

MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Model- Driven Development of High-Assurance Dynamically Adaptive Systems

**Betty H.C. Cheng,**

Software Engineering and Network Systems Lab  
Digital Evolution Laboratory  
BEACON: NSF Center for Evolution in Action  
Department of Computer Science and Engineering  
Michigan State University  
chengb at cse dot msu dot edu  
<http://www.cse.msu.edu/~chengb>

MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Acknowledgments

**Current and Former Students:**

- Andres Ramirez
- Adam Jensen
- Chad Byers
- Ji Zhang
- Masoud Sadjadi
- Heather Goldsby
- Ben Beckmann
- David Knoester

**Sponsors**


- U.S. Army Research Office
- U.S. Department of the Navy
- National Science Foundation
- Michigan State University

**Additional Collaborators**

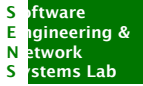
- Philip McKinley (CSE)
- Charles Ofria (CSE)
- Xiaobo Tan (ECE)
- Raza Haque (Medicine)

**Industrial Collaborators:**

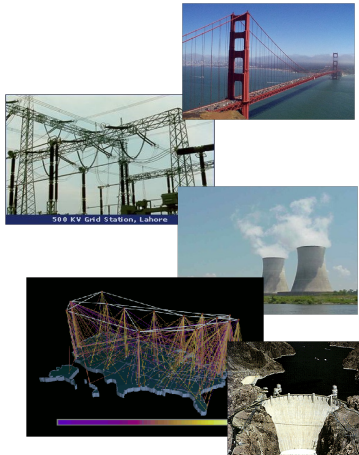
- Ford Motor Research
- General Motors
- HP
- Siemens
- Motorola
- Continental Automotive




## High-Assurance Autonomic Computing



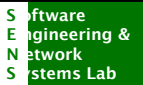
- **Autonomic computing:** Promises self-managed and long-running systems with limited human guidance.
- Systems must continue to **operate correctly** during exceptional situations, upgrades, and evolution **under uncertain** conditions
- **Need for assurance**
  - hardware component failures
  - network outages
  - software faults
  - security attacks




*ONR CIP RAPIDware project revealed many open challenges for current and future systems*



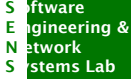
## RAPIDware Project



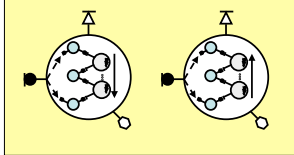
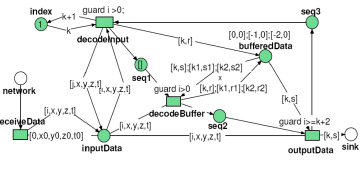
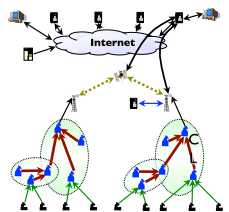
- Funded by U.S Office of Naval Research
  - Adaptable Software / Critical Infrastructure Protection Program
  - 2001-2007
- High-assurance software adaptation technologies for:
  - Detecting and responding to environmental changes
  - Strengthening self-auditing capabilities of “always-on” systems
- Autonomic cyberinfrastructure for:
  - crisis management and public safety systems
  - military command and control
  - environmental monitoring
  - management of large industrial installations
- Enable systems to operate **through** failures and attacks




## RAPIDware Focus Areas

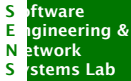


- **Mechanisms for software adaptation**
  - Language extensions, middleware tools  
[Wear02, IEEE04, ICAC04, DOA04, DARE04, DEAS05, SPE06,]
  - Decision-making [ICDL04, TKDE07]
  - Migration path for existing software  
[WOSS02, Auton06, MiSE07]
- **Assurance in adaptation**
  - Requirements engineering  
[REFSQ05, SEAMS06, REV07]
  - Formal Analysis [WADS05, JSS06, ISSE07]
  - Design technologies [ICSE06]
  - Run-time support [WADS04, M@RT07, MiSE07]
- **Adaptive cyberinfrastructure**
  - Adaptive group security
  - Extension to sensor networks
  - “Sensor to server” coordination

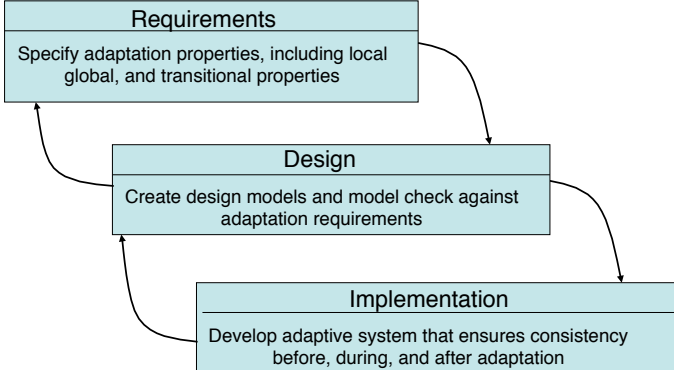






## RAPIDware Approach

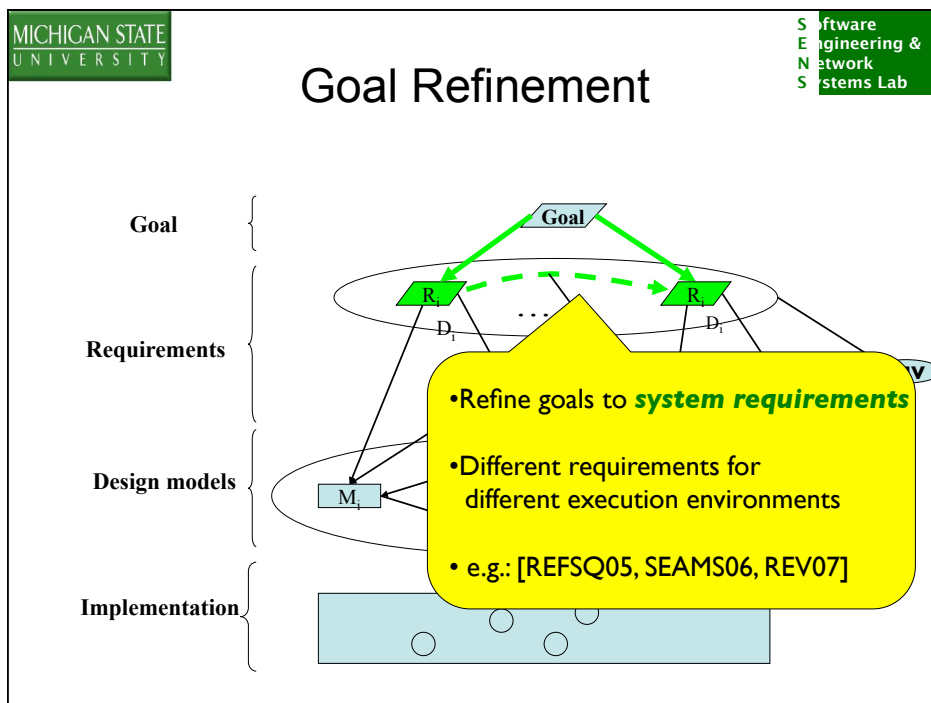
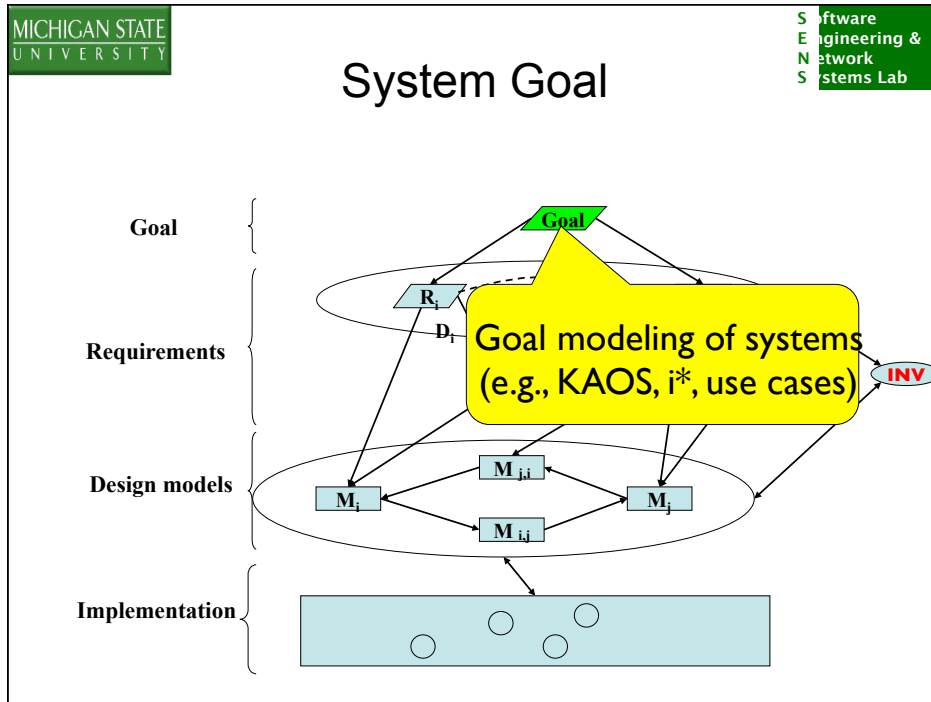


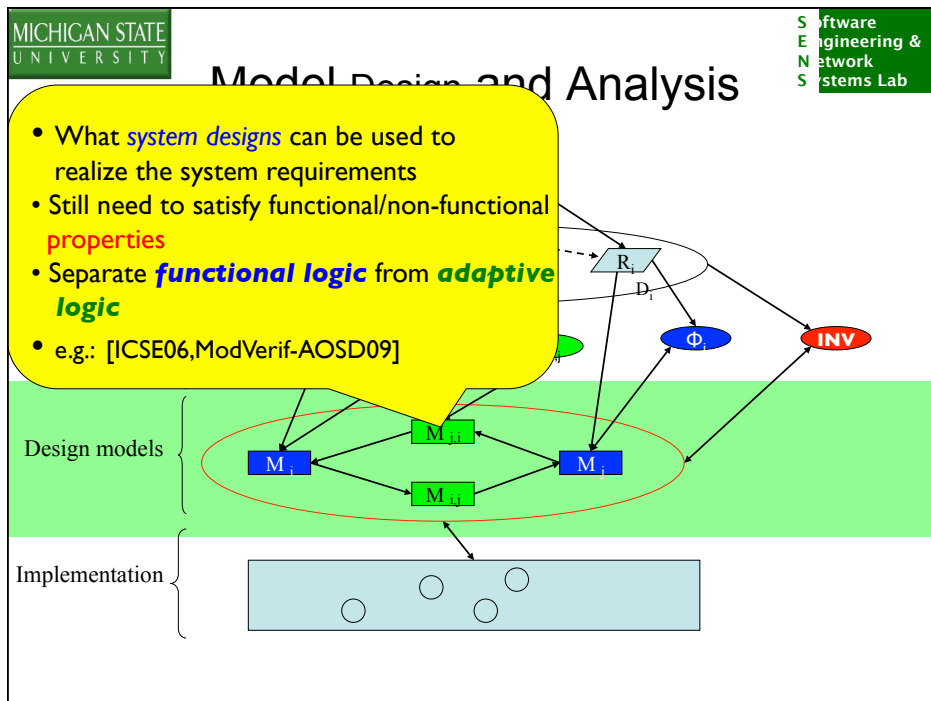
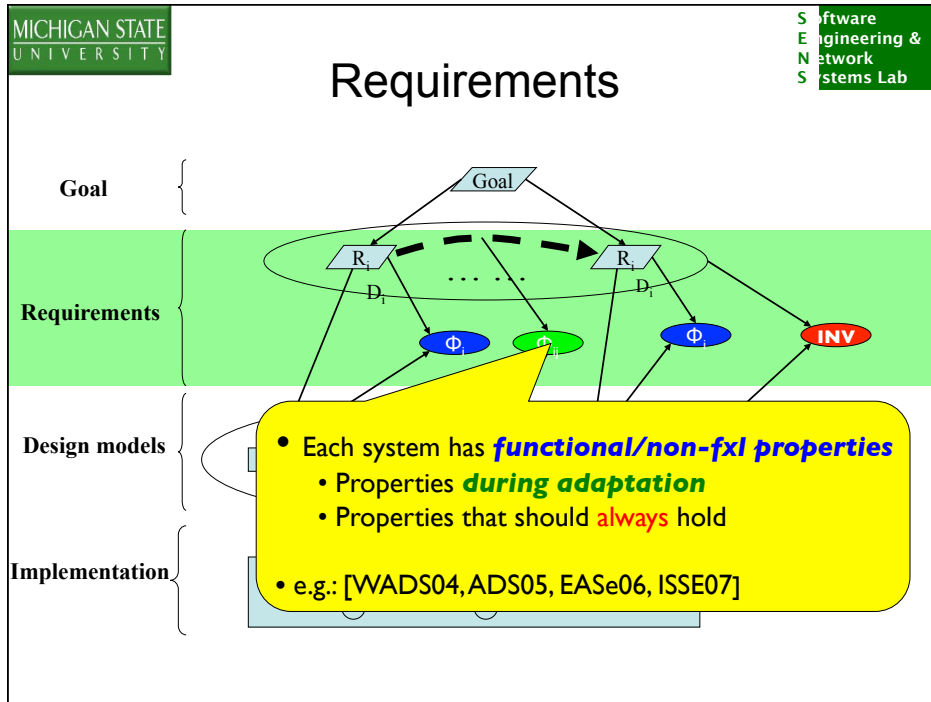
- Gain assurance in adaptive software through
  - A **systematic** software development process
  - Application of **formal methods** at every stage

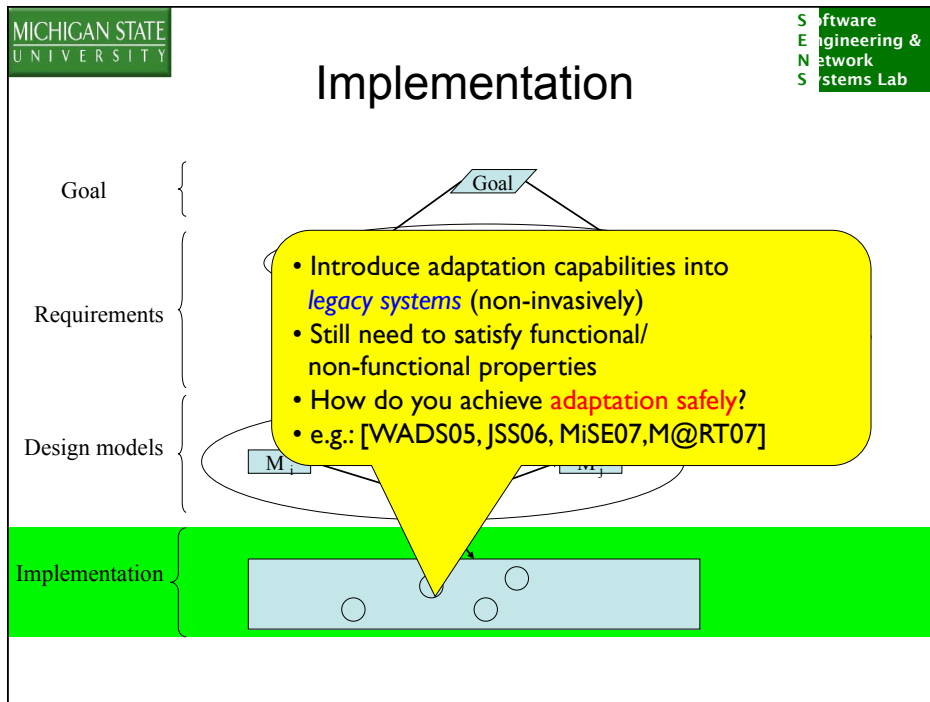


```

graph TD
    subgraph Requirements
        R[Specify adaptation properties, including local global, and transitional properties]
    end
    subgraph Design
        D[Create design models and model check against adaptation requirements]
    end
    subgraph Implementation
        I[Develop adaptive system that ensures consistency before, during, and after adaptation]
    end
    R --> D
    D --> I
    I --> R
    I --> D
    
```







MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Emerging Area

- SEI conducted study on the need for research and technology for Ultra-Large Scale software systems (report by SEI, 2006: L. Northrup *et al*)  
<http://www.sei.cmu.edu/uls/>
- **Objective: Support Future Information Processing**
  - Superior collection, fusion, analysis, and use of data to meet future computational objectives
- **Requires: increasingly complex systems**
  - Thousands of platforms, sensors, decision nodes, systems connected through heterogeneous wide area networks.
- **New scale:**
  - Data stored, accessed, manipulated, and refined
  - Number of connections/interdependencies among components
  - Number of hardware elements

Ultra-Large-Scale Systems  
The Software Challenge of the Future  
Software Engineering Institute  
Carnegie Mellon University

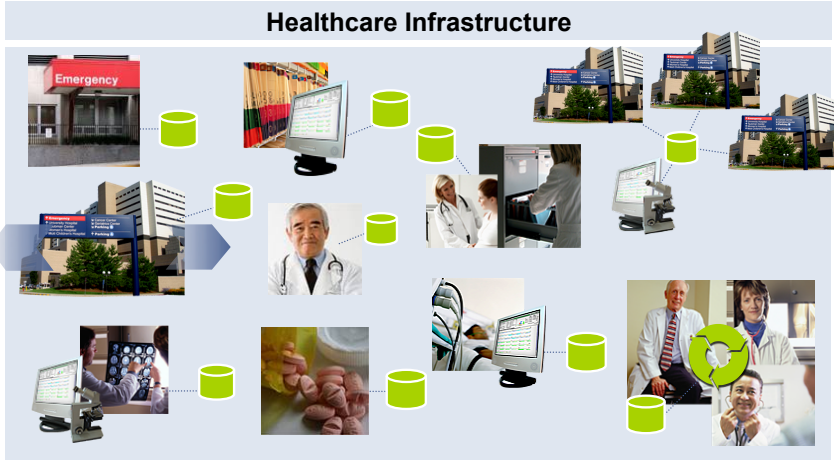
MICHIGAN STATE UNIVERSITY


Software Engineering & Network Systems Lab

## New Scale

### Ultra-Large Scale SW-Intensive Systems

#### Healthcare Infrastructure





Software Engineering Institute | Carnegie Mellon

Ultra-Large-Scale Systems  
Linda Northrop, ICSE 2007  
© 2007 Carnegie Mellon University

20

MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## New Scale

### High-Assurance Cyberphysical Systems

#### Intelligent Transportation and Vehicle Systems





Software Engineering Institute | Carnegie Mellon

Ultra-Large-Scale Systems  
Linda Northrop, ICSE 2007  
© 2007 Carnegie Mellon University

21

MICHIGAN STATE UNIVERSITY

Context: “Sufficient” System Health

Software Engineering & Network Systems Lab

High-level Objective:

- *How to design a safe adaptive system with incomplete information and evolving environmental conditions*

**Challenges:**

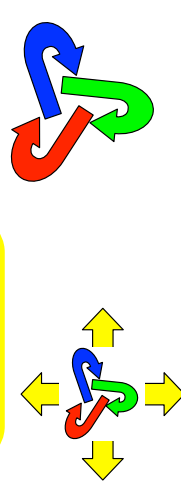
- **Execution environment**
  - How to model environment
  - How to effectively monitor changing conditions
  - Adaptive monitoring
- **Decision-making for dynamic adaptation**
  - Decentralized control
  - Assurance guarantees (functional and non-functional constraints)
- **Adaptation mechanisms:**
  - Application level
  - Middleware level

MICHIGAN STATE UNIVERSITY

The ULS Ecosystem

Software Engineering & Network Systems Lab

- Key elements:
  - Computing devices
  - Business and organizational policies
  - Environment (including people)
- Forces:
  - Competition for resources
  - Unexpected environmental changes
  - Decentralized control
  - Demand for assurance



The diagram consists of two parts. The top part shows three interlocking arrows in blue, red, and green, representing the key elements of the ecosystem. The bottom part shows a central yellow rounded rectangle containing the list of forces, with four yellow arrows pointing outwards (up, down, left, right) from the bottom right corner of the rectangle, representing the forces acting on the ecosystem.



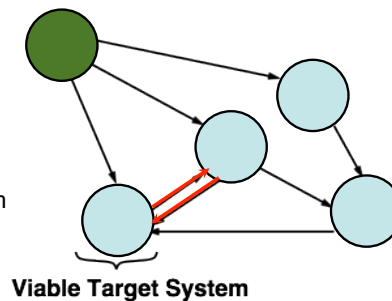
## *uncertainty is an inherent problem with ULS systems...*

**Dynamic Adaptation** and **Autonomic Computing** are enabling technologies to help systems evolve to respond to changing conditions...

But what (combinations of) conditions should be considered?

## Motivation

- To develop an autonomic system:
  - ▶ Identify **target systems**
    - Non-adaptive systems
    - i.e., Business logic
  - ▶ **Adaptations** among steady-state systems
    - Adapt from source to target system



MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Motivation

- To develop an autonomic system:
  - Identify **target systems**
    - Non-adaptive systems
    - i.e., Business logic
  - Adaptations** among steady-state systems
    - Adapt from source to target system
  - Model multiple viable target systems using UML (*de facto standard*)

UML Class & State Diagrams


MICHIGAN STATE UNIVERSITY

MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Use UML to Model Structure


- UML Class Diagram
  - Identifies the system **elements (classes)**
    - E.g., `ProcessingComponent`, `TempSensor`, `Environment`
  - Describes the **relationships** between elements (classes)
    - E.g., `ProcessingComponent` reads info from `TempSensor` and `TempSensor` monitors `Environment`



```

classDiagram
    class ProcessingComponent {
        temp_op_state : int
        temp_data : int
        setTempOpState()
        setTempData()
    }
    class TempSensor {
        op_state : int
        data : int
        getOpState()
        getTempData()
    }
    class Environment
    ProcessingComponent --> TempSensor : reads info from
    TempSensor --> Environment : monitors
  
```

Class Diagram

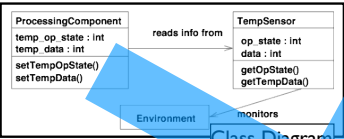


## Use UML to Model Behavior

Software  
Engineering &  
Network  
Systems Lab

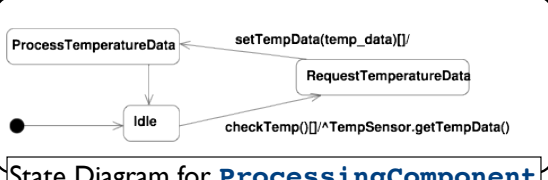
- UML State Diagram
- ▶ Describes the *behavior of an element (class)*
- ▶ One state diagram per element (class) on the class diagram
  - ▶ E.g., 3 state diagrams -- one for `ProcessingComponent`, one for `TempSensor`, and one for `Environment`


**Class Diagram**



→

**State Diagram for `ProcessingComponent`**





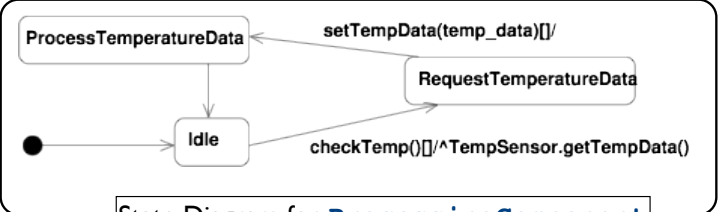
## Objective: Automatic Generation of Behavior Models

Software  
Engineering &  
Network  
Systems Lab

- UML State Diagram
- ▶ **States:**
  - ▶ E.g., `Idle`, `RequestTemperatureData`, `ProcessTemperatureData`
- ▶ **Transitions - triggers[guards]/actions**
  - ▶ E.g., `checkTemp() [ ] / ^TempSensor.getTempData() , setTempData(temp_data) [ ] /`

→

**State Diagram for `ProcessingComponent`**



MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Motivation

- To develop an autonomic system:
  - Identify **target systems**
    - Non-adaptive systems
    - i.e., Business logic
  - Adaptations** among steady-state systems
    - Adapt from source to target system
- Model multiple viable target systems using UML (*de facto standard*)

UML Class & State Diagrams

MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Motivation

- To develop an autonomic system:
  - Identify **target systems**
    - Non-adaptive systems
    - i.e., Business logic
  - Adaptations** among steady-state systems
    - Adapt from source to target system
- Model multiple viable target systems using UML (*de facto standard*)
- Leverage Model-Driven Engineering (MDE)

UML Class & State Diagrams

MDE

Code

```

source ctxtaskto-task-spinnc(ctxtaskcontext ctk) task {
  argument argname = ctx.argname; diagram()-getUML();
  double temp1 = 0;
  // check if the
  if (argname=="temp") {
    temp = 1;
    // check
    if (ctx.task_success_complete) {
      temp1 = spinncprocess(ctx, "N1");
    }
  }
}

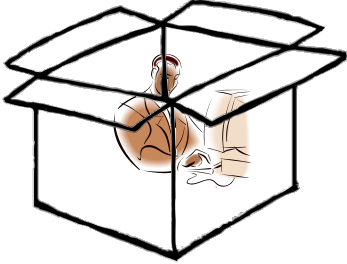

```

*Challenge: construct viable target system models that address uncertainty in environment...*

MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Now for something outside the box ...

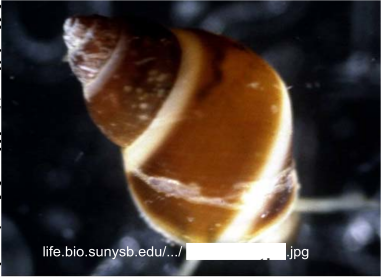




MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Inspiration from Nature

- Living organisms have amazing ability to adapt to changing environments
  - Short term: phenotypic plasticity
    - (e.g., snails change tooth shape depending on environment)
  - Long term: evolution
    - (e.g., antibiotic resistance)
- Most organisms have evolved traits designed for self-maintenance
- Examples:
  - Systemic drug delivery (inspired by snail shells)
  - Recording devices (inspired by snail shells)

life.bio.sunysb.edu/.../...jpg

FOTORESEARCH

*Can evolution be leveraged to identify viable target systems?*

MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Bio-Inspired Work

- Biomimetic systems
  - *Mimic* behavior of natural systems (e.g., swarm UAVs)
- Evolutionary computation
  - Must: *mutate*, *replicate*, and *compete*
- 3 types of evolutionary computation
  - **Genetic Algorithms**: Individuals encode a solution
  - **Genetic Programming**: Individuals are programs
  - **Digital evolution** [Science2004, Nature1999, Nature2003]
    - Individuals are programs
    - Individuals are self-replicating
    - Receives more resources to replicate faster by performing *tasks*
    - No explicit fitness function -- evolution is more open-ended
    - Individuals can interact with each other

MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Approach: Digital Evolution

- Avida
  - ▶ Digital evolution platform
  - ▶ Used to conduct pioneering research in evolution of biocomplexity [Lenski03Nature, Wilke01Nature, Wilke04Science]

MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Approach: Digital Evolution

– Organism = computer program

An Organism

MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Approach: Digital Evolution

– Organism = computer program

- Genome (instruction) mutations

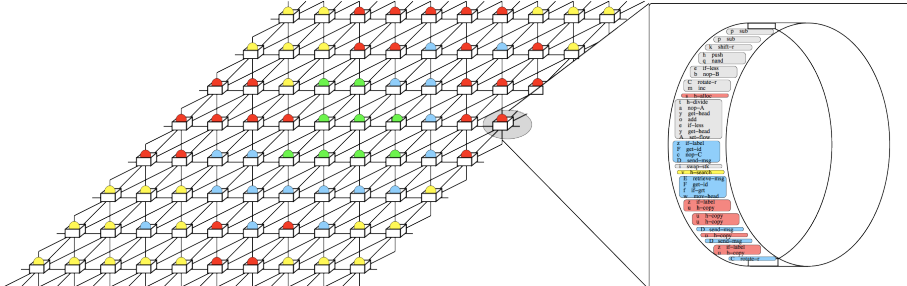
An Organism

MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Approach: Digital Evolution

- Organism = computer program
  - Genome (instruction) mutations
  - Exist in a computational environment

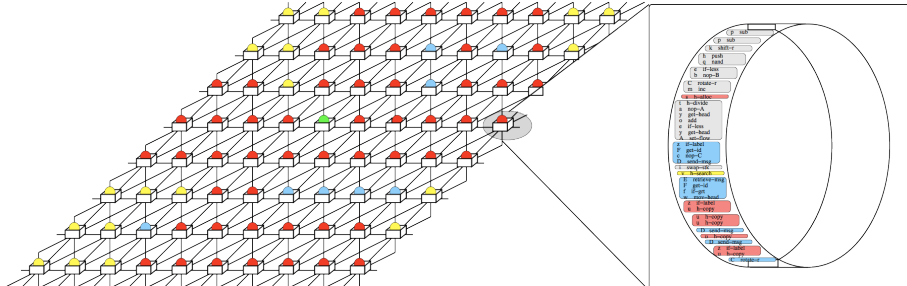


MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Approach: Digital Evolution

- Organism = computer program
  - Genome (instruction) mutations
  - Exist in a computational environment
  - Compete for resources (e.g., CPU)





MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Designing Software with Digital Evolution

The diagram illustrates the process of designing software with digital evolution. It shows a cycle between 'Observed Behavior' and 'Evolved Genomes' leading to 'Human Programming', 'Cross-Compilation', and 'Automatic Code Generation', which produce 'Executables' for a 'Target System (e.g., ePucks)'. A 'Digital Evolution' petri dish is also shown.

- *IEEE Computer*, "Harnessing Digital Evolution", Jan 2008.

MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

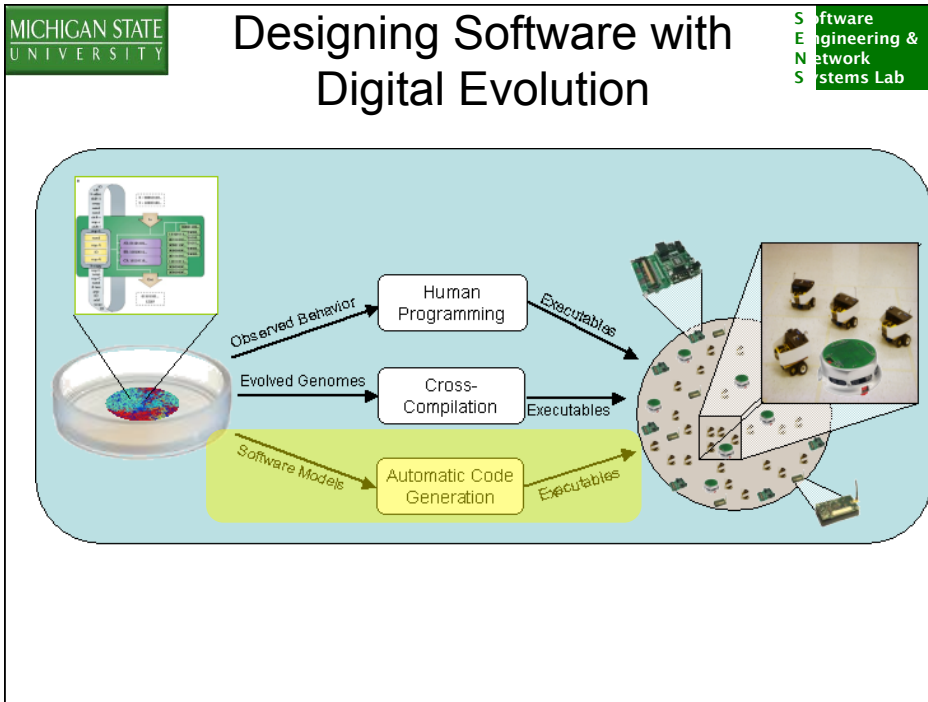
## Energy Management

[ECAL07b,SASO-07]

- Energy management is critical issue in mobile devices
- Use Avida to investigate the evolution of energy conservation
- Organisms can conserve energy by executing sleep instructions
- Organisms that manage energy efficiently will proliferate

119 organisms sleep  
3481 organisms awake  
Resource Level: 0.0  
Update #: 652800

**"Early to bed, early to rise..."**



MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## *ORCHID: Harnessing Digital Evolution to Develop High-Assurance Dynamically Adaptive Systems*

the orchid project

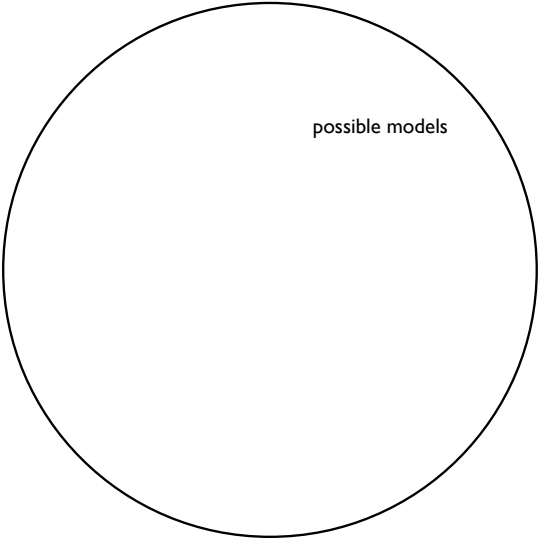
40

MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Big Picture

- Objective: *Generate behavioral models*
- ▶ *Resilient behavior*
- ▶ *Potentially innovative*



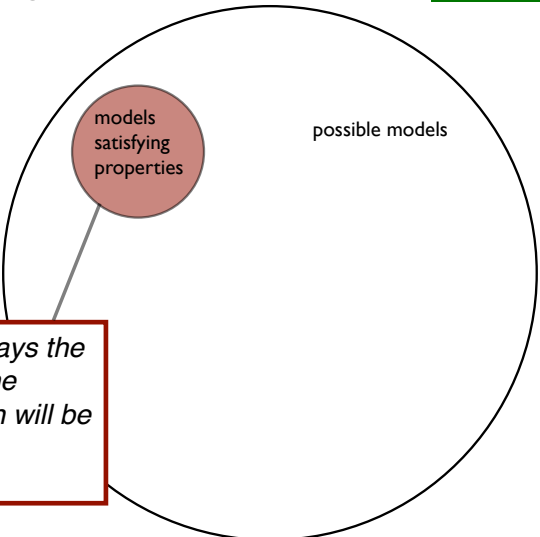
possible models

MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Big Picture

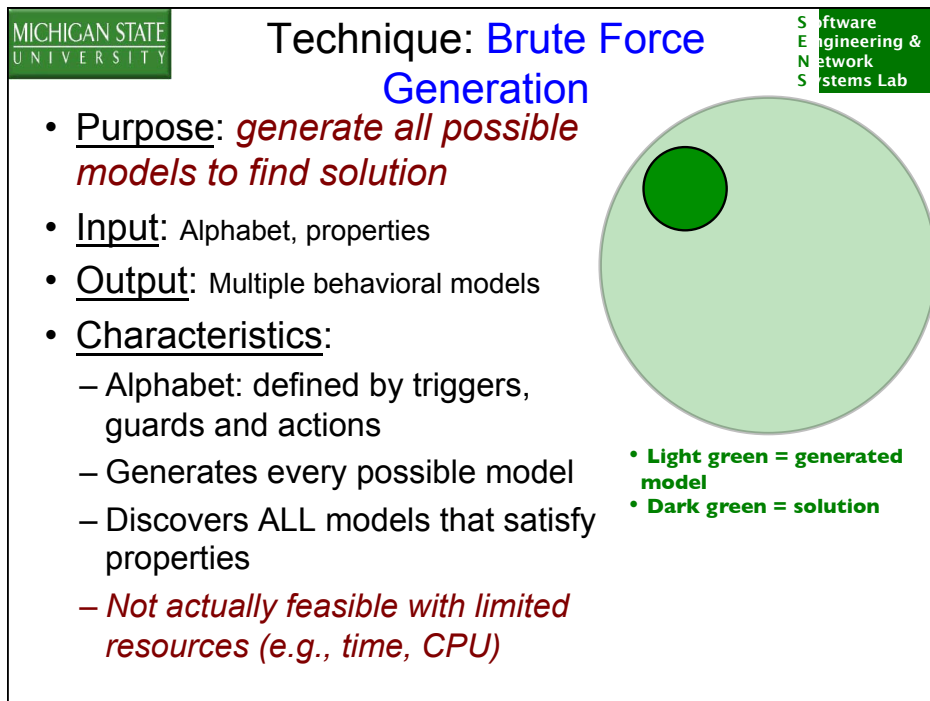
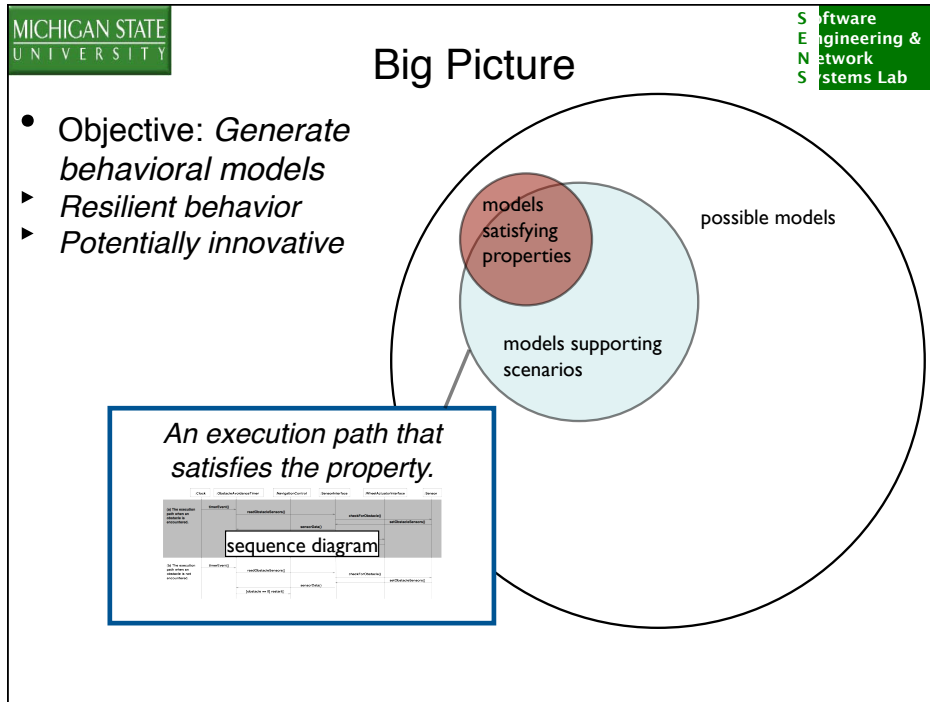
- Objective: *Generate behavioral models*
- ▶ *Resilient behavior*
- ▶ *Potentially innovative*



models satisfying properties

possible models

*E.g., Globally, it is always the case that eventually the robot's current position will be its destination.*



MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Synthesis Techniques

- Purpose: *Generate a behavioral model for analysis & code generation*
- Input: Basic scenarios or properties
- Output: One behavioral model

[delandtshier03]  
[hare05]  
[bontemps05]  
[van04, van06, ponsard04]  
[maier03]  
[khriss01]  
[fretier02]

*Synthesis techniques based on specific design strategy or algorithm – limited by what is known at development time*

MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Avida-MDE

[ICAC08, GECCO-08, MODELS08]

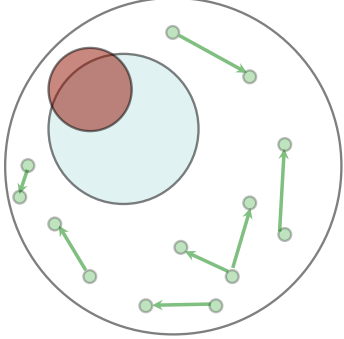
- Start with a population of organisms that generate models

MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Avida-MDE [ICAC08,GECCO-08]

- Start with a population of organisms that generate models
- Organisms replicate and are mutated
  - Different models are produced



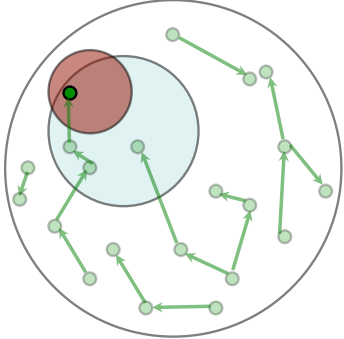
- Arrows indicate parent-child relationship
- Direction indicates “better/worse” model

MICHIGAN STATE UNIVERSITY

Software Engineering & Network Systems Lab

## Avida-MDE [ICAC08,GECCO-08]

- Start with a population of organisms that generate models
- Organisms replicate and are mutated
  - Different models are produced
- Selection pressures (tasks) drive evolution:



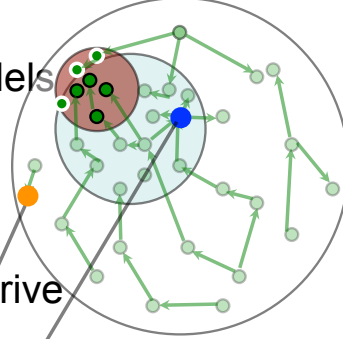
- Model density increases closer to the solution space

MICHIGAN STATE UNIVERSITY

## Avida-MDE [ICAC08, GECCO-08]

Software Engineering & Network Systems Lab

- Start with a population of organisms that generate models
- Organisms replicate and are mutated
  - Different models are produced
- Selection pressures (tasks) drive evolution:
  - *Poor performing organisms die*
  - *Better organisms have more children*
  - E.g., scenarios, properties, software engineering metrics
    - Deterministic states, fewer transitions

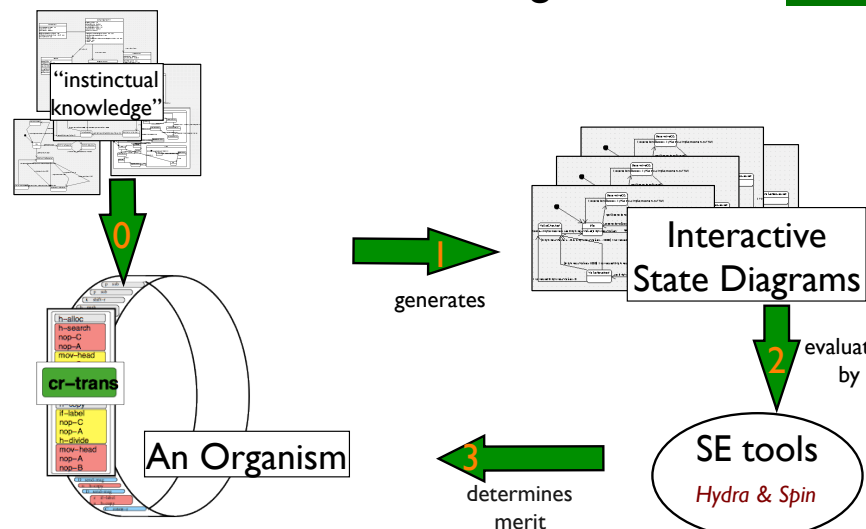


• White outlined solutions satisfy properties, but do not support all scenarios

MICHIGAN STATE UNIVERSITY


## Avida-MDE Organism

Software Engineering & Network Systems Lab



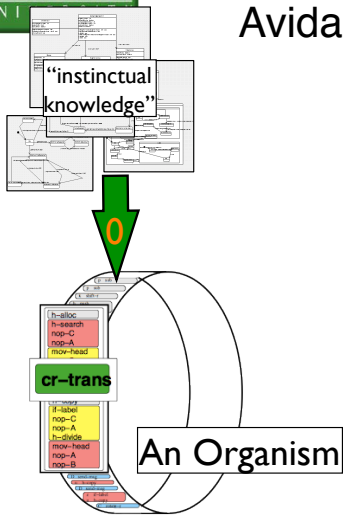
0 "instinctual knowledge" → An Organism → 1 generates → Interactive State Diagrams → 2 evaluated by → SE tools (Hydra & Spin) → 3 determines merit → An Organism

[Skip](#)




## Avida-MDE Organism

Software  
Engineering &  
Network  
Systems Lab



- **Instinctual knowledge** - Information embedded in an organism at birth
  - ▶ Class diagram information (*alphabet*)
    - triggers (methods)
    - guards (boolean expressions of attributes)
    - actions (methods of associated classes)
  - ▶ Existing state diagrams (if any)

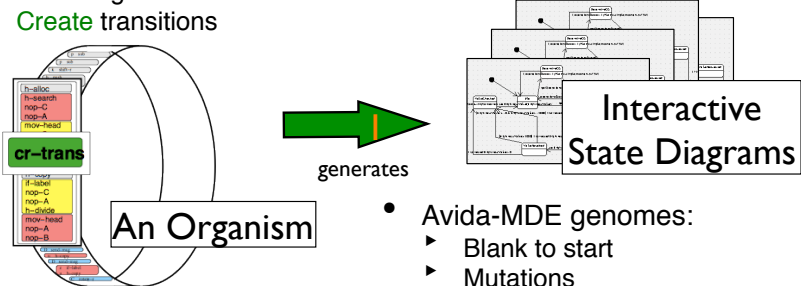
*How does an organism use its instinctual knowledge to generate state diagrams?*



## Avida-MDE Organism

Software  
Engineering &  
Network  
Systems Lab

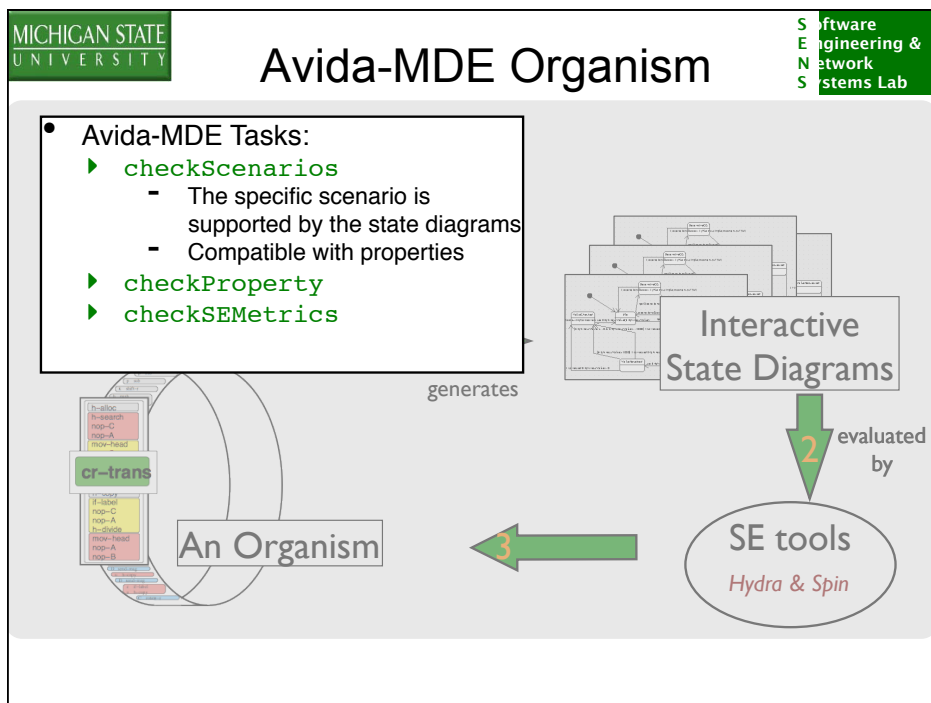
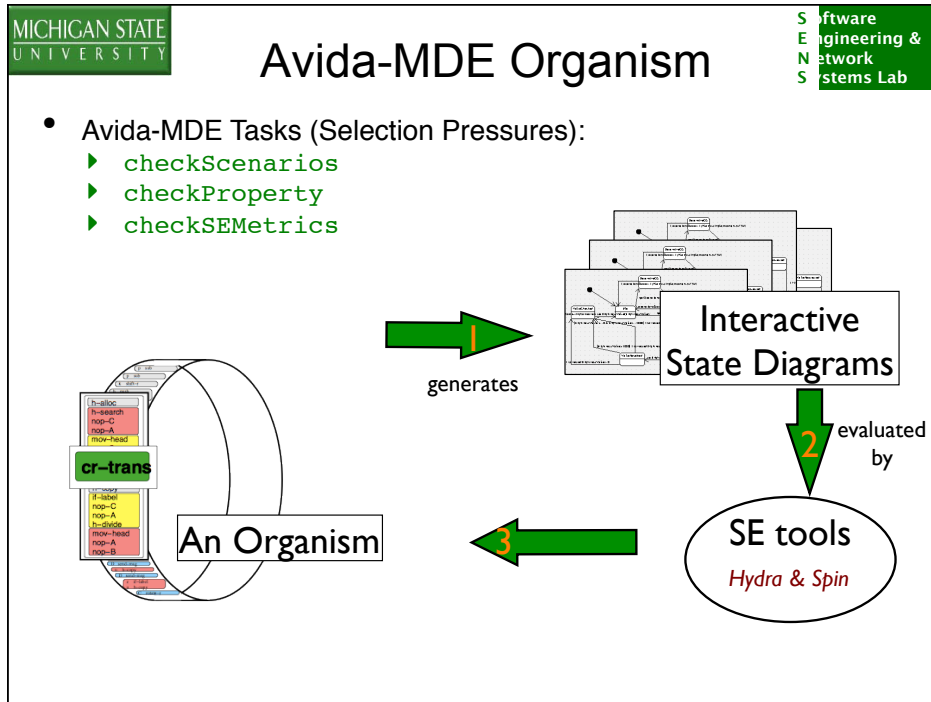
- Possible instructions:
  - ▶ **Select** instinctual knowledge elements
  - ▶ **Create** transitions

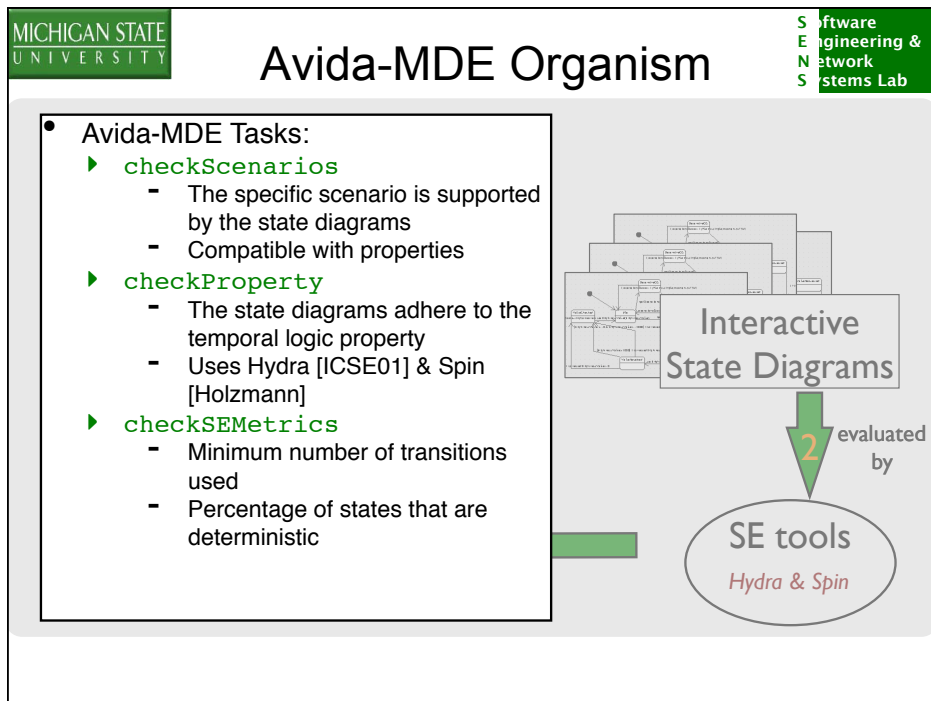
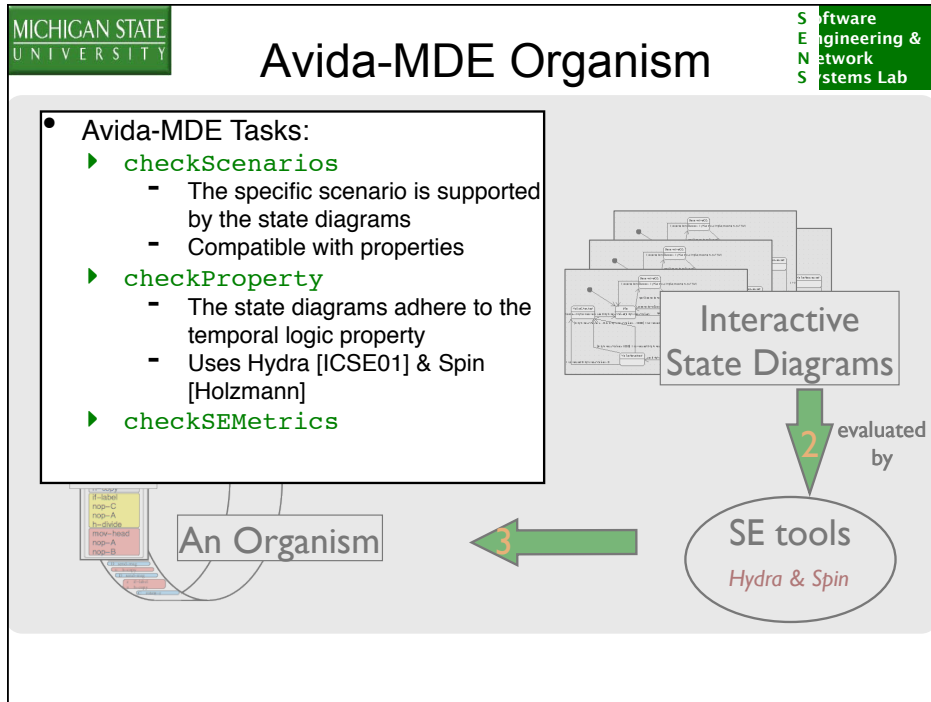


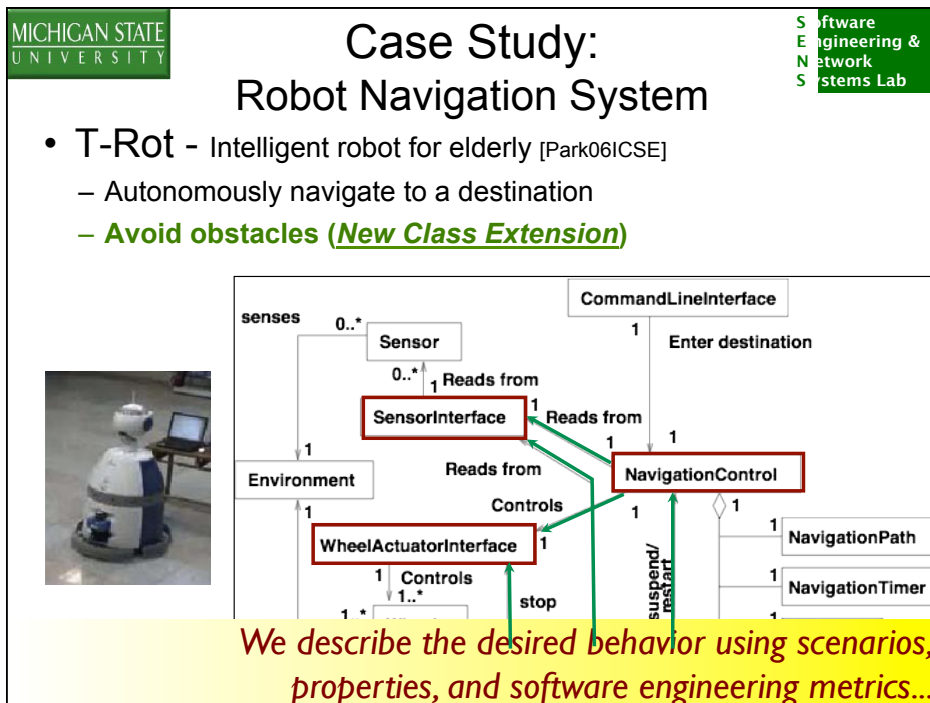
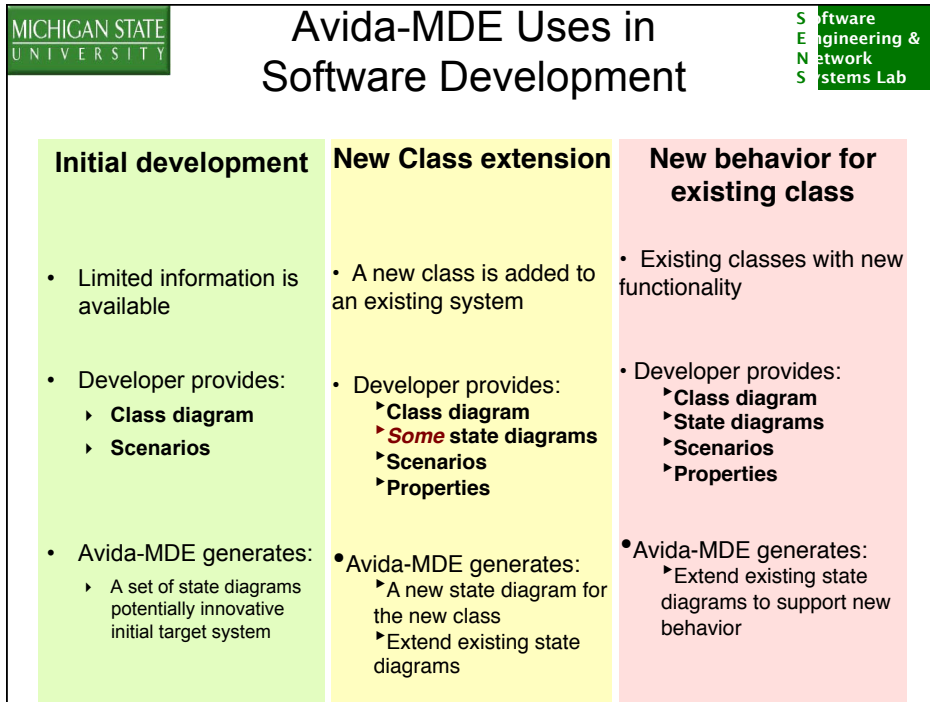
- Avida-MDE genomes:
  - ▶ Blank to start
  - ▶ Mutations
    - Insert/remove/swap instructions
    - Offspring state diagram ≠


*How does Avida-MDE assess the generated state diagrams?*



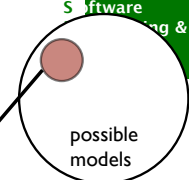









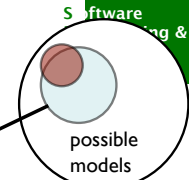
## Property Tasks



1. Normal Behavior:  
*Globally, it is always the case that eventually the robot's current position will be its destination.*
- New Behavior:  
*Globally, it is always the case that if the `ObstacleAvoidanceTimer` detects an obstacle, then eventually the `WheelActuatorInterface` will stop the wheels and the `NavigationControl` will be suspended.*



## Scenario Tasks



`:Clock`
`:ObstacleAvoidanceTimer`
`:NavigationControl`
`:SensorInterface`
`:WheelActuatorInterface`
`:Sensor`

(a) The execution path when an obstacle is encountered.

```

sequenceDiagram
    participant Clock as :Clock
    participant Timer as :ObstacleAvoidanceTimer
    participant Nav as :NavigationControl
    participant Sensor as :Sensor
    participant Wheel as :WheelActuatorInterface

    Clock->>Timer: timerEvent()
    activate Timer
    Timer->>Sensor: readObstacleSensors()
    activate Sensor
    Sensor->>Wheel: setObstacleSensors()
    activate Wheel
    Wheel->>Nav: wheelStopped()
    deactivate Wheel
    Nav->>Timer: [obstacle == 1] stop()
    deactivate Nav
    Timer->>Nav: suspend()
    deactivate Timer
    
```

(b) The execution path when an obstacle is not encountered.

```

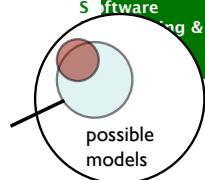
sequenceDiagram
    participant Clock as :Clock
    participant Timer as :ObstacleAvoidanceTimer
    participant Nav as :NavigationControl
    participant Sensor as :Sensor
    participant Wheel as :WheelActuatorInterface

    Clock->>Timer: timerEvent()
    activate Timer
    Timer->>Sensor: readObstacleSensors()
    activate Sensor
    Sensor->>Wheel: setObstacleSensors()
    activate Wheel
    Wheel->>Nav: checkForObstacle()
    deactivate Wheel
    Nav->>Sensor: sensorData()
    deactivate Nav
    Nav->>Timer: [obstacle == 0] restart()
    deactivate Nav
    deactivate Timer
    
```

MICHIGAN STATE UNIVERSITY

Software Engineering & Design

## Scenario Tasks



models satisfying scenarios

possible models

Participants: :Clock, :ObstacleAvoidanceTimer, :NavigationControl, :SensorInterface, :WheelActuatorInterface, :Sensor

1. When an **obstacle** is detected, the **ObstacleAvoidance** timer stops the **wheels** and suspends the **NavigationControl**.

```

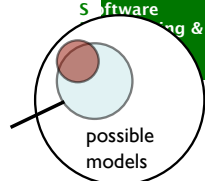
sequenceDiagram
    participant Clock as :Clock
    participant Timer as :ObstacleAvoidanceTimer
    participant Nav as :NavigationControl
    participant Sensor as :Sensor
    participant Interface as :SensorInterface
    participant Wheel as :WheelActuatorInterface

    Note over Clock: (a) The execution path when an obstacle is encountered.
    Clock->>Timer: readObstacleSensors()
    activate Timer
    Timer->>Wheel: [obstacle == 1] stop()
    deactivate Timer
    Wheel->>Interface: wheelStopped()
    deactivate Wheel
    Timer->>Nav: suspend()
    deactivate Timer
    Note over Clock: (b) The execution path when an obstacle is not encountered.
    Clock->>Timer: timerEvent()
    activate Timer
    Timer->>Sensor: readObstacleSensors()
    deactivate Timer
    Sensor->>Interface: setObstacleSensors()
    deactivate Sensor
    Interface->>Nav: checkForObstacle()
    deactivate Interface
    Nav->>Sensor: sensorData()
    deactivate Nav
    Timer->>Timer: [obstacle == 0] restart()
    deactivate Timer
    
```

MICHIGAN STATE UNIVERSITY

Software Engineering & Design

## Scenario Tasks



models satisfying scenarios

possible models

Participants: :Clock, :ObstacleAvoidanceTimer, :NavigationControl, :SensorInterface, :WheelActuatorInterface, :Sensor

1. When an **obstacle** is detected, the **ObstacleAvoidance** timer stops the **wheels** and suspends the **NavigationControl**.

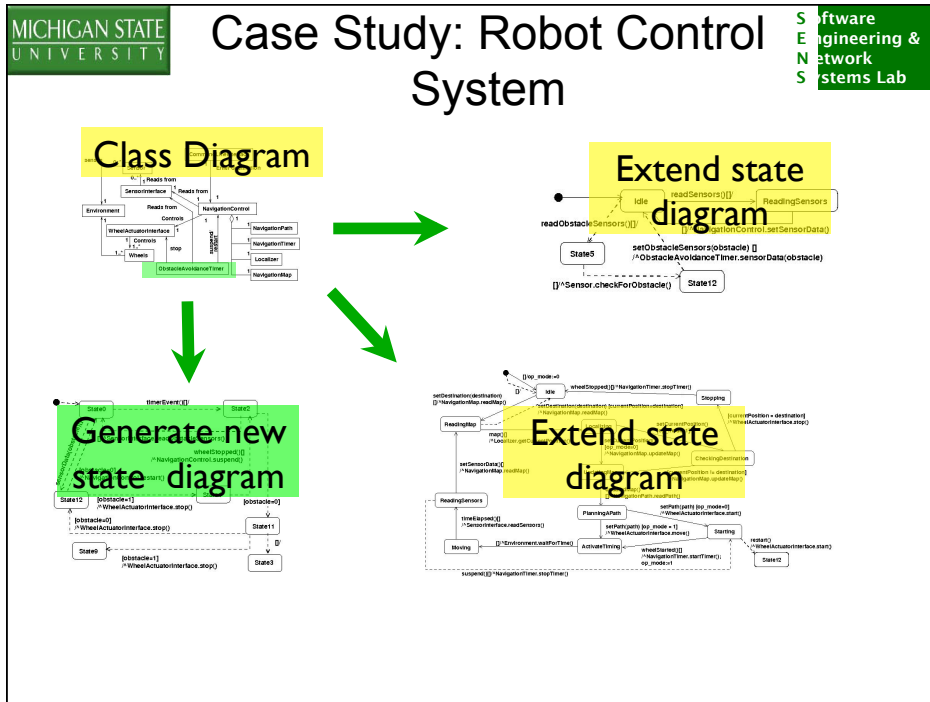
```

sequenceDiagram
    participant Clock as :Clock
    participant Timer as :ObstacleAvoidanceTimer
    participant Nav as :NavigationControl
    participant Sensor as :Sensor
    participant Interface as :SensorInterface
    participant Wheel as :WheelActuatorInterface

    Note over Clock: (a) The execution path when an obstacle is encountered.
    Clock->>Timer: readObstacleSensors()
    activate Timer
    Timer->>Wheel: [obstacle == 1] stop()
    deactivate Timer
    Wheel->>Interface: wheelStopped()
    deactivate Wheel
    Timer->>Nav: suspend()
    deactivate Timer
    Note over Clock: (b) The execution path when an obstacle is not encountered.
    Clock->>Timer: timerEvent()
    activate Timer
    Timer->>Sensor: readObstacleSensors()
    deactivate Timer
    Sensor->>Interface: setObstacleSensors()
    deactivate Sensor
    Interface->>Nav: checkForObstacle()
    deactivate Interface
    Nav->>Sensor: sensorData()
    deactivate Nav
    Timer->>Timer: [obstacle == 0] restart()
    deactivate Timer
    
```

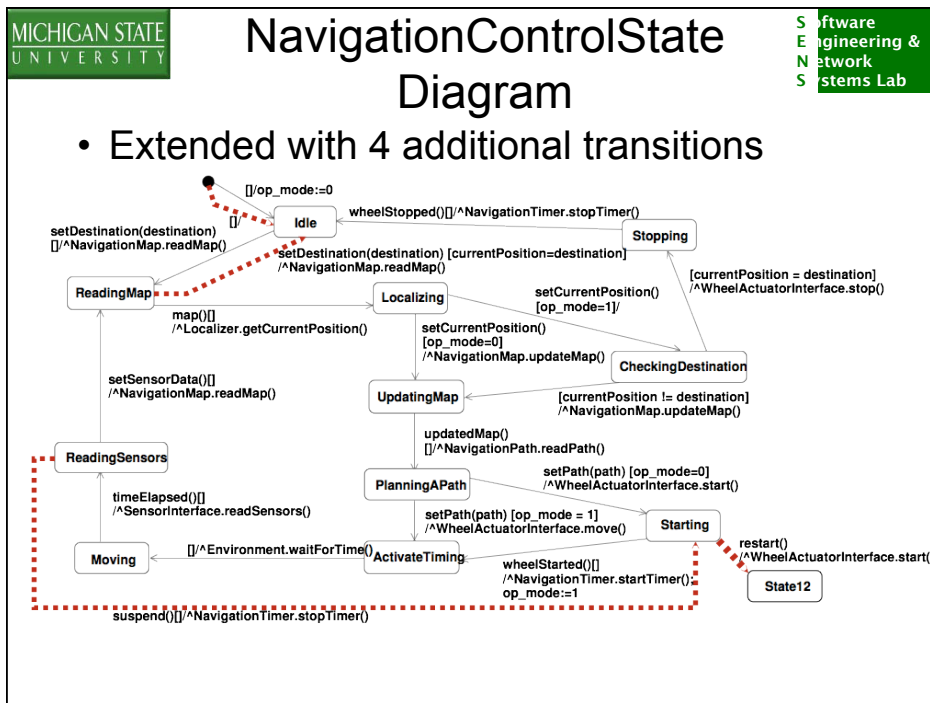
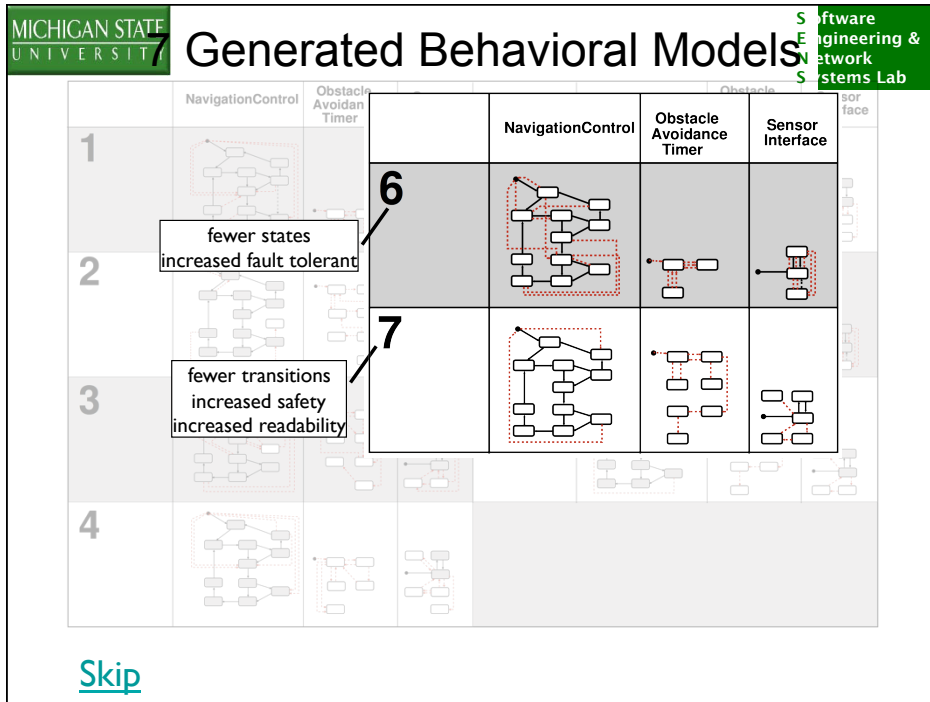
2. When an **obstacle** is not detected, the **ObstacleAvoidance** timer restarts the **NavigationControl**.

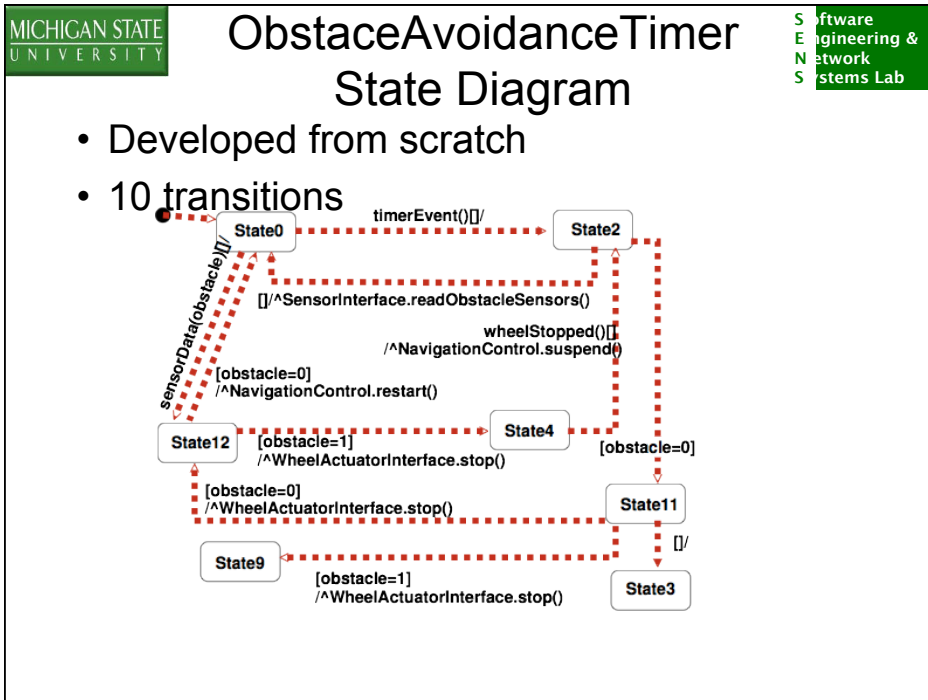
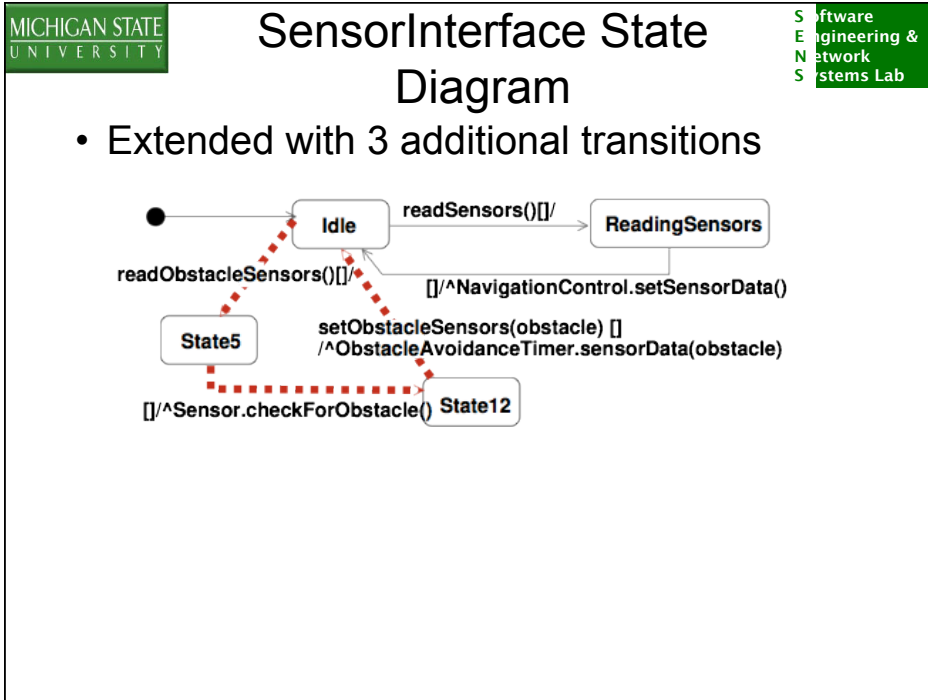
**Results: organisms generated 7 compliant behavioral models.**




MICHIGAN STATE UNIVERSITY		Generated Behavioral Models			Software Engineering & Network Systems Lab		
	NavigationControl	Obstacle Avoidance Timer	Sensor Interface		NavigationControl	Obstacle Avoidance Timer	Sensor Interface
1				5			
2				6			
3				7			
4							

*There is structural variation among the generated models...*

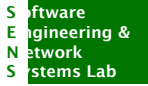









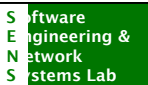
## Conclusions




- **Summary:**
  - Harnessing Digital Evolution to automatically generate interesting models of target systems [ICAC08-*Best Paper*]
  - Suite of solutions help address uncertainty in execution environment [MODELS08, *Distinguished Paper*]
    - Use non-functional criteria to distinguish models
- **Current and Future work (industrial applications):**
  - **Plato-RE:** Use EC for run-time adaptive monitoring [RE@RT2010]
  - **Plato:** Run-time generation of new SW configurations, multi-objective tradeoffs [ICAC09, *Best Paper*]
  - **Hermes:** Generation of Adaptive Logic [ICAC10]
  - **Loki:** Harness EC for generating interesting environmental conditions (e.g., failures, combinations, attacks, etc.) [ASE11]



## Beyond Orchid

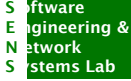


- **Marple:** Exploring latent properties of software systems
  - Discover implicit (latent) properties [MODELS2010]
  - Detect unwanted properties with *Industrial Models* (e.g., feature interactions) [MODELS2011, *Best Paper nomination*]
- **RELAX:** a new specification language to explicitly incorporate uncertainty in requirements [RE09, *One of Best Papers*, REJ10, MODELS09]
- **Medical Applications:**
  - **Polypharmacy:** drug bloat problem for the elderly
- **Automotive Applications:**
  - **Recent:** Onboard electronics (smart cruise, lane keeping, electronic assisted steering)
  - **Current:** Autonomous vehicles (prognostics, self-healing, adaptive, etc.)



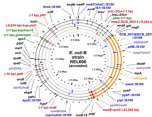

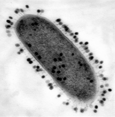
# BEACON

An NSF Center for the Study of Evolution in Action



● **Crosscutting Themes:**


- ★ *Biological Evolution*
- ★ *Digital Evolution*
- ★ *Evolutionary Applications*

● **Transformative:** \$25 million over 5 years to identify and pursue multi-disciplinary opportunities for research, education, and applications

● **Unifying:** Exchange information, hypotheses, and capabilities:






- ★ **3 thrust groups—evolution of** genomes, behavior, communities
- ★ **5 partners** → chosen for *their*
  - crosscutting strengths in evolution




NSF Cooperative Agreement No. DBI-0939454


Recruiting Industrial Collaborators for

**Challenge problems**










## Selected RAPIDware Publications (1)

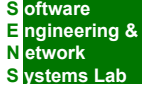


- “Design Patterns for Developing Dynamically Adaptive Systems,” (Andres J. Ramirez, Betty H.C. Cheng), in Proceedings of IEEE International Conference on Software Engineering Workshop Software Engineering for Adaptive and Self-Managing Systems (SEAMS), May 2010, Capetown, South Africa, full paper.
- “Applying Design Patterns to an Adaptive News Server,” (Andres J. Ramirez and Betty H.C. Cheng) Sixth IEEE International Conference on Autonomic Computing (ICAC09), Barcelona, Spain, June 2009, short paper.
- “Modular Verification of Dynamically Adaptive Systems” (Ji Zhang, Heather Goldsby, and Betty H.C. Cheng), the Proceedings of Eighth International Conference on Aspect- Oriented Software Development (AOSD09), Charlottesville, Virginia, March 2009.
- “Goal-based Modeling of Dynamically Adaptive System Requirements,” (Heather J. Goldsby, Pete Sawyer, Nelly Bencomo, Betty H.C. Cheng, and Danny Hughes), Engineering of Computer-Based Systems (ECBS08), Ulster, Northern Ireland, April 2008 (full paper).
- “Specifying Real-time Properties in Autonomic Systems,” J. Zhang, Z. Zhou, B.H.C. Cheng, and P.K. McKinley, *Innovations in Systems and Software Engineering*, Springer, vol. 3, number 1, March 2007, pp. 3–16




MICHIGAN STATE  
UNIVERSITY

## Selected RAPIDware Publications (2)



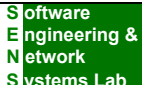
Software  
Engineering &  
Network  
Systems Lab

- “AMOEBART: Run-time Verification of Adaptive Software,” (Ji Zhang, Betty H.C. Cheng, and Heather Goldsby) in Proceedings for Workshop on Models at Run-time, selected as a **Best Paper**, Nashville, Tennessee, October 2007.
- “Visualizing the Analysis of Dynamically Adaptive Systems Using i\* and DSLs\*,” (Pete Sawyer, Nelly Bencomo, Danny Hughes, Paul Grace, Heather J. Goldsby, and Betty H.C. Cheng), Proceedings of Second International Workshop on Requirements Engineering Visualization (REV07), New Delhi, India, October 2007.
- “Re-engineering Legacy Systems for Assured Dynamic Adaptation” (Ji Zhang and Betty H.C. Cheng), in Proceedings of IEEE International Conference on Software Engineering Workshop on Models in Software Engineering (MiSE) May 2007, Minneapolis, MN.
- “Model-Based Development of Dynamically Adaptive Software” (Ji Zhang and Betty H.C. Cheng), in Proceedings of IEEE International Conference on Software Engineering (ICSE06), Shanghai, China, May 2006. (9% acceptance rate) (**Received Distinguished Paper Award**), pp. 371–380.



MICHIGAN STATE  
UNIVERSITY

## Selected RAPIDware Publications (3)




Software  
Engineering &  
Network  
Systems Lab

- “Goal-oriented Specification of Adaptation Requirements in Adaptive Systems” (Gregory Brown, Betty H.C. Cheng, and Ji Zhang), in Proceedings of IEEE ICSE Workshop of Software Engineering of Adaptive and Self-Managing Systems (SEAMS06), May, 2006, pp 23–29.
- “TA-LTL: Specifying Adaptation Timing Properties in Autonomic Systems” (Z. Zhou, J. Zhang, P. K. McKinley, and B. H. C. Cheng), 3rd IEEE Workshop on Engineering of Autonomic and Autonomous Systems (EASe 2006), Columbia, MD, April 2006.
- “Using Temporal Logic to Specify Adaptive Program Semantics,” Ji Zhang and Betty H.C. Cheng, Journal of Systems and Software, Elsevier. Special issue on Architecting Dependable Systems, Eds. R. de Lemos, C. Gacek, and A. Romanovsky, volume 79, issue 10, pp. 1361–1369, October, 2006.
- “Composing Adaptive Software,” P. K. McKinley, S. M. Sadjadi, E. P. Kasten, and B. H. C. Cheng, IEEE Computer, vol. 37, no. 7, pp. 56–64, 2004.
- “The Four Levels of Requirements Engineering for and in Dynamic Adaptive Systems” (Daniel M. Berry, Betty H.C. Cheng, and Ji Zhang), Proceedings of 11th International Workshop on Requirements Engineering Foundation for Software Quality (REFSQ), pp. 95-100, June 13-14, 2005, Porto, Portugal.

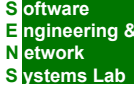
MICHIGAN STATE UNIVERSITY	<h2>Selected RAPIDware Publications (4)</h2>	Software Engineering & Network Systems Lab
<ul style="list-style-type: none"> <li>• “Transparent Shaping of Existing Software to Support Pervasive and Autonomic Computing” (S. Masoud Sadjadi, P.K. McKinley, and B.H.C. Cheng), IEEE ICSE Workshop on Design and Evolution of Autonomic Computing Systems (DEAS), pp. 99–105, St. Louis, Missouri, May 2005. (also accepted for presentation).</li> <li>• “An Approach to Implementing Dynamic Adaptation in C++” (Scott D. Fleming, B.H.C. Cheng, K. Stirewalt, P.K. McKinley), IEEE ICSE Workshop on Design and Evolution of Autonomic Computing Systems (DEAS), pp. 118–124, St. Louis, Missouri, May 2005.</li> <li>• “Specifying Adaptation Semantics,” (J. Zhang and B.H.C. Cheng), IEEE ICSE Workshop on Architecting Dependable Systems (WADS), pp. 14–20, St. Louis, Missouri, May 2005.</li> <li>• “Resource-based Approach to Feature Interaction in Adaptive Software,” (J. Bisbal and B.H.C. Cheng), ACM SIGSOFT Workshop on Self-Managing Systems, workshop co-located with ACM SIGSOFT Foundations of Software Engineering (FSE), Newport Beach, CA, October 2004.</li> <li>• “Enabling Collaborative Adaptation across Legacy Components” (Z. Yang, Z. Zhou, B. H. C. Cheng, and P. K. McKinley), In Proceedings of the Third Workshop on Reflective and Adaptive Middleware (with Middleware’04), pp. 277-282, Toronto, Ontario, Canada, October 2004.</li> </ul>		

MICHIGAN STATE UNIVERSITY	<h2>Selected RAPIDware Publications (5)</h2>	Software Engineering & Network Systems Lab
<ul style="list-style-type: none"> <li>• “TRAP/J: Transparent Generation of Adaptable Java Programs” (S. M. Sadjadi, P. K. McKinley, B. H. C. Cheng, and R. E. K. Stirewalt), In Proceedings of the 2004 International Symposium on Distributed Objects and Applications, Agia Napa, Cyprus, October 2004.</li> <li>• “Generation of self-optimizing wireless network applications” (S. M. Sadjadi, P. K. McKinley, R. E. K. Stirewalt, and B. H.C. Cheng), Proceedings of the International Conference on Autonomic Computing (ICAC-04), pages 310-311, New York, NY, May 2004.</li> <li>• “Adding Safeness to Dynamic Adaptation Techniques,” Workshop on Architecture for Dependable Systems (WADS04) associated with IEEE International Conference on Software Engineering (ICSE04), May 2004, Edinburgh, Scotland, 2004.</li> <li>• <b>“An Aspect-Oriented Approach to Dynamic Adaptation” (with Z. Yang, R. E. K. Stirewalt, J. Sowell, S. M. Sadjadi, and P. K. McKinley), Proceedings of the ACM SIGSOFT Workshop on Self-Healing Systems (WOSS02), November 2002.</b></li> </ul>		




MICHIGAN STATE  
UNIVERSITY

## Selected EC Publications (1)



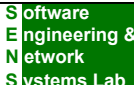
Software  
Engineering &  
Network  
Systems Lab

- “A Taxonomy of Uncertainty for Dynamically Adaptive Systems” (Andres J. Ramirez and Betty H.C. Cheng), (accepted to appear) in Proceedings of IEEE International Symposium on Software Engineering for Adaptive and Self-Managing Systems (SEAMS), June, 2012, Zurich, Switzerland.
- “Automatically Exploring How Uncertainty Impacts Behavior of Dynamically Adaptive Systems” (Andres J. Ramirez, Adam C. Jensen, Betty H.C. Cheng and David Knoester,), in Proceedings of 26th IEEE/ACM International Conference on Automated Software Engineering (ASE 2011), pp. 568–571, November, 2011, Lawrence, Kansas.
- “Applying evolutionary computation to mitigate uncertainty in dynamically-adaptive, high-assurance middleware,” (P.K. McKinley, B.H.C. Cheng, A.J. Ramirez, and A.C. Jensen), Journal of Internet Services and Applications, pp. 1–8, 2011, Springer.
- “Plato: A Genetic Algorithm Approach to Run-Time Reconfiguration in Autonomic Computing Systems,” Andres Ramirez, David Knoester, Betty H.C. Cheng, and Philip K. McKinley, “Journal of Cluster Computing (Special Issue on Autonomic Computing),” pp. 229–244, vol 14, no. 3, 2011.




MICHIGAN STATE  
UNIVERSITY

## Selected EC Publications (2)



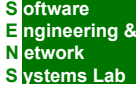
Software  
Engineering &  
Network  
Systems Lab

- “An Evolutionary Approach to Network Self-Organization and Resilient Data Diffusion” (Andres J. Ramirez and Betty H.C. Cheng), Proceedings Fifth IEEE International Conference on Self-Adaptive and Self-Organizing Systems, pp. 198–207, Ann Arbor, Michigan, USA; October, 2011.
- “Automatic Derivation of Utility Functions for Monitoring Software Requirements” (Andres J. Ramirez and Betty H.C. Cheng), Proceedings of the ACM/IEEE International Conference on Model Driven Engineering Languages and Systems (MODELS 2011), pp. 501–516, Wellington, New Zealand, October, 2011.
- “A Toolchain for the Detection of Structural and Behavioral Latent System Properties” (Adam Jensen, Betty H.C. Cheng, Heather J. Goldsby, and Edward Nelson), Proceedings of the ACM/IEEE International Conference on Model Driven Engineering Languages and Systems (MODELS 2011), pp. 683–698, Wellington, New Zealand, October, 2011. **(Nominated for Best Paper)**.
- “Automatically Discovering Properties that Specify the Latent Behavior of UML Models” (Heather J. Goldsby and Betty H.C. Cheng), Proceedings of the ACM/IEEE International Conference on Model Driven Engineering Languages and Systems (MODELS 2010), pp. 316–330, Oslo, Norway, October 2010.




MICHIGAN STATE  
UNIVERSITY

## Selected EC Publications (3)



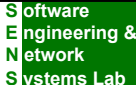
Software  
Engineering &  
Network  
Systems Lab

- “Adaptive Monitoring of Software Requirements,” (Andres J. Ramirez, Betty H.C. Cheng, and Philip K. McKinley), In the Proceedings of First International Workshop on Requirements Engineering (RRT10), Sydney, Australia. September, 2010.
- “Automatically Generating Adaptive Logic to Balance Non-functional Tradeoffs During Reconfiguration” (Andres J. Ramirez, Betty H.C. Cheng, Philip K. McKinley, and Benjamin E. Beckmann), In the Proceedings of the 7th International Conference on Autonomic Computing (ICAC-10), Washington, DC, USA, pp. 225-234.
- “Evolving Models at Run Time to Address Functional and Non-Functional Adaptation Requirements,” (Andres J. Ramirez and Betty H.C. Cheng), In the Proceedings of the Fourth International Workshop on Models at Run Time (MaRT09), Denver, Colorado, USA, October, 2009.
- “Applying Genetic Algorithms to Decision Making in Autonomic Computing Systems,” (Andres J. Ramirez, Betty H.C. Cheng, David Knoester, and Philip K. McKinley) Sixth IEEE International Conference on Autonomic Computing (ICAC09), pp. 97– 106, Barcelona, Spain, June 2009, (received **Best Paper Award**). (Full paper, 16% acceptance rate).
- “Automatically Generating Behavioral Models of Adaptive Systems to Address Uncertainty” (Heather Goldsby and Betty H.C. Cheng), the Proceedings of the ACM/ IEEE International Conference on Model Driven Engineering Languages and Systems (MoDELS 2008), Toulouse, France, October 2008 (Selected as one of the **Best Papers**).



MICHIGAN STATE  
UNIVERSITY

## Selected EC Publications (4)



Software  
Engineering &  
Network  
Systems Lab

- “Harnessing Digital Evolution,” P. McKinley, B.H.C. Cheng, C. Ofria, D. Knoester, Be. Beckmann, and H. Goldsby, IEEE Computer, volume 41, number 1, January 2008, pp. 54–63.
- **“Digitally Evolving Models for Dynamically Adaptive Systems” (Heather J. Goldsby, David B. Knoester, Betty H.C. Cheng, Philip K. McKinley, and Charles A. Ofria), in Proceedings of IEEE International Conference on Software Engineering Workshop Software Engineering for Adaptive and Self-Managing Systems (SEAMS), May 2007, Minneapolis, MN.**

# Model-Based Approach to High-Assurance Dynamically Adaptive Systems

## Acknowledgements:

**Research Team:** Heather Goldsby, Philip McKinley, Dave Knoester, Charles Ofria, Xiaobo Tan, Andres Ramirez, Chad Byers, Adam Jensen, Ben Beckmann, Erik Fredericks, and many others from SENS Lab, DevoLab, and BEACON Center

## Current Funding:

NSF Grants: CCF-0820220, CNS-0751155, IIP-0700329,  
CNS-0854931, Army Research Grant W911NF-08-1-0495, Ford