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Modeling and detection of Performance Antipatterns in UML

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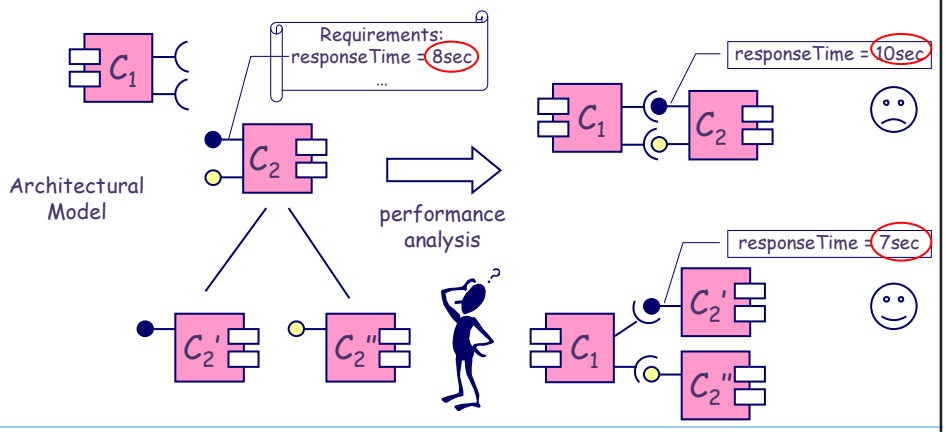
Roadmap

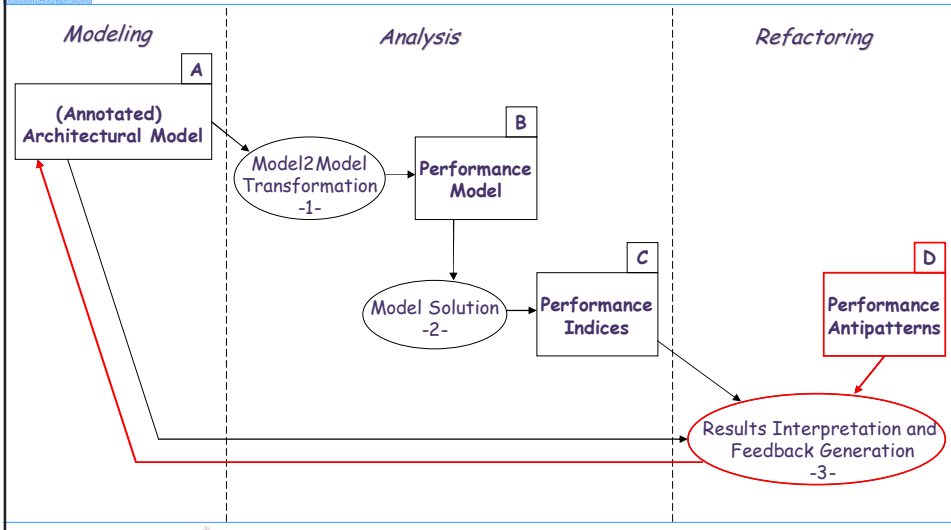
- Motivation
- Problem statement
- UML context
  - Our approach
  - A case study
- Ongoing and future works

Motivation

» What to change to improve the software design?



Problem statement



(Performance) Antipatterns

» W.J.Brown, R.C. Malveau, H.W. Mc Cornich III, and T.J. Mowbray. "Antipatterns: Refactoring Software, Architectures, and Project in Crisis", 1998.

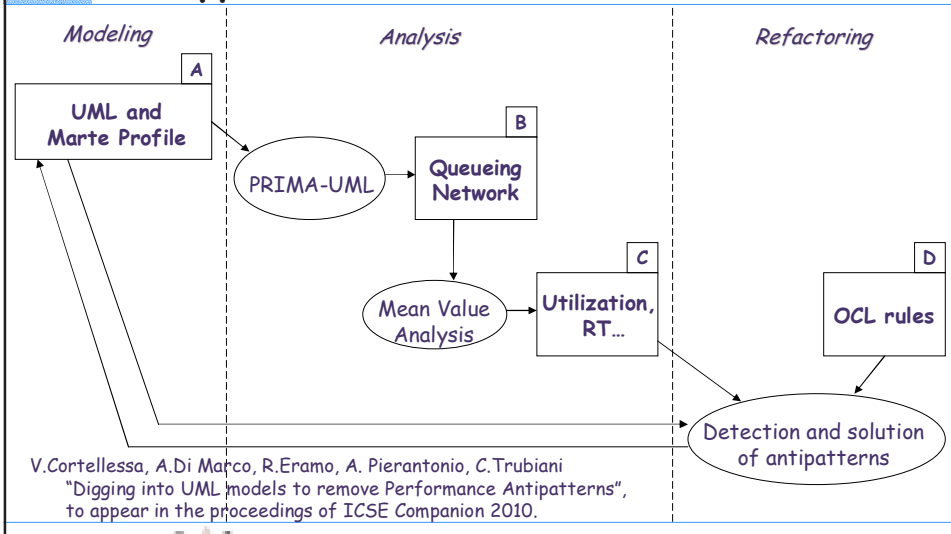
-Look at negative features of a software system:

>The definition includes common mistakes (i.e. "Bad practice") in software development as well as their solutions

>Conceptually similar to "Design Patterns": recurring solutions to common design problems

» What to avoid and how to solve (performance) problems!

Our approach in the UML context



V.Cortellessa, A.Di Marco, R.Eramo, A. Pierantonio, C.Trubiani "Digging into UML models to remove Performance Antipatterns", to appear in the proceedings of ICSE Companion 2010.

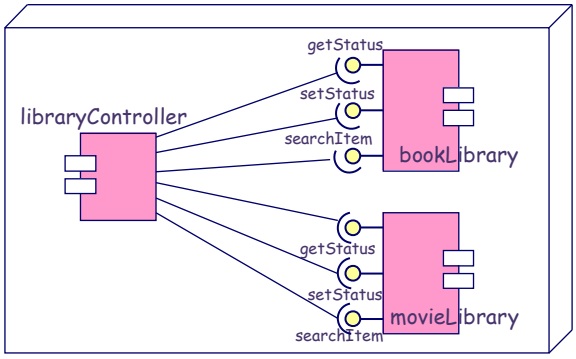
Performance Antipatterns

» C. U. Smith and L. G.Williams. "More new software performance antipatterns: Even more ways to shoot yourself in the foot", 2003

Antipattern	Problem	Solution
Blob	Occurs when a single class or component either 1) performs all of the work of an application or 2) holds all of the applications data. Either manifestation results in excessive message traffic that can degrade performance.	Refactor the design to distibute intelligence uniformly over the applications top-level classes, and to keep related data and behavior together.
...	...	...

Reasoning on the "Blob" problem

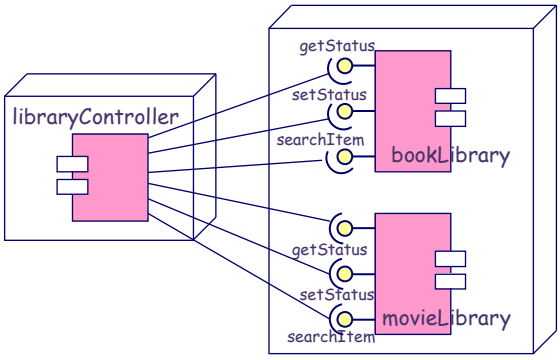
» PROBLEM: "Occurs when a single class or component either 1) performs all of the work of an application or 2) holds all of the applications data. Either manifestation results in excessive message traffic that can degrade performance."



1. centralized "Blob"

Reasoning on the "Blob" problem

» PROBLEM: "*Occurs when a single class or component either 1) performs all of the work of an application or 2) holds all of the applications data. Either manifestation results in excessive message traffic that can degrade performance.*"



2. distributed "Blob"

OCL query to detect the "Blob" antipattern

» Each component in the defined context of the model is checked by means of the following rules in order to identify candidate Blob instances.

```
context Model ::
Blob() : Set(Component)

def: allComponents: Set(Component) =
     self.allOwnedElements() ->
     select(oclIsTypeOf(Component))
      .oclAsType(Component) -> asSet()

body : allComponents.usageRule()
               .interactionRule()
               .utilizationRule() -> asSet()
```

"Blob" - OCL usage rule

- "Occurs when a single class or component (i.e. a software entity) either 1) performs all of the work of an application or 2) holds all of the applications data"
- ***Usage Rule:*** in a Component/Class Diagram a complex controller component/class is surrounded by other components/classes through many *usage* dependencies.

```
context Component ::
usageRule() : Set(Component)

body : cc -> select(oclAsType(Usage) -> size()
       >= getComponentsUsageSize() /
          getComponentsSize())
```


"Blob" - OCL interaction rule

- "Either manifestation results in excessive message traffic that can degrade performance. "
- ***Interaction Rule:*** in a Sequence Diagram there are lifelines that generate excessive message traffic (i.e. higher than the average number of messages sent by all lifelines).

```
context Component ::
interactionRule() : Set(Component)

def: allLifelines: Set(Lifeline) =
     self.allOwnedElements()
     ->select(oclIsTypeOf(Lifeline))
       .oclAlType(Lifeline)->asSet()

body : self ->select (getAllComponentLifelines
       -> select(getSentMessages->size()
            > allLifelines.getSentMessages->size()
            / allLifelines->size())
     )
```

"Blob" - OCL utilization rule

» "Either manifestation results in excessive message traffic that can degrade performance"

» ***Utilization Rule:*** device(s) utilization could be critical.

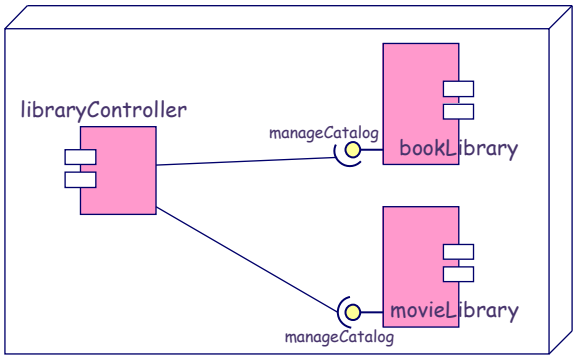
```
context Component ::
utilizationRule() : Set(Component)

body : self ->select (
    if singleDeployNode(self)
    then    getOwningNode().utilization >= thr
    else
        getUsingComponent(self)
        ->iterate (c: Component; result: boolean|
        if getCommChannelNode(c).attribute.type
                                    .include(self)
        then getCommChannelNode(c).attribute
                                .utilization >= thr
    )
```

centralized "Blob"

distributed "Blob"

Reasoning on the "Blob" solution

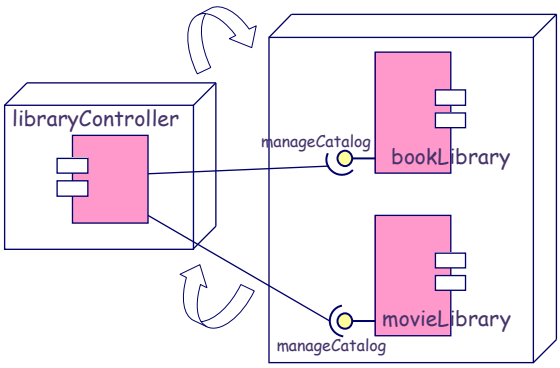
» SOLUTION: "Refactor the design to distibute intelligence uniformly over the applications top-level classes, and to keep related data and behavior together."



1. centralized "Blob"

Reasoning on the "Blob" solution

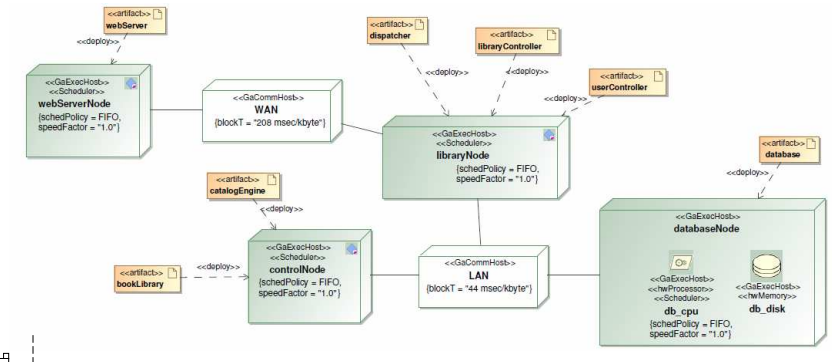
» SOLUTION: "Refactor the design to distibute intelligence uniformly over the applications top-level classes, and to keep related data and behavior together."

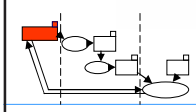


2. distributed "Blob"

A case study in the UML context

» Modeling the Electronic Commerce System (ECS)





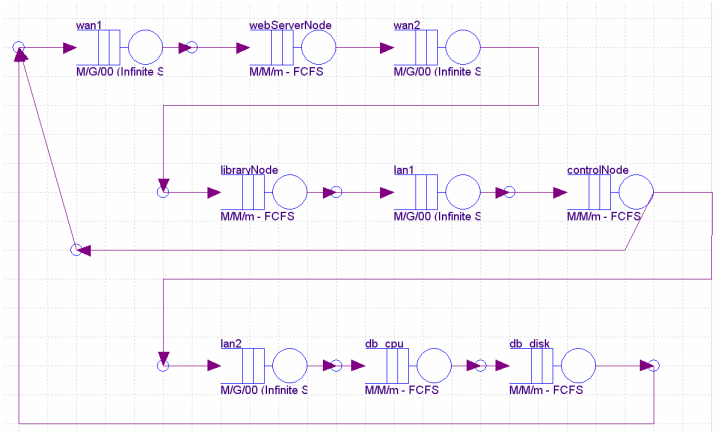
UML Deployment Diagram

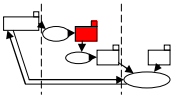
ECS - Performance Analysis

» Performance Model: Queueing Networks

wan	1040 msec
lan	396 msec
$webServerNode$	4 msec
$libraryNode$	9 msec
$controlNode$	6 msec
$databaseNode_{cpu}$	15 msec
$databaseNode_{disk}$	30 msec

input parameters





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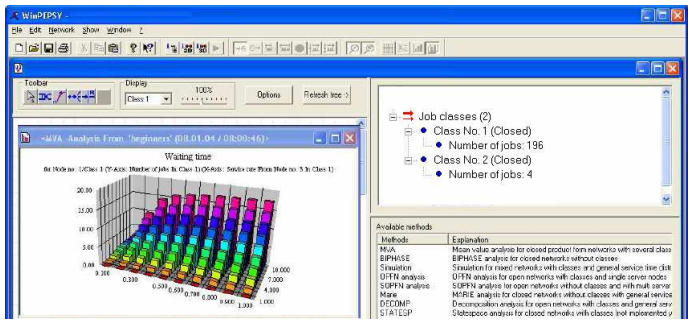
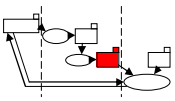
ECS - Performance Analysis

» Performance Indices: e.g. Response Time (RT).

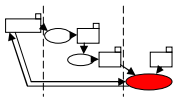




Requirement	Required Value	Observed Value
RT(browseCatalog)	1.5 sec	1.61 sec

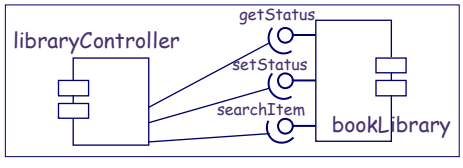
ECS – Detecting antipatterns

Antipattern	Problem	Solution
Blob	libraryController performs most of the work, it generates excessive message traffic.	Refactor the design to keep related data and behavior together. Delegate some work from libraryController to bookLibrary.
Empty Semi Trucks	An excessive number of requests is required to perform the task of registering new users.	Refactor the design combining items into messages to make better use of available bandwidth
Concurrent Processing Systems	Processing cannot make use of the processor webServerNode.	Restructure software or changing scheduling algorithms between processors libraryNode and webServerNode.

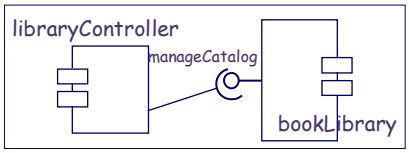


ECS – Refactoring (1/2)

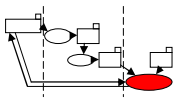
» Solving the "Blob" antipattern



ECS



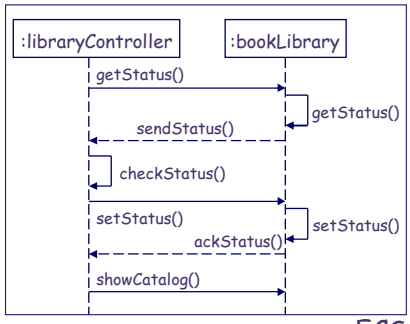
ECS\{Blob}



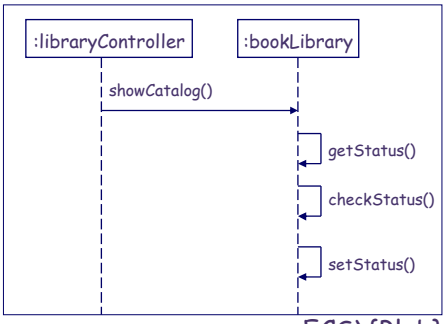
UML Component Diagram

ECS – Refactoring (2/2)

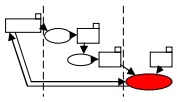
» Solving the "Blob" antipattern



ECS



ECS\{Blob}



UML Sequence Diagram

ECS\{Blob} system: performance results

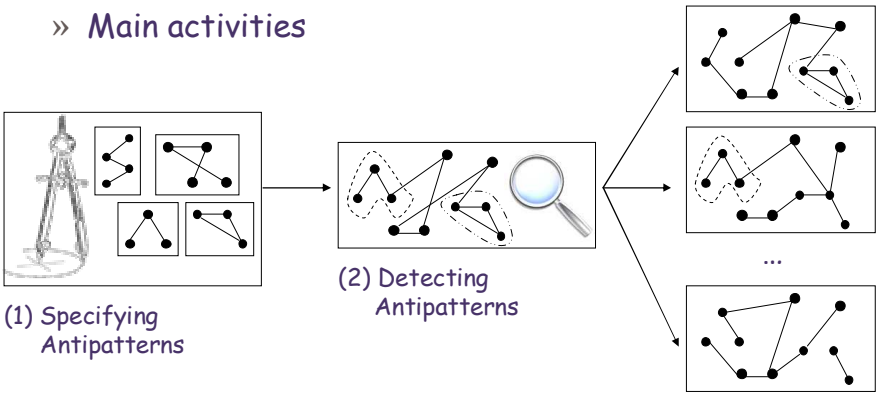
» Performance Analysis of the ECS\{Blob} system

	Service Demand (input parameters) ECS	$ECS \setminus \{Blob\}$
wan	1040 msec	1040 msec
lan	**396** msec	**242** msec
$webServerNode$	4 msec	4 msec
$libraryNode$	**9** msec	**8** msec
$controlNode$	**6** msec	**7** msec
$databaseNode_{cpu}$	15 msec	15 msec
$databaseNode_{disk}$	30 msec	30 msec

Requirement	Required Value	ECS Observed Value	ECS\{blob} Observed Value
RT(browseCatalog)	1.5 sec	1.61 sec	1.44 sec

Ongoing works: a Framework

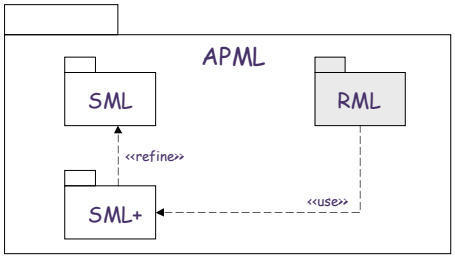
» Main activities



Specifying Antipatterns

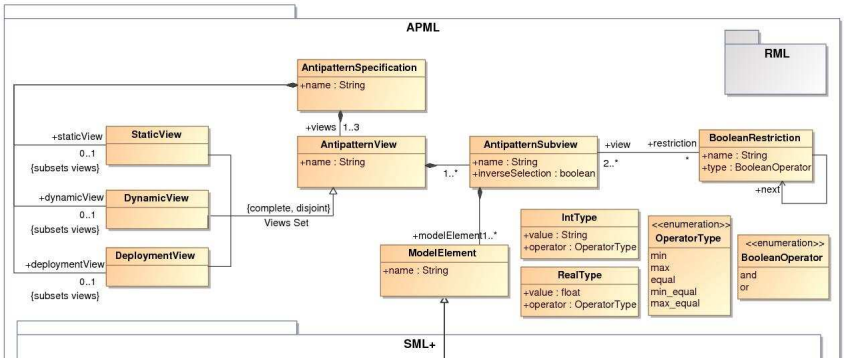
» Defining a metamodel for antipatterns

- APML -> AntiPattern Modeling Language
  - > SML -> Software Modeling Language
  - > SML+ -> An enrichment of SML
  - > RML -> Refactoring Modeling Language



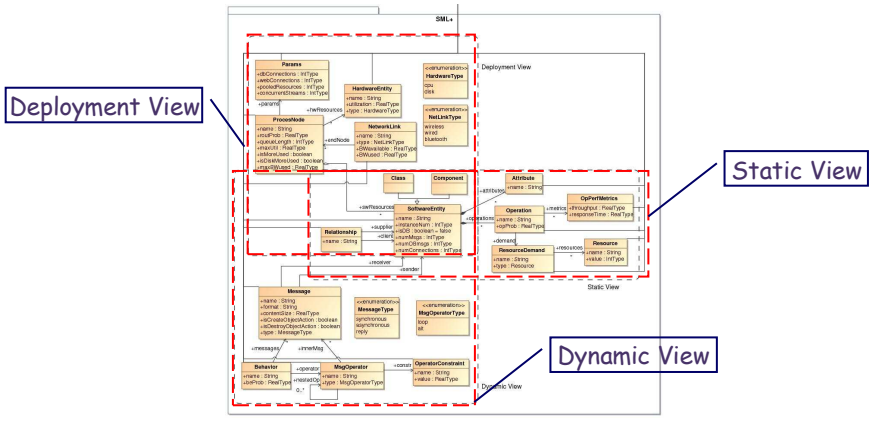
Metamodel for antipatterns

» An excerpt of APML



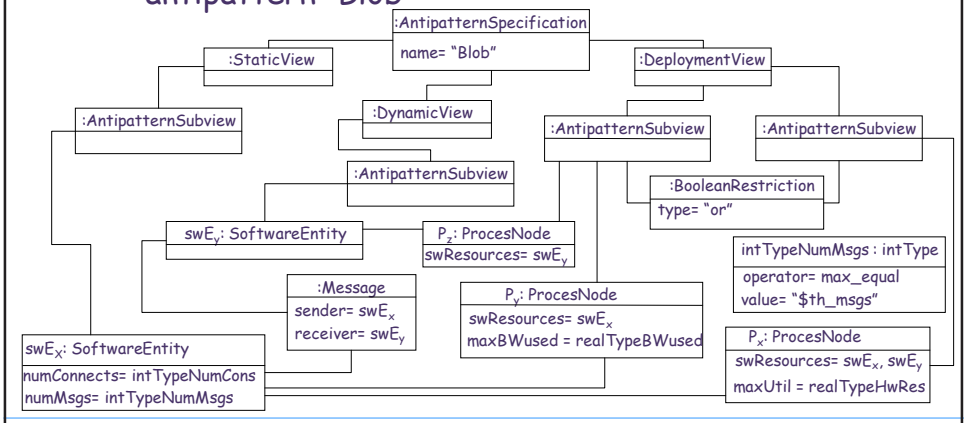
Metamodel for antipatterns

» Software Modeling Language SML+



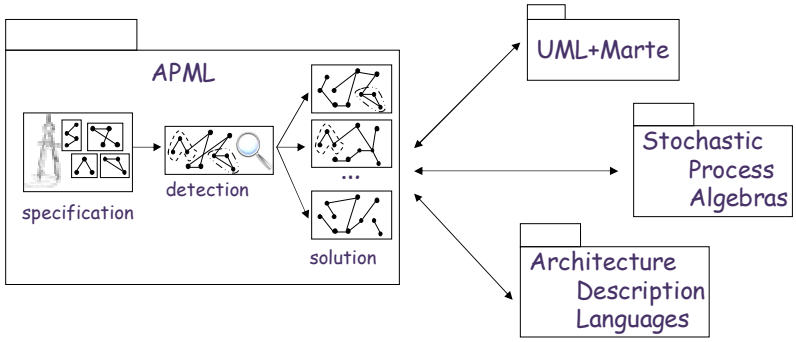
Modeling with APML

» An example: how to model the performance antipattern "Blob"



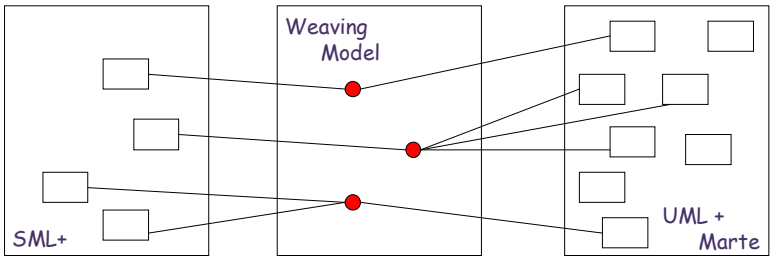
Goal: Antipatterns across different languages

» Validate the scope of the whole approach to assess the indipendence of any concrete notation.



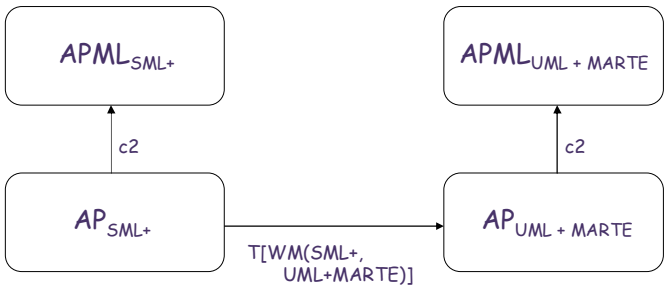
Our metamodel in concrete notations

» Weaving Models to drive correspondences between our SML+ and a concrete modeling notation (e.g. UML + Marte).



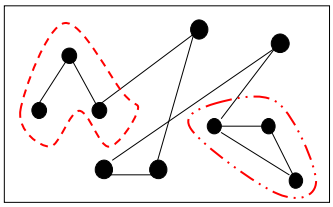
Antipatterns in concrete notations

» High-order Transformations to drive correspondences between the antipattern model in our SML+ and a concrete modeling notation (e.g. UML + Marte).



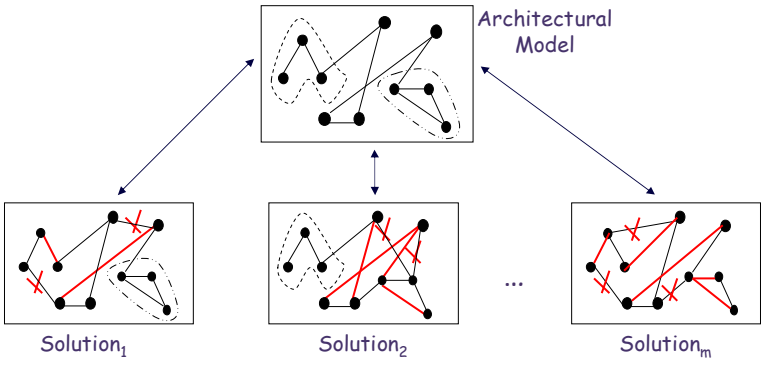
Detecting antipatterns

» Translating the occurrence of antipatterns with OCL expressions.



Future works: solving Antipatterns

» Apply concepts of difference models.



Open issues

- Requirements issues
  - Functional requirement
    - Legacy components cannot be split or re-deployed
  - Non-Functional requirement
    - Budget limitations

- Coherency issues
  - Incoherences among antipattern solutions
- Maintenance issues
  - What happens if the design and the architectural changes are performed at run-time (e.g. pervasive systems)? How do the performance antipatterns change across the run-time reconfigurations of the system?
- Further issues
  - Can an antipattern solution introduce another antipattern? How do the workload and the operational profile affect the antipatterns identified?