

Architectural design: the coordination perspective

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Software architecture for reactive systems

There is **no general-purpose, universally tailored**, approach to architectural design of **complex** and **reactive** systems

In this course:

- introduce different models for **reactive** systems

- discuss their **architectural design**

- with (reasonable) **tool support** for modelling and analysis

Models of Concurrency

Traditional models are **action-based**

Petri nets

Work flow / Data flow

Process algebra / calculi

Actor models / Agents

...

Interaction appears as an implicit side-effect;
Makes coordination of interaction more difficult to
Specify
Verify
Manipulate
Reuse

Interaction with process algebra

act

```
g, r, b, d : String    % synchronisation points  
print, genG, genR;
```

proc

```
B = b(t) . print(t) .  $\bar{d}$ ("done") . B  
G = g(k) . genG(t) .  $\bar{b}$ (t) . d(j) .  $\bar{r}$ (k) . G  
R = r(k) . genR(t) .  $\bar{b}$ (t) . d(j) .  $\bar{g}$ (k) . R
```

init

```
G || R || B ||  $\bar{g}$ ("token")
```

Model constructed by
composing actions into
more **complex** actions

Where is the
INTERACTION?

Interaction with Object Oriented Software

- In OO the architecture is **implicit**: source code exposes **class hierarchies** but not the **run-time interaction and configuration**
- Objects are wired at a very low level and the description of the wiring patterns is distributed among them

The semantics of method invocation is **heavy** and **non-trivial**:

- The caller must **know** the callee and the method.
- The callee must (pretend) to **interpret** the message.
- The caller **suspends** while the callee (pretends to) perform the method and **resumes** when the callee returns a result.

Implicit interaction

Interaction (protocol) is implicit in action-based models of concurrency

Interaction is a by-product of processes executing their actions

Action a of process A **collides** with action b of process B

Interaction is the specific (timed) sequence of such collisions in a run

Interaction protocol is the (timed) sequence of the **intended** collisions in such a sequence.

How can the **intended**
and the **coincidental** be
differentiated?

How can the sequence of
intended collisions (the
interaction protocol) can be
Manipulated?
Verified?
Debugged?
Reused ?

Interaction with components

Shift from **class inheritance** to **object composition**

Avoid interference between inheritance and encapsulation and pave the way to a development methodology based on **third-party assembly** of components

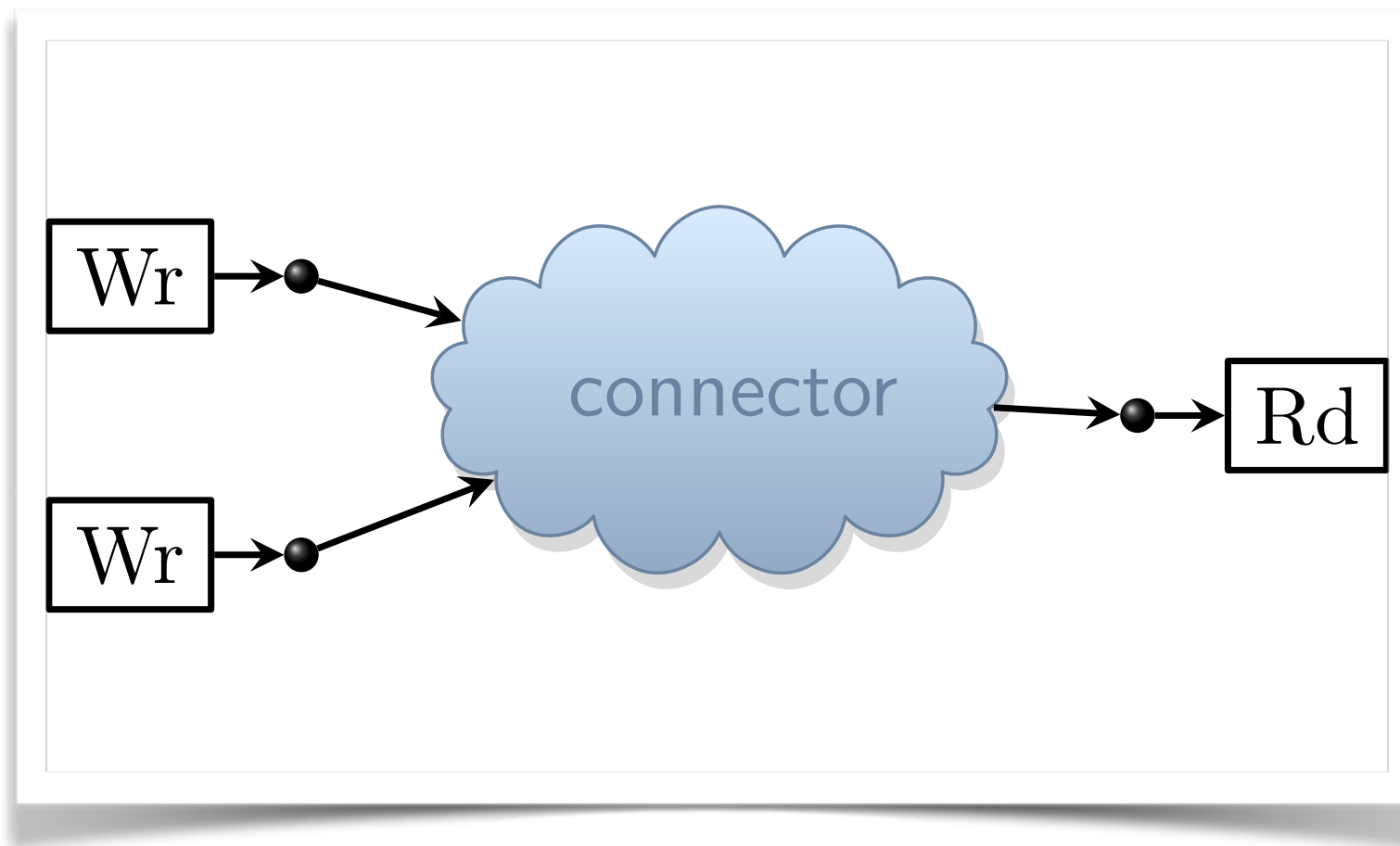
Move from an **action-based** to an **interaction-based** model of concurrency

Black box
computation
units

canvas to
drop them

connections
via wires

Component coordination in Reo



- Exogenous coordination
 - Compositional (channel based)
 - Synchronous (atomic)
 - Coordination is constrained interaction
- [Peter Wegner, 2000]*

Component coordination in Reo

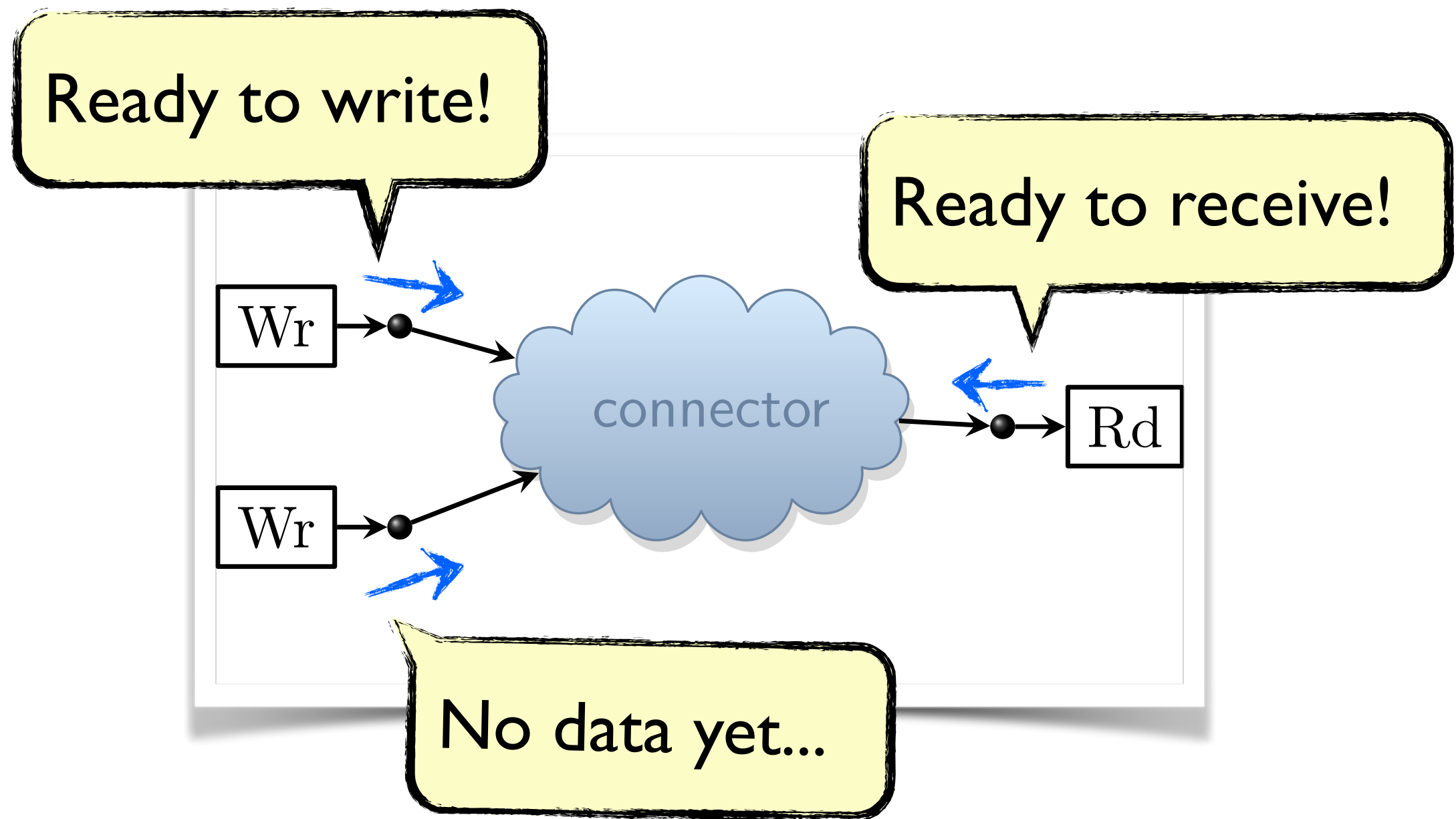
Endogenous: provide primitives that must be incorporated within a computation for its coordination

Exogenous: ensure that the conceptual separation between computation and coordination is suitably respected

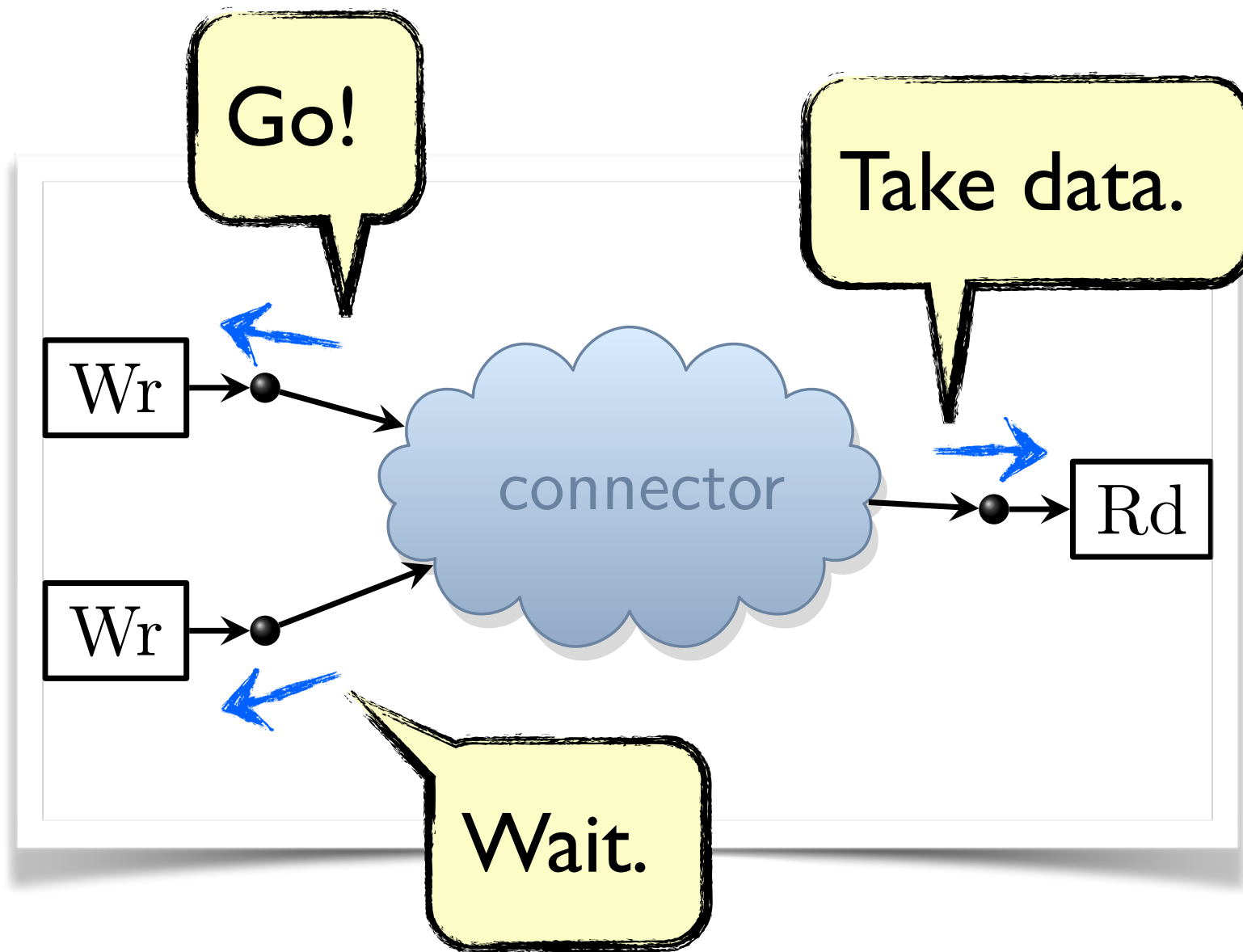
- Exogenous coordination
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- Coordination is constrained interaction

[Peter Wegner, 2000]

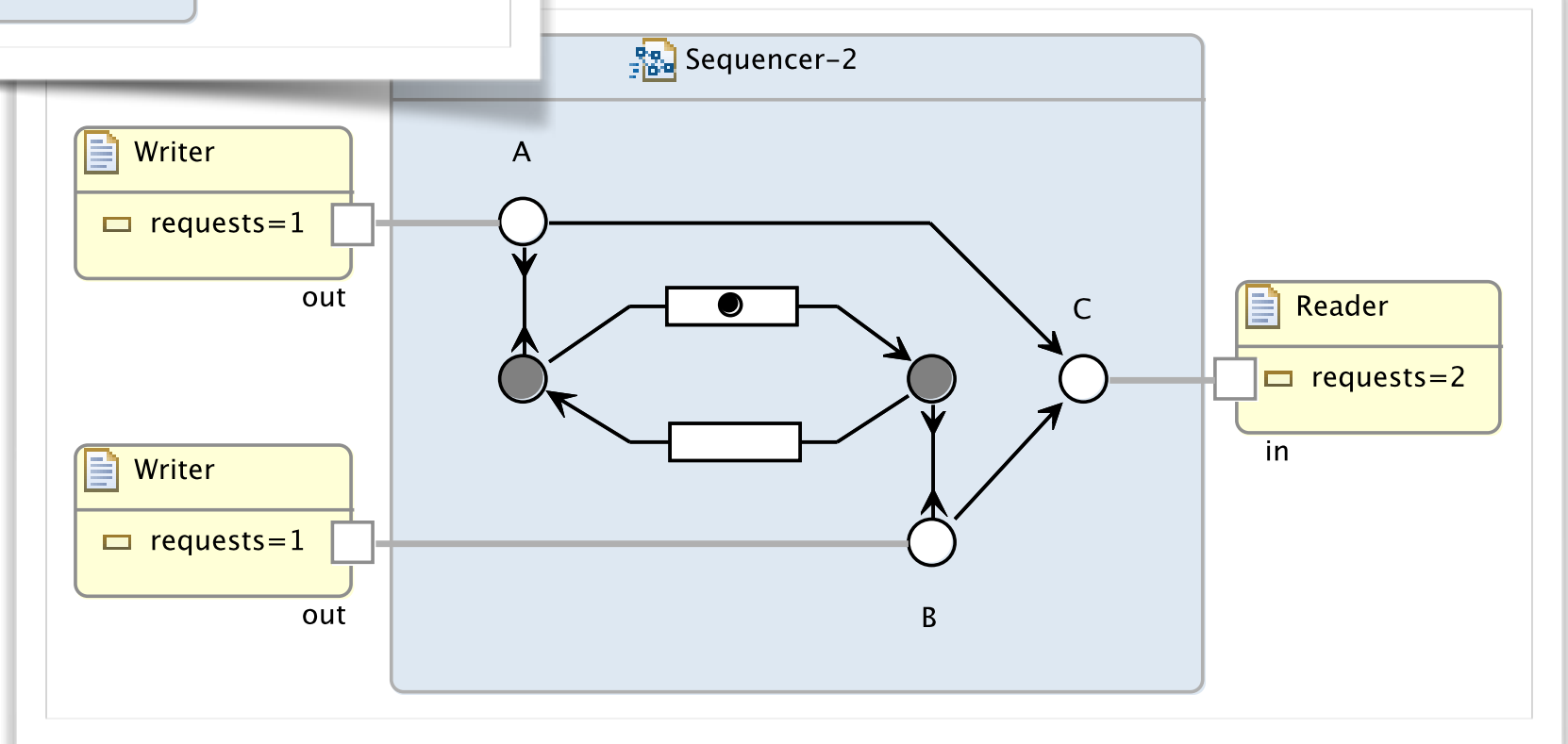
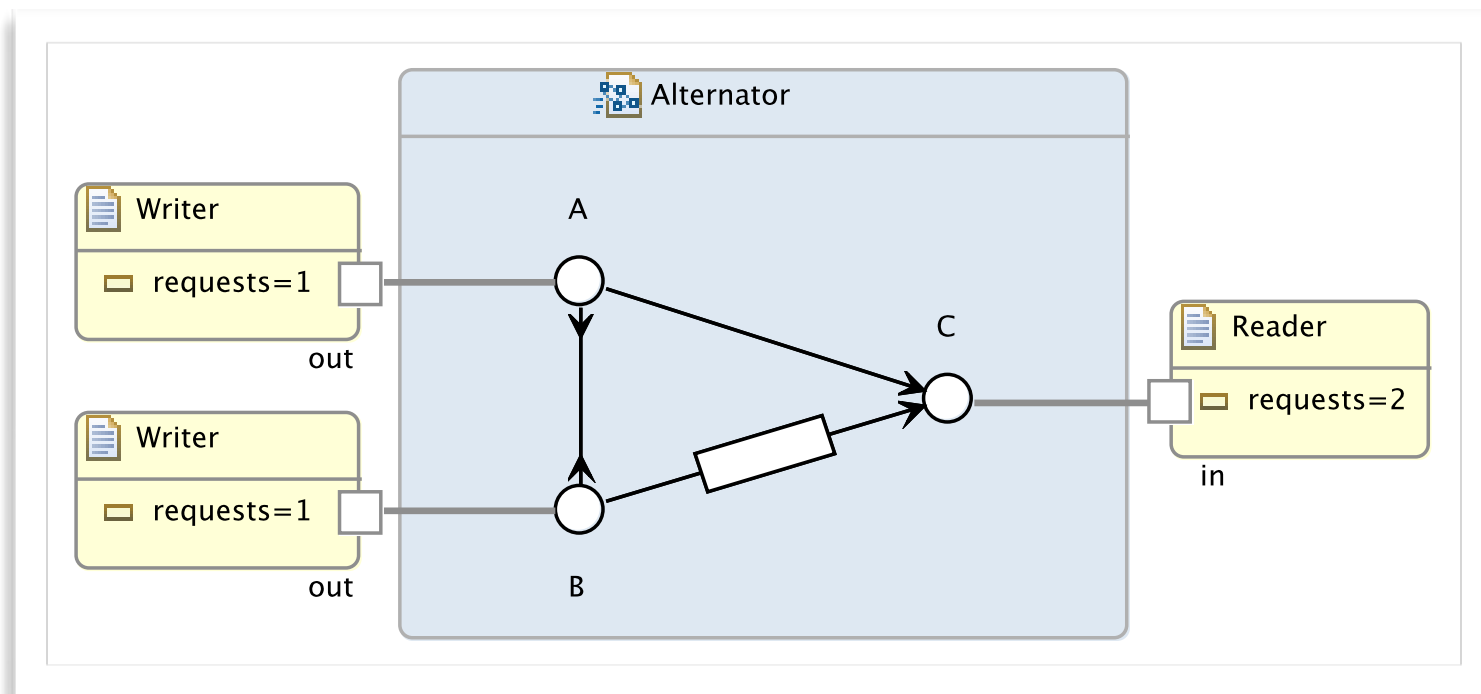
Discrete atomic steps



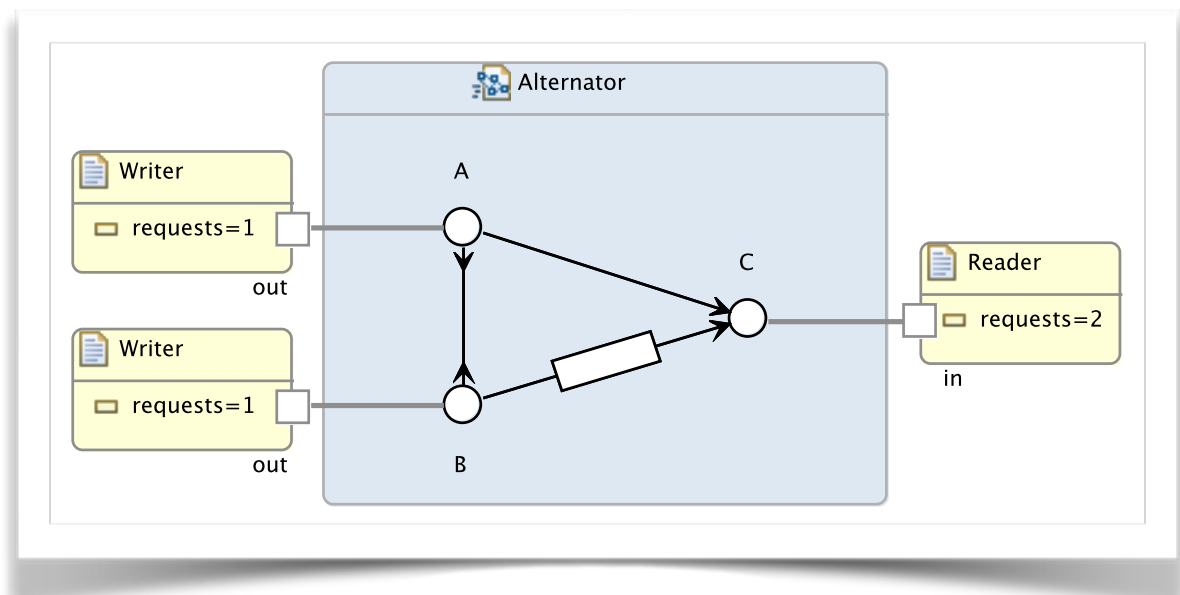
Discrete atomic steps



Reo: Channel composition



Reo



- ◆ Language for compositional construction of **interaction protocols**
- ◆ Interaction is the only **first-class concept** in Reo:
 - ✦ Explicit constructs representing interaction
 - ✦ Composition operators over interaction constructs
- ◆ Protocols manifest as a connectors
- ◆ In its **graphical syntax**, connectors are graphs
 - ✦ Data items flow through channels represented as edges
 - ✦ Boundary nodes permit (components to perform) I/O operations
- ◆ **Formal semantics** (various formalisms - shown later)
- ◆ **Tool support**: draw, animate, verify, compile

Composition as coordination

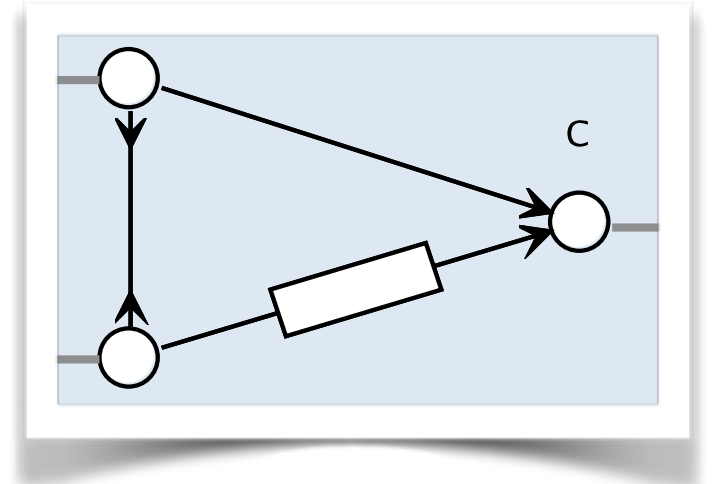
- interacting components need **not know each other**. (cf traditionally communication is targeted, making the sender semantically dependent on (the scheme used to identify) the receiver)
- communication becomes **anonymous**: components exchange identifiable sequences of passive messages with the environment only
- therefore **third parties can coordinate interactions** between senders and receivers of their own choice

Components



- loci of **computation**
- are kept independent of each other and of their environment
- Components communicate with the environment only through **read** and **write** operations on the connector **ends** (or **ports**), possibly according some **behavioural** interface description

Connectors

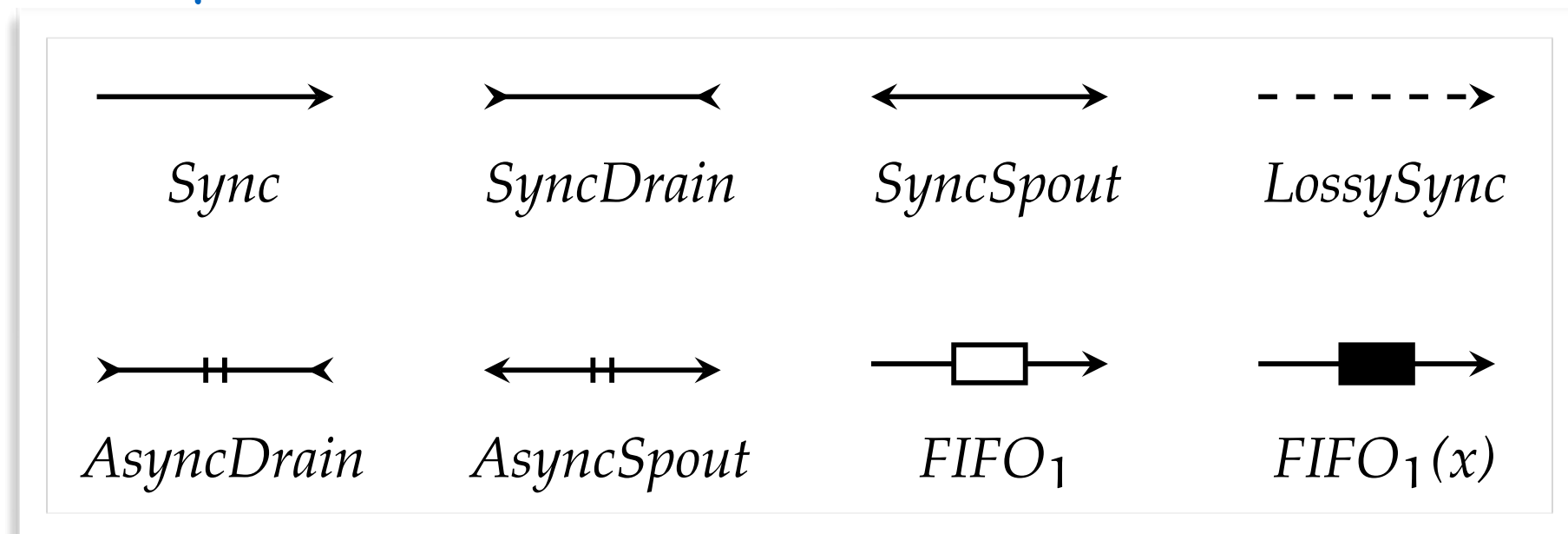


- act as **interaction controllers**: the **glue code** that makes components interact
- i.e., they coordinate the activities of individual components to ensure their proper interaction with one another to form a coherent system that behaves according to its requirements
- have no relevant role in the computation carried out by the overall system: they are component-independent and agnostic wrt the underlying computation model
- provide systems-independent interaction protocols (whereas components provide systems-specific functionality)
- ... built **compositionally**.
- but traditionally, glue code is the most rigid, component specific, special purpose software in component based systems!

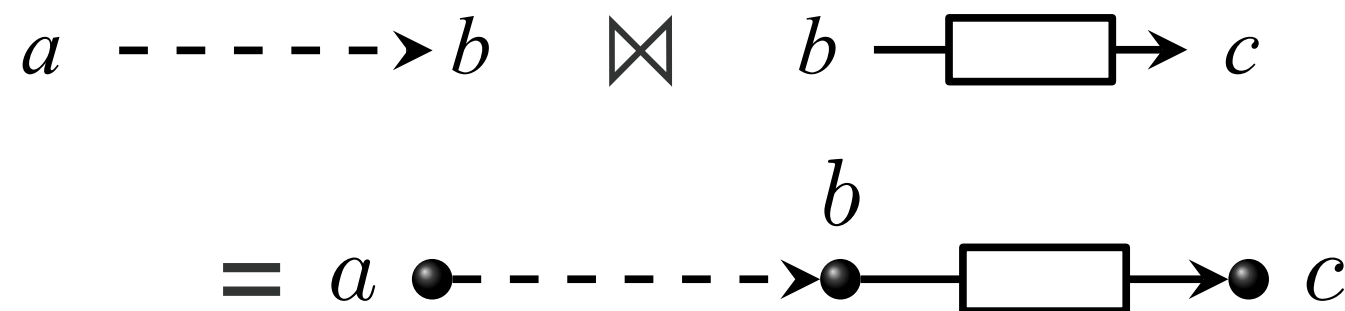
Reo connectors

- **Source end**: through which data enters the connector
- **Sink end**: through which data comes out of the connector

Examples:



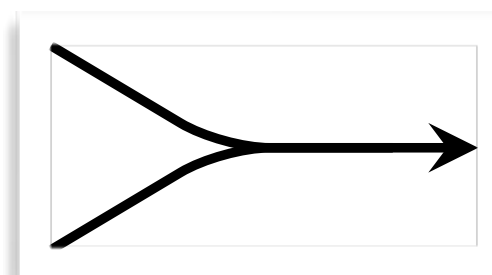
Composing Reo connectors



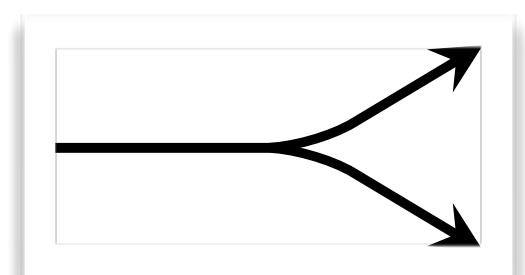
join
source ends
with
sink ends

one to one

Nodes: syntactic sugar for
mergers and replicators



merger



replicator

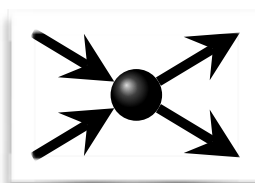
source nodes



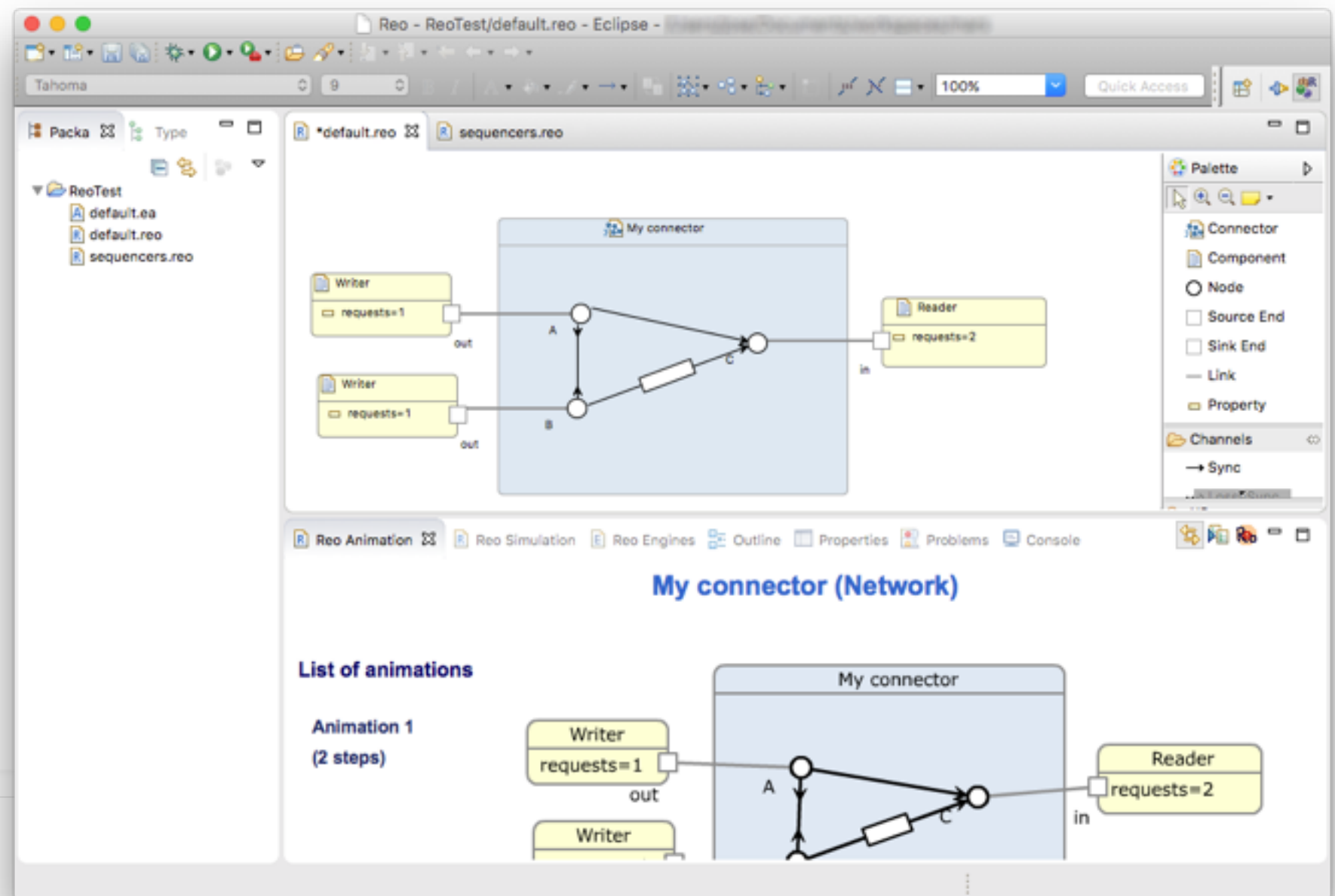
sink nodes



mixed nodes



Reo eclipse toolset



get Eclipse

update site: <http://reo.project.cwi.nl/update>