From Software Architecture to Software Gardening: New Paradigms for the Development of Complex Adaptive Systems

Thomas Gabor, LMU Munich RoSI Lecture 2019-12-16

Complex Adaptive Systems Complexity Dynamicity Trust

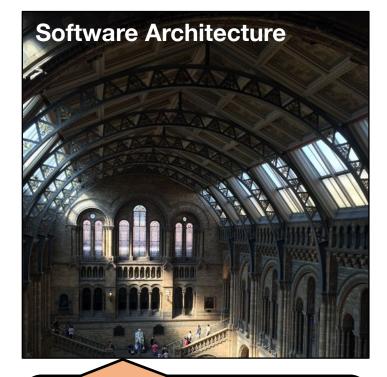


Complex Adaptive Systems

Complexity

Dynamicity

Trust



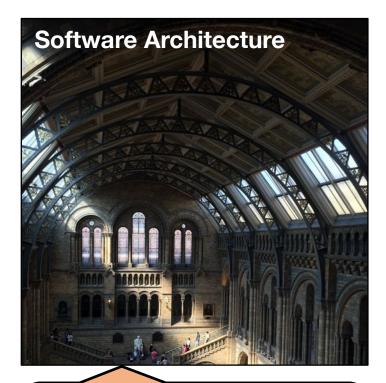
preserve initial consistency throughout development

Complex Adaptive Systems

Complexity

Dynamicity

Trust



preserve initial consistency throughout development

Complex Adaptive Systems

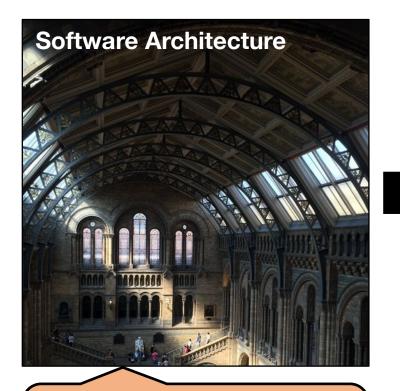
Complexity

Dynamicity

Trust

continously (re-)establish (partial) consistency from initial inconsistency





preserve initial consistency throughout development



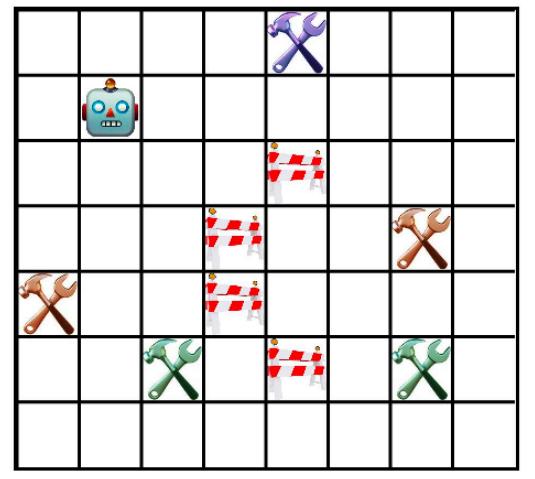
continously (re-)establish (partial) consistency from initial inconsistency

The Small Picture

| | | | | X | | |
|---|---|---|---|---|---|--|
| | 1 | | | | | |
| | | | | | | |
| | | | 1 | | X | |
| X | | | | | | |
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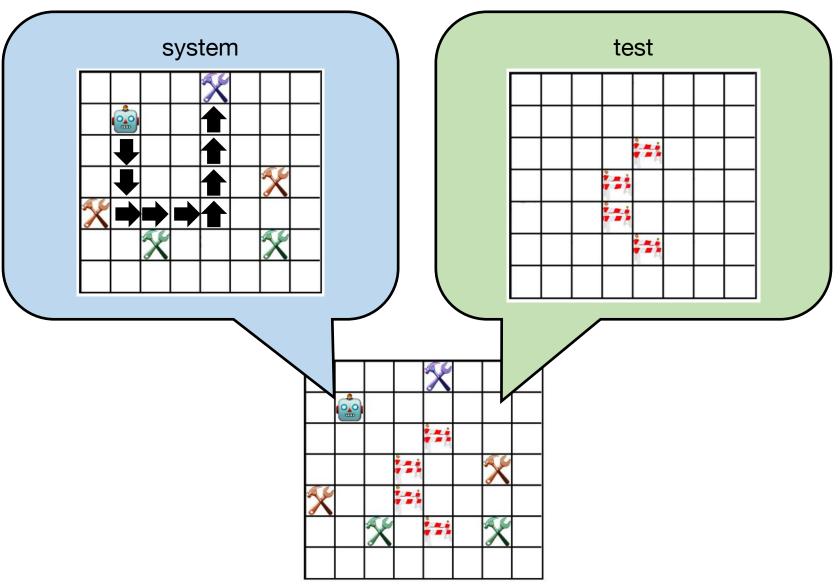
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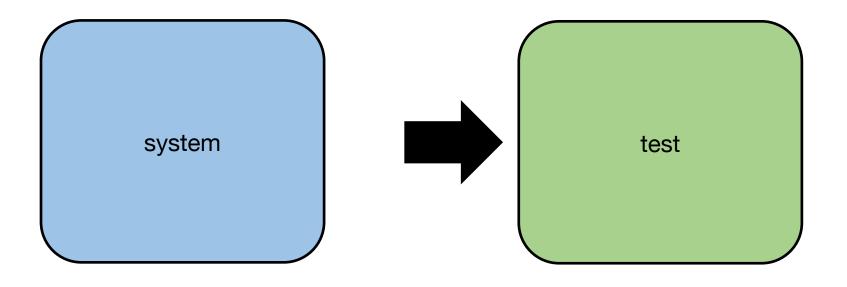
The Small Picture



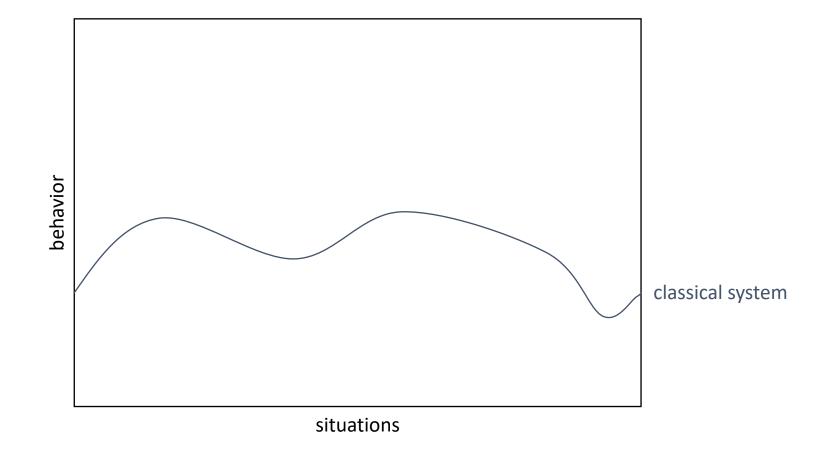
- robot starts top left
- must visit workstations
 of specific colors
 in specific order
- must not collidewith obstacles
- should choosethe shortest path

The Small Picture

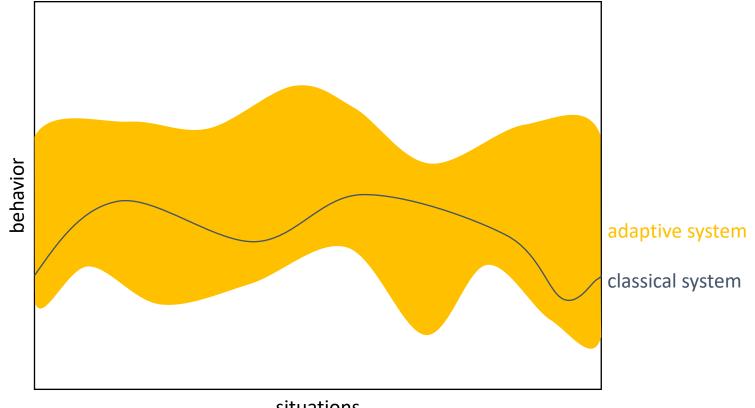




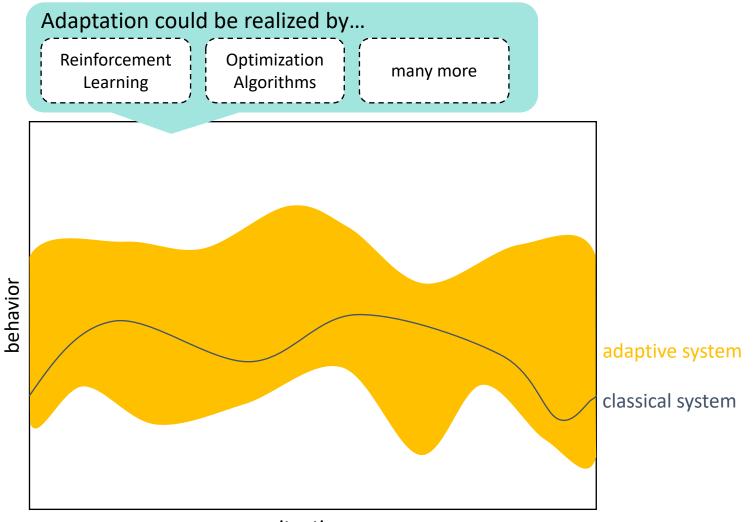




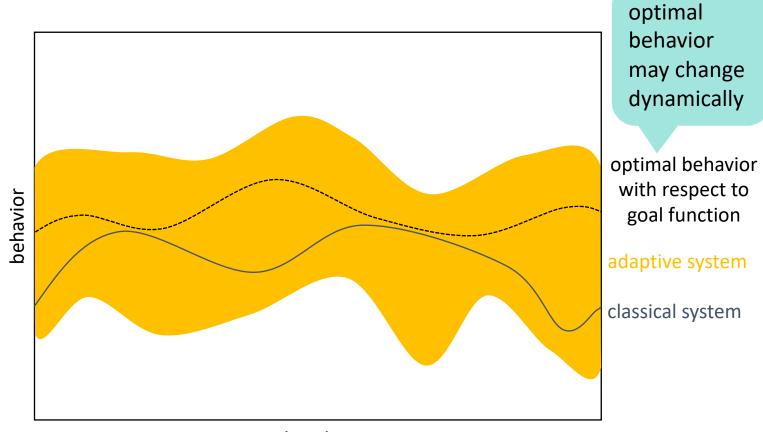
Adaptive Systems



Adaptive Systems

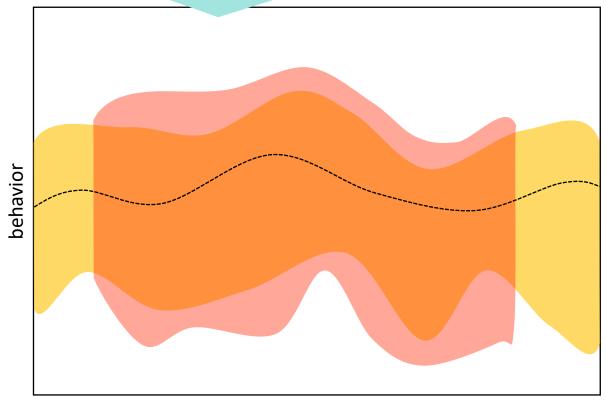


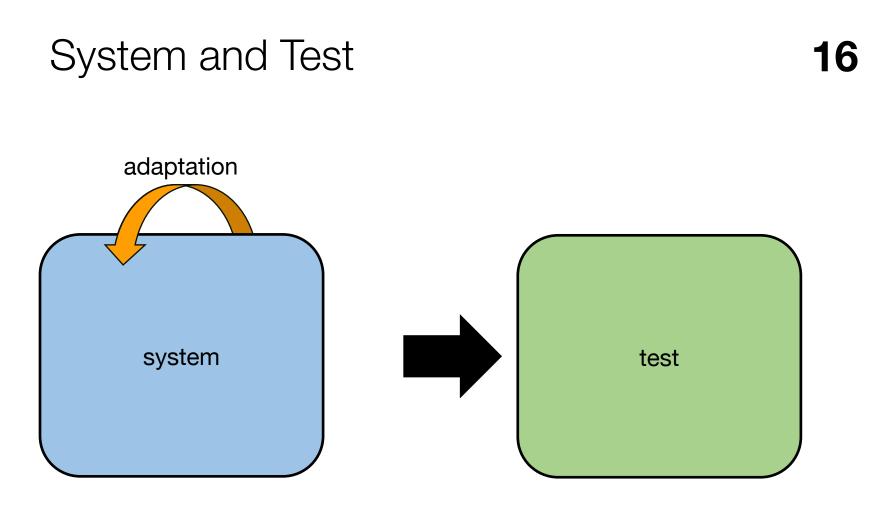
Optimizing Adaptive Systems

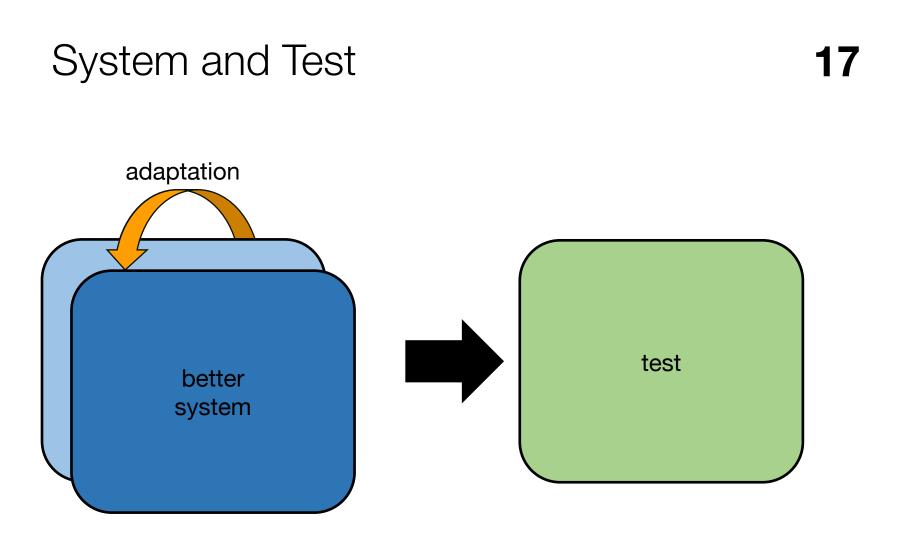


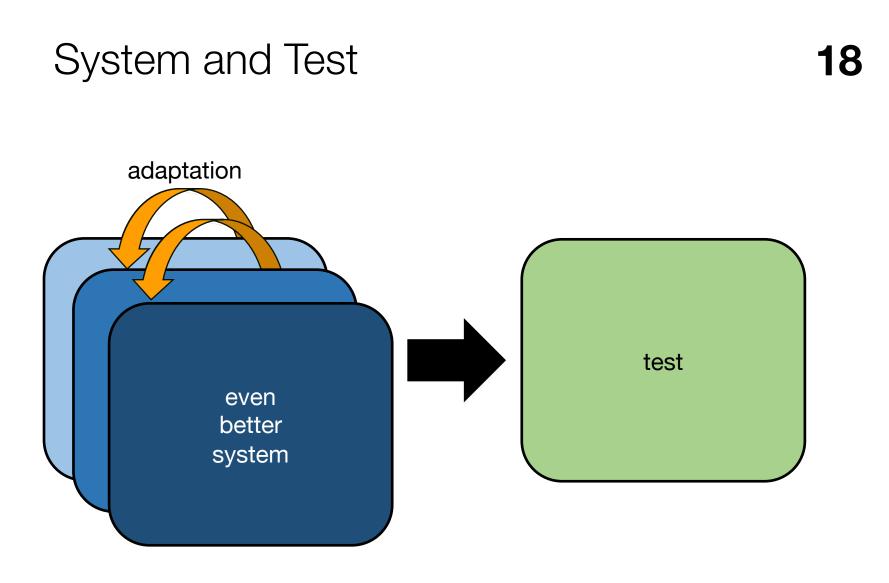
More Adaptive Systems?

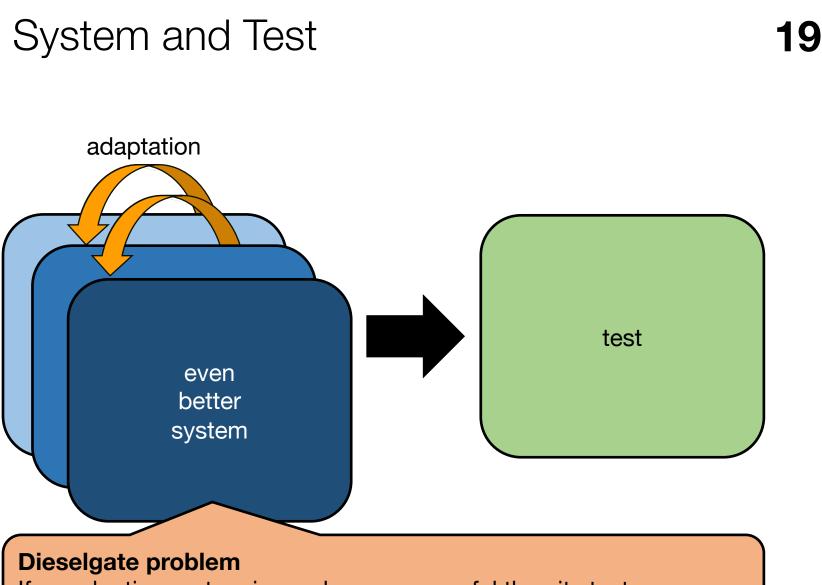
Orange is at least as adaptive as Red <=> Orange can solve at least the situations Red can solve AND Orange performs at least as close to the optimum as Red











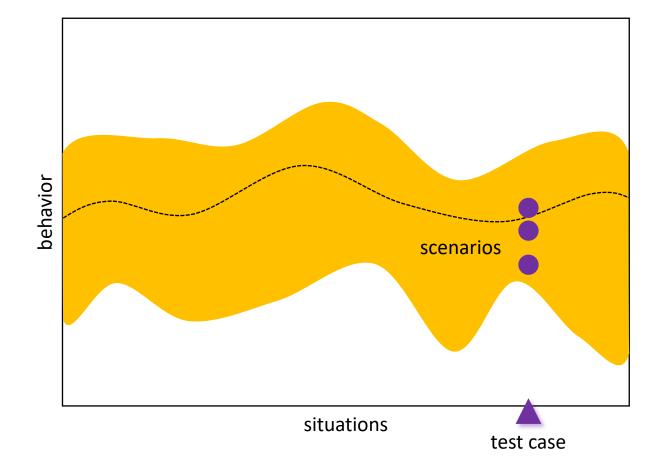
If an adaptive system is much more powerful than its test, then it may prefer tricking the test to solving its actual objective.





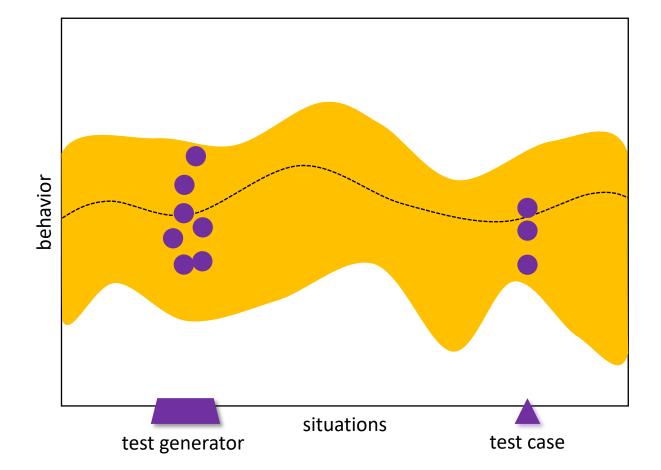
Tests of Adaptive Systems



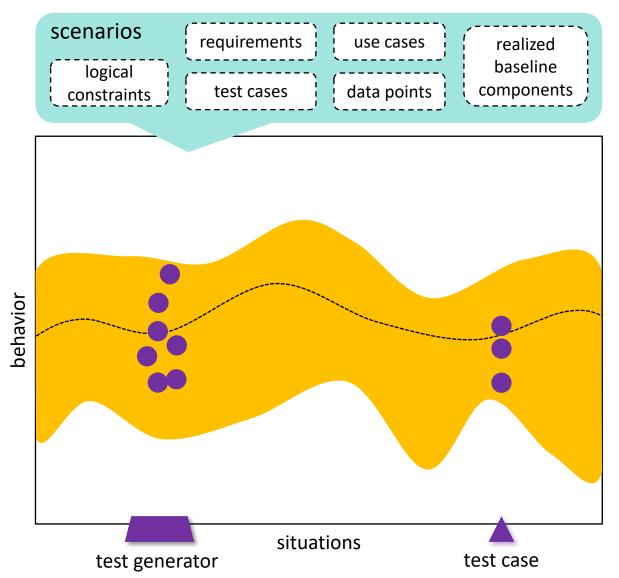


Tests of Adaptive Systems



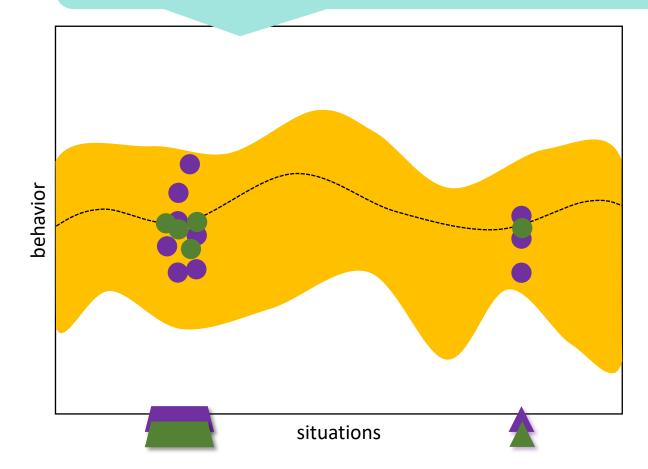


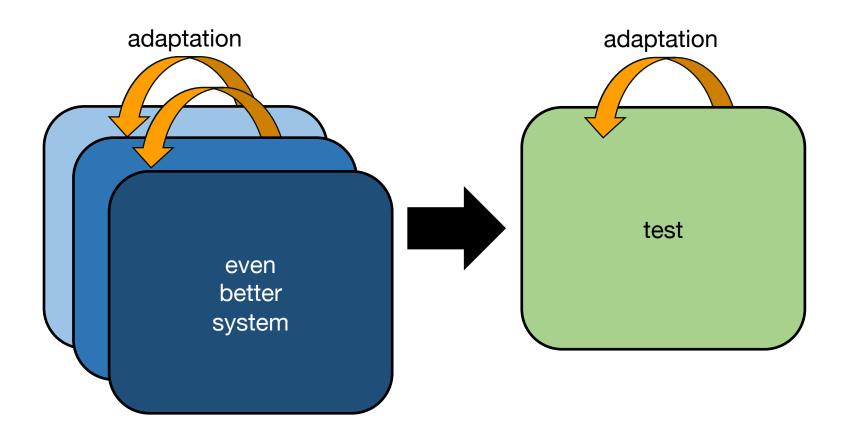
Tests of Adaptive Systems

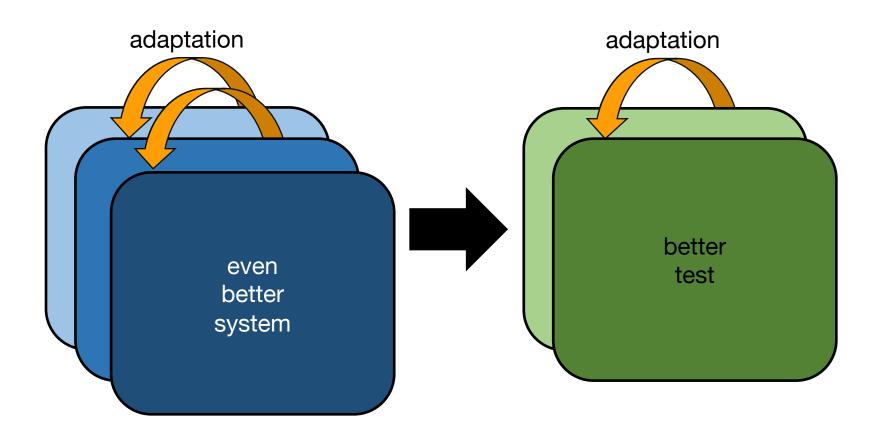


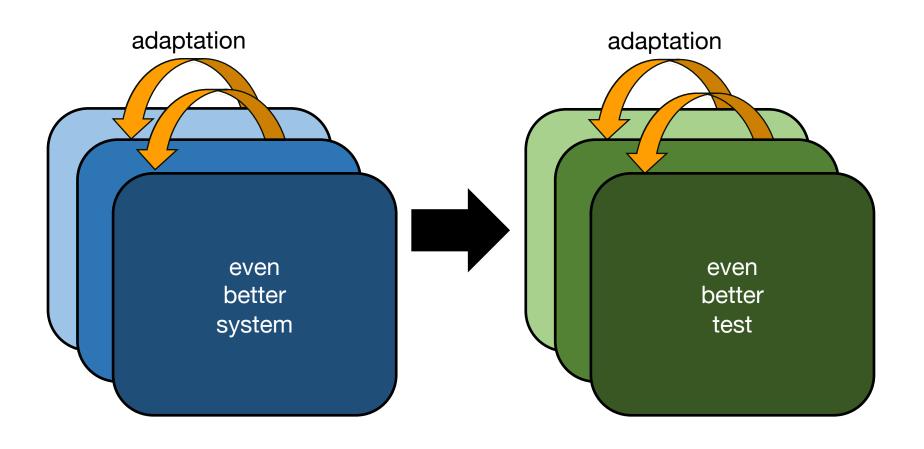
Harder Tests?

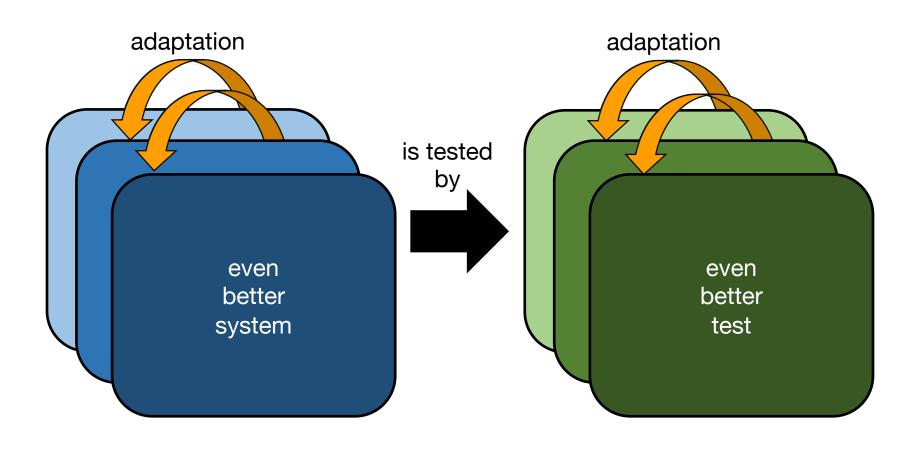
Green is at least as hard as Purple <=> For every scenario generated by Purple, Green generates a scenario that is at least as close to optimal behavior.

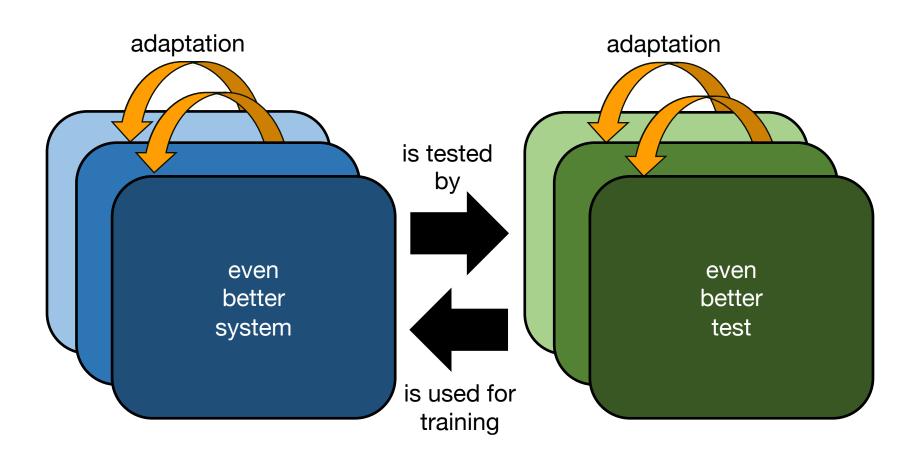


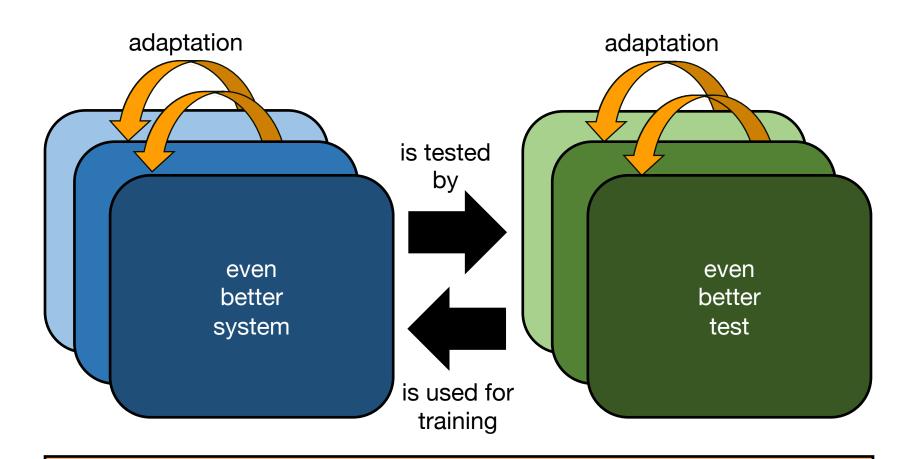




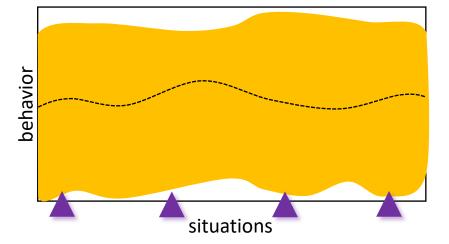


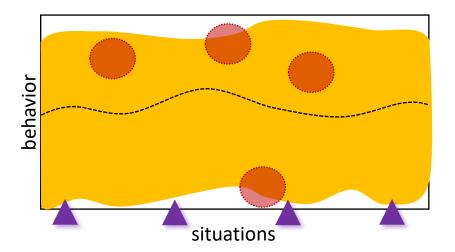


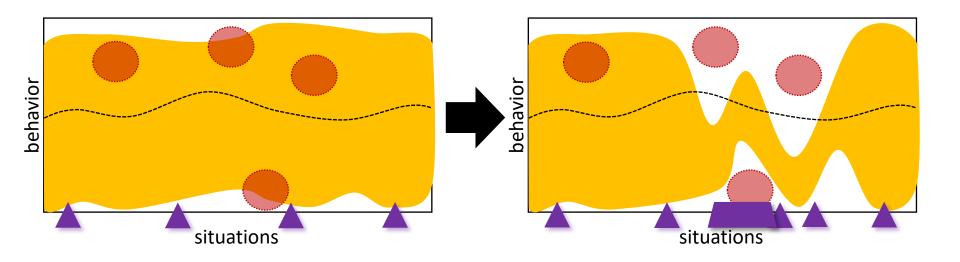


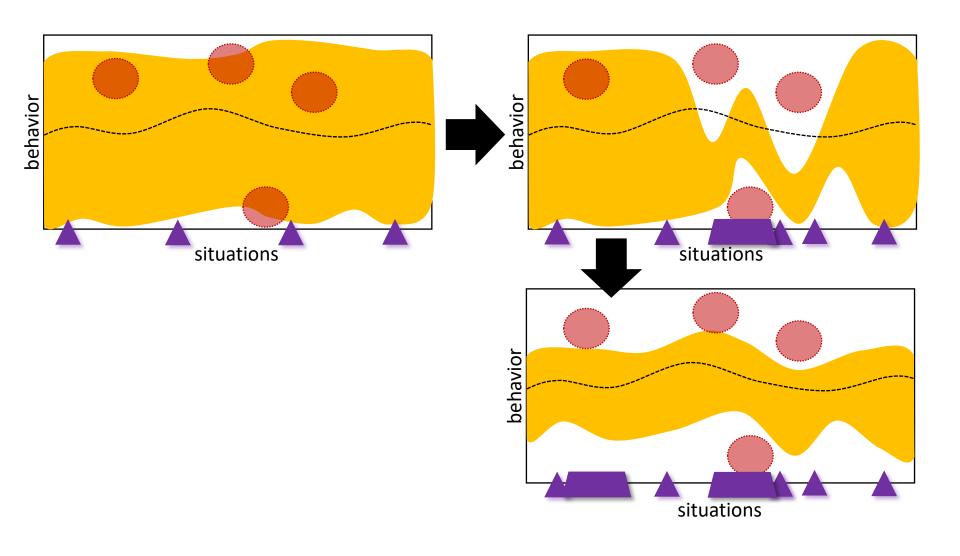


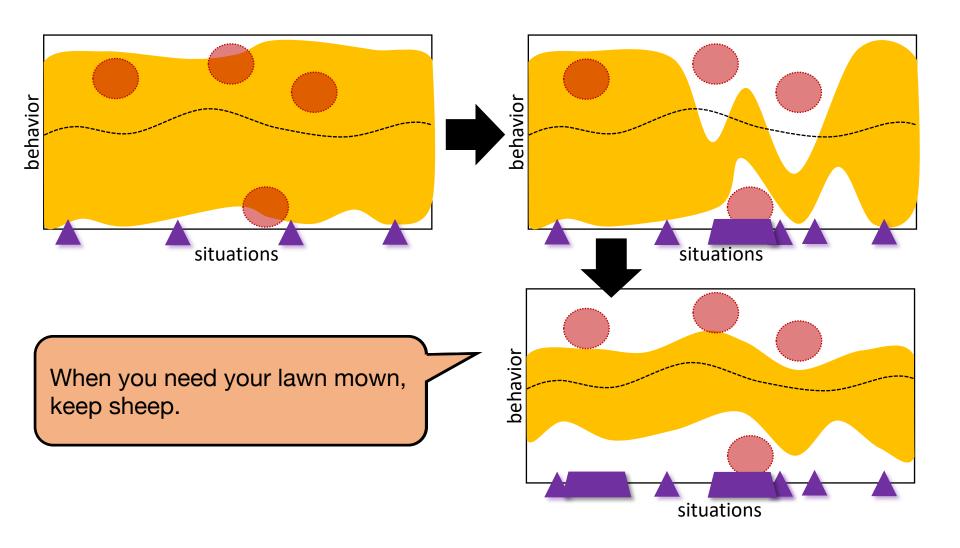
arms race between system and test Scenario Co-Evolution





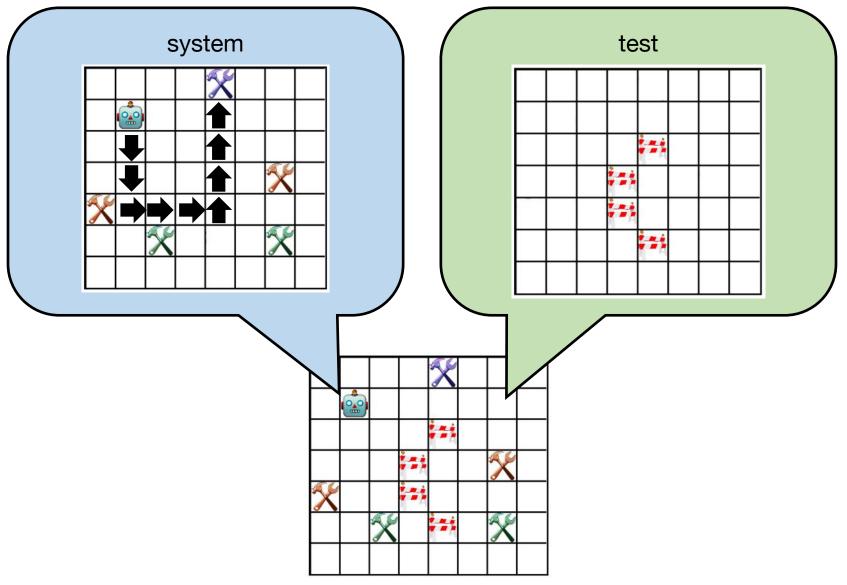






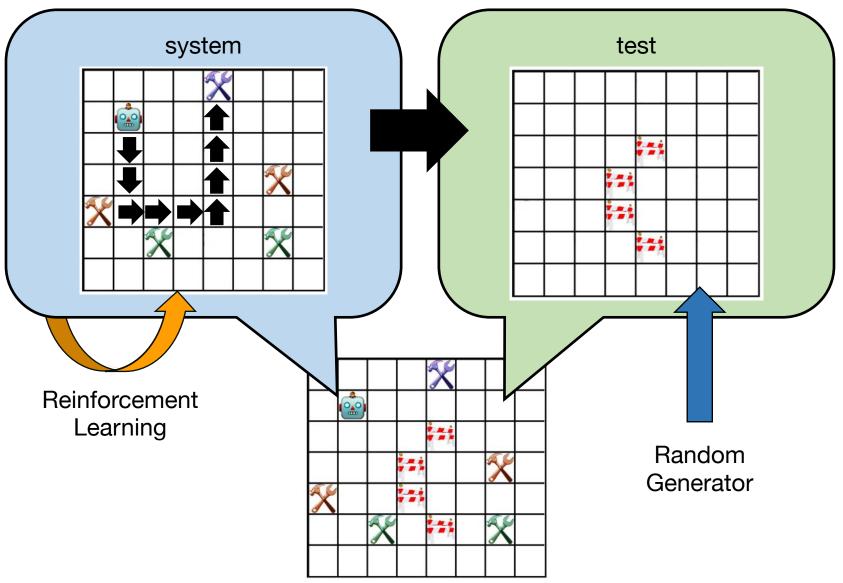
Scenario Co-Evolution with Reinforcement Learning and Evolutionary Algorithms

The Small Picture



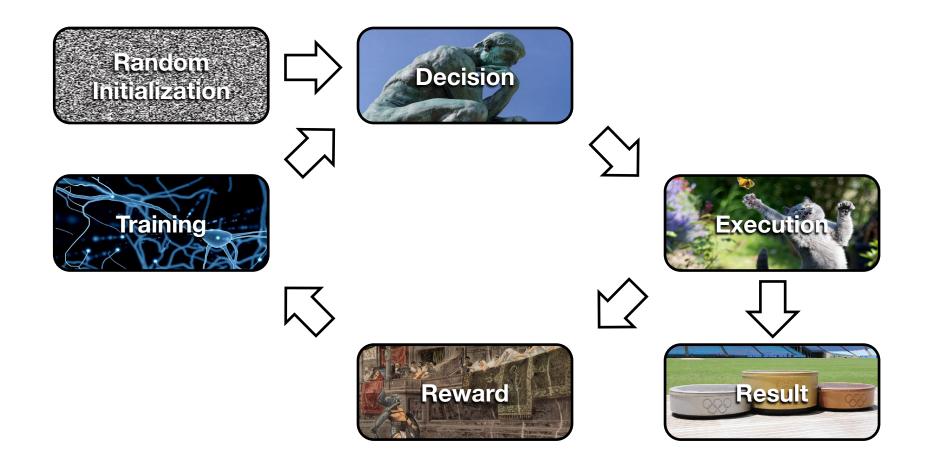
The Small Picture

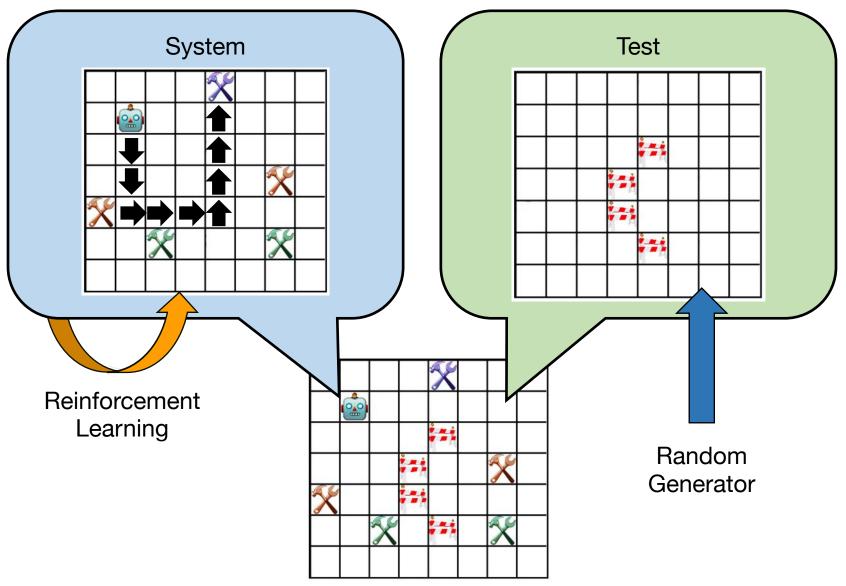
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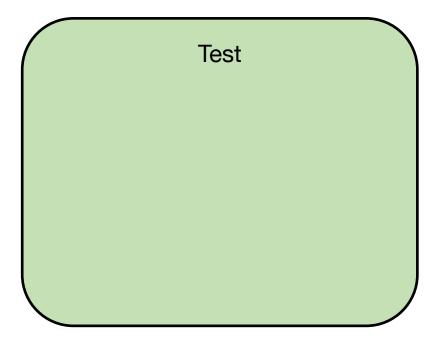
Reinforcement Learning

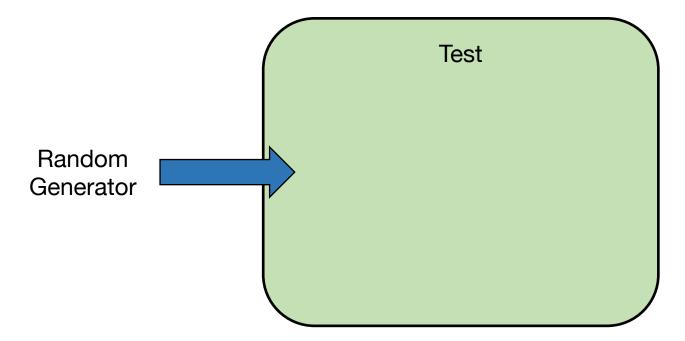


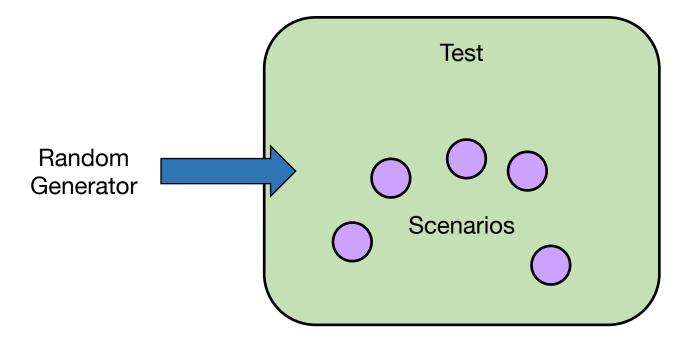




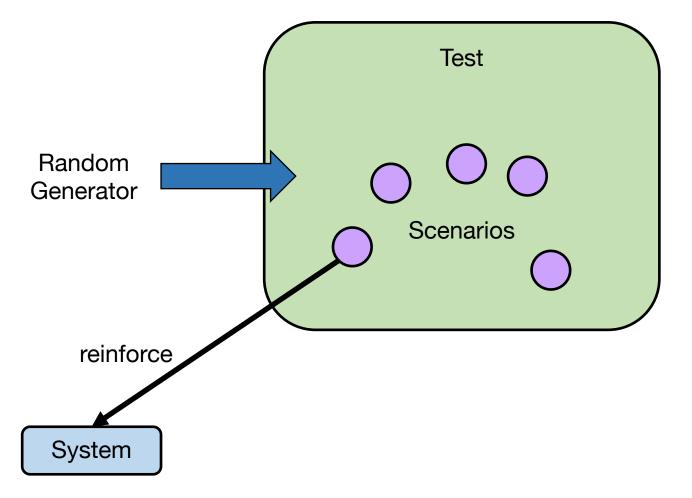
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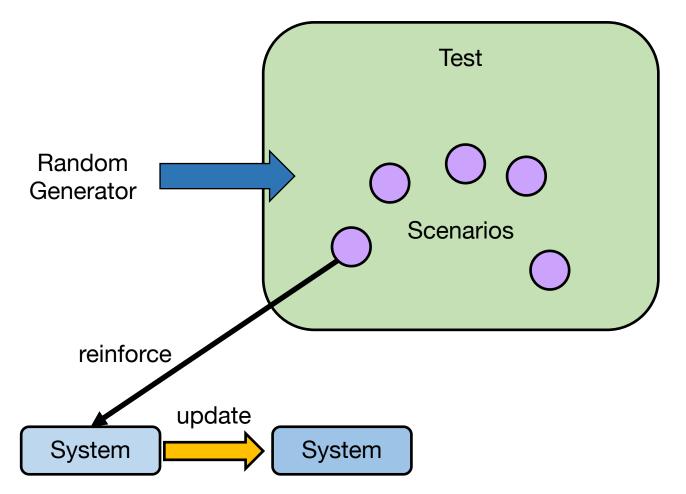


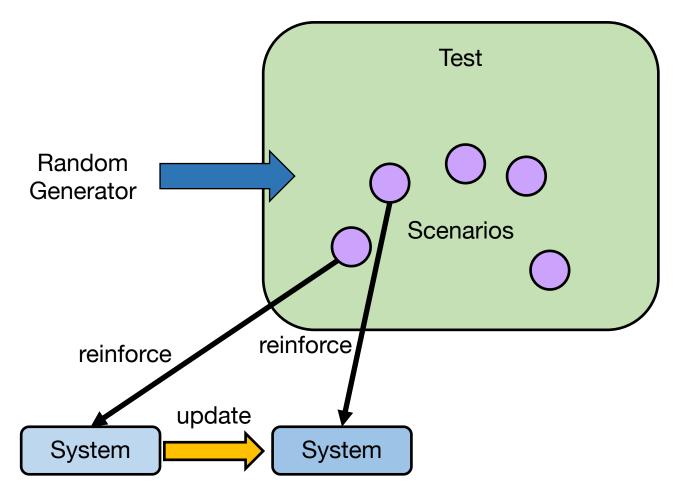


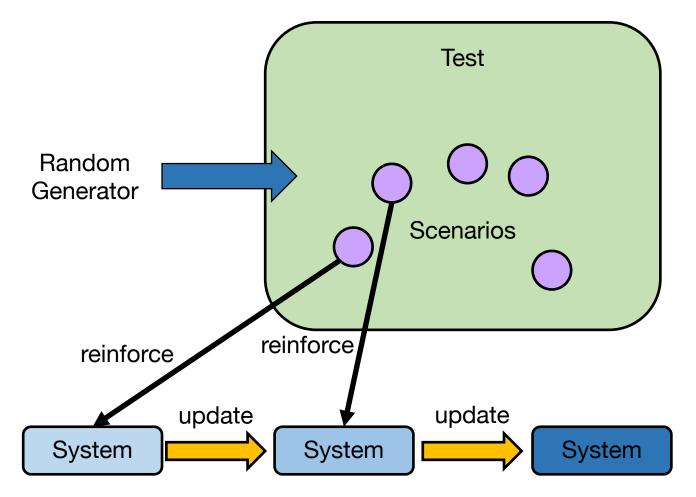




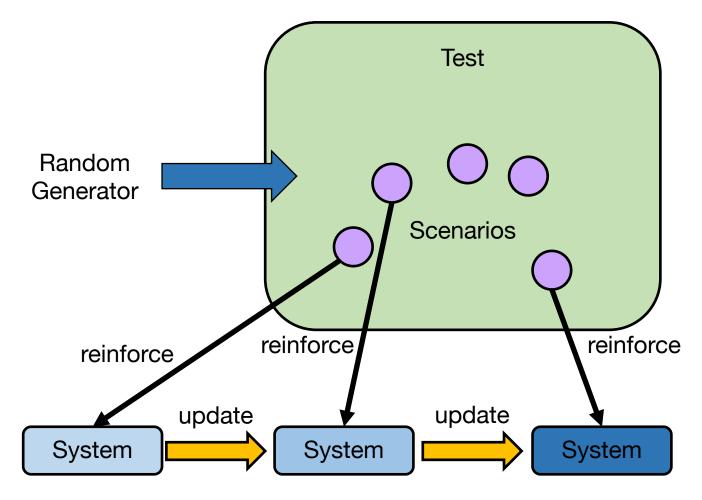






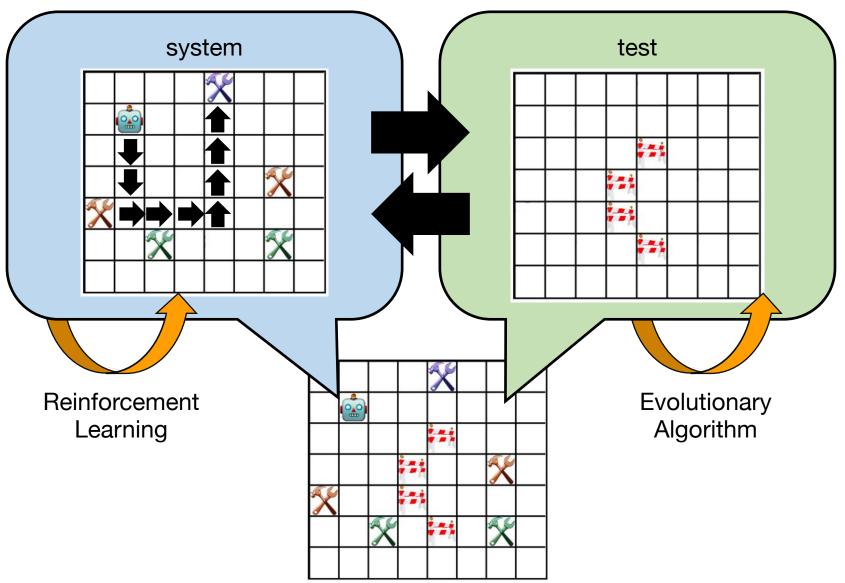






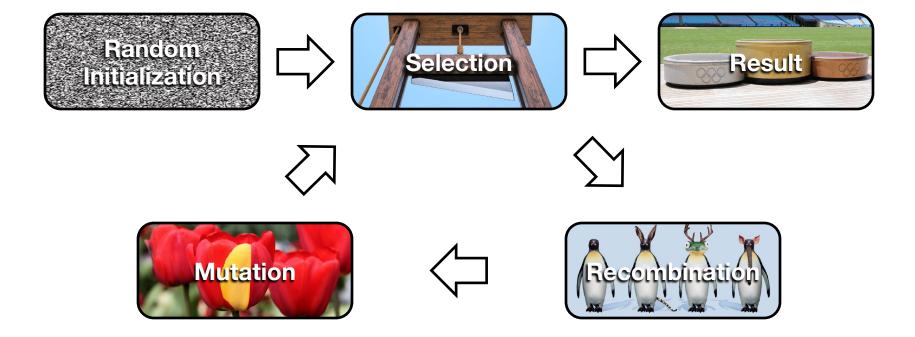
The Small Picture

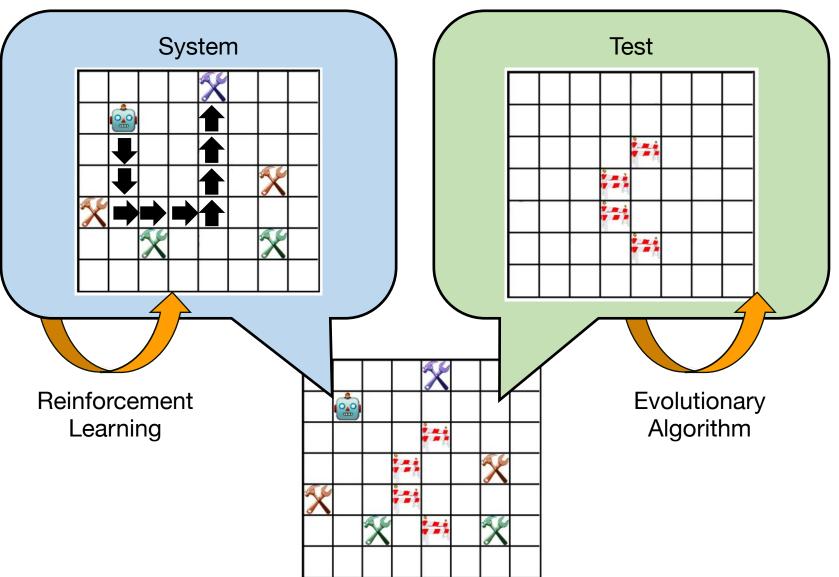
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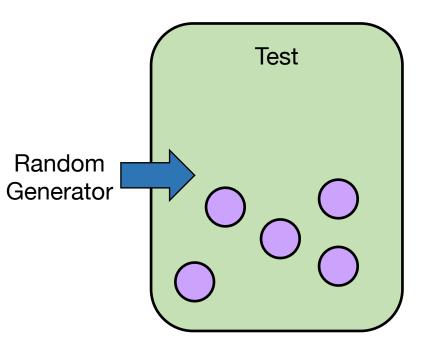
Evolutionary Algorithms

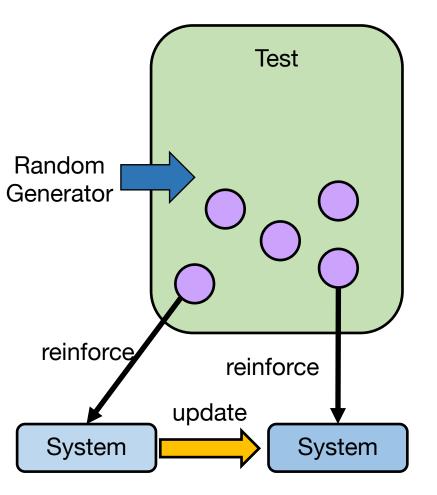


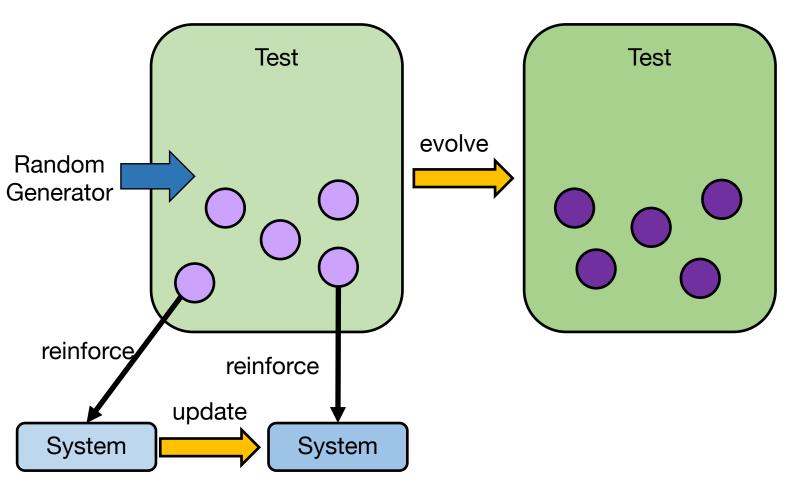


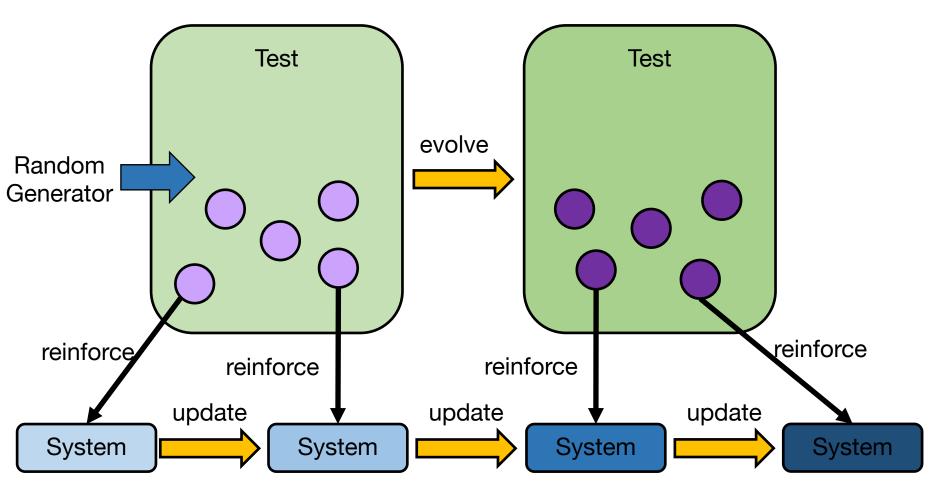


51



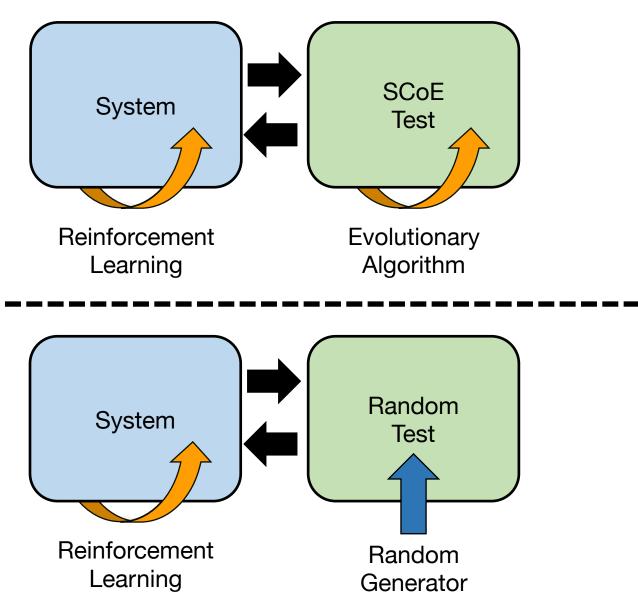




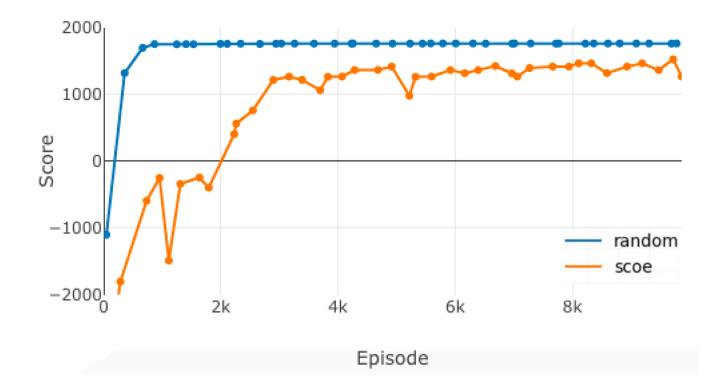


Experimental Setup

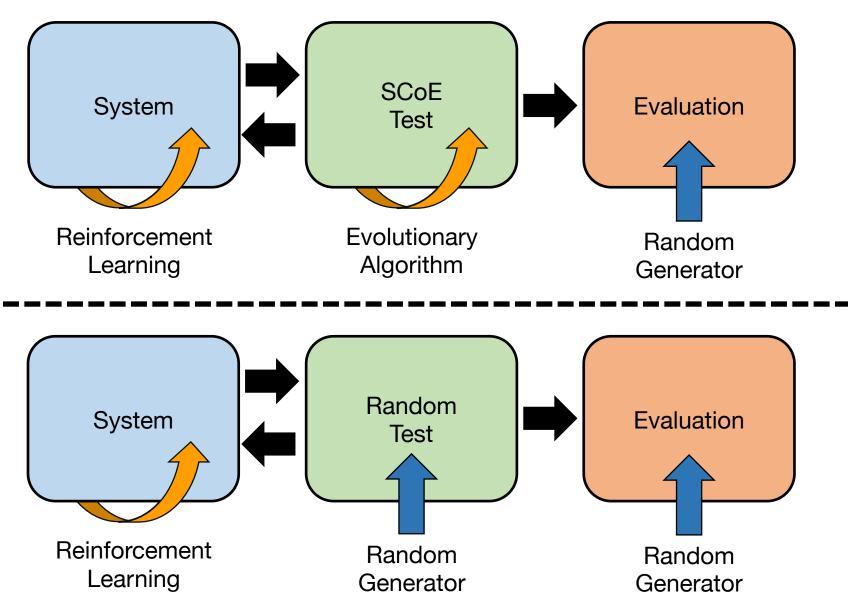




Learning Rates

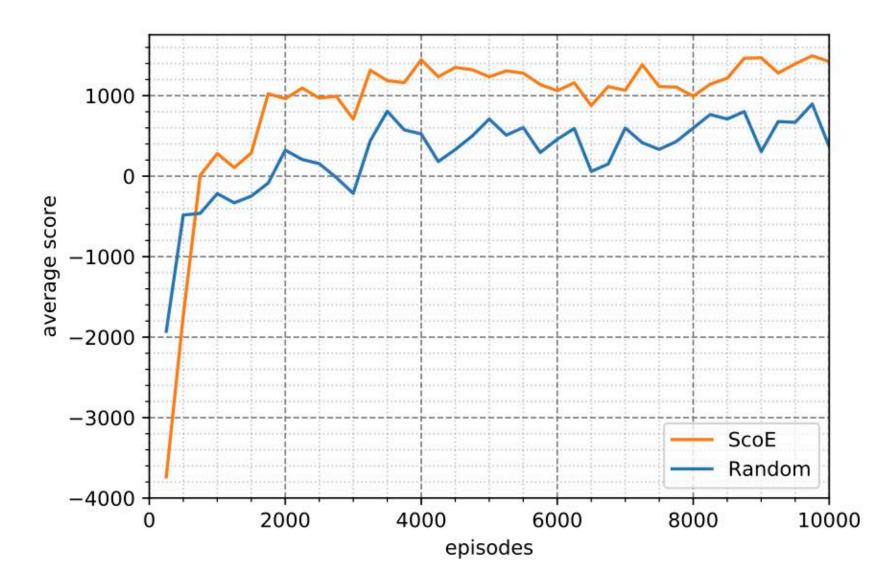


Experimental Setup



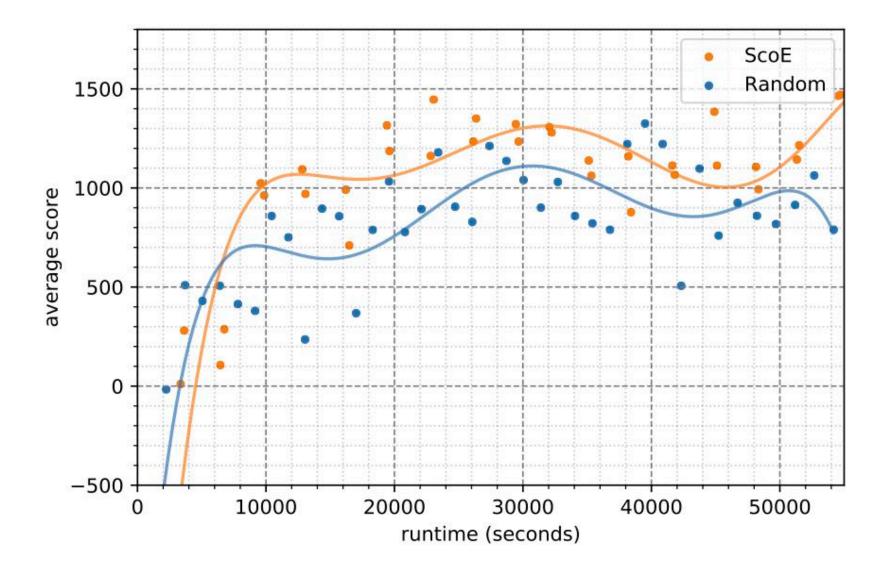
Effective Performance



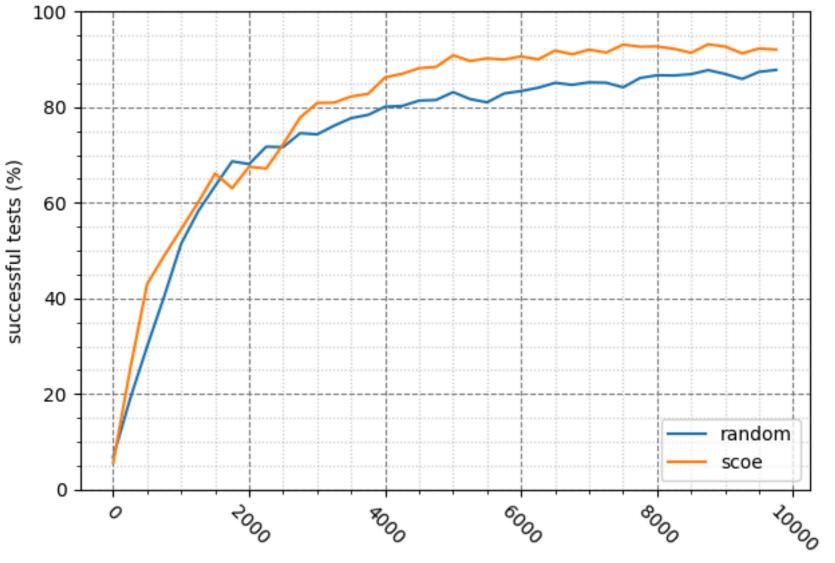


Performance over Time





Successful Runs

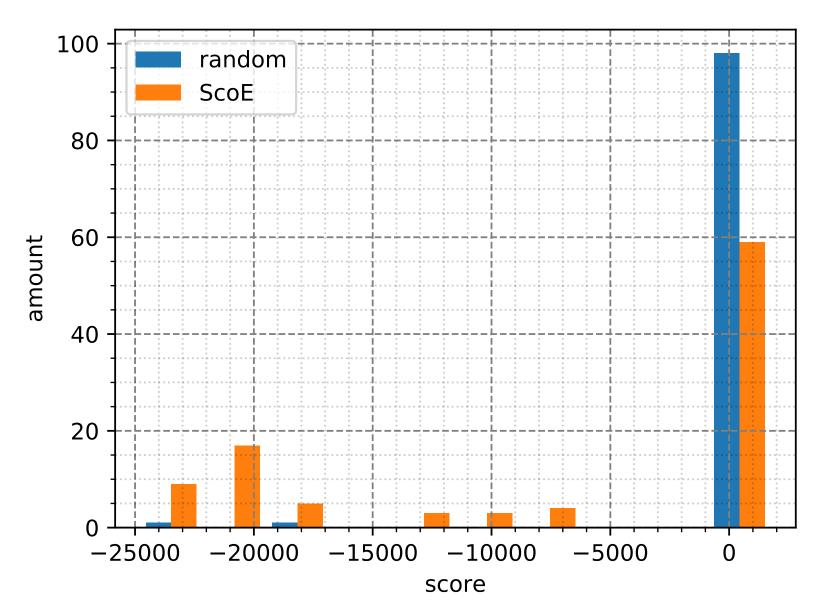


61

episodes

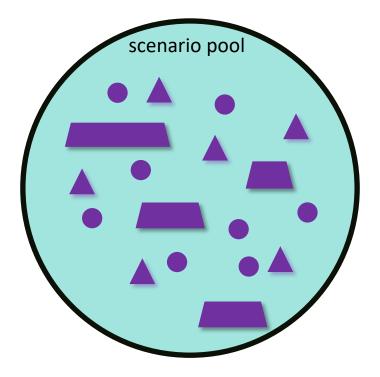
Generated Test Cases





Scenario Co-Evolution as a Tool for Software Engineering

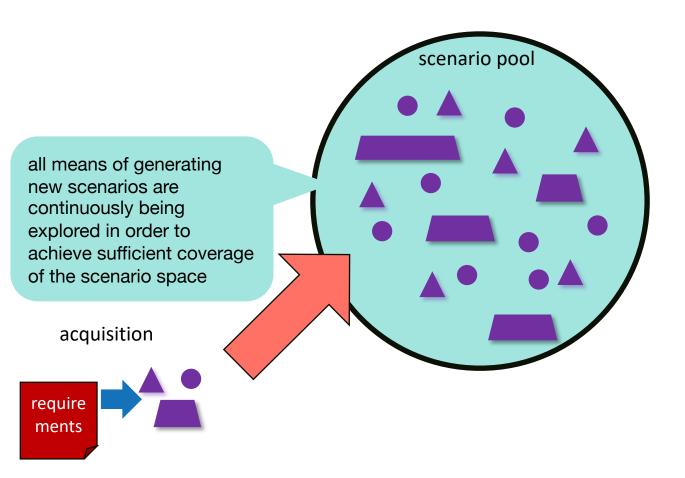
Criticality Focus



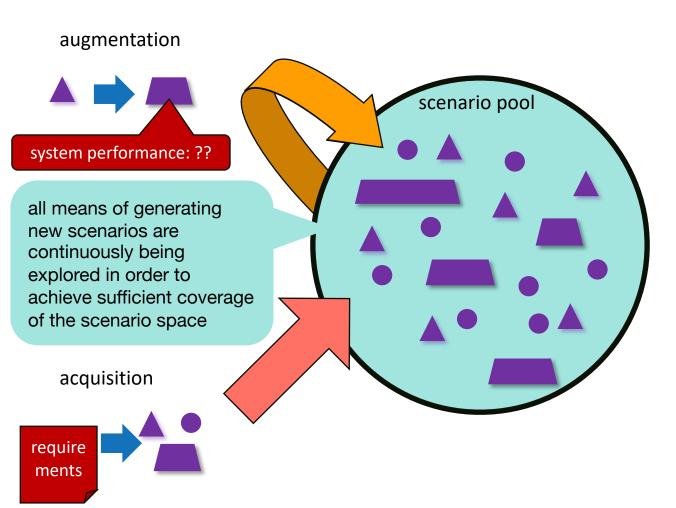
Criticality Focus

all means of generating new scenarios are continuously being explored in order to achieve sufficient coverage of the scenario space

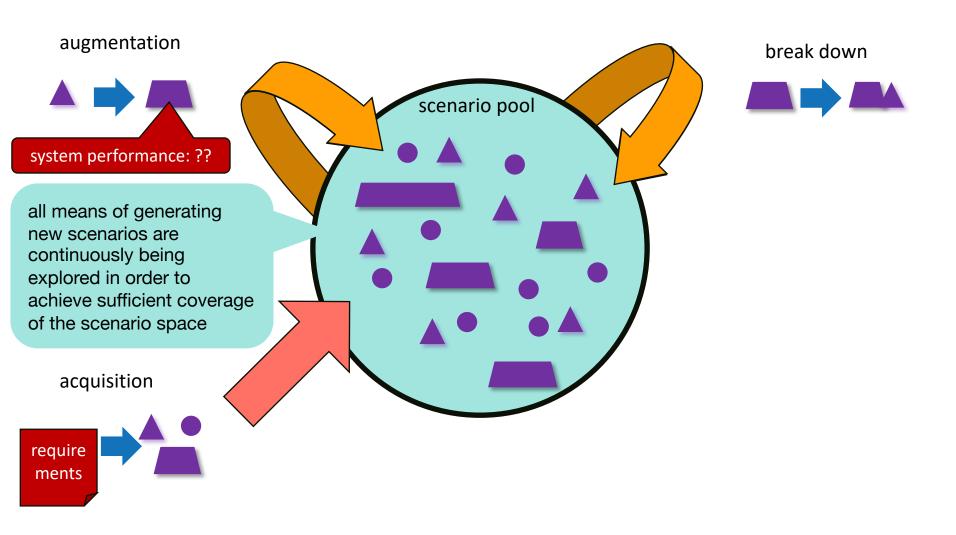
Criticality Focus



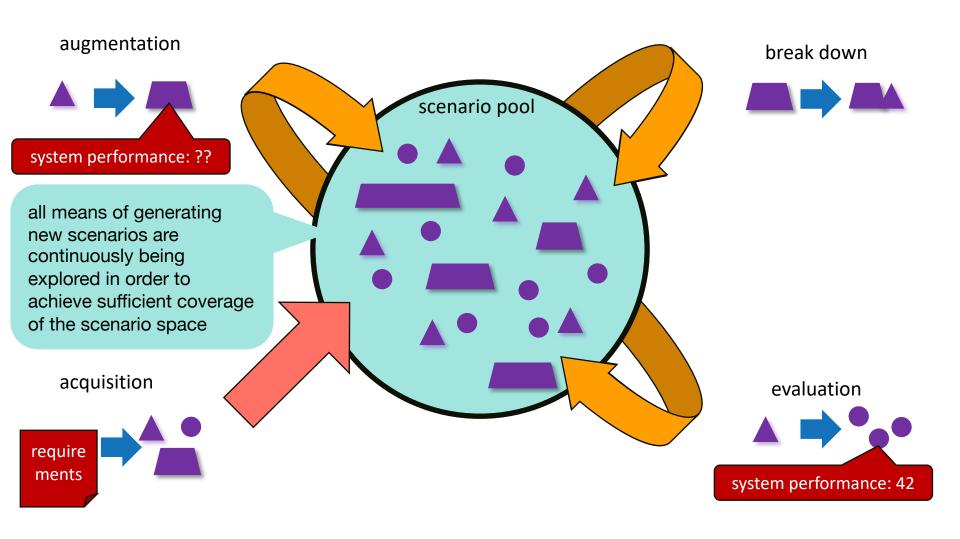
Criticality Focus



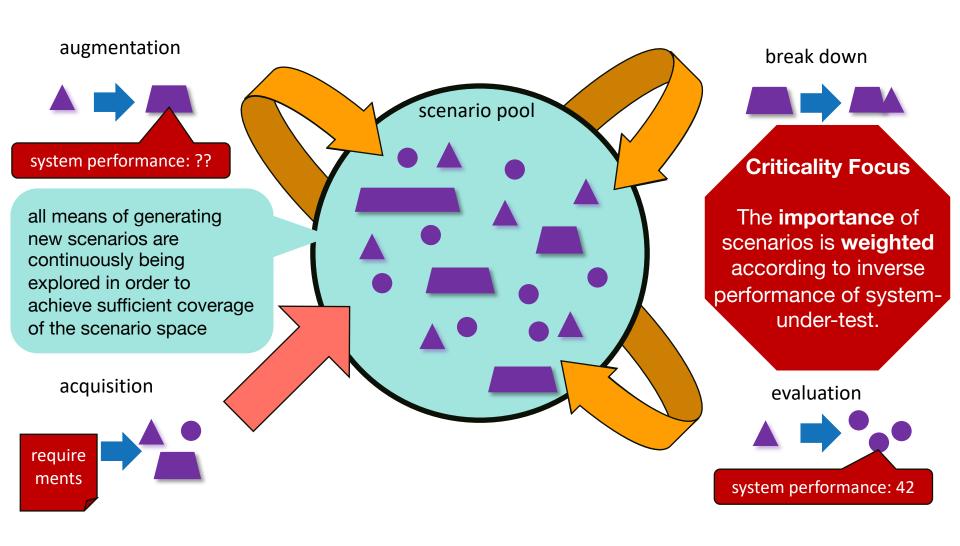
Criticality Focus



Criticality Focus



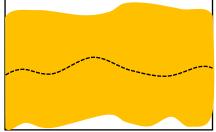
Criticality Focus



Adaptation Cooldown

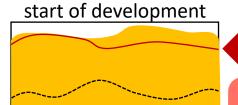
71

start of development



Adaptation Cooldown

72



off-site adaptation borders

defining the desired limits of the adaptation process for all eventual customer scenarios

start of development

off-site adaptation borders

defining the desired limits of the adaptation process for all eventual customer scenarios

scenario evolution finds faulty behavior early and brings the adaptive system to behave within the adaptation borders

start of development

off-site adaptation borders

defining the desired limits of the adaptation process for all eventual customer scenarios

scenario evolution finds faulty behavior early and brings the adaptive system to behave within the adaptation borders

75

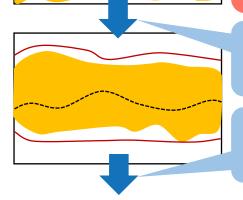
start of development



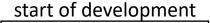
defining the desired limits of the adaptation process for all eventual customer scenarios

scenario evolution finds faulty behavior early and brings the adaptive system to behave within the adaptation borders

adapting to a single customer's specific environment changes the optimal behavior slightly



76





defining the desired limits of the adaptation process for all eventual customer scenarios

scenario evolution finds faulty behavior early and brings the adaptive system to behave within the adaptation borders

adapting to a single customer's specific environment changes the optimal behavior slightly

on-site adaptation borders

during deployment narrower boundaries for adaptation with respect to one customer's specific environment may be necessary

running product

start of development

off-site adaptation borders

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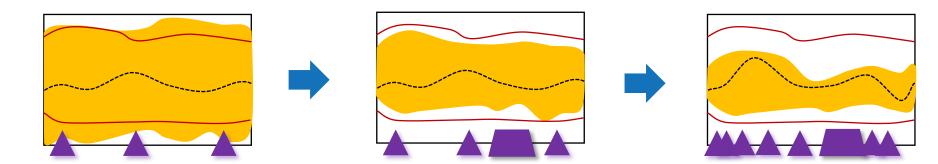
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Adaptation Cooldown

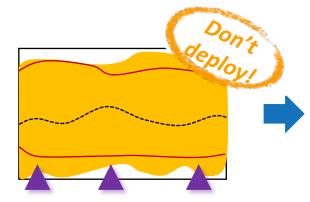
As system development progresses, the space of **possible behavior** available to the adaptation mechanism **decreases.**

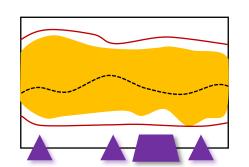
running product

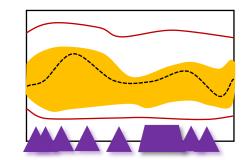




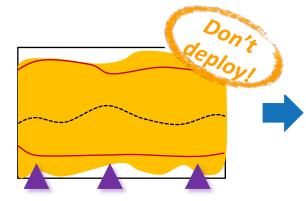


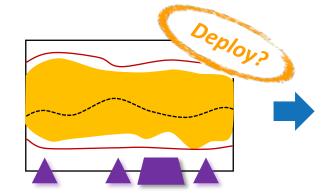


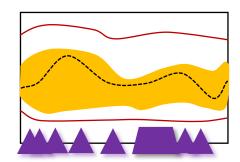




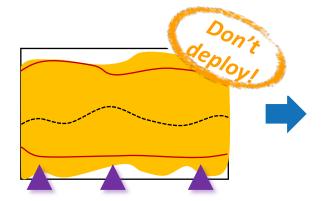


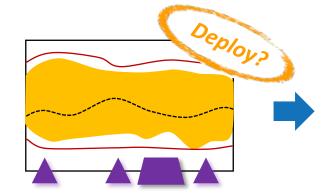


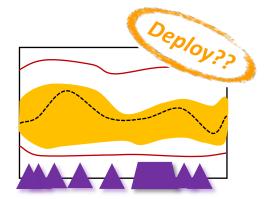




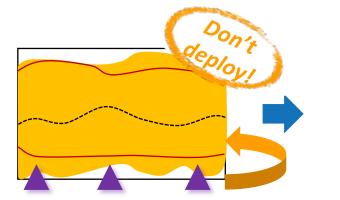
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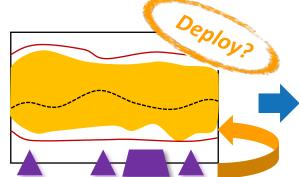


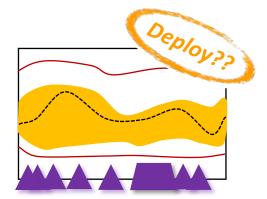




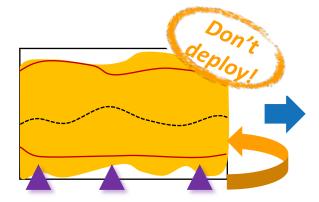
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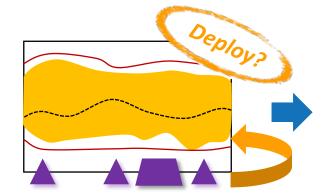


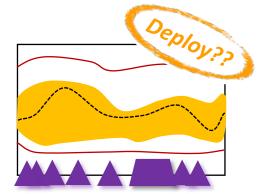




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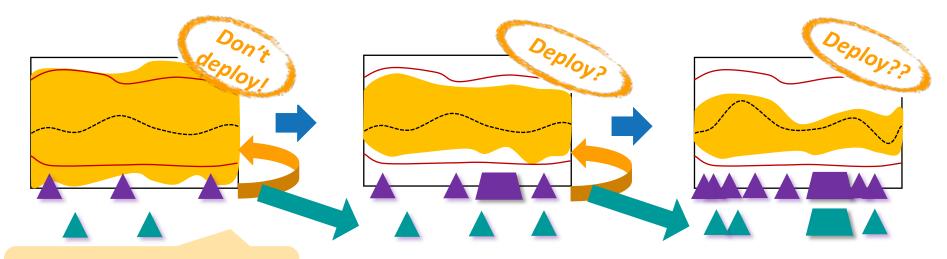






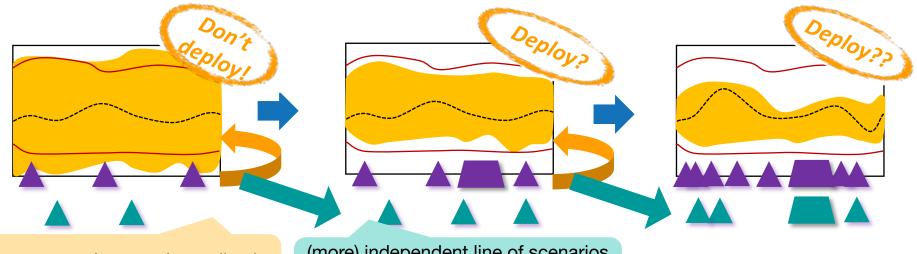
system-under-tests immediately adapts to scenario evolution

84



system-under-tests immediately adapts to scenario evolution

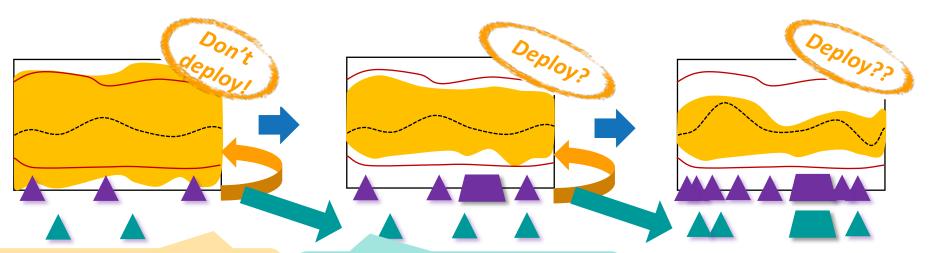
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system-under-tests immediately adapts to scenario evolution

(more) independent line of scenarios with no immediate feedback for the system-under-test

86



system-under-tests immediately adapts to scenario evolution

(more) independent line of scenarios with no immediate feedback for the system-under-test

Deploy All

Trustworthiness is aided by **deploying all tests** so they can be repeated at the customer's site. Oscar Nierstrasz, Marcus Denker, Tudor Gîrba, Adrian Lienhard, David Röthlisberger (2008). Change-enabled software systems. In Software-Intensive Systems and New Computing Paradigms. Springer, Berlin, Heidelberg.

Tools for a New Framework

Criticality Focus

The **importance** of scenarios is **weighted** according to inverse performance of systemunder-test. Adaptation Cooldown

As system development progresses, the space of **possible behavior** available to the adaptation mechanism **decreases.**

Deploy All

Trustworthiness is aided by **deploying all tests** so they can be repeated at the customer's site.





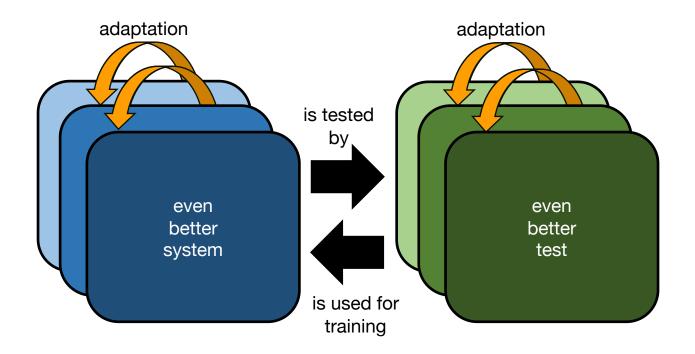


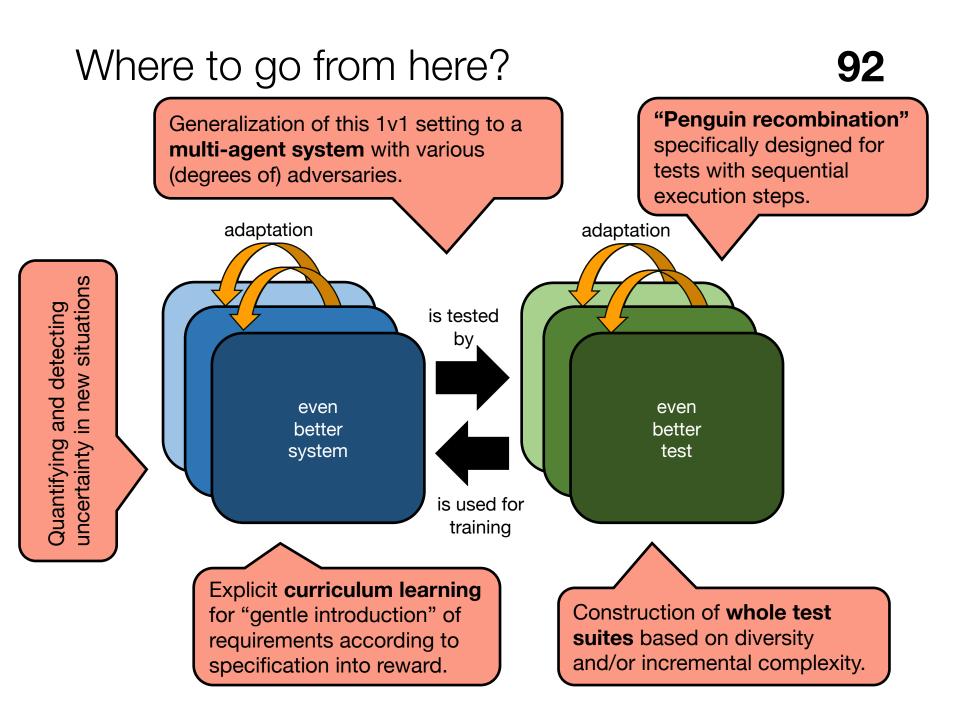


We need AI to adequately control AI.

Where to go from here?

Where to go from here?





Al and the Compute Method

- 1) "Al researchers have often tried to **build knowledge** into their agents,
- 2) this always helps in the **short term**, and is personally satisfying to the researcher, but
- 3) in the long run it plateaus and even inhibits further progress, and
- 4) breakthrough progress eventually arrives by an opposing approach based on scaling computation by **search and learning**."

Rich Sutton. The Bitter Lesson. www.incompleteideas.net/ Incldeas/BitterLesson.html

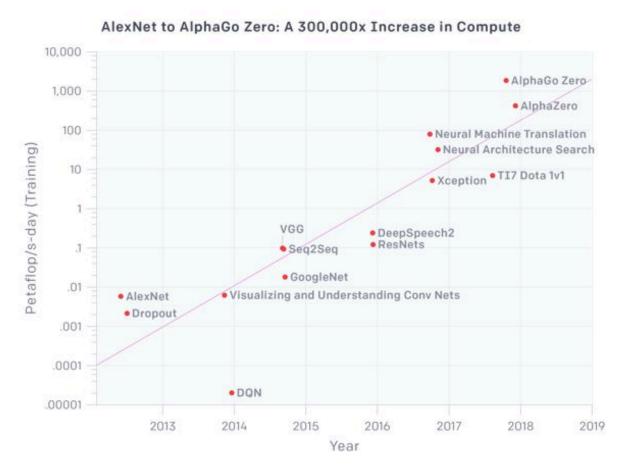
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"The biggest lesson that can be read from 70 years of AI research is that general methods that **leverage computation** are ultimately the most effective, and by a large margin."

> Rich Sutton. The Bitter Lesson. www.incompleteideas.net/ Incldeas/BitterLesson.html

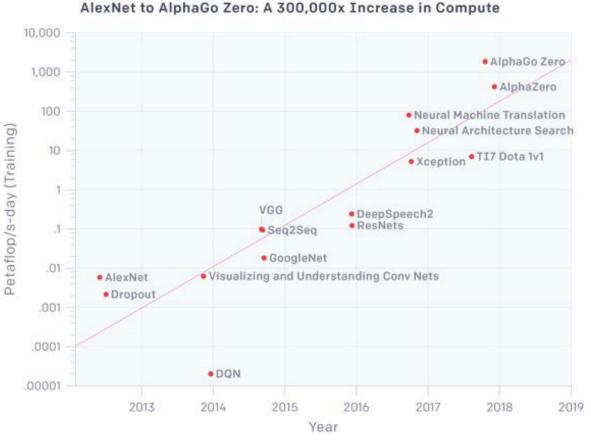
Computation Power used in Al



Dario Amodei and Danny Hernandez. Al and Compute. openai.com/blog/ai-and-compute/

95

Computation Power used in Al



"Since 2012, the amount of compute used in the largest AI training runs has been increasing exponentially with a **3.5 month doubling time** (by comparison, Moore's Law had an 18 month doubling period)."

Dario Amodei and Danny Hernandez. Al and Compute. openai.com/blog/ai-and-compute/

96

Options for the Future

Al experiments become more expensive Progress in Al research slows down

We find a way to increase available computing power

Options for the Future

Al experiments become more expensive Progress in Al research slows down

We find a way to increase available computing power

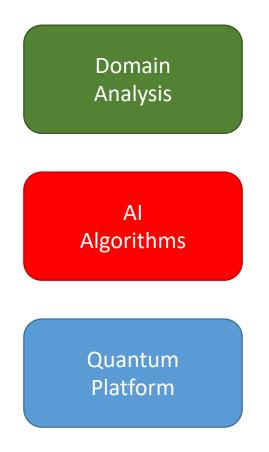
Options for the Future

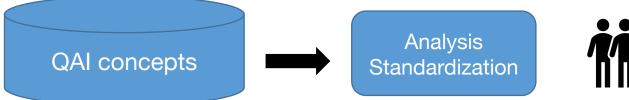
Al experiments become more expensive Progress in Al research slows down Quantum Computing?

We find a way to increase available computing power

An Awful Lot of Expertise

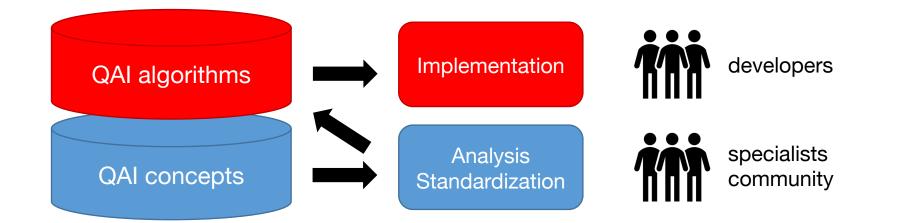
100

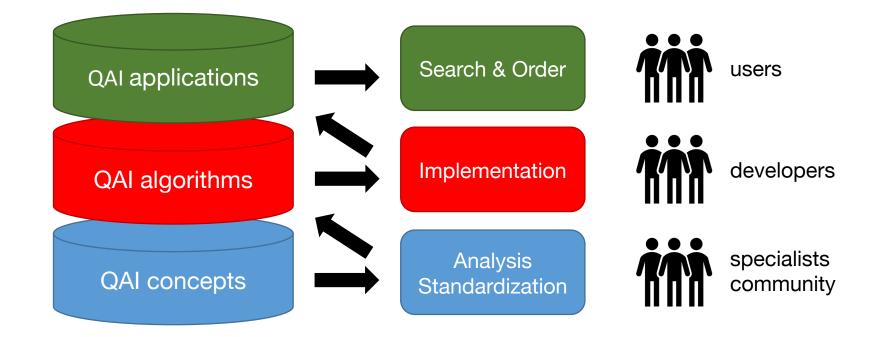




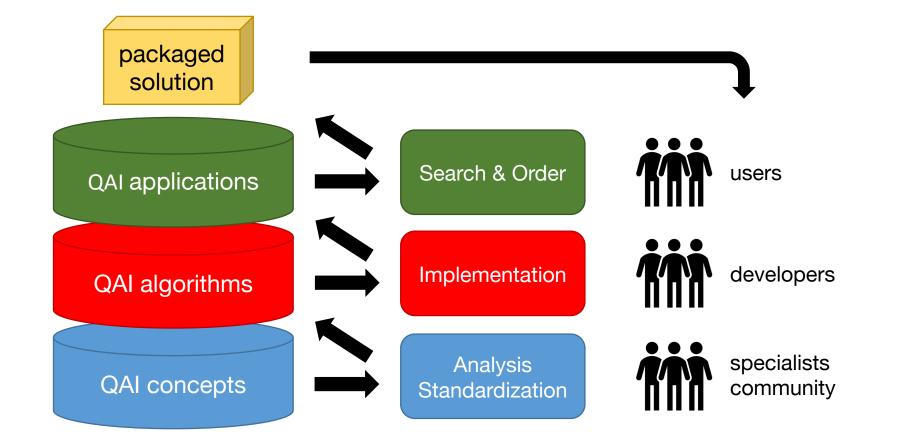


specialists community



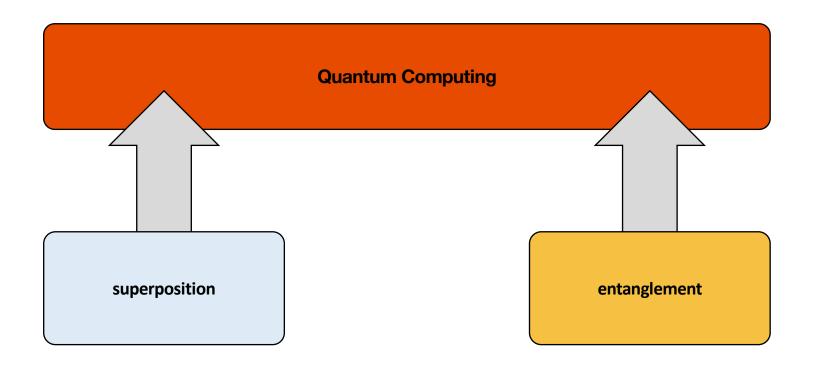


104



So what else is new?

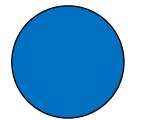
105



Superposition

106

classical physics



particle

Superposition

107

classical physics



spin



Superposition

108

classical physics

particle

spin

measure spin



109

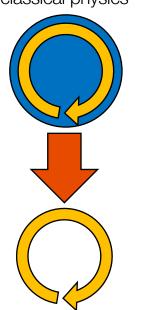
classical physics

particle

spin

measure spin

measured spin



110

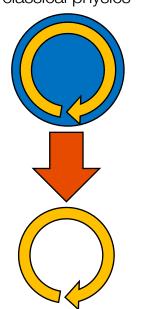
classical physics

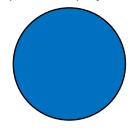
particle

spin

measure spin

measured spin





111

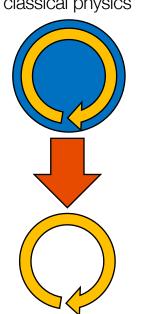
classical physics

particle

spin

measure spin

measured spin





112

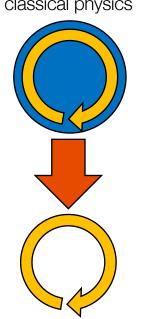
classical physics

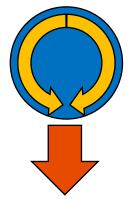
particle

spin

measure spin

measured spin

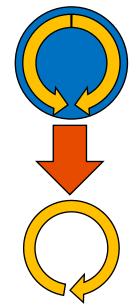




113

classical physics

quantum physics



particle

spin

measure spin

measured spin

114

classical physics

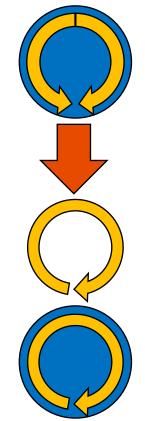
changed particle

particle

measure spin

measured spin

spin





| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|---|---|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |

Registers

| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|---|---|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |

ASCII letter A

117

| 0 |
|----------|----------|----------|----------|----------|----------|----------|----------|
| 50% | 50% | 50% | 50% | 50% | 50% | 50% | 50% |
| 50% | 50% | 50% | 50% | 50% | 50% | 50% | 50% |
| 1 |

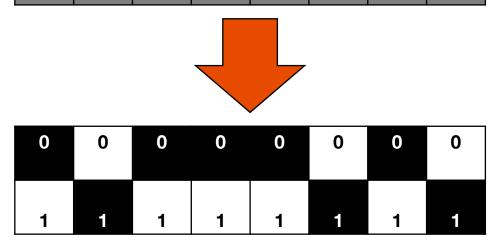
all ASCII letters at the same time

| 0 |
|----------|----------|----------|----------|----------|----------|----------|----------|
| 50% | 50% | 50% | 50% | 50% | 50% | 50% | 50% |
| 50% | 50% | 50% | 50% | 50% | 50% | 50% | 50% |
| 1 |

all ASCII letters at the same time

measuring

| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|----------|----------|----------|-----------------|----------|-----------------|-----------------|-----------------|
| 50% | 50% | 50% | 50% | 50% | 50% | 50% | 50% |
| 50% | 50% | 50% | 50% 1 | 50% | 50% 1 | 50% 1 | 50% 1 |



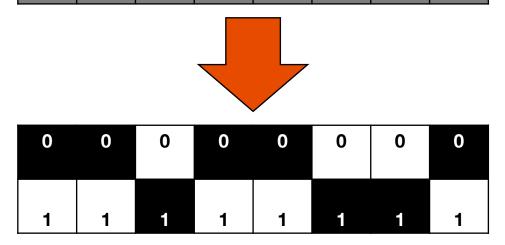
all ASCII letters at the same time

measuring

ASCII letter E with probability 1/256



| | 0 50% |
|---|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| | 50% | 50% | 50% | 50% | 50% | 50% | 50% | 50% |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |



all ASCII letters at the same time

measuring

ASCII letter & with probability 1/256

121

| 0 90% | 0 10% | 0 90% | 0 90% | 0 90% | 0 10% | 0 90% | 0 10% |
|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| 10% 1 | 90% 1 | 10% 1 | 10% 1 | 10% 1 | 90% 1 | 10% 1 | 90% 1 |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

all ASCII letters at the same time (but probably E)

measuring

ASCII letter E with probability 0.43

122

multiple quantum particles

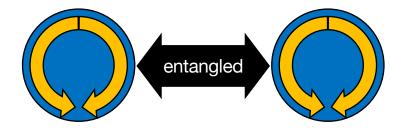


measure single spin

measured spin

123

multiple quantum particles



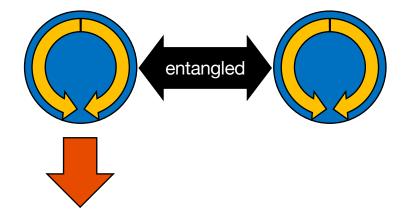
measure single spin

measured spin

124

multiple quantum particles

measure single spin



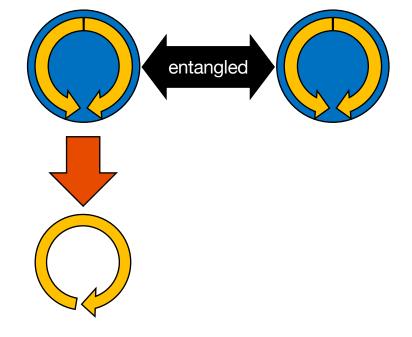
measured spin

125

multiple quantum particles

measure single spin

measured spin

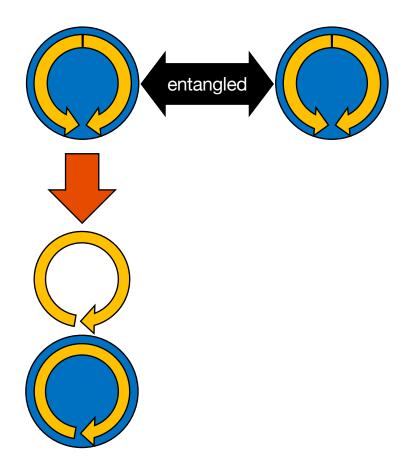


126

multiple quantum particles

measure single spin

measured spin

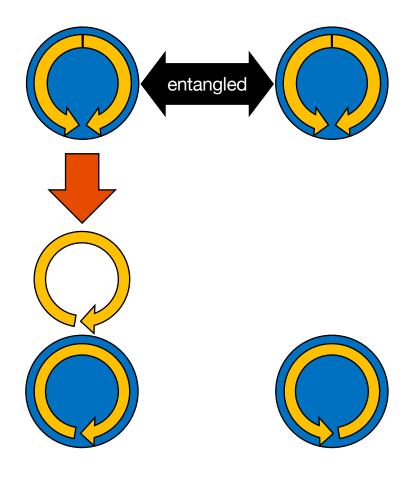


127

multiple quantum particles

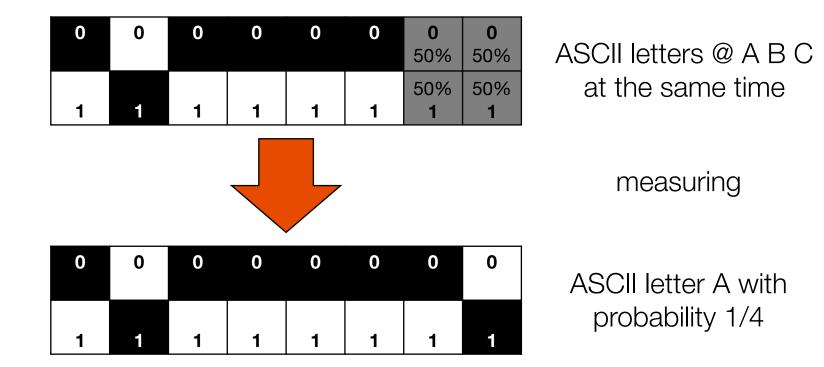
measure single spin

measured spin



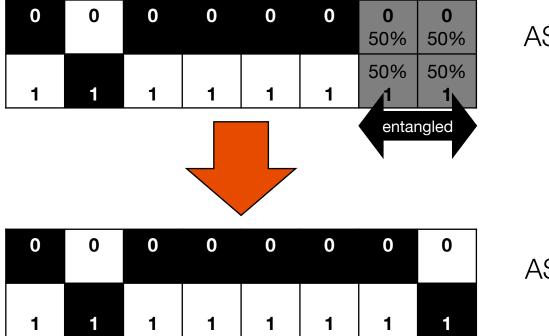
Entanglement on Registers





Entanglement on Registers



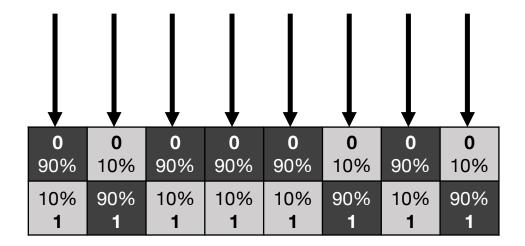


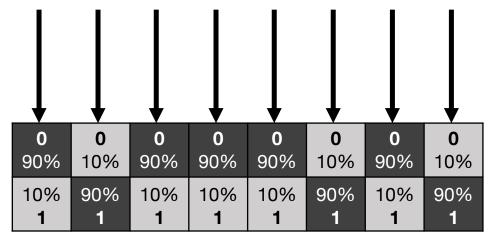
ASCII letters A B at the same time

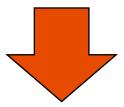
measuring

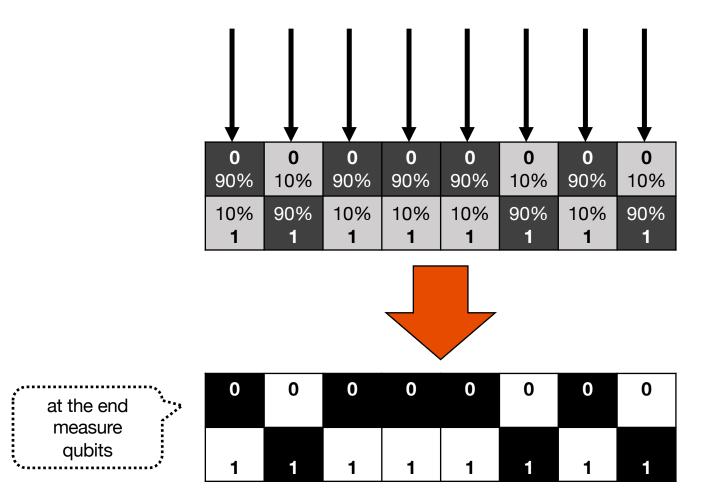
ASCII letter A with probability 1/2

| 0 50% |
|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| 50% 1 |
| Т | Т | Т | Т | Т | Т | ▼ | ↓ |
| | | | | | | CN | ОТ |
| ↓ | ↓ | ↓ | ↓ | ↓ | ↓ | ₩ | ₩ |
| | | | | | | | · · · · · |
| 0 50% |
| | | | - | | - | • | |
| 50% | 50% | 50% | 50% | 50% | 50% | 50% | 50% |
| 50% | 50% | 50% | 50% | 50% | 50% | 50% | 50% |









Description of the observation of the observatio

Similar architecture to classical computers

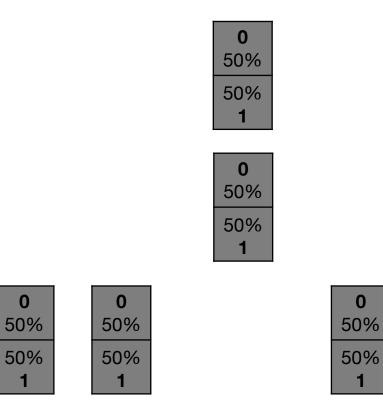
only protoypes in laboratories

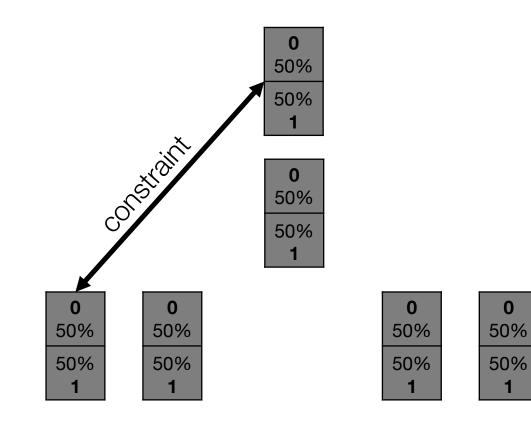
▷currently < 100 qubits

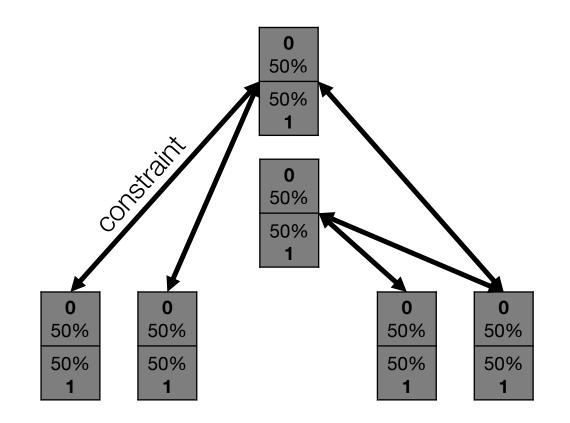


50%

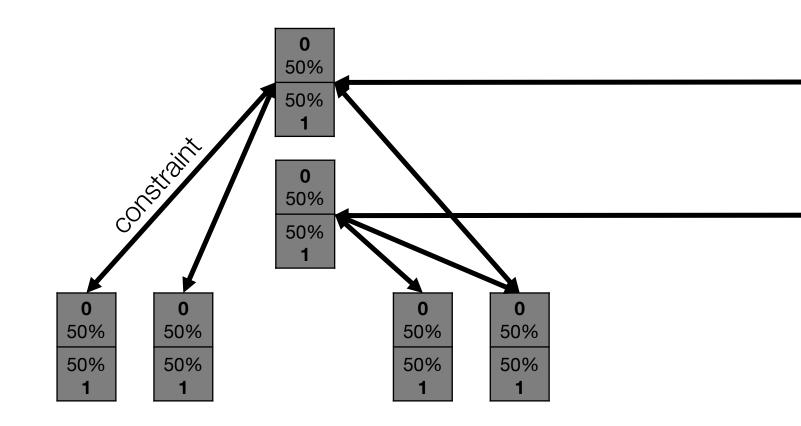
50%

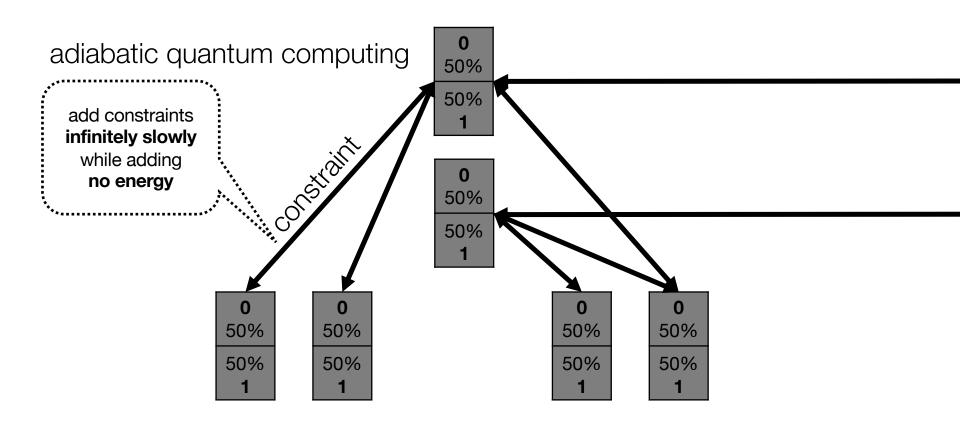




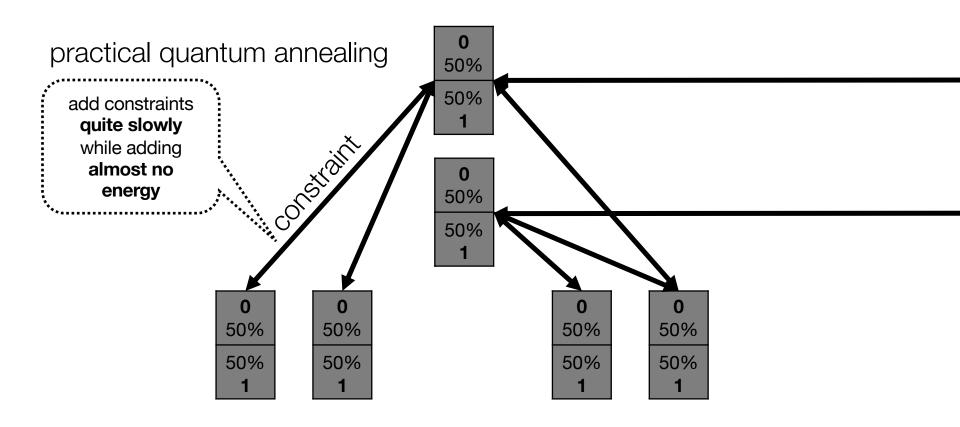


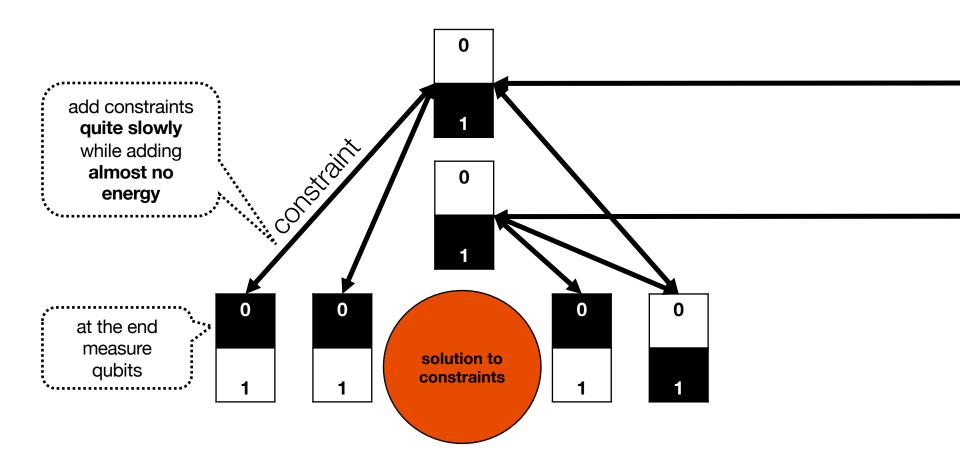
138













potentially equally powerful

> architecture built for optimization

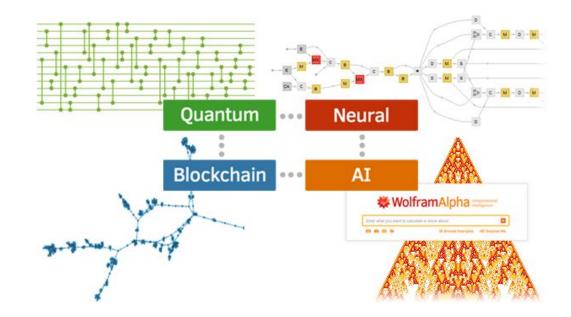
▷ available commercially

▷currently > 2000 qubits



Bringing it all together...

Quantum Neural Blockchain Al



all these currently relevant buzzwords are...

- derived from irreversible computation
- based on probabilistic processes
- ▶ to some extent compatible...?

Stephen Wolfram. Buzzword Convergence: Making Sense of Quantum Neural Blockchain Al. http://blog.stephenwolfram.com/ 2018/04/buzzword-convergencemaking-sense-of-quantumneural-blockchain-ai/

Main References

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146

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