

Distributed Programming with Space Based Computing Middleware

Drone Factory



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Overview

- Technologies used
- Coordination Model (Coordination of Actors, Architecture)
- Cost Estimation (LOC, Workload)

Technologies

- **Non-space based solution : RMI**
 - Tightly coupled mechanism
 - Peer must be online to receive a message
 - Previous experience
- **Non-space based solution : JMS**
 - Loosely coupled mechanism
 - Guaranteed delivery, but not really needed in our case
- **Sockets**
 - Low level
 - Time consuming and complicated to implement
- **Space based solution : MozartSpaces 2.3**
 - Was handled more during lecture -> convinced
- **Space based solution : JavaSpaces**
 - No aspects, complicated to implement

Technologies

XVSM vs. RMI

XVSM

- neatly implementation
 - container independence
 - without significant data-exchange
- removes huge burden through integrated coordinators
- containers can be accessed easily from everywhere
- easy to listen for changes in containers
- transaction model
- selecting data easy through selectors

RMI

- no coordinators, but streams (java 8) can be used
- no transaction model
- synchronization has to be handled explicitly
- thread safe constructs are needed
- an explicit method is needed to access the data

Coordination Model XVSM

Four Containers

- Parts
- Modules
- Drones
- Tested Drones

Four Notification Containers

- Painted
- Assembled
- Calibrated
- Tested




Two Coordinators

- QueryCoordinator
- FIFOCoordinator

Coordination Model

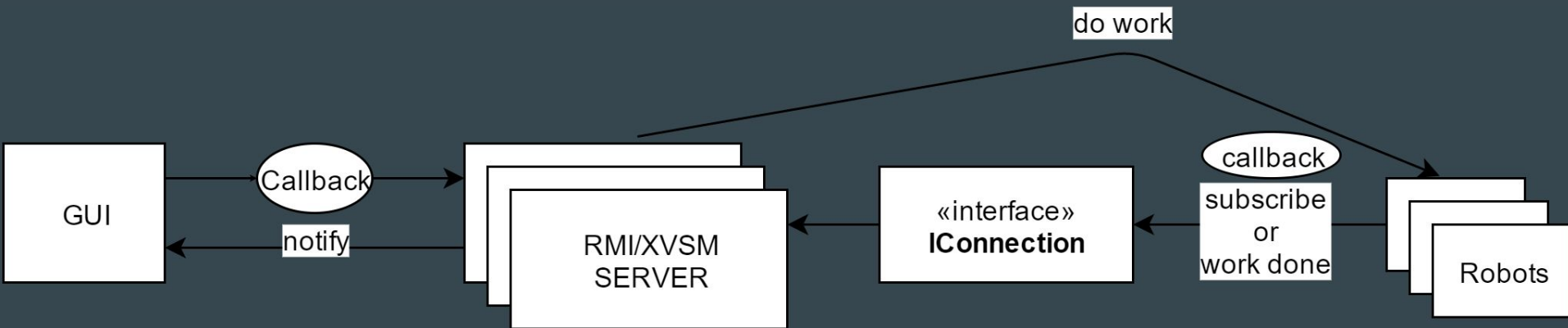
RMI

- Part
 - Module
 - Drone
 - Order
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- CopyOnWriteArrayList

- [Robots]  Queue

Coordination Model Architecture

- Implicit Invocation Architectural Style (mostly)
- Asynchronous communication (notifications)
- Time decoupling
- Transactions
 - RMI: implementing our own transaction model was necessary



Cost Estimation

Lines of Code (LOC)

Common Code

GUI	1073	+ 650 *.fxml
*.connection	134	
*.entity	434	
*.notification	456	
*.robot	318	
*.server	36	
utils	103	
SUM	2452	

XVSM

xvsm	1028
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RMI

rmi	1104
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TOTAL

4764

Cost Estimation

Workload

	Part 1	Part 2	Total
Task *.1: (GUI)	40 Hours	16 Hours	56 Hours
Task *.2: (Space Based Solution)	60 Hours	8 Hours	68 Hours
Task *.3: (Alternative Solution)	50 Hours	11 Hours	61 Hours
Scripts +Documentation	10 Hours	15 Hours	25 Hours
		SUM	210 Hours

THANK YOU FOR YOUR ATTENTION

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