

**XION IT SYSTEMS**

AKTIENGESELLSCHAFT

Dresdnerstraße 81-85/8.Stock  
A-1200 Wien

Tel: 0664-8242-600

E-mail: office@xion.at

Web: xion.at

Festnetz: +43/1/333 91 99-0

Fax: +43/1/333 91 99-199

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# Software Wartung und Evolution

(Software maintenance and evolution)

*Dipl.-Ing. Dr. techn. Johannes Weidl-Rektenwald*  
*Xion IT Systems AG*

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# Chapter 5

## Chapter 5

- Inhalte
  - Software Evolution
    - Definition
    - Types of Programs
    - Laws of Software Evolution
    - Change Patterns and Evolutionary Narratives

## Fallbeispiel: „Adaption auf der falschen Abstraktionsstufe“

- Gegeben: Datenbankmodell
  - Datenbankfeld: „SA\_EINZEL“
    - Vermutete Semantik
      - SA ... Sportart
      - EINZEL ... Einzelsportart
  - Typ: char(1), keine Constraints
  - Wertbelegung in der Datenbank
    - „J“ ... Folgerung: Ja, Sportart ist eine Einzelsportart
    - „N“ ... Folgerung: Nein, Sportart ist keine Einzelsportart
    - „T“ ... **Überraschung!**: Sportart ist eine „Tennissportart“ ☹

# Software Evolution

## Evolution: General Definition 1/2

- Evolution is the process of *progressive change* over time in characteristics, attributes, properties of some material or abstract, natural or artificial, entity or system or of a sequence of these
  - Changes are *progressive* when they result in a definable trend of, for example, increasing value, growing precision or better fit to a changing domain or context

## Evolution: General Definition 2/2

- Entities include objects or collections of objects (e.g. population) such as natural species, societies, cities, artefacts, concepts, theories, ideas or systems of these
- Change process will, in general, be continual with **relatively slow rate** of change, or discrete with individual incremental changes, small relative to entity as a whole
- Source: Lehman and Ramil 2001

## Software Evolution: Definition 1/2

- Keine genormte Definition
- Nach Lehman/Ramil
  - Software Evolution is the process of continual fixing, adaption, enhancement to maintain stakeholder satisfaction
    - In response to changes in domains, needs, expectations
- Nach Bennet/Rajlich
  - Maintenance means general post-delivery activities
  - Evolution refers to a particular phase in the staged model where substantial changes are made to the software

## Software Evolution: Definition 2/2

- Nach Godfrey
  - Evolution is what happens while you are busy making other plans
    - Maintenance is the *planned* set of tasks to effect changes
    - Evolution is what actually happens to software

## Types of Programs

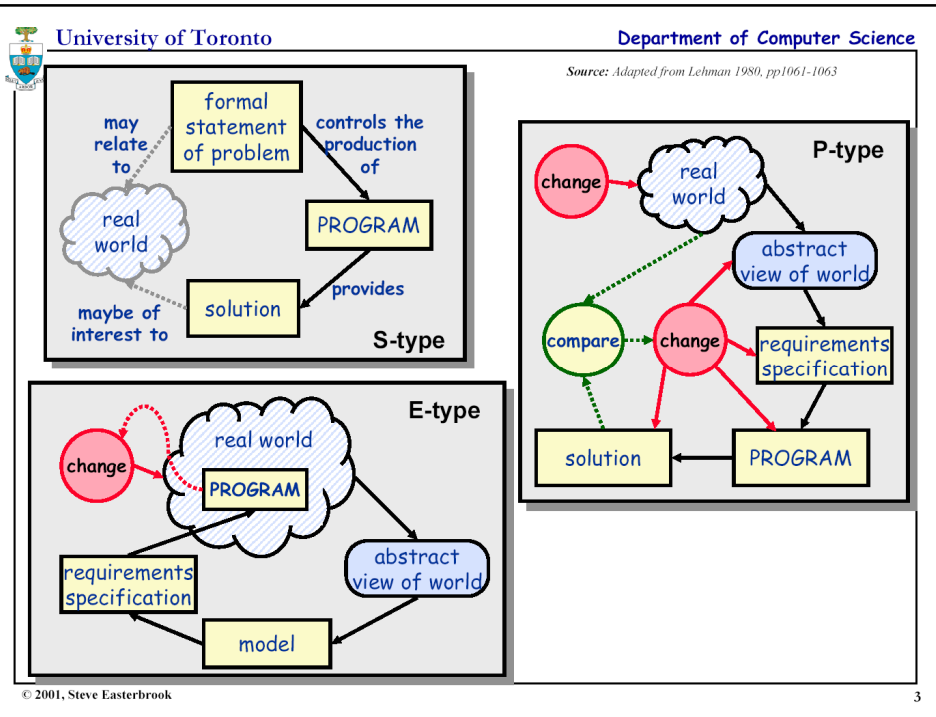
- *Nach Lehman, Belady 1980, pp. 1060-1076*
- S-type Programs („Specifiable“)
  - Problem can be stated formally and completely
  - Acceptance: Is the program correct according to its specification?
  - This software does not evolve
    - A change to the specification defines a new problem, hence a new program

## Types of Programs

- P-type Programs („Problem-solving“)
  - Imprecise statement of a real-world problem
  - Acceptance: Is the program an acceptable solution to the problem?
  - This software is likely to evolve continuously
    - Because solution is never perfect, and can be improved
    - Because the real-world changes and hence the problem changes

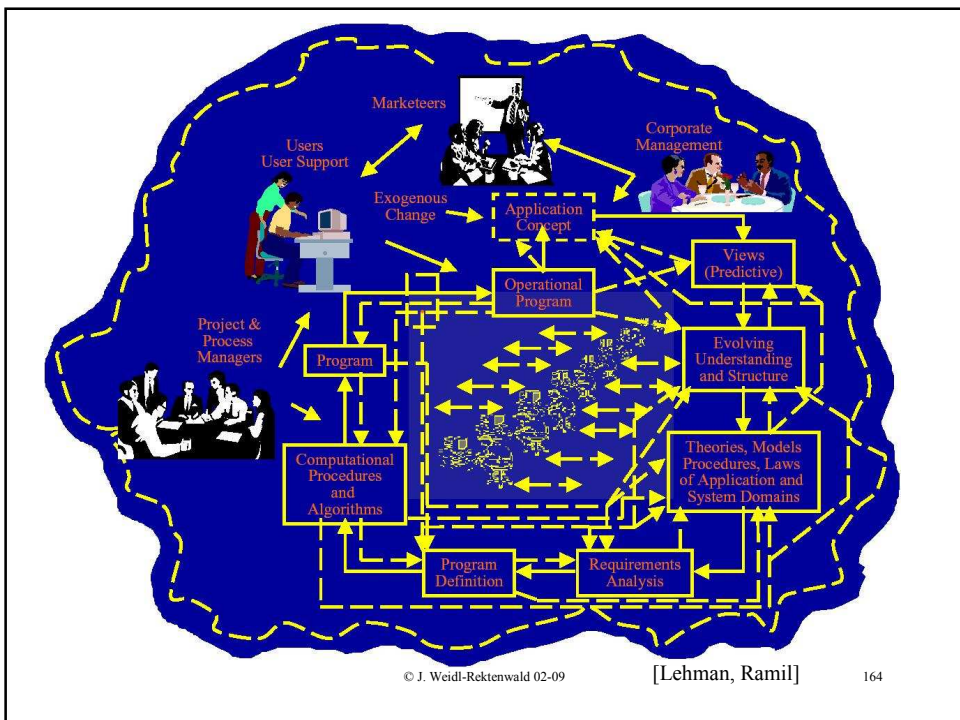
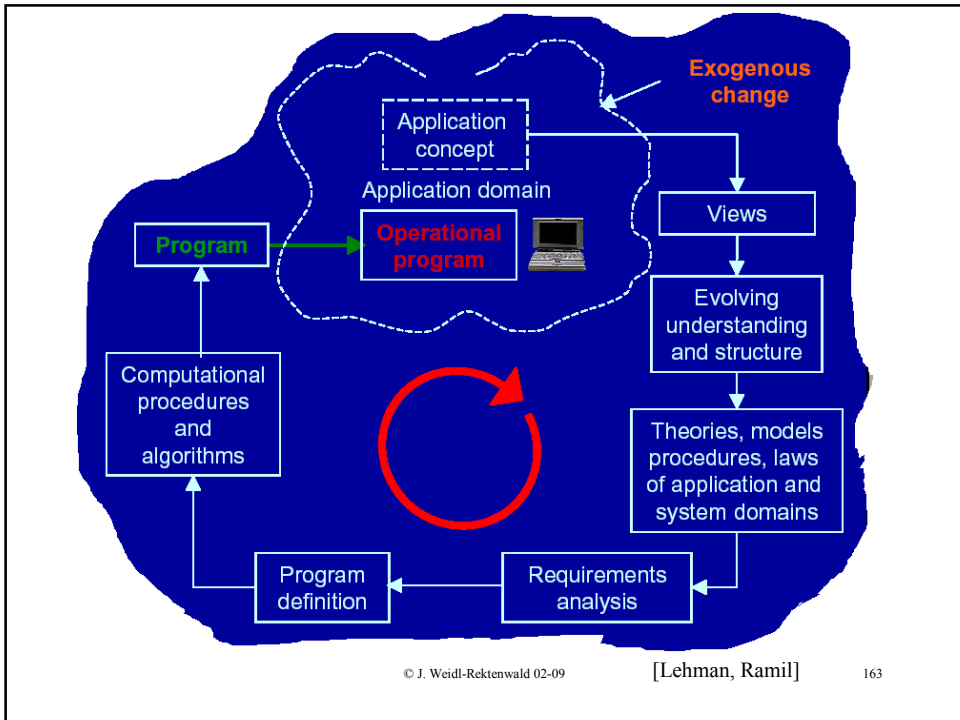
## Types of Programs

- E-type Programs („Embedded“)
  - A system that becomes part of the world it models
  - Acceptance: Depends entirely on opinion and judgement; criterion is the satisfaction of stakeholder needs
  - This software is *inherently* evolutionary
    - Changes in the software and the world affect each other



## Software Systeme als komplexe Feedback Systeme

- Der Entwicklungs- und Evolutionsprozess eines Software Systems wird von Lehman als
  - Multi-level
  - Multi-loop
  - Multi-agent
  - Feedback System bezeichnet.
- Feedback technisch: Die Rückführung eines (transformierten) Teils des Ausgangssignals als Eingangssignal in ein System
  - („Feedback: The return of a portion of the **output**, or processed portion of the output, of a (usually active) device to the **input**“)



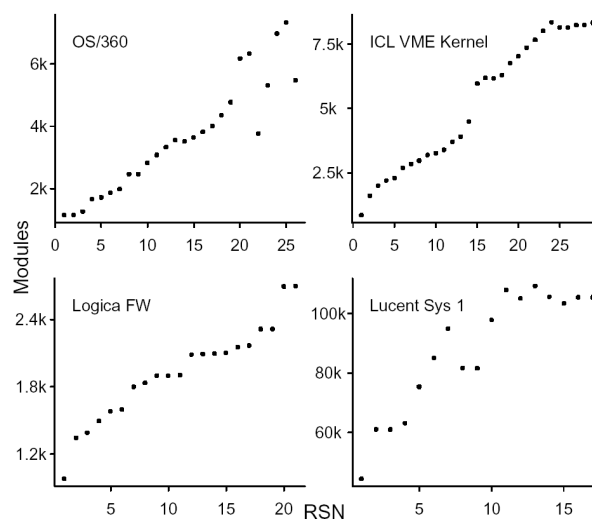
## Laws of Software Evolution

- In den späten sechziger Jahren untersuchen *Lehman und Belady* die *Release History Daten* von IBM OS/360 mittels bestimmter Metriken und stoßen auf Eigenschaften im Evolutionsprozess, die bei anderen Systemen in späteren Untersuchungen ebenfalls nachvollzogen werden können
- Diese Eigenschaften scheinen Gesetzmäßigkeiten zu folgen und wurden als „Laws of Software Evolution“ postuliert
- Die „Laws of Software Evolution“ ergeben sich aus der Beobachtung von *E-type programs*

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## Laws of Software Evolution



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## Laws of Software Evolution

- Warum „Gesetze“?
  - Die entdeckten Phänomene der Evolution werden als Gesetze bezeichnet, da sie technologie- und prozessunabhängige Mechanismen bezeichnen

## Laws of Software Evolution

- *Nach Lehman, Belady 1980, pp. 1061-1063 und spätere Publikationen*
- 1) Law of continuing change
  - “A system that reflects some external reality undergoes continuing change or becomes progressively less useful
    - The change process continues until it becomes more economical to replace it by a new or restructured system.”
- 2) Law of increasing entropy (or: complexity)
  - “The entropy of a system increases with time unless specific work is executed to maintain or reduce it.”

## Laws of Software Evolution

- 3) Fundamental law of software evolution
  - Software evolution is self-regulating with statistically determinable trends and invariants
- 4) Conservation of organisational stability (invariant work rate)
  - During the active live of a software system the *average effective global activity rate* is roughly constant

## Laws of Software Evolution

- 5) Conservation of familiarity
  - In general, the average incremental growth rate (growth rate trend) tends to decline
    - As an E-type system evolves all associated with it, developers, sales personnel, users, for example, must maintain mastery of its content and behaviour to achieve satisfactory evolution. Excessive growth diminishes that mastery.
- 6) Continuing growth
  - The functional content of E-type systems must be continually increased to maintain user satisfaction

## Laws of Software Evolution

- 7) Declining quality
  - The quality of E-type systems will appear to be declining unless they are rigorously maintained and adapted to operational environment changes
- 8) Feedback System
  - E-type evolution processes constitute multi-level, multi-loop, multi-agent feedback systems and must be treated as such to achieve significant improvement over any reasonable base

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## Lehmans Approach: Formal

- Lehman describes software evolution on a formal level
  - Based on observations
    - Empirical generalisations are made
    - They provide basis for axioms in a formal theory
  - Possible inferences are proposed
    - Derived from the formal models
    - Basis for potential theorems in formal theory
  - Try to fully prove theorems

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## Formal Models of Software Evolution: Growth

- Inverse Square Model [Turski 1996]
  - $\underline{S}_1 = S_1$
  - $\underline{S}_i = \underline{S}_{i-1} + e / (\underline{S}_{i-1})^2$ 
    - $S$  ... Size (often number of modules)
    - $i$  ... Release sequence number (1..n, n = max release nr.)
    - $e$  ... Model parameter
    - $S_i$  and  $\underline{S}_i$  stand for actual and predicted size at release  $i$
- Other model: Normalised size as a function of the normalised work rate [Lehman 2001]
  - $\underline{S}_i / S_1 = (H_i / H_1)^{1/g'}$  for  $i \geq 1$ 
    - $H$  ... Work rate as indirect effort indicator (e.g. elements handled)
    - $g'$  ... Model parameter

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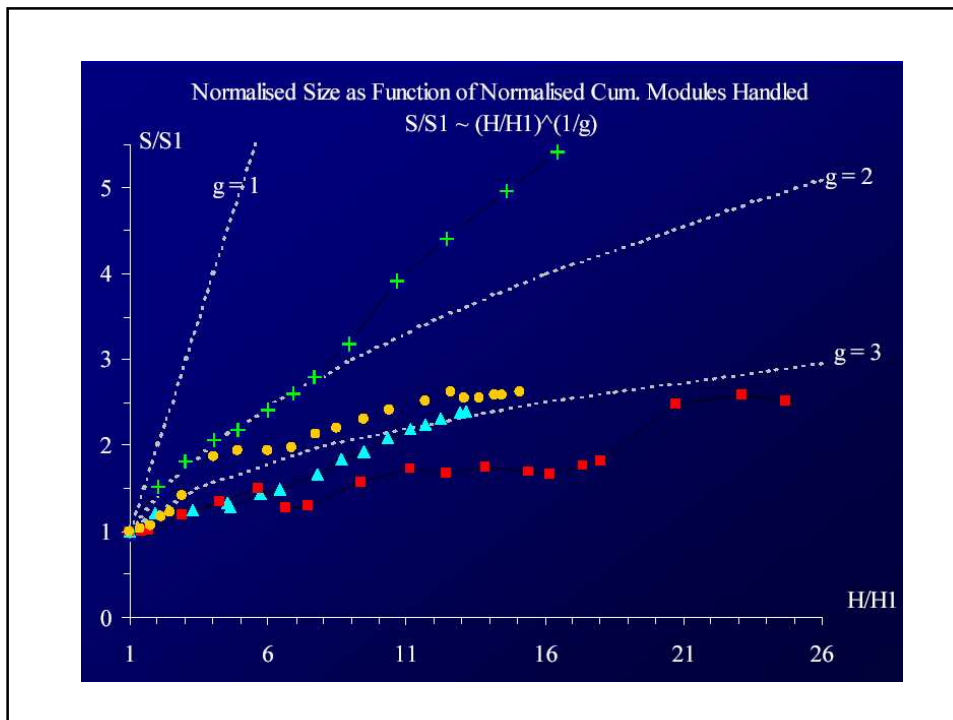
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## Formal Models: An Example

- Next slide shows the *normalised size as a function of the normalised work rate*
  - size measured in number of modules
  - work rate measured in modules handled
- For four industrially evolved systems
- Three different organisations
- Three different applications domains
- Data taken from release data history

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## Formal Models: Use?

- Formal Models provide means for
  - Evolution planning
    - Simulation, visualisation, release planning
  - Process Management and Control
  - Long term prognosis
  - Overall process improvement
  - Tools

## Research Areas in Software Evolution

- The driving force guiding the work will be the search for formally supported techniques:
  - logic-based declarative description and reasoning techniques
  - formal models for software evolution based on rewriting systems
  - software metrics
  - visualisation techniques
  - generation of design documents and source code
  - extraction of design and analysis documentation
  - migration to component-based and web-based systems
  - the use of metamodels as a general integration technique

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## Change Patterns and Evolutionary Narratives

## Change patterns and evolutionary narratives

- Cathedral style [Raymond]
  - careful control and management
  - debugging done before committing code
  - evolution is slow, planned, rarely undone
- Bazaar style
  - lots of low-level changes, frequent fixes
  - lots of “building around” rather than wholesale changing, occasional redesigns
  - creeping feature-itis, “complete” dependency graph

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[Godfrey 2001]

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## Change patterns and evolutionary narratives

- Band-aid evolution (just add a layer)
  - quick & dirty way to add new functionality, esp. if system is not well understood  
e.g. Y2K fixing, adding portability, new features
- “Vestigial features”
  - design artifact persists after rationale dies  
e.g. whale fin bone structure resembles hand

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[Godfrey 2001]

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## Change patterns and evolutionary narratives

- “Adaptive radiation” [Lehman]
  - when conditions permit, encourage wild variation for a while
  - later, evaluate and let “best” ideas live on.  
e.g. Linux kernel evolution
- “Convergent evolution”
  - compare similar systems to reference architecture (or to each other)  
e.g. everyone grows an XML generator in response to market pressure

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[Godfrey 2001]

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## Change patterns and evolutionary narratives

- Radical redesigns (localized and global)
  - aka “refactoring”
  - little new functionality added, but structure changes significantly, legacy cruft dissipates
  - likely “goodness” (design metrics) improves
- Migration patterns
  - look out for known translation idioms, especially if migration is not one big bang  
e.g. procedural-to-OO idioms

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[Godfrey 2001]

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## Change patterns and evolutionary narratives

- Reuse patterns
  - components are (re)used in different systems  
e.g. build COTS interface, throw out homebrew DB

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[Godfrey 2001]

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## Computer science...

- Computer Science is the discipline that believes all problems can be solved by adding one more layer of indirection.
  - *Dennis DeBruler*

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