Project 2





**FDIR**

*Spacecraft fault protection system*

**Euro Team**

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**Illustration table**

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**Introduction**

In the purpose of applying and studying real case project for the *Design for Softwares and Systems* course, our team is required to understand and design a fault protection system for a spacecraft as described in the article by Steve Easterbrook et al. [Eas98]. The first part of this global project is to understand the problems we have to respond, to specify the needs of our client and to start thinking about a user system interface.

1. **System description & business case**

1. **Utility tree**
2. **Architecture**

User has to subscribe to an event if they are interested in receiving notifications. These notifications are generated by a publisher. User (**subscriber**) is subscribing while **publisher** is notifying him about several news he asked for. When an event is created, it is generating some notifications from the publisher by a *publish()*function/method. An event service between publishers & subscriber allows the system to work under several abilities:

1. **Space decoupling**: publisher & subscriber work indirectly between them without knowing each other. In fact, the event service links the publisher to the subscriber in order to make it work.
2. **Time decoupling**: publisher can send notification while subscriber is disconnected. Vice & versa, user can see notification while publisher is not running.
3. **Synchronization decoupling**: concurrent activities can be performed by publishers & subscribers. They are asynchronously notified of an event.

**Topic-based P/S**

The topic-based P/S is strongly similar to “groups” notion. Bundle communication peers, with methods to characterize & classify event content (divided by keys in a string shape).The first systems using P/S were based on group of communication.

Difference between groups & topics is that groups are used for maintaining strong consistency between the replicas of a critical component in a local area network (LAN), whereas topics are used to model large-scale distributed interactions. Individual topics are linked to distinct communication channels. Hierarchies are orchestrating topics. Topics regroup event in content and structure. It is static & primitive but efficiently implemented.

**Content-based P/S**

A content-based P/S corresponds to a subscription scheme based on the actual content of the considered events. The user specifies what he wants using filters. Participants can subscribe to logical combinations of elementary events and are only notified upon occurrence of the composite events. It is highly expressive but sophisticated protocols to put in place.

Event driven architecture

Devices subscribe to sub-systems which in turn listen to events broadcasted by the devices.

Such events can be for example “announce value” event

Choice based on identified quality attributes

•Enables asynchronous processing

•High potential for resilience in case of failure

•Load can be balanced efficiently between systems

Architectural approach follows logically from system architecture

This part is talking about the different choices or types we have to implement a P/S system.

**Events**

1. **Message**: Made of a header (message specific-information) and payloads data (user specific-information). It is a king of records or data with several fields.

2. **Invocation**: it is calling methods of the subscriber in order to make some actions.

**Media**

Media is a transmission of data between producer (publisher) & consumer (subscriber). It is tested through three different aspects: architecture, reliability or persistence.

1. **Architecture:**

- Centralized architecture: Messages are sent to a single one entity which stores everything (reliability, consistency & transactional support). Message goes to the producer to the consumer passing by the entity. Centralized architecture is following this scheme:

producer🡪 entity 🡪 consumer

- Distributed architecture: at the contrary, distributed architecture is asynchronous & anonymous. In this case, messages are going faster and the delivery is even more efficient. Entity is not present anymore. That means that there is directed link and direct relations between the producer & consumer.

Producer 🡨🡪 consumer

2. **Dissemination:**

Message queuing systems are using point-to-point communication between P/S and centralized broker. Performance is highly affected by the cost of event filtering on each of the servers. Hopefully, new algorithms allow filtering data in P/S systems.

**Quality of Service**

1. **Persistence:**

Message sent without generating replies. Transmission message is not controlled. Durability of information is really important, even more than guarantee in reliability. Has to check that message would not be lost.

Persistence is present in centralized architecture. Indeed, entity is checking and storing message till it is delivered. Nevertheless, it is not present in distributed architecture.

2. **Priorities:**

Priority is working with persistence. When messages have to be sent, priority can check whether there are some “real-time” events which need to be send before others. This affect messages in transit. It is actually a best effort QoS.

Priority aspect is present in both centralized and distributed architectures.

3. **Transactions:**

It is used to join a sequence of message into one block in order to send it in one time. Transaction is really useful when we encounter a failure. In this, none of the sequence is sent.

4. **Reliability:**

Reliability allows making sure that messages or sequences are delivered to the entities. It is really close to persistence aspect.

1. **Architectural approach analysis**
2. **Discussions & alternatives**

Advantages

Loosely-coupled: Publishers are loosely coupled to subscribers, and needn't even know of their existence. With the topic being the focus, publishers and subscribers are allowed to remain ignorant of system topology. Each can continue to operate normally regardless of the other. In the traditional tightly-coupled client-server paradigm, the client cannot post messages to the server while the server process is not running, nor can the server receive messages unless the client is running. Many pub/sub systems decouple not only the locations of the publishers and subscribers, but also decouple them temporally. A common strategy used by middleware analysts with such pub/sub systems is to take down a publisher to allow the subscriber to work through the backlog (a form of bandwidth throttling).

Scalable: For relatively small installations, pub/sub provides the opportunity for better scalability than traditional client-server, through parallel operation, message caching, tree-based or network-based routing, etc. However, as systems scale up to become datacenters with thousands of servers sharing the pub/sub infrastructure, this benefit is often lost; in fact, scalability for pub/sub products under high load in large deployments is very much a research challenge.

The most serious problems with pub/sub systems are a side-effect of their main advantage: the decoupling of publisher from subscriber. The problem is that it can be hard to specify stronger properties that the application might need on an end-to-end basis:

\* As a first example, many pub/sub systems will try to deliver messages for a little while, but then give up. If an application actually needs a stronger guarantee (such as: messages will always be delivered or, if delivery cannot be confirmed, the publisher will be informed), the pub/sub system probably won't have a way to provide that property.

\* Another example arises when a publisher "assumes" that a subscriber is listening. Suppose that we use a pub/sub system to log problems in a factory: any application that senses an error publishes an appropriate message, and the messages are displayed on a console by the logger daemon, which subscribes to the errors "topic". If the logger happens to crash, publishers won't have any way to see this, and all the error messages will vanish.

As noted above, while pub/sub scales very well with small installations, a major difficulty is that the technology often scales poorly in larger ones. These manifest themselves as instabilities in throughput (load surges followed by long silence periods), slowdowns as more and more applications use the system (even if they are communicating on disjoint topics), and so-called IP broadcast storms, which can shut down a local area network by saturating it with overhead messages that choke out all normal traffic, even traffic unrelated to pub/sub.

For pub/sub systems that use brokers (servers), the agreement for a broker to send messages to a subscriber is in-band, and can be subject to security problems. Brokers might be fooled into sending notifications to the wrong client, amplifying denial of service requests against the client. Brokers themselves could be overloaded as they allocate resources to track created subscriptions.

Even with systems that do not rely on brokers, a subscriber might be able to receive data that it is not authorized to receive. An unauthorized publisher may be able to introduce incorrect or damaging messages into the pub/sub system. This is especially true with systems that broadcast or multicast their messages. Encryption (e.g. Transport Layer Security (SSL/TLS)) can be the only strong defense against unauthorized access.

**Conclusion**

The role of publish/subscribe systems is to permit the exchangeof events between producers andconsumers in an asynchronous manner.Thanks to the three dimensions decoupling (time, space, synchronization), participants (producers & consumers) can operate independently. None of the P/S is perfect. Scalability remains a big issue for P/S. Studying these solutions let us think that it could be better to try to merge and take the best parts of every P/S principle.

**References**

**Web Sites**

**Books**

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**Annexes**