# Modeling and Analyzing MAPE-K Feedback Loops for Self-adaptation

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## **Problem statement**

- Self-Adaptation (SA) is a promising approach to deal with the complexity, uncertainty and dynamicity of modern software systems
- The MAPE-K (Monitor-Analyze-Plan-Execute over a shared Knowledge) feedback loop is a well-known control model for autonomic and selfadaptive systems
- Formal methods for specifying and reasoning about self-adaptive systems' behavior are highly demanded
  - A study (reference [34] in the paper) shows the number of works that employ formal methods in self-adaptive systems are low

• Our proposal:

- A formal framework for modeling, validating, and verifying selfadaptive systems with multiple interactive MAPE-K loops
- based on the formal method Abstract State Machines and modelchecking techniques

# Outline

- Decentralized MAPE-K control loops: reference model for Self-Adaptation
- Background on Abstract State Machines (ASM)
- Self-adaptive ASMs: enhanced ASM constructs and patterns to model self-adaptive behavior
- Tool-supported formal analysis techniques
- Conclusions and future work

## **Reference model for Self-Adaptation**



- MAPE-K (Monitor-Analyse-Plan-Execute components over a shared Knowledge) : well
  - known architectural solution to realize the control loop of a self-adaptive system
  - J. O. Kephart and D. M. Chess. The vision of autonomic computing. IEEE Computer, 36(1):41-50, 2003
- Separation of concerns: a set of interacting MAPE loops, one per each adaptation concern
- **Decentralization**: MAPE computations may be decentralized throughout multiple MAPE loops
  - They need to be coordinated to avoid conflicts!

# Running case study: Traffic Monitoring application

(inspired by \*)

Intelligent cameras collaborate in *master/slaves organizations* to monitor and aggregate useful data whenever the traffic jam enters/leaves their viewing range



\* M. U. Iftikhar and D. Weyns. A case study on formal verification of self-adaptive behaviors in a decentralized system. In FOCLASA 2012, Newcastle, U. K.

### Running case study: camera system architecture



### Abstract State Machines (ASMs)

### ASMs are an extension of FSMs

- states: multi-sorted first-order structures, i.e. domains of objects with <u>functions</u> defined on them
- transitions: named transition rules describing how <u>functions</u>
   <u>change from one state to the next</u>
- Basic transition rule: if Condition then Updates where Updates is a set of function updates f(t1, ...,tn):= t simultaneously executed when Condition is true
- More complex **rule constructors** exist:
  - parallel (par) and sequential actions (seq)
  - non-determinism (choose)
  - unrestricted synch. parallelism (forall)
  - etc.

### Multi-agent ASM (or distributed ASM)



### ASM model topology of the managing layer



### Self-adaptive ASM

### A multi-agent ASM:

- managed agents  $MdA \subseteq Agent$  encapsulate the system's functional logic
- ► managing agents MgA ⊆ Agent encapsulate the adaptation logic of MAPE-K loops
- A common knowledge  $K = \bigcup_{adj} K(adj)$  is shared by all managing agents
- The notion of **environment** is represented by **ASM monitored functions**
- ► A MAPE loop for an adaptation concern *adj*:

$$MAPE(adj_i) = \{R^{a_1}_{MAPE(adj_i)}, \dots, R^{a_m}_{MAPE(adj_i)}\}$$

- $\{a_1 \dots, a_m\} \subseteq MgA$  are the managing agents involved in the loop •  $R^{a_j}_{MAPE(adj_i)}$  is the behavioral contribution of  $a_j$  to the loop
- The program of a managing agent  $a_j$  is the parallel execution of all its behavioral contributions to the loops  $j_1, \ldots, j_k$  it is invoved to:

$$program(a_j) = \mathbf{par} R^{a_j}_{MAPE(adj_{j_1})}, \dots, R^{a_j}_{MAPE(adj_{j_k})}$$
endpar



### ASM model topology of the Traffic monitoring case study

### Traffic monitoring case study

### Program of each organization controller

macro rule r\_organizationController =

par

orgContrFlexBehavior(self) //Adaptation due to congestion r\_failureAdapt[] //Adaptation due to external failure r\_selfFailureAdapt[] //Adaptation due to internal failure

endpar

agent OrganizationController : r\_organizationController[]

#### Excerpt of rule with MAPE computations



## Formal analysis techniques

Supported by the toolset ASMETA (ASM mETAmodeling)

### Model validation

- provide early feedback, less demanding than property verification
- Techniques
  - **Simulation** (interactive simulation, random simulation)
  - Scenario-based validation

### Model verification

- based on the model checking technique
  - **Model review:** verification of *meta-properties* (system-independent properties) defined as CTL formulae
  - Verification of invariants and adaptation goals expressed in CTL/LTL formulas

## Scenario-based validation

- Definition of key scenarios specifying the expected behavior of the model
- Scenarios are written in the language Avalla and
- executed through the validator ASMETA/AsmetaV

#### Example

Flexibility scenario from T0 to T1 in Avalla



scenario Flexibility\_T0\_T1 load main.asm

```
set stopCam(c1) := false; set stopCam(c2) := false; set stopCam(c3) := false;
set stopCam(c4) := false; set startCam(c1) := false; set startCam(c2) := false;
set startCam(c3) := false; set startCam(c4) := false; set congestion(c1) := false;
set congestion(c2) := false; set congestion(c3) := true; set congestion(c4) := true;
set elapsedWaitTime(shc3) := false; set elapsedWaitTimePlusDelta(shc4) := false;
exec par
```

state(c3) := MASTERWITHSLAVES
state(c4) := SLAVE
slaves(c3, c4) := true
getMaster(c4) := c3
congested(oc3) := true
congested(oc4) := true

endpar;

step

set congestion(c2) := true;

#### step

check getMaster(c4)=c3 and s\_offer(c3)=true and s\_offer(c4)=false and slaves(c3,c4)=true and state(c1)=MASTER and state(c2) = MASTER and state(c3) = MASTERWITHSLAVES and state(c4)=SLAVE;

#### step

check isAlive(c4)=false and newSlave(c2,c3)=true and getMaster(c4)=c3 and s\_offer(c3)=true and s\_offer(c4)=false and slaves(c3,c4)=false and state(c1)=MASTER and state(c2) = MASTER and state(c3) = SLAVE and state(c4)=SLAVE;

#### step

check isAlive(c4) = false and newSlave(c2,c3) = false and getMaster(c4) = c3 and s\_offer(c3) = true and s\_offer(c4) = false and slaves(c2,c3) = true and slaves(c2,c4) = true and state(c1) = MASTER and state(c2) = MASTERWITHSLAVES and state(c3) = SLAVE and state(c4) = SLAVE;

## Model verification

through the ASMETA/AsmetaSMV that translates ASM into models of the model checker NuSMV

Invariant verification:

I1: ag(not(forall \$c in Camera with state(\$c) = SLAVE))
I2: ag(not(forall \$c in Camera with state(\$c) = MASTERWITHSLAVES))

### Adaptation goals:

 $\begin{array}{ll} \mbox{Flexibility} & \mbox{F1:} ag((state(c_i) = \mbox{MASTER} and congested(oc_i) and \\ & state(c_{i+1}) = \mbox{MASTER} and congested(oc_{i+1})) \mbox{ implies} \\ & af(state(c_i) = \mbox{MASTERWITHSLAVES} and slaves(c_i, c_{i+1})) \end{tabular} \right)$ 

**Robustness** R1: ag((stateC(c<sub>i</sub>) = FAILED and slaves(c<sub>i</sub>, c<sub>i+1</sub>)) implies ef(not(slaves(c<sub>i</sub>, c<sub>i+1</sub>))))

### **Model review**

- through the AsmetaMA tool (based on AsmetaSMV)
- a meta-property violation may indicate the presence of a real fault or only of a stylistic defect
- Meta-properties categories for SA:
  - MPnc: MAPE loops are not in conflict. discover unwanted interferences between MAPE-K loops in terms of inconsistent ASM function updates
  - **MPe : all rules involved in MAPE loops are executed,** i.e., there is no over specification inside a MAPE loop
  - **MPm: the knowledge is minimal,** i.e., it does not contain locations that are unnecessary

## **Faced challenges**

Formal modeling self-adaptive behavior through a clear separation of concerns in a decentralized view

- By distinguishing ASM managing agents from managed ones
- By identifying different adaptation concerns
- By distributing the MAPE computations of a loop among agents
- By treating, inside the behavior of a managing agent, different adaptation concerns
- By distinguishing between decentralized and centralized loop's control through specific ASM rule patterns

### Formal functional analysis

- Validate adaptation requirements by simulation
- Determine conflicting MAPE loops
- Assert the system correctness by model checking a set of properties expressing invariants and adaptation goals
- Check for model completeness without overspecification

### **Conclusion and future work**

- Self-adaptive ASMs allowed us to model and analyze the behavior of self-adaptive systems formally
  - in terms of MAPE-K control loops executed by ASM agents
- Validation and verification techniques allowed us to ensure the functional correctness of the adaptation logic by discovering interfering adaptation concerns and goals
- In the future, we want to exploit <u>runtime monitoring techniques</u> for runtime verification
- We also want to exploit extensions of ASMs with time models for specifying <u>time-triggered adaptation</u>

P. Scandurra – SEAMS 2015 May 18-19, 2015, Firenze, Italy

THE END!