In the previous version of the specs (v1), we have described and organized the node architecture in terms of machines

, engine groups

, and engines

.

In the current version (v2) we have an updated and more precise notion of engines and their types, however it's not clear how this connects with the node architecture.

Before, we had machines that were further subdivided into engine groups, which had a number of engines where we described the relevant types, messages and behaviour.

In the new specs these are described under engine families, in the node_architecture/engines/

directory in a flat structure, and not listed in the ToC.

Questions:

Does this way of talking about machines and engine groups fit the new engine model, or do we also need to revise these?

How do we connect the engine families to the machines and engine groups in the node architecture? We need updated machine and engine group templates to clarify.

Shall we add the engine families to the ToC under engine groups like before?

Or list them in the ToC under Engine Families

? Or both (not sure if possible)?

Listing them under engine groups like before would result in a clearer structure I think.

Also, describing how engine instances

are spawned for each engine family, (e.g. whether an engine has a single instance launched at node start, or many instances spawed during runtime, and if so how).

Where shall we talk about these? In the engine family description or under machines / engine groups?

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