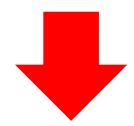


Welcome to SENG 480B / CSC 485A / CSC 586A Self-Adaptive and Self-Managing Systems

Dr. Hausi A. Müller Professor and Associate Dean Research Department of Computer Science University of Victoria



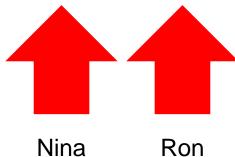
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Deadlines and Course Requirements



Unit	Undergrads Weight	Grads Weight	Remarks	
A1	12%	9%	Due Fri, May 29, 2015	
A2	12%	9%	Due Fri, June 19, 2015	
A3	12%	9%	Due Fri, July 10, 2015	
A4	12%	9%	Due Fri, July 31, 2015	
Grad Project		12%	Due Sat, July 25, 2015	
Participation and presentation	7%	7%	Only graduate students are required to give a presentation towards the end of the course.	
Midterm 1	20%	20%	June 4, 2015 in class. Closed books, closed notes, no phones, no computers, no calculators, no gadgets.	
Midterm 2	25%	25%	July 16, 2015 in class. Closed books, closed notes, no phones, no computers, no calculators, no gadgets.	
Total	100%	100%	Have a great course!	

- All materials discussed in class are required for the midterm examinations
- Completing all midterms and assignments is required to pass the course
- Passing the midterms is not absolutely required to pass the course, but of course highly recommended





Instructions

This assignment consists of three parts. In Part I you are to characterize four feedback systems. In Part II you are to deepen your understanding of ULS systems. In Part III is a group assignment on sensor APIs.

Part I

Identify three (3) feedback systems from different application areas that you encounter in your everyday life. For each system, identify the type of feedback (e.g., positive, negative, or bipolar), identify the sensing and actuation mechanisms as well as the algorithm used in the controller. Describe in detail the underlying model and its assumptions. Describe the uncertainty that the feedback system provides. Describe the dynamics that are controlled through the use of feedback. At least two of the three examples should be software-intensive systems. Graduate students are strongly encouraged to pick at least one system from their research area.

Recommended reading materials

- Murray: Control in an Information Rich World: Report of the Panel on Future Directions in Control, Dynamics, and Systems. SIAM 2003. http://www.cds.caltech.edu/~murray/cdspanel/report/cdspanel-15aug02.pdf
- Chapters 1 & 2

The answer for each feedback system should fit onto approximately one typeset page.

Maximum 3 pages for this part

Do not copy verbatim from any source. Write your own prose. Cite your sources.





Part II

Study the following book on Ultra-Large-Scale Systems (ULS)

- Northrop, L., Feiler, P., Gabriel, R., Goodenough, J., Linger, R., Longstaff, T., Kazman, R., Klein, M., Schmidt, D.,
 Sullivan, K., Wallnau, K.: Ultra-Large-Scale Systems. The Software Challenge of the Future. Technical Report, Software Engineering Institute, Carnegie Mellon University, 134 pages ISBN 0-9786956-0-7 (2006)
- http://www.sei.cmu.edu/uls
- 1. What are the main characteristics of a ULS system?
- 2. Contrast centralized and decentralized control.
- Describe two selected challenges for the design and evolution of ULS systems in detail.

Maximum 2 pages for this part

Do not copy verbatim from any source. Cite your sources.





Part III - Group Project (4-5 people per group)

- Identify and describe sensor APIs for different platforms (e.g., different operating systems).
 Pick an interesting category of sensors or sensor network and describe its API in detail.
- 2. Design, implement and document a simple application using this API.
- 3. Describe how this API and your application can be transitioned to a cloud computing environment.

All group members have to work on all three parts together. Learn from each other! Articulate how the individual group members contributed to Part III.

Submission details:

- Maximum 3 pages for this part
- Submit a short video of no more than 5 minutes explaining your implementation and showing a demo of your
 application. NOTE: It is recommended that you upload the video in some external repository (e.g., Dropbox or Google
 Drive) and submit the access link.

You only need to submit one document and video per group. Do not copy verbatim from any source. Cite your sources.

See SensorCloud video later in today's lecture

Groups

G1	
G2	



Groups for A1 Part III

G1	Ernest Aaron, Adel Adil, Luuk Veenis		
G2	Maryi Arciniegas Mendez, Navdeep Bahia, Richard Wagner		
G3	Simar Arora, Miles Barr, Evan Wilde		
G4	Fei Chen, David Bayly, Elliot Wyman	1	
G5	Shu Chen, Jonathan Bowen, Gueorgui Zahariev	ated shortly	
G6	Harsh Dawar, Joshua Braidek, Zhenyu Zhang		
G7	Erkan Ersan, Po An Chen, Pufan Zheng		
G8	Maria Ferman Guerra, Jason Cho, Zhanxue Zhu	la about	
G9	Khushboo Gandhi, Sebastian Craig, Mohammad Bin Abdulsalam	le about	
G10	Harneet Kaur, Yongjun Xu, Timothy Dalton,	disseminating your em	ail to the
G11	Francis Harrison, Meric Demiriz, Jorge Conde Gomez Llanos		
G12	Stephan Heinemann, Sean Debroni, Tory Borsboom-Hanson	te	
G13	Harshit Jain, Rodney Gelera, John Cox		
G14	Sumit Kadyan, Alice Gibbons, Fraser DeLisle		
G15	Navpreet Kaur, Zhuoli Xiao, Adnan Duale		
G16	Parminder Kaur, Abhinandan Jagdev, Dustin Faulkner		
G17	Waseem Khan, Anthony Kohan, Xiaotian Li		
G18	Nishant Khanna, Patrick Lavoie, Connor McConkey		
G19	Akshay Khot, Junru Yang, Ian Leslie		
G20	Carlene LeBeuf, Siqi Li, Darren Prince		
G21	Ye Liang, Ran Wei, Bowen Liu, Simon Taft		
G22	Junnan Lu, Colum McClay, Jiashu Xiong		
G23	Adithya Rathakrishnan, MacKay McGillivray, Shuo Yen Yu		
G24	Arturo Reyes Lopez, Brenda McPhail, Mohammed Nader Zuhri Yafi		
G25	Babak Tootoonchi, Daniel Oon, Muhammad Zubair	7	
G26	Sam Wang, Hernan Rossi, Samuel Navarrete		
G27	Stephan Wasylishen, Victoria Sahle, Sahibdeep Sran		





- Internet of things
- Industrial Internet (GE)
- Cyber-physical systems
- Ultra-large-scale systems
- Digital ecosystem
- Wearable computers
- The age of context
- Context awareness
- Situational awareness
- Big data
- Big data analytics

- Ubiquitous computing
- Pervasive computing
- Cloud computing
- Green computing
- Sensors and actuators
- Smart systems
- Google driverless car
- Google glass
- Microsoft Hololens
- iRobot
- Quadcopters



- A SAS can alter its behaviour at runtime (on the fly) in response to its perception of
 - its environment
 - its own stateby adapting itself

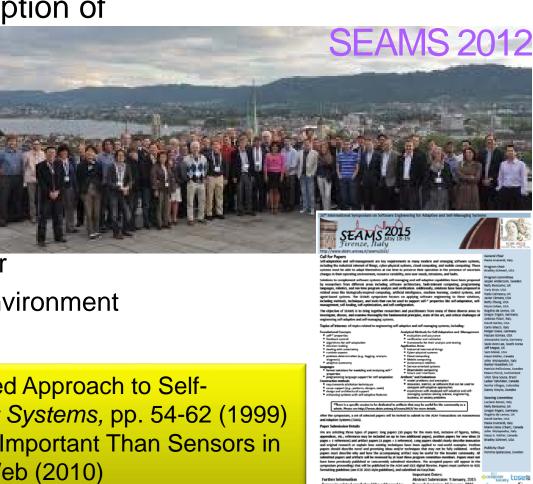
SAS abilities

Assess its own behaviour

Observe its context or environment

Adapt without shut down

- Oreizy, et al.: An Architecture-Based Approach to Self-Adaptive Software, IEEE Intelligent Systems, pp. 54-62 (1999)
- MacManus: Why Software is More Important Than Sensors in the Internet of Things, ReadWriteWeb (2010)



Situational Awareness (SA)

- SA is the perception of environmental and personal context with respect to time and space
- Comprehension of its meaning and its projection into the future
- Critical to decision-making in complex, dynamic situations

- Applications
 - Mars Curiosity
 - Aviation—UAV, drones
 - Military command and control
 - Emergency services

- Applications
 - Driving a car
 - Crossing a street
 - Playing soccer
 - Playing basketball
 - Shopping

10

Lionel Messi



Situation Awareness in Sports

Jordan who? McCabe

Adapting on the Fly—at Runtime



Intuitively we know how critical and valuable context is.

But context is complicated.

"Context is the new battleground between Android, iOS, Windows, Symbian and Apple, Google, IBM, Microsoft, Nokia, Samsung."

The Age of Context

Simple can be harder than complex. You have to work hard to get your thinking clean to make it simple.

Steve Jobs, BusinessWeek, 1998

Adapt on the Fly—at Runtime

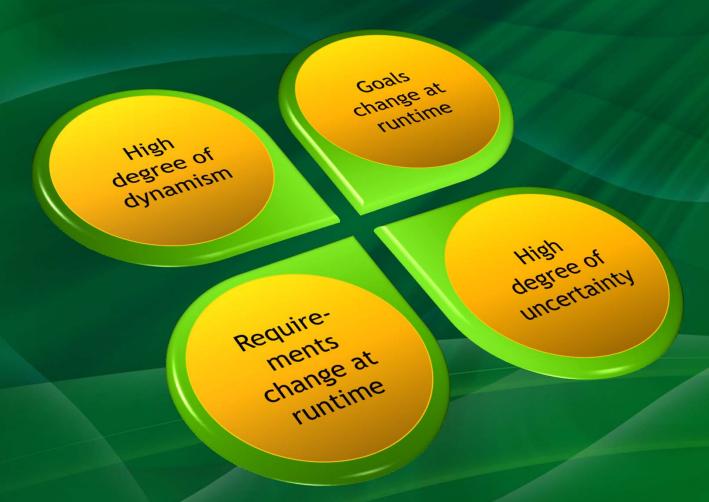
Sensors give us the ability to monitor things

Depending on the measures, things can adapt

via actuator Analyze Monitor Regulate Plan

Adapt

Smarter System Characteristics



Smarter systems adapt at runtime

Sensors Feedback Loops Adaptive **Predictive** Context Systems **Analytics** Management Instrumented Interconnected 15

How should we teach the concepts of highly dynamical software systems in the age of context?

































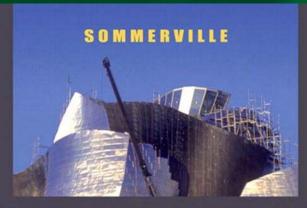






How do we integrate these topics into computing science and software engineering curricula?

Ian Sommerville Software Engineering 9th Edition 2010



SOFTWARE ENGINEERING





Contents at a Glance

Preface

Part 1 Introduction to Software Engineering

Chapter 1 Introduction

Chapter 2 Software processes

Chapter 3 Agile software development

Chapter 4 Requirements engineering

Chapter 5 System modeling

Chapter 6 Architectural design

Chapter 7 Design and implementation

Chapter 8 Software testing

Chapter 9 Software evolution

Part 2 Dependability and Security

Chapter 10 Sociotechnical systems

Chapter 11 Dependability and security

Chapter 12 Dependability and security specification

Chapter 13 Dependability engineering

Chapter 14 Security engineering

Chapter 15 Dependability and security assurance

Part 3 Advanced Software Engineering

Chapter 16 Software reuse

Chapter 17 Component-based software engineering

Chapter 18 Distributed software engineering

Chapter 19 Service-oriented architecture

Chapter 20 Embedded software

Chapter 21 Aspect-oriented software engineering

Part 4 Software Management

Chapter 22 Project management

Chapter 23 Project planning

Chapter 24 Quality management

Chapter 25 Configuration management

Chapter 26 Process improvement

We need a new discipline

Software Engineering @ Runtime



Software Engineering @ Runtime

- Requirements@runtime
- Models@runtime
- Monitoring@runtime
- V&V@runtime
- Adaptation@runtime
- Analysis@runtime
- CM@runtime
- Assurance@runtime

- Profound impact on SE and CS
- Rethink software design and evolution for highly adaptive software systems
- Feedback loops and control theory are key

Boundary between development-time and run-time is disappearing

Baresi, Ghezzi: The disappearing boundary between development-time and run-time.
In: FSE/SDP Workshop on Future of Software Engineering Research (FoSER 2010), pp. 17-22 (2010)

Requirements @ Runtime

From satisfaction of requirements through traditional, top-down engineering



To satisfaction of requirements by regulation of complex, decentralized systems



How much environment uncertainty can we afford? What's the cost? What benefits do we accrue by accommodating context uncertainty?

Models @ Run.time

- Runtime model representation and management
- Models @ Run.time need reflection
- Goal models for NF requirements
- Runtime verification of statecharts
- Dynamic context models
- UML behavioral models at runtime
- Applying MDE tools at runtime
- GUI runtime adaptation models
- Model synchronization
- Models for security analysis



- Bencomo: Workshop Series on Models@run-time, http://www.comp.lancs.ac.uk/~bencomo/WorkshopMRT.html
- Bencomo: Workshop Series on Requirements@run.time, http://www.comp.lancs.ac.uk/~bencomo/RRT/
- Dagstuhl Seminar: Models@run.time, 2011 http://www.dagstuhl.de/en/program/calendar/semhp/?semnr=11481

Context Models @ Runtime

Environmental uncertainty

Behavioral uncertainty

Context information

- Coutaz, Crowley, Dobson, Garlan: Context is key, CACM 48(3) (2005)
- ➤ Whittle et al.: RELAX: A language to address uncertainty in self-adaptive systems requirements, *Requirements Engineering* 15(2):177-196 (2010)
- Inverardi, Mori: Feature-oriented evolutions for context-aware adaptive systems. In: *Proc. IWPSE-EVOL*, pp. 93-97, (2010)

Make Context First Class

Context representation

- Modeling of relevant context
- Context management strategies
- Adaptation of context models at runtime

Context management

- Adaptive context management strategies
- Gathering, provisioning
- Context reasoning



Analyze

Autonomic control loop

Monitor

Regulate objectives maintain equilibrium

Plan

Adapt

Assurance @ Runtime Make V&V @ Runtime First Class

- V&V ensures that software satisfies requirements and quality attributes
- Runtime V&V ensures proper system operation during adaptation
- Certifiable V&V methods are critical for smart systems

Cleared for Public Release

United States Air Force Chief Scientist (AF/ST)



Report on

Technology Horizons

A Vision for Air Force Science & Technology During 2010-2030

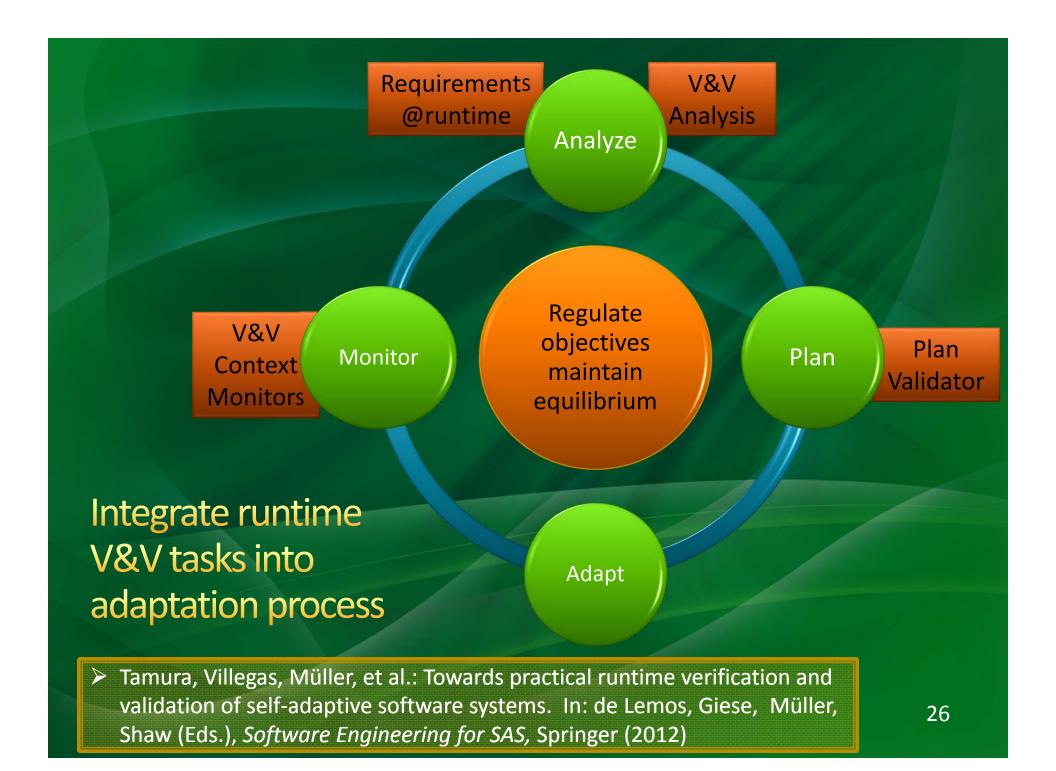
Key science and technology focus areas for the U.S. Air Force over the next two decades that will provide technologically achievable capabilities enabling the Air Force to gain the greatest U.S. Joint force effectiveness in 2030 and beyond.

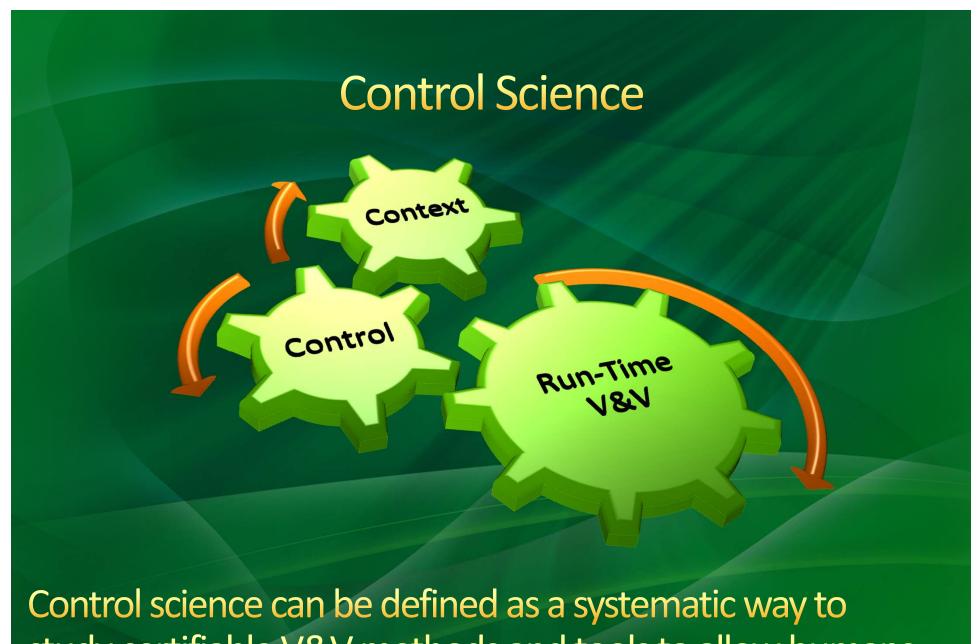
Volume 1

AF/ST-TR-10-01-PR 15 May 2010

Cleared for Public Release

- ▶ Dahm: Technology Horizons: A Vision for Air Force Science & Technology During 2010-2030. TR USAF (2010)
- ➤ Villegas, et al.: A Framework for Evaluating Quality-Driven Self-Adaptive Software Systems, In: *Proc. 6th ACM/IEEE Software Engineering for Adaptive and Self-Managing Systems (SEAMS 2011)*, pp. 80-89 (2011)
- > Tamura, Villegas, Müller, et al.: Towards practical runtime verification and validation of self-adaptive software systems. In: de Lemos, Giese, Müller, Shaw (Eds.), Software Engineering for SAS, Springer (2012)

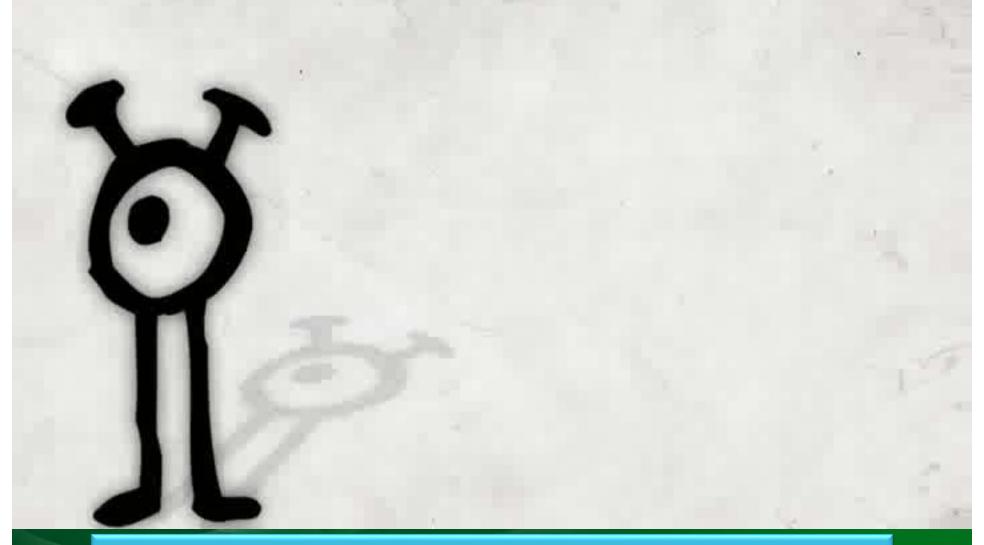




Control science can be defined as a systematic way to study certifiable V&V methods and tools to allow humans to trust decisions made by self-adaptive smart systems. ²⁷



The Internet of Things (5 minutes)



http://www.youtube.com/watch?v=sfEbMV295Kk