

# Model-driven Development of Self-organizing Control Applications (MODOC)



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# MODOC Project

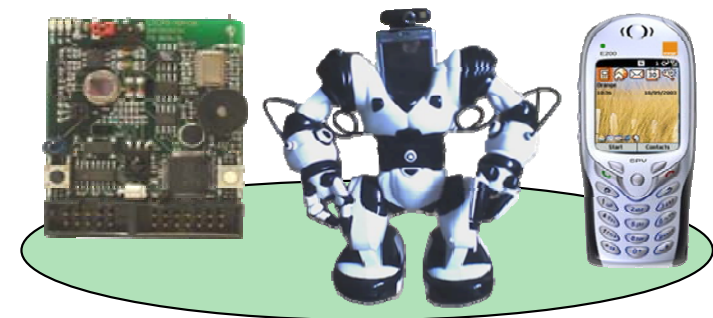
- > Problem Domain
  - > Described in domain-specific terms
- > Model-Transformation
  - > Encapsulates expert knowledge
  - > Transforms model into an executable system
- > Realization Domain
  - > Described in platform-specific terms



Problem Domain

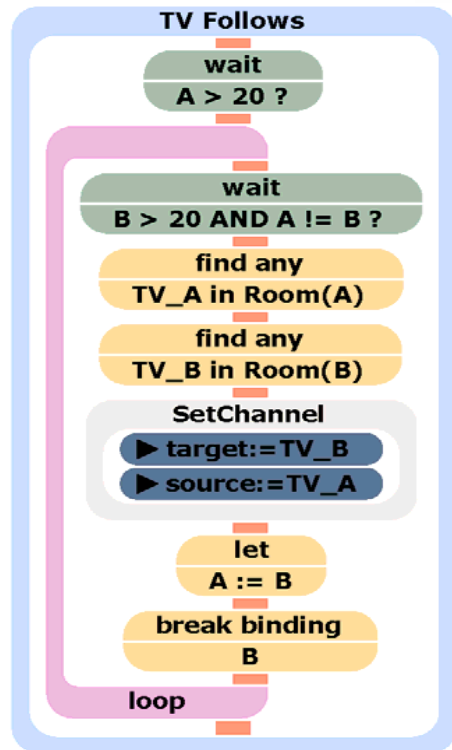


Model-Transformation

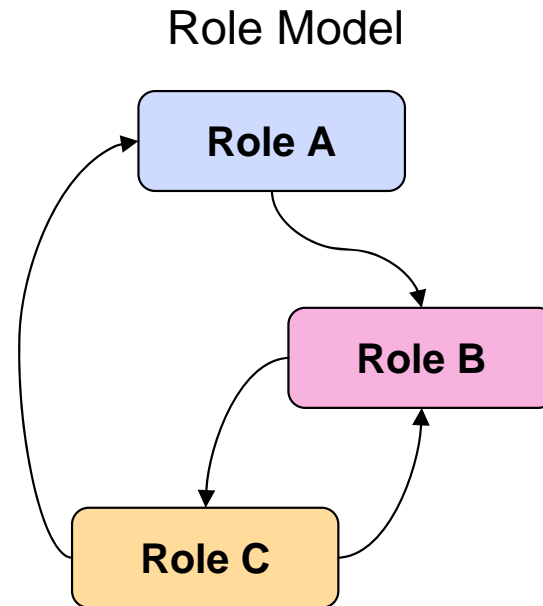


Realization Domain

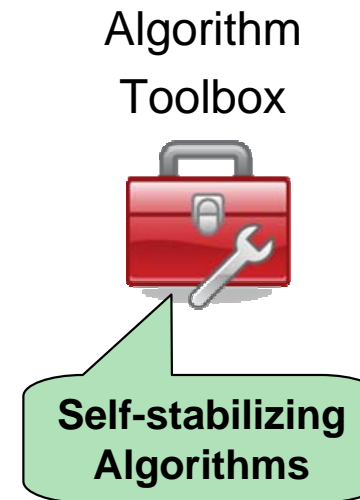
# Model Transformation



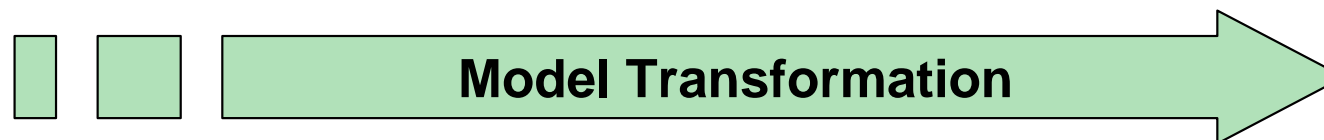
Domain-specific Model



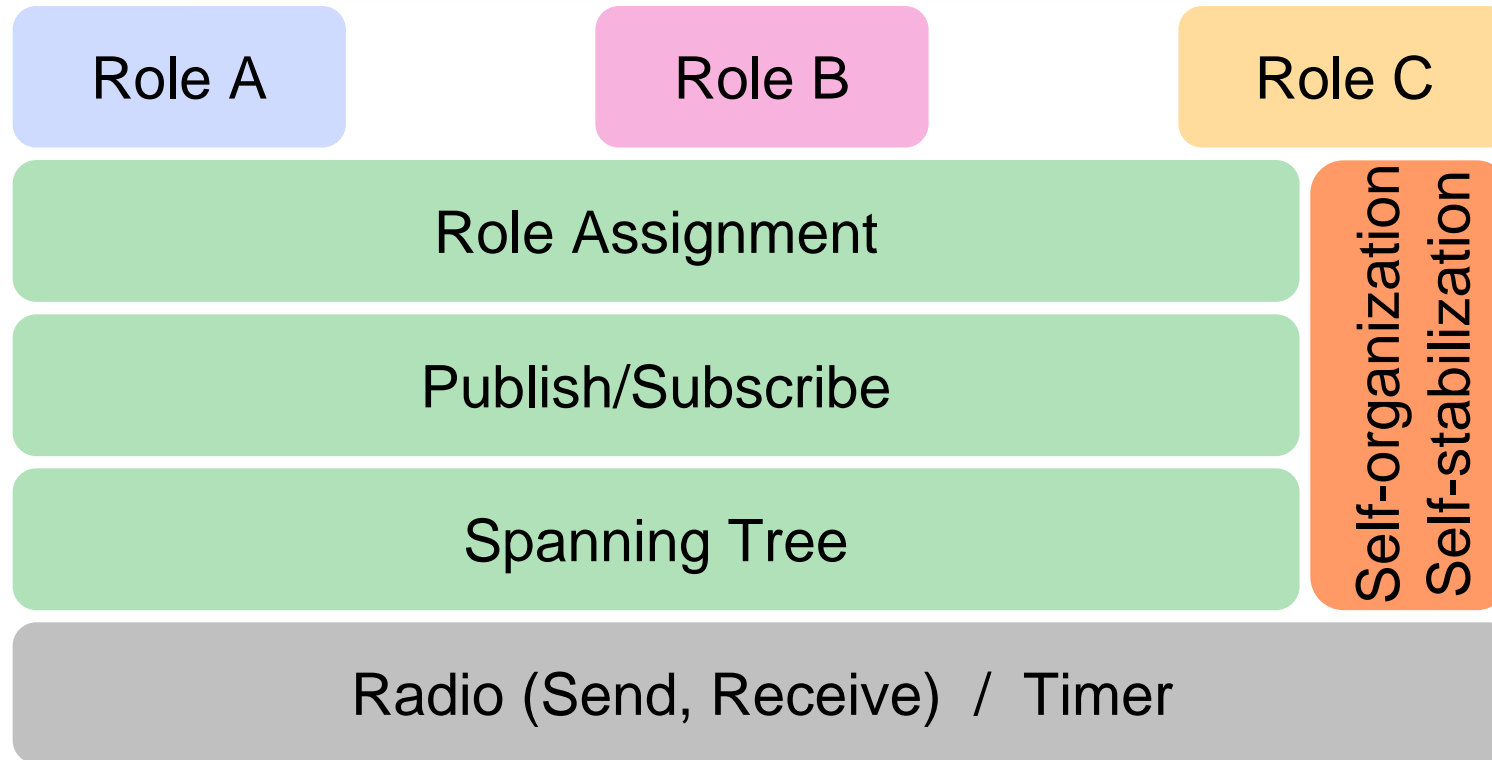
Computational Model  
(State machine, Turing Machine)



Platform-specific Model



# Role Assignment Algorithm Stack



## Spanning Tree

- > Structures the network
- > Determines the role coordinator

## Publish/Subscribe

- > Provides communication infrastructure
- > Enables addressing of roles

## Role Assignment

- > Assigns roles to capable nodes
- > Monitors roles and reassigns them if necessary

# Optimization Goals



## Accelerate self-stabilization

- > Idea: Send **more messages** to resolve faults faster
- > **Instantaneous forwarding** of subscriptions and notifications
- > Introduction of explicit unsubscriptions to remove invalid routing entries

## Save energy

- > Idea: Send **less messages** to decrease energy consumption
- > **Delay forwarding** of messages in favor for piggybacking
- > Decouple the forwarding of heartbeats from their receipt

→ Trade-off between stabilization time and energy consumption.

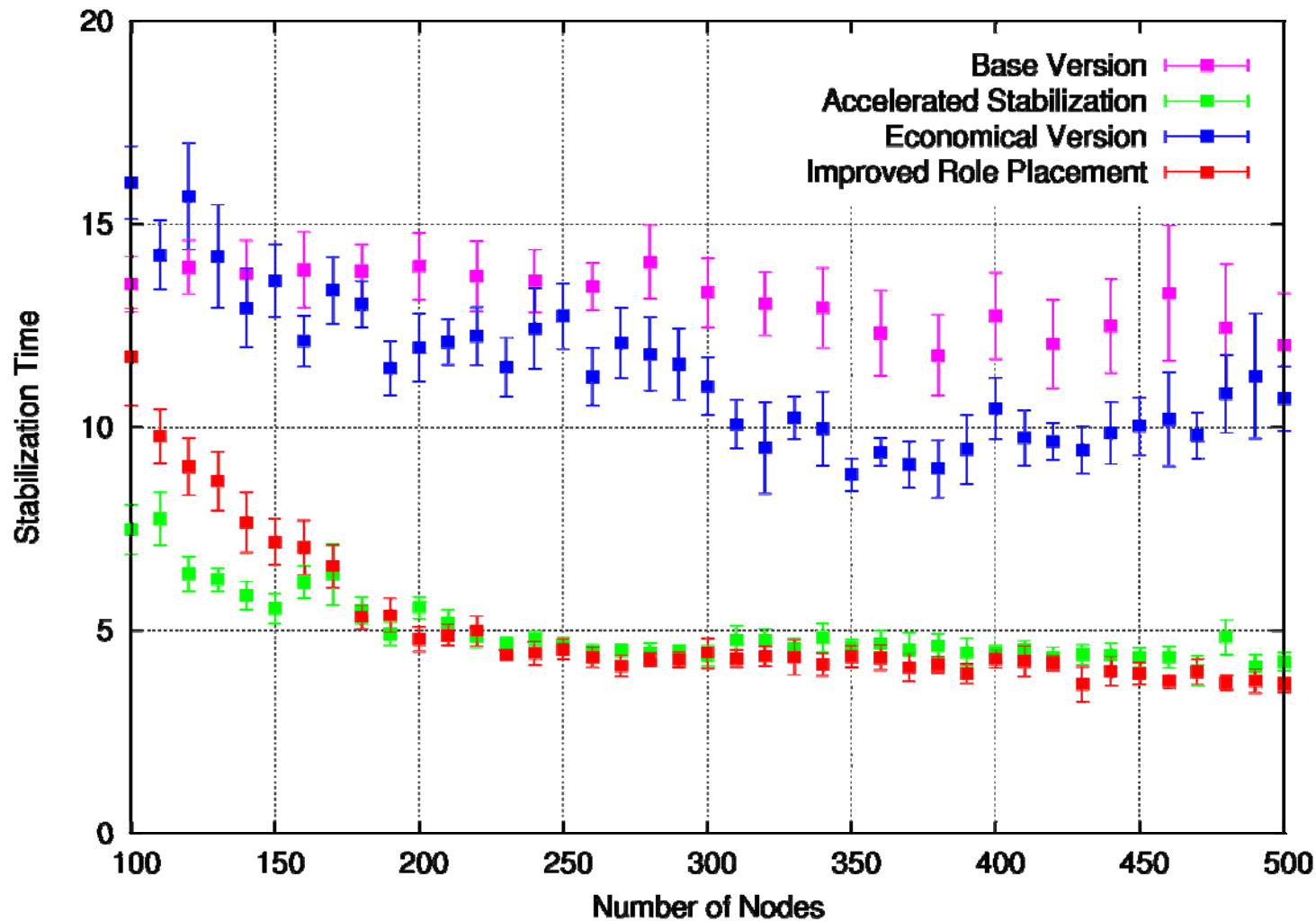
# Role Placement



- > Basic role placement
  - > Assign the role to any node that can execute it
- > Improved role placement
  - > Collaborating roles should be close to each other
- > One network, multiple applications
  - > Roles of one application interact heavily
  - > Roles of different applications interact less frequently
- > Idea: Exploit locality effects
  - > Place roles of an application close to each other
  - > Reduces the number of hops a message must be forwarded
  - > Saves energy and reduces communication delays

# Evaluation

## > Average stabilization time

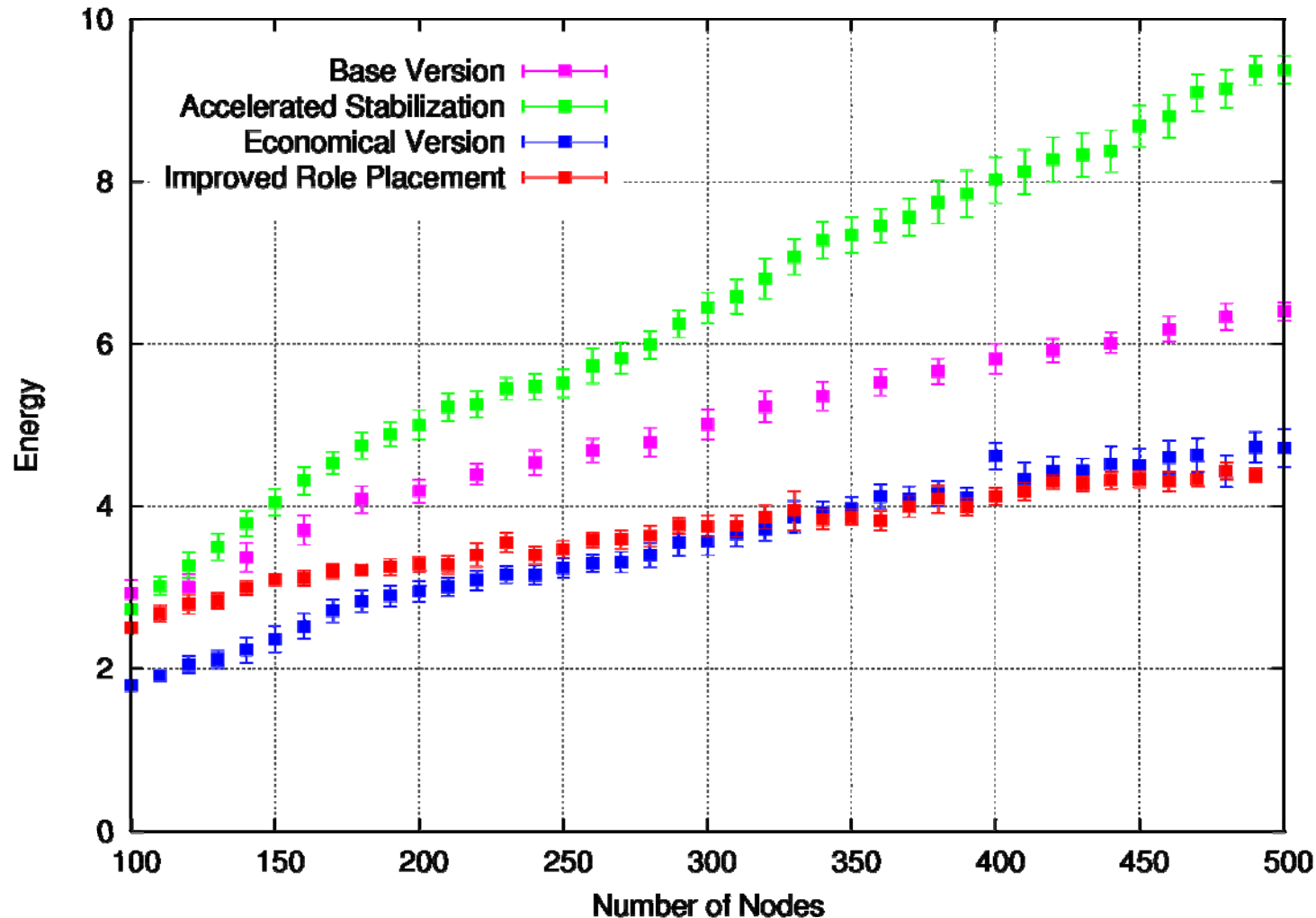


## Parameters

- > Nodes: 100 – 500
- > Applications: 20
- > Roles: 80 (total)

# Evaluation

## > Average energy consumption



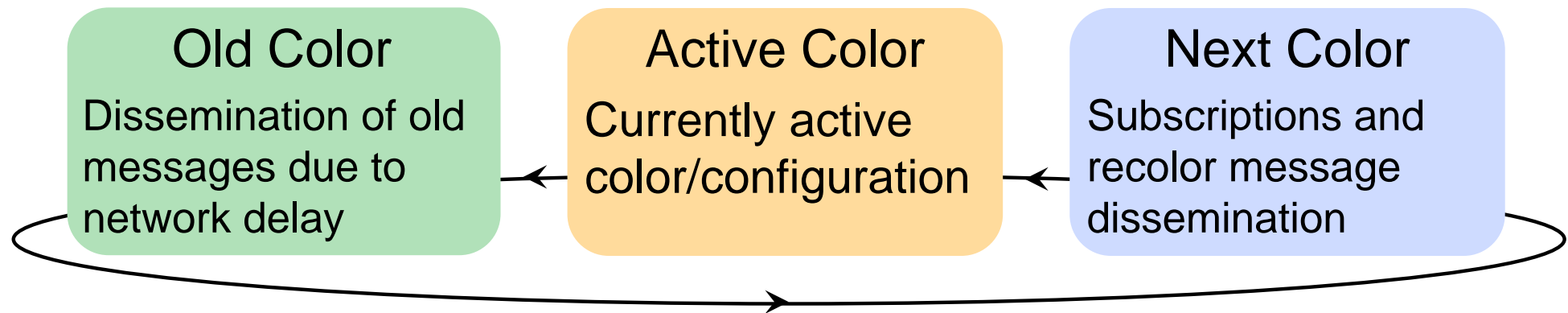
## Parameters

- > Nodes: 100 – 500
- > Applications: 20
- > Roles: 80 (total)



# Reconfiguration

- > Reasons for reconfiguration
  - > Adaptation to structural changes (e.g., addition/removal of devices)
  - > Optimization of system's performance
  - > Manual intervention (e.g., maintenance of devices)
- > Reconfiguration with layered self-stabilization
  - > Keep multiple configurations in parallel
  - > Build up next configuration while another is still active
  - > Consistently switch between configurations on each layer



# MODOC Phase II

E-Home

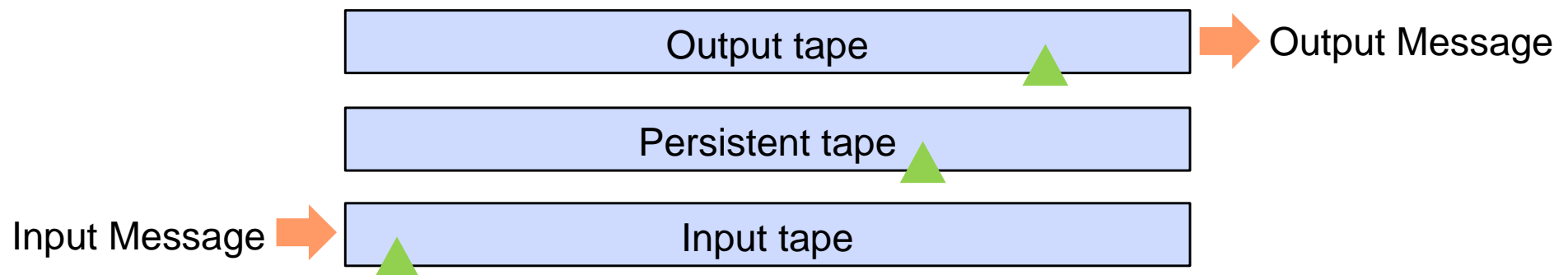


E-Office

- > **Computational Model:** Support more complex applications  
→ Specialized Turing Machine instead of State Machine
- > **Super-stabilization:** Give guarantees even during stabilization for certain classes of transient faults → safety constraints
- > **Fault containment:** Locally bound the effects of faults within the affected system's component
- > **Quality of Service:** Optimize the role placement to fulfill application specific QoS requirements

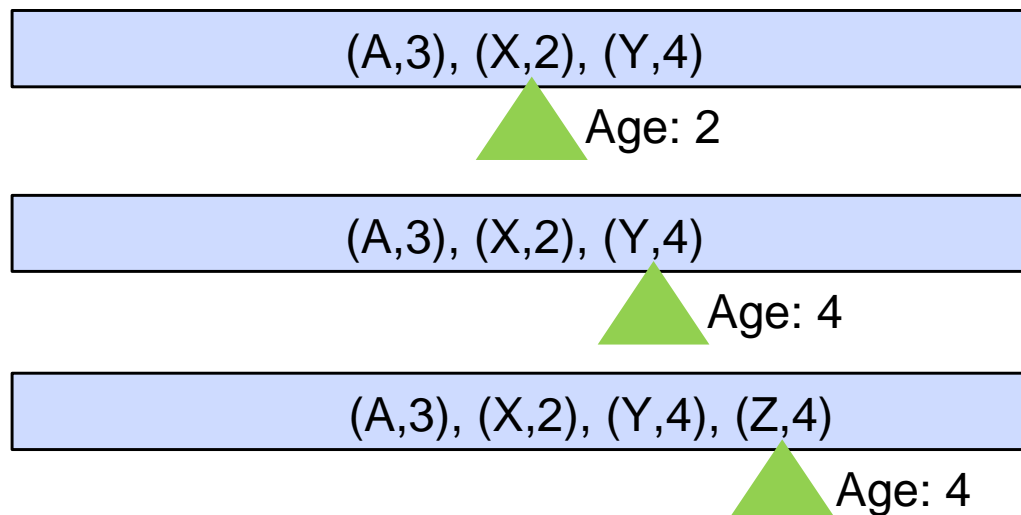
# Computational Model

- > Turing Machines & Self-stabilization
  - > Ideal case: Show that every Turing Machine can be transformed in a self-stabilizing Turing Machine
  - > Theoretically possible (Dolev et. al.), but not practicable
- > Turing Machines & Actuator/Sensor Networks (ASNets)
  - > Turing Machines model batch operation, i.e. they halt
  - > ASNets do never halt
- > Solution: Self-stabilizing Persistent Turing Machine

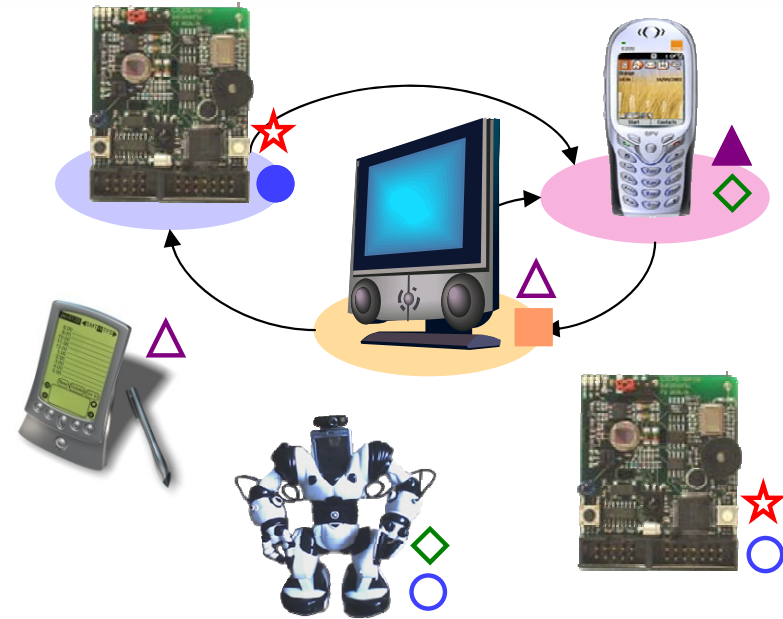
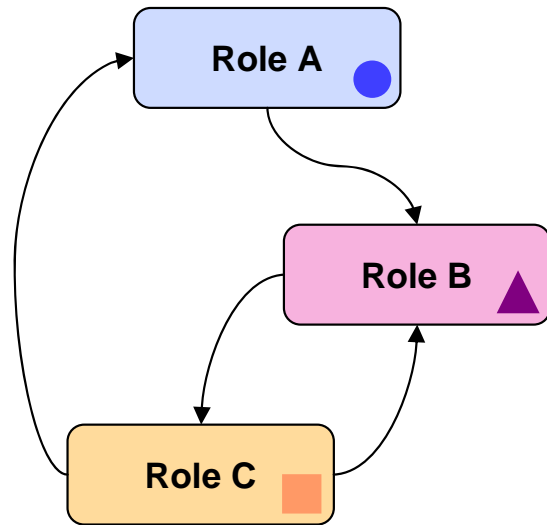


# Computational Model

- > Self-stabilizing TM
  - > Idea: Make the TM forget about old symbols
  - > Do not allow to derive fresh symbols from old symbols
- > Technical approach
  - > All tape symbols have an age, TM heads have an age
  - > If a TM head reads old symbols, it becomes old, too
  - > Old TM heads can only write old symbols

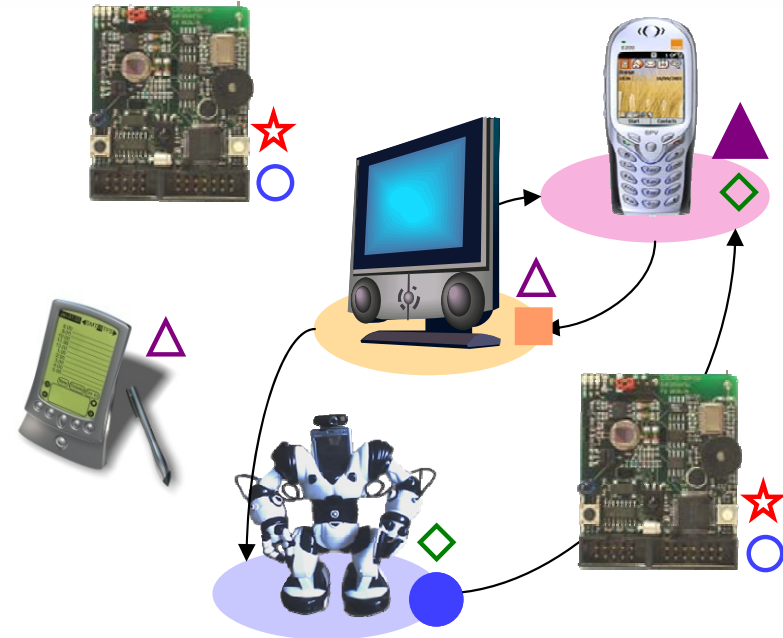
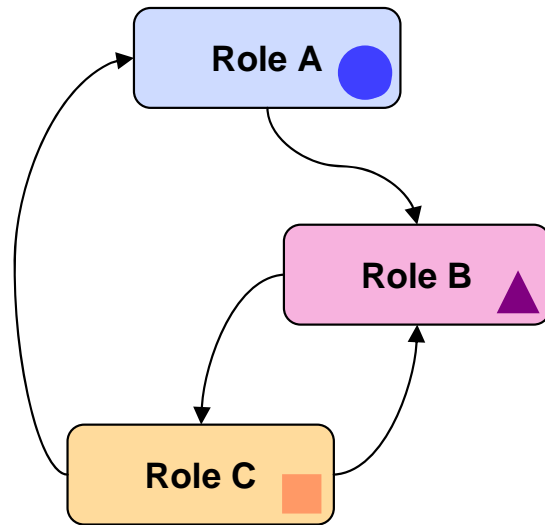


# Revisiting the dynamic Role Assignment



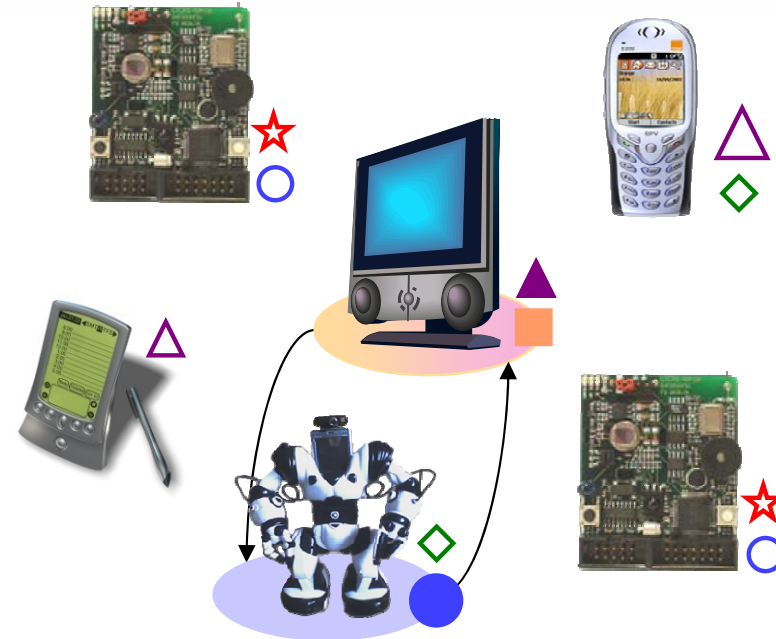
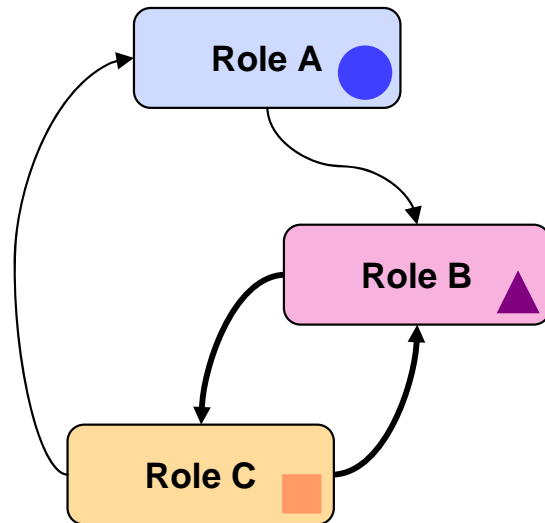
- > Dynamic role assignment at runtime
  - > Each role poses requirements to the node hosting it
  - > Nodes announce their capabilities to serve certain roles
  - > A previously elected role coordinator assigns roles to nodes capable of serving them

# Quality of Service (QoS)



- > QoS requirements can be derived from the application model and stored in meta-data during the transformation
- > Nodes may use this meta-data and additionally announce how good they are in performing a given role
- > Role coordinator chooses a suitable candidate among them

# Optimized Role Placement



- > Communication demands of related roles may also be derived from the application model or given annotations
- > Role coordinator tries to initially place related roles close to each other that share high communication demands
- > Fine-grained optimization may still be necessary during runtime since communication patterns may change over time

# Discussion



Thanks for your kind attention.

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