

# TOOL-BASED INTERACTIVE SOFTWARE PARALLELIZATION: A CASE STUDY

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These slides are available at  
<https://github.com/wilhelma/icse18-presentation>

# 50 YEARS OF SOFTWARE ENGINEERING

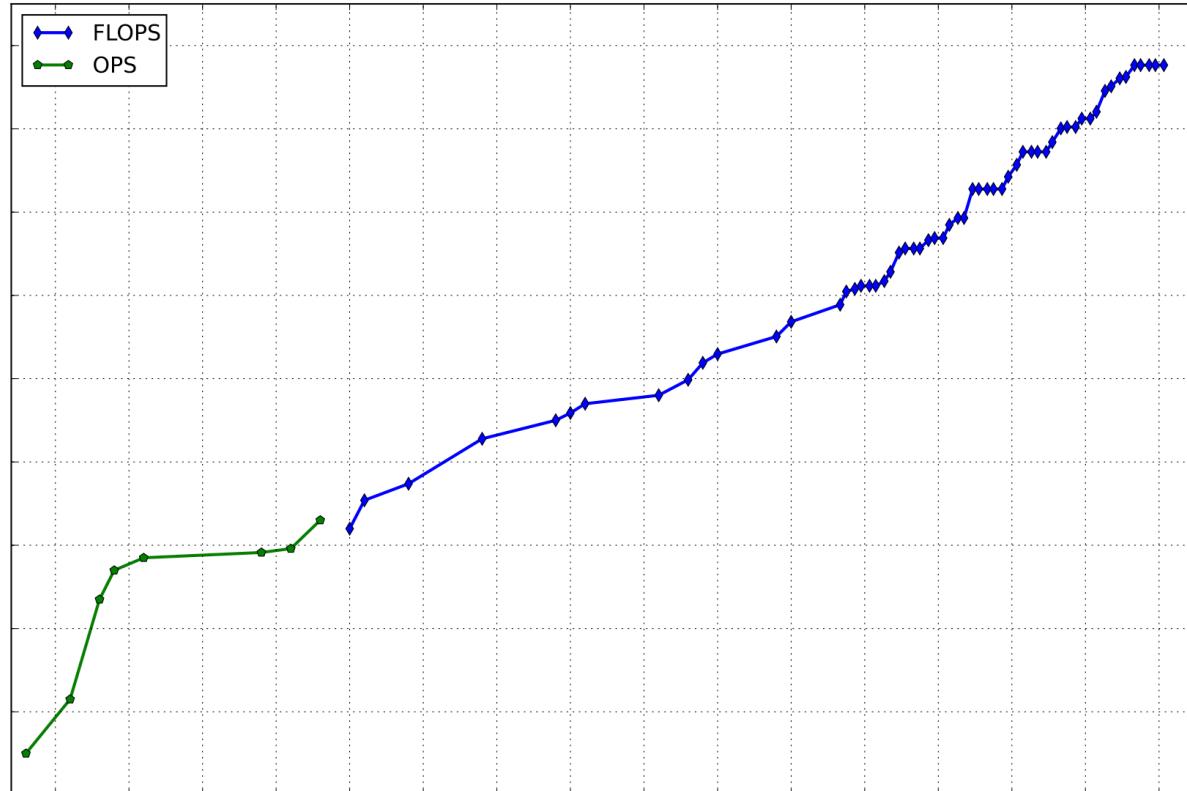
## A REAL SUCCESS STORY

# RIDING ON MOORE'S LAW

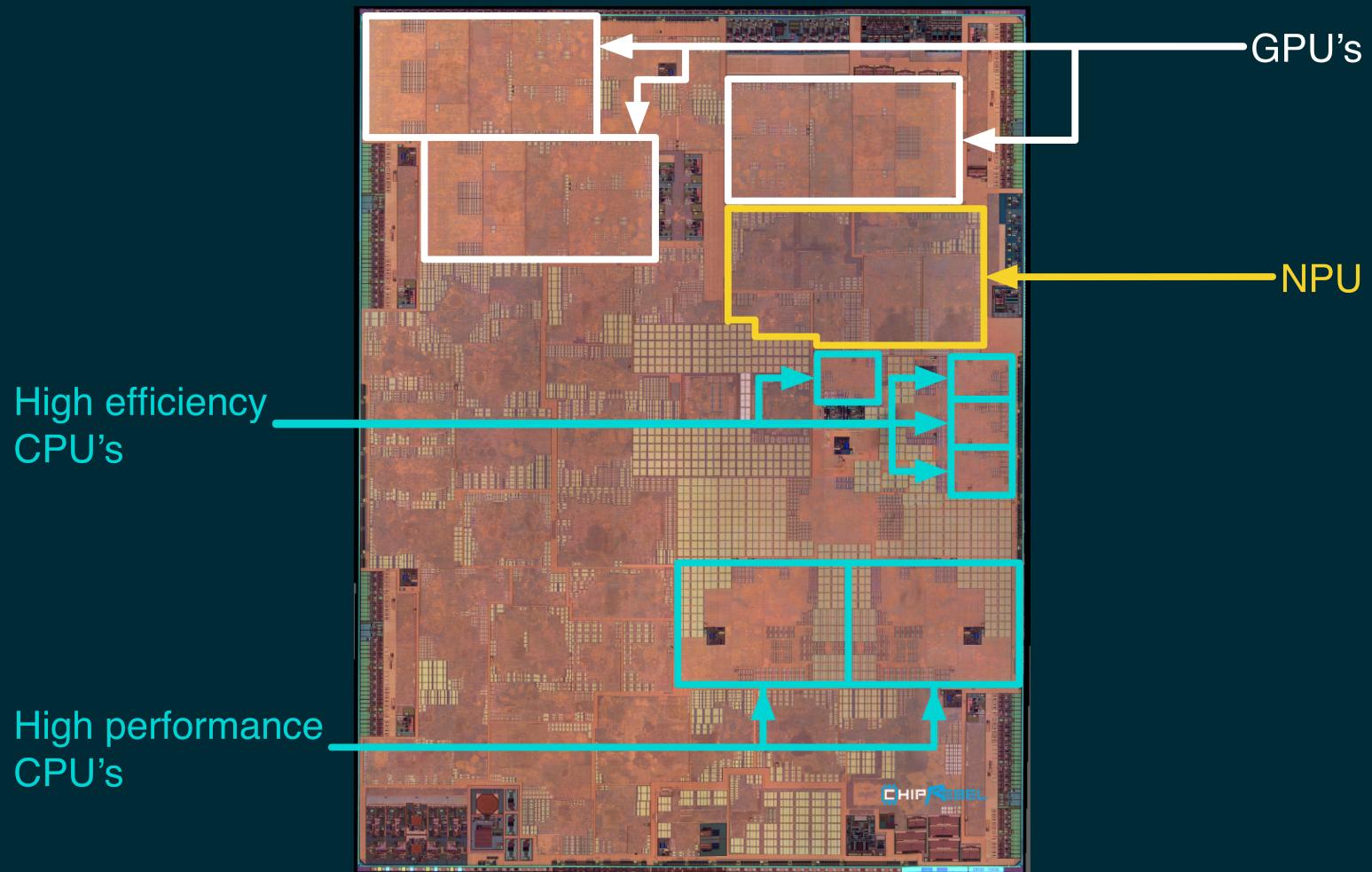
ICSE



# MOORE'S LAW IS DEAD, WHAT'S NEXT?



# THE FUTURE IS WILD



# KNOW YOUR DEPENDENCIES

# **LISTEN TO JOHN L. HENNESEY, ET.AL, NOT ME**

<https://www.acm.org/turing-award-50/video/moores-law-is-really-dead>

# LEGACY CODE MEETS MULTI-CORE



<https://www.siemens.com>

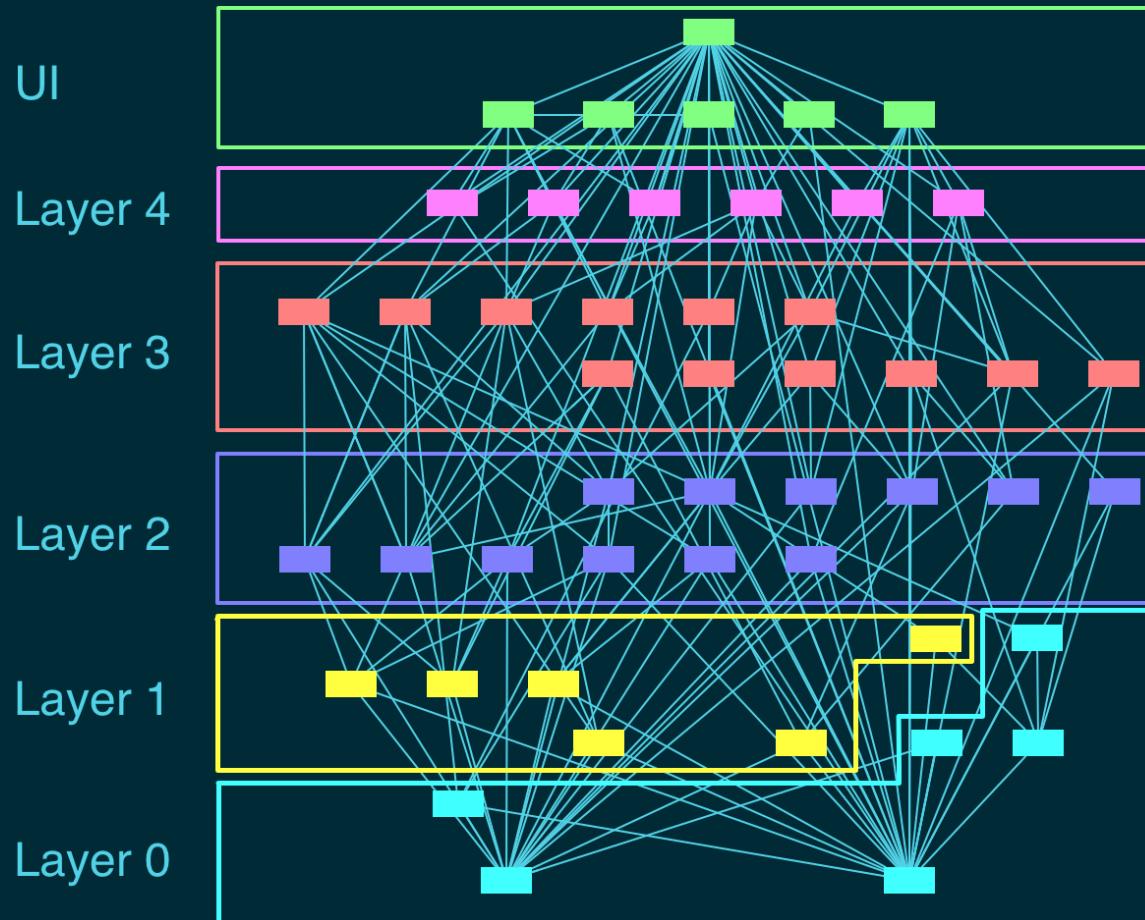
*Systems are asynchronous, distributed  
and event driven in nature.  
This should be reflected in the language  
to define them and the tools to build  
them [...]*

**MARGARET HAMILTON, ICSE 2018**

# OUR MODUS OPERANDI

1. Identify concurrency
2. Redesign the software architecture
3. Parallelize the code
4. Validate and verify
5. Analyze the runtime

# HIGH-LEVEL PROBLEM



# LOW-LEVEL PROBLEM



**Titus Winters**

@TitusWinters

Folgen



Overheard at #icse18 - "Or maybe it's legacy code and you don't want to touch it, maybe it'll break."

If you're afraid of your code, you've lost. No haunted graveyards. 😠

Tweet übersetzen

01:00 - 29. Mai 2018

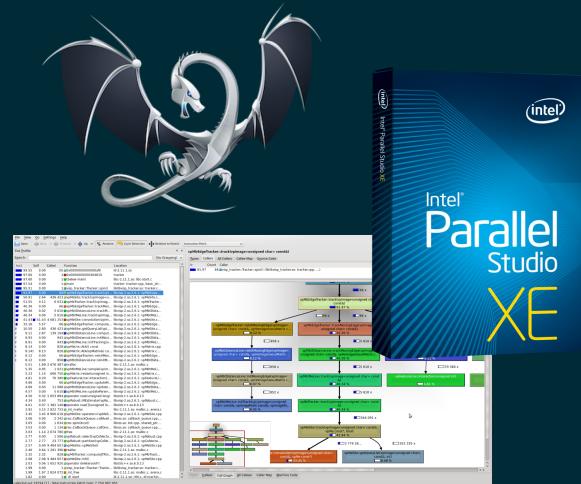
# SOLUTION A: HIRE NINJAS



<https://github.com/codewarz-ninja>

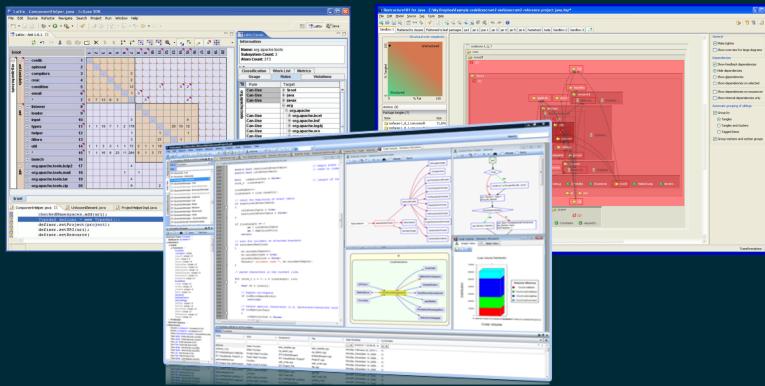
# SOLUTION B: USE TOOLS

# PARALLELIZATION TOOLS



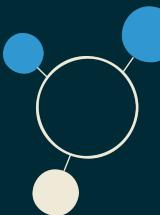
- ✓ Very useful for *regular* code
- ✗ Operate on low abstraction levels

# ARCHITECTURE ANALYSIS TOOLS



- ✓ Help to understand and evaluate
- ✗ Neglect dynamic aspects

**PARALLELIZATION REQUIRES COMPREHENSION**  
**(OF THE STRUCTURE AND THE BEHAVIOR)**



# PARCEIVE

# KEY FEATURE 1: DEPENDENCY ANALYSIS



0:00 / 1:23



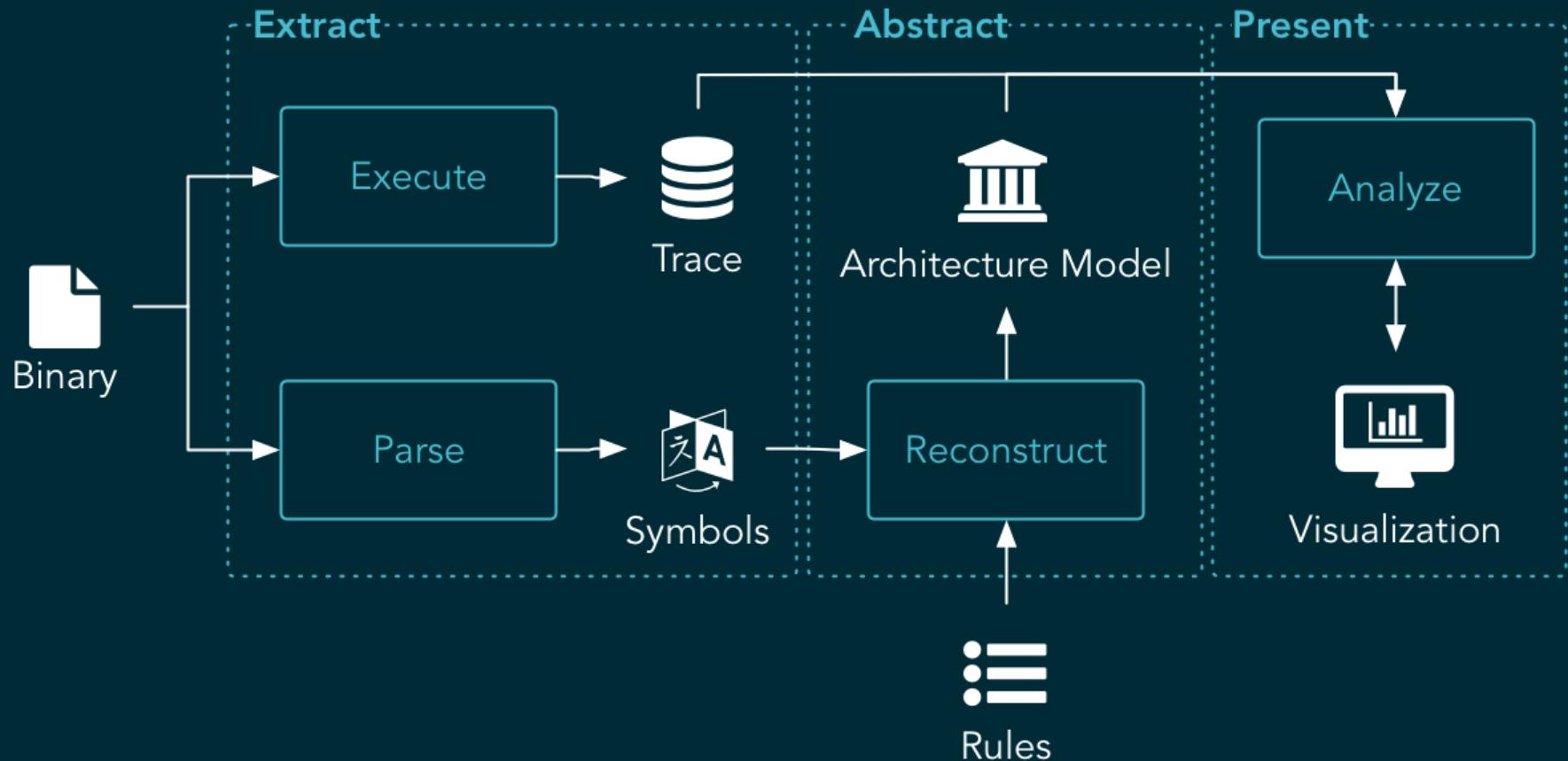
# KEY FEATURE 2: ARCHITECTURE ANALYSIS



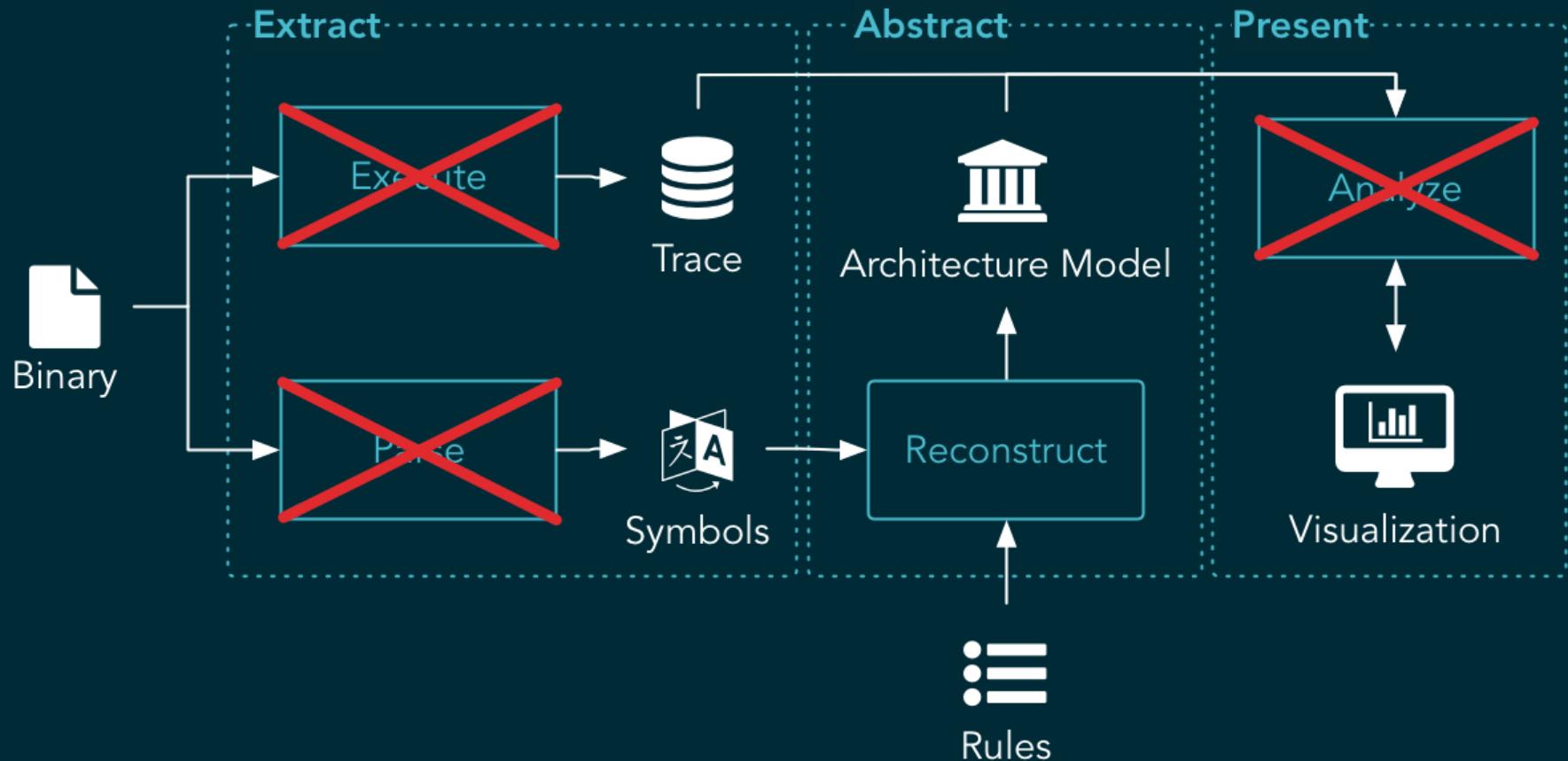
0:00 / 2:15



# WORKFLOW



# I WILL NOT TALK ABOUT



# SOFTWARE ARCHITECTURE RECONSTRUCTION, ANOTHER TRY?

# SO, YOU USE DIRECTORIES?

```
controller := inFile("/src/controller/**")
```

# OR NAMESPACES?

```
logic := namespace("log")
```

# SHARED LIBRARIES ANYBODY?

```
libs := image("/3dparty/*.so")
```

# ALL TOGETHER?

```
operations := libs || function("operate") && !logic
```

# PARCEIVE HELPS TO...

1. Identify concurrency +++
2. Redesign the software architecture ++
3. Parallelize the code -
4. Validate and verify +
5. Analyze the runtime -+

# SOME FINAL THOUGHTS

# WHY BINARY ANALYSIS?

- ✓ No source code needed
- ✓ Optimizations and generics
- ✓ Language independent
- ✗ Slowdown
- ✗ Complex deployments

# THE FACTS

**Biggest software applied:** >10M loc

**Supported platforms:** Linux, Windows

**Supported languages:** C/C++

**Current state:** Working prototype

# WE STRIVE FOR COLLABORATIONS

I brought some business cards

QUESTIONS?