

DESIGNING INTERACTIONA MIDDLEWARE APPROACH



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A DISTRIBUTED ARCHITECTURE?

Systems become more and more complex

- More (new) devices
- A lot of information
- ...
 - > need for distributed applications

Distribution principles: interprocess communication

- upon socket
- With more complex abstraction levels (RPC: Remote Procedure Call, RMI: Remote Method Invocation, ...)



A DISTRIBUTED ARCHITECTURE?

cons ...

- need to know where are the objets (which address?)
- important learning cost
- specific frameworks (ex: RMI, OSGi, ...)
- execution and architecture models are inconsistent



A DISTRIBUTED ARCHITECTURE FOR HCI?

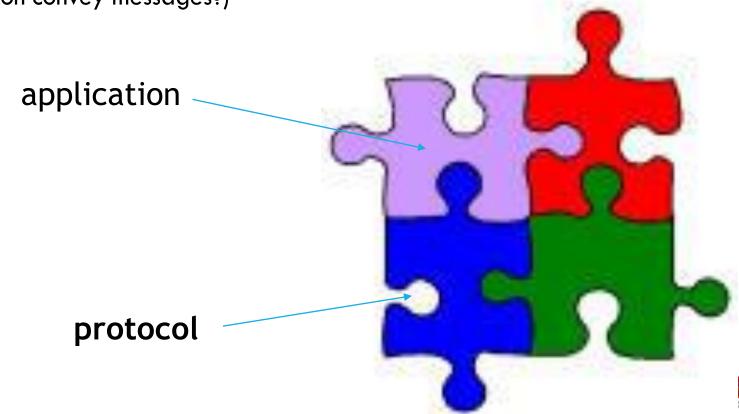
actually, few middlewares are « interaction-oriented » what are the needs?

- Separation interface/functional core
- sending and receiving events, not method invocation!
 - → a (possible) solution: an « event-oriented » middleware



A DISTRIBUTED ARCHITECTURE FOR HCI?

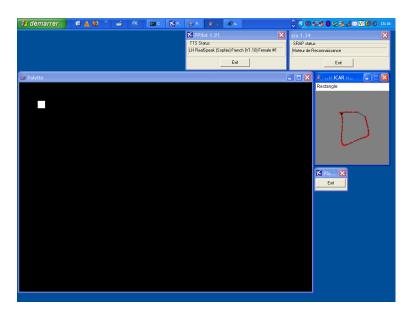
the most important thing is to define the protocol (what kind of information convey messages?)

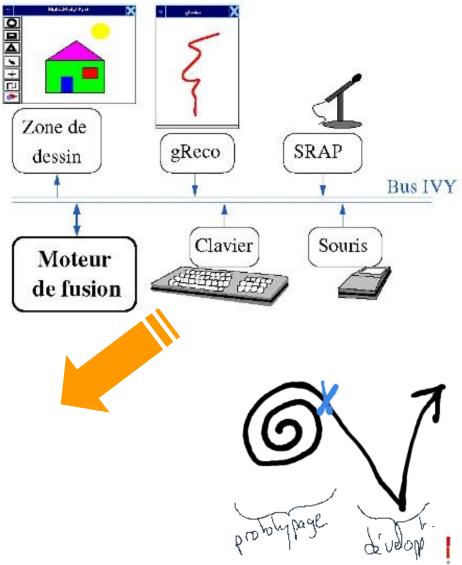


OBJECTIVES









OBJECTIVES

during the design process

- modularity = re-usability
- You can use many frameworks and languages
- rapid-prototyping from paper to hi-fi

during the testing phase

ability to test different modules separately







ivy

Ivy was created in 1996 in order to prototype highly interactive softwares for civilian aviation purpose.

ivy is simple (http://www.eii.cena.fr/products/ivy)

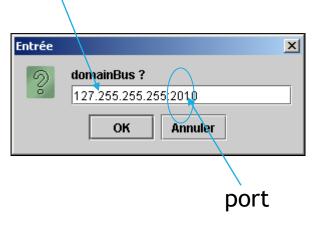
- to understand,
- to use
- and it's free! ;-)

ivy is a simple protocol and a set of open-source (LGPL) libraries and programs that allows applications to broadcast information through text messages, with a subscription mechanism based on regular expressions.



IP address
Broadcast address
Multicast address

- ivy is not based on a client/server protocol
 - each module proposes services
 - each module reacts to events



similar to event programming concepts (java, X-window, visual C++, ...)







Try regex!

https://regex101.com/

Exchange protocol is *purely textual* (regexp binding)

• examples:
ICAR command=back

IMM media=SRAP action=previous

4 main steps:

application name

- 1. Create a bus object
- 2. « start the bus »
- 3. Define messages to send and regexps (in order to receive messages)
- Stop the bus before leaving







2 " basics" mecanisms: receiving (bindMsg) and sending (sendMsg) messages

```
// Envoi que sur trames GGA -> les autres ne servent qu'à mettre à jour les champs
bus.sendMsg(name + " type=" + DT + " temps="+time + " lat="+lat + " long="+lon + " alt="+
altitude +" vitesse="+vitesse + " cap="+cap + " mode="+mode + " HDOP="+ HDOP + " Nb_Satellites=" +
Nb_Satellites + " Force_Signal=" + Force_Signal);
```







ivy library is implemented

- in C, C++, C#, java, processing.org, perl, perl/Tk, Tcl, Tcl/Tk, CAML, Ada95, Python, VBA, Flash, COM objects, ...
- under MacOS, Win32, WinCE, Windows Mobile, Android, Un*x, linux, ...

consequence: design process become easy.

Designers can use the best language for each problem to address



CONCLUSION

event-oriented middleware allows:

- to focus on design problems and not only on implementation problems
- to rapidly prototype to « have a look » and test a (not final) system



KNOWN USERS

Labs



edf









D S N A



















CURTEK SYSTEMS









LINKS

ivy official websites

- http://www.eei.cena.fr/products/ivy/download (sometimes broken)
- https://gitpub.recherche.enac.fr/ivy (Git)

Libs

- Python: https://gitlab.com/ivybus/ivy-python et https://pypi.python.org/pypi/ivy-python
- C: https://github.com/esden/ivy-c/
- Java: http://lii-enac.fr/~jestin/homepage/software.html
- https://github.com/truillet/ivy

