

Beagle

Design and Architecture

Annika Berger, Joshua Gleitze, Roman Langrehr,
Christoph Michelbach, Ansgar Spiegler, Michael Vogt

10th of January 2016

at the Department of Informatics
Institute for Program Structures and Data Organization (IPD)

Reviewer:	Jun.-Prof. Dr.-Ing. Anne Koziolek
Advisor:	M.Sc. Axel Busch
Second advisor:	M.Sc. Michael Langhammer

Karlsruher Institut für Technologie
Fakultät für Informatik
Postfach 6980
76128 Karlsruhe

Contents

List of Figures	ii
1 Architectural Overview	1
1.1 Overview of the entire system	1
1.2 Components' interaction	2
1.3 Communication between Beagle and external tools	3
1.4 Extension Points	3
2 Component: Beagle Core	5
2.1 Overview	5
2.2 Reasons for chosen design	7
2.3 Chosen design patterns	7
2.4 Evaluable Expressions	7
2.5 Conversion from and to Palladio	7
3 Component: Beagle GUI	9
3.1 The most important classes	9
3.2 Reasons for chosen design	9
3.3 Chosen design patterns	9
4 Component: Measurement Tool	11
4.1 Reasons for chosen design	11
4.2 Adapter to Kieker	11
5 Component: Result Analyser	13
5.1 Reasons for chosen design	13
6 Component: Final Judge	15
6.1 Reasons for chosen design	15
6.2 "Averaging" Final Judge	15

List of Figures

2.1	Controller classes	6
-----	------------------------------	---

1 Architectural Overview

The architectural overview summarises Beagle's software design, that follows the Software Requirement Specification (SRS). Beagle's design decisions are mainly proposed to fulfil all mandatory tasks mentioned in the SRS, but also allows supplementing by optional criteria. However, some mandatory criteria have changed, concerning the Common Trace API (CTA) (/B10/, /F30/, /F40/, /Q20/). The CTA was planned to be used by Beagle but isn't any more because it cannot conduct as precise measurements as desired. Beagle's Measurement Tools need to be directly connected to specific measurement software like Kiker – without the CTA as intermediary.

The following chapter is divided into 4 sub-chapters:

- 1.1 Gives a short overview of Beagle's entire system, briefly presenting the whole design ideas as well as the subsystem structure and its out-most functionality.
- 1.2 Completes the internal description of Beagle's system from 1.1, describing the interaction of subsystem components.
- 1.3 Describes the communication process between Beagle and external tools such as measurement software or analyser software.
- 1.4 Explains why some components are developed as Eclipse Extension Points.

1.1 Overview of the entire system

Beagle is divided into components that are distinguished by high-level functionality and service. Components may depend on information provided by another component, but their internal logic works strictly independently. The composition of following components represents Beagle's architecture:

Core Component (Mediator Pattern)

In order to manage and synchronise the requests and execution of different jobs, Beagle is controlled by a core component. The core component conducts the order of executable services, distributes information and is responsible for class instantiation. It depends on proper functionality of the other components and will offer a parametrised PCM at the end of a successful execution.

Measurement Tool

The Measurement Tool is responsible for all kinds of measurements that are needed to get the execution time of Resource Demanding Internal Actions, branch decisions of SEFF Branches and repetitions of SEFF Loops in regard to a certain parametrisation. An adapter instructing Kieker will be the first class to implement this interface.

Result Analyser

Based on the measurement results, the Result Analyser will suggest evaluable expressions that lead to a parametrisation of Resource Demanding Internal Actions, SEFF Branches or SEFF Loops.

Final Judge

This component is responsible to decide, which proposed evaluable expression fits best to the PCM. It also decides if more measurements should be done and when the final solution is found.

GUI (Model-View-Controller)

The GUI is not a necessary component that provides functionality for parametrisation. But it is necessary for providing interaction between Beagle and the user as the user may want to set up some features of Beagle.

1.2 Components' interaction

The interaction of Beagle's components is guided by the Beagle Core through the Blackboard Pattern. The blackboard contains SEFF specific information, describing what to measure, measurement results and evaluable expression annotations. Measurement Tools and Result Analysers have the possibility to decide for their own, whether they can contribute or not – depending on the information provided on the blackboard. Each component gets a different view of the blackboard, limiting its access to more than what is absolutely necessary. In order to unify the communication, Beagle Core provides its own classes (SEFF characteristics and Evaluable Expression).

1.3 Communication between Beagle and external tools

1.4 Extension Points

The Measurement Tools, Result Analysers and the Final Judge are connected to Beagle via Eclipse Extension Points.

This means they can be developed as separate eclipse plugins and specify in their `plugin.xml` file the classes, which represent the Measurement Tools, Result Analysers or a Final Judge. When there are multiple plugins with a Final Judge, the user has to select one in the GUI.

This concept has the advantage, that everybody can write his own or select some existing Measurement Tools, Result Analysers and Final Judges and just install them into his eclipse to use them.

2 Component: Beagle Core

2.1 Overview

Controller classes

The classes `Beagle_Controller` and `Measurement_Controller` manage the invocation of `Measurement_Tool` or `Result_Analyser` components. `Beagle_Controller#main` is the main control loop, managing the control flow throughout Beagle’s measuring and analysis activity. There is always exactly one `Measurement_Tool`, `Result_Analyser` or `Final_Judge` running at any given moment during the execution of `Beagle_Controller#main` (“the main loop”).

An iteration of the main loop starts by asking the `Measurement_Controller` whether it wants to conduct measurements for the current blackboard state—which will usually be the case if there is something not yet measured—, and if so, calling its `#measure` method. The `Measurement_Controller` will then decide which `Measurement_Tools` to run. Usually it will tell every tool to measure as long as there is something left to be measured.

After that, the main loop invokes one arbitrary chosen `Result_Analyser` reporting to be able to contribute. This analyser may then propose results for items that have measurement results. If there is no such analyser, the `Final_Judge` will be called. It decides whether enough information has been collected and Beagle can terminate. If this is the case, it also creates or selects the final result for each item that has proposed results.

The main loop will then be repeated until the `Final_Judge` was called and its `#judge` method returned `true`.



Figure 2.1: UML class diagram of the controller classes.

2.2 Reasons for chosen design

2.3 Chosen design patterns

2.4 Evaluable Expressions

2.5 Conversion from and to Palladio

3 Component: Beagle GUI

3.1 The most important classes

3.2 Reasons for chosen design

3.3 Chosen design patterns

4 Component: Measurement Tool

4.1 Reasons for chosen design

4.2 Adapter to Kieker

5 Component: Result Analyser

5.1 Reasons for chosen design

6 Component: Final Judge

6.1 Reasons for chosen design

6.2 “Averaging” Final Judge