

On the Impact of Fault Tolerance Tactics on Architecture Patterns

An empirical study

Neil B. Harrison, Paris Avgeriou
University of Groningen

Uwe Zdun
Vienna University of
Technology

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