

Adaptive Software Systems

GS/EECS 6432

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Syllabus Overview

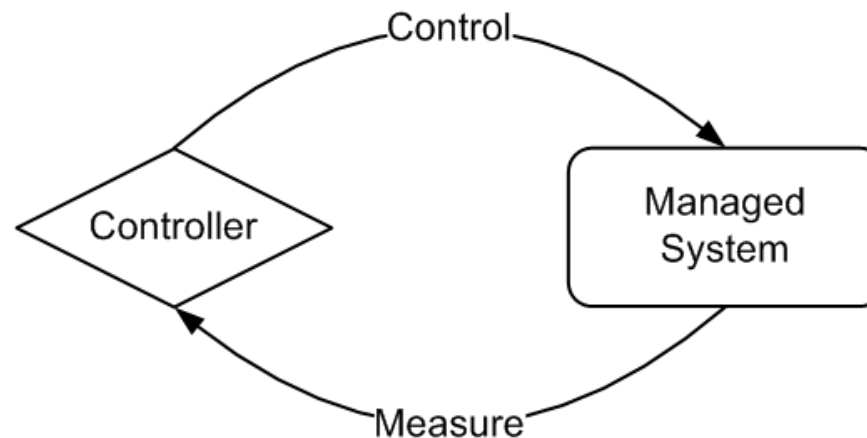
- Introduction to Adaptive Software
- Requirements of Cyber-Physical Systems, Ultra Large Scale Systems, Internet of Things
- Adaptive Architectures
- Feedback Loops
- **MAPE-K: Monitoring, Analysis, Planning, Execution**
- **MIAC, MRAC, Hierarchical Architectures**
- Software Defined Infrastructures
- Cloud Computing, Big Data, Containers
- Runtime Models for Elastic Applications
- Machine Learning, Queuing, Control Theory Linear Models
- Analysis and Planning
- Searched Based, Proportional, Integrative, Derivative Controllers, Control Theory
- Engineering Adaptive Applications
- Policy Languages, Utility Functions
- Case Studies

Summary

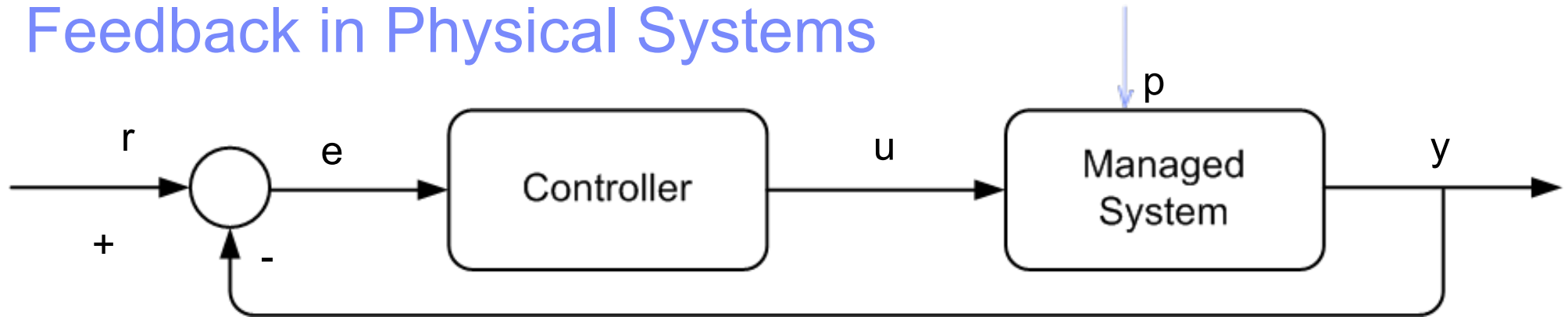
- **We looked at two different domains**
 - IOT systems are software intensive
 - What is adapted is the “thing,” a car, a city, a factory
 - Software systems(autonomic): what is adapted is the software itself
 - You can adapt its performance, security, configuration
- **To adapt (change structure or behavior), need to**
 - Monitor/sense the environment
 - Analyze the context and state
 - Perform changes as the system runs

Summary: Feedback Systems

- **Merriam-Webster's Online Dictionary**
the return to the input of a part of the output of a machine, system, or process



Feedback in Physical Systems



- The main goal: compensates for uncertainties (p) at design time
- At design time, it is important to know the direction of the disturbances, not the magnitude
- It simplifies the design of the system (avoids feedforward)
 - The system is the best model
- It is universal and effective, works the same for cruise control, direction control, distance control, etc..

Summary: Autonomic Computing

- ***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.***
- ***Means***
 - Self configuring
 - Self healing
 - Self optimizing
 - Self protecting



Architectures

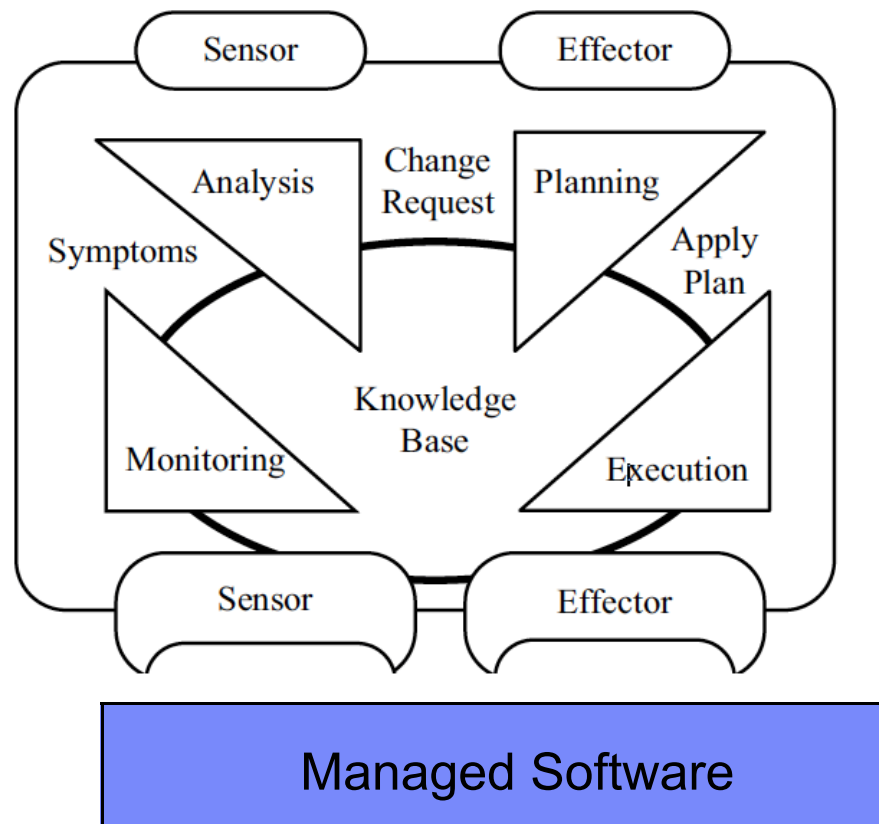
- **Slides based on**

[1] Y Brun, GDM Serugendo, C Gacek, H Giese, H Kienle... - Engineering self-adaptive systems through feedback loops in Software engineering for self-adaptive systems, 2009

[2] Kramer, J., Magee, J.: Self-managed Systems: An Architectural Challenge. In: Future of Software Engineering (FoSE 2007), pp. 259-268, IEEE Computer Society, Washington, DC, USA (2007)

[3] J. O. Kephart and D. M. Chess, "The vision of autonomic computing," in *Computer*, vol. 36, no. 1, pp. 41-50, Jan 2003.

Feedback in Autonomic Computing: MAPE-K Loop[3]



Just another representation of the feedback loop

Focus of on the software architecture

Different terminology

autonomic/adaptive manager replaces the controller

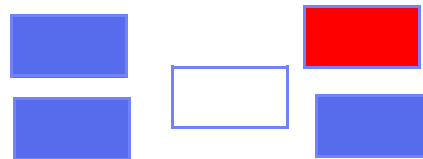
Allows for Hierarchical Control

AC Architecture: Autonomic Manager, Managed Element

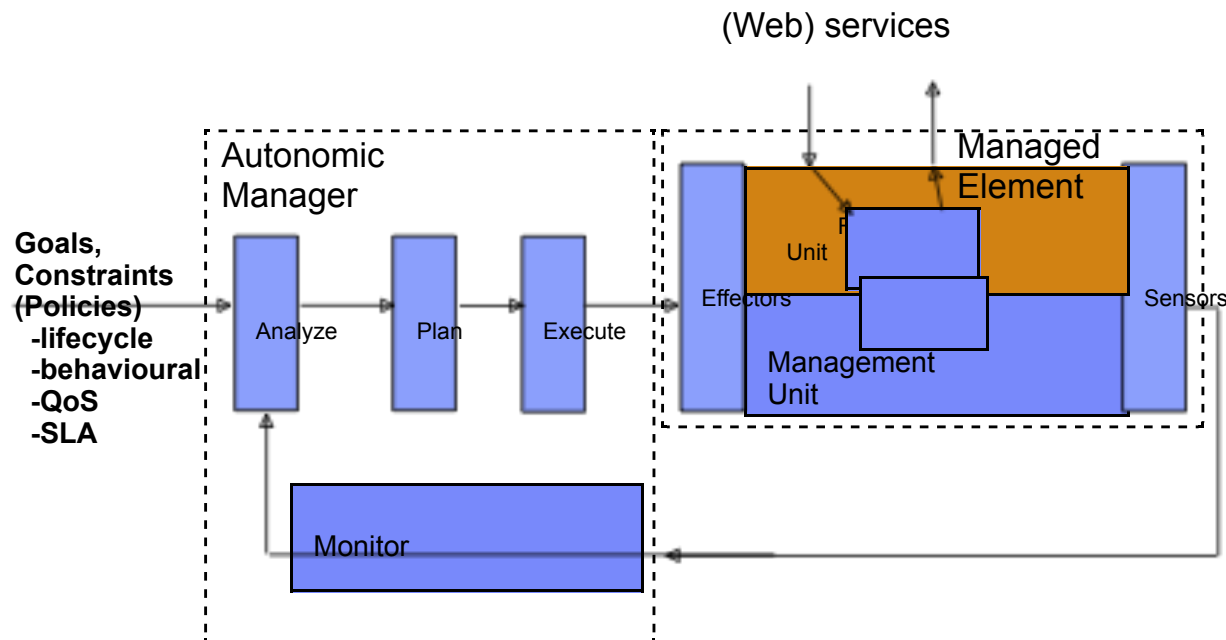


Autonomic
manager

Managed
Element



Autonomic Element as a Feedback Loop

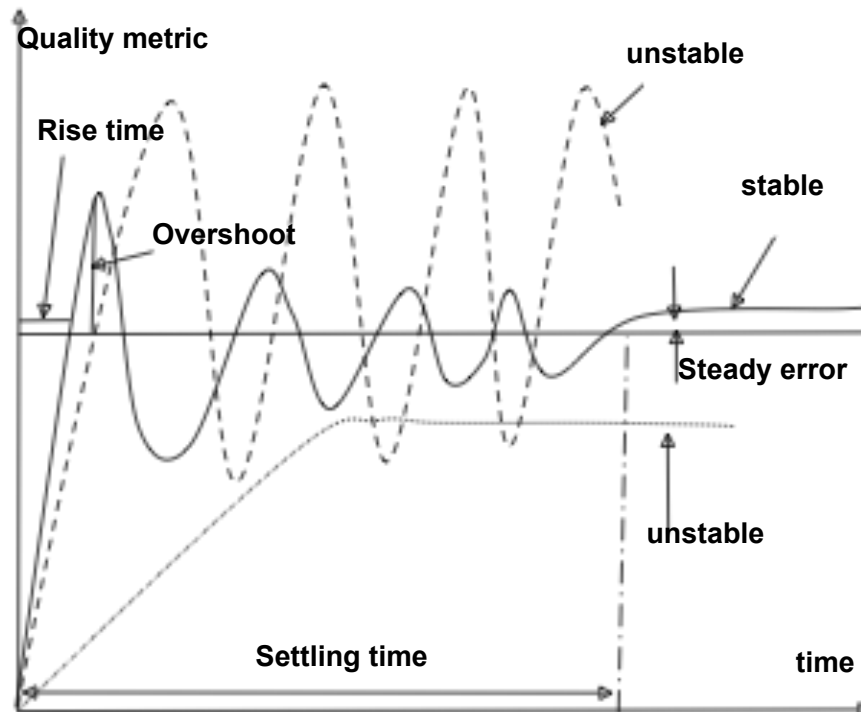


- **Managed Element:**
 - an object, a process a server, a database
 - Provides services
 - Is traceable, observable, controllable, comprehensible
 - Has sensors and effectors

- **Autonomic Manager:**
 - Analyzes
 - Plans
 - Executes

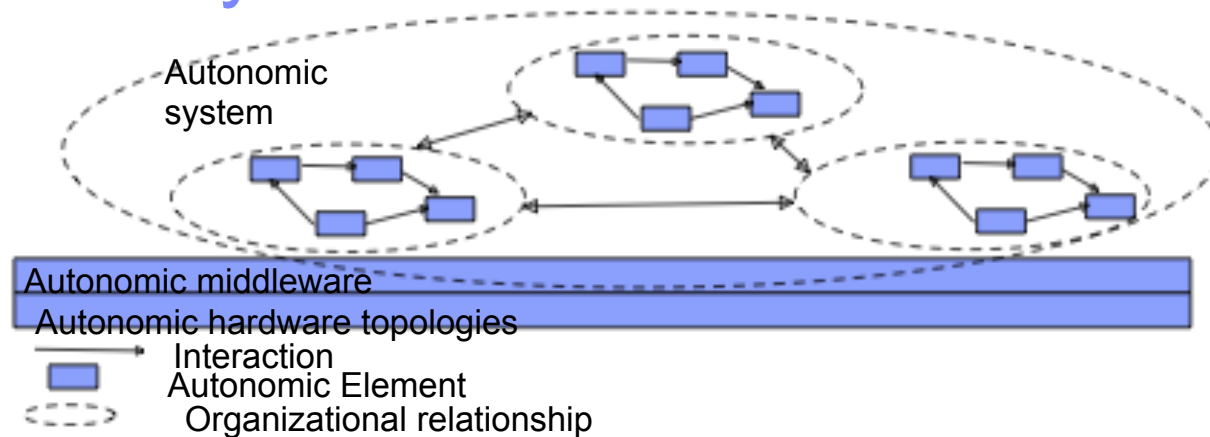
- **Monitor:**
 - logs, traces
 - etc

Quality of Autonomic Computing/Feedback Control



- short rise time
- short settling time
- small overshoot
- no oscillations
- stability
- tolerance to perturbations

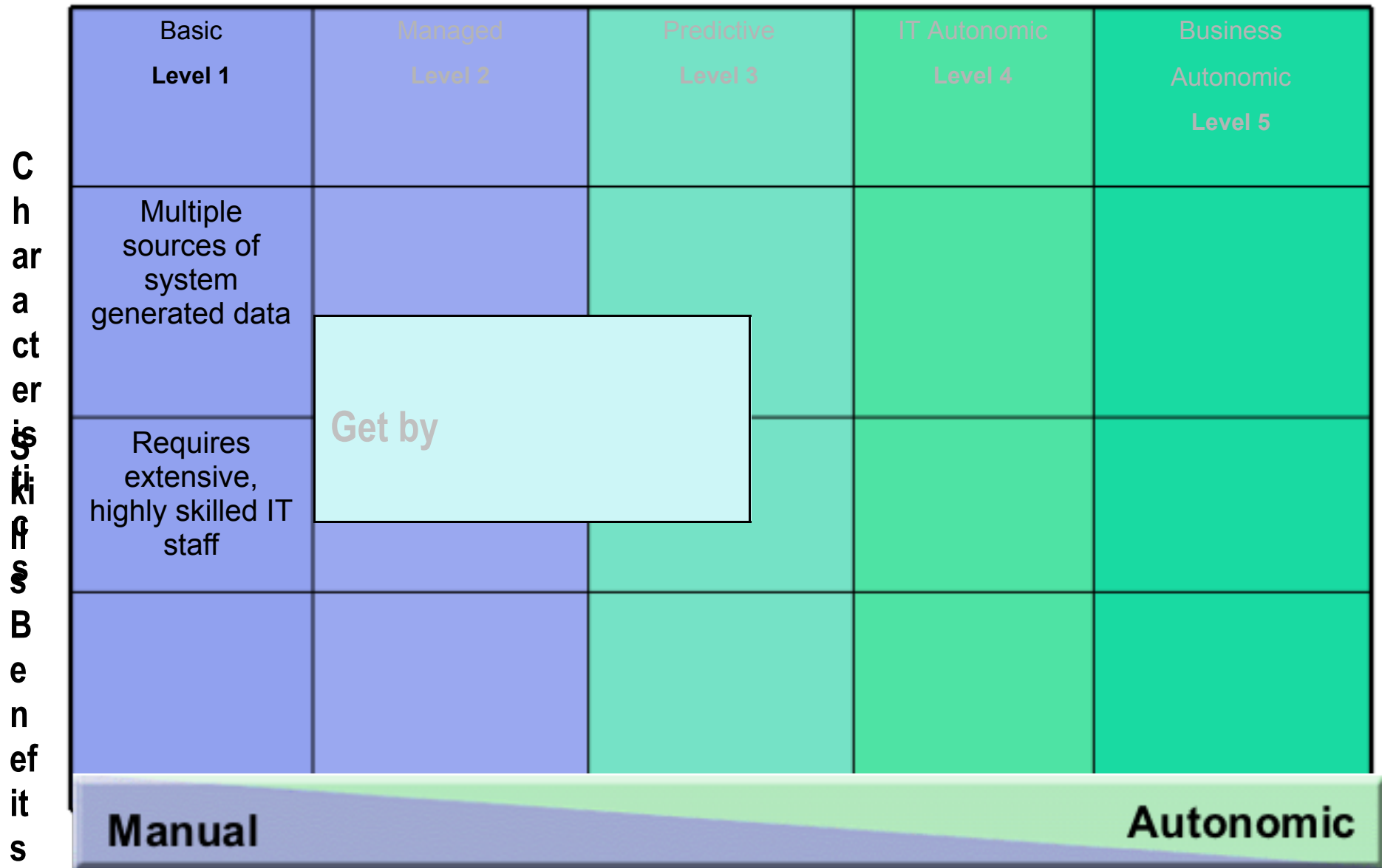
Autonomic Systems



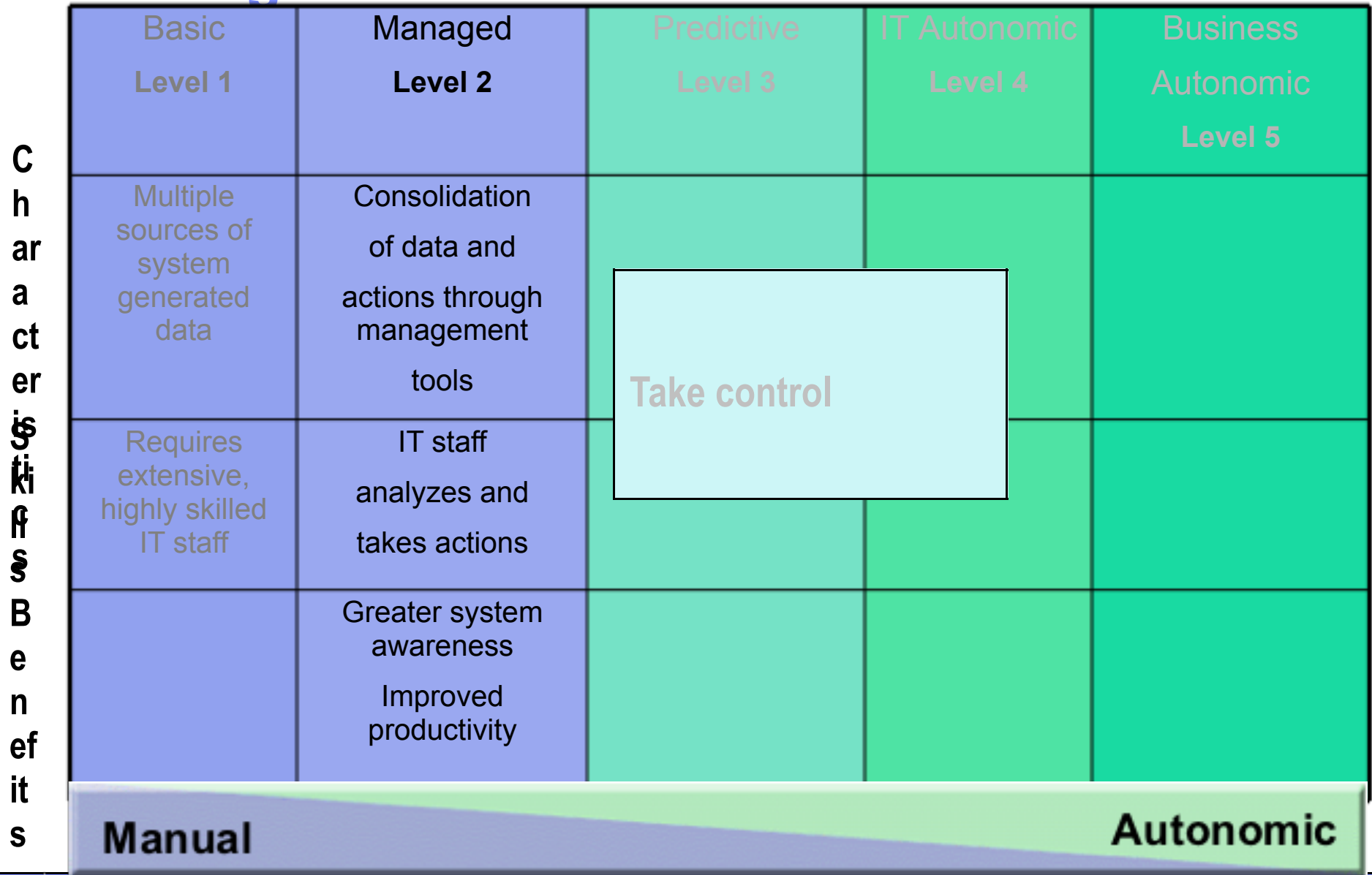
- An autonomic system= a collection of autonomic elements (sometimes with conflicting individual goals)
 - requires conflict resolution
 - resource and goal negotiations
 - autonomic hardware and middleware

The Road to AC adoption (Maturity Level)

Evolving to Autonomic Computing: Basic



Evolving to Autonomic Computing: Managed



Evolving to Autonomic Computing: Predictive

Characteristics

| Basic Level 1 | Managed Level 2 | Predictive Level 3 | IT Autonomic Level 4 | Business Autonomic Level 5 |
|---|--|--|----------------------------|----------------------------------|
| Multiple sources of system generated data | Consolidation of data and actions through management tools | System monitors, correlates and recommends actions | Built-in analysis | |
| Requires extensive, highly skilled IT staff | IT staff analyzes and takes actions | IT staff approves and initiates actions | | |
| | Greater system awareness Improved productivity | Reduced dependency on deep skills Faster/better decision making | | |

Manual

Autonomic

Evolving to Autonomic Computing: IT Autonomic

Characteristics

| Basic Level 1 | Managed Level 2 | Predictive Level 3 | IT Autonomic Level 4 | Business Autonomic Level 5 |
|---|---|-----------------------------------|--|----------------------------------|
| Multiple sources of system generated data | Consolidation of data and actions through n | System monitors, correlates and | System monitors, correlates and takes action | |
| Requires extensive, highly skilled IT staff | analyzes and takes actions | approves and initiates actions | IT staff manages performance against SLAs | |
| | Greater system awareness Improved | Reduced dependency on deep skills | Balanced human/system interaction | |
| Manual | | Autonomic | | |

Dynamic response

Evolving to Autonomic Computing: Business Autonomic

Characteristics

| Basic Level 1 | Managed Level 2 | Predictive Level 3 | IT Autonomic Level 4 | Business Autonomic Level 5 |
|---|---|--|--|---|
| Multiple sources of system generated data | Consolidation of data and actions to manage tools | System monitors, | System monitors, correlates and | Integrated components dynamically managed by business rules/policies |
| Requires extensive, highly skilled IT staff | IT staff analyzes and takes actions | approves and initiates actions | performance against SLAs | IT staff focuses on enabling business needs |
| | Greater system awareness Improved productivity | Reduced dependency on deep skills Faster/better decision making | Balanced human/system interaction IT agility and resiliency | Business policy drives IT management Business agility and resiliency |
| Manual | | Autonomic | | |

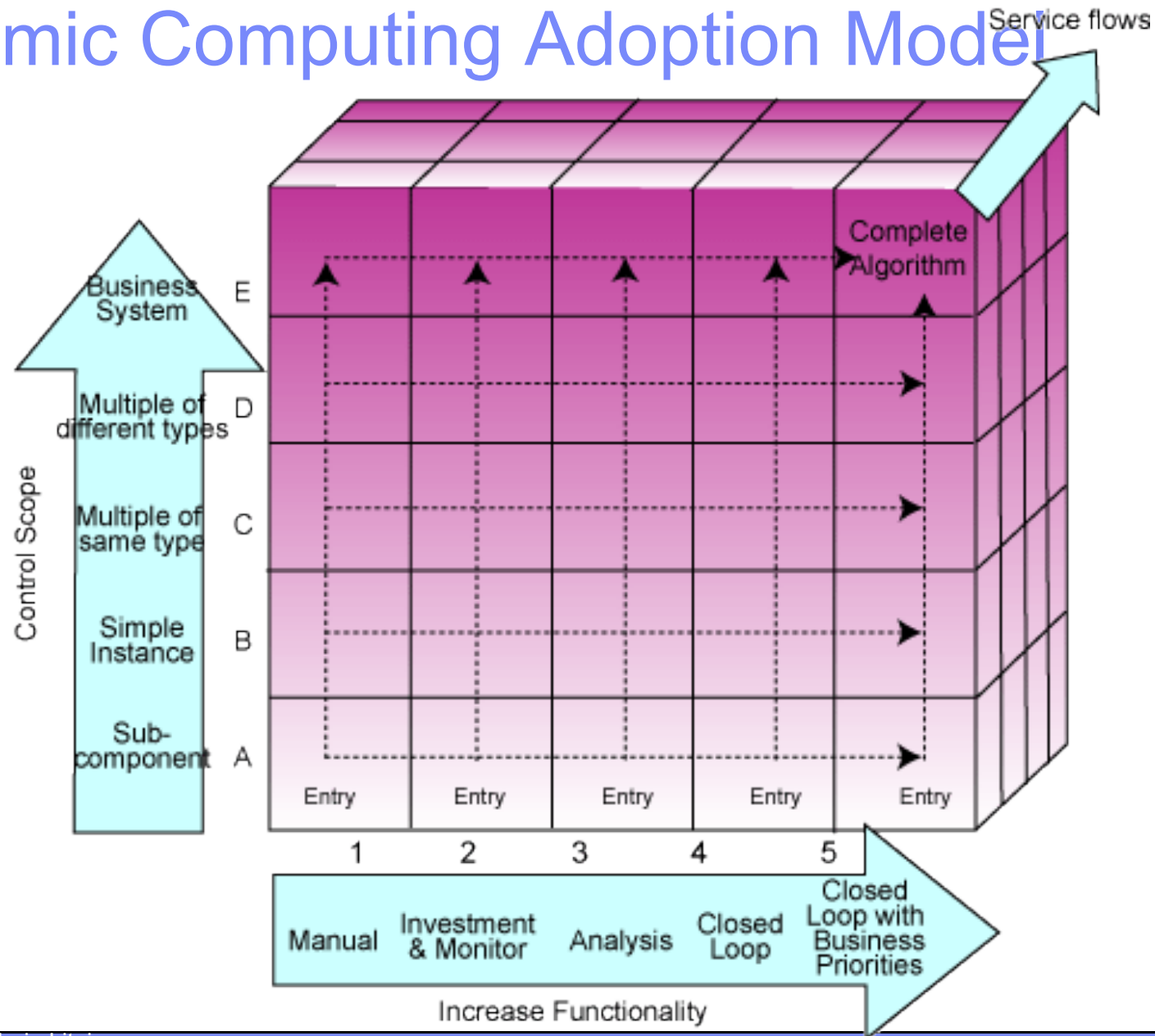
Business impact

Evolution; Not Revolution

Characteristics

| Basic Level 1 | Managed Level 2 | Predictive Level 3 | IT Autonomic Level 4 | Business Autonomic Level 5 |
|---|--|--|--|---|
| Multiple sources of system generated data | Consolidation of data and actions through management tools | System monitors, correlates and recommends actions | System monitors, correlates and takes action | Integrated components dynamically managed by business rules/policies |
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| | Greater system awareness Improved productivity | Reduced dependency on deep skills Faster/better decision making | Balanced human/system interaction IT agility and resilience | Business policy drives IT management Business agility and resilience |
| Manual | | Autonomic | | |

Autonomic Computing Adoption Model



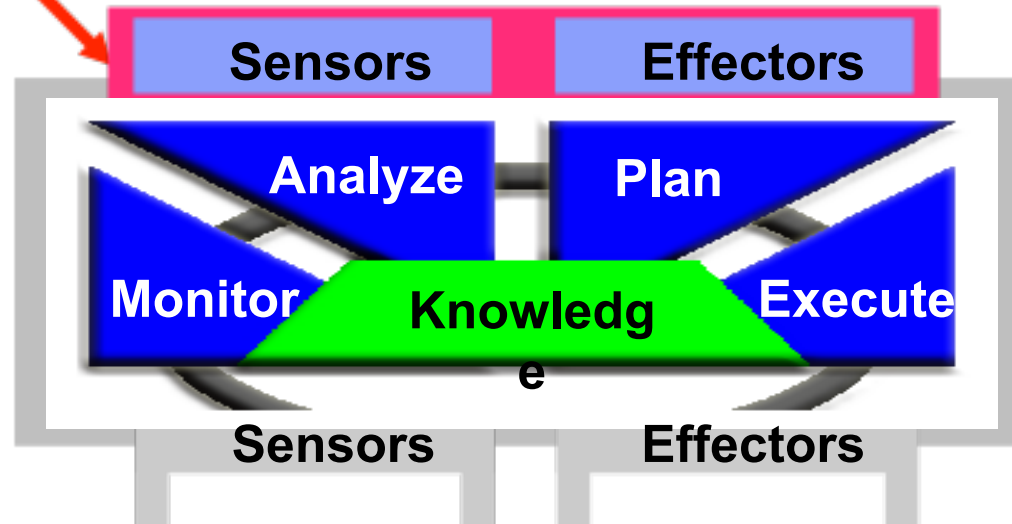
AC Reference Architecture

- An **Autonomic System (AS)** consists of a collection of Autonomic Elements
- An **Autonomic Element (AE)**
 - Contains **resources** and delivers services to humans or other autonomic elements
 - Manages its behaviour in accordance with **policies** that humans or other AEs have established
 - Acts like an agent
 - Autonomous, proactive, goal-directed
 - Interacts with environment

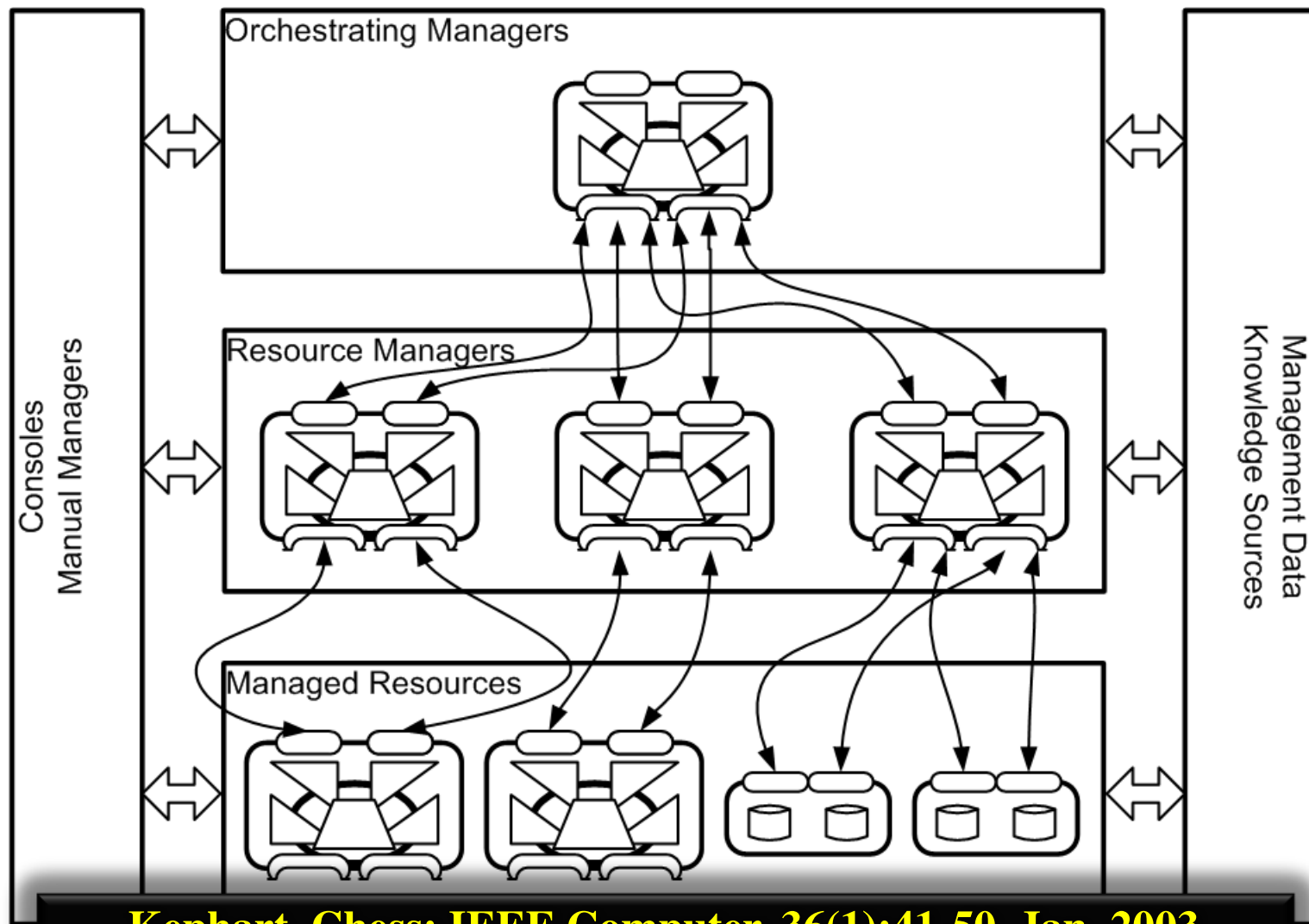
Kephart, Chess: IEEE Computer, 36(1):41-50, Jan. 2003

Autonomic Manager is a Managed Element

AM's Manageability Endpoint (ME)



AC Hierarchical Reference Architecture



Kephart, Chess: IEEE Computer, 36(1):41-50, Jan. 2003

Hierarchical MAPE Architecture [2]

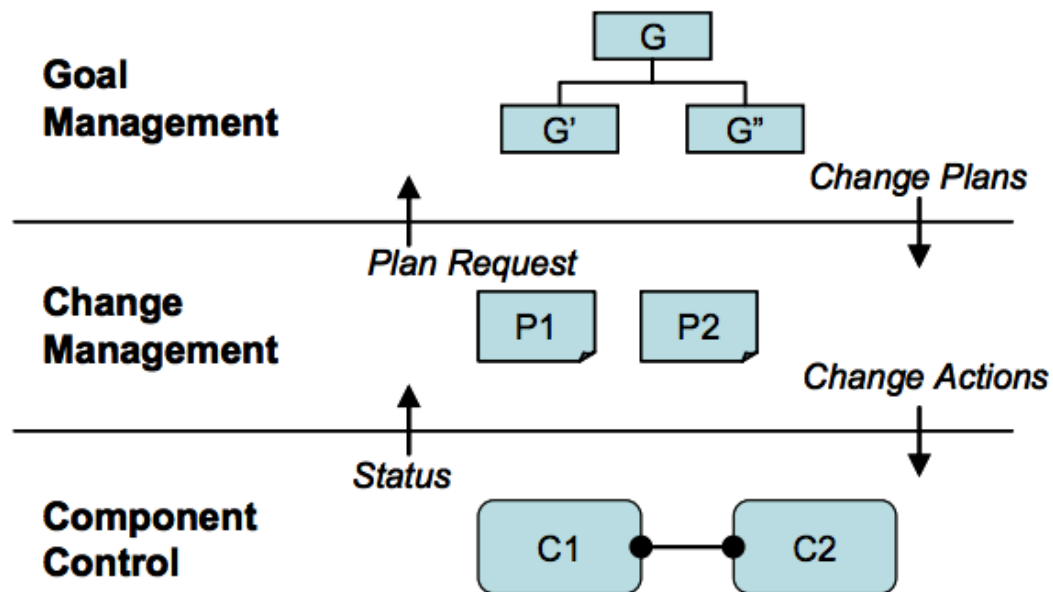


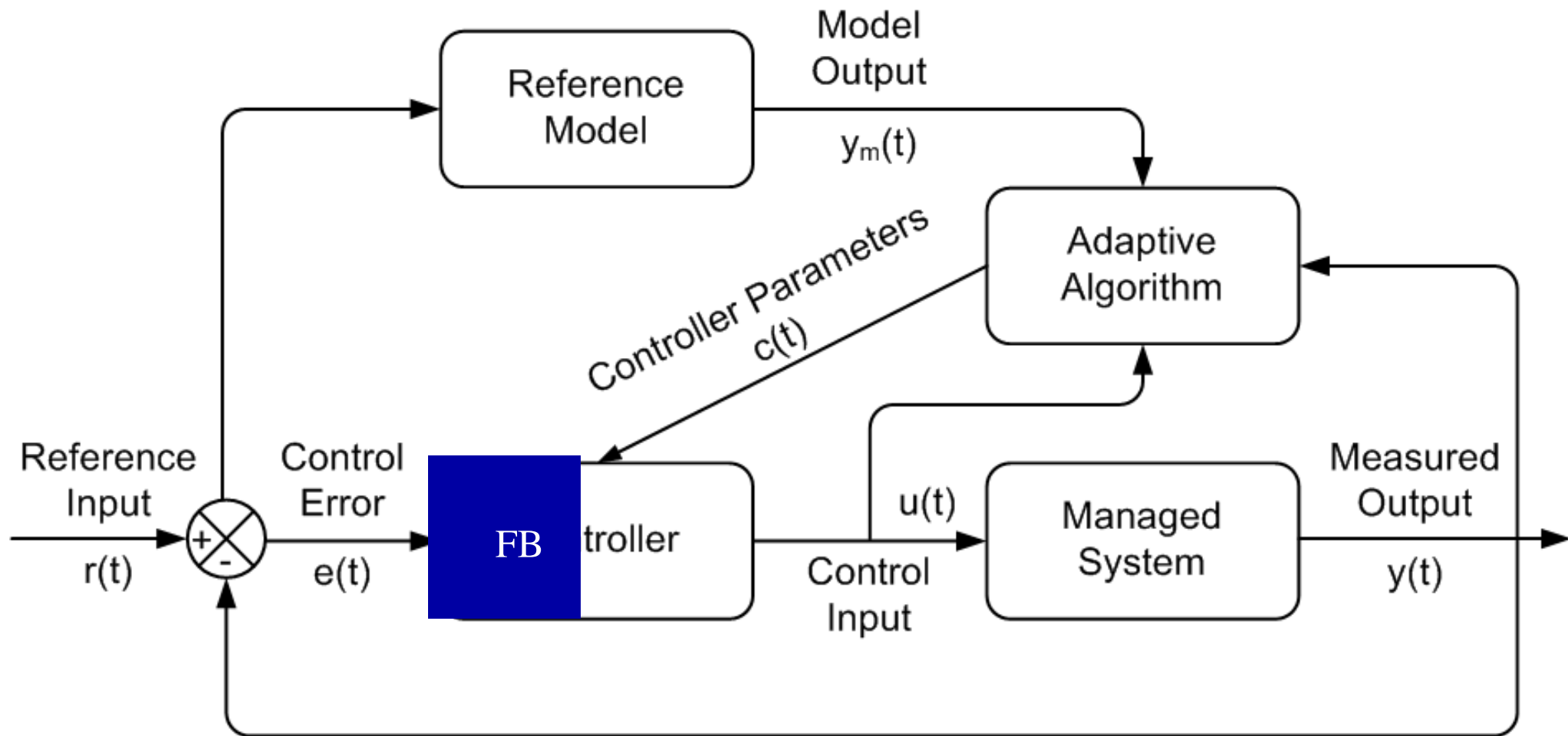
Figure 1 – Three Layer Architecture Model for Self-Management.

Architectures inspired by control theory [1]

Model Reference Adaptive Controllers—MRAC

- Also referred to as Model Reference Adaptive System (MRAS)
- Closed loop controller with parameters that can be updated to change the response of the system
- The output of the system is compared to a desired response from a reference model (e.g., simulation model)
- The control parameters are updated based on this error
- The goal is for the parameters to converge to ideal values that cause the managed system response to match the response of the reference model.

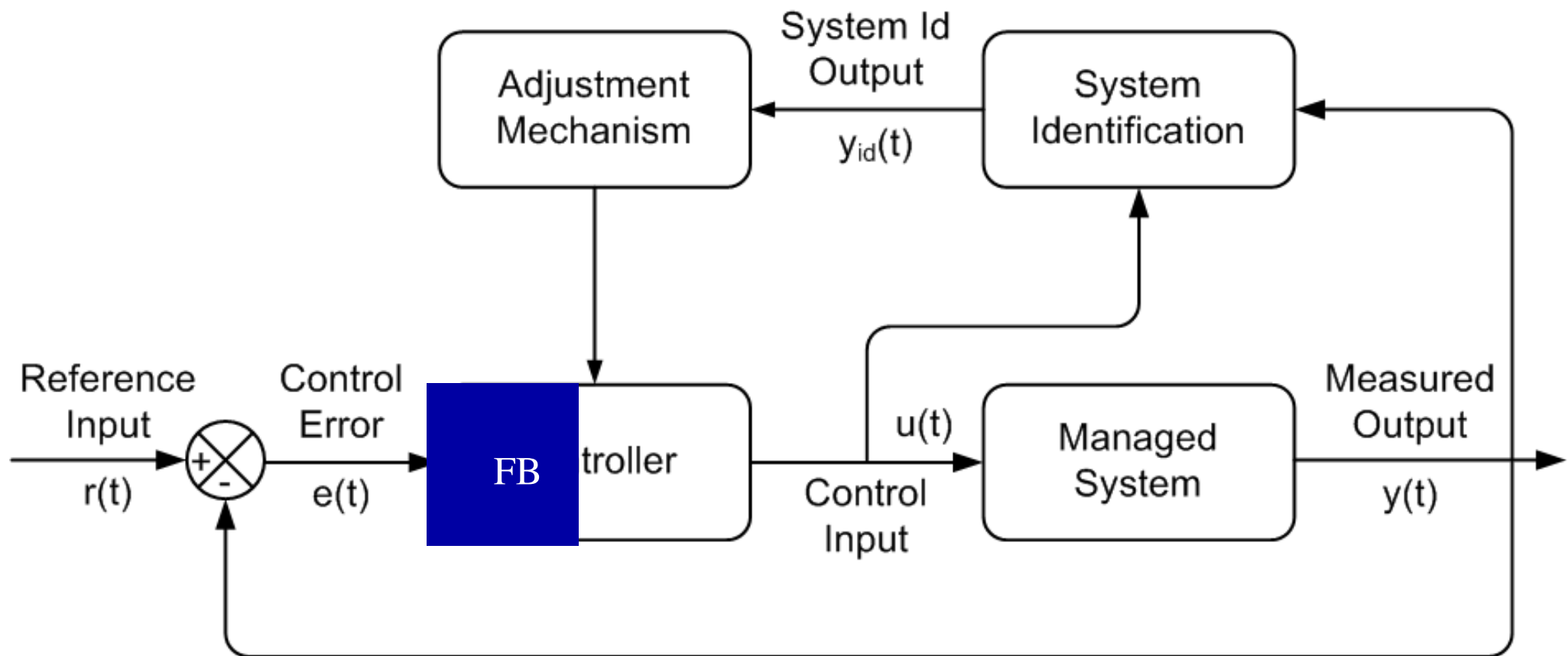
Model Reference Adaptive Controllers—MRAC



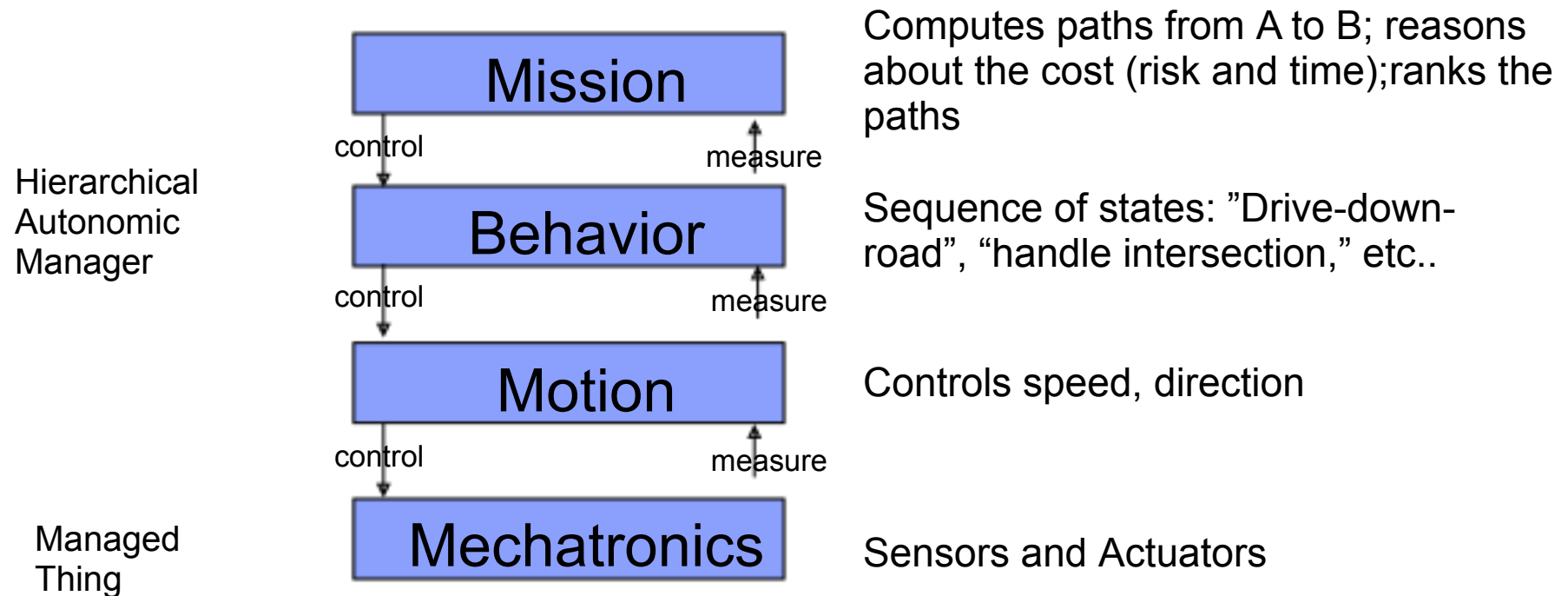
Model Identification Adaptive Controllers—MIAC

- **Perform system identification while system is running to modify the control laws**
 - Create model structure and perform parameter estimation using the Least Squares method
- **Cautious adaptive controllers**
 - Use current system identification to modify control law, allowing for system identification uncertainty
- **Certainty equivalent adaptive controllers**
 - Take current system identification to be the true system, assume no uncertainty
 - Nonparametric adaptive controllers
 - Parametric adaptive controllers

Model Identification Adaptive Controllers—MIAC



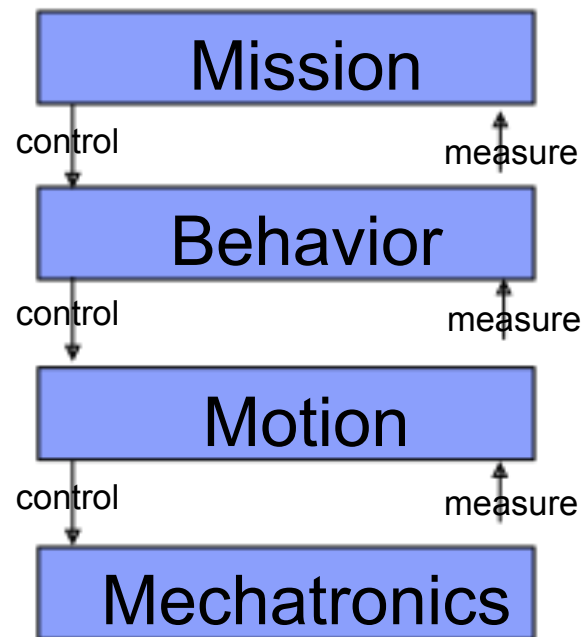
Feedback in CPS/IoT can be Hierarchical, too^{1,2}



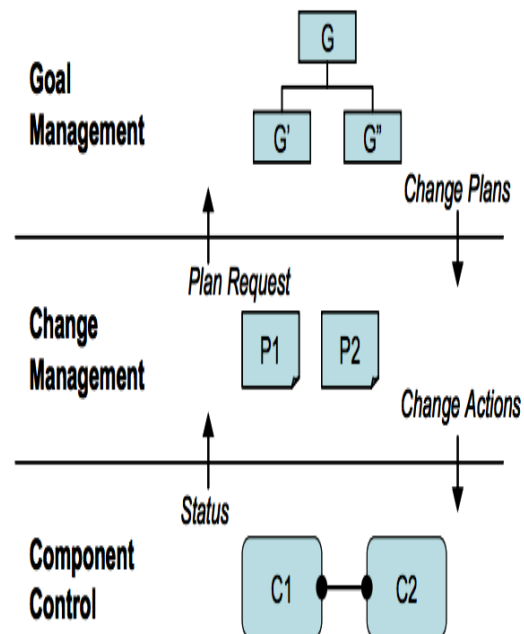
1. Tartan Racing: A Multi-Modal Approach to the DARPA Urban Challenge, 2007
2. Rod Brookes, Elephants Don't Play Chess, 1990

Feedback loops for Smart IoT

Hierarchical Control for PS



Autonomic Control for Software



Further readings (mandatory)

- Y Brun, GDM Serugendo, C Gacek, H Giese, H Kienle... -Engineering self-adaptive systems through feedback loops in Software engineering for self-adaptive systems, 2009
- Kramer, J., Magee, J.: Self-managed Systems: An Architectural Challenge. In: Future of Software Engineering (FoSE 2007), pp. 259-268, IEEE Computer Society, Washington, DC, USA (2007)

Conclusions

- **Autonomic computing is about self-managed systems**
 - Increase resilience and improve QoS
 - Increase the Return On Investment (skills, maintenance)
- **Autonomic computing is rather evolutionary than revolutionary**
- **Architecture**
 - MAPE-K
 - Can be decentralized or centralized
 - Can be hierarchical
 - In essence is a feedback, but the focus is on components
 - IoT Complex Systems have two main feedback (MAPE-k) loops
 - PS loop controls the “thing”
 - CS loop controls the software
 - How would we manage loop interactions?