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

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Dr. Douglas C. Schmidt
d.schmidt@vanderbilt.edu
www.dre.vanderbilt.edu/~schmidt

Institute for Software Integrated Systems
Vanderbilt University
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

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
Mission-critical DRE systems historically have been built directly atop hardware:
- Tedious
- Error-prone
- Costly over lifecycles

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
  - Expensive
  - Vulnerable

Evolution of DRE Systems Development
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

- Model
- Generated Code
- Platform

Operating Systems
- C/Fortran
- Assembly
- Machine code

Platform

Model-Driven Engineering (MDE)

- State chart
- Data & process flow
- Petri Nets

Large Semantic Gap

Translation

Level of Abstraction
Technology Evolution (2/4)

• Newer 3rd-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 3rd-generation languages
  • Much application/platform code still (unnecessarily) written manually
Technology Evolution (3/4)

Programming Languages & Platforms

- Components
- Frameworks
- Class Libraries
- Operating Systems
- Hardware

Model-Driven Engineering (MDE)

- Domain-specific modeling languages
  - ESML
  - PICML
  - Mathematica
  - Excel
  - Metamodels

- Domain-independent modeling languages
  - State Charts
  - Interaction Diagrams
  - Activity Diagrams

Level of Abstraction

Manual translation

Semi-automated

Saturation!!!!
Programming Languages & Platforms

Model-Driven Engineering (MDE)

Domain-specific modeling languages
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Domain-independent modeling languages
- State Charts
- Interaction Diagrams
- Activity Diagrams

Manual translation

Semi-automated

OMG is standardizing MDE via MIC PSIG
- mic.omg.org
Technology Evolution (3/4)

Programming Languages & Platforms

- Model
  - Generated Code
  - Framework
  - Pattern Language
  - Platform

- Generated Code
- Framework
- Pattern Language
- Platform

Model-Driven Engineering (MDE)

- Domain-specific modeling languages
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- Domain-independent modeling languages
  - State Charts
  - Interaction Diagrams
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Manual translation

Semi-automated

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Components
- Frameworks
- Class Libraries
- Operating Systems
- Hardware

- C++/Java
- C/Fortran
- Assembly
- Machine code
Technology Evolution (4/4)

Programming Languages & Platforms

- Models
- Generated Code
- Platform
- Components
- Frameworks
- Class Libraries
- Operating Systems
- Hardware
- C++/Java
- C/Fortran
- Assembly
- Machine code

Needs Automation

Model-Driven Engineering (MDE)

- Domain-specific modeling languages
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Needs Automation

Research is needed to automate DSMLs & model translators

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

The Graphical Modeling Framework (GMF) forms a generative bridge between EMF & GEF, which linkes 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/

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
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

Use Case View

Physical View

Process 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

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

Use Case View

Physical View

Process View

Development View
Serialized Phasing is Common in ULS Systems

Application components developed after infrastructure is sufficiently mature.
Serialized Phasing is Common in ULS Systems

System integration & testing is performed after application development is finished.
Complexities of Serialized Phasing

Complexities
- System infrastructure cannot be tested adequately until applications are done
Complexities of Serialized Phasing

End-to-end performance of critical path?

System bottleneck?

Complexities

- System infrastructure cannot be tested adequately until applications are done
- Entire system must be deployed & configured (D&C) properly to meet end-to-end QoS requirements
- Existing tools & platforms have poor support for realistic “what if” evaluation

QoS needs of components in ULS systems often unknown until late in lifecycle
Unresolved QoS Concerns with Serialized Phasing

Meet QoS requirements?

Key QoS concerns
- Which D&C’s meet the QoS requirements?
Unresolved QoS Concerns with Serialized Phasing

Performance metrics?

Key QoS concerns
- Which D&C’s meet the QoS requirements?
- What is the worse/average run-time for various workloads under various D&C’s & processing models?
Unresolved QoS Concerns with Serialized Phasing

Key QoS concerns

- Which D&C’s meet the QoS requirements?
- What is the worse/average run-time for various workloads under various D&C’s & processing models?
- How much workload can the system handle until its end-to-end QoS requirements are compromised?

It can take a *long* time (years) to address QoS concerns with serialized phasing
Related ULS System Development Problems

Release X

- Sensor
- Planner
- Error Recovery
- Effector

Level of Abstraction

Domain Layer

Resource Pool Layer

Resource Layer

Release X+1

- Sensor 1
- Planner 1
- Error Recovery
- Configuration
- Effector 1

- Sensor 2
- Planner 2
- Effector 2

- Sensor 3
- Planner 3
- Effector 3

Development Timeline

New hardware, networks, operating systems, middleware, application components, etc.
Related ULS System Development Problems

Evolution Surprises!!!

New hardware, networks, operating systems, middleware, application components, etc.
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
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
**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
Ad hoc techniques for ensuring component syntactic & semantic compatibility

Inherent Complexities

Container

Distribution & deployment done in ad hoc manner

Ad hoc means to determine pub/sub mechanisms
Packaging Aspect Problems (2/2)

Accidental Complexities

```xml
<!– 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
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)

www.cs.wustl.edu/~schmidt/PDF/RTAS-PICML.pdf
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>vender</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.
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.
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
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

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

As mentioned earlier, environment variables have a limited use in TAO ORB configuration. The currently supported environment variables are listed below. They are used to specify the IOR and port numbers for those of TAO's ORB services.

As a general rule, setting environment variables is not particularly portable or convenient, which is why users can set these options via command line options. The example shown below demonstrates a deployment scenario where the client and Naming Service run on the same host.

```
  NameService.exe -ORBInitRef http://localhost:12345
  client.exe -ORBInitRef NameService+http://localhost:12345
```

An explanation of these command line options appears below.
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

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.

Select the appropriate package to deploy on selected target.

Select appropriate target platform to deploy packages.

Determine current resource allocations on target platforms.
Planning Aspect Problems

Ensuring deployment plans meet ULS system QoS requirements

How do you determine current resource allocations?

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

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

How do you evaluate QoS of infrastructure before applications are completely built?
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
Application components are represented as *Component Workload Emulators* (*CoWorkErs*).

*CoWorkErs* can be interconnected by the *PICML* tool to form *operational strings*.

www.cs.wustl.edu/~schmidt/PDF/CUTS.pdf
Representing Computational Components in CUTS

- **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

Website: www.cs.wustl.edu/~schmidt/PDF/QoSPML-WML.pdf
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