# ACME: An Interchange Language for Architecture Representation

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## **Community Consensus on:**

- Criteria and tools for defining and evaluating SGS architectures
- Role of software architecture in programs impact on interoperability and standardization
- Approaches for representing software architectures for SGSs
- Implementation of SGS components/systems from architectures or frameworks
- Software technologies for support of architecture (e.g., object-oriented technologies, middleware)
- Mapping commercial products to reference software architectures

# Studies on Software Architectures

- Satellite Control Network (SCN)
- Milstar
- Global Positioning System (GPS)
- Defense Meteorological Satellite Program (DMSP)
- Phillips Laboratory Space Research Program
- Space Test and Evaluation (TE)
- Classified programs
- National Aeronautics and Space Administration (NASA)
- National Oceanic and Atmospheric Administration (NOAA)
- Commercial spacecraft programs
- Commercial ground system product suppliers.

#### **Claims**

- Necessary to represent architectures formally to enhance communication among the GSAW stakeholders
- Necessary to exchange architecture information among a variety of representations used by the stakeholders
- May need dynamic mechanisms to mutate one architecture into another

# **Architecture Design**

#### Current practice:

- ad hoc
- informal
- picture-based
- Therefore,
  - Poorly understood by developers
  - Designs cannot be analyzed for consistency or completeness
  - Constraints are not enforced during system evolution
  - No tools to help designers with their tasks
- Hence, we need formal architecture description languages

# **Uses for ADL Specifications**

- Confluent terminology
- Structural specification for readers
- Application-independent analyses
  - connectors are connected:
    - » all top level inputs are inputs to some subcomponent
    - » all top level outputs are outputs from some subcomponent
  - contexts imposed on the same name are consistent
  - instantiations have the same number of input and output arguments as the generic
  - parts referenced by instances must be defined by generics

# **Uses for ADL Specifications**

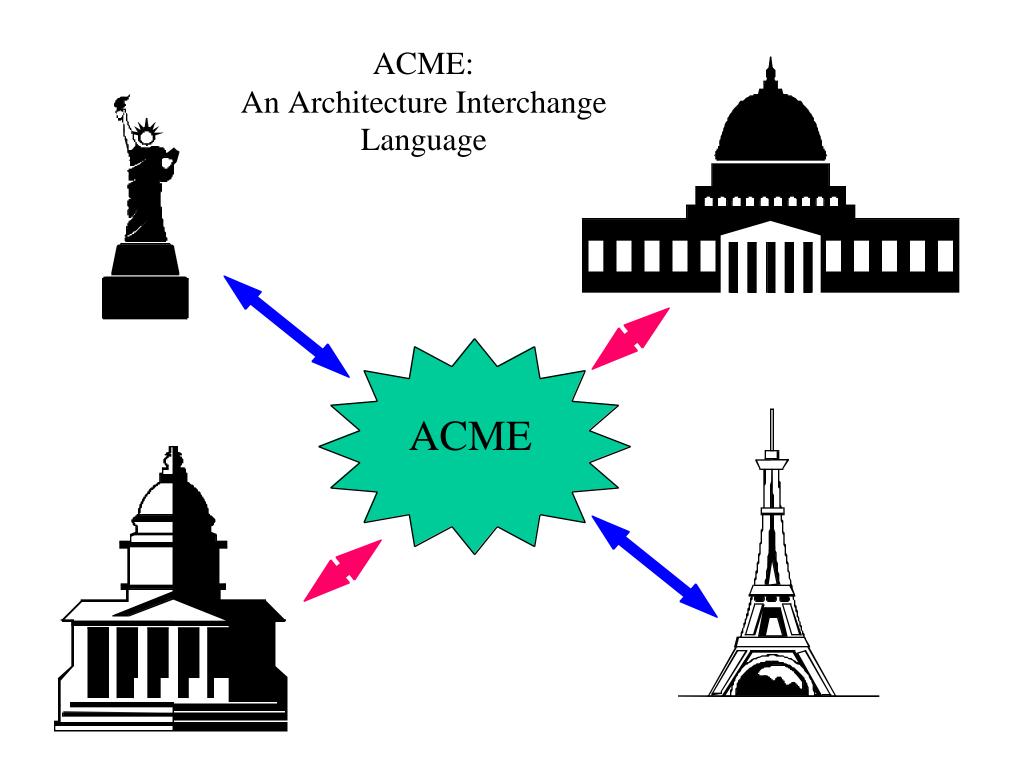
- Application-dependent analyses:
  - Interaction protocols
  - Bandwidths and latencies
  - Locations of resources
  - Anticipated dimensions of evolution
- Simulation
- Animation
- Instantiation to produce application code
- Traversal mechanisms for system programmers
  - apply to each
  - filter
  - choose subarchitecture

# Formal Architecture Description Languages

- Aesop (Garlan at CMU): styles
- Adage (Coglionese at FSD): avionics navigation
- Meta-H (Vestal at Honeywell): real-time control
- C2 (Taylor at UCI): user interfaces
- Rapide (Luckham at Stanford): simulation and analysis
- SADL (Moriconi at SRI): refinement
- UniCon (Shaw at CMU): heterogenous styles
- Wright (Garlan at CMU): analysis of interactions between components
- Darwin (Kramer at Imperial): dynamic architectures

#### **ADL Proliferation**

- Plus side:
  - Exploring different facets of the overall problem
  - Tools developed for such exploration
- Minus side:
  - Stand-alone, stovepipe systems
  - Cannot combine with others
  - Must reimplement:
    - » graphical tools
    - » persistent stores for designs
    - » domain-independent forms of analysis
  - Investment to come on-board with a new application is heavy



# ACME: an Architecture Exchange Language

David Garlan (CMU)
Robert Monroe (CMU)
David Wile (ISI)

#### **Goals for ACME**

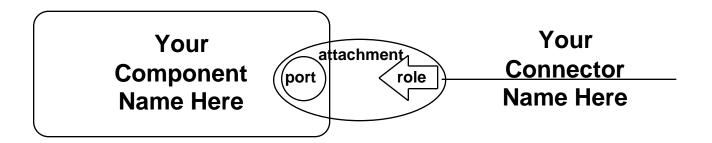
- Interchange format for architectural development tools and environments
  - n \* m problem -> m + n
  - tools
    - » graphical interface tools
    - » animation
    - » analysis for deadlock, well-formedness
    - » architecture style-specific tools
- Underlying representation for developing new tools for analyzing and visualizing architectures
- Foundation for developing new, domain-specific ADLS

#### **Goals for ACME**

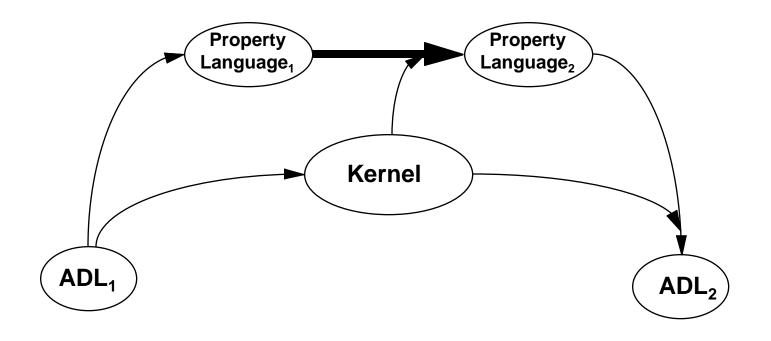
- Vehicle for creating conventions: concensus building
  - Semantic foundations
    - » refinement
    - » event-based
    - » temporal logic
  - Architecture families
    - » Architecture evolution
    - » Dynamic architectures
- Expressive descriptions that are easy for humans to read and write

#### **ACME Kernel**

- Components, with ports
- Connectors, with roles
- Attachments of particular ports to particular roles
- Aggregates: collections of components, connectors and attachments
- Properties of any of above



#### **Translation between ADLs**

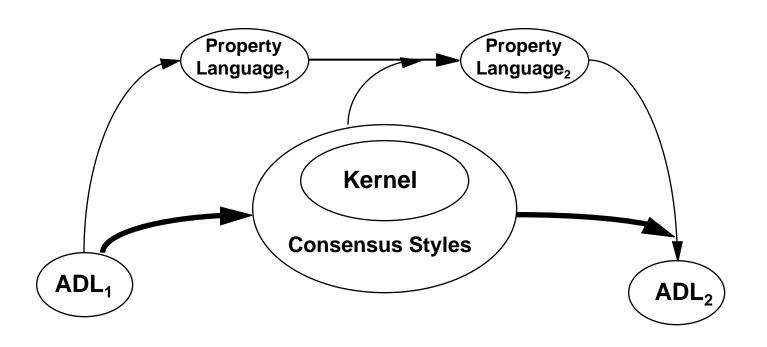


ACME Success Criterion: Narrow arrow between property languages.

# **Additional Kernel Concepts**

- Need to extend Kernel to as large a language as is acceptable by the community
- Types
  - predicates, available for components, ports, connectors and roles
  - extendible
- Refinement
  - substructure specification
  - bindings of external interfaces to internal

# Introduce Community Consensus Styles



Narrows the arrow between property languages.

#### **ACME Extensions to Kernel**

- Templates
  - typed macros
  - with typed arguments
- Families: styles and other constrained aggregates
  - specification as a set of templates and types
  - declaration of restriction to family enforces template usage

#### **Status**

 Exchange architectural information between a diverse set of architectural development and analysis tools

# **Interchange Experience**

- Wright -> Rapide translation
  - Initial translation technology developed
  - One-way translation (not round trip)
- Aesop <-> ACME <-> UniCon
  - Aesop <-> ACME 1.0 works
  - Aesop <-> ACME 3.0 underway
  - UniCon <-> ACME 3.0 underway
  - Aesop <-> ACME <-> Unicon eventually

# **Interchange Observations**

- One-way translation easier than round-trip
- Subtle semantic differences still a concern
- Expected properties problems not such a big deal
- ACME-based analysis tools perhaps more promising than ADL round-trip translation

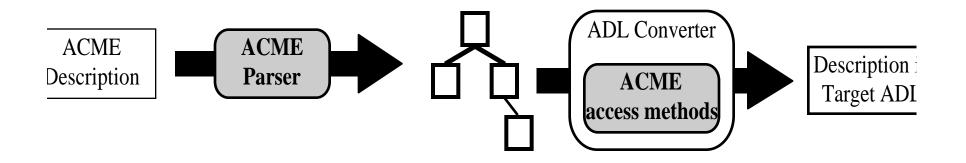
# **Future Interchange Directions**

- Translation into ACME
- ACME-based analysis, animation, simulation
  - UniCon "super make" system, providing automatic architecture compilation.
  - Rapide POSet analysis providing event-based deadlock, starvation, etc., analysis.
  - Rapide animator, given an architecture specification and event trace, providing flow visualization.
  - ACME translation to skeletal versions of Unicon, Aesop, Rapide, Wright, etc., as higher buy-in becomes warranted.

#### **Status**

- Web access to architectural descriptions
- Baseline tools for
  - manipulation,
  - analysis,
  - change-impact analysis of architectural structures
- that can be universally and transparently invoked from existing ADL platforms.

#### Infrastructure



- ACME-Lib infrastructure
  - Extensible ACME parsers and unparsers
  - Extensible ACME translation tools
  - Native-ADL embeddable support
  - Support for design traversal, manipulation, and type-checking in ACME-native tools.

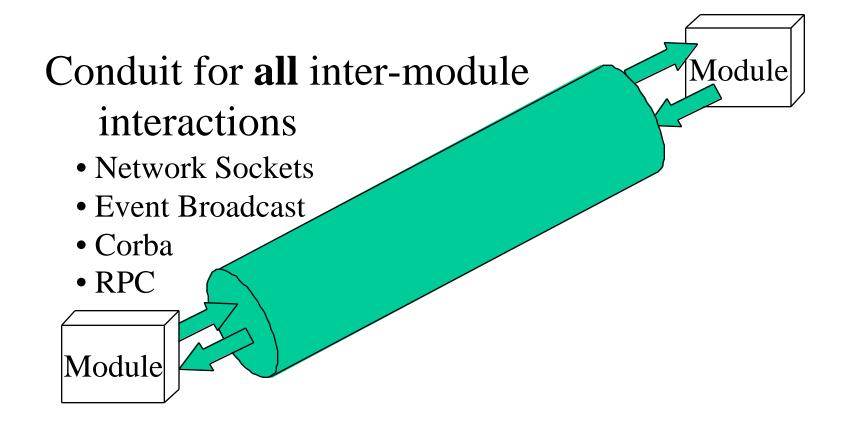
# **Ongoing Work**

- Prototypes for several ACME tools to be provided to the Architecture and Generation EDCS Cluster:
  - an ACME description repository,
  - various analyzers for connectedness and completeness,
  - and a translator from ACME into a predicate calculus based semantics.
- Prototypes for tools that allow others to provide domain - specific analyzers, such as a
  - code walker
  - ACME elaborator---a tool that translates extended, style
     based ACME descriptions into the kernel language.
- Promised
  - ACME type checker
  - Tool to visualize ACME specifications graphically

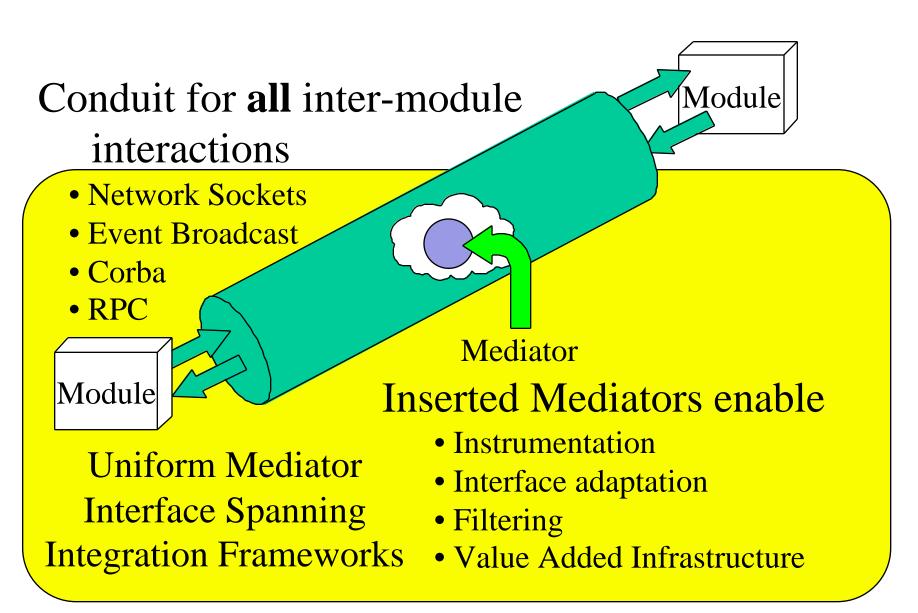
### **Instrumented Connectors**

**Robert Balzer** 

# **Architecture Connectors**

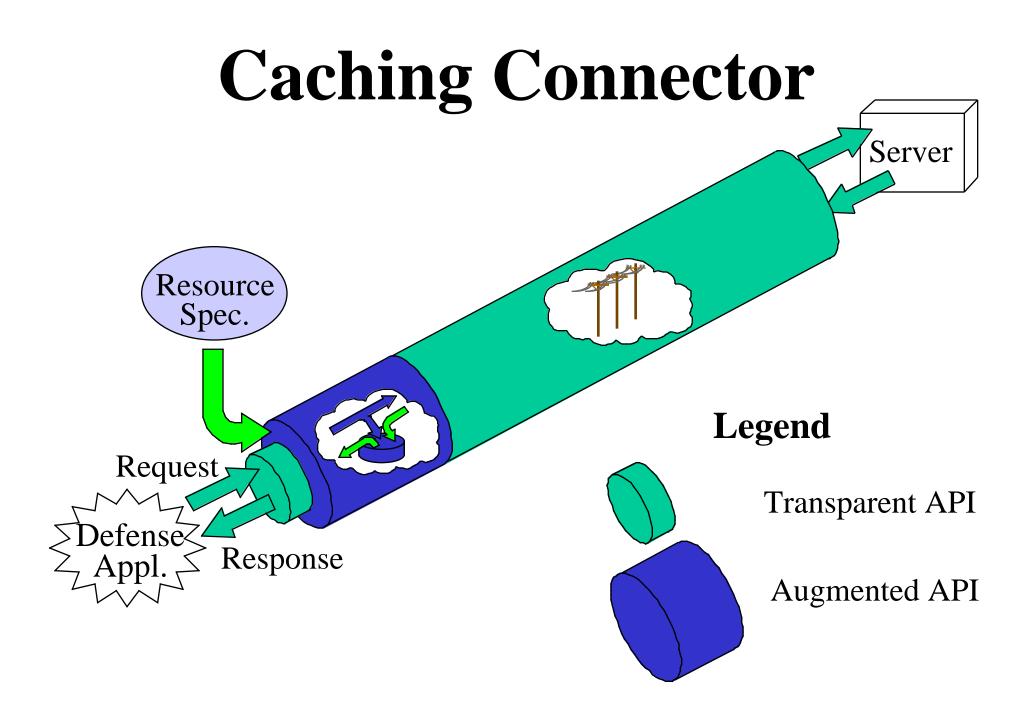


# **Architecture Connectors**



# **Semi-Transparent Interfaces**

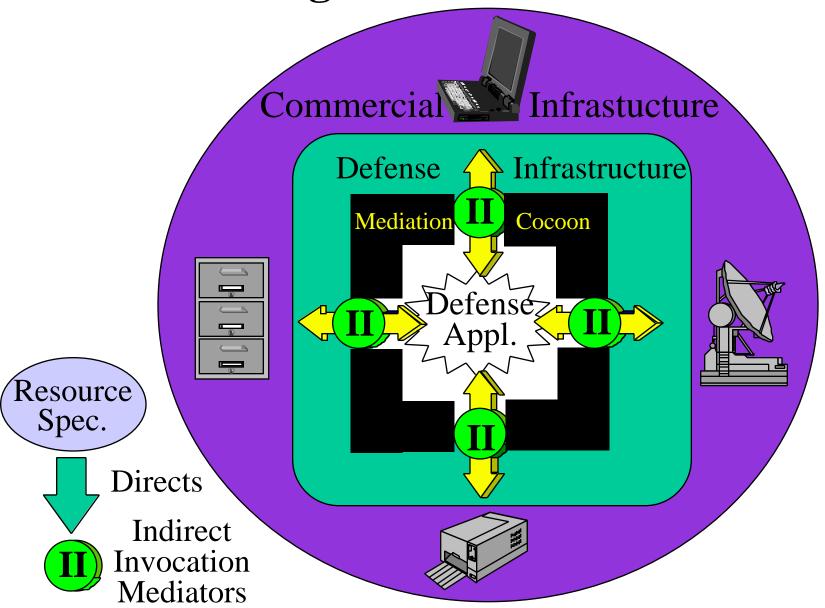
- Transparent API
  - Useable by Unmodified Applications
- Augmented API
  - Provides Value-Added Capabilities
  - Sources of Control
    - Static "Resource" Configuration Files
    - Dynamic Third-Party Controller



# **Caching Connector Augmented API**

- What to Cache
  - Matching Client Request with Server Response
- Cache Integrity
  - Is a Cached object still valid
    - Always
    - Time Duration or Observable Event
    - Query to Determine
- Cache Retention Policy
  - Flush Least Recently Used
  - Retain/Flush Selector
- Cache Allocation
  - Initial size
  - Dynamic Growth

# **Augmented Infrastructure Through Indirect Invocation**



# **Architecture Infrastructure for Inter-Module Interaction**

- Provide infrastructure for managing and manipulating inter-module connectors
  - (All inter-module interactions occur through these connectors)
  - dynamic probes instrument & monitor behavior
  - redirect or alter messages, spawn reactive processes
  - move events from one integration space to another
- Allow others to provide middle-ware services based on this infrastructure

# **Integration Paradigms**

- Old Style CoResident
  - Shared Memory (including global variables)
  - Direct Subroutine Calls
- New Style Distributed & Autonomous
  - Object Oriented (CORBA, OLE2)
  - Event Based (Broadcast Message Server)
  - RPC
  - Client/Server
  - Protocol Stacks

**Provide Integration Across This Class**