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Software Wartung und Evolution

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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

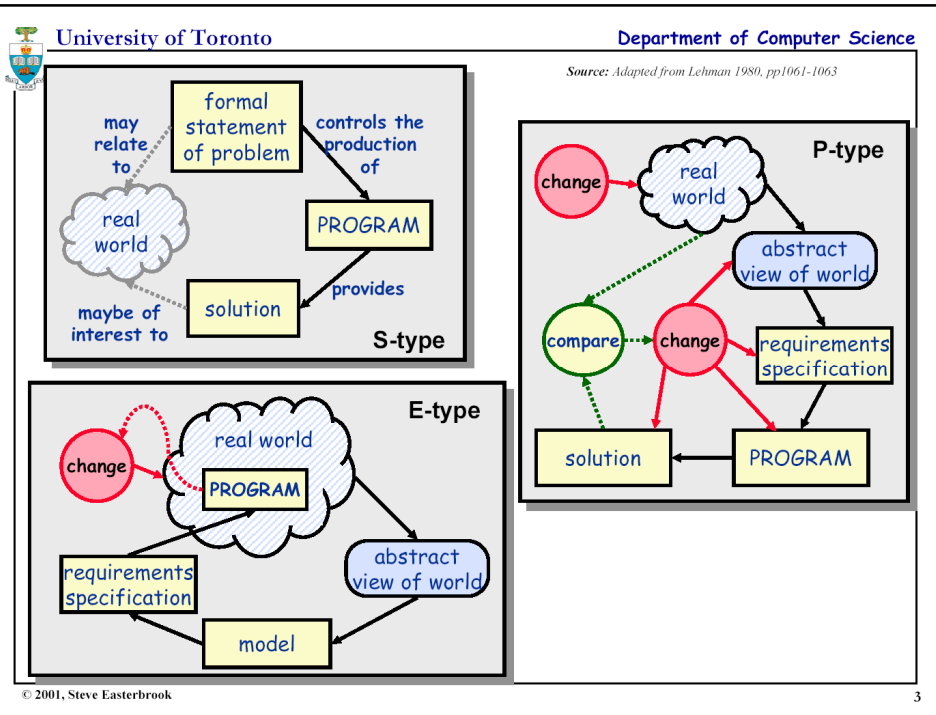
- *Nach Lehman, Belady 1980, pp. 1060-1076*
- S-type Programs („Specifiable“)
 - Problem can be stated formally and completely
 - Acceptance: Is the program correct according to its specification?
 - This software does not evolve
 - A change to the specification defines a new problem, hence a new program

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

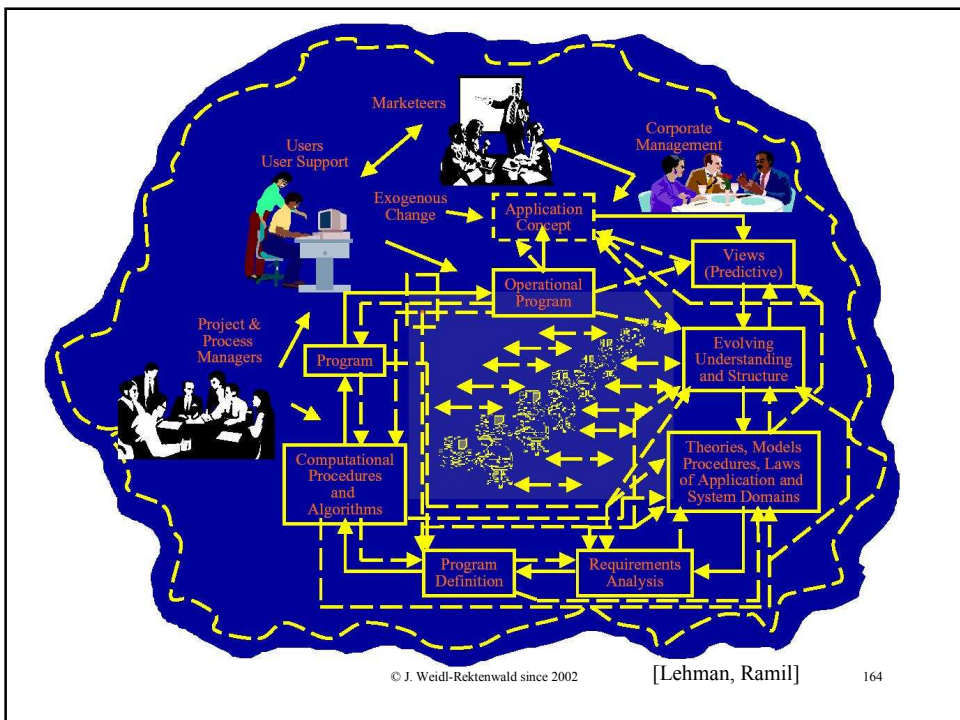
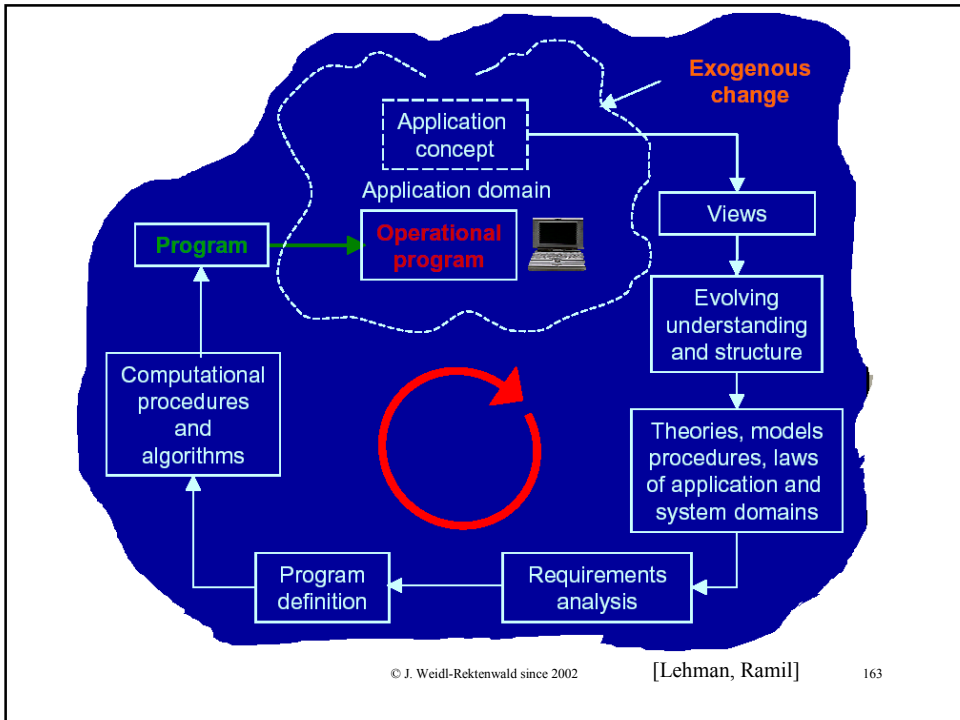
Types of Programs

- 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**“)



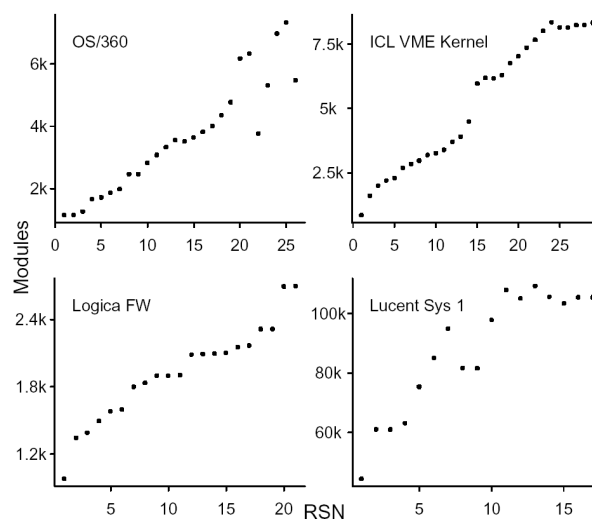
Laws of Software Evolution

- 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

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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

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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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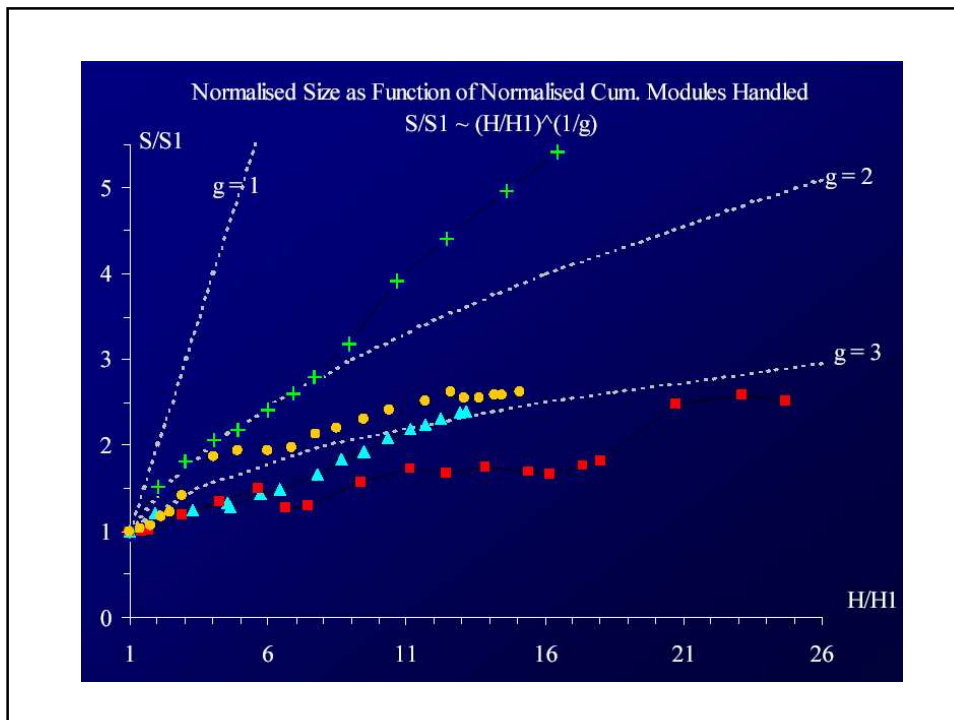
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Formal Models: An Example

- 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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