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The Complexity Problem

Build a system used by millions of people each day administered and managed by a half-time person

— Jim Gray, Microsoft Research

Complex Heterogeneous Environment















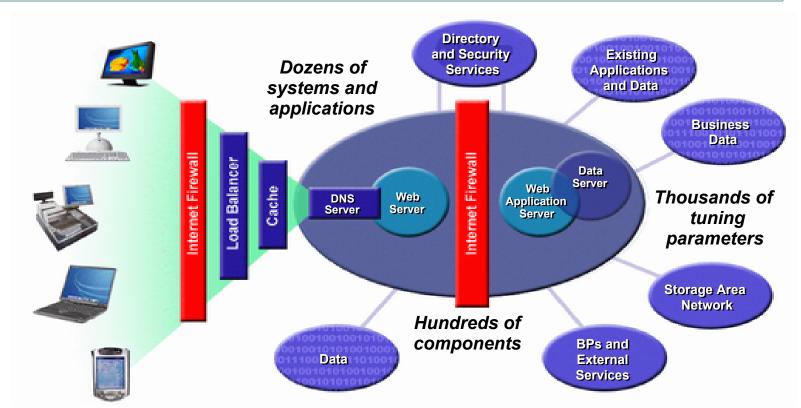






Complex Heterogeneous Infrastructure





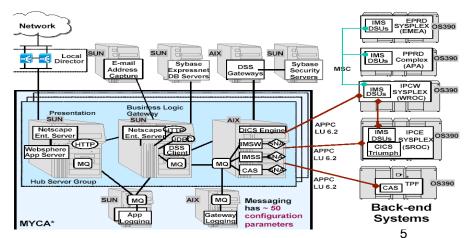
Complexity of Configurations

- Application Server
 - ~100 configuration parameters
 - Several applications
 - Hundreds of servlets
 - Tens of EJBs
- Web Server
 - ~20 configuration parameters
 - Serves thousands of web artifacts
- Messaging
 - ~30 configuration parameters
- DBMS, TCP/IP, OS ...

Information systems are very complex for humans and costly to install an maintain

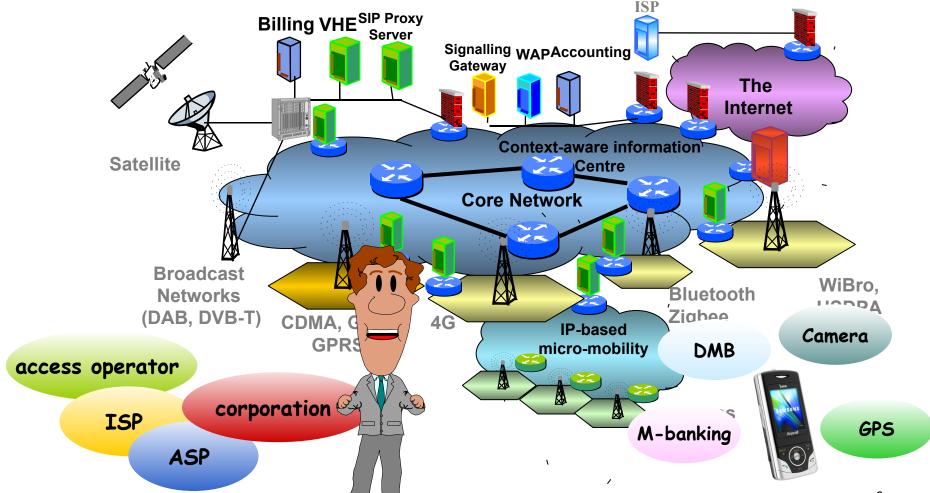
x 2-5 parameters

2¹⁵⁰ settings



Complexity of Network Environment





Eric J. Kang, Postech, Korea

Growing Complexity

- Very large scales
 - Million of entities
- Amorphous structures/behaviors
 - P2P, bus, hierarchical architecture
- Dynamic
 - Entities join, leave, move, change behavior
- Heterogeneous
 - Capability, connectivity, reliability, guarantees, QoS
- Lack of common/complete knowledge
 - Types, availability, connectivity, protocols, semantics



Business Challenges

Up to 40% of today's outages result from operator errors



New applications get delayed by maintenance of diverse existing systems

Managing complex, heterogeneous environments

25-50% of time is spent on problem determination and resolution

Outages of business-critical systems cost up to \$2.8B per year

Poorly documented legacy applications make it painful to diagnose and resolve complex cross-product problems

The skills needed to do manual crossproduct problem determination are scarce and expensive

4 out of 5 IT dollars spent on operations, maintenance, and minor enhancements





- 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 have concluded that the only viable long-term solution is to create computing systems that manage themselves

... an elusive goal?!?

The Automation Conundrum

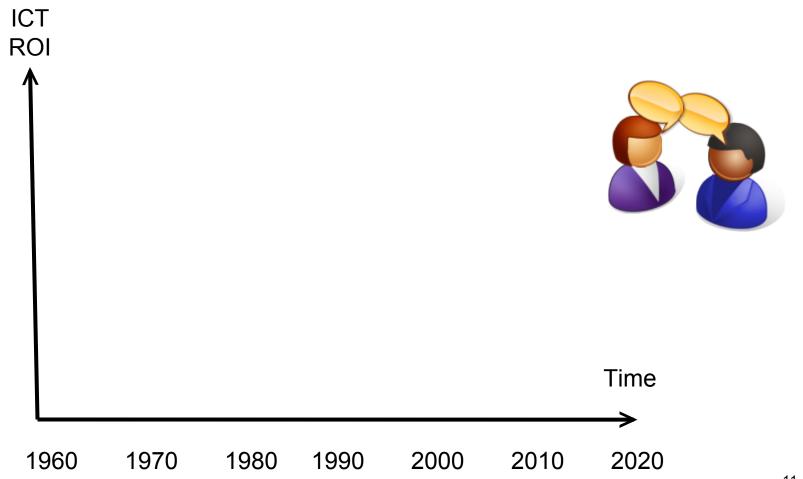


- Over the past 50 years, computer systems have had a huge capacity to automate
 - Enormous variety of tasks
 - Cost per task greatly reduced
 - Incalculable benefits
 - Unprecedented success
- Key challenges
 - Further declines in task costs by traditional methods are subject to the law of diminishing returns
 - The complexity of infrastructure management threatens to outweigh the benefits of further automation



ICT Return of Investment





Continuous Evolution Problems

Related Problems

ULS Systems

Synergy
Among
Related
Problems

SelfManagin //
Autono nic
Syst ms

SelfA laptive
Sy tems

Complexity Problems

Adaption Problems





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Categories of Complexity



- Algorithms & Data Structures
 - Time $O(n \log n)$
 - Space

Development & Maintenance

- Logical
- Structural
 - Comprehensibility



Usage

Novice Average Expert

Install

Configure

Administer

Use

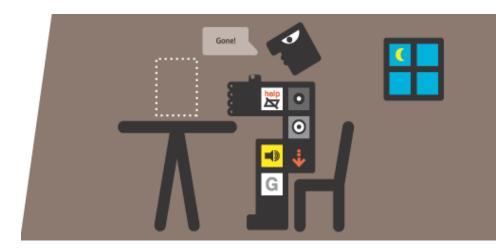




 There has never been anything quite like information technology before, but there have certainly been other complex

technologies that needed simplifying

 To be truly successful, a complex technology needs to "disappear"



19th Century Technology



- Mechanical Clocks and Sewing machines
 - 1820's Long 40 page manuals of usage
 - 1880's Are simple and widely used
- Phonograph
 - Edison's 1877 cylinder version was unusable
 - Berliner's simplified disc version became gramophones, Victrolas, and record players



19th Century Technology



Automobile

- 1900s: mostly burden and challenge
 - Required skill in lubricating moving parts
 - Sending oil manually to the transmission
 - Frequent breakdowns
 - Mechanic hired as chauffeur



Model T Ford

- 1930s: usable and ready for mass market
 - Infrastucture: roads, gas stations, repair shops
 - Hiding technology from drivers
 - Highly more complex on the inside, because most of the tasks that had previously been carried out by drivers now had to be done automatically
 - Greatly simplified interface, more reliable

20th Century Technology



- Electricity and power distribution
 - First generation
 - Households and firms have own generators
 - Full time job to keep the generators going
 - Vice President of Electricity (VPE)
 - like CIO or CTO today
 - Only one generation later
 - Power grid
 - Simplified, ubiquitous power plug
 - VPE disappeared
 - will CIOs or CTOs disappear?

Predictable 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 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



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





- Today's computing systems are amazingly complex, and require daunting expertise and patience just to get them running and keep them running
- The increasing system administration will become a major barrier to deploying and maintaining large computing systems

No Shortage of Complexity Industry Conquest Solutions



HP Adaptive enterprise using

OpenView

IBM Autonomic computing

EDS Agile enterprise

Hitachi Harmonius computing

Sun N1

Dell Dynamic computing

MS Dynamic systems

initiative

Industry's efforts
to emulate
Nature's Gold
Standard of
virtualization
software and
complexity
concealment

Autonomic Computing Vision



Autonomic Computing is really about making systems self-managing ...

—Paul Horn, IBM Research, 2001

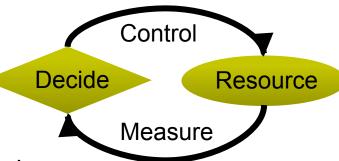




- Webster's definition
 - Acting or occurring involuntarily; automatic: an autonomic reflex
 - Relating to, affecting, or controlled by the autonomic nervous system or its effects or activity
 - Autonomic nervous system: that part of the nervous system that governs involuntary body functions like respiration and heart rate

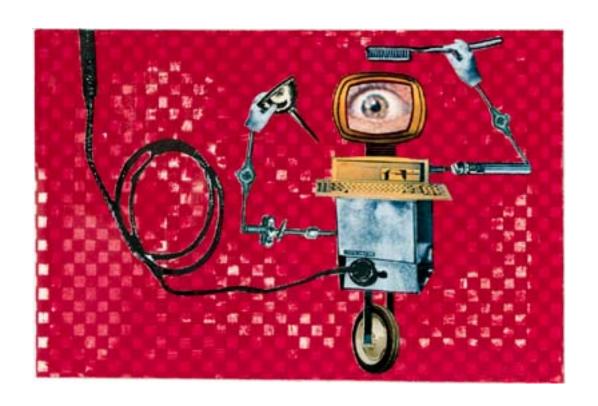


- IBM's definition
 - An approach to self-managed computing systems with a minimum of human interference
 - The term derives from the body's autonomic nervous system, which controls key functions without conscious awareness or involvement



A First Look at an Autonomic System





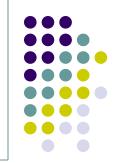
Autonomic System = Self-Managing System





- Kephart & Chess; IEEE Computer, 36(1):41-50, Jan 2003
- IBM: An Architectural Blueprint for Autonomic Computing, 4th Ed., 2006

To Explore Further Conferences and Journals



TASS	ACM Transactions on Autonomous and
	Adaptive Systems (TAAS)
ICAC	IEEE International Conference on Autonomic
	Computing
SASO	Self-Adaptive and Self-Organizing Systems
SEAMS	Software Engineering for Adaptive and
	Self-Managing Systems
CASCON	Workshop on Engineering Self-Managing
	Systems: Research and Practice
WOSS	Workshop on Self-Healing Systems
DEAS	Design and Evolution of Autonomic Application
	Software