

## Key Decisions:

Added CommunicationComponentMonitor in GW and in OS to monitor failure of their individual communication components.

### OS

- > GatewayResponseChecker - controls synchronization interval of gateway to detect failure of communication channel / Gateway
- > GatewayMonitor - sends ping to detect if Gateway is working

### Gateway

- > OSMessageChecker - checks acknowledgements from OS to detect failure

For communication between Online Service and gateway were created communication components. The OSFacade in Gateway and the GatewayFacade in Online Service. To make easier life for programmers and try to avoid partial failures, we decided to use Broker pattern for communication. The communication concerns we separated from the application concerns.

We hide the implementation details of remote service invocation by encapsulating them into a layer other than the business component itself. This layer provides an interface to the Online Service that allows it to invoke methods just as it would invoke any local interface.

### GatewayFacade

\*interface Communication

deactivateApplication(...)

sendData(Object remoteObject)

receiveData()

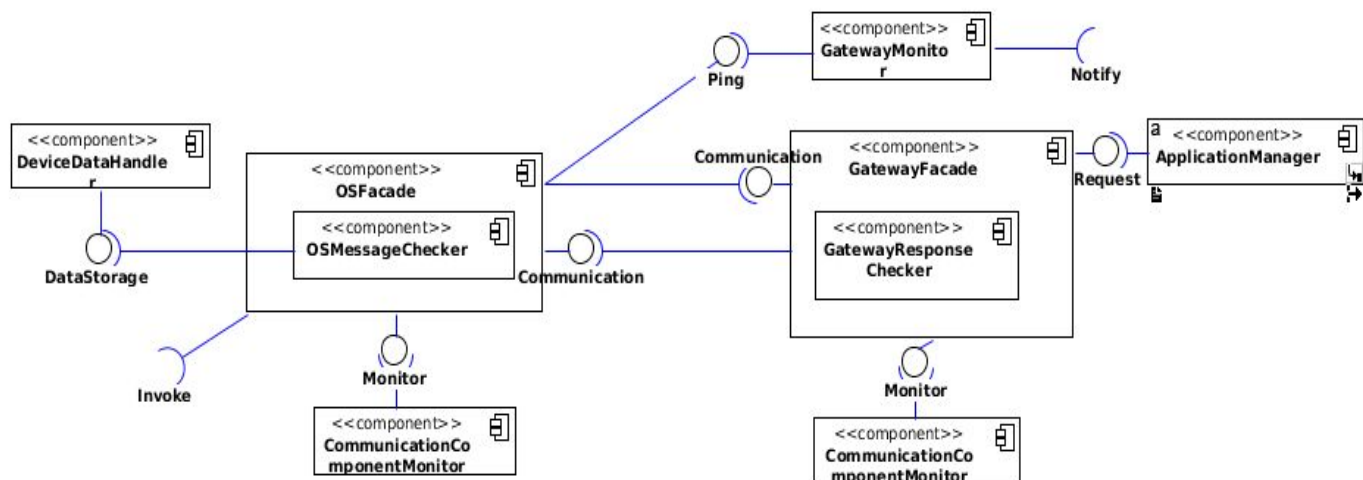
### OSFacade

\*interface Communication

sendData(Object remoteObject)

receiveData

Between Gateway and OS are Communication interfaces



### Communication channel failure

The communication channel between the SloTIP gateway and the Online Service has failed. The Online Service is able to detect that a SloTIP gateway is not sending data anymore based on the expected synchronisation interval. An outage is defined as 3 consecutive expected synchronisations that do not arrive within 1 minute of their expected arrival time. In SloTIP is designed GatewayResponseChecker component that control expected arrival time for data from Gateway and also count number of synchronization.

The Online Service should acknowledge each message sent by the SloTIP gateway so that the gateway can detect failures. The OSMessageChecker checks if all acknowledges were received from Online Service within 30 sec, because the failure of an internal SloTIP Online Service component is detected within 30 seconds.

If the communication channel has failed, the DeviceDataHandler on gateway will temporarily store all incoming pluggable data and any issued application commands internally. The SloTIP gateway can store at least 3 days of pluggable data before old data has to be overwritten. If the Online Service becomes unreachable, application parts running locally on the SloTIP gateway continue to operate normally.

### The SloTIP gateway (or an internal communication component) has failed.

The GatewayMonitor in Online Service was created for detection of failure of gateway. This component sends Ping regularly and notifies the infrastructure manager (within 5 minutes after the detection) when the outage of a SloTIP gateway is detected. This is important because SloTIP gateway, due to the occurred failure, cannot contact a system administrator itself. A SloTIP system administrator should be notified within 1 minute after the detection of a simultaneous outage of more than 1% of the registered gateways. -> The GatewayMonitor should change status of Gateway in DeviceDB. And also call method to find out how many gateways are failed.

The SloTIP gateway is able to autonomously detect failures of its individual internal communication components. The CommunicationComponentMonitor on GW send monitor GW every 30sec.

If an OSFacade fails, the CommunicationComponentMonitor first tries to restart the affected OSFacade component. If the failure persists, the SloTIP gateway reboots itself entirely..

**The Online Service (or an internal communication component) has failed.**

The Online Service is able to autonomously detect failures of its individual internal communication components.. The failure of an internal SloTIP Online Service component is detected within 30 seconds. CommunicationComponentMonitor in OS monitors OnlineService every 30sec.