

Design Objectives and Design Understandability

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Abstract

The complexity of systems limits the understanding by the architect of the impact of changes. Many objectives are pursued, from customer needs to implementation lessons learned, while designing a system. From architecting perspective *understandability* of the design is an important issue. Some design choices may create very efficient systems, but might be difficult to grasp. For example simple local autonomy might prove to be efficient and robust, but at the same time other system qualities are emerging and difficult to predict. We discuss the notion of understandability, illustrated by a number of design patterns.

Distribution

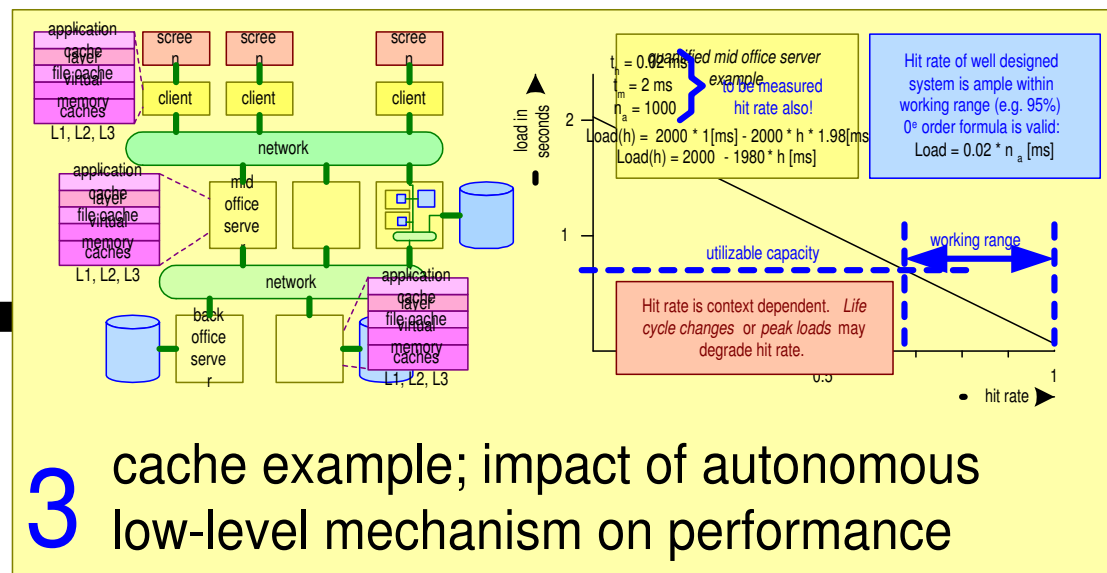
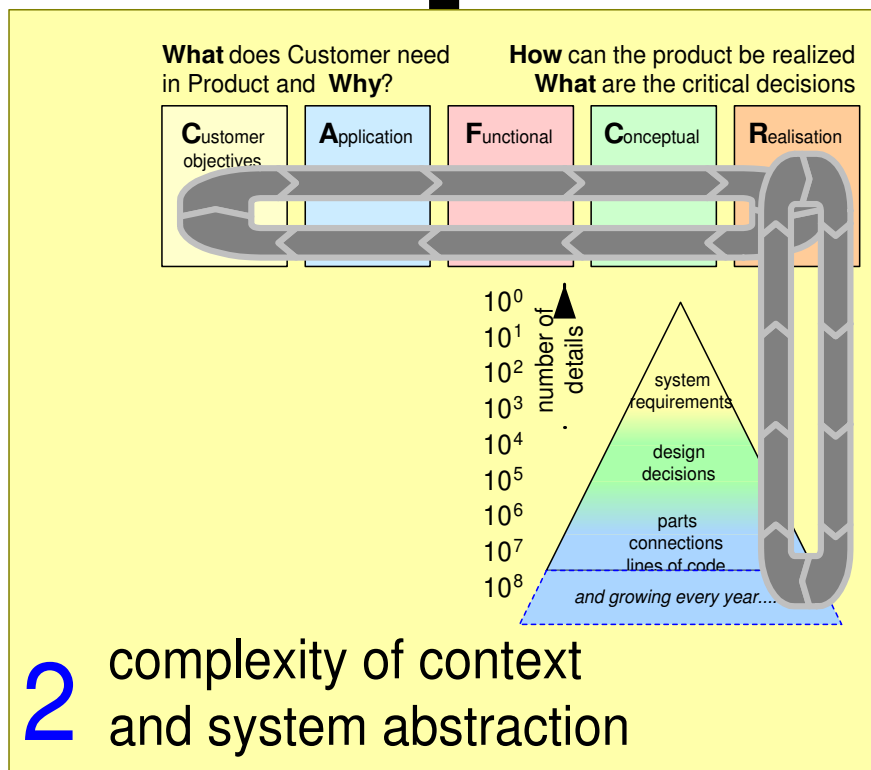
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logo
TBD

Figure Of Contents™

1 performance example:
do we understand our design?



4 discussion and
conclusion

Image Retrieval Performance

application need:

at event 3*3 show 3*3 images
instantaneous

design

design

Sample application code:

```
for x = 1 to 3 {  
  for y = 1 to 3 {  
    retrieve_image(x,y)  
  }  
}
```

or

alternative application code:

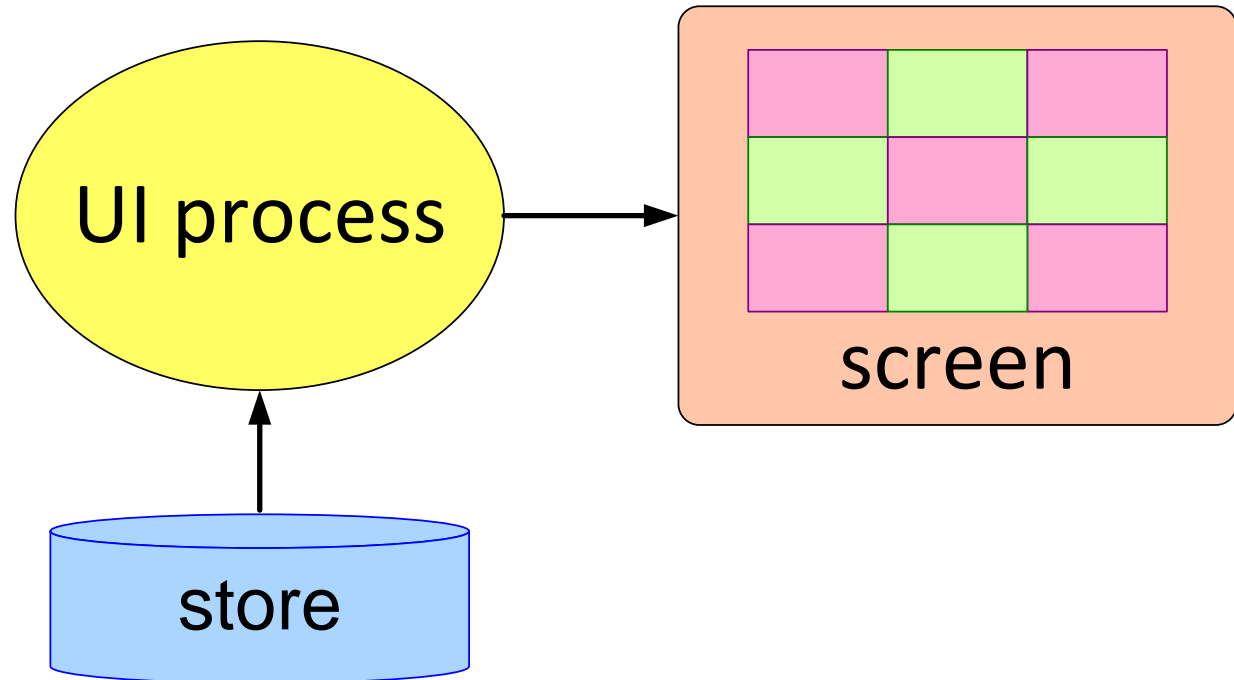
event 3*3 -> show screen 3*3

```
<screen 3*3>  
  <row 1>  
    <col 1><image 1,1></col 1>  
    <col 2><image 1,2></col 2>  
    <col 3><image 1,3></col 3>  
  </row 1>  
  <row 2>  
    <col 1><image 1,1></col 1>  
    <col 2><image 1,2></col 2>  
    <col 3><image 1,3></col 3>  
  </row 2>  
  <row 3>  
    <col 1><image 1,1></col 1>  
    <col 2><image 1,2></col 2>  
    <col 3><image 1,3></col 3>  
  </row 3>  
</screen 3*3>
```

What If....

Sample application code:

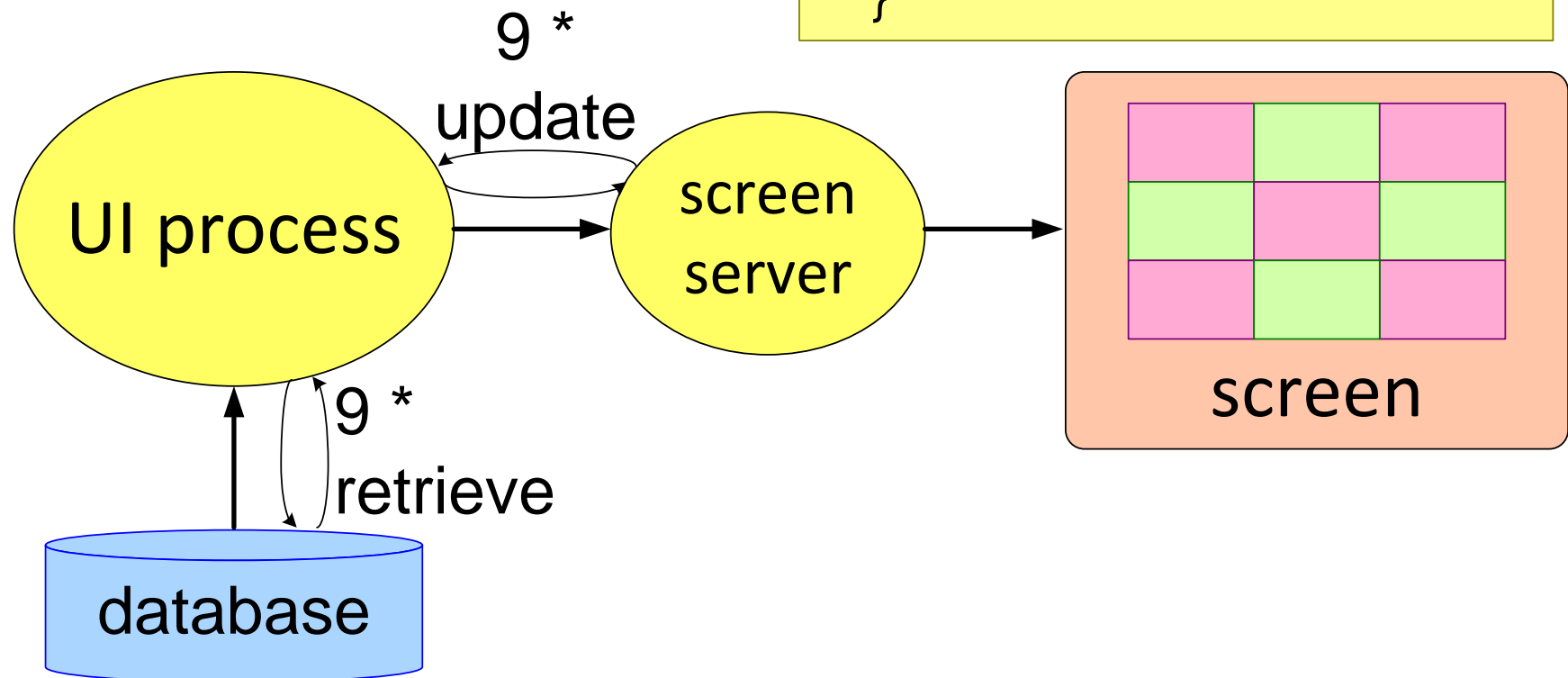
```
for x = 1 to 3 {  
  for y = 1 to 3 {  
    retrieve_image(x,y)  
  }  
}
```



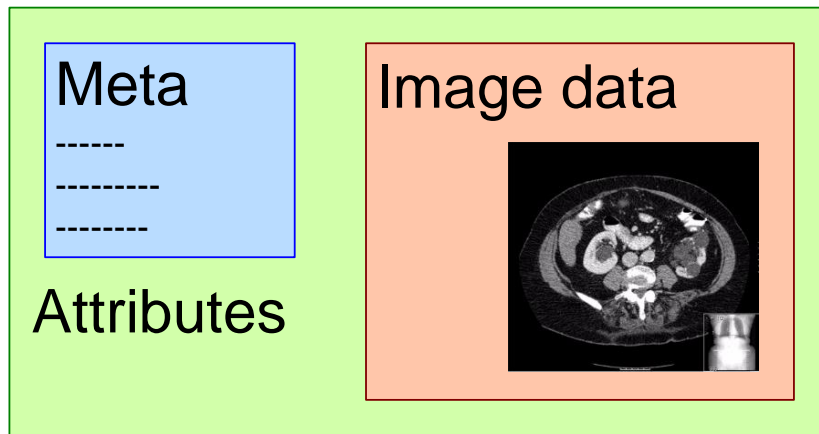
What If....

Sample application code:

```
for x = 1 to 3 {  
  for y = 1 to 3 {  
    retrieve_image(x,y)  
  }  
}
```



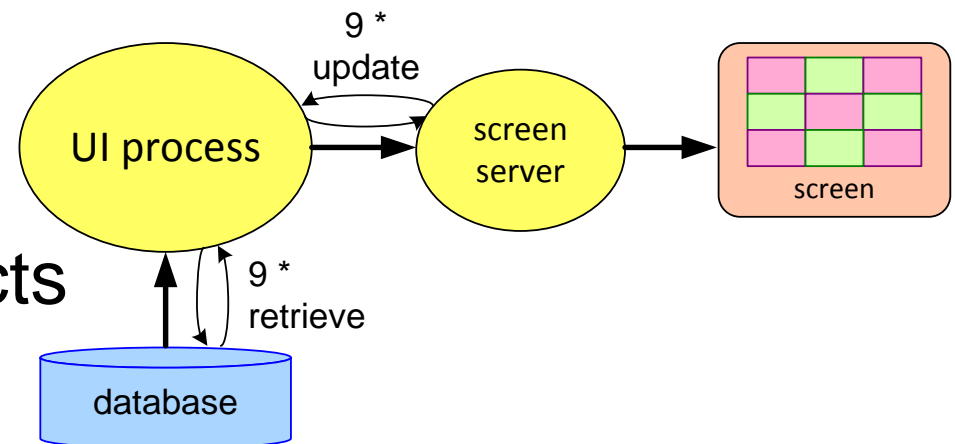
What If....



Sample application code:

```
for x = 1 to 3 {  
  for y = 1 to 3 {  
    retrieve_image(x,y)  
  }  
}
```

Attribute = 1 COM object
100 attributes / image
9 images = 900 COM objects
1 COM object = 80 μ s
9 images = 72 ms



What If....

Sample application code:

```
for x = 1 to 3 {  
  for y = 1 to 3 {  
    retrieve_image(x,y)  
  }  
}
```

- I/O on line basis (512^2 image)

$$9 * 512 * t_{I/O}$$

$$t_{I/O} \approx 1ms$$

- . . .

Non Functional Requirements Require System View

Sample application code:

```
for x = 1 to 3 {  
  for y = 1 to 3 {  
    retrieve_image(x,y)  
  }  
}
```

can be:

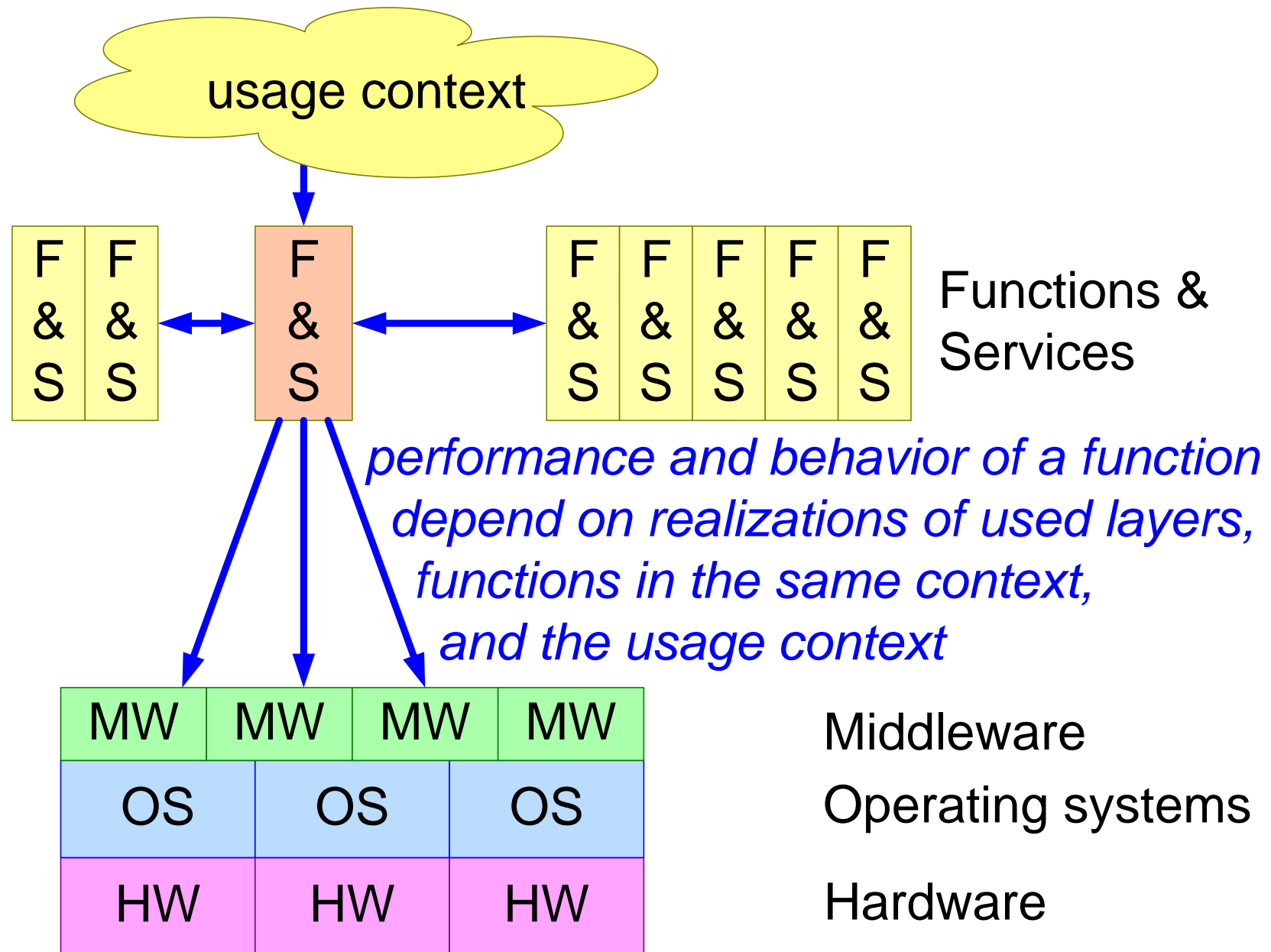
fast, but very local
slow, but very generic
slow, but very robust
fast and robust

...

The emerging properties (behavior, performance) cannot be seen from the code itself!

Underlying platform and neighbouring functions determine emerging properties mostly.

Function in System Context



Challenge

F	F	F	F	F	F	F	F
&	&	&	&	&	&	&	&
S	S	S	S	S	S	S	S
MW		MW		MW		MW	
OS		OS		OS			
HW		HW		HW			

Functions & Services

Middleware

Operating systems

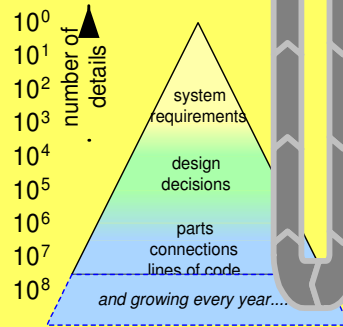
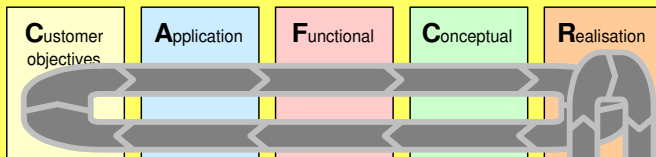
Hardware

Performance = Function (F&S, other F&S, MW, OS, HW)
MW, OS, HW >> 100 Manyear : very complex

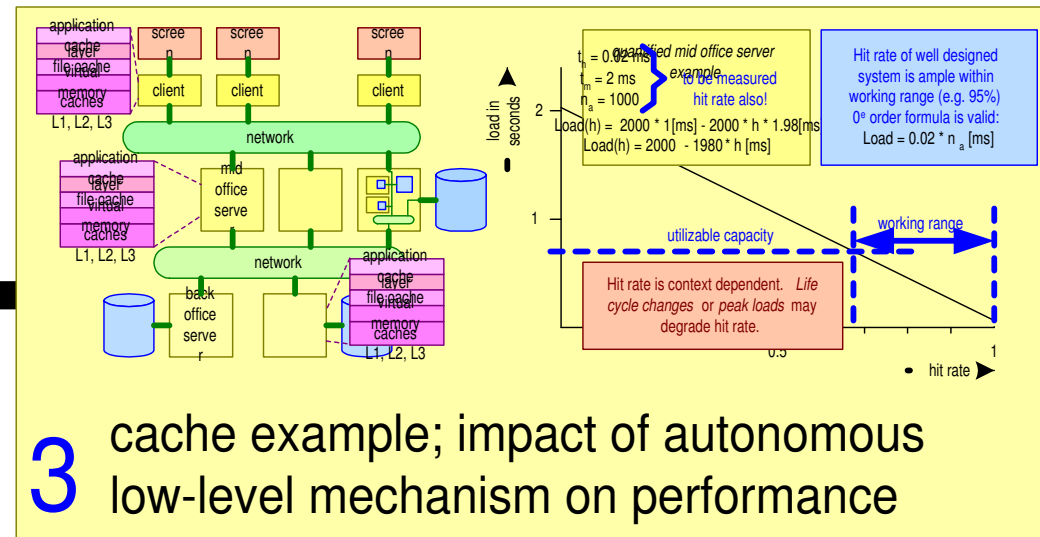
Challenge: How to understand MW, OS, HW
with only a few parameters

1 performance example:
do we understand our design?

What does Customer need in Product and Why? How can the product be realized
What are the critical decisions



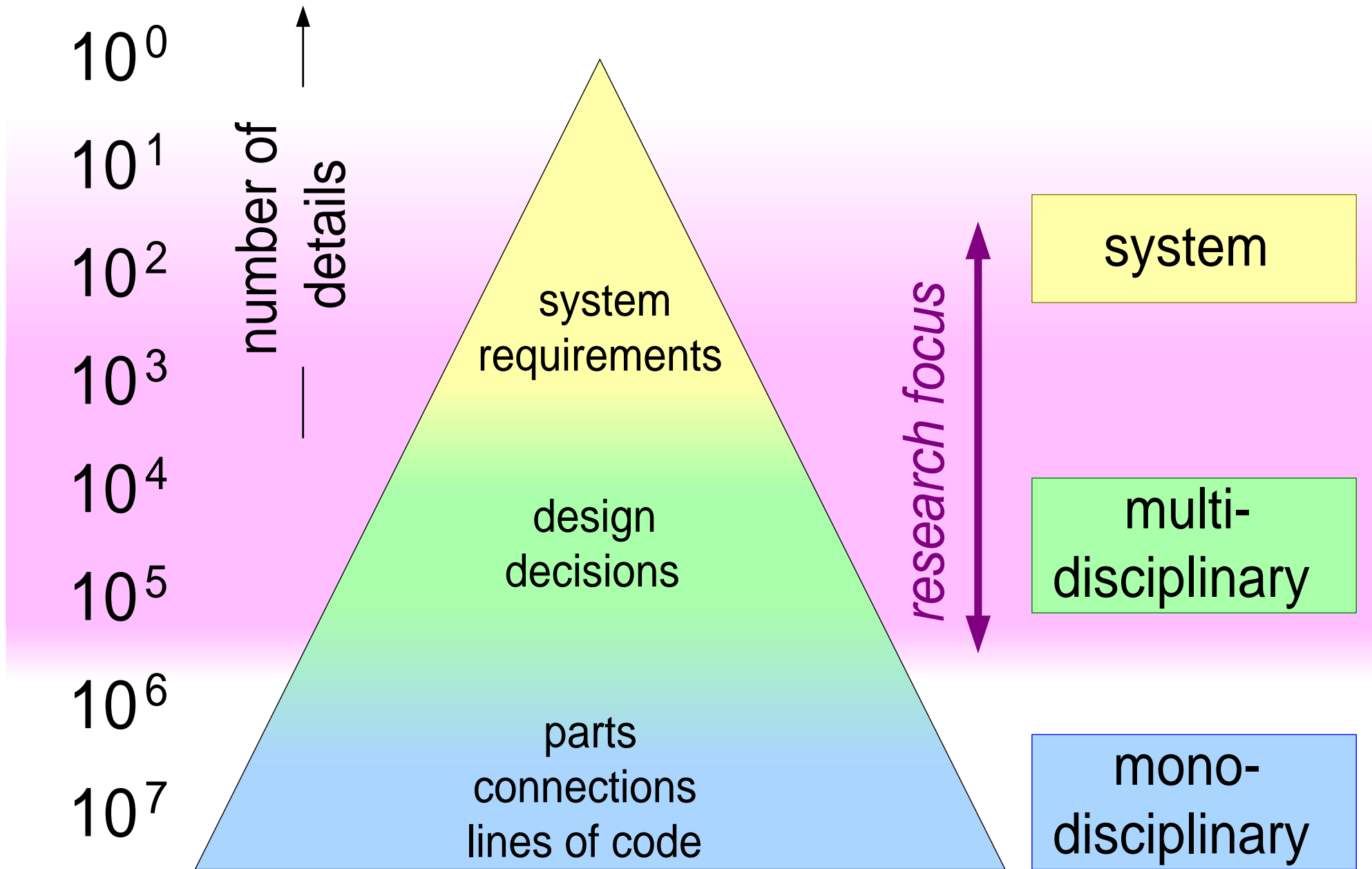
2 complexity of context
and system abstraction



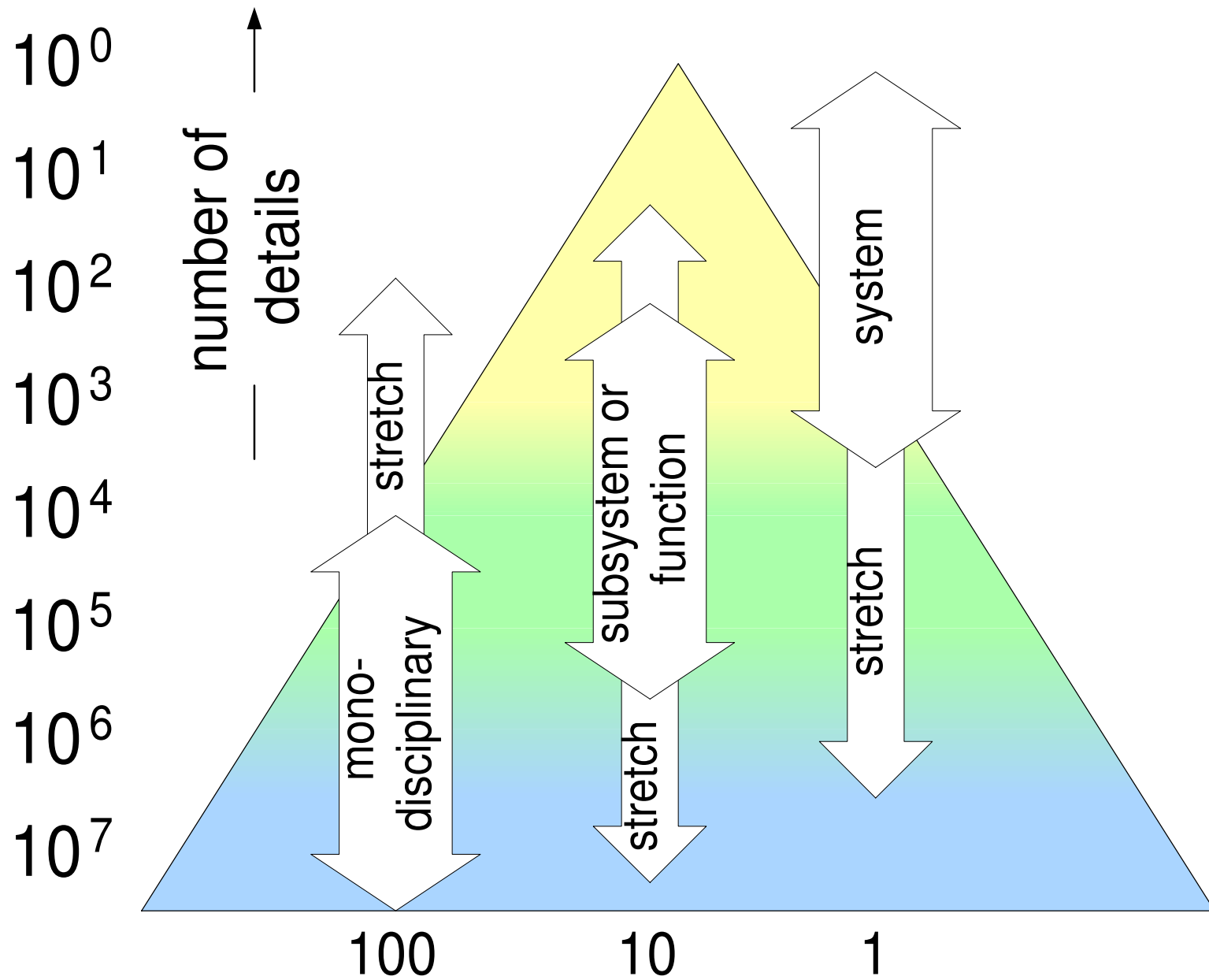
3 cache example; impact of autonomous
low-level mechanism on performance

4 discussion and
conclusion

Exponential Pyramid, from requirement to bolts and nuts

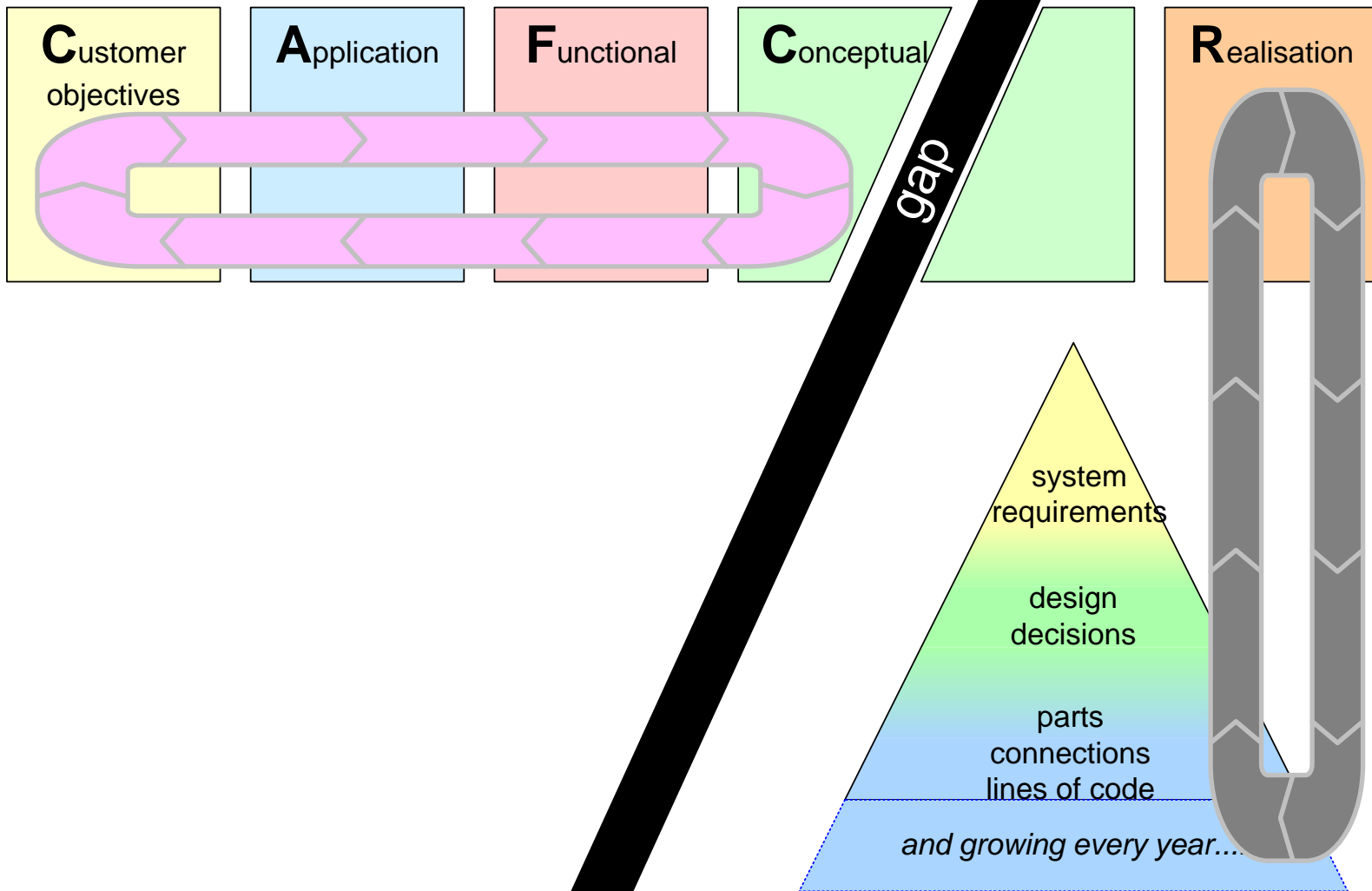


Major Bottleneck: Mental Dynamic Range



Organizational Problem: Disconnect

What does Customer need in Product and **Why?**

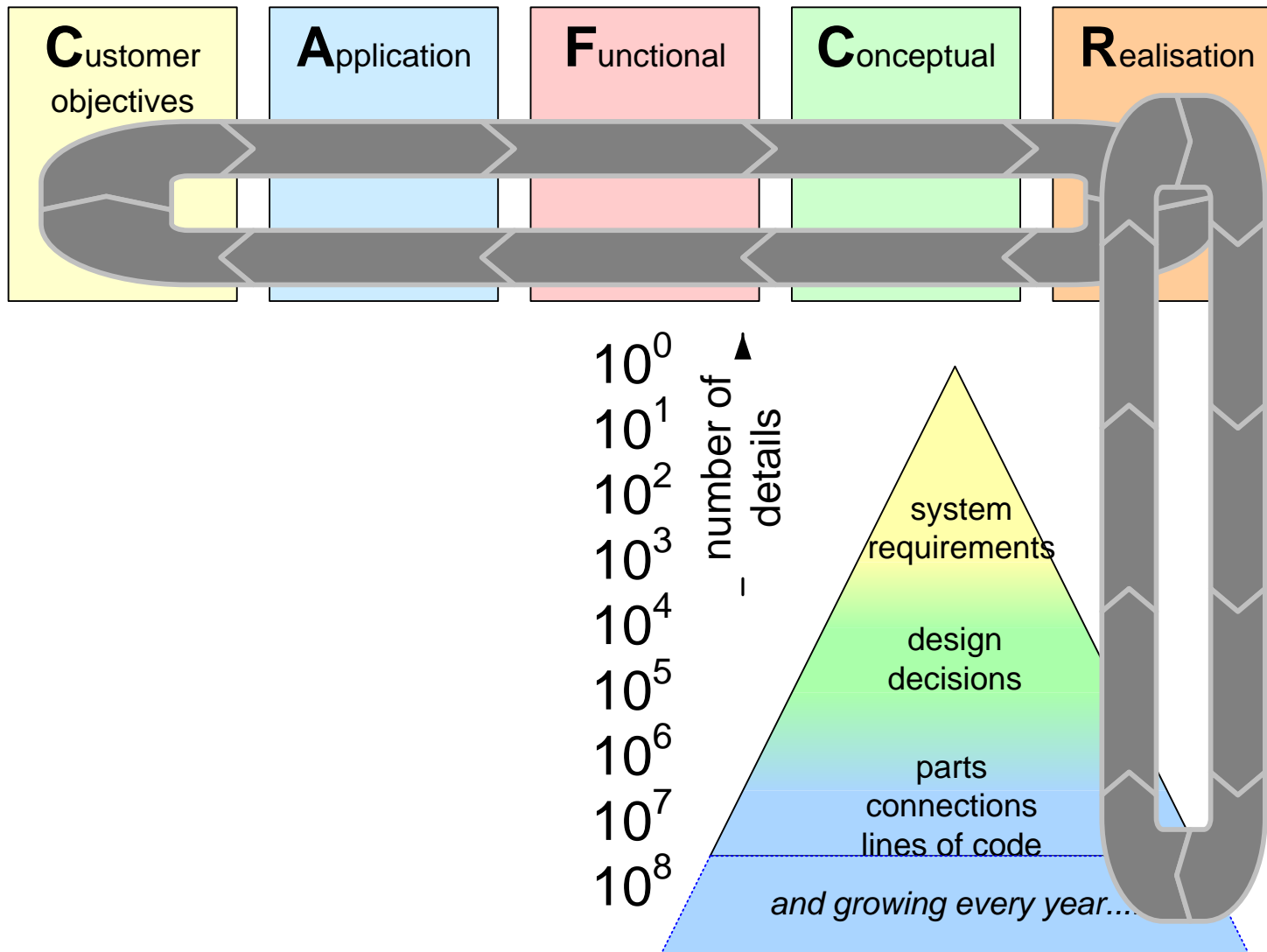


How can the product be realized
What are the critical decisions

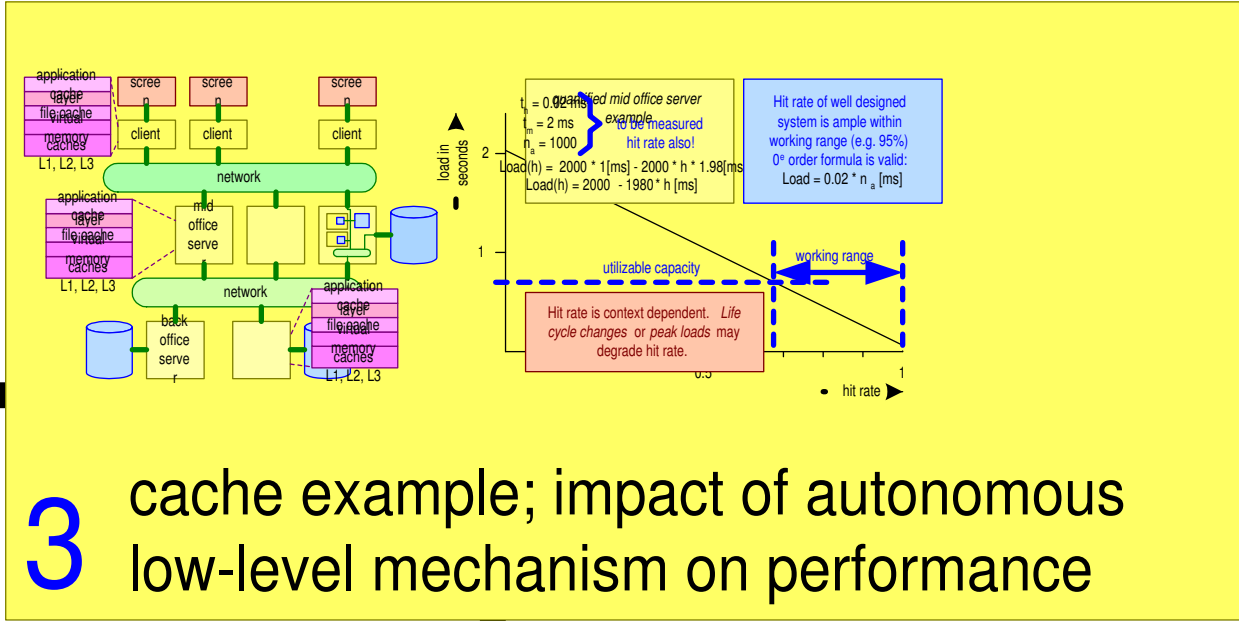
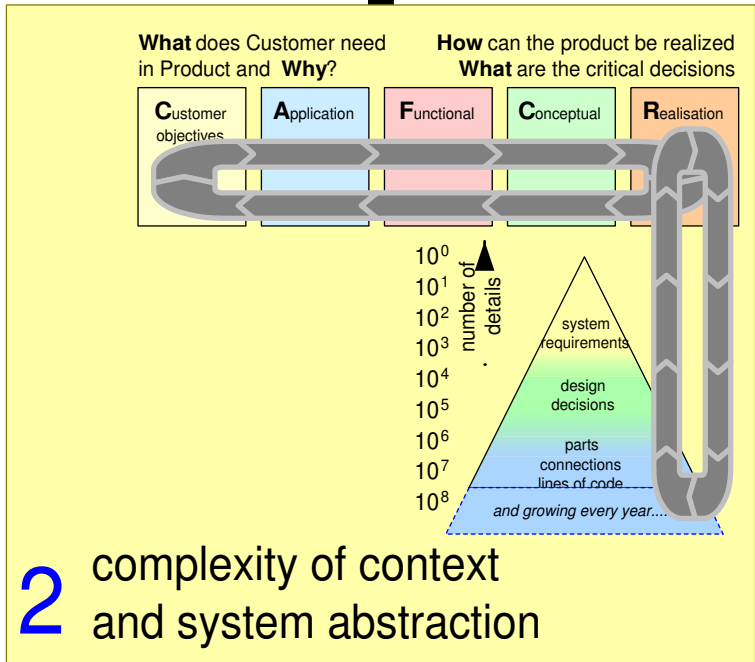
Architect: Connecting Problem and Technical Solution

What does Customer need
in Product and **Why?**

How can the product be realized
What are the critical decisions

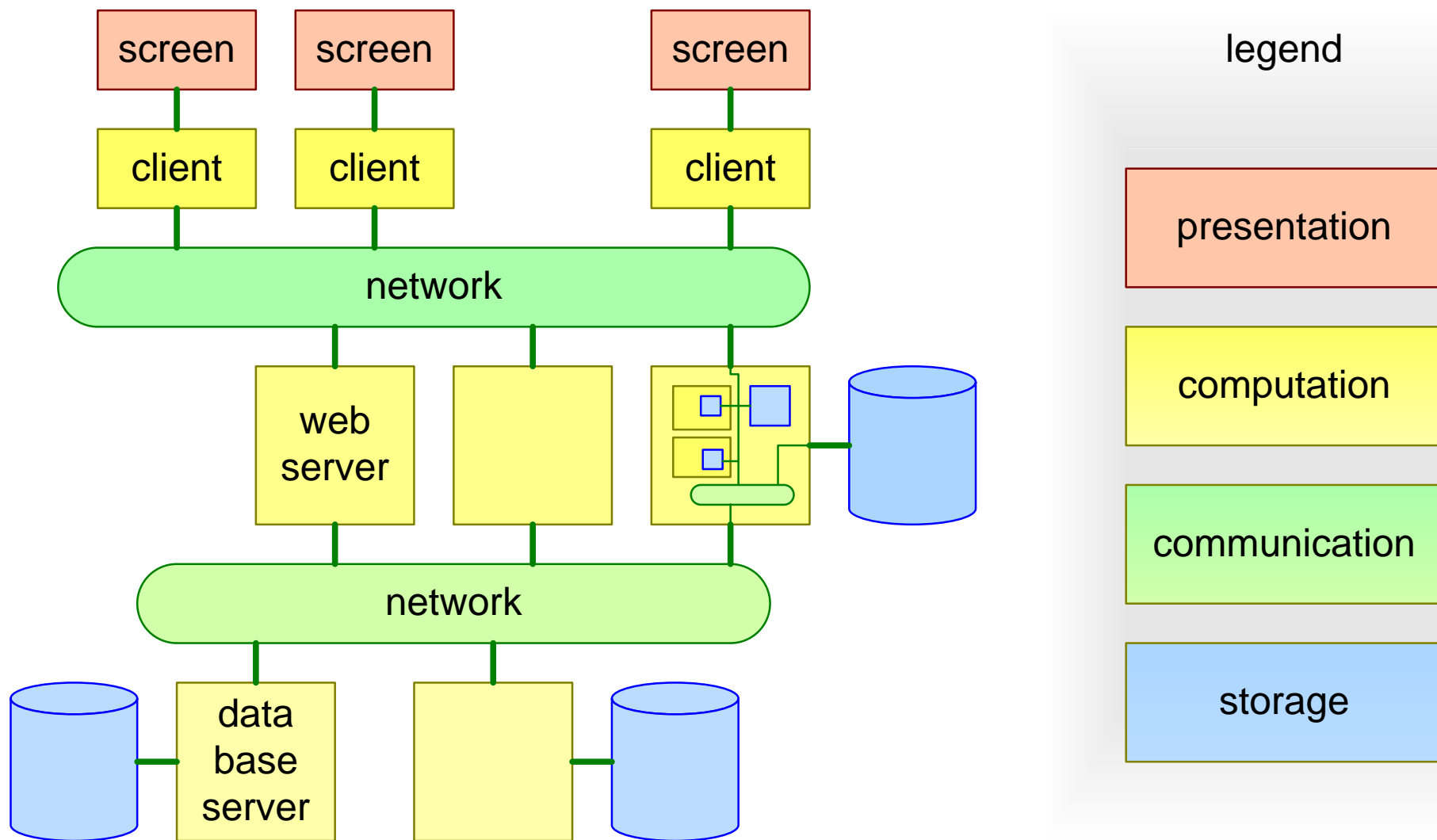


1 performance example:
do we understand our design?



4 discussion and conclusion

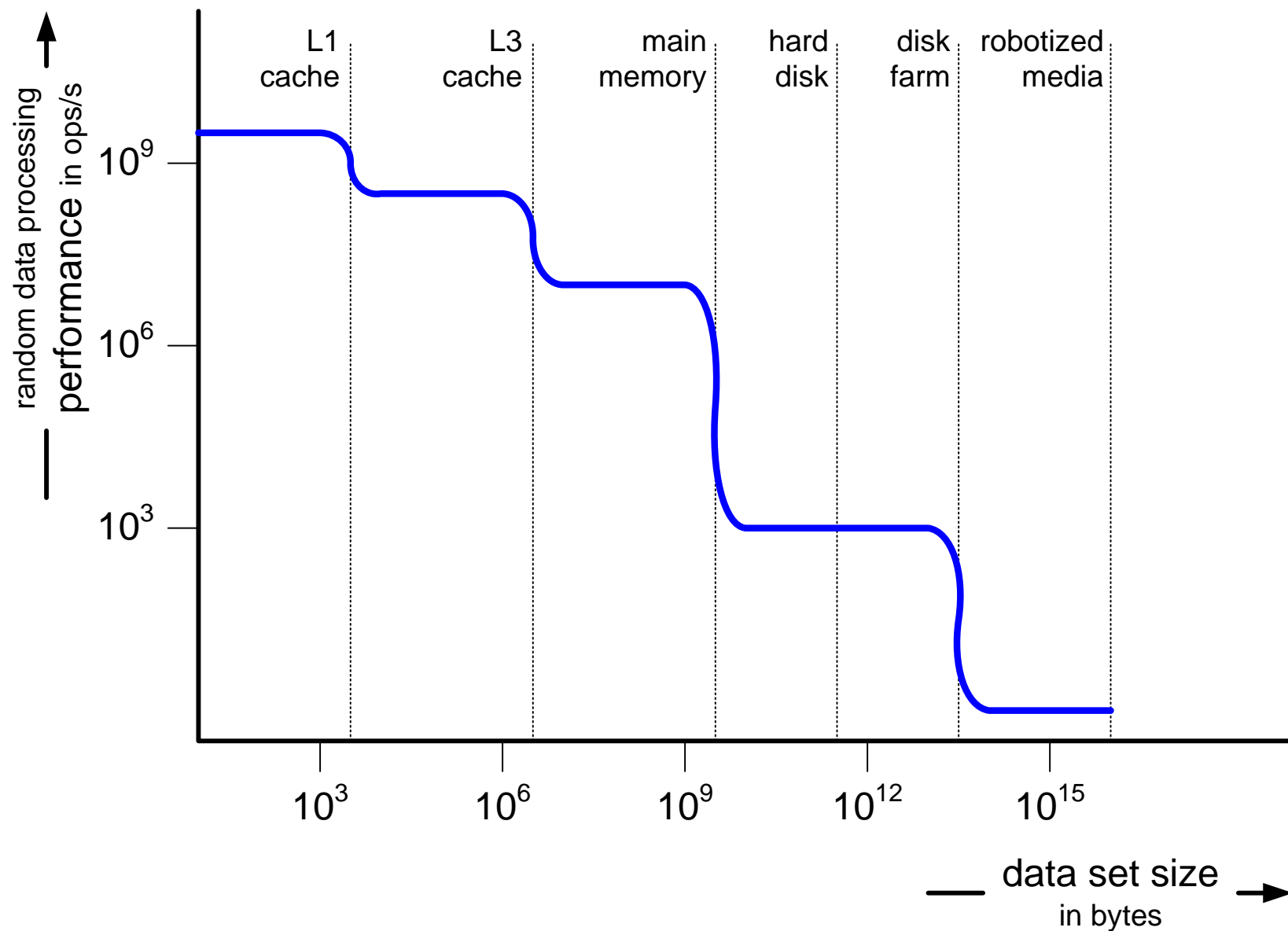
Typical Block Diagram and Typical Resources in IT



Hierarchy of Storage Technology Figures of Merit

		latency	capacity
processor cache	<i>L1 cache</i>	sub ns	n kB
	<i>L2 cache</i>		
	<i>L3 cache</i>	ns	n MB
fast volatile	<i>main memory</i>	tens ns	n GB
persistent	<i>disks</i>		n*100 GB
	<i>disk arrays</i>	ms	
	<i>disk farms</i>		n*10 TB
archival	<i>robotized optical media tape</i>	>s	n PB

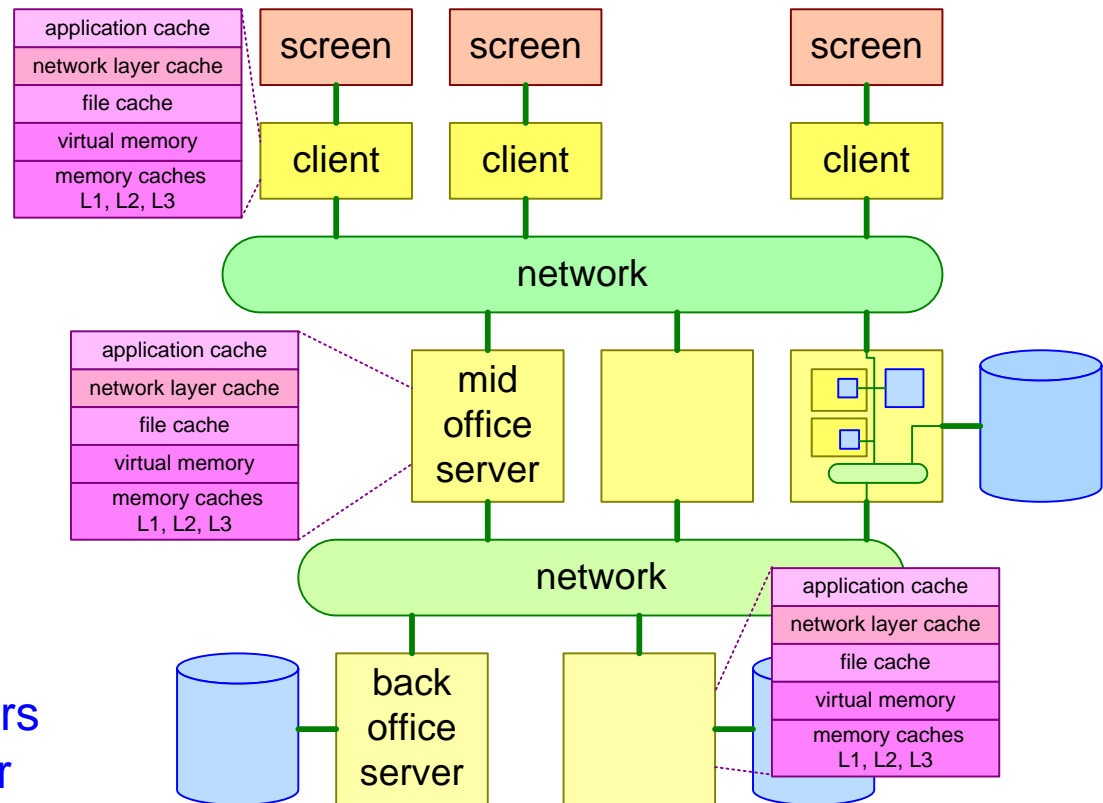
Performance as Function of Data Set Size



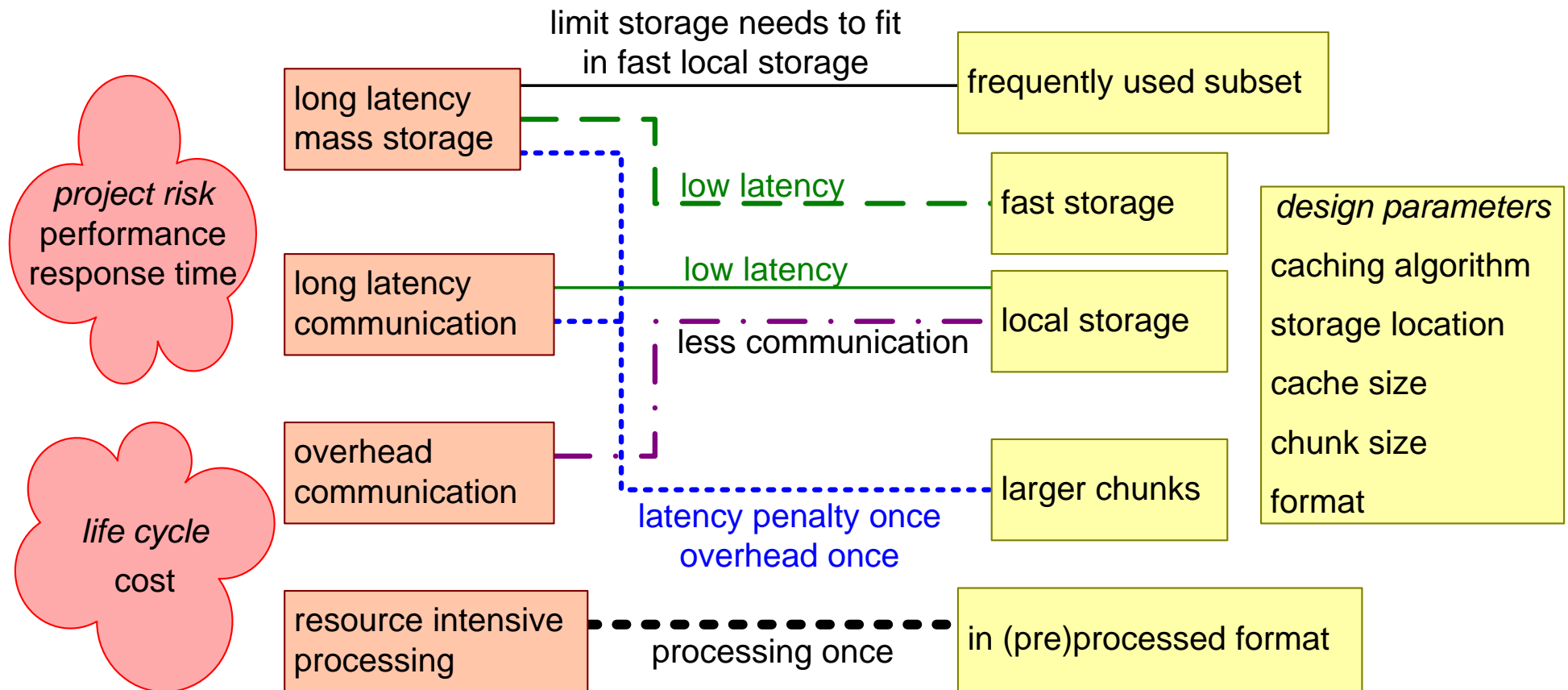
Multiple Layers of Caching

	cache miss penalty	cache hit performance
application cache	1 s	10 ms
network layer cache	100 ms	1 ms
file cache	10 ms	10 μ s
virtual memory	1 ms	100 ns
memory caches L1, L2, L3	100 ns	1 ns

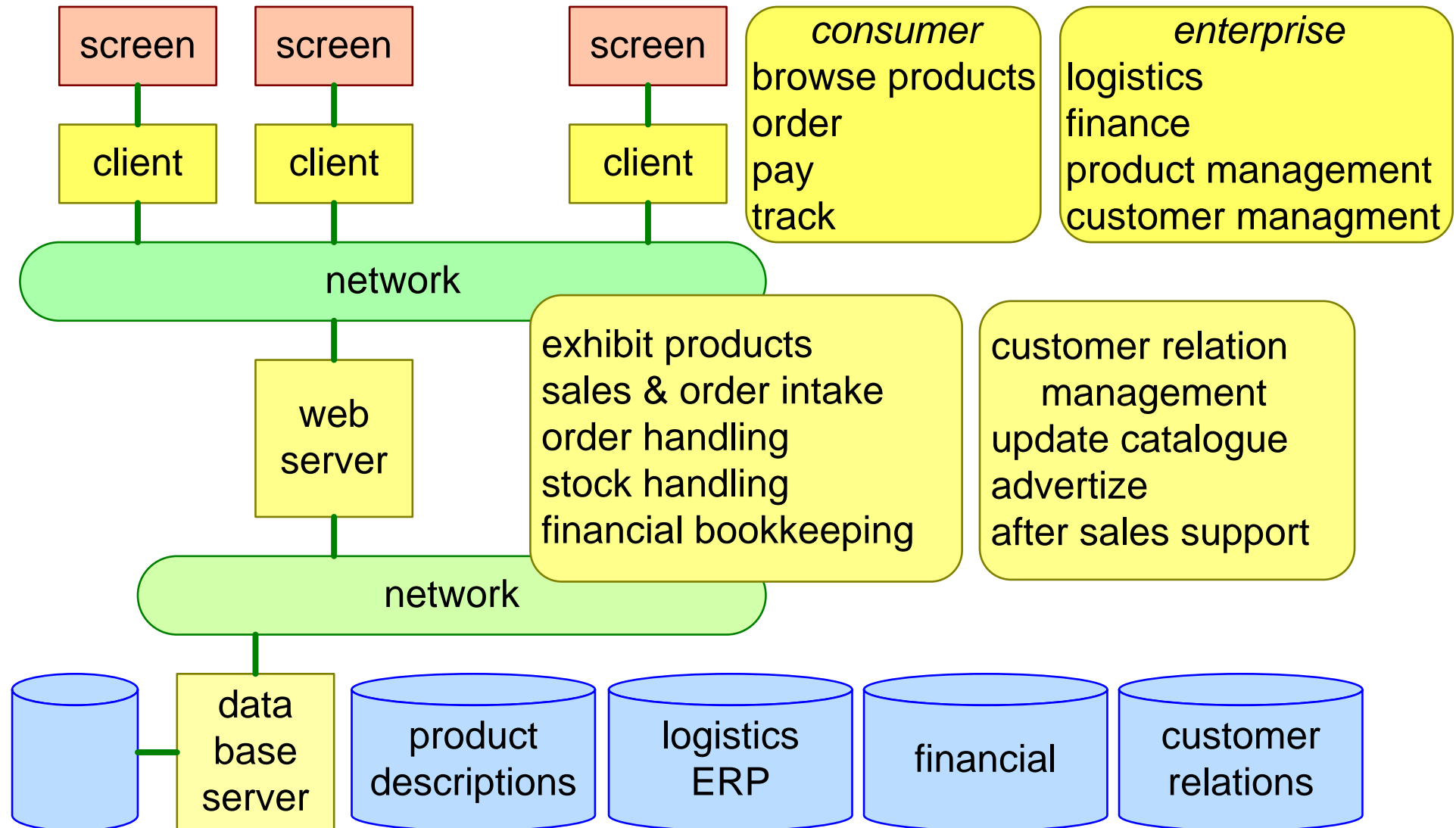

 typical cache 2 orders
 of magnitude faster



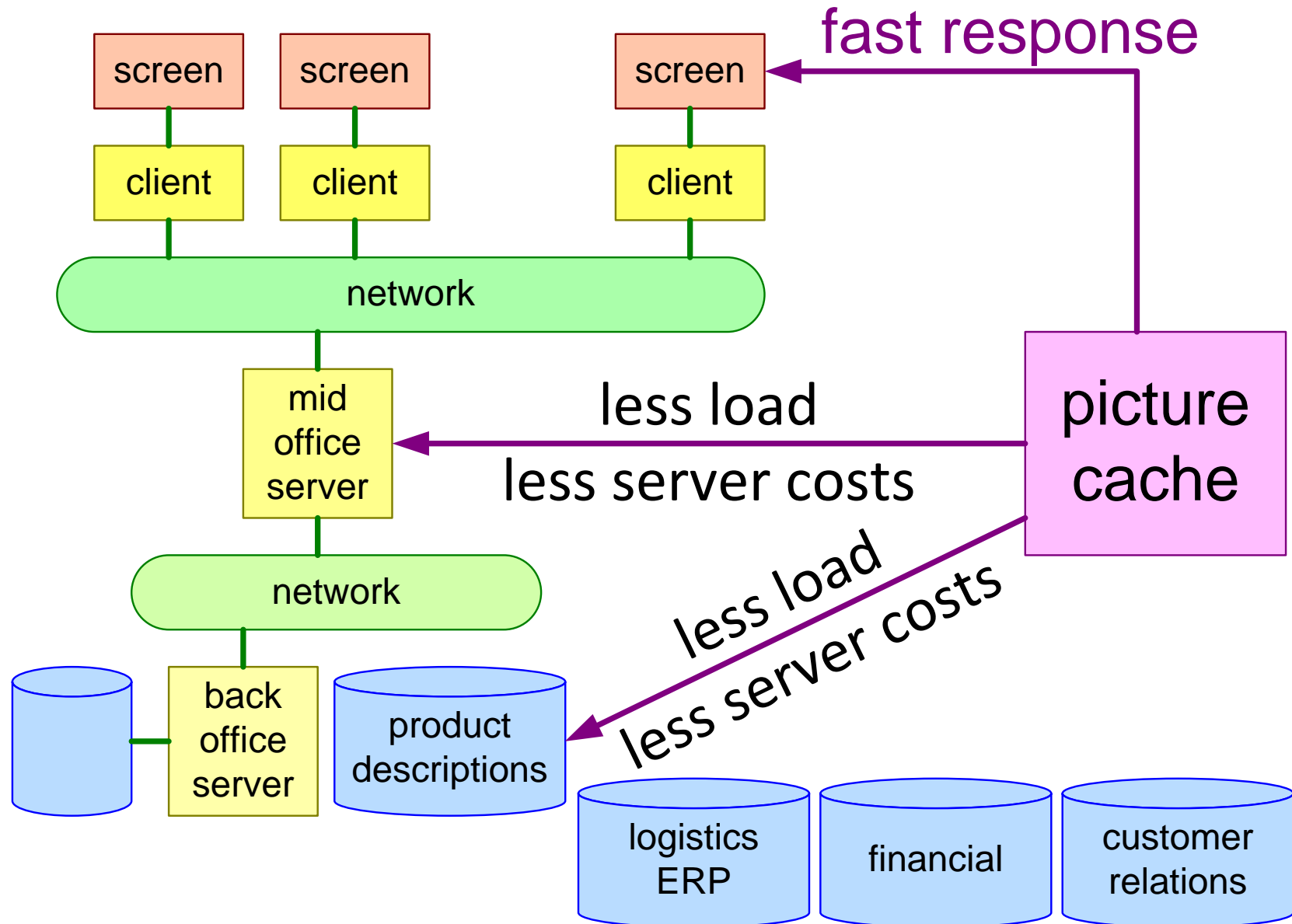
Why Caching?



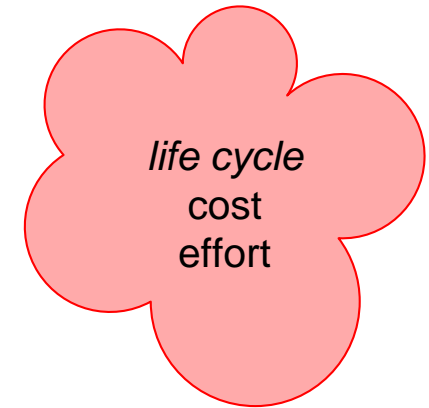
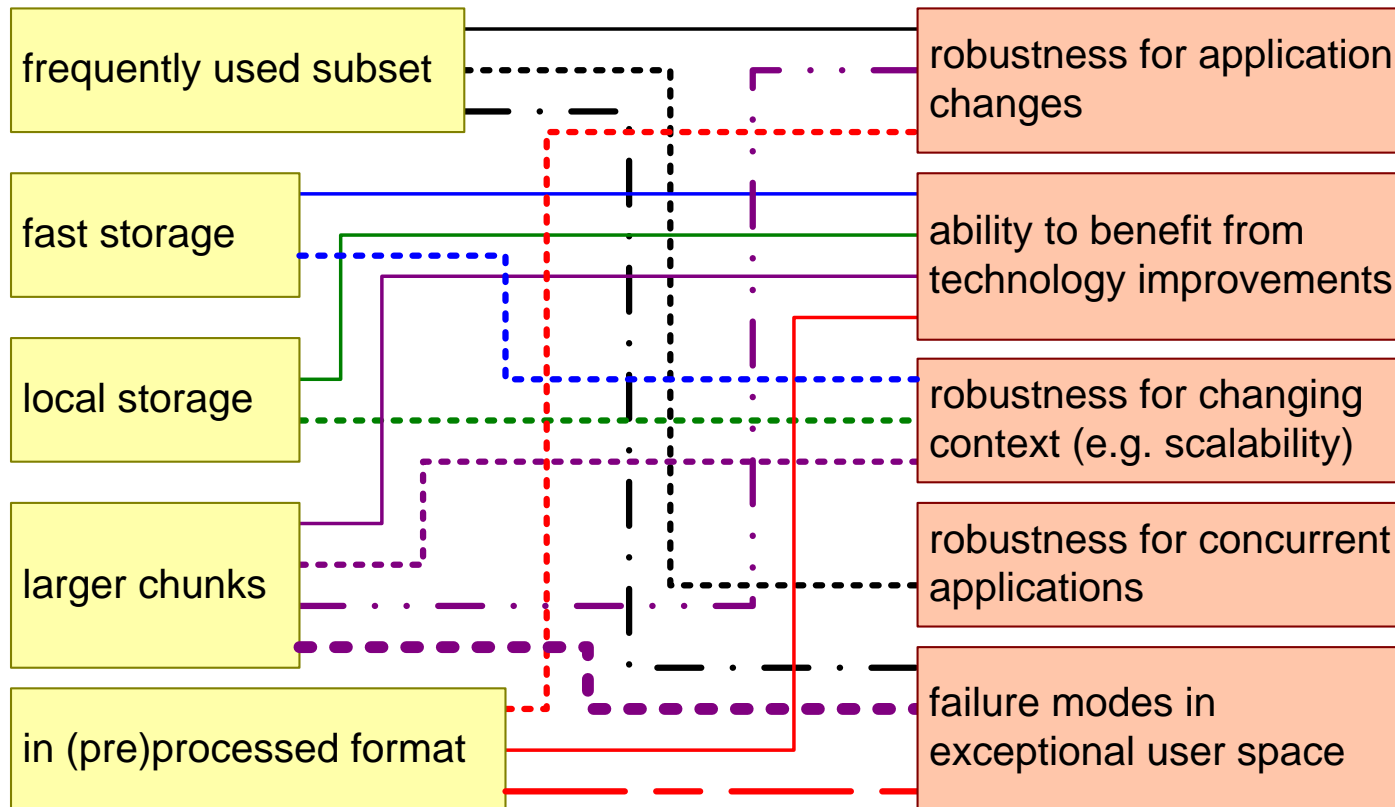
Example Web Shop



Impact of Picture Cache



Risks of Caching



zero order web server load model

$$\text{Load} = n_a * t_a$$

n_a = total requests

t_a = cost per request

First Order Load Model

first order web server load model

$$\text{Load} = n_{a,h} * t_h + n_{a,m} * t_m$$

$n_{a,h}$ = accesses with cache hit

$n_{a,m}$ = accesses with cache miss

t_h = cost of cache hit

t_m = cost of cache miss

$$n_{a,h} = n_a * h$$

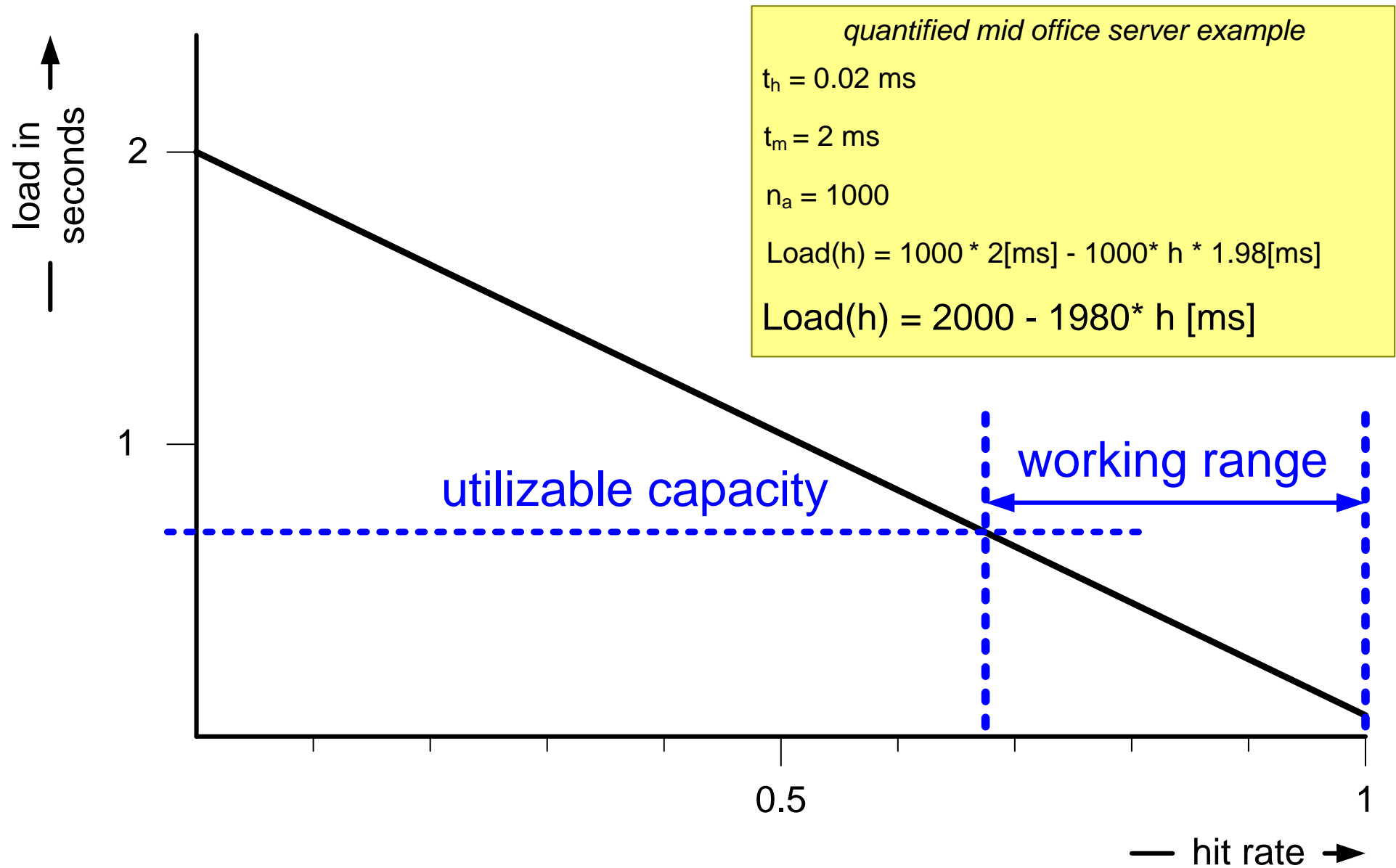
$$n_{a,m} = n_a * (1-h)$$

n_a = total accesses

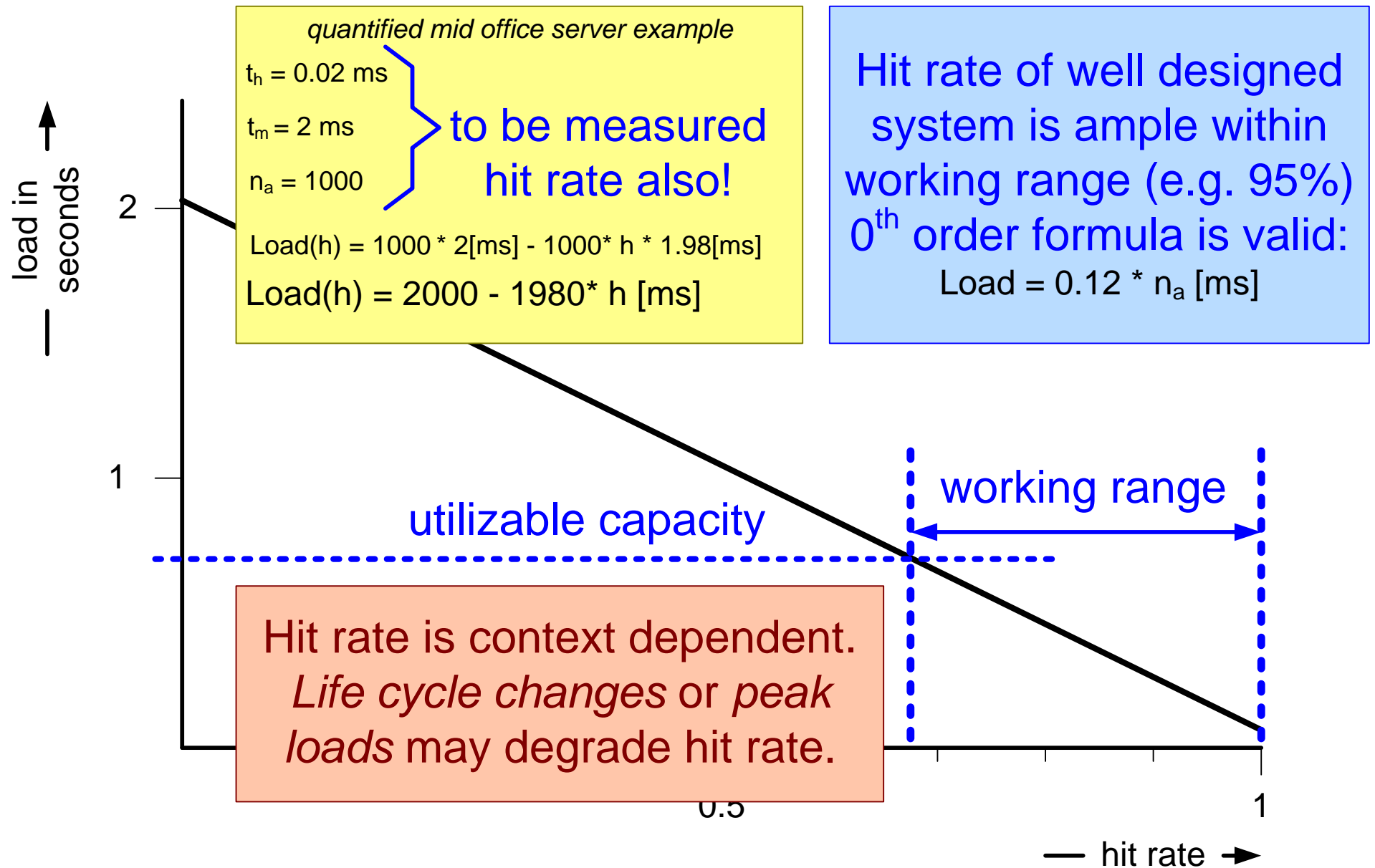
h = hit rate

$$\text{Load}(h) = n_a * h * t_h + n_a * (1-h) * t_m = n_a * t_m - n_a * h * (t_m - t_h)$$

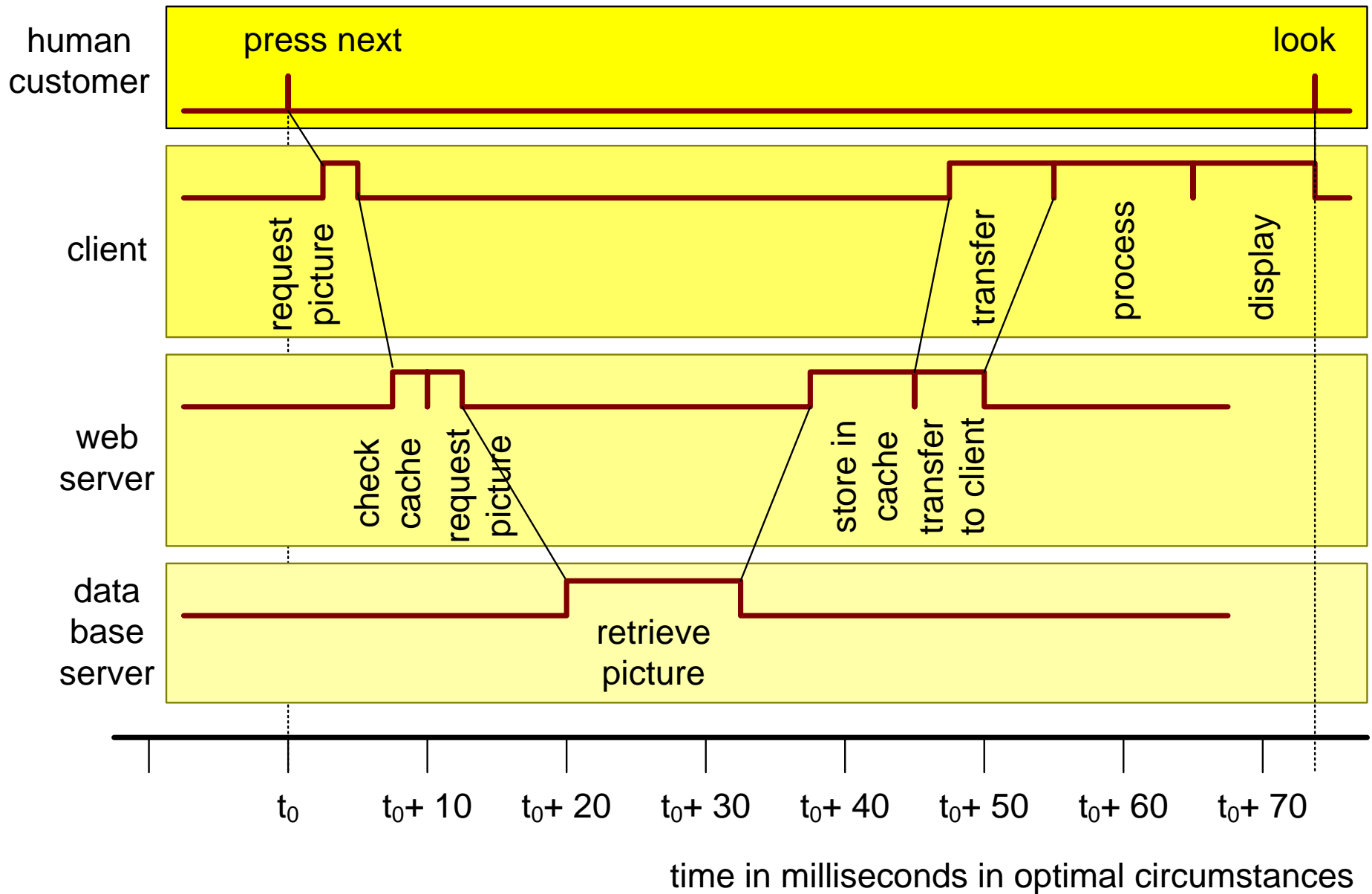
Quantification: From Formulas to Insight



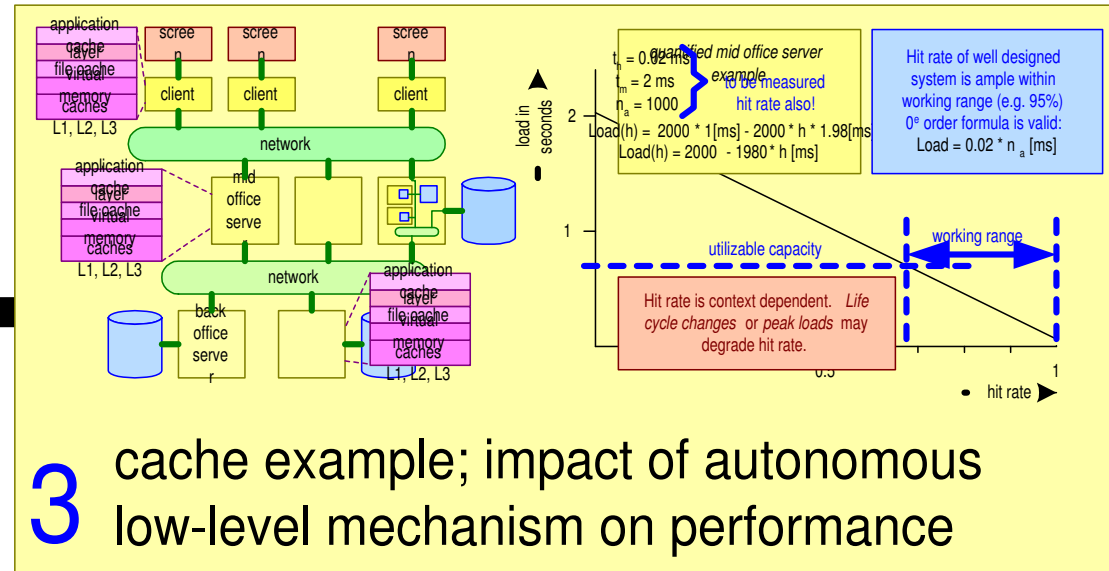
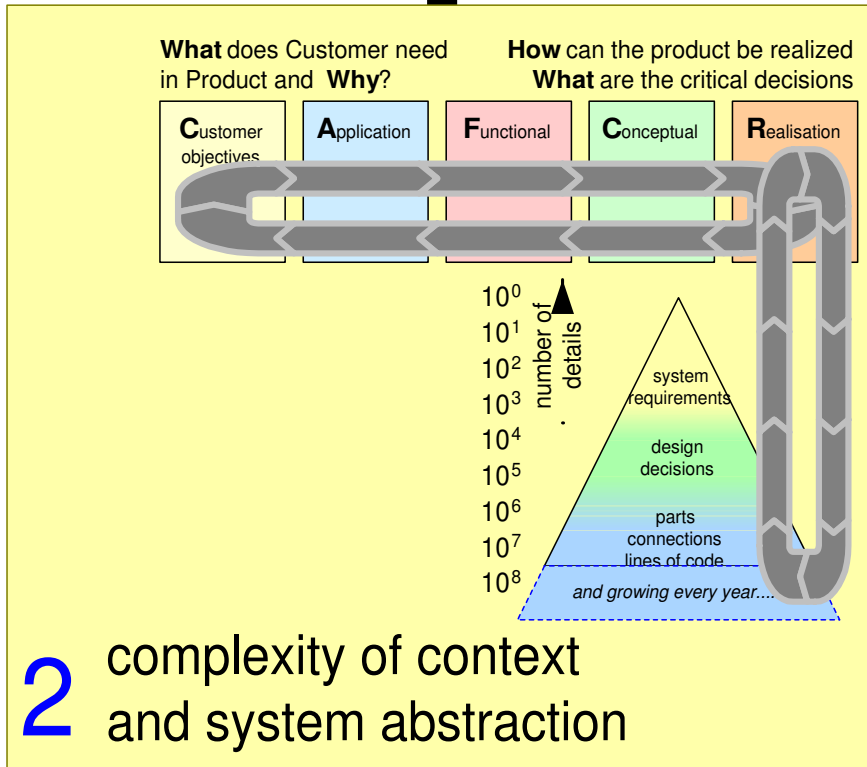
Hit Rate Considerations



Response Time



1 performance example:
do we understand our design?



4 discussion and conclusion

Some *Understandability* Propositions

central full control does not imply understandability

delegated autonomous behavior does not imply understandability

a few simple rules can create very complex behavior

understanding does not imply determinism or predictability

valid abstractions facilitate understanding

simulations provide numbers, not understanding

only humans understand!

Conclusions

control , *predictability* , and *determinism* are **illusions**

simple rules can create *complex* **non-understandable**
systems

challenge: to *model* systems at " **right** " *abstraction* level