Available online at www.sciencedirect.com

ScienceDirect

Electronic Notes in Theoretical Computer Science

Electronic Notes in Theoretical Computer Science 261 (2010) 181–201

www.elsevier.com/locate/entcs

Performance Evaluation of Self-reconfigurable Service-oriented Software With Stochastic Petri Nets

Diego Perez-Palacin[1,2] José Merseguer[1,3]

Dpto. de Informática e Ingeniería de Sistemas, Universidad de Zaragoza, Zaragoza, Spain

Abstract

Open-world software is a paradigm which allows to develop distributed and heterogeneous software systems. They can be built by integrating already developed third-party services, which use to declare QoS values (e.g., related to performance). It is true that these QoS values are subject to some uncertainties. Consequently, the performance of the systems using these services may unexpectedly decrease. A challenge for this kind of software is to self-adapt its behavior as a response to changes in the availability or performance of the required services. In this paper, we develop an approach to model self-renconfigurable open-world software systems with stochastic Petri nets. Moreover, we develop strategies for a system to gain a new state where it can recover its availability or even improve its performance. Through an example, we apply these strategies and evaluate them to discover suitable reconfigurations for the system. Results will announce appropriate strategies for system performance enhancement.

1 Introduction

In the new and exciting *open-world software* paradigm [1], the environment changes continuously and the software must dynamically react and adapt its behavior. The world is open to new components that the environment can dynamically provide and the software discover and bind. So, in an open-world, software is no longer created from scratch but integrating already developed third-party services. Currently, there exist approaches, standards and technologies partially supporting *open-world software* assumptions, among them, publish-subscribe middleware, grid computing, autonomic computing or service oriented architectures (SOA) [2,3] and their underlying implementations such as web services. In this context, *software services* [4] are abstractions that should be flexible enough to mix technologies (e.g., sensors, GPS

[1] This work has been supported by the project DPI2006-15390 of the Spanish Ministry of Science and Technology.

[2] Email: diegop@unizar.es

[3] Email: jmerse@unizar.es

1571-0661/$ – see front matter
doi:10.1016/j.entcs.2010.01.012

or tag-based [5]), to execute in open environments (usually connected through networks) or to interplay without authorities. Finally, they are committed to provide adequate quality of service (QoS).

Open-world software distinguishes the roles of *service provider* and *service integrator*. The former develops and deploys, probably in heterogeneous environments, services to be executed in unforeseen manners, and the latter creates *service-based* applications invoking those external deployed services. Service integration needs, among others, that deployed services: describe their functional and non-functional properties; provide and negotiate QoS levels (SLA); can be dynamically discovered and bound at runtime; allow their real behavior to be monitored. This paper mainly deals with the last two topics.

Regarding the first topic of interest, the fact that services can be discovered and bound at runtime means that *service-based* applications can change their internals to take advantage of recently deployed services. Therefore, services can change their current configuration, so they are considered as a kind of *self-adaptive* software [6]. Reconfiguration may take two forms: *mandatory* and *optional*. *Mandatory reconfiguration* occurs when the application cannot longer work with the current configuration. For example due to the disruption of the requested service or a failure in it. Garlan et al. defined a similar concept, *self-healing systems* [7]. *Optional reconfiguration* is used to improve system QoS, so although the system really still works, a reconfiguration will offer advantages such as better performance. Regarding the second topic, *monitoring* is also in the research agenda of the open-world software. The challenge here is to collect and analyze data from providers to be compared with the promised QoS (e.g., SLA in some technologies), check deviations and consequently plan *strategies* to react and reconfigure the system.

Service integrators (humans and programs) should easily access the QoS parameters, defining the *software services*, to guide optional reconfiguration for improving system QoS. For instance, in SOA these parameters are called policies [8] and web services could declare them in the UDDI register. However, we and other researchers [9] make the point that this information could not be precise or updated or it could be even incorrect. So, our *point is that the choice of provider, for a given service request, should be aware of the performance exhibited by all providers currently offering the service.*

When a system under development wants to incorporate this performance-aware reconfiguration property, an *off-line approach* can be taken to study its feasibility and to gain insight into possible *reconfiguration strategies* that eventually could be implemented to accomplish the property successfully. In this paper, we align with this off-line approach, then our system design will reflect not only the workflow of the service integrator, but also the reconfiguration strategies of interest and a "simulation" of the *monitoring*. From the software design, we will get a formal model, in terms of Petri nets, that will be evaluated to learn about the effectiveness of the reconfiguration strategies for this design. We recognize that the reconfiguration choice should consider not only performance but also other QoS attributes such as cost, reliability or security. So, the reader should understand that the conclusions we will obtain here will provide just a parameter for this final reconfiguration choice.

The balance of the paper is as follows. Section 2 describes the software design of the system under study. Section 3 evaluates figures for this system when only mandatory reconfiguration affects. Section 4 introduces optional reconfiguration and then the evaluation of different strategies makes sense. Finally, Section 5 revises the related work and gives a conclusion.

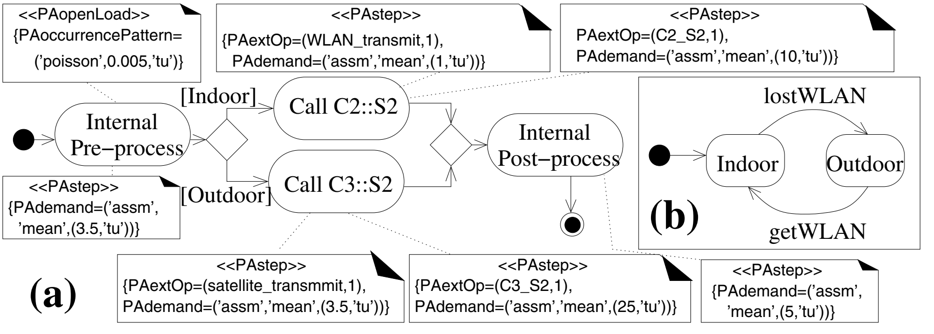

Fig. 1. (a) Workflow (b) Mandatory reconfiguration

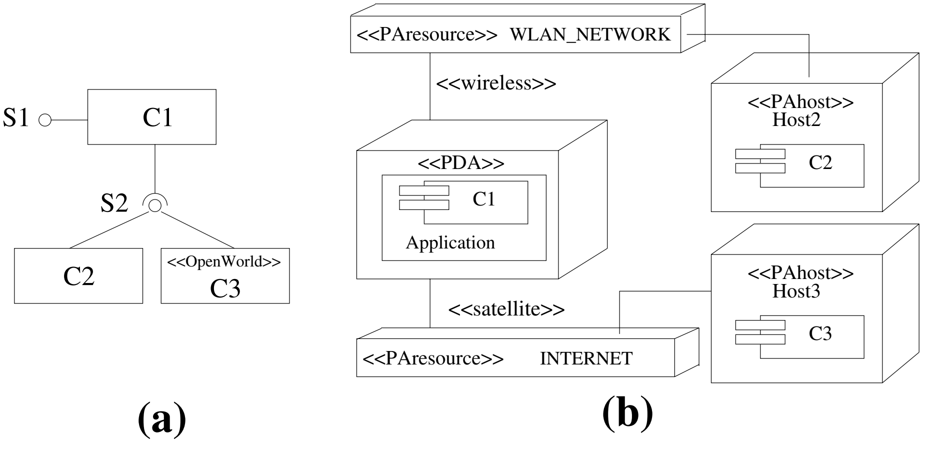

Fig. 2. UML component and deployment diagrams

2 The system under study

Component-based software engineering [10] (CBSE) is today a field with well-established component models and technologies, for example, the Commercial Off The Shelf (COTS) components. Let us assume we need to develop a COTS component *C1* to be assembled in applications for PDAs; it will offer one service or interface *S1*, see Figure 2 (a). According to the workflow description in Figure 1(a), it happens that *C1* needs to invoke the service *S2* to properly carry out its duties. *S2* is an already deployed service by *C3* for eventual users in an *open-world software* context and it may also be provided by *C2*, see Figure 2 (a), being both *C2* and *C3* third party components. Therefore, the *C1* component developer will not play the *service provider* role, since *S1* will not be globally accessed, but s/he has to play as a *service integrator* selecting the proper provider (*C2* or *C3*). The choice should consider the differences among these components, which actually account for service times and coverage. We may assume that *C2* provides faster mean service time but smaller coverage since it can only be accessed from the wireless interface of the Local Area Network (LAN) where it executes, see deployment in Figure 2 (b). However, *C3* offers the service through Internet via satellite, which can make it slower but specially suited for PDA users, and moreover it provides global coverage for *S2*. Actually our example is inspired by the one in [11], so we will refer to this last situation as the *outdoor configuration*, while *indoor configuration* will refer to the PDA executing in LAN, say inside the University campus. We have also borrowed the state machine in Figure 1(b) from [11] to represent these possible configurations, changes among configurations are triggered by `lostWLAN` and `getWLAN` events the PDA should notify.

Since *C1* is under development, we aim to assess the performance *S1* could offer. *C1* will behave as a *self-adaptive* software, i.e., it decides *self-reconfigurations* to request *S2* to the current best provider (say component). We will study two reconfiguration cases. The first one, described by the workflow and state machine in Figures 1(a,b), will be elaborated in Section 3. This is a case of *mandatory reconfiguration* since *C1* changes from *outdoor* to *indoor* and vice-versa depending on the PDA location, but without the *service integrator* choice. The second reconfiguration case will be developed in Section 4 and it introduces a slight but very important change: when *C1* is *outdoor* and it has to request *S2*, then it will be allowed to choose among *C3* or *C4*, hence, *optional reconfiguration* is considered. The *C3* or *C4* choice will be based on a performance criteria. The component and deployment diagrams are shown in Figure 7(a) and 7(b), respectively. The workflow and state machine are given in Figure 8(a) and 8(b).

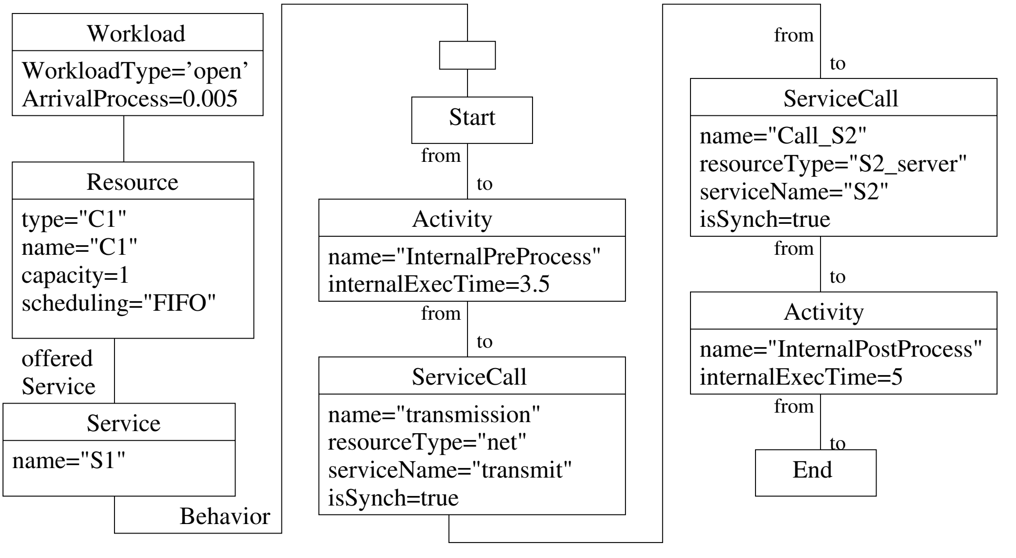

Fig. 3. Klaper model of the workflow

System performance view

The system performance characteristics have been annotated with the standard UML profile for Schedulability, Performance and Time Specification (SPT) [12]. The workflow in Figure 1(a) describes some performance parameters. Here, execution demands for *S1* internal activities are 3.5 and 5 time units respectively. Besides, an *S2* call implies two external operations and their corresponding demands (WLAN and C2::S2 or satellite and C3::S2). As previously suggested, the way to get these values will depend on the technology.

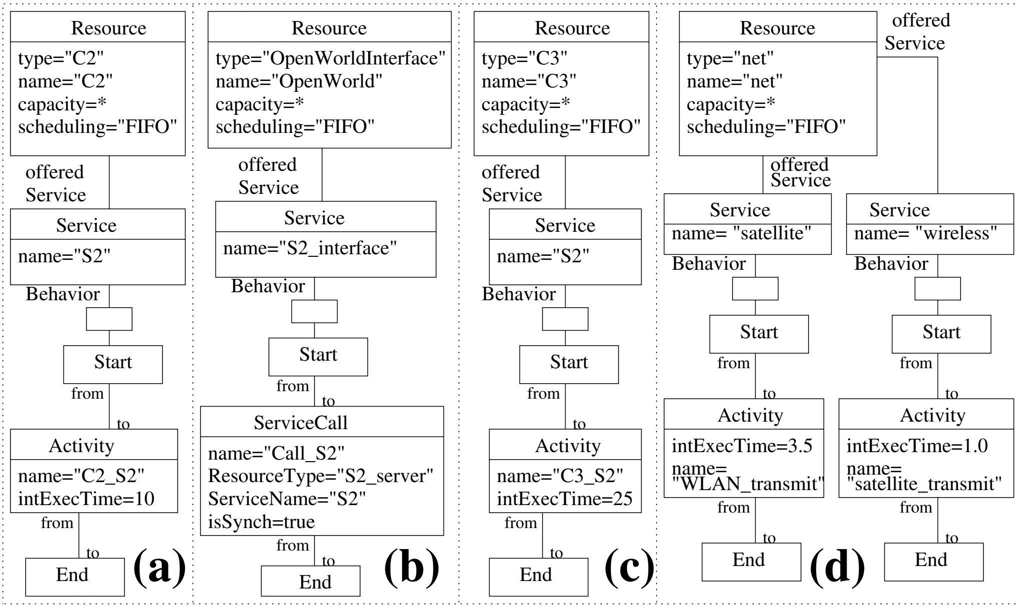

Fig. 4. Klaper model of the resources

So far we have proposed a UML-SPT design that describes the system and its performance characteristics. From this software design different performance models could be obtained (e.g., queuing networks, stochastic Petri nets or stochastic process algebras) following the proposals in the literature, some of them surveyed in [13]. However, we prefer to convert the design into a D-Klaper [11] model since it brings some advantages. Moreover, there exists an automatic model-transformation [11] from UML-SPT to D-Klaper (which justifies why we currently use SPT instead of the more recent MARTE [14] profile). Later, we will gain a performance model from D-Klaper, indeed D-Klaper is a suitable intermediate model that helps to bridge the gap between UML-SPT designs and different performance models. Figures 3, 4, 5 (a,d) and 6 span the D-Klaper obtained for both designs, mandatory and optional. D-Klaper explicitly describes the bindings, which are important to understand system reconfigurations; here we assumed they do not consume time. Moreover, it also makes explicit the use of services and resources as well as their performance characteristics. Among the latter, D-Klaper describes the capacity of resources, which in this case are not restricted (so, they are all set to *, see Figure 4), then accounting for the fact that *C2* and *C3* may serve other requests from other components. Although there does not exist yet an automatic model-transformation from D-Klaper to Petri nets, we can manually obtain the net (later outlined). Moreover a brief discussion around how to bridge the semantic gap between D-Klaper and Petri nets through an automatic translation will be given in the Conclusion. The major drawback of D-Klaper, from our point of view, is that it can not deal with the received events in UML state machines. However we had to translate a number of them into D-Klaper (Figure 5), our solution has been to introduce a `ReceiveEvent` model element (see grey boxes in Figure 5) that accounts for the received events in a UML state machine.

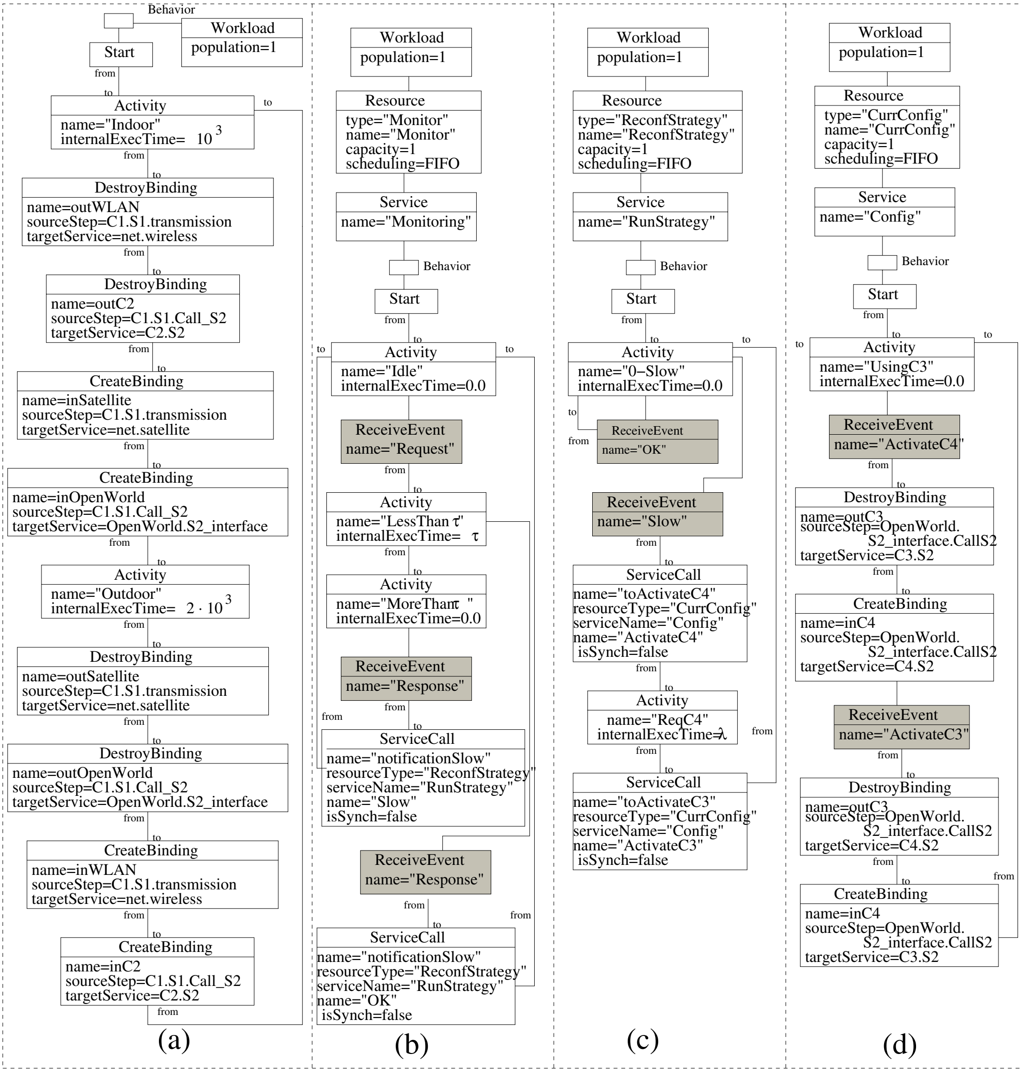

Fig. 5. Klaper models: (a) mandatory reconfiguration in Fig. 1 (b), (b) monitor in Fig. 10, (c) strategy in Fig. 11(b), (d) optional reconfiguration in Fig. 8 (b)

3 Self-healing reconfiguration

This section focusses on the performance evaluation of the system already presented when *mandatory reconfiguration* applies. Actually, this reconfiguration acts as a *self-healing* process [7], because when the system changes from *indoor* to *outdoor*, the current request to *C2::S2* is lost and the system damaged due to unavailability. Then, a repair or reconfiguration is mandatory. However, when the change is from *outdoor* to *indoor*, although the system may still work, we carry out a reconfiguration assuming that a LAN connection may be for free or at least cheaper than a satellite connection.

The performance evaluation will be carried out using the Petri net in Figure 13 (a), that has been manually created from the D-Klaper model. We have emphasized different subnets within dotted frameworks. The subnet on the left models *C1::S1* workflow, it comes from Figure 3. The four subnets in the middle represent the resources required by *S1*, they come from Figure 4. The last subnet models the configuration in use and the reconfiguration actions and comes from Figure 5 (a). This Petri net is a Generalized Stochastic Petri Net [15] (GSPN) and it accounts for all possible systems configurations (*indoor* or *outdoor*).

Let us discuss some technical details regarding the GSPN in Figure 13 (a). The time modeled in D-Klaper for each activity is represented in the GSPN either by an exponential transition with mean firing time equal to `internalExecTime` or by an immediate one depending on whether that value is greater than zero or not. It is important to remember that D-Klaper does not consider events, in this case we represent *getWLAN* and *lostWLAN* (Figure 1(b)) as D-Klaper timed activities (*indoor* and *outdoor* in Figure 5) instead of using the proposed `ReceiveEvent`. In this case this is feasible since we can assume that the system will spend an amount of time in *indoor* and an amount in *outdoor*, therefore the events can be written off. The time spent by these activities has been set to 10^3 and $2 \cdot 10^3$ respectively, therefore we are evaluating a system that spends twice as much time *outdoor* as *indoor*. In the GSPN, these activities are represented by transitions `T40|indoor` and `T45|outdoor`, concretely in the *Reconfiguration* subnet. Finally, we remark that in the subnet *C1::S1*, $P18$ models a decision since it enables $t21$ or $t24$ depending on the configuration (*indoor* or *outdoor*), also in this subnet, $t37$ and $t39$ are responsible for the operations interruption when the system changes from *indoor* to *outdoor*. In this case, execution returns to $P17$ and the service calls will be re-launched to *C3*.

We are interested in evaluating the GSPN to get performance figures when the system alternates *indoor* and *outdoor*. Table 1 gives the results, which were obtained with the GreatSPN tool [16] simulation programs. The most interesting result, from the *service integrator* point of view, would be *S1* response time, 35.8 t.u., now s/he should check if this result fulfills the requirements. Concerning the mean *C2*, *C3*, *LAN* and *satellite* utilizations, they seem very low, though these values refer only their use by *C1*, but actually they will be used by other open world components, so the providers are responsible for guaranteeing their mean response times (10 and 25 t.u. for *C2* and *C3* respectively). Same comment applies to mean throughput

Petri net evaluation results			
		Result	Formula
Mean response time	C1::S1	35.8	$\frac{1-\#\texttt{P17}+\#\texttt{P5}}{\chi\texttt{T1}}$
Mean utilization	C1	0.138	$1-\#\texttt{P17}$
	C2	0.016619	$\#\texttt{P3}$
	C3	0.0833944	$\#\texttt{P4}$
	WLAN	0.0016634	$\#\texttt{P1}$
	Satellite	0.0116882	$\#\texttt{P2}$
Mean throughput	C2::S2	0.00166	$\chi\texttt{t29}$
	C3::S2	0.00333	$\chi\texttt{t31}$
% of interrupted requests	WLAN	0.01	$\frac{\chi\texttt{t37}}{\chi\texttt{t21}}\cdot 100$
	C2::S2	0.1	$\frac{\chi\texttt{t39}}{\chi\texttt{t28}}\cdot 100$

χt is the mean throughput of transition t

$\#P$ is the mean number of tokens of place P

Table 1
Results of the mandatory or self-healing reconfiguration

rows, that in this case obviously relates the number of requests processed by *C2::S2* with respect to *C3::S2*. Finally, the percentage of interrupted requests means those requests not completed due to a change in the configuration. It only applies to *indoor→outdoor* changes, and both the WLAN and the waiting for *C2::S2* can be affected.

4 Optional reconfiguration

Now, we focus our study in the same system but introducing *optional reconfiguration* with the aim of improving performance in *C1::S1*. The system design depicted in Figures 7 and 8, allows *C1* in *outdoor configuration* to choose the better performing component among *C3* and *C4*.

Performance specification

Consider that the QoS specification in *C3* still declares for *S2* a mean response time of 25 time units while *C4* QoS declares 35, both exponentially distributed. The workflow in Figure 8 (a) depicts these values, annotations already given in Figure 1(a) have been omitted. Now, let us distrust the *C3* QoS declaration, then we decide to monitor this component to get more accurate figures about its real behavior. Finally, we realize that *C3::S2* works in two differentiated modes: *peak*

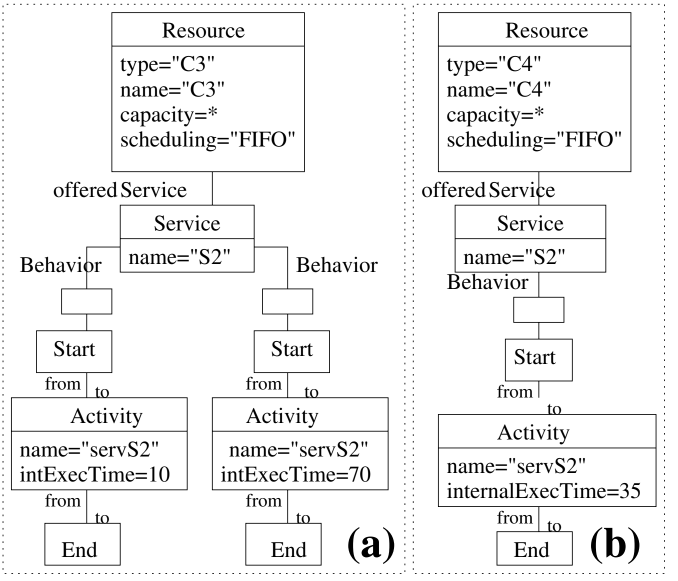

Fig. 6. Klaper model: (a) C3::S2 (b) C4::S2

hours mode, which in mean lasts for six hours per day and exhibits an exponentially distributed response time with mean 70 time units; and *normal mode*, rest of the day, being its mean response time only 10 time units. Although *C3* functional behavior is still a black-box, we could detail its monitored performance behavior, see the subnet in Figure 9 (b). Transitions *T1, T2, T3* and *T4* are exponentially distributed with means respectively x, y, 70 and 10. Since *T1* and *T2* respectively model the time spent in *peak hours* and *normal* modes then x needs to be three times slower than y (6 and 18 hours respectively). Actually, this net preserves a mean time of 25 time units as declared in Figure 8(a) for *C3::S2*, therefore the QoS declaration for *C3* was correct; in fact our suspicions arose from this high variability among *peak* and *normal*.

Let us present the aim of the study. From Figure 8 (a), we may naively infer that being the mean response time 25 in *C3* and 35 in *C4*, then the *service integrator* choice should always address *C3*, hence reducing the problem to the one in previous section. This would be true only if whatever two consecutive requests to *C3* were always independent, as requests to *C4* are. However, since *C3* owns these two well-known different operation modes, we positively know that requests are not independent, so they have to belong to one mode or the other. Therefore, as long as the service time values obtained in the most recent requests to *C3* were available, then it would be possible to predict the mean service time for the following requests to *C3*. This would be true if we assume that the predicted requests will belong to the same *C3* operation mode as the ones already tracked. Remember that we got precise figures for these modes (10 and 70 t.u.), and we can apply them in the prediction. Hence, *S1* performance may be improved if we are able to address the current request to *S2* to the component (*C3* or *C4*) currently working at the lowest estimated response time, i.e., to address *C4* (35 t.u.) when *C3* is in *peak hours* (70

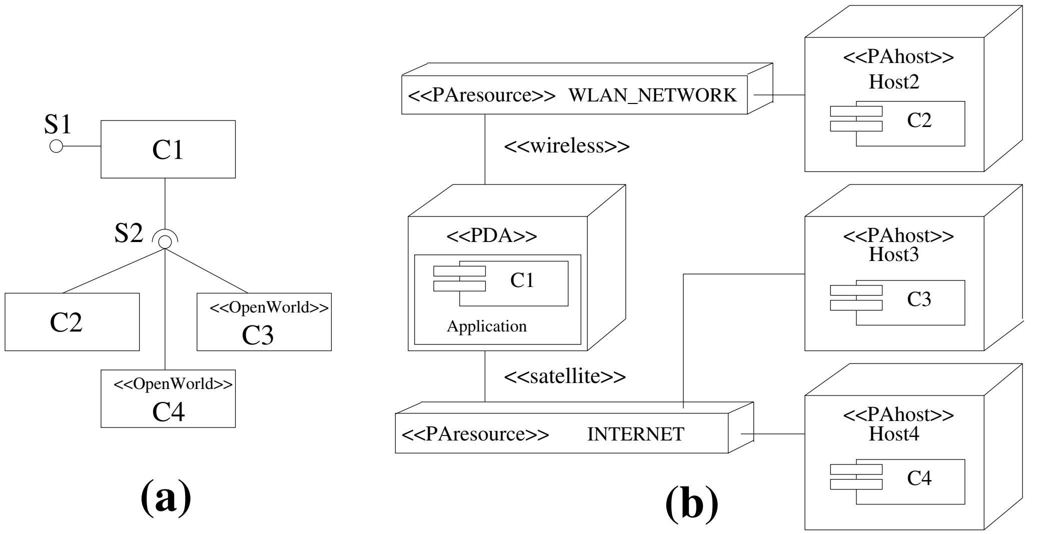

Fig. 7. UML component and deployment diagrams

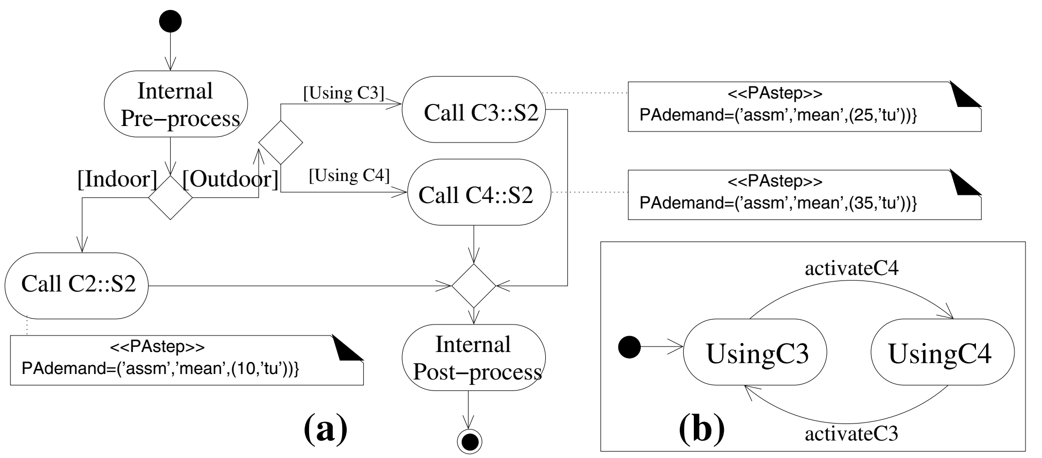

Fig. 8. (a) Workflow (b) Optional reconfiguration

t.u) or to address *C3* when it works in *normal mode* (10 t.u.).

From the previous two paragraphs we can conclude that it would be very interesting for an open-world component to be equipped with *monitors* that keep track of those untrusted services it uses. So, the monitor could *get accurate figures* describing these services. Besides, it would be of interest that another module could take advantage from the monitored information by implementing *strategies* able to predict for each request the provider that currently could offer better service. In the following, we discuss the implications of such *monitor* and *reconfiguration strategies* in our UML design and Petri net.

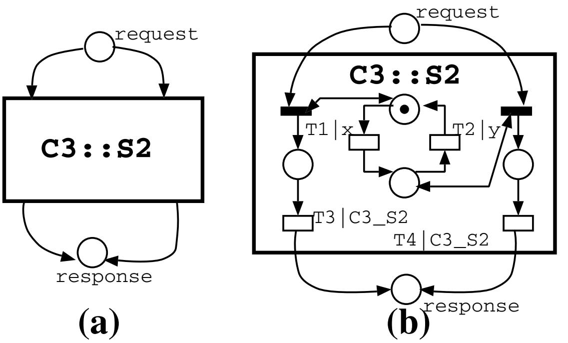

Fig. 9. Detailed performance behavior in C3::S2

4.1 Service monitoring and reconfiguration strategies

The UML design of the *monitor* in Figure 10 (a) is a state machine that is initially idle and it is activated when a `request` is sent to the tracked component, and then waits for the component `response`. If the time spent between these two calls is smaller that τ the correct behavior is notified to the system (`okC3`) otherwise an alarm about the malfunction is raised (`slowC3`). The D-Klaper model corresponding to the monitor appears in Figure 5(b). From the D-Klaper we will get a subnet (Figure 10 (b)) that can be seen as a black-box module with well-defined interfaces (Figure 10(c)). The input interfaces account for the calls (`requestC3` and `responseC3`) addressed to the provider who is being tracked. The outputs (`slowC3` or `okC3`) will inform about the provider's performance. These places (inputs and outputs) will be merged, in the system Petri net in Figure 13(b), to their peers with equal name. Then the monitor will be aware of the actual requests and responses. Consider that there will be in the system Petri net as many identical black-box monitor modules as providers we need to track, in our case only one, *C3*. Finally, it is worth noting that the monitor subnet (Figure 10 (b)) does not influence the performance in the rest of the net.

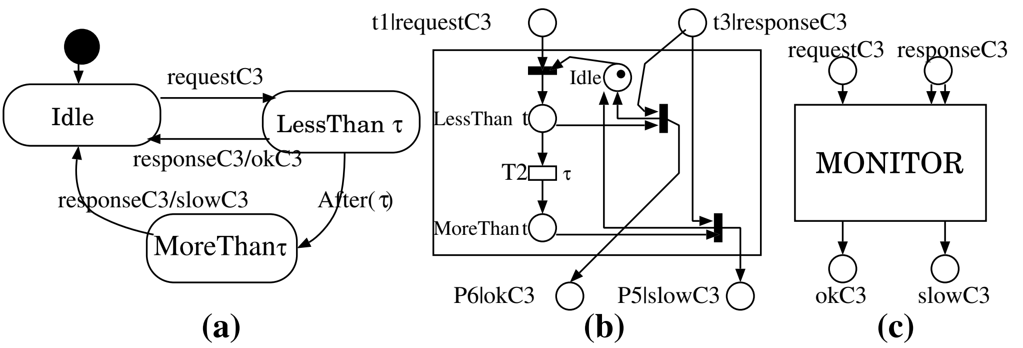

Fig. 10. Monitor module

Reconfiguration strategies aim to select, assisted by the monitor, the current best provider regarding performance. They will also be modeled as a black-box module, that we will call *reconfiguration controller* (Figure 11 (a)). In the UML design, we will represent each strategy with a state machine, although we are currently investigating more expressive approaches. We include in Figure 11 (b,d) two simple examples for this system, the D-Klaper model corresponding to the first strategy appears in Figure 5 (c). This first strategy reconfigures the system the very first time the monitor detects the provider is working slowly, while the second strategy needs two consecutive *slowC3* events from the monitor to carry out reconfiguration. So, the events in transitions (e.g., *slowC3* in Figure 11 (b)) are received from the *monitor* module, and they can trigger another event (e.g., *activateC4* is the one triggered in *slowC3/activateC4*). *activateC4* is sent to the state machine in Figure 8 (b) to actually change the current system configuration. On the other hand, the change from *C4* to *C3* is accomplished in both strategies when expires a given time, say λ (Figure 11 (b,d)).

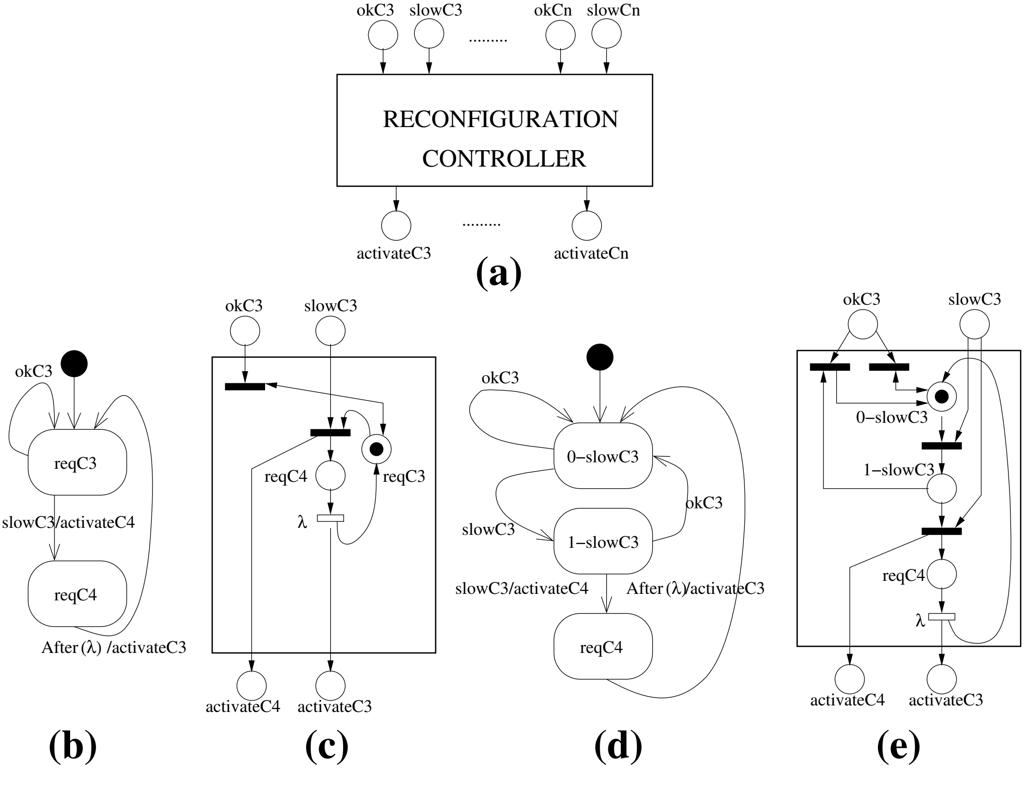

Fig. 11. Reconfiguration strategies

Figure 5(c) depicts the D-Klaper models of the strategies, they will be converted into *reconfiguration controller* subnets (Figure 11(c,e)). The *reconfiguration controller* input interfaces (Figure 11 (a)) are the *monitors* outputs, which in fact are the events the strategy needs to work (*okC3* and *slowC3*). The output interfaces provoke the system reconfiguration as discussed in the previous paragraph for *activateC4*. Again these interfaces will be merged with the places, in the system Petri net, with equal names. As a result, the *monitor* and the *reconfiguration controller* will cooperate. Note that we can get as many system Petri nets as *reconfiguration controller* modules we define. Hence, a system Petri net represents the system with a given reconfiguration strategy. Figure 13 (b) shows the Petri net that models the whole system. An important difference with the one corresponding to the previous section, Figure 13 (a), is that now it belongs to the Deterministic Stochastic Petri Net [17] (DSPN) class instead of GSPN. The reason is that monitor's `T2` transition is deterministic instead of exponentially distributed.

As a conclusion, we have obtained a Petri net (Figure 13 (b)) by translating the D-Klaper models. This net will be used for evaluation and it models the system workflow, the components that need special tracking, the strategy for reconfiguration and the monitor.

4.2 System evaluation results

The obtained Petri net will be useful for *service integrators* to assess performance characteristics of the system, e.g., to verify that *S1* meets the required response time or to suggest which components should be changed or improved to accomplish this target. In this section, we will use the Petri net in Figure 13 (b) for another purpose of interest, the evaluation and comparison of the proposed *reconfiguration strategies*. From this study, we will discover which ones perform better or reach a necessary performance threshold. Consider that in a real situation, the *service integrator* will be interested in a few strategies, those actually making sense in the problem domain. In particular, we identified three scenarios of interest:

- Scenario one (*s1*) considers strategy in Figure 11 (b): In this case the *monitor* will send the event *slowC3* when detects a request exceeding 35 time units. The *reconfiguration controller* module is the subnet in Figure 11 (c).
- Scenario two (*s2*) considers strategy in Figure 11 (d): In this case the *monitor* will send the event *slowC3* also when detects a request exceeding 35 time units. But in this case two consecutive events are needed for the *controller* to reconfigure. The *controller* module is the subnet in Figure 11 (e).
- Scenario three (*s3*) considers strategy in Figure 11 (b): However in this case the *monitor* will send the event *slowC3* when detects a request exceeding 70 time units. Again , the *reconfiguration controller* module is the one in Figure 11 (c).

The values selected for these scenarios are not arbitrary ones. In fact, we have carried out lots of evaluations of the net (with different values) to finally realize that these ones actually represent strategies of interest. *s1* matches with an "impatient" *service integrator* who changes configuration without "strong reasons". Scenarios *s2* and *s3* wait for more "real reasons" to change system configuration. Additionally, we also consider the following scenarios, they will help us to realize the actual performance improvements among the previous ones.

- Scenario four (*sect3*): all the *Outdoor* requests address *C3*. In fact, this is the scenario carried out in Section 3.
- Scenario five (*random*): applies a random selection among *C3* and *C4* (with probability 0.5 for each one).
- Scenario six (*ideal*): assuming that the system knows for each request which

component performs better. Obviously this would be impracticable in a real system, since the only way to know the current response time is to perform the real request.

Once we settled these six scenarios, we defined four experiments to accomplish our goal. The results in experiment (a.1) were computed using the formula in the first row in Table 1, but obviously applied to the Petri net in Figure 13 (b). The results in experiment (d), were computed also in the Petri net in Figure 13(b), later explained.

On the other hand, (b,c) were computed in terms of the probability to reach M' from M. For example, in the case of (b), M is the set of markings that in the domain can be interpreted as the system using *C3* and *C3* working in *normal mode*, while M' represents the use of *C4* being *C3* in *normal mode*. We avoid to give a formal definition of M and M' in terms of the Petri Net due to lack of space. We also note that in the case of the *ideal* scenario, the Petri net in Figure 13 (b) had to be slightly modified since it had to test if *C3* was in *normal mode* to address the request.

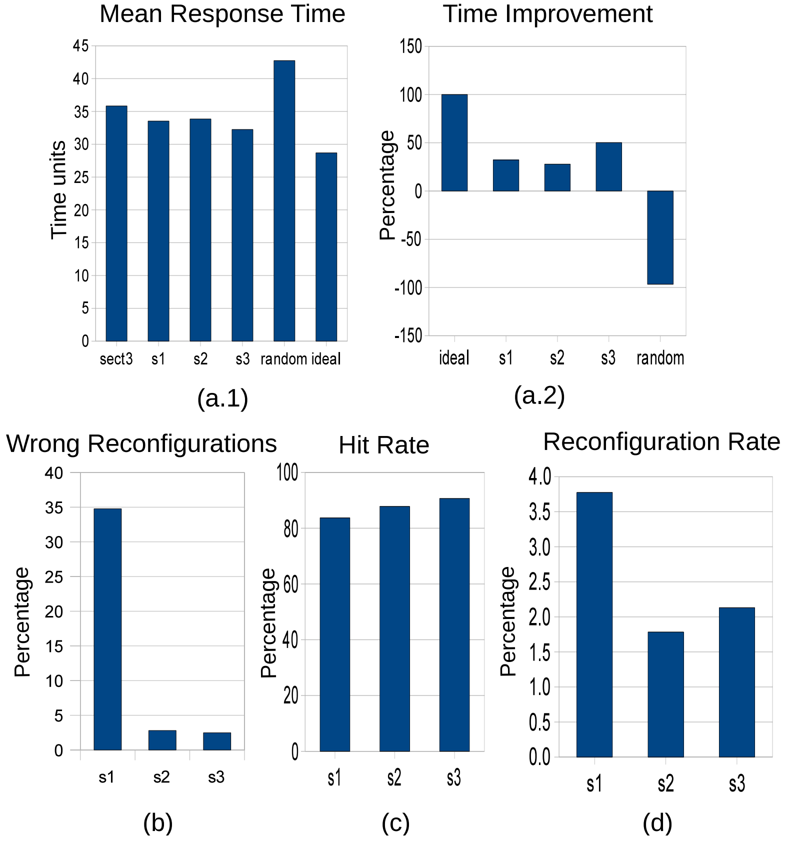

Fig. 12. *Optional reconfiguration* evaluation results

The first experiment, in Figure 12 (a.1), was to compute the mean response time (RT) achieved by *S1*, which actually means to compare the effectiveness of the strategies. The graph obviously pointed out *ideal* as the best and *random* as the worst. The reconfiguration strategies (*s1, s2, s3*) seem to offer similar results. However, in Figure 12 (a.2) we show that the "relative" improvement among them is significant. We say "relative" because we consider that the best RT they could achieve is the one given by *ideal*. So, we have "normalized" these values w.r.t. *ideal*.

The second experiment is depicted in graph (b). It shows what we call "wrong reconfigurations", i.e., the situation where *C3* is working in *normal mode* but the strategy wrongly predicts that *C3* has changed to *peak hours mode*, so the strategy wrongly decides to start invoking *C4*. Note that there not exist "wrong reconfigurations" for *C4*, because the strategy changes from *C4* to *C3* just when a given λ time has elapsed. The results in (b) again confirm our intuition: the worst strategy is the one that changes the current configuration without "strong reasons". In our example, it means that *s1* changes to *C4* the very first time a response time greater than 35 is obtained from *C3*. However, the other two strategies perform very few "wrong reconfigurations", they change only when "there are real reasons" (two *C3* response time greater than 35 or one greater than 70).

The third experiment, in Figure 12 (c), aims to discover the percentage of *S2* requests actually addressing the potentially faster component in every moment. In short, the requests that address *C3* when it works in *normal mode* and address *C4* when *C3* is in *peak hours*, we call it "hit rate". Although being *s2* and *s3* the best strategies, they do not outperform *s1* by far. However, in the second experiment, *s1* showed a large number of "wrong reconfigurations". Then, why *s1* is not giving a significant worse "hit rate" than the others?. In fact, these last two experiments do not show the number of "necessary reconfigurations" that neither *s2* nor *s3* carry out, but *s1* does. The next experiment may give a light in this regard.

The fourth and last experiment, Figure 12 (d), investigates the "reconfiguration rate" in our three strategies. "Reconfiguration rate" means the mean number of reconfigurations that are carried out during 100 executions of *S1*. In the Petri net we computed it as $\frac{\chi_{\mathtt{t50}}}{\chi_{\mathtt{T1}}} \cdot 100$. We observe that *s1* performs more reconfigurations than the others. Actually, some of these reconfigurations are "wrong", but the others "necessary". In the case of *s1*, this explains that its large number of "wrong reconfigurations" is balanced with the "necessary" ones to finally get a "hit rate" similar to the other strategies. In the case of *s2* and *s3*, it is clear that from the reconfigurations they perform, a few were "wrong".

The conclusion for our study could be as simple as to say that an appropriate reconfiguration strategy regarding performance would be *s3*, since it offers the best response time, the highest "hit rate" and a low number of "wrong reconfigurations". However, the study offers elements to the *service integrator* to more accurately evaluate the strategies. For example, if the effort of the system to perform a reconfiguration has to be considered (e.g. in terms of power consumption), then the best reconfiguration policy would be *s2*, since although it offers a worse RT than *s3*, its "reconfiguration rate" is lower.

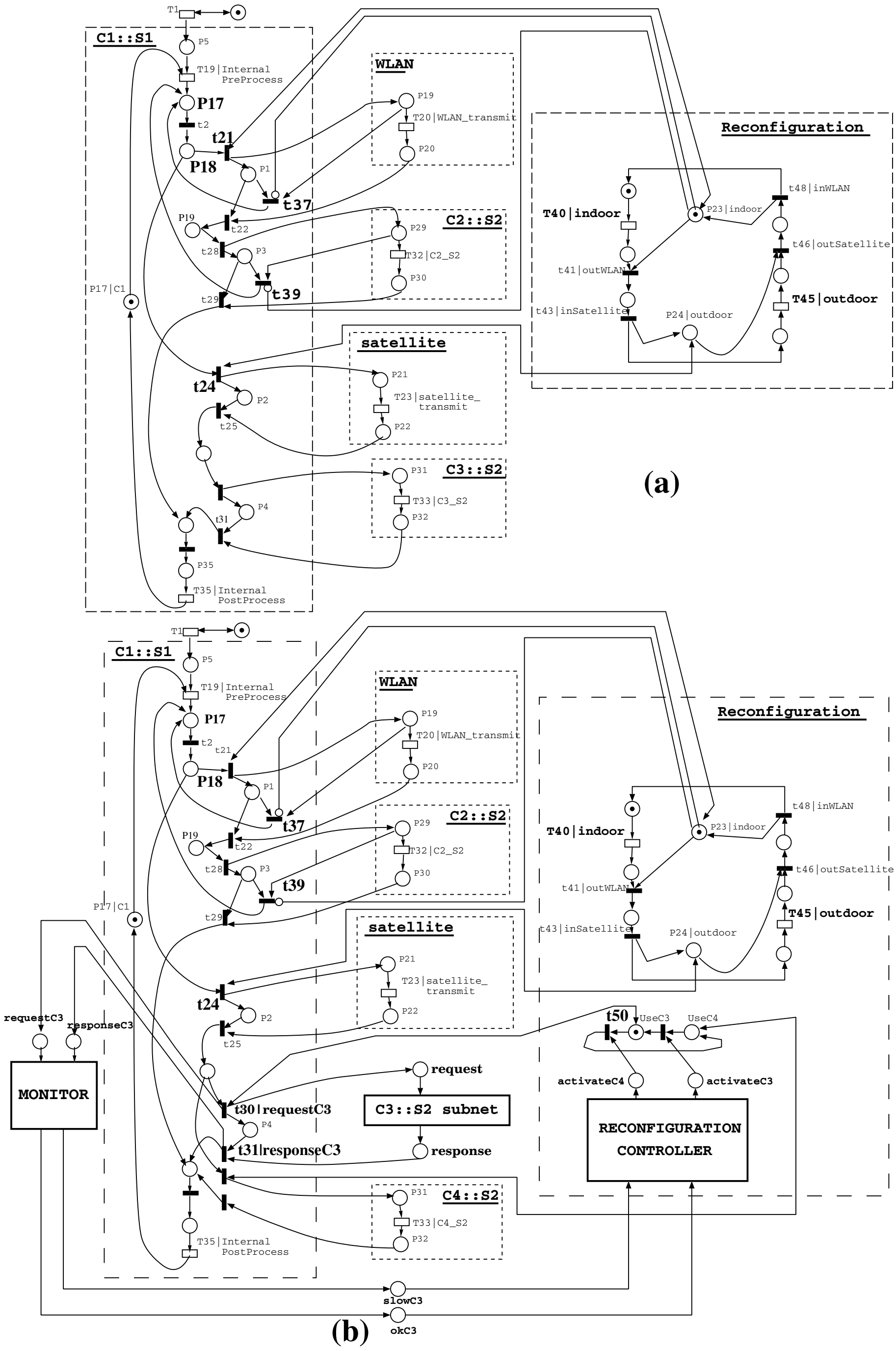

Fig. 13. Petri nets (a) *mandatory* reconfiguration (b) *optional* reconfiguration

5 Conclusion and related work

During the last years, there has been a growing concern about systems that may automatically take decisions regarding their own behavior. They are known as *self-* systems* [18] and deal with properties such as self-managing [19,20], self-reconfiguration, self-adaptation [21] or self-healing [7]. We have learned about these systems from Laddaga [22,23]. Moreover, this work spans other fields such as performance evaluation with Petri nets, open-world software or QoS improvement. From Ghezzi and colleagues [1,4,9] we learned the implications of the open-world software paradigm in performance evaluation. Concretely, we addressed in this work topics in the research agenda of this paradigm concerning service *monitoring* and the selection of *strategies* to reconfigure the system aiming to improve its performance.

In this paper we have built on our experience in evaluating performance of web-services [24] technology. However, we have taken a new direction, that of open-world software, that can be seen as a paradigm integrating technologies around software services architectures. So, we have firstly modelled and evaluated with Petri nets the *self-healing reconfiguration* problem, so far we do not know another similar work. Once we understood this problem, we targeted the modeling of *optional reconfiguration* aimed to improve system performance, then we realized the importance of *monitoring* the services and of exploring alternative *strategies* to predict for each request the better available service. Hence, finally the work focussed on modelling and comparing such strategies.

As a result of this work, we consider that we have given a first step towards a methodology for *service integrators* to automatically evaluate their service-oriented designs. Our approach produces a Petri net that models: the system functionality in terms of the *service integrator's* workflow; the detailed performance behavior of the services that need special tracking; the strategy for reconfiguration; and moreover this net embeds a monitor that keeps track of the current response times of these special services. This Petri net is useful for *service integrators* in different manners, such as: to assess system performance characteristics, to tune software designs considering QoS, to test different performance-aware reconfiguration strategies in the service composition. This paper has only explored the last one and throughout a limited number of scenarios in an easy to understand example. However the approach here developed could be applied to more complex systems, i.e. those with lots of possible configurations due to the existence of multiple and required services and a great amount of providers offering them. In this case, the approach will apply as many strategies as services are required, each strategy should manage one service and should predict its best provider. On the other hand, this work could be seen as an extension of the one in [25] since it produces a unified model for service oriented designs that may embrace performance, reliability and reconfiguration.

We would like to evaluate our proposal concerning some relevant aspects regarding the modeling of self-adaptable systems, the work of Geihs [26] points out some modeling concerns that have to be addressed:

- *All the service configurations have to be modeled.* In our case, the workflow described in the activity diagram spans this information, while the components and deployment diagrams depict which components offer the services and where are located.
- *Context dependencies that determine when and how a service reacts.* The state

machines describing the strategies embed this information.

- *Service-types and substitutability.* The first topic is represented in our component and deployment diagrams and the latter in the state machines for reconfiguration.
- *Adaptation reasoning to select the best configuration in a certain situation.* This is accomplished by the reconfiguration strategies.
- *Non-functional service properties and requirements.* We represent them using SPT annotations, although as discussed, MARTE would also help. However some complex properties, such us to associate different behaviors to the same service (e.g., with different QoS) cannot be annotated with these profiles.
- *Architectural constraints for the service configuration and resource constraint and dependencies.* These topics are not addressed in our proposal yet.

Some other aspects of our approach deserve a detailed discussion. A first topic concerns about the class of DSPN. This class arises in our approach when we introduce deterministic transitions in the *monitor*. So far it has been necessary to introduce only one deterministic transition, but a monitor could need more than one, in this case they should not be concurrently enabled if we desire to use exact analysis techniques to solve the DSPN. However, the DSPN could be always solved using simulation techniques even in the presence of multiple concurrently enabled deterministic transitions. Therefore, this DSPN characteristic is a real drawback only when exact analysis is used. A second topic is about D-Klaper. As we pointed out, it has not been designed to explicitly deal with events. However, our approach uses UML state machines and they trigger events. So, we have solved this problem introducing a new meta-class `Event` in the D-Klaper metamodel. However we consider that this fact should be subject of painstaking research in the D-Klaper context. A third topic considers filling the gap between D-Klaper and Petri nets. The works of Grassi et al. [27,25,11] describe transformations from Klaper to extended queuing networks, discrete time Markov processes and semi-Markov reward models (SMR), but not to Petri nets. These transformations are based on the Meta-Object Facility [28] (MOF) and apply MDA techniques that can be also valid for a Petri net transformation using for example the Petri net MOF defined in [29].

As a future work we should consider among others the following issues: a set of *monitors* and a library of *reconfiguration controllers*, the latter implementing standard strategies and even parameterizing them; an automatic translation of the designs models into Petri nets as well as to automate the Petri net evaluation. Regarding the last two topics, we have gained some experience developing the ArgoSPE tool [30].

5.1 Related work

The works of Menascé [31,32,33,34], although not focussed on the open-world paradigm, were fundamental to understand the model-based evaluation of service-based applications, web-services and middleware in general. Menasce in [34,33] uses brokers to negotiate and manage the QoS between clients requirements and services offered, at the same time different workloads can be managed. These works consider that the QoS values of the third-party providers are negotiated and hence well-known and reliable. However our work prefers not to blindly trust in such values but to track the providers to predict the current QoS, then our results would not be so precise. Indeed, our solution was inspired by the works [9,22,35]. Also in [36] is addressed the problem of guaranteeing the QoS of untrusted third-party services. They propose a framework to choose the better services in terms of QoS, but in contrast to our work the workload is balanced among several providers to support some kind of fault tolerance.

[37] studies the problem of getting an optimal service composition not only in terms of performance but also of price and payload. Although our work currently considers performance only, it would be useful to introduce these other variables following the approach in [37], then getting the service integrator stronger arguments to select the service.

The works of Grassi et al. [27,25,11] influenced our approach by the adoption of their D-Klaper language, which is an intermediate model very well suited to represent core aspects of the service-based applications and reconfigurable systems, such as the binding among a service and its call. These features place D-Klaper as a better choice in this context than others such as the CSM [38,39]. Klaper is also an asset to convert a UML design into a performance model. The SMR model obtained by Grassi in [11] splits to define a *reconfiguration model* and as many *performance models* as configurations exits, which in our opinion penalizes the model analysis stage. However, the target performance model, i.e. Petri net, we get from D-Klaper accounts for all possible system configurations.

The work in [40] studies policies to select appropriate servers, they consider the mean number of works and the mean service time and assume that the servers availability and reliability are well-known. In our work these assumptions do not hold since our servers are third party providers, then the most we can do is to track their response times. [41] researches policies to improve server allocation and stream admission decisions. The authors want to ensure servers QoS while improving revenues serving streams of requests. In this case improvements come from the server side, while in our work is the client who implements policies to improve the QoS.

References

[1] L. Baresi, E. D. Nitto, C. Ghezzi, Toward open-world software: Issue and challenges, Computer 39 (10) (2006) 36–43.

[2] M. P. Papazoglou, D. Georgakopoulos, Service-oriented computing, Communications of the ACM 46 (10) (2003) 25–28.

[3] N. Josuttis, SOA in practice: The art of distributed systems design, O'Reilly, 2007.

[4] E. D. Nitto, C. Ghezzi, A. Metzger, M. P. Papazoglou, K. Pohl, A journey to highly dynamic, self-adaptive service-based applications, Automated Software Engineering 15 (3-4) (2008) 313–341.

[5] The Extensible Markup Language (XML), `http://www.w3.org/XML`.

[6] DARPA, Self adaptive software, DARPA, BAA 98-12, Proposer Information Pamphlet (December 1997).

[7] D. Garlan, J. Kramer, A. L. Wolf (Eds.), Proceedings of the First Workshop on Self-Healing Systems, WOSS 2002, Charleston, South Carolina, USA, November 18-19, 2002, ACM, 2002.

[8] F. Curbera, Component contracts in service-oriented architectures, Computer 40 (11) (2007) 74–80.

[9] L. Baresi, C. Ghezzi, S. Guinea, Smart monitors for composed services, in: ICSOC '04: Proceedings of the 2nd international conference on Service oriented computing, ACM, New York, NY, USA, 2004, pp. 193–202.

[10] I. Crnkovic, M. Larsson (Eds.), Building Reliable Component-Based Software Systems, Artech House, 2002.

[11] V. Grassi, R. Mirandola, A. Sabetta, A model-driven approach to performability analysis of dynamically reconfigurable component-based systems, in: WOSP '07: Proceedings of the 6th international workshop on Software and performance, ACM, New York, NY, USA, 2007, pp. 103–114.

[12] OMG, UML Profile for Schedulability, Performance, and Time, version 1.1, formal/05-01-02 (January 2005).

[13] S. Balsamo, A. D. Marco, P. Inverardi, M. Simeoni, Model-based performance prediction in software development: A survey, IEEE Transactions on Software Engineering 30 (5) (2004) 295–310.

[14] Object Management Group, `http://www.promarte.org`, A UML Profile for MARTE (2005).

[15] M. Ajmone Marsan, G. Balbo, G. Conte, S. Donatelli, G. Franceschinis, Modelling with Generalized Stochastic Petri Nets, John Wiley Series in Parallel Computing - Chichester, 1995.

[16] The GreatSPN tool, `http://www.di.unito.it/~greatspn`.

[17] M. Ajmone Marsan, G. Chiola, On petri nets with deterministic and exponentially distributed firing times, in: Advances in Petri Nets 1987, covers the 7th European Workshop on Applications and Theory of Petri Nets, Springer-Verlag, London, UK, 1987, pp. 132–145.

[18] O. Babaoglu, M. Jelasity, A. Montresor, C. Fetzer, S. Leonardi, A. van Moorsel, M. van Steen (Eds.), Self-Star Properties in Complex Information Systems, Vol. 3460 of LNCS, Hot Topics, Springer-Verlag, 2005.

[19] D. Garlan, J. Kramer, A. L. Wolf (Eds.), Proceedings of the 1st ACM SIGSOFT Workshop on Self-Managed Systems, WOSS 2004, Newport Beach, California, USA, October 31 - November 1, 2004, ACM, 2004.

[20] J. Kramer, J. Magee, Self-managed systems: an architectural challenge, in: FOSE '07: 2007 Future of Software Engineering, IEEE Computer Society, Washington, DC, USA, 2007, pp. 259–268.

[21] R. Laddaga, P. Robertson, H. E. Shrobe (Eds.), Self-Adaptive Software, Second International Workshop, IWSAS 2001, Balatonfüred, Hungary, May 17-19, 2001 Revised Papers, Vol. 2614 of LNCS, Springer, 2003.

[22] R. Laddaga, P. Robertson, Self adaptive software: A position paper, in: SELF-STAR: International Workshop on Self-* Properties in Complex Information Systems, 2004.

[23] R. Laddaga, Active software, in: IWSAS, 2000, pp. 11–26.

[24] E. Gómez-Martínez, J. Merseguer, Impact of SOAP implementations in the performance of a web service–based application, in: LNCS, Vol. 4331, Springer–Verlag, 2006, pp. 884–896.

[25] V. Grassi, R. Mirandola, A. Sabetta, Filling the gap between design and performance/reliability models of component-based systems: A model-driven approach, Journal of Systems and Software 80 (4) (2007) 528–558.

[26] K. Geihs, A development framework for adaptive pervasive applications, IEEE International Conference on Pervasive Services (2007) 332–334.

[27] V. Grassi, R. Mirandola, A. Sabetta, From design to analysis models: a kernel language for performance and reliability analysis of component-based systems., in: Proceedings of the Fifth International Workshop on Software and Performance (WOSP'05), 2005, pp. 25–36.

[28] Object Management Group, Meta Object Facility (MOF) Core Specification Version 2.0 (2006).

[29] H. L. dos Santos, P. R. M. Maciel, N. S. Rosa, R. S. M. Barros, Managing Petri nets in MOF repositories., in: LNCS, 3761, Springer-Verlag, 2005, pp. 1381–1397.

[30] E. Gómez Martínez, J. Merseguer, ArgoSPE: Model-based software performance engineering, in: 27th ICATPN, Vol. 4024 of LNCS, Springer, 2006, pp. 401–410.

[31] D. Menasce, V. Almeida, Capacity planning for web services, Prentice Hall, 2002.

[32] D. Menasce, Composing web services: a QoS view, IEEE Internet Computing 8 (6) (2004) 80–90.

[33] D. Menasce, V. Dubey, Utility-based QoS brokering in service oriented architectures, in: IEEE International Conference on Web Services, 2007, pp. 422–430.

[34] D. A. Menascé, H. Ruan, H. Gomaa, QoS management in service-oriented architectures, Performance Evaluation 64 (7-8) (2007) 646–663.

[35] D. W. Cheun, J. S. Bae, W. Y. Jeon, H. Yuan, S. D. Kim, A practical framework of dynamic monitors in service-oriented computing, in: ICEBE '07, IEEE Computer Society, Washington, DC, USA, 2007, pp. 626–630.

[36] C. Patel, K. Supekar, Y. Lee, A QoS oriented framework for adaptive management of web service based workflows, in: DEXA, 2003, pp. 826–835.

[37] W.-L. Dong, H. Yu, Optimizing web service composition based on QoS negotiation, in: EDOCW '06: Proceedings of the 10th IEEE on International Enterprise Distributed Object Computing Conference Workshops, IEEE Computer Society, Washington, DC, USA, 2006, p. 46.

[38] D. Petriu, M. Woodside, An intermediate metamodel with scenarios and resources for generating performance models from UML designs, Software and Systems Modeling (SoSyM) 6 (2) (2007) 163–184.

[39] M. Woodside, D. Petriu, D. Petriu, H. Shen, T. Israr, J. Merseguer, Performance by unified model analysis (PUMA), in: Fifth International Workshop on Software and Performance (WOSP'05), ACM, Palma, Spain, 2005, pp. 1–12.

[40] S. Martin, I. Mitrani, Dynamic routing between two queues with unreliable servers, International Journal of Simulation: Systems, Science and Technology 5 (5) (2004) 38–48.

[41] M. Mazzucco, I. Mitrani, M. Fisher, P. McKee, Allocation and admission policies for service streams, MASCOTS 2008. (2008) 1–8.