

# Università degli Studi di Trento Facoltà di Scienze Matematiche, Fisiche e Naturali Dipartimento di Ingegneria e Scienza dell'Informazione

# (Requirement) Evolution Requirements for Adaptive Systems

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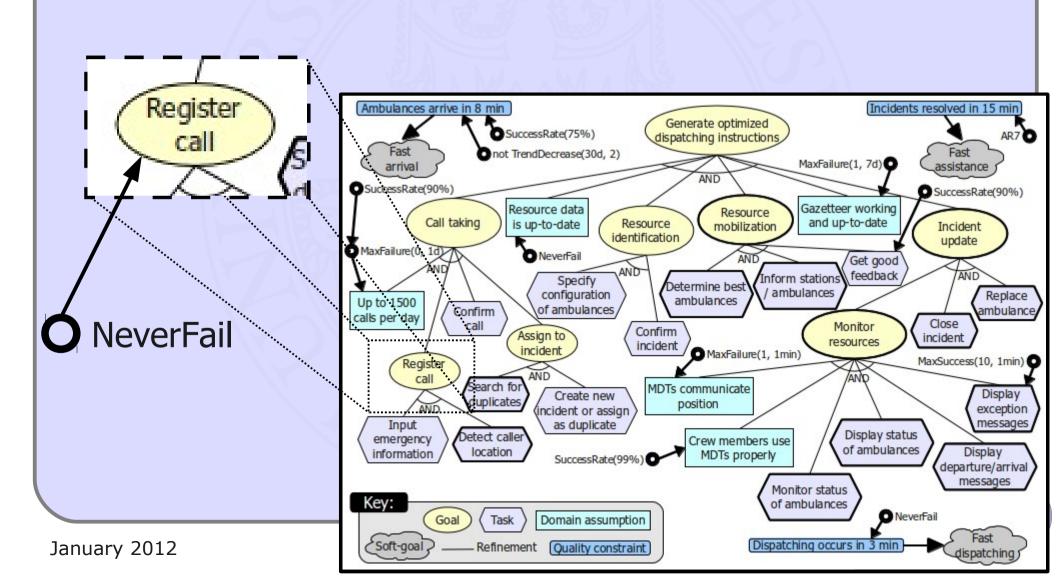
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# What I will present today...

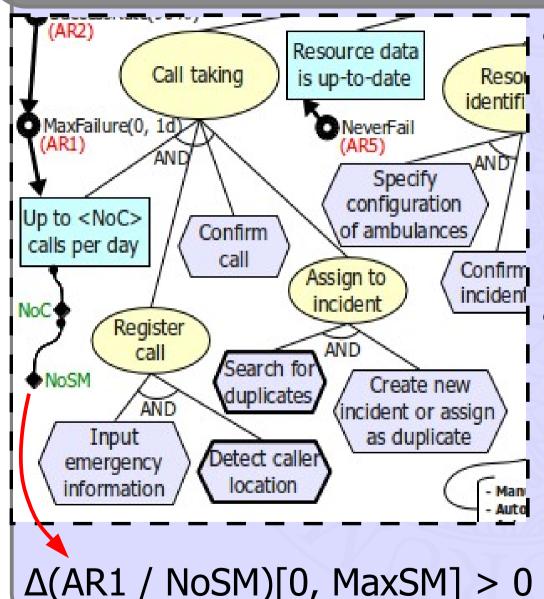
- New idea in the context of my PhD research;
  - Awareness Requirements (AwReqs)...
  - System Identification...
  - Evolution Requirements (EvolReqs)!
- Working with John and Alexei;
- Paper to be submitted to SEAMS 2012 (deadline January 23<sup>rd</sup>).

# **Background: AwReqs**

 AwReqs determine the critical requirements. We should be aware of their success/failure;



# Background: SysId



- System Identification:
  - Indicator/parameter qualitative relations;
  - Information to reason over during reconfig.
- Reconfiguration:
  - Search on the solution space;
  - Algorithms are work in progress...

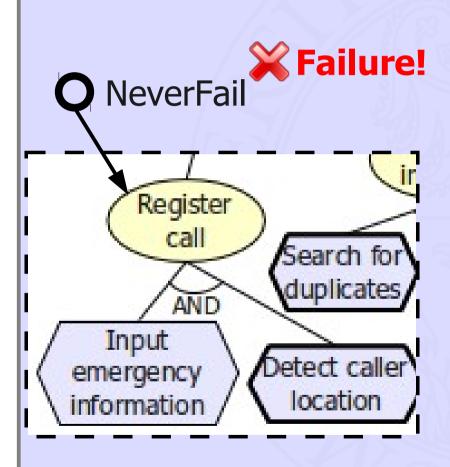


#### **Motivation**

- Is reconfiguration enough?
- Moreover, is it what stakeholders want?
- Some other strategies:
  - Try again after some period of time;
  - Warn / delegate the goal/task to an actor;
  - Relax (strengthen) a requirement;
  - Redundancy;
  - Etc...

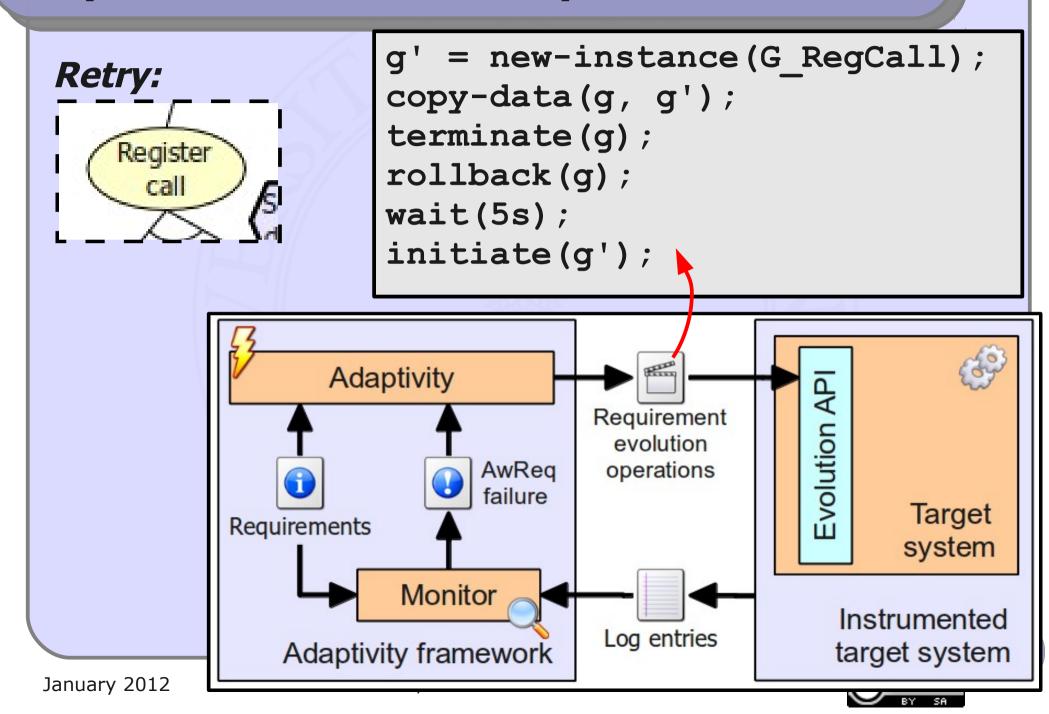
January 2012

# **Motivating example**



- Possible strategies:
  - Try again (it could be a temporary glitch in the input submission);
  - Relax the goal, by disabling caller detection (we can do without it);
  - Delegate the top goal to a staff member (switch to manual dispatch);
  - Abort (fail gracefully).

# **Proposal: Evolution Requirements**

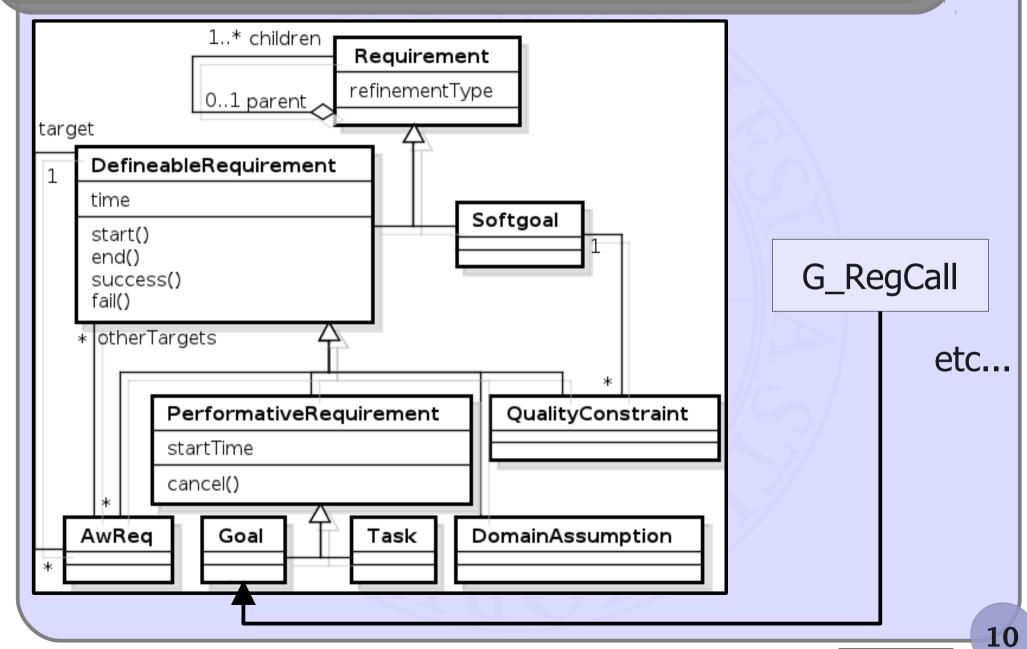


# **Primitive operations:**

- abort(ar);
- apply-config(C, L);
- change-param([R|r], p, v);
- copy-data(r, r');
- disable(R);
- enable(R);
- find-config(algo, ar);
- initiate(r);

- new-instance(R);
- resume(r);
- rollback(r);
- send-warning(A, ar);
- suspend(r);
- terminate(r);
- wait(t);
- wait-for-fix(ar).

# **Base model for requirements**



# **Patterns form Adaptation Strategies**

```
Retry(copy : boolean = true; time : long) {
  r = awreq.target;
  R = r.class;
  r' = new-instance(R);
  if (copy) copy-data(r, r');
  terminate(r);
  rollback(r);
  wait(time);
  initiate(r');
```

```
Delegate(a : Actor) {
    send-warning(a, awreq);
    wait-for-fix(awreq);
}
```

### More patterns...

```
RelaxDisableChild(r : Requirement = awreq.target;
level : Level = INSTANCE; childClass : Class) {
  if (level == CLASS) {
    disable(childClass);
  else {
    suspend(r);
    for (child in r.children) {
       if (child.class == childClass) {
         terminate (child);
         rollback (child);
    resume(r);
```

# Patterns simplify the specification



Associated to this AwReq:

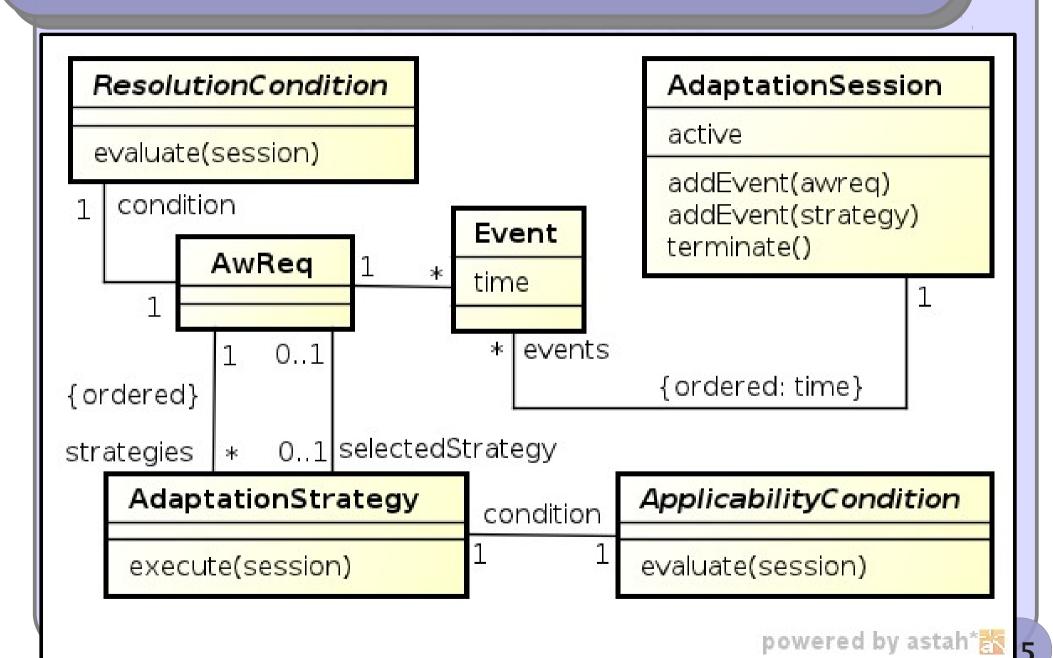
- Retry(5000);
- RelaxDisableChild(T\_DetectLoc)
- Delegate(G\_GenDispatch, StaffMember)
- Abort().

# Reconfiguration as a strategy

```
Reconfigure(algo : FindConfigAlgorithm,
ar : AwReq, level : Level) {
   C' = find-config(algo, ar)
   apply-config(C', level)
}
```

Algorithms are subject of future work... (target: RE 2012)

# ECA-based coordination process (1)



# ECA-based coordination process (2)

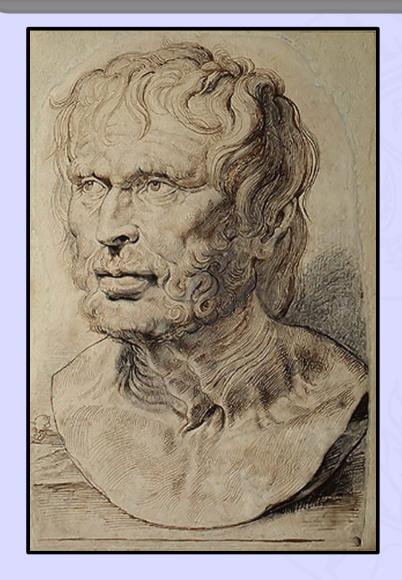
```
processEvent(ar : AwReq) {
  session = findOrCreateSession(ar.class);
  session.addEvent(ar);
  solved = ar.condition.evaluate(session);
  if (solved) break;
  ar.selectedStrategy = null;
  for each s in ar.strategies {
     appl = s.condition.evaluate(session);
     if (appl) {
        ar.selectedStrategy = s;
        break;
  if (ar.selectedStrategy == null)
     ar.selectedStrategy = ABORT;
  ar.selectedStrategy.execute(session);
  ar.condition.evaluate(session);
```

### Different coordination processes?

- Any process that (using the model):
  - Selects the best strategy to apply;
  - Execute it;
  - Check if the problem has been solved;
  - If not, loop back.
- Might be worth investigating:
  - A preferences-based process;
  - Attach AwReqs to EvolReqs to create hierarchies of controllers;
  - Any other idea?



# Thank You! Questions? Feedback?



#### **Acknowledgment:**

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