Project 2





**FDIR**

*Spacecraft fault protection system*

**Euro Team**

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**Illustration table**

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**Introduction**

In the purpose of applying and studying real case project for the *Design for Softwares and Systems* course, our team is required to understand and design a fault protection system for a spacecraft as described in the article by Steve Easterbrook et al. [Eas98]. The **first part** of this global project was to understand the **problems** we have to respond to, to specify the**needs of our client**and to start thinking about a**user system interface**.

In this second report, the purpose will be to use the clear problem’s understanding we obtained thanks to the first part to specify a **global architecture** for the FDIR system. The first step of this job is to remind FDIR’s functional requirements and **quality attributes**, as identified and improvised during our analysis phase, and improved by the use of the **ATAM process** for architectural evaluation, that we had the chance to learnt during this course.

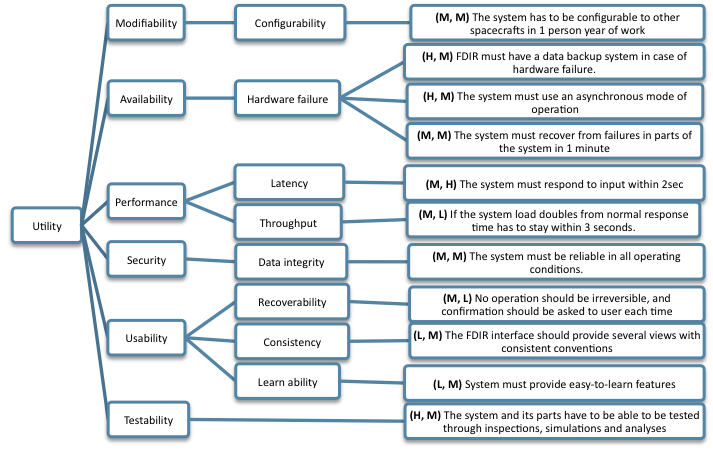
For constructing this architecture, we will use the **ACME architectural description language** that we presented during our OP5. This language allows us to describe a complete architecture using several architectural **styles** to draw it in a fashion manner using the ACME studio software.

First of all we are going to present several outputs of the **ATAM process** such as the **utility tree** presenting the system’s quality attributes, and several **scenarios** describing how our architectural decisions should meet the non functional requirements of our system.Then we will list the **systems** we want to describe as components of our system, we will discuss our choices on the architectural styles we want to use, while proposing several approaches to describe the overall system. We will then present our final architectural choice, how this choice match to our quality attributes. The final part will consists of a discussion about the **risks**, the non-risks, sensitivity points, and tradeoff point related to our finalized architecture. We will also provide some **alternatives** and **criticizes** about our work.

The materialpresented on this report is a synthesis of our previous work for OP4 and OP6, including some refactoring of our architectural diagrams and modifications based on the feedbacks we obtained from professor and TA.

1. **System description & business case**

1. **Utility tree**



*Fig1. Utility tree*

- Use case scenarios

- No operation should be irreversible, and confirmation should be asked to user each time

-user action should be done at any moment

- The FDIR interface should provide several views with consistent conventions

- Growth scenarios

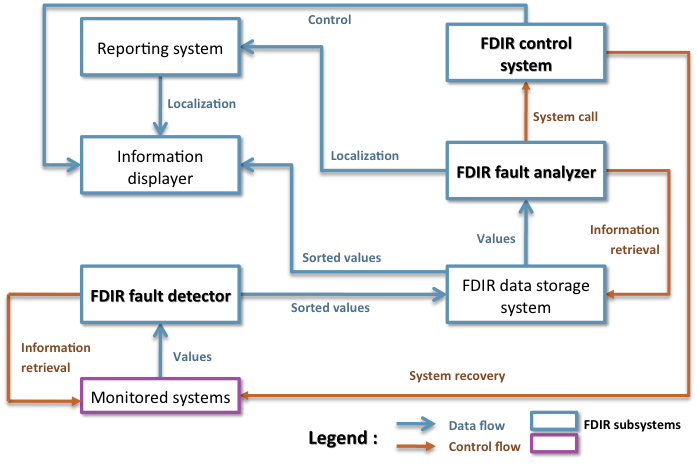
- A new sub-system must be able to be installed in to the FDIR in 1 person day of work

-Exploratory scenarios

- If the system load doubles from normal response time has to stay within 3 seconds.

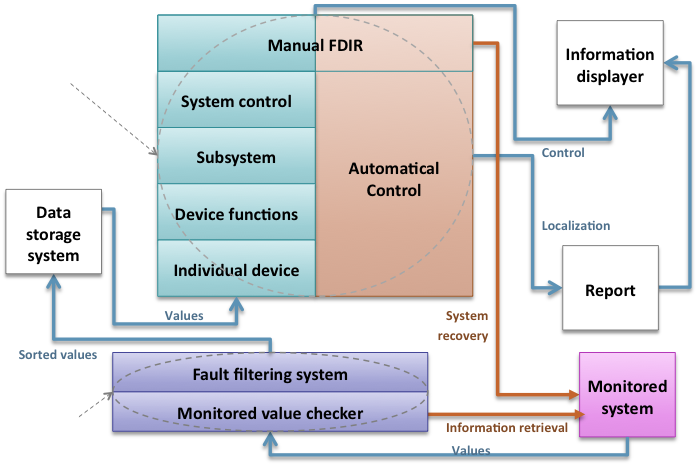
-if a FDIR sub-system is crashing, FDIR should still work

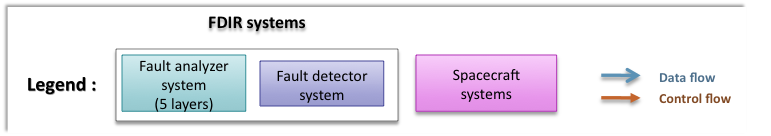
- The system has to be configurable to other spacecrafts in 1 person year of work



*Fig2. Dataflow and Control flow architecture proposal*

This architectural proposal was our first thought for FDIR architecture. As FDIR system is composed of a lot of systems interacting with each other by sharing data and/or instructions, the idea appeared to describe it using a mix between data flow and control flow architectural styles. The monitored systems are including every spacecraft’s systems whose values are treated by the FDIR. The fault detector is collecting all the values, treat them and sort them before transferring it to the storage system. Stored values are displayed and checked by the fault analyzer to determine fault localization. Localization is sent to fault report maker system that display issues on the screen. The fault analyzer call the control system (can be either automatically or manual control). The control system is able to perform recovering actions on monitored systems.





*Fig3. Dataflow and Control flow architecture proposal*

This architecture is our second proposal. In this description we also use data flow and control flow interactions, but we decided to describe several systems with a layered architecture. The previously saw FDIR fault detector is here describe as a two-layered system; the monitored value checker is collecting the data and is accessible to the fault filtering system that filters and sort the data. We also merged the fault analyzer and the control system in the same layered block. 4 layers are taking care of fault analyzing, when one layer can’t resolve it the upper layer access to it and take care of the fault Each of these 4 layers are interacting with the automatical control part. When none of these layers can resolve the problem, it goes to the manual layer that wraps the control part in order to provide manual control.

1. **Architecture**

User has to subscribe to an event if they are interested in receiving notifications. These notifications are generated by a publisher. User (**subscriber**)is subscribing while **publisher** is notifying him about several news he asked for.When an event is created, it is generating some notifications from the publisher by a *publish()*function/method.An event service between publishers & subscriber allows the system to work under several abilities:

1. **Space decoupling**: publisher & subscriber work indirectly between them without knowing each other. In fact, the event service links the publisher to the subscriber in order to make it work.
2. **Time decoupling**: publisher can send notification while subscriber is disconnected. Vice & versa, user can see notification while publisher is not running.
3. **Synchronization decoupling**: concurrent activities can be performed by publishers & subscribers. They are asynchronously notified of an event.

**Topic-based P/S**

The topic-based P/S is strongly similar to “groups” notion. Bundle communication peers, with methods to characterize & classify event content (divided by keys in a string shape).The first systems using P/S were based on group of communication.

Difference between groups & topics is that groups are used for maintaining strong consistency between the replicas of a critical component in a local area network (LAN), whereas topics are used to model large-scale distributed interactions. Individual topics are linked to distinct communication channels. Hierarchies are orchestrating topics. Topics regroup event in content and structure. It is static & primitive but efficiently implemented.

**Content-based P/S**

A content-based P/S corresponds to a subscriptionscheme based on the actual content of the considered events. The user specifieswhat he wants using filters. Participants can subscribe to logical combinations of elementary eventsand are only notified upon occurrence ofthe composite events. It is highly expressive but sophisticated protocols to put in place.

Event driven architecture

Devices subscribe to sub-systems which in turn listen to events broadcasted by the devices.

Such events can be for example “announce value” event

Choice based on identified quality attributes

•Enables asynchronous processing

•High potential for resilience in case of failure

•Load can be balanced efficiently between systems

Architectural approach follows logically from system architecture

This part is talking about the different choices or types we have to implement a P/S system.

**Events**

1. **Message**:Made of a header (message specific-information) and payloads data (user specific-information). It is a king of records or data with several fields.

2. **Invocation**:it is calling methods of the subscriber in order to make some actions.

**Media**

Media is a transmission of data between producer (publisher)& consumer (subscriber). It is tested through three different aspects: architecture, reliability or persistence.

1. **Architecture:**

-Centralized architecture: Messages are sent to a single one entity which stores everything (reliability, consistency & transactional support). Message goes to the producer to the consumer passing by the entity. Centralized architecture is following this scheme:

producer🡪 entity 🡪 consumer

-Distributed architecture:at the contrary, distributed architecture is asynchronous & anonymous. In this case, messages are going fasterand the delivery is even more efficient.Entity is not present anymore. That means that there is directed link and direct relations between the producer & consumer.

Producer🡨🡪 consumer

2. **Dissemination:**

Message queuing systems are using point-to-point communication between P/S and centralized broker. Performance is highly affected by the cost of event filtering on each of the servers. Hopefully, new algorithms allow filtering data in P/S systems.

**Quality of Service**

1. **Persistence:**

Message sent without generating replies. Transmission message is not controlled. Durability of information is really important, even more than guarantee in reliability. Has to check that message would not be lost.

Persistence is presentin centralized architecture. Indeed, entity is checking and storing message till it is delivered. Nevertheless, it is not present in distributed architecture.

2. **Priorities:**

Priority is working with persistence. When messages have to be sent, priority can check whether there are some “real-time” events which need to be send before others. This affect messages in transit. It is actually a best effort QoS.

Priority aspect is present in both centralized and distributed architectures.

3. **Transactions:**

It is used to join a sequence of message into one block in order to send it in one time. Transaction is really useful when we encounter a failure. In this, none of the sequence is sent.

4. **Reliability:**

Reliability allows making sure that messages or sequences are delivered to the entities. It is really close to persistence aspect.

1. **Architectural approach analysis**

We will base our architectural analysis on the step 6 and 7 of ATAM approach. This will help us to identify and analyze the FDIR architectural approaches made through ACME. We will see and analyses how we respect our requirements and quality attributes in the architecture we proposed. We will also talk about the strengths and weaknesses of our architecture compared to others. To conclude, we will propose other architectures and discuss about that.

1. FDIR & ADL specifications compliance
   1. The Publish/Subscribe pattern

FDIR system is a monitoring system involving several interactions between several components. This is really important to have an architecture allowing direct and reliable communications between components of FDIR sub-systems. Interacting with each other will allow them to localize, treat and fix the errors on systems. Moreover, we need asynchronous communications between components. P/S style is one the architecture point out this possibility of having direct and indirect multiple and multi directional messages. Thanks to *topic-based* P/S architecture, we can focus on a limited number of kinds of event like control operation, monitored values, analysis result, reports, etc. To finish, we can of course use P/S architecture directly into ACME Studio which furnish a complete interface for this architecture type.

* 1. FDIR system organization

The layered fault analyzer and control system are better defined using a waterfall of publishers/subscribers. Moreover, we decided to combine P/S style with layers family for some sub-systems as it is respecting even more the waterfall and the way the FDIR system works.

As we tried to divide the architecture into different systems, we were glad to be able to respect this idea of design into ACME Studio. This division was allowed thanks to the feature called “representation”, where we can design a system regrouping sub-systems, and entering into this system to design more detailed sub-systems or even change of architectural style. Powerfulness of our proposed architecture is to combine the P/S style for the global system overview with the layers style for some sub-systems like the *fault analyzer*.

* 1. Utility tree and non functional requirements

**Availability & reliability** are reached thanks to the loosed-coupling components in publish/subscribe architectural style. Even if one sub-system is down or not available, global FDIR system still work and will be able to localize and fix error, or even to let the crew switch to manual control. Crew has to trust the FDIR system as it is available at any time. Availability bring reliability!

**Recoverability** is respected thanks to the independence of entities (publishers & subscribers) that can recover from failure while FDIR global system is still working. As FDIR system is able to repair bugs on his own, it should also be able to recover from failure on his own.

1. Pros & cons of our architectural design
   1. Architectural strengths

One of the strength of the FDIR Publish/Subscribe architecture is that it is **loosely coupled**. Publishers are loosely coupled to subscribers, and **needn't even know of their existence**. With the topic being the focus, publishers and subscribers are allowed to **remain ignorant of system topology**. Each can continue to operate normally regardless of the other. In the traditional tightly-coupled client-server paradigm, the client cannot post messages to the server while the server process is not running, nor can the server receive messages unless the client is running. Many pub/sub systems **decouple not only the locations of the publishers and subscribers, but also decouple them temporally**. A common strategy used by middleware analysts with such pub/sub systems is to **take down a publisher to allow the subscriber to work through the backlog** (a form of bandwidth throttling).

FDIR will be **scalable** as well if we respect the P/S architecture. For relatively small installations, pub/sub provides the **opportunity for better scalability than traditional client-server**, through parallel operation, message caching, tree-based or network-based routing, etc. However, as systems scale up to become datacenters with thousands of servers sharing the pub/sub infrastructure, this benefit is often lost; in fact, scalability for pub/sub products under high load in large deployments is very much a research challenge.

* 1. Architectural weaknesses

The most serious problems with pub/sub systems are a side-effect of their main advantage: the **decoupling of publisher from subscriber**. The problem is that it can be hard to specify stronger properties that the application might need on an end-to-end basis:

* + - As a first example, many pub/sub systems will try to deliver messages for a little while, but then give up. If an application actually needs a **stronger guarantee** (such as: messages will always be delivered or, if delivery cannot be confirmed, the publisher will be informed), the pub/sub system probably won't have a way to provide that property.
    - Another example arises **when a publisher "assumes" that a subscriber is listening**. Suppose that we use a pub/sub system to log problems in a factory: any application that senses an error publishes an appropriate message, and the messages are displayed on a console by the logger daemon, which subscribes to the errors "topic". If the logger happens to crash, publishers won't have any way to see this, and all the error messages will vanish.

As noted above, while pub/sub scales very well with small installations, a major difficulty is that the **technology often scales poorly in larger ones**. These manifest themselves as instabilities in throughput (load surges followed by long silence periods), **slowdowns as more and more applications use the system** (even if they are communicating on disjoint topics), and so-called IP broadcast storms, which can shut down a local area network by saturating it with overhead messages that choke out all normal traffic, even traffic unrelated to pub/sub.

Even if our FDIR system architecture does not use brokers (used in topic-based P/S, but not in event-based P/S), a subscriber might be able to **receive data that it is not authorized to receive**. An unauthorized publisher may be able to introduce **incorrect or damaging messages into the pub/sub system**. This is especially true with systems that broadcast or multicast their messages as the **fault analyzer** or the **monitored value detector** FDIR sub-systems.

1. Architectural type comparisons

Here is a comparison table of different architecture type that can used for FDIR architecture:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Architectural style | Scalability | Availability | Security | Maintenance |
| Pub-Sub | Good in the small | Good, because of decoupling | Potentially compromised because of decoupling | Possible complex due to distributed nature |
| Client-Server | Good in the large | Potentially compromised because of single point of failure | Strong because of central control | Usually simple because of centralized control |
| Layered | Good in the small | Bad, because of dependencies between components | Potentially compromised because of decoupling | Mitigated: good because of decoupling but bad because of independency |
| Pipe & filter | Good in the small | Bad, because of dependencies between components | Potentially compromised because of decoupling | Mitigated: good because of decoupling but bad because of independency |

In P/S, systems are just in relation because of communications processes. They can stay independent from each other and this is what we want for FDIR system. In layered or pipe and filter architecture, if one system fell or break down, this will generate general error in the central system and will entirely block the system working.

Moreover, communications in pipe & filter and layered architectures are made from one component to another in a circular way: every component has one entrance and exit and will be related to 1 or 2 components. In P/S architecture, components will be able to communicate between each others, and with everybody. Rules will be determines between them to determine the publishers and the subscribers.

Concerning the client server architecture, powerfulness comes with the centralization of commands and data. The problem with our FDIR system is that the system has to be reliable and available at any time that cannot be assured by client server architecture. Indeed, if a single server is broken, we lose data and control. FDIR cannot be able to work properly. This is the main advantage of P/S compared to client server architecture.

1. **Discussions & alternatives**

**Conclusion**

The role of publish/subscribe systems is to permit the exchangeof events between producers andconsumers in an asynchronous manner.Thanks to the three dimensions decoupling (time, space, synchronization), participants (producers & consumers) can operate independently. None of the P/S is perfect. Scalability remains a big issue for P/S. Studying these solutions let us think that it could be better to try to merge and take the best parts of every P/S principle.

**References**

**Web Sites**

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**Annexes**