

# Injecting Software Architectural Constraints into Legacy Scientific Code

David Woollard\*§    Chris A. Mattmann\*§    Nenad Medvidovic\*

§NASA Jet Propulsion Laboratory  
California Institute of Technology

\*Computer Science Department  
University of Southern California

# Problem

- Legacy scientific code represents a significant investment



- Scientific understanding has not changed - *sometimes*
- Complexity of implementation (exotic scientific expertise)
- Length of development (20-25 years in some cases)

How do we use this software on the latest generation of infrastructure?

# Observations

- Basic software engineering principles like separation of concerns and layers of abstraction are important
- Monolithic scientific code should be modularized
  - Leads to better understanding
  - Supports distributed deployment and replication
- Deployment to modern infrastructure – e.g. Grids and Clouds – requires both scientists and engineers
  - Scientists must validate the scientific veracity of the system
  - Engineers are required to understand technology, manage throughput, robustness, etc. (*non-functional properties*)

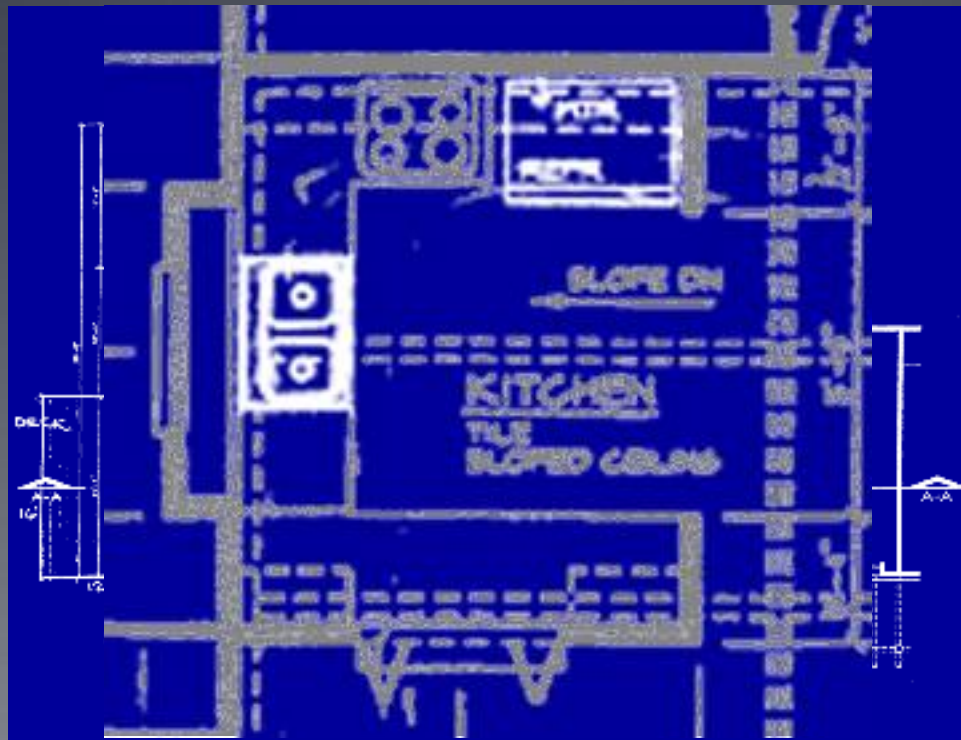
# Hypothesis

Software Architecture is poised to aid scientific software developers by:

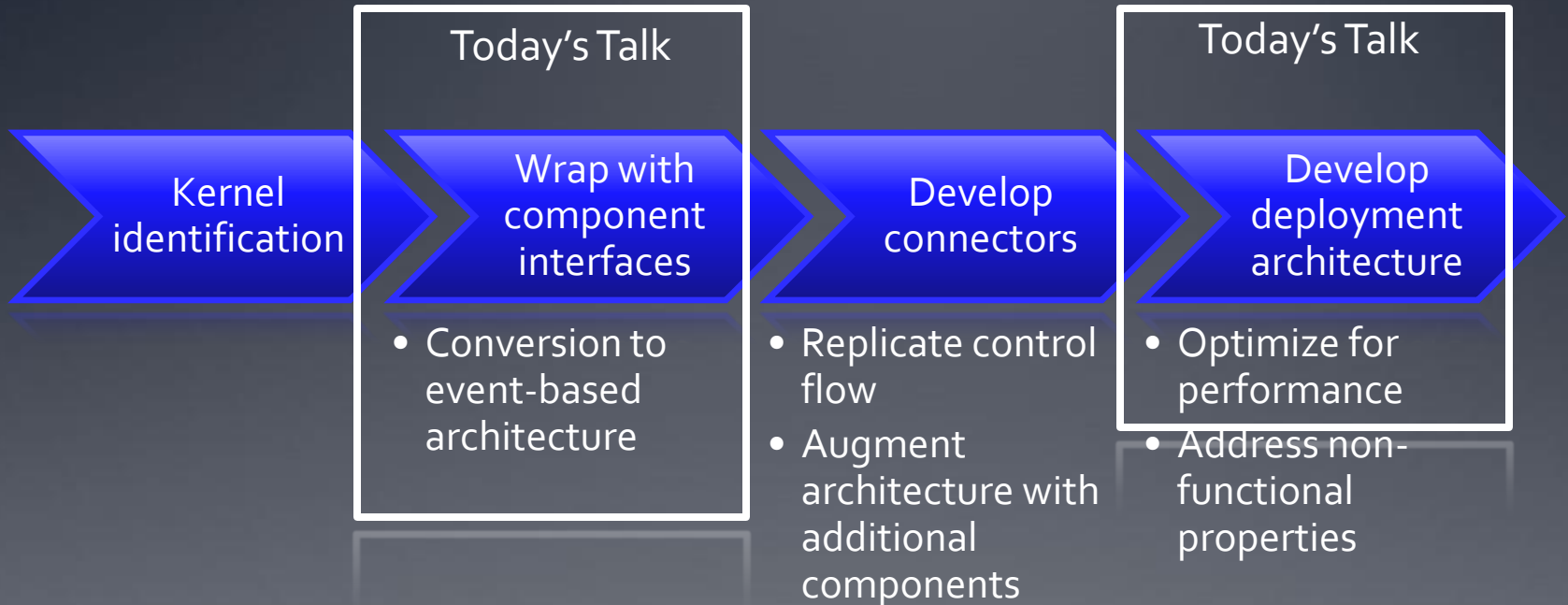
- Managing separation of concerns
- Modularizing monolithic software into components
- Treating deployment separately from functionality
- Allowing engineers to reason about non-functional properties

# What is Architecture?

- Components – Connectors – Configurations
- Form & Rationale
- Behavior & Topology (or *Constraints*)



# Methodology



# Why Architectural Wrappers?

Well, I'm an architect...

But more seriously...

Architecture provides:

## Separation of Concerns

- Scientists can validate and improve the science
- Engineers focus on developing "production" properties

## Full Lifecycle Support

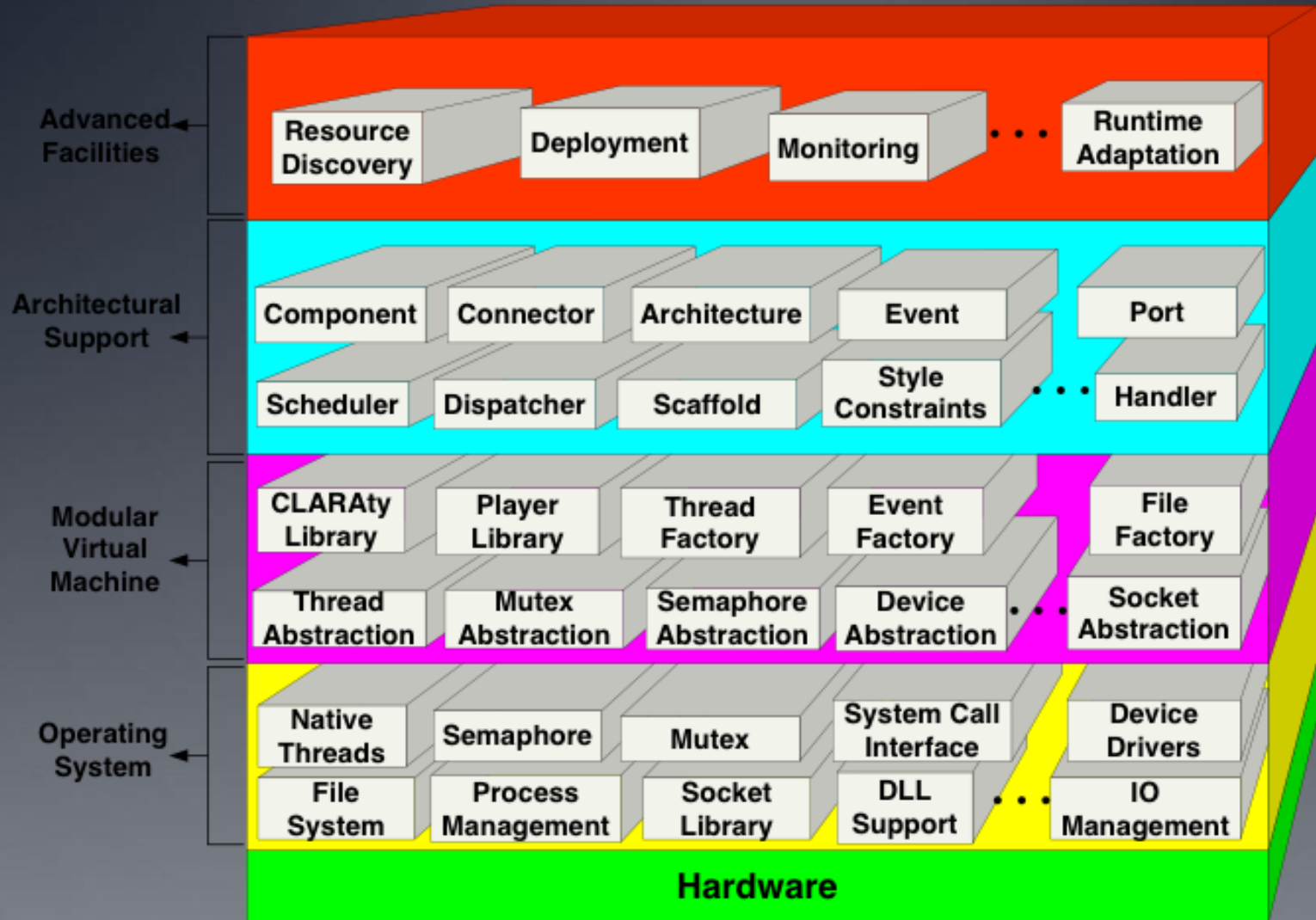
- Common artifact with which to make joint design decisions
- Direct path to implementation

# Related Work

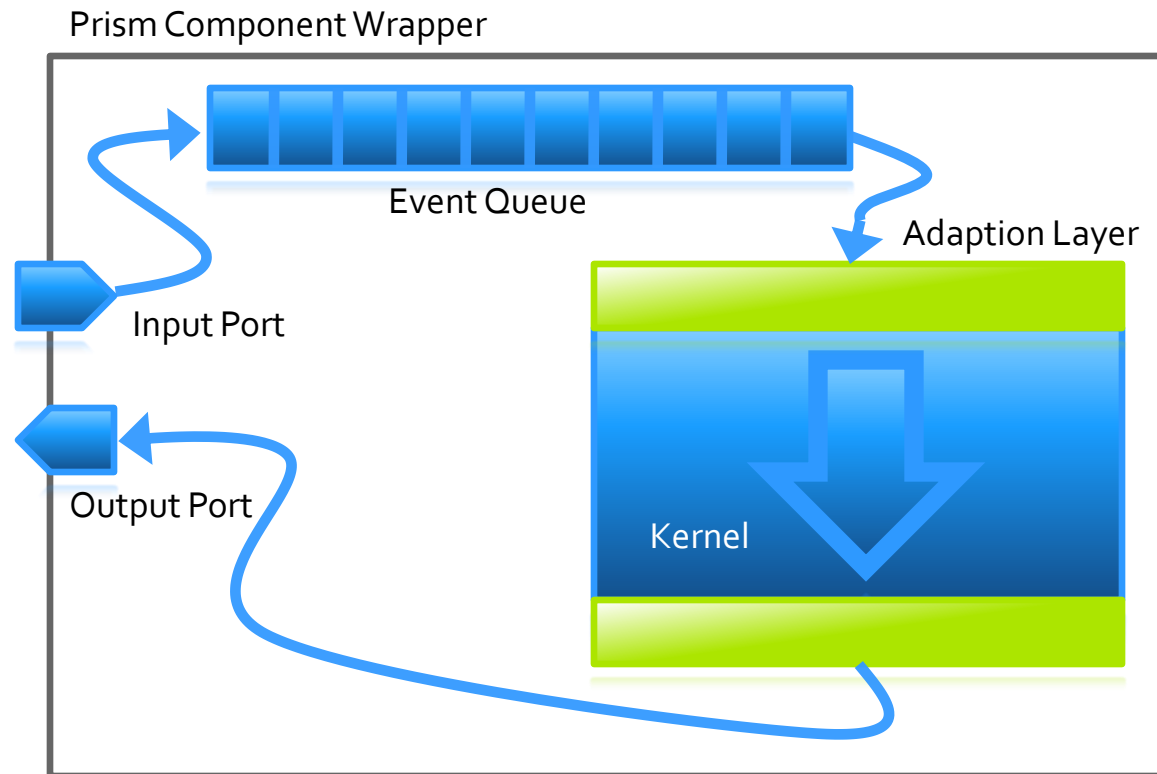
- Wrappers have been proposed before
  - [Mehta, Medvidovic, and Phadke, 2000]
  - [Muslea, Minton, and Knoblock, 2001]
  - [Spitznagel and Garlan, 2003]
- Architecture reified in code
  - [Aldrich, Chambers, and Notkin, 2002]
  - [Malek, Mikic-Rakic, and Medvidovic, 2005]
- CBSE efforts in Scientific Software
  - [Allen, et al., 2006]



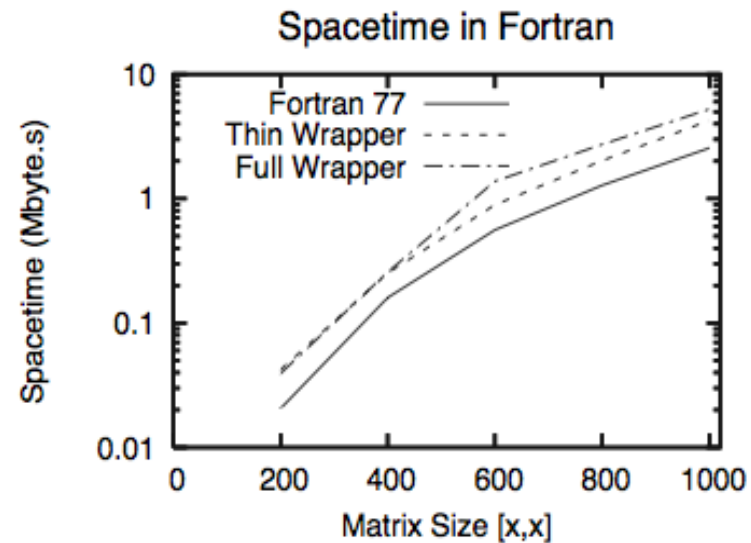
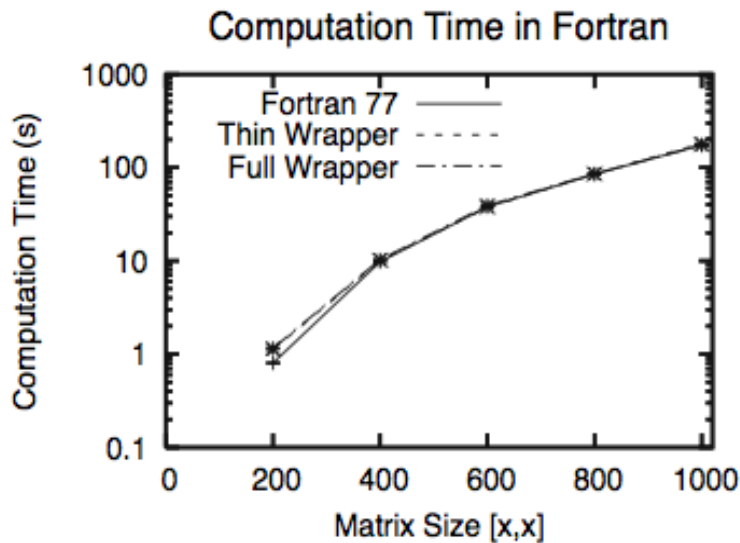
# Implementation Support



# Wrapped Components

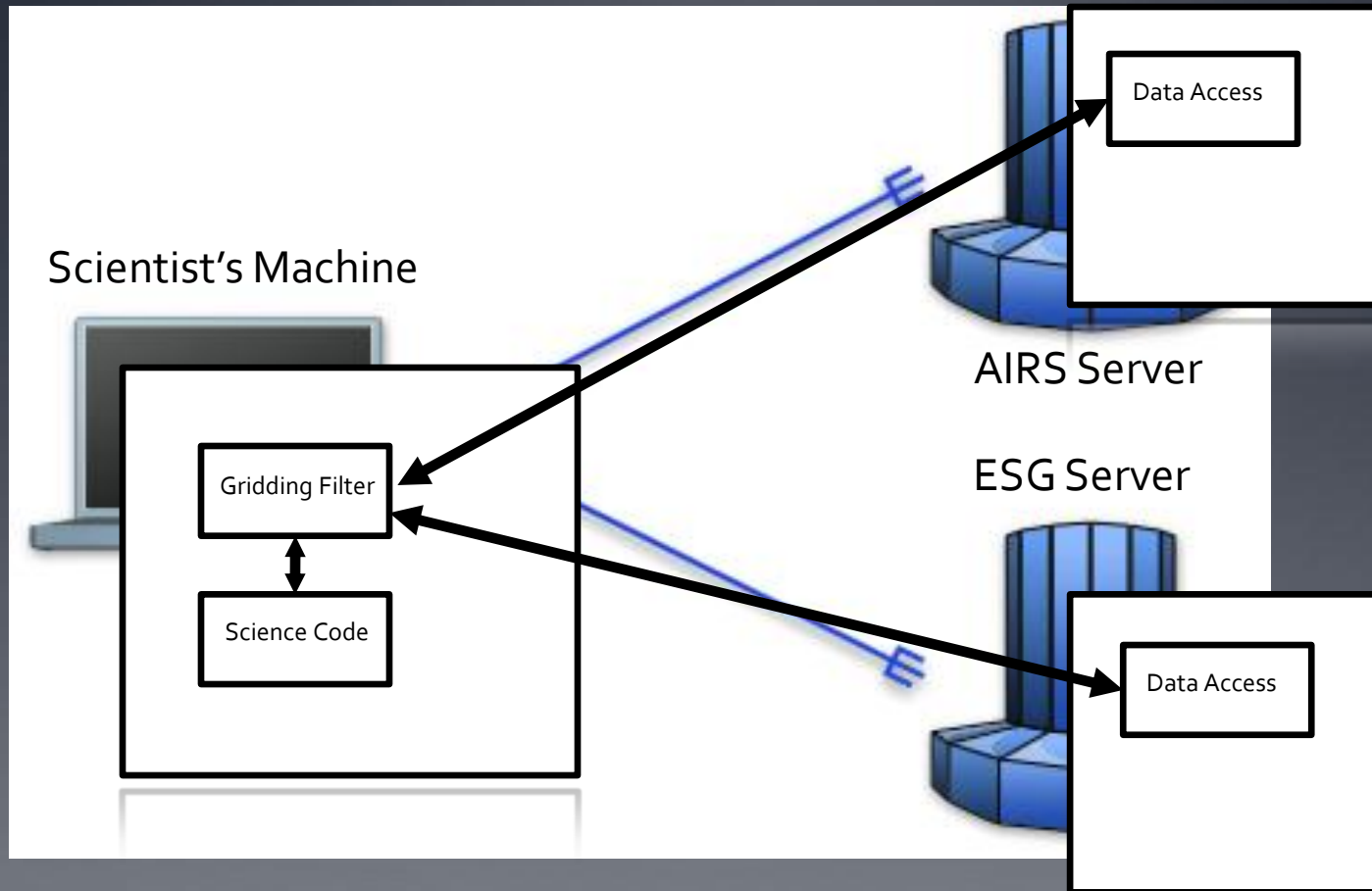


# Performance Overhead



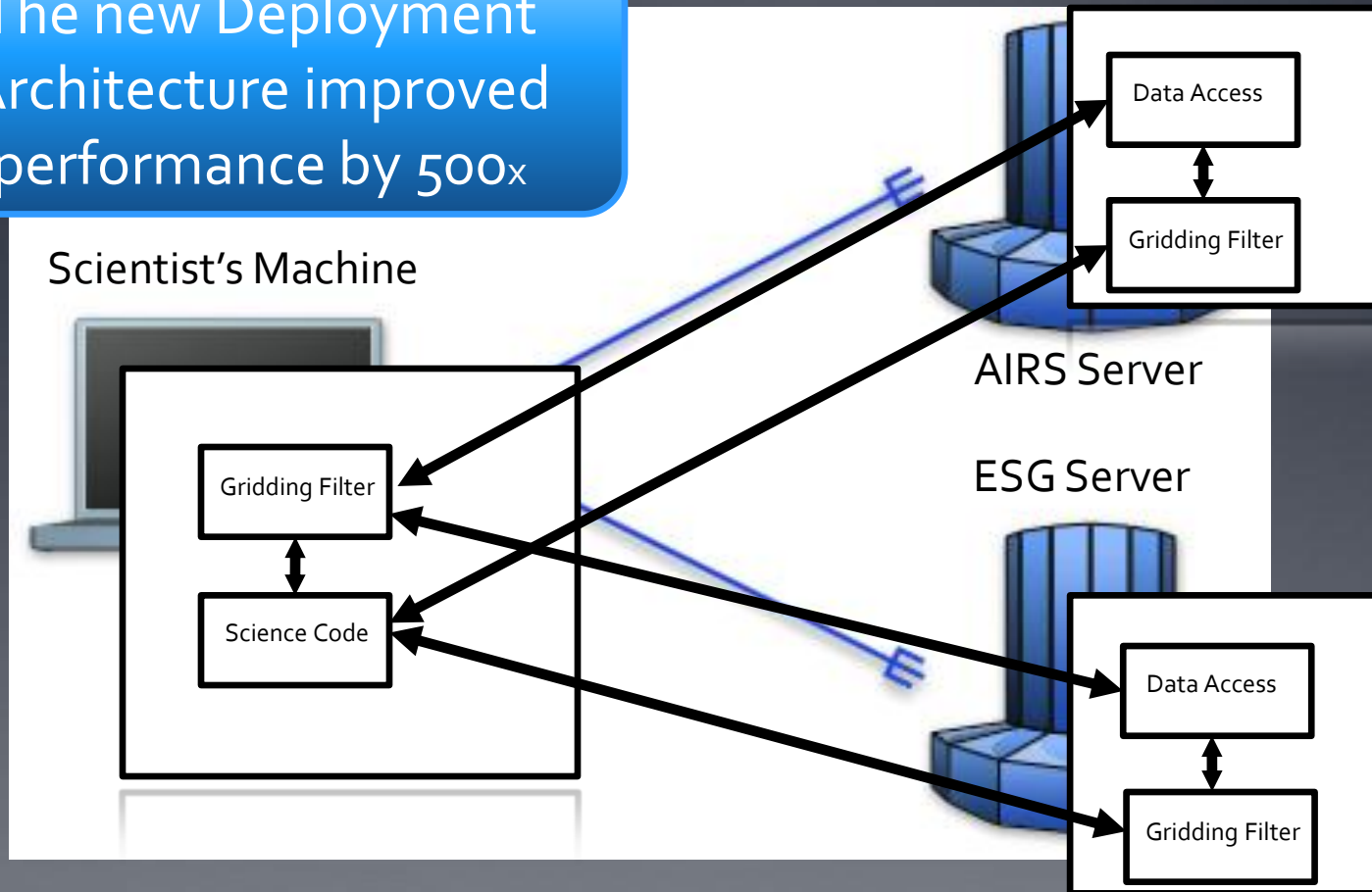
- Computation time overhead was negligible
- Memory footprint overhead was  $1.5x-2x$

# Deployment Architecture Experiment



# Deployment Architecture Experiment

The new Deployment Architecture improved performance by 500x



# What's Next?

What we are working on now:

- Kernel-based decomposition
- Domain-specific software architecture & support for this architecture in Prism.

Future work:

- Use architectural deployment analysis (and tool support) to improve QoS/non-functional properties [Mikic-Rakic, Malek, and Medvidovic, 2008].
- Relationship between connector-based control flow and workflow modeling.

# Thanks!

**Please Visit:**

<http://softarch.usc.edu/swsa/>