

Using Software Architecture to Aid in the Feature Interaction Problem

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Features and Services

- A **service** is a basic system, which provides standalone functionality. (i.e. basic phone service)
- A **feature** provides extra functionality to an existing service or feature, it can not be used on its own. (i.e. voice mail)

Feature Interaction

A **feature interaction** occurs when two or more features run simultaneously in a system and cause uncertain output. (i.e. the execution of one feature interferes with the output of another.)

- We will consider feature interactions to occur in 2 situations:
 - A feature adds a predicate that another feature has removed (or vice versa)
 - A feature tries to modify an unique identifier. For example a user can only hear one output message at a time.

Feature Interaction

- Call Waiting Verses Voice Mail
 - Call Waiting(CW): when user A subscribes to CW and is on the phone, a CW tone is issued to alert A of another incoming call.
 - Voice Mail(VM): when A subscribes to VM and is on the phone, any incoming calls are forwarded to a voice messaging system.
- What happens when A subscribes to both CW and VM?

CW verse VM

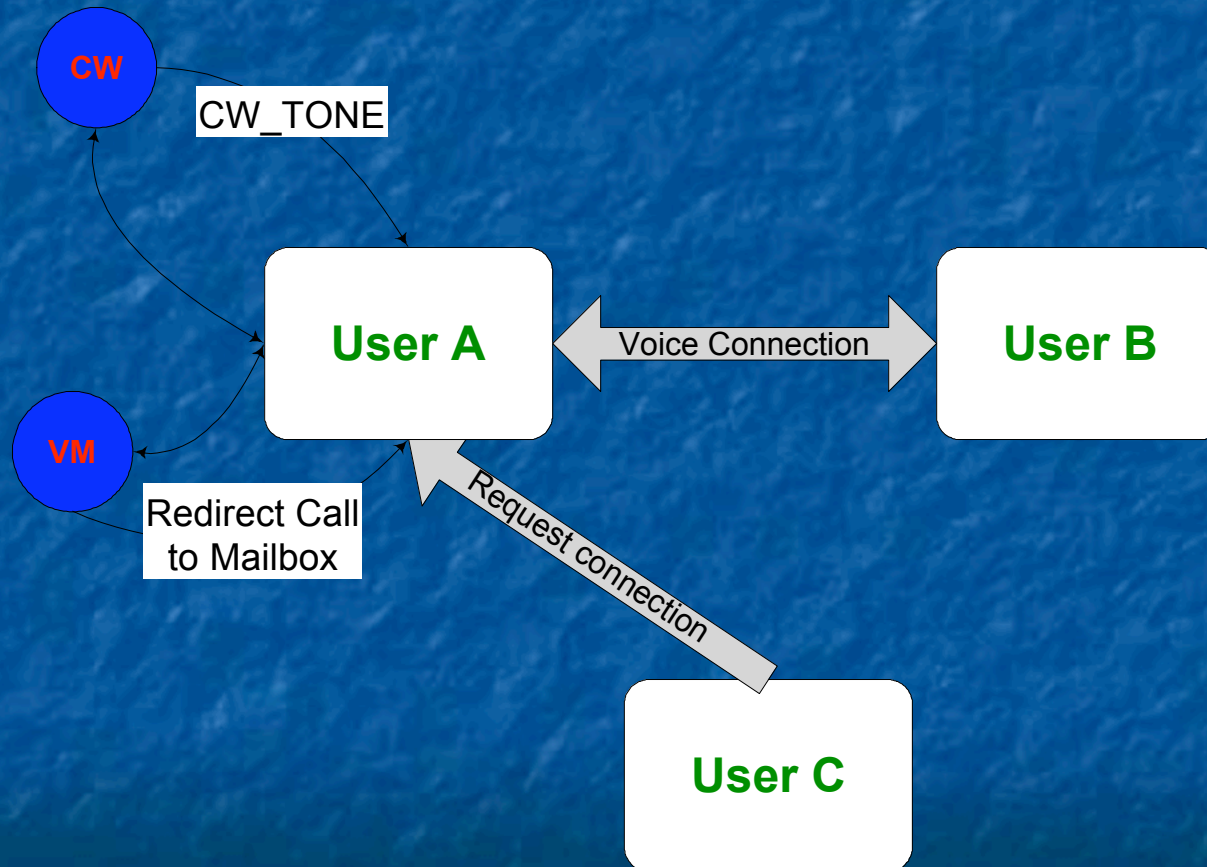
■ Call Waiting

```
if state(TCM allocate c2 t o)  
and state(POTS voice c t o)  
and  
  not (state(CW ringback * t  
    o))  
and not (= c2 c)  
and not (cw_hold (* t))  
and CW(t)  
  
then  
  %state(TCM present c2 t o)  
and +connection(c2 t)  
and + state(CW active c c2)  
and +CW_hold(c2 t)
```

■ Voice Mail

```
if state(TCM allocate c t o)  
and connection(c2 t)  
and (not (= c2 c))  
and VM(t)  
  
then  
  -state(TCM allocate c t o)  
and -connection(c t)  
and  
  +msg(redirect o c t vm)
```

Feature Interaction: Call Waiting versus Voice Mail



Outline

- Telephony and Architecture
- COURT: Co-Ordinating User-preferences at Run-Time
 - Coordination Model/Blackboard
 - Feature interaction resolution
 - Overview of benefits
- DFC: Distributed Feature Composition
 - Pipe and Filter Architecture
 - Feature interaction resolution
 - Overview of benefits

Current Telephony Architecture

- “Million if statements” – each feature is aware of all other features and resolution is hard-coded using if statements.
- We want to move away from this resolution strategy to allow for quicker development of new features.

Software Architecture

- Many of the existing methods to solve the feature interaction problem focus on changes to the system's architecture, which could help prevent or resolve certain types of feature interaction problems.
- The different choices for architectural design can influence the difficulty of solving the feature interaction problem.
 - Pipe and Filter (DFC)
 - Coordination Models (COURT)

Previous Research: COURT

- COURT: Co-Ordinating User-preferences at Run-Time
- Features are developed modularly (separation of concerns), so that each feature runs independently of the core system, without any knowledge of other features.

Coordination Model

- “A coordination model is the glue that binds separate activities into an ensemble” [Gelernter and Carriero]
 - Blackboard
 - Client-Server
- Coordination models are used to monitor processes in parallel and distributive systems

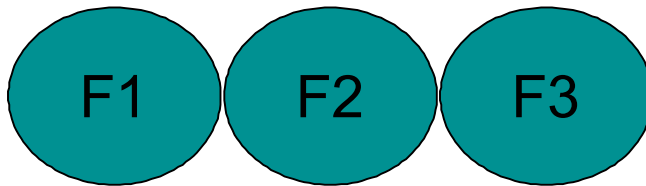
Blackboard

- Two components:
 - A central data store
 - Collection of independent components.
- The components work on the information found in the data store.
- Also known as a repository.

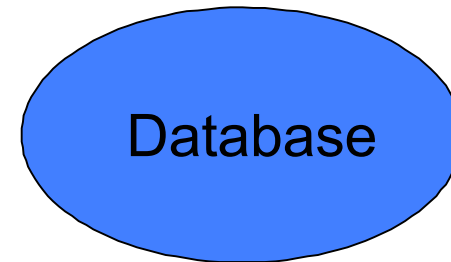
COURT

- COURT = Co-Ordinating User-preferences at Run-Time.
- COURT's purpose is to support modular design of features and to resolve interactions as they occur.
- Features are developed independently and extend the functionality of the core system.

COURT Components



Independent feature
modules



Database of the
current system state

FIM
Interaction &
Resolution

FIM is designed to resolve
interactions according to a
given technique

COURT Features

- A feature is represented as a set of rules that are applied at different stages.
- Each rule has guard and action conditions.

on *event*
(message)
if *guard condition*
(predicate on facts)
then *actions*
(add or remove facts)
assert *constraints*
(predicates on facts)
retract *constraints*

COURT Database

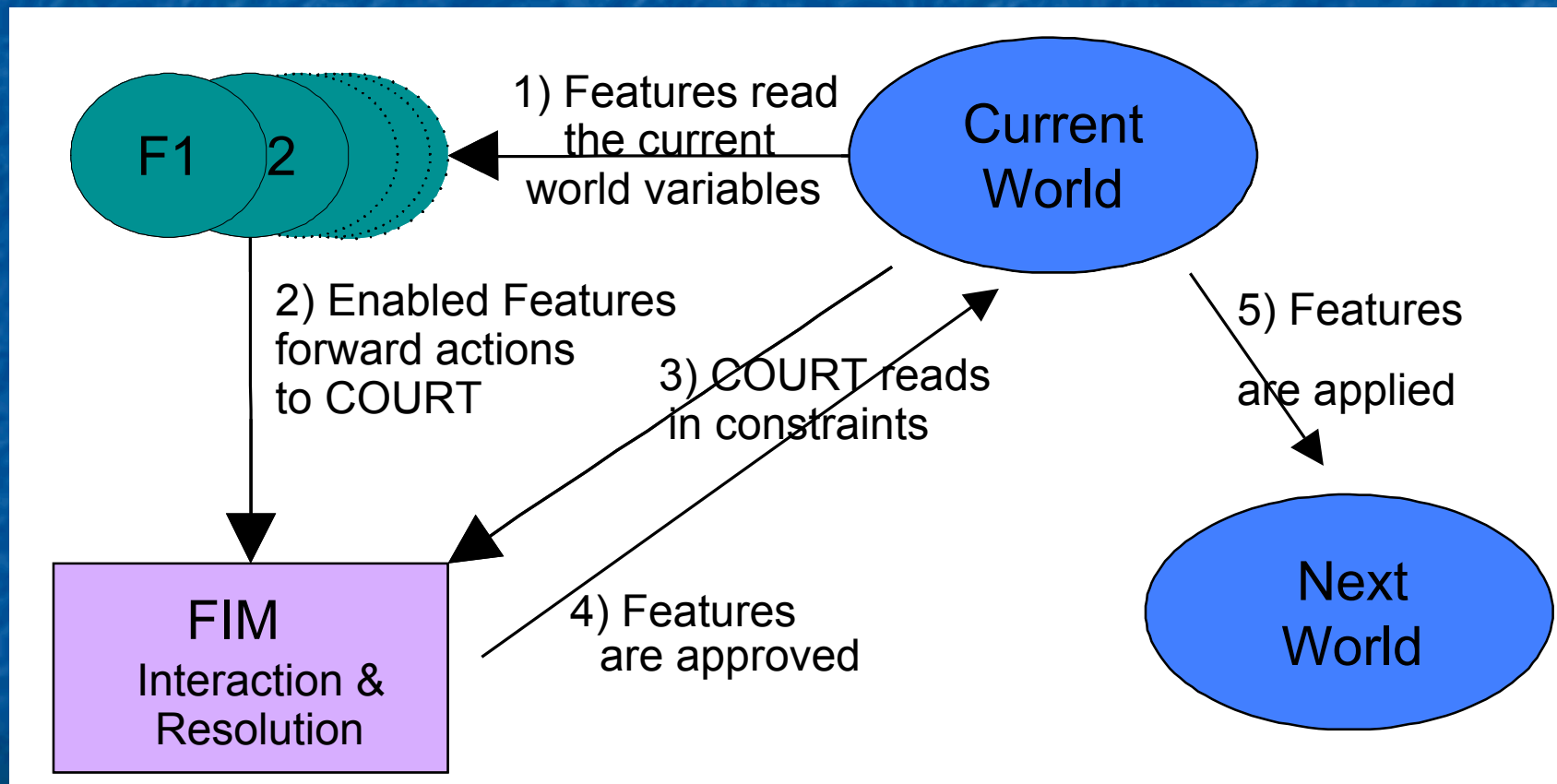
- Feature (Voice Mail)

```
if state(TCM allocate c t o)  
and connection(c2 t)  
and (not (= c2 c))  
and VM(t)  
  
then  
    -state(TCM allocate c t o)  
and -connection(c t)  
and +msg(redirect o c t vm)
```

- Sample predicates

```
User(bob)  
User(jamie)  
User(sally)  
VM(bob)  
CW(bob)  
3WC(sally)  
Constraint(OCS sally bob)  
connection(1 sally)  
connection(1 jamie)
```

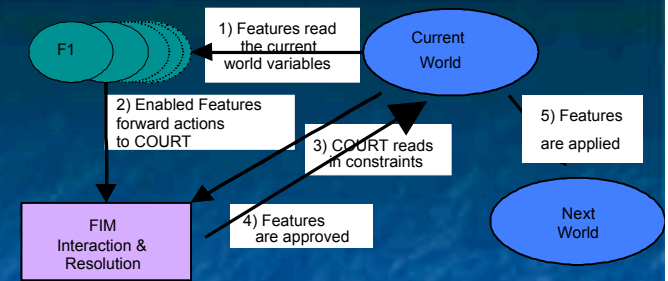

COURT Architecture



COURT Process

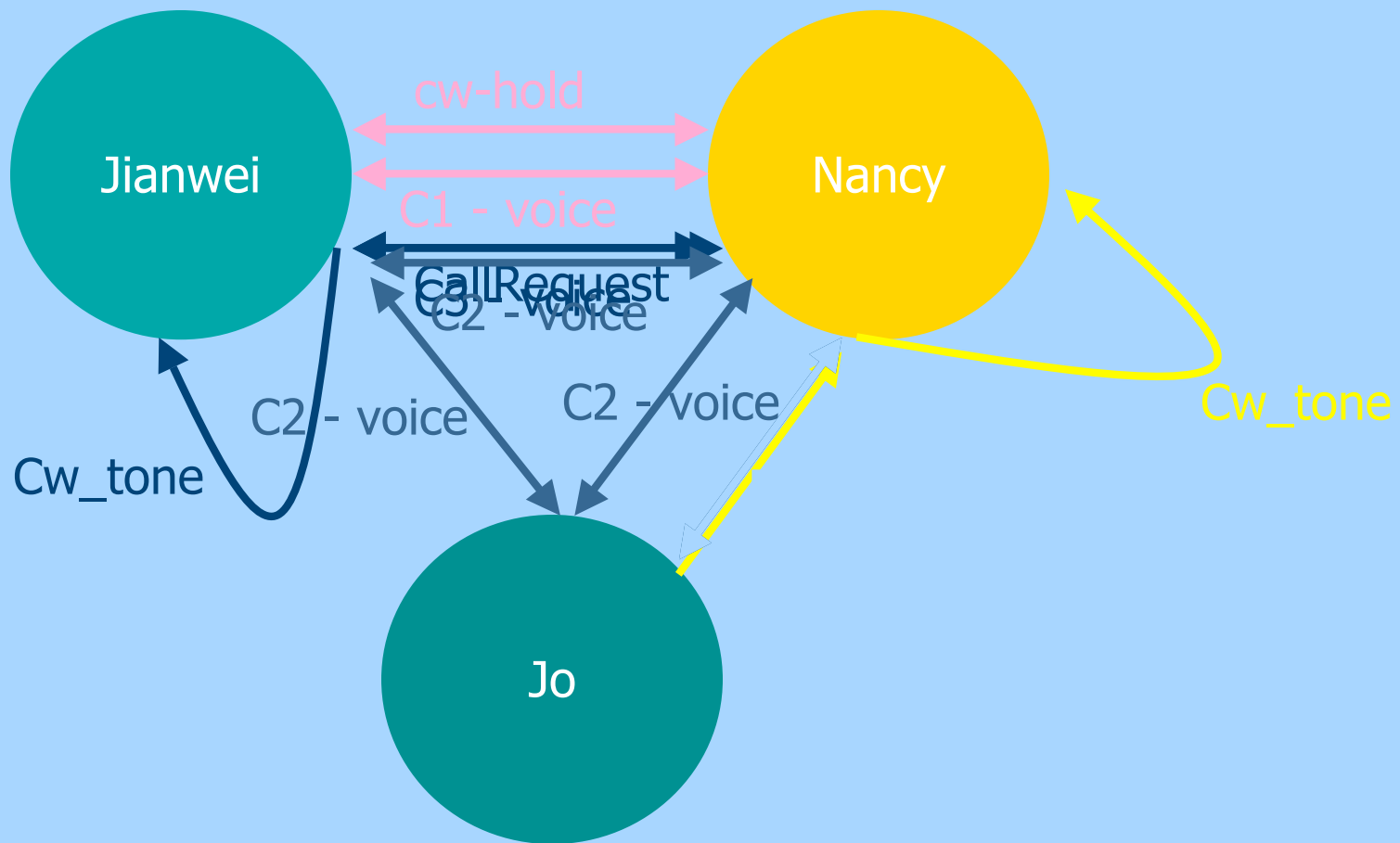
- Identifies the set of rules in the system.
- Read the current world.
- Identify which rules have their guard conditions satisfied.
- Analyze this set of rules for feature interactions.
- Resolve interactions.
- Determine the next world.

Feature Interaction Resolution



- Features are applied in order of priority
- After each feature is applied the resulting world is tested for interactions
- If an interaction is found the feature is rolled back and will not be executed.

Example: CW vs. 3WC



COURT advantages

- Separation of Concerns
- Less Coupling
- Features can be added by outside parties.
- Reduce rewriting of existing features.
- System will run consistently
- Ability to allow user defined features

Current Research: Distributed Feature Composition (DFC)

- We have recently started working on a research project in association with AT&T. Work on the feature interaction problem is being explored with respect to DFC.
- DFC is the virtual architecture used by AT&T, where each feature is implemented as an independent feature box.

Pipe and Filter

- In a pipe and filter system there are two main types of components that are responsible for reading and transforming data.
 - Pipe: Is responsible for passing information from one filter to another.
 - Filter: Is responsible for reading in data and transforming the information before passing along the modified information.

DFC Components



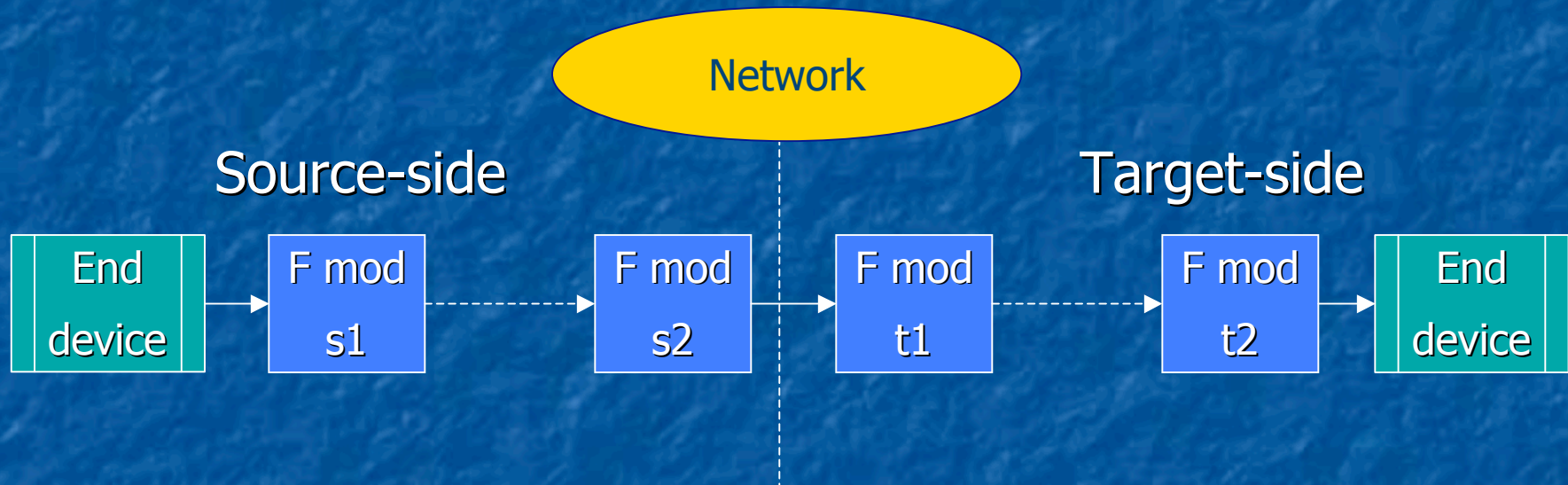
DFC Features

- Each feature module is designed independently.
- A feature module can be a source feature, a target feature, or both.
- The feature responds to the incoming signals and can modify, absorbs, or pass the incoming signal along. New signals may also be generated.

DFC Network

- The network's responsibility in DFC is to determine which feature modules appear in the call set-up.
- Some global information may also be stored in the network database.

DFC Architecture

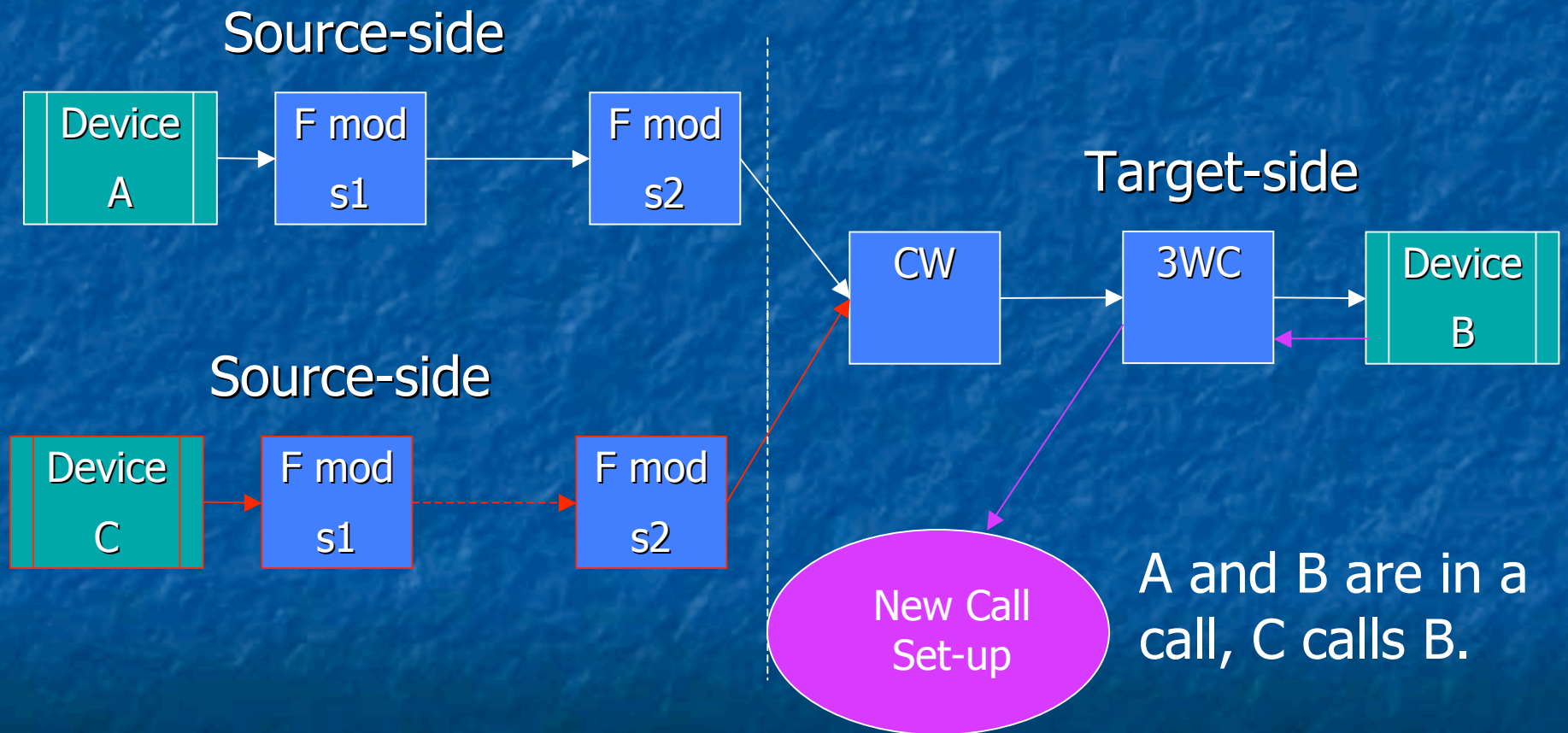


- Features are run in sequence

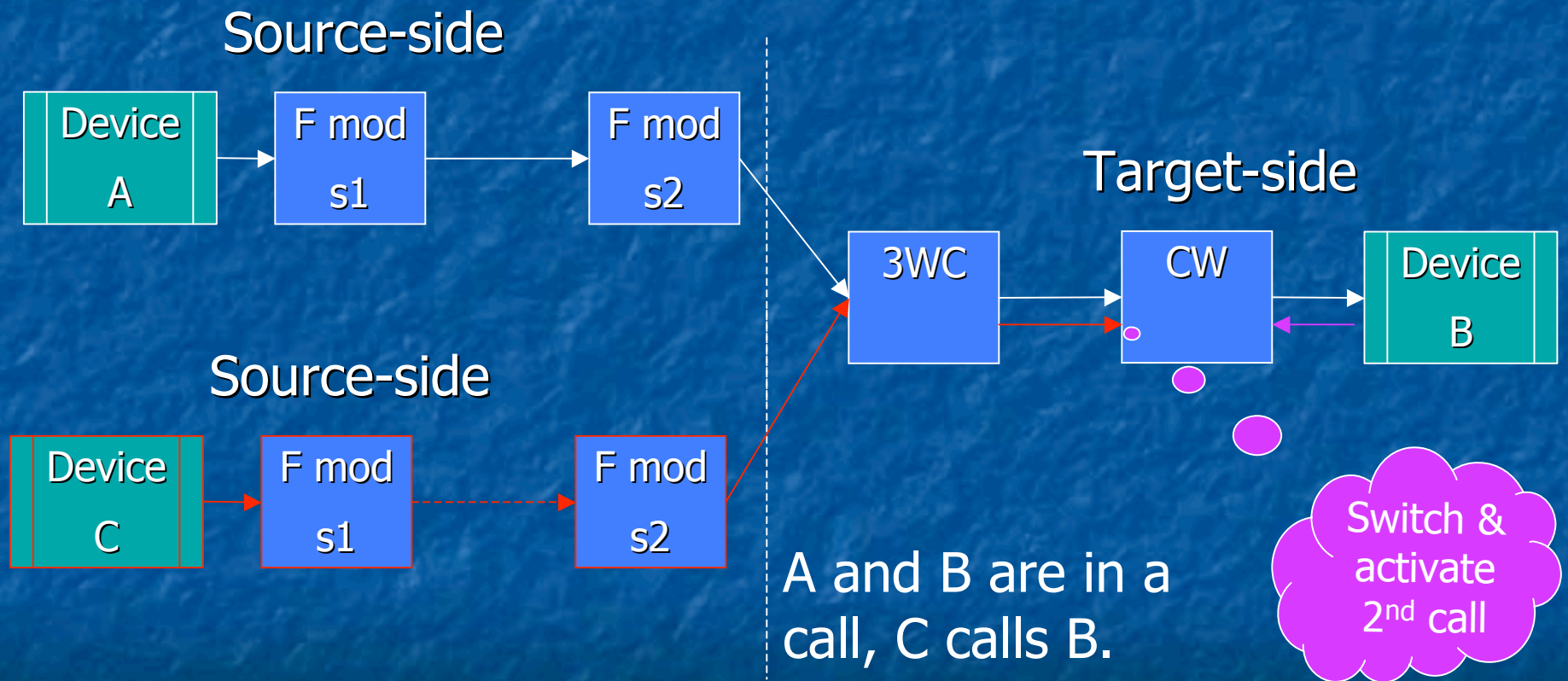
Feature Interaction Resolution

- Most feature interaction resolution is applied automatically, and is determined by the order of the feature modules in the call sequence.
- Hence, feature resolution in DFC mimics a priority resolution strategy.

Example: CW vs. 3WC



Example: CW vs. 3WC



DFC Advantages

- Non-linear calls are easy to set-up and handle.
- Model checking individual features and interactions between features is often possible because of the feature's design.
 - For example, SPIN has been used by Jackson and Zave to test for interactions in DFC.

DFC vs. COURT

- What are the difference between using a client-server design and a pipe and filter design for solving feature interactions?
 - Limited testing of possible resolution strategies in DFC.
 - COURT has more possibilities for computation and therefore is more complex and calculations may slow down connections.

DFC vs. COURT continued

- Coupling
 - In COURT coupling based on the states of the system.
 - In DFC coupling is based on shared reactions to signals.
- Separation of Concerns
 - Features in both COURT and DFC are written independently of each other.

Address Translation:

Aliasing, another problem in Telephony

- Address translation occurs when a feature changes the source or destination address of a call.
- Address translation causes many feature interactions (call forward vs. call forward).
- In DFC, Ideal address translation is done by adding additional constraints to the DFC architecture and feature modules that can prevent these types of interactions.

Conclusion

- Researchers are still exploring the many different ways software architecture can be used to resolve the feature interaction problem.