

Introduction to Architecture

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Administrivia

HW2 second deadline moved from Tuesday, September 28, 23:59 to
Friday, Oct 1, 29:59

You should have issues, they should be assigned similar to HW1. This is an easy way to get points!

Learning Goals

Understand the abstraction level of architectural reasoning

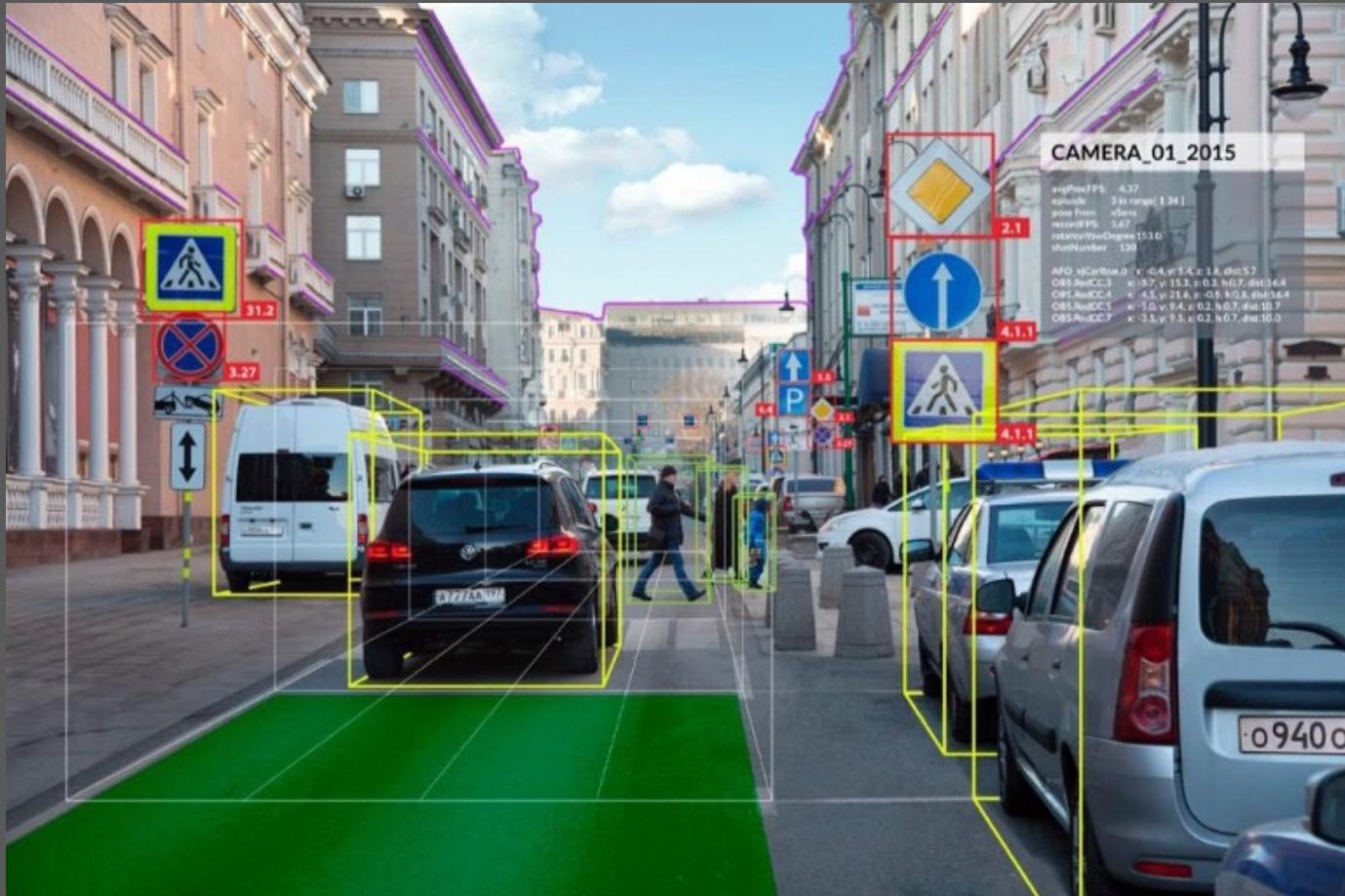
Appreciate how software systems can be viewed at different abstraction levels

Distinguish software architecture from (object-oriented) software design

Use notation and views to describe the architecture suitable to the purpose

Document architectures clearly, without ambiguity

Autonomous Vehicle Study



Autonomous Vehicle Study

Recall the “bike prediction” and “side pass” features from the videos
(<https://www.youtube.com/watch?v=XAQeL8efT0> and
<https://www.youtube.com/watch?v=BXNDUtNZdM4>)

What part of the software is responsible for implementing this feature?

Source: <https://github.com/ApolloAuto/apollo>

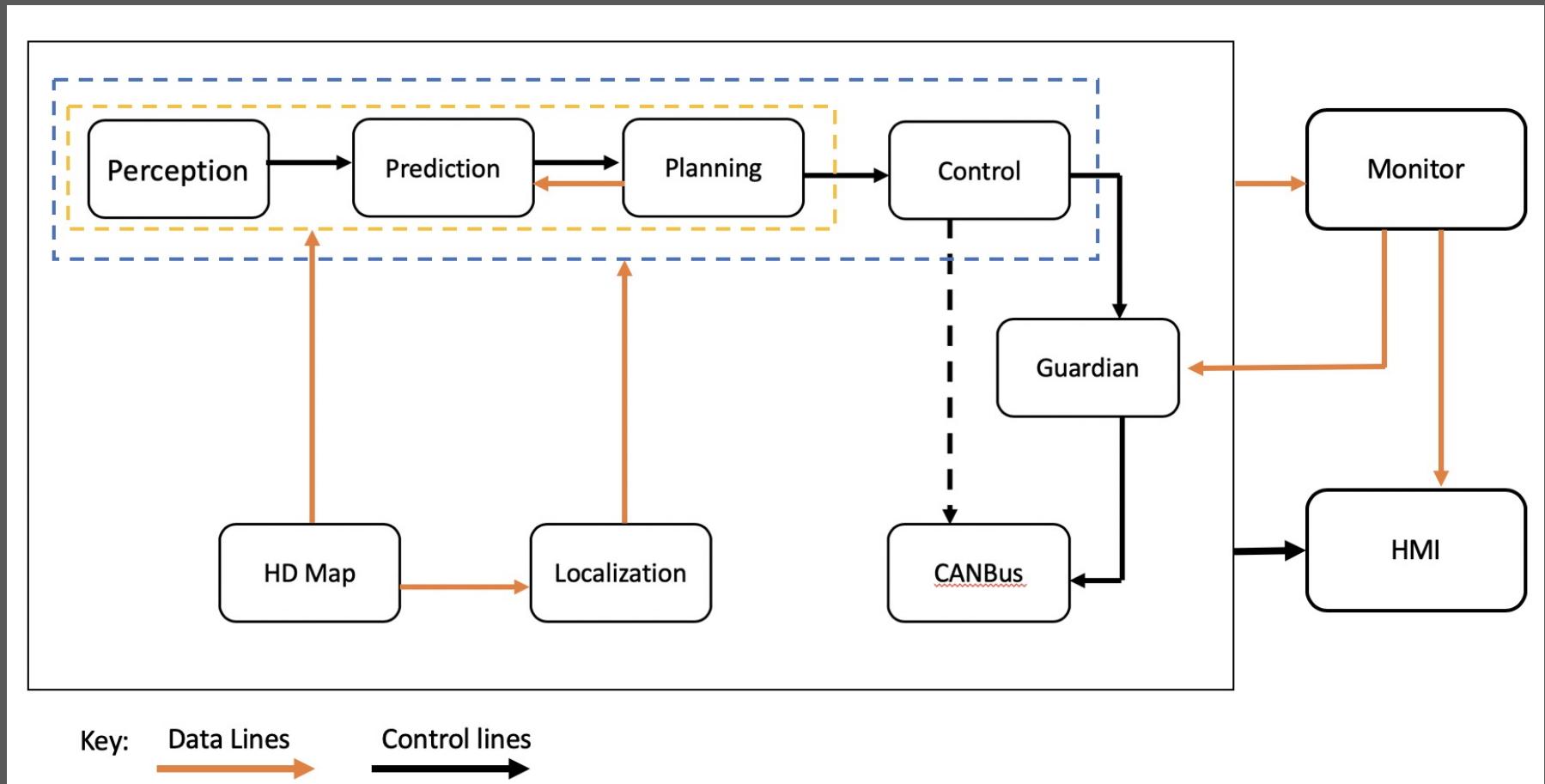
Doxygen: : <https://hidetoshi-furukawa.github.io/apollo-doxygen/index.html>

Apollo Software Stack

Cloud Service Platform	HD Map	Simulation	Data Platform	Security	OTA	DuerOS	Volume Production Service Components	V2X Roadside Service			
Open Software Platform	Map Engine	Localization	Perception	Planning	Control	End-to-End	HMI	V2X Adapter			
	Apollo Cyber RT Framework										
	RTOS										
Hardware Development Platform	Computing Unit	GPS/IMU	Camera	LiDAR	Radar	Ultrasonic Sensor	HMI Device	Black Box	Apollo Sensor Unit	Apollo Extension Unit	V2X OBU
Open Vehicle Certificate Platform	Certified Apollo Compatible Drive-by-wire Vehicle							Open Vehicle Interface Standard			

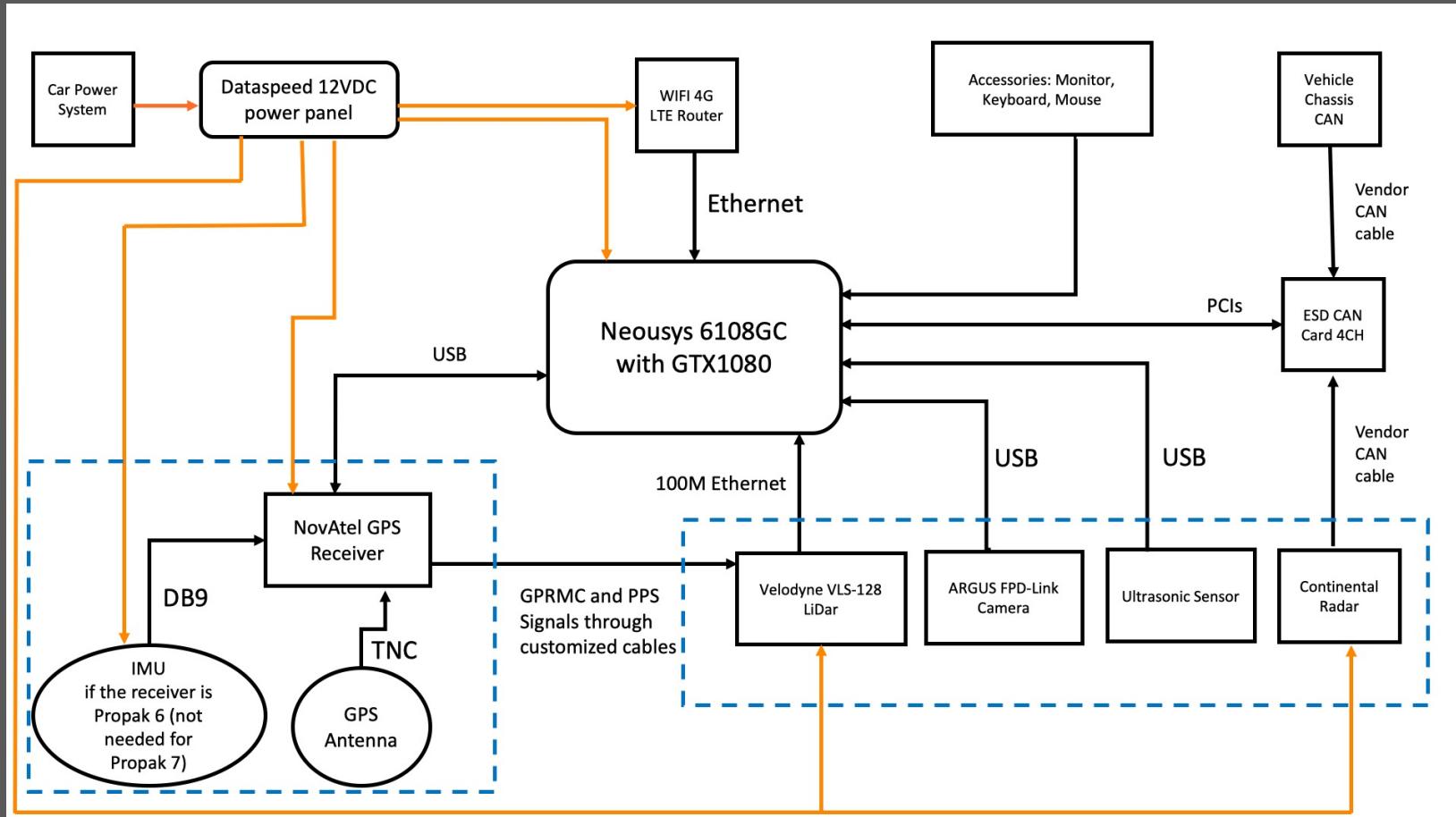
Major Updates in Apollo 3.5

Apollo Software Architecture



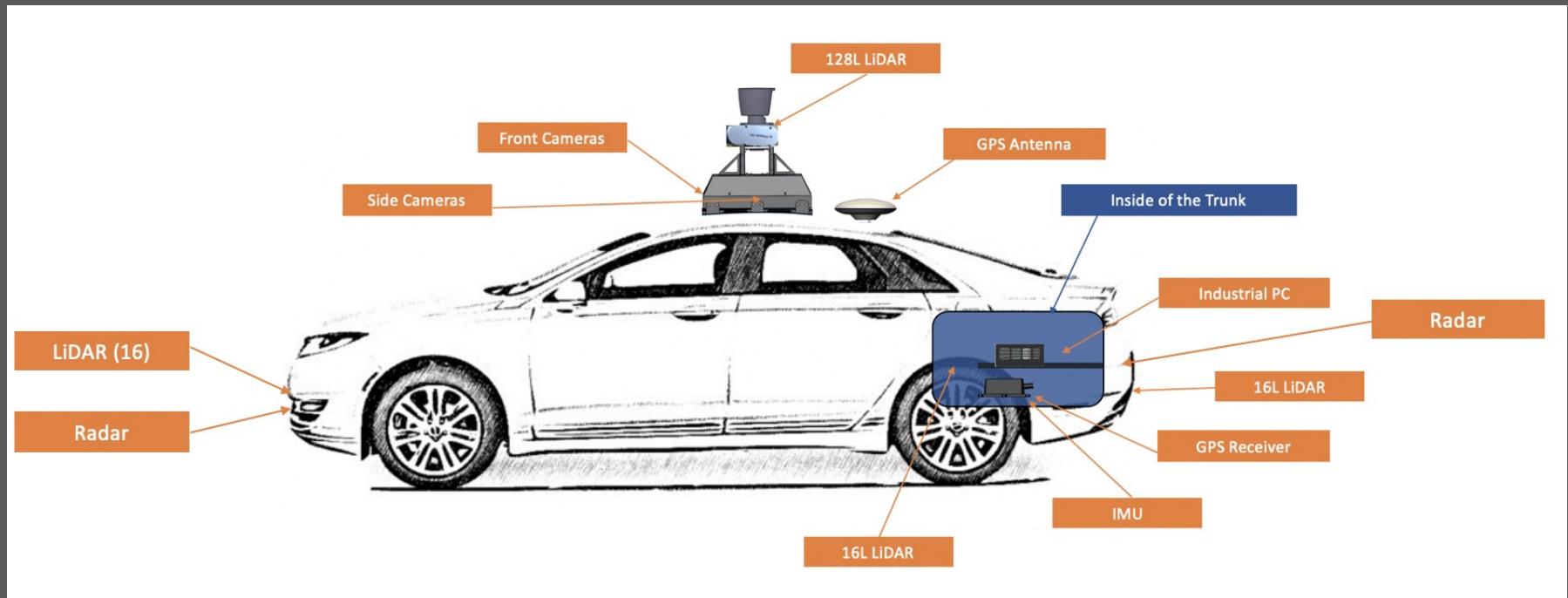
Source: https://github.com/ApolloAuto/apollo/blob/v6.0.0/docs/specs/Apollo_5.5_Software_Architecture.md

Apollo Hardware Architecture



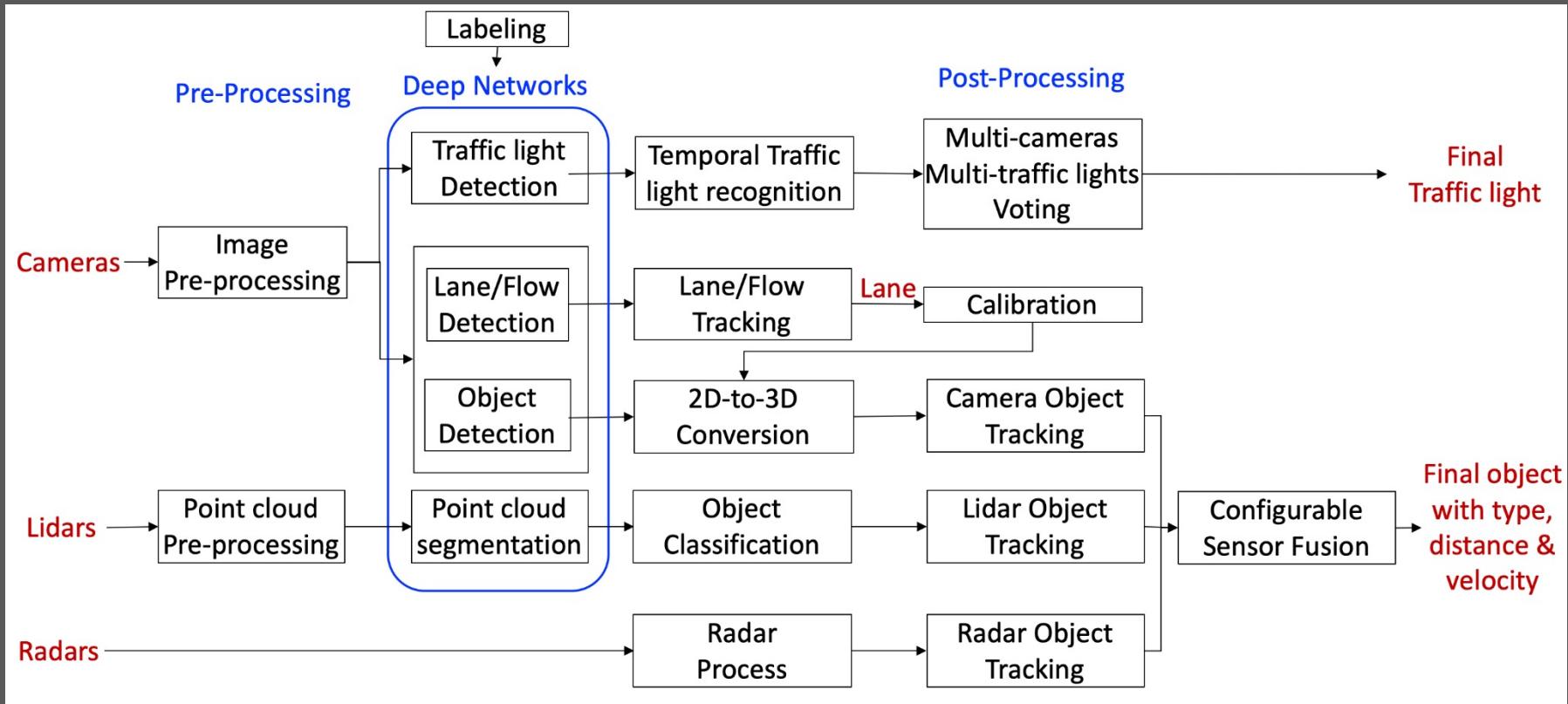
Source: <https://github.com/ApolloAuto/apollo/blob/v6.0.0/README.md>

Apollo Hardware/Vehicle Overview

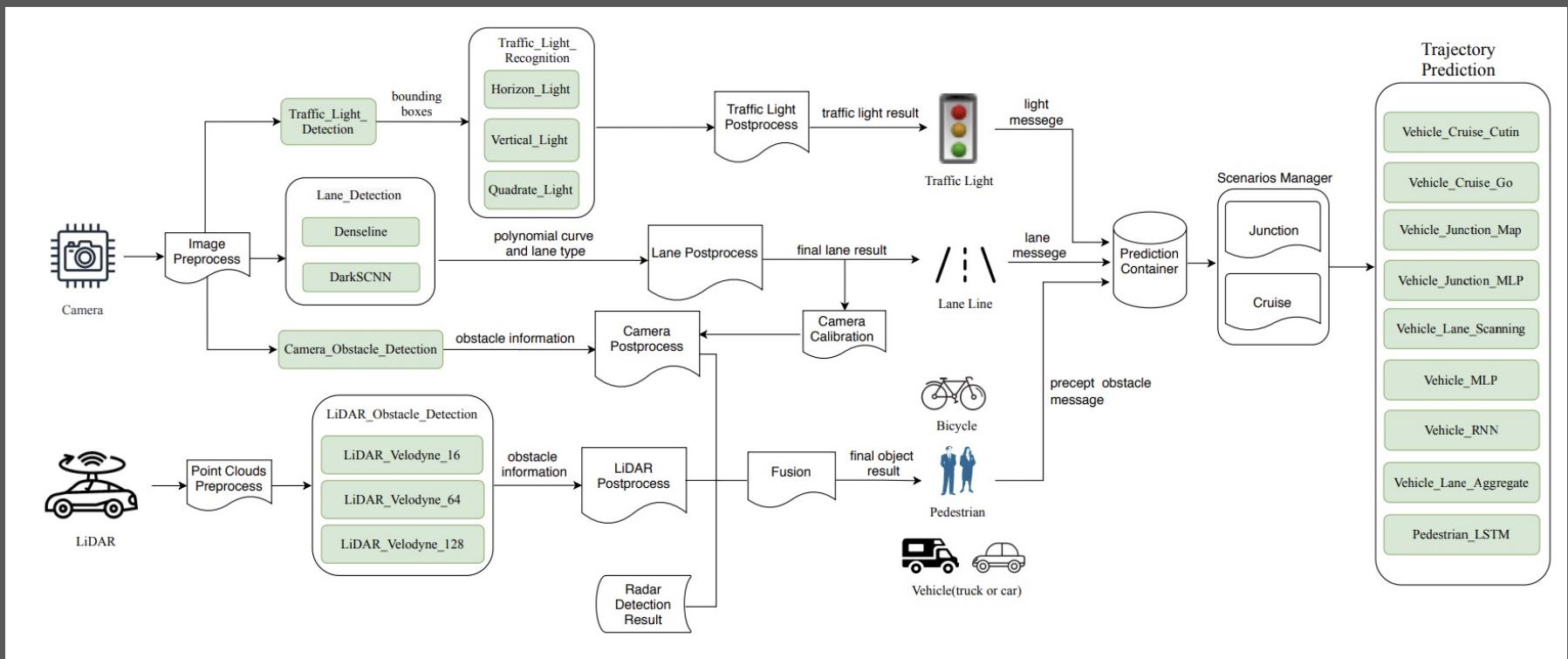


Source: <https://github.com/ApolloAuto/apollo/blob/v6.0.0/README.md>

Apollo Perception Module

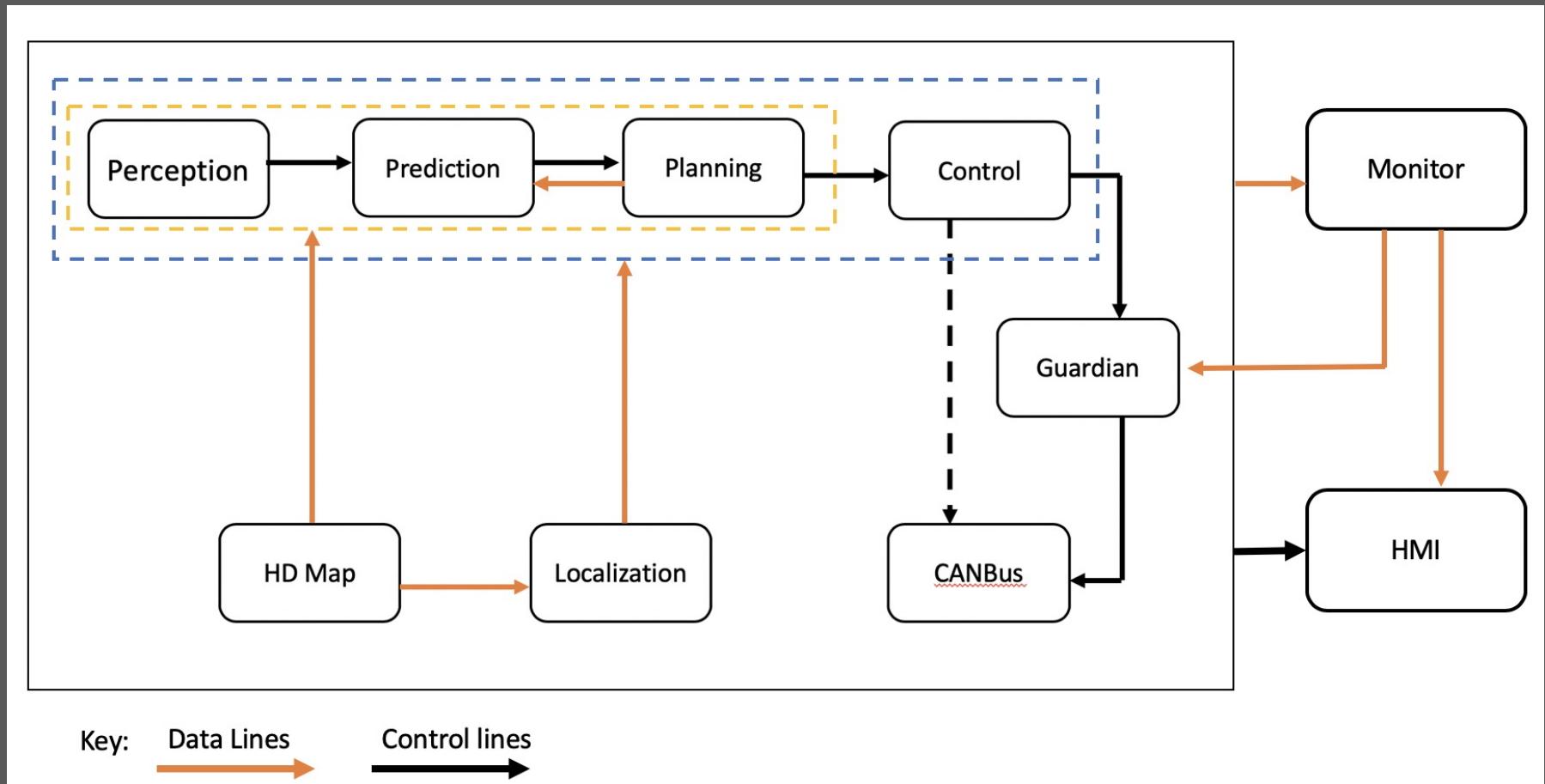


Apollo ML Models



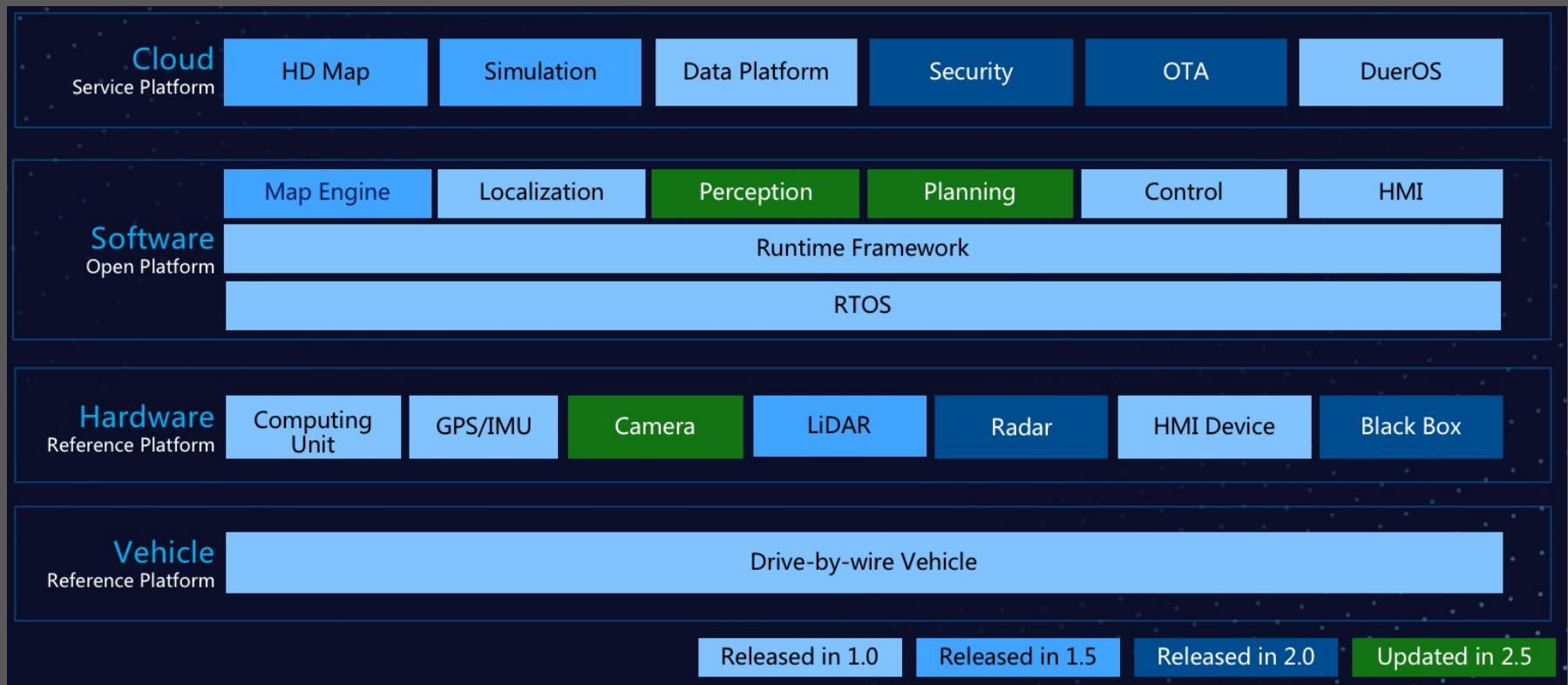
Source: Zi Peng, Jinqiu Yang, Tse-Hsun (Peter) Chen, and Lei Ma. 2020. A First Look at the Integration of Machine Learning Models in Complex Autonomous Driving Systems: A Case Study on Apollo. In Proceedings of the 28th ACM Joint European Software Engineering Conference and Symposium on the Foundations of Software Engineering (ESEC/FSE '20), <https://doi.org/10.1145/3368089.3417063>

Apollo Software Architecture



Source: https://github.com/ApolloAuto/apollo/blob/v6.0.0/docs/specs/Apollo_5.5_Software_Architecture.md

Feature Evolution (Software Stack View)



Source: <https://github.com/ApolloAuto/apollo>

CONSIDER: UPDATE TO LIDAR MODULE

Software Architecture

The software architecture of a program or computing system is the structure or structures of the system, which comprise software elements, the externally visible properties of those elements, and the relationships among them.

[Bass et al. 2003]

Note: this definition is ambivalent to whether the architecture is known, or whether it's any good!

Levels of Abstraction

Requirements

high-level “what” needs to be done



Architecture (High-level design)

high-level “how”, mid-level “what”

OO-Design (Low-level design, e.g. design patterns)

mid-level “how”, low-level “what”

Code

low-level “how”

Design vs. Architecture

Design Questions

How do I add a menu item in Eclipse?

How can I make it easy to add menu items in Eclipse?

What lock protects this data?

How does Google rank pages?

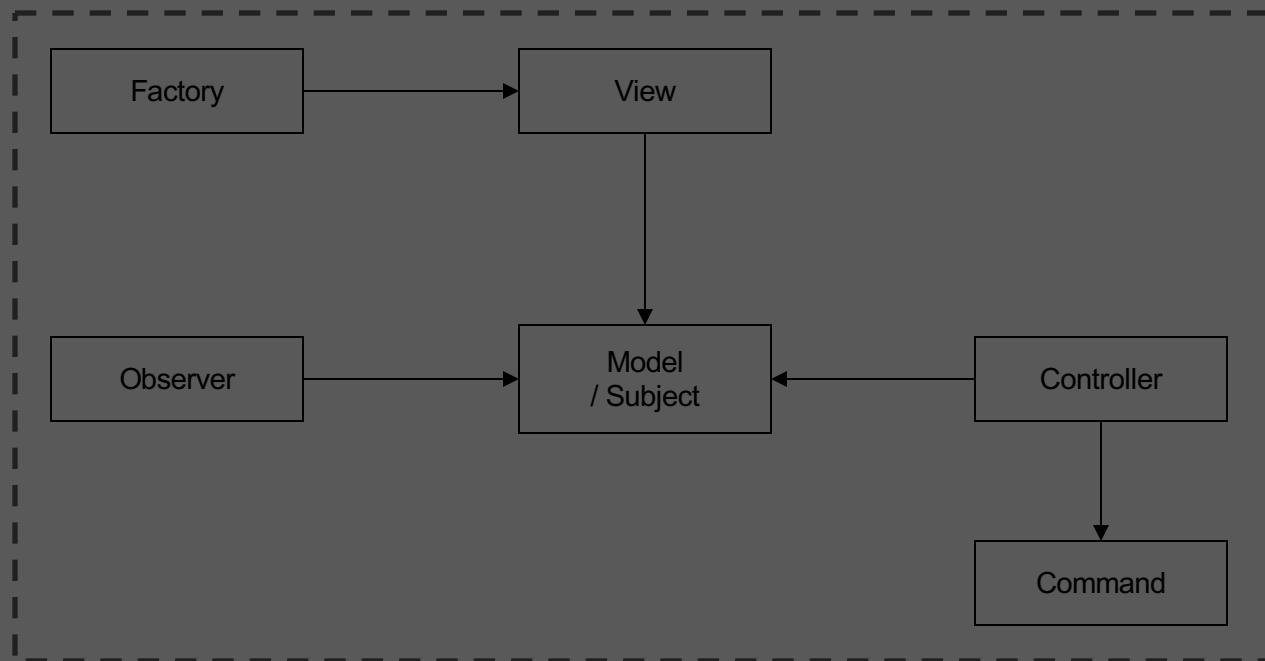
What encoder should I use for secure communication?

What is the interface between objects?

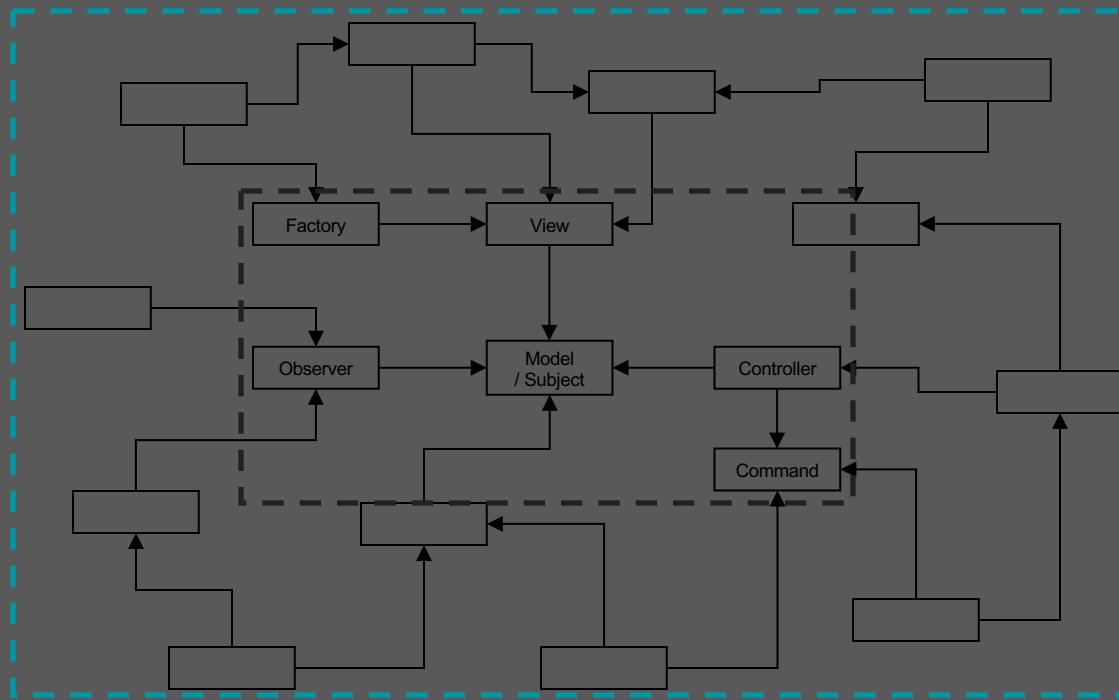
Objects

Model

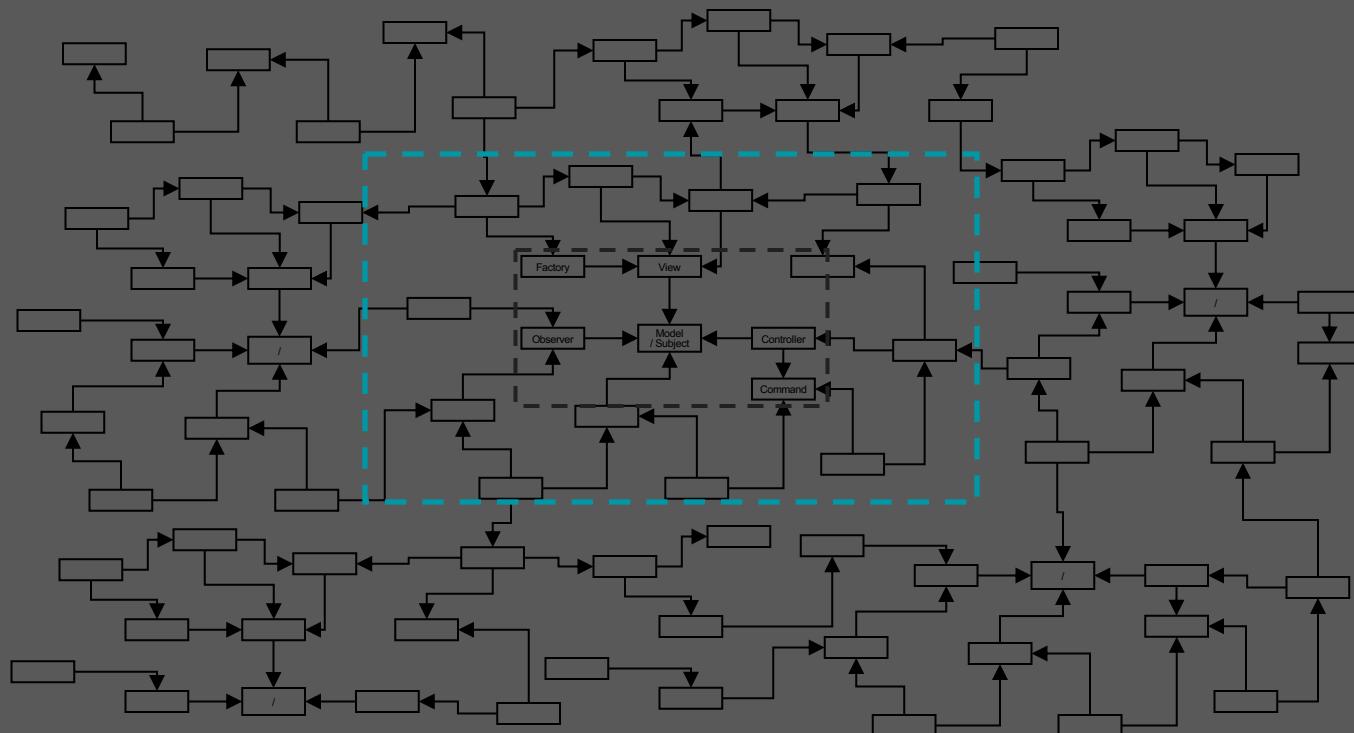
Design Patterns



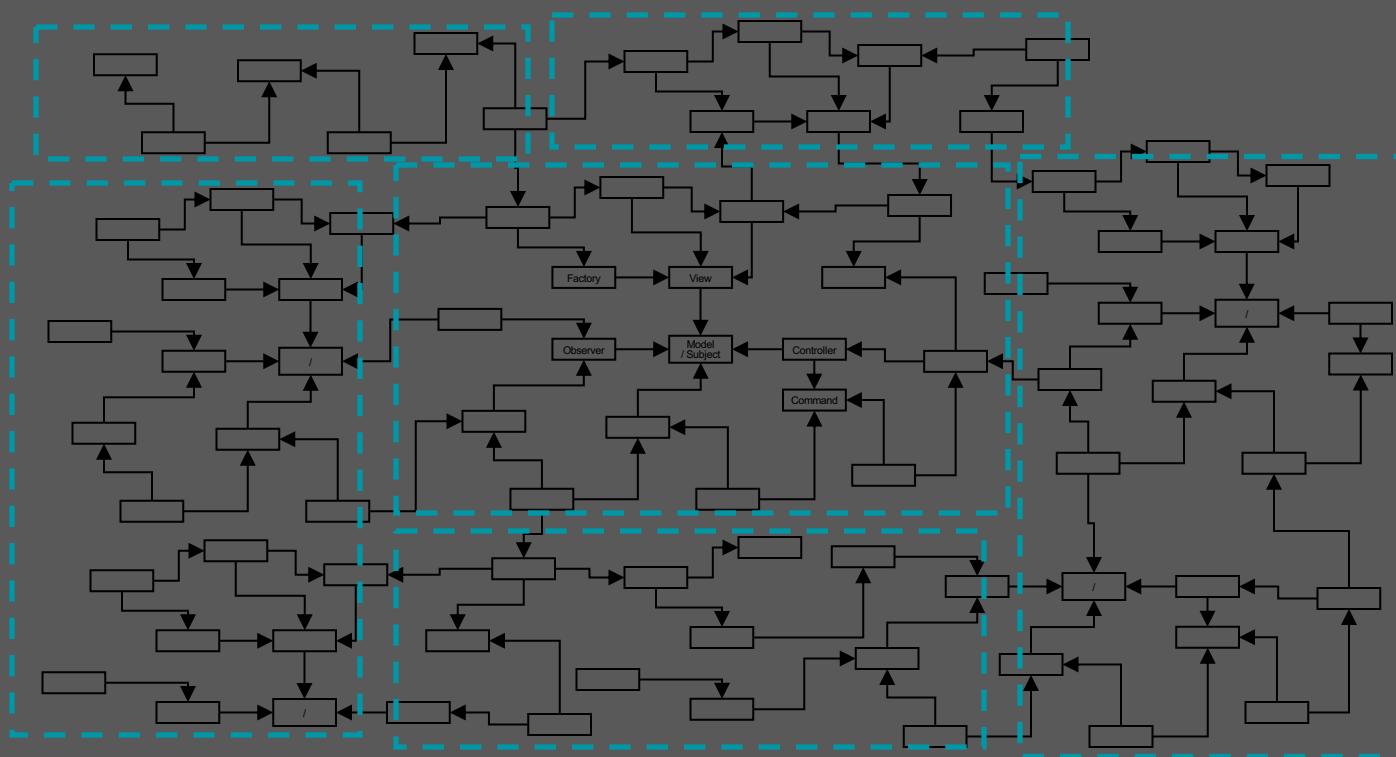
Design Patterns



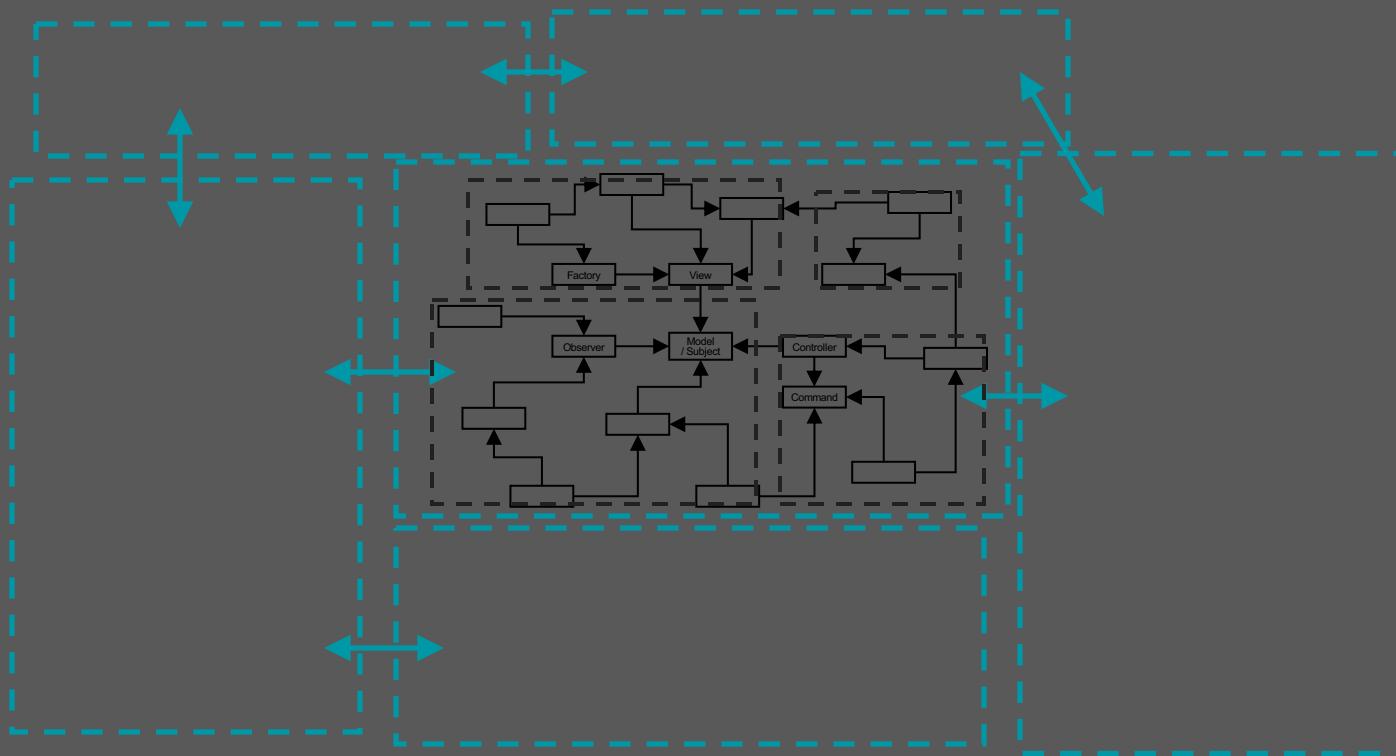
Design Patterns



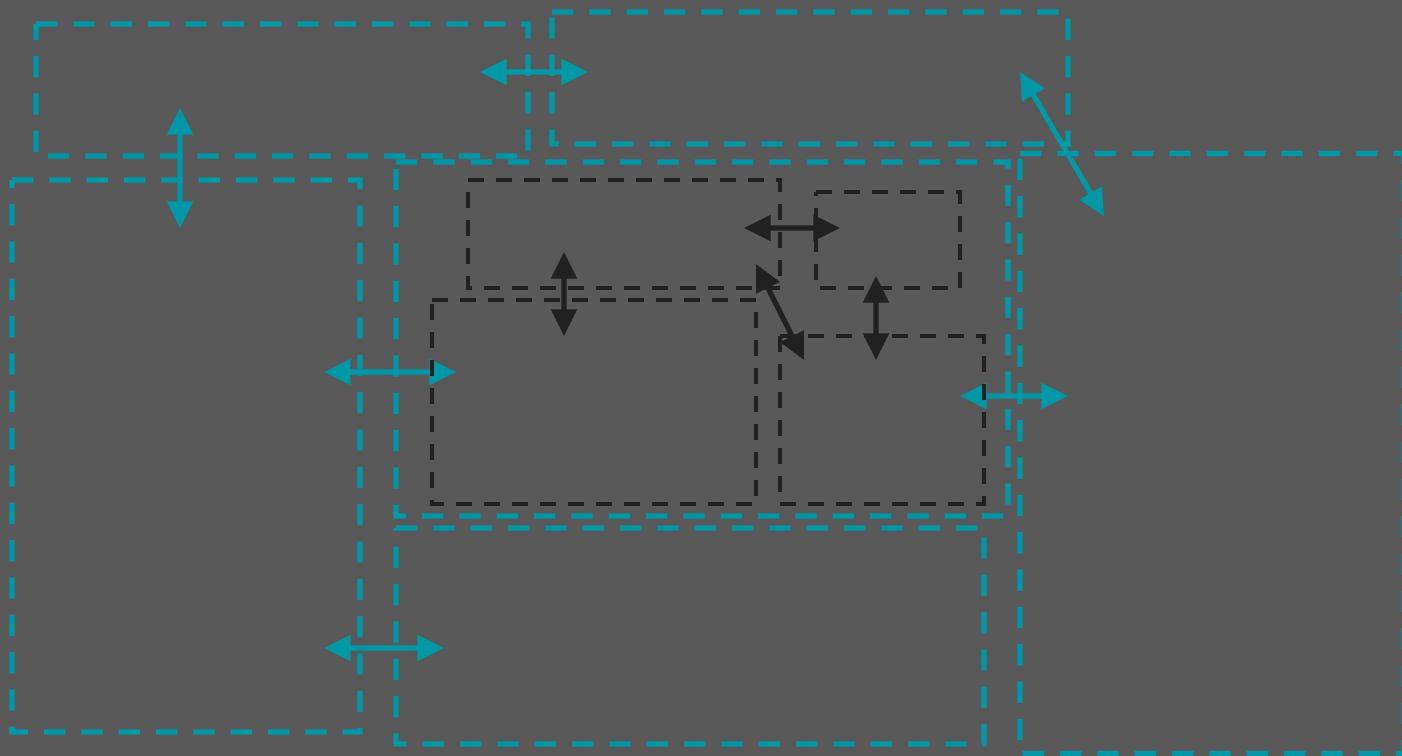
Architecture



Architecture



Architecture



Architecture Documentation & Views

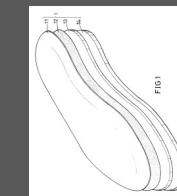
Architecture Disentangled

Architecture as
structures and
relations

(the ac



Architecture as
documentation
(representations of the system)



Architecture as (design) process
(activities around the other two)



Why Document Architecture?

Blueprint for the system

Artifact for early analysis

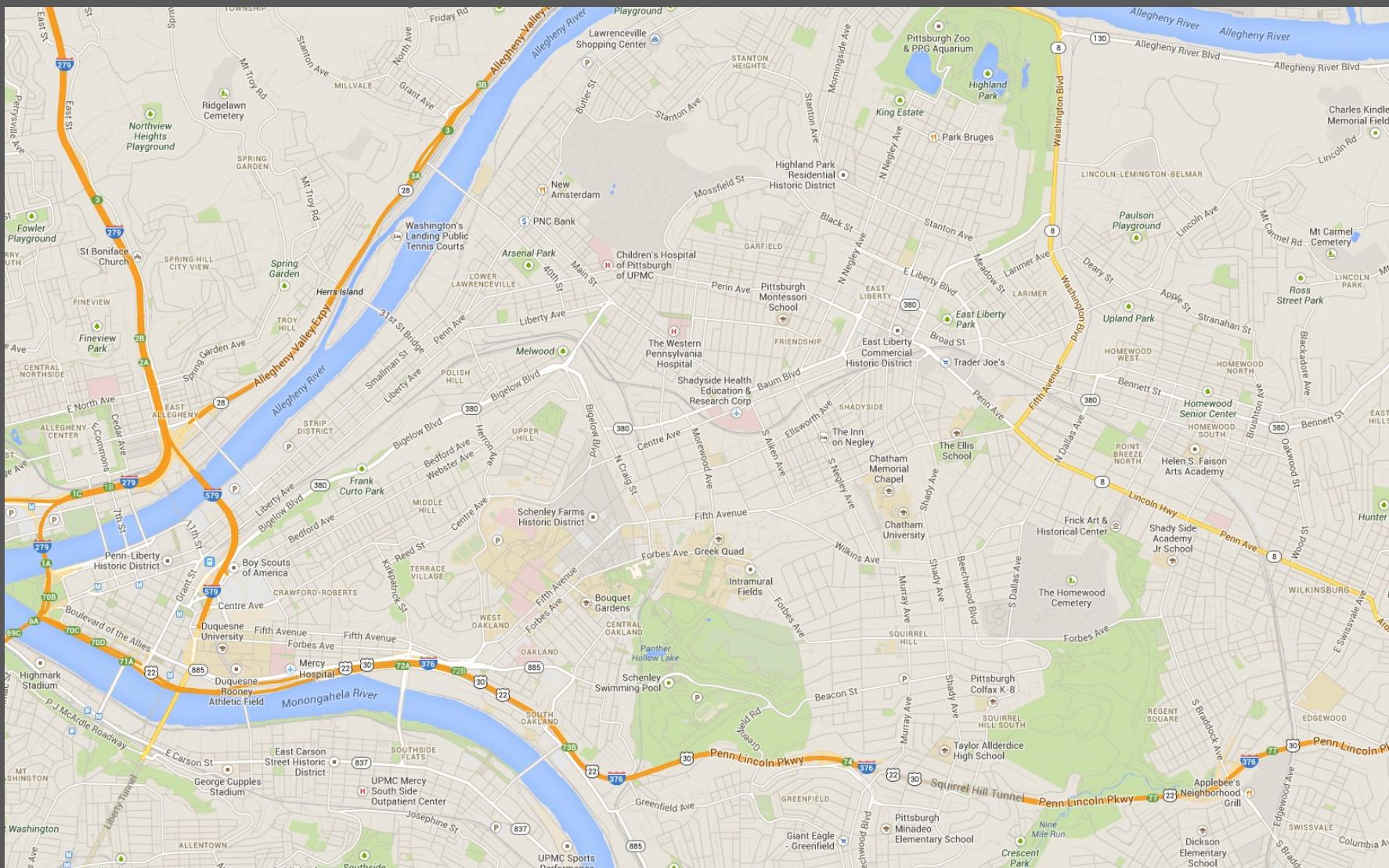
Primary carrier of quality attributes

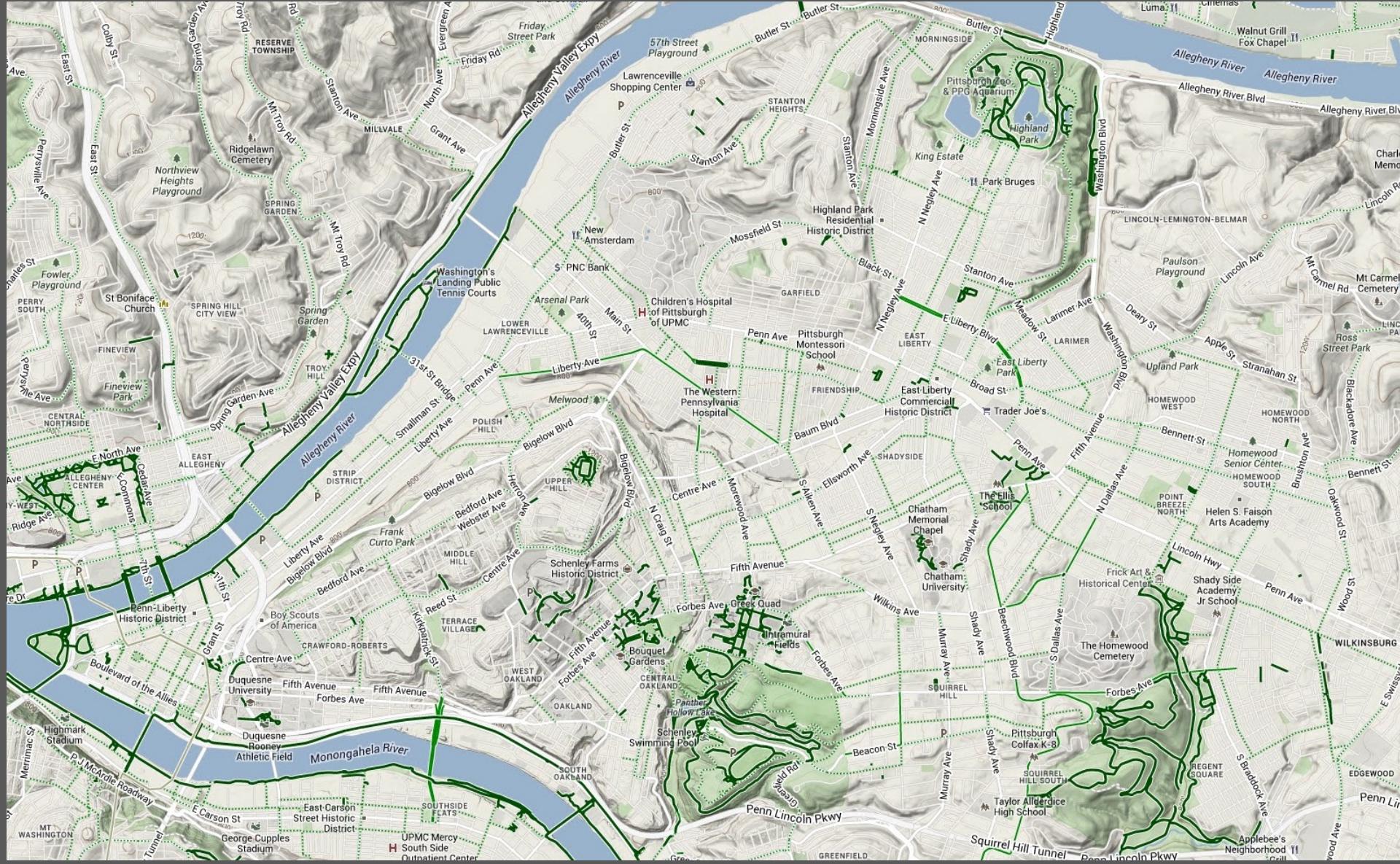
Key to post-deployment maintenance and enhancement

Documentation speaks for the architect, today and 20 years from today

As long as the system is built, maintained, and evolved according to its documented architecture

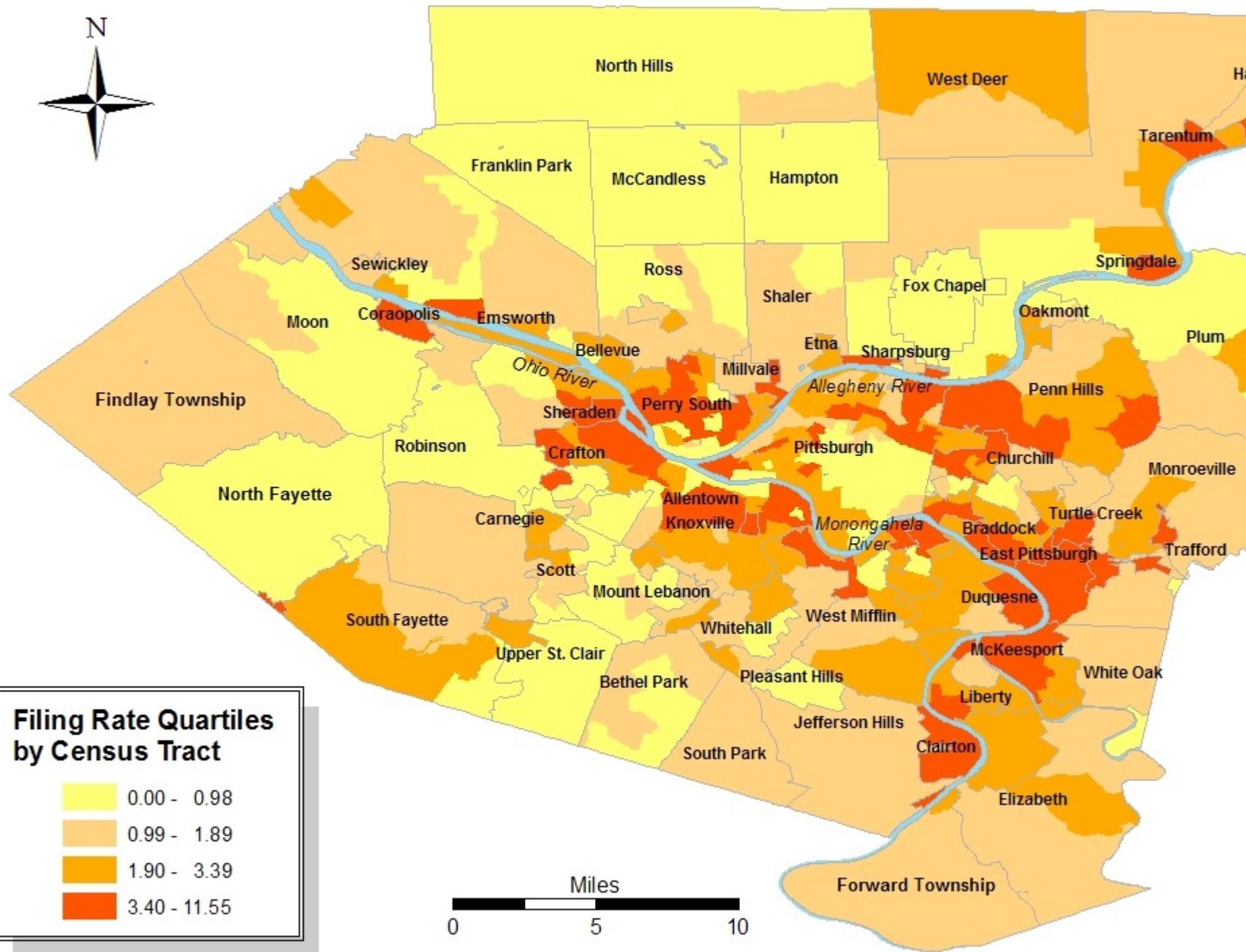
Support traceability.

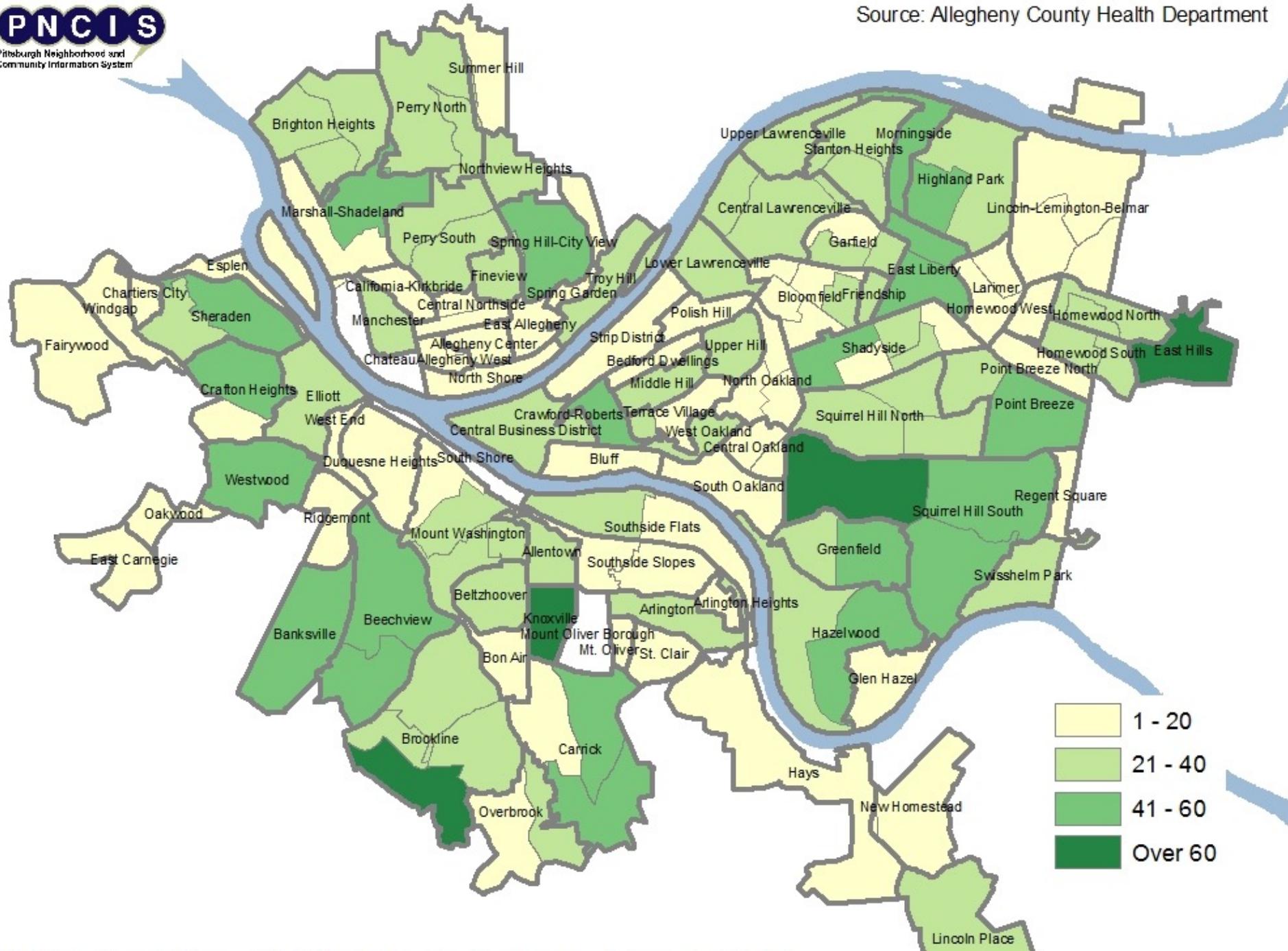




Fire Zones & Firehouses









Common Views in Documenting Software Architecture

Static View

Modules (subsystems, structures)
and their relations (dependencies, ...)

Dynamic View

Components (processes, runnable entities) and connectors
(messages, data flow, ...)

Physical View (Deployment)

Hardware structures and their connections

Views and Purposes

Every view should align with a purpose

Different views are suitable for different reasoning aspects (different quality goals), e.g.,

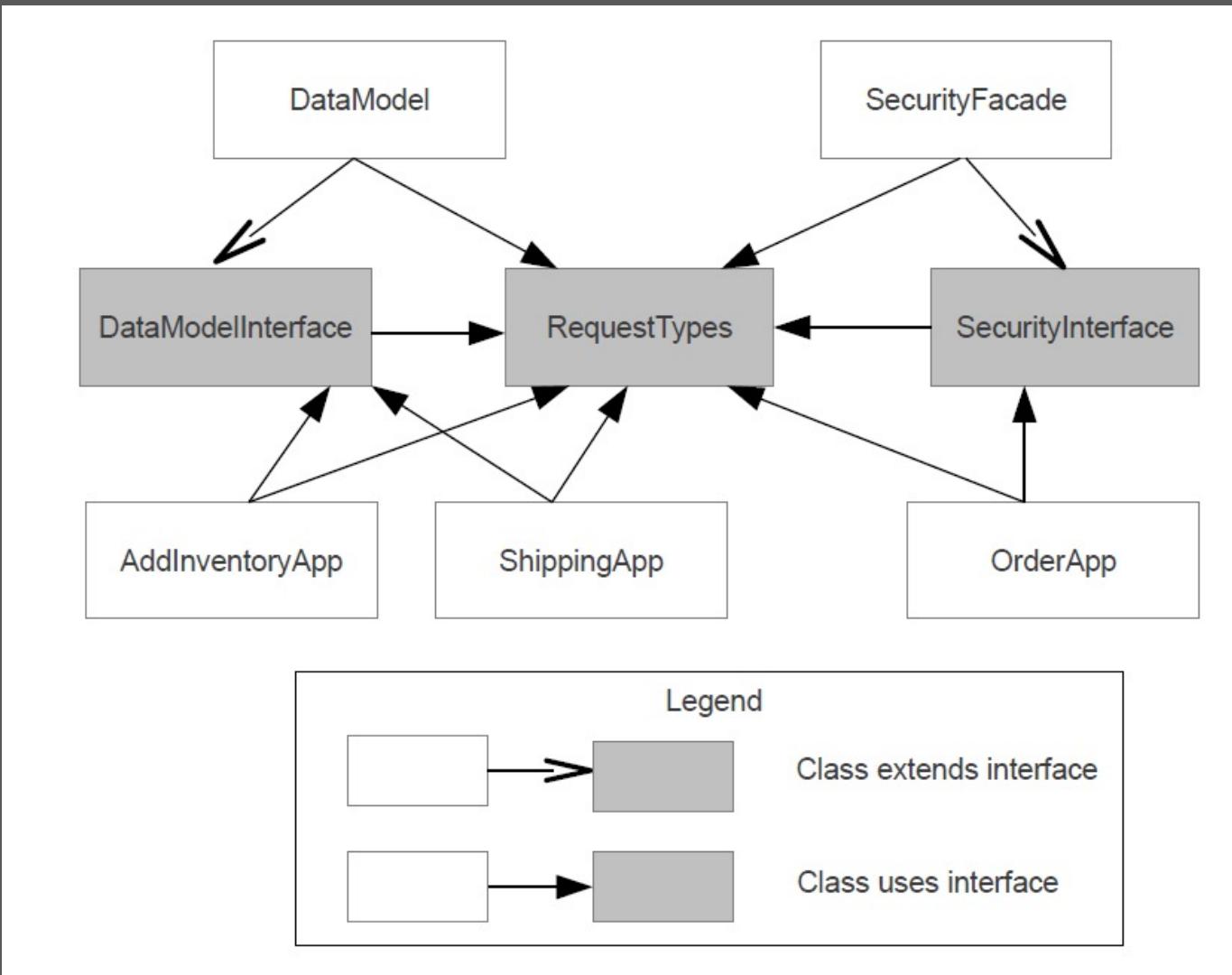
Performance

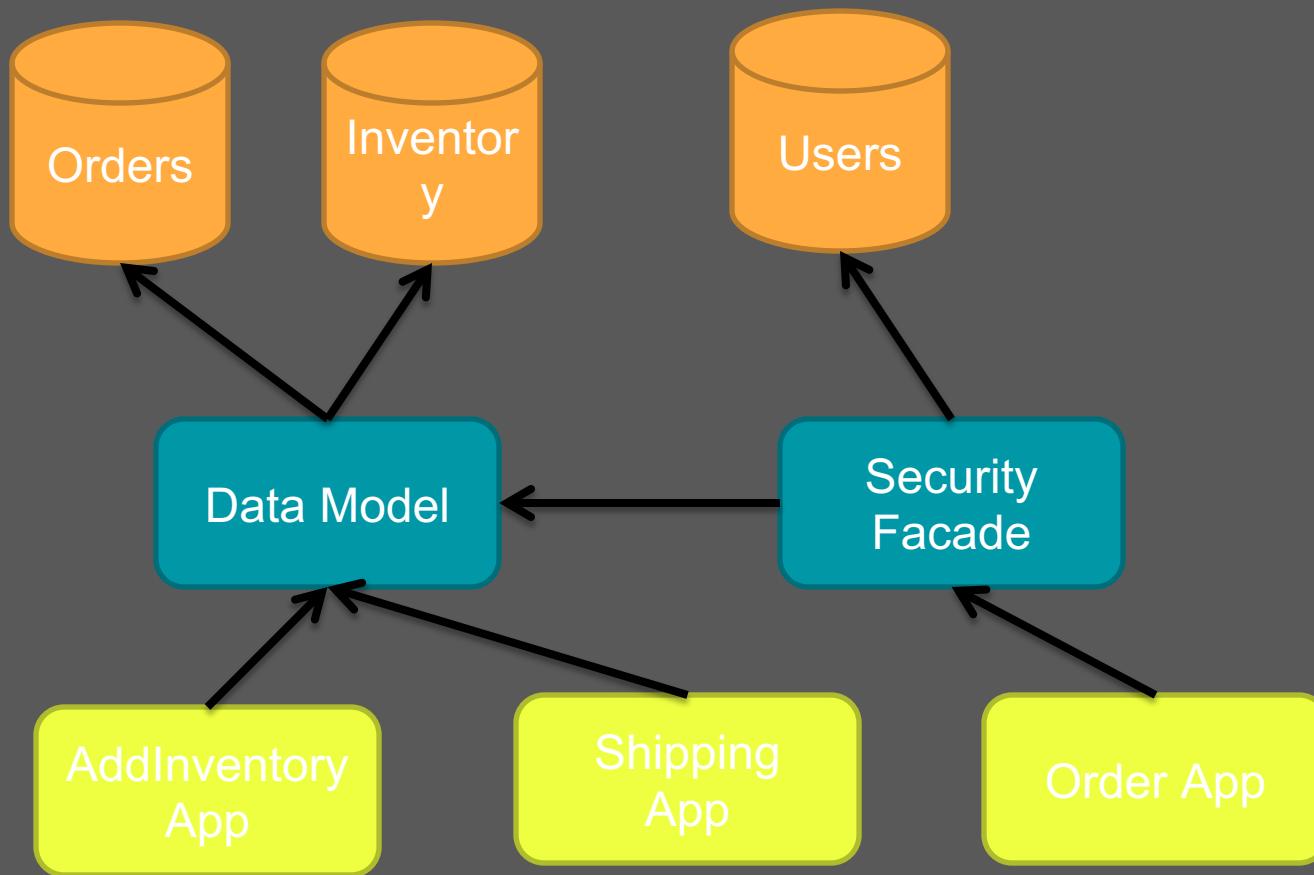
Extensibility

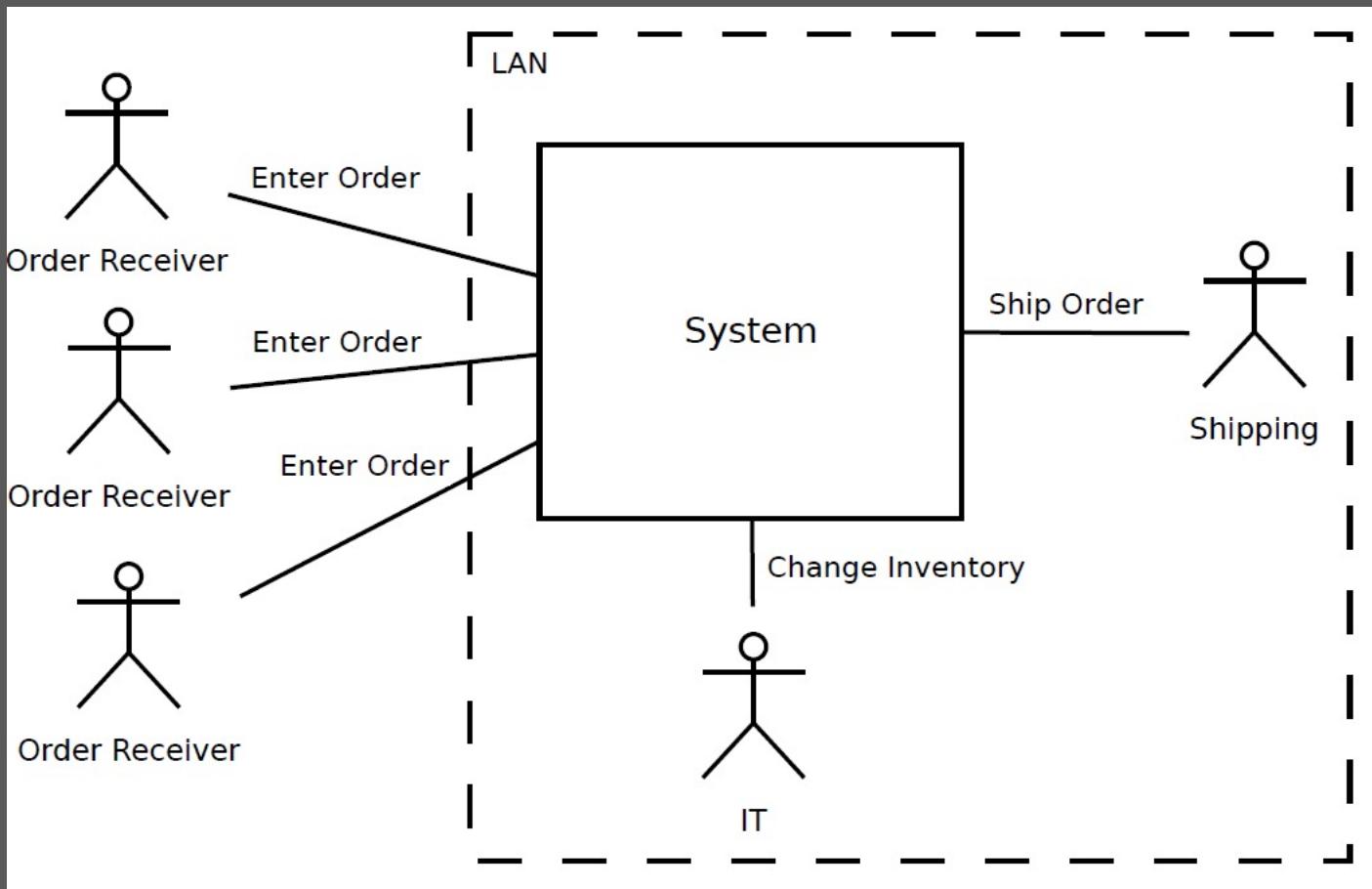
Security

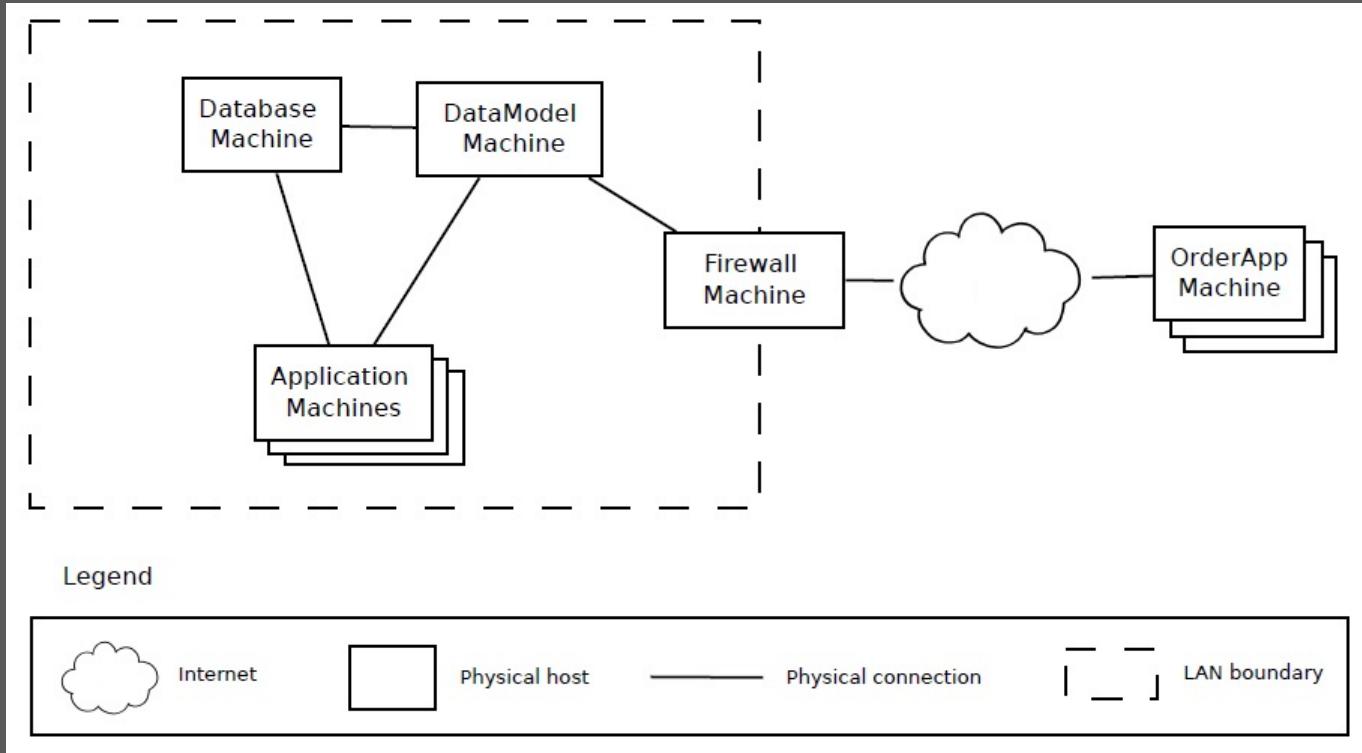
Scalability

...









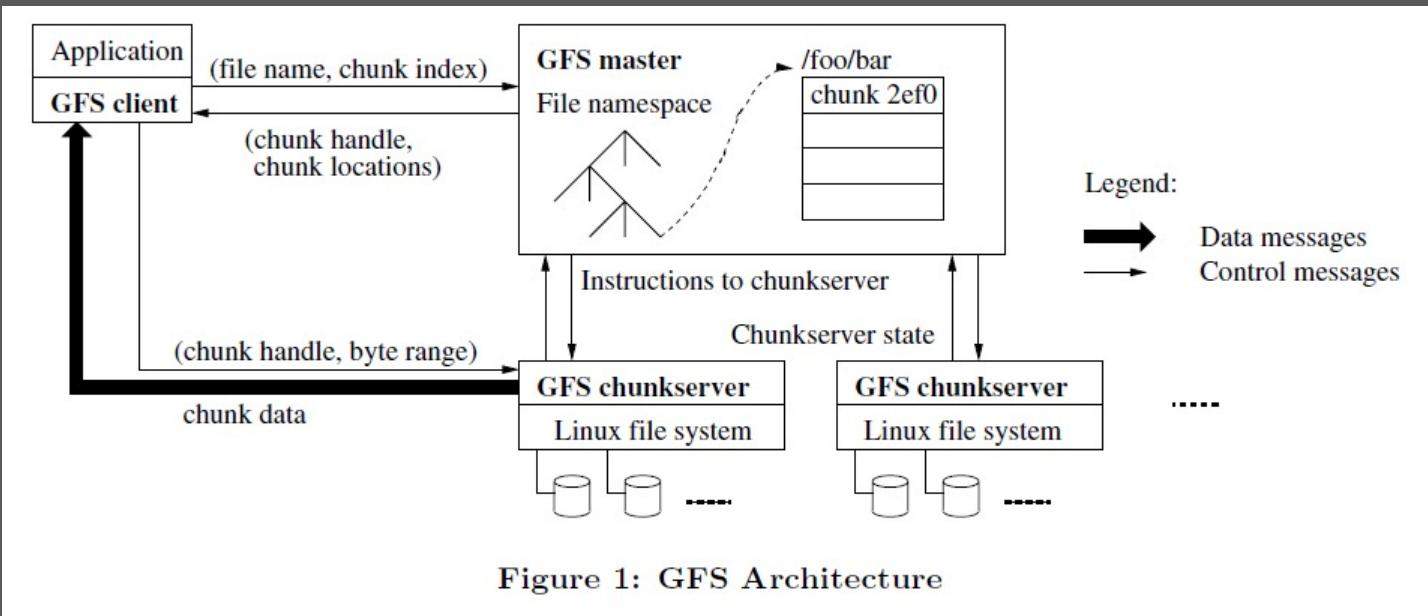


Figure 1: GFS Architecture

Ghemawat, Sanjay, Howard Gobioff, and Shun-Tak Leung. "The Google file system." *ACM SIGOPS operating systems review*. Vol. 37. No. 5. ACM, 2003.

Examples of Architecture Descriptions

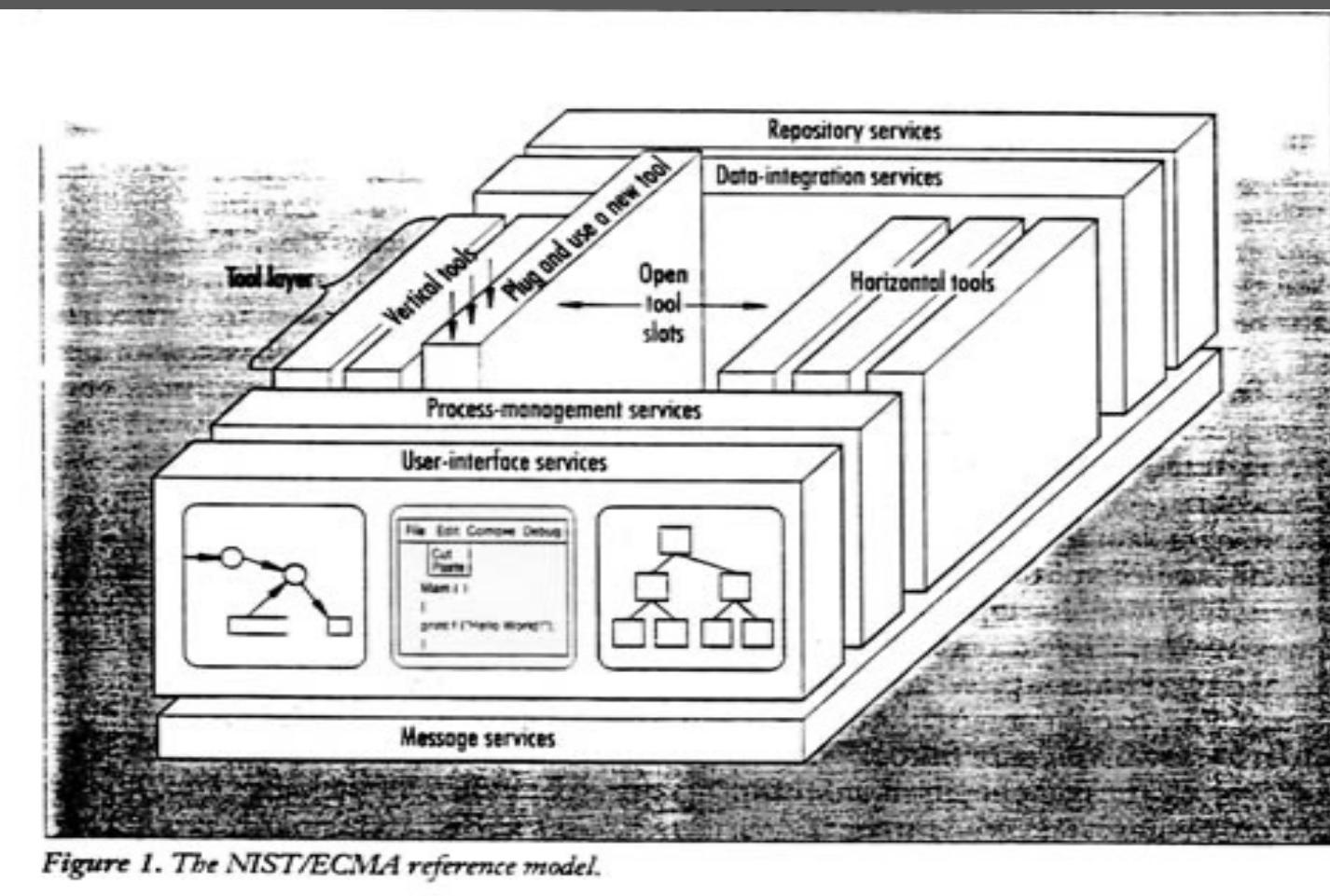


Figure 1. The NIST/ECMA reference model.

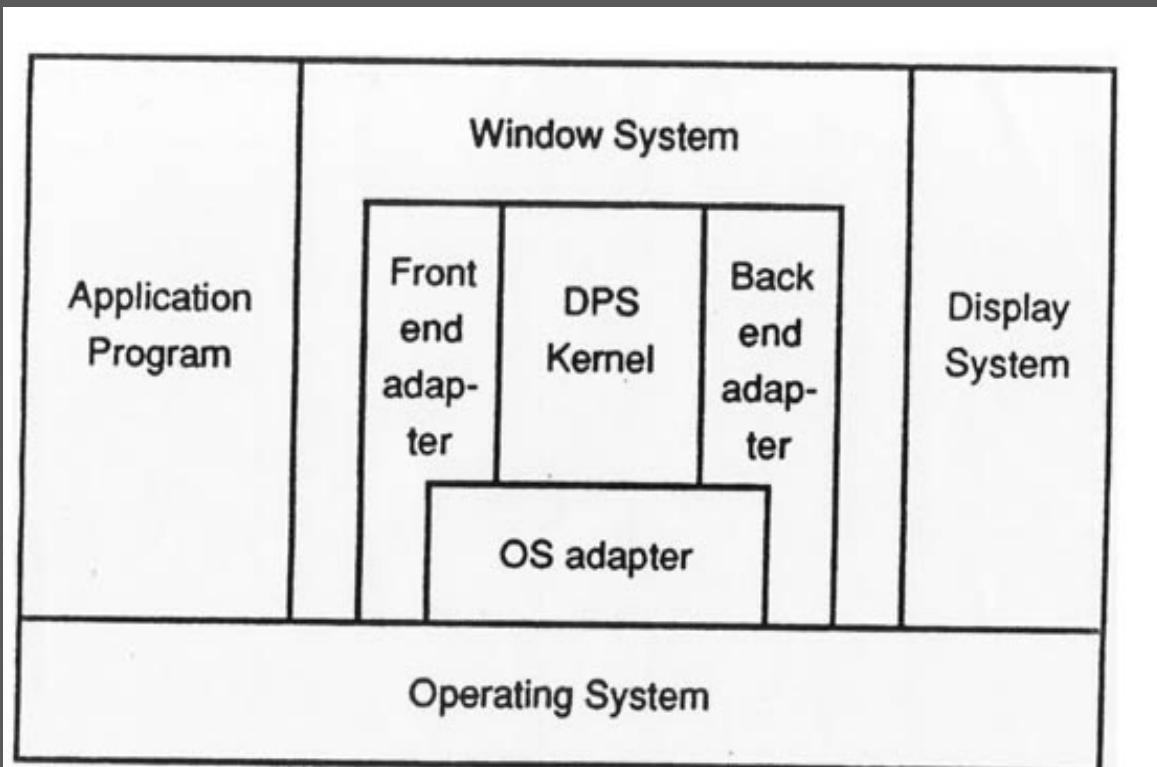
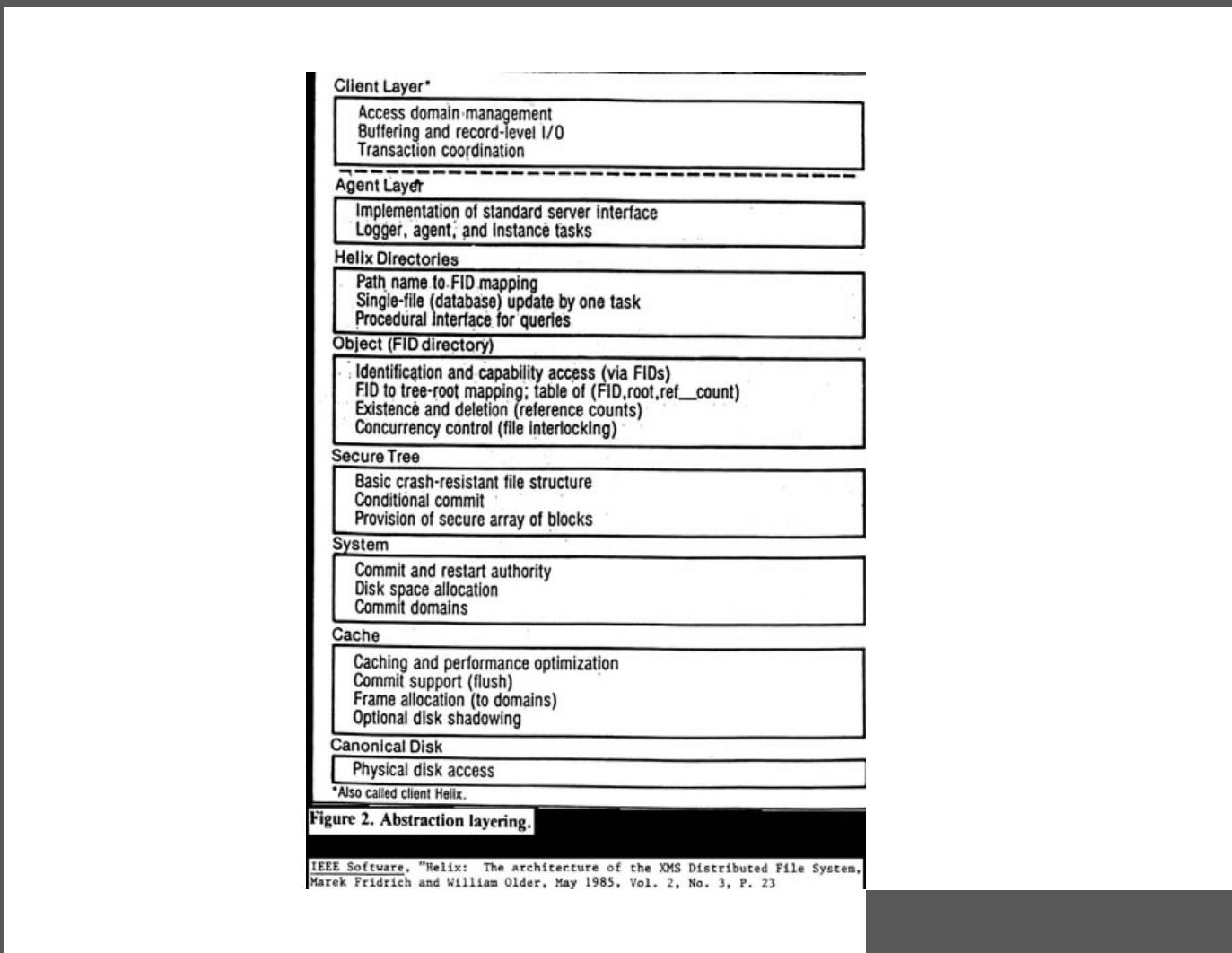
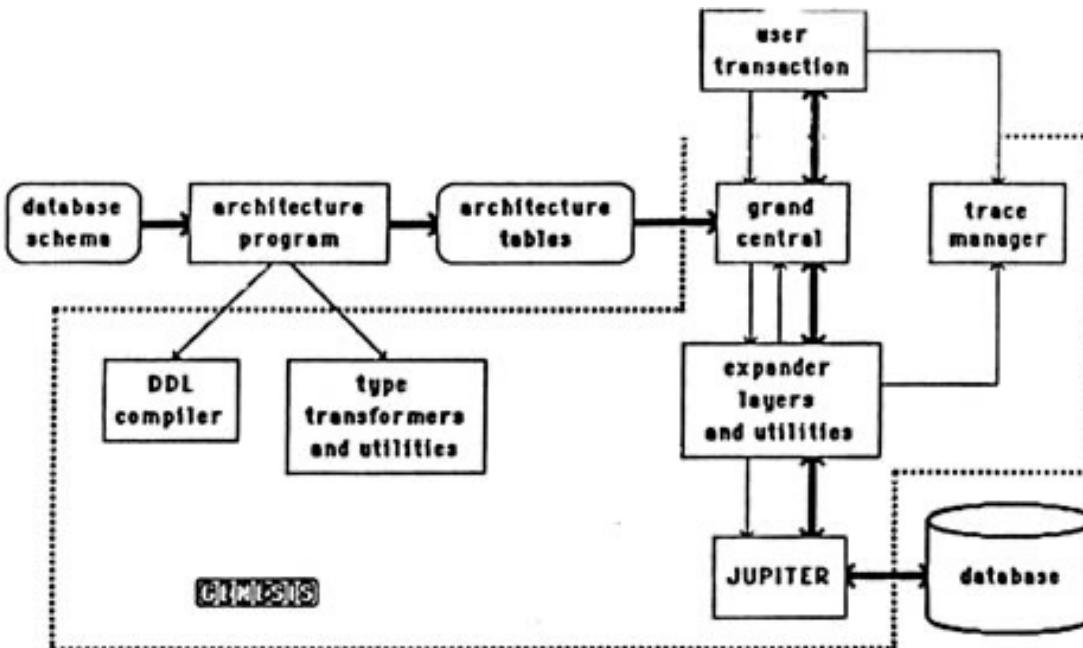


Figure 2. Display PostScript interpreter components.

An Overview of the DISPLAY POSTSCRIPT™ System, Adobe Systems Incorporated, March 16, 1988, P. 10





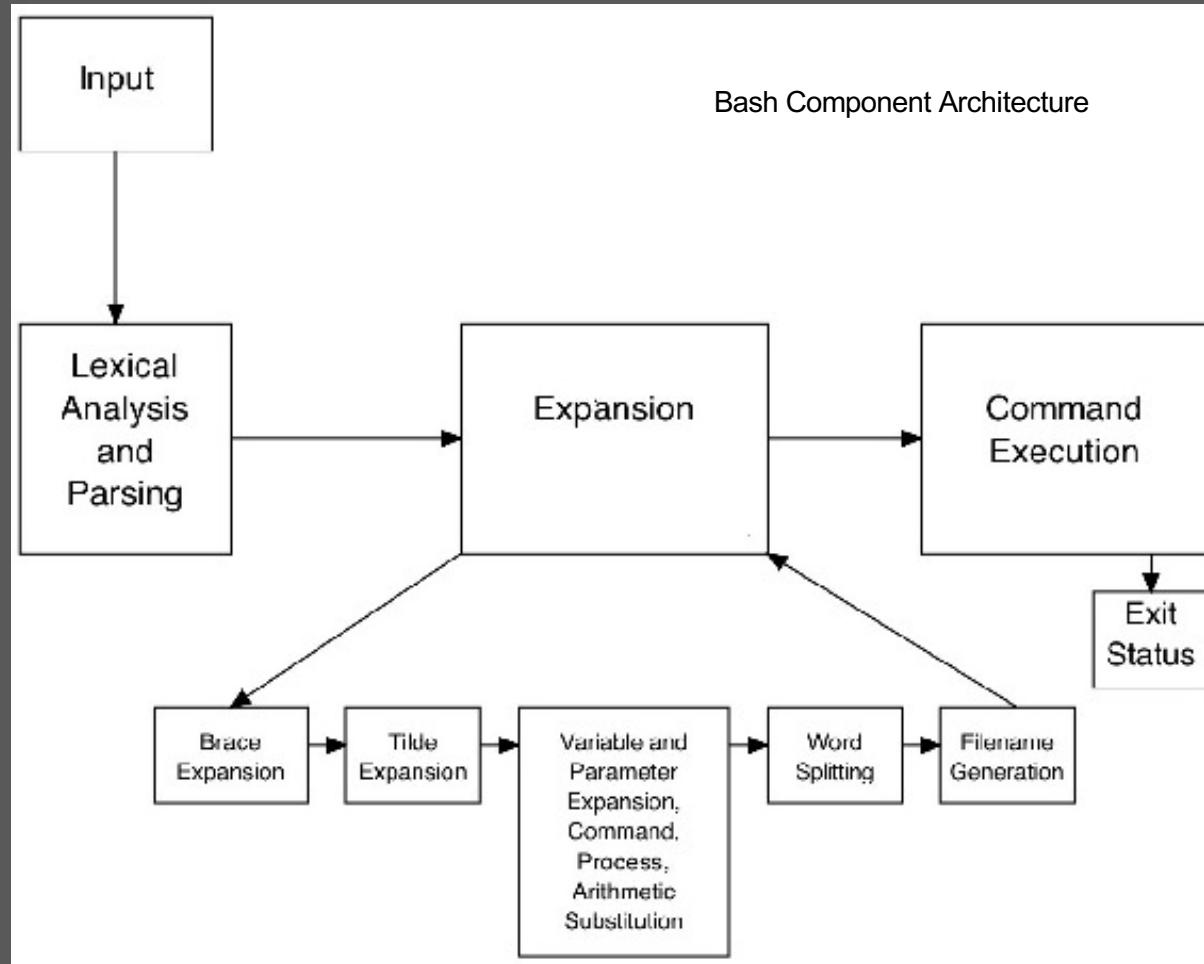
Legend

□ module or program A → B A calls B

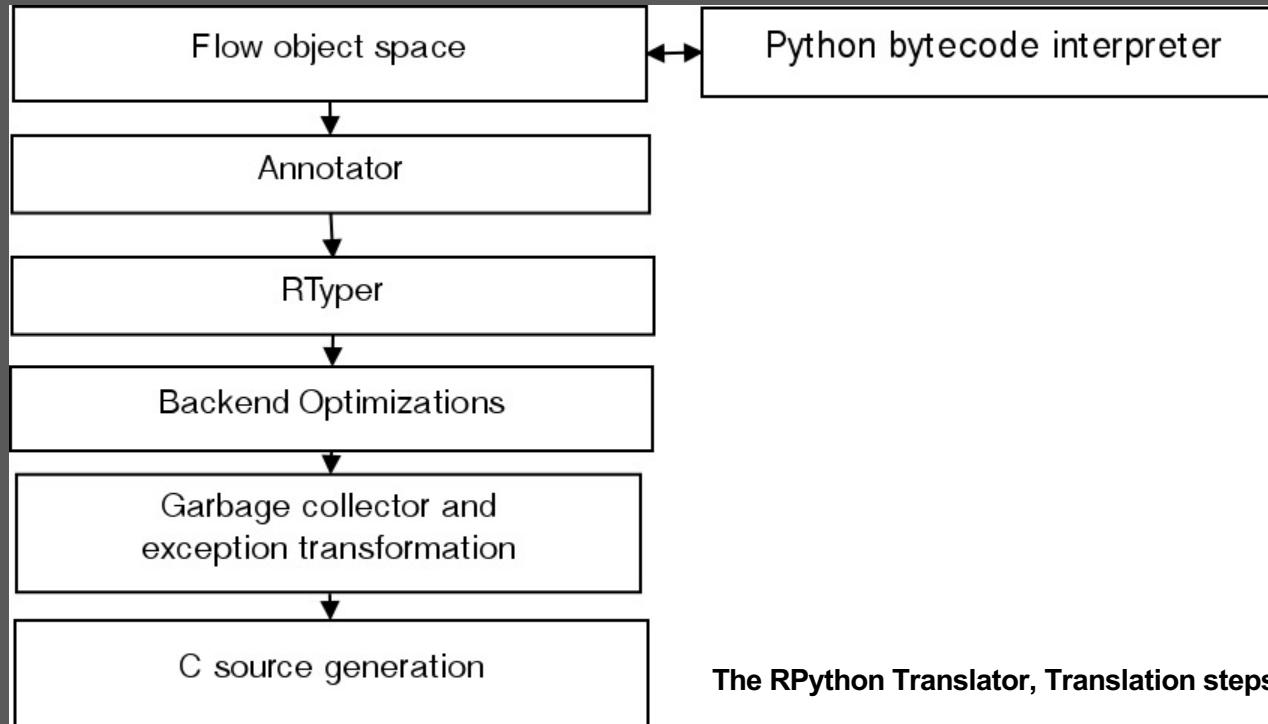
○ schema or tables A → B data path

Figure 3.1 The Configuration of the GENESIS Prototype

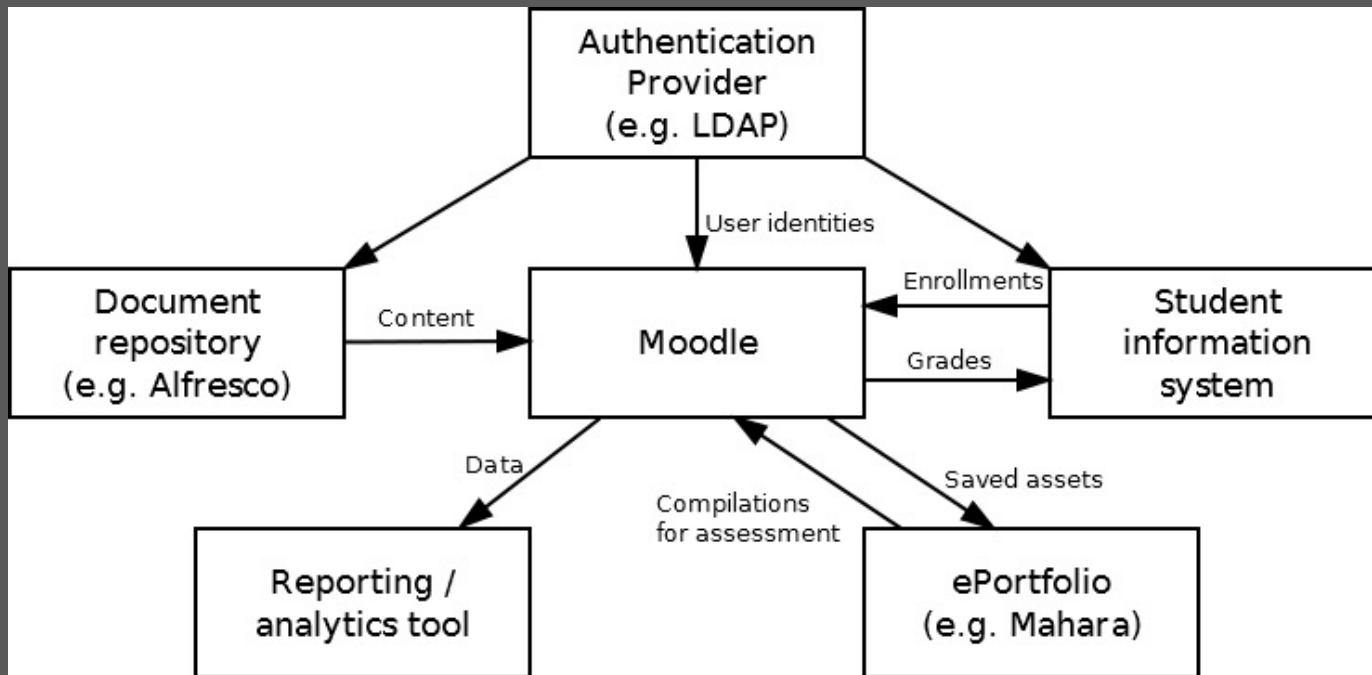
Genesis: A Reconfiguration Database Management System, D. S. Batory, J.R. Barnett, J.F. Garza, K.P. Smith, K. Teukuda, B.C. Twichell, T.E. Wise, Department of Computer Sciences, University of Texas at Austin,



Example source:
<http://www.aosabook.org>



Example source:
<http://www.aosabook.org>



Moodle: Typical university systems architecture – Key subsystems

Example source:
<http://www.aosabook.org>

Selecting a Notation

Suitable for purpose

Often visual for compact representation

Usually boxes and arrows

UML possible (semi-formal), but possibly constraining

Note the different abstraction level – Subsystems or processes, not classes or objects

Formal notations available

Decompose diagrams hierarchically and in views

What is Wrong Today?

In practice today's documentation consists of

- Ambiguous box-and-line diagrams

- Inconsistent use of notations

- Confusing combinations of viewtypes

Many things are left unspecified:

- What kind of elements?

- What kind of relations?

- What do the boxes and arrows mean?

- What is the significance of the layout?

Guidelines: Avoiding Ambiguity

Always include a legend

Define precisely what the boxes mean

Define precisely what the lines mean

Don't mix viewtypes unintentionally

Recall: Module (classes), C&C (components)

Supplement graphics with explanation

Very important: rationale (architectural intent)

Do not try to do too much in one diagram

Each view of architecture should fit on a page

Use hierarchy

Recommendations for Recitation and Homework

Use UML or UML-like notations:

- Class diagrams for static and physical views

- Communication diagrams for dynamic view

- Use correct abstraction level (usually not classes/objects)

Extend notation as needed

- Provide a legend explaining the extensions or deviations from standard UML notation