Welcome to SENG 371 Software Evolution Spring 2013

A Core Course of the BSEng Program

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Announcements

- Course website
- Up and running
- Labs start this week
- Instructors
 - Lorena Castaneda
 - Pratik Jain Przemek Lach
- This week
 Visualization tools
- Assignment I
- Due Jan 28 Cite your sources
- Part I Useful definitions
- Part II Growing systems in emergent organizations
 Part III Ultra large scale systems (ULS)

Reading assignments

- IBM Corporation: An Architectural Blueprint for Autonomic Computing, Fourth Edition (2006)
- Truex, Baskerville, Klein: Growing Systems in Emergent Organizations. Communications of the ACM, 42(8):117-123 (1999).

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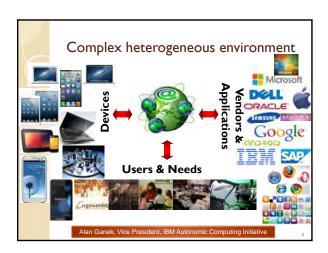
• Northrop, et al.: Ultra-Large-Scale Systems. The Software Challenge of the Future. Technical Report, Software Engineering Institute, Carnegie Mellon University, I 34 pages ISBN 0-9786956-0-7 (2006)

Calendar and deadlines

- Assignment I
- Due Mon, Jan 28
- Assignment 2
- Due Thu, Feb 28
- Assignment 3
- Due Thu, March 28
- Reading Feb 18-22
- Easter April I
- Midterm
- Thu, Feb 14
- In class, closed books, closed notes
- Final
- April 2013 to be scheduled by university
- 3 hours, closed books, closed notes

Course requirements

- Three assignments 45%
- Midterm 15%
- Final 40%
- Class participation +/-10%
- · All materials discussed in class are required for the midterm and final examinations
- Passing the assignments and the final exam is required to pass the course



The Complexity Problem

- The increasing complexity of computing systems is overwhelming the capabilities of software developers and system administrators to design, evaluate, integrate, and manage these systems
- Major software and system vendors are concluding that the only viable long-term solution is to create computing systems that manage themselves

... an elusive goal?

The Conquest of Complexity

- There has never been anything quite like information technology before, but there have certainly been other complex technologies that needed simplifying
- To be truly successful, a complex technology needs to "disappear"



Source: A. Kluth. Information Technology. The Economist, Oct 28, 2004

Predictable evolutionary path of technology

- Early stages
 - Technology needs lots of human involvment
 - New inventions are typically "geeky", requiring significant expertise to install and maintain
 - In general, the "default" seems to be human work, due to its flexibility and adaptivity
 - At an early stage human involvement is always superior to alternatives
 - · Culling of features is futile
- Push the complexity to the back end to make the front end very simple
 - Consumers don't know when the Power Company upgrades its technology

Predictable evolutionary path of technology

- Mature stage
 - Need for human expertise is greatly reduced due to technology becoming simple and standardized
- To increase adoption and sales (electricity, cars)
- To decrease cost (industrial revolution, agriculture)
- To allow super-human performance (space aviation)
- Simplicity of usage often means increased overall system complexity
 - For every mouse click we take out of the user experience, 20 things have to happen in the software behind the scenes

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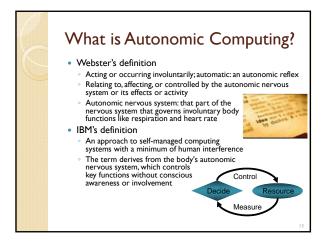
Given this historical perspective, maybe there is hope for the information technology sector?

IBM's Complexity Solution

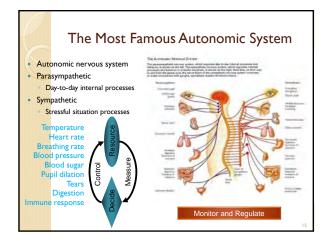
 Automation through self-adaptive and selfmanaging systems or autonomic computing

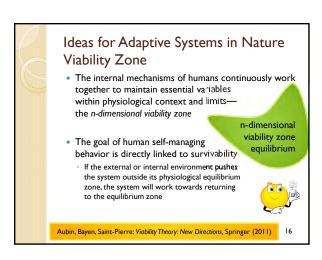


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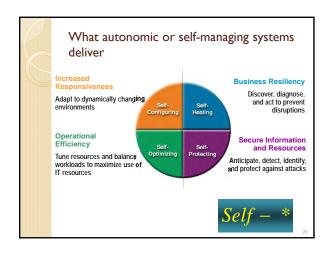


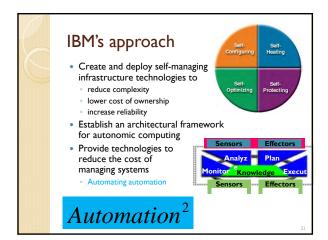
Ideas for Adaptive Systems in Nature Viability Zone · The internal mechanisms of humans continuously work together to maintain essential variables within physiological context and limitsthe n-dimensional viability zone n-dimensional viability zone The goal of human self-managing equilibrium behavior is directly linked to survivability If the external or internal environment pushes the system outside its physiological equilibrium zone, the system will work towards returning to the equilibrium zone Aubin, Bayen, Saint-Pierre: Viability Theory: New Directions, Springer (2011)

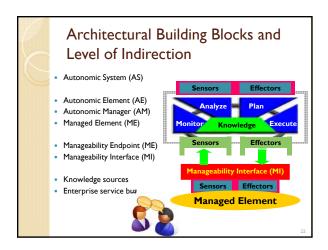
Characteristics of autonomic or self-managing systems Self awareness, reflexivity, identity Possesses a system identity Must know itself Needs detailed knowledge of its components, current status interconnections with other systems and available resources to manage itself Able to configure and reconfigure itself under varying and unpredictable conditions For example, adaptive algorithms running on each subsystem could learn the best configurations to deliver functionality in different ways to achieve mandated performance Continually seek to optimize its operations Adaptive algorithms for monitoring and execution

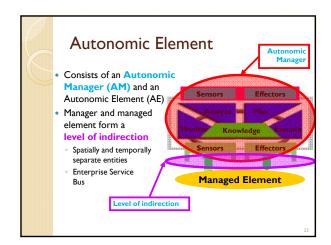
Characteristics of autonomic or self-managing systems

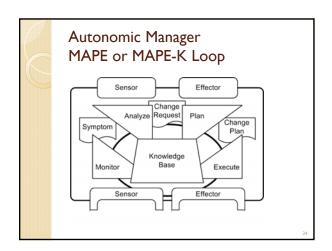
- Systems that self-manage
 - self-configure, self-tune, self-repair, self-protect, ...
- For a software system to be autonomic, it needs to support a range of behaviours; then
 - Self-configuring means choosing a suitable behaviour, based on user preferences, context, ...
 - Self-tuning means choosing behaviours that optimize certain qualities (performance, year-end profits, ...)
 - Self-repairing means shifting execution to another behaviour, given that the current one is failing
 - Self-protecting means choosing a behaviour that minimizes risks (attacks, viruses, ...)

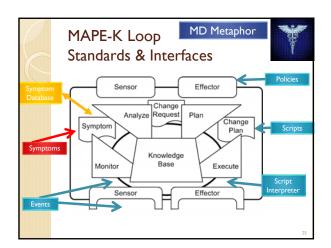


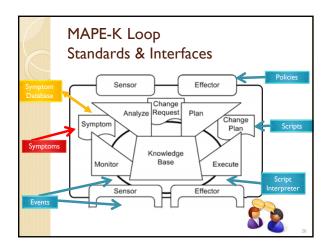


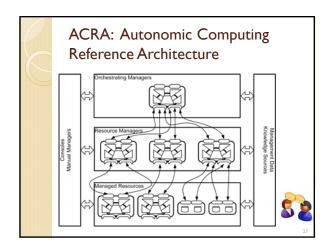


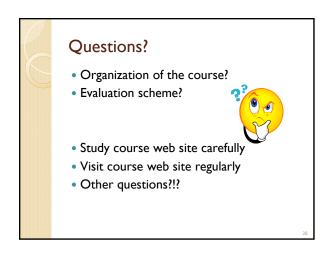












Keep in mind

- \bullet Ask questions at any time $\odot ~!! ~\odot$
- Let's make this a truly interactive course!!!
- Take full advantage of this opportunity to work on your communication skills © !!

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