

# Why Quantified Insight in System Design is Required.

by *Gerrit Muller*     University of South-Eastern Norway-NISE

e-mail: `gaudisite@gmail.com`

`www.gaudisite.nl`

## Abstract

Software education is mostly function-oriented. Techniques and formalisms are focused on system *behavior*. Software architects often don't have a quantified insight in problem domain or chosen solutions, although computers work internally with bits and bytes. This is a problem for IT systems in general, but is more so for embedded systems. Embedded systems interact with the physical world, which can be modeled quantitatively: energy consumption, speed, force, et cetera. This presentation addresses quantification of system and software design, illustrated by case examples.

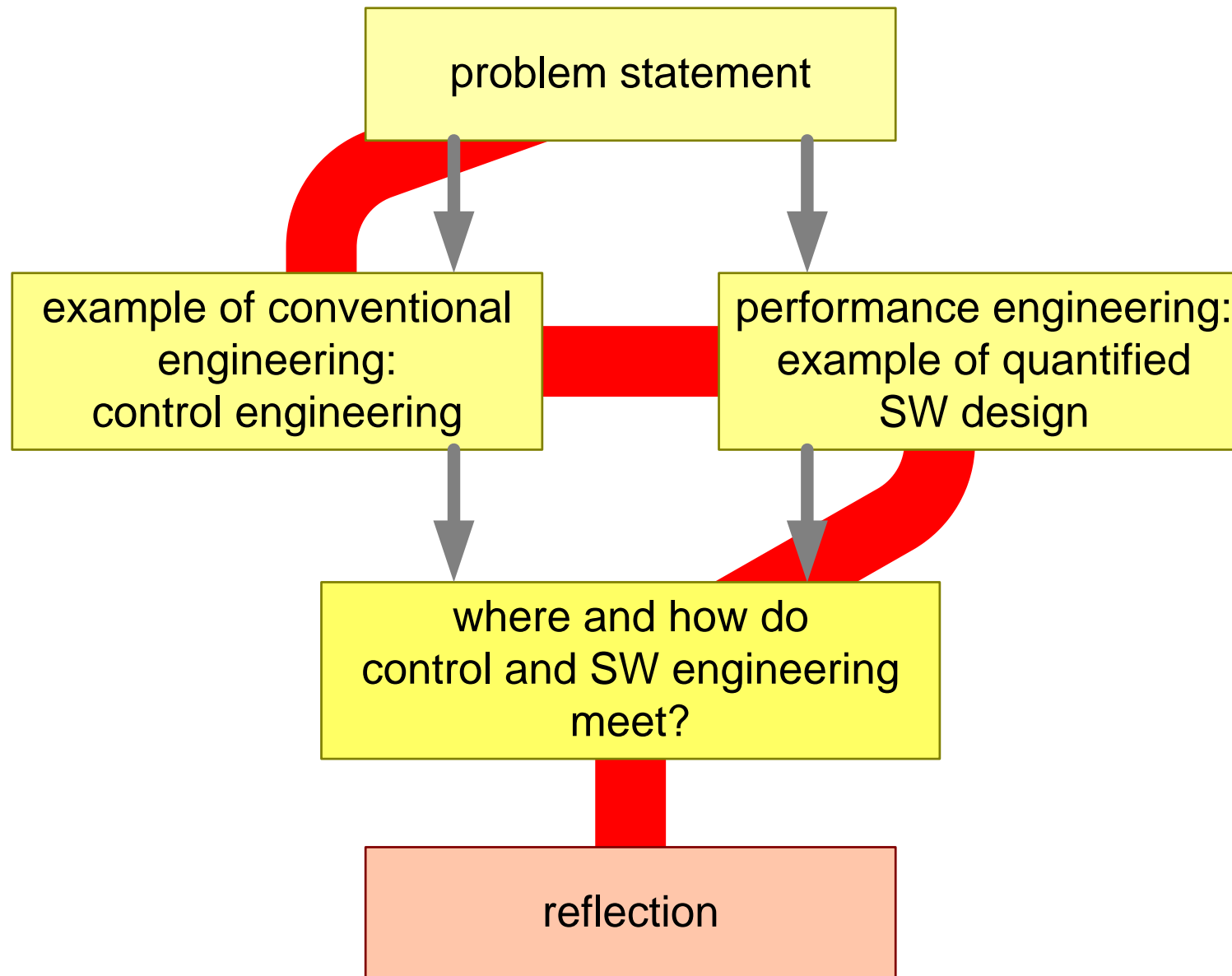
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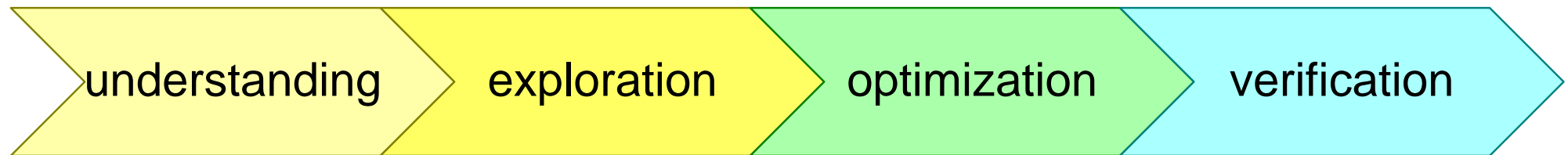
# Figure Of Contents™

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# Purpose of Quantification

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Ask a SW-architect to *quantify*  
the product under construction.

What happens?

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Ask a SW-architect to *quantify* the product under construction.

What happens?

The *project* is quantified, rather than the *system* of interest

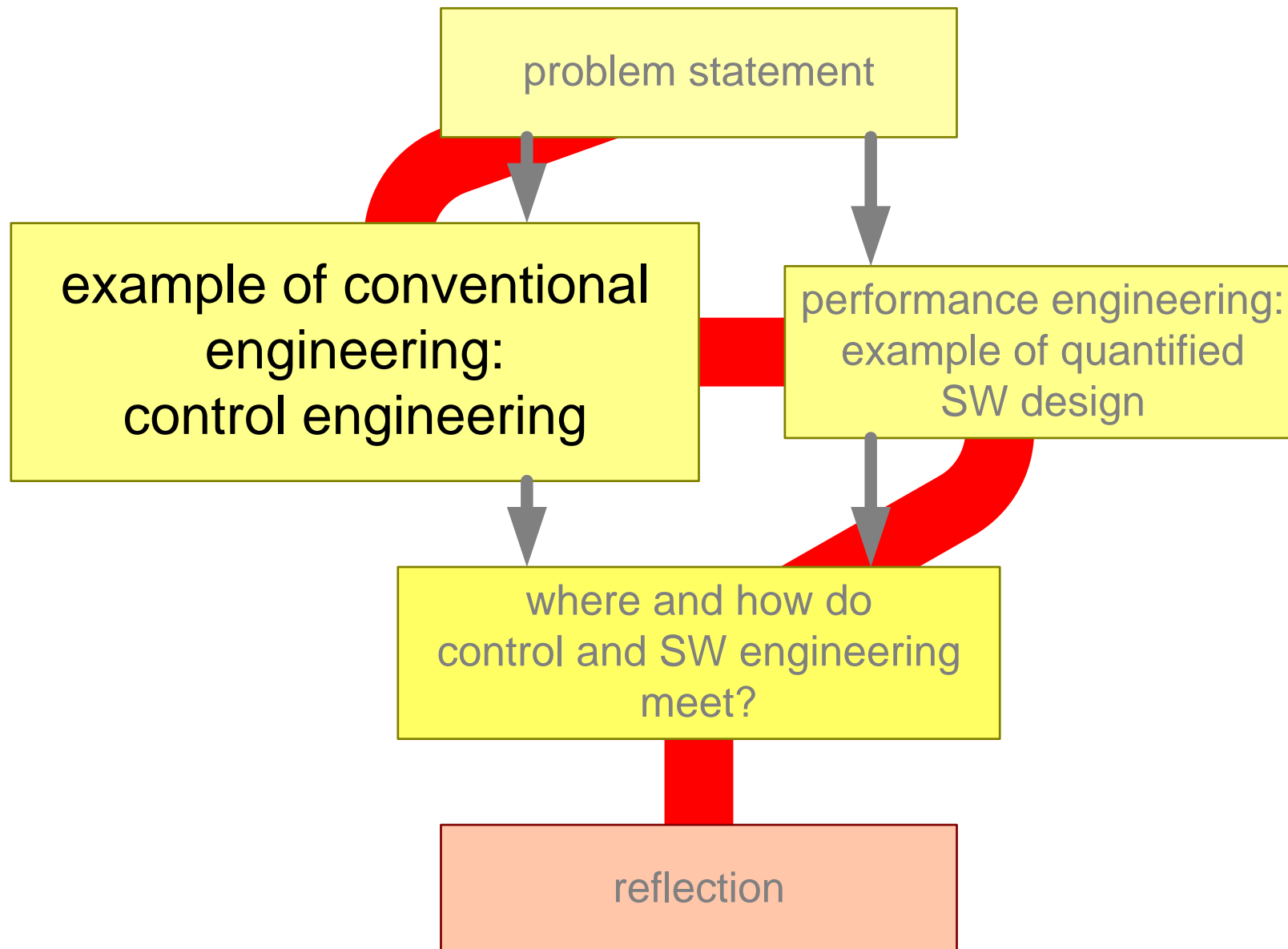
<i>man-years</i>	<i>code-complexity</i>
<i>lines-of-code</i>	<i>fault density</i>
<i>problem reports</i>	<i>release schedule</i>

The SW engineering discipline today is *process* oriented, quantities are process metrics.

The System Of Interest (SOI) is designed from *behavioral* point of view.

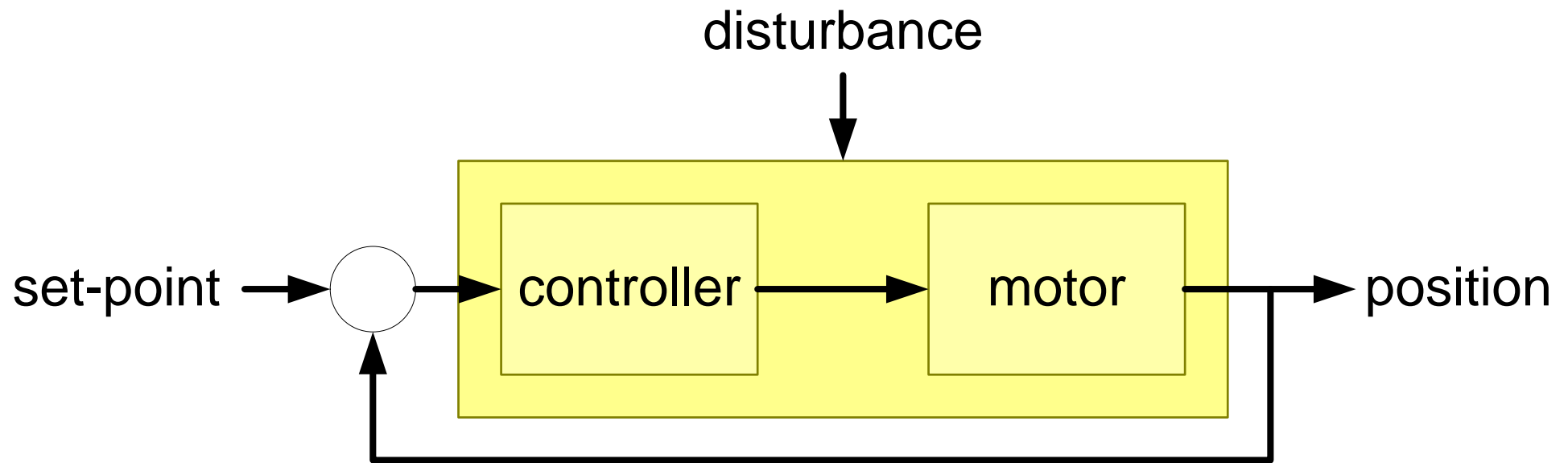
Conventional Engineering disciplines design the SOI with *quantitative* techniques.

Qualities of SW intensive systems, such as performance, are *emerging* i.s.o. *predictable* properties



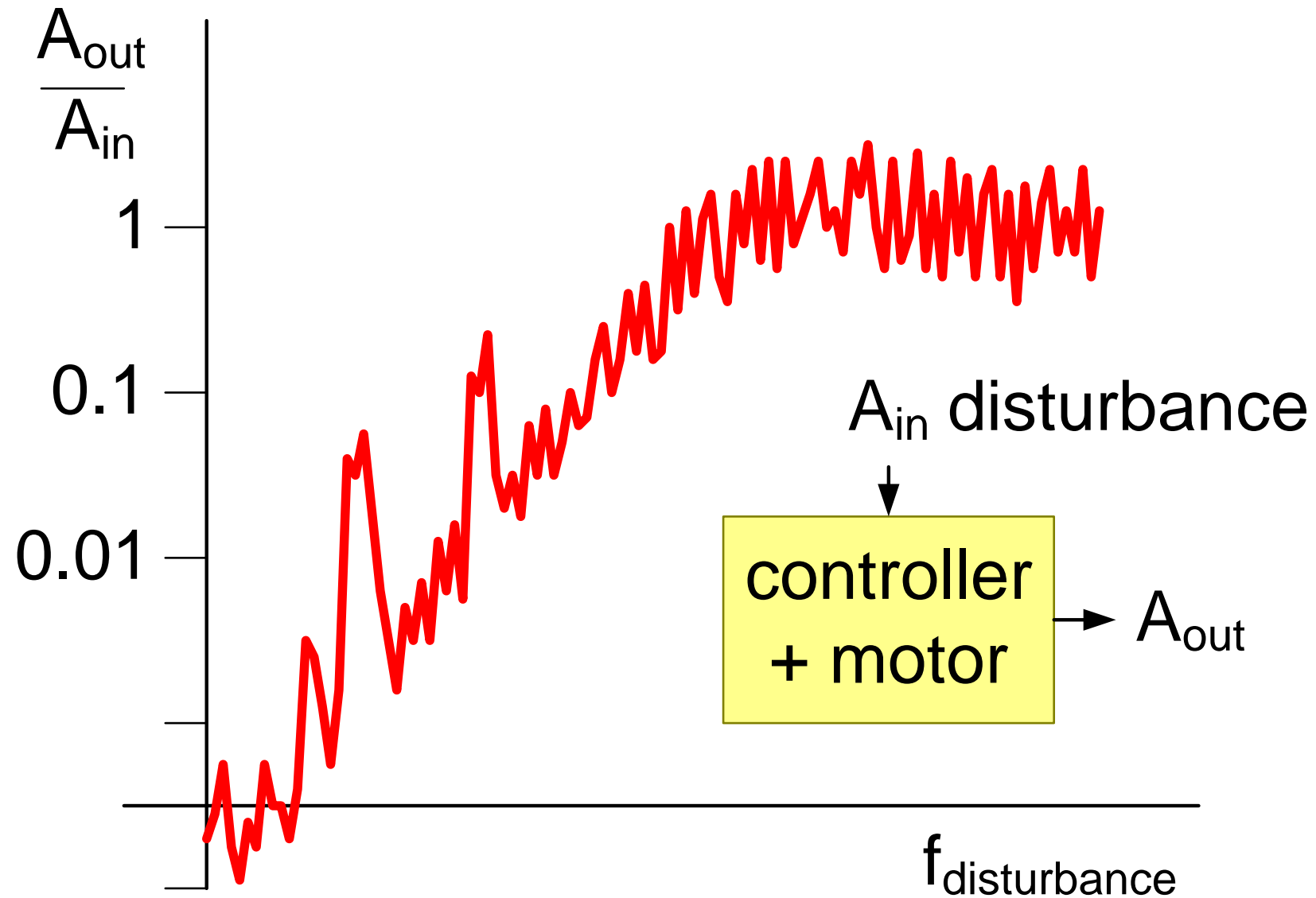
# Block Diagram Control Measurement

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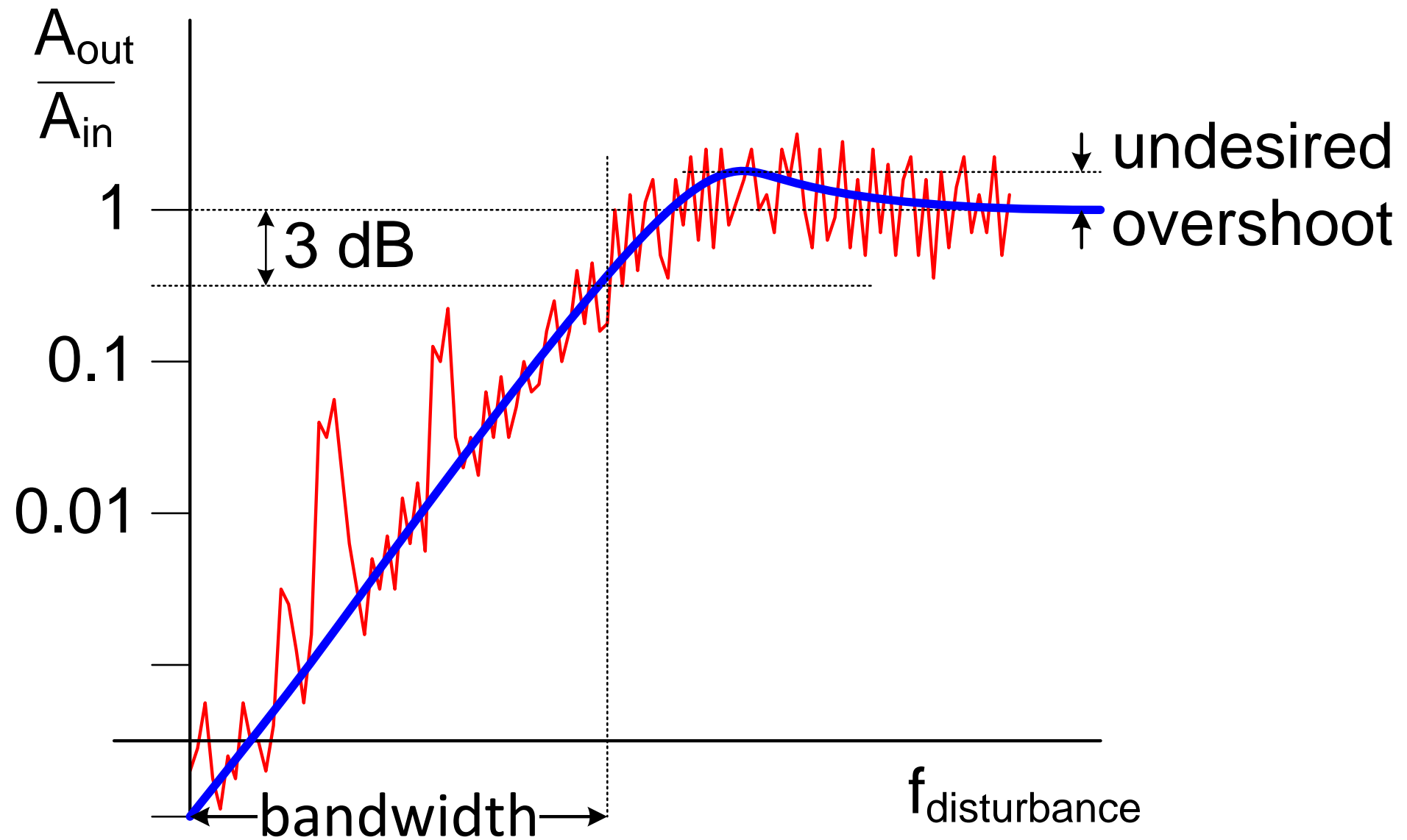




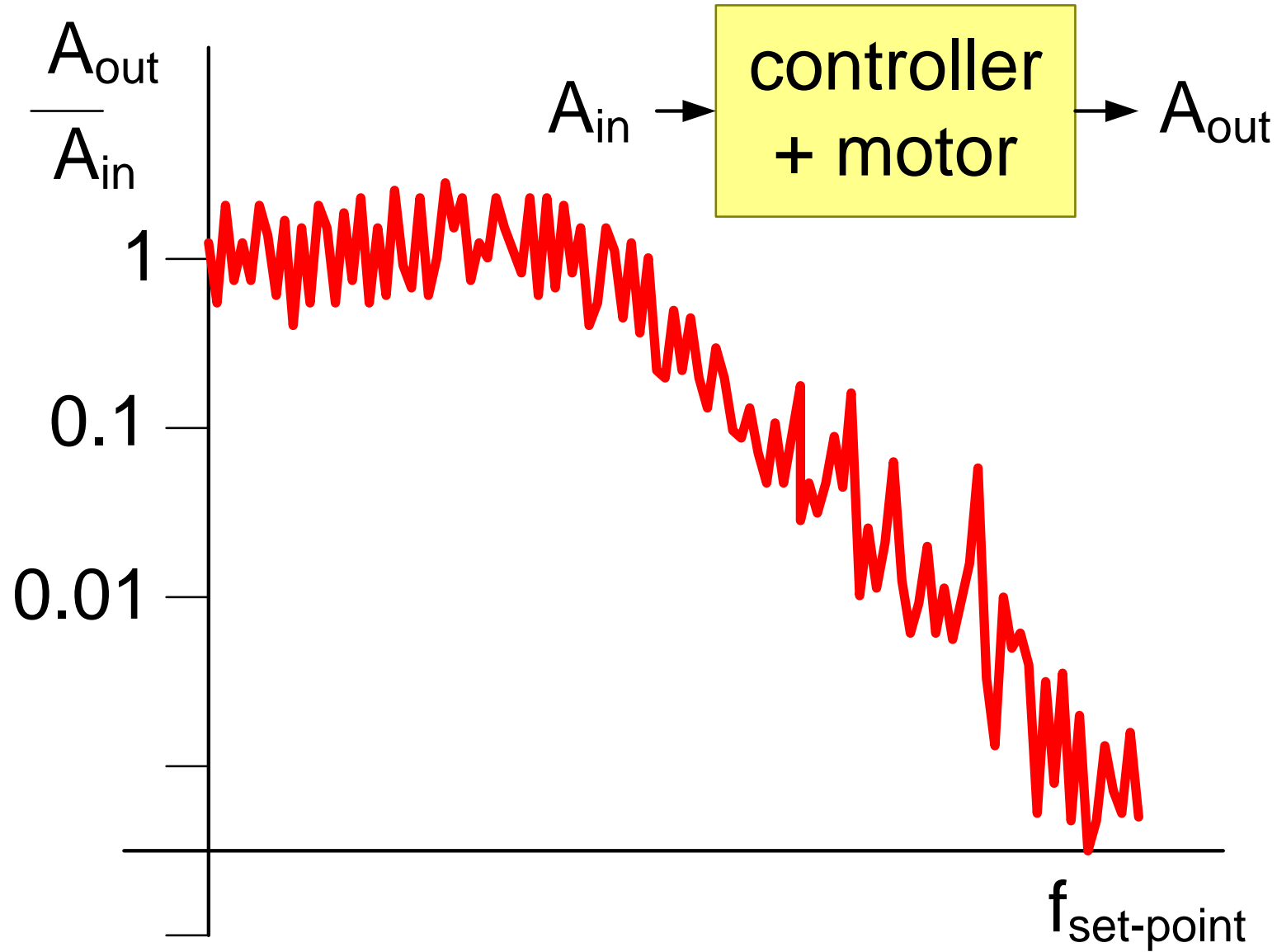
# Measuring Disturbance Transfer



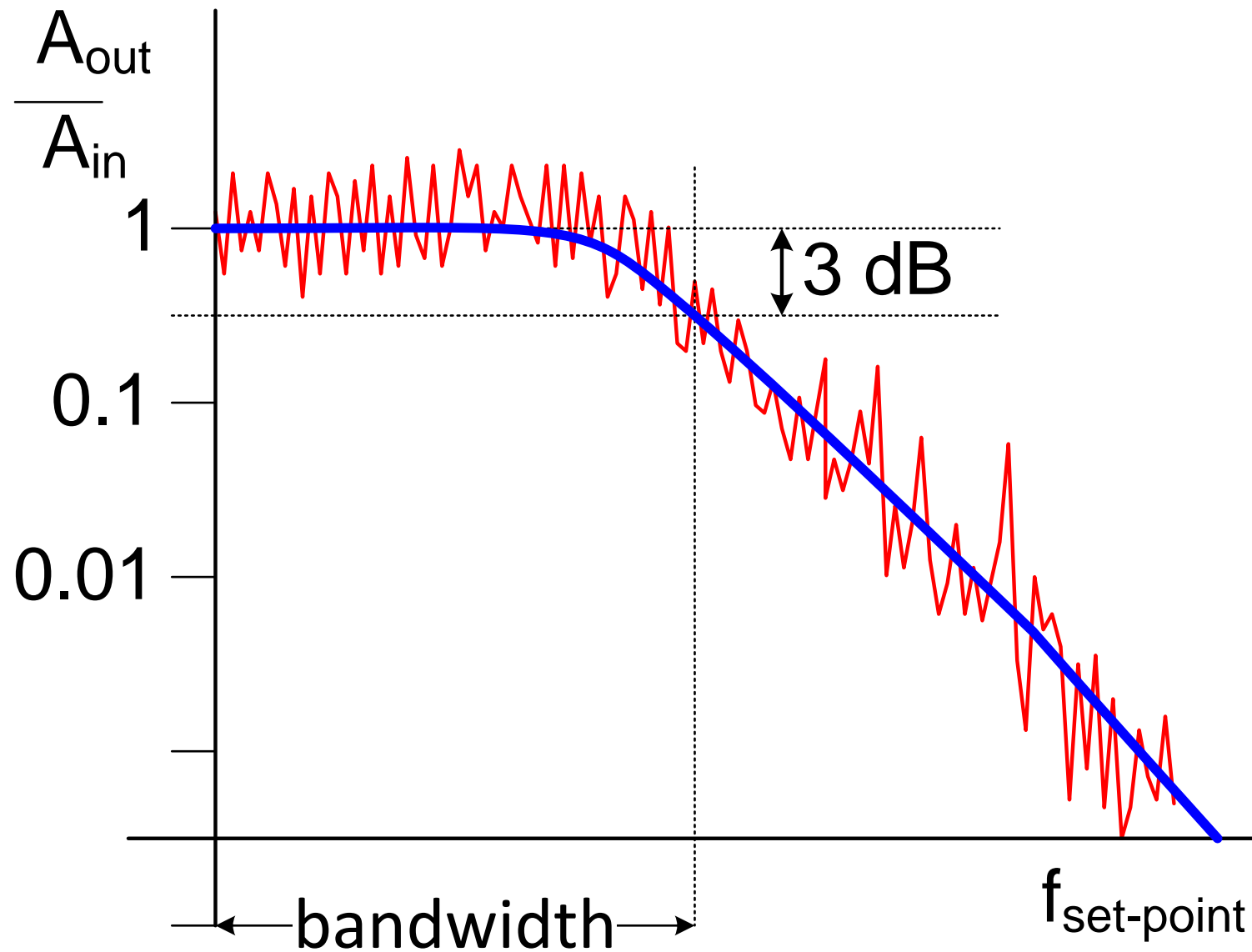
# Idealized Disturbance Transfer



# Measuring Tracking Response

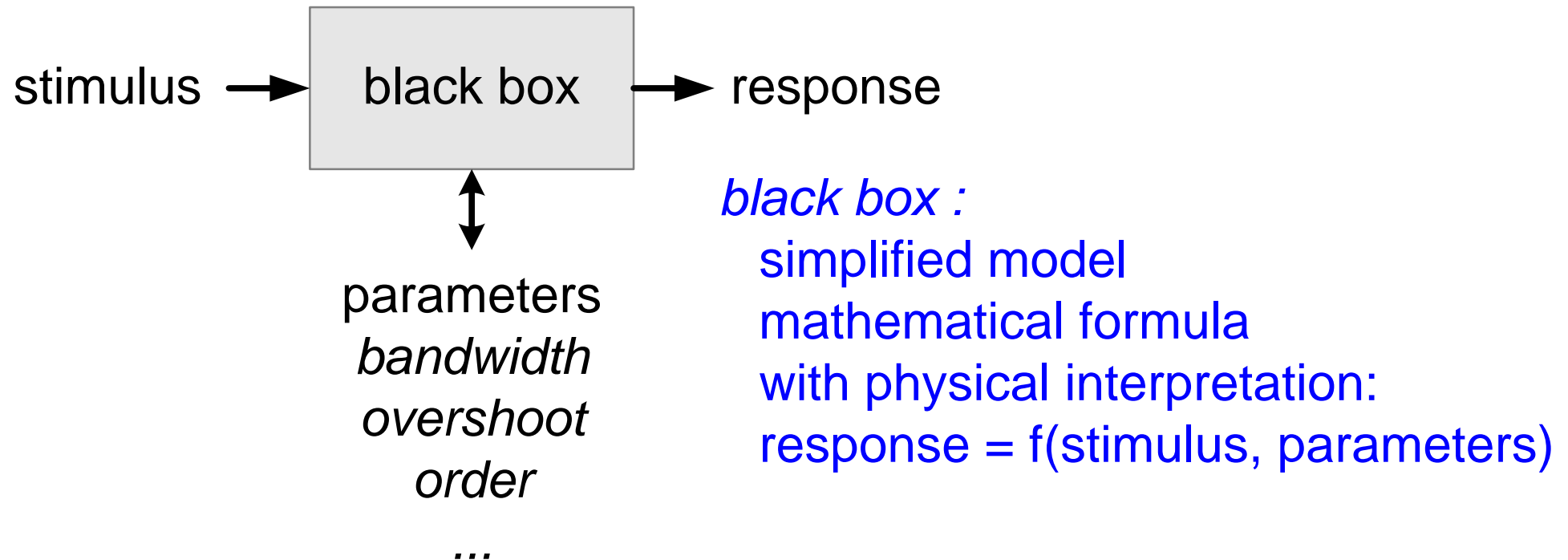


# Idealized Tracking Response

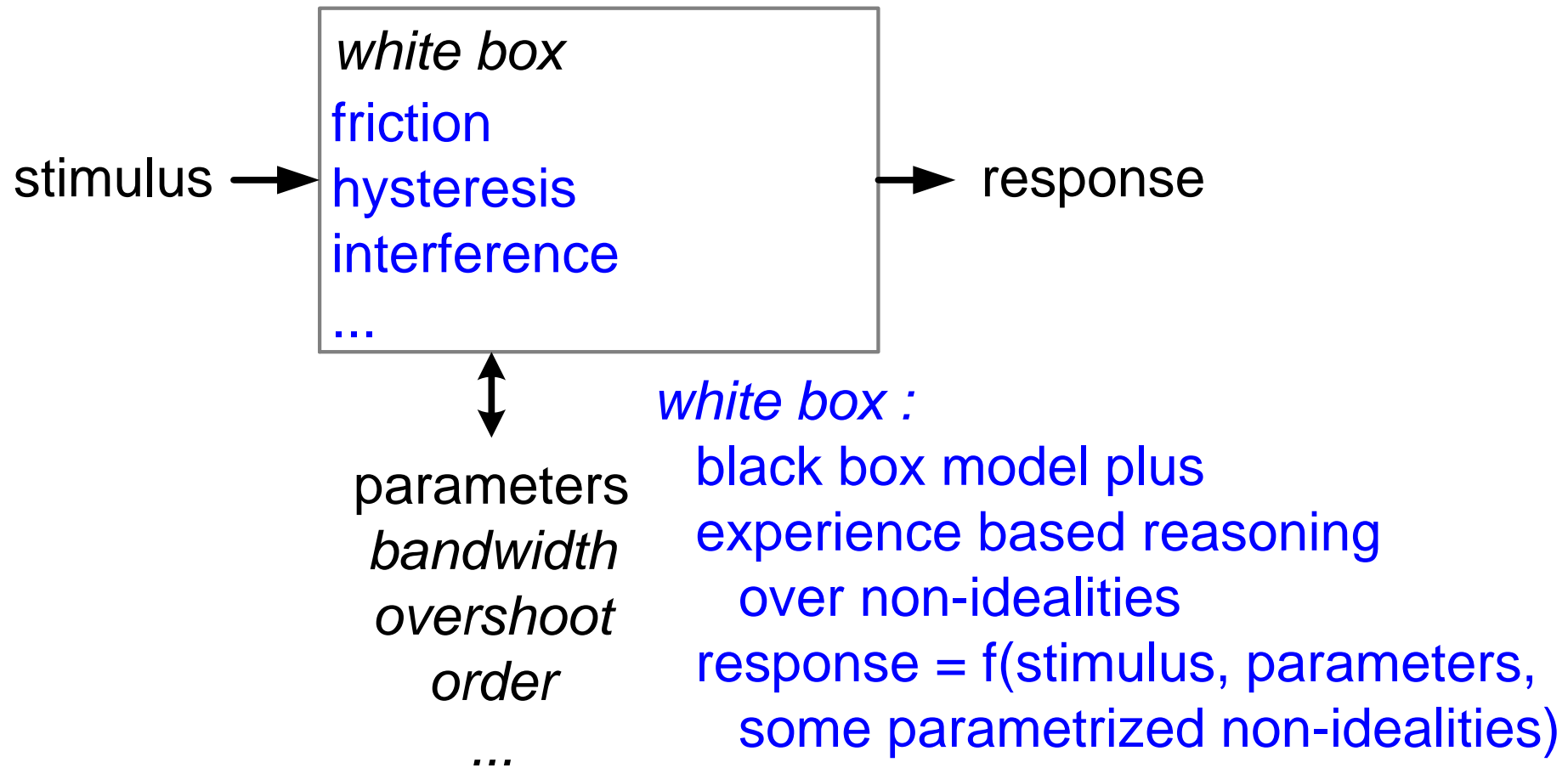


# Black Box Model

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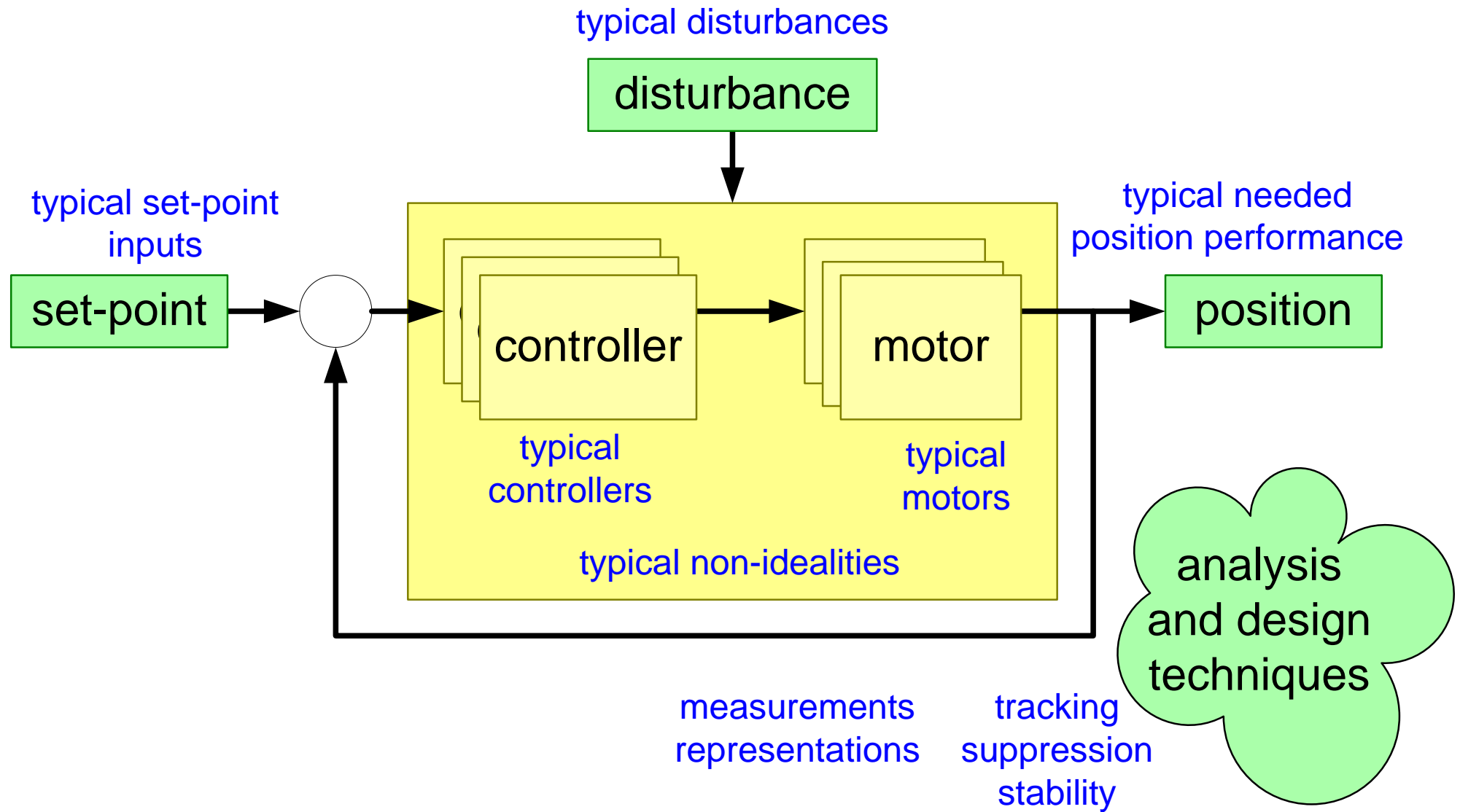


# White Box Model



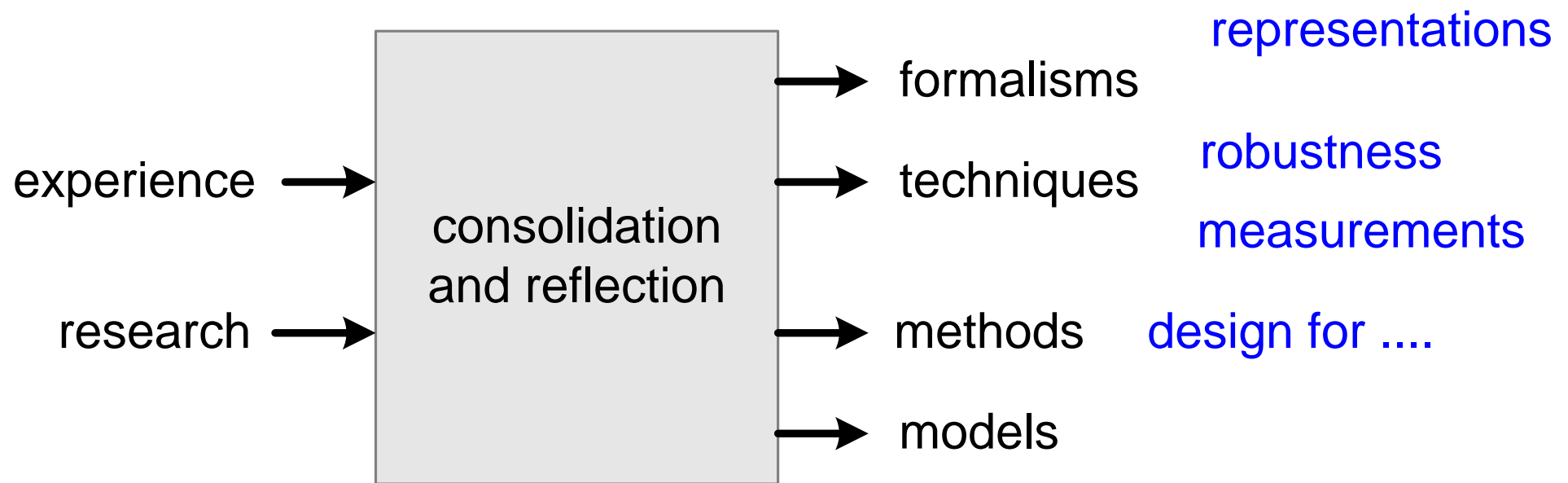
challenge: to know what non-idealities to ignore  
and to ignore as much as possible

# Control Engineering Knowledge

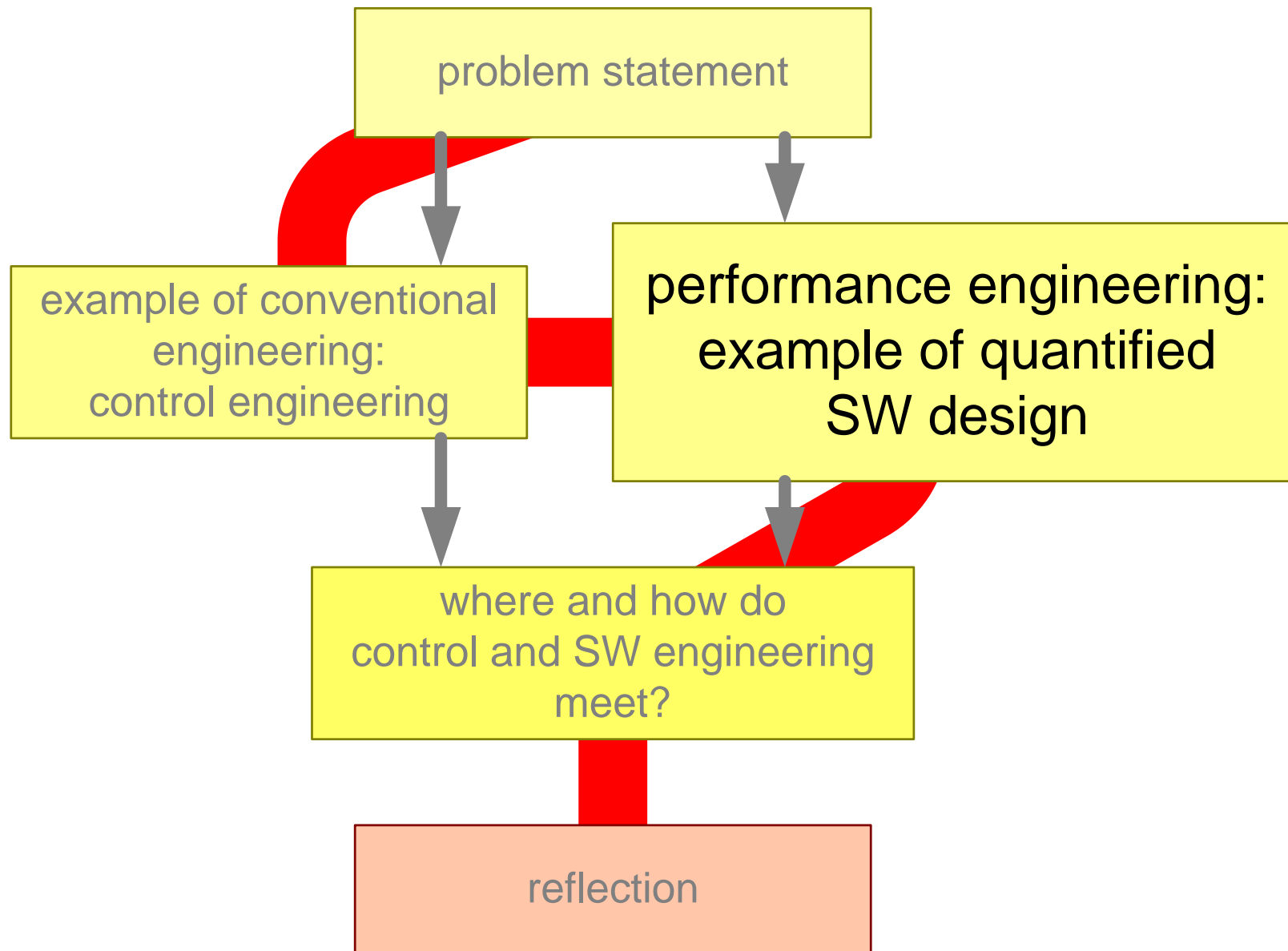


# Summary of Control Engineering

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# What is the Performance of this Code?

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:

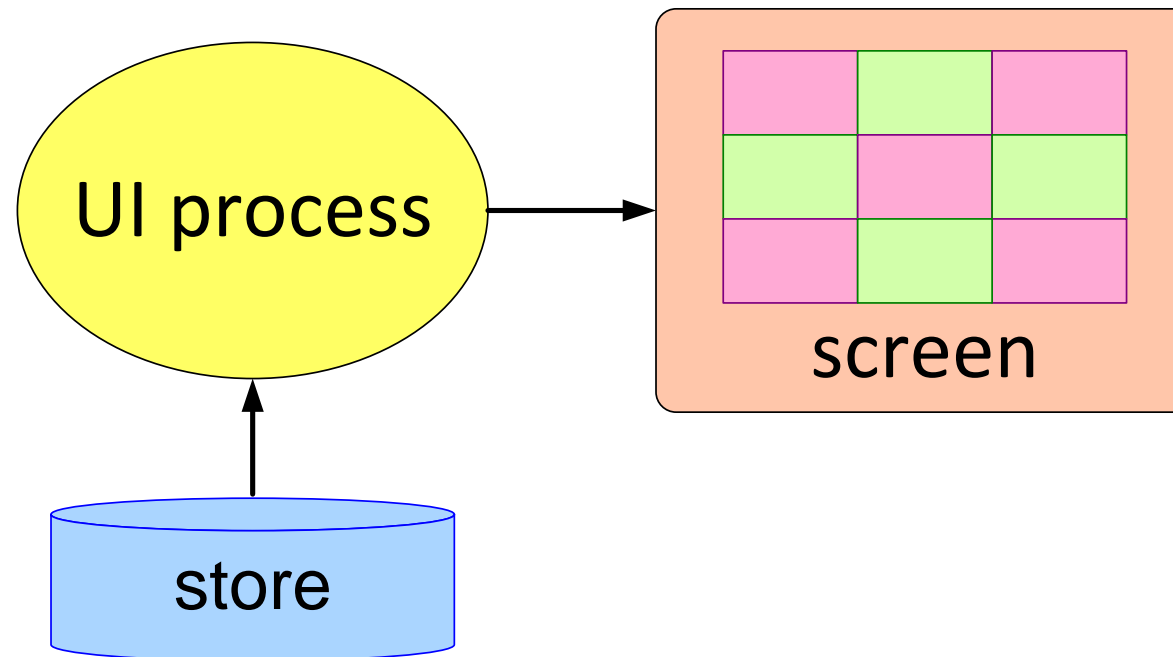
event 3\*3 -> show screen 3\*3

```
<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 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 3>  
</screen 3*3>
```

# What If....

Sample application code:

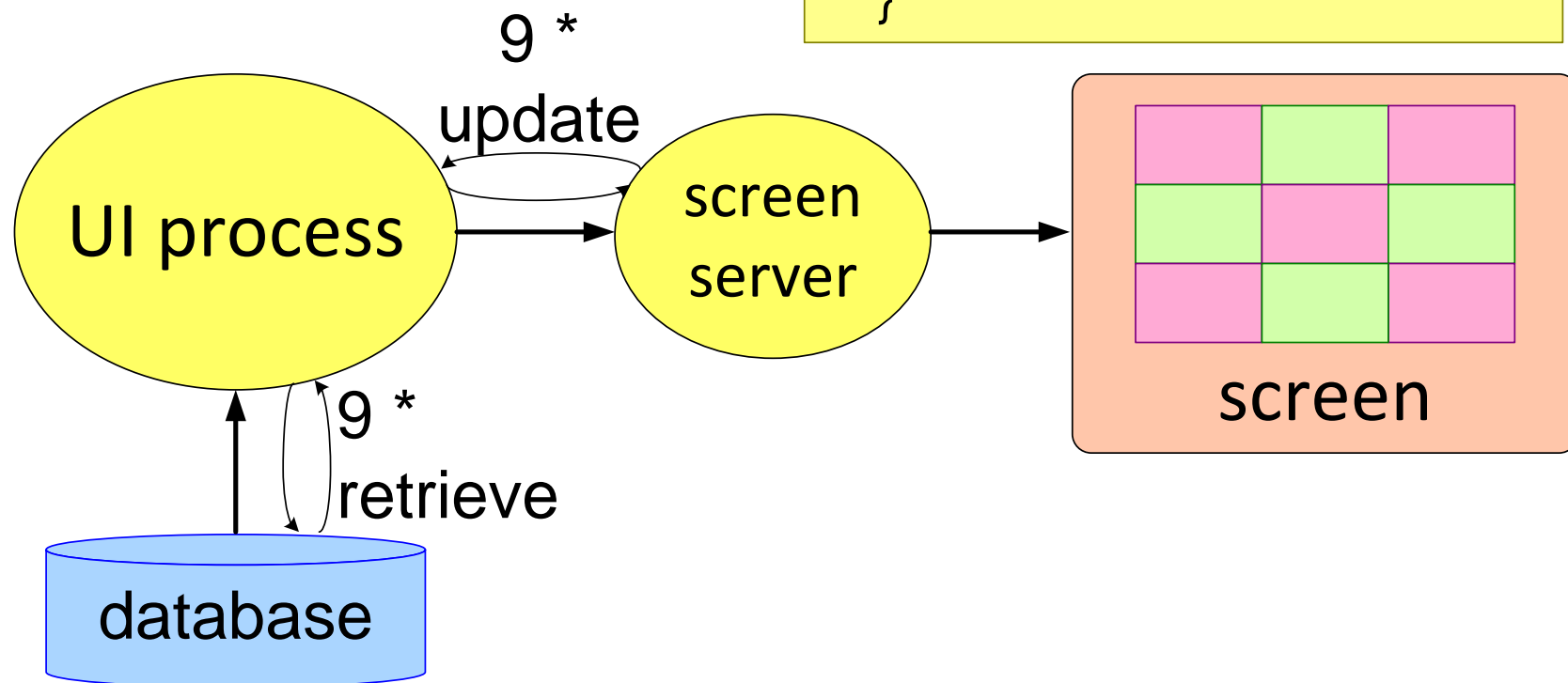
```
for x = 1 to 3 {  
  for y = 1 to 3 {  
    retrieve_image(x,y)  
  }  
}
```



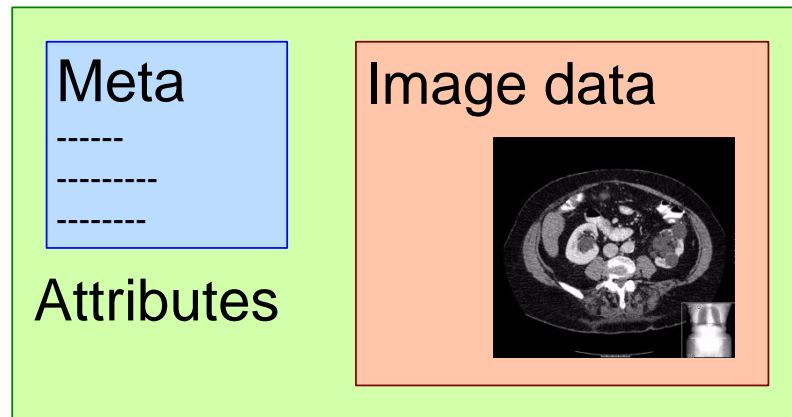
# What If....

Sample application code:

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



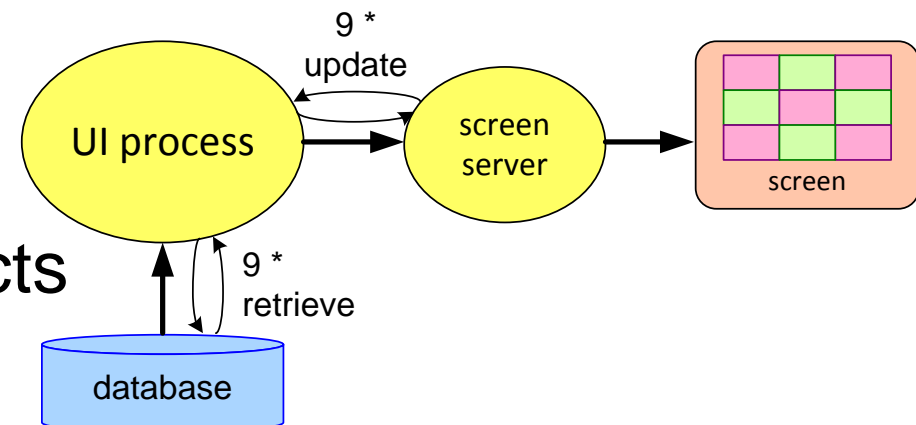
# What If....



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 $\mu$ 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)

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

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

- . . .

# Challenge SW Performance Design

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

Functions & Services

Middleware

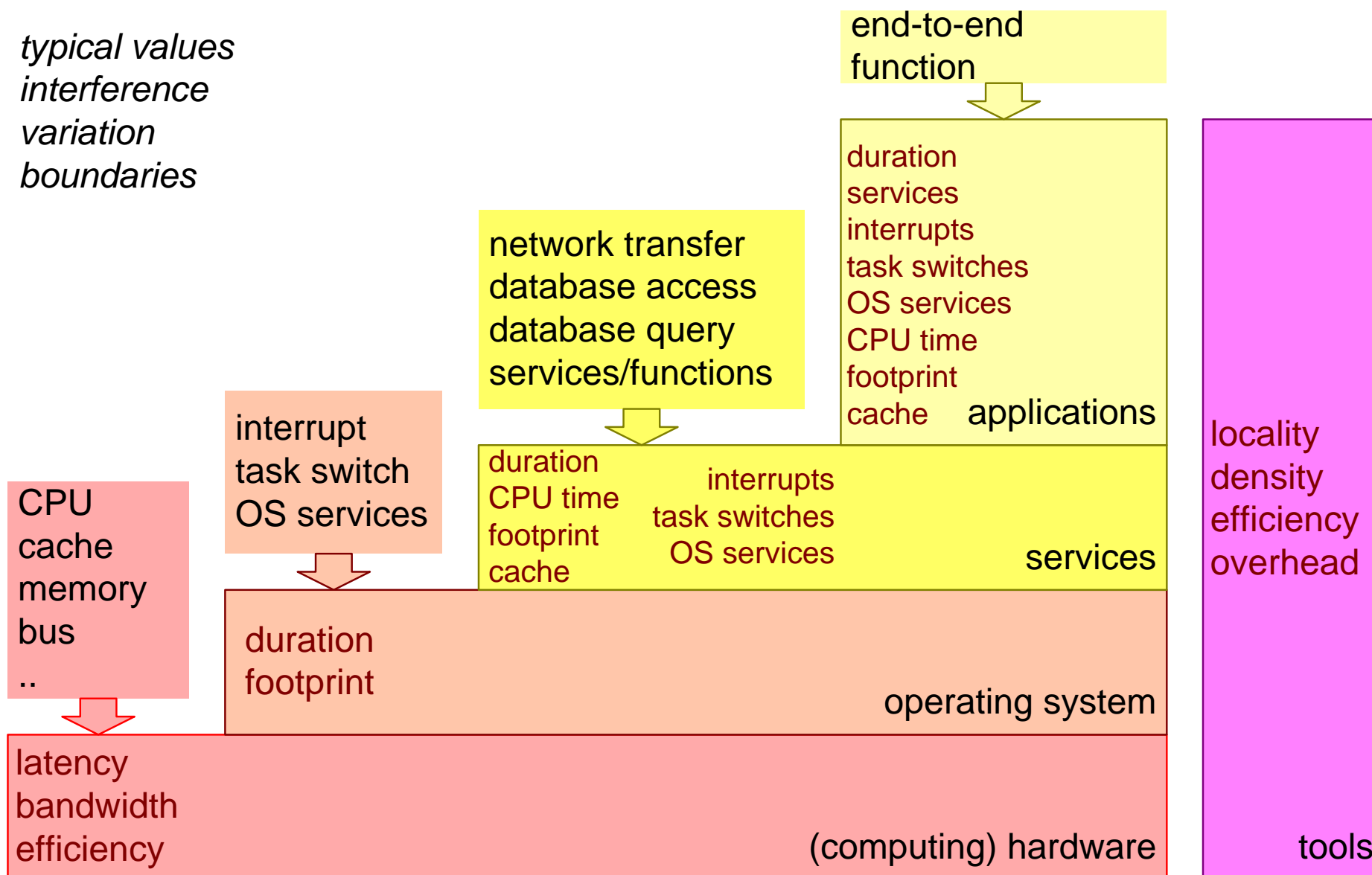
Operating systems

Hardware

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

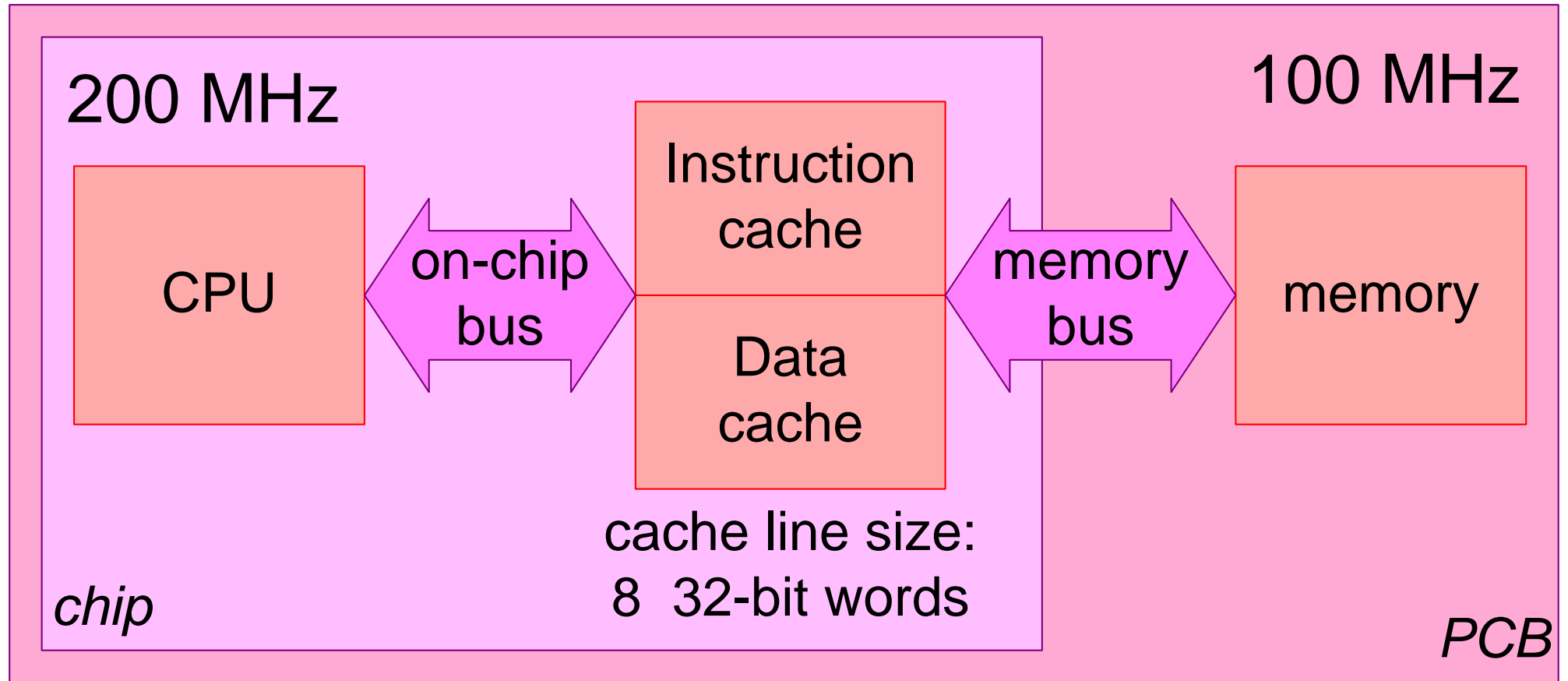
Challenge: How to understand MW, OS, HW  
with only a few parameters

# Layered Benchmarking

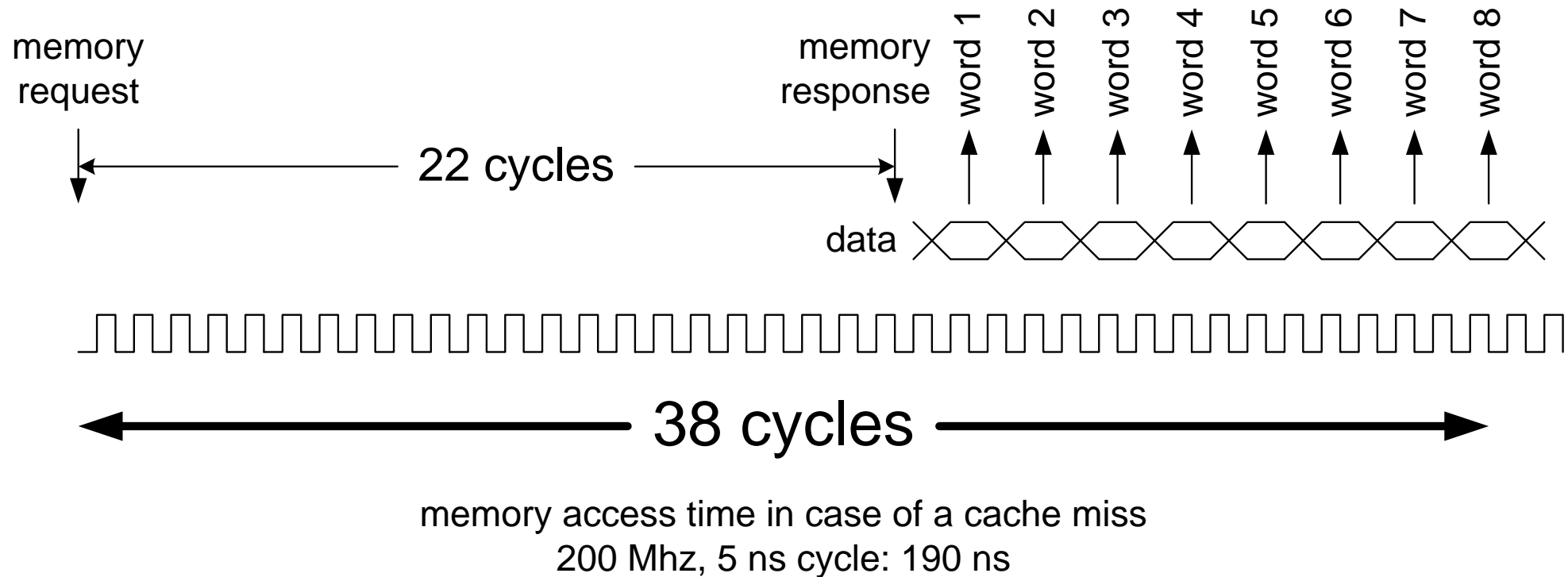




# Case: ARM9 Cache Performance



# Example Hardware Performance



## ARM9 200 MHz $t_{\text{context switch}}$ as function of cache use

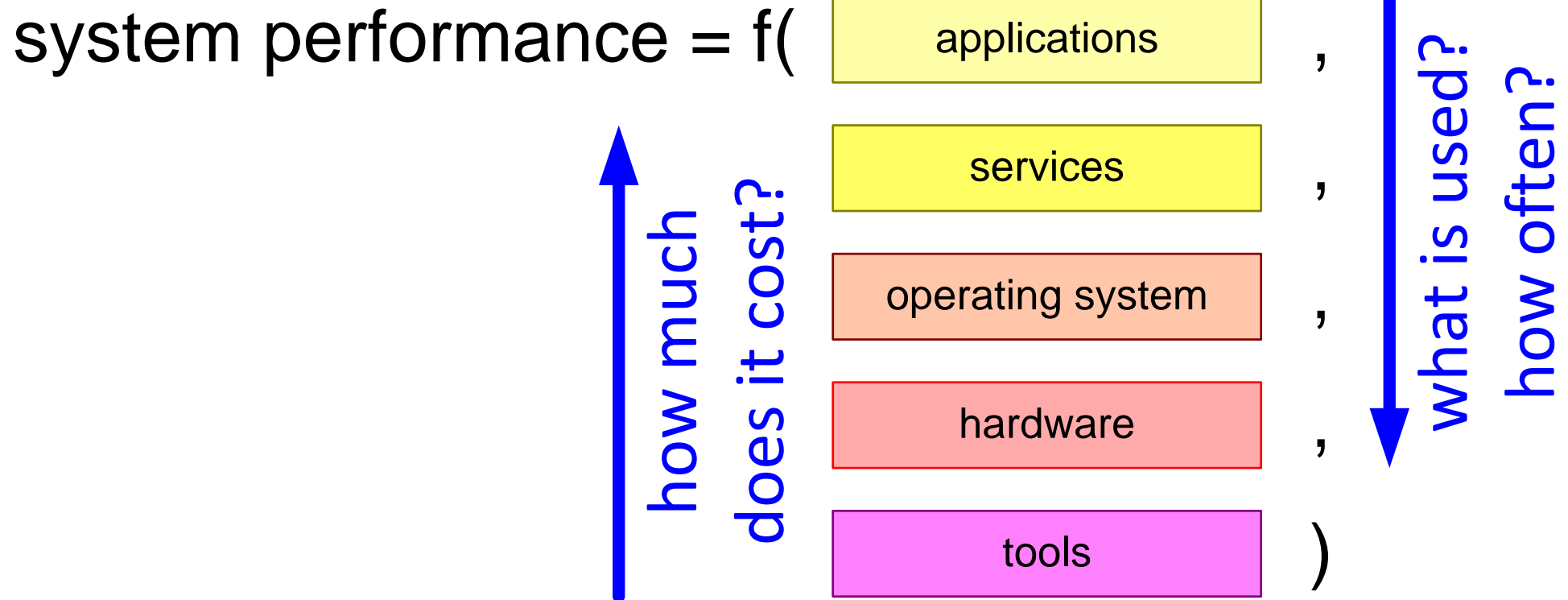
cache setting	$t_{\text{context switch}}$
From cache	2 $\mu\text{s}$
After cache flush	10 $\mu\text{s}$
Cache disabled	50 $\mu\text{s}$

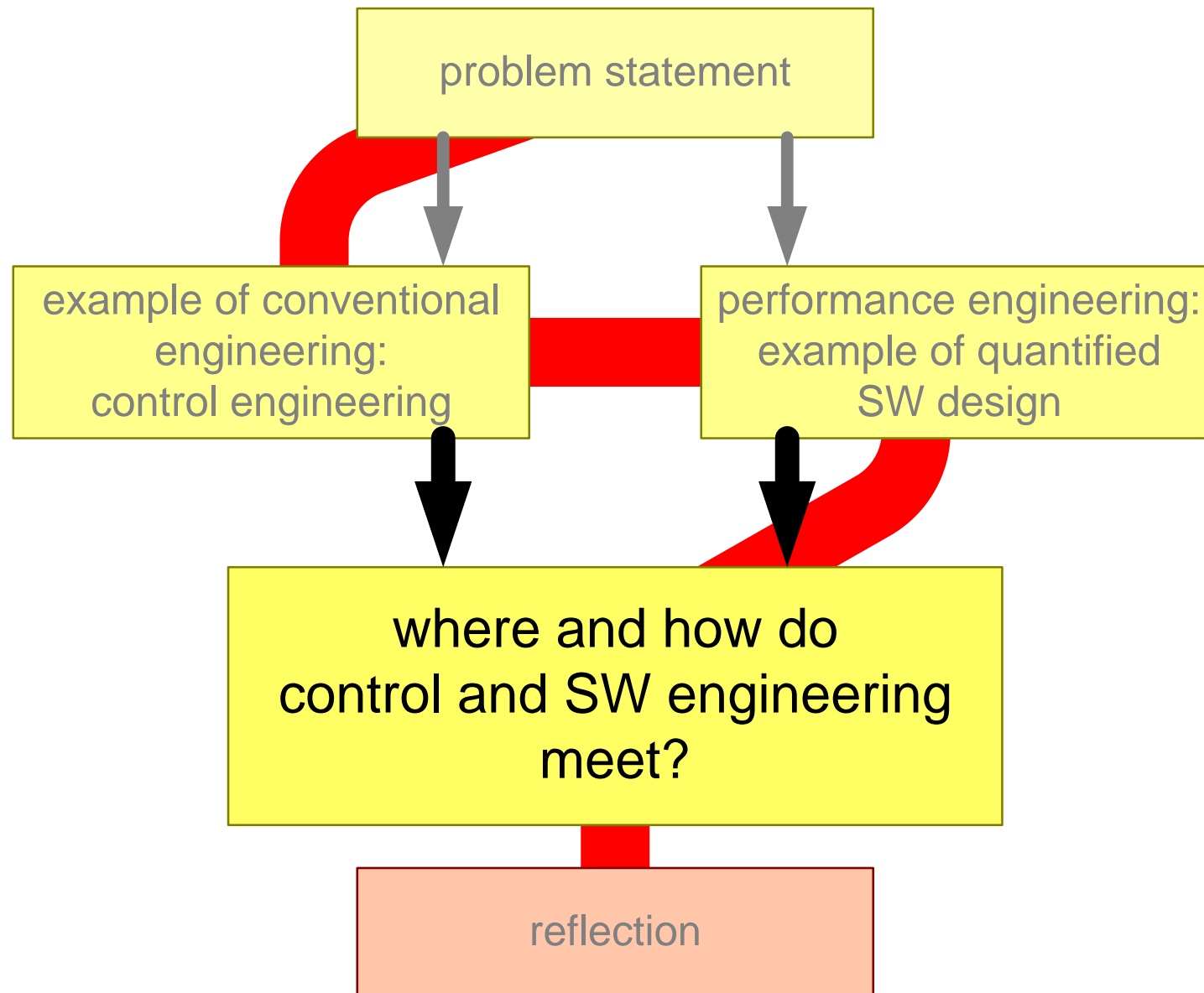
# Context Switch Overhead

$$t_{\text{overhead}} = n_{\text{context switch}} * t_{\text{context switch}}$$

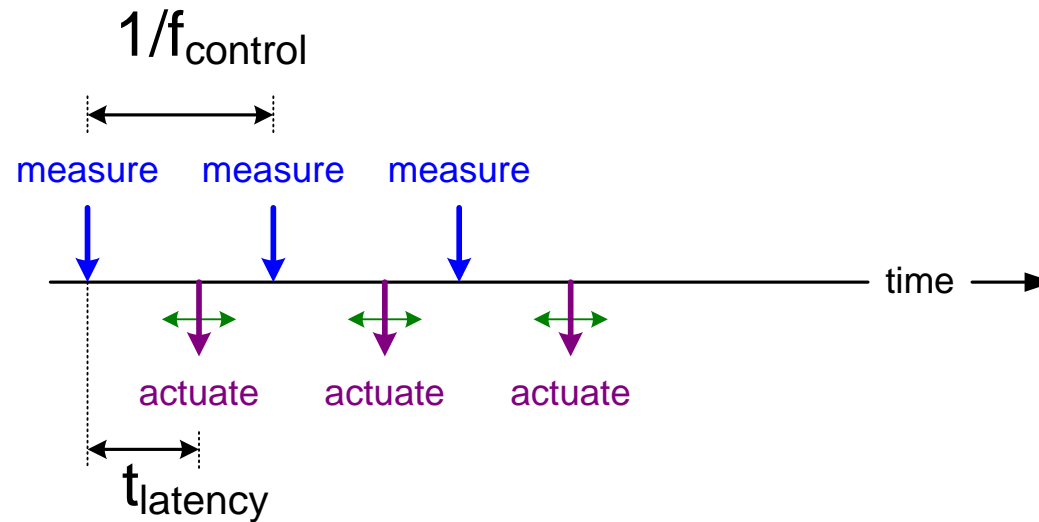
$n_{\text{context switch}}$ ( $\text{s}^{-1}$ )	$t_{\text{context switch}} = 10\mu\text{s}$		$t_{\text{context switch}} = 2\mu\text{s}$	
	$t_{\text{overhead}}$	CPU load overhead	$t_{\text{overhead}}$	CPU load overhead
500	5ms	0.5%	1ms	0.1%
5000	50ms	5%	10ms	1%
50000	500ms	50%	100ms	10%

# Performance as Function of all Layers



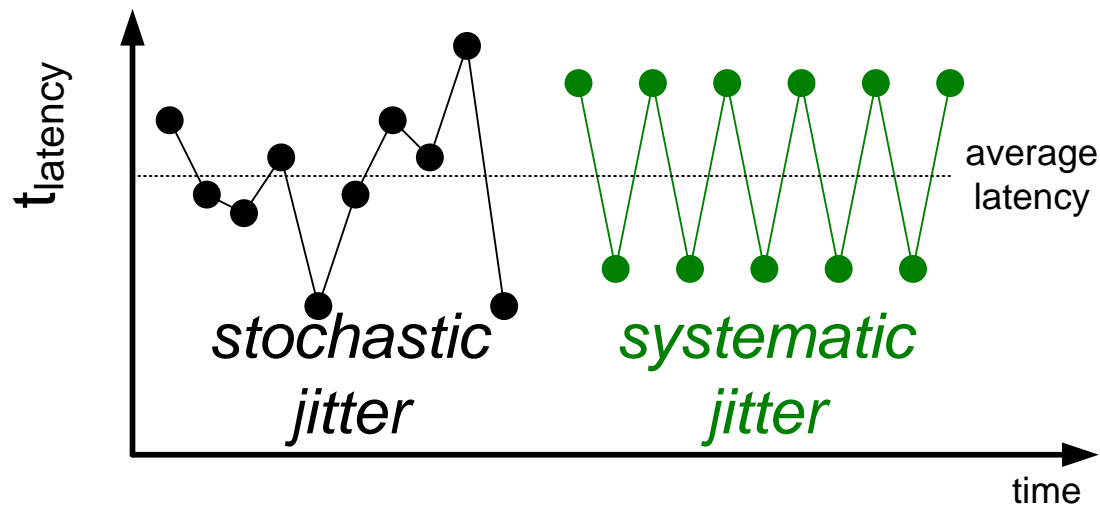


# Impact of Timing on Control Performance



*0<sup>e</sup> order*

$$\text{Performance}_{\text{control}} = f(f_{\text{control}}, t_{\text{latency}})$$

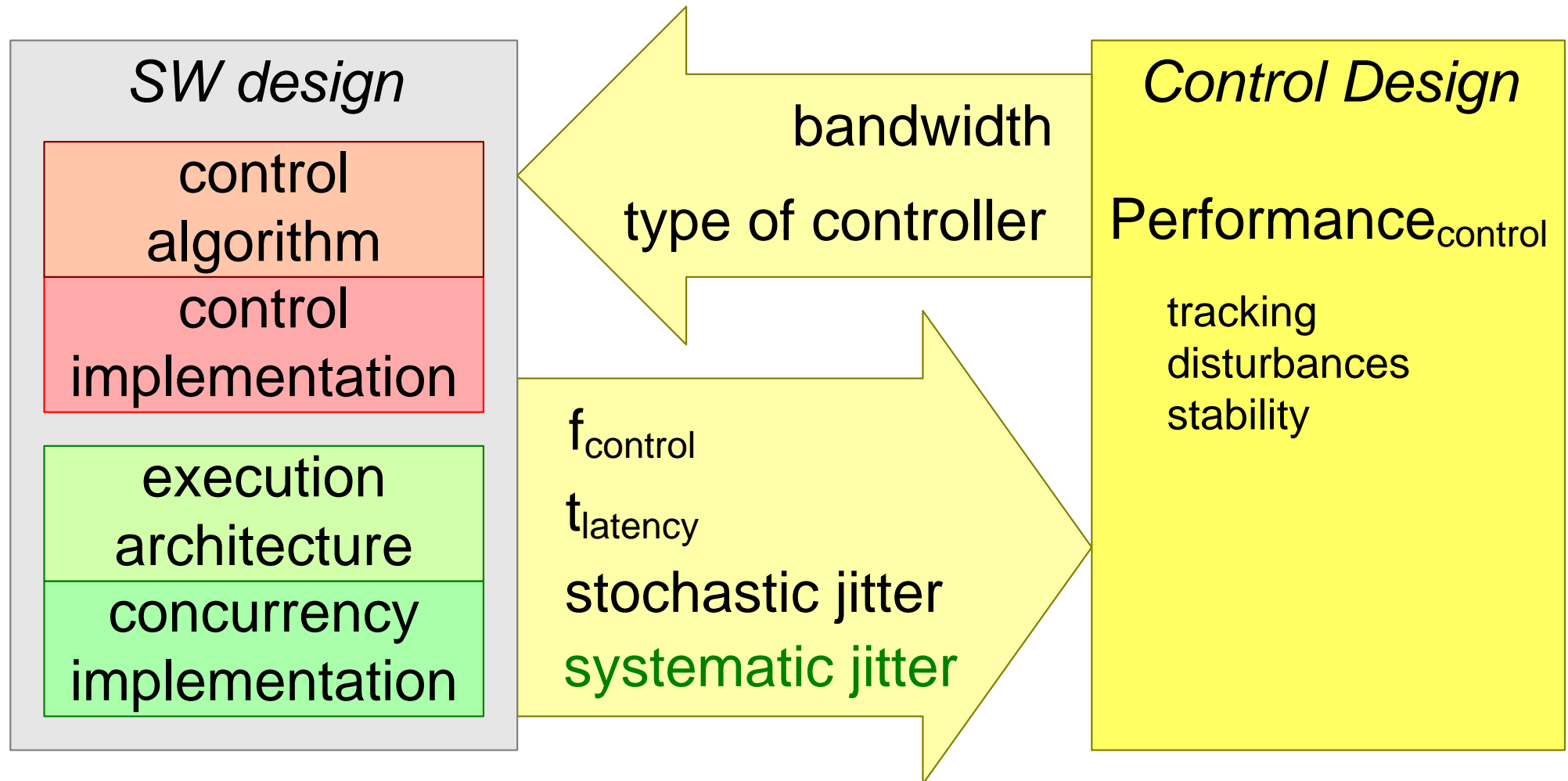


*1<sup>e</sup> order*

impact of jitter on

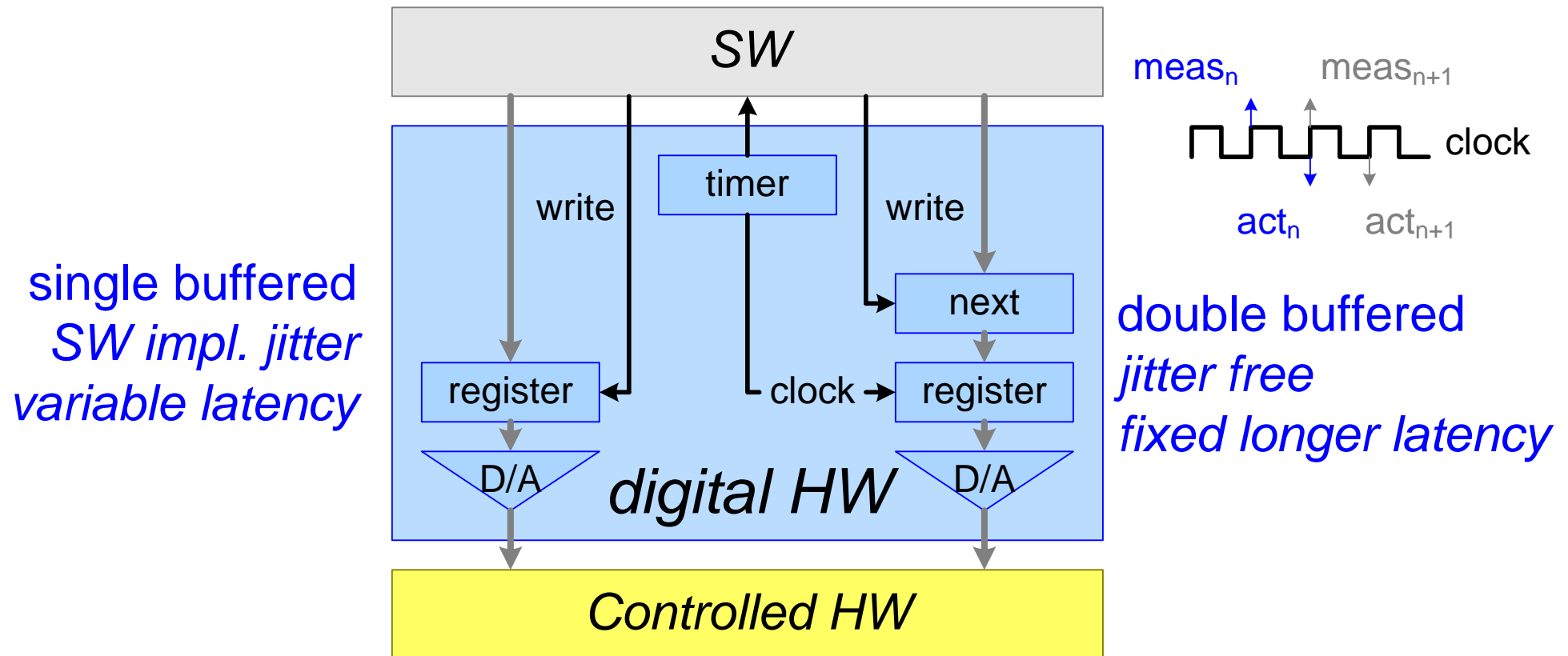
$$\text{Performance}_{\text{control}}$$

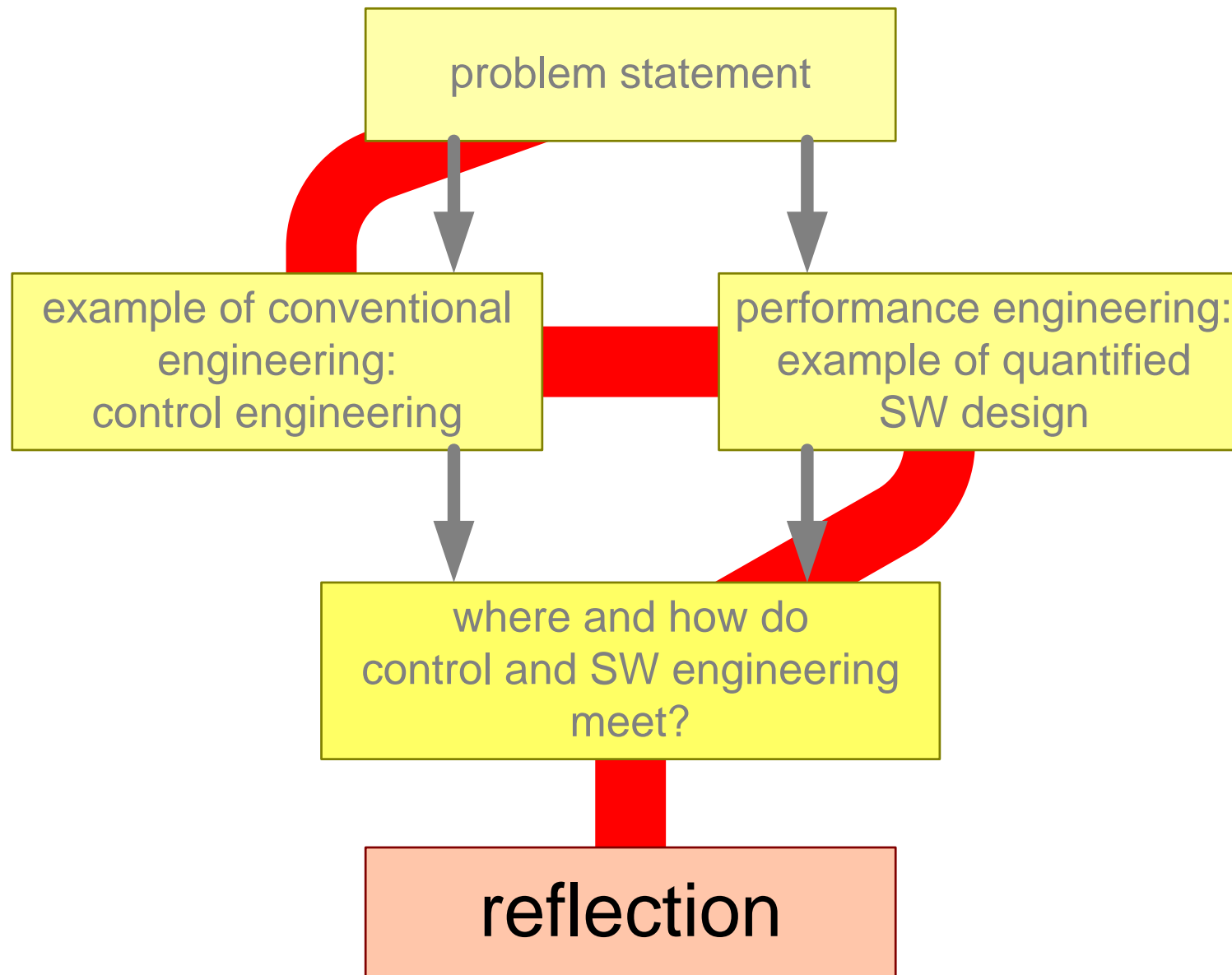
# Mutual Impact of SW and Control Design



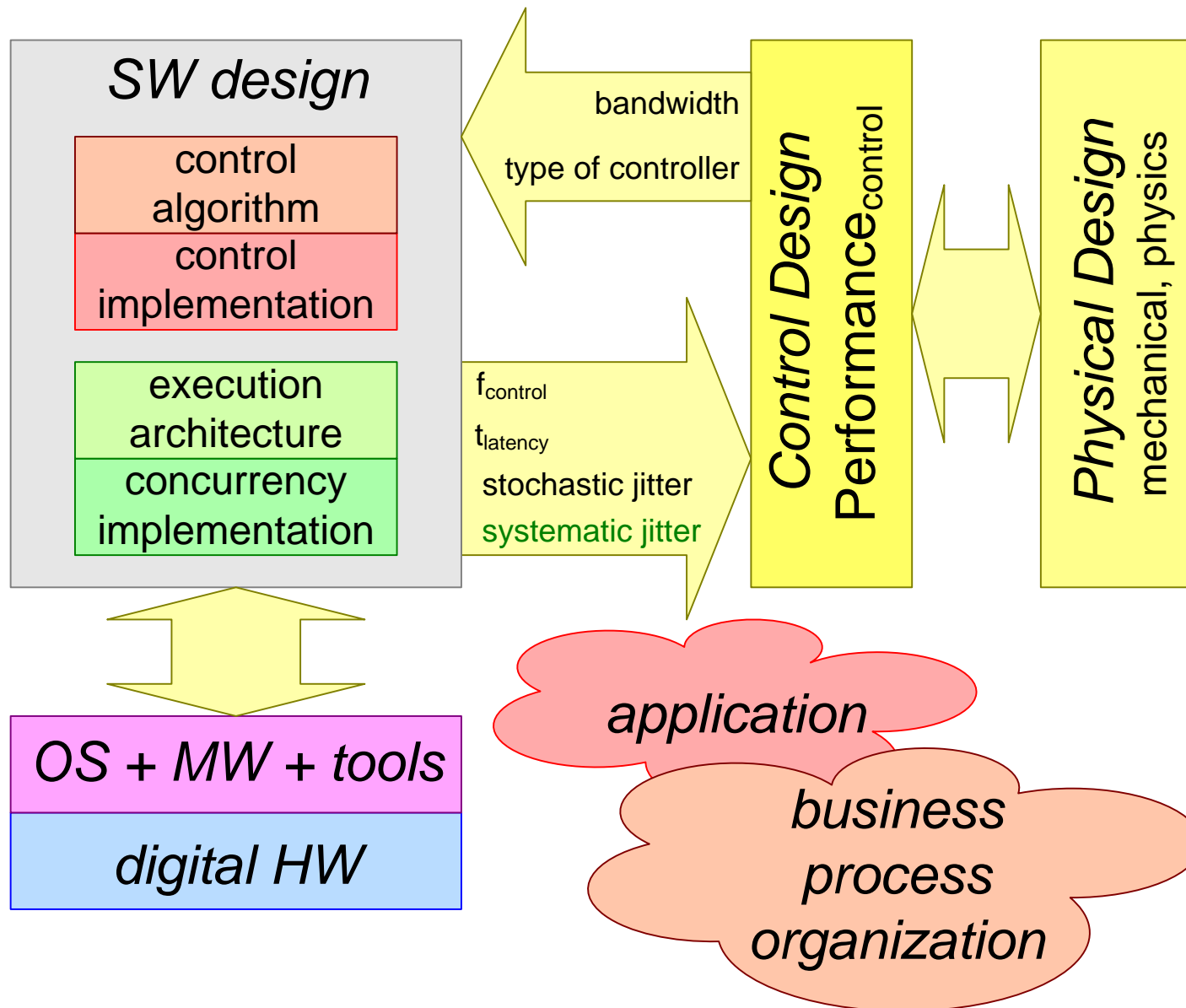


# Impact of digital HW on SW and Control

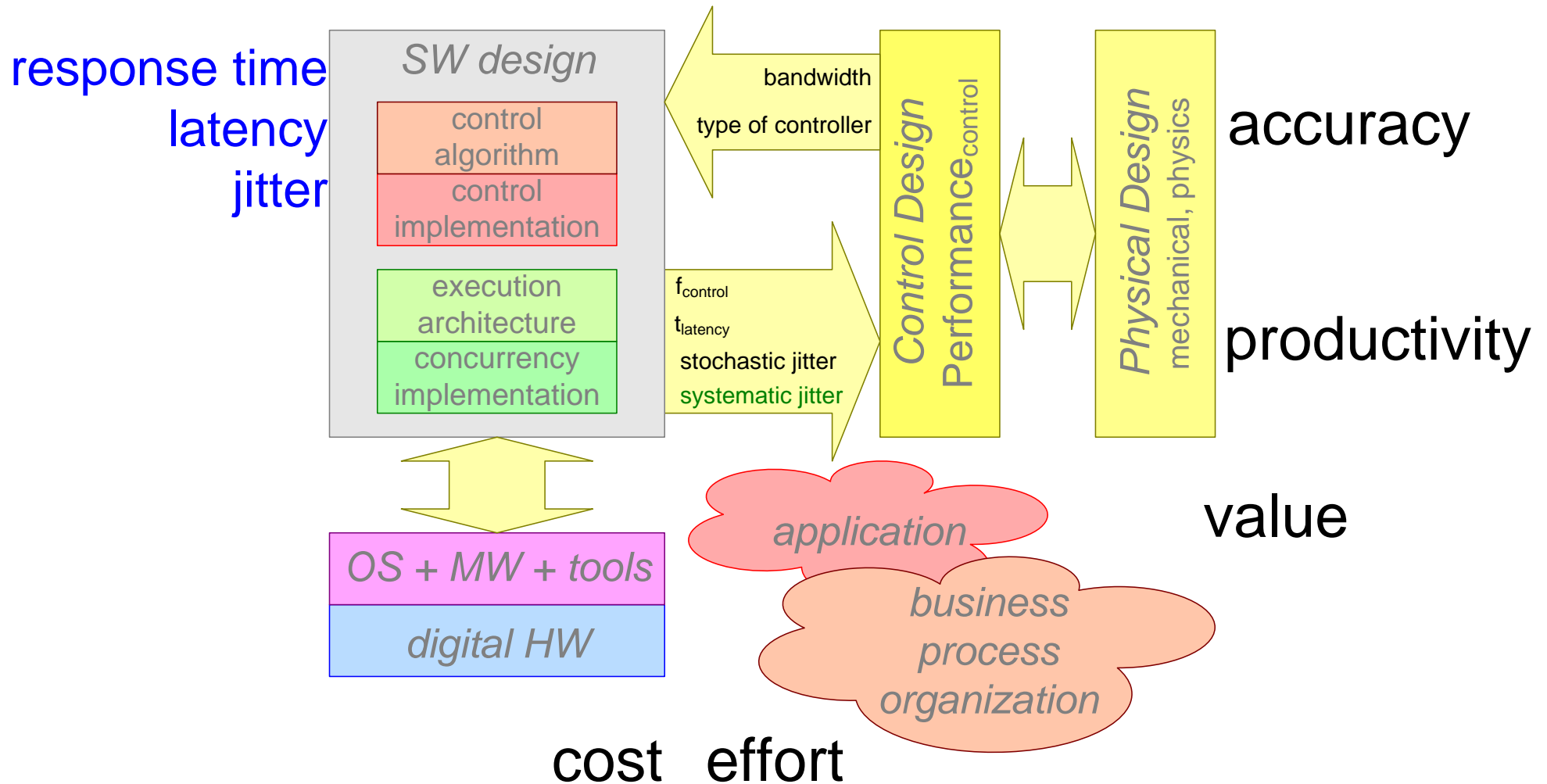




# SW design = **Multi-** Multi- Disciplinary



# Quantifications Connect Disciplines

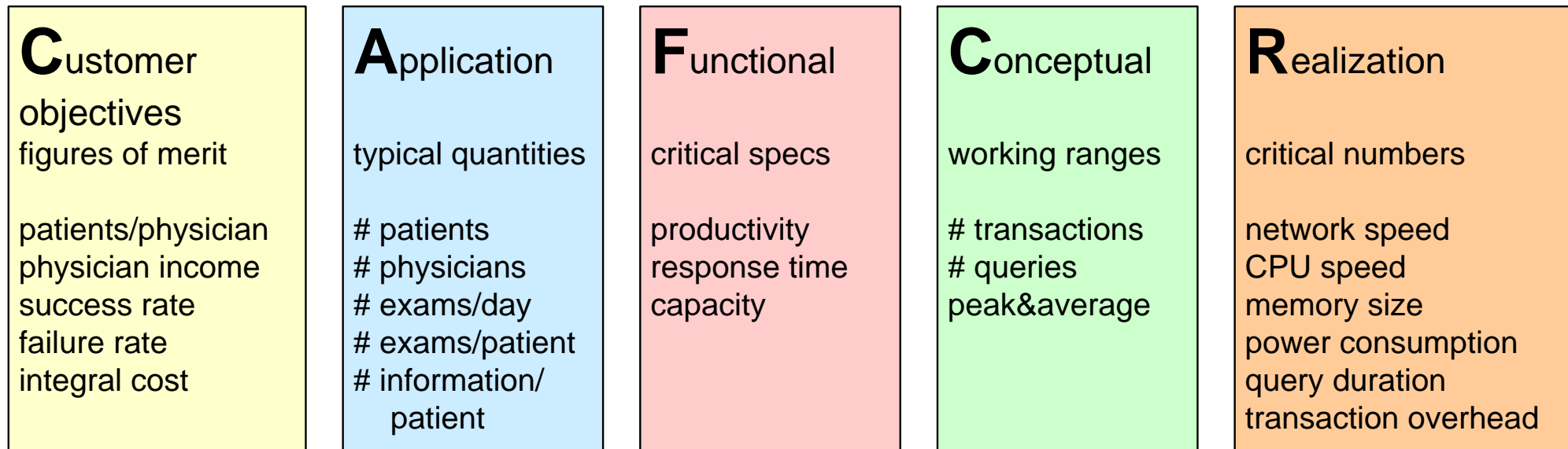


# Questions?

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After this slide some more quantification examples and issues are shown

# Examples of Quantification; Electronic Patient Record



## internal **O**perational view

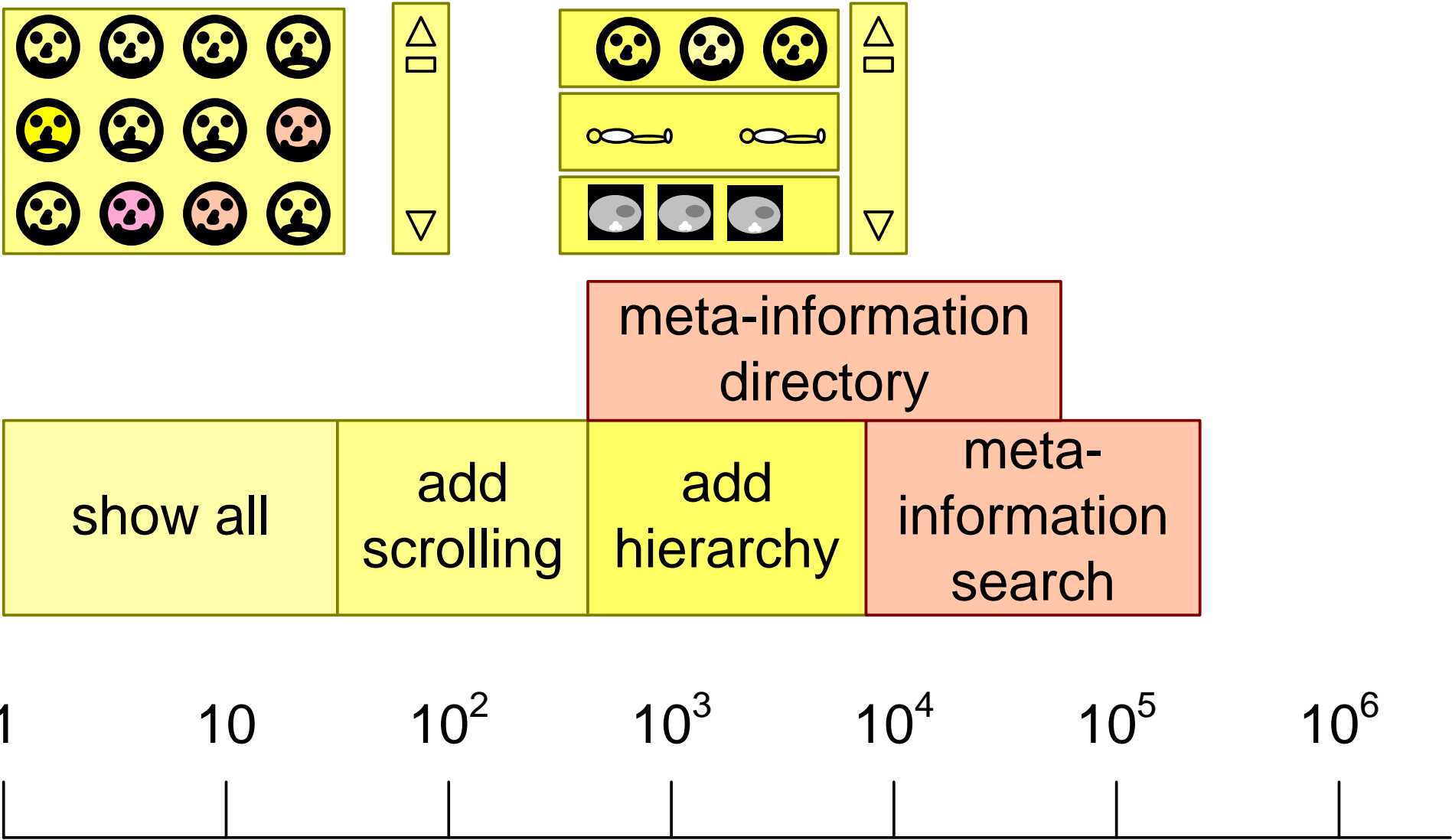
market size	product life cycle	maintenance effort	# suppliers	effort	project size
market share	business model	update frequency	partners	cost	# engineers/discipline
growth rate	market segments	service crew	competitors	time	# teams

# Where and When to Quantify

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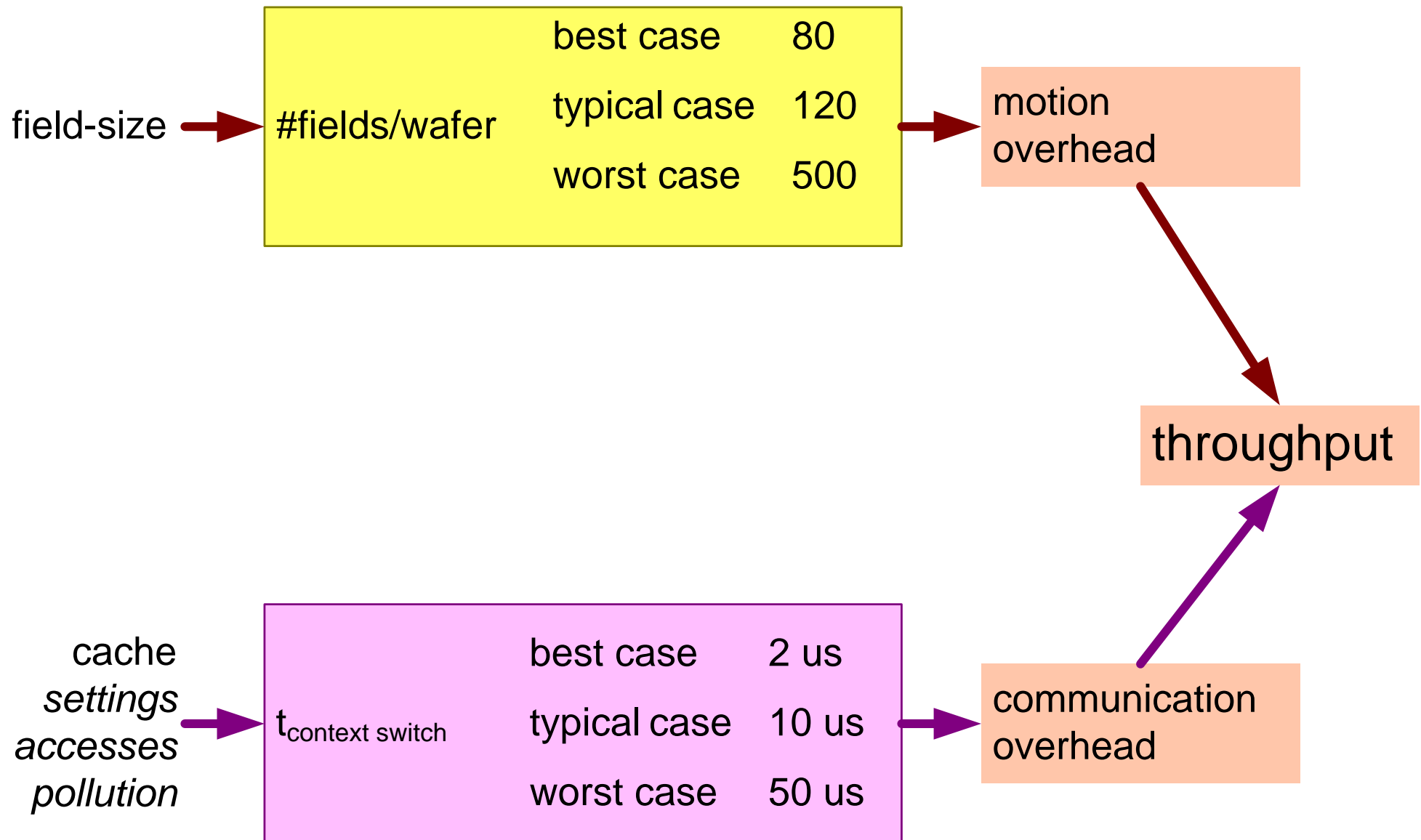
requirements analysis	paradigm boundaries application relevance design sensitivity
ranges and relations	typical, best, worst case dependencies
variation analysis	random vs systematic types of systematic variation time-base, rate of change
propagation analysis	amplification or dimming
evolution	application, business evolution technology evolution scaling, scaling boundaries

# Example UI paradigms for Pictorial Index





# Example of Combining Heterogeneous Quantifications



# Example Computer Crime quantification

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[http://www.usatoday.com/tech/news/computersecurity/infotheft/2006-10-11-cybercrime-hacker-forums\\_x.htm](http://www.usatoday.com/tech/news/computersecurity/infotheft/2006-10-11-cybercrime-hacker-forums_x.htm)

- \* \$67.2 billion: FBI estimate of what U.S. businesses lose annually because of computer-related crimes.
- \* \$8 billion: Consumer Reports estimate of what U.S. consumers lost the past two years because of viruses, spyware and Internet scams.
- \* 93.8 million: Privacy Rights Clearinghouse's count of personal records reported lost or stolen since February 2005.
- \* 26,150: The Anti-Phishing Working Group's count of unique variations of phishing scams reported in August 2006.

Typical costs of goods and services in forums:

- \* \$1,000 to \$5,000: Trojan program that can transfer funds between online accounts.
- \* \$500: Credit card number with PIN.
- \* \$80 to \$300: Change of billing data, including account number, billing address, Social Security number, home address and birth date.
- \* \$150: Driver's license.
- \* \$150: Birth certificate.
- \* \$100: Social Security card.
- \* \$7 to \$25: Credit card number with security code and expiration date.
- \* \$7: PayPal account log-on and password.
- \* 4% to 8% of the deal price: Fee to have an escrow agent close a complex transaction.
- \* Free: Access to a service that gives details of the issuing bank for any credit card number.

1 -- Representative asking prices found recently on cybercrime forums

Source: USA TODAY research

referenced by <http://groups.google.co.in/group/control-computer-crimes/>