

Configuration of Variability Points

Peter Feiler
July 2016



Variability Points

➡ Configuration of architecture structure

- Subcomponent type -> implementation

Feature classifiers

- Port data types
- Access types

Multiplicities/Arrays

Property values

Resource bindings

- Processor, memory, network, function

In modes configurations



Architecture Design & Configuration

Architecture design via extends, refines, prototype to evolve design space

- Expand and restrict design choices in terms of architectural structure and other characteristics

System configuration to finalize selections for variability points of a chosen architecture design



Architecture Design

Architecture design via extends and refines (V2)

One layer at a time

- Addition of new and refinement of existing model elements
- In component types
 - Add and refine interface features
 - Override property values
- Component implementations
 - Add and refine subcomponents
 - Override property values including binding specifications

Prototype & prototype actual

One layer at a time

- Classifiers for features of component types
- Classifiers for subcomponents of implementations



V3 Proposal

Specify selection multiple levels down in architecture design

- As part of refined to

```
Sub1.sub11.sub112 : refined to system system.Implementationx ;
```

- As part of classifier refinement with prototype actual

```
Sub1.sub4: refined to system gps.impl(sensorproto => sensor.i);
```

- As part of prototype usage

```
Sub1.sub3.sensorproto => sensor.i;
```

Architecture Design and Parameterized Configuration

- Architecture design allows reach down into subcomponents
- Parameterized configuration has all variability points as prototypes
 - No reach down from outside



Refinement of Architecture Design

Ability to refine across multiple architecture levels

- Reduces need for classifier extensions of intermediate levels

```
System implementation top.basic
```

```
Subcomponents
```

```
  Sub1:  system subsys;
```

```
  Sub2:  system othersys;
```

```
End top.basic;
```

```
System implementation subsys.basic
```

```
Subcomponents
```

```
  Subsub1:  system subsubsys;
```

```
End subsys.basic;
```

```
System implementation top.refined extends top.basic
```

```
subcomponents
```

```
  Sub1 : refined to system Subsys.i;
```

```
-- refine an element of the subsystem just refined
```

```
  Sub1.subsub1 : refined to system subsubsys.i;
```



Refinement of Architecture Design

Dealing with prototypes

- No need to reach beyond prototype

```
System implementation subsys.proto
```

```
Prototypes
```

```
  subsub: system subsub;
```

```
Subcomponents
```

```
  Subsub1: system subsub;
```

```
End subsys.basic;
```

```
System implementation top.refined extends top.basic
```

```
subcomponents
```

```
  Sub1 : refined to system Subsys.i (subsub => subsubsys.i);
```

```
System implementation top.refined extends top.basic
```

```
subcomponents
```

```
  Sub1 : refined to system Subsys.i ;
```

```
  Sub1.subsub => subsubsys.i;
```

Without prototype actual in brackets



Configuration of a System Design

We are responsible for several levels of the component hierarchy

- We configure implementations
 - Once configured they cannot change
- Selections may be configurable themselves

```
System configuration top.config1 extends top.basic
(
  Sub1 => Subsys.proto; -- unchangeable assignment
  Sub1.subsub => subsubsys.i;
)
```

Prototype actual style syntax

- Configurations may be partial, i.e., require additional selections

```
System configuration top.partconfig extends top.basic
( Sub1 => Subsys.i )
```

```
System configuration top.fullconfig extends top.partconfig
( Sub1.subsub1 => subsubsys.i );
```



Configuration of a System Design

We are responsible for several levels of the component hierarchy

- We configure implementations
 - Once configured they cannot change
- Selections may be configurable themselves

```
System configuration top.config1 extends top.basic
```

```
subcomponents
```

```
Sub1 : refined to system Subsys.i;
```

```
Sub1.subsub1 : refined to system subsubsys.i;
```

Implementation refinement style

We will use it also for feature configuration

Features can only be refined in types



Parameterized System Configuration

```
System implementation car.basic
```

```
Subcomponents
```

```
MyPowerTrain:  system PowerTrain;
```

```
MyEntertainmentSystem:  system EntertainmentSystem.basic;
```

```
End car.basic;
```

```
System configuration PowerTrain.gas extends Powertrain.design
```

```
Prototypes
```

```
-- gasengine : system gasengine;
```

```
-- gasengine : system;
```

```
system gasengine;
```

```
End PowerTrain.gas;
```

```
System implementation Powertrain.design
```

```
Subcomponents
```

```
myengine:  system gasengine;
```

Classifier acts as prototype name

We must have a classifier in subcomponent because once configured we cannot add connections etc. for subcomponent.

```
System configuration car.config extends car.basic
```

```
( MyPowerTrain => PowerTrain.gas (gasengine => gasengine.V4))
```

```
-- OR
```

```
( MyPowerTrain => PowerTrain.gas,
```

```
MyPowerTrain.gasengine => gasengine.V4)
```

Need for nested brackets?

Refined to are not nested



Parameterized System Configuration

```
System implementation car.basic
```

```
Subcomponents
```

```
  MyPowerTrain:  system PowerTrain.gas;
```

```
  MyEntertainmentSystem:  system EntertainmentSystem.basic;
```

```
End car.basic;
```

```
System configuration car.configurable extends car.basic
```

```
Prototype
```

```
  system gasengine ;
```

```
End car.configurable;
```

Provide prototype actual

```
System configuration car.config extends car.configurable
```

```
( MyPowerTrain.gasengine => gasengine.V4 )
```



V2 Support for Feature Classifier

```
System s
  Prototypes
    bustype: bus bustype;
  features
    p1: in data port;
    p2: requires bus access bustype;
End s;

System SRefined extends S (bustype => bus Ethernet)
  features
    p1: refined to in data port dt;
End SRefined;

System implementation top.basic
  Subcomponents
    Sub1: system S (bustype => bus Ethernet);
    Sub2: system S.basic (bustype => bus Ethernet);
End subsys.basic;
```



V3 Support for Feature Classifiers

```
System S1
features
  p1:  in data port dt;
  p2:  requires bus access bustype;
End S1;

System S2
features
  p1:  out data port dt;
  p2:  requires bus access bustype;
End S2;
```

```
System configuration top.config of top.design
```

```
Prototypes
```

```
  data dt;
```

```
End top.config;
```

```
System implementation top.design
```

```
subcomponents
```

```
Sub1 : system S1;
```

```
Sub2 : system S2;
```

```
End top.design;
```

Match prototype classifier name with classifiers

Default: all matching



Nested Configurable Systems

Sound system inside the entertainment system is closed

- Speaker selection as variability point

```
System implementation MySoundSystem.design
```

```
Subcomponents
```

```
  amplifier: system Amplifier.Kenwood;
```

```
  speakers: system speakers;
```

```
End MySoundSystem.design;
```

```
System configuration MySoundSystem.Selectablespeakers extends  
MySoundSystem.design
```

```
Prototypes
```

```
  system speakers;
```

```
End MySoundSystem.Selectablespeakers;
```

**Classifier prototype will
be matched by
assignment in next slide**

```
System implementation EntertainmentSystem.basic
```

```
Subcomponents
```

```
  tuner: system Tuner.Alpine;
```

```
  soundsystem: system MySoundSystem.Selectablespeakers;
```

```
End EntertainmentSystem.basic;
```



Nested Configurable Systems - 2

All variability points as top level prototypes

- Prototypes are mapped across multiple levels (speaker selection)

```
System configuration car.configurable extends car.design
```

Prototypes

```
system gasengine;
```

```
system speakers;
```

```
System implementation car.design
```

Subcomponents

```
PowerTrain: system PowerTrain.gas ;
```

```
EntertainmentSystem: system EntertainmentSystem.basic;
```

```
End car.configurable;
```

```
System configuration car.config extends car.configurable
```

```
( gasengine => engine.V4 , speakers => Speakers.Bose)
```

```
End car.config;
```



Scope of Application for Prototype

Default: all matching classifiers in subcomponents

- Recursive (reach down) for system implementations

Explicit target specification of configuration parameter (prototype)

```
System implementation Powertrain.design
```

```
Subcomponents
```

```
  mainengine:  system gasengine.i;
```

```
  backupengine:  system pkge::electricengine;
```

```
End design;
```

```
System configuration PowerTrain.gas extends Powertrain.design
```

```
Prototypes
```

```
  [<alias>:] system mainengine.pkg::gasengine;  -- qualified name for  
classifier
```

```
  System pcka::gasengine applies to mainengine
```

```
  system backupengine.electricengine;
```

```
End PowerTrain.gas;
```

Identify root of scope and classifier



Scoped configuration of Feature Classifiers

```
System configuration top.config extends top.design
```

```
Prototypes
```

```
  data Sub1.dt;
```

```
  data Sub2.pl.*;
```

```
End top.config;
```

Scope root is subcomponent (or port)

**Identify port if port does not have classifier
and use * for any**



Explicit Specification of Candidates

Default: all classifiers according to matching rules

Explicit:

Option 1: Candidate list in syntax

```
System configuration PowerTrain.gas extends Powertrain.design
Prototypes
    system gasengine choices gasengine.v4, gasengine.V6;
    system electricengine;
End PowerTrain.gas;
```



Refinement Rules

For prototypes – same as for classifier refinement (V2)

- Always: no classifier -> classifier of specified category.
- Classifier_Match: The component type of the refinement must be identical to the component type of the classifier being refined. Allows for replacement of one implementation by another of the same type. [Nothing changes in the interfaces]
- Type_Extension: Any component classifier whose component type is an extension of the component type of the classifier in the subcomponent being refined is an acceptable substitute. [Potential expansion of features within extends hierarchy]
- Signature_Match: The actual must match the signature of the prototype. Signature match is name match of features with identical category and direction
 - Actual with superset of features in type extension or signature: results in unconnected features that must be connected in design extensions
 - Not allowed for configurations
 - Need for order matching (allows for different feature names)
 - Need for name mapping of features when actual is provided? (VHDL supports that)
 - We provide name mapping for modes to requires modes



Feature name mapping in Signature match

```
Abstract controller
```

```
Features
```

```
Input: in data port;
```

```
Output: out data port;
```

```
End controller;
```

```
System brakecontroller
```

```
Features
```

```
speedreading: in data port;
```

```
brakeactuationsignal: out data port;
```

```
End controller;
```

```
System configuration brakesystem.config extends brakesystem.design
```

```
Prototypes
```

```
    system controller;
```

```
    system sensor;
```

```
End brakesystem.config;
```

```
System implementation aircraft.system
```

```
Subcomponents
```

```
    abs: system brakesystem.config( sensor => speedsensor, controller =>  
brakecontroller(input = speedreading, output = brakeactuationsignal));
```

```
    abs: system brakesystem.config(  
abs.sensor => speedsensor,
```

```
abs.controller => brakecontroller,
```

```
abs.controller.input = speedreading, abs.controller.output = brakeactuationsignal);
```

```
End aircraft.system;
```

= for feature name mapping

Without nesting



Variability Points

Configuration of architecture structure

Feature classifiers



Multiplicities/Arrays

Property values: configuration of data sets

Resource bindings: bindings proposal

In modes configurations: part of architecture design (extends/refined to)



Array Sizes

V2 support

- Refined to of subcomponent/feature
- Use of property constants
 - Property constants are global within workspace
- Scoped “constants” aka. Prototypes for array size
- Acceptable range of values.



Multiplicities (Arrays)

V3 support

- Configuration of dimensions

```
System implementation top.design
```

```
subcomponents
```

```
Sub1 : system S[];
```

```
Sub2 : system S;
```

```
System configuration top.config extends top.design
```

```
( Sub1 => [10] , Sub2 => S.impl[15])
```



Array Sizes

V3 Complete Configuration Specification

- Connections internal to configuration
- Configuration parameter

```
System configuration top.configurable extends top.design
```

```
Prototypes
```

```
Sub1 []; Sub2 [];
```

```
System implementation top.design
```

```
subcomponents
```

```
compute: system S[Size];
```

```
voter: system V;
```

```
Connections
```

```
C1: Port Sub1.pout -> Sub2.Pin { Connection_Pattern => (one_to_one);};
```

```
System configuration top.config extends top.design
```

```
( Sub1 => [10] , Sub2 => S.impl[15])
```



Array Sizes

V3 Complete Configuration Specification

- Same dimension with symbolic label

```
System configuration top.configurable
```

```
Prototypes
```

```
SubSize: integer choices [constraint];
```

```
( Sub1 => [SubSize], Sub2.subsub2 => [SubSize]);
```



Array Sizes

V3 Partial Configuration Specification

- Configuration parameter

```
System top
```

```
Features
```

```
Pin: in port;
```

```
Pout: out port;
```

```
End top;
```

```
System configuration top.config extends top.design
```

```
Prototypes
```

```
Integer SubSize;
```

```
( Sub1 => [SubSize], Pout => [SubSize] );
```

```
System implementation top.design
```

```
subcomponents
```

```
Sub1 : system S;
```

```
Sub2 : system S;
```

```
Connections
```

```
C1: Port Sub1.pout -> Pout;
```



Variability Points

Configuration of architecture structure

Feature classifiers

Array sizes

➔ Property values: configuration of data sets

Resource bindings: bindings proposal

In modes configurations: part of architecture design (extends/refined to)



Configurable properties

Parameterized configuration

- Explicit list of assignable properties

```
System configuration top.config extends top.design
```

```
Prototypes
```

```
property Period;
```



Inheritance & Overriding of Property Values

final as default for =>

- Assign once only
- Changeable in extends and implementation
 - Special syntax for value assignment

Default value for properties at definition time

- Examine each for actual need
- Alternatives
 - Scoped default with component classifier or enclosing component

Inherit from enclosing component

- Still needed if we have prototype parameterization of property values

