

IT Systems Engineering | Universität Potsdam

# Multiple Runtime Models and their Relations for Self-Managing Systems

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### **Thomas Vogel**

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### **Motivation**



- Continuous adaptation of software to keep its value for the user (Laws of Software Evolution) [Lehman, 1996]
- (Increasing) complexity of software systems [Northrop et al., 2006]
- Maintenance & administration costs [Sterritt, 2005, Sommerville, 2007]

### **Motivation**



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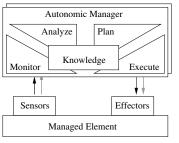
### Self-Adaptive/-Managing Software [Cheng et al., 2009]

Systems that are able to adjust their behavior in response to their perception of the environment and the system itself.

→ Autonomic Computing
[Kephart and Chess, 2003]

## **Self-Managing Systems**





Feedback Loop [Kephart and Chess, 2003]

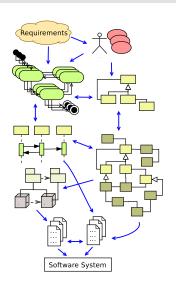
- Concepts originating from the control engineering discipline [Kokar et al., 1999, Diao et al., 2005]
- Self-healing/-optimization/-protection/-configuration [Lin et al., 2005]

## **Model-Driven Engineering**

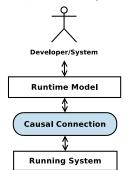


The term Model-Driven Engineering (MDE) is typically used to describe software development approaches in which abstract models of software systems are created and systematically transformed to concrete implementations.

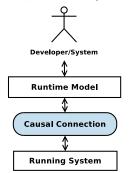
[France and Rumpe, 2007]

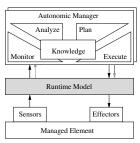


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- In our broad vision of MDE, models [...] are also the primary means by which developers and other systems understand, interact with, configure and modify the runtime behavior of software. [France and Rumpe, 2007]
- Models@run.time [Blair et al., 2009]



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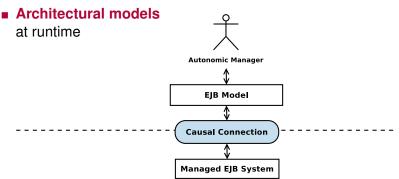




Self-Managing Systems

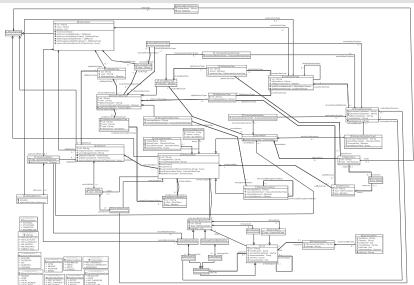


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- Component-based software systems
  - □ Enterprise Java Beans 3 (EJB)
- Architectural monitoring and adaptation
  - components and connectors, above the level of Java objects



## **EJB** (Runtime) Metamodel





## **EJB (Runtime) Metamodel**

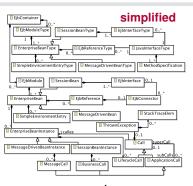


EibContainer simplified ■ EibModuleType ■ SessionBeanType EibInterfaceType ■ EnterpriseBeanType ■ EibReferenceTvpe ■ lavaInterfaceType SimpleEnvironmentEntryType ■ MessageDrivenBeanType MethodSpecification ■ EibModule ■ SessionBean EibInterface ີາ0…1 0..\* 0...\* 0..1 EjbConnector EnterpriseBean ■ EibReference H Suscession of the Control of the C 0..\* ■ StackTraceFlem MessageDrivenBean ■ SimpleEnvironmentEntry `0..\* ■ ThrownException ■ EnterpriseBeanInstance 1 callee **≜** Call superCall ■ MessageDrivenBeanInstance ■ SessionBeanInstance subCalls 0..\* | LifecycleCall ApplicationCall ■ MessageCall ■ BusinessCall

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## **Abstract Runtime Metamodels**

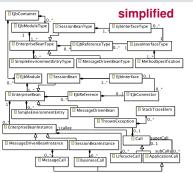


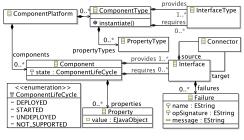


complex
detailed
multiple concerns
platform-specific
solution space

### **Abstract Runtime Metamodels**







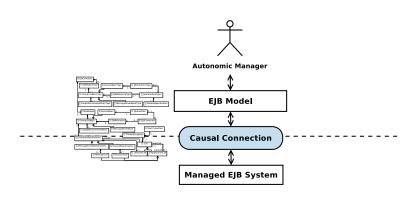
complex
detailed
multiple concerns
platform-specific
solution space

less complex
abstract
one concern
platform-independent
problem space

VS.

### **Abstract Runtime Models**

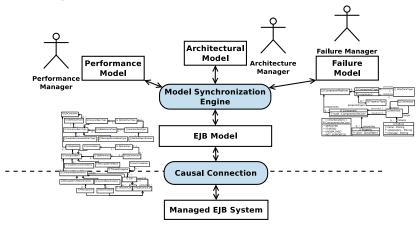




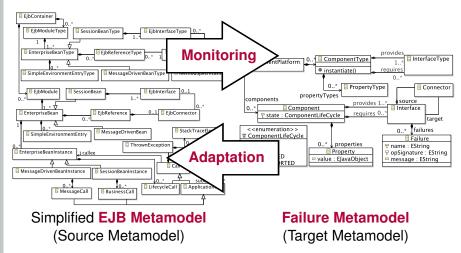
### **Abstract Runtime Models**



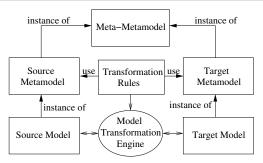
- Concern-specific, platform-independent models and managers
- Model Synchronization to maintain the runtime models



Abstraction (monitoring) and refinement (adaptation)





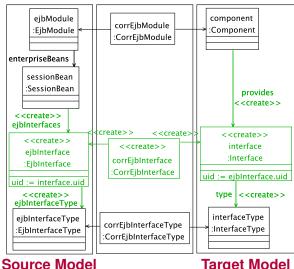


- Unidirectional vs. Bidirectional
- Transformation vs. Synchronization
- Bidirectional synchronization based on Triple Graph Grammars (TGG) [Giese and Wagner, 2009, Giese and Hildebrandt, 2008]
- Incremental and event-driven solution applicable at runtime

## **Triple Graph Grammar Rule**



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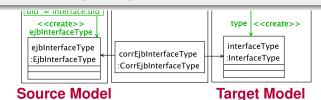


Target Model





- Declarative rules
- Automatic generation of operational rules
- Abstraction gap between models: manually written code "extending" the rules for adaptation
- → MDE simplifies the development of maintaining multiple runtime models

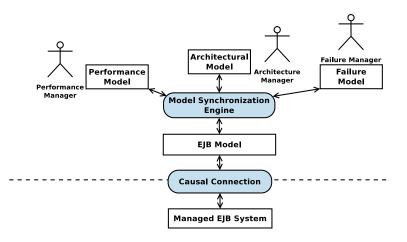


## Multiple Runtime Models...



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### ...but how they are **related**?

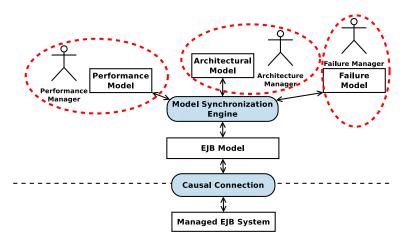


## Multiple Runtime Models...



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...but how they are related? dependencies, trade-offs,...?

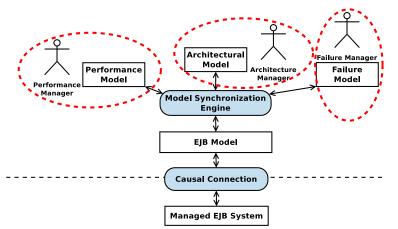


## Multiple Runtime Models...



13

...but how they are related? dependencies, trade-offs,...?



...and how to describe and utilize relations?

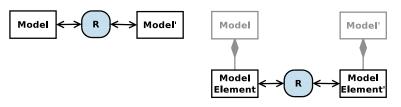
## Megamodels



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### "Good enough" Definition (Megamodel)

A *megamodel* is a model that contains models and relations between those models or between elements of those models.



- Makes relations explicit
- Basis for model-driven management of models and relations
- Research by Favre [Favre, 2005] and
   Bézivin et al. [Bézivin et al., 2003, Bézivin et al., 2004, Barbero et al., 2007]

## **Megamodel Concepts**



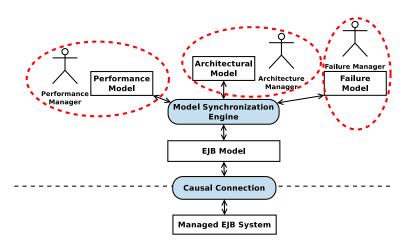
### **Organizational Purposes:**

- Organizing and structuring models and relations
- Registry for models and their relations

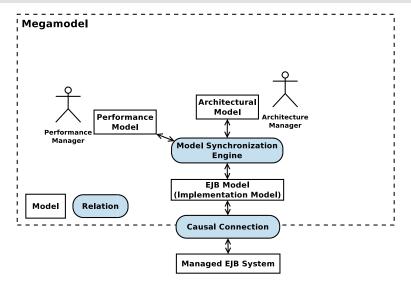
### **Utilization Purposes:**

- Navigation through different models in a model-driven manner
- Operational relations by means of executable units

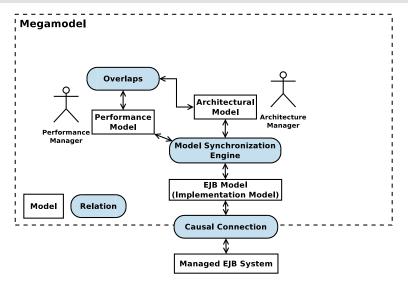




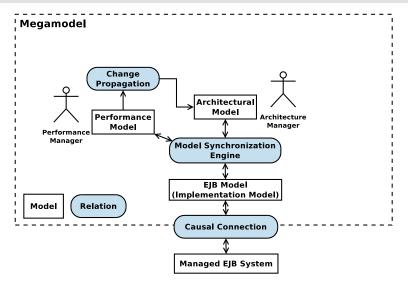




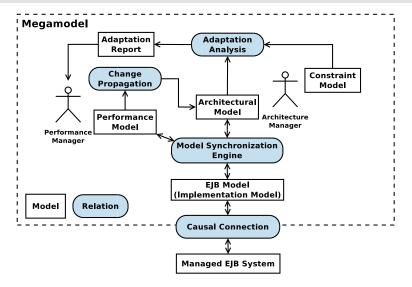


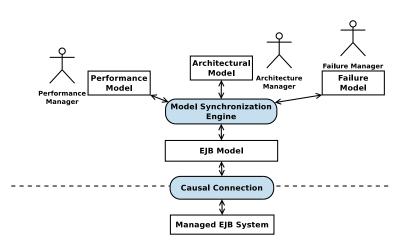






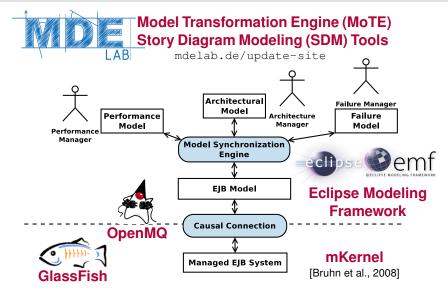






## **Implementation**





### Conclusion

- Working approach using multiple runtime models for architectural monitoring and adaptation
- Model Synchronization techniques to maintain these models
- Initial ideas on megamodel concepts at runtime

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### **Future Work**

- Architecting self-managing systems
- Semantics of models and model operations
- Describing and utilizing relations at runtime

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### **Future Work**

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### **Thank You!**

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(best paper).