

# On the Impact of Fault Tolerance Tactics on Architecture Patterns

## An empirical study

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## Background

- › Design measures for improving fault tolerance: tactics
- › Tactics interact with architecture (patterns)
- › Information of this interaction partly documented

## Hypothesis testing

- › How does the information support architects in better incorporating FT?

- › Commonly used system-level designs
- › Well-known, use common names:
  - Layers
  - Pipes and Filters
  - Model-View Controller
- › An architectural aid AND a documentation aid:
  - Pattern descriptions document your architecture
- › All systems have architecture patterns
  - Even if they weren't intentionally used

- › Reusable design solutions to support FT
- › Categories (SEI):
  - Fault Detection
  - Fault Recovery: Preparation and Repair
  - Fault Recovery: Reintroduction
  - Fault Prevention

There are many more FT tactics and categories  
e.g. Utas, Hammer

- › Tactics are implemented within an architecture
- › Implementations of tactics and patterns interact:
  - Tactics may take advantage of patterns C&C
  - Or they need to add or significantly modify C&C
- › Understanding these interactions is key to effectively selecting and implementing the tactics

<i>Type of change</i>	<i>Description</i>	<i>Impact on Pattern</i>
Implemented in	Tactic at least partly implemented in existing component	No change to pattern structure
Replicates	Duplicates a component	Small changes; easy to implement
Add, In Pattern	Add component without changing basic pattern structure	Moderately easy to implement
Add, Not in Pattern	Add component that changes pattern form	Major changes; much work
Modify	Behavior of component changes	Impact varies; easy to hard

Incorporating tactics into the system architecture involves making tradeoffs:

- › Selecting alternate tactics that fit the architecture
- › Selecting a different architecture pattern (mainly early in the architecture effort)
- › Implementing the tactic where it fits best in the architecture (which pattern to implement it in)
- › Understand the implementation needed even if a tactic is not a good match for the patterns.

- › Info on patterns-tactic interaction partly documented
- › Does it help architects be more effective in:
  - Choosing tactics that satisfy FT requirements
  - Designing the tactics correctly – in the context of the architecture
  - Minimizing architectural impact by choosing appropriate pattern-tactic combinations
  - Understanding effort needed to implement the tactics

- › Exploratory Research
- › Two teams, experienced professionals and academics
  - Moderate architecture experience
  - Light FT experience
- › Study Team vs. Control Team:
  - Treatment: tactic-pattern information
- › Each team received the same task
  - Initial architecture in place
  - Incorporate 4 FT requirements

- › Both teams satisfied FT requirements about the same; but control team had unclear solution to task 4
- › Both had similar problems with task 3

Task	Study Team	Control Team
1	Yes	Yes
2	Yes	Yes
3	No: used exceptions	No: used exceptions
4	Yes	Probably, but key information missing

Study team's results were good. Control team's design missed essential information; appears not to have fully considered how to implement the tactics

Task	Study Team	Control Team
1	Correct	Connectors missing; "Voting" design wrong
2	Correct	Correct
3	Correct	Missing connectors for exceptions
4	Correct	Connection to redundant component entirely missing

- › Study team performed well, but control team over-engineered task 1, and under-designed task 4

Task	Study Team	Control Team
1	Heartbeat: good, Exceptions may be unnecessary	Used Heartbeat, Ping-Echo, Exception, and Voting. Much too complex!
2	Yes	Yes
3	Yes	Yes
4	Yes	Appeared not to understand the tactic's implementation

- › Teams estimated difficulty of implementing their solutions; scale of 1 to 5
- › We also estimated the effort required to implement their solutions (not the optimal solution)
- › Close agreement indicates good understanding of what is needed to implement the solution in the architecture
  - Study team's estimates closer to evaluators' estimates than the control team

- › Both teams solutions address the given FT requirements (exception: task 3)
  - Study team considered numerous alternatives
- › Correctness: control team had several design issues
  - lower understanding of tactic-pattern interaction
- › Both teams tended to over-engineer solutions
  - Control team over-engineered more
- › Control team gave worse estimates of effort

- › Validity threats :
  - Small sample size (10 participants)
  - Limited FT experience
  - Limited time for the study
  - Analysis of results not blind
- › Our observations partially support the hypotheses
- › Further study required

Thank you for your attention