

Software – Role in Systems and their Architectures

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Teachers

“India with her mighty scientific knowledge & power house of young should build her own huge rocket systems and also build her own communication, remote sensing and meteorological spacecraft and launch from her own soil to enrich the Indian life in satellite communication, remote sensing & meteorology. The projects selected in space programme, are designed to meet the societal needs” –Prof Vikarm Sarabhai in 1970.



We witnessed it transform to truth!



‘A Promise is a Promise’ – Ratan Tata

‘I believe there is no other profession in the world that is more important to the society than that to a teacher’- Dr. APJ Abdul Kalam

Indomitable Spirit



I take this opportunity to thank all my teachers - school, college or workplace!

Great Minds at Work!

Agenda

- Alignment to the Program
- Systems and Increasing Software Intensity
- IEEE 1471 standard
- Architecture Business Cycle
- Problem Space and Solutions space
- Architecture Definition

Technology Leadership and Architecture



Courtesy: Facebook.com

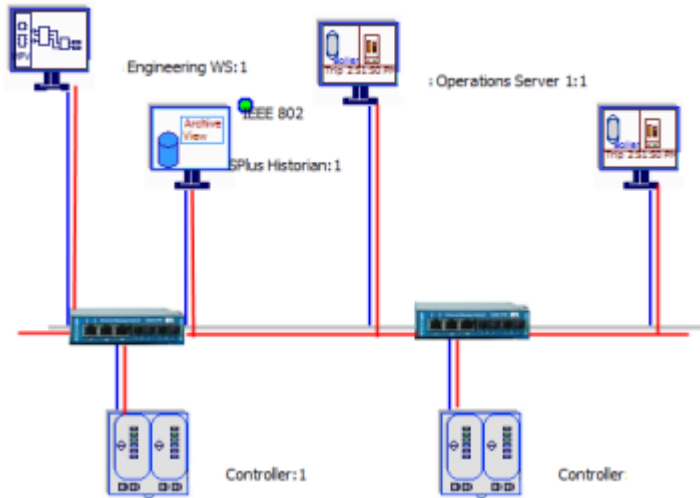
- ❑ Evolution of Computer Programming Languages indicate increasing levels of abstraction.
- ❑ Significance moves to structures and organize them :- Architecture
- ❑ Architecture plays a key role in Innovations

Technology Leadership is key to sustainability

Systems



- Systems form a chain involving
 - mechanical, electrical, electronics, communication & software entities.
 - Involves multiple interfaces across various subsystems
 - The lifecycle of these systems normally longer.
 - Range from embedded systems for control or automotive applications, telecommunication, business applications like banking.



Distributed Control System

The complexities and size aspects of systems might vary.

For someone from ISRO it is Earth as a System,
For someone from automobile industry it is about vehicular systems like Anti Braking System (ABS)
For someone from Industrial Control Systems it is SCADA or DCS.

We limit our discussion to more commercial applications like industrial control systems.

Systems span multiple disciplines

Example : Asian Paints Distribution Network

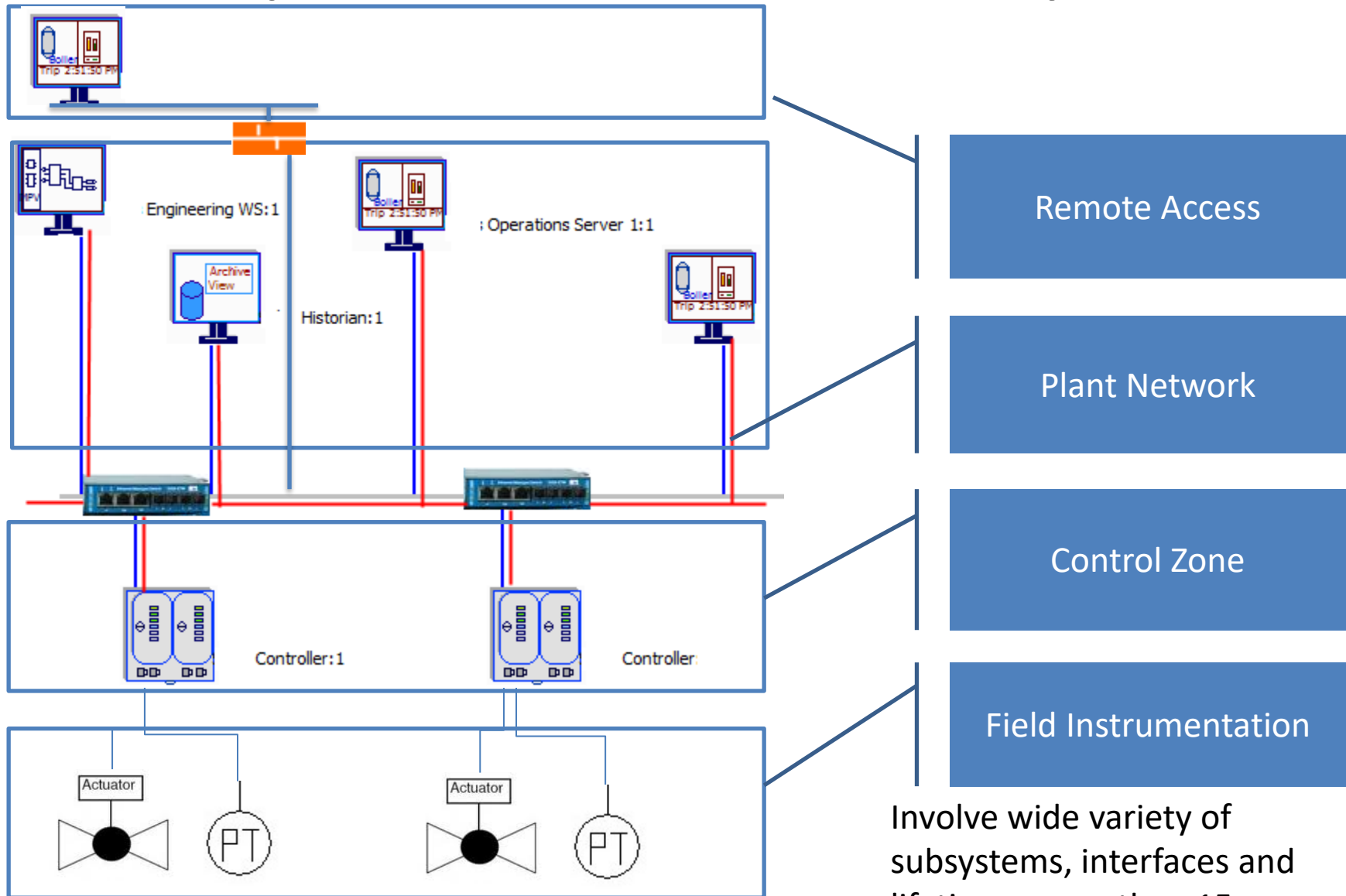


Paint dispensing machines integrated with Software based HMI found at Asian Paint dealerships

Courtesy: Asian Paints Dealership

Systems have become an invisible part of our lives!

Example: Industrial Control systems



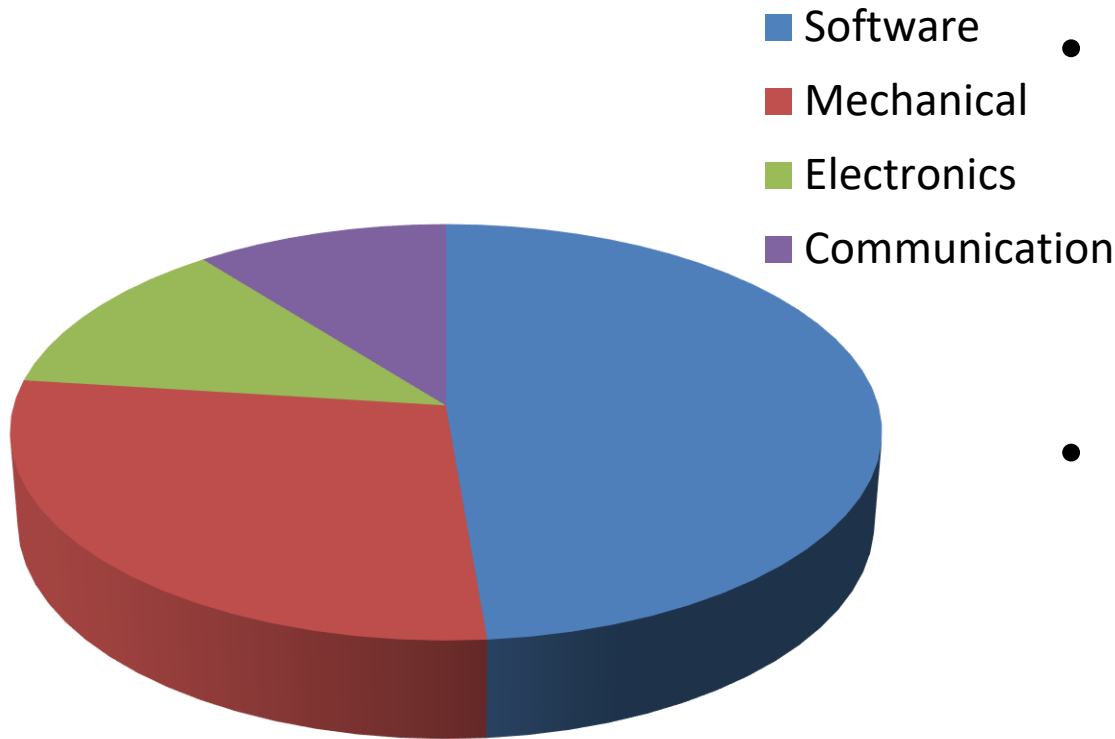
Systems and IT Applications

Characteristic	Systems	IT Applications
Time to market	1 Year and reducing	Much less, even in the range of months
Target Market	Specific market segments driven by reliability and cost factors	Targeted at applications more to improve productivity.
Expected Lifetime	10-30 years	1-5 years
Relevant owners	Phase wise owners from operator, engineer, end customer, decommissioning engineer	Owners could vary across projects.
Legacy support/Backward Compatibility Requirements	Strong requirements due to huge investments required	Weak requirements due to the fact that an IT implementation could reduce current operating cost.
Shutdown permitted	Shutdown only permitted as part of planned maintenance. Else could lead to losses	Shutdown is permitted within tolerance benchmarks.
Safety Critical	Yes, considering human lives and huge investments to be protected	Few implementations are safety critical, but not necessarily

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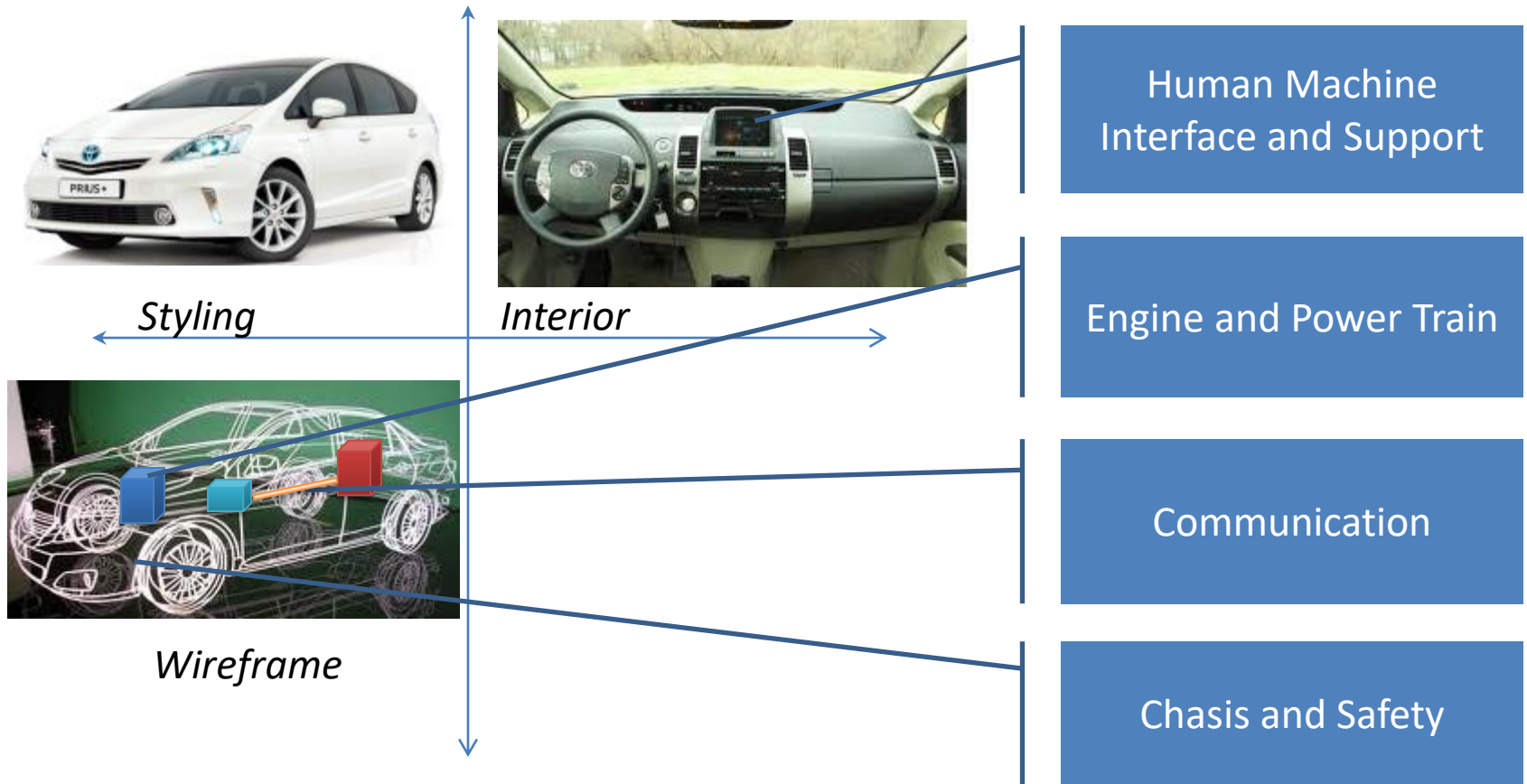
Software Intensive Systems



- Systems can be classified software intensive when,
 - 40-50 % of subsystems constitute software
- Examples
 - Vehicular Systems it could even be 50% Software components
 - Industrial Control Systems is close to 40%

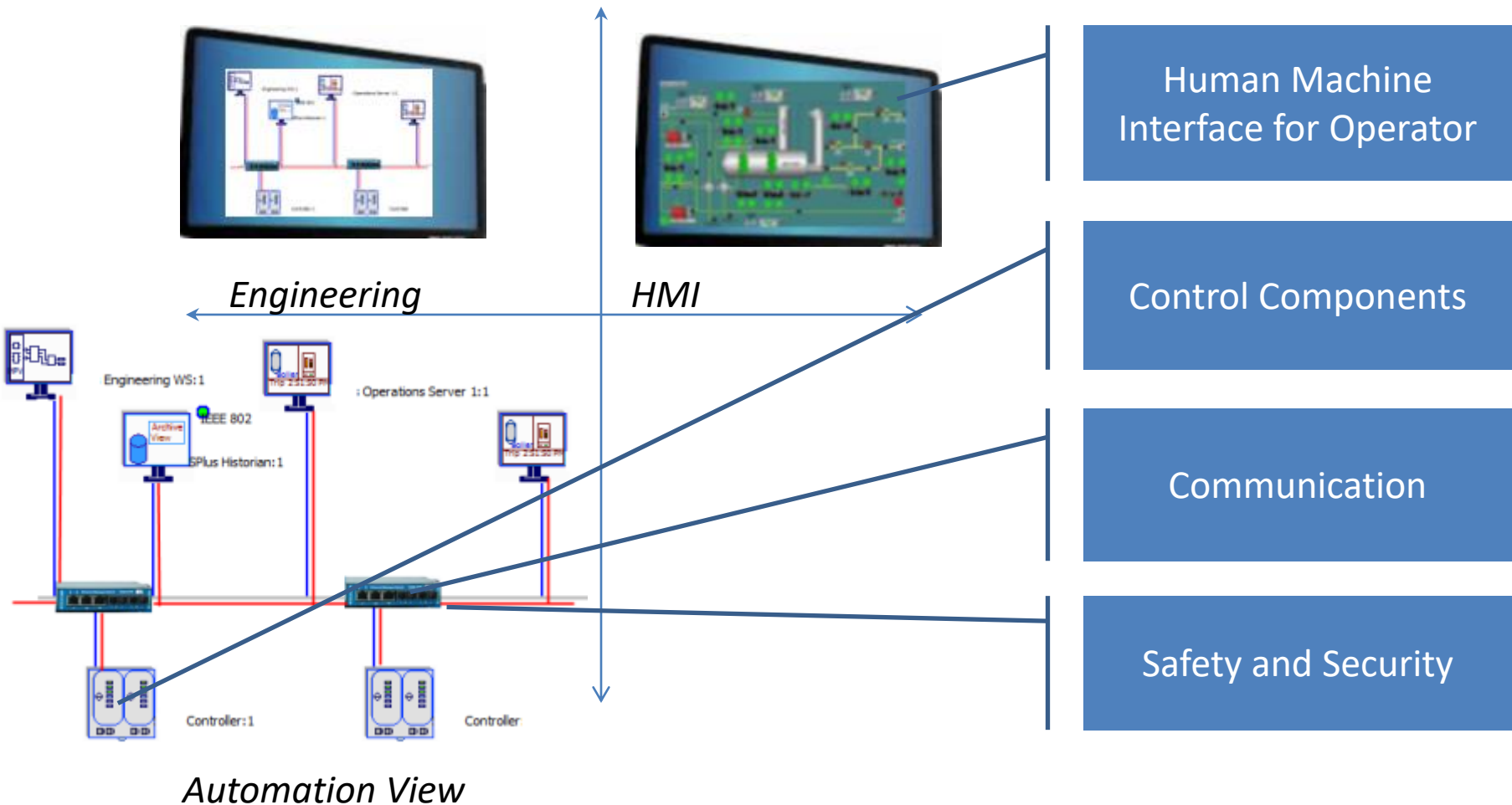
Vehicular Systems and Software

Intensive areas



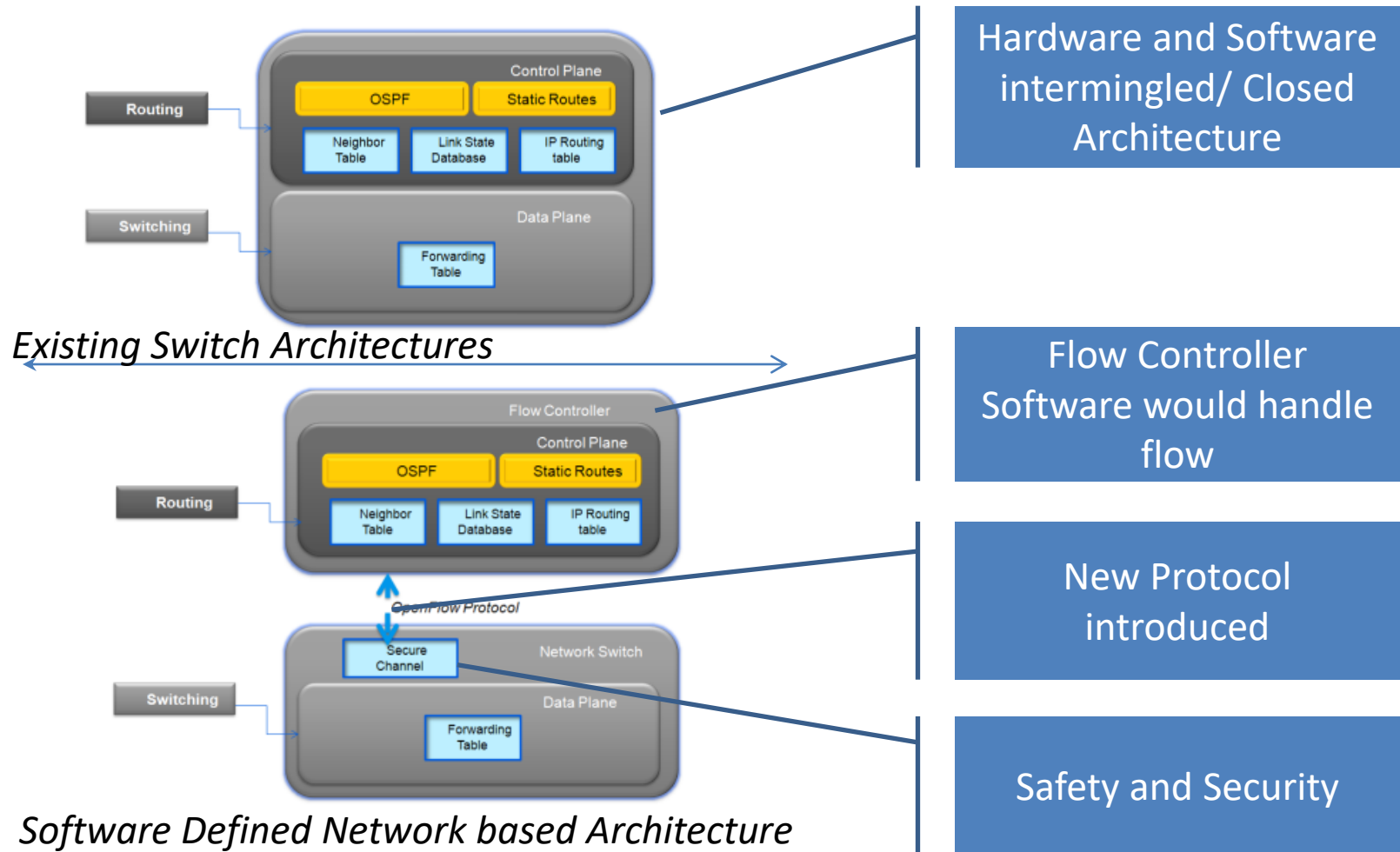
Software is a key ingredient

Industrial Control Systems and Software Intensive areas



Software is emerging as a key player

Telecommunication: growing intensity of software

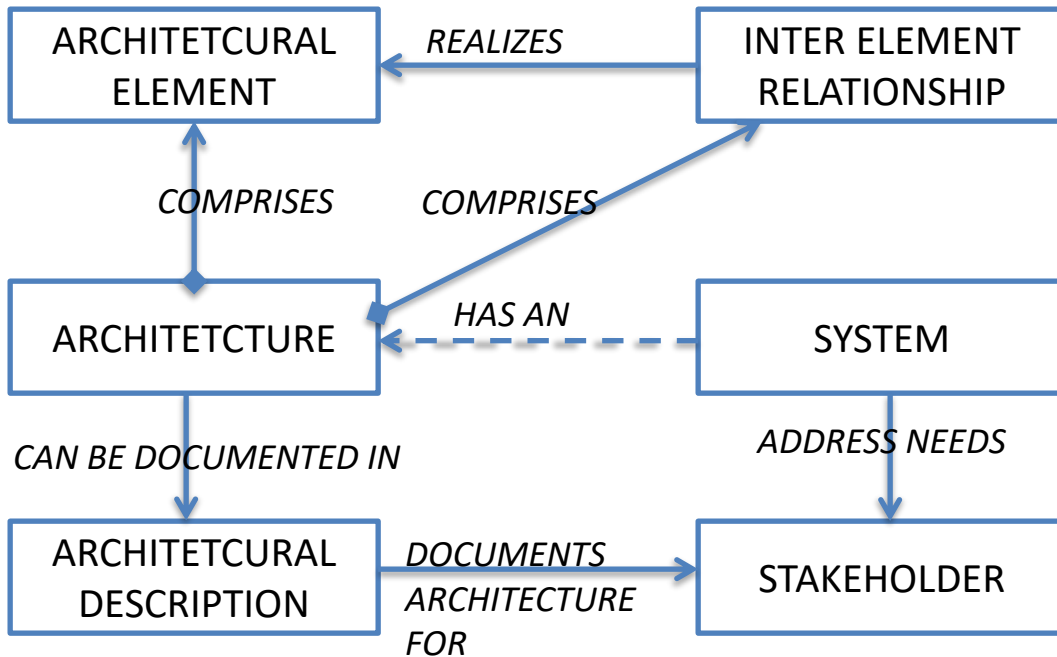


Software plays a key role in innovation

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IEEE 1471 – On Software Architecture



- A system is built to address the needs concerns goals and objectives of its stakeholders (owners)
- The architecture of system comprises of its architectural elements and their interrelationships
- Architecture can be documented in Architecture Description
- An Architecture Description documents architecture for the stakeholders and demonstrates to them that it has met their needs

Architecture address needs of stakeholders

Architecture- Quality Attributes

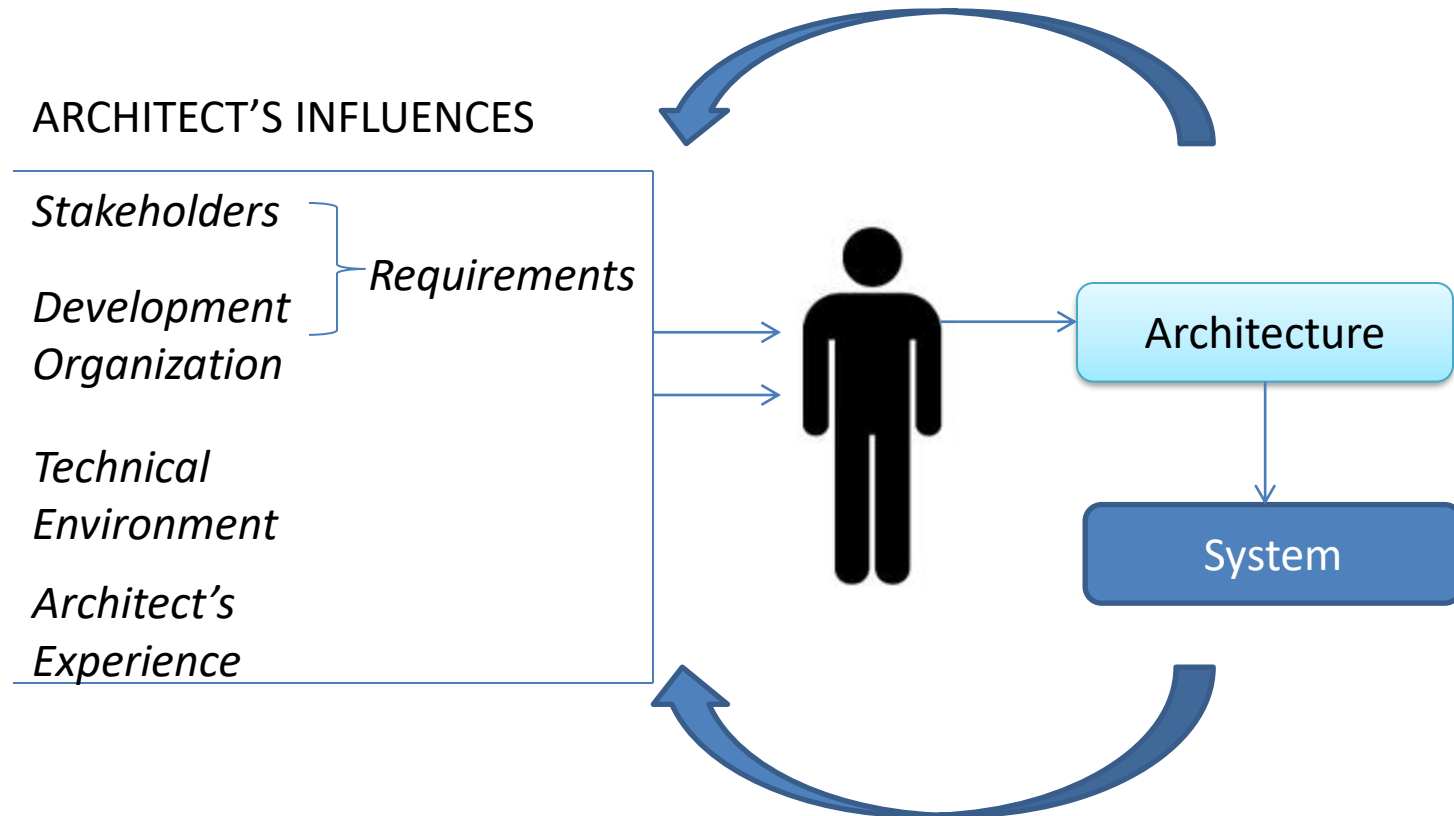
Attribute Name	Industrial Control System	Vehicular Systems
Reliability	High Reliability – Probably of failure is 10^{-9}	High Reliability – Probably of failure is 10^{-9}
Safety	Safety important and applies more to certain types of Process - IEC 61508 SIL /ANSI/ISA-84.01-199	ISO 26262 Safety Integrity level for Automobiles
Availability	High Availability and Only Planned Shutdown. Redundancy used	Redundancy used both as node as well as communication paths. Based on application
Security	High Security needs based on zones	Security capabilities exist. Used or not used based on application
Performance	Deterministic Response expected. Hard Real time in control and protection. Ranges between 1 micro second to 1 millisecond precision and 3ms- 20 ms time to respond.	Determinism expected. Differs between application For example Power Train and Chasis are hard real time and Telematic HMI soft real time

Reliability & Safety are at most importance

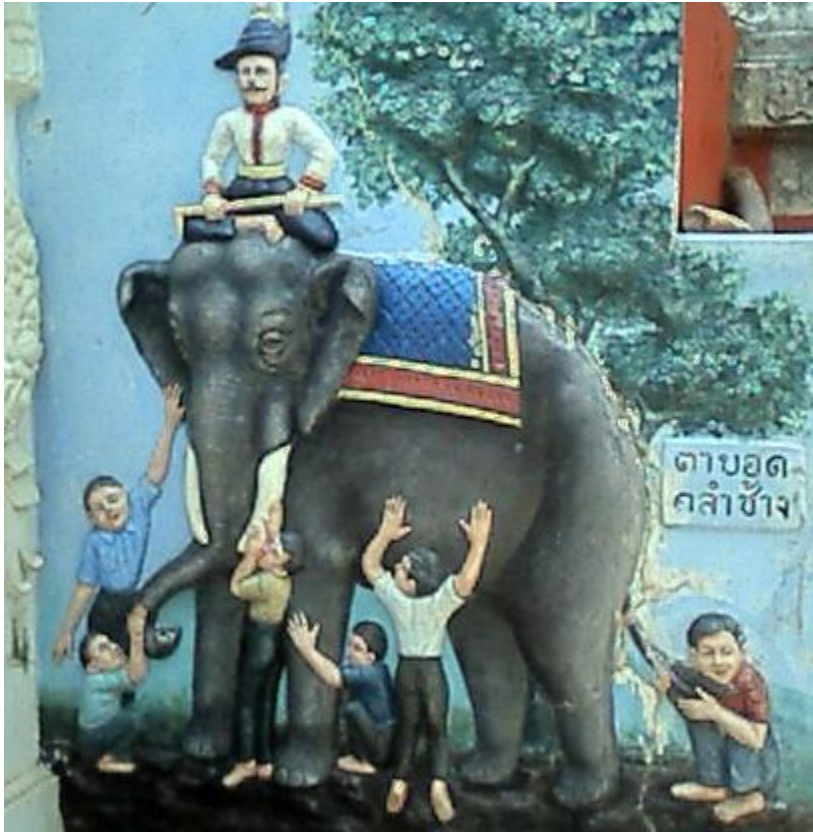
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Architecture Business Cycle



ViewPoints and Views

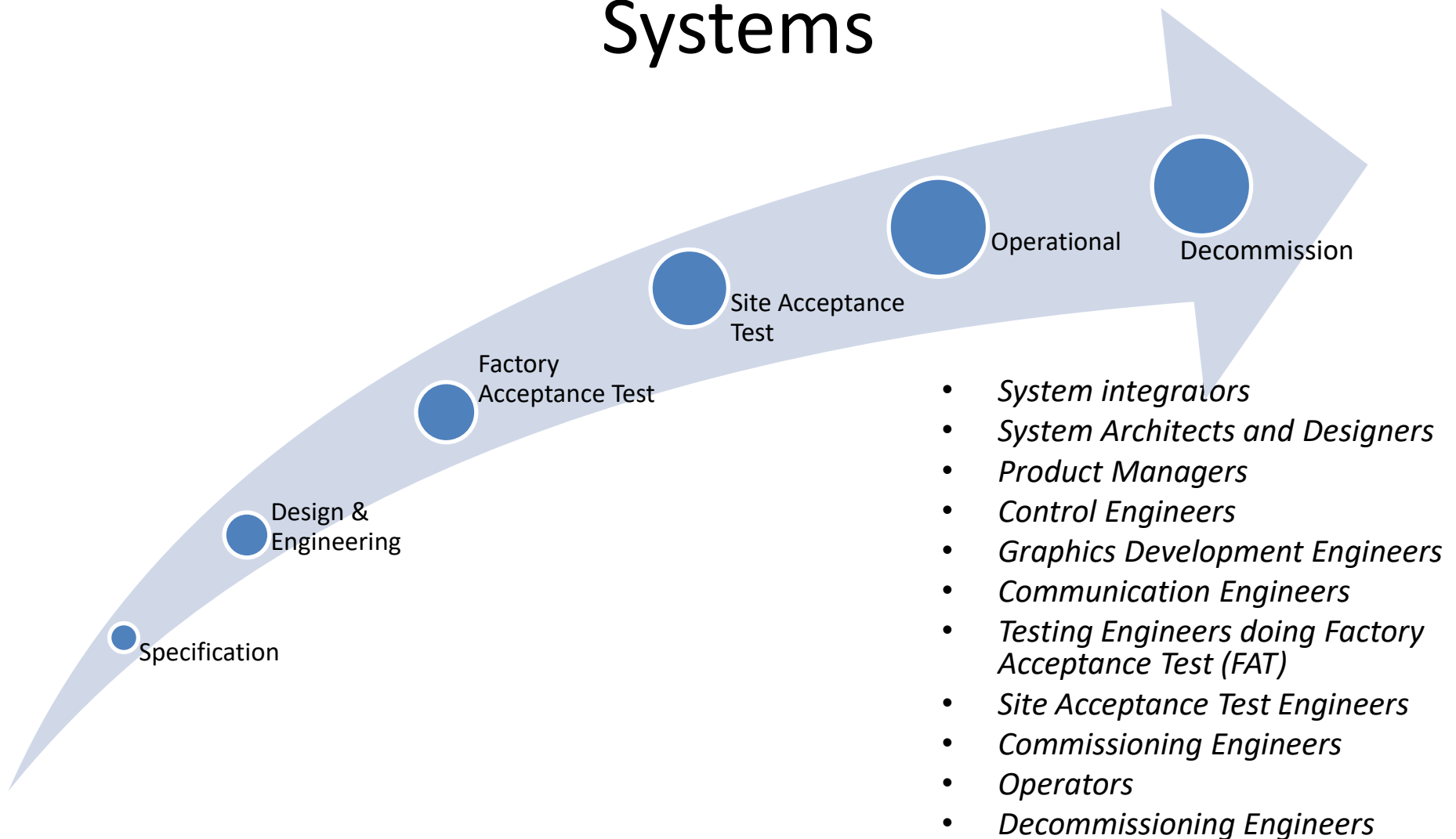


"We have to remember that what we observe is not nature in itself, but nature exposed to our method of questioning." -Werner Heisenberg

Courtesy: Wikipedia – Elephant and blind men

Architect can see the elephant as a whole

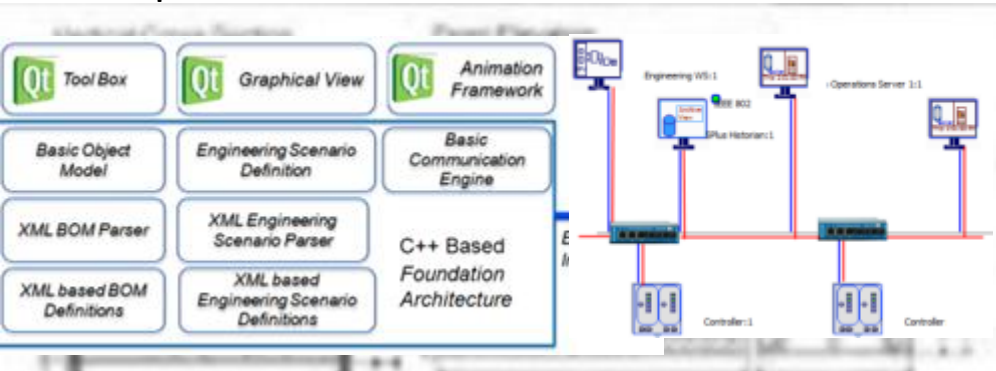
Stakeholders in Industrial Control Systems



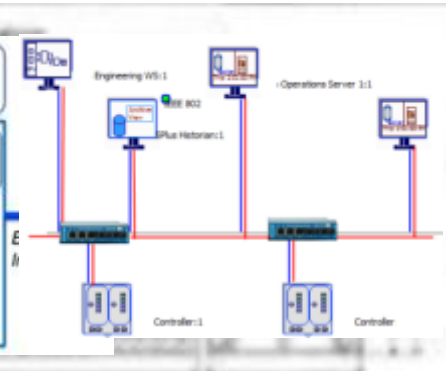
It is a challenge to even identify all needs

Significance of Architecture

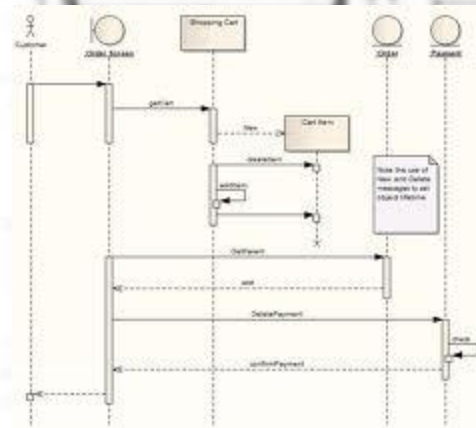
Development View



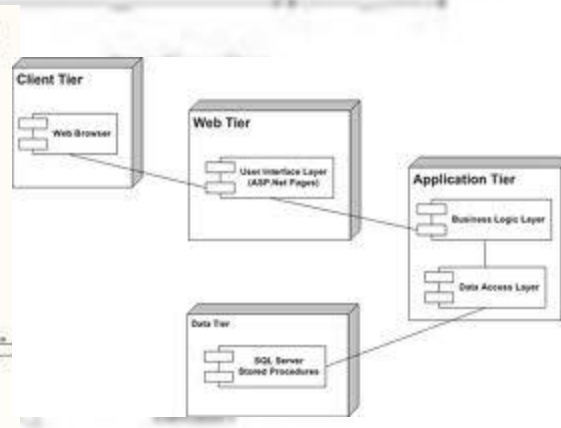
Runtime View



- As a vehicle for communication among stakeholders
- Manifestation of earliest design decisions about a system
- Transferable, reusable abstraction of a system



Implementation View

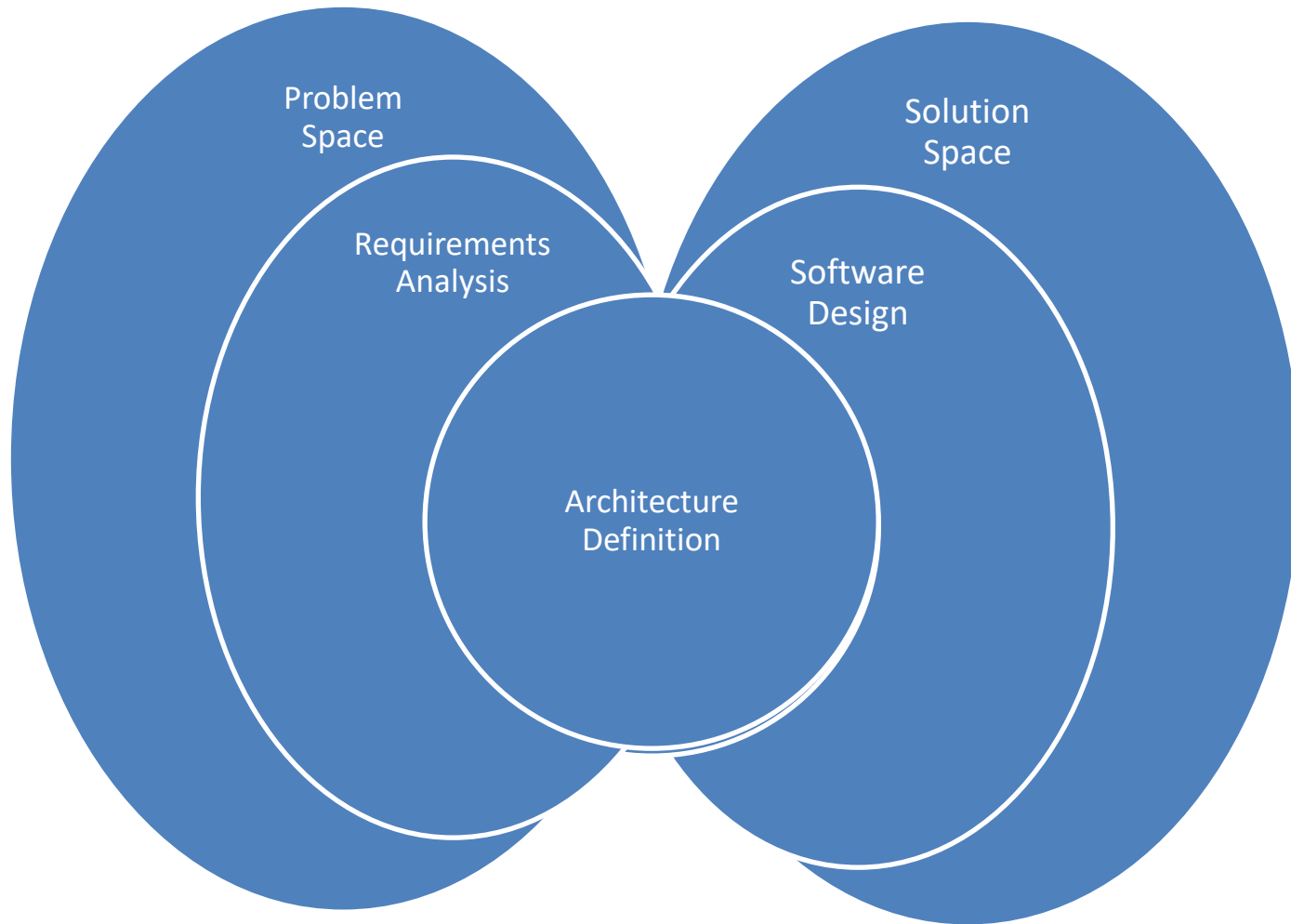


Deployment View

Agenda

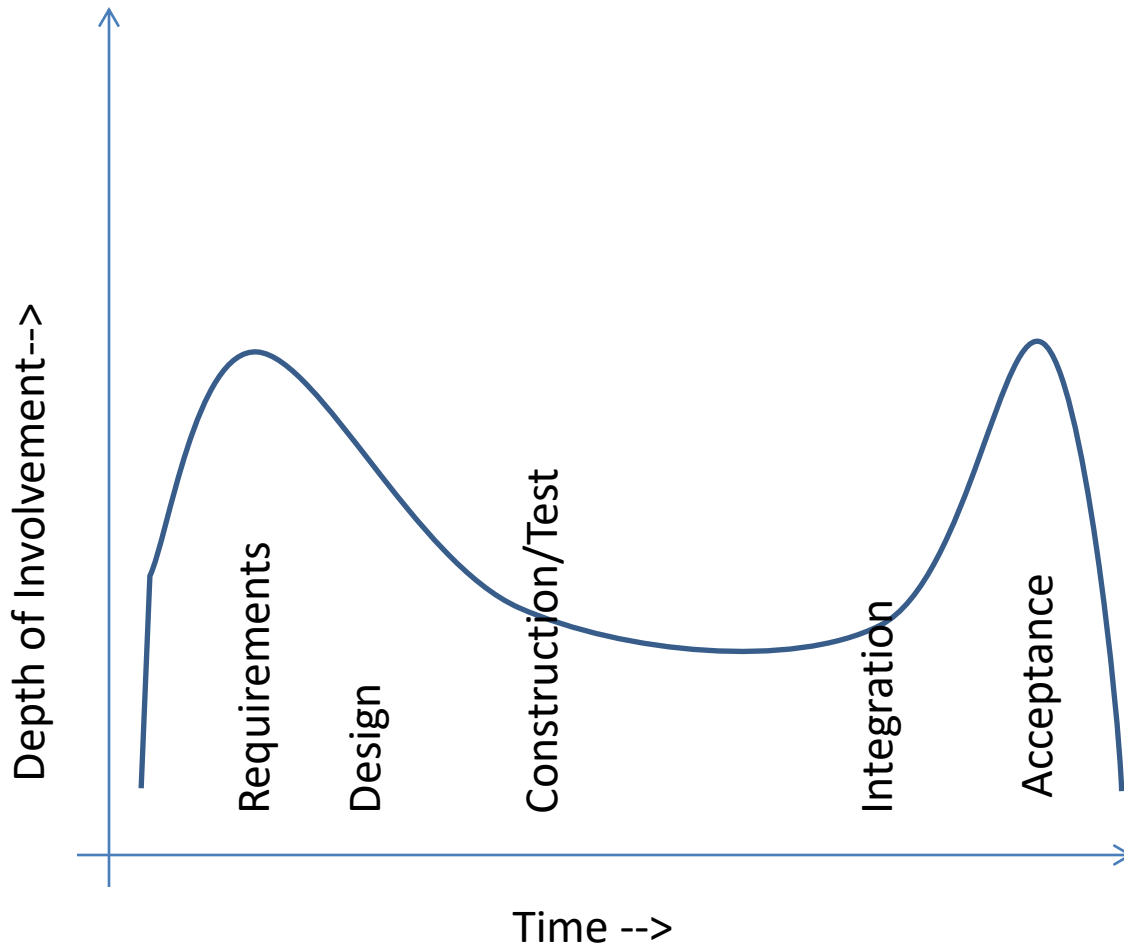
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The Pivotal role of Architect



Architect is a stakeholder's person!

Architect's Involvement in Development



Depth of involvement of architect could vary across phases in the life cycle.

Architect uses his programming skills to build demonstrators showing how requirements are met

Architect is a developer's person!

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Architecture Definition

Architecture Description

- Goals and System Objectives
- Development Environment
- Hardware and Software Environment

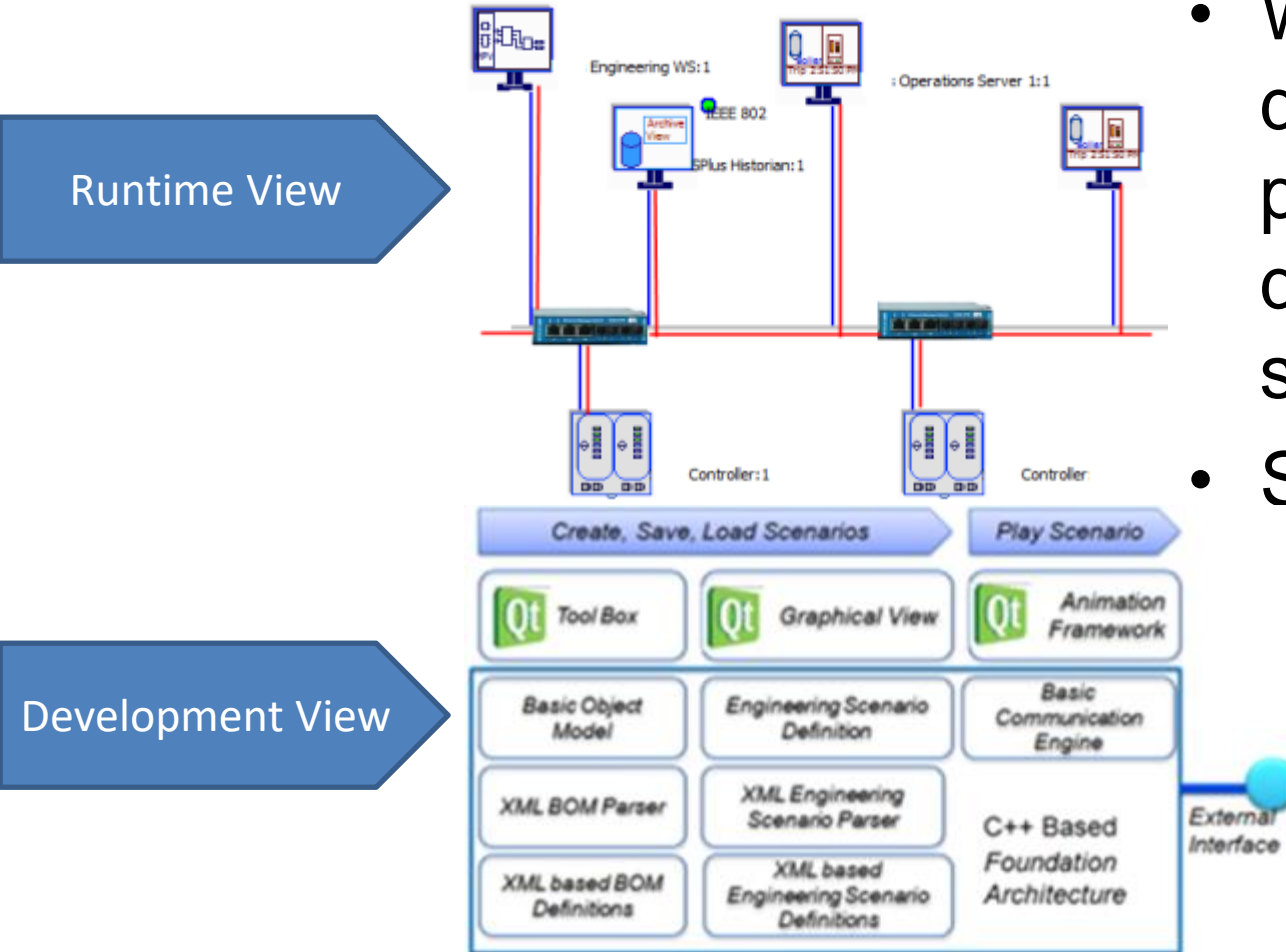
- Solution: Achieving the Goals and System Objectives

 Problem Space

 Solution Space

- Architecture Description is a key deliverable of the Architecture Definition
- Goals and Objectives of System are documented in consultation with stakeholders
- Architecture Description Demonstrates how the goals and objectives are achieved using a candidate architecture

Tools for Problem space



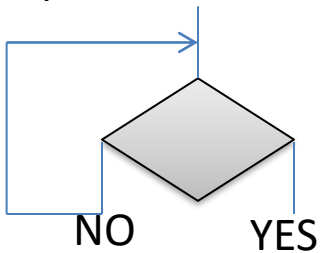
- We need a different view point and view defined based on stakeholders!
- Safety & Security
e perspectives

ViewPoints & Views help communicate better!

Tools for solution space



Is the solution suitable for the problem



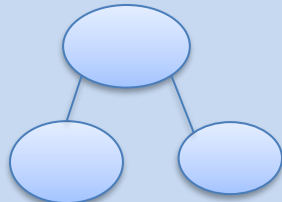
Architecture Patterns – POSA 1 and 2 [1]



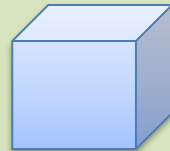
Architecture Tactics – Software Architecture in Practice [2]



Design Patterns – GoF Design Patterns [3]



Data structures and Algorithms in STL [4]



Open Source /COTS/Reuse from within



Reference Architectures

A Case Study of Architecture Definition

Systems Visualization Platform

User story 1:-Ability to define user scenario

User Profile	User is product manager (Advanced knowledge of industrial automation components.)
Background	The user is familiar of objects like HMI, Controller, Process Model. The user tries to document a requirement . The user would need this information be stored, shareable and executable by some other colleagues.
Objective	Able to position, instantiate the elements in a visual pane, connect them and define the sequence.
Narrative	The user should be able to define the connections between these elements using easy connectors. The user should be able to define the sequence of actions in the workflow. These aspects need to be stored file format
Acceptance Criteria	<ol style="list-style-type: none">1. Elements HMI, Controller, Process Model are available and visible for instantiation2. Elements can be dropped into editor pane and positioned3. Elements can be connected together using communication elements4. The topology and messages and their sequences can be described5. The contents of the editor can be saved as a file and stored.6. The contents are loaded and checked if they contain the full description and elements, connections and sequences.

Architecture Definition :- Applied

Architecturally Significant
Use Cases

- Create, Save and Play Scenarios, communication with simulation system

Applying right patterns,
tactics and arrive at
Candidate Architecture

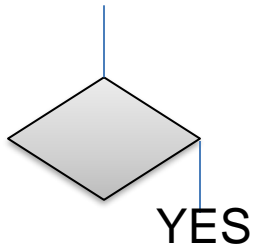
- Qt/.NET decision,
Communication Stack
decision

Guidance and
Implementation

- Systems Explorer framework

Tools for solution space :- Applied

Is the solution suitable for the problem



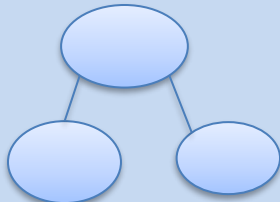
Architecture Patterns – Reflection, Layers



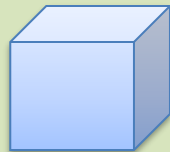
Architecture Tactics – Usability



Design Patterns – Factory Method, Singleton



Data structures and Algorithms – XML Parsing

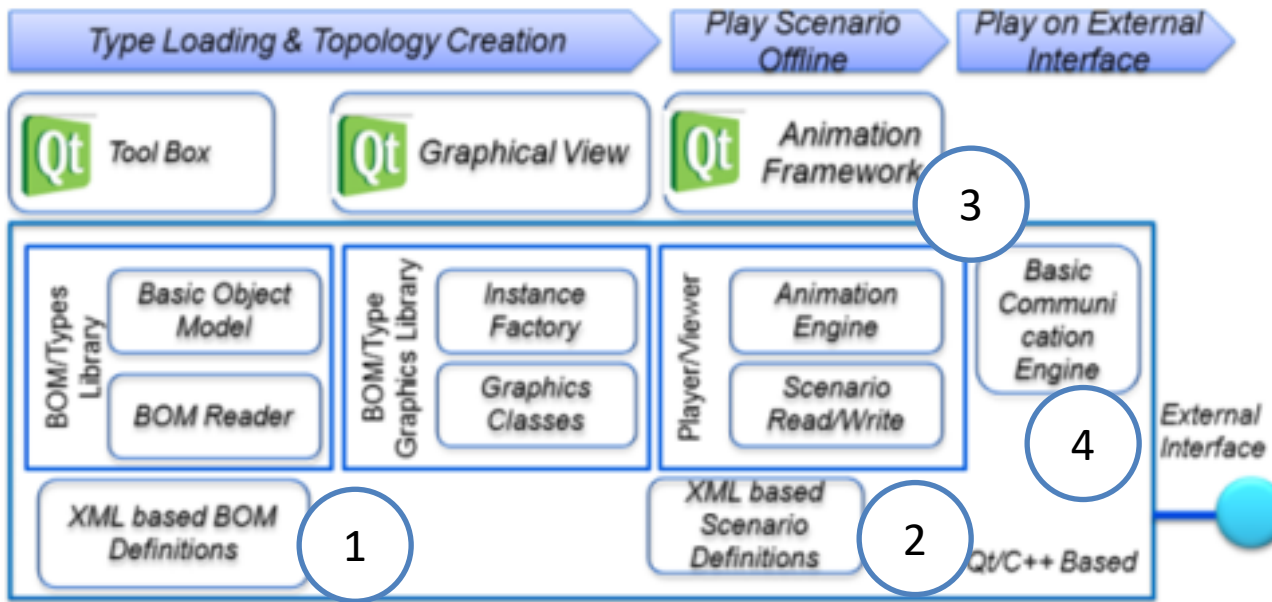


Open Source – Qt framework



Reference Architectures – ACE Framework

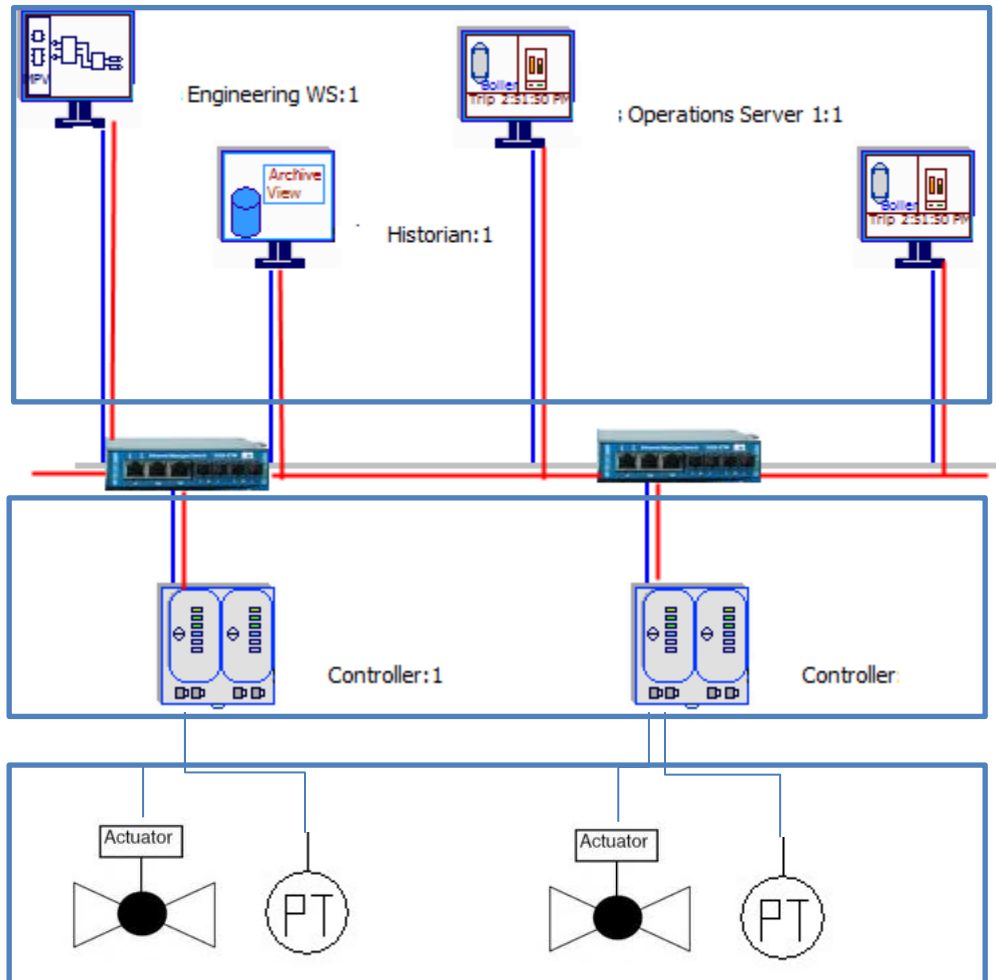
Architecture Description – Addressing View Point of Development Team



1. Object Model & Toolbox
2. Engineering scenario definition and view
3. Animation Framework for scene play
4. Basic communication engine to interface with external simulation

Layered View : Describes the decomposition at a public level and interfaces

Architecture Description – Addressing View Point of Product Manager



1. Visualization Toolbox – What components available
2. How will a scenario look like?
3. How can we specify sequence of actions?
4. How can we save the scenario?

Automation View: Product Managers

Documenting Key Technical Decisions

Date and Time	
Subject/Problem Description	
Assumptions	
Alternatives	
Decision/Solution Description	
Rationale	
Risks	
Participants	
Implications	

It is important to keep note of technical decisions

Technical Decisions Document

References

1. Pattern Oriented Software Architecture Volume 1 and 2 (POSA)
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3. Erich Gamma , Richard Helm , Ralph Johnson, John Vlissides “Design Patterns: Elements of Reusable Object-Oriented Software” November 10, 1994 ,ISBN978-0201633610
4. Mark Nelson,"C++ Programmer's Guide to the Standard Template Library " December 1995
5. Nick Rozanski and Eóin Woods “Software Systems Architecture: Working With Stakeholders Using Viewpoints and Perspectives (2nd Edition)” Nov 4, 2011
6. Erich Gamma , Richard Helm , Ralph Johnson, John Vlissides “Design Patterns: Elements of Reusable Object-Oriented Software” November 10, 1994 ,ISBN978-0201633610
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Thank you!

- Discussion