Software Architecture Verification at MR

Architecture Improvement during the Race

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Philips Medical Systems
Magnetic Resonance
Best, the Netherlands

Overview

- Introducing myself
- Medical System: Magnetic Resonance
- Developing (SW) an MR system
- Software Architecture Verification
- Development Process
- Conclusions

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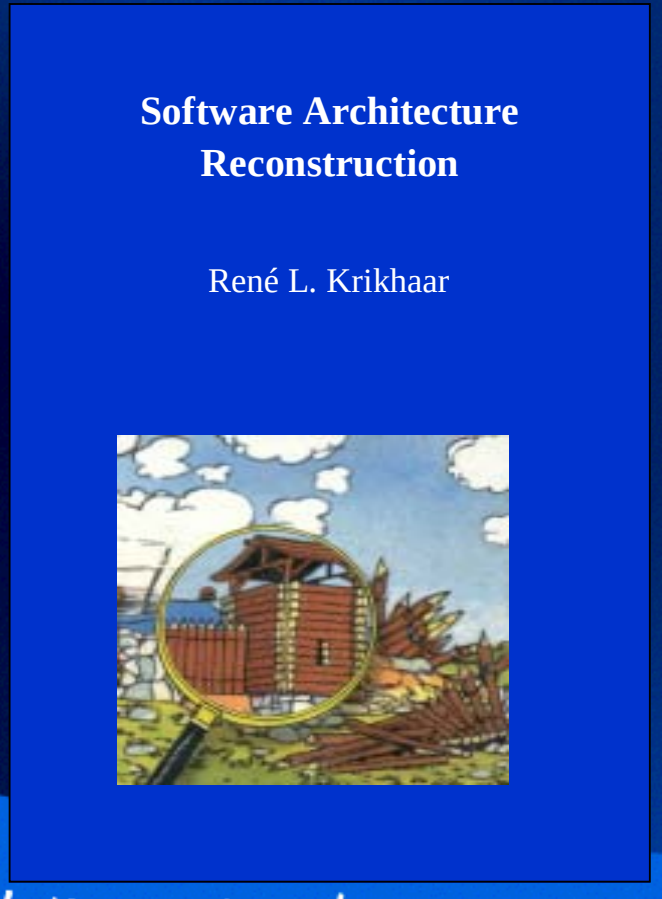
Introducing myself

- 1986: MSc. Computer Science KU Nijmegen
- 1994: MSc. Knowledge Engineering Uo Middlesex
- 1999: PhD. Computer Science Uv Amsterdam

Philips:

- 1987: VLSI Testing Software Engineer P-ASIC
- 1991: Logic Synthesis Software Engineer ED&T
- 1994: Research Scientist PRL-Eindhoven
- 1999: Software Architect MR Scan Software

Software Architecture Reconstruction



- Framework
  - Described Architecture
  - Redefined Architecture
  - Managed Architecture

Software Architecture Verification

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Magnetic Resonance system

What?

- (diagnostic) medical images

How?

- Magnetic field
- RF signals (receivers and transmitters)
- Gradient

MR Product Line

0.5 T

1.0 T

1.5 T

3.0 T

Let's make things better.

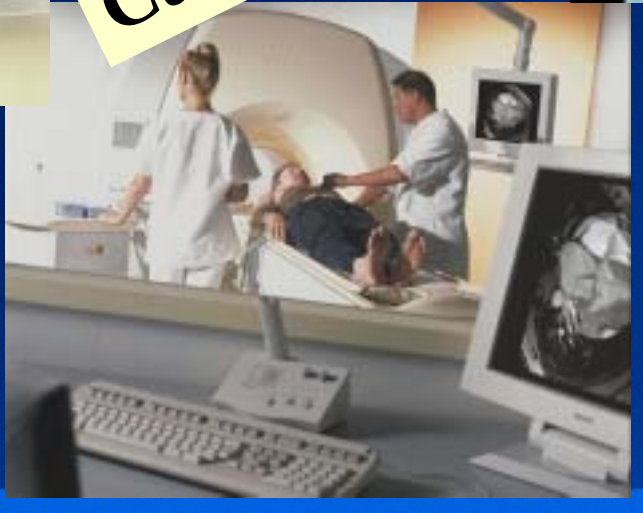
PHILIPS

Functional Areas

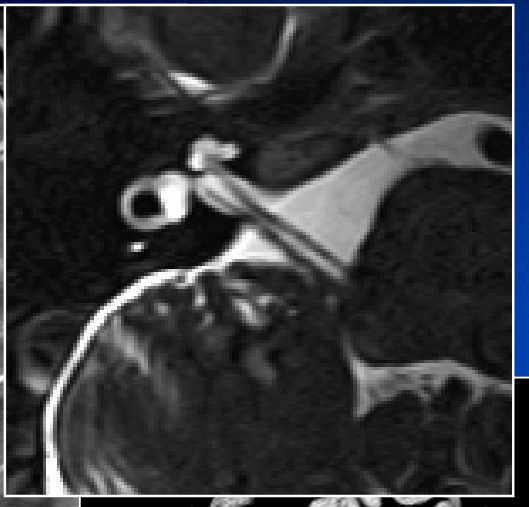
Radiology

Interventional

Cardiology



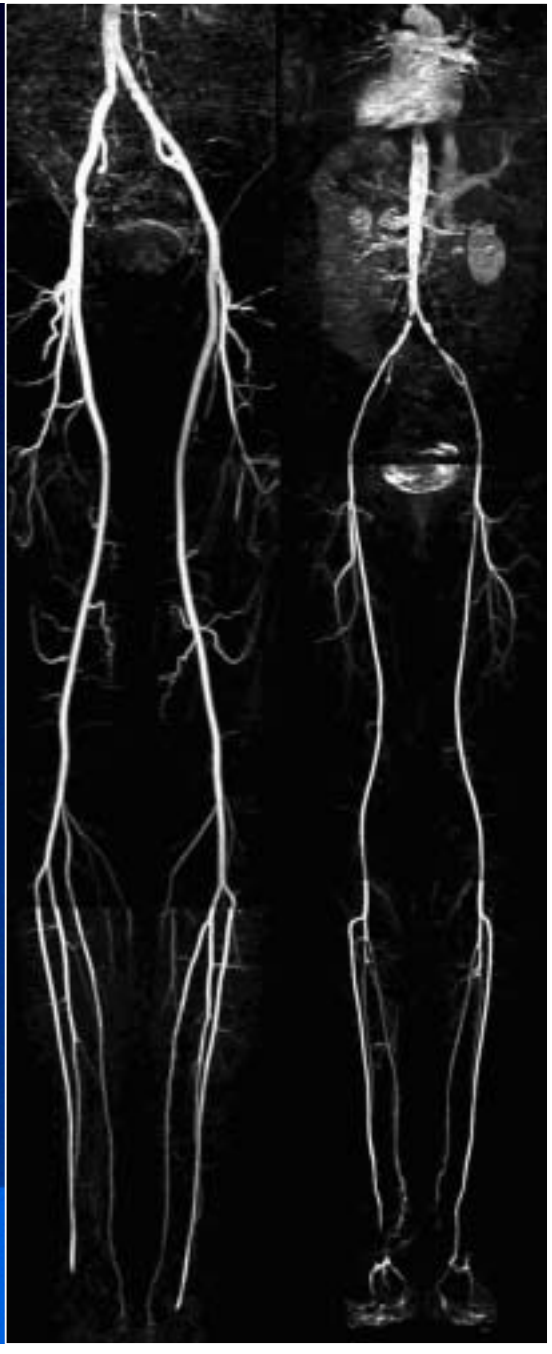
Neurology



Let's make things better.

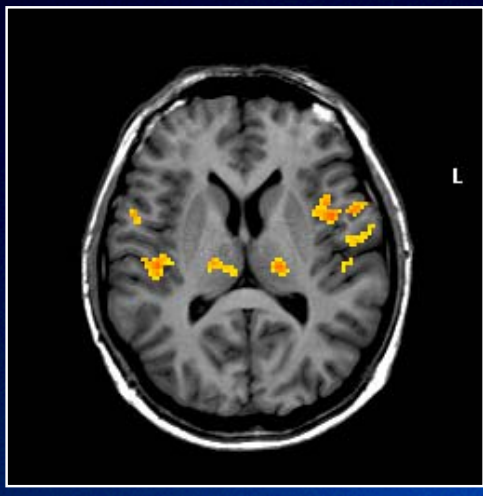
PHILIPS

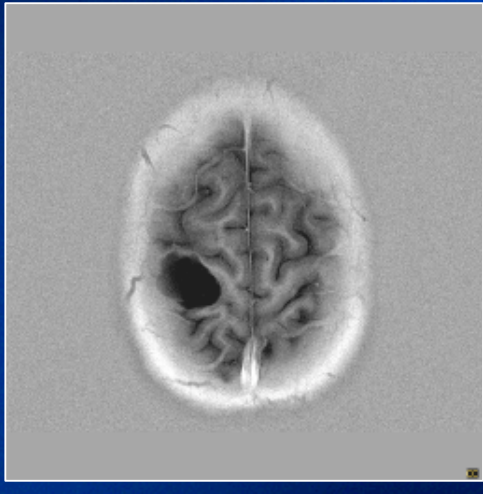
Angiography



Let's make things better.

Functional Brain





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Product Characteristics

- High Tech Product:
  on the edge of possibilities in (MR) physics
- Each 0.5-1.0 yr new MR Products / Release
  - new functionality (e.g. SENSE)
  - new hardware (e.g. CPU, RF amplifier)
- Parallel Development
  - Multiple Projects

“Complicating” Factors for Development

- Large System
  - more than 3 MLOC (Lines Of Code)
  - many sw/hw developers (also multi-site)
  - third party software/hardware
- Many products in MR Family
  - deriving variants
- Incremental Development
  - includes code written 20 years ago

Making Life Easier -1-

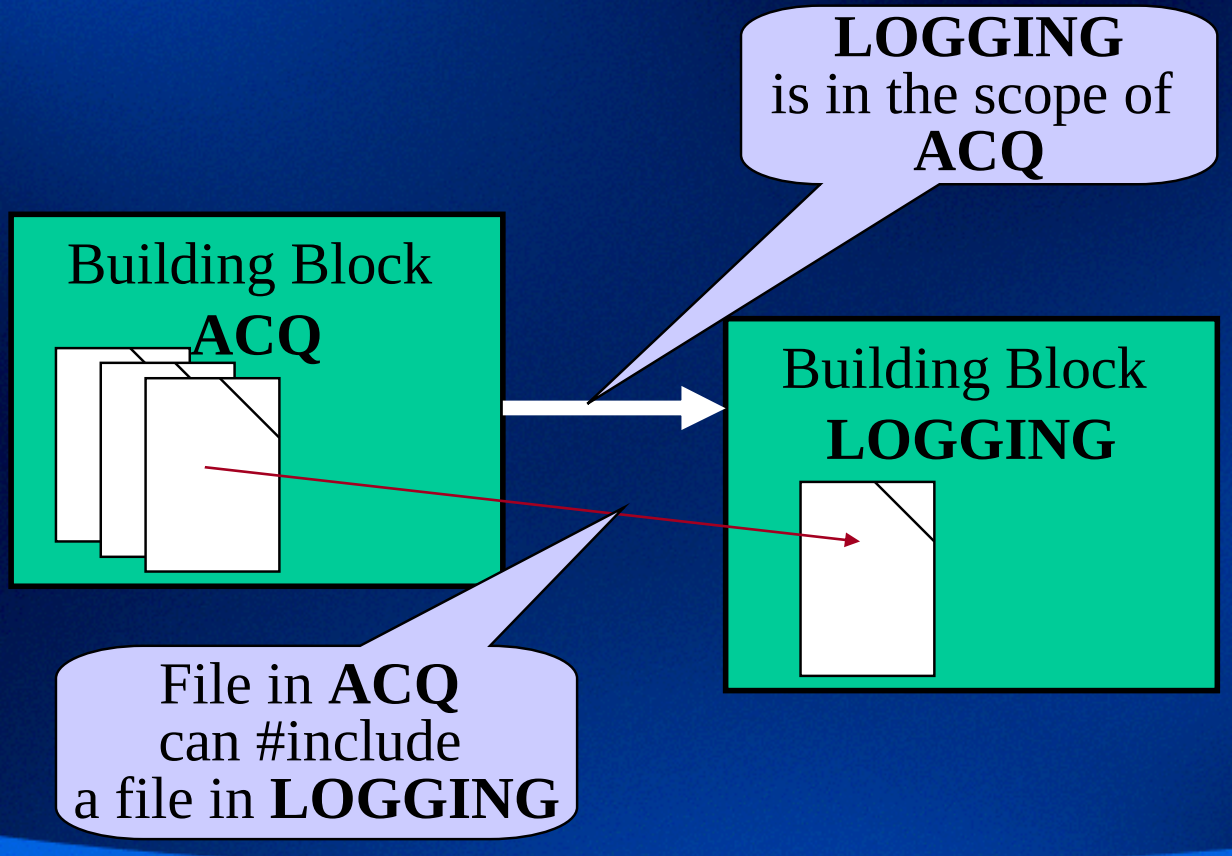
- *Daily-Build-and-Smoke-Test* (since 1984)

Making Life Easier -2-

- Define Coding Standards (since 1985)
- Enforce Check Coding Standards (since 1990)
- Improve Code for Coding Standards (since 1994)

Code Architecture Verification

Scoping


LOGGING
is in the scope of
ACQ
Building Block
ACQ
Building Block
LOGGING
File in ACQ
can #include
a file in LOGGING

Making Life Easier -3-

- Define Scoping rules (since 1988)
- Enforce Scoping rules (since 1990)
- Improve Scoping rules (since 1994)

Module Architecture Verification

What did we achieve?

- Improvement of code comprehension
  - coding standard
  - scoping
- Reduction of coding errors
  - coding standard
- Incremental Testing
  - scoping
- Easier introduction of an OSAL
  - scoping

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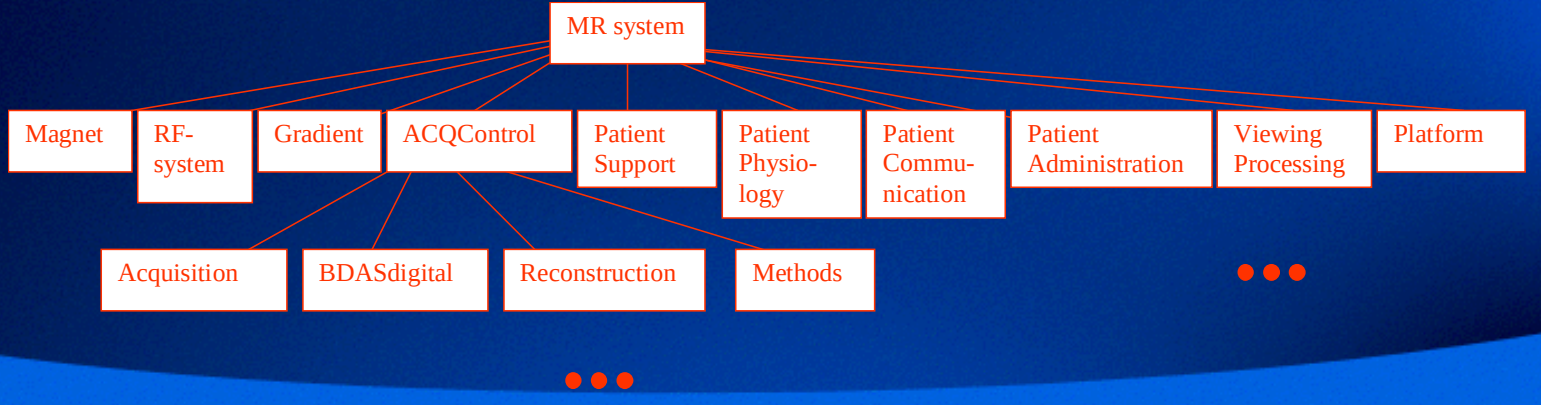
Software Architecture Verification

- *Software Architecture Verification* is the process of revealing deviations between intended and actual software architecture (achieving *architecture conformance*)
- Intended Software Architecture
  - In architect's mind, architectural documents
- Actual Software Architecture
  - Implementation (i.e. source code)

Building Blocks

- A functional unit of the MR system.
- Building blocks are hierarchically organized, meaning that a building block may consist of a number of building blocks.



MR System

Acqui-
sition

Recon-
struction

Viewi chiving

More Explicit Interfaces Required

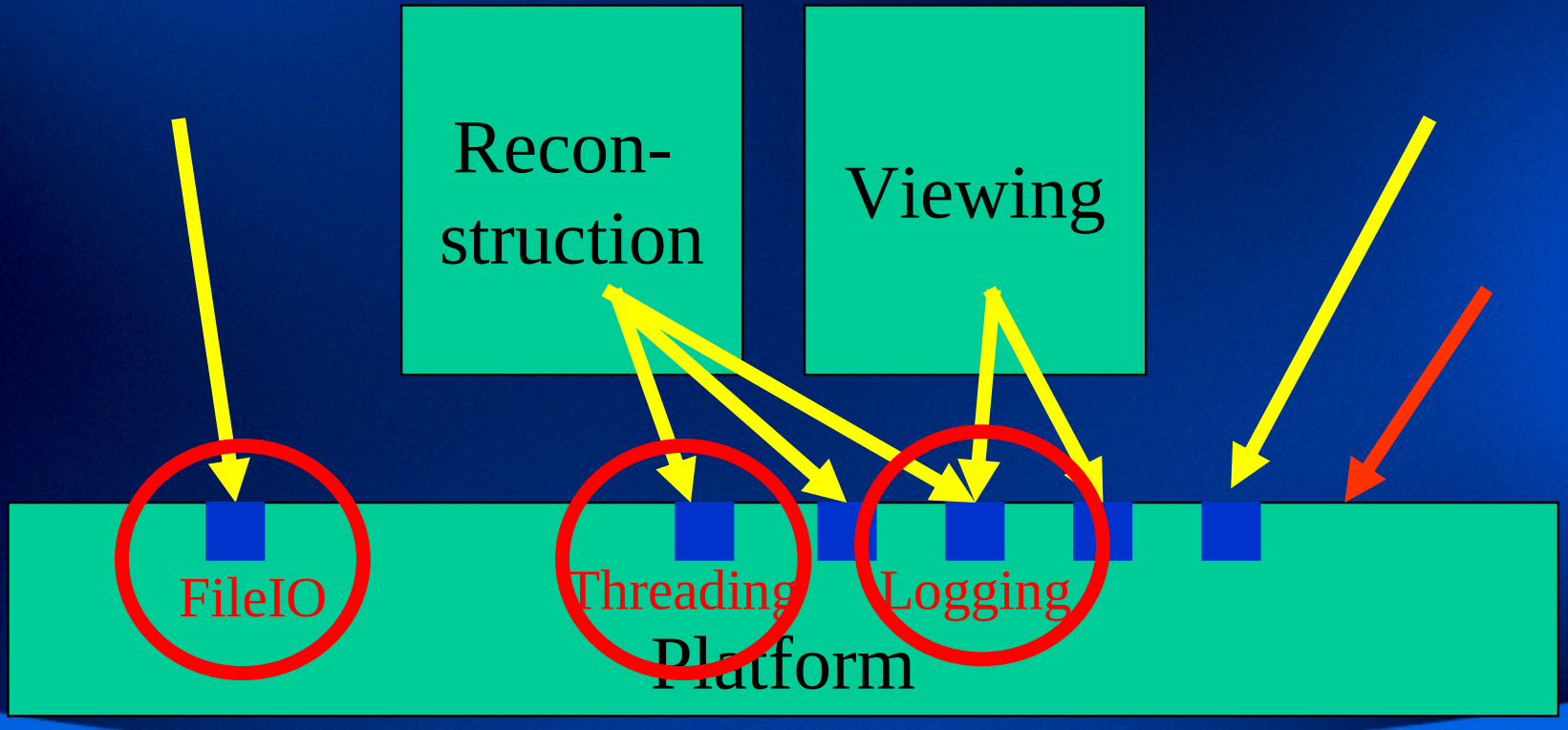
Platform

Operating System

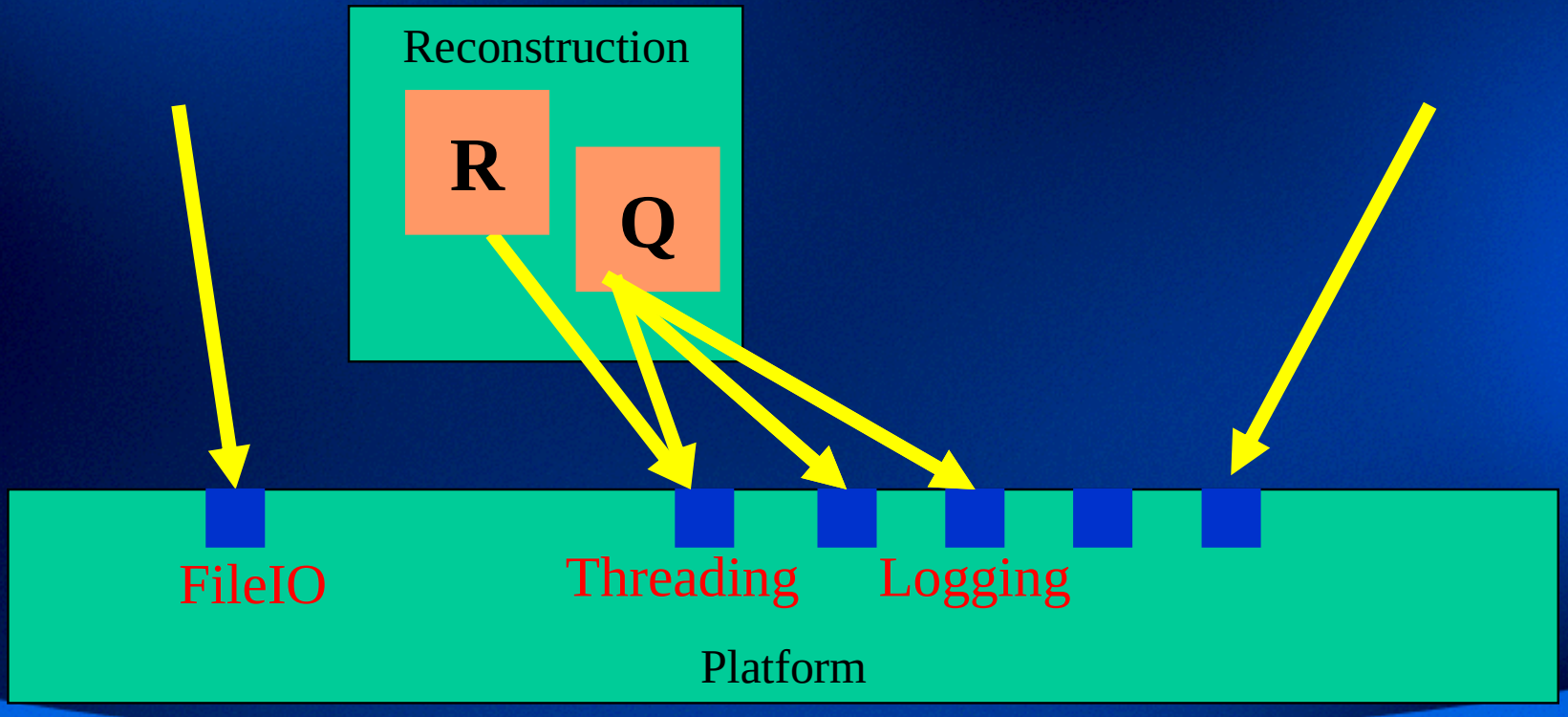
Why interfaces?

- Separation of concerns
  - maintenance
  - new employees
  - development (planning & tracking)
  - testing
  - parallel development
  - product variants
  - outsourcing
  - ...

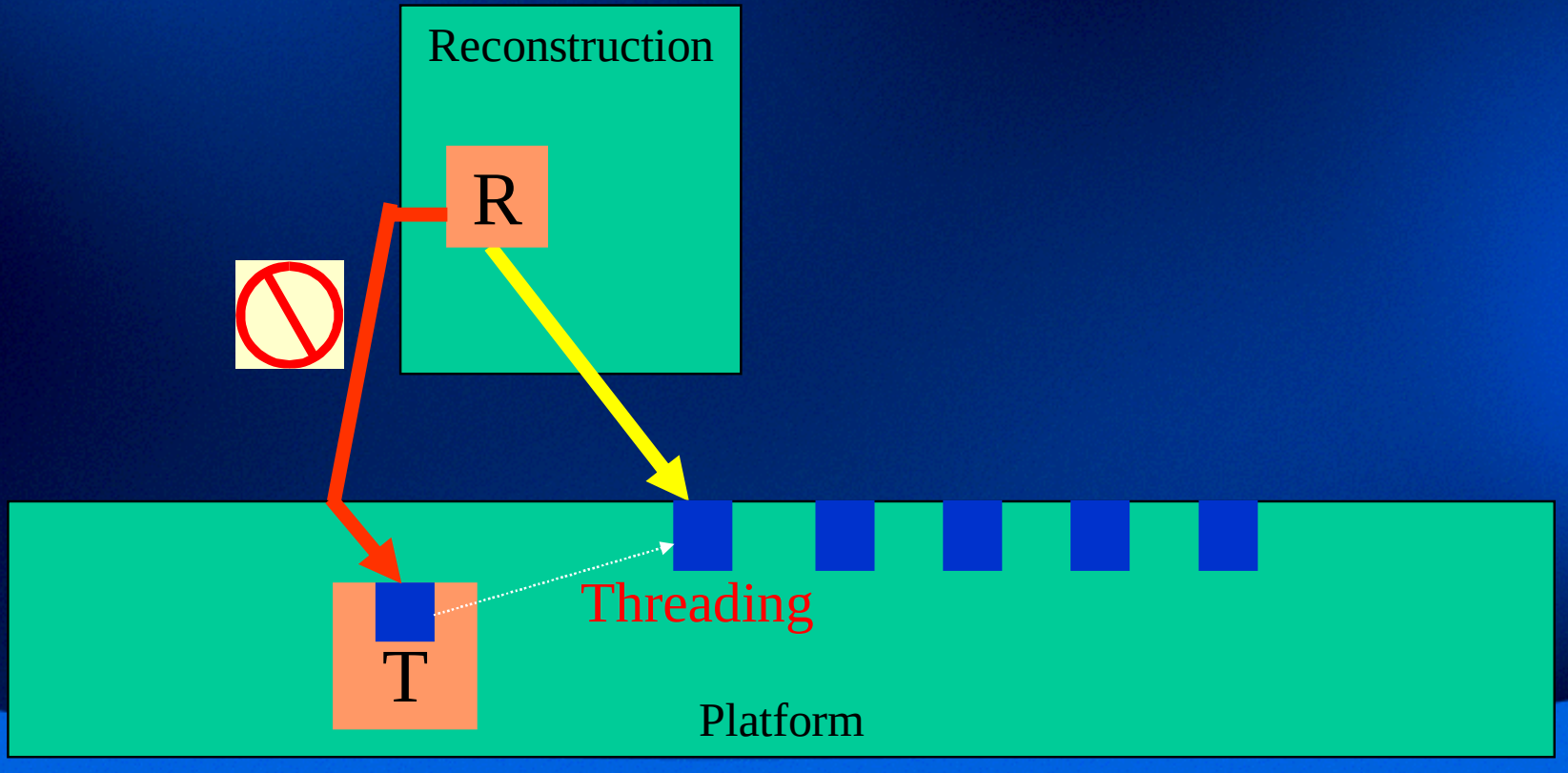
Building Blocks and Interfaces



Hierarchy in Interface Usage



Hierarchy Interface Rule



Making Life Easier -4-

- Define Interface Management (2000)
- Enforce Interface Management (2002)
- Improve Interfaces (> 2003)

Module Architecture Verification

Managing the Development Process

- Daily Build and Smoke Test
  - **quality** & **stability** of code base
- Coding Standards
  - **comprehensability** of code base
- Scoping Rules
  - **complexity** of code base
- Interface Management
  - **life cycle independency** in code base

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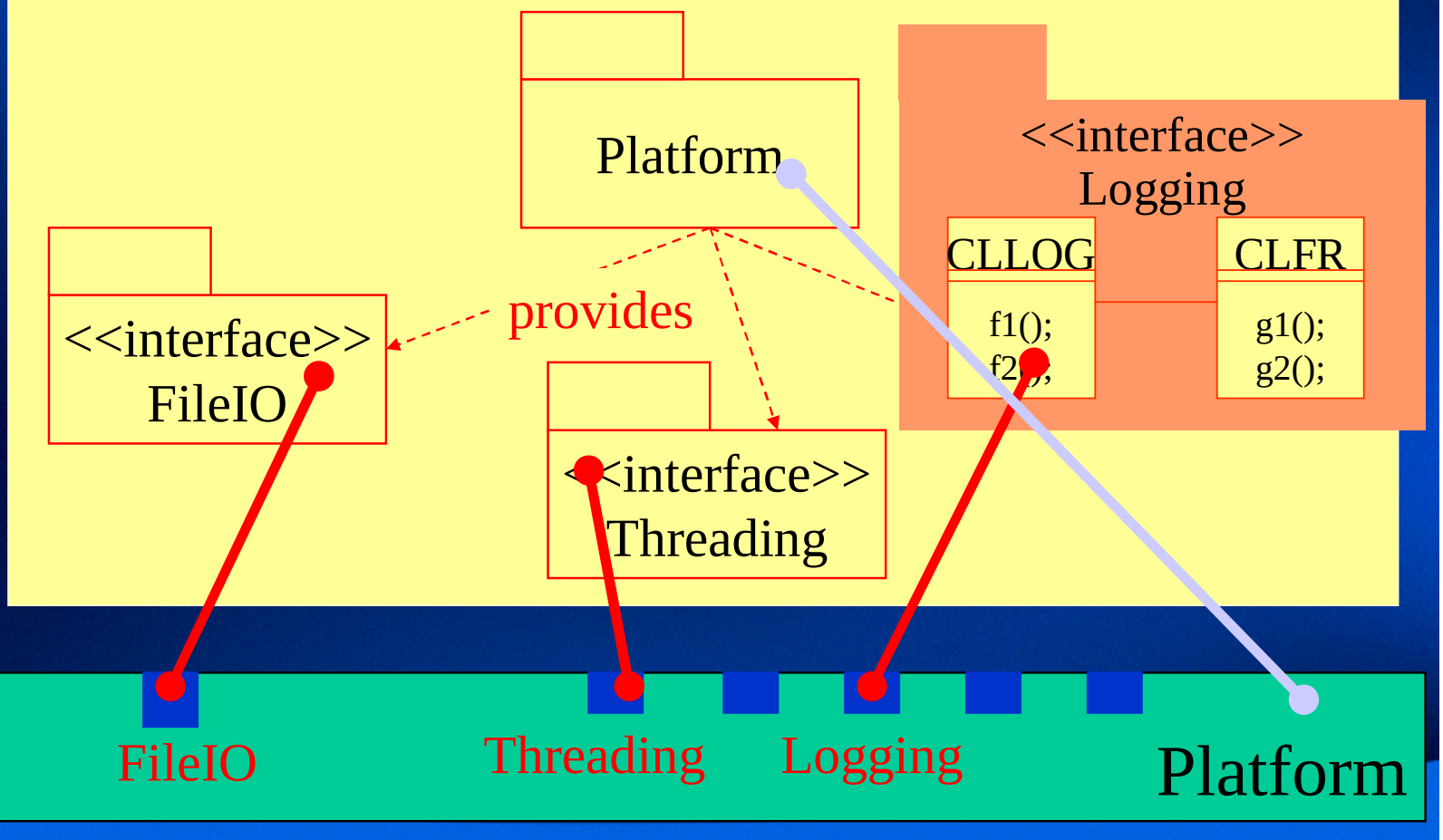
Interfaces in UML



Interface Usage in UML

Recon-
struction

Logging
Platform

Reconstruction

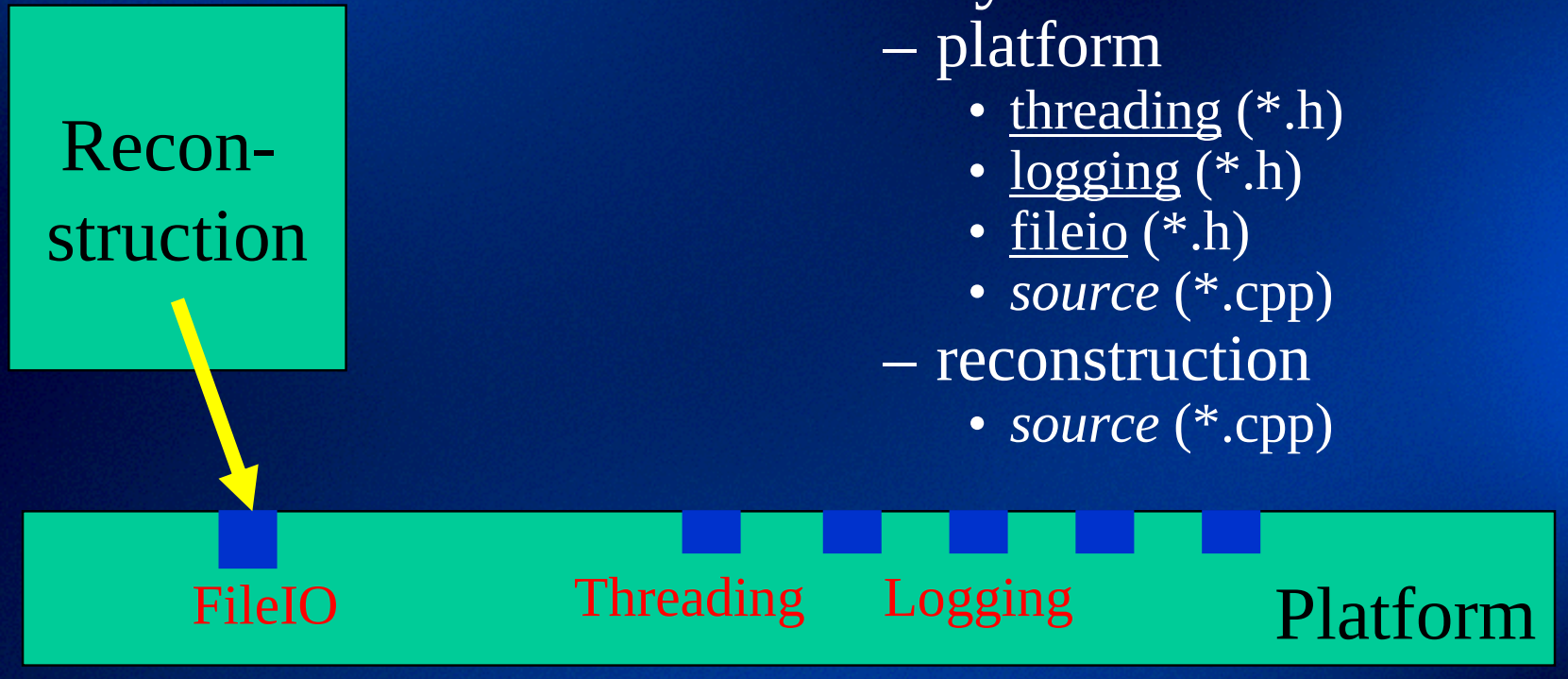
<<interface>>
Logging

provides

Platform

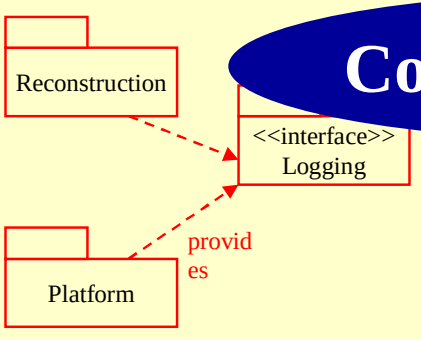
Interfaces in Code Archive

- mrsystem
  - platform
    - threading (*.h)
    - logging (*.h)
    - fileio (*.h)
    - *source* (*.cpp)
  - reconstruction
    - *source* (*.cpp)



Interface Verification

Rational Rose



ClearCase

- threading (*.h)
- logging (*.h)
- fileio (*.h)
- source (*.cpp)

– reconstruction
- source (recon.cpp)

Compile recon.cpp

Reconstruction

platform/logging

+ Coding standards

CC -Iplatform/logging recon.cpp

Development Deliverables

“close the chain”

- For each Building Block:
  - Interface Specification (UML)
  - Dependencies / Usage between sub-Building Blocks (UML)
  - Implementation of Building Block
    - source code
  - mr_build command

Review + Authorisation

Review + Coding Standards

SW Architecture Verification

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Introduction in Organisation

Preparation phase

1 Define the required architectural rule
2 Define a way to (automatically) enforce it
3 Measure "*status*" (get a *threshold* value)

Execution phase

1 Accept violations < *threshold* value
2 Decrease continously *threshold*
3 Solve rest of violations

Experience -1-

- Introduction on separate development stream
- Code Base analysis not completely okay
  - missing parts of the code base
  - action: fix in a separate action
- Nested include statement
  - crossing subsystem borders
  - action 1: adapt the mechanism
  - action 2: fix in a separate action

Experience -2-

- Hard to find a project that took the ‘risk’
  - be very early
- Deployment in organisation
  - carefully planned and executed
  - accepted by engineers
- New projects starting to use I/f management
  - project control

Why does it succeed at Philips MR?

- Management & Project Support
- Evolutionary Introduction Strategy
- Verification Mechanism
  - automatic verification tools **AND**
  - embedded in the organisation's process