

RAIDE: Engineering Architecture-Based Self-Adaptive Systems



Shang-Wen Cheng, David Garlan, and Bradley Schmerl

Motivation

- Systems are required to self-adapt in response to
 - Variable resources, system errors, changing priorities
 - Maintaining user goals and properties
 - With minimal human oversight
- Today self-adaptation is costly to build
 - Many man-months to develop or retrofit capabilities
 - Once added, difficult and costly to modify

Vision: an engineer could

- Take an existing system and specify objectives, conditions for change, strategies for adaptation
- Make system self-adaptive where it wasn't before
- Achieve this in *days*, rather than months
- Maintain business goals
- Reuse and share adaptation expertise

Rainbow is a framework for self-adaptation empowering engineers to

- Define adaptation policies that are global in nature
 - Architecture model* reflects states of executing system
- Incorporate business goals and quality attributes
 - Utility theory* used to inform trade-offs
- Augment legacy systems, not rewrite from scratch
- Reuse adaptation policies across similar systems
- Combine multiple sources of expertise
- Support maintainability, evolution, and analysis

RAIDE:

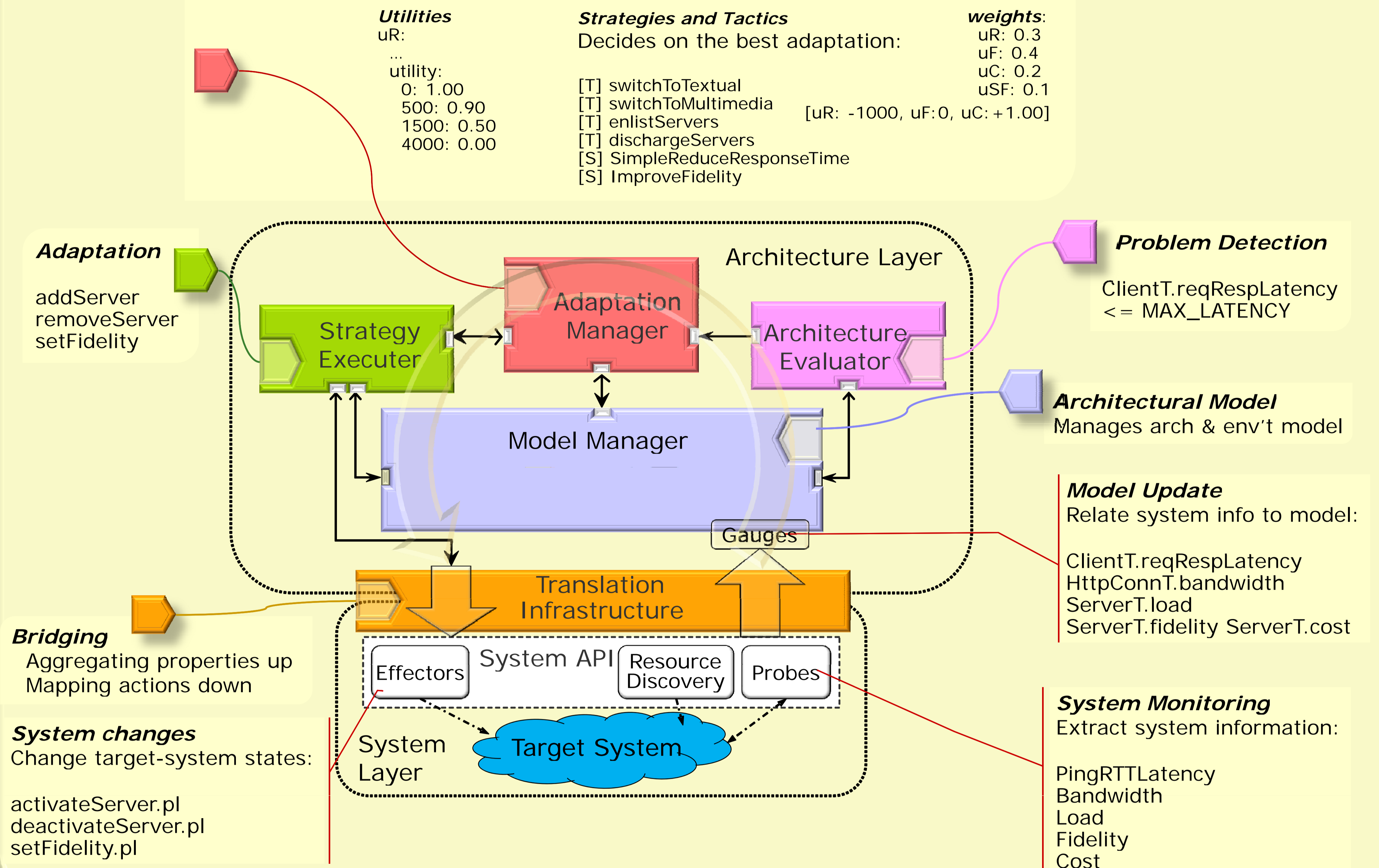
- An integrated development environment for customizing Rainbow
- Allows engineers to customize, test, and deploy Rainbow

RAIDE components

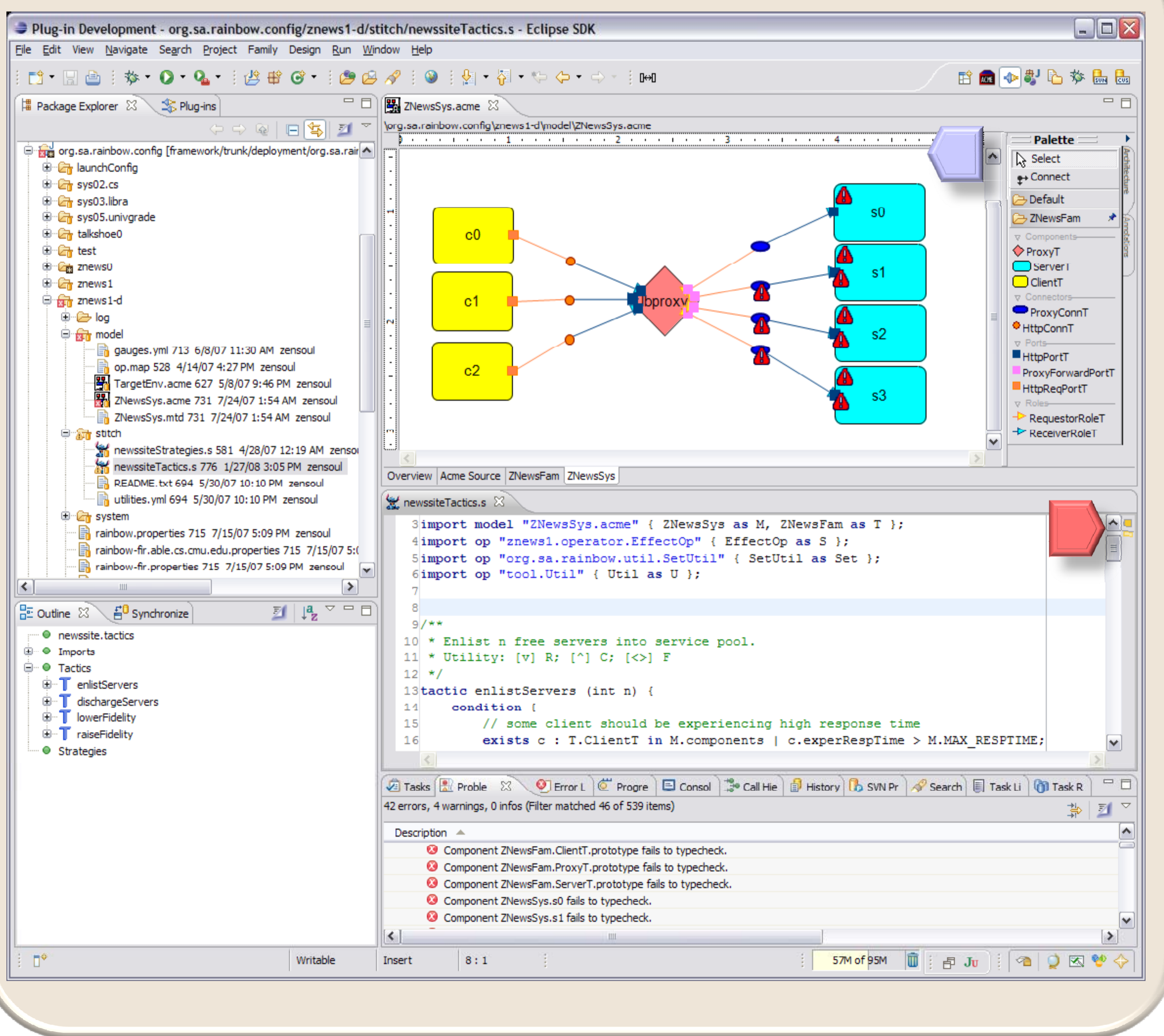
- Workbench explorer:** manage artifacts of customization project
- AcmeStudio plug-in:** visualize and edit architecture model
 - System properties to monitor
 - Constraints to evaluate
- YaML plug-in:** edit specifications of probes, gauges, effectors
- Stitch Editor:** create adaptation strategies and tactics
 - Syntax highlighting
 - Simple code completion
 - On-save parsing
 - Outline view
- Utility Editor:** manage biz objective profiles and preferences
- Rainbow SDK:**
 - Rainbow runtime API
 - Communication event API
 - Basic target system simulation
 - Integration and testing

Rainbow Adaptation Loop

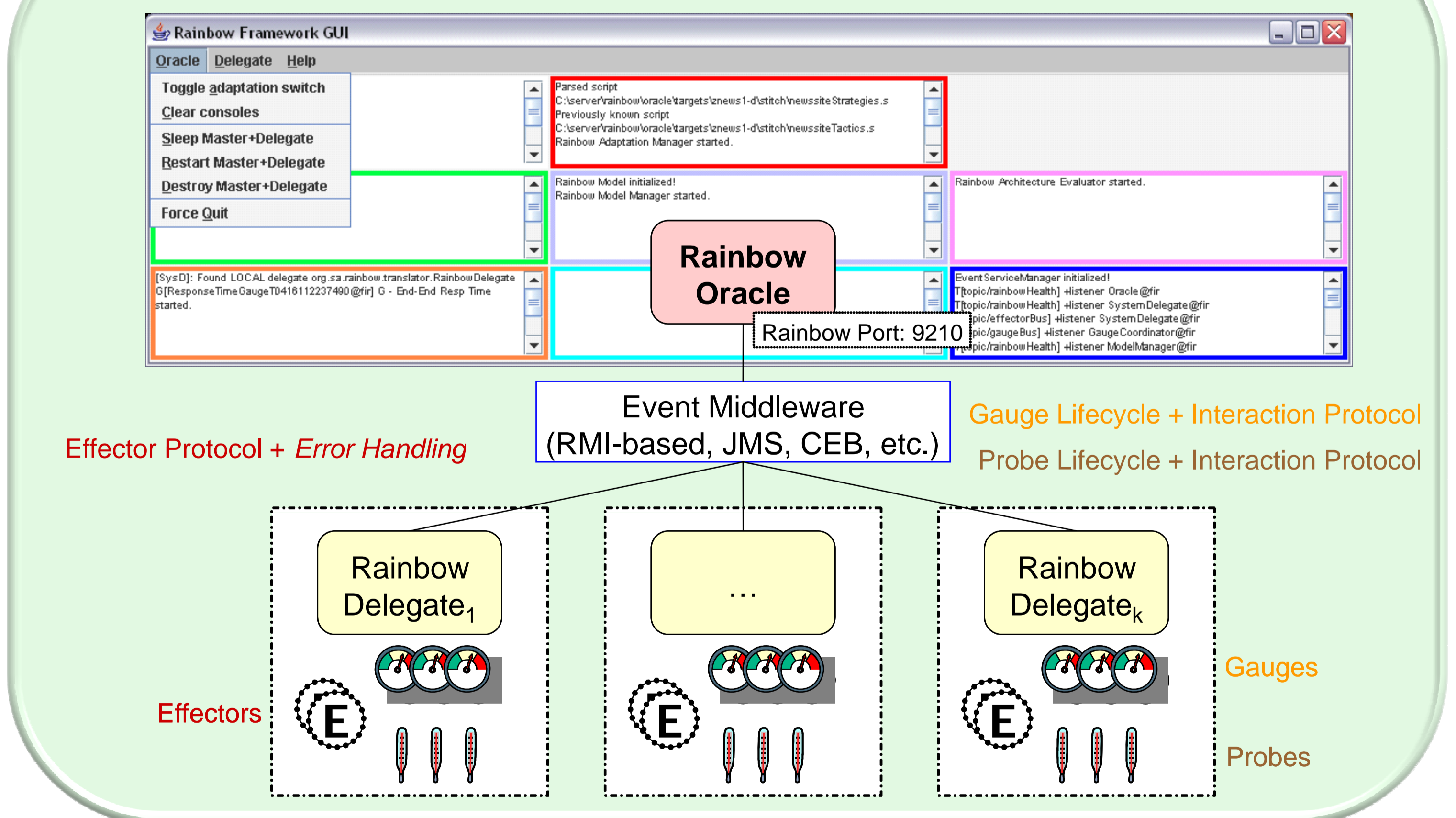
Objectives: timely response (uR), high-quality content (uF), low-provision cost (uC)



RAIDE: Adaptation Development



RAIDE: Adaptation Deployment and Monitoring



Rainbow Customization Effort Data

No	Customization Task	Duration	
		Znn.com	TalkShoe
1	Target system monitors and effectors	12.9	56.1
2	Model capture	4.4	13.3
3	Stitch script	8.5	21.3
4	Roundtrip integration + modification (small)	8.2	2.7
Total customization time (man-hrs):		~34 h (56)	~93 h