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Modeling of Architectural Reconfiguration Case Study: Automated Teller Machine

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Outline

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- Basic Concepts
 - Bigraphical Reactive System (BRS)
 - Architecture Analysis and Design Language (AADL)
- Approach
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Introduction

- Rapidly growing **complexity** of software systems.
- **Software Architecture**, a key approach to decrease complexity.
- **Architecture Description Languages**, a representation in terms of **components**, **connectors** and **configuration**.
- ADLs facilitate the high-quality development of software systems.
- Only few ADLs are provided with some hold for the **dynamic behavior**.

Introduction

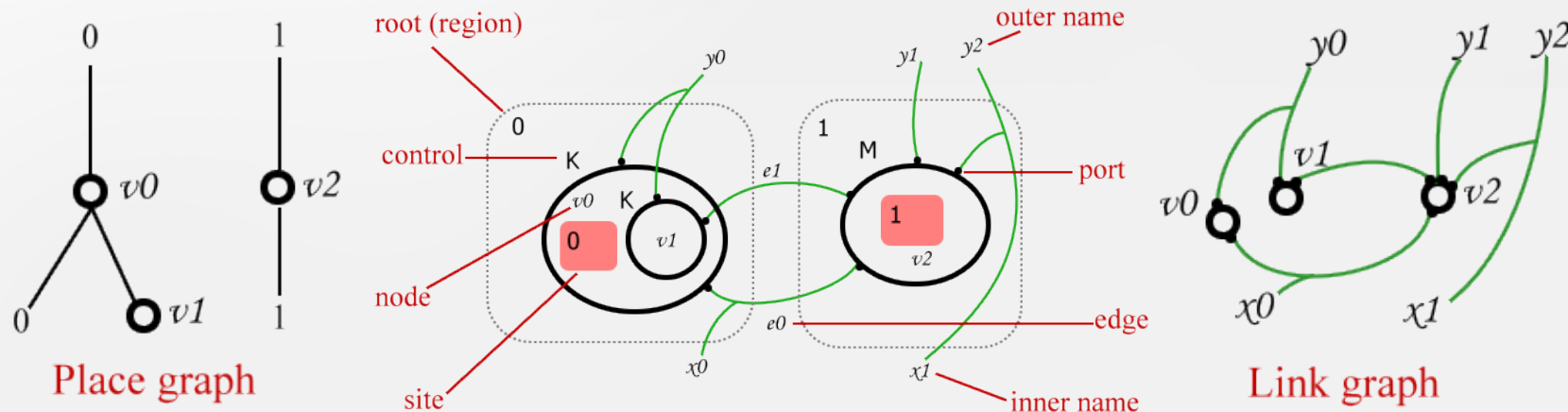
- **AADL**, an international standard to model both structural and behavioral aspects of SA.
- The lack of a concrete formal model to define AADL semantics.
- An extended **BRS-based approach** to formalize the dynamic architectural reconfiguration.

Related Work

- R. Allen, R. Douence, and D. Garlan, “*Specifying and analyzing dynamic software architectures*”
 - ➡ Clear separation between **individual** components **behavior** and software architectural **dynamics**.
- L. Baresi, and R. Heckel, “*Tutorial introduction to graph transformation: A Software Engineering Perspective*”
 - ➡ Class diagram to represent a software architecture.
- Z. Chang, X. Mao, and Z. Qi, “*Towards a formal model for reconfigurable software architectures by bigraphs*”
 - ➡ Graph transformation to **only** define **structural reconfiguration**.

Basic Concepts : BRS

- Bigraphical Reactive System is a graphical model.
- Emphases both **locality** and **connectivity** of distributed systems.



- Bigraph consists of two graphs :
 - Place graph: physical location of nodes.
 - Link graph : interaction between these nodes.

Basic Concepts : BRS

- Formally a bigraph takes the form:

$$G = (V, E, ctrl, G\hat{P}, G\hat{L}) : I \rightarrow J$$

- V is a finite set of **nodes**.
- E is a finite set of **edges**.
- $ctrl = V \rightarrow K$ is a **control** map.

Signature

- $G\hat{P} = (V, ctrl, prnt) : m \rightarrow n$ is the **place graph**
 - $prnt : m \uplus \uparrow V \rightarrow V \uplus \uparrow n$ is the acyclic **parent** map.
 - m is a finite ordinal number which represents **sites**.
 - n is a finite ordinal number which represents **regions**.

Basic Concepts : BRS

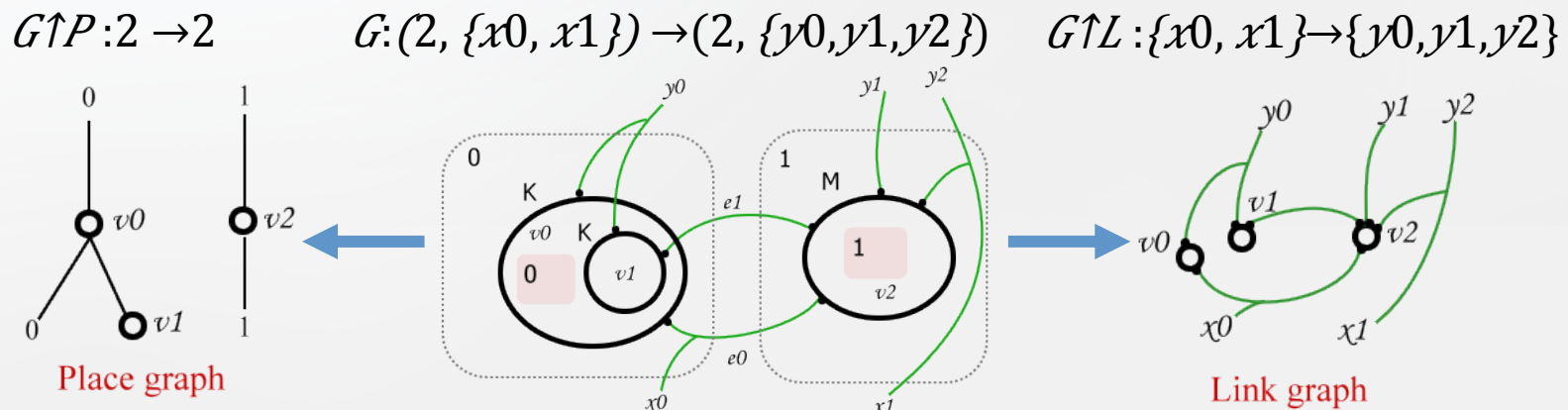
- Formally a bigraph takes the form:

$$G = (V, E, ctrl, G \uparrow P, G \uparrow L) : I \rightarrow J$$

- $G \uparrow L = (V, E, ctrl, link) : X \rightarrow Y$ is the link graph
 - $link : X \uplus \uparrow P \rightarrow E \uplus \uparrow Y$ is the **link** map.
 - X represents the **inner names**.
 - Y represents the **outer names**.
 - P is a set of **ports**.
- $I = \langle m, X \rangle$ represents the **inner face**.
- $J = \langle n, Y \rangle$ represents the **outer face**.

Basic Concepts : BRS

Example :



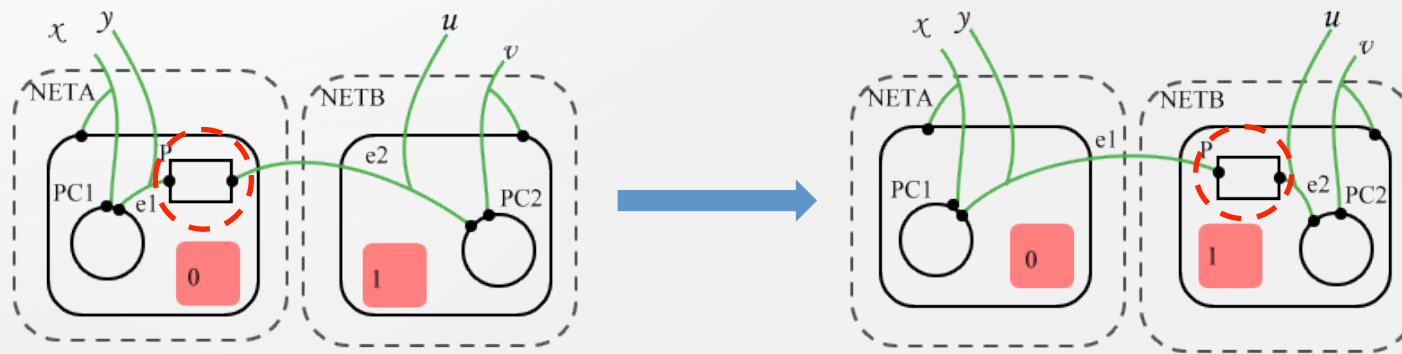
- $V = \{v_0, v_1, v_2\}$
- $E = \{e_0, e_1\}$
- $K = \{v_0:2, v_1:2, v_2:4\}$
- $prnt = \{v_0:\emptyset, v_1:v_0, v_2:\emptyset\}$
- $I = (2, \{x_0, x_1\})$
- $J = (2, \{y_0, y_1, y_2\})$

Basic Concepts : BRS

- BRS consists of a **category** of bigraphs and a set of **reaction rules**.
- Reaction rules define the **dynamics** of bigraphs :
 - Nesting
 - Linkage
- A reaction rule (R, R', η) consists of a **redex** $(R : m \rightarrow /)$ which may be transformed to a **reactum** $(R\uparrow' : m\uparrow' \rightarrow /)$ to rewrite the bigraph where $\eta: m\uparrow' \rightarrow m$ is **map** of ordinals.

Basic Concepts : BRS

Example :



- Redex : $R:2 \rightarrow (2, \{x,y,u,v\})$
- Reactum : $R\uparrow : 2 \rightarrow (2, \{x,y,u,v\})$
- Map : $\eta: \{2 \rightarrow 2\}$
- Transformation : **locality reconfiguration**

Basic Concepts : AADL

- Architecture Analysis and Design Language is an international standard.
- Represents a real-time embedded system as a component-based architecture.
 - Software : data, process, thread, thread group and subprogram.
 - Platform : processor, memory, device and bus.
 - Composite : system.
- Models the interaction of the software components and their target platforms.
- Represents operational **modes** to describe the dynamic behavior of systems.

Approach

- BRS, a suitable platform to formalize the **installation activity** of AADL systems.
- **Formal mapping** based on correspondences between AADL and bigraph elements.

AADL elements	Bigraphical semantic
System: S	Bigraph/Region: $S = (V \downarrow S, E \downarrow S, ctrl \downarrow S, G \downarrow S \uparrow P, G \downarrow S \uparrow L): I \downarrow S \rightarrow J \downarrow S$
Component: C	Node $C \in V \downarrow S$
Port/Role: P	Port/Inner-name or Outer-name: $P \in I \downarrow S \cup J \downarrow S$
Interaction Port-Role: L	Hyper-edges: $L \in E \downarrow S$
Hierarchy	Imbrication of Nodes and Sites: $prnt \downarrow S: m \downarrow S \cup V \downarrow S \rightarrow V \downarrow S \cup n \downarrow S$
Binding properties	Composition: $S \downarrow S^\circ \ S \downarrow H$ where $S \downarrow S$ and $S \downarrow H$ are bigraphs modeling respectively both software and hardware parts of S

Approach

- Enrich the proposed mapping rules set between AADL and bigraph concepts :
 - ✓ Extend the control function to deal with all possible modes.
 - ✓ Exploit the bigraphs reaction rules.
- Dynamic runtime formalization :

AADL elements	Bigraphical semantic
Configuration $S \downarrow m$	Bigraph: $S \downarrow m = (V \downarrow S, E \downarrow S \uparrow m, ctrl \uparrow m, G \downarrow S \uparrow P, G \downarrow S \uparrow L \uparrow')$
Mode transitions	Reaction rule: $\mathcal{R} = (R \downarrow m, R \downarrow m' \uparrow', \eta)$

Approach

- A bigraph $S \downarrow m$ over a signature $\mathcal{K} \uparrow m$ is given by:

$S \downarrow m = (V \downarrow S, E \downarrow S \uparrow m, ctrl \uparrow m, G \downarrow S \uparrow P, G \downarrow S \uparrow L \uparrow)$ where:

- $m \in \mathcal{M}$ represents a **current** operational mode.
- \mathcal{M} is a finite set of **modes**.
- $\mathcal{K} \uparrow m = \mathcal{K} \cup \mathcal{M}$ is **an extended signature**.
- $K(\mathcal{C}) = (arity(\mathcal{C}), m)$ is an **extended control function**.
- $ctrl \uparrow m : V \downarrow S \rightarrow \mathcal{K} \uparrow m$ is a **new control map** assigning to each node \mathcal{C} a control $K \in \mathcal{K} \uparrow m$

Approach

- $T:(\mathcal{C}, m) \rightarrow (\mathcal{C}, m')$ is a **mode transition** of a component \mathcal{C} between m and m' .
- Formally $T : \mathcal{R} = (R \downarrow m, R \downarrow m' \uparrow', \eta)$ is a parametric reaction rule where:
 - $R \downarrow m$ is a redex bigraph of a component \mathcal{C} in a mode m .
 - $R' \downarrow m'$ is a reactum bigraph of a component \mathcal{C} in a new mode m' .
 - η is a map of ordinals.

Case Study: ATM System

- Automated Teller Machine (ATM) is a computerized machine.
- Provides bank costumers with an alternative access to financial transactions.
- An ATM machine consists of :
 - Card reader
 - Keypad
 - Processor
 - Modem
 - Monitor
 - Printer
 - Cash dispenser



Case Study: ATM System

- ATM system is an embedded real-time system which provides banking services :
 - Withdraw cash
 - Make deposits
 - Transfer funds
 - Balance checking
- Basically, an AADL description of ATM System is a collection of interconnected software and hardware components.

Case Study: ATM System

Automated Teller Machine

```
system ATM_System  
end ATM_System;
```

Software components

```
customer : process Customer.impl;  
session : process Session.impl;  
account : process Account.impl;  
ATM_Service : process ATM_Service.impl;
```

Execution platform components

```
CPU : processor ATM_Processor.impl;  
ATM_Memory : memory ATM_Memory.impl;  
ATM_Keypad : device ATM_Keypad;  
ATM_Screen : device ATM_Screen;  
ATM_Printer : device ATM_Printer;  
ATM_Modem : device ATM_Modem;  
Card_Reader : device Card_Reader;  
Cash_Dispenser : device Cash_Dispenser;  
ATM_Bus : bus ATM_Bus;
```

Connections

```
cnx1: data port ATM_Modem.status_data ->  
ATM_Service.ATM_Status;  
cnx2: event data port customer.Card_Number_out ->  
session.Card_Number_in;
```

Installation

```
Actual_Processor_Binding => reference CPU applies to customer;  
Actual_Memory_Binding => reference ATM_Memory applies to  
account;
```

Operational modes

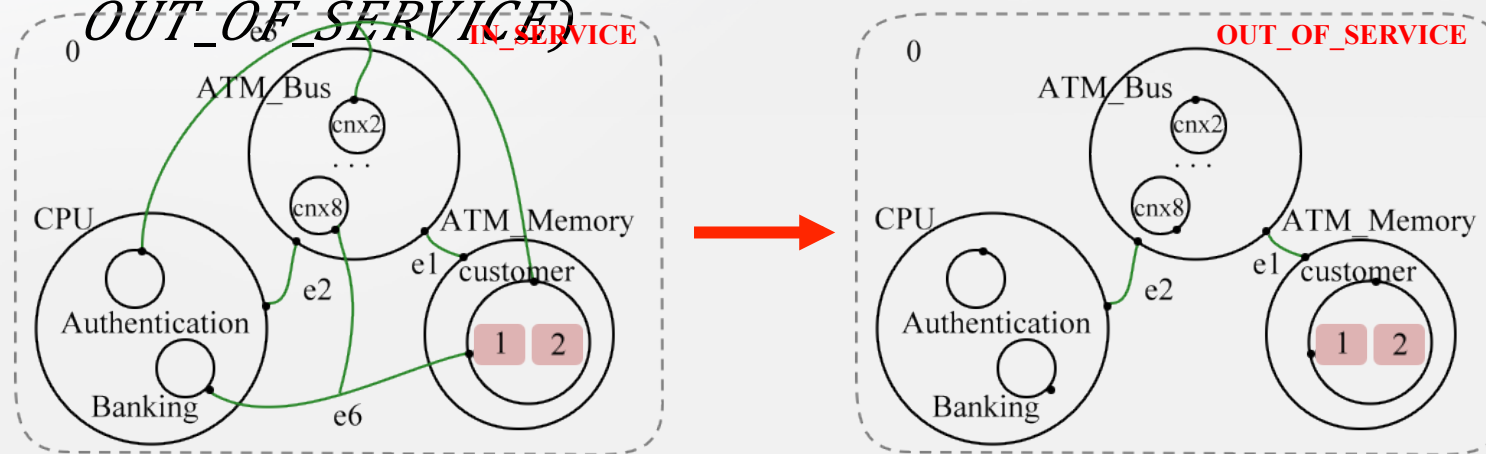
```
modes  
IN_SERVICE : initial mode;  
OUT_OF_SERVICE : mode;  
  
-- Mode transitions  
  
IN_SERVICE -[ATM_Service.OFFLINE]-> OUT_OF_SERVICE;  
OUT_OF_SERVICE -[ATM_service.ONLINE]-> IN_SERVICE;
```

Case Study: ATM System

- Exploitation of the extended BRS-based approach :

- Mode transition :

- $T: (customer, IN_SERVICE) \rightarrow (customer, OUT_OF_SERVICE)$



- Reaction rule :

- $\mathcal{R} = (R \downarrow IN_SERVICE, R \downarrow OUT_OF_SERVICE \uparrow, \eta)$ where:
 - $R \downarrow IN_SERVICE : 2 \rightarrow \langle 1, \emptyset \rangle$
 - $R' \downarrow OUT_OF_SERVICE : 2 \rightarrow \langle 1, \emptyset \rangle$
 - $\eta : 2 \rightarrow 2$

Case Study: ATM System

- Signature:

$$\mathcal{K} \uparrow m(\text{customer}) = \{(2, IN_SERVICE), (0, OUT_OF_SERVICE)\}$$

- $\mathcal{M} = \{IN_SERVICE, OUT_OF_SERVICE\}$ is the set of operational modes.

- $K(\text{customer}) = (2, IN_SERVICE)$
 - $arity(\text{customer}) = 2$
 - $m = IN_SERVICE$

- $K(\text{customer}) = (0, OUT_OF_SERVICE)$
 - $arity(\text{customer}) = 0$

Linkage transformation



connectivity reconfiguration

Conclusion & Future Work

- AADL and the absence of a concrete formal model in its standard.
- A new extended BRS-based approach to model the dynamic architectural reconfiguration.
 - High-level modeling of software architecture.
- Our ongoing research focuses on handling BRS to adopt the **context-aware** information.



**Questi
ons?**