

Architecture Patterns:

Pipes and Filters

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Definition

"The *Pipes and Filters* architectural pattern provides a structure for systems that process a stream of data. Each processing step is encapsulated in a filter component. Data [are] passed through pipes between adjacent filters. Recombining filters allows you to build families of related filters." [Buschmann]⁽²⁾

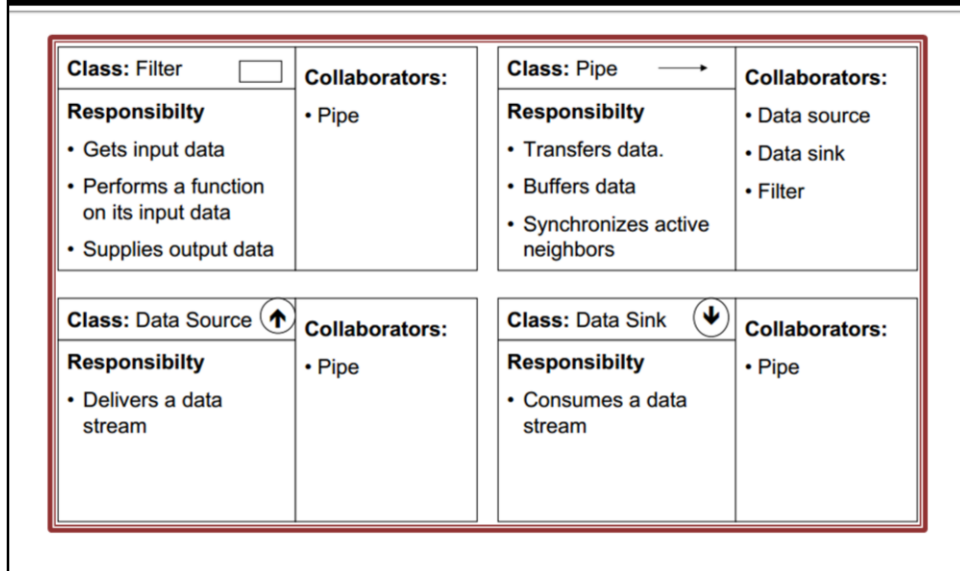
Important quote by Buschmann that summarizes the utility and format of Pipes and Filters.

Problem⁽²⁾

- Several developers build
- Can be divided into several processes
 - Separate processes
 - Work independently
 - Form a cohesive whole
- Is flexible with change

What kind of things does this Architectural Pattern need to accomplish?
What is it going to be utilized for?

Class Responsibility Cards⁽¹⁾



- “Data source” AKA “Data Pump”
- Two types of filters:
 - Active – Separate process; pulls data from pump and pushes transformed data to output
 - Passive – actively either called as a:
 - Function – pull output from filter
 - Procedure – push data into filter

Forces⁽²⁾

- ❖ Separate filters should be interchangeable, replaceable and moveable
- ❖ Non-adjacent steps share no info
- ❖ Can execute parallel steps
- ❖ Can display/store final results many ways
- ❖ Various sources of data input
- ❖ Small and many rather than big and few
- ❖ No more than one action per step

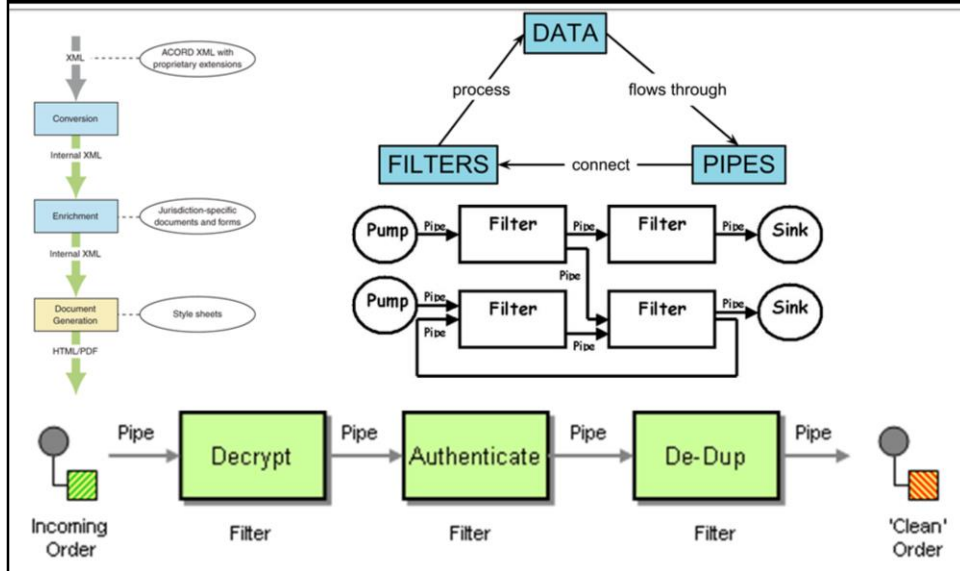
Deeper description of the previous slides' Class Responsibility collaboration cards.

Implementation⁽²⁾

1. Divide the problem
2. Define data type and format
3. Decide how to make pipe connections
4. Design and implement the filters
5. Decide how to handle errors
6. Configure the system and run it

1. Steps depend on each other for information
2. Sometimes one of those elements needs to be a converter/translator/decoder to make data readable
3. Active vs passive filters
4. Each filter needs different implementation
 1. Active filter: needs its own "thread of control" (address)
 2. Passive filter: does not need it
5. There needs to be a system for letting the user know of errors and how to handle them without backing up the system.
6. Using a standard program to create the pipeline.

Example Pipes



Generalized and specific examples of pipes and filters, as well as a circular logic diagram giving a simple description.

References

- (1): <http://www.csee.wvu.edu/~ammar/CU/swarch/lecture%20slides/slides%204%20sw%20arch%20styles/supporting%20slides/SWArch-4-PipesandFilter.pdf>
- (2): <http://www.cs.olemiss.edu/~hcc/csci58100/notes/pipes.html>
- (3): <http://msdn.microsoft.com/en-us/library/ee658117.aspx>
- (4): <http://pubs.opengroup.org/architecture/togaf9-doc/m/chap25.html>
- (5): <http://enterpriseintegrationpatterns.com/PipesAndFilters.html>
- (6): http://www.dossier-andreas.net/software_architecture/pipe_and_filter.html
- (7): <http://teaching.software-carpentry.org/2012/09/06/week-1-shell-pipes-and-filters/>
- (8): <http://i.msdn.microsoft.com/dynimg/IC22368.gif>