

I find the term engine family

confusing and unnecessary in specs v2.

In v1 we used engine

to refer to the type of an engine, and engine instance

to refer to a specific instance of an engine.

In v2 engine family

is used to refer to the type of an engine (thus family

is a synonym for type

), and engine

sometimes refers to an engine instance (it is defined as a synonym for an actor and used as a synonym for an engine instance

), and sometimes refers to a family, e.g. since Engine Family Environment

is too long and cumbersome, it's often shortened to Engine Environment

anyway\*, leading to inconsistencies.

I'd find it much more clear to use the already known type

and instance

terminology from type system theory, i.e. engine type

and engine instance

, and use engine

as a synonym for engine type

.

This way we don't need to introduce a new term (family) that readers are unfamiliar with, and would have simpler and more natural terms too.

Then we can define Engine

as:

The Engine

type encapsulates the concept of engines within Anoma.

type Engine (S M H A L X : Type) :=

And refer to engines as before, e.g. Router Engine

and PubSub Engine

instead of Router Engine Family

and PubSub Engine Family.

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