



Common Component Architecture Concepts

CCA Forum Tutorial Working Group

<http://www.cca-forum.org/tutorials/>
tutorial-wg@cca-forum.org



Goals

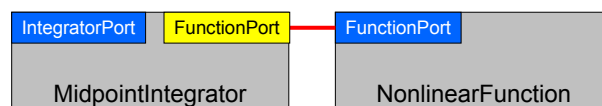
- Introduce essential features of the Common Component Architecture
- Provide common vocabulary for remainder of tutorial
- What distinguishes CCA from other component environments?

Features of the Common Component Architecture

- A component model specifically designed for high-performance computing
 - Support HPC languages (*Babel*)
 - Support parallel as well as distributed execution models
 - Minimize performance overhead
- Minimalist approach makes it easier to componentize existing software
- Component interactions are *not* merely dataflow
- Components are peers
 - No particular component assumes it is “in charge” of the others.
 - Allows the application developer to decide what is important.

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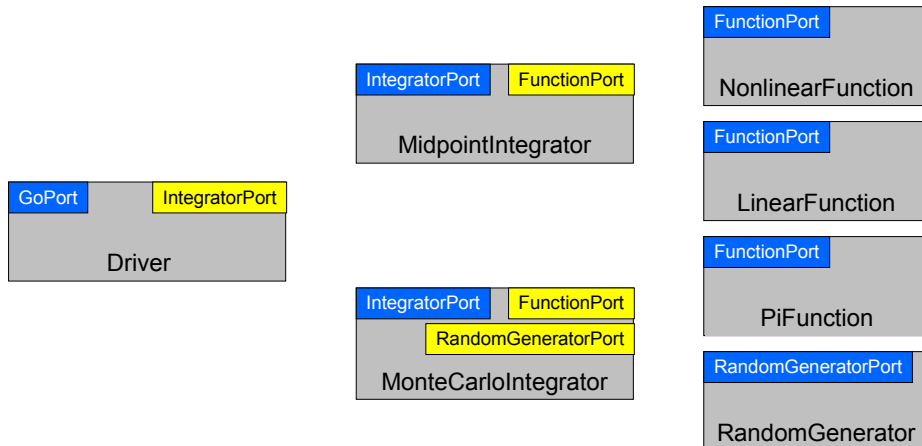
CCA Concepts: Ports



- Components interact through well-defined **interfaces**, or **ports**
 - In OO languages, a port is a class or interface
 - In Fortran, a port is a bunch of subroutines or a module
- Components may **provide** ports – **implement** the class or subroutines of the port
- Components may **use** ports – **call** methods or subroutines in the port
- Links denote a caller/callee relationship, **not dataflow!**
 - e.g., FunctionPort could contain: *evaluate*(**in** Arg, **out** Result)

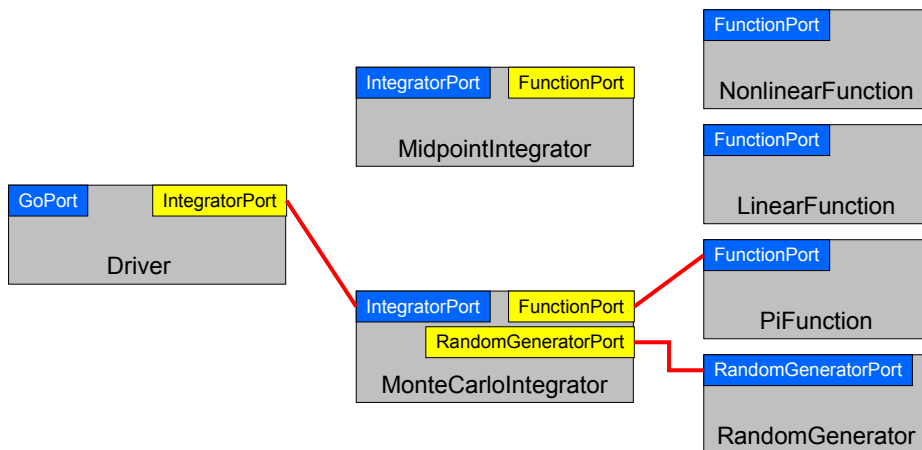
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Components and Ports in the Integrator Example



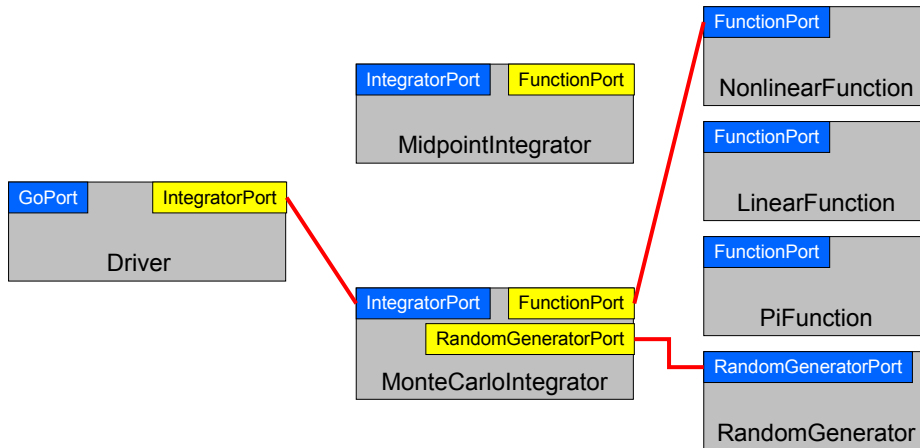
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An Application Built from the Example Components



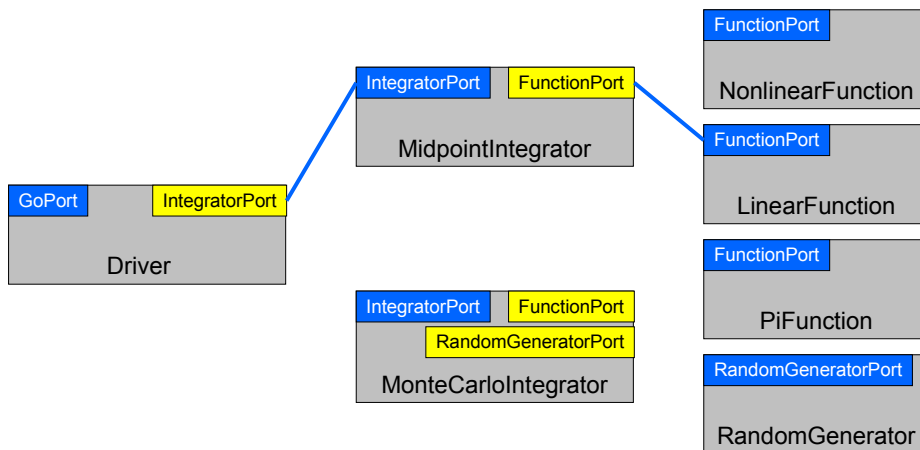
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Another Application...



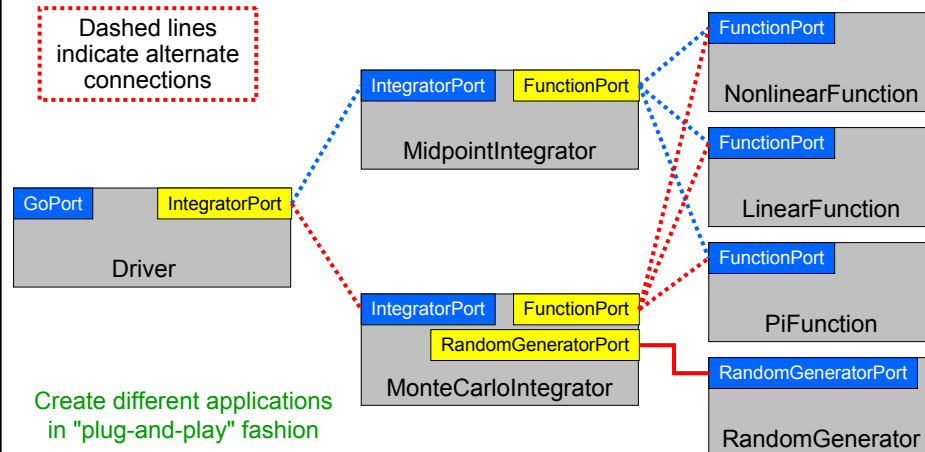
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Application 3...



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And Many More...

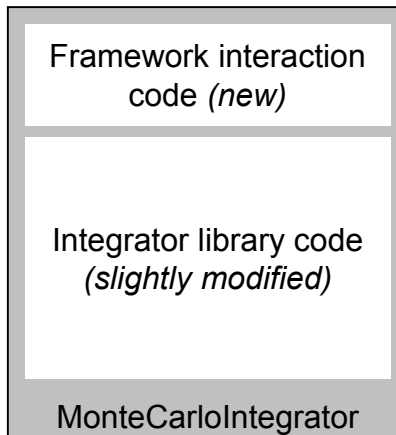


Ports, Interoperability, and Reuse

- Ports (interfaces) define how components interact
- Generality, quality, robustness of ports is up to designer/architect
 - “Any old” interface is easy to create, but...
 - Developing a robust domain “standard” interface requires thought, effort, and cooperation
- General “plug-and-play” interoperability of components requires multiple implementations conforming to the same interface
- Designing for interoperability and reuse requires “standard” interfaces
 - Typically domain-specific
 - “Standard” need not imply a formal process, may mean “widely used”

Components vs Libraries

- Component environments **rigorously** enforce interfaces
- Can have **several versions** of a component loaded into a single application
- Component needs add'l code to interact w/ framework
 - Constructor and destructor methods
 - Tell framework what ports it *uses* and *provides*
- Invoking methods on other components requires slight modification to “library” code



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CCA Concepts: Frameworks

- The framework provides the means to “hold” components and **compose** them into applications
 - The framework is often application’s “main” or “program”
- Frameworks allow **exchange of ports** among components without exposing implementation details
- Frameworks provide a small set of **standard services** to components
 - BuilderServices allow programs to compose CCA apps
- Frameworks may make themselves appear as components in order to connect to components in other frameworks
- *Currently:* specific frameworks support specific computing models (parallel, distributed, etc.).
Future: full flexibility through integration or interoperation

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The Lifecycle of a Component

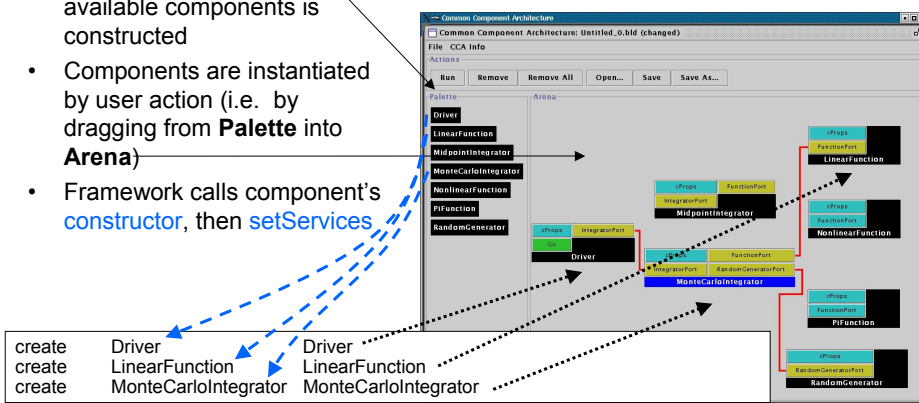
- User instructs framework to load and *instantiate* components
- User instructs framework to connect *uses* ports to *provides* ports
- Code in components uses functions provided by another component
- Ports may be disconnected
- Component may be destroyed

Look at actual code in next tutorial module

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Loading and Instantiating Components

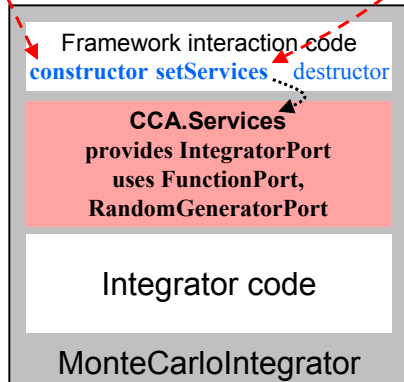
- Components are code (usu. library or shared object) + metadata
- Using metadata, a **Palette** of available components is constructed
- Components are instantiated by user action (i.e. by dragging from **Palette** into **Arena**)
- Framework calls component's **constructor**, then **setServices**
- Details are **framework-specific!**
- **Ccaffeine** currently provides both command line and GUI approaches



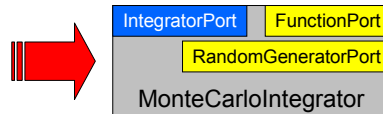
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Component's View of Instantiation

- Framework calls component's **constructor**
- Component initializes internal data, etc.
 - Knows *nothing* outside itself



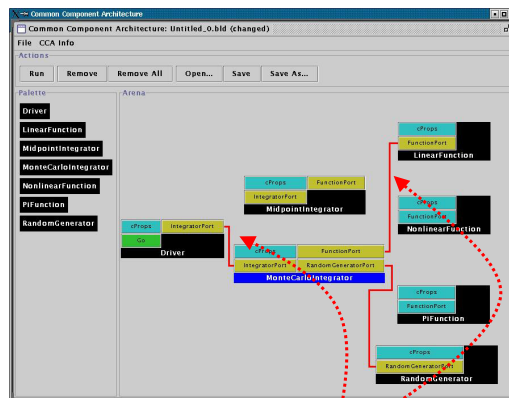
- Framework calls component's **setServices**
 - Passes setServices an object representing everything "outside"
 - setServices declares ports component *uses* and *provides*
- Component *still* knows nothing outside itself
 - But Services object provides the means of communication w/ framework
- Framework now knows how to "decorate" component and how it might connect with others



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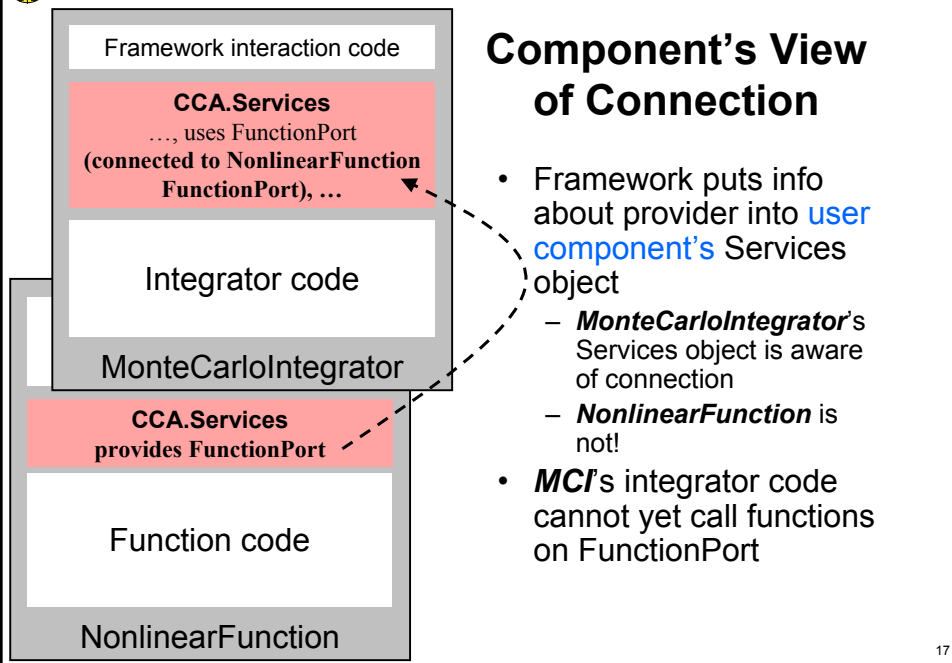
User Connects Ports

- Can only connect user & provider
 - Not uses/uses or provides/provides
- Ports connected by type, not name
 - Port names must be unique within component
 - Types must match across components
- Framework puts info about *provider* into *user* component's Services object



connect	Driver	IntegratorPort	MonteCarloIntegrator	IntegratorPort
connect	MonteCarloIntegrator	FunctionPort	LinearFunction	FunctionPort
...				

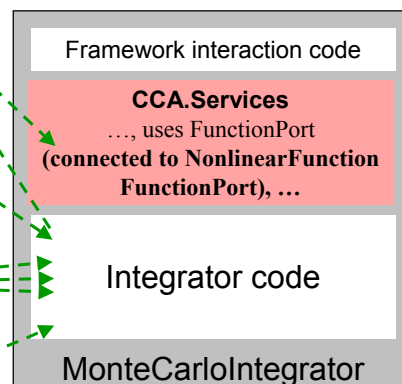
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Component's View of Using a Port

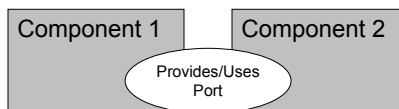
- User calls **getPort** to obtain (handle for) port from Services
 - Finally user code can "see" provider
- Cast** port to expected type
 - OO programming concept
 - Insures type safety
 - Helps enforce declared interface
- Call** methods on port
 - e.g.
`sum = sum + function->evaluate(x)`
- Release** port



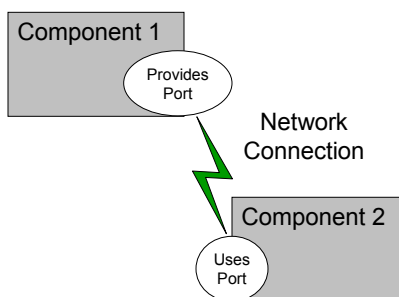
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Importance of Provides/Uses Pattern for Ports

- Fences between components
 - Components must **declare** both what they provide and what they use
 - Components **cannot interact** until ports are connected
 - No mechanism to call anything not part of a port
- Ports preserve high performance **direct connection** semantics...
- ...While also allowing **distributed computing**



Direct Connection



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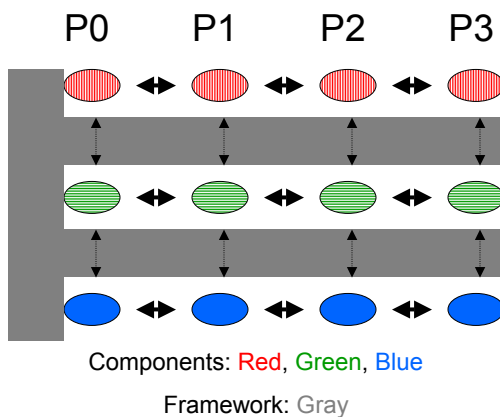
CCA Concepts: Direct Connection

- Components loaded into **separate namespaces** in the **same address space** (process) from shared libraries
- **getPort** call returns a pointer to the port's function table
- Calls between components equivalent to a C++ **virtual function call**: lookup function location, invoke
- Cost equivalent of ~2.8 F77 or C function calls
- All this happens “automatically” – **user just sees high performance**
- *Description reflects **Ccaffeine** implementation, but similar or identical mechanisms in other direct connect fwks*

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CCA Concepts: Parallel Components

- Single component multiple data (SCMD) model is component analog of widely used SPMD model
- Each process loaded with the same set of components wired the same way
- Different components in same process “talk to each” other via ports and the framework
- Same component in different processes talk to each other through their favorite communications layer (i.e. MPI, PVM, GA)
- Also supports MPMD/MCMD

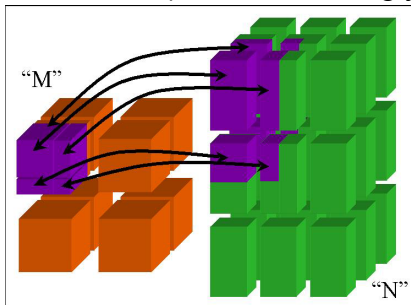


*Framework stays “out of the way”
of component parallelism*

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CCA Concepts: MxN Parallel Data Redistribution

- Share Data Among Coupled Parallel Models
 - Disparate Parallel Topologies (M processes vs. N)
 - e.g. Ocean & Atmosphere, Solver & Optimizer...
 - e.g. Visualization (Mx1, increasingly, MxN)

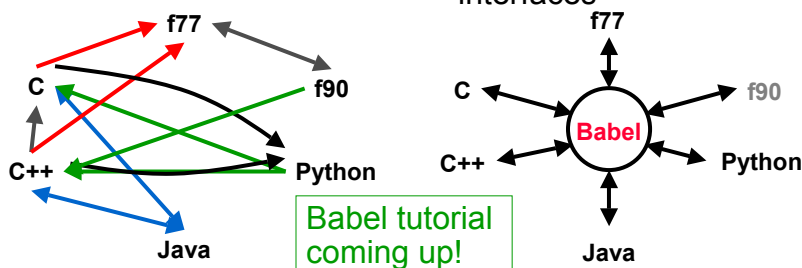


Research area -- tools under development

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CCA Concepts: Language Interoperability

- Existing language interoperability approaches are “point-to-point” solutions
- Babel provides a unified approach in which all languages are considered peers
- Babel used primarily at interfaces



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Concept Review

- Ports
 - Interfaces between components
 - Uses/provides model
- Framework
 - Allows assembly of components into applications
- Direct Connection
 - Maintain performance of local inter-component calls
- Parallelism
 - Framework stays out of the way of parallel components
- MxN Parallel Data Redistribution
 - Model coupling, visualization, etc.
- Language Interoperability
 - Babel, Scientific Interface Definition Language (SIDL)

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Next: A Simple CCA Example