
Development and Execution of Adaptive Component-based Applications

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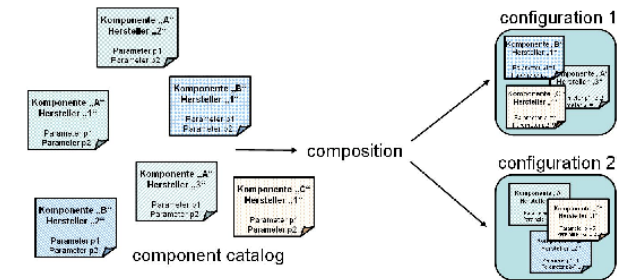
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Outline

- Adaptive applications using alternative application configurations
- Dynamic reconfiguration in component-platforms (Java/.NET)
 - Reaching a reconfigurable state
 - Dynamic update and state transfer
- AOP tools for generating (re-)configuration specific logic
- Case study: adaptive control applications in a remote lab
- Conclusions

Adaptive Component-based Applications

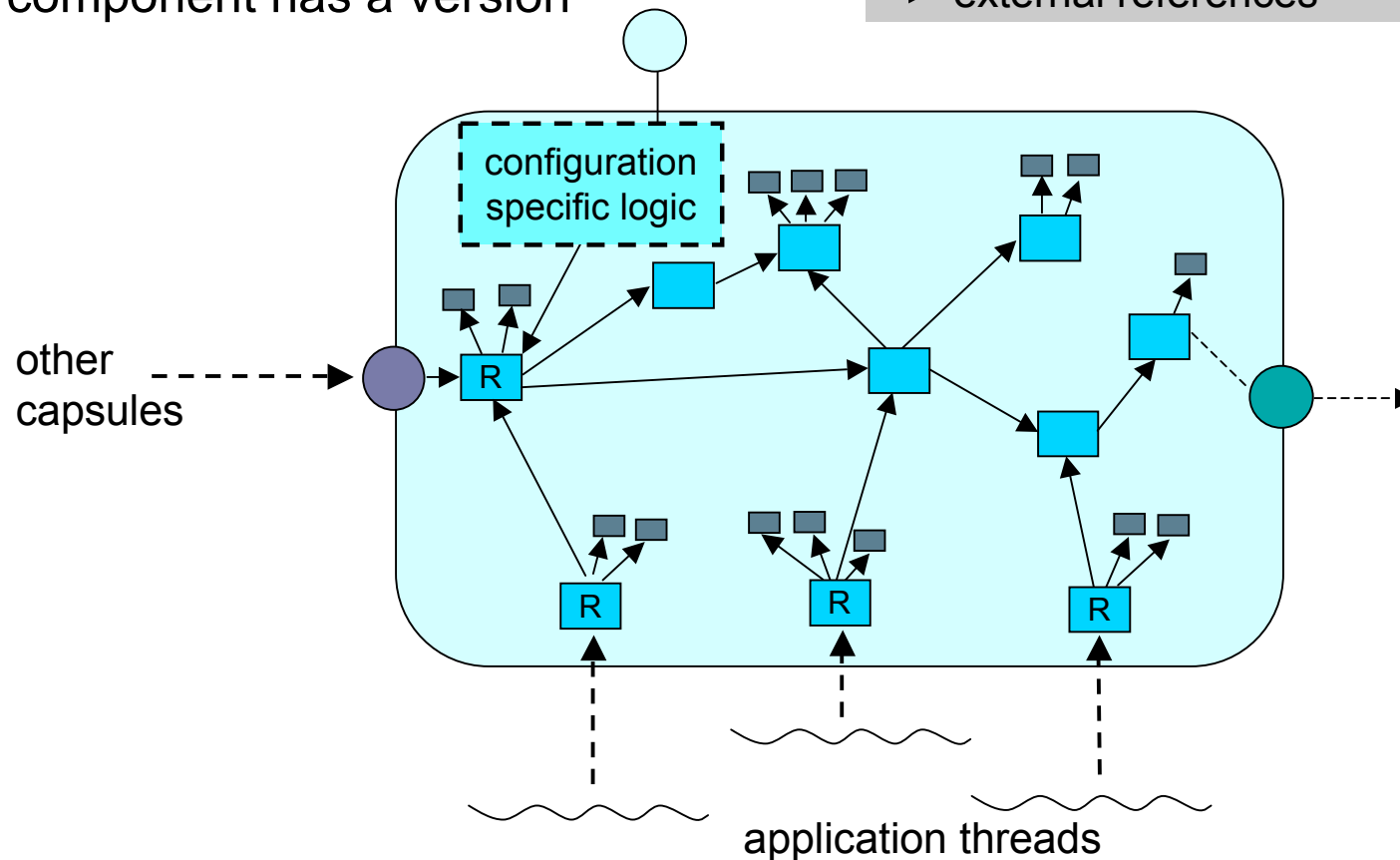


- Varying resources and context parameters demand adaptation
- Requirement: keep application properties (app.-level QoS) in user-desired range
- Components are units of deployment that can be composed by a third party
- Same interfaces can be implemented by multiple components having different properties
- **Different combinations of components (configuration)** can fulfill functional requirements of an application
- Applications can be composed **for different usage situations**
- **Solution:** Selection and activation of appropriate configuration for given environmental properties allow for adaptation
- **Challenge:** Integrate dynamic reconfiguration in component platforms

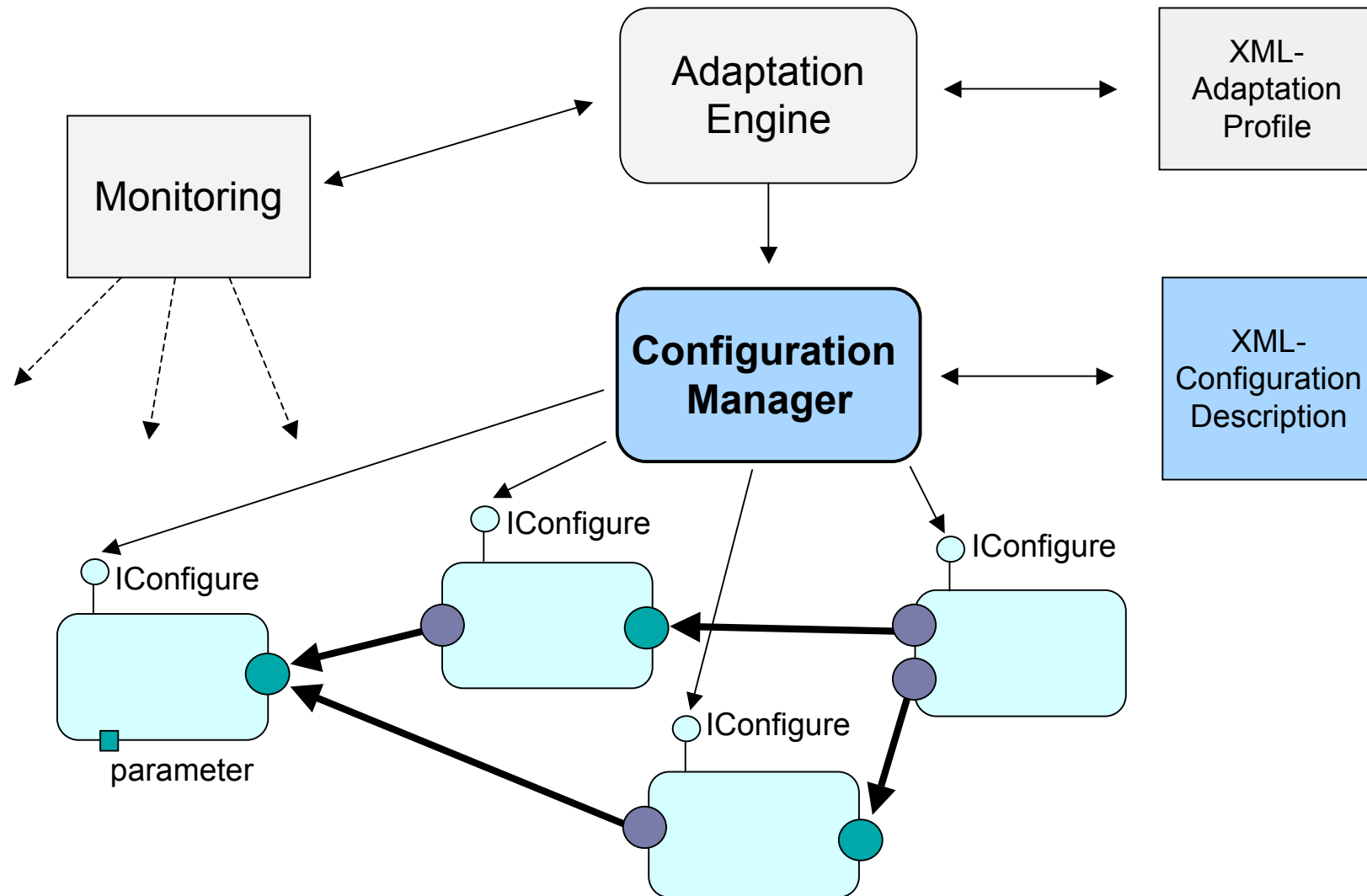
Capsules – Components at Runtime

- A capsule logically groups a set of objects
- Each object has a type
- Each type is defined in an component
- Each component has a version

R root objects
capsule objects
primitive types (string, int, byte)
→ internal references
--> external references



The Adapt.Net Configuration Infrastructure

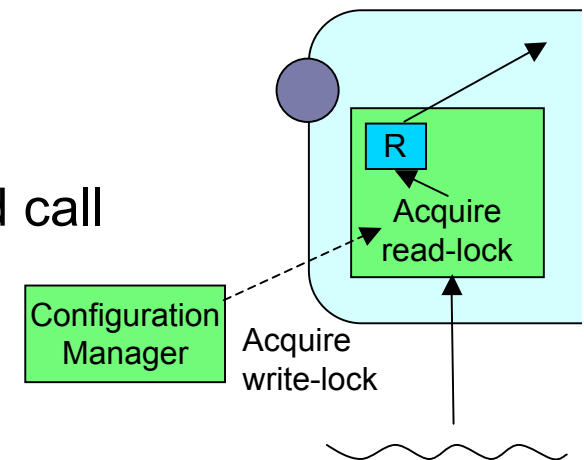


Adaptation through dynamic reconfiguration

- Application configuration:
 - ❑ Set of parameterized capsules
 - ❑ Set of connectors among capsules
 - ❑ Mapping to computers in a distributed system
- Dynamic reconfiguration includes:
 - ❑ Addition/removal of capsules
 - ❑ Changing capsule parameter
 - ❑ Migration(new location)/ updating (new logic) capsules
 - ❑ Changing connections between capsules
- Reconfiguration actions must remain consistency
 - ❑ No method execution during updates
 - ❑ No execution at capsules with unconnected sink capsules

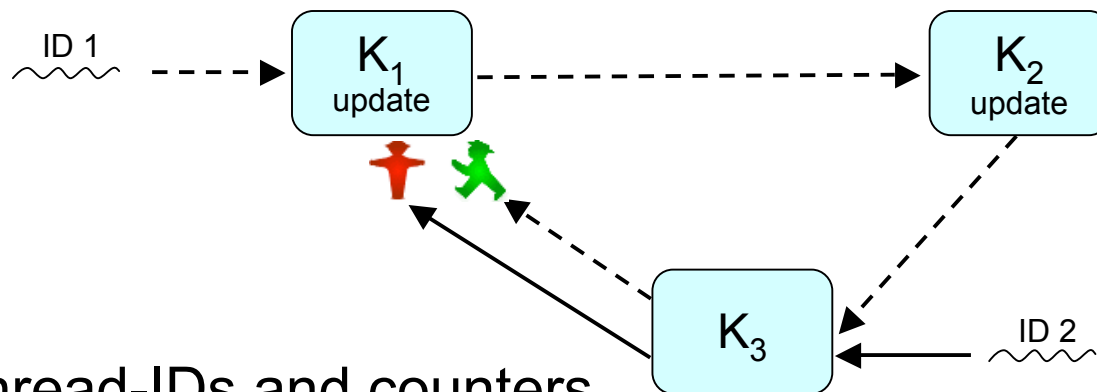
Reaching a reconfigurable state

- A capsule is reconfigurable if there is **no on-going method execution of capsules' objects on any threads' stack!**
- A reconfigurable state can be reached by:
 - Blocking new method calls from threads and other capsules
 - Waiting for all ongoing method calls to complete
- Acyclic graphs: connections can be blocked orderly
- Cyclic graphs: single threads must be blocked
- Reader-Writer-Locks for synchronization
 - Read-Lock is acquired for each normal method call
 - Write-Lock is acquired by the update logic
 - Usage of recursive locks for recursive calls



Reconfiguration of Distributed Applications

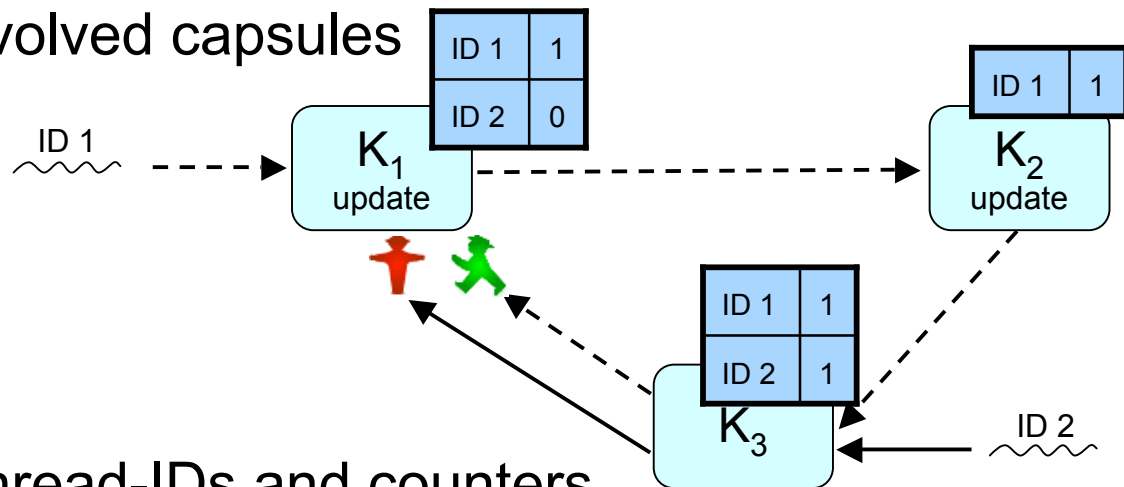
- RW-Locks in .NET- and Java-platform do not work distributed
- **Problem:** When blocking a thread it must not have on-going method calls on involved capsules



- **Solution:** logical thread-IDs and counters
 - Counter per capsule with on-going methods per thread
 - Update counter when entering/leaving a capsule via a root-object
 - During blocking: threads with no on-going method on involved capsules (counter in all capsule is zero) can be blocked

Reconfiguration of Distributed Applications

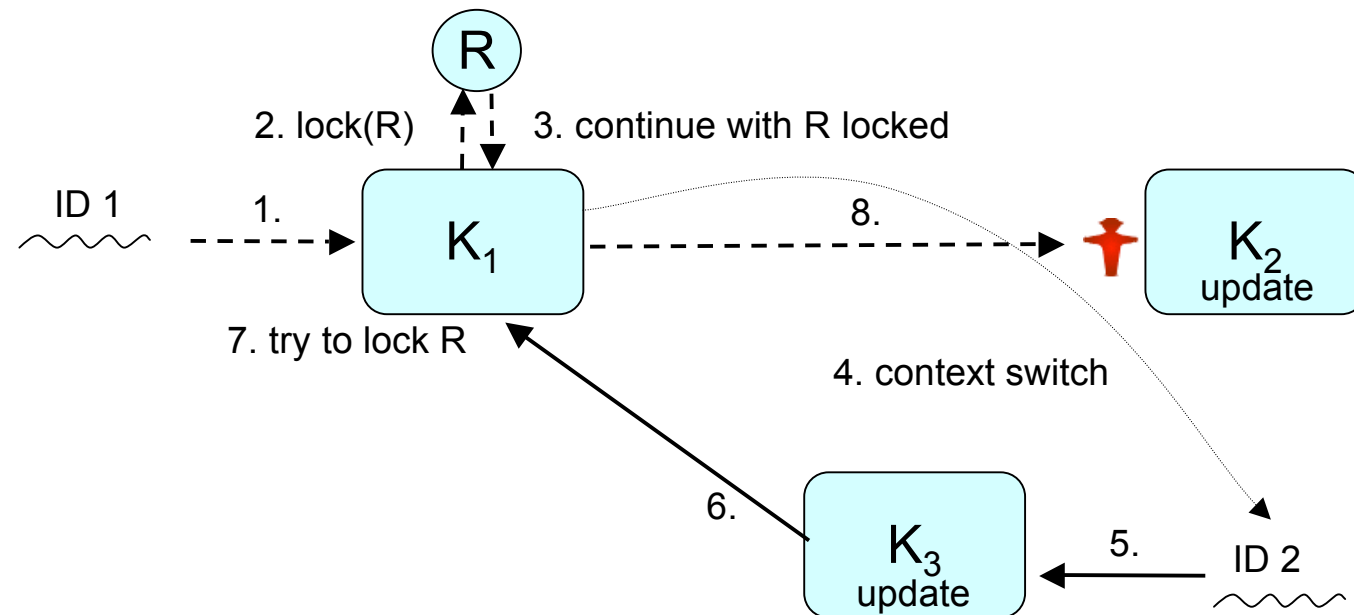
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Application-specific synchronization

- In case of synchronization among application threads the algorithm must be extended
- All capsules on a path between involved capsules (the block-set) are added to the block-set



AOP tools and (re-)configuration specific logic

- Synchronization logic for dynamic reconfiguration
 - ❑ Management of capsules' counters
 - ❑ Blocking of threads
- Implementation of component's configuration interface
 - ❑ Set-up of communication connections
 - ❑ Parameterization
 - ❑ Initiation of blocking for dynamic reconfiguration
 - ❑ State transfer for migration and dynamic updates
- New programming model for marking connection end-points and parameters

```
public class Filter{  
    [Parameter]  
    int compression;  
    [Connection]  
    IStream sink;
```

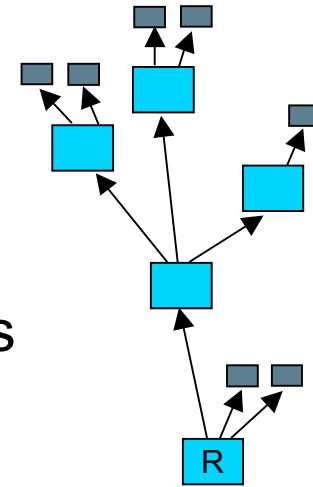
Dynamic Updates



- Complex reconfiguration operation
 - activation of new code (and data layout)
- Capsules have to be updated dynamically to:
 - Activate more appropriate algorithms at runtime
 - Integrate bug-fixed versions (remove security vulnerabilities)
 - Change graphical representation of adapted architecture
- Classes cannot be exchanged directly (in Java/.NET)
 - New versions of objects must be created
 - State must be transferred from old to new version
- Algorithm for reaching reconfigurable state used to apply update atomically

Traversing the Object Graph

- Start from all root objects
- For each field of all objects traverse all references
- In case of an update:
 - Create an instance of the new version
 - Copy the state by transferring all fields from the old to the new instance
 - For reference fields: traverse target first and install potential new version afterwards
- Usage of Reflection (GetFields, Set-/GetValue)

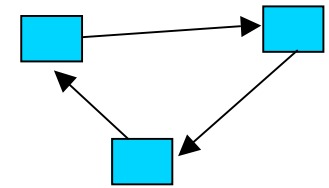


| MyObject V1.0 |
|------------------|
| Person: „Arthur“ |
| Nr: 42 |
| Weight: 65 |

Object temp = oldObj.GetValue(„Weight“);
newObj.SetValue(„Weight“,temp);

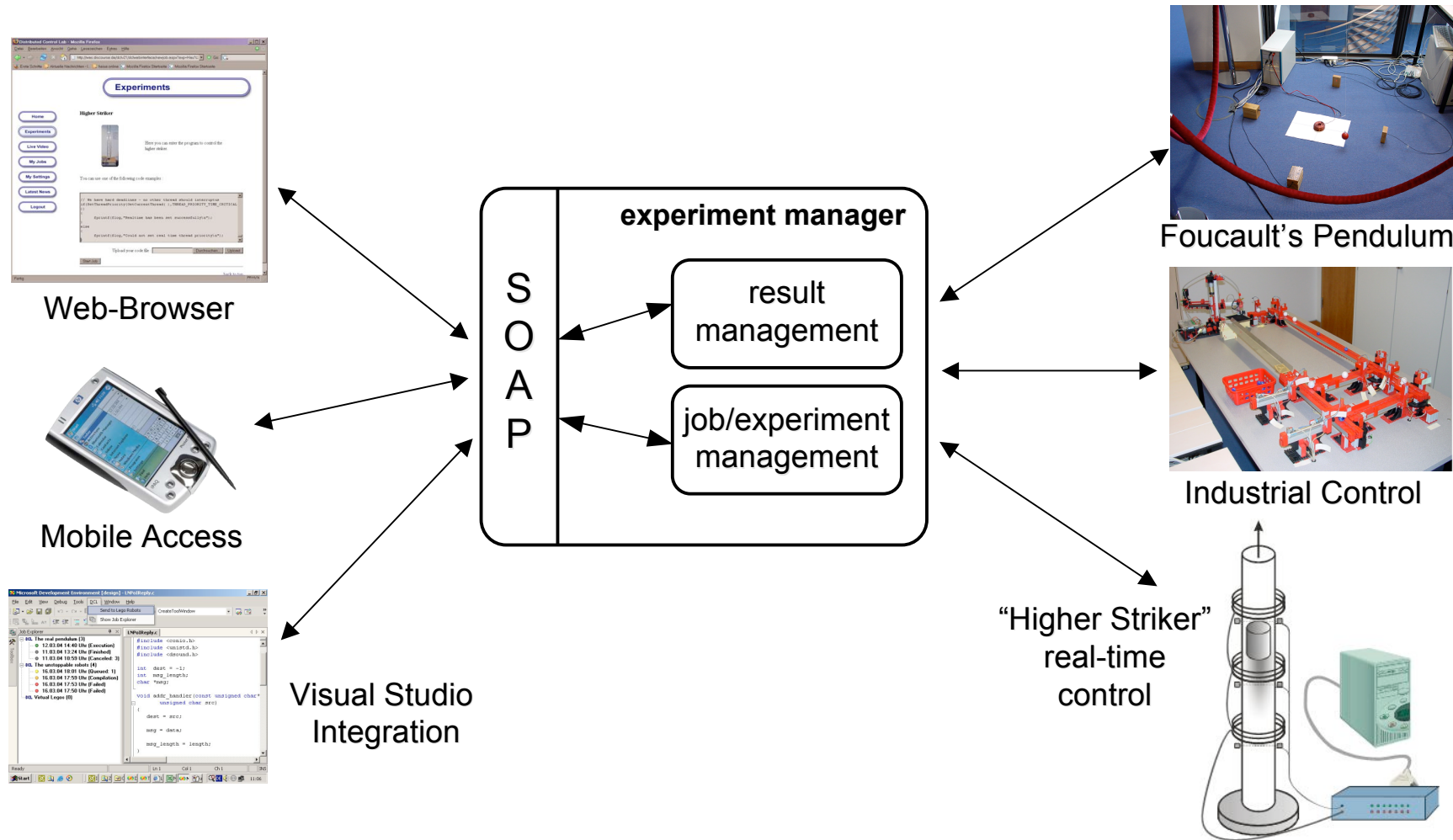
| MyObject V2.0 |
|------------------|
| Person: „Arthur“ |
| Nr: 42 |
| Weight: 0 |

Traversing the Object Graph II



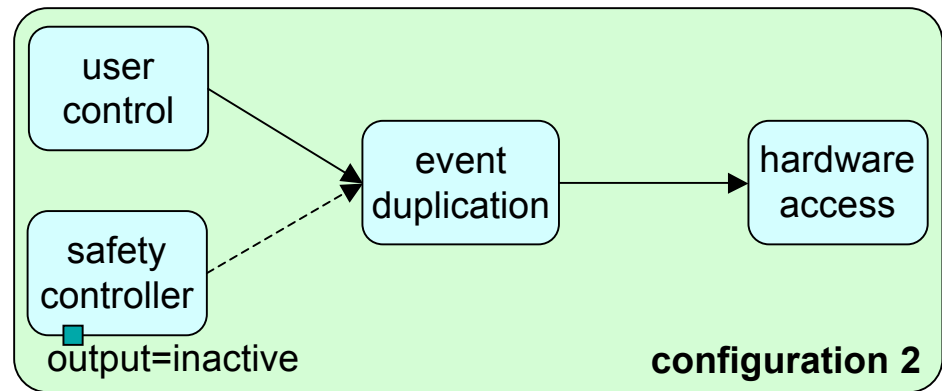
- Cycle recognition (visited nodes)
- Creation of new types (no constructor execution)
- Dynamic assembly loading (shadow copies)
- Arrays (update type and content)
- Delegates (update target and method)
- Generics (update bound types)
- Type and assembly objects
- Activation/deactivation/update of aspects
- State transformation for changed data layout

Case Study: Adaptive Control Applications in the Distributed Control Lab



Fault Tolerance and Security with dynamic reconfiguration

- Problem: malicious code submitted via the Internet
- Solution: execute an adaptive control application
 - Verified safety controller
- Observed parameters
 - Pendulums amplitude
 - Duration of job execution
 - State of user capsule (abnormal termination)



Conclusions

- Configurations can be composed/developed independently
 - Non-functional app.-properties can be tested for aimed situation
 - New configurations can be added (by a separate planner/...)
- Algorithm for dynamic reconfiguration of distributed multithreaded applications with cyclic dependencies
 - Low overhead for normal method execution
- Dynamic updates for activating alternative algorithms/ hot-fixes
 - Without manipulation of the virtual machine
- AOP capable of generating (re-)configuration specific logic
- Adaptive applications can be used for protecting experiment hardware in a remote laboratory environment



<http://www.dcl.hpi.uni-potsdam.de>

Further Reading

- **ReDAC - Dynamic Reconfiguration of distributed component-based applications with cyclic dependencies** Rasche, Andreas ; Polze, Andreas: Submitted to 11th IEEE International Symposium on Object-Oriented Real-Time Distributed Computing, 5-7 Mai 2008, Orlando, Florida
- **Dynamic Updates of Graphical Components in the .NET Framework**
Andreas Rasche and Wolfgang Schult, appeared in Proceedings of Workshop on Selbstorganisierende, Adaptive, Kontextsensitive verteilte Systeme in the frame of the GI/ITG-Tagung Kommunikation in Verteilten Systemen, Bern / Schweiz, 1. March 2007
- **Self-Adaptive Multithreaded Applications - A Case for Dynamic Aspect Weaving**
Andreas Rasche, Wolfgang Schult, and Andreas Polze in ACM International Conference Proceedings of the 4th Workshop on Adaptive and Reflective Middleware (ARM 2005) Grenoble, France - November 28, 2005
- **Heterogeneous Adaptive Component-Based Applications with Adaptive.Net**
Andreas Rasche, Marco Puhlmann and Andreas Polze in Proceedings of International Symposium on Object-oriented Real-time distributed Computing (ISORC), Seattle, Washington, USA, May 2005