

Evolution of Events in Software Systems

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Abstract. The ambition to achieve evolution in the designing phase of software development is based on the idea that the selection of the functions (events) can be adapted according some requirements. In this paper a mechanism based on algebraic relations in evolution model is introduced. It tries to realize events evolution. The main contribution of this work is the proposal of the new method.

Key words: Data flow diagrams, events, evolution, functions, pointcuts

1 Introduction

In the field of software engineering the traditional programming style is fading in the recent years. The traditional approach of software development obeys the life cycle: analysis - design - implementation - maintenance. The development in the way of traditional approach can be seen as a continual cycle, started by the change of the requirements.

The relationship between the requirements and their software implementation is more complex than just a simple dependency in one or more directions. The requirements react and change with their realization. In this point of view the specification and realization of the requirements are inseparable [1]. Therefore the challenge lies in finding a method, which would help to understand and support the adaptability and evolution of the software systems according the input requirements.

The topic of this work is to give some indication on how the access to the evolution and adaptability can be provided. Moreover, the work attempts to give some other view on software development.

2 Goals

The goal of this work is to design mechanism based on algebraic relations in evolution model. Based on semantic of pointcut designators (as they are defined in AspectJ) to identify the pointcuts in evolution model. The mechanism illustrate on simple example.

3 Analysis

A new sight on software development brings an aspect oriented programming [6, 4]. This sight mentions on the availability of evolution in the designing phase of software development. Based on semantic of pointcut designators (as they are defined in AspectJ [3]) can be in the data flow diagram of the designed system identified the pointcuts. In this pointcuts are inserted functions (events [2]). The selection of the functions into the pointcuts can be adapted according some requirements. In this work it is requirement on run time. It is time, which the system needed to reached the final state, moving from the beginning state.

To be able to know, if the designed system meets the run time requirement, the time evaluation for this system must be counted. The method, which is used for calculating starting and end - time of activities in software management, is critical path method. This method can be used for acyclic data flow diagrams. For this characteristic of this method it couldn't be used for counting the run time of the system. The data flow diagram of the system may contain a cycle. Because in the designing phase it is not clear how many times the cycle will be executed, only one execution of the cycle is considered. If the requirement is not accomplish for one execution, it could not be accomplish for more executions.

To solve the run time computation, two approaches were considered. The first one is based on the idea of the cycle compensation by one place (memory cell [5]) in data flow diagram (Fig. 1). The disadvantage of this method is, that it will be difficult to write an algorithm to find and replace the cycles.

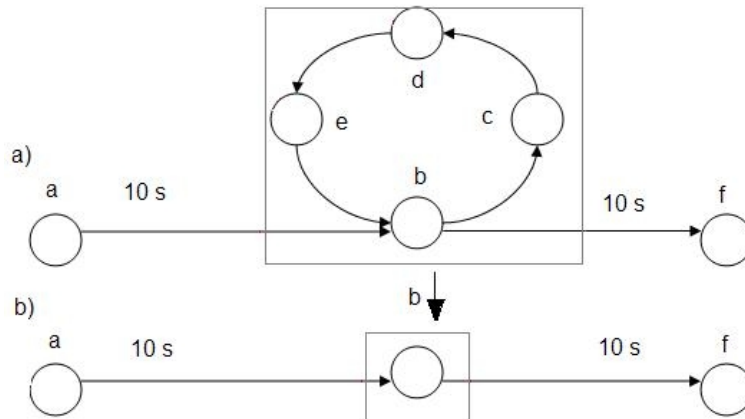


Fig. 1. Compensation of cycle by one place.

The second one is to count the run time by table. This is more easier, because it is established on simple computation of the table (see table 1).

Table 1. Table for graf b) form figure 1.

Place	Preconditions	Time evaluation
a	-	0 s
b	a	10 s
f	b	20 s

4 Solution and Results

4.1 The design of deduction mechanism in evolution model

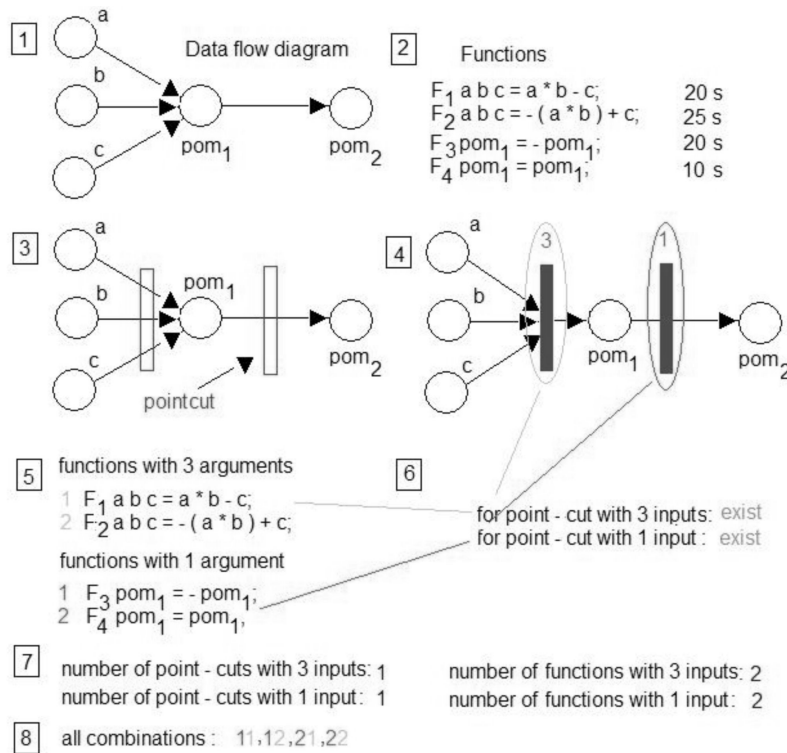
The ambition to achieve some evolution in the designing phase of software development is based on the idea that the selection of the functions (events, which should be used for the implementation of the system) can be adapted according some requirements. A deduction mechanism has been designed to reach this goal. This mechanism works with run time (time, which need the system to reach the final state, moving from the beginning state) requirement. This mechanism is inspired by biological evolution. From the generated variants of solution (designed by this mechanism) are selected only the ones, that accomplish the compliance with the requirement. From them is selected the best one. The mechanism is described in follow steps:

1. For the designed system a data flow diagram (describing the flow of data in this system) is designed.
2. Then the file of functions (representing the events in the designed system) is created.
3. In the data flow diagram the pointcuts are identified.
4. Then the pointcuts are divided according the number of transfers, oriented into this pointcut.
5. The functions from input file are divided according the number of arguments, too.
6. A check must be run, to determine whether a compatible group of functions exists for each group of pointcuts. For example: for the group of pointcuts, where only one transfer is oriented inside, a group of functions with only one argument is considered compatible.
7. Number of members is counted for each group of pointcuts and group of functions.
8. All combinations (how can be functions inserted into compatible pointcuts) are generate for each group of pointcuts.
9. Accordingly the combinations variants of realization (of the designed system) are generated.
10. The max run time value is choosed. This time is the upper limit.
11. The beginning marking is inserted.
12. According to the next algorithm the time evaluation for each variant is calculated.
 - (a) The table for each variant is created.

- (b) The time evaluation calculation is started with table item, which all of its preconditions have been marked. If such item doesn't exist, the calculation is stopped.
 - (c) In the next step, items, whose all preconditions have marking or some value are calculated. If such item doesn't exist, the calculation is stopped.
13. The generated variants are divided into the group of usable or unusable according to the results from step 12. The variant with the shortest run time is chosen, assuming this run time does not exceed the limit.

The figure 2 shows the example of this mechanism on the design of the system, which should realize a simple mathematical expression (1).

$$- ((a * b) - c) \tag{1}$$



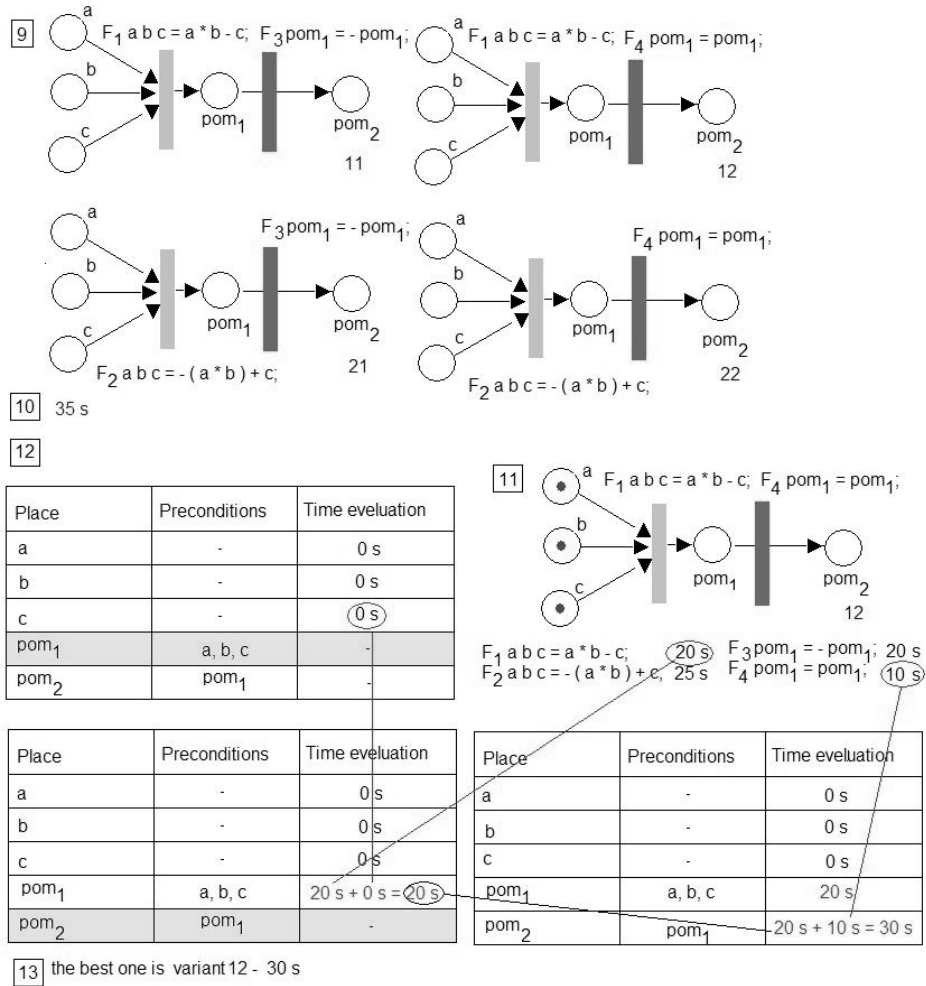


Fig. 2. Example shows mechanism on the design of the system, which should realize a simple mathematical expression $-(a * b) - c$

5 Acknowledgment

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6 Conclusion

The goal of this work was to design mechanism established on algebraic relations in evolution model. Based on semantic of pointcut designators (as they are defined in AspectJ) to identify the pointcuts in evolution model.

The method provides some advantages. In the implementation phase it is clear, whether the specified requirements can be reached. Secondary, some partial automation may be brought into the software development process.

There are also some disadvantages consider. Some of the generated variants are not the realization of the system. With growing number of functions and pointcuts, the time needed for generating all variants grows. Therefore the application of this method is effective for small systems only. This disadvantages might be improved by the next research.

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