

Mapping Architectural Decay Instances to Dependency Models

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Architectural Decay Instances

- ▶ Software architecture drift and erode
- ▶ Architectural decay instances
- ▶ Architecture debt



Catalog of Architectural Decay Instances [Garcia et al. 2009]

- ▶ Scattered Parasitic Functionality
- ▶ Extraneous Adjacent Connector
- ▶ Brick Concern Overload
- ▶ Brick Use Overload
- ▶ Ambiguous Interface
- ▶ Brick Dependency Cycle
- ▶ Unused Interface
- ▶ Component Envy
- ▶ Connector Envy
- ▶ Duplicate Component Functionality
- ▶ Unused Brick
- ▶ Connector Dimension Overload
- ▶ Lego Syndrome
- ▶ Sloppy Delegation
- ▶ Brick Functionality Overload



Scattered Parasitic Functionality Decay Instance

▶ Definition

- ▶ Multiple components are responsible for realizing the same high-level concern
- ▶ Some of those components are responsible for orthogonal concerns.

▶ Formalization

$\exists z_1 \in T \mid P(z_1 \mid c_1) > th_1 \wedge \exists z_2 \in T \mid P(z_2 \in c_2) > th_1 \wedge z_1 = z_2 \wedge \exists z_3 \in T \mid P(z_3 \mid c_2) > th_2$
 $\wedge z_1 = z_3$, where th_1, th_2 are proportions such that $0 \leq th_1 \leq 1$ and $0 \leq th_2 \leq 1$.
 th_1 and th_2 specify the acceptable degree of scattering per topic



Challenge

- ▶ **Heterogeneous elements**
 - ▶ Component
 - ▶ Connector
 - ▶ Concerns
 - ▶ Interfaces

- ▶ **Difficult to automatically detect Decay Instances**



Our Approach

- ▶ Uniform the heterogeneous elements and their relations to dependency model
 - ▶ Extended Augmented Constraint Network(EACN)
 - ▶ Constraint Network
 - ▶ Dominance Relation
 - ▶ Clustering Set
 - ▶ Concern Elements relation
 - ▶ Design Structure Matrix(DSM)
 - ▶ Derived from EACN
 - ▶ Visualizing all the heterogeneous elements and their relations



EACN [Cai and Sullian 2012]

- ▶ Variables: Concerns, Components
- ▶ Constraints Network: `StrategeAnalyzer => ConnectorInteface`
- ▶ Dominance relation: `(StrategeAnalyzer, ConnectorInteface)`
- ▶ Clustering Set: Concern, Component
- ▶ Concern Element relations: `<ResourceManager, Event and Message Management, 0.47>`



Emergency Response System(ERS)- Design Structure Matrix(DSM)

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	
1 Personnel Resources	1																											
2 UI elements		2																										
3 Event and Message Management			3																									
4 Agent Rendering				4																								
5 Prism Architecture Object Management					5																							
6 Weather						6																						
7 Commander and Agents							7																					
8 Shared Data Structure Elements								8																				
9 Usage of Shared Data Structures									9																			
10 Main UI Frame										10																		
11 DataInterface											11	x																
12 ComponentInterface											x	12	x															
13 ConnectorInterface													13															
14 Component_RenderingAgent		0.56		0.24						0.19	x	x		14														
15 Component_SimulationAgent	0.36		0.41			0.09	0.06	0.08			x	x			15				x									
16 Component_ResourceManager	0.48		0.47								x	x				16												
17 Component_SAKBUI			0.31			0.19	0.29	0.21			x	x					17											
18 Component_StrategyAnalyzer			0.33			0.17	0.31	0.19			x	x	x					18										
19 Component_DeploymentAdvisor			0.14								x	x							19	x								
20 Component_ResourceMonitor			0.49	0.13		0.23		0.14			x	x	x							20								
21 Component_map			0.43			0.07		0.10			x	x									21							
22 Component_Repository			0.30			0.17		0.06			x	x										22						
23 Component_Weather			0.30			0.20		0.19			x	x											23					
24 Component_WeatherAnalyzer			0.27					0.23			x	x												24				
25 Component_StrategyAnalysisKB			0.54			0.33		0.13			x	x													25			
26 Component_Clock		0.20	0.25					0.30			x	x														26		
27 Commander					0.49	1.00					x	x		x	x	x	x	x	x	x	x	x	x	x	x	x	x	17

Mapping and detecting Scattered Parasitic Functionality Decay Instance

▶ Definition and Formalization

- ▶ Multiple components are responsible for realizing the same high-level concern; Some of those components are responsible for orthogonal concerns.

$\exists z_1 \in T \mid P(z_1 \mid c_1) > th_1 \wedge \exists z_2 \in T \mid P(z_2 \in c_2) > th_1 \wedge z_1 = z_2 \wedge \exists z_3 \in T \mid P(z_3 \mid c_2) > th_2 \wedge z_1 = z_3$, where th_1, th_2 are proportions such that $0 \leq th_1 \leq 1$ and $0 \leq th_2 \leq 1$.
 th_1 and th_2 specify the acceptable degree of scattering per topic

▶ Mapping to the dependency model

- ▶ <ResourceManager, Event and Message Management, 0.47>
- ▶ <StrategyAnalysisKB, Event and Message Management, 0.54>
- ▶ <StrategyAnalysisKB, Commander and Agents concern., 0.33>



Summary

- ▶ All the heterogeneous elements and their relations can be modeled in the dependency model
- ▶ Mapping all the decay instances to the dependency model
- ▶ Detect the decay instances



Question?

