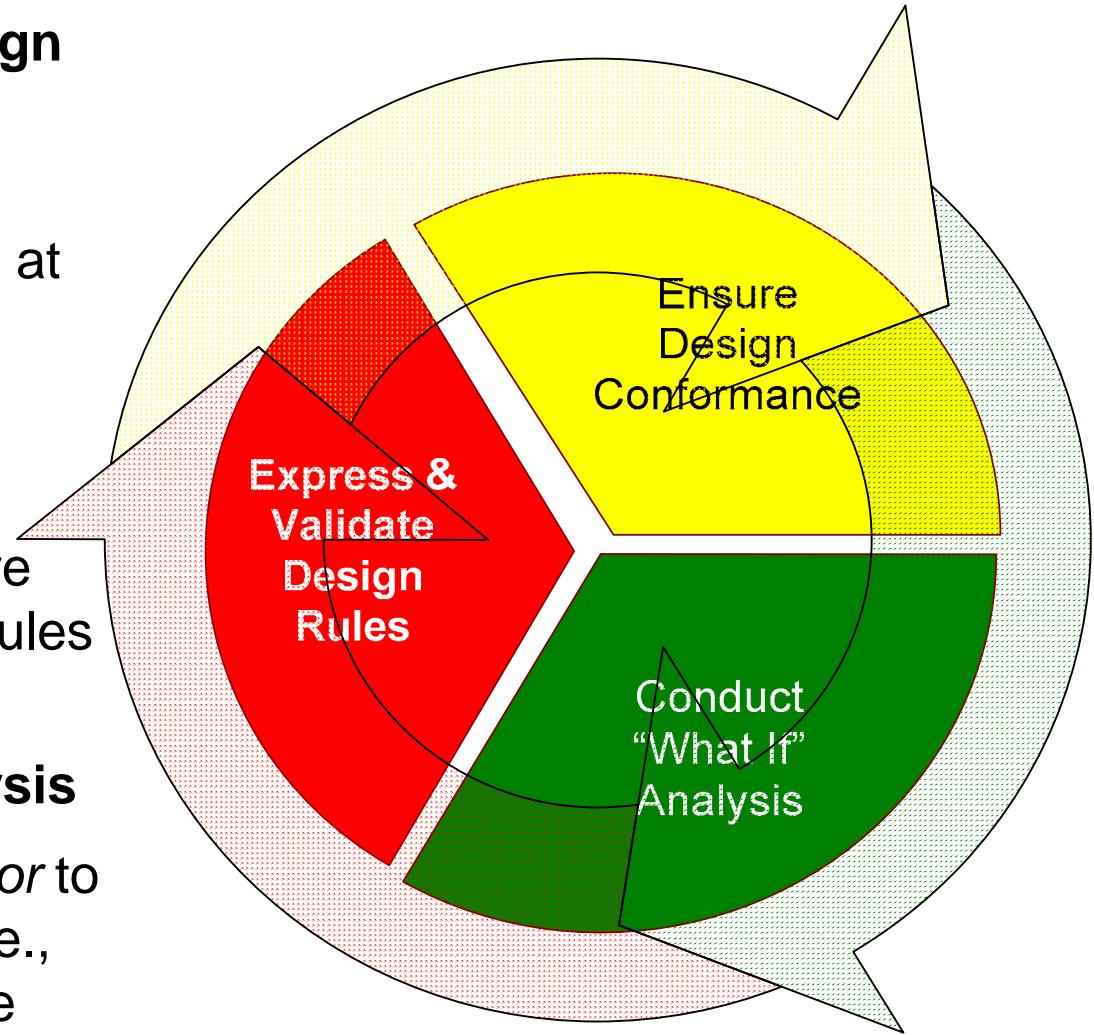
- Help applications & developers adhere to system specifications at design-time

### Tools to ensure design rule conformance

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

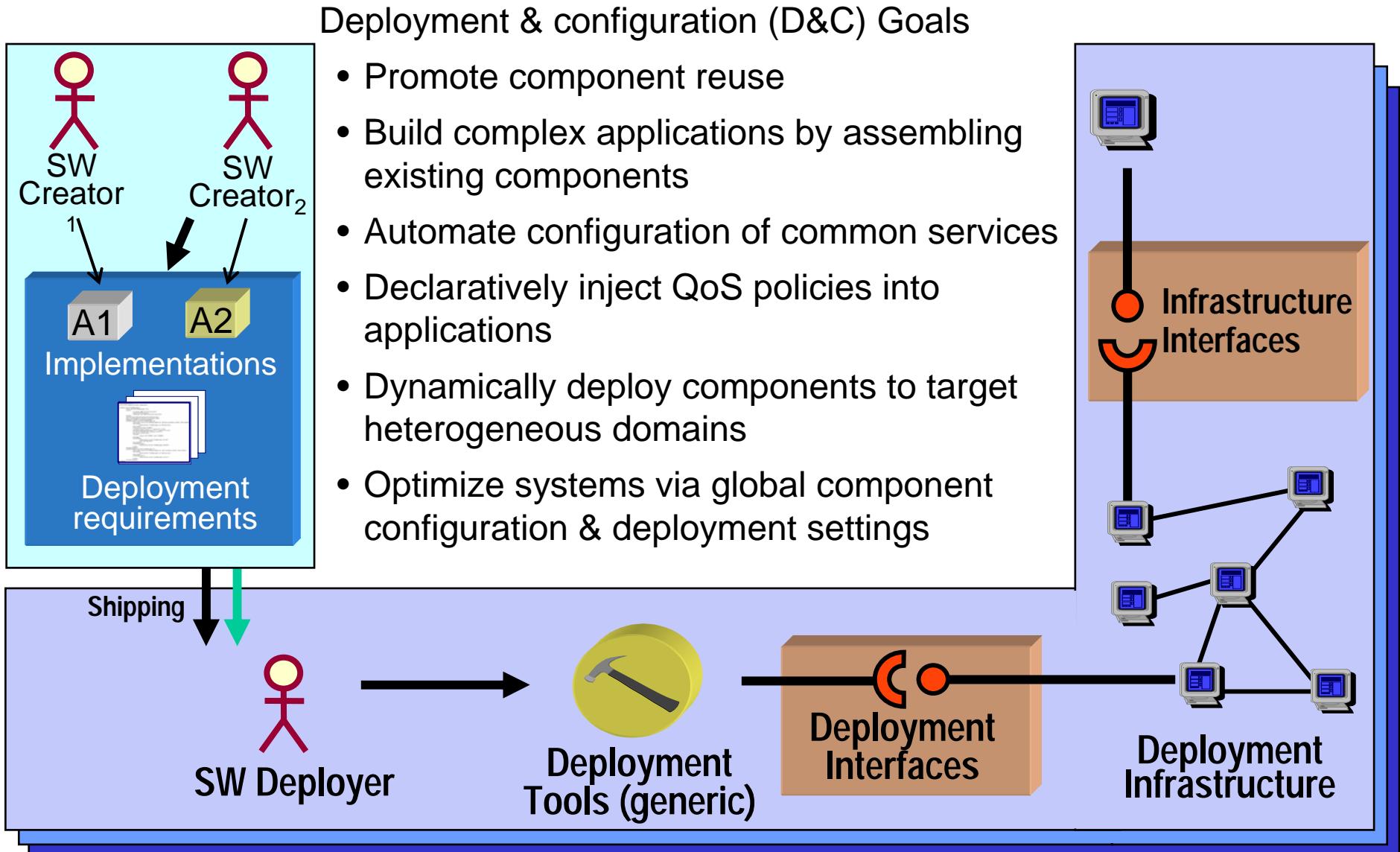
### Tools to conduct “what if” analysis

- 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



# 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*

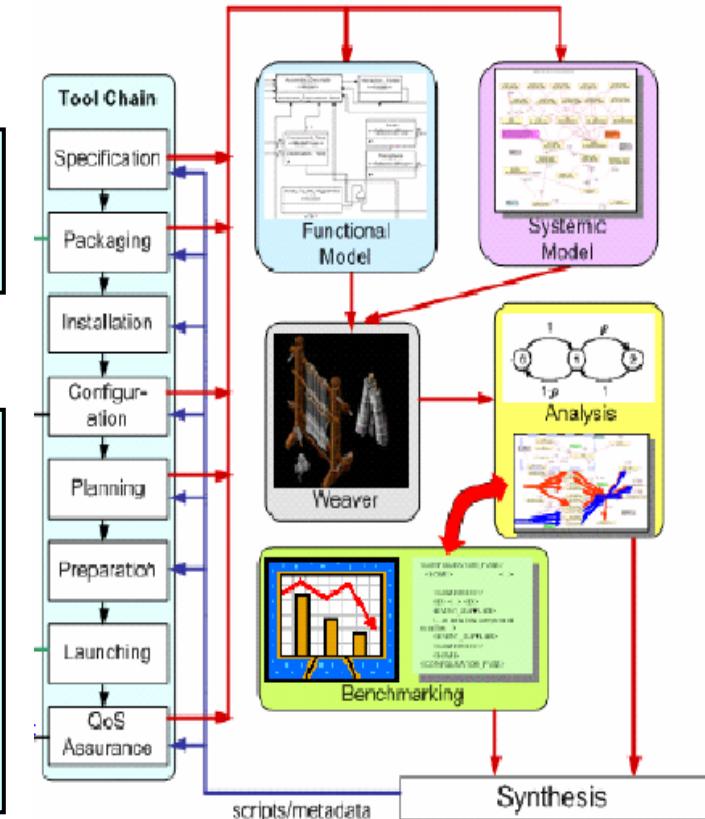
- Moving binaries to identified entities of target environment

## *Launching*

- Triggering installed binaries & bringing app to ready state

## *QoS Assurance & Adaptation*

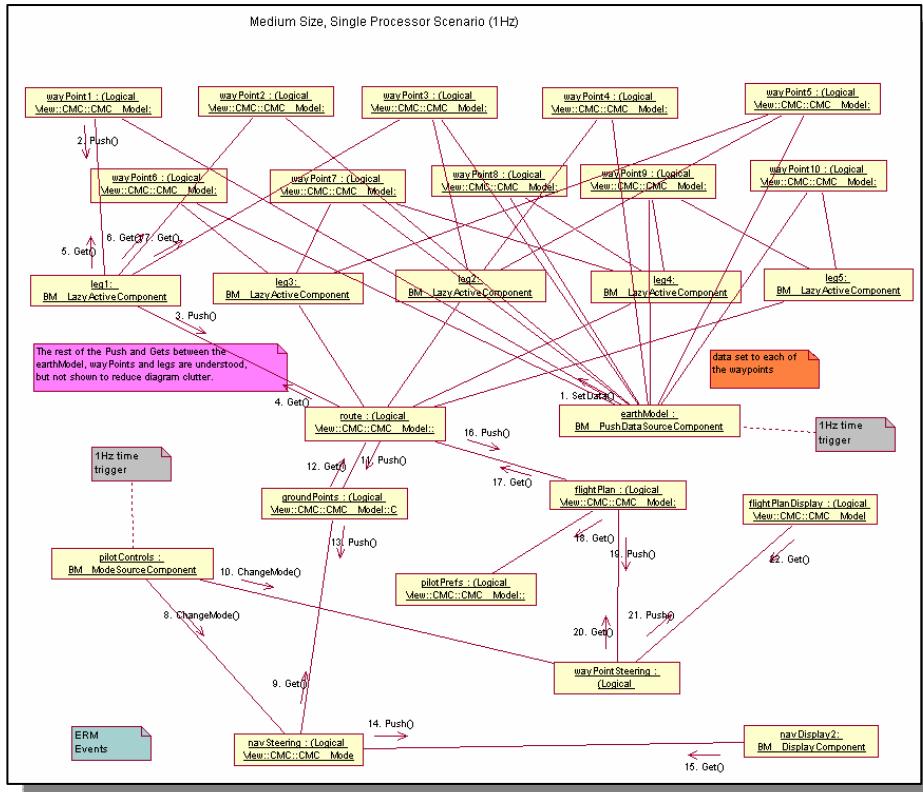
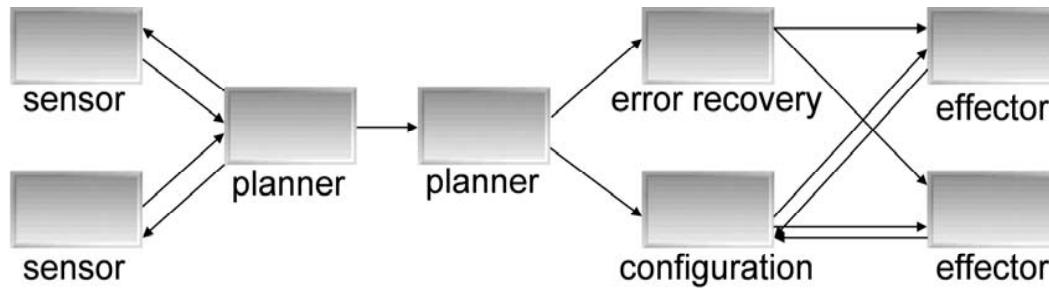
- Runtime (re)configuration & resource management to maintain end-to-end QoS



Example D&C specifications include

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

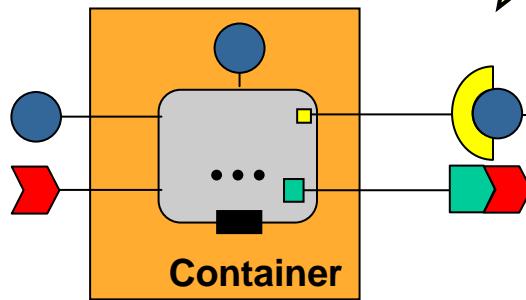
# Challenge 1: The Packaging Aspect



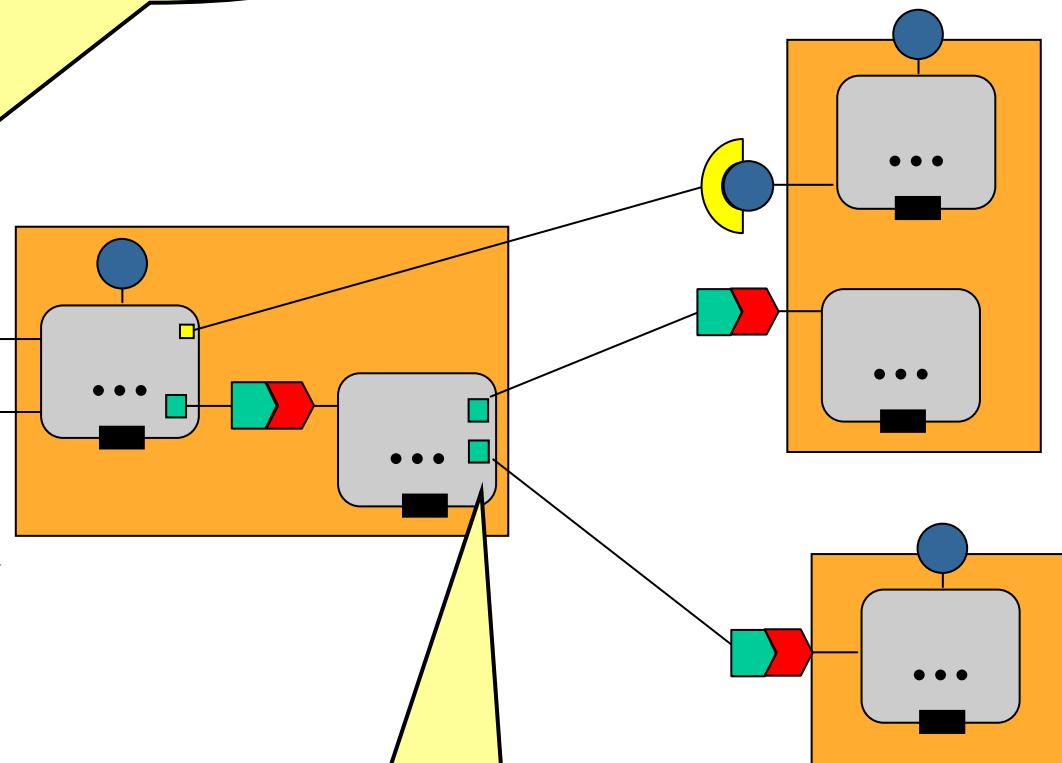
- Application components are bundled together into *assemblies*
- Different assemblies tailored to deliver different end-to-end QoS and/or using different algorithms can be part of a package
- ULS systems will require enormous # ( $10^5$ - $10^7$ ) of components
- Packages describing assemblies can be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

# Packaging Aspect Problems (1/2)

Ad hoc techniques for ensuring component syntactic & semantic compatibility



*Inherent Complexities*



Distribution & deployment done in ad hoc manner

Ad hoc means to determine pub/sub mechanisms

# Packaging Aspect Problems (2/2)

## 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

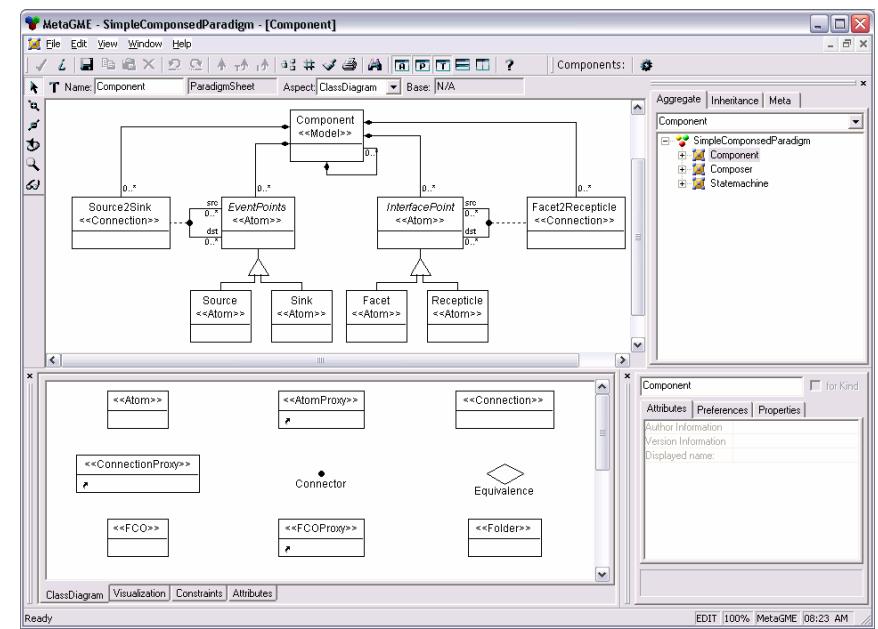
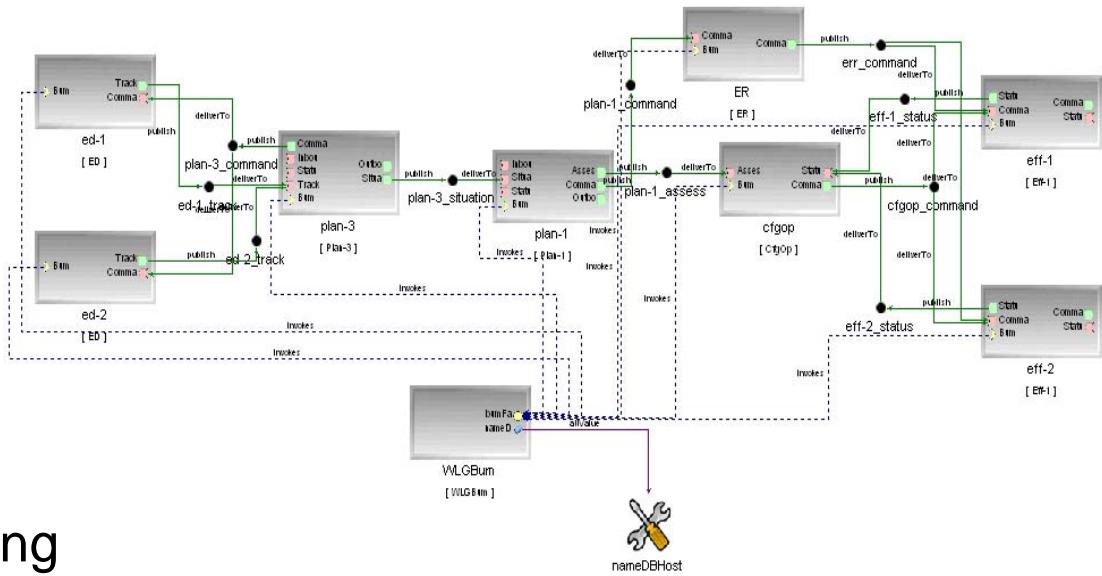
Modifications to the  
assemblies requires  
modifying XML file



# 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)**

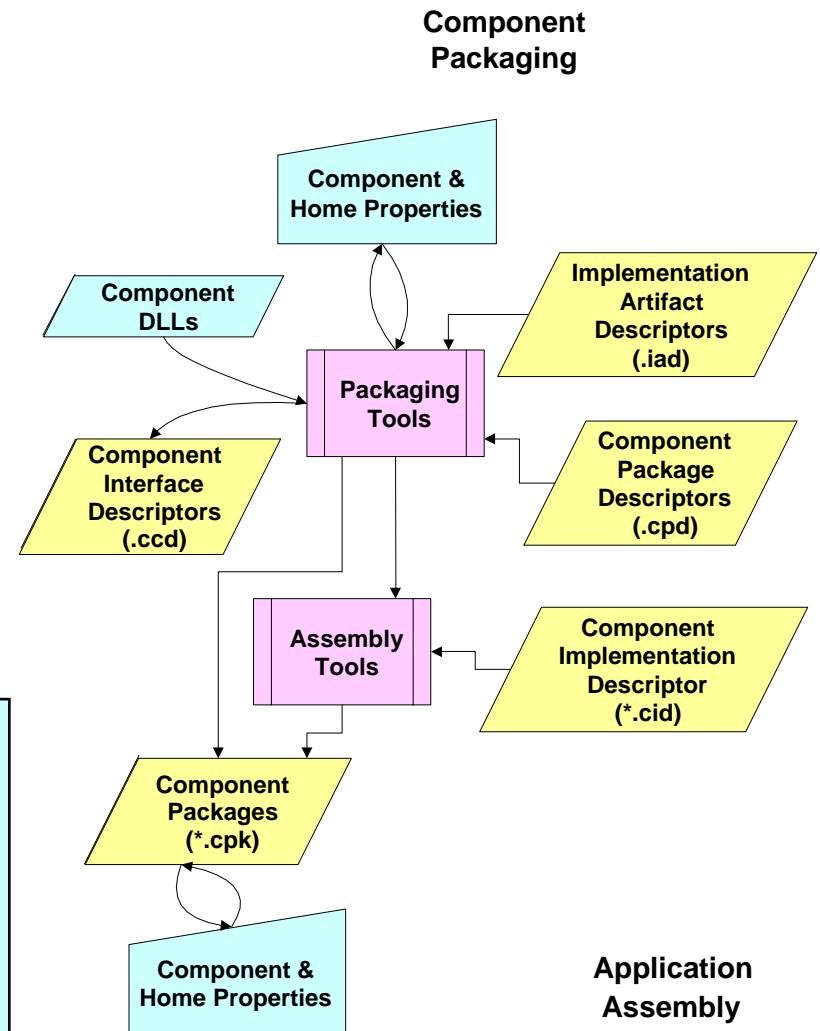
- Describes the top-level component package in a package (.cpk)

- **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



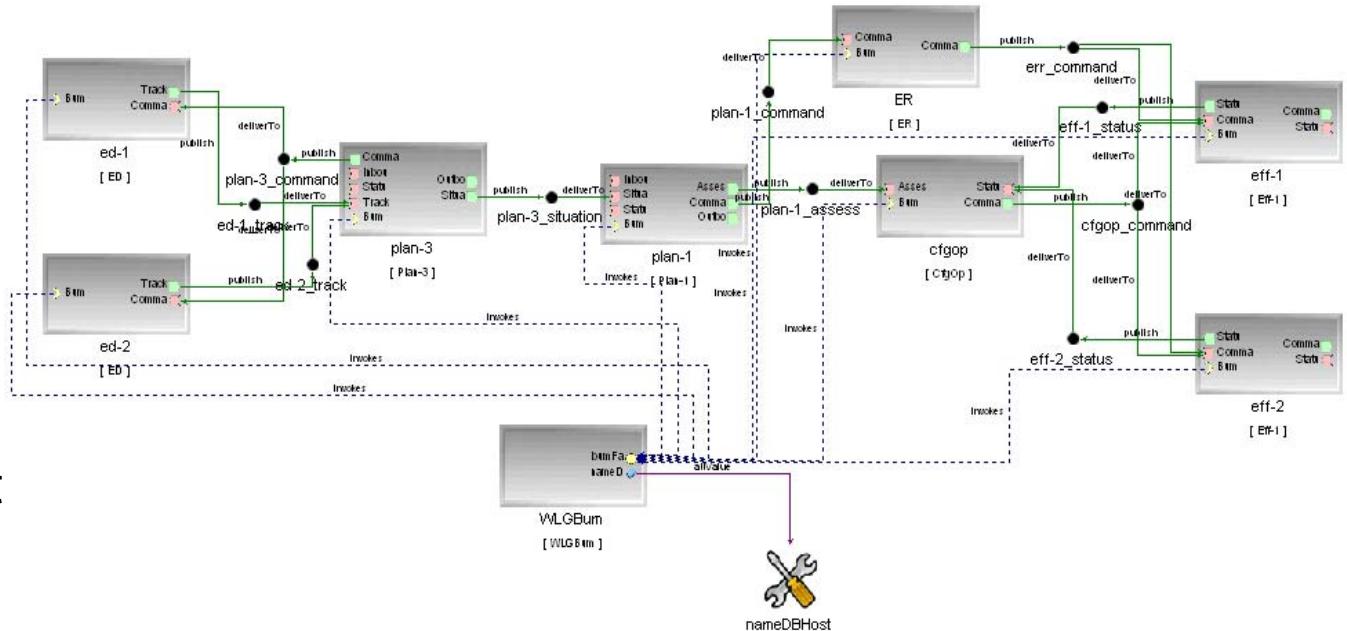
Based on OMG (D&C)  
specification (ptc/05-01-07)



# Example Output from PICML Model

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

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



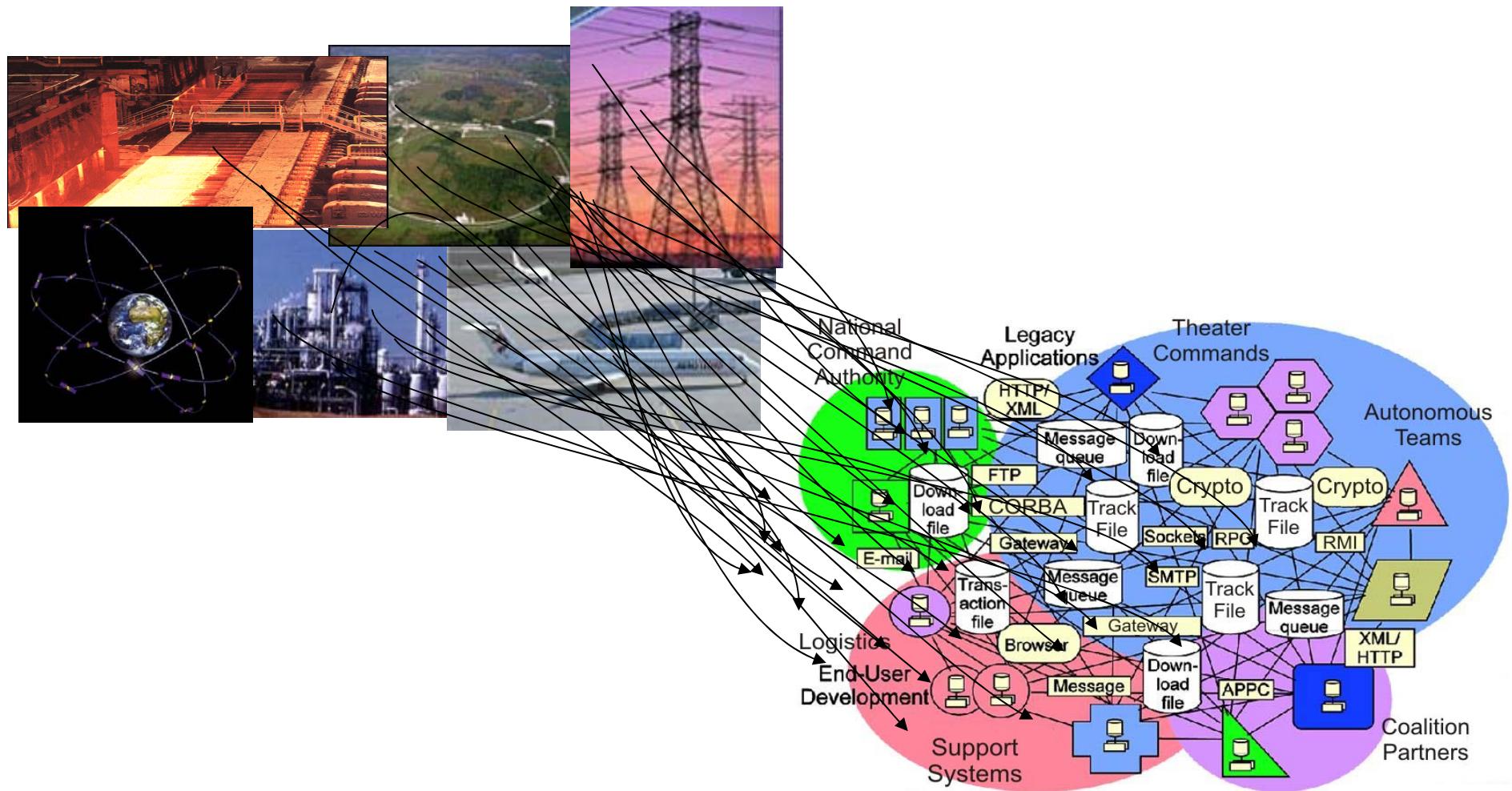
```
<monolithicImpl> [...]
  <deployRequirement>
    <name>Planner</name>
    <resourceType>Planner</resourceType>
    <property><name>vendor</name>
      <value>
        <type> <kind>tk_string</kind> </type>
        <value> <string>My Planner Vendor</string>
      </value>
    </property>
  </deployRequirement>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

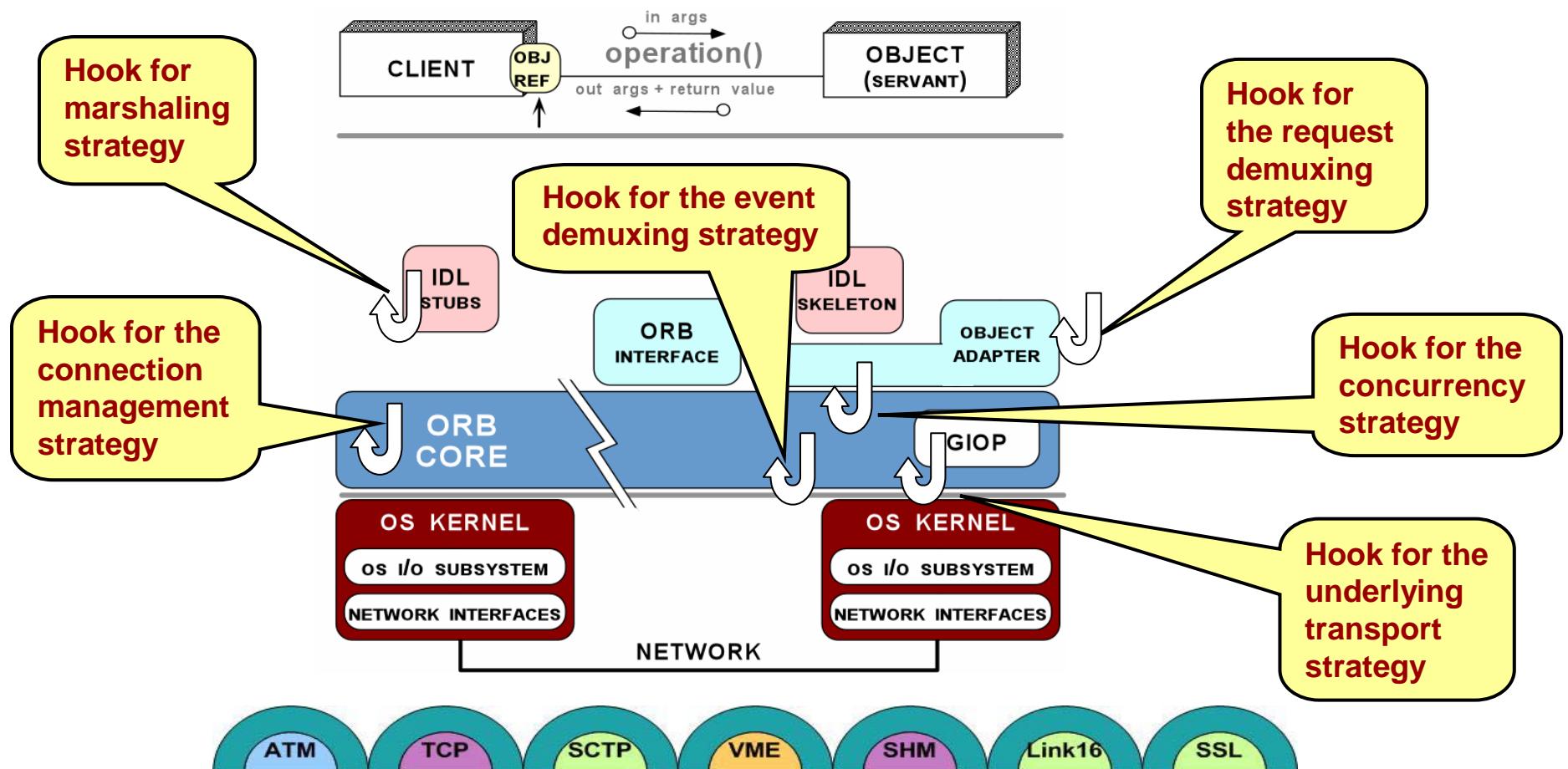
# Challenge 2: The Configuration Aspect

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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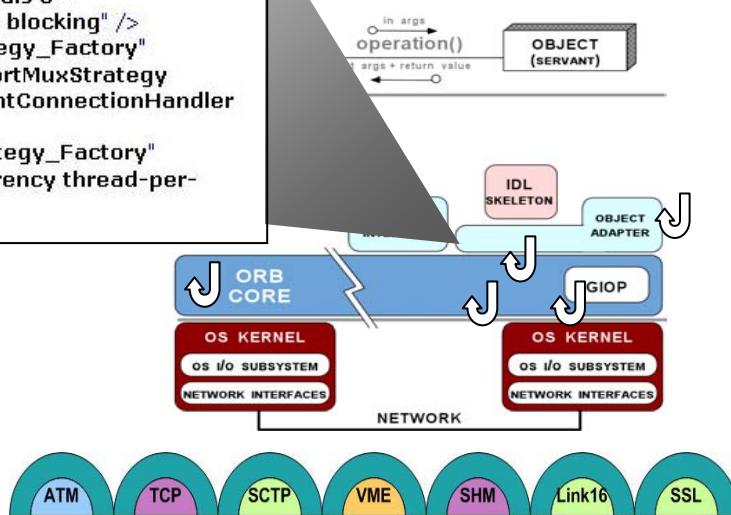


# Configuration Aspect Problems

## Middleware developers

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

```
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>
```



## 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



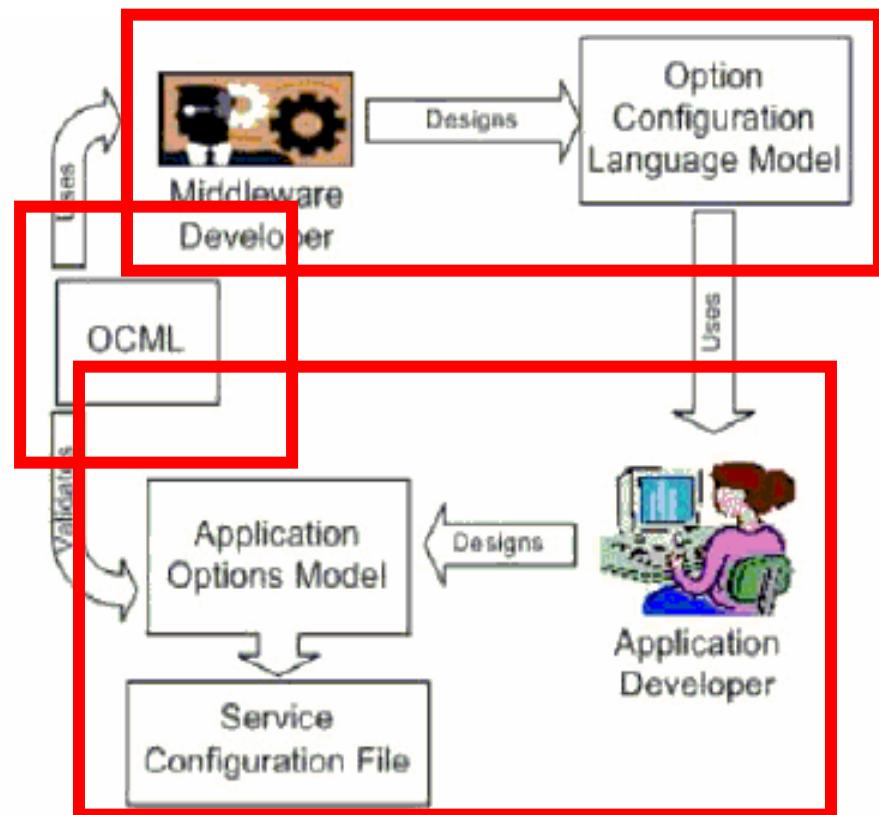
CIAO/CCM provides ~500 configuration options



# 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

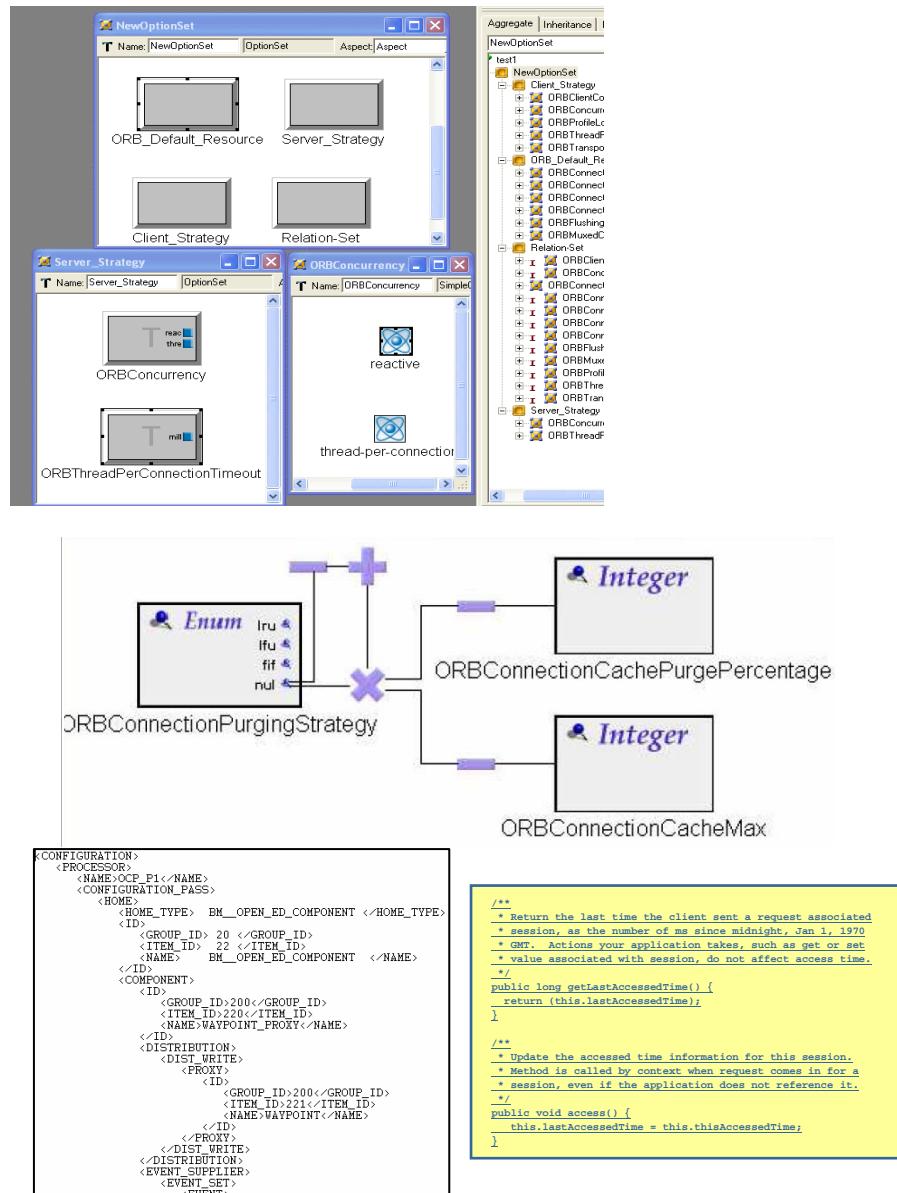


OCML helps to ensure design conformance



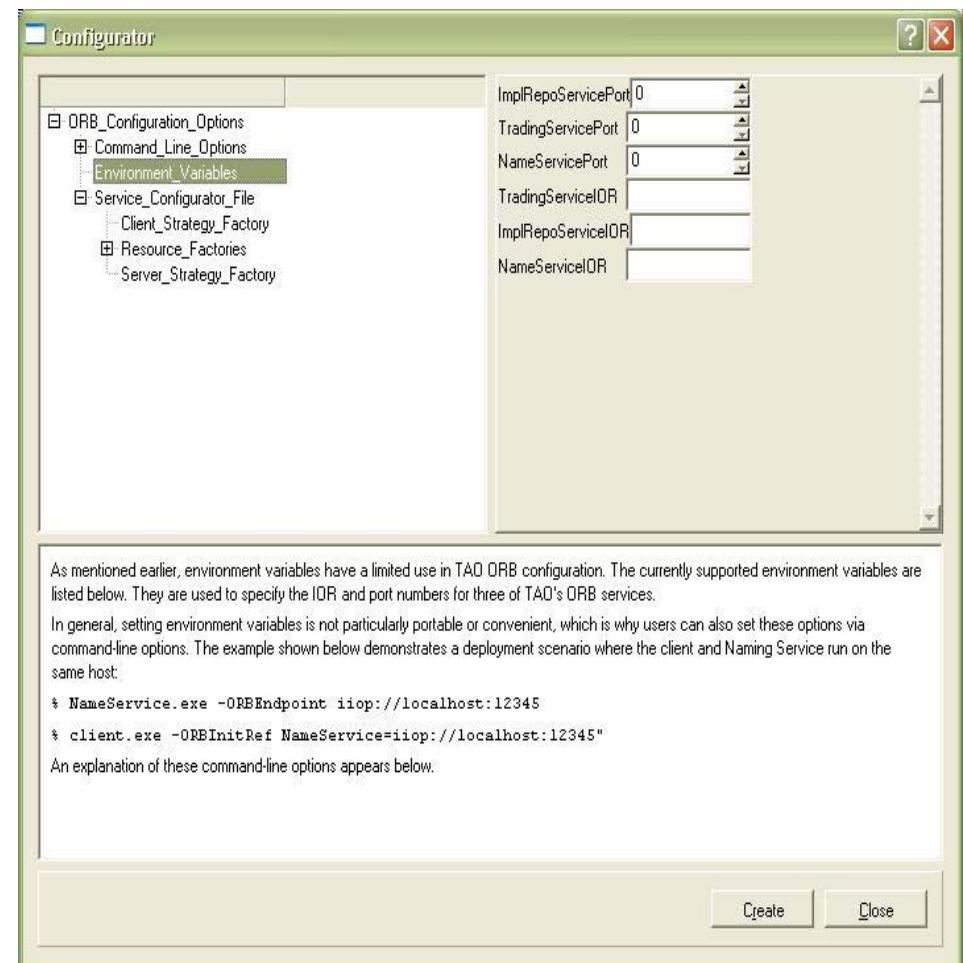
# Applying OCML to CIAO+TAO

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



# Applying OCML to CIAO+TAO

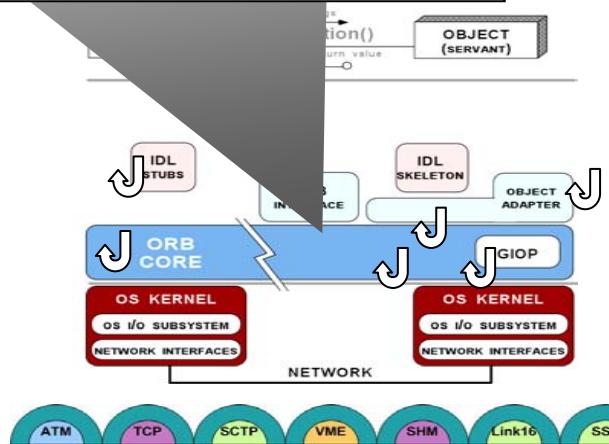
- Middleware developers specify
  - Configuration space
  - Constraints
- OCML generates config model
- Application developers provide a model of desired options & their values, e.g.,
  - Network resources
  - Concurrency & connection management strategies



# 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

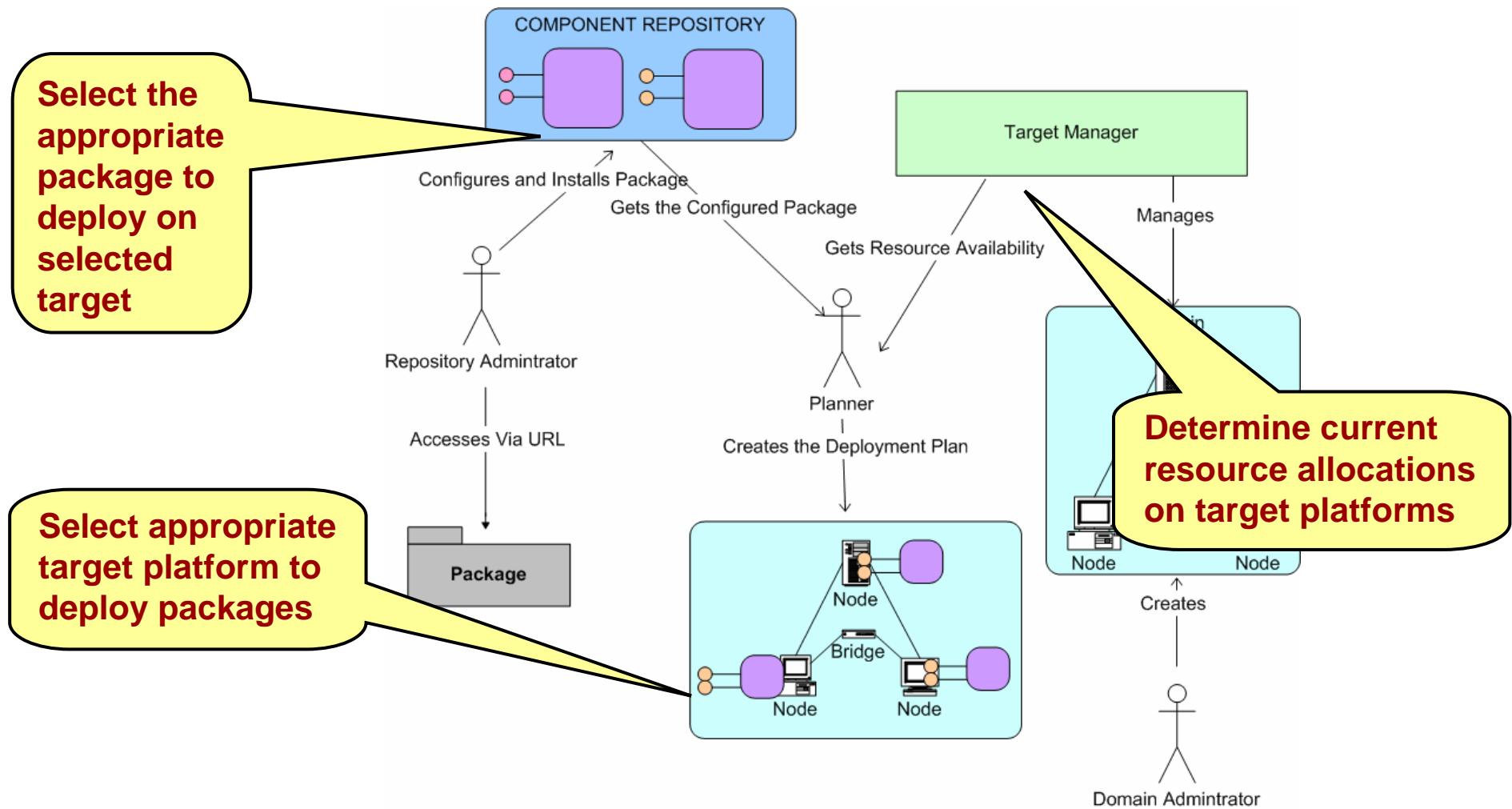
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<static id="Server_Strategy_Factory"  
params="-ORBConcurrency thread-per-  
connection" />  
/ACE_Svc_Conf>
```



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

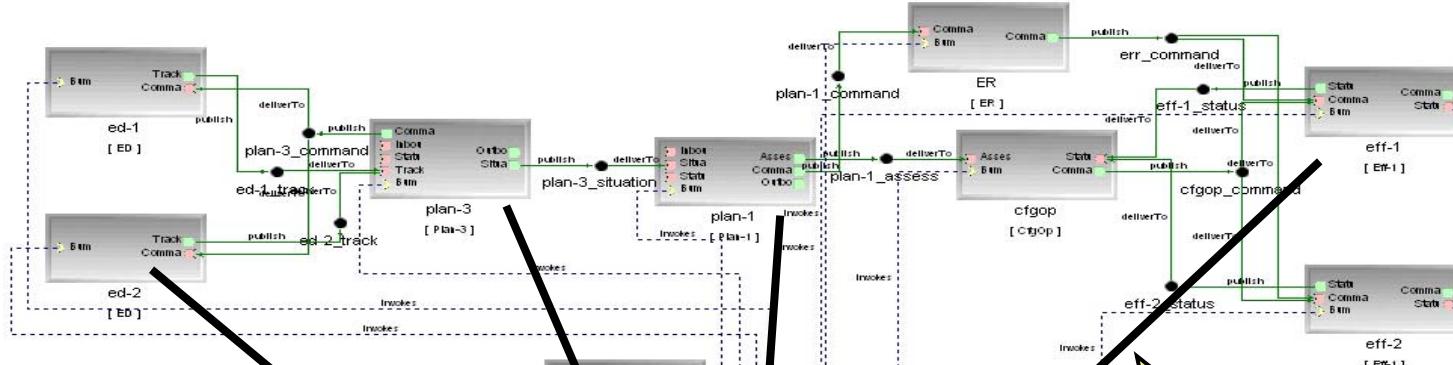
# Challenge 3: Planning Aspect

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?

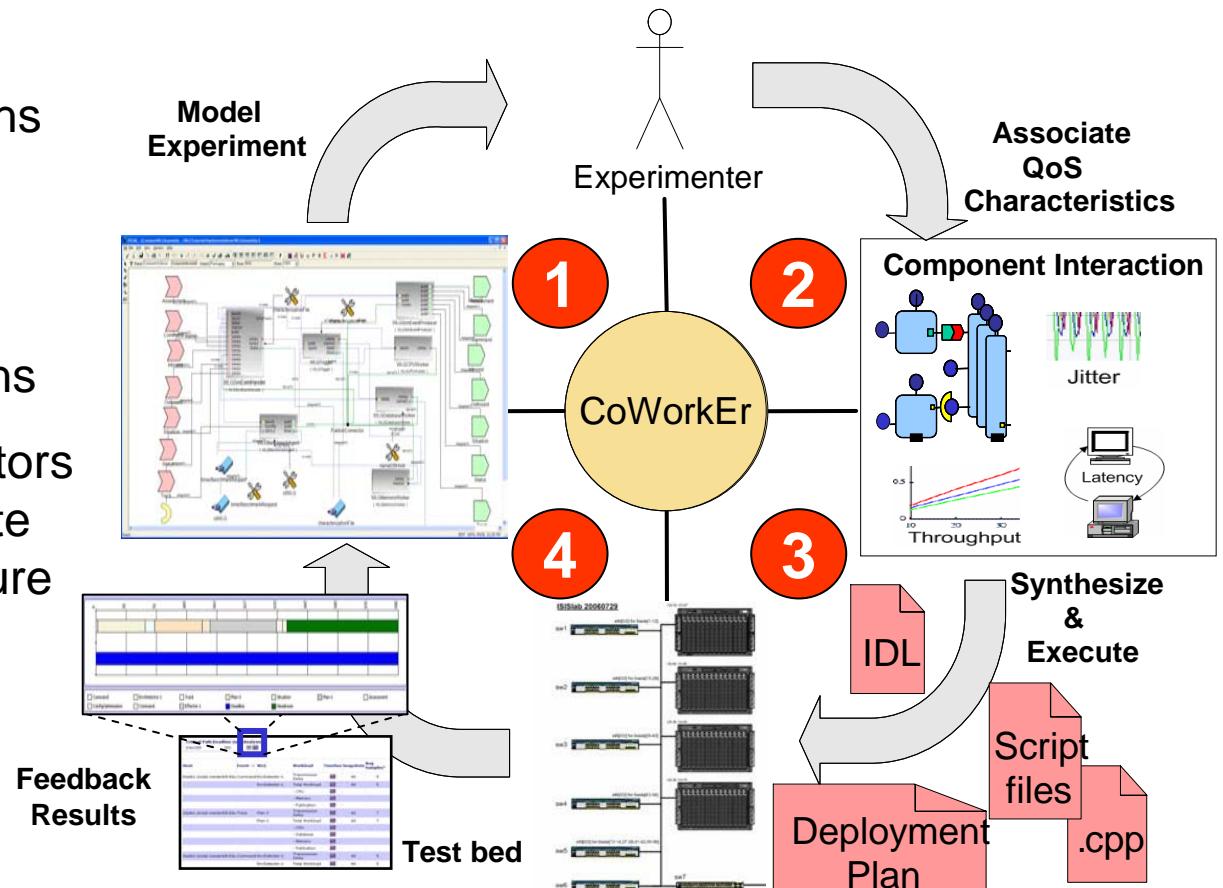


# SEM Tool Approach for Planning Aspect

## Approach

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

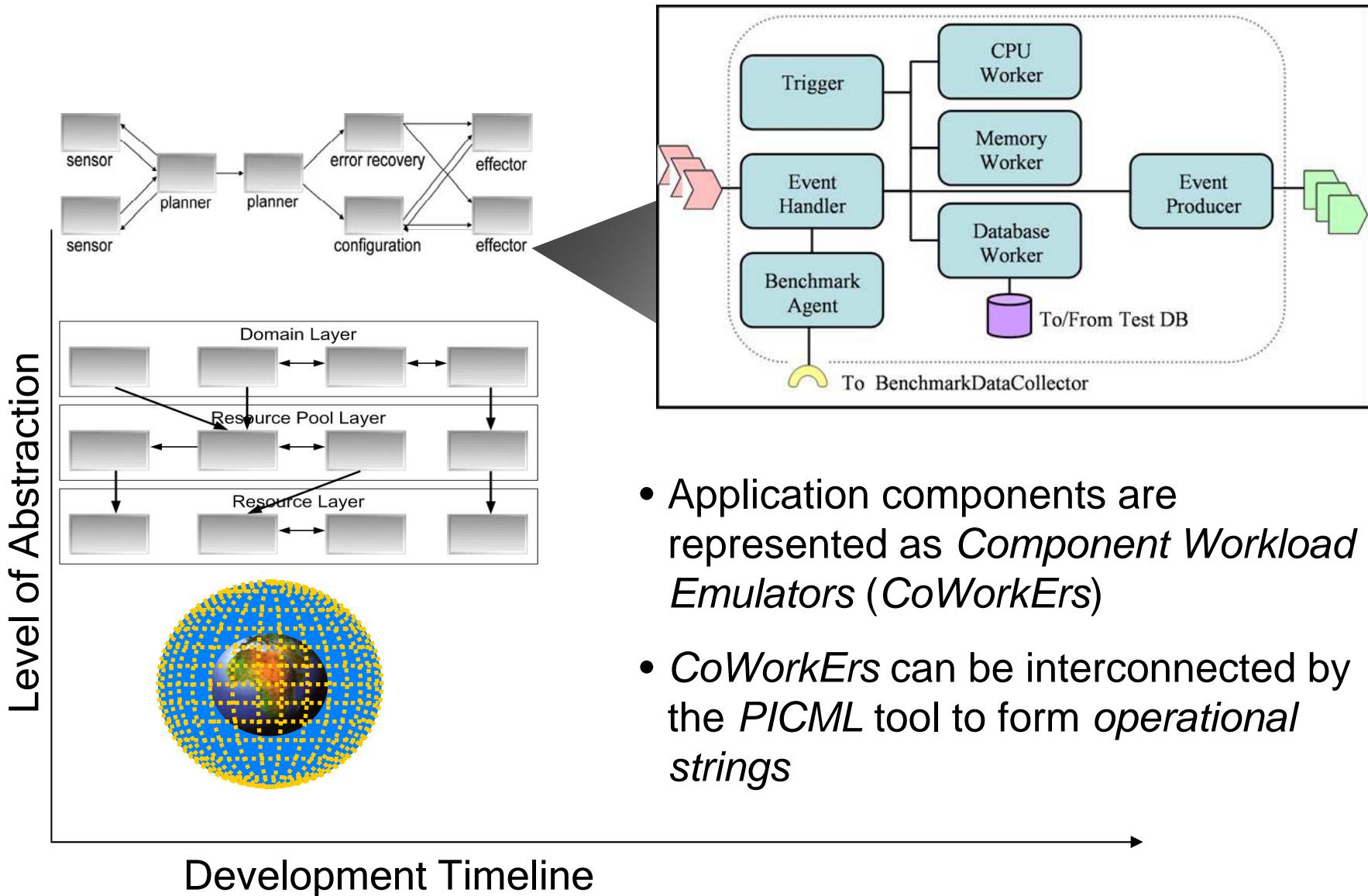
1. Compose scenarios to exercise critical system paths
2. Associate performance properties with scenarios & assign properties to components specific to paths
3. Configure workload generators to run experiments, generate deployment plans, & measure performance along critical paths
4. Analyze results to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



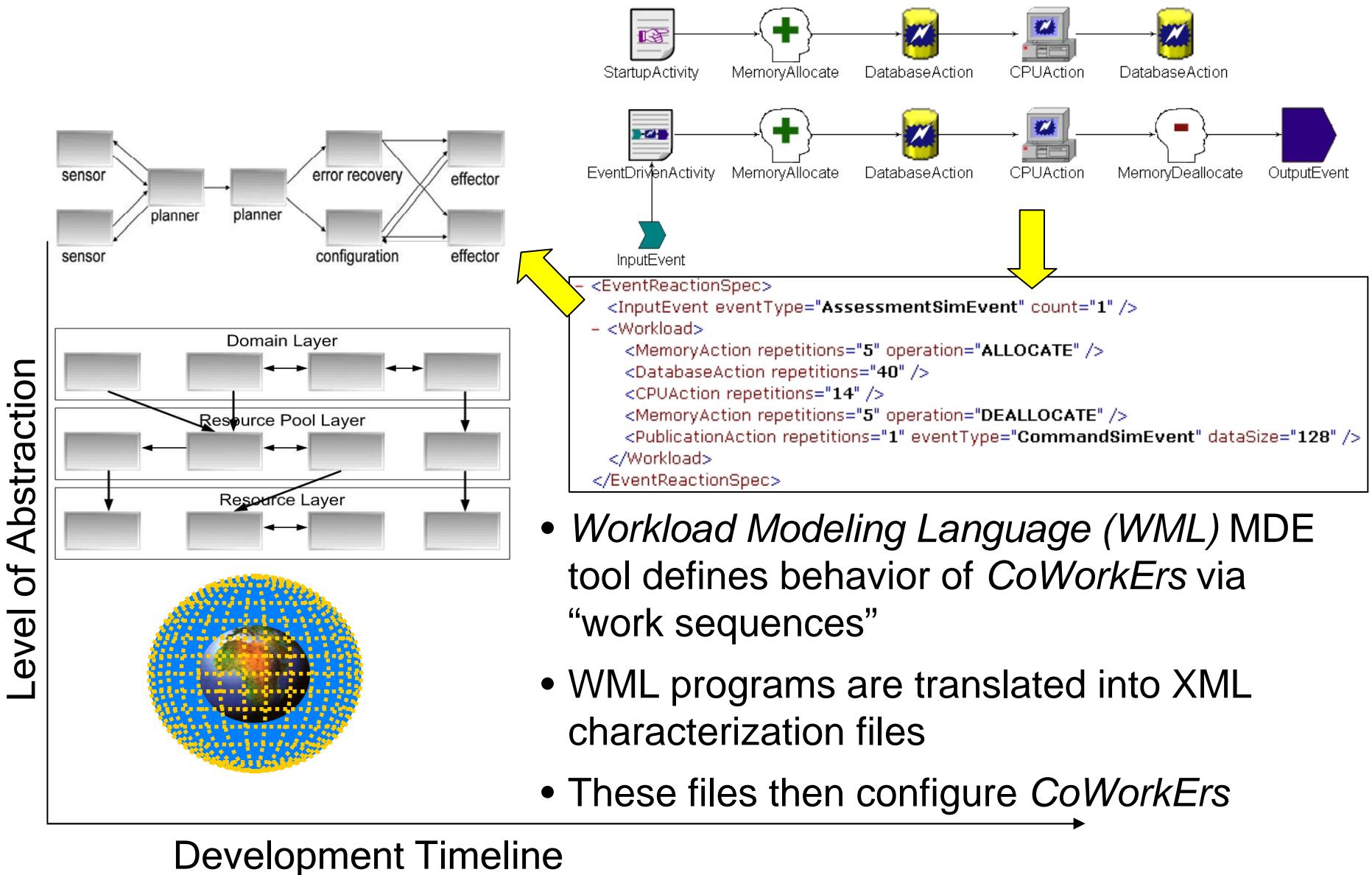
CUTS helps to conduct “what if” analysis on evolving systems



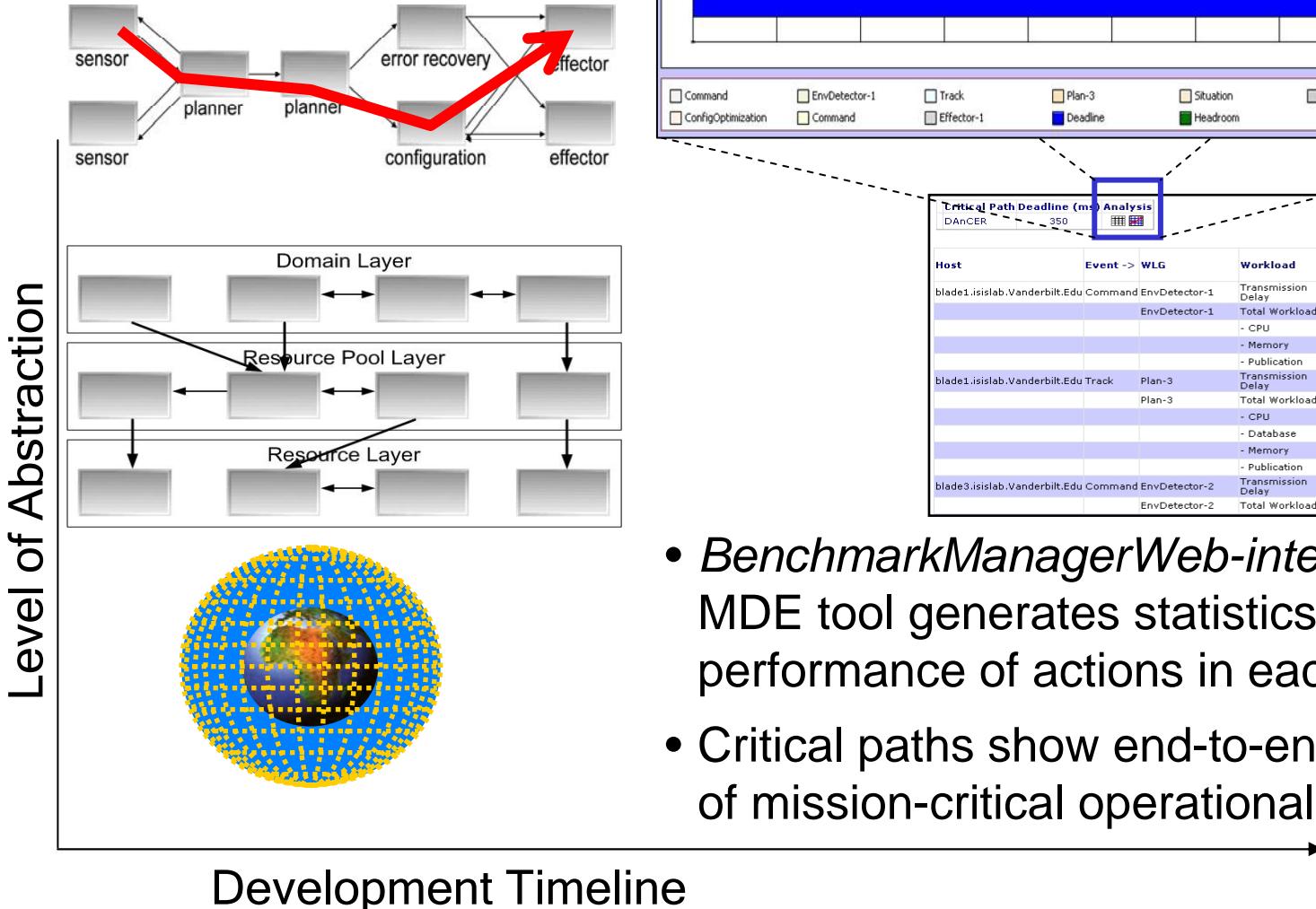
# Emulating Computational Components in CUTS



# Representing Computational Components in CUTS



# Visualizing Critical Path Performance in CUTS



- *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

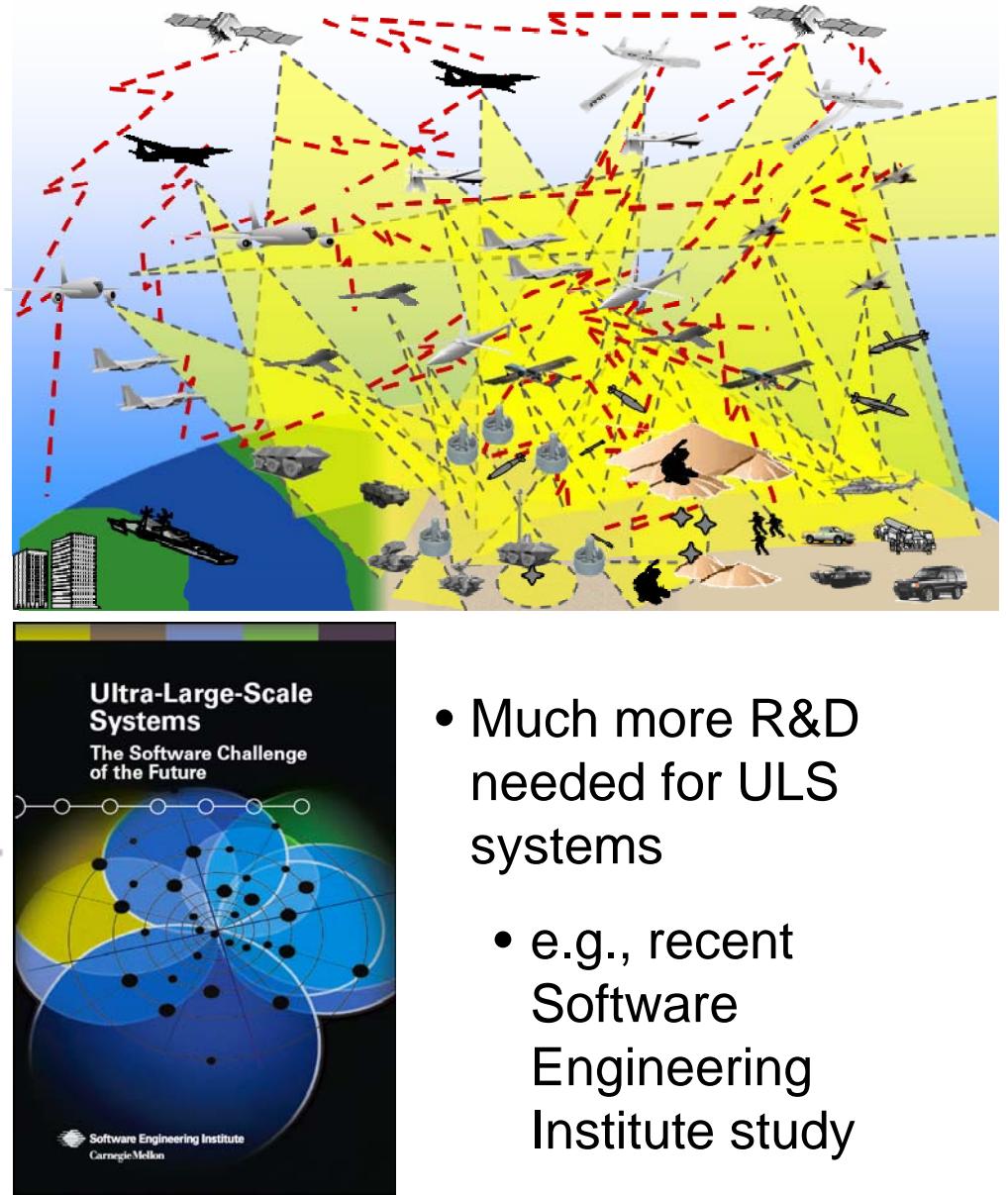


CUTS integrates nicely with *continuous integration servers*



# 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)

