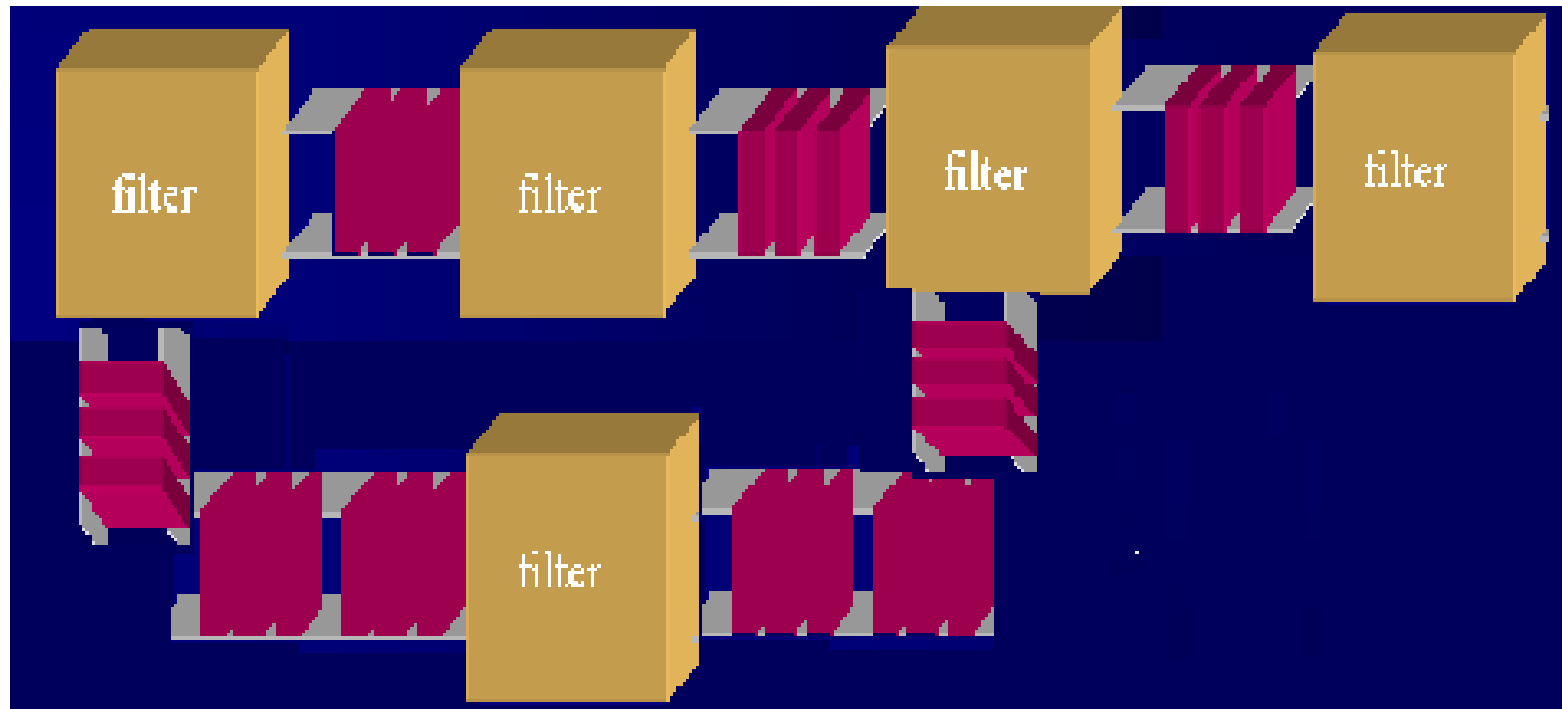


# Software Architecture – Pipe and Filter Architecture



# Pipe and Filter Style



# Pipe and Filter Style

- Type of Data Flow Architecture
- Filter is a component and pipe is a connector
- Filter has interfaces from which a set of inputs can flow in and a set of outputs can flow out.
- Incremental transformation of data by successive components.
- All data does not need to be processed for next filter to start working.
- Any set of filters may be combined in any order, although reasonable semantics are not guaranteed by this style.



# Pipe and Filter Style

## Filter

- Independent entities
- Does not share state with other filters.
- No do not know the identity to upstream and downstream filters.

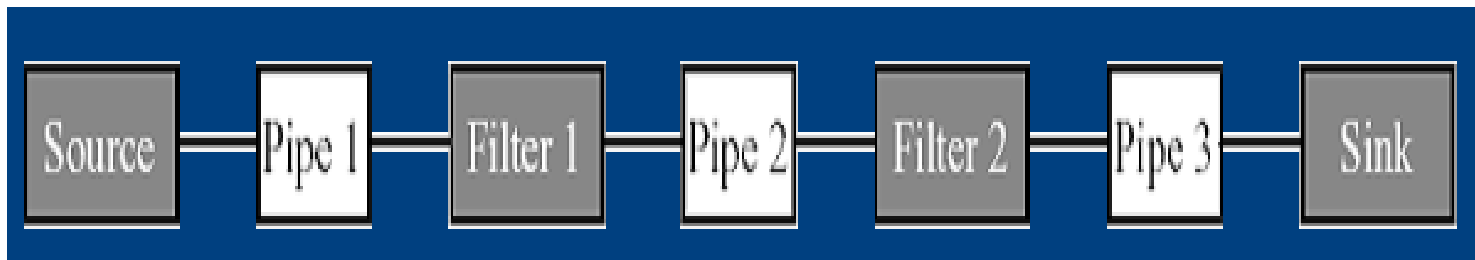
## Pipes

- Stateless data stream
- Source end feeds filter input and sink receives output.



# Pipeline Architecture

- Common specialization of pipe and filter style is pipeline architecture
- This architecture restricts the topologies to linear sequences of filters.



# Pipe and Filter Style:

## *Advantages and Disadvantages*

### Advantages:

- Simplicity – Allows designer to understand overall input/output behavior of a system in terms of individual filters.
- Maintenance and reuse
- Concurrent Execution –Each filter can be implemented as a separate task and be executed in parallel with other filters.



# Pipe and Filter Style:

## *Advantages and Disadvantages*

### Disadvantages:

- Interactive transformations are difficult – Filters being independent entities designer has to think of each filter as providing a complete transformation of input data to output data.
- No filter cooperation.
- Performance – may force a lowest common denominator on data transmission
  - parse and unparse
  - latency



# Example

- Compiler (*Example of pipeline architecture*)  
    *Stages:* Lexical analysis, parsing, semantic analysis, code generation
- Programs written in Unix shell (*Example of pipeline architecture*)  
    `ls -l *.java | grep "foobar" | lpr -P gaston`
- Functional programming  
    Kahn's example. 3 models –each goes through 3 kinds of algebraic operations
- Distributed systems.  
    CORBA components : Push and pull model.





# References

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